Advanced Dungeons & Dragons®
2nd Edition

Monstrous Collection
Game Accessory



TSR

Monstrous Collection

Game Accessory

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Aarakocra

CLIMATE/TERRAIN:	Tropical and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral good

NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	6, Fl 36 (C)
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or 2-8 (weapon)
SPECIAL ATTACKS:	Dive +4
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wing span)
MORALE:	Steady (11)
XP VALUE:	65



The aarakocra are a race of intelligent bird-men that live on the peaks of the highest mountains, spending their days soaring on the thermal winds in peace and solitude.

Aarakocra are about 5 feet tall and have a wing span of 20 feet. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and locks in place for flying. Though the wing-hands cannot grasp during flight, they are nearly as useful as human hands when an aarakocra is on the ground and its wings are folded back. The wing muscles anchor in a bony chest plate that provides the aarakocra with extra protection. The powerful legs end in four sharp talons that can unlock and fold back to reveal another pair of functional hands, also with three human-sized fingers and an opposable thumb. The hand bones, like the rest of an aarakocra's skeleton, are hollow and fragile.

Aarakocra faces resemble crosses between parrots and eagles. They have gray-black beaks, and black eyes set frontally in their heads that provide keen binocular vision. Plumage color varies from tribe to tribe, but generally males are red, orange, and yellow while females are brown and gray.

Aarakocra speak their own language, the language of giant eagles, and, on occasion, the common tongue (10% chance).

Combat: In aerial combat, an aarakocra fights with either talons or the heavy fletched javelins that he clutches in his lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. The javelins, which can be used for throwing or stabbing, inflict 2d4 points of damage. Owing to the aarakocra's remarkable skill at throwing javelins in the air, it incurs none of the attack penalties for aerial missile fire. An aarakocra will always save its last javelin for stabbing purposes rather than throwing it. Its favorite attack is to dive at a victim while clutching a javelin in each hand, then pull out of the dive just as it reaches its target, and strike with a blood-curdling shriek. This attack gains a +4 bonus to the attack roll and causes double damage, but an aarakocra must dive at least 200 feet to execute it properly.

An aarakocra is reluctant to engage in grappling or ground combat, since its fragile bones are easily broken. Though rarely used except when cornered, an aarakocra's sharp beak can bite for 1-3 points of damage.

Habitat/Society: Aarakocra live in small tribes of about 11-30 (1d20+10) members. Each tribe has a hunting territory of about 10,000 square miles with colorful banners and pennants marking the boundaries.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as the tribe's leader. In tribes of more than 20 members, the second oldest male serves as the shaman, leading simple religious ceremonies involving the whistling of melodic hymns at sunset on the first day of a new month. Males spend most of their waking hours hunting for food and occasionally for treasure, such as gems and other shiny objects. Females spend eight months of the year incubating their eggs, passing the time by fabricating javelins and other tools from wood and stone. While resting on their backs, aarakocra females can use all four hands at the same time to weave boundary pennants, javelins sheaths, and other useful objects from vines and feathers.

Five aarakocra, including a shaman, can summon an air elemental by chanting and performing an intricate aerial dance for three melee rounds. The summoned air elemental will comply with the aarakocras' request for a favor, though it will not endanger its life on their behalf.

Aarakocra are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

Ecology: Aarakocra have little to do with other species, including neighboring aarakocra tribes, and leave their home territory only in extreme circumstances. They rarely encounter humans except for an occasional foray into a rural community to snatch a stray farm animal; this is not an intentionally malicious act, as aarakocra are unable to distinguish between domestic and wild animals. A human venturing into aarakocra territory may be able to convince one to serve as a guide or a scout in exchange for a shiny jewel or coin.

Aarakocra, Athasian

Climate/Terrain:	Deep desert
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Varies
Alignment:	Any
No. Appearing:	1d10
Armor Class:	7
Movement:	6, Fl 36 (C)
Hit Dice:	2+2
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d3/1d3 or by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (with 20+-foot wingspan)
Morale:	Steady (II)
Level/XP Value:	65
Psionics Summary:	Dis 2/Sci2/Dev 7; PS 9; PSPs 30 Att: EW, MT, Def: IF, TW
Player's Option:	#AT 1; MTHAC0 16; MAC 8

Clairsentience: *Sciences* – nil; *Devotions* – all-round vision, danger sense, radial navigation.

Telepathy: *Sciences* – mind link, probe; *Devotions* – contact (ESP), ego whip (life detection), send thoughts, mind thrust (sight link).

Note: Only leaders of tribes have psionic powers. While the powers listed above are the most common, some aarakocra have different or additional powers.

A race of intelligent, birdlike creatures living in the deepest deserts of Athas, the rare Athasian aarakocra spends its time soaring on thermals in search of food.

The aarakocra is 7 to 8 feet tall with a wingspan of 20 feet or more. Because of its large wingspan, an aarakocra can carry as much as 75% of its own body weight and still fly easily. An aarakocra can fly a short distance carrying a burden equaling 125% of its own body weight. The average body weight of a full grown male is 100 pounds and a female is 85 pounds.

Each wing has a "hand" at its midpoint, consisting of three fingers and an opposable thumb. The fourth finger forms the rigid leading edge of the wing. In flight the hands cannot be used, but on the ground the aarakocra can use its hands almost as a human would. The aarakocra's body is protected by a thin bony plate on the chest, much like a solid rib cage. Talons on its legs can be used as claws and can be retracted to reveal a second set of hands, also with three fingers and an opposable thumb. Except for the chest plate, the entire skeleton is hollow and extremely fragile.

From a distance, the Athasian aarakocra resembles a huge vulture. Its black eyes, set in the front of the head, provide excellent vision over a long range. The plumage is generally black with a white collar for adult males and black or brown with a smaller white collar for females. Adolescents are a mixture of brown and black. The beak is large and covers most of the head. Plumage begins at the crown of the head and is darker near the head, except for the collar.

Athasian aarakocra speak their own language and the languages of vultures and other large birds. Some speak the common tongue (5% to 10% chance depending on how deep in the wastelands a tribe lives).

Combat: Aarakocra can fight in the air or on the ground. They prefer aerial combat since their bones are too fragile to withstand a solid blow from a human-sized opponent. In combat against creatures on the ground, they prefer to fly over their victim and drop weighted nets. Some aarakocra use darts to harass ground-based opponents.

If their opponents can fly, the aarakocra generally forgo the use of the net, although large groups sometimes use nets on flying creatures. Normally, aarakocra attack flying creatures with long spears, diving from above and allowing the momentum to carry the spear through the target. Such an attack doubles the damage if the aarakocra have been able to dive at least 50 feet. Only the very largest aarakocra can carry more than one of these spears, they can attack with both at once with no penalty, causing double damage on each strike. All diving attacks are made at +4 and should be treated as a charge attack. All other penalties and restrictions of charge attacks apply.

The effect of the aarakocra's nets depends on if the opponent is flying at the time it becomes entangled. Creatures on the ground that are hit by a net are entangled and unable to participate in any combat until they make a successful Strength check to get free of the net. Flying creatures hit by a net can no longer fly and immediately begin falling. If they cannot escape the net or use some magical means to arrest the fall, normal falling damage applies.

Unless victims are entangled in nets, aarakocra are cautious in ground combat. If the aarakocra outnumber their opponents they advance in a straight line and thrust with their spears. If outnumbered, or the opponents are particularly tough, the aarakocra withdraw. Victims entangled in nets are killed or incapacitated for use as food or ransom.

Athasian aarakocra are mindful of their physical limitations as well as their comparatively low psionic abilities. They do not normally initiate psionic combat.. At the first sign of psionic powers from any of their victims, however, all aarakocra that have some ability will use whatever attack and defense modes they can in an attempt to destroy the threat. Large groups of is or more aarakocra may initiate psionic combat if their leaders feel they can win quickly and avoid physical combat.

In desperation, an aarakocra can attempt to bite an opponent in combat Because of the unwieldiness of its beak, the aarakocra has a THAC0 of 18 if attacking with this appendage. Further, the birdman causes only 1d2 points of damage with the beak.

Habitat/Society: Athasian aarakocra live in tribes with 6–20 (2d8+4) members, depending on the prestige of the leader. The largest tribe ever recorded had 50 members. The tribal hunting territory depends on the size of the tribe, usually about 500 square miles for a tribe of 10 members. There are no rigid boundaries between tribes and border disputes are not uncommon.

Alignments of tribe members are similar to the alignment of the leader. A tribe that has a leader who is neutral good may have neutral good, chaotic good, lawful good, and true neutral members. A predominantly evil tribe does not recognize boundaries with other tribes and treats other tribes as inferior beings to be eliminated.

Athasian aarakocra aren't happy in enclosed spaces, but they they take refuge in a cave or building if necessary.

Nonevil tribes live in rocky aeries in the highest peaks they can find. Evil tribes are normally nomadic and use an aerie made by another tribe if they need to remain in an area for a long time, even if they have to evict the tribe that made the nest.

Aarakocra aren't friendly toward intruders in their territory, especially caravans. They try to extract a toll from the caravan for passage through the desert. Good-aligned tribes allow unhindered passage of caravans that pay a tribute. If someone refuses to pay the tribute, the aarakocra try to capture scouts or outriders from the party and hold them until an even larger tribute is paid. The payment may be either livestock or shiny objects. Aarakocra are smart enough not to be taken in by glass baubles instead of gems, although they cannot tell the difference between the more common gems and the rare ones.

Evil tribes ask for tribute and often attack a caravan whether it pays or not. Aarakocra always demand shiny objects such as stones. These tribes find humans and demihumans to be quite tasty and prefer them to other food.

Good-aligned tribes of aarakocra sometimes return a lost traveler to the edge of the desert after first removing any valuables the traveler may be carrying. On very rare occasions a tribe might return a lost group of travelers to the more frequently traveled parts of the desert, again after first taking any valuables as payment.

The oldest male is the leader of the tribal hunting party and has 4+4 Hit Dice. The oldest female is in charge of the tribal aerie and has 3+3 HD. In tribes that have more than 15 members, the next oldest aarakocra serves as shaman and has 3+3 HD; the shaman completes the triumvirate necessary for proper worship and the summoning of elementals. (Interestingly, no magic-using aarakocra has ever been recorded.) Tribes without a shaman cannot summon air elementals, which is an important part of aarakocra culture.

The shaman is the leader of the daily sun worship. Aarakocra worship the sun because it provides them with the thermals they need to soar in search of food. The shaman also leads the mystic rituals used to summon an air elemental. Summoning an air elemental is usually done only in preparation for the tribe's most sacred ceremony, the hunt. Small tribes must band together for this ceremony to allow the triumvirate to be formed.

The ceremony to summon an air elemental must be conducted at dawn and requires the oldest male and female to emit a high-pitched keening whistle. The shaman conducts an intricate dance around them, simultaneously chanting an ancient summoning mantra.

The hunt is the final part of the initiation of adolescent aarakocra to adulthood and often takes the tribe far from their normal teritory. The target is always a silt drake. The hunt is the only time the females leave the relative safety of the nest. Even an evil tribe will not interfere with a tribe on a hunt. An air elemental is often summoned to help find the drake, but never takes part in the actual combat. Although the adult members of the tribe take part in the initial phases of the combat, it is the initiates who deliver the final, killing blows to me drake. scars nom me nunt are considered a mark of pride among all aarakocra.

The females spend about eight months of the year incubating their eggs. Athasian aarakocra mate for life and a pair normally produces as many as 10 offspring. A female lays one egg a year. Constant incubation is not required because of the high daytime temperatures, so the females can maintam the nest and keep the tribe's treasure in order.

Ecology: Athasian aarakocra are high on the food chain and have no natural enemies other than drakes. Unless evil, aarakocra leave their own territory only to hunt the silt drake and return as soon as possible when the hunt is over. (Evil aarakocra attack others, as noted above.) Aarakocra eggs and hatchlings are sought after by wealthy land owners who wish to use the creatures as scouts and sentries. An egg can bring as much as 10 cp in Tyr's marketplace. Tribes that have had eggs or hatchlings stolen have long memories and sometimes take revenge against the thief at a later date. Captive aarakocra join any tribe they come in contact with. Athasian aarakocra have a natural life span of 21–30 years.



	Warrior	Elder
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	Q (I)	W (I)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	10-100	1 per tribe
ARMOR CLASS:	6 (6)	5 (6)
MOVEMENT:	6 (6)	5 (6)
HIT DICE:	2+1	5+1
THAC0:	19	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (pellets)	5-30 (fire seeds)
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	L (8' tall)
MORALE:	Steady (11-12)	Elite (15-16)
XP VALUE:	120	3,000



The aartuk are nomadic vegetables organized into small tribes. One elder leads each tribe. Constantly seeking worthy adversaries, they are religious fanatics that view war as the ultimate form of art.

The warrior and elder aartuk look the same. The aartuk body has the general shape of a star. It is covered with thick, flexible bark, similar to spiked leather. The aartuk moves on its branches, the tips of which end in suction cups that the aartuk uses to hold onto vertical or inverted surfaces. Each suction cup houses a cluster of three retractable pseudopods that can be used to handle small objects. The head of an aartuk stands on a six-foot-tall, snake-like stalk that can coil in and out of the center of the star. The head is oblong in shape, with a hole on one end surrounded by three black lumps. These are the sensory organs of the aartuk, which enable it to detect movement via vibration, smell, and infrared vision. The aartuk cannot see visible light.

Aartuk come in a variety of strains. There are tribes of grey specimens that favor sandy or very dusty environments. Some tribes look more like rough stones, ranging from light brown to dark grey. Other tribes let mosses, mushrooms, and other small plants grow on their limbs; these types generally prefer to live in dense foliage. In all cases, aartuk are capable of concealing themselves in their natural environment (80% chance of success if the viewer is 30 or more feet away).

Combat: Aartuk can spit a secretion through the opening in their heads. The secretion solidifies upon contact with air and forms a rock-hard pellet that causes 1d8 points of damage. The range and other effects of the pellet are identical to those of a regular sling bullet. An aartuk can shoot one such pellet per round of combat, without any penalty for close combat.

Instead of shooting a pellet, an aartuk may choose to shoot forth its gooey tongue to entangle an adversary. The sticky tongue is effective up to a maximum distance of 30 feet. When attacked by the tongue, the victim must roll a successful Dexterity check or become immobilized. An unconscious victim is automatically entangled. A successful Strength check is needed to pull free of the sticky tongue, with a cumulative −1 penalty per round of continuous immobilization.

The goal of the aartuk is to pull the victim to the center of its body. The head then coils back into the center of the body to hold the victim down, while the branches roll back to crush the victim. The aartuk thus causes 1d8 points of damage per round to an immobilized victim. The aartuk does not use its branches for combat in any other fashion.

An elder aartuk fights as a warrior, with the addition of priest spells and a more potent missile weapon. The elder's pellet has twice the range as that of a warrior. The pellet produces a small spark on impact. In normal space, the spark has no effect other than tipping off opponents to the real nature of the elder—which is not apparent to humans. In the phlogiston however, the spark ignites a fireball that causes 5d6 points of damage. The elder usually does not fight when sailing through phlogiston, in order to avoid accidentally harming itself or other aartuk warriors that could be in the area of effect. By instinct, the elder prudently curls up its front branches just before spitting a pellet.

The elder is capable of casting spells as a 4th-level priest with a Wisdom of 14 (five 1st-level spells and two 2nd-level spells). It must pray to its god (as a normal priest) to regain its spells. Aartuk elders are likely to have the following spells:

If prepared for combat: *Cause fear, curse, command, darkness, magical stone* *, *chant*, and *flame blade*

When traveling: *Detect good, detect magic, endure cold/heat, protection from good, sanctuary, charm person or mammal*, and *know alignment*

* The elder may cast *magical stone* on up to three pellets. Although the affected pellets have not yet been secreted at the time the spell is cast, it nonetheless remains effective until all three pellets are actually shot, or until the spell reaches the end of its normal duration. It enables these pellets to hit monsters that only magical weapons can affect. The damage is the same, but the effect vanishes when the pellet hits a target or an obstacle.

Aartuk warriors normally avoid harming opponents they believe to be able to control spelljamming devices. They try to capture and drag such opponents away from the scene of a combat. If a fight went against them, aartuk would retreat, taking their prisoner

with them.

Habitat/Society: Aartuk can be found anywhere in areas of wildspace or beyond, in the phlogiston. Tales and legends of their past indicate that their original world was destroyed by the Tyrant Race. Aartuk vow an ancestral hatred toward beholder-kin, and they go to great lengths to cause these creatures any kind of harm in their power.

Several individuals once managed to get aboard spelljamming ships and eventually took them over. There are now many tribes with flotillas of ships captured from fallen enemies. The elder of a tribe is the only aartuk in that tribe capable of piloting a spelljamming ship. Slaves are used to control other ships in a flotilla. Once they capture a ship, the aartuk proceed to modify to make it resemble their preferred environment. Depending on the tribes, ships can be made to look like rocky asteroids, suspended gardens, dusty wrecks, etc. Aartuk cannot make spelljamming devices of their own.

Aartuk do not value precious metals, other than as lures for potential victims. They appreciate gems (their currency), magical weapons, and art pieces related to the topic of war, which they keep as war trophies. Some rare aartuk magical items with various powers are worn as torques at the base of their head stalks, within the cavity at the center of their bodies. These items may improve Armor Class or grant special abilities common to magical rings (such as invisibility, mind shielding, regeneration, or telekinesis). These are typically reserved for the aartuk aristocracy and the elders (see the "Elders" description below for both). Humanoids can use aartuk magical torques, wearing them as arm bracers. Only one such item can be used at a time (wearing two prevents either from functioning). Aartuk cannot use any other types of magical items.

Aartuk live and die for war, which is linked to their religion and reproductive system (see "Ecology"). Aartuk are known to attack small colonies or isolated warships. When they encounter an obviously weaker opponent, aartuk find it more honorable to take prisoners and question them about the location of a more suitable opponent. They later release all these prisoners (except potential slave pilots) after taking away any gems or war trophies. Different aartuk tribes occasionally ally to attack larger targets, but they generally have no intertribal contact.

Warriors without an elder are likely to seek another tribe of the same breed; they will offer great war trophies to be accepted as tribe members by the new elder. If warriors do not have a slave pilot, they drift in space, hoping for an unsuspecting vessel to board them. They either attempt to take over that ship—with its pilot alive—or give away part of their treasures to buy themselves safe passage. Aartuk usually are true to their word and will respect a reasonable agreement.

Aartuk are air breathers and are capable of speech. They need their ships to retain sufficient air, food, and water to travel long distances. They also rely on their elder leader, who can filter stale air to produce oxygen sufficient for 50 aartuk. Because of this limitation, aartuk are not known for not keeping prisoners very long. These are either set adrift on a raft, or unceremoniously dispatched to the storeroom.

Aartuk speak various dialects specific to their breeds (rustles, snaps, clicks, pops, and whistles). Aristocrats and elders are likely to speak another two or three more tongues among those languages commonly used in their region (or pick at random: Elven 01-20, Human Common 21-40, Beholder 41-70, Neogi 71-80, Dracon 81-90, the Arcane tongue 91-95, or Illithid 96-00).

Aartuk worship deities of various origins, though all of these are evil patrons of war. Some tribes have adopted the worship of human deities or those of other monstrous creatures. The elder provides the clerical guidance for one specific deity. Aartuk normally burn their dead and keep the ashes (and magical items, if any) within urns. These urns are taboo and no aartuk dares tamper with these for fear of waking the dead.

Ecology: Aartuk can ingest any kind of nourishment. They normally cook their food and can prepare sophisticated dishes. They absorb their food through an opening underneath their bodies.

An aartuk reproduces by infecting an unconscious victim with a virus that progressively turns the victim's flesh to jelly in a few days. The victim loses 1d6 points of Constitution per day until death occurs or until a *cure disease* spell destroys the virus (a convalescent recovers 1 point of Constitution per day). A fully grown aartuk warrior—with the memories of the warrior who infected the victim—emerges from the jelly in one month.

Aartuk infect victims by leaving their tongues on a open wound for three rounds. Aartuk view the "gift of birth" as a sign of respect and honor toward a victim. The infection of a victim is a religious ritual that must be overseen by the elder of the tribe. There is no gender among the aartuk.

The bodies of aartuk, either dead or alive, provide no useful components for magic, though the slime on their tongues makes an effective glue when boiled to the appropriate concentration. The tongues may be hung and left to dry for several weeks, which produces an average quality rope. When properly fermented, the sap of elders makes a beverage greatly desired by beholders. An elder provides enough sap to brew a small keg of *aartukia*. A shrewd merchant could get several thousand gold pieces for the sale of a single keg.

Elder Aartuk

The elder is a very old, wise aartuk warrior. It is clear when a warrior aartuk is becoming an elder because it "blossoms." This normally happens when a warrior Aartuk reaches 70-90 years of age. Depending on its breed, the aartuk's "flowers" may look like rocky outgrowths, very colorful mushrooms, or sweet-smelling, exuberant orchids.

During that period, the aartuk becomes the equivalent of the human "aristocrat." Although the aristocrat is identical to a common warrior (in game terms), it is nevertheless treated with much deference by its fellow warriors, and it does not have to undertake menial duties. This increased respect is explained by the fact that an aartuk's blooming signifies either its imminent death or its final transformation to elderhood. The flowers last for about one Earth year, after which they wither and fall off. At that point, the aartuk must roll a successful saving throw vs. death magic or shrivel and die as well.

If it survives, the aartuk sheds its skin and regains a newer, stronger vitality. It is then hailed as a new elder, and it soon leaves with a small group of younger followers to start another tribe. A new elder lives another 40-60 years, after which it dies of old age. A new tribe is traditionally granted one spelljamming ship and, whenever possible, a few slave pilots and some treasure. If the mother tribe has only one ship, the two elders fight a traditional duel that ends in the death of one of them. The survivor takes over the tribe.

Aartuk can tell an elder from common aartuk by its smell. Other races that do not have a keen sense of smell cannot readily tell the difference. Elders are immune to those spells or magical effects that either control the physical movement of plants or alter their physical shapes.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	R, U
Alignment:	Any nonevil
No. Appearing:	1 (1–2)
Armor Class:	3 (10)
Movement:	12
Hit Dice:	3+3
THAC0:	17
No. of Attacks:	1 or by weapon
Damage/Attack:	1d3 or by weapon
Special Attacks:	Spell use
Special Defenses:	½ damage from fire and cold; +2 to saves vs. *charm, emotion, fear,* or *domination*
Magic Resistance:	10%
Size:	M (5½'–6½' tall)
Morale:	Elite (13–14)
XP Value:	420

Just like tieflings, aasimar are plane-touched creatures that can't quite be called human. In their veins flows the blood of both humankind and one of the races of the Upper Planes – the rilmani, the eladrins, or the guardinals. Aasimar are beautiful creatures, with calm, serene features and an inner radiance that shines from their faces. They've got long manes of white-gold hair, and bright, piercing eyes that seem to look right though a basher. It's easy to mistake an aasimar for a human of unnatural purity, a half-elf, or even an agathinon. Aasimar tend to be noble, honest, and courageous cutters, but a body shouldn't always assume an aasimar means him well; there are a few cross-traders and knights of the post among the aasimar, despite their noble birth.

Aasimar are scattered throughout the Outlands and Upper and Neutral Planes, but naturally avoid prolonged stays on any of the Lower Planes. (They're too likely to be mistaken for an aasimon of some kind, and a tanar'ri or baatezu can't stand the sight of an aasimon.) They usually dress to fit in with the population around them, so an aasimar living among the elven folk of Arborea dresses like an elf and assumes many of his hosts' mannerisms. When an aasimar's moved to great emotion, his heritage shines through his face like sunlight through clouds. There aren't many evil bashers who can look an angry aasimar in the eye.

Combat: Aasimar are upright and fair warriors with deep reserves of strength and faith. Unfortunately, their mixed blood makes them somewhat frail. All aasimar gain bonuses of +1 to Strength and Wisdom, and suffer a –2 penalty to Constitution. It's real hard to sneak up on aasimar; they've got senses like a cat's, it seems. All aasimar have infravision to a range of 60' and gain a +1 bonus to surprise checks due to their unnatural hearing and alertness. Aasimar suffer only half damage from fire and cold, and gain a +2 to saving throws versus any kind of *charm, fear, emotion,* or *domination* effect.

The typical NPC aasimar described above is a warrior. Most aasimar favor well-made heavy armor such as plate mail, field plate, or banded mail. They're likely to wear beautifully decorated suits, emblazoned with their coats-of-arms or other such frippery; an aasimar likes to stand tall and proud, and doesn't care who knows it. Because aasimar seem to pick a lot of scraps with powerful evil creatures, they are fond of large weapons that take advantage of their natural strength. An aasimar'll rarely be seen with an assassin's weapon like a hand crossbow or poisoned dagger; they like big two-handed swords, halberds, and maces, and mighty long bows.

About 25% of all aasimar are priests or fighter-priests, with the spell abilities of a 3rd-level cleric. About 10% more are mages of 3rd to 7th level, with four-sided Hit Dice. Aasimar mages do not gain the 10% magic resistance of the race.

Habitat/Society: As noted above, aasimar prefer to blend in with their neighbors and form no independent societies. They tend to be great travelers and wanderers, since they are welcomed anywhere on the Upper Planes and can pass without notice in most other places. Some aasimar set themselves up as traders and merchants; these cutters do a good business, since everyone *knows* they're trustworthy. In fact, when an aasimar bobs some sod, he's likely to get away with it since most people'll take his word over his victim's.

Aasimar commonly intermarry with the people around them; in fact, it's rare to find an aasimar bloodline more than four or five generations old. Unlike tieflings, aasimar are rarely outcasts or orphans. Instead, they usually have the benefit of a respectable upbringing on the side of their mortal parent. On rare occasions, aasimar are born into prime-material worlds where no one knows their true heritage. In these settings, the young aasimar often becomes a great leader or hero.

Ecology: Aasimar's expertise at fitting in with their settings makes them model citizens. They are upright and honest in their dealings, live clean and moral lives, and aren't afraid to stand up for what's right. This is all fine on the Upper Planes, but in neutral places like the Outlands it means that aasimar are born troublemakers. They've got an uncanny ability to ferret out underhanded schemes and put a stop to them. Aasimar're as safe as the next body on their native planes, but in Sigil they've got to watch their step and curb their impulses.

Aasimar can eat about anything a civilized human can. They have little liking for raw meat, fiery brews, or other such fare. Most aasimar have very discriminating palates and enjoy only the finest viands and wines of mortals.

There's a natural rivalry between tieflings and aasimar. Tieflings heartily resent them because their mixed heritage isn't perceived as a fault, like the tieflings' own commonly is. To the tiefling mind, an aasimar is a coddled half-breed who's had everything handed to him on a silver plate. Aasimar find it difficult not to be suspicious of tieflings in return.

Player Character Aasimar

At the DM's option, players may decide to create aasimar characters. As noted above, an aasimar gains +1 to Strength and Wisdom, and suffers a –2 penalty to Constitution. The other qualifying ability scores are:

Str	Dex	Con	Int	Wis	Cha
8/18	5/18	5/18	11/18	11/18	13/18

The character's scores must fall within these parameters before the racial ability score adjustments are applied. PC aasimar can be of any class, and can be multiclassed as shown below:

- Fighter/Priest, Fighter/Mage, Fighter/Bard
- Ranger/Mage, Ranger/Priest
- Mage/Priest, Mage/Thief, Mage/Bard
- Priest/Bard

Aasimar can reach 14th level as fighters, rangers, or paladins; 15th level as priests; 12th level as mages; and 9th level as thieves or bards. A single-classed aasimar can rise 2 levels higher than these limits in her chosen class.

Player character aasimar have infravision, as previously noted, and gain a +1 bonus to surprise checks. Aasimar suffer only half damage from fire and cold, and gain a +2 to saving throws versus any kind of *charm, domination, emotion,* or *fear* effect. This includes *cause fear, chaos, charm person, charm person or mammal, charm monster, cloak of terror, command, confusion, demand, domination, emotion, enthrall, eyebite, fear, friends, hypnotic pattern, hypnotism, mass charm, mass suggestion, scare, spook, suggestion, Tasha's uncontrollable hideous laughter,* and *taunt.*

Danis Twelve-Fingers, an inebriated scribe in the Indusium tavern in Sigil, tells (to anyone who passes his spot on the floor) his experience as chronicler of a battle on the slopes of Mount Celestia. Several legions of baatezu scaled the slope from the Gray Waste to Arborea. A wizard who learned of the conflict hired Danis to record it. Danis did not leave Sigil; instead, the wizard let him survey the field clairvoyantly.

"Awful, awful," he says now. "First th' fightin', naturally, an' then of a sudden I heard this call like a trumpet. Deafed me, it did. All th' fiends turned, looked 'round, couldna see nothin'. Above sudden came this *huuuge* light from nowhere! It burned 'em! It burned ever'thing! It burned my brain!" He hiccups and adds, "Come on, basher, buy a bub for a good ol' sod, 'ay?"

Most who know Danis call him an addle-cove and discount his story. But there is a vertical crater 200 feet tall carved from the slope of Mount Celestia, like an enormous bite.

This kind of dangerous magic is wielded by the aasimon, proxies of the powers of good on the Upper Planes. However, their magic is tempered by kindness and compassion. Aasimon answer the calls of their masters to intervene in mortal causes throughout the Upper Planes.

COMBAT: Aasimon take the listed damage from the following attack forms:

ATTACK FORM	DAMAGE
Acid	Half
Cold	Half
Electricity (lightning)	Half
Fire (dragon, magical)	Full
Gas (poisonous, etc.)	None
Iron weapon	Full*
Magic missile	Full
Poison	None
Silver weapon	Full*

* Unless immune to nonmagical weapons, in which case no damage is sustained.

All aasimon have the spell-like powers *aid*, *augury*, *change self*, *comprehend languages*, *cure serious wounds* (3 times per day), *detect evil*, *detect magic*, *know alignment*, *read magic*, and *teleport without error*. They can travel freely throughout the Upper Planes and may enter the Astral and Prime Material Planes at the request of a greater power. Specific missions may briefly take an aasimon to the Lower Planes.

The aasimon's *detect evil* ability goes beyond the spell of the same name. Within 100 feet of a source of evil (strongly aligned individual, powerful evil magical item, and so on) the aasimon automatically detects its direction, strength, and general nature. An aasimon who gazes directly into the eyes of an evil creature learns its name, nature, and background. This power always functions automatically.

Aasimon have a special power over mortals called *celestial reverence*. This power works only in the aasimon's normal, unaltered form. When the aasimon invokes *celestial reverence*, a blinding flash of light draws the attention of all mortals in sight of it. Anyone viewing this spectacle must immediately save vs. paralyzation. Any person of good alignment who fails the save is struck by a strong protective love for the aasimon. Those of evil or neutral alignment who fail to save suddenly fear the aasimon's power and do not attack. Evil creatures of fewer than 8 Hit Dice who fail their save flee the area immediately. The aasimon rarely use this ability, for goodness dictates that they avoid using their powers to manipulate others.

Although aasimon cannot *gate* in others of their kind, they can send out a distress call that other good powers sense. If an aasimon does this, the closest enchanted good beings (for example, ki-rin, unicorns, and metallic dragons) immediately come to the rescue. This ability does not create or conjure good beings; it only alerts them.

When on the Upper Planes and in dire need, good-aligned worshipers of the utmost faith and power are 20% likely to attract an aasimon's help. Modify the chance if the worshiper is performing a mission for his or her church.

HABITAT/SOCIETY: Aasimon neither lie, cheat, attack needlessly, nor steal, and they are impeccably honorable in their dealings. In this, unfortunately, they are sometimes predictable and even vulnerable to manipulation.

There are seven varieties of aasimon. The agathinon are warriors; the other six types (astral, monadic, and movanic devas, light, planetar, and solar) are collectively called celestial stewards.

Warriors: The agathinon, the fighting forces of the Upper Planes, defend the borders of their planes against intruders. Warriors also face each other in endless cycles of "holy" wars. Gathering a vast host of agathinon warriors and whipping them into ideological fervor, one pantheon wages devastating campaigns against another, slaughtering thousands, even millions in the name of its particular brand of goodness. Despite their goodness, aasimon can hold a grudge; bad feelings still exist between pantheons over holy wars fought thousands of years ago.

Celestial stewards: The mightiest and most just of the aasimon, the celestial stewards directly serve the powers of the Upper Planes. Although similar to one another, each steward has a particular role in the affairs of the Upper Planes. Some are messengers, some render aid to mortal followers, and still others act as scouts.

Climate/Terrain:	Upper Planes
Frequency:	Uncommon (upper) or very rare
Organization:	Army (upper) or solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	50–100 (upper) or 1
Armor Class:	0
Movement:	15
Hit Dice:	8
THAC0:	13
No. of Attacks:	1 (weapon) or special
Damage/Attack:	By weapon or special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	20%
Size:	See below
Morale:	Elite (13–14)
XP Value:	8,000

Agathinon, the aasimon warriors, only appear in their natural form on the Upper Planes. There they look like elves with opalescent, luminous skin and shining eyes. Elsewhere an agathinon assumes another form at will. Male and female agathinon are of equal size and power. They speak any language, using their powerful telepathic ability to do so.

Combat: In human form an agathinon uses nonedged weapons (for example, a sling or mace) and has the spell ability of a 7th-level cleric with 18 Wisdom.

Agathinon never attack in their natural form. At any sign of danger, they assume another form. They have all attack forms and spell-like powers of the form they assume, though they retain their original hit points, THAC0, Intelligence, and other statistics. For example, an agathinon who assumes the form of an old bronze dragon has two claw attacks (1d8 each), a bite (for 2d6 + 2), snatch, kick, wing buffet, and tail slap. He also has the powerful breath weapon and spell-like powers of the dragon. He does not, however, have 18 Hit Dice, but rather his own 8 Hit Dice.

Rarely, an agathinon assumes the form of a magical inanimate object, usually carried by some other being: a magical lamp, sword, necklace, vase, or glass vial. In this form the agathinon confers all powers of the object on its possessor, plus several other benefits: the ability to cast 1st-level priest spells from any sphere at will, and to turn undead as a 7th-level priest. Agathinon never confer abilities on evil individuals. In fact, any evil person touching the item takes 1d12 points of damage (no save allowed). Neutrals may receive benefits from the item only if their current mission or actions serve the needs of the agathinon.

All agathinon can become ethereal at will. They are struck only by +1 or better magical weapons and save as 14th-level priests regardless of the form they assume. All agathinon are immune to the following: life-level draining spells and powers, *death* spells, *disintegration*, and energy from the Positive Energy Plane.

In addition to the spell-like abilities available to all aasimon, agathinon may use the spell-like abilities *clairaudience*, *clairvoyance*, *ESP*, and *hold person*. The level of these powers is equal to the agathinon's Hit Dice.

Habitat/Society: Agathinon form the elite vanguard of the celestial armies (see "Einheriar"). In groups up to 100 strong, agathinon most often fight in human form. In special circumstances, they transform into powerful creatures such as pegasi or dragons to do battle. Agathinon are fearless warriors who often defend their cause to the death.

Agathinon carry out solo missions to the Prime Material Plane to aid mortals in their confrontations with evil. These instructions come down from the celestial stewards or, in the case of mortals of extreme courage and importance, from one of the powers themselves. Outside the Upper Planes agathinon are 60% likely to assume human form, 30% likely to assume the form of some other creature, and only 10% of the time, agathinon take the form of an inanimate object (magical sword, amulet, or some such).

Ecology: Agathinon are stern, serious, and unyielding. They are devoted beings, unswerving in their constant pursuit of right.



	Astral	Monadic	Movanic
Climate/Terrain:	Upper Planes	Upper Planes	Upper Planes
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Genius (17–18)	Genius (17–18)	Genius (17–18)
Treasure:	Nil	Nil	Nil
Alignment:	Any good	Any good	Any good
No. Appearing:	1 or 1–3	1 or 1–3	1 or 1–3
Armor Class:	–5	–3	–1
Movement:	24, Fl 48 (B)	15, Fl 36 (B)	12, Fl 30 (B)
Hit Dice:	12	10	8
THAC0:	9	11	13
No. of Attacks:	2	2	2
Damage/Attack:	3d6/3d6	3d4/3d4+8	By weapon
Special Attacks:	Disruption	Smiting	See below
Special Defenses:	Spell immunity, protection, never surprised, +2 or better weapons to hit	Spell immunity, protection, +1 or better weapons to hit	Parry, protection, never surprised, regeneration, +1 or better weapons to hit
Magic Resistance:	70%	60%	40%
Size:	M (7 feet tall)	M (6 feet tall)	M (6 feet tall)
Morale:	Fearless (19–20)	Fearless (19–20)	Fearless (19–20)
XP Value:	15,000	13,000	14,000

Devas inhabit the good-aligned Outer Planes: Arborea, Arcadia, the Beastlands, Bytopia, Elysium, Mount Celestia, and Ysgard. These proxies of the powers appear as stunningly handsome male humans with large, feathery wings fanning gracefully from their shoulders.

Combat: Although they serve the cause of goodness, devas must often deliver their messages by the point of the swords. Devastatingly powerful warriors, they have the wherewithal to take the battle to the evil they oppose.

In addition to those available to all aasimon, devas have the spell-like powers *cure disease* (3 times per day), *cure light wounds* (7 times per day), *detect lie*, *detect snares & pits* (7 times per day), *dispel magic* (7 times per day), *heal* (once per day), *infravision* (always active), *invisibility 10-foot radius*, *light*, *polymorph self*, *protection from evil*, *remove curse*, *remove fear*, and *tongues*.

Devas are immune to cold-based, electrical, *magic missile*, petrification, poison, normal fire-based, and gas attack spells. Except for monadic devas, who are not affected by fire of any type, devas take half damage from dragon and magical fire attacks. They take full damage from acid attacks. All devas are immune to attacks from nonmagical weapons.

Habitat/Society: Devas are the cornerstone of the forces of good. With the agathinon, they are the powerful and trusted vanguard of the Upper Planes. Each of the three varieties of devas has a different task to perform in the scheme of the Upper Planes. The most common missions for each type appear below. The varieties are equal in status with no rivalry between types.

Ecology: Devas live in perfect harmony with other beings of the Upper Planes. Because the remnants of their material forms disappear at death, none has ever been examined.

Devas have a close relationship with the other aasimon, particularly the planetars. In times of great need, a planetar leads a group of devas to perform some mission for a good power.

ASTRAL DEVA

Astral devas have golden skin, amber eyes, and fair hair. They also have a Charisma of 20.

Combat: Astral devas are extremely supple and move with inhuman quickness. They carry a macelike weapon with a +3 magical attack bonus (3d6 points of damage). Any creature struck twice in the same round by the weapon must save vs. spells or fall senseless for 1 to 12 melee rounds. The weapon has the special abilities of a *mace of disruption*.

In addition to those available to all aasimon and devas, astral devas have two spell-like powers: *blade barrier* (once per day) and *detect invisibility*.

Astral devas are never surprised. They are immune to vacuum, level loss (whether undead or magical), and death spells. Their souls cannot be entrapped or imprisoned.

HABITAT/SOCIETY: Astral devas attend to matters in the Lower Planes for the powers of good. These powerful, pure warriors can pass into the Lower Planes at will, bringing their justice to the heart of evil. If directly commanded by the power they serve, they can enter any layer of any lower plane without passing through intermediate layers. Astral devas also commonly travel to the Astral Plane to rescue good-aligned mortals who have become lost or stranded.

MONADIC DEVA

Monadic devas have dark brown skin, jet hair, and piercing green eyes. Their Charisma is 19.

COMBAT: Unlike the astral devas, monadics are of strong, bulky build and rely more upon strength than on speed and agility. Monadic devas have Strength 20 (+8 damage adjustment). These strong stewards of the gods carry a great metal rod enchanted to give +3 on all attack and damage rolls. This weapon has all properties of a *rod of smiting*. Only the owner can use these powers, and the weapon never runs out of charges. Solid creatures (for example, those made of stone) and metal-armored opponents suffer an additional 1d8 points of damage per hit.

Monadic devas can use all common powers shared by devas. The light they shed can extend from 3 to 30 feet as desired. The *protection from evil* sphere is half power (+1) but has a 15-foot radius. Monadic devas have two additional abilities, usable one at a time, once per round: *hold monster* and *mirror image*.

Monadic devas are immune to *death* magic and to life level loss from magic or undead. They also have a power similar to *charm person* that works on elementals. The spell-like power works like the wizard spell, but only on elementals.

HABITAT/SOCIETY: On rare occasions, a power from the Upper Planes needs a servant to go to one of the Elemental or Paraelemental Planes. When this need arises, monadic devas are used. Monadics can pass into any Elemental Plane at will and survive there without ill effect.



MOVANIC DEVA

Movanic devas have milky white skin and silvery hair and eyes. Their Charisma is 18.

COMBAT: Much like their astral counterparts, the movanic devas are slender and exceedingly agile. These powerful warriors of good can never be surprised. Although they carrying a variety of weapons, they most often employ a two-handed sword, with which they can attack twice per melee round. The enchanted blade is in all respects equal to a *sword +1, flame tongue*. It does damage equal to a two-handed sword (1d10 to S or M, 3d6 to L). A movanic deva can forfeit one or both its attacks to parry one strike per attack forfeited. The parry automatically succeeds and works against magical attacks, even spells that would normally always hit (for example, *magic missile*).

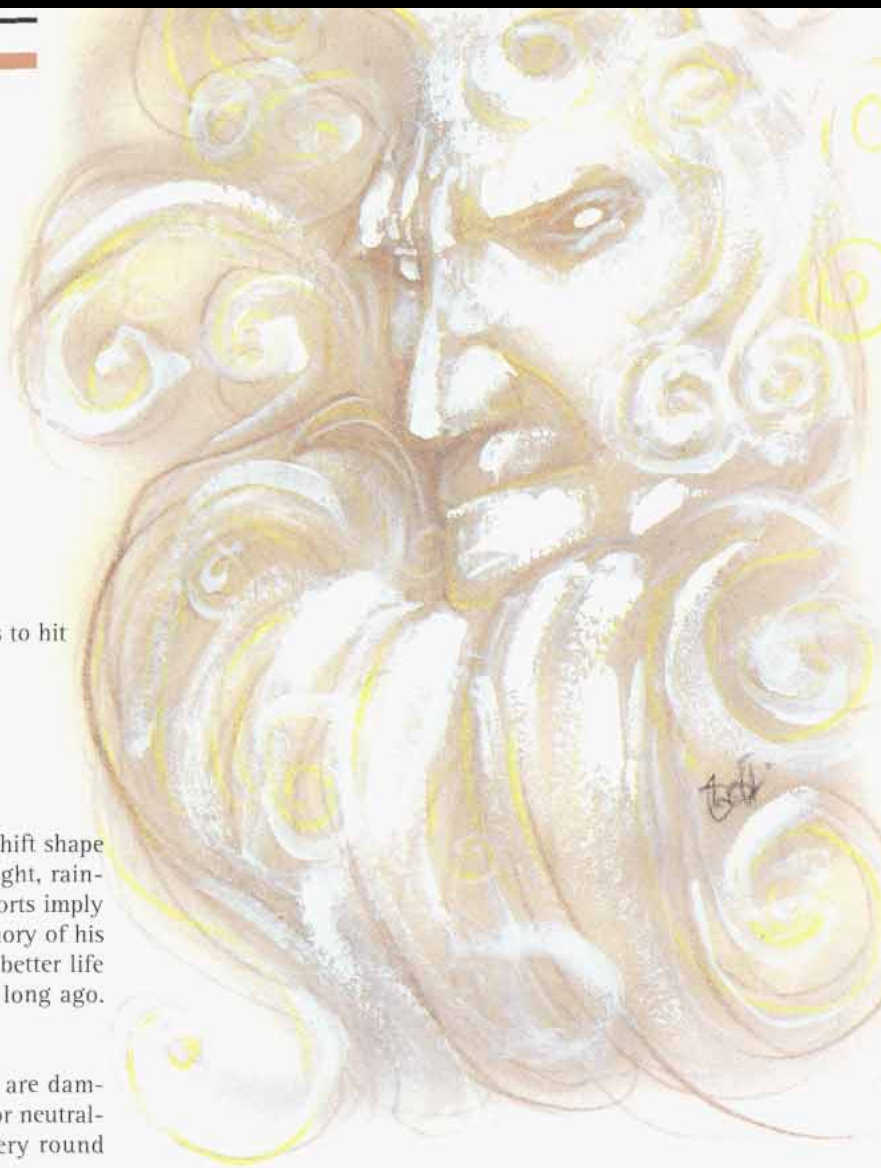
Movanics, in addition to the powers and abilities common to all aasimon and devas, may use any wizard spell of the Invocation/Evocation school, at will, once per day. They may also use the spell-like powers *anti-magic shell, protection from normal missiles*, and *spell turning*.

The movanic deva is surrounded by a powerful protection that acts as a double-strength *protection from evil* and renders the deva immune to attacks from all but +2 or better magical weapons. The deva regenerates 2 hit points per melee round.

HABITAT/SOCIETY: Movanic devas are the most privileged of all the devas, for they are sent to many other planes to aid prominent mortal followers of good deities in moments of dire need. They are able to pass into the Prime Material at will.

Movanic devas rarely appear in their natural form, instead *polymorphing* themselves into people or animals. Sometimes, however, the shock value of their natural form better serves their needs.

Aasimon, Light



Climate/Terrain:	Upper Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Any good
No. Appearing:	1
Armor Class:	–10
Movement:	Fl 48 (A)
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d12
Special Attacks:	See below
Special Defenses:	Spell immunity, +2 weapons to hit
Magic Resistance:	50%
Size:	S (variable composition)
Morale:	Fearless (19–20)
XP Value:	10,000

These energy creatures, swirling mists of light that shift shape constantly, are champions of good. Deep inside a light, rainbow colors change rapidly and randomly. Some reports imply that each good-aligned viewer sees in a light a memory of his finest moment in life, whereas evil viewers see the better life they might have led, had they made better choices long ago. These reports remain unconfirmed.

Combat: Lights are never surprised in combat and are damaged only by +2 or better magical weapons. Good- or neutral-aligned characters must save vs. paralyzation every round they attack a light; a failed save means they miss.

In contact with an evil creature, a light's energy attack inflicts 1d12 points of damage per hit. This attack does not affect creatures of good alignment. Because the attack is energy, nonmagical protection is not considered when determining the Armor Class of a light's opponent; only the "pluses" of magical armor or other defenses offer protection, regardless of the opponent's alignment. For example, if a light attacks a man in *plate mail +3*, his effective Armor Class is 7 (for the +3) rather than the standard 10. *Bracers of defense, AC 4* would remain AC 4.

In addition to those common to all aasimon, lights also have the spell-like abilities *protection from evil* (always active), *dispel evil* (3 times per day), *continual light* (7 times per day), *light*, *bless*, and *hold person* (7 times per day). Lights are immune to all *charm*, beguiling, *geas*, *quest*, *sleep*, and other mind-affecting spells, trapping spells, and death magic.

Lights may only be destroyed on their home plane. If reduced to zero hit points elsewhere, they dissipate and reform on their home plane in one month.

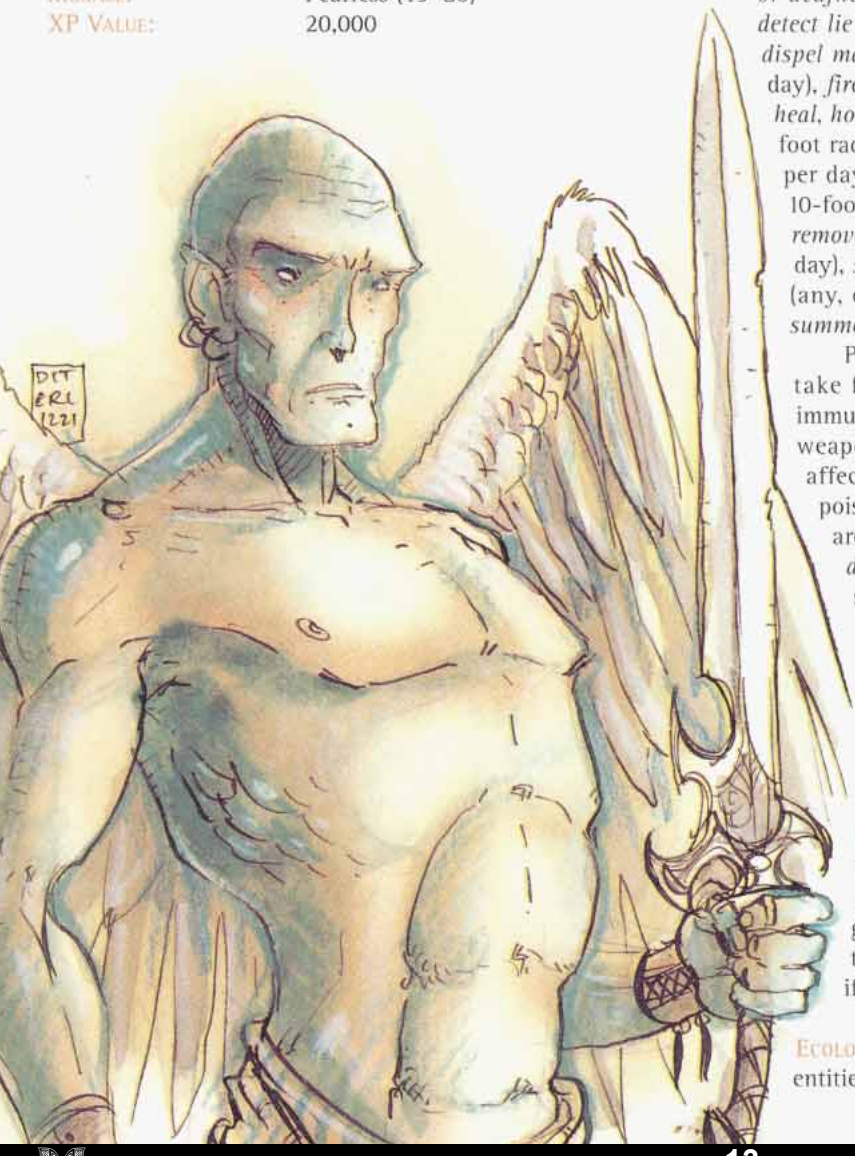
Habitat/Society: Lights are created by the powers of the Upper Planes as familiars for good-aligned, high-level worshipers. On rare occasions they serve as companions on quests of limited duration.

To request the help of a light aasimon, an adventurer must fast for three days and nights, meditating in total solitude. When the fast ends, the adventurer then bathes in a tub of *holy water*. The bathing ritual over, the adventurer then casts the spell *find familiar* (or, in the case of nonwizards, has someone else cast it). If everything is done properly and the subject is worthy, there is a 10% chance (+1% per level above 12th) that the assistance is granted. Paladins about to place themselves at peril in the name of goodness sometimes call for the assistance of a light and, if successful, become a tremendous force against evil.

Less than 1,000 lights exist, and therefore one never stays with a master longer than a single mission. If the subject already has a familiar, the light never interferes with that relationship.

Ecology: Lights are pure energy and feed on energy from their plane of origin. Some even believe them to be the idea of good embodied in physical form.

Climate/Terrain:	Upper Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	None
Alignment:	Any good
No. Appearing:	1
Armor Class:	–7
Movement:	15, Fl 48 (B)
Hit Dice:	14
THAC0:	7 (+6 Strength and weapon bonus)
No. of Attacks:	3
Damage/Attack:	1d10+10 (strength and magical bonus)
Special Attacks:	*Vorpal* weapon + special
Special Defenses:	Never surprised, regeneration
Magic Resistance:	75%
Size:	L (8 feet tall)
Morale:	Fearless (19–20)
XP Value:	20,000



Planetars are powerful spirits that directly serve the powers of the Upper Planes. They are tall, commanding humanoids who have smooth emerald skin, white feathered wings, hairless heads, and eyes of a penetrating blue. Their overall manner projects strength and confidence. They can communicate telepathically with any creature within a 100-foot range.

Combat: Planetars are never surprised. They automatically *detect illusions.*

Planetars carry a large two-handed sword that only their kind can wield. This huge weapon has all the power and severing abilities of a *vorpal sword.* Planetars attack with this sword three times per round. In addition to the sword's magical attack adjustment of +3, a planetar has a damage bonus of +7 due to Strength (19), giving a total of +6 attack adjustment and +10 damage.

Planetars have the spell ability of 7th-level priests (Wisdom equal to 21) with major access to all spheres. In addition to those common to aasimon, planetars may use the following spell-like abilities: *animate object, blade barrier* (3 times per day), *commune, control weather* (once per day), *cure blindness or deafness, cure disease, detect invisibility* (always active), *detect lie* (always active), *detect snares & pits* (always active), *dispel magic, earthquake* (once per day), *feeblemind* (once per day), *fire storm* (once per day), *flame strike* (3 times per day), *heal, holy word* (once per day), *improved invisibility* up to 10-foot radius, *insect plague* (once per day), *limited wish* (once per day), *polymorph any object, protection from evil* up to 10-foot radius (always active), *raise dead* (3 times per day), *remove curse, remove fear, resist cold, restoration* (once per day), *shape change* (once per day), *speak with dead, symbol* (any, once per day), *true seeing* (always active), *weather summoning* (once per day), and *wind walk* (7 times per day).

Planetars take half damage from magical fire. They take full damage from acid attacks. All planetars are immune to attacks from nonmagical weapons and magical weapons of +3 or lesser enchantment. Planetars are not affected by cold, electrical, *magic missile,* petrification, poison, normal fire-based, or any gas attack spells. They are immune to life level loss and to *charm, confusion, death spell, domination,* and *feeblemind* spells. Their souls cannot be entrapped or imprisoned.

Planetars regenerate 4 hit points per round. Unless encountered on the upper Outer Planes, only the material form of a planetar can be harmed. Upon destruction, its life force returns to its home plane to become corporeal again; this process requires four decades.

Habitat/Society: Planetars aid only the most powerful mortal servants of good. As a rule, characters of at least 12th level on a mission directly related to a good power have a base 5% chance to gain the attention of a planetar, plus 1% per level above 12th. Modify this chance according to circumstances.

Ecology: Like all aasimon, planetars are corporeal good entities that exist outside any ecosystem.

Solars are the most powerful aasimon and the greatest celestial stewards. They appear as large humans who have beautiful muscular bodies, white wings, and brilliant topaz eyes. Their skin and hair take on metallic coloration. A solar's voice is deep and commanding, impossible to ignore, and their Charisma is 24.

COMBAT: Solars are never surprised and are immune to attacks from nonmagical weapons and magical weapons of +4 or lesser enchantment, to energy-level loss from undead or magic, and to *charm, confusion, death spell, domination, feeblemind, hold, imprisonment,* and *trap the soul* spells.

Each solar can cast a *protection from evil* spell with a 70-foot radius at will. This sphere also serves as *protection from normal missiles* and a *minor globe of invulnerability* if the solar desires. Solars can use any *detect* spell at



will. When laying hands on a creature, a solar can bestow the ability to survive in any environment for up to 100 years.

Lawful-good solars can summon 1 to 2 ki-rins; neutral good solars can summon 1 to 2 phoenix; and chaotic good solars can summon 1 to 2 greater titans. Solars can perform the summoning three times per day with a 75% chance of success per summons.

Solars are not affected by cold, electrical, *magic missile*, petrification, poison, or any gas attack spells. They take no damage from acid attacks. They regenerate 7 hit points per melee round. Unless it is on its home plane, only the material form of a solar can be destroyed. Its spirit requires seven decades to reform.

Climate/Terrain:	Upper Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Supragenius (19–20)
Treasure:	Nil
Alignment:	Any good
No. Appearing:	1
Armor Class:	–10
Movement:	18, Fl 48 (B)
Hit Dice:	22 (177 hp)
THAC0:	5 (+5 weapon bonus)
No. of Attacks:	4
Damage/Attack:	2d20+16
Special Attacks:	*Vorpal* severing, *arrows of slaying*
Special Defenses:	See below
Magic Resistance:	85%
Size:	L (9 feet tall)
Morale:	Fearless (19–20)
XP Value:	32,000

Each solar attacks four times per round with a sword that only it can wield. The weapon acts as a *sword +5* (2d20 points of damage) and has all the properties of a *sword of dancing* and a *vorpal sword*.

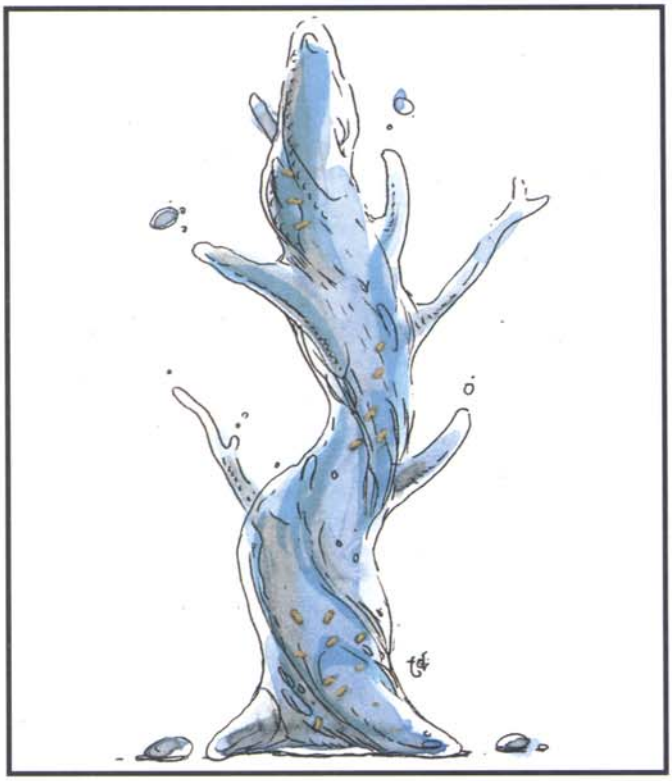
Solars also use an enormous composite bow with a magical quiver that produces any *arrow of slaying* the solar desires. Each bow attack has a +2 attack adjustment and slays any target it hits.

A solar has spells as a 15th-level priest with major access to all spheres. In addition to the powers common to aasimon, solars have the following spell-like powers: *animate object* (3 times per day), *antipathy/sympathy* (3 times per day), *astral spell* (once per day), *commune*, *confusion* (3 times per day), *control weather*, *creeping doom* (once per day), *dispel evil*, *dispel magic*, *Drawmij's instant summons*, *earthquake* (3 times per day), *finger of death* (once per day), *fire storm* (once per day), *heal*, *holy word* (3 times per day), *imprisonment* (once per day), *improved invisibility*, *infravision* (240 feet, always active), *mass charm* (3 times per day), *permanency* (3 times per day), *polymorph any object* or *self* (once per day), *power word* (any variety, once per day), *prismatic spray* (once per day), *restoration* (once per day), *resurrection* (3 times per day), *shape change* (3 times per day), *symbol* (any variety, 3 times per day), *vanish* (3 times per day), *vision* (once per day), *wind walk* (7 times per day), and *wish* (once per day).

Habitat/Society: Solars are absolutely the most powerful servants of the good deities of the Upper Planes.

Ecology: Solars are mighty enough to be deities themselves, but they choose to serve rather than have worshipers.

CLIMATE/TERRAIN:	Temperate or tropical/wilderness or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	I
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	6, Sw 15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ tall)
MORALE:	Elite (13–14)
XP VALUE:	270



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

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

Aballins have no language abilities.

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

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

The aballin is immune to fire, cold, electricity, poison, and paralysis. A *transmute water to dust* spell forces an aballin to make a saving throw vs. death magic; if it fails, the creature perishes. A *lower water* spell requires the creature to make a successful save vs. spell or release its victim immediately.

Aballins have no eyes, but keep track of their victims through scent and vibration. Hence, they are immune to all spells or attacks that alter vision or affect the subject through vision, including *blindness, blur, color spray, fire charm, hypnotic pattern, invisibility,* most illusions, and many other spells.

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

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

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

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

Aboleth

CLIMATE/TERRAIN:	Tropical and temperate/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	F
ALIGNMENT:	Lawful evil

NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	3, Sw 18
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-6 (x 4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Slime
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Elite (13)
XP VALUE:	5,000

Level	Dis/Sci/Dev	Attack/ Defense	Power Score	PSPs
8	3/5/16	EW, II PsC, +1/ TS,IF,TW	= Int	250

Telepathy: False Sensor Input, Mindlink, Mass Domination.



The aboleth is a loathsome amphibious creature that lives in subterranean caves and lakes. It despises most land-dwelling creatures and seeks to enslave intelligent surface beings. It is as cruel as it is intelligent.

An aboleth resembles a plump fish, 20 feet in length from its bulbous head to its fluke-like tail. Its body is blue-green with gray splotches, and its pink-tan underbelly conceals a toothless, rubbery mouth. Three slit-like eyes, purple-red in color and protected by bony ridges, are set one atop the other in the front of its head. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. Four leathery tentacles, each 10 feet in length, grow from its head. An aboleth uses its tail to propel itself through the water and its tentacles to drag itself along dry land.

Combat: The aboleth attacks with its tentacles for 1d6 points of damage each. If a victim struck by a tentacle fails a saving throw vs. spell, the victim's skin transforms into a clear, slimy membrane in 1d4+1 rounds. If this occurs, the victim must keep the membrane damp with cool water or suffer 1d12 points of damage each turn. *Cure disease* cast upon the victim before the membrane completely forms stops the transformation. Otherwise, *cure serious wounds* will cause the membrane to revert to normal skin.

Because its sluggish movement makes attacks difficult, the aboleth attempts to lure victims close by creating realistic illusions at will, complete with audible, olfactory, and other sensory components. The aboleth can attempt to enslave creatures within 30 feet; it can make three attempts per day, one creature per attempt. If the victim fails a saving throw vs. spell, he follows all of the aboleth's telepathic commands, although the victim will not fight on the aboleth's behalf. The enslavement can be negated by *remove curse*, *dispel magic*, the death of the enslaving aboleth, or, if the victim is separated from the aboleth by more than a mile, a new saving throw (one attempt per day.)

When underwater, an aboleth surrounds itself with a mucous cloud 1 foot thick. A victim in contact with the cloud and inhaling the mucus must roll a successful saving throw vs. poison or lose the ability to breathe air. The victim is then able to breathe water, as if having consumed a *potion of water breathing*, for 1-3 hours. This ability may be renewed by additional contact with the mucous cloud. An affected victim attempting to breathe air will suffocate in 2d6 rounds. Wine or soap dissolves the mucus.

Habitat/Society: An aboleth brood consists of a parent and one to three offspring. Though the offspring are as large and as strong as the parent, they defer to the parent in all matters and obey it implicitly.

Aboleth have both male and female sexual organs. A mature aboleth reproduces once every five years by concealing itself in a cavern or other remote area, then laying a single egg and covering it in slime. The parent aboleth guards the egg while the embryo grows and develops, a process that takes about five years. A newborn aboleth takes about 10 years to mature.

The aboleth spends most of its time searching for slaves, preferably human ones. It is rumored that the aboleth use their slaves to construct huge underwater cities, though none have ever been found. The aboleth are rumored to know ancient, horrible secrets that predate the existence of man, but these rumors are also unsubstantiated. There is no doubt that aboleth retain a staggering amount of knowledge. An offspring acquires all of its parent's knowledge at birth, and a mature aboleth acquires the knowledge of any intelligent being it consumes.

An aboleth's treasure consists of items taken from its slaves. The items are buried in caverns under a layer of slime resembling gray mud, recognizable by the distinctive rancid grease odor.

Ecology: The omnivorous aboleth will eat any organic matter, usually algae and micro-organisms, but they are also fond of intelligent prey so they can absorb nutrients and information at the same time. Aboleth have no natural enemies, as even the mightiest marine creatures give them a wide berth. Aboleth slime is sometimes used as a component for *potions of water breathing*.

Aboleth, Savant



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood/Community
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Supra-genius (15–19)
TREASURE:	Nil (F, U)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3, Sw 18
HIT DICE:	12+12
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6 + special (x4)
SPECIAL ATTACKS:	Spells, aboleth glyphs, frenzy, domination, tentacle toxin
SPECIAL DEFENSES:	Spells, aboleth glyphs, slime, mucus cloud, detect invisible (75% chance within 60')
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Champion (16)
XP VALUE:	13,000
Spellcaster 9+ level	14,000
Comp. Master Glyph creator	15,000

Savant aboleth are the great spellcasters of the aboleth species. Physically they resemble ordinary aboleth. However, the bony ridges of a savant aboleth head are unusually prominent and constitute a virtual armoring of the creature's slightly oversized cranium. Its tentacles are very tough and leathery, with calcified nodules along their surfaces. Together, these help to give the savant aboleth its superior Armor Class rating. Like all aboleth, savant aboleth are amphibious.

Savant aboleth can cast spells as both priests and wizards. They can attain 12th level as priests and 14th level as wizards. While ordinary aboleth may become priests of Juiblex the Slime Lord or of the aboleth Power known as the Blood Queen, savant aboleth primarily revere the Blood Queen. As priests, savant aboleth can use spells from any of the following spheres: all, charm, divination, elemental (air, earth, water), guardian, law, protection, summoning, sun (reversed, minor access only), and weather. As wizards, they very rarely specialize, though a small number take advantage of their race's natural affinity with enchantment/charm spells and effects to become specialist Enchanters. Nonspecialist savant aboleth have certain restrictions on spell use. They cannot use any form of fire-based or fire-affecting spell. Furthermore, they can only employ necromancy spells with difficulty (+2 bonus to the victim's saving throws) and are limited to spells from this school of 4th level or below.

1d100	Priest level	Wizard level
01–03	1d4	1d4
04–10	1d4+1	1d4+1
11–25	1d6+1	1d6+1
26–40	1d6+2	1d6+2
41–60	1d4+5	1d4+6
61–80	1d4+6	1d6+6
81–90	1d4+8	1d6+8
91–99	1d3+9	1d4+10
00	1d2+10	1d3+11

The Intelligence score of a savant aboleth is determined by rolling 1d5+14. The Wisdom score of the creature is determined by rolling 1d4+14. To randomly determine the spellcasting power of a savant aboleth, roll 1d100 twice and consult the table.

However, the lower rating should always be adjusted upwards (if necessary) so that it is no more than three levels lower than the higher rating. For example, if the random rolls create a savant aboleth as a 10th-level priest and 5th-level wizard, increase the wizard rating to 7th level.

Savant aboleth are rare. Aboleth are few to begin with, and no more than 2% or so of these creatures possess the exceptional mental gifts required to become a savant. It may be that the savant aboleth are correct in their view that the Blood Queen deliberately chooses few of her creatures to bless with the skills of the savant.

Combat: Savant aboleth are 75% likely to detect invisible creatures or objects within 60 feet. The savant aboleth always attempts to use spells and its *domination* power rather than melee. If forced into melee, it fights in the same way as any ordinary aboleth: a single touch from a tentacle and a failed saving throw vs. spell turns the victim's skin to a clear membrane in only 1d4+1 rounds; thereafter he or she must remain immersed in cool water or suffer 1d12 points of damage per turn. *Cure disease* can stop the process; once completed it can be reversed by *cure serious wounds*.

The savant aboleth is a more formidable enslaver than its ordinary kindred. Like them it can make three attempts per day to enslave creatures by *domination*, one creature per attempt, but the range of this attack is 30 yards and the target suffers a –2 penalty to the saving throw vs. spell to resist the effect. Moreover, the enslavement is complete, and the *dominated* creature will fight for the savant aboleth if so commanded. Any telepathic instruction from the savant aboleth to engage in a course of action which is clearly suicidal (and the Intelligence of the

victim has to be taken into account here) allows the victim a fresh saving throw vs. spell, without penalty, to free himself or herself from the *domination*. The enslavement can be undone by a successful *dispel magic* (cast against a level of spell use equal to the highest level rating for the aboleth in priest or wizard class), *remove curse*, or by separating the victim from the savant by a distance of one mile or more, which permits a fresh saving throw without penalty each full day the separation is maintained. Note that, because the *domination* effect of the savant is so complete, these creatures are likely to have powerful creatures accompanying them as bodyguards—savant aboleth are fully cognizant of their unpopularity among "lesser races," and take suitable precautions. Any aboleth fighting to protect the life of a savant has a morale of 19 as long as the savant survives.

Underwater, the savant aboleth has the same mucus cloud protection, with the same effects, as ordinary aboleth (anyone within a foot of the aboleth who fails a saving throw vs. poison loses the ability to breathe air, suffocating in 2d6 rounds if he or she tries; the cloud also bestows the ability to breathe water for 1 to 3 hours).

Finally, the savant aboleth will go into a frenzy if close to death (12 hit points or below). In this state, which automatically supervenes at this time, the savant cannot cast spells or use any spell-like powers. However, its tentacle attacks cause double damage (2d6) and the enraged, despairing creature will even attempt a head-smash attack each round, ramming with the bony protrusions on its forehead. This attack is clumsy (–4 penalty to the attack roll) but can affect up to two M size (or three S size) opponents. Damage from this head smash is 4d6 hit points, and a smashed opponent must make a Dexterity check or be knocked off his or her feet and stunned for 1d3 rounds. Once in a frenzy, the savant will not recover its normal demeanor until it has killed all opponents visible to it.

Habitat/Society: Savant aboleth are highly arrogant creatures. Cabals of savant aboleth organize and run aboleth society, playing the role of rulers and dominators from within their great cities. They rarely leave the city of their dwelling, sending ordinary aboleth out to do the dirty work of capturing slaves and the task of collecting food for the savants, while they brood long and deeply in their domains. Young savants born elsewhere leave their broods virtually as soon as they are capable of independence, believing themselves to be guided by the Blood Queen to the great cities of the aboleth deep in the Underdark. Sometimes, older savants will travel to a brood to take acquisition of a young aboleth which has latent savant gifts. This is one of the few occasions when savants leave their cities, but leave they sometimes must, for savant aboleth are infertile and do not produce young of their own.

Savant aboleth are always hungry for magical items and lore. They do not require spellbooks for their wizard spells; memorized spells are recalled automatically during periods of rest and sleep and do not need to be relearned from any independent source. Young savants may spend days or weeks in telepathic communion with their elders and betters, the older savants passing on their mastery of magical skills and their knowledge of dark, arcane secrets. Savant aboleth are always eager to devour spellcasters and magic-using creatures, the better to improve their own understanding of magic.

Savant aboleth have a complex symbolic glyph system they use for all written communication. Those who are of 7th or higher level in either the priest or wizard class can create magical glyphs by psychokinetic force, one glyph per day. Casting time is two turns plus one turn per additional glyph element (see below), so this is not a likely potential combat action. The total number of glyph-elements a savant aboleth can maintain at any one time equals its Intelligence score.

Savant aboleth glyphs come in four categories: *simple glyphs*, *complex glyphs*, *master glyphs*, and *complex master glyphs*. *Simple glyphs* are identical to *glyphs of warding*. *Complex glyphs* combine the effects of two *glyphs of warding*—for example, an aboleth *complex glyph* might inflict cold damage and also cause paralysis. *Master glyphs* (each of which counts as a three-element glyph for the purposes of the savant aboleth's glyph limit) have unique effects. The following are a few examples of *master glyphs:*

- *The Glyph of Law.* Within 30 feet of this glyph, all creatures of nonlawful alignment are subject to an adverse *prayer* effect (–1 to all attack, damage, and saving throw rolls).

- *The Glyph of Enfeeblement.* Within 20 feet of this glyph, all non-aboleth feel themselves weakened and debilitated, suffering –3 penalties to Strength, Dexterity, and Constitution until leaving the area of effect and for 1d4 rounds thereafter.

- *The Glyph of Extension.* Any aboleth within 20 feet of this glyph has double the normal range for its *domination* power.

- *Glyph of the Slime Curse.* Within 30 feet of this glyph, saving throws against the transformational effect of an aboleth's tentacle are made at a –4 penalty and transformation occurs in but a single round.

Finally, great savant-aboleth of exceptional mastery (18 or higher Wisdom and Intelligence, 10th level or above as both priests and wizards) can create *complex master glyphs* which add an extra element onto a *master glyph* (for example, a *glyph of enfeeblement* which also does cold damage); these *complex master glyphs* can even include effects from different schools. *Complex master glyphs* still only count as three glyphs for the purpose of determining the limit on the number of glyphs the savant can maintain at any one time, but they require six turns to create.

Aboleth glyphs of all kinds can be removed by a successful *dispel magic* cast against the highest level rating for the savant aboleth which created them. Saving throws are permitted against the effects of all these glyphs, but saving throws against the effects of a *master glyph* are made with a –1 penalty; against *complex master glyphs* the penalty is –2. Only one saving throw is permitted against the whole battery of magical effects radiated by a *complex glyph* or a *complex master glyph*.

This glyphic skill is central to the savant's position within aboleth society. Being very lawful, ordinary aboleth acquiesce to the greater power of the savants as a matter of course, but this ability to defend and protect the aboleth city with a battery of *complex glyphs* earns the savant aboleth the loyalty and respect of ordinary aboleth.

Ecology: Savant aboleth are either supreme beings at the top of their food chain or bloated parasites consuming food and resources gathered by slaves and lackeys, depending on one's point of view. Their diet is the same as that of ordinary aboleth—algae, fish, diverse water plants, and the like—but they have an especial liking for the flesh of spellcasters and magic-using creatures, as noted above. Savant aboleth have no natural enemies. Virtually all intelligent marine life knows well enough to give them an extremely wide berth.

Abomination of Diirinka, The

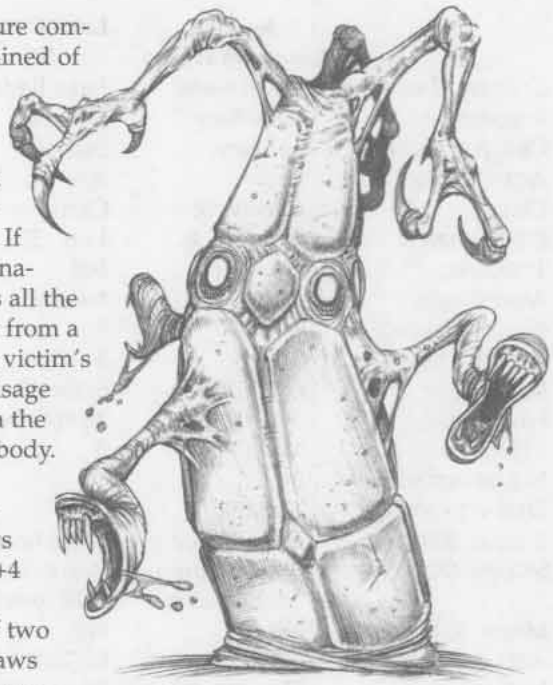
Climate/Terrain:	Subterranean
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life energy, minerals
Intelligence:	Not Ratable
Treasure:	Nil
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	–3
Movement:	9, Br 9
Hit Dice:	20 (140 hit points)
THAC0:	1
No. of Attacks:	6
Damage/Attack:	2d4+4/2d4+4/2d4+4/1d3/1d3/1d3
Special Attacks:	Rend, energy drain, surprise
Special Defenses:	Immunities, regeneration, spell turning
Magic Resistance:	30%
Size:	H (12′ tall)
Morale:	Fearless (19-20)
XP Value:	22,000

The Abomination is an otherworldly creature, loathsome to behold. It has an oblong body and stony flesh. The creature has three dead, white eyes spaced at equal intervals around its upper body. The eyes have neither lids nor pupils. Three double-jointed arms sprout from the top of the body. Each arm bears a taloned hand. Three smaller arms jut from the mid-body, one below each eye; each ends in a drooling mouth.

Swirling patterns of light and dark ripple along the Abomination's skin. A close look reveals these patterns to be the images of dwarven faces writhing in torment.

Combat: The Abomination can move through earth (dirt, sand, mud, stone, or metal) freely. When moving through earth, it can sense opponents through vibrations they create. It can detect a motionless opponent's heartbeat and breathing. The creature's favorite tactic is to rise up from below like a fish striking an insect. The maneuver imposes a –5 penalty to opponents' surprise rolls.

The Abomination attacks with its six limbs; it can attack six different targets, but usually concentrates on only one or two. The creature's mouths inflict only 1d3 points of damage, but once they strike a target they remain attached. An attached mouth automatically inflicts bite damage and drains one level of life energy per round (the same as a wight) until the Abomination releases its hold or the opponent breaks free. A mouth can be wrenched loose by making an attack vs. Armor Class 5 (to grab the offending appendage) and a Bend Bars roll with a +20% bonus (rolls of 96+ fail). The victim suffers 2d6 points of damage when the mouth tears loose. A slashing weapon can sever an arm with a called shot (–4 attack penalty and–1 initiative penalty) that inflicts at least 10 points of damage in a single blow. A blow directed at an arm has no effect if it inflicts less than 10 points of damage. Severing the arm leaves the mouth attached to the victim, still inflicting damage and draining energy.



A creature completely drained of life energy becomes a dry husk and is forever dead. If the Abomination drains all the life energy from a dwarf, the victim's tortured visage appears on the creature's body.

The Abomination's claws inflict 2d4+4 points of damage. If two or three claws strike the same opponent, they rend and cause an additional 4d4+4 points of damage.

The Abomination regenerates 3 hit points each round. Severed limbs continue fighting (move 6) until the Abomination is slain.

The creature can be slain only in its home dimension. If reduced to less than 0 hit points elsewhere, the creature fades away and returns home, where it must rest for 2d6 hours before venturing forth again. To permanently slay the creature it must be reduced to –20 hit points on its home plane, and its remains must be doused with holy water and powder from the amulet that controls it.

If the Abomination's Magic Resistance roll fails, spells are still turned as though the creature were wearing a *ring of spell turning*.

The Abomination is immune to normal heat, cold, electricity, acid, and poison. Magical forms of these attacks (and breath weapons) inflict half damage if the creature fails its saving throw and no damage if its saving throw succeeds.

Only weapons of +3 or better enchantment harm the Abomination. Edged weapons (types P and S) inflict damage equal only to their enchantment bonus plus the wielder's Strength bonus.

Habitat/Society: The derro power Diirinka created the Abomination aeons ago in answer to a plea from Brassbeard Moradinson, a dwarf whose desire to own the *Axe of the Dwarvish Lords* drove him to betrayal and murder. Brassbeard was given a talisman to control the creature, but (according to Diirinka's plan) it failed, freeing the Abomination to run amok.

Ecology: The Abomination has a taste for minerals, which suggests that it might have once been a xorn corrupted by Diirinka's magic. Its favorite food is life force, particularly dwarven life force.

Climate/Terrain:	Outlands, Lower Planes
Frequency:	Common
Organization:	Flock
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	B (nest); individual J,K,M
Alignment:	Chaotic evil
No. Appearing:	4–40
Armor Class:	6
Movement:	18
Hit Dice:	2+3
THAC0:	17
No. of Attacks:	1 beak and 1 kick
Damage/Attack:	1d3/1d8
Special Attacks:	Shriek
Special Defenses:	None
Magic Resistance:	None
Size:	M (7′ tall)
Morale:	Unsteady (5–7)
XP Value:	175



Abrians are man-size, flightless birds native to the Lower Planes that've spread like a plague throughout the Outlands. Some cutters say that abrian hunting parties've been sighted in Arcadia, Arborea, or Bytopia from time to time. An abrian's body is covered with black and red spiny feathers, and it balances on two large, powerful legs. Clueless primes've said that an abrian looks like a "bad-tempered ostrich," whatever an ostrich is, but they also say that the abrian's far heavier and has a much larger head and beak. An abrian's wings are tiny, atrophied arm-claws, carried in front of its body. Its arms couldn't hold anything larger than a small child, but it does use them for handling small items. Its head and legs are bare of feathers and covered with tough, scaly, gray hide.

Abrians are intelligent, but not extremely so — they rarely have much to say to anyone except one of their own, and often don't have the sense to lay off prey that's obviously too tough for them. A body shouldn't expect to start a conversation with one, and more than a few berks've been put in the dead-book for trying. The abrians' intelligence is more obvious when they hunt; the creatures are surprisingly cunning and clever in laying traps, cooperating in the chase, and using hit-and-run tactics in a fight.

Combat: Abrians're likely to attack anything they encounter, hoping to make it their next meal. They're great nuisances in settled lands, where they often raid livestock and attack outlying farms. In wild areas, they're especially dangerous, since they'll usually try to drag down any party of travelers they run across.

An abrian attacks by slashing with its serrated beak and delivering a powerful kick with one of its clawed legs. The abrian's kick can easily kill or incapacitate a grown human. Abrians can't wield weapons with their small forelimbs, but might be able to use a magical item such as a ring or a wand if the item is usable by characters of any class.

Abrians also possess a shrill, piercing shriek that can disorient and deafen prey. The cry of a single abrian is only a nuisance, but if 4 or more are shrieking together, any creature within 20 feet must successfully save versus spell or be *deafened* for 1d6 rounds. Deafened creatures suffer a –1 penalty to surprise rolls and have a 20% chance to miscast spells with a verbal component. If 8 or more abrians are shrieking, the effects above are doubled and the deafness lasts 1d4 hours. In addition, deafened victims suffer a –1 penalty to attack rolls and Armor Class due to inner ear damage.

An abrian hunting flock often divides into 2 or more groups and makes hit-and-run attacks from several directions against tough opponents; while the prey is busy fighting one band, another'll burst out of ambush and charge into their rear. The first band quickly withdraws, circles for an opening, and then dashes in when the enemy turns to deal with the second group. If the second group strikes from concealment, its approach might not even be noticed by deafened enemies.

Abrians have courage in numbers, but tend to retreat quickly when things don't go their way. However, they'll fight to the death to defend their lair.

Habitat/Society: Abrians gather in small flocks, led by an older female of 3+6 Hit Dice and Average intelligence. The flock usually settles in one spot for several months at a time before moving on. Abrians favor caves, ruins, and dense forests or thickets for their communal nests. Usually, about one-third to one-half of the flock remains behind to guard the nest and the group's treasure while the others set out on hunting forays that can last several days.

An abrian nest usually contains a number of young equal to 25% of the adults. Young abrians have 1+1 HD and can kick once per round for 1d4 points of damage. A clutch of 1d6 eggs per 10 adults can also be found in the lair. Abrian eggs are worthless, but in some areas there may be a bounty on them.

Females are the decision-makers of an abrian flock, but males lead the hunting parties. (The male and female of the species are nearly indistinguishable to nonabrians.) In addition to the flock leader, a flock has a 50% chance of including a shaman. The shaman is the second-oldest female, and has the spell ability of a 2nd-level priest with access to the spheres of all, animal, plant, and guardian.

From time to time, a party of abrians led by one of the older females may engage in trade with other intelligent creatures. The abrians must be far away from their nest and they must be fairly well fed in order to view other creatures as anything except prey or a threat to their fledglings. Abrians appear to have little concept of civilized behavior or communication, and such meetings often end in disaster.

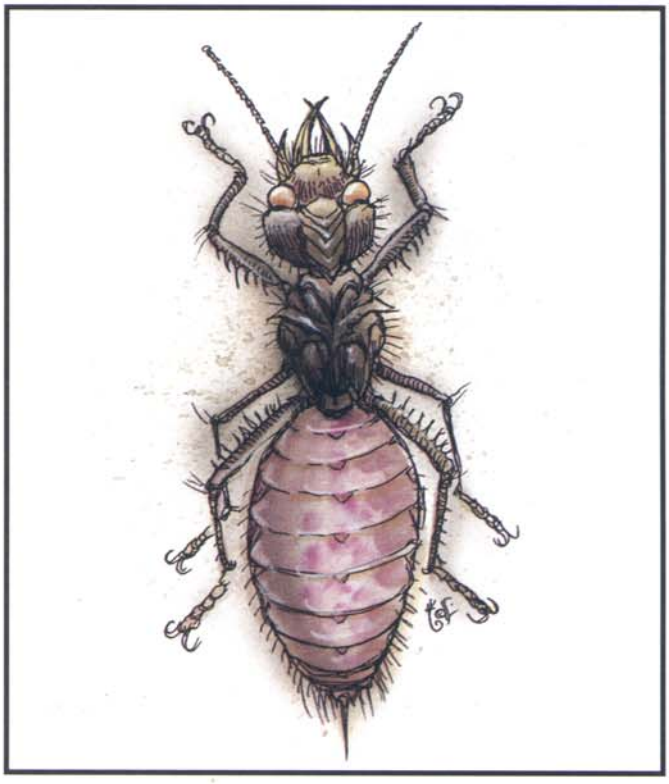


Ecology: Abrians originated in Carceri or the Gray Waste and quickly spread to neighboring planes. They can now be found almost anywhere, as they cover great distances in their nomadic wanderings. Abrian hunters are even encountered on the Upper Planes on rare occasions, although it's far more common to find them on the Outlands or the Lower Planes.

An abrian flock typically operates out of one lair for 4 to 6 months before moving (sometimes hundreds of miles) to a new hunting ground and re-establishing the nest. The creatures are voracious and lay waste to a large area before moving on.

Abyss Ant

CLIMATE/TERRAIN:	The Abyss, or temperate forests, hills, and plains of the Prime Material Plane
FREQUENCY:	Uncommon (Abyss) or very rare (Prime)
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	5d6 (×10)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (bite)/1d6+2 (sting)
SPECIAL ATTACKS:	Spit acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (2′ long)
MORALE:	Fearless (19–20)
XP VALUE:	175



This vicious form of vermin hails from the Abyss, on the Outer Planes. Abyss ants are about the same size and shape as giant ants, but their piebald coloration of putrid pink and fish-belly white immediately alerts the observer to the difference.

These creatures enjoy a limited form of telepathy among themselves within 600 feet, but they speak no languages.

Combat: Abyss ants bite and sting in battle, the latter delivering an acidic poison that delivers the additional 2 points of damage listed above (no save). They are also able to spit an acidic goo up to 10 feet away, three times per day, inflicting 2d4 points of damage upon a successful hit (targets are allowed a save vs. wand to avoid damage). Thanks to their telepathy, the entire colony is alerted when any one of its members is attacked, and will rush to aid the beleaguered ant. The ants also have the ability to organize reinforcements before initiating an attack. In actual melee, instead of attacking a group of adversaries as a whole, they direct their offense at a single target, allowing them to bring down even the largest of creatures—if an adventuring party encounters a nest of Abyss ants, they swarm a single, randomly chosen person until he or she is incapacitated or dead, then move on to the next.

Habitat/Society: Abyss ants are found on many layers of the Abyss, but they appear on the Prime Material Plane when deliberately summoned by evil spellcasters. Tanar'ri occasionally rid themselves of a troublesome colony by gating it to the Prime Material.

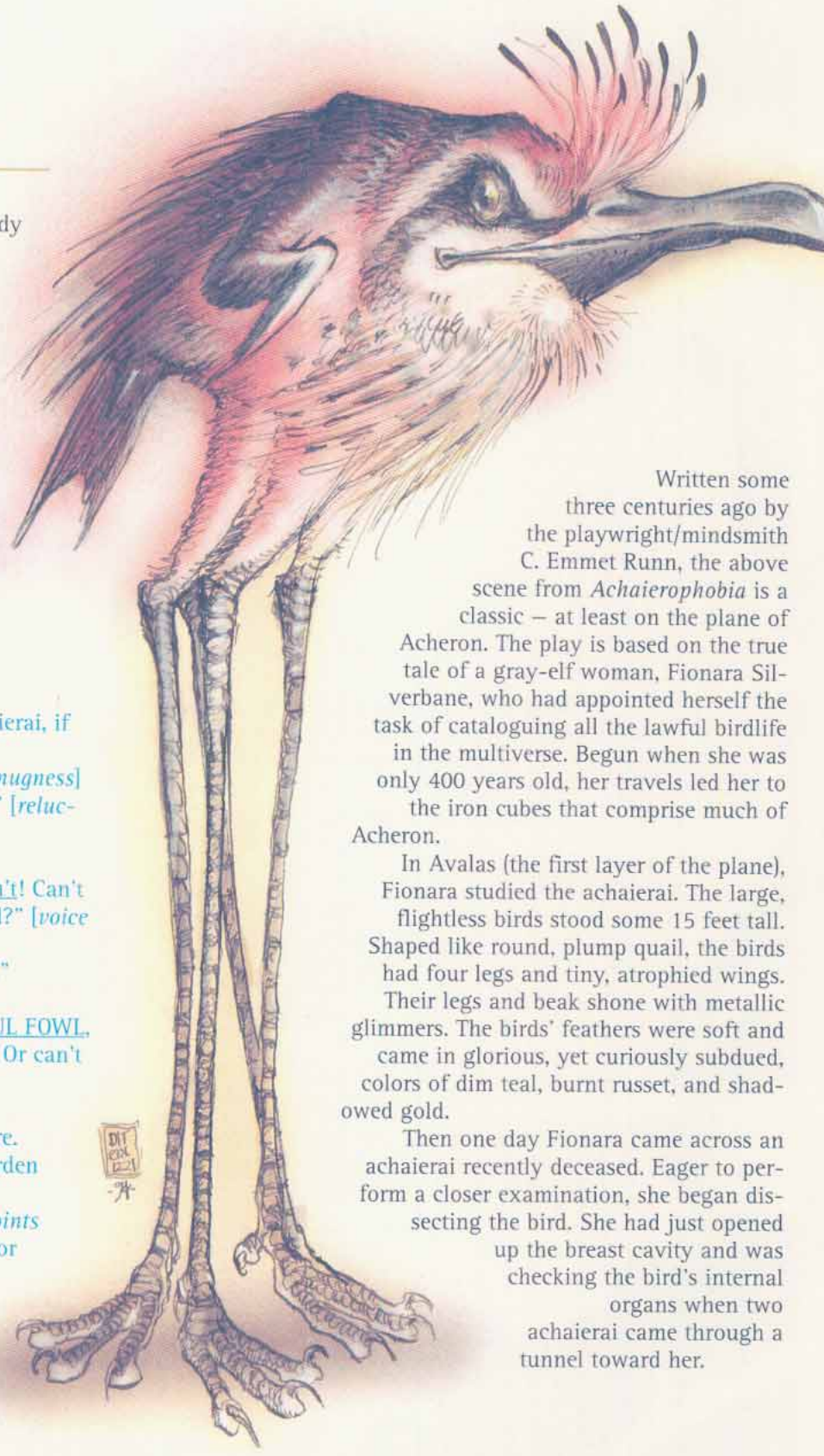
A colony appears much the same as a giant ant nest: The creatures lair underground, in a series of chambers and passages with mounds of dirt and pebbles marking the entrances. Abyss ants dig deep, wide nests as far as 50 feet below the surface, and the entire nest may spread over an area exceeding thousands of square yards. A typical nest may contain as many as 300 worker/warriors and a single queen. The queen (MV 1, HD 6) appears as a huge, bloated version of a normal Abyss ant. She has no stinger, but is able to bite and spit acid. She is responsible only for deciding where to establish the nest, then laying eggs to perpetuate it. The worker/warriors defend the queen and colony, gather food, attend the eggs and larvae, and establish the ecosystem (see "Ecology") around the nest. At any one time, 60% of the colony is above ground, while 40% remains below. The queen always has an entourage of 2d10 guards and servants in her chamber.

Ecology: Abyss ants are ferociously territorial and actually establish their own ecosystem around the colony. Their diameter of the territory is usually 1,000 yards for every 50 ants in the nest; the size may vary according to local terrain and abundance of food supplies. The ants patrol the perimeter and allow nothing to live within their circle that does not serve their needs. Small groups of 1d6 + 4 ants often scout as far as 1d4 + 6 miles beyond the perimeter to maintain security.

The ants are of low Intelligence, but they understand the advantages of domesticating and maintaining a steady source of food. Hence, they establish and tend herds of cattle, deer, horses, humans, demihumans, humanoids, or whatever else is handy. All predators, wandering animals, insects, weeds, and even trees and bushes are carefully eradicated. Sentries watch the herd continuously. They kill and devour the herd as needed, dissolving the victims completely with their acidic goo. The resulting "flesh pudding" is shared by the entire colony; any character devoured by the ants is gone forever and cannot be reincarnated or resurrected.

The gooey acid produced by these creatures is a primary ingredient in *universal solvent*.

Climate/Terrain:	Acheron
Frequency:	Very rare
Organization:	Flock
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1d8
Armor Class:	–1 legs; 8 body
Movement:	18
Hit Dice:	6 + 6
THAC0:	13
No. of Attacks:	3
Damage/Attack:	2d8/2d8/3d12
Special Attacks:	Command rust dragons
Special Defenses:	Stink cloud
Magic Resistance:	35%
Size:	L (15 feet tall)
Morale:	Elite (14)
XP Value:	5,000



"I'd rather not tell you about the achaierai, if you don't mind." [*testily*]

"Why is that?" [*calmly, hint of smugness*] [*pause*] "There isn't much to tell." [*reluctantly*]

"Why?" [*persistently*]

"Because there isn't, there just isn't! Can't you get that through your finned head?" [*voice rises*]

"No. Tell me. Tell me about them." [*smoothly*]

"They're foul fowl, foul fowl, FOUL FOWL, that's why! Just look out the window! Or can't you see through those slitted eyes of yours?!"

"Calm down. There's nothing there. You're safe here." [*pause*] "Now, unburden yourself – it'll be better for–"

[*interjecting*] "–oh, my gods!" [*points out window*] "They're coming! Now! For me!"

"Well, it's about time." [*relieved tone; gestures to nearby technicians*] "Restrain her."

Written some three centuries ago by the playwright/mindsmith C. Emmet Runn, the above scene from *Achaierophobia* is a classic – at least on the plane of Acheron. The play is based on the true tale of a gray-elf woman, Fionara Silverbane, who had appointed herself the task of cataloguing all the lawful birdlife in the multiverse. Begun when she was only 400 years old, her travels led her to the iron cubes that comprise much of Acheron.

In Avalas (the first layer of the plane), Fionara studied the achaierai. The large, flightless birds stood some 15 feet tall. Shaped like round, plump quail, the birds had four legs and tiny, atrophied wings. Their legs and beak shone with metallic glimmers. The birds' feathers were soft and came in glorious, yet curiously subdued, colors of dim teal, burnt russet, and shadowed gold.

Then one day Fionara came across an achaierai recently deceased. Eager to perform a closer examination, she began dissecting the bird. She had just opened up the breast cavity and was checking the bird's internal organs when two achaierai came through a tunnel toward her.



Unbeknownst (then) to Fionara, achaierai are extraordinarily intelligent and highly organized. These two had arrived to cremate their flockmate. The achaierai were revolted beyond measure at the sight of someone dissecting one of their own. They captured Fionara and presented her "crime" to the rest of the flock. To a bird, all demanded reparation: They condemned her to feel the same overwhelming revulsion they had felt. But Fionara was a scientist and steeled herself well. During the first few centuries of her captivity, she withstood whatever torments the birds devised.

Curiously, the achaierai let Fionara keep her journals. She wrote in them daily, recording minute details about her captors. An entire century was devoted to the relationship between the achaierai and rust dragons. The birds had long domesticated some of these large, insectoid creatures, using them to burrow tunnels through the iron cubes of Acheron. The dragons were far more than mere work animals, however. A single remark from Fionara's journals sums up the link between these two disparate species: "I have never seen such . . . devotion between master and animal; it rivals that between Ayla, my cooshee [elven dog], and me."

As the years progressed and the achaierai developed more and more ingenious methods of torture, there developed a contest of wills between the lone gray elf and the achaierai flock. She would not submit — and ultimately she won, though in the end that's what broke her.

Fionara escaped to Sigil and delivered her journals to the grandson of a long-ago friend, and then promptly succumbed to madness. She was convinced the birds were after her, that this was all some truly elaborate plot to break her. She spent her remaining decades in an insane asylum, where the mindsmith C. Emmet Runn interviewed Fionara, decided to become a playwright, and subsequently wrote an award-winning play about her (the first of many such plays for him).

COMBAT: Achaierai are skilled opponents, using two of their four legs to attack per round. Each successful hit causes 2d8 points of damage. If an opponent is 10 feet or taller (or is raised to that height), the achaierai can also bite with its exceedingly wicked beak, inflicting 3d12 points of damage.

The achaierai's metallic legs are AC –1, whereas its soft body is AC 8. In melee combat, however, the legs are the bird's weak point. Should a leg sustain 15 or more points of damage, the leg will break and the bird will try to flee. Its movement rate is unaffected until it loses two legs, at which point the rate is halved.

If a bird loses three legs or is otherwise seriously wounded, it will release a stink cloud of black toxic smoke, filling a cubic area approximately 10 feet square. Those opponents caught within the cloud take 2d6 points of damage automatically and must save versus poison or suffer from insanity for 3 hours. In the confusion that follows, the bird drags itself away to safety at a movement rate of 6, using its pitifully short wings to help it scramble.

As the absolutely last resort, achaierai use their domesticated rust dragons to defend their lairs. This is often a sacrificial gesture, however. The dragons create a diversion, allowing whatever remains of the flock to escape.

HABITAT/SOCIETY: Achaierai are gregarious birds, forming small flocks of 1d8 members. These smaller flocks frequently congregate, particularly during their sporadic migrations. As Fionara Silverbane noted in her studies, achaierai have no set pattern for migration. They simply gather together, attach harnesses to many of their rust dragons, and fly to another cube in Avalas. In her long sojourn with the birds, Fionara recorded only 14 such migrations.

Achaierai mate for life, living some 30 years. Every year a mated pair produces a clutch of two eggs. The mortality rate among young achaierai is high — most notably because of their clutchmates. Achaierai reach adulthood at age three and can speak all bird languages and Planespeak (the planar equivalent of common).

These birds have an interesting symbiosis with the rust dragons inhabiting Acheron. Achaierai periodically gather rust cocoons and care for the metamorphosing creatures inside until they hatch into rust dragons. Fionara Silverbane noted considerable affection between the two species, much like dogs and humans. The dragons help create tunnels in the metal cubes for the achaierai to make their lairs. What the rust dragons receive in return — beside affection — not even Fionara could determine.

ECOLOGY: Found almost exclusively in the layers of Avalas and Thuldanin on the plane of Acheron, achaierai have been spotted on the Prime Material Plane, loitering in dark caverns and tunnels. They are carnivorous birds, though they supplement their diet with a considerable amount of iron, which exudes out of their exposed flesh and accounts for the high Armor Class of their legs.

Climate/Terrain:	Temperate forest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Very (11–12)
Treasure:	P (B)
Alignment:	Neutral
No. Appearing:	1
Armor Class:	3
Movement:	15
Hit Dice:	11
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d6+6 (spear)/1d6+6 (spear)/ 2d8 (antlers)
Special Attacks:	Polymorph breath, summoning
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	L (9' tall)
Morale:	Champion (15)
XP Value:	4,000

A solitary being, the actaeon is a protector and hero among woodland creatures. Some Mystarans call it an "elk centaur" because, like a centaur, its 9-foot-tall body combines human and animal elements. The actaeon has the torso, arms, and facial features of a human, but the antlers and lower legs of an elk. Brown, elklike hide covers its entire body.

Elk centaurs speak their own language and the sylvan woodland tongue. Some also speak Common.



Combat: In combat these creatures are formidable, boasting a number of special tricks and abilities. It is no wonder that other intelligent forest beings regard them with awe.

The actaeon can camouflage itself perfectly (as if *invisible*) in light or dense woods. When angered by the wanton slaying of woodland creatures (or similar vile acts), it springs out of hiding, usually with surprise (opponents suffer a –5 penalty to their surprise rolls).

This fearsome creature attacks with large spears made of wood and bone, and gores enemies with its antlers. Its incredible speed enables it to make two spear attacks per round. Given its massive strength and the great size of the weapons, each spear inflicts 1d6 + 6 points of damage.

A powerful magical breath weapon complements the actaeon's other capabilities. Once per day, it can breathe out a warm, greenish mist, filling a 10 × 10 × 10-foot cube; anyone within it must make a saving throw vs. breath weapon or be *polymorphed* into a common forest creature, taking on the creature's intelligence and habits as well as its looks. ("Common" forest creatures include owls, squirrels, deer, boars, and the like.) This change is permanent unless countered by another *polymorph* spell, or by *dispel magic* cast at 12th level or higher. If the saving throw is successful, the transformation still occurs, but it lasts for only 24 hours. The breath weapon can be used once per day.

Also once per day, the actaeon can *summon woodland creatures* to assist it; 1d6 creatures arrive in 1d4 turns. Choose from the list below or roll 1d6 to determine the creature type at random.

As if the numerous aforementioned powers weren't enough, a few venerable actaeons are druids of up to the 8th level ability, though such individuals are quite rare.

Habitat/Society: Actaeons live alone except during the mating season, which occurs in the spring of every third year. The following autumn, a female gives birth to a single fawn. The fawn remains with her through the winter, learning the basics of survival: how to forage for bark and twigs, how to shape spears and other basic tools, and how to use sharpened sticks and bones to dig edible roots from the ground beneath the snow. Many fawns starve or freeze during their first winter, or fall prey to an attack. Survivors set out on their own come spring, each pursuing its own solitary existence.

Actaeons have an eye for treasure; they collect small hoards in secure, well-hidden locations, such as the hollow trunk of a fallen tree or beneath a rock. As intelligent creatures, they know others also value coins and jewels. Actaeons often trade their riches for tools and—if nature is harsh—for food in the dead of winter.

Ecology: Actaeons belong to the woodland community that includes centaurs, dryads, and similar creatures. Because actaeons are bold and rare, other forest folk consider them heroes. Actaeons sometimes work with druids to preserve the safety of the woods, especially to thwart a serious danger.

Actaeon Woodland Creature Summoning Table

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

Addazahr

CLIMATE/TERRAIN	Tropical, subtropical, and temperate/Desert, hills, plains
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	6–60
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 + disease
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2" long)
MORALE:	Unsteady (6)
XP VALUE:	15



Addazahr, or *backbiters*, are small, slender, winged insects about two inches in length. They dwell in deserts, plains, and hills. Their pale amber color and extreme elongation make them resemble nothing so much as a piece of hay or straw. Addazahr wings are so fragile it is almost impossible to see them when the insects are in flight.

Combat: Addazahr do not engage in combat *per se*. They are nonaggressive, seeking only to gain sustenance in the form of blood from warm-blooded creatures.

Their bite causes only one point of damage, but it injects a small amount of their saliva into the bloodstream of their victims. This saliva works as a disease, causing soreness and swelling of the joints in humans and animals other than beasts of burden (a successful saving throw vs. paralyzation negates this effect).

Those animals which are primarily used as mounts or to bear burdens, such as camels and horses, are affected more seriously, though usually not fatally. In such cases, the saliva attacks the muscles of the animal's back, causing weakness and severe pain. The animal so affected cannot carry burdens or be induced to move far.

The disease in either humans or animals can be cured by a *cure disease* spell. Otherwise, those affected return to normal in approximately two weeks. A few of the desert tribes claim to know of a nonmagical remedy which is effective within three days, but reports of this are unsubstantiated. Caravans attract the addazahr, and their depredations can cause loss of time while camels recover, loss of money due to late arrivals at market, or even loss of life in cases where the caravan becomes stranded far from a water source. Because of their physical forms and the effect their bite produces, this bane of merchants is sometimes jokingly referred to as "the straw that broke the camel's back."

Almost any sort of attack will kill addazahr. They are susceptible to both normal and magical cold or fire, and any hit upon them will destroy them. Water and other liquids do them no particular harm, unless they are completely immersed in the liquid and restrained from flying or crawling out of it, in which case they will drown like any other air-breathing creature.

Habitat/Society: Addazahr move about almost constantly, seeking out food. They are most commonly encountered in arid, seasonal grasslands in deserts. Though they are omnivores, they need to feed on the blood of warm-blooded creatures in order to reproduce. Females that have fed on blood enter a cycle and produce eggs within 72 hours. The eggs (which are too small to be easily seen by the unaided human or demihuman eye) are laid in whatever terrain the insects are currently passing through. They hatch in a month. If there are no plants or animals nearby upon which the young can feed when they hatch, they die. Even if they take in blood as their chief sustenance, the young insects cannot reproduce until they are three months old. These are the chief regulating factors of their existence, keeping the fast-breeding insects within reasonable bounds. They can live to be up to a year old.

Addazahr have no permanent lair and hoard no treasure.

Ecology: Addazahr are parasites. Their role is that of a scavenger and occasional accidental pollinator. They can feed on carrion, though they cannot use any blood gained thereby to reproduce, and they often break down small seed casings for food. Their wings, though fragile, act as collectors of pollen, and they may transport pollen from one plant to another.

If their eggs can be located, they can be gathered and carried without harm to them. When they hatch, they can be kept in glass or pottery jars so long as they have air and food.

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Adhesion
SPECIAL DEFENSES:	Adhesion
MAGIC RESISTANCE:	Special
SIZE:	M (5-6' tall)
MORALE:	Steady (12)
XP VALUE:	650



At first glance the adherer seems like a mummy, with folds of off-white skin resembling filthy bandages. Adherers can be distinguished from mummies by the sour, mucilaginous smell that accompanies them. The smell comes from a resin-like secretion with adhesive properties that is constantly exuded through the pores of the adherer's skin.

Combat: The standard attack form of the adherer is to lie in wait for its victim, usually covering its sticky body with twigs and leaves in order to blend in with the surrounding environment. Due to the adherer's skill at concealing itself, its victims suffer a −4 to their surprise rolls. However, this reliance on surprise means that if it is spotted before it can leap onto its victim, it will flee 40% of the time.

A concealed adherer will then leap out onto the closest target and attempt to attach itself by means of the adhesive resin which covers all portions of the adherer's body. Once attached, the adherer will punch, kick, and, if possible, suffocate its victim. If the adherer is being attacked by companions of its intended victim, it will attempt to use the victim as a living shield between itself and the attacker.

Due to the secretions from the adherer, all edged or blunt weapons will stick to its body, doing only half the normal damage. Piercing weapons do full damage but will require the next melee round to pull free. The adhesive is so strong it requires a strength of 22 to break free, but fire, boiling liquids, or the adherer's own body fluids can weaken the bond. Boiling liquids will reduce the effects of the resin for one combat round only, to the point at which a strength of 12 can break free. After one round, the resin returns to full strength once more.

The flammable nature of the resin in the adherer's body makes it particularly susceptible to fire attacks. It will take full damage from normal fire (no roll necessary). Any type of magical fire requires a saving throw vs. spells for the adherer: success means the adherer takes normal damage; failure means double damage.

Despite its mummy-like appearance, the adherer is not an undead creature, and therefore it cannot be turned by a priest or paladin. Adherers are immune to all first level spells and to normal missiles.

Habitat/Society: Adherers are territorial creatures that tend to live in shallow caves, either alone or in a small group. The pack does not have a leader; each creature acts on its own instincts.

Whether or not there are other adherers about, there is a good chance that the adherer will share its dwelling with at least one large spider. Adherers seem to be able to communicate telepathically with arachnids and will often co-operate with them to trap prey. Spider webs are particularly favored by adherers as part of their disguise. Adherers will never attack any type of spider.

The lair of an adherer is generally clean, since everything except stone sticks to the body. The creature can voluntarily release items attached to its body by secreting a solvent to the sticky resin. Adherers normally hide their treasures in a pile of rotting vegetation in or near their lair.

Ecology: Adherers do not breed like mammals or reptiles. Sages have suggested that the adherer simply splits into two creatures if there is enough prey in the area to support more than one. The normal lifespan of an adherer is 35 years.

All attempts to use the adherer's bodily secretions to make potions, adhesives, or any other item, have failed. The fluid loses its potency within 12 hours of the creature's death, and no magical or mundane means has been found to prevent or even slow this deterioration.

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CLIMATE/TERRAIN:	Warm ocean waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Sw 15 (see below)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	5d4 or 3d4 (×2)
SPECIAL ATTACKS:	Whirlpool, swallows whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50′ long)
MORALE:	Elite (13–14)
XP VALUE:	11,000



This huge fish is greatly feared for its ability to create whirlpools. The afanc's body is gray or blue-gray, and its scales blend very smoothly. This and its great size lead many to confuse the creature with a whale when it is first sighted. The afanc's vertical tail and its head—wide-mouthed with obvious gills—make it clear that the creature is a fish.

Afanc are somewhat intelligent, and some sailors tell of specimens that have learned to speak (and even sing) human tongues in loud, gravelly voices. These afanc are said to use their voices to lead sailors into danger.

Combat: An afanc seldom hunts for prey, preferring to feed on those who would hunt it. It is usually encountered in shallow salt water, where it leisurely swims along at the surface of the ocean, waiting to be mistaken for a whale. When approached by a vessel between 30 and 60 feet in length, the afanc attacks by swimming rapidly around it in ever-closing circles, creating a whirlpool that pulls the craft into the depths. It begins by circling its target at its normal movement rate, from a distance of 100 feet. At this time it is near the surface of the water, but the partial cover of the water imposes a –2 penalty upon missile attack rolls (in addition to any range modifiers). Those who attempt to melee with the afanc cause the creature to break off its attack on the ship and attempt to eat them.

The afanc requires 1d4 + 4 rounds to create a whirlpool. Each round it moves faster, closing to within 40 feet of the vessel, while the ship spins faster and the afanc gains depth, increasing missile attack penalties by –2 per round (to a maximum penalty of –12). The great fish eventually reaches a movement rate of 30 and creates a whirlpool that draws the ship underwater after a period equal to one round per 10 feet of length. The attack is partially magical in nature, so a *dispel magic* spell cast on the afanc, or some sort of magic resistance on the ship, decreases the rate of sinking by half (one round per 5 feet of ship length).

Seagoing vessels more than 60 feet long are generally unmolested, but they may be rammed by the creature. Boats and rafts less than 30 feet long are almost always rammed in an attempt to capsize them. A vessel is considered AC 5 (AC 3 if evading). If the afanc's attack roll is at least 4 more than the number needed to hit, the ship capsizes. At the DM's whim, extraordinary materials or magical aid can add to a ship's AC. When a ship is rammed, a successful saving throw vs. crushing blow must be rolled or the ship sinks in 1d10 rounds. Most hulls are treated as thin wood for the saving throw, meaning a 13 or greater must be rolled to avoid sinking.

The afanc attacks those who try to escape a sinking ship, inflicting 3d4 damage with each front flipper and 5d4 damage with its bite. If the creature's attack roll on a bite is at least 4 more than the roll needed to hit, it swallows victims of size L and smaller. A swallowed creature dies in six rounds and is completely digested in two hours.

Anyone trapped inside an afanc can attempt to cut an escape route. Its interior is AC 8, but the creature's digestive juices weaken the victim each round, imposing a cumulative –1 penalty to the damage a victim can inflict.

Habitat/Society: Though native to salt water, the afanc enters the mouth of a large river to lay its eggs. The eggs are a delicacy to many creatures, including humans.

Ecology: The afanc is a dangerous predator with few natural enemies. Humans have many uses for its scales and bones, however, using them for weapons and decorations.

Young afanc: Young afanc (up to 15 feet long) may inhabit rivers. They have 5 HD each and roam in packs of 3d6 members. Six or more can form a whirlpool equivalent to an adult's. Their flipper damage is 1d4 and bite damage is 3d4.

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Scavenger
Intelligence:	Low (7)
Treasure:	R (B,T)
Alignment:	Chaotic evil
No. Appearing:	1d8
Armor Class:	4
Movement:	9
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d3 (claw)/1d3 (claw)/1d3 (bite)
Special Attacks:	Scream
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5'–7' tall)
Morale:	Fearless (20)
XP Value:	975

The agarat is a hideous undead creature that resembles a ghoul—recognizably humanoid, but gaunt and disfigured into a creature of darkness. Its tongue is long and rough, and well adapted to scouring flesh and marrow from bones. Its teeth are long and sharp, and its nails have lengthened and strengthened into claws. An agarat exudes a carrion stench like a ghast, though the ghast's odor is stronger.

While it looks like a ghoul and smells like a ghast, an agarat's *sound* sets it apart. It emits a blood-curdling, energy-draining scream, which is its most powerful weapon in combat.

Combat: This creature lacks the ghoul's fearsome ability to paralyze with its touch. However, the agarat's *scream* is even more powerful. The creature can scream once per turn. All within 20 feet of an agarat must make a successful saving throw vs. spell (adjusted for Wisdom), or suffer a temporary, one-level energy drain.

This effect is generally the same as that caused by other energy-draining undead, such as vampires and spectres, but it lasts only 1d4 turns. After that time has elapsed, surviving characters regain lost levels. The scream effects are cumulative; any creature temporarily drained of all life energy falls unconscious and cannot be awakened for 2d6 turns.

Like most undead, the agarat is immune to *sleep, charm,* and *hold* spells. Further, it can be hit solely by cold iron or magical weapons. An agarat is turned as a spectre.

Agarats often lead packs of ghouls in combat with mortals. While ghoulish claws make direct attacks on tender, living flesh, the agarats hang back and scream. The baleful influence of the agarats prevents the ghouls from being turned unless the result is sufficient to turn the agarats also. The ghouls flee first.

Habitat/Society: Like ghouls, agarats haunt the dark places of death—graveyards, mausoleums, charnel houses, and more gruesome sites, such as the secret burial grounds of massacres. There they feed on rotting corpses. Agarats favor crude strategies to overcome their victims, or to search for carrion on which to feed.

In wilderness areas or ruins, agarats are most often found amongst packs of ghouls (60% chance), with perhaps twice as many ghouls as agarats. Ghasts are sometimes in their company as well (20% chance for 1d4 ghasts).

In any pack, one agarat leads the others. The leader may be the oldest or the strongest—a creature that has cowed others into submission. Should this leader be slain or choose to flee, the others soon follow suit. Any ghouls in their company may not follow, however. Ghouls who stay behind occupy opponents who might otherwise pursue the agarats.

Ecology: Agarats sometimes serve as the henchmen for a more powerful undead creature such as a lich or vampire, which rewards its minions with a steady supply of corpses.

No one knows how these creatures came into being. Fortunately, encounters with agarats are extremely rare now. Histories and chronicles speak of times when many more were seen—close behind wars, disease, and famine. At such times, the graveyards were packed with corpses, the agarat's food.

Greater Agarat

Very rarely encountered, the greater agarat is even more powerful than the common type. It boasts 8+6 Hit Dice, has an Armor Class of 0, and cannot be harmed by weapons of less than +2 enchantment. Its scream drains two levels, it has the paralyzation abilities of a ghast, and all of its attacks inflict 1d6 points of damage. Its carrion stench gives those who fail a saving throw vs. poison a –2 penalty to their attack rolls. A greater agarat has a much higher Intelligence rating than a common agarat (11 to 14). Rumors hold that somewhere exists at least one greater agarat with maximum Intelligence and the powers of a 5th-level wizard.

The greater agarat is turned as a "special" creature.

Any group of 8 agarats is 10% likely to be led by a greater agarat. In this case, the pack also includes 2d12 ghouls and possibly 2d4 ghasts (50% likely).



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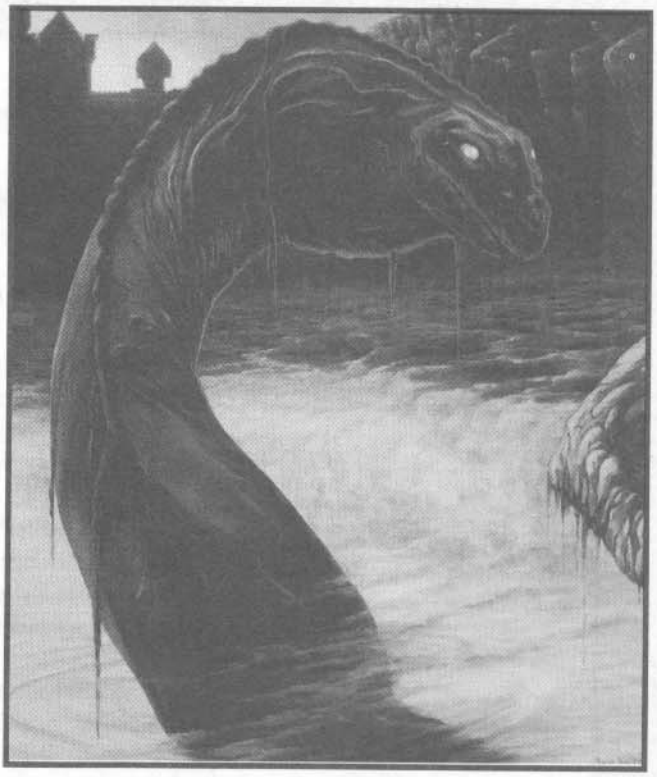
CLIMATE/TERRAIN:	Special
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	12 (Sw)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	+1 or better weapon needed to hit; *fear*
MAGIC RESISTANCE:	20%
SIZE:	G (100')
MORALE:	16 (Champion)
XP VALUE:	11,000



Aggie is a unique creature, found only in Forlorn. She is an ancient, gargantuan, undead water serpent with grayish-green skin and a huge mouth lined with needle-sharp teeth. Her scaly hide is reminiscent of the skin of a zombie, rotten-smelling and marked with rents and gaps through which pale white bones show. When swimming on the surface, she often appears to be a head followed by a series of rounded humps.

Combat: Aggie never leaves the lake, but she will attack any creature that comes close to its shore. She lures the curious and foolhardy into range by appearing briefly in the center of the lake, then disappearing under water, only to appear moments later within striking range of the shore. Despite her undead state, Aggie is extremely supple, and she can twist and curve her long body around, moving quickly through the water. She can coil her body underwater and strike like a snake up to 50 feet from the edge of the lake or up to 60 feet above the surface of the water.

Aggie bites for 3d8 points of damage. On any bite that inflicts 8 or more points, Aggie locks her jaws around the victim and pulls him or her down into her underwater lair. To break free, the victim must make a successful Strength check. Otherwise, Aggie holds the victim underwater until drowning results.

Aggie can exhale a highly toxic cloud of sickly yellow vapor, 40 feet long and 20 feet wide and high, three times per day, producing same effect as that of the 5th-level wizard spell *cloudkill*. Aggie's breath lingers in the air, moving slowly along with the breeze and sinking into depressions, for four rounds before dissipating.

Should the battle turn against Aggie, she can innately invoke the effects of the 4th-level wizard spell *fear* (three times per day). This affects all creatures within 100 feet who do not make a successful fear check.

Because Aggie is an undead creature, she may be turned (as a 10-HD creature). Due to Aggie's magical nature, a +1 or better weapon is required to hit her.

Habitat/Society: Aggie is a unique creature, yet there are some who speculate that there is more than one "serpent of the depths," saying they have sighted two separate sets of humps breaking the surface of the Lake of Red Tears at once. Some maintain that Aggie has a brood of little serpents, and that her attacks on any who approach the lake are the equivalent of a mother protecting her young. But it is unclear how an undead creature could give birth to young.

Aggie's watery lair is said to be filled with the treasures of those she has pulled down to their depths, but the lake has a depth of hundreds of feet, so it's unlikely that any of Aggie's treasure will ever be recovered. Even if items are, any armor or weapons in the horde (unless magically protected) are likely to be rusted and useless.

Ecology: Because she is undead, Aggie has no natural life span. If killed, Aggie will not provide any useful products. Her hide is tough enough to use for (leather) armor or a shield, but it has an oppressive stench that will force a character trying to use it to make hourly saving throws vs. poison to avoid nausea (–1 penalty to attack rolls).

Ahuizotl

CLIMATE/TERRAIN:	Tropical and subtropical waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	I, Ux10
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	2
MOVEMENT:	9, Sw 12
HIT DICE:	10-12
THAC0:	10 Hit Dice: 11 11-12 Hit Dice: 9
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-6/1-6/3-18/2-20
SPECIAL ATTACKS:	Breath weapon rear claws for 2-5 (1d4 + 1) each
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (18' long + 9' tail)
MORALE:	Steady (12)
XP VALUE:	10 HD: 9,000 11 HD: 10,000 12 HD: 11,000



Ahuitzotls are dangerous water beasts found in Maztica. They look something like alligators with long, feather-like blue-green scales. Their bodies are perched over comparatively long legs, rather than slung between them like an alligators. They have sharp teeth and long claws, and can breathe both water and air.

Combat: When attacked or when hunting, an ahuitzotl rushes into melee combat using its claws and teeth. It may also slap with its long tail for 2d10 damage. When fighting underwater, if an ahuitzotl hits with both front claws, it may follow up that attack with its rear claws for 1d4 +1 damage each. In addition, the ahuitzotl has a much-feared breath weapon which it may use three times per day.

If in danger (or simply on a rampage), an ahuitzotl will forego other attacks to spit a stream of water 15' long and 5' wide. It does 1d6 damage to anyone it hits. The water stream then becomes animate, with most of the abilities of a water weird *(Monstrous Compendium* Volume 2). The weird has 3 + 3 Hit Dice, AC 4, movement 12, and hit points equal to 1/3 of the ahuitzotl's (round up). It attacks as a 6-Hit Die monster (THAC0 15), and victims may be pulled into the water to drown (save vs. paralyzation each round or die). It attacks once per round and may affect only one victim at a time. It is directed mentally by the ahuitzotl.

This animated breath weapon can be slain by a *purify water* spell. Cold-based attacks slow the water weird, and fire-based attacks do half or no damage, depending on the creature's saving throw (made at the ahuitzotl's level). Although it takes only 1 point of damage from sharp weapons, the weird will not re-form if reduced to 0 hit points-in such an event, it becomes a large puddle of ordinary water. Slayers earn 420 xp for killing the breath-weird.

These weirds may not usurp control of water elementals. They stay animate for only 5d4 rounds, even if the ahuitzotl is slain before this time expires.

If the battle is going badly, the ahuitzotl may seek to escape while the weirds cover its retreat.

Habitat/Society: Ahuitzotls are able to breathe air but greatly prefer staying in water. They may make lairs in any body of water, although they prefer fresh water and will most often be found in a cetay (a water-filled sinkhole). An ahuitzotl that lives in a cetay will often menace local natives until they appease him by dumping treasure, art objects, and food (preferably living animals) into the cetay. If an ahuitzotl must raid natives several times before they get the message, it may acquire a taste for human flesh, demanding that as well. Fortunately, ahuitzotls seem to be dying out, and they demand regular sacrifice in only a few places.

Although normally solitary, a male and a female come together briefly to mate and raise young. The female lays 1d4 eggs about 2 weeks after mating, and they hatch in about 12 weeks. The parents jealously guard the eggs and young, often trying to build a small hoard for them. Predators, and parents irritated past endurance, usually account for the fact that rarely do more than one or two offspring reach maturity.

Newly hatched young have five hit dice and attack for 1d3/1d3/ 3d3/1d10. They achieve full growth in one year.

Ahuitzotl mates seldom stay together after their offspring reach the end of their first year. They tend to argue and fight terrible battles with one another.

Ecology: Ahuitzotls are one of the most feared aquatic predators, and they have few natural enemies. Alligators and crocodiles, which often compete for the same territory, are seldom a match for an ahuitzotl's intelligence and strength.

Ahuitzotl treasure should be converted to Maztican values. When coins are indicated using the above treasure types, substitute coral buds.

Ahuitzotl scales may be fashioned into decorative armor that protects as scale mail.

CLIMATE/TERRAIN:	Twin Paradises (Shurrock)
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	None (see below)
INTELLIGENCE:	High (13-14)
TREASURE:	Z
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-8
ARMOR CLASS:	6
MOVEMENT:	Fl 36 (A)
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Shocking hug
SPECIAL DEFENSES:	Missile deflection
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11-12)
XP VALUE:	975



Air sentinels are beneficial spirits that reside on the Twin Paradise layer of Shurrock. They appear much like the djinn from the Elemental Plane of Air. From the waist up they are strong, bald-headed humans with distinct features. The dominant males usually sport a moustache and goatee. They are quite fond of jewelry, often wearing necklaces, arm bracers, earrings, etc. From the waist down, air sentinels look very much like a small tornado or twisting cone of wind. They are jovial beings and will usually project a friendly expression and demeanor.

Combat: By nature, air sentinels are nonviolent and loathe to enter combat. Unless something important is at stake, they will usually escape from battle with their impressive flying speed.

If forced into combat, however, air sentinels will attack by means of a small electrical charge that they release from their hands. In appearance, these charges seem much like miniature lightning bolts. An air sentinel can fire two charges per round at one or two opponents. Each charge does 1-6 points of damage per hit. Because the charge is primarily electricity, metal armor is ignored when determining the target's armor class.

Air sentinels can also use a hug attack in combat if the need is sufficiently pressing. The sentinel attacks by wrapping both of its strong arms around an opponent (requiring only one attack roll) and then releasing a strong electrical attack. If the hug hits, the electricity will do 3-18 points of damage. Any being so damaged must make a system shock roll. If the roll fails, the being will fall unconscious for 1-8 melee rounds. Air sentinels will never kill anyone (even an evil being) who is unconscious. They would consider such an act barbaric.

Air sentinels also have a limited form of missile deflection. In any round, a sentinel can forfeit its attack and instead create a strong swirl of air around it. This air shield forces a −5 penalty on all missile attacks made against them. The air shield can be used three times per day and lasts for one round.

Habitat/Society: Air sentinels perform a vital duty on the layer of Shurrock. They act as protectors for weaker beings that have found their way to the more robust layer of the Twin Paradises. Shurrock is rocked with booming thunder squalls and hard rains. Its weather and terrain are both hardy and challenging to any who go there. Many has been the time a mortal has traveled to Shurrock only to find himself in grave danger from the unexpected weather. Air sentinels police the layer for beings in danger. They will rescue the newcomers and carry them off to one of the many large and sheltered caves that exist on Shurrock.

The true origin of air sentinels is knowledge lost to the ages. They obviously bear an extremely close resemblance to djinn from the Elemental Plane of Air. Sages speculate that some deity or power from the Twin Paradises—having seen the need for some powerful being to protect the many visitors to Shurrock from its strong weather—made a pact with a group of djinn to travel to Shurrock and live there as guardians. Whatever deal was struck with those proud and noble air spirits is unknown, but surely it must have been a beneficial pact since the air sentinels have patrolled Shurrock for years uncounted.

Ecology: The air sentinels are constantly increasing their number by breeding prodigiously. They have a fiercely strong sense of family and honor, and in many ways resemble the djinn they most likely evolved from.

Due to their strength and agility—and, of course, to the generally good alignment of Shurrock—air sentinels have no natural enemies. They also appear to be, in a sense, immortal. Young sentinels will grow to an adult age and appear to get no older. But after a certain time (usually no more than 200 years) air sentinels will travel away, never to be seen or heard from again. Why this occurs and what happens to the air sentinels is unknown. Perhaps these proud, majestic beings simply pass into another state of being. Sages have no evidence one way or another.

Akikage

Climate/Terrain:	Rokushima
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	1
Movement:	12
Hit Dice:	6+3
THAC0:	13
No. of Attacks:	4
Damage/Attack:	1d6 (×4)
Special Attacks:	Death blow
Special Defenses:	+2 or better weapon; spell immunity
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fanatic (17–18)
XP Value:	3,000



The akikage (ah-ki-ka-gee), or shadow ninja, is the spirit of an oriental assassin who died while stalking an important victim. In life, the akikage was obsessed with duty and discipline. Now it cannot rest in its grave until it has successfully completed its final mission.

The akikage is an incorporeal spirit that is rarely visible. When seen, the creature is dressed all in black. It wears tight gloves and boots as well as a mask and hood that hide all traces of its former humanity.

The akikage cannot speak but seems to understand the words of those around it regardless of the language in which they are spoken. Even a *speak with dead* spell will elicit no response from the spirit assassin.

Combat: The akikage is a stealthy and ruthless killer. Because it is incorporeal, the shadow ninja cannot manipulate objects as it did in life, but it can move unhindered through solid matter. It can become *invisible* at will, imposing a –4 penalty on opponents' attack rolls.

In battle, the akikage strikes with murderous ferocity. While it does not use weapons, its skill in unarmed combat allows it four attacks per round. Each blow that lands inflicts 1d6 points of damage due to the creature's essence of absolute cold.

The akikage's most devastating power is its ability to instantly slay a victim with its death blow. To do this, the akikage must become visible for one combat round. During this time, it channels all its supernatural power into one devastating strike (forfeiting its other three attacks). As the akikage drives its fist forward, its chilling power pierces the victim's body, inflicting 3d6 points of cold damage. Further, if the victim of this piercing blow fails a save vs. death magic, he dies immediately (regardless of hit points). A prompt autopsy on the corpse reveals that the victim's heart has been frozen solid.

The shadow ninja can only be struck with magical weapons of +2 or greater enchantment. It is immune to *sleep, fear, charm,* and *hold* spells and is unaffected by all poisons or diseases. All manner of mental or cold-based attacks have no effect upon the creature. Holy water inflicts 1d8 points of damage per vial splashed upon the shadow ninja. An akikage can be turned by a cleric as if it were a spectre or destroyed with a *raise dead* or *dispel evil* spell.

Habitat/Society: This grim spirit seeks no company save that of the person it is destined to destroy. If the akikage successfully completes the mission that it failed in life its spirit is released from its curse of undeath. At this point, the spectral menace dissipates and vanishes for good.

Ecology: As an undead creature, the akikage requires neither food nor rest. Because of its spectral nature, however, it cannot escape the notice of animals. Whether domesticated or wild, all the beasts of the world become jittery and nervous when a shadow ninja is within 50 feet.

Ansasshia

Tales are told of ansasshia, akikage that are captured and forced to serve a living master. This enslavement usually occurs when an evil cleric uses his ability to command undead or someone casts a *control undead* spell. It is also possible to gain control of a shadow ninja by discovering who the intended victim of the spirit assassin is and killing him before the creature can strike. If this is done and a *control undead* spell is promptly cast upon the body of the akikage's target, the shadow ninja will become an ansasshia, doomed henceforth to obey the caster of the spell.

While under the influence of another, these assassins carry out their orders promptly and efficiently. While they might yearn to be free of their master's will, their devotion to duty and honor makes it impossible for them to disobey or betray him in any way.

CLIMATE/TERRAIN:	Temperate/mountainous forests
FREQUENCY:	Very rare
ORGANIZATION:	Family groups
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	I (no coins), Q
ALIGNMENT:	Neutral
NO. APPEARING:	2-5
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12 or by weapon type (+5 Strength bonus)
SPECIAL ATTACKS:	Missile weapons
SPECIAL DEFENSES:	Stealth
MAGIC RESISTANCE:	Nil
SIZE:	L (6′ tall with large girth)
MORALE:	Steady (11-12)
XP VALUE:	
Adult:	2,000
Young:	120
Elder:	5,000
Hermit:	6,000



Alaghi are forest-dwelling humanoids distantly related to yeti. They are barrel-chested, with short, almost invisible necks, and wide, flat heads with sloping brows. Their shoulders are broad, and their arms are long and powerful. Their legs are short but thick, and their hands and feet are very large. An alaghi's entire body is covered with thick hair, usually blond, reddish brown, or charcoal gray. Most blond individuals have green eyes and fur tinged with green highlights. Adult alaghi stand about six feet tall and weigh about 330 pounds. They usually live for 75-85 years.

Combat: Alaghi tend to be shy and peaceful and kill only for food. They can *move silently* 80% of the time and can *hide in natural surroundings* 75% of the time. They are capable warriors, however, and fight with great cunning if attacked or panicked. An alaghi's huge, muscular fists can inflict 2d6 points of damage in combat. A typical alaghi hunter or warrior carries a stone knife or hand axe, and three or four wooden javelins that the creature can hurl with great force. An alaghi can attack with a weapon in one hand and make a second attack with its empty fist. If forced into combat, a group of alaghi scatters and hides. Thereafter, the individuals come out of hiding one at a time to hurl missiles or melee while their fellows circle to the rear, *moving silently.*

Habitat/Society: Most alaghi are semi-nomadic hunter-gatherers who travel as small families. They are usually encountered on the move (80%), but when encountered in an encampment (19%), a group of alaghi has 0-3 (1d4 - 1) youngsters with three Hit Dice and the same chance to hide and *move silently* as the adults. Their combat ability, however, is limited to normal pummeling or wrestling attacks (1d6/1d6 points of damage). Very rarely (15% of encamped groups), 15-20 alaghi lay permanent claim to a particularly bountiful area and settle down to live in crude huts or large cave complexes. Such communities are always led by an elder more than 100 years old who has 10 Hit Dice, high Intelligence, and the ability to cast priest spells. These spells are five first-level, five second-level, and two third-level spells each day from the spheres of all, plant, animal, healing, charm, divination, and combat.

Such communities are generally feared and mistrusted, for the individuals in them begin to show traits common to their relatives, the yeti. Although willing to trade pelts, game, and ores for manufactured goods, sedentary alaghi do not hesitate to slay and eat unwary traders or travelers in their midst.

Even more rare are the hermitic alaghi (1%). These hermits are adults at least 50 years old, with exceptional Intelligence and neutral good alignment. They are solitary vegetarians and philosophers with 11 Hit Dice and all the powers of an 11th-level druid. Though shy, they are curious and helpful, and they love riddles and games of strategy, such as chess, which they play mentally. A human or demihuman who can beat an alaghi hermit at chess is rare indeed.

All alaghi speak their own language of hisses, hoots, and grunts. Sedentary alaghi also speak Common and usually the language of any neutral or evil creatures living nearby. Alaghi hermits are loquacious if befriended and can speak with any woodland creature or animal and 2d4 other languages as well.

Ecology: Nomadic alaghi travel throughout most of the year, going wherever the game and wild plants provide the best living. In places where the winters are cold, these alaghi winter in natural caves or protected valleys. Nomadic alaghi do not necessarily live in harmony with nature, but they respect it and know how to use it without destroying it. Sedentary alaghi live much like primitive humans, but they tend to be greedy and are quite capable of depleting the resources around them to the point which their communities must resort to raiding to survive. Hermitic alaghi live in complete harmony with nature and are always on good terms with their woodland neighbors.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Any or nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	1, Fl 33 (B)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or 1-2/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	S (3'-4' tall)
MORALE:	Steady (11-12)
XP VALUE:	4,000



The albari are a race of magical, bird-like creatures that are equally at home in wildspace or the phlogiston. They are dedicated to the cause of chaos and seem to exist for no other reason but to throw other beings' lives into unrest.

An albari possesses a long, almost-human face with a wide beak and slanted, beady eyes. No ears are visible, though an albari's hearing is very keen. The creature's face, like the rest of its body, is covered by short, oily feathers. These range in color from pure white to sooty gray, with the male's coloration tending toward the lighter shades. An albari's wings are impressive, and many specimens have been found with wingspans of up to nine feet. Small, clawed hands can be found on the wings, about halfway along their length. The creature uses these for simple manual tasks, like eating. For more complex activities, the albari uses its feet. Graced with a strong opposable digit, an albari's feet are much like human hands, with the main difference being the number and type of "fingers." Three sharply taloned digits and one thickly clawed opposable thumb rest at the end of both the albari's long, jointed legs. All albari are practiced in balancing on one leg and using the other to manipulate objects.

They speak their own high-pitched, shrieking language, as well as various trade dialects and the languages of many spacefaring races.

Combat: Albari avoid physical combat whenever possible. If forced into a physical confrontation in the air, they attack with their two taloned feet, which cause 1d3 points of damage each. On the ground, they attack first with their beaks, inflicting 1-2 points of damage, then with one foot for 1d3 points.

Magic, specifically illusion, is the preferred weapon of the albari. All albari have the ability to become invisible at will. They can cast *change self*, *ventriloquism*, *blur*, and *misdirection*, each twice per day. They can cast *phantasmal killer*, *dream*, *hallucinatory terrain*, and *mislead*, each once per day. As any albari's motivation can change with alarming speed, it is difficult to state exactly how these spells will be employed. However, it's safe to assume that they will always attempt to confound their enemies with illusions before running away.

Habitat/Society: Though albari revel in chaos, there is often a method to their madness. An albari will decide upon a specific course of action—say, insuring that a ship gets hopelessly lost in the phlogiston—and stick to it for a short period of time. On average, this period is 1d6 days. At the end of that time, the creature might then change its mind or decide to continue. Albari usually do the former. They can be hard set upon ruining a ship one moment, then try everything in their power to save it the next.

They use their illusionary powers to sow chaos as much as possible. Often, an albari will use a *dream* spell upon the captain of a passing ship, simply to cause him to change course. They sometimes make short-term deals with other creatures in space, such as murderoids, agreeing to lure unwary ships to their doom. On the other hand, albari have also been known to lead ships to vast treasures for little or no reward. Their favorite trick, however, is to trail a ship until it get into a combat situation, then fly to the opposing ship and reveal everything they know. Of course, the albari can lie in this situation, too.

Because albari need air to breathe, they often tag along inside a ship's air pocket in the phlogiston, remaining invisible, but casting an occasional spell to keep things lively aboard the vessel they've adopted. Albari frequently sneak aboard ships, too. Then they are often magically disguised as a halfling, rock hopper, or other small humanoid.

Causing trouble takes up most of the albari's time, though pairs occasionally get together to mate. Young albari spend a few weeks hidden in a haphazardly constructed nest before venturing out on the unsuspecting world. These nests can usually be found almost anywhere secretive, though, true to the albari's nature, nests have been found in the middle of busy ports.

Ecology: The albari is hated by most intelligent races throughout the spheres. Some creatures, like the neogi, slay an albari on sight. Few economic uses have been discovered for the albari, however. Its meat is tough and foul-tasting, and its feathers are far too oily for ornamental use. On a few worlds, heavily treated albari-feather pillows are a status symbol, more for their rarity than their utility.

Climate/Terrain:	Outer Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Genius (17–18)
Treasure:	Nil
Alignment:	Any
No. Appearing:	1
Armor Class:	See below
Movement:	12, Fl 12(A)
Hit Dice:	See below
THAC0:	See below
No. of Attacks:	See below
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	Regeneration
Magic Resistance:	See below
Size:	M
Morale:	Fearless (20)
XP Value:	See below

The aleax is a physical manifestation of the vengeance enacted by a power. There is but one aleax for each deity; it is sent forth to punish and redeem those who stray from the dictates of their alignments, who fail to sacrifice sufficient treasure, or who otherwise anger the god. These creatures are created specifically to fulfill that stated purpose, so an aleax will never be met by chance.

The aleax usually appears in human or humanoid form and quite closely resembles its intended victim. In fact, the being is in all respects (except as noted elsewhere) an exact duplicate. The aleax has the same attribute scores, hit points, armor and Armor Class, weapons, magical items, spells, and so on. To the intended recipient of the deity's punishment, the aleax appears to be bathed in shimmering light that varies in color according to the god's specific alignment: golden for lawful-good aleaxi, vibrant green for lawful neutral, deep purple for lawful evil, bright yellow for neutral good, silver for true neutral, royal blue for neutral evil, ever-changing rose-and-blue for chaotic good, kaleidoscopic colors of all shades for chaotic neutral, and shifting scarlet and indigo for chaotic evil.

Bystanders, however, see the aleax as a nondescript individual of the same race as the target. When the aleax attacks, it seems to onlookers that the character has been assaulted by (or has attacked) a complete stranger. Those attempting to help the character quickly discover they cannot aid the object of divine wrath. Companions of the punished character can do little but stand helplessly by and wait for the outcome of the battle (see below).

When it appears, the aleax utters a few brief words in the language of its deity (which may or may not be understandable to the victim), stating that the mortal has offended the god, outlining the nature of the crime, and insisting that he or she must now submit to punishment. After this decree is spoken, the aleax attacks without quarter or mercy. No discussion or plea is heeded.

Combat: Characters who attempt to rationalize with the aleax forfeit their claim to an initiative roll, because the being moves in to attack while the PC gibbers away. In battle it will use the same weapons and spells as the character, along with tactics similar to its target. The aleax has 100% magic resistance to any magical effect that does not originate from its victim. Likewise, it is immune to all damage from sources other than its target; only the weapons and magic of its target can harm it. If a wizard casts a fireball at an aleax attacking a priest, the creature is unharmed (although the priest is still subject to damage), but if the wizard cast the same spell at an aleax attacking him, the spell would cause damage normally. Of course, the aleax enjoys any magic resistance that the target character has. Further, the aleax naturally regenerates hit points when wounded, at the rate of 8 hit points per round.

An aleax is also immune to any magical effect that taps its life source, including *magic jar*, *possession*, *life-draining*, or *vampiric regeneration*. It automatically saves vs. spell when confronted by illusions, and it can attempt to break a *charm* spell once per round.

Despite its numerous tactical advantages, an aleax has a special vulnerability to physical attack. Any hit with a physical weapon (not a magical effect) that scores on a natural roll of 19 inflicts double damage, and a natural roll of 20 causes *quadruple* damage. However, damage inflicted by the aleax is always normal, regardless of the result of its attack roll.

Although they are ferocious fighters, aleaxi never actually kill their victims. One who is "slain" by an aleax is simply suffering the judgment of his or her god. Although to onlookers it appears as though the character has died, in truth his spirit is held in suspension between death and life. He is in commune with his deity then, and he is given a last chance to barter for his life. The spirit can be returned to the character's body, but only by quickly paying the price demanded by the offended power. The deity can demand service, levels, treasure, or magic. The choice is not open to negotiation — either the character accepts or he dies. Those who choose death cannot be raised.

Service can be any one *quest* (unbreakable by even a *wish* spell) stipulated by the power. The deity can also claim up to half a character's levels, while treasure and magical-item forfeitures result in the loss of *all* the character's property, no matter where it is hidden. If the

condition is accepted, the character is then automatically raised from the dead (including elves) with whatever conditions agreed upon immediately applied. The character will receive no further visitation from the aleax as long as he or she remains true to the offended god in the future.



If the character defeats the aleax in battle, some portion of the aleax's spirit merges with the character. The power's wrath is annulled, for Fate has judged against it. No more attacks will be made on the character for that particular offense (regardless of whether the character is now acting in an appropriate manner), although further offenses may trigger retribution.

The joining of the aleax's spirit with the player character brings both rewards and penalties. The character's wits and senses are heightened from this commingling with the divine, so Intelligence increases by 1 and the character enjoys a +1 bonus on all surprise rolls. Also, others can see that the character has been "aleax-touched," effectively bestowing a +1 bonus to Charisma. However, the aleax spirit still fights for control of the character. Whenever faced with a situation similar to the character's original offense (regardless of whether the character is now acting in an appropriate manner), the spirit will attempt to assert itself as a rightful avenger. At that time, the character must successfully save vs. paralyzation or become possessed by the desire to punish those who have offended the aleax's god. The desire remains until the offenders are punished or the effect is broken by a *dispel magic* spell. Note that this does not free the character in future instances, but only cancels the immediate effect.

HABITAT/SOCIETY: Aleaxi have no habitat or society – they are the creations of the powers. They come into existence when a god wishes to punish a mortal, and they return to nonexistence immediately upon completion of their duties. A power can only create one aleax at a given time. Since a deity's strength diminishes slightly every time one of its special servants is defeated, the gods as a whole do not lightly send out these avengers. Typically, aleaxi are created to correct the most blasphemous of followers, or those that pose a great threat to the stability of the power's realm.

ECOLOGY: Aleaxi essentially do not exist until they are called into being by the gods. Some sages speculate that an aleax is an actual part of its god's consciousness, which separates and adopts a physical form. Others believe that it is a magical being, created on the spot at the behest of the offended god. In any case, an aleax exists for no other reason than to defeat its mortal model and return to its deity victorious.

CLIMATE/TERRAIN:	Temperate swamp
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	D(×1/2)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Stun
SPECIAL DEFENSES:	Immune to edged weapons of less than +2 bonus
MAGIC RESISTANCE:	See below
SIZE:	M (5-7' tall)
MORALE:	Steady (11)
XP VALUE:	420



Algoids appear to be primitive humanoids with green skin and coarse features, sometimes mistaken for trolls at first glance. They are, however, not animals at all, but colonies of intelligent algae that have developed mobility by organizing in this way.

The height of an algoid varies from 5 to 7 feet, depending on how many individual cells combine to form it. Similarly, its weight will vary from 115 to 250 pounds.

Combat: The algoid attacks with two large "fists" in a downward, pounding fashion. Each fist inflicts 1-10 points of damage. In addition, on a roll of 19 or 20, the algoid will inflict maximum (10 points) damage and stun its victim for 1-4 rounds. Edged and piercing weapons of less than +2 magical bonus inflict no damage on an algoid. Those with +2 or better bonuses inflict half normal damage. Blunt weapons inflict normal damage, even if they are non-magical.

Algoids have an empathic link to willow, water-oak, cypress, and other water-loving trees. They can use this link to control 1 or 2 trees and make them attack a party. The trees have a movement of 3, and attack twice per round for 1-10 points of damage. The THAC0 of the tree(s) depends on its size, but will never be less than 15. Fire and electrical attacks, whether magical or not, do no damage to an algoid.

Lower water, *part water*, and *destroy water* each inflict 1-6 points of damage per level of the caster (maximum 10d6). All other spells work normally on an algoid.

Habitat/Society: Algoids must live near water of some sort. It need not be running water, although slow-moving streams and rivers are preferred. Nor does the water need to be fresh. Some of the more successful colonies of algoids have been discovered in river deltas, taking the salt or fresh water equally well.

Algoids are possessed of a "hive" intelligence and societal structure. There is no hierarchy to algoid society. Algoids generally do not form their humanoid shape unless they feel threatened, or the colony wants to move. The humanoid shape is formed by joining with the nearest other cells until a mobile unit is formed. If a colony is large enough to form more than one "body", the cells will not always group together in the same way. Thus, one cell may be part of a 250-pound humanoid today, and part of a different 170-pound one tomorrow.

Ecology: Since it is a plant, the algoid relies on photosynthesis for its metabolism to function. Warm, brackish water is the preferred breeding ground for large colonies, but they can breed in colder water. Algoids cannot survive for more than a few days without natural light. As they suffer from light deprivation, their color changes from green to dark green to almost black. Dead algoids are completely black. This death is similar to the starvation of a mammal, and no creature of good alignment should do this to an algoid.

Priests and alchemists value the black algoids, as they can be powdered and used in the manufacture of salves and as an ingredient in the reduction of gold ore. Algoids killed in combat, and then left in darkness, do not turn black, but simply rot away in the same fashion as other vegetation.

Purple Algoid

A much rarer variety of algoid, the purple algoid is found only in arctic climates, surviving directly from the ice and snow and limited sunlight. These creatures cannot control trees as their temperate cousins do, but can communicate with small sea-dwelling crustaceans. The algoid will often have the crustaceans lure unsuspecting fishing boats to their area, then attack by swimming under the vessel and pounding one or more holes in the hull. The algoid then allows the sea creatures to feast on the bodies while it devours the wooden parts of the vessel.

Purple algoids do not go black if starved of light. They turn a fluorescent blue instead. If powdered, this substance can be used to dye cloth.

	Adult	Young
CLIMATE/TERRAIN:	Marshes	Marshes
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low to average (5-10)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	1-2
ARMOR CLASS:	6	8
MOVEMENT:	6/21(B)/14	4/16/12
HIT DICE:	4+4	1+1
THAC0:	17	20
NO. OF ATTACKS:	5	3
DAMAGE/ATTACK:		
Bill:	1-6	1-4
Front claws:	2-5/2-5	1-2/1-2
Rear claws:	2-4/2-4	NA
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Spell reflection	Spell reflection
MAGIC RESISTANCE:	40%	40%
SIZE:	M (7' long)	S (1'-4' long)
MORALE:	Elite (13-14)	Unreli. (2-4)
XP VALUE:	975	420



An alguduir's body is fat but sleek, covered with tough, durable oil-glistening scales. Its front feet have five black talons each; its rear feet have only four talons each. Its wings are usually a mottled white, brown, and gray. Its head and body are gray or green-gray, and are readily camouflaged by marsh plants. Its eyes are yellow or green. Its gills are located in the throat area behind and beneath the bill.

Its feathered eagle-like wings are oily and can shed water rapidly. This allows the alguduir to swim to the surface, shake its wings out to full span, and fly away without pause. This oil is not flammable and an alguduir suffers no extra damage from fire-based attacks. Its nickname comes from its scaled body that erroneously makes people believe it to be related to dragons.

A capable swimmer, the alguduir can breathe underwater and dive with force and accuracy from the air to an underground target, gaining a +2 attack bonus. Alguduir snarl, grunt, or shriek, showing the full scope of emotion, but when hunting they are eerily silent.

Combat: A repeated marsh-bird call may be an alguduir signalling its position to its mate. This allows the two alguduirs to position an enemy in between the two. When this occurs, one attacks, driving the opponent to the other, opening the victim to flank and back attacks. They cannot speak, although they may understand a word or two, or even complete phrases of any language spoken by intelligent creatures within their hunting ground.

Alguduirs often battle creatures underwater. They commonly capture these aquatic animals in their rear claws, lifting them out of the water to suffocate them. They also like to drag down avian or surface-dwelling creatures and hold them underwater for several turns until the prey drowns. They employ their rear claws only when clinging to, or when wrapped around an opponent. Young alguduirs do not attack with their rear talons, since their decreased size makes the talons' usefulness in capturing prey minimal at best.

They possess a curious and effective ability to *reflect* or *turn* spells back at the caster. This natural phenomenon is presently inexplicable. The *spell reflection* is an unconscious act, and the alguduir cannot willfully negate the reflection deliberately, nor can it willfully exercise it. Even the carcasses of dead alguduir retain the ability for 4-16 turns.

When a spell is cast upon an alguduir, there is a 65% chance (-2% per level of the caster above 10th level, and -5 % per level of the spell above level six) that it wholly reflects back upon the caster with full effects, and saving throws are applicable. If the caster is completely protected against such an occurrence, the spell reflects upon a randomly chosen unprotected creature within 10 feet of the caster. If unprotected prey is not within range, the reflected spell dissipates. Besides this powerful spell reflection ability, all spells cast at an alguduir have a 40% chance of not working at all because of its magic resistance. The creature's magical resistance should be determined only after the spell reflection fails.

Habitat/Society: Alguduir lair in the tangled, weedy clumps of solid ground found at the heart of their large marsh. They protect these small locations with their lives. At any sign of danger, the young *go to the ground* there while the parents stalk the intruders. If the adults are faced with trespassers that are too strong to defeat, the adults lead them from the nest, flying or diving to escape when the danger no longer threatens the lair. If the alguduirs deem the trespassers edible and easily killed, they hunt or attempt to ambush the prey, feeding the victims to their young. They always deposit the remains far from the lair to avoid calling attention to their safe haven.

Ecology: The alguduir, sometimes called the swamp dragon, is a rare carnivore that inhabits only large freshwater or saltwater marshes, where it feeds on fish, snakes, frogs, mussels that it smashes open on rocks, and other aquatic life. The alguduir even feasts upon the giant varieties if they are available. It usually hunts by flying low over the marsh plants. With its claws and bill it stabs at creatures in the reeds and boggy ground in the marsh and nearby areas.

Al-Jahar (Dazzle)

CLIMATE/TERRAIN:	Warm urban areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	O, Q
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12, Fl 12(B)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (×2)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Disguise
MAGIC RESISTANCE:	20%
SIZE:	M (5′–7′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	3,000



Dazzles hide among the populations of cities, generating and feeding upon base emotions of other intelligent creatures. They usually appear as attractive humanoids, often seeming to be a lovely human or elf woman, but their angelic beauty hides inner evil and manipulation. The creatures' true form is that of genderless, winged humanoids comprised of sparkling white motes and waves of almost invisible heat.

Combat: A dazzle prefers to avoid direct combat, though it often encourages others to fight, for it feeds upon strong emotions. If anger, greed, or lust is present, the dazzle absorbs it; if not, the creature attempts to generate it. Once per round, the dazzle can use one of the following spell-like abilities: *charm person, friends, hypnotism, taunt, confusion,* or *ventriloquism.* Each ability can be used up to three times per day. They are cast as if the dazzle is a 10th-level wizard. Favored dazzle tactics include using *friends* to get someone to look in its eyes, then *hypnotism* to cause the victim to start a fight; using *alter self* to assume a friendly form, then *taunt* to start a fight; and using *ventriloquism* to make bystanders appear to toss insults.

The creature can *alter self* at will, so many disguises are possible, including males or females of most man-sized bipedal races. Dazzles can also use *delude* and *nondetection* at will. Genies and gen have a 50% chance of recognizing a dazzle, so it always avoids them.

If discovered, a dazzle attempts a fast escape, often assuming its real form so it can fly. If pressed, it can fight with its claws and is able to use one of the following abilities each round: *light* and *shocking grasp* (three times per day each), and *blindness, rainbow pattern,* and *domination* (once per day each). The latter three abilities can be used only in the creature's natural form—all of them function at 10th level. A dazzle is immune to light-generating and emotion-affecting spells and effects, except the sun-sparkle gaze of the opinicus (q.v.).

Victims are affected very little by a dazzle, at most feeling exhausted and emotionally drained after several hours in the creature's presence. If the dazzle is careful, it can prey on the same people for years without their ever realizing the truth.

Habitat/Society: Dazzles prefer to live in large cities, where they have plenty of prey and can live for years without being discovered. Smaller towns often quickly realize that something is amiss and drive the dazzles away.

A dazzle generally has a few standard guises, with a personality for each. It often claims a territory like a dockside tavern, where fights are common and easy to incite. Other dazzles are not welcome in this territory, and may be attacked if they intrude.

Though usually found in a thriving metropolis, a dazzle may be encountered, alone and very hungry, in ruined cities as well. If a dazzle does not feed on strong emotions regularly, it weakens until it's only able to use its disguise abilities. When discovered in ruins, a dazzle adopts the guise of a lost traveler and tries to gain the confidence of rescuers so they will take it to a populated area. In the meantime, it feeds on their suspicion and other emotions to gain enough energy for manipulation and travel on its own. Dazzles have even been known to join adventuring parties for a short time, using their powers to protect themselves, aid the party in small ways, and feed off the party members' emotions.

Dazzles are not known to breed, so it is suspected that there is a limited number of them in existence.

Ecology: Because the dazzle's food supply is so unusual, it has little effect upon any ecology, though its hunting patterns are often disruptive to the society in which it lives.

A dazzle's blood is useful in making a *potion of delusion* and other mind-affecting magical items.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (14)
TREASURE:	W
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	6+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	20%
SIZE:	M (5')
MORALE:	Elite (14)
XP VALUE:	975

The allura are a race of reptilian monsters who lure spacefaring men to their doom using innate magical abilities. They use their limited shapechanging power to disguise themselves as beautiful females of their victims' race. Spells or devices that pierce illusions cannot detect an allura's true form.

The allura most often resemble beautiful human women, always wearing ornate clothing and flashing exquisite jewelry.

Combat: Allura feed on the emotions created by tension, excitement, and fear. To gather these emotions, the allura can cast the following spells at 12th level once per day: *charm person, sleep, friends, suggestion, demand, clairaudience, clairvoyance, delude,* and *mass suggestion.*

The allura have another innate ability, *detect life.* This ability lets the allura automatically detect the presence of life within 500'.

When a spelljammer appears in their area, the allura quickly use *clairvoyance* to locate the spelljamming wizard and *demand* to lure him to them. Once they sight the ship, the allura pretend to be shipwreck survivors or escaped prisoners from a slave ship.

Once they board a ship, the allura quickly and invisibly take over key personnel with their spells. All members of the crew get the usual saving throws against each spell, but if one allura's spell doesn't work, the other allura are ready to cast theirs on the strong-willed crew members. If any can still resist, the allura have no compunction against fighting more conventionally, using all the offensive spells and weapons at their disposal.

Once they control most of the crew, the allura create illusions that evoke strong emotion, such as battles or the dangers of wildspace. One tale tells of allura who convinced a dragonship crew to attack a neogi deathspider. Though the dragonship was destroyed, the allura fed well.

After two weeks, the captured survivors become listless and drained from the allura's emotional vampirism. Crew members in this condition have their Constitution, Strength and Intelligence scores temporarily halved. The allura magically incapacitate the now-useless crew and abandon the survivors on the nearest asteroid. The allura end up adrift on an empty ship, unable to spelljam, looking for new victims.



Habitat/Society: Groups of allura stay together for their entire lives. Legends of the spaceways say that they are immortal, always trying to create higher levels of danger for their crews, to garner stronger emotions to feed on, to find new experiences.

Ecology: If the allura don't feed on new emotions every four months, their appearance degenerates, revealing their true reptilian form. While in this state, they hide when a ship comes into their range and provoke their first victim into fighting a fellow crew member. Using these emotions to regenerate, they regain their beauty in 2d4 rounds.

CLIMATE/TERRAIN:	Temperate forests, hills, and grasslands
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Teleportation, immunity to poison
MAGIC RESISTANCE:	25%
SIZE:	S (3' at shoulder)
MORALE:	Fanatic (17-18)
XP VALUE:	Normal 65 Psionic 420



Al-mi'raj are rather stupid creatures, but are potentially dangerous because of their unpredictable nature. They resemble large rabbits with long, soft fur. A single black horn, one to two feet long and spiraled like that of a unicorn, protrudes from the forehead. Although most al-mi'raj have yellow fur, white, pink, and even light green specimens have been seen.

Though the origin of the al-mi'raj is unknown, they may be an example of a failed "science" project conducted by Krynnish gnomes, though the creatures are found on many worlds. They are often kept as pets by gnomes, and "al-mi'raj," in an ancient gnomish dialect, means "experiment seventy-two."

Combat: Like normal rabbits, al-mi'raj are rather nervous creatures. Rather than hopping away when threatened, however, al-mi'raj become aggressive and vicious. They leap at the offending intruder, attempting to stab with their horns.

Al-mi'raj are also able to teleport short distances, giving them the nickname "blink bunnies." They blink to and fro seemingly without pattern, attempting to avoid attack. The al-mi'raj appears about 3' from its opponent and immediately hops to the attack. Al-mi'raj teleport on a roll of 4 or better on a 6-sided die. To determine where the creature appears, roll an 8-sided die: 1 = in front of opponent, 2 = left front, 3 = left, 4 = left rear, 5 = directly behind, 6 = right rear, 7 = right, 8 = right front.

Because of a quirk in their breeding, a few adults, about 10%, have psionic abilities. If an al-mi'raj sits still instead of jumping to attack an opponent, it is sure to be psionically endowed. It will almost always use its powers in the following order: *control light* to cause the sky to darken, *control wind* to cause the wind to blow, *levitation* to rise into the air, and *molecular agitation* to cause items to heat and burn. Then it will use *telekinesis* to throw rocks, *control flame* to move fire about, and *detonation* to cause weapons and armor to explode. After it levitates, it uses *control winds* to fly about, its eyes glowing redly, as it harasses its opponents. If attacked physically, it will try to *blink* away.

Al-mi'raj are immune to poison.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/2/3	MT/M-	10	250

Powers:

• Psychokinesis – Sciences: *detonate, telekinesis*. Devotions: *control flames, control light, control winds, levitation, molecular agitation*.

Habitat/Society: Al-mi'raj live fairly peaceful lives as long as they are left to themselves. They roam about pastures and woodlands, eating all manner of plants. Their lairs are usually above-ground nests composed of fur, grass, and twigs. Al-mi'raj of the same herd tend to build nests close together.

During the spring mating season, the males "joust" with their horns, competing for the favors of the females. About two months after mating, the female gives birth to a litter of 2-12 cute, cuddly babies with nubs where their horns will later grow. It takes an al-mi'raj about a year to reach full growth.

Psionic al-mi'raj, sometimes known as "bunnies of the Abyss," develop their powers as adults. Except when the herd is attacked, they act in all respects like normal al-mi'raj.

Ecology: Because they breed rather quickly, al-mi'raj can become a problem in any area where there are few natural predators. They can decimate natural vegetation or destroy entire fields of crops. Their nesting areas can also become dangerously impassable. The conglomeration of twiggy nests makes movement difficult, and the large numbers of "blink bunnies" defending their young is a formidable obstacle.

The bodies of al-mi'raj are very useful: their fur is soft and warm, their meat is tasty, and their horns are useful in cures for poison. Some gnomish communities have a superstitious belief that an al-mi'raj's hind feet bring good luck, and although gnomes have stopped the practice of carrying them around, some homes are still decorated with al-mi'raj feet.

If captured when very young, al-mi'raj show a surprising aptitude for training—except for the psionic variety, which have an unfortunate tendency to *detonate* the possessions of their trainers. The al-mi'raj's fearlessness can make them useful companions.

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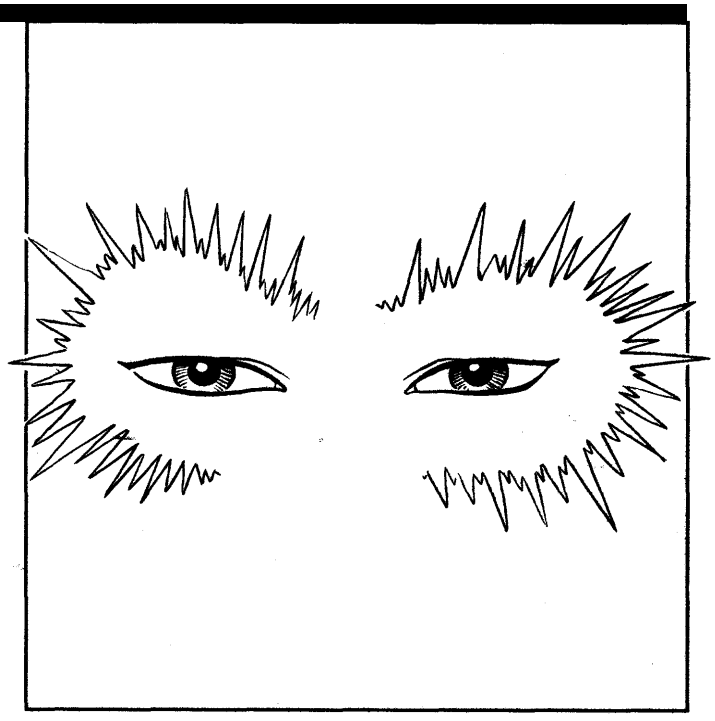
CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary or city
ACTIVITY CYCLE:	Any, prefers night
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	G
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	12 (75 hp)
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/gaze
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M (6' Tall)
MORALE:	Fearless (20)
XP VALUE:	20,000



Ambuchar Devayam is a unique form of undead, created through his own evil necromancy and fortified by the magic of the Imaskari. Through the centuries, one purpose has kept him alive: to conquer Shou Lung and return to the glory he once knew as its emperor, Tan Chin. To this end, he has used his supernatural powers to make himself the Raja of Solon. He intends to conquer Ra-Khati and use it as a staging area for his war against Shou Lung.

In his true form, Ambuchar resembles a pair of disembodied golden eyes. These eyes are all that is visible of the shadow which he projects onto the prime material plane from his true home in an unknown plane of darkness. However, Devayam often uses a permanent form of the *possess* spell from *Oriental Adventures* to project his spirit into some unfortunate subject's body. Such possessions can always be detected easily, however, for the victim's eyes glow with a harsh, golden gleam.

The Solonese raja Ambuchar Devayam and the Shou emperor Tan Chin are in fact the same man. In life, Tan Chin was a powerful necromancer who ruled his empire with an iron fist. After the wizard Shih led a revolt and drove the cruel emperor from his capital in Kuo Meilan, Tan Chin journeyed to the lands south of Solon, learning the secrets of the ancient Imaskari. Finally, he gave his life for unlife, conquered Solon, and became the raja Ambuchar Devayam.

Combat. Although he fights as a 12 HD monster and inflicts only 1d10 points of damage, the side effects of being hit by the raja are deadly. Any creature hit by Ambuchar Devayam must immediately make two saves, the first one vs. paralyzation and the second one vs. spell. Those failing the first save are paralyzed with fright for 1d4 rounds (and are not required to make the second save). Those failing the second save flee in *fear* for 1d4 rounds.

In addition, any creature struck by the raja suffers a loss of one life (experience) level, and all scores (THAC0, hp, saving throws, etc.) are immediately adjusted. Also, any one creature in combat with the raja is subject to a gaze attack. Devayam rolls to hit the creature normally. If the attack is successful, the victim locks eyes with the raja's golden orbs, and must make a successful Constitution check or lose one point of Constitution (permanently). Beings reduced to zero Constitution points die.

Ambuchar Devayam/Tan Chin can be hit only by +1 or better magical weapons. He is immune to *charm, sleep, enfeeblement, polymorph,* and all cold-based, insanity, and death spells. He can only be *turned* by a cleric of level 15 or higher, and then only on a roll of 20. The raja is also spared the effects of the *Prism of Kushk;* if trapped by its effects, he simply destroys the body he is inhabiting at the time, then returns to his phylactery.

Ambuchar now uses Imaskari magic to store his life force upon the prime material plane in a phylactery inside the Ebony Temple (see Part III, Event 22). The only way to permanently destroy the raja is to collect the four Ebony Artifacts of the Imaskari from the various dimensions inside the Ebony Temple and throw them into the Bottomless Pit of Fire located there. Otherwise, the raja's crystal phylactery simply reforms 24 hours after being destroyed. (Throwing the four Ebony Artifacts into the Bottomless Pit of Fire severs the connection between the raja's dimension and the prime material plane.)

The raja can cast any spell he wishes from the necromancy school of magic. He has the innate power to animate and control any creature that was marked with the *Stamp of Tan Chin* when it died.

The statistics and descriptions above apply to any body the raja inhabits, as well as his crystal phylactery.

Habitat/Society. He rules as an absolute dictator, killing those who displease him and granting life and power to those who do not. When in Solon, he spends most of his time either in the Star Houses contemplating the latest discoveries from the Imaskari excavations, or in the Ebony Temple, plotting his takeover of Shou Lung.

Ecology. To maintain his strength on the prime material plane, the raja needs to *possess* and drain one living creature per week.

Amiq Rasol

CLIMATE/TERRAIN:	Sea coast
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13–14)
TREASURE:	Nil (C)
ALIGNMENT:	Neutral evil or neutral
NO. APPEARING:	1–10
ARMOR CLASS:	4
MOVEMENT:	18, Sw 9
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4 (claws), 1d6 (bite)
SPECIAL ATTACKS:	Energy drain, charm
SPECIAL DEFENSES:	+2 or better weapon to hit, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Elite (14)
XP VALUE:	7,000



Amiq Rasol, also called *deep men* or *dark men*, are undead corsairs who were lost at sea, murdered, or marooned. Corsairs who refused to acknowledge or turned away from the gods may also become amiq rasol. They haunt the coasts or islands nearest the site of their deaths and prey upon those mortals unlucky enough to stumble across them. Though usually solitary (e.g., a single marooned corsair), several may be found near the spot where some disaster befell their ship.

The amiq rasol look like normal corsairs except that their eyes have an eerie greenish glow in the dark and their nails and teeth are slightly elongated. Their skin is paler than it ought to be, and their clothing shows some signs of wear. Anyone seeing an amiq rasol through a *gem of seeing*, or while using a *true seeing* spell will see the creature's true appearance—a rotting corpse.

Combat: Amiq rasol attack with claws and teeth, causing 1d4 points of damage with each claw and biting for 1d6. The bite of the amiq rasol also causes the victim to lose one level of experience. As with other undead that use this attack form, the effect reduces the Hit Dice, class bonuses, and spell abilities of the victim. A victim drained of all levels dies, but does not become an amiq rasol in turn. Such a victim may be *raised* or *resurrected* normally.

In addition to their other powers, amiq rasol are able to cast a powerful *charm* spell (save vs. spell at –2) which they use to entice mortals to them. They can use this ability three times a day. A very few of these creatures are simply neutral rather than neutral evil; these often will use their *charm* spells to convince mortals to travel to the place of their death, find their remains, and have the proper death rites performed upon them by a priest of 9th level or higher. If this rite is performed, the amiq rasol is freed from its undead existence and released to go on to its afterlife.

Amiq rasol can be turned as vampires, except in the actual place of their death, where they cannot be turned at all. They are immune to *sleep*, *charm*, *hold*, and cold-based spells. They can be hit only by +2 or better weapons. Holy water inflicts 2d4 points of damage per vial, but only against evil amiq rasol. A *raise dead* spell will slay an amiq rasol permanently, and a *resurrection* spell will restore the being to life. If slain by other magics or by weapons, it reconstitutes and forms another body within 24 hours.

Habitat/Society: Amiq rasol are found only near the site of their deaths. They are not tied to the exact spot, particularly if they died at sea, but are always found on islands or on the sea coast near the actual site. They feed off the energy they drain from mortals, and amiq rasol that do not feed for several years will fade away until they become wraiths. Though they prefer the dark, amiq rasol are just as capable of moving about and attacking by day. They are quite intelligent and may seek to pass themselves off as living beings in order to join a party of adventurers and assure themselves of continued feeding. Whenever an amiq rasol travels more than 100 miles from its place of death, however, it fades away and returns to the spot of its demise. They are partly creatures of the Negative Material Plane and must therefore maintain some contact with it through their habitat. They have no true society. Even those found together seem almost entirely self-absorbed and unconcerned about their fellow undead spirits.

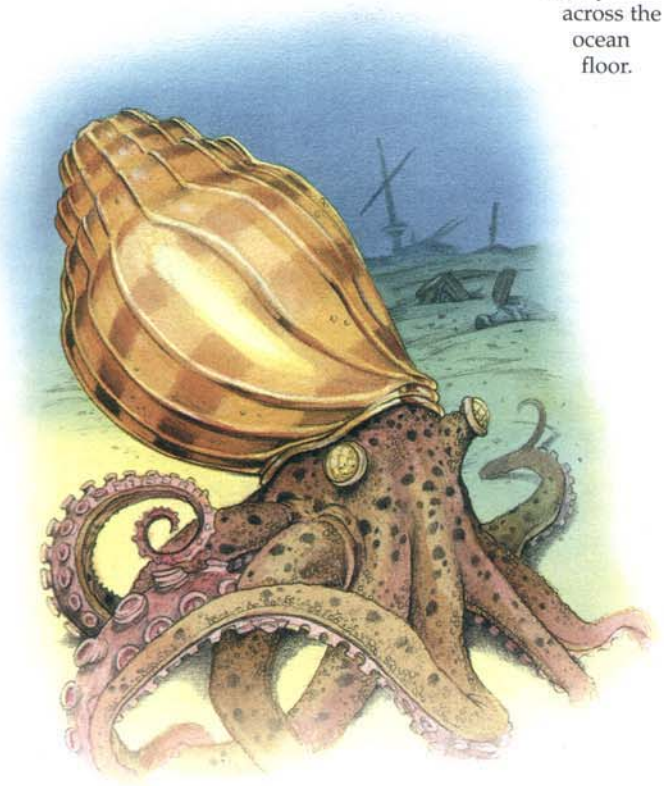
Ecology: Amiq rasol retain some of the some of the equipment and treasure they had when living, and collect such from their victims. One tale tells of an amiq rasol that led a party to a cache of buried treasure in return for their collecting its bones and performing the proper final rites.

Ammonite, Golden

CLIMATE/TERRAIN:	Ocean depths
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Scavenger?
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Special (shell)
ALIGNMENT:	Neutral
NO. APPEARING:	1–3
ARMOR CLASS:	2/8
MOVEMENT:	1
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	10
DAMAGE/ATTACK:	1d4 (×10)
SPECIAL ATTACKS:	Blinding, constriction
SPECIAL DEFENSES:	Immune to psionics
MAGIC RESISTANCE:	90%
SIZE:	L (6′–8′ shell diameter; 12′ tentacles)
MORALE:	Champion (15–16)
XP VALUE:	6,000

The legendary golden ammonites are sea-dwelling octopoids that live in great coiled shells like hermit crabs. The body and tentacles of a golden ammonite are dark brown with spots of black. The shell, however, is made of pure, solid gold; each weighs between 1,200 and 1,800 pounds. So rare and beautiful are these shells that they can be sold for up to 150,000 gp each, if a buyer who can afford one can be found.

A golden ammonite has two great multifaceted eyes on either side of its body that projects just beyond the rim of its golden shell. While most of its soft body is protected, the creature has 10 tentacles it can use to drag itself slowly across the ocean floor.



The golden ammonites do not speak or communicate by sound. They may have some type of tentacle sign language, though no one has proven this.

Combat: The ammonite discourages close approach by its magical ability to project *lightballs* from its faceted eyes. Each eye can fire one *lightball* per round, to a distance of 90 feet. The eyes rotate independently (much like a chameleon's) and each can thus target a creature in any direction as long as the line of sight is not physically blocked.

The casting of a *lightball* may look at first like the casting of a *fireball*—a small ball of light, one foot in diameter, is sent streaking toward a target (but, of course, a *fireball* is impossible underwater). Each target creature must make a successful saving throw vs. spell, with Dexterity adjustments if applicable. Failure means the victim is struck in the face by the *lightball* and blinded as if by a *continual light* spell. The *lightball* can be removed only by a *dispel magic* from a caster of at least 12th level, or by a *wish*.

Golden ammonites are immune to all psionic attacks, though they are susceptible to *ESP*.

If attacked physically, these creatures are 50% likely to fight with their tentacles and 50% likely to crawl back into their shells and seal themselves up. When sealed up, the golden ammonite has Armor Class 2 all around.

Physical attacks on an ammonite that is not sealed up are 50% likely to hit the shell (AC 2), 45% likely to strike the soft body or tentacles (AC 8), and 5% likely to hit one of the two large eyes (AC 2). Any damage to an eye destroys it instantly, and the creature immediately withdraws into its shell for 4d6 turns. Attacks that strike the shell reduce its value by 1,000 gp per point of damage inflicted, to a minimum value of 15,000 gp for the shattered pieces of an entire shell.

A golden ammonite that fights with its tentacles can make up to 10 attacks. Once an opponent is hit by one or more tentacles, those tentacles constrict for 1d4 points of damage each round until the foe is dead, or until the golden ammonite has been slain or driven back into its shell. The creature is reputed to direct its attacks with some intelligence.

A single blow with an edged weapon that inflicts 8 or more points of damage, or an attack roll of a natural 20, will sever a tentacle. The golden ammonite can regrow severed tentacles completely in a few weeks.

Habitat/Society: The golden ammonite is found only in the deepest marine canyons, at depths below 1,000 feet, in the coldest and darkest regions of the sea. It moves slowly about the ocean floor, grazing on whatever food it can find. The ammonite collects no treasure or property.

Now and then, an Eye of the Deep will be found with these creatures (25% chance). When this occurs, the beholder-kin apparently acts as an ally, for the golden ammonite does not attack it in any way.

Ecology: No golden ammonite shell has ever been found empty; it is believed that these creatures may have a lifespan of thousands of years. The origin of the ammonite's golden shell is as obscure as the details of its day-to-day existence. All that can be said is that it slowly makes its way through its undersea world and most natural predators seem to leave it alone.

—*From* DRAGON Magazine #48

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	A
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1-12
ARMOR CLASS:	3
MOVEMENT:	9, Sw 12, Br 3
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-16 or 1-8/1-8
SPECIAL ATTACKS:	Swallow whole, roar
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (14)
LEVEL/XP VALUE:	650



The legendary witness at the judging of the dead, the ammut consume the damned. An ammut resembles a cross between a crocodile, a lioness, and a hippopotamus in mannish form. They have the tail and scaly legs of the crocodile, the tubby belly and thick neck of a hippo, and the sleek arms and head of a humanoid lioness. They are fat, bloated animals, and they are completely oblivious to their surroundings when feeding on wicked souls.

Combat: The ammut can attack either with their vicious bite for 2d8 or with two sets of raking claws for 1d8 each. If they bite, their gaping jaws may be unhinged, allowing them to swallow smaller than man-sized creatures on a natural roll of 20. This process is slow and requires 1d4 rounds to complete. During this time, the creature being swallowed is slowly forced into the ammut's gullet with its jaws and hands. Creatures being swallowed may attack to inflict double damage at a -4 penalty to hit with small, thrusting weapons such as knives or daggers.

In addition to their physical attacks, ammut can roar deafeningly once per turn. All creatures within 20' must make a saving throw vs. poison or be deafened for 1d10 rounds. The ammut can undertake no other action during the round it roars.

Ammut are equally at home fighting on land or in water and suffer no penalties to attacks when underwater. Their acute senses of smell and hearing allow them to attack normally in the dark as well, but they must make a morale check and suffer a -2 attack roll penalty when exposed to sunlight or other bright light. A *continual light* spell is irritating to them, but will not force a morale check. However, they do attack at -1 to hit when in the spell's area of effect.

Ammut can see and attack creatures on the Ethereal Plane, usually hama and other spirits on their way to the afterlife. They can detect evil at will.

Habitat/Society: The ammut are a reclusive race and generally avoid all living creatures. They settle in caverns, fissures, and tunnels under desert oases and near underground rivers. In addition, they often congregate in or near evil cities and necropoli where the spirits they pursue are common. They are lazy and gluttonous creatures, always willing to gorge themselves. When not feeding, they often dig tunnels, underwater grottos, and passages into tombs and burial grounds.

Females are the hereditary rulers among the ammut, and their word is usually obeyed, if somewhat grudgingly. Rulership is as much a function of size and strength as wisdom and cunning; revolts and power struggles over rich feeding grounds are common, though they are kept hidden underground. Females generally force male ammut to do most of the burrowing for new hunting grounds and breeding sites, as they are too lazy to do it themselves.

The roaring of the ammut can be heard for miles underground, giving rise to legends of angry earth spirits and passageways to the land of the dead in human settlements near the ammut's lairs. The ammut roar when mating or when staking out territory as well as in combat, so their noises can be heard even under normal circumstances. They seem to enjoy their ability to make noise, and sometimes roar just for the joy of it. Few underground creatures hunt the ammut, as their flesh is oily and has the taint of decay about it.

The ammut have lived underground since ancient times and cannot stand the sun, though they do infrequently come to the surface by night.

Ecology: Ammut eat the spirits of the evil and the damned. The spirit form or hama of wicked people is always either a weak flier like a rooster or parrot or entirely unable to fly, like an emu or a bird with clipped feathers. Ammut can eat material creatures, but they gain no nourishment from them and tend to simply play with their kills, worrying at them and tossing them back and forth until some other underground scavenger manages to carry them off. However, they will kill evil men to provide themselves with food.

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Amphibian, Poisonous

	Frogs	Neotropical Toad
CLIMATE/TERRAIN:	Tropical Forest	Temperate/ Tropical Forests
FREQUENCY:	Uncommon	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	N	N
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-2
ARMOR CLASS:	8	8
MOVEMENT:	3, hop 3	3, hop 3
HIT DICE:	1-1 (1-2 hps)	1
THAC0:	20	20
NO. OF ATTACKS:	Nil	1
DAMAGE/ATTACK:	Nil	Nil
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1-2" long)	T-S (3-9" long)
MORALE:	Average (10)	Average (8)
XP VALUE:	65	120

Poisonous Frogs (physalaemus)

Though there are several sub-species of poisonous frogs, all are brightly colored with vivid streaks of pink, yellow, green, red, or orange. The brilliant colors are usually a warning sign that the secretions of the frog are fatal. There is no known natural cure for this venom.

Combat: Frogs pass on their poison to others through touch, most likely someone steps on one with bare feet or picks one up because it looks "pretty." Its poison glands are found on either side of its head, and when the frog feels threatened it secretes a creamy substance from its skin.

Anyone touching a poisonous frog must make a saving throw vs. poison for every round they remain in contact with the creature. If there is an open wound in the general area there is a cumulative penalty of -2. The venom of poisonous frogs is both cardiotoxic and neurotoxic, containing. a variety of chemicals that affect the nervous system in different ways. If a saving throw is successful, it means the poison was not absorbed into the victim's system that round.

Failing the poison save means the toxin has been absorbed into the bloodstream in some measure. If the poison was not introduced into an open wound (such as a cut on the hand or the tip of a dart), the victim suffers from nausea, vomiting, abdominal pain, and inflammation of the area. If introduced into the bloodstream the toxin causes instant paralysis, severe convulsions, and death in 1-4 rounds.

Habitat: Poisonous frogs are only found in tropical environments where water is plentiful. Male frogs scent mark their territories in an effort to attract females, and "chirp" loudly when their territory is threatened by other frogs.

Ecology: Tadpoles are born in a pool of water inside a bromeliad plant. They then wiggle onto the back of their father, who carries them to deeper water, where they are left to fend for themselves. The venom of the poisonous frog can be extracted by roasting it over a fire, causing the poison to flow out of the glands as the skin contracts.



Neotropical Toad (genus bufo)

Also known as the giant or aga toad, neotropical toads are characterized by horizontal pupils and enlarged poison glands located behind the eyes. They measure 6-8" long and can weigh up to 1 lb., while a marine sub-species can grow up to 9" and weigh 5 lbs.

Combat: Like poisonous frogs, neotropical toads secrete a venom when irritated or threatened. The venom of this toad is cardiotoxic, disrupting normal heart. rhythms if ingested or introduced in the blood stream. If simply touched, the victim suffers from stinging, burning, and numbness in the exposed area for 1-6 hours. If this is a hand, nothing can be held for that period of time due to irritation.

A poisoned victim must make a saving throw for each round of contact with the toad, with a -2 penalty if the poison is introduced into an open wound, swallowed, or delivered via an envenomed weapon. If this saving throw is failed, the victim suffers from tightness in the chest, convulsions, salivation, and seizures, followed by death in 1-4 minutes. A successful save indicates only irritation as outlined above.

Habitat: Neotropical toads can be found in most temperate environments from deserts to jungles. They live in areas where insects, the toads' only source of food, are plentiful.

Ecology: The neotropical toad can be helpful to farmers, feeding on crop-destroying insects. When mating there is fierce competition for females, who may have to contend with up to 12 suitors at one time.

CLIMATE/TERRAIN:	Deserts of Anadia
FREQUENCY:	Very rare
ORGANIZATION:	Community or family units
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	None
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d8/1d8/2d6
SPECIAL ATTACKS:	Bleeding
SPECIAL DEFENSES:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13-14)
XP VALUE:	2,000



The anadjiin is a vicious predator that originated on the planet Anadia, the first planet in the Realmspace solar system. These creatures appear to be slightly humanoid in shape, but they have very tough reptilian hide which deflects most weapons. The top of the anadjiin head has a spiny crest which looks similar to that of a stegosaurus dinosaur. This crest has an abundance of small capillary blood vessels at the surface which allow the creature to cool off in the hottest of environments. This crest also disables the creature's ability to survive in colder climes.

The anadjiin has two huge insect-like eyes sitting on the side of the head. This positioning allows the creature to see in a 360-degree arc at all times. The brain of the anadjiin is so complex that it is able to assimilate all the information received as well as react to it.

Its mouth is a bit unusual when compared to those of most other creatures. The mouth sits vertically on the face, instead of horizontally. The teeth are aligned vertically as well, and are very sharp. Once the creature has hold of a victim, there is no way to force the anadjiin to release the grasp, short of killing it. Even then, the jaw must be broken before the hold is released. The chin, instead of being under the mouth, is split in two, with a cleft on either side of the mouth.

The anadjiin has a stout tail which it uses to stabilize itself should it ever be pushed, or lose its balance. The tail is never used as a weapon. Each of the anadjiin's hands is layered with six-inch long claws. It prefers to use these claws as slicing weapons, attacking with each hand every round. The claws attack as though they were *blades of sharpness*. Anyone attacked by them suffers an additional hit point of damage per round per wound until the wounds are bound or healed.

Combat: The anadjiin prefers to hunt during the day, because it cannot see in the dark. It therefore hides and sleeps during the night. When it does attack, the anadjiin uses its speed and agility to gain the initial advantage. If the opponent is alone, it attacks with a bite. If the bite attack is successful, it does not release its hold until the opponent is dead. It flails wildly at the abdomen of prey, hoping to sever the entrails, which quickens the death of its prey.

If there are multiple targets, the anadjiin still uses its bite attack, but it does not hold on. Its genius intelligence knows that stupid fighting like that is the sure way to die. Instead, the anadjiin moves about, attacking mostly one target, usually the weakest, until it falls. At that point, it tries to scare the rest of the targets away, so it can carry its prey back to its lair.

Habitat/Society: The anadjiin is a very caring parent and mate, ready at any time to fight to the death to protect its young. However, in times when food is rare, anadjiin are known to kill and eat their young to keep them from feeling the pain of starvation. Separate family units often work together in order to find food. They never fight among themselves whenever prey is found. Each realizes the amount of effort put forth, and demands a share equal to that. This relationship, which is quite unique to predators, is one reason that the anadjiin is well respected. Besides their own language, it is unknown whether the anadjiin have the capabilities to speak common or any other language known in the spheres. No one has stayed around long enough to find out.

Ecology: When hunting, the anadjiin is careful to preserve the balance of nature. It never hunts or kills any prey that is rare or endangered. The anadjiin feels a strong bond with nature itself, and feels compelled to hunt only that prey which is most abundant. This explains why the anadjiin hunt humans when they are transported to other planets, but do not hunt humans on Anadia. They do, however prey on the halflings and umber hulks of Anadia whenever possible, because there are so many of both.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Crew
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	H
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (14)
XP VALUE:	Normal: 2,000 Captain: 3,000 Mariner shadow: 650



An ancient mariner is the undead spirit of a member of a long-lost evil race that once sailed the phlogiston seas.

A true ancient mariner is basically humanoid in appearance. Its neck is a little too long and its torso is somewhat compressed compared to those of a human. The eyes and jaw bulge out from the face. Its voice is quavery, as if being heard from a great distance.

An ancient mariner is partially transparent. It is seen wearing the bright, garish clothing normally associated with pirates and buccaneers. It appears as it did on the day it died, causing each to be unique. This may mean an eye patch, scars, or even a wooden peg leg. While the mariner might carry a weapon of virtually any type, this is also ghostly and cannot cause damage.

Combat: The chill touch of the ancient mariner inflicts 1d6 points of cold damage and causes the victim to lose one level. As with other undead that use this attack form, this effect reduces the Hit Dice, class bonuses, spell abilities, etc.

They can be turned as wights by priests. Like most undead, ancient mariners are immune to *sleep*, *charm*, *hold*, and cold-based spells. They are immune to any type of mind control spell as well. They can be hit only by magical weapons.

Any creature killed by the energy drain of an ancient mariner becomes an mariner shadow with most of the abilities of a normal shadow. The newly formed undead obeys the ancient mariner completely. (Beings killed by these shadows are merely dead, and do not become shadows or any other form of undead.) A mariner shadow retains its former appearance, though it is now partially transparent. The power of the ancient mariner is such that all of the victim's equipment stays with it, becoming ghostly as well, unable to touch or be touched by living hands. The equipment cannot be used by the mariner shadow.

Habitat/Society: Ancient mariners are found only in phlogiston. They will not enter a crystal sphere under any circumstances. It is thought that they need the phlogiston to power their ghost ships.

If more than one ancient mariner is encountered, one of them is the recognized leader and called "Captain" by its crew. This leader has 6+3 Hit Dice and is turned as a wraith. Ancient mariners are always encountered with a crew of 1d20 mariner shadows, culled from any mixture of spacefaring races. Some large ships have been known to have larger crews of mariner shadows. If the captain is turned, he orders the entire ship to break off combat and flee.

The greatest power of the ancient mariner captain is to make any object become as insubstantial as the mariner itself. This power requires the captain to "touch" the object and concentrate for a turn. Once the object is changed, any ancient mariner or mariner shadow can handle it. In this way the treasure hoards of ancient mariners are increased.

A captain can do this to a spelljamming ship as well, which conversion takes a full day of concentration. They prefer human ships, such as galleons, hammerships, and caravels. Part of the ancient mariner's undead energy is given to the ship, which makes the vessel insubstantial, partially transparent, and fuels it. It moves as if powered by a 5th-level spellcaster. The ship becomes immune to all physical or magical attacks. It has no physical substance, passing right through other objects. It holds no air. The ghostly deck hands appear to walk normally upon it, even swarming up the rigging occasionally. A captain can maintain only one ship at a time in this fashion, although he can release a ship from his sway and convert another.

If the ancient mariners on a ship are all killed, the mariner shadows vanish instantly, becoming truly dead. The ghost ship becomes solid and can be boarded and searched. There is a 50% chance that the spelljamming helm is still usable. If only the captain is killed, the ancient mariner with the highest hit points becomes the new captain.

Ecology: Unlike most undead, ancient mariners do not seem to be tied to a place or a person. They can roam freely, at least in phlogiston, and trade ships at will.

The original race of the ancient mariners must be long extinct, since they look like no race in the known crystal spheres.

CLIMATE/TERRAIN:	Any (as per hosts)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (any; never sleeps)
DIET:	Parasite (as per hosts)
INTELLIGENCE:	Animal—1 (variable; as per hosts)
TREASURE:	Nil (as carried by hosts)
ALIGNMENT:	Neutral (as per dominant host)
NO. APPEARING:	1
ARMOR CLASS:	10 (AC of individual hosts)
MOVEMENT:	1 (see text)
HIT DICE:	2-24 (plus sum of hosts' Hit Dice)
THAC0:	19 or better (as per hosts' THAC0s + 1)
NO. OF ATTACKS:	1 (as per hosts)
DAMAGE/ATTACK:	Special (as per hosts)
SPECIAL ATTACKS:	Controls victims (as per hosts)
SPECIAL DEFENSES:	Immune to weapons, cold, and most spells; saving-throw bonuses (as per hosts)
MAGIC RESISTANCE:	20%
SIZE:	Spore T; ooze S (variable)
MORALE:	Fearless—20 (fanatic—M)
XP VALUE:	As per andeloid's Hit Dice with Hit Dice modifiers as appropriate (plus the XP value of each of the hosts); spores have no XP value



Initial statistics are for an active "ooze" (an andeloid without hosts); values in parentheses are for a composite (an andeloid with hosts).

The andeloid is a slimelike creature that forms a symbiotic link between its victims ("hosts"), joining their flesh together to form a single creature. In all the crystal spheres, few creatures are as bizarre or horrifying as these andeloid composites, chimerical meldings of individual beings.

An andeloid may be encountered in its inert state as a round crystalline spore about the size of a fist (3" across). This spore has a shimmering, shifting color and waxy texture, often being mistaken for an unusual gem (AC 0, hp 4). A spore becomes active, assuming a flat, oozelike shape 2' in diameter, once it has been exposed to at least one point of damage from heat or flame, or once it is left within 5' of a live potential host for 2d6 rounds. A spore takes no damage from fire, though an active andeloid is not so immune (see "Combat").

An andeloid without hosts is nearly mindless and has only one driving purpose—to take over a host. However, an andeloid composite is a group personality based on its component parts, directed by the most intelligent being in the composite and modified by the strongest attitudes of the other hosts and by the needs of the andeloid itself to survive and grow. A composite of several intelligent beings acts as if governed by a committee.

Combat: An active andeloid without a host moves slowly and lies in wait for a potential host. Anyone touched by the ooze must make a save vs. poison to avoid infestation (unconscious victims awaken if the save succeeds). A conscious victim can repel or kill the andeloid with flame or with a few spells noted later (they are immune to all other spells). Once the andeloid succeeds in infesting a victim, it bonds with the host's psyche and cannot be driven off, though it can be slain by spells or fire. A host taken over by an andeloid appears to have been covered with a ½" -thick translucent slime; useful tools and weapons are retained, as is clothing (though the latter becomes soaked).

When a victim is added to a composite, a limb or body part of the host is stuck as if by glue to another host. Within a month, the flesh of the two creatures merges, and the united creature (a composite) cannot be separated normally into component hosts. If the andeloid is slain before a host merges with the composite, the victim may make a System Shock roll once per round to pull free. Creatures that have been fully melded into a composite will die once the andeloid binding them dies; their bodies cannot be separated again except by using a wish or ***heal,*** but they may be *raised* normally.

An andeloid composite combines many benefits of its hosts. The number of Hit Dice and hit points of a composite equals the total of those of the andeloid and its hosts (Hit Dice are used in calculating saving throws only, not THAC0 scores). Any damage suffered is subtracted from that total and is shared by all hosts of the composite. (Note that though an andeloid is immune to many things, this is not necessarily true of its hosts.) Special immunities, resistances, and defenses of any one host are shared by all other hosts. A composite gains +4 on saves vs. poison. All of the hosts are simultaneously slain once the hit-point total of the andeloid and its hosts reaches zero. However, the andeloid itself is not slain if not attacked by fire or spells; it is instead rendered dormant for 2d8 turns, after which it re-forms into a 2 Hit Dice ooze again and must hunt for new hosts.

A composite retains its hosts' attack forms. If a host can make several attacks, it makes one less than normal if that limb has melded to the composite, A host attacks with a +1 bonus to its normal THAC0. Damage done is as normally done by each host. Special attacks must be directed by the host that possesses that ability, but these are lost if the body part with those abilities is melded with another creature in the composite. Conversely, weaknesses of component hosts are shared by the entire composite, though a natural ability or defense may cancel a weakness.

The following spells have special effects on the andeloid, in addition to any beneficial effects to hosts: ***cure disease*** causes 3d6 points of damage to the andeloid; ***neutralize poison*** causes 1d6

points of damage to the andeloid; ***regeneration*** causes 2d10 points of damage to the andeloid and forces it to save vs. death magic or become dormant for 2d8 turns; *restoration* causes 3d6 points of damage and forces the andeloid to save vs. death magic or be destroyed. In this way hosts may be rescued from a composite.

Composites cannot fly or swim. Their land movement rates equal those of their slowest moving hosts.

An andeloid's overriding purpose is to survive and grow. An intelligent composite always attempts to capture powerful beings, if it can do so safely, in order to add them to the composite. The size of a composite is limited by the andeloid's Hit Dice. Young andeloids have only 2 Hit Dice, but gain 1 Hit Dice per three months of growth to a maximum of 24 Hit Dice. The total of all hosts' Hit Dice and levels cannot exceed that of the andeloid binding them. If a composite tries to "collect" a victim that has too many Hit Dice to be controlled, all attempts to turn that being into a host will fail.

In an effort to improve the composite, the andeloid may decide to absorb an entire host as food to provide space for an addition. This requires the decision of the controlling ego, and a period of time equal to one week per Hit Die of the host (see "Ecology"). This intentional absorption results in the melding of the absorbed personality's ego, altering the dominant ego accordingly.

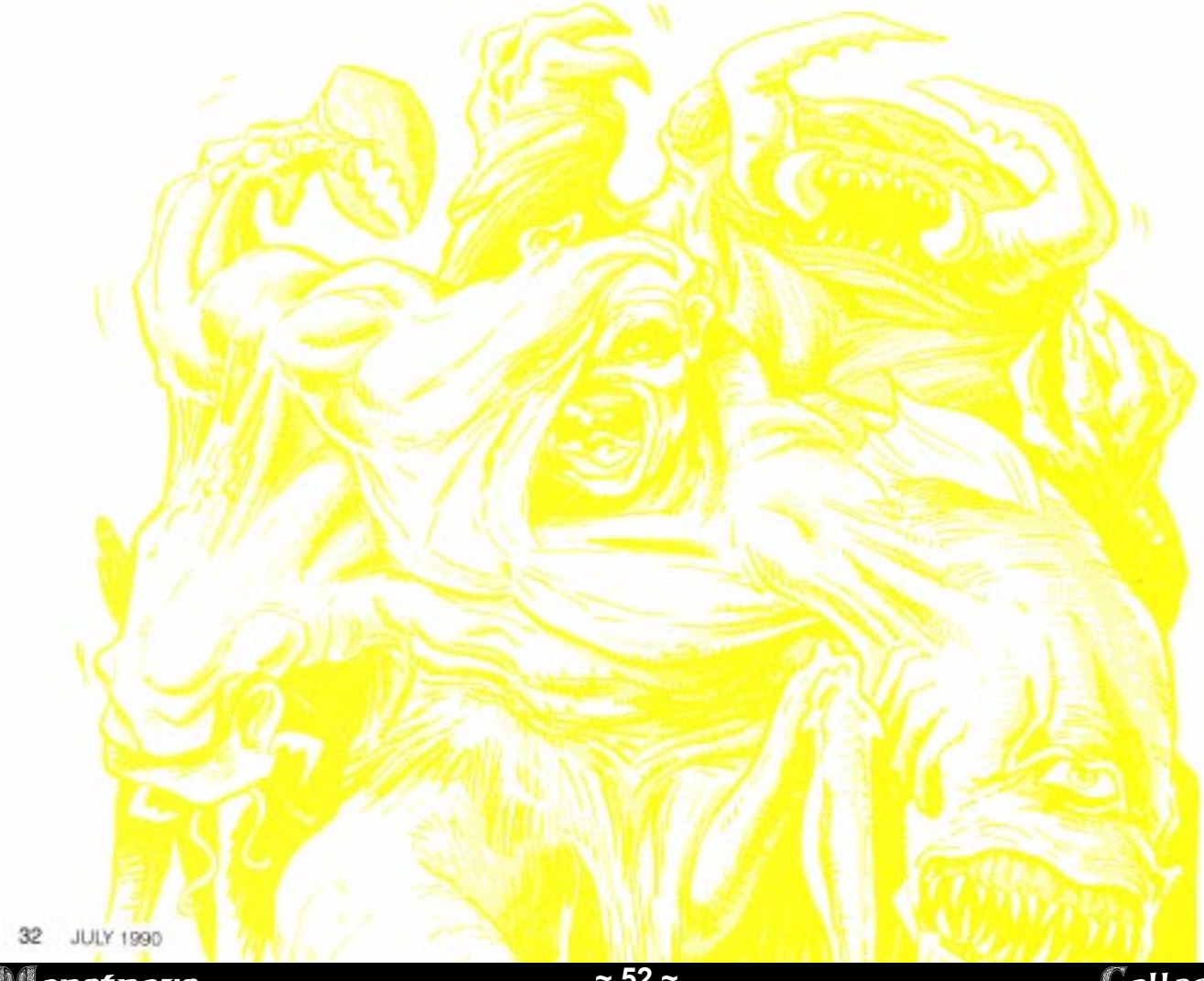
Habitat/Society: Generally, intelligent races do not tolerate andeloids, which are sought out and destroyed as quickly as possible to prevent infestation. However, chaotic species may accept a single composite that has reached its current size limits. Some chaotic-evil and insane races may view melding with an andeloid as tantamount to becoming a hero of legend.

Since andeloids are driven by their dominant personalities, they can be either good or evil in nature. However, because of the loathing felt for andeloids by many races, there is a greater tendency for them to be savage monsters instead of benign, helpful colonies. Due to this lack of acceptance, composites tend to inhabit remote regions or follow nomadic lives traveling wildspace (if one host of a composite has spelljamming powers) and crystal spheres, staying in no place for long. Any treasure found is converted to easily carried items or cached on remote asteroids or moons.

Ecology: As long as its hosts are able to feed, the andeloid draws sustenance from its hosts' feeding. An andeloid may survive without food for a week, converting its hosts' stores of fat into energy to provide its hosts's needs. After a week of such deprivation, the parasite must begin to convert its hosts' Hit Dice into food at the rate of 1 Hit Dice per week, starting with the Hit Dice of its weakest host. As the Hit Dice are absorbed, the body of the host losing the Hit Dice is absorbed and eliminated from the composite.

After the andeloid is forced to consume all of its available hosts' Hit Dice, it becomes dormant a week later, forming spores that can survive for *eons* without air or sustenance. As many such spores are created as the andeloid itself has Hit Dice.

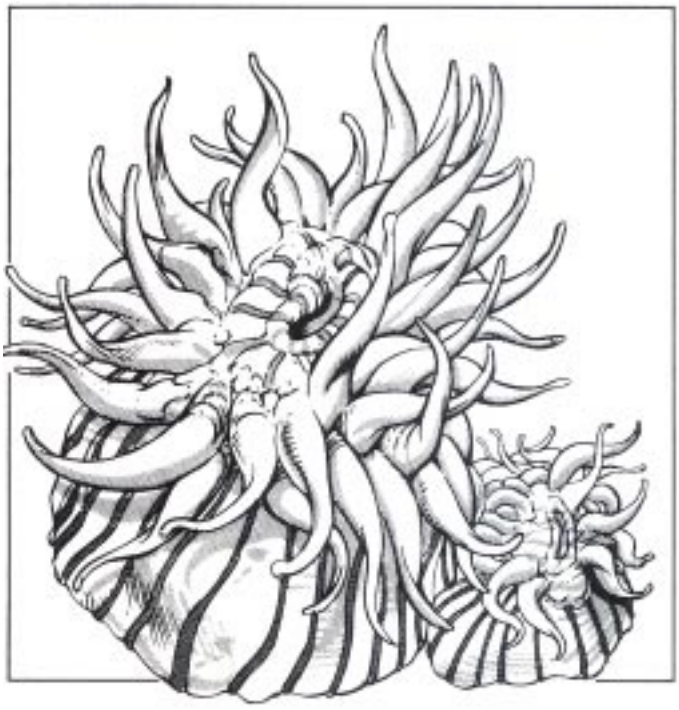
Andeloids do not reproduce other than by creating spores. An andeloid newly created from a spore has no memories of any previous existence.



Anemone, Giant

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Salt water
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	3-18
ARMOR CLASS:	2
MOVEMENT:	¼
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter trunk)
MORALE:	Steady (11)
XP VALUE:	12,000



The anemone is a mobile, plant-like creature A voracious carnivore, it is a threat to all denizens of the sea

The anemone has a thick, cylindrical trunk that is ten feet in diameter and about eight feet tall.The trunk is usually bright purple, but can also be blue red, pink, or any combination of these colors The bottom of the trunk is covered with small suckers, while the top contains a toothless mouth surrounded by ten translucent tentacles, each 10-15 feet in length.

Combat: The anemone attacks with whip-like lashes of its tentacles it makes 1d3 attacks per round, each attack consists of 1dl0 tentacle strikes. A victim struck by a tentacle suffers 1d4 points of damage and also must roll a saving throw vs. paralysis A victim succeeding on the saving roll is immune to all paralyzing and poison effects of that particular anemone. If the saving throw is unsuccessful, the victim suffers an additional 1d6 points of poison damage and becomes paralyzed for the next 3d6 rounds. During this time, the victim is unable to attack or take any other actions Should the effects of the paralysis wear off, the anemone will attack him again; if it hits the victim can again attempt a saving throw to avoid the poison and the paralysis

The anemone uses its tentacles to drag a paralyzed victim to its mouth, a process that takes one round to complete. it requires at least two tentacles to drag a victim; the anemone can use any free tentacles to continue attacks on other opponents The mouth leads directly to the anemone's trunk cavity. When a victim is inside the cavity, the mouth seals shut. Tiny valves at the base of the trunk expel all of the water within the cavitv (this takes eight rounds). When the cavity is empty, it begins to refill with acidic juices secreted from glands in the base. The cavity fills with acidic juices at the rate of one foot per turn until the entire cavity is filled. Beginning on the first round of secretion, victims trapped in the cavity suffer 1d4 points of damage (no saving throw). Digestion is completed when the victim is reduced to -12 or fewer hit points, after which *resurrection* is impossible.

Because of the confined space, victims trapped in the cavity can use only short, sharp weapons to hack themselves tree. Maximum normal damage is 1 point per round plus magical and Strength bonuses. Rescue must usually come from outside. If the anemone suffers a loss of 50% of its hit points, and all of the dam age is directed at its trunk the victim can be freed. Thrusting and stabbing weapons have a 20% chance of striking the victim trapped in the trunk. If a trapped character is freed, charactcrs on the outside have a chance of suffering damage from the acidic juice, assuming they are within ten feet of the anemone. The percentage chance of receiving damage is equal to 5% for each foot of juice in the anemone when the victim inside is freed. Characters affected by the juice suffer 1d4 points of damage. (For instance, if the cavity was filled with four feet of acidic juice when the victim inside was freed, all characters within ten feet of the anemone have a 20% chance of suffering 1d4 points of damage from the juice.)

Each tentacle can suffer only 5 points of damage before it is Severed, assuming that the attacker is directing his attacks to the same area in order to chop it off. An anemone regenerates at the rate of 1 point per turn, and it always repairs its tentacles first. If the anemone suffers 30 or more points of damage in a single round, it withdraws all of its tentacles inside its body for 1d10 rounds and spews acidic juices in a ten-foot radius. Those within ten feet of the anemone when it spews juice have a 90% chance of suffering 1d4 points of damage; this check must be made for each round the character is exposed to the acid. When the anemone releases its tentacles, it stops spewing (for instance, if the anemone withdraws its tentacles for six rounds, it also spews juice for six rounds),

Habitat Society: Anemones wander the ocean floor. They move slowly and with great effort, generally preferring to remain stationary for long periods by attaching to a rock or other solid surface. They usually travel in schools of three or more.

Anemones are asexual, reproducing via buds which break off and grow into new anemones. Indigestible treasure items can sometimes be found beneath their trunks.

Ecology: Anemones eat all species of marine life. Anemones relish humanoids, especially elves and small humans. Although most sea creatures give anemones wide berth, manta rays and small sucker fish are sometimes seen swimming among a school of anemones, as these creatures are immune to the effects of their tentacles.

Anemone, Giant Sea

CLIMATE/TERRAIN:	Ocean depths, tropical coasts
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6 (body)/8 (tentacle)
MOVEMENT:	Sw 1
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1–3 tentacles per creature
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Paralysis, swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ dia.)
MORALE:	Fearless (19–20)
XP VALUE:	1,000

The giant sea anemone is a larger and far more dangerous version of its smaller relative. Although it lives at a variety or ocean depths, it is encountered singly below 50 feet. The anemone has a stout central body about 8 feet in diameter, crowned with a gaping maw about 6 feet in diameter. Surrounding the maw are many stinging tentacles, about 100 in most species. These floating, waving tentacles can snare prey within 30 feet of the body. Giant sea anemones are often very colorful, being a riot of red, green, pink, blue, or a combination of colors.

Combat: The gentle drifting motion of the sea anemone's tentacles belies how swiftly they can react to seize and draw in any prey that so much as brushes against them. A successful hit by a tentacle pierces the victim with hundreds of small, barbed, hook-like needles that collectively inflict 1d3 points of damage on the initial strike (only). The anemone will attempt to attach at least three tentacles to the prey, making up to three attacks per round against creatures in reach of its tentacles.

The round after the first tentacle hits, the prey is injected with a paralytic poison. A saving throw vs. poison negates the paralytic effect for one round, check each round until free or a saving throw is failed. Once affected, each round the prey loses 1 point of movement, Dexterity, and Strength. When at least one of these is reduced to 0, the prey is paralyzed for 2d4 turns. (Creatures unrated for Strength and Dexterity use the movement rating.) Having more than one tentacle attached does not accelerate the paralysis, but the poison advances as long as a single tentacle is attached. A *neutralize poison* spell can negate all poison in the prey's system, but does not prevent new poison from being administered.

A trapped prey can attempt to escape at the beginning of each round. Each tentacle's hold can be broken by a successful saving throw vs. petrification; check for each tentacle. A prey that escapes all tentacles is free to act normally, subject to the effects of the paralytic poison already in its system. A tentacle can be severed by 6 points of slashing damage. Severed tentacles do not count against the giant anemone's hit points.

Once the prey has been seized by three tentacles, the anemone attempts to swallow it whole. This requires a successful attack roll. The anemone's internal organs grind up the prey at a rate equal to the prey's base armor class (physical armor) per round; a victim in *plate armor +3* would take no damage. Inedible prey, or an object too large for the anemone's mouth (6-foot diameter) will be held until paralyzed, then released to drift on the currents or fall to the sea bottom, where it will be picked apart by other scavengers. If the maw is full, other prey is held for later.

The anemone is slain when its central body is reduced to 0 hit points or less. Severed tentacles regrow at the rate of one foot per day.

Habitat/Society: Though they may look like plants, giant sea anemones are animals, if very basic ones. While giant sea anemones are often encountered as stationary hazards, but they can, in fact, slowly move to new locations that promise a better food supply.

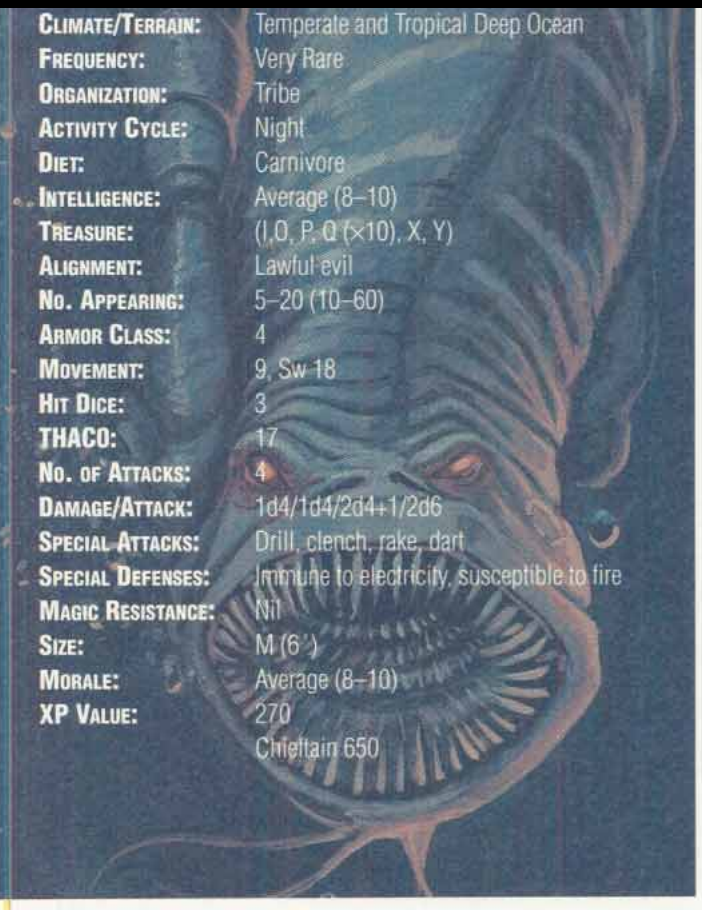
Most species of giant sea anemone, when seriously threatened, can or pull their tentacles all the way back into their central bodies. An anemone might be easily mistaken for a large rock when its tentacles are withdrawn.

The giant sea anemone reproduces by budding. The young anemone grows out of the base of the parent. When sufficiently grown, it breaks off and moves to its own feeding ground.

Ecology: Some fish are immune to the poison of the giant sea anemone. Two types are common. The first type consists of 1- to 2-foot long, brightly colored fish that escape predators by hiding among the tentacles; the anemone does not attack them at all. Unwary predators who venture too close to the anemone are trapped, however, and the small fish feed on the scraps left by the anemone. The second type of fish is a predator, such as a barracuda, that attacks the tentacles and feeds on them. These fish are either immune to the anemone's poison or have thicker hides than most other fish to defeat the barbed needles of the tentacles. They attack the tentacles in swift darting forays.

Giant sea anemones are sometimes kept as guard creatures by underwater races, who feed them enough to keep them from leaving, while leaving them hungry enough to attack intruders.

—*From* DRAGON Magazine #116



Climate/Terrain:	Temperate and Tropical Deep Ocean
Frequency:	Very Rare
Organization:	Tribe
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	(I,O, P, Q (×10), X, Y)
Alignment:	Lawful evil
No. Appearing:	5–20 (10–60)
Armor Class:	4
Movement:	9, Sw 18
Hit Dice:	3
THACO:	17
No. of Attacks:	4
Damage/Attack:	1d4/1d4/2d4+1/2d6
Special Attacks:	Drill, clench, rake, dart
Special Defenses:	Immune to electricity, susceptible to fire
Magic Resistance:	Nil
Size:	M (6')
Morale:	Average (8–10)
XP Value:	270 Chieftain 650

Anguiliians (AN-gwill-ee-anz) resemble a cross between a man and an eel. They have sinuous bodies about 6 feet long, the upper section of which bears two fleshy appendages tipped with bony pincers. The anguiliians use these appendages as arms (the pincers can cut, crush, and grasp almost any living object) and forward fins.

Two short legs—ending in wide, six-toed feet—sprout from the creatures' flanks about two-thirds of the way down their bodies. Beyond their legs, anguiliian bodies possess flat tails fringed top and bottom with fins.

In addition, the creatures have reptilian eyes and jawless, circular mouths lined with row upon row of teeth. Anguiliian snouts are blunt, and they possess a pair of wide fins on the sides of their heads which resemble spiny ears.

An anguiliian's scaly body has a muddy brown hue with dots or speckles of black and tan.

Anguiliians communicate through clicks, thumps and whistles, just like sahuagin. In fact, these creatures speak a dialect of the sahuagin tongue. Their chieftains usually know the common tongue of surface dwellers (which they speak tolerably well) and the racial tongues of one or two other land or marine races.

Combat: Anguiliians make swift attacks aimed at overwhelming the opposition. In addition, they possess senses as acute as those of their sahuagin cousins. When fighting surface dwellers underwater, anguiliians gain a +2 bonus to their surprise rolls and impose a –2 penalty to their opponents' surprise rolls.

Once an hour, anguiliians can dart through the water at a rate of 30 for five minutes. They can use this burst of speed all at once, or in shorter bursts. However, once they have used their extra speed for five minutes, they must wait a full hour before doing so again.

In open water, anguiliians often form a loose sphere around their enemy: a few anguiliians swim overheard, a few more attack from the front, rear, and flanks, and the majority strike from below.

Anguiliians attack with their mouths, pincers, and tails. Their tails deliver a pile-driver punch, while their pincers slice and crush. On a successful bite, an anguiliian attaches itself to its opponent unless the opponent wears metal armor or has a natural Armor Class of 0 or better. Once attached, the anguiliian automatically drills into the opponent for bite damage each round. (Anguiliians have been known to drill their way into large creatures—such as whales—and literally eat them from the inside out). Victims of an anguiliian bite can dislodge the creature only by killing it, or tearing it away with a successful bend bars roll.

While attached, an anguiliian automatically rakes its opponent with its feet each round for an additional 2d4 points of damage. In addition, all attacks with its pincers and tail gain a +2 attack bonus.

If unable to attach its mouth, an anguiliian can grasp its opponent with its pincers. If both pincers hit during the same round, the creature traps the opponent, automatically inflicting raking and pincer damage reach round and gaining a +2 attack bonus with its tail and bite.

Anguiliians are completely immune to all forms of electrical attack. However, all fire attacks inflict an extra 2 points per die of damage. Furthermore, the anguiliian suffers a –2 saving throw penalty vs. fire attacks. Anguiliians cannot abide bright light or fresh water. When exposed to either, they must make a morale check or withdraw.

During their rare forays ashore, anguiliians typically carry several stone-tipped javelins, which they clench in their pincers.

Habitat/Society: Anguiliians live in the sunless depths of the ocean. They typically dwell at depths between 1,800 and 2,400 feet, rising near the surface only at night to hunt. Some anguiliians even venture to the surface on moonless nights. However, the creatures limit such forays to brief raids on lonely islands or attacks on passing ships.

The anguiliian's social structure is a patriarchal hierarchy based on an elder chieftain (who has 5 Hit Dice). Anguiliian leaders are subject to challenge—just as sahuagin leaders. Unlike sahuagin, however, anguiliians do not have a rigid nobility system or a priesthood.

Anguiliian form free-swimming tribes that cruise the ocean depths. The entire tribe remains mobile, with the females carrying their eggs along as they swim. Most anguiliian encounters will involve 5d4 adult males acting as scouts or hunters for the main group. There is a 40% chance that an anguiliian tribe has 3d4 marine eels as guards.

Ecology: Anguiliians consume any flesh—including carrion, slain opponents, and their own dead. They regularly hunt giant squid, whales, and a variety of fish. Anguiliian meat is foully pungent, and not even the voracious sahuagin care to eat it. Sharks, kraken, and other monsters of the deep aren't so picky, and often prey upon anguiliians before the anguiliians can prey upon them.

ANGUILIIAN

	Aprig	Carru	Mulworm	Sygra
CLIMATE/TERRAIN:	Verdant belt	Verdant belt	Verdant belt	Verdant belt
FREQUENCY:	Common	Common	Uncommon	Common
ORGANIZATION:	Herd	Herd	Solitary	Flock
ACTIVITY CYCLE:	Day	Day	Any	Day
DIET:	Herbivore	Herbivore	Leaves	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Non (0)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2–20 (2d10)	5–50 (Sd10)	1d10x1,000	1–20 (1d20)
ARMOR CLASS:	4	7	10	7
MOVEMENT:	9	12	3, F1 12 (D)	12
HIT DICE:	1–1	3+3	1 point	1
THAC0:	20	17	N/A	20
NO. OF ATTACKS:	1	2	Nil	Male 3 Female 2
DAMAGE/ATTACK:	1d4	1d6/1d6	N/A	1d3/1d3/2d4 (male only)
SPECIAL ATTACKS:	Nil	Toss, trample	Poison	Gore
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (2′–3′)	L (10′ long)	T (8″)	S (3′–4′)
MORALE:	Average (10)	Average (9)	N/A	Average (9)
LEVEL/XP VALUE:	15	175	35/7	Male 65 Female 35
PSIONICS SUMMARY:	Nil	Nil	Nil	Nil
PLAYER'S OPTION:	MAC 6	MAC 6	MAC 6	MAC 5

Aprig

These small piglike creatures have hard shells that provide them with protection from the elements and predators. Aprigs vary in color from gray to reddish brown. They have round faces and flat snouts that are good for snuffling through piles of vegetation. They have keen senses of smell and hearing, but are very short-sighted.

Combat: Aprigs prefer to flee, but if forced to fight they attempt to bite an opponent and then run away. Aprigs' teeth are not sharp and inflict only 1–4 (ld4) points of damage. The bite wound can become infected if not properly cleaned. If the wound is not cleaned, there is a 5% chance per day of infection setting in. An infected wound causes the creature affected to become incapacitated for 1–4 (1d4) days while the infection heals. When they fight, aprigs rush into battle squealing loudly.

Habitat/Society: Aprigs need little care and can eat almost any form plant life, even scraps. A herd consists of one boar (the leader), several sows, and some young. Once a young boar matures the owner must sell one of the boars or they will fight to the death for the right to mate with the sows. Aprig sows mate twice a year, producing as many as 10 young per litter.

Aprigs communicate by a series of grunts and squeals that are limited to signals of danger, food, and pleasure.

Ecology: As a domesticated farm animal. aprigs are near the bottom of the food chain. They provide a succulent meat with a faint nutty flavor. Sows can be milked but the milk is not good quality. The shells of aprigs can be used as bowls for carrying water or grain, or to make rudimentary greaves, but cannot be worked in any way.

Full-grown aprigs are worth about 50 cp live or 20 cp as a carcass. The shell is worth as much as 10 cp if it is undamaged.

Carru

Carru resemble Brahman cattle because of the large humps immediately behind their heads. These humps are fluid storage sacs, but don't inflate and deflate Carru are a drab gray color and have a soft hide. Their heads are covered with a tougher hide to protect the skull. Carru have two brown eyes set in the front of their heads for good forward vision. They have poor peripheral vision and a poor sense of smell. On adult males, two horns curve out from the forehead and sweep forward to in front of the eyes. Females have much shorter horns that project straight forward from the skull.

Combat: The carru adult male defends the herd from attack using its horns to slash at opponents. Each horn inflicts 1–6 (1d6) points of damage. If both horns strike, the carru has skewered its opponent and can toss it through the air in any direction for an extra l–8 (1d8) points of damage. If the opponent lands near the females, it can be trampled



by them for 1–4 (1d4) points of damage per carru that tramples successfully. Young carru inflict only l–2 points of damage by trampling.

Habitat/Society: Carru are herd animals. Each herd consists of one or more adult males, at least three adult females per adult male, and several young. The largest male is the leader of the herd. Carru are domesticated creatures, not used to the wild. Carru may be used as beasts of burden, dragging ploughs or turning water wheels on the farm. They tend to stay close to the farmhouse and graze on whatever they can find. They can eat grains if grass is scarce, but this is expensive and seldom cost-effective. Carru females bear only one calf a year and suckle it for the first few weeks of its life. Suckling calves have no attack capability.

Ecology: Carru are at the low end of the animal food chain. Each adult male produces 250 pounds of edible meat. Females produce 200 pounds of meat, but they are rarely butchered as they are valued for their milk production. Each adult female can produce as much as three gallons of milk each day. The milk keeps for only a few days, but it is thick and creamy and can sustain life on its own.

Carru hide takes dye very well and can be used to make clothing. furniture coverings, or tents. The tougher hide around the head of the carru can be stretched over a shield or buckler to strengthen it, or it can be used to make the flexible parts of a suit of leather armor.

The fluid sac behind the carru's head contains 3–9 (1d6+21 pints of tepid water. The water tastes flat but can keep a thirsty animal or adventurer alive. The sac itself can be used to make a waterskin. but the fabric rots when it comes into contact with alcohol, so wineskms are not possible.

Adult male carru are worth as much as 1 gp on the open market for a healthy animal. Females are rarely sold live, but can bring as much as 3 gp if they are sold. Carru carcasses fetch half the price of live males.

Mulworm

The Athasian mulworm is an off-white colored caterpillar with no eyes. It has two feelers in the front of its head that are used as sensors. Its mouth makes up the rest of its bullet-shaped head. The body is segmented, tapering to a point at the rear. Adult mulworms are about 8 inches long and as much as 1 inch thick.

Combat: The mulworm has no attack. It lives only to become a butterfly. However, the mulworm secretes a poisonous fluid as it moves. This fluid sprays out of any worm whose skin is broken. Adventurers who crush, pierce. or slash the mulworm must make a successful Dexterity check with a –4 penalty to avoid being splashed with the poison. If a character fails the check, they must successfully save vs. poison. A character who fails suffers 15 points of damage and develops a rash that lasts for 1–4 (1d4) days (treat the splashed poison as Class A). If the character's Dexterity check is successful, he will have a reduced resistance to the poison for the next 1–4 (1d4) hours. He also suffers a –4 penalty to his saving throw against the mulworm poison during that time.

If the poison is ingested or enters through an open wound, treat the poison as a class J poison. If the character fails the save vs. poison, he dies an excruciating death in 1d4 rounds unless immediately treated with a *neutralize poison* spell. Characters whose saving throw is successful receive 20 points of damage and have a –4 penalty to save vs. mulworm poison for 1–4 (d4) hours.

Leather or better armor protects the areas of the body it covers. The poison does not adhere well to weapons or armor and is useless within minutes after being applied.
Only fire can destroy the worm and its poison. Mulworms in the butterfly stage have no combat capability at all.

Habitat/Society: Athasian mulworms are content to live in berry trees and at leaves. They can be farmed as long as the caterpillar stage is not disturbed. The poison they secrete is food to the tree, enabling new leaf growth at an accelerated rate. In this manner, the mulworms ensure food for future generations of their voracious species.

In the caterpillar stage, mulworms live only to eat. They do not mate, nor do they have any real sense of other creatures Mulworms are immune to their own secretions.

Mulworms in the butterfly stage mate shortly after emerging from their cocoon and then die within a day.

Ecology: The Athasian mulworm lives for 10 days as a caterpillar in huge numbers—whatever the local tree population can sustain. It then pupates for 12 days before emerging into the sun for a brief life as a butterfly. In the pupal stage, the cocoon can be carefully unwound to obtain a very fine, strong thread. It is possible to place the pupae in a container of soft material to allow it to complete its life cycle, or the silk farmer may simply dispose of the pupae and leave some cocoons on the tree to ensure a new generation of worms. The pupal stage has no poison in it.

The worm has no natural enemies, but any creature, even a drake, that eats one will probably die in agony.

Sygra

Sygra are cloven-hooved quadrupeds with short, hairy coats and sensitive noses. They can be any mixture of black, brown, and white. Their heads sport two horns and resemble that of a horse with horns. Males have larger horns than females. They have beady black eyes set behind and above the nose, which give them good peripheral vision.

Combat: The sygra is a vicious fighter, attacking with its hooves and horns as well as a bite attack. Each hoof can strike independently. The horn attack is used only by the males. If the sygra hits with its horns by 4 or more above the required attack roll, it has gored its opponent and inflicts an additional 2–8 (2d4) points of damage more than the l–4 caused by the horns.

Habitat/Society: Sygra are wild animals that have been semi-domesticated by some farmers. If well fed (they eat almost anything) and not mistreated, a flock will stay around a farm rather than trying to find their own food. Flocks that live on or around a farm are not truly domesticated.

A flock is about one-quarter adult males, one-half adult females, and one-quarter young. Wild flocks run away from any bipedal creatures. Offers of food might overcome their initial inclination to flee, but might also frighten the flock more. Several of the males keep watch through the night for predators. Sygra are very light sleepers and have excellent hearing, so they are hard to surprise.

Ecology: Sygra are toward the bottom of the food chain. Their meat is palatable and their milk quite tasty. They also eat most things, including offal, making them excellent disposal units. Sygra skins are durable and make good clothing or they can be made into low grade leather. Sygra carcasses bring 1 cp per three pounds of meat, plus as much as 5 cp for the hide.

Although sygra are omnivorous, they prefer vegetable matter or offal to fresh meat. They do not kill for food and do not eat an opponent they have killed unless they are very hungry.



	Erdlu	Kank	Mekillot	Inix
CLIMATE/TERRAIN:	Tablelands or Hinterlands	Tablelands or Hinterlands	Tablelands or Hinterlands	Tablelands or Hinterlands
FREQUENCY	Common	Common	Rare	Uncommon
ORGANIZATION:	Flock	Hive	Solitary	Solitary
ACTIVITY CYCLE:	**Day**	**Any**	**Day**	**Day**
DIET	Omnivore	Omnivore	Omnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	50-500 (5d10x10)	50-500 (5d10x10)	1 or 2	1 or 2
ARMOR CLASS:	7	5	7 (underside 9)	6
MOVEMENT	18	15	9	15
HIT DICE:	3	2	11	6
THAC0:	2″	19	9	15
NO. OF ATTACKS:		1	1	2
DAMAGE/ATTACK:	1d6/1d4	1d6	1d6	1d6/1d8
SPECIAL ATTACKS:	Nil	See below	Swallow or crush	Crush
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (7′ tall)	L (8′ long)	G (30' long)	H (16 + ′ long)
MORALE:	Average (10)	Elite (14)	Elite (14)	Steady (12)
XP VALUE:	65	35	6,000	650
PSIONICS:	Nil	Nil	Nil	Nil

There are numerous domesticated animals on Athas. Some of the most common ones, at least in the Hinter and Tablelands, are described here.

Erdlu

Erdlus are flightless, featherless birds covered with flaky gray-to-red scales. They weigh as much as 200 pounds and stand up to seven feet tall. They have powerful, lanky legs ending in four-toed feet with razor-sharp claws, and can run at great speeds over short distances (no more than half-a-mile). Their bodies are massive and round, with a pair of useless wings folded at their sides. Attached to their yellow, snake-like necks are small round heads with huge wedge-shaped beaks.

Erdlus make ideal herd animals, as they can eat many forms of tough vegetation, as well as snakes, lizards, and other small reptiles. They instinctively band together in flocks for protection. When threatened, their first impulse is to flee. If this is not possible, the entire flock will turn and give battle as a group. When they fight, they strike at their attackers with their sharp beaks and then rake them with their claws.

Erdlu eggs are an excellent food, containing all the nutrients that a human or demihuman needs to survive for months at a time. If eaten raw, they can even substitute for water (1 gallon per egg) for periods of up to one week. In addition, the hard scales of their wings make excellent shields or armor (AC 6), their beaks can be used to make fine spearheads, and their claws are often crafted into daggers or tools.

Kank

Kanks are large docile insects. Their bodies have a black chitinous exoskeleton, and are divided into three sections: head, thorax, and abdomen. Kanks often weigh as much as 400 pounds and stand up to four feet tall at the back, with bodies as long as eight feet from head to abdomen. Around their mouths, they have a pair of multi-jointed pincers which they use to carry objects, to feed themselves, and occasionally to fight with. On their thoraxes, they have six lanky legs ending in a single flexible claw with which the kank can grip the surfaces it walks upon. Their bulbous abdomens have no appendages, and are simply carried above the ground.

Kanks are often used as caravan mounts, as they can travel for a full day at their top speed, carrying a two-hundred pound passenger *and* two-hundred pounds of cargo. They also make decent herd animals and are especially valued by elves. Because they can digest nearly any sort of organic matter, these hardy beasts will thrive in almost any environment. In addition, they require little attention, for a kank hive instinctively organizes itself into *food producers, soldiers,* and *brood queens.*

The food producers secrete melon-sized globules of green honey that they store on the their abdomens to feed the young and, when food is scarce, the rest of the hive. Humans and demihumans can live on this nectar alone for periods of up to three weeks, but must supplement their diets with meat and/or vegetation after longer periods. The sweet taste of this nectar makes it very valuable, and it is this that has caused the kank to be domesticated. It should be noted that wild kanks produce far fewer globules than their carefully breed cousins.

When the tribe stops in an area that looks as though there is a considerable amount of vegetation, the brood queens lay a clutch of twenty to fifty eggs. The soldier kanks, along with the rest of the hive, ferociously defend this area from all predators, and will not leave until the eggs hatch. Herders must delay their migrations or abandon their hives when this conflicts with their plans.

In a fight, the soldiers attack first, striking with their pincers for

1d6 points of damage. In addition, any victim hit by a soldier is injected with Class O poison (save vs. poison or be paralyzed in 2d12 rounds). If pressed, the food producers will also fight, but they lack the poison of the soldiers. The brood queen never attacks, even in self defense.

Although predators may attack kanks for the food producers' honey globules, only the foulest carrion eaters will eat kank flesh. As soon as a kank dies, its meat emits a foul-smelling odor that not even a starving man can stomach. The chitinous exoskeleton of kanks can be scraped and cut into solid plates of armor (AC5), but it is somewhat brittle and each time it is hit there is a 20% chance that it will shatter.

Mekillot

Mekillots are mighty lizards weighing up to six-tons, with huge, mound-shaped bodies as long as 30 feet. Their backs and heads are covered with a thick shell that serves as both a sunshade and protection from attacks by other large creatures. Their undersides are covered with much softer scales (AC 8).

Despite their vicious dispositions, mekillots are often used as caravan beasts. A hitched pair can pull a wagon weighing 10-20 tons at a slow, plodding pace. Mekillots are never truly tame, however; even when they are hitched to a wagon, the stubborn creatures have been known to turn off the road and go wandering off for days—without any apparent reason. They are also noted for making snacks of their handlers. Because of the difficulties of controlling these beasts, most caravans rely on psionicists with the appropriate powers to drive them.

In a fight, mekillots attack with their long tongues, striking for 1d6 damage. On a natural roll of 20, the tongue grasps the victim and tries to draw him into his mouth. He must save vs. paralyzation to avoid being swallowed and slowly killed by the great beast's digestive system. Swallowed individuals are helpless to employ any form of attack other than psionics on the mekillot that consumed them.

Mekillots protect their vulnerable undersides by instinctively dropping to their bellies when anything crawls beneath them. This causes 2d12 points of damage to the creature they drop upon and may injure the mekillot, depending on what it is trying to flatten.

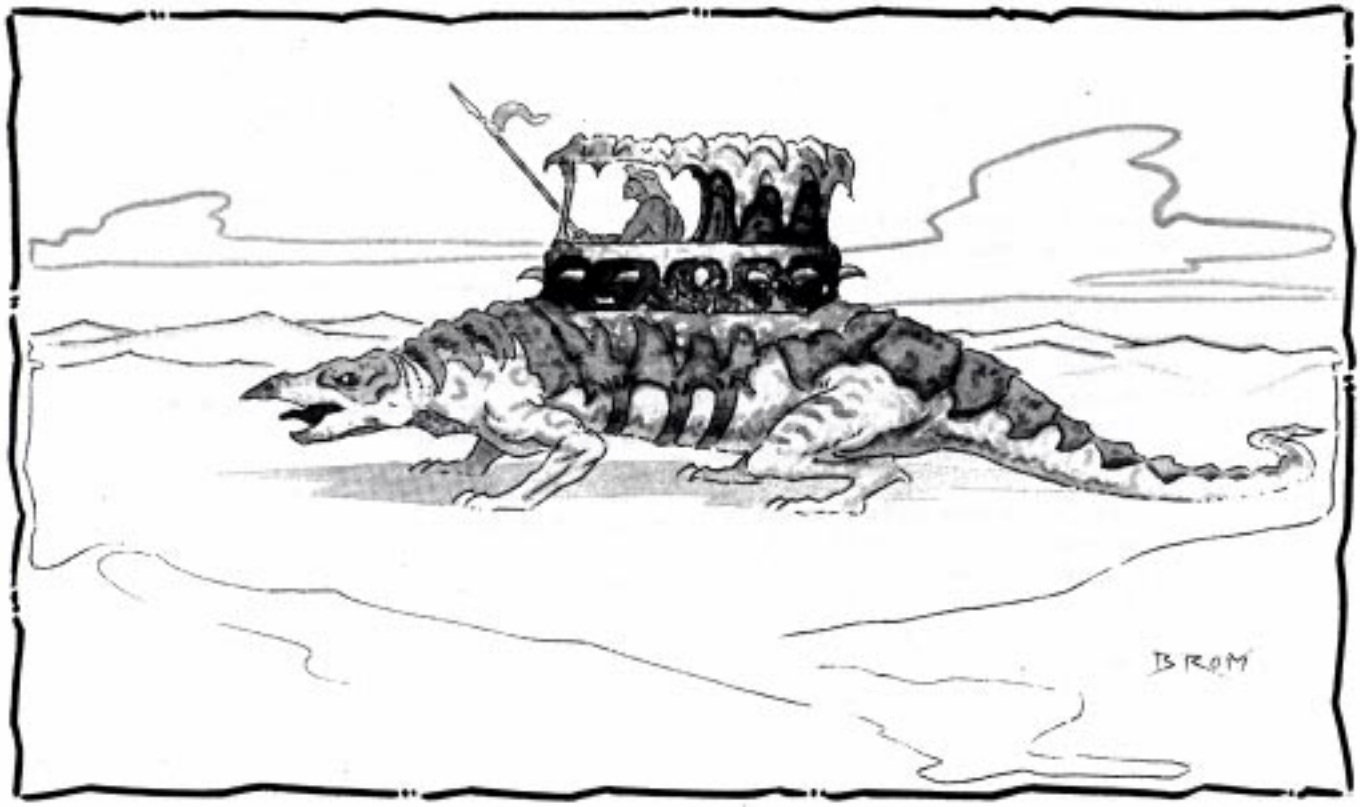
Inix

The inix is a large lizard midway in size between a kank and mekillot. It weighs about two tons and grows up to sixteen feet long. Its back is protected by a thick shell, while its belly is covered with a layer of flexible scales.

Inix make spirited mounts, and are capable of carrying up to a seven-hundred and fifty pounds. They move at steady pace for hours on end, and over short distances, their charge is as fast as that of a kank. Inix riders often travel in howdahs, small box-like carriages that are strapped to the beast's back.

The one major drawback to traveling by inix is that these large herbivores need vast amounts of forage. If they don't get enough to eat they are nearly impossible to control. Thus, they are seldom used in regions where forage is at a premium.

In combat, inix slap with their immense tail (1d6 damage) and bite (1d8 damage). On a natural biting attack roll of 20, they grasp man-sized or smaller opponents and do an additional 1d20 points of crushing damage. Their shells are useful for making armor (AC 5), and their scaly underbellies can be used to make a type of fine leather armor (AC7).



	Hurrum	Critic	Renk	Ock'n
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night	Any	Any
DIET:	Omnivore	Carnivore	Scavenger	Scavenger
INTELLIGENCE:	Semi (2)	Animal (1)	Non (0)	Non (0)
TREASURE:	See below	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1-10
ARMOR CLASS:	8	5	10	8
MOVEMENT:	6 (12)	1 2	1/10	1/10
HIT DICE:	1-1	1 + 1	¼	½
THAC0:	20	19	20	20
NO. OF ATTACKS:	1	1	0	0
DAMAGE/ATTACKS:	1	1	0	0
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	see below	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (1")	T (17")	T (2")	T (½")
MORALE:	Average (9)	Unsteady (3)	None	None
LEVEL/XP VALUE:	15	35	7	7



Often small creatures are kept or allowed to live in Athasian households in exchange for some form of comfort or service the creature provides. These "pets" are considered neither cute nor cuddly as no such creature may be found anywhere on Athas.

Hurrum

These brightly-colored beetles are highly prized for the pleasant humming sounds they produce. Better trading houses have at least one.

The hurrum have a brightly-colored, opalescent, chitinous shell that varies from cobalt-blue to copper-green. Convex and oval in shape, the shell protects four pair of small, vestigial wings. With a smallish head, stubby antennae, and four very short legs, the beetle appears comical.

Hurrum beat their wings rapidly back and forth, gently striking the underside of their carapace which creates the vibration and noise for which these creatures are best known. The sound is also used as a simple form of communication between hurrum beetles.

Combat: Few creatures in the insect kingdom attract prey (or earn a living) the way the hurrum beetle does. The beetle produces a pleasing humming sound by continuously fluttering its vestigial wings. The wings beat in rapid succession between the soft body of the beetle and its hard, chitinous shell. The rising and falling rhythm has a soothing, almost hypnotic effect. To ignore this effect, a successful Wisdom ability check must be made. Failure means that the individual merely finds the sound soothing, but it in no way effects his or her free will.

The beetles' staple diet is small, flying insects which are drawn to the vibration produced by the beetles' wings. The vibration also makes prey docile and easy to overcome.

Habitat/Society: A solitary creature, the hurrum only seeks others to mate. If more than one beetle is placed in the same area, an audible change in humming can be heard. If the beetles are of opposite sexes they will produce a harmonic sound after a few minutes. This is believed to be a type of mating ritual. If the beetles are of the same sex, the sound will be atonal and unpleasant.

Exposure to direct sunlight for over an hour will kill hurrum. As they attempt to cool themselves in the hot Athasian sun by

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beating their wings, the sound they produce will become higher in pitch until they die.

Ecology: This flightless beetle produces soothing humming noises (although few would call it music) which change in pitch and frequency throughout the day. Frequently, the bright, opalescent shell of the hurrum beetle changes color with the speed of its humming. The humming is a by-product of the creature's attempt to cool itself by rapidly beating its small, vestigial wings. A real pleasure is letting the beetle crawl across one's bare skin where the slight vibration of the shell and the humming are coupled with a very slight breeze. Halflings find hurrum extremely pleasing (though when hungry, halflings find them delicious).

Critic

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/1/3	—/M-	10	25

Clairsentience – *Science:* precognition; *Devotions:* danger sense, poison sense, spirit sense.

Multi-colored, spiny-backed lizards, critics are frequently reluctant house guests in Athas. They are innately psionic and tune themselves to their feeders.

Some say critics are the prettiest lizards on Athas. Often mottled in brightly-colored hues, they change color each year when they molt. Critics average 12" to 17" in length and weigh from 2 ½ to 5 pounds.

Critics use rudimentary body language to communicate with others of their species. Communication via magical or other means is possible; however, the creature often reacts/answers in a paranoid or anxious manner.

Combat: The bite of the critic is inconsequential since it can only inflict a single point of damage. The value of the creature comes from its psionic abilities. Critics sense trouble. When they abruptly scurry for cover, so do most owners.

Habitat/Society: Critics are feral even when born in captivity and cannot truly be domesticated. Very stealthily, the lizard-like creature preys on insects and small rodents. Critics attune themselves to a single location and will tolerate a small group of people if fed on a regular basis. "Attuning" means the lizard will look after the area and alert all nearby if any danger is perceived. Critics have a nasty independent streak and will not send warning signals if they have been abused or mistreated.

Ecology: Critics are considered to be good luck in a household or storage area. They are lazy and prefer to be fed rather than hunt on their own. Generally young critics are captured and brought to a residence. They must be allowed to adjust to their new surroundings at their own pace. Within a week, the feeder/owner will know if the creature has decided to adopt the location or has run away. The critic will remain in a constant state of alarm if caged or chained.

Renk

This small gastropod has developed a symbiotic relationship with humanoid creatures in the desert. A harmless, tasteless slug, it stores water and is sometimes consumed raw on long desert trips.

Varied in color, renk have a 2-3" elongated, tapered body. A sucker mouth can be found below a short pair of antennae used to detect vibration.

Combat: These harmless slugs have no true attack. Renk live on certain benevolent creatures or individuals, gaining nourishment from licking the salt, sweat, and dead skin from the bodies. If a renk is attached to a person involved in melee combat, there is a cumulative 10% chance per round that the renk will be accidently hit and killed.

Habitat/Society: Renk mate in stagnant water or rotting grain. They produce a dozen or so offspring that mature in 3-4 weeks. They are otherwise solitary creatures. Renk have small, abdominal suction pods that they use for locomotion and to attach to food sources. They prefer to stay shielded from direct sunlight. Exposure to direct sunlight for more than 1d4 turns causes the renk to shrivel and die.

Ecology: Renk are often taken on long trips. Consumed alive, renk contain more water than seems possible. Renk store moisture in an extra stomach that ruptures when they are eaten raw. An average renk holds ½ cup of water; therefore, an active man would need to eat 32 raw renks a day to replace fluids needed for one day in the desert. Concern should be taken when purchasing renk. Occasionally a leech or other harmful creature will be added to a group of renk and sold to an unsuspecting buyer.

Ock'n

Ock'n appear as small, spiral-shelled snails. When they move, they leave a slime trail composed of an amber-like liquid that has many household uses.

Nautiloid in shape, this small snail seldom reaches 1" in length. Ock'n shells are almost always light in hue, but vary in color and striping. All ock'n sensory organs are located on the forward protruding head. The head holds a very small pair of light sensors affixed to independent eye stalks. A slit mouth is also located on the head.

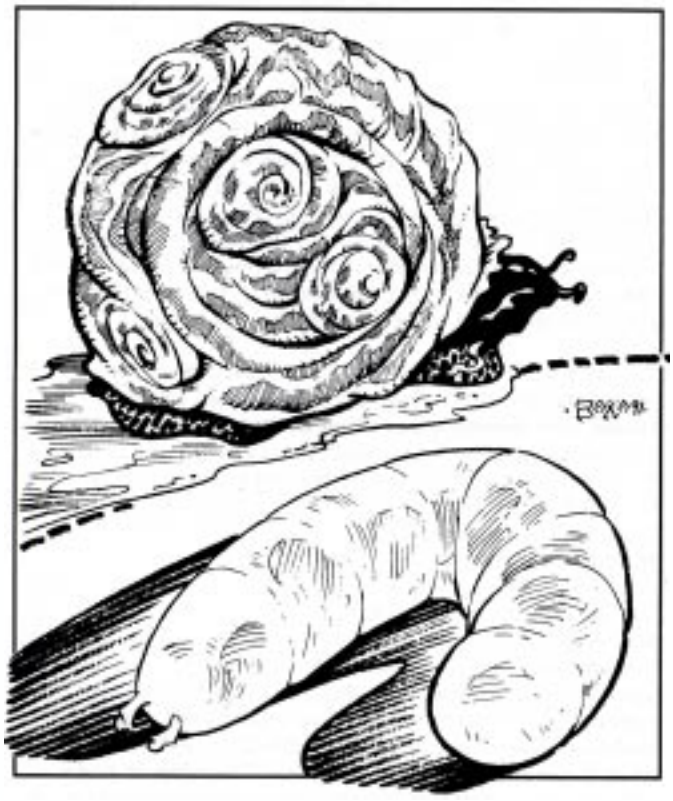
Ock'n communicate to other gastropods via a complex system of eye stalk movements. The eye stalks are always in a slow, constant motion as the creature conveys only the most simple of concepts.

Combat: These harmless snails have no attack form whatsoever.

Habitat/Society: Ock'n live in loose colonies, always in odd-numbered groups. Should an even number be confined in a small area, one will die or be killed by the others. Only the ock'n knows why this phenomenon occurs. The ock'n breathes via osmosis through exposed skin.

Ecology: Unpalatable as food, ock'n shells make interesting jewelry. The gastropod spends each day in search of food and moisture, leaving behind a valuable slime trail. The glossy, ochre-colored slime is composed of an amber-like resin. When the resin dries, it becomes hard as stone (saves as stone also), but has only a quarter of normal stone's weight. The snail's highly-prized slime/resin is used in numerous ways. Coating weapons, waterproofing materials, and sealing perishables or the dead are just a few of its uses. Ock'n snails only produce a single fluid dram (1/8 fluid ounce) of this material each day.

	Kip	Z'tal	Jankz
CLIMATE/TERRAIN:	Scrub Plains	Any	Sandy wastes, stony barrens
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Herd	Leap	Community
ACTIVITY CYCLE:	Night	Day	Night
DIET:	Omnivore	Omnivore	Herbivore
INTELLIGENCE:	Animal (1)	Non (0)	Animal (1)
TREASURE:	See below	See below	K, Q, U
ALIGNMENT:	Neutral	Nil	Neutral
NO. APPEARING:	1-100	1-20	1-1000
ARMOR CLASS:	4	5	6
MOVEMENT:	6	12	12
HIT DICE:	1 + 2	2 + 2	1 + 1
THAC0:	19	19	19
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACKS:	1-3	1, 1-6	1
SPECIAL ATTACKS:	Pheromones	Sonics	Poison
SPECIAL DEFENSES:	Pheromones	Sonics	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2'-4')	S (2'-3')	T (1')
MORALE:	Average (8)	Irregular (5)	Steady (11)
LEVEL/XP VALUE:	65	120	35



Many animals are used on Athas for food, clothing, or weapons. Some have been partially domesticated or are stupid enough to allow themselves to be captured and herded.

Kip

The kip is a shy, six-legged, armored creature that digs and eats the roots of plants and trees. Their supple, armor-like covering makes excellent durable leather goods.

The leathered kip grows from 2'-4' in length. Kips are covered with a horny armor that is segmented into nine separate plates. They have elongated, pointed snouts and very small, beady eyes located on each side of their snouts. The eyes are protected by a glass-like covering that protects them while digging. The sharp, strong foreclaws enable the creature to dig. Their short, stubby, hind legs only allow them to amble around slowly.

Kips communicate via a series of low grunts. Although not a true language, dwarven kip-herders have learned to mimic the sounds in order to better control the herd. Kip language can be learned at a cost of a single non-weapon proficiency slot. As with other languages, a simple check should be made against a character's Intelligence for successful communication. Failure means: 1) the kip doesn't understand and ignores the attempted communication; 2) the wrong information is conveyed.

Combat: Kips are generally non-combatant and prefer to amble away when approached. Thus, they are easily herded. They will only fight if cornered or to protect their young. Kips use pheromones to protect themselves. Pheromones are secreted chemicals that produce an emotional response in the victim. Once a day a kip can release an 8-cubic-foot cloud of invisible, gaseous chemicals. Creatures within the gas cloud must save versus poison or suffer apathy. If effected, the victim will cease caring about anything, including drinking water, for a period of 1d8 turns. Exposed creatures or individuals can be herded along or made to drink, but they really don't care if they live or die. Because of their high resistance to poison and the ability to focus, dwarves are +4 on their saving throws against the pheromone cloud.

Habitat/Society: Kips bear offspring twice a year. A litter will contain 2-6 leatherettes, which mature in 3-5 months. Until mobile, the young fasten themselves to folds in the mother's skin and ride along with her as she moves. Kip are one of the few creatures on Athas that eat brambleweed, as their armor temporarily protects them as they dig out and expose the sweet roots.

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Ecology: Kip herds provide a staple of meat and leather goods in most dwarven communities. Roasted, an adult kip will feed two very hungry dwarves; made into a stew, the meat and broth will easily feed six. Kips and dwarves seem to be complementary in pace and temperament. Dwarven communities keep the kip herd in a slow, constant motion since kip tend to destroy roots of growing plants. Their elongated, pointy snouts and keen sense of smell aid them in their search for food. Kips will eat anything that doesn't put up a fight, including garbage.

Dwarves with animal husbandry skill can safely milk the pheromones from an adult, but the chemical will lose all potency within 48 hours. Only a small amount of pheromonal fluid can be milked from each animal. A turn spent milking a kip will produce enough fluid to create a small (one cubic foot) pheromone cloud.

Z'tal

Z'tal are small, upright lizards that hop in shepherded leaps across Athas. They are very stupid and are known to stampede when panicked.

Z'tal jump wherever they go on powerful hind legs that end in sharp talons. Their small head is rounded in the back with a sharp, hard point on the end. Their long, thick tail is used for balance when they hop. The vestigial forearms and claws are seldom used. Varying in shades of tans and browns, z'tal are covered by sharp, feather-like scales.

Z'tal constantly make a series of chirps, squeaks, and squawks. These noises are intended predominantly to keep the herd within a single area. When threatened, z'tal scream and run.

Combat: Z'tal emit a piercing scream when frightened. The sonic intensity of the scream is so great that any being with normal hearing within a 100' range must save versus petrification or be overcome by vertigo. A successful save means that the victim is able to fight off the effects, but suffers a -2 to any rolls that require concentration (fighting, spellcasting, psionics, etc.). A failed save drops the victim to the ground unable to determine which direction is up. No combat, psionics, or spellcasting is possible until the creatures stop screaming or move out of range. Covering one's ears before the scream gives a +2 bonus to the saving throw. Filling the ears with wax, cotton, or some other substance adds a +4 bonus to the saving throw. Silence magics may negate the vertigo effects. The deaf are unaffected.

In desperate situations, the z'tal will defend itself by rapidly bouncing or rubbing against its adversary, scraping its razor-sharp scales against its opponent and causing 1d6 damage per round. The peck of a z'tal only causes a single point of damage.

Habitat/Society: Z'tals are well suited for life in the desert. They require little water and can sustain themselves through foraging. Z'tal travel in groups called leaps and are acknowledged as perhaps the most stupid and timid of creatures on Athas. They sometimes accidentally die by running off cliffs or into the Sea of Silt if chased.

About once a month the female digs a small hole and lays a clutch of 1-3 eggs. The eggs are immediately forgotten and left to fend for themselves. The eggs are not edible by any known creature because z'tals' scales develop almost immediately after conception.

The rear talons of z'tal are used to dig out small insects and seedlings, which the z'tal crushes with its beak. Docile creatures except when frightened, one screaming z'tal will soon stampede the entire leap of lizards.

Ecology: Z'tal meat is dense and coarse, though the hind quarters (drumsticks) and tail of an adult z'tal make excellent eating (once the scales have been carefully removed). Roasted, the three pieces will feed six hungry individuals or one half-giant. Z'tal meat makes an excellent base for soup; a single z'tal cooked this way will easily feed a dozen hungry, man-sized creatures. The sharp, flexible feather-scales are frequently used as small knives and razors. The scales dull after a week of regular use and can not be resharpened.

Jankx

These furred mammals live in burrow communities in the desert. Although they represent a possible prime source of food or clothing, most people think they are too dangerous to bother.

Standing about 1' tall on their hind legs, jankx have a small, pointy head and internal cheek pouches that allow them to carry food or water when they run. Jankx have long, sleek bodies and four short, muscular legs. Golden in color, their pelts are highly prized for trade.

Jankx communicate in a series of ultrasonic squeaks and barks that are inaudible to humanoid ears.

Combat: Jankx have spurs and poison sacs located on the underside of each limb near the paw. In combat a jankx will attempt to hook its adversary with a spur. The spur attack inflicts 1d2 points of damage per hit. A successful hit also means that the poison has been injected (save vs. poison for no effect). If the victim fails to save, tremendous pain follows as the area injected with the poison begins to wither (limb, torso, head, etc.). Only the region in which the poison was injected will be effected; the thick poison does not travel throughout the entire body. The effected area will shrivel and become useless at a rate of 1" diameter per round. The poison can be negated by a neutralize poison; slow poison will limit the effects to 1" per hour. The victim is capable of no other action except to scream in pain until the poison runs its course. If injected into the head, the poison will cause the unfortunate victim to lose one point of Intelligence per turn until their intelligence reaches zero. The victim then becomes comatose and will eventually die of starvation.

Habitat/Society: Jankx live in a complex community of underground passageways. Their burrows contain different living, storage, and sleeping areas. Food storage and deep water supplies are always closely guarded. Traditional family units' tunnels always interconnect with other jankx families. Jankx sleep through the day and emerge at dusk for a night of foraging. Their small paws are very well evolved for digging and handling small items.

Ecology: Those who consider themselves jankx "herders" are more trappers than anything. Jankx are usually snared when they are on their nightly forays. A herder hovel is always built either above ground or on solid stone to prevent jankx from burrowing underneath the hovel and killing the herder. Jankx meat is considered gamey but palatable. Due to the difficult position of the poison sacs, caution should be taken in preparing jankx meat. A general rule is one jankx for elves and humans, more for others. Caution must always be exercised when cooking jankx meat. When cooked, the burning flesh emits an odor that sends any nearby jankx into a rage. If cooked too close to a jankx community, a horde of jankx will invariably find the source of the odor and attack the diners.

	Axe.	Bal.	I.Deer	Meg.	Phor.	W. Rhino	Titnthr.
CLIMATE/TERRAIN:	Plains	Plains	Forest	Forest	Plains	Plains	Plains
FREQUENCY:	Unc.	Rare	Rare	Unc.	Unc.	Common	Unc.
ORGANIZATION:	Flock	Solitary	Herd	Solitary	Flock	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Any	Day	Day	Day
DIET:	Carn.	Herb.	Herb.	Herb.	Carn.	Herb.	Herb.
INTELLIGENCE:	Animal	Semi-	Animal	Animal	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–6	1–3	1–8	1–6	2–12	1–4	1–12
ARMOR CLASS:	6	5	7	6	6	5	6
MOVEMENT:	18	12	18	6	15 (+1 jump)	12	12
HIT DICE:	3	14	4	10	7+7	10	12
THAC0:	17	7	17	11	13	11	9
NO. OF ATTACKS:	3	2	1 (2)	2	3	1	1
DAMAGE/ATTACK:	1d3/1d3/2d4	5d4/5d4	2d6 (2d6)	2d6/2d6	1d4/1d4/2d6	2d6	2d8
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Jump	Charge	Trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L (7' tall)	H (25')	L (7')	H (20')	L (10')	L (15')	H (16')
MORALE:	Unst. (5–7)	Ave (8–10)	Ave (8-10)	Ave (8–10)	Ave (8–10)	Ave (8–10)	Ave (8–10)
XP VALUE:	65	8,000	120	1,400	650	1,400	2,000

Axebeak

Axebeaks are flightless, carnivorous birds that stand four feet tall at the shoulder. Axebeak markings resemble those of an ostrich. The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales.



The axebeak has a loud, honking voice that can be heard for a half mile. During mating time, the males make a thrumming sound like a bass violin. In combat, the bird hisses when not biting.

They are fast runners and aggressive hunters that pursue prey until fed or killed. They attack by kicking (1d3 points of damage per claw) and biting (2d4 points).

Axebeaks make crude nests of stones atop rocky outcroppings. During warm weather, there is a 25% chance that eggs or chicks are nearby. The chicks are 10%–80% grown with a proportionate number of Hit Dice. Immature axebeaks do not initiate combat, although they can defend themselves by biting for 1d4 points of damage.

Axebeak eggs and hatchlings are worth 50 to 80 gp. They can be raised as guards, hunters, and mounts. The long plume feathers of the wings and tail are worth 2 gp each.



Balucitherium

The balucitherium is a prehistoric, hornless ancestor of the rhinoceros. It is a herbivore with a thick, grey-brown hide. The adult stands 15 to 18 feet at the shoulder and may measure up to 28 feet from nose to rump. The four-foot-long head swings on a thick, six-foot-long neck. The adult may weight up to 15 tons. It has poor eyesight but keen senses of hearing and smell.

The animal is very defensive. It tends to attack any animal it detects nearby. The beast attacks by trampling a foe with its front feet. Either hoof does 5d4 points of crushing damage.

Balucitheria are normally solitary creatures. If two are encountered, they are a mated pair. A third balucitherium is their calf. Roll a percentile die and multiply the result by 14 HD and 15 feet to determine the calf's hit points and size.

If magically controlled or raised from a calf, a balucitherium can be trained to serve as a beast of burden. Its immense size and strength enable the beast to carry up to 8,000 pounds.

The hide is well-suited for making leather armor. An adult hide can be worth 50 to 100 gp.



Irish Deer

This moose-sized creature dwells in temperate climes. Its antlers spread to a width of 10 feet, and it can actually gore two opponents within this span if they are directly before the creature. Irish deer are not generally aggressive, but are very dangerous during rutting season.

Megatherium

The megatherium is a giant, ground-dwelling sloth about the size of a grizzly bear. An adult may stand 20 feet tall and weigh 6,000 pounds. It is covered in long, russet hair. The beast is slow moving but more powerful than most animals that might otherwise prey on it. Because of its slow nature, the megatherium always strikes last in the round.



Despite its awesome appearance, the megatherium is primarily a peaceful herbivore grazing the wooded plains.

Each forepaw has three foot-long claws. These are primarily used to tear apart trees and shrubs for food, but they can also be used as weapons. The megatherium rears on its hind legs, then attacks with swipes that cause 2d6 points of damage from each paw.

The female megatherium gives birth to 1 or 2 cubs every other year. Cubs grow to maturity in four years and are found in 33% of all encounters.

Phororhacos

The phororhacos is a nonflying bird with a huge head and powerful beak. It stands ten feet tall (six feet at the shoulder). It is covered with dark gray and brown feathers. An adult male will have a red crest and a tuft of brilliant orange feathers on the back of its head. The legs are light gray with black claws.



The phororhacos has a deep, braying voice. The bird will emit a fierce battle cry when fighting or challenging another male over territory.

Phororhacos gather in hunting and breeding packs. There is a 10% chance for either eggs or chicks in an encounter. The chicks have 10% to 80% of full growth with a proportionate number of Hit Dice. Chicks do not attack an active foe, but they do tear into a helpless victim in imitation of the adults.

It is a fearless killer and attacks even if it is outnumbered. It initiates an attack by jumping on its victim. when it is jumping to attack, its claws inflict double damage (2d4/2d4). Each round thereafter, the phororhacos kicks and claws for 1d4 points of damage per blow. It also snaps with its beak for 2d6 points of damage. If the phororhacos successfully bites a target smaller than man-sized, it picks up the victim and shakes it around before throwing it back to the ground (1d6 points of falling damage). Such victims are unable to take any action the following round.

Phororhacos eggs and hatchlings are worth 70 to 100 gp. They can be raised as guards, hunters, and mounts.

Rhino, Wooly

The wooly rhinoceros is similar to the modern rhino except that it is covered by a shaggy, russet coat and roams cold, temperate, and subarctic regions. It is an aggressive, belligerent herbivore that is very defensive about its territory.



The wooly rhino has poor eyesight but keen senses of hearing and smell. When one detects an intruder, the wooly rhino charges. The horn inflicts 2d6 points of damage, double if it strikes while charging. Man-sized or smaller targets are also tossed 10 to 20 feet by the force of the blow. The wooly rhino can trample man-sized or smaller victims, each foreleg causing 2d4 points of damage.

A wooly rhino will charge wagons or other vehicles, thinking them animals. Such charges deliver a crushing blow to the vehicle. An enraged wooly rhino can smash a wagon apart with little effort.

If two or three wooly rhinos are encountered, one is a female. If four are encountered, the last one is a calf (30% to 60% of adult size). Adults gain +1 bonuses to their attack rolls if the calf is threatened. Wooly rhinos rarely abandon a captured or injured mate or offspring.

An adult hide is worth 20 to 30 gp; the thick skin is well suited for making armor. The horn is worth 10 to 20 gp to alchemists who use it in counterfeit healing potions.

Titanothere

The titanothere, also known as the *brontotherium*, is a rhino-like animal. The adult measures eight feet at the shoulder and 16 from nose to rump and weighs up to 8,000 pounds.

It is a huge and fearless herbivore armed with a yoke-shaped horn on its nose. The horn can be used to ram an opponent for 2d8 points of damage. Opponents of man-sized or smaller are also tossed up to 20 feet in the air by the force of the blow. It can trample man-sized or smaller victims with its forelegs, inflicting 2d4 points of damage with each foot.



If any creature threatens the herd, the bulls charge. If the charge strikes home, horn and trample damage is doubled.

If more than six titanotheres are encountered, there are 1d4 calves. The calves are 10% to 80% grown. They do not attack. If threatened, they head for their mothers and try to hide underneath or behind them.

The titanothere's hide is worth 20 to 70 gp. It is extremely thick and well-suited for making leather armor, especially for larger humanoids or other armor-wearing beings.

Other Pleistocene Animals

Creatures from this time period detailed elsewhere include the *cave bear* (Bear), *giant boar* (Mammal, Giant) *spotted lion/smilodon* (Cats, Great), *mammoth/mastodon* (Elephant), *aborigine/cavemen* (Human), and *dire wolf* (Wolf).

	Cat Lord	Hawk Lord	Lizard Lord	Wolf Lord
Climate/Terrain:	Beastlands	Beastlands	Beastlands	Beastlands
Frequency:	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Exceptional (15–16)	Exceptional (15–16)	Exceptional (15–16)	Exceptional (15–16)
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	Unique	Unique	Unique	Unique
Armor Class:	3	4	3	5
Movement:	21	12, Fl 24 (C)	15	15
Hit Dice:	15 (122 hp)	15 (122 hp)	15 (122 hp)	15 (122 hp)
THAC0:	5	5	5	5
No. of Attacks:	See below	See below	See below	See below
Damage/Attack:	See below	See below	See below	See below
Special Attacks:	Magical weapons, rake, darts	Dive	Hypnotism	Poison
Special Defenses:	Danger sense	Danger sense	Danger sense, weapon immunity	Danger sense, weapon immunity
Magic Resistance:	50%	50%	50%	50%
Size:	See below	See below	See below	See below
Morale:	Champion (15–16)	Champion (15–16)	Champion (15–16)	Champion (15–16)
XP Value:	18,000	18,000	18,000	18,000



The four animal lords listed above are only examples of the many lords who live in the Beastlands. For each variety of animal there is a corresponding animal lord. For instance, there is a fox lord, an owl lord, a horse lord, and hundreds of other animal lords.

Animal lords can appear in humanoid or animal form. Their humanoid form encompasses the subtle features of the animal in question, and they are about 6 feet tall. In animal form, they look like the animal over which they have dominion. The tiger lord looks like a sleek tiger, the badger lord appears as a badger, and so on.

All animal lords have a natural telepathy or *ESP* that is always active, making them impossible to surprise or deceive. They also have a keen danger sense that borders on precognition. In mortal danger the lord is 90% likely to have a "bad feeling" and 25% likely to know exactly what will happen.

Combat: Each of the animal lords has a unique style of combat depending on the animal over which they have dominion. Their propensity for combat differs with each lord; some are naturally more aggressive than others. For instanced, the wolf lord is obviously more assertive than the rabbit lord.

As a rule, specific animal lords approach combat situations as their animal counterparts do: predators attack, whereas herbivores flee. However, some animal lords see themselves as protectors of their subject creatures. The camel lord, for instance, runs with a herd, fighting ferociously when necessary to protect the flight of the camels.

Attack forms vary as widely as attitude among the animal lords. Listed below are the combat abilities of the four animal lords detailed here. They provide guidelines for the other lords.

All animal lords have the spell-like abilities *anti-magic shell* (3 times per day), *charm person* on any one person affectionate to the lord's animal, *plane shift*, and *teleport*.

Animal lords are immune to all *charm*-related spells, including spells that compel action (for example, *geas*). They can summon 2 to 12 animals of the lord's type (three times per day, 100% success). They also have superior senses according to the lord's animal. For example, the hawk lord has excellent eyesight.

Habitat/Society: Although it is incorrect to call the animal lords immoral, they are amoral, especially when dealing with outside affairs. The animal lords care little for anything but matters directly related to their business. They conduct day-to-day affairs related to the animal over which they hold dominion with little regard for the world around them.

Even so, the animal lords can benefit other animals or people. If a person or animal enters a lord's territory, the lord often aids the creature to get rid of it rather than let it die. But in other dealings an animal lord can be brutal and uncaring. There is, as they say, no such thing as animal politics.

CAT LORD

The lord of cats, in her human form, looks like a dark-haired, green-eyed human with a lithe form. The one trait that separates her from other humans is her catlike eyes with vertical pupils. In her cat form, she looks like a black panther with fiery red eyes and fierce strength.

COMBAT: In human form the cat lord wields a *long sword of wounding* with which she can attack twice per round. She also employs *darts +2* with a +3 bonus to hit because of her Dexterity. She has ten *darts* at the beginning of any combat.

When in cat form, the cat lord attacks with two huge paws (each does 1d4 points of damage) and a vicious bite (1d10 points of damage). If both front paws hit, the cat may rake with her two back claws for an additional 1d4 points of damage each.

HABITAT/SOCIETY: The cat lord tends to the affairs of felines both in the Inner and Outer Planes. She arrives whenever humans drive cats out of their natural habitat. She also leads prides of cats out of danger by assuming leadership of the pride. Though this may mean killing the current leader of a pride, the lord sees this as a necessary evil for the good of the group.

Nonfelines see the cat lord in different ways according to their disposition toward cats in general. To cat lovers, the cat lord has a Charisma of 22 and seems attractive. To those indifferent to cats, she has a Charisma of 18 and seems an interesting human. To those who dislike or hate cats, the cat lord has a Charisma of 10 and seems repulsive and intimidating.

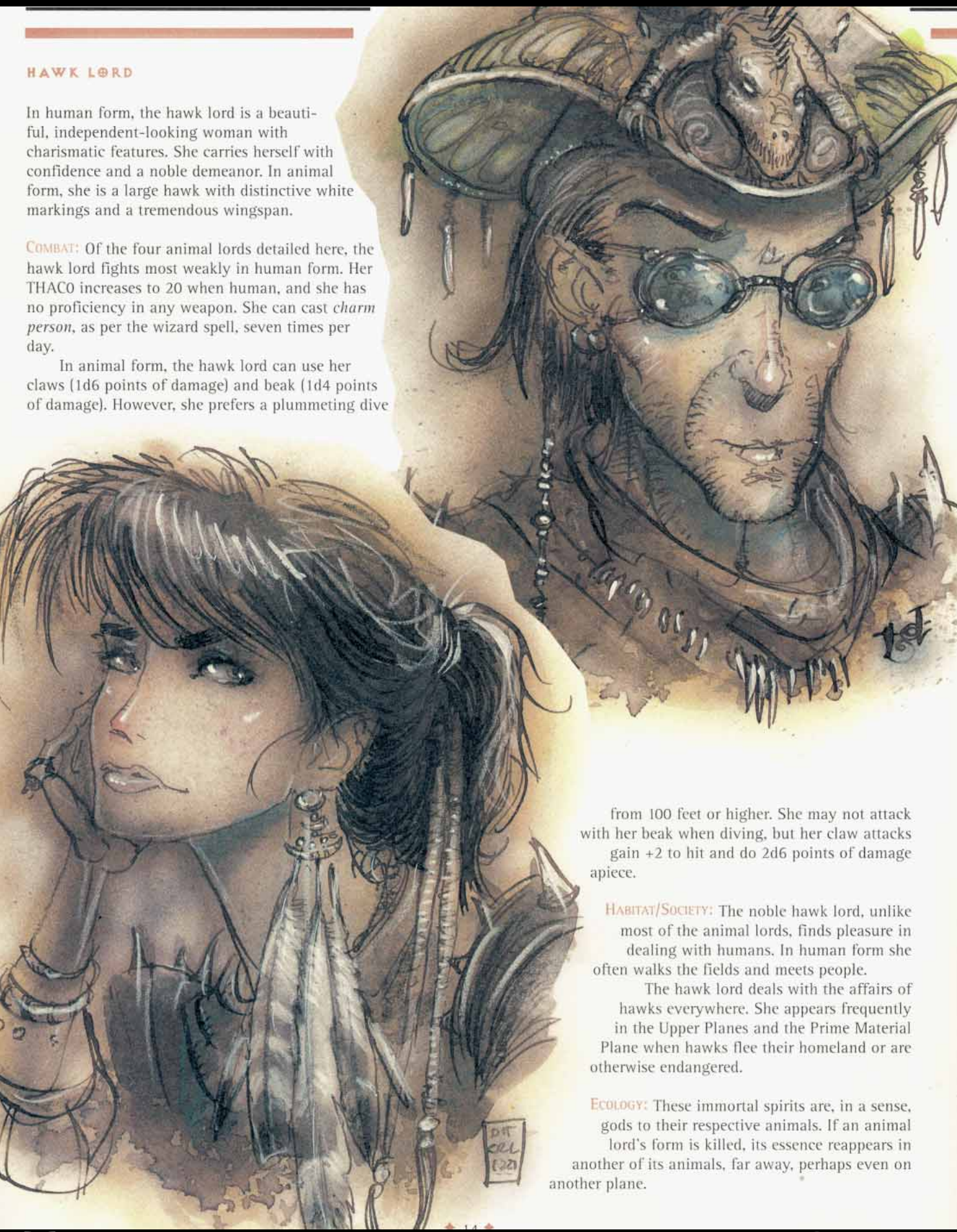
Some view the cat lord as evil, others as good. Neither view is true, for the cat lord does not bother with the affairs of men.

HAWK LORD

In human form, the hawk lord is a beautiful, independent-looking woman with charismatic features. She carries herself with confidence and a noble demeanor. In animal form, she is a large hawk with distinctive white markings and a tremendous wingspan.

COMBAT: Of the four animal lords detailed here, the hawk lord fights most weakly in human form. Her THAC0 increases to 20 when human, and she has no proficiency in any weapon. She can cast *charm person*, as per the wizard spell, seven times per day.

In animal form, the hawk lord can use her claws (1d6 points of damage) and beak (1d4 points of damage). However, she prefers a plummeting dive from 100 feet or higher. She may not attack with her beak when diving, but her claw attacks gain +2 to hit and do 2d6 points of damage apiece.



HABITAT/SOCIETY: The noble hawk lord, unlike most of the animal lords, finds pleasure in dealing with humans. In human form she often walks the fields and meets people.

The hawk lord deals with the affairs of hawks everywhere. She appears frequently in the Upper Planes and the Prime Material Plane when hawks flee their homeland or are otherwise endangered.

ECOLOGY: These immortal spirits are, in a sense, gods to their respective animals. If an animal lord's form is killed, its essence reappears in another of its animals, far away, perhaps even on another plane.

The driving force of the animal lords is nature, which rules their will. For instance, although the rabbit lord seeks vengeance upon men for destroying the homeland of rabbits, he sheds no tear for a rabbit killed by natural predators. This is the way of nature.

LIZARD LORD

The lizard lord is one of the most easily recognized animal lords. He sometimes appears as an imperious human male with the jeweled, beaded skin of a gila monster. In animal form, he appears as a huge gila monster or komodo dragon.

COMBAT: In human form the lizard lord rarely uses weapons, preferring instead to depend on his strong *hypnotism* ability. Creatures meeting the lizard lord's gaze must save vs. spell at a –3 penalty or become susceptible to the lord's suggestions.

In animal form, the lizard lord may bite for 2d6 points of damage. Any creature bitten on an attack roll of natural 20 takes double damage and is trapped in the animal lord's jaws, thereafter taking normal damage each round until the victim escapes or dies. The lizard lord is also immune to attacks by blunt weapons in this form.

HABITAT/SOCIETY: The lizard lord is one of the most aloof animal lords. He rarely takes human form, and even less rarely involves himself in the affairs of nonreptile kind. Usually sedentary, he only infrequently rouses himself out of his torpor, and that only at some great calamity to his people. Once active, however, he is implacable in his anger and desire for vengeance.

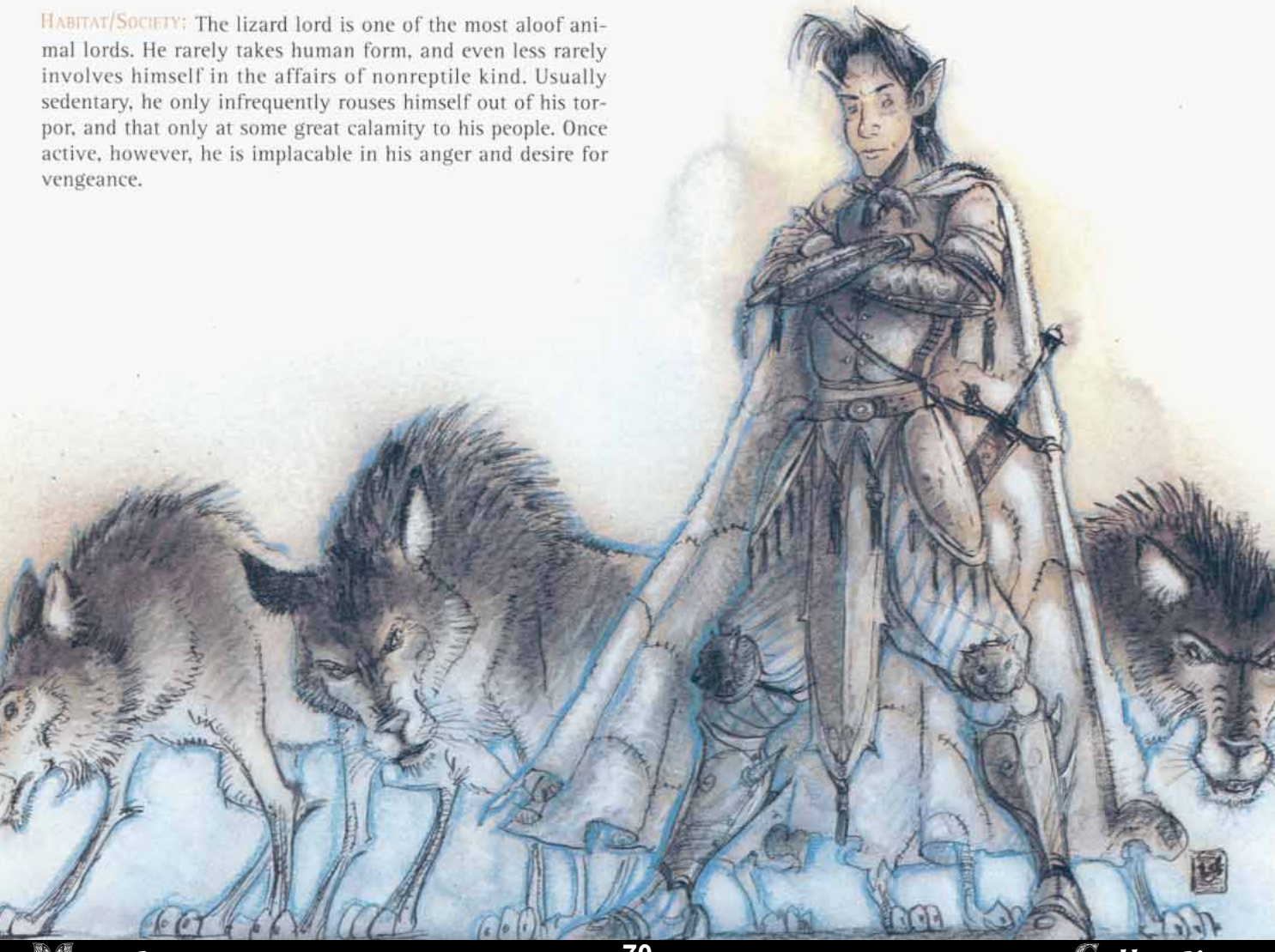
WOLF LORD

The lord of wolves appears more human than most animal lords, as a teenaged boy with sharp, lupine features, an intelligent face, and eyes bright with life. In animal form, the wolf lord is a gray wolf that leads huge wolf packs.

COMBAT: In human form, the wolf lord is a weak fighter. He always transforms into a wolf when entering combat. In human form the lord wields a dagger coated with poison (class E, injected, immediate, death/20). The dagger is so enchanted that when the wolf lord wields it, it never runs dry of poison.

In animal form, the wolf lord bites twice per round (2d6 points of damage). In animal form the wolf lord is immune to nonmagical weapons.

HABITAT/SOCIETY: Even in human form, this strange and alarming lord shows lupine characteristics: He is cunning, wily, and at times brutal.



Animators are evil, violent spirits that can enter an object and imbue it with a life force. They vary widely in capabilities, but all are mischievous and dangerous.

Powerful and dark emotions attract an animator—emotions like hate, anger, and fear. It seems likely that the creature draws some manner of sustenance from these karmic vibrations. In most cases, these emotions radiate from a living person, but in rare instances they may be residual energies emanating from a corpse.

Upon discovering the source of such dark emotion, the creature finds an object that is of special importance to the subject and then merges with it. Animators are unable to invade magical objects or those currently under the effects of a magical spell. Once an object is controlled by an animator it is not forced to flee if a spell is cast upon its host. It takes some time for an animator to take control of an object (1d4 hours), during which time the item radiates a faint glow. If the object is moved during this period, the process is disrupted and the animator must find another item or begin again.

Wards: Once it has assumed control of an object, the animator will act to protect the source of the emotions that summoned it. For this reason, that person is generally referred to as the animator's ward. While this might seem a benevolent action on the part of the creature, it is important to remember that the ward and animator may have very different ideas about the best way to do this.

All animators have a crude form of telepathy that allows them to sense the sources of their ward's distress. An animator will often act upon this information and attempt to harm or destroy the cause. Because they are such willful creatures, animators do not generally obey the desires or spoken commands of their wards.

Animators display the volatile disposition of angry children. They are extremely jealous and may become hostile toward anyone or anything that draws the ward's attention away from them. For example, an animator that occupies the house of an embittered widow may attempt to prevent the woman's attempts to leave the house or block the entry of a suitor.

Movement: An animator can freely operate the working parts of any object it inhabits. Thus, a door might be made to unlatch and swing open or a loaded crossbow might fire without any pull of the trigger.

Animators cannot cause solid matter to flex or bend. Thus, an animator might cause a pair of scissors to open and close unexpectedly but could not cause the blades to warp or curl.

Thrice per day, all animators can impart a motive force to the object that they reside in. The strength of this force varies with the power of the animator as does its duration. This force will not have any effect upon an object that is anchored to the ground unless it is sufficient to break the host free of its bonds.

A minor animator can impart a force similar to that of a human with a Strength of 8 for one round. For example, a minor animator that has entered a dagger could cause its host object to fly through the air as if it had been thrown. There would be enough force propelling the dagger to enable it to stick into a wooden surface or impale a surprised spectator. In the latter case, an Attack Roll would be required with results based upon the effective strength of the creature.

The strength of the common animator is much greater. When it applies motive force to its host object, it moves as if propelled by a person with a Strength score of 18. In addition, the animator can sustain this effort for a full turn. Should the object be used to make an attack of some sort, the attack and damage rolls are modified by this greater Strength score.

The greater animator can exert the power of a hill giant (Strength 19) through the object it inhabits. This force can be maintained for a full hour. As these creatures tend to possess large structures this ability is seldom manifested.

Combat: Every animator has different combat abilities depending upon the nature of the object it occupies. An animator possessing a dagger is likely to be much more lethal than one inhabiting a milk pail. By their nature, animators seldom enter an object that does not have some potential for violence.

Armor Class: Damaging the object that houses an animator ranges in difficulty depending upon the composition of that item. While other factors might contribute to the final AC of the animator, its base AC can be determined using the following table:

AC	Composition	AC	Composition
10	Glass	5	Hardwood
9	Cloth	4	Soft metal
8	Soft leather	3	Banded wood
7	Softwood	2	Hard metal
6	Hard leather	1	Cast iron

Hit Dice: The amount of damage that an animator can sustain before being destroyed is based upon its size and the material from which it is made. The base HD value for an object possessed by an animator is 1 per 10 pounds of weight (rounded up). Thus, an animator controlling a heavy crossbow (14 pounds) has 2 HD.

Hit Points: The number of hit points that an animated object has (per Hit Die) is based upon its composition. Simply subtract the object's base AC (as indicated above) from 11 to determine how many hit points an object has per die. Thus, an item made of glass has 1 hit point per die while something fashioned from cast iron has 10. Simply multiply this by the number of Hit Dice that the object has and you'll know how many hit points it has. The crossbow mentioned in the previous example is made of hardwood and would have 6 points per HD for a total of 12 hit points.

Battling an Animator: There are three basic ways to combat an animator. The first (and generally the easiest) is to disable the object that it inhabits. Once this is done, an attempt can be made to drive the creature out of its host or even destroy it.

An animator can often be rendered harmless by anchoring the object that it has possessed in some way. The aforementioned crossbow might simply be locked in a safe. This is only a temporary solution for the spirit will simply abandon the object and seek out another one.

Powerful magical spells such as *dispel evil* or *wish* can be used to drive the spirit from its home. This does not prevent the animator from returning to the object later, but that process is quite time-consuming.

The destruction of the object in which an animator resides does not actually harm the creature. However, it does drive it out of the item and forces the creature to seek a new home.

Just as some spells can force the creature to flee the object in which it resides, others can trap it there for a period of time. Only by doing this and then destroying the object that holds the spirit of the animator is it possible to finally kill the creature. The animator can be contained with either a *quest* or *geas* spell, although others might suffice, at the DM's option.

Animator, Common



Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Karmic resonances
Intelligence:	Exceptional (15–16)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	Varies
Movement:	12
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Nil
Size:	M to L (4'–12' tall)
Morale:	Average (8–10)
XP Value:	Varies

More powerful than the minor animator, this creature can enter larger objects such as coaches or stoves and bring them to life. The power of the common animator is such that it can bestow an unusual power upon its host object. This power can range from annoying to deadly. For example, an animator that has taken control of a cast-iron stove might cause it to spew forth a jet of flame when its door is opened.

The common animator has no direct ability to communicate. From time to time, however, these creatures might deliver messages to their wards by scratching words into a wooden surface, tapping in code, or some similar manner. This is strictly one-sided, however, as all efforts to speak with or instruct the animator will fail. This includes the use of magical or psionic abilities. Any direct attempt to touch the mind of an animator may well require a madness check at the DM's discretion.

Combat: A common animator may activate all of the moving parts of the object that it occupies. For example, a coach may roll around on its own volition, a piano might play itself at will, and the drawers of a dresser could open and shut without warning.

When it is not controlling a weapon of some type, the animator must employ some indirect manner of attack to harm its victims. An attack roll is required with the creature's THAC0 being determined by its weight and composition (see *Animator, General Information*). In most cases, the damage from such an attack is limited to 1d8 points. If the attack has some unusual side effect, a saving throw might be required to avoid more severe injury. For example, an animated coach might attempt to pitch its driver from his seat, probably requiring him to make a Dexterity Check to avoid being dismounted. If the poor fellow were thrown under the wheels of a passing wagon, he might then be required to make a saving throw vs. paralyzation to avoid being crushed to death.

In addition to such physical attacks, a common animator enables the object it possesses to deliver a magical attack of some sort. The effects of such powers range dramatically and are based upon the object in which the creature resides. A large cast-iron stove may have the ability to breathe fire, a piano may have the power to cast an *Otto's irresistible dance* spell on those who hear it play, and a small fishing boat might be able to *entangle* its occupants in lines and nets. Whatever the nature of the magical effect, it generally mirrors the effects of a wizard or priest spell of up to 4th level. The spell-like power of an animator is normally one that inflicts harm, they never have healing or beneficial powers.

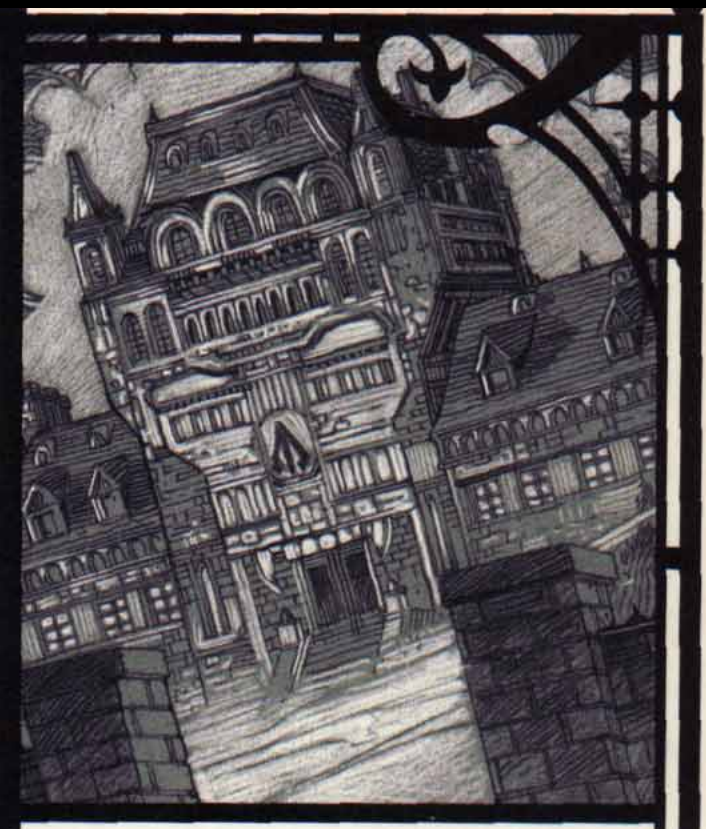
Animators of all types are immune to any form of mind- or biology-affecting spells and attacks. Thus, they cannot be *charmed, held,* or poisoned. The nature of the object in which the animator resides dictates its vulnerability to other forms of attack.

Habitat/Society: When not in possession of an object, animators are assumed to drift like insubstantial vapors through the world. When they sense strong negative emotions, they move in and feed. In this state, there seems to be no barrier that the creature cannot pass in its pursuit of a home.

Ecology: Common animators, like other animators, thrive on existing and residual emotions of the living. Some creatures inhabit places associated with a particularly emotional death, and are often mistaken for ghosts or other forms of incorporeal undead.

Animator, Greater

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Karmic resonances
Intelligence:	Exceptional (15–16)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	Varies
Movement:	Nil (with exceptions)
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	1
Damage/Attack:	1d12
Special Attacks:	Spell ability
Special Defenses:	Spell immunity
Magic Resistance:	Nil
Size:	L+ (12′ tall or larger)
Morale:	Average (8–10)
XP Value:	Varies



The strongest of its kind, a greater animator can inhabit entire buildings or great sailing ships, turning them into vast, living death traps. The terrific power of these creatures enables them to manifest a bizarre array of unusual abilities with which to torment those trapped within their walls. In addition, these mighty animators are able to manifest a wide variety of powerful spell-like abilities that make them particularly deadly and unpredictable.

Unlike others of its ilk, the greater animator has the power to communicate once per day. It generally does this in some unusual and shocking manner. For example, an animated house might have walls that bleed and form words or messages. The animator will not converse and its messages are limited to one word per Hit Die. These messages are never real efforts to communicate; rather they are threats or other expressions of the negative emotions upon which the creature feeds.

Any magical or psionic attempt to communicate directly with the mind of an animator fails and requires a madness check. Because of the power of these creatures, however, such attempts also require the person attempting such communication to make a saving throw vs. spell or fall under the effects of a *domination* spell.

Combat: The greater animator occupies objects of large or better size. It can operate all of the moving parts of the object it occupies and does so as if it had the strength of a hill giant (19). Thus, a house occupied by an animator could deliver a crushing blow by slamming someone in a door, and an animated ship could probably turn the wheel to go where it wanted despite the best efforts of the helmsman to hold a steady course.

When an animator is capable of making a direct attack on someone, a typical blow will cause 1d12 points of damage. Under special circumstances, the damage might be more or a saving throw might be required to avoid additional injury. A sailor in the crow's-nest of a ship might find himself struck by part of the mast and forced to make a saving throw or ability check to avoid falling to the deck.

In addition, the greater animator has a large number of spell-like abilities that it can use at its will. Every greater animator may use the following spell-like abilities twice per day as if cast by a 12th level spell wizard or priest: *animate dead, animate object, weather summoning, control temperature 10′ radius, control winds, cantrip, summon swarm, summon insects.* The use of the *animate object* spell by these creatures is limited to items that are native to the space it has inhabited. Thus, a greater animator could mobilize any of the furniture or utensils in the house but could not affect objects brought into the house by adventurers. The greater animator may use *animate dead* to mobilize skeletons and corpses that lie buried beneath it or die on its premises.

Animators of all types are immune to any form of mind- or biology-affecting spells and attacks. Thus, they cannot be *charmed, held,* or poisoned. The nature of the object in which the animator resides dictates its vulnerability to other forms of attack.

Habitat/Society: Greater animators display the same emotional volatility as their minor and common cousins. They tend to be less cunning and deceptive in their evil deeds, however, employing their great strength and spell abilities simply to crush and devastate their enemies.

Ecology: Like all animators, the greater animator thrives upon the powerful emotions of the living. Because of its more pronounced hunger, this creature will often go to great lengths to induce fear in its victims before killing them.

Animator, Minor

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Karmic resonances
Intelligence:	Exceptional (15–16)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	Varies
Movement:	9
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Nil
Special Defenses:	Spell immunity
Magic Resistance:	Nil
Size:	T to S (1 inch to 4 feet)
Morale:	Average (8–10)
XP Value:	Varies



As the weakest of its kind, a minor animator can only take control of small objects. Thus, a minor animator might possess a clay mug and cause it to topple over, spilling the hot coffee within onto its target. This type of creature is seldom deadly, but can be menacing if it gains control of a weapon or other dangerous object. Objects controlled by a minor animator gain no special abilities.

The true appearance of animators remains a mystery. When these creatures are not in control of a physical object, they are utterly insubstantial and invisible. It is probable that they would seem vaporous to someone able to detect invisible things when forced out of their host object.

Minor animators have no language, and any magical attempt to communicate with them is doomed to failure. Those who attempt to achieve some manner of telepathic contact with the animator will find that its mind is utterly unlike that of a human or demihuman, thus forcing the psionicist to make a madness check.

Combat: Minor animators can only possess objects of tiny or small size. This greatly limits the amount of damage the creatures can inflict in combat. Thus, they tend to inhabit things that are inherently very dangerous. Examples include a dagger, shaving razor, leather garotte, or knitting needle.

Minor animators are seldom engaged in direct combat. Their limited motive powers force them to be more subtle. Thus, a length of rope controlled by an animator might coil itself around the neck of a sleeping victim or a kitchen knife might topple off a counter and impale someone's foot.

Animators vary wildly in their capacity to inflict harm on their targets. As a rule, minor animators are unable to inflict more than 1d4 points of damage from any attack they make. There are exceptions, of course, but this is a good guideline. For example, an animated rope might trip someone and cause him to tumble down a flight of stairs. This could cause much more damage and might even require the victim to make a saving throw to escape serious injury.

Animators of all types are immune to any form of mind- or biology-affecting spells and attacks. Thus, they cannot be *charmed*, *held*, or poisoned. The nature of the object in which the animator resides dictates its vulnerability to other forms of attack.

Habitat/Society: Minor animators can possess any type of ordinary object. A rope, a bucket, a dagger, or a pillow may become the home of one of these impulsive spirits. Because of its evil nature, the animator will generally attempt to take control of items that can cause injury.

Minor animators are the most volatile and least predictable of their kind, making up for their limited power by being exceptionally evil and terribly cunning. Well aware of the fact that they can seldom make effective direct attacks, they strike at their victims obliquely. A thief adventurer whose dagger has been possessed by an animator may awake one morning to discover that his weapon is buried in the back of a rival party member. Since the weapon doesn't appear to be enchanted, even with the casting of a *detect magic* spell, the innocent rogue is likely to come under suspicion for the crime.

Minor animators are also intelligent enough to play dumb when it is appropriate. Since it is unlikely to be detected until it chooses to act, the creature knows that it can simply lie in wait for a perfect opportunity to strike.

Ecology: The common animator seems to thrive on existing and residual emotions generated by other creatures. Exactly how it derives nourishment from these vibrations is unknown to even the wisest of sages.

Almost nothing is known about whether these creatures interact with one another or have any sort of social structure. It seems unlikely that they do. As they are not undead, it seems likely that they must reproduce in some way, although no evidence exists to suggest what that might be.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (no need for sleep)
DIET:	Nil
INTELLIGENCE:	Variable
TREASURE:	Special
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	14
THAC0:	7 or better
NO. OF ATTACKS:	Variable (1)
DAMAGE/ATTACK:	By weapon type +4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (Variable)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



The animus is a unique undead creature created by priests of the evil Power Hextor with the help of infernal, fiendish aid. Animuses are driven creatures filled with cold hatred and burning ambition for cruel rulership, the infliction of suffering, or some other equally dire goal.

Most animuses appear to be humans with weathered and wrinkled skin—prematurely aged, but clearly strong and of powerful build. Some (about 25%) are hideous in appearance, almost lichlike; such creatures have an effective Charisma of 3 and often wear masks to disguise their appearance. A small minority (around 10%) are almost indistinguishable from normal, middle-aged humans.

Almost all animuses are somewhat vain and dress well, as befits their former station in life. Animus creatures were formerly nobles, generals, and advisers to the Overking of the Great Kingdom, and had human lives as priests, warriors, and the like.

Combat: The animus has a plethora of special attacks and defenses that make it a formidable opponent. Animuses that had special abilities in their living state by virtue of class (or more rarely, by race) still possess these in animus form. Thus, an animus created from a 12th-level warrior has two melee attacks per round; an animus-priest can cast spells as per its experience level while alive; and so on.

Animuses are very strong; they possess 18/76 Strength and 18 Constitution, while other ability scores equal those they possessed in life. Their touch creates *fear.* They can radiate a circle of *command* to a 10-yard radius; with a gesture to any single creature in the area, they can force that creature to its knees (or equivalent) for one round by sheer force of will. This action takes one segment, and is ineffective against any creature that has Intelligence of 3 or less. Other creatures are permitted a saving throw versus spell to negate. The animus may use its command gesture once per turn.

An animus also has a *domination* gaze; a victim who fails to make a saving throw versus spell is unable to act as long as the animus continues to stare (and does not otherwise attack) at him. A victim so dominated can have one *suggestion* implanted into his mind by the animus that has dominated him. An animus may make no other action on a round on which it uses its domination gaze.

An animus may command nonintelligent undead creatures (skeletons, zombies, etc.) automatically. Other undead have neither special enmity, nor any special liking or respect for an animus.

An animus has many immunities and special defenses: it is immune to poison, paralyzation, *charm, sleep, hold,* and *magic jar* spells, and to nonmagical weapons. No form of fear will affect an animus. Because the animus is highly vigilant, it cannot be surprised. Animuses suffer half or quarter damage from acid, cold, and electrical attacks, and are immune to energy drains. If an attempt is made to turn or command an animus, the animus is treated as a Special on the Turning matrix, and the priest attempting to influence the animus makes his attempt as if he were four levels lower than his actual level. The animus receives a saving throw versus spell to negate the turning/commanding.

Holy water affects an animus normally (2d4 hp damage per flask). An animus can suffer from the effects of diseases (although it cannot be killed by disease). In some instances, splashing holy water may be the best way of recognizing an animus for what it is.

Most feared of all is the remarkable difficulty of destroying an animus. Animuses regenerate 2 hit points per round in combat, but they also regenerate after death. Even severed and separated body parts will crawl back together to reform the body of the animus (after being reduced to 0 hit points, the creature regenerates 1 hp per turn). The only sure way to destroy an animus is to burn the body to ashes or dissolve it completely in acid.

As noted, an animus may use spells if it did so in life. A wizard-animus still needs spellbooks, magical components, and the like. A priest-animus must still receive the favor of its Power to be able to cast spells.

Habitat/Society: The origin of the animus is central to understanding what motivates it. Animuses were created largely against their wills by priests and fiends serving Ivid V; powerful warriors, priests, and wizards were slain and then revivified in animus form. Some were powerful local rulers in their own right before this process, and others have gained such status in the sundered lands of old Aerdy, their invulnerability making it easy for them to eliminate competition and take power into their own hands.

Animuses are torn between being solitary and having to exist in a social world. An animus has no friends and no longer feels any affiliative needs, friendship, love, or the need for companions, just as it

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needs no food, drink, or other bodily pleasures or sustenance.

The motivations that drive an animus are dark: revenge, hatred, and fury. Dominant motivations from the previous life will still exist if these are not inharmonious with this list: the desire for power, wealth, battle, and the like. But almost every animus is filled with self-loathing at the same time, as it hates the living creatures around it, for they remind it of what it once was itself. An animus needs plenty of time alone to brood on its dark and wretched emotions. Some have developed a very tight self-control in such hours, to mask their stormy furies when dealing with others.

Since most animuses are rulers or nobles, each has a hierarchy of servants and henchmen with which it must deal. Some rule with cold, tyrannical brutality, sadistically plunging wretched subjects into abject terror. Others are more measured and controlled, but still burn with an icy fire of hatred within. A very few have developed some capacity for detachment, irony, and cynicism which allow them to go through the motions of courtly life and the manners and pleasantries of society, but they are few indeed.

Ecology: The exact processes by which animuses have been brought into being are unknown. What is known is that priests of Hextor, using a form of *resurrection* spell, together with fiends, work on the corpse and spirit of a slain human to create the animus, working its special defenses into its body and affecting its spirit. Ivid wanted single-minded, utterly loyal servants. What the priests and fiends created was a creature with the capacity to be ferociously single-minded and cold in its motivations and utterly implacable in its pursuit of what it wanted. How they did that, and whether the result was exactly what they wanted, is not clear.

It is rumored that some animuses have special attacks or defenses in addition to those previously listed as standard (but no more than one special attack or defense per animus). Szeffrin, the animus ruler of part of old Almor, is said to have skin as tough as iron, and to be resistant to attacks with edged weapons; the animus-priest Delglath of Rinloru is said to be able to raise blisters on the palms of his hands from which he can secrete a terrible burning corrosive acid, without any harm to himself, but which he uses for shaking the hand of a terrified prisoner while smiling in triumph. "Delglath's blessing" is a phrase whispered in Rinloru to refer to this dread touch.

Finally, note that as a result of their creation, many animus creatures are as paranoid as they are arrogant. Animuses see enemies, real and imagined, all around them. They are usually obsessed with assassination even to the point that they have their food tested for poison, despite the fact that they cannot be slain by it (animuses often rationalize this by saying that they cannot be certain that no poison found anywhere can kill them). Some animuses, the more intelligent of the breed, have a detached ironical insight into their own paranoia, but again, this is a rarity.

CLIMATE/TERRAIN:	Temperate and tropical/ Plains and forests
FREQUENCY:	Rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	Overall 2, underside 4
MOVEMENT:	12, Br 6
HIT DICE:	3-8
THAC0:	17-13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 (crush) + 1-4 (acid)
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L-H (10' to 20' long)
MORALE:	Average (9)
XP VALUE:	175-975



The ankheg is a burrowing monster usually found in forests or choice agricultural land. Because of its fondness for fresh meat, the ankheg is a threat to any creature unfortunate enough to encounter it.

The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its entire body except for its soft pink belly. The ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away.

Combat: The ankheg's preferred attack method is to lie 5 to 10 feet below the surface of the ground until its antennae detect the approach of a victim. It then burrows up beneath the victim and attempts to grab him in its mandibles, crushing and grinding for 3d6 points of damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round until the victim is dissolved. The ankheg can squirt a stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of damage (half damage if the victim rolls a successful saving throw vs. poison).

Habitat/Society: The ankheg uses its mandibles to continuously dig winding tunnels 30-40 feet deep in the rich soil of forests or farmlands. The hollowed end of a tunnel serves as a temporary lair for sleeping, eating, or hibernating. When an ankheg exhausts the food supply in a particular forest or field, it moves on to another.

Autumn is mating season for ankhegs. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young ankhegs resemble adults and can function independently. Young ankhegs have 2 Hit Dice and an AC 2 overall and an AC 4 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage from enzyme secretions), and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the ankheg functions with full adult capabilities and gains an additional Hit Die until it reaches 8 Hit Dice.

Beginning in its second year of life, the ankheg sheds its chitinous shell just before the onset of winter. It takes the ankheg two days to shed its old shell and two weeks to grow a new one. During this time, the sluggish ankheg is exceptionally vulnerable. Its overall AC is reduced to 5 and its underside AC is reduced to 7. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage, and it is unable to squirt acidic enzymes. While growing a new shell, it protects itself by hiding in a deep tunnel and secreting a repulsive fluid that smells like rotten fruit. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

Ankhegs living in cold climates hibernate during the winter. Within a month after the first snowfall, the ankheg fashions a lair deep within the warm earth where it remains dormant until spring. The hibernating ankheg requires no food, subsisting instead on nutrients stored in its shell. The ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed ankheg fully awakens in 1d4 rounds, after which time it can attack and move normally.

The ankheg does not hoard treasure. Items that were not dissolved by the acidic enzymes fall where they drop from the ankheg's mandibles and can be found scattered throughout its tunnel system.

Ecology: Though a hungry ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water, while the ankheg's waste products add rich nutrients. The ankheg will eat decayed organic matter in the earth, but it prefers fresh meat. All but the fiercest predators avoid ankhegs. Dried and cured ankheg shells can be made into armor with an AC of 2, and its digestive enzymes can be used as regular acid.

Antloid, Desert

	Dynamis	Soldier	Queen	Worker
CLIMATE/TERRAIN:	Sandy Wastes	Sandy Wastes	Sandy Wastes	Sandy Wastes
FREQUENCY:	Rare	Uncommon	Very Rare	Uncommon
ORGANIZATION:	Warrens	Warrens	Warrens	Warrens
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5)	Animal (1)	Semi (3)	Animal (1)
TREASURE:	Nil	Nil	J,K,N,U	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-10	1-20	1	1-100
ARMOR CLASS:	6	3	10	6
MOVEMENT:	12	18	3	12
HIT DICE:	4 + 2	6 + 1	8 + 1	3
THAC0:	17	15	13	17
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACKS:	1-6	3-18	nil	13-18 (1d6+12)
SPECIAL ATTACKS:	Psionic	Poison	Pheromones	Nil
SPECIAL DEFENSES:	Psionic	Nil	Pheromones	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (10′)	L (10′)	H (20′ +)	L 63′)
MORALE:	Elite (15)	Very Steady (13)	Very Steady (13)	Average (10)
LEVEL/XP VALUE:	270	420	975	120



Antloids are giant ants that inhabit huge warrens in the Athasian desert. Their species has evolved through adaptive specialization which gives certain antloids special powers. There are four different groups: workers, soldiers, dynamis, and queens; each group fulfills a specialized task within antloid society.

Antloids have a heavy exoskeleton that provides excellent protection from weapon attack and dehydration. All antloids have segmented bodies and six legs. They also have sharp mandibles used for cutting, carrying, or combat. All sensory organs are located on the front of their head. Compound eyes give them 180-degree regular vision, plus infravision for 60′.

A segmented pair of antennas are used for communication and allow antloids to sense almost any vibration within 30′.

Workers

Workers′ bodies have three, easily-defined, sapphire-blue segments: head, torso, and a metasoma segment. They average 8′ in length with stocky broad bodies. Workers spend their lives doing specific jobs: carrying water, carrying foodstuffs, caring for their queen, repairing or continuing construction on the warren, etc. Workers are the strongest of the antloids with almost giant-like strength. Their mandibles are designed for lifting and carrying rather than combat. Workers only fight if something tries to take away whatever they are carrying or the queen is threatened. In combat they use their mandibles and their incredible strength (1d6+12) to crush their opponent. Worker antloids digest desert sand along with their normal food and excrete a concrete-like material that they use to build the warren. The material will withstand 100 points of damage over a 5-cubic-foot area before crumbling.

Soldiers

These antloids grow to be 10′ in length and have a mottled, dark blue-green-grey exoskeleton. Their large, sharp, oversized mandibles do 3d6 damage on a successful attack. Longer and sleeker than workers, soldiers also have a poison attack. There are two types of soldier antloids: infantry and archers.

The infantry antloid has a 17″ gaster stinger located at the rear tip of its metasoma segment. A successful attack does 1d4 stinger damage and injects of a deadly neurotoxin. The archer antloid does not have a stinger, but rather a poison gland that can shoot a thin stream of the same deadly poison 50′. If a sol-

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dier antloid makes a successful poison attack (Poison Type D: 30/2-12), the victim is entitled to a saving throw versus the poison's effects. A failed save means the victim automatically takes 30 points of poison damage. A successful saving throw means that less of the toxin was injected/sprayed and the victim only takes 2d6 poison damage. *(Note:* In some cases a character may roll a successful saving throw and still die from the hit point loss. See DMG, page 73, for more information on poisons.) Soldier antloids are immune to their own poison.

Exploration, defense of the warren (and its water supply) and mating with the queen are the chief jobs of soldier antloids. They constantly raid surrounding areas for food.

Dynamis

These are the strangest and most deadly of the antloids. Their exoskeleton is grey-black in color. They have a greatly enlarged center body segment, a small head, and a vestigial metasoma segment. Dynamis' bodies house large brains, which give this species its intellect and psionic abilities. They will always use psionic attacks first and melee as a last resort.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/3/8	—/IF, MB	15	100

Psychometabolism —*Sciences:* death field, shadow form; *Devotions:* absorb disease, cause decay, chemical simulation, double pain, flesh armor, heightened senses.
Telepathy —*Sciences:* mindlink (with other dynamis at no cost); *Devotions:* contact (with other dynamis at no cost), telepathic projection.

Dynamis stay in contact with other dynamis within their warren via a natural ability to mindlink with one another. Dynamis prefer to combine their powers when attacking. They will move close to a victim using shadow form, then create a death field. This strategy makes the target more vulnerable to soldier antloids' attacks. They may also use cause decay combined with chemical stimulation and double pain. Dynamis will not hesitate to use all of their PSPs in skirmishes, and they will sacrifice themselves to protect the queen.

As masters of the warren, dynamis make sure soldiers explore for food, workers keep busy, and that the queen is protected and comfortable at all times.

Queens

Antloid warrens will generally have only one queen, and she can grow to over 20′ in length. Queens have fat, bloated bodies and serve only one purpose in the warren—to lay eggs. Red to apricot in color, the queen lives in the deepest defendable part of the warren, where she lays 10-20 eggs a week. The eggs are cared for by sterile workers. Of the four different antloid types hatched, 80% are workers, 15% soldiers, 4% dynamis, and 1% queens. Any time the dynamis feel there are too many of any one type, they will order the eggs used as food rather than letting them mature. This keeps the warren from overpopulating and assures the proper balance among the species. The queen is always attended by young, immature queens.

When queens mature they gain the ability to release pheromones in an adjacent 60-cubic-foot area. The pheromones create two different reactions: attraction and madness. Attraction pheromones lure virile soldier antloids to the queens' chambers for reproduction. A queen uses the madness pheromones to protect herself against younger queens or intruders (including humanoids and demihumans). Madness manifests itself through hallucinations, causing the victim to see, hear, feel, and otherwise sense things that do not exist. The victim must save versus poison (at -4) or suffer the effects of madness. The victim will frequently believe he/she is on fire, drowning, or being attacked by a terrible enemy. If not removed from the area of the pheromones, the victim must make a successful system shock roll each round or die from the hallucination. Under the effects of madness the victim may only fight or flee the imagined danger; no other action is possible.

Habitat/Society: The antloid warrens appear as large mounds in the desert, up to 250′ across and 25′ in height. Underground warrens are conical in shape, widest at the surface and narrowing toward the bottom. They extend deep into the ground, frequently to a small subterranean water source. Antloids will abandon a warren for many reasons: lack of water or food, accidental death of all of their queens, or to attack another antloid warren. Infrequently, a rogue dynamis will lead a young queen, some workers, and a couple of soldier antloids from an established warren and attempt to set up a competing warren. More often than not this attempt fails. If the warren has any shiny or pretty objects (treasure), those items will always be in the queen's chamber, placed there for her pleasure.

Ecology: Whether occupied or not, great caution should be taken whenever entering an antloid warren. Abandoned warrens seldom offer safe haven for desert travellers since dangerous desert dwellers tend to take refuge in the unoccupied labyrinth as well. Because of the constantly changing desert sands, a warren is in constant danger of collapsing. Water can be found in the deepest part of an abandoned warren 15% of the time, but it, too, is often guarded by some new inhabitant.



	Progeny	Apodalypse
CLIMATE/TERRAIN:	Any	Marine
FREQUENCY:	Very Rare	Unique
ORGANIZATION:	Cluster	Solitary
ACTIVITY CYCLE:	Night, Dark	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5–7)
TREASURE:	Nil	E, R
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	1d4	1
ARMOR CLASS:	6	0
MOVEMENT:	9, Sw 12	Sw 9
HIT DICE:	3+3	13
THAC0:	17	7
NO. OF ATTACKS:	1	5
DAMAGE/ATTACK:	1d4+2	4d6/1d8 (×4)
SPECIAL ATTACKS:	Subsume	Swallow
SPECIAL DEFENSES:	Magical weapons to harm	
MAGIC RESISTANCE:	Nil	35%
SIZE:	S (2′ long)	H (30′ d.)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	650	5,000

The apodalypse is the fruit of a misguided experiment gone horribly wrong. The combination of necromantically animated shark tissue implanted in still living humans birthed an aquatic monstrosity that requires the flesh of living creatures to retain its form and "life." The progeny are the half-living offspring of the apodalypse.

Progeny normally hang in tight coils of squamous flesh that look like wasp nests formed by a single coiled snake. When unfurled, progeny generally reach 2 feet in length, resembling eyeless serpents with sharklike mouths filled with row after row of sharp teeth.

Combat: Progeny can remain in their dormant, hanging state for years, perhaps even centuries. However, when disturbed by living humanoids, they attack. Progeny prefer to drop onto unsuspecting victims from above, but once active, their coiled lengths can propel them up to 20 feet through the air (they can swim through water) to deliver a vicious bite once per round.

On a successful bite attack, progeny hang on and begin to burrow into the victim toward the spinal column, automatically inflicting 1d4+2 hit points per round. If left unmolested, burrowing progeny reach their goal within 1d4+2 rounds, whereupon the insipid creatures automatically paralyze their hosts. This allows a progeny to begin the process of subsumption; it attempts to digest and then replace both the spinal column and lower brain stem of a victim. The process of subsumption requires 6 full rounds and inflicts 2d4+2 hit points per round upon the victim.

Since the progeny are partially undead, they are affected by clerical Turning (as ghasts). During an attack or while burrowing, successful Turning only causes a progeny to freeze up for one round, after which it continues to attack or burrow. Progeny which are successfully Turned while subsuming a victim's spinal column are permanently destroyed. Applying a burning torch (or applying something similarly harmful) to a burrowing progeny inflicts 1d6 hit points per round on both it and its victim, but better a few burns than to allow the progeny to complete its activities.

As semi-undead, progeny are damaged only by +1 or better weapons and are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they cannot be harmed by poisons or paralyzation attacks.

Ecology: If subsumption is successful, the victim is irrevocably lost, and the progeny takes possession of the still-living husk. If allowed the time to slowly incorporate the recently acquired flesh, it transforms itself (over a month's time) into an apodalypse with minimum hit points.



This nightmare creature has a fluid shape consisting of the stolen flesh of the many organisms that go to make up its body. The skin of humanoids with screaming faces and flailing arms contrast with fish scales, octopoidal tentacles, and manta wings. The only constant in the patchwork whole that makes up an apodalypse is its massive sharklike maw. The entire creature measures 30 feet in diameter.

Combat: This creature attacks mainly with its savage bite, delivering an awesome 4d6 hit points of damage. What's worse, if the apodalypse's attack succeeds by 4 or more over the minimum number needed to hit, the victim has been swallowed whole! Those who are swallowed must roll a successful saving throw vs. death magic or be instantly killed. Those who succeed are still trapped inside the creature and must roll this saving throw again the following round, and every round thereafter, until they fail a roll or are extracted from the beast. The only way to extract a character swallowed by the apodalypse is to destroy the creature. Dead characters inside the beast have their still-living flesh cannibalized and incorporated into the body of the apodalypse (see ecology).

Every time an apodalypse successfully incorporates a swallowed creature into itself, the remaining hit points of the victim are immediately transferred to that of the apodalypse—up to 150% of the monster's maximum.

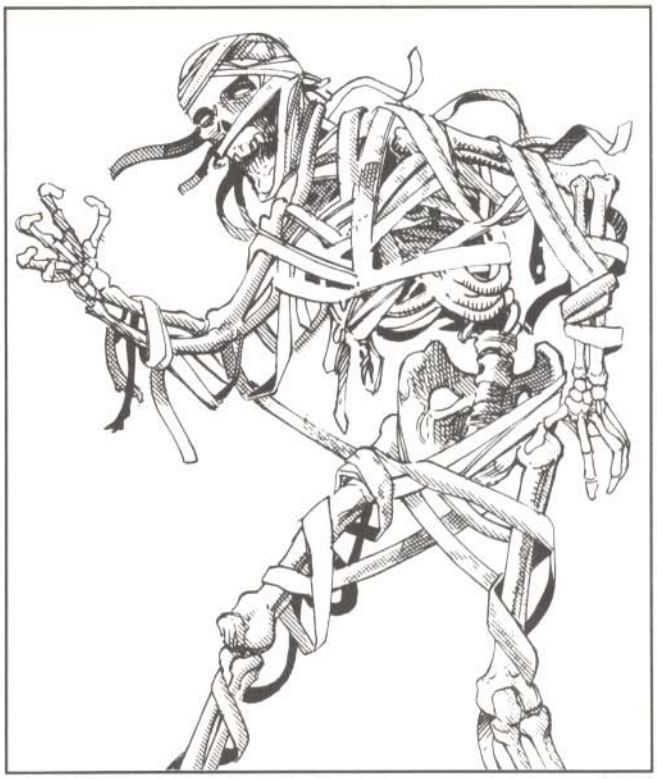
The creature has four secondary attacks from the various limbs, claws, fins, and mouths of its stolen mishmash of a body. The creature is large enough to bite one foe and direct its subsidiary attacks against two additional prey.

Apodalypses are Turned as ghasts, but a successful Turning attempt merely paralyzes them for one round. They are damaged only by +1 or better weapons, and they are unaffected by *sleep, charm, hold* or cold-based spells. In addition, they cannot be harmed by poisons or paralyzation attacks. Finally, they possess an inherent 35% magical resistance.

Ecology: The unholy tome titled *The Nekton Fragments* bears the formulae and recipes responsible for creating this creature with an undead "core" that is sheathed in a husk of still-living flesh. Because of the dichotomy between life and unlife, the living portions of the creature are constantly disintegrating and falling away; it is necessary for the apodalypse to renew its form on a regular basis. It remains unmoving for days at a time, conserving its stolen flesh for as long as possible before it is forced to acquire additional material to maintain itself. Every creature it swallows is digested in such away that the flesh temporarily remains faintly living, even though incorporated into the body of the beast. In times of plenty, the apodalypse releases a clutch (1d6) of progeny, each of which has the potential to become a full fledged apodalypse.

Aparition

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	8
THAC0:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by magical or silver weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'1"-7')
MORALE:	Very Steady (13)
XP VALUE:	1400



Apparitions are a particularly horrible and persistent form of undead, existing primarily on the Ethereal Plane. They are able to move easily between the Ethereal Plane and the Prime Material Plane twice per day, requiring only one round for the transition.

They appear on the Prime Material Plane as skeletons, loosely shrouded with filthy bandages. They are semi-solid in form only during any round in which they are attacking; otherwise, they are airy and insubstantial.

Combat: Apparitions have the ability to "pop in" from any solid, non-living object, such as walls, floors, or furniture. Opponents therefore suffer a −5 to their surprise rolls.

Apparitions can telepathically sense any creature of greater than 5 Intelligence at a range of 100 feet in any direction, although they have no other psionic abilities. Since they are noncorporeal, apparitions can travel directly to their intended destination without being hindered by clumsy physical barriers such as locked doors.

The apparition is not able to physically attack its victim. Rather, it uses an improved form of *suggestion*, an innate ability, to convince the victim that he/she is being strangled by its bony claws. There is no need to make an attack roll for this attack. Victims must make an Intelligence check at −4 to disbelieve, even if they are aware that they are being attacked by an apparition. A successful check means that the victim cannot thenceforth be harmed by that particular apparition. A failure means the victim must make a Constitution check: success means the victim flees as though affected by a *fear* spell for 1-4 rounds (during which time the apparition may attack again); failure means the victim has been literally "scared to death." The victim will immediately die of fright, unless a *remove fear* spell is cast upon him/her in the same round as the attack. *Protection from evil* or *protection from evil, 10' radius* spells already in effect at the time of the attack will assure a successful Constitution check. If the slain victim's life is restored, he/she will forever after automatically fail his/her Intelligence roll to disbelieve. However, if a slain victim is not restored to life within 24 hours, he/she will rise as an apparition 2-8 hours later.

Apparitions can be attacked on the Prime Material Plane only during the one melee round it takes them to attack their victim. Only magical or silver weapons can affect the apparition in this form. On its home plane, it can be attacked normally. The apparition has an AC of 5 on the Ethereal Plane.

An apparition can be turned by a cleric as though it were a spectre or 8 HD undead creature.

Habitat/Society: Apparitions have no structured society, although newly-created apparitions will often stay close to the apparition which killed them until they adjust to their new circumstances. They do not build dwellings, nor do they have lairs, as they have no need of either sleep or sustenance. Any incidental treasure they may have found is generally left at the scene of combat.

Ecology: An apparition which is "killed" on the Prime Material Plane will reform on the Ethereal Plane in 5-8 days, and will seek out its killer as soon as it is able. Only by killing it on its home plane can it be truly destroyed.

Victims who are left by their party to become apparitions will often (80%) seek out the surviving members of their band in an attempt to inflict the same fate on them.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E (O, V)
ALIGNMENT:	Chaotic neutral (good)
NO. APPEARING:	5-50
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (5-6' tall)
MORALE:	Steady (11)
XP VALUE:	175
Sword:	975
Umbra:	975
Clan leader:	3,000



The Aperusa are wildspace gypsies. They are a swarthy, nimble, handsome folk who dress in colorful silks and lots of jewelry. For all intents and purposes, they act like groundling gypsies, though no one knows whether the Aperusa are groundling gypsies who somehow made it into space, or spacefarers who met gypsies and chose to imitate them. Like other gypsies, the Aperusa are silent about their origins, and they resent intrusions into their pasts. This fanatical concealment of their past overrides even their love for money and "stuff."

These fun-loving folk wander wildspace in brightly painted, slapdash spelljammers. The Aperusa salvage wrecks, run confidence games, engage in petty thievery, and tell fortunes. They speak their own secret tongue, as well as Thieves' Cant and Common.

Combat: Treat most Aperusa as 1st-level thieves, their thief skills modified by appropriate Dexterity bonuses.

Any Aperusa quickly points out that they are lovers, not fighters. They pursue wealth and fun, not combat and its result, pain. They gladly let others fight their battles for them; in fact, the Aperusa reward their benefactors by selling them healing balms—at bargain prices!

If combat is inevitable, the Aperusa try to delay fighting until they get the advantage. They defend themselves with short swords and main-gauches (40%), daggers and slings (30%), rapiers (20%), or longswords (10%). They wear no armor, trusting their tough skin and high Dexterities. Some (20%) wear *protection* rings and cloaks, or *bracers of defense*.

Every Aperusa can feign death once per day, usually after taking a small flesh wound, or falling and pretending to hit his head. After the foe leaves the fight, the Aperusa plot a rematch, making sure the assailants won't know what hit them.

Aperusa are slightly magic-resistant and 75% immune to all detection spells. Their minds cannot be read, and they cannot have psionic abilities. Furthermore, due to their hearty nature and constant exposure to wildspace, Aperusa have learned to use very little air. Their bodies retain enough air to let them breathe for 2d10 days.

Habitat/Society: Aperusa, not aggressive overall, give the responsibility of fighting and spying to two groups.

The first, Blades, are accomplished warriors, with saving throws and abilities of 5th-level fighters, along with the normal Aperusa thieving skills (also 5th-level). In addition, Blades can cast spells as a 5th-level bard. Thus Blades can power the helm of a spelljammer. Blades are responsible for strategy and tactics for their clans. Only males can be Blades.

The second group, the Umbra, are spies who infiltrate other races to gather information, scout, and (rarely) assassinate a powerful enemy. Umbra are 5th-level thieves and have the spell abilities of a 5th-level bard. Males and females can be Umbra. In rare cases, some races hire Umbra to carry out spy missions. The Umbra usually cannot resist pilfering a few things for themselves, and they usually get caught.

Clans: For every 10 Aperusa there are two Blades and one Umbra. (Blades and Umbras look like normal Aperusa.) Twenty or more adult Aparusa make up a familial clan, led by a matriarch or patriarch (or both) of 10th level—the eldest male and his wife. The clan includes 2d6 children who have the skills of 1st-level thieves, the first skills taught to them. Aperusan clan surnames have a distinctly wildspace flavor. The best known clans are the Wildjammers, Phlogestos, and the Astralusians.

Clan leaders, called Beloved Grandfather and Beloved Grandmother, are either Blades or Umbras, with appropriate abilities at 10th level. A leader usually has at least one protective magical item, often a symbol of authority. Clan leaders do not enter combat, though in direst emergencies they can summon a constellate (q.v.) once per year to fight for their clans. The leader permanently loses 1 hp for each summoning.

If the Grandfather dies, his widow rules the clan, but she may never remarry. If the Grandmother dies instead, the Grandfather may remarry. Aperusans are monogamous.

Culture: Aperusan culture is thoroughly sexist. Males, considered the brains and brawn of the clan, make all decisions, enjoy the most freedom, and take the best loot found. Females, besides

bearing children, doing domestic duties, and tending the sick and wounded, serve the clan in "glamorous" roles like fortunetellers, bait for scam victims, and dancers.

Truly motivated women can become Umbras, though such women still must obey orders from any adult male. Males view non-Aperusan women no better. They especially enjoy taking advantage of women who think the gypsy life "romantic."

The Aperusa have no single faith; rather, in an effort not to offend or slight any patron whose good graces may someday be needed, they worship whoever seems most impressive at the moment. If an Aperusa is healed by a cleric of Ptah, for instance, the whole clan will be impressed and undergo a mass conversion. Everyone sings and chants to Ptah, wears Ptah's symbols, and swears eternal loyalty to Ptah. This lasts until a cleric of another patron performs a similar feat the following week, whereupon the Aperusa undergo mass conversion and swear to follow the new patron until the end of time.

Aperusa clans excel at making loaded dice, decks of cards (normal and marked), and small melee weapons such as daggers, knives, darts, and mains-gauche.

Ecology: The Aperusa help keep wildspace tidy, because they wander space collecting salvage. They are notorious packrats, for they never know what debris may be in demand.

Inquiries about an Aperusan homeworld are usually greeted with, "What's a homeworld?" Still, some scholars and shamefully optimistic adventurers insist the homeworld exists and is cluttered with treasures that all Aperusa clans give as tribute to the sovereign "King and Queen of the Aperusa."

Proponents of the homeworld theory each point to one solid piece of evidence: star maps that show the location of the Aperusa homeworld. Of course, the maps were bought from the Aperusa. Of course, no two maps are alike. Of course.

Relations With Other Races

Because of the Aperusa's troublemaking, many other races do not get along with them. The Aperusa act blissfully unaware of this enmity, wonder what all the fuss is about, feign an innocent air, and languidly dismiss tales of Aperusa cunning and trickery. Their most quoted expression is "Who, us?"

The dohwar (q.v.) hate the Aperusa, for the gypsies are immune to the dohwar's mind-reading abilities. Even worse, the Aperusa are flooding the market with their own cheap goods and services, offering more competition to the dohwar, who are already exhausted trying to keep up with the Arcane. Thus most dohwar, in sheer frustration, lash out at the Aperusa or run them over with a space swine (q.v.).

Aperusa adore the reigar. Though the feelings are not mutual, the reigar do not dislike the Aperusa, preferring to judge them on an individual basis. The Giff tolerate the gypsies, who hire them often. Only the Arcane truly frighten the Aperusa; the Arcane are just too strange for their taste. On the other hand, the Arcane have no qualms about dealing with the Aperusa.

Tinker gnomes and the Aperusa like each other. Lots of trading goes on at their rioutous parties, since the gnomes love the slapdash Vagabond ships (see below), and the gypsies enjoy gnomish inventions.

Aperusan Characters

Aperusan characteristics are generated as humans, but Dexterity, Constitution, and Charisma must be at least 15.

Adult male Aperusans usually have the Land-riding, Gaming, Appraisal, and Tumbling non-weapon proficiencies. Females usually have Cooking, Dancing, Fortunetelling, and Healing. Blades have Blind-fighting, Endurance, Running, and Weaponsmithing. Umbras have Disguise, Read Lips, Information Gathering, and Observation. Beloved Grandmothers learn Herbalism, Astrology, and Spellcraft.

Clan members are fiercely loyal, first to their nuclear family, then to their clan, and finally to their race. Though not usually literate, the Aperusa have their oral history and traditions. Like true salvage experts, they borrow and incorporate and pieces of other cultures.

Though unpredictable, the Aperusa almost never hurt anyone unless they are hurt first. But vendettas against particularly harsh enemies are not unheard of. Aperusa have long memories. Still, the Aperusa are content to wander the stars, collecting the living that they feel that the multiverse owes them. Even so, their thefts and con games are small operations. Since they know what it is to lack things at times, Aperusa do not pull scams on poor, starving folk. Unfortunately, not many sailors of wildspace are poor, so the gypsies have no qualms about robbing or swindling spelljammers.

The Aperusa Vagabond

Built by:	Aperusa	**Armor Rating:**	7
Used primarily by:	Aperusa	**Saves as:**	Thick wood
Tonnage:	30 tons	**Power Type:**	Minor helm
Hull Points:	30	**Ship's Rating:**	5
Crew:	10/40	**Standard Armament:**	None
Maneuver. Class:	E	**Cargo:**	15 tons
Landing—Land:	Yes	**Keel Length:**	90′
Landing—Water:	No	**Beam Length:**	20′

The Vagabond is an assorted collection of parts from other vessels, usually attached to a wooden hull. The ships are asymmetrical nightmares, but they work. Vagabonds are painted in bright, clashing colors, with multi-colored banners hanging from masts that seem to have no apparent function. They are unarmed. Each clan has its own ship, though some large clans require two or more ships.

The shadow elves or Arak, also known as the fey, are a race of sylvan creatures who live in the Shadow Rift. The true nature of the Arak has long been a subject of much debate. Although many travelers call these strange beings "drow," a term imported from Toril and Oerth, this is not accurate. The inhabitants of Arak are no kin to the dark elves and in fact are not elves at all but children of the mysterious Demiplane of Shadow. Throughout this product the terms "Arak," "shadow elf," and "fey" are used interchangeably.

The Shadow Rift

The Shadow Rift is a strange and fantastic place that stands like a gaping wound in the center of Ravenloft's Core, a mystery to all outsiders. It acts as a counterpart to the Border Ethereal, which insulates Ravenloft from the Ethereal Plane. The Rift serves as the membrane between the Demiplane of Dread and the Demiplane of Shadow. Thus, while still a part of the Land of Mists, it has much in common with the dark regions of shadow.

Characteristics

The Arak are a diverse people who run the gamut of the ethical spectrum, ranging from good to evil and lawful to chaotic. They are divided into two main power groups, the Seelie Court (primarily neutral) and the Unseelie Court (primarily evil). Most Arak belong to one of the so-called Nine Breeds: alven, brag, fir, muryan, portune, powrie, shee, sith, and teg. While each breed is unique and has its own traditions and beliefs, all Arak have a few common characteristics.

The Law of Arak: All shadow elves honor the great fallen leader whose name they took, Arak the Erlking, making periodic pilgrimages to his tomb. The Law of Arak states that no shadow elf will deliberately kill another; those who break this law are shunned and driven into exile. The fey also honor Arak's children, Loht the Prince of Shadows (ruler of the Unseelie Court) and Maeve the Faerie Queen (ruler of the Seelie Court) and will obey the direct commands of one, even if their allegiance is given to the other. All Arak hate and fear Gwydion, their former master, to such an extent that they find Ravenloft less dreadful than the home they fled to reach here.

Mischief: All Arak have keen senses of humor and are prone to make mischief from time to time. The form this humor takes depends on the personality of the individual, ranging from harmless practical jokes to dangerous and even deadly. The type of Arak involved is also relevant: For example, sith have a morbid sense of humor and portune a very dry wit; shee love to mess with peoples' emotions, while fir have such a strange sense of humor that other fey do not understand it, much less mortals.

Dependence: While the Arak have adapted well to their new home, they remain unaccustomed to the ways of humans. As such, they watch the affairs abovegrcund with great interest. The long centuries bring with them a sense of unendurable boredom and sameness, which the fey often seek to escape by amusing themselves through interacting with short-lived unpredictable mortals.

In addition to watching men, the shadow elves often raid their homes and villages for supplies, tools, and other things. These raids are seldom violent in nature; they generally involve sneaking into a place and stealing what is needed in the dead of night. Good fey often try to pay for what they have taken, leaving behind a gem or repairing something. Evil Arak, on the other hand, often make mischief to cover their crimes.

Secret Names: All shadow elves have two names, a common one that they use in daily life and a secret one that they use only with their closest friends. Using a shadow elf's secret name when casting a spell on him or her imposes a –2 penalty on the fey's saving throw. Finding out a shadow elf's secret name is a difficult task, one that often requires an adventure in and of itself. Powerful spells, like *wish* and *limited wish* might reveal an Arak's true name, but any such attempt must overcome the creature's natural magic resistance. Naturally, the shadow elf in question will do all it can to prevent knowledge of its true name from spreading.

Changelings: When the Arak come upon mortals who particularly fascinate them, they often take their shadows back into the Shadow Rift and transform them into changelings. Changelings have no desire to leave the realm of shadows and retain little of their self-will, although their ability in the practice of their craft greatly magnifies. In the domains of Tepest and Nova Vaasa, the physical bodies that are left behind are said to have been "elf-shot," which is also used to describe someone prone to daydreaming or inattentiveness.

Shadow elves cannot create a changeling unless the participant gives his or her consent through eating faerie food. It is worth noting that almost all Arak believe they are doing these folk a favor by transforming them and cannot understand why anyone would pass up the chance to leave their dull, brief mortal lives behind to come and live with the shadow elves. They look upon the process as a means of making a master craftsman even more skillful. While this is certainly true, the cost generally outweighs the benefits.

Longevity: The Arak are an incredibly long-lived, if not immortal, race. Loht and his sister Maeve are over five thousand years old, and the oldest known shadow elf is nearly three times that age. They do not age or die of natural causes, although they can be killed by violence. The longevity of the shadow elf race affects their culture in many ways, as might be expected. The most important of these is the attitude of Arak to marriage and children. Arak do not mate for life, although a shadow elf union may last for several centuries. An Arak couple usually has about one child each century. Arak also often take human lovers, and these arrangements are similarly temporary.

Heredity: The race of shadow elves ranges from tiny faerielike creatures like the alven and powrie to the sith and shee, who are as tall or taller than the average man. Children need not be of the same type as the parent, as a fey's appearance is determined by its personality and not the other way around. Thus, for example, a teg might give birth to a child who as she grows comes to resemble, and eventually become, a powrie, sith, or shee.

Arak, Alven



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Flowers, nectar
INTELLIGENCE:	High (13–14)
TREASURE:	Q
ALIGNMENT:	Chaotic good
NO. APPEARING:	2d4
ARMOR CLASS::	2
MOVEMENT:	9, Fl 15 (A)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 point
SPECIAL ATTACKS:	Spells (3/3/1), wing dance (enthralls or cause blindness and deafness)
SPECIAL DEFENSES:	+3 or better magical weapon to hit; immune to stone weapons, electricity, and lightning
MAGIC RESISTANCE:	75%
SIZE:	T (1′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	1,400

The alven are a diminutive race of winged Arak easily mistaken for fairies, pixies, and other such creatures. They are fond of flowers and plants, having great skill as farmers and gardeners.

Adult alven stand between ten and fourteen inches in height and have butterflylike wings. Their skin is a leafy green in color, and their bright orange hair has earned them the nicknames "carrot-tops" and "fire flits." Alven favor light, silky clothes made from spider's silk, which they dye shades of orange and green.

Alven have the ability to change themselves into both bumblebees and butterflies (most prefer the latter). They can spend up to twelve hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period. When encountered, they are often found cavorting in butterfly-form.

The alven speak the language of all shadow elves, although they do so with a sing-song lilt. Their voices are soft and high-pitched, so listeners must pay close attention.

Combat: These tiny creatures avoid physical combat whenever possible. When called upon to defend themselves, they generally rely on their magical abilities. If someone actually gets close enough to attack, alven employ pinlike daggers and swords that inflict one point of damage per attack.

Alven cast spells of the plant sphere as if they were 5th-level clerics.

When called upon to defend themselves, alven flit about in apparently random patterns, dodging and interweaving. Anyone who looks upon this "wing dance" must make two saving throws vs. spell. Failure of the first leaves the viewer *enthralled*, as per the spell. Failure of the second causes him or her to be instantly stricken both deaf and blind (as per the spells *deafness* and *blindness*).

Only cold-wrought iron weapons or those of +3 or greater enchantment can harm fire flits. Also, they are immune to stone weapons (including obsidian), even if magical, and to lightning or electricity-based attacks.

Exposure to direct sunlight is harmful to the alven, whatever their form. Each round that an alven is exposed to direct sunlight, it suffers one point of damage, first its wings and then its skin burning and crackling. If the light is filtered, as on a cloudy or overcast day, the damage slows to one point per turn.

The natural affinity that alven have for flowers, plants, and other growing things gives them the ability to travel freely and easily from place to place, actually being guided by the flora around them. When in such surroundings, these creatures act as if using a *find the path* spell. (This ability does not function in places devoid of plant life.) Alven also have superior infravision (120 feet) and keen senses of smell that enable them to detect invisible creatures within 120 feet.

Habitat/Society: The alven live in underground warrens beneath beautiful gardens or fields of wildflowers. They are vigilant defenders of their homes, quickly lashing out at those who pick the flowers without permission or damage their plants. It is said the best way to make friends with an alven is to compliment its garden or leave a gift of seeds. Presenting an alven with cut flowers, however, is insulting and sure to draw its wrath.

Ecology: Alven tend to the gardens and groves of the Arak. They specialize in night-blooming plants but are fond of all manner of growing things. The alven sometimes visit mortal realms to examine their gardens and hone their horticultural skills. If they find a person with an exceptionally green thumb, they may take him or her back to the Shadow Rift and transform him or her into a changeling.

Arak, Brag

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Vegetarian (grains)
INTELLIGENCE:	High (13–14)
TREASURE:	Q
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	2d6
ARMOR CLASS::	4
MOVEMENT:	12 (2-legged) or 18 (4-legged)
HIT DICE:	4
THAC0:	16
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+1 (fist or hoof)
SPECIAL ATTACKS:	Spells (4/2/1), sleep, delusion
SPECIAL DEFENSES:	+2 or better magical weapon to hit; immune to wooden weapons, cold, and ice magic
MAGIC RESISTANCE:	30%
SIZE:	S (3′ tall)
MORALE:	Average (8–10)
XP VALUE:	3,000



Brag are a wild-eyed race of Arak who are fond of hard work, amusing tales, and skill in carpentry, stonework, and other such crafts.

Mature brag stand between thirty and thirty-six inches in height but are less stout and muscular as dwarves. Their hair, eyes, and fingernails are all a deep black, although their skin is an almost albino white. Brag wear their hair back in long tails that look very much like the mane of a horse. Most brag clothing is white, especially the kerchiefs they tie about their heads like caps.

Brag have the ability to change themselves into ponies. They can spend up to twelve hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period.

The brag speak their own language, which consists of nickering and snorting. They are skilled engineers and love to carry on very technical conversations about such matters as stoneworking, engineering, architecture, and the like.

Combat: Although fairly small in stature, brag are feisty and stubborn. They are not opposed to physical violence when needed and even enjoy wrestling and similar tests of strength. When brag enter into combat they either punch with their fists or turn into pony form and lash out with their hooves. Anyone struck in melee by a brag's fist or hoof must save vs. spell or suffer the delusion that he or she is a horse (the hero walks on all fours and makes all attacks with his or her "hooves"); the character is allowed a new saving throw each day at a cumulative –1 penalty.

Like all races of Arak, the brag have magical abilities and can cast spells from the abjuration school as if they were 5th-level mages.

The piercing black eyes of a brag can have a most distressing effect on mortals. If the Arak desires it, any human or demihuman who meets the gaze of a brag must make a successful saving throw vs. spell or suffer the effects of a *sleep* spell (normal resistance still applies).

Only leather weapons (such as whips) or those of +2 or greater enchantment can harm brag. They are altogether immune to wooden weapons, even if magical, and to cold or ice-based attacks.

Exposure to direct sunlight is harmful to brag in either form. Each round that a brag is exposed to direct sunlight, it suffers two points of damage, its skin burning and crackling. If the light is filtered, as on a cloudy or overcast day, the damage slows to two points per turn.

Brag are skilled climbers, a talent very useful in their role as laborers and builders. Because of this, they are able to climb walls per the thief skill, with a 75% chance of success. Brag also have superior infravision (120 feet).

Habitat/Society: The brag live in whitewashed cottages made from stone, with an adjoining structure that serves as a workshop for the family group. Cairns often mark the boundaries of a brag's property, although low stone fences are not uncommon. All brag stonework is unmortered. The best way to befriend a brag is to show it an architectural secret it did not know before—for example, how a flying buttress works. They reward their friends with very potent brag ale.

Ecology: The brag are a race of builders and laborers. In the regions around the Shadow Rift, especially in Tepest, a difficult task (like a barn-raising) is described as brag-work.

The brag occasionally make forays into human villages to steal tools or building supplies. If these things are easy to obtain, they simply take them and leave. If they are locked away and difficult to get at, the brag ransack the place. Sometimes they scrutinize buildings under construction, either aiding or hindering the work depending on their respect (or lack of it) for the workmanship. Many a dependable craftsman has left a job half-finished at nightfall, only to find it finished at sunrise.

On occasion, a clan of brag capture a human carpenter or builder who has shown himself or herself to be of exceptional skill. Such folk are brought into the Shadow Rift and made into changelings.



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Q
ALIGNMENT:	Neutral good
NO. APPEARING:	2d6
ARMOR CLASS::	4
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 (fingers)
SPECIAL ATTACKS:	Spells (4/2/1), charm, confusion, mechanical devices
SPECIAL DEFENSES:	+2 or better magical weapon to hit; immune to stone weapons, cold, and ice
MAGIC RESISTANCE:	30%
SIZE:	S (3′ tall)
MORALE:	Average (8–10)
XP VALUE:	3,000

The fir are a clever, cunning breed who are fascinated by clockwork, machinery, and other works of precision and engineering. They are tinkers and inventors who delight in fine work and quality craftsmanship.

In their humanoid form, fir are a slender, almost spritelike race of Arak with very, very long fingers so thin that they taper almost to needle-like points. They are noted for their wide intelligent eyes, pale skin, and long silver hair. Fir dress in various shades of purple, ranging from indigo to violet.

Fir have the ability to change themselves into hedgehogs. They can spend up to twelve hours a day in this form, changing back and forth at will, so long as they do not exceed the total duration in any twenty-four hour period.

The fir are fluent in the common language of all Arak. They tend to speak in long, flowery prose, especially when discussing craftsmanship and inventions.

Combat: Fir are not skilled warriors, having almost no interest in warfare or battle (although they are fascinated by catapults and other engines of war). When forced to enter battle, they stab with their long pointed fingers for 1d4+1 points of damage. Usually, however, they either rely on others to protect them or else use small mechanical devices (small clockwork men, wind-up attack birds, booby traps, and the like) to occupy their attackers while they escape. None of these devices, if captured, works for anyone but the fir.

A fir's conversation is often defense enough. Anyone listening to one go on and on about some projected design must successfully save vs. spell or suffer *confusion* as per the spell. (The DM is encouraged to roleplay this effect by babbling on and on disjointedly.)

The eyes of a fir constantly sparkle and twinkle with magical light. In most cases, this is merely a fascinating characteristic to observe. When the fir wishes, however, the glint in its eye can *charm person* (per the spell) in order to ensure a captive audience. Anyone who meets the fir's gaze must make a successful saving throw vs. spell to avoid its effects. A character so charmed will be forced to endure hour after hour of the fir's excruciatingly detailed description of some clockwork project the fir has not yet quite perfected.

In addition, fir can cast spells of the creation and guardian spheres as 5th-level clerics.

Only tin weapons or those with a +2 or greater enchantment can harm fir. Also, they are immune to stone weapons, even if magical, and cold- or ice-based attacks.

Fir are quite sensitive to direct sunlight. Each round of exposure causes it to suffer two points of damage, its skin burning and crackling while it wails in agony. If the light is filtered, as on a cloudy or overcast day, the damage slows to two points per turn.

The fir are a breed of skilled craftsmen, able to easily repair complex devices like clocks and watches. They sometimes create clockwork men to aid them in their work by lifting and carrying; these typically are made of brass and have AC 5 and 2 HD. Fir also have superior infravision (120 feet), and their nimble fingers give them a 75% chance to pick pockets.

Habitat/Society: Fir live in homes made of many small, multi-level compartments, each littered with tools, gears, and diagrams. Typically these dwellings are in hollowed-out trees or in underground cavern complexes. They are always very well-hidden (90% camouflage).

Fir alternate between two states; an intent working phase when they labor nonstop and a ruminating stage when they meditate on their next project.

Ecology: Fir will eat almost anything. When working, they rarely notice what it is and may skip meals for days at a time. When in meditative mode, they prefer slugs above all else but will also eat grubs, worms, bugs, and other such small fry.

From time to time, a fir will make its way into the mortal lands in hopes of stealing small devices, tools, or parts. If these expeditions bring to their attention a craftsman of unusual talent, he or she may be brought back to the Shadow Rift and made into a changeling.

Arak, Muryan (Dancing Men)

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Q
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d4
ARMOR CLASS::	2
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (by weapon)
SPECIAL ATTACKS:	Spells (4/2/1), dance, slow, deafness, blindness
SPECIAL DEFENSES:	+1 or better magical weapon to hit; immune to wooden weapons, lightning, and electricity
MAGIC RESISTANCE:	15%
SIZE:	M (5′ tall)
MORALE:	Fanatic (17)
XP VALUE:	5,000



Muryan are the warriors of Arak society. Both violent and aggressive, these creatures are known both for the bloodthirsty, berserk rages that overtake them in battle and the smooth grace in which they conduct them.

A muryan stands as tall as a man, with the finely muscled limbs of an athlete. They are often clad in gray cloaks and kilts and have wild hair that tangles and coils about their head almost like the asps of a medusa. No muryan is ever seen without a weapon on his or her person or close at hand.

Muryan have the ability to change themselves into ferrets. They can spend up to three hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period.

The muryan are a tight-lipped folk, although they speak the language of the shadow elves as well as any other breed of Arak. In battle, the Dancing Men sometimes hum pleasantly, a trait which can unnerve their enemies.

Combat: Muryan are quick to enter battle, although they do not do so needlessly. When attacking, they depend upon wickedly-curving scimitars and slender long bows, both of which inflict 1d6 points of damage. Muryan depend more upon ferocity in combat than tactics.

Anyone struck by the muryan in melee must make two saving throws vs. spell. Failure of the first causes the hero to begin to "dance," suffering a –4 penalty to attack rolls and Armor Class. Often the muryan will match its movements to those of its battle-partner in an eerie dance of death. Failure of the second causes the person struck to be struck blind, as if targeted by a *blindness* spell.

In addition, anyone within 30 feet of a fighting muryan must make two more saving throws vs. spell. Failure of the first causes that character to be *slowed* for the duration of the combat, while failing the second renders the target deaf, as if struck by a *deafness* spell.

These abilities, plus their undoubted battle-prowess, make the Dancing Men terrible foes indeed, from whom more than one battle-hardened adventurer has fled at second sight. If this were not enough, muryan can cast spells from the school of invocation/evocation as 5th-level mages.

Only mithral weapons or those with a +1 or greater enchantment can harm muryan; they are immune to wooden weapons, even if magical, and to lightning- or electricity-based attacks.

Exposure to direct sunlight is very harmful to the muryan in either form. When a dancing man is exposed to direct sunlight, he or she must successfully save vs. spell or begin to thrash about wildly, suffering three points of damage per round as its hair burns and its skin smolders and crackles. If the light is filtered, as on a cloudy or overcast day, the damage slows to three points per turn.

Because of their knowledge of traps and ambushes, the muryan have mastered the ability to find and remove traps (per thief ability) with a 75% chance of success. Muryan also have superior infravision (120 feet).

Habitat/Society: The muryan are quick to attack if they see a chance to hone their battle-skills. They care little for the rules of war that humans seem to be fond of and often adopt tactics that human generals consider barbaric or uncivilized. They respect worthy opponents, however, and may hold back in combat in order to study their foe's tactics and technique.

Ecology: Muryan are eerily graceful in battle, striking with extreme grace and deadly intent. When a warrior of great skill is defeated in battle, he or she may be spared so that the hero can be taken back to the Shadow Rift and made into a changeling.

Arak, Portune



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Q
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS::	–2
MOVEMENT:	3
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 + special
SPECIAL ATTACKS:	Spells (3/3/1), fumble, mortifying wound
SPECIAL DEFENSES:	+3 or better magical weapon to hit; immune to wooden weapons, heat, and fire
MAGIC RESISTANCE:	45%
SIZE:	T (6″ tall)
MORALE:	Unreliable (2–4)
XP VALUE:	3,000

The portune are a somber and scholarly breed of shadow elf who practice medicine and healing. They are skilled alchemists, a trait that carries over and makes them fine cooks, masterful vintners, and excellent herbalists. Portune are especially fond of clever wordplay.

They very rarely take their humanoid forms, but when they do portune are tiny black-skinned creatures with mothlike wings who never stand more than six inches in height. They have white hair, white eyes devoid of irises or pupils, and slender fingers.

Portune spend most of their time in animal form, either as turtles (the males) or asps (the females). They can remain in these forms for as long as they want, sometimes not resuming their true shapes for years.

Portune speak the common language of all the Arak, but because of their interest in word games and languages odd quirks they also tend to speak at least a little bit of a dozen or more other languages, from the arcane to the mundane.

Combat: Portune dislike violence, no doubt because of their role as healers, and usually withdraw if threatened. Still, when forced to defend themselves, they can deliver small bites that do not heal, even with the application of clerical spells; only a *wish*, or the ministrations of the portune who inflicted the injury, will close the wound. In addition, anyone attacking a portune must successfully save vs. spell or suffer the effects of a *fumble*.

Portune can cast spells of the healing sphere as if they were 5th-level clerics.

Only copper weapons or those of +3 or greater enchantment can harm a portune. Also, they are immune to wooden weapons, even if magical, and to heat or fire-based attacks.

Exposure to direct sunlight is harmful to the portune in either form. A portune exposed to direct sunlight suffers one point of damage every other round, its shell or scales smoldering. If the light is filtered, as on a cloudy or overcast day, the damage slows to one point every other turn.

All portune are skilled herbalists, a talent that enables them to detect poisons (as per the spell of that name) with a 75% chance of success. In addition, they have great knowledge of medicinal plants and can cure almost any disease or condition, including poisoning. (The males carry these herbs with them in or on their shells, the females stash them nearby where they can be quickly fetched if needed.) Portune have poor vision and infravision but very keen hearing.

Habitat/Society: The portune are wanderers who may be encountered in almost any terrain as they pursue various "research projects." They tend to make their homes in marshy regions where many of the strange and interesting plants and fungi they work with can be readily gathered. They dig small burrows in small patches of higher ground, often concealed by clusters of cattails. A portune home is likely to have a nest of friendly vipers nearby, acting both as protectors and a source of (medicinal) venom.

Ecology: Portune are compassionate people who do not like to see others suffer. When they find wounded humans and demihumans, they always pause to do what they can for them. They occasionally make forays into human lands on one of their research projects or to study human medicine. If a skilled healer comes to their attention, they may take up residence in his or her home to study this mortal's craft. If they are impressed, the fir may either teach him or her some herblore or bring the person back to the Shadow Rift to become a changeling.

Arak, Powrie (Redcaps)

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d4
ARMOR CLASS::	2
MOVEMENT:	9, fly 15 (A)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 point (dagger) or 1d4 (bite)
SPECIAL ATTACKS:	Spells (4/2/1), fear, backstab, shriek
SPECIAL DEFENSES:	+3 or better magical weapon to hit; immune to steel weapons, electricity, and lightning
MAGIC RESISTANCE:	45%
SIZE:	T (1′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	5,000



The powrie are evil and sinister creatures who delight in violence, murder, and cruel torture. Skillful assassins and masterful spies, they prosper in the Shadow Rift under the rule of Loht, acting as his eyes and ears.

Powrie are a spritelike race with wiry beards, feral teeth, and snakelike eyes. They have wasplike wings and wear caps dyed red with the blood of past victims. Most powrie wear scarlet or crimson tunics and long sashes that can be used as strangling cords or garrotes.

Powrie have the ability to change themselves into red wasps, hornets, or any other similar small flying, stinging insect (dirt dobbers, ichneumon wasp, etc.). They can spend up to three hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period.

Powrie are insulting and offensive, even to their allies. For that reason, those of foul temperament are often said to have the voice of a powrie or a red tongue.

Combat: The powrie love violence and mayhem, using keen-edged daggers that inflict one point of damage or biting with their needlelike teeth for 1d4 points of damage. Anyone bit by a powrie must make a successful saving throw vs. poison or go blind (per the *blindness* spell). The powrie can also emit a high-pitched shriek, causing all within thirty feet to make a successful saving throw vs. spell or go deaf (per the *deafness* spell).

The mouth of a powrie is filled with needlelike teeth that give it a most menacing countenance. In battle, these creatures can contort their features into a maniacal grin before opening their mouths impossibly wide, requiring anyone within thirty feet who sees this to successfully save vs. spell or suffer the effects of a *fear* spell.

Powrie can cast spells from the illusion/phantasm school as 5th-level mages.

Only platinum weapons or those of +3 or greater enchantment can harm powrie. They are immune to steel weapons (which includes most normal weapons), even if magical, and lightning or electricity-based attacks.

Exposure to direct sunlight is harmful to the powrie in either form. Each round that a redcap is exposed to direct sunlight, it suffers one point of damage, its skin burning and crackling. If the light is filtered, as on a cloudy or overcast day, the damage slows to one point per turn.

Powrie are skilled assassins and have mastered the thief's ability to backstab, performing this action as 5th-level thieves and inflicting triple damage when successful. Because of the diminutive size of their weapons, they always backstab with blades treated with type-O poison. Powrie also have superior infravision (120 feet).

Habitat/Society: The powrie live in small paper houses much like large wasp nests. They enter and exit these dwellings through small holes, requiring them to assume insect form. The inside of a powrie nest is cluttered with souvenirs from the bodies of their victims.

Ecology: The powrie are deadly predators who are relentless in their attacks, allowing nothing to stop them.

From time to time, the powrie come upon a particularly despicable rogue or mercenary. Should such a character proves himself or herself to be utterly base, he or she is taken back to the Shadow Rift and transformed into a changeling.

Arak, Shee



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS::	6
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (elfshot)
SPECIAL ATTACKS:	Spells (4/3/2/1), charm, fumble
SPECIAL DEFENSES:	+1 or better magical weapon to hit; immune to stone weapons, fire, and heat
MAGIC RESISTANCE:	15%
SIZE:	M (6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	5,000

The shee dominate the Maeve's Seelie Court, and Maeve herself is Princess of the Shee as well as Faerie Queen. They are the most artistic of all the shadow elves, loving music, poetry, and performances of all kind.

The shee stand slightly taller than the average human, although their slender and graceful builds make them weigh far less. They are the fairest of all the fey, with pale hair, amber eyes, and very light, almost milky-white, skin. They wear silky, flowing clothes of medieval or renaissance design, always carefully chosen for best effect.

All shee have the ability to change themselves into birds; they typically choose nightingales or other songbirds, or swans if they have great distances to journey. They can spend up to eight hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period. They never take the forms of owls, birds of prey, or carrion-birds, preferring more elegant avians.

Shee speak the language of the shadow elves, but their voices are always melodious and soft. They never seem to lose their temper or become panicked, always speaking in calm, measured tones.

Combat: Shee do whatever they can to avoid a fight. If pressed into battle, they use slender, rapierlike swords and elegant bows that inflict 1d8 points of damage and force the target to successfully save vs. spell or suffer a *curse*.

The kiss of a shee is highly magical and requires the recipient to make a successful saving throw vs. spell or suffer the effects of a *charm person* spell that is permanent until the shee decides to release his or her victim.

Anyone who directs a melee or missile (but not magical) attack at a shee must make a successful saving throw vs. spell or suffer the influence of a *fumble* spell. Importantly, this ability takes effect before determining the attack's success.

Shee are experts at enchantments of all types and can cast enchantment/charm spells as if they were 7th-level mages. Targets of these spells suffer a –2 penalty to their saving throws.

Only lead weapons or those of +1 or greater enchantment can harm shee. Also, they are immune to stone weapons, even if magical, and heat- or fire-based attacks.

Exposure to direct sunlight is harmful to the shee in either avian or humanoid form. Each round that a shee is exposed to direct sunlight, he or she suffers three points of damage, his or her flawless skin or well-preened feathers burning and crackling. If the light is filtered, as on a cloudy or overcast day, the damage slows to three points per turn.

The shee are masterful storytellers and serve as the keepers of history and lore for the Arak. As such, they have a vast store of knowledge to draw on. Thus, a shee has a 75% chance to know something about any given person, place, or object found in the Shadow Rift or its neighboring domains. Shee also have superior infravision (120 feet).

Habitat/Society: The shee are often perceived as singers and entertainers, but their role in Arak culture is actually more important than that. The shee serve as the keepers of shadow elf history and lore, a role they fell into during the centuries that their race served under the dark sorcerer-fiend Gwydion.

Shee generally make their homes at hearts of oak copses. These places are always brightly lit, elegantly furnished, and stocked with scrolls, books, and other valuable records of history and lore, plus at least one musical instrument.

Ecology: The shee often travel in the lands of mortals, hoping to hear stories and songs to bring back to their people. More than any other Arak, shee are fond of humans and indeed often take mortal lovers. Indeed, on rare occasions they have even married humans.

When the shee meet a particularly enthralling storyteller, they may bring him or her back to the Shadow Rift and transform him or her into a changeling.

Arak, Sith

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Q
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d6
ARMOR CLASS::	0
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/1d8 (needle-sharp rapier)
SPECIAL ATTACKS:	Spells (4/3/2/1), gaze, fear aura
SPECIAL DEFENSES:	Parry, +1 or better magical weapon to hit, immune to steel weapons, fire, and heat
MAGIC RESISTANCE:	30%
SIZE:	M (6′ tall)
MORALE:	Fearless (19)
XP VALUE:	6,000



Under the rule of Loht, the sith have risen to power and prominence among the fey of the Shadow Rift. Their love of darkness and fascination with death makes them the most sinister of the Arak.

Sith are the tallest of the shadow elves, standing just over six feet in height. They are extremely gaunt, however, and so pale skinned as to look disturbingly like undead but for the smoothness and grace of their movements. Their hair is always pure, snowy white, while their clothes are generally black and somber, highlighted with dark yellow sashes or scarves. Sith are extremely fastidious and always immaculately dressed.

Sith have the ability to change themselves into shadows—not the monsters but perfect replicas of a normal shadow like those cast by player characters. They can stay in this form indefinitely, and of the older sith indeed have so merged with the shadows that they no longer take corporeal form at all.

The sith are able to speak the language of all the shadow elves, of course, but always speak in a quiet, somber whispers. Some find their gentle voices far more disturbing than the shouts of the muryan or powrie. Sith also have a very morbid sense of humor ("graveyard humor") that many find unsettling.

Combat: The sith dislike battles, for they are messy and chaotic affairs. When forced into battle, they can attack with blinding speed, gaining three attacks every round. Any or all of these can be used to parry instead of thrust, with a successful "attack" roll on the sith's part negating a melee or missile attack by an opponent. Sith prefer slender, gentlemanly weapons like sword canes, foils, and rapiers, inflicting 1d8 points of damage per strike.

At will, the sith can radiate a magical aura that imposes images of death on the minds of their enemies. This power affects every living creature within thirty feet, causing them to make immediate fear checks. In addition, the piercing gaze of these unwholesome creatures can break the nerve of anyone who meets their gazes (successfully save vs. spell or suffer the effects of a *fumble* spell).

Sith can cast spells from the school of necromancy as if they were 7th-level mages.

Only silver weapons or those of +1 or greater enchantment can harm sith. Also, they are immune to steel weapons (which includes most normal weapons), even if magical, and to heat- or fire-based attacks.

Exposure to direct sunlight is dangerous to the sith, as for all shadow elves. Each round that a sith is exposed to direct sunlight, he or she suffers three points of damage, the skin literally boiling off the bones. If the light is filtered, as on a cloudy or overcast day, the damage slows to three points per turn.

The sith are a naturally reserved and quiet race. Thus, they have a 75% chance to move silently, as per the thief ability. Sith also have superior infravision (120 feet).

Habitat/Society: The sith dominate the Unseelie Court (and hence Arak society) and serve Loht faithfully. With his backing, they have become the current masters of the Shadow Rift. Needless to say, their macabre bearing and sinister thoughts have begun to taint all aspects of Arak life.

Sith make their solitary homes in neolithic-style chambers inside barrows, sometimes planted round with copses of yew trees. Before inhabiting such a place, however, they must first bury alive a human there, only taking up residence after he or she has expired.

Ecology: Sith have a great respect for the dead and their places of rest, often decorating their homes with bones or remnants of departed friends, foes, or allies. They even pause after battle to bury or otherwise dispose of the bodies of their enemies. They find the powrie lust for death and killing offensive and the teg beneath contempt.

When the sith travel into the mortal lands, they visit places of death and burial. When they come upon someone who has been left alone in the world due to the death of a loved one, they sometimes spirit the grieving one away and make him or her into a changeling.

Arak, Teg



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Q
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d10
ARMOR CLASS::	4
MOVEMENT:	6, burrow 12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (claws or bite)
SPECIAL ATTACKS:	Spells (3/3/1), grab, howl
SPECIAL DEFENSES:	+2 or better magical weapon to hit; immune to wooden weapons, cold, and ice
MAGIC RESISTANCE:	30%
SIZE:	S (3′ tall)
MORALE:	Average (8–10)
XP VALUE:	3,000

The teg are a feral race of shadow elves. They are wild and difficult to control, ever-eager to indulge their own animalistic desires and needs. Teg run wild and are often encountered with foxes and other clever, sly hunting beasts.

The teg are small and slender but not frail by any means. They have long, pointed ears and wide face with foxlike features, large hands with wide-spread, claw-tipped fingers, evil grins that reveal pointed teeth, and the gold-flecked, emerald eyes of a cat. Their clothes are almost always shades of muddy green, which enables them to conceal themselves in the soil or foliage when stalking or when planning an ambush.

Teg have the ability to change themselves into foxes. They can spend up to six hours a day in this form, changing back and forth at will, as long as they do not exceed the total duration in any twenty-four hour period.

The teg are fluent in the common language of all Arak, but seldom speak it, preferring to use their own language of grunts, hisses, howls, and other animal sounds to communicate. Teg can speak freely with any animals normally found in temperate forests and grasslands.

Combat: Teg enjoy hunting more than the actual act of killing. As such, they often play with an enemy before moving in for the kill. When the teg do attack, they spring from cover, biting and clawing for 1d4 points of damage. Their favorite tactic is to burrow up beneath their prey, suddenly seizing an opponent, and then dragging him or her down below the ground where the whole pack can attack the hapless character at once.

As they attack, the teg often howl in exultation. This wild, haunting sound is so unnerving that it causes all those within thirty feet of the creature to make a successful saving throw vs. spell or suffer the effects of a *confusion* spell.

Teg can cast spells from the animal sphere as if they were 5th-level clerics.

Only gold weapons or those with a +2 or greater enchantment can harm teg. They are immune to wooden weapons, even if magical, and to cold- or ice-based attacks.

Exposure to direct sunlight is harmful to the teg, as for all shadow elves. For each round of exposure, the teg suffers two points of damage, its skin burning and crackling. If the light is filtered, as on a cloudy or overcast day, the damage slows to two points per turn.

As skilled hunters, the teg have mastered the ability to hide in shadows (per the thief ability). When they practice this art, they have a 75% chance of success. The teg often use this ability to lie in wait prior to an ambush or the start of a hunt. Teg also have superior infravision (120 feet).

Habitat/Society: Teg make their homes in treetops, using long knotted ropes to ascend and descend from their roosts. Invariably, a fox den can be found at the base of the tree, and the animals who live there are under the charm of the teg.

Ecology: The teg are hunters by nature, stalking animals for meat and hides. They delight in killing, but even more they rejoice in the hunt. The longer a prey eludes them, the greater their joy at the hunt and the deeper their satisfaction when it is at last brought down.

The teg visit the mortal world only for the hunting. When they come across a hunter who lives for the chase and shares their taste for bloodletting, they sometimes bring him or her back to the Shadow Rift and transform him or her into a changeling—if he or she can survive their stalking for an entire night.

Arak, Changeling (Kin)

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Night
DIET:	Faerie food
INTELLIGENCE:	Average (8–10
TREASURE:	Nil
ALIGNMENT:	Neutral or as Arak
NO. APPEARING:	1 or 2d6
ARMOR CLASS::	10
MOVEMENT:	9 or better
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	1 or better
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Varies
SPECIAL DEFENSES:	Immune to *charm* and *hold* spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	35 and up



Changelings are people who have fallen under the spells of the shadow elves. When an Arak creates a changeling, he or she takes the person's shadow, leaving behind the body, which continues to perform its daily duties in an imitation of its former existence. These husks all wear distant, glazed expressions, like sleepwalkers, and their eyes seem remote and dull, showing no spark of intelligence or imagination. In fact, these empty shells will not even defend themselves if attacked. In domains like Tepest and Nova Vaasa, these husks are known by many names; the most common of these are the elf-shot and shadow-reft.

The removed shadow (or changeling) lives on in the Shadow Rift, working to further perfect its craft and serve the Arak. In fact, the changeling is so completely engrossed in its work that it rarely thinks of anything else.

Changelings are drawn from all walks of life, with their dress and mannerisms dictated by their origins. These creatures know any languages that they knew in life, although they speak in flat tones with no hint of emotion.

Combat: Few changelings have any interest or skill in combat, except those transformed by the muryan, teg, or powrie. Most take no action to defend themselves even when attacked. The special abilities of the most common breeds of changelings are presented later in this entry. The numbers are given represent "unaligned" changelings; for those claimed by one of the Nine Breeds, use the ones detailed below as models.

Habitat/Society: Changelings are created by the various races of Arak. While most men and women would consider the transformation into a changeling a curse, the shadow elves view it as a reward.

The process by which a changeling is created robs it of all personality and imagination. Only the characteristics relating to its craft remain unaffected. Because of this removal of all distractions, the quality of a changeling's work exceeds that of a normal human. At the very least, an item created by a changeling is worth three times the value of a similar object made by a master craftsman. A changeling weaponsmith, for example, makes swords so perfect that they are treated as +2 weapons (although they lack any magical enchantment).

Shadow elves cannot create a changeling unless the participant gives his or her consent through willingly eating faerie food. It is worth noting that almost all Arak believe they are doing these folk a favor by transforming them and cannot understand why anyone would pass up the chance to leave their dull, brief mortal lives behind to come and live with the shadow elves. They look upon the process as a means of making a master craftsman even more skillful. While this is certainly true, the cost generally outweighs the benefits.

Ecology: To create a changeling, an Arak must sever the subject's shadow from his or her body. This process requires the subject's consent, which is typically given through eating faerie food. (Tepestani refer to this morsel as "faerie cake.") The mortal need not understand the consequences of this act for it to take effect.

Shortly after someone takes a bite of faerie cake, he or she becomes drowsy and falls asleep. While in this magical slumber, the shadow elf illuminates the area with a magical black candle and sprinkles the body with ebony-colored dust. As the dust drifts down over the sleeping victim, the Arak slices off his or her shadow with a silver sickle and packs it into a small sack.

Before the candle burns down completely (which takes roughly five hours), the freshly harvested shadow must be taken into the Shadow Rift. If the candle is extinguished, either intentionally or through the passing of time, the stolen shadow returns immediately to its owner. While the candle burns, the victim cannot be awakened; only snuffing the flame restores consciousness.

As soon as the shadow is brought across the borders of the Arak kingdom, it assumes the shape of the person from whom it was cut. In that instant, back in the mortal world the candle flame flickers out and the victim's body rises, zombielike, to go about his or her daily affairs. The being that was formerly a mere shadow then comes to life, immediately ready to carry out the instructions of the Arak who carried it into the Shadow Rift. The lot of the changeling is simple enough: It is given the tools of its chosen trade and set to work.

Alvenkin

Changelings created by the alven are inoffensive farmers, gardeners, and horticulturalists. To be sure, the flower beds and groves of the alvenkin are nothing less than miraculous. Alvenkin are not hostile, making no effort to defend themselves or their work.

Bragkin

While the changelings created by the brag are generally strong (the better to shift stonework), they never use their might for anything other than manual labor. Bragkin do the majority of the building and structural repair work in the Shadow Rift. The buildings erected by the bragkin are masterpieces of design, as much works of art as functional structures, and each is an experiment incorporating some new architectural idea.

Firkin

These changelings are skilled craftsmen who tend to all the intricate machinery found in the Arak lands. Timepieces and the like created by the firkin are masterpieces that function reliably and flawlessly. Although the firkin are not suited for combat, they sometime set traps and alarms. These are so skillfully crafted that any person attempting to find or disarm them suffers a –25% penalty to his or her chances of success.

Muryankin

While most of the other changeling races are tame and inoffensive, the muryankin are deadly warriors. While less lethal than the Dancing Men, these berserkers are dangerous foes for the unwary. The muryankin defend the Shadow Rift and guard expeditions into the realms of mankind.

Changeling, Muryankin: AC 5; MV 12; HD 3+2; hp 26; THAC0 17; #AT 2; Dmg 2d4/2d4 (bastard sword) or 1d8/1d8 (spear); SA battle frenzy (+2 on attack and damage rolls); SD immune to *charm* and *hold* spells; SZ M; ML fearless (20); Int average (9); AL CN; XP 270.

Personality: Chaotic and violent.

Portunekin

Those rare changelings spawned by the portune are the physicians of the Shadow Rift. They use their medical skills to care for the other changelings and even the Arak themselves. Any wounded person brought before the portunekin is tended to at once. A wounded individual under the care of these changelings heals from his or her injuries at three times the normal rate.

Powriekin

Like their masters, the powriekin are stealthy assassins and spies. They are often sent into the world of mankind to carry out specific missions vital to the interests of Loht and the denizens of the Shadow Rift. These changelings are seldom encountered, for they sneak about, moving silently and hiding in shadows.

Changeling, Powriekin: AC 7; MV 15; HD 3+2; hp 17; THAC0 17; #AT 1 or 3; Dmg 1d4 (dagger) or 1d3/1d3/1d3 (darts); SA type-O poison on dagger and darts, backstab (+4 attack, 3× damage); SD immune to *charm* and *hold* spells, move silently (75%), hide in shadows (75%); SZ M; ML fearless (20); Int average (9); AL CE; XP 270.

Personality: Cunning and sadistic.

Sheekin

The sheekin are entertainers who perform for the shadow elves. When telling tales and singing songs, they can be as animated as any bard. As soon as they have finished their performance, however, they fall silent and become more or less inert.

Sithkin

Those who have seen the sithkin describe them as gaunt, silent figures, pale and lovely. Some have mistaken them for the walking dead, others for visions of death. The sithkin are not skilled warriors but can engage in combat at need. They are occasionally sent into the mortal world in order to obtain things associated with mortuaries and crypts. It is through the action of the sithkin that the saugh have been gathered. Sithkin move absolutely silently and never speak.

Changeling, Sithkin: AC 8; MV 12; HD 3+2; hp 9; THAC0 18; #AT 1; Dmg 1d6 (sickle); SA spells, command undead; SD immune to *charm* and *hold* spells, undead friendship; MR 15%; SZ M; ML fearless (20); Int genius (17); AL LE; XP 270.

Notes: *Command Undead*—Sithkin can command undead as an evil priest of 7th level. *Undead friendship*—no undead of less than domain lord stature will ever attack a sithkin.

Personality: elegant but morbid.

Spells (3/2/1): chill touch (×3), *spectral hand* (×2), *vampiric touch.*

Tegkin

The tegkin are animalistic hunters. Thus, like the muryankin and powriekin, they can be dangerous enemies when encountered in battle. For the most part, however, they are encountered only when they are hunting for the animals who will find their way onto the tables of the Arak.

Changeling, Tegkin: AC 7; MV 15; HD 3+2; hp 17; THAC0 17; #AT 2; Dmg 1d6/1d6 (short bow); SA surprise (–2 penalty on enemy's surprise checks); SD immune to charm and hold spells, +2 bonus on surprise checks; SZ M; ML fearless (20); Int average (9); AL CN; XP 270.

Personality: Bestial and persistent.

Arayashka (Snow Wraith)

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Climate/Terrain:	Any arctic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any (blizzards)
Diet:	See below
Intelligence:	Average (8–10)
Treasure:	C
Alignment:	Neutral evil
No. Appearing:	1d6
Armor Class:	3
Movement:	9
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d6 + 1
Special Attacks:	Chilling touch
Special Defenses:	See below
Magic Resistance:	Standard
Size:	M (6′ tall)
Morale:	Fanatic (17)
XP Value:	975



Arayashka are the undead spirits of travelers killed by cold and exposure in some arctic lands. A person must possess an intense strength of will and a purpose that is left unfulfilled by death in order to become an arayashka. Arayashka appear to be gray, misty shadows about the size of a man. They roam the icy wastes during fierce blizzards similar to the storms in which they themselves perished.

Combat: Arayashka are dangerous opponents that often choose the worst time to attack travelers, appearing out of a raging arctic storm to drain the warmth from their victims. The arayashka move and fight with no penalties for obscured vision, strong winds, or deep snow; they *ignore the weather and terrain to press home their* attacks.

Arayashka attack once per round with their freezing touch, inflicting 1d6 + 1 points of damage to living creatures. Each time an arayashka successfully attacks a character, the victim is affected as though hit with a *chilling touch* spell, losing one point of Strength. Lost Strength points return at the rate of one per hour. A character reduced to a Strength of 2 or less collapses and falls unconscious. A character reduced to 0 dies.

Arayashka have the ability to drain heat from a living target at range as well, although this is not as effective as their touch. The arayashka can drain 1 hit point per round from one character within 30 feet. A favorite tactic of the arayashka is to lurk in the white-out of a blizzard and attack travelers without ever showing themselves. Any character that loses more than 50% of total hit points to the attacks of the arayashka begins to suffer from hypothermia.

Lastly, arayashka can use their heat-draining ability against any open flame or source of heat within 30 feet. One arayashka can smother a normal campfire in 1d3 rounds, while three can extinguish a large bonfire.

Arayashka are immune to any *sleep, charm,* or mind-*affecting magic. They are also immune to any cold* attacks, as well as sleet, hail, or ice effects. They are vulnerable to fire attacks and suffer 2d4 points of damage from contact with normal fires, burning oil, hot coals, or even weapons warmed for a round or more in a fire. Otherwise, snow wraiths can only be harmed by magical weapons. They can be turned as wraiths.

Arayashka only appear in blizzard-like conditions. If the storm dies down, the snow wraiths retreat.

Habitat/Society: Arayashka are only found near the place where they perished, and then only if the weather conditions are right. A mountain pass might be safe during spring, summer, and fall, but is a deadly hazard by wintertime. Areas haunted by arayashka seem to be subject to storms of unusual strength, and it is possible that the snow wraith's spirit somehow causes bad weather.

Ecology: As with most other undead, arayashka exist on both the Prime Material and Negative Material Planes simultaneously. Their connection to the Negative Material Plane gives them their ability to drain heat and their immunities to many attacks. The snow wraiths' hunger for heat is almost insatiable.

Any character killed by an arayashka and interred anywhere near the location of death must be cremated while a *bless* spell is cast, or the PC rises as an arayashka the next time a winter storm rages. A character that is killed by an arayashka but is then interred in some warmer clime does not return as one.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Company
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	G lair, R individual
Alignment:	Lawful neutral
No. Appearing:	1–6
Armor Class:	2 (5)
Movement:	12
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d8 or by weapon
Special Attacks:	Minor magical effects
Special Defenses:	*Invisibility, dimension door*
Magic Resistance:	40%
Size:	L (12′ tall)
Morale:	Steady (11–12)
XP Value:	4,000

The arcane are a race of traders and merchants who travel the planes in search of business. They're tall, lanky, blue-skinned giants with long, thin faces and spidery, delicate hands; their fingers have one more joint than most humanoid creatures. The arcane prefer to dress in exotic silken robes and broad fur capes or stoles. They don't wear armor, but often carry magical protection such as rings, cloaks, or bracers. Most arcane appear to be only lightly armed, with long, thin weapons such as rapiers, staves, or light long-handled maces.

The arcane typically travel in groups they refer to as "companies." These companies may number only a handful of arcane, but it is quite common for human and demihuman bodyguards to be part of the entourage. It's rare to find an arcane without 4 to 10 loyal bloods nearby.

No one knows the dark of it, but it's said that the arcane've got a strange reluctance to enter Sigil and avoid it at all costs. If an arcane finds himself in the Cage, he'll seek to leave immediately by any door available — no matter where that door might lead.

Combat: Arcane aren't much for a fight; they loathe physical conflict and avoid it whenever possible. Despite their extraordinary height, they're not good fighters; an arcane's only marginally stronger than a stout human for all his size, and no match for an ogre or fiend in physical strength. 'Course, an arcane'll be long gone by the time an angry fiend gets past the bodyguards.

Arcanes' natural Armor Class is 5, but as noted above they're almost always equipped with magical protection of some kind. Usually, this is sufficient to improve their AC to 2 or better. If forced to defend himself, an arcane usually wields a weapon that strikes for 1d8 points of damage, plus a minor magical effect such as a *shocking grasp*, *heat metal*, or *blindness* spell that affects the victim unless he or she successfully saves versus spell. (The DM is encouraged to be creative; any 1st- or 2nd-level spell is appropriate.) This ability seems to be innate to the arcane and not a property of their weapons.

Despite their minor magical abilities, arcane far prefer to avoid combat altogether. They possess the innate spell-like powers of *invisibility* and *dimension door*, each of which can be used three times per day. Often, an arcane vanishes at the first sign of trouble and leaves his bodyguards behind to "clean up."

An arcane's bodyguards are usually fighters, thieves, and mages of 1st to 4th level. The arcane pay well for their services. On occasion, a PC party may be offered employment by an arcane seeking extra guards for a specific mission or task. It's also common for the arcane to use guards from the faction they're currently working a deal with, so if the arcane are in business with the Doomguard, their bodyguards are likely to be drawn from that faction.

Habitat/Society: The arcane appear to have no cities or settlements of any kind, existing only as wandering merchants. A company of arcane may number as few as just one of the creatures, or as many as a dozen. Guards and temporary employees numbering 4 to 10 times the actual number of arcane are always nearby.

The arcane seem to work more as arrangers and speculators instead of manufacturers or bulk goods purveyors. It's quite common for an arcane to hire human or demihuman merchants to handle the shipment of anything larger than four or five chests' worth of materials. If an arcane trader strikes a deal to deliver 1,000 Arcadian swords to Ysgard, he'll hire an Arcadian merchant to take the swords to the Outlands and then hire a second merchant to deliver the swords from Glorium to the buyers. To the outside observer, it's all quite mysterious — one day a warehouse full of swords just seems to appear as promised.

It's said that the arcane've got a dark to hide, a racial design of unknown purpose or depth. They've never told of it, since they'll die before they'll spill their secrets. Whatever they're up to, they're very well informed of each others' activities and know when one of their kind has been rudely treated by any particular basher. Some sages speculate that the arcane share a kind of racial telepathy, or that there's really only one company of arcane, and they can be in several places at the same time . . . but the arcane don't like to talk much about themselves and leave these questions unanswered.

Within each arcane company, the creatures seem to be coequal.

They operate in perfect coordination with each other and never contradict themselves or quarrel in public. The arcane appear to be sexless, and no one can say they've ever seen a juvenile or aged one.



ECOLOGY: The arcane have no home on the planes. They don't build cities or settlements of any kind. Instead they constantly move from place to place, arranging deals and amassing wealth. The arcane deal in high-value goods of all kinds, but prefer magic, gems, rare spices, and fine wines – extremely valuable materials that don't take up a whole lot of space.

Through their middlemen, the arcane also deal in weapons and technology of all types. In fact, if there's an arms deal on the planes, there's an excellent chance the arcane were involved at some point. Of course, the arcane're extremely wealthy, but beyond that it's hard to say what they gain from their incessant trading. Some people speculate that the arcane are afflicted with a compulsion to make money, and others believe that the arcane require a rare and expensive spice to live. One thing's for sure: The arcane aren't telling.

	Lantern	Hound	Warden	Sword	Trumpet	Throne	Tome
Climate/Terrain:	Mount Celestia						
Frequency:	Common	Common	Uncommon	Rare	Very rare	Very rare	Very rare
Organization:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
Activity Cycle:	Any	Any	Any	Any	Any	Any	Any
Diet:	Nil	Omnivore	Herbivore	Nil	Mead	Nectar	Ambrosia
Intelligence:	Low (6)	Average (9)	Very (11)	High (13)	Except. (15)	Genius (17)	Supra (19)
Treasure:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Alignment:	Lawful good						
No. Appearing:	3d6	1d6	1d6	1d6	1d3	1	1
Armor Class:	5	1	−1	−5	−3	−7	−5
Movement:	Fl 24 (A)	15	15	15, Fl 18 (C)	12, Fl 21 (B)	15, Fl 36 (B)	15, Fl 18 (C)
Hit Dice:	—	6	8	10	11	12	20
THAC0:	20	15	13	11	11	7	9
No. of Attacks:	2	3 or 1	3	4	2	2	2
Damage/Attack:	1d6/1d6	1d4/1d4/ 1d8 or by weapon	1d8/1d8/ 2d6	2d4/2d4/ 2d4/2d4	1d10/1d10	1d12/1d12	1d10/1d10
Special Attacks:	Light rays	Shape change	Bear hug, spell use	Dive, spell use	Trumpet, spell use	Vorpal sword, spell use	Light rays, spell use
Special Defenses:	+1 or better weapon to hit	+1 or better weapon to hit	+2 or better weapon to hit	+2 or better weapon to hit	+3 or better weapon to hit	+3 or better weapon to hit	+3 or better weapon to hit
Magic Resistance:	Nil	10%	20%	30%	40%	50%	60%
Size:	S (3 feet tall)	M (6 feet tall)	L (8 feet tall)	L (8 feet tall)	L (7 feet tall)	L (10 feet tall)	L (8 feet tall)
Morale:	Fanatic (18)	Fanatic (18)	Fanatic (18)	Fanatic (18)	Fanatic (18)	Fanatic (18)	Fanatic (18)
XP Value:	975	2,000	7,000	14,000	15,000	16,000	23,000

When wing'ed flight doth catch my eye,
will it flit to yonder light —
or linger long on trumpet flare?

The petitioners of Mount Celestia, archons have charged themselves with the protection of the plane and all those who are innocent or free of evil within its breathtaking vistas. When a lawful-good mortal dies, his spirit goes to this plane (frequently called the Seven Heavens by prime-material adventurers). There his essence is transformed into the body of a lantern archon, the lowest of the celestial hierarchy. However, not all lawful-good spirits are changed into archons. Some, like dwarves and halflings, become petitioners in the realms of their powers, physically unaltered.

Seven types of archons populate the seven layers of Mount Celestia. Each has a radically different appearance (as is evidenced by the illustrations in this entry), though all radiate an aura of goodness, peace, and law. Only when threatened or in battle do archons lose this calm aura.

As both petitioners and guardians of Mount Celestia, archons are doubly vested in protecting their home from invasion, whether it be by the forces of Mechanus or Baator (two planes whose residents long to control the orderly Mount). Archons abhor combat, but when they must fight they do so with a vengeance. With ire glinting in their eyes, archons willingly enter battle against those who would despoil their plane. Simply entering a fray they are intimidating sights, but they become even more so when they send forth their aura of extreme menace. Those who feel this aura must save versus spell (at +1 for lantern, no modifier for hound, −1 for warden, −2 for sword, −3 for trumpet, −4 for throne, −5 for tome) or suffer a −2 penalty to each attack roll until they successfully hit the archon, at which point the menacing aura disappears.

In addition to creating this aura, all archons can use one of the following abilities once per round at will (unless otherwise stated):

- *Continual light*
- *Detect evil*
- *Infravision*
- *Protection from evil, 10-foot radius* (always active)
- *Teleportation without error*
- *Tongues* (always active)

Although a person can guess an archon's station merely by its appearance, there's an equally simple way to judge it: by which metal accoutrements adorn the archon. This ornamentation serves a twofold purpose. First, the items worn indicate whether it is a hound, warden, or whatever. The text on each type of archon indicates if it wears a collar, bracers or greaves, breastplate, helmet, or some combination thereof.

Second, the quality of the metal shows an archon's virtue within its station. From lowest to highest, the order is lead, tin, brass, bronze, silver, gold, and platinum. For example, platinum rather than brass accoutrements on a warden archon signify its greater obedience to the higher order – its virtue, if you will – and its greater willingness to serve Law and Good. Once it reaches a still higher stage of goodness, it will be transformed into a sword archon wearing lead appointments; it will start the process of advancement all over again in its new station. A visitor to Mount Celestia is likely to see any number of archons of a given station, each wearing different metals.

When an archon reaches the next state of goodness, it is not fitted with new metal accoutrements; rather, the metal simply transmogrifies into the next state. Because the metal is actually part of an archon's body and cannot be removed, it's unaffected by anything that might change normal metal – including metal-altering spells. The purpose of the metal appointments isn't to confine or hinder or even protect, but to remind the archon of its station so that it might strive to its next level.

All archons of a given station are equal, regardless of whether they have lead or gold accoutrements. The especially virtuous (those with precious metals) command just as many lower archons as do the new or less virtuous (those with base metals). There's no difference within a station except that a more virtuous member rises to the next rank (or metal) faster. There's also no jealousy among archons, and there's almost never been a recorded instance of one turning stag on its brethren in order to advance. The *one* archon who did turn stag decided he was better off in Baator, where baatezu reward a being for manipulation and scheming; rumor has it he's clawed his way up to gelugon status now. No, on Mount Celestia archons are rewarded for good and virtuous behavior, and that means they're content to stay in their forms until they advance. Nevertheless, it's a joyous day when either body or metal changes.

Given the archons' absorption in the philosophy of goodness and law, it's not surprising that they don't covet treasure. They are beyond accumulating worldly goods, seeking only to gain treasures of another sort: celestial understanding, compassion, and so forth. They don't accept money, nor do they bargain with it. Even extremely rare magical items hold no lure for archons.

✦ LANTERN ARCHONS ✦

Lanterns, lowest of archons, appear as floating balls of light. They are the equivalent of the infantry in prime-material armies. Newly arrived to Mount Celestia, these petitioners struggle to prove their worth in order to advance in station. However, their desire is not so much advancement as a longing to help those in need. Alone of archons, they bear no metal appointments.

COMBAT: In combat, lantern archons fire rays of light twice a round at their foes. Those who are pure of heart and intend no harm to an archon are unaffected by the rays, while others suffer 1d6 points of damage per hit. The range is 30 feet, with no modifiers.

Because of their incorporeal nature, lantern archons aren't hurt by nonmagical weapons, and even magical weapons cause only half damage. Lanterns are affected by magic, however, though they are immune to paralyzation and *charm* spells. Likewise, spells that require a corporeal body to cast a spell upon are ineffective against these archons.

HABITAT/SOCIETY: Lanterns are very friendly, often helping neophyte adventurers. (Accordingly, they're a perfect introduction to Mount Celestia for prime-material player characters.) As incorporeal beings, however, they can't do much physically to help travelers. Instead, they act as sources of information about Mount Celestia, as guides to the plane, or as fonts of inspiration (often in the form of parables and metaphors).

ECOLOGY: The most common archon, lanterns are typically found only on the first layer of Mount Celestia. There they absorb the light and essence of the plane, needing nothing more to sustain them. Sometimes they serve as messengers to the upper layers, and they can *teleport* to wherever needed when summoned by a hound archon. Their only goal is to reach the next station of goodness – that of the hounds.

ABOVE ALL,
PRACTICE
TEMPERANCE
AND KINDNESS –
AND SMITE EVIL
WHERE YOU FIND IT.

– HOUND ARCHON
EXPLAINING
THE DARK OF THINGS
TO HIS LANTERNS

✦ HOUND ARCHONS ✦

Hound archons are powerfully muscled humans who have canine heads. Their broad shoulders and large fists mark them as able hand-to-hand combatants; likewise, their strong legs indicate that fleeing enemies might not get very far before being brought down. The hounds are the guardians of the first and second layers, and they command the lantern archons in the defense of Mount Celestia. They wear simple metal collars.

COMBAT: Like most other archons, hounds fight only to defend Mount Celestia or themselves. If the cause is just, or the defendant innocent of evil, hound archons will also defend those who are unable to protect themselves against a mightier foe. Regardless of their motivation for battle, hounds fight with a will. When they attack, they can use weapons, though they prefer their natural abilities. Their fists cause 1d4 points of damage each, while their fierce bite causes 1d8 points.

Hounds can also *shape change* into any type of dog or wolf, though they can't take the form of a lycanthrope. While in their animal form, they can use any of its natural abilities, as well as all of their own. They are immune to nonmagical weapons – regardless of which form they are in.

Each hound archon has a telepathic link to 100 lantern archons. Whenever there's trouble, a hound can spread the message via its lanterns (which pass the word quickly indeed). If a hound ever enters combat, it can expect 1d10 lanterns to arrive each round until all 100 are gathered.

HABITAT/SOCIETY: Guardians of the lanterns and of the first and second layers of Mount Celestia, hounds also serve as planar hosts. Much like the helpful lanterns, the hound archons welcome travelers to Mount Celestia. They will gladly direct a planewalker to where he wants to go – though often with a watchful eye.

ECOLOGY: Hound archons can eat anything set before them, as long as it's organic. They have no preference for meat or plant matter, and neither affects them adversely. Interestingly, they don't hunt for meat or harvest vegetation, preferring instead to subsist on gifts of food offered by visitors. Hounds can live indefinitely until the next offering, perhaps subsisting on the remnants of planar essence gleaned as lanterns. They lose this ability once they have metamorphosed to the next station of goodness – that of warden.

✦ WARDEN ARCHONS ✦

Wardens are best described as hulking humans with grizzly-bear heads. Their hands, though human-shaped, end in claws. Their eyes, tiny and bright like a bear's, reflect extreme intelligence. They have the great strength



hound archon

and acute senses of a grizzly bear, though not its unpredictable nature. Wardens converse via telepathy, though they can (and often do) communicate vocally with ursine animals. They wear collars and arm bracers.

Combat: Warden archons are never surprised – at least on Mount Celestia. Since they've never been encountered beyond that plane's borders, it's still dark as to whether they can be surprised elsewhere. Furthermore, they've been known to play stupid in order to draw an enemy near, often confusing a clueless onlooker into thinking the wardens might not be so smart (the enemy, of course, quickly discovers otherwise).



If said enemy is foolish enough to approach, thinking himself undetected, the warden archon attacks as if it were a bear. Each hand delivers 1d8 points of damage, and its powerful bite causes 2d6 more. If both hands hit in a single round, the warden grabs its enemy and wraps him in a powerful hug. This hug delivers 1d10 points of additional damage, allowing the warden to make its bite attack at +4. To break free, a victim must make a successful bend bars/lift gates roll. Until he breaks free, he cannot use his arms or hands for combat – nor can he cast any spells.

Wardens have access to the lesser/greater divination schools of wizards as well as spells from the priestly divination sphere. A warden can cast any spell of 4th level or lower as if it were an 8th-level priest. Although any given spell can be cast only once per day, the warden can cast at will.

Habitat/Society: Wardens are the guardians of the portals between Mount Celestia's layers. These archons prevent unworthy cutters and unauthorized travelers from passing through. Likewise, they prevent lanterns from journeying upward through the layers, though they grant dispensation to those lanterns relaying messages.

Ecology: Unlike grizzly bears, which devour virtually any edible foodstuffs, warden archons are herbivores. They are prodigious eaters, consuming any roots, vegetation, shrubbery, and even trees found in their home. However, they eat only for one hour at the break of day, and they will forgo this repast if need be. Some sages speculate that the warden archons' tremendous consumption is in preparation for their next station, for sword archons consume nothing.

SWORD ARCHONS

Sword archons appear as mostly ordinary humans – except most ordinary humans don't have wings in place of arms. Their hair is silvery, and their eyes glow with inner light. They wear collars, leg greaves, and breastplates.

Combat: Sword archons can attack four times per round with their powerful bite, inflicting 2d4 points of

damage for each successful hit. Swords can also dive to attack, if they have 100 feet in which to move. This attack causes 2d10 points of damage. While diving, its AC is –8 because of its great speed. Swords can also cast spells at will from any priest sphere as if they were 15th-level priests.

HABITAT/SOCIETY: Swords carry messages from tome archons (and sometimes from the powers themselves) to all of Mount Celestia's layers. These missives proclaim the word of the higher ranking archons – usually gems of wisdom disseminated for the benefit of lower-level archons. Thus, the arrival of a sword is always regarded with some anticipation, even if the message is of impending war.

ECOLOGY: Sword archons aren't known to consume anything.

TRUMPET ARCHONS



Trumpet archons look much like avariel, or winged elves, save that trumpets are even more fair. Each archon of this type wears a collar and breastplate. Each also carries a single silver trumpet, which it blows to announce its arrival upon reaching any destination and upon its return to Mount Celestia. The sound emitted from this trumpet is one of utter clarity and piercing beauty. Nonarchons who hear the trumpet must save versus spell; failure means paralyzation for 1d4 rounds.

COMBAT: Though they disdain combat, trumpet archons are highly capable warriors. Their trumpets instantly change to silver *swords +3*, which they use to attack twice per round for 1d10 points of damage for each successful hit. If an archon's trumpet is stolen (in either trumpet or sword form), it transforms into a useless chunk of lead – and woe betide the poor thief should the archon discover him!

Trumpet archons can also cast spells from all priest spheres as if they were 17th-level priests.

HABITAT/SOCIETY: Trumpet archons serve as the messengers of higher archons and the powers, but they also have a far more dangerous duty: They escort the spirit of a newly dead being back to its body if it's resurrected or raised. In performing this duty, the trumpets – alone of all archons – are free to leave the confines of Mount Celestia. Thus, they are held in some awe by their brethren.

Interestingly, trumpets are the only archon group in which one rules over others of the same station. Israfel, a trumpet, is known as the lord of heralds. He assigns the other trumpets to their duties.

ECOLOGY: Trumpets consume only mead. Unlike the mortal version, the mead trumpets drink is made from the flowering plants of Mount Celestia. It is exceptionally potent stuff. Legend has it that this mead enhances longevity, though that may only be rumor.

THRONE ARCHONS

A metal-clad human, with golden skin and fair hair, best describes the appearance of a typical throne archon. These archons wear helmets and carry swords, and they are protected by breastplates that radiate light.

COMBAT: Throne archons avoid combat whenever they can, instead sending their minions forth to fight their battles. However, they can cast spells from all wizard schools and priest spheres as if they were 18th level. They can also attack twice per round with their powerful *vorpal swords +5*, causing 1d12 points of damage with each successful attack.

HABITAT/SOCIETY: These archons rule the cities and realms of Mount Celestia; as such, they've got considerable influence, both spiritual and temporal. Indeed, they are said to be the true rulers of the archons, though the tome archons technically rule over more area as each is assigned to a single layer. However, the thrones are more involved with the day-to-day cares of a lawful reign, mediating disputes, resolving conflicts, and exemplifying goodness. Thrones do not politically squabble, instead gathering peacefully to negotiate differences. They can command any archon who falls into their purview.

ECOLOGY: Throne archons rank only slightly below the tomes. Thrones subsist entirely on nectar, which is derived from combining the praise of lower archons with the celestial fruits found in the Seventh Heaven. They consume no other food.

TOME ARCHONS

Tome archons, the rulers of the seven layers, look like winged humans with hawk heads. Their bodies are covered with armor – a point to remember, for their primary duty is to defend. If necessary, however, they will take the initiative and attack first in an effort to prevent further warfare.

COMBAT: Like the throne archons, tome archons despise fighting personally, though with the tomes it's also a matter of global prudence, as opposed to purely personal. Since there are only seven known tomes, their deaths would spell disaster for the archon hierarchy. Therefore, whenever needed, a tome archon can summon 1,000 lanterns, 500 hounds, 250 wardens, or 125 swords to its defense. If necessary, the tome can defend itself by firing rays of light from its hands, twice per round, for 1d10 points of damage each. A tome can also cast spells from any priest sphere as if it were a 20th-level priest.

"OH, HOW THE MIGHTY HAVE FALLEN!"

— BAALZEPHON, A MEMBER OF THE DARK EIGHT, UPON RECEIVING AN ARCHON SLAVE

HABITAT/SOCIETY: The seven tome archons are each responsible for a single layer of Mount Celestia. These archons oversee the layers with near-omniscience, though they're unaware of what transpires in the realms of the powers. It's said that the tomes meet to discuss the affairs of the plane, but of course lesser creatures aren't allowed in or near these meetings, so perhaps that's conjecture.

ECOLOGY: Tomes subsist on ambrosia, the distilled joy of all petitioners on the Mount.

✦ FALLEN ARCHONS ✦

Of course, not every archon is perfect. Sometimes they stumble and fall from the path they've chosen; sometimes they choose to reject the ways of archons; and sometimes they are ejected from the celestial ranks by their brethren. It all depends on the magnitude of the transgression. Since archons are naturally forgiving creatures, it takes some incredible foolishness for an archon to fall completely from the grace of Mount Celestia, never to return.

Those who do fall retain their forms and attack capabilities, but they do not keep the mystical powers afforded them by the plane. Thus, a hound archon would keep its fists and its appearance, but would lose the ability to summon lantern archons to its aid. In addition, it would be forced to remain in its humanoid form, never again to change shape.

Naturally, the higher levels of archons fall less frequently, but it's still known to happen. Those who show no sign of ridding themselves of chaos are given over to the chaotic powers to become asuras, while those who've got evil tainting their spirits are banished to the Prime, Sigil, or elsewhere.



	Arch-Shadow	Demi-Shade
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (19)	Supra-genius (20)
TREASURE:	Nil (C)	Nil (W)
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	6	1
MOVEMENT:	9	9
HIT DICE:	8+	11+
THAC0:	12	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	ld4+1	2d4
SPECIAL ATTACKS:	Spell use energy drain	Spell use, energy drain
SPECIAL DEFENSES:	+1 or better weapons to hit	+2 or better weapons to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (19–20)	Fanatic (17–18)
XP VALUE:	4,500	8,000



As evil wizards and priests grow older and see their deaths before them, some decide to take their chances with becoming a lich. Most fail and die. The unlucky few who survive the process but fail to achieve lichdom become arch-shadows.

Arch-shadows are undead that resemble ghosts or banshees. They wander the earth: brutal, unforgiving, and nearly maniacal in their quest to attain a secure existence. Although usually disguised, an arch-shadow in its natural form appears as a ghastly silhouette of its original body. Piercing blue-white pinpoints of light serve as eyes, its hair is ebony, and its fingernails have turned blue-black.

After gazing at an arch-shadow in its true form for ld4 rounds, another side of this undead becomes apparent. The skin that covers its ghostly body becomes withdrawn and tight, and its blue-white eyes are tinged with crimson. Its face is contorted in pain and agony. Sages have speculated that this was its final appearance before death, but only the arch-shadows know for sure.

Combat: An arch-shadow usually fights to drain energy from powerful creatures in order to achieve demi-shade status. If an arch-shadow is forced into a battle in which it has no chance of furthering this goal, it feigns its own death and awaits another opportunity.

Each successful attack by an arch-shadow causes ld4+1 points of damage (creatures immune to cold suffer only ld4 points of damage). By force of will, the arch-shadow can also choose to drain one life energy level from its target, but this reveals its true form.

Arch-shadows retain the spellcasting abilities they had in life; most undead of this sort are of 18th level or higher in casting ability. They can use the same magical items they wielded in life.

Arch-shadows cannot be destroyed by simple combat, powerful magic, or chance. Their life force is stored in a receptacle, a magical item of moderate to great power that the arch-shadow carefully protects. A magical weapon of +1 or greater enchantment is required to strike the arch-shadow. Upon being reduced to 0 hit points the arch-shadow simply dissolves, drawn back to its receptacle. It can be permanently destroyed by destroying its receptacle.

Arch-shadows are unaffected by natural sunlight and are immune to *sleep*, *charm*, *hold*, energy drain, *enfeeblement*, and mental attacks.

Arch-shadows are especially vulnerable to turning, being turned as wraiths.

Habitat/Society: Arch-shadows are relentless in the pursuit of demi-shade status. This desire is immediate and overwhelming. To this end, they will take any necessary action, and may cooperate with adventurers or any other creatures who can help them accomplish their goal.

Creatures aiding an arch-shadow should expect little more than the chance to serve the demi-shade once this form has been achieved. Demi-shades expect loyalty from their subjects but have no qualms about betraying their followers in pursuit of their goals.

Ecology: There are no recorded instances of a high-level priest or wizard striving to become an arch-shadow—misfortune leads to their existence.

During the process of achieving lichdom, the wizard or priest creates a special phylactery in which to store his or her life force. If this item fails during the process, there is a tremendous explosion and a 5% chance that the wizard or priest becomes an arch-shadow instead of being utterly destroyed. More often than not, faulty construction or some slight error in an incantation causes the delicate process to break down.

Once the lich-creation process has failed and the caster has successfully made the crossover to arch-shadow status, survival is not guaranteed. A system shock roll must be made, with failure indicating that the arch-shadow is drawn into the Plane of Negative Energy. If the roll is successful, the arch-shadow is teleported to the location of an item of moderate to great power (a *staff of curing*, a +3 or better weapon, a *ring of wizardry*, or another item with an experience point value greater than 1,500), into which it can place its life force. An artifact is unsuitable, nor can the item be one owned by the arch-shadow or any former henchmen; no item that was within 10 miles at the time of the failed attempt to become a lich is suitable.

The decision of which magical item to use is not made by the arch-shadow. The arch-shadow is teleported to a location where a suitable item exists. After infusing the item with its life force, the arch-shadow has tremendous capabilities regarding the uses of that item. The arch-shadow can add additional powers to the item, place *contingency* and warding magics upon it, and generally attempt to twist its magic for specific purposes. Adding additional powers to the item may destroy it and thus destroy the arch-shadow. The chance of destroying an item by placing additional powers into it is 5% per spell level of the power. In order to destroy an arch-shadow, the item infused with its life force must be destroyed. Once the item is destroyed, the arch-shadow loses 2 hit points per day until it reaches 0 hit points, at which time it permanently dissipates.

To become a demi-shade, the arch-shadow must drain life energy from creatures that have touched its receptacle within the last 24 hours. It usually takes eight life levels gathered within two hours for the change to occur, but an arch-shadow can gamble in order to gain more Hit Dice in the process of transforming. It typically accomplishes this by draining high level characters or powerful creatures. For each additional level over eight that the arch shadow drains, one extra Hit Die is gained. If the draining takes place in a particularly unhallowed place, the arch-shadow gains an additional Hit Die. The arch-shadow cannot exceed a total of 30 Hit Dice.

Demi-Shade

This is the mature form of the arch-shadow. After draining enough life energy to emerge in its new form, the demi-shade typically disappears from the face of the world for a time as it determines its next course of action. Since it still retains its link to the magical item that carries its life energy, the demi-shade normally brings the item with it for safekeeping. The desire to be free of the limitations of the receptacle and the threat of extinction when it is destroyed becomes paramount.

The demi-shade appears as a physical manifestation of its previous body. Skin color changes to a deep shade of gray-black, and its eyes burn a fierce crimson.

Combat: The touch of the demi-shade inflicts 2d4 points of damage and drains one level. Magical items that grant immunity to life level loss (e.g., *scarab of protection*) are 25% likely to fail against the power of the demi-shade.

A demi-shade has all of the resistances and immunities of an arch-shadow. Furthermore, a demi-shade can be struck only by magical weapons of +2 or better enchantment. It is not adversely affected by sunlight but tends to avoid it nonetheless. If its receptacle is destroyed, the demi-shade loses 4 hp per day until it perishes.

The demi-shade can be turned as a lich.

Habitat/Society: The demi-shade remains highly interested in the affairs of the living. After at least 4d10 years of solitude, the demi-shade puts its plans to work. If there is a way to cause widespread destruction and fear in pursuit of achieving its new goal, so much the better. These acts serve only to reinforce the fear of the demi-shade's power. Although demi-shades seldom have any desire to rule countries, they possess a fierce determination to see the world burn around them.

CLIMATE/TERRAIN:	Space/Any Earth-based body
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Feed till consume 2xHD, then rest 2 hours/HD
DIET:	Omnivore
INTELLIGENCE:	Low to High (5-14)
TREASURE:	U
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9, Fl 3 (B)
HIT DICE:	5-10
THAC0:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	3 per victim
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L-G (2' per HD)
MORALE:	Champion (16)
XP VALUE:	5-6 HD: 2,000 (+1,000 for additional HD)



Argos are found in the same regions of wildspace as the baleful beholder nations. An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless, inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos move by slithering; they can cling to walls and ceilings. They can levitate and fly at the very slow rate of 3.

Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from 10 to 20 feet in diameter, weighing about 200 pounds per Hit Die. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. However, their digestive juices often ruin devices within two to three weeks (saving throw vs. acid).

Combat: An argos can attack with one to three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach.

If an argos rolls a natural 20 on an attack, it envelopes its victim, swallowing him whole. A swallowed victim suffers 2d8 points of damage each round from the creature's digestive juices. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 8 points of damage to break free.

The eyes of an argos, like those of a beholder, have a variety of special powers. An argos can bring 1d10 of its smaller eyes to bear on any target. The large, central eye can focus only on targets that are in front of the creature (within 90 degrees of the "straight-ahead point" of the central eye). Though the creature has nearly 100 eyes, only 20 special powers have been noted; therefore a number of eyes must possess the same power.

Each point of damage inflicted on an argos eliminates one eye; the DM decides which powers are reduced in the process. It is possible to target one particular eye by attacking with a −4 penalty to the attack roll.

Each ability of an argos's eye is treated as a spell effect. Use the argos's Hit Dice as the caster level. Roll 1d20 and check the following table for a particular eye's power.

1. *Blindness*	11. *Gaze Reflection*
2. *Burning Eyes (Hands)*	12. *Heat Metal*
3. *Charm Monster*	13. *Hold Monster*
4. *Clairvoyance*	14. *Imp. Phantasmal Force*
5. *Confusion*	15. *Irritation*
6. *Darkness, 15' rad.*	16. *Light*
7. *Dispel Magic*	17. *Slow*
8. *Emotion*	18. *Suggestion*
9. *ESP*	19. *Tongues*
10. *Fumble*	20. *Turn Flesh to Stone*

The central eye can use one of three different powers once per round. It can create a personal illusion (an *alter self* spell), or it can cast a *color spray* or a *ray of enfeeblement* spell.

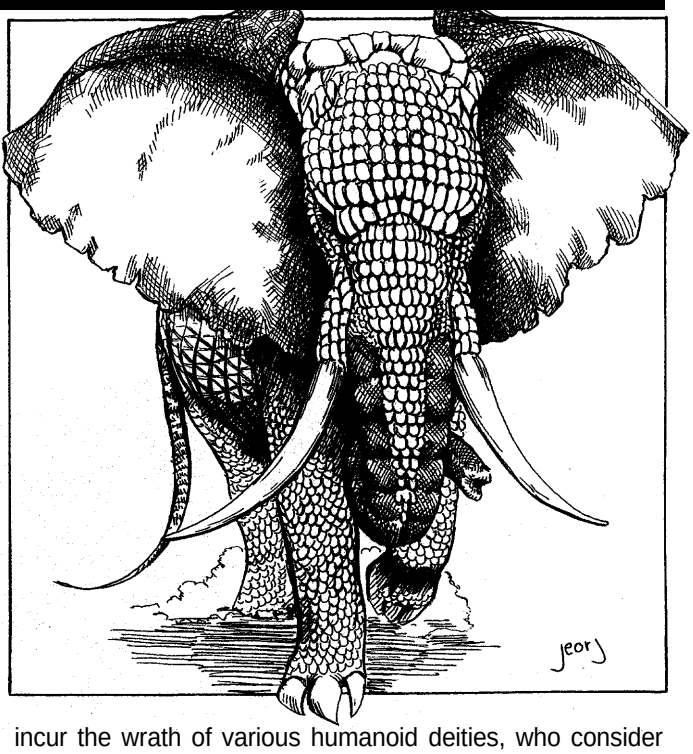
Habitat/Society: Argos are solitary creatures, though it is not unheard of to discover an argos guardian aboard an eye tyrant ship. Argos appear capable of replenishing their own air envelope and thus may be encountered wandering asteroid rings and dust clouds alone.

Despite its relative intelligence, the argos is a ravenous creature driven by its hunger. It tries to lure prey into its grasp, feeding until it has consumed a number of creatures equal to two times its own Hit Dice. It then slips away to digest its meal for a period equal to two hours per Die. If an argos is unable to find food within a week of its last meal, it loses 1 Hit Die per week until it becomes a 5-Hit Die creature. After that point, it can hibernate for up to a year by crystallizing its outer shell and forming a chrysalis.

Ecology: Argos consume anything that moves and is digestible. Their preference is to use their abilities to lure their prey into traps and then to pick off individuals one at a time. It sorts through the tools and weapons of its victims and keeps the useful items.

Armadillephant

CLIMATE/TERRAIN:	Subtropical and tropical jungle and plains
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	1
MOVEMENT:	15 (burrowing 3)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2-16/2-16/2-12/2-12/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (11' tall)
MORALE:	Average (10)
XP VALUE:	3,000



As indicated by its name, the armadillephant is a creature resulting from the magical merging of an elephant and an armadillo. The elephant physiognomy is predominant, with the armadillo's hardened armor covering the creature. In addition, the armadillo's sharp, curved burrowing claws appear on the creature's forelegs, and its armored tail is much longer than a normal elephant's.

Combat: The mighty armadillephant is a creature created specifically for combat, Combining the attributes of a war elephant and the added protection of an armadillo's tough outer hide, the armadillephant is able to wade into a pitched battle and take little damage while it dishes out plenty of its own. Each of its two tusks inflicts 2-16 hp damage, while it simultaneously tramples with its two front feet and constricts with its trunk. The three latter attacks each cause 2-12 hp damage.

In addition, armadillephants often carry battle platforms on their backs. These howdahs usually carry the general and his advisors and frequently are equipped with crossbows or other similar ranged weapons, often making the appearance of an armadillephant in the ranks of the enemy a cause for a morale check;

Habitat/Society: Except for their armored skin, armadillephants are indistinguishable from normal (African) elephants. In fact, they are occasionally found in herds of normal elephants, with whom they are capable of breeding (90% of the offspring are standard elephants; 10% are armadillephants). Armadillephants, because of their greater defensive abilities, are often the herd leaders in a mixed herd.

Most armadillephants, however, are created solely for the purpose of combat and so spend their lives in the care of the army for which they fight. The majority of armadillephants are created by the deities of the humanoid races, as gifts for particularly worthy humanoid tribes. Thus, armadillephants are most often ridden into battle by orcs, goblins, gnolls, and the like. A human or demihuman mage can certainly create an armadillephant on his own, but such an act is likely to incur the wrath of various humanoid deities, who consider the creation of such a beast to be their own purview.

Ecology: Armadillephants are highly prized by the tribes to whom they are given, and the tribes will go to great lengths to keep the beasts happy and healthy. In many cases the armadillephant is valued much higher than that of individual tribal members, a fact that causes some resentment, especially among those assigned to care for the beasts. Of course, this varies from tribe to tribe; in some humanoid armies, the armadillephant handler is a position of great respect.

In addition to being assets during battle, armadillephants are useful in other ways. With the proper training, they can be taught to use their sharp foreclaws to dig trenches, latrines, and pit traps in a fraction of the time it would take a small group of humanoids. A humanoid army with an armadillephant is sure to make use of this ability, so raiders should expect to find a great number of pit traps surrounding the army's campsites.

Armadillephant meat is quite tasty, although the beast is too highly regarded to be slaughtered for food. However, if an armadillephant is slain in battle, the surviving humanoid troops will certainly take the opportunity to feast well that night. Of course, before devouring armadillephant flesh the band undergoes a ceremony of thanksgiving, thanking their deities for the mighty war beast who first aided them in battle and then made them stronger. It is believed that eating an armadillephant's heart causes fearlessness in battle; this vital organ is usually reserved for the chieftain.

As might be expected, armadillephant hide makes excellent armor. While generally too inflexible to be used by smaller races except as shields, hill giants and larger creatures can fashion respectable armor from an armadillephant's hide. In addition, the hide is often used to form a crude type of barding for normal elephants, giving them added protection in battle. In this way, a slain armadillephant can still benefit its humanoid tribe long after its own death.

Ash Crawler

Climate/Terrain:	Arid areas with fire
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2)
Treasure:	See below
Alignment:	Neutral
No. Appearing:	1d6
Armor Class:	6
Movement:	6, Br 6 (ash only)
Hit Dice:	3+1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d2 (bite)
Special Attacks:	Tail, locking jaws, 2 claw attacks (+4 to attack, 1d4 damage each)
Special Defenses:	Resistant to fire
Magic Resistance:	Nil
Size:	S (just over 2' long without tail)
Morale:	Average (10)
XP Value:	270

This peculiar creature always dwells near a permanent source of fire, where it may lie nearly buried in the ash, awaiting the unwary visitor. Its sooty gray skin flakes and sheds weekly in ashlike sheets. Its body measures about 2 feet long from its hog-nosed snout to its rear, followed by a naked tail that is 4 feet long and prehensile.

Combat: An ash crawler gains a +4 bonus to its Armor Class and saving throws when hidden beneath the ash of its territory. It loses this bonus as soon as it is exposed—for example, when it attacks. The creatures are agitated by movement in their ashy lair and by displays of bright colors.

Whenever possible, the creature's "first move" in combat is a special tail swipe. Using its long, prehensile tail, it attempts to snare an opponent, dragging the victim beneath the ash. The tail swipe requires an attack roll, and if successful, a man-sized or smaller victim must succeed in a Dexterity check or fall. Those who fall into the ash suffer a –4 Armor Class penalty and strike at –4. The tail attack cannot be used while the crawler has its jaws locked onto a creature (see below).

Next, an ash crawler bites its victim, locking its jaws into the wound. A successful bite means the creature has effectively attached itself, causing 1d2 points of damage immediately. Each round thereafter the bite-hold inflicts 1 point of damage (no attack roll needed), and the ash crawler attacks with its front claws. An ash crawler only makes claw attacks while attached to a victim; each claw gains a +4 attack bonus and causes 1d4 damage. The creature continues to attack until it suffers 5 points of damage, at which point it releases its grip and must attack again normally, by biting.

An ash crawler's tough hide makes it immune to normal fire. It also gains a +2 bonus to any saving throw against magical fire, and this damage is reduced by 1 point per die of damage (minimum 1 point per die).



Habitat/Society: Ash crawlers favor warm areas with an existing fire source. They dwell in caverns, deserts, and mountains, near places of volcanic activity, or even in human ruins, provided there is a ready source of fire. They always protect the source of fire and attack any invaders. Although their diet consists mainly of smaller animals, ash crawlers have large and sturdy jaws that serve well in defending their lairs.

Ash crawler lairs are carpeted with 2 to 4 feet of fine ash and shed skin through which the creatures can burrow rapidly. Often the lair smells of seared flesh and wood smoke, and the air is hot and difficult to breathe, preventing any swift actions. These creatures dislike water and curl over their fire source to prevent it from being extinguished.

Ash crawlers live alone or in small families, with 1d6 of the beasts sharing one fire source or a group of nearby fires. Treasure in such lairs is rare and incidental: 10% chance of d100 copper, silver, or gold pieces; 5% chance of 1d4 gems or 1d2 jewels (art objects); and 2% chance of 1 magical item.

Ecology: Ash crawlers feed most commonly on rodents, birds, and other small creatures that pass near or fall into the ash. Feasting occurs in the colder months, when many creatures are drawn to an ash crawler's warm lair for shelter.

The flaky hide of the ash crawler may be fashioned into fire resistant clothing. It takes the hides of four ash crawlers to make a suit of protective leather for a halfling, and at least nine for the typical human. Properly tanned and hardened, the leather may serve as leather armor (base AC 8).

Alternately, the hide can be treated to become soft and supple leather. In this case it confers no benefit to Armor Class, but does provide fire protection—and it is usable by classes (like wizards) who are not permitted armor.

The special virtue of ash crawler leather is that it is immune to normal fire, and such fire inflicts 1 fewer point of damage per die. It also grants the wearer a +1 bonus to saving throws vs. magical fire (including breath weapons).

It is very important that the hide be treated properly. A skilled leather-worker or tanner is required; the DM may demand an appropriate nonweapon proficiency check at half the normal chance of success. If improperly prepared, the hide peels away and crumbles to useless ash whenever it is first exposed to flame, or within 1d4 weeks at most.

CLIMATE/TERRAIN:	Coastal Regions
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very
TREASURE:	C, 4
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	10-20
ARMOR CLASS:	4
MOVEMENT:	6, 6 swim, 6 fly
HIT DICE:	6
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Coldfire
SPECIAL DEFENSES:	Fog cloud
MAGIC RESISTANCE:	Nil
SIZE:	M (5½' tall)
MORALE:	Elite (13-14)
XP VALUE:	975

The Ashiera are an intelligent race of aquatic humanoids who, in ages past, were greatly affected by Wild Magic. The Ashiera's unconscious manipulation of their home world's natural power dramatically changed their physiology in only a few generations. Before the Wild Magic lost its power, the Ashiera had gained the innate ability to fly through the skies as well as swim in the oceans. While they are not good flyers, their ability to exist underwater and in the air make them formidable opponents.

The Ashiera are short and stocky. They have gray skin, small ears and noses, and little body hair. Ashiera have gills on their necks and slightly webbed fingers and toes. Ridged layers of gray-blue skin sweep back from their brows. They wear little clothing, most of it slick and form-fitting. Their flying ability is innate, and they use a modified swimming motion to propel themselves across the sky. A few Ashiera wear Ashieran armor *(see DRAGON® Magazine Annual #1).*

The fierce territoriality and aggressiveness of the Ashiera usually leads to their complete control over the island chains around which they build their settlements. On occasion, the Ashiera occupy abandoned coastal cities, but they lack the foresight and interest to establish a land-based empire. They are easily angered and often lash out at nearby settlements if they feel they are threatened.

All Ashiera have the ability to generate coldfire 1/day from their fingertips. This special ability manifests itself as an ice storm in the air, causing 2-12 hp damage to any creatures in a 10' diameter circle. Underwater, the coldfire ability produces three ice daggers that inflict 1-6 hp damage on a successful attack roll (one roll per dagger). The range on both coldfire applications is 30 feet.

Combat: The Ashiera have relatively unsophisticated combat tactics. They prefer to swarm attackers both underwater and in the air, trusting in their superior movement to escape any losing battle. They use their coldfire ability and *Ashieran lances* (see below) to attack enemies from a distance before closing for melee.

The Ashiera can wrap fog around themselves twice a day for five rounds, creating a misty barrier that affords a -2 penalty to all missile attacks against them. Large groups of Ashiera use this ability to great psychological effect by approaching enemies as fast-moving storm clouds.

Ashiera are highly susceptible to fire, suffering an extra 1 hp damage per die of fire damage.

Ecology: The Ashiera are the most powerful of all intelligent aquatic races. They have been known to attack and occupy the settlements of other races, particularly aquatic elves. In addition, vessels sailing through their territorial waters are often raided for supplies and treasure, although the Ashiera occasionally welcome trading ships to their settlements. The Ashiera often possess treasure that they have salvaged from sunken vessels or forgotten underwater cities.

The Ashieran diet consists of fish, which they harvest, and an occasional land animal brought back from a raid.

Habitat/Society: The Ashiera are, for the most part, an aquatic race. They build nothing on land, and their settlements under the sea vary greatly in size. Most settlements are built in shallow waters near uninhabited islands, with vast distances between each settlement.

Because of the distance that separates Ashieran settlements, their society is difficult to categorize. Geography plays an important role in determining how different settlements develop. Settlements near rich natural resources often develop more sophisticated economic and political structures, while Ashiera in harsher climates live as hunters and gatherers.

The one constant of Ashieran society is its adaptability. Ashiera are short-lived. As a race, they place little emphasis on custom and tradition. Ethics, values, and laws change quickly from generation to generation, and Ashiera are quick to embrace new technologies or military concepts. Ashieran society tends toward isolationism. It is rare for any settlement to have long-term contact with any other civilized race.

Roleplaying Notes

The Ashiera are the most likely of the four flying races to join an adventuring band. The ties that bind them to their society are not as strong as those of the other races, and their ability to travel underwater gives them a wide range of locales to visit.

Ashiera do not take orders from others well, and they often change plans to take advantage of new circumstances. They do not always communicate these changes well, leading to misunderstandings and complications with non-Ashieran companions. In addition, Ashiera do not think twice about breaking oaths if it is to their benefit. Survival of the fittest is the one overriding philosophy of all Ashieran adventurers.

Ashiera hate to be defeated. Thus, they are fierce opponents when the odds are against them. The more dire the situation, the more passionate their response.

Ashiera must immerse themselves in saltwater at least once every three days, for at least an hour. Ashiera that are unable to immerse themselves lose 3 points of Strength and Constitution every day past the third day, and they will die within one week of such deprivation.

Sword of Free Action

Ashieran warriors must be able to fight both in the air and under the waves. The most powerful warriors among them wield *swords of free action.* These weapons can be enchanted from +1 to +4 and grant the wielder same benefits as a *ring of free action.*

XP Value: 1,500 per "plus" **GP Value:** 3,000 per "plus"

Ashieran Lance

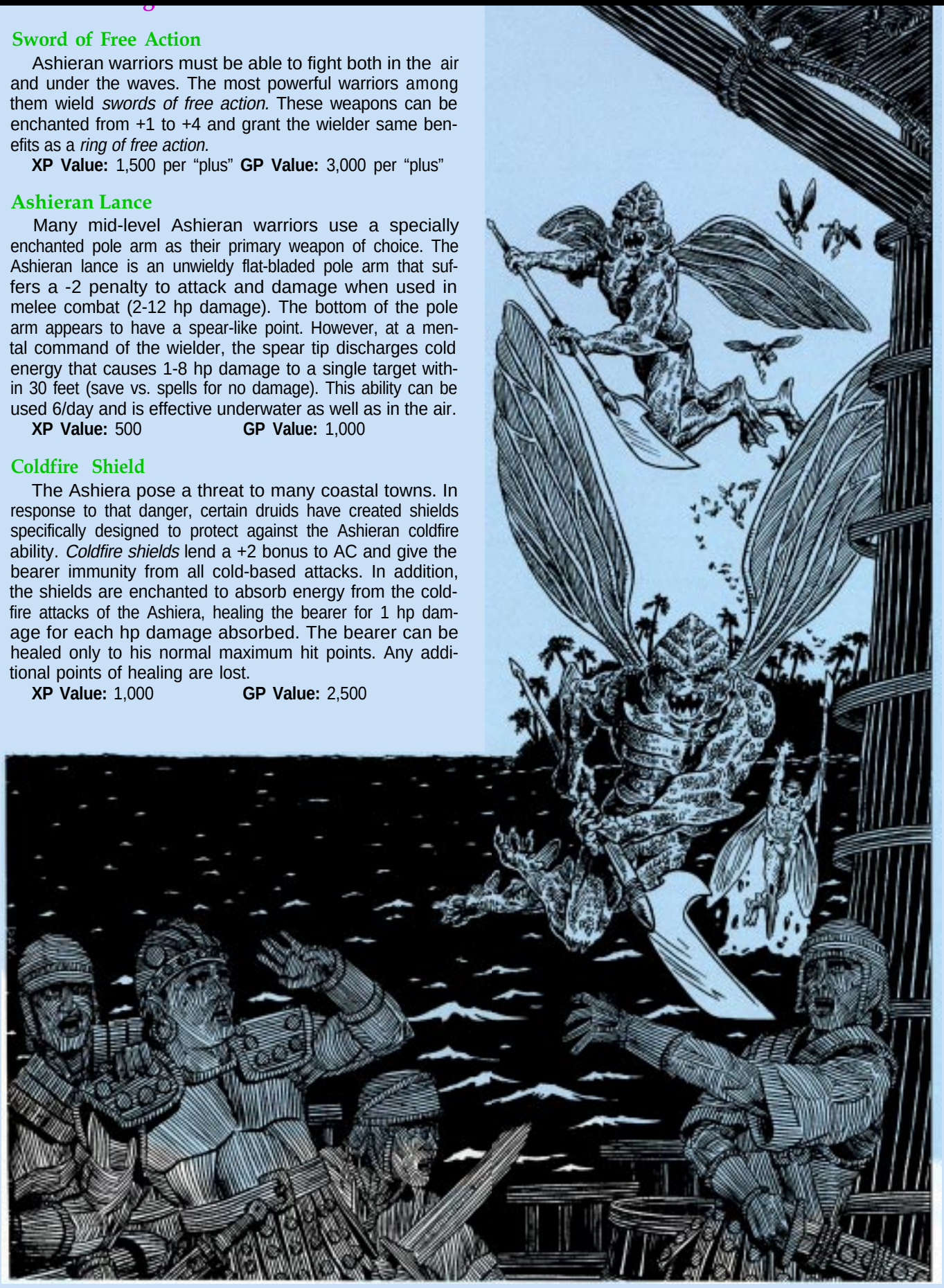
Many mid-level Ashieran warriors use a specially enchanted pole arm as their primary weapon of choice. The Ashieran lance is an unwieldy flat-bladed pole arm that suffers a -2 penalty to attack and damage when used in melee combat (2-12 hp damage). The bottom of the pole arm appears to have a spear-like point. However, at a mental command of the wielder, the spear tip discharges cold energy that causes 1-8 hp damage to a single target within 30 feet (save vs. spells for no damage). This ability can be used 6/day and is effective underwater as well as in the air.

XP Value: 500 **GP Value:** 1,000

Coldfire Shield

The Ashiera pose a threat to many coastal towns. In response to that danger, certain druids have created shields specifically designed to protect against the Ashieran coldfire ability. *Coldfire shields* lend a +2 bonus to AC and give the bearer immunity from all cold-based attacks. In addition, the shields are enchanted to absorb energy from the coldfire attacks of the Ashiera, healing the bearer for 1 hp damage for each hp damage absorbed. The bearer can be healed only to his normal maximum hit points. Any additional points of healing are lost.

XP Value: 1,000 **GP Value:** 2,500



CLIMATE/TERRAIN:	Domesticated trees
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Daylight
DIET:	Sunlight
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic Good
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	Meld with tree
MAGIC RESISTANCE:	10%
SIZE:	M
MORALE:	Average (8)
LEVEL/XP VALUE:	270



The ashira are tree spirits that live in domesticated trees such as date and coconut palms, and banana, orange, lemon, plum, fig, and pomegranate trees. They are a joyous and lighthearted group of faerie creatures native to the lands of Zakhara, referred to as "close friends" by the humans who tend their trees. They can sometimes be heard singing and dancing when their trees are passed at night.

An ashira has unnaturally thin limbs and wild, curly black hair. By day they are fidgety, almost incapable of standing still, constantly swaying in a breeze, shifting their arms and wiggling their fingers. Their hair sometimes moves by itself, curling first one way and then another. By night they are quieter, swaying slowly, eyes listless. In the blooming and fruiting seasons their dress generally improves from rags and scraps of cloth to complicated woven garments of leaves, flowers, and vines.

Combat: Ashira abhor all forms of violence and always flee from combat unless their home trees are threatened. In defense of their orchard they can grow fierce, even bloodthirsty. Some claim that the ashira once demanded yearly blood sacrifices to nourish their bountiful trees, but their present peaceful nature seems to belie this tale.

They can cast *charm person or mammal* at will and frequently do so to avoid combat. In general, though, they prefer to win the trust and friendship of others without the use of magic.

Unlike dryads, ashira are not linked to a specific tree. Instead, they are connected to a whole orchard or stand of trees under the protection of a single caretaker. If the orchard is threatened, all the ashira respond. If they must flee, they can enter and exit any tree in the orchard; they are not restricted to a "home tree." This ability functions as either a *pass plant* or *plant door* spell, cast at the 8th level of ability.

If trapped away from its orchard or if its fellows are threatened, an ashira can strike with its thorny hands and nails for 1d6 points of damage per attack. Even so, an ashira will never deliver a killing blow to a wounded or unconscious opponent, preferring to nurse him back to health and release him far away from the orchard.

Habitat/Society: Ashira are very clannish and cannot live alone without becoming morose and moody. They are almost always in contact with one another when they are met, holding hands, weaving their curls into ragged braids, dressing one another, massaging each other's hurts, and dancing and singing close together. All of them make decisions together, arguing and voting until they all agree (or until the majority manage to browbeat the remainder into accepting a course of action).

The orchard itself is only half the domain of the ashira; they also live in a separate faerie realm within the trees. This they leave only on rare occasions, such as days of irresistible soft breezes and sunshine, when no humans are in the orchard.

Ecology: The ashira can live on the sap and fruit that their orchard provides, but more often they simply soak up sunlight during the day and convert the light to food by night, thus giving their orchard a faint, eerie glow from the magically stored sunlight. This light is so dim that it can only be seen on moonless nights, but it adds weight to the tales of orchards haunted by faerie folk.

The ashira are dependent on humans for care, protection, and usually for the propagation of the trees the creatures use for nourishment. They form close attachments to the horticulturists they meet, often plying them with song and dance at harvest time and even performing favors for them, such as watching over their children and livestock. They are friendly with winged serpents as well. They are friendly with all other creatures often found in orchards, especially the birds, hive insects, and monkeys. They enjoy keeping pets, sometimes lodging them in the branches of their trees and caring for them as a group.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	K, Q
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	1
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	L (9′ tall)
MORALE:	Elite (13)
XP VALUE:	1400



Askhalites are a race alien to Lankhmar, and may have come from the same general locale as the Devourers. As members of a malign race that seeks to spread its influence over other worlds, the Askhalites take over the bodies of other beings, making them little more than empty vehicles for Askhalite will. Under certain conditions an Askhalite will assume its true form, physically transforming the host body as it does so. An Askalite, in its true form, is taller, broader, and more muscular than a man. Their skin is ebony and their brows are heavy and knotted. Their fingers end in slashing claws instead of nails. Askhalites speak their own language, as well as any language known by the host creature.

Combat: Each Askhalite is bound to an object, often a medallion. The object must be given (usually by another Askhalite), to a intelligent creature, who must accept it willingly. The victim must then save vs. spell or be taken over by the Askhalite bound to the object. The Askhalite then controls the victim, and can use any of its mental abilities through him.

The Askhalite will keep its object on its person (that is, the person of its host) at all times. If the object is removed, the Askhalite will change into its own true form, and fight to get the object back. When the creature takes on its true form, the host undergoes an immediate physical change; its effective level, hit dice, and attack forms become identical to those of the Ashkalite (the net effect of this is similar to a polymorph other or shape-change spell controlled by the Askhalite).

The transformation from host to Askhalite frees the host body from mind control effects such as charm and beguiling. (Note that since Askhalites are not persons by the definition of the hold person spell, a host bound by this spell would be freed by the transformation). The Askhalite form can perform prodigious feats of strength (comparable with ogre strength), and can take advantage of any magical augmentation beyond that possessed by the host.

The Askhalite has the ability to *teleport* or *plane shift* the host body to the location of its object at will. It also has the ability to leave the host, to the point of having the host give its object to another intelligent being (who is presumably more powerful or useful).

If the Askhalite is killed, the object becomes inert and safe to handle. Slaying the physical form of the Askalite is fatal to the host, who reverts to normal form. What happens to the Askhalite if its medallion is destroyed while it inhabits a host is unknown. This event is, however, fatal to the host.

An intelligent being that has been taken over by an Askhalite can be freed of its influence by a *dispel evil* spell cast upon the victim specifically for that purpose. The Askhalite's magic resistance must be overcome and the Askhalite receives a saving throw vs. spell to avoid being displaced. If displaced, the creature is forced back into its object.

The Ashkalites will abandon their invasion plans and withdraw without further harm to the hosts if their threat is discovered by the general population.

Habitat/Society: The Askhalites are followers of a mysterious god-ruler known as Askhal, and seek to subjugate other worlds in his (or its) name. Their society is a theocracy, with those Askhalites who have achieved the most in the name of the god-ruler considered closest to the deity, and most capable of rulership.

The existance of more powerful Askhalites, with spell capabilities and additional innate powers is suspected but unproved.

The Askhalite Medallion

It has been theorized that the Askhalites are of extra-dimensional origin, and that their object is required to effect or maintain their existance on this plane. The object seems keyed to the individual Askhalite; at least there is no record of a second Askhalite being bound to or responding to a captured medallion after the original one has been slain.

While the Askhalite lives (including the time before its object is accepted by an intelligent creature) the object has extraordinary resistance to being broken or destroyed. After the Askhalite has been killed, the object loses all special properties.

At least four different patterns of Askhalite medallions are known to the wisest sages, although whether these correspond to ranks within the Askhalite hierarchy, or to factions within the Askhalite society is unknown. It is possible that the form of the bound item, whether ring, circlet, phylactery, gemstone pendant, etc., has a specific meaning for the Askhalites.

CLIMATE/TERRAIN:	Mountain peaks
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1–4 (rarely 4–40)
ARMOR CLASS:	4
MOVEMENT:	21 Fl 42 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to cold-, air-based, and gaze attacks, *true seeing*, *featherfall* (4/day); double damage from fire
MAGIC RESISTANCE:	Nil
SIZE:	L (8′)
MORALE:	Elite (13–14)
XP VALUE:	420



Commonly known as *wind steeds*, asperii are highly prized as mounts, and can be very loyal to the rider. They are white, gray, or dun in color, and have flowing manes that are usually silver, white, or light gray.

Asperii communicate with each other by means of a limited form of telepathy, which has a range of 60 yards. With this power, they can also speak with other intelligent beings.

Combat: Asperii have keen eyes that give them the ability of *true seeing*, including sight into the Ethereal and Astral planes. This often allows them to warn their riders of approaching creatures that might otherwise be undetected. Although they are gentle beings, asperii are quite able to defending themselves if forced into combat. Each round asperii can kick with their front hooves and bite with their sharp teeth. As a rule, they direct their bites at the wings and faces of their opponents.

Asperii are utterly immune to any form of cold-based attack. Similarly, they are unharmed by winds of any type, including the whirlwind attacks of air elementals, djinn, and like creatures. Wind steeds can slip free of the grasp of an aerial servant with unusual ease, having a 40% chance to do so. Conversely, they are especially vulnerable to flames, though not to heat, and suffer double damage from any attack employing open flames. Asperii are immune to all gaze attacks, such as those of a basilisk or catoblepus.

The wingless asperii are capable of flight due to their natural powers of *levitation*. They are able ride winds of any nature, magical or otherwise. When they do so, they can add 1 to their movement rate for each mile per hour over 20 of the wind. They have the inherent ability to cast a *feather fall* spell up to four times per day on themselves or any creature they touch. In flight, the asperii is fairly agile (Maneuverability Class C). It remains so as long as it carries not more than 150 pounds. Although it can still fly while carrying up to 600 pounds weight, its maneuverability class is reduced to D if it carries over 150 pounds.

A loyal asperii (that is, one that has accepted the rider as a master) can fly so smoothly as to allow spellcasting from its back. If the asperii engages in violent maneuvering or strikes with its hooves or bite, the individual cannot successfully cast spells while riding.

Habitat/Society: Asperii sometimes live in herds of as many as 20, but are most often encountered in groups of four or less. As a rule, they live in the uppermost regions of virtually inaccessible mountain peaks.

Asperii are mortal enemies of hippogriffs and griffons, tending to attack these creatures on sight. They have also been known to do battle with rocs, though asperii normally ignore these creatures if possible. They get on quite will with pegasi, and the two species are often found in each other's company.

If taken when young, an asperii can be trained to accept a single master. If this is properly done, the creature becomes utterly loyal to that individual, and will not bear another on its back unless so instructed by its master. An asperii will not accept a master who is not of lawful neutral, neutral, or neutral good alignment. Young asperii, commonly known as "doffs," can be sold to those who wish to train them for between 4,000 and 6,000 gold pieces.

Ecology: Although asperii are omnivorous and eat a great variety of plants and animals, they do have a few favorite foods. Asperii prize mint leaves, mistletoe, fish, and hawk flesh. In fact, they so delight in eating fish that they have been known to raid fishing boats and coastal villages in search of them. Perhaps because asperii can go for long periods of time without eating, they seem to have unlimited appetites when given the chance to feed on their favorite foods.

Noble Asperii

The noble asperii are a very rare off-shoot of this species. Many describe the hide of a noble asperii as looking like an iridescent, polished abalone shell.

Their telepathy is more powerful than that of their more common counterparts, having a 90-foot range and being forceful enough to permit the noble to implant a *suggestion* in creatures 3 Hit Dice or fewer.

Nobles have 6 Hit Dice (THAC0 15) and are often found at the head of large herds of asperii.

—*From* MC Appendix 3, #2104

Climate/Terrain:	River Oceanus and other waters in Ysgard, Arborea, Beastlands
Frequency:	Rare
Organization:	School
Activity Cycle:	Night
Diet:	Herbivore
Intelligence:	High (13–14)
Treasure:	R
Alignment:	Chaotic good
No. Appearing:	2d10
Armor Class:	8
Movement:	9, Sw 18
Hit Dice:	1/2 to 3
THAC0:	1/2 HD: 20 1–2 HD: 19 3 HD: 17
No. of Attacks:	1
Damage/Attack:	1 or by weapon type
Special Attacks:	Hypnotism
Special Defenses:	Protective pact
Magic Resistance:	25%
Size:	T–S (1′–4′ tall)
Morale:	Unsteady to steady (5–9)
XP Value:	1/2 HD: 120 1 HD: 175 2 HD: 270 3 HD: 420



The asrai are delicate female faeries that melt away like ice when exposed to sunlight. Called Sjörå in Ysgard and water sprites in the Beastlands, the small, beautiful water nymphs stand no more than four feet high. Their hair is long and gold and shimmers warmly as they glide through the cool blue waters of their home. Asrai are wonderfully adept in their element, dazzling all who see them.

The asrai can live in either salt or fresh water, though they are sluggish for a few days after they make the transition from one to the other. The largest schools of asrai live in the depths of the River Oceanus, rarely coming to the surface except on nights the algae blooms, when they feed voraciously and harvest all they can in a flurry of activity.

Asrai rarely wear clothing, preferring to use their hair to preserve their modesty. This works better than might be expected, for asrai hair is a living thing, twisting, flexing, and twining about their bodies in unconscious reaction to their feelings, much as a dog's tail wags or droops. Their hair grows constantly and often reaches their buttocks or calves.

Asrai speak their own language, as well as the languages of balaena, fish, nixies, sirines, mermaids, tritons, and sea elves.



Combat: The asrai rarely attack out of malice. They bite anyone trying to scoop them out of their native waters with nets, though they prefer to flee when they can, to return for their vengeance later.

When a school of asrai works in unison, they can hypnotize enemies. They swim at the water's surface, creating a weaving, darting water dance that has the same effect as a *hypnotic pattern* spell. Their golden hair turns and twists, forming a myriad of captivating sparkles that hold the viewer's attention for as long as the asrai wishes.

Hypnotized sailors sometimes fall into the water and drown, and for this reason sharks, giant pike, and other predatory fish follow a school of asrai, hoping for a windfall. The asrai and the fish rarely have any bond of friendship, but the fish often attack anything in the water near the asrai, expecting it to be hypnotized food.

Sunlight inflicts 1d4 points of damage to asrai each round, but a *sunray* spell has no effect. Only direct, true sunlight affects them, so they can take cover in shadows under stones, docks, or ships if they are caught unaware by the dawn.

Some types of deep-dwelling asrai, primarily those of the River Oceanus, cannot survive capture and cannot live in air for any length of time. This may explain why so little is know about the history and society of these creatures.

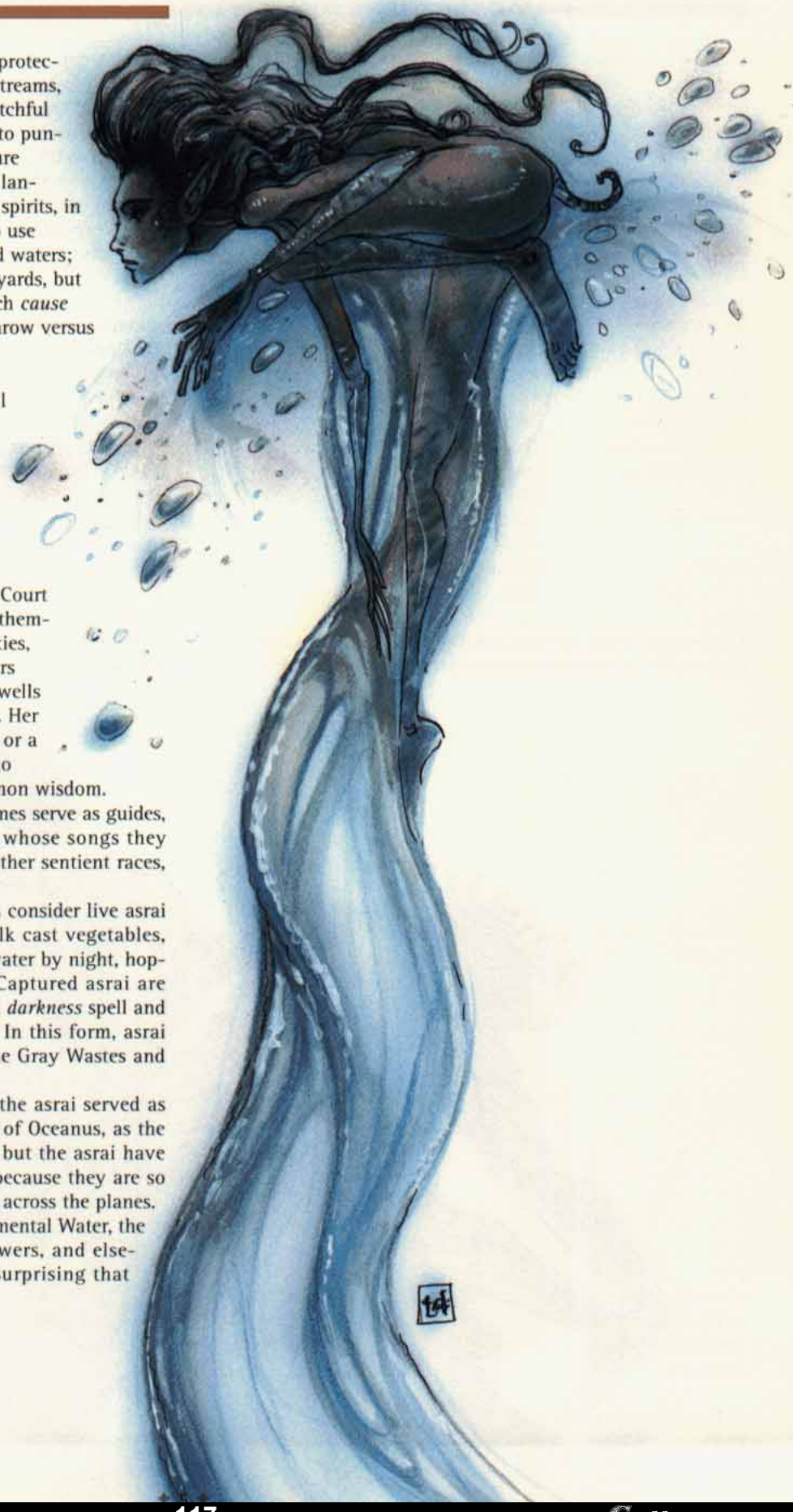
Habitat/Society: Most asrai wander in fresh waters and travel in schools like fish. They are highly intelligent but very fearful of larger creatures, and so they can almost never be persuaded to talk. When they do speak, it is usually to insult the larger creatures.

To avoid sunlight they live far beneath the sea during the day and come up to feed only at night. Fresh-water asrai must have shadowy lairs under banks, logs, or in caves to hide from the sun. Ocean-living asrai keep giant flying fish as mounts, using them as others might use horses. The giant flying fish are INT animal, AC 8, HD 1-1, MV swim 24, and #AT Nil.

The small water spirits live exactly nine years; they have 1/2 Hit Die as young, and a number of Hit Dice equal to half their age after a year. When they die, the asrai dissolve into water that later spontaneously forms 1d4 + 1 new asrai equal in all respects to their "mother."

Asrai leaders are the school pilots, guiding the tribe's yearly navigation from warmer to cooler waters after the summer's feeding season. Pilots are respected, and competition to become an apprentice to the clan's pilot can be intense. The most skilled pilots can lead the school skillfully enough to swim in a ship's shadow during the day; at night the whole clan attempts to seduce the sailors on watch into abandoning their posts. The asrai consider this especially amusing if it results in a shipwreck.

The few tribes of asrai in Arborea are protective nature spirits, watching over springs, streams, rivers, lakes, and seas. They are fiercely watchful of the territory in their custody, and quick to punish any wrongdoer who infringes on the pure waters. These guardian asrai can speak the languages of oreads, dryads, and other nature spirits, in order to coordinate punishments. They also use bows of springy willow strung with braided waters; these poor weapons have a range of 2/4/8 yards, but the arrows are smeared with fish guts, which *cause disease* unless the victim makes a saving throw versus poison.



ECOLOGY: The asrai are fond of algae and all freshwater plants; they eat no meat, prepared or raw. They also eat foods thrown on the surface of the water, swarming to it much as fish do. Their vegetarianism is part of a greater pact, for no predator of the deeps will attack them, even if under magical influence.

The asrai have loose ties to the Seelie Court and its servants. Though they rarely show themselves there, they are welcomed among nixies, selkies, and sea elves. There are even rumors from time to time of an asrai queen who dwells in the Seelie Court, hidden from most eyes. Her home is said to be either a bottomless well or a pure, everflowing spring, but she may be no more than a sprite's trick turned into common wisdom.

In the River Oceanus, the asrai sometimes serve as guides, translators, or companions for balaena, whose songs they understand. They are indifferent to most other sentient races, except as possible targets of abuse.

Hydroloths, slaadi, and marraenoloths consider live asrai one of the finest delicacies. Evil fisherfolk cast vegetables, kelp, algae pellets, and other food on the water by night, hoping to draw more than schools of fish. Captured asrai are sealed in amphorae of water protected by a *darkness* spell and sold to the denizens of the Lower Planes. In this form, asrai fetch as much as 200 to 300 gp each in the Gray Wastes and nearby Lower Planes.

Ancient legends tell of a time when the asrai served as guides throughout the length and breadth of Oceanus, as the marraenoloths still do on the River Styx, but the asrai have long since abandoned this duty (perhaps because they are so hunted and persecuted) and have scattered across the planes. Stories abound of asrai on the Plane of Elemental Water, the Prime Material, Sigil's aqueducts and sewers, and elsewhere. Elusive as the asrai are, it's not surprising that these stories cannot be confirmed.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	Fl 3 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' diameter)
MORALE:	Average (8-10)
XP VALUE:	2,000



In general, beholders and beholder-kin are a very intelligent (and conceited) lot. Which is precisely why all of them deny any relation to the astereater. Though technically a beholder-kin, the astereater has none of the intelligence or magical abilities its cousins possess. In appearance, the astereater resembles a large beholder (minus the eye stalks) with one other major difference: The skin of the creature is virtually identical—in appearance and consistency—to rock. Like the beholder, astereaters have a large, central eye and a large mouth filled with pointed teeth.

Astereaters speak their own language, which consists of very few words. They rarely hold a conversation with anything.

Combat: The rock-like skin of the astereater protects it very well. When its eye and mouth are shut, the creature is virtually impervious to any but very powerful or magical attacks.

The astereater's normal method of attack is to hide at the edge of an asteroid field and wait for passers-by to wander too close. It attacks using its huge mouth. A normal hit inflicts 2d4 points of damage, but any attack roll that exceeds the number needed by 5 or more means the astereater has swallowed its prey whole (obviously this doesn't apply if the opponent is larger than the astereater). For example, if an astereater needs an attack roll of 9 or better to hit, and the roll is 14 or greater, then the victim is swallowed whole.

Anyone inside the belly of an astereater receives 1d6 points of damage per round from the powerful digestive acids found there. The victim may attack the astereater only if he held a small-sized weapon prior to being swallowed. Treat the interior of the astereater as AC 5. If the trapped person manages to inflict 12 points of damage to the creature's stomach, he is expelled from the monster. The astereater cannot attack if it has someone in its stomach.

With its eye and mouth shut, the astereater is almost identical to an asteroid in appearance. At distances of 30 feet or less, the astereater is 50% likely to be mistaken for an asteroid. At distances greater than 30 feet, it is indistinguishable from an asteroid.

Since the astereater is too slow to retreat from combat, it chooses its opponents carefully before revealing itself and attacking.

Habitat/Society: Like all beholder-kin, astereaters are hateful and cruel. They cooperate neither with each other or anyone else unless it is of great benefit to themselves.

Astereaters hoard no treasure as they have no need for such trifles. However, in the bellies of these creatures (particularly older ones) there is usually a fair amount of incidental treasure that the creature cannot digest. In older astereaters it is common to find dozens of coins, various weapons, useless metal odds and ends, and possibly some magical items and potions (the astereater cannot digest glass or ceramic vials either).

An extremely rare but notable exception to the normal solitude of the astereaters is their occasional association with small groups of giff. It has been observed that astereaters sometimes act as "leaders" of giff platoons. Because of the militaristic nature of the giff and their aversion to serve anyone but their own kind, a giff platoon serving under an astereater is typically no larger than 10 giff; the association is generally little more than enslavement. It has been observed that this usually happens when an astereater encounters a giff mercenary platoon that is weak from battle and low in numbers. In this case, the astereater has little trouble domineering the mercenaries. It is unknown why the creatures choose giff as their slaves. Perhaps it is due to the giff's natural penchant for servitude.

As a rule, beholders are a vicious species, holding great wars of extermination among their own kind. Whole communities of beholders are casually destroyed as a matter of course. But the hatred of the beholder race is greater still when directed toward astereaters. Beholders see astereaters as large blots against them and they stop at nothing to destroy what they consider to be vile errors of creation.

Ecology: Astereaters are carnivores that readily eat the flesh of any creature. They seem to prefer sentient species, especially humans and elves. Because of their extreme natural protection, they have no natural enemies but intelligent creatures hunt astereaters for the treasure they may hold in their stomachs.

Astral Dreadnought

Climate/Terrain:	Astral Plane
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	None
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	–4
Movement:	15 (480′ per round astral)
Hit Dice:	15+30
THAC0:	5
No. of Attacks:	3
Damage/Attack:	4d8/4d8/2d10
Special Attacks:	*Antimagic, fear*
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	35%
Size:	G (30′ tall)
Morale:	Fearless (19–20)
XP Value:	22,000



The gods alone know what these things are or where they come from, but one thing is certain: Where the astral dreadnought goes, even the most powerful fiends know fear. The astral dreadnought's a gigantic creature the size of a storm giant, with gaping jaws; huge, pincerlike claws; a reddish, armored carapace; and a single, black, malevolent eye. The dreadnought's lower quarters are serpentine or wormlike, but some cutters who've seen one claim that its "tail" has no end, stretching off into an infinitely long silver cord as thick as a stout barrel. If this is true, it'd imply that the astral dreadnought is not a native of the plane and is projecting its spirit into the Silver Void from some prime-material world.

The dreadnought's sole interest appears to be feeding on any astral traveler unlucky enough to cross its path. No one has managed to communicate with the dreadnought and lived to tell the tale.



COMBAT: The astral dreadnought's an absolute terror in combat. Its massive claws are lined with sharp, serrated edges that can easily catch and crush a human. If the dreadnought scores a natural 18 or better against a creature of size L or smaller with its claws, the victim is pinned. Trapped victims are automatically crushed for normal claw damage in subsequent rounds, and are 50% likely to have 1d4 limbs pinned as well – possibly rendering them helpless in the dreadnought's grip. Getting free of the dreadnought requires a bend bars/lift gates roll with a +30% penalty. Instead of crushing a trapped victim, the dreadnought can bring it to its maw for a bite attack with a +4 bonus to hit, or throw the hapless victim 30 to 180 (3d6×10) yards. ('Course, a sod won't stop going in the Astral once he's been thrown until he collects himself and uses his mind to stop his movement.)

The dreadnought's gaping maw is capable of crunching through even the toughest armor or shield. If the creature makes its bite attack roll by 4 or more, the victim's armor must survive a saving throw versus crushing blow or be destroyed. If the victim has no armor, he must successfully save versus death magic or lose a random limb, severed cleanly by those razor-sharp teeth. The dreadnought can sever a victim's silver cord with its bite if it aims for the cord and makes an attack roll that hits AC 0. This destroys the victim's astral form and causes the death of the victim's body.

To make matters worse, the astral dreadnought has several magical powers as well. Its gaze creates a cone-shaped area of *antimagic*, 100 yards long by 20 yards wide at its far end. No spell or magical item can function in this area. Any creature who meets the gaze of the dreadnought must make a successful saving throw versus spell or be affected by magical *fear*.

The dreadnought has only two weaknesses: its single eye and its silver cord. The creature's eye is effectively AC –8, since it's protected by several large, bony ridges on the monster's face, and can suffer 10 hit points of damage before being destroyed. If the dreadnought's blinded, it'll flee the fight. The creature's silver cord is AC –5, and requires 60 hit points of damage from Type S weapons to sever. If the cord is severed, the dreadnought is destroyed. Naturally, the dreadnought's fiercely protective of its own silver cord.

HABITAT/SOCIETY: Fortunately, astral dreadnoughts're exceedingly rare. In fact, some sages argue that only one of these creatures can exist at any given time. The dreadnought roams the Astral Plane without cease, searching for prey. The creature appears to be joined with the plane on a level not fully understood by other beings; sages have theorized that the dreadnought is *of* the Astral, not *on* it. This property allows it to avoid or ignore phenomena such as shifting conduits, ether cyclones, and similar hazards.

ECOLOGY: The dreadnought has a very unusual and specific diet: It devours astral bodies. The monster is uninterested in creatures who are physically present in the Silver Void, so characters who are *plane shifted*, *probability traveling*, or present in the Astral by means of a magical device are beneath the notice of the dreadnought. On the other hand, characters who are *astrally projecting* form the basis of the monster's diet. The astral dreadnought usually destroys and then devours the astral body, but doesn't strike at the silver cord except as it may be incidental to the process of devouring the astral character.

The dreadnought's encountered only when an astral body is nearby. It doesn't bother physical travelers unless they happen to get between it and its prey.

Climate/Terrain:	Outer Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Non
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	4d6
Armor Class:	10
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	All victims are AC 5
Special Defenses:	Nil
Magic Resistance:	50%
Size:	M
Morale:	Fearless (19)
XP Value:	175

Astral searchers are the bane of planar travelers in the silvery void. They are mindless shells of nebulous humanoid shape, created by concentrated or traumatized thoughts of prime-material characters in the Astral Plane. Violent death, destructive spells cast while on the Astral Plane, and astral combat often result in the creation of astral searchers. More often than not, the creator or source of the astral searcher isn't even aware of the results of his or her actions, and this creature comes into being without malice of forethought or other intent.

Driven by their past connection with material beings, astral searchers obsessively search for material bodies to possess. As they wander the Astral Plane, they seek weak points in the cosmic fabric that connects the Astral to the other planes, and they cluster at those points, waiting for the stress lines to become collinear so that they can pass into other worlds. Such "rips" in the planar tapestry exist naturally, but they also may be created at points where astral travelers enter and leave the Astral Plane, in which case they exist only temporarily (1d6 rounds). Astral searchers also gather near the color pools that lead to the Prime Material and Outer Planes, but they are incapable of passing through them unless a planar being passes through before them.

Combat: As soon as an astral searcher finds its way into another plane or encounters a planar character in the Astral Plane, it seeks to attack. The creature is fussy about its targets – only living humanoids are considered prey. Furthermore, characters from the Prime Material Plane are immune to attacks while on the Astral Plane, for their silver cords somehow act as a shield. On the other hand, characters from the Inner and Outer Planes (who lack silver cords on the Astral) are not protected in this way.

Astral searchers can be attacked either physically or with spells that cause damage. Although weapons seem to slice right through their ghostly forms, they actually cause harm. However, astral searchers are 50% resistant to magic and can only be hit by weapons of +1 or greater enchantment. If reduced to 0 hit points, the creature's will to exist is finally broken and it dissipates into a cloud of harmless vapor.

An astral searcher attacks the psyche of its intended victim, and all targets are treated as having Armor Class 5 for the purposes of this battle. Only *rings of protection* and bonuses for high Wisdom alter the Armor Class of the target. The creature attacks with ghostly claws, as it must touch its victim to be effective. The attack is like a searing lash of psychic energy. Its assault can be blocked psionically in the same way as *id insinuation*.

All damage inflicted by the astral searcher is purely mental, although the victim's mind creates feelings of pain and injury, giving the impression of a physical attack. The mental agony "heals" quickly, though, at the rate of 1d8 points per turn. Nevertheless, the offensive is real. If an astral searcher strikes a fatal blow (hits and reduces the victim to 0 hit points or fewer), the victim falls into a coma while the searcher enters the body and destroys the victim's psyche, effectively killing him. Damage caused by an astral searcher can be combined with that from another source. If another creature actually strikes the fatal blow, however, the astral searcher cannot take possession of the body.

If the astral searcher successfully takes possession of a body, the mind and personality of the victim are destroyed. The searcher acquires the victim's physical abilities and total hit points (as all damage inflicted in the attack now disappears), but not the character's former personality. Instead, the character is filled with the strong emotion that first led to the searcher's creation: rage, fear, determination, or whatever. The newly possessed body can make noise reflecting its emotional state, but it cannot speak. All knowledge of spells and skills is lost.

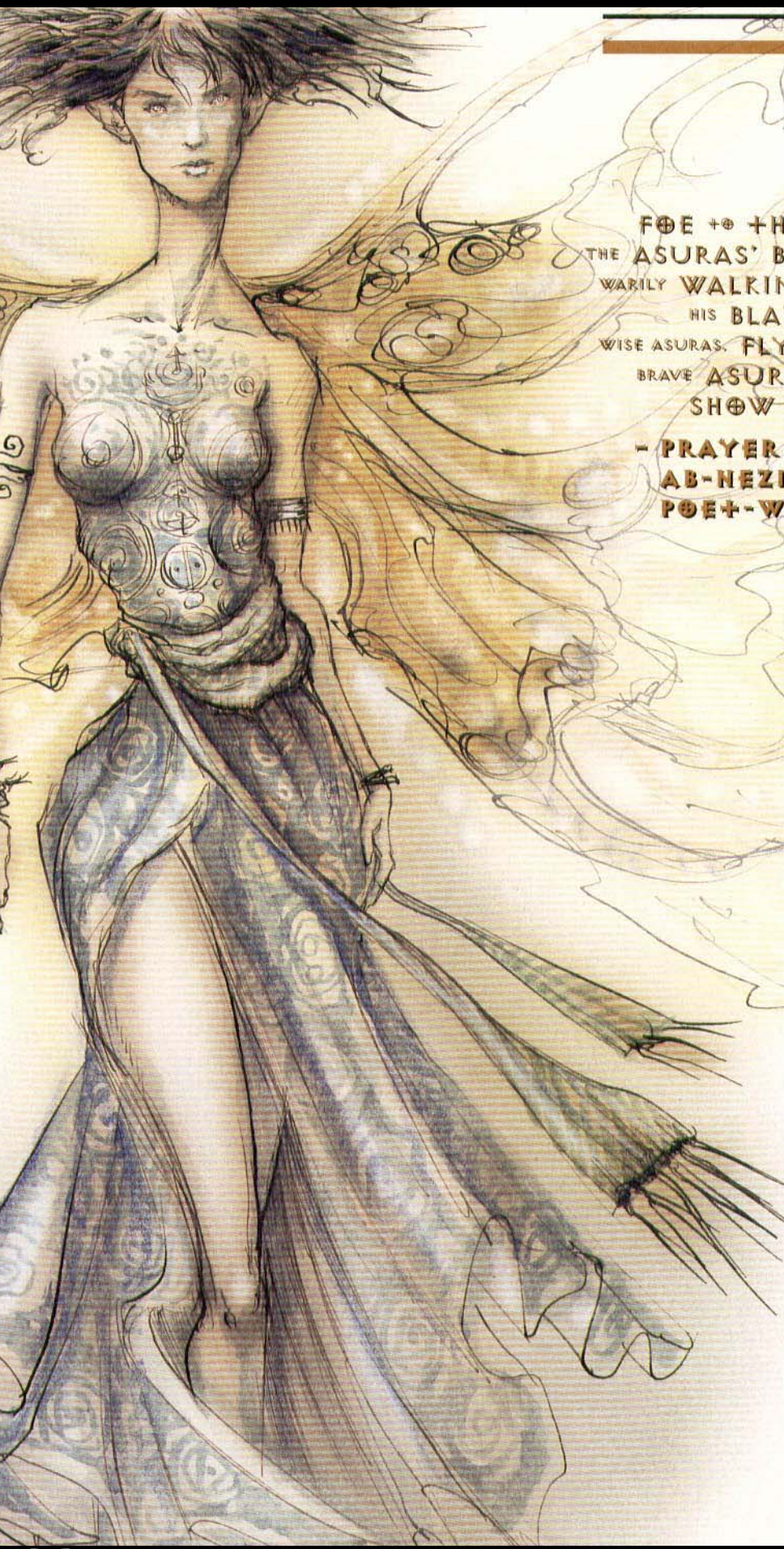
Habitat/Society: Until they inhabit a body, astral searchers have no life. They are simply masses of emotion, disconnected from all else. Once a body is secured, the creature's first concern is to recreate the atmosphere that led to its creation. Thus, an astral searcher born of a mage's dread of capture by the githyanki would continually attempt to create an atmosphere of terror around it. The searcher assumes the emotion is the true and natural state of the multiverse.

Astral searchers are quick learners, however, since they reside inside minds already once taught. Skills such as language and nonweapon proficiencies quickly come back – perhaps within a few hours – and relearning most other tasks takes only a quarter or less of the normal time. Even class abilities and levels can be regained. However, memories and life experiences are lost forever, as if the original character were suffering from permanent amnesia. The searcher/character will allow itself to be named, and it may even fall into parts of its victim's old identity, but it will never forgo its obsessions, nor can it gain new levels of experience.

ECOLOGY: Astral searchers have no physical substance until such time that they take possession of a body. They can be exorcised, but the original psyche has been completely destroyed, and the character cannot be raised or brought back by any means short of a *wish* spell. If the astral searcher is driven from its host, the empty body remains bereft of any life essence and may pose an open invitation to fiends or other incorporeal creatures looking for a physical form to dominate.

There are tales of planars returning home, all knowledge of their past gone, and still living among their family and friends for many years as mental invalids. It is only later, when someone more knowledgeable comes through town, that those close to the victim discover the real truth.





FOE TO THOSE WHO CROSS HIS LORD
THE ASURAS' BLADE REACHES FAR.
WARILY WALKING NEAR DEVA AND FIEND,
HIS BLAZING GAZE MAKES NO FRIEND.
WISE ASURAS, FLY TO ME ON WINGS OF FLAME!
BRAVE ASURAS,
SHOW ME THE PATH TO YOUR REALM!

– PRAYER OF THE LOWLY,
AB-NEZIZ,
POET-WARRIOR OF ZAKHARA

Climate/Terrain:	Upper Planes
Frequency:	Rare
Organization:	Hierarchy
Activity Cycle:	Unsleeping
Diet:	Positive energy
Intelligence:	Genius (17–18)
Treasure:	Nil
Alignment:	Chaotic good
No. Appearing:	2d10
Armor Class:	–2
Movement:	12, Fl 33
Hit Dice:	8
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d10/1d10/by weapon type
Special Attacks:	Trumpet blare, burning wind, spells
Special Defenses:	Spell immunities
Magic Resistance:	40%
Size:	M (6 feet)
Morale:	Fearless (19)
XP Value:	7,000

Asuras are found throughout the Upper Planes, serving various powers as messengers and heralds with a righteous zealotry. They may serve as the voices of knowledge, sharing wisdom that guides mortal oracles and mystics. More often, however, the asuras carry messages of revenge, punishment, and death, sent to those who have angered one of the powers.

Noble warriors, asuras have birdlike talons for feet and wings of brightly burning flame. Marble-white flesh of pleasing countenance covers their stately frame, and their eyes are piercing orbs of the purest fire. Males and females alike wear loose togas of sky blue or snow white. A long mane of red, gold, or copper locks crowns their pale heads. Male asuras adorn their heads in feather-crested helms of bronze. The unjust understandably find asuras terrifying to behold.

COMBAT: The claws of the asuras have been likened to rubies both for their color and their consistency. Very sharp and very hard, the talons tear into the flesh of the wicked with terrible force, dealing 1d10 points of damage each blow. Because of the potency of its claws, an asuras prefers to attack from the air, swooping and hovering above foes. Additionally, this righteous avenger can carry a scimitar or huge spear. Weapon attacks can be directed at a second enemy or at the victim being clawed. There is a 25% chance that an asuras carries a magical flaming weapon similar to a *flame tongue* sword.

Large groups of asuras blow mighty trumpets while entering battle, the sound of which chills a dark soul to its core. Evil beings of 3 Hit Dice or less must make a morale check upon hearing these horns, even if not yet engaged in conflict. The horns can be heard for miles.

Moreover, three or more asuras can create a burning wind with their wings. This mode of attack inflicts 2d10 hit points of damage upon evil beings, while not harming good or neutral creatures at all.

The renowned intuition of the asuras is spoken of throughout the planes. Asuras have a Wisdom score of 21, giving them an immunity to *charm, command, fear, forget, friends, hold person, hypnotism, ray of enfeeblement,* and *scare* spells. They also can see the truth behind all illusions. The golden fires of their eyes dim in the presence of untrue words as a *detect lie* spell, and three times each day they can see through all deceptive or concealing veils, as the spell *true seeing*. All asuras cast priest spells as 9th-level casters, with full benefits gained from their remarkable Wisdom scores. Lastly, these beings can *polymorph self* twice per day into the form of a human or demihuman in order to blend in with normal societies. Their forms are always extremely pleasing, and they remain capable fighters and spellcasters no matter what their outward appearance.

HABITAT/SOCIETY: The asuras are organized into hosts, although there is little more structure to their ranks than that. Nevertheless, the host operates well together and gladly obeys the commands of its superiors. All asuras are free to leave their current host and join another at any time. Their service is always freely offered and gladly accepted by the host leader.

These leaders have double the normal number of Hit Dice and maximum hit points. They are also blessed with a Wisdom score of 22, along with the corresponding spell immunities. Standing before the host that they command, asuras leaders are visibly different from their subordinates. Taller and more noble in appearance, they have a visible aura of golden light circling their forms.

The general of the Grand Celestial Host is an asuras named Absalom. This radiant individual outshines all others of his kind, leading his holy army of thousands like a handsome, luminous beacon of righteous power. Despite his might and appearance, Absalom is not a power and does not aspire to such high office.

Asuras dislike devas and other aasimon (especially lawful ones), seeing them as rivals for the attention of the good powers. Unlike their lower-planar counterparts, however, assimon and asuras rarely allow their rivalry to degenerate to blows. Likewise, due to the nature of both types of beings, neither resorts to any sort of double-dealing or underhanded measures. Instead, their feelings for each other are openly contemptuous.

ECOLOGY: The asuras feed upon energies from the Positive Energy Plane. Gaining their sustenance from this otherworldly source, they have no base requirements such as food, air, or even sleep.

✦ ROGUE ASURAS ✦

As a creature born of a chaotic nature, sometimes an asuras "falls through the cracks." For whatever reason, such an asuras may end up without a power to serve. These rare individuals roam the planes, committing random acts of charity and good will. They defend the downtrodden, rescue the oppressed, and provide for the needy. These rogues often become so narrowly focused in their deeds that they do anything to meet the desired end – sometimes getting carried away in violence and their use of power.

In the words of the planar merchant Gillias Fornmith:

"Asuras without a host wander about the planes, giving a good turn wherever they go. But here's the real dark of it: When they travel alone they go a little barmy. You meet one, get greeted politely, and the next thing you know he'll take your head off to save a rabbit you've trapped for your dinner, or steal your whole haul to give to some poor street waif. You might say they lose a bit of perspective on the whole good/evil thing. Lucky for a sod like me, a clever tongue can talk them out of their cockeyed notions. You can use the good sense within the creatures to show them their own folly."

Occasionally, a rogue asuras succumbs to the charms of a particularly pious or righteous human. If such a union occurs, the offspring is usually a fair-skinned human with bright, piercing eyes. A few are able to *detect lie* in the same manner as their asuras progenitor. All asuras offspring are likely to become mystics, holy figures, or powerful warriors – always significant figures for the force of goodness. These offspring closely resemble the aasimar, having similar origins.

audreeana

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	I, W
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15, Fl 12 (C), Sw 24
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	5
DAMAGE/ATTACKS:	1d6/1d6/1d12/ 1d12/1d8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immune to missile weapons
MAGIC RESISTANCE:	35%
SIZE:	M (5'– 6½' tall)
MORALE:	Elite (14)
XP VALUE:	9,000



Perhaps the most physically powerful of the garradalaighs, the Audreeana (aw-dree-AN-a) looks like a patchwork beast. It has the body of a horse, though its legs are shorter, thicker, and end in grasping claws. Its tail is long and fishlike. Sprouting from its back are two batlike wings that—unless it is flying—remain folded into its body, nearly invisible beneath a shaggy band of hair that circles its neck and extends well down its back. The creature has two heads, one equine and one simian. Each has sharp teeth for rending food and attacking foes. It is spotted gray in color; the hair about its neck is deep black.

Although the audreeana has a single personality, its heads have different functions. It can speak any human or demihuman language fluently through its simian head and communicates with all other warm-blooded animals via its equine head. If either head is severed, the creature dies.

A strong, fast swimmer, it can breathe water as easily as air. The audreeana can cast the following spells each once per day at the 10th level of ability: *ESP*, *know alignment; clairaudience*, *clairvoyance*, *delude*, *suggestion; confusion; mislead*. Twice per day it can cast *improved invisibility*.

A wizard companion gains the audreeana's ability to communicate with warm-blooded animals—as long as the audreeana is within the wizard's line of sight (independent of scrying devices such as *crystal balls*).

Combat: The audreeana first uses spells, reserving one *improved invisibility* enchantment for self-protection. It attacks in melee by biting; each successful bite inflicts 1d6 points of damage. Its front hooves can inflict 1d12 points of damage, and its tail causes 1d8 points of damage. The tail strikes anything to the rear or sides of the creature.

The audreeana is immune to all missile weapons, include the following missilelike spells: *magic missile*, *flame arrow*, *Melf's minute meteors*, and *Melf's acid arrow*. It is not immune to other spells.

Habitat/Society: The audreeana avoids other creatures, preferring to spend time alone in contemplation. It fancies mountaintops, heavily wooded forests, and desolate lands crossed by rivers or streams. Folklore claims it wanders the mountains of Brechtür, prefering the ranges on the eastern side of the Krakennauricht. The audreeana is curious about warfare, though it has no interest in participating in large-scale battles.

Ecology: The audreeana has no known predators, though it tends to prey on all manner of things, especially fish, plump game birds, tall grasses, and ripe fruit.

CLIMATE/TERRAIN:	Temperate hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore (see below)
INTELLIGENCE:	Animal (1)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9, Br 3
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	2-8 claws for 2-8 each
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Fearless (19-20)
XP VALUE:	9,000

Despite being only the size of a large badger, the aurumvorax, or "golden gorger," is an incredibly dangerous creature. The animal is covered with coarse golden hair and has small silver eyes with golden pupils. It has eight powerful legs that end in 3-inch-long copper claws. The aurumvorax's shoulders are massively muscled while its heavy jaw is full of coppery teeth.

The creature weighs over 500 pounds. This incredible density provides the animal with much of its natural protection. This, combined with its speed, power, and sheer viciousness, makes it one of the most dangerous species yet known.

Combat: The aurumvorax charges any creature that enters its territory, causing a −3 to opponents' surprise rolls if attacking from its den. A female of the species receives a +2 bonus to attack rolls when guarding her young.

The creature bites at its prey until it hits, clamping its massive jaws onto the victim and doing 2-8 hit points of damage. After it hits, the aurumvorax locks its jaws and hangs on, doing an additional 8 points of damage per round until either the aurumvorax or its enemy is dead. Only death will cause the aurumvorax to relax its grip.

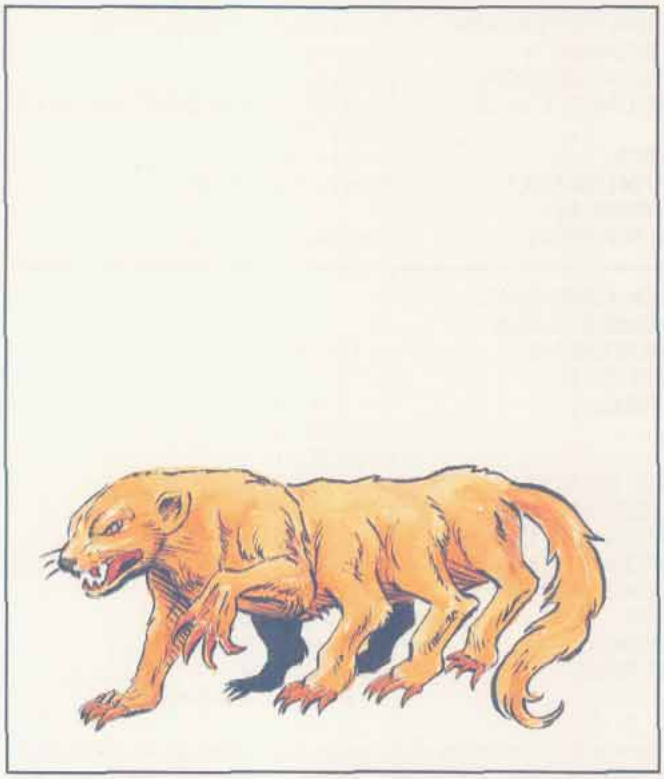
Once its jaws lock, the golden gorger also rakes its victim with 2-8 of its legs, causing 2-8 hit points of damage per additional hit. An opponent who is held by an aurumvorax receives no dexterity adjustment to Armor Class.

Due to its incredibly dense hide and bones, the aurumvorax takes only half damage from blunt weapons. It is immune to the effects of small, normal fires and takes only half damage from magical fires. Neither poison nor gasses have any effect on the sturdy creature.

Habitat/Society: The aurumvorax makes its solitary home in light forests, hills, and at the timberline on mountainsides. An aurumvorax chooses a likely spot and then uses its powerfully clawed legs to create a burrow, sometimes into solid rock.

Due to their unusual dietary needs, aurumvorae make their lairs in spots that either contain rich veins of gold ore or are very near to an area where gold is readily available.

The aurumvorax is a solitary creature which jealously guards its territory, even from others of its kind. The only time adult aurumvorae willingly meet is during mating season, which occurs approximately every eight years.



The pair will stay together for a week or two before the male returns to his territory and the female prepares for the birth of her kits. A litter of 1d6+2 kits is born four months after mating.

For the first two weeks of life, the kits are blind and hairless. They must be fed both meat and precious ores, including gold, in order to survive. It is unusual for more than 1-2 of the strongest kits to survive. If a kit is found and "adopted" before its eyes are open, it can be tamed and trained.

Dwarves tend to dislike aurumvorae, though some communities have been known to raise one or more of the beasts for use in sniffing out veins of ore.

Ecology: In order to survive, the aurumvorax supplements its carnivorous diet with quantities of gold. The ability to digest and utilize gold and other ores makes it possible for the creature to develop the dense fur, hide, and bones that protect it so well.

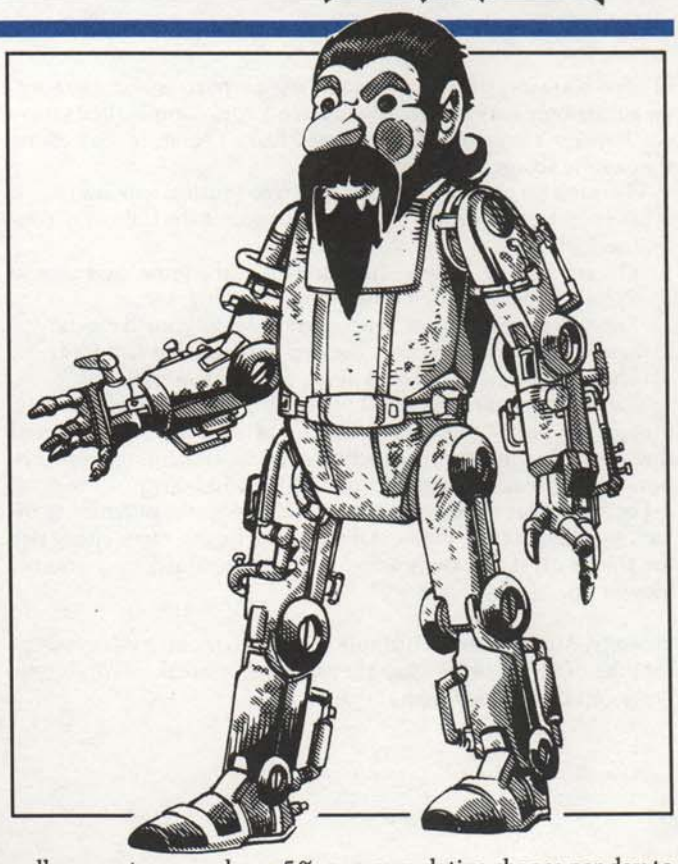
If an aurumvorax is killed with a minimum of cutting damage to its hide, the hide may be turned into a garment of incredible strength and beauty worth 15,000-20,000 gold pieces. The garment will also protect its wearer as armor, the specific Armor Class depending on the size of the aurumvorax. A garment with AC 2 weighs 50 pounds, one with AC 3 weighs 40 pounds, and one with AC 4 weighs 30 pounds.

The wearer also receives a +4 bonus on saving throws vs. normal fires and a +2 bonus on saving throws vs. magical fire.

If an aurumvorax is burned in a forge, approximately 150-200 pounds of gold are left behind. This burning process is very difficult and usually takes between one and two weeks to perform. Of course, the hide may be removed before the creature is burned; if burned at the same time, the hide will provide an additional 21-40 (1d20+20) pounds of gold.

The aurumvorax's teeth and claws are also prized for decoration, and can bring up to 1 gp each on the open market.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (4)
TREASURE:	Special
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	5, Fl 6 (E), Sw 3, Br 4
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	3 or special
DAMAGE/ATTACK:	1d10/1d10 or special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Fearless (19)
XP VALUE:	975



An autognome is a mechanical gnome with gears, pulleys, and bits of magic inside it. The tinker gnomes create the autognome for exploration, rescue, prospecting, and defense in environments hostile to human- and demihumankind. It works just as well as any other gnomish invention.

These automatons resemble gnomes, though no one could ever confuse an autognome with a real gnome. Autognome faces are painted, even down to red circles on their cheeks. They walk with a stiff gait, clanking, wheezing, whirring, and razzing, their arms swinging out of rhythm. Autognomes speak gnomish and Common in a nasal monotone.

Autognomes are either *directed*, under the gnomes' control; or *rogues*, which have forgotten their orders and now wander wildspace doing anything except what they were designed for.

Combat: Autognomes obey the following directives: (1) defend gnomes under attack by non-gnomes; (2) defend yourself against attack; and (3) defend babies and children from harm. The last directive arose from the best intentions, but unfortunately, it neglects to specify races; so if, for instance, an autognome sees elves battling young beholders, the autognome blasts away at the elves.

Autognomes attack with two heavy metallic fists, doing 1d10 damage each. Unfortunately, autognomes are slow and always attack last in a round when using their fists.

Since one of their functions is to collect soil samples from different planets, most autognomes (90%) have a retractable metal scoop. If the scoop is used as a weapon (only when the autognome malfunctions), it inflicts 1d12 damage.

Some autognomes (33%) are used exclusively for combat, and have a *wand of lightning* set in their chests. These wands have 5d10 charges remaining and are salvageable after the autognome is defeated or (more likely) when it breaks down and collapses into a useless heap.

Whichever attack form the autognome uses, it yells as it fights: "Crush! Kill! Destroy! Exterminate, exterminate! Maim! Hurt! Incapacitate!"

Autognomes save as hard metal. They are immune to poison and all spells except *disintegrate*.

Malfunctions: Every successful hit on an autognome has a 10% chance of causing a malfunction. Any time an autognome rolls a 1 for its attack roll, it has a 25% chance of malfunctioning. Finally, an autognome has a 5% non-cumulative chance per day to malfunction. Whatever the cause, roll 1d12 and consult the following table:

Autognome Malfunction Table

1-2. Autognome becomes a rogue (if already a rogue, use #10)
3. Autognome attacks itself for 1d4 rounds
4-5. Head or limb falls off (20% chance for each appendage)
6-7. As 4-5, but the autognome spends one round reattaching the lost limb
8-9. Autognome attempts to extract a core sample from victim
10. Autognome shuts down for 1d10 hours
11. Autognome explodes (3d10 damage in a 20′ radius; save vs. breath weapon for half damage)
12. Autognome's orders change. Roll 1d6:
    A. Self-destruct sequence starts. Autognome explodes in 1d4 rounds unless doused with water
    B. Autognome gives its report
    C. Autognome asks to record report, and remains stationary until the PC stops talking
    D. Autognome begins talking backwards
    E. Nearest PC is recognized as a baby
    F. Nearest PC is recognized as a gnome; autognome follows PC around

Habitat/Society: Since autognomes are automatons, they have no society or preferred habitat. A gnomish spelljammer has a 10% chance of having 1d4 autognomes on board to explore hostile environments.

Autognomes can follow up to 100 different orders, including what to do in certain situations, or what minerals to look for on a planet. An autognome can memorize and recite everything it sees and hears in a 24-hour period.

An autognome can converse with others, but its thought processes are inflexible, and it does not deviate from its orders. Figures

of speech are lost on it. Autognome logic is narrow. For instance, an autognome may be ordered to fetch a rock sample. In its travels, it meets a human warrior named Rok. Therefore, out comes the sample scoop and . . .

There is a 1/3 chance that an encountered autognome is a rogue. It has forgotten its orders and is now in one of the following conditions (roll 1d4):

1) The autognome believes itself to be a real gnome, and tries to live a normal life, including eating, sleeping, etc.
2) The autognome awaits new orders from anyone it meets.
3) Same as #2, except it does the opposite of what is it told.
4) The autognome attacks all living creatures in sight.

The gnomes guard the secret of building autognomes jealously, though no one but gnomes wants to build the things. It is rumored that it requires many spells such as *enchant an item*, *animate object*, and *permanency*, and it costs at least 10,000 gp.

For some reason, the dohwar are interested in purchasing intact, working autognomes. All other intelligent races either flee the things or, if the autognome is unaccompanied by a gnome, blow it up.

Ecology: Autognomes contribute nothing to the ecosystem except for piles of scrap metal when they inevitably break down. Rogue types can be a wildspace hazard.

CLIMATE/TERRAIN:	Any warm land or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Any possible (guardian)
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/2d4 + special
SPECIAL ATTACKS:	Electrical sting
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	35%; see below
SIZE:	H (12'+ long)
MORALE:	Special
XP VALUE:	5,000

Scaladar are automatons, scorpion-like guardian monsters originally created by a mage named Trobriand. Rumor has it that some of these cold, methodical killers are released with orders to simply destroy all living things they encounter—for that is how many of them behave.

Combat: These smoothly-moving metallic constructs attack by grabbing prey with two huge pincer claws while they also lash out with their sting-equipped tails. Thus, a scaladar can potentially fight three opponents at one time. The claws do 1d12 points of damage when they close on a victim, repeating that damage each round thereafter until the victim breaks free. Victims may try to escape a claw once per combat with a successful bend bars/lift gates roll. If the roll fails, they are trapped until the scaladar drops them to grasp another opponent. Trapped beings are automatically struck by the scaladar's sting, no attack roll is required for the sting attack. Trapped victims are also used to bludgeon other beings or surroundings—the pincer does not release the victim but makes an attack roll; if successful, it bludgeons an opponent for 1d4 damage, which does an already-gripped victim an additional 1d6 damage.

A scaladar's sting does 2d4 points of physical damage, and also delivers an electrical discharge of 1d12 points to any victim it "stings." This attack can be generated by the scaladar only once per turn, but its sting can be augmented by electrical attacks, lightning strikes, and by magic cast at it.

Scaladar absorb all electrical attacks and all *magic missiles*. The former are retained as stored energy; calculate the hit points of damage of the attack and retain it—each point of damage equals one point of stored energy. The scaladar's stored energy is released by the tail sting in d12 discharge-attacks. The scaladar cannot release its stored energy in a "sting" unless it has 12 points or more stored away.

Scaladar can absorb *magic missiles*. These serve to heal hit points of damage suffered by the scaladar. The magical energy can be used to heal the scaladar only during the round the *magic missiles* hit. After that time, the magical energy is dissipated and lost.

Scaladar take only half damage from fire-and-heat-based attacks, and half from all edged or piercing weapon attacks.



The "metal monsters" are immune to *disintegrate*, *maze*, *crystalbrittle*, and any acid- or cold-based spells. Attempts to mentally influence a scaladar will always fail, making *charm*, control, and illusion spells useless; unless one is the creator of a particular scaladar, or another being identified by the same creator as a legitimate "controller," characters will never command scaladars with powers less than a full *wish*.

Scaladar can climb trees and rockpiles, albeit clumsily, but cannot swim or float. They can temporarily operate underwater without impairment; treat their electrical "stings" as 30 foot radius *fireballs*, doing the scaladar itself no harm. However, the metallic scorpions rust within 1d20 days, reducing them to half movement rate, and later (another 1d20 days) into total immobility.

Habitat/Society: The scaladar form no social groupings; they are encountered singly or in groups as ordered and deployed by their controllers.

Scaladar are always aware of the presence of others of their own kind within 100 feet. This detection also applies to sensing their creator or controller. If a scaladar is attacked within the range of others, they all immediately sense the threat—and may aid their fellow if their current operational orders allow it. In a like manner, the controller of a scaladar can mentally or verbally communicate an order to all scaladar within 100 feet. A controller can only mentally command scaladar if he has one of the *rings of Trobriand*.

Some wizards have attempted to devise specific spells allowing them to control encountered scaladar, while others are rumored to have attempted to make their own scaladar. If any mages have achieved success, they have so far kept silent. It is suspected that Trobriand has created some scaladar to destroy any "inferior models" of scaladar made by other wizards.

Ecology: Scaladar eat nothing, and function as predators only when ordered to do so. Most serve as guardians of their controller's keep, programmed with a specific range and specific

objectives, such as "Keep this area around my tower free of any creatures larger than one foot tall." The scaladar pursue their orders without question and kill without compunction, if so ordered. As cold, bloodless, nigh-mindless killers, they are enemies of all living creatures.

Most scaladar are under orders to seize and swallow intact any magical items that they detect save those directly wielded by their controller; in this role, they constantly attempt to remove objects bearing dweomers from open use in their vicinity. A scaladar's orders are usually structured for primary and secondary goals—the collection of magical items is often its primary goal, though it often has to use force to achieve that goal.

Scaladar are created by a complex, exacting, jointly mechanical and magical process, so far solely practiced by their inventor, the archmage Trobriand. Sages believe that similar creatures were once in use in Myth Drannor, Netheril, and other magic-proud realms of long ago—and that a few of these may yet survive in long-sealed tombs and lost treasure-vaults. Other sages, those versed with spelljamming, argue that the scaladar are a larger derivation of the dreaded mechanized clockwork horrors. This theory is supported by Trobriand's duplicate copper horror in his laboratory.

Rings of Trobriand

These magical rings are the creation of Trobriand, an apprentice of Halaster and creator of the metallic scaladar. The rings allow mental contact and command of any scaladar within 100 feet. The *rings of Trobriand* also protect the wearer from attack by any scaladar, regardless of its orders; the ring will cause the scaladar to shut itself off for 1d12 turns immediately upon contact with the wearer. The only exceptions to this effect are scaladar under the command of Trobriand's *Master Ring of the Scaladar*. Trobriand's ring can override any scaladar's orders and issue new commands from a distance of 500 feet. The *Master Ring* temporarily locks out all other orders as the scaladar pursues the objectives given by Trobriand and cancels the shut-down effect of a minor ring. Trobriand has eliminated hated ex-apprentices as well as rival mages by attacking them with their own scaladar forces.

Enhanced Scaladar (Squch)

The enhanced scaladar, of which the only known example calls itself Squch, is an automaton especially created by Trobriand. Squch is physically identical to a normal scaladar, aside from its intelligence (16), magic resistance, independent will (neutral evil alignment), and a magical voicebox that allows it to speak common and drow.

Combat: Squch attacks like other scaladar. Moreover, the enhanced scaladar holds the victim in its vise-like grip and bludgeons other enemies with that unfortunate, dealing 1d4 points of damage to the bludgeoned foe, and an additional 1d6 points of damage to the tightly-held victim/weapon.

Like its less-intelligent cousins, Squch can absorb all *magic missiles* and all electrical attacks, and these have the normal effects. In addition, Squch has a magic resistance of 50%.

Like all of Trobriand's constructs, Squch is immune to *disintegrate, maze, crystalbrittle,* and any acid- or cold-based spells. It takes only half damage from fire- and heat-based attacks, and half damage from any attacks with edged or piercing weapons. All attempts to mentally control Squch will fail unless they specifically use *Trobriand's Master Ring*.

Habitat/Society: The enhanced scaladar has a more advanced artificial intelligence, allowing it to directly control its fellow constructs. Its primary magical "programming" instills in it a directive for control. It does realize, however, that it and the other metal monsters of it kind are unquestioningly under the control of the *Master Ring* (though Squch thinks it might have ways around that, provided enough magic . . .).

Squch is intelligent and ambitious and is following its directive of control quite well. It has delusions of grandeur along with its control directive, and is ruthless and totally lacking in qualities such as compassion or curiosity. It wants only one thing: to further its ambitions and obey its "need" for control. It is driven by a mechanical logic and is too intelligent to fall for spurious arguments or unsupported threats. Unlike others of its kind, Squch does not kill blindly and automatically; each opponent is evaluated in terms of what Squch might gain from him or her.

Squch moves smoothly on level ground, but can climb rockpiles in a clumsy fashion. It knows that it cannot swim or float, and that its metallic body would eventually rust if exposed to water for extended periods of time, and so it remains on dry ground at all times.

Ecology: Squch eats nothing, and requires no fuel. Trobriand knows of its ambitions, but only finds them "amusing from an anthropological point of view." He also knows that the construct will obey him without question, due to his *Master Ring*. With matters at an apparent impasse, Trobriand continues to observe Squch and its fellows with much amusement and interest. Squch, on the other hand, works incessantly to gain control of itself (it wants to find magic that allows it to defy Trobriand's control).

Automaton, Scaladar, Enhanced (Squch)

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CLIMATE/TERRAIN:	Undermountain
FREQUENCY:	Unique
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Highly (16)
TREASURE:	See below
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-12/2-8 + special
SPECIAL ATTACKS:	Electrical "sting"
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%; see below
SIZE:	H (12'+ long)
MORALE:	Special
X.P. VALUE:	7,000

Scaladar are scorpion-like automatons created by the archmage Trobriand, and are the most successful and useful of his artificial creations. The scaladar are generally used to guard strongholds or treasure in the many levels of Undermountain. The enhanced scaladar, which calls itself Squch, is an automaton especially created by Trobriand as one of his "most intellectually stimulating experiments in this century." With its magical metal construction, Squch is physically identical to a normal scaladar, aside from its intelligence, magic resistance, independent will, and a magical voicebox that allows it to speak Common and Drow. Created as a curiosity to interact with some of Trobriand's older "failures" (see Trobriand's Automatons), the enhanced scaladar is proving to be a singular menace that could lead to much trouble soon.

Combat: The enhanced scaladar can attack with both of its huge, pincerlike claws as well as with its sting-tipped tail, and can thus fight up to three opponents at a time. Each claw does 1d12 points of damage when it closes on a victim and continues that damage each round thereafter until the victim can break free. A victim can try to escape once with a successful *bend bars/lift gates* roll; failure means that the victim is trapped in the creature's grip until dropped. Moreover, Squch holds the victim in its vise-like grip and bludgeons the enemy with the unfortunate, dealing 1d4 points of damage to the bludgeoned foe, and an additional 1d6 points of damage to the tightly-held victim/weapon.

The enhanced scaladar's sting does 2d4 points of damage, and each successful "sting" adds an additional 1d12 points of electrical damage to the victim. Note that anyone trapped in one of the enhanced scaladar's claws can be automatically struck by the sting, with no attack roll required. Squch can generate this electrical attack only once per turn, unless it can be enhanced by any electrical or magical attacks cast against it.

Like its less-intelligent cousins, Squch can absorb all *magic missiles* and all electrical attacks. Each point of damage from an electrical attack is stored as 1 point of energy that can be discharged when the construct makes a "sting" attack. This energy cannot be discharged by the sting until a minimum of 12 points have been absorbed or generated. The magical energy released by *magic missiles* can be absorbed on the same round they hit to heal the scaladar rather than harm it. If Squch is unharmed, the *magic missiles* are absorbed with no effect.

Like all of Trobriand's constructs, the enhanced scaladar is immune to *disintegrate, maze, crystalbrittle,* and any acid- or cold-based spells. It takes only half damage from fire- and heat-based attacks, and half damage from any attacks with edged or piercing weapons. All attempts to mentally control Squch will fail unless they specifically use Trobriand's *Master Ring* (See Trobriand's Automatons).

Habitat/Society: The scaladar were created over a number of decades, and Trobriand created many other metal creatures that were deemed failures and *teleported* to empty caverns deep within the dungeon. Early on, Trobriand stopped instilling artificial intelligence within his constructs, as his experiments always seemed to go awry. Years later, after the successful creation of the nonintelligent and easily controlled scaladar, Trobriand ventured into the area where he dumped his "failures," looking for spare parts, and found a group of artificially sentient constructs that not only functioned, but were creating more of their own constructs.

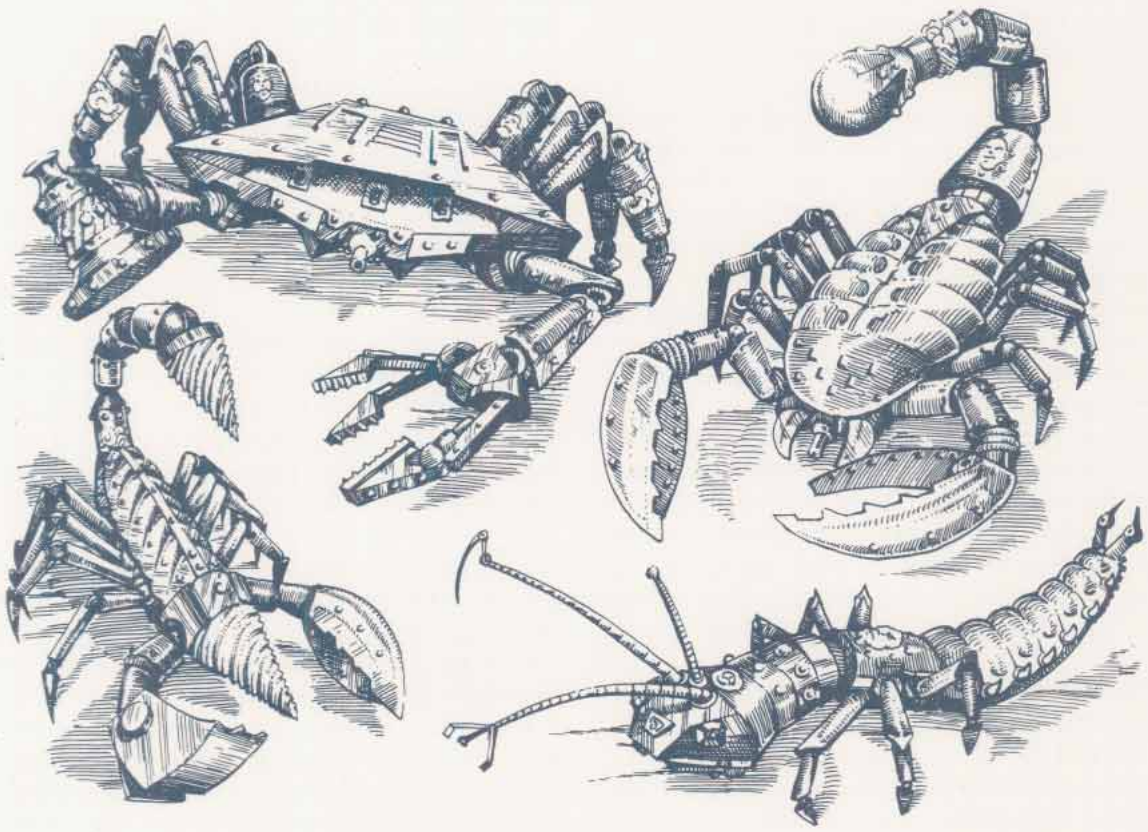
Inspired by the unintentional success of his intelligent metal monsters, Trobriand wanted to create a construct that was intelligent and able to control the others, all "in the interest of magical curiosity." He created a unique, more heavily armored scaladar with some magic resistance and a new artificial intelligence based on the silversanns' internal components, allowing it to directly control its fellow constructs. Its primary magical "programming" instill in it a directive for control. Trobriand then placed it in his graveyard to watch its interaction with the other inhabitants. Squch named itself soon after its activation (after a squeak from its right claw) and its experimental intellect and ego soon went to work. It quickly proclaimed itself the commander of the constructs in Trobriand's Graveyard and formed its plans to conquer the Underhalls and all the Realms above and below. It does realize, however, that it and the other metal monsters are unquestioningly under the control of the "Metal Mage" himself (though Squch thinks it might have ways around that, provided enough magic . . .).

Squch is intelligent and ambitious and is following its directive of control quite well. It has control of the Graveyard and it has now directed the other automatons to find a way out of the Graveyard. Squch has delusions of grandeur along with its control directive, and is intent upon finding a way to control Undermountain in preparation for taking over the Realms. Squch is ruthless and totally lacking in qualities such as compassion or curiosity. It wants only one thing: to further its ambitions and obey its "need" for control. It is driven by a mechanical logic and is too intelligent to fall for spurious arguments or unsupported threats. Unlike others of its kind, Squch does not kill blindly and automatically; each opponent is evaluated in terms of what Squch might gain from him or her.

Squch moves smoothly on level ground, but can climb rockpiles in a clumsy fashion. It knows that it cannot swim or float, and that its metallic body would eventually rust if exposed to water for extended periods of time, and so it remains on dry ground at all times.

Ecology: Squch eats nothing, and requires no fuel. Trobriand knows of its ambitions, but only finds them "amusing from an anthropological point of view." He also knows that the monster will obey him without question, due to his *Master Ring.* With matters at an apparent impasse, Trobriand continues to observe Squch and the society it has built in the Graveyard with much amusement and interest. Squch, on the other hand, works incessantly to gain control of the dungeon and itself (it wants to find magic that allows it to defy Trobriand's control).

	Ferragam	Silversann	Thanatar
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Special	Special	Special
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Semi- (2–3)	Very	Non- (0)
TREASURE:	Incidental	Special	Incidental
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1–6	1	2–5
ARMOR CLASS:	4	4	0
MOVEMENT:	6	18	12
HIT DICE:	5	3	12
THAC0:	15	17	10
NO. OF ATTACKS:	2 + special	1	11
DAMAGE/ATTACK:	1d3/1d4+1	1d4	1d20/1d20/1d12
SPECIAL ATTACKS:	Fire jet	Nil	Gas
SPECIAL DEFENSES:	Immune to heat, half damage from edged weapons, immune to mind control	Nil	Special
MAGIC RESISTANCE:	10%	40%	25%
SIZE:	M (5'–7' long)	S (2' long)	H (15'long)
MORALE:	Fanatic (18)	Fearless (19)	Champion (15)
XP VALUE:	1,400	640	9,000



In aspiring to make reliable and powerful artificial guardians, the mage Trobriand created a number of different prototypes and models over a number of years, all of which he abandoned with the creation of his scaladar (see Scaladar). "Trobriand's automatons" generically refers to the multitude of mechanical creatures originally designed and created by the mage, but discarded. Three major types of Trobriand's automatons are currently functional: the *ferragan*, a workhorse and mechanic for other automatons; the *silversann*, the "brains" of the automatons and ersatz wizard; and the *thanatar*, quite literally the war machine. These three are the primary creatures currently in use. Triobrand created other automatons, but these tend to be little more than randomly constructed mobile scrap heaps used by others for spare parts.

Ferragan

Ferragans appear to be large, crablike creatures with six legs and two manipulative appendages. One of the appendages is a grasping arm with three large, strong fingers that look like a crab's claws. The other is a shaping arm similar to a large hammer or mallet with a large, rounded head for pounding. The small, flat head of this creature contains three eyes set forward in a triangular pattern, and a thin nozzle where the mouth would be on a living creature.

Ferragans are workhorses, their job being to repair other metal creatures and to make simple spare parts for them. They also seek out and store any and all raw materials that can be used for automaton assembly. When they find a source of metal (raw ore, a sword, or a suit of plate armor, for example), they attempt to collect it and bring it home for sorting and storage. They are intelligent enough to follow simple directions and to learn that certain creatures or objects are not raw materials.

Combat: These constructs attack by grabbing victims with the pincer arm (for 1d3 points of damage) and battering them with the shaping arm (for 1d4+1 points of damage). An opponent can attempt a bend bars/lift gates roll every round to escape the pincer arm. If a target is grasped and successfully held by the pincer, the ferragan attacks with a +2 bonus with the shaping arm in subsequent rounds. Every other round, it can attack with a *fire jet* from the nozzle on its head. This is a narrow flame similar to a cutting torch, and can be used only against held targets for 2d6 points of damage. This can be used no more than six times a day.

Due to their function, all ferragans are immune to heat damage. Their metal construction results in half damage from edged or piercing weapons. They are immune to all mind controlling attacks as they don't have living minds.

Habitat/Society: When he originally created the ferragans, Trobriand felt that they could take over the manufacture of simple parts for him, freeing him to devote himself to more creative work. However, they were more trouble than they were worth, as they constantly took valuable metal objects (like *iron bands of Bilarro*) to use for spare material. Rather than improve their intelligence and repeat an earlier failure with the silversann (see below), Trobriand banished all of his ferragans, both working and broken-down models.

Ferragans are mechanics. They create spare parts for any automatons that have been damaged in accidents or battles, and gather raw materials. They do not attack new arrivals to take metal from them, but they defend themselves to the best of their abilities from persons who physically object to having their armor or weapons stolen. They stop fighting when they get the metal they seek, and scurry away to sort and store it for later use. Ferragans do obey the silversanns and carry out any commands to the best of their understanding (admittedly not very great, but they do their best). They can also send out alarm signals to the thanatars for aid in obtaining metal, though the thanatars respond to the ferragans' signals only 50% of the time.

Ecology: Ferragans do not eat or drink, though their internal manufacturing processes leave many by-products in their habitats. Smoke and welding fumes are thick in the air around them, and living creatures engaging in strenuous activity (i.e., combat) around them must roll Constitution checks each round or suffer a penalty of –2 on all combat rolls and proficiency checks until they rest for 1 to 8 rounds. This effect ceases after leaving the ferragans' area. Like all of of Trobriand's automatons, ferragans must obey commands from *Trobriand's Master Ring*.

Silversann

Silversanns look like mechanical silverfish with several fine manipulators attached to their bodies at the base of their heads, looking like elongated antennae. They are a flat black color rather than silver, and their black armor does not reflect light. While appearing delicate, the silversann are stronger than they look and can carry 100 to 150 pounds, or drag perhaps two to three times as much.

Silversanns were invented by Trobriand to seek out magic and machinery, ascertain items' functions, and return useful items to him. Despite their simple tasks and bodies suited for said tasks, the silversanns were one of Trobriand's most disappointing failures.

While they possessed the intelligence he had hoped for and the curiosity needed to seek out new items, they also retained quite a bit of free-will and stubbornness within their artificial intellects. This created disturbing tendencies in them to keep objects they found for study and use rather than giving them to Trobriand after discerning their function. They also could lose track of their missions when something piqued their wide-ranging curiosities. While several are still in his service, most of the silversanns were discarded after failing to respond to Trobriand in an appropriate manner.

Combat: Silversanns are not suited for combat and often flee such situations if given the opportunity to do so. They seldom confront anyone not known to them except when supported by thanatar units. If forced into combat, they strike with their manipulator-tentacles, using them like whips (1–2 points of damage). They are intelligent enough to strike at vulnerable areas, such as eyes, and have a 20% chance with each successful hit to blind an opponent. This is only possible if their opponent's eyes are within their limited reach.

If physically threatened or pressured, the silversanns can "mentally" command any of Trobriand's automatons within 100 feet. This is their primary form of defense, using the ferragans and the thanatars as their enforcers. Under their control, any of Trobriand's automatons will sacrifice itself to protect the silversanns. Any of Trobriand's automatons that are somehow made to attack the silversanns will immediately deactivate for 1–12 rounds upon contact with their commanding silversann. The only mechanical automaton that is immune to their control is Squch, the enhanced scaladar (see Automation, Scaladar).

Habitat/Society: Silversanns are solitary creatures. They have the ability to *detect magic*, as befits their task of finding and discerning magical items. They can also duplicate the abilities of a *wand of metal and mineral detection*, allowing them to detect concentrations of metals and use their intelligence to determine whether it is useful for their master or not. Both of these abilities operate at all times.

Silversanns exist only for the acquisition of knowledge and will go to great lengths to investigate a new fact. Whenever two or more silversanns meet, they spend one turn exchanging any new discoveries they have made. After this exchange of information, they go their separate ways. Under normal circumstances, this is the only "social" contact they have.

The silversanns rebuild ferragans and thanatars to fulfill their impulse for investigating and fixing mechanisms. If confined to an area, silversanns may become "frustrated" at their inability to explore and turn to independent research as a way to maintain their function of "seeking magic." Some may try to recreate themselves with more intelligence in the hopes of creating a magic-using silversann. They hope that a "wizard" machine can manipulate magical portals, allowing them to explore even more freely.

To this end, they may well question adventurers, trying to find out what quality controls the ability to manipulate magic. They have been unsuccessful so far and may resort to the dissection of magical items (and mages!) to see if there is some internal mechanism or organ that governs this ability. They hope that, if such a thing is discovered, they can duplicate it within their own structures.

Silversanns have the ability to control other types of Trobriand's automatons similar to that granted by a *ring of Trobriand*. Mechanisms similar to said rings are embedded within their heads, though it would take a character with an Intelligence of 18 and a full knowledge of clockworks to find one. They are unique among Trobriand's creations in that they can sometimes resist such rings themselves. This chance is 50% for the normal rings and 15% for *Trobriand's Master Ring*. So far, the only silversanns that have resisted the *Master Ring* have been discarded.

Ecology: Silversanns have little or no effect on their immediate environment. They are not inherently destructive like thanatars or ferragans, and are interested only in seeking new knowledge of a mechanical or magical nature. Any encountered silversann is 35% likely to be carrying a random magical item that it is experimenting with or studying (or returning to Trobriand). Silversanns can function in any normal environment and are small and agile enough to climb stairs and rock piles, as well as being able to function underwater for limited periods of time.

Thanatar

The thanatar is one of Trobriand's attempts to improve a mechanical guardian called the scaladar. Resembling a scaladar in shape (a large metallic scorpion), the thanatar is not meant to be used as a security force, but as a powerful weapon of war. A thanatar has two huge front pincers and a heavy bludgeon on the tail in place of a stinger. It also has a large, wide nozzle for emitting gas at the front of its head between decorative metal mandibles.

Combat: A thanatar, like a scaladar, has no intelligence but is aware enough to carry out fairly complex orders in combat. It can also improvise if necessary. It attacks with the large tail bludgeon (1d12 points of damage) and two large pincers (1d20 points of crushing damage each). An opponent hit with a pincer can try to escape with a bend bars/lift gates roll. Failure means the creature is subject to automatic damage each round and cannot escape until otherwise freed. If both pincers hit, the thanatar can hold an opponent and project a sleep gas from the nozzle on its head (save vs. poison or fall unconscious for 2–8 hours).

Thanatars are immune to nonmagical edged weapons, and they suffer only half damage from nonmagical blunt and magical edged weapons. They are immune to acid damage and take half damage from fire or heat based attacks. They are immune to mind controlling attacks, being of artificial construction, and are likewise immune to illusions.

Though they have no innate intelligence, thanatars are built and programmed with a basic knowledge of tactics and strategy. They will coordinate their attacks to the best effect and will often cooperate to eliminate the most dangerous opponents before pursuing or attacking less powerful ones. They are also cognizant enough to recognize when they are outmatched and to retreat for new instructions from their commander, or to regroup and attack under more advantageous circumstances. They are not afraid to sacrifice themselves to carry out their orders, but they will not destroy themselves foolishly unless actively under orders from *Trobriand's Master Ring*.

Habitat/Society: Thanatars form no "natural" social groupings, being little more than automated war machines, but they will naturally cooperate when several of them are working together. They do not operate with any one thanatar in "command" unless commanded to do so, but tend to respond to their orders with a group mentality, all thanatars within a group acting on one impulse and one objective. Thanatars do not fight each other unless actively given conflicting orders, like "Protect the mage at all costs!" and "Kill that mage!" If two or more thanatars within a group are given conflicting orders, they will always see the other thanatars as the greatest threat, and they will attack each other until only one is left functioning.

In some areas, thanatars act as the guards and respond to commands from silversanns and ferragans, though their responses to ferragans are limited. They are called upon when any other units encounter intruders that they cannot handle alone. Most often, this entails confronting parties of adventurers who are reluctant to give up their metal and magical items. More rarely, they are also called upon to control or subdue newly rejected experimental automatons until they can be assimilated into the community.

Thanatars are subject to orders from the enhanced scaladar and the silversanns, actively pursuing their tasks as assigned, except when imperative distress calls from other units interrupt them. If they are currently performing a noncombat task, they are 20% more likely to respond to an alarm for combat (boosting the response to ferragan alarms to 70%). The thanatars are, of course, subject to control by *Trobriand's Master Ring*.

Ecology: Since few thanatars have as yet been let loose on the outside world, there is no data available on their effect on a natural ecology. However, it is certain that a large force of thanatars on the move could have a devastating effect on their surroundings if not ordered to restrict the damage to a particular area.

Trobriand's Minor Automatons
These are the multitude of unique rejects and failures that Trobriand has discarded. Unlike the other specialized types of creations here, few of these automatons were functional when dumped. Most abandoned automatons are scavenged by ferragans as scrap metal, though some maintain minimal mobility and function. These creatures were then "fixed" by the ferragans (or by the silversanns' experiments) and now are significantly altered from any one particular form.

These minor automatons have a multitude of differing shapes, sizes, and capabilities. Given Trobriand's affection for scorpions and other creatures of that type, that is the primary shape found, though it is often altered and mixed (a metal scorpion with a claw on its tail, a lobster-like automaton with tentacles instead of claws, etc.). Despite the preponderance of this phenotype, Trobriand's automatons span the range of animalia and beyond, producing remarkable metallic representations of nearly any monster or animal known.

Such automatons can have a wide number of variations across a wide number of characteristics. When a DM wishes to create a new minor automaton, always keep in mind that these automatons were rejected, abandoned, or damaged and their quirky construction should reflect that. The checklist given can help DMs determine the general physical characteristics of a minor automaton.

- SIZE: 1–20 feet in overall length or diameter
- INTELLIGENCE: Non- (0) to Semi- (2–4)
- HIT DICE: 1–8
- BODY TYPE: Scorpion, crab, silverfish, spider, lobster; any other legged monster or animal
- APPENDAGES/LIMBS: 2–8;
- FORMS: pincers, claws, hooks, tentacles, clubs, whips, blades, etc.
- RESISTANCES: All are immune to mental control spells and illusions due to their artificial construction (unless DMs wish to create a new artificial sentient). Standards are ½ damage from fire, acid, edged weapons, and cold. Specials include *magic missile* or electrical absorption and healing or magic resistance of 5–75% effectiveness.
- DISADVANTAGES: Double damage from specific attacks (like acid), limited sensors (infravision only, sonar only, malfunctioning eyes), cracked or missing armor, or mobility problems (broken limbs, rusting, etc.).

Automatons are usually assigned duties usually having nothing to do with player character interaction and, as such, will only attack if prevented from performing their function or in self-defense. The primary automatons encountered, other than the ferragans, scaladar, silversanns, and thanatars, are miner automatons, which are all assigned the task of drilling passageways for the silversanns.

Habitat/Society: These creatures are rarely found outside of Triobrand's vicinity; more specifically, they are only found within one of Trobriand's workshops or in a dumping ground for failed machines.

Minor automatons are at the bottom of the social ladder. They are given tasks such as hauling waste from ferragan working areas or mining to expand the dwelling areas and to search for raw materials. Digging causes a great deal of wear and tear on the machines and this causes the ferragans to frequently have to replace limbs on the minor automatons. The strain of trying to operate with a body that no longer meets its original specifications causes many a minor automaton to go berserk. When this happens, the thanatars destroy the offending machine and its components are melted down by the ferragans and completely reworked into new parts.

Silversanns often commandeer the minor automatons for their experiments into expanded intelligence. As most of the internal mechanisms for their artificial intelligences are located in their heads, early subjects were simply decapitated and their heads were replaced with other, larger heads. The subjects of these experiments were seldom good for anything but spare parts after this. A rare few, however, do survive the experiments and show some improvements in mental capacity. The silversanns have not yet learned anything of real value.

Automatons can be a source of information for adventurers. Since they usually have no orders concerning outsiders, they will speak with them if it does not interfere with their jobs. Strangely enough, the minor automatons tend to form real societies over time. They help each other whenever doing so does not interfere with their individual tasks at hand. They also exchange information on a regular basis and know more about what is going on with the various parts of their area than do the other units. This is the only advantage they have in their struggle to avoid the scrap heap.

Ecology: Minor automatons do not eat and drink. They have little or no direct effect on their environment other than such tasks as mining. They do remove raw materials from the surrounding stone, but not in a random or destructive manner.

Rings of Trobriand
These magical rings are the creation of Trobriand, creator of various mechanical monsters. The rings allow mental contact and command of any of Trobriand's automatons, including ferragans, scaladars, silversanns, and thanatars, within 100 feet. The *rings of Trobriand* also protect the wearer from attacks; the ring shuts down any automaton for 1d12 turns upon contact with the wearer.

The only exceptions to these effects are those automatons under the command of *Trobriand's Master Ring*. Trobriand's ring can override any other ring-wearer's orders and issue new commands to automatons from a distance of 500 feet. The *Master Ring* temporarily locks out all other orders as the automatons pursue the objectives given by Trobriand and also cancels out the shut-down effects of the other minor rings. Trobriand has eliminated many hated ex-apprentices and rivals in this manner, lulling them into overconfidence and then attacking them with their own automaton forces.



CLIMATE/TERRAIN:	Lake Kronov, Tepest
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS::	4
MOVEMENT:	9, swim 12
HIT DICE:	6+3
THAC0:	15
NO. OF ATTACKS:	3 (bite/bite/tail)
DAMAGE/ATTACK:	3d4/3d4/2d10
SPECIAL ATTACKS:	Surprise, whirlpool
SPECIAL DEFENSES:	Strength, immunity to fire and heat
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ long)
MORALE:	Champion (16)
XP VALUE:	2,000

The avanc is a huge, six-legged or six-finned crocodilian beast that inhabits Lake Kronov, a lake in Ravenloft's mysterious domain of Tepest. Both ravenous and malicious, this creature is the bane of swimmers and fishermen alike.

From snout to tail, the avanc runs fully twenty feet long. Its dark, mottled green scales enable it to blend into the vegetation of marshy areas and strike its victims without warning. The eyes of the avanc are black and beady—inhuman as those of a viper, yet filled with malign intelligence. Its long lean snout resembles a cayman's. Reliable accounts suggest that it has legs in shallow water and fins in deep water.

The avanc speaks the language of both crocodiles and fish, who generally carry out its orders (although they are not magically compelled to do so). In addition, it speaks the languages of the various Unseelie shadow elves, especially the sith.

Combat: The avanc is a deadly enemy, for it can often strike without warning and catch an opponent completely off guard. When the avanc hears travelers approaching along the shore, it moves to an area of marsh or swamp grass on the side of the lake and waits, perfectly motionless, for its prey to come within striking distance. Even vigilant scouts (that is, those who have specifically stated that they are watching for some type of ambush) have only a 5% chance per experience level of spotting the creature. As soon as someone comes within fifteen feet of the great beast, it surges forward and attacks, imposing a –2 penalty on the surprise roll of its target.

When the avanc strikes, it does so with its powerful jaws and daggerlike teeth, inflicting 3d4 points of damage per bite. In addition, it can lash at another enemy with its muscular tail for another 2d10 points of damage. Fortunately, the avanc cannot employ both its jaw and tail attacks on the same target.

Against targets on the water, the avanc uses slightly different tactics. Swimmers it simply comes up under and seizes, pulling them down to their deaths one by one. For those in small boats, it uses its whirlpool to destroy the boat, then drags its prey down into the dark waters to drown.

In addition to providing it with an excellent Armor Class, the thick scales that cover the avanc make it very resistant to fire- and heat-based attacks. Normal fire used against the creature has no effect at all. Magical fire, like that created by a *fireball* spell, inflicts only half damage to the creature (one-quarter with a successful saving throw).

Once per day, when the avanc is not in combat, it can cause a whirlpool to form in the waters of a lake, pond, or other body of fresh water. The whirlpool is one hundred feet across, and all vessels who enter its swirling grip must make a successful seaworthiness check each round or capsize. It primarily uses this power to force sailors into the water so that it can devour them.

Habitat/Society: The origins of the avanc are lost in the Mists, but it is believed to have once been a man (or at least a humanoid creature) who ran afoul of Loht. In return for its transgression, the poor fellow was polymorphed into the gilled, crocodilelike thing that it is today.

The avanc does not associate with other crocodiles or fish, although it does sometimes encounter them and can converse with them. Similarly, it has never taken a mate and may not even be able to reproduce, at least in its present form.

Ecology: Although the avanc is a ravenous creature that will greedily consume a dozen grown men if given the chance, it can also go for long periods of time without eating. After the beast has eaten its fill (between twelve and fifteen man-sized creatures) it will retreat to the bottom of the lake and sleep for one week per creature consumed. It is the chief predator of Lake Kronov and the subject of many legends among the children and fisher-folk who dwell along its shores.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-14)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	M to L (6-12′)
MORALE:	Fanatic (17-18)
XP VALUE:	Varies



In the entire known history of the Tyr region, there has never been a preserver who has advanced far enough in experience to mimic the metamorphosis of defilers and become an advanced being. But it is possible.

The transformation forces the preserver to pass through a series of steps that lead from human to avangion, but where the defiler/dragon metamorphosis is characterized by massive destruction and great pain, the preserver/avangion blend is a more serene, peaceful process of light, water, and the life-giving properties of the dying world of Athas.

Only humans who are dual-classed 20th-level preservers and psionicists can proceed from 21st to 30th level as an avangion. The transformation is time-consuming and difficult, but ultimately rewarding.

A preserver who transforms into an avangion undergoes a series of magnificent changes. In the earliest stages of this metamorphosis, the avangion retains almost all human characteristics. Closer to the ultimate form, the flesh becomes radiant silver, and wide, elegant gossamer wings sprout. Eventually, the preserver's arms and legs become less and less useful. In the end, the legs are too fragile to support body weight, the arms too delicate for anything but fine manipulation.

Like dragons, avangions are effectively immortal. The passage of long periods of time mean nothing to their physical form. Avangions also have the following spell-like abilities, which are permanently active: *tongues, know alignment, ESP,* and *detect lies.*

Combat: Avangions are not fond of physical combat. They are generally physically weak and depend upon their powerful magics and potent psionics to defend themselves. Among the most powerful weapons of the avangion is its ability to employ *psionic enchantment.* The spell chart at the end of this entry indicates the magic available to the avangion at the various levels of progression. Further, an avangion has the powers of a psionicist of equal level.

Another powerful ability is the gradual development of a magical aura. This aura is visible as a bright light that radiates from the creature's gleaming body. When it first manifests, the aura acts as a *protection from evil* spell and also dissipates any magical darkness on contacts. Later, it causes all evil creatures within to suffer as if they had been hit by a *ray of enfeeblement.* Ultimately, it becomes an almost impenetrable defensive barrier, acting as a massive *globe of invulnerability.*

Habitat/Society: Unlike dragons, avangions go through no animalistic stage where they lose their mental faculties. On the contrary, as an avangion progresses through the stages of its metamorphosis, its intellect increases, marked by increases in its Wisdom score (presented on the chart at the end of this entry).

These extremely powerful creatures are concerned with adventures of epic proportions—they have the power and influence to do so. They are the first of their kind in recorded history, a focus of change toward good, and perhaps are the most powerful good creatures on Athas.

Advanced beings like the avangion are extremely powerful, but large numbers of lesser creatures can still bring them down. The downfall of many dragons is their inability to work as a team. Avangion certainly attract followers in campaign play, though they must leave these people for stretches of time during their metamorphosis.

Ecology: Avangions and dragons are arch-enemies who seek each other out for battle whenever possible. Clashes between such powerful creatures can have horrible side effects and often end in stalemates. In such battles, the dragon generally takes a wholly offensive tack, whereas the avangion employs more subtle strategies and defensive tactics.

A preserver on the road to becoming an avangion must employ the *preserver metamorphosis* spell at each stage of advancement in level and power. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and full avangion form.

The exact material components, preparation time, and casting time depend on what level the preserver is about to achieve (grouped by level into low, middle, high, and final metamorphosis).

Low (21st, 22nd, and 23rd levels): As the next level draws near, a calling within leads the preserver to leave the company of his fellows and seek isolation. For low-level metamorphosis, the preserver must gather physical remains of the enemies of life, usually those of high-level defilers-their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items must be gathered during the preserver's period of isolation as evidence of a devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. Any interruption results in spell failure. The preserver may have other characters present during casting.

Middle (24th, 25th, and 26th levels): The preserver advancing through these intermediate levels hears another calling for isolation. The material components at the middle levels are gifts gathered from no fewer than three

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powerful good creatures during isolation. Obviously, the powerful creatures realize the consequences of contact for the preserver, so they leave the gifts after the preserver achieves extremely dangerous or important goals. The material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. The preserver must cast the spell in a forest or area of dense vegetation—at the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th levels): Unlike previous eve a advancements, the preserver has no calling toward isolation at high levels, but instead must collect a core group of companions, no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver—new companions must be found for each of 27th, 28th, and 29th levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrub grass, forests, or any combination) at least five miles in diameter. At the time of casting, the lush lands must be free of evil creatures. The material components are a diamond, of no less than 10,000 gp value, with which to capture the life-giving qualities of sunlight; a large stone tomb; and a perfectly sealed glass case built around both preserver and tomb. The casting time is one round. Once the spell is cast, the preserver/avangion, diamond, and stone tomb disappear, bound for planes unknown. After many months, perhaps as long as two years, the avangion returns, wholly transformed, to the glass case. If the glass case IS damaged in the meantime, the avangion is lost to oblivion.

Avangion Ability Charts

Lvl	HD*	AC	Immune	THAC0	Move	MR	Aura	Bonus
21	10+11	9	—	10	?	10%	Nil	Nil
22	10+12	8	+1	10	?	15%	Nil	Nil
23	10+13	7	+1	9	?	20%	Nil	Nil
24	10+14	6	+2	9	?	25%	Nil	Nil
25	10+15	4	+2	8	? [a]	30%	Nil	Nil
26	10+16	2	+3	8	? [b]	40%	Nil	Nil
27	10+17	0	+3	7 [c]	0 [d]	50%	Nil	+1 Wis
28	10+18	-2	+5	7 [c]	0 [e]	60%	90 [f]	+1 Wis
29	10+19	-4	+5	5 [c]	0 [e]	70%	150 [g]	+1 Wis
30	10+20	-6	+5	5 [c]	0 [h]	80%	200 [i]	+2 Wis

* avangions use 4-sided hit dice
[1] can be hit only by +1 or better magical weapons
[2] tan be hit only by +2 or better magical weapons
[a] now has a "flying" movement rate of 24 (A)
[b] now has a "flying" movement rate of 36 (A)
[c] can no longer wield weapons or make any physical attacks
[d] can no longer walk, must hover or fly at all times
[e] now has a "flying" movement rate of 48 (A)
[f] the aura of light acts as a *protection from evil* at this point and dispels any magical *darkness* within its listed radius
[g] the aura of light gains the ability to affect all evil creatures in its radius with a *ray of enfeeblement*
[h] now has a "flying" movement rate of 60 (A)
[i] the aura of light gains the ability to act as a *globe of invulnerability*

Note: Regardless of level, an avangion saves as a 21 +-level wizard.

Spells Available

Level	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

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Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (12)
Treasure:	Nil (special)
Alignment:	Neutral good
No. Appearing:	1
Armor Class:	4
Movement:	12, Fl 24 (C)
Hit Dice:	8
THAC0:	13
No. of Attacks:	3 + special
Damage/Attack:	1d8/1d8/1d10
Special Attacks:	Rake
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (15' wingspan)
Morale:	Very steady (13)
Level/XP Value:	3,000
Psionics Summary:	Dis 2/Sci 3/Dev 10; PS 13; PSPs 50
	Att: II, PB, PsC; Def: MB, MBk, TW
Player's Option:	#AT1: MTHAC0 15: MAC 7

Clairsentience: *Sciences* – nil; *Devotions* – all-round vision, danger sense, poison sense, radial navigation.

Telepathy: *Sciences* – mindlink, psionic blast (aura alteration) , mind wipe; *Devotions* – contact (conceal thoughts), ESP, id insinuation (empathy) life detection, sight link, psychic crush (repugnance).

The aviarag resembles an adult male lion, but it has large wings (15 feet across), as well as horns similar to a goat's protruding from its head. The aviarag's tail is birdlike and split like the tail of a swallow. This gives the aviarag its high maneuverability despite its size.

On the ground, the aviarag moves equally well on all fours or on its hind legs only. The aviarag's eyes are black and yellow, and it can see as far as 30 miles in clear conditions. The hide is a tawny brown color and the wing feathers are deep blue with white tips. The tail feathers are also deep blue, but with no white tip.



Combat:

The aviarag attacks mainly with its sharp claws. When airborne, the foreclaws strike first and cause 1–8 (1d8) points of damage each. If both foreclaws hit, the rear claw attacks become a single raking attack that adds a +2 bonus to the attack roll for 10–24 (2d8+8) points of damage. In the air the aviarag usually drops a raked; opponent after the rake attack. On the ground the aviarag can attack with its foreclaws, but does not rake. The aviarag can also bite, causing l–10 (1d10) points of damage.

The aviarag prefers to dive on its opponents from behind, letting out a piercing roar lust before it hits. Intended victims must successfully save vs. petrification or freeze in place for 1 round.

The aviarag keeps its psionics in reserve unless it is badly outnumbered. In that case, the aviarag attempts to psionic blast each of its opponents in turn until the odds are evened up. In a melee combat it uses the tower of iron will defense.

Habitat/Society:

The aviaraq is a solitary creature, preferring its own company to that of any others. It has a large, roughly circular territory, 15 miles in diameter.

The lair of an aviarag is invariably at the top of the highest peak in its territory. The aviarag prefers small rodents and mammals for food, but attacks larger creatures if it is hungry. A well-fed aviarag can go for three weeks without food if necessary. It eats only freshly killed meat.

The aviarag uses its psionic powers to determine the intentions of any intelligent creatures it meets. If the aviarag detects any thoughts of combat, it attacks. If it reads peaceful intentions. there is a 50% chance the aviarag will offer assistance in the form of guidance to water or shelter, in exchange for food, or some shiny bauble for its lair. While it doesn't covet treasure as such, the aviarag does like shiny things. An aviarag's lair contains 5–50 (dl0) such objects. There is a 1% cumulative chance for each item that an object is valuable.

Once every two years the female aviarag goes in search of a mate. Aviarags do not mate for life. After a brief mating season female returns to her lair. From 1–4 (1d4) young are born three months after mating. They remain with their mother for the first year, then leave to set up a territory of their own.

Ecology:

Young aviarags can be trained as flying mounts or as beasts of burden. However, they are intelligent creatures and are more likely to provide these services in exchange for food, shelter, and protection than to answer the call of the whip. Aviarags live for about 30 years.

Baatezu are a strong, evil-tempered, well-organized race of fiends. In their rigid caste system, authority derives not only from power but from station. Changes in station come from participation in the Blood War or (as is more often the case) from the high attrition rate in the upper ranks. If a baatezu performs a great feat that cripples the enemy, it is rewarded by promotion – actually a physical transformation – to a higher station.

The baatezu pursue two obsessive goals. First and foremost, they wish to destroy their ancient blood enemies, the tanar'ri. Both races treat the conflict not only as a war of annihilation, but as a definition of existence.

Second, the baatezu have recently (by immortal standards) noticed a small but interesting group of beings: humanity. By infiltrating humankind's world and gaining followers there, the baatezu gain magical energy and, thus, power over the tanar'ri. Toward this end they strive to dominate humanity by convincing victims they have godlike powers.

In contrast to the chaotic evil tanar'ri, baatezu pursue a long-range goal of dominion by their whole race throughout the planes. They prefer to encourage humanity's intellectual evils, such as pride and ambition, rather than the immediate sensual appetites tanar'ri exploit.

In appearance the baatezu are diverse, though a Gothic gargoyle look, grotesque and unsightly by human standards, is common. Baatezu types fall into three divisions:

- Greater (amnizu, cornugon, gelugon, pit fiend).
- Lesser (abishai, barbazu, erinyes, hamatula, osyluth).
- Least (nupperibo, spinagon).

The lemures (a fourth variety) rank so low that they don't even qualify as "least" in the baatezu scheme. Baatezu consider them the very bottom in station. However, scholars customarily number them among the types for the sake of completeness.



COMBAT: All baatezu except for lemures, nupperibo, and spinagons have the spell-like abilities *advanced illusion, animate dead, charm person, infravision, know alignment* (always active), *suggestion*, and *teleport without error*.

The baatezu can summon their fellows, as detailed in their individual descriptions. Because they have a special form of telepathy, baatezu can understand and converse with any intelligent creature.

Only least and lesser baatezu take damage from ordinary nonmagical weapons. The other varieties of baatezu are harmed only by magical weapons or weapons of silver.

Baatezu are affected by the following attack forms:

ATTACK	DAMAGE
Acid	Full
Cold	Half*
Electricity (lightning)	Full
Fire (dragon, magical)	None*
Gas (poisonous, etc.)	Half
Iron weapon	None†
Magic missile	Full
Poison	None
Silver weapon	Full‡

* The gelugon takes half damage from fire and none from cold.
† Unless affected by normal weapons, in which case damage is according to weapon type.
‡ Greater baatezu take only half damage from silver weapons.

PLANAR TRAVEL: Baatezu can travel to Baator, any lower plane, the Outlands, and the Astral Plane. However, they cannot enter the Prime Material Plane or Upper Planes unless properly summoned. Least and lesser baatezu are subject to a combination of magical signs that, when inscribed and a *gate* spell cast, bind them to service for nine days, keeping them, from harming the caster. The greater baatezu can likewise be commanded or kept at bay for nine hours.

ACCESSION: The baatezu, with their evil, twisted honor, have a definite path of progress. By performing deeds that further the cause of evil, one gains honors, station, and power. For instance, an enterprising spinagon might advance and, in a long and torturous process, transform into an abishai.

Often, too, a baatezu simply "disappears," whereupon its immediate subordinate takes its place in the chain of command. Covert assassination is common among the baatezu.

THE DARK EIGHT: In the fortress of Malsheem on the layer of Nessus there meet eight of the most powerful pit fiends in Baator: Furcas, Baalzephon, Zimimar, Zapan, Zaebos, Corin, Dagos, and Pearza. These ominous lords meet four times per year to determine policy, including strategy against the tanar'ri and promotions of lower baatezu. To draw the attention of these eight powerful beings is to invite destruction.

Strangely, these eight rulers have reigned for many years, seemingly immune to the assassinations so common in the upper ranks.

OCCUPATION? AFFILIATION? HOBBIES? IT'S ONE AND THE SAME, BERK: THE BLOOD WAR.

— SKURZ, AN ABISHAI DURING HIS PROMOTION INTERVIEW



Baatezu, Greater, Amnizu

Climate/Terrain:	Baator
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	V, Y
Alignment:	Lawful evil
No. Appearing:	1–2
Armor Class:	–1
Movement:	6, Fl 15 (C)
Hit Dice:	9
THAC0:	11 (see below)
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Energy channel, forget
Special Defenses:	+2 weapons to hit
Magic Resistance:	50%
Size:	M (4 feet tall)
Morale:	Elite (13–14)
XP Value:	11,000



The amnizu dwell primarily on Stygia, the fifth plane of Baator. They often enter the upper layers of Baator on missions.

The amnizu are gruesome and unseemly: short (4 feet tall) with elongated, bald heads, stubby legs and arms, and large, leathery wings. Amnizu have pug noses, large eyes, and snarling mouths filled with jagged, razor-sharp teeth.

Combat: The amnizu are greater baatezu and, as such, prefer to leave combat to underlings. Their touch, a channeling of harmful energy, does 2d4 points of damage. It bypasses ordinary armor, so the amnizu need only hit Armor Class 10 to cause damage. Magical pluses of armor, shield, or a protective device such as a *ring of protection* improve the defender's Armor Class. Magical items that give a base Armor Class also protect against the touch.

Because of the amnizu's close ties to the river Styx, its attacks work as a powerful *forget* spell that causes the target to forget one whole day's memory unless he saves vs. spells.

In addition to those magical abilities available to all baatezu, an amnizu can use the following spell-like abilities, one per round: *fireball* (3 times per day) and *imprisonment* (once per day). Once per day amnizu can attempt to *gate* in 2 to 20 abishai (50% chance of success) or 1 to 8 erinyes (30% chance).

A *holy word* drives an amnizu back to its own plane, Stygia.

Habitat/Society: The amnizu, as greater baatezu, enjoy a nobility of sorts. They follow orders only because of their desire to advance and their fear of the pit fiends. The higher a fiend advances in Baator, the more closely the Dark Eight watch it. Given the opportunity, however, amnizu order their minions to attack anything under the control of the Dark Eight. Possibly an amnizu would even attack a pit fiend given sufficient reason, if it thought it could evade suspicion.

The amnizu guard the river Styx, which enters Baator through Stygia as well as Avernus – a weak point in Baator's defenses. For their own perverse ends as well as the protection of Stygia, amnizu individually command an army of thousands of abishai and erinyes.

Ecology: The amnizu protect Baator from invaders, and thus they are given their power of *imprisonment*. Mortals who travel here to combat evil generally become fodder for the amnizu.

Baatezu, Greater, Cornugon

Climate/Terrain:	Baator
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	D, S
Alignment:	Lawful evil
No. Appearing:	1–4
Armor Class:	–2
Movement:	9, Fl 18 (C)
Hit Dice:	10
THAC0:	11
No. of Attacks:	4 or 1 + weapon
Damage/Attack:	1d4/1d4/1d4+1/1d3 or 1d3 + weapon + 6 (Strength bonus)
Special Attacks:	Fear, wounding, stun
Special Defenses:	Regeneration, +2 weapons to hit
Magic Resistance:	50%
Size:	L (9 feet tall)
Morale:	Elite (13–14)
XP Value:	10,000

Cornugons are elite defense forces. They look frightening: 9 feet tall, only vaguely humanoid, and covered with grotesque scales. Their huge wings and snaking, prehensile tail add to their intimidating demeanor. In combat they favor a long barbed whip.

Combat: Cornugons are fearless fighters, rarely retreating from combat even against overwhelming odds. They have 18/00 Strength (+6 damage adjustment). Cornugons attack with their tail for 1d3 points of damage, creating a wound that bleeds 1 point per round until treated. In addition, they attack with either claws (1d4 points of damage) and bite (1d4 + 1 points of damage), or with a barbed whip (1d6 points of damage and save vs. paralyzation or be stunned for 1d4 rounds).

In addition to the magical abilities inherent in all baatezu, cornugons can use the spell-like powers *detect magic*, *ESP*, *lightning bolt* (3 times per day), *produce flame*, *pyrotechnics*, and *wall of fire* (once per day). They can attempt to *gate* in the following: 2 to 12 barbazu (50% chance, once per day), 2 to 16 abishai (35% chance, once per day), and 1 to 3 additional cornugons (20% chance, once per day).

All cornugons radiate a *fear* aura in a 5-foot radius. Anyone entering the radius must save vs. rod, staff, or wand or flee in terror for 1d6 melee rounds. Cornugons regenerate 2 hit points per melee round.

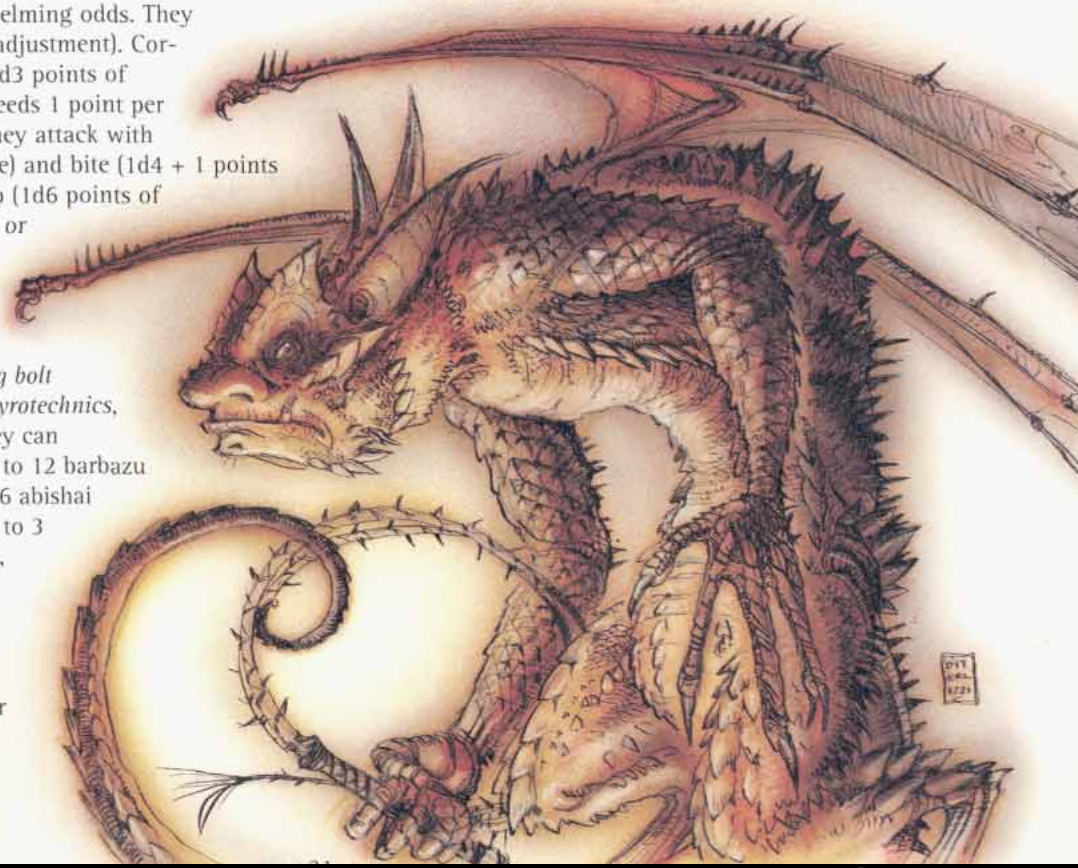
Habitat/Society: Cornugons, the elite fighting force in Baator, form terrifying armies up to 2,000 strong. Only pit fiends may lead these hideous fighting forces into battle. Pit fiends and gelugons prize cornugons as personal guardians and try to obtain them as personal retainers. The Dark Eight have 106 cornugons in their retinue.

Cornugon armies usually form only in the lowest layers of Baator. In the upper layers, individual cornugons serve as generals to vast armies of lesser baatezu. This duty is desirable for its rapid advancement, second only to guardian duty among the Dark Eight.

Ecology: The cornugons are greater baatezu, and as such enjoy a certain prestige. Of all the baatezu, the cornugons and hamatula advance most rapidly.

With several successful campaigns to their credit, heroic cornugons receive promotions to the upper layer of Baator, where they command vast, gruesome legions of baatezu. From there, distinguished action leads to promotion to gelugons, the ruthless inhabitants of the frigid layer of Caina.

Although powerful and cunning, the cornugons display treachery in their ranks least often of all baatezu, due to their militaristic nature. Their loyalty makes them an unusual asset. It is said that the 106 cornugons that guard the Dark Eight are completely loyal and would give their lives in defense of the council, behavior nearly unheard of in Baator. Whether this is due to genuine loyalty or fear of the pit fiends is unknown, but seldom in the history of the Dark Eight has a cornugon guardian displayed traitorous behavior.



Baatezu, Greater, Gelugon

Climate/Terrain:	Baator (Caina)
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17–18)
Treasure:	A, W
Alignment:	Lawful evil
No. Appearing:	1–8
Armor Class:	–3
Movement:	15
Hit Dice:	11
THAC0:	9
No. of Attacks:	4
Damage/Attack:	1d4+4/1d4+4/2d4+4/3d4+4 (Strength bonus)
Special Attacks:	Tail freeze, fear
Special Defenses:	Regeneration, +2 weapons to hit
Magic Resistance:	50%
Size:	H (12 feet tall)
Morale:	Champion (15–16)
XP Value:	19,000

Gelugons are ferocious baatezu that live in frigid Caina. They look alien, with 12-foot insectlike bodies, claws on hands and feet, and sharp pincers at the mouth. Their heads bulge with multifaceted eyes. The gelugon has a long, thick tail covered with razor-sharp spikes.

Combat: Gelugons are extremely strong, with 18/76 Strength (+4 damage adjustment). They attack four times per round with their two claws (1d4 points of damage), pincers (2d4 points), and tail (3d4 points and paralysis) instead of weapons. The tail radiates cold like the wind of Caina itself; the victim must save vs. paralyzation or be paralyzed by numbing cold for 1d6 rounds. The gelugon may direct each of its four attacks against a different opponent.

One in four gelugons carries a long spear (2d6 points of damage plus Strength bonus). Those struck by the spear must save vs. paralyzation or be numbed by cold (*slowed* for 2d4 rounds).

In addition to those available to all baatezu, the gelugon can use these spell-like powers: *detect invisibility* (always active), *detect magic*, *fly*, *polymorph self*, and *wall of ice*. They can attempt to *gate* in 2 to 12 barbazu (50% chance, once per day), 2 to 8 osyluth (35% chance, once per day), and 1 to 2 gelugons (20% chance, once per day). Because gelugons guard the front door of Baator's lowest layer, there is a 25% chance that a pit fiend comes to aid them if the gelugons are losing in combat.

Gelugons can see perfectly in total darkness, and they regenerate 2 hit points per round. They radiate *fear* in a 10-foot radius (save vs. rod, staff, wand or flee in panic for 1d6 melee rounds).

Habitat/Society: Second in power and station only to the pit fiends, gelugons are the guardians of Caina, the frigid eighth layer of Baator. Because Caina is a single layer away from the heart of Baator, the pit fiends have placed great trust in the gelugons.

Gelugons are the only baatezu native to Caina. Although other varieties of baatezu occasionally come to this cold place, they dislike it and prefer the hotter layers. Gelugons are unique in baatezu society in that they both lead and serve in their layer's armies. It is unknown how they choose their leaders.

The only portal to the fortress of Malsheem on Nessus, the lowest layer of Baator, lies at the bottom of a deep pit in Caina, guarded at all times by 9,999 gelugons.

Ecology: Wholly unnatural creatures, gelugons can only be created by promotion from lower stations.

When a gelugon has performed well, it may be promoted to pit fiend. Such promotion is difficult: First, the gelugon must serve flawlessly for 777 years. Any blemish on its record eliminates it from the promotion list. But 777 years of perfect service is the easy part. If the gelugon is selected to become a pit fiend, it enters the Pit of Flame, where it is tormented for 1,001 days. After almost three years of hideous, painful torture, the former gelugon emerges as a pit fiend.





Vreesar

A gelugon baatezu

Climate/Terrain: Baator (Caina)
Frequency: Rare/Very rare in the Realms
Organization: Solitary
Activity Cycle: Any
Diet: Carnivore
Intelligence: Genius (18)
Treasure: A, W
Alignment: Lawful evil
No. **Appearing:** 1
Armor Class: -3
Movement: 15
Hit Dice: 11
THAC0: 9
No. of Attacks: 4
Damage/Attacks: ld4(x2)/2d4/3d4+4 (Strength)
Special Attacks: Tail freeze, fear
Special Defenses: regeneration, +2 weapons or better to hit
Magic Resistance: 50%
Size: H (12′ tall)
Morale: Champion (16)
XP Value: 39,500

Vreesar has an extremely large, insectoid body, as do all gelugons. He has huge claws on his hands and feet and sports sharp pincers at his mouth. His head bulges with large, multifaceted eyes, and his most formidable weapon is his long, thick tail, which is covered with razor-sharp spikes. He communicates telepathically.

Combat: Vreesar has 18/76 Strength (therefore the +4 damage bonus), and he normally attacks with two claws (ld4+4 damage each), his giant pincers (2d4+4 damage), and his wickedly spiked tail. Any target struck by Vreesar's tail takes 3d4+4 points of damage and must successfully save vs. paralyzation or be frozen in place by the numbing cold emanating from the tail for ld6 rounds. Vreesar can attack up to four different foes if he so chooses.

Vreesar also the following spell-like powers that are usable at will, once per round: detect *invisibility* (always active), *detect magic, fly, polymorph self, wall of ice.*

Additionally, gelugons normally can *gate* in the following: 2d6 barbazu (50% chance, once per day), 2d4 osyluth (35% chance, once per day), or ld2 other gelugons (15% chance, once per day). Vreesar seemed incapable of this unless the rift through which he entered the Realms (see History below) was open.

Vreesar sees perfectly well in darkness, *regenerates* 2 hp per round, and radiates *fear* in a 10′ radius (successfully save vs. rod, staff, wand, or flee in panic for 1d6 rounds).

Habitat/Society: Gelugons normally hold important positions in Baator. Second in power only to the dreaded pit fiends, gelugons are the guardians of the layer known as Caina, and it was either from this horrid, frozen place or from the Plane of Paraelemental Ice that the rift Vreesar used to reach Faerûn opened from.

Once here, Vreesar promptly took command of a local gnoll tribe by killing its leader in personal combat. Vreesar then began assembling all the nearby humanoids into his army-an army he hoped would be led by many more of his kind, which he would bring through the open interplanar rift.

Ecology: As noted, gelugons are the strangest looking of all baatezu, and they use their alien appearance to intimidate all around them. Gelugons who perform their evil duties well enough are



"promoted" to become a pit fiend. This process involves 1,001 days of vicious torture in a pool of fire. If they survive the experience, a new pit fiend emerges from the pool.

Vreesar functioned well enough in the frozen tundra where he appeared, but he noted that he and his kind could never venture much farther south due to the "heat" of the Realms' midwinter. Vreesar simply stated that other baatezu would assemble and command the armies that would conquer all such balmy climes of Faerûn.

History: In the year 1366 DR, an interplanar rift opened north of Damara, near the Great Glacier. The Harper wizard Jazrac believed that it opened onto the Paraelemental Plane of Ice and sent the Harper and ranger known as Martine north to close it with some magical stones he'd prepared.

After reaching the region, Martine encountered an ice mephit that called itself Icy-White, which "captured" her. (See the MONSTROUS MANUAL tome.)

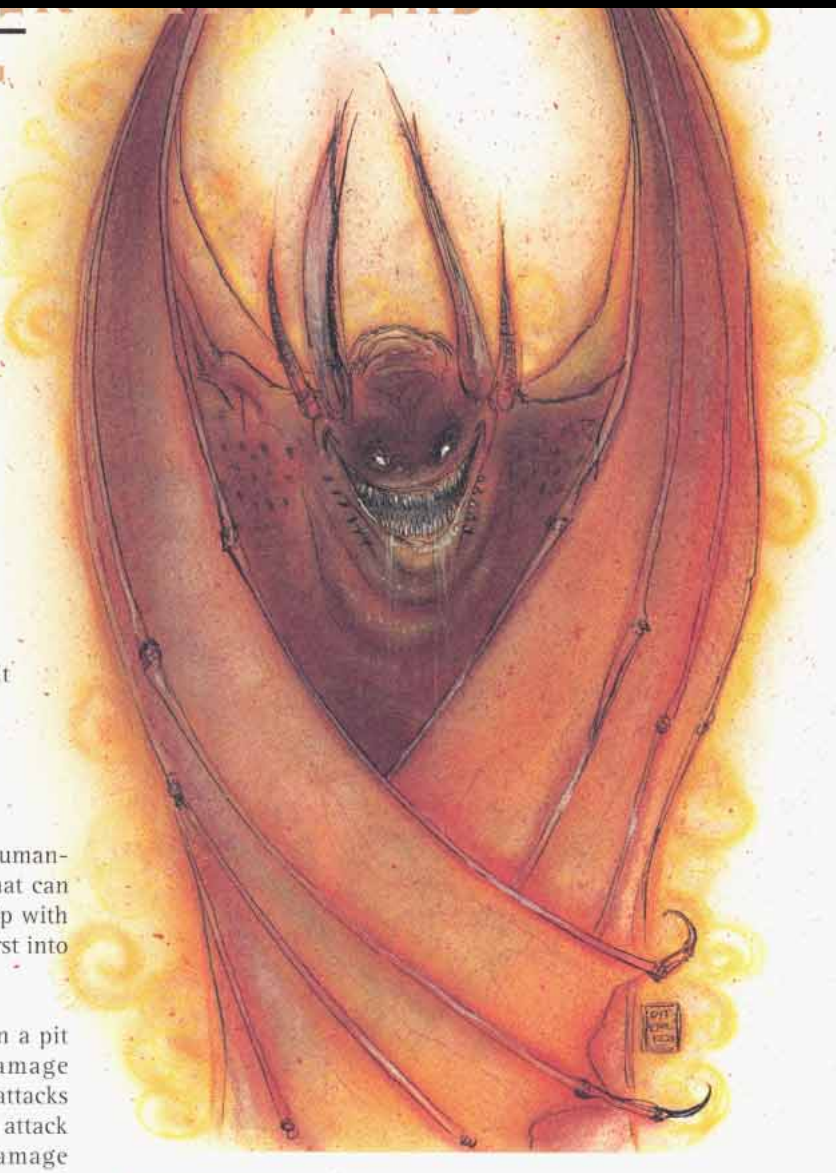
Icy-White then introduced Martine to Vreesar, a gelugon from Baator. Whether the rift Vreesar passed through opened onto the frigid layer of that plane, known as Caina, or if Vreesar happened to be on the Paraelemental Plane of Ice (a not unlikely possibility) when the rift opened there is not conclusively known. However, Vreesar planned to use the rift to bring more of his kind-meaning more gelugons in particular and more baatezu in general-to Toril in order to attack and conquer it. This would have provided the baatezu with a strategically important base in the Prime for the baatezus' fight against the tanar'ri in the Blood War. Vreesar conquered a gnoll tribe by defeating its chieftain in combat, and the humanoids served as the beginning of Vreesar's soon-to-be-vast army.

Martine, with the fallen paladin Vilheim, managed to close the rift, but then Vreesar sought a means to reopen it. Though Vilheim perished, Martine managed to kill Vreesar with Vilheim's magical sword, ending the fiend's threat to the North.

Sources: *Soldiers of Ice,* MC 8: Outer Planes Appendix, MONSTROUS MANUAL tome.

Baatezu, Greater, Pit Fiend

Climate/Terrain:	Baator
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17–18)
Treasure:	G, W
Alignment:	Lawful evil
No. Appearing:	1–4
Armor Class:	–5
Movement:	15, Fl 24 (C)
Hit Dice:	13
THAC0:	7
No. of Attacks:	6
Damage/Attack:	1d4/1d4/1d6/1d6/2d6/ 2d4 or weapon + 6 (Strength bonus
Special Attacks:	Fear, poison, tail constriction
Special Defenses:	Regeneration, +3 weapons to hit
Magic Resistance:	50%
Size:	L (12 feet tall)
Morale:	Fearless (19–20)
XP Value:	21,000



The most terrible baatezu, pit fiends are giant winged humanoids, gargoylish in appearance, with huge bat-wings that can wrap around their body in defense, large fangs that drip with vile, green liquid, and hulking red, scaly bodies that burst into flame when they are angered or excited.

Combat: No baatezu is more terrifying in combat than a pit fiend. The pit fiend uses its 18/00 Strength (+6 damage adjustment) to attack six times per round, dividing its attacks among up to six different opponents if necessary. It can attack with two hard, scaly wing buffets (1d4 points of damage each), powerful claws (1d6 points), and a bite (2d6 points and poison; save vs. poison or die in 1d4 rounds). The bite also infects the victim with a disease, whether or not he saves against the poison.

Pit fiends can also attack with their tail every round (2d4 points of damage). The tail can then hold and constrict the victim for 2d4 points of damage per round until the victim makes a successful Strength check to break free. Pit fiends also carry jagged-toothed clubs which inflict 1d6 + 1 points of damage; this replaces one claw attack.

In addition to those magical abilities inherent to all baatezu, a pit fiend can use one of the following spell-like powers once per round: *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, and *wall of fire*. Once per year, a pit fiend can cast a *wish* spell. Once per round, it may automatically *gate* in two lesser baatezu or one greater baatezu. Once per day, a pit fiend can use a *symbol of pain*; the victim must save vs. rod, staff, or wand or suffer a –4 penalty on attack rolls and a –2 penalty to Dexterity for 2d10 rounds.

Pit fiends regenerate 2 hit points per round. They radiate a powerful *fear* aura in a 20-foot radius (save versus rod, staff, or wand at a –3 penalty or flee in panic for 1d10 rounds).

Habitat/Society: Pit fiends are the lords of Baator, the baatezu with the greatest power and station. Pit fiends are found throughout Baator, but are very rare on the upper layers and in the frigid cold of Caina, the eighth layer. Pit fiends are very rare on Avernus, Dis, and Minauros. They are rare on Phlegethos, Stygia, Malbolge, and Maladomini. In the fearful realm of Nessus, the pit fiends are common.

Wherever they are, pit fiends wield enormous power. They lead legions of dozens of complete armies into battle against the tanar'ri. These huge forces are terrifying to behold, and any non-native of the Lower Planes of less than 10 Hit Dice who sees them flees in panic for 1 to 3 days. Those of 10 Hit Dice and greater must save vs. rod, staff, or wand or flee in panic for 1d12 turns.

It is rumored that pit fiends are not the most powerful beings in Baator, but themselves servants of some greater power. If there are greater beings in Baator, certainly they are powerful enough to hide their presence from mere mortal sages.

Ecology: Pit fiends are spawned from the powerful gelugons of Baator's eighth layer. When gelugons are found worthy, they are cast into the Pit of Flame for 1,001 days. They emerge as pit fiends.

Baatezu, Least, Nupperibo

Climate/Terrain:	Baator
Frequency:	Common
Organization:	Army
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non (0)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1–100
Armor Class:	9
Movement:	6
Hit Dice:	1
THAC0:	19
No. of Attacks:	2 or 1 (by weapon)
Damage/Attack:	1d2/1d2 or by weapon
Special Attacks:	Nil
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (5 feet tall)
Morale:	See below
XP Value:	120

Nupperibos are baatezu petitioners, slightly higher in station than the lemures. They are lowly and woeful beings, used as fighting, feeding, and tormenting stock by all baatezu from the pit fiends on down.

Nupperibos are much like lemures in appearance, but are even less defined than those creatures. Nupperibos are amorphous, vaguely humanoid monsters with no discernible features. They have appendages that might be construed as arms and head.

Nupperibos are blind, deaf, and mute.

Combat: Nupperibos, like lemures, attack any nonbaatezu they encounter in Baator, heedless of their own safety. They need never check morale, for they fight until destroyed.

A nupperibo attacks with two claws (1d2 points of damage each). When they form armies, they receive weapons, though seldom anything better than a club. In these cases, they do damage as per weapon type.

They regenerate 1 hit point per round in Baator or any other lower plane. Any piece of a nupperibo, including its burnt ashes, regenerates. Only holy water, a holy sword, or other sanctified weapon can destroy one permanently.

The mindless nupperibos are immune to all mind-affecting spells such as *charm person* or illusions. Of the special powers common to all baatezu, nupperibos may only use *cause fear*, and that only under orders and when at least 10 nupperibo all attack the same defender.

Habitat/Society: Nupperibos exist by the hundreds of thousands on the first and second layers of Baator. They are the remanants of lawful evil creatures not sufficiently malign to become lemures. Nupperibos readily obey all commands from superiors in order to lessen their torment, and thus are accorded a slightly higher station than lemures; they are considered least baatezu.

There is, however, a unique and curious relationship between the lemures and the nupperibos. The nupperibos are slightly higher in station than the lemures, but they can never become higher forms of baatezu without first being demoted to lemure status. Doubtless some greater power in Baator has set the advancement path that way for its own fiendish reasons.

Nupperibos are commonly used as trading stock to the yugoloths in return for their mercenary services. Like the baatezu, the yugoloths treat the nupperibos horribly and ultimately consume them.

Ecology: Nupperibos have no intelligence, but are sensitive to mental commands from stronger baatezu and never disobey those commands.

When a nupperibo is destroyed, it reforms into another nupperibo. However, there is a 1% chance that it becomes a lemure. Although this means a reduction in station (however slight), it also means a chance to become a spinagon in the future.

Whether left in Baator or traded to yugoloths, nupperibos lead a completely wretched existence. Lower planar creatures consider them insignificant.



Climate/Terrain:	Baator
Frequency:	Common
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to very (8–12)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1 or 1–3
Armor Class:	4
Movement:	6, Fl 18 (C)
Hit Dice:	3+3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/by weapon
Special Attacks:	Flame spikes
Special Defenses:	See below
Magic Resistance:	15%
Size:	S (3 feet tall)
Morale:	Average (8–10)
XP Value:	3,000



Spinagons, the smallest baatezu, look like gargoyles – small humanoids with wings and a spiked tail. They carry small military forks or other nasty weapons. Spinagons have long, razor-sharp talons on their feet.

Combat: Spinagons avoid combat, preferring to flee and alert more powerful baatezu. However, spinagons carry a small military fork (use javelin statistics; 1d6 points of damage). In flight, the spinagon can also rake with the claws on its feet (1d4 points of damage apiece).

Small spikes and spines protrude from the spinagon's body. In combat the spinagon can launch up to 12 of these spikes as projectiles while in flight, two per round. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purposes of range and damage, treat a spinagon's spikes as darts. The spinagon can hurl itself at a target and wound it with 1d4 spikes (1d3 points of damage each); they hit automatically and are not used up, but the spinagon cannot otherwise attack that round.

Although they do not have the spell-like abilities common to other baatezu, spinagons can use the spell-like powers *affect normal fires*, *change self*, *command*, *produce flame*, *scare*, and *stinking cloud*. Once per day they can attempt to *gate* in 1 to 3 additional spinagons (35% chance of success).

Habitat/Society: Spinagons are common throughout the layers of Baator and plentiful in layers three through seven. They serve as messengers and lackeys for more powerful baatezu, which includes just about all of them. Spinagons are loyal messengers, seldom failing to properly deliver a letter or memorized missive. However, many baatezu scorn them as weak and ill-equipped for combat.

Indirectly, the spinagons act as scouts for Baator. Because spinagons have a vast number of messages to deliver and errands to run, they travel everywhere in the plane. If these wretched, cowardly creatures discover intruders, they fly off to call a more powerful baatezu. They do not attack or fight unless cornered and unable to barter their way out. A spinagon might even compromise its message to avoid combat.

Spinagons herd lemures and nupperibos and marshall them into large armies for more powerful baatezu. A greater baatezu that wants to form its army quickly for an upcoming battle treats the spinagons with respect.

Ecology: Spinagons, though lowly, gain status quickly by gathering armies for greater baatezu. Often less influential baatezu get their armies last, whereas the more important baatezu get theirs immediately. Because of this, spinagons are subject to abuse and threats by middle-level baatezu disappointed with their performance.

Baator is a strange place, ruled by a perverse discipline that simultaneously encourages both structured behavior and treachery. But stranger still is the advancement process of the spinagon. When a spinagon advances, those it has served decide how much advancement the spinagon receives. Therefore, if a spinagon serves a gelugon well, it may be promoted as high as amnizu. Stories tell of the pit fiend Greth advancing a spinagon to a hamatula.

Climate/Terrain:	Baator
Frequency:	Common
Organization:	Horde
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	10–100
Armor Class:	7
Movement:	3
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1–3
Special Attacks:	Battle drive
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (5 feet tall)
Morale:	See below
XP Value:	120



The lowliest denizens of Baator, lemures are grotesque, disfigured blobs of molten flesh, with a vaguely humanoid torso and head. Their faces are equally unrecognizable, with twisted, melted features molded into permanent expressions of horrid anguish. Sometimes, lemures display some slight vestige of their mortal life: a facial feature, nervous twitch, or a small shred of clothing. However, these fragments of their former lives become less and less apparent as the lemure passes its tortured, wretched existence as the weakest baatezu in Baator. Lemures have no minds and no means of communicating.

Combat: Unless ordered otherwise, lemures relentlessly attack anything except another baatezu, regardless of danger. They never check morale.

In combat, they claw for 1d3 points of damage. Their main strength is in their large numbers. Lemures attack in wave after wave, dozens of them, until they either wear down more powerful opponents or are destroyed.

Lemures have no mind of their own, so they are immune to any mind-affecting spells such as *charm person* or illusions. They do not, however, have the spell-like abilities common to other baatezu.

Lemures regenerate 1 hit point per melee round. Any piece of a lemure, even its burnt ashes, regenerates until the creature is whole again. The only way to permanently destroy lemures is with holy water, a holy sword, or other holy item.

In desperate battles when success is more important than huge losses, baatezu leaders initiate a fearsome *battle drive*, a wedge formation of 1,000 or more lemures. On command from a superior, the lemures march slowly, mindlessly toward their destination. As they arrive, the lemure are invariably cut down by the dozens. Oblivious, they attack with +2 to their attack rolls. Eventually, the sheer number of lemures prevails, but they commonly see 70 to 90% casualties.

Habitat/Society: Lemures are wretched creatures, forever tormented by the other baatezu. Their existence is both dismal and insignificant.

They wander the first two layers of Baator in large hordes, avoiding other baatezu and relentlessly attacking intruders. Sages believe there are infinite numbers of lemures on Baator.

Ecology: Occasionally a lemure is selected to form a spinagon, a least baatezu. This is done randomly, and is not based on merit, although sometimes, for the pleasure of the baatezu involved, more than one lemure is selected for such a promotion. The mindless lemures are pitted against each other in a brutal fight to the death. Winners of such a fight are either promoted to spinagons or slaughtered outright, depending on their entertainment value. Lemures are occasionally transformed into wraiths or spectres, as well. Other baatezu consider the lemures beneath notice.

	Black	Green	Red
Climate/Terrain:	Baator	Baator	Baator
Frequency:	Common	Common	Common
Organization:	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore
Intelligence:	Average (8–10)	Average (8–10)	Average (8–10)
Treasure:	Nil	Nil	Nil
Alignment:	Lawful evil	Lawful evil	Lawful evil
No. Appearing:	2–20	2–8	1
Armor Class:	5	3	1
Movement:	9, Fl 12 (C)	9, Fl 12 (C)	9, Fl 12 (C)
Hit Dice:	4+1	5+2	6+3
THAC0:	17	15	13
No. of Attacks:	3	3	3
Damage/Attack:	1d4/1d4/1d4+1	1d4/1d4/1d4+1	1d4/1d4/1d4+1
Special Attacks:	Poison, dive	Poison, dive	Poison, dive
Special Defenses:	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration
Magic Resistance:	30%	30%	30%
Size:	L (8 feet tall)	L (7 feet tall)	M (6 feet tall)
Morale:	Average (8–10)	Average (8–10)	Steady (11–12)
XP Value:	7,000	8,000	9,000

Abishai are common to the first and second layers of Baator. They look like gothic gargoyles, thin and reptilian, with long, prehensile tails and large wings. The three varieties of abishai have different skin colors – in ascending order of station, black, green, and red. All have a vinegary smell and rasping voices. The air seems to warm perceptibly in their presence.

Combat: In battle, the abishai strikes with two claws (1d4 points of damage each) and its flexible tail (1d4 + 1 points of damage and poison; note that the poison is fatal unless a successful save vs. poison is made).

Abishai can fly high into the air and dive at their enemies, striking with both claws. They attack at +2, and a hit does double damage (2d4 points per claw).

In addition to the powers of all baatezu, an abishai can *change self*, *command*, *produce flame*, *pyrotechnics*, and *scare*. Once per day they can attempt to *gate* in 2 to 12 lemures (60% chance of success) or 1 to 3 abishai (30% chance).

Abishai are susceptible to holy water (2d4 points of damage per vial). They regenerate 1 hit point per round unless the damage is done by holy water or a holy magical weapon.

Habitat/Society: Abishai are voracious and evil. They delight in tormenting those few baatezu lower in station than themselves. Abishai tempt mortals bold enough to travel to Baator by using their *change self* and *charm person* abilities to impersonate more powerful baatezu.

Ecology: The abishai make up large, evil armies that fight the tanar'ri and intruders into Baator. In some cases, a red abishai may prove worthy enough to command a force of lemures. If successful, the red abishai may be promoted to a higher form of baatezu.

As part of their efforts to corrupt mortals, abishai like to bestow powerful magic on inexperienced wizards. Usually the low-level spellcaster cannot control these enormous energies, and chaos and destruction result.



Climate/Terrain:	Baator
Frequency:	Common
Organization:	Military
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	20–100
Armor Class:	3
Movement:	15
Hit Dice:	6+6
THAC0:	13
No. of Attacks:	3 or 1 (weapon)
Damage/Attack:	1d2/1d2/1d8 or 2d6 (weapon)
Special Attacks:	Glaive, disease, battle frenzy
Special Defenses:	+1 weapon to hit
Magic Resistance:	30%
Size:	M (6 feet tall)
Morale:	Steady (11–12)
XP Value:	6,000

The barbazu are the vilest soldiers in Baator, employed in large numbers as elite shock troops.

A barbazu is a foul, humanoid creature with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard. Its skin is moist, though scaly like a reptile. It carries a cruel, saw-toothed glaive capable of heavy damage.

Combat: The barbazu are the most violent baatezu, taking advantage of any excuse to attack. This makes them unpopular and subject to frequent, harsh discipline, but by the same token they make excellent shock troops. Deployed in large armies sometimes numbering in the thousands, barbazu guard the middle layers of Baator and launch devastating attacks against the tanar'ri. They also make popular guards for personal treasure or demesnes of the more powerful baatezu.

The barbazu attacks with a saw-toothed glaive (2d6 points of damage, and wound bleeds for 2 points of damage each round until wound is bound or victim dies). Bleeding glaive wounds are cumulative (2 points of damage per round per wound). The barbazu can attack with two claws (1d2 points of damage each) and its wirelike beard (1d8 points of damage). If both claws hit, the beard automatically hits for maximum damage. Also, when the beard hits, there is a 25% chance the victim contracts a disease from the foul attack.

A barbazu can use the following spell-like powers, in addition to those available to all baatezu: *affect normal fires, command, fear* (by touch), and *produce flame*. Once per day the barbazu can also attempt to *gate* in 2 to 12 abishai (50% chance of success) or 1 to 6 additional barbazu (35% chance).

Barbazu are subject to a battle frenzy. In combat a group of barbazu is 10% likely per melee round to go berserk. The roll is cumulative per melee round, so that it they are 20% likely to go berserk on the second round, 30% on the third, and so forth. They stay berserk until combat ceases. While berserk, the barbazu need not make morale checks. They attack twice as many times per round at +2 on attack rolls and damage dice. Their Armor Class, however, takes a +3 penalty.

Habitat/Society: The barbazu are bred for battle. All other denizens of Baator recognize their exceeding cruelty and extreme value in combat. Barbazu rush into combat and often do not stop until either they or their opponent is dead. Perhaps the most impetuous and chaotic of the baatezu, they have gained a bad reputation among outsiders.

Although barbazu are lesser baatezu, they never command armies. They are simply too chaotic to lead. Sometimes an exceptional barbazu is promoted to osyluth, but most never survive to see promotion.

Ecology: The barbazu fill the armies of Baator's middle layers and commonly guard greater baatezu. They do not fight out of loyalty or comraderie, but rather out of their violent need to hurt and kill.



Climate/Terrain:	Baator
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	See below
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	2
Movement:	12, FL 21 (C)
Hit Dice:	6+6
THAC0:	13
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Charm, fear, rope of entanglement
Special Defenses:	+1 weapons to hit
Magic Resistance:	30%
Size:	M (6 feet tall)
Morale:	Steady (11–12)
XP Value:	7,000

Erinyes, most unusual of the baatezu, do not appear gruesome or disgusting but attractive, a fitting characteristic considering their mission. Erinyes are female, but can look like mortal men or women of any race, and always the most perfect physical specimens. They cannot, however, pass for mortals, for their huge, feathery wings mark them as denizens of Baator.

Erinyes can communicate through telepathy, but prefer direct speech when luring mortals. They can speak any known language.

Combat: Erinyes prefer to use powers rather than fight physically, but they can wield any weapon with proficiency. An erinyes can cause *fear* in any creature that looks upon it. The victim must save vs. rod, staff, or wand or flee in panic for 1d6 rounds. Erinyes carry a *rope of entanglement* that they use in combat or to bind unsuspecting victims.

Erinyes possess a powerful *charm person* ability that works against any target the erinyes looks on within 60 feet, even if the victim does not look back. The victim must immediately save vs. spells as if half his current level. For example, an 8th-level warrior would save as though he were 4th level. Failure means the victim becomes completely loyal to the erinyes and does anything to protect and obey it, even when that means the death of the victim or loved ones. Fortunately for mortal beings, an erinyes can only *charm* one person at a time. The effects of the charm last until the erinyes releases the victim or dies.

In addition to those available to all baatezu, an erinyes can use the spell-like powers *detect invisibility*, *invisibility*, *locate object*, *polymorph self*, and *produce flame*. Once per day it can attempt to *gate* in either 1 to 8 spinagons (50% chance) or 1 to 4 barbazu (35% chance).

Habitat/Society: Cunning and evil, the solitary erinyes have the special duty among the baatezu of tempting mortals. Even though the erinyes are lesser baatezu, they report directly to the Dark Eight outside the normal chain of command.

Only 500 erinyes exist at any one time. Lesser baatezu are promoted to fill out their numbers.

As tempters, the erinyes can do something no other baatezu can do, not even the pit fiends: enter the Prime Material Plane unsummoned. There it tries, through its *charm person* power and its comely form to lure mortals back to Baator. They cannot bring anyone or anything with them when they pass into the Prime Material Plane, and they can only bring one person back when they return. They cannot bring back inorganic matter, so victims arrive in Baator without possessions.

Mortals so trapped are doomed to die in the inhuman plains of Baator unless their own strength can save them. A mortal who dies this way becomes a lemure and serves forever as a soldier of Baator. Because of this power to tempt and doom mortals, most baatezu respect the erinyes.

Ecology: Unlike other baatezu, the erinyes often refuse promotion from their station. Many do not wish to give up the special status afforded them and return to the routine ranks of Baator.



Baatezu, Lesser, Hamatula

Climate/Terrain:	Baator
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1 or 3–12
Armor Class:	1
Movement:	12
Hit Dice:	7
THAC0:	13
No. of Attacks:	3
Damage/Attack:	2d4/2d4/3d4
Special Attacks:	Fear, hug
Special Defenses:	+1 weapons to hit
Magic Resistance:	30%
Size:	M (7 feet tall)
Morale:	Fearless (19–20)
XP Value:	6,000

Hamatula are solitary patrollers of the third and fourth layers of Baator. They are large humanoids, covered from head to toe with sharp barbs right down to their long, meaty tails. Each hamatula has unusually long, sharp claws on its hands, and keen eyes that shift and dart about, giving the creature a nervous look.

Combat: Hamatula are guardians and patrol troops. They are excellent guardians and are never surprised.

Hamatula rarely use weapons in combat, preferring to attack with two raking claws (2d4 points of damage each) and bite (3d4 points of damage). If a hamatula hits in combat with both claw attacks, it can hug its victim, impaling him on its cruel barbs (2d4 points of damage, no attack roll required). The victim is now pinned and takes 2d4 points of damage per round until released. (A hamatula that takes 15 points of damage in a single round will release its victim at the end of the round.) A victim who has 16 or greater Strength can tear free with a successful Strength check.

In addition to the magical abilities inherent to all baatezu, hamatula have the spell-like powers *affect normal fires*, *hold person*, *produce flame*, and *pyrotechnics*. Once per day they can also attempt to *gate* in either 2 to 12 abishai (50% chance) or 1 to 4 hamatula (35% chance).

Hamatula radiate *fear* upon striking an opponent for the first time. The defender must save vs. rod, staff or wand or flee in panic for 1d6 rounds.

Habitat/Society: Hamatula zealously patrol the third and fourth layers of Baator for intruders, knowing that promotion and increased status hinge on success.

Relatively solitary, the hamatula travel in groups only when commanded to do so by a superior. They may be deployed in a small group to investigate a report of intrusion.

On Phlegethos, the fourth layer of Baator, the pit fiend Gazra lives in a crystal castle. The hamatula cast captured intruders into the cells under the castle for torture. Gazra oversees the first four layers of Baator with an army of 5,000 hamatula. Twenty hamatula with maximum hit points guard him at all times. Loyal service to their lord is the fastest way to rise in status.

Ecology: Unlike other baatezu, hamatula cannot pass from layer to layer on Baator or to other Lower Planes. Sages speculate that this ensures that the creatures do not wander from their duties.

Hamatula are doubly unique among the baatezu because only they produce a useful byproduct. A gland behind their ears produces a powerful hallucinogen that is "harvested" by greater baatezu and used to torment and interrogate prisoners. A few brave (or wealthy) sages have obtained samples of this secretion, though not enough to perform any meaningful experiments. They believe that greater quantities of this secretion could produce an extremely potent *potion of illusion*.



Climate/Terrain:	Baator
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	3d6
Armor Class:	2 (0 if attacked from behind)
Movement:	12, Fl 12 (D)
Hit Dice:	6 + 6
THAC0:	13
No. of Attacks:	3 or 2
Damage/Attack:	1d6/1d6/2d6 or 1d8/1d8 (weapons)
Special Attacks:	Cause disease, pain
Special Defenses:	+1 or better weapon to hit; immune to normal cold and heat
Magic Resistance:	30%
Size:	M (5 feet tall)
Morale:	Elite (14)
XP Value:	5,000

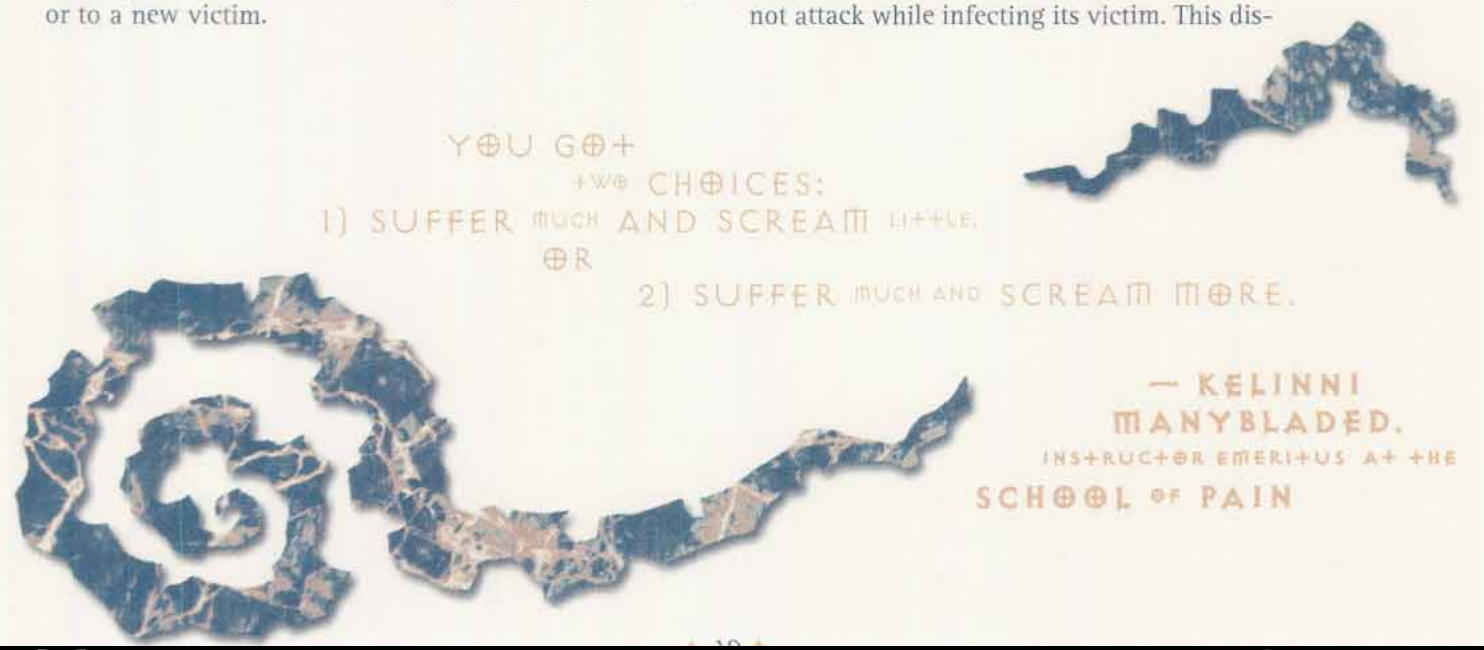
The kocrachon is a loathsome, beetlelike fiend, with beady eyes staring out from beneath its enameled carapace. Its three antennae wave above its head, discerning subtle changes of atmosphere, sound, and smell in its environment. It has four arms and two legs; the arms end in opposable pincer-claws. A proboscis juts out from the creature's forehead, located just above its eyes. The kocrachon's wings are located underneath its shell, which parts when the fiend is ready to fly away to safety or to a new victim.

Combat: The kocrachon would far rather flee than fight, for its job is to cause pain and extract information rather than to serve as militia. However, when backed into a corner, this baatezu is just as deadly as any of its brethren.

The kocrachon is able to attack with only two of its four arms; this pair of claws causes 1d6 points of damage each. The other two claws, being considerably smaller, aren't strong enough to clamp on an enemy and cause damage. However, these claws are highly manipulative, and the attached arms are strong enough for the kocrachon to wield small weapons such as scalpels and knives. The baatezu never uses these arms in combat if it is weaponless, but if it has some cutting instrument it causes 1d8 points of damage for each blade because of skill. Half of that damage is automatically healed in 4 hours.

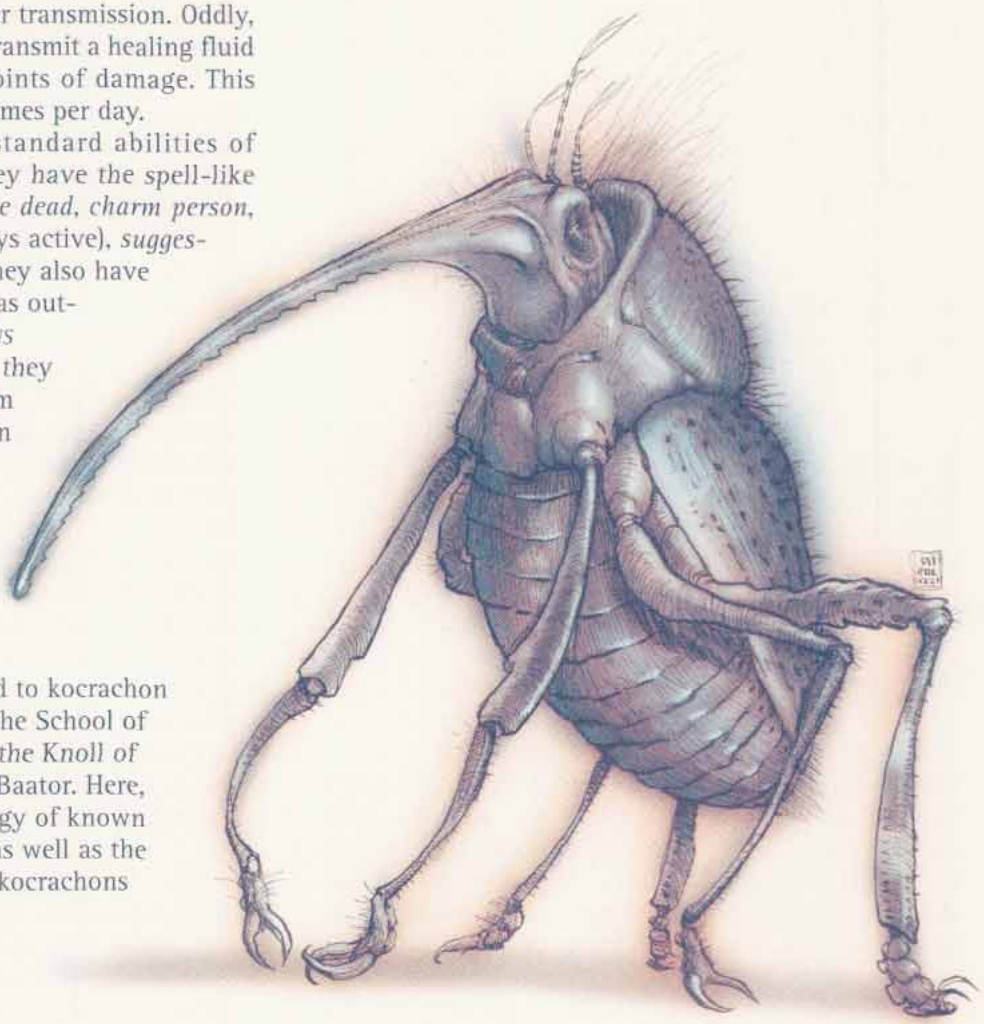
Kocrachons typically make three attacks per round: their two primary claws and a bite, which causes 2d6 points of damage. If they choose to forgo this routine, they can attempt to *cause pain* with a special attack using their scalpels. By making only one attack in the round, they can lay an opponent open to the bone or find the sensitive point in the exoskeleton, depending on the race of the creature. Any being hit when a kocrachon uses this attack must save versus spell at -6 or suffer a penalty of -4 to all attack and damage rolls. In addition, the victim's AC value is reduced by 2 places, and movement by 3. These effects last for 2d6 rounds. Note that the kocrachon can only use this attack after it has studied its opponent for 3 rounds to determine where the incision would be most effective.

The kocrachon is also able to *cause disease* as per the spell. If it can bite a victim and hold on to it (a successful bend bars/lift gates roll detaches the creature) for 3 rounds, it transmits a disease to its victim; it cannot attack while infecting its victim. This dis-



ease is fatal within 1–3 weeks after transmission. Oddly, the kocrachon can instead opt to transmit a healing fluid through its bite, healing 1d12 points of damage. This baatezu can use both bites three times per day.

Kocrachons have all the standard abilities of baatezu of their rank; that is, they have the spell-like abilities *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active), *suggestion*, and *teleport without error*. They also have the standard baatezu immunities, as outlined in the *Planescape® Monstrous Compendium® Appendix*. However, they delight in pretending to suffer from an attack that causes no damage in order to lure their enemies closer.



Habitat/Society: The kocrachon is a baatezu designed primarily to inflict pain. Upon creation, however, it isn't immediately aware of this mission. Whether it is promoted or demoted to kocrachon status, the baatezu must study at the School of Pain, which is hidden underneath the Knoll of Blades in Dis, the second layer of Baator. Here, the kocrachons study the physiology of known mortal and immortal creatures – as well as the psychology of those minds. Thus, kocrachons learn how to inflict tortures both mental and physical on those unfortunate enough to fall into their clutches. Only rarely do they actually kill their victims, preferring instead to inflict pain and still more pain.

Kocrachons that capture archons, devas, or other aasimons are accorded respect and high honors; these creatures withstand incredible amounts of abuse, which reflects well upon their torturers. The baatezu "experiment" on these and other good creatures until there's nothing left but a shivering, screaming wreck of a celestial being. Naturally, the fiends love to sink their claws and knives into goodness. Sometimes, however, they also work on tanar'ri, but their performance isn't as highly lauded as those who learn their work on the insufferable good.

Kocrachons are almost never sent to the forefront of the Blood War, for their services are too valuable behind the lines. Some sages speculate that kocrachons torture petitioners and prisoners as preparation for molding them into various types of baatezu. The petitioners of Baator learn that only the powerful and strong can inflict pain, and this goads them into striving for higher status among the baatezu. Strangely, some prisoners develop a sort of kinship for those who give them such exquisite pain. Hatred for their captors may still burn in their breasts, but that emotion recedes before the craving for more pain. Some even experience a twisted devotion to their torturers and may willingly do as the kocrachons suggest.

Ecology: A kocrachon can freely pass from layer to layer in Baator, though it prefers to remain in one place to concentrate on a particular set of victims. Still, it goes where it's told – and usually without question. When it has served its time (around 223 years) faithfully and well, it can be promoted to the status of erinyes. From there, only its own imagination and ability limit it. Becoming an erinyes is a vital steppingstone for an ambitious baatezu; thus, other baatezu often seek to become kocrachon, viewing the position as a key step toward climbing the hierarchical ladder. Kocrachons themselves are eager to serve and torture, anticipating what lies ahead for them in the service of the Dark Eight.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Average (8-10)
Treasure:	None
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	As host
Movement:	12, fly 24
Hit Dice:	1 to 6
THACO:	21, -1 per HD
No. of Attacks:	1
Damage/Attack:	As host
Special Attacks:	Possession, *cause disea*
Special Defenses:	Insubstantial
Magic Resistance:	5%
Size:	M
Morale:	Elite (13-14)
XP Value:	
1HD: 650	4 HD: 2,000
2 HD: 975	5 HD: 3,000
3 HD: 1,400	6 HD: 4,000

Mezzikim are the tortured souls of devils in Hell, sent to the Prime Material Plane to cause pain and suffering among mortals. They are invisible to the naked eye, and insubstantial as well. Like ethereal crea-tures, they can travel through solid objects without hin-drance. In their insubstantial state, they cannot interact with the Prime Material Plane. However, they can pos-sess mortals and cause them to sicken and, in some cases, die. Those able to see invisible objects (through the *detect invisibility* spell, for instance) are confronted by a bes-tial-looking devil with scales, claws, and wings. This appearance, though frightful, is only an affectation. Mezzikim actually have little power while insubstantial.

Combat: While insubstantial, mezzikim can neither make attacks nor be attacked. They can, however, use the following magical abilities, each three times per day: *affect normal fires, audible glamer, cantrip,* and *ventrilo-quism.* They use these abilities to spook mortals, and engender an atmosphere of fear. Note, however, that mezzikim lack the ordinary spell-like abilities and resis-tances of normal baatezu. These are linked to their physical bodies and are not available to them while on the Prime Material. The primary power of the mezzikim is possession. This power is used for a variety of purposes. Sometimes mezzikim are instructed to possess a par-ticular mortal to find out information. They have also been known to start epidemics, sow confusion, or kill their hosts. Once the target has been chosen, the mezzikim can attempt possession. This takes 1 round, and the victim must make a save vs. spell with a -1 penalty for each hit die of the mezzikim. Those that fail are possessed. Should the mezzikim fail to possess the target, it cannot make another attempt for a full 24 hours. Also, the target will realize that something strange has just happened (this feeling manifests as a sudden chill or a sense of foreboding).

Once a mezzikim has successfully possessed a mor-tal, he is in control of the victim's body entirely. The mezzikim has no access to the memories or abilities of the victim, but can speak and interact normally. The victim's consciousness is aware, but cannot act other than to try to oust the devil using willpower alone. The victim is allowed to make a further saving throw each day, modified by his magical defense (Wisdom) adjustment. Success indicates the devil was forced out, while failure means he remains in place. While controlling the victim, the mezzikim can lev-itate at will. Additionally, he increases the host's Strength by 2, to a maximum of 19. Once per turn, he can spit needles covered with poisonous bile at an opponent within 10 feet. These needles inflict ld8 damage and the target must save vs. poison or take an additional ld6+l damage from the bile. Other than this special attack, the mezzikim is limited to one attack per round using whatever weapons are handy. The presence of the mezzikim can corrupt the body of the host. At any point of the possession, the mezzikim can *cause disease* on the victim. The devil chooses the potency of the disease, as per the spell. There is also a 25% that the disease is contagious. Mezzikim are difficult to dislodge once in possession of a host. They can be driven out by causing their hit points in damage to the host, but this often kills the vic-tim and is a dangerous proposition at best. The excep-tion to this is holy water, which does damage only the mezzikim. The best way to oust mezzikim is through the spell *exorcise,* a cleric spell introduced in Chapter 3.

Habitat/Society: Mezzikim are the souls of devils whose bodies remain in Hell. For offenses against one of the lords or other baatezu nobles, they have been sentenced to spend time on the Prime Material Plane. Their physi-cal bodies are restrained within magical circles and then tortured for six hundred sixty-six nights. When the ritual is complete, the souls of the devils are only too ready to flee the scarred and burned husks of their bodies. The magic of the ritual propels them to the Prime Material Plane, where they remain as insubstantial spirits until their sentence is complete. The pain of their torture remains, even though their bodies are left behind. This spiritual agony only abates when they cause suffering to the mortals of the Prime Material. The mezzikim are thus thoroughly motivated to possess mortals and reak havoc in their society.

Ecology: The mezzikim are not really a race as such. They come from the ranks of the baatezu, and can represent any of the lesser devils. They are commonly the souls of abishai, barbazu, and hamatula. The mezzikim have no society. They usually operate individually, unless ordered otherwise. Agents of the Asmodeus and other baatezu on the Prime Material can command their services, and often use them for partic-ular missions. In general, though, the mezzikim choose their victims quickly and randomly, their only interest the lessening of the pain of their souls.

Climate/Terrain:	Baator
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	2–8
Armor Class:	3
Movement:	12
Hit Dice:	5
THAC0:	15
No. of Attacks:	4
Damage/Attack:	1d/1d4/1d8/3d4
Special Attacks:	Fear, poison
Special Defenses:	+1 weapons to hit
Magic Resistance:	30%
Size:	L (9 feet tall)
Morale:	Steady (11–12)
XP Value:	7,000



The "police officer" of Baator, the osyluth is horrid: bony and wretched, almost a dried husk of a human form, with a fearsome human skull covered by sickly dried skin stretched tight. The osyluth has a large scorpionlike tail and a foul odor of decay and rot.

Combat: Terrible opponents, osyluths attack ruthlessly, driven by hatred and rage. They have two claw attacks (1d4 points of damage each) and a bite (1d8 points of damage). Osyluths also attack with their tail, which does 3d4 points of damage and injects poison. The victim must save vs. poison with a –3 penalty. Failure means the victim loses 1d4 points of Strength for 1d10 rounds.

In addition to those available to all baatezu, osyluths have the spell-like powers *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*. Osyluths can also generate *fear* in a 5-foot radius. Defenders must save vs. rod, staff, or wand or flee in panic for 1d6 rounds. Once per day they may also attempt to *gate* in either 1 to 100 nupperibo (50% chance) or 1 to 2 osyluths (35% chance). Osyluths can see perfectly in total darkness.

Habitat/Society: Osyluths are the only baatezu to have power over baatezu of higher station. They roam the layers and observe the actions of other baatezu, ensuring that they act properly. An osyluth can send offenders into the Pit of Flame for 101 days of torment. After the torture, the offending baatezu returns to its former position. Osyluths have this power over any other baatezu save for pit fiends, who are above their discipline.

But with this power comes danger. Any baatezu that has the opportunity to destroy an osyluth without being discovered usually does so. If caught in this act, however, the offender is instantly reduced to marked lemure status. These marked lemures never advance beyond their station and are particularly hated by all baatezu.

Because the osyluths are charged with disciplining other baatezu, they are supposed to be absolutely loyal, never step out of line, nor do anything against the nature of baatezu. The osyluths generally obey the stricture, although several historical exceptions are known.

The Ring of Cantrum: Once per century, 100 osyluths meet with the Dark Eight to promote gelugons to pit fiend status. The moot is named after the pit fiend Cantrum, the founder of the Dark Eight. The 100 osyluths gather in a ring around the pit fiends and present information on promising gelugons, including major campaigns and compliance with the nature of Baator. All 100 osyluths combined have one of the nine votes cast in the Ring.

Ecology: Osyluths spend a century as such before advancing among the baatezu. Following every Ring of Cantrum, all 1,000 osyluths advance to hamatula status. Simultaneously, 1,000 new osyluths are formed. Despite this guaranteed advancement, osyluths still have incentives to surpass even their exacting standards. An osyluth that performs with distinction becomes an amnizu rather than a hamatula. This accelerated advancement is rare, but serves the pit fiends well, for it guards against complacency in the osyluth ranks.

Climate/Terrain:	Stony barrens
Frequency:	uncommon
Organization:	Pack
Activity cycle:	Day
Diet:	Omnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1 or 4–40 (4d10)
Armor Class:	4
Movement:	18
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Swarm, gnawing
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (2' long)
Morale:	Unsteady (5–7)
Level/XP Value:	65
Psionics Summary:	Nil
Player's Option:	MAC 6

In the broken crags and tiny caves of the barrens lives the timid baazrag. Two feet long or less, it is one of the smallest omnivores in the stony barren regions. The baazrag's face is protected by a bony covering that reaches down on either side of the head and across the nose, with holes for the creature's nostrils and eyes. The mouth and lower law are not protected below the bony covering. The beast's humped back is covered with a hard, natural armor that protects the animal, especially the fluid storage sack just beneath the shell. Its four legs are comparatively frail but are adequate for darting from shelter to shelter around its rocky home. The tail of the Baazrag about 5 inches long. Newborns are red-brown, green, yellow, or orange, but the color fades gradually to a sandy gray at old age.

Combat: A lone baazrag attempts to flee or hide rather than engage in combat, even against creatures of a size similar to itself. A baazrag's home is usually a hole in the rocks just for one. The baazrag seldom wanders far from it.

A baazrag attacks with a bite that causes l–3 points of damage. If a baazrag successfully bites a target twice in consecutive rounds, it has gnawed the target's flesh and releases a toxin into the bloodstream. This toxin slows natural healing to 20% of the normal rate for all damage, not just the bite wound. For example, an adventurer with 15 points of current damage suffers 5 points of damage from a baazrag that gnaws him. This would normally take 20 days to heal naturally, but the toxin increases it to 100 days. Magical healing or *neutralize poison* negates the effects of the poison. The poison loses its ability to slow healing after six hours.

If all the baazrags encountered are not killed or driven off in 5 rounds, the entire pack swarms the area. Each round after round 5, 2–16 (2d8) additional baazrags arrive to attack, until the entire pack has arrived. They flee when the pack has suffered 80% or more casualties.

Habitat/Society: Baazrag packs band together only for mutual defense of their territory. Otherwise, they have little contact with those of other bands.

Noble families of Tyr and Balic domesticate the baazrag to rid their households of unwanted pests and insects. The families also organize teams of the creatures to pull wagons. Each baazrag can pull as much as 50 pounds of cargo and transport. A wagon weighing 100 pounds and carrying 500 pounds of cargo requires 12 baazrags to pull it, moving at a rate of 9. Doubling the number of beasts increases the movement rate to 15, the maximum for a harnessed baazrag.

Other baazrags have been specially trained to hunt unwanted pests in the sewers. The templars of Tyr have a special squad with several dozen swimming baazrags that are used to clean out infested areas.

Ecology: Baazrag females bear their young either in litters of 2–6 (2d3) or singly. Single births are very rare and are cause for concern. Single births invariably indicate a boneclaw (see entry) and the whole pack will move to another location quickly. Litters live with the mother until adulthood when they find homes of their own.

Baazrag flesh can be eaten. Each adult has 25 pounds of meat. The fluid sac beneath the shell on its back contains 1–4 (1d4) pints of water, but it is tainted with the same toxin that slows normal healing. The water can be purified by a *purify food and* water spell or by a *neutralize poison* spell. Drinking tainted water causes 1–6 (1d6) hours of illness.

Captured wild baazrags can be sold in various markets as pets or team animals. Undamaged specimens bring 10 cp in the marketplaces around Tyr.



Baazrag, Boneclaw

Climate/Terrain:	Stony barren
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore, prefers fresh meat
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	18
Hit Dice:	6
THAC0:	15
No. of Attacks:	3 + special
Damage/Attack:	1d6/1d6/1d10
Special Attacks:	Charging
Special Defenses:	Special
Magic Resistance:	Nil
Size:	L (8' tall)
Morale:	Very steady (13)
Level/XP Value:	650
Psionics Summary:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20
	Att: MT; Def: MB
Player's Option:	#AT1; MTHAC0 20; MAC 9

Telepathy: *Sciences* – mindlink; *Devotions* – contact (attraction), life detection, mind thrust (inflict pain).

Once in a very great while, a baazrag litter consists of only one young, much larger than normal. This creature is a boneclaw. The boneclaw stands more than 8 feet tall. The boneclaw's head is protected by a bony covering. The upper body and back are covered with a hard shell that deflects all normal missiles smaller than a javelin. Its shell has sharp serrated edges everywhere except around the mouth and eyes. The boneclaw is a dull brown color, with sand-colored claws and red eyes that glow in the dark.

Combat: Boneclaws try to eat whatever moves. They use their charge attack if they have 10 feet of clear space to reach full speed. Boneclaws run right through a group of travelers or a herd of animals, darting from side to side to swipe as many creatures as possible in one pass. As many as four creatures can be hit if they are all within three feet of each other when the boneclaws start their charge. The speed of this attack gives boneclaws a –4 advantage on initiative for the first round of combat. Each opponent must be attacked separately. Any opponent hit receives 1–4(1d4) points of damage and must successfully save vs. petrification. An unsuccessful save means the sharp edges cut so cleanly the opponent didn't realize it was hit and it continues to lose blood at 1 hit point per round for l–4 rounds or until the wound is treated.

After the charge, boneclaws attack with their sharp claws and their bite. If they can leap toward their opponents, the boneclaws can attack with all four claws for l–6 (1d6) points of damage each. Otherwise, they rear up on their hind legs and attack with the front claws only. In either case, the boneclaws attempt to bite their opponent Boneclaws eat any chunks of flesh or equipment they can tear off, even while preparing to bite again.

Habitat/Society: Boneclaws are solitary creatures Their territory extends to a 2-mile radius from their lair. Boneclaws usually take over deserted baazrag lairs. If there is no water readily available, boneclaws will dig until they hit water. Deserted boneclaw lairs have been known to save the lives of thirsty travelers because of the well that may be found in some of them. If there is no prey available, boneclaws can survive on vegetation for as long as three months, or can go as long as one month without food at all.

Ecology: Boneclaws are sterile. There are male and female boneclaws, but breeding is not part of their agenda. They live only to eat and to kill anything that gets in their way. Boneclaws may be slain and eaten. Each creature has 125 pounds of edible flesh, but it is tough and stringy.



Boneclaws have no defined place in the food chain, but fit somewhere toward the top of the chain. The only creatures that prey on boneclaws are drakes, nightmare beasts, and occasionally bulettes.

The shell of a boneclaw can be used to make sharp knives that are popular in the kitchens of Athas. The knives can also be used as slashing weapons that give a +l bonus to damage. The knives also give a 5% chance that victims do not notice the wound until they faint from blood loss. However, boneclaw knives used as stabbing weapons are 50% likely to shatter on impact as their structure is not designed to take the shock.

CLIMATE/TERRAIN:	Any temperate land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (17–20)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful good (15% are lawful neutral)
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9+6
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5′ tall)
MORALE:	Fearless (20)
XP VALUE:	10,000



Baelnorn are elves who have sought undeath to serve their families, communities, or other purposes (usually to see a wrong righted, or to achieve a certain magical discovery or deed). They are lichlike creatures that appear as tall, impressive-looking elves with shriveled skin and glowing white eyes. Most baelnorn keep to the crypts, ruins, or mage-towers they guard or work in, and they are never seen except by those who intrude into such places.

Combat: Baelnorn do not project a terrifying aura as do liches, but the chill of their unlife inflicts the same touch damage (plus paralysis if the victim fails a save). However, some go armed into battle if they possess magical weapons that cause greater damage than their touch. They employ spells as they did in life (most were 15th-level wizards), using spellbooks and magical components, but many develop variant spells that don't require material components. Most baelnorn have developed rare and strange spells lost to today's mages. They also employ magical items.

Baelnorn can be hit only by +1 or better magical weapons, by magical beings, or by creatures with 6 or more Hit Dice. They are immune to charming, cold-based spells, death (and related) magic, *disintegrate*, electricity, enfeeblement, *feeblemind*, *hold* (and related magic), insanity, and *sleep* spells. Neither nonintelligent animals nor undead willingly attack a baelnorn.

Baelnorn have a special power: Thrice per day, up to five turns at a time, and without employing a spell to do it, they can use a *project image* power to send a wraithlike likeness of themselves, called a *sending*, up to a mile distant. Baelnorn can see through these images with their normal 90-foot infravision, and into the Ethereal Plane too. They can also hear and speak through them, and can even cast spells (the image serves as the source of the spell). This link transcends physical and all known magical barriers, and it can even cross the boundaries between the Prime Material and Ethereal Planes.

A sending is AC 0, MV Fl 9(A), and has the hit points of the baelnorn itself, but lacks the ability to carry solid objects (including weapons or items), turn undead, or inflict damage by touch. Only half the damage (round down) suffered by a baelnorn's sending is borne by the creature itself. A sending vanishes at the baelnorn's will or when it is killed; it cannot be turned or magically dispelled. A sending can push against or move small things, so it may push its finger through sand or ashes to write a message, or turn a page of an open book, but it has insufficient mass to carry things. A baelnorn can have only one sending in operation at a time.

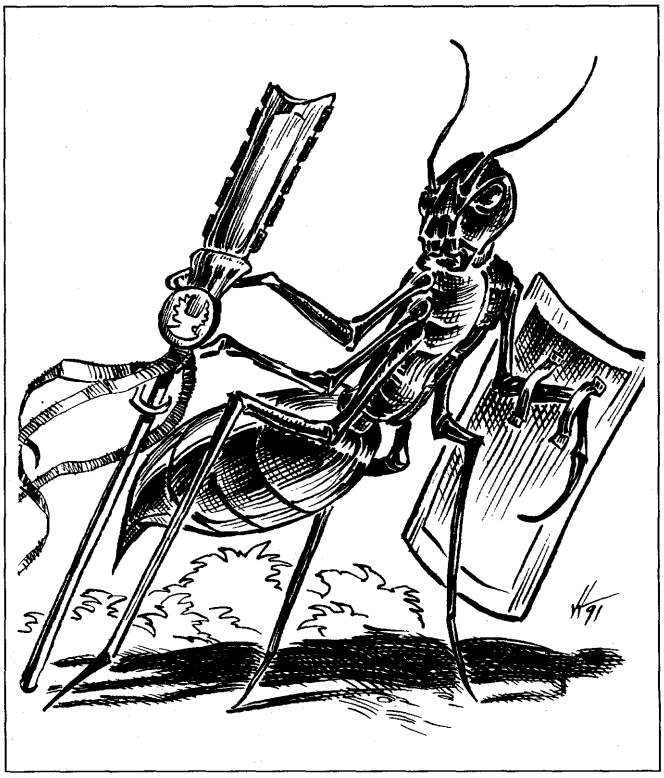
These creatures are turned as liches (although they cannot be turned while in the area they guard or are linked to), and they themselves turn undead as 14th-level priests.

Habitat/Society: Baelnorn spend their existences diligently working at whatever task they find important enough to endure undeath for. If they guard a place or an item of power, they typically spend centuries laying traps, placing items at the ready, setting spell triggers, creating or summoning guardian monsters, and formulating defensive strategies. Many baelnorn have no interest in combat, but they are both fearless and brilliant and will always do whatever best serves their task.

Ecology: Baelnorn do not have phylacteries, but many have specialized clones that are activated if they are destroyed. (They pass into a *spirit trap*, created by a powerful and secret 7th-level spell, and then are whisked into their next body.)

The process by which elves become baelnorn is old, secret, and complicated. They have never been numerous, and none have been created in recorded history. Baelnorn do not eat, drink, excrete, or breathe, and nothing preys upon them.

CLIMATE/TERRAIN:	Tropical
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (6) and see below
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	5 (4 with shield)
MOVEMENT:	9
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	2 or 3 (bite + weapon(s))
DAMAGE/ATTACK:	1- 6/by weapon type
SPECIAL ATTACKS:	Insect control
SPECIAL DEFENSES:	Nil
MAGIC RESISITANCE:	Nil
SIZE:	L (10')
MORALE:	Steady (12)
XP VALUE:	270



The bacars are intelligent, enchanted ants created by hishna and pluma magic as the guardians of the sacred site of Ixtzul. They appear to be giant ants, but carry weapons and shields. Their bodies are dark red, running to black along the thorax, and their underbellies are a steel blue, consisting of overlapping plates of chitin.

COMBAT: The bacars are organized along a military society, and are usually found only in patrols of 2-8 creatures, save at their lair at Ixtzul. In patrols they fight only with their bite, and only if in groups of 6 or more do they use weapons and shields.

A lone bacar is relatively unintelligent, following its orders to the exclusion of other matters (such as "Patrol," "Gather," "Scout," etc . . .). Their base Intelligence is 6. For each additional bacar within 20', however, the collective Intelligence is raised by one, so that a party of 3 bacars have Average Intelligence of 8, and 6 bacars are Very intelligent (11) At the Very Intelligent level, they begin to use their weapons, including long obsidian knives (1-3), macas (1-8) and slings (1-4). When using macas, the bacars use shields, raising their Armor Class to 4. When using slings or knives, they do not use shields, but they wield two knives at the same time.

At the Highly Intelligent level (13 or better), bacars may operate outside the valley. In addition, at that stage they may mentally command colonies of army ants in the area. This allows them to effectively cast the priest's *creeping doom* spell once per day in a typical jungle. (See the valley area itself for locations of ant colonies in the Ixtzul Vale.)

HABITAT/SOCIETY: The bacars exist in an expanded version of ant society, aided by their limited telepathic abilities. Orders are passed from the queen (and in this case Mirandos) to the soldiers by means of touching antennae. Individually, the bacars have little initiative, and do not act unless ordered to. A bacar sent to gather food pays no attention to an advancing army (though if the army is edible, they try to drag parts of it off as food, then inform the nest that new food exists in that direction).

Typical bacar tasks include:

Gather: Bring back carrion, small living creatures, and succulent leaves and vines to feed the colony.

Scout: Look for things that were not there before. If things are present, or changed, report immediately back to the nest. If there is a potential danger (one of the scouting bacars is killed), one scout is sent back, the others forming a rearguard.

Guard: Let nothing that is not bacar (except Mirandos and her followers) pass. Do not report back; fight until dead (18 morale when in this state).

Attack: Used when a particular enemy is identified (usually by scent). The enemy is to be slain. All non-bacars are slain. Use of *creeping doom* where applicable.

Capture: As for Attack, but the targets are to be knocked unconscious and taken alive. If the *creeping doom* is used, it is to herd the target to the bacars.

Track: Used against a retreating foe. The prey is to be tracked down. If possible use the *creeping doom.* All other potential targets are ignored unless they attack the trackers. Once captured or slain, the trackers return to Ixtzul.

Maintain: The most common function of the bacars when not involved in battle, they patrol the grounds, cleaning up bits of vegetation and debris, checking with their antennae to maintain the wards that hold the Star Worm. The colony has the power to reinstate the wards that weaken over time. Bacars engaged in maintenance do not fight unless attacked. They report strange activity in their area.

ECOLOGY: The bacars have a queen to which all defer, who provides both the eggs for new bacars (though not at levels of a normal ant colony), and orders for her soldiers. The queen is a large, bloated creature with no defenses of her own, AC 9, with 50 hp. Attacking the queen brings all bacars within 50 yards, with an additional 2-12 arriving each round thereafter.

If the queen is slain, the bacars lose their telepathic abilities. They act as individual monsters, attacking when attacked or hungry. Killing the queen also breaks the bonds holding H'Calos the Star Worm in check.

Climate/Terrain:	Arborea, pastoral
Frequency:	Uncommon
Organization:	Mob
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	O, R (Z)
Alignment:	Chaotic neutral
No. Appearing:	8d8
Armor Class:	7
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d10
Special Attacks:	Tearing, blood frenzy
Special Defenses:	Immune to enchantments and charms, *shadow walk*
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fanatic (17)
XP Value:	270

The bacchae are petitioners possessed by the spirit of Dionysian revelry, transformed into whirling mobs of debauched creatures capable of tearing apart anything in their path. They are most common in Olympus, though they are found throughout the first layer of Arborea.

Bacchae wear loose robes, crowns of mistletoe, grape leaves, or laurel, and sandals or crude leather shoes. Their garments are usually stained, torn, and dirty; in winter, they include bulky layers of shawls, woolen leggings, and scarves. Bacchae speak the language of the region they live in and the languages of satyrs, dryads, and oreads.

Combat: Bacchae attack in a flurry of eye-gouging, biting, kicking, scratching, clubbing, and kicking, a whirlwind attack that does 1d10 points of damage unless the bacchae can be held at arm's length. They never use missile weapons more complicated than a thrown rock, stick, or goblet. They are immune to all enchantment/charm spells.

More importantly, bacchae can tear items, clothing, and armor away from their opponents during combat, even shredding chain mail, yanking away plates, and cracking boiled leather armor. Each bacchae who strikes successfully with 4 or more than the required attack roll tears away a single item: a shield, cloak, breastplate, helmet, or the like. The loss of a shield or magical cloak has an obvious and immediate effect on the victim's Armor Class, but losing bits of armor has a slower effect. Each successful attack on armor costs the defender 1 point of Armor Class (it takes more effort to tear



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away an entire set of plate armor than it does to take away leather or ring mail). Items lost to bacchae must make two saving throws versus crushing blow or be torn to shreds: the first when initially taken away, the second the following round when the mob tears at it. If the item survives, it is cast aside and ignored. Any item that doesn't make its saving throw is torn, shredded, shattered, or punctured.

It doesn't take much to incite the bacchae into a violent attack: Bacchae usually demand any wine or beer that they come across, and refusal results in instant attack. Even before melee is begun, bacchae are easily whipped into a *blood frenzy*. When they see the first sign of weakness and someone (even a fellow) in the combat falls, all wounded bacchae are provoked into a blood frenzy. They make all attack and damage rolls at +2, and they gain a +1 bonus to initiative.

Bacchae can stop an attack as quickly as it begins, sometimes without any apparent reason. At no obvious signal and for no obvious reason, an entire mob of them stops attacking and offers their opponents wine, ale, and food. Mysterious, yes, but also welcome. Sometimes this is no more than a short pause to regain their breath before renewing the assault, but (especially when they are outmatched) it is a sincere recognition of their opponents skill and an honest attempt to patch things up. At other times, it seems like a sign of contempt when the bacchae realize that no challenge is involved in the brawl. 'Course, not everyone reacts well to these peace offerings. If they are refused, though, all the bacchae are immediately driven back into blood frenzy. Determination of when the bacchae attack or cease an attack is a strictly random DM call.

The bacchae travel in a blur. More than just a blur of wine and laughter, they can move at magical speed from point to point. This allows hundreds of bacchae to descend on a designated amphitheater, glen, or feast hall as quickly as a plague of locusts, shocking the locals into joining their revelry. More importantly, it allows them to escape before militias or town watches up the celebrations. Usually, traveling bacchae have a specific goal in mind, but even when they don't they can travel with terrific speed (they move as per the *shadow walk* spell). When they remember or when sorely pressed, mobs may use *shadow walk* to retreat from combat. Groups can travel this way twice per day; individual bacchae cannot *shadow walk* and must stumble along on their own.

HABITAT/SOCIETY: The bacchae have a tribal mentality; either a being is a member of their tribe, or it is an enemy. They can only be convinced to accept those who are as dirty, drunken, and frenzied as they are, though they make exceptions for musicians and vintners. The bacchae invite strangers to join their frenetic dancing, drinking, and fighting for a night before passing judgment on the newcomer. A reaction roll of 11 or better means that the new recruit is accepted (all Charisma and faction adjustments apply). Once accepted, a new member of the tribe must act in character or risk being scapegoated, cast out, or attacked.

Anyone who carouses with the bacchae long enough becomes one of them, infused with the wild spirit of Dionysus and Pan, their patrons. Each day that a creature stays with the bacchae it must make a check to avoid being transformed into a bacchae. The process depends on the reveler's Wisdom and levels or Hit Dice; the more powerful and less wise the creature, the more likely it is to be permanently transformed. The base chance is 20 out of 20, and each point of Wisdom subtracts 1 from the chance, and each Hit Die less than the 2-HD bacchae subtracts 1 as well (each additional level or Hit Die adds to the chance). For example, a 7th-level tiefling rogue joins a bacchanal debauch for a night and is accepted by the mob. With a Wisdom of 9, her chance of becoming a member of the bacchae is 20 – 9 Wisdom + 5 level difference (7th level – 2 HD) = 16 in 20. A 0-level petitioner with a 10 Wisdom would have a 20 – 10 Wisdom – 2 level difference = 8 in 20 chance of becoming a bacchae permanently. Player characters transformed into bacchae can be restored to their usual forms by a *shapechange, heal,* or *limited wish* spell. A *polymorph other* restores the form but not the mind of the affected character.

Bacchae place little value on appearance, cleanliness, conventional rules, and manners — in fact, they despise these things. Bacchae celebrate living fast and well: They praise wit, endurance, good humor, and a certain fiery joy in life. They often dare each other to ridiculous stunts; they die young, and die happy.

ECOLOGY: The bacchae tear apart and devour anyone or anything that doesn't join their movable feast. They are on good terms with the Seelie Court and some of the hardier carousers of Ysgard, but most normal petitioners and planars give them a wide berth. The only exceptions are the satyrs, centaurs, dryads, and oreads, who enjoy the company of the bacchae, at least for a night.

Some Sensates join and leave the bacchae at will. The Sensates seem to consider traveling with a mob of bacchae some sort of crass but rugged holiday. Members of the Dionysian sect called the Children of the Vine consider it a divine blessing to be accepted by the bacchae, but — oddly enough — the bacchae accept very few of them. Perhaps the bacchae have a perverse sense of humor.

Bacchae have been seen in the halls of Ysgard (where they gleefully battle the petitioners there, though few bacchae survive) and in Limbo (where the githzerai kill them on sight), but they are most common throughout Arborea.

Bainligor

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (Q×10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	4–400
ARMOR CLASS:	7
MOVEMENT:	6, Jp 9
HIT DICE:	2+1 to 10+9
THAC0:	See below
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Echolocation, stun
SPECIAL DEFENSES:	Dodge missiles
MAGIC RESISTANCE:	Nil
SIZE:	M (3′–6′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	See below



Bainligors are small, flightless bat-people. Their primitive tribal culture is found in the upper reaches of the Underdark, where they subsist almost entirely on insects, spiders, rothe, and edible fungi. Bainligors are considered hideous by even the most charitable. Their ears are huge and pointed, their ridged snouts and elaborately sculpted facial features are those of bats.

Though bainligors can speak Underdark trade common, most of their speech is too high-pitched for others to hear. Even if one speaks in a voice low enough to be heard by other races, its voice remains a high-pitched squeak. As a result, bainligors rarely speak with outsiders and carry on less trade than other races. Most of what they have is of little value; bone and stone tools, tanned hides, and small quantities of food are their usual treasures.

Combat: The cries of a rampaging pack of bainligor are inaudible to the ears of most humans and demihumans, but dogs and cats often warn against such attacks; they can hear bainligors coming. Bainligors hunt in darkness using echolocation, just as did their bat ancestors. They are completely unaffected by *darkness 15′ radius, invisibility,* and *blindness* spells and all visual illusions. In battle, bainligors attack en masse, hoping to pull prey down quickly. The smallest rake for 1d4 points of damage with claws and bite with needle-like teeth for the same; larger bainligors attack for 1d6 or 1d6+1, 1d10 for elders, and eventually 1d12 for the Revered. Deafness spells blind the bainligor, reducing their attacks by –4.

Bainligor can use their echolocation chirps as a weapon. Once per hour, a bainligor can emit a burst of ultrasonic sound that hammers flesh like a gigantic fist. The attack replaces other attacks, inflicting 1d6 points of damage per Hit Die of the bainligor. A target creature failing a saving throw vs. paralyzation is stunned and unable to do more than defend, at a –2 penalty to AC and no Dexterity bonus for 1d4 rounds. A creature failing by 8 or more is permanently deafened.

Bainligors can dodge missiles. When involved in melee, their AC against missile attacks is six places higher (AC 1). When concentrating on evading such attacks, they are hit only on an attack roll of 20. This ability only affects missile attacks that require an attack roll.

Age	HD	THAC0	Sonic Dmg	Burst	XP Value
Young	2+1	19	1d4/1d4	2d6	270
Adult	4+3	15	1d6/1d6	4d6	650
Middle-aged	6+5	13	1d6+1/1d6+1	6d6	975
Elderly	8+7	11	1d10/1d10	8d6	2,000
Revered	10+9	9	1d12/1d12	10d6	5,000

Habitat/Society: Bainligor society is based on reverence of the elderly; young bainligors always defer to the commands of the old. As they age, the bat-people continue to grow larger throughout their lives in a series of magical transformations. Eventually, the eldest of the bainligor leave their tribes, compelled by an inner voice to seek out dry, empty caverns where their bodies are transformed for the last time. Once they return from their seclusion, they are undead creatures of 10+9 Hit Dice, called Revered Ones. These creatures are chieftains, war leaders, priests, and guardians of their descendants; the strongest of them may rule a swarm of bainligors for generations. A few of the undead (about 10%) become spellcasters after they make the transition to unlife; all of their followers are fanatically loyal to them.

Ecology: Bainligors are nomads and scavengers, feasting on insects, detritus, and even rotting flesh if necessary. Rather than a source of shame, this scavenging, wandering existence is a source of pride among the bainligor, for they believe that they can survive anywhere, on anything, whereas others are tied to the earth by their possessions, their cities, and their weakness for special foods. Eating noxious foods is a source of many bainligor boasts.

Tales are told of the Deep Tribes, those who starved until they were reduced to nothing but dozens of the Revered, who still hunt in great swarms, not for nourishment but for the joy of their great strength and the fear they cause in others. These are likely nothing more than myths told to bainligor young, for such sightings have never been confirmed by sages or savants of the Underdark races.

—*From* DRAGON Magazine #227

CLIMATE/TERRAIN:	Tropical jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	P
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	6
THAC0	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Spells, poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	Steady (12)
XP VALUE:	3,000



The bajang is an intelligent creature found in tropical jungles. It delights in terrorizing human settlements. A lesser spirit, its lifeforce is tied to a single tree in the forest in which it dwells.

The bajang's true form is that of a stunted, stocky human with a blunt nose, wispy hair, and pale brown skin. It has beady orange eyes and a wide, lipless mouth, which is permanently creased in an evil sneer. Its hands are bony claws, and its feet resemble the talons of a vulture. The creature speaks its own language, as well as the language common to the area it inhabits.

The bajang can *shape change* at will into the form of a small wildcat. The creature is most often encountered in this form. As a wildcat, it has light brown fur and retains its distinctive orange eyes.

Combat: A vicious and devious fighter, the bajang prefers wounded, weak, or otherwise helpless prey, attacking them in their sleep or ambushing them from behind. Generally, a bajang won't negotiate with opponents unless its life is clearly endangered, in which case it may lie outrageously or make any threat to save itself. If its tree is endangered, however, a bajang will always fight to the death.

Since its bony hands are too awkward to manipulate weapons, the bajang can only rake with its claws in melee. However, any opponent struck by its claws must make a saving throw vs. poison. A failed save means the victim suffers a -1 penalty on all saving throws and to-hit rolls for the next 2-7 (1d6 + 1) rounds. The effect is cumulative; each claw rake can increase the penalty.

In human form, the bajang can cast *curse, omen, divination, fate, ghost light, wind breath, steam breath,* and *transfix* three times per day. It can cast *ancient curse* once per day. Typically, the bajang is nowhere to be seen when it *transfixes* its victims, ordering them to stay put for an indefinite period. (This enables the creature to attack at leisure.) In combat, the bajang often uses *wind breath* and *steam breath* to weaken opponents, followed by claw attacks if it is within range. It holds *ancient curse* in reserve, and prefers to use it to threaten opponents who are about to destroy the bajang or its lifeforce tree.

The best way to eliminate a bajang is destroying its tree. After finding the tree—usually by observing the bajang's frantic efforts to protect it—a character can destroy it by chopping it down, setting it afire, or with another ruinous technique such as a *wood rot* spell. The bajang suffers no ill effects while its tree is under attack, but once the tree is destroyed, the creature is immediately reduced to 0 hit points and disappears.

In wildcat form, the bajang retains the Armor Class, Hit Dice, movement, and hit points of its original form. It can attack three times per round, inflicting 1-2 points of damage for each successful bite and front claw attack. If both forepaw attacks are successful in the same round, it can attempt two rear claw attacks for an additional 1-2 points of damage each. A bajang cannot cast spells while in wildcat form.

Habitat/Society: The bajang makes its lair in its lifeforce tree. It prefers to live in a dense jungle, where its tree is more difficult for enemies to locate. Any tree is suitable for a bajang lair, but the creature usually selects one within a mile of a small village. The bajang raids the village regularly, attacking a sleeping victim and carrying the body back into the forest.

Bajang are solitary creatures, and they do not mate to reproduce. Instead, they are "reincarnated." When a bajang is killed, its spirit becomes dormant, waiting to be reborn in a corrupted forest. A "corrupted" forest might be the site of a bloody battle, the burial place of an evil wu jen, or the secret meeting place of an evil sect. When a tree has grown to maturity in this forest, the bajang's dormant spirit is absorbed through the roots during a full moon. A swelling appears at the bottom of the tree, then rises through the trunk. When the swelling reaches the highest limb, the now fully-formed bajang bursts through the bark. Its lifeforce is joined with that of the tree.

A bajang's treasure is a small collection of coins stored in a hollow of its tree. Bajang collect treasure more as a souvenir from a victim than for monetary value.

Ecology: Bajangs are carnivores, feasting on carrion when no other option exists. They are solitary, but some bajangs occasionally serve as familiars for powerful, evil wu jen.

CLIMATE/TERRAIN:	Any nonarctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-100
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATITACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Average (10)
XP VALUE:	15 (Lieutenant: 35)



The bakemono is an eastern variety of goblin, with similar habits and characteristics. Unlike goblins, bakemono are surface dwellers, and they are even more stupid than their western cousins.

No two bakemono are quite the same, even in size and overall shape. Their skin color varies from brilliant orange to fiery red to deep blue, while their eyes are typically black, yellow, green, or gray. Physical features may include a combination of small stunted wings, stumpy tails, hooves, fur, scales, huge noses, feathers, floppy ears, and hunched bodies. Clothing is similarly varied, ranging from tattered robes to shabby leather armor to filthy, cotton peasant dress. Most speak in high, shrill voices. All share the same nasty disposition.

Bakemono speak three languages: the trade language, the language of humans common to the area they inhabit, and their own language, which is similar to that of oni.

Combat: Bakemono are clumsy, impulsive fighters; strategic planning is unknown to them. They ambush their opponents whenever possible, and often charge straight ahead with weapons swinging. Bakemono seldom make their own weapons or armor, preferring to use items they have scavenged or looted on raids. A typical force is equipped as follows: spear (40%), naginata and short sword (20%), tetsubo and short sword (10%), short sword and shortbow (10%), kusari-gama and trident (10%), chain and shuriken (5%), and katana (5%).

When a large force is encountered, 20% of the bakemono have an Armor Class of 5. This AC rating stems from the armor pieces they're wearing. The pieces are in poor repair, often having been crudely and drastically altered to fit the individual bakemono's strange body. Bakemono armor won't fit PCs.

Like goblins, bakemono hate daylight and other strong illumination, but they are not unusually sensitive and incur no attack penalties when fighting in bright light. However, bakemono lack the goblin's infravision ability, so they enjoy no particular advantage when fighting in darkness.

Habitat/Society: A typical band of bakemono consists of 20-80 (1d4 x 20) adult males, a number of adult females equal to 60% of the number of males, and a number of children equal to the total number of adults. An oni or ogre mage usually rules each band.

For every 20 adult males, there is a lieutenant of greater size (HD 2, AC 4, THAC0 19, Dmg 1-8). This lieutenant receives his orders from the oni (or ogre mage) and has absolute command of the 20 males beneath him.

Conflict is a way of life. Bakemono drift from band to band as the mood strikes them, and accusations of disloyalty and treason often trigger violent battles. When not fighting amongst themselves, bakemono execute loosely-organized raids against human or humanoid settlements, or engage in banditry, preying on travelers and explorers. Neither females nor children fight in battles.

Bakemono steal virtually all their possessions, including weapons, food, and clothing. Except for a few inconsequential trinkets, all treasure items are divided among the lieutenants. Occasionally, bakemono acquire slaves as a result of their raids. There is a 20% chance that a bakemono band has slaves of various races. The slaves usually number 10-40% of the size of the band.

Since bakemono are poor miners, they are not inclined to make their lairs underground as western goblins do. Instead, bakemono typically establish a lair in an abandoned temple or village, driving out the rightful inhabitants if necessary. Bakemono lairs always lie in disrepair, are strewn with debris, and wreak of filth. Many lairs appear deserted as a result. On occasion (40% of the time), bakemono build a wooden stockade around their lair. About 10% of the band mans the stockade at all times, but it is not unusual to encounter these guards asleep, intoxicated, or otherwise neglecting their duties.

Ecology: Bakemono eat all types of wild game. Although they enjoy cooked meat, such preparation usually requires more effort than the bakemono are willing to spend. They also have a great weakness for strong drink and have been known to engage in brutal assaults on villages for the sole purpose of stealing sake. Aside from oni and ogre mages, bakemono have little to do with other creatures, and openly despise all humanoid races.

Bakhna Rakhna



Climate/Terrain:	Temperate woodlands
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	C (K)
Alignment:	Neutral evil
No. Appearing:	4–24 (4d6)
Armor Class:	7
Movement:	6
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4 (by weapon)
Special Attacks:	Poison weapons
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3' tall)
Morale:	Average (8–10)
XP Value:	175

These small jungle creatures look somewhat like albino goblins. They are mischievous beings who make a habit of stealing food from the farms and settlements near their lairs. While it is possible to accommodate the bakhna rakhna, any efforts to thwart their depredations can result in disaster.

The bakhna rakhna are small humanoids with flat faces and sloping foreheads. They have broad noses and pointed ears as well as wide mouths filled with small sharp fangs. They walk upright and have long arms that hang to their knees. Their skin is white to pearl gray in color and their ratty hair sometimes has a pale yellow cast to it.

The bakhna rakhna speak their own language and some can communicate in halting common. Their vocabulary is fairly simple and tends to revolve around concepts like pain, pleasure, food, and naps.

Combat: These small creatures avoid direct physical confrontations whenever possible. They prefer to retreat to the brush where they can ambush their enemies if pursued.

Each bakhna rakhna carries a small bow as well as 1d6 pointed sticks that are coated with a paralytic poison. The sticks cause 1d4 points of damage and can be wielded as daggers or fired from the bows. Anyone struck by one of these sticks must make a saving throw vs. poison with a –3 penalty or be immediately paralyzed for 1d4 turns.

The bakhna rakhna generally will not kill opponents who have fallen in combat if the victims might serve as a future source of food to raid. If, however, any of their own are harmed, the bakhna rakhna's retribution can be quite ruthless. They will use their sticks to poke a single hole in the neck of a fallen paralyzed victim and allow his blood to drain away while he is fully conscious. A victim bleeding to death will lose 1 hit point per round but will die in 2d8 +15 rounds even if he has hit points remaining. The bakhna rakhna never leave injured or dead comrades behind.

Bakhna rakhna are sensitive to sunlight and have infravision out to 180 feet. A *light* spell cast on a bakhna rakhna will cause it to have a fit that effectively paralyzes it for 1d4 turns if it fails its saving throw vs. spell.

The bakhna rakhna are extremely stealthy and have a 70% chance of hiding in shadows or moving silently. They also have the ability to *passwall* four times per day. A bakhna rakhna may cast *silence, 15' radius* twice per day. They are immune to all poisons.

Habitat/Society: Bakhna rakhna have an insatiable curiosity and prefer taking other people's food to hunting for their own. They use their ability to move through walls to gain entrance to homes and conduct their raids under the cover of their *silence* spells. Their raids are undertaken at night and they are rarely caught in the act. Unless food is set out for them, bakhna rakhna always manage to leave an extraordinary mess behind. If a raid is interrupted, the bakhna rakhna will flee through the walls.

The nuisance of this pillaging can be avoided if food is left out for the bakhna rakhna. If efforts are made to prevent their nocturnal visits, the bakhna rakhna will poison the food they have left behind with type G poison (ingested; 2d6 hours; 20/10). Additional attempts to stop these vermin can cause them to become a deadly menace.

Bakhna rakhna live in small clans of ten, but have been found in groups of as many as 30 creatures. They usually dwell in small underground burrows but may take up residence beneath the floor or porch of a human dwelling that has become a source of food.

Ecology: These small creatures live in forested areas and, while they can hunt and forage for food, do so only when in danger of starvation. They much prefer to live as scavengers, raiding neighboring settlements for the food and supplies they need to survive.

Climate/Terrain:	Semitropical/forests (Outlands)
Frequency:	Very rare
Organization:	Solitary (or group)
Activity Cycle:	Daytime
Diet:	Herbivore
Intelligence:	Exceptional to Genius (15–18)
Treasure:	See below
Alignment:	Neutral (Any, see below)
No. Appearing:	1 (1d4+1)
Armor Class:	–2
Movement:	21
Hit Dice:	12+12
THAC0:	7
No. of Attacks:	3
Damage/Attack:	3d6/2d6/2d6
Special Attacks:	Psionics, magical items, trumpet
Special Defenses:	Psionics, invisibility
Magic Resistance:	20%
Size:	L (as 9-foot elephant)
Morale:	Elite (13–14)
XP Value:	14,000

In the book *Magic and Mystery of Ind*, Vimalanda Rey passes along a revealing tale of the baku:

"I learned the art of coppersmithing from an old man in my village named Lohajangha. He was a kind and gentle fellow, and his patience at the work taught me not only how to work with metal, but how to have patience and fixity of purpose. He never laughed at my mistakes, but always applauded my triumphs. He taught me lore of the woods surrounding my village: which herbs heal, which stones may be cut into sparkling gems. He taught me the principles of art: symmetry, harmony, and mystery. Only once did I see him angry.

"A runner came to our village with the sad news that woman who ruled the next village had been trampled by a strange evil beast that looked like a small elephant.

"Lohajangha called me to him. I saw his eyes, which normally sparkled with joy, were dark as storm clouds. He said to me, 'Vimalanda, I am giving you my shop. I had hoped to work here longer, but I have other business I must attend to. Vimalanda, do not cling to this shop – from here, someday, you will be called for a greater mission. When the time comes, you will know, and you will make use of my lessons then.'

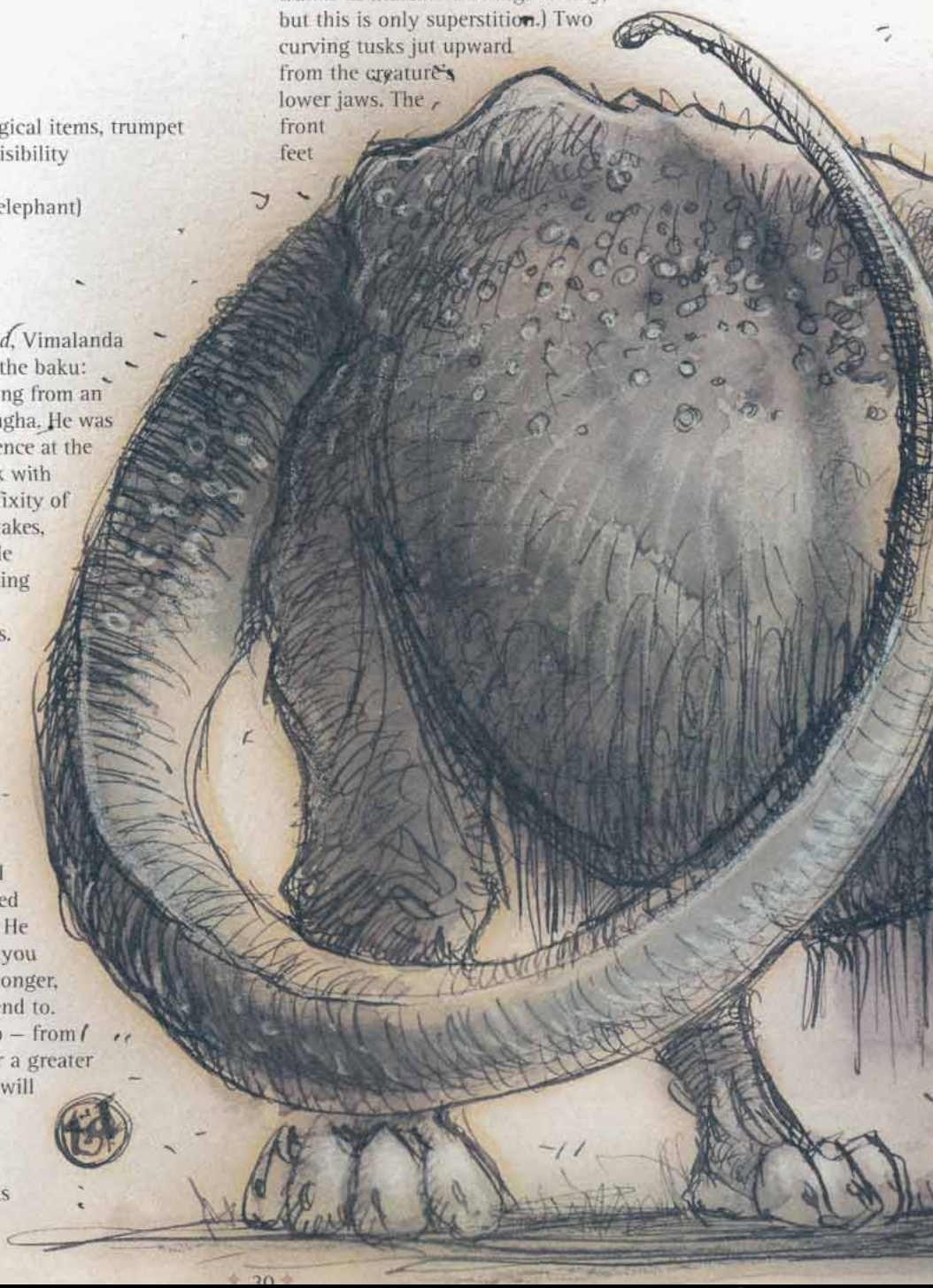
"He turned to leave the village, but I begged him to tell me what was going on.

"He took me with him into the woods, and there he showed me his true form. He said that after this revelation, he could no longer work among men, and that he had to go fight the evil baku, who had killed in the next village.

"I asked if he knew the evil one.

"'Yes,' he said, 'it is my brother.' Then he ran like lightning into the dense woods. I never saw him again, save in dreams."

A baku looks like a strange elephant with a lizard's tail. It has an elephantine head, complete with trunk, but its trunk is rarely longer than four feet. (Baku traditionally regard longer trunks as indicators of high ability, but this is only superstition.) Two curving tusks jut upward from the creature's lower jaws. The front feet



look like an elephant's, but the rear feet have leonine pads equipped with claws. Dragonlike scales cover a baku's back and thick tail; on male baku, the scales continue over the back of the head. The rest of the hide is rhino-tough.

COMBAT: Despite its size and bulk, a baku can move rapidly, attacking with a goring butt and two foreleg stomps. It stomps only man-sized opponents or those less than 6 feet tall. A baku's trunk can hold simple devices such as weapons or wands, so a baku of wealth or status may attack with a magical weapon or device.

Baku can use psionics to become invisible at will (see below). They expend no PSPs for this, and the power check always succeeds.

A baku's trumpeting roar affects creatures of certain alignments. Neutral good baku affect only evil creatures, dark (evil) baku affect good creatures, and holy baku can affect either good and/or evil creatures at their discretion. Any vulnerable creature within 40 feet suffers 1d8 points of damage; it must also make a successful save vs. paralyzation or flee in panic as if affected by *fear* (as cast by a 12th-level wizard). Baku can trumpet once every four rounds.

Neutral good baku are usually timid, peace-loving creatures, but they resolutely battle evil and malicious monsters.

PSIONICS SUMMARY

Lvl	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/17	MT,PsC/All	=Int	200

Common Disciplines/Sciences/Devotions:

- Clairvoyance – *Sciences:* aura sight*. *Devotions:* comprehend writing, danger sense.
- Psychometabolism – *Sciences:* animal affinity*, metamorphosis*. *Devotions:* absorb disease, cell adjustment*, ectoplasmic form*, lend health*, reduction*.
- Telepathy – *Sciences:* psychic crush*, superior invisibility*. *Devotions:* awe, conceal thoughts, contact*, invisibility (no cost)*, mindlink, mind thrust, telempathic projection, truthear.
- Psychoportation – *Sciences:* probability travel*. *Devotions:* dream travel, astral projection*.

* All baku have these psionic powers.

HABITAT/SOCIETY: Baku come from the Outlands. They seldom travel in desolate settings and prefer to move invisibly among humanity.

Most baku (80%) are creatures of good will. They secretly dwell among humankind to serve its interests. Good baku favor societies in semitropical forests.

About 15% of all baku are of evil alignment. These baku, called "The Dark Ones" by their brethren, also move among humankind, thwarting the plans of their good brothers and causing suffering wherever they go.

The remaining 5% of baku are true neutral. Other baku know them as "Great Ones" or "Holy Ones." Although no discernible abilities set them apart from their brethren, other baku reverently obey them. Holy baku always have an Intelligence of at least 18.

ECOLOGY: Among evil merchants, baku tusks are worth 200 gp each. Good-aligned buyers regard traffic in tusks as an atrocity, and even neutrals regard it as tasteless. Holy baku who hear reports of tusk merchants sometimes travel long distances, either physically or by astral projection, to counsel the merchants against their evil trade. If a merchant ignores the counsel, the baku may try to enlist local adventurers to steal the tusks and give them decent burial.

Climate/Terrain:	Upper planar seas and rivers
Frequency:	Rare
Organization:	Solitary (pod)
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	None
Alignment:	Neutral good
No. Appearing:	1 (1–6)
Armor Class:	4
Movement:	Sw 18
Hit Dice:	9
THAC0:	11
No. of Attacks:	1 per 2 rounds
Damage/Attack:	2d10
Special Attacks:	Tail slap, song
Special Defenses:	½ damage from Type B weapons
Magic Resistance:	None
Size:	G (30′ long)
Morale:	Elite (13–14)
XP Value:	5,000

The balaenas are a race of intelligent cetaceans who swim the seas and rivers of the Upper Planes. They're especially common in the waters of the River Oceanus, the mighty stream that links the Upper Planes. Like the marraenoloths of the Styx, the balaenas act as ferrymen to any point the Oceanus reaches.

Balaenas range in length from 20 to 40 feet. Their appearance is very similar to that of a gray whale, but their eyes are large and wise. Balaenas're friendly, intelligent creatures with an insatiable curiosity. They're allied with most of the natives of the Upper Planes, including the archons, aasimon, eladrins, and guardinals.

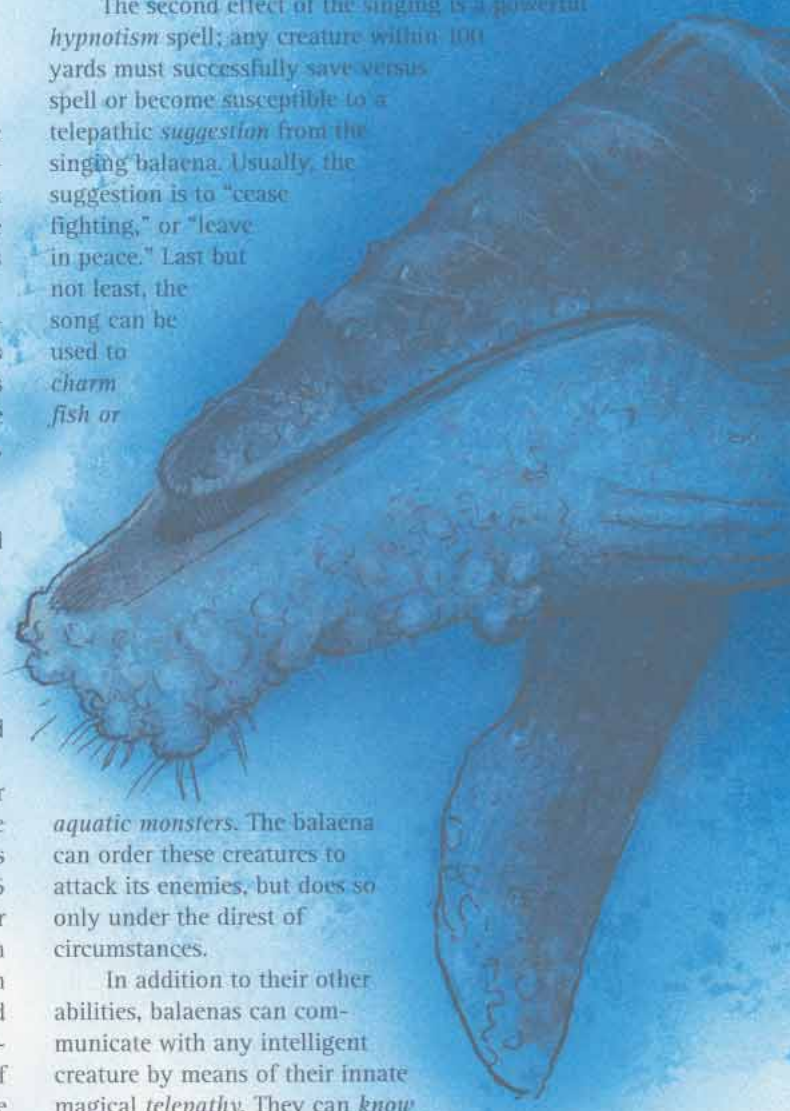
Combat: Balaenas are peaceful creatures that seek to avoid combat whenever possible. They are surprisingly quick and agile in their native element, and few nonswimmers can hope to threaten a balaena if there's open water nearby. They can sound for up to an hour without coming up for air, and can dive to depths of more than 1,000 feet. They're physically unable to enter shallows less than 10 feet deep, and they dislike water less than 20 feet deep.

If a balaena is pressed or somehow cornered, it can deliver a powerful ram with its head against targets that are in the water or within 10 feet of the surface. The balaena's ram does 2d10 points of damage and can knock a man-size swimmer 5 to 30 feet through the air. This attack destroys boats 10 feet or shorter in length, upsets and swamps boats up to 20 feet in length, and violently rocks boats up to 50 feet in length. Even if a boat is not wrecked by the balaena's first attack, repeated rams are likely to stave in a ship's side or cause rigging to collapse from the shock. Because of their size and the amount of room required, balaenas can ram only once every two melee rounds.

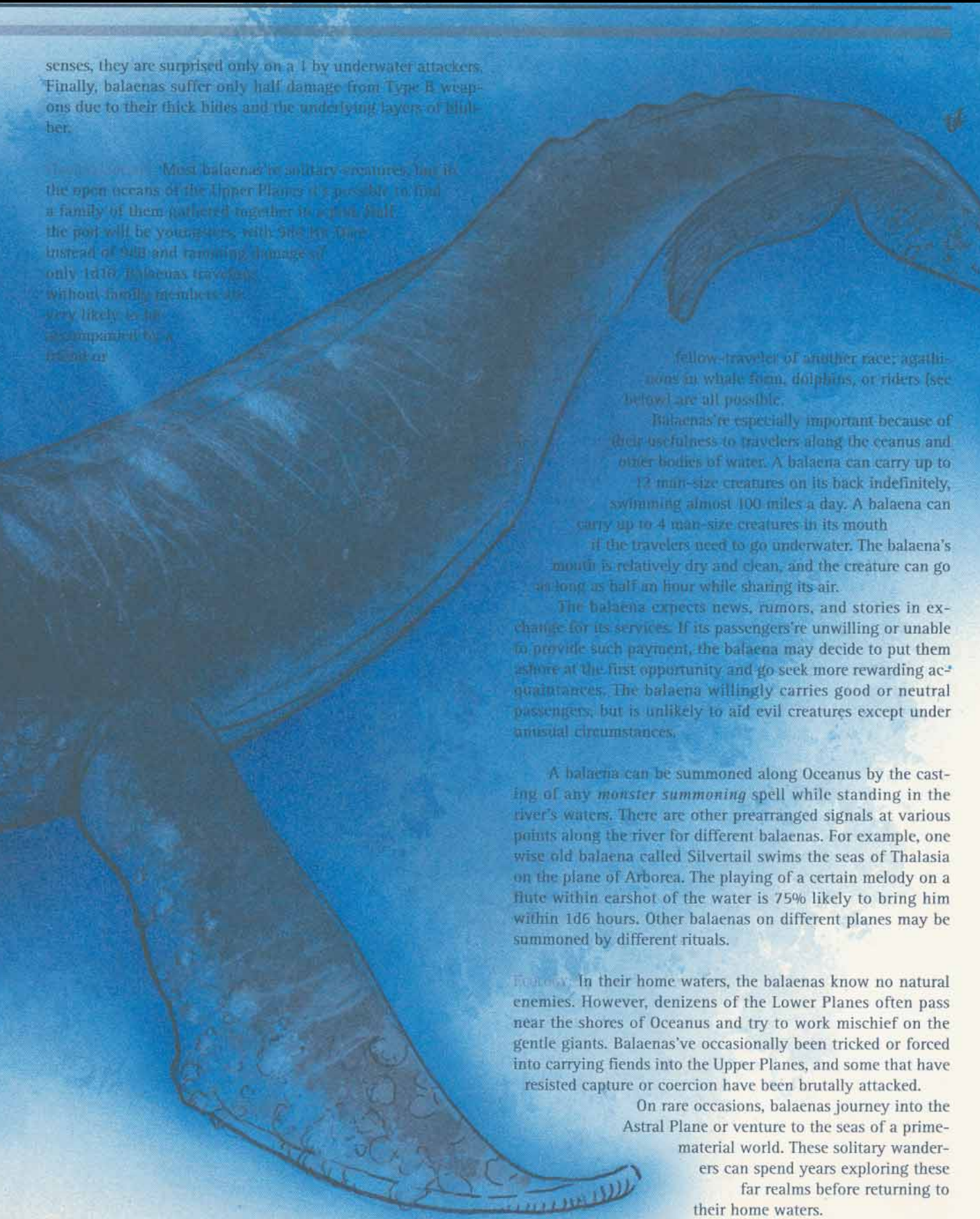
Balaenas can also slap an opponent in the water with their mighty tails. The tail strikes an area 10 feet in diameter. Any creature in this area of effect must successfully save versus paralyzation or suffer 2d6 points of damage. Creatures of size L or smaller are also stunned for 1 to 6 rounds. Human and demihuman swimmers who are stunned must make a Constitution check or suffer 1d4 points of damage each round they are stunned, unless they are immune to drowning or are aided by another creature. A balaena'll never willingly leave intelligent creatures helpless in the water after a tail slap.

A balaena's third means of defense is its magical song. The creature can sing only underwater, and its song affects only other creatures that are submerged. The balaena can make no other attacks during a round in which it sings. There are several possible effects of a balaena's song; first of all, it can use its song to summon help from any other nearby balaenas or to warn them of danger. If it summons help, there is a 30% chance that 1 or 2 other balaenas respond within 2 to 5 melee rounds. (In the River Oceanus, this chance increases to 80%.)

The second effect of the singing is a powerful *hypnotism* spell; any creature within 100 yards must successfully save versus spell or become susceptible to a telepathic *suggestion* from the singing balaena. Usually, the suggestion is to "cease fighting," or "leave in peace." Last but not least, the song can be used to *charm fish or aquatic monsters*. The balaena can order these creatures to attack its enemies, but does so only under the direst of circumstances.



In addition to their other abilities, balaenas can communicate with any intelligent creature by means of their innate magical *telepathy*. They can *know alignment* at will. Due to their keen



senses, they are surprised only on a 1 by underwater attackers. Finally, balaenas suffer only half damage from Type B weapons due to their thick hides and the underlying layers of blubber.

Most balaenas're solitary creatures, but in the open oceans of the Upper Planes it's possible to find a family of them gathered together. In a pod, half the pod will be youngsters, with 9d6 hit points instead of 9d8 and ramming damage of only 1d10. Balaenas traveling without family members are very likely to be accompanied by a friend or fellow-traveler of another race; agathinoos in whale form, dolphins, or riders (see below) are all possible.

Balaenas're especially important because of their usefulness to travelers along the ceanus and other bodies of water. A balaena can carry up to 12 man-size creatures on its back indefinitely, swimming almost 100 miles a day. A balaena can carry up to 4 man-size creatures in its mouth if the travelers need to go underwater. The balaena's mouth is relatively dry and clean, and the creature can go as long as half an hour while sharing its air.

The balaena expects news, rumors, and stories in exchange for its services. If its passengers're unwilling or unable to provide such payment, the balaena may decide to put them ashore at the first opportunity and go seek more rewarding acquaintances. The balaena willingly carries good or neutral passengers, but is unlikely to aid evil creatures except under unusual circumstances.

A balaena can be summoned along Oceanus by the casting of any *monster summoning* spell while standing in the river's waters. There are other prearranged signals at various points along the river for different balaenas. For example, one wise old balaena called Silvertail swims the seas of Thalasia on the plane of Arborea. The playing of a certain melody on a flute within earshot of the water is 75% likely to bring him within 1d6 hours. Other balaenas on different planes may be summoned by different rituals.

Ecology: In their home waters, the balaenas know no natural enemies. However, denizens of the Lower Planes often pass near the shores of Oceanus and try to work mischief on the gentle giants. Balaenas've occasionally been tricked or forced into carrying fiends into the Upper Planes, and some that have resisted capture or coercion have been brutally attacked.

On rare occasions, balaenas journey into the Astral Plane or venture to the seas of a prime-material world. These solitary wanderers can spend years exploring these far realms before returning to their home waters.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	P (B)
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	3
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d8 (claw)/1d8 (claw)/1d4 (bite)
Special Attacks:	Illusions, poison bite, spells
Special Defenses:	Spells
Magic Resistance:	Nil
Size:	M (6'–7' tall)
Morale:	Elite (14)
XP Value:	2,000

In their true form, baldandars are tall, thin humanoids with large heads and glowing, yellow saucer-shaped eyes. However, few adventurers ever see this form, for baldandars are masters of illusion and deception.

These intelligent creatures can learn the language of many other races. They always speak Common, as well as their own tongue (which is incomprehensible to others).

Combat: A baldandar can project illusions up to 240 yards away, affecting all senses. The illusions last as long as the baldandar concentrates, and for one turn after it stops concentrating. During this time, the illusions function and react as if they were real. A baldandar illusion can be used to *veil* the creature (as the 6th-level wizard spell) or as an *advanced illusion* (5th-level spell). Except for duration, both spell effects function as though created by a 15th-level caster.

A baldandar usually appears either as a high-level human wizard (using spell-like illusions) or as a large dragon (using illusory breath weapons). Each victim of the illusory spell or breath will be affected by the attack as if it were real, unless a saving throw vs. spell is made with a –4 penalty to the roll. If successful, the illusion is recognized as such, and has no effect.

If cornered, a baldandar attacks with two claws (1d8 damage each) and its poisonous bite (1d4 damage). The victim of a bite attack must make a saving throw vs. poison with a –4 penalty, or fall asleep for 1d4 turns.

At will, a baldandar can become *invisible* and *fly*. Once per day, it can cast the following spells: *polymorph self, polymorph other, magic jar,* and *confusion.*

Habitat/Society: Baldandars are lonely, wicked creatures. Their illusions are subtle, even brilliant, and show a careful attention to detail. However, while they can mimic an amiable being's manner, just below that exterior lurks their own vicious and antisocial disposition. This is one factor contributing to the extreme scarcity of the species. It may not be long before the baldandar vanishes.

Mating is a rare event for these humanoids, occurring at best once in a decade. (Fortunately for the species, baldandars have long life spans; 100 or 150 years is not an uncommon age.) The gestation period is very long (12 months on average), after which a female gives birth to a single whelp.

The hormones involved with reproduction sway the female's behavior (effectively making her neutral in alignment). She nurtures the offspring for as long as a year, showing it the rudiments of hunting and survival. After the hormonal tide has ebbed, however, the female abandons the whelp (which is, by that time, about half the size of a grown adult).

A few baldandars join the company of other humanoids, such as orcs or hill giants. Such a baldandar assumes the appearance of its companions. Using its superior intelligence and magical skills, the baldandar may even achieve leadership among the humanoids and, perhaps what it values most, fearful admiration. Still, owing to its hidden nature, the leader never forms deep bonds with these "friends."

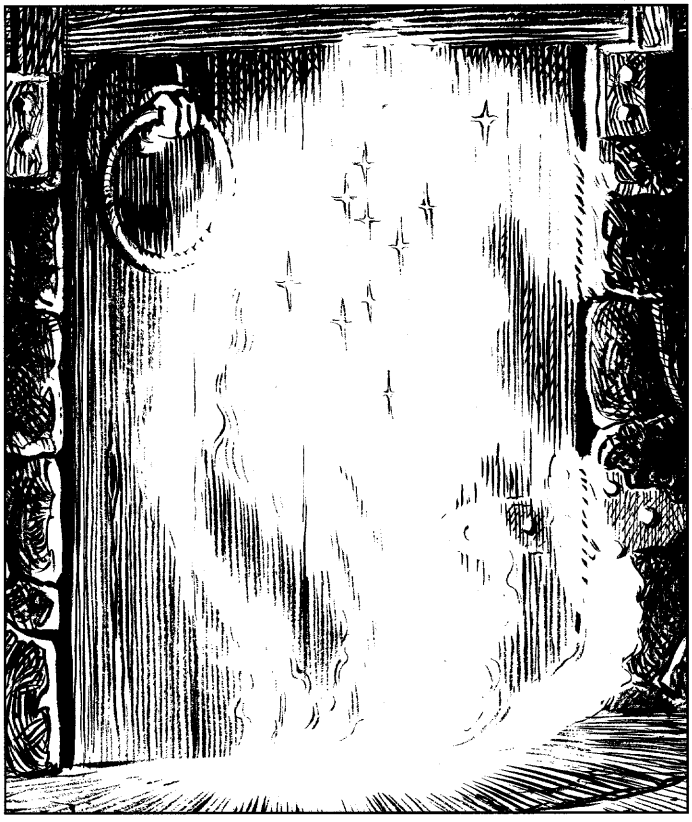
Baldandars desire and collect valuables of all kinds, especially magic. They employ their magical items to further their own ends whenever possible.

Ecology: The baldandar is a carnivore. Its ability to project illusions is a great asset when it comes to hunting animals for food. Animals may, by sight and sound and smell, be driven toward the place where the hungry baldandar lies in wait. The baldandar, invisible (and its scent hidden by illusion), bites the terrified prey. The prey falls asleep, and the baldandar feasts at its leisure.

In the lands of humans and other humanoid creatures, baldandars may operate differently. They often have private goals and ambitions, and will use their abilities to gain positions of influence and power. If, however, some tasty human delicacy stumbles into their plots, so much the better, for baldandars go to great lengths in devising illusions to deal with human prey.



Balhiir



Magic-absorbing creature

CLIMATE/TERRAIN: Any
FREQUENCY: Rare on Negative Energy Plane/Very Rare on Prime Material Plane
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Energy/magic
INTELLIGENCE: Animal
TREASURE: Nil
ALIGNMENT: Neutral
NO. APPEARING: 1
ARMOR CLASS: 8
MOVEMENT: Fl 18
HIT DICE: 18
THAC0: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: Nil
SPECIAL ATTACKS: Energy/magic drain
SPECIAL DEFENSES: Magic absorption, immunity to physical damage
MAGIC RESISTANCE: Special
SIZE: **M** (6'-diameter cloud)
MORALE: Steady (12)
XP VALUE: 16,000

The extremely rare balhiir normally appears as a man-sized, softly glowing cloud with diamond-shaped sparkles of light within. This cloudlike being flows through the air, and moves through all openings of at least 1" diameter. A balhiir is otherwise constrained by physical objects and can be trapped within such items. Wind, water, and physical weapons do not hinder its movements or harm it in any way.

Combat: The balhiir can sense life forces and magic up to 100' away, even through solid stone. It always moves toward the largest concentration of magic. Once in contact with the source of magic—be it an item, a weapon, or living creature-it absorbs the magic following the *spellfire* rules detailed in the *Heroes' Lorebook* or *Volo's Guide to All Things Magical.* The balhiir is considered to have a Constitution of 18 for this purpose.

However, the balhiir cannot unleash the magic as does a *spellfire* wielder. Instead, one spell level serves to sustain an active balhiir for one day. The creature doesn't suffer damage from holding more than five times its Constitution, but does shed those extra levels as radiant energy (light and heat) at the rates specified in the aforementioned *spellfire* rules.

A balhiir has only one draining "attack" per round, but the creature can passively drain many items at once. Any spell or magical item that is cast or brought within 10' of the balhiir is absorbed as above.

Only two methods are known to defeat a balhiir. The first is that its magic-absorbing abilities must be overloaded, as with the *spellfire* ability. This method usually requires several high-level mages casting spells into the creature simultaneously. The second method involves binding the balhiir to a physical object or a creature. The specific details of this ancient ritual are left for DMs to decide and players to ponder.

Once bound, the balhiir is freed upon the destruction of the vessel containing it. The balhiir can then be rebound only by the being that freed it. Its rescuer can attempt the ritual to rebind the balhiir or can attempt to draw the creature's energy into himself through sheer force of will. To do this, the character

must save vs. death (the price of failure in this instance). Divide the total spell levels held by the balhiir by the character's Constitution score, rounding up, to reach a number similar to the *spellfire* danger rating. Apply a -1 modifier to the saving throw for each number above 5.

If the save is made the character lives, and until the character uses up the balhiir's spell levels, the character can cast *spellfire* as a 1st-level wielder. All normal *spellfire* rules apply. Once the spell levels are used, the balhiir is destroyed and the character must make a system shock roll to survive the experience.

Habitat/Society: Balhiirs normally reside on the Negative Energy Plane, and in the creatures' native environment, they can absorb all forms of energy, including life forces or experience levels. Little else is known of the balhiir's habits in its home plane, due to that plane's inimical effect on normal lifeforms.

Ecology: Balhiirs are very efficient in their use of the energy/magic they consume. These creatures can hold enough energy to keep them active for months. If they run out of energy however, they do not perish. Instead, they enter a form of hibernation that can last indefinitely. The presence of energy within its sensory range awakens it, a process that requires a full turn.

History: While a prisoner of the Cult of the Dragon, Shandril accidentally released a balhiir trapped in a sphere of crystal when she struck a Cult mage with it. The creature then absorbed the Cult mage's magic, that of Shandril's companion Narm, and several members of the Knights of Myth Drannor, filling it with incredible amounts of raw magical energy.

Elminster arrived on the scene and instructed Shandril that, as she was the one who released the balhiir, it must be she who destroyed it. Shandril did so, despite agonizing pain. This process also awakened her latent *spellfire* abilities, inherited from her mother, who also possessed the power to hurl bolts of raw magical energy.

Sources: *SPELLFIRE®* game.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	2–12
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/1d6
SPECIAL ATTACKS:	Dexterity drain
SPECIAL DEFENSES:	+1 or better weapon to hit, spell immunities, immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (5'+)
MORALE:	Fanatic (17–18)
XP VALUE:	2,000



Created from fanatical human worshipers of a vanished god named Bane, these withered humans have been sucked dry of life. The malevolent force that now animates them manifests in their glowing red eyes. One of a Banedead's hands is always twisted into a hideous claw.

Combat: From their origin as fanatics, Banedead go out of their way to attack priests and paladins before all others. Any attempt by priests or paladins to turn Banedead makes them the target of choice. Banedead also seem to have a remnant memory or unearthly knowledge of religious symbols, and they concentrate upon priests or paladins displaying such symbols. If there is more than one priest among available targets, a priest of a good-aligned deity takes precedence. However, Banedead attack priests displaying the symbol of the rogue god Cyric to the exclusion of anyone else in a group.

Banedead attack with sharp fangs that cause 1d6 points of damage, and one clawed hand that causes 2d6 points of damage. Despite the fact that Banedead have two hands, only the twisted one is used for attack, symbolizing the black hand of Bane.

The touch of a Banedead (bite or claw) drains 2 points of Dexterity from the victim. Anyone whose Dexterity reaches 0 in this way is paralyzed for one turn. Lost Dexterity is regained at the rate of 1 point per turn.

Banedead are immune to *sleep*, *charm*, and *hold* spells, as well as all illusions and poisons. They can be hit only by magical weapons of +1 or greater enchantment.

Banedead retain much of their mortal cunning. They use tactics and teamwork, much more so than most undead.

Banedead are turned as wraiths. Evil or neutral priests cannot attempt to control them, rather than turn them (except in the circumstances detailed below).

Habitat/Society: Banedead derive their power from the Negative Energy Plane and from the clerical power of the ritual that created them. Banedead are usually found in the service of a specialty priest of either Bane or Xvim (the alleged Godson of Bane), or a wizard who worships one of the above two beings. In either case, the master must be of at least 11th level. When Banedead have been found without a living master, they were roaming around ruins and sites consecrated to Bane or Xvim. Unverified reports claim that Banedead wander the ruined streets of Zhentil Keep, hunting down those who lost their faith in Bane during the Time of Troubles.

Ecology: Banedead are created by a special ritual that requires at least 12 worshipers (to be turned into Banedead), at least 24 more living worshipers (to offer prayers), and a priest of Bane or Xvim of at least 12th level (to preside over the ritual). The ritual must be held in a place that is consecrated to either Bane or Xvim. People who are to become Banedead (called the Promised Ones) must come forward voluntarily. Rumors of innocent folks captured by cultists and forcibly transformed into Banedead are patently false. At the end of the ritual, the new Banedead are placed under the control of their new master, the presiding priest.

The control that the master has over the Banedead can be broken only by another priest successfully turning them. Once this is done, the priest who originally controlled the them must try to regain control by making a turning attempt. A priest who fails this roll can keep trying, once per round. A priest who controls Banedead can maintain control over the undead or bestow the control of that particular group of undead to a wizard who worships Bane or Xvim.

A wizard who loses control of Banedead would do well to flee. Banedead hate being subordinate to wizards, as the secular nature of wizardly magical power offends their fanatical leanings.

Banedead (also called the *shriveled dead of Bane*) are a form of undead that surfaced after the Time of Troubles in the Moonsea region, especially in and around Zhentil Keep. Some scholars are still trying to discern how a new breed of undead could be formed by a deity who is supposed to have been destroyed. A few sages believe that it is not Bane at all, but rather Xvim, who has introduced this new horror. These sages speculate that the spirits of the Promised Ones are in fact shunted into Xvim somehow to nourish him, building his power so that he can eventually fill the void left by his father's death.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8–10)
TREASURE:	V
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	*Magic missile*
SPECIAL DEFENSES:	*Blink*
MAGIC RESISTANCE:	As for skeleton type
SIZE:	M (5′–6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	975

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

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

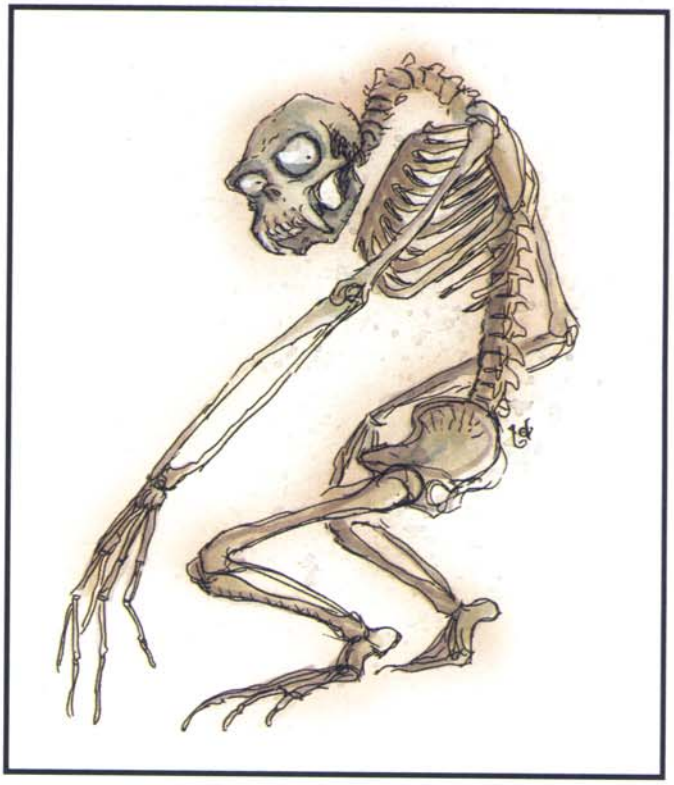
Combat: All baneguards are silent but intelligent, evil servants, capable of independent, reasoned, malevolent behavior. They can *blink* (as the 3rd-level wizard spell) once per turn. This effect lasts up to four rounds and must be continuous—it cannot be stopped and then resumed; once ended, a full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

Baneguards can also cast one *magic missile* spell every three rounds. Each spell creates two missiles that inflict 1d4 + 1 points of damage each. They streak forth from the baneguard's bony fingertips (or any extremity if the fingers are missing) and can be directed at separate targets up to 60 feet away.

Baneguards can use all normal weapons or strike with a hand for 1d6 points of damage. Most are armed with swords or maces. Baneguards can employ all magical items that do not require verbal commands or living flesh or organs (e.g., ointments and potions).

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

Habitat/Society: Since baneguards are created, they have no society. They go where and do as they are commanded. They are used primarily by evil priests, but neutral-aligned priests (particularly those who venerate gods of death) with a ready supply of skeletal remains use baneguards as well.



Ecology: Baneguards eat nothing and do not contribute to the ecosystem in any way. As manufactured creatures, they have no natural habitat. As guardian creatures, they are found wherever they have been placed by their creators.

Direguards

Some baneguards wear black, shadowy armor that is semi-transparent so their bones show through, and red flames burn in their eye sockets. These *direguards* are AC 6, can see invisible objects and creatures, and are turned as wraiths. The *create direguard* spell is as the *create baneguard*, but is a 7th-level spell and has a casting time of one round. Direguards have an XP value of 1,200 each.

Create Baneguard

6th-level Priest Spell
Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 9
Area of Effect: 1 skeletal body
Saving Throw: None

The casting of this spell transforms an inanimate skeleton of size M or smaller into a baneguard, gifted with a degree of malicious intelligence. Only one baneguard may be created at a time with this spell. The baneguard is capable of using its abilities in the round following creation, and it needs no special commands to attack.

The material components of this spell are the holy symbol of the priest and at least 20 drops of blood from any sort of true dragon.

CLIMATE/TERRAIN:	Hot to temperate/land or water
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small bands
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to Genius (15–18)
TREASURE:	Any (especially Q, V)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	6 (head and stinger: 3; tentacles 1)
MOVEMENT:	12
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	Up to 5
DAMAGE/ATTACK:	1d3 plus venom (bite)/2d4 plus venom (sting)/by weapon
SPECIAL ATTACKS:	Spells, poison, magical items
SPECIAL DEFENSES:	Regeneration (1 hp/round)
MAGIC RESISTANCE:	Nil
SIZE:	H (20′–25′ long)
MORALE:	Champion (15–16)
XP VALUE:	3,000



Banelar are evil, nagalike creatures found on the land and in the water throughout warmer regions. Named for the many alliances between themselves and priests of the god Bane, banelar are native to the Prime Material Plane. They are quite independent in nature, and not all serve or obey servants of Bane.

Banelar have dark, snakelike bodies and large humanoid heads. They are dark purple-green in color, with green-white, glistening eyes and a brownish tail. Tiny tentacles grow in a ring about their banelar mouths; these are too weak to wield weapons, but they can wear, manipulate, or carry minor items such as rings, keys, wands, and bits of food. Banelar can breathe air and water, alike, without harm or hesitation.

Banelar speak Common and Orcish in horrid, hissing voices.

Combat: A banelar casts spells as a 6th-level cleric and a 6th-level mage with no ability-score bonuses. Thus, it has the following spell capacities: wizard—4/2/2, and priest—3/3/2. A banelar can utter one spell per round in addition to making physical and weapon attacks. Banelar spells are verbal only, modified so that no material components are required, involving an increase of 3 to the casting time in all cases. Such spells must be found or learned from dragons, other banelar, or similar creatures that employ verbal-only magic.

A banelar can wield any magical item it happens to possess (up to the size and weight of a rod), regardless of class limitations (but alignment restrictions on weapons still apply). A banelar can also wear amulets and magical rings on its tentacles, with the usual maximum of two at any one time. Periapts, however, will not fit on banelar tentacles and confer no magical effects.

A banelar's bite and tail sting deliver poison to the wounds they inflict, turning the victim's skin blue and sustaining the above-listed damage. The casualty must then successfully save vs. poison or suffer unconsciousness for 1d4 + 1 turns and 2d6 points of additional damage.

Habitat/Society: Banelar tend to be selfish and solitary, but they sometimes cooperate with both "lesser" creatures (such as humans, orcs, and hobgoblins) and "greater" ones (beholders, liches, evil dragons, and even vampires) for common gain or to fight a specific foe. They are extremely paranoid, always planning against "sneak attacks" and seeking to strengthen their personal weaknesses and defenses. To do so, banelar collect and hoard treasure—particularly magical items—to use and trade for services, or to provide safety from powerful enemies. Banelar are wily and treacherous, adhering to the letter, and not the intent, of any bargain they make. They see nothing wrong in commanding or forcing their own servant creatures to break bargains.

Ecology: Banelar have been known to steal and tend entire herds of livestock for their own larders, and they can dine with perfect safety upon snakes and other creatures that generate poisons and acids (to which banelar seem immune). Banelar are also highly resistant to petrification (+3 to all saves). As hermaphrodites, they each give live birth to a single offspring each winter. A banelar parent hunts with its hungry offspring, and teaches the youth spells until it is able to fend for itself, whereupon it leaves and seeks its own territory. Typically, a banelar mates whenever it encounters another, and it avoids fighting others of its kind. Beyond this, it avoids consorting with its fellows unless weakened or frightened. A banelar parent tends to raise its young in undersea or mountain caves, far from its usual haunts. This allows it to return to its favorite areas with little fear of being found after it sneaks away and leaves its young.

Banelich

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	R (A, S, Z)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	17+
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Priest spells, *hopelessness* touch, *coldfire missiles*, see below
SPECIAL DEFENSES:	+2 or better magical weapon to hit, *fear* aura, spell immunities, immune to poison, see below
MAGIC RESISTANCE:	25%
SIZE:	M (5'–6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	22,000 + 1,000 per HD over 17

Baneliches are gaunt, skeletal, rotting humanoid forms with black eye sockets in which burn red pin points of light. They dress in elegant but decaying clerical ceremonial robes and wear Bane's holy symbol (the black hand of Bane) prominently.

Combat: Baneliches were clerics of at least 17th-level before they were transformed, and several were 20th level or higher. Bane grants a Banelich's spells each day. The spells still require verbal and somatic components, but material components are no longer needed. Spells cast by a Banelich take the normal amount of time to cast. Baneliches may use any magical items normally usable by clerics of their alignment.

A Banelich radiates an aura of *fear*. Creatures with fewer than 5 Hit Dice or levels that see one will flee in terror for 5d4 rounds. Creatures with 5 or more Hit Dice or levels that make a successful saving throw vs. spell are unaffected.

Baneliches are also able to produce blue-green negative energy *coldfire missiles* that inflict 3d10 points of freezing damage each. Even beings normally immune to cold damage (due to their nature or a magical item or effect) suffer half damage. Baneliches can throw up to two balls of this *coldfire* per round, to a range of 60 yards.

The touch of a Banelich causes 1d10 points of unearthly cold damage and forces the victim to make a successful saving throw vs. spell, or suffer from complete *hopelessness* as described in the 4th-level wizard spell *emotion*.

Baneliches can be hit only by magical weapons of +2 or greater enchantment. These ancient creatures are also immune to the following spells and spell types: *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* and *death*. Baneliches are immune to all types of poisons and are not affected in any way by sunlight. Holy water from a lawful good temple of Lathander inflicts 1d10 points of damage per vial to them; any other holy water causes only 1d6 points of damage. They cannot be turned while in their lairs or in areas dedicated to the worship of Bane. When outside their lairs, they are turned as special undead.

The destruction of a Banelich centers on the eradication of the lich's phylactery. Destroying a Banelich's phylactery kills it immediately. If the phylactery is not found, a destroyed Banelich will reform in 2d10 days at the site of the phylactery. The one who destroys a Banelich's phylactery and anyone else within 10 feet must make a successful saving throw vs. death magic at –1 or be struck dead by an incredible negative energy explosion generated by its destruction.



Habitat/Society: In ancient times, Baneliches used their remarkable powers to spread the word of Bane across Faerûn and defend the god's faithful. They were supposed to serve as ultimate guardians of the faith. When Bane, the God of Strife, first established his church long ago, those who worshiped him were hounded to their deaths by the forces of good unless they gathered in significant numbers. Tired of his faithful becoming victims, every 50–60 years Bane chose the most powerful priest within the ranks of his clerics and revealed to him or her a foul rite that would transform the caster, through force of faith, strength of will, and Bane's divine hand, into a powerful, immortal form—a lich of Bane, or Banelich.

As a Banelich grows older, its power increases. For every 100 years of existence, the creature gains one level of clerical experience (in regard to spells), 5% greater magic resistance, and one of the special abilities detailed below. Other abilities may be gained after 400 years, but they have been undocumented by sages.

Painwrack: Any living creature that makes eye contact with the Banelich suffers 2d10 points of damage from severe, muscle-wrenching pain unless a successful saving throw vs. spell is made. The Banelich uses this gaze attack at will, in addition to other attacks.

Voice of Maleficence: Failure of a saving throw vs. spell by a victim to whom the Banelich talks for one turn results in a sleepy *trance* wherein the victim reveals any secrets known to him or her. The saving throw can be rerolled every six turns. Each consecutive hour the Banelich talks to the victim, a –1 penalty is applied to subsequent saving rolls.

Grasp of Death: The touch of the Banelich kills instantly unless the target successfully saves vs. death magic. A person so killed can be resurrected only by a priest of good alignment and not by magical items. The Banelich can use this power once a day. When it is active, a nimbus of coruscating black flame surrounds the lich's hands.

Ecology: Many Baneliches were worshiped as demipowers and were referred to as the "Mouths of Bane" by any who came into contact with them. However, once the followers of the good Faerûnian deities, especially Lathanderians, learned of the existence of a Banelich, they gathered in force to destroy it before the creature's power became too great. As a further problem, each Banelich considered himself or herself to be the natural leader of the church, and was reluctant to relinquish temporal power to a living High Imperceptor. This caused grave internal problems within the church. Consequently, Bane was not entirely satisfied with his Baneliches and chose not to reveal the dark ritual to any of his priesthood after 1010 DR (Dale Reckoning). Before this date, records have revealed signs of at least 35 baneliches coming into existence, and the destruction of only 10 have been documented.

Banshee (Groaning Spirit)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Death wail
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	4,000



The banshee or groaning spirit, is the spirit of an evil female elf—a very rare thing indeed. Banshee hate the living, finding their presence painful, and seek to harm whomever they meet.

Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight (60% invisible). Most banshees are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes. Banshees frequently cry out in pain—hence their name.

Combat: Banshees are formidable opponents. The mere sight of one causes *fear*, unless a successful saving throw vs. spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to drop any items they were carrying in their hands.

A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a saving throw vs. death magic. Those who fail die immediately, their face contorted in horror. Fortunately, groaning spirits can keen just once per day, and then only at night. The touch of a groaning spirit causes 1d8 points of damage.

Banshees are noncorporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic (50%). They are fully immune to *charm*, *sleep*, and *hold* spells and to cold- and electricity-based attacks. Holy water causes 2d4 points of damage if broken upon them. An *dispel evil* spell will kill a groaning spirit. A banshee is turned as a "special" undead.

Banshees can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit lair is sure to be attacked when night falls. The nature of this attack varies with the victim. Beasts and less threatening characters are killed via a touch. Adventurers or demihumans are attacked by keening. Creatures powerful enough to withstand the groaning spirit's keen are left alone.

When attacking adventurers, the groaning spirit attacks at night with her wail. If any characters save successfully, she then retreats to her lair. Thereafter, each night, the groaning spirit returns to wail again. This routine is repeated until all of the victims are dead or have left the groaning spirit's domain, or until the groaning spirit is slain.

Habitat/Society: Banshees loathe all living things and thus make their homes in desolate countryside or ancient ruins. There they hide by day, when they cannot keen, and wander the surrounding countryside by night. The land encircling a groaning spirit's lair is strewn with the bones of beasts who heard the groaning spirit's cry. Once a groaning spirit establishes her lair she will remain there.

The treasure of groaning spirits varies considerably and often reflects what they loved in life. Many hoard gold and fine gems. Other groaning spirits, particularly those that haunt their former homes, show finer tastes, preserving great works of art and sculptures, or powerful magical items.

It is nearly impossible to distinguish the cry of a groaning spirit from that of a human or elf woman in pain. Many a knight gallant has mistaken the two sounds, and then paid for the mistake with his life. Banshees are exceptionally intelligent and speak numerous languages, including common, elvish, and other demihuman languages.

Banshees occasionally use their destructive powers to seek revenge against their former adversaries in life.

Ecology: Banshees are a blight upon wherever they settle. They kill without discretion, and their only pleasure is the misfortune and misery of others. In addition to slaying both man and beast, a groaning spirit's keen has a powerful effect upon vegetation. Flowers and delicate plants wither and die and trees grow twisted and sickly, while hardier plants, thistles and the like, flourish. After a few years all that remains within five miles of a groaning spirit's lair is a desolate wilderness of warped trees and thorns mixed with the bones of those creatures that dared to cross into the groaning spirit's domain.

Banshee, Dwarf

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	See below
ALIGNMENT:	Always evil (see below)
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	As in life
THAC0:	As in life
NO. OF ATTACKS:	As in life
DAMAGE/ATTACKS:	11-12 (1d2 + 10) punch or by weapon +10
SPECIAL ATTACKS:	Gaze, malediction, and psionic
SPECIAL DEFENSES:	Steel, or +1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (4'-5')
MORALE:	Fanatic (17)
LEVEL/XP VALUE:	Variable

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/4	—/IF, MB	15	110

Psychometabolism —*Sciences:* death field, shadow form; *Devotions:* body weaponry, cause decay, chemical simulation, double pain. (These psionic powers are gained in addition to any the dwarf possessed when it was alive.)

Dwarves who die before completing a major focus are often condemned to live out their afterlives as banshees. In unlife they haunt their unfinished work or quest, unable to bear the fact that someone else may complete what they could not. Day or night, the pupils of their eyes flicker red as if a flame burns them from within.

A dwarven banshee's appearance changes as soon as the transformation from life to undeath begins. The skin rots away leaving the underlying muscles exposed. The muscle turns brown if exposed to sunlight and sand; if protected or underground, it becomes gray or moldy in color.

The dwarven banshee remembers all of the languages that it knew when it was alive.

Combat: Dwarven banshees retain all aspects of their former character class, including levels at the time of death. They retain the same armor and weapons (although they may acquire new ones or lose old ones) and the same level of skill in their given profession. They retain the ability to cast spells, and they can use any psionic abilities possessed when they were alive.

Trapped between the lands of the living and the dead, dwarven banshees are semi-material and can only be hit by at least a + 1 or steel weapon.

The dwarven banshee also gains the ability to curse its victim(s). During the day, a dwarven banshee combines its cursed



gaze attack with a physical one. If eye contact is made, the victim must save versus spells or fly into a berserker rage (+2 attack and damage bonus, may not leave the fight) for 2d6 rounds. Under rage effects, victims will only attack other party members and never the banshee, regardless if it attacks them or not. If no one else is in the area, a victim of this gaze attack will run for one turn in search of someone to fight before the effect ends. Once per night, the dwarven banshee also gains the ability to wail a cursed battle cry or malediction. All within earshot must save versus spells or fall into the berserker rage. Each character must make a separate saving throw for each wail or gaze from each dwarven banshee in a given area.

Fire-, water-, and air-based attacks only do half damage to the dwarven banshee. Earth-based spells cause double damage. Because of its single-mindedness, psionic spells requiring contact are ineffective. *Remove Curse* negates the effect of the berserker rage on one individual per casting.

When the dwarven banshee's physical corpse reaches 0 hit points, the remainder crumbles to dust. If the dwarfs unfulfilled focus is not destroyed or somehow completed, this banshee returns full strength at the next sunset.

Habitat/Society: The approach of a living individual within a mile causes the banshee to rise, regardless of the time of day. It remains alert as long as the intruder remains within the area. The banshee often watches and waits to see what action the individual or party takes before attacking.

Ecology: Dwarven banshees only want to protect what was theirs. Fables say that the seventh son of a seventh son may lay a dwarven banshee to rest by finishing a focus for it. Elders say the flames within dwarven banshees' eyes originate from some ancient dwarven forge or the elemental plane of fire.

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Baobhan Sith

Climate/Terrain:	Temperate forest
Frequency:	Rare
Organization:	Band
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average to very (8–12)
Treasure:	(X)
Alignment:	Chaotic evil
No. Appearing:	5–30 (5d6)
Armor Class:	6
Movement:	6, Fl 12 (B)
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4 (by weapon)
Special Attacks:	Laughter
Special Defenses:	See below
Magic Resistance:	25%
Size:	S (2' tall)
Morale:	Average (8–10)
XP Value:	270



The Vistani swear these desperate and bitter creatures are the descendants of a cursed pixie clan captured by the mists of Ravenloft for the unspeakable acts they committed in a distant land. They are cruel creatures who take their greatest pleasure from the suffering of the weak and helpless.

The baobhan sith (or *black sprites*) stand two feet tall and have large transparent wings like those of a cicada. They have sharp elven features with long, almost bat-like ears. Even druids have difficulty distinguishing the baobhan sith from pixies, and it is only the dull luster of their wings and their distinctive ears that identify them. They favor garish clothing and wear colorful caps.

The baobhan sith speak common and it is believed that they may also know the languages of other sprites and woodland animals.

Combat: Unless confident of victory, the baobhan sith will flee any direct confrontation in favor of returning at a later time to torment their opponent through cruel tricks that appeal to their particularly dark sense of humor. If forced to do battle, these creatures can become *invisible* at will and carry small daggerlike spears that inflict 1d4 points of damage in combat.

The baobhan sith have infravision out to 180 feet and hearing that is far more sensitive than that of a normal human. They are able to employ the following magical spells once per round at the 5th level of ability: *ventriloquism*, *trip*, and *change self*.

Perhaps the most bizarre characteristic of these twisted creatures is their infectious (and magical) laughter. Anyone within 15 feet of a laughing baobhan sith must make a saving throw vs. spell or suffer the effects of *Tasha's uncontrollable hideous laughter*. The baobhan sith cannot use this power at will but must be genuinely amused by something. They generally burst into laughter at the sight of human suffering or an opponent's mishap in combat.

Habitat/Society: There is something dark and desperate about the baobhan sith that drives them to ever greater acts of cruelty. They spend their waking hours in a frenzy of evil, fearful that even a moment's rest will cause them to reflect on the dark crime of their ancestors and lead to madness.

The greatest love of the baobhan sith is to cause misfortune for others. They will select a family or community to terrorize and torment them in a manner that will cause the most prolonged suffering. Pets are often captured and then returned dead after the family has had a week or more to search, or a family's sole workhorse may be spooked until it breaks a leg. The baobhan sith rarely kill someone through direct combat, but prefer instead to destroy the people and things about which their victims care most.

The baobhan sith prefer to prey upon the weak and helpless. Nothing is quite as satisfying to these creatures as pushing an elderly victim down a flight of stairs and then bursting into hysterical laughter that quickly spreads to the shocked onlookers.

Baobhan sith dwell in caverns beneath the twisted roots of trees in dark forest glades. They live in loose tribal structures and select leaders for their cruelty and deviousness. While the leader of a tribe is generally the most intelligent of the pack, there are constant power struggles and only the truly barbarous can maintain control for any period of time. While the baobhan sith place no value on magic objects, they will sometimes collect them in their lair to be used later as bait in their tricks.

Ecology: Baobhan sith live primarily on roots and insects. They occasionally fall prey to predators who mistake them for birds. Baobhan sith can live up to 200 years. The wings of the baobhan sith can be crushed to create *dust of disappearance*. Twenty-five wings can make one dose that must be used within 1d4 weeks or else it will lose its potency.

Climate/Terrain:	Any subterranean or wilderness
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	O, R (D)
Alignment:	Chaotic evil
No. Appearing:	1d4
Armor Class:	4
Movement:	12
Hit Dice:	12
THAC0:	9
No. of Attacks:	2
Damage/Attack:	4d4 (club)/1d10 (bite)
Special Attacks:	Diseased bite
Special Defenses:	Hideousness
Magic Resistance:	Nil
Size:	L (9′ tall)
Morale:	Champion (16)
XP Value:	4,000

Though the link is weak, bargdas are related to minotaurs. Bargdas are stronger and far more disgusting, however, for they have been cursed with a horrible putrefying disease. Their bent and twisted bodies stand an impressive 9 feet tall, and they have distorted ram heads with sickly green eyes.

While bargdas may speak Common (50%), the words are often so slurred and garbled that only other bargdas can understand them.



Combat: So hideous is this creature that humans and demihumans viewing it must make a saving throw vs. spell or suffer a –2 penalty to both attack and damage rolls.

A bargda attacks with a large, iron-shod wooden club (with which it inflicts 4d4 points of damage) and with its vicious bite. Victims of this bite suffer not only 1d10 points of damage, but also must make a saving throw vs. poison or be stricken with a debilitating disease. The disease affects reflexes, slowing victims and causing them to lose initiative automatically in every round until the disease is cured. In addition, the disease results in the loss of 1 point of Dexterity per hour, to a minimum Dexterity of 3. A *cure disease* spell negates the effects of the disease, with lost Dexterity points returning at the rate of 1 point per day.

Habitat/Society: Bargdas live in dark, dismal caves, emerging only to raid isolated settlements. They dwell either singly or in small groups, which include either a mated pair or a small family. A female gives birth to a litter of 4 to 8 about every two years. Offspring are born with the bargda's disease. Only the hardiest youngsters survive, and even fewer live long enough to propagate the species; most offspring die before they learn to walk. Young bargdas stay with the family until about the age of 15.

Bargdas hate all living creatures except ogres, trolls, and hill giants, which they dominate and force to do their bidding. Often, bargdas lead these creatures on raids against human and demihuman settlements. Any encounter with bargdas in settled lands is 90% likely to include 2d12 ogres, trolls, or hill giants. (The DM can select one of the three at random, or make the raiding party a mix of them all.)

Treasure is valued by the bargdas, and hoarded avariciously. They not only regard it as a symbol of prestige and power (it shows how many successful raids a bargda has led), but they also recognize its value in swaying other intelligent creatures. If a bargda is threatened in its lair, and the battle seems hopeless, it may bargain with its treasure to escape with its life. Bargdas are smart enough to hide their treasure well.

Ecology: These creatures are omnivores, eating anything from fungi to furry mammals. They cannot digest most food in its natural state, however. Whether plant or animal, the food must first be infected with a special enzyme. It is no coincidence that this enzyme is produced by the very microorganism causing the disease bargdas pass on to their victims.

In short, bargdas infect a would-be dinner with this microbe much like a cook marinading a tough cut of meat. If they kill a foe but fail to pass on the disease during battle, bargdas bite and lick the dead corpse to cover it with the germ. Then the body is set aside, allowing the germ to multiply. Later, the bargdas feast. This habit fills the bargda's lair with putrescent, "ripening" food. On a less disgusting note, bargdas may lick decaying plant stocks when the larder of corpses runs low, also setting the plants aside to ripen.

The disease carried by bargdas sustains them, but it also takes its toll. Eventually it wears them down, weakening the mighty humanoids as they approach the age of 40 or 50 years. As a bargda's own reflexes are worn away by the disease, its days are numbered; soon a younger bargda or resentful humanoid underlings will kill the weakened monster.



Climate/Terrain:	Gehenna/Prime Material
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High to genius (13–18)
Treasure:	See below
Alignment:	Lawful evil
No. Appearing:	1–2
Armor Class:	2 to –4
Movement:	15
Hit Dice:	6 + 6 hp to 12 + 12 hp
THAC0:	15 (6 + 6 HD) 13 (7 + 7 to 8 + 8 HD) 11 (9 + 9 to 10 + 10 HD) 9 (11 + 11 to 12 + 12 HD)
No. of Attacks:	2
Damage/Attack:	2d4 + HD value
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	5% per HD (ignore pluses)
Size:	M–L (5′–9′ tall)
Morale:	Champion (15)
XP Value:	6 + 6 HD: 2,000 7 + 7 HD: 3,000 8 + 8 HD: 4,000 9 + 9 HD: 5,000 10 + 10 HD: 6,000 11 + 11 HD: 8,000 12 + 12 HD: 9,000

Of the various monsters that inhabit the rifts of the plane of Gehenna, the barghest is certainly the most common and one of the most fearsome. The barghest's natural shape is very much the same as that of a large goblin, and when dwelling among goblins, it generally retains that form.

While it appears to be a large goblin when it is a whelp, its skin darkens from yellow to a bluish-red as it grows larger and stronger, and eventually its skin turns an even blue at adulthood. The eyes of the monster glow orange when it is excited, but otherwise they are indistinguishable from those of a normal goblin.

A barghest is also able to assume at will the form of a large war dog or a wild dog. Hence, the creature has oftentimes been referred to as a "devil-dog," but this is a misnomer. The precise form taken can vary from creature to creature, but all forms are those of typical wild or war dogs, and it is almost impossible (95% unlikely) to tell one from its natural counterpart. However, natural dogs instantly recognize, fear, and hate a barghest, and they will attack it at any opportunity.

COMBAT: Barghests employ a claw/claw attack in battle. (In canine form, they only bite.) They may only be hit by weapons of +1 or better enchantment. They are not particularly vulnerable to any attack form, but in their canine shape they risk the failure of a saving throw vs. spell when subjected to a *fireball*, *flame strike*, or *meteor swarm* spell: If attacked by such a spell while in canine form and a barghest fails its saving throw, it is instantly hurled to Gehenna. Those returned to the Outer Plane are most likely slain or enslaved by their full-grown fellows, but even if they are not so treated they cannot return to the Prime Material Plane without outside assistance.

Barghests are able to perform the following spell-like abilities, once per round, at will: *shape change* (into either canine or goblinlike form), *levitate*, *misdirection*, and *project image*. They are able to perform the following abilities once per day: *charm* (person or monster), *dimension door*, and *emotion*.

When in canine form, barghests are able to move at double their normal movement rate (maximum of 30), pass *without a trace* (as the spell), and become 75% unlikely to be noticed when motionless. If undetected, they impose a –2 penalty on opponents' surprise rolls.

HABITAT/SOCIETY: These beings are native to Gehenna and tend to live in isolation on that plane. There, each barghest has its own stronghold and force of servitors, over which it rules despotically. Goblins readily recognize and worship barghests (even in their goblinoid form), but other races find them to be virtually indistinguishable from these common prime-material monsters. The goblin hosts fear and serve the barghests, often going to great lengths to bring them suitable gifts and sacrifices, and the barghests respond by slaying powerful enemies of the goblins as well as generally enriching the goblins' treasure hoards.

Occasionally, a barghest on Gehenna will spawn a litter of six young, which are immediately sent to the Prime Material Plane to feed and grow. Those that survive eventually return to Gehenna, but while they are away, they must feed upon humans and demihumans. Barghest whelps are found either alone or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins.

When barghest whelps first come to the Prime Material, they are relatively weak, having only 6 + 6 Hit Dice. However, for every energy (experience) level of human (or demihuman) life that they slay or devour, 1 hit point is added to their overall total. Once they absorb eight levels, they gain another Hit Die, plus an additional hit point per die. (Hence, a 6 + 6 HD barghest who absorbs eight experience levels becomes a 7 + 7 HD barghest.) Note that 0-level characters are worth only one-half of an experience level to the barghest, so they are considerably less attractive targets than high-level heroes. In addition, each time a barghest gains a Hit Die, its Armor Class decreases by 1 and its Strength score increases from an initial 18/00 to a maximum of 24. When the barghest finally achieves full growth and power, it discovers the ability to *plane shift* to Gehenna, where it seeks its own reeking valley rift to lord over.

What treasure barghests gather into their own strongholds in Gehenna is unknown, although it is rumored to be great. However, while they live upon the Prime Material Plane, they accumulate no personal treasure.

ECOLOGY: The barghest passes through different stages in its life. As a whelp it is a hunter and tracker consigned to the Prime Material Plane. There it grows in cunning and wisdom until it is ready to enter into the next stage of its life. At this phase it returns to Gehenna and becomes a leader. It is still a hunter, though now its tactics and attitudes are greater, to match the game – other intelligent beings – that it hunts.



Climate/Terrain:	Ysgard
Frequency:	Uncommon
Organization:	Flock
Activity Cycle:	Day
Diet:	Herbivores
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Chaotic good
No. Appearing:	See below
Armor Class:	6
Movement:	15
Hit Dice:	7
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1–8 or by weapon
Special Attacks:	Charge
Special Defenses:	+2 on surprise rolls
Magic Resistance:	10%
Size:	L (7 feet tall)
Morale:	Steady (11–12)
XP Value:	2,000

Bariaurs, probably a hardy relative of the centaur and created by the same sylvan being eons ago, have the body of a large ram or ewe and the torso of a muscular human. Their heads mix human and ramlike features; horns curl out of both sides of the skull of the male, for example. Bariaurs often carry large clubs as weapons. Details of bariaur dress and customs, and of the bariaur character class, appear in the Planescape *Campaign Setting* boxed set. This entry describes NPC bariaurs as encountered on their native plane of Ysgard, and they differ slightly from the bariaur player character race. Note that the special qualities listed below are attributed only to non-player character bariaurs.

Combat: Bariaurs are tough, skilled combatants. The bariaur warrior's club is a personal icon, a family or flock heirloom handed down through generations. Each weapon's history is etched on it in runes. To lose this personal weapon means such humiliation that the owner generally leaves Ysgard to wander other planes, returning home only when it has redeemed its honor.

In combat, a bariaur's club has the speed factor and damage characteristics of a two-handed sword.

Even weaponless, a bariaur can butt with its horns (1d8 points of damage). Male bariaurs use this attack in nonlethal battles for dominion over the flock.

A male bariaur can charge at up to half again its normal movement rate (3d8 points of damage, 50% likely to knock down an opponent the bariaur's size or smaller). The bariaur must move at least 30 feet to charge.



Bariaur have uncanny senses of smell and hearing, and therefore receive a +2 bonus on surprise rolls.

Bariaurs have a slight enchantment, common for creatures of sylvan origin, that makes them 10% resistant to magic. Even if the resistance roll fails, bariaurs still receive a +1 bonus to any save vs. spells. They also can move from layer to layer on the plane of Ysgard at will.

Habitat/Society: Like most natives of Ysgard, bariaurs are carefree and wild. Their powerful wanderlust keeps the entire flock constantly on the move.

A flock of bariaurs follows a single leader, stronger or more charismatic than other males in the flock. A leader's rule is absolute, but younger males who think themselves ready for leadership may challenge him. Such challenges, though, are formal and ritualized, never reckless; bariaurs' chaotic nature is directed outside of the flock, rather than within it. The loss of a duel of challenge brings no disgrace nor dishonor.



A flock holds 5 to 20 males, 10 to 30 females, and 1d12–1 young. Flocks are familial and under normal circumstances never split up.

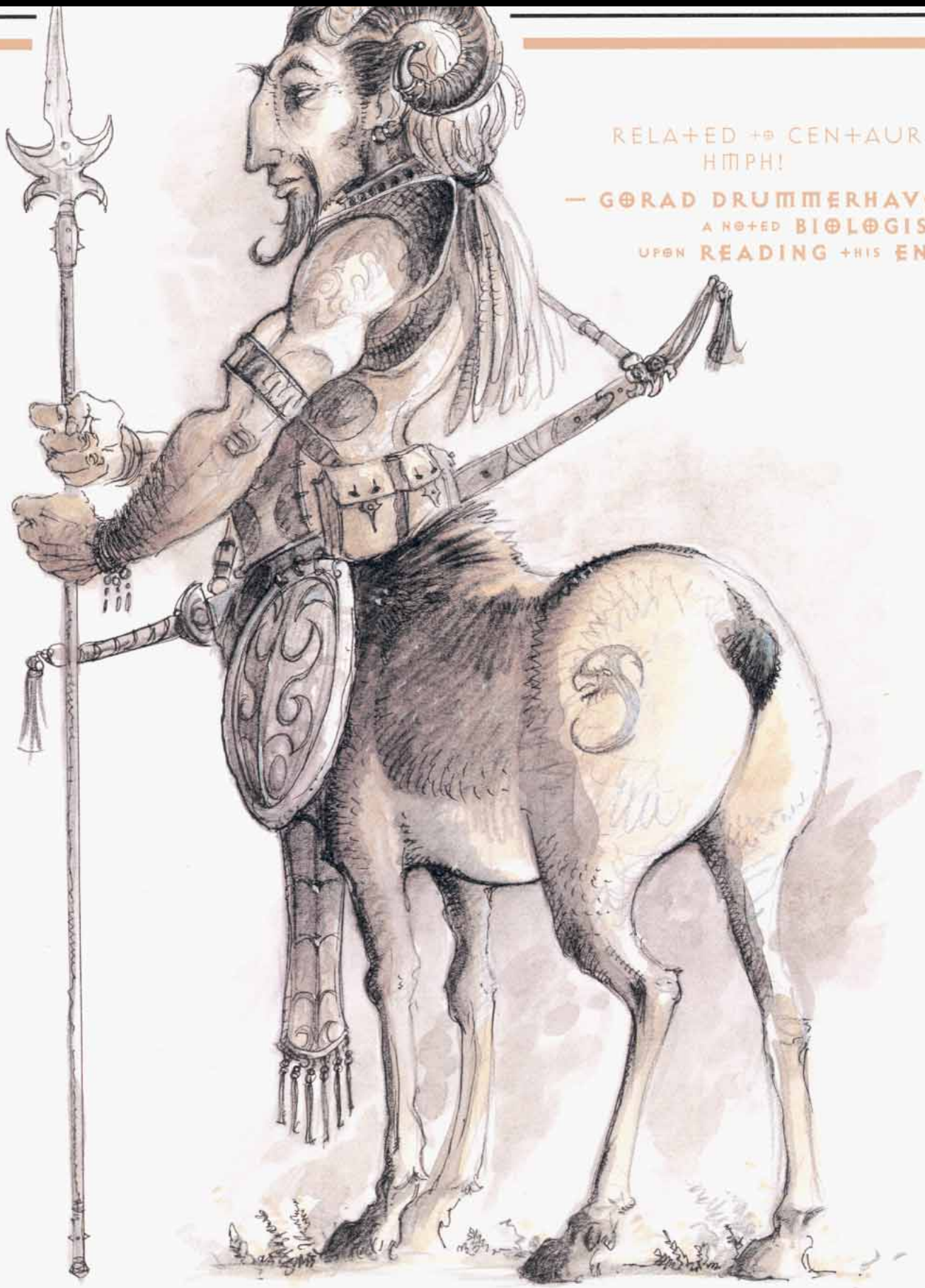
An under-reported aspect of bariaur life is their robust playfulness. They believe that that the two great goods are the advancing of their strong sense of honor and the need to have a good time. The bariaur often meet in shows of friendly rivalry on the great grassy plains of Ysgard. At these festivals they stage singing contests, tell tale tales, and play an intricate game not unlike polo. Human observers often mistake the rivalry for pride or pettiness, and are often completely flabbergasted when, at the end of a festival, the bariaur depart on the friendliest terms.

Even bariaur adventurers on a hard quest may arrange simple contests to remind them of the joy of life. It is a magical moment when a grimly determined bariaur happens on one of his fellows and puts aside his honor-driven quest for a few minutes (or hours) of race and sport. Such events often do them as much good as a night's sleep. Then they return to their quests.

Nothing saddens a bariaur like learning that a companion is sad. These brave ones fear neither death nor the most monstrous manifestation of the powers of darkness; yet they have been known to journey across the most dangerous planar barriers to visit the sickbed of a valued friend.

Ecology: Bariaurs are herbivores, feeding on berries, nuts, leaves and other foods gathered in the forests. They do not usually travel from one layer of Ysgard to another, but do so if the food supply in an area warrants a move.

Bariaurs have few natural enemies in Ysgard, although they battle the giants there. Flocks even attack giant lairs all-out, trying to wipe out the beasts.



RELATED TO CENTAURS? HMPH!

— GORAD DRUMMERHAVEN, A NOTED BIOLOGIST, UPON READING THIS ENTRY

Barrier Wight

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–3
ARMOR CLASS:	9
MOVEMENT:	6
HIT DICE:	1 hit point
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE:	3–24 + poison and/or paralysis (see below)
SPECIAL ATTACKS:	Self destruction (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (5–6' tall)
MORALE :	Fanatic (17–18)
XP VALUE:	120



Barrier wights are bloated undead creatures covered with enormous blisters. Because of their animal intelligence, they are unwavering in their simple duties.

Barrier wights are incredibly explosive. Should one suffer even a single point of damage, it explodes with a shower of contagious pus (70%), poisonous gas (20%), or both (10%) depending on the wight.

Combat: Barrier wights do not move unless the conditions for their actions have been met. When directed to attack, they lumber toward their target until they are about 20 feet away, at which point they self-inflict some sort of wound, usually using their fingernails or a small knife. Though this wound kills them, it also triggers the dreadful explosion.

Characters within 10 feet of an exploding barrier wight suffer 3–24 points of damage. Those who are 10–30 feet away from the exploding wight suffer 1–6 points of concussive damage. In both cases, characters are exposed to the contents of the wight.

Those caught in the blast of pus-filled wights must make a saving throw vs. poison or contract a disease (described below). Victims of gas-filled wights must make a saving throw vs. paralysis or be paralyzed for 1–4 rounds. In the rare cases in which a barrier wight contains both gas and pus, victims must make a separate saving throw against each effect.

Should more than one appear, barrier wights remain 20 feet apart. When one explodes, it causes all other barrier wights within 20 feet to explode also. Those caught within the radius of more than one explosion suffer damage from each wight according to its proximity; however, victims must make a saving throw vs. poison and/or paralysis only once.

The barrier wight's pus is a potent, disease-carrying contact poison. If the victim's saving throw succeeds, the victim's body fights off the infection. If it fails, the victim loses half of his or her remaining hit points (rounded up) for each day that the disease goes untreated. The illness may be treated by both magical and mundane means.

Barrier wights are excellent guards. Because of their explosive attack, they are usually found at narrow crossings or in smaller rooms. They may be turned by priests (as 5-HD creatures) or commanded to retreat by their masters.

Barrier wights are immune to *sleep, charm, hold person,* poison, and cold-based spells. Should a cleric cast any type of healing spell on a barrier wight, however, the creature collapses into a pile of harmless debris.

Habitat/Society: Barrier wights have no culture, nor do they communicate in any way. Should their masters fail to issue orders, wights remains motionless until they are killed. Barrier wights are typically humanoids. Although other mammals may be made into barrier wights, this practice is extremely rare. The creation of the barrier wight is considered a form of necromancy and is essentially an evil act.

Ecology: Barrier wights do not have a role in the natural cycle. Wights of the pus variety can sometimes leave clumps of explosive pus after they have detonated. Each time a wight explodes, there is a 15% chance that an "unexploded" piece the size of a grapefruit remains within the blast area. When hurled, this nasty chunk deals 1–4 points of damage, and those struck must make a successful saving throw vs. poison or become afflicted with disease. Anyone handling this refuse without adequate protection (such as a glove or gauntlet) is exposed to the disease and must make a saving throw normally. This contagious material is highly sought by certain necromancers.

Basilisk

	Lesser	Greater	Dracolisk
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Low to Average (5-10)
TREASURE:	F	H	C, I
ALIGNMENT:	Nil	Neutral	Chaotic evil
NO. APPEARING:	1-4	1-7	1-2
ARMOR CLASS:	4	2	3
MOVEMENT:	6	6	9, Fl 15 (E)
HIT DICE:	6+1	10	7+3
THAC0:	15	11	13
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-10	1-6/1-6/2-16	1-6/1-6/3-12
SPECIAL ATTACKS:	Gaze turns to stone	See below	See below
SPECIAL DEFENSES:	Nil	Surprised only on a 1	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7' long)	L (12' long)	H (15-20' long)
MORALE:	Steady (12)	Champion (16)	Champion (15)
XP VALUE:	1,400	7,000	3,000

These reptilian monsters all posses a *gaze* that enables them to turn any fleshy creature to stone; their gaze extends into the Astral and Ethereal planes.

Basilisk

Although it has eight legs, its sluggish metabolism allows only a slow movement rate. A basilisk is usually dull brown in color, with a yellowish underbelly. Its eyes glow pale green.

Combat: While it has strong, toothy jaws, the basilisk's major weapon is its *gaze*. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector. In the Astral plane its gaze kills; in the Ethereal plane it turns victims into ethereal stone. These will only be seen by those in the Ethereal plane or who can see ethereal objects.

Greater Basilisk

The greater basilisk is a larger cousin of the more common reptilian horror, the ordinary basilisk. These monsters are typically used to guard treasure.

Combat: The monster attacks by raising its upper body, striking with sharp claws, and biting with its toothy maw. The claws carry Type K poison (saving throws vs. poison are made with a +4 bonus). Its foul breath is also poisonous, and all creatures, coming within 5 feet of its mouth, even if just for a moment, must roll successful saving throws vs. poison (with a +2 bonus) or die (check each round of exposure).

Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.)

Dracolisk

The sages say that the dracolisk is the offspring of a rogue black dragon and a basilisk of the largest size.

The result is a deep brown, dragon-like monster that moves with relative quickness on six legs. It can fly, but only for short periods—a turn or two at most.

Combat: This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 30 feet away. The acid causes 4d6 points of damage, half-damage if a successful saving throw vs. breath weapon is rolled. The dracolisk can spit up to three times per day.

The eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because its hooded eyes have nictating membranes, the monster is only 10% likely to be affected by its own gaze. Opponents in melee with a dracolisk and seeking to avoid its gaze fight with a −4 penalty to their to attack rolls.





Climate/Terrain:	Any city or village
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Dream essences
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	0
Movement:	Fl 15 (A)
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	Nil
Special Attacks:	Sleep
Special Defenses:	+3 or better weapons to hit; spell immunity
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Unsteady (5–7)
XP Value:	6,000

The bastellus is a haunting undead creature that comes in the night to feed upon the dream energies of helpless sleepers. In many cultures, it is known simply as a nightmare or dream stalker.

The bastellus is seldom seen, for it only appears in the presence of sleeping beings. Reports of the creature's true form, however, have been gathered from those who came across one while it was feeding. From these accounts, it is known that the bastellus looks like a hulking humanoid shadow. Utterly featureless, it feeds by placing its outstretched hand upon the victim's brow. When feeding, it always has its head thrown back as if in ecstasy, for the absorption of dream energy causes it great pleasure.

No recorded attempt to communicate with a bastellus has ever succeeded, so its language (if any) is unknown to mortal man. It is assumed, however, that a bastellus can impart messages to others through manipulation of their dreams, for many incidents have occurred in which previously unknown facts were available to someone after a visitation from a bastellus.

Combat: The eerie and spectral nature of the bastellus makes it largely invulnerable to physical harm. Only magical weapons of +3 or better can strike the creature, and even they do only half damage to it. Like most undead, it is immune to *charm*, *sleep*, or *hold* spells. Spells that depend on cold, heat, or electricity to inflict damage cannot injure bastelli and, as they have no physical bodies, they are immune to all manner of poisons. Holy water and the like cause no damage to bastelli, but they can be turned (as if they were ghosts) by powerful priests and clerics. A *dispel evil* cast directly at a bastellus is the only sure way to destroy it, and even then it is allowed to a save vs. spell to avoid annihilation.

The bastellus can move about in dimly lit or shadowy places without detection 95% of the time. Even persons on their guard for a dark form moving through the shadows have little hope of spotting the horror: a percentage chance equal to the higher of their Intelligence or Wisdom scores.

A *protection from evil* spell prevents the bastellus from entering a given area or attacking a given individual, but it is not harmed by these spells. A *negative plane protection* spell is fully effective against a bastellus and also breaks the creature of its desire to feed again on the same victim. (Although it may do so out of chance or proximity, it is no longer compelled to do so as described below.)

If it desires to move into an area with awake beings in it, the bastellus can employ a powerful *sleep* spell that affects all beings within 50 feet. A saving throw vs. spell is permitted by those in range, but this roll is made at a –4 penalty. This spell is so powerful that elves are only 30% resistant to it and half-elves are only 10% resistant.

Once all the persons in a given area are asleep, the bastellus picks out a target and moves in to feed. Since the sleep it induces in others is a magical and dreamless one, it does not attack those who have been affected by its power. Thus, only someone who was asleep before its spell was cast will be targeted. In addition, the bastellus is unable to feed on the spirit essences of elves and half-elves, so they are safe from its predation as well.

To attack, the bastellus moves close to its victim and reaches out an arm to touch the target's brow. As soon as it makes contact, the dreams of the sleeper become twisted. Whatever scene he or she might have been imagining turns dark and evil. The only common thread in these visions of terror is that they will be drawn from the darkest part of the dreamer's mind—the id—and will reflect his or her greatest fears.

For example, if a paladin is worried about his chaste love for a sweet princess and is dreaming of an evening rendezvous with his cherished one, he might find that she has suddenly turned into a sultry temptress. Her actions might be so alluring that in his dream he cannot turn away from her, even though he knows that to yield to her invitations spells certain doom. In the end, he is forced to embrace the twisted mockery of his betrothed and his soul seems to fade to absolute darkness.

When the dreamer awakes, he feels shaken and distraught. The night's sleep proves to be unrestful, and the memory of the horrible dream burns in his mind. No hit points are recovered from a sleep interrupted by a bastellus, and the character will awake too disturbed to be able to memorize new spells or perform any act of great mental concentration. In addition, the victim will find that he has been reduced by one level due to the feeding of the dark creature.

Any being reduced to below level 0 by the predation of a bastellus dies in its sleep, seemingly of a heart attack. If the body is not destroyed (via cremation, immersion in acid, or similar means), its spirit will rise in a number of days equal to the number of levels it lost to the bastellus. Thus, a 14th-level wizard would rise up in two weeks. The new spirit is also a bastellus, but it has no connection with the monster that created it.

If caught unawares, the bastellus can be forced into actual combat—although it will always try to flee from such confrontations. In these cases, it is very limited in power, for its *sleep* spell does not work on those who can see it. Other powers enable it to escape in such cases, but they are not nearly so fearsome as its energy draining dreams. The bastellus can invoke an area of *darkness* within 50 feet of itself (often to cover its escape) and pass through any solid object without resistance.

As creatures of darkness, bastelli will shun brightly lighted areas. While their natural ability to create *darkness* is able to overcome magical light sources of less than 3rd level (a normal *light* spell, for example), it cannot darken an area illuminated by more powerful spells. Thus, a *continual light* spell will provide enough luminescence to prevent the bastellus from entering the lighted area. Note that bright light does not harm the creature but merely serves to keep it at bay. Further, the presence of a bright light will not prevent the bastellus from employing its sleep spell on those in the illuminated area if it can draw near enough to them to do so.

Should the bastellus be forced to attack, it does so by moving through a living being (requiring a normal attack roll to do so). If the bastellus can do this, the victim must save vs. spell or be driven into an extreme state of paranoia. The victim's companions become (to him) his greatest enemies, as drawn from his own subconscious by the touch of the bastellus, and he will attack them without mercy. Although these delusions last only 1d4 rounds, the chaos that usually ensues during this time provides more than enough cover to allow the bastellus to escape.

If the bastellus is reduced to 0 hit points but is not destroyed by the casting of *dispel evil*, it will rise again to plague the world. When the last blow is struck to the creature, it will seem to boil away into nothingness like the cloud of steam rising above a pot of boiling water. At the same time, it throws its head back and unleashes a telepathic cry of anguish and pain that causes all within 50 feet to make a fear check. If the creature was in contact with a victim when it was struck down, the shock to the dreamer is so intense that he or she must save vs. death magic or be instantly slain. On the next night, the bastellus will rise again at the place where it was first created to renew its dreadful preying.

The bastellus passes the day in a pocket dimension of shadows and nightmares (see below). Because of the regenerative effects of its slumber here, the creature is always returned to full hit points before the coming of night and its return to the Prime Material Plane.

Habitat /Society: The bastellus is drawn to places where large numbers of people dwell and, thus, dream. Because of this, it frequently appears in cities and towns.

While in a given location, it seeks out those who have the most vivid dreams. Usually, this includes highly passionate or motivated individuals and those rare creative minds who can find true freedom of expression only in their nightly flights of fantasy. Because these people tend to be the most extroverted and well known persons in their area, their sudden and mysterious deaths often cause quite a stir. Before long, it becomes all too clear that some foul creature is stalking the citizenry and feeding on those who provide its fire and life.

Once the bastellus has fed upon a given person's dreams, it becomes obsessed with that person and will return to taste his or her essences nightly until the victim dies. As soon as this fate befalls its chosen prey, the creature moves on in search of another energetic mind upon which to feast.

As mentioned earlier, those who die from the predation of a bastellus may well become one themselves. On the night that the disembodied spirit returns from the dead, it feels a burning hunger. Having no memory of its past life, the spirit knows only that it must seek out the dreams, aspirations, and loves of others in order to fill the aching void within it. Before the night is done, it must taste the dream essences of another or fade away, never to return. Usually, this is not a problem as the victim probably died in a city and the spirit will reappear at the site of its death.

The pocket universe in which the bastellus passes the day is believed to be associated with an unusual conjunction of planes. Many luminaries have postulated that it must contain aspects of both the Negative Material Plane and the dreaded demiplane of Ravenloft. As these creatures are encountered only in the latter realm, such an explanation seems likely.

Ecology: There are those who would argue that the bastellus is a creature from beyond the grave and, therefore, has no place in the biology of the natural world. In fact, there is a great deal of speculation that this is not the case. Numerous scholars have put forth the theory that the bastellus is actually a product of the unrecognized hopes and aspirations of living creatures. If this is true, then the bastellus is very much a byproduct of the living world and at least nominally important to it. This debate has raged for countless centuries, however, and it seems that the scholars who put forth both arguments are no closer to a resolution of the issue than they were when the debate began.

The dream essences of the bastellus, while hard to obtain, are of almost incalculable value to necromancers and illusionists in the crafting of magical items. It is said that an illusionist who uses even the tiniest fraction of such a creature's substance as a material component in the creation of an illusion will find that the images created are drastically more vivid than they might otherwise be—making it almost impossible for victims to convince themselves that such images are not real.

	Common	Large	Huge	Azmyth	Night Hunter	Sinister
CLIMATE/TERRAIN:	Any land	Any land	Warm caves	Any land	Any land	Any land
FREQUENCY:	Common	Uncommon	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Swarm	Flock	Flock	Solitary	Pack	Band
ACTIVITY CYCLE:	Night	Night	Night	Any	Night/any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Low (5-7)	High (13-14)	Average to High (8-14)	Average to Except. (8-16)
TREASURE:	Nil	Nil	C	Nil	M, O, Z (in lair)	Nil
ALIGNMENT:	Neutral	Neutral	Neutral evil	Chaotic neutral	Neutral evil	Lawful evil
NO. APPEARING:	1-100	3-18	1-8	1	1-12 (1-30 in lair)	1d6
ARMOR CLASS:	8 (see below)	8	7 (see below)	2	6	3
MOVEMENT:	1, Fl 24 (B)	3, Fl 18 (C)	3, Fl 15 (C)	3, Fl 24 (A)	2, Fl 18 (A)	2, Fl 21 (A)
HIT DICE:	1-2 hp	1d4 hp or 1	4-6	2	2+2	4+4
THAC0:	20	19 or 20	17 (4 HD) 15 (5-6 HD)	19	19	17
NO. OF ATTACKS:	1	1	1	2	4	1
DAMAGE/ATTACK:	1	1d2 or 1d4	2d4	1/1-2	1-4/1-2/1-2/1-6 or 3-12	2-5
SPECIAL ATTACKS:	See below	Nil	See below	Magic use	Nil	Magic use
SPECIAL DEFENSES:	Nil	See below	See below	magic use	Nil	Energy field
MAGIC RESISTANCE:	Nil	Nil	Nil	40%	Nil	70%
SIZE:	T (1')	M (5'-6')	H (12'-16')	S (3')	M (7')	L (9')
MORALE:	Unreliable (2-4)	Unsteady (5-7)	Steady (11-12)	Elite (14)	Steady (11)	Champion (15-16)
XP VALUE:	15	35	420 (4 HD) 650 (5 HD) 975 (6 HD)	650	175	2,000

Bats are common animals in many parts of the world. While ordinary bats are annoying but harmless, larger varieties can be quite deadly. With almost 2,000 different species of bats known, one can find wingspans from less than two inches across to 15 feet or more. The small body of the ordinary bat resembles a mouse, while the wings are formed from extra skin stretched across its fore limbs. The larger bats are scaled up but otherwise similar in appearance.

Despite the common belief that bats are blind, nearly all known species have rather good eyesight. In the dark, however, they do not rely on their visual acuity, but navigate instead by echo-location. By emitting a high-pitched squeal and listening for it to bounce back to them, they can "see" their surroundings by this natural form of sonar.

Combat: Ordinary bats attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to swarm around and often fly into things. The typical bat swarm ends up putting out torches (1% chance per bat encountered per round), confusing spell casting (Wisdom roll required to cast spells), inhibiting combatants' ability to wield weapons (by a −2 THAC0 penalty), and otherwise getting in the way. Under ideal flying conditions, a bat's Armor Class rating rises from 8 to 4.

Habitat/Society: While bats are found almost anywhere, they prefer warm and humid climes. Some species hibernate during the cold season and a few are know to migrate. Bats live in caves, dark buildings, or damp crevices, hanging by their toes during the day, and leaving at dusk to feed during the night. In large, isolated caverns there may be thousands of bats.

Ecology: Most bats eat fruit or insects, though some include small animals or fish in their diets. The rare vampire bat travels at night to drink the warm blood of living mammals, but its victims are rarely humans or demihumans. Care must be taken not to confuse the vampire bat with the true vampire in this regard.

Rot grubs and carrion crawlers are among the few creatures known to live in the guano on the floor of large bat-infested caverns, making any expeditions into such caves dangerous indeed. If the noxious odor from the guano is not enough to subdue the hardiest of adventurers (a single Constitution check to stay conscious), these crawling denizens are.

Large Bat

These creatures are large versions of the carnivorous variety of the ordinary bat with 3-foot-long bodies and 5- to 6-foot-long wingspans. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight. Only 10% of giant bats are of the more powerful 1 Hit Die variety.

Extremely maneuverable in flight, large bats gain an Armor Class bonus of +3 when an opponent with a Dexterity of 13 or less fires a missile weapon at it. The creature must land (usually on its victim) to attack with its bite. The typical example of this species inflicts 1d2 points of damage with its teeth while the larger does 1d4 points of damage. Anyone bitten by a large bat has a 1% chance per point of damage done to contract rabies.

When rabies is contracted, there is a 1d4+6 day incubation period. Once this period has ended, the victim has 10 days to live. The victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious. When a character contracts rabies, he or she dies from the infliction, unless cured by a *wish*, *alter reality*, *limited wish*, *cure disease*, or similar spell.

Huge Bat (Mobat)

Mobats prefer warm-blooded prey that they bite to death with their fangs. They have a dim and evil intelligence that gives them a desire for shiny objects. Because the typical mobat has a wingspan of 12 to 16 feet, they must have large areas to serve as flight runways.

Because Mobats' flight is so rapid and silent, their victims suffer a −3 penalty to their surprise rolls. They can also give a piercing screech that causes such great pain that victims seek to cover their ears rather than fight, unless a saving throw versus paralyzation is successful. This screech is always used if the prey resists and it is effective in a 20-foot radius about the mobat. Note that mobile mobats have an Armor Class of 2. Under crowded flying conditions, their Armor Class suffers and raises to 7. When not in flight, mobats have an Armor Class of 10.

Azmyth

Azmyths live on flowers, small plants, and insects. They are solitary wanderers, though they do have "favorite haunts" to which they return. They often form partnerships with humanoids for mutual benefit, sometimes forming loyal friendships in the process. Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The life span of azmyths are presently unknown but is believed to be over 100 years. They are not familiars as wizards understand the term; no direct control can be exercised over one, except by spells.

Azmyths have crested heads and bearded chins, white, pupilless eyes, and leathery gray, mauve, or emerald green skin. They emit shrill squeaks of alarm or rage, and endearing, liquid chuckles of delight or amusement. They communicate by *telepathy* that has a range of 60 feet, and have infravision to 90 feet. They can *know alignment* three times per day, become *invisible* (self only for six rounds or less, ending when the azmyth makes a successful attack) once per day, and create *silence 15' radius*, centered on themselves, once per day.

In combat, the azmyth bites for 1 point of damage and stabs with its powerful needle-sharp tails for 1d2 points. Twice per day, an azmyth can unleash a *shocking grasp* attack, transmitting 1d8+6 points of electrical damage through any direct physical contact with another creature. This attack can be combined with a physical attack for cumulative damage.

Night Hunter

This species, know as dragazhar, is named after the adventurer who first domesticated one, long ago. Nocturnal on the surface, it is active anytime in the gloom of the underworld. It eats carrion if it must, but usually hunts small beasts. Desperate dragazhar are known to attack livestock, drow, or humans.

Night hunters swoop down to bite prey (1d4), rake with their wing claws (1d2 each), and slash (1d6) or stab (3d4) with their dexterous, triangular-shaped, razor sharp tails. They stalk their prey, flying low and dodging behind hillocks, ridges, trees, or stalactites, to attack from ambush. They have infravision to a distance of 120 feet, but rarely surprise opponents, since they emit echoing, loon-like screams when excited.

Night hunter lairs usually contain over 30 creatures. They typically live in double-ended caves, or above ground in tall, dense woods. Night hunters do not tarry to eat where they feel endangered, so their lairs often contain treasure fallen from prey carried there. Night hunters roost head-down when sleeping. They are velvet in hue, even to their claws, and have violet, orange, or red eyes.

Sinister

These mysterious jet-black creatures most closely resemble manta rays. They have no distinct heads and necks, and their powerfully-muscled wings do not show the prominent finger



bones common to most bats. A natural ability of *levitation* allows them to hang motionless in midair. This unnerving appearance and behavior has earned them their dark name, but sinisters are not evil. Above ground, they prefer to hunt at night, when their 160'-range infravision is most effective. They eat carrion if no other food is available, and regularly devour flowers and seed pods of all sorts.

Sinisters are both resistant to magic and adept in its use. In addition to their pinpoint, precision *levitation*, they are surrounded at all times by a naturally-generated 5-foot-deep energy field akin to a *wall of force*. This field affords no protection against spells or melee attacks, but missile attacks are stopped utterly; normal missiles are turned away, and such effects as *magic missile* and *Melf's acid arrow* are absorbed harmlessly. In addition, all sinisters can cast one *hold monster* (as the spell) once per day. They usually save this for escaping from creatures more powerful than themselves, but may use it when hunting, if ravenous.

Curiously, though they are always silent (communicating only with others of its kind via 20-foot-range limited *telepathy*), sinisters love music-both vocal and instrumental. Many a bard making music at a wilderness campfire has found him or herself surrounded by a silent circle of floating sinisters. Unless they are directly attacked, the sinisters will not molest the bard in any way, but may follow the source of the music, gathering night after night to form a rather daunting audience.

Sinisters are usually encountered in small groups and are thought to have a long life span. Their social habits and mating rituals are unknown.

Bat, Abyss (Varrangoin)

	Lesser Types I-IV	Greater Types V-VI
CLIMATE/TERRAIN:	The Abyss	The Abyss
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Small groups	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-14)
TREASURE:	See below	See below
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1
ARMOR CLASS:	0	−3
MOVEMENT:	3, Fl 18 (C)	3, Fl 18 (C)
HIT DICE:	5+5	8+16
THAC0:	15	11
NO. OF ATTACKS:	3	4
DAMAGE/ATTACK:	1d4/1d4/1d6	1d6/1d6/1d10/1d8
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	35%
SIZE:	M (4-5′)	M (4-5′)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	2,000	6,000



Varrangoin, or abyss bats, are creatures native to the Abyss (as their name suggests). They appear as giant bats with the leather of their wings (wingspan is typically twice the body length) rotted and hanging away from their skeletal frames. They possess long, forked tails. The head of each varrangoin is a skull-like horror with red glowing eyes and sharp talons and teeth. The V-VI types have barbed tails that can be used for effective melee attacks.

The six identified types of abyss bat are physically indistinguishable, which makes countering their special attacks and defenses especially difficult. It is not certain that there are only six types of these horrors, although Oerth sages have only documented this number to date.

Lesser Varrangoin (Types I-IV)

Combat: All lesser varrangoin use two claw attacks and one bite. Each type of varrangoin also possesses its own unique special attacks and defenses.

Type I varrangoin can breathe a *cone of cold* (size as per an 11th-level wizard) for 5d8 points of damage three times per day. They are immune to cold-based spells and suffer half damage from electrical attacks.

Type II varrangoin can breathe a cloud of fire (10 yard diameter, range 30 yards) three times per day. Damage inflicted is 5d6 hit points. Type II creatures are immune to fire-based spells and suffer half damage from acid attacks.

Type III varrangoin can spit a bolt of lightning (5 feet wide by 60 feet long, three times per day, with damage 5d6 hit points). They are immune to electrical attacks and suffer half normal damage from cold-based attacks.

Type IV varrangoin can spit a glob of acid (5-foot radius, three times per day, maximum range of 30 yards, damage 5d6). They are immune to acid attacks and suffer half normal damage from fire attacks.

In addition, all Lesser Varrangoin are harmed only by silver or magical weapons. They are vulnerable to *light* and *continual light* spells, which inflict 2 hp damage on them per level of the spellcaster. They suffer −2 penalties to their hit rolls and saving throws if within the radius of either spell. A *sunray* spell (or a sunburst from a *wand of illumination*) inflicts 6d6hp of damage on a lesser varrangoin. Lesser varrangoin are allowed a magic resistance roll to negate such effects, but if this roll fails, they do not receive any saving throw against the effects of these spells. Note finally that they are allowed a saving throw against all breath weapons for half damage.

Habitat/Society: Lesser varrangoin flock in caves and caverns of the Abyss (and also Tarterus). They fear tanar'ri and more powerful denizens of the Outer Planes, avoiding them whenever possible. They are intelligent enough to recognize weaker denizens, such as manes and rutterkin, and will attack them in flocks. Within each small flock, there is no acknowledged leader, and social organization is very anarchic.

Ecology: Lesser varrangoin are primarily scavengers and opportunists, picking off the weak and enfeebled wherever they can. They are sometimes forced into service by one tanar'ri when it seeks to oppose another.

Treasure Note: Lesser varrangoin collect treasure that is "pretty"; a nest will contain 3d6 gems of random denomination and 1d4 items of jewelry. There is a 10% chance per varrangoin in the lair for a magical item, excluding any weapons, armor, or anything else too heavy for a varrangoin to carry in its beaked mouth (DM determination).

Greater Varrangoin

These creatures are far more formidable and dangerous than their lesser brethren (who they will kill and eat when it suits them). Greater varrangoin are solitary, baleful creatures.

Combat: The greater varrangoin have the claw/claw/bite routine of their lesser brethren, but they can also use their forked, barbed tails in combat. The two identified types have a variety of powerful special attacks and defenses.

Type V varrangoin are able to employ a controlled form of berserk attack once per day for one turn. They suffer a penalty of +2 to armor class during this time, but hit and damage rolls are improved by

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+2. When berserk, a Type V varrangoin is immune to all fear attacks and ignores all illusions automatically. The Type V can *dispel magic* at 14th level of magic use twice per day, and once per day it can cast a *symbol* of pain in midair. Type V varrangoin suffer half damage from all fire, cold, and electrical attacks, and are immune to any spells that directly and adversely affect their strength and physical abilities (*ray of enfeeblement, fumble,* etc.; a *prayer* spell or equivalent will not affect a varrangoin's hit and damage rolls). Type V varrangoin also have natural free action, and so cannot be affected by *web, slow, hold* spells and the like. Type V varrangoin cannot be *charmed.*

Type VI varrangoin are consummate masters of wizardry. They have the spell abilities of a 9th-level wizard in addition to their other spell-like abilities as documented below, and they save versus rods/staves/wands and spell as an 18th-level wizard. Once per day, one per round, they can cast each of the following: *dispel magic, flesh to stone, mirror image, polymorph other, polymorph self, project image, wizard eye.* Type VI varrangoin are immune to all spells of first through third levels. They have the ability to use magical items normally usable only by wizards (if this is physically possible—they can hold wands in their claws, but they cannot wear robes or cloaks, for example).

Habitat/Society: Greater varrangoin are solitary creatures lairing in isolated caves and pits in the Abyss. They are disdainful of other creatures, avoiding powerful tanar'ri and dealing with them as equals if they must. They regard other creatures simply as food sources.

Ecology: Greater varrangoin are dangerous predators, and least and lesser tanar'ri fear them greatly.

Treasure Note: Greater varrangoin have the following treasure within their lairs: 20% chance for 1d6x1,000gp, 1d2x1,000pp, 1d6 gems, 50% chance each for 1d6 magical items, minimum of one item.

Varrangoin on the Prime Material Plane

It is certain that Iuz has the ability to bring varrangoin, both lesser and greater, to his domain in some way. The existence of gates to the Abyss, in Dorakaa if not elsewhere also, is proven by the appearance of these infernal creatures in the central Flanaess. The nature of the bargain that Iuz strikes with these creatures is unknown; that some form of bargain must be involved with at least the greater varrangoin is certain.

Both types of varrangoin are used as guards in major cities and citadels, including castles, within Iuz's realm. Occasionally, one or more varrangoin will be used as a "fly-by" sight to cow and intimidate inhabitants. The use of a breath weapon from a lesser varrangoin is a typical element of such displays. Varrangoin are also used as remorseless trackers and hunters of those fleeing the wrath of Iuz.

Bat, Bonebat

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (unless a guardian)
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–8
ARMOR CLASS:	7
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Paralysis (1d6+2 rounds)
SPECIAL DEFENSES:	Never surprised, half damage from edged and piercing weapons, immune to paralysis, *charm*, *sleep* and *hold*
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6')
MORALE:	Special
XP VALUE:	975
Battlebat	1,400

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

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

Bonebats have a chilling bite that inflicts 2d4 hit points of damage upon all creatures except other undead, who suffer only its 1d3 points of physical damage. A bonebat's bite also paralyzes all living creatures except elves for 1d6+2 rounds, unless a successful saving throw vs. paralyzation is made. Bonebats themselves are immune to all forms of paralysis.

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

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

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

Habitat/Society: Bonebats are most frequently encountered in the lairs of their masters—ruins, caverns, tombs, or evil temples. They prefer darkness, but light does not harm them. Bonebats may be encountered anywhere if their creator sends them forth or is slain.

Requiring no food or water, bonebats are often shut into closets, coffins, or chests to serve as guardians, attacking thieves and other beings who open or enter their hiding place.



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

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

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

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

Battlebat

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

Battlebats are in all regards identical to bonebats except that they have one additional Hit Die, are Armor Class 8, have two or three additional attacks (typically 1d2 points of damage from claw rakes or 1d4+1 points of damage from sting jabs—either of these might be temporarily tipped with poison by the battlebat's controller). They fly at rate of 15 (Class D) and are turned as wights.

Climate/Terrain:	Elemental Plane of Fire
Frequency:	Common
Organization:	Pack
Activity Cycle:	Any
Diet:	Blood
Intelligence:	Semi- (2–4)
Treasure:	I
Alignment:	Neutral evil
No. Appearing:	10 + 1d10
Armor Class:	8
Movement:	6, Fl 21 (B)
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Heat, blood drain
Special Defenses:	Reform body, immune to fire, detect invisible, infravision 120′
Magic Resistance:	Nil
Size:	S (2′ long, 4′ wingspan)
Morale:	Average (8–10)
XP Value:	175

As if the concept of animentals wasn't interesting and strange enough, the intriguing little fire bats take things a step further. They've evolved. Fire bats are more than just bats made of fire – though to a casual observer, they probably appear to be just that, and nothing more.

First of all, they're surprisingly intelligent. They hunt in packs and fight with a cunning that no terrestrial bat could ever develop. Second, their form and nature distinguish them from both normal bats and pure elementals. The creatures appear relatively batlike but are 2 feet long with a 4-foot wingspan. They aren't comprised entirely of fire but have physical bodies that burn with a steady, super-hot flame. Red-tinged fire bat skin is leathery and tough, moreso than a normal bat's – even their thin wings are difficult to cut or pierce.

AH, MY PRETTY, IS THIS COLD-FLESHED ONE BOTHERING YOU?

— ARISHABAKAL, AN EFREETI, TO HIS FAVORITE FIRE BAT

Fire bat flight also differs from that of normal bats: They don't glide, but instead propel themselves with the heated gases expelled from their own flames. They can even fly through fire and magma. Unlike other bats, fire bats prefer well-lit areas to darkness, although they're able to see perfectly well in both (they have 120-foot infravision). Their enhanced sonarlike ability allows them to detect even invisible creatures and objects.

The most dramatic difference, however, between fire bats and normal bats is that the former are immortal. When reduced to 0 or fewer hit points, fire bats reform as small balls of flame elsewhere on the Elemental Plane of Fire, eventually regaining their original form. This is true even on their home plane, though few primes realize it. Seemingly nothing except certain spells can decrease the number of fire bats on the plane of Fire. Between this ability and their method of reproduction (see "Ecology," below), fire bats have the potential to someday engulf the entire plane.

Combat: In combat, a fire bat swoops down and bites its foes, draining blood and burning them at the same time (both the bite and the burn inflict 1d4 points of damage, for a total of 2d4 points per attack). A successful hit in combat indicates that the fire bat has latched onto its prey and does not need to make further attack rolls to inflict more damage. Each round it drains more blood and burns the victim further. (Victims immune to fire still suffer 1d4 points of damage from the bite and blood drain.) After three rounds of draining, the fire bat drops off its victim, sated with blood. If the victim dies before those three rounds are over, the fire bat attacks other victims in order to finish feeding.

A fire bat pack always divides up its attacks equally among a group of opponents. If 25% or more of the pack's attacking numbers have been reduced through casualties or by sated bats, the pack flees. But that doesn't mean that whatever prey is left is safe. After the bats recover from their losses, the pack returns and hounds its opponents, making further attacks until all have had their fill or until the prey is completely dead. Since sated bats produce more of their kind (see below), a greater number of beasts may return than were in the original pack.

Immersing a fire bat (even briefly) in 10 or more gallons of water extinguishes its flames. It takes a fire bat 10 rounds to reignite its flames. Without its flames, the bat cannot fly and inflicts only 1d4 points of damage.

As stated above, a "slain" fire bat simply reappears somewhere on the plane of Fire. To permanently destroy a fire bat, a body must cast *affect normal fires, dispel evil, dispel magic,* or *protection from fire* on the creature, and then kill it. Also, slaying an extinguished fire bat (by any means) has a 75% chance of permanently destroying the creature.

Habitat/Society: Fire bats have propagated to the point where the Elemental Plane of Fire is quite filled with them. The bats maintain a good relationship with fire elementals and frequent areas where these creatures are found. Fact is, they sometimes dwell *within* fire elementals and feed upon the creatures that the elementals consume. Sometimes, when a wizard or priest summons a fire elemental, the fire bats within it accompany the summoning. This is bad for the summoner, for while he has control over the elemental, the spell or device used most likely holds no sway over the unexpected fire bats.



Fire bats are enemies of salamanders, efreet, and many other creatures of flame, preying on them as they are in turn preyed upon. Nevertheless, they are occasionally encountered with such creatures, enslaved as guardians through magic common to the plane of Fire.

ECOLOGY: Fire bats gorged on blood reproduce by splitting into two distinct, adult individuals. This process takes about a day. Once it has reproduced, the bat cannot do so again for up to a year. During this time, the fire bat is only 50% as likely to attack and feed as those capable of reproduction.

The following is a report filed with Dimmar Hubes, Observation Corps, Inner Planes Division, Fraternity of Order, by Ela Verihaeth, Elemental Plane of Fire Operative:

"It has come to my attention that the creatures known by the classification 'bat, fire' are not simply animental creatures but a distinct species of elemental native. I have found no parallel yet on record from any of the other planes, although I am certain further research will reveal them [Verihaeth is an outspoken parallelist – dh].

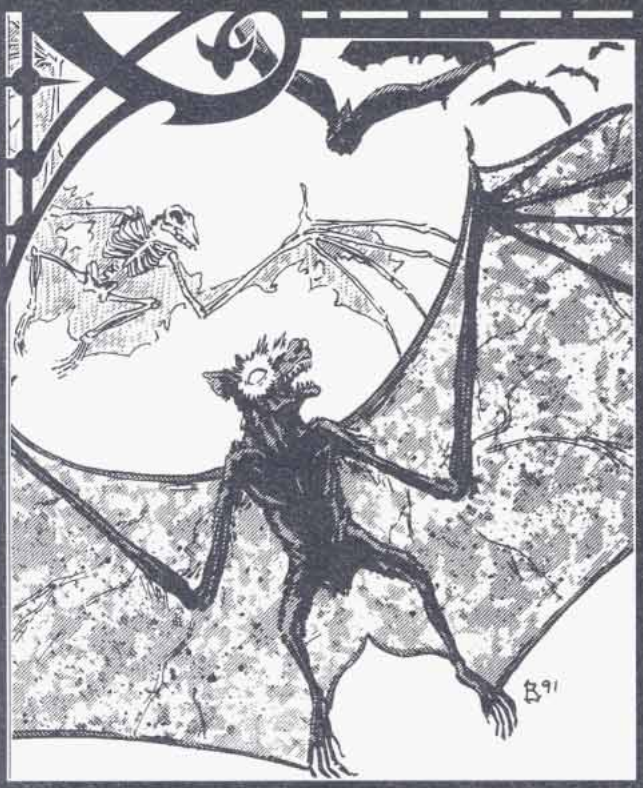
"Most alarming about my findings is the increasing number of these creatures. Through means unknown to me, fire bats are able to reform when their physical bodies are destroyed. Though this reformation occurs anywhere on the plane of Fire, this means that normal predation does not decrease the overall numbers of the beasts. Other natives of the plane of Fire seem to know this, though some still prey upon the fire bats and consume the ball of fire remaining when the creatures are 'slain.' Due to the relative ease of reproduction displayed by the creatures, it then becomes obvious that a threat exists to the overall balance of the ecosystem of Fire. The number of fire bats will only increase – and at a greater and greater rate. It has, if you will, mathematics on its side.

"It is my recommendation that the Intervention Corps – or some other capable force – make it a priority to decrease the fire bat numbers through magical means. Without such intercession, the fire bats will rise from their status as a mere nuisance to one day completely consume the entire plane."

The reply from Dimmar Hubes:

"Your report shows all the attention to detail that we have come to expect, yet all the alarmism of a new recruit. The Intervention Corps is designed only to protect the status quo of a plane or realm from outside interference. In this case, we are certain that there is nothing to worry about.

"Fire will take care of Fire."



	Sentinel	Skeletal
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	Carnivore	Nil
Intelligence:	Avg (8–10)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Special	Neutral
No. Appearing:	1	3–12
Armor Class:	6	5
Movement:	3, Fl 18 (C)	1, Fl 15 (C)
Hit Dice:	1	1–1
THAC0:	19	20
No. of Attacks:	1	1
Damage/Attack:	1d4	1d3
Special Attacks:	Powers of master	Nil
Special Defenses:	Powers of master	See below
Magic Resistance:	Nil	Nil
Size:	T (1')	T (1')
Morale:	Fearless (20)	Fearless (20)
XP Value:	65	65

Bats are more common in the dark realms of Ravenloft than they are anywhere else in the known universe. All of the traditional varieties of bat (common, large, giant, huge, mobat, and so forth) are represented in one domain or another, but two distinct species of bat are found only in Ravenloft.

Sentinel Bat

A sentinel bat is a strange form of bat that is drawn to powerful undead and serves them as familiars serve wizards. While they look much like common bats, being roughly the same size and coloration, they are often marked in some way by their masters. Thus, a sentinel bat that is serving a vampire whose family crest is a silver crown might develop a gray crown-shaped patch of fur.

The eyes of a sentinel bat are normally deep black, but when their master wishes to see through them, their eyes glow like pinpoints of fiery red light.

Through a series of clicks and ultrasonic whistles they are able to speak with and command other species of common (or even giant) bats. In this way, a single sentinel bat can provide its master with a vast intelligence network composed wholly of bats.

Combat: Sentinel bats are unusual enemies. They seldom engage in direct combat, preferring to flee any potentially dangerous situation. Often, they will call upon other bats in the area and command them to cover their escape. When they do attack, they will swoop down upon a victim and bite them, inflicting 1d4 points of damage per successful attack. In addition, they have the traditional powers of their masters available to them. Thus, a sentinel bat who is serving a wight has the ability to drain 1 level of life energy with each strike, is hit only by silver or +1 or better magical weapons, and is immune to *sleep*, *hold*, and *charm* spells. They never have the ability to create undead, however, so any creature slain by a sentinel bat serving a wight would not rise up as a wight itself. The life energy drain (if any) of a sentinel bat is less potent than that of its master, however; lost levels are regained at a rate of 1 per day or by the casting of a *remove curse* or *atonement* spell upon the victim.

Habitat/Society: Sentinel bats are to undead what familiars are to wizards. When any free-willed, intelligent undead creature in Ravenloft desires a companion, it can call upon the Mists to deliver to it a sentinel bat. Such a request can be made but once every decade, and only one bat serves an undead individual at any given time. The request for a bat must be made near a bat lair at midnight, on a night when the moon is full. During the next full moon, the undead creature returns to the lair and one of the bats, now transformed into a sentinel, will fly to join him. Thereafter the bat's master can look through the eyes of its pet whenever it desires and see what the bat sees. In all other regards, however, the link between the two creatures functions as if the two were linked by a *find familiar* spell. Because the death of a sentinel bat can result in the death of its master, these creatures are seldom sent into dangerous situations.

Ecology: Sentinel bats are normal creatures who have been empowered by the Mists of Ravenloft. Like their mundane kin, they have an acute natural sonar, keen eyesight, and subsist on a diet of insects and such.

The body of a sentinel bat has been used with great success in the creation of devices and potions intended to convey power over the undead.

Skeletal Bat

Skeletal bats are created by the use of an *animate dead* spell and are often associated with necromancers or evil priests. They are to bats what traditional skeletons are to humans—mindless animated remains.

Skeletal bats attack with their bony claws (inflicting 1 to 3 points of damage) and are often used as guardians by those who create them. In addition, they radiate an aura of fear that causes all creatures who view them to make a fear check. A bonus of +1 is allowed on the check for every 3 full Hit Dice that the victim has. Thus, a 5th-level character looking upon a skeletal bat is entitled to a +1 on his fear check.

Skeletal bats are nothing more than puppets who will obey simple instructions given to them by their creator. These cannot be overly long (two or three concepts is the most one of these monsters can understand) and must be very clearly worded. Because of this, their assigned tasks are usually quite simple.

The bones of skeletal bats can be used in the creation of bone golems (described elsewhere in this book).

Bat, Sporebat

CLIMATE/TERRAIN:	Temperate hills and plains
FREQUENCY:	Very rare
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average to Very (8–12)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	3, Fl 30 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6 each
SPECIAL ATTACKS:	Surprise, poison eye-blast
SPECIAL DEFENSES:	Alertness, immune to heat and fire
MAGIC RESISTANCE:	Nil
SIZE:	M (3' long, 8' wingspan)
MORALE:	Elite (14)
XP VALUE:	7,000



This fungoid predator, sometimes called a *flying eye*, is a deadly opponent when airborne, but is nearly helpless when on the ground. The creature is about 3 feet long, with a wingspan of more than double that. It has three powerful claws and a single, dark eye that emits poisonous blasts. Its flesh is a deep gray or flat black.

The thinking process of the sporebat is quite alien, nearly unfathomable to animal lifeforms. They possess no language that can be understood by humanoids, some sages believe their reactions in certain situations indicate an understanding of several human, demihuman, and humanoid languages. In addition, their hunting techniques indicate a cold intelligence.

Combat: The sporebat is extremely stealthy. It moves with complete silence, and its dark coloration allows it to blend into shadows, or to remain unnoticed against a night sky. The creature remains at the same temperature as its surroundings, so cannot be detected because of a temperature difference. In addition, the sporebat hides and lies in wait for victims, swooping quickly to attack when something comes into view. All this adds up to an impressive –6 to opponents' surprise rolls, as well as a –2 penalty to opponents' attack rolls in darkness. The sporebat is very alert itself and gains a +3 bonus to its surprise rolls.

Sporebats are fearless predators and might attack even a large and well-armed group. They often begin an attack using their devastating eye-blasts. A sporebat can project a poisonous ray from its eye, in a cone 50 yards long and 10 yards wide at the base. Any creature caught in this area takes 4d6 points of damage, though a successful saving throw vs. breath weapon reduces damage by half. The eye-blast must then recharge, a process that requires 1 round per 1d6 of damage; thus, if the sporebat recharges for 2 rounds, it can unleash a blast that causes 2d6 damage (a saving throw for half damage still applies). The sporebat usually waits until fully recharged before using the eye-blast again, unless severely injured. A *slow poison* spell doubles the amount of time needed for the creature to recharge its eye-blast; a *neutralize poison* (which requires the caster to touch the sporebat) destroys any stored potential for an eye-blast, but the creature begins recharging immediately thereafter.

While the sporebat waits for its eye-blast to recharge, it launches a series of swooping attacks, returning every other round from a different direction to claw at its opponents. When more than one sporebat is present, they take turns attacking, so that at least one sporebat attacks every round. Each of the sporebat's three vicious claw inflicts 2d6 damage on a successful strike.

The sporebat is immune to heat and fire-based attacks, as well as to the sporebat eye-blast.

After the sporebat has slain all opponents in view, it settles over its kills and uses its claws to slice them into very small pieces, then eats the juicy remains with its toothy mouth. During breeding season (in the late fall), a sporebat might instead plant spores in one of its kills.

Habitat/Society: Found in places that allow them space to fly, sporebats usually travel and hunt in "clutches," groups born from spores planted in the same carrion. They have no society that can be understood by humans. All attempts at using psionic methods or *ESP* spells to communicate with them yield only a series of strange and disturbing images, none comprehensible. Still, the creatures do seem to communicate with one another, perhaps telepathically, perhaps through the use of spores, perhaps by some other unknown method.

Sporebats seem to place great value on the companions in their clutch, often seeming to become enraged when a spore-mate is slain.

Sporebat reproduction requires that two sporebats release spores over the same recently-killed animal flesh at the same time. Several of the spores unite in the dead flesh, and 1d6 young sporebats grow within a day. A young sporebat is about a foot long, with a 3-foot wingspan; its attacks cause only half damage. A sporebat grows to adulthood in six months and can live for more than a century.

Ecology: Sporebats are dangerous predators that feed on all types of animals, including both herbivores and other predators. Carnivores find the taste of sporebat flesh revolting, though some herbivores feed happily on dead sporebats. The flesh of a sporebat is considered a delicacy by some human and humanoid cultures.

Batracine

CLIMATE/TERRAIN:	River
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVITY CYCLE:	Dusk, dawn
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	8
MOVEMENT:	6, Sw 12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Leap
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Unsteady (5Ð7)
XP VALUE:	175



Batracines live in the Dream River at the eastern edge of the kingdom of Renardy. These inoffensive creatures are often kept as pets. Unfortunately, they are also sometimes killed for their blood, which can be used to make magical potions.

A batracine possesses the body of a large frog, the head of a bulldog, and a short tail. Its front feet end in webbed paws similar to those on dogs, but the rear feet are the large webbed variety found on most frogs. Short, oily hair covers the entire body. Batracines are normally brown or gray, but occasionally black or silver ones appear.

These creatures average about two feet tall and weigh around fifty pounds. Their strong, pointed teeth are all the more fearsome due to their powerful jaws. Many of those who pose any kind of threat flee at the sound of their loud, deep barks.

The Red Curse: All batracines acquire the Leap Legacy upon reaching maturity. Though they possess a Legacy, batracines never become Afflicted and do not require *cinnabryl*.

Combat: Batracines usually attack only creatures small enough to be considered prey. However, if running in a pack, they might attack something larger and slower. A batracine's long, sticky tongue catches its prey and pulls it directly to its mouth. A few bites with their powerful teeth finish the job. If attacked by a larger creature or a determined small creature, batracines simply attempt to flee.

When hunting for food, a batracine's Legacy allows it to actually attack birds in the air. Batracines never wander too far from the river, and if threatened on land, will use Leap to reach the safety of the water.

Habitat/Society: Batracines live in the Dream River at the eastern edge of Renardy and are immune to the sleep effects of the amber lotus. They can be found both up and downstream from the Renardy waterlock at Cl‰teau-Roan.

Small forest animals are the usual prey of these creatures, which forage in areas along the river. Birds are their favorite meal, and batracines will strike at any which foolishly wander too close. Batracines never eat fish or other amphibians. Occasionally, when the food supply is low, batracines will gather in packs and roam a bit further from the river, looking for larger game.

Batracines dig out small dens in the side of the river bank or burrow in between the roots of large trees on the banks. They remain solitary unless in mating season, at which time they invite a single mate to share a den. The male is responsible for all hunting during this period, while the female guards the pups. Two to four pups can be expected in a single litter.

Batracine pups can be tamed and raised as loyal pets. They are a favorite of the lupins, who breed them for size, shape, and color. Pups are worth 5 gp each, and a trained batracine is worth 20 gp.

Ecology: Batracines occupy a solid place in the middle of the food chain. They do not venture far beyond the Dream River, however, unless taken as pets. These creatures are sometimes hunted for their blood, which can be made into a potion to negate the effects of sleep-inducing magic.

Though batracines are often plagued by the cardinal tick, they would foolishly rather eat the Sarag—n lyra bird than allow it to rid them of this infestation.

	Black	Brown	Cave	Polar
CLIMATE/TERRAIN:	Temperate land	Temperate land	Any land	Any cold
FREQUENCY:	Common	Uncommon	Uncommon	Rare
ORGANIZATION:	Family	Family	Family	Family
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2- 4)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-3	1-6	1-2	1-6
ARMOR CLASS:	7	6	6	6
MOVEMENT:	12	12	12	12, Sw 9
HIT DICE:	3+3	5+5	6+6	8+8
THAC0:	17	15	13	11
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-6/1-6/1-8	1- 8/1-8/1-12	1-10/1-10/2-12
SPECIAL ATTACKS:	Hug	Hug	Hug	Hug
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' + tall)	L (9' + tall)	H (12' + tall)	H (14' + tall)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	175	420	650	1,400

A rather common omnivorous mammal, bears tend to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.

Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far.

Combat: Although black bears are usually not aggressive, they are able fighters when pressed. If a black bear scores a paw hit with an 18 or better it also hugs for 2-8 (2d4) points of additional damage.

Habitat/Society: All bears have excellent senses of hearing and smell but rather poor eyesight. The size shown is an average for the variety and larger individuals will, of course, be correspondingly more powerful.

One common misconception people hold about bears is that they hibernate during the winter. In fact, they sleep most of the time, but their metabolism does not slow down, and they often wake up and leave their lairs during warm spells.

Bears live in small family groups. Female bears are very protective of their young, and more than one individual has been badly injured when taunting or playing with seemingly harmless bear cubs.

Ecology: All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat.

Bears are fairly intelligent animals that can be trained to perform in a variety of ways, particularly if captured as cubs. Bears can thus be found dancing in circuses or accompanying "mountain men" in the wilderness.

Brown Bear

The brown bear, of which the infamous grizzly is the most well known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.

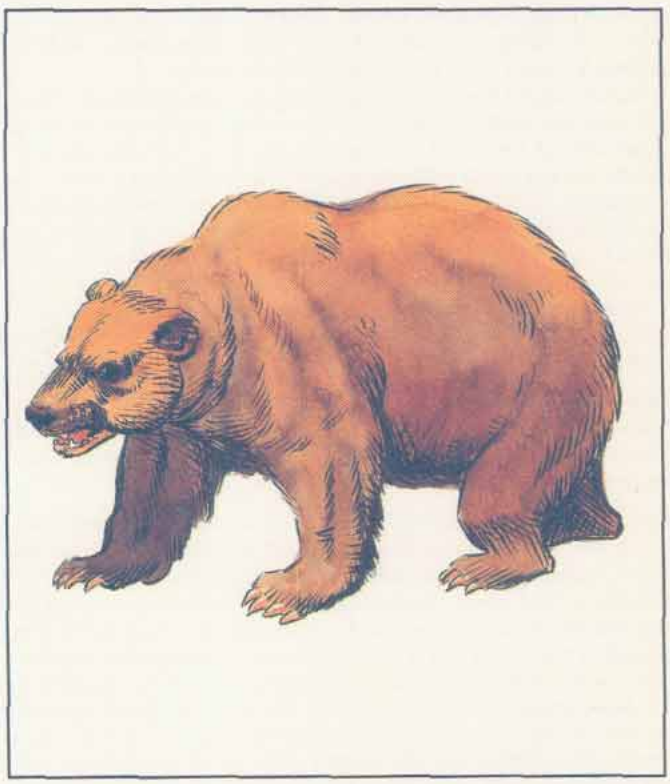
Brown bears are aggressive hunters. If a brown bear scores a paw hit with a roll of 18 or better it will also hug for 2-12 (2d6) points of additional damage. Brown bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Cave Bear

Cave bears are quite aggressive, willing to attack well-armed parties without provocation. If a cave bear scores a paw hit with an 18 or better it also hugs for 2-16 (2d8) points of additional damage. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Polar Bear

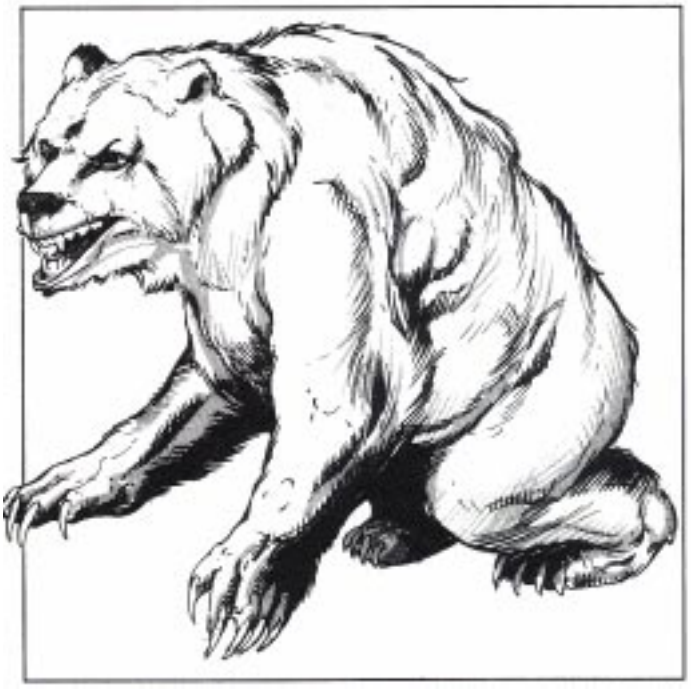
These powerful swimmers feed mostly on marine animals. A paw hit of 18 or better indicates a "hug", which inflicts 3-18 (3d6) points of additional damage. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -12 hit points, but beyond that they will die instantly.



Bear, Ice

CLIMATE/TERRAIN:	Arctic/Plain, hill, and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	12, Sw 3
HIT DICE:	6 + 2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	l-8/1-8/2-16
SPECIAL ATTACKS:	Hugs for 2-12
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Average (10)
XP VALUE:	975



Resembling a cross between a polar bear and a cave bear, the ice bear is a ferocious meat-eater inhabiting the southernmost regions of Krynn. It is the most intelligent of all bears.

A mature ice bear averages 12 feet in length and weighs nearly 1,500 pounds. Its coat of dense white fur keeps it warm and makes it difficult to see against a background of ice and snow. It has a huge head, long ears, and bright blue eyes. Thick pads on its feet enable it to walk on ice without slipping. Its lean body and powerful legs enable it to swim with relative ease.

Ice bears have no formal language, but can communicate simple ideas to each other by a system of grunts. Ice bears who have established relationships with other races are able to understand brief spoken phrases from them.

Combat: Irritable and aggressive, the ice bear is a fearsome opponent. The ice bear has excellent vision and hearing. Its sense of smell is so acute that it can sniff out prey up to 100 yards away. Because of its sharp senses, an ice bear gains a +5 bonus to its surprise roll when encountering victims

When attacking, the ice bear rears on its hind legs and lunges at its victim, striking with its forepaws and jaws. If the ice bear scores a paw hit with an 18 or better, it also hugs for an additional 2d6 points of damage. It continues to fight for 1d4 rounds after reaching 0 to -8 hit points. When reduced to -9 or fewer hit points, it dies immediately.

The ice bear is immune to all harmful effects of cold temperatures. It is similarly immune to *cone of cold* and all other cold-based spells.

Habitat/Society: Caves in icebergs serve as lairs for ice bears. Most ice bears live near arctic coastlines, but some live on small islands hundreds of miles from the mainland. Ice bears spend most of their waking hours swimming and fishing; their preferred hunting area is the edge of an ice floe where they can scoop passing fish out of the water. Ice bears seldom stray more than a few miles from their lairs.

Every winter, a female ice bear retires to her cave and gives birth to one or two cubs. Though not as dangerous as their parents, ice bear cubs older than six months are also formidable opponents (AC 7, HD 4, THAC0 17, Dmg 1d4/1d4/1d8, hugs for 1d6 points of damage). The cubs remain with their parents until they reach maturity (about seven years), then leave to establish lairs of their own.

The ice bear has an uncanny ability to track prey over snow and ice. If no new snow has fallen, an ice bear has a 100% chance of following a trail that is one day old or less. For each day (after the first) since the trail was made, this chance is reduced by 10%. The chance is reduced by an additional 10% for each inch of snow that has fallen on the trail. (For instance, if the trail is two days old and is covered by an inch of new snow, an ice bear's chance of following the trail is 80% .) A tracking roll is made once per day; if the roll is successful, the ice bear can follow the trail for the entire day. Otherwise, the trail is lost forever.

Ice bears have been known to establish cooperative relationships with members of other races, including minotaurs and humans. Most commonly, ice bears establish relationships with the thanoi (also known as walrus men). The ice bears track prey for the thanoi, who then slay the quarry and share the meat with the bears. When threatened, ice bears and thanoi unite to defend themselves against common enemies. To facilitate movement over ice and snow, the thanoi have designed special sleds that can be pulled by ice bear teams.

Though often associated with evil races, ice bears are not inherently evil themselves. Their memories are long, and they remain friendly to those who have helped them in the past, regardless of race or alignment. Characters who feed starving ice bears, free them from traps, or heal their wounds can find themselves befriended by those bears years or even decades later. Ice bears can help friends by serving as guides through hostile arctic terrain or by joining them as allies to fight off hostile creatures.

Ecology: The ice bear mainly eats fish and seals, but any type of prey that stumbles into its path is likely to be eaten as well. Ice bear pelts can be made into warm coats, gloves, and mufflers. Some races, especially evil- and neutral-aligned humans, value ice bear claws as jewelry; a finely crafted ice bear claw necklace can fetch as much as ten stl.

	Stahnk	Gholor
CLIMATE/ TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	G	G, H
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	6	6
MOVEMENT:	9, Sw 9	Nil
HIT DICE:	12+12	12+12
THAC0:	7	7
NO. OF ATTACKS:	3	3 or 1
DAMAGE/ATTACK:	3-9/3-9/3-24	3-9/3-9/3-24 or 3-18
SPECIAL ATTACKS:	Ensnare and fling	Acidic bite
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	20%	20%
SIZE:	H (20' long)	H (20' long)
MORALE:	Elite (14)	Elite (14)
XP VALUE:	8,000	8,000



The undead beast is a mindless killer of unknown origin, compelled to destroy the living. The most common variety of undead beast is called the stahnk.

The size of a small dragon, the stahnk's bones protrude from rotting flesh. It has a great horned head, and its ribs are bare and barbed, forming a nasty cage. It walks on all fours, but it can rear on its hind legs, balancing with its stubby tail, to bring its powerful forearms to bear.

Combat: The stahnk assaults anything that moves, attacking with its razor-sharp claws and horned head. Any victim struck by a claw must roll a successful saving throw vs. death magic or be flung for 1d20 additional points of damage. The beast can also charge its victims in an attempt to trample them (roll its normal attack roll). A trampled victim must roll a saving throw vs. death magic, suffering 1d8 points of damage if the roll succeeds and 3d8 points of damage if the roll fails. Additionally, a trampled victim who fails his saving throw vs. death magic must then roll a saving throw vs. wand. If he fails this saving throw, he is ensnared in the beast's rib cage and suffers 1d4 points of damage from the barbs each round the beast moves. An ensnared character can break free from the rib cage if the beast loses 50% of its hit points (a stahnk that has already lost half of its hit points cannot ensnare victims). Victims ensnared in the rib cage can continue to attack the beast, but they do so with a -3 penalty to both attack and damage rolls.

The stahnk can be turned by a priest as a special monster. It is unaffected by flame and suffers only minimum damage (1 point plus any applicable bonuses) from edged or pointed weapons. Blunt weapons, such as clubs and maces, affect the beast normally.

Habit/Society: The stahnk dwells in the most desolate regions world. It is almost always found alone, having long ago destroyed all other creatures in its immediate environment. Each stahnk claims an area of no more than a few acres as its domain. A stahnk never leaves its domain, and it kills all living creatures that trespass. Since stahnks destroy the bodies of their victims but leave the possessions untouched, they tend to accumulate sizeable treasure caches.

Ecology: Stahnks do not eat their victims, but instead crush and rend them into pulp. Powerful evil wizards occasionally use stahnks as guards.

Gholor

The gholor, also known as the feaster, is an undead beast with no hind legs or rib cage. It cannot make ensnaring, trampling, or flinging attacks. Instead, it attacks with two 20-foot-long bony hooked arms and its sharp teeth; its jaws secrete acid, causing an additional 1d8 points of acid damage with each successful bite.

Gholors live at the bottom of deep funnel-like depressions located in deserts, on ocean floors, or in similarly desolate areas. They cannot move from their funnels. Gholors radiate a magical pull within a 1d10-mile radius of their funnels, causing all victims in the area to feel a desire to travel to the funnel. For every hour a being is within this radius, it must roll a successful saving throw vs. spell or continue to move toward the funnel at its normal movement rate. When a victim reaches the funnel, it begins to slip inside; it slips to the center and into the arms of the waiting gholor in three rounds.

Anhkolox

About 10% of all undead beasts, including gholors, have enchanted bones that glow green. Such undead beasts are called anhkolox. These beasts are very hot: a character touching a glowing bone with his bare hands suffers 1 point of damage. If the beast is touched with any inflammable object, such as a wooden staff, the object bursts into flames.

An anhkolox can also attack with a breath weapon, an ice-cold cone of green fire seven feet long with a base diameter of 2½ feet, A victim struck by the green fire must roll a saving throw vs. spell. If he succeeds, he suffers 1d4 points of damage. If he tails, he suffers 2d4 points of damage and his bones throb inside his body for the next 1d6 turns; his AC is increased by +1 and all attack rolls suffer a -1 penalty during that period. These effects can be negated by *dispel magic* or a similar spell, though the PC still suffers the damage.

Beast of Chaos

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO.APPEARING:	1 or 1d6+1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/2d8/1d6/1d6
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	30%
SIZE:	S to H (3' to 15')
MORALE:	Average (10)
XP VALUE:	3,000
Flyer	4,000

"Beasts of chaos" appear when the Queen of Chaos focuses her attention on a world. She creates waves of entropy that flow over the land, transforming normal creatures into unnatural monsters. Most beasts of chaos are man-sized. If the transformed creature was tiny or small, its size increases one step. If the creature was large, huge, or gargantuan, its size decreases one step.

A beast of chaos looks like a bizarre parody of the original creature. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple, mottled with veins of brown and speckled with bits of its original color. A beast of chaos has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

Combat: Beasts of chaos attack with their claws or hooves, a bite, and their horns or tentacles. Their attack routines generally reflect that of their original forms, but they don't attack in a coordinated fashion.

All beasts of chaos are immune to *hold, slow, haste, fear,* and all forms of magical confusion (including the *chaos* spell).

Beasts of chaos have superior senses of smell and hearing but tend to be nearsighted and colorblind. Bright light hurts their beady eyes and enrages them, giving them a +2 bonus to initiative and attacks. Bright light includes sunlight (not common in chaos-twisted landscapes), *continual light* spells, and magical flashes such as *sunburst* or *dazzle*. If a light effect is continuous, a beast of chaos is enraged for as long as it remains in the area of effect. If the light effect is an instantaneous burst, the beast is enraged for 1d4+2 rounds.

An artifact, the *Rod of Seven Parts,* can reverse the process that transformed the creature. An individual with the *Rod* can accomplish the feat on a roll of 5 or less on 1d20. Add the character's magical defense adjustment from Wisdom to the base score. For example, a character with a Wisdom of 18 must roll a 9 or less. For each segment that has been added to the *Rod,* the character adds one to the score. If the character in the example had all seven segments joined, his score would be 15. If the roll succeeds, all beasts of chaos within range revert to their normal forms. The range is 5 yards per segment of the *Rod,* 35 yards in the example.

A beast of chaos that is shifted back to its normal form pauses for one round. The next round it flees at its maximum rate until the *Rod* bearer is out of sight. The retransformation is permanent.



Habitat/Society: Beasts of chaos tend to cling to whatever basic form of organization they had. Members of a beast of chaos pack tend to stick together out more out of habit than anything else.

Beasts of chaos roam aimlessly, having no fixed territories; when possible, they seek out terrain that is similar to their original homes. Because the terrain often changes along with the beasts, the creatures may have to wander a long time before they find an area to their liking.

Ecology: Beasts of chaos can be formed from any creature with an intelligence of at least animal (1), but no higher than semi-intelligent (2–4). No creature with 14 or more hit dice can become a beast of chaos, no matter what its intelligence is. A creature is allowed a saving throw vs. spell to resist the transformation.

Beasts of chaos are sterile, and they concern themselves mainly with eating. A landscape populated by beasts of chaos eventually becomes desolate as the beasts age and die. A beast of chaos usually survives only four or five years, though they can live much longer than that if protected from mishaps and predators. As it is, beasts of chaos tend to survive just long enough to kill all the large game in the area, disrupting the natural food chain entirely.

Beasts of chaos produce nothing useful. Their tough hides quickly rot when the beasts are killed. Attempts to tan their skins simply destroy the rotten hides. Likewise, their teeth, bones, and horns become as soft and brittle as unbaked clay when the beasts die; they are useful neither as tools nor containers. Their meat is foul and toxic. Even a single mouthful requires the creature consuming their flesh to make a saving throw vs. poison. If the saving throw is successful, the creature suffers 1d10 points of damage after an onset time of 1d4 rounds. If the saving throw fails, the creature suffers 2d10 points of damage reach round for 2d6 rounds. Creatures that are immune to poison can feast on beast of chaos flesh, and spyder-fiends consider it a delicacy. A *neutralize poison* spell applied before the toxin takes effect prevents damage, but each mouthful requires a new saving throw.

—*From* Rod of Seven Parts, #1145

CLIMATE/TERRAIN:	Tropical and subtropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K, Q
ALIGNMENT:	Neutral (good)
NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (1-8 usually)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	80%
SIZE:	M (5' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



Beastmen resemble short, slender humans, except for the fine layer of dark green or olive colored fur that covers their bodies. Underneath this is an inner coat of coarse black fur. As a beastman moves about, his body instinctively causes portions of the black fur to become erect, like the hair on a cat's back when it is frightened. By so doing, the beastman creates a pattern of stripes or spots that enables him to blend in with the hues and shadows of the forest around him. Because of this unique ability, beastmen seldom wear clothing or ornamentation of any sort.

The beastman language is very intricate, involving spoken elements, hand and body gestures, and changes in the patterns on the speaker's fur. While other races can learn the spoken and gestural portions of the language, they are unable to reproduce the color changes. Thus outsiders can speak in only the simplest terms.

Combat: The beastman's unusual ability to camouflage himself in the forest makes him a dangerous hunter or adversary. When he chooses to remain undetected, a beastman can hide in shadows with a 90% chance of success. This ability works only in places where the beastman's dark green and black coloration blends with the foliage. When he attacks an opponent who is not aware of his presence, the opponent suffers a -6 penalty to his surprise roll.

Although beastmen generally seek to avoid combat (or even contact) with outsiders, they certainly defend themselves and their tribes. When they engage in combat, their ability to camouflage themselves and their natural magic resistance make them dangerous opponents. In combat, beastmen employ a variety of spears, stone axes or knives, bolas, and blowguns. They create a special toxin for use in their blow gun darts—a weak form of class F poison (those who fail their saving throws vs. poison die in 2d4 rounds). Although just as lethal as other class F poisons, all saving throws made to resist its effects gain a +4 bonus.

Sometimes beastmen take opponents prisoner rather than kill them. In these cases, a large, weighted net woven from vines and creepers is dropped from above. Prisoners taken with such a net are often stripped of all possessions and then released far from the tribe. If, however, they are judged to be a threat even after this is done, they are put to a painless death.

Habitat/Society: Each beastman tribe consists of between 40 and 60 individuals, though most encounters occur with hunting parties of 1d6+4 individuals. Each tribe is lead by a chief who is not elected or appointed, but simply adopts the leadership roll as needed. A tribe's chief varies from one day to the next, as the situation warrants. For example, if the tribe is at war, the chief is the best warrior. In cases where one or more individuals are suited to the task, a competition of some sort decides the leader. It is not considered an honor to be the chief of the tribe, it is just a duty that many are called upon to carry out from time to time. Likewise, there is no shame in never being a chief, or in losing a competition for the leadership spot.

Beastman culture does not discriminate against either sex. The only exception to this rule are pregnant women who, because of their importance to the future of the tribe, are treated with reverence and excused from all heavy activity. Young are raised by the community as a whole. Ten percent of any tribe are young (10%-80% mature).

Beastmen live in houses woven from the living branches of the forest's treetops. Each such shelter provides a home for 1d4 + 2 adults of mixed gender who have a form of group marriage. In addition, there may be one or two children in the house.

Beastmen do not believe in magic, ghosts, spirits, or the supernatural. If they cannot see, hear, or touch something, then it does not exist. There are many who say that this is because of the beastmen's innate magic resistance. On the other hand, there are those who feel that the reverse is true; that this disbelief grants the beastmen their immunity to spells.

Ecology: Beastmen are skillful hunters, well adapted to survival in their forests. They are hunted by only the most cunning and powerful creatures. Although they are omnivores and gather fruits and nuts to eat, they practice no form of agriculture.

Beastmen have little that other cultures consider worth trading for. As their culture is self-sustaining, they have no need of or desire for outside trade.

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–5
Movement:	9, Wb 18
Hit Dice:	12
THAC0:	9
No. of Attacks:	3
Damage/Attack:	2d4/2d4/2d6
Special Attacks:	Armor destruction, poison
Special Defenses:	Webs, protection magic, +2 weapons to hit
Magic Resistance:	50%
Size:	H (15 feet long)
Morale:	Champion (15–16)
XP Value:	13,000

Also known as "creepers of the Abyss" and "barbed horrors," bebiliths are huge arachnids that roam the Abyss, preying on the tanar'ri.

The alchemist Brahmadatta of Ind labored long and hard to create a magical net that could hold any being. Through the use of forbidden magics he travelled to the tortured plains of the Abyss to gather the spinnerets of a bebilith. Brahmadatta wrote of his experiences to Vimalanda Rey, who records the letter in *Magic and Mystery of Ind*:

"For two months, or so it seemed (since time itself knows naught of Law in the Abyss), I tracked the bebilith. I wished to find its secret. Great beings passed it by, some even seeming to do it homage. Only once did it come upon another of its kind. As they passed by one another, my mind filled with an eerie song:

"'Long we live and long we weave
Till we have filled this space.
Then, as before, we will leave
To hunt another place.
Our task ends when the weak are gone.
Then fill new spaces with our spawn!'

"Soon afterward, I was able to drug the bebilith and cut off three spinnerets. I brought these back to our world, where I am close to making the perfect net."

Vimalanda goes on to record that three months after hearing the tale of Brahmadatta, he decided to pay a visit on his old friend. The city in which Brahmadatta had lived was laid waste. Webbing covering its burned and crushed ruins. As Vimalanda began cutting through the web, he thought he could sense the spirits of the city dwellers flying free from the sticky strands. He cleared the land, but nothing grows there to this day.

Cruel, unwavering harbingers of death and torture, bebiliths are hideous, misshapen spiders with hard, chitinous shells. Their two forelegs each end in a brutal barb, and their mouths are filled with fangs that drip poisonous liquid.

Bebiliths can apparently speak to each other through mind contact. They cannot communicate otherwise.

Combat: These spiderlike creatures are never surprised and are immune to attacks from nonmagical weapons and magical weapons of less than +3 enchantment. They are always surrounded by a *protection from good* spell they can reverse at will.

Bebiliths viciously attack anything they see, without mercy. Their sharp forelegs cause 1d6 points of damage each, and a foreleg hit may also ruin the target's armor or shield. For each hit, roll ld6: 1–2, the shield (if any) may be ruined; 3–6, the armor (if any) may be ruined. Nonmagical armor and shields are ruined 40% of the time. Magical armor and shields modify this by –10% per plus of the magical enchantment. Ruined armor or shields no longer improve the target's Armor Class and cannot be repaired for less than their gold piece values. Magical enchantments are lost, regardless of repair. If the target wears neither armor nor shields, foreleg attacks from a bebilith do normal damage.

A bebilith can also bite (1d12 points of damage and poison; successfully save vs. poison with a –2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed* within one turn of death, the corpse bursts into flames and disintegrates.

Four times per day, a bebilith can shoot a powerful web substance from its spinner. This web covers 8,000 cubic feet (a 20-foot cube, or any other shape the bebilith desires). The web must begin adjacent to the creature and reach no more than 60 feet away. The web acts like a *web* spell, except that it is permanent. Also, fire is only 25% likely per round of contact to burn the web.

If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Habitat/Society: Bebiliths prey on, or by some accounts punish, the tanar'ri of the Abyss. They seem to select, by unknown means, certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. Of equal mystery is the precise way a tanar'ri, one of the cruelest and most chaotic creatures in existence, incurs the wrath of these assassins.

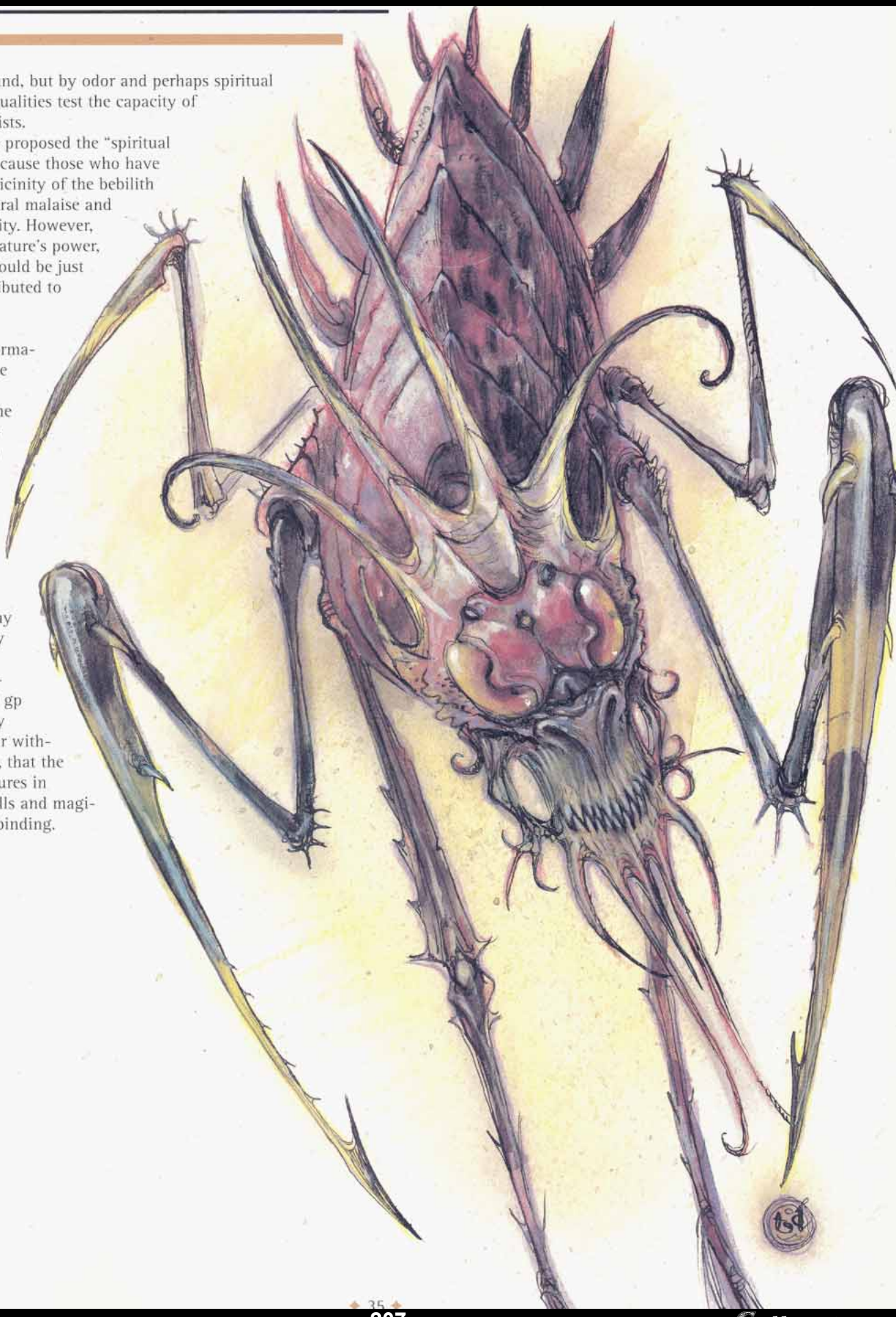
Although creatures roam the Abyss that could destroy a bebilith as a matter of course, nothing ever does. The bebiliths have developed an uncanny mystique, and among the denizens of the Abyss, destroying one is taboo. Some visitors to the Abyss report constructive use of this taboo, such as by entering a bebilith's vicinity to escape pursuing tanar'ri. Of course, the clever escapees then must escape the bebilith. Conjuring an illusory bebilith would seem a natural idea for the resourceful traveller, but recorded accounts show mixed results. Apparently the tanar'ri recognize bebiliths not only by

sight and sound, but by odor and perhaps spiritual aura. These qualities test the capacity of most illusionists.

Scholars proposed the "spiritual aura" idea because those who have been in the vicinity of the bebilith report a general malaise and sense of futility. However, given the creature's power, this feeling could be just as easily attributed to sheer terror.

Ecology: Information about the bebilith has surfaced at the cost of many lives, for few who see a "creeper of the Abyss" live to tell the tale.

Mages and alchemists pay extraordinary prices for bebilith spinnerets (2,000 gp and up). They believe, so far without evidence, that the spinneret figures in powerful spells and magical items of binding.



Beetle, Agony

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Pain/psionic drain
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	3, Fl 6, Jp 3
HIT DICE:	1 + 5
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1
SPECIAL ATTACKS:	Spinal tap, psionic drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1″)
MORALE:	Irregular (7)
LEVEL/XP VALUE:	270

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/1/3	–/M-	15	30

Telepathy – *Sciences:* mindlink; *Devotions:* contact, mind blank.
Metapsionics – *Sciences:* —; *Devotions:* cannibalize other (special ability, no cost), psionic drain (no cost during spinal tap).

This harmless looking, black scarab beetle psionically lives off the pain and agony of its victims, hence its name.

The agony beetle has a hard, black-veined, chitinous shell that is marked by dark, transverse lines. The shell protects a pair of wings. Six hooked legs are used by the beetle to attach itself to the skin of humanoid or beast. An elongated snout contains a retractable tendril. The agony beetle uses a pair of stubby antennae to sense vibrations as it does not have eyes.

Combat: An agony beetle can only attack creatures that are man-sized or smaller. When an agony beetle attempts or is forced to come in contact with a victim, a secret Intelligence check is rolled. If the roll is less than the character's Intelligence, the player feels something crawling on him; failure means the creature goes unnoticed. If the players are asleep, magically held, in the midst of melee, or engaged in any other action that involves intense concentration (i.e., spellcasting, psionics, etc.), there is no roll as the agony beetle automatically goes unnoticed. When the agony beetle locates the victim's spinal column, a bile-coated tendril emerges from the beetle's snout (agony beetles do not attack invertebrates). The bile anesthetizes the skin so the victim does not feel the tendril enter. The agony beetle attacks its unknowing victim until the tendril penetrates the skin (a successful attack roll; the agony beetle ignores any armor it is beneath). Once inside the skin, the tendril is inserted into the spine. The victim is suddenly racked with excruciating pain, so



intense that the victim can do nothing else but writhe and scream in agony. During this time the beetle psionically absorbs and stores the energy released by the victim. The innate psionic ability cannibalize other is unique to this beetle. It converts the victim's Constitution to PSPs that the beetle absorbs by using psychic drain. The beetle can only convert Constitution and can only feed on pain. The beetle will remain attached even after fully sated, basking in the flow of energy until the victim dies. The beetle cannot be removed by the victim; only another creature may free the individual of the beetle's deadly attachment. If the victim is alone, he will surely die. The beetle drains one Constitution point per round, converting it to 10 PSPs. A victim dies when its Constitution is reduced to zero. For creatures without a Constitution score, it will die in 1d12 + 5 rounds.

Habitat/Society: Although the beetle's primary locomotion is crawling, the creature's small wings allow short distance flight (up to 6'). The six folded, hooked legs also enable the creature to jump 3' vertically. Agony beetles tend to live near water sources where they hope to encounter prey. A pain-devouring creature, the agony beetle never ingests solid food for sustenance, only an occasional sip of water. They will not hesitate to attack members of their own species, but are often no match for other insects more evolved for combat.

Ecology: Old stories claim that agony beetles originally escaped from a sorcerer-king's torture chamber. It is more likely that they were (and are) drawn there for obvious reasons. They are not edible and serve only the darkest needs. Halflings sometimes use the beetles in slings and throw them into trespassers' clothing; it shortens the hunt without harming the meal.

Beetle, Aratha (Killer Beetle)

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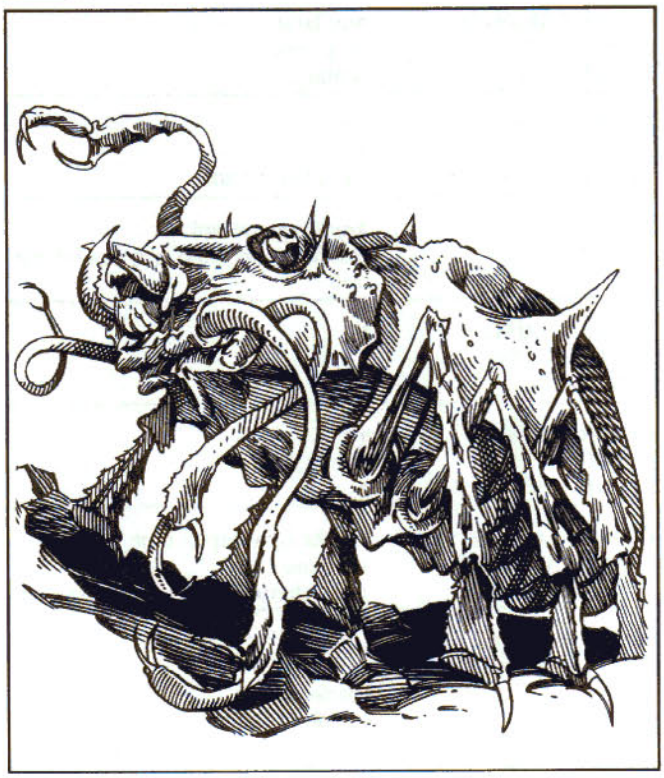
CLIMATE/TERRAIN:	Sub-tropical and temperate/non-mountainous land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	11
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d10/1d10/1d10/1d10
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Elite (16)
XP VALUE:	6,000



The aratha, or "killer beetle," was once common in the Realms, but is so dangerous to all civilized races that it has been hunted to near-extinction. Arathas live on the flesh of creatures they locate by thought and scent (they especially prize the flesh of halflings, owlbears, and brain moles), and roam the wilderlands of the Realms, keeping to areas where they can find cover, and avoiding heavily populated areas. They are tireless hunters who will eat any meat in a pinch, and are greatly feared by rural folk for their toughness and abilities.

An aratha has a large, purple-to-brown carapace with upswept horns or points, four long, flexible, clawed tentacles, and six hairy legs. It can reach in any direction (including behind itself) with great speed, and usually lumbers along in near-silence, making only occasional clicking sounds. Arathas have powerful psionic powers.

Combat: Arathas habitually use their psionics to avoid powerful foes (or assault them, if cornered), to locate and stalk victims, and to strike when prey is disoriented, upset, or weak. Killer beetles grasp and hold prey by means of their clawed tentacles, which can lash out 20′, but retract to 8′ when not needed. Each tentacle ends in a pincerlike claw that can close with bone-crushing strength. An aratha does not bite opponents, but merely chews flesh torn from prey by its tentacles.

Arathas are immune to petrification magic and all heat-related damage, due to a peculiar metabolism. An aratha sees by means of primitive light- and movement/vibration-sensitive organs on its belly and back, as well as with two eye clusters at the front of its carapace. Its grinding, iris-like mouth is located at the front underside of its chitin-armored body.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	3/1/7	PsC,MT,PB/All	13	202

Arathas only have:

Psychokinesis—*Devotions:* molecular agitation.

Psychometabolism—*Devotions:* body equilibrium, suspend animation.

Telepathy—*Sciences:* psychic crush. *Devotions:* attraction, empathy, mind thrust, psionic blast.

Habitat/Society: Arathas are solitary, bisexual, wandering hunters. Wherever they go, they scout out likely food, foes, and hiding-places before they begin to hunt.

When an aratha grows old and weak, it seeks out a powerful enemy and attacks, seeking to die in battle. Arathas mate once in life; 2-4 months after mating, one of the partners bears 1-3 live young, dying in the birth (the young then devour their parent as their first meal).

Ecology: Few creatures other than scavengers eat arathas; their flesh has a strong vinegar-like taste. After death, an aratha's carapace softens and rots, but the claws can be salvaged and fashioned into nearly unbreakable arrow and spear points that keep their sharpness well.

	Deathwatch	Slicer	Stink
CLIMATE/TERRAIN:	Temperate forest	Temperate forest	Temperate forest
FREQUENCY:	Very rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non– (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1–3	1-3
ARMOR CLASS:	3	3	5
MOVEMENT:	12	6	3
HIT DICE:	9	6	3+1
THAC0:	11	15	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4	2d8	1d6
SPECIAL ATTACKS:	Death rattle	Dismemberment	Stink
SPECIAL DEFENSES:	Camouflage	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5′ long)	S (3′ long)	S (3′ long)
MORALE:	Elite (13–14)	Elite (13–14)	Steady (11–12)
XP VALUE:	2,000	420	120

Death Watch Beetle
Death watch beetles are jet black in color, except for a single patch of white (on the back of their carapaces) that resembles a human skull.

Combat: The death watch beetle is feared more than any other giant beetle for two reasons. The first is its cunning ability to disguise itself. When a death watch beetle finds a place to hunt, it gathers items from the area (mainly earth, fallen branches, and the like). As it acquires these things, it uses a natural form of cement created with its saliva and soil to affix them to its back. When it finishes this process, it is well camouflaged and can lie in wait for hours until prey passes near. When the death watch beetle makes its attack, its opponents suffer a –2 penalty to their surprise rolls.

Far more deadly than the death watch beetle's ability to surprise its foes, however, is its *death rattle* (a deadly sonic vibration). When the creature is in combat, it vibrates its carapace very rapidly, setting up an unusual clicking sound that resembles a gong. Victims are unlikely (only a 10% chance) to locate the beetle by this sound alone. This noise is very destructive at close range. One round after the beetle begins to make its rattle, anyone within 30 feet must roll a successful saving throw vs. death magic or be instantly slain. Those who succeed suffer 5d4 points of damage, as well as muscle pains and tingling sensations in their limbs for several hours after the battle. The creation of the death rattle is very tiring to the creature. requiring it to rest for 1d4+1 hours before it can produce the horrible noise again.

Habitat/Society: The death watch beetle is a solitary creature that lives in the temperate woodlands of the world. It does not particularly enjoy wetlands, but can be found there on occasion. Overall, the death watch beetle lives a nomadic life. It stops in one location only long enough to hunt and then moves on. In fact, the beetle will abandon a selected hunting location after 4d4 hours if there is no sign of prey in the area.

Ecology: While other beetles fulfill many roles in the natural system, the death watch beetle is first and foremost a powerful hunter. It is high on the food chain, as few animals or monsters are capable of engaging it in combat with any hope of victory.

The wings of the death watch beetle are highly valued by skilled armorers, who can fashion them into very effective shields. If an expert armorer is provided with both of a death watch beetle's wings, he can manufacture the equivalent of a *body shield +1* (although it is not actually enchanted).

Slicer Beetle
Slicer beetles are distant relatives of death watch beetles. Over the course of time, they have lost all traces of their wings and now look much like six–legged centipedes. Their bodies have developed a hardened exoskeleton that is more than adequate protection in combat. Otherwise, the slicer beetle is quite similar in many respects to the stag beetle (see the *Monstrous Manual*). It is generally black or very dark gray in color. The slicer beetle's hearing and eyesight are poor, but it will attack anything it identifies as prey, or anything that attacks it.

Combat: The mandibles of the slicer beetle are highly dangerous because of their powerful muscles and keen edges. When in combat, any natural attack roll of 19 or 20 indicates that the slicer beetle has nipped off an adversary's limb.

If the slicer beetle is engaged in any combat that seems to be going against it, the creature will grab up any limbs it has managed to sever and hurry away, hoping to evade its attackers.

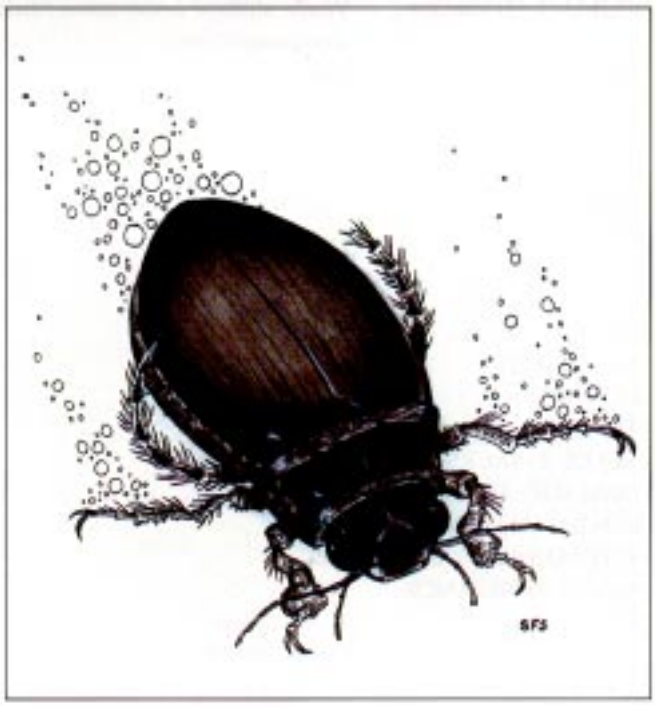
Habitat/Society: The slicer beetle's lair contains many bones and 1–6 types of normal weaponry. The lair is 25% likely to have one or more magical weapons and 10% likely to have magical boots. It may also have such sliceable items as gauntlets and rings. Items normally found in pairs, such as gauntlets and boots, are only 5% likely to be an intact set; other apparently matched pairs will test normally but have unpredictable results at awkward times: a *gauntlet of dexterity* may attempt picking pockets with a 50% success chance, a *boot of elvenkind* might go up on tip-toe, and so on.

Ecology: Like the stag beetle, the slicer beetle will often raid cultivated lands. However, instead of stripping wood and grain, the slicer beetle seeks the flesh of livestock, peasants, and any other creature unfortunate enough to get in its way.

Stink Beetle
The stink beetle is a dead ringer for the slicer beetle in appearance and behavior. However, its exoskeleton is not as hard, and it has no deadly special attack. When slain, the stink beetle discharges a noxious fluid from between its mandibles, soaking anything in front of it within 10 feet. The stench is awful, but harmless, though it doubles the chance of attracting other predators until it wears off—about 8 hours. This time can be reduced to as little as 1 hour if vigorous cleansing activity or cleansing magic of up to 3rd level is employed. For example, a wizard using *cantrip* for a full hour could completely scrub the stench from an affected comrade.

Beetle, Diving, Giant

	Larva	Adult
CLIMATE/TERRAIN:	-Freshwater ponds and lakes—	
FREQUENCY:	Rare	Common
ORGANIZATION	solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non-(O)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-12	1-6
ARMOR CLASS:	5	2
MOVEMENT:	6,Swim6	6, Swim 15, Fly 9 (C)
HIT DICE:	2	4
THAC0:	19	17
NO. OF ATTACKS	1	1
DAMAGE/ATTACK:	1-8	1-4
SPECIAL ATTACKS	Acid	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4′ long)	M (5′-6′ long)
MORALE	Champ. (15-16)	Avg. (8-10)
Xl′ VALUE:	120	175



Giant diving beetles have three stages of development: larva, pupa, and adult. Giant diving beetle larvae look little like beetles. The body is long and thin with enormous mandibles. Coloration is always light: they are translucent when they hatch and gradually become light yellow or orange. Pupae are white and fat but rarely seen; hence, no statistics are provided. The adult form looks much like a standard beetle, with a hard greenish-black outer shell that looks green underwater. Their hind legs are very long and thick, with paddle-like extremities.

Combat: Giant diving beetle larvae are often called "water tigers," both for their coloration and their ferocity. They remain motionless against a clump of reeds or other plant stalks, then pounce upon any prey that comes near. Their mandibles inflict 1-8 hp damage and inject an acidic substance that liquifies the prey's body. Victims of a giant diving beetle larva's bite must save vs. poison or suffer an additional 1-6 hp damage. Once a larva has a victim in its mandibles, it hangs on until the prey dies or makes a successful bend bars roll. Each round in the mandibles, the victim suffers both bite and poison damage.

Adult giant diving beetles, on the other hand, are scavengers. If attacked, they bite with their mandibles, but these are much smaller than those of the larval form and cause only 1-4 hp damage. Adults have no acidic poison attack.

Habitat/Society: Giant diving beetles are solitary creatures, coming together only to mate. Mating occurs in water during the springtime. The male beetle has suction disks on his front legs to keep him attached to the female's slippery shell. The female lays the eggs near water plants. (Some bite small holes in plant stems and deposit the eggs there.) After three weeks, the eggs hatch into larvae.

In its larval stage, the giant diving beetle is ferocious. Larvae devour up to 30 victims a day-usually snails, small fish, and worms. Over the next several months, they molt three or four times. This is always done in shallow water, where access to air is easy. (Both larvae and adults breath by trapping air in their bodies, and in each case they need only stick the hindmost tip of their abdomens above the surface of the water to replenish their air supply.)

In late summer or early fall, the larva digs a burrow for itself underwater, fills it with air bubbles it brings from the surface, and seals itself in. Safe in its earth-cocoon, it pupates-growing into a fat, white, grub-like creature with legs. The pupa is an intermediate form, for soon after it metamorphosizes again, this time into its adult form. At that point it leaves its burrow and rejoins the aquatic environment.

The adult form is sleek and smooth, allowing the creature to glide effortlessly through the water. Its oversized rear legs have paddle-like ends, and it darts through the water quickly by "rowing" its rear legs simultaneously.

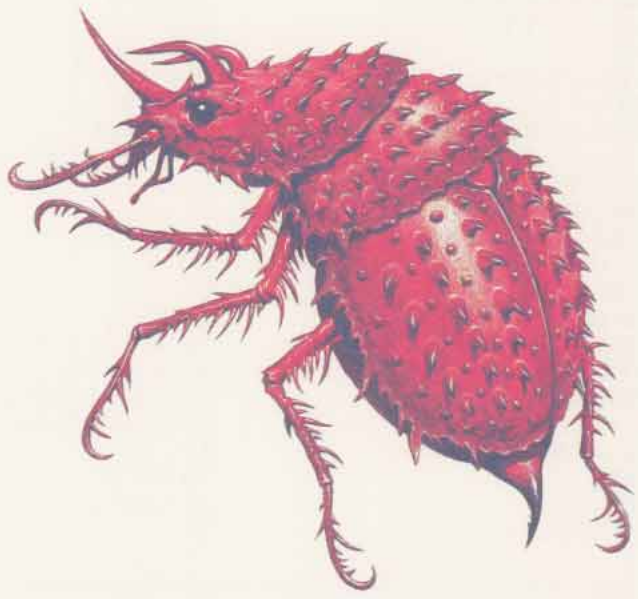
Giant diving beetles, as adults, have fully-functioning wings, protected by the hard wing-cases that form its shell. With these, the creature can fly from pond to pond or lake to lake, searching for new food sources or spawning grounds.

Ecology: Adult giant diving beetles are scavengers, attracted to dead and decaying flesh. Although they are solitary, several beetles might join to share in a large food source.

The shells of giant diving beetles, when ground into a fine powder, are often used in the magical inks used to transcribe the spells *water breathing* and *airy water.* Venom glands from the larval form can be used as an alternate material component for *Melf's acid arrow* spells, although the acid produced by the spell never lasts for more than two rounds in such instances.

Beetle, Dragon

CLIMATE/TERRAIN:	Desert, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil (B)
ALIGNMENT:	Neutral
NO. APPEARING:	2–16
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1' long)
MORALE:	Unsteady (5–7)
XP VALUE:	65



Measuring about 1 foot long, dragon beetles are dark crimson in color with black-trimmed shells. They have three horns, spiked shells, and vicious-looking stingers.

Unlike other types of beetles, dragon beetles do not have wings. They are basically unintelligent, and do not see or hear very well. They rely on taste and touch to interact with the world around them.

Dragon beetles seem to communicate among themselves by touch and a small variety of sounds, but they have no capacity for understanding or communicating with intelligent creatures. When threatened, they produce a raspy, hissing sound.

Combat: Dragon beetles have two attack forms. The primary attack is a bite that delivers 1d4 points of damage via strong mandibles. The second attack is a stinger that delivers a dose of venom on a successful hit. The stinger's physical damage is negligible, and the poison only affects dragons and dragon-kin such as drakes, pseudodragons, and wyverns. To others, the sting is only slightly more bothersome than a normal insect bite. It hurts a little at first, then itches, but produces no other harmful effects.

Dragon beetles produce venom that doesn't harm humans or demihumans. If a dragon or dragon-kin is hit by a dragon beetle's stinger, it must make a saving throw vs. poison. A successful save inflicts 1d10 points of damage. A failed save inflicts 2d10 points of damage and marks the area around the insertion point with a burning red scar.

Lone dragon beetles are not typically aggressive. When confronted, a lone dragon beetle generally flees unless there is no escape route. Even then, it will not attack. Instead, it lies perfectly still and hisses, refusing to fight even if attacks are launched against it. In groups of two or more, however, dragon beetles become very aggressive. Any creature that comes within 10 feet of a group of beetles will be attacked. If intruders approach a dragon beetle nest, all beetles present swarm to attack, gaining a +1 attack roll bonus and a +1 damage bonus to all successful bites.

Habitat/Society: While most other types of beetles are not social creatures, dragon beetles live together in groups called nests. The nest is the most important location for a dragon beetle, and it will defend the nest from all intruders. Nests of up to 16 beetles can be found in underground ruins, in cramped caves, and even in thick clumps of underground vegetation. At least half of the nest ranges out to hunt every day, seeking recently killed creatures or prey that a group of beetles can easily take down.

Nests are always occupied by larger, stronger dragon beetles. A nest leader is always 3 HD, with a stronger shell that provides AC 5. The bite of a nest leader causes 1d6 points of damage. Its venom inflicts 2d12 points of damage on draconic species (1d12 if a saving thow is successful).

Ecology: Dragon beetles eat carrion, though they may bring down small creatures when they attack in sufficient numbers. When enough meat is found (either carrion or prey), the beetles work together to haul the body back to the nest.

In the nest, the body is used not only as a food source—a man-sized creature can last for as long as two months—but as a depository for eggs. The females lay their eggs in the carcass. When the eggs hatch (in about one month's time), the newborn beetles feast upon the remaining flesh until they are strong enough to emerge and join the rest of the nest. Adventurers locating a dragon beetle nest can sometimes find treasure on these egg-infested carcasses.

It is possible to extract dragon beetle venom and coat weapons with it. Each beetle can produce 1–4 doses or coatings, and each dose is good for a single effect. On a naked blade, the poison remains potent for one day. In a glass or ceramic container, the venom keeps for a week. Crude armor and shields can be fashioned from the chitinous shells of dragon beetles, though this is a painstaking process and requires proper knowledge of crafting techniques.

	Bombardier	Boring	Fire	Rhinoceros	Stag	Water
CLIMATE/TERRAIN:	Any forest	Any land	Any land	Any jungle	Any forest	Fresh water
FREQUENCY:	Common	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Night	Any	Any	Any
DIET:	Carnivore	Omnivore	Omnivore	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	C, R, S, T	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3-12	3-18	3-12	1-6	2-12	1-12
ARMOR CLASS:	4	3	4	2	3	3
MOVEMENT:	9	6	12	6	6	3, Sw 9
HIT DICE:	2+2	5	1+2	12	7	4
THAC0:	19	15	19	9	13	17
NO. OF ATTACKS:	1	1	1	2	3	1
DAMAGE/ATTACK:	2-12	5-20	2-8	3-18/2-16	4-16/1-10/ 1-10	3-18
SPECIAL ATTACKS:	Acid cloud	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Fire cloud	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (4' long)	L (9' long)	S (2 1/2' long)	L (12' long)	L (10' long)	M (6' long)
MORALE:	Elite (13)	Elite (14)	Steady (12)	Elite (14)	Elite (13)	Elite (14)
XP VALUE:	120	175	35	4,000	975	120

Giant beetles are similar to their more ordinary counterparts, but thousands of times larger—with chewing mandibles and hard wings that provide substantial armor protection.

Beetles have two pairs of wings and three pairs of legs. Fortunately, the wings of a giant beetle cannot be used to fly, and in most cases, its six bristly legs do not enable it to move as fast as a fleeing man. The hard, chitinous shell of several varieties of these beetles are brightly colored, and sometimes have value to art collectors. While their shells protect beetles as well as plate mail armor, it is difficult to craft armor from them, and a skilled alchemist would need to be brought in on the job.

All beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including other sorts of beetles. They taste matter with their antennae, or feelers; if a substance tasted is organic, the beetle grasps it with its mandibles, crushes it, and eats it. Because of the thorough grinding of the mandibles, nothing eaten by giant beetles can be revived by anything short of a *wish*. Beetles do not hear or see well, and rely primarily on taste and feel.

Except as noted below, giant beetles are not really social animals; those that are found near each other are competitors for the same biological niche, not part of any family unit.

Bombardier Beetle

The bombardier beetle is usually found above ground in wooded areas. It primarily feeds on offal and carrion, gathering huge heaps of the stuff in which to lay its eggs.

Combat: If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

Ecology: The bombardier action of this beetle is caused by the explosive mixture of two substances that are produced internally and combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both blasts, it is possible to cut the creature open and retrieve the chemicals. These chemicals can then be combined to produce a small explosive, or fire a projectile, with the proper equipment.

The chemicals are also of value to alchemists, who can use them in various preparations. They are worth 50 gp per dose.

Boring Beetle

Boring beetles feed on rotting wood and similar organic material, so they are usually found individually inside huge trees or massed in underground tunnel complexes.

Combat: The large mandibles of the boring beetle have a powerful bite and will inflict up to 20 points on damage to the victim.

Habitat/Society: Individually, these creatures are not much more intelligent than other giant beetles, but it is rumored that nests of them can develop a communal intelligence with a level of consciousness and reasoning that approximates the human brain. This does not mean that each beetle has the intelligence of a human, but rather that, collectively, the entire nest has attained that level. In these cases, the beetles are likely to collect treasure and magical items from their victims.

Ecology: In tunnel complexes, boring beetles grow molds, slimes, and fungi for food, beginning their cultures on various forms of decaying vegetable and animal matter and wastes.

One frequent fungi grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when visitors have entered the fungi farm. Boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but in any case gaining fresh organic matter on which to raise shrieker and other saprophytic plants.

Fire Beetle

The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal.

Combat: Despite its name, the fire beetle has no fire attacks, relying instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack.

Ecology: Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, and for this reason they are highly prized by miners and adventurers. This luminosity persists for ld6 days after the glands are removed from the beetle, and the light shed will illuminate a radius of 10 feet.

The light from these glands is "cold"—it produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever.

Rhinoceros Beetle

This uncommon monster inhabits tropical and subtropical jungles. They roam the rain forests searching for fruits and vegetation, and crushing anything in their path. The horn of a giant rhinoceros beetle extends about 6 feet.

Combat: The mandibles of this giant beetle inflict 3d6 points of damage on anyone unfortunate enough to be caught by them; the tremendous horn is capable of causing 2d8 points of damage by itself.

Ecology: The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship. It is a representation of this, the largest of all beetles, that serves as the holy symbol for clerics of Apshai, the Egyptian god whose sphere of influence is said to include all insects.

Stag Beetle

These woodland beetles are very fond of grains and similar growing crops, and they sometimes become great nuisances when they raid cultivated lands.

Combat: Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetle's two horns are usually not less than 8 feet long; they inflict up to 10 points of damage each.

Ecology: The worst damage from a stag beetle raid is that done to crops; they will strip an entire farm in short order. Livestock suffers too, stampeding in fear and wreaking more havoc. The beetles may even devour livestock, if they are hungry enough.



Water Beetle

The giant water beetle is found only in fresh water no less than 30 feet deep.

Combat: Voracious eaters, these beetles prey upon virtually any form of animal, but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and by feeling vibrations.

Habitat/Society: Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside.

Ecology: Although they are air breathers, water beetles manage to stay underwater for extended periods of time by catching and holding a bubble of air beneath their giant wings. They will carry the bubble underwater, where it can be placed in a cave or some other cavity capable of holding an air supply.

	Death Watch	Slicer
CLIMATE/TERRAIN:	Temperate/Forests	Temperate/Forests
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)
TREASURE:	Nil	Special
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-3
ARMOR CLASS:	3	3
MOVEMENT:	12	6
HIT DICE:	9	6
THAC0:	11	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12	2-16
SPECIAL ATTACKS:	Death vibration	Dismemberment
SPECIAL DEFENSES:	Camouflage	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' long)	S (3' long)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	2,000	420



Death Watch Beetle

Death watch beetles are jet black in color, except for a single patch of white (on the back of their carapaces) that resembles a human skull.

Combat: The horrible death watch beetle is more feared than any other giant beetle for two reasons. The first, and lesser of its powers, is its cunning ability to disguise itself. When a death watch beetle finds a place to hunt, it gathers items from the area (mainly earth, fallen branches, and the like). As it acquires these things, it uses a natural form of cement created with its saliva and soil to affix them to its back. When it finishes this process, it is well camouflaged and can lie in wait for hours until prey passes near. When the death watch beetle makes its attack, its opponents suffer a −2 penalty to their surprise rolls.

Far more deadly than the death watch beetle's ability to surprise its foes, however, is its "death rattle" (a deadly sonic vibration). When the creature is in combat, it vibrates its carapace very rapidly, setting up an unusual clicking sound that resembles a gong. Victims are unlikely (only a 10% chance) to locate the beetle by this sound alone. This noise is very destructive at close range. One round after the beetle begins to make its rattle, anyone within 30 feet of it must roll a successful saving throw vs. death magic or be instantly slain. Those who succeed suffer 5d4 points of damage, as well as muscle pains and tingling sensations in their limbs for several hours after the battle.

The creation of the death rattle is very tiring to the creature, requiring it to rest for 1d4 +1 hours before it can produce the horrible noise again.

Habitat/Society: Death watch beetles are solitary creatures that live in the temperate woodlands of the world. They do not particularly enjoy wetlands, but they can be found there on occasion.

The death watch beetle lives a nomadic life. It stops in one location only long enough to hunt and then moves on. In fact, it abandons a selected hunting location after 4d4 hours if there is no sign of prey in the area.

Ecology: While other beetles fulfil many roles in the ecological system, the death watch beetle is first and foremost a powerful hunter. It is high on the food chain, as few animals or monsters are capable of engaging it in combat with any hope of victory.

The wings of the death watch beetle are highly valuable to skilled armorers, who can fashion them into very effective shields. If an expert armorer is provided with both of a death watch beetle's wings, he can manufacture the equivalent of a *body shield +1* (although it is not actually enchanted).

Slicer Beetle

Slicer beetles are distant relatives of death watch beetles. Over the course of evolution, they have lost all traces of their wings and now look much like six-legged centipedes. Their bodies have developed a hardened exoskeleton that is more than adequate protection in combat. The slicer beetle is quite similar in many respects to the stag beetle (see Volume 1 of the *Monstrous Compendium*). It is generally black or very dark grey in color.

The mandibles of the slicer beetle are highly dangerous because of their powerful muscles and keen edges. When in combat, any natural 19 or 20 on the attack roll indicates that the slicer beetle has nipped off an adversary's limb.

If the slicer beetle is engaged in any combat that seems to be going against it, the creature grabs up any limbs it managed to sever and hurries away, hoping to evade its attackers.

Beetle, Scarab



	Grave	Giant	Monstrous
Climate/Terrain:	Temperate lands & subterranean		
Frequency:	Common	Rare	Rare
Organization:	Swarm	Swarm	Solitary
Activity Cycle:	Night	Night	Any
Diet:	Scavenger	Scavenger	Scavenger
Intelligence:	Non- (0)	Non- (0)	Non- (0)
Treasure:	(Z)	(Z)	(C,R,S,T)
Alignment:	Neutral	Neutral	Neutral
No. Appearing:	1d4 swarms	1d6 swarms	1d6
Armor Class:	4	4	2
Movement:	6, Br 3	6, Br 3	9, Br 3
Hit Dice:	5 per swarm	6 per swarm	8
THAC0:	15	15	13
No. of Attacks:	1	1	1
Damage/Attack:	Special	Special	4d6
Special Attacks:	Nil	Disease	Nil
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	T (3″ long)	T (6″ long)	L (11′ long)
Morale:	Elite (13–14)	Elite (13–14)	Elite (13–14)
XP Value:	420	975	1,400

These flesh-eating beetles line the walls of tombs and underground passageways. They attack in horrifying swarms and leave very little in their wake.

There are three types of scarab beetles. The most common, and in many ways the deadliest, is the swarming grave scarab. The larger giant scarab is somewhat less insidious than its smaller cousin but carries a terrible disease. The monstrous scarab is a solitary nightmare that dwells in remote caverns and tunnels.

None of these creatures is able to communicate with others, although the grave and giant beetles have a rudimentary language that serves to exchange information within the swarm.

Combat: Scarab beetles are often passive, feeding primarily on decomposing flesh and detritus. However, there is a 50% chance that a person will be bitten as he passes through an infested area, setting off a feeding frenzy among the beetles who will swarm over the victim.

A swarm of grave scarabs is treated as a single monster. Each swarm covers a 10′ × 10′ area and has 5 Hit Dice. Any victim caught in this area will automatically take damage equal to half the hit points of the swarm plus his base Armor Class each round. If a victim manages to escape the infested area 25% of the remaining beetles will cling to him and continue to deliver damage until destroyed.

Melee weapons have almost no effect on a swarm of scarab beetles. Each successful attack roll delivers 1 point of damage to the writhing mass. If the beetles being attacked have crawled onto someone, the person under the swarm suffers normal damage from the attack. Victims of the attack who are of at least small size can attempt to battle the swarm by falling to the ground and rolling back and forth. A small creature inflicts 1d4 points of damage to the swarm, a man-sized victim inflicts 1d6 points, large creatures inflict 1d8, and huge or gargantuan creatures inflict 1d10.

Area effect weapons such as flaming oil or magical spells do normal damage to scarab beetles, as well as to the persons who are being attacked by them.

Habitat/Society: Scarab beetles dig holes and tunnels near piles of offal and decomposing organic material. They are good burrowers and unwary travelers are often horrified to find a clear stretch of ground suddenly swarming with ravenous beetles.

Ecology: Through their consumption of carrion and the like, scarab beetles speed the reintroduction of decaying organic material into the environment. Gems and other inedible items of value are sometimes found among their food caches.

Giant Scarab

The giant scarab is a slightly larger member of the scarab family and grows to lengths of up to 6 inches. They are treated like grave beetles in combat except that each 10′ × 10′ area has 6 Hit Dice. Each round that a victim loses hit points to a swarm of giant scarab beetles he must make a saving throw vs. poison or contract a disease similar to that created by the *cause disease* spell. A single failed saving throw indicates a *debilitating* disease. A second failed roll makes this a *fatal* disease.

Monstrous Scarab

These solitary creatures are enormous monsters of tremendous proportions. In combat, they strike with keen, powerful pincers that deliver an incredible 4d6 points of damage. These beasts have been known to bury still-living victims in their lairs for later consumption.

Beetle, Scarab, Giant

CLIMATE/TERRAIN:	Any Underdark
FREQUENCY:	Uncommon
ORGANIZATION:	Mated pairs
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral Good

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	6, Burrow 1, Jump 12
HIT DICE:	6
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACK:	Flare
SPECIAL DEFENSES:	Jump
MAGIC RESISTANCE:	Standard
SIZE:	L (12' long)
MORALE:	Elite (14)
XP VALUE:	420

Scarab beetles are black- or brown-shelled beetles, familiar to many as the beetles adorning Egyptian amulets. In the underdark, they survive on bat guano and cave crickets, but they are not averse to a change of diet They consider all smaller creatures potential prey.

Combat: Scarab beetles are generally reclusive creatures, scuttling along with their balls of dung in the center of great caverns, gathering food and avoiding predators as best they can Their vestigial wings allow them to fly short distances up to 120 yards at a time, with a loud clacking, buzzing flight. They always seek to flee first if attacked; these jump-flights often take them up to cavern ledges.

When pressed, scarab beetles can ignite a special magical flare beneath their vestigial wings, creating a light brighter than normal sunlight that illuminates everything within 150', dispels any magical shadows or darkness within 10', and inflicts 1d6 hp damage/round to the undead or creatures made of shadow, such as shadow fiends, slow shadows, and darkness elementals. The flare lasts for one round per HD of the giant beetle and does not interfere with its normal mandible attacks. However, the scarab beetle cannot fly while its flare shines, because the wings must be used to generate the intense light.

Habitat/Society: Scarab beetles are often sought after by sun god cults and followers of the Egyptian pantheon, who believe they are holy animals and symbols of rebirth, In general, they have no complex societies and simply prefer areas containing great quantities of dung, which they fashion into ball-shaped containers for eggs, and which they use to build their elaborate tunnel-nests.

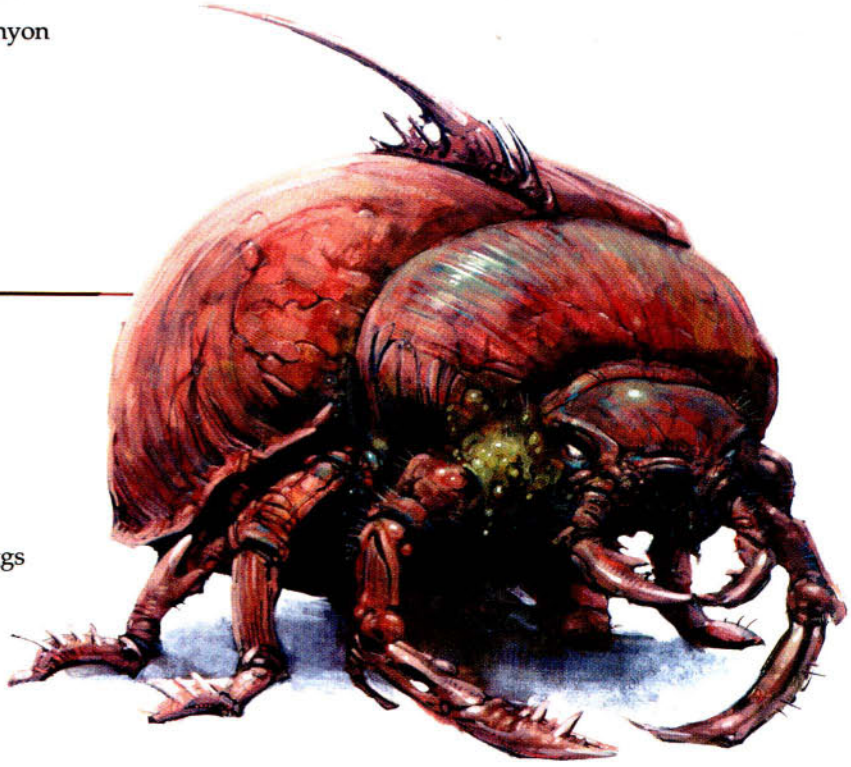
The scarab beetle's nest are simple, circular tunnels about 4' in diameter, just wide enough for the beetles to pass through, but not big enough for larger predators. The tunnels are packed with balls of dung and stink abominably, but they are otherwise as dry as the surrounding stone. Any treasures the beetles have will be embedded into the tunnel walls.



Ecology: In addition to their role as scavengers, scarab beetles keep the number of undead in the underdark down. An instinct which some believe was implanted in the species by the sun god Ra drives scarab beetles to swarm to the attack whenever confronted by undead of any kind; their sunlight and their powerful jaws are capable of destroying and then recycling everything from skeletons to vampires.

Beetle, Scarab, Hound of Kyuss

CLIMATE/TERRAIN:	Empire of Iuz, Rift Canyon
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d6
ARMOR CLASS:	8
MOVEMENT:	12, jump 9
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Confusion, vermin, eggs
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Fearless (20)
XP VALUE:	650



The Hounds of Kyuss were created ages ago by the high priest Kyuss for use as guardians and pets. A Hound of Kyuss appears as a huge, undead scarab beetle the size of a large mastiff. These creatures constantly emit an unnerving sound not unlike the sound of fingernails scraping slate. Hounds of Kyuss possess a powerful pair of mandibles they use to grasp their prey, and they have retractable stingers on their backs located at the junction of the thorax and abdomen. Their exoskeletons are often cracked and badly damaged (hence their poor Armor Class), and swarms of vermin and parasitic beings scuttle across their decaying bodies.

Combat: The chittering of a Hound of Kyuss is maddening. Anyone within 30 feet of one of these horrors must make a successful saving throw vs. paralyzation at the start of the round or be *confused* (as the 4th-level wizard spell *confusion*) for that round. This saving throw must be made each round that the victim remains in the area of effect. Hounds of Kyuss can be turned as if they were wights.

Hounds of Kyuss regenerate at the rate of 2 hit points per round; this even allows the re-growth of severed limbs. Hounds reduced to 0 hit points collapse to the ground but continue to regenerate; once their hit points become positive again, the Hounds spring back to life. Damage caused by fire, acid, lightning, and holy water cannot be regenerated. Pouring holy water on a Hound's wounds or touching a good holy symbol to the Hound's body once it is below 0 hit points causes it to stop regenerating and die.

A Hound of Kyuss attacks once per round with its powerful bite. Anyone bitten by a Hound of Kyuss is also attacked by the Hound's stinger; if the stinger hits, it causes no damage, but it does implant a tiny red egg in the victim. The victim must make a successful saving throw vs. poison or else the egg quickly hatches the next round into a tiny Hound. This Hound begins burrowing through the victim's body, inflicting 1 point of damage per turn. During this time, the victim suffers a –2 penalty to saving throws and AC, and spells cast by the victim suffer a flat 25% chance of failure. If not treated, this infestation eventually slays the victim. A *cure disease* or *heal* spell cures the infestation. Within 1d6 hours after the victim's death, a fully grown Hound of Kyuss erupts from the victim's body.

Hounds of Kyuss are seething with diseased vermin. Anyone struck by a Hound or making a successful melee attack on it must make a successful saving throw vs. death magic or become infested with vermin. Infested characters cannot heal wounds except through magic, and they lose 1 point of Constitution per day. Once a victim's Constitution reaches 0, he or she dies. The vermin can be slain by applying of any of the following spells; *cloud of purification, cure disease, remove curse, heal,* or *dispel evil*. *Anti-vermin barrier* stills the vermin so that they cannot infest others, but those already infested remain so.

Habitat/Society: Hounds of Kyuss roam in search of food. They are found most often in the Wormcrawl Fissure near the Rift Canyon. The Bonehart has captured many of the creatures and have started "breeding" programs in Dorakaa. Hounds are often released into enemy cities and allowed to wreak havoc. Although unintelligent, they can be controlled by evil priests who can command undead. Many of Iuz's faithful use them as temple guardians or instruments of torture.

Ecology: Hound of Kyuss eggs die within a matter of minutes if not encased in living flesh. The vermin that coat the Hounds are more hardy and can live for nearly an hour after separation from their host, at which time they die and melt into brackish water. Once the host is slain, the vermin die as well.

Beetle, Shaqat

CLIMATE/ TERRAIN:	Scrub plains, mud flats,	**THAC0:**	20
FREQUENCY:	Rare,	**No. ATTACKS:**	1
ORGANIZATION:	Solitary	**DAMAGE/ATTACK:**	1
ACTIVITY CYCLE:	Day	**SPECIAL ATTACKS:**	Jump
DIET:	Carnivorous	**SPECIAL DEFENSES:**	Nil
INTELLIGENCE:	Non- (0)	**MAGIC RESISTANCE:**	Nil
TREASURE:	Nil	**SIZE:**	T (6" long)
ALIGNMENT:	Neutral	**MORALE:**	Average (8-10)
NO. APPEARING:	1d3+1	**XP VALUE:**	35
ARMOR CLASS:	8	**PSIONICS SUMMARY:**	Special
MOVEMENT:	3, Ju 1	**HIT DICE:**	1d3 hit points

Shaqat beetles are natives of the grasslands and mud flats of Athas. In their natural state, they are annoying pests. However, the shaqat beetles encountered in this adventure have been altered by House Shom to carry and transmit ***cerebral parasites.*** (Refer to the ***Complete Psionics Handbook*** for a description.) Each altered beetle transmits 1d6+6 parasites the first time it successfully hits an opponent in combat or even comes into contact with the exposed skin of the victim.

Shaqat beetles are about 3" across, with long, barbed legs designed to cling to animal hosts. Their mandibles house a powerful proboscis that can pierce a human fingernail, and their carapaces are bright orange with black stripes. An illustration of the beetle appears on page 8 of the *Player's Book.*

Combat: Shaqat beetles lurk near paths and watering holes. Their legs can hurl them in a 10 foot leap, and they gain a -2 bonus to surprise when they attack by jumping out of concealment. If a beetle hits, it sets its barbs in the first round, inflicting 1 point of damage. If the beetle is pulled off after its barbs are set, the victim takes 1d4 damage. After its barbs are set, the beetle gains a +4 bonus to attack rolls as it tries to insert its proboscis. A hit inflicts 1 point of damage, and the beetle drains 1 point of blood that round and for the next 1d4+1 rounds following.

The beetle drops off after it is sated, or it can be forced to let go by burning it off. In that case, the victim takes the same damage as the beetle. If killed while it is still attached, the beetle's barbs remain set and must be pulled out.

Ecology: Shaqat beetles prey on all other animals. A single beetle is an annoyance, but two or three can easily kill a human being. Most creatures are unable to detach the beetle once it has set its barbs.

Cerebral Parasites: These tiny specks are nearly invisible and cannot be attacked by normal means. Each parasite consumes 1 PSP each time a psionic power is used. A psionicist who is infested with 7 parasites uses 7 extra PSPs every time he activates or maintains a power. When a parasite has absorbed 6 points of energy (in other words, the victim has activated or maintained powers 6 times) it divides into two parasites. The only way to get rid of the parasites is by a *cure disease* spell, or by refraining from using psionic powers for a prolonged period.

Cerebral parasites can only be detected by the psionic powers of Aura Sight, Life Detection, and Psionic Sense, and magical spells that detect invisible or hidden items.

Beetle, Steelback

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	Charge, trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	H (20')
MORALE:	Fanatic (18)
XP VALUE:	850

Steelbacks are huge beetle-like creatures with highly-reflective metallic shells covering their backs. The large shell is an almost perfect hemisphere, supported less than a foot off the ground by 36 short, multi-jointed legs. The creature's head is usually drawn in beneath the shell so that only its long, serrated mandibles are exposed. However, the creature can shoot its head out forward with blinding speed, extending the reach of its mandibles by an additional 5 feet. For such a large creature, the steelback is remarkably fast, and its multiple legs allow it to traverse virtually any kind of terrain.

Combat: The steelback's main attack is an incredibly damaging bite from its long mandibles. If it succeeds in biting an opponent of size M or smaller, it can maintain its grip, inflicting maximum damage on each subsequent round until its victim is dead, or the beetle disengages to engage another target.

The creature's normal speed is fast enough, but it is able to increase its speed by 16 for a charge of up to 60 feet. If it chooses to attack with its mandibles at the end of this charge, it receives a +2 bonus to hit. Instead of biting, it can simply slam into its target, using its mass to inflict damage. The targets of such a charge each suffer 2-12 points of damage, and must roll under their Dex + Str on 2d20 or be knocked off their feet and trampled under the steelback. Such a trampling attack inflicts hit points equal to 20 plus the victim's AC.

It is theoretically possible – albeit very difficult – to roll a steelback over onto its back to expose its underbelly, which is AC 5. The steelback's hemispherical shape, however, makes it fairly easy for the creature to roll back onto its feet merely by shifting its weight within its shell.

Steelbacks are totally resistant to fire and heat. Electrical attacks do no damage, and lightning bolts reflect perfectly off the metallic shell. Fifty percent of lightning bolts reflect back directly towards the spellcaster who fired them; the other 50% reflect in random directions, possibly endangering the spellcaster's comrades. Cold-based attacks inflict double damage. For each round that the creature is in an environment colder than 300° F, it suffers 1d8 points of damage. Steelbacks are totally immune to all forms of poison (including such things as green dragon breath).

Habitat/Society: Steelbacks hunt either singly or in small groups. It's unknown whether these groups represent families, or are just random associations of creatures. Hunting groups form and break apart seemingly randomly.

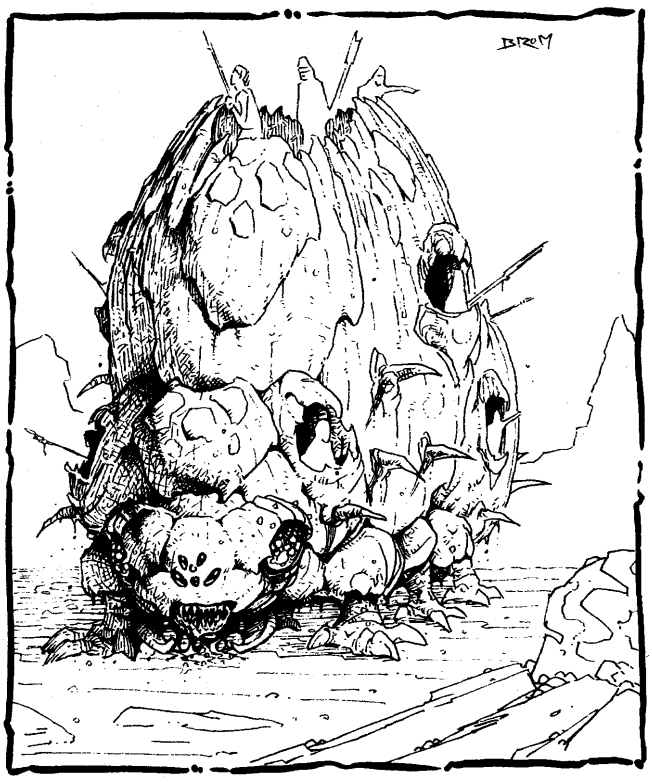
The beetles are all female, and reproduce by parthenogenesis (reproduction without the participation of a male, like certain Amazonian fish on Earth). Every 500 standard days, a steelback lays 1d4 eggs, which the creature conceals in the shallows of a "lake" of molten metal. Fifty days later, the newly-hatched steelbacks emerge from the lake and go off on their own. New hatchlings have the following characteristics: HD 3, THAC0 17, Dmg 1-8. A charge attack inflicts 1-4 points of damage, and they are unable to trample. All other attributes are as for the adult creatures. They grow quickly, reaching full size in only 150 standard days. No one knows exactly how long steelbacks live, although there are indications that they might live for as many as 15,000 standard days.

Because the creatures require high temperatures to survive, they can never approach the Ribbon region of Radole, and hence pose no threat to the creatures that live there.

Ecology: Steelbacks have been described as mindless killing machines. They are predators, living on the other beetle-like creatures that dwell on Radole's Sunside. Many sages believe that steelbacks absorb the energy that they require to live from the harsh sunlight that beats down on them continuously. If this is true, it follows that they must eat only to provide them with the raw materials required to enlarge and heal their bodies. Such being the case, it would be impossible to starve a steelback to death, providing it received sufficient sunlight. (This would also explain the creature's immunity to poisons.)

Beetle, Watroach (War Beetle)

CLIMATE/TERRAIN:	Sandy wastes, salt flats
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Night
DIET:	Insectivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	15+10
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-18/1-12/1-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30′ long)
MORALE:	Elite (13-14)
XP VALUE:	8,000
PSIONICS:	Nil



Watroaches are enormous nomadic insects of the desert tablelands. Each adult is actually a gigantic, mobile hive filled with a multitude of drones.

An adult watroach is over 30′ long, 20′ wide, and 30′ tall at the top of its central hive chamber. The three body sections—head, hive chamber, and thorax-are supported by six short legs extending from a central limb cluster. The head is very wide and low to the ground, the mouth ringed with sharp teeth and flanked by deadly pincers. The watroach's neck and head agility is surprising, necessary for it to attack and consume its primary prey: large insects. The watroach's tongue is very sticky, trapping tiny insects found beneath rocks or in crevices. It is also hollow, so the watroach can suck small bugs directly into its gullet. The thorax is a storehouse of digested food and liquids for the adult watroach, and is connected to the central hive chamber. Inside the honeycombed chamber are millions of infant, drone watroaches, each less than 1″ long, that serve the gestating proto-adult at the center of the hive. The watroach's exoskeleton is black or deep purple.

Watroaches have no language; adults in the wild take no notice of other adults they encounter. Other creatures can communicate with them using psionics or magic.

Combat: A watroach can attack with its bite/pincers and with its two forelegs every round. The bite/pincers inflict 3-18 hp damage. Each foreleg can inflict 1-12 hp damage.

When fighting creatures that are clearly slower than itself, a watroach may decide to trample its targets instead of making its normal attacks. When trampling attack, the watroach must be able to move over the target with the entire length of its body in that round. When it does so, the target must save vs. petrification six times (once for each leg). Each time the save is failed, the victim suffers 2-16 hp damage. The watroach can trample only one target per round.

Habitat/Society: Watroaches are solitary creatures in one sense and entire communities in another. Adults do not travel or hunt together, so it can be said that they are encountered only as individuals. However, in truth, each adult carries millions of drones and a proto-adult within its body, making it a complete walking community, self-sustaining and perpetuating.

Ecology: The adult watroach lives only to feed, so that its hive chamber is fruitful when it dies. The drones bath, feed, and otherwise maintain the proto-adult until such time as the adult gets too old to move. When the parent is immobilized and dying, the proto-adult begins a rapid growth to full size. Within three days, the proto-adult ingests the remaining nutrients from its parent's thorax and most of the hive materials, literally eating its way out of the hive chamber. The proto-adult bursts out of its hive chamber nearly full grown, with its own chamber filled with drones and a new proto-adult inside. A few of the original drones go on to serve the new adult, but most perish in the open sun next to the carcass of the parent.

Undead Watroach

Watroaches are favorites among the insect necromancers in the armies of the sorcerer kings. Their great size makes them ideal creatures to be slain, modified, then animated to serve the wickedness of their masters.

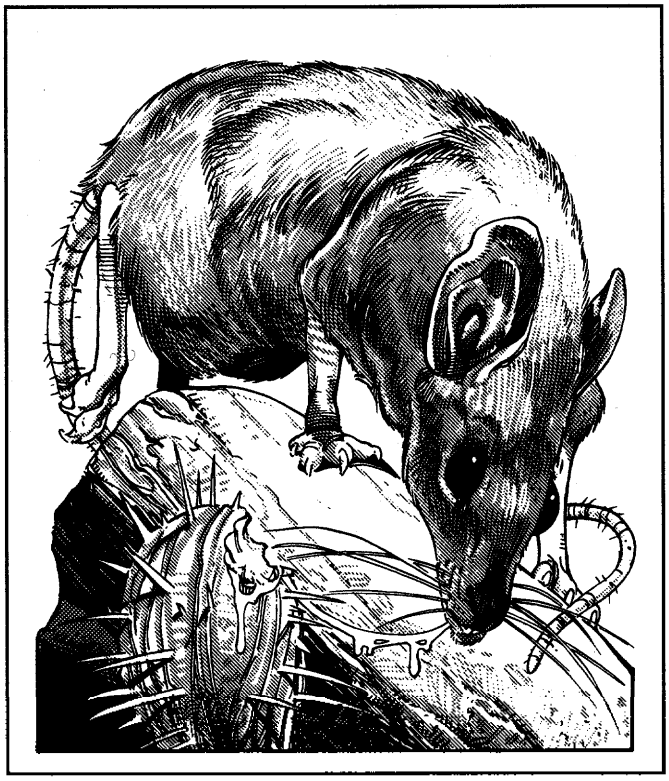
Typically, an adult watroach is sought out in the desert, surrounded, and killed. A psionic kill is preferred, leaving the corpse unmarred for future construction. Once taken back to a city (usually on a large wagon behind two or more mekillots or driks), the watroach's carcass is prepared. The brain and guts are removed, as is much of the honeycombed hive material. The drones are smoked out over large fires, and the dormant proto-adult is discarded. Usually, the top of the hive chamber is then opened and a platform installed, and a variety of other individual weapons positions are cut into all of the three body sections. Once finished, the beast is raised from the dead by templar magic. A typical undead war watroach has eight warriors in addition to its templar master.

In its undead form, the watroach can move and fight just as in life. In a BATTLESYSTEM™ miniatures game, a unit of undead war watroaches has these characteristics:

Undead War Watroach 2 stands; AD 12 + 8*6; AR 6; Hits 12; ML n/a; MV 9; Range 5″/10″/15″ (bows from interior); causes horror, -3.

Undead war watroaches are most commonly employed by the armies of Raam and Nibenay, though others have used them on occasion. Ω

CLIMATE/TERRAIN:	Dry steppes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	D (L, N, Q)
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	14
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-2(x4)/1-4/1 or by weapon type
SPECIAL ATTACKS:	Illusion
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Average (8-10)
XP VALUE:	270



The beguiler is a plump quadruped about the size of a small dog. Somewhat mouse-like in appearance, it has large glistening black eyes, large ears, and a pointed snout. It is covered with thick, bluish-black fur that is silky to the touch. The creature can change its fur color to match its surroundings. When properly cured, the beguiler's hide commands high prices in any marketplace.

Beguilers possess razor-sharp retractile claws, enabling the creatures to climb trees and wooden structures with ease. The hairless, prehensile tail of the beguiler aids in climbing, and can be used to throw or wield weapons the size of a short sword or smaller.

Combat: The creature's four sets of claws each inflict 1-2 points of damage per attack. The beguiler's bite causes 1-4 points of damage, and the tail can inflict one point of damage by itself, or by weapon type if one is used. Any weapon held or thrown by the beguiler's tail has a -2 attack penalty.

The beguiler has only four claw attacks per round when its target is prone and the beguiler is on top.

Habitat/Society: The beguiler lives in the dry plains or steppes of the Eastern Shaar. Dampness suppresses the creature's ability to camouflage itself which it can do for 1-4 turns. Unless the creature's fur is dry, it is incapable of this coloration change. In regions of Toril other than the Eastern Shaar, the beguiler is very rare.

The beguiler eats both plants and animals. Its favorite food is the plump, water-rich cacti prevalent in its environment. It eats small field mice and the eggs and young of ground-nesting birds to supplement its diet. Only in times of hunger does the beguiler attack animals larger than itself.

Ecology: A beguiler always sees with *true sight.* It clearly *sees invisible* creatures and objects. It also ignores illusions and their intended effects. Displaced objects or foes, like the displacer beast, can be seen where they truly are. Even ethereal creatures close to the Prime Material Plane can be observed and attacked with ease.

Not only can the creature change the hue of its fur to match the coloration of its surroundings for 1-4 turns, but even unnatural colorations, like plaid, can be easily mimicked by the beguiler. It can remain absolutely motionless during that time, *hiding in shadows* with 80% success.

Some spell casters are rumored to have maintained or recreated this ability in the cured pelt of the beguiler. Many alchemists pay large sums of money for the remains of the beguiler, usually a gold piece value equal to the Experience Value of the creature. The eyes and frontal lobes of the brain are alternative material components used in the *true sight, detect invisibility, locate object,* and the *vision* spells.

Many cultures near the Shaar capture beguiler young soon after the babies are weaned. They make excellent pets that warn their owners of trespassers. Several mages of Thar have further increased the creature's value by acquiring the beguiler as a familiar. These mages have exhibited beguiler-like qualities, detecting hidden objects and *hiding in shadows.*

Cap of the Beguiler
Cost: 2,000 gold pieces
XP Value: 25,000

The *cap of the beguiler* gives the wearer the ability to see as though using a *true sight* spell. Invisible creatures and objects are clearly seen, and illusions do not have their intended effect. Displaced foes can be seen where they truly are. Only one such cap can be made from a single beguiler pelt.

If the cap gets wet, the properties it exhibits are nullified until it is completely dry. Each time the cap gets wet, there is a 10% chance it molds, causing the properties to dissipate forever.

Cloak of the Beguiler
Cost: 3,000 gold pieces
XP Value: 17,500

The *cloak of the beguiler* changes its hue and the hue of its wearer to match the coloration of the wearer's surroundings up to three times a day for 1-4 turns each time. The wearer can remain absolutely motionless during that time if he chooses, *hiding in shadows* with 70% success. Ethereal creatures close to the Prime Material Plane can be observed and attacked with ease.

If the cloak gets wet, the properties it exhibits are nullified until it is completely dry. Each time the cloak gets wet, there is a 10% chance it molds, causing the properties to dissipate forever. The cloak requires 12 animal pelts to construct for the average human.

Behemot

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	Swamp	Snow	Black
CLIMATE/TERRAIN:	Marsh, swamp	Cold Wastes	Plains, forest
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Family	Solitary
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	4	4	3
MOVEMENT:	12/Sw 18	12/Br 18	12/Sw 18
HIT DICE:	14	15	16
THAC0:	5	5	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	4–40	4–40	4–48
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	None	None	None
SIZE:	G (40′ long)	G	G
MORALE:	Steady (11–12)	Steady (11–12)	Steady (11–12)
XP VALUE:	6,000	8,000	9,000

There are three known species of Nehwon behemoths. All of them resemble killer whales with four stubby legs, and are ferocious predators with no fear of humans. Fortunately, these creatures are rare.

Combat: All behemoths prefer to ambush. Each has a different attack style and surprise bonus (see below). Behemoths always attack the largest target in any group of living things.

Habitat/Society: Behemoths are voracious carnivores. A behemoth requires 100 square miles or more of territory to obtain adequate prey. They defend this area fiercely, especially from their own species.

Family groups are encountered 10% of the time, consisting of two adults and one or two young behemoths (HD 5–10, Dmg 2–20).

Ecology: Behemoths stalk any animal, including other carnivores. They are remarkably fast and often use their special swimming and burrowing abilities.



Swamp Behemoth

The grayish-green swamp behemoth is sometimes found in the marshlands surrounding Lankhmar. The swamp behemoth likes to lurk beneath water, emerging to attack the largest thing in a group. If no water is available, it uses brush and trees for cover.

Snow Behemoth

Found in the Cold Wastes of the north, the snow behemoth is covered in thick white fur. This species burrows beneath the frozen ground. They can detect the footfalls of prey at 100 yards and emerge from beneath the snow without warning, imposing a –4 penalty upon opponents' surprise roll.

Black Behemoth

Black behemoths inhabit forests and plains, and they can be active during any cycle. At night, their coloration gives opponents a –4 surprise roll penalty.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	2 or 7
DAMAGE/ATTACK:	2-8 (2d4)/2-5 (1d4+1) or 2-8 (2d4)/6 x 1-6
SPECIAL ATTACKS:	Lightning bolt
SPECIAL DEFENSES:	Immune to electricity, poison
MAGIC RESISTANCE:	Nil
SIZE:	G (40' long)
MORALE:	Champion (15)
XP VALUE:	7,000



The behir is a snake-like reptilian monster whose dozen legs allow it to move with considerable speed and climb at fully half its normal movement rate. It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head looks more crocodilian than snake-like, but has no difficulty in opening its mouth wide enough to swallow prey whole, the way a snake does.

Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous enough but are actually used for preening the creature's scales and not for fighting.

Combat: A behir will attack its prey by first biting and then looping its body around the victim and squeezing. If the latter attack succeeds, the victim is subject to six talon attacks next round.

A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This *lightning bolt* will cause 24 points of damage unless a saving throw vs. breath weapon is made. In the latter case, the target takes only half damage.

On a natural attack roll of 20 the behir swallows man-sized prey whole. Any creature swallowed will lose 1/6 of its starting Hit Points each round until it dies at the end of the sixth round. The behir will digest its meal in 12 turns, and at that time the victim is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the behir's stomach. The inner armor class of the behir is 7, but each round the creature is in the behir it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

Habitat/Society: Behir are solitary creatures, meeting others of their kind only to mate and hatch a clutch of 1-4 eggs. The female guards these eggs for eight months while the male hunts for the pair. When the young hatch, they are immediately turned out of the nest to fend for themselves, and the adults separate.

Newly hatched behir are about 2 feet long. Behir grow at a rate of 8 feet per year until fully mature. Interestingly enough, newly hatched behir do not have all of their legs, having instead only six or eight. Additional pairs of legs grow slowly over time until the creature has its full complement when it reaches adulthood.

Behir range over a territory of about 400 square miles, often living high up a cliff face in a cave.

Behir are never friendly with dragonkind, and will never be found coexisting in the same geographical area with any type of dragon. If a dragon should enter a behir's territory, the behir will do everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home. A behir will never knowingly enter the territory of a dragon.

Ecology: Behir are useful to mages, priests, and alchemists for a number of concoctions. The horns of a behir can be used to brew the ink necessary to inscribe a *lightning bolt* scroll, and the sharp talons can likewise be used by a cleric to make the ink for a *neutralize poison* scroll. The heart of the behir is one of the more common ingredients for ink for a *protection from poison* scroll.

As behir sometimes swallow prey whole, there is a 10% chance that there will be some small items of value inside the monster. More often than not (60%) these will be gems (10 x Q). Otherwise, there is a 30% chance that there will be from 1-8 pieces of jewelry and a 10% chance that a single small magical object of an indegistible nature may be found. Such objects are never found in a behir's lair, because the creature expels this waste and buries it elsewhere.

The scales are valued for their hardness and color, and are worth up to 500 gp to an armorer who can use them to fashion a highly ornate set of scale mail armor.

	Beholder	Death Kiss	Eye of the Deep	Gauth	Spectator	Undead
CLIMATE/TERRAIN:	Any remote	Any remote	Deep ocean	Any remote	Any remote	Any remote
FREQUENCY:	Rare	Very rare	Very rare	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Day	Day	Any
DIET:	Omnivore	Carnivore	Omnivore	Magic	Omnivore	Nil
INTELLIGENCE:	Exceptional (15-16)	Average to high (8-14)	Very (11-12)	Exceptional (15-16)	Very to high (11-14)	Special
TREASURE:	I, S, T	I, S, T	R	B	See Below	E
ALIGNMENT:	Lawful evil	Neutral evil	Lawful evil	Neutral evil	Lawful neutral	Lawful evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	0/2/7	4/6/8	5	0/2/7	4/7/7	0/2/7
MOVEMENT:	Fl 3 (B)	Fl 9 (B)	Sw 6	Fl 9 (B)	Fl 9 (B)	Fl 2 (C)
HIT DICE:	45-75 hp	1d8+76 hp	10-12	6+6 or 9+9	4+4	45-75 hp
THAC0:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5	11	10 HD: 11 11-12 HD: 9	6+6 HD: 13 9+9 HD: 11	15	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5
NO. OF ATTACKS:	1	10	3	1	1	1
DAMAGE/ATTACKS:	2-8	1-8	2-8/2-8/1-6	3-12	2-5	2-8
SPECIAL ATTACKS:	Magic	Blood drain	Magic	Magic	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Regeneration	Nil	Regeneration	Magic	Anti-magic ray
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	5%	Nil
SIZE:	M (4'-6' in diameter)	H (6'-12' in diameter)	S-M (3'-5' in diameter)	L (4'-6') diameter)	M (4' in diameter)	L (4'-6' in diameter)
MORALE:	Fanatic (18)	Fanatic (17)	Champion (15)	Champion to fanatic (15-18)	Elite (14)	Fanatic (18)
XP VALUE:	14,000	8,000	4,000	6+6 HD: 6,000 9+9 HD: 9,000	4,0000	13,0000

The beholder is the stuff of nightmares. This creature, also called the *sphere of many eyes* or the *eye tyrant*, appears as a large orb dominated by a central eye and a large toothy maw, has 10 smaller eyes on stalks sprouting from the top of the orb. Among adventurers, beholders are known as deadly adversaries.

Equally deadly are a number of variant creatures known collectively as beholder-kin, including radical and related creatures, and an undead variety. These creatures are related in manners familial and arcane to the "traditional" beholders, and share a number of features, including the deadly magical nature of their eyes. The most extreme of these creatures are called *beholder abominations*.

The globular body of the beholder and its kin is supported by levitation, allowing it to float slowly about as it wills.

Beholders and beholder-kin are usually solitary creatures, but there are reports of large communities of them surviving deep beneath the earth and in the void between the stars, under the dominion of hive mothers.

All beholders speak their own language, which is also understood by all beholder-kin. In addition, they often speak the tongues of other lawful evil creatures.

Combat: The beholder has different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking (as the various Armor Classes may make a strike in one area, and a miss in another):

Roll	Location	AC
01-75	Body	0
76-85	Central Eye	7
86-95	Eyestalk	2
96-00	One smaller eye	7

Each of the beholder's eyes, including the central one has a different function. The standard smaller eyes of a beholder are as follows:

1. *Charm person* (as spell)
2. *Charm monster* (as spell)
3. *Sleep* (as spell, but only one target)
4. *Telekinesis* (250 pound weight)
5. *Flesh to stone* (as spell, 30-yard range)
6. *Disintegrate* (20-yard range)
7. *Fear* (as wand)
8. *Slow* (as spell, but only a single target)
9. *Cause serious wounds* (50-yard range)
10. *Death* ray (as a *death* spell, with a single target, 40-yard range)

The central eye produces an *anti-magic ray* with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.

A beholder may activate the magical powers of its eyes at will. Generally, a beholder can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes.

The beholder can withstand the loss of its eyestalks, each eyestalk/smaller eye having 5-12 hit points. This loss of hit points is over and above any damage done to the central body. The body can withstand two thirds of the listed hit points in damage before the creature perishes. The remaining third of the listed hit points are located in the central eye, and destroying it will eliminate the anti-magic ray. A beholder with 45 hit points will have a body that will take 30 points of damage, a central eye that will take 15 points, while one with 75 hit points will have a body that will withstand 50 points of damage, and a central eye that takes 25 hit points to destroy. Both beholders would have smaller eyestalks/eyes that take 5-12 (1d8+4) points of damage to destroy, but such damage would not affect the body or central eye. Slaying the body will kill the beholder and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

Habitat/Society: The beholders are a hateful, aggressive and avaricious race, attacking or dominating other races, including other beholders and many of the beholder-kin. This is because of a xenophobic intolerance among beholders that causes them to hate all creatures not like themselves. The basic, beholder body-type (a sphere with a mouth and a central eye, eye-tipped tentacles) allows for a great variety of beholder subspecies. Some have obvious differences, there are those covered with overlapping chitin plates, and those with smooth hides, or snake-like eye tentacles, and some with crustacean-like joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

Beholders will normally attack immediately. If confronted with a particular party there is a 50% chance they will listen to negotiations (bribery) before raining death upon their foes.

Ecology: The exact reproductive process of the beholder is unknown. The core racial hatred of the beholders may derive from the nature of their reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation. Beholders may use parthenogenic reproduction to duplicate themselves, and give birth live (no beholder eggs have been found). Beholders may also (rarely) mate with types of beholder-kin.

The smaller eyes of the beholder may be used to produce a *potion of levitation*, and as such can be sold for 50 gp each.

Death Kiss (beholder-kin)

The Death Kiss, or "bleeder," is a fearsome predator found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of this creature are bloodsucking tentacles, its "eyes" are hook-toothed orifices. They favor a diet of humans and horses, but will attack anything that has blood. An older name for these creatures is *eye of terror*.

The central body of a death kiss has no mouth. Its central eye gives it 120-foot infravision, but the death kiss has no magical powers. A death kiss is 90% likely to be taken for a beholder when sighted. The 10 tentacles largely retract into the body when not needed, resembling eyestalks, but can lash out to a full 20-foot stretch with blinding speed. The tentacles may act separately or in concert, attacking a single creature or an entire adventuring company.

A tentacle's initial strike does 1-8 points of damage as the barb-mouthed tip attaches to the victim. Each attached tentacle drains 2 hit points worth of blood per round, beginning the round after it hits.

Like the beholder, the death kiss has variable Armor Classes. In ordinary combat, use the following table, though situations may dictate other methods (should the creature be attacking with a tentacle from 20 feet away, then no attack on the body or central eye may be made, while attacks on the stalk and mouth are still possible).

Roll	Location	AC	Hit Points
01-75	Body	4	77-84
76-85	Central Eye	8	6
86-95	Tentacle stalk	2	6
96-00	Tentacle mouth	4	See following text

A hit on a tentacle-mouth inflicts no damage, but stuns the tentacle, causing it to writhe helplessly for 1-4 rounds. If its central eye is destroyed, a bleeder locates beings within 10 feet by smell and sensing vibrations, but it is otherwise unaffected.

Tentacles must be struck with edged weapons to injure them. They can be torn free from the victim by a successful bend bars/lift gates roll. Such a forceful removal does the victim 1-6 damage per tentacle, since the barbed teeth are violently torn free from the tentacle.

If an attached tentacle is damaged but not destroyed, it instantly and automatically drains sufficient hit points, in blood, from the victim's body to restore it to a full 6 hit points. This reflex effect occurs after every non-killing hit on a tentacle, even if it is wounded more than once in a round. This cannot occur more than twice in one round. The parasitic healing effect does not respond to damage suffered by the central body or other tentacles.

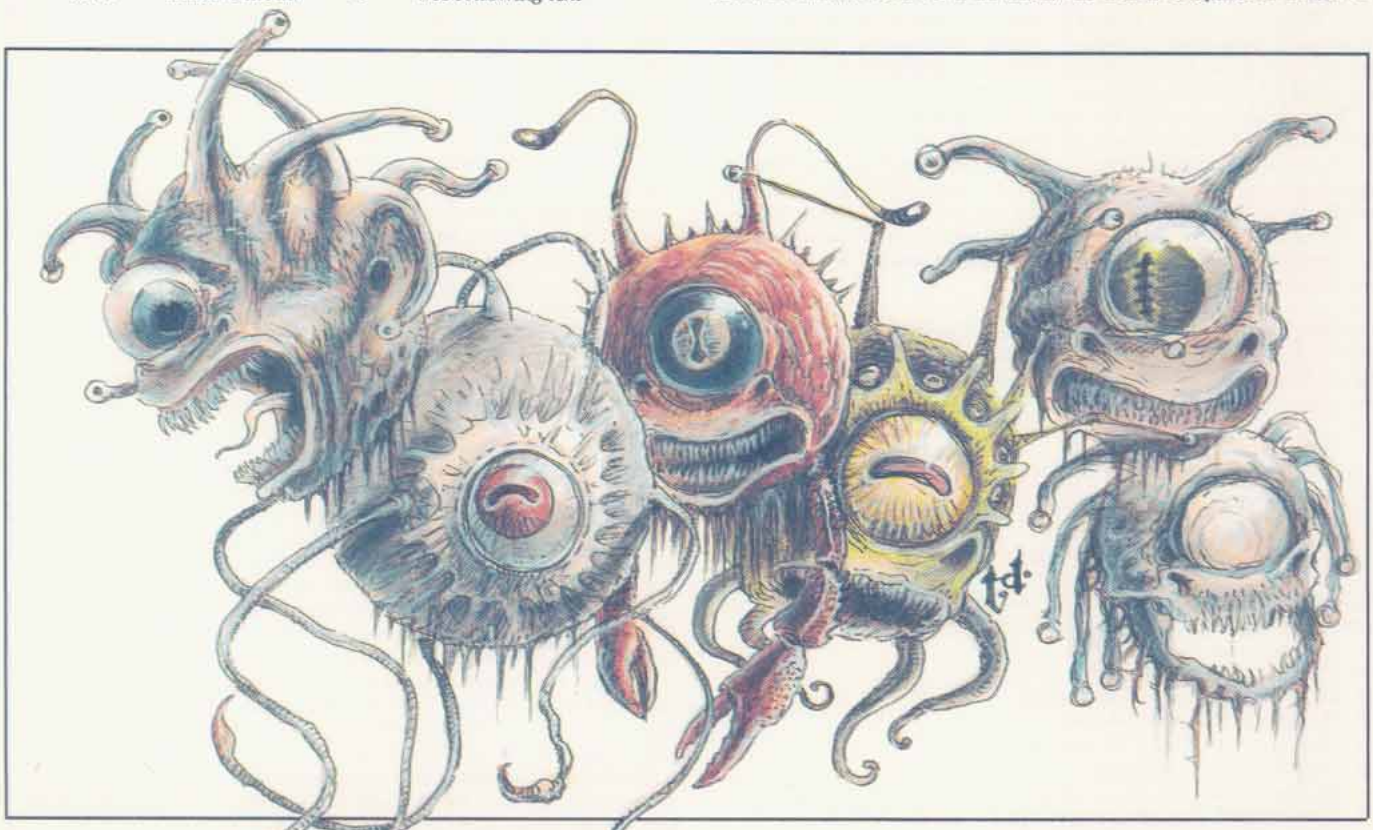
A tentacle continues to drain blood, if it was draining when the central body of the death kiss reaches 0 hit points. Tentacles not attached to a victim at that time are incapable of further activity. A death kiss can retract a draining tentacle, but voluntarily does so only when its central body is at 5 hit points or less; it willfully detaches once the victim has been drained to 0 hit points.

Ingested blood is used to generate electrical energy—1 hit point of blood becomes 1 charge. A death kiss uses this energy for motor activity and healing. An eye of terror expends one charge every two turns in moving, and thus is almost constantly hunting prey. Spending one charge enables a bleeder to heal 1 hit point of damage to each of its 10 tentacles, its central body, and its eye (12 hit points in all). It can heal itself with one charge of stored energy every other round in addition to its normal attacks and activity.

Each tentacle can store up to 24 charges of drained energy, the body capable of storing 50 charges of drained energy. A severed tentacle is 70% likely to discharge its cumulative charges, when severed, into anything touching it; each charge delivers 1 hit point of electrical damage.

Finally, bleeders can ram opponents with their mass. This attack does 1-8 damage.

A death kiss may "shut itself down," remaining motionless and insensitive on the ground, and can remain alive in that state for long periods of time. To awaken from its hibernation, the creature requires an influx of



electrical energy, considerable heat, or the internal shock caused by a blow, fall, wound, or magical attack; any of the above stimulants must deal at least 5 points of damage to the death kiss to awaken it. Adventurers finding a hibernating death kiss usually provide such stimulation, thinking the sleeper helpless prey.

Eyes of terror are solitary hunters, fully inheriting the paranoia and ego of their cousins, the beholders. If they encounter one of their kin, the result is often a mid-air struggle to the death. The loser's body becomes an incubator and breeding ground for the death kiss' offspring. Within one day, 1-4 young will "hatch". Each new bleeder has half its parent's hit points, and fully matures in 1 month.

The death kiss has an organ in the central, upper body that is a valued ingredient in magical potions and spell inks concerned with levitation (and may be sold like beholder eyes). In addition, a brain or nerve node, deep in a bleeder's body hardens into a soft-sided, faceted red gem upon the creature's death. Called "bloodeyes," these typically fetch a market price of 70 gp each. They are valued for adornments since they glow more brightly as the wearer's emotions intensify.

Eye of the Deep (beholder-kin)

This is a water breathing version of the beholder, and dwells only at great depths, floating slowly about, stalking prey. They have two crab-like pincers which inflict 2-8 (2d4) points of damage each, and a wide mouth full of sharp teeth that does 1-6 points of damage.

The primary weapons of the eyes of the deep, however, are their eyes. The creatures large central eye emits a cone of blinding *light* 5 feet wide at its start, 30 feet long, and 20 feet wide at its base. Those in the cone must save vs. poison or be *stunned* for 2-8 (2d4) rounds.

The eye of the deep also has two smaller eyes on long stalks, and uses both to *create illusion*. Acting independently, the small eyes are able to cast *hold person* and *hold monster* spells respectively.

The eye of the deep has an Armor Class of 5 everywhere, including its eyes and eye stalks. If its eyestalks are severed they will grow back in about a week.

Gauth (beholder-kin)

The Gauth is a relative of the beholder that feeds on magic. Its spherical body is 5 feet in diameter and brown in color, mottled with purple and gray. Located in the center of the gauth's forward hemisphere is a large central eye surrounded by a ring of smaller eyes that are protected by ridges of tough flesh. These secondary body eyes provide the creature with normal vision in lighted areas and infravision to 90 feet. On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eye stalks. Attacks on the creature hit as follows:

Roll	Location	AC	Hit Points
01-85	Body	0	As listed
86-90	Central Eye	7	Part of Body
91-00	Eyestalk/Tendril	2	6 hit points

While the gauth is similar to the beholder, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

When a gauth moves into combat, it begins to glow, much as if it were the object of a *faerie fire* spell, to attract the attention of its foes. A creature that meets the *gaze* of the central eye must roll a successful saving throw vs. spell, with a −2 penalty, or be affected as if the victim of a *feeblemind* spell.

If a gauth chooses to bite with its great maw, the sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can grab and hold victims as if they had a Strength of 18, but they can inflict no damage.

A gauth in combat can also employ its six eye stalks. These eyes have the following powers:

1. *Cause serious wounds* (as spell, 30-foot range).
2. *Repulsion* (as spell, 10-foot wide path, 40-foot range)
3. *Cone of cold* (as spell, inflicts 3d4 points of damage and has an area of effect 5 feet wide at the start, 50 feet long, and 20 feet wide at the base; this eye can be used only three times per day)
4. *Lightning bolt* (as spell, inflicts 4d4 damage with 80' range; this power can be used up to four times per day)
5. *Paralyzation* (as wand, 40-foot range, single target; only a *dispel magic* or the beholder's death can free the victim)
6. *Dweomer drain* (see below)

Perhaps the most feared of the gauth's powers, its dweomer drain, permits the gauth to drain charges from magical items. It has a 40-foot range and can be targeted on one individual per round. In addition to preventing one object from functioning for the duration of that round, this power drains one charge from one charged object. Permanent objects, such as magical swords, are rendered powerless for one round by this ability. Artifacts are not affected by the *dweomer drain*. The eye has no effect on spells that have been memorized (but not yet cast) and it will not break the concentration of a wizard. It does neutralize any spell cast by its target that round, however.

A *dispel magic* spell cast on any of the gauth's eye stalks prevents its use for 1d4 rounds. The central eye, any fully retracted eye stalks, the body's ability to glow, and the gauth's natural levitation are not subject to injury by such a spell.

If a gauth is slain, its magical energy dissipates. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within 10 feet (no saving throw). Gauth are immune to their own powers and to those of other gauth. They have an unusual physiology that enables them to regenerate 1 hit point every two turns.

Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness, they often ignore them utterly.

A gauth can survive by eating meat but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Each turn that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (artifacts are not affected, nor do they provide sustenance). Magical objects that cannot be entirely digested by a gauth are spat out after they have been drained of all their power.

Gauth are thought to live a century or so. Within a week of their "natural" death, two young gauth emerge from the corpse. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage), they have all the powers of a full-grown adult.

Spectator (beholder-kin)

Another relative of the beholder, the spectator is a guardian of places and treasures, and capable of limited planar travel. Once it is given a task, the spectator will watch for up to 101 years. It will allow no one to use, borrow, or examine an item or treasure, except the one who gave it its orders. The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.

The spectator is difficult to surprise, and has a +2 surprise modifier and a +1 initiative modifier. It is basically a passive creature, and will attempt to communicate and implant *suggestion* as its first act, unless it is immediately attacked. Striking a spectator has the following effects:

Roll	Location	AC	Hit Points
01-70	Body	4	4+4 HD
71-90	Eyestalk/Eye	7	1 hit point
91-00	Central Eye	7	1 hit point

A spectator, if blinded in all of its eyes, cannot defend its treasure and will teleport to the outer plane of Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in one day and then it returns. If the treasure is gone, the creature again leaves for Nirvana, never to return.

Spectator has a general magic resistance of 5%. As long as the central eye is undamaged, it can also *reflect* one spell cast at it, per round, sending it back against the caster. This does not apply to spells whose range is touch. Reflection occurs only if the spectator rolls a successful saving throw vs. spell. If the saving throw fails, magic resistance (and a further saving throw) must be rolled. Reflection is possible only if the caster is standing within the 60 degree arc of the central eye. Only the spellcaster is affected by a reflected spell.

All of the smaller eyes may be used at the same time against the same target. Their powers are:

1. *Create food and water* (creates the amount of food and water for a large meal for up to six people; this takes one full round)
2. *Cause serious wounds* (inflicts 2d8+3 points of damage to a single being at a range of 60 yards; a saving throw vs. spell is allowed for half damage)
3. *Paralyzation ray* (range 90 feet, one target only, for 8d4 rounds).
4. *Telepathy* (range 120 feet, only one target; communication is possible in this way, and the beast can also plant a *suggestion* if the target fails a

saving throw vs. spell; the *suggestion* is always to leave in peace).

If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation. If its charge is not threatened, it can be very amiable and talkative, using its telepathy.

Spectators move by a very rapid levitation, in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

The treasure being guarded is 90% likely to be a magical item. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it will freely allow it to be taken. Incidental treasure can be generated as follows: 40% for 3-300 coins of mixed types, 30% for 1d6 gems of 50 gp base value, 20% for 1d4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magical item valued at 1,000 XP or less.

Spectators are summoned from Nirvana by casting *monster summoning V* with material components of three or more small eyes from a beholder. (The chance of success is 10% per eye.) The spectator can be commanded only to guard some treasure. It performs no other duty, and if commanded to undertake some other task, it returns to Nirvana immediately. If its guarded treasure is ever destroyed or stolen, the spectator is released from service and returns to Nirvana. The summoner may take the item with no interference from the spectator, but this releases the creature.

Undead Beholder (Death Tyrant)

Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

An undead beholder can use all the powers of its surviving eyes, just as it did in life. The powers of 2-5 eyes (select randomly, including the central eye) are lost due to injuries or death, and the change to undeath. Although a death tyrant "heals" its motive energies through time, it cannot regenerate lost eyestalks or their powers.

Charm powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak *hold monster* effects (40%). A being failing to save against such a *hold* remains held as long as the eye's gaze remains steadily focused on them. If the eye is turned on another being, or the victim hooded, or forcibly removed, the *hold* lasts another 1-3 rounds. Death tyrants are immune to *sleep*, *charm* and *hold* spells.

If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings—from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren.

Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.

Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal *charm monster* and *control undead* spells. A special spell must be devised to command a death tyrant.

Saving Throws

Most beholders make saving throws according to their Hit Dice. The Death Kiss makes saving throws as a 10th-level warrior. The typical beholder and undead beholders make saving throws as follows:

Creature hit points	Saves as
45-49	10th level warrior
50-59	12th level warrior
60-69	14th level warrior
70+	16th level warrior



	Hive Mother	Director	Examiner	Lensman	Overseer	Watcher
CLIMATE/TERRAIN:	Any remote	Any remote	Any remote	Any remote	Any remote	Any remote
FREQUENCY:	*Very rare*	*Very rare*	*Very rare*	*Very rare*	*Very rare*	*Very rare*
ORGANIZATION:	Solitary	Squad	Squad	Squad	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Insectivore	Omnivore	Scavenger
INTELLIGENCE:	Genius (17-18)	Average (8-10)	Genius (17-18)	Low (5-7)	Supra-genius (19-20)	Semi- (2-4)
TREASURE:	I, S, T	G	V × 4	R	U	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful neutral	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	1	2-5	1-6	1-10	1	1-4
ARMOR CLASS:	0	2 (4)	5	3/7	2/7	7
MOVEMENT:	Fl 6 (A)	15, Fl 3 (A)	Fl 6 (C)	9	1	Fl 6 (A)
HIT DICE:	20	12 (8)	8	2	14	3+3
THAC0:	5	9	13	19	7	17
NO. OF ATTACKS:	1	2	1	1	1	1
DAMAGE/ATTACKS:	5-20	2-8/2-8	1-6 or weapon	1-8 or weapon	3-12	3-18
SPECIAL ATTACKS:	Magic	Magic	Magic	Nil	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Nil	Magic	Magic	Magic	Magic
MAGIC RESISTANCE:	5%	20%	25%	Nil	35%	Nil
SIZE:	H (8' in diameter)	H (8-10' in diameter)	M (4' in diameter)	M (5' tall)	H (15' tall)	L (6' in diameter)
MORALE:	*Fanatic (18)*	*Fanatic (18)*	*Steady (11)*	Elite (14)	Champion (16)	Average (10)
XP VALUE:	24,000	10,000	6,000	175	15,000	420

Hive Mother (beholder-kin)

The legendary hive mothers are also called the "Ultimate tyrants", or just "Ultimates". They are twice the size of typical beholders, and differ in appearance as well.

Their mouths are larger, so large that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5-20 points of damage (5d4) each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by making a successful attack roll.

The ultimate has no eyestalks, but its magical eyes are protected by hooded covers in the flesh of the creature's body, so that they cannot be severed. The central eye has 15 hit points.

Roll	Location	AC	Hit Points
01-90	Body	0	20 HD
91-00	Central Eye	7	15 hp

The ultimate's true ability is in controlling the actions of large numbers of beholders and beholder-kin. A hive mother may have 5-10 ordinary beholders under its command, or 5-20 abomination beholder-kin (see below), which it communicates with telepathically. A nesting hive mother spells disaster for the surrounding region, as it can apparently create a community of beholders, beholder-kin, and abominations. If destroyed, the beholders and beholder-kin will turn on each other, or seek their own lairs.

Hive mothers may be the ancestral stock of the better known beholder, the next step of its evolution, a magical mutation, or a separate species. The reality remains unknown.

Director (abomination)

Directors are a social, warrior-beholder, and breed specialized mounts. They mindlink with their mounts to better control them.

Directors resemble beholders, but their central eye is smaller. They possess only six small eyes on retractable eye stalks. Directors have a fanged mouth below the central eye and possesses three clawed, sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

Directors' eyes have their own powers:

1. *Magic Missile* (as spell , 2/round)
2. *Burning Hands* (as spell at 8th level)
3. *Wall of Ice* (as spell)
4. *Slow* (as spell)
5. *Enervation* (as spell)
6. *Improved Phantasmal Force* (as spell)

A director's central eye has the power of *deflection*—all frontal attacks on director suffer a −2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all saving throws against spells cast by those in the field of vision of the central eye.

Director mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs.

Directors normally possess 8 Hit Dice, but when mounted the director and mount are treated as a single creature whose Hit Dice equals the sum of those of the director and the mount. After a director/mount suffers half damage, the mount's speed is reduced to half and the director gets only one physical attack per round. A director may flee and leave his mount to fend for itself (the mount suffers a −4 penalty to its attack rolls). Directors have an AC of 4, but are AC 2 when mounted. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.

Crawler (a typical mount): A crawler resembles a cross between a centipede and a spider. It has 4 Hit Dice. It has 10 legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing 2d4 points of damage each. Victims who fail to roll successful saving throws vs. poison are paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 0. They have cutting mandibles beneath their front fangs.

Examiner (abomination)

An examiner is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. The mouth is surrounded by four multi-jointed limbs ending in gripper pads. These limbs can pick up and manipulate tools, the chief strength of the examiner.

Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as humans, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below (all spell-like effects are cast at the 8th level).

1. *Enlarge* or *Reduce*
2. *Identify* or *Legend Lore*
3. *Transmute Form* (similar to a *Stone Shape* spell, but works on all types of nonmagical, nonliving material)
4. *Spell Reflection* as a *ring of spell turning*

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are often the lackeys of beholders, overseers, and hive mothers.

Lensman (abomination)
A lensman has one eye set in the chest of its five-limbed, starfish-shaped, simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb—a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed pole arms.

Lensmen are semi-mindless drones that don't question their lot in life. The eye of each lensman possesses only one of the following six special powers (all at the 6th level of ability).

1. *Emotion*
2. *Heal*
3. *Dispel Magic*
4. *Tongues*
5. *Phantasmal Force*
6. *Protections* (as scrolls, any type, but only one at a time)

Overseer (abomination)
Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine, and three yammering mouths surround the spine. There are eight thorny, vine-like limbs that are used to grasp tools and for physical defense, inflicting 1d10+2 points of damage each. Overseers sit on root-like bases and can inch along when movement is required. They cannot levitate.

Overseers are covered with a fungus which changes color as the overseers desire, commonly mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts. The powers of their 13 eyes are as follows (all magical effects are cast at 14th level).

1. *Cone of Cold*
2. *Dispel Magic*
3. *Paralysis*
4. *Chain Lightning*
5. *Telekinesis* 250 lb. weight
6. *Emotion*
7. *Mass Charm*
8. *Domination*
9. *Mass Suggestion*
10. *Major Creation*
11. *Spell Turning*
12. *Serten's Spell Immunity*
13. *Temporal Stasis*

An overseer's AC is 2, but each eye stalk is AC 7 and is severed if it suffers 10 points of damage.

Like hive mothers (that operate with them), overseers can convince similar beholders and beholder-kin to work together. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

Watcher (abomination)
Watchers are 6-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unlidded. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey. They are information gatherers and are the least brave of all the eye tyrant races.

Watchers can attack with their single tentacle for 3d6 points of damage. The tentacle also inflicts an electrical shock; victims who fail a system shock roll fall unconscious.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

1. *True Seeing* and *ESP*
2. *Advanced Illusion* and *Demi-Shadow Magic*
3. *Telekinesis* 1,000 lb. and *Teleport*

Compound Eye: *Message*, *Tongues*, and *Suggestion*

Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation.

Other Beholders and Beholder-kin

The beholder races are not limited to the ones presented here. The plastic nature of the beholder race allows many mutations and abominations in the breed, including, but not limited to, the following.

Beholder Mage
Shunned by other beholders, this is a beholder which has purposely blinded its central eye, so that it might cast spells. It does so by channeling spell energy through an eyestalk, replacing the normal effect with that of a spell of its choice.

Elder Orb
These are extremely ancient beholders of godlike intelligence and power. Though they have lost the function of some of their eyestalks, they have more hit points and are able to cast spells. They can supposedly create and control death tyrants.

Orbus
This is a stunted, pale-white beholder retaining only its anti-magic eye and reputed to have great magical ability.

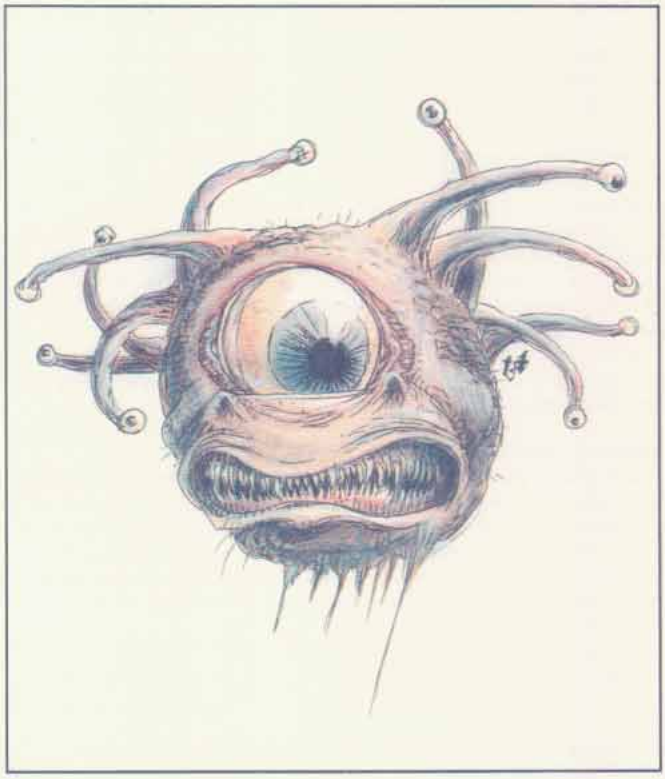
Doomsphere
This ghost-like undead beholder is created by magical explosions.

Kasharin
An undead beholder, it passes on the rotting disease which killed it.

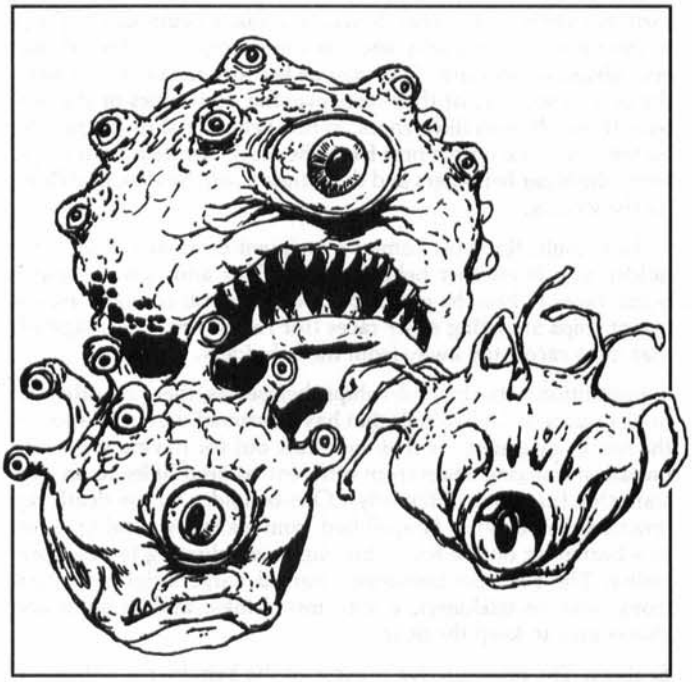
Astereater
This abomination is a great boulder-like beholder-kin without eyes.

Gorbel
The gorbel is a wild, clawed beholder-kin lacking magic but with the nasty habit of exploding if attacked.

In addition, there are beholders which are in all appearances "normal" but have eyes with alternate magical abilities, such as a *detect lie* instead of a *death* ray. Such creatures are usually treated as outcasts by all the beholder and beholder-kin races.



	Beholder	Orbus	Hive Mother
CLIMATE/TERRAIN:	Any space	Any space	Any space
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	Tribal/ship	Ship	Solitary/ship
ACTIVE CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (15-16)	Non- (0)	Genius (17-18)
TREASURE:	I,S,T	Nil	I,S,T
ALIGNMENT:	Lawful evil	Neutral	Lawful evil
NO. APPEARING:	5-20	1-6	1
ARMOR CLASS:	0/2/7	10	0
MOVEMENT:	Fl 3 (B)	Fl 3 (B)	Fl 6 (A)
HIT DICE:	45-75 hp	5-10 HD	20
THAC0:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5	Nil	3
NO. OF ATTACKS:	1	0	1
DAMAGE/ATTACKS:	2-8	0	5-20
SPECIAL ATTACKS:	Magic	None	Special
SPECIAL DEFENSES:	Anti-magic ray	Anti-magic ray	Anti-magic ray
MAGIC RESISTANCE:	Special	Special	5%
SIZE:	M (4-6')	M (4-6')	L (8' across)
MORALE:	Fanatic (18)	Average (10)	Fanatic (18)
XP VALUE:	14,000	270+	24,000



The beholder is the stuff of nightmares for many a groundling. The creature, also called the *sphere of many eyes* or the *eye tyrant*, appears as a large orb dominated by a central eye and a large toothy maw, with ten smaller eyes on stalks sprouting from the top of the orb. On the Known Worlds, a single beholder is considered a great danger. How would these groundlings react if they knew that in space beholders control their own specially designed ships, and traveled on them in large numbers?

The beholder found on the ground is only one of three distinct types that are found in space. It is the only type that can survive for long periods on its own, and is comfortable in the constant gravity pull and thick atmosphere of most planets. This singleton beholder is crafty in its own right, and a dangerous opponent. Singletons are found in space as well, but most beholders are part of a larger ship, powered by the orbus and dominated by the hive mother.

All beholders retain their levitation ability in space, and in the absence of any set gravity, can use it to fly at will. Both the groundling beholders and their spaceborne cousins have their own language, and speak a wide variety of other languages as well, including the common tongue used throughout the Known Worlds.

In space, the common beholder social unit is the nest, which occupies one of their huge tyrant ships. The nest is similar to a hive, in that the ship is commanded and ruled by the hive mother, and powered by the orbi. The common beholders serve as scouts, soldiers, and guards for the hive mother.

Combat: The common beholders function in space much the same way they do on the ground. Their bodies are covered with hard shells of AC 0, their ten eyestalks are AC 2, and the small eyes themselves are AC 7. Each of these eyes, and the large central eye, has a different function. Generally, a beholder can use 1-4 of the smaller eyes if attacked from within a 90-degree angle in front, double that if attacked from within a 180 degree angle, triple if attacked from 270, and quadruple if attacked from all sides. The central eye can only be used against attacks from the front. If attacked from above, the beholder can use all of its smaller eyes. If attacked from below, it can use only 1-4 of its smaller eyes.

In space, then, a beholder that is not in the gravity plane of a larger object (like a ship) can orient itself as it sees fit, and can use all of its eyes simultaneously. Once it falls into a gravity plane, it is restricted to 1-4 eyes as it "rights" itself to the correct direction.

For this reason a beholder that drifts into another gravity plane will attempt to come close to the surface to do battle with many attackers.

The standard eyes of a beholder are:

1. *Charm person* (as spell)
2. *Charm monster* (as spell)
3. *Sleep* (as spell, one target)
4. *Telekinese* 250 lbs. weight
5. *Flesh to stone* (30-yard range)
6. *Disintegrate* (20-yard range)
7. *Fear* (as wand)
8. *Slow* (as spell, single target)
9. *Cause serious wounds* (50-yard range)
10. *Death ray* (single target, 40-yard range)

Central Eye—*anti-magic ray*, 140-yard range, covers a 90-degree arc before the creature. All magic within the area (including the effects of the other eyes) will not function within that area. Spells cast in or passing through that area cease to function.

The common beholder can withstand the loss of its eyestalks, each eyestalk taking 8-12 points of damage before being lost. This loss of hit points is over and above any damage done to the central body. The body of the beholder can withstand two thirds of the listed hit points in damage, and the central eye one third before it ceases to function. Slaying the body will kill the beholder. For common beholders, there is a 75% chance that any hit strikes the body, 10% chance for the central eye, 10% for the eyestalks, and 5% for the eyes.

The Orbus

The orbus is either a genetically bred or a stunted and immature form of the standard beholder. It is only found in space aboard the tyrant ships of the beholder nations. It is chalk-white and lacks functioning smaller eyes. The central eye is huge and vulnerable, occupying most of the upper body above a small, toothless mouth. This eye has the normal anti-magic properties, but is milky white.

Despite their vulnerability, the orbi are the means by which the beholders travel through space. It is they that can funnel the magical energies of the other beholders into motive force—they are living spelljammer helms. There are 1-5 of them aboard any tyrant ship, and they are located closest to the hive mother, at the deepest point of the shell.

The orbi have their hit points distributed as common beholders: one third for the central eye and two thirds for the body. However, when attacking an orbus, 50% of the hits will strike the central eye, the remainder hitting the body. Both eye and body have the same Armor Class.

Hive Mother

The hive mother is also called the *ultimate tyrant*, or just "Ultimate," a form of greeting that seems to please their pride. They are twice the size of typical beholders, and differ in appearance as well. Their mouths are larger, such that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5-20 points of damage (5d4) each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by stating this intention and making a successful attack roll.

The ultimate has no eyestalks, either, but its eyes are protected by a hooded cover in the flesh of the creature's body. The central eye has a similar hood, such that the chance of striking the central eye is reduced to 10%, the remainder striking the body.

The ultimate's true ability is in controlling the actions of its brood, the common beholders that make up its crew. While a hive mother can survive groundside, it is not as effective as when it is linked up in a tyrant ship.

A tyrant ship allows the hive mother to focus the energies of her crew through the structure of the ship's shell itself. The tyrant ship shells are made by the arcane, who thus profit from the beholders despite the fact that the tyrants have their own genetic helms.

Habitat/Society: The beholders of space would be the greatest menace of the void, more deadly than the neogi, more sadistic than the mind flayers, were it not for one thing: they are rampant racists.

They are not true xenophobes in that humans and other races are considered subservient—it is not known if the beholders of space consider humanity anything other than one more item in space. Rather, the beholders war against their own species.

Within the basic body-type of beholder (a sphere with a mouth and a central eye, ten eye-tipped tentacles on the top), there is a great variety of beholder subspecies. Some have obvious differences, such as those covered with overlapping chiton plates versus those with smooth hides, or those with snakelike eye tentacles versus ones with crustaceanlike joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder nation declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

The ultimate of a beholder tyrant ship shares the same body-form as its brood. The orbi, however, remain a curious exception to this idea of racial purity and remains exempt from the beholders' subspecies warfare. This may be because the beholders need the orbi to survive, or they recognize the similarities of the orbi over those obvious differences. When beholder ships battle, the victims will take on the orbi from the losers for their own ships, while the other beholders and the ultimate will be slain and eaten by the victors.

As a result, the most common recipient of an attack by a beholder ship is another beholder ship. This allows most spaceborne races to breathe easier, but there are still enough cases of tyrant ships attacking other races (for reasons real or imagined) that most races stay away from the beholders.

In addition to the beholder ships themselves, there are often beholder outcasts, individuals that have survived the elimination of the rest of their nest, or that were cast out for having some odd mutation (ranging again from different colored hides to an eyestalk that functions differently). One beholder whose death ray functions like a *detect lie* spell fled from his fellows and operates as a bartender on the Rock, his alignment slipping toward neutrality. The beholder-barkeeper, named Large Luigi by its patrons, uses its telekinetic eye to mix drinks, and its *sleep* and *charm* eyes to keep the peace.

Ecology: The reproductive process of the beholder is unknown, and for those who are interested in continued life, probably will remain so. The core racial hatred of the beholder race is likely based in the nature of reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation.

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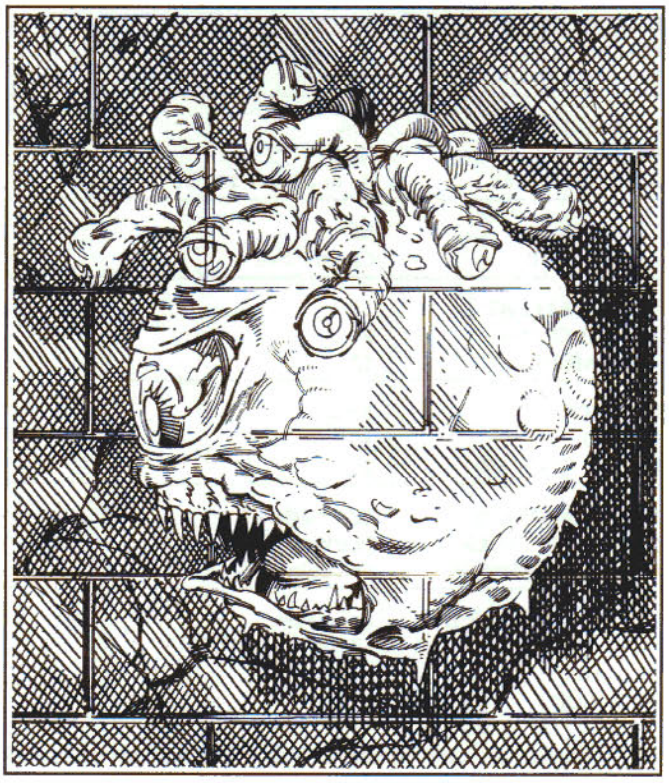
CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	I,S,T
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	−1/1/6
MOVEMENT:	Fl 6 (A)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1 + 10 special
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Eyestalk magic
SPECIAL DEFENSES:	Anti-magic ray
MAGIC RESISTANCE:	Special
SIZE:	M (4′-6′ diameter)
MORALE:	Fanatic (18)
XP VALUE:	16,000



A few beholders employ magical items or hired spellcasters to prepare against their own deaths. Their magical natures thwart such attempts, usually causing a wild magic explosion (treat as 1d4 simultaneous *wand of wonder* discharges) at a beholder's death—but a few enchantments are powerful and clever enough to prevent death, forcing the beholder into undeath. These beholders become doomspheres.

Combat: In battle, a doomsphere attacks with eyestalk powers and bite (its rending teeth changed to a chilling maw that saps both hit points and 1 point of Strength—unless a victim saves vs. death magic each time bitten). Doomspheres turn as "Special," and can be hit only by +1 or better magic weapons, or by beings with magical powers or 6 or more Hit Dice. They are immune to *charm*, cold-based, *death* (and related), *distintegrate*, electricity, *enfeeblement, feeblemind, hold* (and related), insanity, and *sleep* spells. They are allowed two saving throws per round against magical attack (if only one attack comes, they get two chances to save.) Additional attacks in the same round aren't blocked; against them, a doomsphere has no magic resistance and no saving throw. A doomsphere's save vs. magic is 7 on a d20. Doomspheres never have psionic powers, but are allowed saves against all psionic attacks, of 9 on a d20.

A doomsphere cannot speak (though it can hear, read, and write). Its central eye retains the 90-degree arc anti-magic ray (all magic ceases to function in its conical area of effect, which extends outwards for 90′; spells cast within it, or passing through it, automatically fail). The eyestalk powers of (1) *fear* (as a wand), and (2) *slow* (lasts 1d4 + 1 rounds) are also retained from life. The powers of the other eyes alter to 110′ long, 4′ diameter beams (the doomsphere must roll a successful attack to strike):

3. Chill ray: deals 2d6 damage (drains vitality rather than being cold-based; ineffective against undead; if victim saves vs. spell, only 1d6 damage is taken).

4. Hold being: Acts against one creature; effects last for 1d4 + 1 rounds, and work against undead. If victim saves, acts as *slow*.

5. Enervation As wizard spell; drains 1d4 levels, lasts 1d4 hours.

6. Animate dead As 12th-level wizard using wizard spell.

7. Withering Does 2d8 + 1 hp damage, and makes a limb shrivelled and useless for any purpose 4d4 turns.

8. Boneshatter This attack breaks some of the bones or chitin of a creature, dealing damage and reducing movement to half rate—flying creatures lose one Maneuverability Class rating per boneshatter attack that lands. The victim is allowed a saving throw to take only 2d6 damage. Creatures who fail their save take 3d6 damage on the first round, and a further 1d8 on the next round, as the broken bones do their own internal damage. This attack is ineffective against gaseous or insubstantial creatures.

9. Flesh sear Victim must save to avoid all effects except 1d4 hp loss. If save fails, victim takes 3d8 damage as tissue is magically eaten away to bare bone somewhere on body. A system shock roll must be made, and victim must save vs. poison or senses are impaired for 3d8 turns by literal loss of face.

10. Undeath assault Beam strikes single victim as an invisible ramming force. Victim takes 1d4 + 1 battering damage and must make a Strength check or fall down/be driven back, with forced saving throws for fragile worn or carried items.

The undead nature of a doomsphere makes its body harder to strike, but eyestalks (AC 1) are still easier to damage than the central body, and the eyes themselves even more vulnerable (AC 6). Directly striking the insubstantial mote of undeath that is an eye causes an instant eye-power discharge (if done by direct physical attack, attacker cannot avoid it, but is allowed whatever saving throw usually applies), but renders that eye functionless for 1d6 days. Smiting any eyestalk for more than 12 hp of damage causes the eye-power to cease for 5d6 turns.

Habitat/Society: Doomspheres avoid others of their own kind. Elminster has seen only one direct battle between doomspheres with conflicting aims; it ended in mutual destruction, amid a "spellstorm" of wild magic discharges.

Ecology: Doomspheres serve no master, eat nothing, and have as enemies only beings they choose to destroy, or who are foolish enough to attack them. They avoid wanton destruction, and often act to aid primitive tribes who worship them.

	Elder Orb
CLIMATE/TERRAIN:	Any (remote areas)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Godlike (22 +)
TREASURE:	S,T,V (A,D,E,F)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0/2/7
MOVEMENT:	Fl 3 (B)
HIT DICE:	70-75 hp
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Magic; see below
SPECIAL DEFENSES:	Anti-magic ray
MAGIC RESISTANCE:	50%; see below
SIZE:	M (4'-6' diameter)
MORALE:	Fearless (19)
X.P. VALUE:	18,000



An Elder Orb is a very old beholder whose powers have far outstripped its 'common' brethren. Elder Orbs lack the larger number of eyes of the younger beholders but gain spellcasting abilities in compensation. Elder Orbs are the wisest, most cunning of tyrant-kind, They are expert strategists and ruthless, tireless foes, true master minds of their race.

Combat: An Elder Orb typically loses the powers of 1-4 eyes in reaching its advanced age and powers. In old age, ants can't regenerate lost eyes (purely physical damage still heals).

Elder Orbs use magic, developing verbal-only spells of their own, or buying or stealing spells from beings who use verbal magics. They employ potions, scrolls, and spellbooks as wizards do; they also utilize magic items that need not be worn to function and are activated by command words.

An Elder Orb can memorize one wizard spell for every 8 hit points it currently possesses. It can only hold one spell of each spell level in its mind at a time, and must study spells as mages do to retain its spellcasting abilities.

Spells widely known among Elder Orbs are few. Each one guards its knowledge jealously, vying for supremacy over others. Common Orb-spells are known to include: *darkness, 15' radius; detect invisibility; dig; dispel magic; ESP; minor globe of invulnerability; power word, blind; protection from normal missiles; wall of force,* and *control death tyrant.* This later spell is equivalent in power to a fourth-level wizard spell, but it is unusable by human minds of less than 18 intelligence.

This magic enables an Elder Orb to control any Death Tyrants (undead beholders; see the "Monster Guide") within a range of 1 mile per current hit die of the Elder, a control as rigid as a *charm person* influences humans. An Elder Orb can simultaneously control one Death Tyrant per point of intelligence it currently possesses. If faced with more Tyrants than its control limit, a rare occurence indeed, it can drop control of one in one round and assume control of another in the next. The Tyrants involved will do nothing during those two rounds. Death Tyrants cannot rebel against this control which overrides and always supercedes their directives.

Whenever an Elder Orb has access to Death Tyrants and expects danger, it will exercise a *control* spell. It is one spell Orbs always memorize; another is the 8th level *create death tyrant* spell developed by Elder Orbs, which yields a steady supply of servants.

In battle, an Elder Orb always tries to have Death Tyrants do its fighting, using them as shields from attackers, and to maneuver foes into range of its own eyes. An Elder Orb tends to keep its spells as surprises to turn the tide of battle or to escape foes likely to defeat it.

Habitat/Society: Elder Orbs are the wise councilors, decision-makers, and leaders of various beholder factions. They keep spacegoing tyrantkind organized and more or less obedient, as opposed to the paranoid, fiercely independent solitary beholders most often found on worlds. The pinnacle of tyrantkind, Elder Orbs work to maintain preeminent positions in their factions, and to advance their faction to supremacy over all beholders. Each Elder Orb is always looking for an edge—any and all possible edges. They view adventurers as potential sources of new information, magic, weaponry, and wealth to furnish those advantages. The Orbs are therefore more curious, tolerant,

and farsighted than most beholders—though they may act no less confident and arrogant. This arrogance and haughtiness is simply a front to fool player characters, not the foolhardy overconfidence of many younger beholders.

Every Orb sees itself as the father of a new, more capable breed of tyrantkind loyal to it. Using Death Tyrants as guardians and assistants, most Orbs arrange cautiously safeguarded meetings with lesser beholders to breed, and then raise the young to obey them. Beholders are hermaphroditic and produce magic-weak young. The unfortunate mate and any disloyal offspring are usually killed and turned into Death Tyrants, insuring a more reliable servant for the Elder Orb. Other Orbs continually try to destroy or subvert the loyalty of an Elder Orbs offspring. So far, no Elder Orb has succeeded in breeding loyalty into the race, or achieving dominion over more tyrantkind than it can threaten into obedience.

Ecology: An Elder Orb needs less food than other beholders, and tolerates a wide variety of consumables. Its saving throw against all ingested poisons is a 3; for contact and insinuative poisons, an Orb needs to roll a 2. Spells that manage to slip past the *anti-magic* rays of the central eye encounter a high bodily magic resistance. This resistance is the result of magical experimentation and the development of the Elder Orb's highly focused personal will used to counteract hostile magical effects. Elder Orbs also are immune to 1st through 4th level illusion spells due to their incredibly high intelligence scores.

Every Elder Orb amasses all the magical knowledge it can during its lifetime, and so provides rich treasure for those who defeat one. Magic items and spells are cleverly hidden in caches, both near an Elder Orb's usual haunts, for emergency use, and far away for its protection.

Sages believe Orb brains have great potential as a component of spells and item-crafting processes, but no specific uses are documented as yet.

Create Death Tyrant
8th level Wizard spell (Necromancy)
Range: 20' Lasting Time: 3 rounds
Components: V Area of Effect: 1 beholder/hit dice or levels
Duration: Permanent Saving Throw: None

This spell creates death tyrants from the shells or corpses of dead beholders. Unlike the human priest spell *animate dead,* the spell does not allow permanent control of the undead beholders. The caster controls the death tyrants created by this spell for 1d12 rounds and the caster's level. After said time, the caster must use a *control death tyrant* spell to maintain his control.

Casting this spell is an inherently evil act, used primarily by Elder Orbs. Only evil wizards of 18 or greater intelligence can use this spell.

CLIMATE/TERRAIN:	*Spelljammer* (beholder tower)
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	All
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–4
ARMOR CLASS:	6
MOVEMENT:	Fl 3 (B)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–12
SPECIAL ATTACKS:	Deathcharm eye
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4–6′ diameter)
MORALE:	Fearless (19–20)
XP VALUE:	3,000

The kasharin are those beholders who contracted the Blinding Rot disease and who survived long enough to seemingly die from the disease and not from beholder retaliation. (The Blinding Rot caused the beholders' eye stalks to wither and decay and subsequently fall off, leaving the beholder severely disabled if not dead. At least half of the beholders aboard the *Spelljammer* acquired the disease, but most of those afflicted were killed by their fellow beholders during the early stages of the disease, so great is the race's xenophobia over any disparity in the eye tyrant race.)

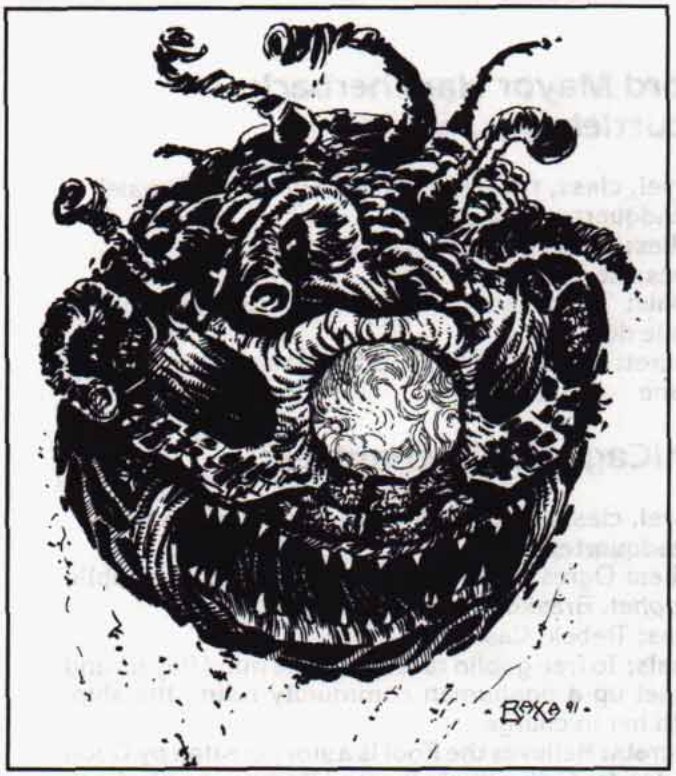
The disease did not actually kill the creatures, but rather placed them in a state of living death. They still register as living beings according to the shivaks' ability to detect life, and thus they still receive food rations from the ship's stores. The kasharin operate on that thin edge between the living and the undead, but for how long they can remain so is unknown. Currently they are being cared for by the beholders in their tower; the kasharin are given healing magics and minimum food rations to maintain their existence in the event that they can be made into servants for the Gray Eye (the leader of the beholders aboard the *Spelljammer*).

The kasharin appear to be blackened, burnt beholders, their scales curled and separated, apparently from some intense heat. Their eye stalks are charred and useless, but their central eye still remains intact and usable.

Combat: The beholder-mummies' main form of attack is their central eye. It retains the range it had when alive, but the eye now has a two-pronged attack. The eye acts as a powerful *charm person/monster* to those characters or creatures who are affected by such spells; to those who are not, it acts as an equally powerful ray of death magic.

Any who encounter the kasharin make their saving throws at −4. If they can be charmed and fail their first saving throw, they continue to make all successive saving throws to shake off the charm at −4 as well. Creatures and characters that cannot be charmed because of inner magic resistance or immunity must make a saving throw versus death magic at −4, with failure indicating immediate death.

Beholder-mummies can be turned or destroyed if confronted with sufficient clerical power. Treat them like ghosts or other 10 HD monsters.



Habitat/Society: The beholder-mummies retain their xenophobic hatred, but the hatred is now focused on all surviving living beholders. The kasharin's new state has, curiously enough, made them more forgiving toward the denizens of the undead, but these feelings occur only if the undead cannot otherwise affect the beholder-mummies.

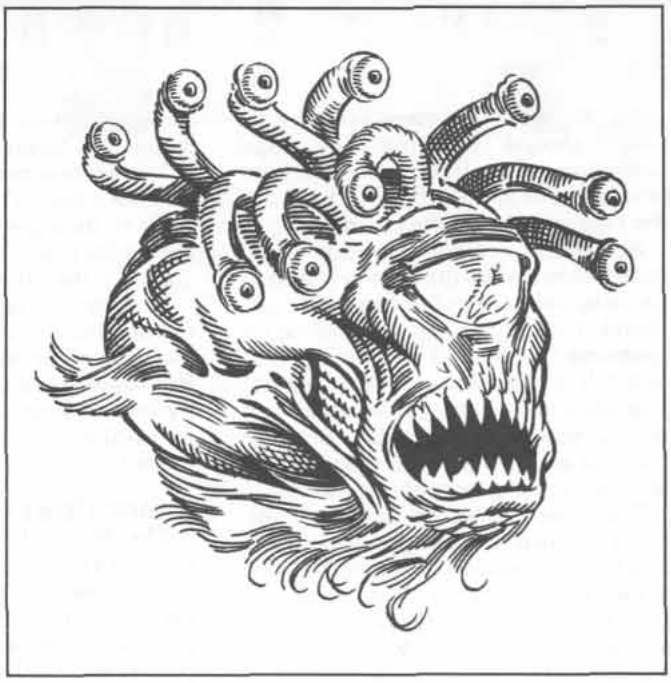
Only beholders that have passed completely through the transformation caused by the Blinding Rot are considered "true" beholders by the kasharin. To them, the beholders of any subrace that have passed "the test" are now considered brethren, while any former (and living) relations are not, regardless of whether they were once the same subrace. The xenophobic hatred that drives multiple subraces apart in the world of the living beholder has been simplified to simply living versus unliving in the beholder-mummy world. The transformation to undead may prove to be a blessing in disguise for the strife-ridden beholder factions.

Ecology: The kasharin are products of the disease that has transformed them into their present state. They are changed both in body and in mind, yet they retain many of their natural beholder tendencies.

The beholders kept within the tower have now been metamorphosed into beholder-mummies, but the plague itself originally came from beyond the decks of the *Spelljammer*. It may be that there are colonies (and perhaps even entire planets) of beholders so infected somewhere in the Known Spheres.

The Blinding Rot was originally developed as an "ultimate unifier" of the beholder race. The philosophy behind its development is that it brings the beholders—every race, subrace, and sub-subrace—together in a single, unifying death. Rising from the ashes of that death is a new race, a *single* race of beholder-mummies. All creatures of space must fall to the beholders, and now all the undead must fall to the beholder-mummies.

CLIMATE/TERRAIN:	Space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	As beholder
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 3 (B)
HIT DICE:	40 hp + 5/lvl
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (3'-5' diameter)
MORALE:	Fanatic (18)
XP VALUE:	11,500 + 500/lvl



Though beholders are exceptionally intelligent, they have found little success in learning magic. Most have contented themselves with the natural abilities of the eye tyrant.

Why can't beholders manipulate the magic that flows so freely through their bodies? The reason is their central eye, that produces the anti-magic ray. Its energies effectively "short circuit" the creature's magical potential.

A beholder can learn magic if its central eye does not function. The first beholder magi were born blind in this eye and learned magic to compensate. Others ruthlessly put out their own eyes, though these fanatics are nearly always outcast from all beholder nations.

Combat: Like human wizards, beholder magi learn their art gradually and gain different power levels. For a random determination of a beholder mage's level, roll on the chart below. Note that although the percentages of low level mages are much higher, these numbers reflect those likely to encounter an adventuring party.

Like all beholders, the spellcasting variety focus their magical energies through their eyestalks. Projecting spells through an eyestalk changes the focus of that eye so that the original power is lost forever. Of course, the mage may learn a spell that duplicates the lost ability.

When creating a beholder mage, determine which eyestalks have become spellstalks. Most beholders change their eyestalks into spellstalks in the following order: *charm person, sleep, slow, fear, cause serious wounds, charm monster, flesh to stone, telekinesis, disintegrate,* and *death.*

Once an eyestalk has become a spellstalk, the beholder mage "stores" in it any one spell that it knows. Storing a spell requires the same time a human wizard would need to memorize that spell from his book. Once a spell is stored in an eyestalk, the beholder mage may use it as often as desired, in the same way it uses the innate powers of its other eyestalks.

Once a beholder mage knows a spell, it no longer requires a book. It is still limited to the maximum number of spells allowed by its Intelligence. The maximum spell level it may learn is determined by its level, as shown on the chart below:

Roll	Lvl	Spellstalks	Max. Spell Lvl
01-10	1	1	1
11-28	2	2	1
29-50	3	3	2
51-70	4	5	2
71-85	5	7	3
86-94	6	8	3
95-00	7	10	4

The choice of spells is limited by several factors:

First, the beholder mage's inability to gesture or manipulate materials limits it to spells that can be cast in less than one round, unless the spell's only component is verbal.

Second, they may not take any spell that affects spell capacity or other spells. Spells like *Rary's Mnemonic Enhancer* and *extension* are unavailable to them.

Third, and most important, all beholders are more limited in their understanding of magic than are humans. So beholder magi may learn spells from only one school of magic. Even so, they receive none of the benefits of a specialist wizard.

Beholder magi can use only the number of eyes that a common beholder may use, as explained in the *Monstrous Compendium*. When rolling for the eyes that may be used, substitute spellstalks for the eyestalks they replaced.

Like ordinary eyestalks, spellstalks can be severed. The beholder mage loses that eye's stored spell until the stalk can regenerate. A spellstalk grows in "blank," and the beholder mage must relearn the spell to store in it.

Habitat/Society: Beholder magi are more solitary than their spacefaring companions. In temperament, they resemble the avaracious groundling beholders detailed in the *Monstrous Compendium*. However, they are less aggressive and more prone to negotiation, or better said, trickery.

Beholder magi who have dispensed with their *telekinesis* power cannot manipulate their spell books or other magical devices. Therefore, they sometimes employ *charmed* servants to turn pages and carry possessions.

Ecology: Some potions use the eye of a normal beholder as an ingredient. Substituting the spellstalk of a beholder mage produces unpredictable, sometimes bizarre results. Roll on the Potion Compatibility table on page 141 of the *DMG*.

In all cases where only one of the two potions being mixed functions, the potion being created is the one that works. When it states that both potions function, the second effect is that of the spell stored in the spellstalk when it was removed.

Climate/Terrain:	Acheron, Mechanus, Outlands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17–18)
Treasure:	E, R, T
Alignment:	Lawful neutral (evil)
No. Appearing:	1
Armor Class:	–2 (body)/2 (eyestalks)
Movement:	Fl 3 (A)
Hit Dice:	8+8
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d8/1d8/1d8
Special Attacks:	Blood drain, gaze, psionics
Special Defenses:	None
Magic Resistance:	25%
Size:	L (6′ diameter)
Morale:	Champion (15–16)
XP Value:	15,000

Primes always seem surprised to learn that there are observers that lair on the Outlands and lawful planes, but it only stands to reason that a monster so widespread as the beholder would've spawned planar offspring. Observers are a lot like the other beholder-kin, concealing a frightening alien intelligence and fearsome magical powers behind a chitinous body. Unlike their more rapacious prime-material kin, observers adhere to a cool neutrality and are often content to leave well enough alone. ('Course, that doesn't help the Clueless sod who attacks one of these things, taking it to be a beholder.)

An observer has a spherical body about 6 to 7 feet in diameter, covered with a tough, chitinous shell. The shell's a mottled purple and pinkish color, and can be 2 to 3 inches thick in places. Unlike beholders, observers have three mouths spaced evenly around their lower hemisphere, and three main eyes spaced evenly around their equator. Six minor eyes on stalks ring their dorsal surfaces. Observers support their bodies by means of an innate *levitation* ability.

Observers often create small empires or tyrannies, using their magical and psionic abilities to take control of regions and order them to their own will. Observers are generally more passive than their beholder cousins, and fight only when directly attacked. Unless it's physically threatened, an observer's usually content to use negotiation and manipulation to achieve its ends.

Combat: The observer's main body is AC –2, but its mouths, main eyes, and eyestalks are not as well-armored; they're only AC 2. The loss of these organs doesn't count against the observer's own hit points. The main eyes can withstand 10 hp of damage each, the eyestalks 5 hp of damage, and the mouths 15 hp of damage before being destroyed.

The observer's mouths actually consist of powerful, retractable stalks that can reach things up to 5 feet from the main body. If the observer's mouth hits with a roll 4 or more greater than the attack roll needed, it fastens to the victim and begins to drain blood at the rate of 2 hit points per round. When possible, the observer will divide its attacks to drain as many victims as it can.

Although the observer's attacks are formidable, they pale in comparison to its magical abilities. Each of the creature's main eyes projects a powerful ray of telekinetic force that can have one of three effects: First, it can simulate *Bigby's forceful hand*, driving back one creature at the rate of 20 feet per round. Creatures weighing up to 500 pounds can be so affected, and creatures between 500 and 1,000 pounds cannot advance closer to the observer while its gaze remains on them. Creatures over 1,000 pounds can advance only at the speed of 10 feet per round. Second, the gaze of the main eyes can be used to strike telekinetic blows inflicting damage equal to 1d12 points plus the victim's AC. Third, it can automatically deflect all physical missiles fired at the creature from the 120 degree arc in front of the eye. The main eyes have a range of 100 yards.

Each of the six smaller eyes can create the following effects against a single target:

- *domination* (30-yard range)
- *enervation* (30-yard range)
- *fear* (50-yard range)
- *finger of death* (30-yard range)
- *magic missile* (3 missiles, 50-yard range)
- *Otiluke's freezing sphere* (cold ray inflicts 8d4+16 points of damage)

The powerful eyes of observers are the equivalent of a *true seeing* spell to a range of 100 yards, except that the monster can't determine alignment by sight. This means they can't be deceived by illusions or *invisibility*.

As if these weren't enough to lay any sod in the deadbook, observers are also powerful psionicists, in possession of potent telepathic and psychokinetic abilities. An observer usually relies on its magical abilities first, but should those fail or a subtler means of attack be required, it'll fall back on mental attacks. Observers enjoy experimenting with telepathic attacks against nonpsionic creatures and take a fiendish pleasure in permanently wrecking a foolish opponent's psyche.

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/5/15	All/All	16	230

Observers have the following psionic powers:

- Psychokinetic – Sciences: telekinesis. Devotions: animate object, inertial barrier.
- Psychometabolic – Devotions: body control, cause decay, chameleon power, double pain.
- Telepathic – Sciences: domination, mindlink, probe. Devotions: attraction, aversion, contact, ESP, invisibility, mind bar, phobia amplification.

- Metapsionic – Sciences: psychic surgery. Devotions: psionic sense, psychic drain.

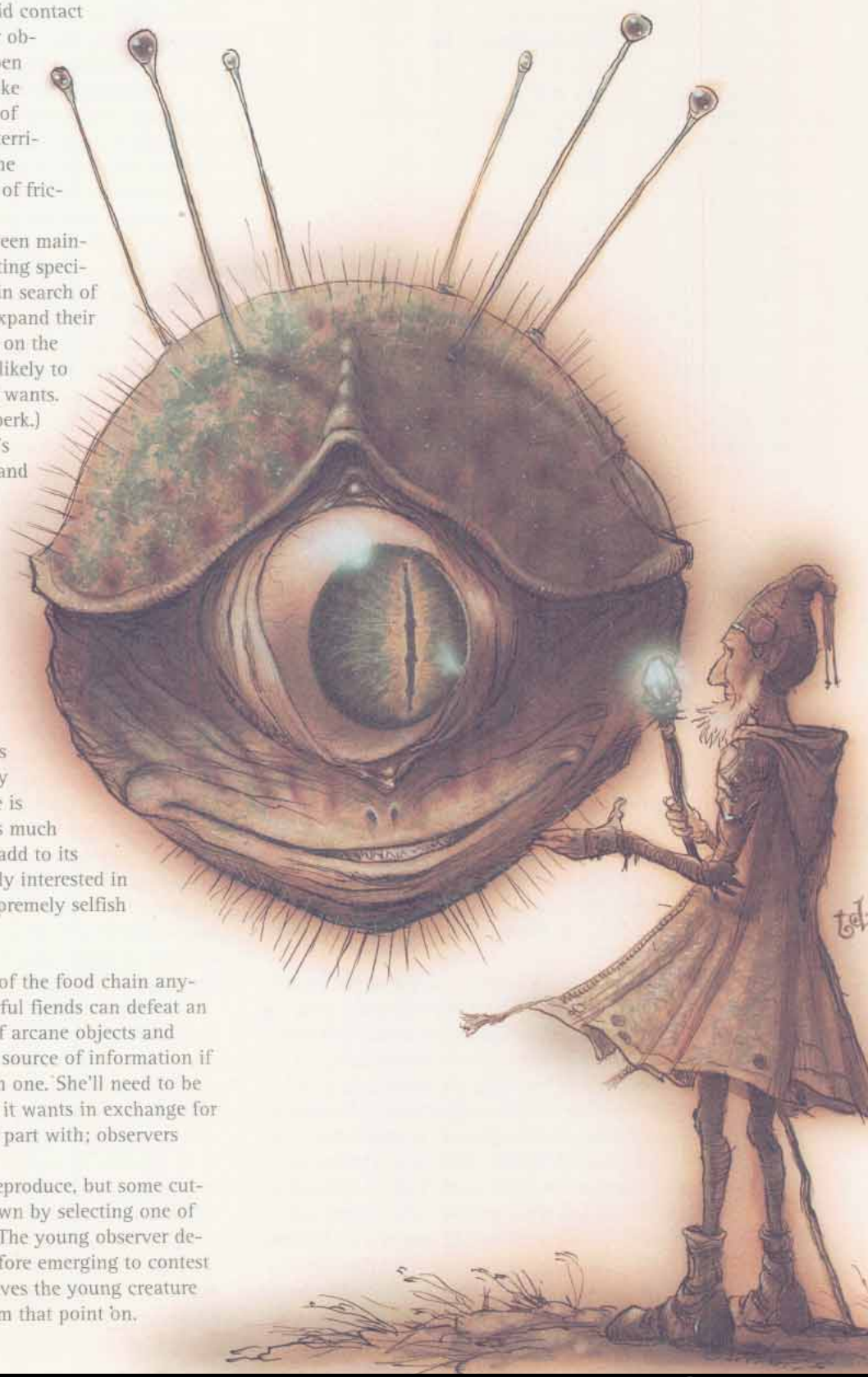
HABITAT/SOCIETY: Fortunately, observers aren't social creatures. They can't stand each other and avoid contact with others of their kind. It's rare for observers' rivalries to break out into open conflict, but it's not unheard of. Unlike the xenophobia that forms the basis of prime-material beholders' conflicts, territoriality and fierce competition for the same resources are the main sources of friction between observers.

Observers divide their time between maintaining a realm ordered to their exacting specifications and wandering the cosmos in search of knowledge and power necessary to expand their domains. When an observer's abroad on the planes, it's far more passive and less likely to attack cutters who have something it wants. (That's why they call it an observer, berk.) However, its attitude changes once it's back on its own home turf. Patience and tolerance have no places in the observer's territory, and it ruthlessly attacks and eliminates competitors or intruders.

So, what's an observer's domain like? Observers have a strange, alien set of values and ideals. They'll dominate or psionically alter any living thing in their territory to make it their slave. This means that an observer in its home is likely to be defended by a small army of mind-wiped minions. The creature is also fascinated by wealth and spends much of its time encouraging its slaves to add to its hoard. Despite this, it's not necessarily interested in malice for its own sake – it's just supremely selfish and paranoid.

ECOLOGY: Observers are near the top of the food chain anywhere they go. Only the most powerful fiends can defeat an eye tyrant. Observers are hoarders of arcane objects and knowledge, and can be an excellent source of information if a cutter's willing to risk dealing with one. She'll need to be able to offer the monster something it wants in exchange for any darks she wants the observer to part with; observers don't give anything away for free.

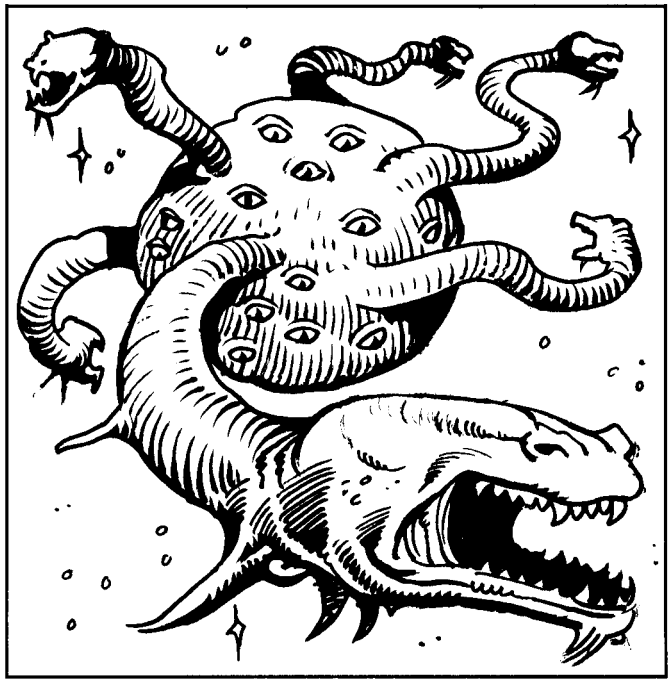
It's not known how observers reproduce, but some cutters've speculated that observers spawn by selecting one of their slaves to carry a parasitic egg. The young observer devours its host from the inside out before emerging to contest its parent's dominion. The parent drives the young creature out of its territory and ignores it from that point on.



Beholder Eater, Thagar (Grimgobbler)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	1/4/6
MOVEMENT:	Fl 12 (B)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	6-16
DAMAGE/ATTACK:	2-8 per neck
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Magical immunities
MAGIC RESISTANCE:	70%
SIZE:	L (7' diameter, necks to 14' long)
MORALE:	Fanatic (17-18)
X.P. VALUE:	9,000



The seldom-seen, near legendary thagar are fearsome predators, voracious eaters whose favorite meal is beholder flesh. Eye tyrants hate and fear them—for when thagar and beholder meet, it is rare for the beholder to escape, let alone emerge victorious.

Thagar are large, rubbery-skinned, dark-hued spheres from which protrude long, serpentine necks ending in many-toothed jaws.

A thagar's eyes stud its central body amid the twisting necks. Thagar levitate slowly about, cruising space in search of meals or devising elaborate trap-lairs to lure prey.

Combat: Thagar are immune to many spells and spell-like magical attacks with a high natural resistance to other magics.

Thagar are immune to *charm, sleep, hold, fear, confusion, feeblemind,* and other mind-related magics. They are 96% magic resistant to magical effects that change their body state, including all *polymorph, petrification,* and *disintegrate* attacks. They possess 120'-range infravision.

A thagar waits patiently for the right moment to attack, then charges in furiously, seeking to disable as many creatures as it can, concentrating on spellcasters and other obvious menaces, never pausing for parley or to catch a breath.

Thagar instinctively try to devour eyestalks, or the eyes and limbs of *any* opponent. They anticipate traps and attacks, often using their bulk to pin one opponent while battling another, only to spurt aside in haste and let the pinned victim take the brunt of a spell or missile attack.

The body of a thagar is AC 6 and its writhing necks and mouths are AC4. The many eyes of a thagar (a typical specimen has over 20) are small and hard to hit, located between the bases of the coiling necks. Each is a deep purple, flat, glistening orb the size of a human fist, surrounded by a crater-like rim of protective bone, and having an effective AC of 1.

A thagar begins life with 2d6+4 mouths and may lose some over the years (while lost hp heal at the normal rate, lost necks and mouths regenerate slowly, typically only one per year).

Healing necks are usually kept curled close to the body and often glisten with a protective slime exuded by a thagar's other mouths. A thagar who loses all its mouths will die of starvation.

Habitat/Society: Thagar like to lair in derelict ships, asteroid caverns, and debris fields. Bisexual, they meet with others of their kind only to mate, about every dozen years or so. The young are born live and left to fend for themselves (they are the much smaller thagars sometimes found in desolate areas on worlds).

Thagar are unaffected by cold or lack of air. They take in nutrients from atmospheres around them, but need not do so, and will close their intake pores when they suspect poisonous or harmful substances or when expecting attack.

Thagar often cooperate with servant creatures that they can control completely, using these to aid in setting up traps, for defense, as bait, and as a food supply when times are hard. Thagar will eat carrion if they must, but they prefer the flesh of magic-using creatures, particularly beholders. They can go for long periods without food, but seem to have no limits when food is available: one sage reported seeing a thagar on a battlefield eat literally all day and into the night, devouring almost 1,000 men before it became too dark to see—or remain so close.

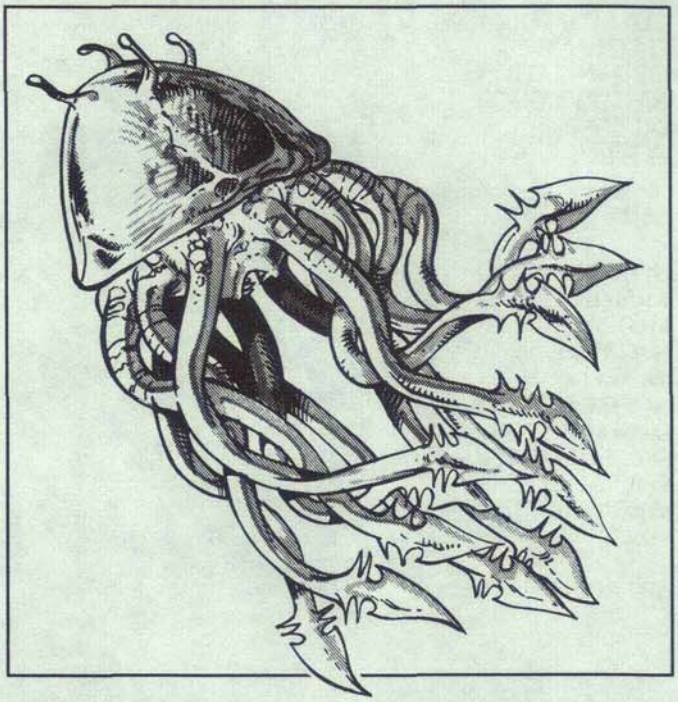
Ecology: Thagar are one of the few natural predators of beholders, and also control the numbers of other large and powerful creatures that might otherwise rule space. They keep the radiant dragon population low, for instance, by preying on young who have strayed from their elders. Thagar-flesh itself is oily and unpleasant, and eaten by few creatures besides scavvers.

Neogi detest thagar and hunt them on sight—thagar eat umber hulks (another delicacy), depriving neogi of slaves and status.

Thagar float by means of a magical organ which generates the natural ability of *levitation* (a living thagar cannot be robbed of this ability by *dispel magic* or other magical attacks). This organ is valued by alchemists and wizards alike for use in spell ink formulae, and in the making of potions and magical items concerned with levitation.

Belabra (Tangler)

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−2 (head) 6 (tentacles)
MOVEMENT:	3, Fl 6 (E)
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1 entangle or 1 ram
DAMAGE/ATTACK:	2-8 (ram only)
SPECIAL ATTACKS:	Bite and barbed tentacles
SPECIAL DEFENSES:	Blood spray
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ long)
MORALE:	Champion (15-16)
XP VALUE:	975



The belabra, also called "tangler," is a most unusual creature, highly sought after because it can sometimes be domesticated.

The typical belabra has a large, hemispherical shell that measures some two feet in diameter and is generally black or dark grey in color. Extending from the underside of the shell are the creature's 12 rubbery tentacles, its deadly grey beak, and its pale white belly. The monster's four eyes extend above its shell on short eye stalks.

Combat: When in close combat, a belabra bounds about so that it can shield its soft underside with its hard shell. When given an opening, the belabra attacks either by bounding at its targets and ramming them with its shell or by entangling them in its barbed tentacles and tearing at them with its beak.

When employing the former method, the belabra kicks with its tentacles to hurl itself into the air. When gliding in this manner, the creature can travel up to 60 yards. If leaping into a breeze or confronted by a strong crosswind, this distance is cut by ten yards. In a strong headwind, the distance traveled is cut by 20 yards. The ramming inflicts 2d4 points of damage to the target.

At any point during its leap, the belabra can whip its tentacles around a target and attempt to entangle it. This requires the creature to roll a successful attack roll with a +4 bonus. An entangled foe loses all of its normal Dexterity bonuses to Armor Class, and the belabra gains a +4 bonus to attack rolls made with its beak. Once per turn a victim may try to escape from the tentacles by rolling against his bend bars/lift gates score. Whether or not the roll is successful, the victim suffers 1d4+2 points of damage from the barbs that cover the tentacles. The grip of the tentacles causes no damage unless the ensnared creature attempts to break free.

The belabra's hard shell gives its head an Armor Class of −2. As a rule, the rest of the creature (including its tentacles) is drawn up into the shell when not in use. Thus, the tentacles and underbelly (which are Armor Class 6) can be attacked only when a victim has been ensnared.

Injured tentacles release a spray of the creature's gray-white blood, which causes all humans, elves, and halflings within ten feet to roll saving throws vs. poison, with −3 penalties. Those who fail their rolls are partially blinded and overcome by sneezing fits. They also suffer a −4 penalty to their attack rolls and their Armor Classes are worsened by 2 for 3d8 rounds.

Habitat/Society: The belabra is a solitary creature that is found primarily in wooded regions throughout the world's temperate regions.

When at rest or waiting for prey, the creature draws itself up inside its shell and remains perfectly still. In this position, it is often mistaken for a large rock by the unwary. The belabra can sense its prey by both sight and scent.

Biologically, the belabra are most unusual creatures. They have only one sex, although they are not truly asexual as a lone creature cannot reproduce. The offspring begin as buds on the inner wall of their parent's stomach. Here they gestate for six to ten months before being ejected by the parent.

Ecology: If taken at a young age, a belabra can be trained to obey simple commands and act as a guard or hunter. If so trained, it identifies with its master and remains with him even in the heat of battle. Morale rolls are required only if the situation is unusually dangerous.

Training a captured belabra takes 4d4 weeks and requires a skilled instructor, a number of live animals (to serve as practice kills), and the frequent presence of the person who will be the creature's master. Adverse conditions can greatly extend the training period.

Once their training is completed, the belabra can be employed in the same manner as an attack dog. A young belabra that has been raised for two years can be taught to capture and hold a victim without trying to kill it.

A captured belabra young is worth some 1,500 gold pieces on the open market.



CLIMATE/TERRAIN:	Desert (Athas: Tablelands)
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M (I)
ALIGNMENT:	Lawful evil
NO. APPEARING:	4–10 (2d4+2)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4+2/1d4+2 or by weapon
SPECIAL ATTACKS:	Psionics, Constitution drain
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8–10)
XP VALUE:	1,400
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 12; PSPs 35 Att: EW, PB; Def: MBk, TS
Player's Option:	#AT 1; MTHAC0 18; MAC 7

Psychometabolism: *Devotions*—catfall, cause decay, flesh armor.

Telepathy: *Sciences*—domination, psionic blast (mindlink); *Devotions*—attraction, ego whip (inflict pain), mind blank (invisibility), thought shield (psychic drain).

Note: In Dark Sun campaigns, the *Player's Option* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

At first sight, a belgoi of Athas appears to be human. An observant traveler then notices the longs claws that extend from its fingers, its puckered, toothless mouth, and its webbed, three-toed feet. A belgoi is a member of a race of ignorant demihumans who dwell in the most forlorn wastes. With its taste for the flesh of intelligent races and a gleeful exuberance to inflict pain, no wonder that the sorcerer-kings and other rulers of the Tablelands don't tolerate a belgoi tribe's presence within five-day's travel of their domains.

The belgoi speak a crude language that bears only the most rudimentary resemblance to the common language of the Tablelands. Some belgoi leaders have also learned the common tongue, though few civilized people willingly get close enough to engage in conversation.

Combat: Belgoi attack by sneaking up on a caravan camp and selecting a plump, meaty target. The belgoi carry small bells made from the bones of their own dead by the tribe's shaman. These bells have a *psionic enchantment* that the belgoi (and only the belgoi) can employ. The sound of the bell can shatter the target's mental defenses and open his mind to psionic contact. To use the bell, the belgoi must be looking at the intended victim and within 500 feet of him. When the bell rings, the target must make a saving throw vs. death magic with a –2 penalty. If successful, the target ignores the sound of the bell and can't be affected by it for 12 hours. Failure means the target's mental defenses collapse and the belgoi can attempt to use a psionic power. The belgoi's powers of choice are *domination* (which it uses to take control of the target to force him to leave the camp) and *attraction* (which it uses to lure the target into the darkness beyond the camp). If the target fails the saving throw, only he can hear the bell. If he succeeds, the bell's ringing can be heard by everyone in the camp (but it has no magical effect in this case).

Once the target is lured from camp, the belgoi caresses him. For every round that the belgoi touches the target, the target loses 1d6 points of Constitution. The loss is temporary; lost Constitution points return after 1d4 turns. While reduced, though, the target loses all Constitution bonuses. When the target's Constitution drops to 0, he falls unconscious. That's when the belgoi starts to feed.

If forced to fight, a belgoi can strike twice in a round with its wicked claws, inflicting 1d4+2 points of damage with each hit. When hit, a victim must make a saving throw vs. poison or lose 1d6 points of Constitution as described above. Some belgoi also employ weapons they have taken from victims.

If a battle goes against the belgoi, they withdraw to gather reinforcements from their own tribe or other belgoi tribes in the vicinity. They return with these reinforcements within 1d6+2 hours to resume the battle. Such battles can go on for days on end. The only way to prevent this is to kill every belgoi before they can escape.

Habitat/Society: Belgoi live in huge tribes and operate as raiders. These tribes make their homes in the most forlorn parts of the desert, but they travel across the Tablelands in their unending search for food. Belgoi tribes harass trade routes, villages, and any groups of poorly defended people they can find.

Small scouting parties of four to ten individuals hunt for prey. When they encounter travelers or a small camp, they attack to secure their own meals. Then they call the rest of the tribe to share the leftovers. Though they prefer the flesh of the intelligent races, belgoi will eat animals, plants, and even monsters if they get hungry enough.

Ecology: Belgoi leave the land behind them desolate and barren, stripping it of all animal and vegetable life. They are second only to the foulest defilers in the level of destruction they inflict on the world.

Climate/Terrain:	Paraplane of Smoke
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1 or 1d3
Armor Class:	-2
Movement:	12, Fl 18 (B)
Hit Dice:	7+3
THAC0:	13
No. of Attacks:	3 or 2
Damage/Attack:	1d3/1d3/1d4 or 1d6/1d6
Special Attacks:	Noxious fumes
Special Defenses:	Smoke form, immunities
Magic Resistance:	20% (40% in smoke form)
Size:	L (7′-9′ tall)
Morale:	Champion (15-16)
XP Value:	5,000

I am not what you might think. Do you see me as a creature of evil nature or intent? I enjoy peace and solitude, not violence or pain. Yet still I'm regarded as though I were a monster – a fiend from the Abyss. Oh, yes, I know of the Abyss. I'm aware of the Outer Planes that stretch beyond our Inner Planes. I've never been there, but I have heard tales. And because my form looks a bit fiendish and I have large black wings – well, I know what you think when you see me. But I'm no devilish tormentor from the Lower Planes.

Someone such as you might consider me an elemental creature. I suppose that I am – your kind refers to my home as the Paraelemental Plane of Smoke. Creatures that I call the N'raaigib, you call smoke paraelementals (that, in itself, says much of our differences, does it not?). Smoke is an integral part of my essence, and thus you would name me an elemental as well. That's fine. I'm not bothered by it – quite flattered, really. Smoke is one of the fundamental components of existence, and I'm glad that you're aware of that.

I can even alter the composition of my body to become as the smoke of my home. This ability provides me with many advantages, and makes me a great deal different from you. But different is not always evil.

Combat: When I must fight, I do so with claws and fangs *[1d3/1d3/1d4]* or with powerful blows from my large wings *[1d6/1d6]* – particularly if I am in my smoke form. Did I mention that I can transform my body into a smoky cloud? When I do, however, my wings remain completely solid.

Turning to smoke is a useful defensive measure, certainly, but it also complements my natural weaponry. It allows me to weaken a foe in the manner I really prefer – from the inside. You see, if a creature such as yourself – and by that I mean someone who breathes air (not that I would ever think of harming *you*) – engages in combat with me, my favorite tactic is to transform my body into smoke and let my foe simply inhale me.

Ah, what a wondrous feeling that is! Then, while the air-breather coughs and chokes on the vapors of which I'm composed *[saving throw versus poison to avoid]*, I make a portion of myself solid – a claw, perhaps – directly inside his body. This causes him great distress. *[If the victim failed his saving throw, the attack automatically succeeds, inflicting 3d4 points of damage per round. Each round, the victim can attempt another saving throw versus poison to expel the smoky creature from his body.]*

Best of all, while in my smoke form, I can be harmed only by enchanted weapons *[+1 or better]*, and my resistance to magic doubles. I can transform into smoke at will, and I can even turn only part of my body to smoke and leave the rest solid, if I wish. However, as I think I mentioned before, I can never turn fully to smoke – my wings remain solid in any situation. *[If any portion of the belker is smoke, its special defenses are in effect – that is, it's hit only by +1 or better weapons and its magic resistance doubles.]* Sadly, I can sustain my smoky form for only a short while each day *[20 rounds per day, which need not be consecutive]*.

Still find me fiendish or frightening? I'll tell you what – as a show of good faith, I'll even reveal to you a few of my weaknesses. Perhaps that will set your mind at ease. You see, while my smoke form helps to protect me from attacks with weapons, it makes me especially vulnerable to certain kinds



of magic. Cold-based attacks inflict twice their usual damage, a *gust of wind* spell sends me up to a mile away, and a *wind wall* entraps me as if it were a *hold* spell.

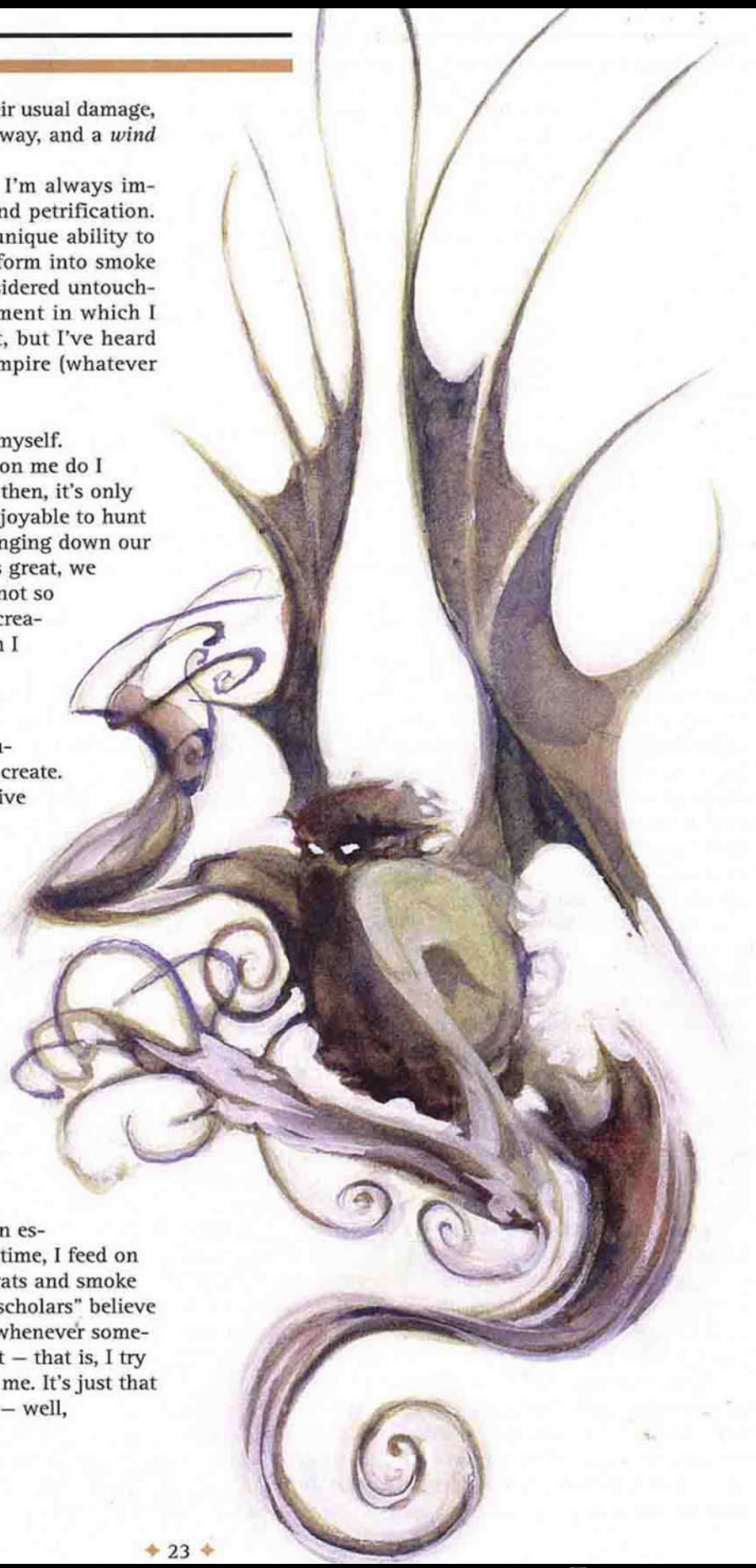
No matter what form I'm in, though, I'm always immune to heat, fire, poison, paralyzation, and petrification. And, as a last note, I apparently have the unique ability to damage other creatures that can also transform into smoke or mist — even when they're normally considered untouchable. It must be a product of the environment in which I flourish. I've never thought much about it, but I've heard that I could attack and destroy even a vampire (whatever *that* is) in its mist form.

HABITAT/SOCIETY: Most of the time, I keep to myself. Only when one of the baser needs comes upon me do I seek out the company of others — and even then, it's only for a short time. Sometimes, though, it *is* enjoyable to hunt with my fellows. We work well together, bringing down our prey quickly and efficiently. If our hunger is great, we finish the meal off quickly. Other times . . . not so quickly. You'd be surprised how loud some creatures can squeal when they're in pain. When I catch something particularly soft-fleshed, I like to — well, I suppose you'd call that evil. You're quick to judge, aren't you?

Occasionally, when things grow particularly boring, some of us find the time to procreate. Once born, however, my kind learns to survive on its own. We're not coddled like mewling infants, and that's part of what makes us strong. We thrive and flourish here in our own realm, thank you, with little interference from outsiders like yourself.

Look around you, at this large cinder in which I've made my lair — impressive, yes? For the most part, cinders like these are the only solid surfaces on the entire plane, and they're quite rare. I'll slay any fool that — I mean, rather, that intruders are not welcome, even others of my kind.

ECOLOGY: I eat whatever I please. Nothing can escape me when I'm on the hunt. Most of the time, I feed on tiny creatures that I believe you call vapor rats and smoke mephits. (Strangely enough, some of your "scholars" believe me related to the mephits — the fools.) But whenever something new crosses my path, I just can't resist — that is, I try to . . . ah . . . (smack) you, erm . . . . Pardon me. It's just that (smack smack) . . . it's just that you look so — well, *tasty* . . . .



Berbalang

CLIMATE/TERRAIN:	Any land or the Astral plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nights of the full moon
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Average (10)
XP VALUE:	65



The berbalang is a dark and evil creature that spends most of its life in a comatose state while its spirit wanders the Astral plane. When it does return to our world, it does so only to feed on the flesh of humans who dwell near its hiding place.

A typical berbalang is a gaunt biped with black, leathery skin. Its wide, glowing eyes, which provide the berbalang with infravision out to 120 yards, are watery and white in color. Two broad, bat-like wings sprout from the creature's back and enable it to fly with great speed and agility.

Combat: When a berbalang or its projection (see below) is encountered and forced into combat, it makes the most of its ability to fly. When it strikes, it rips at opponents with its keen claws and attempts to bite them with its needle-like teeth.

If a berbalang's projection is hit, it immediately takes flight and attempts to flee from the battle. The projection is immune to *charm*, *sleep*, and *hold* spells.

Habitat/Society: The berbalang is a most unusual creature. The vast majority of its life is spent in a death-like trance that permits the monster's spirit to wander at will throughout the Astral plane. Here the berbalang stalks those creatures that are weaker than itself and engages in its complex courtship and mating rituals.

If the body is discovered or disturbed in any way, the berbalang is aware of this and returns to defend itself. Because of the great distance which the berbalang's spirit may have to cross to reach its material form, however, this can take quite a long time (1d100 rounds). If the body is destroyed before the berbalang can defend itself, the astral spirit is also slain. For this reason, the berbalang does its best to seclude and protect the resting place of its physical form.

Once per month, on the three days of the full moon, the berbalang returns to the Prime Material plane to feed. At this time, the creature alters its trance slightly and manifests an exact duplicate of itself, known as a projection. Once the projection is formed, it is sent forth in search of the berbalang's only food—a freshly slain human being.

The projection, which is controlled directly by the berbalang, can travel up to three miles from its body. If the projection must fight, it does so just as the berbalang itself would (see above).

If the projection is hit or suffers any injury during its quest for food, it takes flight at once and flees. As quickly as possible, the berbalang guides its projection back to its resting place. If the projection is destroyed, there is a 75% chance that the shock to the berbalang's system will prove to be fatal for it as well. If the projection is only injured, but not slain, the berbalang cannot manifest another for a number of days equal to the number of hit points it lost.

When the projection returns to its master, it is dissipated. Adventurers who have followed the projection to finish it off may well be shocked to find themselves confronted by a healthy berbalang.

If the berbalang is not discovered and destroyed, it will eventually seek to avenge itself upon those who interfered with its feeding. Although there may be a lull while the body of the berbalang recovers from the shock of the attack on its projection and is able to send forth another, retribution is a certainty.

If the projection was forced back to the body or destroyed before it could find prey to feed upon, the berbalang will send forth another, as soon as it is able, to satisfy its hunger (regardless of the phase of the moon) before seeking its revenge.

Ecology: When the projection kills a human, it picks up the corpse and begins to return with it to its lair. As it does so, the berbalang itself awakens from its trance and the projection begins to feed on the body. By the time the projection has reached the berbalang's hiding place, the body has been all but stripped of flesh and the berbalang's hunger has been satisfied.

In order to avoid drawing attention to itself, the berbalang usually moves its lair every three or four months. At this time, it moves only during the night and avoids any confrontation if it can. Thus actual contact with the berbalang itself, as opposed to its projection, is minimal.

There is no record of anyone discovering how the berbalang is able to derive sustenance when only its projection feeds on the slain humans it hunts. Likewise, the exact process by which the berbalang is able to mate and reproduce when its only contact with others of its species takes place in a spiritual form on the Astral plane remains a mystery.

Climate/Terrain:	Baator
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (9)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	6
Movement:	15
Hit Dice:	7 + 2
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d4+1/1d4+1/2d6
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	20%
Size:	L (7 feet long)
Morale:	Elite (13)
XP Value:	5,000

The bezekira (or hellcat, to those who don't know its proper name) is a catlike beast native to Baator. However, it's got none of the charms associated with a feline: It's got all the obnoxiousness – and then some! It pads about on feet quieter than velvet sliding across skin. Unlike a cat, however, the bezekira tends not to be very vocal, preferring instead to communicate via a telepathy that extends 9 yards.

One of the worst things about the hellcat is that it's damned near invisible in *any* kind of light. Though it can be seen by those beings who can ordinarily see invisible creatures, all others are at a serious disadvantage. However, if a body's smart enough to douse the light when a hellcat's suspected nearby, she'll see a glowing outline of a cat the size of a tiger. She'll also see the thing's malevolently glowing red eyes – 'course, that might be the *last* thing she sees.

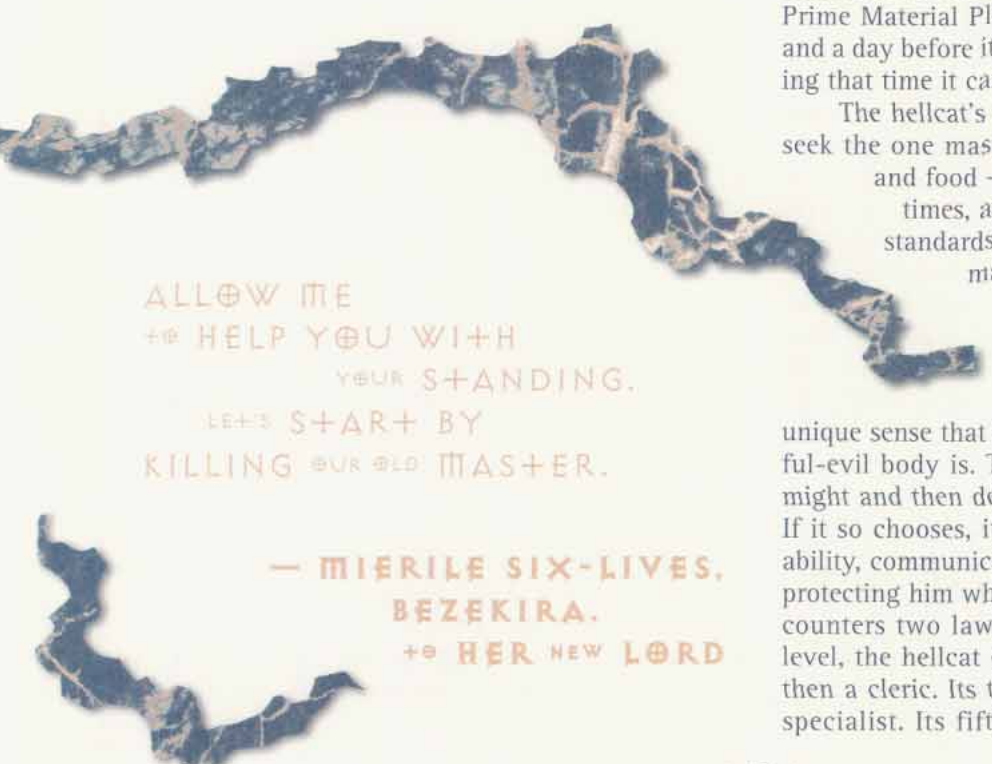
Combat: A bezekira attacks with a rather mundane form: two claw attacks and a vicious bite. However, it's not its attacks that make this creature a danger to be around, it's its defense. First, the hellcat's resistant to magic by 20%. Second, it's completely immune to any sort of mind-controlling spells; its catlike mentality makes it too independent to be open to such suggestion. Third (and most dangerous), a hellcat can only be hit by a magical weapon. Even then, the weapon's bonus doesn't apply to the damage (that is, a *long sword +4* used on a hellcat does only 1d12 points of damage, not 1d12 + 4).

Holy water and *bless* spells cause 1d8 points of damage to a hellcat, and holy items firmly presented keep them at bay.

Habitat/Society: Bezekiras are the associates and familiars of baatezu and are found primarily on the Nine Layers of Baator. Only if summoned forth by a prime wizard (or some other fool who doesn't know any better) will a hellcat leave Baator. Typically it is turned loose on the Prime Material Plane. There, it may wander for a year and a day before it must return to its dismal lair, but during that time it can wreak considerable havoc.

The hellcat's nature is fickle and capricious. It will seek the one master who can bring it the most power and food – often changing masters a number of times, as outlined below. A bezekira has some standards, however, for it won't accept just *any* master. Life in Baator pounds home certain doctrines, and a hellcat will only take on a master who is both lawful evil and intelligent.

This monster has developed a unique sense that lets it determine how powerful a lawful-evil body is. Thus, a bezekira can gauge a being's might and then decide whether it wants to attach itself. If it so chooses, it serves that person to the best of its ability, communicating via telepathy only with him and protecting him while he commits his evil deeds. If it encounters two lawful-evil beings who are of the same level, the hellcat chooses to ally itself to a priest first, then a cleric. Its third choice would be a mage, then a specialist. Its fifth choice would be a fighter, then a



rogue. If the two most powerful are of the same class, the cat attaches itself to one randomly. However, the hellcat will automatically choose a baatezu (of any power) over a mortal, no matter how powerful.

If a bezekira has a master and then encounters a more desirable (read: powerful) lawful-evil person, it has no compunction about abandoning its former master to the dusty wayside. Before actually severing ties, however, the hellcat uses its telepathy to confirm whether the prospective new master might accept it. If he or she will, the bezekira abandons its old master immediately, excited by the prospect of spreading greater evil with its new cohort. The hellcat will readily turn on its former master if its new lord makes such a request.

In Baator, it's not clear just where the animal's position falls in the hierarchy. The chant is that hellcats serve the fiends, but in what capacity? Even the Guvners aren't sure, and if they've got guesses, they ain't sharing 'em.

ECOLOGY: Bezekiras reproduce as do normal animals, but their numbers are occasionally augmented in two ways. The first occurs when a baatezu is punished — a frequent event in Baator, though not all those punished are turned into hellcats. The second method occurs far less often. If a petitioner performs a deed of monstrous evil and that deed is witnessed by a lesser or greater baatezu, he is "rewarded" by being turned into a bezekira. The time either of these cutters spends in hellcat form depends on how well each performs. A petitioner who does a good job is usually kept in that place, which is certainly a step up from being a lemure or nupperibo. A fiend, on the other hand, has two options to consider while it's a bezekira: 1) If it performs badly, it'll be forced to stay in hellcat form until it learns how to use its new shape properly. 2) If it performs well, odds are it will be forced to remain in hellcat form. . . . Punishment lasts a *long* time in Baator.

Hellcats are carnivorous, requiring a live human or demihuman victim from their masters once per week. If the master is unable to provide a meal, he or she may very well become the next. Bezekiras entirely devour their victims, though first they terrorize their prey so that the taste of fear permeates the flesh.



Climate/Terrain:	Any settled
Frequency:	Very rare
Organization:	Clan
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	M (D)
Alignment:	Lawful evil
No. Appearing:	2d4
Armor Class:	4
Movement:	12
Hit Dice:	7+2
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d6 (bite)
Special Attacks:	Numbing bite
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (13)
XP Value:	1,400

During the day, bhuts (bah HOOTS) look like normal humans. At night, their skin grows scaly, their hair becomes wild, their fingers become claws, and their teeth turn into fangs! Then they set out to feast on humans and demihumans. Would-be scholars sometimes classify bhuts as undead or lycanthropes. However, bhuts cannot be turned, and they cannot pass on their shape-changing condition as werebeasts do.

Bhuts speak Common and their own language.

Combat: Bhuts are extremely cunning and often use deception and trickery to obtain their meals. They make no noise when moving. Further, they radiate a powerful aura that prevents *detect evil* spells from working on them. *Know alignment* is distorted by the aura and indicates a lawful good alignment. Bhuts make saving throws as if they were 10th-level fighters.

A bhut attacks with its claws and bite. The wound inflicted by its bite is freezing to the touch. Besides suffering normal damage, any creature bitten must make a saving throw vs. paralysis or be numbed. Numbed creatures always lose initiative, and their attack rolls have a –2 penalty. The numbness lasts 1d4 rounds.

Though bhuts cannot be turned, they do enjoy all the immunities of undead creatures (*sleep, charm, hold,* poison, and gases). They cannot be harmed by nonmagical weapons, but a single hit from a *blessed* weapon kills one instantly.

Habitat/Society: Bhuts live near human settlements, preying on the inhabitants. Often the creatures work together. Normally they assume some innocent cover (monks, traveling gypsies, a family on the edge of town, etc.) to lessen suspicion. They interact with human society—at least enough to appear "normal"—but only during the daylight hours.

Clans are the social organization of bhuts. A clan may have an innocuous cover for human society, while in fact it is the bhuts' cooperative means of getting food.

Each clan is ruled by an elder, male or female. The elder makes important decisions for the group, including how to divide food and treasure. Fear and loyalty keep others in line. The elder is usually the patriarch or matriarch; all other clan members are related to the elder by blood or marriage.

The elder also decides when the clan should move to a new place. Timing is important. After all, only so many disappearances can occur before someone investigates. The bhuts' antidetection aura provides a modicum of protection against magical inquiries, but sooner or later circumstantial evidence will place the bhut clan at risk. The elder also determines the identity the clan will assume in its next home.

Very rarely, bhut spellcasters are encountered. These are nearly always of the wizard or shaman/witch doctor variety. The highest levels of ability known for these special bhuts are 9th-level wizard and 7th-level shaman/witch doctor.

An individual bhut away from its lair has a 40% chance of carrying Type Q treasure (1d4 gems), in addition to the treasure noted.

Ecology: A bhut clan likes to prey upon victims who are alone and vulnerable—especially a lone traveler or a wandering drunk. Such deaths are the least likely to arouse suspicion among the locals. Rarely do people inquire about the fate of a strange traveler (who may, after all, have moved on), and it is often assumed that the town drunk has found a sad and lonely demise (perhaps dying in a ditch somewhere).

Bhuts can reproduce within the clan. However, females also can breed with human males (usually with the aid of some deception). The offspring are always bhuts.

Humans are the staple of bhuts' diets. Perhaps for this reason, they consider demihumans, whose societies are harder to infiltrate, especially tasty.

Legend says that bhuts came into being long ago, when an angry Immortal cursed a town that had defiled her temple. The town was destroyed, and the scattered blasphemers became bhuts. Their chilling bite is an eternal reminder of the Immortal's cold rage. Such a supernatural origin would explain the bhuts' magical powers.



	Bi-Nou	Rockworm	Rocklord
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary or clan	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	Low (5–7)	Semi- (2–4)
TREASURE:	Special (eggs)	Special (eggs)	Special (hide)
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral
NO. APPEARING:	1 or 2–8	1 or 2	1
ARMOR CLASS:	1	–2	–4
MOVEMENT:	6	9	6
HIT DICE:	5+5	7	10
THAC0:	15	13	11
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	1d8/1d8	1d12/1d12	3d6/3d6
SPECIAL ATTACKS:	Spells,squeeze	Nil	Nil
SPECIAL DEFENSES:	Immune to blinding, mind-affecting spells, and psionics	Nil	Nil
MAGIC RESISTANCE:	20%	20%	30%
SIZE:	M (5′–7′ tall)	M (5′–7′ long)	L (8′–15′ long)
MORALE:	Elite (13–14)	Champion (15)	Champion (15)
XP VALUE:	975	2,000	5,000

Appearing as craggy columns with two short, jagged arms ending in spiky claws, bi-nou look like stalagmites. Their shapes render them practically invisible in a cavern filled with natural rocky outcroppings, stalactites, and stalagmites.

Common bi-nou range from five to seven feet tall and weigh from 600 to 1,000 pounds. Their rocky skin varies in color from off-white to dark gray, and they prefer to live in underground chambers where the natural rock color mimicks their own.

The bi-nou communicate telepathically in their own language and in drow, as they possess neither mouths nor vocal cords.

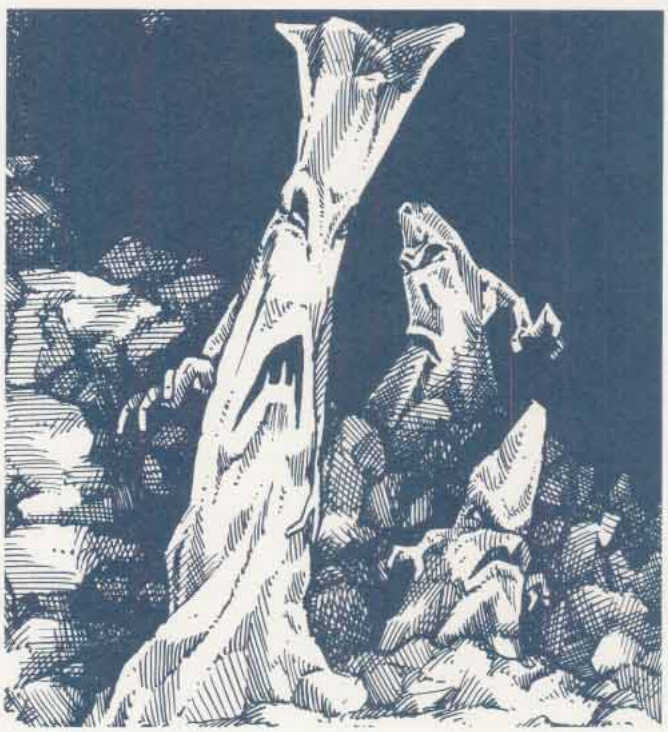
Combat: Bi-nou are 70% likely to remain unnoticed when encountered. They do not see or hear by conventional means, and are effectively deaf and blind. However, they sense heat and vibrations, having a form of batlike sonar. Their unique senses give them a clear mental image of the size and shape of opponents within 80 feet, and they can distinguish between living and non-living matter. They ignore any penalties related to blinding effects (e.g., *invisibility, darkness, light*, etc.).

Bi-nou do not work together to attack their foes. They act independently, killing all living creatures entering their caverns. Despite their chaotic natures, some bi-nou have learned to hold their attacks until creatures move within 40 feet; this gives the monsters time to observe their foes.

Bi-nou often attack first with their innate spell abilities. Each of the following spells is usable once a day as if cast by a 10th-level wizard: *slow, dig, stone shape*, and *wall of stone*.

When foes are within striking range of a bi-nou, it strikes with two jagged limbs. If both limbs strike the same creature, the bi-nou snares the opponent and squeezes it against its rocky body. The creature suffers an additional 1d8 points of damage per round until it frees itself with a successful bend bars/lift gates roll, the bi-nou is killed, or it suffocates.

Although bi-nou have natural magic resistance, certain spells can be deadly to them. *Passwall* stuns them for 1d4 rounds instead of having its normal effect, and *rock to mud* slays them instantly. *Stone shape* operates as a *heal* spell, restoring all but 1d4 of a bi-nou's hit points.



A bi-nou's mind is different enough from other creatures' to make it immune to mind-affecting spells and psionic attacks.

Habitat/Society: Bi-nou hate all warm-blooded life—especially humans and humanoids, who hunt and steal their gem-like eggs. Bi-nou do not hesitate to attack groups of humanoids, even if the odds are against them. Only sick bi-nou or the very young fail to attack trespassers in their domain. Sages believe that when multiple bi-nou are present, they make contests of the killings, though all slain creatures are consumed as food. If the creatures were tampering with bi-nou eggs, there seems to be even a bit of malicious enjoyment in the kill.

Bi-nou are found either individually or in small family groups. Individuals tend to be rogue young or outcast adults. Groups are ruled by the largest bi-nou, and the leader's clan follows orders without question (save those pertaining to combat). The leader selects the cavern lair, determines which of his charges warm the eggs, and metes out punishment if eggs are harmed or stolen. Any bi-nou clan will have 2–8 eggs, each valued at 100–1,000 gp. The eggs are hard and faceted like gems, and are prized by dwarves, who have come to recognize their value and rarity.

Bi-nou prefer damp, drafty caverns, where it is easier to sense their prey. Such a cavern is likely to hold remnants of weapons and armor, as the bi-nou consume humans and other beings and animals by absorbing the fleshy parts. The rock creatures don't value these discarded "unlife things," though they have learned that other living beings—especially humans and demihumans—are attracted to the objects. Bi-nou have been known to use their *stone shape* ability to put the metallic leftovers on rocky pedestals to attract the attention of passing adventurers.

Bi-nou also have been known to ally with drow—when the number of dark elves is sufficient to pose a serious threat to their clan. The bi-nou act as sentries for drow communities and outposts, attacking and devouring trespassers, including drow who do not belong to the community they guard. A few bi-nou even act as guards for the dark elves, moving through their underground caverns and battling creatures that threaten the drow.

Ecology: Bi-nou are carnivorous, savoring the taste of animal, human, and demihuman flesh. They devour their victims by moving their forms over the bodies and absorbing all flesh. A bi-nou's treasure consists of unfortunate adventurers' gear and the rock creatures' eggs. Most equipment is worthless, damaged when the rock creatures absorb their prey. However, magical equipment tends to stay in reasonable shape. Bi-nou corpses are used by certain dwarven builders, especially duergar, as solid stone building materials.

Bi-nou are hunted by dwarves, particularly duergar, who have discovered the rock creatures' eggs are valuable and that armor and weapons can be found in some lairs. The eggs are prevented from hatching by keeping them cold for many hours, killing the young inside. This ensures the eggs retain their gemlike appearance and value. Bi-nou eggs vary in size and color, the younger eggs being smaller but of brighter hue, while the older eggs are larger but lose much of their sheen.

No one knows exactly what the bi-nou are or how they came to be. Most sages believe bi-nou are living rocks created by some dark experiments of the drow. Some swear the rock creatures were spawned by the mage Halaster to act as guardians; they say that drow, while malign, are not known to create living things out of such crude matter.

Rockworms

Closely related to bi-nou, rockworms appear as stone snakes with arms. They move along the ground like reptiles. Rockworms are not capable of upright stance. They travel like ungainly snakes along cavern floors, using their jagged arms to help propel themselves. Sages speculate that rockworms are the predecessors of standard bi-nou, magically-created beings with which their maker or makers were not satisfied. (This is not true, however. Rockworms and bi-nou were created simultaneously from different experiments.)

Rockworms are malicious, seeming to hate all creatures that walk rather than crawl. Their attacking small groups of standard bi-nou to vie for cavern territory or to claim food killed by their upright kin is not unheard of. Like bi-nou, the rockworms particularly hunt out humans and demihumans as thieves of their eggs.

Unlike the bi-nou, rockworms do not attempt to hide in their surroundings—they lumber to the attack as soon as they see a potential meal. Rockworms do not fear alerting their prey to their presence. The segmented creatures know their thick skin is impervious to most attacks and believe they can eventually overtake most quarries.

Like standard bi-nou, rockworms lay valuable eggs. However, unlike their kin, they warm their own eggs, leaving them only for short times to catch nearby food. In this respect they act as parents, while bi-nou in a clan are assigned to egg-warming duty and never know which young are their own. Dwarves are more careful when hunting rockworms. Although the stone snakes are less intelligent, they can be more deadly.

Rocklords

More massive than rockworms, the "lords of stone," as many call them, are deadly foes because of the massive amount of damage their stony appendages can deliver. Appearing as a stalagmite with larger limbs than a common bi-nou, these creatures can move upright or slither across the floor. Their thick hides make them very difficult to injure.

Some sages believe rocklords are simply very old rockworms. They do not lay eggs and they do not associate with others of their kind. However, unlike rockworms, the lords do not battle over possession of a cavern.

The hides of these great, craggy creatures are especially prized by underground races who mount war bands to destroy the beasts. The war bands are careful how they attack the lords, as they do not want to overly damage the hide. These are used to construct special buildings meant to keep others out. These rock lord hides are stronger and can withstand more weight and damage than those of rockworms or common bi-nou.

It is rumored that certain proficient dwarven weaponsmiths can create special maces from the skins of rocklords. The smiths claim these weapons are naturally +1 to hit and +3 to damage because of the density of the weapon and the magical properties of the rocklord. However, it takes three times as long to craft one of these weapons as a normal weapon.

CLIMATE/TERRAIN:	All
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	Special
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	−3
MOVEMENT:	48
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8(x2), 1d10(x2), 2d8(x2)
SPECIAL ATTACKS:	Vorpal attacks, energy blast, crush
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (9-11′ tall)
MORALE:	Elite (13-14)
XP VALUE:	6,000 each



Bionoids are chitinous, bipedal humanoid insects with a glowing circular gem in the center of their forehead. Though their appearance strikes fear in those who view them, their demeanor belies their looks. They originated as "Living Weapons" during the Unhuman Wars.

In their combat form, also called their monster form, they are tall, muscular creatures with iridescent exoskeletons. Hard claw-like blades protrude from both forearms and the head. In addition to the standard pair of compound eyes, they possess four secondary eyes that can move independently like those of a chameleon. Pebbly, metallic-looking muscle fibers are visible at the joints.

In their humanoid form, bionoids are thin, well-muscled, and fairly tall. They have uniformly calm, even tempers, and are often contemplative. They move with great economy; useless gestures or movements are very rare.

Combat: In battle, the bionoids' true nature becomes apparent. They make two slashing attacks with their forearm blades for 1d10 points of damage apiece, along with spiked fists that strike for 1d8. Similarly, the bionoid's feet have a heel spur that does 2d8 points of damage in a kick or stomp attack. It can make two kicks per round. The bionoid's chitinous plates and its agility give it AC −3.

Due to their high speed, bionoids usually use their fists, forearms and feet in combination with a leaping attack that brings them immediately into close striking range. In close combat with large opponents, the bionoid also crushes the opponent in its arms for an additional 2d8 points of damage. This damage continues on each round the opponent is crushed.

The bionoids' specialized halberds do 1d12 points of damage (plus strength bonuses of +6); only bionoids can wield them. These weapons, pointed with blades at each end, can attack a single target three times per round. The bionoids' speed, agility and expertise with these traditional specialty weapons make them a most feared opponent.

The bionoid's most powerful weapon is a spell-like effect similar to the third level *fireball* spell. The bionoid opens up the twin dorsal plates on its chest, exposing two highly charged membranes. Opening these chest plates causes 2d4 points of damage to the bionoid itself, while causing damage as a 6th-level *fireball* spell in a 30′ cone shape. The damage to the bionoid means this attack is a last resort. The warrior must rest for a full day after such a discharge before using it again.

The *crystal eye* on its forehead is the bionoid's weak point. The eye remains in the center of the bionoid's forehead when in monster-form, but is hidden inside the skull in human form. Removal of the *crystal eye* results in the bionoid's immediate decomposition. The *crystal eye* traps its master's essence to wait for regeneration. If a direct crushing blow shatters the eye, irrevocable death for eye and bionoid ensues.

Habitat/Society: Bionoids were originally tailored as troops in the Unhuman Wars. Volunteer elves gave themselves to be altered into organic fighting machines. After the Wars, they were cast out into the cosmos, to make their own way far from the sight of the elves. Years of ostracism, of living apart from the rest of elvish society like plague victims, has instilled in them a deep distrust of all other elven races.

Although these bionoids were instilled with an instinctive urge for combat without quarter, they are essentially good beings who constantly strive to control the powers of their implanted nature.

Though they travel nearly everywhere in wildspace, bionoids prefer to remain alone. Many work as crew members on spelljamming ships across the flow, or they reside in country manors or castles. Still others live as hermits on lonely asteroids far from the normal spelljamming trade routes. In some cases, elvish communities sympathetic to the bionoids' situation have taken in individual bionoids.

Though rare, a bionoid family can comprise hundreds of members, always led by the individual who started the unit, either the original bionoid or its full-blooded descendants. Bionoid symbionts are welcome to join the unit, but must vow to avoid (and avoid infecting) residents of the outside world.

Though engineered for warfare, the family unit sustains itself primarily through farming. They practice battle skills primarily

as a spiritual discipline. Most frontier cities and spelljamming outposts welcome bionoid communities.

Ecology: Even bionoid reproduction is invasive. The eggs of mature bionoids are disc-shaped with a single crystalline "trigger" in the center. This crystal serves a multiple purpose: it is an attractant to potential victims since it makes the egg look like a magical item, and it is also the young bionoid's eye. When a potential host touches the *crystal eye*, the host's essence marks the egg. The egg bursts, attaches to the host, and grows as a symbiont, eventually separating and becoming a separate, nymph bionoid.

If an orc touches the egg, the egg explodes in a mass of corrosive filaments causing immediate death. A successful saving throw versus spell causes 2d12 hit points of corrosive damage. If half-orcs make their saving throws, the half-orc and the bionoid bind in symbiosis. Evil beings can fuse with the bionoid, but suffer the penalties of radical change to the bionoid's good alignment.

If elves, humans or other humanoid races touch the egg, it infiltrates the victim, creating another adult bionoid. The new bionoid has the abilities described above, but appears only when danger threatens, whereupon the host "monsters out" into the bionoid monster form. In addition, the symbiosis gives the host a natural AC of 7. But the host should only wear normal, easily replaceable clothing, due to the unpredictable nature of his malady!

The *crystal eye*'s AC is 0, it has 45 hit points, and it is worth around 10,000 gp—but woe betide the buyer! In the *crystal eye* is the essence of the original owner. If presented with a living body, the crystal reduces and restructures that body in favor of its stored master, resulting in death (of a sort) for the purchaser.

Bird	#AP	AC	MV	HD	THAC0	# AT	Dmg/AT	Morale	XP Value
Blood Hawk	4-15	7	1, Fl 24 (B)	1+1	19	3	1-4/1-4/1-6	Steady (11)	120
Boobrie	1-2	5	15, Fl 15 (D)	9	11	3	1-6(×2)/2-16	Steady (11-12)	2,000
Condor	1-2	7	3, Fl 24 (D)	3+3	17	1	2-5	Average (8-10)	175
Crow (See Raven)									
Eagle, Giant	1-20	7	3, Fl 48 (D)	4	17	3	1-6/1-6/2-12	Elite (13)	420
Eagle, Wild	5-12	6	1, Fl 30 (C)	1+3	19	3	1-2/1-2/1	Average (9)	175
Eblis	4-16	3	12, Fl 12 (C)	4+4	15	4	1-4(×4)	Champion (15-16)	650 (normal) 1,400 (spell user)
Falcon	1-2	5	1, Fl 36 (B)	1−1	20	3	1/1/1	Unsteady (6)	65
Flightless	2-20	7	18	1-3	1-2 HD: 19 3 HD: 17	1	1 HD: 1-4 2 HD: 1-6 3 HD: 1-8	Average (8-10)	1 HD: 15 2 HD: 35 3 HD: 65
Hawk, Large	1-2	6	1, Fl 33 (B)	1	19	3	1-2/1-2/1	Average (9)	65
Owl	1 (2)	5	1, Fl 27 (D)	1	19	3	1-2/1-2/1	Unsteady (5-7)	65
Owl, Giant	2-5	6	3, Fl 18 (E)	4	17	3	2-8/2-8/2-5	Steady (11-12)	270
Owl, Talking	1	3	1, Fl 36 (C)	2+2	19	3	1-4/1-4/1-2	Champion (15)	975
Raven	4-32	7	1, Fl 36 (B)	1-2 hp	20	1	1	Average (8-10)	15
Raven, Huge	2-8	6	1, FL 27 (C)	1−1	20	1	1-2	Steady (11-12)	35
Raven, Giant	4-16	4	3, Fl 18 (D)	3+2	17	1	3-6	Elite (13-14)	175
Swan	2-16	7	3, Fl 18 (D)	1+2	18	3	1/1/1-2	Unsteady (6)	65
Vulture	4-24	6	3, Fl 27 (E)	1+1	19	1	1-2	Unsteady (5-7)	65
Vulture, Giant	2-12	7	3, Fl 24 (D)	2+2	19	1	1-4	Average (8-10)	120

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

Blood Hawk

Blood hawk hunt in flocks and are fond of humanoids. They continue to attack humans even if the melee has gone against them. Male blood hawks kill humans not only for food but also for gems, which they use to line their nests as an allurement to females.

Boobrie

The boobrie, giant relative of the stork, stands 12 feet tall. A boobrie's diet consists of giant catfish and other wetland denizens. When times are lean, the boobrie feeds on snakes, lizards, and giant spiders. Its occasional dependence on a diet of creatures that deliver a toxic bite has made the boobrie immune to all poisons. When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once in its hunting blind, it remains still for hours at a time, until prey comes within sight. When employing this means of ambush, its opponents suffer a −3 penalty to their surprise rolls.

Condor

Condors measure three to six feet and have a wingspan of 13 to 20 feet. They rarely land except to feed—they even sleep in flight. Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of small or tiny size can train them as aerial mounts. Used in this way, they can carry 80 pounds, either held in their claws or riding atop their backs.

Eagle

An eagle typically attacks from great heights, letting gravity hurtle it toward its prey. If an eagle dives more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with its claws. These high-speed attacks gain a +2 attack bonus and double damage. Eagles are never surprised because of their exceptional eyesight and hearing. Eagles mate for life and, since they nest in one spot, it is easy to identify places where eagles are normally present. On occasion, in an area of rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. Eagles generally hunt rodents, fish, and other small animals. Eagles also feed on the carrion of recently killed creatures as well. Eagles never attack humanoids, though small creatures like brownies have to be wary of a hunting eagle.

Eagle, Giant

Giant eagles stand 10 feet tall and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claw damage.

Giant eagles have exceptional eyesight and hearing and cannot be surprised except at night or in their lair, and then only 10% of the time. Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Giant eagles can be trained, and their eggs sell for 500 to 800 gp.

Eblis

Their bodies look like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Their heads are narrow and end in long, glossy-black, needle-like beaks. Eblis speak a language of chirps, whistles, and deep-throated hoots. In addition, spellcasting eblis have managed to learn a rudimentary version of common, allowing them to converse with those they encounter. Each community is led by one individual with spellcasting ability. These eblis cast 2d4 spells per day as 3rd-level casters. To determine the available spells, roll 1d8 and consult the following table. Duplicate rolls indicate the spell may be employed more than once per day.

Roll	Spell	Roll	Spell
1	*Audible glamer*	5	*Hypnotic pattern*
2	*Blur*	6	*Spook*
3	*Change self*	7	*Wall of fog*
4	*Hypnotism*	8	*Whispering wind*

Eblis love shiny objects (like gems); even the most wise and powerful of the eblis can be bribed with an impressive jewel. An eblis community consists of 2d4 huts built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.

All eblis secrete an oil that coats their feathers and provides them with a +1 bonus to all saving throws against fire- and flame-based attacks. Any damage caused by a fire- or flame-based attack is lessened by −1 for each die of damage.

The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers who have objects it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes.

Falcon

Falcons are smaller, swifter, and more maneuverable than hawks. These birds of prey are easily trained and are preferred by hunters over hawks. Trained falcons sell for around 1,000 gp each.

Flightless Bird

These avians are typified by the ostrich, emu, and rhea. Although they share many of the physiological adaptations that enable other birds to take wing and break the bonds of earth, they are unable to fly.

The ostrich is the largest and strongest, standing 8 feet tall and weighing 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. The ostrich fans is able to run at 40 miles per hour. If forced to fight, an ostrich uses its legs to deliver a kick that inflicts 1d8 points of damage.

The emu reaches 6 feet high and 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers.

The rhea resembles a small ostrich, standing 3 feet tall and weighs 80 pounds. The differences between the two species lie in the structure of the feet and the tail feathers. Ostriches have two toes, while rheas have three, and ostriches have elegant, flowing tail plumes, while the rhea's are far shorter. Long feathers on the bird's sides swoop down to cover the stunted tail feathers.

Hawk

Hawks have wingspans up to 5 feet. They attack in plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 attack bonus, enabling their talons to inflict double damage. Hawks cannot attack with their beaks during the round in which they use a dive attack. After the initial dive, hawks fight by biting and pecking with their beaks, tearing at their opponents with their talons. Hawks target eyes and they have a 25% probability of striking an eye whenever its beak strikes. Opponents struck in the eye are blinded for 1dl0 rounds and have a 10% chance of losing the use of the eye. Because of their superior eyesight, hawks can never be surprised. Any intruder threatening the nest is attacked, regardless of size. If taken young and trained by an expert, hawks can be taught to hunt. Fledglings bring 500 gp and trained hawks sell for as much as 1,200 gp.

Owl

Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' infravision and quadruple normal hearing. They fly in total silence, giving their prey a −6 penalty to their surprise rolls. Owls cannot be surprised during hours of dusk and darkness; during daylight hours, their eye sight is worse than that of humans, suffering a −3 on their surprise roll if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible.

Owl, Giant

These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. They are too large to gain swoop bonuses but can fly in nearly perfect silence; opponents suffer a −6 on their surprise roll. Giant owls may be friendly toward humans, though they are naturally suspicious. Parents will fight anything that threatens their young. Eggs sell for 1,000 sp and hatchlings sell for 2,000 sp.

Owl, Talking

Talking owls appear as ordinary owls, but speak common and six other languages (DM's option). Their role is to serve and advise champions of good causes on dangerous quests, which they do for 1d3 weeks if treated kindly on the first encounter; a talking owl feigns a broken wing to see how a party will react. Talking owls can *detect good*. They have a wisdom score of 21, with the appropriate spell immunities.

Raven (Crow)

Ravens and crows are often mistaken as bad omens by superstitious farmers and peasants. They attack with strong claws and their long, sharp beaks. Ravens employ a grab and peck approach to combat. These birds are 10% likely to attack an opponent's eyes. If successful, the attack causes the opponent to lose an eye. All birds of this type travel in flocks. Any encountered solo are actually scouts. As soon as they see any approaching creature, the scouts give warning cries and maintain a safe distance to keep track of them. Because of the scouts, ravens cannot be surprised during daylight conditions.



Raven, Giant

Giant ravens are both pugnacious and easily trained (if raised from fledglings), and are often used as guards and messengers. While they are too small to be used as mounts by all but small humanoids (i.e., faerie folk and PCs under the effects of a *potion of diminution*), the strength of these birds is enough to carry an adult halfling.

Raven, Huge

Huge ravens have malicious dispositions, occasionally serving evil masters. Not all raven familiars and consorts are evil—the alignment of the master is a decisive factor in such arrangements.

Swan

These aquatic birds tend to inhabit areas frequented by similar waterfowl. Such areas include rivers, ponds, lakes, and marshes. Swans posses acute senses. They are 90% likely to detect intruders. There is a 10% chance that any swan encounter includes one or more swanmays (q.v.) in avian form.

Vulture

Vultures are scavengers that search the skies for injured or dead creatures to feed upon. They measure 2 to 3 feet long with a wingspan of up to 7 feet. Greasy blue-black feathers cover the torso and wings; its pink head is bald. Vultures are cowards, and will wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. If the victim defends itself, the vultures move out of reach but maintain their deathwatch. Creatures that are unconscious, dead, or magically sleeping or held are potential meals. If the surviving combatants are further than 20 feet from the fallen creatures, the vultures alight and begin feeding. Because of their diet, vultures kin have developed a natural resistance to disease and organic toxins.

Vulture, Giant

Giant vultures measure 3 to 5 feet. Domesticated giant vultures can be trained to associate specific species (i.e., as humanoids) with food, hence the birds concentrate on locating those creatures. Giant vulture eggs and hatchlings are worth 30-60 gp.

	Magpie (common)	Magpie (giant)	Piranha bird (lesser)	Piranha bird (greater)	Sprackle (lesser)	Sprackle (greater)
Climate/Terrain:	Any temperate	Any temperate	Nonarctic forest	Nonarctic forest	Temperate mountains	Temperate mountains
Frequency:	Common	Rare	Rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Flock	Flock	Rook	Rook
Activity Cycle:	Day	Day	Night	Night	Day	Day
Diet:	Insectivore	Insectivore	Carnivore	Carnivore	Insectivore	Carnivore
Intelligence:	Semi- (2)	Semi- (4)	Semi- (2)	Semi- (2)	Animal (1)	Semi- (2)
Treasure:	See below	See below	Nil	Nil	See below	See below
Alignment:	Neutral	Neutral	Chaotic neutral	Chaotic neutral	Neutral	Neutral
No. Appearing:	1d6	1d4	1d4 wings of 1d4+2 birds	2d6	2d6	2d6
Armor Class:	7	6	7	6	7	6
Movement:	1, Fl 36 (B)	3, Fl 33 (B)	Fl 36 (A)	Fl 36 (A)	1, Fl 36 (B)	3, Fl 36 (B)
Hit Dice:	1–2 hp	1+1	1–4 hp	2	1–4 hp	2
THAC0:	20	19	20	19	20	19
No. of Attacks:	0	1	1 (per wing)	1	1	1
Damage/Attack:	1 (beak)	1d4 (beak)	1d4 (bite)	1d6 (bite)	1d3 (beak)	1d6 (beak)
Special Attacks:	Nil	Nil	+2 to attacks	Blood frenzy	Electricity, armor penetration	Electricity, armor penetration
Special Defenses:	Nil	Nil	Nil	Nil	Electricity	Electricity
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil
Size:	T (2' long)	S–M (3'–5' long)	T (1' long)	S (2½' long)	T (2' long)	S (4' long)
Morale:	Unsteady (6)	Average (8)	Average (8)	Average (10)	Average (8)	Average (10)
XP Value:	15	65	15	65	65	175

A wealth of birds inhabit the world of Mystara. This section offers a brief sampling, from the mundane but troublesome magpie to the electrifying sprackle.

Magpie

Magpies are notorious for stealing bright objects. Two varieties make their home in Mystara: common and giant. The common magpie is 14 to 18 inches long from its head to the tip of its tail. The body and tail are mostly black (often shot with metallic blue, green and lavender), and the shoulders and belly are white. The giant magpie sports similar colors, but measures 3 to 5 feet from beak to tail.



Combat: Common magpies fight aggressively if provoked, causing 1 point of damage with each peck. Since they are able flyers, though, it is usually easy for them to escape danger.

The beak of the giant magpie inflicts 1d4 points of damage.

Habitat/Society: Magpies have a well-deserved reputation as thieves, and may attempt to steal any shiny or brightly colored object that's unsecured. A common magpie can steal objects weighing up to 3 or 4 ounces (for example, a coin, gem or ring), while the giant magpie can manage objects up to 2 pounds (for example, a piece of jewelry, a dagger, a wand, or a potion bottle).

If people are nearby, a magpie may swoop down to take an object without landing, and has a 30% chance of picking it up cleanly and making off without dropping it. If the bird can land unseen, however, its overall chance of success increases to 60%. Stolen objects are taken to the bird's nest.

Finding the nest in order to retrieve a lost item may be a difficult task, perhaps even perilous if the search leads to the territories of dangerous creatures. The search may also be rewarding, however, since the nest might also contain 1d6 coins (30%), 1d2 small gems (3%), a piece of jewelry/art object (3%—giant magpie only), or even a small magical item (1%— giant magpie only).

The magpie's nest is woven of sticks, straw, and mud. Magpies often weave thorny twigs into the roof of the nest to keep predators from attacking the abode. The nest is fairly large and round, with only one entrance. A typical clutch contains 5 to 6 greenish blue or yellowish eggs.

Ecology: Both common and giant magpies prefer to live in cool or temperate habitats, making their homes in woodlands, agricultural land, and even towns. Occasionally a magpie serves as a wizard's familiar.

Magpies eat insects and grain. Those dwelling in settled areas often make their nests near granaries, which offer plentiful meals of spilled grain.

According to folklore and common superstition, the number of magpies one sees at a time can help foretell the future. Seven magpies are a portent of great evil.

Piranha Bird

This vicious creature gathers in flocks that rapidly tear apart prey, much like the fish after which the piranha bird is named.

Both varieties of piranha bird (lesser and greater) are garishly colored. Individual birds may have green, blue, red, brown,



black, or occasionally purple feathers—the entire spectrum of colors is usually displayed in a single flock.

Lesser piranha birds grow to a maximum of 1 foot long. Greater piranha birds, on the other hand, average over twice that length. The whistles of greater piranha birds are lower and more melodic than those of lesser piranha birds.

Combat: Piranha birds have gaping mouths full of slashing teeth. These are razor-sharp, so that the bird can easily bite into flesh and rip away a mouthful while on the wing.

These creatures can fly with hummingbirdlike maneuverability. They can make sudden changes in direction, or even hover in midair. When one catches sight of a potential meal, it utters a high-pitched whistle, alerting the whole flock. These birds only attack warm-blooded creatures.

Lesser piranha birds attack in groups. A flock divides itself into one or more "attack wings" of 3 to 6 individuals (1d4+2). Each "wing" attacks as though it were a single monster, attacking with a +2 bonus and inflicting 1d4 points of damage per hit. If a flock is reduced to fewer than three piranha birds, they lose their attack bonus and must make a successful morale check or scatter.

The greater piranha birds, on the other hand, attack individually, each bite inflicting 1d6 points of damage. If half of their flock has been killed or incapacitated, they must pass a morale check or flee. If they pass, they go into a blood frenzy that gives them a +2 to all attacks.

Habitat/Society: Piranha birds do not like bright sunlight, but may be found in warm climates, except areas barren of any shade. They live in regions of dense forest. Underground varieties have developed limited infravision (up to 30 feet). At night or on overcast or foggy days, piranha birds may fly far from their nests in search of prey.

Piranha birds reproduce every spring. Each female lays 2 to 5 eggs. She warms them until hatching, and then rejoins the hunt to feed the young. Piranha birds are especially voracious at this time—first the males, which must bring back enough food to the nests to feed the females; then male and female alike, as they strive to feed their offspring.

A flock of piranha birds has no leader as such, but does have a pecking order that dictates which bird gets first pick of fallen prey for itself, its mate and its young.

Ecology: Piranha birds, both lesser and greater, are always hungry for fresh meat. They have no interest in treasure; in fact, they tend to avoid shiny objects.

Sprackle

These creatures look very similar to grackles, the common blackbirds from which they are descended. However, sprackles are larger and colored differently: Their feathers are coppery or reddish-brown. Moreover, these birds constantly shed little electrical sparks that make them glow in the dark. Their name is a blend of the words "spark" and "grackle."

There are two varieties of sprackle: lesser and greater. The difference between them is simply one of size. The lesser sprackle averages 20 inches in length, while the greater sprackle grows as long as 4 feet.

Combat: The sprackles' beaks are very long and sharp and can penetrate armor, giving them a +2 attack bonus against foes in plate mail (bronze or normal), ring mail, or chain mail. Further, sprackles can launch *lightning* attacks at creatures within 30 feet (60 feet for the greater sprackle); a small charge of electricity shoots out from their beaks and, with a successful attack roll, causes 1d3 points of damage (1d6 for the greater sprackle).

An electrical charge constantly surrounds a sprackle. Even if not directed as a lightning blast, it still inflicts 1d3 (or 1d6 for greater sprackles) points of damage upon any creature that comes into contact with it. Conductive materials (such as metal swords) also carry damage to a wielder.

Sprackles fly directly toward their prey in combat, shooting their lightning blasts until they get within melee range. At that point they attack with their beaks (1d3 or 1d6 damage from the sharp beak, plus 1d3 or 1d6 electrical damage). They continue to fight until half the flock is killed or wounded, at which time they must pass a morale check or flee.

All sprackles have infravision with a range of 60 feet.

Habitat/Society: Sprackles are very territorial and will fearlessly attack creatures larger than themselves. They avoid undead creatures and those larger than man-sized, but will attack other creatures to drive them out of their territory.

Sprackles first appeared in a place called Corran Keep, in the mountains of Mystara. Powerful magic there seems to have transformed ordinary birds into these creatures. Since their creation, sprackles have been spreading rapidly, aggressively pushing more common predatory birds out of their territories.

Sprackles may be most commonly encountered on the forested lower slopes of mountains. As the species spreads, however, they may soon be found in many other areas.

A group of sprackles is called a rook. They gather in extended families of two to a dozen birds, which share a large, communal nesting area (called a rookery). Rookeries are located in sheltered areas, such as the eaves of an abandoned building or under a rocky overhang. They are built of sticks and mud, and lined with downy feathers shed by the birds.

Like magpies, sprackles are attracted to shiny objects which may be valuable. Their nests might contain 2d6 coins (30%), 1d4 small gems (5%, 30%—giant sprackle), a piece of jewelry/art object (5%—giant sprackle only), or even a small magical item (2%—giant sprackle only). Also, their treasure reflects the chance that they dwell in a ruin or similar place that may contain abandoned valuables.

Ecology: Because of their sparks, sprackles do most of their hunting in the daytime, when they are slightly less obvious. (Glowing predators have a tendency to frighten off their prey.)

Lesser sprackles are insectivores, preying chiefly on larger insects and arthropods such as butterflies, centipedes, moths, spiders, and dragonflies. Greater sprackles are carnivores who more frequently dine on mice, rats, smaller birds, and sometimes giant insects, such as giant dragonflies, robber flies, and giant centipedes and spiders.

	Flightless	Boobrie	Eblis
CLIMATE/TERRAIN:	Subtropical/Plains	Subtropical/Swamps	Subtropical/Swamps
FREQUENCY:	Common	Rare	Very rare
ORGANIZATION:	Flock	Solitary	Flock
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Low to exceptional (5-16)
TREASURE:	Nil	Nil	Nil (U)
ALIGNMENT:	Neutral	Neutral	Neutral evil
NO. APPEARING:	2-20	1-2	4-16
ARMOR CLASS:	7	5	3
MOVEMENT:	18	15, Fl 15 (D)	12, Fl 12 (C)
HIT DICE:	1 to 3	9	4+4
THAC0:	1-2 HD: 19 3 HD: 17	11	15
NO. OF ATTACKS:	1	3	4
DAMAGE/ATTACK:	1 HD: 1-4 2 HD: 1-6 3 HD: 1-8	1-6 (x2)/2-16	1-4
SPECIAL ATTACKS:	Nil	Surprise	See below
SPECIAL DEFENSES:	Nil	Immune to poison	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S to L (2' to 8' tall)	L (12' tall)	L (8' tall)
MORALE:	Average (8-10)	Steady (11-12)	Champion (15-16)
XP VALUE:	1 HD: 15 2 HD: 35 3 HD: 65	2,000	650 (normal) or 1,400 (spell user)

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

Flightless Bird

These large avians are typified by the ostrich (3 HD), emu (2 HD), and rhea (1 HD). Although they share many of the unique physiological adaptations that have enabled other avians to take wing and break the bonds of earth, they are forever chained to the surface, unable to fly.

The *ostrich* is a large, flightless bird that lives on the grassy plains and rolling savannas of tropical and subtropical regions. It is the largest and strongest of mundane avians, standing fully eight feet from foot to crown and weighing up to 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. When it runs, an ostrich fans out its wings for stability and employs its powerful legs to attain speeds of up to 40 miles per hour. If forced to fight, an ostrich uses its legs to deliver a powerful kick that inflicts 1d8 points of damage.

Male ostriches have black bodies with white wings and tail feathers. Females, as is typical in many animals, are far less colorful than the males, being a dull gray or brown in color. The white feathers of the male are highly prized by merchants, as they can be used in hat- and dress-making. In many parts of the world, ostrich farms are not uncommon.

Male ostriches often mate with as many as four females. Larger flocks of ostriches consist of 1d4 + 1 males, their mates, and their offspring. The females lay their eggs in a single nest, where they are incubated by the females by day and guarded by the males at night.

The *emu* is another large, flightless bird that is almost as large as the ostrich. An emu can reach a height of six feet from foot to crown and a weight of 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers. An emu's plumage is dull brown, darker on the head, neck, and along its back, while its underside is much lighter.

The *rhea* greatly resembles a small ostrich. Rheas average three feet in height and 80 pounds in weight. The most noteworthy differences between the two species are in the structure of the feet (ostriches have two toes while rheas have three) and the tail feathers. While the ostrich has elegant, flowing tail plumes, the rhea's are far shorter. Long feathers on the sides of the rhea, however, swoop down to cover the stunted tail feathers. These unusual feathers, like the tail feathers of an ostrich, are sought after by fashion designers; for this reason rhea are often hunted or raised on farms. Rheas generally gather in groups of three to six individuals, though this number climbs to as many as 25 during mating season.

The rhea's hard beak delivers a peck for 1d4 points of damage.

Boobrie

The boobrie is a giant relative of the stork. Its origins are lost in mists of ancient time and arcane lore. Although some scholars suggest that there is a link between the boobrie and the roc, there seems to be little that the two species have in common (apart from their great size.)

An adult boobrie stands roughly 12 feet tall and may weigh as much as 300 pounds. Although its weight may seem low for such a huge creature, it is important to remember that this animal, like most fliers, is built very light. When a boobrie is threatened or comes across a creature too powerful for it to fight, it fluffs up its feathers to look even more imposing than it already is. When it does this, a number of long feathers on the back of the boobrie's neck become erect, making it look as though the creature were two or three feet taller.

The boobrie stands on two long, slender legs. Its feet are split into four slender toes that stretch very wide to enable the creature to move quickly through marshes and swamps. Although these legs enable the creature to run at a very high speed, they are fairly weak when used in combat. A boobrie will hunt primarily with its beak, which is shaped much like that of a heron, with a hook

like that of an eagle. In addition, its powerful jaw muscles and the sharp, serrated edge of its beak give it a vicious bite.

A boobrie's diet is largely made up of giant catfish and other large denizens of the wetlands. On occasion, though, it hunts for other prey. When times are rough, the boobrie feeds on all manner of snakes, lizards, and, if it finds them, giant spiders. Its occasional dependence on a diet of creatures that can deliver a toxic bite has, over the centuries, caused the boobrie to develop an immunity to all manner of toxins.

When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once within its hunting blind, it remains perfectly still, often for hours at a time, until prey comes within sight. Then, with a speed which seems uncanny in such a large creature, it springs forth and attacks. When employing this means of ambush, a boobrie forces its opponents to suffer a -3 penalty to their surprise rolls.

If two boobrie are encountered, they are usually (75%) a mated pair. These adult boobries always have at least 5 hit points per Hit Die. If the boobries are not adults (25% chance), they are young with 4 or fewer hit points per Hit Die.

Eblis

Eblis are intelligent avians noted for their cruel nature and evil ways. Eblis stand much taller than the average human, reaching heights of up to eight feet. Their bodies look much like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Their heads are narrow and end in long, needle-like beaks that are glossy black in color.

Eblis speak a language of chirps, whistles, and deep-throated hoots. While it is all but impossible for humans to duplicate, it can be understood by the trained listener. In addition, 25% of all spellcasting eblis have managed to learn a rudimentary version of common, which permits them to converse with those they encounter.

When an eblis engages in physical combat, it lashes out with its beak to peck at opponents. Eblis are very agile, which not only accounts for their excellent Armor Class, but also enables them to make up to four stabbing attacks each round.

Each community of eblis is led by one individual that has a limited spellcasting capability. Eblis of this type can cast 2d4 spells per day; eblis cast as 3rd-level spellcasters. To determine which spells are available, roll 1d8 and consult the following table. Duplicate rolls indicate that the spell may be employed more than once per day.

1	*Audible glamer*
2	*Change self*
3	*Hypnotism*
4	*Spook*
5	*Wall of fog*
6	*Blur*
7	*Hypnotic pattern*
8	*Whispering wind*

Eblis love shiny objects (like gems); they often decorate their homes with these. In fact, even the most wise and powerful of the eblis can be bribed with a particularly impressive jewel. When characters attempt to loot an eblis lair, note that its treasures are woven into the nest itself and thus require some effort to remove. In addition to those items that men find valuable (like coins and gems), dozens of other objects may have caught an eblis's eye. While these may range from shards of broken glass to shiny pieces of metal from a broken suit of armor, they are always worthless. Sorting through these items in search of valuable ones can be fairly time consuming.

An eblis community consists of 2d4 huts, each of which is inhabited by a male and his mate. In addition, 30% of the huts have a single egg or chick in them as well. These huts are built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts very difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.

All eblis secrete an oil that coats their feathers and provides them with some protection from the elements. In addition, this oil is naturally resistant to fire, granting the eblis a +1 bonus to all saving throws against fire- and flame-based attacks. Any damage caused by a fire- or flame-based attack is lessened by -1 for each die of damage.

The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers who have objects it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes. There is reason to believe, however, that the true evil behind the eblis culture is not in the average members of the race, but in their spellcasting leaders. Past experience has shown that common eblis are, by and large, far less prone to evil or cruelty than their masters. Thus many scholars have come to believe that the eblis spellcasters acquire their power through some evil deed and are forever warped into malefic beings.

	Emre	Kingfisher	Skyfisher	'Wari
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate			
	Plain	Plain, forest, and hill	Mountain and hill	Plain
FREQUENCY:	Rare	Uncommon	Uncommon	Rare
ORGANIZATION:	Flock	Flock	Flock	Flock
ACTIVITY CYCLE:	Day	Day	Any	Day
DIET:	Herbivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Highly (13-14)	Animal (1)
TREASURE:	Nil	Q	L, M, N, and Q	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	4-24	1-20	6-60
ARMOR CLASS:	7	5	3	6
MOVEMENT:	18, Fl 24 (C)	1, Fl 36 (C)	3, Fl 24 (C)	15
HIT DICE:	3	1	4	3
THAC0:	17	19	17	17
NO. OF ATTACKS:	1	1	1 or 2	2 or 1
DAMAGE/ATTACK:	1-4 or 2-8	1-4	3-11 or l-6/1-6	1-2/1-4 or 3-12
SPECIAL ATTACKS:	Nil	Nil	Dive/Drop	Trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' tall)	M (4'-5' tall)	S (3'-4' tall)	M (6' tall)
MORALE:	Unsteady (7)	Unsteady (7)	Average (9)	Unsteady (7)
XP VALUE:	120	35	270	6.5

Among Krynn's rich variety of bird life are the ostrich-like emre, the ominous kingfisher, the intelligent skyfisher, and the foraging 'wari.

Both the emre and 'wari are ground-dwelling birds, though the emre can become airborne for up to one turn. The emre has a plump body covered with white feathers, a long neck, bulging blue eyes, and thick, clawed feet. The 'wari is a bulkier version of the emre, with bronze, gold, or blue feathers. The kingfisher has a crested head, short legs, and a long, pointed bill; it is deep blue or bluish gray with a white chest. The skyfisher looks like a cross between a giant bat and a vulture, black or gray in color, with long, dangling legs and a sharp beak.

Combat: The emre, kingfisher, and 'wari are all relatively harmless. Each can make beak attacks, and the emre and 'wan can strike with their clawed feet. When spooked by loud noises or the odor of blood, 'waries can stampede. Those caught in the path of stampeding 'wari suffer 3d4 points of damage per round.

The skyfisher is the most dangerous of these birds. It can attack with either its beak or talons, but not both in the same round. It can dive for its first attack, gaining a +2 bonus to its attack roll and doubling the damage inflicted. Each time the skyfisher hits with its claws, the victim must roll a Dexterity check to try to avoid the bird's grip. If the victim fails the check, he is carried aloft for 1d4 rounds and then dropped. Damage from the fall is 1d6 points for each round aloft. A skyfisher drops its prey if it receives 10 points of damage. It cannot lift prey in excess of 200 pounds.

Habitat/Society: All of these birds live in flocks. They lay 2d4 eggs once a year. The emre and 'wari range over a few square miles, while the migratory kingfishers and skyfishers range over much larger areas. The intelligent skyfishers collect a variety of shiny treasure items. Kingfishers prefer gems.

Ecology: Emre and 'wari forage for insects, grams, and small rodents. These birds are favorite prey for wolves and other meat-eaters ('wari are so dumb that they allow wolves to mingle among them). Kingfishers spear fish with their beaks, while skyfishers eat rabbits and other small mammals. Primitive tribes domesticate emre as mounts. Many cultures believe skyfishers are omens of war and death.



Boobrie

CLIMATE/TERRAIN:	Temperate lakes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(O, W)
ALIGNMENT:	Nil
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	2, Fl 20, Sw 6
HIT DICE:	4 + 4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 or 1d6
SPECIAL ATTACKS:	Wing buffet
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20′ wingspan)
MORALE:	Unsteady (5-7)
XP VALUE:	420

The boobrie is a giant bird, looking much like a loon or northern diver which has grown to the size of a man. It is completely black in color. It haunts the lakesides of western Scotland and supplements its diet of fish by devouring lambs and calves that stray too close to the waterside. It has been known to wait in ambush in the reeds by the side of a lake and attack anything the size of a sheep or smaller—including young children—which wanders within reach. Its call is harsh and loud and can carry for several miles.

Combat: The boobrie attacks with its 2-foot beak, and can also rear up to deliver a wing-buffet once every three rounds. The wing-buffet automatically hits any creature directly in front of the boobrie and not more than 5 feet away. It causes 1d6 damage, and the opponent must make a Dexterity ability check or be knocked down, dropping any hand-held items.

Habitat/Society: Boobries inhabit upland lakes in the more remote parts of northern and western Europe. In the spring they form pairs and build nests of floating vegetation which can be up to 20 feet across. They lay 1d4 eggs, and throughout the late spring and early summer they are busy gathering food for their young. Any treasure they have will be in the nest at this time of year, having been brought there on the bodies of human prey.

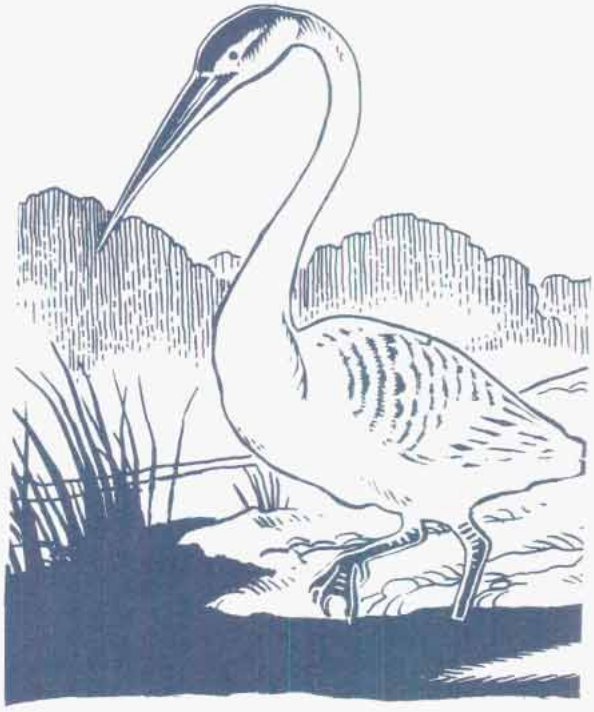


Ecology: Boobries eat fish and any mammals they can catch. They have no natural enemies other than dragons, wyverns, and other such monsters, and humans who often try to kill boobries to protect their livestock.



Caladrius

CLIMATE/TERRAIN:	Marsh
FREQUENCY:	Very Rare
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	3, Fl 15 (D)
HIT DICE:	½
THAC0:	20
NO OF ATTACKS:	1
DAMAGE/ATTACK:	1 point
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Immune to disease
SIZE:	S (3'–4')
MORALE:	Average (10)
XP VALUE:	7



The caladrius is a magical, pure white marsh bird the size of a heron. It possesses unusual healing powers that work on people with internal ailments, such as diseases of the liver. It may also be able to cure magical diseases.

When a caladrius is brought before a diseased person, the bird's reaction will determine whether the patient will recover. Roll reaction when the bird is within 5 feet. On a reaction of cautious, threatening, or hostile, the caladrius turns its head away from the patient: It will not cure him.

On an indifferent or friendly reaction, it stares at the patient for one round. The bird's pure white feathers will turn gray and unhealthy as its absorbs the sickness into itself. The person's sickness is cured and he or she feels better immediately, but the caladrius catches the disease! To recover, the caladrius must be allowed to fly off high into the air, where the sun's rays purify it. Unfortunately, the caladrius cannot be tamed, so this means it escapes.

Combat: Faced with people seeking to capture it, the caladrius tries to fly off. A caladrius is immune to *cause disease* spells.

Habitat/Society: These rare birds live in wetlands in distant parts of Italy. They feed on small fish, and are solitary except for a brief mating period.

Ecology: A captive caladrius is worth 500–1,500 g.p. – more if no priests in the area have magic capable of curing diseases. The mere rumor of a caladrius can summon scores of net-wielding hunters to an area! Captured birds are hooded and caged to prevent them from looking at the wrong patient. They dislike captivity, and cannot be trained, so when they fly off to purify themselves they rarely return to their owners. Luring them back requires imitating their mating calls, which can be accomplished by a successful Animal Lore check at a –10 penalty.

Bird, Crayghe (Elven Hawk)

CLIMATE/TERRAIN:	Any elven inhabited
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	Variable
ARMOR CLASS:	5
MOVEMENT:	1, fly 39 (B)
HIT DICE:	1–1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–2/1–2/1
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (up to 4' wingspan)
MORALE:	Steady (11)
XP VALUE:	120



The elven hawk appears similar to the common hawk, although it is slighter and has a smaller wingspan. The elven name, *crayghe*, is a nonsense word designed to imitate the hawk's cry. Elven breeders mixed various bloodlines over the centuries, producing a faster, more intelligent hawk. Because of their intelligence, elven hawks can be trained to perform many tasks that are beyond their mundane cousins. They can even be taught to understand simple sentences or recognize individuals by name. It would not be unheard of for an elven hawk to carry a written message to a specific person or to scout out enemies. There is a legend of a wounded elven ranger who was fed and guarded by his hawk until help arrived.

Like elven horses, these birds are usually found only in the company of elves. Although they are more widespread through the various elven races, they are less likely to stay with a non-elf, even if raised from a chick. Unless its owner is elven, there is only a 50% chance that an elven hawk will bond with its new owner, 65% if the owner speaks some sort of elven language. If no bond is formed, the hawk flies away at the earliest opportunity. Unlike the elven horse, an elven hawk can be purchased, though with a warning to non-elves of their tendency to flee. Most falconers are willing to take the risk, considering the potential benefits if the bird successfully bonds.

Combat: Like most hawks, the elven hawk begins combat by using a diving attack. It receives a +2 attack bonus on the dive and inflicts double damage with its talons. It cannot use its beak during the diving round. After the first round, the elven hawk claws and pecks, targeting its opponent's eyes. It has a 35% chance of striking an eye, blinding its prey for 1d10 rounds, with a 15% chance of the opponent losing the eye. When attacking with the its beak, the elven hawk automatically damages an eye on a natural 20.

The elven hawk's eyesight and hearing are superb. It is surprised only on a roll of 1 on 1d20 and always warns its owner if it hears or spots someone or something approaching.

The elven hawk is claustrophobic and does not enter a building or enclosed space willingly. If forced indoors, it shrieks, even if hooded, until taken back outside. This noise could attract unwelcome attention or wandering monsters.

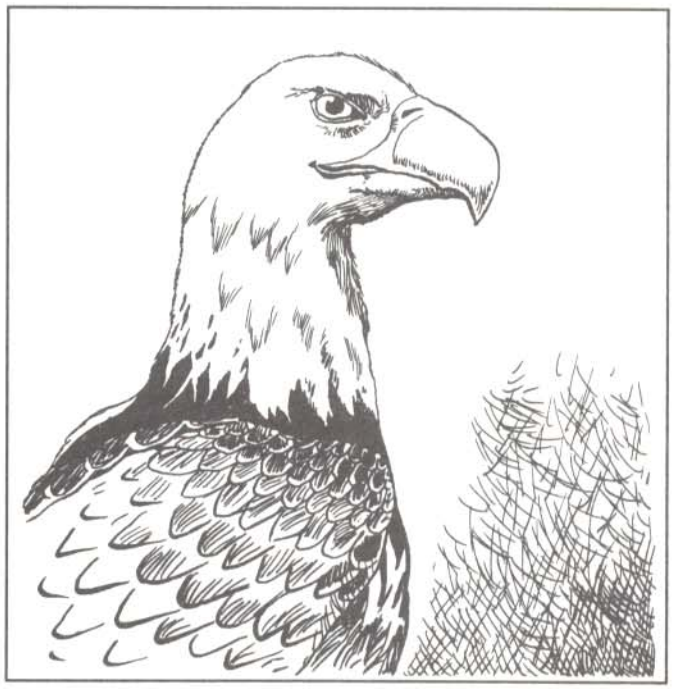
Habitat/Society: Elven hawks do not usually stray from their elven masters, so one rarely finds a feral hawk. They can survive anywhere there are rodents, fish, or small reptiles.

The elven hawk mates for life and never chooses to be separated from its mate for any long period. If the bird is kept from its mate for more than a month, it becomes listless and unresponsive. In extreme cases, it might become aggressive, attempting to flee back to its mate. Many elves have surrendered their hawks to other falconers to keep a mated pair together, with the understanding that the first clutch of fledglings will be given as compensation.

Female elven hawks are capable of producing only two or three clutches of eggs (2–5 eggs/clutch) during their entire lifetime. The birds begin to fly within 2 months and become full adults within a year. Elven hawk fledglings sell for about 2,000 gp, whereas a fully trained adult can cost up to 5,000 gp.

Ecology: Elven hawks are a domesticated species bred by the elves for thousands of years. Elven rangers have often warned that if this species should run wild, it would drive slower and less intelligent hawk species to extinction. This is the reason that the elven hawk was bred to have such a strong bond with its owner and to produce young so rarely. By keeping elven hawks numbers low and in inhabited areas, the wild hawk species are protected.

	Wild	Giant
CLIMATE/TERRAIN:	Subarctic to subtropical/ Mountains and hills	Temperate to subarctic/High mountain cliffs
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or flock	Flock
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore, scavenger	Carnivore
INTELLIGENCE:	Animal (1)	Average (8-10)
TREASURE:	See below	Q, C (magic only)
ALIGNMENT:	Nil	Neutral
NO. APPEARING:	1 or 2/5-12	1-20
ARMOR CLASS:	6	7
MOVEMENT:	1, Fl 30 (C)	3, Fl 48 (D)
HIT DICE:	1+3	4
THAC0:	18	15
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-2/1-2/1-2	1-6/1-6/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (6'to 7' + wing spread)	L (20' wing spread)
MORALE:	Average (9)	Elite (13)
XP VALUE:	175	420



Eagles are majestic birds of prey, rarely used for hunting, but often sought after for their beauty and legendary courage.

Eagles are large birds, usually standing around three feet tall, with distinctive feathering on their legs. Their wing span is an impressive six to seven feet. Eagles are usually brown in color, ranging from the blackish brown of the golden eagle to the dark brown of the bald eagle. They always sport a set of razor-sharp talons and a beak, equally as sharp and turned down abruptly at its point. The eagle's cry is high and shrill.

Combat: An eagle uses its claws and beak for combat, each of which inflicts 1-2 points of damage. An eagle typically attacks from great heights, folding back its wings and letting gravity hurtle it toward its prey. If an eagle dives for more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with only its two sets of claws. However, these high-speed attacks gain a +2 bonus to the attack roll and score double damage.

Eagles also have exceptional eyesight. This superior vision affords eagles the advantage of rarely being surprised. During the day, an eagle can be surprised only 5% of the time. At night, normal rules for surprise apply.

Habitat/Society: High rocky cliffs and tall, broad trees are the favorite nesting spots for eagles. Once an eagle builds a nest, it will keep that home, adding it with each passing season, until the nest is destroyed or the eagle dies. There is always a 50% chance that 1d4 eggs are present in a nest. If eggs are not present, there is a 20% chance that 1d4 young eagles are present instead. There is always a 10% chance that the eagle is storing some small, shiny objects in the nest (like gold coins or gems).

Eagles are usually encountered alone or in pairs. Eagles mate for life and, since they nest in one spot each year, it is easy to identify places where eagles are normally present. On occasion, in an area of especially rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. This fertile area can support more than one nest, so more eagles move into the area. This occurs only 5% of the time, however.

Ecology: Eagles are carnivores and generally hunt rodents, fish, and other small animals. Eagles have also been known to feed on the carrion of recently killed creatures, as well. Unless exceptionally hungry, an eagle will never attack a human or demihuman, though small creatures like brownies have to be wary of a hunting eagle mistaking them for rabbits.

Eagles are not easy to train for hunting purposes (only 25% chance of success). Nevertheless, a thriving market for eaglets and eagle eggs means that each one captured brings a price of 60 to 100 gold. Eagle feathers and other eagle tokens are also valued highly by many adventurers, as they wrongly believe the eagle's courage to be transferred to them by possession of such items.

Eagle, Giant

Giant eagles usually stand 10 feet tall and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins, inflicting much more damage, of course. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its normal claw attack damage of 1d6/1d6. Giant eagles have their own language, but they also communicate through a form of limited telepathy. Giant eagles also have exceptional eyesight and cannot be surprised except at night or in their lair, and then only 10% of the time.

Giant eagles build their nests only in high mountain passes, where they have room to fly undisturbed. They are far more social than wild eagles, and up to 20 have been discovered nesting in the same area. One nest will be found for each pair of giant eagles. There is a 50% chance that 1d4 eggs are present in a nest, or a 25% chance of 1d4 young. If there are young or eggs in the nest, the giant eagle will attack any creature within 50 feet of the nest. Eagles are always suspicious of any creature coming near a nest, whether eaglets are present or not, as this is where their treasure is to be found.

Some individual dwarves and elves—and sometimes even groups of dwarves and elves—are considered friends by giant eagles. Members of these two races are considered less of a threat than humans. Giant eagles can be trained, and their eggs sell for 500 to 800 g.p. each on the open market.

Bird, Falcon, Fire

CLIMATE/TERRAIN:	Any desert, mountain or tundra
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	2-6
ARMOR CLASS:	4
MOVEMENT:	3, Fl 36 (C)
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-3/1-3/1-2/1-2/1-2
SPECIAL ATTACKS:	Fire
SPECIAL DEFENSES:	Immune to fire-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	S (2'6" wingspan, 8" body)
MORALE:	Steady (11), Fanatic (18) when guarding young
XP VALUE:	270



The fire falcon is a small russet-colored raptor, found in areas well away from those settled by man. It seeks only to be left in peace by large creatures, including man.

Combat: Fire falcons determine their tactics in combat depending on the size of their opponent. Normal prey, such as rabbits and small birds, are simply grabbed in their talons and attacked with the beak. Larger creatures, like men or horses, are generally attacked first at long range, in an attempt to drive them off. The ranged attack of a fire falcon is to discharge two highly flammable spheres from its wingtips in the general area of the intruder. These explode on contact with anything, doing 1-6 points of damage (no save, but magical fire resistance halves the damage) to all in a 10' radius. Thus, it is not necessary for the fire falcon to make a successful attack roll in order to damage a party. Each fire falcon can make this attack four times per day. If the sphere actually hits an adventurer, or their mount, the burning substance sticks to them, doing an additional 1-6 points of damage in the next round, and 1-3 the round after that, before going out.

Only if it cannot drive off the intruders will the fire falcon attack physically. Even then, it will only attack if there are young in the nest and the intruders are approaching. If it must use physical means, it will attack first with the talons, which rake for 1-3 points of damage each. This is followed by a beak attack, for 1-2 points of damage, and buffeting from the creature's wings, which causes a further 1-2 points of damage per wing. In addition, any mounted opponent which is buffeted must make a Dexterity check with a −4 penalty or fall from his/her mount. This can be fatal if the mount is airborne. The fire falcon's talon attacks will be directed at the face or hair of its target, so armor will not help unless a full face helmet is being worn. Mounted targets get no Dexterity bonus to their Armor Class during these attacks. The fire falcon will pick a target with long, flowing hair in preference to one fully clad in metal. Fire falcons cannot be harmed by any form of fire, magical or otherwise. They are also immune to *magic missile*.

Habitat/Society: Fire falcons tend to form small flocks of 3 or 4 families. They build their nests high up on mountains if possible, or else well hidden among tufts of tundra grass. When encountered in deserts, they will always have their nest in a nearby mesa. Fire falcons like to line their nests with shiny objects, and that is where any treasure they have will be found. The normal food for a fire falcon is small rodents, and they consume about half their body weight each day in mice, rabbits, shrews, and other such creatures. The normal flight range of a fire falcon is up to forty miles in a single day. Fire falcons can soar on thermals for hours without moving their wings, and can see a fieldmouse moving from 4 miles away.

While their normal flying speed is around 12 miles per hour, fire falcons can reach speeds in excess of 130 miles per hour in a dive on their prey.

The normal lifespan of a fire falcon is 28 years. For the first six months of its life, it will remain in the nest, being fed by its parents. After this time, it is taught to fly and to hunt, and to become a contributing member of the flock.

Fire falcons only lay one, or rarely two, eggs in a season. They are only able to breed from the age of 3 years until 27 years. All the birds in a flock will protect the young, whether their own or another pair's.

Fire falcons mate for life. To avoid inbreeding, females will leave the nest at two years of age to seek out a mate in another area. Males will stay in the area where they were hatched, waiting for females to come from another eyrie.

Ecology: The fire falcon is a raptor, with no natural enemy, save mankind. Hatchlings can be trained by falconers, and a few wizards have been known to have fire falcons as familiars. They can prove useful in keeping unwanted rodent populations at manageable levels.

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Bird, Flame Swallow

CLIMATE/TERRAIN:	Any (fire worlds only)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4 (3-12)
ARMOR CLASS:	3
MOVEMENT:	6, Fl 30
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Fire
SPECIAL DEFENSES:	Fire resistance
MAGIC RESISTANCE:	None
SIZE:	S (5' wingspan)
MORALE:	Unsteady (5)
XP VALUE:	75

Flame swallows are magnificent, graceful birds similar in appearance to terrestrial swallows, except that their wingspan is often five feet or more. They have the same forked tail as swallows. Their color is bright red on the back of the head and down the back, shading to brilliant orange on the upper surfaces of the wings and on the tail. Their bellies and the undersides of their wings are bright yellow. Their beaks are short, but sharply-pointed, and can deliver a nasty bite.

Flame swallows are always surrounded by a nimbus of bright orange fire. This nimbus extends to a range of about three feet from the body of the bird, and is hot enough to ignite inflammable materials on contact. Flame swallows love fire in all its forms, and enjoy darting through flames and playing in the hot, turbulent air above the surface of fire worlds. They can live equally as well in the superheated atmosphere or in the fiery body of such a world. They are exceptionally curious creatures, and will investigate anything out of the ordinary. If danger – or apparent danger – appears, however, they usually flee. The creatures enjoy starting fires so that they can then play in them, and are thus highly dangerous to spelljamming vessels approaching fire worlds. Such a ship will often attract several of the beautiful creatures who approach to investigate... and then probably ignite the ship's rigging.

Flame swallows are thought to have arisen on the Elemental Plane of Fire, but are extremely rare there. Some sages think that the creatures find fire worlds on the Prime Material Plane as more attractive homes than their native plane. Flame swallows can't survive in an environment colder than the environs of a fire world. If the ambient temperature drops below that of boiling water (212° F), a flame swallow suffers 1d6 points of damage each round that it's exposed to this "frigid" environment.

Combat: Flame swallows will almost never enter combat unless there's no alternative. If combat is necessary, they can deliver a damaging bite, but their main danger is the flame aura that surrounds them. This aura causes 1-8 points of damage to any creature not somehow immune to fire (save vs. breath weapon for half damage), and immediately ignites any flammable clothing or equipment exposed to it.

Flame swallows are totally immune to all fire- or heat-based attacks. Electrical attacks do normal damage, while cold-based attacks do triple damage.

Habitat/Society: Flame swallows congregate in small family-based flocks. Occasionally multiple flocks can be encountered, although this is very rare. Next to nothing is known about the reproductive behavior of flame swallows. Presumably they lay eggs, and – judging by the size of family flocks – presumably these eggs are few in number, or few are viable. Nobody knows, however, where the eggs are laid; no flame swallow nest has ever been discovered. The question is even more interesting because flame swallows have been reported on fire worlds with absolutely no solid surfaces on which those nests could be built. Some sages theorize that the creatures return to the Elemental Plane of Fire to lay and hatch their eggs, but this has yet to be confirmed. Further adding to the confusion, no obviously immature flame swallow has ever been seen.

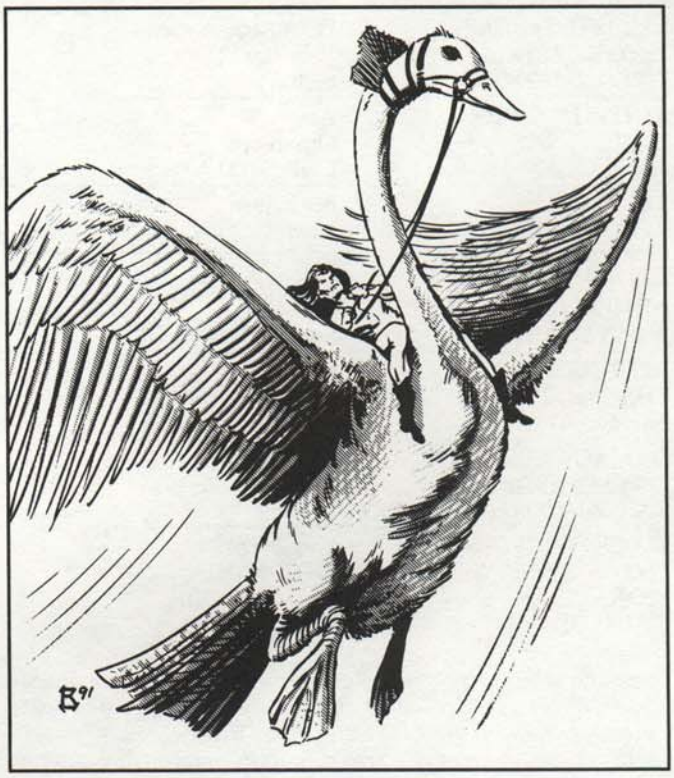
Although not overly intelligent, flame swallows are amenable to training by creatures that can survive in the environment flame swallows need. Efreet on Ignia keep trained flame swallows as pets.

Ecology: Although flame swallows seem to prey on other fire-dwelling creatures such as fire bats when these other creatures are available, this seems to represent a preference rather than a necessity. Flame swallows seem to be able to survive without any such source of food. Sages theorize that they draw the energy they need to survive directly from their environment. This has yet to be confirmed, however.

Flame swallows in turn are preyed upon by other fire-dwelling creatures. (Fire bats and flame swallows seem particularly inimical, and generally attack each other on sight.)

Because of their ability to subsist on no food, there is much controversy over just what position flame swallows hold in the food chain.

CLIMATE/TERRAIN:	Elven lands, wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Herbivore, insectivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	6, Fl 36 (B), (C) when mounted, Sw 18
HIT DICE:	3+3
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/2d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long, 28′ wingspan)
MORALE:	Very steady (14)
XP VALUE:	420



Greatswans are massive swans raised and trained by elves to act as guards and war mounts. Like normal groundling swans, greatswans are ferocious fighters, and many have a nasty temper.

As a rule, greatswans are found with any race of elves in wildspace. Greatswans sometimes ride aboard elven men-o-war (25% chance) and armadas (50%). Normally, there are 2d6 greatswans on the former and 4d6 on the latter. Each vessel also has a like number of elven swanrider cavalry. A greatswan can carry up to two elf-sized riders (the equivalent of about 240 pounds).

Greatswans are beautiful, graceful birds with characteristic long necks and snow-white plumage. The swans have no language.

Like their mundane counterparts, greatswan males are called "cobs," and the females are called "pens." Young greatswans are called "cygnets."

Combat: Though greatswans are gentle birds, they nevertheless fight with a strong strike of their beak (1d6 damage) and wing buffeting (2d6 damage). The wing buffet has a 50% chance of blinding and confusing the opponent for one round. There is a 25% chance that the sheer force of the wings knocks a man-sized or smaller foe backwards 2d10 feet.

If a greatswan is used as a mount, it cannot perform the wing buffet while in flight. However, an elven swanrider can urge his mount into what amounts to a power dive against an enemy; the elf's weapon and the greatswan's beak each gain a +2 bonus to THAC0 and do double damage. Elves use mostly medium lances for such attacks.

Greatswans have excellent senses, and have a 75% chance of detecting an intruder, even an invisible one. This makes them well suited for guard duties. Swans that spot an intruder raise a raucous call and close with the enemy, wings flailing madly.

Greatswans are immune to all forms of poison.

Habitat/Society: Greatswans wander exclusively in elven lands. The elves fear that introducing such large birds to normal environments may alter the balance of nature. Thus they keep the birds close at hand and watch their movements closely.

Greatswans are aquatic birds, and are excellent swimmers. This comes in handy when the elves are exploring water worlds in wildspace.

Unlike groundling swans, greatswans are not territorial. They become hostile only if intruders approach within 30′ of either their nests or guardposts. Greatswans recognize the names their trainers give them and can learn command phrases, one command per point of Intelligence.

Greatswans are bred to require little air. A lungful of air lasts the bird 24 hours. A greatswan's personal gravity drags along enough air for two elf-sized riders to breathe for 5d10 turns.

Elves found with greatswans have the Airborne Riding nonweapon proficiency. Such elves are always at least 3rd-level fighters, armed with some sort of charging weapon (such as a spear, pike, lance) and a bow (long or short) in addition to their normal melee weapon. A great swan never carries any rider but an elf.

Encountered without elves in attendance, an even number of greatswans are mated pairs. There are 1d2 cygnets and 1d4 eggs per pair.

Ecology: As mentioned earlier, the elves confine the greatswans to their own sylvan lands and cities, fearful that the birds' large appetites will upset the balance of nature. Greatswans eat green plants, especially water plants, and they eat large numbers of insects, digesting even the most poisonous insect without harm. Greatswans consider feesu (q.v), space moths, a delicacy. Elves use feesu as a reward during a cygnet's training.

Some elven mages use greatswan feathers to create *Quaal's feather tokens*, *wings of flying*, and *winged boots*.

CLIMATE/TERRAIN:	Planet/Around ships
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-100
ARMOR CLASS:	10 (6 in flight)
MOVEMENT:	10, Fl12
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	S (3')
MORALE:	Irregular (5)
XP VALUE:	7

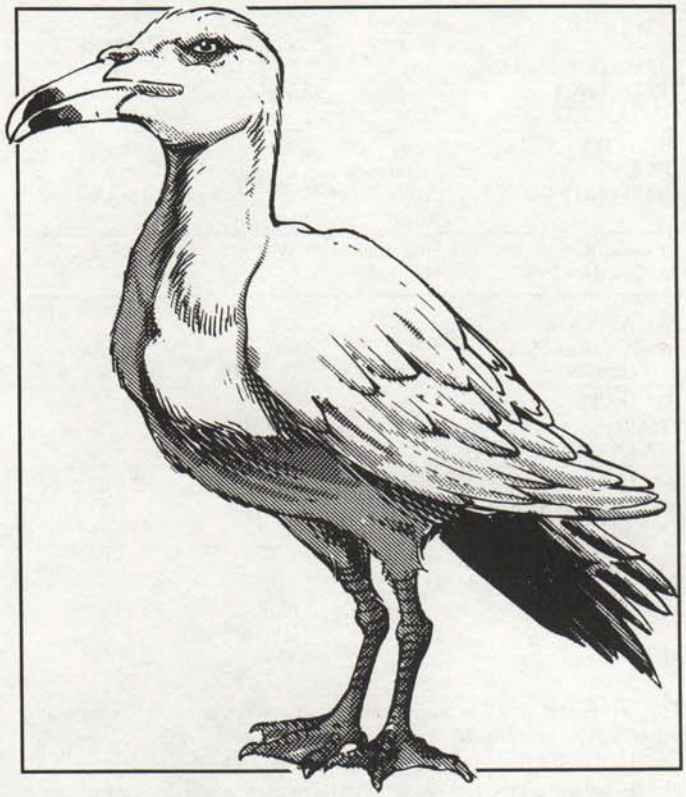
Gullions are related to terrestrial seagulls but have adapted to life in space. Spelljamming crews despise them, because they waste precious air and demand a good deal of food.

Due to exposure to many different magics and climes, the gullions vary widely in color, from purple to orange to normal gull colorings, but all are shaped like large seagulls.

Combat: Gullions try to steal food. For birds with animal intelligence, they are incredibly sneaky; they sometimes stage diversions in order to get their beaks on someone's dinner.

Gullions only attack in numbers and only when extremely hungry. If a large group of gulls haven't eaten in days, they attack the nearest food—usually crew members on a ship. They flock together and attack with their beaks, trying to knock foes unconscious. Once a crew member has been knocked out, the gullions search for food on the body. If there isn't enough food to satisfy them, they start eating the victim.

Many green crews plagued with gullions try to kill as many as possible as soon as they enter wildspace. This is difficult, for the gulls have adapted to the air envelope around ships and use the gravity line to fly erratically. This gives them a low Armor Class. More experienced crews tolerate the colorful birds, and usually cast food out into the air envelope to keep the scavengers satisfied.



Habitat/Society: Gullions can survive in almost any environment. They hitch rides with ships from one world to another. The gulls stay in the travelling ship's air envelope, as they have no spelljamming ability. These gulls have also grown accustomed to the gravity plane and actually sleep while floating along the plane.

Upon landfall, gullions jump spelljammers and may inhabit port towns their whole lives. Planet-bound natives often wonder how these colorful gulls suddenly appeared.

Ecology: As scavengers, gullions aren't picky about what they eat: Rats, garbage, and leftovers all form part of their diet. Some innkeepers encourage gullions to stay around, primarily to eat the remains of last night's dinners.

Nesting areas for flocks of gullions with exceptionally bright colors can become tourist attractions. This can lead to nasty infighting between bar owners about which establishment owns a particular flock. The gullions don't care, as long as they get fed.

Bird, Gyre

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (1-4)
ARMOR CLASS:	5
MOVEMENT:	3, Fl 24
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-4/1-4
SPECIAL ATTACKS:	Fear, surprise on 1-4
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' wingspan)
MORALE:	Elite (14)
XP VALUE:	400

The gyre is a huge feathered bird similar in appearance to the terrestrial condor. While its wingspan is 20 feet or even more, its body length is rarely over 6 feet. The upper surfaces of its body and wings are a rich green, while its underbelly and the undersides of its wings are a pale grey-blue. This coloration makes for excellent natural camouflage. When roosting in the treetops, wings folded, its green coloration blends in with the leaves around it; when soaring overhead, its grey-blue underside makes it difficult to see against the sky.

Gyres are perfectly evolved for the sky, and can remain aloft for tens of hours without landing.

Combat: Gyres prefer to attack by swooping down on their victims from above. Their eyesight is unmatched at picking out movement, although they are less capable of distinguishing targets that remain motionless. When they swoop on their prey, gyres can bite with their wickedly-curved beak, or rake with their taloned feet; they are unable to use both attack forms simultaneously. If a gyre hits with both talon attacks, it is able to carry away any creature weighing less than 75 pounds. A victim so snatched automatically suffers maximum claw damage on each subsequent round, and the gyre is able to bite at it with a +4 bonus to hit. In addition, the gyre is able to drop the victim at any time, for potentially lethal falling damage.

A gyre has an innate ability to induce magical *fear* on any creature under 4 HD or levels that is beneath the bird as it flies. The maximum vertical range of this power is 500 feet. Creatures within this *fear* effect must save vs. spells or flee in terror from the gyre. (Note that this makes it difficult for prey to remain immobile, and hence unnoticed by the gyre.)

The arrangement of a gyre's feathers are such that it is almost silent in flight. Combined with its coloration, this gives the gyre a much greater chance to surprise its prey.

Gyres will rarely attack anything of size M or larger. If anything approaches within 500 feet of the gyre's treetop nest, however, the bird will attack to try and drive the interloper away. If there are young in the nest, the gyre will fight to the death to protect them.

Habitat/Society: Gyres live in large, untidy nests constructed in the tops of the tallest trees. They are normally solitary predators, but in the spring, they seek mates. Courtship displays, performed by the male, involve climbing to extreme altitudes then tipping over into steep, screaming glides, pulling out scant feet above the tops of the trees near where females are roosting.

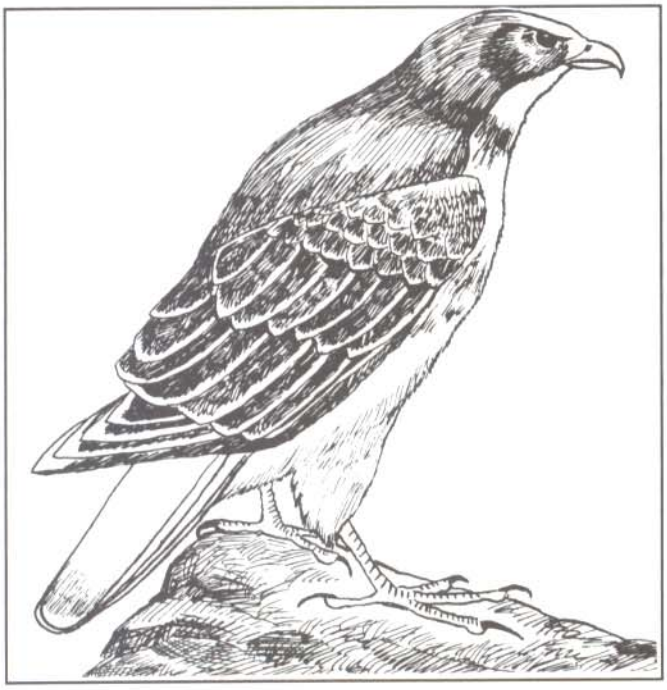
After mating, the female lays one or two eggs. Fertility rates are low, however, so there is only a 50% chance that any given egg will hatch. Hatching occurs in high summer, and the parents cooperate in feeding the hatchlings. The parents teach the young to fly in late fall, at which time any encounter with gyre has a 75% chance probability of being with a family group (1 or 2 parents, with 1 or 2 young, 10-80% mature). When the young reach full maturity, in late winter, the family group breaks up.

The gyre lives for approximately 15 years.

Ecology: Gyre are straightforward predators, preying on other birds and on animals that they can snatch out of the upper branches of the trees. When hunting, gyre use an interesting tactic for picking prey from lower down in the trees. They go into a shallow dive, then tuck their wings and draw in their long neck. Like blunt, feathered projectiles, they smash through the thin branches, snatch their prey, then wait until there's enough room for a wingbeat or two to bring them back up out of the trees. Gyre hunting in this manner can be heard at great distances. (It doesn't always work, of course. Broken bodies of gyres found on the forest floor are mute testimony to the fact that the big birds sometimes just don't find the room to take those one or two wingbeats...)

Gyre are near the top of the food chain. The only creatures that prey upon them are the Bodi elves – who sometimes hunt them with longbows – and green dragons. Their natural camouflage gives the gyre some protection against both, of course.

	Large	Small (Falcon)	Blood Hawk
CLIMATE/TERRAIN:	Any land subarctic to tropical		
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Pair	Pair	Flock
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)
TREASURE:	See below	See below	(Q x2)
ALIGNMENT:	Nil	Nil	Neutral
NO. APPEARING:	1-2	1-2	4-15
ARMOR CLASS:	6	5	7
MOVEMENT:	Fl 33 (B)	Fl 36 (B)	Fl 24 (B)
HIT DICE:	1	1-1	1+1
THAC0:	19	20	18
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	1/1/1	1-4/1-4/1-6
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3'-4')	S (2'-3')	S (3'-4')
MORALE:	Average (9)	Unsteady (6)	Steady (11)
XP VALUE:	65	65	120



Hawks are common throughout the world, from tropic to subarctic regions. They live mainly on vermin and rodents and thus are thought well of in many areas.

Hawks are smaller than eagles. Their wingspan measures up to five feet from wing tip to wing tip. Coloration varies from species to species with red-brown to dark brown being most common.

Large hawks have been known to attack small demihumans, though such occurrences are extremely rare.

Combat: Hawks attack via plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 bonus to their attack roll and their momentum enables their talons to inflict twice the normal damage. Hawks cannot attack with their beaks on the round they engage in a dive attack.

After the initial dive, hawks fight by biting and pecking with their beaks and tearing at their opponents with their talons. Hawks always target the eyes and they have a 25% probability of striking an opponent's eye whenever their beaks hit. Opponents struck in the eye are blinded for 1d10 rounds and have a 10% chance of losing vision permanently in that eye. Because of their superior eyesight, hawks can never be surprised.

Habitat/Society: Hawks make their nests in tall trees or hidden among rocky slopes. There the female lays one to three eggs in early spring. The eggs hatch by summer's end and thereafter both the male and female work feeding the fledglings, beefing them up before winter arrives.

During the fledglings' first nine months, one of the adult hawks is usually (80%) within sight of their nest. Any intruder threatening the nest is attacked if seen, regardless of size.

Ecology: If taken while young and trained by an expert, hawks can be taught to hunt. Because of this many animal trainers pay well for healthy fledglings. The price for a fledgling is about 500 gold pieces on the open market. Trained hawks sell for as much as 1,200 gold pieces each.

Falcon

Falcons are smaller, swifter, and more maneuverable than hawks. These birds of prey are more easily trained and are often preferred by hunters over hawks. Their nesting habits are similar to those of hawks, though many species roost underground. Trained falcons sell for around 1,000 gp each.

Blood Hawk

Blood hawks resemble normal hawks in size alone, as their beaks are razor sharp and their talons unusually strong. Their feathers are a mottled grey. Large and powerfully built wings provide these killers with great speed and maneuverability when flying. These birds of prey hunt in small flocks and are fond of human flesh. They will continue to attack humans even if a melee is going against them and will break off very reluctantly.

Male blood hawks kill humans not only for food but also for gems, with which they line their nests as an allurement to females. All other types of treasure are ignored by blood hawks.

Bird, Lyra, Saragòn

CLIMATE/TERRAIN:	Temperate or subtropical plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Insectivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	Fl 18 (A)
HIT DICE:	1 hp
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spell-like abilities
SPECIAL DEFENSES:	Aura of protection
MAGIC RESISTANCE:	Nil
SIZE:	T (4'-5' long)
MORALE:	Unreliable (2-4)
XP VALUE:	65



The Saragon lyra bird is a tiny, colorful bird about the size of a hummingbird. It has a long, pointy beak which it uses to prey upon small insects, especially parasites like cardinal ticks and Inheritor lice. Mages of Saragon (possibly with the surreptitious aid of an Immortal) once created these beautiful birds to rid their land of parasites attracted to *cinnabryl*, Legacies, and *vermeil*. Their attempt was partially successful. The lyra bird reduces a host's parasitic infestation down to 5%, at a rate of 1% per day. The lyra bird then flies away and seeks creatures with a greater degree of infestation.

Lyra birds are brightly colored and iridescent, commonly metallic green or blue on top. The throat of the male lyra bird is often glittering red, blue, emerald-green, or greenish-bronze. The underbelly is usually white, although some lyra birds have a soft tan underbelly.

The Red Curse: Lyra birds never acquire Legacies or require *cinnabryl*.

Combat: The lyra bird actively avoids confrontation and will flee from any threat, but it does have several defensive capabilities. As a magical creature, the lyra bird has a continual aura of *protection from evil, 10' radius*. Three times per day, the lyra bird can also use the following spell-like abilities when it sings: *charm person*, *charm monster*, and *charm plant*. A creature that has been charmed by a lyra bird will defend the bird to the best of its abilities.

Unlike a normal creature encounter, no experience points are awarded for killing or "defeating" a lyra bird. Instead, people who have a significant encounter (such as hearing one sing or hosting one for a time) with a lyra bird should get the experience point award.

Habitat/Society: The Saragon lyra bird is usually found in the company of another creature. It is rare to see more than one lyra bird in an area, although occasionally a mated pair will share the same territory or symbiont. Mated pairs build beautiful, fragile egg-shaped nests, covered with lichens, spider webs, and small pieces of bark. Eggs are incubated only by the female. Males are slightly smaller than females, but in spite of their tiny size, they are fiercely territorial. They will do their best to chase other lyra birds out of their nesting area.

Legend states that "no man may strike another" if a lyra bird is singing within hearing distance. This is not true, but the power of belief is so strong that fights will often instantly stop if a lyra bird starts singing nearby. The lyra bird is often seen as a symbol of peace and hope.

Ecology: The marvelous song of the lyra bird often attracts parasite-infested creatures like voats, cinnavixens, juhrions, or even sometimes a Slagovich juggernaut. Once attracted, these creatures may develop a symbiotic relationship with the lyra bird, which relieves them of their parasitic afflictions by eating the parasites. The bird dies if deprived of its diet of parasites for a whole week.

It is thought that killing a lyra bird will bring a mild curse upon the culprits. Suitable curses include a -2 penalty to all combat rolls and saving throws or a -4 penalty to proficiency checks. The curse could be lifted if the victim performed an appropriate penance as directed by a high-level druid.

A lyra bird in captivity will quickly sicken and die. Killing a lyra bird in this fashion is rumored to bring a permanent, debilitating curse (such as the permanent and irrevocable acquisition of an Affliction).

	Common	Giant	Talking
CLIMATE/TERRAIN:	Any wilderness	Any wilderness	Any wilderness
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Pair	Family	Solitary
ACTIVITY CYCLE:	Dusk, night	Dusk, night	Dusk
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Very (11-12)	Exceptional (15-16)
TREASURE:	Nil	Q (x5), X	Nil
ALIGNMENT:	Neutral	Neutral	Lawful good
NO. APPEARING:	1 (2)	2-5	1
ARMOR CLASS:	5	6	3
MOVEMENT:	1, Fl 27 (D)	3, Fl 18 (E)	1, Fl 36 (C)
HIT DICE:	1	4	2+2
THAC0:	19	17	19
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	2-8/2-8/2-5	1-4/1-4/1-2
SPECIAL ATTACKS:	Swoop, surprise	Surprise	Swoop
SPECIAL DEFENSES:	See below	Nil	Never surprised
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	S (4' wingspan)	M (20' wingspan)	S (6' wingspan)
MORALE:	Unsteady (5-7)	Steady (11-12)	Champion (15)
XP VALUE:	65	270	975



Owls are a family of nocturnal birds of prey. There are many different species and varieties are found in every clime but owls are most common in temperate and subarctic climates. Owls are predators that hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). Some cultures view owls as symbols of wisdom; others as symbols of imminent death.

Owls range in size from the pygmy owl, which is 6 inches long, to the great horned owl which is 2 feet long and has a 5-foot wingspread. The owl statistics listed above are for larger species. Most owls are noted for their heart-shaped faces and huge eyes (also notable for a nictitating membrane or inner eyelid). Some owls have swept-back ears that look like horns. Their cries range from gentle hoots to ear-piercing screeches.

Combat: Owls have double normal ultravision, quadruple normal hearing, and fly in total silence, so they will surprise their prey more often; others are -6 on their surprise roll. Owls cannot be surprised during hours of dusk and darkness (sunset to sunrise). During daylight hours, their eyesight is worse than that of humans, so owls can be surprised more easily; they are -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with their sharp talons and hooked beak. If they swoop from a height of 50 feet or greater, each attack is +2 and inflicts double damage, but no beak attack is possible.

Habitat/Society: Owls live in virtually every part of the world. Most owls live in tree hollows, but the burrowing owl lives in holes made by prairie dogs. Owls try to find the lairs of other birds and drive them away. Some daylight birds (crows, ravens) that are preyed upon by owls flock to attack them during the day; because of this, hunters sometimes use owls as decoys. Owls either live in solitude or in pairs. They can be domesticated somewhat if taken young, but cannot be trained to hunt.

Ecology: Owls prey on rodents, toads, frogs, insects, and daylight birds. No creatures are known to prey on owls other than monsters such as wyverns that will attack most flying creatures.

Giant Owl

Giant owls have their own language. They appear as giant versions of large owl species, with a larger proportionate wingspan. These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. Like ordinary owls, they attack with their talons and beak. They are too large to gain swoop bonuses but can fly in nearly perfect silence; others are -6 on their surprise roll. Giant owls are intelligent and may be friendly toward humans, though they are naturally suspicious. If encountered in their lair, there is a 20% chance there will be 1-3 eggs (25%) or 1-3 hatchlings (75%) 20-70% grown. The parents will fight anything that threatens their young. Eggs sell for 1,000 silver pieces and hatchlings sell for 2,000 silver pieces on the open market.

Talking Owl

Talking owls are rare and magical creatures indeed. They appear as ordinary owls, but speak common and up to six other languages (DM's option). Talking owls swoop as do ordinary owls. Their primary role is to serve and advise champions of good causes on dangerous quests, which they will willingly do for 1-3 weeks if treated kindly on their first encounter. (A talking owl sometimes feigns a broken wing to see how the party treats it.) Talking owls can *detect good*. Talking owls have a wisdom score of 21, with appropriate spell immunities (*cause fear, charm person, command, fear, forget, friends, hold person, hypnotism, ray of enfeeblement,* and *scare*).

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Parliament
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 (2-8)
ARMOR CLASS:	6
MOVEMENT:	3, Fl 12 (B)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d3
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (2 1/2' tall)
MORALE:	Elite (15)
XP VALUE:	420



Every spelljamming ship needs a navigator; wildspace is big, and the chance for error is great. Space owls are intelligent owls with a gift for navigation. Humans, dwarves, and gnomes use them most often.

Space owls resemble normal owls, with coloration ranging from dark brown to snowy white. They have big, yellow, unblinking eyes. The owls stand about 2 1/2' tall, with a wingspan of 4'.

These highly intelligent birds can communicate with all birds, both of groundling and wildspace origin. Space owls also speak Common and up to three other languages (DM's choice).

Combat: These cerebral birds are reluctant to enter combat. They would much rather discuss the conflict with their foe, trying to dig deep into the enemy's subconscious to explain their violent tendencies. Is it nature? Is it a bad upbringing? Since most foes resent being mentally dissected, this practice winds up infuriating an enemy even more.

Thus, the space owls have no choice but to defend themselves, using their two sets of sharp talons to inflict 1d4 damage each. The space owls follow up with a beak blow, doing an additional 1d3 damage.

Since space owls are brilliant, they realize that these attacks seldom deter an enemy. So they have developed the ability to cast *invisibility*, *mirror image*, *blink*, *ventriloquism*, and *spook*, each three times a day, at 6th level. Also, owls can cast *find the path*, *true seeing*, and *augury*, each once per day.

Habitat/Society: Space owls congregate in small groups called parliaments. They nest in trees, on the roofs of buildings that house knowledge (observatories, sage houses, mage towers, libraries, laboratories), or in the wrecks of spelljammer ships. (When space owls lair in a spelljammer shipwreck, they often try to rebuild it.) An even number of owls in a parliament are mated pairs. For each pair, there is a 20% chance of 1d4 owlets, or a 10% chance of 1d4+1 eggs.

Space owls live for 100+10d10 years. They are nocturnal, and so they love the starry night sky of wildspace. Bright lights, such as *light* spells, blind them. Space owls have exceptional hearing and ultravision, the latter only usable at night.

All space owls have the Navigation proficiency, and they do not suffer the −2 check modifier. There is a 45% chance that trained space owls have 1d4 other proficiencies from the following list: Ancient History, Animal Lore, Astrology, Engineering, Reading Lips, Reading/Writing, and Spellcraft.

The owls' sense of direction is 90% accurate. They can serve as a ship's navigator, and they need no star charts when travelling in their native sphere. The owls instinctively memorize the positions of all heavenly bodies in their native crystal sphere. They can learn the astronomical layouts of other crystal spheres, but this requires at least one month of travel in the sphere, followed by an Intelligence check. Studying an accurate map of the sphere, reduces study time to only 1d4 days, followed by the Intelligence check. In either case, success means that the owl now knows that sphere; failure means another month of travel or 1d4 days of map study.

Besides navigation, space owls are adept at calculating planetary orbits, debating philosophy or science, and even playing chess. Their only drawback is an unfortunate tendency to ramble, over-analyze, and use huge polysyllabic words.

Ecology: Space owls need only a little air to breathe; a few minutes in an atmosphere every couple of days keeps them happy. They eat almost anything, including cooked food, wine, and sweets. In the wild, they eat plants, insects, and small rodents.

Wizards who want a space owl familiar must still cast the *find familiar* spell, then persuade the owl to become a familiar.

Bird, Netherbird

CLIMATE/TERRAIN: Crags, moors
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Flesh and carrion
INTELLIGENCE: Low (5-7)
TREASURE: Nil
ALIGNMENT: Lawful Evil

NO. APPEARING: 3-30 (3d10)
ARMOR CLASS: 8
MOVEMENT: 4"//15"
HIT DICE: 2
THAC0: 16
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-5/2-5/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: S to M
MORALE: Average (8-10)
LEVEL/XP VALUE: 35

These black, dusty-feathered birds have grotesquely large talons and razor-sharp beaks.

Combat: Netherbirds attack with talons and beak. When attacking, they scream and hiss at their prey.

Netherbirds are Maneuverability Class D in the air.

Habitat/Society: Netherbirds may have come from Avernus originally, and now serve the power Bane. They are always found in flocks, and can be trained as message-carriers. They lair in desolate areas of crags and high, rolling moorland. Their eggs are black and leathery, and they hatch untended.

Ecology: These birds eat all manner of flesh, living or dead, and usually stink of blood and decay.

	Ordinary	Huge	Giant
CLIMATE/TERRAIN:	Any/Land	Any/Land	Any/Land
FREQUENCY:	Common	Rare	Rare
ORGANIZATION:	Flock	Flock	Flock
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Semi- (2-4)	Low (5-7)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
NO. APPEARING:	4-36	2-8	4-16
ARMOR CLASS:	7	6	4
MOVEMENT:	1, Fl 36	1, Fl 27	3, Fl 18
HIT DICE:	1-2 hp	1-1	3+2
THAC0:	20	20	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1-2	3-6
SPECIAL ATTACKS:	Eye peck	Eye peck	Nil
SPECIAL DEFENSES:	Not surprised	Not surprised	Not surprised
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2'-4' span)	M (4'-6' span)	L (6'-10' span)
MORALE:	Average (8-10)	Steady (11-12)	Elite (13-14)
XP VALUE:	15	35	175

Ravens and crows are large, black birds known primarily as one of nature's primary scavengers. They are often mistaken as bad omens by superstitious farmers and peasants. In fact, popular mythology supports these views, as many religions speak often of the "evil black" raven and the "trickster" crow.

Ravens and crows have their own limited language. Certain ravens, including some huge and most giant specimens, can speak as many as 100 words of the common tongue and can communicate in meaningful phrases (depending on intelligence, of course). For this and other reasons (like their usefulness as garbage disposals, guardians, and vermin hunters), most ravens and crows make very fine house and yard pets.

Combat: Because of the use of scouts within the flock of birds (see below), ravens and crows cannot be surprised during daylight conditions. Ravens and crows attack with both their strong claws and their long, sharp beaks. However, the claws are used mostly for balance and often to obscure the sight of the victim, so only the beak causes actual physical damage. Therefore, ravens and crows employ a grab and peck approach to combat.

Because of their intelligence, these birds are 10% likely to attack an opponent's eye. In other words, whenever an attack roll indicates a hit, there is a 1 in 10 chance of an eye attack and a resulting loss of that organ.

Ravens and crows are not adverse to teaming up against a single foe, and the chance of blinding a potential victim increases dramatically as the number of birds attacking increases. Fortunately, the rules for multiple attackers in the *Dungeon Master's Guide* apply to these creatures as well.

Habitat/Society: Ravens and crows are found from cold-temperate to tropical climes. All birds of this type travel in flocks. Any that are encountered alone are actually scouts. As soon as any approaching creature that could threaten the flock is seen or detected, the scouts give warning cries, screen themselves, and maintain a safe distance while keeping track of the creatures and reporting events to the flock by means of raucous calls. In any case, all ravens and crows are fiercely loyal to the few friends they make in a lifetime.

Ravens and crows are principally scavengers, but, being omnivorous, they also raid crops, nests, or unattended caches of food. Tales of giant ravens spiriting off babes from their cribs are more likely frightening myths than proven fact, but this feat is possible nonetheless.

All birds of this sort love objects that glitter and shine. Thus they are 25% likely to have several small metal objects, gems, and the like in their nests. In general, the larger the raven (or crow) and the greater the size of the flock, the more valuable and wondrous the small treasures found within.

In fact, some of these birds have been trained to recover such objects with startling results. More than a few simple bird trainers have acquired enough minor magical rings and precious stones to retire in wealth and comfort. Naturally, the specific training methods employed are closely guarded secrets.

Huge Ravens

Huge ravens tend toward malicious dispositions and are known to serve evil masters when opportunity permits. However, not all raven familiars and consorts are evil, as the alignment of the master is a decisive factor in such arrangements.

Giant Ravens

Giant ravens are both pugnacious and easily raised (if trained from fledglings), and so are often used as guards and messengers. While they are decidedly too small to be used as mounts by all but the smallest of humanoids (i.e., faerie folk and characters under the effects of a *potion of diminution*), the strength of these powerful birds is enough to carry even an adult halfling on an aerial journey. Fortunately, these journeys are rarely more than dangerous pranks, as giant crows, like their smaller brethren, are not fond of dining on meals that are still wiggling. However, more than a few halflings and gnomes have found themselves high atop a barn or mountain ledge with no safe means of descent (much to the amusement of their comrades).

Bird, Raven, Greater

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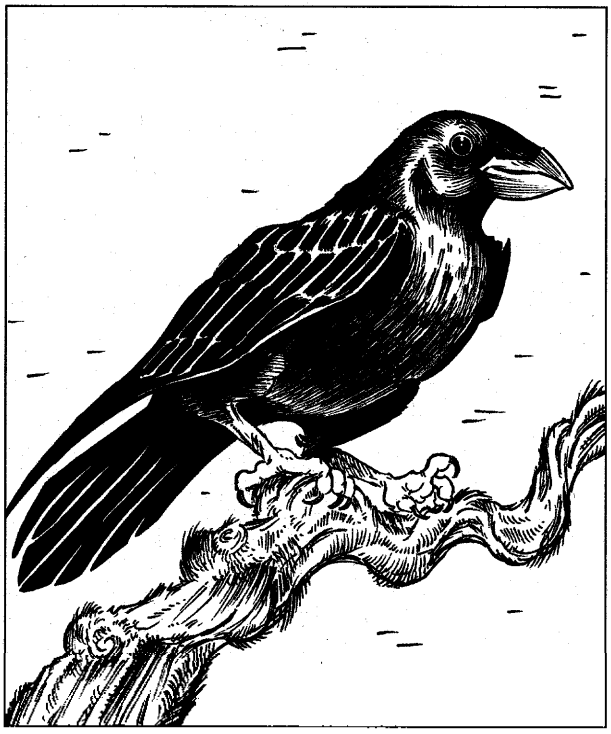
CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary, mated pair, or flock
ACTIVITY CYCLE:	Any
DIET:	Omnivore, Carrion-eater
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral, chaotic neutral, or neutral evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	6, fly 12 (A)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 (peck)
SPECIAL ATTACKS:	Curse
SPECIAL DEFENSES:	Immune to charm
MAGIC RESISTANCE:	50%
SIZE:	S (4-foot wingspan)
MORALE:	Fearless (20)
XP VALUE:	120



Many believe (correctly) that Ravens Bluff is named for these avians, who dwell almost exclusively in the area. These large, glossy black birds are locally renowned for their ability to speak and foretell the future. In Ravens Bluff, these birds can be found just about anywhere (as can normal crows and ravens).

Combat: Greater ravens love to single out and accompany an intelligent, active being, such as an adventurer. Some beings so favored find the raven's presence irritating and toss a stone in the bird's general direction. This may (70% chance) drive the creature off; otherwise it decides the being is going to be truly interesting to watch and determines to stay, remaining for d100 days (or even permanently if the "host" provides enough entertainment).

These Ravens are easy to kill but have the power to curse their slayers. Such curses will always be in the form of a rhyming prophecy foretelling some kind of punishment or misfortune to the offender or someone close to him or her. A greater raven slain by a crossbow bolt, for example, might with its final breath tell its slayer: "As my blood is drunk by the ground/Yours likewise soon will be found." Typical prophecies foretell the receiving of a grievous wound, being slain, or being bested in battle or a swindle. They often warn of the impending loss of some prized possession, such as a mage's favorite wand or a warrior's enchanted dagger. Even if the raven is tom apart, crisped to ashes, or otherwise rendered incapable of speech, the curse will be heard as clearly audible, hauntingly chanted words issuing from the empty air near the site of its death. Magical *silence* can prevent the prophecy's being heard but not the curse from taking effect.

Habitat/Society: Greater ravens are usually solitary when encountered, but mated pairs may also be seen, and flocks of up to forty birds have been reported. Such flocks are highly territorial and may swarm intruders, causing results similar to a double-strength summon insects spell (damage is either 4 or 8 points, depending on whether the targets defend themselves; the attack penalty is -4, and the Armor Class penalty is +4).

For reasons of their own, greater ravens are fond of attaching themselves to individuals or adventuring band to observe their doings. They fly from tree to tree or rock to rock (or balcony to balcony) to perch with a good view and watch, keeping a curious eye on the object of their interest. Not surprisingly, these creatures tend to be shunned as bringers of bad luck, though they rarely harm anyone directly. Instead, greater ravens seem to derive some satisfaction from watching the troubles of others. Some delight in continually uttering sarcastic comments, though they rarely make actual jokes; others enjoy hinting at secrets their host wants kept secret.

Most greater ravens, however, speak little—and when such close-mouthed individuals do, it's usually to offer some sort of poetic prophecy of what the future holds. Raven prophecies almost always entail woe to those addressed, whether insignificant or catastrophic.

On rare occasions, a lone greater raven has been known to attach itself to a neutral or evil wizard, becoming a familiar of sorts (although none of the usual benefits derive from the relationship). The bird will perform a type of *commune* spell up to thirteen times a year, whenever its "master" desires. Queried formally on these occasions with respect to plans or events, the raven will offer cryptic advice (in its harsh, cackling voice) on the best course of action to rake or about the intentions of an enemy. In like manner, the raven can be asked to foretell the future. Those seeking such advice should be certain they want to hear the answer, for, as has been noted, raven prophecies almost always foretell someone—quite possibly the "master"—meeting harm or ill luck.

Ecology: Greater ravens devour small rodents, the eggs of other birds, small birds, carrion of all sorts, insects, lizards, berries, flowers, and growing shoots. They also have a liking for wax (even strongly-scented candle wax), butter, and cheese (the more strongly flavored and moldy the better). Given the opportunity, they'll sample any food eaten by humans, preferring salty viands to all other materials. Greater ravens can hold bones in their craw for long periods, spitting them out polished clean whenever they desire (usually to make a point or impression on someone to whom they're speaking).

"Well," quote the raven, "you could wait—" He tossed his head and spat something thoughtfully onto a rock at Glauren's feet. Something small, white, and gleaming. A bone. "—forever."

Glauren stared down at the bone, and then, slowly, back up at the raven. He swallowed.

The raven cocked its head to one side. One dark eye met his squarely and knowingly for a moment—then feathers flapped, and it was gone.

Glauren looked down at the bone with a chill. The bird, he knew, would be back.

Bird, Talking

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18(C)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	S (2′ tall, 4′ wingspan)
MORALE:	Unsteady (5–7)
XP VALUE:	1,400



The talking bird is large-billed and looks something like a toucan crossed with a parrot.

These creatures speak Common and learn to speak many other languages during their lives; there is a 75% chance they can speak any particular language. Their speaking voice is calm and melodious. Their singing voice is also very beautiful, and it attracts other singing birds to the area so they might join in chorus with the talking bird.

Combat: Talking birds avoid combat, usually by flying away, though they can defend themselves, and they do attack small animals for food. The sharp bill of a talking bird inflicts 1d8 points of damage.

Habitat/Society: These intelligent birds have very long life spans, which they spend gathering knowledge about the world. They sometimes offer wise advice to weary travelers, and they know instantly if someone has honor. If approached politely by such a person, they answer all manner of questions. A talking bird has knowledge equivalent to that afforded by the local history nonweapon proficiency; many of them have ancient history and other Intelligence-based proficiencies as well.

Legends hold that the first talking bird was placed in the world to help the worthy. Now, though they are still quite rare, there are several talking birds. They can be found almost anywhere, but prefer to live in forested areas, and many seem to be assigned by unknown forces to wait in certain places.

Some of them wait to give advice to any who pass through the area, while others wait for a specific person who will take them away. A few serve as wise advisors and teachers to honorable and deserving people; for these chosen few, the talking bird answers many questions indeed. One question never answered by a talking bird is, "What do the gods have in store for me?" This question and its many variations are invariably answered with, "Only the gods know for sure."

On the rare occasions when a male and a female talking bird meet (perhaps once every 50 years), they go through an elaborate mating dance that lasts for up to one week. The female then lays a single egg, one year after mating, which hatches almost five years later. Newly hatched talking birds are as beautiful as their parents, but must be taught like all infants. They are usually taught new languages by their mother. Other information they learn by traveling and observing, but they usually avoid contact with other species until they have lived for at least 50 years, so they will have wisdom and information to offer. They can live for centuries, and some claim to be more than a millennium old.

The talking bird sometimes lives near, or even in, a singing tree (q.v.). They have an almost symbiotic relationship, for the singing of a talking bird attracts other breeds of bird, and these feed the singing tree. (The singing tree never attacks the talking bird, and it's careful to feed lightly on other birds so as to kill only a few of them.) The talking bird, in return, eats any pests that may harm the tree, and is defended from predators by the singing tree's leaves.

Ecology: The talking bird tries to ensure that all nearby residents live in relative harmony. They are not great predators, but they are rarely prey either—they are fairly able to defend themselves. Most unintelligent predators seem to regard them with something akin to awe, and would attack only under the worst circumstances.

Talking birds care little for treasure, but many have gathered a few items that they keep hidden. Those favored by the gods often have a gem or a necessary magical item, which they may present as a gift to worthy adventurers.

The value of a talking bird varies greatly. They are of immeasurable value to people who have high regard for their rarity, beauty, and wisdom.

	Common	Giant	Condor
CLIMATE/TERRAIN:	Temperate, tropical mountains	Temperate, tropical mountains	Temperate, tropical mountains
FREQUENCY:	Common	Very rare	Rare
ORGANIZATION:	Flock	Flock	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore, scavenger	Carnivore, scavenger	Carnivore, scavenger
INTELLIGENCE:	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	4-24	2-12	1-2
ARMOR CLASS:	6	7	7
MOVEMENT:	3, Fl 27 (E)	3, Fl 24 (D)	3, Fl 24 (D)
HIT DICE:	1+1	2+2	3+3
THAC0:	19	19	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-2	1-4	2-5
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S	M	L
MORALE:	Irr (5-7)	Ave (8-10)	Ave (8-10)
XP VALUE:	65	120	175

Vultures and their kin are carrion eaters that roam the skies in search of injured or dead creatures to feed upon.

The typical vulture measures two to three feet long from beak to tail and has a wingspan of five to seven feet. Greasy blue-black feathers cover the torso and wings. The pink head is bald.

Combat: Vultures are cowards that wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. Vultures peck with their beaks, causing 1-2 points of damage with each bite. Their claws are used to hold rather than attack a meal. If the victim defends himself, the vultures move back out of reach but maintain their deathwatch.

During the course of a melee in vultures' terrain, vultures appear 1d6+6 rounds after a creature is felled. Creatures that are unconscious and injured, dead, magically sleeping, or magically held are considered meals. If the surviving combatants are farther than 20 feet from the fallen creatures, the vultures alight and immediately begin feeding.

Habitat/Society: Vultures live in flocks that roam warm, open lands. The updraft provided by rising, warm air enables them to remain aloft for hours, while the open landscape helps their search for food. Vulture hens lay 1d4 + 4 eggs. These hatch in two months. Chicks are able to fly at four months.

Because of their diet, vultures and their kin have developed a natural resistance to disease and organic toxins. They can safely eat decayed or diseased meat without risk of illness.

Ecology: Vultures feed on carrion and injured animals. They soar along at great altitude, scanning the landscape with their keen eyesight. When they spot an erratically moving, crippled, or fallen animal, they swoop lower to determine whether the creature is sleeping, injured, or dead. If it is either of the latter cases, the vultures land and prepare to make a meal of the creature.

Giant Vulture

Giant vultures measure three to five feet from beak to tail and have a wingspan of ten to 12 feet. They are more fierce than their smaller kin. When they are attacking a prospective meal, they must be physically struck before they retreat.

The tendency of giant vultures to trail injured creatures makes them useful as scouts. Domesticated giant vultures can be trained to associate specific species (such as humanoids) with food, hence the birds will tend to concentrate on locating and following such creatures. If domesticated giant vultures are also trained to stay in a specific region, their trainers can locate members of the indicted species by following the birds' flight. Giant vultures must be raised domestically in order to train them in this way. Giant vulture eggs and hatchlings are worth 30-60 gp.

Condor

Condors measure three to six feet from beak to tail and have a wingspan of 13 to 20 feet. They have black, shiny feathers. The head may be bald or covered with black pinfeathers.

Condors are the largest of the natural aerial scavengers. They are immense birds that prefer cliffs and mountainous regions. They rarely land except to feed or sleep. With their great wingspan, they can soar for hours.

Hens lay 1-2 eggs per year. Chicks mature in two years.

Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of size S or smaller can train them to serve as aerial mounts. Condors can carry up to 80 extra pounds, either held in their claws or riding atop their backs.

Condor feathers are prized for their size and beauty. Pinion feathers are worth one sp each, other wing feathers one cp each. An intact condor is worth five to ten gp.

Bird of Tyaa

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low
TREASURE:	Q
ALIGNMENT:	Neutral evil

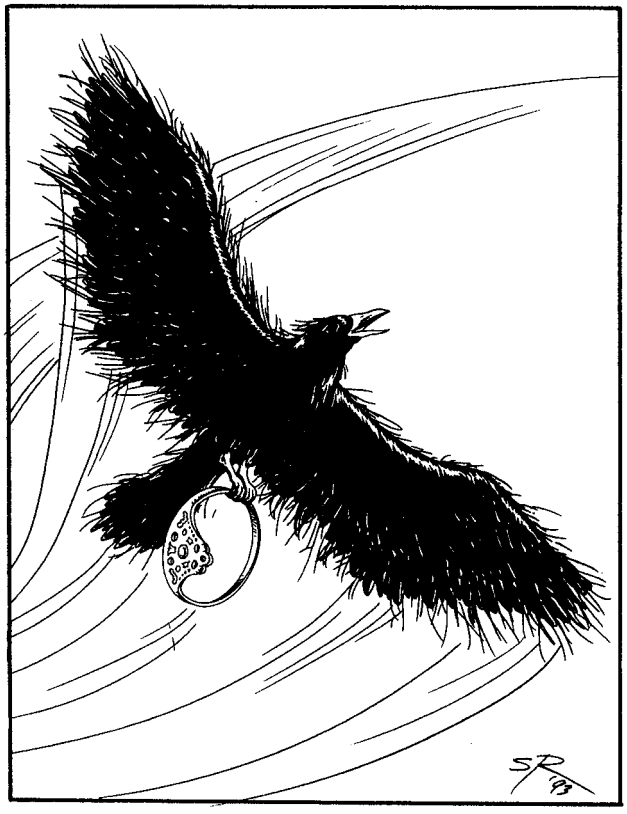
NO. APPEARING:	3–30
ARMOR CLASS:	7
MOVEMENT:	1/18 fl
HIT DICE:	1–4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–4
SPECIAL ATTACKS:	+1 to attack, 20% poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	None
SIZE:	T (1′ tall)
MORALE:	Steady (11–12)
XP VALUE:	120

Birds of Tyaa resemble ravens. They are the special servitors of the goddess Tyaa and her evil followers. Priests of Tyaa can summon and command 2d6 such birds, while Tyaa's high priestess or avatar can summon and command 3d10 birds.

Combat: Birds of Tyaa are far more intelligent and cunning than ordinary birds, instinctively attacking their target's eyes and penetrating gaps in armor with a +1 attack bonus.

There is a 20% chance that a bird's claws are treated with poison. Victims of poison attacks must successfully save vs. poison or die in 2d10 rounds.

Trained for theft and assassination, birds of Tyaa are skilled at striking out of the darkness, stealing a valuable object, or inflicting deadly wounds.



Habitat/Society: Birds of Tyaa are found in most major cities, where they are indistinguishable from common crows and ravens. They serve priests and priestesses of Tyaa, and they will flock to any newly established temple of their goddess. They are often accompanied by other evil-aligned birds and flying creatures.

Ecology: These creatures are not natural. They are created by the evil will of Tyaa, and as such they do not nest or reproduce as do other birds. Birds of Tyaa exist only to carry out the will of their goddess and to serve the evil ends of her worshippers.

Bisan

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate forests and jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Q, T
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	6,000



The bisan is a lesser spirit associated with a particular species of tree, usually one that is valued for its sap, gum, wood, or oils. These spirits most commonly are associated with camphor trees, but sometimes are linked to teak or mahogany.

The bisan's natural form is that of a beautiful woman. She has long, flowing hair—either dark brown, black, or white—and soft green eyes. She wears a blue or pale green silken robe. Her apparent age as well as her lifeforce is bound to a single tree. Depending on the tree's age, she may look young, middle-aged, or elderly. She may reflect her tree's appearance in other ways, too—wearing the flowers of the tree in her hair, for example, or, if her tree is mahogany, having dark, reddish brown skin.

Bisan are seldom encountered as women, however. They can *polymorph self* at will, and prefer the forms of insects, usually fruit files, honey bees, or wasps.

Bisan speak the language of their own race and no other.

Combat: Highly intelligent and clever, a bisan can be a formidable enemy when angered, particularly if someone threatens her personal tree. In general, however, these spirits try to avoid combat, and prefer to use their spells to cause mischief and hardship. If forced to fight, a bisan flees at the first chance unless she is defending her tree.

Bisan can *polymorph self, turn invisible,* and *become ethereal* at will. Once per round they can cast *bless* (and its reverse, curse), *castigate, cause paralysis, pacify, animate wood, wood shape, elemental turning, quickgrowth,* and *ironwood.* The touch of a bisan (make a normal attack roll) inflicts 1-10 hit points of damage.

The bisan prefers to attack as an insect, because of its many advantages. In this form, she retains her spell use, hit points, attack rolls, and saving throws, whiling gaining the insect's tiny size and flying ability (Fl 6 with maneuverability class C). The bisan usually harasses trespassers with *castigate, animate wood,* and *quickgrowth* in an effort to frighten or intimidate them into leaving the area. Failing that, she attacks with her touch, *cause paralysis,* and—as a last resort— *curse.* The bisan rarely pursues a retreating opponent.

A bisan's lifeforce is linked to that of her personal tree. If her tree is chopped down, affected by *wood rot,* set on fire, or destroyed by any other means, the bisan is likewise affected. The bisan suffers no ill affects while her tree is under attack, but as soon as the tree is destroyed, the bisan is immediately reduced to 0 hit points and disappears. Obviously, a bisan will go to great lengths to protect her personal tree.

Habitat/Society: Bisan are spiritually bound to only one tree, but they protect other trees of the same variety in the immediate region. For example, a bisan associated with a camphor tree watches over all camphor trees in the surrounding area. The "surrounding area" may mean a few acres or several square miles, but 1 square mile is the most common area protected. The bisan's personal tree—usually the tallest or sturdiest in the area—usually stands at the center of the guarded region. Bisan are fiercely territorial, and seldom guard overlapping or shared areas.

Experienced woodsmen often know the location of bisan in their vicinity, and many of these spirits can be identified by local superstition. Although the bisan strive to protect their trees from harm, they allow humans (and others) to harvest their trees for sap, branches, fruit, or leaves. Trees at the end of their life spans even can be cut down without incurring the bisan's displeasure. In exchange, the bisan must be given an offering. If a harvester fails to provide a suitable offering, the bisan will become angry and hostile.

A bisan's lifespan parallels that of her personal tree. If the tree dies from natural causes—that is, if it was not intentionally destroyed by humans or other aggressors—the bisan's essence disassociates from the tree and takes up residence in a new sapling in the same region. If the gods are satisfied with the bisan's previous efforts to protect trees in her region, she may be rewarded with many new lives. The disassociated essence may divide into as many as four parts, each assigned to a new sapling somewhere in the world. In this way, a new generation of bisan is created.

Ecology: A bisan is sustained by sunlight and shares the nutrients of her personal tree. She can use the bark of her tree as a component in *potions of healing.*

Black Cloud of Vengeance

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	G
ALIGNMENT:	Chaotic Evil or Neutral
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	Fl 24 (E)
HIT DICE:	15-20
THAC0:	15 HD: 7 16-20 HD: 5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	15 HD: 3-30/4-40 16-17 HD:4-40/5-50 18-19 HD:5-50/6-60 20 HD: 6-60/7-70
SPECIAL ATTACKS:	Fiery rain, wind
SPECIAL DEFENSES:	+3 or better weapon to hit, totally resistant to fire magic
MAGIC RESISTANCE:	30%
SIZE:	G (Storm-sized)
MORALE:	Fearless (19)
XP VALUE:	15 HD:15,000 16 HD:16,000 17 HD: 17,000 18 HD: 18,000 19 HD: 19,000 20 HD: 20,000



These dreadful creatures are believed to be the creations of those who broke the Laws of the Loregiver in the early days of the world. Although they are extraordinarily rare, no culture in the Land of Fate is without tales of the Black Clouds, giving testament to their devastating power. Many believe that there is only one cloud, although the learned sages maintain that there are, in fact, several.

The Black Clouds are incredibly powerful monsoonlike beings. They appear to be sentient thunderclouds, moving contrary to the course dictated by the wind if it suits them. Their roiling depths do little to conceal the occasional flares of bright red lightning; the winds that precede their coming echo with thunder. Their winds carry particles of soot and ash, darkening the ground and the air as they approach.

As a Black Cloud draws near, the winds increase their fury, blowing not only ashes but also the sand that lay before and beneath the cloud in its previous paths. The sound and fury at this point are rivaled only by the fiercest sandstorms of the desert. If a cloud approaches this closely, the best anyone can hope for is that it will veer away from its course. Otherwise, there is little or no hope of survival.

Combat: All know when a Black Cloud draws near, for the wind increases its speed, blowing hot and hard. The sky darkens, and the winds smell of fire and destruction.

When it reaches its target or when it is challenged by a foolhardy hero, it unleashes its full fury. (The wind and fire that preceded its approach are dim by comparison.) The winds reach a howling pitch, strong enough to level entire buildings. As individual clouds grow stronger and bigger, their wind becomes ever fiercer, causing up to 6d10 points of damage.

More deadly than the winds are the fiery torrents that the clouds carry. While the winds are immediately destructive, the wind does not spread like the flames. Even after the cloud has moved on, its fires fan up and continue to burn, whipped up and carried by the cloud's winds. Those trapped within the blaze suffer up to 7d10 points of damage, although a successful save vs. breath weapon halves this damage.

Habitat/Society: The Black Cloud combines the elements of fire and air to devastating effect. Their origin is unknown. They have existed since the earliest memories of elven grandfathers. Some claim that the clouds are the result of powerful magicks unleashed in the early days of the world, before men knew of the beneficence of the Loregiver. Others state that they are sent by Fate to punish those who would dare to break her laws.

Nearly nothing is known about how the Black Clouds of Vengeance lead their lives. Indeed, although they are known to be sentient beings, none know (or, at least, none will say) whether these beings are even alive. They might be the tools of the Loregiver, punishing those who fall from the Law, or they may simply be free spirits, moving where their whims take them.

Ecology: The Black Clouds of Vengeance survive by acts of destruction. They most commonly attack cities or large desert encampments, leaving behind only charred husks and windblown scraps. Some clouds are large enough to envelop entire cities, although they never approach cities favored by the enlightened gods (i.e., cities with mosques) or cities frequented by genies. On the other hand, they somehow seem to know when a city is devoid of gods or genies, and they revel in the destruction that ensues. Perhaps the clouds fear the powers that the gods and the genies wield. Whatever the reason, the clouds encourage piousness in the people of Zakhara.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Any (see below)
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	10
Movement:	3
Hit Dice:	None (see below)
THAC0:	Nil
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Disintegration
Special Defenses:	Disintegration, immune to almost everything
Magic Resistance:	Nil
Size:	M (5' across)
Morale:	Fearless (20)
XP Value:	8,000

The blackball is a mysterious and extraordinarily dangerous opponent. No one knows precisely how this creature comes into being, or even if it's alive. Also called the *deadly sphere*, it is simply a featureless black globe, 5 feet in diameter. It levitates about slowly and silently, in apparently random patterns, disintegrating everything in its path.

The blackball has no recognizable mind or intelligence.

Combat: Whatever solid or liquid matter the blackball touches simply *disintegrates* (no saving throw); the deadly sphere moves freely through anything. This ability makes it immune to all weapons or attacks; even the most magical swords are destroyed immediately by contact with the blackball.

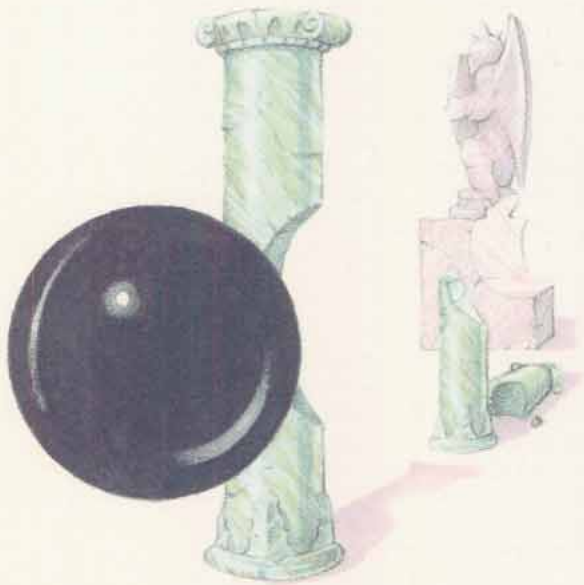
When encountered, the blackball moves toward the nearest intelligent creature within 60 feet. The deadly sphere's ability to sense intelligence extends in three dimensions, so underground adventurers may be surprised by the sudden appearance of a blackball from above or below.

The blackball's advance is relentless, moving in a straight line toward its victim, regardless of the physical or magical barriers in its way. Running away is the only way to deal with a blackball, though that may not be possible in a labyrinth or other such situation. If all intelligent life flees beyond its 60-foot detection range, the blackball will resume its seemingly random movement until another intelligent creature is detected.

If characters close to melee combat range with the blackball, the blackball moves toward one of them (the DM should choose randomly). Because of the blackball's slowness, its target can evade the blackball with a successful Dexterity check, regardless of initiative and other actions; this check, and not an attack roll, determines the blackball's success. If the Dexterity check fails, the blackball catches and disintegrates the opponent. If characters try to fight the blackball, everything that touches it disintegrates.

Immortals can sometimes command a blackball, but it is beyond mortal control. Fortunately, it is extremely rare. It is immune to all spells except a carefully worded *wish*. In addition, if *gate* is cast within 60 feet of the blackball, it moves toward and then through the portal created. Though this transfers the blackball to another plane, whatever is summoned by the *gate* spell might be understandably upset. Other spells and magical effects do nothing to a blackball.

The blackball's power on the Prime Material Plane is nearly absolute; it can utterly destroy any normal magical item. If the blackball touches a *rod of cancellation*, the rod is destroyed and the blackball is rendered immobile for a round (though it still disintegrates anything that touches it). The blackball is unaffected if it moves into an extradimensional space, such as that created by a *portable hole*; however, the blackball can be moved to another plane if within 10 feet when a *portable hole* is placed within a *bag of holding* and a gate to another plane is opened. If a blackball touches a *sphere of annihilation*, the creature is sent to another plane and everything else within a radius of 200 feet is completely destroyed, including the *sphere of annihilation*. Artifacts are unique items of greater than mortal power; if one contacts a blackball, the results are unpredictable and highly dangerous (and left to the DM's discretion).



Habitat/Society: Immortals suspect that blackballs are alive, after a fashion. Mortal sages have presented several hypotheses (guesses, actually) concerning these killers, including the following: (1) Only one blackball exists, and its malevolent force is all that remains of a fiend imprisoned by the Immortals (this theory is usually dismissed because the blackball isn't evil). (2) Blackballs are created by highly intelligent beings who use it to transport creatures to their own plane for study (this theory is usually dismissed because victims are obviously disintegrated). (3) Blackballs are created as destructive instruments by the Old Ones, who are to the Immortals as Immortals are to humans (this theory receives the most acceptance).

No mortal has ever seen more than one blackball at once.

Ecology: Blackballs are destructive forces, disruptive to the environment, but fortunately too rare to cause more than a local disturbance. Observers report that objects and creatures touched by the blackball vanish suddenly, as if simply wiped out of existence. Wizards have said that it seems most like the results of a *disintegration* spell. However, nothing remains—not even dust or residual essences.

CLIMATE/TERRAIN:	Acheron
FREQUENCY:	Rare
ORGANIZATION:	Theocracy
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	R, M (individual); D (group)
ALIGNMENT:	Lawful evil (neutral)
NO. APPEARING:	2–20
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	2 to 11
THAC0:	19 to 9
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Razor storm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	Varies (120 to 3,000)



Bladelings were once rumored to be tieflings, the spawn of fiends and humanoids. Unlike the other castoffs of the Lower Planes, however, bladelings are a distinct race unto themselves.

Human-shaped, the average bladeling stands about 6 feet tall. The resemblance to humankind ends there. Bladeling eyes glow like translucent chips of glacial ice tinged with purple. Skin and bones protrude in the form of sharp blades of wood and ice and steel, jutting out at all angles; bladelings have no soft flesh. They have blood the color and consistency of oil.

Combat: Bladelings are quick to leap into a fray. When entering combat, a bladeling wades in hands first. Striking twice with its metal-encrusted fists, the creature inflicts 1d6 points of damage with each successful attack. Then again, a bladeling might instead wield a weapon of nearly any type. Some bladelings are truly brave. These attack the wielders of the weapons most dangerous to other bladelings first, trying to get a measure of their enemy.

Bladelings are entirely immune to rusting, acid, corrosive attacks of all types, and normal piercing missiles or bladed weapons. Bladelings are magical beings; their bodies—composed of elements stronger than mere flesh—are resistant to some types of magic. They take only half damage from cold- and fire-based spells. There's not a whole lot that can hurt them—and they press that advantage. Magical or bludgeoning weapons inflict full damage against them. Other spells affecting metal will work normally on a bladeling; the *heat metal* spell, however, causes double damage. Other heat-based spells, unless specifically designed to work on metal, do nothing.

Once per week, a bladeling can create a *razor storm*. The creature explodes a piece of its outer skin, sending a 5-foot wide hail of blades up to 15 feet forward. The shrapnel attack causes 3d12 points of damage to any within the blast area, though the victims can save vs. breath weapon for half damage. The drawback to this attack is that it weakens the bladeling's natural armor, reducing it from 2 to 6 in the frontal torso. Any attacks striking this area inflict double damage upon the bladeling; fire- and cold-based spells inflict normal damage if directed at this weak spot. In addition, the bladeling's magic resistance falls to 5% until the bladeling has regenerated the lost blades (typically 1d4 days later).

Habitat/Society: Not much is known about the bladelings, for they discourage any investigation into their lives—harshly. They are highly superstitious, and most are exceedingly xenophobic. Though they are courteous to strangers encountered outside their home, they tend to administer swift death to those who invade their territory. Bladelings can become conjurers, priests, or fighters. Female bladelings may become fighter/priestesses, while males may become fighter/wizard (conjurer) specialists.

Certain bladelings have the ability to call on their unknown gods. These bladelings, usually (but not always) female, can achieve 10th level as priestesses. They are the rulers of bladeling society, guiding it as they see fit.

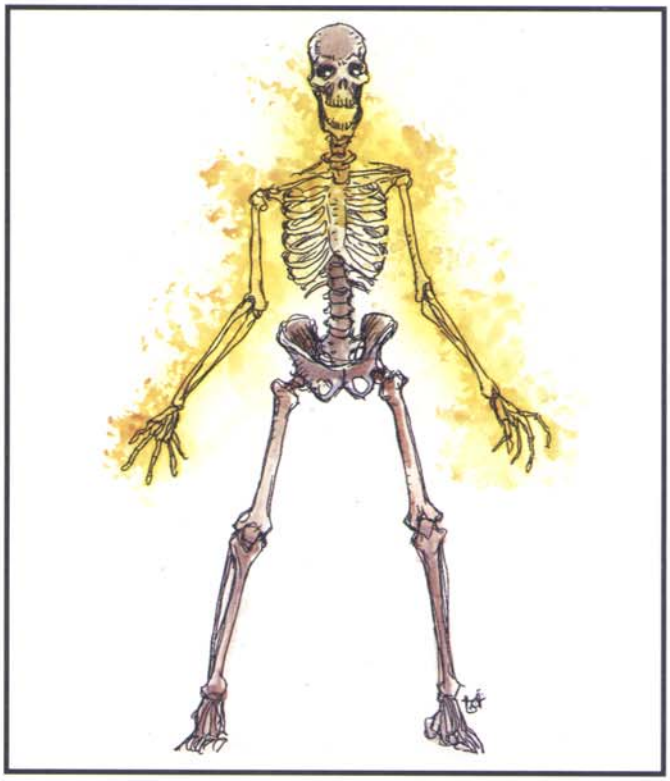
The bladelings live in Ocanthus, the fourth layer of Acheron, amidst the whirling blades of ice and iron. Their city, Zoronor, lies in the Blood Forest. This pulpy mass of wood (and other less savory, unidentifiable material) protects the residents from the whirling blades that are the main feature of this layer.

Zoronor is the only known bladeling city. Here, bladelings obey their priest-king fanatically, having followed his tenets and gained some measure of security, which they will defend with their lives. The city itself yields little except assassins and travelers.

Ecology: Life in Ocanthus is difficult at best. For this reason, bladelings learn to trust in their neighbors and to protect them as well. Though they are prone to internal strife and their priests and priestesses in particular are prey to politics (sometimes to the extent of embroiling parts of the city in their maneuvers), bladelings pull together quickly when faced with outside threats.

Though not originally from Acheron, bladelings have established themselves on the plane and are now considered native. They were nearly wiped out in the first years after their arrival. Rust dragons inhabiting the plane destroyed large numbers of bladelings with their corrosive breath weapons. Through magical experimentation, however, bladelings finally developed a resistance to rust of any sort.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (very–genius, 11–18), but insane
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+2 (×2)
SPECIAL ATTACKS:	Hurling fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (average 6′ tall)
MORALE:	Fearless (20)
XP VALUE:	3,000



Blazing bones are undead accidentally created when a priest or wizard who has prepared or partially prepared *contingency* magic to prevent death is killed by fiery damage. The casted magic twists the contingency provisions so the unfortunate victim passes into undeath in the heart of a roaring column of flame. Tormented by the endless agony of fire, the priest or wizard's nature (including alignment, Hit Dice, and thoughts) changes. Hurling flame lessens the pain momentarily, and pouring fire into another living being reduces it considerably, so blazing bones soon become stalking killers, exulting in fiery destruction.

A blazing bones appears as a human skeleton with a nimbus of flames dancing along its shoulders and small balls of flame encircling its hands.

Combat: Blazing bones inflict only 1d4 points of damage per blow to creatures immune to fire, but against all others they strike fiery blows, adding 2 points of damage to each hit. In any round, one of them may forgo one of its hand attacks in favor of hurling a head-sized ball of expanding flames up to 20 feet distant, dealing 1d6 + 3 damage to creatures struck, igniting flammable things, and forcing item saving throws vs. magical fire. (Handle misses with the scatter diagram—see "Grenade-like Missiles" in the *DMG*.) The blazing bones can also (once per turn) forgo both attacks to create a firestorm, collapsing into a whirlwind of bones and flames that act as a *fireball* (6d6 damage, save for half damage) which erupts from where they stand and expands to a 30-foot–radius sphere. A blazing bones may try to embrace a foe before erupting into a firestorm; in this case, it is allowed an attack roll. Success indicates that it strikes the target (no saving throw allowed), and failure means that it misses—consult the scatter diagram.

Blazing bones are immune to all fire and heat damage, and magical heat and fire actually augment their hit points. Treat all damage normally inflicted by such magic as hit points *gained*, first healing any missing points and then permanently raising the monster's hit-point total. For each 8 hp gained by a blazing bones, it gains 1 Hit Die.

Blazing bones are turned as ghasts and are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks inflict normal damage, holy water causes 4d4 points of damage per vial (2d4 if only a splash), and normal water inflicts 2d4 points of damage per bucket (1d4 per splash). Alcoholic liquids do not damage a blazing bones. Blunt weapons impose normal damage, but edged or piercing weapons inflict only half damage.

Habitat/Society: Blazing bones hate life and the happiness of others. Some former priests even believe their fiery attacks cleanse the world around them, if one can judge by the words they howl—they can roar crackling words from their empty mouths, and they often taunt or threaten adversaries. Blazing bones avoid each other and all other types of undead. However, if a battle with other undead is forced upon them, their flames inflict double damage upon "cold" undead such as vampires, liches, wights, and ghouls.

There have been cases where evil archmages or high priests have deliberately created blazing bones as guardians, by slaying underling wizards or priests after laying control magic on them. In such cases, blazing bones may be found in groups of as many as eight. They can never be directly controlled by their creator. However, they can be compelled to remain within a certain area or structure, and not attack their creator.

Ecology: Blazing bones are among the most destructive of undead. They serve no purpose in the cycles of life, save to burn and spur renewal as forest fires do. Their fire can cleanse away disease germs, and at least one archmage has used a blazing bones as a walking garbage-furnace.

Blazozoid

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any matter
INTELLIGENCE:	Very (11-12)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	Fl 36 (B) (or Sr 1)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8d6
SPECIAL ATTACKS:	Firetouch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diam.)
MORALE:	Champion (15)
XP VALUE:	12,000



Blazozoids resemble huge, white elmarin (see the *Lorebook of the Void* in the SPELLJAMMER™ boxed set) or small comets of creamy white flame. Their spherical bodies consist entirely of fiery plasma gas, though they often drag a tail of blue fire behind them when traveling at Spelljammer speeds.

Blazozoids are sentient balls of living energy with the ability to communicate telepathically. They are always encountered in wildspace, never on planets or in the phlogiston. Their fiery bodies are so hot that they burn up any matter (including air and water) that they contact (see the explanation of "firetouch" below). In addition, their superheated bodies ignite any phlogiston within a hundred feet of them. Should a blazozoid be foolish enough to expose itself to the phlogiston ocean, the resulting explosion vaporizes everything within a mile, including the blazozoid. (Affected characters must roll successful saving throws vs. dragon breath to survive. Items and beings are thrown 1d10 miles away from the center of the explosion and suffer 1d10 points of damage for each mile thrown.)

Combat: Blazozoids usually ignore passing spelljammer ships unless bothered in some way. However, blazozoids do approach ships when they want one of two things: either a ride through the phlogiston or a meal. If the party refuses to give the blazozoid a ride, or if it is searching for a meal, it attacks.

Blazozoids attack by ramming into their target, whether it is an individual or an entire ship. The initial impact causes 8d6 points of damage. The blazozoid then tries to remain in contact with the target, using its firetouch to consume it. Any living victim touched by a blazozoid must roll a successful saving throw vs. breath weapon or burst into flames, suffering 5d6 points of damage each round he remains in contact with the blazozoid. Those attempting to escape a blazozoid's grasp must roll a successful Dexterity check. Inanimate objects touched by a blazozoid must roll a successful saving throw vs. magical fire or burst into flames, suffering an additional 3d6 points of damage per round until removed from contact with the blazozoid and the fire is extinguished.

Blazozoids are immune to fire damage, whether magical or normal. In addition, any weapon that strikes a blazozoid and fails a saving throw vs. normal fire is destroyed by the heat (although the weapon still inflicts full damage). Weapons with a bonus of +3 or more are immune to this effect. Cold-and water-based attacks have their normal effects on blazozoids.

Habitat/Society: Blazozoids are the progeny of a huge, living star. Like the blazozoids themselves, this star consists of living energy. Unfortunately, this star, which refers to itself as "I," does not recognize material beings as alive, much less intelligent. Therefore, it believes itself to be the only sentient being in the universe. To determine whether this is true, *I* has formed millions of emissaries from its own body and dispatched them to the far ends of the universe in search of another living star.

The blazozoids are these emissaries. Although intelligent, they are completely incapable of altering the basic beliefs that *I* imprinted upon them at their creation. Therefore, they do not believe that material beings, such as the PCs, are truly intelligent. Instead, they view material beings as potential food sources, or, at best, as a means of transport across the phlogiston.

Ecology: Blazozoids cannot reproduce and must be created from *I*'s body. They eat, or refuel, by turning matter into energy. Since their bodies are made entirely of energy, a well-fed blazozoid may be as much as 60 feet across, while one that has not eaten in some time may be less than 10 feet across (a starving blazozoid also has a slightly yellow tinge to its flame).

When encountered in the depths of wildspace (i.e., close to a crystal sphere), a blazozoid is sure to want something from a passing spelljammer ship—either to eat the ship and crew, or to convince the pilots to take it to the next crystal sphere. Often, the blazozoid will agree to perform some service in return for its passage. However, if some provision for feeding the blazozoid during the long journey is not made, it may turn on the crew after reaching the next crystal sphere. To transport a blazozoid across the phlogiston, the blazozoid must be completely encased in some sort of flame-proof container, such as iron, stone, or force. Simply stowing them below decks will have disastrous effects when the ship enters the phlogiston.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–4
ARMOR CLASS:	3 (base, see below)
MOVEMENT:	9
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Blinding stare
SPECIAL DEFENSES:	Immune to glare
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ tall)
MORALE:	Average (8–10)
XP VALUE:	270 (420, leader; 650, ruler)

The blindheim is a subterranean, froglike humanoid with huge eyes that shine like searchlights, projecting twin beams of light at will. The creature is colored in varying shades of yellow, darker shades on its back contrasting with lighter shades on its underbelly. Its feet are three-toed and webbed, while its hands have four digits (including a thumb) and have hooked talons. Its wide mouth has needle-like teeth and fang incisors. They are not known to use tools.

It is not known if blindheims have an actual language, but they seem to communicate among themselves by means of guttural croaking.

Combat: While resting, the blindheim keeps its eyes covered by means of an extra eyelid. It attacks by instantaneously opening its eyes, relying on its acute sense of hearing to indicate the direction of the target. Those who come within 30 feet of its searchlight eyes must make an immediate saving throw vs. wand or be blinded for 1d10+10 rounds. Creatures relying on infravision have a –3 penalty to the saving throw.

Even those who successfully make the saving throw cannot look directly into the searchlight glare of its eyes; even they attack at a penalty of –2 unless immune to the dazzling effects of bright light. Blindheims are themselves immune to the dazzling effects of bright light, including their own reflected gaze.

At close quarters, blindheims attack with a vicious bite that inflicts 1d8 points of damage. Tiny opponents (size T) are swallowed whole on a roll 4 greater than that needed to hit; such creatures take 2d4 points of damage per round from the blindheim's digestive acids.

Habitat/Society: Blindheims thrive in damp underground settings, dwelling near underground pools, lakes, and similar bodies of water. They are amphibious, and can move with equal facility in water as on land. Most often encountered individually or in small groups, at intervals many of them will gather in one place. They then move through the area as a ravening horde, numbering tens or even hundreds of creatures, attacking and devouring all in their path. Then, just as suddenly, they will quietly disperse, disappearing back into their individual subterranean territories.

If the eyes of a dead blindheim are opened, they revealed to be a dull gold color.



Ecology: Blindheims are omnivorous. These creatures are able to eat all but the most toxic fungi and mosses, and are quite willing to supplement their diet with other underground creatures. They are highly successful at keeping down the numbers of tiny creatures such as jermlaine. They are particularly troublesome to creatures adverse to bright light, such as goblins and drow.

Advanced Blindheim

About 10% of encounters with blindheim will be with members of an advanced tribe. They are generally similar to their less advanced cousins, except that they have a rudimentary language, use tools, and dwell together in crudely constructed villages of 30 to 120 members. Warriors will be armed with one or two barbed darts that they hurl like javelins (20/40/60, 1d6 damage). For every 10 blindheims, a leader with 5+3 HD and unusual color and ability is present (see below). If 100 or more are encountered, they are led by an exceptional leader of 7+4 HD whose eyes also can project a *rainbow pattern* to a distance of 60 feet. Any settlement of 50 or more members has a shaman/witch-doctor of at least 3rd-level ability, and one of 100 or more has two such spellcasters and another of 5th-level ability. Most advanced tribes worship the slaadi.

The following types of blindheims have been reported:

Amber: The eyes do not blind, but instead have the effect of a *hypnotic pattern*. Creatures making a successful saving throw are *slowed* for 2d4 rounds instead.

White: Every 3rd round, the eyes of this blindheim can discharge a *sunburst*, as if from a *wand of illumination*.

Blue: The eyes do not blind, instead, those in their sweep are illuminated by *faerie fire*. The effect lasts 1d6+1 turns (only 1d4 rounds if a saving throw vs. spell is made).

Gold: In addition to its eye beams, this blindheim can discharge a small *fireball* from its mouth once per 3 rounds. These have a range of 30 yards, an area of effect of 10 feet, and inflict 3d6 points of fire damage.

—*From* Fiend Folio® Tome, #2012

Blizzard

CLIMATE/TERRAIN: Any
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Supra-Genius (19-20)
TREASURE: A
ALIGNMENT: Neutral Good

NO. APPEARING: 1
ARMOUR CLASS: -4
MOVEMENT: 30
HIT DICE: 18+12
THAC0: 5
NO. OF ATTACKS: 3
DAMAGE/ATTACKS: 2-20/2-24/4-40
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: 60%
SIZE: L (20'1
MORALE: Champion (15-16)
XP VALUE: 17,000



Blizzard is the noblest of the seven ancient gods of "Urth." He personifies the essence of the animal spirit. After being frozen for millenia at the heart of an immense glacier, he was released when the Urth met the Great Meteor.

His dwelling is known simply as "the Cliff"— a snowy plateau with a magnificent mountain nearby.

Combat

In combat, Blizzard uses his large and powerful hands to pound his opponents into submission, followed by a vicious bite attack. As Blizzard's right arm is more powerful than his left, it can inflict more damage.

His breath weapon is a powerful cone-shaped blast of ice-air which he can emit up to 20 times per day. He must wait a round between these freezing blasts. The area is a cone 60' long and 30' wide. It causes 20d10 hp damage (a successful save vs. breath causes half damage). Those who survive have a +2 initiative penalty in the next round as they try to shake off the freezing effects.

Blizzard can also call forth and ice strike (duplicating the 5th-level priest's spellflame strike, but the damage is caused by extreme cold) up to six times per day. Initiative penalties as described with the breath weapon also apply.

He is immune to all cold and electrical damage, and only takes half damage from acid- and poison-based attacks.

Habitat/Society

Blizzard's social tendency is a solitary one. He is an enigmatic, legend-like figure, whose worshipful human followers include Tundra tribesmen, warriors, nomads, and-as the embodiment of the animal spirit-rangers, druids, and certain specialty priests and beast lords.

His roars are often heard high in the mountain ranges during terrible thunder storms. For this reason, many tribesfolk refer to him as "Thunder Lord."

At periodic intervals, usually on the evening of a new moon, the tribesmen leave offerings for him on a huge altar constructed deep within the labyrinthine glacial caves that constitute his lair.

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The Blood Riders (Blood Warriors)

CLIMATE/TERRAIN: Any (Moonshaes)
FREQUENCY: Very Rare
ORGANIZATION: Unit
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low
TREASURE: As when alive
ALIGNMENT: Chaotic evil
No. APPEARING: 50-500
ARMOR CLASS: 2
MOVEMENT: As when alive
HIT DICE: 8 (40 hp each)
THAC0: 13
No. OF ATTACKS: 1
DAMAGE/ATTACKS: 1d10
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
SIZE: M
MORALE: Fearless (20)
XP VALUE: Varies (1,400 for a Blood Rider)



The Blood Warriors are a type of undead soldier created by Kazgaroth. The Beast used his corrupting *mass charm* ability to transform a troop of normal living beings into his fanatically loyal, undead servants.

These beings never check Morale, and the Beast can create one such unit each time he appears.

The beings cursed with this affliction quickly come to resemble zombies, with gray, dessicated flesh. Their eyes glow a fierce, infernal red, however.

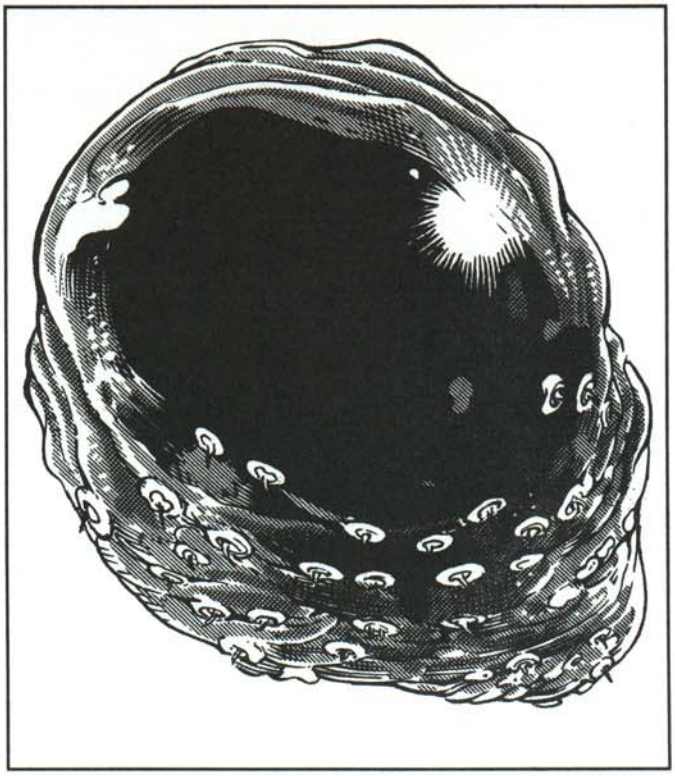
Blood Warriors must kill to maintain their strength. For every week the troop goes without killing, each warrior loses 5 hp. If a Blood Warrior is killed by any means, all remaining Blood Warriors also lose 1 hp. Blood Warriors regain hit points by killing; for each victim, each member of the troop regains 1 hp. No Blood Warrior's hp total can exceed 64 hp.

Blood Warriors also have the capacity to enter a *hasted* state before combat. To gain this ability, a ritual slaying of a sentient being(s) must take place, and each member of the troop must be anointed with the blood of the victim. The unit's leader must perform this ritual, and the resulting *haste* effect lasts for 4d6 combat rounds. As undead, the aging side effect of the *haste* has no effect on Blood Warriors.

The most recent incarnation of the Blood Warriors is known as the Blood Riders, a troop of Northmen cavalry that took part in Thelgaar Ironhand/Kazgaroth's invasion of the isle of Gwynneth. The band's leader, Laric, even managed to kidnap Robyn the druid from Caer Corwell during the battle there. The other heroes tracked, defeated, and killed Laric just before he could sacrifice the Earthmother's priestess however.

Sources: *Darkwalker on Moonshae.*

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3-12
ARMOR CLASS:	6
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	4+4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' diameter)
MORALE:	Very steady (14)
XP VALUE:	420



Bloodsacs (technically known as "haagathga") are blob-like bloodsuckers that silently glide through wildspace looking for blood. This usually means spelljamming ships, with their complements of warm-blooded sailors.

These space-borne horrors are shapeless, pulsating sacks of fluid in a slightly translucent black-blue membrane. This membrane is covered by tiny, razor-rimmed suckers, each with tiny speck of silver or yellow coloring. Bloodsacs resembles a patch of flying night sky. The familiar smell of blood wafts about their bodies.

Bloodsacs travel in packs, using their natural camouflage to swoop down on unsuspecting ships, surprising the crews, and draining their blood. The beasts are sometimes called "star vampires." They have no speech.

Combat: Bloodsacs move silently through space using infravision to detect warm-blooded victims. They glide noiselessly onto the deck of a spelljamming vessel, probably one in orbit around a planet, and try to surprise sailors on deck. Due to the creatures' coloration, foes suffer a −2 penalty to surprise rolls. Guards have a 1% chance per point of Intelligence or Wisdom (whichever is higher) to spot the swarm. Guards only get one chance to spot the bloodsacs before the monsters attack.

If at all possible, bloodsacs attack from behind, gaining a +2 to their attack rolls.

Once a victim is hit, the bloodsac's tiny suckers bore into the skin and begin sucking out the blood, causing 2d10 damage. Once attached, a bloodsac does not let go until pulled off, or until it drains the victim completely. Pulling off a bloodsac requires a Strength ability check. If the beast comes off, the victim takes an additional 1d10 points of damage as the blob's suckers tear out of the victim's flesh. If the blob remains attached, it automatically does 2d10 points of damage each round (no attack roll needed). As the bloodsac drains blood from its victim, its color changes from dark blue to a sickly violet.

After draining a victim, the bloodsac sprouts a tube and attaches it to the base of the victim's skull. Through this tube the blob drains out the victim's brain fluids. This process takes one round, after which the bloodsac flies away, sated—for now.

The fluid it collects contains the victim's memories and knowledge. Thus, victims raised from the dead have no memory of their identities and, though they have full hit points, are effectively 0-level characters in skills, THAC0, saving throws, and proficiencies. All memories are lost. Victims still retain basic skills needed to take care of everyday needs, as well as the ability to speak one language (most likely Common).

A spell such as *restoration* or a *wish* can restore lost memory; so can catching the bloodsac who drained the fluid and pouring it over the victim before he is raised from the dead.

Habitat/Society: Bloodsac swarms have no leader. They merely follow whomever has homed in on food. They wander wildspace, never sleeping, never setting up a lair nor landing on a planet. Bloodsacs hate gravity, for their bodies collapse into sluggish heaps of protoplasm.

Ecology: Bloodsacs are parasitic predators, greatly feared by warm-blooded beings of all alignments and races. They reproduce by laying a clutch of 6d6 eggs inside a victim who has been completely drained of blood. For each bloodsac that has killed a victim, there is a 50% chance that it was a female and has laid eggs in the victim's body. The eggs hatch 2d6 days later, bursting the body asunder and releasing the voraciously hungry bloodsac young (1 HD each, 1d8 blood drain damage per round).

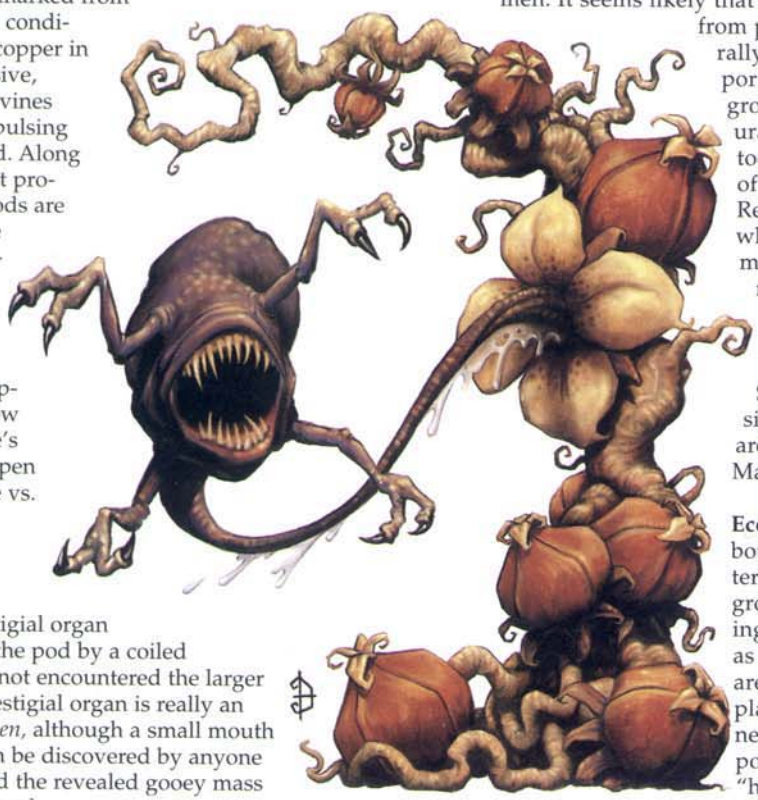
Mind flayers take an interest in the bloodsacs, especially with the blobs' ability to drain brain fluids. Some mind flayers keep trained bloodsacs, a particularly deadly combination.

Bloodsipper

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2–12 pod denizens)
ARMOR CLASS:	1
MOVEMENT:	0 vine (pod denizen: 15)
HIT DICE:	20 vine (pod denizen: 4)
THAC0:	Nil (pod denizen: 17)
NO. OF ATTACKS:	2–12 (1 attack per mature pod)
DAMAGE/ATTACK:	1d8 + blood drain
SPECIAL ATTACKS:	Blood drain, pod denizens
SPECIAL DEFENSES:	Vulnerable to salt (2d4/handful)
MAGIC RESISTANCE:	Nil
SIZE:	G (600+ sq. ft.) vine, S pod
MORALE:	Fearless (20)
XP VALUE:	1,000 (vine) 175 (pod denizen)

The bloodsipper's presence is marked from afar—up to 100 feet under still conditions—by a lingering scent of copper in air. A bloodsipper is an expansive, tangled growth of thin yellow vines that resemble arteries, slowly pulsing with a languid, blood-like fluid. Along the vines, fiery red pods sprout profusely like sickly fruit. Most pods are fist-sized; however, a few have grown to the menacing dimensions of four or more feet in diameter; all have a leathery texture.



Combat: The small growths represent immature pods, and grow along the periphery of the vine's domain. Cutting a small pod open releases a gagging stench (save vs. paralyzation or suffer a –4 penalty to all actions, checks, and saves for one turn due to nausea), and reveals what appears to be some sort of vestigial organ secured to the interior base of the pod by a coiled organic cord. Those who have not encountered the larger pods may not guess that the vestigial organ is really an immature form of the *pod denizen*, although a small mouth filled with needle-like teeth can be discovered by anyone tenacious enough to dig around the revealed gooey mass with a dagger point or similar tool.

If any vine of the bloodsipper is stepped on by those attempting to navigate its sprawls (the density of the vine growth makes this a certainty for those moving normally), the mature pods at the center of the growth react with deadly instinct (usually between 2 and 12 pods). These large pods disgorge their contents with a wet pop. The content of a pod resembles a huge, blind tadpole whose mouth is lined with hundreds of needle-sharp teeth. The head of the "tadpole" gradually thins into a long, muscular tether that anchors each striking head to its own pod. Each head has four clawed arms, equally spaced around the gnashing mouth. A pod denizen can attack within a 20-foot radius of its pod.

A successful attack means that a head has anchored itself into a fleshy part of its target with the help of its four clawed arms. The biting mouth immediately begins to drain blood from the target at the prodigious rate of 4 points of damage per round. The blood is visibly transferred down the tether-like body of the creature to the pod. Attacks directed against the tether can sever it if a total of 10 points of damage is delivered to the tether, however, each head can act independently, and continues to attack foes even after the tether has been cut. Each head must be individually killed to end its threat, as the heads propel themselves by their arms alone if separated from their pods. Once all the heads are destroyed, the remaining artery-like vines and immature pods represent no further threat, and can be dealt with or navigated safely. Salt in quantity makes a vine or head pull away convulsively; a handful inflicting 2d4 points of damage (much as holy water affects undead).

Habitat/Society: The yellow vine of a bloodsipper is always anchored in stone floors and walls with tough rootlets, making it difficult to dislodge. These overactive growths were dubbed "bloodsippers" by the wizard who encountered the first specimen. It seems likely that bloodsippers did not evolve from precursor organisms naturally. Substantial evidence supports the contention that these growths spring from once-natural plant life that has grown too long within the influence of portals leading to the Far Realm, a strange dimension where reality is subjective and madness is the rule. This realm has been dubbed the Far Realm by those few who've become aware of it and profess to study it. Suffice it to say that bloodsippers and similar creatures are truly alien to the Prime Material plane.

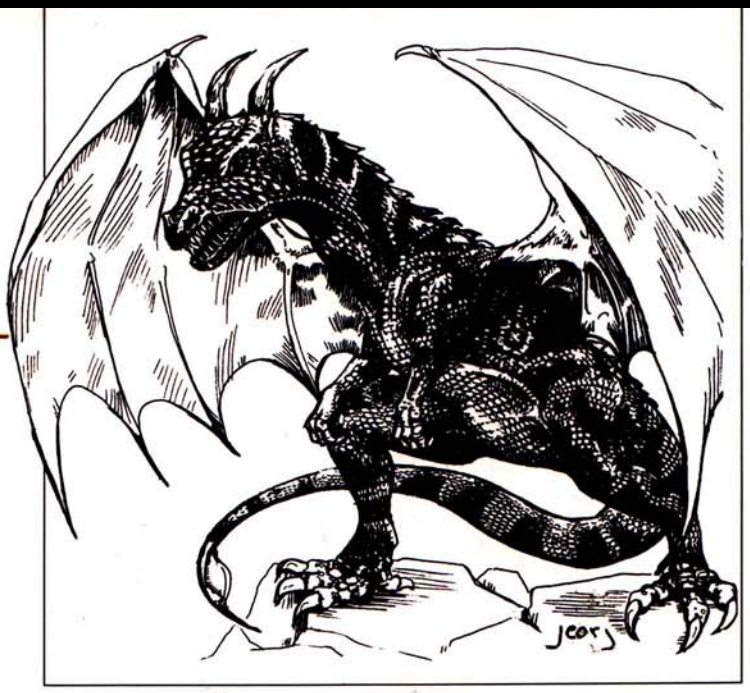
Ecology: Bloodsippers share both animal and plant characteristics. Like plants, they grow from a "seed," spreading vines in all directions so as to cover as much surface area as possible. Unlike plants, a bloodsipper has no need for sunlight. Instead, its pods have specialized to "harvest" the blood of living organisms that come too near. Blood seems sufficient to nourish bloodsippers indefinitely.

Bloodsippers propagate by intentionally severing the tether of one of its mature pods, which crawls off under its own power as far as it can before it digs into the earth to germinate, the seed of another bloodsipper growth. This is usually a matter of a few hundred yards.

—*From* Gates of Firestorm Peak, #9533

Bloodstinger

CLIMATE/TERRAIN:	Temperate or subtropical mountain forests and jungles
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	18, Fly 24 (D)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2–8/1–4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15' long, 20' wingspan)
MORALE:	Elite (14)
XP VALUE:	650



Other than size, the most obvious difference between the pseudodragon and the wyvern is the number of limbs: the wyvern lacks the front legs of its smaller cousin. The recent discovery of the bloodstinger, a wyvern-like creature with small forelimbs, has led many to believe the creature is a "missing link" between the two reptiles. Whether the bloodstinger is an intermediate form showing how the pseudodragon evolved into the wyvern or how the wyvern evolved into the smaller pseudodragon is a matter of contention in academic circles; many sages discount both theories, believing both creatures are the result of divergent lines of evolution from the "original" bloodstinger stock.

Standing upright on huge, powerful legs, the bloodstinger is rather tyrannosaur-like in build. However, its lengthy tail is equipped with a foot-long stinger, and it sports a pair of bat-like wings. Two backward-curving horns project from the top of its skull, further evidence of common ancestry with the wyvern. Its skin is pebbly, with a texture and coloration similar to that of a gila monster: mottled black and red. It is from its red coloration that the bloodstinger gets its name.

Combat: Oddly enough, the bloodstinger prefers to attack from the ground, using its wings merely as a means of rapid transportation to prey. It delivers a vicious bite for 2–8 hp damage and also stings with its tail-spike for an additional 1–4 hp damage. Those struck by the tail-spike must save vs. poison or be *slowed* for 4–20 rounds, after which time they must save vs. poison again or die. Subsequent stinger hits are not cumulative; the victim suffers the poison effects of the first hit only (although he suffers 1–4 hp puncture damage from each subsequent stinger hit). Bloodstingers are immune to the effects of their own poison.

Habitat/Society: Bloodstingers are loners, gathering only during mating season in the spring. After an elaborate mating ritual, including aggressive roars and an intricate bobbing dance, the mating itself occurs in flight. The females lay their eggs (3–6 in a clutch) in their mountain-top nests, caring for the young for the first year only.

Strictly carnivorous, a bloodstinger attacks just about anything that moves, regardless of its size. If it finds it has "bitten off more than it can chew," it relies on flight to escape. There is no safety in numbers when dealing with bloodstingers, for they are not intimidated by large numbers of adversaries.

Perhaps because of their relatively poor maneuverability, bloodstingers tend to ignore aerial prey. Strangely, being airborne is one of the safest places to be in combat against one of these flying creatures, for they are much more likely to break away from combat and search out easier, landbound prey than they are to pursue prey once it takes to the skies. It is believed that a bloodstinger's wings tire quickly; except for their mating flights, they are never spotted in the air for long periods.

Some have thought that bloodstingers would make excellent riding mounts. Unfortunately this has never been successfully accomplished; even when raised in captivity, bloodstingers refuse to acknowledge any master and seek to devour those who would use them as steeds. Only through *charm monster* spells can these creatures be used in such a manner.

Ecology: Bloodstinger flesh is next to inedible, but their brightly-colored skin is often sought after by primitive hunters (and several lizard man tribes) for shields or hide armor. The poison sacs in their tails can be used to harvest the equivalent of 1–3 potions of poison, each with the same effects as a bloodstinger's stinger attack once ingested. In addition, the hard, bony stinger itself is often used as a weapon, either as a one-handed weapon as is or mounted on a pole to create a spear.

Bodak

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	5
Movement:	6
Hit Dice:	9+9
THAC0:	11
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Death gaze
Special Defenses:	+1 weapons to hit, spell immunity, immune to poison
Magic Resistance:	Nil
Size:	M (6 feet tall)
Morale:	Steady (11–12)
XP Value:	5,000

The grim bodaks are formed from hapless mortals who ventured into parts of the Abyss too deadly for them.

A Sigil legend called "The Bodak Who Walked Home" is probably apocryphal, but it expresses the eternal hope of triumph against vastly more powerful forces.

Once an evil king named Basiliedus ruled his small city-state through dark magic. He captured a fair woman named Helen and sought to make her his queen. Helen's lawful husband, Diomed the swordsman, went to the palace of the dark lord and demanded his wife. Basiliedus, who could have killed the swordsman with a mere word or gesture, asked what he would do to win back his bride. "Anything," answered Diomed.

So Basiliedus suggested that Diomed visit the Abyss and bring back a handful of soil.

Diomed agreed, and Basiliedus transported him there, feeling glee at the swordsman's awful fate of Diomed.

Years passed, and Helen sickened and died, escaping at last the loveless union forced on her. One day a cowled man, evidently a rich merchant, came to Basiliedus' castle. He claimed to have a present for the hated lord. The cowled one was shown into Basiliedus' audience chamber.

"I have brought you this," said the visitor. He poured soil from a black silk bag onto the floor. The soil became blood, and the blood became snakes. Basiliedus knew this was soil from the Abyss, but before he could act, the visitor removed his cowl. The sight of the bodak killed all within, and Diomed, the bodak, walked outside the castle to tell the people their dread lord was dead. The sun scorched his impure flesh, but just before the rotting mass fell, Diomed is said to have smiled.

Bodaks are humanoids with gray, pearly skin and hairless, muscular bodies of no apparent gender. Their eyes are empty and milky-white, deeply set into their long, distorted features.

Bodaks are only vaguely humanoid in appearance, but sometimes retain some small feature of the mortal they once were. This may manifest itself in a nervous twitch, a peculiar combat style, or anything else that the bodak may have possessed during its normal lifetime.

Bodaks have no language of their own. They speak the language common to the tanar'ri and their dark servants, and generally they remember a few words of the common speech.



Combat: Any person or creature that meets a bodak's death gaze must save vs. petrification or die. The gaze is effective to 30 feet. A victim who dies in the Abyss transforms into a bodak in one day.

Only cold iron weapons or +1 or better magical weapons can hit a bodak. They are immune to *charm*, *hold*, *sleep*, and *slow* spells and to poison. Bodaks possess infravision to 180 feet.

Unaccustomed to its brightness, bodaks hate the sun. Direct sunlight inflicts 1 point of damage per round. Different attacks harm them as follows:

Attack	Damage
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half
Iron weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

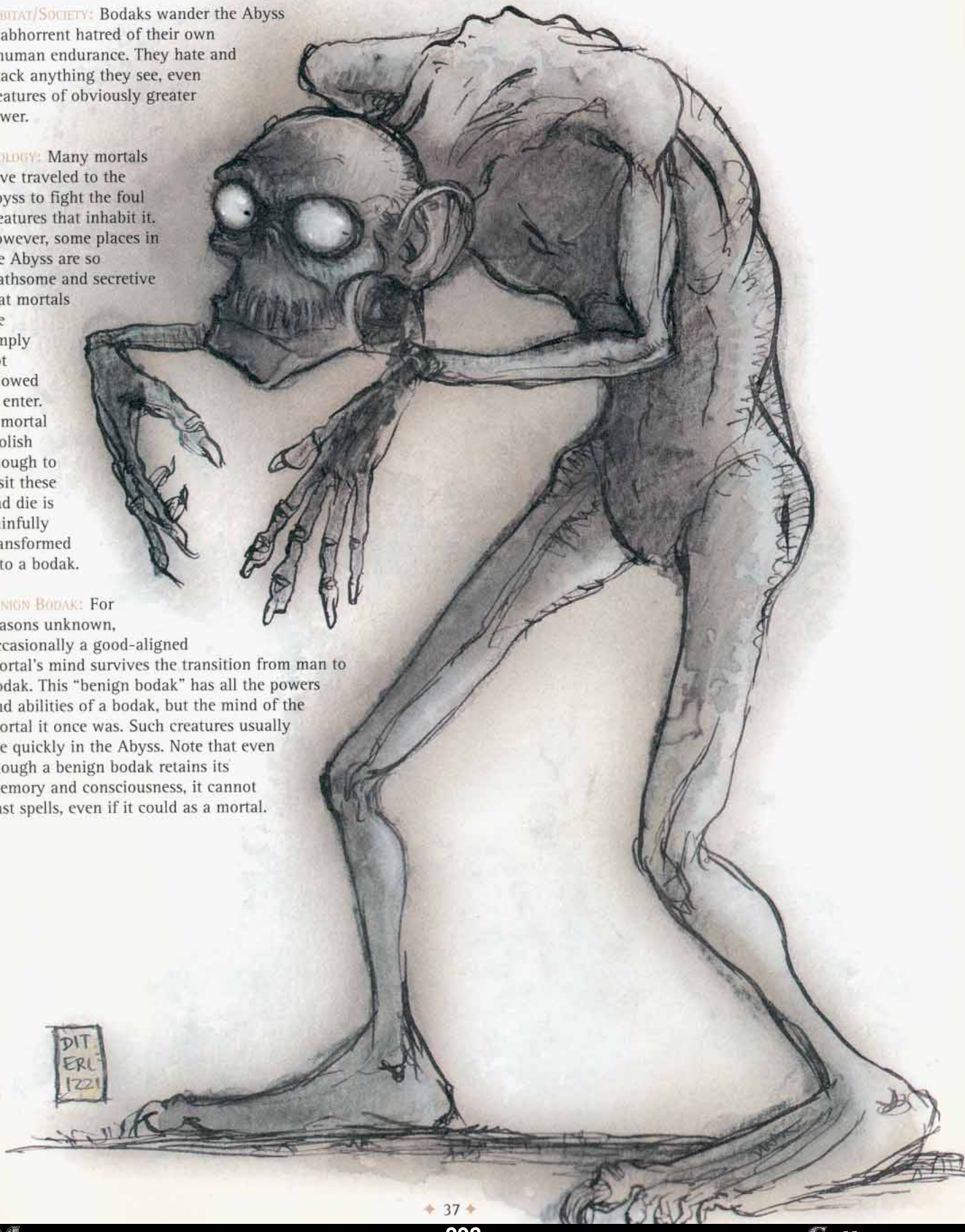
Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and make no attacks for one melee round. After that, the bodak takes a –2 penalty to all attacks against that one character.

Bodaks can attack once per round with hand weapons such as swords and maces, but they rarely carry weapons or bother with them in combat.

Habitat/Society: Bodaks wander the Abyss in abhorrent hatred of their own inhuman endurance. They hate and attack anything they see, even creatures of obviously greater power.

Ecology: Many mortals have traveled to the Abyss to fight the foul creatures that inhabit it. However, some places in the Abyss are so loathsome and secretive that mortals are simply not allowed to enter. A mortal foolish enough to visit these and die is painfully transformed into a bodak.

Benign Bodak: For reasons unknown, occasionally a good-aligned mortal's mind survives the transition from man to bodak. This "benign bodak" has all the powers and abilities of a bodak, but the mind of the mortal it once was. Such creatures usually die quickly in the Abyss. Note that even though a benign bodak retains its memory and consciousness, it cannot cast spells, even if it could as a mortal.



Bog Warder

CLIMATE/TERRAIN:	Verdant belts and scrub plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O, U
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Sw 15
HIT DICE:	4 + 3
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACKS:	1-3/1-3/1-3/1-3/1-4
SPECIAL ATTACKS:	Impale
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5′-7′)
MORALE:	Steady (11)
LEVEL/XP VALUE:	420



Bog waders live in the bottom of muddy wallows waiting to prey on unsuspecting creatures who come to drink.

The small, misshapen creature could be mistaken for a dwarf at a distance. Closer inspection reveals the thousands of wrinkles of overlapping gray skin and thin, yellow and black bones that poke through the soft skin on all sides. A pair of dorsal ridges run down the back. Bog waders have small, flat heads. They have no nose; instead they possess a closeable breathing hole. Bog waders have flaps (instead of ears) on each side of their head. These flaps cover the ear canal when they submerge. Gill ridges run vertically down their backs between their spine and dorsal ridges. The gill ridges are covered by patches of hair or cilia, which filters out the particulate matter in the mud allowing them to breath in the water. They have bent legs designed for leaping and webbed feet and hands that end in sharp, three-fingered claws. A row of small teeth, designed for tearing, line their mouths.

Bog waders have no language of their own and speak no other common tongue. They communicate with each other through a series of guttural tones, but these convey only the simplest concepts concerning feeding and mating. Psionics or magic can be used to further communication, but the bog wader's low intelligence makes a meaningful exchange of ideas unlikely. The bog wader's world is its bog and its prey—it pays attention to little else.

Combat: If caught in normal melee combat, the bog wader relies on its formidable claws and its bite attack. It has four claw attacks per round, and each can inflict 1d3 points of damage. Its bite attack is slightly more dangerous, inflicting 1d4 points of damage. However, the bog wader's more deadly attack centers around its self-made trap.

The bog wader hollows out a wallow in muddy flats into which water will collect. The creature then chews mud and mixes it with its saliva. The saliva contains a lighter-than-water substance that, when mixed with the mud, causes the mixture to float on the top of the water, covering and disguising the wallow as normal, harmless muddy terrain. An unsuspecting creature will step into the bog wader's trap and fall into the wallow.

Once the trap is sprung, the bog wader hurls itself upon its victim, attempting to impale it on the bones which grow through its skin. If successful, the attack does 2d4 points of damage, and the creature and victim are locked together. An impaled character must make a successful bend bars roll to break free from the bog wader, or an assisting character must make such a roll. While its victim is impaled, the bog wader will try and wrap its arms and legs around the arms or legs of its victim to keep him from swimming up for air. Each successful claw attack means the creature was able to pin one of the victim's appendages. Freeing a pinned limb requires another successful bend bars roll—a separate roll may be made each round for each pinned limb in addition to the roll to break free from the impaling attack. If one of the claw attacks succeeds, the bog wader will then attempt a bite attack. All the while it will flap its dorsal ridges and try to drive its victim to the bottom of the wallow. If the bog wader gains the bottom, it will use its feet to dig in and hold its prey there until drowned.

As long as a character is impaled, he is held under the mud and cannot breath normally. Any character who was surprised in the round he was impaled does not get a good gulp of air before going under, and so can hold his breath up to 1/3 his Constitution score, in rounds (rounded up). Otherwise, the character does get a good gulp of air, and can hold his breath for up to ½ his Constitution score, in rounds. Creatures without a Constitution score can hold their breath for 1d6 rounds, regardless of surprise. While attempting to hold his breath beyond that time, the character must roll a Constitution check (or a saving throw versus poison for other creatures) each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character must breathe, and if he cannot, he drowns in the mud. Additional rules on diving and surfacing are given in the *Player's Handbook,* page 122.

Under certain circumstances mated male and female bog waders will link their wallows with a small tunnel. Then they can either attack in tandem or split their attacks, attempting to surprise an individual or group that has fallen into one wallow

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by attacking from behind from the other wallow through the tunnel.

Habitat/Society: Each bog wader lives in agony within its own watery pit. The bones that protrude from its skin cause them constant pain, which is one of the reasons the creature is so fierce. The skin of the creature needs almost constant moisture and will dry and crack quickly when exposed to direct sunlight. When moving about the flats, the creature constantly coats itself with fresh mud in order to keep its skin moist.

During particularly dry spells, the bog wader's hole may dry out. In these cases, the bog wader can burrow to the bottom of its drying hole and become dormant. While the sun bakes its home to hard clay around it, the bog wader remains barely alive beneath the earth, waiting patiently for new moisture. Once the bog becomes muddied again, the creature slowly regains its consciousness and mobility, a process that takes anywhere from one day to a week. Fresh watering holes may already have a near dormant bog wader in them, one that won't attack anyone for several days. A bog wader can remain dormant in the dried mud for up to 20 years.

Female bog waders bellow to attract males during mating season, and the males are unable or unwilling to resist the call. Male bog waders commonly fight to the death for the right to sire offspring. Once a year the female gives birth to a single offspring or (rarely) twins. The male is charged with raising the offspring until it is able to take care of itself. Otherwise, the bog wader is a solitary creature.

Ecology: Bog waders are a deadly source of water. Although they create holes where fresh water collects, it is dangerous business to attempt to take advantage of water stored there. Many creatures are drawn to the water, and the bog wader, for its own reasons, allows certain creatures to drink unmolested. They provide little else in the way of useable goods or commodities on Athas.

Some more intelligent creatures trap bog waders for their own purposes. Some slave tribes, for instance, capture bog waders and relocate them to man-made water holes around their villages or important fortifications. They supply the bog waders with living prey to keep them from moving on, and help keep the bog comfortably moist for its deadly occupant. Bog waders are intelligent enough to know that they serve a defensive purpose for their captors, but are for the most part inclined to accept their hospitality.

Thri-kreen have been known to use dormant bog waders to foul the water supplies of their enemies. Using subtle psionics, they locate buried bog waders and then dig them up. As long as the creature is kept dry, it does not come out of its dormant state. Several such creatures are then snuck into enemy ponds and watering holes. Within a week the thri-kreen can expect multiple casualties among their unsuspecting enemies.

CLIMATE/TERRAIN:	Any, especially subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (25%: M or Q)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–3 (2–8)
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4 (claw), 1d4 bite
SPECIAL ATTACKS:	Rear claws
SPECIAL DEFENSES:	Fire resistance, dimensional portal, resist weapon damage, oil
MAGIC RESISTANCE:	Nil
SIZE:	S (3')
MORALE:	Unsteady (7)
XP VALUE:	270



Boggles are clever gibbering thieves and scavengers, behaving much like some species of monkey. They are 3-foot-tall hairless humanoids with rubbery hides that range in color from dark gray to blackish-blue. They have large bulbous bald heads with large ears; the rest of their body parts are disproportionate and vary from individual to individual. For example, their noses may be be large and misshapen, broad and flat, mere slits, and so forth. Arms, legs, hands, feet, torso, and abodomen vary from spindly to oversized and misshapen. They can stretch and compress their bodies to an amazing degree.

Boggles have a rudimentary language of grunts and whistles, and can be trained to understand others.

Combat: Boggles have an exceptional sense of smell and can detect invisible creatures by scent. Boggles can *spider climb* at will. A favorite tactic is to climb a wall and leap on prey from above to bring their hind claws to bear. Unless acting as guardians they tend to be thieves and raiders rather than a serious physical threat. They can attack with claws and bite. If both claws hit the boggle can rake with its hind claws as well (two attacks for 1d4 damage each).

Boggles can stretch their limbs and bodies to twice their normal length or contract to half size. Their resilient hides reduce damage from weapon attacks by –1 per die of damage. They naturally resist fire, saving against fire-based attacks at +3 and suffering only half or quarter damage.

Boggles can secrete a viscous, nonflammable oily substance from pores in their skin. Not only does this make them hard to catch, but anyone treading on the oil (except those adapted to slippery surfaces, like boggles) must make a Dexterity check or fall down, taking one round to stand up. Boggles will try to steal items from creatures who have fallen. They must make a successful attack against Armor Class 5 to succeed in stealing small items, with penalties of –1 to –5 for larger items.

The most unusual power of a boggle is its ability use any complete frame—such as a hole, a door frame, grillwork, a pocket, or a bag—as a *dimensional portal*. They can jump, reach, step, or poke their heads into one frame, to appear from another frame within 30 yards, allowing them to grab or strike from an unexpected direction if a frame is available. Only boggles can use the portal, but it might be possible for enough of them to pull a man-sized creature through.

Habitat/Society: Boggles are a cowardly lot and tend to be whiners if threatened with violence. They have low intelligence, but the cleverness of monkeys. They taunt, bluster, and scold with their gibbering—from a distance. Boggles do not value treasure, but they do like bright, shiny objects such as precious coins, gems and jewelry as well as bits of polished junk, and can be tempted with food and sweets.

The social organization of boggles is loosely familial. A gen of 2–8 adults and young live in a pocket warren, which might require the boggle dimensional portal ability to enter. Boggle kits tend to be more roly-poly than their adult counterparts and roll and bounce about rather than running. Old boggles are extremely rare, as they tend to lose their sight, sense of smell, and elasticity as they age.

A boggle nest is usually a pit-marked cavern, an earthen burrow or den, or a hideway hollowed in a wall. Here, boggles build claylike frames and cubbies, using their oil and the debris of their digging to form a mortar, like a mud wasp's nest. Their treasures might be found here in some walled-off cubby.

Ecology: Boggles scavenge their food, existing on organic refuse, insects, plants and lichens, and kills stolen from other predators. They seem particularly fond of ants, grubs, and sweets, and can be enticed with a bit of a bribe. Boggles sometime herd beetles, slugs, and lizards in their nests.

The boggles' innate survival instinct combined with their slipperiness and special abilities makes them difficult to capture. Other races, such as goblins, hobgoblins, and orcs have been known to use boggles as watchdogs and trackers because of their sharp senses. When guard boggles sense intruders, they set up a high-pitched keening wail. Goblin boggle handlers use high frequency whistles and collars with inward turned barbs to control their boggles.

Bolandi

CLIMATE/TERRAIN:	Tropical and subtropical/Plains, jungles, hills, and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average-Very (8-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic good or neutral

NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	12, Swing 18
HIT DICE:	2 + 3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Phase shift
MAGIC RESISTANCE:	20%
SIZE:	M (4'-5' tall)
MORALE:	Steady (13)
XP VALUE:	270



The Bolandi are small humanoids (between four and five feet tall) with smooth brown skin, with brown hair and eyes. They are slim but well-muscled, with long toes and fingers to help them climb. They wear loose linen clothing.

The Bolandi speak their own language and that of the Mischta, though they speak the latter with great difficulty, for they have high-pitched barking voices.

The Bolandi are a race of tree dwellers with minor illusionary powers. They live on Selasia, the jungle island that they share with the Mischta. They may be distantly related to the Irda, but no one really knows their origins with any certainty. Several hundred years before the Cataclysm, the Bolandi lived on other islands in the same chain as Selasia. Then the Nzunta, the dark ogres, came to their island, bringing with them their brutish slaves, the Orughi. Many Bolandi died; the others fled to Selasia, where they were welcomed by the Mischta and aided them in their struggle against the Nzunta.

Combat: The Bolandi are not a warrior society, but they know how to defend themselves, typically fighting with either bow or spear.

They have adopted many of the weapons of the Mischta, including their powder bombs. These bombs, when dropped, affect all targets in a ten-foot radius and force them to roll successful saving throws vs. poison or fall victim to one of the following effects: sleep, paralysis, or blindness (depending on the type of bomb). These effects last 2d4 rounds.

The Bolandi sometimes dip their weapons into a paralyzing poison that lasts two rounds on the weapon before it evaporates; if struck, the target must roll a successful saving throw vs. poison (with a +2 bonus) or be paralyzed for 2d4 rounds. Bolandi tree villages are protected by nets, which they drop on intruders.

The Bolandi also have a displacement ability. By the age of maturity (15 years), Bolandi can displace themselves (as a ***cloak of displacement)*** once per day. By the age of greater maturity (40 years), they can displace themselves twice per day.

Twenty percent of all Bolandi have magical abilities: they can reach up to 10th level of illusionist ability. They are instructed in these arts by Mischta mages, who sometimes regret it.

Habitat /Society: The Bolandi are a mischievous race. Coming up with the perfect practical joke is considered the greatest feat that a Bolandi can perform. Since they have learned from the Mischta a philosophy that is devoted to the preservation of life, they will never intentionally hurt anyone with their jokes.

Bolandi live in villages constructed in the limbs and branches of trees. Their homes are constructed from vines, ropes woven from jungle plants, and reeds.

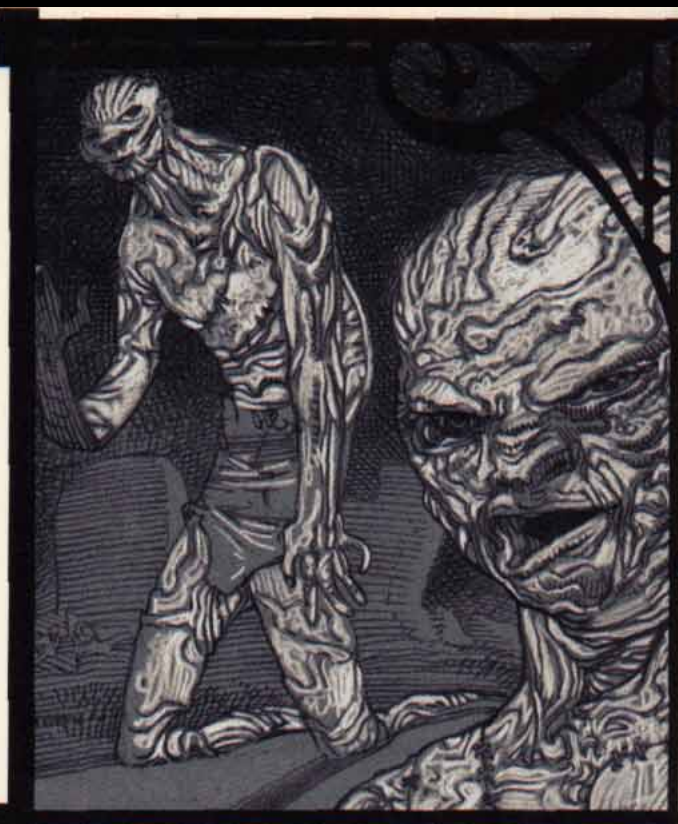
A few Bolandi live on other islands. They live a similar but somewhat more savage existence (no magic and a more neutral outlook on life) as they have not been influenced by the Mischta.

Ecology: Bolandi have a natural life span of 60 years. They have one to three young per decade between the ages of 15 and 35, but infant mortality is high and one of three die in infancy. The Bolandi are a race of plant-eaters, but they are capable of eating meat if they must.

Their natural enemies are creatures that feed on man-sized creatures, such as griffons, evil dragons, and tigers. Some Bolandi are captured and are hunted for sport by the Nzunta and the Orughi.

Boneless

Climate/Terrain:	Darkon or Hazlan
Frequency:	Very rare
Organization:	Nil
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	3–30 (3d10)
Armor Class:	8
Movement:	6, 12 on all fours
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d4/1d4
Special Attacks:	Constriction
Special Defenses:	Spell immunity
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fearless (19–20)
XP Value:	270



Boneless are without doubt the most foul result of all dark inquiries into necromancy. Created out of corpses from which the bones have been stripped, these mindless creatures exist only to execute the commands of their creator.

Boneless appear to be lanky humanoid creatures with long withered limbs and small wrinkled ball-like heads atop a flexible cord of a neck. The creases and folds of their puckered, fetid skin have a translucent reddish-brown hue. They are sometimes clothed in loose-fitting rags that are often stitched directly to their flesh. They move with a lurching uncertainty, sometimes dropping to all fours for a burst of speed or added stability.

These abominations have no ability to communicate but will follow the simple verbal commands of their creator.

Combat: Boneless are astonishingly flexible and strong. They can wield melee weapons doing normal damage, but are often instructed to grapple and constrict their victims instead. A boneless may slap with both of its withered hands in one round to deliver 1–4 points of damage for each hit.

If a boneless manages to hit a target with both hands in one round the victim has been grappled. On each succeeding round, the boneless automatically constricts its victim for an additional 2d4 points of damage. While caught in the embrace of these creatures, a victim may not cast spells requiring semantic components, make any sort of physical attack, or initiate any action other than trying to free himself. A successful bend bars/lift gates roll (by either the victim or a rescuer) will allow someone to break free of the boneless's vile grip. There is a 40% chance that anyone attempting to strike a boneless's while it is grappling a victim will hit the victim instead.

Blunt weapons do half damage to the boneless while edged and piercing ones have their normal effects. A vial of holy water inflicts 1d8 points of damage to them, as does the touch of a holy symbol. Boneless can be turned normally.

Boneless are immune to *fear, sleep, charm,* or *hold* spells. Death magic, poisons, and all telepathic psionic sciences and devotions are similarly useless against them. Unless instructed otherwise, boneless will fight until destroyed.

The pliability of the boneless gives it several special abilities that make it particularly useful. For example, a boneless can work its way under a door with only a one-inch gap or be folded and fit into a space of one cubic foot.

Habitat/Society: These creatures are the result of dark experiments conducted by the wizard Faylorn while staying as a guest of the lich lord Azalin at his keep in Darkon. He found that, under the right conditions, he could animate the bones and body of a corpse quite independently. Since that time, Faylorn's methodology has spread and others have learned how to create these foul things.

Boneless have no social structure. They require neither food nor sleep, but must be periodically moistened to maintain its flexibility. Consequently, a boneless must be saturated with water once per week. Boneless who are left in at least two inches of water or an airtight compartment will require no maintenance.

Boneless who are not able to maintain their moisture lose all grappling and special movement abilities and will behave as common zombies in combat, attacking only once each round for 1d4 points of damage or by weapon. Fire-based attacks, of either a magical or mundane nature, will do double damage to a dehydrated boneless.

Ecology: Boneless have no role in nature and are purely the result of dark magic. It is said that the magic by which they are created is similar in many ways to the well-known *animate dead* spell, but that its material components are somewhat different. There is much evidence to support the belief that this spell functions only within on the Demiplane of Dread.

Boneslitherer

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (9)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–3
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Steady (10)
XP VALUE:	975



Boneslithers could be a link between nagas and poisonous snakes. A boneslither appears to be a giant snake, but a hard, bony structure covers its head in a pattern similar to that of a human skull. This "skull" is bone-white, while the rest of the snake tends to be a dark green, reddish-brown, or black, often with reticulated patterns in a slightly lighter color.

Combat: A boneslither bites for 1–3 hp damage. This bite is highly venomous, requiring victims to make a successful save vs. poison or die (onset time immediate). Boneslithers are cunning, often remaining motionless in an area in which a human skull might be found (a dark cave, a jungle path, etc.), then springing out at prey. Because its skull-like head can be startling, potential victims suffer a –2 penalty to surprise rolls.

Like many other serpents, boneslithers can disconnect their lower jaws to swallow creatures much larger than themselves. After eating a large meal, a boneslither remains motionless for the better part of a week while it digests its prey. The indigestible bits, such as bones and metal, are regurgitated midway through the digestion process. Thus, a boneslither will not attempt to swallow a PC wearing metallic armor, preferring to go after those wearing normal clothing or leather armor. This does not mean that they ignore armored adventurers, merely that they do not devour them once they are slain.

Boneslithers are susceptible to such spells as *snake charm* and *snakes to sticks* (the reverse of the fourth-level priest spell *sticks to snakes*). However, because of their relatively high hit dice (when compared to the average-sized snake), these spells are not likely to affect them unless wielded by a high-level priest.

Habitat/Society: Boneslithers are much more intelligent than ordinary snakes, but nowhere near as intelligent as nagas. They have developed the power of speech, however, and often lure victims in close enough to strike with bogus cries for help. They are also adept at mimicry, accurately reproducing the sounds of various creatures that they have heard.

Boneslithers tend to be solitary, with males and females coming together only in the spring to mate. Young hatch from leathery eggs, in clutches of 4–8 (1d8, treating anything less than "4" as a roll of "4") and remain with the mother only long enough to learn rudimentary language skills and survival.

Boneslithers keep no permanent lair, preferring to search out new types of prey. Some boneslithers are arboreal, but the majority of boneslither sub-species remain on the ground. Arboreal boneslithers have a greenish coloration, the better to blend in with the leaves that surround them.

Ecology: Boneslithers are commonly found in jungle climates. They tend to avoid nagas, whom they fear because of their magical powers. Boneslither skins are useful in the manufacture of scale mail, and their head plates are often used as decorations on tribal totems or magical staves. Since boneslithers molt, shedding their outer skins as they outgrow them, obtaining a boneslither skin is not dependent upon slaying one of these creatures in battle. Therefore, whenever boneslither head plates are used for decoration or proof of valor, other body parts (usually fangs or vertebrae) are prominently featured as well to prove that the creature was legitimately slain in combat. Scale mail requires a boneslither's intact hide, as their molted skins are much too thin to serve as armor.

If captured alive, boneslithers can be "milked" of their venom, producing the equivalent of a potion of poison each week (type F). However, this is a dangerous procedure, for the enraged boneslither will do everything in its power to escape captivity. In the long run, it's generally cheaper (not to mention safer) to purchase flasks of poison from the local alchemist or assassin's guild than to try to capture a live boneslither.

Bonesnapper

CLIMATE/TERRAIN:	Tropical or subtropical/ Forests and swamps
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Special
XP VALUE:	120



The dreaded bonesnapper is a fearsome beast descended from the giant carnivorous lizards that roamed the world many thousands of years ago. Known for its savage aggression, territorial protectiveness, and incredible stupidity, the bonesnapper is a dangerous beast.

Adult bonesnappers stand an average of five feet tall. They may weigh as much as 500 pounds. Their tough hide is not scaled, but it is very thick and leathery, providing them with excellent protection from all manner of physical attacks. As a rule, bonesnappers are dark green or olive in color, enabling them to blend in with their forest environment.

Combat: As has been noted, the bonesnapper is not a clever opponent. In combat it rushes straight at the nearest foe, often letting out a great roar in the charge. If it is attacked from another direction, the bonesnapper whirls about and pursues its new adversary.

The bonesnapper's primary attack mode is a bite with its powerful jaws and jagged teeth. Although the teeth are not unusually sharp, the strength of the jaw muscles is enough to inflict 1d8 points of damage with each bite (and the tail can be swept around to hit the same opponent for 1d4 points of damage).

Bonesnappers always fight to the death, as they are not smart enough to know when they should run away. Because they are so amazingly stupid, bonesnappers are easily distracted and can often be tricked or trapped with little or no risk to creatures stalking them.

Habitat/Society: Young bonesnappers, both male and female, are solitary creatures. They travel the wilds, living a nomadic existence and hunting when they can. As they grow older, however, they eventually stop wandering and seek out a mate.

Once two bonesnappers have mated, they take up residence in a large cave or similar lair and begin a new life together. Bonesnappers that have ceased their travels become very territorial, chasing away or killing any large carnivores that live near their lair.

In the spring of each year, the female makes a nest. She begins by digging a pit one foot in diameter and six inches deep in the ground. Once this is completed, she lines it with straw or other grasses and then deposits an egg into it. The egg hatches within a month and a young bonesnapper emerges. The baby spends the first month of its life in the lair with its mother while the male hunts for the family. In its second month, however, the young bonesnapper joins its parents in a family quest for prey. This pattern continues for about one year, when the half-grown bonesnapper leaves its parents. By its third birthday the baby bonesnapper will have reached full size.

The lair of a bonesnapper couple is always underground. Because of the creature's habit of dragging the bodies of its victims back to its lair before consuming them, the cave is always covered in bones. The creature's name is drawn from its habit of breaking victims' bones to get at the marrow. Although a bonesnapper periodically drags items like armor or backpacks out of its cave and leaves them scattered about the entrance, it never takes steps to clear out the bones.

Ecology: Bonesnappers are dangerous hunters, despite their low intelligence. As such, they tend to be the dominant carnivores in their territories. Wandering bonesnappers are given a wide berth by any creature familiar with them.

Because they are not far removed from their dinosaur ancestors, a spell that calls for the eye of a dinosaur can often be cast with the eye of a bonesnapper. Since the bonesnapper is easier to find and kill than most large, carnivorous dinosaurs, this is fairly common.

Lizard men find the flesh of bonesnappers quite tasty and often hunt them. Most other races, however, find bonesnapper hide far too tough to be enjoyable. It is worth noting that in many lizard man cultures, a hunter must seek out and kill a bonesnapper single handedly in order to enter adulthood. Although the bonesnapper is far more powerful than the average lizard man hunter, its limited intelligence makes the fight fairly even.

Bonespear

Climate/Terrain:	Acheron, Gehenna, Outlands
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	None
Alignment:	Neutral

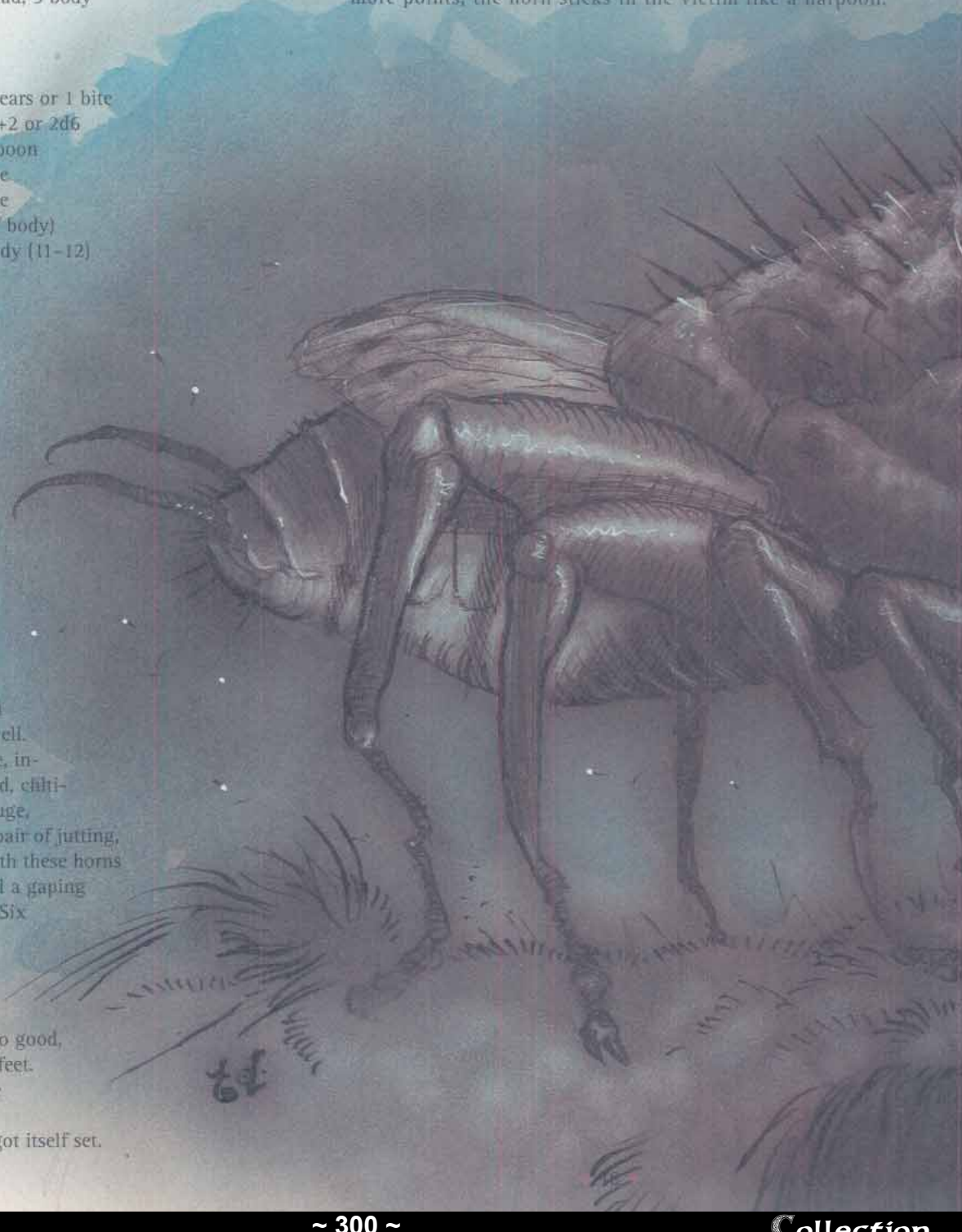
No. Appearing:	1
Armor Class:	1 head, 5 body
Movement:	6
Hit Dice:	5+2
THAC0:	15
No. of Attacks:	2 spears or 1 bite
Damage/Attack:	1d4+2 or 2d6
Special Attacks:	Harpoon
Special Defenses:	None
Magic Resistance:	None
Size:	L (8' body)
Morale:	Steady (11–12)
XP Value:	650

Not all the hideous creatures of the planes are fiends. Some're just natural predators who get by in a dangerous and unnatural setting. The bonespear's one of these. It appears to be a relative of the cave fisher, and shares some of its cousin's hunting tactics. Bonespears are found on some of the lawful planes, ranging from Carceri to Arcadia, and on parts of the Outlands as well.

A bonespear's a large, insectile creature with a hard, chitinous shell. Its head is a huge, misshapen sphere with a pair of jutting, barbed bone horns. Beneath these horns are the creature's eyes and a gaping maw full of jagged teeth. Six pairs of thick, clawed legs line its body. The bonespear doesn't use its legs for fighting, but likes to anchor itself to good, hard rock with its twelve feet. It'd take a basher with the muscle of a fire giant to move a bonespear that's got itself set.

Combat: The bonespear's most dangerous weapons are the two horns that give it its name. Buried behind the horn sockets the bonespear's got a large air bladder surrounded by tough, thick muscle. By suddenly squeezing the bladder, the bonespear uses a powerful blast of compressed air to fire its horns at anything that looks edible. The horns're joined to the creature's skull by a tough braid of sinew, and the sinew's anchored in another muscle that can reel the horns in like a winch.

The bonespear's horns can be fired up to 40 feet away. If a horn's attack roll exceeds the number required to hit by 4 or more points, the horn sticks in the victim like a harpoon.



Otherwise, the bonespear drags its horn back for another shot — a process that takes a full round. If the horn hits but doesn't stick, the victim just suffers the listed damage; if it hits and sticks, the victim incurs the damage, and the bonespear tries to reel him in.

The bonespear can retract its horns with an effective Strength of 17. The round after a bonespear hooks something, the victim and the monster both make Strength checks. Whoever rolls the highest number wins the contest. If the victim wins, he holds his ground and isn't dragged any closer to the bonespear. If the bonespear wins, the victim is dragged 10 to 40 feet closer to its mouth. When the victim has been dragged up to the bonespear's head, the monster attacks with its fearsome jaws.

The bonespear's barbed horns can be ripped out of a wound, if the creature removing the horns succeeds in a Strength check. Unfortunately, this inflicts 1d4+2 points of damage on the victim. The horns themselves are as sturdy as iron spears, but the sinew connecting them to the monster's head can be severed. The sinew strand is AC 2 and can withstand 12 points of damage before being severed; only Type S weapons can do this. The bonespear takes no damage from having one horn severed, but if both are severed the creature'll retreat from the combat.

Bonespears don't move fast and don't hunt in open ground. They're naturally inclined to seek good locations for ambushes. A bonespear might conceal itself in a thicket near a waterhole or wedge itself into a crevasse overlooking a path, and then wait for its prey to come near. Because of the creature's skill in concealing itself and springing its ambush, its victim receives a –1 penalty to any surprise check.

Society: Bonespears're solitary creatures; they don't take to competition from their own kind, and fight vicious territorial battles over prime hunting ground. They mate only once every 3 years, and the female abandons the eggs as soon as she lays them. Not many bonespears reach adulthood.

Generally, a bonespear's regarded as a dangerous pest, and few Outlanders'll rest until the creature's driven away or killed. Bonespears keep their chosen hunting area clear of the telltale remains of their kills, burying bones, scraps of armor, and other such debris in shallow pits around their hiding places. A bonespear's horn can make a short, serviceable spear in a pinch, equal to a javelin but not balanced for throwing. The tough, sinewy connective tissue can provide 40 feet of light, strong line for a cutter in need of some rope.

Ecology: Young bonespears prey on birds and common animals such as rabbits and squirrels. As they grow toward their mature size, bonespears begin taking larger and larger prey. They're not afraid to harpoon anything, and in some places bonespears pose a significant threat to minor fiendlings such as nupperibo or lemures. Despite their natural weaponry, bonespears are preyed on in turn by more powerful fiends. There are rumors of domesticated bonespears in some corners of Carceri or Baator.



Bowlyn

Climate/Terrain:	Any ocean or sea
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	10
Movement:	18
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1–6 (1d6)
Special Attacks:	Haunting
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fearless (20)
XP Value:	975



The bowlyn (or sailor's demise, as it is often called) is a strange and dreadful spirit that haunts oceangoing vessels. In many ways, the creature has been likened to a poltergeist or similar restless spirit that haunts the place of its death.

Like the poltergeist, a bowlyn is typically invisible. Unlike the former, however, it can become visible when it wishes to. When visible (or invisible and viewed by someone who can see such things), the bowlyn appears as a gaunt and skeletal seaman. Although the creature's features are torn and twisted by the trauma of its death, it is often possible for those who knew it in life to recognize their former shipmate. Such individuals are entitled to an ability check on Wisdom to see if they can identify their former companion. Those who do are instantly required to make a horror check and may, at the DM's discretion, be called upon to make a fear check as well.

Bowlyns do not communicate with the living in any way, although they do constantly moan and wail in agony as they seek to exact vengeance upon those they blame for their deaths.

Combat: Bowlyns generally engage only in indirect combat. When they do opt to use their deadly touch in melee, however, they inflict 1d6 points of damage and cause the victim to successfully save vs. paralysis or instantly be overcome with nausea. Individuals so affected suffer a –4 penalty on all attack rolls, saving throws (including fear and horror checks), and proficiency checks until they are cured with any form of healing magic. Any healing spell, even one as minor as *goodberry* or *cure light wounds*, will remove the nausea from the character.

When a bowlyn chooses to attack through indirect means, it generally does so by causing accidents aboard the ship on which it died. These accidents will often begin as minor mishaps (a secured line coming loose, or damage to a minor navigational instrument) and gradually grow into severe hazards (the crow's nest breaking free with a sailor in it, or the destruction of all navigational charts). More often than not, the latter stages of a bowlyn haunting result in men being hurled overboard to drown (see the *Player's Handbook* for rules on this).

The bowlyn can be successfully attacked only with magical weapons or spells. It has the traditional spell immunities associated with undead and cannot be affect by *charm, sleep, hold,* or similar spells. Because it is not solid, spells that are meant to bind a physical form (like *web*) will not affect it. Bowlyns are immune to the damaging effects of holy water, but can be turned as if they were ghasts by priests or similar characters.

Because the bowlyn is a spirit tied directly to the sea, it can be destroyed without combat by any captain wise (or foolish) enough to run his ship aground while the bowlyn is haunting the vessel. In such cases, the creature is instantly annihilated and the mysterious accidents it has been causing cease. Of course, if the bowlyn learns that a captain or crew mean to do this, it takes preventative measures.

Over the course of its "visit" to the ship, the creature will stage one mishap per night. If possible, it will arrange accidents similar to the one in which it died, or incidents related to its former duties on the ship. Thus, a bowlyn that was once a navigator might arrange for a fire in the ship's chart room.

On the last night of its haunting, the bowlyn will attempt to sink, cripple, or destroy the ship. In order to spread fear and panic among the crew, the bowlyn will arrange for those near the scene of an accident to catch fleeting glimpses of its being.

Habitat/Society: Bowlyns are undead spirits who, like the poltergeist, do not rest easily in their graves. Without exception, they were sailors on oceangoing vessels who died due to an accident at sea. In life, they were cruel or selfish persons; in death they blame their shipmates for the mishap that took their lives. Thus, they return from their watery graves to force others beneath the icy waves.

Typical hauntings do not occur immediately after the death of the sailor fated to become a bowlyn. It takes the spirit of the seaman 1 to 10 years to return from the grave. The first appearance of a bowlyn always takes place on the anniversary of its death, and the initial haunting lasts 1 to 6 weeks. Subsequent hauntings occur every 6 months to 1 year later, and last for 2 to 4 weeks.

Ecology: The bowlyn is a dangerous creature. Since it exists only to torment those it blames for its death, it has no place in the natural world. While the accidents arranged by a bowlyn often affect persons it never knew in life, the focus of its attacks will always be those it served with prior to death.



Climate/Terrain:	Temperate forest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	2
Movement:	12, Fl 24 (B)
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	T (2' tall)
Morale:	Champion (15–16)
XP Value:	1,400

This whispering spirit delights in corrupting the innocent and inspiring good folk to evil actions. Once it attaches itself to a victim, it provides a constant stream of wicked advice. Over time even the most stalwart souls may find themselves seduced by the sinister allure of evil.

The boowray is a non-corporeal spirit that is normally invisible. When it chooses to become visible, it appears as a tiny, semi-transparent humanoid with greenish skin, bright yellow eyes, and mint leaves instead of hair. It dresses in a leafy jerkin tied off at the waist. Its innocent, harmless appearance gives no indication of its malign intent.

Boowrays seem to speak the common languages of the domain in which they are encountered. As others in proximity to the boowray and its victim seem unable to hear the creature, it appears to be somewhat telepathic.

Combat: The boowray is an elusive foe and the greatest difficulty in fighting one is simply finding him. They are usually invisible, but can become visible at will. Those who strike at the creature when it is invisible suffer a –4 penalty to their attack rolls. This, in addition to the creature's minute size, can enable it to escape almost any search.

If forced to engage in physical combat, the boowray can bite once per round for 1d4 points of damage. It constantly keeps an eye out for some means of escape and will make the most of its ability to fly and turn invisible. Boowrays can only be struck by magic weapons of a +1 or better nature.

The boowray is immune to all spells that affect its thoughts. Thus, they cannot be *charmed*, given a *command*, or placed under any similar spell.

The boowray is completely and utterly devoted to the spiritual collapse of its victims. While it has the power to use a *suggestion* spell once per day, it finds that the satisfaction caused by such magically inspired trouble is only fleeting. Real pleasure comes from an actual shift in the alignment of the chosen victim.

Any time a victim takes an evil action at the prompting of a boowray a Ravenloft powers check must be made. No check is required if the character acted under the influence of the creature's *suggestion* spell. The seductive charm of the boowray imposes a 5% penalty to the check.

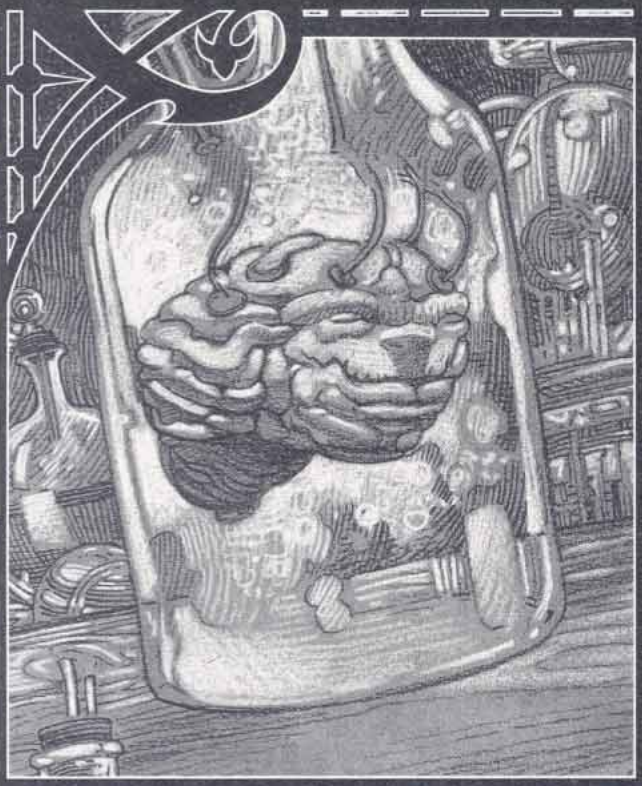
A boowray may be driven off through the casting of a *dispel evil* spell. A victim may gain temporary relief from the whispering with any manner of *silence* spell. A victim may also use wax, cotton, or the like to block out the sound of the boowray, but will also be unable to hear anything else while in this state.

Habitat/Society: When a boowray first selects a target, it whispers helpful advice and warnings into the victim's ear. Claiming to be a guardian spirit or other helpful magical entity, the wicked creature quickly earns the trust of its prey. Having secured itself as a faithful friend, the boowray begins to prey upon the victim's natural weaknesses and character flaws. It will sow discord by feeding any petty resentment, jealousy, anger, greed, or prideful thoughts the victim may harbor, no matter how well hidden. The boowray is diabolical and will pursue its goals with great subtlety.

Boowrays are solitary creatures, but they occasionally meet for festive gatherings in dark clearings where they exchange tales of their accomplishments.

Ecology: The Vistani word for the boowray, *terrepopolo*, translates roughly as people of the land, apparently in reference to their seemingly close bond to the Demiplane of Dread. They do not appear to eat or sleep, and only serve to spread the evil on which the land itself seems to thrive.

Brain, Living (Rudolph Von Aubrecker)



Climate/Terrain:	Dementlieu (Port-a-Lucine)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Supra-genius (20)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	10
Movement:	Special
Hit Dice:	1 (8 hp)
THAC0:	19
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	Tiny (about 8" diameter)
Morale:	Average (9)
XP Value:	975

The Living Brain is a horrible result of Victor Mordenheim's early experiments in the creation and artificial sustenance of life. Like many of his other projects, the gods looked upon this as a violation of their sacred tenets. Mordenheim has long since forgotten this experiment, but the evil that he created on that stormy night years ago lives on in the Demiplane of Dread.

Externally, the Living Brain looks exactly as one might expect of a disembodied brain. The only difference that might be noticed by a careful and knowledgeable observer is an unusual enlargement of the frontal lobes and a "capping off" of the brain stem by a network of cells not unlike those that generate and store an electric eel's shocking attack.

In order to remain alive, the brain must be maintained at a temperature of between 95° and 105° Fahrenheit. Further, it must remain immersed in a nutritive saline solution which is artificially oxygenated by means of a mechanical pump. This fluid (and thus the brain itself) is contained in a thick glass jar.

The vessel which holds the brain is connected by a pair of thick conduits to a two-foot-wide cube that contains the apparatus which keeps it alive. Inside the sealed black cube is the pumping machine that circulates the solution upon which the brain depends for life. There is no known power source associated with this mechanism; many sages speculate that Mordenheim was actually able to create a perpetual motion machine for his experiment. If this is indeed the case, the secret behind such a wondrous device has been lost during Mordenheim's descent into madness.

The brain is able to communicate with any sentient creature (that is, any being with low Intelligence or better) by means of a limited telepathy. This transcends language barriers but allows only the most simple of concepts to be conveyed. Although the brain is able to take control of others via its terrible psychic powers, it is unable to converse with those it dominates. Attempts have been made by Mordenheim and others to construct speech machines for the brain, but these have always failed. When communication is vital to its plans, the brain simply uses its mental powers to dominate someone and then speak through that person.

Combat: Obviously, the Living Brain is utterly helpless in all physical matters. However, the isolation of this terrible organ from all physical concerns has enabled it to focus wholly on its mental powers. Further, the addition of various chemicals to the nutrient bath and the mild electrical current running through the solution which houses the brain have stimulated its development. Combined, these factors make the brain one of the most dangerous creatures in Ravenloft.

The actual appearance of the brain can give characters quite a shock. While the sight of a brain floating in a jar is probably not enough to inspire fear or horror in the average adventurer, the realization that the brain is a living, sentient thing is far more unsettling. At the DM's discretion, anyone who has the true nature of the Living Brain thrust upon him or her might well be required to make a fear, horror, or even madness check.

The primary weapon of the brain is a simple bolt of mental energy that does damage based on the Intelligence of the victim. Because the attack turns the target's own mind against itself, creatures with lower intelligences are far less vulnerable to it. Against highly intelligent creatures, however, the attack can be devastating. When employing its mental blast, the brain must make a normal attack roll. The "Armor Class" of the victim is determined not by armor worn but by the mental fortitude, or Wisdom, of the target. This mental

Armor Class is assumed to begin at 10, just as normal Armor Class does. However, every 3 full points of Wisdom provides a –1 reduction to this base. Thus, a character with a Wisdom of 15 has a mental Armor Class of five (15÷3=5; 10–5=5). Obviously, Dexterity will not modify the mental Armor Class of a target. At the Dungeon Master's option, however, other factors might. Any psionic defense mode will double the natural Wisdom bonus if employed.

Once a target has been hit by the mental attack, the damage inflicted by the attack is determined by rolling dice. The damage done varies according to the target's Intelligence, as indicated in the following chart:

Intelligence	Damage Done
Non- (0)	Nil
Animal (1)	1d4
Semi- (2–4)	1d6
Low (5–7)	1d8
Average (8–10)	1d10
Very (11–12)	2d6
High (13–14)	2d8
Exceptional (15–16)	2d10
Genius (17–18)	3d8
Supra-genius (19–20)	3d10
Godlike (21+)	4d10

The various psionic defense modes, magical spells like *mind blank*, and certain magical items will provide protection from this attack.

In addition to this simple attack, the Living Brain is able to employ special mental powers that mimic a number of magical spells. Three times per day it may duplicate the effects of a *charm person*, *command*, or *sleep* spell. Twice per day, the brain may employ *forget*, *hold person*, and *suggestion*. Once per day, the foul thing may also make use of *demand*, *domination*, *emotion*, or *mass suggestion*. In all cases, normal language requirements are waived for the purposes of the brain's special abilities, and all powers are employed as if by a 15th-level wizard. All normal ranges for these abilities are waived as well, as they are assumed to function within a 50-foot radius around the brain.

The brain maintains a low-level empathic field at all times. Because this aura senses any aggressive intent within 50 feet, it is impossible for anyone to achieve surprise when attacking the brain from within this range. This field also enables the brain to estimate the Intelligence, character class, and experience level of anyone entering it with great precision.

In addition to this rudimentary defense, the brain can invoke a protective shell three times per day. This shell combines the effects of both a *globe of invulnerability* and a *wall of force*, making it a most effective defense.

Even if its mental defenses are somehow bypassed or negated, the brain is not utterly without protection. While it is helpless to ward off any physical attack, the Living Brain regenerates 1 hit point per round so long as it is immersed in its fluid bath.

Habitat/Society: The Living Brain was once Rudolph Von Aubrecker, youngest son of the political ruler of Lamordia. The boy had grown up in the pampered lifestyle that one associates with nobility and was by all accounts a spoiled brat. While not truly evil, he was extremelv selfish and spiteful.

When Rudolph turned 18, he decided to celebrate with a week of shameless debauchery aboard his caravel, the Haifisch. As the revelers descended into drunken stupor, a fierce storm blew in from the Sea of Sorrows. Without a capable crew to respond to the deadly gale, the Haifisch was hurled against the rocky coast and shattered. There were no survivors—or so it seemed.

In actuality, Rudolph's still-living body was found by a young man named Alexis Wilhaven, a young medical student who at the time was studying under Doctor Victor Mordenheim. Wilhaven carried the body to nearby Schloss Mordenheim (the doctor's manor) for emergency medical care. Despite their best efforts, however, it became clear to the doctor that there was no hope for the dying young Aubrecker.

At this point in his life, Mordenheim was deeply involved in the first stages of his experiments into the origins of life. He was particularly interested in studying the problem of brain tissue degeneration and decided to remove the man's brain prior to the death of the body and try to keep it alive in a tank. When Mordenheim told Wilhaven of his intent, the young man was horrified. He argued with the doctor, trying to dissuade him from the experiment. In the end, however, Mordenheim was able to calm his assistant's fears enough to obtain his reluctant cooperation for the delicate operation.

As the storm raged outside, the pair did their butchers' work and then destroyed the body. Despite Wilhaven's pleas, Mordenheim made no effort to inform the Baron about his son's true fate. Instead, he allowed the old man to believe that his youngest boy was simply lost at sea.

Mordenheim placed the brain in a glass container which he had filled with a saline solution. He circulated and aerated the fluid with a pump that was driven by a simple battery of his own design. Over the course of the next few weeks, he studied the brain and did all that he could to sustain it.

Horrified at what he had done, Wilhaven planned to leave Schloss Mordenheim and take word of the doctor's madness to the Baron. Before leaving, he made a final impassioned plea to Mordenheim, demanding that he destroy the brain and end this blasphemous experiment. Not only did he fail to convince the scientist, he found himself swayed by Mordenheim's own assertion that he was as deeply involved in the experiment as the doctor himself. Struck by the seed of truth in this argument, Wilhaven realized that he would be judged just as harshly as Mordenheim should news of his son's fate ever reach the Baron's ears. Reluctantly, Wilhaven agreed to remain with Mordenheim and see the experiment through to its end.

Eventually, it became clear that the brain was not only living, but aware. Mordenheim began to make attempts at communication with the brain. He built all manner of mechanical devices that he hoped would enable the

brain to speak. At one point, he even hoped to establish some manner of psychic contact with the thing and connected the brain directly to a trickle current of electricity to give it more energy for psychic communication. Lacking any real training in or understanding of psionics, however, he failed yet again and abandoned this effort.

When Mordenheim despaired of communicating with the brain, he began to lose interest in it. He had learned all he felt he needed to know about the degeneration of tissue, for he had not only halted the brain's decay but reversed it. The brain was actually growing in some ways, for the frontal lobes had become unusually swollen and a new membrane had closed off the severed brain stem.

Mordenheim decided that it was time to end this experiment and get on with his other work, to disconnect the brain's life-support systems and let it die the natural death he had denied it nearly a year earlier. To his horror, he found that he could not destroy the brain. His every effort in that direction met with failure as he either lost his resolve or found that his body simply refused to obey his will. Indeed, the thing seemed to have acquired the ability to control him.

As weeks and then months passed, Mordenheim found himself building a new pumping mechanism to support the brain. He would spend hours laboring away with no idea what his final goal was. Only the brain, with its intelligence boosted by side effects from Mordenheim's experiments, knew what the device would do when completed. After nearly half a year of labor, Mordenheim put the finishing touches on a life-support system that appeared to be fully self-contained.

Then, less than a week after he had finished this device, the brain and all its supporting equipment vanished, as did young Wilhaven. It didn't take the doctor long to deduce that the boy had fallen under the brain's spell just as he had. While Mordenheim was forced to construct the brain's mechanism, Wilhaven must have been directed to plan the brain's departure from remote Schloss Mordenheim to some other location.

Mordenheim made inquiries, attempting to discover what had happened to the sinister thing that he created, but was able to learn only that a man matching the description of his young assistant had been seen in the harbor at Ludendorf, directing the placement of several large crates aboard a ship bound for Dementlieu. The man had then boarded the ship, which left the harbor and sailed into the mists that roll eternally across the surface of the Sea of Sorrows. More than that, he was unable to learn.

Indeed, Mordenheim quickly lost interest in the affair. While he had no doubt that the brain would do evil wherever it went, he soon found himself absorbed in his own work again. Still, the scientist did not forget the lessons that he learned from this tragedy. As he began again to examine the question of life and its origins, he vowed that he would allow no future experiments to go as far astray as had this one. . . .

The process which turned Rudolph Von Aubrecker into the Living Brain gave Mordenheim's creation tremendous mental powers and a greatly increased intelligence. The brain recognizes that it can never again be a part of the human world but is little distressed by this fact. Instead, it considers itself quite superior to those "mere humans" around it, due to the ease with which it can manipulate and control them.

When it left Lamordia, the creature had great plans, desiring nothing less than the total domination of all it encountered. While it found controlling a man of Dr. Mordenheim's brilliance very taxing, the doctor's young assistant proved to be a far more pliable slave. It used the youth to leave Mordenheim and Lamordia behind and seek a new land to claim for its own.

By the time its ship dropped anchor in Port-a-Lucine, the entire crew was under the brain's horrible control. Under its direction, its new lackeys quickly arranged for the purchase of an abandoned warehouse on the waterfront. Here, it ordered its hapless servants to began assembling a collection of scientific apparatus that eventually grew into a formidable laboratory.

At the same time, the Living Brain began to mentally enslave more and more people in pursuit of its long-range goal. But when it tried to take control of Marcel Guignol, the Lord Governor of Dementlieu, it discovered he was already under someone else's control, the man's mind filled with hypnotic blocks and mental suggestions—and that the sophistication of these techniques exceeded even its own powers. Looking further into the matter, it eventually deduced the identity of this mysterious rival: mesmerist Dominic d'Honaire, the lord of this domain.

In the years since its arrival in Dementlieu, the Living Brain has clashed with d'Honaire several times. The two are now hated enemies who play an incredibly subtle game of cat and mouse as they each strive to destroy the other. The fact that d'Honaire has not yet been able to destroy his enemy is directly attributable to the cunning intelligence of Aubrecker and the care that it takes to protect itself from discovery. Further, d'Honaire has never seen the Living Brain and does not yet understand the nature of his enemy. Indeed, the lord of Dementlieu is fairly certain that he opposes a man who, like himself, is a master of the hypnotic arts. That his enemy might be the result of an unhallowed operation by a brilliant mad scientist in another land has not occurred to him.

The brain has created a network of informants, most of whom do not realize the nature of the thing they serve. Thus, although they frequently refer to their hidden master as "The Brain," they have no idea that this is anything other than a nickname. So extensive is the intelligence network set up by the Living Brain that it knows almost everything that happens in the domain nearly as soon as d'Honaire himself does.

The Living Brain has several lairs in the waterfront district of Port-a-Lucine, Dementlieu's largest city, and can easily be moved to a place of hiding on short notice. Its main base of operations, secured with the help of young Wilhaven and the crew of the ship that carried it out of Lamordia, is an old warehouse building indistinguishable from the many other such edifices in this part of the city.

Inside, crates and barrels fill the large structure to the roof, and laborers seem to be always at work bringing in new cargoes and hauling out old ones. In actuality,

these poor creatures are totally under the control of the brain and spend their entire lives moving things from one place in the building to another. If the brain is ever attacked, these men form its first line of defense. Each of them is nothing more than a lst-level fighter, but there are upwards of 20 available at any time.

Behind the warehouse and connected to it by both a narrow alleyway and a secret underground tunnel is an old two-story house. This smaller building is used as a home by the brain's most important minions. These are people who know the true nature of the creature they serve and act willingly on its behalf. To the outside world, they are the owners and operators of the warehouse. In actuality, they are murderers and assassins. They have been permitted to retain their free will only because the brain has searched their minds and found their loyalty to be beyond question.

Below the warehouse, in a secret sub-basement whose very existence is known only to a trusted few, lies the Living Brain's lair and laboratory.

Ecology: The Living Brain is free of the burdens imposed upon natural creatures. It has no need of food, save for the nutrients that are carried in its fluid bath, or most other biological requirements. It does require *sleep*, however, for only in dreams can it experience the physical sensations it requires to remain sane.

Although the pumping mechanism and electrical generator that keep the brain alive are perpetual and have no need of recharging or, at least to date, repair, it is not an utterly closed system. As the disembodied brain extracts chemicals and nutrients from the solution in which it floats, the mixture must be replenished. While the brain itself is unable to do this, this simple task is one that it can easily command any of its minions to do. The procedure takes one hour, during which period the brain is effectively helpless and comatose. During this time, player characters might be entitled to a saving throw to escape the brain's influence over them. Few, if any, NPCs should gain such a saving throw, however, as the brain's hold over a minion strengthens with time.

Young Wilhaven, the poor lad who found the body of the dying Aubrecker, has become the absolute slave of the Living Brain. Years of mental domination by the fiend have left the man's soul a desiccated husk. When the brain is not directly instructing him to act in some way, he generally sits listlessly looking out over the Sea of Sorrows. From time to time, a tear rolls from his eye—the result of some lingering fragment of his personality? Or merely a speck of dust carried in the air? None can say.

Adventure Ideas: The inherent dichotomy of d'Honaire and the Living Brain is a natural source of drama, one which places the player characters squarely in the middle of the endless struggle between the Living Brain and its rival, Dominic d'Honaire. Furious at his inability to root out and destroy this enemy, the master of Dementlieu arranges a meeting with a group of adventurers (that is, the PCs).

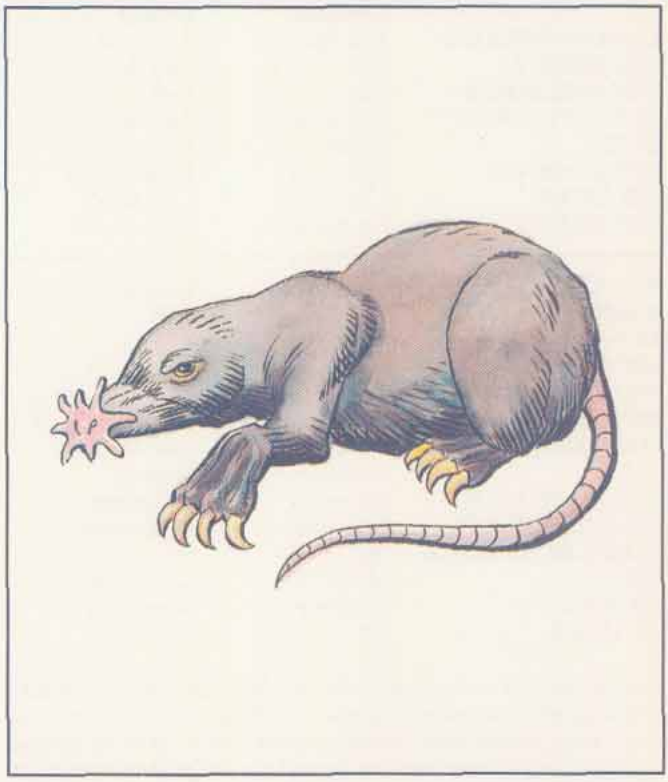
Through mundane or macabre means, d'Honaire convinces them to seek out and destroy his enemy. His own assumption that his foe is nothing more than a man, albeit a talented and intelligent one, will no doubt be passed on to the players. As they look deeper into the matter and the true nature of the Living Brain becomes apparent to them, they find themselves facing something far more horrible than anything they might have imagined. Even if they fail to destroy Aubrecker, d'Honaire would be very interested in learning that his enemy is a disembodied monster.

This scenario could easily be reversed, with the PCs being hired through one of the brain's agents to investigate the secret master of Dementlieu. As they explore the mysterious land, they discover the intricate web of deceit and hypnosis that d'Honaire has sown about the domain. Having run afoul of his plans, they might well find themselves forced to seek protection from their mysterious patron, only to discover its horrifying true nature.

Brain Mole

CLIMATE/TERRAIN:	Any/ Below ground
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Psionic energy
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	9
MOVEMENT:	1, Br 3
HIT DICE:	1 hp
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionic
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	T (3" long)
MORALE:	Unsteady (5-7)
XP VALUE:	35



These small, furry animals are nearly blind, and look like normal moles. Brain moles are seldom seen, however. They live in underground tunnels, burrowing through rock as easily as through dirt. Usually, the only discernible evidence of a brain mole's presence is a network of blistered stone or mounded dirt above ground, which marks the tunnel complex. These creatures damage more than landscapes, however. Brain moles feed on psionic activity. From the protection of their tunnels, they will psionically burrow into a victim's brain, and drain his psionic energy.

Combat: A brain mole commonly attacks its victim in forests or underground; in either case, the creature is usually out of its direct line of sight. The mole waits for a psionically endowed being to appear above it, or it will burrow in search of prey.

Brain moles have an innate psionic sense and can automatically detect any psionic activity within 200 yards. However, they can only feed on psionic energy when their victim is nearby: within 30 yards if the victim is a psionicist or psionic creature, 30 feet if the victim is a wild talent. The mole can't get a fix on its prey until the victim actually uses a psionic power.

Once a brain mole locates a victim it will attempt to establish contact. If contact is made, it will attempt to feed. If the victim is a wild talent, feeding is accomplished by using mindwipe. If the victim is a psionicist (or psionic creature), feeding is accomplished through amplification.

A brain mole does not attack maliciously. It must feed at least once a week or it will die.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/1/4	MT/M-	12	100

Telepathy - Sciences: mindlink, mindwipe; **Devotions:** contact, mind thrust
Metapsionics - Devotions: psychic drain (no cost), psionic sense

A brain mole can perform mindwipe up to a range of 30 feet. Strangely enough, a brain mole must establish contact before using psychic drain. Furthermore, it can only perform psychic drain upon psionicists or psionic creatures. However, it does not have to put them into a trance or a deep sleep first, it just starts siphoning away psionic energy.

Habitat/Society: Brain moles live in family units that include one male, one female, and 1d6 young (one of which may be old enough to feed by itself). Large brain mole towns of up to 3d6 family units have been reported. Of course, these only occur in places frequently traveled by the psionically empowered.

Ecology: Though brain moles can be dangerous to some, others keep them as pets. The moles are rather friendly, and easily tamed. They are favored by royalty, who enjoy the special protection which only brain moles can provide. Some sages claim that even a dead brain mole can offer protection from psionic attacks, provided the carcass is worn about one's neck as a medallion. Sometimes, nobles who have been harassed by a particular psionicist will send heroes out on quests for the little furry rodents.

On the open market, adult brain moles sell for 50 gp. Youngsters sell for 5 gp each.

CLIMATE/TERRAIN:	Mountains (Athas: Tablelands, Hinterlands, mountains)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	R, V
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 2
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +6
SPECIAL ATTACKS:	Psionics, breath weapon
SPECIAL DEFENSES:	Psionics, hit only by magical or metal weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (15' tall)
MORALE:	Fanatic (18)
XP VALUE:	7,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 15; PSPs 50 Att: MT, PB, PsC; Def: IF, MBk, TW
Player's Option:	#AT 1; MTHAC0 16; MAC 5

Psychoportation: *Sciences*—teleport; *Devotions*—blink, dimensional door, phase, summon object.

Telepathy: *Sciences*—psionic blast (mindlink), tower of iron will (probe); *Devotions*—awe, contact (invincible foes), intellect fortress (inflict pain), mind blank (conceal thoughts), mind thrust (ESP), psychic crush (phobia amplification).

Note: In Dark Sun campaigns, the *Player's Option* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

A braxat is a huge, imposing creature that appears to be a cross between mammalian and reptilian stock. Thick, articulated shells cover its back and shoulders, providing excellent protection against attack. Its square, lizardlike head is defended by a crown of three to five horny protrusions. A braxat is warm-blooded and walks upright like most humanoids, though its great size allows it to tower over even the tallest half-giant.

Highly intelligent and completely evil, a braxat terrorizes the wilderness it occupies. It speaks a mysterious language known only to other braxats, but can also articulate its thoughts in most human tongues.

Combat: Hunters by nature, a braxat's tactic reflect its cunning, intelligence, and evil tendencies. It enjoys the hunt, stalking its prey and inspiring as much fear as possible before moving in for the kill. The kill isn't accomplished by a quick, merciful stroke. The braxat enjoys inflicting pain—it likes to play with its prey before delivering the killing blow.

The braxat uses its psionic abilities to best advantage, telepathically weakening foes and employing psychoportive powers to avoid injury and confuse its prey. After its psionic attacks, the braxat wades in to engage in physical combat. Its weapon of choice is a massive spiked club that inflicts 2d4 points of damage (plus its Strength bonus of +6).

The braxat's breath weapon is only used as a last resort, for this tends to render the prey unfit for consumption. The breath weapon takes the form of a cone of acid that is one-foot in diameter at its base and extends for 10 feet. At its farthest point, the cone has a five-foot diameter. Anything touched by the acid suffers 2d10 points of damage. Those who make a successful saving throw vs. breath weapon take half damage.

The heavy shells and thick hide of a braxat make it immune to damage from weapons that aren't enchanted or made of steel. All other weapons bounce harmlessly off its hide, though a strong attack from such a weapon might still knock a braxat off its feet.

Habitat/Society: Braxats are found all across Athas, though not in great numbers. They wander the wastes in search of prey and to find new ways to indulge their evil tendencies. Though solitary in nature (it's said that not even another braxat is safe from their evil ways), braxats can rarely be found in mated pairs. When a mated pair of braxat is encountered, the evil they can accomplish is similarly doubled. If the pair has produced young, the young are hidden in a remote cavern somewhere within the pair's hunting territory.

Ecology: Terrible and greatly feared, braxats usually hunt and attack by night. They use the pale light of Athas's twin moons to search for prey. Braxats will eat anything if they're hungry enough, including caravan mounts (although not even a starving braxat will eat a kank), they prefer to stalk intelligent beings. This has more to do with the thrill and enjoyment they receive than with the taste of human, dwarf, or elf.

Braxat shells make excellent shields (improving AC by 2) and armor plates (AC 2) if properly worked. Sometimes these great hunters become the hunted when an elf tribe or a band of raiders decide to harvest braxat shells. This dangerous course often turns deadly, as braxats are smart enough and vicious enough to set traps and ambushes for even the strongest hunters.



	Komazar	Kurg	Rullhow
CLIMATE/TERRAIN:	Tilvanot peninsula	Tilvanot peninsula	Tilvanot peninsula
FREQUENCY:	uncommon	uncommon	common
ORGANIZATION:	clan	herd	pack
ACTIVITY CYCLE:	day	day	twilight, night
DIET:	omnivore	herbivore	herbivore
INTELLIGENCE:	Average (8–10)	Low (5–7)	Low (5–7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Lawful Neutral	Neutral	Neutral
NO. APPEARING:	4d6	1d4	1d4
ARMOR CLASS:	9	9	10
MOVEMENT:	4	12	9
HIT DICE:	1	2	1/2
THAC0:	20	19	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	by weapon	1-4	1-2
SPECIAL ATTACKS:	Nil	Head butt	none
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (4′ tall)	M (6′ tall)	S (4 1/2′)
MORALE:	Average (8)	Average (10)	Unreliable(4)
XP VALUE:	15	35	7

The Scarlet Brotherhood has had three recent successes in its experiments with breeding new races of slave-servants. Each of the following types of creature is the result of crossbreeding between humans and another creature.

Komazar

After many failures in trying to recreate the derro slave race, the Office of Thralls set its sights a little lower and developed the race they call the komazar. Resembling stunted humans with dark eyes, broad jaws, strong hands and disproportionately short legs, the komazar are an inbred mix of humans and dwarves. Most have Flan coloration, although some have the fairer coloration of Suel. Their short legs prevent them from easily escaping, and their strangely formed mouths make it difficult for them to speak. The komazar communicate largely in grunts and gestures. The komazar work the mines of the Scarlet Brotherhood. They wear simple shifts made of tough cloth.

Combat: A komazar uses whatever mining implement is available when forced into combat. However, their conditioning from the Brotherhood makes them very unlikely to attack unless threatened.

Habitat/Society: Komazar live in small clans in the upper caverns of the mines they work. Both males and females work. The young are left in a shallow pit while their parents are gone, as they are too small to climb out unaided. The adults are considered equals, and they have no leaders of their own — all komazar report to a human overseer.

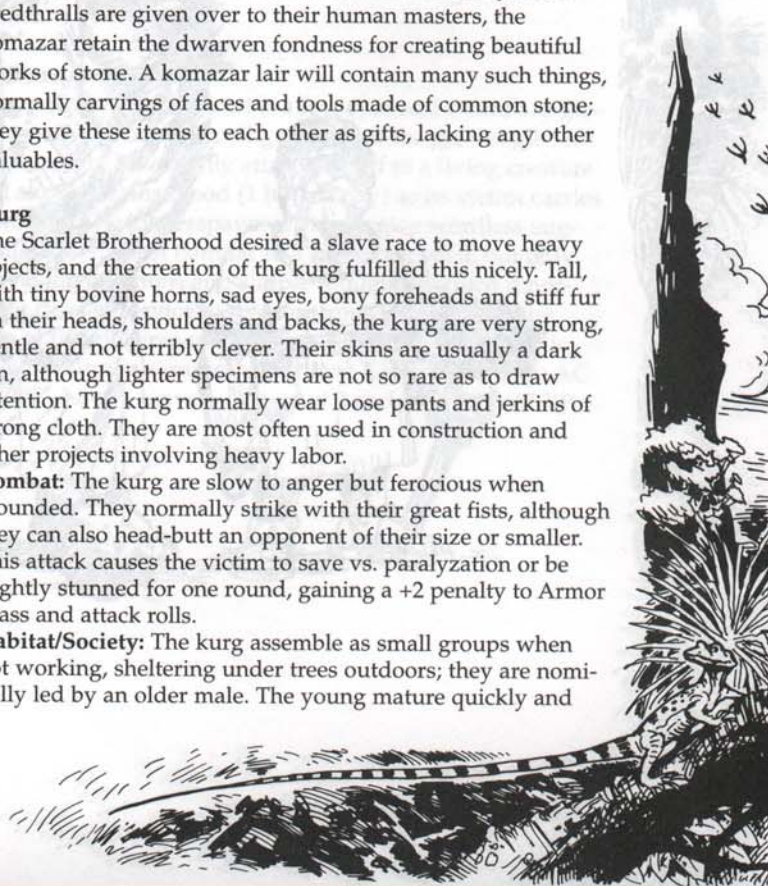
Ecology: While any precious materials unearthed by these bredthralls are given over to their human masters, the komazar retain the dwarven fondness for creating beautiful works of stone. A komazar lair will contain many such things, normally carvings of faces and tools made of common stone; they give these items to each other as gifts, lacking any other valuables.

Kurg

The Scarlet Brotherhood desired a slave race to move heavy objects, and the creation of the kurg fulfilled this nicely. Tall, with tiny bovine horns, sad eyes, bony foreheads and stiff fur on their heads, shoulders and backs, the kurg are very strong, gentle and not terribly clever. Their skins are usually a dark tan, although lighter specimens are not so rare as to draw attention. The kurg normally wear loose pants and jerkins of strong cloth. They are most often used in construction and other projects involving heavy labor.

Combat: The kurg are slow to anger but ferocious when wounded. They normally strike with their great fists, although they can also head-butt an opponent of their size or smaller. This attack causes the victim to save vs. paralyzation or be slightly stunned for one round, gaining a +2 penalty to Armor Class and attack rolls.

Habitat/Society: The kurg assemble as small groups when not working, sheltering under trees outdoors; they are nominally led by an older male. The young mature quickly and





normally accompany their parents to the work-sites as soon as they are able.

Ecology: The kurg only work under the orders of their Brotherhood masters. If left alone, they are content to wander the countryside in search of grain and sweets. They do no particular harm to the environment and produce no useful goods.

Rullhow

The result of a crossbreed between captured Olman and a lemur-like creature native to the jungles, the rullhow are hairy humanoids with tan to reddish skin, black hair on their heads, very large eyes and short tails. Normally, their stature is hunched; they usually go barefoot and wear only breechcloths or loincloths. Agile climbers, the rullhow are responsible for keeping the streets and buildings of the Brotherhood cities clean.

Combat: The rullhow are timid and only fight if cornered. Their attack is either a feeble scratching or a desperate flailing with a brush, bucket, or other tool. When threatened, they escape if at all possible.

Habitat/Society: The rullhow live in secluded alleys and on roofs of buildings in the cities of the Tilvanot peninsula. They feel more secure in numbers, and young are raised by the pack.

Ecology: The rullhow pay meticulous attention to cleanliness, and the areas in which they live are free of refuse, litter and garbage. They help keep the population of vermin and insects low.



breiryn



CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Unknown
INTELLIGENCE:	High to exceptional (13–16)
TREASURE:	F
ALIGNMENT:	Chaotic good
NO. APPEARING:	Unknown
ARMOR CLASS:	–2
MOVEMENT:	18, Sw 18
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d6/2d6 (half during daylight)
SPECIAL ATTACKS:	Acidic web nets, spells
SPECIAL DEFENSES:	+1 blunt weapons or better to hit
MAGIC RESISTANCE:	25% (0% during daylight)
SIZE:	L (6′ to 7′) tall)
MORALE:	Champion (16)
XP VALUE:	7,000

The breiryn (BREE-rin) vaguely resembles a massive spider. It has only four legs, but those end in ebony, cloven hooves. Its face is apelike and deeply wrinkled, ending in a piggish snout and two long, downward curving tusks. Its body is nearly as broad as it is tall and exudes a repulsive, musky odor. The breiryn's torso is covered by coarse bits of hide that look like broken glass. Its legs and long, whiplike tail are smooth and shiny. It is said to be dark gray.

This creature moves only under the cover of darkness, aided by its magnified senses. Its ears can pick up a human heartbeat at 50 feet. In daylight its senses drop in strength—it can see only 30 feet, it is practically deaf, its normal damage is halved, and its magic resistance fails.

The breiryn speaks most human tongues, and it can communicate with freshwater fish. Once a day, the breiryn can cast *airy water*, as if it were a 7th-level wizard. Twice a day, the breiryn can turn itself *invisible*, per the spell.

While a wizard is a companion to the breiryn, he gains the ability to breathe water and to see for 90 feet as if he had infravision.

Combat: This garradalaigh avoids daylight combat at all costs. At night, however, it is quick to join a fight when wizards are in jeopardy. When fighting, the breiryn rears up on its back legs; using its tail for support, it strikes with its front hooves. Though the blows are not hard, an unusual venom secreted from the hooves inflicts the real damage, and protections from poison are useless.

In addition, every four rounds the creature can spit an acidic web net. The net is 15 feet square and capable of engulfing one L-size figure, two M-size figures, or three S-size creatures. The web inflicts 1d4 points of damage for three consecutive rounds and then dissipates. To break free, the victim must roll more than half of his Strength score on 1d20.

Because of the breiryn's unusual hide, edged weapons inflict no damage. However, +1 or better blunt weapons inflict full damage.

Habitat/Society: When the breiryn associates with a human, it is only with a wizard, usually one below 8th level. It considers higher level mages stuffy. Few other details have passed down through the legends, which generally place this creature around the Zhaïnge River in central Khinasi.

Ecology: A breiryn can eat nearly anything—plant or animal. Its chief delicacies are reported to be potions, other consumable magical items, and candles.

B'rohg

CLIMATE/RAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Bands or cliques
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J, K
ALIGNMENT:	Neutral
NO. APPEARING:	1-12
ARMOR CLASS:	7 (10)
MOVEMENT:	15
HIT DICE:	5 + 3
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	11-18 (1d8 + 10)
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	see below
MAGIC RESISTANCE:	see below
SIZE:	H (15′ tall)
MORALE:	Average (10)
LEVEL/XP VALUE:	650 Leader: 975 Renegade: 975



These multi-armed, humanoid kin to giants are often hunted for combat in the gladiatorial arenas of Athas due to their strength, size, and special combat abilities.

B′rohg are tall, slim, humanoid giants with four arms and two legs. They have burnt orange skin, the result of having spent their lives on the hot deserts of Athas. They stand 15′ in height when fully mature, with sharp, angled features, a flat nose, and pointed ears located towards the backside of their skull. Some b′rohg are bald on top, but do have hair (which they will grow to waist-length) growing from the back of their heads. B′rohg have no facial hair. A b′rohg's garb is simple and well-suited to his primitive lifestyle. Males and females alike wear loose fitting skins or breeches made from reptilian leather.

B′rohg communicate with one another through a series of primitive grunts and hand signals. Because of their low intelligence, it is impossible to teach a b′rohg contemporary speech. It is possible to learn the grunt and sign language of the b′rohg through much study; however, such communication tends to be limited to simple concepts. Psionic or magical communication is also somewhat limited due to their low intelligence—contact is still limited to fairly simple ideas.

Combat: Naturally ambidextrous and very strong, b′rohg are highly prized for arena combat. B′rohg are formidable opponents due to their ability to make four separate attacks per round. The primary two attacks are unmodified. The other two attacks are attempted with a -2 attack roll penalty. B′rohg prefer to fight with primitive stone weapons, such as spears and clubs, but will use any available weapon. A favored form of attack is wielding clubs in the lower two arms and long spears in the upper arms. While most younger b′rohg favor an all-out, 4-weapon attack, some older b′rohg prefer to pad their lower two arms and use them as shields, thus "equalizing" the match. Using the latter method, b′rohg get two chances to parry while still making two attacks.

Because of their lack of intellectual development, b′rohg have never mastered the use of missile weapons other than those which can be thrown (rocks, etc.). Because of the motion of throwing, a b′rohg can only throw a maximum of two objects per round, and they do so by throwing from the same side simultaneously.

There will be a dominant male leader present in any group of six or more b′rohg. The leader has 6+3 Hit Dice and a THAC0 of 13. The leader also brings his battle savvy into play, directing the combat actions of his warriors. When a leader is present, the b′rohg are more likely to set ambushes for approaching enemies rather than conduct a simple frontal assault. Also, b′rohg under the command of a leader will turn and run after losing two of their original number. Otherwise b′rohg tend to fight to the bitter end.

Habitat/Society: B′rohg are a throw-back to simpler times. They are nomadic hunters and gatherers who continue to live within a primitive, "stone age" culture primarily because of their low intelligence. A b′rohg child taken and raised in a human community is unable to comprehend anything but primitive concepts; his lack of intelligence makes him unable to excel. B′rohg live in small bands comprised of 1-4 family units called cliques. Family units consist of one male, one or two females, and generally no more than four total offspring. Males are dominant within the family structure, but tasks within a band are accomplished by the most capable member regardless of gender. The strongest in the band are primarily hunters, while the older, weaker members and the children are gatherers and water bearers. B′rohg have yet to master fire, but are not afraid of it; in fact, they are often attracted to it if they see the distant glow. B′rohg are scavengers, and their clothing often testifies to this fact. When clothed, they combine animal skins with "found" or discarded scraps of clothing and armor.

B′rohg typically live to be 80 years of age but seldom do because of the harshness of their environment and a high mortality rate among their young. B′rohg do not understand the concept of death and tend to leave things that do not exhibit signs of life alone. An exception to this is seen in combat, where they may repeatedly strike a dead opponent just to make sure it does not

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arise later. B'rohg will eat the flesh of other races, but are not cannibalistic; they do not consume their own kind.

Neither suspicious nor superstitious, b'rohg are reactionary when magic is used in their presence. Depending on previous experiences with spellcasters, the creatures may be awed or angered. When encountering magic for the first time, their reaction tends to be one of curiosity (until the spellcaster's intent—malevolent or benevolent—has been established).

Their nomadic lifestyle calls for periods of movement followed by periods of rest. While on the move, the adults carry the few belongings they have and their children in simple sleds made from skins or leathers stretched across a triangle of wooden poles. Each adult drags a single sled across the ground to the next temporary settlement. Once in an area fresh for further hunting and gathering, the group settles down, forming small hovels out of their sleds and additional skins. Where possible, the hovels use existing rocks and crevices to serve as walls or additional rooms, respectively. When under the direction of a dominant male leader, the group selects an easily defended position over any others.

Ecology: B'rohg do not directly contribute to the social or economic well-being of Athas, as they neither create nor produce any raw materials or refined goods. They are, however, top draws at gladiatorial arenas, although they seldom benefit from their victories. Some captive b'rohg are too stupid to attempt to escape, while others die in their mad flight from the sorcerer-kings' cities. B'rohg are sometimes "seduced" into gladiatorial slavery by being tempted with sweetmeats, fresh cold water, and a variety of simple yet enticing "luxuries." However, this seduction is the exception and not the rule, as most b'rohg are sought out and overcome by shear force of numbers before being taken into slavery. Few people have ever made lasting friends with a b'rohg. Due to their limited intelligence b'rohg seldom remember friend from foe for any length of time.

Renegade B'rohg

B'rohg that are taken to the gladiatorial games of the city states are never allowed to win their freedom. Despite their humanoid form, b'rohg are considered animals by their trainers and owners, suitable for nothing more than entertainment through savage combat. However, low intelligence does not equate to low cunning, and many b'rohg have escaped their bonds to live free again in the Athasian wilderness. However, once trained for so-called civilized combat, the b'rohg is no longer suited to his original lifestyle.

While in the arena, renegades learn a great deal about more sophisticated combat techniques. They learn the benefits and use of armor, something rarely practiced in the wild. Renegade b'rohg fashion their own armor when they reach the wilderness, using animal bone, chitin, and wood as available. A renegade b'rohg has AC 3, 4, or 5 (1d3+2).

Also, a renegade b'rohg usually escapes with a fair weapon from the arena. It is either metal (25%) or obsidian (75%), and the renegade is skilled enough to use it and some other primitive weapon (a club or spear) at the same time. Renegade b'rohg can attack with both weapons each round without attack roll penalties.

Renegade b'rohg tend to live solitary lives. In encounters with other, more primitive b'rohg, the renegade keeps his distance, ashamed of his original capture, but also ashamed by the simplistic lives of his kin. The only places where renegades find universal acceptance is among the slave tribes. Once again among the familiar trappings of gladiatorial companionship, but without the abuse of servitude, renegades make excellent warriors and laborers.

There is a 20% chance that any encounter with b'rohg will, in fact, be with a single renegade b'rohg.

Broken One

	Common	*Greater*
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any (night)	Any (night)
DIET:	Varies	Varies
INTELLIGENCE:	Low (5-7)	High (13-14)
TREASURE:	I, K, M	I, K, M (Z)
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	3-12 (3d4)	1-4 (1d4)
ARMOR CLASS:	7 (10)	5 (8)
MOVEMENT:	9	9
HIT DICE:	3	5
THAC0:	17	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 (or by weapon)	1d8 (or by weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4-7'tall)	M (4-7' tall)
MORALE:	Unsteady (5-7)	Steady (11-12)
XP VALUE:	175	650



Broken ones (or *animal men*) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at *resurrection*, *reincarnation*, or *polymorph* spells.

While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features, wiry whiskers, curling clawed fingers, and a long, whip-like tail.

Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

Combat: Broken ones tend to be reclusive creatures and combat with them is rare. Still, they are strong opponents. Broken ones are almost always blessed with a greater than human stamina, reflected in the fact that they always have at least 5 hit points per Hit Die. Thus, the weakest of broken ones has at least 15 hit points. In addition, broken ones heal at a greatly accelerated rate, regenerating 1 hit point each round.

A broken one will often wield weapons in combat, inflicting damage according to the weapon used. Many broken ones have also developed claws or great strength, which makes them deadly in unarmed combat. Hence, all such creatures inflict 1d6 points of damage in melee. Unusually strong strains might receive bonuses to attack and damage rolls.

Many broken ones have other abilities (night vision, keen hearing, etc.) that are derived from their animal half. As a general rule, each creature will have a single ability of this sort.

Habitat/Society: Broken ones tend to gather together in bands of between 10 and 60 persons. Since they seldom find acceptance in human societies, they seek out their own kind and dwell in secluded areas of dense woods or rocky wastes far from the homes of men. From time to time they will attack a human village or caravan, either for supplies, in self-defense, or simply out of vengeance for real or imagined wrongs. If possible, they will try to seek out their creator and destroy him for the transformations he has brought upon them.

When a society of these monsters is found, it will always be tribal in nature. There will be from 10-60 typical broken ones with one greater broken one for every 10 individuals. The greater broken ones (described below) will act as leaders and often have absolute power over their subjects.

Ecology: Broken ones are unnatural combinations of men and animals. Their individual diets and habits are largely dictated by their animal natures. Thus, a broken one who has leonine characteristics would be carnivorous, while one infused with the essence of a horse would be vegetarian. There are no known examples of a broken one who has been formed with the essence of an intelligent nonhuman creature.

Broken ones do manufacture the items they need to survive. These are seldom of exceptional quality, however, and are of little or no interest to outsiders. Occasionally, broken ones may be captured by evil wizards or sages who wish to study them.

Greater Broken Ones

From time to time, some animal men emerge who are physically superior. While they are still horrible to look upon and cannot dwell among men, they are deadly figures with keen minds and powerful bodies. Their twisted and broken souls, however, often lead them to acts of violence against normal men.

These creatures regenerate at twice the rate of their peers (2 hit points per round) and inflict 1d8 points of damage in unarmed combat. When using weapons, they gain a +3 to +5 bonus on all attack and damage rolls. Like their subjects, they often have special abilities based on their animal natures. Such powers, however, are often more numerous (from 1-4 abilities) and may be even better than those of the animal they are drawn from. For example, a greater broken one who is created from scorpion stock might have a chitinous shell that gives it AC 2 *and* it might have a poisonous stinger.

	Brownie	Killmoulis
CLIMATE/TERRAIN:	Temperate rural	Human areas
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Tribal	Solitary
ACTIVITY CYCLE:	Night	Nocturnal
DIET:	Vegetarian	Omnivore, scavenger
INTELLIGENCE:	High (13-14)	Average (8-10)
TREASURE:	O, P, Q	K
ALIGNMENT:	Lawful good	Neutral (chaotic good)
NO. APPEARING:	4-16	1-3
ARMOR CLASS:	3	6
MOVEMENT:	12	15
HIT DICE:	1/2	1/2
THAC0:	20	20
NO. OF ATTACKS:	1	Nil
DAMAGE/ATTACK:	1-2 (weapon)	Nil
SPECIAL ATTACKS:	Spells	See below
SPECIAL DEFENSES:	Save as 9th-level cleric	See below
MAGIC RESISTANCE:	Nil	20%
SIZE:	Tiny (2' tall)	Tiny (under 1' tall)
MORALE:	Steady (11-12)	Average (8-10)
XP VALUE:	175	35



Brownies are small, benign humanoids who may be very distantly related to halflings. Peaceful and friendly, brownies live in pastoral regions, foraging and gleaning their food.

Standing no taller than 2 feet, brownies are exceedingly nimble. They resemble small elves with brown hair and bright blue eyes. Their brightly colored garments are made from wool or linen with gold ornamentation. They normally carry leather pouches and tools for repairing leather, wood, and metal.

Brownies speak their own language and those of elves, pixies, sprites, and halflings, as well as common.

Combat: Brownies prefer not to engage in combat, and only do so if threatened. Angry brownies rarely meet their foes in hand to hand combat, relying instead on magic.

Since their senses are so keen, it is impossible to surprise brownies. They are superb at blending into their surroundings and can become all but invisible when they choose. This, combined with their great agility, gives them an AC of 3.

Brownies use spells to harass and drive away enemies. They can use the following spells, once per day: *protection from evil, ventriloquism, dancing lights, continual light, mirror image* (3 images), *confusion,* and *dimension door.* If cornered and unable to employ any spells, brownies attack with short swords.

Habitat/Society: Brownies live in rural areas, making their homes in small burrows or abandoned buildings. They often live close to or on farms, as they are fascinated by farm life.

Brownies live by harvesting wild fruits and gleaning grain from a farmer's field. Being honest to the core, a brownie always performs some service in exchange for what is taken. One might milk a farmer's cows and take only a small amount.

Some brownies go so far as to become house brownies. They observe the families in a given area, and if one meets their high moral standards, these brownies secretly enter the household. At night, while the residents are asleep, they perform a variety of helpful tasks; spinning, baking bread, repairing farm implements, keeping foxes out of the hen house, mending clothes, and performing other household tasks. If a thief creeps silently into the house, they will make enough noise to awaken the residents. Watchdogs and domestic animals consider brownies friendly and never attack or even bark at them.

All brownies ask in exchange for their labor is a little milk, some bread, and an occasional bit of fruit. Etiquette demands that no notice be taken of them. If the residents boast about the presence of a brownie, the brownie vanishes.

Brownies are not greedy, but they do have small hoards of treasure which they have taken from evil monsters or received as gifts from humans. A brownie sometimes leaves his treasure in a location where a good person in need is bound to find it.

Strangers and outsiders are constantly watched by the brownies of the community until their motives are established. If the brownies decide that a stranger is harmless, he is left in peace. If not, the brownies unite and drive the intruder out.

Brownies know every nook and cranny of the areas where they live, and thus make excellent guides. If asked politely, there is a 50% chance that a brownie will agree to act as a guide.

Ecology: Brownies are basically vegetarians who live very comfortably on the gleanings of agricultural life. They make efficient use of leftovers that are too small for humans to notice. When brownies glean from fields, they do so after harvest, gathering grains and fruits which might otherwise be wasted.

Killmoulis: The killmoulis is a distant relative of the brownie, standing under 1-foot in height but with a disproportionately large head and a prodigious nose. Killmoulis are able to blend into surroundings and are therefore 10% detectable. They live in symbiotic relationships with humans, usually where foodstuffs are handled, making their homes under the floors, and in the walls and crawlspaces.

CLIMATE/TERRAIN:	Temperate/Urban
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivorous
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT	Lawful Good
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	n/a
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	10%
SIZE:	T (1' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



Boggarts are tiny, helpful cousins to brownies who live in extremely old buildings. They much prefer inhabited homes to abandoned structures.

Boggarts are invisible to all but the most innocent of humans. These are usually children, but occasionally a very good paladin or lawful good priest can see them. Those who have viewed boggarts describe them as funny little men with big noses and colorful clothes. Boggarts speak the common tongue as well as the languages of elves and brownies.

Combat: Boggarts shun fighting, and they hate evil creatures. When one enters their home, they use their spell abilities to torment the creature in hopes of driving it away. Boggart pranks may include making an offending creature's hair grow, turning it green, or making it trip over the furniture.

Boggarts have several spell-like powers to help them with their jokes. At will they can use *faerie fire, ventriloquism, dimension door, audible glamer, cantrip,* and *telekinesis (50* lbs.). As noted, they are invisible to most creatures, and only detection spells can reveal their presence.

Anyone who is cowardly enough actually to kill a boggart becomes the recipient of a debilitating curse of the DM's design. This may be lifted only by a *remove curse* spell by a caster of no less than 12th level.

Boggarts have a particular weakness: they are frightened by loud noises, which cause them to make a Morale check or flee.

Those who can communicate with boggarts find them a great source of information. Assume that any boggart is 50% likely to know any fact about the area in which they live, 80% if that knowledge involves other fairies.

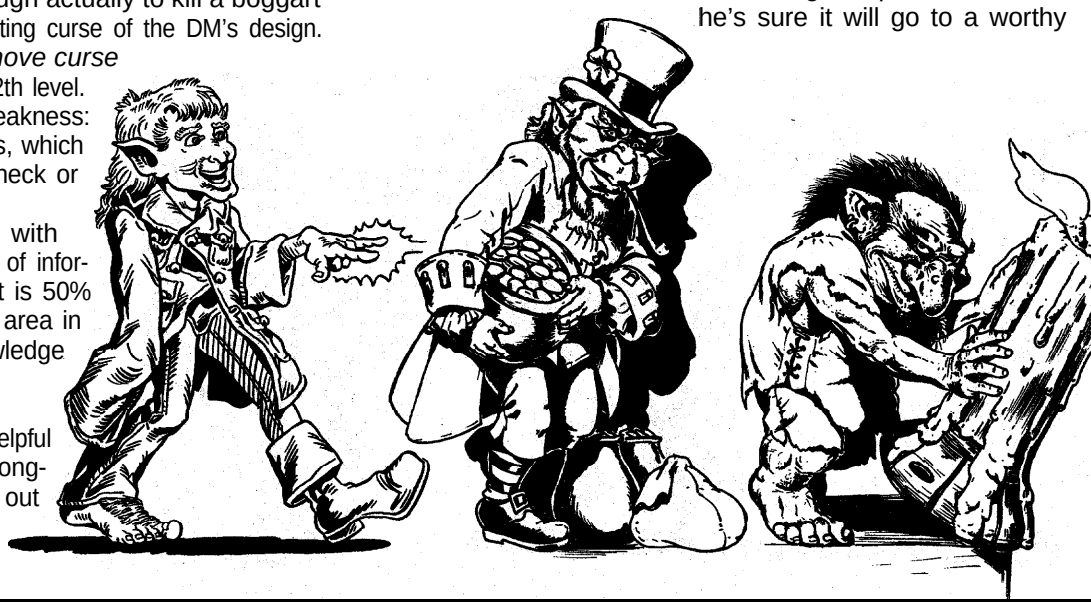
Habitat/Society: Boggarts are helpful creatures who live in houses belonging to very good people, helping out with chores and such after the family goes to bed. They also have been known to play with young children, but they vanish when a disbelieving adult is near.

Boggarts never accept payment for their help, though if someone leaves out small scraps of food for them, they gladly gobble it up.

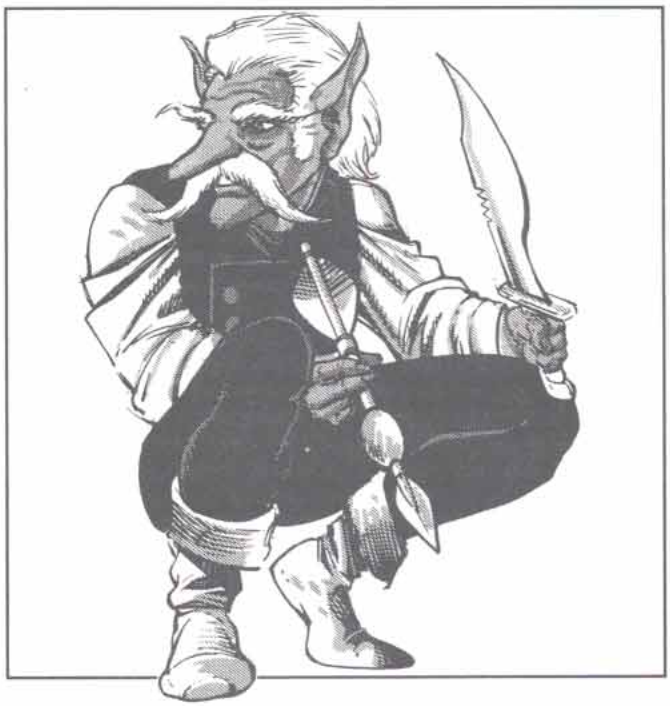
Boggarts are usually solitary, though every month at the night of the full moon, dozens—or even hundreds—of boggarts gather in one area for a big festival. Very few mortals have seen these merry occurrences, and those who have tell that strange secrets can be gleaned from them.

Ecology: Boggarts are primarily vegetarians, though they may eat sausages and smoked meats at their festivals.

Boggarts don't hoard wealth, but some may have a small amount of treasure collected over the years. A boggart may be convinced to give up his treasure if he's sure it will go to a worthy



CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	X
ALIGNMENT:	Neutral
NO. APPEARING:	5-20
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	1−1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	T (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	420



Buckawns are similar to the more common brownie, but they are trickier and less friendly. Unlike their better-known kin, they distrust all other races and shun all contact with them. If they are pressed or disturbed, buckawns have no qualms about removing the offending party once and for all.

Buckawns look much like normal brownies, but they generally have darker skin and lighter hair. They tend to dress in russets and greens, enabling them to blend in with the wild lands they inhabit.

Brownies and buckawns speak the same tongue, although they find each other's accents to be quite horrid. Most buckawns can also speak one or more of the languages of sylvan creatures, such as pixies, sprites, nymphs, or satyrs.

Combat: Although small in stature, a buckawn makes a very dangerous adversary. The reasons for this center on the creature's great dexterity and natural magical abilities.

Buckawns are very nimble creatures whose great agility makes them difficult targets in combat. While this accounts for their low Armor Class, it also enables them to hide in shadows or move so silently that they stand an 80% chance of success at either endeavor.

Buckawns have keen senses. Their hearing is far more sensitive than that of normal humans, and they know every sound of the forest around them, so unusual sounds are quickly detected. In fact, their hearing is so keen that anyone attempting to evade detection by moving silently near a buckawn does so with a −50% penalty. Their sense of smell, likewise, is highly refined—they can detect strange scents as quickly as a bloodhound.

While these other senses are fine indeed, buckawn vision is truly wondrous. Buckawn sight extends into the infrared band of the spectrum, giving them excellent vision in dark places. Further, they can detect invisible creatures at a glance without the slightest effort on their part. All these things combine to make it impossible to surprise a buckawn in the wilds.

Buckawns are able to employ a wide variety of magical powers in their own defense. Once each round they are able to invoke any one of the following powers: *audible glamer, change self, dancing lights*, or turn invisible. In addition, they are able to employ *entangle, pass without trace, summon insects*, or *trip* spells once each per day. In all cases, these powers are initiated with but a thought, requiring no recognizable casting of any sort. They take effect instantly and can be employed while the buckawn engages in another action. All buckawn spells function as if cast by a 6th-level caster.

Buckawns favor knives and darts in combat. They are quick to employ poison or other drugs on their weapons if they have some special hatred for their opponent. Buckawn poisons are among the most potent ones known to man, imposing a −4 penalty to all saving throws made against them.

Habitat/Society: Buckawns are a reclusive folk. Only on the rarest of occasions will a buckawn clan have anything to do with other creatures. Further, it is worth noting that this attitude applies also to buckawns from other clans. While they are not instantly attacked or driven away, strange buckawns are treated with extreme caution until their motivations and capabilities are known.

A buckawn clan lives in a single home carved into the bowels of a great tree. More often than not, this is the largest tree in the forest. One third of the clan is charged with hunting the small animals the buckawn like to eat, while the rest of the band is split evenly between domestic upkeep and gathering the fruits and nuts that round out their diet. On rare occasions, a buckawn clan may keep a herd of chipmunks or squirrels as livestock, thus eliminating the need to hunt.

Ecology: Buckawns are magical creatures that fit into the fabric of wilderness life in much the same way that sprites, pixies, and dryads do. They are a reflection of the life force in the woodlands; so long as their woods are green and growing, the buckawn are bright and alive. If any form of rot or decay works its way into their corner of the world, the buckawn sicken and die if they cannot overcome this enemy of the forest.

Buckawn poisons are very valuable because of their great potency. While these are hard to come by, they are worth twice as much as normal poisons.

Brownie, Dobie

CLIMATE/TERRAIN:	Temperate rural
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	2–8
ARMOR CLASS:	5 (9)
MOVEMENT:	9
HIT DICE:	1–4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (1d2 or 1d3)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Save as 9th-level priest
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (2′ tall)
MORALE:	Average (8–10)
XP VALUE:	120



Dobies are small humanoids, similar in appearance to their cousins, the brownies. They live peaceful, reclusive lives. When they encounter humans or other civilized creatures, dobies try to be helpful neighbors to the "big folk," with mixed results.

Dobies resemble small elves, with brown eyes and hair, and work-a-day clothing to match. Their features are generally plain; they have ears that are only slightly pointed, their faces are more reminiscent of tired farmers than bright-eyed children. While they move with a free gait, no one would call them nimble. In fact, their image is more "country bumpkin" than "mischievous faerie."

While they converse among themselves in the language of brownies, all dobies know the common tongue, and that of at least one other faerie creature (such as sprite or pixie).

Combat: Dobies are inoffensive creatures; if threatened they prefer to walk or sneak away than to fight. Still, they are very protective of their big-folk neighbors, and will fight to defend them and their property against all comers.

The drab colors of their tough clothing combine with their size and activity level to help them hide in any natural setting, giving them an effective AC of 5 outdoors or in a building furnished in natural materials. In strange environments, a dobie's Armor Class is 9.

In combat, a dobie prefers to cast *confuse languages* (the reverse of *comprehend languages*), *grease*, *forget*, *fumble* and *ray of enfeeblement* (once per day each at the minimum level to cast each spell) to confound and confuse opponents. A dobie also can use a tool, such as a hoe or hammer, as a makeshift weapon, inflicting 1d2 points of damage per hit. If they come across a real weapon, such as a dagger or short sword, their inexperience means that they still only inflict 1d3 points of damage when they hit.

Dobies are particularly gullible, suffering a –3 penalty to saving throws against illusions and charm attacks.

Habitat/Society: Small families of dobies live in crude cottages made of twigs and thatch hidden in the thickets at the corners of a farmer's fields. If there are more than four dobies on one farmer's property, they will be split into two or more households at the corners of the fields. Like brownies, they glean food from the fields after the harvest, but they are far from efficient, and the end result won't be the perfectly clean fields of their cousins, but something more akin to the natural habitats of birds and rodents.

As good creatures, dobies feel obligated to pay for the food they glean and the land they live on. They offer payment in deed, such as temporarily guarding treasure or doing household chores. The dobie won't ask what sort of chores need doing; normally performing his favors at night or when there's nobody around to see him, but his labors seldom go unnoticed.

Unfortunately, dobies almost always botch the favors they try to perform. If they milk the farmer's cows, they forgot to close the barn door afterward, allowing the cows to wander afield. If they rescue the wayward cows, they are likely to break fences and trample gardens as they lead the cattle back to the farm. If their "landlord" knows that dobies are the cause of the accidents, and berates them about it, the dobies will misconstrue the criticism as a complaint about the amount of work done, and they will redouble their efforts to make good on their debt. While one cannot fault their intentions, if it weren't for the times that their fumbling accidentally benefits the dobie's landlord, one could almost consider them a curse, instead of a blessing.

A dobie's fumbling becomes a blessing when thieves, brigands, or other hostile beings (including wild animals) appear on the property. Dobies are protective of their adopted families, and will try to defend the goods and lives of their landlords against attack, especially if the farmer isn't there to defend it himself. The scene after a typical fight with a dobie family will be a jumbled mess of broken furniture, smashed crockery, and the like, but at least the lives and major goods of the farmer will have been safeguarded.

Few dobies ever become "house dobies," actually living in the big folks' home and performing services for them on a daily basis. This is not because they don't want to be close to their neighbors, but because the inadvertent damage they do is likely to convince the family they adopt that the house is haunted by some poltergeist, forcing them either to take drastic measures to remove the dobie, or even move away. On the other hand, it is difficult to offend a dobie enough to make him leave "his" farm; they are as oblivious to insults as they are to the proper workings of a big folk family and farm.

Ecology: Dobies live on the margins of civilization. They are strict vegetarians, but they are unable to cultivate land of their own; it must first be plowed and seeded by "big folk," after which they do their part to care for the growing plants.

CLIMATE/TERRAIN:	Human areas
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore, scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Neutral (chaotic good)

NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	½ (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	T (under 1' tall)
MORALE:	Average (8-10)
XP VALUE:	7



Killmoulis are diminutive beings who like to provide useful services but also commit mischief.

A killmoulis is under one foot in height. Although the overall shape is that of a thin humanoid, the head is immense in proportion. Killmoulis have no mouths or chins. They inhale food through their prodigious noses. Killmoulis do not speak but are apparently telepathic. They appear to be sexless.

Combat: Killmoulis are basically inoffensive beings. They lack any real ability or inclination to attack humans or demihumans. They may use needles to stab rats; such attacks cause 1 point of damage.

Killmoulis are very fast and are able to blend into their surroundings. They are only 10% detectable.

Habitat/Society: Killmoulis always dwell in places where humans or demihumans are involved in some form of industry, preferably in places where foodstuffs are handled. They make their homes under the floors, within the walls, or atop the dark rafters. They come out only when the workers are gone. Like their distant relatives the brownies, the killmoulis are torn between the benevolent performance of useful duties and an mischievous streak to perform harmless tricks. Killmoulis are tireless workers adept at performing simple tasks.

They are always hungry and can devour prodigious amounts of grain, meal, flour, or whatever food is in the area. Their mischief tends to reflect the relationship with their unwitting landlord. If they are left alone, the tricks tend to be irksome but not unduly destructive. if the landlord tries to capture or harm the killmoulis, such tricks can be destructive, although not overtly fatal.

Killmoulis hate dogs, cats, and rats, as these animals attack killmoulis. Rats are snared and stabbed with long needles. Cats and dogs are poisoned if the animals prove a threat to the killmoulis. If the killmoulis are unable to deal with the dangers of an area, they pack up and leave for safer buildings.

Killmoulis are extremely shy. Although they like living and working alongside humans and demihumans, they are unable to directly face the "giants." If detected, killmoulis flee in mindless panic. If caught, they may die of fright. Still, despite their reclusive nature, killmoulis can be befriended. They appreciate gifts such as warm food and garments their size. They like to watch their benefactors from hiding. They may even send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as "warm feelings."

Telepathic or shapechanging humanoids may be able to directly communicate or approach killmoulis. Killmoulis personalities and interests are similar to those of the tradesmen and farmers whose buildings they share. Killmoulis tales are dominated by stories of past friends and enemies, local gossip, and the proper methods of performing tasks. The killmoulis are habitual gossips. If a killmoulis will talk with a person, that person can gain access to an unparalleled spy network, although such information may be heavily slanted toward labor or domestic matters.

The sex of a killmoulis is difficult to judge due to the lack of external characteristics. There are no recorded encounters with immature killmoulis. It is believed that killmoulis reproduce in the same manner as other faerie humanoids such as brownies. Apparently the infants do not nurse (due to the lack of mouths or mammaries) but are born with the ability to inhale food. The actual life expectancy of a killmoulis is unknown (the killmoulis themselves don't keep records of such things) but it may be centuries.

Killmoulis keep small amounts of treasure. These are usually items they have found or scavenged along the way. Although they may steal from hostile "giants," they are happy to share their meager wealth with their friends.

Ecology: Killmoulis are a race that has adapted to a symbiotic lifestyle. Wise humans and demihumans welcome these secretive assistants; despite the killmoulis' appetites, their work tends to be more valuable than the food they consume. Killmoulis also act as guardians and watchmen against mutual threats, such as vermin and fire.

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High to genius (13–18)
TREASURE:	(O, P, Q, X)
ALIGNMENT:	Chaotic evil (neutral)
NO. APPEARING:	4–16
ARMOR CLASS:	–3
MOVEMENT:	96
HIT DICE:	1 HD + 1d4 hp (common; leaders 3 HD; elders 4 HD)
THAC0:	19 (common; leaders/elders 17)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	By weapon (S/M 1d3; L 1d2)
SPECIAL ATTACKS:	Spells; poison (leaders only)
SPECIAL DEFENSES:	Invisibility; save as Pr19
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Elite (13–14)
XP VALUE:	Normal: 2,000 Leaders: 3,000 Elders: 4,000



Although they were once much like any other race of brownie, quicklings sought out dark and dangerous magical powers. It may be that they intended to do good with their powers at one time, but the evil magic was too strong for them and they were corrupted.

Quicklings are small and slender beings, looking much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Quickling eyes are cold and cruel with a tiny spark of yellow light. Their skin is a pale blue to blue-white and their hair is often silver or snowy white.

Quicklings dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Quicklings never wear any form of armor or cumbersome clothes.

Quicklings speak a tongue very similar to that of brownies and buckawns, but they speak very quickly. To those unfamiliar with it, their speech is nothing but a meaningless stream of noise with individual sounds and words passing so quickly that no human can follow it. If quicklings wish to communicate with other beings, they must take care to speak very slowly. Many quicklings can speak either common, pixie, or halfling, while most of them (85%) can speak true brownie.

Combat: Quicklings are 100% invisible when not moving: When moving they are 90% invisible. In areas where they can move rapidly from cover to cover, like a forest or boulder-strewn field, they can use their speed to make their chance of invisibility 100%.

Quicklings are far more dangerous in combat than their minute size would lead opponents to believe. This is due primarily to the great speed at which they travel and their tremendous agility. In combat, a quickling can dart about so rapidly that it attacks three times in a single round. In addition, they are visible only as blurs when moving, giving them an excellent Armor Class. Quicklings required to roll a saving throw to avoid damage due to a hostile action do so as if they were 19th-level priests.

In combat, quicklings employ their sleek, needle-like daggers to cause ld3 points of damage to man-sized or smaller foes and ld2 to larger ones. Quickling leaders are 75% likely to employ poisoned blades that cause unconsciousness if the victim fails a saving throw vs. poison (must be rolled after each hit).

Quicklings have certain inherent magical powers they can employ at will. Only one power can be active at any given time. Once per day they may invoke the following powers: *ventriloquism, forget, levitate, shatter, dig,* and *fire charm.*

Habitat/Society: When the ancestors of the quicklings began to experiment with the dark forces that eventually corrupted them, they had no idea what the effects would be. Where once they were a gentle race of woodland beings, quicklings are now savage hunters and cruel killers. They regard all other humanoids as enemies to be hunted down and killed.

Quicklings live in extended family units in the same way as buckawns. Each group of quicklings is led by an individual of 3 Hit Dice. Clans with more than ten members have two such leaders, as well as an elder with 4 Hit Dice.

Quicklings dwell in places that are dark and evil. Adventurers have reported encountering them in groves of twisted and wicked-looking trees, near poisoned or cursed springs, and in overgrown areas once ruled by powerful chaotic beings.

As a rule, quicklings avoid contact with the outside world except when it promotes their own evil ends. In some cases, they have been known to deal with other evil races of magical nature (like imps and quasits) or powerful evil wizards and priests. On these occasions, the combination of such forces is a great danger to all good beings in the area.

Ecology: Because of their greatly accelerated metabolism, quicklings are the shortest lived of any sylvan race. They mature less than a year after birth and are fully adult by the age of two. Old age sets in at ten years and they often die before they turn 12. No known quickling has ever lived beyond 15 without the aid of powerful magic.

Bruja

Climate/Terrain:	Any Ravenloft but Tepest
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	(D)
Alignment:	Chaotic good
No. Appearing:	1
Armor Class:	0
Movement:	15
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1d6+6/1d6+6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Size:	M (5'–6' tall)
Morale:	Champion (15–16)
XP Value:	2,000



The bruja are melancholy, haglike creatures that, despite their frightening countenances, are in fact kind and helpful. Cursed with foreknowledge of their own deaths, these sad creatures work in modest ways to stem the tide of evil throughout the lands of Ravenloft.

Bruja look like wretched crones with long, ratty, black hair and gnarled faces. Their skin varies in color from chalky white to ash gray and their skin has the texture of a hard forest fungus. Warts and sores mar their flesh and rotten yellow teeth fill their mouths. The eyes of a bruja are usually milky and dull, giving the appearance of blindness. They wear simple peasant dresses that are usually devoid of patterns and decorations. Although frail in appearance, bruja are extremely strong and quick.

The bruja speak no languages of their own but have learned those of the communities and peoples of Ravenloft. They are able to converse freely with any type of wild animal that dwells near their home.

Combat: All bruja have a Strength of 18/00, the ability to *change self* at will, and an innate magic resistance. They often use their ability to *change self* in order to collect information and to provide assistance to travelers without revealing their true nature. Bruja have infravision (60-foot range) and their powerful senses make them impossible to surprise. Further, their stealth results in a –3 penalty to the surprise roll of any opponents when in a forest. The tremendous tracking abilities of the bruja result in a 100% chance of picking up a trail that is up to 24 hours old. For each hour past that time the likelihood of success drops by 10%.

While bruja generally use their spells to avoid direct combat, they can make use of their talonlike fingernails to deliver a violent attack that inflicts 1d6 points of damage. They gain a +3 adjustment to their attack rolls and a +6 adjustment to damage rolls because of their extraordinary strength.

Bruja can cast the following spells at will: *bless, change self, invisibility to undead, invisibility, know alignment, pass without trace,* and *speak with animals.* Once per day the bruja can cast *dispel evil, heal, remove curse, sunray* and *protection from evil, 10' radius.*

Habitat/Society: Because of their reclusive nature very little is known about these pensive creatures. Some say there are only three and that they once formed a dark covey like the sisters of Tepest. As a punishment for peering into forbidden aspects of the future they were cursed with a vision of their own terrible deaths. This drove them apart and slowly filled them with a disconsolate compassion for all things mortal. Whether such tales are true, no one can say.

Whatever their origins, the bruja tend to live in small houses in remote areas far from large communities. At home a bruja will generally be found in the company of 1d8 woodland and domestic animals not exceeding an accumulated total of 20 Hit Dice. Bruja use woodland animals as spies to inform them of the comings and goings within the domain where they live.

While a bruja will attempt to conceal her true identity in most encounters with others, she is susceptible to the arrogance to which all hags are prone. She is also used to dealing primarily with animals who do her bidding without question. Any long exposure to people is likely to bring out an impulsive display of power that can result in the inadvertent compromising of her disguise.

Ecology: Bruja have ravenous appetites and devour their food with gluttonous abandon. While they particularly enjoy raw meat, a holdover from their tainted pasts, they have acquired a taste for the nuts and berries that they gather in the forest. Bruja sometimes feast upon the flesh of intelligent creatures, but only those who have wronged them.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Individual: J, K, L, M, (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	5 (10)
MOVEMENT:	9
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 (2d4) or by weapon
SPECIAL ATTACKS:	Surprise, +2 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Steady to Elite (11-13)
XP VALUE:	120
Bugbear leader:	175
Bugbear chief:	175
Bugbear shaman:	175



Bugbears are giant, hairy cousins of goblins who frequent the same areas as their smaller relatives.

Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in color from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs.

Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature which earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear, but are far more dexterous.

The typical bugbear's sight and hearing are exceptional, and they can move with amazing agility when the need arises. Bugbear eyesight extends somewhat into the infrared, giving them infravision out to 60 feet.

The bugbear language is a foul sounding mixture of gestures, grunts, and snarls which leads many to underestimate the intelligence of these creatures. In addition, most bugbears can speak the language of goblins and hobgoblins.

Combat: Whenever possible, bugbears prefer to ambush their foes. They impose a -3 on others' surprise rolls.

If a party looks dangerous, bugbear scouts will not hesitate to fetch reinforcements. A bugbear attack will be tactically sound, if not brilliant. They will hurl small weapons, such as maces, hammers, and spears before closing with their foes. If they think they are outnumbered or overmatched, bugbears will retreat, preferring to live to fight another day.

Habitat/Society: Bugbears prefer to live in caves and in underground locations. A lair may consist of one large cavern or a group of caverns. They are well-adapted to this life, since they operate equally well in daylight and darkness.

If a lair is uncovered and 12 or more bugbears are encountered they will have a leader. These individuals have between 22 and 25 hit points, an Armor Class of 4, and attack as 4 Hit Die monsters. Their great strength gives them a +3 to all damage inflicted in melee combat.

If 24 or more bugbears are encountered, they will have a chief in addition to their leaders. Chiefs have between 28 and 30 hit points, an Armor Class of 3, and attack as 4 Hit Die monsters. Chiefs are so strong that they gain a +4 bonus to all damage caused in melee. Each chief will also have a sub-chief who is identical to the leaders described above.

In a lair, half of the bugbears will be females and young who will not fight except in a life or death situation. If they are forced into combat, the females attack as hobgoblins and the young as kobolds.

The species survives primarily by hunting. They have no compunctions about eating anything they can kill, including humans, goblins, and any monsters smaller than themselves. They are also fond of wine and strong ale, often drinking to excess.

Bugbears are territorial, and the size of the domains vary with the size of the group and its location. It may be several square miles in the wilderness, or a narrow, more restricted area in an underground region.

Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbears sometimes take prisoners to use as slaves.

Extremely greedy, bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush.

Ecology: Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stewpot.

Bulette

CLIMATE/TERRAIN:	Temperate/Any terrain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	-2/4/6
MOVEMENT:	14 (3)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	4-48/3-18/3-18
SPECIAL ATTACKS:	8' jump
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L 9½' tall, 12' long
MORALE:	Steady (11)
XP VALUE:	4,000



Aptly called a landshark, the bulette (pronounced Boo-lay) is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters.

It is rumored that the bulette is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette's head and hind portions are blue-brown, and they are covered with plates and scales ranging from gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyes are yellowish and the pupils are blue green.

Combat: A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry, and is constantly roaming its territory in search of food. When burrowing underground, the landshark relies on vibrations to detect prey. When it senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begin its attack. The landshark has a temperament akin to the wolverine—stupid, mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.

The landshark can jump up to 8 feet with blinding speed, and does this to escape if cornered or injured. While in the air, the bulette strikes with all four feet, causing 3d6 points of damage for each of the rear feat as well. The landshark has two vulnerable areas: the shell under its crest is only AC 6 (but it is only raised during intense combat), and the region of the bulette's eyes is AC 4, but this is a small oval area about 8 inches across.

Habitat/Society: Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) will share the same territory. In addition, other predators rarely share a territory with a landshark for fear of being eaten. The bulette has no lair, preferring to wander over its territory, above and below ground, burrowing down beneath the soil to rest. Since their appetites are so voracious, each landshark has a large territory that can range up to 30 square miles.

Bulettes consume their victims, clothing, weapons, and all, and the powerful acids in the stomach quickly digest the armor, weapons, and magical items of their victims. They are not above nibbling on chests or sacks of coins either, the bulette motto being eat first and think later. When everything in the territory is eaten, the bulette will move on in search of a new territory. The sole criteria for a suitable territory is the availability of food, so a bulette will occasionally stake out a new territory near human and halfling territories and terrorize the residents.

Very little is known of the life cycle of the bulette. They presumably hatch from eggs, but no young have ever been found, though small landsharks of 6 Hit Dice have been killed. It may be that the bulette is hatched from very small eggs, with few young surviving to maturity. Still other sages theorize that the bulette bears live young. There is also evidence that the bulette, like carp and sharks, grow larger as they get older, for unusually large landsharks of 11 feet tall and taller have been seen. Certainly no one has ever come upon the carcass of a bulette that died of old age.

Ecology: The bulette has a devastating effect on the ecosystem of any area it inhabits. Literally nothing that moves is safe from it—man, animal, or monster. In the process of hunting and roaming, the landshark will uproot trees of considerable size. In hilly and rocky regions, the underground movements of the bulette can start small landslides. Ogres, trolls, and even some giants all move off in search of greener and safer pastures when a bulette appears. A bulette can turn a peaceful farming community into a wasteland in a few short weeks, for no sane human or demihuman will remain in a region where a bulette has been sighted.

There is only one known benefit to the existence of the bulette: The large plates behind its head make superb shields, and dwarven smiths can fashion them into shields of +1 to +3 in value. Some also claim that the soil through which a bulette has passed becomes imbued with magical, rock-dissolving properties. Many would argue, however, that these benefits are scarcely worth the price.

Bulette, Gohlbrorn

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–6
ARMOR CLASS:	3
MOVEMENT:	9, Br 18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	2d6/3d6 + special
SPECIAL ATTACKS:	Launch stones
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (5–6½' long, 5' high)
MORALE:	Elite (13–14)
XP VALUE:	975



The gohlbrorn, a relative of the fearsome bulette, hunts throughout the cavern complexes of the Underdark. The gohlbrorn shares its larger cousin's bullet shape and thickly armored body, though it is considerably smaller and more intelligent than a bulette, and runs in packs.

The creature's hindquarters range from dark blue to deep brown; its head, which comprises a considerable portion of its body, is a dark gray. The thick scales and plates of the gohlbrorn reflect the color of the surrounding stone and rock.

The gohlbrorn possesses an inner eyelid that filters all light brighter than candlelight. This nictitating lid protects the creature from the blinding effects of light spells and is an invaluable aid when it hunts close to the surface world.

Gohlbrorns have their own complicated language that sounds like distant rumbling to the untrained ear. It is unknown whether these predators can reproduce the speech of other creatures; it is likely, however, that they can learn and understand languages other than their own.

Combat: Gohlbrorns are extremely cunning fighters. Their coloration allows them to blend in with their surroundings such that they are indistinguishable from natural stone 45% of the time. A pack of these predators often uses their natural coloring to conceal themselves so as to observe their prey before attacking. Gohlbrorns do not attack obviously powerful prey unless they believe the odds to be in their favor. Whenever possible, they tunnel ahead of their intended victims and lie in ambush just below the surface of cavern walls, ceilings, and floors. When the prey reaches the ambush site, the gohlbrorns spring out from their tunnels; opponents suffer a –3 penalty to surprise rolls.

Gohlbrorns fight in a highly organized manner; they converge from different directions and concentrate their attacks on spellcasters before engaging other enemies. Often, the gohlbrorns use hit-and-run tactics: They assault an opponent, then dive back into their tunnels, only to attack again from a different position. Their favorite melee attack consists of a powerful claw, which inflicts 2d6 points of damage, and a ferocious bite, which inflicts 3d6 points of damage.

In addition to these attacks, a gohlbrorn can spew large rocks from its gullet. These can be hurled accurately, one per round, at enemies within 60 feet. The missiles strike with tremendous force, inflicting 1d8+1 points of damage. The creature stores these rocks as it burrows through the earth; each gohlbrorn normally has 2d4 missiles available.

A pack of gohlbrorns rarely stands its ground in a losing battle; they quickly flee if met with overwhelming forced. These intelligent predators have long memories, however, and it is not uncommon to see them flee a battle, only to return later with greater numbers.

Habitat/Society: Gohlbrorn packs might be found wandering anywhere in the Underdark, though many prefer to hunt near large populations of easy prey (such as grimlocks, quaggoths, and the like). Their intelligence and ability to coordinate their attacks make them dangerous; occasionally, races that are otherwise enemies will cooperate to drive of or slay a gohlbrorn pack.

Although gohlbrorns have highly structured hunting groups, with the strongest acting as leader, they rarely set up permanent lairs. Mated pairs set up temporary lairs to shelter 1d6 eggs. The creatures defend their eggs to the death, although the parents abandon their hatchlings soon after the young emerge from their shells.

Ecology: Gohlbrorns are short-lived in comparison to other denizens of the Underdark; they actively hunt for about 20 years before age slows them down. Unlike many predators, however, they do not abandon older members of the hunting pack. In fact, the younger hunters in the pack often catch prey for older members too frail to hunt on their own.

Gohlbrorns eat just about any sort of prey they can catch. They fear illithids and find svirfneblin, with their illusions, far too bothersome to hunt. Drow, however, seem to be a much-sought-after food.

—*From* DRAGON Magazine Annual #1

Bulette, Mutated

CLIMATE/TERRAIN:	Temperate/Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−2/4/6
MOVEMENT:	14, Burrow 3
HIT DICE:	10 (73 hit points)
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	4d12/3d6/3d6
SPECIAL ATTACKS:	8′ jump, breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9½′ tall, 12′ long)
MORALE:	Steady (11)
XP VALUE:	5,000

The monster described in this module is identical to the bulette of the *Monstrous Compendium* and is derived from the original creature by magical and biological experimentation by the wizard Shivnar.

Combat: Like a normal bulette, the mutated variety attacks anything it considers edible. However, in addition to its bite and front claw attacks, there is a 65% chance per round of combat with a foe that has actually caused it to lose hit points that the mutated monster will breathe a cone of fire 20′ long, with a base diameter of 5′, that does 3-18 hp damage (save vs. breath weapon for half damage). The creature has been given venom glands by Shivnar to enable it to breathe fire, and it can use this attack up to four times per day.

Like the normal bulette, the mutated variety has AC −2 around its heavily fortified head, AC 6 in the vulnerable area beneath its crest, and AC 4 in the tiny area of the orbits of its eyes. When injured or cornered, it may also jump up to 8′, employing its rear feet in attacking. It doesn't employ its breath weapon in the same round that it jumps.

Habitat/Society: If this specimen escapes from Shivnar's lair, it may, at the DM's option, meet with others of its kind and produce offspring. In this unlikely event, half of any young will be normal bulettes, the other 50% will be identical to Shivnar's creation.

It conforms to normal bulettes with regard to territory and disposition.

Ecology: If the beast is released into Kilfay, it isn't long before large tracts of woodland are either undermined or destroyed by fire. In 1-3 weeks, if not slain, it moves into the area of Talvli to hunt the humans and their livestock, burning houses and toppling forts as it tunnels about the land. If slain, its armor may be fashioned into suitable shields as outlined in the *Monstrous Compendium.*

Bullywug

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	J, K, M, Q, (x5); C in lair
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-80
ARMOR CLASS:	6 (better with armor)
MOVEMENT:	3 Sw 15 (9 in armor)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-2/1-2/2-5 or by weapon
SPECIAL ATTACKS:	Hop
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S to M (4'-7')
MORALE:	Average (10)
XP VALUE:	65



The bullywugs are a race of bipedal, frog-like amphibians. They inhabit swamps, marshes, meres, or other dank places.

Bullywugs are covered with smooth, mottled olive green hide that is reasonably tough, giving them a natural AC of 6. They can vary in size from smaller than the average human to about seven feet in height. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all bullywugs use weapons, armor, and shields if they are available. Bullywugs have their own language and the more intelligent ones can speak a limited form of the common tongue.

Combat: Bullywugs always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, bullywugs attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, bullywugs add a +1 bonus to their attack (not damage) rolls, and double the damage if using an impaling weapon. This skill, combined with their outstanding camouflage abilities, frequently puts the bullywugs in an ideal position for an ambush (-2 penalty to opponent's surprise rolls).

Habitat/Society: More intelligent than frogs, all bullywugs live in organized or semi-organized socially fascist groups, cooperating for the purpose of hunting and survival. They live primarily on fish and any other game, preferring a diet of meat. They are adept hunters and fisherman, and skilled in the use and construction of snares and nets.

Bullywug society is a savage one. Males are the dominant sex, and females exist only to lay eggs. Though females and young make up about one-half of any tribe, they count for little in the social order. The only signs of respect that bullywugs ever bestow are toward their leader and their bizarre frog god. The race is chaotic evil, and totally lacking in any higher emotions or feelings.

The leader of a bullywug community is a large individual with 8 hit points. Communities of 30 or more bullywugs have five subleaders (8 hp each) and a powerful leader (2 HD, 12+ hp, +1 to damage). Communities of 60 or more bullywugs have a chieftain (3 HD, 20+ hp, +2 to damage) and five subchieftains (2 HD, 12+ hp, +1 to damage).

All bullywugs favor dank, dark places to live, since they must keep their skin moist. Most bullywugs live in the open and maintain only loose territorial boundaries. Ordinary bullywugs do not deal with incursions into their territory very efficiently, but they kill and eat interlopers if they can. They hate their large relatives (advanced bullywugs, see below) with a passion, and make war upon them at every opportunity. Bullywugs prize treasure, though it benefits them little. They value coins and jewels, and occasionally a magical item can be found amongst their hoard.

On an individual level, bullywugs lack the greed and powerlust seen in the individuals of other chaotic races, such as orcs. Fighting among members of the same group, for example, is almost nonexistent. Some would say that this is because they lack the intelligence to pick a fight, and not from a lack of spite. The tribes are lead by the dominant male, who kills and eats the previous leader when it is too old to rule. This is one of the few instances when they fight among themselves.

Ecology: Bullywugs tend to disrupt ecosystems, rather than fill a niche in them. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its natural resources are depleted, and then move on to a new territory. They hate men, and will attack them on sight, but fortunately prefer to dwell in isolated regions far from human beings.

Bullywug, Advanced

A small number of bullywugs are larger and more intelligent than the rest of their kind. These bullywugs make their homes in abandoned buildings and caves, and send out regular patrols and hunting parties. These groups tend to be well equipped and organized, and stake out a regular territory, which varies with the size of the group. They are more aggressive than their smaller cousins, and will fight not only other bullywugs but other monsters as well. The intelligent bullywugs also organize regular raids outside their territory for food and booty, and especially prize human flesh. Since they are chaotic evil, all trespassers, including other bullywugs, are considered threats or sources of food.

For every 10 advanced bullywugs in a community, there is a 10% chance of a 2nd-level shaman being present.

Bunnyip

CLIMATE/TERRAIN:	Temperate fresh water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Sw 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Roar, sever limb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8-10)
XP VALUE:	175



The bunyip is a large aquatic animal that has the physical characteristics of both seals and sharks. Unlike the former, however, the bunyip is utterly unable to venture onto land. Like a shark, the bunyip breathes by means of gills. The bunyip's body is covered with shaggy black hair and a long mane, which is almost always a dark grey or black in color.

Although it is not an inherently evil creature, the bunyip is very mischievous. Because of its great bulk and powerful jaws, a playing bunyip is quite likely to inflict serious injury on swimmers and can overturn small boats.

Combat: The bunyip is able to sense the approach of human beings or similar creatures through a latent sense of telepathy. When the bunyip notes the presence of such creatures, it may (50% chance) decide to confront them. To do so, it lifts its head from the water an unleashes a mighty roar which forces all characters who are below 4th level to roll successful saving throws vs. rods, staves, or wands with a −2 penalty or be forced to flee from the bunyip in panic for 2d4 rounds.

When the bunyip elects to engage in combat, it does so by biting with its powerful jaws. In combat, the teeth of a bunyip inflict 1d6 points of damage.

If a bunyip comes upon a small creature (a dwarf, gnome, or halfling, for example) that is swimming or struggling in the water there is an 80% chance that it attacks the creature. Such an attack takes the form of a bite that may sever a limb from the victim. If the bunyip's attack roll is a natural 20, then a limb has been removed and swallowed by the bunyip. The DM should determine which limb is lost in accordance with the exact situation or in a random manner.

Although the bunyip does not normally attack creatures larger than a dwarf or halfling, there are exceptions. If the bunyip were attacked, for example, it would certainly defend itself if unable to flee, no matter how large the attacker.

Like a shark, a bunyip is excited by the smell and taste of blood. When a bunyip detects traces of blood in the water it may (50% chance) enter a feeding frenzy and begin attacking anything it comes across. In such cases, the bunyip receives a bonus of +2 to its attack rolls. However, because the bunyip is unable to properly defend itself while in a feeding frenzy, its enemies also receive a bonus of +2 on their attack rolls.

Habitat/Society: The bunyip is a solitary creature that spends much of its time swimming about and harassing other creatures. Bunyips prefer to dwell in open water, such as lakes or rivers, but can sometimes be found in swamps and marshes.

The diet of a bunyip is made up primarily of fish and other aquatic creatures. From time to time, they have been known to lunge at creatures on the edge of the water or at low-flying birds and such, but this is done only when the local food supply is low.

Ecology: Once per year, a bunyip seeks out a mate and the two travel to the sea. Once they reach salt water, the female undergoes slight physiological changes and the actual mating occurs. Three months later, she gives birth to a single pup that remains with her for the first two years of its life. Shortly after the pup is born, the father leaves, returning to his former home to await the next mating season.

When the pup is old enough, the mother turns it out and, like the father, returns to her former home. At this point, the pup has only 3 Hit Dice and its bite causes only 1d4 points of damage. In all other ways, however, it is similar to its parents.

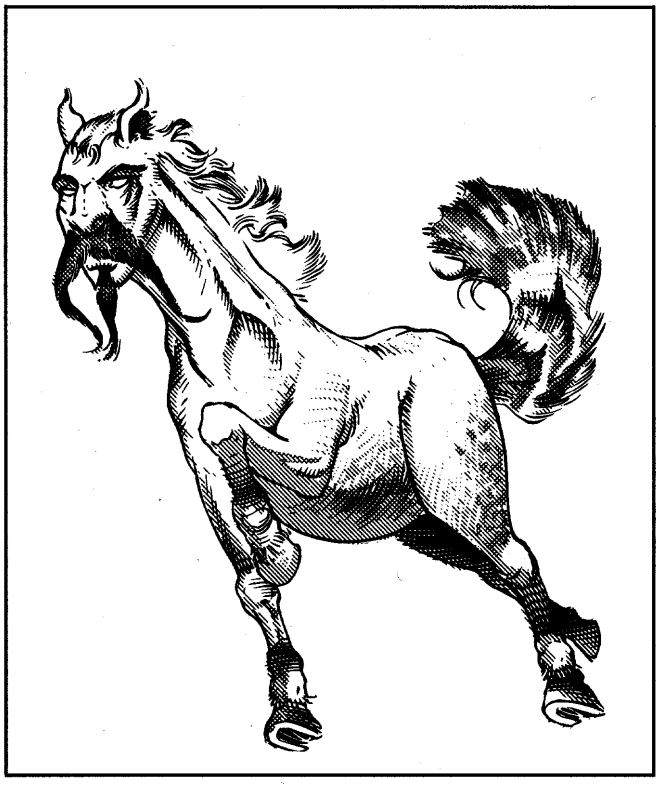
For the next three years, the pup will be too young to mate. With the coming of its sixth year, however, it will join the bunyip mating rituals.

Although bunyip meat is safe for human consumption, it is unusually oily and rather strong tasting. Thus they are not hunted by most cultures.

The hide of a bunyip can be made into a rugged leather, but it has no special qualities to set it above other, easier to hunt, animals. This being the case, the bunyip is also free from molestation by trappers.

Buraq

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Herd or solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	27, Fl 27 (C)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Time stop
MAGIC RESISTANCE:	20%
SIZE:	L
MORALE:	Elite (14)
LEVEL/XP VALUE:	1,400



The buraq are the horses of heaven, companions to princes and sultans of virtue and the saviors of many holy warriors. They choose their companions and call no rider master.

The buraq are dappled grey and white horses with the face of a wise and powerful man. Larger than an ass and smaller than a mule, their coats shine with a rich luster, even by night, that signals their vibrant health and strength. The buraq's dappled coat grows more brightly colored on its hindquarters, with speckles of green, blue, brown, and black. Its tail is a long fan of red, green, gold, and blue, with "eyes" like a peacock's tail. Its silver hooves never need to be shod, and they strike the ground in complete silence, even at a full gallop.

Combat: Although the buraq can serve as a warhorse, it rarely takes any pleasure in such service. When it does serve in battle, it avoids the fray and prefers its master take a position of leadership without getting entangled in the melee. If necessary, it can strike with its hooves for 1d6 points of damage each or bite for 2d6 points. A foe hit by both hooves is automatically knocked down and trampled for an additional 2d6 points of damage per round until he spends a complete round getting out from under the buraq's hooves.

As a traveler, the buraq excels. It can gallop through the air at the same speed as on ground, though it requires a running start of at least three rounds before it launches itself into the air. A buraq cannot stop moving once it is airborne. A trip of any length can seem instantaneous to a buraq's rider, because, if the buraq wills it, a *time stop* is in effect on its back. A buraq can use this ability to preserve the life of a mortally wounded, poisoned, or starving rider until it can reach help. Some riders have crossed great distances this way and lived lives that seemed much longer than those of common folk.

A buraq can *speak with animals* at will and has the ability to comprehend languages three times per day.

Habitat/Society: The buraq is a friend to the faithful and the deserving, but before it will consent to take a rider, the rider must gain its trust. This may either be done through a lifetime of good deeds, close personal attention to the buraq (currying, combing, braiding its mane), sharing of fresh fruit and sweets, bravery and generosity, and a willingness to sacrifice the rider's goals and desires to fulfill the needs of others. The potential rider must show mercy and respect for each person while balancing his mercy with respect for the law and all the harsh justice it sometimes demands. Few meet the buraq's standards, and even a single failure is enough to drive it away, never to return.

A buraq always demands its master's care and devotion in return for its service. In return, it offers good advice and counsel, and it will serve fearlessly in the face of danger.

The buraq can travel across any terrain unerringly by day or night; it never gets lost because of its ability to navigate by the sun and by the stars. Although it can cross straits and narrow channels, it cannot cross oceans because it must rest on land every night.

Herds of buraq are said to run free at the edge of the world and in the green fields of Elysium, the Twin Paradises, the Happy Hunting Grounds, Olympus, and the Seven Heavens.

Ecology: The buraq has the usual needs of a fine horse, but it can survive without any physical nourishment at all. It thrives on the care and attention involved in feeding and grooming, rather than the food itself; the buraq can literally eat good intentions. Thus, it could be well maintained by a big-hearted beggar and it could wither away in the care of a distant, proud sultan.

The feathers of a buraq's tail are valuable in the creation of scrolls, especially *scrolls of protection* and clerical scrolls dealing with curative and protective magics. A buraq may occasionally visit a renowned or particularly pious congregation of the faithful or the hovel of a mystic and leave a single feather behind as a sign of the gods' favor. Combined with inks made from precious stones and gold dust, this feather may be used to inscribe either a single *scroll of protection* or a scroll of up to 14 spell levels in any combination (two 7th-level spells, two 5th-level and one 4th-level, and so on).

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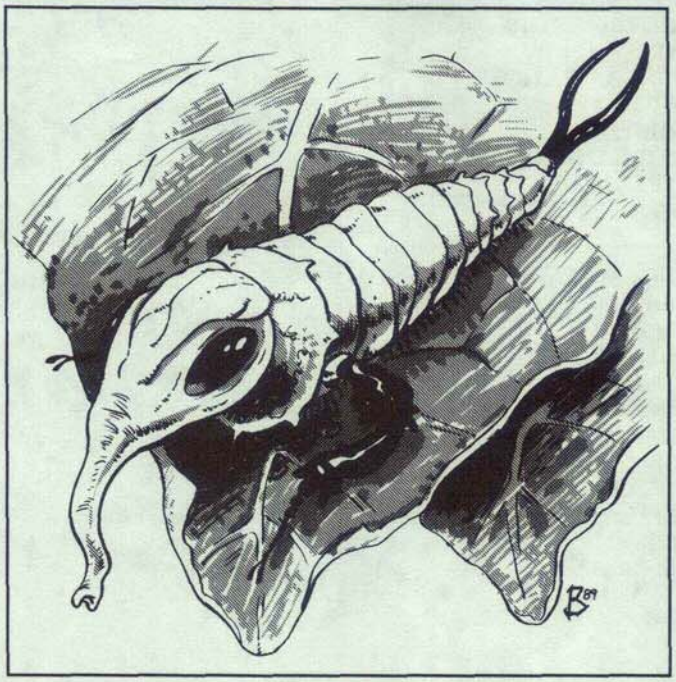
CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 bite (affects slimes, mosses, and molds only)
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' long)
MORALE:	Irregular (5-7)
XP VALUE:	35



Burburs are small creatures that look much like worms.

They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head are a pair of tiny forelegs of considerable dexterity. With its forelegs, a burbur can climb, grip, and manipulate objects. A burbur that has just fed will be very bloated and somewhat sluggish.

Burburs are ivory or yellow in color and have soft, moist skin. They have a somewhat spicy body odor that has been described as smelling like cinnamon.

Burburs are highly prized creatures that consume many varieties of slimes, mosses, and molds that might otherwise cause considerable harm to other creatures.

Combat: Burburs are very gentle and harmless creatures as far as the humanoid races are concerned. They feed only on slimes, molds, or mosses and are wholly unable to inflict damage on any other living thing.

When it decides to feed, a burbur simply crawls out onto the body of the creature it intends to consume, extends its feeding tube and begins to siphon up its meal. Each round that it feeds, the burbur inflicts 2d4 points of damage to the slime, mold, or moss it is consuming. Once the burbur has scored a hit against the creature it is attempting to ingest, it need not roll again unless it takes a break in its feeding. A burbur ceases feeding after it has drained its victim of hit points equal to thrice its own initial value. For example, a burbur with 4 hit points will be sated after it has inflicted 12 points of damage to its victim.

A burbur is utterly immune to the attacks of such creatures as olive or green slime, obliviax moss, and brown, yellow, or russet molds. In addition, it finds these creatures to be delicacies beyond compare.

The burbur is also unaffected by yellow musk creepers, zygoms, and violet fungi, although it finds these creatures utterly inedible. A burbur is affected normally by oozes, jellies, poisonous vapors, and other creatures, as well as by spell attacks.

Habitat/Society: Burburs wander constantly in search of food. Although they are normally found alone, they have been known to gather in groups of as many as four individuals to feed on a single slime, mold, or moss.

Once every year, usually in the spring, a burbur will begin to swell in size. At this point it develops a bulge at the end of its tail, which forms into a second head. As the second head forms, a pair of forelegs begins to grow out from the body. Shortly thereafter, the burbur splits in half to form two separate creatures.

Ecology: The burbur is much sought after by adventurers who find the creatures a useful ally when they do battle against slimes and similar horrors. As a rule, burburs are extremely docile and do not attack their keepers or stray unless they are underfed. In order to keep a burbur content so that it does not seek to escape its owner, it must be allowed to feed at least once per day.

In the marketplace, a captive burbur can be sold for as much as 1,000 gold pieces.

Although a small and defenseless creature like the burbur might normally be expected to fall victim to a wide variety of other predators, this is not the case. Most animals have long ago learned that eating a burbur can be a painful and, often, fatal mistake. If the burbur has recently fed, most creatures that consume it are affected as if they had come into contact with the creature the burbur recently fed upon. Thus those animals foolish or hungry enough to devour a burbur have been weeded out by natural selection a long time ago.

Burburs often build small lairs that they visit from time to time to rest and recover from injuries. As a rule, these are located in out-of-the-way places and, as often as not, are protected by some creature the burbur is immune to. For example, it is not uncommon for a burbur to seek refuge in the midst of a yellow musk creeper's coils.

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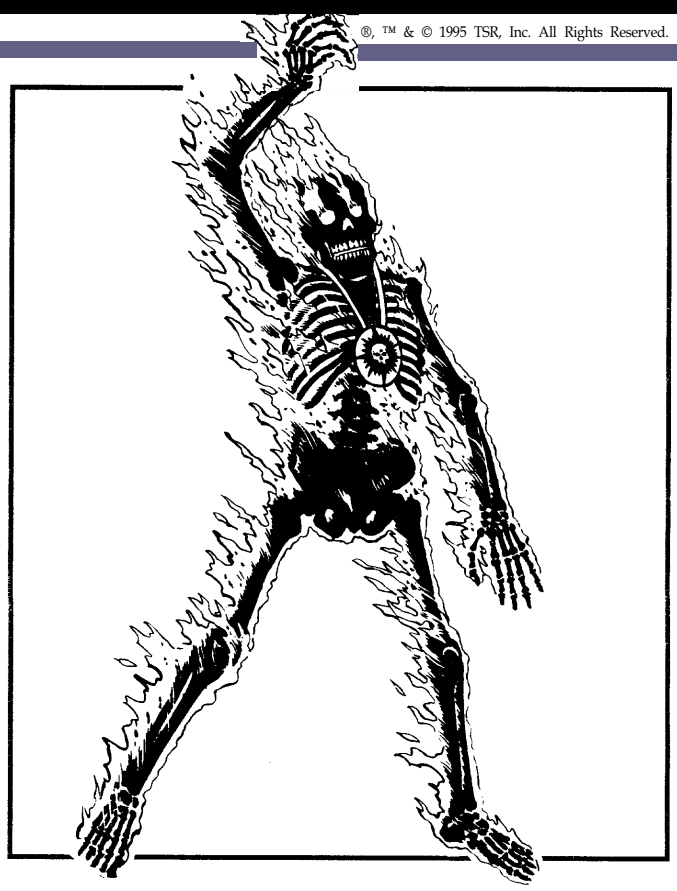
CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High to genius (14-18)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Searing touch, heat aura, priest spells, can cast spell and attack simultaneously
SPECIAL DEFENSES:	+2 or better magical weapon to hit, spell immunities, immune to poison, immune to fire, quarter damage from cold, half damage by weapon type, turned only by lawful good priests
MAGIC RESISTANCE:	40%
SIZE:	M (6′ tall)
MORALE:	Fanatic (17-18)
XP VALUE:	12,000



The early days of the Banedeath did not go well for Cyric, the (then) new god of the dead, and many of his fledgling clerics were slaughtered at the hands of powerful Banites. Cyric soon after empowered select members of his clerical faithful with a portion of his power—so much power, in fact, that these clerics' mortal forms dissolved into nothing more than mere bones and the fiery power of the Dark Sun. These new undead, burnbones, are similar to the blazing bones found in the ruins of Myth Drannor in appearance, but that is where the similarity ends. Burnbones tend to wear the symbol of Cyric on themselves (as a holy symbol, for instance) as a sign of their devotion.

Combat: A burnbones causes 2d10 points of damage with its supernatural flaming touch, affecting even creatures or magical items that are immune to the harmful effects of fire or magical fire. Anyone standing within 10 feet of the creature also suffers 1d3 points of heat damage; magical spells and items can prevent this damage.

In addition to its fiery attack, a burnbones can cast priest spells as it did in life. The creature has the spellcasting abilities of a cleric of at least 12th level. If the cleric was of higher level in life, it still retains its level for spellcasting purposes after the transformation. A burnbones requires no verbal, somatic, or material components to cast spells; the creature simply points its finger, and the spell issues forth. The casting time of the spell is unchanged for initiative purposes, and the spell (or another that the creature chooses of the same level) returns to its memory after a 24-hour period. A burnbones may attack with one hand and cast a spell with another simultaneously. Because of the way in which a burnbones casts a spell, it can never be interrupted during spellcasting and lose a spell.

A burnbones is immune to all forms of normal and magical fire, and takes only a quarter of the normal damage from cold-based attacks. As an undead creature, the burnbones is also immune to *sleep, charm* and other mind-affecting enchantments, *hold* spells, and all poisons. Curative spells that restore hit points—such as cure light wounds—have the opposite effect on the creature, while the reverse of these spells cures damage.

All weapons must be of +2 enchantment or greater to have any chance of striking a burnbones. Because a burnbones is a skeletal creature, slashing and piercing weapons only inflict half damage. A burnbones can only be turned by a cleric or priest of a lawful good faith. A burnbones is turned as a ghost. Holy water obtained from a lawful good faith acts like strong acid against these beings, causing 2d10 points of damage per vial. Other holy water is ineffectual.

Habitat/Society: Burnbones were created from Cyric's priesthood, and were are chosen for their fanatical loyalty. This loyalty led quickly to a somewhat insane and paranoid state of mind after their transformations. Burnbones exist only to serve the greater glory of the Prince of Lies, bending to his every whim. To do otherwise causes the creatures insufferable pain and anguish. Considering the unstable nature of the god they serve, it is not unheard of for burnbones to be apparently working at cross purposes while still working under their god's direct orders.

Cyric created nearly a two dozen of these creatures at the onset of the Banedeath, and their numbers were soon halved by Banites and the forces of good in the Heartlands. As his enemies discovered means by which to destroy the creatures, Cyric sent some of the remaining ones into hiding until needed, and created others as reinforcements. Cyric has created new burnbones only sporadically however, for he seems to be easily distracted, with the result that only a handful of burnbones are created every year.

Ecology: A burnbones is infused with a portion of Cyric's power, giving Cyric complete control over it when he so wishes. All of the burnbones created at the time of the Banedeath were a minimum of 12th level before their transformation. When Cyric infuses clerics of lesser level with power enough to increase their levels as burnbones, the increased power bums out their corporeal forms in a short period of time. The greater the difference between the cleric's original level and that of the enhanced burnbones, the shorter the existence of the burnbones. (A one-level difference will generally result in a creature that lasts a year. For each level greater the difference is, subtract a month from the duration of the creature's existence.) Burnbones that are not "overcharged" last until they are destroyed.

Climate/Terrain:	Arcadia (any)
Frequency:	Very rare
Organization:	Mostly solitary
Activity Cycle:	Any
Diet:	Special (see below)
Intelligence:	Exceptional (16)
Treasure:	Nil
Alignment:	Lawful neutral (good)
No. Appearing:	1–3
Armor Class:	0
Movement:	18
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1d10/1d10
Special Attacks:	Shape change, whirlwind
Special Defenses:	See below
Magic Resistance:	25%
Size:	M (6 feet tall)
Morale:	Fearless (20)
XP Value:	4,000



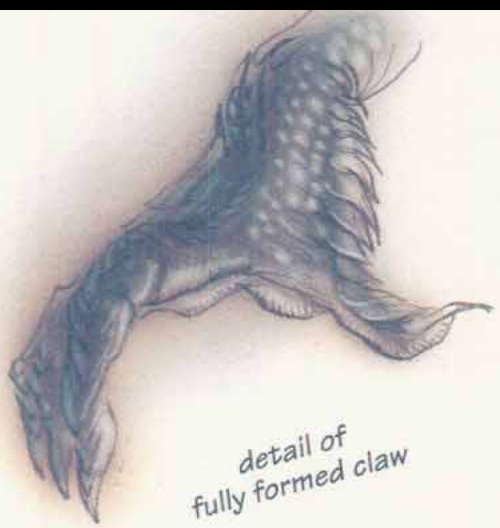
Buseni come in different forms, but they all have shiny black skin, reflecting light as a puddle of oil reflects a torch. Their true form has no visible features – no eyes, no noses, no ears, no mouths. And where ordinary creatures have bones, buseni have odd ridges just barely restrained from protruding through their skin. They communicate via telepathy.

The shape of a busen depends on its environment and the form it requires to fulfill its function. When at rest, however, its basic shape is that of a sleek humanoid with shiny, seamless skin of jet. Though it's a lawful creature, it must be flexible enough to adapt to its mission. Thus, one busen in a cave might be an ebon-skinned humanoid, while another in a high mountain pass might be a slavering wolf-thing. It takes 5 rounds for a busen to fully change its shape – a tactic obviously too dangerous to implement in battle.

Buseni are invisible in darkness until they will themselves to be seen. Furthermore, they cannot be surprised in the darkness of Arcadia's tunnels if they remain still. Their skin loses its sheen while buseni are in hiding, but picks up stray light as soon as they move.

Combat: In combat, buseni can attack with weaponlike protrusions that suddenly jut outward from their body. These protrusions, neither bone nor metal, take the shape of whatever weapon is most appropriate to the form a busen is in. Thus, the humanoid busen might wield a 4-foot sword that an enemy could not disarm, while the wolf busen might have claws at the tips of its feet and spurs on its joints. Regardless of the shape the protrusions take, a busen can attack twice per round and inflict 1d10 points of damage with each successful hit.

If a busen is particularly pressed in battle, it can resort to its dreaded *whirlwind* attack. The busen sprouts weapons all over its body and spins at a blinding speed for 1d6 rounds. (So fast is the busen that opponents suffer a –2 penalty on attack rolls.) During each of these rounds, the busen can attack four times, inflicting 2d8 points of damage for every successful hit. If it doesn't take its enemy down during those few rounds, however, its opponent will likely finish it off – the busen must rest for as many hours as it spent rounds in the whirlwind.



detail of fully formed claw

— A BUSEN TO A PARTY OF TRAVELERS



Buseni are immune to all charm-, sleep-, and paralyzation-based spells. They suffer only half damage from cold-based spells, but take double damage from fire. Lightning has no effect on them. Buseni also have the ability to *detect magic* and *know alignment* at will.

HABITAT/SOCIETY: Buseni serve as the guardians to the second layer of Arcadia. There they walk the passageways linking the caverns of Abellio and Buxenus, pausing now and then to hide in the shadows and wait for some foolish berk to challenge their authority. Other buseni patrol the misty heights of Arcadia, their inner senses alert for any intrusion. Buseni always hover near the portal they're assigned to guard, ready to question those who'd pass without permission.

If a person or persons unknown approach the gates to Buxenus, buseni step out of their hiding places at a time calculated to shock the travelers. Communicating nothing, their bodies suddenly form weaponlike protrusions – a warning display. If the approaching party chooses to attack at this little provocation, the buseni will do their best to kill them. The buseni reason that such lawless creatures would be better dead. If the group parleys with the buseni, however, they will respond, using telepathy to establish contact. Buseni will question the group about their reasons for wanting to reach the second layer of Arcadia. If the answers are satisfactory, the group must then remove all clothing, jewelry, and weapons so that the buseni can determine the alignments of the group's members. As with the rest of the inhabitants of Arcadia, the buseni have no tolerance for evil. If the group is free of such malice, only then may they pass on to the second layer.

Just who gives the buseni their orders is unknown, and it's similarly dark as to what sort of a society the creatures have. All anyone can attest to is that three is the largest number of them ever seen together, and that those three worked together like a Mechanus-built machine. In short, there's not much known about the buseni at all.

ECOLOGY: There's no natural reason why buseni look the way they do, or why they are at all. It's thought that they were spawned by the plane itself. Others think that buseni were created by some power eager to show that – despite a fearsome appearance – a creature need not necessarily be evil. Some sages therefore finger Meriadar for the buseni's creation, while still others argue it's more complicated than that. Whatever the reason, the buseni's appearance seems to indicate its suitability to the Lower Planes. However, appearance notwithstanding, the buseni's beliefs clearly place them in the Upper Planes.

Busen skins are prized in Acheron and Baator, often fetching ridiculously high prices in open bidding. The skin stretches and doesn't tear, and it's excellent clothing material for those who find stealth a necessity. A busen skin, if properly crafted, adds 25% to a rogue's chance to hide in shadows. Of course, any creature caught wearing one of these skins in Arcadia – or spied wearing one by a native of Arcadia (even if said native is traveling elsewhere) – is usually immediately attacked. Some sort of reparation is always demanded, even if it might lead to the death of the creature demanding it.

Buseni apparently receive nourishment simply by obeying their orders. They have no need to eat or kill, as long as they make sure their missions are successful.

	Tigbanua Buso	Tagamaling Buso
CLIMATE/TERRAIN:	Any nonarctic forests and mountains	All
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-6	1-6
ARMOR CLASS:	4	5
MOVEMENT:	12	12
HIT DICE:	8+2	Special
THAC0:	13	Special
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-6/1-6/1-10	1-4/1-4/1-8
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	M (5'-6' tall)
MORALE:	Average (10)	Average (10)
XP VALUE:	2,000	Varies



Fearsome, ghoul-like creatures, buso were once friendly and helpful to humans, but have since become one of mankind's deadliest enemies.

Tigbanua buso, the most common variety, are exceptionally tall and lean, having long bodies and long necks which some can twist to see behind them. Their feet are bony and oversized, and their gnarled fingers end in sharp claws. Their hair is curly and dirty, their noses are flat, and their mouths are lined with sharp fangs. Filth and grime cakes their pale, leathery skin. All buso have a single red or yellow eye centered in their heads.

Combat: Tigbanua buso radiate an aura of fear with a 10-foot-radius, which automatically paralyzes creatures of less than 1 HD. Creatures of 1 HD or more must make a successful save vs. paralyzation to avoid this effect. Victims of the fear aura remain paralyzed as long as they stay within 10 feet of the buso. When they leave the area, the paralyzation wears off in 3-8 (1d6 + 2) rounds. *Remove paralysis* or a similar spell may also restore mobility.

Not noted for their intelligence, tigbanua buso make crude attacks by leaping at lone travelers and helpless villagers under the cloak of night. They are extremely ferocious and attack whenever the opportunity presents itself. They attack with their sharp claws and fangs. The claws of a tigbanua buso transmit a horrible disease, and all victims of a claw attack must make a successful saving throw vs. death or become infected. Those infected eventually become tagamaling buso (see below).

Though buso resemble ghouls, they are not undead and are subject to all attack forms, including *sleep* and *charm* spells. All weapons inflict normal damage.

Habitat/Society: The origin of the tigbanua buso is the subject of much speculation. According to rumor, they once were a peace-peace-loving race, whose sophisticated civilization sprawled along the southern mountain regions of Shou Lung. Since then, the buso have spread throughout Kara-Tur, with small packs settling near cemeteries, in desolate forests, and in rocky mountains.

Buso have no permanent lairs, roaming from area to area in search of victims. They collect no treasure.

Ecology: Buso are insatiable scavengers. They eat the flesh of any humanoid or animal, but consider carrion excavated from cemeteries to be a delicacy.

Tagamaling Buso

Tagamaling are the unfortunate victims of a tigbanua buso's claw attack. These victims become infected with a disease, which may transform them into a ghoulish creature every night.

A tagamaling buso resembles a somewhat shorter and thicker version of the tigbanua, lacking the tigbanua's long neck and lean body. In most other respects, the tagamaling is identical to the tigbanua, sharing its bony feet, clawed hands, sharp fangs, and single eyeball.

Each night after he has been infected, the victim may become a tagamaling when the sun sets. The chance is 1% the first night, and increases by 1% each subsequent night. (On night two, the chance is 2%; on night 3 it is 3%, etc.) Once transformed, the victim becomes savage and mindless, attacking (and devouring) every opponent he can get his claws on. The tagamaling has the same Hit Dice and hit points he had before the transformation. Characters with special abilities, including the use of magic, cannot use such powers when transformed. Their minds are filled only with rage and animal lusts.

Twamaling buso have sharp claws and teeth like the tigbanua, but they cannot inflict disease nor do they radiate a fear aura. A transformed victim remains in the form of a tagamaling until dawn, at which time he resumes his normal form. The victim has no memory of any actions taken as a tagamaling.

Cure disease or a similar spell can negate this disease. However, once the disease reaches 100% (i.e., the victim has been infected for 100 consecutive days), the victim can no longer be cured and automatically assumes his tagamaling form every night.

Bussengeist

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Neutral evil

No. Appearing:	1
Armor Class:	N/A
Movement:	9
Hit Dice:	N/A
THAC0:	Special
No. of Attacks:	N/A
Damage/Attack:	N/A
Special Attacks:	Despair
Special Defenses:	See below
Magic Resistance:	See below
Size:	M (6′ tall)
Morale:	Fearless (20)
XP Value:	0



Bussengeists are the spectral forms of those who died in a great calamity brought on by their own action or inaction. They look much as they did in life, save that they are partially transparent. Over time, the gloom and suffering the spirit is forced to witness takes its toll, and the creature's visage becomes sad and tired. Thus, these harbingers of doom often appear far older than they were at the time of their death.

The bussengeist is a ghostlike creature that finds itself drawn to scenes of great disasters or tragedies. With a slow, sad pace it walks the countryside, traveling from crisis to crisis. As a rule, the bussengeist does not cause the disaster to occur, but is drawn to it for some reason. Once present, however, the *aura of despair* that surrounds the creature can certainly make an already bad situation worse.

Bussengeists are able to communicate with those around them via a limited form of telepathy. More often than not, however, they will convey only gloomy tidings of impending doom, not information that might be used to avert the coming catastrophe.

Combat: Bussengeists do not engage in combat directly. Their lot in life (or death, as the case may be) is simply to witness time and time again the type of disaster that killed them.

When a bussengeist arrives to view a scene of destruction, it radiates an aura of despair. This aura will affect only one side in a battle, generally the side most akin to "good." All creatures within 120 feet of the bussengeist suffer a penalty of –4 on all attack and damage rolls, saving throws, and proficiency checks. Other die rolls may be negatively affected as well, at the DM's option. The effects of this aura can be avoided by characters who make a successful save vs. spell.

While a bussengeist cannot be harmed by physical weapons, it may be confronted, driven off, and even destroyed by some spells. Attempts to turn undead, however, will prove fruitless.

A bussengeist can be forced away from a place by a wizard or priest who employs a *control undead, holy word, limited wish*, or *dismissal* spell. A bussengeist driven away in this manner will return in 2 to 12 hours, however, and will be immune to further casting of the same spell by the same wizard. The *forbiddance* spell can be cast to prevent a bussengeist from entering a given area for the duration of the spell.

While these means provide temporary protection from the bussengeist, destroying one is another matter entirely. The only way to annihilate a bussengeist is with a *wish* or *dispel evil*.

Habitat/Society: Bussengeists are solitary wanderers. Unlike the typical nomad or vagabond, however, they have no control over their movements. They are constantly drawn from tragedy to tragedy and forced to witness scenes of destruction similar to that which ended their own lives. As a rule, only those persons who feel remorse for their actions will become bussengeists. For example, a traitor who allowed an invading force to gain access to a walled city and was himself slain in the ensuing battle might become a bussengeist. If he was killed without warning and felt no pity for those his actions had brought misery to, he would not be transformed. If, on the other hand, he knew that he was about to die and had reason to feel that he had acted in error, he might well become a bussengeist. In his afterlife, he would visit cities in the process of being raided by barbarians, castles being overrun by monsters, and similar scenes.

Bussengeists travel from place to place in an insubstantial—though not invisible—state. On reaching their destination, they begin to radiate their *aura of despair*. Once the catastrophe that drew them has occurred, they will feel a need to move on. Walking with a slow, methodical stride they will seek out another place where a tragedy is about to unfold.

Bussengeists generally arrive at the scene of a disaster 1 to 6 days before it is due to occur. Thus, the inhabitants are given some warning that a crisis is at hand (if they are wise enough to recognize the tragic, spectral figure of the bussengeist for what it is).

Ecology: As an unnatural creature, the bussengeist has no real place in the ecology of the world it has left behind. The same is not true, however, of the course of history. There are many scholars who can point out great battles which, they claim, can only have been decided by the influence of these tragic souls.

The essence of these creatures, if captured in some way, can be a powerful magical component. It is rumored that many cursed magical weapons are forged in fires fanned by the breath of a bussengeist and that their powers are harnessed in the creation of *drums of panic* or a *harp of discord*.

CLIMATE/TERRAIN:	Mountain (cliff)
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	3–12
ARMOR CLASS:	4
MOVEMENT:	6, Sw 12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d4+1
SPECIAL ATTACKS:	Secreted ooze
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Average (8–10)
XP VALUE:	420
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 40 Att: EW, II, MT; Def: MB, MBk, TS
PLAYER'S OPTION:	#AT 1; MTHAC0 16; MAC 4

Psychometabolism: *Sciences*—animal affinity; *Devotions*—displacement, flesh armor, immovability.

Telepathy: *Sciences*—domination, mindlink; *Devotions*—attraction, contact (send thoughts), ego whip (sight link), id insinuation (inflict pain), mind thrust (synaptic static), phobia amplification.

Note: In DARK SUN campaigns, the *PLAYER'S OPTION* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.

Bvanen are a race of intelligent, benevolent amphibians that dwell in the hot swamplands of Athas. Their appearance is somewhat frightening: raised, independently rotating eye turrets, prominent backbone-ridged carapace, chitinous belly-plates, impressively clawed forepaws, and a toothy mouth from which flicks a tri-forked tongue. Their hesitant, distrustful nature often forces them into conflicts they would otherwise choose to avoid. They have their own language.

Combat: These amphibians use only their claws and bite, never weapons. They are not strong fighters. They do have a special attack power, however, which they use to partially immobilize their foes. Every bvanen secretes a sticky, quick-hardening ooze through pores on its skin. This hardened ooze provides not only a protective shell around the bvanen, but a weapon that can be used to stick to foes on a successful claw attack roll instead of inflicting damage. On the round after the bvanen attack hits, the foe cannot use the struck body part (roll 1d8: 1—head; 2–3, right arm; 4–5, left arm; 6–8, either leg) until a bend bars roll is made (either by the character or a companion—monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller). A hit to the head indicates that a foe of equal or smaller size may suffocate as if drowning. A group of bvanen can quickly incapacitate an enemy when working together.

This secretion has one other use. It seals the bvanen's wounds as soon as they are inflicted. Bvanen are therefore immune to the effects of *swords of wounding* and similar magical weapons that cause bleeding. Further, the ooze and its healing abilities effectively reduce all damage taken by 1 point.

Approximately 1 in 6 bvanen possesses the listed psionic powers.



Habitat/Society: Bvanen live in partially submerged caves in hot swamplands and also in temporary camps. They use their hardened secretions to build nests out of wood and plants. Bvanen society is divided into two groups: caretakers and hunter/warriors.

Caretakers see to the needs of the tribe and the tribe's domesticated animals. Every bvanen camp or village has domesticated animals—giant fish, giant frogs, giant insects, and others. These are used for transport, food, and sometimes as guardians.

The bvanen indicate rank and position within their society by a series of scars on their flesh. They have a strict hierarchy; each individual has a specific place within the social structure. The scar symbols show rank, becoming more intricate as an individual rises in the social order.

Although they are generally a kind and gentle race, the bvanen are reclusive and suspicious of strangers, often choosing to fight defensively rather than risk letting their guard down and trusting a potential enemy.

Ecology: It is unknown whether the bvanen are natural creatures or bred from the sorcerous soup of the swamp by a forgotten wizard. They are extremely rare, and might be found only in a single area on an entire world. They hunt and raise animals for food, but they will never knowingly eat an intelligent creature.

Climate/Terrain:	Elemental Plane of Water
Frequency:	Very rare
Organization:	Varies
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Average to genius (10-18)
Treasure:	V
Alignment:	Neutral (rarely, any)
No. Appearing:	1d6
Armor Class:	6 (or 0)
Movement:	Sw 9
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	Telekinesis
Special Defenses:	Telekinesis
Magic Resistance:	Nil
Size:	M (5′ tall)
Morale:	Steady (11-12)
XP Value:	650

From the notebooks of Ctan Ftau:

What strange life is spawned on the endless planes, where all things are surely possible, given enough time? Indeed, infinite time and infinite space means infinite potential, and the proof is all around us, on each plane of our multiverse.

Take, for example, the case of the bzastra. Most folks don't know of this creature of the Elemental Plane of Water, for it is both rare and reclusive. Nonetheless, it's the product of strange chance and random possibility.

As near as anyone can determine, there were once small creatures on Water that appeared to be rings of coral but were actually beasts of scaly flesh. These unintelligent, unobtrusive animals fed on the rich kelp beds of the plane.

Then, at some point (probably long ago), chance stepped in. A few of these ring creatures came upon a waterborne plant called a blue waterwhip – a bit of aquatic flora that seemed no different from the millions of other simple seaweeds thriving in the Endless Ocean. No one knew, however, that the blue waterwhip gave off a low-frequency aura of energy, invisible in all spectrums. Somehow, this energy interacted with the chemical nature of the ring creatures, bringing them together – linking them in a heretofore unknown way. On that day, the first bzastra was born.

This intelligent creature is formed from the union of a blue waterwhip and three to six of the ring beasts. The rings stack horizontally atop one another, the plant's blue vine threaded in and out between them. The bzastra exists only in this symbiotic fusion. If separated, the rings and the waterwhip resume their simplistic, unintelligent existences.

WHAT THE—?
— A TYPICAL REACTION TO A BZASTRA

Unemotional, logical creatures, bzastra have no real passions or goals other than survival. On rare occasions, however, an individual bzastra encounters someone or something that exerts a powerful influence and bends it to the cause of good or evil (or, even more rarely, law or chaos).

Despite the sheer impossibility of their existence, bzastra have formed a complex society of clever, free-thinking individuals. With their strange evolution came amazing powers that allowed them to communicate telepathically with any creature, protect themselves against the predators of their watery plane, and reach high above their meager beginnings.

Combat: The bzastra manipulates energy currents that run through the plane of Water. These subtle, invisible waves enable the creature to affect matter in a way that resembles a powerful and delicate telekinesis.

First and foremost, the creature can defend itself by lashing out with the energy, inflicting 2d6 points of damage per attack. Alternatively, a bzastra can immobilize a single creature as if it had cast a *hold person* or *hold monster* spell (though the victim can remain free if he succeeds at a saving throw versus paralyzation). Lastly, a bzastra can project the energy all around it, forming a kind of telekinetic shield that improves its Armor Class by 6 steps (giving it an AC of 0). However, the creature can do nothing else while using its power to maintain the shield.

In addition, a bzastra's energy-control abilities enable it to use the following spell-like powers once per round, at will: *animal growth, blink, ESP, plant growth, suggestion,* and *water breathing* (on others). Through *telekinesis,* a bzastra can also manipulate an object of up to 200 pounds with a high degree of dexterity. The creature can use each of these spell-like powers independently of its above-mentioned offensive and defensive capabilities.

The energy given off by the waterwhip must be at least somewhat magical in nature, because a *dispel magic* spell renders a bzastra into its component parts: a few ring beasts and a strand of blue waterwhip. The spell causes no physical damage. No one's found any other method of separating the parts of the creature without killing it in the process.

Habitat/Society: Scholars assume that when the first bzastra was created by accidental contact between the ring creatures and the blue waterwhip, it used its newfound intelligence and powers to maneuver other rings and waterwhips together, thus forming more of its kind. Indeed, bzastra occasionally refer to a "prime mover," and it's thought that it is this first individual to which they refer.

Bzastra construct homes for themselves out of water plants, most frequently relying on none other than the blue waterwhip. Their globelike lairs consist of vines woven

together and provide only privacy, not protection. More than just homes, however, the constructs ride the currents of the plane of Water, carrying the bzastra inside safely along. Each creature builds a separate lair, though at times a group of them may link their individual dwellings together with vine tethers.

Whether alone or in a community, bzastra prize private contemplation. Many spend weeks and months in quiet meditation, focusing on topics that outsiders can barely guess at. Given their apparently random evolutionary leap, some scholars believe that the bzastra contemplate the beauty of chance. Of course, the scholars who offer this theory are Xaositects, so a berk should take their "wisdom" with a grain of salt.

When active, bzastra spend their time building homes, feeding on microscopic life, and exploring their plane. Inquisitive and scholarly in their pursuits, they even record some of their findings on animal shells (using their telekinesis). Those who've tumbled to the creatures' written language are said to have learned a great many secrets about the Elemental Plane of Water.

Bzastra aren't likely to be hostile, but will defend themselves if attacked. They may also try to steal interesting objects from intelligent creatures that cross their path. Generally, they do this only to further their knowledge and satisfy their curiosity, though sometimes they may figure out how to operate a magical item they've obtained and use it for their own sake.

Ecology: Bzastra feed on microscopic or near-microscopic animals and plants like plankton and kelp. Although some bzastra are made of as few as three ring beasts or as many as six, any differences that this might cause or reflect remain a mystery.

Chant has it, however, that the bzastra gather all the ring creatures they can find and secrete them away. They keep the rings safe and sound like children, occasionally forcing evolution on them through the introduction of a blue waterwhip. This speculation is probably true, since no one has ever actually seen one of the mysterious ring creatures on its own in the wild. Blue waterwhip, on the other hand, thrives throughout the Elemental Plane of Water, though it exhibits no known effects on any other creatures.



cabhaigh

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	F
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1d4
SPECIAL ATTACKS:	Keening, spells
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	35%
SIZE:	M (3′ to 4′ tall, 15′ wingspan)
MORALE:	Steady (11)
XP VALUE:	6,000



The cabhaigh (ca-VAY) looks like a cross between a huge frog and a dragonfly. Its body is bulbous and its stick-like legs end in claws. Protruding from its back are two sets of gossamer wings. The creature can change its vivid colors, though none of these hues seems quite natural.

The creature prefers to fly and is capable of carrying up to 300 pounds. Walking is a slow and awkward process on its stick-thin legs. Usually it flies from place to place, perching like a bird on branches and rooftops, where it can get a good view of what is below. The creature is reported to speak human tongues, elvish, and elvish dialects. A wizard in the company of the cabhaigh can communicate telepathically with it.

Twice a day the cabhaigh can call upon a special *polymorph* ability that lets it turn into a dragonfly 3–4 inches long for 8 hours. In this form, it retains all of its abilities and hit points. Once a day it can *polymorph* another individual or creature into a dragonfly, a form lasting 1d4 turns. A saving throw vs. spell negates the effect. In addition, it can cast two 1st-, 2nd-, and 3rd-level spells per day, at the 8th level of ability.

Combat: The cabhaigh is a fierce fighter. Its keening weapon fires a harsh, high-pitched sound, radiating outward in a cone 2 feet across at the creature's mouth, 15 feet long, and 15 feet wide at the end. All those caught in the cone suffer 1d8 points of damage. Further, they must make a saving throw vs. paralysis or be rooted to the spot for 1d6 rounds. The cabhaigh can use its keening weapon three times a day. The cabhaigh's bite inflicts only 1d4 points of damage; it prefers to use this as a last resort, staying out of close combat.

It is impossible to strike the cabhaigh without at least a +3 weapon.

Habitat/Society: This garradalaigh is said to dwell on temperate mountains apart from civilization and most other forms of life. When it does seek the companionship of a wizard, it does so rarely and briefly—usually only when an odd loneliness overcomes it. It has also been known to seek the company of other garradalaighs. Tales most often place this creature in eastern Khinasi.

Ecology: The cabhaigh has few predators; most of these are evil humans, goblins, and ogres.

It subsists on very little—potions when it can find them, spell components, and blades of grass that have been washed by recent rains. It is said never to kill for food.

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CLIMATE/TERRAIN:	Giustenal environs
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Spiritual energy
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	N E
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Special
MORALE:	Fearless (20)
XP VALUE:	Special

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
18	All	All/All	16	750

The Caller in Darkness is just one name applied to the entity that haunts the ruins of ancient Giustenal. Most who have traveled through the area know the stories of some unknown being or object of incredible power that seeks to make contact with vulnerable minds. It calls to those with even the smallest amount of talent in the Way, driving them mad and making them commit foul acts of violence.

The Caller is a multitude of spirits trapped in a supernatural storm that exists in the Ethereal Plane adjacent to Giustenal. In the physical world, the Caller has no shape. It can only interact through the use of psionics. On the Ethereal Plane, it appears as a huge whirlwind full of swirling, howling spirits.

The Caller's native language is the tongue of ancient Giustenal. It communicates via psionics, using visions and projecting images to contact other psionic minds.

Combat: To maintain its own existence, the Caller in Darkness probes a five-mile area around the ruins. It searches with psionic signals, waiting for someone to respond to its psionic call. It tries to overwhelm that person's mind and draw him or her to the ruins. Those contacted by the Caller who die within Giustenal's walls are sucked into the spirit storm and become part of the group consciousness.

The Caller is very particular about who it searches for. It is only interested in psionicists or those with wild talents. It ignores those who have no natural capacity with the Way. Further, it is only interested in the same minds as those who were living in Giustenal at the time of the city's destruction-humans, elves, half-elves, dwarves, and halflings.

Outside the ruined walls but within the Caller's range, any use of psionics by those the Caller seeks has a chance of attracting its attention. Every use of a power has a base 25% chance of attracting the Caller. This base is increased by the number of PSPs expended to initiate and maintain the power. (The check is made after the power expires.) Once the Caller notices a psionic mind, it attacks with a powerful form of contact. It can attempt to contact a noticed character outside the ruins once per day. The character must make a saving throw versus spells. Failure indicates that contact has been established. If contact isn't established, nothing else occurs that day but the character has a feeling of dread.

Once contact is established outside Giustenal, a victim begins to experience delusions. These manifest as visions of loved ones or something else the victim most desires. The victim understands the voices and visions, but he or she speaks in the ancient language of Giustenal. These illusions are benevolent and draw the character toward the ruins. Every hour after contact, the victim must make another saving throw versus spells. Success or failure, the victim wants to enter the

ancient city. Success means the victim doesn't have to drop everything and rush ahead. Failure means the compulsion overwhelms the character and he or she begins the final trek to Giustenal. At this point, the victim may even attempt to kill his companions-especially if they try to stop him from reaching the ruins.

Inside the ruins, the base chance to notice the use of a psionic power is 50%, increased by spent PSPs. Contact attacks can be made twice a day in the city. Visions inside the city turn dark. The people of Giustenal died in horror. Fear gave the supernatural storm its power, and the Caller seeks to replicate that terror in its victims before they die. Once a victim begins to experience terrifying visions (many related to the destruction of the city), others nearby suffer from fear spill-over. This spill-over affects everyone, regardless of race or psionic ability.

Every half hour inside the walls, characters (other than those who have been contacted by the Caller) must make saving throws versus paralyzation to control their rising fear. After a number of failed rolls equal to one-quarter of the character's Wisdom (rounded up), the character succumbs to his fear and acts as though a fear spell was cast.

Contacted characters are hit with a series of increasingly malevolent visions, one every half hour. With each vision, a character must make a saving throw versus paralyzation. The saving throw receives a penalty based on how many visions have been experienced. On the first, the penalty is -1; the second, -2, and so on. Each failure causes the loss of 1d4 points of Wisdom. When a character's Wisdom drops to 0, the Caller can finally unleash its most devastating attack-causing the character to take his or her own life.

A contacted character who dies within the walls of Giustenal is sucked into the spirit storm. While trapped in the storm, the character can't be resurrected or raised. The natural duration of imprisonment for new victims is 100 + 2d20 years. A wish or other spell capable of selecting spirits from the Ethereal Plane can draw victims from the Caller's grasp.



The Caller can follow a character it notices as long as the character remains within its range. The range only extends along the surface. Once the character enters the tunnels beneath Giustenal, the Caller can no longer follow him. It can concentrate attacks on multiple victims in a single day, so all psionic users are in danger while in the Giustenal region.

Habitat/Society: While the Caller consists of thousands of individual spirits, it believes itself to be a single entity. It was created from the mass carnage inflicted on Giustenal by the sorcerer-kings who killed Dregoth. The vortices which funnel the elemental powers of the sorcerer-kings produced a separate whirlwind in the Ethereal Plane adjacent to Giustenal. The spirits of the city's dead were caught in the storm, and over the centuries their powerful psionic energies have merged into a group consciousness.

Ecology: As the supernatural winds slowly abate, some of the spirits have been released. The group consciousness doesn't see this as a good thing. It believes that it is dying. The Caller seek more psionic souls to add to the storm.

Camel of the Pearl

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (2-12)
ARMOR CLASS:	6
MOVEMENT:	24
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/2-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	10%
SIZE:	G (30′ tall)
MORALE:	Elite (14)
LEVEL/XP VALUE:	1,400



Camels of the pearl are said to have been carved from a single great pearl by Jisan of the floods at the dawn of the world, and they have served the cause of good and righteousness ever since. Their deep, enormous eyes reflect both their tranquility and their great power.

Camels of the pearl are gigantic, positively elephantine animals with white fur, pearly eyes, and great power. They speak as humans do, and know the language of giants, genies, and others as well. They generally kneel when speaking to smaller creatures, so as not to intimidate them with their size. Camels of the pearl who have decided to serve as steeds are often fitted with rich bridles, saddles, and trappings of silk, silver, samite, bronze, and carefully-gilded leather. Somehow, though, even the richest gear only makes a camel of the pearl seem more humble.

Combat: Camels of the pearl are powerful healers and teachers. They have all the spell abilities of a 7th-level cleric with a 17 Wisdom. In addition, they can *cure disease* or *neutralize poison* at will by licking the face of an afflicted person. Three times per day they can *create food and water* to feed the hungry or the poor.

Camels of the pearl can blight the ventures of those who abuse their station or responsibilities, generally by teaching others to resist and to demand fair treatment. They can also create fool's gold to bribe evil creatures with or to buy them off.

Camels of the pearl do not spit, but if severely provoked they can fight as well as war camels. They can bite for 1-8 points of damage and trample for 2d6. A successful trampling attack forces the opponent to remain prone, giving the camel an additional +4 to hit on future trampling attacks. If a camel of the pearl misses a trampling attack, its foe may regain its feet if it undertakes no other action that round.

A camel of the pearl may become invisible at will.

Habitat/Society: Camels of the pearl seek out people and places where they can be of service. They are glad to shoulder burdens, but they also insist that those they help help themselves. They often serve noble djinn and some desert giants as steeds and symbols of authority.

Ecology: Camels of the pearl are omnivores, eating insects, whole plants, grain, prepared foods, and even fish. They have a definite sweet tooth and can sometimes be persuaded to stay in an area longer than they might otherwise if they are plied with sugar, honey, date wine, mead, confections, or sweet fruit. They can travel without food or water for up to a month.

Camels of the pearl most enjoy the company of other lawful good beings, but they are also willing to try to convert others through their good example. They frequently minister to those who would exploit them, but camels of the pearl are wise enough to see through these attempts and leave any situation where their good works are twisted to selfish ends.

The White Mirage

There are legends of the greatest camel of the pearl, a beast created to serve the gods as their steed, carved from the heart of the pearl that gave birth to all such camels. This animal is said to be near immortal, still roaming the world thousands of years after its birth, providing for the needy and calling down curses on those who harm it or those who oppose the will of the Loregiver.

The White Mirage is most commonly encountered in the deep desert by stranded or dying travelers, most of whom claim that it led them to an oasis and healed them before leaving them on a caravan route to be picked up by passing merchants.

It has all the abilities of the lesser camels of the pearl as well as the spell abilities of a 20th-level priest. It appears only to travelers who are both good and industrious; pious sluggards do not gain its sympathy, nor do hard-working cheats. Those who are both lazy and malicious will only regret meeting the White Mirage; it may curse them with poverty, barrenness, the attentions of genies, the evil eye, or rapid aging and decline. The curses visited on such misguided souls generally mirror the sufferings they have visited on others. In rare cases, they are given warnings of what will come if they don't change their ways.

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CLIMATE/TERRAIN:	Saltwater swamps
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day (inactive in bright sunlight)
DIET:	Herbivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d6 per herd
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Spores, sound imitation
SPECIAL DEFENSES:	Surprised only on 1 or 2
MAGIC RESISTANCE:	Nil
SIZE:	T–S (3″ per hp)
MORALE:	Unsteady (5–7)
XP VALUE:	65



Campestris resemble myconids (see the MONSTROUS MANUAL™ tome) without arms and have a stronger resemblance to mushrooms than their more highly evolved cousins. Campestris are happy-go-lucky creatures with few cares or worries. The fungus creatures are a bit smarter than a domestic cat—just smart enough to have developed a warped sense of humor and some rudimentary powers of reason. Each "herd" of mushrooms also has a collective intelligence equal to about 6–7 on the Intelligence scale. A druid or other character with the herbalism proficiency may have heard of the dancing mushrooms in old legends, but PCs should not have any specific information about campestri habits and abilities.

Campestris vary widely in color, from white to tan to dark brown, but they always have red or purple caps and speckles. They move by expanding and contracting their "root-balls."

Combat: Once per day, each campestri can release a cloud of spores that acts as a *slow* spell upon all creatures within a 10-foot radius. The effect lasts for 1d4 + 4 rounds (save vs. spell for half duration). Campestris are very sensitive to sound and vibrations, so they are surprised only on a roll of 1 or 2.

Campestris can butt creatures at a high rate of speed for a single point of damage, but they use this attack mainly as a distraction. They will also swarm spellcasters this way to prevent spellcasting.

Habitat/Society: Campestris are captivated by any sort of singing, even incredibly bad singing. If anyone sings or plays an instrument, the campestris will happily sing along. The mushrooms can easily imitate both words and music. Once they have run through a song or piece of music three or four times, they remember it, although they have a tendency to mix and match parts of different tunes. The campestris will dance all around whoever is singing to them, enjoying themselves immensely. If one of the PCs sings a song to the campestris, the DM should sing back the words a little warped. For example, suppose a PC bard sings, "Mary had a little lamb, whose fleece was white as snow" (one of the campestris' all-time favorites). In response, the campestris madly caper around the PC while singing, "Murray hada weedleam, hoose fleas was wideasno!" (The DM should repeat the lyrics in an obnoxious, nasal falsetto, twisting them in a new way each time until he or she gets tired or the players start to throw things.)

If the PC bard puts up with the campestris' sometimes annoying habits and teaches them to sing on key (a very patient bard might even be able to get them to sing and dance like a chorus line), the DM can award a bonus of 150 XP for good role-playing. If the player does an exceptional job (if everyone at the gaming session laughs), the PC might deserve 200–300 XP. In order to earn this bonus, the player should actually sing the song that the character wants to teach the campestris. Player talent does not count here, only that the player is willing to sing. The DM's own judgment determines when the PC bard has put enough effort into teaching the campestris to sing.

Ecology: Campestris are very useful creatures to have around, if one happens to live in an area with salty soil. The mushroom creatures "eat" salty soil, filter out the salt, and excrete a slippery paste of purified soil (stripped of things nourishing to fungus, of course).

Eating salt also serves as a defense mechanism because it makes campestris taste as salty as caviar. Bullywugs consider them a delicacy, but most other intelligent creatures avoid them.

Caniquine

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5Ð7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Elite (13Ð14)
XP VALUE:	270 (420 w/Legacy)



These unusual animals are half canine and half equine, possessing the head and front legs of a large dog and the hindquarters of a horse. Though caniquines possess the strength of horses, their color and hair length is consistent with the characteristics of large dogsÑranging from short, wooly fur to long, smooth hair in colors ranging from white and yellow to the darkest black.

These creatures sometimes serve as work animals, but they are better used as mounts. Because caniquines are intelligent, they are easily tamed and taught. They understand simple verbal commands and can communicate with a variety of barks, growls, and body movements. Even without orders, they will always defend their masters from any apparent hostility. Caniquines are also very playful and respond well to affection.

The Red Curse: About 1 in 10 caniquines suffer from the Red Curse; these few require *cinnabryl* to ward off Affliction. Of the affected, only those with Legacies valuable enough to counterbalance the *cinnabryl* expense are kept. The rest are often killed or set free. Fly, Anti-Missile, Leap, Projectile, and War Cry are Legacies considered valuable for caniquines.

Combat: In the wild, caniquines hunt in small packs, usually led by an alpha male. They charge the intended prey, running it down and falling on it with vicious abandon.

When tamed and ridden, a caniquine will use its snapping bite against any threat to its master. If the caniquine has been trained as a combat mount, it will also kick with its back feet, inflicting 2d6 points of damage to a single opponent. In order to both kick and bite in the same round, its master must signal when to kick. Kick attacks can only be implemented when stationary, but the bite attack is easily accomplished even at a hard ride.

Habitat/Society: When hunting in packs, the stronger caniquines feed first, followed by the weak and then the young. They hunt herd animals and any solitary wild creatures. They seldom attack humanoids, and never lupins. On their own, the caniquines tend toward individual family units, usually consisting of a male, a female, and their young.

Caniquines are often bred and raised in captivity. They will serve as loyal mounts to all races except for rakastas and lupins. Rakastan feline behavior upsets them, and the lupin dislike for caniquines is extremely evident. Lupin legends claim that caniquines were bred by Immortals (or possibly powerful wizards) who desired more intelligent, compliant mounts, but the feliquines turned out to be too prideful for them. Lupins view the animal as an abomination and are disagreeable to any person who owns one.

Ecology: Caniquines seem to prefer humanoid care and will often wander into a village looking for food and attention. Very few are wild enough to stay far from civilization, and these are left pretty much alone. Feliquines and caniquines do not get along. Still, because the feliquines are stronger, the caniquine pretty much leave them alone unless traveling in a pack.

Cantobele

CLIMATE/TERRAIN:	Swamps and forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high
TREASURE:	All possible
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	2 to 4
THAC0:	2 HD: 19 3 HD: 18 4 HD: 17
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Nil
SIZE:	L (7'-9' long)
MORALE:	Champion (15-16)
XP Value:	2 HD: 650 3 HD: 975 4 HD: 1,400



Cantobeles are large, heavily-muscled creatures that are sleek in the manner of the great cats. A cantobele has a long, broad tail with very short fur, ending in a tuft of long, black hairs. The rest of the creature's body is covered with thick, double-coated fur, ranging in color from gray-white to tawny, depending on habitat and season. The adult cantobele changes color with the season for camouflage, but darker, more intense coloration denotes youth. The long mane of the cantobele matches its body and tail fur. A cantobele's eyes are startlingly human in appearance and display a great intelligence. The irises are brown or mauve.

Cantobeles are encountered in wilderness areas, particularly in swamps and forested ravines. A cantobele has a high-pitched, soft, feminine voice, and uses it effectively to lure prey and deceive hostile creatures. Hiding in underbrush, it employs its voice in combination with its innate ability of *ESP* (90 yard range) and *tongues*. Cantobeles hide from view until their prey is close enough to spring upon. The name of the creature derives from the strange, beautiful ringing sound, like the chorus of chiming bells, which the cantobele emits after making a kill.

Combat: Cantobeles fight with all three pairs of legs and with their powerful fangs. A cantobele's tail can also strike, but it is usually used for balance when the creature uses all its claws. Cantobeles prefer to spring upon opponents, knocking them flat and raking and biting before the victim can rise to protect itself.

When a cantobele attempts to knock an opponent off its feet, the victim must roll a successful Dexterity check with a -4 penalty to maintain balance. If the check fails, the victim falls, and the cantobele attacks with a +4 bonus with each of its attacks. The following chart lists the damage the cantobele causes according to its Hit Dice total.

Hit Dice	Claw	Bite	Tail
2	1-4	2-8	1-6
3	1-6	3-12	1-8
4	1-8	4-16	1-10

A cantobele can cast one *misdirection* spell per day. It commonly uses this spell to lure heavily armed foes away from its lair. It can cast one *ice storm* spell every 12 hours as well. When casting any of these spells, the cantobele can take no other action during that round.

Cantobeles are immune to cold-based attacks, including naturally occurring frigid weather. They have 110-foot infravision and eyes that filter out glare. Cantobeles are never blinded or dazzled by snow or bright lights. Their second eyelid continually filters out the intense light to protect their eyes.

Their claws and six-legged gait make them sure-footed on the slickest ice, in deep snow, or on tree boughs. Spells such as *grease* and *fumble* have no effect on them. They can climb any surface, except sheer walls and cliffs, at their normal movement rate. Sheer surfaces reduce their movement by one-half.

Habitat/Society: Cantobeles prefer to live in deserted and humid climes. They are most prevalent in the Impresk and Shalane Lake areas where the waters swamp the surrounding territories. They also live in the Rebban River area in vast numbers. Elsewhere, they are rarely seen, if ever. Cantobeles mate once every three years during early spring, becoming catatonic and dying if a mate is not found within two months of their breeding time. The male cantobele bears the young and cares for them for one year. A litter numbers between four and sixteen young, but five to eight (1d4 +4) is most common.

Ecology: Many cities near Shalane Lake have placed a bounty on the cantobele in recent years as a response to alleged man-eating tendencies. Cities such as Surke pay as much as 50 gold pieces for a verified kill. There is no limit to the bounty. Because such bounties exist, many sages fear the animal will become extinct. These same sages now offer a bounty of their own. They pay 65 gold pieces per cantobele if it is captured alive, so they can be placed in more deserted locations such as the Rifhake Lake in the center of the Great Rift.

Carapace

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore, fungivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10 or special
MOVEMENT:	1
HIT DICE:	1+1 to 2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1' diameter)
MORALE:	Unreliable (2–4)
XP VALUE:	175



Also called the *coffin shell creature,* a carapace is an aggressive, mobile fungus native to the Underdark. It adapts itself on contact with almost any vertebrate creature, from reptiles to mammals to fish, creating a symbiotic exoskeleton. It does not attach itself to invertebrates, such as insects, spiders, or octopi. In its natural state, the carapace looks like a soft, gray spongy mass about a foot in diameter, though it can extend tendrils from its central mass to snare a host, then pull itself into contact with the host's body.

Combat: The carapace lies hidden in beds of other fungi or clings to cavern walls and ceilings. In its natural state, the carapace has an Armor Class of 10. Whenever the carapace successfully strikes a target, or is struck by the unprotected living flesh of a predator or attacker, it creates a sticky, gluey bond between the two creatures. Unless the fungus is dispatched within the next round, the bond solidifies, and the carapace begins to spread its mass out over the host's skin. Attacks that physically damage the spreading carapace inflict equal damage on the host creature, though it can be destroyed without harm to the host by a *cure disease* spell.

If the carapace is not removed within a certain time that depends on the size of the host, it hardens into a protective horn-like shell that improves the host's Armor Class by 2 (for instance, a giant snake with AC 6 would become AC 4). The carapace can cover any size creature, given enough time, since it transforms some of the host's mass as well as spreading its own. The process takes a single day for tiny creatures (size T), two days for small creatures (size S), four days for man-sized creatures (size M), a week to 10 days for large creatures (size L), at least two weeks for huge creatures (size H), and up to a month for gargantuan creatures (size G). When this process is complete, the host creature permanently loses one point of Constitution. The host's joints are not stiffened, as the carapace adapts to the host's body structure.

Once the host is entirely covered, the carapace cannot be removed without damaging the host's body. At this point the carapace has become fully integrated with the host's skin and has no independent existence. A *cure disease* spell is no longer effective against it. After the carapace has covered the entire skin of the host, the host body becomes noticeably thinner and paler; this is when many of the host's companions first notice any change. The hardened carapace gives the host some benefits: it can regenerate the host at 1 hit point per round for up to a day in exchange for another point of Constitution. It *will* do so to keep its host at least half the host's full hit points. (If the total number of hit points regenerated by the carapace in one day is less than or equal to the host's Constitution, *no* Constitution is lost if the number of regenerated hit points is less is rolled on 3d6).

The carapace absorbs poisons and mental attacks, making the host immune to poisons, mind-affecting spells, and psionic attacks. If the host is psionic, the carapace absorbs the host's PSPs as well. A hardened carapace is immune to fire, further protecting the host.

Habitat/Society: The carapace, in its soft form, uses its limited mobility to move about searching for hosts. It can crawl on walls and ceilings and attach itself to almost any surface. It is attracted by body heat and motion, and avoids direct sunlight and negative energy. When not attached to a host, the soft form of the carapace can subsist for months on a diet of less-dangerous fungus and slime-molds. When such fungi are abundant, a soft carapace slowly grows to the 2+2 HD size, then divides into two 1+1 HD carapaces. In its soft state, the carapace is vulnerable to spells effective against fungi, such as the 7th-level priest spell *sunray,* and to subterranean creatures that eat fungi, such as giant slugs, purple worms, and burburs.

A hardened carapace slowly leeches away the bones of the host, becoming the host's exoskeleton in a process that is not particularly painful. As the carapace slowly fuses with the host's spinal and brain tissue, the host's alignment shifts irreversibly to neutral, though the host's lawful or chaotic tendencies are unaffected.

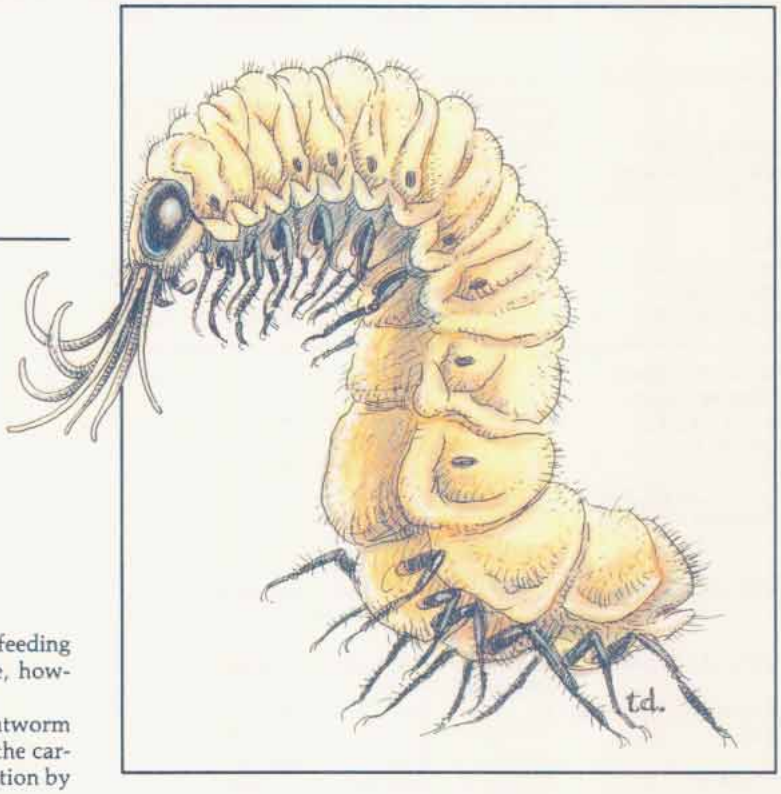
Once the host dies, the host tissue within the carapace is consumed by the growth of new spongy carapace fungus. When the host's body is entirely consumed (which may take several weeks) the dead outer carapace splits, revealing one or more new soft carapaces. The host body breeds a new carapace per 3 feet of height or body length.

Ecology: The carapace is a symbiont, thought to have been created by a slime-lord of the tanar'ri long ago. Only the most desperate Underdark creature might join with a carapace, but slave-warriors among the derro and aboleths are sometimes forced to become their hosts.

—*From* DRAGON Magazine #227

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	3/7
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1 or 8
DAMAGE/ATTACK:	Special or 1-2
SPECIAL ATTACKS:	Paralysis
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Special
XP VALUE:	420



The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

The monster's head, which is covered with a tough hide that gives it Armor Class 3, sprouts eight slender, writhing tentacles. The body of the carrion crawler is not well protected and has an armor class of only 7. The monster is accompanied by a rank, fetid odor which often gives warning of its approach.

Combat: The carrion crawler can move along walls, ceilings and passages very quickly, using its many clawed feet for traction.

When attacking, the monster lashes out with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2-12 turns. A save versus paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite which inflicts 1-2 points of damage. The monster will always attack with all of its tentacles.

Carrion crawlers are non-intelligent, and will continue to attack as long as any of their opponents are unparalyzed. Groups of crawlers attacking together will not fight in unison, but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell. Clever travelers have been known to fool an approaching carrion crawler with a sight and smell illusion, thus gaining time to make good their escape.

Habitat/Society: Carrion crawlers are much-feared denizens of the underground world. They live in lairs, venturing out in search of carrion or food every few days. Some underground inhabitants such as goblins and trolls will make use of carrion crawlers by leaving the bodies of dead foes out in designated areas. This keeps the creatures at a good distance from their own homes and encourages them to "patrol" certain areas. Some orcs have been known to chain live prisoners near the lairs of these fearsome monsters.

Carrion crawlers will sometimes live with a mate or in a small group numbering no more than 6. This does not mean that they cooperate in hunting, but merely share the same space and compete fiercely for the same food. If 2 crawlers have made a kill or discovered carrion, they will often fight over the food, sometimes killing one another in the process.

The carrion crawler mates once a year. Several days after mating, the female will go off in search of a large kill. When she has found or killed an adequate food supply, she lays about 100 eggs among the carrion. The grubs hatch one week later and begin feeding.

Maternal care ceases once the eggs have been laid and it is not uncommon for eggs to later be eaten by the female who laid them. Females die a few weeks after laying their eggs, exhausted by the effort. Males live only a short time longer, having mated with as many females as possible. Grubs have been known to consume one another in feeding frenzies, and are a favorite food of adult carrion crawlers. Few of the grubs reach maturity, but those who do have eaten voraciously and will achieve their full size in a single year. When they reach maturity, the mating cycle begins again.

These monsters exist on the most basic instinctual level, having no more intelligence than earthworms or most insects. The carrion crawler is driven by two urges: food and reproduction. It has absolutely no interest in the collection of treasure.

Ecology: The carrion crawler provides the same useful, if disagreeable, function that jackals, vultures, and crows perform. Like so many other predators carrion crawlers instinctively prey on the weak, sick, and foolish. In the long run, this has a beneficial effect on the prey, strengthening its gene pool. The carrion crawler also works wonders in over crowded caverns, quickly eliminating population problems among the weaker monsters. Thus, the life cycle of the crawler is inextricably linked to those of its prey—when the prey flourishes so does the crawler.

Carrion Stalker



Climate/Terrain:	Any subterranean
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Non- (0)
Treasure:	(B)
Alignment:	Neutral
No. Appearing:	1d6
Armor Class:	2
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1 or 1d4 +5
Damage/Attack:	1d6 or special
Special Attacks:	Paralysis, spawning
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (12" long)
Morale:	Average (9–10)
XP Value:	650

An encounter with a carrion stalker may well be the most horrifying experience a traveler can have. These ghastly creatures actually live within decaying bodies and lie in wait for a bypasser to serve as a new nest for their disgusting larvae.

The carrion stalker looks something like a horseshoe crab but also sports the tentacles of a jellyfish. They are occasionally seen scuttling about dank mausoleums and moldering cemeteries with their vile tendrils trailing behind them. Carrion stalkers grow to 1' in length at maturity. Their fine but strong tendrils can grow to lengths of 15 feet. They range in color from glossy black to bone white, but are most commonly a putrid combination of gray and pink.

Carrion stalkers are not intelligent and act only upon their instinctive needs to feed and reproduce. As such, they have no language, although they do produce a piercing squeal when attacking unwary travelers.

Combat: Carrion stalkers spend most of their wretched lives lurking within the decaying bodies of the dead. When a warm-blooded creature comes within 15 feet of these havens, however, they attack with blinding speed. Because of their speed and the difficulty in spotting them, stalkers impose a –2 penalty on their victims' surprise and initiative rolls.

A carrion stalker's attack begins when it lashes out with a storm of eight slender tendrils. Each of these makes a separate Attack Roll and is covered with painful stingers that inflict 1d4 points of damage. If even a single tendril scores a hit, the victim must make a saving throw vs. paralysis or become entangled. A –1 penalty is imposed on this roll for every tentacle that succeeded in hitting the target.

Once caught by these leathery cords, the victim (or a would-be rescuer) must make a bend bars/lift gates roll to escape. While caught in the painful embrace of these stinging members, the victim will suffer an additional point of damage per tendril each round. Tentacles that failed to grapple the target in previous rounds will continue to strike at the victim until either all eight are secured or the prey has broken free.

Once grappled, the helpless victim is dragged toward the corpse at a rate of 3 feet per round. As soon as the prey is within 3 feet, a cloud of larvae bursts from the stalker. Between 4 and 9 (1d6+3) of the disgusting grubs will land on the victim and begin to burrow into his flesh on the next round. The young carrion stalkers are AC 8, have 1 hit point, and do 1 point of damage per round to the victim until they are destroyed. Anyone working to free an entangled victim must make a saving throw vs. breath weapon or be infested with 1d4 grubs himself.

Adult and larval carrion stalkers are immune to all manner of poisons or disease, but can be injured or destroyed by most other forms of attack. It is worth noting, however, that the nature of these creatures makes it hard to attack them without injuring their victim. Because of this, damage from most attacks is divided evenly between the carrion stalker and its victim.

Habitat/Society: Carrion stalkers appear to have no social order although they are often found nesting near one another. The larva that infest a host body will ultimately kill each other in competition for food. Thus, only two or three will grow to maturity within the corpse. Carrion stalkers are sexless and any adult is capable of generating offspring every 2d4 weeks.

Ecology: Carrion stalkers are parasites who survive by devouring the bodies of their hosts, even after its death. They breed and die rapidly, surviving just long enough to spawn a few times.

Climate/Terrain:	Odiare
Frequency:	Very rare
Organization:	Solitary or pack
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1 or 2d4
Armor Class:	6
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1 point
Special Attacks:	Paralyzation and domination
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (6″ to 2′ tall)
Morale:	Fearless (19–20)
XP Value:	975



Easily mistaken for a common toy, the carrionette is as foul and sinister a creature as one will find in the Demiplane of Dread. Its sharp needles literally paralyze men with fear.

Carrionettes are living, animated puppets or marionettes. They are essentially wooden dolls, painted and clothed, which have come to life. All of their limbs are jointed and have small holes for a puppeteer's strings. Carrionettes vary in height from 6 inches to 2 feet. They can look like anything, from clowns and knights to farm animals or monsters. Most, however, look like people.

Carrionettes can speak the favored language of their creator as well as any tongue appropriate to their shape. For example, a carrionette in the image of a drow would be able to speak the language of those sinister elves. The voice of a carrionette is hollow and shrill.

Combat: Carrionettes must have miniature, sharp weapons to attack with and cause damage; they cannot use blunt weapons. They can only do 1 point of damage per attack and the nature of its weapon does not affect how much damage the carrionette does. Typical weapons for carrionettes are large sewing needles, small kitchen knives, razor blades, and the like.

Each carrionette carries a small quiver of ten silver needles. They can throw these needles like spears, aiming at a leg or an arm. The needle has a maximum range of 15 feet and trails a magical silver cord attached to the carrionette's hand. A hit by the needle does no damage but requires the victim to make a saving throw vs. paralyzation. If the roll fails, that limb becomes paralyzed and the silver cord becomes invisible. A character who has a single paralyzed leg moves at half speed. The needle itself is not magical. The magical energy cord is created by the carrionette itself. If the character can remove the needle, he regains use of that limb in 1d4 rounds.

An immobilized character, whether paralyzed, asleep, or unconscious, is particularly vulnerable to the carrionette. The evil puppet can drive a needle into the base of the character's neck, which has the effect of transferring the essence of the carrionette into the person and vice versa. The person inhabiting the doll's body is inanimate for a full hour after the transferral. The carrionette in the person's body is unconscious for only a round, after which it can remove any and all needles stuck in its new body.

The carrionette has two other special abilities. It can climb walls like a thief, with an 85% chance of success. This chance increases to 95% if the puppet can use a string and needle or other aid. Secondly, the carrionette is able to employ a *ventriloquism* spell at will.

As one might expect, carrionettes are immune to poison cold, electricity, and all mind-affecting spells. A *warp wood* spell instantly destroys one of these creatures.

The person in the carrionette's body need not give up all hope of rescue, for he can recover his normal body with effort. The carrionette cannot destroy the doll body, for that would kill its own essence as well as the spirit of the person trapped in it. Therefore, the carrionette tends to lock up its former body or send it far away. To return things to normal, a silver needle must be driven into the live body (it does no damage). The doll body must hold either the needle or a silver wire no more than 15 feet long attached to the needle. When this is done, the doll's essence is instantly returned to its body, which remains inert for an hour. The person's essence is returned to his body and is active again in a single round.

Habitat/Society: Carrionettes are parasites that live off humans and human society. They tend to hide in plain sight, such as in children's toy rooms, toy shops, theaters, or other places where marionettes and puppets are not unusual. They can remain inanimate for extremely long periods of time, until they find a reason to exert themselves.

Carrionettes are driven by a single desire: to get a host. They desperately want to have a living body. Usually they operate in packs to drag down the bodies of the living, but they are known to operate alone. Carrionettes have no social structure. They do not interact with each other except when in a pack. Once a carrionette has a human body, it ignores other carrionettes, though it is capable of detecting their presence.

Ecology: A carrionette can be made of almost anything. Among the most common materials used are wood, straw, ceramic, cloth, and tin. For game purposes they are all treated the same. It takes a month to craft the carrionette body, something only a dedicated craftsman can do.

	Cheetah	Jaguar	Leopard	Common Lion	Mountain Lion	Spotted Lion	Giant Lynx	Wild Tiger	Smilodon
CLIMATE/TERRAIN:	Warm plains and grasslands	Tropical jungle	Tropical jungle or forest	Warm plains and grasslands	Any warm or temperate	Warm plains and desert	Subarctic forest forest	Subarctic to tropical forest	Subarctic to tropical
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Family group	Solitary	Solitary	Pride	Solitary	Pride	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Any	Any	Day	Dawn or dusk	Day	Night	Night	Night
DIET:	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1)	Semi-(2-4)	Semi- (2- 4)	Semi (2-4)	Semi (2-4)	Semi (2-4)	Very (11-12)	Semi (2-4)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-2	1-2	2-12 (2d6)	1- 2	2-8 (2d4)	1-4	1-4	1-2
ARMOR CLASS:	5	6	6	5/6	6	5/6	6	6	6
MOVEMENT:	15, sprint 45	15	15	12	12	12	12	12	12
HIT DICE:	3	4+1	3+2	5+2	3+1	6+2	2+2	5+5	7+ 2
THAC0:	17	17	17	15	17	15	19	15	11(13)
NO. OF ATTACKS:	3	3	3	3	3	3	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1-8	1-3/1-3/1-8	1- 3/1-3/1-6	1-4/1-4/1-10	1-3/1-3/1-6	1-4/1-4/1-12	1- 2/1-2/1-2	2-5 (1d4+1)/ 2-5 (1d4+1)/ 1-10	2-5 (1d4+1)/ 2-5 (1d4+1)/ 2-12 (2d6)
SPECIAL ATTACKS	Rear claws 1-2 each	Rear claws 2-5 (1d4+1) each	Rear claws 1-4 each	Rear claws 2-7 (1d6+1) each	Rear claws 1-4 each	Rear claws 2-8 (2d4) each	Rear claws 1-3 each	Rear claws 2-8 (2d)	Rear claws 2-8 (2d4)
SPECIAL DEFENSES:	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	See below	Surprised only on a 1	Surprised only on a 1
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4'-4½' long)	L (5'-6' long)	M (4'-4½' long)	M (4½'-6½' long)	M (4'-5' long)	L (4½'-6½' long)	M (4½' long)	L (6'-9' long)	L (8'-12' long)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Steady (8-10)
XP VALUE:	175	420	270	650	270	975	175	650	1,400

The great cats are among the most efficient of all predators.

Cheetah

The cheetah is a medium-sized, lightly built cat. Its fur is sand colored and it is covered with dark spots. The cheetah is unique among cats because of its non-retractable claws.

A skilled hunter endowed with natural camouflage, victims of a cheetah attack suffer a -3 on their surprise roll. They are famed for their tremendous bursts of speed, and can run at triple speed (45 feet per round) for three rounds. The cat must rest 3 turns before sprinting again. Cheetahs can spring 10 feet upward or 20 feet forward. If both forepaws hit during an attack the cheetah is able to rake for 1-2 points of damage with each of its rear claws. If defending their young, cheetahs receive a +2 on their attack and damage rolls and will fight to the death.

Cheetahs inhabit warm plains and grasslands, often sharing their range with lions. Their favorite prey are the antelope that inhabit the plains, and they rarely attack men. Cheetahs are territorial, but may live alone, in pairs and in groups. The female raises a litter of 2-4 young alone. The young, who stay with their mother for as long as 2 years, can be completely trained and domesticated.

The fortunes of the cheetah rise and fall with those of its prey; when the population of antelope and other game declines, so does that of the cheetah.

Jaguar

The jaguar is a powerful cat with a deep chest and muscular limbs. Its color ranges from light yellow to brownish red, and it is covered with dark spots.

The jaguar will attack anything that it perceives as a threat. It relies on stealth to close with its prey, often pouncing from above. The jaguar can leap 30' to attack. If both of its forepaws strike it will rake with its two rear claws for 2-5 (1d4+1) points of damage each.



The jaguar inhabits jungles, spending a great deal of time in tree tops. It climbs, swims, and stalks superbly. Jaguars are solitary and territorial, meeting only to mate. If found in a lair, there is a 75% chance there will be 1-3 cubs. Cubs do not fight effectively.

Their strength and ferocity make jaguars one of the most feared predators of the jungle.

Leopard

The leopard is a graceful cat with a long body and relatively short legs. Its color varies from buff to tawny, and its spots are rosette shaped.

Leopards prefer to leap on their prey, imposing a -3 on the surprise rolls of their victims. Leopards can spring upward 20 feet or ahead 25 feet. If they strike successfully with both forepaws, they rake with their rear claws for 1-4 points each.

Leopards are solitary, inhabiting warm deserts, forest, plains, and mountains. They hunt both day and night preying on animals up to the size of large antelopes. They swim and climb well, and will often sit in treetops sunning themselves. Leopards will also drag their prey to safety in the treetops to devour in peace. The female bears 1-3 young, and cares for them for up to two years. If found in the lair, there is a 25% chance that there will be cubs there. The young have no effective attack.

A skilled predator, the leopard is often threatened by human incursions. In areas where it is hunted, it is nocturnal.

Lion

Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes.

Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. Since their senses are so keen, lions can only be surprised on a 1. All lions can leap as far as 30 feet. Males have an Armor Class of 5 in their forequarters and 6 in their hindquarters while females are Armor Class 6 in all areas. If a lion hits with both forepaws, it can rake with its rear claws doing 2-7 points damage each.

Lions prefer warmer climates, thriving in deserts, jungles, grasslands, and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Lions frequently kill animals the size of zebras or giraffes. Lionesses will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock, but will almost never attack men. A lair will contain from 1-10 cubs which are 30%-60% grown. Cubs are unable to fight. Lions are poor climbers and dislike swimming.

Lions flourish only when the supply of game is adequate. Their size and strength have made them a favorite target of human hunters.

Mountain Lion

Not a true lion, this brownish cat is lankier than its large cousins. Except for their size, males and females are difficult to tell apart.

The mountain lion is more cautious and less aggressive than its larger relatives. They can spring upward 15 feet or ahead 20 feet to attack or retreat. If they score hits with both of their forepaws, they will rake with their back ones for 1-4 points of damage each. It will not attack men unless threatened.

Mountain lions range in warm and temperate mountains, forests, swamps, and plains. They are solitary, with males and females each maintaining separate territories. Their favorite prey are deer. The female rears 2-4 cubs alone, which remain with her for 1-2 years.

The mountain lion is flexible and elusive. It is adept at surviving on the fringes of human civilization.

Spotted Lion

Spotted lions are large, fierce, dappled versions of the lion. They are generally found in the plains of the Pleistocene epoch, and rarely occur elsewhere.

Giant Lynx

The giant lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and dappled coloring. It has a compact muscular body, with heavy legs and unusually large paws.

The giant lynx is the most intelligent of the great cats and uses its wits in combat. When hiding, a giant lynx will avoid detection 90% of the time. The lynx can leap up to 15 feet and imposes a -6 on the surprise rolls of its prey. It has a 75% chance of detecting traps. If a giant lynx strikes with both forepaws, it attempts a rear claw rake, causing 1-3 points of damage per claw. The giant lynx almost never attacks men.

The giant lynx prefers cold coniferous and scrub forests. They can communicate in their own language with others of its kind, which greatly increases its chances of survival. The nocturnal lynx stalks or ambushes its prey, catching rodents, young deer, grouse, and other small game. The cubs remain with their mother for 6 months.

The giant lynx has all the advantages of the great cats plus the added bonus of a high intelligence which makes it even more adaptable.

Tiger

The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes.

A tiger is a redoubtable foe in battle and is surprised only on a 1. They are experts in stalking and often hunt in pairs or groups. They can leap 10 feet upward, and spring forward 30 feet to 50 feet to attack. If they strike successfully with both forepaws, their rear claws rake for 2-8 (2d4) points of damage per claw.

This species ranges from the subarctic to the tropics, generally inhabiting wooded or covered terrain. Tigers are nocturnal, solitary, graceful climbers and swimmers who are capable of sustained high speed. These animals rarely fight among themselves, but will protect their territories ferociously. They are also the most unpredictable and dangerous of the great cats, not hesitating to attack men. Their favorite prey includes cattle, wild pigs and deer. Females raise their 1-3 cubs alone. The cubs remain with their mother for several years. If encountered in the lair, there is a 25% chance that the cubs will be present.

Feared by men, tigers are hunted aggressively, and are threatened by the destruction of forests. In the untamed wilderness, however, the tiger occupies the top predatory niche.

Smilodon

Although not truly a member of the cat family, the so-called sabre-toothed tiger is similar to them in many ways. Smilodons are known for their 6 inches long fangs which are capable of inflicting terrible wounds. Their powerful jaws and large teeth give them a +2 on their attack rolls. They are similar to normal tigers but are found only during the Pleistocene epoch.

CLIMATE/TERRAIN:	Forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Surprise, rear claw rake, frenzy
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	10%
SIZE:	M (4' at shoulder)
MORALE:	Champion (15)
XP VALUE:	975



The cath shee, or *faerie cat*, is a large, greenish-gray feline about the size of a mountain lion, with large tufted ears and wide golden eyes. They can weigh as much as 400 pounds. Cath shee are clever and independent, but sometimes can be persuaded to become a companion to a wood elf or high elf.

Combat: Normally, cath shee are solitary creatures and highly efficient predators. An inborn natural ability enables cath shee to *teleport without error* instantly, up to 100 yards. This ability is used to escape from enemies and to attack prey. They are naturally somewhat magic-resistant (10%).

Cath shee are ferocious fighters, and often lie in wait for prey, then use their *teleport* ability to attack with complete surprise. If both of a cath shee's claws strike, it will then rake with its back legs, hitting automatically and inflicting 2d6 points of damage.

While normally solitary and relatively unsocial, mated cath shee pairs will fight furiously for each other, and for their offspring if any are threatened. If a cath shee's mate or litter is threatened, it will go into a frenzy, attacking at +4 to hit and damage and never checking morale.

Habitat/Society: Once, cath shee were found in relative abundance, but today are found only in sylvan lands.

They are solitary creatures, associating with each other only in spring during mating. They remain together in mated pairs through the summer if kits are born. For the rest of the year, cath shee tend to keep to themselves, staking out territories as large as several square miles in area, and defending them, even against others of their own kind.

Cath shee sometimes consent to serve as companions (never pets) to wood or high elves. An elf who wishes to approach a cath shee must get a reaction of "friendly" (use the "Threatening" column of the Encounter Reaction Table in Chapter 11 of the *Dungeon Master Guide*, applying any Charisma modifications). If successful, the cath shee becomes the elf's companion. Every six months, another check (this time on the "Friendly" column) is required, or the cath shee will leave.

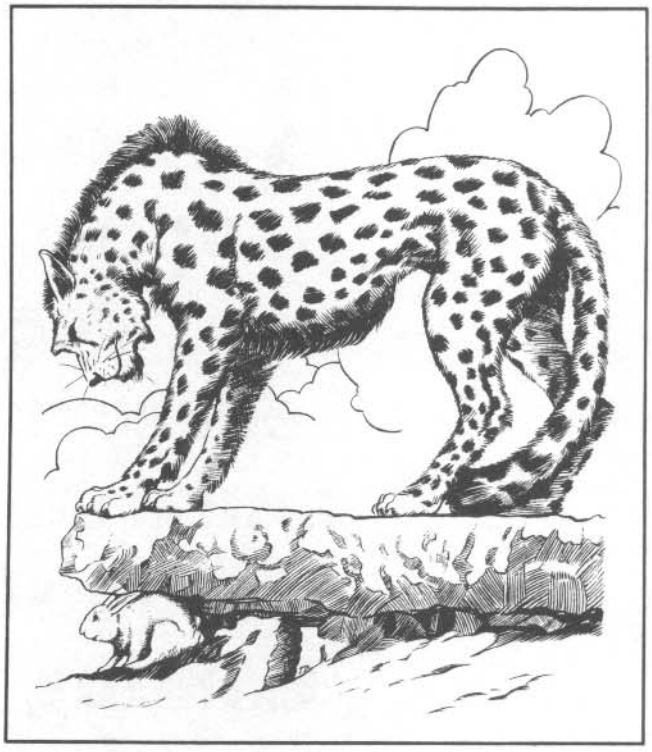
Ecology: Cath shee are highly efficient carnivores, preying on other mammals, primarily rabbits and small rodents. Their natural *teleportation* abilities help make sure that a cath shee's prey rarely escapes.

There are many legends about cath shee in elven society. Some claim that cath shee were created by Corellon Larethian to serve as companions to the elves.

In the *Forgotten Realms®* setting, the elves of Evermeet believe that cath shee are reincarnated elves who have been sent back to Toril by the Seldarine to defend the elven nations, or to atone for misdeeds in their previous lives.

Cat, Great, Ice Cat

CLIMATE/TERRAIN:	Arctic, tundra
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivorous
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (10% chance of 2)
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Rear claws, 1d6 each
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Steady (11-12)
XP VALUE:	120



An intelligent and elusive predator of Nehwon's Cold Wastes, the solitary ice cat resembles a cheetah with long, white fur. The ears, cheek fur, and pads are tufted, though this fur is heavier in the male than the female.

Combat: An ice cat is surprised only on a 1; its victims receive a –3 penalty on their surprise rolls. The ice cat can leap up to 20′ horizontally. If both of its forepaws hit, the ice cat will rake with its rear claws for 1d6 points of damage each (1-6/1-6).

Habitat/Society: They are solitary for most of the year, until the spring mating season. Young are born six weeks later. They are raised in seclusion, and reach maturity by the end of the following fall.

Ice cats have been domesticated by the Invisibles, who employ them as guard-beasts, messengers, and companions. They rarely attack humans, and have in fact been known to befriend humans, and serve them faithfully. Once given, an ice cat's loyalty is unshakeable, unless it abused, in which case the ice cat will depart, never to return.

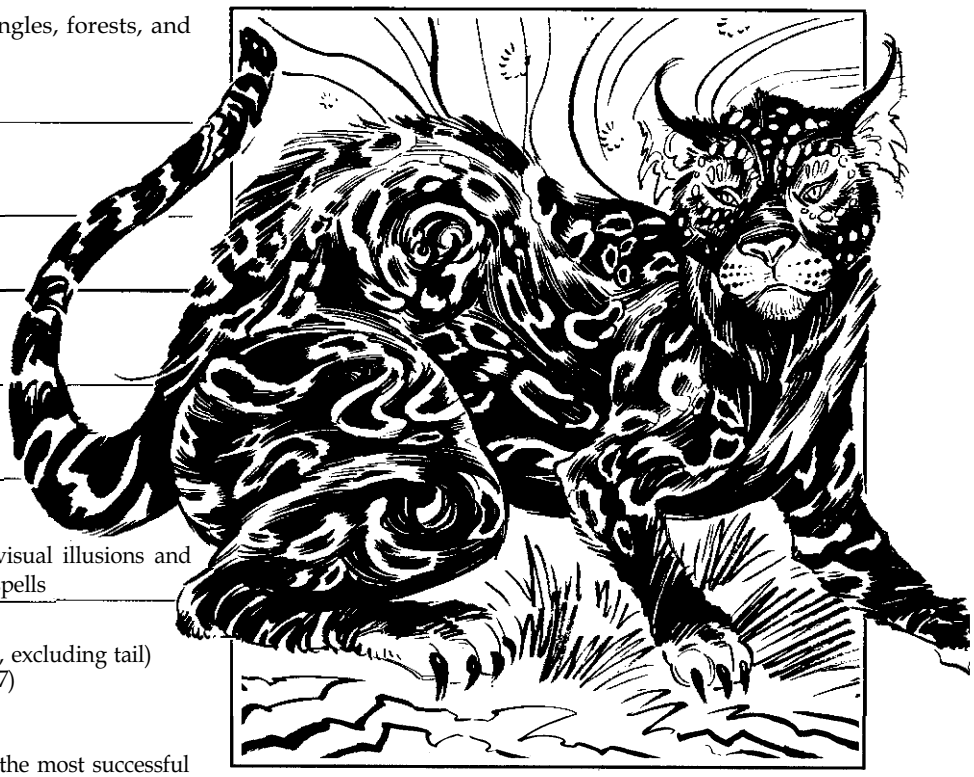
Ecology: The prey of the ice cat includes rabbits, small birds and rodents. Their fur is prized by the garment makers of the south who will pay richly for a pelt in good condition. Nobles with a taste for the exotic will pay much more for a live specimen.

Spotted Ice Cat

This rare form of the ice cat has a spot pattern similar to a snow leopard. It is reputed to be both more intelligent and more cunning than the non-spotted variety.

Cat, Great, Pardal

CLIMATE/TERRAIN:	Tropical/Jungles, forests, and grasslands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi- (4)
TREASURE TYPE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVE:	12
HIT DICE:	4+2
THACO:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Hypnotism
SPECIAL DEFENSES:	Immune to visual illusions and controlling spells
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long, excluding tail)
MORALE:	Irregular (6-7)
XP VALUE:	650



The laziest of the great cats, and also one of the most successful because of its magical method of attack, is the pardal. Of about the same size and build as a jaguar, its claws and teeth are smaller and less prominent, and its coloration is exactly the opposite of that animal; smoothly black all over with a rich speckling of tan or orange spots.

Combat: The pardal is neither an accomplished stalker, nor a powerful fighter able to take down prey by the strength of its limbs. On the hunt, it behaves as if success were a foregone conclusion—as if it had no fear that the prey would flee, fight back, or in any way make the life of the pardal difficult.

When it is hungry, it merely wanders about looking for any suitable game; a group of monkeys or pigs will do, but sometimes so will other predators like wild dogs or wolves. Then, without any pretense of stealth, it ambles towards the prey in a nonthreatening manner that the victims are likely to interpret as disinterest. As the pardal's muscles needn't be as finely tuned as those of a normal predator, it tends to look less threatening than most; with its belly hanging loosely beneath it, it may even appear to have fed recently when it is actually at its hungriest, especially when viewed by the more stupid herbivores.

If it can get within 30' of its prey, any creatures within that range who look at the pardal, even at a glance, notice that the spots on the pardal's fur are not fixed—they flow over the black background in such as way as to produce a hypnotic pattern spell effect on all who fail a save vs. spells. This effect lasts for 2-5 rounds or until something drastically changes the situation within the group of hypnotized creatures.

Once a suitable group stands fascinated by the spell, the parda1 selects a single target, usually the best eating of the lot, then advances to stare it straight in the face. To one already affected by the first spell, the pardal's golden eyes seem to spin crazily in their black sockets, an effect that causes the prey to be transfixed as by a *hold monster* spell, unless the victim makes a save vs. spells (no penalties or bonuses apply). The *holding* power of its eyes is stronger than the hypnotic effect of its fur, and causes a victim to stay rooted to the spot even as the pardal kills and devours it. As with the wizardly versions of this spell, the pardal's chosen victim cannot be freed from this spell without the intervention of *dispel magic* or stronger spells.

Conversely, the violence of the pardal's attack on its victim releases all other nearby creatures from its *hypnotic pattern.* Other effects, such as loud sounds or flashes of light, the appearance of a larger predator, or the wounding of animals besides the one chosen as prey (all of which could occur naturally or at the intervention of adventurers) will also break the hypnotic effect of the pardal's spots. While creatures with an Intelligence of 2 or higher are likely to learn to avoid an approaching pardal no matter how inoffensive it appears, the memory of a pardal attack rapidly fades in the minds of creatures with animal Intelligence (INT 1), so that it can usually prey on the same herd within a few weeks of a previous attack.

As a result of the ease with which it gets it meals, the pardal is found to be exceptionally weak for its size if forced into combat. It is physically weaker than other great cats and cannot employ its hind claws to rake prey. Given a choice, the pardal flees from persistent attackers, not being used to resistance from those it hunts. Moreover, its hypnotic powers operate only when it is hungry, so attacking a sated pardal is an even easier proposition.

Not only does the pardal employ hypnotic effects offensively, but it is also immune to outside illusions and charms. *Hold, charm, and hypnotism-* based spells have no effect whatsoever on pardals, and it is totally immune to visual illusions such as *phantasmal force.* Spells that target illusions at other senses have better effects. Instead of being immune to *improved phantasmal force* spells, a pardal saves against them at +6; it saves at +4 against *spectral force* spells, and it has no defenses against any illusions having no visual component at all, suffering a –2 penalty on its saves against these spells.

Habitat/Society: Just as the jaguar does, the pardal spends much of its time among the branches of trees; unlike its cousin, most of this time is spent napping, with relaxation only occasionally interrupted by the need to hunt for prey (and that requires little effort itself). A pardal is not territorial and will let

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other predators, including others of its own kind, share its range unless there is not game enough for two (in which case it will either kill the interloper when next it gets hungry, or simply leave to find more suitable accommodations).

Pardals are solitary animals, seeking the company of their kind only to mate. The lair of a female (50% of the population) sometimes has a single cub resident, but as they mate only rarely the lair will be solely inhabited 75% of the time. A young pardal takes two years to mature, and during that time it can only use the hypnotic tricks of an adult inexpertly (all victims' saves are made at +4), but as a single adult pardal can hunt as easily for two as for one, this is not a major drawback for the cub.

Ecology: Pardals are at the top of the food chain in the areas they inhabit, as even other predators fall prey to their special powers. Unlike other great cats, the population of pardals does not increase and decrease along with that of game around it; only a marked drop in all game in a region would threaten their food supply, so the pressure to exploit times of bounty is not strong in them.

Unfortunately for those trying to make a profit from selling pardal parts, the *holding* powers of its eyes are lost immediately upon its death, nor can the mere wearing of a pardal hide robe confer magical benefits on the wearer. The hide is still quite valuable to mages, who are likely to pay up to 2,000 gp for one in perfect condition as the primary component of a *robe of scintillating colors*, or of other magical items endowed with hypnotizing powers.

A live pardal might be worth up to 4,000 gp, as a creature immune to most of the standard ways of capturing live animals (such as *charm monster* or *hold monster* spells) is rarely seen in zoos or menageries. Because of their laziness, adults can also be tamed rather easily, to the same extent as a house cat (assuming that the trainer is immune to their magical powers). However, they cannot be fully domesticated or trained to attack on command; they can become an interesting ornament in a wizard's lair, but they would serve little purpose carried along with a group of adventurers. Ω

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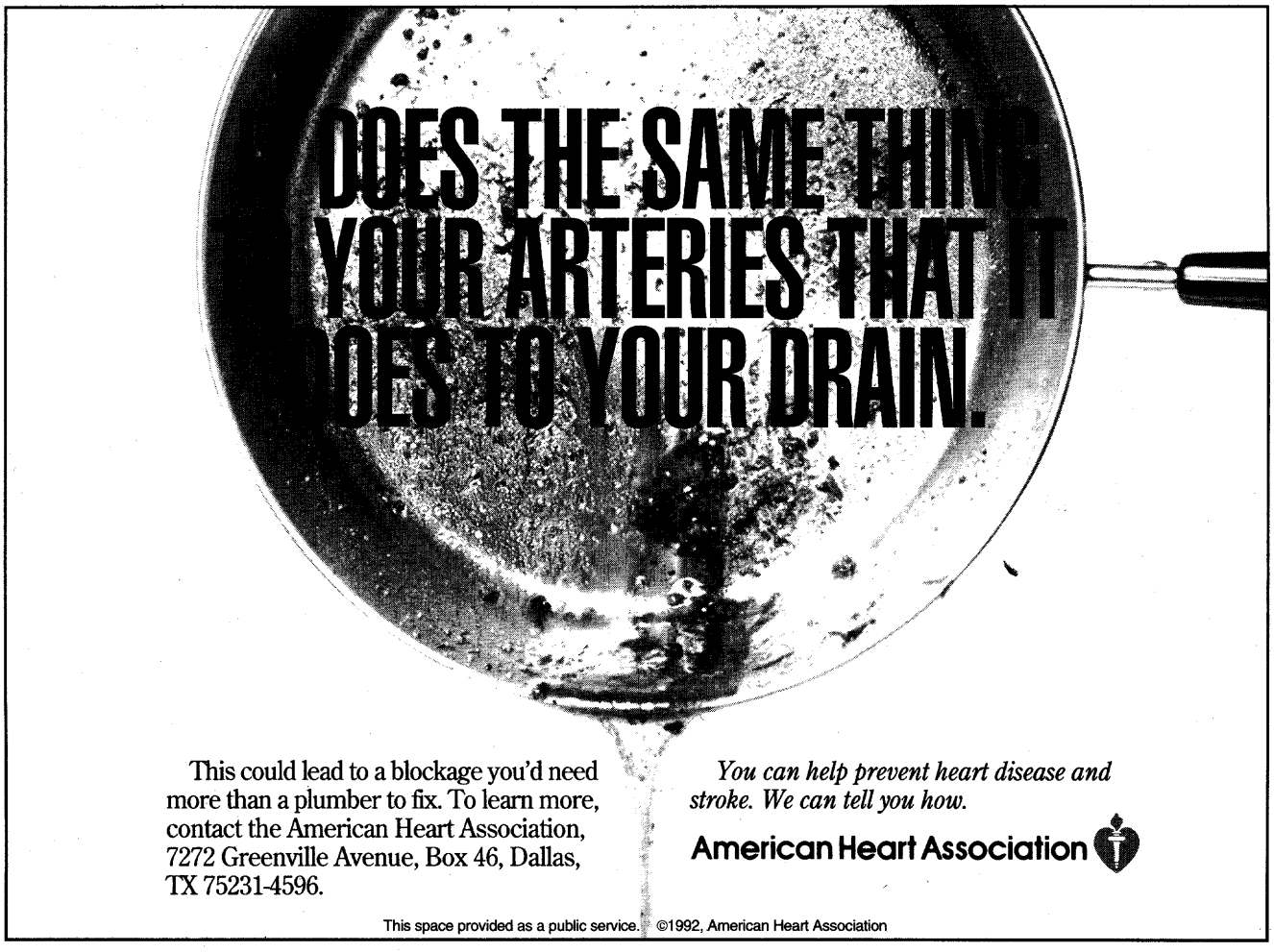

Cat, Great, Snow Tiger

CLIMATE/TERRAIN:	Subarctic to temperate wilderness
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Rear claws (2d4 each), speed burst
SPECIAL DEFENSES:	Never surprised, camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (7'–10' long)
MORALE:	Average (8–10)
XP VALUE:	975

The great snow tiger is a carnivorous beast, native to cold temperate mountains and subarctic brush. Snow tigers are vividly portrayed in legends, where they are credited with all manner of cunning, intelligence, and ferocity. Though dangerous predators and a fierce challenge to hunt, snow tigers are simply another large predator fighting for survival in cold, harsh climates.

Snow tigers change color with the season as do other subarctic and arctic species. During spring and summer they are pale brown, striped with green. In fall the snow tiger's coat slowly fades to white and black stripes.

Combat: Regardless of season, the tiger blends in quite effectively with its surroundings and is treated as a hidden object, gaining automatic surprise when attacking from hiding, unless other factors intervene. Their keen senses, honed by their harsh environment, prevent them from being surprised.

When attacking, snow tigers are capable of blinding bursts of speed, moving at double rate for 1d4 rounds without a penalty to attack or damage rolls.

The snow tiger attacks with a savage bite and raking claws. Like other great cats, the snow tiger has large and powerful rear claws. If both front claw attacks hit in a single round, the tiger automatically rakes with both rear claws, which rip opponents for 2d4 points of damage each.

Habitat/Society: Normally solitary, snow tigers may be encountered in mated pairs during spring and summer. During this period there is a 25% chance that a pair will have 1–2 cubs (no combat abilities). Rashemaar hunters sometimes take cubs and raise them as pets, training them to hunt. In order to be successfully trained, the cub must be less than three months old and the trainer must make three successive animal training proficiency checks. Only one check may be made per week, and if one fails the trainer must start all over again. Once a cub is over three months old, it cannot be trained and is usually returned to the wild.



Ecology: A cunning and resourceful predator, snow tigers prefer larger prey such as deer, mountain goats, sheep, and horses. During the depths of winter, snow tigers are sometimes reduced to stalking mice, rabbits, foxes, and other small game.

A few are intelligent enough to realize that humans are relatively easy prey, but this is rare. Most snow tigers avoid humans and attack only if cornered or starving.

Snow tigers are found throughout northern and eastern Faerûn, though they are is most common in Rashemen. There, berserkers revere its speed, strength, and hunting skill, and often try to emulate its appearance and behavior—there is a Rashemaar Snow Tiger berserker lodge.

The Rashemaar admiration for the snow tiger does not preclude hunting the beast; in fact, it is considered a singular honor to have taken one single-handedly. Hunting snow tigers alone, unarmored, and armed only with a broad sword or a bow is a popular sport among Rashemaar nobles. Tales of intelligent tigers luring prey to its doom are but tales.

Cloaks of snow tiger fur are symbols of status among the Rashemaar and some barbarian tribes. They are never sold and may be worn only by the individual who successfully slew that tiger. Individuals who wear cloaks they are not entitled to are usually attacked by Rashemaar who learn their secret.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	13
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2–8/2–8/2–24
SPECIAL ATTACKS:	Rear claws, 2–12 each
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6′ at shoulder)
MORALE:	Champion (16)
XP VALUE:	6,000

But black shapes were forming in the moonlight around Fafhrd. Shapes that were at first no more than shadows with a sheen to them. Then darker, like translucent polished black horn. Then solid and velvet black, their pads resting on the moonlit flagstones. They had the slender, long-legged forms of cheetahs, but the mass of tigers or lions. They stood almost as high at the shoulder as horses. Their somewhat small and prick-eared heads swayed slowly, as did their long tails. Their fangs were like needles of faintly green ice. Their eyes, which were like frozen emeralds, stared all twenty-six at Fafhrd—for there were thirteen of the beasts…

—From "Swords of Lankhmar"

As the Council of Thirteen rules the rats of Nehwon, so do the War Cats rule the felines. A military aristocracy of all cat races, the War Cats may be summoned to do battle against anyone or anything that threatens felines. One method of summoning is by blowing upon a small enchanted tin whistle. In other circumstances, the War Cats appear without conscious summoning.

Combat: When summoned, the War Cats attack the most obvious threat to felines. They slash with two front claws and bite with their green-glowing teeth. If both forepaws hit, a War Cat automatically inflicts an additional 2d6 points of damage with each of its two rear claws.



Habitat/Society: The War Cats wander from place to place throughout Nehwon, dealing with threats to those they protect. The aristocracy of thirteen is a permanent council; should a member die or be slain, the remaining council members select a cat of suitable bravery, independence, and loyalty to take its place. This cat then transforms into a War Cat, taking on all the above statistics in 1–6 days.

Ecology: The War Cats may be considered archetypal felines, combining typical qualities of all cat species. The War Cats hunt individually, but they share all kills. They may act singly, but always appear as a group. They are aggressive carnivores, seeking out the most challenging and powerful prey in an area, hunting it to maintain their predatory skills. As enchanted creatures, War Cats never age and can only be killed by accident or in battle. They have little tolerance for known enemies of cat-kind (canines, rats, and big game hunters, for example), and they stalk and slay such individuals in the most efficient and savage manner possible.

	Tagster	Tigone
CLIMATE/TERRAIN:	Sandy Wastes, Tablelands	Mountains, Hinterlands
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Pride
ACTIVITY CYCLE:	Night	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2)	Semi (2)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-4
ARMOR CLASS:	6	6
MOVEMENT:	15	12
HIT DICE:	4 + 2	5 + 2
THAC0:	17	15
NO. OF ATTACKS:	5	5
DAMAGE/ATTACKS:	1-3/1-3/1-8/1-4/1-4	1-3/1-3/1-10/1-4/1-4
SPECIAL ATTACKS:	Psionic	Psionic
SPECIAL DEFENSES:	Psionic	Psionic
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4′)	M (5′-7′)
MORALE:	Average (9)	Average (9)
LEVEL/XP VALUE:	270	420

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/2/10	—/IF, MB	16	100

Clairsentience – *Sciences:* clairvoyance; *Devotions;* all-round vision, danger sense, know direction, poison sense, radial navigation.
Telepathy – *Sciences:* domination; *Devotions:* awe, contact, ESP, invincible foes, life detection.

These great cats are gifted with psionic powers that they use to stalk prey. Like all cats, they prefer to kill with their natural weapons.

Tagster

The tagster has short yellowish-brown fur with whitish underparts. Sometimes spotted, tagsters always have some type of a distinctive dark marking (spot on tail, foot, etc.).

Combat: Tagsters use their psionics to locate and track their prey. Psionics are not used close to the victim to avoid alerting them to the tagster's presence. A favorite tactic is to charge an opponent from the flank in order to catch them by surprise. Tagsters' use their front claws (1d3) first on their victim before attempting their bite attack (1d8). They will also rake the victim with their rear claws (1d4). The kill is then dragged away to a place of safety before being devoured.

Habitat/Society: These solitary creatures roam desert trade routes and the tablelands, establishing territories. During the yearly mating season, tagsters are known to congregate. Two male tagsters often fight to the death for the affection of a female. This fight can be heard for miles. If interrupted, the two cats will slay the intruder together before attempting to finish off each other.



Ecology: These predators illustrate the "only the strong survive" rule of life on Athas. Slow, ill, or injured herd animals are sometimes abandoned by herders so that the tagster does not attack the main flock or herd.

Tigone

Tigones are large, feline creatures which are dark green in color and have black or yellowish-brown vertical striping. Growing to a length of 7′, they can weigh over 250 pounds.

Combat: Psionically endowed, tigones use a mix of stealth and power to slay foes and prey. Tigones hunt in concentric circles using their radial navigation ability; they start at a spot on the fringe of their territory and working around toward the center. When attacking, they prefer to leap onto their victim from above, driving their victim to a prone position where they can use their size to keep their opponent pinned. They attack with their forepaws (1d3) while simultaneously raking with their rear claws (1d4) and biting (1d10).

Habitat/Society: Native of the Hinterlands, tigones have been known to roam the Ringing Mountains. They are fearful predators and will attack almost any creature violating their territory. Because of their coloration, a tigone is almost impossible to see when holding perfectly still in the underbrush. They also move very quietly through any terrain. They dislike warm environments and soon die if forced into the desert.

Ecology: Highly sought for gladiatorial games, most tigones do not survive the trip across the desert. They bring a handsome price if successfully transported to a sorcerer-king's city. Halflings prize tigones as hunting partners because of their psionic tracking and hunting skills.

Cat, Small

	Domestic	Wild	Elven
CLIMATE/TERRAIN:	Any inhabited	Any non-arctic	Temperate forest
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- to low (2-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1-12)	1 (2-5)	1
ARMOR CLASS:	6	5	4
MOVEMENT:	9	18	18
HIT DICE:	½	1	3+6
THAC0:	20	19	17
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1 (claws/bite)	1-2/1-2/1-2	1-2/1-2/1-3
SPECIAL ATTACKS:	Rear claw rake, 1-2	Rear claw rake, 1-2/1-2	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	T (1' tall)	T (1'-2' tall)	T (1' tall)
MORALE:	Average (8-10)	Average (8-10)	Elite (13-14)
XP VALUE:	7	35	650

Cats of different sizes and colorations are common throughout the world. Some are pets, while many are wild.

Combat: Cats are efficient hunters, moving with grace and stealth; opponents suffer a −3 penalty on surprise rolls. A cat's excellent senses and agility allows it to be surprised only on a 1 or 2. Its senses also allow it to hunt efficiently at night.

Cats attack with their claws and teeth; if they hit with front claws, they rake with rear claws. A domestic cat's claws and rake each count as only one attack, rather than one per claw.

Cats have retractable claws which can be extended for climbing or drawn in for speed. They are agile climbers and can scale or move in trees at half normal movement rate. They can leap great distances to avoid obstacles or spring onto prey.

Habitat/Society: Cats are common in settled regions. Many cultures keep them as pets, and they can be found in the homes of nobles and peasants alike. Some societies worship cats as divine beings, while other nations fear and hate them as the minions of evil.

Ecology: Cats are commonly used to control rodent populations, though some hunters use them to recover downed birds and other small prey.

Domestic Cat

There are many breeds of domestic cat, all of which share basic characteristics, differing only in outward appearance. An average adult cat weighs eight to ten pounds, though some pampered specimens can weigh as much as 25 pounds.

Cats seldom attack creatures larger than themselves, though they will defend themselves. They often chase and kill mice, birds, rats, and other small creatures. A domestic cat is capable of a burst of speed, boosting its movement rate to 18 for a round and maintaining such speed for 1d10 rounds.

A well-treated cat will live for 15 years or more. The cat's gestation period is about two months, with 1d4+1 kittens in each litter. Kittens are weaned when about eight weeks old. Mother cats will fight to the death to defend kittens.

Wild Cat

Wild cats are very similar to domestic cats, and some were pets that went feral. Generally, wild cats are tougher, stronger, and more capable hunters than domestic cats.

Elven Cat

Cats kept by elves have evolved into magical creatures, possibly aided by arcane means. They are very intelligent and have their own language, and many can speak a crude form of the elven tongue. Some live with gnomes, brownies, or woodland creatures, and also speak a basic form of their keepers' language. Most have gray-brown fur with dark stripes.

Elven cats are very stealthy, imposing a −5 penalty to opponents' surprise rolls. They are surprised only on a 1. Elven cats have a 99.9% chance to move silently, and a 90% chance to hide in wilderness areas. They are excellent climbers, can leap 20 feet with ease, and enjoy swimming and playing in water.

Elven cats have magical abilities that they use to avoid enemies. They have limited *ESP* which is used to determine intent. They can use *enlarge* and *trip* once per day, and *reduce* and *tree* twice per day; for magical abilities, elven cats are treated as 9th-level spellcasters. *Enlarge* doubles an elven cat's Hit Dice and damage; *tree* allows it to assume the form of a tree's limb.



	Greater	Lesser	Tressym
CLIMATE/TERRAIN:	Temperate hills and grasslands	Any land	Any temperate land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Family group	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Semi (2–4)	Very (11–12)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic neutral	Neutral	Chaotic neutral
NO. APPEARING:	1d4	1d4	1 (1d4)
ARMOR CLASS:	6	5	6
MOVEMENT:	12, Fl 30(B, C if mounted)	9, Fl 18(A)	6, Fl 18(A)
HIT DICE:	5+5	1+1	2
THAC0:	15	19	19
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4 (×2)/1d10	1 (×2)/1d2	1d2 (×2)/1d4
SPECIAL ATTACKS:	Rear claws 1d6+1 each	Rear claws 1d2 each	Nil
SPECIAL DEFENSES:	–2 bonus on surprise rolls	–2 bonus on surprise rolls	Immune to poison
MAGIC RESISTANCE:	Nil	Nil	40%
SIZE:	L (6′–7′ long)	T (1′–2′ long)	T (2′ long, 3′ wingspan)
MORALE:	Average (8–10)	Average (8–10)	Elite (13–14)
XP VALUE:	650	65	175

Greater Winged Cat

This creature is a large feline with wings covered in soft fur. Most of them have short sandy-colored gray or black fur, but yellow or gray specimens with black stripes exist. Lighter-colored individuals usually have white underbellies and wings, while the darker ones tend to have solid black fur. They normally have yellow or green eyes, with a few instances of blue. A greater winged cat has a wingspan of 15 feet or more.

These cats speak their own language, and a few (10%) speak the languages of sphinxes or other catlike species.

Combat: Winged cats are generally peaceful, but very dangerous if hunting or if threatened. They attack from the air when possible, first using teeth and front claws while flying past an opponent. If prevented from flying away, or if they enter melee, they may rake with their rear claws, provided both front claws hit first. These animals back down only if their lives are endangered. Even then, the cat remembers the incident and may hunt its enemy for years to exact revenge.

Habitat/Society: These beasts inhabit grasslands and hills, usually making a nest by flattening a small grassy area. Winged cats mate once per year, during which time the male brings gifts of food to his chosen partner. A litter of 1d3 cubs is raised by the mother, and they often stay with her for as long as two years. Winged cats live up to 50 years.

Ecology: Greater winged cats prefer live prey, especially mammals or birds. They scavenge only in times of great need, and they almost never attack humans or other bipeds. They are intelligent enough to generally leave domestic animals alone.

If captured young, a winged cat can be trained as a mount, though much patience is needed because of its great independence. Once loyalty is obtained, it is never lost. A winged cat will accept only its trainer as a rider.

Lesser Winged Cat

Also known as "fluttercats," lesser winged cats look much like common domestic cats, but they have wings covered in soft fur. Coloration varies widely, and almost any standard color or combination is possible. The rarest are medium brown, with dark brown faces, ears, paws, wings, and tails. Long and short hair are equally common. They have wingspans of about 4 feet.

Fluttercats are playful and curious, and they can be quite beautiful. Those that live in cities, however, may become as scruffy as any common alley cat.

Combat: Fluttercats fight if threatened, and a mother will ferociously protect her offspring. They fly at an opponent, attacking with claws and teeth. If both front paws hit, they rake with rear claws for 1d2 points of additional damage.

Habitat/Society: Fluttercats lair in enclosed spaces several feet above the ground. Flutterkittens are born in litters of 1d3 and need care for about three months, as they learn to fly and hunt. They have a life span of up to 20 years, slowing down as they get older, and spending more and more time in warm places.

Ecology: Fluttercats help control vermin populations. They are also great bird hunters, being able to follow their prey into the air. If captured as kittens, they make good pets, selling for as much as 50 gp. They are affectionate toward loving masters, but all have a strong sense of independence. They are prized as familiars, but a wizard must be very lucky to gain one.

Tressym

Tressym are beautiful, fluffy, winged cats. They vary in hue and the lengths of their coats as much as normal (wingless) cats do. Most of them resemble a short-haired gray, tabby, or black cat, except they possess two batlike wings that rest at



their well-muscled shoulders.

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

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

In addition to having 120-foot infravision, tressym can detect invisible objects and creatures up to 90 feet away. They can detect poison too: Through scent, taste, or touch, they recognize substances that are deadly to intelligent species. Tressym themselves seem to be immune to all known forms of poison.

Habitat/Society: Tressym, both wild and domesticated, may be found in any temperate area. Locals who are aware of them often feed tressym and try to prevent the worst of their vandalism and aerial catfights. At the same time, they try to prevent any large-scale or magically assisted trapping and capturing of them. Those who have lived among these creatures value tressym for their owl-like rodent control in the fields. Most of the flying cats lair in nearby forests and hunt the farm fields by both night and day, avoiding local cats and dogs rather than fighting or tormenting them.

Ecology: These cute, mischievous little terrors are semiwild and thought to be the result of some long-past wizard experimentation. They are known to live 20 years or more if they do not meet with misadventure and are free to take shelter from, or fly away from, the worst winter weather. Tressym mate as often as normal cats and do not pair bond for life. They sometimes mate with normal cats, with whom they are biologically compatible, but only 10% of resulting young will be tressym; the rest will be wingless. Tressym are quite intelligent and have been known to form strong friendships with (and hatreds for) creatures of other races such as humans and elves. Tressym have even been known to sacrifice themselves for those they love.

A few mages have sought these creatures as familiars, and have done so successfully. As familiars, tressym combine the sensory advantages of a cat and an owl, and they have additional benefits: They are intelligent enough to carry and manipulate complex and delicate items (but only to a limited extent—they don't have opposable thumbs); they can observe and report events diligently; they can concentrate on a task at hand even when hormones or instincts provide strong distractions; and they can identify poisons for their masters—even harmful, naturally occurring gasses. Note that tressym cannot confer or transmit any of their immunities to poison to another creature.

Tressym are not strong enough to serve as flying mounts, even with a creature as light as a halfling. However, they could slow a halfling's fall to 2d4 damage in descents of 90 feet or more. (They simply cannot lessen the falling damage suffered by any larger or heavier creature.)

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



	Domestic	Wild	Elven	Luck Eater	Change Cat
CLIMATE/TERRAIN:	Any/Inhabited	Any/Non-arctic	Temperate/Forests	Any/Non-arctic	Temperate/Forests and plains
FREQUENCY:	Common	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Special	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- to low (2-7)	Low (5-7)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1(1-12)2	1(2-5)3	1	1	1
ARMOR CLASS:	6	5	4	7	7
MOVEMENT:	15	18	18	15	15 (45 in sprint)
HIT DICE:	1-5 hp	1	3+6	4	4
THAC0:	20	20	17	17	17
NO. OF ATTACKS:	2	3	3	Nil	3
DAMAGE/ATTACK:	1-2/1	1-2 (x3)	1-2 (x2)/1-3	Nil	1-3(x2)/2-12
SPECIAL ATTACKS:	Rake	Rake	See below	See below	Rake
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	20%	Nil	Nil
SIZE:	T (1′ tall)	T (1′ tall)	T (1′ tall)	T (1′ tall)	S (3′ tall)
MORALE:	Average (8-10)	Average (8-10)	Elite (13-14)	Elite (13-14)	Fanatic (17-18)
XP VALUE:	35	65	1,400	420	270

The cat is one of the most beloved creatures in the known world. Treasured by many civilized cultures, the cat is actually worshiped in many societies as a divinity.

Combat: Cats are among the most efficient hunters in the world. The sleek grace with which they move and the stealthy manner in which they stalk prey enables them to catch many animals off guard (those attacked by a cat suffer a -5 penalty to their surprise rolls). Because of their keen senses and great agility, cats are surprised only on a 1. A cat's keen hearing, eyesight, and night vision make it equally effective when hunting at night or during the day.

A cat's main attacks are with its forepaws (counted as a single attack in domestic breeds) and with its sharp teeth. If the cat hits with its front claws, it can employ its powerful back legs in a rake. In domestic cats, a rake inflicts 1-2 points of damage.

Cats are agile climbers and can scale trees or move about in them at half their normal movement rate. They are very strong creatures for their size; they can leap great distances to avoid obstacles or to spring onto prey.

Habitat/Society: Cats are one of the most common animals found in settled regions of the world. In many cultures, cats are often found in the homes of nobles and peasants alike. In some cultures, cats have the status of divine beings and are treated with great respect. On the other hand, in some nations, cats are feared and hated as minions of evil beings.

Ecology: Cats have served many roles in their relationships with humanoid races. While their role as rodent controllers is by far the most common, cats have also been used by hunters to recover downed birds and similar small prey.

Domestic Cat

There are nearly 40 breeds of domestic cat in the world. They all share a number of features and characteristics, with only changes in outward appearance differentiating the various breeds. The average adult cat weighs between eight and ten pounds, but spoiled domestic cats can reach a weight of 25 pounds.

Domestic cats are descended from the great cats (see Volume 1 of the *Monstrous Compendium)* and retain many of their physical characteristics. For instance, they have retractable claws that can be extended for traction when climbing or drawn in for speed when running. Domestic cats have also retained the keen senses of their ancestors, making them very adept at hunting and stalking prey.

Domestic cats do not normally attack animals larger than themselves, but they often chase and kill mice, birds, rats, and other small creatures.

A well-treated domestic cat will live for about 15 years. The gestation period for kittens is 60 to 65 days, with 1d4 + 1 offspring in each litter. A mother cat is very protective of her young and will fight to the death to defend them from strangers or hostile creatures. Kittens are weaned when they are about eight weeks old.

Domestic cats can be encountered in the wilderness, as they occasionally go wild and live out their lives far from civilization.

Wild Cat

Wild cats are very similar to the domestic cats that are descended from them, with most species being fully interfertile. As a rule, wild cats are somewhat tougher and stronger than their pampered cousins, making them more capable hunters. Unlike the domestic cat, a wild cat's front paws attack separately. If both of these attacks succeed, the wild cat can rake its opponent with its rear claws (it receives two additional attacks for 1-2 points of damage each). Some wild cats are domestic breeds that were abandoned and adapted to wilderness life.

Elven Cat

Over the years, the wild cats the elves brought among them absorbed something of the magical nature of their keepers and evolved into the wondrous elven cats of today. Whether special magical means were used to promote this evolution is unclear, but it seems probable that some such force was involved.

Elven cats are very intelligent, with many being able to converse in a rudimentary from of elvish. In some cases, elven cats have attached themselves to families of gnomes, brownies, and other woodland creatures. In these instances, they also speak a basic form of those languages.

Elven cats make separate attack rolls for each of their fore claws and can rake with their rear claws for 1-3 points of damage

each if both of the fore claw attacks succeed. Elven cats are even more stealthy than domestic cats, imposing a -6 penalty to opponents' surprise rolls (while being surprised only on a 1). Elven cats can move silently 99.9% of the time and can hide in shadows (in wilderness areas) with a 90% chance of success.
Unlike many other species of felines, elven cats enjoy swimming and playing in water. They are, like all cats, excellent climbers and can leap 20 feet or more with ease.

Elven cats are highly magical. They often use their spell-like abilities to deal with adversaries they prefer to avoid. They have a limited form of *ESP* that enables them to sense the intentions of other beings and thus determine who is hostile to them. Once per day they may employ either an *enlarge* or *trip* spell. In the case of the former spell, their natural combat capabilities (Hit Dice and damage per attack) are doubled. Twice per day they may invoke a *reduce* or *tree* spell. The latter spell is similar to the priest's *tree,* but the cat may only assume the form of a single limb. At all times, elven cats are able to pass without trace. In all cases, these spell-like powers act as if the cats are 9th-level casters.

Luck Eater

Luck eaters look like slender, short-haired domestic cats with golden or black fur. They impose a -5 penalty to the surprise rolls of those it encounters, though it is wholly unable to inflict physical damage on another creature.

When encountered, a luck eater begins to purr softly, causing all creatures within 30 feet to become attracted to the animal unless they succeed with a saving throw vs. spell (with a -2 penalty). Those who succeed are unaffected, but a new save must be rolled each round they remain within 30 feet of the luck eater. Those under the creature's spell want to bring it with them and protect it from harm. The luck eater always permits this, staying for 1d4 + 1 hours, purring all the time.

While the luck eater is with a party, all creatures within its range suffer a -2 penalty to all saving throws, attack rolls, and ability checks. In addition, all damage they inflict is reduced by 10%. In some unknown way, the luck eater is able to feed itself with the shifts in probability it induces.

If the luck eater's companions have not fed it within three turns (that is, no rolls are attempted by anyone within 30 feet of the creature), it alters its purr slightly. All of its previous victims must now roll another saving throw vs. spell (one per round while within 30 feet of the luck eater). Those who fail attack the next creature they encounter.

If the luck eater continues unfed for another 30 minutes, it alters its purr once again. This time, a successful saving throw vs. spell is required to avoid attacking the nearest creature (friend or foe), excepting only the luck eater itself. This battle continues for ten rounds or until a death occurs. The luck eater always slips away during the melee.

In any event, the luck eater departs after 1d4 + 1 hours in the company of its benefactors. Those previously attracted to the luck eater regain their senses 1d6 turns after leaving the animal's aura.

Change Cat

The change cat is a product of tampering by ancient magical forces. In effect, a change cat is two creatures in one. Its natural form, and that in which it spends most of its time, is that of a domestic cat. In this body, it is identical to that animal in all respects. At will, however, the change cat can transform itself into a large, cheetah-like plains cat. The statistics listed are for the latter form.

The change cat was created by a powerful magician long ago to act as a faithful pet and a sentinel for his most valuable treasures. Being very fond of cats and having a strong dislike for guards, he set about to create the perfect house cat for a powerful wizard. Although many of these animals now roam the wilds of the world, they are still encountered as pets in the homes of powerful and rich people.

Change cats are fond of humans, elves, and half-elves, suspicious of gnomes, dwarves, and halflings, and have a great dislike of races such as goblins, orcs, and half-orcs.

In its larger form, the change cat can sprint with a movement rate of 45 for two rounds. This effort is quite exhausting, however, requiring the cat to rest for two rounds afterward before it can sprint again. A change cat can switch forms in one round. It may remain in either form for as long as it desires (though it prefers to remain in its normal cat form when not in combat).

If a change cat is treated kindly by a human, elf, or half-elf, it will often (75%) adopt that person and follow him around, giving no hint of its unique nature and special abilities. If its new companion is attacked, however, there is a 50% chance that the change cat transforms and comes to their aid.

Cat, Crypt

	Normal	Large
CLIMATE/TERRAIN:	Crypt/tomb	Crypt/tomb
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Group	Group
ACTIVITY CYCLE:	Night	Night
DIET:	Nil	Nil
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	W (by group)	W (by group)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1–12	1–8
ARMOR CLASS:	7	7
MOVEMENT:	12	15
HIT DICE:	1+1	4+1
THAC0:	19	17
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d2/1d2/1d2	1d4/1d4/1d8
SPECIAL ATTACKS:	Disease, rear claw rake (1d2/1d2)	Disease, rear claw rake (1d4/1d4)
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (18"–28" long)	S (48" long)
MORALE:	Special	Special
XP VALUE:	120	650



Crypt cats are domestic cats that have been mummified. They serve as tomb guards or the minions of an undead master. Crypt cats are created by coating the corpse of a cat with a thin layer of clay that contains magical salves and oils. When dry, it is painted with brilliant colors in the pattern of the cat's fur. Often, copious amounts of gilt paint are used.

When crypt cats animate for the first time, they shed the hard clay covering. Their true bodies are dry and shrunken, with mangy clumps of fur clinging to the hide; lumps of dry clay cling to the little fur that remains. Their teeth are yellowed and broken, and their eyes are mere husks that rattle in gaping sockets.

Crypt cats rest in stone sarcophagi or wooden coffins that have been elaborately carved and painted. The decoration almost always involves cats at play in an afterlife filled with mice and birds. In some cases, the sarcophagus is painted to resemble the cat it houses. In many cases, crypt cats have been fitted with expensive pieces of jewelry. Some wear golden bells while others wear a tiny gold ring through their ear. Usually, opening the sarcophagus or coffin of a crypt cat is sufficient to wake it (90% chance).

Combat: Crypt cats attack with two claws and a bite. If both claws hit, they rake with their rear claws (two more attacks). Anyone struck by a crypt cat must successfully save vs. poison for each scratch or bite, or become diseased. This sickness manifests itself as a red inflammation around the wound. The wound will never completely heal, even if magical curing is used; one point of damage from each wound will not heal until a *cure disease* or *heal* spell has been cast upon the wounded creature.

Crypt cats are immune to *charm*, *hold*, *sleep*, and death magic, nor are they harmed by poison. They are turned as ghasts unless in the presence of a more powerful undead master, in which case they cannot be turned unless the master is also turned; the cats are affected first.

Habitat/Society: Crypt cats begin life as pampered pets or as sacred animals of a cat-worshiping cult. Their bodies are placed in tombs beside those of their master, so that their spirits might accompany that person into the afterlife. They will fight until destroyed to defend this former master. They will also rise from their sarcophagi to defend the tomb against desecration or robbery.

If buried with a master who has become an undead creature, active crypt cats can rise any time their master is active, unless ordered by the master to remain within the tomb.

Ecology: Crypt cats are found in burial chambers, often with other nonmagical mummified cat remains. The composition of the clay that animates a crypt cat is unknown, although it is assumed that high level necromantic spells are involved.

It is possible (albeit rare) to find a crypt cat that has been removed from its tomb. If a sarcophagus containing a crypt cat is removed from a tomb or crypt without first being opened, the chance that the crypt cat will awaken when the container is opened drops to 75%. If the lid is left off or the body removed from the container, the crypt cat will awaken within 1d4 hours.

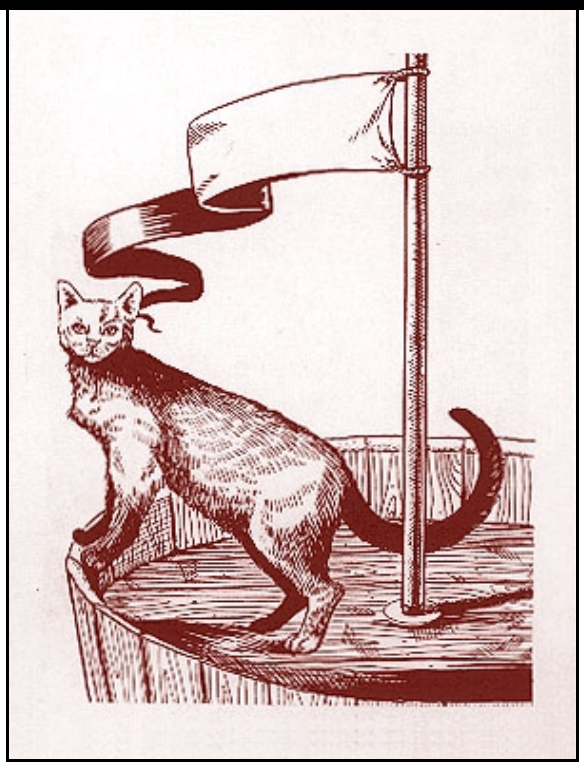
Large Crypt Cat

Sometimes the bodies of larger felines are made into crypt cats. The disease of a large crypt cat is more potent: two points of damage per wound will remain until the disease is magically cured. They are turned as wraiths.

Alternately, any species of feline can be used (see "Cats, Great" in the *Monstrous Manual* accessory for more details). These attack and inflict damage as a living great cat of the same type and have the disease-causing ability of large crypt cats.

Cat, Marine

CLIMATE/TERRAIN:	Shipboard
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2Ð4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1/1/1d2
SPECIAL ATTACKS:	Rear claws
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Average (8Ð10)
XP VALUE:	120 (175 w/Legacy)



Found only on sailing vessels, this rare breed of cat is thought to bring luck on long voyages.

Marine cats are slightly larger and faster than normal cats and tend to be longer-lived as well. Most tend to be female, so males are both rare and valuable. Coloration resembles that of regular cats, with a tendency toward dark shades and bright eye color.

The Red Curse: Marine cats are occasionally born with Legacies, but they never require *cinnabryl*. They always acquire Legacies such as Swim, Breathe Water, or another similarly water-oriented Legacy. Such marine cats are very rare, and sailors consider them even luckier than normal. No vessel captain would dare part with such a cat.

Combat: These cats attack with both front claws and a bite. They can be very nasty if threatened, often aiming straight for an opponent's eyes. If the marine cat is being somehow held by its attacker and both of its front claw attacks succeed, it can attack with its back claws that round as well. These rear claws each inflict 1d2 points of damage.

Habitat/Society: Marine cats leave their vessels only for a brief tour of the docks. Though they sometimes visit other ships, they never board one that has its own marine cat. This is simply a manner of etiquette. Marine cats meet each other either on the docks or if one captain brings his cat to "visit" the other's ship. These creatures are never taken by sailors from other ships, because it is very bad luck to steal another ship's marine cat.

On the vessel a marine cat can get into any area. Sailors often find their cats up in the rigging, in locked staterooms, or sleeping in the weapons magazines. A marine cat loves to generate surprise and will seek to position itself high enough that when a nearby person turns around he is staring right into the cat's unblinking eyes.

Sailors often feed their cats by hand, offering pieces of fish and beef from their own plates. Marine cats also hunt the cargo holds, feeding on rats and keeping the ship free of voats. Strangers taking passage on the vessel will find themselves under constant scrutiny by the cat, who likes change only when it is the one causing it.

Marine cats, lucky or not, do seem to protect the welfare of the ship. If someone is not where he is supposed to be, likely as not he will step on the cat's tail, causing it to cry out and notifying everyone nearby of his presence. When a lookout falls asleep, oblivious to a nearby danger, the cat may then decide that the man's earring makes a perfect toy.

Ecology: Marine cats feed on rats, voats, and whatever table scraps the sailors give them. They are an interesting addition to shipboard life that sailors seem to enjoy.

Cat, Midnight



Climate/Terrain:	Any non-arctic urban
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Life force
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	4
Movement:	18
Hit Dice:	3+6
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d2/1d2; rake 1d2/1d2
Special Attacks:	Spirit drain, curse
Special Defenses:	Nil
Magic Resistance:	25%
Size:	T (1' tall)
Morale:	Very steady
XP Value:	1,400

Little is known about these brooding creatures save that they are found most frequently in the company of evil spellcasters. While they are often sought out for their rumored ability to lift curses, they are greatly feared for their ability to bestow the same. The most dreadful and least understood power of these ebon felines, however, is their ability to consume the very spirit of a living being, leaving behind a drained and empty shell.

Midnight cats are easily mistaken for ordinary house cats with lustrous coats of soft, ink-black fur. A closer examination, however, will reveal that their luminous yellow-green eyes are utterly pupilless and glow with an inner light in even the darkest of places.

Midnight cats can speak a crude form of common but generally choose to do so only when laying a curse upon an enemy. When they wish to, these creatures can converse freely with non-magical felines, although they have no power to command them in any way.

Combat: Midnight cats share all of the predatory skill of their more common cousins. In addition, their powerful eyes enable them to see perfectly well in anything but absolute darkness (such as that created by the spell of that name). Their natural stealth imposes a –3 penalty on the surprise rolls of their opponents and they themselves are surprised only on a roll of 1 on 1d10. Midnight cats have a 99% chance of moving silently and an 85% chance of hiding in shadows. They are good climbers and can scale trees or similar objects at half their normal movement rate without any die roll. They can make a standing jump of 10 feet and easily leap up to 20' with a running start.

The midnight cat can use its claws to defend itself, striking with both of its front claws for 1d2 points of damage each. If it hits with both of these, it can automatically rake with its rear claws for an additional 1d2 points of damage each.

A midnight cat is quick to take offense and will cast embarrassing and frustrating curses at the least infraction. Troublesome curses may be cast on opponents that a cat is especially displeased with. Dangerous or lethal curses can be laid by a midnight cat only when it is gravely threatened (reduced to fewer than 5 hit points).

A midnight cat can lift troublesome, embarrassing, or frustrating curses at will. It is very difficult to persuade them to lift any curse, however, unless they are paid for their efforts. Generally, this recompense takes the form of evil deeds done on behalf of the sinister feline.

The midnight cat sustains itself by devouring the spirits of the living. As this ability can only be used upon sleeping victims, it is seldom effective in combat. To satisfy its hunger, the beast crawls onto its victim's chest and inhales sharply near the victim's lips. If a saving throw vs. breath weapon fails, a thin trail of vapor issues from the lips of the victim and courses into the mouth of the cat. A victim of this attack cannot heal new or existing damage by magical or natural means, cannot be cured or a disease, and loses the ability to employ any form of magical spells or turn undead. These symptoms persist until either the victim dies or the midnight cat is killed.

Habitat/Society: These coy, epicurean creatures insist on being waited upon by others and will only hunt for their food when forced to do so. Midnight cats usually adopt a "master" upon whom they rely for these creature comforts. As a rule, they choose spellcasters as companions. They seem to be able to detect when a *find familiar* spell has been cast by such people and are able to make themselves the subject of the spell.

Ecology: The midnight cat was first discovered in the domain of Tepest and is believed to be a dark strain of the elven cat.

Cat, Plains

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CLIMATE/TERRAIN:	Temperate grasslands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	4 + 1
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d6
SPECIAL ATTACKS:	Leap, rear claws
SPECIAL DEFENSES:	Move silently
MAGIC RESISTANCE:	Nil
SIZE:	Large (5′ long)
MORALE:	Average (8–10)
XP VALUE:	420



Plains cats are large black felines with bobbed tails. The males have distinctive white tufts of hair at the ends of their ears.

When a plains cat roars, the sound is amazingly like that of a human scream. A female and her litter will hunt as a group, the mother using her roar-scream to startle prey into moving and giving away its location to her young.

Combat: Plains cats have a 90% chance of moving with absolute silence through the grasslands. They hunt at night, relying upon their black pelts to make them all but invisible.

A plains cat's first attack will be a sudden leap out of the darkness. Plains cats are capable of leaping 25 feet up or 30 feet ahead. If they strike successfully with both forepaws, they automatically rake with their rear claws for 1d4 points each. The plains cat's second and subsequent attacks will be with both forepaws and teeth.

Immature plains cats have 2 Hit Dice and can only leap half the distance of an adult. They also inflict half the damage of an adult.

Habitat: Plains cats make their dens in caves near grasslands. They live a solitary existence, and the only time more than one plains cat is encountered is when a female is out hunting with her offspring. Females can bear one to three offspring per litter (but in the perpetually warm domain of Nova Vaasa, they can bear two litters per year).

To find a mate, a plains cat emits a call that can be heard for several miles. If there is a response, a series of call-and-responses will be uttered. To the untrained ear, these roars sound like agonized screams.

Ecology: Plains cats are primarily found in the Ravenloft domain of Nova Vaasa, although a few range into the grasslands of neighboring Hazlan. They prey upon the wild herds of horses in Nova Vaasa, and occasionally upon human travelers foolish enough to pass through the grasslands at night.

Plains cats are most numerous in the southwestern corner of Nova Vaasa, where the foothills of the Balinok Mountains offer a number of caves they can use for dens. Plains cats are capable of traveling great distances while hunting, and so they can be found even on the eastern fringes of the domain.

The people of Nova Vaasa believe that the white ear tufts of the male plains cat are a potent charm for anyone about to embark on an endeavor where stealth and silence will be essential. Thieves often wear finger rings of braided plains cat hair as a good luck charm.

The fur of a plains cat is a rich, glossy black. A pelt will fetch a high price in the markets of Nova Vaasa. Items trimmed with plains cat fur have a cost that is out of the reach of a common citizen.

Cat, Skeletal

Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	4–40 (4d10)
Armor Class:	6
Movement:	18
Hit Dice:	1
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1d2/1d2; rake 1d2/1d2
Special Attacks:	Cling
Special Defenses:	Spell immunity
Magic Resistance:	Nil
Size:	T (1' tall)
Morale:	Fearless
XP Value:	65



Skeletal cats are the ambulatory remains of pets who have clawed their way back from the grave to avenge themselves upon masters who treated them poorly or ended their lives. These creatures are not terribly dangerous by themselves, but often form packs that are nearly unstoppable.

Skeletal cats appear to be animated feline skeletons. Unlike the skeletons summoned by spellcasters, these self-willed creatures often have tatters of fur and desiccated flesh clinging to their bones. Until the flesh of the creature completely rots away, it exudes the odor of rotting carrion.

Skeletal cats have no language, but are known for the ominous caterwauling that often fills the night prior to an attack.

Combat: Skeletal cats are agile hunters. They move with surprising grace causing opponents to suffer a –3 penalty on surprise rolls. Because their naturally sharp senses have been heightened in death, a skeletal cat can never be surprised.

Skeletal cats can attack as their living counterparts with claws and teeth. Each attack delivers 1d2 points of damage to their victim. If they hit with both claws they can use their rear claws to rake their victim, doing an additional 1d2 points with each rear claw. Anyone bitten by a skeletal cat has a 10% chance of contracting a debilitating disease (as per the *cause disease* spell) that can only be treated with a *cure disease* spell.

If a skeletal cat successfully rakes its victim, it will cling to him. One cat can cling to a person per foot of height, so that six may attach themselves to the average man. A victim suffers a –1 penalty on its Attack or Damage Rolls and a –2 to his Movement Rate for each such creature clinging to it. A clinging cat may rake again on the next round.

Skeletal cats are immune to all *sleep, charm, fear,* and *hold* spells. Cold-based, poison, or paralyzation attacks do them no harm and edged or piercing weapons inflict only half damage. Blunt weapons and fire do normal damage to them. These creatures are never required to make morale checks.

Skeletal cats retain the aversion to water that they had in life. As such, water-based attacks will cause a skeletal cat to flee if there is an open escape route. If the cat is cornered, however, it will fight with renewed vigor resulting in a +2 bonus to its Attack Rolls. Water can never drive a skeletal cat away from the specific target of its vengeance (see **Habitat/Society**). Holy water does no damage to skeletal cats but can still be used to drive them off.

Habitat/Society: It can scarce be argued that cats are the most noble and majestic of household pets. When one of these stately creatures suffers and dies from the abuse of a cruel master, it sometimes returns in the form of a skeletal cat. The first objective of these undead creatures is to hunt down and destroy the person who caused their suffering in life.

Once a skeletal cat has slain its former master, it will be released from its compulsion for vengeance, but not from the curse of undeath. Such a creature will wander about by night, eventually joining with others of its kind to form a drifting pack of evil hunters.

Skeletal cats are occasionally seen undertaking pathetic mockeries of their habits from life. One might be seen playing with a ball of yarn or trying futilely to drink milk from a saucer. These creatures may even jump into the lap of a human and appear docile in every way.

Ecology: Skeletal cats have no natural role in the world and serve no purpose other than to avenge themselves upon the living. They require no nourishment, although they sometimes kill small rodents and birds out of habit.

Cat, Water

CLIMATE/TERRAIN:	Sewers
FREQUENCY:	Rare
ORGANIZATION	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE	Average
TREASURE:	Nil
ALIGNMENT:	Neutral (Good)

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT	12, Swim 5
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d2/1/1/1/1
SPECIAL ATTACKS:	Poisonous bite
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	T (1')
MORALE:	Average (9)
XP VALUE:	420



Water cats are descended from the familiars of several of the wizards who died at the hands of the necromancer during his overthrow of the guild. Like many other creatures of the sewers, they have been warped by the magical pollution. Unlike most others, however, the cats are still benign and retain a strong affinity to man. Rumors speak of water cats guiding lost delvers back to the surface.

Combat: In many respects, water cats are unchanged from ordinary cats. They attack with their claws and bite, and these are not especially dangerous, except for their poison. Interestingly, water cats' fangs are hollow like a snake's, and poison is injected with every bite. If a save vs. poison fails, the victim is affected as by the 2nd-level Wizard spell *ray of enfeeblement.* Furthermore, human, demi-human, or humanoid victims must make a second save or gradually transform into a mongrelman over the period of a month. Rats, giant rats, wererats, and other rat creatures are slain instantly upon a failed saving throw. Water cats are the prominent cause of so many giant rats fleeing the sewers recently; normal rats are better at avoiding their predators, but many of them have also fled to the relative safety of the surface.

Habitat/Society: Water cats, true to their name, live in and around water. Unlike their normal cousins, they have no qualms about getting wet. They are secretive creatures who rarely allow themselves to be seen. Water cats rarely interact with others of their kind, except for mating. They communicate with each other in the manner of normal cats, but a select few actually understand common, a gift from their extraordinary forebears.

Ecology: Rats, mice, and other small mammals make up the majority of the water cat's food, but occasionally they will nibble on a fallen monster or other creature. Water cats serve admirably to limit the rat population, and should one ever be captured and taken to the surface, it would make an incomparable mouser.



CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Generally night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Q(×4)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6 or better (See below)
MOVEMENT:	18 or 24
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3+ (see below)
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Screech, rake
SPECIAL DEFENSES:	Haste
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ long)
MORALE:	Steady (12)
XP VALUE:	270



Caterwauls are vicious feline predators with short, midnight-blue fur, yellow eyes and a long, prehensile tail. The face has an almost elven look, with its delicately pointed ears and almond-shaped eyes.

Combat: The caterwaul's preferred method of attack is to hide in a tree or rock outcropping above a trail and leap onto its victim, chasing it only if necessary. Caterwauls are able to move on their hind legs at great speed (18), then drop to all fours to move even faster (24). The caterwaul attacks with two claws for 1-4 points of damage, plus a bite for 1-6 points. In addition, if a caterwaul strikes with unmodified "to hit" rolls of 18 or better with both claws, it may rake twice for a further 1-6 points of damage per rake.

Once per turn, the caterwaul can emit a high-pitched, keening sound in addition to its melee attacks. This keening inflicts 1-8 points of damage on all creatures within 60 feet unless they save against breath weapons. Caterwauls usually use this attack during their first round of melee. Also once per turn, a caterwaul can *haste* itself, gaining a +4 bonus to its Armor Class and gaining double normal attacks and movement. The caterwaul cannot keen or make melee attacks during the round in which it *hastes* itself. The *haste* lasts seven rounds.

Habitat/Society: The caterwaul is normally a militantly solitary creature, leaving its mother after only three months of life. The normal lifespan of a caterwaul is 5 years. During its life it will breed a maximum of three times. Caterwauls do not mate for life, as this would necessitate a permanent companion.

Caterwauls are generally found in low mountains, especially those with thick vegetation. Like most felines, the caterwaul hates water, but it can swim if necessary. Its diet is exclusively meat, generally large rodents, but larger prey is not uncommon, and it will occasionally supplement its hunting with a raid on domestic sheep or cattle. After killing something the size of a sheep or larger, the caterwaul will gorge itself, and then it may not hunt again for up to ten days. It will, however, defend its territory at any time from all intruders. The caterwaul is not a scavenger, and will not even finish off its own kills if they are more than a day old.

The caterwaul can climb virtually any surface (95% climb skill), move silently (85%), and hide in shadows (75%). During its life, a caterwaul will not roam more than about 8 miles from its lair, once it has established its territory. The lair of a caterwaul will be heavily marked with vertical grooves, where the creature has honed its claws. There will also be a pungent odor, as the entrance to the lair is heavily marked by the caterwaul's scent glands to warn off other creatures.

Caterwaul's treasure is not normally as valuable as it might seem at first. They collect shiny objects of all shapes and sizes, and any hoard will be mostly worthless bits of quartz and shiny stones.

The caterwaul's prehensile tail is of little use in combat, but the creature will often use its tail to secure its food for eating. It will also use it as a sort of "hand" to brush twigs or other obstructions out of its line of sight when it is waiting in ambush. Like most cats, the caterwaul's tail is also an elegant indicator of the creature's emotions.

Ecology: Caterwauls have no natural enemy, including man. They hunt only for food, and fight to defend their territory. The claws of a caterwaul may be used in the creation of a *sword of sharpness*. Its fur is prized for its unusual color, but must be carefully treated to remove the caterwaul's scent.

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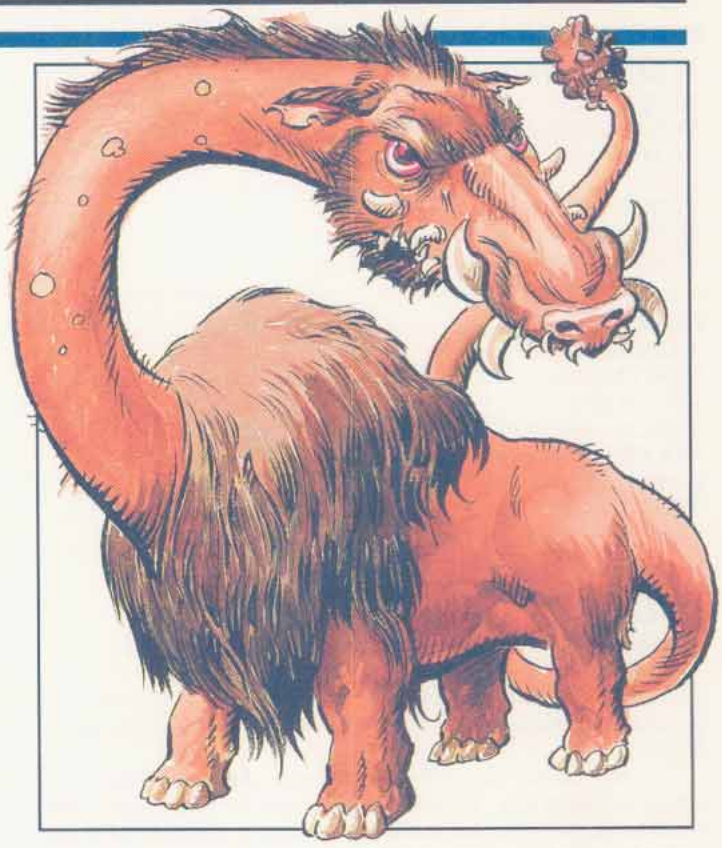
Catoblepas

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	(C)
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6+stun
SPECIAL ATTACKS:	Gaze causes death
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall at shoulder)
MORALE:	Steady (11-12)
XP VALUE:	975



The catoblepas is a bizarre, loathsome creature that inhabits dismal swamps and marshes. Its most terrifying features are its large bloodshot eyes, from which emanate a deadly ray.

The body of the catoblepas is like that of a large, bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus. Its long, snakey tail is swift and strong, and can move with blinding speed. The head of the catoblepas is perched upon a long, weak neck, and would be much like that of a warthog except that the catoblepas is uglier.

Combat: In combat, the catoblepas relies on two forms of attack.

First, it will use its strong, snaky tail to strike and stun its foes. Anyone struck by the tail suffers 1-6 points of damage and has a base 75% chance of being stunned for 1-10 melee rounds. The base chance of being stunned is lowered by 5% for every level above first, or for each additional Hit Die in the case of monsters and animals.

Despite the danger of a tail strike, the catoblepas' second mode of attack is by far the more fearsome of the two. The gaze of the catoblepas emanates a *deathray*, with a 60 yard range. Any creature meeting its gaze dies without a saving throw. If a party is surprised by a catoblepas, there is a 1 in 6 chance that someone in the group has met the creature's gaze. Those who close their eyes or act with their eyes averted can still be affected by the *deathray*, but a saving throw vs. death magic is allowed.

Since the neck of the creature is very weak, it has only a 25% chance of raising its head and using the *deathray* on subsequent rounds. If the catoblepas and its target are both relatively still, this increases by 15% per melee round. If the catoblepas is forced to follow quick motions it has only a 10% chance of raising its head.

If more than one catoblepas is attacking, the monsters will cooperate with one another, attempting to herd their targets into a crossfire.

Habitat/Society: For the most part, the catoblepas is a meandering creature that wanders about its swamp nibbling on marsh grasses and the like. Once a month, usually under the light of the full moon, the catoblepas seeks out meat to round out its diet. It is at this time that the catoblepas is most likely to be encountered by adventurers.

The lair of the catoblepas is usually some sort of sheltered place where the ground is firm. More often than not it is surrounded by a tall stand of reeds or other marsh plants. The creature has little fear of being disturbed in its lair, since it is frequently the most feared carnivore in the swamp.

The catoblepas mates for life and when more than one catoblepas is encountered they will be a mated pair. There is a 10% chance that the couple will have a single offspring with them. An immature catoblepas will have half the Hit Dice of an adult. It takes almost nine years for the offspring to reach youthful maturity and an adult female will bear but one child every 10 or 12 years. Both the male and the female will cooperate in raising the offspring.

When the catoblepas ventures forth to hunt it eats fish, marsh birds, eels, water rats, large amphibians, snakes, and other swamp animals. The catoblepas usually stuns its prey with its tail and then kills it with its gaze.

The catoblepas is an opportunistic predator when it hunts and it is not above eating carrion. Since it is semi-intelligent, it will treat parties of humans with respect, preferring to size them up first. As a rule, it will not attack unless it is hunting or feels that its mate or offspring is threatened. Being long-lived (150 to 200 years or so) and semi-intelligent, the catoblepas is capable of learning from the mistakes of earlier encounters and hunts.

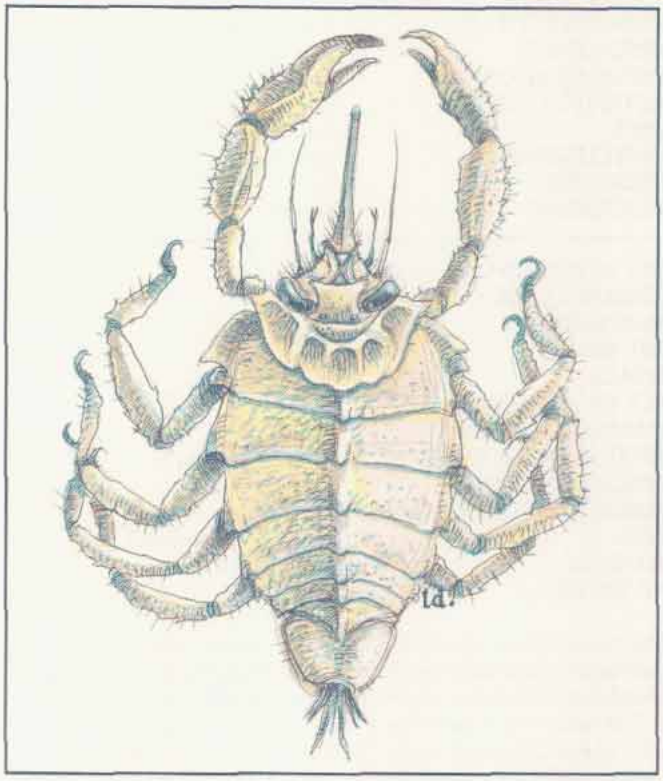
The catoblepas has no special interest in wealth, and the listed treasure type is the result of victorious encounters with intruders. It attaches no value to the coins, gems, and occasional magical items strewn about the lair.

Ecology: The catoblepas has no natural enemies, since its gaze provides it with more than adequate protection from even the fiercest of predators.

Cave Fisher

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Any
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	3
THAC0:	17 or 15 (see below)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Adhesive trapline
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' long)
MORALE:	Steady (11-12)
XP VALUE:	175



The cave fisher is a large insectoid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.

The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

Combat: The cave fisher has two ways of hunting. Its preferred method is to string its long filament in the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect or cut. There is only a 20% chance of noticing the strand at 10', and no chance at all of seeing them at a greater distance. A *detect snares and pits* spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better edged weapons.

The fisher's favorite food are small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking as a 6 Hit Die monster. It will try to snare its prey in this manner so long as it remains within the fisher's established territory. If the prey is hit by the filament, the monster can pull a weight of up to 400 pounds at a movement rate of 15' per round. In the event that a "tug of war" breaks out, the fisher has a strength of 18/00 with its strand.

Habitat/Society: Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. No more than four cave fishers will be found in one lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

Their territories are very small, and never larger than about 300 feet to either side of the lair. Anything man-sized or smaller is considered fair game by the cave fisher and halflings are thought to be tasty treats. A single cave fisher would never attack a large, well armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.

Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. Females lay eggs in the vicinity of the lair, which they protect from predators. The young scatter when the eggs hatch, seeking lairs of their own.

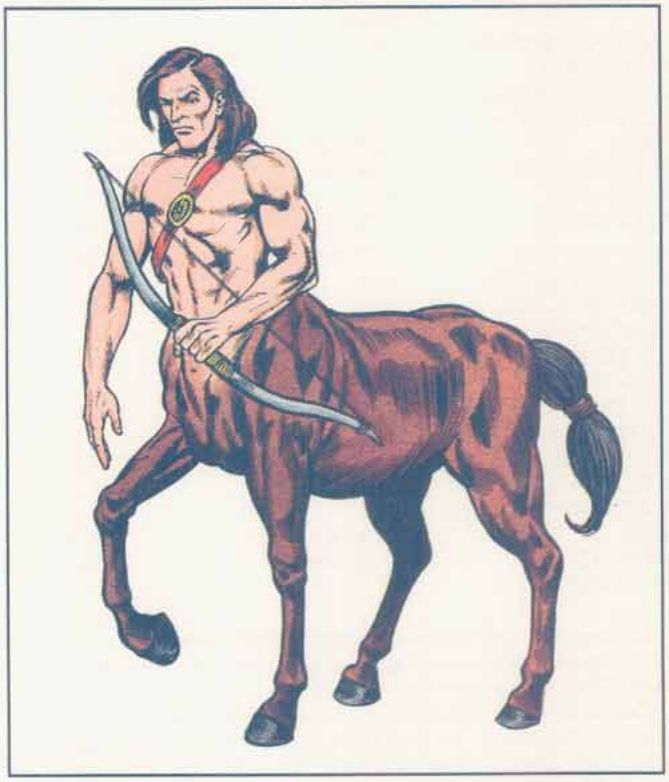
Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims.

Ecology: The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche, and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival, and relies on stealth and cunning to trap its prey and avoid being eaten itself.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing.

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	M, Q (D, I, T)
ALIGNMENT:	Neutral or chaotic good

NO. APPEARING:	1-8
ARMOR CLASS:	5 (4)
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6 and weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L(8'-9' tall)
MORALE:	Elite (13-14)
XP VALUE:	175
Centaur leader	270
Centaur priest	420



Centaurs are woodland beings who shun the company of men. They dwell in remote, secluded glades and pastures.

The appearance of a centaur is unmistakable: they have the upper torso, arms, and head of a human being and the lower body of a large, powerful horse.

Centaurs speak their own language and some among them (about 10%) can converse in the tongue of elves.

Combat: A band of centaurs is always armed, and the leaders carry shields. Half of the centaurs will be wielding oaken clubs (the equivalent of morning stars), one quarter will carry composite bows and have 10-30 arrows (either flight or sheaf, depending on the current state of affairs in the area). The remainder of the band will be leaders (AC4; HD5) using medium shields and medium horse lances. Centaurs make 3 attacks each round in melee: once with their weapons and twice with their hooves.

Habitat/Society: Centaurs are sociable creatures, taking great pleasure in the society of others of their kind. Their overall organization is tribal, with a tribe divided into family groups living together in harmony. The size of the tribe varies, it range from 3-4 families to upwards of 20 families. Since males have the dangerous roles of hunter and protector, females outnumber males by two to one. The centaur mates for life, and the entire tribe participates in the education of the young.

The lair is located deep within a forest, and consists of a large, hidden glade and pasture with a good supply of running water. Depending upon the climate, the lair may contain huts or lean-tos to shelter the individual families. Centaurs are skilled in horticulture, and have been known to cultivate useful plants in the vicinity of their lair. In dangerous, monster infested areas, centaurs will sometimes plant a thick barrier of tough thorn bushes around their lair and even set traps and snares. In the open area, away from the trees, are hearths for cooking and warmth. If encountered in their lair, there will be 1-6 additional males, females equal to twice the number of males, and 5-30 young. The females (3 Hit Dice) and the young (1-3 Hit Dice) will fight only with their hooves, and only in a life or death situation.

Each tribe will have a priest who is treated as a leader but has the spell abilities of a 3rd level druid.

Centaurs survive through a mixture of hunting, foraging, fishing, agriculture and trade. Though they shun dealings with humans, centaurs have been known to trade with elves, especially for food and wine. The elves are paid from the group treasury, which comes from the booty of slain monsters.

The territory of a centaur tribe varies with its size and the nature of the area it inhabits. Centaurs are also not above sharing a territory with elves. The attitude of a centaur toward a stranger in its territory will vary with the visitor. Humans and dwarves will usually be asked to leave in a polite manner, while halflings or gnomes will be tolerated, and elves will be welcomed. Monsters will be dealt with in a manner according to the threat they represent to the welfare and survival of the tribe. Were a giant or dragon to enter the territory, the centaurs would pull up stakes and relocate, while trolls and orcs and their like will be killed.

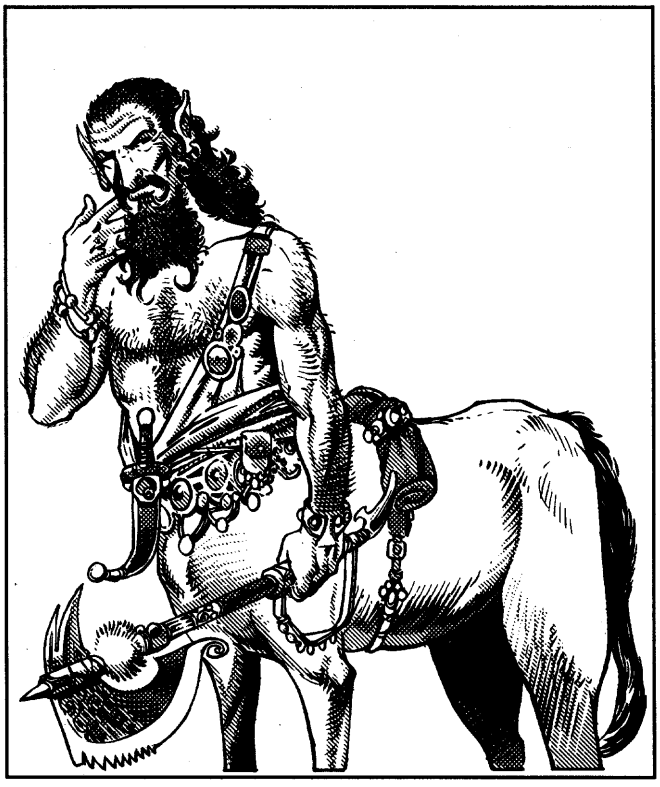
Centaurs will take the treasure of their fallen foes, and are fully aware of its value. Most male centaurs have a small coin supply, while the tribe has a treasury which may well include some magical items. Leaders will have twice the normal individual treasure. This treasure is used to buy food for the group, or to ransom (90% likely) captured or threatened members of the tribe.

While basically neutral or chaotic good, centaurs have been known to become rowdy, boorish, and aggressive when under the influence of alcohol. They are also extremely protective of their females and young. Centaurs are basically pastoral, but will react with violence if their lifestyle and survival is threatened.

Ecology: The centaur lives in close harmony with nature and spends its lifetime carefully conserving the natural resources around its lair. The race seems to have an innate knowledge of how to achieve this precious balance. If forced to chop down a tree, a centaur will plant another to replace it. Centaurs never over hunt or over fish an area as a human group might do, but choose their game with care, limiting the amount they eat.

Centaur, Desert

CLIMATE/TERRAIN:	Subtropical/desert, grasslands
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (5-10)
TREASURE:	M Q, (D, I, T)
ALIGNMENT:	Neutral or chaotic good
NO. APPEARING:	1-8(70%) or 4-32(30%)
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4 and weapon
SPECIAL ATTACKS:	Missile weapons
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	120
Desert centaur leader:	175
Desert centaur priest:	270



Desert centaurs are the ultimate fusion of mount and nomadic tribesman—tough, slim, fast and stealthy nighttime raiders who slip into enemies' camps and then depart like shadows before the dawn. They are as reclusive as their sylvan cousins, but just as defensive of the lands they claim as their own.

Smaller than a sylvan centaur, they have barrel-like chests (like ponies) and the long, thin legs of an antelope. The males generally grow long beards which they elaborately curl and oil into perfect form. The females wear the veil, but take few other cares about their appearance. When traveling they carry their goods in packs or drag them along in litters.

Combat: Desert centaurs are always armed, half of them with light lances, the other half with short composite bows and scimitars. In melee they make three attacks each round, two with their sharp hooves for 1-4 points of damage each and one strike with a hand weapon.

Desert centaurs are wary and prefer to strike from a distance whenever possible. They are great at riding forward from ambush to fire missiles and then melting into the sands, only to return later and strike again. They are willing to strike again and again over a period of hours or even days to bring down their prey and their foes. When the final assault comes it is preceded by a hail of arrows and followed up with a full charge of lancers.

Habitat/Society: Desert centaurs are most active by night. Their relatively large bodies and rapid movement make it easy for them to overheat and suffer sunstroke when carrying heavy loads, and thus they prefer the cooler nighttime temperatures. In addition, their excellent night vision puts them at an advantage relative to other desert dwellers; they suffer only a -1 attack penalty in darkness, even with missile weapons. They can see clearly up to 200 yards under moonlit conditions.

The territory of a tribe of desert centaurs generally extends across hundreds of miles, and they are glad to steal cattle, camels, or goats they come across, as they consider domestication of animals a crime. Oddly, they see no contradiction in the fact that they usually immediately butcher and eat the animals they "free" from their owners.

Each tribe has a priestess who functions as a waterfinder and reader of oracles. She has the abilities of a 3rd- to 5th-level kahin. The priestess rules in all matters of justice among tribe members and in all matters of diplomacy with other desert dwellers. She usually speaks several languages other than her own, such as the giantish trade tongue, the languages of nearby humans, and sometimes even the languages of the debbi or the vishap.

Raiding and hunting parties of desert centaurs are led by experienced trackers who have 4 HD but are otherwise identical to their followers. They track as rangers. These leaders make the final decisions as to where the tribe roams and where it raids.

Some desert centaurs serve as caravaneers or caravan guards, usually employed as expert scouts. A few desert centaurs are said to have settled down and irrigated the lands around oases to create rich desert gardens. Although caravan masters and travelers all know this to be true, no one can say where these oases are. The farming desert centaurs either swore their discoverers to silence or subject the non-compliant to some worse fate.

All desert centaurs are polygamous; both males and females may have up to four mates. Generally these families are centered around either a single powerful male or an influential female. With the exception of the priestess, females (also 3 HD) and young (1-3 HD) only fight if directly threatened. They lash out with their hooves for 1-4/1-4 points of damage.

Ecology: Desert centaurs are constantly seeking new hunting grounds, new water holes, and new sources of resources for bows and fletchings. They treat human and giantish desert tribes with respect and are willing to make peace or raid them as circumstances demand.

Desert centaurs avoid and fear the genies. They rarely enter towns except to trade for goods they cannot produce themselves.

Centaur, Desert



CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET.	Omnivorous
INTELLIGENCE:	Average
TREASURE:	M, Q (I, V)
ALIGNMENT.	Lawful neutral (good)
NO. APPEARING:	3-24
ARMOR CLASS:	5
MOVEMENT.	24
HIT DICE:	5
THACO:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+ 1 to AC vs. missile weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-9' tall)
MORALE:	Elite (13-14)
XP VALUE:	270

Desert centaurs are a warlike but surprisingly civilized racial variant of the familiar sylvan centaur. They have inhabited the Bright Desert of the Flanaess for centuries, and survive today as fiercely independent nation-tribes.

They are somewhat smaller and more muscular than their Sylvan cousins and are a dark-complected, handsome race. They speak a language similar to, but many generations removed from, that of the sylvan centaurs. Many desert centaurs speak human languages as a result of their frequent contact with desert nomads and Abbor Alz barbarians.

Combat: The desert centaurs have a long and distinguished military history. They once served as the elite mercenary guards for the vanished kingdom of Sulm, and were famous for their bravery and skill in battle.

A desert centaur attacks with its two front hooves, as well as a weapon. The exact armament of a centaur depends on circumstances. When encountered under normal circumstances, a centaur is armed with a short bow, light horse lance, and scimitar, and relies on its tough hide (AC 5) to ward off attacks.

In major battles, however, desert centaurs are divided into two major troop types. Half of all centaurs in battle are heavy lancers wearing fine chain mail (AC 3), armed with heavy horse lances and scimitars. On occasion, centaur lancers are also armed with darts, which they discharge at the enemy immediately before attacking with their lances. The heavy armor worn by the centaurs is hot and cumbersome, and is not worn under normal circumstances, but reserved for use in large battles only.

The other half of a battle formation is made up of normally equipped centaurs who act as mobile horse archers, riding to within bow range of the enemy, discharging a volley or two of arrows, then retreating. This sort of treatment is intended both to inflict a slow but steady stream of casualties, and to goad the enemy into charging. An enemy formation that charges centaur archers will swiftly find itself isolated from its army and confronted with the furious attacks of the centaur lancers.

Habitat/Society: Desert centaurs have been shaped by the harsh environment into a stem, law-based society. Although they fight ferociously if attacked, desert centaurs are a fair people who assist travelers in need and do not attack without reason.

Desert centaurs are organized into tribal groups which operate as small nations, with kings or queens, advisors, and consensus-chosen group leaders. There is no distinction between male and female in centaur society. Both sexes share in raising children and females are not unduly incapacitated by pregnancy, and so are able to do anything a male can.

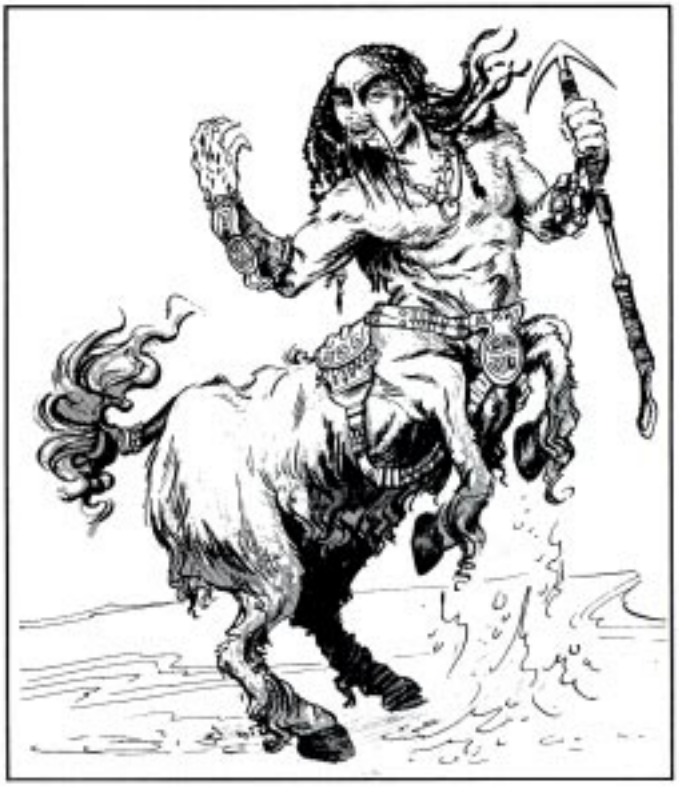
Toughened by the harsh environment of the desert, these centaurs have no real need for clothing, and under circumstances wear none. In battle, or during for-mai occasions, they wear ancient chainmail handed down over generations, or brightly-embroidered tunics and headbands.

Much of the centaurs' equipment is antique, preserved from their days as mercenary warriors. They continue to do some metal-working, however, crafting weapons, jewelry, utensils, and some armor in portable forges which are disassembled and carried when the tribes are on the move.

The centaurs once faithfully served the vanished kingdom of Sulm, but were sickened by the evil which eventually infected its rulers. When Lord Shattados's curse infected the people of Sulm, the centaurs turned against the kingdom and swore never to serve wizards again. For this reason, they have an inherent distrust of spellcasters, and have refused to join Rary's new empire, although they have taken no offensive action against him.

Ecology: Desert centaurs are creatures of their environment, and are adept at survival in the Bright Lands. All are skilled scouts, able to find water and food in areas where none are apparent. Every centaur is also trained from birth as a warrior, and will fight if the tribe (or any other tribe) is threatened. They maintain neutral to good relations with human nomads, but are savage enemies of the manscorpions, which they attack whenever encountered.

CLIMATE/TERRAIN:	Plains or steppe
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Q (I, V)
ALIGNMENT:	Neutral or Lawful Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5 (3)
MOVEMENT:	24
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ ATTACK:	1-6/ 1-6 and weapon
SPECIAL ATTACKS:	+1 with bow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8′-9′ tall)
MORALE:	Elite (13-14)
XP VALUE:	420



The nomadic centaur is a hardier relation of the more commonly known sylvan centaur. Found in the wide open spaces of plains and steppe, the nomadic centaur is less outgoing and social, preferring to deal with its own kind. Living a harsher life than its woodland cousin, the nomadic centaur has developed a sterner outlook on life.

The nomadic variety shares those features characteristic of the race: humanoid torso, head, and arms. They are readily identified, however, by their shaggy coats. Their bodies, torso included, are covered with a thick layer of hair. This serves to protect them from the elements, particularly during the cold winters. The males have long, thin beards and mustaches, a sign of coming of age. Males and females alike let their head hair grow in long braids. A few males shave their heads in the fashion of the human tribes around them. Hair color is most often dirty gray or chestnut.

The nomadic centaurs speak their own tribal tongue, although most tribes in a large region speak a dialect of the same tongue. Very few know any other language. Common is the most frequent second language.

Combat: Except when sleeping, these centaurs are always armed. The weapons may be slung over the back while doing other tasks, but to travel without one's weapons is inconceivable to the nomads.

Traditionally, nomadic centaurs use a shortbow (with quivers of 100 arrows), light lance, and saber. Some (no more than 15 percent) use small shields. They are masters of the bow, trained to shoot from childhood. They gain a +1 on their THAC0 when using a bow. They can move their normal movement and shoot an arrow at the same time, without any penalty.

The bow plays an important role in the centaur style of combat. They try to avoid straight-up fights whenever possible, since this deprives them of their two biggest advantages—speed and range. Instead they will keep a distance from the enemy, firing arrows and then galloping out of the way when the enemy charges. Among their own, they say that a warrior who fights with a sword is either a hero, an incompetent, or a fool.

Their second preferred tactic is the charge. This is usually made as soon as the enemy is discovered, before their foe has gathered his wits. They rush forward with loud howls and yells. If the enemy breaks, the centaurs ride them down. If he wavers or looks weak, they crash into his ranks with their charge. If the foe looks strong, they wheel off and take up harassing fire from a distance.

Although they can use their hooves to kick, the nomadic centaur warriors disdain this tactic. Such methods are used only by old females and the sick.

Nomadic centaurs find no shame in flight or retreat if the battle is going badly. They scorn the cowardice of warriors who flee before the battle, but falling back or retreating to lure the enemy into a trap are honorable tactics.

Habitat/Society: Nomadic centaurs are aloof, proud creatures. They are very tribal, each centaur belonging to a particular clan of a particular tribe. A clan averages 11 to 30 (1d20 + 10) individuals. A tribe is made up of 2 to 12 clans. Each clan travels and hunts as a separate group. Sometimes two or more clans will band together to make a raid or defend against raiders, but such unions last only as long as there is a need.

The tribe exists more in name than practice. It represents a group of related clans and is important for determining the bloodline of a centaur. In daily life, the centaurs almost never do anything as a united tribe. There are two rare exceptions to this. One is when they gather to mourn the death of a Learned One. The other is to avenge the destruction of a clan.

The ratio of females to males is two to one. Only males go on raids or hunt, yet females are equally skilled in combat and will fight to defend the clan. The young (1-2 hit dice) are fiercely protected but will fight with hooves and bows if necessary (1-3 points of damage, no bonus to THAC0 when using the bow). There are 3 to 18 young per

clan, but never more than 50% of the total clan. In addition, each clan keeps a small herd of horses.

Tribes and clans are central to the centaurs. Indeed, the clan and tribal names are used as surnames, placed before the given name. For example, Ulanchab e'Beshbalig e'Yasagh literally translates as "Ulan tribe is Besh clan is Yasagh" or "Yasagh of the clan of Besh of the tribe of Ulan." Such names and titles are important to the centaurs. Only older family members, children, and the closest friends use shorter nicknames.

Unlike their sylvan cousins, nomadic centaurs are formal in their relationships and behavior. Great importance is attached to keeping the traditional customs and etiquette. The rules of conduct are much different, however, from those of men. To civilized visitors, the nomadic centaurs seem crude and barbaric. They abhor bathing, and they are not picky about the foods they eat. They will spit in the middle of a conversation. They have no regard for the personal property of visitors who must either patiently defend their property at all times or resign themselves to having their goods prodded, examined, and possibly taken. The centaurs have no shame about demanding gifts of noncentaur visitors.

Furthermore, life on the steppe has made them indifferent to the hardships and suffering of others. In battle they seldom take prisoners, executing the injured instead. Crimes of theft, adultery, and murder are swiftly punished by cruel deaths. Although the sick and infirm are never abandoned, the best food and treatment are always given to the strong. Fit warriors are more important than weak, old men.

These customs disguise the intricate formality of their lives. Every member of the clan has an understood position in the clan. Each position has its own customs and allowances. For example, the head of the clan is always treated with respect. However, those older than he are allowed to address him by his nickname. The clan head divides all kills, first claiming a portion for himself, then the hunter who made the kill, and then the other members of the clan, according to their status. Should the clan head divide the kill in a different order, it can be seen as either a great honor or a serious insult.

Although they make some allowances for the ignorance of strangers, the centaurs expect all visitors to adhere to their customs. Centaurs of other clans are usually honored guests. Noncentaurs are considered at the bottom of the social ladder. All centaurs have precedence over them.

Unlike their sylvan cousins, the nomadic centaurs do not defend a particular territory. They are nomads and as such do not recognize the ownership of territory. The land belongs to everyone. However, each clan has a hunting range with a radius of 10 to 20 miles from its camp. Wherever the clan is, that is where its territory is. Interlopers into this range are carefully watched strangers are left undisturbed, as long as they do not drive away the game or threaten the clan. If they are clearly more powerful than the clan, the centaurs will simply move to a new area. If they are weaker but are foolishly threatening, the centaurs will attack to wipe them out.

The clans live a simple lifestyle. Since there is little shelter on the steppe, the clans build settlements of leantos for protection. These are simple wooden frames with leather roof and sides, providing relief from intense heat, rain, and snow. They eat mostly meat, while children are given mare's milk. Most of their other possessions are similar to those used by human nomads.

In their relations with other races, the centaurs are very elitist. They do not consider any other race to be their equal, and they see little reason to form alliances or trade agreements with outsiders. This attitude has slowed their cultural advancement, since human merchants are reluctant to deal with them. Indeed, most of the goods used by the centaurs are taken in on raids.

Treasures taken by the clan are communally held. They recognize and understand the value of magical items. Those they can use, particularly weapons, are distributed among the warriors.

Ecology: Although the centaurs have no particular love of nature, they have learned how to manage it. Wells are carefully maintained, and little water is wasted. Before an area is over-hunted, centaurs will move their hunting ground. They do not hunt for sport, and little of their kills go to waste. They make few demands on the land, thus ensuring there will be adequate resources for the future.

Learned Ones

The title Learned One is a great honor bestowed by the nomadic centaurs on one who has performed great deeds and shown exceptional skill and wisdom. Learned Ones often rise to become great leaders, advisors, or heroes of the race.

The title of Learned One cannot be claimed, but can only be earned. There is no set method by which a person is named Learned One. However, most were tutored by a previous centaur with the title. At some point in his lifetime, the It shows the recipient centaur (male or female) will be naturally recognized as a Learned One.

Two other customs make the title of Learned One unique. First is that the recipient is no longer considered to be a member of a particular clan and tribe. He is above such petty rivalries and is welcome as an honored guest in all the clans. Normally the Learned One keeps close ties to his family clan, but some abandon their clan and live by wandering from tribe to tribe. Clans visited by a Learned One have received a great honor.

The other custom is even more far-reaching. While most Learned Ones are centaurs, there is no prohibition against members of other races. Thus, in centaur history, there have been human, elven, spirit folk, hengeyokai, and even a few dwarven and halfling Learned Ones. For an outside race to qualify for the title, their skills and services to the centaurs must be considerable, but once so named, the person is treated with every bit of respect and honor that the title is due.

It is possible for player characters to be named as Learned Ones, although this is far from easy. To qualify for the honor, the character must patiently develop friendships among the centaurs (no easy thing). Furthermore, he must have performed one or several important services for the race. These actions must be of truly heroic proportions and, ideally, against impossible odds.

Learned Ones bear no sign or seal of their title. It is just known to the centaurs as the fame of the person spreads throughout their lands. Of course the titled one must maintain his reputation if he hopes to keep the respect of the centaurs. Should he abuse his position, he will find himself stripped of the honor he has earned.

Centaur-Kin, Dorvesh

CLIMATE/TERRAIN:	Temperate hill or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (B)
ALIGNMENT:	Neutral
NO. APPEARING:	2–12 (80–120)
ARMOR CLASS:	4 (7)
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2 hoof or 1 weapon
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+4 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	L (5' and taller)
MORALE:	Elite (13–14)
XP VALUE:	Normal: 270 Chief: 420



Dorvesh have the upper body of a dwarf and the lower body of a donkey. Their donkey hindquarters are covered with coarse hair which varies from light brown to black. The dwarven upper half is usually well-muscled and earthy brown. They retain the full beards of their dwarven cousins.

Dorvesh clans are distrustful of outsiders, but they are not overly aggressive. They will fight only to defend themselves or their homesteads. When not expecting combat, dorvesh wear simple tunics of tough leather or hide; otherwise, they wear chain mail vests and carry shields. They wear their hair long and braided to keep it out of the way when they work in the mines.

Since dorvesh avoid contact with other races as much as possible, they speak only their own dialect of dwarvish. Anyone who speaks dwarvish has a 75% chance to understand the dorvesh dialect.

Combat: Dorvesh do not use magic of any kind, and only rarely do they use magical items. Dorvesh have an inherited resistance to spells and poison, and they can detect the slope of a passageway (1–3 on 1d6) and new tunnel construction (1–4 on 1d6). They have 30-foot infravision.

Although not warlike, dorvesh are well organized and disciplined when forced to fight. They are intuitive strategists. They wear chain mail vests and tough leather barding, and they carry shields.

Dorvesh wield a variety of weapons: hammers (35%), swords (50%) and light crossbows (15%). If unarmed, dorvesh attack with their front hooves, inflicting 1d6 damage with each.

In a group of more than eight dorvesh, there is a 60% chance that the clan chief will be with the group. The chief has 5 HD and AC 4.

Habitat/Society: An average dorvesh clan numbers 80 to 120 members, 20% of them children and 20% females. Dorvesh females are skilled fighters who will fight beside the males if the homestead is attacked.

Dorvesh live in towns constructed around their mine entrances. Since dorvesh do not construct deep mines, they sometimes have to move to a new site. Though their settlements are well constructed, they are not permanent. Abandoned dorvesh settlements may occasionally be found in remote valleys, often inhabited by goblins or kobolds.

Dorvesh produce all their own metalwork. These items are sturdy and reliable, but they are less likely to be engraved or decorated than similar dwarven items. Dorvesh prefer the classic lines of a plain hammer, chisel, or axe. They hoard precious metals and gems, gold being particularly prized.

Dorvesh are a stubborn and tenacious people, often considered deliberately obtuse by outsiders. Unlike their dwarf counterparts, the dorvesh do not wage war against orcs, goblins, giants, or drow, preferring to remain detached from the other races.

Ecology: Though dorvesh are skilled miners and metal-workers, they rarely sell the goods they produce. Thus limited in commerce, they hunt for their own food and cultivate mushrooms and tubers to supplement their diets.

Dorvesh usually live from 150 to 200 years.

CLIMATE/TERRAIN:	Temperate or tropical hill or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (I)
ALIGNMENT:	Neutral
NO. APPEARING:	3–12 (100-300)
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (by weapon)
SPECIAL ATTACKS:	Rear kick (1d6)
SPECIAL DEFENSES:	+4 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (5'+ tall)
MORALE:	Steady (12)
XP VALUE:	Normal: 270 Chief: 420 Illusionist: 420



A gnoat has the upper body of a gnome and the lower body of a large mountain goat. Gnoats usually have brown skin, varying in shade from tan to a deep chestnut. The shaggy coat on the goat hindquarters also varies in color, being brown, black, or gray with a white or cream underside. Hair is the same color as the coat and is usually worn short by both males and females. Hooves are usually black or very dark brown.

Male gnoats have beards which match the color of the goat hindquarters. Beards are kept fairly short and often are trimmed to form elaborate designs. Most gnoats have blue eyes, ranging from light, cool shades to deep cobalt blue, but a few individuals have brown or green eyes.

Clothing usually consists of shirts and jackets of cotton or leather, and hats of various design. Gnoats tend to avoid very bright colors, but they do wear clothes of many differing shades. A favorite garment among gnoats is a patchwork jacket, with swatches of many different colors and materials. These jackets are very strongly constructed and act as padded armor. Jewelry, when worn, consists of carved wooden pendants and bracelets.

Gnoats speak gnomish and common. Many gnoats can communicate with burrowing mammals, but a few clans have lost this ability.

Combat: On the whole, gnoats are peaceful, although they are wary of strangers until they prove themselves worthy. Gnoats will defend themselves if attacked, and the majority of males are proficient with weapons. Females rarely fight unless directly threatened.

Gnoats usually arm themselves with spears or clubs, and at least half of any group carries short bows. If unarmed, gnoats will kick with their rear hooves. This single attack causes 1d6 points of damage.

Like gnomes, gnoats are resistant to spells and poison, receiving a +4 bonus to their saving throws.

Any group encountered may be the entourage of the clan chief and a 3rd-level illusionist (15% chance). If so, 2–8 additional gnoats accompany the group. The chief wears an elaborately decorated matching jacket and hat, and he carries a shield bearing the clan emblem. Typical emblems are horns, mountains, trees, or tools. The clan illusionist normally wears a plain black tunic and black leather skull cap.

Habitat/Society: For most of the year, gnoat clans inhabit cave systems in the lower foothills of high mountain ranges. They spend their time hunting and farming in order to produce enough food for the winter. During the winter months, gnoats usually keep to caverns deep within the mountains, where they have stockpiles of grain, cured meat, and honey. Gnoat clans have 100 to 300 members, of which 40% are females and 10% children. Each clan is led by a chief (5+1 HD, AC 5, THAC0 15) and advised by 1 to 4 illusionists of levels 1–3.

Ecology: Gnoats are excellent wood-carvers and sculptors of stone. During the winter months, they develop their arts and produce many wonderful pieces ranging from delicately carved wooden animals and fruits small enough to fit in the palm of one's hand, to bold stone statues larger than a full-sized goat.

Gnoats leave their warm caverns in spring and attempt to trade some of their sculptures for pottery, metalwork, and fabrics. They do not stray far from their homesteads but wait for traveling merchants to cross the passes in their mountain homes. The gnoats approach merchants cautiously at first, but gradually build firm friendships. Some traders keep the gnoats' whereabouts secret in return for a ready supply of beautiful carvings each spring.

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M (J)
ALIGNMENT:	Neutral good
NO. APPEARING:	2–8 (80–150)
ARMOR CLASS:	7 or 6
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	+3 with bows and slings
SPECIAL DEFENSES:	+2 save vs. spell and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (4 ½'–5' tall)
MORALE:	Steady (11–12)
XP VALUE:	Normal: 175 Mayor: 270



Ha'ponies have the upper body of a halfling combined with the lower body of a pony. Their pony hindquarters are varying shades of brown and chestnut, with some grays. In most tribes, the mayor has a piebald coat. Ha'ponies wear brightly colored shirts and tunics, and the majority braid their hair and tails with many-colored ribbons. Their complexions are weather-beaten, with hair varying from sandy to dark brown.

Ha'ponies speak halfling and common.

Combat: Ha'ponies are peace-loving creatures but will fight ferociously in defense of their homes and families. Like halflings, they are skilled with the sling and short bow, receiving a +3 bonus to attack rolls with these weapons. Ha'ponies gain a +2 bonus to their saving throws vs. spell and poison due to the natural resistance shared with their halfling cousins.

Ha'ponies do not normally wear armor, but each village usually has a militia with 20 to 30 members who wear studded leather armor (jerkins and barding: Armor Class 6). In their villages, ha'ponies do not normally carry weapons, except for the militia. These stalwarts are usually armed with short swords and slings, or short swords and short bows.

When outside the village, ha'ponies are usually armed with short swords or spears. In addition, 50% of the group is armed with slings or short bows. There is a 30% chance that a group encountered outside a village will be militia on patrol.

The mayor very rarely (5%) leaves the village, but if so he or she will wear a chain mail vest and carry a short sword and short bow. The mayor has 4+2 HD, AC 5, and THAC0 17.

Habitat/Society: Ha'pony villages usually number between 80 and 150 individuals. Of this number, 15% are young and 30% are females. Ha'pony females do not normally fight, but if the village is threatened they will defend their homes and children with slings and daggers.

The village has a mayor, but most important decisions are made by a council of elders known as "The Circle of Oak." In extreme cases, the Circle can remove a mayor from office and exile the unfortunate ha'pony.

Ha'ponies are a cheerful people who are briefly wary of outsiders. They take pleasure in simple crafts and in nature, but they do not have the great love of food which characterizes their halfling cousins.

Ecology: The main fare of a ha'pony is fruit, supplemented by cereals. They make up to 20 different varieties of bread, each community having its own specialty. Ha'ponies occasionally hunt game birds such as pheasants and partridges.

Ha'ponies have a life span of approximately 120 years. They live in small family clusters within the village community. They don't breed often, but once a child is born it is lovingly cared for and spoiled by all its relatives.

CLIMATE/TERRAIN:	Temperate forest, plain, or hill
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to very (8–12)
TREASURE:	I, K
ALIGNMENT:	Lawful good

NO. APPEARING:	1–6 (8–64)
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	*Sleep* arrows
SPECIAL DEFENSES:	+4 to all saving throws, immune to poison, limited thief abilities in forest terrain, *continual light*, *ventriloquism*, *pass without trace*
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Average (9–10)
XP VALUE:	420

Guard	975	Ranger	3,000
Leader 4th	1,400	Leader 6th	3,000
Leader 5th	2,000	Leader 7th	4,000



Hybsils look like a cross between a small antelope and a pixie, brownie, or sprite. These antelope centaurs can be found in large forests or small woods across the Heartlands, and often venture into nearby plains or hills to hunt or forage. The color of the antelope body ranges from dark gray to chestnut brown, and sometimes sports small spots, white tail, white or tan striping, or dark socks and tail. Male hybsils grow antlers and shed them seasonally. Hybsil ears are pointed and graceful, with a small tuft of hair on their tips.

Hybsils are somewhat xenophobic, preferring the company of their own kind. In the Realms, they have been sighted in the Border Forest, the Reaching Woods, and the Trollbark Forest.

Combat: Hybsils fight with daggers, short swords, or short bows. Hybsils coat their weapons with a rare plant juice blend that causes sleep for 1d4 hours. The victim is allowed a saving throw vs. poison at –4 to avoid the effects. Hybsil bows have normal short bow range, and their arrows inflict flight arrow damage (1d6), in addition to the sleep effect.

Hybsils have inherited some of the powers of their fairy cousins. Once per day a hybsil can use the following spell-like abilities: *continual light*, *mirror image*, *pass without trace*, and *ventriloquism*. Hybsils gain a +4 bonus to all saving throws and an immunity to all poisons due to their fey nature and an extremely high Constitution.

Because of their familiarity with forests, hybsils have a 75% chance to hide in shadows and move silently when in any forest. They also have a 50% chance to find and remove traps or snares when in an arboreous environment. In addition, once a day for one turn, a hybsil can break into a gallop and travel at the rate of 21.

Habitat/Society: Hybsils live together in closely knit tribes of up to 80, but rarely less than 20, members. Young male hybsils sometimes break away and attempt to start their own tribe if a tribe's numbers total more than 50. Hybsils are seminomadic and may roam over vast forests or plains, either in search of food or to preserve their isolation from other sentient species. Because of this tendency to roam, most hybsil tribes live in or near large forests and grasslands.

Male hybsil are in charge of hunting, gathering, and protecting the tribe from external invaders. Female hybsils rear and educate the young, preserve tribal lore and traditions, maintain an oral history of the tribal range, and care for the injured and the sick. Females can wield weapons as the males do when necessary, but in general do not do so on a day-to-day basis. Female hybsils are seldom encountered outside of their tribe's home camp or village unless searching for a stray young one or on a special quest.

Every tribe of hybsils has a leader of 4th–7th level who is either a druid (60%) or a mage (40%). For every 30 or more hybsils in a tribe, there will be 1d4 hybsils with 3 HD who are charged solely with guarding the tribe. A tribe of 50 or more hybsils will also have a mighty warrior who has 5 HD and the all skills of a 7th-level ranger.

Ecology: Hybsils eat fruits, berries, roots, and small mammals that they hunt. They live for up to 50 years, and those with spellcasting abilities have been known to live well past 70 years of age.

Hybsil antlers are said to have magical powers, and have fetched as much as 100 gold pieces from certain wizards, sages, and alchemists. Since hybsils shed their antlers every year, it is not necessary to injure hybsils to obtain their horns. However, since hybsils do not like people trespassing on their territory, it is often difficult to gain permission to gather shed antlers, or to befriend a male hybsil and convince him to give one away.

CLIMATE/TERRAIN:	Desolate rocky forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	K, M (E)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	24
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall, 12' long)
MORALE:	Champion (15–16)
XP VALUE:	5,000



A manotaur somewhat resembles a centaur. Unlike a minotaur, which has the body of a man and the head of a bull, a manotaur has the body of a bull and the upper torso of a man. The head sports a pair of horns that a manotaur continually sharpens for use in combat. A great mane of hair runs down its neck, trailing across its shoulders. Coloration varies, but most manotaurs are brown, gray or black. Manotaurs measure seven to eight feet tall and ten to 12 feet in length. The human torso is broad and powerful. Manotaurs are strict carnivores; their mouths are wide and filled with sharpened teeth and short fangs. A manotaur usually speaks its own language, as well as minotaur, ogre, and hill giant.

Combat: Because of its superior senses of smell and hearing, a manotaur is surprised only on a 1 in 10 chance. Since manotaurs run with absolute silence through their woodland lairs, opponent surprise rolls are at a –3 penalty. A manotaur will typically charge if it surprises an opponent.

A manotaur attacks using its two front hooves and its razor sharp horns. Anytime in combat that a manotaur can run 20 feet or more in a straight line, it can charge. When charging, a manotaur attacks only with its horns but the damage is tripled (3d8). In addition, man-sized or smaller targets are slammed back ten feet by the force of the charge and might be knocked down.

Manotaurs are intelligent opponents that rely upon brute force when battling smaller creatures and guile against well-armed foes. A common ploy by manotaurs is to surprise the opponent, deliver a single charge attack, then disappear into the forest. A manotaur repeats this tactic time and time again, slowly wearing down the foe before closing for the kill.

Habitat/Society: Manotaurs are evil by nature, hating all good things. Their lairs are usually overgrown, desolate forests, in which they gallop to and fro, beating out a series of twisted interlocking paths with their hooves. These paths are known only to the manotaur who lives there. Any creature attempting to follow the paths in a manotaur forest is 75% likely to become disoriented and unable to find its way back out of the forest. A person trapped in a manotaur forest has only a 10% chance per day of finding his way out without magical aid. At seemingly random points, the forest's paths straighten out for as much as 30 feet at a time. This is where the manotaur will wait, timing his charge to hit just as the victim rounds the bend and steps onto the straightened path.

The personalities of manotaurs vary widely; some guard their forest jealously, killing all who dare enter. Others fill the woodland with wicked creatures, such as giant spiders, orcs, and even an occasional ogre or two. They use these creatures to spread terror through the forest and as spies in the outside world.

A manotaur colt is born with 2 Hit Dice. The colt remains with its father until it reaches 5 Hit Dice. At that point it is driven out of the forest. A manotaur colt that reenters its father's forest is immediately slain.

Ecology: Manotaurs hunt sylvan creatures (brownies, sprites, elves, and the like). They hate unicorns and can sense them anywhere in their forests. The only time two manotaurs will cooperate is to track down and destroy a unicorn.

Manotaurs sometimes use treasure to lure creatures into their maze of paths, placing a gold piece here and a silver there. Humans and demihumans who carefully map may be able to pick up a quick silver piece or two, but even a short journey into the forest can lead to disaster. The bulk of a manotaur's treasure is hidden either beneath a great stone or in a tree hollow near the center of the forest.

The origins of the first manotaur are a mystery; possibly it was the offspring of a minotaur and a human female. Manotaurs live 300 years or more.



CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (E)
ALIGNMENT:	Neutral good
NO. APPEARING:	2–20
ARMOR CLASS:	7 (or better with armor)
MOVEMENT:	18, Fl 36 (C; D when encumbered)
HIT DICE:	5 to 8
THAC0:	5–6 HD: 15 7–8 HD: 13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6 (hooves)/by weapon
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	30% immunity to *sleep* and *charm*
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (13)
XP VALUE:	975
Spellcaster (5 HD):	1,400
6 HD leader:	1,400
7 HD leader:	2,000
8 HD leader:	3,000

Pegataurs are winged centaurs with the upper bodies of elves. They are skilled warriors sometimes hired as mercenaries. A pegataur's lower body resembles a strong, healthy horse. Most are colored white, gray, brown, or black. Pegataur wings, normally white, consist of downy but strong feathers.

A pegataur's upper torso and head resemble those of a high elf. Most have long blond or silver hair. They speak common, elvish, and their own language—a peculiar dialect related to elvish, but different enough to be a separate language. Pegataurs have an affinity for pegasi and can communicate with them.

Combat: Pegataurs fight to defend themselves and their territory. They also fight if ordered to do so by an employer. Pegataurs sometimes carry humans or demihumans into combat, though they prefer not to. All pegataurs have 60-foot infravision.

If a group of pegataurs surprises opponents in the open, a swooping dive at the foes is preferred, often with light lances. This swooping attack give the pegataur a +2 bonus to attack rolls, double damage with the lance, and a +1 penalty to their Armor Class. Since the pegataurs dive only at opponents they surprise, the opponents do not receive the standard initiative bonus associated with a charging attack. The swoop is usually performed once at the beginning of combat as a softening up measure; it often (60% of the time) ruins the lance.

After the initial swoop, pegataurs attack with their front hooves, inflicting 1d6 points of damage with each. A pegataur can attack with a weapon and both hooves in the same round. Like half-elves, pegataurs are 30% resistant to *sleep* and *charm* spells.

Most adult pegataurs are proficient with long bow, light lance, two-handed sword, and horseman's mace. A common (5 HD) pegataur is 20% likely to be specialized with one of these weapons. This chance increases by 10% for every Hit Die over 5; a pegataur with 8 Hit Dice has a 50% chance for a weapon specialization.

Most pegataurs remain unarmored for better mobility in the air. However, there is a 30% chance that a group of pegataurs will be armored as follows: chain mail (50%), leather (25%) elven chain (10%), splint (10%), or plate mail (5%). Armor types of Armor Class 7 or worse provide an AC bonus of –1; thus, a pegataur in leather armor is Armor Class 6. Only 10% of pegataurs carry shields into battle; pegataurs using shields receive a –1 bonus to Armor Class for their humanoid foreparts only. Pegataur leaders have a 5% chance per Hit Die to have enchanted armor. Pegataurs wearing armor or carrying a rider are maneuverability class D. Riders may be armed.

Any group of five or fewer pegataurs has a 40% chance of being accompanied by 1d10 pegasi. For every four pegataurs in a group, there will be a fifth pegataur with 6 Hit Dice. For every ten pegataurs, there will be an additional pegataur with 7 Hit Dice. For every 20 pegataurs, there will be one with 8 Hit Dice, and a 50% chance for either a mage or a cleric of 5th level.

Habitat/Society: Like elves, pegataurs are generally aloof, especially toward nonflyers, though their alignment makes them more approachable than may be initially believed. If paid well and treated with respect, pegataurs can be hired as troops or bodyguards, or for special tasks. Pegataurs never knowingly work for evil individuals. A pegataur tribe usually has 2d10+10 adult members and is led by a male with 8 Hit Dice. In addition to the adults, a tribe also has 1d10+5 noncombatant foals and 3d6 pegasi.

Pegataurs carve abodes in the sides of high mountains. These pegataur-made caves, called *tehir*, are not dark and cramped, but are instead beautiful affairs with vaulted ceilings and intricately carved walls. Veins of rare crystals provide illumination at night.

Most pegataurs encountered have 5 Hit Dice; of these approximately one-third cast spells as 5th-level wizards in addition to their warrior abilities. These multi-classed pegataurs never have weapon specialization.

Single-class pegataur wizards can be specialists, but such characters are rare, and are never necromancers. Rare pegataurs may rise to higher levels as wizards, fighters, or priests, but they are not known to advance beyond 14th level in any class.

Ecology: Pegataurs have been known to work with druids to maintain the balance of nature in a given area. They also train pegasi mounts for ground dwellers.

CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	M, Q (I, M×10)
ALIGNMENT:	Neutral
NO. APPEARING:	2–16 (50–80)
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	3+4
THAC0:	17
NO. OF ATTACKS:	1 to 3
DAMAGE/ATTACK:	1d4/1d4 and weapon
SPECIAL ATTACKS:	+1 with bow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' and taller)
MORALE:	Steady (11–12)
XP VALUE:	Normal: 175
	Chief: 270
	Shaman: 420

Zebranaurs have the upper body of a human and the lower body of a zebra. A zebranaur's upper body is normally brown, without the characteristic black-on-white stripes that cover its lower body. Many have a short mane of coarse black bristles running from the middle of the lower back up to the nape of the neck. Most favor a spiky hairstyle, but others prefer the traditional styles of the local humans.

Zebranaurs usually wear an individually embroidered square of supple leather that covers the chest and is tied around the waist and neck with leather thongs. They adorn themselves with jewelry made of wood and bone, using feathers and bright seeds to color their designs. Zebranaurs prize brass and copper jewelry and will trade well-made fringed garments or feathered spears for these items.

Zebranaurs speak the common tongue and may know one or more other spoken languagees, but few learn to read or write.

Combat: Because of their long-standing tradition of bow hunting, all zebranaurs gain a +1 bonus to attack rolls with all bows except crossbows. Not all zebranaurs use bows, however. When a band is encountered, 30% use spears, 20% scimitar and spear, and 30% scimitar and bow. Even if unarmed, zebranaurs can attack with their front hooves for 1d4 points of damage each. Zebranaurs never wear armor.

Zebranaur society does not discriminate against its female members, and females will make up 30% of any encountered band. In a group of more than 10 zebranaurs, there is a 50% chance that the group includes a chief and a shaman.

Habitat/Society: Zebranaurs are nomadic by nature, and their temporary camps are well guarded by 8 to 12 zebranaurs armed with scimitars and bows. They are tribal creatures who remain close to nature and are most at home in the wild, much like the humans who live nearest them. Zebranaurs tribes are led by a chief of 4+4 HD and AC 6.



An average tribe numbers 50 to 80 members, including 20% children and 30% females. Males are equally responsible for raising the young, preparing meals, teaching, and performing other traditionally domestic duties.

A tribe usually has one shaman of 4th or 5th level and three or four shamans of 1st to 3rd level. These are most often armed with quarterstaves.

Zebranaurs have an almost photographic memory for abstract designs and shapes. They cannot normally read or write common, but they paint intricately whorled patterns on tanned leather to record their history. The oldest shaman keeps these records safe and passes on the knowledge to the next generation.

Most zebranaurs paint their upper bodies with dark stripes or patterns, using vegetable dyes to enhance the effect of their camouflaged lower bodies. New markings are added yearly to commemorate achievements, battles, or loves. Some tribes engage in ritual tattooing when foals come of age. One southern tribe has developed this tattooing to a fine art.

Ecology: Zebranaurs hunt most types of small game, supplementing this diet with roots and berries. They are more pacifistic than wemics, with whom they do not get along very well. If a tribe of wemics moves into their territory, zebranaurs will often move out.

The typical zebranaur life span is 50–60 years.

	Giant	Huge	Megalo-	Tunnel
CLIMATE/TERRAIN:	Any	Any	Any	Subterranean
FREQUENCY:	Common	Common	Very Rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)	Non- (0)
TREASURE:	Nil	Nil	Nil	(M, N, Q)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-24	5-30	1-4	1-6
ARMOR CLASS:	9	9	5	4
MOVEMENT:	15	21	18	6
HIT DICE:	2 hp	1 hp	3	9+3
THAC0:	20	20	17	11
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	Nil	Nil	1-3	2-8
SPECIAL ATTACKS:	Poison	Poison	Poison	Lunging
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	Tiny (1')	Tiny (6")	M (5')	G (25'+)
MORALE:	Unsteady (5-7)	Unsteady (5-7)	Average (8-10)	Steady (12)
XP VALUE:	35	35	175	1,400

Giant centipedes are loathsome, crawling arthropods that arouse almost universal disgust from all intelligent creatures (even other monsters). They are endemic to most regions.

One of the things that makes the centipede so repulsive is its resemblance to the worm. Its long body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" (or hundred-footed). The giant centipede is so named because it is over 1-foot long. The body is plated with a chitinous shell and it moves with a slight undulating motion. The creature has the added benefit of protective coloration, and varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray, those that live underground are black, while centipedes of the forest are brown or red.

Combat: When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foes and injecting a paralytic poison. The poison can paralyze a victim for 2d6 hours, but is so weak that victims are permitted a +4 bonus to their saving throw. Due to its small size, the giant centipede is less likely to resist attacks and receives a −1 penalty to all its saving throws. Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.

Habitat/Society: The centipede behaves like most other insects, roving from place to place in search of food; it has no set territory or dwelling. The centipede simply goes where its hunger leads it. It is an aggressive and hungry carnivore that must eat at least once a day to survive. Hungry centipedes often resort to cannibalism.

Ecology: Giant centipedes have several natural advantages, including poison and protective coloration, allowing them to compete with other small predators for game. Their poison bestows a certain immunity from being hunted, but hungry and skilled animals such as coyotes and large predatory birds hunt them effectively in lean times.

Their preferred targets are small mammals that are easily overcome by their weak poison. If they are very hungry, however, they have been known to attack anything that moves, including humans.

Huge Centipedes

These are identical to giant centipedes save that they are only 6 inches long. Their poison is weaker than that of their larger cousins and a failed saving throw will immobilize the victim for only 1d6 hours. Huge centipedes make their own saving throws at −2. Mice and other large insects are the favorite prey of huge centipedes. They in turn are hunted by giant centipedes.

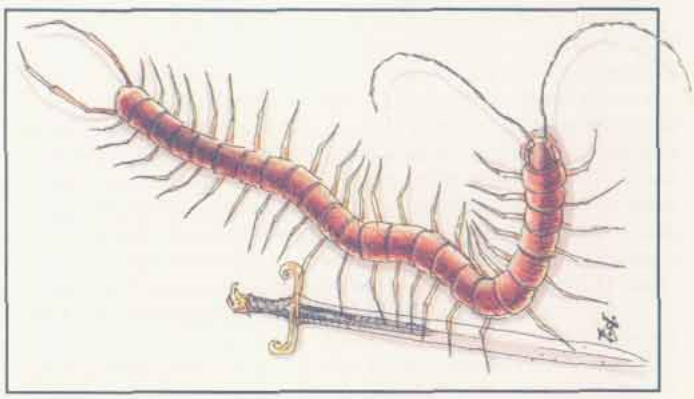
Megalo-centipede

The megalo-centipede, because of its great size, is no longer classed as an irritant but is a threat to human and animal alike. Its acidic poison is far more potent than that of its weaker cousins. The victims of a megalo-centipede bite receive no bonuses on their saving throws and failure indicates death. If the target successfully resists the poison, the acid burns the victim's skin, inflicting 2d4 points of damage.

The megalo-centipede is more intelligent than its smaller cousins and it is a far more cunning hunter, although they still do not cooperate with each other. In the wilderness the megalo-centipede prey on animals the size of deer. In the subterranean environment, it attacks man-sized or smaller creatures, including orcs, goblins, or humans. The megalo-centipede receives no penalties to its own saving throws.

Tunnel Worm

This cousin of the giant centipede feeds upon and lays its eggs in carrion. A tunnel worm attacks by lunging out of its hidden burrow to strike with a +2 bonus to the attack roll. Success indicates the tunnel worm has seized its prey in its mandibles, but no damage is inflicted until the worm chews through the victim's armor. It takes one round for the worm to chew through leather or worse, two rounds for armor tougher than leather but no tougher than chain mail, and three rounds for armor tougher than chain mail. Once the armor is breached, the worm automatically inflicts 2d8 points of damage each round. If the worm suffers 15 or more points of fire damage or loses 60% of its hit points, it drops its victim and retreats to its lair. Tunnel worm lairs often have treasure from earlier victims.



CLIMATE/TERRAIN:	Sandy wastes, salt flats
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	5 or 1
DAMAGE/ATTACK:	1-6 (x5) or 3-30
SPECIAL ATTACKS:	Poison (Class B)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Gargantuan (100-150' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	4,000

PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/7/10	MT, PB, EW, PsC/TS, MB, IF, TW	15	150

Psychokinesis – *Sciences:* detonate, disintegrate, project force; *Devotions:* soften.
Psychometabolism – *Sciences:* death field, energy containment; *Devotions:* biofeedback, chameleon power, double pain, reduction.
Telepathy – *Sciences:* mindlink, psionic blast, tower of iron will; *Devotions:* aversion, contact, ego whip, mind thrust, psychic crush, thought shield, mental barrier, intellect fortress.

Megapedes are colossal centipedes which roam the sandy deserts of Athas.

Megapedes are very similar to normal centipedes in all ways except in size. They have a very long (100 to 150 feet), segmented body which sports a pair of legs nearly every two feet. These legs are five feet in length and have flexible claws at their ends. The body of a megapede is covered with a fur-covered, bulbous skin which serves as a pseudo-exoskeleton.

Combat: Because of its size, the megapede is very capable of defending itself in combat.

When a megapede engages in combat, it can attack in one of three ways. First, it can use up to five of its legs to attack. These can all be used on the same target or on differing ones, providing there are targets within range (five feet). Each leg does 1d6 points of damage with a successful attack. A megapede can also use its tremendous jaws and bite its victim, doing 3-30 points of damage although it cannot use its legs to attack when biting. Creatures bitten by a megapede must save vs. poison or lose 20 additional hit points. Those who succeed at saving lose only 1-3 additional points.

The last combat ability of megapedes is that of psionics. Megapedes are powerful psionic-using creatures and can employ up to two different psionic powers in the same round, so long as they do not engage in melee combat during that round. Like many Athasian creatures, megapedes have natural psionic defense modes which are always considered to be "on." The creature still must pay the cost in PSPs, but may use the defense modes at anytime, regardless of any other actions it is performing at the time.



Habitat/Society: The megapedes of Athas are, with the exceptions of the Dragon and Nightmare Beasts, the most dangerous feature of travelling across the deserts of this harsh world. Because of their sheer size, megapedes cannot normally hide their presence. Most, however, live beneath the sands of the desert, only surfacing to feed on unfortunate passers-by. Herds of erdlus and even kanks are among the favorite foods of megapedes, though they often survive on vegetation alone for weeks on end.

When a megapede is ready to lay eggs, it will find an isolated area, if possible in the rocky barrens of the Tablelands, and begin to make a cocoon in which to place its eggs. Up to three eggs can be placed within one cocoon, which often reaches near 60 feet in length. A cocoon will remain for four to five weeks before bearing young megapedes. At birth, a megapede is 20 to 30 feet long, growing to its full size within three months after birth. While not especially protective of its cocoon, a megapede which has laid eggs will fight off any creature which threatens them, mostly out of instinct.

Ecology: The claws of a megapede can be used as arrow/quarrel heads of a very effective nature. Arrows and quarrels tipped with megapede claws add +1 to damage rolls (note that this does not imply that these weapons are magical in any way). Also, the poison sacs of a megapede can be removed from the creature and saved. The poison (Class B) within remains potent for about one month, after which time it dries up and becomes worthless.

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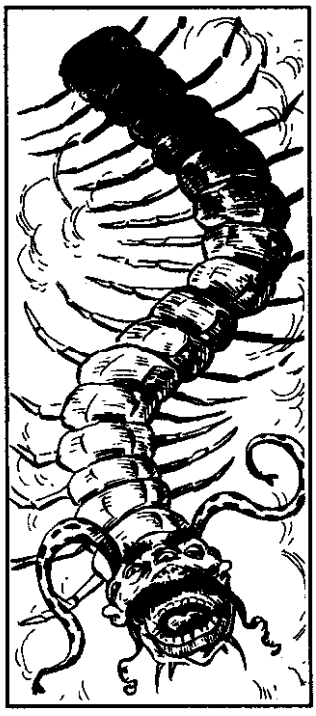
	Greater Spirit Centipede	Lesser Spirit Centipede	Least Spirit Centipede
CLIMATE/TERRAIN:	Any nonarctic land	Any nonarctic land	Any nonarctic land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Special
INTELLIGENCE:	Ave (8-10)	Low (5-7)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	5	7	9
MOVEMENT:	See below	See below	See below
HIT DICE:	5+5	3+5	1+5
THAC0:	15	17	19
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-2	1
SPECIAL ATTACKS:	Fog cloud	Fog cloud	Fog cloud
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	25%	15%	10%
SIZE:	S (4' long)	T (1' long)	T (6 inches long)
MORALE:	Average (10)	Average (8)	Unsteady (5)
XP VALUE:	975	270	120



The spirit centipede is a poisonous shapeshifter that frequently administers punishments on behalf of the Celestial Bureaucracy. The creature resembles an enormous centipede about 4 feet long, complete with a segmented body, multiple legs, and two long feelers. However, it has a human face with a bald head, bushy moustache, and nine eyes evenly distributed about its head. The chitinous shell covering the length of its body alternates segments of green, scarlet, and silver.

The spirit centipede can utter simple phrases in trade language, as well as in languages common to the area it inhabits.

Combat: The greater spirit centipede can freely *shapeshift* between five forms, each representing one of the Five Venoms originally identified by the great Wa scholar Hujiiko Jiriki. (See below.) *Shapeshifting* requires one full round, during which the centipede can take no other actions.

All five forms are about the same color and size. The creature also retains its Armor Class, hit points, and other attributes. Each form can bite or sting to inflict 1-4 hit points of damage. Additionally, each can cough up a black fog cloud with a 15' diameter.

As detailed below, movement rates and black cloud attacks vary between forms. Though the centipede can *shapeshift* an unlimited of times per day, it only can use a given fog cloud attack three times per day. Victims must contact the cloud to suffer its effects. (The creature itself is immune.) All effects are cumulative.

Centipede. Movement rate: 18. Fog cloud: Victims must save vs. paralyzation or become immobile for the next 2-8 (2d4) rounds.

Scorpion. Movement rate: 12. Fog cloud: Victims must save vs. spells. Failure means their vision is blurred for the next 2-8 (2d4) rounds. During that time, they suffer a -4 penalty to all to-hit rolls.

Snake. Movement rate: 15. Fog cloud: Victims suffer 1-10 hit points of poison damage. A successful saving throw vs. poison cuts this damage in half.

Spider. Movement rate: 18. Fog cloud: Victims are affected as if by a *pain* spell (Dexterity and Strength are reduced to 3, -3 penalty on to hit rolls, -1 on damage rolls, -3 on reaction attacking adjustment, +4 on reaction defensive adjustment) for the next 2-8 (2d4) rounds. A successful saving throw vs. spells negates this effect.

Toad. Movement rate: 9. Fog cloud: Victims immediately fall into a deathlike coma for 1-6 turns. A successful saving throw vs. death magic negates this effect.

Habitat/Terrain: Spirit centipedes have no permanent lairs. They roam from place to place in search of food, or travel as directed by the Celestial Bureaucracy to punish heretics or the unworthy.

Ecology: All spirit centipedes can eat most inorganic objects, but they have a special taste for minerals. When freely given, and kept in an earthenware jar inside a building, a scale from a greater spirit centipede has the same properties as a *charm of protection from disease.*

Lesser Spirit Centipede

The lesser spirit centipede is a smaller version of the greater spirit centipede, with a few changes. Its chitinous shell is entirely black. Its *shapeshifting* is limited to three forms, which move more slowly than noted above: centipede (MV 12), snake (MV 9), and toad (MV 6). Its fog clouds work the same, except the region of effect is reduced to a 10-foot diameter. Regardless of its current form, if a lesser spirit centipede crawls over the body of an ailing person, it mimics a *cure disease* spell.

Least Spirit Centipede

The least spirit centipede is a small version of the lesser spirit centipede, with a few changes. Its chitinous shell is entirely white. It can *shapeshift* only between two forms with these movement rates: centipede (MV 6) and toad (MV 3). Its fog clouds work the same, except the diameter of the cloud is reduced to 5 feet. A spirit centipede may give us its reincarnation as a favor or to repay a debt of honor. When it dies under these conditions, the creature's body turns to brass. The brass body works as a *charm of protection from spirits* when hung inside a building.

Ceremorph, Mozgriken

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore (Brain Fluids)
INTELLIGENCE:	High (13–14)
TREASURE:	None
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1–2
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	4
THAC0:	19
NO. ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	50%
SIZE:	S (3')
MORALE:	Unsteady (5–7)
XP VALUE:	650



Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
4	2/2/9	EW, MT/ MB, TS	=Int	3d6+30

Players Option: #AT 1; MTHAC0 14; MAC 8

Telepathy—Sciences: *probe;* Devotions: *conceal thoughts, invisibility, sight link, life detection, ESP*

Psychometabolism—Sciences: *metamorphosis, shadow form* (bonus power, does not take up a slot); Devotions: *cannibalize, chameleon, heightened senses, body weaponry*

The hideous, diminutive ceremorphs known as mozgriken are the targets of constant scorn despite their usefulness. Although they can often infiltrate an enemy's camp, they are treated poorly because of their origin: they were once deep gnomes.

Mozgriken are as small as their gnomish precursors. They have hunched backs and twisted limbs. Their heads resemble those of normal mind flayers save that they have only three tendrils and no mouth. This is a serious deformity to illithids, as mozgriken cannot ingest brains in the normal manner. Their skin is pitch black, and their tendrils appear to be nothing more than wisps of shadow, fading into nothingness at the tips. The mozgriken are tied to the Demiplane of Shadow and draw their formidable stealth from it.

Combat: Made meek by the harsh rule of their creators, mozgriken avoid combat whenever possible. They use their psionic powers of *shadow form, invisibility, chameleon,* and *metamorphosis* to hide among their foes and glean bits of vital information through the use of their other abilities, most notably *sight link* and *probe.* They are sent into enemy encampments for any number of tasks, such as estimating the size and strength of the foe, discovering their battle plans, and estimating the treasure that can be captured. If detected, mozgriken do everything in their power to escape, but if pressed into battle they can use their psionic attack forms and the *body weaponry* power. Even when they gain momentary advantage over their foes, mozgriken are more likely to seek escape over anything else.

Habitat/Society: Because of the hatred between illithids and svirfneblin, mozgriken find little respect within an illithid community. Compounding the bias against them is the fact that they've only three tentacles, a sign of imperfection, and can draw sustenance only from the fluids of the brain. They've eventually come to accept illithid rule because they know there is no other race in the Underdark that would take them in. Even if they all united, they would be too weak to survive.

Ecology: Gnomish body chemistry normally rejects attempts at larval implantation, often killing both illithid larva and the potential host. However, the Creative Breed has discovered that by using the very rare psychoportive science, *summon planar energy* (see *The Will and The Way*) to channel the essence of the Demiplane of Shadow along with a complicated process of psychic surgery and various psionic enhancement techniques, a gnome implantation can be stabilized and the ceremorph can gain a measure of power directly from the demiplane. The larvae chosen for gnomish implantation are usually the smallest, most timid specimens in the brine pool, fodder for the elder brain. Many gnomes and larvae die during the ceremorphosis, but since both are seen as inferior and expendable to the Illithid Empire, mozgriken transformation is seen as a nice alternative to simple extermination due to the effective servants the process creates.

Ceremorph, Tzakandi

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	D
ALIGNMENT:	Neutral Evil

NO. APPEARING:	2–8
ARMOR CLASS:	4
MOVEMENT:	8, Swim 12
HIT DICE:	6
THAC0:	15
NO. ATTACKS:	3 or 1 by weapon
DAMAGE/ATTACK:	1d4/1d4/1d6
SPECIAL ATTACKS:	Spit acid, psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	30%
SIZE:	M (7')
MORALE:	Fanatic (17–18)
XP VALUE:	1,400



Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
5	2/3/10	II, PB, PsC/ IF, TW, MB	=Int	4d6+50

Player's Option: #AT 1; MTHAC0 14; MAC 8

Psychokinesis—Sciences: *detonate, telekinesis;* Devotions: *control light, inertial barrier, levitation, molecular agitation, molecular manipulation*

Psychometabolism—Sciences: *complete healing;* Devotions: *adrenaline control, body control, heightened senses, chameleon power, cell adjustment*

A popular area of illithid research involves larval implantation in a variety of host species. Many humanoid races serve as good candidates for implantation, undergoing normal ceremorphosis and developing into typical mind flayers. Quite a few humanoid races reject larval implantation or become new forms known collectively as "flayer-kin." The tzakandi are one such breed, created by the ceremorphosis of lizard men.

Tzakandi resemble lizard men with more intelligence in their eyes and more deeply green skin. Their heads are longer than those of normal lizard men, tapering at the top into two long tentacles that fall down their backs like writhing ponytails. Tzakandi are always on edge, ready to pounce on any threat to their illithid masters. In addition to being able to converse with the illithids mentally, tzakandi speak the language of lizard men.

Combat: Illithids value tzakandi ceremorphs for one reason—they are extremely vicious. The illithids provide their prize enforcers with large training halls in which to hone their abilities with live captives to practice on. Preferring to work in pairs, one of the ceremorphs focuses its attention on spellcasters and psionicists while the other engages any fighters present. They attack with a claw/claw/bite routine. Intelligent enough to use their psionic powers effectively, tzakandi often activate sensory and defensive powers and use offensive powers to soften up the competition before engaging in melee. When set against powerful opposition, the ceremorphs employ hit-and-run tactics, with one on the offensive as the other seeks cover. If they are acting as bodyguards, however, they do not retreat until the threat has passed or until they are dead. Once per day, each tzakandi may spit a glob of acid, a form of the substance illithid tentacles exude when burrowing through the cranium, that causes 2d8 points of damage (save vs. poison for half) on contact before becoming inert. Their aim is good enough to allow them to hit the eyes of their opponents on an attack roll at least three points better than needed. If successful, the victim not only suffers damage but is also effectively blinded for 1d6 rounds.

Habitat/Society: Tzakandi are valued as personal guards in illithid communities but are still treated as inferiors. Still, they are happy with their lot in life. Tzakandi are housed near their master's chambers, they are kept well fed, and they frequently are called on to do what they love most: fight and kill.

Ecology: The larvae chosen for lizard man implantation are usually larger and more aggressive than most, but they seem less intelligent according to some inscrutable illithid standard. Normally these specimens would be devoured by the elder brain, as they are unsuitable for regular implantation. They bond to the first illithid they see after the completion of their ceremorphosis and serve it without question or hesitation.

CLIMATE/TERRAIN:	Mountain caves
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very high (11-14)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12, Fl 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	M (5'-7' tall)
MORALE:	Steady
XP VALUE:	



Chacs look much like slender jaguars. They generally travel on all fours, but they may assume a bipedal stance as well where upon they look much like werejaguars.

These spirits help control the rains in Maztica. From their cave lairs high in the mountains, they send rain out to the countryside. Those rare people who see a chac will observe tears trickling incessantly down its cheeks. This is not from any kind of sadness, but rather a sign of the creature's aquatic affinities.

Chacs are associated with a certain color, depending on where they live. Those in northern Maztica are associated with blue, those in the east with black, those in the south with red, and those in the west with yellow. Chacs in central Maztica are associated with green. A chac's eyes are of the appropriate color, and when one assumes gaseous form the mist is tinted with that same color. Thus, a chac in southern Maztica has red eyes, and its mist is reddish.

COMBAT: Chacs always seek to avoid combat, fighting only if they are threatened and no escape is possible. They possess magical abilities which they will use to protect themselves if need be. A chac can cast spells as if it were a 5th level priest of Azul, but can cast only water-related spells from the elemental sphere. In addition, they can cast *weather summoning* once per seek, and *assume gaseous form* (as per the potion) four times per day.

HABITAT/SOCIETY: These creatures are nonviolent by nature, preferring to use their magical powers to govern the weather near their lairs. Though they use spells as if they were priests of Azul, only half are actually servants of the Giver of Rain and Taker of Breath. Those that serve Azul directly have evil tendencies, and some of these share lairs with rain dragons, or tlalocoatl. Most chacs may be appeased by local natives through gifts of food, while evil members of their race, especially those living with tlalocoatls, often demand a sacrifice of some sort.

If more than one chac is encountered, it will usually be a family group; with one male, one female, and one or two offspring (equal chance of either sex). Chacs have an elaborate mating ritual, involving merging essences while in gaseous form. The birth of a baby chac takes place a year later, and is often celebrated by all nearby chacs, who gather and produce a tremendous rainstorm.

Chacs tend to live long lives, some reaching ages of 100 years or more. A young chac stays with its parents until it reaches maturity (about five years). The death of a chac is generally followed by a drought of 1-4 weeks in length while nearby chacs are mourning, though some droughts last longer or are influenced by tlalocoatls.

Chacs are very shy and reclusive, and almost always avoid direct contact with intelligent humanoid life. Too many of their legends tell of chacs being captured by humans and harmed if they refused to produce rain in accordance with the whims of their captors. If a chac is captured, and other chacs find the identities of the offenders, they bring their combined powers to bear on the perpetrators, causing flooding or drought until the offenders release the prisoner and atone for their actions.

ECOLOGY: Chacs eat a combination of things, including meat and cocoa beans, but water is their main source of nourishment.

Chacs always have a hoard of 100-1000 cocoa beans in their lair, and they use the beans to produce a chocolate drink of which they are very fond. Chacs also collect art objects, especially carved jade and turquoise, but rarely of gold or other metal. A typical chac lair contains art pieces worth 200-800 gq.

Chacs have no natural enemies, and they get along with most denizens of their areas. However, a rain dragon will sometimes attack a chac to gain the moisture in its body. The rare humans who find chacs will sometimes seek to capture it, thinking to thus gain control over the rains.

Chac skin may be used as a material component for *potions of gaseous form* or *sweetwater,* while their claws are useful for some forms of hishna magic.

changeling

It was a morning like any other.

You would think that the day your baby is stolen, you should know something is wrong the moment you wake up—indeed, that a good mother would have jolted awake in the middle of the night with the knowledge that her child desperately needed her.

But that isn't how it happens.

The reality is that you walk into the nursery oblivious to the horror that has just entered your life. You feel well-rested. The sun streams through the windows and a light breeze flutters the curtains. Smiling, you look at your infant asleep in his cradle and think, "What a funny expression he wears—his face so screwed up in concentration that he almost looks like an old man. Whatever could he be dreaming about?"

You stroke his face, the top of his head. His skin feels less silky. His fine dusting of hair feels coarser, already losing its newborn downiness. You wonder when the soft spot in his scalp hardened—you had never noticed the tiny sign of maturation before today. He's growing so fast, you think. You can scarcely smell the milk-and-powder baby scent that usually clings to him.

Then your son awakens and you lift his tiny form into your arms as you've done a thousand times. But today he feels different—a little less solid, a little less real. Nonsense, you think. 'Tis only your imagination.

You sit in the rocking chair, cooing your baby's name as you unbutton your nightdress. He does not respond to the sound of your voice or his name on your lips the way he usually does. He must still be sleepy, you think. But you look into his eyes and see them quite alert—and seeming to hold ancient wisdom in their depths.

Your smile is forced now. You try to shake off the dread sweeping through your heart, but find it is your hands that shake as you bring the child to your breast. You murmur his name softly, over and over, as if the mantra can exorcise the doubt filling your mind. As if it can somehow affect the next few moments.

But he will not nurse. As he turns his head away, horror floods the deepest part of your maternal soul. In that moment, you know.

The tiny being in your arms is not your child. It is not, in fact, a child at all.

It is not even human.

—Kaiana, 1377 HC

overview

Changelings come in two types: human and faerie. Human changelings are Cerilian infants stolen by Shadow World faeries and raised in the Seelie Court. Faerie changelings are ancient faeries left in the stolen child's place.

physical description

Human changelings look exactly like what they are: ordinary humans. They may be scions or commoners of any human race. When encountered, they may still be children or they may have grown to adulthood in the years since their kidnapping.

Faerie changelings are very old seelie faeries (see separate entry) who look enough like humans to pass as one. Though as small as human children, they bear an ancient aura, and their eyes frequently betray the millennia of wisdom hidden behind them. When first substituted for a human child, they typically appear from mere days to two years old. If the changeling's nature is not discovered, it uses its limited Seeming powers to alter its appearance as it "grows up."

role in the campaign

Changelings—or those suspected of being changelings—can be worked into an adventure plot or continuing campaign in a number of ways. The discovery of a faerie changeling substituted for a Cerilian child could be a catalyst for adventure, particularly if the stolen child is of noble birth or heir to a domain. An unusual child (perhaps one that has grown to adulthood, or even a player character) might be suspected of being a changeling.

Or a party adventuring in the Shadow

World could encounter humans stolen from Cerilia by the faeries. The characters might try to return the kidnapping victims to Cerilia. In the case of adult changelings, the victims might have no wish to leave the only home they have ever known, but could serve as valuable sources of information about the Shadow World.

habitat/society

The seelie faeries prize beauty in all its forms. This admiration extends, unfortunately, to human children. To the faeries, these children are like dolls: a passing amusement. The human lifespan—let alone childhood—is so short compared to the seelie existence, that the faeries don't think of humans as equal beings, but as novelties. They see nothing wrong with plucking a child from its parents' care for their own pleasure. To them, it is like taking a puppy home from the kennel.

The faeries take relatively good care of their "pets." The human changelings live among the Seelie Court until they reach that gawky adolescent stage when they aren't so cute anymore. When they reach age 12 or 13, the faeries outfit them with arms and equipment and send them out into the world. Because of all they have learned among the faeries, most make it to adulthood, either somehow finding their way back to Cerilia or living in the Shadow World. Their time among the faeries generally teaches them enough about stealth and craftiness—or leaves them with enough tales to tell—to function as 2nd-level rogues.

Meanwhile, back in Cerilia, an ancient faerie switches places with the stolen child. Sometimes the changeling is discovered immediately, in which case the faerie leaves (if it can) and returns to the Shadow World. If the parents don't notice the switch, or observe oddities in their "child" but do not know how to account for them, the changeling remains as long as possible. Innately curious, the faerie takes the opportunity to learn as much as possible about humans during the masquerade.

After (at most) six or seven years, however, the faerie changeling grows bored. One night it simply disappears, never to be seen by its "parents" again, and returns to the Seelie Court.

ecology

Like other members of the Seelie Court, faerie changelings eat nearly any food, but have an aversion to milk. Their refusal to drink milk—a staple of most human children's diets—leads to their discovery more often than any other clue. Sometimes, a perfectly ordinary human child is suspected of being a changeling simply because she or he doesn't happen to like milk.

variations

In the very rarest of cases, the faeries may steal an elven child. Such kidnappings are highly unusual, as elves are more similar to faeries than humans are, and the differences are what holds attraction for the seelie folk.

adventures

A changeling is involved in the scenario "Courting Danger."

combat and other encounters

The statistics have been divided into three columns to accommodate the different changeling races and ages. Human changelings aged 15 years and older are considered adults. Some combat statistics are given for human children ages 8 to 14, on the assumption that given their unusual upbringing they could attempt to defend themselves if circumstances force them to.

combat

Faerie changelings retain the spellcasting abilities they had in the Shadow World (refer to "Faerie, Seelie" entry for complete details), and prefer to use these in combat instead of their daggers. They also retain their *know alignment* ability and remain immune to illusions/phantasms and charms, though upon entering Cerilia they lose the ability to turn invisible.
As in the

	Faerie	Human (Adult)	Human (Child)
Climate/Terrain:	Cerilian homes	Shadow World	Seelie Court
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Cluster
Activity Cycle:	Diurnal	Diurnal	Nocturnal
Diet:	Any food but milk	Omnivore	Omnivore
Intelligence:	High (13–14)	Average (8–10)	Average (8–10)
Treasure:	J, K (W)	W	J
Alignment:	Neutral	Any nonevil	Any nonevil
No. Appearing:	1	1	1–8
Armor Class:	4	8 (10)	10
Movement:	12	12	12
Hit Dice:	4+2	2	1/2
THAC0:	17	20	Nil (7 or younger) or 20 (8 or older)
No. of Attacks:	1	1	Nil or 1
Damage/Attack:	1d4 or by spell	By weapon	Nil or 1d4
Special Attacks:	Spells	Nil	Nil
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	10%	Nil	Nil
Size:	S (2–4' tall)	M (5–6' tall)	S (2–4' tall)
Morale:	Steady (11–12)	Average (8–10)	Unsteady (5–7)
Bloodline:	None	Varies or none	Varies or none
Blood Abilities:	None	Varies or none	Varies or none
Perception/Seeming:	Extraordinary/Lesser	Middling/Slight	Slight/None
XP Value:	1,400	65	7

Shadow World, they are especially vulnerable to iron weapons (+3 damage bonus).

Adult human changelings fight as 2nd-level rogues. They generally are equipped with a short sword and/or dagger, a parting gift from the faeries. There is a 75% chance that it is a magical (*+1*) weapon. There is an additional 45% chance that they also carry another magical item (DM's choice; as it's a gift from the faeries, the more outrageous, the better).

Child human changelings, valued and protected by the seelie faeries, rarely have occasion to enter combat. When they do, it is only in self-defense.

peaceful encounters

Travelers are unlikely to encounter child human changelings unless they actually find their way to the Seelie Court. Even there, the children will be well cloaked in the Seeming.

Adult human changelings retain their memories of time among the faeries, but cannot find their way back to the Seelie Court. (Upon leaving, the faeries cast *seelie spell of forgetting* on them; see the "Faerie, Seelie" entry.) Their surreal upbringing forever alters them—even if returned to their own kind, they will never seem "quite right."

Faerie changelings do their best to masquerade as Cerilian children for as long as possible. Once discovered, however, they flee the premises as soon as possible, often using the infamous, confusing faerietalk to create an opportunity for escape.

perception and/or seeming

Faerie changelings retain the extraordinary perception they enjoy in the Shadow World, but the only Seeming they can manipulate is that which they carry out of the Shadow World, surrounding them like an aura. Human changelings learn how to manipulate and penetrate the Seeming from their faerie guardians.

Chaos Beast

Climate/Terrain:	Limbo
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Chaos stuff
Intelligence:	Average
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	4
Movement:	6
Hit Dice:	8–12
THAC0:	8 HD: 13 9–10 HD: 11 11–12 HD: 9
No. of Attacks:	2
Damage/Attack:	1d3 (×2)
Special Attacks:	*Corporeal instability*
Special Defenses:	Nil
Magic Resistance:	20%
Size:	M (5–7′ tall)
Morale:	Fearless (19)
XP Value:	2,000 + 1,000/die greater than 8

When seen the chaos beast is . . .

. . . a towering horror of hooks and fangs, all pulpy flesh and exposed veins. It shambles forward in lurching steps, tottering unsteadily on its three legs. Its face is a shivered mirror, eyes bent and tortured, nose hooked thrice on itself. It bellows in rage, voice ringing with its own pain;

. . . a slithering mass of ropy tentacles, each tipped in vermillion. Ten eyes swim in a viscous sac at the top of the body, which in turn is surrounded by a ring of smacking mouths. Scores of vestigial wings flitter helplessly, unable to lift its filmy mass from the plane;

. . . smoothly noble, striding gracefully through the primordial soup on its six legs, maned head raised high, three eyes flashing brilliantly over the passersby. Its arms are delicate and its skin flashes with the color of the sun;

. . . a piteous, mewling thing, scarcely larger than a man. Its body hangs on splintered bone like fallen dough. It can barely shuffle forward on stumplike feet, wretchedly grasping the air ahead with crablike hands. Empty eyesockets pit its balding head;

. . . the thundering charge of a mighty creature, all muscle and fury. Claws lash and glint in the frenzy of its attack. The great alligatorlike jaw snaps menacingly as it rushes forward;

. . . swiftly silent and deadly, its dark fur barely visible through the rippling sea of Limbo. Broad wings carry it toward its prey, the great talons dropping beneath its slender body. Two eyes glisten with cold hate as it shrills the attack upon its prey;

. . . a sprawled tangle, a warmly steaming sac of gut that rolls and tumbles over the landscape like flaccid sausages tumbling down a stair. Its folds loop and drape, slipping their warm wetness around all in its way. Blind and dumb it cascades through the soup;

. . . a carcass flayed from the inside until all that's left is the puffed-up shell, swollen with gases trapped inside the sealed husk. It bobs on the swells of Limbo, tangling the trailing ends of its own body with all who venture too near;

. . . the brilliant moth, its powdered wings etched with the stained-glass colors of sanctuaries. Its body is plump with feasting. The compound eyes sparkle with a thousand jewels as it scans the land for prey.

When seen the chaos beast is the person to the left.



When encountered, the chaos beast may encompass any or all of these forms. It is the culmination of all possibilities. Its form is the form that it was not in its yesterdays.



Combat: How many different attacks can a creature capable of any form have? In this case, only two.

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, the chaos beast does little physical harm with its horrid limbs. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations may prevent the creature from acquiring the coordination needed to do more than this – or it may just be too dim.

The physical damage caused by these attacks is slight (only 1d3 points of harm), again regardless of form. Those struck by the beast describe blows from even the most fearsome-looking claws as "limp and yielding, like a half-filled waterskin." The buffet stings and bruises but is not an attack doughty adventurers fear.

But bloods fear the chaos beast, because they know what it can really do. The monster has a far more subtle and delicious terror in its arsenal. A touch of the creature's body is sufficient to trigger a horrible magical transformation in any victim – *corporeal instability*, a dread and uncontrollable shifting of form and substance.

This threat of instability only comes into effect when the exposed flesh of chaos beast and victim meet. Thus, a hero can use his sword to slice a tentacle from the beast and have little risk of being affected, but should he punch the creature with his fist, he risks dire consequences. When a character's flesh contacts that of a chaos beast, the character must make a saving throw versus death magic to avoid *corporeal instability*. If the character is protected by armor or clothing, the saving throw must still be made, although he or she gains +4 to the die roll. Even attacking with a melee weapon is a slight risk, though in this case the character gains a +6 to the saving throw. Clearly, the best method for dealing with a chaos beast is from a distance.

Corporeal instability is a terrifying magical effect. Those affected are suddenly stricken by a soft sponginess as their physical bodies suddenly lose all sense of form. Unless controlled through act of will, as if his own body were part of Limbo, the character's shape melts, flows, writhes, and boils.

The consequences are grim. Suddenly the character is unable to hold any item; his hands have no grip. Clothing, armor, rings, helmets, backpacks are all useless as his body bulges and ripples. Large constricting items – armor, backpacks, even shirts – hamper more than help, reducing the character's Dexterity by 4 points. As feet and legs go soft or become impossible shapes, movement is reduced to 3. Shearing pain courses along the nerves, so strong that the character cannot act coherently. No spells can be cast, magical items are unusable, and any attacks are made blindly, unable to distinguish friend from foe (–4 penalty to THAC0).

Although *corporeal instability* causes no physical damage, the psychic harm is tremendous. Every round until the victim gains control over his body, he must save versus death magic. Those who succeed have the mental strength to resist the horror; those who fail lose 1 point of Wisdom. Those who lose all Wisdom become mindless, bodiless horrors of the plane.

Even if the character manages to retain his form once stricken by *corporeal instability*, he (or others) must be forever watchful. His own body has betrayed him. If not maintained in its current form (like any other part of Limbo) the character immediately begins to change. Note that another can provide the needed stability, allowing the afflicted character to sleep.

Corporeal instability is not a normal disease and so is hard to cure. A *compulsive order*, *shapechange*, or *stoneskin* spell does not cure the disease, but fixes the character in his native form (without other effects) for the duration of the spell. A *heal*, *limited wish*, or *stabilize* spell cures an afflicted character and restores lost Wisdom. The condition is immune to *cure disease*.

Habitat/Society: Chaos beasts are strictly solitary creatures, which can only be a blessing for others. They change constantly and from day to day, so postulations about sex, family habits, or other considerations are pointless. They do not seem to guard a particular territory, moving throughout the plane of Limbo as randomly as the wind. They stay clear of stabilized lands, especially those held by strong anarchs. Most chaos beasts are found in the wild churn between the islands of order.

A currently popular theory asserts that those stricken by the chaos beasts eventually become like creatures. Supposedly, those stricken mad by the creatures wander the plane until their own madness and horror reaches cyclopean heights within themselves. It is only then that the victim becomes the beast, able to pass on instability with a single touch.

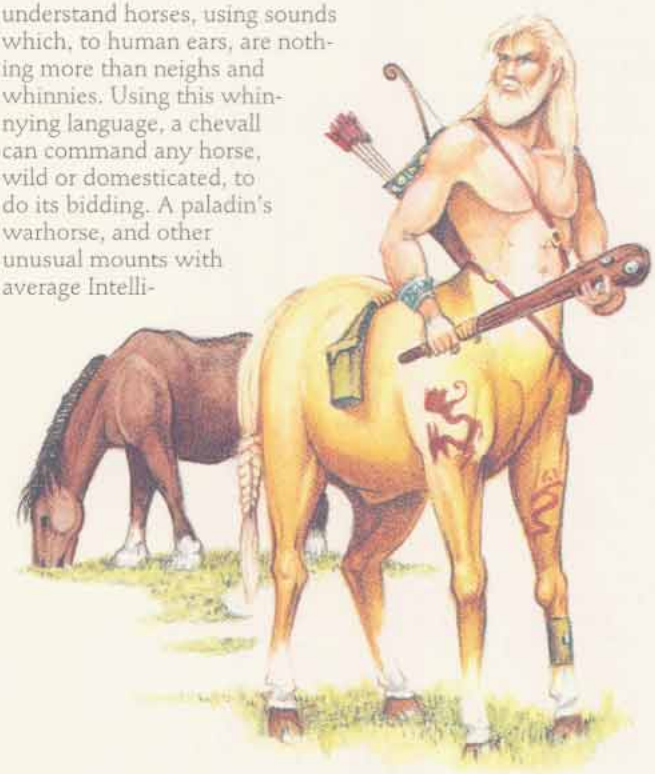
Ecology: The flesh of the chaos beast loses all powers within moments of the creature's death (or separation from the greater body). While no one has yet found a use for this protoplasm, there are wizards seeking to use it as a powerful extract for shape change potions.

Climate/Terrain:	Nonarctic plains, forests, mountains
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	M, Q (C)
Alignment:	Neutral good
No. Appearing:	1d3
Armor Class:	2 (as horse) or 5 (as centaur)
Movement:	24 (as horse) or 18 (as centaur)
Hit Dice:	7
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d6 (hoof)/1d6 (hoof)/1d8 (bite) or 1d6 (hoof)/1d6 (hoof)/by weapon
Special Attacks:	Summon and command horses
Special Defenses:	Silver or +1 or better magical weapons to hit
Magic Resistance:	Nil
Size:	L (5' tall as horse, 7'–8' tall as centaur)
Morale:	Champion (15) as horse Elite (13) as centaur
XP Value:	650

This sylvan creature can change at will between two forms: an intelligent horse and a powerful centaur.

As a horse, a chevall may be any color (though a given individual does not change shades). It is typically as large as a light war horse. In centaur form, it has the upper torso and arms of a human being and the lower body of a horse. This form tends to be somewhat smaller than most centaurs, on average, and its ears, unlike those of a standard centaur, are pointed and elfin.

In either form, a chevall can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. A paladin's warhorse, and other unusual mounts with average Intelligence or higher, are immune.



In centaur form, a chevall can speak Common, the language of centaurs, and woodland sylvan tongue.

Combat: As a horse, a chevall can kick and bite as noted above. In centaur form, it also bites, but usually wields a wooden club or short bow instead of kicking. In either form, it can only be harmed by silver weapons or magical weapons of +1 or better enchantment.

Once per day, a chevall can magically summon 1d3 medium war horses, which arrive in 1d4 rounds.

Habitat/Society: Chevalls strive to ensure the well-being of all horses. Once native to the plains, they now appear anywhere that wild or captive horses exist. They often go about in horse form, checking on the welfare of horses in the service of humans, demihumans, and humanoids. If a chevall finds a horse that is unhappy with its lot (because of maltreatment or neglect), the chevall will not rest until it has freed the animal.

A chevall travels alone or in groups of up to three. If three chevalls are encountered, there is a 50% chance the group is a mated pair and a foal (which has half the Hit Dice and inflicts half the damage of adult specimens).

Foraging sustains chevalls as they travel. They favor vegetables and grains, and may (in horse form) gain nourishment from grazing (although they consider grass a very bland food, and prefer tasty oats and barley). While they are omnivorous by nature, most chevalls adhere to a vegetarian diet. This may stem from moral conviction or sheer habit.

Chevalls may accumulate some treasure during their travels. They often trade this for food and goods, bargaining with centaurs and other friendly creatures.

Ecology: Although animals such as dogs are wary of the scent of chevalls, horses never fear them. Chevalls hate wolves and are the blood enemies of werewolves. According to chevall lore, chevalls were created long ago by an Immortal who wished to protect horses mistreated by their human masters.

Chevall Speed Table

	Horse form	Centaur form
Walk	12	9
Trot	24	18
Canter	36	27
Gallop	48	36

A chevall can carry no more than 260 pounds and still travel at its full speed. It can travel at half speed while carrying up to 390 pounds, and can move at one-third speed while carrying up to 520 pounds.

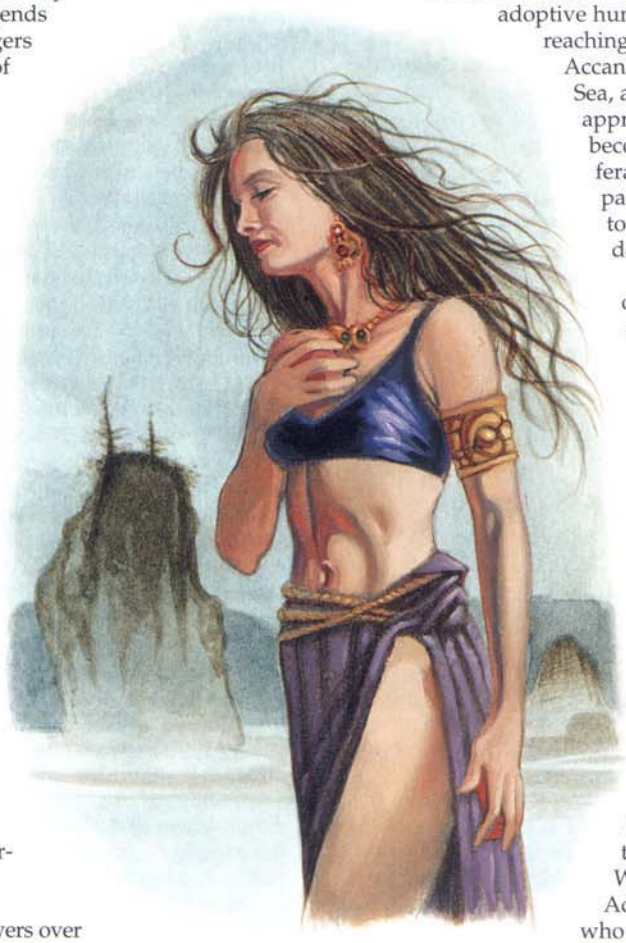
As noted in the *Player's Handbook* (Chapter 14), in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate (a trot); that is, a chevall in horse form can cover 48 miles. In dire circumstances, a chevall can push itself to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but then the chevall must walk for an hour before increasing its speed again. A chevall will not gallop if loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal.

	Child of the Sea	Accantus
CLIMATE/TERRAIN:	Temperate ocean	Coast
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Average (8–10)
TREASURE:	See below	Nil
ALIGNMENT:	Neutral	Chaotic neutral
NO. APPEARING:	1–2	1
ARMOR CLASS:	7	5
MOVEMENT:	12, Sw 12	6, Sw 15
HIT DICE:	2	4
THAC0:	19	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	By weapon	1d8/1d8
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5′–7′ tall)	M (5′–7′ tall)
MORALE:	Average (8–10)	Steady (11–12)
XP VALUE:	120	650

In secluded coastal villages live people who are not people. Their faces betray a hint of the deep attraction the sea holds for them. Legends tell of handsome and beautiful strangers who visit, and the strange offspring of such unions.

Children of the sea are a race apart, though they must breed with humans to produce offspring. They leave the children to be raised by their human parents. Though the humans often look down on them, they also hold these strange children in awe. When Children of the Sea reach maturity, they finally answer the call of the ocean waves, going down to the deeps to live out their lives—except for the occasional tryst with a human.

Children of the Sea look human, but always have a feature that gives them away, such as brilliantly green eyes, hair with a green tint, or exceptionally advanced webbing of the fingers or toes. All have an affinity for fish and for the sea.



Combat: Children of the Sea are generally peaceful, but will defend themselves if attacked. They can learn to use any weapon of humankind, they display talent with harpoons and nets. They will wear armor at the request of their parents (real or adoptive), but never by their own choice.

Children of the Sea have certain powers over the water and the denizens therein. At the age of 5, they gain the ability to *predict weather* in the area around them, up to 48 hours into the future and with 90% accuracy. At age 7, they can *summon fish;* once per day they can cause any fish within 60 yards to come to their location. At age 9, they gain the power to *raise* or *lower water* as the 4th-level priest spell, which they can use as if they were 7th level. At age 15, they gain the ability to breathe underwater. A Child of the Sea uses these innate abilities almost unconsciously, and will use them to aid his adoptive family unless he has not been treated well.

Habitat/Society: After growing up in a human home, Children of the Sea enter the ocean depths and lead a life that is largely solitary and nomadic. They sometimes recall their human childhoods and, craving the companionship they once had, venture onto land for a night or two. Children of the Sea are often the result of these visits. Male Children take no part in raising their offspring, though they may visit occasionally to leave a gift for mother or child. Female Children return to the ocean to bear their children and, once the child is born, attempt to leave it with its father or another human family.

Ecology: Children of the Sea are members of human society for part of their lives, and carry its mark. When they go off on their own, they live in relative harmony with nature, surviving on fish and aquatic plants. While they never kill for sport, they regard sharks and sahuagin as their deadly enemies.

To reproduce, Children of the Sea must mate with humans. They are infertile with one another.

Accantus

A Child of the Sea who is mistreated by his or her adoptive human family has a 5% chance, upon reaching maturity, to become and accantus. Accanta look like other Children of the Sea, and have the same abilities. As they approach maturity, however, they become more strange and wild, almost feral. They will leave their adoptive parents as early as possible, going off to live alone in seaside caves or ocean depths.

In becoming an accantus, a Child of the Sea gains two additional abilities. First, he can transform his body into water at will; second, he can summon water weirds to his side. In watery form, the accantus can strike with liquid fists for 1d8 points of damage each. In this form, the accantus is immune to blunt weapons and takes only half damage from edged weapons. Also, an accantus in watery form can alter his physical shape as desired, and can use this ability to slide under doors or through cracks and other obstructions that are not waterproof. An accantus in watery form can hide in bodies of water (such as pools) as if *invisible.*

The accantus can summon one water weird per day. The creature (detailed in the *Monstrous Manual* tome) has maximum hit points. Water weirds will not attack accanta. Accanta are seldom seen by humans who live to tell the tale. Evidence of their presence can be found, however—the family members who mistreated them are often found drowned in their beds in otherwise dry homes.

—*From* Taladas: The Minotaurs, #9344

	Chimera	Gorgimera
CLIMATE/TERRAIN:	Any temperate to tropical	Any temperate to tropical
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary or pride	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	F	F
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	1-4	1
ARMOR CLASS:	6/5/2	5/2
MOVEMENT:	9, Fl 18 (E)	12, Fl 15 (E)
HIT DICE:	9	10
THAC0:	11	11
NO. OF ATTACKS:	6	5
DAMAGE/ATTACK:	1-3/1-3/1-4/1-4/ 2-8 (2d4)/ 3-12 (3d4)	1-3/1-3/2-8 (2d4) /2-12 (2d6)/ 3-12 (3d4)
SPECIAL ATTACKS:	Breath weapon	Breath weapons
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (5' tall at the shoulder)	L (5' tall at the shoulder)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	5000	6000



How chimerae were created is a dark mystery better left unexplored. The chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon.

The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black, with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.

The chimera speaks a limited form of the foul language of red dragons. As a rule, however, it will only pause to communicate with those creatures who are more powerful than itself.

Combat: Its many heads and powerful physique make the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragon heads. If it desires to do so, the dragon head can loose a stream of flame some 5 yards long in lieu of biting. The dragon's fire causes 3-24 (3d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

Habitat/Society: The chimera, being a hybrid, combines the preferences of the lion, the goat, and the dragon in its habitat, society and ecology. The dragonish part of its nature gives the chimera a distinct preference for caves as lairs. The dragon and lion parts seem to war with one another, for some chimerae are dragon-like in their preference for solitude, while others live in small prides. Even if they mate, offspring are rare.

The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only be satisfied with flesh. The chimera hunts once every 3 or 4 days, using its strength and limited intelligence to gain an advantage over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as 20 square miles.

Being chaotic evil in nature, the chimera enjoys preying upon men, elves, dwarves, and halflings. It will even gladly attack other monsters in its search for food. Anyone entering its territory becomes prey, and will be treated accordingly.

The chimera cannot resist attacking groups of travelers or monsters for another reason: its dragon nature craves the treasure that its prey might be carrying. Although it has no earthly use for it, the chimera will gather the coins of its fallen foe into a heap and roost on it like a dragon. Its hoard is nothing like that of a true dragon, however, and consists mainly of copper and silver coins, with perhaps some jewelry and a few magical items.

Ecology: The chimera fills the role of both omnivore and a top predator in its ecosystem. It is very adaptable. During times when its prey is scarce or non-existent, the chimera can make do with a vegetarian diet.

The Gorgimera

The gorgimera has the hindquarters of a gorgon, forequarters of a lion, and body and wings of a red dragon. Like the chimera, it has the heads of its three constituent creatures.

The monster can attack with its claws, bite with its lion and dragon heads, and butt with its gorgon head. In place of making its normal attack, the gorgon and dragon heads can employ their breath weapons. While the dragon's attack is similar to that of the chimera, the gorgon's breath causes petrification to any caught in its area of effect. The gorgon head can use its breath weapon twice per day to strike in a cone 3 feet long which is 1 foot wide at its base and 3 feet wide at its mouth. The gorgimera will always use one of its breath weapons if its foes are within 10 feet. A save vs. petrification will allow a victim to avoid the effects of the gorgon's breath.

The gorgon's head can see into both the Astral and Ethereal planes, and its breath weapon extends therein.

Like its relative the chimera, the gorgimera can also speak a limited form of the language of red dragons.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	D (K, Q)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d6×10
ARMOR CLASS:	6 (9)
MOVEMENT:	12, Wb 9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 (×3)
SPECIAL ATTACKS:	Web traps
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ tall)
MORALE:	Steady (11–12)
XP VALUE:	120



Chitines are small humanoids who build with webbing in the same way that humans employ stone or wood. This diminutive race is noted for its four arms, which are jointed to allow for movement in ways that human limbs could never move. Their faces are human, although they have multifaceted eyes and mandibles protruding from their mouths. Long, stringy black hair falls in a tangle from their skulls and grows down their backs like the mane of a horse.

The skin of chitines is gray and mottled, secreting a special oil that negates the adhesive effects of their own spider webbing. Meanwhile, the palms of their hands and the soles of their feet are covered in dozens of tiny hooks which allow them to climb textured surfaces with no loss of speed.

Chitines wear clothing made from dried, processed silk; bits of colored rocks, carved bones, and such are frequently woven throughout. They always keep their hands and feet uncovered. They carry tools in pouches woven into their clothing.

Chitines speak the language of the drow and sometimes know a few other subterranean languages.

Combat: Chitines typically rely upon traps and ambushes. Frequently they build a normal-looking spider web with a seemingly natural way around it, but the web is a false trap and a pit, drop net, or similar trap is sprung when the alternate route is taken.

Because the chitines are able to build with webbing, they devise all sorts of nasty tricks. By sticking dust and rock chips to a mat of webbing, they can make a very convincing natural stone wall or floor. Also, by means of a process known only to them, they can harden webbing into a bony material that is slightly flexible, not sticky, and hard enough to slice or penetrate armor. With it they can weave spikes and edges into their traps that inflict 1d6 points of damage per spike or edge.

Chitine warriors commonly carry javelins and wear a webbing armor that is equivalent to studded leather. They also carry short swords for melee combat. Usually, they wield weapons in three of their hands and a hardened web-shield in the fourth. (Note that they are sensitive to sunlight and fight at a –1 penalty to attack and damage rolls under those conditions.)

Weapons and armor made from hardened webbing work just like normal items made by humans. However, the items deteriorate after several months if not treated with the oil secreted by their skin. Hardened webbing is also susceptible to fire: Two rounds of contact with flame ignites it, burning the item away in 2d4 rounds. Body armor made of hardened webbing cannot exceed Armor Class 4.

Habitat/Society: Chitines are only found underground. Their cavern villages are located in the center of a maze of trap-laden webbing. The hard-web dwellings resemble domed houses, complete with windows and decorative shapes adorning them. These homes can be located on any surface, including the ceiling of a cave. Bridges of webbing cross the town, providing easy pathways. Suspended in the center of the cavern is often a heart-shaped temple devoted to the evil goddess Lolth.

Chitines are cast-off experiments of the drow. They have increased in numbers over the centuries, and even now plot to overthrow the drow. They are devoted to the spider queen and will do anything in her name. The priestesses of the chitines are rumored to be of a different and more powerful race, more akin to Lolth herself.

Ecology: A chitine can spin sticky spider webbing at the rate of one foot per round. The webbing is spun from an orifice in its stomach. Chitines eat anything that moves, sucking the fluids from the victim and leaving the dried remains on the cavern floor underneath their temple. Chitines are hunted by both drow and driders.

CLIMATE/TERRAIN:	Sandy wastes, stony barrens, and rocky badlands
FREQUENCY:	Rare
ORGANIZATION:	Trine
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	see below
ALIGNMENT:	Neutral
NO. APPEARING:	3
ARMOR CLASS:	-2 shell, 8 underbelly
MOVEMENT:	3
HIT DICE:	8 + 3
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1-4/1-4/1-12
SPECIAL ATTACKS:	Tethered darts
SPECIAL DEFENSES:	Camouflage, withdrawal
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ long)
MORALE:	Average (8)
LEVEL/XP VALUE:	2,000



At first glance a cha'thrang appears to be a patch of broken bamboo—until it moves.

The cha'thrang is a tortoise-shaped creature with a multitude of short, reed-like appendages protruding from its shell. Dirty brown in color, the cha'thrang is frequently mistaken for a patch of dead plant growth. It has four strong limbs and curved foreclaws for digging and hugging the ground. The protrusions on the cha'thrang's shell are actually hollow, bone-like appendages. The creature secretes an alkaline lime from its back that creates its shell, which grows in size with the creature. A thin, sinewy fiber is also produced that enables the creature to adhere to the underside of the shell.

Combat: The cha'thrang will lie motionless for several hours until a low-flying creature passes overhead. While waiting, the cha'thrang forces an air pocket between its body and its shell. When an appropriate target flies within 50 yards, it expels that air up through the hollow, bone protrusions with a tremendous blast and "fires" tethered, lime-coated projectiles at the flying creature. While many are fired at once, only one projectile can hit the target, and if it does, it inflicts 1d6 damage. On a successful hit, the target must save vs poison to avoid the toxic effect of the lime on the tethers. (The lime is poison type A and does 15 points of damage if the save versus poison fails; no poison damage is taken if the save is successful.) The poison takes 10-30 rounds to take effect. Meanwhile, the victim is locked in a battle of strength against the cha'thrang to remain aloft. The cha'thrang immediately begins to dig into the ground to keep from being pulled or dragged by its flying prey. The sinewy tethers are very tough to break. (Successful bend bars/lift gates to break; for other creatures, huge and gargantuan flyers can break it automatically, man-sized can break it with a successful save versus paralyzation, and smaller flyers cannot break it.) Having tethered its prey, the cha'thrang now waits patiently for its victim to tire and land. Once the target lands, the cha'thrang turns and crawls along its own cord toward the prey. Thus, even if the victim attempts to fly way again, it has less cord to use. Eventually the cha'thrang captures and rends the victim to pieces with its powerful jaws (1d12). The cha'thrang can fire darts 1d4 times per day once per day. The tethered cord is broken and discarded after each firing.

Because the hollow spines of the cha'thrang point upwards, they have only their foreclaws (1d3), bite (1d12), and the protection of their shells to defend themselves against attacks from ground-dwelling creatures. For this and other reasons, the cha'thrang almost never travel alone.

Habitat/Society: Cha'thrang travel in clusters of three called trines. Trines are usually composed of two females and one male. They live in loose-knit extended families, adopting other cha'thrang that they meet, and later breaking off into trines. Cha'thrang have difficulty mating and often die in the process. A single female will lay a single clutch of 1-6 eggs each year. Small predators devour most of the offspring before they are old enough to defend themselves. Cha'thrang can live hundreds of years, but they are usually killed by hungry enemies.

Ecology: The sinewy cord the cha'thrang uses to tether its prey is highly sought after to make rope. A single, dry strand will easily hold 50 pounds of weight. By braiding several cords, a thin but very strong rope can be crafted. Discarded strands vary in length from 20-50 (1d4 + 1 × 10) yards each. Some desert traders will move between two or more separate trines of cha'thrang, collecting the spent cord.

Cha'thrang can be eaten if special care is taken in the preparation of the creature's flesh. If lime from the shell undercoating is used to cover the meat, that meat can be preserved for weeks without fear of spoilage. However, great care must be exercised in washing and cleaning the meat before eating it to insure that all of the toxic lime has been removed.

Climate/Terrain:	Subterranean
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	4
Movement:	9, Br 3
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4 (tentacle)
Special Attacks:	Strangulation (1d8)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3½' tall)
Morale:	Unsteady (7)
XP Value:	120

The choker is a vicious little monster found in caves and caverns. It has mottled gray or stony brown flesh, and looks more or less humanoid—with two arms, two legs, a torso, and a head. The torso and head are as small and compact as a human baby's, but the arms and legs (and fingers!) are incredibly spindly and long. Stretched to its full length, an adult choker would stand nearly 6 feet tall.

This creature's limbs are like tentacles, having cartilage but no actual bones, with numerous knobby joints. The cartilage in its fingers juts out through the skin, and is stiff and razor-sharp. Because it lacks bones for support, the choker appears bow-legged and lopes with a strange, fluid gait. The creature is not completely boneless, however; it does have a bony skull, spine, and rib cage.

Chokers are vaguely intelligent and speak a primitive language.

Combat: A choker seeks out prey by crawling along the crevasses, dry underground river beds, and air shafts that accompany dwarven or other subterranean building sites. Upon finding an opening into an area where dwarves, humans, or humanoids might pass, it lies in wait. When a lone creature arrives, the choker reaches out and begins to strangle it. The initial hit causes 1d4 points of damage; thereafter the choker automatically inflicts 1d8 points of damage each round as it strangles its victim. The choker's hold can be broken only by killing or incapacitating the creature.

If the prey puts up too much resistance, however, or the choker has not slain it in 2 to 6 rounds, the creature quickly flees; chokers do not care for extended struggles.

Once the victim is dead, a choker uses the cutting cartilage on its fingers to carve its prey into readily-transportable pieces. Then it carts them all away. If it cannot ambush a victim or is cornered by pursuers, a choker lashes out with its sharp fingers, inflicting 1d4 points of damage per attack.

Habitat/Society: Chokers are so primitive that they do not make or use tools. They can carve through solid rock with their fingers, and their lack of bones allows them to squeeze through openings impossible even for creatures of goblin size.

Because chokers are inherently shy, they would have difficulty locating mates were it not for their special call. To attract a partner, both males and females keen. This whine (which humans and others find extremely irritating) echoes through the deep caverns the chokers call home. When a choker hears the keen of a potential mate, it answers. Then each creature keens in turn to draw the other near, until at last they meet. A few months later, the female gives birth to two to six young. The family stays together for three years, until the offspring have fully matured. Once the offspring have moved on, the parents separate and seek new mates.

Ecology: The choker has a high metabolism. It burns an enormous number of calories, especially for a creature of its light weight. Consequently it is always on the lookout for victims on which to feed, and it consumes them rapidly. (A goblin provides about two days' food, for example.)

Goblins are, in fact, the choker's favorite food. Chokers devour other races, such as dwarves or humans, but prefer the meat of goblins above all else.

A legend among goblins says that chokers descended from a goblin band which, beset by hardship, turned to cannibalism. Youngsters in this tribe devoured their elders. Over time, the band degenerated. With the twisting of their minds came a reshaping of their bodies; their arms grew long and their fingers steely, enabling them to better grab and strangle prey. They no longer fed upon each other, but continued to crave the flesh of normal goblins.

As mentioned earlier, chokers can be driven off if their would-be victims prove an able match in combat. In areas infested with chokers, goblins and dwarves also take advantage of the chokers' caution by making a lot of noise, pounding weapons on shields and the like, to scare the chokers away. This tactic sometimes backfires, however, as the noise tends to attract other, more dangerous monsters.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3–30
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	1d4/1d4/1d8 (or weapon and 1d8)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (18)
XP VALUE:	175

Chosen ones were once human slaves, but have been turned into violent guardians under the control of their creators. The process has subjected them to torture and arcane magical procedures of the worst type. The Red Wizards of Thay are known to create these creatures.

Driven by rage, chosen ones seek to avenge themselves upon those who caused their pain and suffering, but their anger has been redirected by their diabolical creators. In effect, each chosen one is compelled to see everyone except its creator and his companions as the cause of its pain and consequently attacks all others with unstoppable fury.

The magical spells that create a chosen ones twist his appearance into a hideous caricatures of a human; the face contorts, teeth elongate, and the skin transforms into a tough, leathery protective sheathing. Chosen ones' hands are gnarled and stretched, ending in wicked, filthy claws.

Combat: If a Red Wizard is compelled or held hostage, a special code word can be uttered to compel the chosen ones to attack their creator's captor.

In battle, chosen ones attack fearlessly, biting with fangs and slashing with filthy claws. Some chosen ones are equipped with weapons that replace the claw attacks.

Creatures bitten by a chosen one must make a successful saving throw vs. poison or suffer an additional 1d8 points of damage per round for the next 1d6 rounds.

Chosen ones are not completely reliable. Occasionally, their conditioning breaks down and memories of their past lives as well as the true cause of their pain flood their heads. Each round a chosen one is in combat after the fifth, there is a 1% cumulative chance that it goes berserk (for example, the chance increases to 5% after 10 rounds). If that happens, the chosen one screams horribly and immediately leaves combat, running away to find its master and take revenge as quickly as possible, fighting only those who stand in its way.

Habitat/Society: Chosen ones make effective, if somewhat vicious, guards. They are most useful, and terrifying, when released to chase down a trespasser or other miscreant. They are consumed with white-hot rage against all in their vicinity, held back only by the authority of their creator; and they may lash out suddenly if disturbed unless the creator forcefully orders them to hold back.



The occasional instability of chosen ones is a price their creators are willing to pay for useful slaves. The death of the Red Wizard Thamarrak and several of his guests, whose 20 chosen ones unaccountably went berserk simultaneously during a dinner party, is considered an aberration. (On the other hand, several Thayans have speculated that it was the work of one of Thamarrak's enemies, who discovered how to circumvent the magical programming).

Ecology: The Red Wizards use chosen ones as guards for their homes or important places such as laboratories, treasure vaults, and dungeons. Once created, a chosen one can only be restored to humanity by a *wish* or similar powerful magic.

Chosen ones occasionally escape into the wild. These nearly always terrorize innocents for a time before being hunted down and destroyed.

Many Red Wizards foresee the military applications of the chosen ones—the creation of legions of chosen ones that can be unleashed upon neighboring states without commanders. The current political tumult in Thay has so far prevented this. Of course, the possibility of large numbers of chosen ones going berserk and taking vengeance in Thay may put an end to the plan until chosen ones can be more readily stabilized.

Create Chosen One
(Alteration)

Level: 5
Range: Touch
Duration: Instantaneous
Area of Effect: 1 human
Components: V, S, M
Casting Time: 1 hr.
Saving Throw: Neg.

Only wizards of evil alignment cast this spell. It consists of a series of magical rituals and torments intended to turn a normal human (up to 3rd level) into a maddened, murderous creature known as a "chosen one." Victims must be bound and helpless in order for the spell to work. After the long casting time is completed, the victim must save vs. death magic or be transformed into a chosen one under the control of its creator.

Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Inner-planar nature
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	-5
Movement:	Fl 12 (A)
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1d8/1d8
Special Attacks:	Discorporating poison
Special Defenses:	Struck only by +4 or better weapons, immunities
Magic Resistance:	95%
Size:	M (6′ across)
Morale:	Elite (14)
XP Value:	8,000

"Just barely in the same multiverse, if you ask me," Tregoth said. The old man pulled out a pipe and began to fill it.

"You say that like there's more than one," I countered, prompting him for more.

"Don't know about such things," he said, lighting the tobacco in the pipe, "but I know one thing. You can't touch it, your magic can't touch it, and it ain't hindered by planar barriers or anything a plane might have in it."

"Maybe it's not even real," I said, wondering if Tregoth was telling me all that he knew.

"Yep . . . yep," he replied, puffing thoughtfully. "But then, what is?"

A creature found (or, at least, seen) only on the Ethereal and the Inner Planes, the chososion seeps mainly through the elemental worlds. Most who've spied it, however, would say that it never really enters the space the rest of us inhabit. That is, it's always just out of touch. More than simply ethereal – like a ghost on a prime-material world – the chososion is intangible on any plane. Even sorcery can barely affect it.

Despite this quality, the chososion appears substantial when a basher manages to lay eyes on one (they're extraordinarily rare). Its wide body, colored black or dark blue, is composed primarily of many winglike flaps of flesh. The entire creature seems to be in constant motion, as though the waving of its strange appendages keeps it within physical reality as it's understood. Chant is that if these flexible ridges stop their rippling motion, the chososion disappears. Beyond the ever-moving mass of the creature, a mouthlike opening lies buried in its fluttering fins.

First encountered by the shad of the Elemental Plane of Earth, the chososion gets its name from that race's word for "out of reach."

Combat: So how does a cutter harm a creature that's not really all there? A better question might be why he'd want to. Still, the chososion can become a threat to planewalkers and natives to the realms through which it seeps. If disturbed, the beast is likely to react with violence.

Graybeards don't wholly understand the chososion's means of attack. When the creature grows angry, two long, flexible pseudopods ending in flat grasping pads stretch out from its mouth. Unlike the rest of the beast's body, the pseudopods're fully corporeal and covered with thousands of tiny, razor-sharp hooks. They inflict terrible injuries on any sod they strike (1d8 points of damage each), but the real danger comes from the poison secreted into the wounds by the grasping pads.

A chososion's poison is, by most standards, magical. If the victim fails a saving throw versus poison, he becomes paralyzed in 1d6 rounds. Once paralyzed, the sod must make a saving throw versus death magic. If he makes that save, he merely remains paralyzed for 3d6 rounds. But if he fails the second saving throw, the poison completely discorporates him (treat the victim as if *disintegrated*). Some folks claim that the poor berk leaves our reality and enters the chososion's realm – beyond any known plane. But popular chant says the victim's just gone, period. See, most folks believe that there are no planes beyond those already known and named, and even if there were, why would the chososion bring a foe to its home, where presumably it's more vulnerable?

ANY FOOL CAN SEE THAT THE CHOSOSION IS NOT A NATIVE OF THE KNOWN PLANES.

— GORAD DRUMMERHAVEN, PLANAR BIOLOGIST

A body can accept whichever theory he likes. Either way, he'll never again see a friend lost to chososion poison.

Fighting back against the creature is sodding difficult. Fact is, a basher'd be much better off just running away. With a 95% resistance to magic, a chososion's affected by only a few choice spells. It's not bothered by the environmental hazards of the Inner Planes; truth is, it seems not even to notice them. What's more, the beast completely shrugs off all nonmagical attacks (poison, gas, heat, cold, acid, and so on).

Fighting it with a weapon is just as hard, if not harder – only those with an enchantment of +4 or greater can wound the beast. And as any planewalker knows, it's tricky enough to keep *any* enchantment to a blade when hopping around the multiverse, let alone as mighty a dweomer as that.

However, the chososion does have a weak spot: the corporeal pseudopods (tongues?) that protrude from its mouth. These are quite real and solid, capable of touching and being touched. Each pseudopod has 2 Hit Dice and an Armor Class of 4, and its hit points are separate from the creature's total. In fact, these strange extensions are more like organic tools than actual parts of the chososion's body, and the monster treats them as if they were completely expendable.

All chososions can grow new pseudopods to replace destroyed members. Most require 1d6 hours to do so. However, sometimes (25% of the time) a chososion already has 1d4 replacement limbs tucked away inside its body, ready to shoot out immediately when needed. But no chososion can operate more than two pseudopods at once.

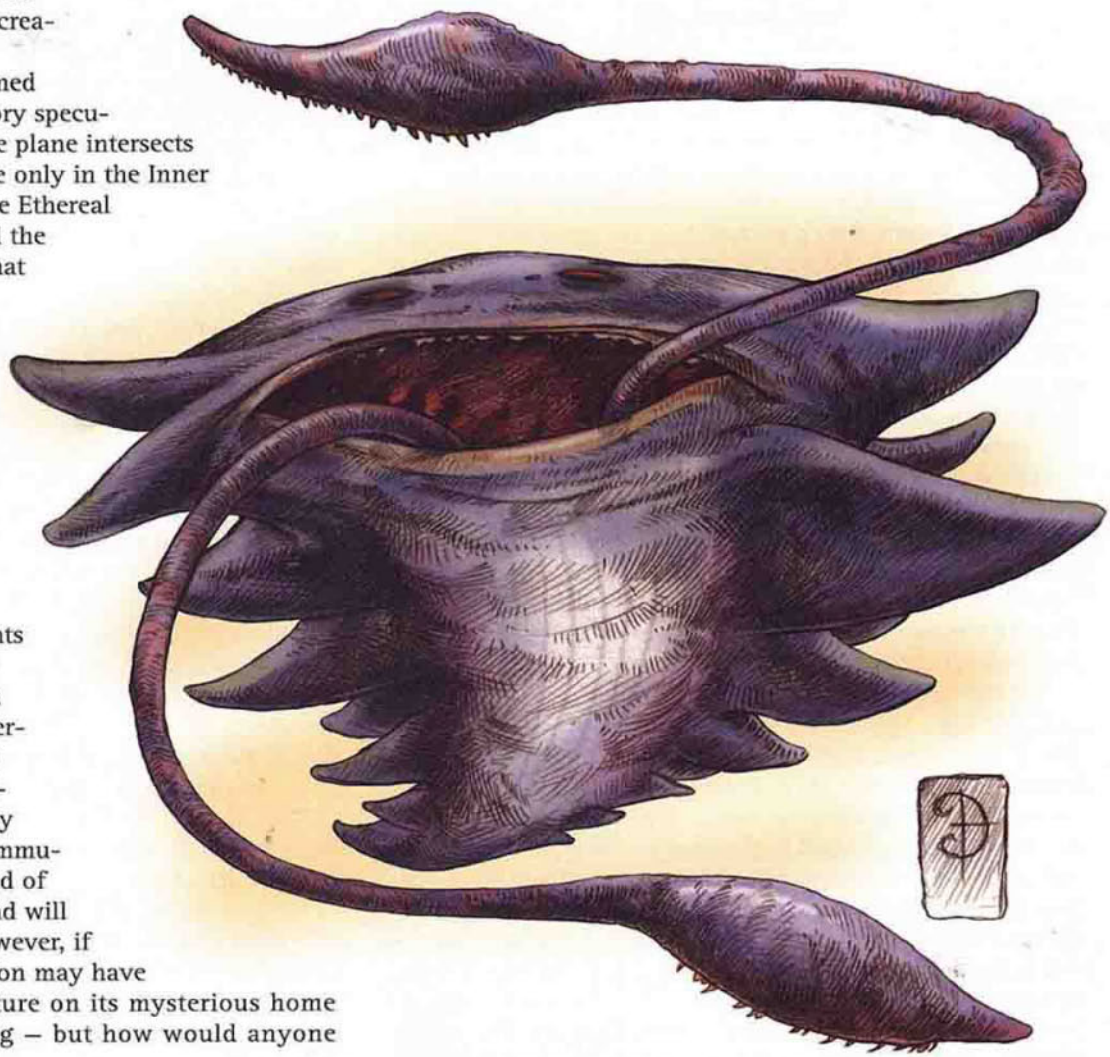
HABITAT/SOCIETY: If the theory that the chososion actually inhabits some unknown plane is true, then it may also be true that the creature can intersect the known multiverse only at its most primal, basic point – the Inner Planes. Supporters of this idea claim that the chososion is most likely fully tangible on its own plane, as is an ethereal creature on the Ethereal Plane.

In fact, a graybeard named Vivan who holds to this theory speculates that the creature's home plane intersects and permeates the multiverse only in the Inner Planes, similar to the way the Ethereal touches the Inner Planes and the Prime. Vivan also believes that this unknown plane, which he calls the Macrocosm, could act as a bridge to an entirely different multiverse. 'Course, Vivan now resides in the Madhouse with all the other barmies in Sigil.

Here's what's known for sure: The chososion haunts the Inner Planes looking for food. It never congregates in groups, nor does it have a perceivable society. Though the creature seems highly intelligent, no one's discovered any proof that it can (or will) communicate with others. Its method of reproduction is a mystery and will most likely remain dark. However, if Vivan is correct, the chososion may have a complex society and culture on its mysterious home plane, complete with young – but how would anyone ever know?

ECOLOGY: The chososion interacts with the environment around it only by accident. It apparently feeds on the primal nature of the Inner Planes, but not the elements or beings within the planes themselves. It need never encounter another creature (native or otherwise), but sometimes bad luck brings a poor sod right into a chososion's path. Perhaps misunderstanding the newcomer's intentions, the chososion always reacts defensively and usually attacks on sight.

On the other hand, it's possible that a hostile chososion attacks only because it's confused by or fearful of a basher's very nature. See, Vivan claims that the chososion regards inhabitants of the known planes the same way most folks view environmental dangers of the Inner Planes (heat from the plane of Fire, fumes from the paraplane of Smoke, and so on) – as something to be avoided or conquered.



CLIMATE/TERRAIN:	Paraelemental Plane of Ice
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	8+8
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2–12/2–12
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Impervious to cold
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	4,000



Illustration by Dimitri Patelis

When a particularly evil and hateful being perishes on the Paraelemental Plane of Ice, his life force is sometimes captured by the planar powers and coalesced into a chraal (pl. chraal). The chraal retains no knowledge of its past life and exists as a radiant cloud of cold energy trapped inside a monstrous shell of hard, bluish-black ice.

The hulking chraal stands 8 feet tall. Its head rests atop two broad shoulders, and its thick arms end in wicked claws strong enough to crush stone. The cold, radiant life force of the creature is visible through the eyes, mouth, and cracked joints of the chraal's frigid exostructure.

A chraal cannot speak or communicate in any way, but it has rudimentary intelligence and can be commanded to follow orders. (A *charm monster* spell is needed to maintain control of the creature, and care must be taken to ensure the *charm* is not dispelled, as the chraal is then 75% likely to turn on its controller.) A chraal is cruel and rapacious, relishing any chance to inflict harm on the living.

Combat: The chraal attacks with its sharp claws, causing 2–12 points of damage each. Once per turn, the chraal can breathe a *cone of cold* 60 feet long and 10 feet wide at the terminus. Those caught in the *cone of cold* suffer 8d4+8 points of damage; a successful saving throw vs. breath weapon reduces the damage by half.

The chraal is impervious to cold-based attacks, magical and nonmagical. Conversely, the chraal suffers double damage from magical fire-based attacks. When a chraal is slain, it explodes in a nonmagical wave of cold energy, inflicting 3–18 points of damage to all creatures within 20 feet; a successful saving throw vs. spell reduces the damage by half.

A single chraal may be summoned to the Prime Material Plane by means of a *monster summoning VII* spell or similar magic. Chraal have also been known to enter the Prime Material Plane via magical *gates*, although the creators of such portals exert no control over the disgruntled chraal and are readily attacked.

Chraal do not survive long in nonarctic climates. Warmth is anathema to them, and they suffer 1 point of damage per round in temperate climes and 2d4 points of damage per round in tropical or arid environments.

Although created from the life essence of a slain malevolent being, the chraal is not undead and cannot be turned.

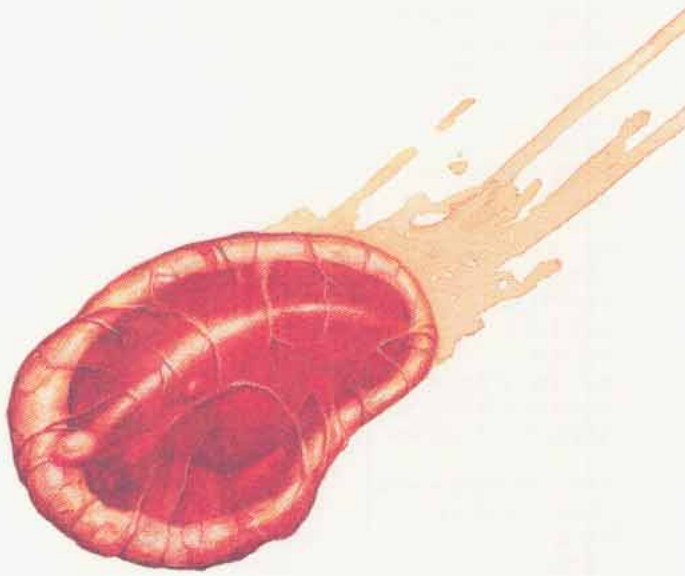
Habitat/Society: Chraal are solitary creatures and do not intermingle or procreate. They do not generally attack one another and will sometimes combine their strength to defeat a common enemy before going their separate ways.

On the Paraelemental Plane of Ice, chraal normally dwell in icy cysts until they detect the presence of a living creature nearby, at which time they emerge and stalk their prey until it is slain or the chraal itself is destroyed.

Chraal summoned to the Prime Material Plane are often used as guardians and stalkers. A chraal that is not permitted to hunt and kill prey invariably turns against its summoner. Thus, they can be difficult to control without the aid of a *charm monster* spell.

Ecology: Chraal contribute little to their environment. They are tireless hunters and merciless killers. They are completely destroyed when slain, leaving nothing behind that can be salvaged or used to benefit their slayers.

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Common
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–9)
TREASURE:	G
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–12
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	12+1 (total)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	See below
MORALE:	Average (10)
XP VALUE:	9,000 (total), see below



Chronovoids cannot exist in reality, but they form one of the greatest creature hazards to adventurers on Demiplane of Time. They are a common occurrence and are strongly attracted to linear (Prime Material Plane) creatures. A chronovoid appears as a blob of gelatinous matter that holds a roughly ovoid form. The surface of the chronovoid is an iridescent film, not unlike a drop of oil on the surface of water, and its internals are a dull gelatin. The size of the creature varies, since it is a communal organism and can separate into smaller forms. Its largest formation is a huge creature (10–11-foot diameter, 12+1 HD) which can divide into three large creatures (6–7-foot diameter, 4+1 HD). After this division, the separate entities can divide in half two more times, creating up to six medium creatures (5-foot diameter, 2+1 HD) or 12 small creatures (3–4-foot diameter, 1+1 HD). Any combination of these is possible, but it takes one round for each division or merging. A chronovoid usually travels as three large creatures, so it takes only two rounds for maximum division or one round to reform as a huge creature. It can usually accomplish this before entering melee.

Combat: A chronovoid can sense linear organisms from over 50 feet away and will immediately move toward them. A chronovoid has a variety of useful abilities. The first of these is the ability to divide into smaller versions. Each separate entity is allowed one attack at the original THAC0 and AC, but the Hit Dice are according to size. Any chronovoid that divides or reforms gets no attack that round. Combinations can be assembled, like one large, three mediums, and two smalls.

The main defense of a chronovoid lies in its gelatinous form. Most material passes through it without hurting the bubble at all. Nonmagical weapons do no damage, and damage from magical weapons and spells depends on the bonus or spell level. For every +1 that a weapon has, or for every three spell levels, only 50% of normal damage is applied to the chronovoid. A *sword +1* or a 1st–3rd-level spell does half damage (including half of Strength or specialization bonuses), and a *sword +2* or 4th–6th-level spell does full damage. A +3 weapon or 7th–9th spell does 150% full damage, and a +4 weapon does double damage (again including double Strength and specialization bonuses). A chronovoid attacked by magical weapons or spells identifies the greatest danger to it and concentrates all attacks on that foe until that creature is dead or incapacitated.

A chronovoid attacks by moving up to a victim and attempting to envelop it. On any successful attack in which a 20 was not rolled, the victim manages to pull free whatever part of him entered the bubble, taking only 2d6 points of damage from advanced decay of living flesh. On a 20, the bubble succeeds in absorbing the creature. Any absorbed creature can inflict damage only on a roll of 19 or 20, and the decay damage increases to 3d6 hit points per round. The only limit on absorption is that the bubble must be of the same size class as the creature or bigger. This makes a difference in strategies by the chronovoid, since it always maintains at least one portion of itself large enough to absorb the intended creature.

Any part of the chronovid damaged beyond its hit points bursts into thousands of drops that drift to the nearest lifeline, where they remain. A chronovoid can exist and rebuild itself as long as at least one small-sized portion gets away, and such a portion is usually held off to one side in case things go badly. Characters gain 750 XP for every 1+1 Hit Dice of the creature that is slain, with a 1,000 XP bonus if the entire creature is destroyed.

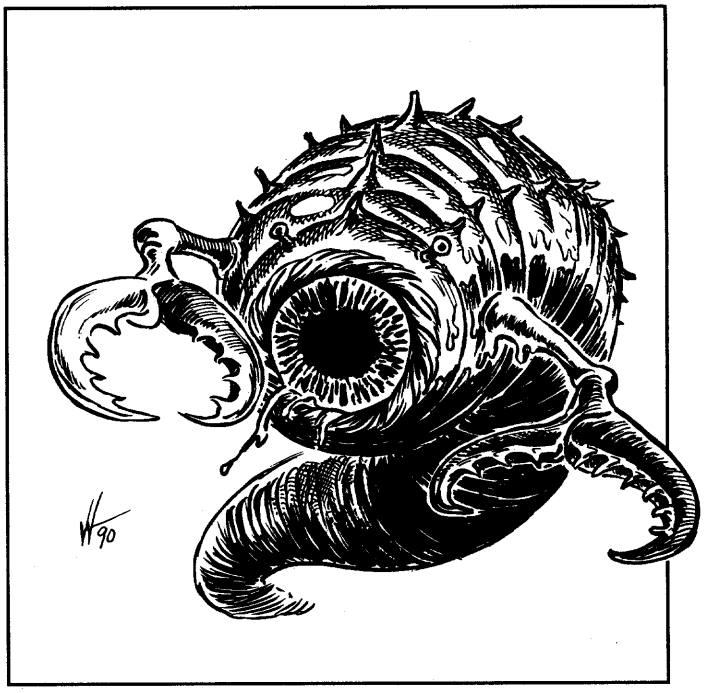
Habitat/Society: Chronovoids usually ignore the creatures of Demiplane of Time as they drift around the timestream. They do not move around lifelines, except in the event of a tangle, but simply let the line pass through them. It is common to see a chronovoid with a silver lifeline running through its middle as it follows a lifeline up or downstream. Only if a temporal creature gets within 10 feet of a chronovoid does the chronovoid attack.

Ecology: Chronovoids may have some kind of relationship with *tempsynth* (a type of temporal mold that coats lifelines in patches in the Demiplane of Time), as a chronovoid does not harm tempsynth as it passes along the lifelines. Chronovoids have no lair, but they do possess treasure. Within their gelatinous mass, they store the nonorganic matter from creatures and beings they have ingested. This includes coins, gems, metal weapons, and anything magical—though magical items with an organic base, such as a staff or leather boots, must save vs. acid or become useless). Large items are still carried by the chronovoid, but pieces of them may stick out.

Chulcrix

CLIMATE/TERRAIN: Ethereal plane
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
TREASURE: Nil
ALIGNMENT: Chaotic evil

NO. APPEARING: 1
ARMOR CLASS: –2
MOVEMENT: Fl 18 (B)
HIT DICE: 13
THAC0: 7
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3d6/3d6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
SIZE: G (100' long)
MORALE: Steady (12)
XP VALUE: 18,000



The chulcrix is a vicious, repugnant carnivore that dwells primarily in the Ethereal plane.

The chulcrix resembles a gigantic worm, its plump body covered with black, chitinous skin that secretes glistening mucus that reeks of rotten meat. The chulcrix is typically 100 feet long and 20 feet thick, but some have been known to grow to lengths of 300 feet or more.

The entire front end of the chulcrix consists of a round valve that functions as its mouth. When the chulcrix is preparing to feed, its mouth can expand to a diameter of 30 feet (for larger specimens, the mouth can expand to a diameter equal to half its body length). Small tendrils lining its toothless mouth serve as sensory organs. The tendrils can sense motion, odor, and body heat up to ten miles distant.

Two 30-foot-long arms extend from the creature's neck; these end in writhing and snapping pincers.

The chulcrix is moderately intelligent and can communicate telepathically in simple phrases, though it does so only rarely.

Combat: A voracious carnivore, the chulcrix is motivated primarily by its desire to eat. It seldom makes physical attacks against potential prey, as it prefers its victims intact and undamaged when it eats them.

When a chulcrix encounters potential prey, it unhinges its jaws, causing its mouth to expand to a diameter of 30 feet. This process takes two rounds. Once its mouth has expanded, the chulcrix activates its attract victims power.

While the chulcrix continues to hover in place, an invisible cone of force radiates from its open mouth; the cone is 100 feet long with a 25-foot radius. All victims within the cone must roll a successful saving throw vs. spell. Those rolling successful saving throws are unaffected by the attract victims ability.

Victims failing their saving throws begin to float toward the chulcrix's mouth at a rate of ten feet per round. These victims must also roll a saving throw vs. paralyzation. Those failing their throws are paralyzed, unable to move or take any other actions as they float toward the chulcrix's mouth. Those rolling successful saving throws vs. paralyzation can make missile attacks, cast spells, and take similar actions; however, they continue to move inexorably toward the creature's mouth.

Those affected by the chulcrix's attract victims ability continue to move toward the creature's mouth until they are consumed by the chulcrix, the chulcrix withdraws, or they are rescued by a companion.

Victims drawn into the chulcrix's mouth pass through a valve leading to the creature's stomach. Once in the stomach, victims are no longer paralyzed. Victims inside the stomach suffer an automatic 1d4 points of damage per round from acidic digestive gasses (no saving throw). Victims in the stomach can attempt to hack themselves free but, because of the churning movement of the stomach and the debilitating effect of the acidic gasses, all attacks by swallowed victims are made with a –2 penalty; maximum damage is 1 point per round (plus magical and Strength bonuses).

If a chulcrix in the process of consuming victims loses half its hit points, it turns itself inside out, instantly plane shifting to another location. All victims inside its stomach are left behind. When the chulcrix arrives at its new location, it automatically resumes its normal shape.

The chulcrix can also attack with its pincers, each inflicting 3d6 points of damage on opponents who either have resisted its *attract victims ability* or aren't desirable as food.

The chulcrix regenerates 1d4 lost points per round. It is immune to normal and magical fires, all cold-based attacks, and all forms of dragon breath.

Habitat/Society: The chulcrix has no permanent lair, instead spending its days roaming the Ethereal plane in search of prey. It has no formal societies and does not collect treasure.

The chulcrix lives to be about 10,000 years old. Once every thousand years, the asexual chulcrix lays a single egg, resembling a sphere of black crystal about 25 feet in diameter. The egg grows and expands for a century until it reaches a diameter of 100 feet, at which time the egg bursts open to release a fully mature chulcrix.

Ecology: The chulcrix is solitary by nature, though it occasionally associates with eyewings that serve as its scouts and aides. Chulcrix are sometimes employed as servitors by dark gods and their more powerful minions, usually in exchange for a promise of new and unusual prey. No prey is too small for a chulcrix and few are too large; chulcrix have been seen consuming small dragons.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	1 or -2 (see below)
MOVEMENT:	3
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Can be hit only by +1 or greater weapons
MAGIC RESISTANCE:	20%
SIZE:	M (5' tall)
MORALE:	Steady (12)
XP VALUE:	3,000



The chu-u is a greater spirit. It seeks benevolent travelers who will testify on its behalf, so that it may be released from its tragic existence. It is also known as the "legless ghost."

From the waist up, the chu-u resembles an elderly human. This humanlike portion of the chu-u rests in a pool of shimmering mist about 5 feet in diameter. The color of the pool continually shifts from red to white to black. The visage of the chu-u may be male or female, but its face is always lined with wrinkles and it always has a mournful frown. Its flesh is greenish, and its eyes are milky slits. It wears red garments and a crown of thistles and mint. It moves by dragging itself along the ground with its hands, a process requiring great effort that is always accompanied by wails of agony.

The chu-u speaks all the languages it knew in its former life.

Combat: The chu-u can cast *ghost light* once per round at an unlimited range. It usually uses this ability to create a man-shaped figure to beckon travelers. If the travelers respond (and don't panic), the ghostly figure leads them to the chu-u.

When it encounters travelers, a chu-u immediately begins to plead for help, pointing out its pathetic condition and begging for them to hear its tale describing how it came to this sorry state. If the travelers declines to listen, the angry chu-u vows vengeance, turns to mist (an ability it can use at will), then is instantly sucked away through a crack in the earth or similar opening.

If travelers agree to listen, the chu-u relates the story of its life as a human. The story is always sad and is told in great detail, beginning with the bad decisions the chu-u made as a child, continuing through its sorrowful experiences as an adult, and ending with the circumstances of its death, usually the result of cowardice or ineptitude. The story lasts for 2-8 (2d4) hours. After the first hour, all those listening to the chu-u must make a successful saving throw vs. spells, or they become so overwhelmed with sympathy for the chu-u that their despair hinders their actions for the next 24 hours, causing them to make all attack rolls at a -1 penalty. If the listener (or listeners) interrupt the chu-u's story before it finishes, it vows vengeance and disappears as described above.

If the chu-u finishes its story it then asks the listeners to testify on its behalf to the King Judge (see below). If they agree, the chu-u leads them to the spirit court. (Scholars disagree as to whether this is an actual journey or a spirit-induced dream.) If they refuse, it vows vengeance and disappears. Likewise, if the listeners attack the chu-u at any point, it disappears.

A wronged chu-u will exact its vengeance sometime in the distant future. It attacks when its victims least expect it, usually when they are asleep. The chu-u has the ability to turn its arms to mist and stretch them for an unlimited distance. Each misty arm snakes along the ground, through cracks and crevasses, under doors and windows, until it unerringly finds it mark. Since the chu-u has two arms, it can attack two victims at once—even if the victims are at opposite ends of the world.

The chu-u makes a normal attack roll for its misty assault; if successful, it chokes and strangles its victim, inflicting 1-4 hit points of damage per round. In each subsequent round, the choking hand continues to inflict 1-4 hit points of damage. At this point, no additional attack rolls are necessary; the victim cannot wrench the ghostly hand from his neck. The hand has an AC of -2; if it receives at least 10 hp of damage (from +1 weapons or better) or is magically negated (by *dispel magic* or a similar spell), it releases its victim and withdraws.

Wary victims may manage to prevent the chu-u's attack. If a victim-to-be visits a shukenja, who performs a successful purification ritual for this purpose, the chu-u will not exact its revenge.

Habitat/Society: Chu-u roam the shores of the River of the Tree Routhes. They were neither virtuous enough to pass the judges' examinations nor malevolent enough to merit additional sentencing. If a chu-u can convince a traveler to testify, the King Judge listens, then sends the traveler on his way. The chu-u will not approach that traveler again. The traveler may not learn the outcome of his testimony, since the King Judge often takes up to 100 years to decide a chu-u's fate.

Ecology: If the tears of a chu-u are collected in an opaque flask, they may be used as *oil of etherealness.*

CLIMATE/TERRAIN:	Warm subterranean areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE TYPE:	Nil (B or C)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–2
ARMOR CLASS:	5
MOVEMENT:	15, Wb12
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/1d6
SPECIAL ATTACKS:	Crush, poison, *silence 15' radius, web, darkness 15' radius*
SPECIAL DEFENSES:	*spider climb*, immune to webs
MAGIC RESISTANCE:	20%
SIZE:	H (13' across, 6'–10' high)
MORALE:	14 (Elite)
XP VALUE:	7,000

Cildabrins are a race of intelligent spider-scorpions, either huge, intelligent spiders with elements of a giant scorpion's anatomy, or a race of huge scorpions with elements of a spider's anatomy. No one knows for certain. Cildabrins never give the same answer twice, if they stop trying to eat the questioner long enough to answer at all.

A cildabrin's arachnid body is black and furry. The eight eyes are turquoise blue. Its front two legs end in scorpion-like pincers, while its supple, fur-covered tail has an 8-inch stinger at its tip. The subterranean cildabrins have exceptional infravision with a 120-foot range.

They seem to be able to communicate with spiders and scorpions of all types, and some can rasp out a clicking speech.

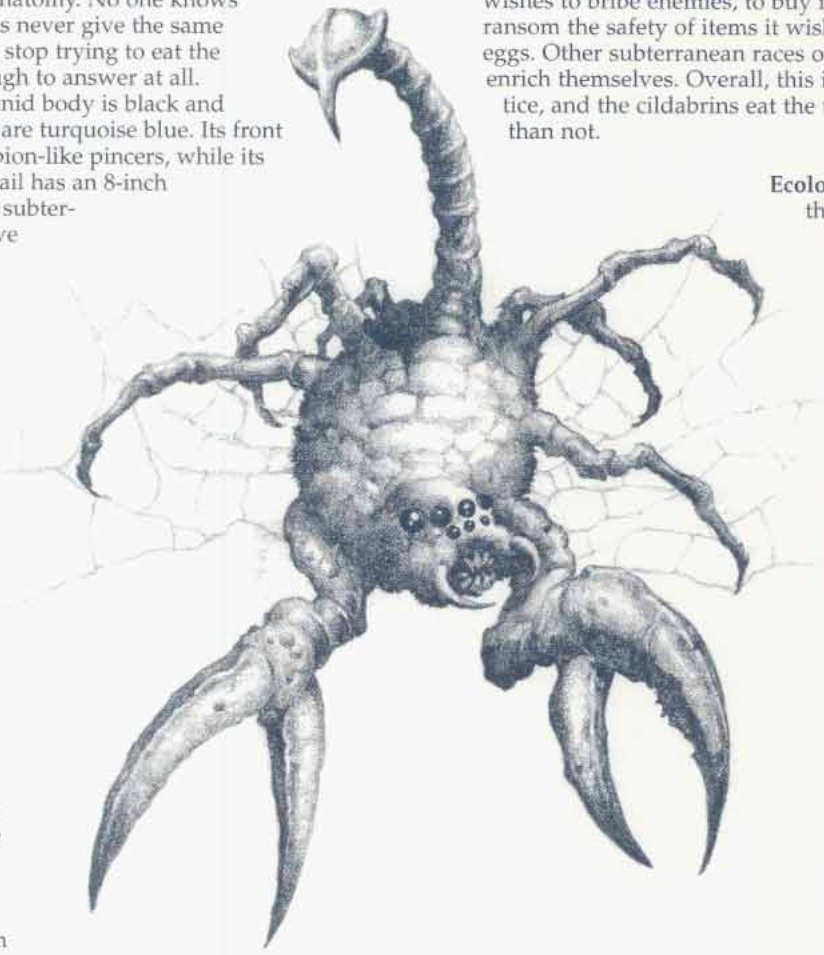
Combat: Cildabrins use their magical powers when they choose to fight, preferring to ambush their prey from hiding, usually from within an area of *silence*. They often cast *web* spells before moving into melee, and their *darkness* spells are usually saved to protect them as they retreat. Defeated cildabrin have been known to offer treasure to ransom their lives.

In melee, a cildabrin attacks with its pincers and stinger. If a pincer hits, the creature struck must make a successful bend bars check to escape to escape (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller). If the escape roll fails, the victim automatically takes 7–12 points of crushing damage (1d6+6) in each subsequent round. The victim can attempt to escape once per round, until the cildabrin is slain, or until the victim loses consciousness. The stinger can reach any man-sized or larger foe that are in melee with the cildabrin. The stinger injects Type O poison (a paralytic poison with an onset time of 2d12 rounds and a duration of 2d6 hours).

Perhaps because the cildabrins have tails, they lack a spider's spinnerets. Fortunately, they are a highly magical race with several magical abilities to compensate for this weakness. The cildabrins can cast *web, darkness 15' radius*, and *silence, 15' radius* each three times per day and can *spider climb* at will. Also, they are immune to all *web* spells.

Habitat/Society: Solitary creatures, cildabrins come together only to mate. If two cildabrins are encountered in the same place, there is doubtless a nest nearby. The nest will contain 10 to 40 large, purple eggs, and is probably concealed in an area of darkness.

Cildabrins appreciate the value of treasure and often leave some visible near their ambush areas in order to attract prey. They also use treasure for those occasions when the cildabrin wishes to bribe enemies, to buy items it deems valuable, or to ransom the safety of items it wishes to protect, such as its eggs. Other subterranean races often use this behavior to enrich themselves. Overall, this is a highly dangerous practice, and the cildabrins eat the treasure seekers more often than not.



Ecology: Cildabrins eat any animal that they can catch. Once the food is caught and paralyzed or killed, the cildabrin retreats to its lair to eat. The lair is usually a warm, dark cave. As a cildabrin cannot consume inorganic material, items like armor, shields, and weapons are stripped from the prey and set aside, either in a pile in the rear of the cave or on the cildabrin's "bait piles."

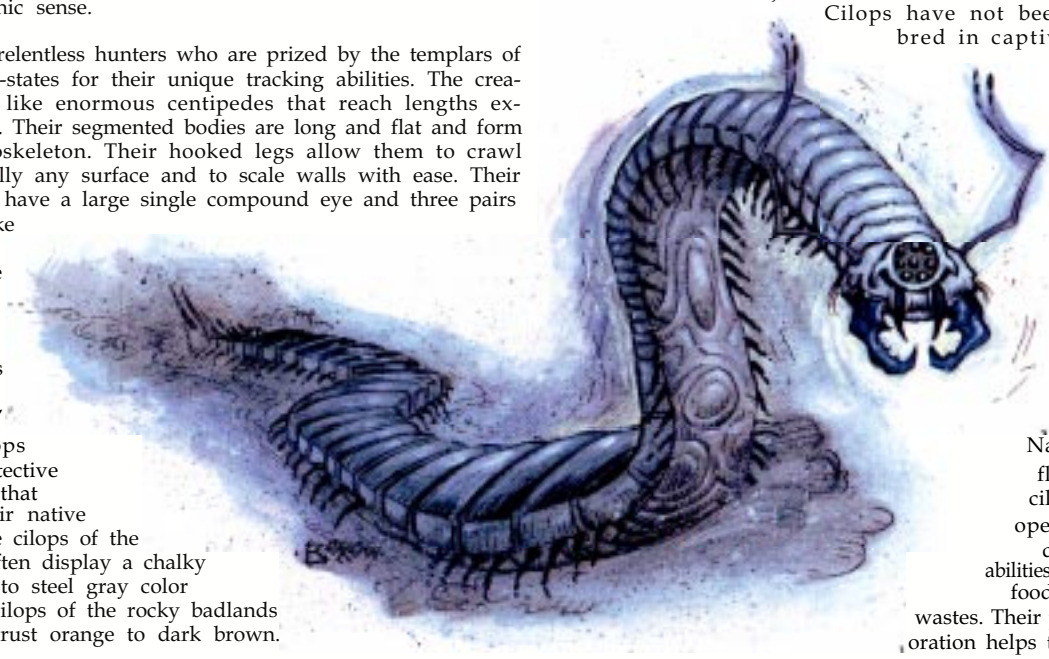
Cilops

Climate/Terrain:	Salt flats/stony barrens
Frequency:	Rare
Organization:	Nil
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	3
Movement:	15
Hit Dice:	5
THAC0:	15
No. of Attacks:	2 (see below)
Damage/Attack:	2-12
Special Attacks:	Stun
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (15′)
Morale:	Elite (13)
XP Vaue:	420
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 9; PSPs 30 Att: EW, PsC; Def: MBk, TS
Players Option:	#AT1; MTHAC0 18; MAC 6

Telepathy: *Sciences* – mindlink; *Devotions* – ego whip (attraction), contact (life detection), identity penetration, psychic crush (invisibility), phobia amplification.

Clairsentience: *Sciences* – object reading; *Devotions* – danger sense, psionic sense.

Cilops are relentless hunters who are prized by the templars of all the city-states for their unique tracking abilities. The creatures look like enormous centipedes that reach lengths exceeding 15′. Their segmented bodies are long and flat and form a hard exoskeleton. Their hooked legs allow them to crawl onto virtually any surface and to scale walls with ease. Their oval heads have a large single compound eye and three pairs of pincerlike jaws. Two prehensile antennae grow from either side of the jaws and reach lengths of 3′ to 5′. Cilops have a protective coloration that reflects their native terrain. The cilops of the salt flats often display a chalky blue-white to steel gray color while the cilops of the rocky badlands vary from rust orange to dark brown.



Combat: Cilops seem to require no sleep and will track their prey for weeks without stopping. Their unique object reading ability allows them to touch an object and then associate that object with an individual. While they ordinarily track by scent, if they are in danger of losing a trail, they will use an ability similar to sensitivity to *psychic* impressions. This ability allows a cilops to detect the psychic residue of its prey and to resume tracking. Its danger *sense* ability generally prevents the cilops from being ambushed or surprised by its prey. When tracking by scent, use the tracking nonweapon proficiency with a bonus of +2.

When the cilops engages in combat, it uses its antennae to stun its opponent. A successful hit by an antenna requires the target to make a saving throw vs. paralysis. Victims failing their saving throw suffer a shock to their nervous system which results in being stunned for 1 turn.

The cilops can also deliver a vicious series of bites. While listed above as one attack, the cilops may actually attempt to bite one target three times. If the first set of pincers hits the target, the second and third sets automatically hit. This will inflict a total of 3d6 points of damage. If the first set of pincers misses, the cilops may attempt to hit on the same target with the second set. If this attack succeeds, the third set will automatically hit for a total of 2d6 point of damage. If the second attack misses, the cilops may try to hit the same target with the third set of pincers. A hit with the third set of pincers will deliver 1d6 points of damage.

The cilops will concentrate its attacks on one individual until it is disabled before turning its attention to another threat.

Habitat/Society: Cilops have no lairs or consistent nesting areas, but constantly roam in search of food. They will occasionally hunt in small packs, but there appears to be no clear structure to the group. The cilops can be captured and trained. The creature seems to become familiar with its handler and can be used to hunt individuals if it is provided a fresh trail or an object that has been handled by the victim. Cilops have not been successfully bred in captivity and must be captured. Templars from the city-states usually try to find cilops in the salt flats, where it is easier to spot them. Cilops have even been used to track others of their kind.

Ecology: Native to the salt flats of Athas, the cilops have developed their extraordinary tracking abilities in order to find food in the barren wastes. Their protective coloration helps them to avoid predators, but they are particularly vulnerable to attacks to attacks from flying creatures. Their poor depth of vision makes them rely upon their innate *life detection* ability and danger sense to warm them of predators.

Cilops will pick up the trail of their prey and track the victim relentlessly, even as they come across more vulnerable and more attractive targets. The cilops will fix on a particular target for as long as a week before selecting a new trail. Cilops will feed on just about any moving creature—they prefer live. Prey a cilops requires one dwarf-sized meal per week.

CLIMATE/TERRAIN:	Temperate forest and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Dusk, dawn
DIET:	Carnivore
INTELLIGENCE:	Semi- (2Ð4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	20
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Bleeding, vermilia
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unsteady (5Ð7)
XP VALUE:	65



Though this foxlike mammal is sometimes hunted for its pelt, it is desired mostly for its ability to sniff out *cinnabryl* deposits.

Cinnavixens possess a beautiful, dark red coat with burnt orange swirls on the chest, paws, ears, and sometimes around the eyes. They are nearly three feet long, including a one-foot-long, bushy tail. Cinnavixens have dark brown eyes and a mouth full of sharp teeth. They possess a high-pitched yipping bark and a strange howl that sounds very much like high-pitched laughter.

The Red Curse: Cinnavixens never possess Legacies. Though they do not require *cinnabryl* to ward off Affliction, they have the ability to sniff out deposits of this metal.

Combat: Cinnavixens prefer to flee rather than fight, except when hunting for food or protecting their pups. They will not hold still if they feel threatened; instead, they will run around in circles, their incredible speed and nimble reflexes making them incredibly hard to hit. This makes things even more difficult for pelt dealers who are also trying not to damage the cinnavixen's coat. Cinnavixens attack with a bite and then leap back, gauging the damage if hunting or offering a truce if defending themselves.

The bite of a cinnavixen can be extremely troublesome. Blood from the wound will continue to flow until direct pressure is applied; this pressure cannot be removed until the wound has been bandaged for over 24 hours. Blood loss causes 1 hit point of damage per round per bite. The cinnavixen bite also has a 20% chance of infecting the wound with vermilia. (See the "Parasite" entry for more information.)

Habitat/Society: A cinnavixen spends its first summer roaming the forests, finding temporary shelter each night under rock overhangs or nestled between tree roots. Toward fall when it is finally ready to settle down, it seeks a mate. The two of them then dig a burrow in which to raise a family. A normal litter usually consists of four to six pups. Pups stay in the burrow until early summer, when they leave to wander the forest themselves. Cinnavixens stay with their mates for life.

Cinnavixens always know where local deposits of *cinnabryl* are located. Though some cagey humanoids try to follow the cinnavixen as it hunts for food, this is no easy task. The creature is very cunning and uses many tricks to prevent anyone from tracking it.

Because of their soft and beautiful features, these creatures are often taken and tamed as pets. However, a tamed cinnavixen can no longer locate *cinnabryl* as it is now lost in the wild.

Ecology: The cinnavixen ability to locate *cinnabryl* is actually a useful side effect of its hunting process. Cinnavixens feed on rodents and are especially fond of the voat, which eats the scarlet pimpernel plant. Cinnavixens seek out this plant, knowing that voats cannot be far off. Once a cinnavixen detects the presence of voats in an area, it will lie in wait to catch one.

The pelt of a cinnavixen, properly treated and unblemished, is worth up to five gold pieces. Because of the need for *cinnabryl*, most residents of the Savage Coast frown on those who hunt them or display the pelt. Inheritors go out of their way to protect the creatures.

Because of the cardinal ticks which often infest the small mammal, cinnavixens often develop symbiotic relationships with the Sarag—n lyra bird.

Cistern Fiend

CLIMATE/TERRAIN:	Any water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	see below
INTELLIGENCE:	Animal (1)
TREASURE:	Water
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10+10
THAC0:	9
NO. OF ATTACKS:	Special
DAMAGE/ATTACKS:	Special
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	G (40′ + long)
MORALE:	Champion (15)
LEVEL/XP VALUE:	10,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/6	PB, EW, MT/IF, MB, TS	16	100

Telepathy – *Sciences:* mindlink, psionic blast; *Devotions:* contact, ego whip, inflict pain, life detection (special ability, no cost), mind thrust, synaptic static, thought shield, mental barrier, intellect fortress.

This terrible creature is believed to have been conjured from the twisted mind of some long-dead sage. Frequently, unsuspecting victims of the cistern fiend think they have found a safe or unguarded water supply; this is usually their last conscious thought.

The cistern fiend appears as a giant, vaguely green but translucent worm with a great mass of coiling pinkish tentacles surrounding a hideous mouth. The cistern fiend is virtually invisible when totally submersed in water. The creature's size depends on its age and the amount of water available, but most cistern fiends average 40′ to 50′ in length.

Combat: The cistern fiend attacks with its bite. If a successful attack is made, the victim's body fluids are sucked out through the proboscis. A hapless victim will lose ¼ of his normal total hit points from loss of body fluids each round until the victim's hit points reach zero. The loss will also stop if the cistern fiend is killed. The creature simultaneously attacks with its poison tentacles. Surrounding the mouth are a dozen 10-foot-long tentacles. The tentacles secrete a highly toxic, paralyzing fluid from sacs located in the base of each tentacle. Victims struck by the tentacles must make a Constitution check. A failed check means the victim's heart muscle stops beating, resulting in death. A successful check means the victim is only paralyzed for 1d10 turns. The cistern fiend will attempt to drain bodily fluids from any creature that it paralyzes; paralyzed victims are automatically hit by the fiends proboscis attack, and so will be killed in four rounds unless assisted.

The creature also has very basic psionic abilities. It uses its abilities to turn away other creatures from the water supply it protects, while shielding its mind from attack.



Hard to see in water, victims receive a - 3 penalty to surprise rolls. The spell *detect invisible* will reveal the monster's presence.

Habitat/Society: The cistern fiend, or water worm, feeds in two different ways. It lives day-by-day filtering nutrients from the water supply in which it dwells. It filters the water through its mouth pores and gains sustenance from the minor biological and mineral impurities in the water. For this reason alone cistern fiends are beneficial to any community's water supply. The fiend also feeds as described above (see "Combat"). To the cistern fiend, all creatures are intruders and potential sources to add fluid to the existing water supply. A slain victim's body fluids are filtered by the cistern fiend and the resulting pure water is expelled into the existing water supply.

Cistern fiends are hermaphroditic and reproduce asexually only once every 10 years. The single offspring grows inside the membranous tissue that comprises the fiends body and emerges through an eruption in the outer skin layer. During this 24 hour "delivery" period, the parent creature becomes docile. If the single offspring is not removed from the water source by the end of the 24-hour period, it will be killed by the parent creature. Needless to say, a town or city's water source tends to be quite heavily watched during this time.

A cistern fiend must stay immersed in water or it will die in 1d4 turns. For this reason it is very protective of its water supply.

Ecology: The cistern fiend was possibly bred by some long-dead and forgotten king. The creature was originally created for the sole purpose of guarding and purifying caches of water. These creatures are sometime stolen (most likely as newborn offspring) and can be encountered in any large water source. If two adult creatures are introduced into the same water supply, the stronger one will slay the weaker.

Clam, Giant

	Giant Clam (Oyster)	Carnivorous Scallop
CLIMATE/TERRAIN:	Ocean shallows	Tropical shallows
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:		Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)
TREASURE:	See below	See below
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–4	1–4
ARMOR CLASS:	3 (10)	4 (10)
MOVEMENT:	1	1, Sw 3 + special
HIT DICE:	3+3	4+4
THAC0:	17	15
NO. OF ATTACKS:	See below	1 ram
DAMAGE/ATTACK:	See below	1d10
SPECIAL ATTACKS:	Entrapment	Surprise, poison cloud, entrapment
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6′ dia.)	M (6′ dia.)
MORALE:	Unsteady (5–7)	Average (8–10)
XP VALUE:	175	650



Giant clams (including oysters, scallops, and similar shellfish) are found in shallow waters, to a maximum depth of 200 feet. The soft-bodied mollusk lives in a hard, protective shell that it opens for feeding and closes against predators. The upper shell of the giant clam is a light brown (some have white markings), the lower shell is white. The clam has tiny blue eye-spots located near the edge of its shell. These can distinguish between light and shadow and detect movement, by cannot estimate size. Special organs near the front of the mantle cavity, where the soft body of the clam sits, detect and analyze chemical traces in the water.

Communication with giant clams is probably not possible except on the most basic empathic levels.

Combat: The giant clam is not a direct threat, but can be dangerous if approached incautiously. When threatened or when something tries to reach inside the shell, the shellfish reacts by closing its shell. The clam's adductor muscles, which act as a hinge for the shell, are quite powerful; a successful bend bars roll is required to force the shell open again.

Some species have wavy-edged shells that are very sharp. On a natural roll of 19 or 20, these will sever a trapped limb.

Habitat/Society: The giant clam is not usually found in large numbers, though rumors persist of large beds. An individual clam's location is not fixed, as it can use its inhalent and exhalent siphons to move across the sea bottom when the supply of food in an area runs low.

The giant clam filters small shrimp and sea animals from the water; it also lives on algae colonies growing inside the shell mantle. The clam's external cilia have evolved into small tentacles about 2 feet long. These are used to grasp prey and move it to the clam's stomach. The cilia are too weak to cause damage or hold any creature with a Strength greater than 6.

Ecology: Some undersea races, such tritons, tend beds where domesticated giant clams or oysters are grown. The most important predators of giant clams and oysters are giant starfish and, of course, greedy humans seeking wealth.

The inside of the shell is lined with mother-of-pearl, with a base value of 50 gp and a maximum value 500 gp (use the *DMG* gem tables to find the value of the shell within these limits). A giant clam has a 5% chance for a single giant pearl worth 500 to 1,000 gp, depending on its size and quality. The pearl might be as large as a fist, but will not be as lustrous as smaller pearls from common pearl oysters. The chance for a giant oyster to have a pearl is 25%, and the base values are doubled. While giant clams do not actively accumulate treasure, there is a 5% chance that, scattered about or buried in the sediment around the clam, one can find a few coins, accouterments, or minor magical items from an unfortunate victim who was caught and drowned.

Larger or smaller giant shellfish can be generated by assuming 1+1 Hit Die per two feet of shell diameter and adjusting other characteristics accordingly. Unconfirmed rumors suggest the possibility of intelligent, or even psionic clam and oyster colonies.

Giant Carnivorous Scallop

The giant carnivorous scallop is, to the uninitated, virtually indistinguishable from a giant clam. However, it has evolved a slightly higher intelligence than its cousin, and actively hunts for prey. This creature can actually swim by making a butterfly movement with its shell. It can, by a sudden expulsion of water, jet backward, ramming an opponent within 30 feet for 1d10 points of damage.

The carnivorous scallop's usual method of attack is to expel a mild neurotoxin through its exhalent siphon. The toxin disperses in a 10-foot diameter cloud that paralyzes for 1d12 rounds any creature that fails to make a successful saving throw vs. poison. The paralyzed prey is then grasped by the external cilia and either drawn directly into the stomach (where it suffers 1 point per round of damage while being digested) or cut into smaller pieces by sawing motions of the shell (which inflict 1d3 points per round).

Sometimes a giant carnivorous scallop buries itself in a sandy ocean bottom to hide from predators or surprise prey. When the clam is concealed, opponents have a –5 penalty to their surprise rolls.

—*From* DRAGON Magazine #116

Cloaker

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	C
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	3 (1)
MOVEMENT:	1, Fl 15 (D)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	1-6/1-6/ + special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Elite (13-14)
XP VALUE:	1,400



Cloakers are fiendish horrors, related to trappers, that dwell in dark places far beneath the surface of the earth. They generally seek to kill those who enter their lairs, unless they can think up some other, more amusing way to punish interlopers.

When a cloaker is first seen, it is almost impossible to distinguish this monster from a common black cloak. The monster's back has two rows of black eye spots running down it that look much like buttons, and the two ivory-colored claws on its upper edge can easily be mistaken for bone clasps.

When it unfurls itself and moves to attack, however, its true nature becomes all too obvious. At this point, its white underside is clear and the monster's face is fully visible. This face, with the glow of its two piercing, red eyes and the needle-like fangs that line its mouth, is a truly horrible sight. At this point, the monster also uncurls the whip-like tail at its trailing edge and begins to swish it back and forth in anticipation.

Combat: When a cloaker strikes at its victim, it moves with blinding speed. Without warning, the cloaker flies at its target and, if the attack roll is successful, engulfs its prey within its folds. Any creature that falls victim to this attack is all but helpless and can be bitten easily (no roll required) for 1d4 points of damage plus the victim's unadjusted Armor Class. Thus, an adventurer in chain mail (AC 5) suffers 1d4+5 points of damage each round. Shields offer no protection from such attacks.

While it is devouring its chosen victim, the cloaker uses its two whip-like tail attacks to inflict 1d6 points of damage on those who move in to help rescue the captive. The tail is AC 1 and can be cut off if a total of 16 points of damage are inflicted upon it.

Any attacks made on the cloaker inflict half their damage to the cloaker and the other half to the trapped victim. Area effect spells, such as *fireball*, cause full damage to both the monster and its victim.

The cloaker can also emit a special subsonic moan of increasing intensities. Although this power is blocked by stone or other dense materials, it can be very effective in an open chamber. Cloakers may not moan and bite during the same round. A cloaker may emit one of four types of moan each round.

The first intensity of moaning causes unease and numbs the minds of those within 80 feet of the cloaker. The immediate effect of this moan is to cause a −2 penalty to the victims' attack and damage rolls against the cloaker. Further, any creature that is forced to listen to the moan for six consecutive rounds is temporarily forced into a trance that renders it unable to attack or defend itself as long as the moaning continues.

The second intensity of moaning acts as a *fear* spell. All creatures within 30 feet of the cloaker must roll a successful saving throw vs. spell or flee in terror for two rounds.

The third intensity of moaning causes nausea and weakness and affects all those in a cone 30 feet long and 20 feet wide at its open end. Anyone caught in this area must roll a successful saving throw vs. poison or be overcome by nausea and weakness for 1d4+1 rounds. During this time, those who fail their saving throws are unable to act in any manner.

The fourth and final intensity of moaning acts as a *hold person* spell. This power can be used on only one person at a time, has a range of 30 feet, and lasts for five rounds.

Each of the various effects of the cloaker's moan can be defeated by the use of a *neutralize poison* spell on a victim.

Cloakers also have the power to manipulate shadows. Known as shadow shifting, this power can be used in a number of ways, but in only one particular manner at any given time. The cloaker can employ its shadow shifting ability to obscure its opponents' vision, thus bettering its Armor Class to 1. Or the creature can produce precise images from the shadows that can be used to trick its adversaries. One common means of employing these images is to create a duplicate of the cloaker to draw away enemy attacks. If this method of shadow shifting is employed, it can be treated as a *mirror image* spell that creates 1d4+2 images.

A *light* spell cast directly at a specific cloaker blinds it and prevents it from using its shadow shifting powers.

Habitat/Society: The thought processes of cloakers are utterly alien to most other life forms. As such, they can only be communicated with by mages who have devoted long hours to training their minds in the arcane discipline necessary to understand these creatures.

Ecology: It is believed that cloakers are asexual, although no definitive proof of this has ever been found.

Cloaker, Lord

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Community (leading cloakers)
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	C, V
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	3 (1)
MOVEMENT:	2, Fl 19 (C)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	2-8 + victim's AC/2-12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	30%
SIZE:	H (12'+ long)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000



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Cloaker lords are a superior sub-race of the feared subterranean race of cloakers. They look just like large cloakers, appearing either as a black cloak, such as an ogre or small giant might wear—or unfurling to reveal their batlike true form, with ivory-clawed black wings, a flattish body whose white underside is inset with a red-eyed, needle-fanged, horned face, and a lashing, whiplike tail.

Combat: Cloaker lords fly at targets and try to engulf them. A successful attack roll means a cloaker lord has wrapped itself around a target's body. An engulfed victim cannot use any weapon longer than the arm wielding it, but automatically hits the cloaker with smaller weapons, at a -3 damage penalty. The cloaker lord also automatically bites the engulfed victim, doing 2d4 (plus the victim's unadjusted Armor Class, ignoring shields) points of damage per round. Cloaker lords absorb blood through their skins, devouring victims until only cleaned bones remain, to spill out of the unfurling "cloak." Attacks against an engulfing cloaker lord inflict half their damage on the monster, and half on the trapped victim. Area effect spells such as *fireball* inflict full damage on both cloaker lord and victim.

While engulfing a victim, a cloaker lord can use its thick-muscled, bone-barbed tail to lash any nearby creature for 2d6 damage. The tail is AC1, and is severed if dealt more than 24 points of damage.

The cloaker lord's moan attack can cause an 90-foot-range unease and numbing, forcing all creatures in range to attack at -2, and suffer a -2 penalty on all damage rolls. Any creature who remains in range, and hears the moaning for six consecutive rounds is forced into a trance that lasts as long as the moaning continues. Entranced victims cannot make attacks or cast spells, and cannot defend themselves (anything attacking them does so at +6 on all attack rolls).

Alternatively, a cloaker's moan can act as a *fear* spell, affecting all beings within 40 feet of the cloaker lord. They must save vs. spell, or flee at full movement rate for 2 rounds.

The third intensity of moaning affects creatures in a conical area, extending 40 feet from the monster, and widening to 30 feet across at its open end. All beings in the area must save v. poison at -1, or be overcome by nausea and weakness for 1d4 + 1 rounds (during this time, they are unable to take any deliberate action).

The fourth moan strength acts as a *hold monster* spell, affecting only one being, who must be within 50 feet. Its effects last 6 rounds—unless the monster attacks another target with this moan, which instantly frees a previously- *held* victim.

By means of *shadow shifting,* a cloaker lord can obscure the vision of opponents, raising its own effective Armor Class to 1 by cloaking itself in swirls of darkness. Most often, the cloaker creates duplicates of itself, to draw away enemy attacks; treat this effect as a *mirror image* spell that creates 1d4 + 2 images. A cloaker lord can use only one *shadow shifting* effect per round, but it can moan, attack physically (except biting, which makes moaning impossible), and employ *shadow shifting,* all in the same round.

Habitat/Society: Cloaker lords can elude most mind-communication and -influencing psionics and spells because of their strange thought processes (determine what occurs on a case-by-case basis; attackers will have more success, the more practice they have in using such powers against cloaker lords). Cloaker lords hold a natural *domination* over cloakers, and have recently come to rule their lesser brethren, drawing normally-solitary cloakers together into loose raiding bands, and forcing other monsters (such as deepspawn, subdued by moans) into servitude.

Ecology: A cloaker lord that reaches a certain age or is near death will find a cloaker and devour it. If the cloaker lord survives 2d4 days longer, it splits apart, giving birth to a cloaker lord and 1d6 cloakers, all 'babies' of miniature size. All can moan at birth, but their attacks do only half damage, and they can't yet control their *shadow shifting.* Instinct drives them to fly in different directions, to seek prey and master their powers.

Cloaker, Resplendent

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Special
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	5
Movement:	12, Fl 15 (D)
Hit Dice:	6
THAC0:	15
No. of Attacks:	None
Damage/Attack:	Nil
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (7' long)
Morale:	Unsteady (5–7)
XP Value:	2,000



Shunned by many as an ill omen, the resplendent cloaker is a mournful creature that must alleviate the suffering of others in order to survive. This benign symbiont attaches itself to the nape of a host's neck and feeds by healing his wounds. While this can be a very valuable service, there is a drawback. The resplendent cloaker gives off a dazzling glow that makes it and its host highly visible.

The resplendent cloaker appears to be a large cloak with a scintillating dorsal surface and a bright white underside. Its claws appear to be gold clasps and what passes for a collar of burning, multi-colored jewels serve as the creature's eyes.

It is thought that resplendent cloakers may communicate with one another by varying the intensity of their glow. Attempts to make direct mental contact with a cloaker require a madness check.

Combat: The resplendent cloaker often lies in wait by draping itself on the floor or across a piece of furniture. When a potential host comes near, it attacks by emitting a sudden blinding burst of light that acts like the *color spray* of a 6th level wizard. This power can be used three times per day.

Once its victim has been dazzled by its *color spray*, the cloaker flies at its target and attempts to attach itself to the target's neck. A successful Attack Roll does no damage but allows it to affix itself to the victim. Once in place, the resplendent cloaker acts a *ring of regeneration*.

The resplendent cloaker also has the ability to engulf its victims. Each round the victim is affected as if by a *color spray* spell. An engulfed victim can make no attacks and may not employ spells or powers that have a somatic or verbal component. While a victim is engulfed, any damage done to the cloaker is divided evenly between the creature and the trapped victim. Area effect spells such as *fireball* do full damage to both the cloaker and its victim.

If the resplendent cloaker takes damage, it will immediately (in the same round) replenish the lost hit points by draining them from its host. When it heals itself, it must absorb 2 points for every 1 that it is regaining. If it kills its host by fully draining it of life the resplendent cloaker will then disengage itself and seek a new host.

If a cloaker is forcibly removed torn from its host, a feat that requires a bend bars/lift gates roll, both the cloaker and host must make a system shock roll or die instantly. A successful roll still leaves the host stunned and paralyzed until treated with a *heal* spell.

Attempts to smother the glow of the cloaker with heavy robes or by casting *darkness* on it will cause it to lose 1 hit point each round. It will replenish each lost hit point by immediately draining 2 from its host if possible.

A resplendent cloaker must heal at least 1 hit point each day in order to sustain itself. After 4 days without healing, it will leave the host in search of better feeding grounds. Any magical healing applied to a resplendent cloaker's host will immediately drive the creature away and do damage to equal to the number of points that would normally have been healed. This damage is applied to both the host and the cloaker.

Habitat/Society: Because of their attraction to suffering and bloodshed, these creatures are believed to have a prescient awareness of impending misfortune. Consequently, the appearance of a resplendent cloaker is believed to portend ill for the coming days.

Despite their somber significance, some prize these creatures for their symbiotic healing abilities. Others despise them for their tendency to draw attention to a host. More than one host has been murdered by thieves believing they had found an enchanted cloak. A greater number have fallen prey to predatory animals drawn to the resplendent cloaker's bright glow.

Ecology: The resplendent cloaker is a symbiotic creature that manages to sustain itself by healing the wounds of others. Exactly how it derives nourishment from this action is unknown.

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CLIMATE/TERRAIN:	Salt water/Simorgya
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–6
ARMOR CLASS:	2
MOVEMENT:	6/Sw 18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	1–6/1–6 + victim's
AC SPECIAL ATTACKS:	Envelopment
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	None
SIZE:	M (5′ tall)
MORALE:	Average (8–10)
XP VALUE:	270

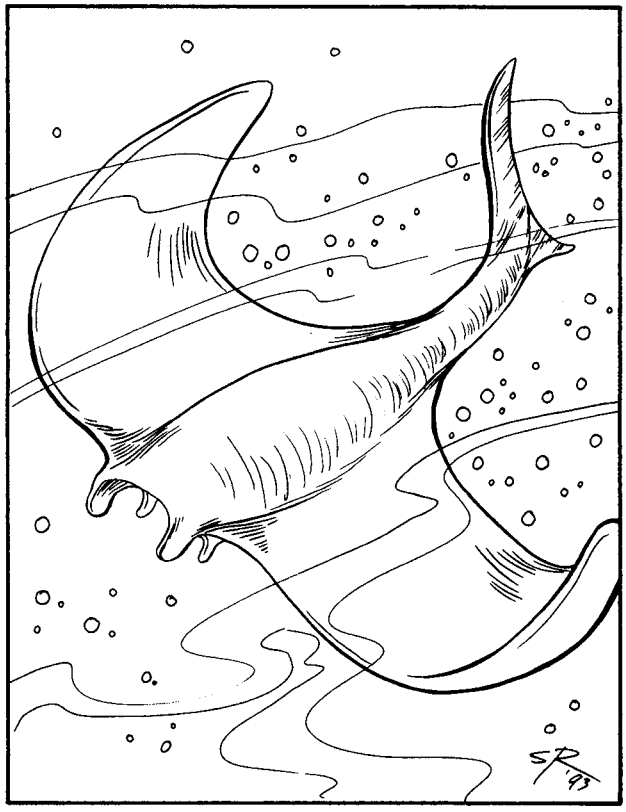
The Mouser shrugged his shoulders... "Well, what I thought I saw was this: a crowd of men wearing big black cloaks—they looked like Northerners—came running out of an opening of some sort... Then they waved the big black cloaks around as if they were fighting with them or doing some sort of dance... and then they got down on their hands and knees and covered themselves up with the cloaks and crawled back into the place they had come from. Now tell me I'm a liar."

Fafhrd shook his head. "Only those weren't cloaks," he said.

—From "The Sunken Land"

These mantalike creatures may be related to the more common cloaker described in the MONSTEROUS COMPENDIUM™. They inhabit the sunken realm of Simorgya and may follow the orders of its rulers. Sea cloakers have dead black backs with small red eyes and light gray undersides which sport vicious fanged maws.

Combat: A sea cloaker makes a single special attack on its chosen victim. If the attack hits, the cloaker has enveloped its victim and automatically inflicts 1–6 points of damage per round plus the victim's unadjusted Armor Class (a victim in leather armor would suffer 1d6+8 points of damage) until killed or dislodged. Armor values of less than 0 are treated as 0.



While attacking an enveloped victim, the cloaker attacks others with its tail, inflicting 1–6 points of damage per hit.

Attacks on a cloaker holding an enveloped victim inflict half damage on the cloaker and half on its prey. Once a cloaker has been reduced to 25% of its original hit points, the DM rolls 1d20 against its morale score. If the roll indicates a failure, the cloaker frees its victim and attempts to flee.

Habitat/Society: Sea cloakers like to inhabit dark, confined areas from which they emerge unexpectedly, or they cling to ceilings or walls, allowing them to drop on passing prey.

Ecology: Cloakers are usually scavengers, but they can easily become predators. They are extremely tough and can survive out of water or 1–4 turns. Sea cloakers move slowly on land, fighting with –4 attack penalties. If an enveloped victim emerges from the water, the cloaker continues to inflict damage normally until killed or dislodged.

Cloaker, Shadow



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12, Fl 15 (D)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6
SPECIAL ATTACKS:	Constitution drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000

The shadow cloaker is an unusual parasite that is believed to have been spawned on the Demiplane of Shadow. Once it attaches itself to someone, it uses them as a conduit through which it can drain the Constitution of other creatures. If unable to satisfy its hunger in this fashion, it begins to feed directly on the Constitution of its host.

When seen in bright light the shadow cloaker appears to be a black void in the shape of a great cape. Because of its ability to blend naturally into shadows, the cloaker is rarely seen except when it has already attached itself to a host.

It is believed that shadow cloakers are intelligent and may have their own language but every attempt to communicate with them has resulted in failure. Attempts to establish direct mental contact with any form of cloaker often require a madness check.

Combat: This sinister creature stalks its prey silently, gliding along the ground or along walls as gently as a passing shadow. Because of its absolute lack of color, a shadow cloaker has a 90% chance of hiding in shadows. If it is successfully hidden, the shadow cloaker always gains surprise when it attacks.

The shadow cloaker's whiplike tail is a dangerous weapon. In a single round it may strike twice, doing 1d6 points of damage each time.

When it is without a human counterpart, the cloaker will attempt to attach itself to a potential host's shadow by making a successful Attack Roll. A successful hit on the part of the shadow cloaker does no damage to the victim, but allows the creature to affix itself to its target's shoulders.

Once a shadow cloaker has attached itself to a new host it will attempt to feed by imbuing its companion with the ability to drain Constitution points by touch. Any time the host makes physical contact with another living creature, the shadow cloaker will drain a point of Constitution from him. The shadow cloaker will drain only one point per day so that subsequent touches will do no harm to anyone.

If a full day passes without the cloaker feeding, it will draw the point directly from its host instead. If a host's Constitution reaches 0, he dies. When this happens, the shadow cloaker will leave to seek another host. Twenty-four hours later, the drained host will rise again as an undead shadow.

The shadow cloaker's Constitution draining ability is difficult to detect because of a strange anesthetizing quality of its attack that causes the weakening effects of the touch to be unfelt for 2d8 rounds. The intentional use of a shadow cloaker's draining touch by a host is an evil action and requires a powers check.

A shadow cloaker can only be struck by magical weapons. If attacked when it is attached to someone, the creature will engulf its host and use its tail to ward off would-be rescuers. While engulfed, the host may use no melee weapons, psionics, or spells that require verbal or somatic components. The host absorbs half of any normal damage delivered to a shadow cloaker while engulfed. Area effect weapons and spells do full damage to both the creature and its host.

A *continual light* or *light* spell cast directly at a shadow cloaker will force it to release its hold on a host and flee. These creatures are immune to *sleep*, *charm*, and *hold* spells. Shadow cloakers are not undead and cannot be turned or harmed by holy water.

Habitat/Society: What little is known (or assumed) about these solitary creatures has been almost impossible to verify. The first known shadow cloaker returned almost unnoticed with the sole survivor of a party of Dark Delvers exploring a series of underground caverns in Arak. Since then, other creatures of this type have appeared in Ravenloft, seemingly without cause.

Ecology: Shadow cloakers are parasites that depend upon a host to employ their energy-draining powers. Without a host to help it feed, the shadow cloaker loses 1 Hit Die per week until it dies.

Cloaker, Undead



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	3, Fl 15 (D)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	*1d6/1d6*
SPECIAL ATTACKS:	Level drain, laceration
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ long)
MORALE:	Elite (13–14)
XP VALUE:	2,000

The undead cloaker is a foul and dangerous creature that is believed to be the earthly remains of a *resplendent cloaker* that has had its life drained away by the living dead. The creature actually imbues its host with the power to drain life energy. If the host fails to do this, the undead cloaker will drain his life energy instead.

The undead cloaker appears to be a large decaying cloak. What might seem to be tattered cloth from a distance is clearly composed of rotting flesh when viewed at closer range.

While it is not known if these creatures can communicate, they *are believed to have a dim telepathic ability* to direct the actions of a mindless undead host. Direct mental contact with an undead cloaker requires any living being to make a madness check.

Combat: When the undead cloaker assaults a new host, it flies quickly at the victim and engulfs it in its rotting folds. If its attack is successful, it will have attached itself to its victim's neck, doing 1d4 points of damage. If the attack is unsuccessful, it will con*tinue to attempt to attach itself in succeeding rounds.*

A victim who is engulfed by an undead cloaker is unable to take any physical actions, cast spells with somatic or material components, or use psionics of any kind. The undead cloaker will keep its *new host engulfed until he stops struggling.* Once a new host is subdued, the undead cloaker will retain its grip at the victim's neck, but allow its host free movement. The undead cloaker may engulf its host at any time without an attack roll if the host attempts to free *itself. An engulfed host will take half of any physical damage* inflicted upon the undead cloaker. Area effect weapons and spells will do full damage to both the undead cloaker and its host.

Once the undead cloaker has secured a new host, it will drain a *life level from any living creature that the host touches.* If the host fails to feed the undead cloaker in this manner at least once per day, the creature will drain a life level from the host. Any creature that is drained to zero level by an undead cloaker or its host will *return from the grave in 1d4 days as a common zombie.*

The undead cloaker can also use its tail to deliver two lacerating attacks per round to any opponents who attempt to harm it or remove it from its host. Each time the tail strikes a victim, it delivers 1d6 points of damage and creates a long, bloody gash that will continue to bleed (1d6 points per round) until the wound is bound or some form of healing magic is employed. It requires one full round and the use of both hands for an individual to bind one of these wounds.

Physically removing an undead cloaker from its host requires a bend bars/lift gates roll. If the cloaker is successfully torn from its wearer, the creature will be instantly killed and drain 1d4 life levels from the host.

An undead cloaker will not select a host who is under the effects of a *negative plane protection* spell. Casting this spell on an undead cloaker's host will cause the creature to break free and seek a new quarry. A cloaker can also be turned by a priest as a 6-HD creature, in which case it will detach from its host and flee.

Undead cloakers are immune to all *sleep, charm, hold, fear,* and cold-based attacks. They are not harmed by diseases, poisons, or paralyzation attacks. They are also immune to the level draining touch of their hosts or other undead creatures. A *raise dead* spell cast upon an undead cloaker will destroy it if a saving throw vs. spell fails. Holy water will inflict 1d6+2 points of damage to an undead cloaker.

Habitat/Society: Undead cloakers are solitary and chaotic creatures who have never been known to cooperate with one another or with other creatures. They are, however, occasionally found attached to zombies they have created. An undead cloaker seems to have the ability to direct the actions of a mindless undead host that it has destroyed. In these cases, the creature will continue to use the newly-created zombie as a conduit for its life-draining power.

The willful use of an undead cloaker by a host to drain life energy levels is an evil act and requires a powers check.

Ecology: As undead creatures, these cloakers have no place in the natural order. If it is true that they were once resplendent cloakers, then their conversion to unlife is somewhat tragic.

	Copper	Silver	Electrum	Gold	Platinum	Adamantite
CLIMATE/TERRAIN:	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic	Any nonaquatic
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Unique	Unique
ORGANIZATION:	Race	Race	Race	Race	Race	Race
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5–7)	Average (8–10)	Very (11–12)	High (13–14)	Exceptional (15–16)	Genius (17–18)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	2–20	1–10	1–6	1	1	1
ARMOR CLASS:	4	2	0	–2	–4	–6
MOVEMENT:	9	9	9	9	9	9
HIT DICE:	2	3	4	5	6	7
THAC0:	19	17	17	15	15	13
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1d4	1d6	1d8	1d10	1d12	1d20
SPECIAL ATTACKS:	Nil	Spring caster	Steam caster	Lightning rod	Lightning rod	Disintegrate
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	10%	20%	30%	50%	70%	90%
SIZE:	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)	S (2′ diam.)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	65	120	175	975	1,400	6,000

If one thinks of campaign worlds as single cells in the body of the cosmos, then one must certainly think of clockwork horrors as viruses that have come to destroy that body.

Clockwork horrors are a form of arcane apparatus. They look something like a mechanical spider (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs, located roughly below the hearing dishes, serve a number of purposes described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from silver, electrum, gold, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors when they signal each other with lights.

Combat: All clockwork horrors share the same special defenses. They are immune to all spells that depend on biological functions for their effects. Examples of these included *cure* or *cause wounds, feign death, polymorph other,* and *cloudkill.* In addition all mind-affecting spells, such as *charm, hypnotize,* or *fear,* have no effect on them; nor do psionic attack modes. They can be affected only by attacks that have some power over nonliving objects. A *shatter* spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a *dispel magic* spell focused on a single horror paralyzes the horror for a like duration.

In addition, all horrors are immune to electricity-based attacks of any type. Heat and cold affect them normally, as do all other types of spells not specifically excluded.

Copper Horror

The copper horror is the most commonly encountered horror. While all of the other horrors have a built-in weapon of some type, the copper horror is not so equipped. Copper horrors serve as the menial workers of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, the mechanism can be used to make one attack that inflicts 1d4 points of damage. The exact nature of the attack may vary (S, P, or B), depending on the task to which the copper horror was assigned.



Silver Horror

The silver horror is somewhat less common that its copper kin, but is far more dangerous. The silver horror is the warrior of the race. It is most often encountered as a patrol or guard at work sites or in horror-dominated regions.

The right manipulator arm of the silver horror is fashioned to serve a dual purpose. Besides enabling the silver horror to grasp and handle items in the manner of a human hand, it can present sharp blades for combat. Once extended, these spin at high speed, turning the manipulator into a deadly rotating saw that strikes for 1d6 points of damage.

The silver horror has a missile weapon as well. Where the copper horror has a secondary manipulator are, the silver horror has a hollow black tube. This weapon, a *spring caster,* is a clockwork-driven device that ejects a barbed dart at high velocity. The dart has ranges of 10/20/40 yards and inflicts 1d3 points of damage. The spring caster can fire once per round.

Electrum Horror

The electrum horror fills the role of commanding officer or overseer. It often leads patrols of silver horrors or directs the operations of large numbers of copper horrors.

The electrum horror is equipped with the same combination manipulator/razor saw found on the silver horror. However, the electrum razor saw is sharper and more dangerous, inflicting 1d8 points of damage with a successful hit.

Where the silver horror has a spring caster, however, the electrum horror is armed with a *steam caster.* The steam caster uses a jet of high pressure steam to fire its missiles. As with the spring caster, the rate of fire is but one per round. The range of the steam caster is 20/40/80 yards, and the damage inflicted by a hit is 2d4 points.

Gold Horror

The gold horror is a high-ranking member of the clockwork horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. Besides its keen intelligence, the gold horror's combat abilities make it more that able to carry out its mission.

The gold horror's razor saw is one of the sharpest cutting devices known. In combat, it inflicts 1d10 points of damage. The gold horror's second arm is a black tube known as a *lightning rod.* Once every other combat round, the rod can unleash a stroke of lightning that functions just as the 3rd-level wizard spell, *lightning bolt,* but inflicting 3d6 points of damage. A saving throw vs. spell is allowed for half damage.

Platinum Horror

Seldom will more that one platinum horror be found in a given crystal sphere (campaign universe). Where gold horrors direct the actions of the lesser clockwork horrors, the platinum horror directs the gold horrors.

The weapons of the platinum horror are the same as those of the gold horror: the razor saw and lightning rod. However, the platinum razor saw inflicts 1d12 points of damage and the lightning rod can fire *every* round for 4d8 points of damage. A saving throw vs. spell is allowed for half damage.

Adamantite Horror

The so-called "father" of the clockwork horror race, only one adamantite horror is known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning.

When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless. Its first line of defense is its trusty razor saw. More dangerous than the saw of the platinum horror, the adamantite razor saw inflicts 1d20 damage with a successful attack.

The adamantite horror has no lightning rod, but wields a weapon known as the *nightmare stick.* Each round, the nightmare stick functions as the 6th-level wizard spell, *disintegrate,* with a 50-yard range. A saving throw vs. spell is allowed to avoid the deadly effect.

Habitat/Society: The wisest sages tell of an ancient humanoid race, known only as the "Lost Ones." Records of their origin have long since faded, but frightening tales are told of their demise.

The Lost Ones were fond of mechanisms. The more subtle and clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing on it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him.

Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image, but of lesser quality. As the horrors rose to power in their sphere, they eliminated all biological life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed for the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain there had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end the neogi and their slaves found themselves forced into *lifejammers* (spelljamming ships powered by life energy instead of magic).

Now able to journey between crystal spheres, the clockwork horrors began to spread. Each crystal sphere they entered was violated and the worlds within were plundered. For those living in these doomed spheres, there was no escape.

The society of clockwork horrors, if one can call it that, is a rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the clockwork horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed—and removal of living things is one thing at which the clockwork horrors are expert.

Ecology: The clockwork horrors are not natural creatures, but make radical changes in the worlds they visit. They sometimes temporarily enslave intelligent races, keeping hopes of some accommodation alive until they have total control. They also take occasional prisoners to study and analyze species weaknesses.

A clockwork horror fleet, which nearly always consists of 10d10 captured neogi ships, leaves the worlds it visits stripped of their natural resources. Metals are strip-mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horrors, they are nonetheless interesting to study.

—*From* MC6 SPELLJAMMER Appendix, #2109

Clockwork Swordsman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very to Exceptional (11–16)
TREASURE:	Q×2, see below
ALIGNMENT:	Chaotic good

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	5 to 10
THAC0:	5–6 HD: 15 7–8 HD: 13 9–10 HD: 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon (+3 Strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	5 HD: 650 6 HD: 975 7 HD: 1,400 8 HD: 2,000 +1,000 XP per HD over 8



Clockwork swordsmen are the mechanical and magical creations of powerful wizards, and were originally devised as elite bodyguards. Clockwork swordsmen are fearless and act according to a code of conduct much like that of a traditional swashbuckler. The DM should treat the clockwork swordsman as a fighter of level equal to its Hit Dice except as noted.

Clockwork swordsmen are sentient, generally intelligent and charismatic, but they have a horrendous Wisdom. Few learn from their mistakes, and most will repeat the same error over and over again, even if corrected. These automatons are quite able to handle sophisticated missions within a limited period and are capable of limited interpolation and extrapolation of past behavior to cope with new situations. However, their results generally leave something to be desired.

Clockwork swordsmen are almost perfect replicas of the humanoids they were built to emulate, with only slight clicks and whirs to betray their true nature. All clockwork swordsmen are obsessed with the fact that they have only a mechanical heart and no soul. They see this condition as a curse. A clockwork swordsman in company is cheery and quite outgoing. When a clockwork swordsman thinks that is unobserved or alone, however, it can be quite morose and melancholy. As magical constructs, they are bound to serve their creators, but most clockwork swordsmen quickly develop an intense dislike (or even hatred) for their creators. "Swordsman" is something of a misnomer, because roughly half of these automatons are female.

Combat: The clockwork swordsman has at least the nonweapon proficiencies of tumbling and etiquette, and most have others drawn from the rogue group well as. Because of its mechanical nature, the clockwork swordsman succeeds on all proficiency checks on a roll of 18 or less.

In combat, clockwork swordsmen act much as human swashbucklers, though restricted by the fact that they will eventually run down. In addition to their normal actions, consult the table to determine what additional action the clockwork swordsman attempts each round. A clockwork swordsman loses one full hour of activity for each point of damage it inflicts, so it is unlikely to actually attack unless absolutely necessary.

1d100	Action Attempted
01–25	Fancy move
26–45	Amusing quip
46–60	Salute or disarm
61–75	Charming compliment
76–90	Embarrassing maneuver
91–00	Bold fencing attack

Fancy move: The automaton daringly moves across the room with this flashy maneuver (treat as a parry). All clockwork swordsmen parry as 10th-level fighters (a –6 AC bonus).

Amusing quip: The clockwork swordsman calls out an amusing joke at the expense of its opponent, such as "I've spoken with pigs more polite than you." Treat this as a parry plus a *taunt* (as the 1st-level wizard spell) against one target.

Salute: The clockwork swordsman calls out a poetic and amusing salute for friends and foes alike. The salute has the same effect as a bard's heroic inspiration, giving all friends a +1 bonus to attack rolls. The effect lasts one round per Hit Die of the automaton.

Charming compliment: This is always directed at a person of the opposite sex. The target must make a successful saving throw vs. spell or behave as if under the effects of a *charm person* spell.

Embarrassing maneuver: The automaton attempts a daring and flashy maneuver aimed at embarrassing the target, such as cutting a belt or suspenders, spanking an opponent's posterior with the flat of its blade, etc. The normal called-shot penalties do not apply because of the automaton's mechanical nature. The embarrassing maneuver, if successful, is followed immediately by a relevant amusing quip.

Bold fencing attack: The automaton rushes its opponent, gaining a +2 bonus on all of its attack rolls that round and causing the foe to retreat 1d10 steps. This is most effective when fighting on stairs, balconies, and cliffs. If the automaton has fewer than 50 hours of activity remaining, ignore this result.

Clockwork swordsmen are immune to spells that influence the mind, such as *charm person* and *suggestion*. However, *ESP* and *telepathy* will affect them.

A clockwork swordsman is usually armed with either a rapier and main-gauche or a saber and stiletto, although they will sometimes (20%) have a wheel lock pistol if these are common. A clockwork swordsman has an effective strength of 18, giving it a +1 bonus to hit and a +3 bonus to damage.

Clockwork swordsmen always seek to avoid water. Most of them carry a can of oil, just in case. Exposure to moisture can damage their internal mechanisms. If exposed to moisture, the clockwork swordsman must make a successful saving throw vs. poison or take 6d6 points of damage 1d4 days after the exposure. These automatons are also terrified of rust monsters.

Habitat/Society: Clockwork swordsmen seek to emulate swashbucklers in every particular, including the flashy clothing, gaudy belongings, and lavish gifts. They desire above all else to be human, and attempt to behave as humanly as possible. They often harbor deep fears that they do not really have emotions and a sense of humor. Given the opportunity, a clockwork swordsman will ask endless questions about "emotions" and what it means to be "real."

Clockwork swordsmen are valuable and expensive servants. Most creators will not risk their creations unnecessarily, so they send them only on critically important missions. Most of the time, they keep such automatons close by to serve as bodyguards. In this case, a clockwork swordsman might be only partially wound up, forcing it to stay close to its master.

Clockwork swordsmen have no treasure and generally have no desire to accumulate any beyond the trappings necessary to support a flashy, graceful lifestyle.

Ecology: If destroyed, the body of a clockwork swordsman yields rare gems equivalent to a Q×2 treasure and precious metals (gold, platinum, and silver) worth 1d4×1,000 gp. These materials are part of the automaton's internal workings.

Clockwork swordsmen need to be rewound on a regular basis. They can operate for a maximum of (hit points × 10) hours before rewinding is needed. If its springs run out, the clockwork swordsman goes dormant. When encountered, use percentile dice to determine what percentage of activity it has left, with a minimum of 10%. A clockwork swordsman with 45 hit points would have a maximum activity duration of 450 hours (about two and a half weeks). A percentile roll of 70% would indicate that it has 315 hours of activity left in its springs when encountered. An encountered clockwork swordsman with less than 50% time remaining is generally returning to its creator.

Rewinding a clockwork swordsman takes one round per hour of activity restored. When attempting to fully wind the springs, there is a 10% chance of breaking the automaton's delicate internal workings, which effectively kills it. Clockwork swordsmen cannot be *raised*, since they are constructs. They can be repaired, but only by the original creator. Clockwork swordsmen cannot rewind themselves, and the most powerful automatons (9 or more Hit Dice) often require magical keys, which are usually safeguarded by their creators.

A clockwork swordsman could conceivably host a heroic spirit. Such a clockwork swordsman could rewind itself, *if it obtains its key.* This would allow it to become independent from its creator. The heroic spirit would stay with its mechanical host until its internal workings rusted, which could be a very long time.

Other types of clockwork automatons are certainly possible. For example, a wizard might construct a mechanical body servant, laboratory assistant, or even a horse.

Rogue Automaton

Occasionally, a clockwork swordsman will go rogue. The swordsman becomes an utterly ruthless, cold-hearted, mechanical killer. Like a clockwork swordsman hosting a heroic spirit, a rogue automaton has no need for a key and is independent of its creator. The rogue automaton may exist in a symbiotic partnership as a host, and so may have unusual abilities not available to other clockwork swordsmen.

A rogue automaton retains all of its swashbuckling abilities and flashy behavior patterns, but functions with an effective Strength of 19. Many develop a taste for wealth for its own sake and will often accumulate a significant treasure hoard.

A rogue automaton will stop at nothing to track down and kill its creator. It prefers a long, drawn-out stalking campaign culminating in the dramatic death of its creator. A rogue automaton generally kills other clockwork servants made by its creator first, then living servants and immediate relatives, leaving its creator for last.

Red Steel Lore

Clockwork swordsmen never belong to any of the swashbuckler fighting schools detailed in the *Savage Coast™ Campaign Book.* Rogue swordsmen are hosts to legacy leeches, and can use the latter's legacy powers. Note that in this setting, wheel locks are considerably different from standard (the standard version is given here).

—*From* Red Steel Online MC, #2524

Weapon	Cost	Weight (lb.)	Size	Type	Speed Factor	Damage S–M/L
Rapier	15 gp	4	M	P	4	1d6+1/1d8+1
Saber	17 gp	5	M	S	5	1d6+1/1d8+1
Main Gauche	3 gp	2	S	S/P	2	1d4/1d3
Stiletto	5 sp	½	S	P	2	1d3/1d2
Pistol, Wheel lock (Starwheel)	1,000 gp	3	S	P	10	1d4*/1d4*
Pistol, Wheel lock	ROF: 1/3	Range: 30/60/90				

* Each shot requires one charge of *smokepowder.* On an attack roll of 1 or 2, the weapon backfires for 1d6 damage and is fouled until three full turns can be spent cleaning it. On any damage roll of 4, roll again and add to damage; for example, a damage roll series of 4,4,3 for one shot inflicts 11 points of damage.

Cloud Ray

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Fl 24 (C)
HIT DICE:	12+7 to 24+7
THAC0:	12-13 Hit Dice: 7 14+ Hit Dice: 5
NO. OF ATTACKS:	1 tail or 1 bite and psionic
DAMAGE/ATTACKS:	5-50 (tail) or 10-100 (bite)
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	G (100' +)
MORALE:	Very (14)
LEVEL/XP VALUE:	12 Hit Dice: 19,000 18 Hit Dice: 25,000 24 Hit Dice: 31,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/1/4	—/M-,MB,TS	10	100

Psychokinesis — *Sciences:* telekinesis; *Devotions;* control winds (special ability, no cost), inertial barrier (special ability, no cost), levitation (special ability, no cost).
Psychoportation — *Sciences:* none; *Devotions:* dream travel.

Through the skies and clouds of Athas slowly fly these deadly giants. Cloud rays can sometimes be seen crossing the evening sky.

Cloud rays have a broad, flattened body and flap their huge pectoral fins to aid their psionic flight powers. They are speckled-brown on top and drab olive and white underneath. Sets of ridges protect the creatures' eyes. They have four jet-black eyes, two mounted on each side of the snout and the other two on each side of the cranial bulge. Down the back from the bulge runs a spine that becomes a long, thin, whip-like tail that ends in an appendage known as a zip. The zip is comprised of razor-sharp, barbed ridges that grow at the tip of the spine. The interior mouth or maw (20 + feet across) is lined with row upon row of razor-sharp cartilage ridges.

The zip is also used in a complex signaling system that is only understood by other cloud rays.

Combat: The preferred attack of the cloud ray is to simply swallow its victim whole, which it can attempt once per potential victim. On a successful attack roll, any creature smaller than "huge" is swallowed entirely. Failing that, the cloud ray will employ the dangerous tail zip. The cloud ray will move in as close as possible on a silent glide, then strike the target with its tail, using a whip-like motion. The tail whip lashes out so quickly that it produces noise, like a thunder clap and inflicts 5-50 points of damage. The gigantic creature will rotate its body with amazing speed and follow the tail attack with a bite attack the next round.

The cloud ray has the unique, innate psychokinetic ability to create an inertial barrier that always surrounds the creature. This ability functions for the ray just as described in *The Complete Psionics Handbook.*



Habitat/Society: Cloud rays wander aimlessly through the Athasian skies always searching for their next meal. On rare occasions they land on the ground and may be mistaken for an outcropping of rock. Those hapless enough to be standing on a ray when it decides to become airborne may become its next meal. A cloud ray's preferred diet consists of devouring other flying creatures. They have a special fondness for rocs, pterrax, and flying humanoids. The ray has no true stomach, preferring to swallow prey whole and grind the victim to liquid on its interior jaw ridges to help aid with digestion. After a good meal, cloud rays will sometimes psionically dream travel while their meal digests. Cloud rays have territorial respect for others of their species and, with very few exceptions, do not intrude into another ray's "air space." They are solitary beings except when they seek a mate. Females have a gestation period which lasts over 3 years. They bear living young while airborne. The male catches and supports the young ray on his back for the first year of its life while the female forages. After the young cloud ray learns to fly and becomes self-sufficient, the three go their separate ways.

Although innately psionic, cloud rays become infuriated when a psionicist contacts them. It drives them into a tremendous rage, and they will do anything they can (except land) to capture and devour the offending psionicist. The Dragon is the only creature in the world that cloud rays truly fear.

Ecology: A single cloud ray could easily provide an entire settlement with enough meat and raw materials for 2-3 months. The chances of this occurring are slim at best. These creatures are fierce and feared for good reasons. Entire villages have been reported decimated by a single cloud ray on the hunt. The effect of the creature hovering close over buildings and flapping its massive wings has the same effect as the most deadly sandstorm. The zip alone can easily destroy most buildings in a few swipes.

	Cockatrice	Pyrolisk
CLIMATE/TERRAIN:	Temperate to tropical, any terrain	Temperate to tropical, any terrain
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Animal (1)	Low (5)
TREASURE:	D	D
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1-6	1-4
ARMOR CLASS:	6	6
MOVEMENT:	6, Fl 18 (C)	6, Fl 18 (C)
HIT DICE:	5	6+2
THAC0:	15	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	1-4
SPECIAL ATTACKS:	Petrification	Gaze
SPECIAL DEFENSES:	Nil	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	650	1400

The cockatrice is an eerie, repulsive hybrid of lizard, cock, and bat. It is infamous for its ability to turn flesh to stone.

The cockatrice is about the size of a large goose or turkey, and has the head and body of a cock, with two bat-like wings and the long tail of a lizard tipped with a few feathers. Its feathers are golden brown, its beak yellow, its tail green, and its wings gray. The cockatrice's wattles, comb, and eyes are bright red.

Females, which are much rarer than males, differ only in that they have no wattles or comb.

Combat: The cockatrice will fiercely attack anything, human or otherwise, which it deems a threat to itself or its lair. When attacking, the cockatrice will attempt to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices will do their utmost to overwhelm and confuse their opponents, and they will sometimes fly directly into their victims' faces.

While the fatal touch of a cockatrice's beak will affect victims clothed in leather or fabric, it will not work through metal armor. The touch will, however, extend into the ethereal plane. The cockatrice is somewhat aware of the limits of its powers, and natural selection has taught it to strike only at exposed flesh. If large areas of the opponent's flesh are exposed, it should be assumed that the cockatrice automatically touches flesh. If the target is reasonably well armored, the base chance of a cockatrice striking an area which it can affect is equal to 10% times the adjusted Armor Class of the victim.

Habitat/Society: The cockatrice is immune to the petrification powers of others of its kind.

The diet of the cockatrice consists of insects, small lizards and the like. When it hunts these animals, the creature does not employ its power to petrify living things.

It is distinguished from other avians by its unusual habits and nasty temperament. Since females are rare, they are the dominant sex, and will often have more than one mate. In fact, males will often fight or strut for the privilege of joining a female's harem. These mated groups usually build their nests in caves. Nest sites are permanent, and the cockatrice constantly seeks to decorate its nesting site by lining it with shining objects like coins and gems.



Females lay 1 or 2 brownish red, rust speckled eggs per month. There is only a 25% chance that any given egg will hatch. Those that are fertile will hatch in 11-19 days. The young reach maturity and full power within 6 months. Once they achieve adulthood, the hatchlings are driven away from the nesting site by their parents. Larger groups of cockatrices encountered will frequently be young driven from the nest who have temporarily united for survival.

Ecology: The cockatrice thrives in the wilderness. Its petrification power makes it immune to most predators, and enables it to compete with other birds for food. The feathers of the cockatrice are prized by certain wizards as many magical scrolls must be inscribed with pens made from such quills. Many people also seek unhatched eggs, or even a live cockatrice, as unusual pets or guardians.

Pyrolisk

Frequently mistaken for its less malignant relative, the pyrolisk is virtually identical to the cockatrice except for the single red feather in its tail and the reddish cast of its wings. Whereas the cockatrice is motivated by instinct alone, the pyrolisk revels in spreading mayhem. Any victims who fail to save vs. death magic when meeting its gaze will instantly burst into flames, dying in agony. If the save is made, they are still burnt for 2-13 (1d12+1) points of damage. Any creature innately or magically immune to fire will not be affected by its gaze, and anyone who makes their saving throw is thereafter immune to the gaze of that particular pyrolisk.

The creature can cause any fire source within 30 yards to explode in fireworks (as a *pyrotechnics* spell) once per round.

The pyrolisk is itself immune to all fire-based spells and attacks.

The pyrolisk's mortal enemy is the phoenix, although any creature which the monster encounters is likely to be attacked.

CLIMATE/TERRAIN:	Coral lagoon
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Low (Colony)/Average (Mass mind)
TREASURE:	R, U
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	3
MOVEMENT:	3, Sw 15
HIT DICE:	3
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Special
SIZE:	M (4'-6')
MORALE:	Fearless (20)
LEVEL/XP VALUE:	270

This bizarre lifeform can either be considered as hundreds of creatures or just one, depending on what one is looking at, for the coelenite is a colony creature. At its most basic form, a coelenite is a single-celled organism that lives in the ocean. Like its cousin, the coral, the coelenite gathers together with other single-celled coelenites and grows a hard calcite shell.

A single-celled creature hardly seems a fearsome opponent, but it is in part this property that makes it so feared. The coelenite earns the attention of adventurers because of its unique properties as a colony. When enough of the single-celled creatures band together, they achieve a rudimentary intelligence. Adding more, they become sentient.

In this form, the creature is referred to as a coelenite colony. The secreted calcite is modified and altered, grown with a purpose until a body is formed from the hard mineral, assuming a humanoid shape. (The most reliable reports describe the coelenite colony as a coral-encrusted man.) The approximation is only crude, however. There are no visible sensory organs and the coelenite colony's manual dexterity is quite poor.

Each coelenite colony is patterned and colored diversely. Some are covered with whorled, brain-like patterns. Others are frilled with fan-like plumage. Colors range from dull browns to brilliant yellows and reds.

Combat: Coelenite colonies are slow but dangerous foes. Most often they attack other creatures in the water, but they have been known to venture aboard ships for brief periods of time. Out of water they move slowly and suffer a +2 on their initiative rolls. Their attacks are slow and stiff (hence their poor THAC0). This is offset by their hard and rasping exoskeletons that can cause fearsome wounds. They swing their arms like clubs, each awkward limb causing 2-12 points of damage from the sharp coral edges.

Depending on the method used to fight them, coelenites are either nearly impossible or ridiculously simple to kill. Edged and missile weapons do 1 point of damage per hit (plus Strength and magic bonuses). Blunt weapons do 1-2 points of damage.

Magic has even more peculiar results. First, coelenites are never allowed a saving throw. Spells that affect a single individual or organism (a *finger of death,* for example) are completely useless against the coelenite. Magic which affects a small area of the colony (such as a *magic missile)* does only 1 point of damage. Damage spells that effect 50% but not all of a colony *(shocking grasp, burning hands),* cause half-normal damage. Area-effect spells that encompass the entire creature (a *fireball,* for example) instantly slay the colony. In addition, without a central, single mind, coelenites are immune to all enchantment/charm and illusion/phantasm spells. *ESP* only reveals the teeming presence of life, but no specific thoughts the colony may possess.

When a coelenite's hit points are reduced to 0 through melee, the creature does not actually die. Instead, it has suffered sufficient damage to destroy the colony's exoskeleton. Often the surviving single-cell creatures seep out of the coral to reunite and create a new body somewhere else.

Because they are essentially a walking coral, the coelenite colony can only remain out of the water for a short time. At the end of every five rounds, the creature suffers 1d6 points of damage. Thus, one of the most effective ways to destroy a coelenite colony is to trap it on shore.

Coelenite colonies slain by area-effect magic or just dried out in the sun leave behind an empty, rigid husk, locked into whatever its last pose was. These are extremely hard and resist destruction the same as the coelenite colony itself.

Habit/Society: Although they possess a simple intelligence, coelenite colonies are solitary creatures. Each colony has a nest that it stuffs with food—mostly decomposing fish. There the colony rests, filtering the nutrient rich water throughout its cells. While most of its prey is small, colonies are attracted by noise and action. Swimmers in particular draw its attention. A coelenite colony has been known to seize a floundering sailor and drag him down to its nest.

Ecology: The abandoned husks of a coelenite colony are the source of many useful items to islanders. The sharp husk is used to stud clubs, is crushed as a grinding grit, sometimes even is used as a building material. Traders in exotics have sold dead coelenite husks as "foreign" statuary. A superb specimen may fetch 1,000 gp. There even have been unconfirmed reports that colonies have been enslaved by powerful wizards and marids.

Mass Colonies

On rare occasions, when the collection of coelenite colonies exceeds fifty, an even higher consciousness is achieved—a mass mind. When this happens, the coelenite colonies and the mass mind overall gain several additional powers.

Foremost of these is a noticeable increase in the intelligence of the mass colony mind. The activities of the separate colonies are directed by a single intelligence. The mass mind is Average Intelligence, able to conceive and use stratagems for battle. Unlike many creatures, this intelligence does not have a fixed "brain" but is the combination of the intelligences of all the colonies. Communication between the different colonies is telepathic, though it only seems a jumble of raw data to any person with the power to eavesdrop. If 50% of the colonies are destroyed, the mass mind will disintegrate and each colony will become independent once more.

One of the preferred tactics of the mass mind is to attack larger targets and build traps to catch more food. The mass mind considers its nest to be an entire lagoon. When large prey enters (such as a ship), coelenite colonies are ordered into position and then the shells are abandoned by their single-celled builders. The actual organism flows back into the sea to grow a new body. The shells left behind are used to form a wall to block the exit or even encase the prey.

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Coffer Corpse

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ 1″–7′ tall)
MORALE:	Average (9)
XP VALUE:	65

The coffer corpse is an undead creature seeking its final rest. It is always encountered on the scene of an incomplete death ritual: a stranded funeral barge, unburnt pyre, or so on. Coffer corpses look like zombies. They hate life, and will attack any living humanoid creature that disturbs them.

Combat: The coffer corpse attacks in combat with whatever weapon it was to be buried with, inflicting standard damage for that weapon. Only about 25% of coffer corpses have weapons. If it has no weapon, the coffer corpse attacks with its bare hands, attempting to lock them around the victim's throat. If its attack roll succeeds, it has fastened its hands in a death grip, inflicting 1d6 points of damage per round until either it is destroyed or its victim is killed. Coffer corpses are unusually strong—a Strength of 20 is needed to break free of a death grip.

A coffer corpse struck by a nonmagical weapon for 6 or more points of damage will fall to the ground as if dead, although no real physical damage occurs. Any creature held in a death grip will fall with it, as the grip is not yet broken. After one melee round, the coffer corpse will reanimate and continue to strangle any victim. All those who witness this reanimation must save vs. spell or flee in terror for 2–8 rounds.

Magical weapons inflict damage on a coffer corpse depending on their type: Bludgeoning weapons (B) inflict full damage. Slashing weapons (S) inflict normal damage, but gain no damage bonuses for Strength or enchantment. Piercing weapons (P) inflict half normal damage, and do not gain magical or Strength bonuses.

As it has no mind, a coffer corpse is immune to all spells of the schools of enchantment/charm and illusion/phantasm.

Coffer corpses are turned as wraiths.

Habitat/Society: As an undead creature which seeks only to complete its journey from life, the coffer corpse is either solitary or one of a group of restless dead. Its habitat is determined by the location and type of its burial method. Any treasure found with it will indicate its station in life—the richer and more powerful the coffer corpse was in life, the more treasure it will have in unlife.



A coffer corpse has one overriding instinctive urge: as it was denied a complete death, so others shall be denied life. It is bitter over its incomplete death ritual and seeks to take the lives of others in revenge, particularly if it can deny its victims the release of a death ritual. Thus, when it attacks, the coffer corpse will often attack priests first in the hope that no one will be left to see to a proper burial for its victims.

The creature's bitterness can be used to some advantage if the means to complete the coffer corpse's death journey can be determined. If the unfinished death ritual which binds the coffer corpse to undeath can be completed, the creature will be release and effectively destroyed. The DM must decide what constitutes the final death ritual in each case.

Ecology: Coffer corpses have no need for light, air, water, or food. Those slaying a humanoid creature ignore the corpse, leaving it where it lies. They do not interfere with nonliving scavengers—such as ghouls and ghasts—that come to feed on the carrion they leave. Otherwise, a coffer corpse will tolerate most undead that do not disturb or attack it. They will attempt to kill any living creature encountered near their (unfinal) resting place. Intelligent monsters often realize that a coffer corpse can be a useful rear guard if care is taken to avoid its lair.

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CLIMATE/TERRAIN:	Cold Wastes
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	9
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4–40
SPECIAL ATTACKS:	Illusion, cold ray, paralysis, touch destroys as black pudding
SPECIAL DEFENSES:	Immune to slashing and bludgeoning weapons, lightning and cold attacks
MAGIC RESISTANCE:	25%
SIZE:	G (30′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	17,000



Only a single one of these horrific creatures exists at any one time, striking terror into the inhabitants of the Cold Wastes. A cold woman resembles a gigantic white pudding in the vague shape of a human female. Many legends surround these creatures, but few people can claim to have seen it and lived. These legends say that the cold woman lives in a cave filled with riches, where she paralyzes and consumes the greedy.

Combat: A cold woman lures victims with its illusion generation power, creating images of a beautiful woman, a rich treasure, food, or anything else that might attract prey. Victims must save vs. spell or believe the illusion. A cold woman attacks with a cold ray with a range of 6", inflicting 7–70 points of damage. A successful save vs. breath weapon reduces this damage by half.

The cold woman's normal touch inflicts 4–40 points of damage. Anyone hit by this attack must successfully save vs. paralyzation or be paralyzed permanently.

Slashing and bludgeoning attacks have no effect on the cold woman. The same is true for lightning and cold-based magical attacks. Her touch dissolves and corrodes metal in the same way as a black pudding does.

Habitat/Society: The cold woman inhabits a large cave complex in the Cold Wastes, a remote region of the Great Forest (see page 64). She is constantly attended by 2–8 cold spawn which hatch from eggs laid on her victims. They are equivalent to white puddings.

Ecology: The cold woman lays eggs upon the bodies of her paralyzed victims. These eggs are easily removable and are destroyed if taken from the host body. The eggs hatch in 24 hours and immediately consume the host. The cold spawn live with their mother until her death, after which all surviving spawn fight for dominance. The last surviving spawn metamorphoses into a new cold woman.

Colossus, Stone

CLIMATE/TERRAIN:	Any/Outdoors
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil
(RF)	

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	22 (100 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-30
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H (18′ diameter sphere)
MORALE:	Fearless (19-20)
XP VALUE:	18,000

Long before the coming of the lizard folk, a race of giants walked the Realms. They were destroyed by a great plague, but during their days of glory they built many magical marvels, among which were magical warriors that fought their battles for them. These warriors would defend their monuments, of which they were extremely proud, so that no creature who came after them could destroy the memory of their race.

Of the magical warriors, the only ones that survive are the Statues-That-Walk, also known as stone colossi. Each colossus is really an extremely powerful stone golem.

Combat: The colossus is similar to a stone golem, except that it is larger and cannot cast a *slow* spell. A colossus is programmed only to attack with its fists; it never uses a weapon. It has a Strength of 23 for the purposes of breaking or throwing things.

A + 2 or better weapon is needed to harm a colossus. A *rock to mud* spell slows them for 2d6 rounds. Its reverse, *mud to rock,* heals all damage inflicted upon the colossus. A *flesh to stone* spell does not harm a colossus, but it render the colossus vulnerable to normal attacks in the following round. All other magic has no effect against it.

The stone colossus has one special attack form. Its march is so terrifying that all creatures of less than 3 Hit Dice immediately flee for 2d6 rounds, dropping whatever they have in their hands, while those between 3 Hit Dice and 5 Hit Dice must roll successful saving throws vs. wand to resist this fear. Any creature above 5 Hit Dice (or levels) is automatically immune.

Habitat/Society: A colossus is an automaton, artificially created and under the direct control of whomever is able to manipulate the runes of its creation. Once it is activated, a colossus tries to destroy any edifices it discovers that were not constructed by its creators; this is part of its programming. Its programming may be altered, but none have discovered the ritual as yet. To stop it when it is on a rampage requires a ritual that takes days to perform and glyphs to be drawn on every single colossus, active or inactive.

Ecology: Colossi are not natural creatures. Thus they play no part in the ecology of the world. They neither eat, sleep, nor really live. They perform their assigned tasks until they are destroyed, deactivated, or the tasks are completed.

Coltpixy

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Low (7)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	6
Movement:	90
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d6 (hoof)/1d6 (hoof)
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T–L (1'–7' tall)
Morale:	Steady (11)
XP Value:	120

The coltpixy is an enchanted pony or horse, distantly related to the unicorn. Adventurers who spy this rare creature usually find it in the service of important fairies (brownies, leprechauns, pixies, sprites, and other "wee folk").

To accommodate the size of their riders, coltpixies can alter their own size from that of the largest horse to but a single hand high. They also can change their coloration, and frequently have gaudy manes and tails that complement their riders' attire.

Coltpixies do not have a language of their own, but they can communicate in the language of horses.

Combat: Although they loathe fighting, coltpixies boast sturdy hooves that can cause serious harm in combat. Given the choice of escape or battle, however, wild coltpixies choose the former, while coltpixy mounts do their masters' bidding.



Like many of the fairies who ride them, coltpixies can to make themselves *invisible*. However, this invisibility extends only to mortals—not to other coltpixies or their fairy masters.

The coltpixies' ability to alter their size may prove a distinct advantage in some situations, confusing and confounding opponents (especially in combination with *invisibility*).

Whatever their size, coltpixies travel with equal speed (about five times as fast as a common horse), and they are not slowed by rough terrain, bogs, or even water.

Coltpixies are 90% resistant to *sleep* and *charm* spells, and receive any normal saving throw allowed if they fail to resist these magics.

Barding can improve a coltpixy's Armor Class. However, magical barding is required if the creature intends to retain it while changing size.

Habitat/Society: The wee folk of Mystara domesticated coltpixies in years before memory. The coltpixies' magical ability to alter their size makes them perfect steeds, and their ability to change color delights the whimsy of fairies. The most important fairies all ride coltpixies, regarding these intelligent creatures as friends and companions. In turn, coltpixies reward their masters with steadfast loyalty and obedience.

Wild coltpixies, which are always chaotic neutral in alignment, delight in leading normal horses astray to the bedevilment of their mortal riders; but like their domesticated cousins, they are generally shy and gentle.

If explicitly commanded by its fey master to do so, a coltpixy will carry a normal human or demihuman, but never for a long period of time.

Ecology: No one is quite sure how coltpixies came into being. Sages speculate that they may once have been normal horses or ponies, but long exposure to the fey magic turned them into more wondrous creatures. Or perhaps the reverse is true, and common horses are descended from their faerie counterparts.

Coltpixies move almost five times as fast as normal horses:

Walk	45
Trot	90
Canter	135
Gallop	180

A coltpixy can move at its full listed speed while carrying up to 170 pounds. It can move at half speed while carrying up to 255 pounds, and at one-third speed while carrying up to 340 pounds.

As noted in the *Player's Handbook* (Chapter 14), in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate (a trot); that is, a coltpixy can cover 180 miles. The numbers above reflect the enchanted nature and incredible magical speed of the coltpixy, for which a comfortable trotting pace is almost twice the gallop of the fastest mortal horses. Like horses, coltpixies can be goaded to go faster, pushed to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but the coltpixy must be walked for an hour before its speed can be again increased.

A coltpixy will not gallop if loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal.

Comet Steed

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	24, Fl special
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Stardust
MAGIC RESISTANCE:	25%
SIZE:	L (10')
MORALE:	Average (8-10)
XP VALUE:	650



In appearance, the comet steed is much like a large, healthy warhorse, always with a pure white coat. The similarity to planet-bound horses stops there, however. Comet steeds are natives of space and can travel freely in wildspace and the phlogiston. They are constantly surrounded by a fine, gleaming mist which is actually a cloud of stardust. When the comet steed flies through space, the dust cloud trails behind it, hence its name.

Combat: Comet steeds are not warlike and tend to avoid combat whenever possible. Considering the great speeds at which they can travel, the beasts can avoid combat as they choose. The steed has the amazing natural ability to travel at spelljamming speeds (in combat, consider the horse to have a SR of 7!), making the rare creatures a highly prized mount.

Comet steeds attack with their front hooves and bite, inflicting 1-6 hit points per successful hit. Attacking in this manner, however, is extremely rare for a comet steed. Like standard equines, they tend to flee at any sign of danger. Only spelljamming ships with SR 7 or higher are able to keep up with these animals.

The stardust that a comet steed emits is functional in combat. Most important, this dust imparts magic resistance upon the animal. As a secondary function, when the steed is in combat, the dust will gather in the area and blind the steed's opponents. Anyone involved in melee with a comet steed suffers −4 to hit because of blindness. A successful saving throw versus breath weapon will allow retention of partial vision and attacks will be made at −2. The blindness will clear 1 turn after exposure to the dust has ceased.

Habitat/Society: Comet steeds are very solitary animals. They will never be seen with other creatures or other comet steeds. Their life span is approximately 200 years.

Comet steeds mate once in their lives in a ritual that lasts only a few days. During the mating ritual, a male and female comet steed will breed, with the female bearing only a single foal.

There are only two ways to obtain a comet steed as a mount. One is to capture a young comet steed and raise it as a mount. Since young steeds are without the ability to travel at spelljamming speeds for the first year of their lives, it is relatively easy to capture a young foal. The difficult task is finding a foal, considering the great rarity of comet steeds.

The other way to obtain a comet steed as a mount is to use a *ring of the comet.* This enchanted ring is used for summoning comet steeds for use as temporary mounts. The description of this magic item appears in the appendix of this adventure.

Ecology: Comet steeds are herbivores, so they often will land on planets to graze for periods of time lasting no more than a few days. They will then wander back into space and travel until they encounter another planet. The beasts eat only two or three times per month, so they can travel great distances in space without feeding.

The stardust of a comet steed is of great value to alchemists since it can be used to generate powerful *potions of magic resistance.* The stardust can be collected after a comet steed has passed through an area. However, the dust scatters and disappears after 1 turn.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Common
ORGANIZATION:	Constellation
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 (−10)
MOVEMENT:	Variable
HIT DICE:	N/A
THAC0:	2
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (1 to 100 million square miles)
MORALE:	Fearless (19-20)
XP VALUE:	N/A



The peaceful constellates are made of small motes of light gathered in constellations, groupings of stars that suggest various objects and life forms. Surrounding each constellation is the ghostly image of the thing it represents—the constellate proper. These ghostly images depict wolves, swords, warriors, and the like.

Individual stars' colors vary, but most are bluish-white. Their color may relate to their age. No single star has ever separated from its constellate group.

Combat: Constellates choose to avoid battle when possible. Generally they *fly* away from danger (playing hob with astronomers in the process!). After the danger has passed, the constellate returns to its position.

When an Aperusa (q.v.) clan leader summons a constellate, its nature changes radically. Witnesses see an immense shadowy figure shaped like the constellation drop down from the heavens. The stars diffuse and move randomly within the constellate's body. It can change size at will, usually to maintain its size relative to the viewers; for instance, the Panther constellate seems to remain panther-sized whether in the sky or on a ship's deck.

The constellate gains the special abilities of the character or object it portrays: e.g., the Swan could use wing buffets, and the Krynnspace constellation Raistlin-Fistandantilus could use *time-stop*

If it wishes, the constellate can melee at up to its full size—often millions of square miles! The full-size constellate can crush with its enormous bulk, causing 2d20 points of damage per 1,000 square miles of area. The range of this attack is the constellate's size. It can use this attack form once every other round. It can also throw bolts of energy (called *sunbolts*) with unerring accuracy. Sunbolts cause 2d12 points of damage for every 1,000 square miles of the constellate's area. The range of the *sunbolts* is believed to be 500,000 miles. Damage does not decrease over distance; however, accuracy does decrease. At short range (1-125,000 miles) there is no penalty to the attack roll; medium range (125,001-250,000 miles) takes a −2 penalty; and long range (250,001-500,000 miles) takes a −5 penalty. The constellate can use this attack once per round, even while it uses its crushing blow.

The sunbolt is a cone-shaped area 1,000 miles in diameter. When this area of effect is added to the strength of the sunbolt, the constellate can literally crush planets at its whim. Some believe that the Grinder asteroid belt within the heavens of Greyspace is actually the residue of a summoned constellate's attack. Legends speak of constellates who inflicted great harm against a planet within that crystal sphere. The gods retaliated against these constellates, thereby banning them from the crystal sphere. The constellates' whereabouts are unknown.

A constellate's attack lasts only five rounds. There are no reports of an attack lasting longer that this. It then resumes its place in the sky and its former nature. A given constellate can only be *summoned* once a year.

Habitat/Society: Each constellation in a sphere's night sky is a constellate. They occupy their assigned positions, swapping choice information about the goings-on of the groundling races or lamenting their eternal celestial imprisonment. The advent of spelljamming ships has created new gossip for these beings, and their overall morale has risen.

Although they converse freely among themselves through *telepathy*, they never speak to corporeal life forms. Attempts to imprison and interrogate constellates fail, for they simply change size to escape from their prison.

Ecology: Sages dispute the true genesis of the constellates. Some postulate that they have existed as long as the stars in the sky. Others point to Krynnspace, where new constellations appeared and old ones disappeared in the War of the Lance. Still others talk of the influence of divine entities.

Why the Aperusa have an affinity with the constellates is an equally tantalizing mystery. They have never divulged their spells of summoning, and with the constellates as allies, it is unlikely that anyone will wrest the secret from the wildspace gypsies.

CLIMATE/TERRAIN:	Asteroid
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Godlike (21)
TREASURE:	H
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	13+1
THAC0:	7
NO. OF ATTACKS:	3 (5)
DAMAGE/ATTACK:	2d10/2d10/2d10 (2d8/2d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Spell
MAGIC RESISTANCE:	50%
SIZE:	L (12')
MORALE:	Fanatic (18)
XP VALUE:	13000

Contemplators live on barren asteroids, pondering the questions of the universe. Some say that when one discovers all the answers to all the questions, the universe will end.

A contemplator is found most often seated in the classical thinker pose on a large stone outcropping. A gray humanoid, 12' tall, he often wears a gray toga. Consequently, unwary adventurers may easily mistake him for a statue.

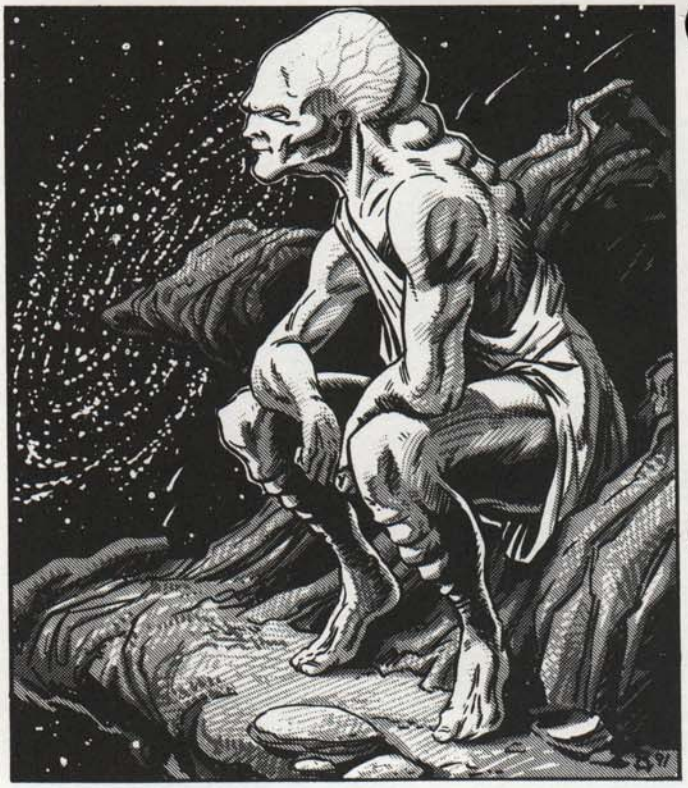
Combat: A contemplator yearns for all knowledge and has deduced that the best way to gather it is directly from the minds of other beings. To gather information, he captures any intelligent being who lands on or comes near his asteroid.

The contemplator creates three arms out of the asteroid's surface to capture his specimens. Each arm can extend 50' and has 25 hit points. If an arm is destroyed, the contemplator can create another after 24 hours have passed.

If forced into a fight personally, the contemplator punches with his own two arms (inflicting 2d8 points of damage with each) as well as with his three extra appendages.

When a contemplator captures a victim with one of the three large arms, he encases its body in a thin (1/4" thick) layer of stone and drains its Intelligence, one point a day. This requires the contemplator's uninterrupted concentration. If he is disturbed at any time, that day's point of Intelligence remains with the captured character (at least for one more day). Each day, the entombed victim can attempt a Bend Bars/Lift Gates role to escape the stone prison. When the victim's Intelligence is reduced to 3, the contemplator's stone arm flings the now-useless simpleton into space.

If a *wish* or similar magic restores a character's Intelligence, the knowledge restored vanishes from the contemplator who stole it. If this restored character ever comes within 50 miles of the contemplator who lost the knowledge, the contemplator immediately detects, intercepts, and attacks the character. A contemplator cannot tolerate knowing something and then having it taken away!



A contemplator who drains a wizard gains all the wizard's memorized spells. He casts these acquired spells only once, for he won't waste the time necessary to write them down. He can only use wizard spells, not those of priests. A contemplator still must use material components for spells that require them.

Habitat/Society: The contemplator spends all of his time on his asteroid sifting through his acquired knowledge, searching for any clue to the origin and end of the universe. He is totally devoid of emotion, but he is usually willing to negotiate for a captive's life. The price is often a quest for information, such as the answer to a question. The contemplator always sets a time limit on the quest and, once the deal is made, never reneges or renegotiates.

A contemplator can move his asteroid through space using a mysterious form of locomotion. He is usually content to drift through space, but when the need arises, he can move quickly in any direction.

A contemplator knows of any change on the surface of his asteroid, as though it were an extension of his body. This makes stealthy approach impossible except by flight.

Ecology: Strewn about the contemplator's asteroid are the material remains of his past conflicts. When he tosses his victims into wildspace, the contemplator keeps their possessions, primarily for his experiments with newfound spells. He still needs the components to make them work correctly.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, jungle, hill
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	I
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Laugh
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	2,000



The malicious con-tinh is a lesser spirit believed to be the spirit of a maiden who died before her time. She appears as a beautiful maiden (human or humanoid) with flowing hair and sparkling eyes. She wears the attire of a princess, and carries a large fan and a basket of fruit. A con-tinh is sometimes accompanied by a pair of cranes or sky blue doves, which serve as her familiars.

A con-tinh's lifeforce is tied to that of a single fruit tree. She carries the fruit of this tree in her basket. The fruit crumbles when anyone other than the con-tinh touches it.

The con-tinh speaks the languages common to the area, as well as any languages she knew in life.

Combat: The con-tinh's single desire is to destroy life, especially characters of the race she once belonged to herself (usually, this means humans). She is greatly feared. If an area is reputedly the home of a con-tinh, fools and wise men alike will avoid it, especially after nightfall.

The con-tinh cannot leave the area within a 100-foot radius of her tree. She spends daylight hours hiding in its branches, and usually is active only at night. However, if the con-tinh's tree is disturbed at any time, she will attack.

The con-tinh has two special attacks. The first is a weird laugh like the cackling of a madwoman. The con-tinh can use this laugh three times per night. Characters within 20 feet of the laughing spirit must make a successful save vs. death or be stricken with a debilitating insanity. This insanity reduces the victim's Intelligence and Wisdom to 2, and causes the loss of all abilities associated with these scores. (For example, the insanity prevents wu jen and shukenja from casting spells.) *Heal* or a similar spell restores sanity; each day, victims recover 1 point of both Intelligence and Wisdom until their original scores are fully reinstated.

The con-tinh also can project her spirit into the body of character once per night. Potential victims must come within 100 feet of her tree. She can make only one attempt per subject each night, but can try other subjects until she succeeds. A successful save vs. spells means the con-tinh's attempt has failed. If the victim's saving throw fails, the con-tinh inhabits the victim's body and takes complete control of its actions. The victim is unaware of what is happening, and will have no memory of it.

While inhabiting a victim, the con-tinh gains the character's physical abilities but no spells, special abilities, or powers related to the mind. However, the con-tinh retains her own mental abilities, including spell-casting. The con-tinh herself takes a ½ hit point of damage for every hit point her victim suffers. The projection lasts into daylight hours. If the inhabited character strays more than 100 feet from the con-tinh's tree, the con-tinh is forced to leave the body or be destroyed. Any spell that forcibly ejects the con-tinh also destroys the creature.

Only weapons of +2 or greater can hit a con-tinh. All attacks upon the spirit's personal tree also harm the spirit, hit point for hit point. (The tree has the same hit points and Armor Class as the con-tinh, regardless of the tree's size or type.) Any attack that destroys the tree—such as *wood rot* —also destroys the con-tinh.

Anyone who destroys the tree of a con-tinh must make a successful save vs. spells or suffer an *ancient curse.* Such curses typically involve annual crop failure (if the character is a farmer or land-owner) or periodic spontaneous fires in the victim's home (or other building owned by the character or his family). This power is automatic and can occur day or night.

Habitat/Society: According to legend, the Celestial Bureaucracy creates a con-tinh from the spirit of a young maiden who has died before her time, usually as a result of a misdeed. The most common misdeed is an illicit love affair, which ends when the maiden is murdered by a rival or jealous spouse. On rare occasions, sisters who conspired in the same misdeed both become con-tinh, their lifeforces tied to identical, adjacent trees.

A con-tinh with a crane or dove as a familiar often sends it scouting for victims. Mistaking the bird for a good omen, unwary victims may follow it straight to the con-tinh's tree.

A con-tinh's treasure (whatever she takes from victims) usually is buried near the base of her tree, in a deep hole.

Ecology: The dust of a crumbled fruit from a con-tinh's tree can be used as a component for a *potion of longevity.*

Copper Automaton

CLIMATE/TERRAIN:	Ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (90%) or 3-18 (10%)
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6 or 2-12/2-12
SPECIAL ATTACKS:	Heat
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fearless (20)
LEVEL/XP VALUE:	650



Copper automatons are magical statues of copper and bronze with hidden weights, levers, and clockwork gears, all of which are held together by enchantments that cause them to move and attack under particular circumstances.

Copper automatons are the results of artifice and skill, and as such, these human figures of copper, iron, and bronze reflect the whims and preferences of their makers. Some are tall and long-legged, others short and stocky, but all share the same blank eyes and corroding surfaces. Their metal plates are sometimes embellished with silver or golden inlays. They are usually sculpted to resemble warriors in armor, but they may just as easily look like nobles, peasants, or even humanoid monsters.

Slow but limber, their movements are regulated by the orders given to them by their creators. Their mechanical limbs respond quickly and powerfully, and their articulation is almost as good as a human's —their fingers can grasp, their waists can bend, and their walk is even, if not as fast as a human's.

Combat: Copper automatons attack with their fists, which normally strike twice for 1d6 points of clubbing damage. After a single round of combat, however, their fists glow from internal heat and their stunningly powerful blows now also do burning damage for a total of 2d6 points of damage per strike. Creatures immune to heat continue to suffer only 1d6 from the force of the blows themselves.

Copper automatons are capable of handling weapons, and some powerful creators give their copper automatons magical weaponry to use in combat. These are almost always matched sets of scimitars, daggers, maces or small axes. They may make two attacks per round with these weapons without penalty, though the attacks cannot be split among opponents. They can heat iron weapons to a red-hot glow in two rounds; for the first two rounds their weapons do normal damage, but each round thereafter they add an additional 1d6 damage to each blow.

Copper automatons can only be healed through repair of their metal components and the replenishment of their enchantments. A wizard and a smith working together can heal a copper automaton of 1d8 points of damage per day. If an automaton is ever brought to 0 hp, it cannot be rebuilt, except from scratch.

Habitat/Society: Copper automatons are the creations of wizards and artificers and are intricate, clocklike gearworks interwoven with magic spells to create creatures more mobile and less awkward than golems. They are often used as slave labor in smithies, construction projects, and water works, though the magically-armed ones often act as guardians for valuables left in wizards' homes while they travel the world. Their sleepless, untiring, uncomplaining labor can bring wonders into existence in short periods of time or in unlikely places. Palaces in the desert, cleared and carefully tended plots in the jungle, or terraced gardens in the mountains built and tended by copper automatons have all been reported by travelers.

The secret of creating copper automatons is known to only a few, and they are reluctant to share their knowledge. It requires a mage of at least 9th level and a minimum of 10,000 gp to create a copper automaton. The process takes at least two months and involves the use of magma, copper ore, iron gears and lead counterweights, and at least a single diamond as the source of the copper automaton's magical heat channels. In addition to the purely physical framework, magical ingredients are required to weave the needed enchantments around this physical chassis. These additional requirements include *oil of slipperiness* (for the gears) and the blood of a salamander or fire snake—even when they are available, the price of these ingredients varies from dear to exorbitant, and this expense may double the cost of an automaton for a mage unable to produce or obtain the ingredients himself.

Ecology: Copper automatons require no food, no rest, and no external energy source. They are entirely unnatural creatures and have no role in natural ecologies.

The secret of creating copper automatons is said to have been granted to human mages by the efreet, who hoped that they could in time take control of the automatons to establish their own rulership of human lands. The seclusion of copper automatons from most civilized places has negated this plan.

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	Brain Coral	Coral Worm
CLIMATE/TERRAIN:	Tropical tidal zone	Deep coastal water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Colony
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Exceptional (16)	Animal (1)
TREASURE:	Incidental	(C)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	10–100
ARMOR CLASS:	5 (10 polyp)	0 (8 polyp)
MOVEMENT:	Nil	See below
HIT DICE:	3	3 to 8
THAC0:	Nil	17 (3–4 HD), 15 (5–6 HD) 13 (7–8 HD)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	Nil	1d4 per HD
SPECIAL ATTACKS:	Psionics, poison	Nil
SPECIAL DEFENSES:	Psionics	Razor edges, retreat
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2′ diameter)	L to H (7′ to 20′ long)
MORALE:	Nil	Steady (11–12)
XP VALUE:	175	270 to 2,000
Psionics Summary:	See below; 50 PSPs *Att:* EW, II/*Def:* MBk, TS	Nil
PLAYER'S OPTION®:	MAC: 8; MTHACO: 18	Nil

Coral is the calcium-based exoskeleton of soft-bodied sea creatures, called *polyps*, that anchor themselves to the sea floor and filter their food from the sea water with a cluster of tiny tentacles. The coral branches prevent the polyps from being eaten by other sea life, providing a tough outer shell into which the vulnerable polyp can withdraw when threatened.

Common coral generally poses few hazards to the careful, the main dangers being cuts that attract aggressive predators, poison (certain species only), and damage to ships that collide with coral reefs. Coral will form mainly in tropical seas; near shorelines, islands, and submerged volcanoes.

Brain Coral

Brain coral is convoluted and ridged so that it resembles a human brain. Like its simpler cousins, it is found in warm tidal zones to a depth of 1,000 feet. Usually, it lives in a coral reef or atoll, where the feeding is easier. Brain corals are yellow, brown, or olive in color. If removed from the water, the coral turns bone white.

The calcium exoskeleton is Armor Class 5. This takes damage equal to the total hit points of the polyp before fracturing enough to allow an attacker to get to the Armor Class 10 polyp inside. Slashing and piecing weapons inflict only half damage on the exoskeleton. Tiny stinging cells (*nematocyts*) throughout the exoskeleton attack any flesh that comes into contact with the brain coral. These inject a weak neurotoxin; the victim must make a successful saving throw vs. poison at a +4 bonus or be paralyzed for 1d10 rounds.

The brain coral colony is psionic, having the attack modes of *ego whip* and *id insinuation* and defense modes *mind blank* and *thought shield*. It has two or more the following telepathic powers: *domination, mindlink (animal telepathy only), contact, cell adjustment, ESP, invisibility,* and possibly the psychometabolic devotion *cell adjustment* as well. The colony has a 25% chance for psychokinetic powers and, if so, has the science *telekinesis* and devotion *ballistic attack*. If a brain coral with *telekinesis* is attacked, it can use this power to move attackers away from the area, or use *ballistic attack* to batter one intruder with underwater debris for 1d6 points of damage per round. A brain coral with *ESP* may attempt to read the minds of any visitors.

—*From* DRAGON Magazine #116

Psionic Summary

Brain corals have the following powers:

- Telepathy—*Sci.* domination, mindlink (animal telepathy only). *Dev.* contact, ESP, ego whip, invisibility, id insinuation.
- Psychometabolism—*Dev.* Cell adjustment
- Psychokinesis (25% chance)—*Sci.* telekinesis; *Dev.* ballistic attack.

Coral Worm

The tube of the coral worm ranges from 2 feet to 8 feet in diameter, stands from 2 feet to 20 feet tall, and looks like the precious pink, red-orange, or white variety. The worm itself has a long, black, sluglike body that exactly fits the diameter of the coral tube.

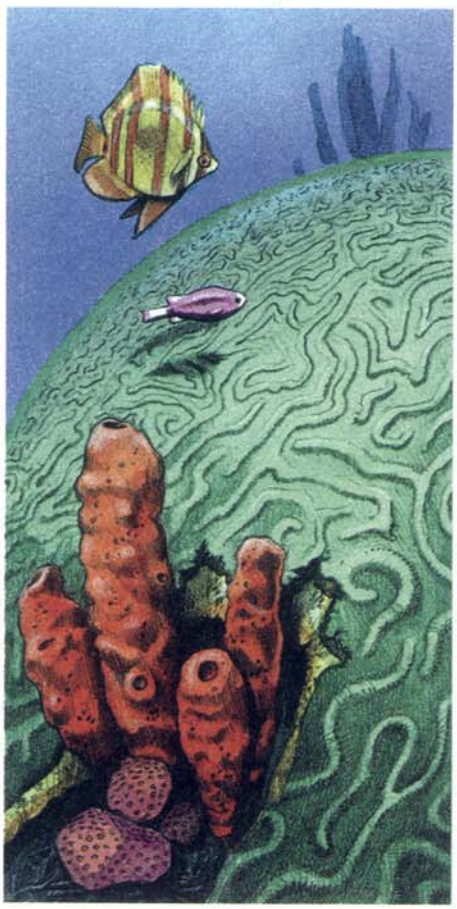
When prey approaches the coral reef, the worms dart out to their full length to attack the prey. Their mouths are lined with rough, bony plates able to grind coral or bite through a ship hull or armor. Their damage is based on their size, 1d4 per Hit Die, so a 4 HD creature inflicts 4d4 points of damage. If threatened, the coral worm can retreat into its tube, safe from all but the most persistent predator. Coral worms attack most creatures, but some types of lampreys and eels live with them and feed upon the scraps they leave.

The coral worm's tube is covered with razor sharp ridges, 4 to 6 inches high and running several feet. Anyone coming into contact with these suffers 1d10 points of damage. The inside surface of the coral tube is pearly smooth.

Coral worms might abandon their protective coral (where they are AC 0) to attack boats or swimmers. They move slowly (MV 3) and are only AC 8 when exposed.

The coral tubes have no monetary value, but in a marine environment they are invaluable natural dwellings used by many creatures after the original worm has abandoned them.

—*From* LNA2 Nehwon #9305



	Death Coral	Giant Coral
CLIMATE/TERRAIN:	Coastal Water	Coastal to Deep Water
FREQUENCY:	Common	Very Rare
ORGANIZATION:	Colony	Colony
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Non-(0)	Animal (1)
TREASURE:	20% of Z	C
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	100-1000	10-100
ARMOR CLASS:	6 (10)	0 (8)
MOVEMENT:	1 in coral	12 in coral, Sw 3
HIT DICE:	1 hp	3 to 8
THAC0:	20	3-4 HD: 17 5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1-10	1
DAMAGE/ATTACK:	1	1d4 per HD
SPECIAL ATTACKS:	Paralysis, Razor Edges	
SPECIAL DEFENSES:	Retreat	Retreat
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2″ long)	L to H (7′-20′ long)
MORALE:	Unsteady (5-7)	Steady (11-12)
XP VALUE:	270	3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400 8 HD: 2,000

Coral is the tubular skeleton shells of calcium secreted by the beings which live within it. Coral can be of nearly any color from dull green or brown to brilliant reds, yellows, and oranges. White coral also exists. Of course, typical coral is no major threat to adventurers. However, death coral and giant coral are much more formidable. Death coral blends in well with regular coral and is indistinguishable from it.

Combat: Death coral does not leave its coral shell. Instead, it extends its tiny tentacles and feeds on small ocean organisms much as typical coral does. However, if a large animal (fish or adventurer) gets to close, as many of the little animals as possible (typically 1-10) extend themselves and attack the victim. Each individual animal makes an attack roll, and those that hit cause 1 point of damage each. Moreover, the attacked being must then make a saving throw vs. paralyzation (+5 bonus) for each successful hit. Failure means that the victim is paralyzed for 1d4 rounds and likely falls down onto the coral bed. This is almost always fatal as next round 1-100 of the animals then are able to attack the helpless victim.

Although each individual animal in a death coral colony has only 1 hp, it is usually a waste of time to attempt to combat them with conventional methods (due to their sheer number). Even area affect spells have little lasting effects, as death coral extends some 5′ into the reef or ocean floor upon which it is imbedded. At all times nearly 50% of the animals are somewhere deep within the complex. Impending threats cause those on the surface of the coral complex to also retreat deep into the coral.

The two armor classes represent the coral rock (AC 6) and the animals (AC 10).

Habitat/Society: Death coral, although deadly, are not a real threat to those sea dwellers who know of them. In fact, it is a common practice by tritons, mermen, locathah, and sahuagin to use death coral as a sort of watch dog or trap. The only danger being that they must keep track of which coral is typical and which is the death variety.

Ecology: Several sea animals (such as barracuda) are not subject to their paralysis and often dine on the coral (both rock and animals). Certain starfish and urchins also eat them. They are considered a delicacy among most of the intelligent sea races (much like escargot among humans). Just as with regular coral, the red-orange, pinkish, or white varieties are valued as fancy quality gems (100 gp for an unchipped, polished specimen). In addition to this the listed treasure type is typically found lying around death coral where it was "left" by the last victim.

Giant Coral

Giant coral ranges from 2′-8′ in diameter and stands from 2′-20′ high. It is always colored the same as the precious variety of normal coral (red-orange, pinkish, or white). The animals which inhabit it don't look like typical coral animals, but are long dark black slug like snakes whose diameter exactly fits their coral openings.

Giant coral have mouths lined with many rough bony plates which are capable of biting holes in rocks, ship hulls, and through armor.

Combat: Giant coral typically wait for their victims to approach their huge reef. They then dart out of their coral tubes to their full length and attack their victims with their rock grinding mouths. The damage from this is based upon their size. Roll 1d4 for each Hit Die of the monster (thus a 4 HD giant coral does 4d4 damage).

They are known to occasionally swim out of their protective coral tubes (AC 0) and attack boats or swimming victims. However, they swim very slowly and are only AC 8.

Although the inside of the coral tubes are pearly smooth, the outsides are covered in razor sharp ridges some 4-6″ high, and running several feet. Anyone coming into contact with these ridges suffer 1d10 points of damage.

If threatened, giant coral can retreat into the safety of their reef where only the foolish pursue them as areas open up where many of the beings can attack at once.

Habitat/Society: Giant coral are considered a threat to all. However, there are rumors that they allow certain lampreys and eels to live with them.

Ecology: The coral from their tubes is considered valueless. However, the intact tube complexes are an invaluable naturally occurring dwelling used by many different marine animals (both intelligent and non-intelligent). The listed treasure represents the remains of past victims.

Corpse Candle

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	4
Movement:	12, Fl 24 (B)
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1–6
Special Attacks:	See below
Special Defenses:	Spell immunity, +1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Steady (13–14)
XP Value:	1,400



The corpse candle is the undead spirit of a murdered man or woman that coerces the living into bringing its killer to justice. Its name comes from the flamelike light that flickers in the eyes of its corpse while the spirit waits for a champion to avenge it.

Corpse candles are both ethereal and invisible creatures. Those who can see such things describe them as vaporous wisps of mist or fog.

The corpse candle cannot speak and can only communicate its desire to have its killer brought to justice by means of a weak mental suggestion that it employs when it selects a champion.

Combat: When a corpse candle is first encountered, it appears as a ghostly flame flickering in the eyes of a murdered man or woman. Anyone looking into the eyes of a body that houses a corpse candle must make a saving throw vs. spell at a –3 penalty. Those making their saving throw simply see the flame dim. A failed roll indicates that the adventurer sees the face of the corpse's killer in its flickering eyes.

The sight of this countenance carries with it a terrific spiritual message. The adventurer will suddenly find himself reliving the last few seconds of the corpse's life. He will experience everything that led to the death, but cannot affect this traumatic chain of events in any way. Those accompanying the adventurer will see him toss and turn in agony, howl in rage, or take other actions dictated by the nature of his hallucination.

When this nightmarish experience has passed, the adventurer will remember vividly all that occurred. The face of the killer will be burned into his mind so that it is visible in any open flame, campfire, torch, or lantern. Even smoke will carry the eerie vision of the murderer. These haunting images, while clear to the champion, will be seen by no one else.

If the champion brings the murderer to justice by either tracking him down and killing him or by seeing him judged for his crime, the corpse candle will be set to rest.

If, however, the champion chooses to ignore the visions for more than 1d4 days, the corpse candle will use its power to *affect normal fires* to harry the champion to action. This ability is similar to the 1st level wizard spell, except that the corpse candle can cause small flames to leap distances of up to 10'. It can also enable flames to take on any shape as long as it does not require greatly increasing the size of the original fire. A small candle flame might take the form of a spider and leap onto a drape or bedsheet, setting it aflame. A large bonfire could take the form of a man and momentarily envelop the champion. The corpse candle can only hold such forms for one round and flames cause only 1d6 points of damage. Such flames may, however, set flammable material alight.

Casting *true seeing* will reveal a ghostly image of the dead person sitting astride the champion's shoulders. A *protection from evil* or *negative plane protection* will force the corpse candle away from the champion for the duration of the spell. During such times, the corpse candle cannot cause the champion to see the killer's face, but can use its ability to *affect normal fires* outside the range of the protective spells. A corpse candle can be directly attacked with magic weapons and will retaliate in such situations by using *burning hands* as if cast by a 6th level spellcaster.

Corpse candles can be driven off permanently with spells such as *dispel magic, dismissal, banishment, holy word,* and *wish*. Also, if at any time the corpse candle's killer should die, even accidentally, the spirit will rest in peace. Corpse candles are immune to *sleep, charm, hold,* and *death* spells as well as cold-based spells, poison, and paralyzation. They can be turned as 6th level undead, but will return to their champion as soon as possible. If at any time a *speak with dead* spell is used to communicate with a corpse candle, the spirit can only repeat the name of its killer.

Habitat/Society: Corpse candles are found only with their earthly remains. Consequently, they can be encountered in places as varied as tombs and public alleyways.

Ecology: Corpse candles fill no natural role in the world. They do, however, satisfy an emotional need so great that it defies even the grave.

Couatl

CLIMATE/TERRAIN:	Tropical and subtropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Genius (17-18)
TREASURE:	B, I
ALIGNMENT:	Lawful good

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/2-8 (2d4)
SPECIAL ATTACKS:	Poison, magic use
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (13-14)
XP VALUE:	6000

Level	Dis/Sci Dev	Attack/ Defense	Power Score	PSPs
9	4/5/18	Any/All	= Int	1d100+110

Clarsentience: aura sight, all-round vision, see sound; **Psychometabolism:** metamorphosis, clemical simulation, ectoplasmic form; **Psychoporatation:** teleport, time shift; **Telepathy:** mindlink, ESP, invisibility.

The couatl are feathered serpents of myth and lore. It is believed that they are distant relatives of dragons, although this remains unproven.

So rare as to be considered almost legendary, the couatl is one of the most beautiful creatures in existence. It has the body of a long serpent and feathered wings the color of the rainbow. Since it has the ability to polymorph, the couatl will sometimes appear in the form of other creatures (always of good alignment).

Couatl are able to communicate via telepathy with almost any intelligent creature which they encounter. In addition, they can speak common and most serpent and avian languages.

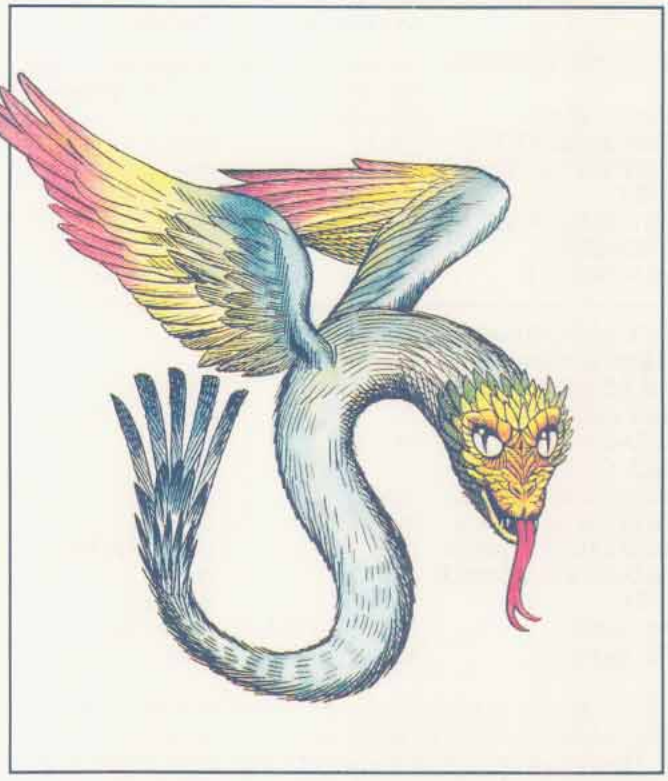
Combat: A couatl will seldom attack without provocation, though it will always attack evildoers caught red-handed. Whenever possible, a couatl will attack from the air.

Since it is highly intelligent, the couatl will frequently use its spells from a distance before closing with its foes. If more than one couatl is involved, they will discuss their strategy before a battle. The couatl will also not hesitate to polymorph into another, more effective form in combat.

The couatl have a variety of abilities which make them more than a match for most other creatures. In addition to being able to polymorph themselves at will, a couatl can use magic. Fully 45% will be 5th level wizards, while 35% can act as 7th level priests. The remaining 20% are able to use both types of abilities.

In addition to their other magical abilities, couatl can render themselves and up to 450 pounds of additional matter ethereal at will. Further, they can *detect good/evil*, *detect magic*, turn *invisible*, and employ *ESP* whenever they desire to do so. The oldest and most powerful of couatl can also use a *plane shift* on themselves and up to 8 others. This ability has a 90% chance of reaching the desired plane.

The couatl uses its poisonous bite and constriction when forced into melee combat. When it bites it does 1-3 points of damage and injects a deadly toxin. If the victim fails a save vs. poison it is killed instantly. If the constriction attack succeeds, the victim takes 2-8 points damage each round until it or the couatl is killed.



Habitat/Society: This winged serpent is native to warm, jungle-like regions but can also be found flying through the ether. Their intelligence and goodness have made them objects of reverence by the natives of the regions which they inhabit. Considered to be divine, there are many legends in which the couatl is the benefactor of mankind and the bestower of such precious gifts as agriculture and medicine. There are even shrines in certain areas dedicated to the couatl, and any who attack or harm a couatl are automatically viewed as the blackest of villains.

Although solitary in nature, couatl think of themselves as a single, extended clan. This clan is led by the oldest and wisest of their numbers but assembles only in dire emergencies.

Most couatl dwell alone, making their lairs in caves and abandoned buildings in remote, uninhabited regions. They hunt jungle animals for food once every fortnight or so. Many enjoy traveling, often undertaking long journeys of exploration.

On rare occasions, a pair will mate for life and establish a joint lair. Unlike many other reptiles, the couatl bear live young. Births are rare, averaging only one per couple each century. Both parents participate in the rearing and education of the single offspring, and will fight to the death if their child is threatened. Young couatl reach maturity in thirty or forty years and, though some will elect to remain with their parents for as long as a century, will eventually set off in search of the couatl's never-ending quest for wisdom.

Intellectually curious, all couatl have vast stores of information and enjoy learning more. When one of them learns some new and fascinating fact he will inevitably set out in search of his brethren to share and discuss it.

Couatl can sometimes be persuaded to help good adventurers or give sound council. If they feel that they are being sought for frivolous reasons, they will simply fly away. They are not greedy and do not seek treasure for its own sake. Aid from a couatl may well take the form of a magical item from its hoard.

Ecology: The couatl usually reigns supreme in its jungle, having little to fear from most other monsters.

CLIMATE/TERRAIN:	Temperate to tropical sea coasts
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil (In lair: K×5, L×5, C)
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	4
MOVEMENT:	9, Sw 6
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M-L (7'-10' tall)
MORALE:	Steady (11-12)
XP VALUE:	65

Crabmen are man-sized intelligent crabs. They walk upright on two pairs of legs. The small pincers tipping the short arms above their legs are used for fine manipulation. The two longer arms end in large claws. Two slender eyestalks bob above the beak-like collection of mandibles which makes up the crabman's mouth. Male crabmen are often brightly colored and females may be reddish-brown, green, or black.

Combat: Though generally peaceful, crabmen will fight back with their large claws if attacked, causing 1d6 points of damage per hit. Males of certain subspecies have an enlarged claw on one side which does 1d8 damage. Crabmen have never been known to wield weapons.

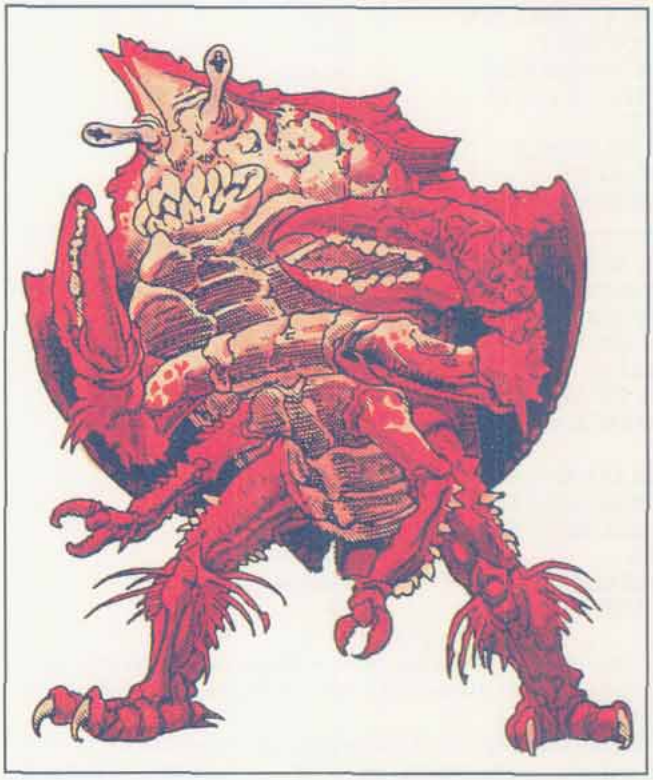
If severed, a crabman's limbs and eyestalks will grow back in 1-4 weeks.

At certain times, population pressure and food shortages will cause crabmen to voraciously hunt other creatures. Most such attacks are directed towards other tribes of crabmen or other coastal inhabitants. However, they will occasionally raid coastal towns for food, attacking anything that moves. Such savage frenzies last only a few days, during which the crabman population is generally reduced back to a tolerable level.

Habitat/Society: Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabman often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless, with AC 8, 1 HD, and weak claws which do only 1-2 points of damage per hit.



Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.

Crabmen speak their own language, which consists mostly of hisses and clicks. The crabmen's xenophobia and the extreme difficulty of their language make it virtually impossible for humans and similar races to learn to speak the crabman tongue. Those few sages who know anything about the language know only a few basic words.

Crabmen are attracted to shiny metal, particularly silver-colored metal, though they seem unable to differentiate between silver, platinum, and steel. Crabman lairs often contain piles of these metals, with many pieces worked into sculptures. If the metal has rusted or tarnished, it is sometimes scraped to reveal the shine again, but often simply thrown into a refuse pile.

Ecology: Crabman artifacts can sometimes bring good prices from collectors, though they are often fragile, and readily decompose if made of plants.

Crabmen are rumored to be very tasty, especially their legs and claws. Primitive coastal inhabitants, particularly sahuagin, consider them a delicacy and often raid crabman villages. Their shells dry out and become brittle soon after they are removed or molted, so they cannot be used as armor. The claws can be used as passable clubs.

Crawling Claw

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Any
ALIGNMENT:	Neutral

NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	2-4 hit points
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (armored foes) 1-6 (unarmored foes)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T (human hand)
MORALE:	Fearless (19-20)
XP VALUE:	35



The much feared crawling claw is frequently employed as a guardian by those mages and priests who have learned the secret of its creation.

No single description of a crawling claw is possible as they are not uniform in appearance. Since claws are the animated remains of hands or paws of living creatures, they are apt to be found in a wide variety of shapes and sizes.

Combat: When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be capable of such a feat, its great strength enables it to do so. The maximum distance a claw can leap is 15 feet.

Once a claw lands on its victim, it attacks in one of two ways. If the victim is wearing metal armor, the claw delivers a powerful blow that inflicts 1d4 points of damage. Against those who are not armored (or only wearing leather) the claw can employ its great strength in a crushing grip. This manner of attack causes 1d6 points of damage.

In some cases, a claw may be instructed to attempt to strangle or gouge out the eyes of a victim. In any such case, the DM should consider all aspects of the situation and determine how much, if any, damage is done.

Claws are immune to any form of death magic or *raise dead* spells, although a *resurrection* spell renders them immobile for a number of turns equal to the level of the caster. Claws have the same resistance to *charm*, *sleep*, and *hold* spells that undead do, but claws are not subject to turning, *control undead* spells, or damage by holy water. Cold-based spells make claws brittle so that all rolls to damage them are increased by 1 point per die.

Edged weapons inflict only half damage on a claw; all magical weapons cause damage as if they were not enchanted in any way (although to hit bonuses still apply).

Society/Habitat: Crawling claws are nothing more than the animated hands and paws of once-living creatures. As such, they have no culture or society to speak of. Despite this, crawling claws do have a limited ability to communicate with each other. This takes the form of a basic telepathic link between all the claws of a single "batch." Whenever one claw finds a victim, all of the others in the area who were made at the same time move in to help it.

In addition, claws that have been instructed to do so can act in concert with each other to move large objects. The DM should use five pounds per claw as a reasonable limit to the weight that can be moved.

Ecology: Crawling claws can be created by any mage or priest who has knowledge of the techniques required to do so. To begin with, the creator must assemble the severed limbs that are to animated. The maximum number of claws that can be created at any one time is equal to the level of the person enchanting them. The hands (or paws) can be either fresh, skeletal, or at any stage of decomposition in between.

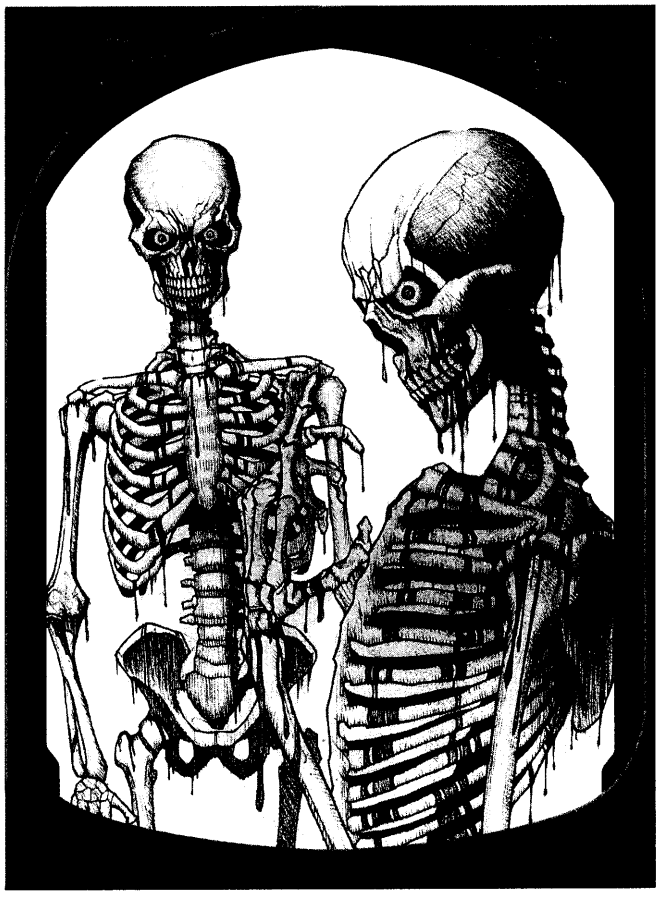
Claws can be controlled in one of two ways: directly or via programming. The manner of a claw's control must be specified when it is created and cannot be changed thereafter. All of the claws in a particular batch must be controlled in the same manner.

Programmed claws are given a single, brief instruction that they attempt to carry out to the best of their ability. The maximum length of the programming, in words, is 15 plus the level of the creator. This programming sets the conditions under which the claw attack. A sample command might be: Kill anyone except me who opens this chest.

Directly controlled claws are manipulated by the thoughts of their creator. The mental effort of controlling claws is quite tiring and cannot be maintained for more than three consecutive rounds without a one-round rest. Further, the range of such control is limited to 10 feet plus 5 feet per level of the creator. A person controlling claws cannot undertake spellcasting or any other activity. Injury to a controller does not break his control unless unconsciousness results. If direct control is broken for some reason, the claws continue to follow the last orders they were given.

Crimson Bones

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d6
ARMOR CLASS::	8
MOVEMENT:	12
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Blood poisoning
SPECIAL DEFENSES:	Takes only half-damage from edged weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (20)
XP VALUE:	270



These gruesome undead monsters are created when a human being (or similar demihuman) is flayed alive by an evil Arak. Usually, they are created by the ranks of the powrie and teg.

Crimson bones are very much like the common animated skeletons so often encountered in the Demiplane of Dread. The major difference between the crimson bones and a traditional skeleton, however, is that these unholy creatures constantly drip the rich, dark blood that flowed through their veins in life. Also, crimson bones retain the eyes of living men, not the empty sockets of animated skeletons.

Crimson bones cannot speak or even understand the words of others. They have no intelligence, existing only to kill in wild frenzies of blood and death. Even evil priests cannot master these chaotic undead. Only the sithkin and the use of certain magical spells, like *control undead*, can direct the actions of these creatures.

Combat: Crimson bones attack with speed and agility. While they are too mindless to attack with weapons, their bony fingers can rend flesh as easily a dagger might. Thus, in melee combat they inflict 1d4 points of damage per attack.

Like other undead skeletons, crimson bones are less vulnerable to damage from piercing and slashing weapons. Only bludgeoning attacks have their full effect upon these creatures; all other weapons inflict only half damage.

Whenever a crimson bones is hit with a melee weapon, blood splashes from the creature. An attacker has a 5% chance per point of damage inflicted of being struck by this spray. If this happens, the attacker must make a successful saving throw vs. poison or suffer from advanced blood poisoning. From that point on, he or she suffers one point of damage per round until he or she dies. This tainted blood can be affected by spells like *neutralize poison* and *slow poison*. Once a person's blood has been poisoned, additional exposure has no effect.

Crimson bones have no fear and are never called upon to make morale checks. Like all mindless undead, they are immune to life- and mind-affecting spells like *charm, sleep,* or *hold*. By the same token, poisons and disease do not affect these unliving monsters. Crimson bones can be turned as skeletons and suffer 1d4 points of damage if splashed with holy water or touched with a holy symbol.

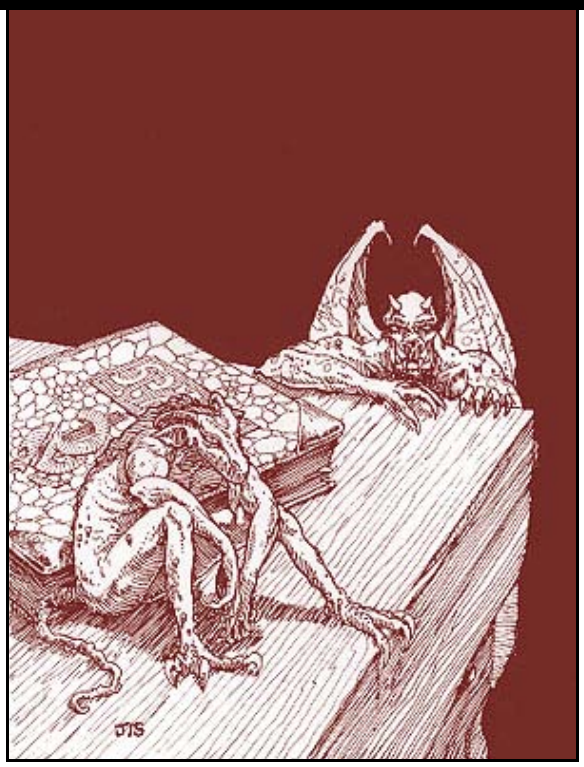
Habitat/Society: These mindless creatures focus only on killing the living and flaying the flesh from their bones. Their only memories center on their terrible deaths and the evil Arak who killed them. Because of this, they attack teg or powrie in preference to other creatures.

Crimson bones move about in packs, hunting the living and seeking only to kill. They are unthinking predators, however, and can be trapped, avoided, or otherwise outsmarted without much difficulty by alert would-be victims.

Ecology: These creatures are the risen skeletons of men and women who have been flayed alive by the evil Arak of the Shadow Rift. They are not created purposely, rising spontaneously from the dead filled with hatred of the living and a lust for vengeance.

Critter, Temple

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13Ð14)
TREASURE:	Q
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d2/1d2/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (1' tall)
MORALE:	Champion (15Ð16)
XP VALUE:	175



These 1-foot-tall constructs resemble gargoyles. They were created by priests of the Savage Coast to serve as spies, servants, and watchdogs in their temples.

These creatures are fashioned from either rock or hard clay, always possessing a gray or black cast. Their forms are rarely that of a traditional gargoyle, though. Instead, they are more often modeled after standard religious icons like cherubs and little demons; sometimes, they are even formed into replicas of native races such as manscorpions and enduks. Often, features such as hands, feet, and ears are exaggerated. Though many temple critters have wings, none can actually fly.

Temple critters move very quickly for their size, darting from place to place with sudden bursts of speed. They can even jump up to four feet into the air, landing on tables and shelves or using their claws to dig into walls or doors.

The Red Curse: As a constructed creature, the temple critter never acquires Legacies or requires *cinnabryl*.

Combat: Regardless of their morale, temple critters generally avoid combat whenever possible. Except in large numbers, they are too small to be much more than a nuisance. However, if commanded into combat by their creator, a temple critter unhesitatingly attacks with a ferocity that surprises many people. Emitting a high-pitched shriek, it jumps onto its opponent and scrambles around to any unprotected areas, attacking with both claws and teeth. A temple critter can also wield a dagger or knife if one is handy, causing damage according to weapon type. Once the battle has begun, it will not stop unless destroyed or commanded away by its master.

Habitat/Society: Temple critters are highly intelligent but remain under the complete power of the priest who created them. As artificial servants, they do not concern themselves with family or social behavior; temple critters get along with each other merely because their master orders them to.

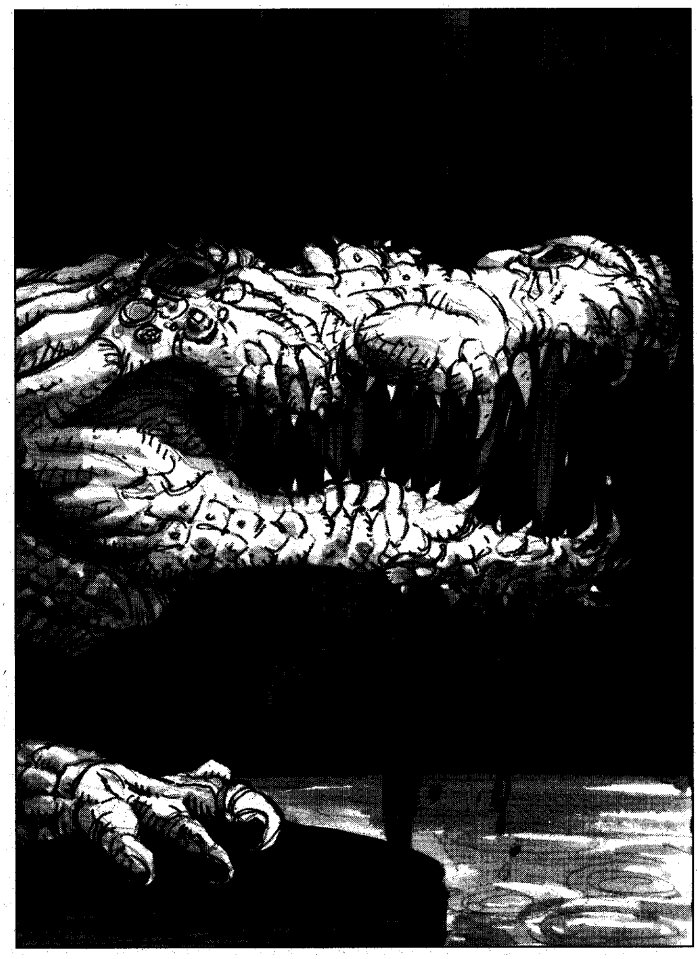
These creatures live in the shadowy recesses of temples, cathedrals, and crypts. They are full of nervous energy and usually roam about aimlessly. When spying, they often attempt to pass themselves off as normal sculptures, but they are unable to stay completely still for more then a few minutes at a time. Temple critters watch for people who wander into off-limits areas or those who cause mischief of some kind. Narvaezan, Hulean, and Nimmurian priests often set them to guard precious items. Temple critters can sound very effective alarms by employing the same high-pitched shriek used in combat.

Ecology: As constructs, temple critters exists outside any natural order. They often enjoy eating but do not require food to sustain them. By design, the temple critter enjoys its life and serves its master well.

Crocodile, Albino

CLIMATE/TERRAIN:	Sewers
FREQUENCY:	Common
ORGANIZATION	Solitary (pack)
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE	Low
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (10% chance 2d4+1)
ARMOR CLASS:	5
MOVEMENT	9, Swim 12
HIT DICE:	2+3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/1d6
SPECIAL ATTACKS:	Attack with surprise, trip
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See Below
SIZE:	M (4-5' diameter)
MORALE:	Steady (11)
XP VALUE:	420

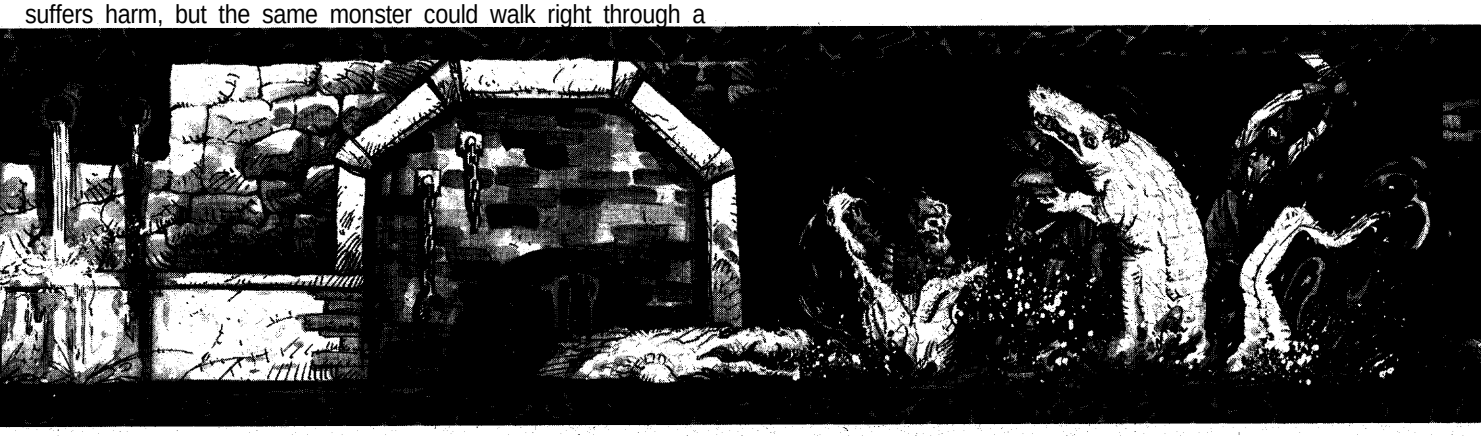


Miniature albino crocodiles are descended from the pets of the master wizard who presided over the school decades ago. After their master was slain, the crocodiles quickly escaped into the sewer. The necromancer made token attempts to hunt them down and slay them out of malice, but he met with little success, and the creatures have thrived over the years. The pollution from the necromancer's experiments has altered the crocodiles subtly, giving them a special resistance to magic.

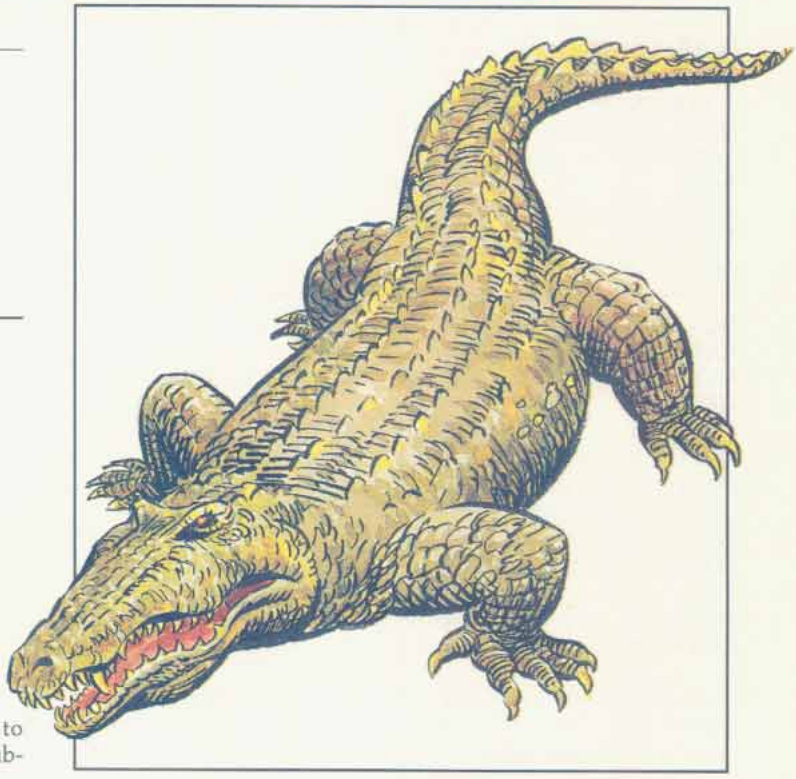
Combat: Albino crocodiles are surprisingly ferocious, and they are nearly equal in strength to the full-sized crocodiles of the outer world. They are notoriously unpredictable and sly, usually finding a way to ambush their prey. In such situations, victims suffer a -3 penalty to surprise rolls. The albino crocodiles have two main attacks, a bite inflicting 2d4 hp damage and a tail slap that causes 1d6 hp damage. Since the latter attack is usually at leg-level for most humanoid opponents, any successful strike against such a foe forces the victim to make a save vs. paralyzation or be tripped and lose all actions for the remainder of the round. The albino crocodile's main power is a total immunity to magic, gained from generations of constant exposure to the magical waste of the sewers. The only spells that can harm them are those that create effects that are not themselves maintained by magic. For example, a *Wall of thorns* can harm an albino crocodile, but not a *magic missile* spell. If a *wall of stone* falls on one of these creatures, it suffers harm, but the same monster could walk right through a *wall of force* or a *prismatic sphere* as if those barriers did not exist. While the crocodiles are not very intelligent, they do know that two-legs who cast light from their hands are easy prey, so spell-casters are often targeted by these creatures.

Habitat/Society: Albino crocodiles are typically loners, but they sometimes congregate in groups of 3-9 when the pickings are especially good. Ironically, this is when it is safest to encounter them, for they do not attack unless hungry or threatened. When not hunting, albino crocodiles tend to stay near the bottom of a water-filled channel, waiting for new prey or digesting the last.

Ecology: Albino crocodiles subsist mainly on rats and other small animals, attacking humans only when very hungry or when attacked.



	Crocodile	Giant Crocodile
CLIMATE/TERRAIN:	Subtropical and tropical/ Saltwater swamps and rivers	
FREQUENCY:	Common	Very rare to common
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	3-24	1 to 2-12
ARMOR CLASS:	5	4
MOVEMENT:	6, Sw 12	6, Sw 12
HIT DICE:	3	7
THAC0:	17	13
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8/1-12	3-18/2-20
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15' long)	H (21'-30' long)
MORALE:	Average (9)	Steady (11)
XP VALUE:	65	1,400



The crocodile is a large, dangerous predatory reptile native to tropical and subtropical climes. It spends most of its time submerged in swamps, rivers, or other large bodies of water.

The crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, ranging in size from a scant foot to well over ten feet long. Most mature specimens range from eight to 15 feet long, and some even larger. Many sages argue that crocodiles never stop growing. The crocodile has a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful, and can propel the crocodile rapidly through the water and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes.

The crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log.

Combat: Ever voracious, hungry crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (-2 penalty to opponent's surprise roll), and are exceedingly sensitive to movements in the water. They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water. They prefer to attack with their powerful jaws, causing 2d4 points of damage, and lash with their tails for 1d12 points of damage. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (reduced to 50% of their normal movement) when the temperature falls below 40° F.

Habitat/Society: Crocodiles sometimes congregate in large numbers, but they are not by nature sociable, nor do they cooperate in hunting. They have well-concealed lairs and will often drag their prey to their lairs before eating it. When a tasty morsel comes its way, a group of crocodiles will go into a feeding frenzy, each attempting to get a part of the feast. They hunt almost daily, primarily in the water, rarely on land. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out.

Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity.

Swamps and rivers are not the only abode of the crocodile. In recent years there have been dreadful rumors that some of these reptiles have made their homes in the sewers of cities in tropical regions, living on waste and carrion.

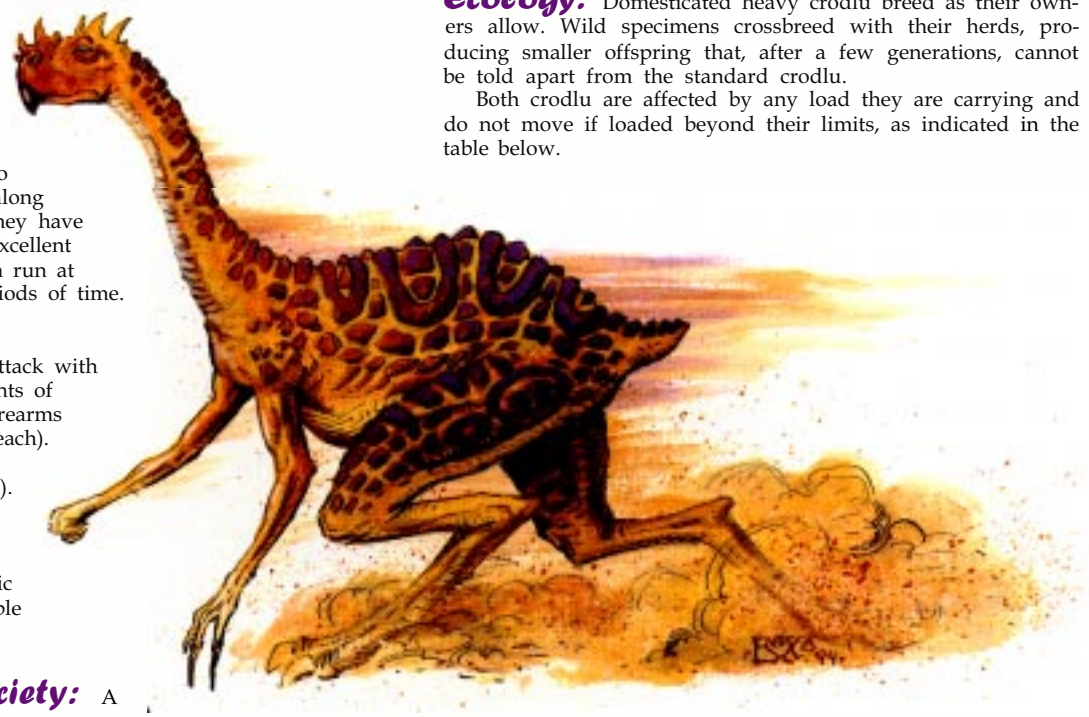
Ecology: The crocodile is a formidable predator and has little competition for food from other water creatures. One of the few monsters that can compete with it is the dragonturtle. Even on the riverbanks it has little to fear from rival predators; most would prefer not to tangle with a crocodile. The only predator that the crocodile need fear is man, who hunts it for its tough hide, which can be transformed into a beautiful, gleaming leather. Crocodiles are also hunted to eliminate the danger that they represent to riverside communities.

Giant Crocodile

These creatures are far rarer than their smaller cousins. They attain sizes from 21 to 30 feet long, and they also continue to grow until death. Giant crocodiles typically inhabit salt water or prehistoric settings, where they have been know to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then to swim away, leaving the fishermen unharmed.

	Crodlu	Heavy Crodlu
Climate/Terrain:	Desert, scrub plains	Sandy wastes, stony barrens
Frequency:	Common	Rare
Organization:	Herd	Herd
Activity Cycle:	Day	Day
Diet:	Herbivore	Herbivore
Intelligence:	Animal (1)	Animal (1)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	5–30 (5d6)	l–6 (1d6)
Armor Class:	4	4
Movement:	24	18
Hit Dice:	4+4	6+6
THAC0:	15	13
No. of Attacks:	5	5
Damage/Attack:	1d4/1d4/1d8/1d6/1d6	1d6/1d6/ld10/1d8/1d8
Special Attacks:	Grapple	Ram
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	L (10′+ tall)	L (12′+ tall)
Morale:	Steady (11)	Steady (11)
Level/XP Value:	420	2,000
Psionics Summary:	Nil	Nil
Player's Option	MAC 6	MAC 7

Crodlu are large reptiles that roam the deserts and scrub land in herds. Crodlu resemble large ostriches, but their forearms end in wicked claws and their tough, scaly hides are yellow to red, with other colors along their sides and belly. They have poor eyesight and an excellent sense of smell. They can run at high speed for long periods of time.



Combat: Crodlu attack with their hind legs (1d6 points of damage each), their forearms (1d4 points of damage each). and bite (1d8 points of damage, 1d4 for chicks). If both forearms hit, the crodlu has grappled its opponent, allowing an automatic bite that causes double

Habitat/Society: A crodlu herd averages 30 members. The herd leader is a male with 6 HD and AC 3. Crodlu chicks can be trained as mounts. Captured adults, except leaders, have a 10% chance of being trained.

Ecology: Each female lays one egg each year. The chicks are able to run and fight within minutes. Crodlu eat anything.

Heavy Crodlu

Heavy crodlu are a specially bred type of crodlu with better scales for protection of their upper body and head. They have sharp claws on their forearms that may be filed to a point or may be augmented with glass or metal blades.

Combat: A heavy crodlu attacks with hind claws (1d8 points of damage each), the forearms (1d6 points of damage each), and bite (1d10 points of damage). It can use its ramming attack if it is alone or carrying a rider, but it needs 60 feet of clear space between itself and its target. The ramming inflicts 3–24 (3d8) points of damage. If it misses, the crodlu runs for its full movement or until it hits something. If it hits an immovable object, the crodlu receives l–10 (1d10) points of damage from its own momentum.

A heavy crodlu often has forearm blades and body armor. Blade attacks cause 2–7 points of damage. Cloth armor (AC 3) costs 20 cp, partial leather (AC 2) costs 55 cp (30 pounds), and full leather (AC 1) costs 130 cp (100 pounds).

Habitat/Society: Heavy crodlu live in pens or as part of a caravan or war party. In battle, heavy crodlu must be kept away from regular crodlu or they might attack each other.

Ecology: Domesticated heavy crodlu breed as their owners allow. Wild specimens crossbreed with their herds, producing smaller offspring that, after a few generations, cannot be told apart from the standard crodlu.

Both crodlu are affected by any load they are carrying and do not move if loaded beyond their limits, as indicated in the table below.

Burden	Crodlu Weight	Crodlu Movement	Heavy Crodlu Weight	Heavy Crodlu Movement
Light	0–90	24	0–240	18
Medium	91–180	18	241–360	12
Heavy	181–270	12	361–450	8
Very heavy	271–360	6	451–600	6

Crone of Chaos

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	M (Z)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	7
Movement:	12
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d6 (claw)/1d6 (claw)
Special Attacks:	Animal control, magical daggers; see below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Elite (13)
XP Value:	650

A crone of chaos is a very intelligent, evil-natured creature who uses deception to cause pain and suffering. A relative of hags, she is always female. Unless she is taken by surprise, the crone is always veiled by *illusion*, assuming the guise of a beautiful maiden.

In her true form, a crone has wrinkled, leathery skin; sparse, wiry hair; long, crooked arms; sharp tartar-encrusted fangs; and large hands with clawlike fingers. Dried blood of past victims is caked beneath her sharp nails. Her hair often stands on end or at strange angles. The odor of the creature is foul, for she despises contact with water and therefore never bathes.

The crone speaks Common. She may also speak any language befitting the form she most often assumes.

Combat: A crone has unusually keen hearing and eyesight, and gains a +1 bonus to her surprise roll.

She has several magical abilities. These are natural powers (although they can be revealed by a *detect magic* and countered by *dispel magic*). The most important power is an *illusion* that enables the crone to look human or demihuman. A crone usually disguises herself as a beguiling young woman. In this form she uses two magical powers to attack: *animal control* and *daggers of sorcery* (see below).

The crone can make just one magical attack per round. Both attacks have a range of 240 yards. She can maintain her *illusion* while employing her magical attacks. The crone fights in her true form only if surprised, or if her other attacks have failed to defeat her foes. At such times, she attacks twice, raking her victim's flesh with her clawlike nails.

- *Animal Control:* The crone can control 1d6 normal or giant animals automatically (no saving throw). Exceptionally intelligent animals receive saving throws vs. spells, while those with special loyalties (a paladin's warhorse or a wizard's familiar) or of a magical nature (a *shapechanged* druid) are unaffected.
- *Daggers of Sorcery:* This attack creates 1d6 ghostly white daggers that appear in midair and attack. Each dagger attacks a different target and fights until either the dagger is destroyed or the victim is killed. The crone controls the movement of the daggers and can make each one follow the target as it moves. The daggers can be attacked as if they were living creatures (AC 2; HD 1; hp 1; #AT 1; Dmg 1d4). Any hit on a dagger destroys it. As each dagger is destroyed, all characters who fought that dagger must make a saving throw vs. spells. Those failing their saving throw become dizzy and weak for 6 rounds (–2 to attack rolls and saving throws); these penalties are not cumulative. Those who make successful saving throws are unaffected.

Habitat/Society: A crone of chaos normally lives alone in a dark forest or desolate wilderness, often in a cave. She may be found in any climate, from the steaming tropics to the cold fringes of arctic tundra.

She lives alone, avoiding the company of humans and even other crones. She may enjoy the company of some partially tamed animals, however.

Ecology: A crone of chaos can mate with most humanoid species, but she prefers humans. She uses *illusion* to ensnare her victim. Once he has served his purpose, she kills him and feasts on his corpse.

Crones abandon their female offspring and devour males. No one knows whether a male crone-child could survive otherwise; none has ever been seen.

To the kind folk who adopt an abandoned crone-child, the infant appears to be member of the father's species. However, she later seems to age rapidly; by late adolescence her skin is wrinkled and discolored, her joints gnarled, and her hair thin. Simultaneously, she develops the magical powers of a crone of chaos, which help hide the truth of her changing nature.

In time, the young crone will be overwhelmed with contempt for the race with which she lives; or, as the years pass, her alien nature may be suspected. In any case, she soon forsakes the company of those who reared her and adopts the life of a hermit, embracing the wicked ways of a crone of chaos.

Is the change inevitable? Sages disagree. Perhaps crones are not forced into wickedness; perhaps benign crones secretly live in human society. If the latter is true, though, no evidence has been discovered to support it. With an average life span of three centuries, crones could scarcely go so long unnoticed.



	Giant Crab	Giant Crayfish
CLIMATE/TERRAIN:	Any seashore	Temperate/ Freshwater rivers
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-12	1-4
ARMOR CLASS:	3	4
MOVEMENT:	9	6, Sw 12
HIT DICE:	3	4+4
THAC0:	17	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8/2-8	2-12/2-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Surprise	Surprise
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15')	L (8' + long)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	65	175

Giant crustaceans are peculiar mutations of crabs and freshwater crayfish. The first inhabits saltwater regions, while the latter is found only in fresh water.

Giant Crabs

Giant crabs look just like regular crabs except for their enormous size. They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enable them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

Combat: Always hungry, crabs prefer to sneak up upon their prey (-3 penalty to opponent's surprise roll) and catch it in their pincers, dismembering and eating it. A successful attack by the pincers causes 2d4 points of damage. Once they have caught something edible, they stop to eat it, unless they are attacked. If a crab finds its meal in question, it attempts to scuttle off with the prize, perhaps to its den.

Habitat/Society: The giant crab lives on the shoreline, searching beaches for food and venturing into the water in search of fish and other aquatic life. It is well adapted to this sort of life, since it is able to breathe both air and water. Giant crabs frequently feed on large dead fish and other carrion washed up on the shore. They operate equally well on land and in the water. Giant crabs sometimes burrow into the sand during the day, emerging only at dusk and dawn to feed. At these times the beach is alive not only with the giant crabs, but with their tiny cousins as well. The giants may also hunt during the day and night.

The crab exists only on the most basic instinctive level, and is interested solely in survival. Crabs mate in the autumn and males attempt to mate with as many females as they can. Females bury their eggs in the sand. The eggs hatch the following spring; few hatchlings survive to reach maturity. Nature has forced the giant crabs to become flexible eaters, always willing to try new food sources.

Ecology: The giant crab performs a useful ecological function in keeping the seashores free of large carrion that would otherwise rot. On the shore, it is hunted by the ultimate predators—humans and demihumans—for its superb meat and hard chitinous shell, which is prized by some for making armor and shields.



Giant Crayfish

The crayfish is essentially a freshwater lobster. It has a similar multi-plated shell, numerous legs, eyes set on stalks, and two wicked pincers. The giant crayfish is muddy brown or sand colored, depending upon the color of the river bottom it inhabits. Some say that the giant crayfish, like the lobster, keeps growing as it gets older; certain sages even argue that the giant crayfish is really the same species as the ordinary crayfish, merely an extremely old specimen.

Combat: Like the crab, the crayfish prefers to ambush its prey (-2 penalty to opponent's surprise roll). It sits quietly on the river bottom, waiting, and then rushes forth to seize its food in its pincers. The giant crayfish does not normally represent a danger to adventurers, since it inhabits only deep rivers and spends all of its time on the river bottom. It would therefore only attack adventurers who were swimming along the river bottom, and then only if they came within its range. An attack by a giant crayfish's pincers inflicts 2d6 points of damage. The crayfish prefers to drag its catch back to its watery lair and eat in peace. Its shell is very tough, giving the creature AC 4.

Habitat/Society: The giant crayfish inhabits only wide and deep rivers, and feeds almost exclusively upon bottom-dwelling fish. Due to its great size, it can easily prey on such fish as sturgeon, carp, and large eels. It is voracious and spends most of its time hunting. On the whole it rarely crosses paths with adventurers, but it does compete with river fishermen.

Ecology: The giant crayfish is considered a delicacy by other creatures, which perhaps accounts for its rarity. Nixies especially prize the meat of the giant crayfish. Dragon turtles, giant snapping turtles, merrows, giant otters, gar, giant pike, and storm giants are just some of the monsters that hunt the giant crayfish. It is very far from being the top predator in its food chain, and must fight for its survival.

Crypt Servant

CLIMATE/TERRAIN:	Tombs
FREQUENCY:	Rare
ORGANIZATION:	Solitary or staff
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5–7)
TREASURE:	See below
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d20 (see below)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 (×2) or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Special immunities, immune to piercing weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4′–7′ tall)
MORALE:	Fearless (20)
XP VALUE:	650



Crypt servants are corpses, usually desiccated, that are normally human, though elves, dwarves, and other races are not unknown. They generally dress in the livery of their master, the person buried in the tomb they serve.

Crypt servants speak the language of their master in dry, slithery voices.

Combat: Though created to serve their master in all ways after death, crypt servants are usually encountered defending their master's tomb and possessions from desecration. A solitary crypt servant, or the crypt servant nearest the tomb's entrance, acts as a guard. Intruders are challenged verbally by the guard; most require a certain verbal command or a visible sign of the family of their master. Intruders who do not respond properly are attacked.

Intruders who make it past a guardian crypt servant will not be challenged by other crypt servants unless they disturb the master's possessions. Anyone who disturbs the body of the master is attacked regardless of any commands or signs they offer to deter the crypt servants. Crypt servants who engage in combat call to other crypt servants in the tomb. Despite the quiet nature of the creature's voice, all the crypt servants in a tomb respond in 1d6 rounds.

Many crypt servants are provided with weapons of some sort; they attack with their fists if they are not. They press with a mindless fury, concentrating on the last person to cause a disturbance to their master or their master's possessions.

Like other undead, crypt servants are immune to *charm*, *hold*, and *sleep* spells.

Habitat/Society: Though it is possible to create a crypt servant from any dead body, volunteers are preferred. Many ancient crypt servants actually asked for their posts, wishing to serve their masters in death as they did in life.

Crypt servants care for their deceased masters and all the rooms and possessions in the tomb. Small tombs have only one crypt servant, while grand tombs of wealthy and powerful individuals may have several. Crypt servants clean and repair the tombs, polish valuables, light candles, and guard the tomb from intruders. At first they are fervent in their need to serve, but as the years—and centuries—pass, they take longer breaks between activity, sometimes standing motionless for days or even years before becoming active again.

Because of their similar purpose and method of creation, crypt servants are sometimes associated with crypt things (see the MONSTROUS MANUAL tome). The spells to create each are similar, and they probably have the same roots. If the crypt thing is available for the DM's campaign, one may be found as the leader of a group of crypt servants.

Ecology: A crypt servant has no proper ecological niche. It neither adds to nor detracts from its environment, except to occasionally eliminate intruders and vermin.

***Create Crypt Servant* (Necromancy)**
7th-level wizard or priest spell

Range: Touch	Casting Time: 1 turn
Components: V, S	Area of Effect: 1 corpse
Duration: Permanent	Saving Throw: None

This spell animates a corpse as a crypt servant. The corpse must be in reasonably good condition, and many are prepared in advance of their master's death. The spell must be cast in the tomb in which the creature is to serve. A successful *dispel magic* ends the crypt servant's animation, and the reverse of the *create crypt thing* spell (see the MONSTROUS MANUAL tome), *destroy crypt thing*, will also annihilate a crypt servant if it fails a saving throw vs. death magic.

Crypt Thing

CLIMATE/TERRAIN:	Any/Tomb or grave area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Z
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Teleport
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (17-18)
XP VALUE:	975

Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. There are two types of crypt things—ancestral and summoned. The former type are "natural" creatures, while the others are called into existence by a wizard or priest of at least 14th level.

A crypt thing looks like nothing more than an animated skeleton, save that it is always clothed in a flowing robe of brown or black. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

Combat: A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. It acts only to defend its crypt. Should grave robbers or vandals seek to enter and profane the sanctity of its tomb, the crypt thing becomes instantly animated.

A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful saving throw vs. spell or be instantly transported away from the crypt. DMs should use the following table as a guideline, rolling 1d100 for each person who fails the saving throw, but they are free to use their own judgment as well:

01-20	1d10 x 100′ north
21-40	1d10 x 100′ east
41-60	1d10 x 100′ west
61-80	1d10 x 100′ south
81-90	1 dungeon level up
91-00	1 dungeon level down

Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.

Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage.

A crypt thing can be hit only by magical weapons.

Like all undead, crypt things are immune to certain spells. It is impossible to employ a *charm*, *hold*, or *sleep* spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead creatures. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for priests or paladins to turn them.



Habitat/Society: Crypt things are not a natural part of our world; they have no organized society or culture. They are found wherever tombs and crypts are located.

The most common crypt thing is the summoned variety. By use of a 7th-level spell (see below), any caster capable of employing necromantic spells can create a crypt thing.

Ancestral crypt things are the raised spirits of the dead that have returned to guard the tombs of their descendants. This happens only in rare cases (determined by the DM).

Ecology: The crypt thing is not a being of this world and, thus, has no proper ecological niche. It is rumored that the powdered marrow from a crypt thing's bones can be used to create a *potion of undead control*. In addition, anyone who employs the bones of a crypt thing to manufacture a set of *pipes of haunting* is 80% likely to create a magical item that imposes a -2 penalty to its victims' saving throws and has double normal effectiveness if the saving throws fail.

Create Crypt Thing

7th-level Wizard or Priest spell (necromantic)
(Reversible)

Range: Touch	Casting Time: 1 round
Components: V,S	Area of Effect: 1 corpse
Duration: Permanent	Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

Curotai

CLIMATE/TERRAIN:	Subterranean caverns
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	By weapon type +3 strength bonus
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Parrying
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Steady (12)
XP VALUE:	2,000



When Jiathuli, Handmaiden of Takhisis, first ensnared the Kagonesti in her web, she decided to change them into her own image. Just as she changed drow that displeased her into driders, she transformed Kagonesti into abominations, six-armed giants disposed toward evil and servitude. She named them the curotai (drow for "guardians of an important person"). Curotai resemble normal Kagonesti, except that they have three torsos, stacked on top of each other.

Each torso has two arms, typically armed with a weapon and a shield.

Combat: Curotai have 18/01 strength. They can attack with their six arms with a dramatic effect in melee. Twice per melee round, they may block an attack that would otherwise strike them; this includes missile attacks, such as arrows, flaming oil, etc. Thus they nullify two successful attacks against them per melee round. They are weapon specialist fighters, hence their multiple attacks.

Habitat/Society: Curotai are slaves. They have a fanatical loyalty to Jiathuli and do anything she says. They do not attack drow or spiders, but they automatically attack anything else.

Curotai are held in captivity by the *willstone* of Jiathuli; if this stone is wrested from Jiathuli or destroyed, the curotai will revert to normal Kagonesti.

Ecology: Curotai have acquired a spider's dietary habits, existing on meat, preferably live.

CLIMATE/TERRAIN:	Black Waters Oasis
FREQUENCY:	Common
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral Good (Chaotic Evil)
NO. APPEARING:	100-1,000
ARMOR CLASS:	8
MOVEMENT:	8
HIT DICE:	1
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Special
XP VALUE:	70
PSIONICS:	Nil

The curse of the Black Waters reduces its victims to undead slaves of the oasis. These undead are either cursed dead or hungry bodies, each of which is discussed in more detail below.

Both types of undead must remain within a mile of the Black Waters Oasis. They are cursed to always appear before anyone coming to the oasis, either to warn them away or to lure them to their doom.

Cursed Dead

These creatures resemble skeletons, although they still have human eyes. They are clothed in tatters and rarely have any weapons to speak of. They are pitiful victims of the curse of Black Waters, tormented by a never-ending thirst that cannot be quenched. They often drink from the oasis, desperate to soothe their parched throats.

If the cursed dead are the first to see characters coming to the oasis, they will do whatever they can to shoo them away. The cursed dead do not wish others to fall prey to the curse. They are not violent and will do nothing to stop those who attack them, for once their physical forms have been destroyed they may lie in peace. Though the cursed dead can speak, it causes them intense physical pain that may last for hours. They only speak when they absolutely must, keeping to short sentences.

The cursed dead are immediately aware if anyone with the *black waters* scroll enters the oasis and will do what they can to guide such characters to Phabum. They will let anyone who does not have the *black waters* scroll leave the oasis without incident. If characters try to leave with the scroll, the cursed dead will do what they can, short of killing the characters. to keep the *scroll*. It is, after all, their only hope of salvation.

Combat: Cursed dead do not fight unless they are forced to. Their bony claws cause 1d4 points of damage.

Habitat/Society: The cursed dead must stay within one mile of the Black Waters Oasis; they have no society to speak of.



Ecology: Cursed dead warn of the dangers of the Black Waters Oasis, but have no real role in nature.

Hungry Bodies

Hungry bodies are bloated zombies; their decaying flesh stinks of the grave. But their eyes prove them something other than typical zombies—their eye sockets blaze with black flames. Hungry bodies are normally clothed in tattered rags and carry a variety of weapons.

Hungry bodies desire more than anything else to become powerful undead. They believe that they can accomplish this by luring others to their end at the Black Waters Oasis and make every effort to do this. Unfortunately, they are terribly misguided: They can never rise above their current level and their agony will never end.

Combat: The hungry bodies despise the living and will do anything within their power to destroy them. They typically attack in packs of 5 to 10, wielding whatever motley weapons they find lying about the oasis. They never use armor as their clumsy fingers cannot lace or fasten it. They often set up strategic ambushes for unfortunate travelers near the oasis. Packs of hungry bodies often travel their allotted mile from the oasis seeking victims.

Habitat/Society: As cursed dead, above.

Ecology: The hungry bodies have no role in nature.

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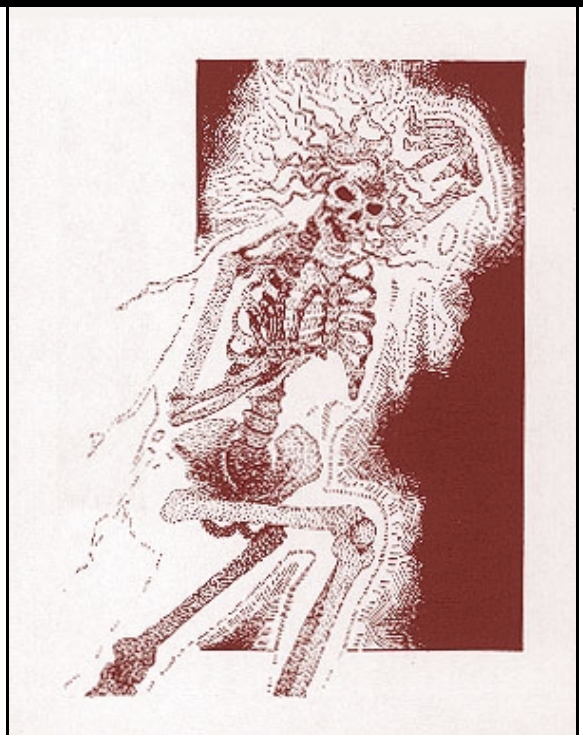
Cursed One

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	*Cinnabryl*
INTELLIGENCE:	Low (5Ð7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	15, Fl 15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Depletes *cinnabryl*
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	25%
SIZE:	M (4'Ð7' tall)
MORALE:	Champion (15Ð16)
XP VALUE:	3,000



The onset of the Red Curse always causes the loss of ability score points, and in some cases, *cinnabryl* cannot be found in time to stop this loss after the first point. When any of a person's ability scores is lowered to 0, that person dies. If special measures are not taken, that person will rise again as a cursed one. Cursed ones always seek out the substance that could have saved their lives: *cinnabryl*.

A cursed one appears insubstantialÑa faint, reddish, skeletal silhouette within a translucent red specter. The creature's eyes are gaping pools of darkness, while its body gives off a faint red glow, making it appear more evil than it actually is.

The Red Curse: Though cursed ones never acquire Legacies, they must constantly search for *cinnabryl*, which can temporarily relieve their pain.

Combat: Only magical weapons can effectively strike a cursed one. These undead creatures can detect both *cinnabryl* and *red steel* within 10 yards. Though they hunt *cinnabryl*, they are visibly frightened of *red steel*. Only *red steel* can permanently kill a cursed one. A cursed one destroyed by anything other than a *red steel* weapon reforms after 24 hours.

When it detects cinnabryl, a cursed one rushes forward to attack. A cursed one can absorb *cinnabryl* by simply assaulting someone wearing it and overlapping the body of the target with its own insubstantial essence. This requires a normal attack roll against the victim's AC (with no armor adjustments). A cursed one cannot drain *cinnabryl* from a person wearing *red steel* armor.

If a cursed one's attack is successful, simultaneous hot and cold sensations flood the victim's body, sapping 1d8 hit points. In addition, a successful attack allows the undead creature to deplete some of the victim's *cinnabryl*, one ounce (one week's worth) for each successful hit. If the victim has less than one ounce left, the victim suffers an appropriate number of days of the Time of Loss and Change. (If the cursed one hits a character with only a two-day's supply of *cinnabryl*, the victim suffers five days worth of the Time of Loss and Change). A cursed one stops only when no *cinnabryl* is left nearby.

Cursed ones are immune to *sleep*, *charm*, and *hold* spells, all Legacies, and all mind-affecting attacks.

Habitat/Society: A cursed one leads a lonely existence, suffering constant pain that can be relieved only for a few fleeting moments by *cinnabryl*.

These undead creatures are not confined to their place of origin, but roam free. They wander mostly at night but can move around in darkened areas by day. In sunlight, cursed ones are completely powerless and immobile; however, sunlight also makes them invisible. If the sun's rays touch them, cursed ones freeze in place until the sun sets. A cursed one generally travels as far as possible from the area of its demise to escape painful memories.

Besides feeding *cinnabryl* to a cursed one, a temporary and rather foolish option, nothing can be done to help the creature. To prevent the rise of a cursed one, one ounce of *cinnabryl* must be buried with the remains of anyone who dies from the attribute point loss brought on by the Red Curse.

Cursed ones are also sometimes created by the touch of an Inheritor lich. Perhaps due to their link to the Red Curse, cursed ones cannot harm Inheritor liches in any way.

Ecology: Unlike other undead, cursed ones do have some effect on the ecology. They uselessly deplete *cinnabryl*, keeping it from those who could be helped by it.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	See below
TREASURE TYPE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2–11
ARMOR CLASS:	7 (or by armor)
MOVEMENT:	12
HIT DICE:	As level
THAC0:	As level
NO. OF ATTACKS:	1 or as level
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Rot grubs (15%)
SPECIAL DEFENSES:	Spell immunities; immune to fire, cold, energy drain;
MAGIC RESISTANCE:	85%
SIZE:	M (58–68)
MORALE:	Average (10)
XP VALUE:	Variable



Curst are undead humans, trapped by an evil curse that will not let them die. They are created by a rare process: The victim's skin pales to an unearthly white pallor, and his or her eyes turn black while the iris color deepens, becoming small pools of glinting dark color. Curst lose their sense of smell, often lose Intelligence, and develop erratic behaviour as their alignment changes to chaotic neutral. Curst favor leather armor, cloaks with hoods, and boots. Their garb is nearly always dark in color, though some still keep the original clothing they wore when alive.

A curst has 90-foot infravision as well as normal vision and prefers darkness to light. Curst tend toward silence, and do not age once they become undead.

Combat: The curst retain any ability bonuses and nonmagical skills they possessed in their previous lives; for example, fighters still retain their levels and enhanced Strength scores (e.g. 18/00), thieves keep their rogue abilities, and all keep their nonweapon proficiencies; however, any spellcasting abilities are lost.

Curst are immune to mind-related spells such as *charm, ESP, hold*, and *sleep*, and have 85% magic resistance. They are unaffected by cold- or fire-based attacks of any sort, and energy draining attacks are similarly ineffective. Though they are technically undead, they cannot be turned by priests or paladins, and holy water has no special effect on them.

Curst can be struck by any weapon. They can use any weapon allowed by their former character class, and will seize better weapons than their own when available. An unarmed curst attacks by kicking, biting, and clawing savagely for 1d4 points of damage per round.

If reduced to 0 hit points, curst are not slain. They fall to the ground, paralyzed, and lie there until they are whole again. Curst regenerate 1 hit point per day, and are able to regrow lost limbs and organs; if decapitated, the curst's body will disintegrate into dust, and the new body regenerates from the head (this process takes twice as many days as the curst has hit points), which remains paralyzed until the body is reformed. Curst can be healed by *cure* magics. If a *remove curse* spell is cast upon a curst, the creature is destroyed.

Rot grubs infect 15% of all curst; these have 1–6 fewer hit points but are otherwise unimpaired. The grubs will be seeking a better host.

Habitat/Society: Curst are in no way controlled by their creators, and seldom serve them except to attain the mercy of death by means of a *remove curse* spell. Often, coming to know their cruel doom, curst attack their creators, hoping they will be destroyed in self-defense. Once destroyed, curst cannot be resurrected or animated to become other forms of undead, since their bodies crumble into dust.

In the process of becoming curst, humans lose their sense of smell, any magical abilities, and often their minds (but not their cunning); only 11% of the curst retain their full, former ability score, while most have a lowered Intelligence of 8. In addition, there is a 5% chance per turn (noncumulative) that a curst will act irrationally—breaking off a fight to sing, skip and dance, draw with a finger on a nearby wall, stare intently at something, etc.—for 1–6 rounds; during this time, nothing can distract the curst, even attacks, except the casting of a *remove curse*, which elicits a smile and a whispery thanks from the curst as it collapses rapidly into dust.

Ecology: Curst eat nothing and are prey to none. The dust that remains after their destruction is being studied by wizards and alchemists for potential uses.

Cursed are created by the *bestow curse* spell (the reverse of the *remove curse* spell), and within four rounds adding a properly-worded *wish* spell. Creating them is an evil act.

About 2% of curst are humanoid.

cwn annwn

The baying of a cwn annwn is a sound that stops the heart and freezes the blood. It is little wonder that the howls are considered an omen of death—so terrifying are they, I believe the echo alone could send one to the grave.

—Faylene, Kaiana's daughter, 1403 HC

overview

Cwn annwn (coon-a-NOON), sometimes called the hounds of Azrai, are enormous supernatural attack dogs that hunt elves.

physical description

Cwn annwn are strong, vicious, and fast. They stand about 5 feet high at the shoulder and are about 7 feet long. They have blue-black coats, razor-sharp teeth and fangs, flaming eyes, and wicked claws. The sound of a cwn annwn baying is considered an omen of death.

role in the campaign

Elves harbor an innate, ancestral fear of the Shadow World, and cwn annwn are part of the reason why. These hounds roam the Shadow World in packs, hunting elves. Once they catch an elven scent, they pursue their quarry mercilessly.

Even if an elf is not among the party, PCs who have had close dealings with an elf in the past week may find themselves pursued by cwn annwn.

The ominous baying of cwn annwn can be heard up to two miles away. Thus an encounter with the hounds is rarely a surprise—though always harrowing.

habitat/society

Cwn annwn are native to the Shadow World. In recent years, however, they have been spotted in Cerilia, particularly in and around Tuar Annwn. The elves there maintain constant vigilance against the hounds penetrating the shadow barrier, but every year a half dozen or so manage to pass through and devour a few unfortunate elves before being brought down. Though no sightings of cwn annwn have been reported elsewhere in Cerilia, it is possible that the hounds have managed to enter other areas of the continent.

Cwn annwn, when not hunting on their own, can be encountered as part of the Wild Hunt (see separate entry).

ecology

Cwn annwn maintain a very limited diet: elf. Nearly forgotten elven folklore says that at the dawn of time, when Cerilia and the Shadow World were one, the cwn annwn were domesticated beasts that the elves kept as hunting dogs. The same force that opened up a rift between the two lands also empowered and encouraged the great hounds to turn against their masters, transforming them into supernatural beasts of the night—or so the legends say. Now, inspired by a deep-rooted hatred which some believe Azrai himself instilled in them, the hunting dogs hunt new prey.

variations

Scholars believe cwn annwn are related to hell hounds (described in the *Monstrous Manual*). But while hell hounds can be domesticated, cwn annwn are always wild.

combat and other encounters

An encounter with cwn annwn is almost always hostile in nature.

combat

Cwn annwn are such superior hunters that they cannot be surprised.

The sound of a cwn annwn's baying is in itself so terrifying that all who hear it up close (within 100 yards of the hound) must succeed at a saving throw vs.

Climate/Terrain:	Shadow World, Vosgaard
Frequency:	Uncommon (Shadow World), Very Rare (Vosgaard)
Organization:	Pack
Activity Cycle:	Any (Shadow World); Nocturnal (Cerilia)
Diet:	Elves
Intelligence:	Low (5–7)
Treasure:	C
Alignment:	Lawful evil
No. Appearing:	3–12
Armor Class:	4
Movement:	15
Hit Dice:	7+2
THAC0:	
No. of Attacks:	3
Damage/Attack:	1d8/1d8/2d8 (claw/claw/bite)
Special Attacks:	Fire breath
Special Defenses:	Immune to fire and surprise, magic or silver weapons to hit
Magic Resistance:	Nil
Size:	L (7' long)
Morale:	Fanatic
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/Slight
XP Value:	2,000

paralyzation or become frozen with terror and unable to act for 1d4 rounds. If a party comprises both elves and nonelves, cwn annwn attack the elves first, focusing all their attention on the member(s) of that race.

Nonelves eventually fall under attack as well, for they carry the scent of their elven companions. (However, the creatures devour only their elven prey.)

The hounds surround their prey, first breathing fire from up to 10 yards away. Each fire attack inflicts 1d4+6 points of damage; a successful saving throw vs. breath weapon reduces the damage by half. Cwn annwn then attack with their claws and bite. On a natural attack roll of 20, a hound manages to trap its prey and breathe fire on it, inflicting both bite and fire damage.

Cwn annwn are immune to fire-based attacks. As supernatural creatures, they can be hit only with magical or silver weapons. As beasts of the shadows, however, they have difficulty seeing in direct sunlight or magical light. If opponents making use of such light sources can also confuse or obscure the hounds' sense of smell, the ferocious canines suffer a –2 penalty to all attack rolls

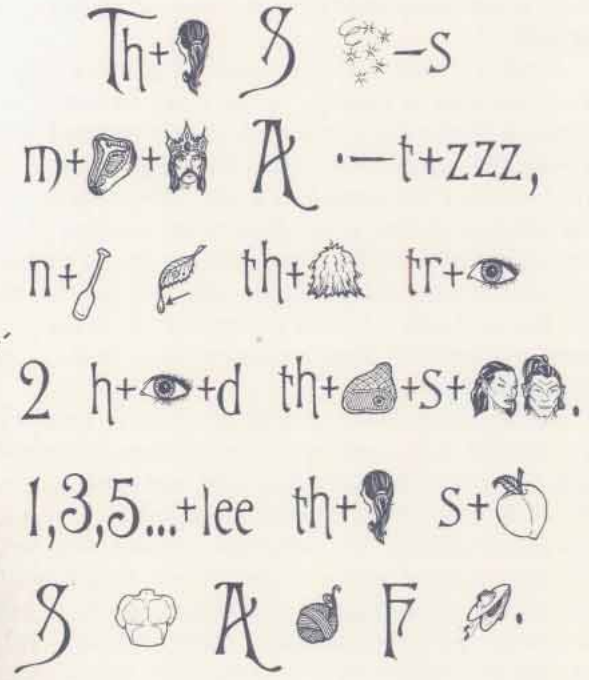
peaceful encounters

Peaceful encounters with cwn annwn are extremely rare. If an elf is among the party, they will attack to the death. If not, they are capable of such stealth that PCs won't even know their exact location.

perception and/or seeming

Though cwn annwn have no conscious control over the Seeming, a slight amount of it clings to them, often making them appear even larger and more bloodthirsty than they really are.





(There is no mistaking a dabus,
nor do they try to hide themselves.
Oddly, their speech is just a string of symbols.)

Climate/Terrain:	Sigil
Frequency:	Uncommon
Organization:	Hierarchy
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1d8
Armor Class:	7
Movement:	12
Hit Dice:	4 to 8
THAC0:	4 HD: 17 5–6 HD: 15 7–8 HD: 13
No. of Attacks:	1
Damage/Attack:	1d8 or by weapon
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Steady (12)
XP Value:	4 HD: 175 5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975

Tall, slender, and looking like the riddles they speak, the dabus are feared by some to be the true masters of Sigil, the hidden genius of her being. For others they are nothing but slaves that maintain Sigil's mighty engines. Their thoughts literally fill the air when they pass, for the dabus's speech is illusion shaped into pictures that mortals can then reshape into sounds – the dabus communicate not by word, but by the complicated structures of the rebus. These are the ultimate in thought-pictures, where symbols are chosen for the sounds made in a language, and the sounds are strung together to form words.

COMBAT: The dabus are not combative creatures. They seek no battle, as destruction is not their role and purpose in life. Still, in a city like Sigil, avoiding combat is not always possible and the dabus will fight if they must. The dabus possess no special attacks. They can only fight normally, with swords, hand axes, or hammers – the latter two being tools they often have at the ready.

The dabus never quite stand on the ground. They neither fly nor walk, but exist on the boundary between each, so they're immune to spells that affect the surface beneath them. A *transmute rock to mud* won't catch them, nor will a *grease* spell make them slip. At the same time, they are not really flying, either. Thus, spells that might be effective against flying creatures, such as *gust of wind*, will not send them spinning out of control. Otherwise, they have no unusual immunities or special resistances.

HABITAT/SOCIETY: Sigil is their sole habitat, which they constantly build, cannibalizing one part to construct another. It is known their homes are in substructures far beneath the city, but few have seen them. They don't care for visitors in their cramped workshops, and they mislead those who try to follow them home without permission.

The dabus claim to be organized into cells (if their rebuses are read correctly). Each cell has a duty in the city, though it is not tied to one place or skill. One day a member of a cell gathers the trash that blows out of the Great Bazaar. The next, it might be resetting cobbles near the Hive. Whatever guides them in their tasks, the dabus seem to always know what is expected of them. Each cell has 2d6 members.

All dabus are of the same sex, for the race appears to have no sex at all. There are no dabus young, yet they do seem to be able to replace those lost to accident or misadventure. No one is sure how they do so, but the best guess is that a new member is constructed from the merged illusions of the others, that the word-pictures take on real form, that what is written/spoken has reality for these creatures that translates into reality for others.

That leads to their strange speech, the most puzzling aspect of the dabus race. They have mouths and seem perfectly capable of speaking, but they never do. Instead, should they desire to communicate with someone not of their race, images of appear in the air. The images are the picture equivalents of sounds that match whatever language the onlooker speaks. When a dabus is excited, the rebuses can flicker by with dazzling speed.

Why do they not speak? Have they surrendered speech, cutting away the abstractions that bind the flesh to a false image of the world, or is language a mystery to them, an art they haven't learned? Are they a race unable to seize upon words and letters? Perhaps they are like some idiot savant, brilliant at their own chores but blind to the talents common to others.

ECOLOGY: There is no doubt the dabus have a role in Sigil. They are its cells, constantly repairing the body of the city. It is hard to imagine what would happen to Sigil without them, for no one really knows the full extent and workings of Sigil's streets and furnaces.

ROLE-PLAYING THE DABUS: How does one role-play a race that speaks in pictures? The easiest answer is to simply have the dabus not speak. They barely acknowledge the presence of others, anyway. This is fine for common encounters, where this strange race is part of the background, or when their presence is not important to the adventure. However, sooner or later, players and DMs are going to want to deal with these mysterious creatures.

The DM can take two approaches to the dabus's rebuses: First, he or she can substitute some other nonvocal means of communicating to simulate their strangeness. Pantomime is particularly effective for this, like a game of *Charades* – the DM states that the dabus spews forth a torrent of undecipherable symbols, then resorts to pantomime to make itself understood. Thus, puzzling out what the dabus is trying to say becomes a challenge that involves the players right at the table. Pantomime is handy for those times when the DM hasn't prepared any rebuses and the player characters suddenly decide to question the nearest dabus.

Second, if the DM is willing to prepare, he or she can create an even greater sense of the race's strangeness. Knowing in advance that the player characters must deal with a dabus, the DM can actually draw up a rebus for them to decipher. Imagine the surprise of the players when their characters ask a question and the DM suddenly holds up one or even a series of rebuses as a reply!

Finally, rebuses and pantomiming should be used for fun, not to bog down play. If the characters really need to know something and the play-acting isn't as important, a nonplayer character bystander can always "translate" what the dabus says. This avoids the problem altogether, but it does lose some of the atmosphere.

daegandal

CLIMATE/TERRAIN:	Any wilderness
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivorous
INTELLIGENCE:	Genius (17–18)
TREASURE:	R×2, S×2, T
ALIGNMENT:	Neutral
NO. APPEARING:	Unknown
ARMOR CLASS:	4
MOVEMENT:	9, Jp 18
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1d4+1/1d4+1/ 2d4–1/2d4–1
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	25%
SIZE:	M (4′–6′ tall)
MORALE:	Very steady (13)
XP VALUE:	4,270



The daegandal (DAY-gan-doll) is thought to be the brightest and wisest of the garradalaighs. It has large muscular back legs on which it hops around quickly, covering considerable distances. Its smaller front legs end in hand-like claws. Its face stretches outward, like the visage of a gnoll, and its ears are long and pointed. The creature's shiny pelt is colored with various shades of brown; the long, muscular tail is slightly darker.

It favors grassy plains and open land, where it can hop for great distances without dodging trees, rocks, and other obstacles. However, it can be found in lightly-wooded groves and on low, sloping hill sides.

The creature enjoys being thought of as a mythical beast—that appeals to its sense of irony.

It is reputed to speak elvish, halfling, and a smattering of human tongues. It is able to read many elf, halfling, and human writings when it comes across them and considers itself a scholar and historian.

The daegandal has a quick mind for magic and can cast any of the following spells at will, each once per day and as if cast by an 8th-level wizard: *know Cerilian origin*, *spook*, *taunt*, *wall of fog*; *fog cloud*, *Ruornil's tracks*; *Erik's quills*, *solid fog*. In addition, three times a day it can *jump*, per the wizard spell, to drastically augment its own leaping ability. A wizard who is a companion of the daegandal likewise can enjoy the use of the *jump* spell three times a day without memorizing it. Further, the daegandal can cast spells from scrolls as an 8th-level wizard.

Combat: This creature is loathe to get into physical combat with its foes, since it is not immune to normal weapons and its Armor Class is relatively high (compared to those of other garradalaighs). When forced or coerced into a struggle, it first attempts to use its magical abilities—melee is a last resort. When faced with a close fight, the daegandal rests on its long tail and lashes out with its claws (which inflict 1d4+1 points of damage each) and its feet (2d4–1 points each). When obviously losing a fight, it will attempt to bound away to safety, letting its regeneration ability heal any wounds. The daegandal can regenerate 3 hit points every round.

Habitat/Society: The daegandal spends most of its time alone. Isolated in quiet groves, it spends hours poring over old tomes and scrolls. The daegandal is supposedly the garradalaigh most prone to seek the company of spellcasters. According to legend, it haunts the Rjurik lands bordering the Tael Firth.

Ecology: This garradalaigh does not prey on other animals. It is herbivorous, eating broad-leaved plants, choice roots, and new grass.

Daemon Warrior

CLIMATE/TERRAIN;	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Genius (18)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-20
ARMOR CLASS:	0
MOVEMENT:	12, Fl 18 (A)
HIT DICE:	5
THACo:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Fear aura
SPECIAL DEFENSES:	Immune to fire, nonblessed weapons
MAGIC RESISTANCE:	10%
SIZE:	M (4'-7')
MORALE:	Fanatic (17)
XP VALUE:	5,000



Daemon warriors are special undead beings created by Chaos to terrorize and slay his enemies. They form a major component of the armies raised to destroy all Krynn. These creatures have no true physical form, instead appearing differently to all who see them, as the most frightening thing their victims can imagine (see below).

Combat: As "common" soldiers in the army of Chaos, daemon warriors employ the same manner of weaponry as do human, humanoid, and demi-human races, though such weapons appear in eerie and bizarre forms. They have a "natural" Armor Class of 0; although they appear to be clad in armor of various designs, this is merely more crafted illusion to aid in the generation of fear.

Daemon warriors generate a fear aura that extends 10 feet in all directions, affecting all creatures with less than 20 Intelligence. (Note that the exact shape does not matter in combat, but the daemon warrior typically appears as something of medium size.) Any living creature approached by a daemon warrior must make a successful save vs. spell with a -2 penalty or flee in panic for 3d10 rounds. Since the daemon warrior always appears as everyone's worst nightmare come true, having more Hit Dice than the daemon warrior does not grant immunity to the fear aura.

Daemon warriors are immune to non-blessed and non-magical weapons. Weapons that have been *blessed,* whether via the clerical spell or directly by a deity, destroy the daemon warrior on contact, while holy and magical weapons inflict normal damage. This immunity also applies to attacks with bodily weapons such as fists, horns, etc., unless the attacker has 7 HD or more.

When reduced to zero hit points, the daemon warrior explodes in flames, inflicting 1d6 hp damage to all within 5 feet. In addition, the explosion automatically destroys the weapon striking it, though magical weapons are entitled to a save vs. crushing blow with a +1 bonus per "plus." A clerical holy symbol of any religion thrust into the creature destroys both it and the symbol if the priest makes a successful attack roll.

Daemon warriors are immune to fire, even magical flames such as a *fireball* spell or red dragon breath. They have 10% magic resistance as well. As undead, they are unaffected by *sleep, charm, hold,* or cold-based spells and are also immune to poison and paralyzation. Holy water splashed on them inflicts 2-8 hp damage per vial, while a *raise dead* spell destroys them instantly if they fail to save vs death magic. Although they dislike sunlight, often lurking with shadow-wights for this reason, they are not actually harmed by it.

Habitat/Society: Daemon warriors are undead beings who are specially organized for warfare, roaming singly or in small bands across the countryside, attacking everything in sight. During these forays, they often ride fire dragons. While large armies are possible, as in the assault on the High Clerist's Tower, these creatures are chaotic beings who hate any kind of order, as does their creator.

Any daemon warriors encountered are probably guarding some sensitive place Chaos wants protected or (more likely) are assaulting a place the PCs are protecting or simply going on a murderous rampage through the countryside. They do not negotiate, attacking on sight and fighting to the death. This behavior makes them particularly dangerous opponents if they outnumber the enemy, for if they cannot panic their opponents, they bore steadily in, ignoring all losses until the enemy runs out of weapons.

Ecology: Undead beings generally have no effect on the local ecology, other than to ensure that there isn't any in their immediate vicinity. Daemon warriors expand this concept, as their reason for existing is to wipe out all life on Krynn, taking the offensive against the living rather than merely lurking in some tomb awaiting all comers. They require no food, being sustained solely by the powers of Chaos. It is theoretically possible that their essence, or the residue remaining after one of them explodes, can be used in the creation of magical items such as a *wand of fear, wand of polymorphing, ring of fire resistance,* or scroll ink for spells that have similar effect.

CLIMATE/TERRAIN:	Abyss (Krynn)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18)
TREASURE:	W
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	12, Fl 30 (B)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/3d10
SPECIAL ATTACKS:	Paralyze with gaze, deafen with roar, lightning 6/day
SPECIAL DEFENSES:	+2 or better weapons needed to hit, invulnerable to any creature except those witnessing its creation
MAGIC RESISTANCE:	50%
SIZE:	L (12′ tall)
MORALE:	Fearless (20)
XP VALUE:	21,000



Daemonlord: *Monster.* Co 15, Ph 45, In 9, Es 10, Dmg +25, Def –6, also electromancy, paralyze (gaze), silence, summoning, immune to normal weapons, and resistant to magic.

The Daemonlord is a being of pure chaos summoned from the depths of the Abyss and unleashed upon Krynn to increase the suffering of the helpless world. It is drawn from its own plane by an Evil ritual requiring the blood sacrifice of unwilling victims and the active participation—and subsequent demise—of at least a half dozen daemon warriors.

Combat: In battle, the Daemonlord gleefully employs all of its power to smash its enemies. Since it relishes pain, it makes a point in a given battle of attacking those foes who have not yet been wounded. Only when all of its victims have been smashed and battered does it begin finishing them off. It often enjoys toying with victims, and it frequently summons or creates creatures for the pleasure it derives from watching these minions battle.

Striking with its two clawed hands, the Daemonlord can administer crushing blows to either side or to the front. Its arms are long and supple, so it can strike at victims up to 10 feet away. The fanged maw of the monster is its most horrible weapon. It rends and bites savagely, ripping out pieces of flesh whenever it can do so.

On a round when the creature does not bite, it utters its horrible roar. The bellow of the Daemonlord is an unearthly sound that violently assaults the senses of those in a cone-shaped area 100 feet long, with a 5-foot-wide base that expands to 50 feet at its farthest point. Heroes within that area of effect can make saving throws vs. breath weapons *{a* challenging Endurance *action}*; failure means that they have been deafened for 2d6 turns *{draw one Fate Card and add 2}*. Heroes more than 50 feet away from the Daemonlord gain a +2 benefit to their saving throws *{actions}*.

If the monster neither bites nor roars during a given round, it tries to transfix a victim by means of his horrifying gaze. A hero who meets the gaze of the monster must make a saving throw vs. spell *{a* challenging Spirit *action}*. Failure means that the victim is paralyzed for 2d6 rounds *{draw two Fate Cards and add 2}*. It can also hurl lightning bolts six times per day (12d6 damage each).

Habitat/Society: The Daemonlord exists only for the pleasure of killing and destroying. It relishes the slow deaths of as many victims as it can claim, though it kills quickly and efficiently when necessary. It delights in destroying great works of civilization, and devotes time and energy in the creation of new means of destruction.



Ecology: The Daemonlord can call upon the presence of pollution, rendering smoke and other noxious gases into a great skyship—the Chaos Cloud. From this lofty craft, it roams the world at will, raining death and destruction on whatever hapless victims fall beneath its dire shadow.

With its ability to summon other beings of Chaos, the Daemonlord can send agents in many directions to work its foul will. Once per turn, it can bring into existence 3d8 sand spawn *{draw two Fate Cards and add 4}*, 3d6 cedar spawn *{draw two Fate Cards}*, or 4d10 scavenger spawn *{draw four Fate Cards}*. These minions can only be summoned, however, if the appropriate raw materials are present—sand, forest, or corpses, respectively.

The Daemonlord can perform this summoning either by bringing the Chaos creatures into being in his direct vicinity (within 300 feet), or by launching a Chaos meteor. These flaming projectiles can fly up to five miles before impacting. The round after the meteor impacts, the summoned Chaos creatures emerge from the fiery explosion.

Alternatively, on any given turn *{ten minute period}*, the Daemonlord can call into being 1d8 creatures of chaotic evil alignment *{draw one Fate Card}*, though any one band of these beasts cannot exceed 16 HD total *{48 Physique}*. These creatures are a kind of illusion—that is, they are not called from any other place, but are created out of pure chaos. Each band thus created exists for 1d4 turns *{draw one Fate Card, divide by two, and multiply by ten to determine how many minutes}* and serves the Daemonlord with fanatical morale during that time.

Climate/Terrain:	Wastelands, tablelands
Frequency:	Rare (common)
Organization:	Pack
Activity cycle:	Any (night)
Diet:	Omnivore
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2–8 (2d4)
Armor Class:	7
Movement:	Jp 9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d6 (bite)
Special Attacks:	Psionics
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4′–6′ long)
Morale:	Average (11)
Level/XP Value:	1,400
Psionics Summary:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: none (EW); Def: MBk
Player's Option:	#AT1; MTHAC0 18; MAC 8

Psychokinesis: *Sciences* – detonate; *Devotions* – ballistic attack, control body, inertial barrier.

A dagorran is a froglike beast with golden-hued skin, green eyes, and a green crystalline growth between its shoulders. The skin is valued for its protective qualities by warriors as armor, and by wizards as a material component for casting protective spells. The green crystalline growth is the source of these creatures' psionic and tracking abilities and is valued by defilers and preservers for several mind-affecting potions. It has large razor-sharp teeth that it uses in hunting and eating its prey. Its large, muscular legs are used for jumping, running, and walking. The dominant dagorran or leader has a larger crystalline growth.

A dagorran doesn't communicate in any audible manner, but uses its psionic abilities to convey limited thoughts and ideas. It occasionally emits a deep, guttural croaking noise but these sounds have no meaning to the dagorran.



Combat:

Dagorrans hunt in packs and track prey by using their innate psionic sensitivity to pick up and follow the psionic signature of most intelligent and psionic creatures. Such imprints can be picked up even if they are several days old. These creatures usually launch their attack with their detonate psionic science. The attack is aimed at the ground near a victim, injuring and often killing their prey with the shrapnel from the explosion. If the target survives the detonation, the dagorrans leap past their target, attacking with their bite in mid air. Such attacks are made as if the creatures were charging and add +2 to any damage inflicted from the attack. However, opponents receive a –2 initiative modifier because of the recklessness of the attack (see *Player's Handbook,* page 96). After a successful hit the dagorrans are in melee and can only make further charging attacks by breaking combat. The dagorrans are subject to penalty attacks by their opponent as if they were fleeing.

While the pack attacks, the lead dagorran tries to seize control of the victim using the control body devotion. If there is more than one opponent, the leader picks the one with the fewest psionic strength points remaining. PSP levels are sensed innately because of the beasts psionic sensitivity. If combat is going poorly, survivors disengage combat and use their ballistic attack ability.

The dagorrans have an ancient hatred of thri-kreen. If a thri-kreen is among the opponents, all attacks are directed at it and if more than one is present, the individual with the fewest PSPs is targeted.

Habitat/Society:

The dagorran is a social creature that lives and hunts in packs. The hierarchy within the pack is strict and the strongest dagorran is the leader. When a dagorran wishes to vie for the position of leader, he approaches the leader and initiates a dance that involves the two contestants circling one another, which signals a challenge. The pack forms a circle around the combatants and a battle to the death ensues. The victor becomes the lead dagorran while the loser becomes a meal for the rest of the pack. If the challenger is the winner and new leader, the crystalline growth on its back expands to the larger size typical of the lead dagorran in 5 to 10 days.

While packs of dagorrans can be encountered at any time, they prefer to sleep during the hot daylight hours and hunt during the cooler evening and night hours. If the pack has recently fed, they bury themselves in the sand during the day with just their bulging eyes and nostrils emerging from the earth. They generally sleep throughout the day unless an unknowing creature intrudes upon them. If an intruder approaches, the leader signals an attack using its psionic communication ability.

Ecology:

Dagorrans were once common on Athas, but their value as components for potions and spells, their leatherlike hide, and that thri-kreen consider dagorran flesh a delicacy, have caused them to reach near extinction. They are still common in the deserts near Draj and are often used as trackers by Drajian guards because of their sensitivity to psionics. They are also sought by nobles and the patriarchs and matriarchs of the merchant houses to help keep their gardens free of rodents and other small animals.

Dark Creeper

CLIMATE/TERRAIN:	Temperate/Forest, mountain, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	2 (10 see below)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	120



Dark creepers care nothing for their appearance; although difficult to detect by sight, they can sometimes be detected by the odor of their unwashed bodies and clothing. It is rumored that they never remove clothing. Instead they add on new layers of clothing as the layers beneath molder away.

Combat: A dark creeper has the abilities of a 4th level thief and is well-practiced in moving silently and hiding in shadows. The average dark creeper will have the following thieving statistics: PP 15; OL 10; FT 5; MS 70; HS 65; DN 15; CW 60; RL 0.

Dark creepers have the innate ability to *create darkness* three times per day, which they will always use when encountered by a party using any physical illumination. This power extinguishes all nonmagical sources of light within 50'; these sources cannot then be relighted for 1 hour. Magical sources have a 50% chance of being extinguished for 1 hour, and infravision becomes useless. The darkness can be negated, however, by the subsequent use of such spells as *light* and *continual light*.

Dark creepers suffer no penalties when fighting in the dark but are more vulnerable when attacked in normal illumination (AC10). Consequently, a dark creeper will always seek to *create darkness* in a combat situation, using its power repeatedly until expended. Once darkness is achieved, the dark creeper will move into the party to steal or destroy sources of illumination. Its second priority is magic, the more powerful and portable the better. Daggers, rings, and jewelry are particular favorites. Its innate *detect magic* ability (15' range) allows it to efficiently find such items, and it will attempt to take them in the quickest and easiest way, as many a four-fingered adventurer can attest. A dark creeper will always fight to the death or flee, understanding neither surrender nor negotiation.

Because of its constant pursuit of small magical items, a dark creeper will often be found with such treasure. Generally 25% of its accumulated hoard is hidden in the dark folds and copious pockets of its filthy and rotting clothing. There is a 15% chance that this will include a magical dagger, a 40% chance of 1-4 gems or 1-2 items of jewelry, and a 5% chance of a magical ring. Lair treasure will generally be four times that carried, plus 1-100 platinum pieces and 5-500 gold pieces for each creeper in the lair.

When killed, the dark creeper spontaneously explodes in a flash of white-hot flame, blinding all creatures facing it within 10' for 1-6 turns unless a saving throw is made vs. magic. The dark creeper's remains and all nonmetallic and nonmagical items turn to ash. Metal has an 80% chance of surviving undamaged, while magical items, metal or otherwise, must save vs. magical fire or lose their dweomer. This self-immolation necessitates a morale check for each remaining dark creeper. Failure causes a dark creeper to flee for its life. Illusionary or other simulated death-fires may be similarly effective against those dark creepers which fail to save against the illusion.

Habitat/Society: Little is known of the habits and social organization of the dark creepers. Their language is incomprehensible to linguists. They live in villages of 20 to 80, deep underground and shrouded in constant darkness. It is not uncommon for the approaches to the villages to be littered with traps, pits, and deadfalls. The villages are generally centered around a pit or crude stairway that leads to lower levels of the subterranean caverns in which they dwell, and can be used as a means of rapid escape. Because the village is cloaked in darkness, this pit presents a significant danger to reckless adventurers who charge into the village. Small magical items have been found along the rim of the pit or hole, leading some to believe that the dark creepers use their innate *detect magic* ability to place and locate path markers.

Ecology: It is difficult to imagine what the creepers eat. Some believe that they subsist on minerals (sulphur, oil, or potassium). Others believe that they subsist on stolen magic, suggesting that magical items gradually lose their dweomer when in the possession of the dark creepers.

Dark Stalkers: These are the ruling elite of the dark creepers. They are man-sized and almost always encountered with 25 or more dark creepers. Dark stalkers are feared and obeyed by dark creepers and often direct the attacks of dark creepers during a large-scale battle.

Dark Stalker

CLIMATE/TERRAIN:	Temperate/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Leader (see below)
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2 (10 see below)
MOVEMENT:	9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (Weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	175



Dark stalkers are the rarely-seen leaders of the dark creepers. They direct the movements and actions of their diminutive cousins, who obey them unerringly and without hesitation.

Dark stalkers are instantly noticeable in a group of dark creepers, as they are man-sized and stand head and shoulders above their underlings. Pale and gaunt, with long, angular features, they dress primarily in dark hoods, capes, shirts and leggings, with ill-fitting and presumably stolen boots.

Combat: Dark stalkers prefer short swords, generally dipped in dark liquid to prevent any glint of reflected light. There is a 10% chance that the substance adhering to a dark stalker's sword will be poisonous or infectious. If such is the case and a saving throw against poison is unsuccessful, the poison or infection will do 1-4 hit points of additional damage, plus 1-4 additional points each round thereafter until slowed or cured.

Dark stalkers have the same *create darkness* ability as dark creepers, plus the ability to create a *wall of fog* twice per day. When confronted with a combat situation, they will use their *wall of fog* to complement the darkness being generated by their minions, but will usually reserve their second *wall of fog* and their own *create darkness* abilities for escape in the event of imminent defeat. They are, of course, not hindered by the darkness or the fog. They fight primarily through the dark creepers under their control, directing movements and attacks by uttering guttural snarls in their incomprehensible language. They show no compassion for the forces they command in battle, often directing entire segments of the dark creepers into suicide attacks, or sacrificing the whole number they direct in order to effect their own escape. If forced to fight, they will first attempt to escape by use of their *create darkness* and *wall of fog* abilities, as they too are only AC 10 if attacked in normal illumination. If unsuccessful, they will wield their short sword, which has a 25% chance of being magical. All of their treasure is carried on their person, with there being a 12% chance of 2-5 gems or 1-2 items of jewelry and a 7% chance of a magical ring on any individual. Chances of treasure recovery are lessened, however, by the fact that, upon death, dark stalkers explode in a blinding flash equal to, and with the same effect on carried items as, a 3 Hit Dice fireball. Of course, both PCs and NPCs within the area of effect of the *fireball* may sustain normal damage from it, and flammable objects may also be set alight by the effect of the flash. Some dark creepers have been seen to flee from battle to escape this effect should it be apparent that their leader is mortally wounded.

Habitat/Society: Stalkers will very rarely be encountered on their own. There is generally one dark stalker to every 25 dark creepers and each dark creeper village will contain at least one stalker ruler. Stalkers have never been seen to work or do any sort of manual labor. Instead, they stand impassively, directing the activities of dark creepers, while other creepers attend to their needs. The stalkers appear to be ruthless and vicious masters. Dark creepers have been seen to offer up their magical items to a dark stalker. Whether this is done as a matter of worshipful obeisance, or is an outright bribe, is unclear.

Ecology: Less is known of the ecology of dark stalkers than is known of dark creepers. Some believe that the dark stalkers are merely a superior strain of dark creepers who lead and control the others by birthright, much as a queen bee is similar to the worker bees and controls their activities.

All dark stalkers encountered to date have been adult males so far as is known. Perhaps the females and young are secreted in safe areas yet deeper underground. Or perhaps dark stalkers are biological or magical transformations of dark creepers, created when the current dark stalker leader of a clan of dark creepers expires, with such transformation triggered by the light and heat signal of the dark stalker's death scene.

Dark Creeper: This creature has similar, though somewhat lesser, powers than a dark stalker and appears to regard the stalkers as leaders or masters. Around 25 of these will generally be found for each dark stalker.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	See below
ARMOR CLASS:	4
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	5+5
THAC0:	19
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	1d4/1d4/3d4
SPECIAL ATTACKS:	Rear claws for 1d4x2
SPECIAL DEFENSES:	Immune to mind control
MAGIC RESISTANCE:	25%
SIZE:	M (4'-5')
MORALE:	n/a
XP VALUE:	975



The darkenbeast, also known as the death horror, is a normal animal that has been transformed into a savage beast. It has a black, reptilian hide, fangs and claws, and glowing red eyes, and resembles a pterodactyl. The darkenbeast measures 3-4 feet long and has a wingspan of 6 feet. It is always under the control of the mage responsible for its transformation.

Combat: The darkenbeast attacks with either its fangs or a combination of fangs and claws. The bite inflicts 3d4 points of damage, and each claw inflicts 1d4 points. Darkenbeasts suffer a -1 penalty to their attack rolls when exposed to bright light.

Since these creatures operate under the telepathic direction, they do not check for morale. The are immune to mind- or monster-controlling spells, and they cannot be summoned by another wizard. However, if a darkenbeast is ordered to attack the person who was its master in life, the beast resists the order if it rolls a successful saving throw vs. spell. In this case, the creature remains a darkenbeast but it turns from its wizard master and obeys its true master.

Habitat/Society: A mage casts the *create darkenbeast* spell (see page 30) on one or more animals, usually domestic or local animals such as sheep and dogs. Only animals of 2 Hit Dice or less can be turned into darkenbeasts by the spell.

The affected animals are transformed into darkenbeasts within three rounds. The spell can only be cast in the absence of sunlight, and the transformation lasts until the creatures are exposed to daylight. At that time any living or dead darkenbeasts revert to their natural form.

A darkenbeast does not need to be trained or controlled by such means as leashes, verbal commands, or gestures. The mage gives the darkenbeast limited orders based on mental images. The darkenbeast then pursues the quarry portrayed in those images. The darkenbeast carries out this order until the task has been accomplished, the darkenbeasts is slain, or daylight breaks the spell.

All darkenbeasts are carnivores, regardless of the eating habits of the original animals used. Because the spell uses local animals, there are several advantages over using other, permanent beasts. The animals can be replaced as needed, and because of their daylight reversion, darkenbeasts leave little trace of their existence. Adventurers who slay the monsters face the wrath of the livestock's proper owners when they discover their animals dead.

Ecology: Darkenbeasts are useful when a mage needs allies or distractions to use against a foe. Mages dwelling in subterranean regions away from daylight may keep a permanent pack of darkenbeasts as guard animals.

Darkhood

Climate/Terrain:	Subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Fear
Intelligence:	High (14)
Treasure:	(W)
Alignment:	Neutral evil
No. Appearing:	1d2
Armor Class:	–2
Movement:	24 (see below)
Hit Dice:	13
THAC0:	7
No. of Attacks:	1
Damage/Attack:	1d4 (touch)
Special Attacks:	Fear, pursuit
Special Defenses:	+2 or better weapon to hit; immunities (see below)
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fearless (20)
XP Value:	5,000

The darkhood (also called a *rorphvr*) is a spectral undead creature that thrives on fear. Although the creature seldom causes much physical harm to its fleeing victims, it often leaves a party of adventurers scattered, weakened, and vulnerable to attack by other monsters.

The darkhood appears as a translucent gray figure wearing a cowled robe, with its face completely shrouded in shadow. It does not speak, though many scholars suspect it understands several human and demihuman languages.

Combat: Within its domain of abandoned ruins or shadowed lands, a darkhood glides insubstantially, and can even travel through solid objects to stalk its prey.



The darkhood draws fey visions from the dark depths of its victims' imaginations. Those who are the most intelligent have the most fertile minds and thus are the most susceptible to the darkhood's attack.

All who see a darkhood must make a *reversed* ability check by rolling *higher* than their Intelligence on 1d20. Characters who have recently suffered particularly harrowing experiences may receive a penalty of from 1 to 3 from their die roll (at the discretion of the DM).

To those who pass the reversed Intelligence check, the shadowy void beneath the creature's cowl remains empty. To those who fail, the cowl fills with hideous visions from their own nightmares. Characters experiencing a hideous vision flee in terror from the darkhood, running maniacally at top speed for 1d4+2 rounds, changing direction every round at random.

Running from a darkhood is exhausting. Fleeing characters must make a saving throw vs. spell each round of flight or temporarily lose 1d3 points of Constitution, plus any hit points that may result from a Constitution bonus being lowered. Any character whose Constitution drops below 3 will fall unconscious until it rises to 3 or more. Lost Constitution is regained at a rate of 1 point per turn.

The darkhood ignores unconscious victims, and gives up its "attacks" once all of its victims have collapsed, recovered from the fear, or left its territory. The creature, sated from the hunt, then returns to its lair.

A character who has once experienced fear from a particular darkhood and has recovered from it is immune to further fear attacks from that creature for the next 24 hours.

In melee, the darkhood attacks with a chilling touch that inflicts 1d4 points of damage and fills the victim with an overwhelming terror which has the same effect as a vision seen in the creature's hooded "face" (a saving throw vs. spell applies).

A darkhood can be hit only by magical weapons of +2 enchantment or better, and (like other undead) is immune to spells such as *sleep, charm, hold,* and to cold and poison.

A darkhood is turned as a vampire.

Habitat/Society: Each darkhood has a particular territory—typically a small area in a crypt, dungeon, or abandoned village. The darkhood cannot leave its territory. Within those confines, however, it enjoys complete freedom of movement. Unimpeded by solid objects, it often appears unexpectedly, emerging from a wall, floor, or ceiling.

The darkhood pursues encountered creatures until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the darkhood keeps fleeing victims herded within its territory until they collapse from fear and it can feed.

Ecology: Darkhoods are lonely creatures. Only rarely is more than one encountered, and never more than two haunt the same territory. Legends say that darkhoods are the restless life forces of those who died in a state of extreme terror, especially terror of death itself. To maintain its connection to its territory, the darkhood feeds on the terror of other sapient beings, thus replenishing its own energies. No one has yet found a way to communicate with or adequately study a darkhood, and so the truth behind the legends remains unsubstantiated.

Occasionally, the tie of a darkhood to an area is so strong that it cannot be dismissed, dispelled, or dispersed through magical combat. If vanquished in combat, the darkhood later re-forms and returns to its territory. In many of these cases there is a special reason for a darkhood's haunting. If this can be discovered, and certain actions taken, the darkhood can be put to rest permanently.

Climate/Terrain:	Quasiplane of Radiance (any)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life energy
Intelligence:	Very (11-12)
Treasure:	None
Alignment:	Any evil
No. Appearing:	1
Armor Class:	0
Movement:	Fl 12 (C)
Hit Dice:	6+6 (but see below)
THAC0:	13 (but see below)
No. of Attacks:	2
Damage/Attack:	1d4/1d4
Special Attacks:	Level drain, eye blast
Special Defenses:	Struck only by +1 weapons, *invisibility*, immunities
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Champion (15-16)
XP Value:	7,000

When a mortal spirit leaves its body upon death, it usually becomes a petitioner on the Outer Plane that most closely matches its alignment or devotion. But sometimes — particularly when the spirit's torn away in sudden and horrible violence — it loses its way en route to its final rest. Drawn inexorably toward the insatiable maw of the Negative Energy Plane, the spirit instead becomes an undead entity like a spectre, a wraith, or other horror. And even if it later returns to the Prime Material Plane, it retains its connection to the Negative Energy Plane, forever tethered like a slave on a chain or a hound on a leash.

However, the Inner Planes hold certain spots known as "leaks" — places where the energy or matter of one plane seeps onto another. When such a rift occurs on the Negative Energy Plane, spirits frequently try to flee through it in the hopes of giving the laugh to their all-consuming prison. 'Course, they almost always fail. Most of the time, these would-be escapees're drawn back by the negative energy. It's what powers them, after all.

If the leak leads to the Quasielemental Plane of Radiance, though, any spirits that manage to slip through are able to stay. Apparently, their link to the Negative Energy Plane is somehow negated or thwarted by the nature of Radiance. The brilliantly illuminated quasiplane doesn't cause the negative energy itself to dissipate — the spirits're still infused with its dark force, still able to move about freely despite being dead (or, really, undead) — but it does alter them. Radiance adopts these wayward phantoms, making them its own. Yet still they retain the darkness in their hearts — and their thirst for life.

A darklight is an animate, undead apparition on the Quasielemental Plane of Radiance with a link to the place just as strong as the connection a standard wraith might have to the Negative Energy Plane. That is, in many ways of looking at it, the darklight can exist on Radiance and one other plane (the Ethereal, the Prime, or any of the Inner Planes) at the same time.

Canny planewalkers can recognize a darklight without too much trouble. It looks like a man-shaped specter of blackness with bright, shining eyes of everchanging colors, and its whole form is surrounded by a nimbus of multicolored light.

As an intelligent creature, a darklight can speak planar common and any other languages it knew from its mortal life.

Combat: Most berks're surprised to discover the many, many ways that a darklight can rob them of their lives. Before now, little'd been recorded about these creatures, meaning that scholars and explorers had to learn the dark the hard way. Few survived the initial lesson.

First and foremost, a darklight retains the ability to steal the life force of others, just like all undead with ties to the Negative Energy Plane. The creature's cold, soul-numbing touch drains two levels from its victims. But since its link with the Negative Plane has been altered, the darklight absorbs the energy directly into itself, thus gaining Hit Dice in direct proportion to the levels ingested. Statistics associated with Hit Dice, including hit points and THAC0, also improve. These enhancements fade after 1d4 hours, or sooner if the victim somehow regains his lost levels (through a *restoration* spell or similar magic).

A darklight can also become invisible once per day. Though it might fade from sight in order to avoid trouble or escape from an enemy, the creature enjoys using *invisibility* to gain surprise on an unsuspecting foe. That makes it easier to rend the poor sod to bits with its claws, which are made of both darkness and light and cause 1d4 points of damage each.

As a creature of Radiance, a darklight can also direct blasts of light and color from its eyes. Depending on its need, the undead monster can use the blasts in several different ways:

- Once every three rounds, they can blind a foe permanently if the sod fails a saving throw versus paralyzation.
- Three times per day, they can duplicate the effects of a *color spray*.
- Once per day, they can become a much more potent *prismatic spray*.
- Once per day, they can form a *prismatic wall*.

Any time that the darklight's not shooting out these blasts, its everchanging eyes scintillate with a *hypnotic pattern*.

I AM THE DARKNESS
OF DEATH,
YET MADE LIGHT.
— A DARKLIGHT

With all these formidable powers, a body wouldn't think that a darklight'd need much in the way of defensive abilities. Maybe not, but it's got 'em just the same. The creature can be struck only by weapons of +1 or greater enchantment. It's immune to the effects of paralysis, petrification, poison, *charm, hold, sleep,* and magic that's based on cold, light, or darkness (the thing can always see, regardless of light conditions). Finally, a darklight has the uncanny ability to move right through *walls of force* as if they didn't exist.



HABITAT/SOCIETY: Darklights rarely interact with other creatures or even others of their own kind, insisting upon a solitary existence. However, they make an exception for the Radiance-dwelling creatures known as incandescents or scile – tiny beings of light that literally eat the colors of the plane. Some scile hunger for the colors of things not native to Radiance, however, and a darklight may form a symbiotic relationship with them.

In these cases, the scile center their cloud around their new ally, using their power in conjunction with that of the undead creature to attack outsiders found on the plane (and never each other). Darklights who form these relationships learn to detect sods who've already been rendered transparent by the scile; thus, they're not hindered by their victims' odd condition.

ECOLOGY: Other than its occasional strange alliance with the scile, the darklight serves no real function in the ecology of the Quasiplane of Radiance. It preys only upon non-natives.

Off the plane, though, darklights are vicious predators that attack any living beings, feeding off their victims' life forces. They prefer to sap the vitality of thinking creatures, but this simply may be a facet of their evil nature (as opposed to true biological need).

Chant is that certain spells have been developed that can summon a darklight from Radiance to any "connected" plane (the Ethereal, the Prime, or any of the other Inner Planes). While this is probably true, one thing is certain – a summoned darklight remains on the new plane. There seems to be no way to force the monster to go back.

Darkling



Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	J, K, M, (A)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	8 (10)
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4 (or by weapon)
Special Attacks:	Foreseeing, evil eye
Special Defenses:	Foreseeing
Magic Resistance:	Nil
Size:	M (6')
Morale:	9
XP Value:	420

The darkling is a member of the Vistani (see the RAVENLOFT Campaign Setting) who has been cast out from his people. No longer tied to the fabric of the demiplane in the same way that he once was, the darkling becomes more and more evil with the passing of time. In the end, he or she is utterly corrupted by the gloom of the surrounding land.

Darklings look much like their distanced Vistani cousins, save that their skin tends to be even darker and they are almost uniformly gaunt. Their features are sunken and worn, making them look as if they had been far too long without nourishment. They dress much like other Vistani, save that they lose their taste for bright colors and tend to wear drab earth tones.

Darklings want as little to do with true Vistani as possible, but often prey on normal men and their societies. They speak the common tongue of men and are generally familiar with a handful (3 to 6) of other languages or dialects.

Combat: The darkling still clings to a portion of the power that was once his. As such, he is a dangerous and clever opponent. Perhaps the most important of his abilities is that of *foreseeing*. Because the darkling has an innate sense of what his enemies are about to do, he is never surprised and makes all saving throws automatically. In addition, the darkling imposes a –2 penalty on all opponents' surprise rolls. For this reason, the darkling often strikes from ambush.

In melee combat, the darkling will generally rely on light arms like daggers and short swords, doing damage according to the weapon employed. The use of lethal poisons on bladed weapons is a darkling trademark, however, so those who suffer even a minor scratch from a darkling blade may be in deadly peril. The toxin created by darklings is similar to type E poison (injected, immediate, death/20). They will share the secrets of its creation with no one. It is rumored that even the Vistani cannot duplicate the poisons of their distanced kin.

If a darkling attains surprise when it attacks someone, it will often employ its *evil eye*. This curse is a variant on the traditional Vistani enchantment and causes its victims to suffer a –2 on all attack rolls and saving throws unless they successfully save vs. spell.

Habitat/Society: Having been cast out of the Vistani society for some crime or wrongful act, the darkling often gathers a band of human thugs around him and takes up a life of heinous crime and wandering brutality. While unable to cross the misty borders between the domains of Ravenloft, a darkling is said to know every stone and tree in the domain he dwells in. This imprisonment in a single domain is quite painful to a people as full of wanderlust as the Vistani and serves to fuel the evil desire for vengeance that burns in the darkling's heart.

Often, a darkling will work toward some grand scheme which he feels will allow him to escape from the domain he is imprisoned in (or even from Ravenloft itself) and strike back at his former people in some way. Since the Vistani are in far better harmony with the environment than their darkling outcasts, such plans of vengeance are seldom anything but failures.

Darklings often claim to retain more of their fortune telling powers than they truly do. Predictions offered by them, therefore, are either lies or educated guesses.

Ecology: The darkling lives either alone or as the leader of a small band of thugs and ruffians. He looks upon the Vistani as cruel people who have done him wrong and upon normal men as pawns and prey. To the darkling, the world has committed a great wrong and now owes him a massive debt. Thus, he looks upon all material things as his rightful property and takes what he needs without regard for the consequences of his actions.

The death of a darkling usually (90%) draws the attention of the nearest Vistani group. Within a week, they arrive at the location of the demise, bury the body (if such is still available), and perform an ancient rite designed to soothe the spirit of their tortured brother and allow him to rest in eternal peace. If this ritual is not completed, there is a 90% chance that the darkling will return in 1 to 6 weeks as a ghast (if the body is intact) or as a wraith (if the body has been destroyed). This undead creature then hunts down those men who served it in life and kills them, transforming them into ghouls (if the darkling returns as a ghast) or wights (if it is a wraith). Thus, its evil band will again plague the lands.

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Knowledge
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO.APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1d6
DAMAGE/ATTACK:	1d6 per attack
SPECIAL ATTACKS:	Absorb or bestow knowledge
SPECIAL DEFENSES:	+1 or better weapons to hit, half damage from edged weapons
MAGIC RESISTANCE:	20%
SIZE:	L (10' wide)
MORALE:	Steady (11)
XP VALUE:	6,000

A darklore is a puddlelike beast that feeds on tainted knowledge, craving the taste of wicked secrets and foul truths. To sate its hunger, it seeks out the evil to drain them of their accumulated dark knowledge. In appearance, it is a wriggling, blue-gray mass of amorphous flesh, with dark green veins pulsing just below the surface of its entire body. It can form one to six tentaclelike pseudopods that can stretch to eight feet. The creature has no apparent eyes or other features.



Combat: Any creature struck by one of the darklore's pseudopods suffers 1d6 points of damage. A creature of evil alignment must make a successful saving throw vs. spell or lose one point of Intelligence. A creature of neutral alignment, must make a similar saving throw only 50% of the time, while a good-aligned creature is affected only 25% of the time. The only creatures immune to the darklore's draining are those with no knowledge of evil, those too pure to possess dark secrets—most likely, creatures from the Upper Planes (these still suffer the 1d6 points of damage.)

Those completely sapped of Intelligence fall into a coma. Drained Intelligence returns at a rate of one point per week, to a maximum of the creature's previous total minus 1d4–1. In other words, 0–3 points of Intelligence are permanently lost.

A darklore can bestow knowledge upon a creature, rather than steal it, but does so only when fighting foes of good or neutral alignment. During such a battle, a non-evil creature struck by a pseudopod must make a successful saving throw vs. spell or suddenly become aware of a dark secret (Intelligence points are *not* gained). The knowledge is so foul that good-aligned creatures who fail a saving throw are stunned for 1d2 rounds, unable to perform any action. Neutral creatures are stunned only 50% of the time. Paladins who receive dark knowledge lose their status 1% of the time (an *atonement* spell can restore paladinhood lost in this way).

A DM can use a darklore to make a player character aware of certain secrets—or to rob him of facts he shouldn't know. Such tainted knowledge can include the location or key of a gate leading to the Lower Planes, the true name of a fiend, a wrongful deed committed (or planned) by others, details about an evil item or place, and so on. The character can then act on the knowledge gained (or must carry on with no memory of the stolen secret unless he learns it anew).

A darklore has the following spell-like abilities, each usable once per round: *darkness 15' radius, detect good/evil, detect invisibility, clairaudience, clairvoyance, infravision,* and *teleport without error.* A darklore generally uses its spell-like powers to find prey. Because of its almost liquid nature, a darklore can ooze through openings as small as 1 inch in diameter. A darklore can be harmed only by weapons of +1 or better enchantment. Of those, piercing and slashing weapons (types P and S) inflict only half damage.

Habitat/Society: Originally spawned in the first layer of the Gray Waste, darklores have since wormed their way across the entire Lower Planes. They seem to retain a link to their source of creation, preferring to stick close to the banks of the River Styx. Nevertheless, they're free to roam wherever they please.

Because the darklores feed on knowledge, they pose little threat to the less intelligent residents of the Lower Planes. Even most lesser fiends are just a light snack for them, and are often passed over in favor of more intelligent prey. Greater fiends fear the darklores, but they prize the creatures as well, for two reasons. First, a charmed or controlled darklore can be commanded to drain others of evil knowledge and then impart those secrets to its master; powerful fiends use darklores as insidious, information-gathering spies. Second, a darklore can teleport any creature whose name it knows. Thus, a mighty fiend can force a charmed darklore to absorb its name, and then can use *teleport without* error at will. (As a darklore can drain only wicked knowledge, the name must be an evil secret, or part of one. A fiend who surrenders his name to a darklore loses one point of Intelligence—permanently—and has to arrange to relearn his own name, perhaps simply by writing it down before it's sucked away, commanding a lackey to repeat it, and so on.) The yugoloths have been ordered to kill or capture darklores on sight.

Ecology: Even by lower-planar standards, the darklore is an abomination—a fluke. They formed when the Maeldur Et Kavurik, an ancient creation of the yugoloths, plunged into the River Styx. The size of the behemoth splashed much of the foul water onto the shores—water that had absorbed all of the Maeldur's dark secrets and forbidden knowledge. Not even the canniest arcanaloth could have predicted that the puddles would congeal and gain sapience. The behemoth's strange essence somehow reacted with the foul waters and the nature of the Gray Waste to create the darklores. No one knows how many were created by the Maeldur's splash, or whether they can reproduce. Those who know of them hope the answers are few and no.

—*From* Hellbound: The Bloodwar #2621

CLIMATE/TERRAIN:	Any wetland
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5 or 2 per opponent (36 total)
DAMAGE/ATTACK:	1d6 (squeeze) or 1d2 (slap); or by weapon
SPECIAL ATTACKS:	*Charm, hold,* constriction, bite
SPECIAL DEFENSES:	*Sphere of force*
MAGIC RESISTANCE:	60%
SIZE:	L to H (7'–15'+)
MORALE:	Elite (13)
XP VALUE:	14,000

The darktentacles is a many tentacled, solitary amphibious predator. It is intelligent and uses treasure to lure prey within reach. The creature never seems to slumber, nor forget those who escape it.

The darktentacles has a black, blistening body that it must keep moist or suffer a loss of 1 Hit Die per day. This leathery amorphous bulk is usually about the size of an adult cow, but the darktentacles can flatten its mass to cover a much larger area. The creature can cover a 10-foot by 10-foot area easily, and many are capable of covering a much larger area.

All over the body of the creature grow tentacles of up to 20 feet in length. A darktentacles may have up to 50 tentacles at one time, but usually only 36 are fully grown. These may slap at opponents, grasp and constrict them, or wield weapons.

Each tentacle is studded with many small, shielded eyes that see as humans do, but also have 140-foot infravision, which operates underwater to a distance 70 feet. A darktentacles also senses vibrations, "smells" substances in water, and discerns color and light differences through nodes all over its body.

Combat: A darktentacles can simultaneously battle as many opponents as it can reach. A maximum of five tentacles can reach a single opponent in a round; only two tentacles can wield weapons against one opponent without hampering or damaging other tentacles.

Weapons used by a darktentacles inflict normal damage. A single tentacle can wield a two-handed weapon without initiative or attack penalty. Tentacles can also slap or grip a foe; slapping tentacles cause 1d2 points of damage per attack.

To grip, a tentacle requires a successful attack roll. The initial hit inflicts no damage, but the opponent attacks at a –1 penalty thereafter as it holds on. In subsequent rounds, the grasping tentacle constricts for 1d6 points of damage each round (no further attack roll is necessary).

Two tentacles grasping a victim cause the victim to attack at –2, suffer a 1-point Armor Class penalty, and move at half speed.

Three tentacles cause the victim's attacks to be at –3, the victim suffers an Armor Class penalty of –3, and the victim cannot move more than three feet from his or her current position.

Four tentacles holding a victim can prevent any movement away from the darktentacles and cause the victim to suffer an attack penalty of –4 and an Armor Class penalty of –6. Also, when a victim is held by four tentacles, the darktentacles will use its special *charm* and *hold* abilities.

Its *charm* ability is identical to the 4th-level wizard spell *charm monster.* It raises a tentacle out of the the water before the trapped victim's eyes and *charms* that creature with its eye-covered tentacle. The darktentacles can attempt this only three times per day, and successful saving throw vs. spell negates the attack. A charmed creature does all that it can to help the darktentacles, from luring food to it to protecting it from dangerous foes. The darktentacles communicates mentally with its charmed slaves.

Its *hold* ability is indentical to the 4th-level wizard spell *hold monster.* The process is the same as for the *charm* ability, but the saving throw is at a –3 penalty, and failure means the victim is paralyzed for eight rounds. The *hold* ability can be used five times per day. The darktentacles uses the ability to trap a number of victims, drowning them before they can regain mobility.

Five tentacles holding a victim prevent all movement except twisting and writhing, penalize attacks by –5, and lower the victim's Armor Class to 10, regardess of armor, Dexterity, or magical defenses.

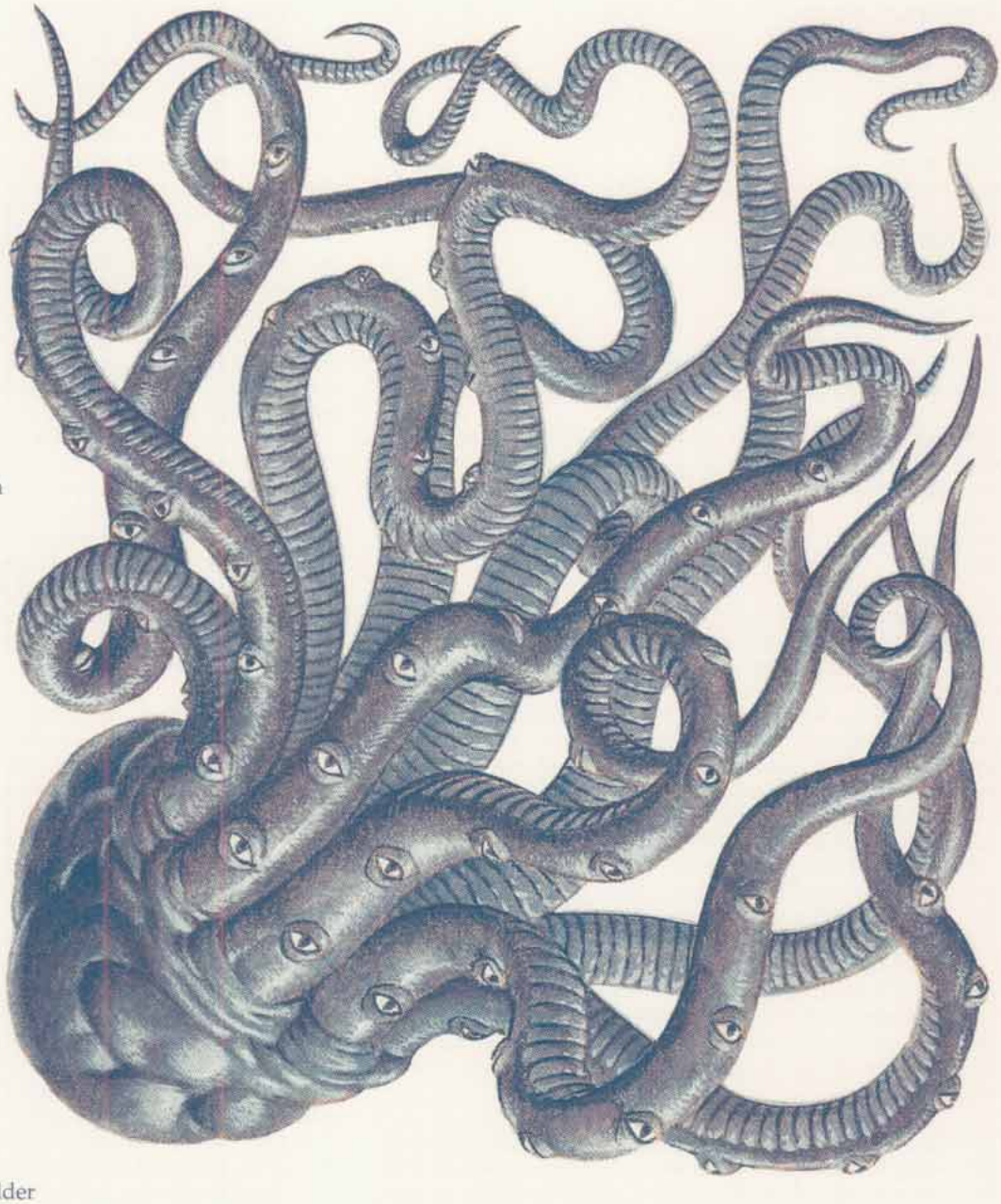
A grasped victim is allowed a Strength check to determine if an intended movement or action other than an attack can be carried out against the force of the darktentacles; attacks against the creature are adjusted as above.

A darktentacles will often lurk in water and try to drown prey. A passive character can remain underwater for 1 round per point of Strength before drowning. An active, fighting character can remain underwater for half that time. Any round during which a character makes no attacks, he or she can try to reach the surface to breathe, unless the darktentacles stops the action. If held by one or more tentacles, reaching the surface requires two successful Strength checks—one check to get the surface and one check to get nose and mouth free of the water or a tentacle to breathe. If both fail, two checks are required in the following round—one check to stay at the surface against the tug and wrench of the tentacles, and the other to get clear access to the air again.

Any single attack by an enemy dealing a tentacle 7 or more hit points of damage in a round or a cumulative damage total of 14 or more points, casues a tentacle to let go of whatever it holds and writhe about harmlessly for the next round before attacking again. Attacks totalling 20 hit points of damage or more sever a tentacle.

A darktentacles can use all of its tentacles in a single round without penalty, provided it can reach that many opponents. It can wield any magical item or weapon not restricted to a certain class that does not require speech or delicate manipulations, such as pressing buttons.

Darktentacles eat meat, but only that of recently-dead prey that they have drowned or slain. The three beak-like mouths of a darktentacles are not actively used in combat, but a creature suffers 3d4 points of damage if driven into one. There is a 10% chance that a character may accidentally step into one of the darktentacles' mouths, taking the damage given above.



A darktentacles can create a *sphere of force* once per week. A darktentacles' *sphere of force* is akin to the 5th-level wizard spell *wall of force*, save that it is always spherical in shape, can be cast at a range of 90 yards, and will successfully form even if trees, ground, water, and other solid things break its intended boundaries (i.e., it can be cast underwater or through solid ground to trap creatures on the surface or in a tunnel or cavern below). The sphere has whatever radius the darktentacles desires, up to a maximum of 60 feet. It lasts only as long as the darktentacles concentrates on it. A darktentacles typically uses this ability to isolate dangerous foes so that it can escape, deal with them later, or trap intended prey in an enclosed area with itself so that they cannot escape.

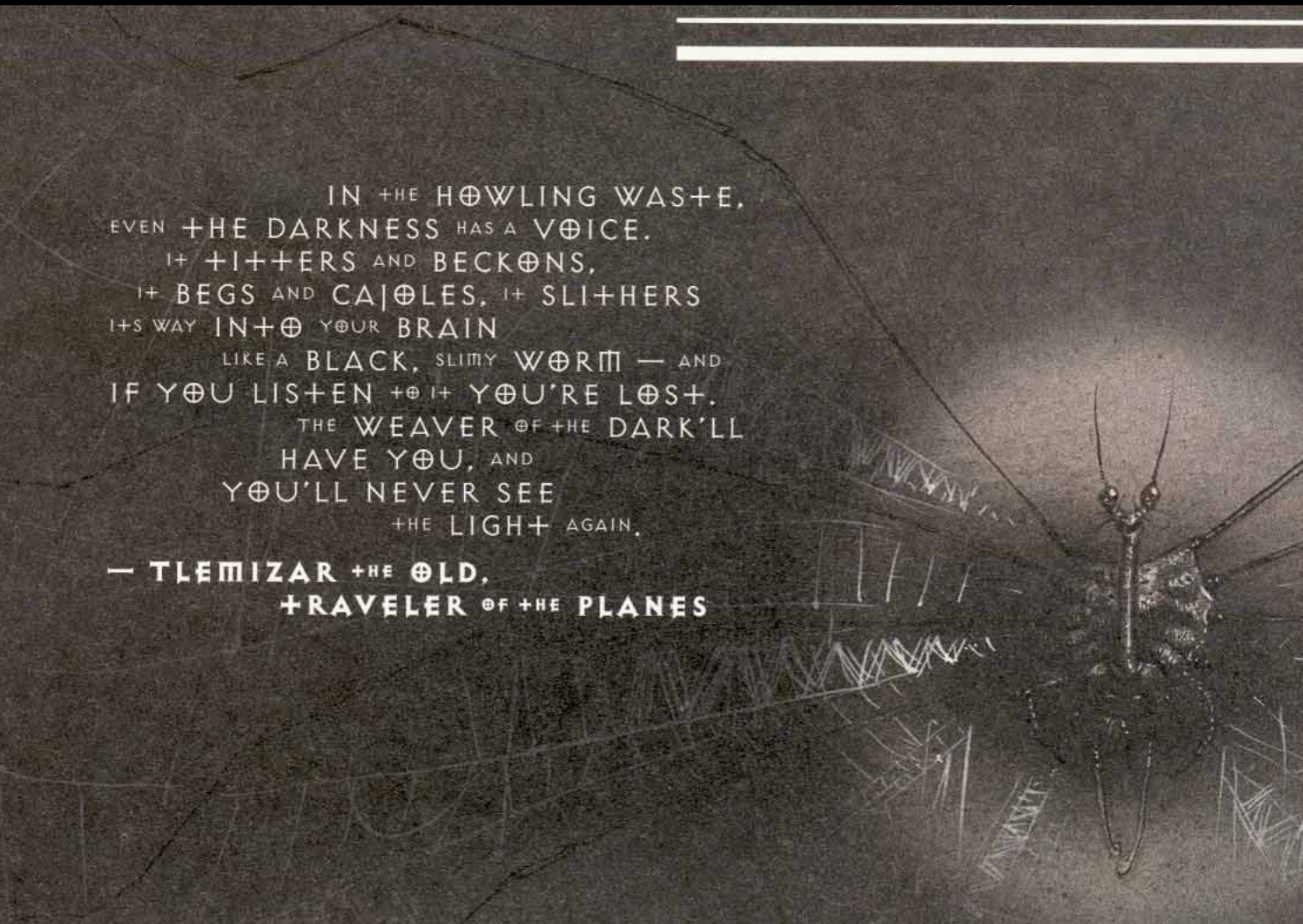
Habitat/Society: Most often found in jungle areas, darktentacles are commonly worshiped by primitive creatures of various races. More rarely, they are found roaming wetlands or temperate swamps. They prefer still and relatively warm water to faster and colder depths, but suffer no harm from the latter.

Darktentacles are solitary carnivores and will not be found within five miles of one another due to large territorial claims and potential problems from interfering with each other's hunting.

Ecology: Darktentacles serve as wetland predators, eating the numerous birds and fish common to such areas. They also hunt on shallow marine banks and reefs where fish shoal.

Darktentacles reproduce by budding once every two years. They tend to travel constantly for two weeks before budding, moving far away from their lairs and releasing a young darktentacles of 2 Hit Dice in a random wilderness area. During this time, the darktentacles has a movement rate of 15, using its tentacles as legs to speed it away from rival darktentacles.

When the creature has been slain, its flesh, eyes, and ichor are often used as spell ingredients and material components for *wall of force* spells and similar magical items that use or create that effect.



Climate/Terrain:	Abyss, Limbo, Pandemonium
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	D
Alignment:	Chaotic evil

No. Appearing:	1
Armor Class:	–4 (4)
Movement:	9
Hit Dice:	6+2
THAC0:	15
No. of Attacks:	6 tentacles
Damage/Attack:	1d2 + Special
Special Attacks:	Web, magic use
Special Defenses:	Shadow
Magic Resistance:	50% (10%)
Size:	M (4′ body, 10′ tentacles)
Morale:	Elite (13–14)
XP Value:	8,000

The darkweaver's a strange and frightening creature, partly real and partly shadow. It dwells in the caves and grottoes of some of the Chaotic Planes, particularly Pandemonium. Some cutters say the thing's native to the Demiplane of Shadow, and that it settled in this corner of the planes because it found conditions in the Abyss and Pandemonium to its liking. Not many sods've ever gotten a chance to question a darkweaver about its origins, and few of those even survived the experience.

The darkweaver creates webs of gloom and shadow just like a spider casts webs of silk. Its snares aren't easily detected, since it prefers to lair in places where daylight never comes. A darkweaver's net can stretch for miles through twisted tunnels and dank caverns, trapping luckless sods one strand at a time until they're hopelessly caught in its shadow. In its web, the darkweaver can manipulate the thoughts and emotions of its victims until they willingly walk into its dark embrace.

The darkweaver's form is amorphous and menacing, gliding like black oil over a cavern wall or pooling in places where the shadow is deepest. Folds of darkness cling to it like a cloak or a second skin. If the darkness surrounding it can be dispelled, the darkweaver's body is revealed to be a rubbery, spherical thing with strong, wiry tentacles and shorter, thicker feeding proboscises. It's said that a body'd rather meet the Lady of Pain than see a darkweaver in the light.

COMBAT: The darkweaver tries to lure its victims into its web of shadow, or failing that, to weave its web around them and prevent their escape. If the darkweaver's removed from its surrounding shadows, it flees as quickly as possible. The creature can't abide the touch of bright light.

The darkweaver's web can extend for hundreds of yards. The outermost strands appear to be insubstantial at first; a basher can brush his hand right through one and feel only an eerie, oily chill. Shining a light on the web makes the strands fade into mere shadows, but they don't fade right — they seem to slither away like snakes. The weaver blends the edges of its web into surrounding natural shadow perfectly; there's only a 10% chance that a character notices the outer strands before he enters the web. (Rangers, experienced guides, or creatures with unusually acute senses have a 30% chance to detect the darkweaver's web.)

Inside the outer layers of the web, vision drops to half normal. The shadowy strands easily give way to a creature moving toward the center, but a sod trying to get out finds that the shadowy strands don't retreat from his light anymore; they cling to him and prevent his escape. Any creature trying to leave the web is reduced to half its normal movement and must successfully make a saving throw vs. spell to force its way through the shadowy strands.

If a sod enters the inner part of the web (usually an area about 100 yards across), he's caught for sure. Again, he's free to move toward the web's center, but to move back out he must successfully make a saving throw versus spell or become *disoriented* and *slowed*. No matter which way he turns, he travels deeper toward the center. Even if the character makes a successful saving throw, he's still *slowed*. The darkweaver's web is thick enough to swallow any normal light, and vision's reduced to one-quarter normal. A lantern that casts a beam 60 feet illuminates a path only 15 feet long in the inner part of the web.

At the web's center, victims must successfully save versus spell or become *held*. Even if they do succeed, they are still *slowed*, and can't escape the center without killing the darkweaver or dispelling its web. The darkweaver's lair is here, and the web's center is as dark as the blackness of a *darkness* spell.

If the weaver can't entice a sod into entering its web, it may try to misdirect him into a passage it can close behind him, or get ahead of him and web the path he's using. A darkweaver can create one 10′ cube of gloomweb per round; if it webs the same area twice, the thickness is equal to the inner part of its web, and a third time results in webbing as thick as what lies at the center of the darkweaver's web.

Once per round, the darkweaver can use the spell-like powers of *confusion*, *sleep*, or *suggestion* with a range of 60 feet. In any area of shadow or darkness, the darkweaver can become *invisible*, create 2 to 5 *mirror images*, or *teleport* up to 200 feet to another area of shadow. In addition, the creature can create *shades*, *solid fog*, or a *symbol of despair* once per day while it's in its own web. Darkweavers communicate by means of a limited form of *telepathy* with a 60-foot range; humans and demihumans perceive the creature's thoughts as sibilant whisperings in the shadows.

The darkweaver uses its powers to immobilize its victims before drawing near enough to feed. If possible, it attacks physically only when its victims are hopelessly entangled in the center of its web. The weaver attacks by lashing at its victims with its tentacles for 1d2 points of damage each; if it can hit a victim with at least four tentacles, it draws near enough to insert its feeding proboscises. These automatically inflict 2d4 points of damage per round, and the victim must successfully save versus spell or permanently lose 1 point of Constitution in each round of feeding. The darkweaver's victim can fight back only by trying to break free or attacking with a Type S weapon.

A weaver's forced to release a victim it has grasped if it takes more than 15 points of damage, if the victim succeeds in a bend bars/lift gates roll, or if the darkweaver is struck with magical *light* of some kind.

The darkweaver's vulnerable to light-based attacks. A *light* spell destroys a 10′ cube of its web and inflicts 1d3 points of damage on the creature before dissipating. A *continual light* destroys 1d6 10′ cubes of the creature's web, dispels its shadow protection for 1 round, and inflicts 1d6 points of damage. Very powerful light effects such as a *sunray* or the *sunburst* effect of a *wand of illumination* inflict 2d10 points of damage, destroy 2d6 10′ cubes of the web, and dispel the darkweaver's shadow protection for 1d6 hours. (The Armor Class and magic resistance in parentheses note the darkweaver's defenses without its shadow protection.)

HABITAT/SOCIETY: The darkweaver haunts subterranean passageways, gloomy forests, and dismal swamps throughout the Abyss, Pandemonium, and Limbo. It's also been rumored that great numbers of the creatures dwell on the Demiplane of Shadow. The darkweaver is asexual and reproduces by division, although this is a very rare occurrence. A sod who runs across a darkweaver that's just divided should be aware that the young creature's a 3 HD version of its parent.

Darkweavers're diabolical creatures that use any means available to lure potential prey into their webs. When dealing with intelligent creatures, the weaver's likely to say or promise anything to get its prey to come nearer. They're clever enough to leave formidable prey such as greater tanar'ri alone, and may strike deals with more powerful neighbors. Darkweavers are patient and calculating creatures, and may let a meal go today if it means having two meals tomorrow.

ECOLOGY: The darkweaver preys on anything that comes near its web, but has the sense to leave very tough creatures alone. If anything strong enough to kill it enters its web, the darkweaver is likely to use its powers of illusion and deceit to hide from its attacker until it's safe again. As a result, there's nothing known that makes a regular meal of a darkweaver.

Despite the weaver's alien appearance, it's a subtle creature that enjoys its mastery of suggestion and illusion. Nothing pleases a darkweaver more than tricking its foes into placing themselves at its mercy.

Climate/Terrain:	Any cavern, mountain, hills, plains (night only)
Frequency:	Very rare
Organization:	Flock
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (7)
Treasure:	(B)
Alignment:	Neutral evil
No. Appearing:	10d3
Armor Class:	5
Movement:	6, Fl 18 (D)
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d6 (bite)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Steady (11)
XP Value:	65

The bane of all who raise livestock, darkwings are flying humanoids that flock together and attack at night, often decimating entire herds of cattle or sheep. Many scholars believe they are related to deep glaurants (see "deep glaurant").

Darkwings have scaly green bodies and leathery black wings. Their claws are long and sharp, and their mouths are filled with vicious, sharp teeth.

All darkwings speak a simple language of their own. Most of their words concern hunting and status in the flock. A very few darkwings have learned human tongues. More frequently, the top darkwing of a flock may learn the languages of humanoids who might be persuaded to join the flock in raids on livestock.

Combat: With their dark coloration and gliding flight, darkwings can readily surprise opponents at night (–4 to victims' surprise rolls). They attack with their claws and bite. Two darkwings acting in unison can swoop down and carry off a human-sized creature, provided both make an attack roll of 18 or more. Larger creatures, such as horses or cattle, are killed and dismembered before being taken back to the lair.

Darkwings dislike bright light and never leave their caves when the moon is full. A *light* spell causes them to fight with a penalty of –1 to morale, attack, and damage rolls. A *continual light* spell causes them to immediately make a morale check with a –2 penalty or flee to their lair. If they stay, they fight with a –2 penalty to their attack and damage rolls (though each hit will inflict a minimum of 1 point of damage). The effects of light are not cumulative (darkwings subject to both a *light* and a *continual light* spell fight at –2, not –3). Darkwings that make successful morale checks fight to the death, but still suffer the other penalties listed.

Habitat/Society: Darkwings gather in flocks, taking full advantage of their numbers and flying ability to terrify and corner their prey. Each flock has a "pecking order" by which a single leader—the largest and smartest—keeps the lesser individuals in line. The leader also chooses where to fly for the hunt, selects the best mates, and so forth. Either a male or a female may lead the pecking order. It is a dangerous and precarious position, as the lesser darkwings are always vying to elevate their own status in the flock at the expense of their superiors.

Dark caves, high in harsh mountain ranges, are the preferred abode of darkwings. A darkwing lair is a foul and unsettling place, covered in the creatures' filth and the bones of their victims. There are always 2d6 young roosting on ledges around the caves; they fight only if threatened or attacked (AC 8; HD 1–1; #AT 1 [bite only]; D 1d3).

Ecology: Darkwings are nocturnal, and never come out of their dark, eerie caves during the day. At night, they flock to the lowlands to hunt. They prefer easy prey, naturally, and so are drawn to the flocks and herds of human farmers.

Few farmers have the wherewithal to confront and drive off these vicious predators, and the darkwings have few natural enemies. If a flock of darkwings makes trouble over an extended period of time in a region, it won't be long before they are challenged. It may be a group of irate farmers, or the local knight with his henchmen (whose rents and taxes are threatened if their tenants or serfs are impoverished), or even a party of adventurous champions that will set out to drive off or slay the darkwings. Because of this, the winged humanoids, rare to begin with, dwindle as civilization spreads.

In the absence of human livestock to raid, darkwings tend to subsist on smaller wild mammals, such as rabbits and young deer. Like wolves, they prefer the young, the aged, and the sickly over large and healthy individuals that might prove troublesome to overcome. These pickings are not as easy as humans' livestock, and so the numbers of darkwings remain modest even in the wilds.



Darter

CLIMATE/TERRAIN:	Temperate or tropical swamp
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Blood
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-24
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long plus tail)
MORALE:	Elite (16)
XP VALUE:	120



Darters are small lizards with tubular snouts. The snouts are attached to tapered heads, from which two dark eyes protrude. Their bodies are rather pear-shaped, adding to the somewhat comical appearance of the creatures. Their heads are topped by short crests which stand erect whenever the lizards are alarmed. Their scaly skin ranges in color from brilliant emerald to dark jade. They have three short claws on each of their four feet. The tail of the darter is as long as its body.

Despite its name, the darter is an extremely lazy creature, generally moving only to feed.

Combat: The darter is ineffective in close combat, but possesses a dangerous missile weapon. Numerous slender fangs grow lengthwise in its tubular snout. At will, the creature can cause one of these fangs to loosen, and then may fire it as a natural dart. As the dart passes through the snout, a poison coats it. Any victim struck by such a dart must save vs. poison or be paralyzed for 4d4 rounds. The effective range of these darts is only 10'. Darts may actually travel farther, but they lose the ability to penetrate skin after traveling more than 10'. A darter's fangs grow fairly rapidly, and it can fire 1-6 of them per day.

After a victim has been immobilized by a poisoned dart, any darters in the area cautiously approach to feast. They use their weak front claws to make a hole in any exposed skin of the victim, causing one hit point of damage. Then, using their snouts to create a powerful suction, they suck blood from the victim, with each darter causing an additional 1d6 hit points of damage. The darter is satiated by one such drink from its prey, and will not need to feed for another day.

The darter's high morale score is not a reflection of its courage. Rather, it indicates that they are simply too lazy (and stupid) to run away, even if threatened.

Darters are easily startled, and will fire their darts at practically anything that moves within range. Fortunately for the little lizards, they are immune to the effects of the paralyzing poison.

Habitat/Society: Darters are peaceful creatures, attacking only those creatures which stumble into their territory. They cluster around the area where they were hatched. Darters mate once a year in the spring. The lethargic lizards show very little enthusiasm, and sages agree that they have one of the most boring courtship rituals in the Realms. In any case, about three weeks after mating, the female darter produces 1-6 eggs, laying them in a rough nest wherever she happens to be at the time. The eggs hatch in two weeks, and baby darters crawl forth into the world.

Ecology: The darter rarely hunts, preferring to wait for food to come to it. Only when faced with starvation will they move from their home territory to track food.

Darters serve as prey for many swamp predators, though only very hungry creatures will risk being hit by their darts and drained of blood.

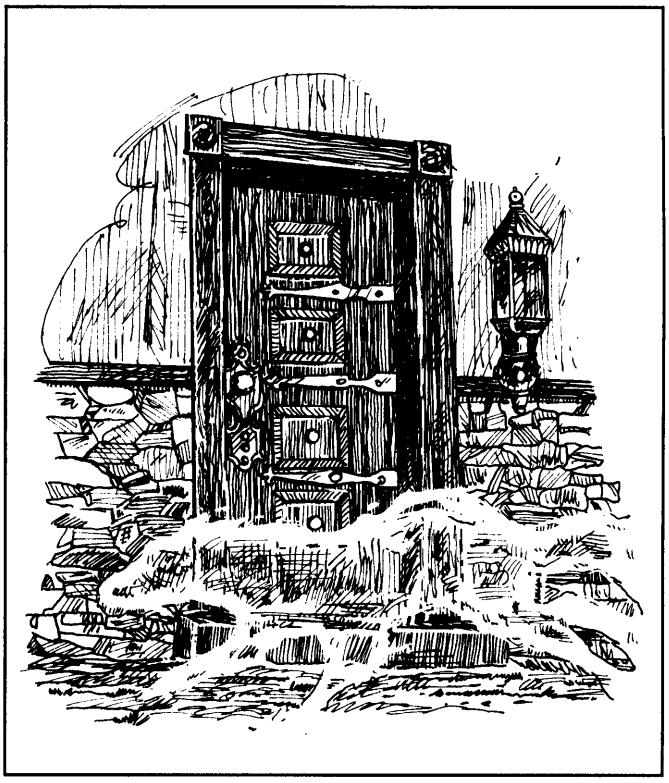
Primitive swamp tribes, especially lizard men, often make use of the creatures. Once a darter is killed, it is fairly easy to remove the 1-6 darts in its snout. The darts are about two inches long, and are straight enough to be used in blowguns, or as tips for larger darts. The poison sacs are also easy to remove, and if carefully handled, will produce enough of the paralytic poison for 6-36 darts. The poison gradually becomes ineffective after exposure to the air. Victims' saving throws are made at +1 per day of the poison's exposure to the air. The poison becomes completely ineffective after a week of exposure.

Some primitive tribes actually use darters as guards, though the creatures have proved resistant to all attempts at training, and are as likely to attack their master as any intruder. Smarter tribes leave several of the lizards around their sacred areas as a trap.

Some swamp-dwellers are brave (or foolish) enough to carry the darters, pointing their snouts towards enemies and causing the creatures to fire a dart. Unless the bearer is cautious, however, his living dart gun will fire on him whenever he makes a sudden move.

Deadly Smog

CLIMATE/TERRAIN	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	10
HIT DICE:	10+
THAC0:	10
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Standard
SIZE:	L (100 sq ft)
MORALE:	Champion (16)
XP VALUE:	2000



Deadly smog is described as noncorporeal clouds of slightly musky-smelling fog covering an area equivalent to one hundred square feet, or a ten by ten foot area. One creature consists of a central hub of fog, with up to fifty tentacles that can extend as far as fifteen feet when feeding. When in its static form, it appears just as any normal low lying cloud. It is misty colored, usually off-white. Even after feeding, the creature's color does not change.

Combat: When engaged in combat, the deadly smog contorts itself into a spastic mass of tentacles that reaches out to all warm blooded creatures within a fifteen foot radius. Any creature struck suffers 1d6 points of damage from these tentacles. Even if more than one tentacle successfully strikes a victim, the victim only receives 1d6 points of total damage. The deadly smog moves at a rate of 10 to keep in range of as much prey as possible.

For every six points of damage that it steals from its prey, it heals one point of damage taken itself. If the creature is already at its maximum hit point total, any additional points raise that maximum permanently. Then, for every eight hit points it absorbs over its original maximum, the creature gains one hit die, though the THAC0 remains the same.

This creature is immune to all non-magical weapons. Magical weapons do only their bonuses as damage. Strength bonuses do not apply; a fighter with 18/00 strength and a *bastard sword +3* inflicts only 3 points of damage to the deadly smog, not the usual 10 to 17 points.

The deadly smog does have a few weaknesses, though. If a spell caster were to cast water elemental spells on this creature, they would affect it as though it were a natural weather phenomenon. For example, if one were to cast a *cone of cold* at it, it would freeze. It then would be susceptible to splintering and shattering, and the pieces could be spread out. All weapons do normal damage in this situation and others like it.

Habitat/Society: These creatures originate from the Negative Material Plane. They do not *gate* into the Prime Material Plane by choice. Their arrival is always forced, either by accidental or purposeful summoning. These creatures are solitary while within the Prime Material Plane. How their progeny come into being is unknown, and probably should remain that way. On the negative material plane, they are of uncommon frequency. Luckily, on the Prime Material plane, they are very rare.

Death Knight

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	9 (10-sided dice)
THAC0:	11
NO. OF ATTACKS:	1 with +3 bonus
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75% (see below)
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17)
XP VALUE:	6,000



A death knight is the horrifying corruption of a paladin or lawful good warrior cursed by the gods to its terrible form as punishment for betraying the code of honor it held in life.

A death knight resembles a hulking knight, typically taller than 6 feet and weighing more than 300 pounds. Its face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing orange-red pinpoints for eyes. Its armor is scorched black as if it had been in a fire. The demeanor of a death knight is so terrifying that even kender have been known to become frightened.

A death knight's deep, chilling voice seems to echo from the depths of a bottomless cavern. A death knight converses in the language it spoke in its former life, as well as up to six additional languages.

Combat: A death knight retains the fighting skills it had in its former life. Since it has little regard for its own safety and an intense hatred of most living creatures, it is an extremely dangerous opponent. Still, a death knight retains a semblance of the pride it held as a good warrior and fights honorably: It never ambushes opponents from behind, nor does it attack before an opponent has an opportunity to ready his weapon. Surrender is unknown to a death knight, and it will parley only if it senses its opponent has crucial information (such as the fate of a former family member).

A death knight has a strength of 18(00). It usually attacks with a sword; 80% of the time, this is a magical sword. When a magical sword is indicated, roll 1d6 and consult the following table:

Roll	Death Knight's Sword
1	*Long sword +2*
2	*Two-handed sword +3*
3	*Two-handed sword +4*
4	*Short sword of quickness*
5	*Short sword of dancing*
6	*Short sword of life stealing*

A death knight wears the same armor it wore in its previous life, but regardless of the quality of the armor, it always has an AC of 0. Hit points for a death knight are determined by rolling 10-sided dice.

A death knight's magical abilities make it especially dangerous. It constantly generates *fear* in a 5-foot radius, and it can cast *detect magic*, *detect invisibility*, and *wall of ice* at will. Twice per day, it can cast *dispel magic*. Once per day, it can use either *power word, blind*, *power word, kill*, or *power word, stun*. It can also cast *symbol of fear* or *symbol of pain* once per day, as well as a 20-dice *fireball* once per day. All of its magical spells function at the 20th level of ability.

A death knight cannot be turned, but it can be dispelled by *holy word* spell. It has the power over undead of a 6th-level evil priest. Its magic resistance is 75%, and if an 11 or lower is rolled on the percentile roll, the spell is reflected back at the caster (the magic resistance is rerolled each time a spell is cast at a death knight).

Habitat/Society: Death knights are former good warriors who were judged by the gods to be guilty of unforgivable crimes, such as murder or treason. (For instance, Krynn's Lord Soth, the most famous of all death knights, murdered his wife so that he could continue an affair with an elfmaid.) Death knights are cursed to remain in their former domains, usually castles or other strongholds. They are further condemned to remember their crime in song on any night when the moon is full; few sounds are as terrifying as a death knight's chilling melody echoing through the moonlit countryside. Death knights are likely to attack any creature that interrupts their songs or trespasses in their domains.

Ecology: Death knights have no physiological functions. They are sometimes accompanied by skeleton warriors, liches, and other undead who serve as their aides.

	Killer Pillow	Flannel Beast	Sheet
CLIMATE/TERRAIN:	Any (mostly indoors)	Any (mostly indoors)	Any (mostly indoors)
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any (mostly night)	Any (mostly night)	Any (mostly night)
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Average	Average	Average
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	9	9	9
MOVEMENT:	6	12	12
HIT DICE:	2	4	6
THAC0:	16	15	13
NO. OF ATTACKS:	1	1	3
DAMAGE/ATTACK:	1–2	1–3	1–4/1–4/1–2
SPECIAL ATTACKS:	Suffocation	Poison suffocation	Poison suffocation
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T to M	M	M
MORALE:	Elite (13–14)	Elite (13–14)	Elite (13–14)
XP VALUE:	175	420	1,400

When lying in bed at night, wondering what those strange creeks and pops are in the darkness, who hasn't felt just a little more secure by drawing up the covers? Even the security of bedclothes is taken from us by death linens.

Death Linens are beings of living cloth, usually sheets, pillows, and other items associated with beds. They have been infected with latent psychic forces born of nightmares. They are normally active at night, but they can lurk in cupboards or laundries and assault people at any time. They come in a variety of sizes that can be divided into three broad categories:



Killer Pillow

The killer pillow is a fluffy and inviting-looking animated pillow that humps along like a huge amoeba. It can jump up to 20 feet once per turn in an attempt to catch a victim, but normally it lies dormant, hoping a victim chooses to rest on it.

Combat: The killer pillow has 2 Hit Dice and can crinkle its surface into a sort of face, with which it "bites" for 1–2 hp damage. If it strikes with a roll of 18 or better, it wraps itself around the head of any creature up to size L and begins suffocating him or her, inflicting an automatic 1–4 hp damage per round. The victim (or another helping him or her) must make a Strength check on 3d6 to dislodge it, or else attack it. Any attack on a pillow that is smothering someone is also considered an attack on the victim, although at –2 to hit, and doing only half damage.

If a character goes to sleep on a killer pillow, the pillow's first hit is automatic, and it begins smothering immediately. The sleeping victim is actually affected by a weak *suggestion* spell; the character must save vs. magic once per round to see if he or she awakens. If not …

"He was stretched out in the midst of the bed, on his back, without any disorder … His hands, I think, were even crossed on his breast. The only thing not usual was that nothing was to be seen of his face, the two ends of the pillow or bolster appearing to be [illegible] it." -- "Two Doctors"

Habitat/Society: Killer pillows are "born" by accident and do not seek out other pillows or death linens. Although solitary by nature, they may not be the only death linens in a building (especially a large structure, like a castle), since the linens in general are created by similar circumstances.

Ecology: Killer pillows have no place in the natural order of things. They need no nourishment and attack because they are literally bad dreams in physical form. Some wizards have learned to create killer pillows from deathbed linens and control them; these are often sent as "gifts" to people they would like to see killed. Threads from any death linen can be used in *sleep*, *charm*, or *suggestion* spells.

Flannel Beast

The flannel beast often hides in pantries and closets where towels, bedclothes, and linens are kept. It resembles a stack of towels or rags (90% undetectable by visual inspection) until it moves, whereupon it looks more like a tattered ferret or snake.

Combat: The flannel beast has 4 Hit Dice. It bites for 1–3 hp damage, and its fangs are coated with a powerful (type E) venom. It can wrap its long body around a victim and suffocate him as does a killer pillow, while simultaneously trying to bite.

Habitat/Society: Like all the death linens, flannel beasts are loners. They can sometimes be found in tombs or sepulchers, having formed from winding sheets.

Ecology: Like killer pillows, flannel beasts have no place in nature. They attack living creatures but do not eat them. Certain wizards and clerics have learned to create and control flannel beasts; these are usually employed as assassins or tomb guardians.

Sheet

The sheet takes on a disturbingly humanoid form when it strikes, moving at a surprisingly swift pace, and it gyrates and flops as it moves, a most disturbing spectacle. Anyone seeing a humanoid death linen must make a Fear check. Unlike its lesser cousins, which prefer to stay indoors, it thinks nothing of chasing a victim across the countryside.

Combat: The sheet (6 Hit Dice) strikes twice in combat with its ragged fists for 1–4 hp damage. It can suffocate if it hits with an 18 or better. It can also bite, doing 1–2 hp damage, and its fangs, too, are poisonous (Class C).

Habitat/Society: Sheets are much more apt to wander across the countryside than their smaller cousins. They need no nourishment; they assault or avoid living creatures for reasons known only to themselves.



"What he chiefly remembers about it is a horrible, an intensely horrible, face of crumpled linen. With formidable quickness it moved into the middle of the room, and, as it groped and waved, one corner of its draperies swept across Parkins's face."

--"Oh, Whistle, and I'll Come to You, My Lad"

Ecology: Like all death linens, the sheet holds no place in the natural order. Certain magical items have been created to control such beings, especially whistles inscribed with magical runes. Bits of them can be used in rites to create zombies and other undead beings.

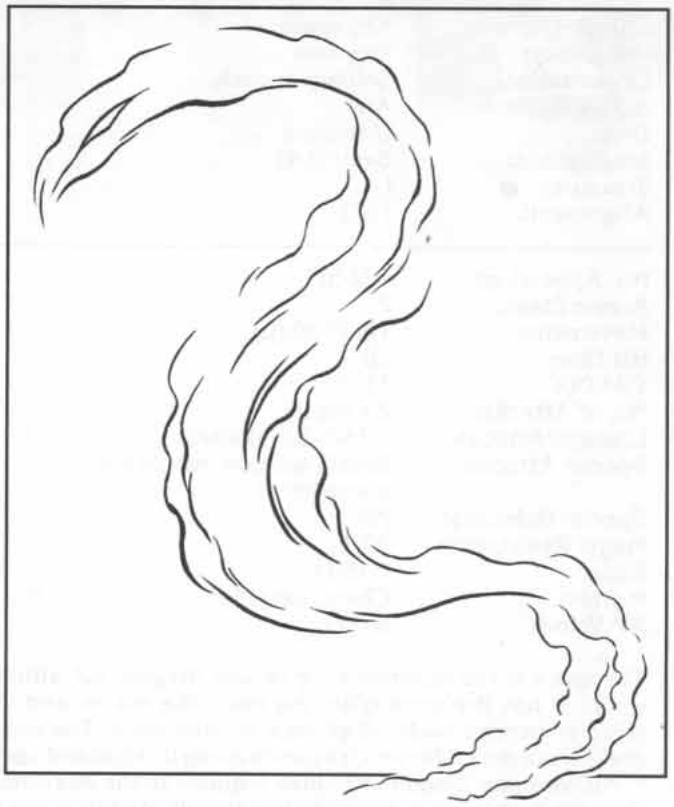
All death linens have vulnerabilities that PCs can exploit: Fire causes double damage to them. A gallon or more of water sloshed on a death linen affects it as the *slow* spell. If a character strikes it with a roll of 19 or 20, the creature is stunned for one round, and it will flop to the floor in an inert pile. Any attacks made in the following round automatically hit.

Even after it is reduced to 0 hit points, a death linen's life force might enter another pillow or sheet in the next 1–12 months—a 10% chance per month. After all, we all sleep, and we often have nightmares, which strengthen the strange beings. If a slain death linen does not reappear within one year, the life-force has dissipated.

Death Shade

Climate/Terrain:	Any (space or terrestrial)
Frequency:	Very rare
Organization:	Solitary
Active Cycle:	Any
Diet:	Special; see below
Intelligence:	Semi-intelligent (2-4)
Treasure:	Nil
Alignment:	Chaotic Evil

Number Appearing:	1
Armor Class:	−8/as host
Movement:	9/as host
Hit Dice:	7/host's hp
THAC0:	Special
No. of Attacks:	Special
Damage per Attack:	Special; Infestation
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	75%/as host
Size:	n/a
Morale:	Fearless (20)
XP Value:	2000



The death shade is an energy parasite that feeds on the life energy of dying creatures (any creature reduced to zero hp). To generate this "food," the death shade infests a host and periodically drives its host into a berserker rage.

Death shades, when encountered outside their hosts, appear as small, shifting wisps of smoke with vague outlines of aquiline eyes. When infesting a host, the death shade is invisible, having entered another body. Persons and objects capable of viewing invisible creatures see the death shade as a gray mist which centers on the host's eyes. Under alignment detection, the death shade appears as a black "blight" on the host's alignment.

Combat: The death shade absorbs 1 energy level for every hit die of an opponent killed within a 10′ radius, and can store up to 40 energy levels at one time. The death shade consumes these energy levels at a rate of 1 per day. For every stored energy level less than 40, there is a 3% cumulative chance per day that the death shade will cause its host to go berserk, killing the first available target. If numerous targets are presented, the death shade directs its host to pursue and attack the target which offers the least potential harm to its host. The host's rage ends after 40 energy levels have been absorbed by the death shade or no victims remain.

Death shades are rarely encountered without a host. Death shades prefer hosts which provide the greatest amount of food for it, i.e. a strong host like a fighter or a large carnivore, but will accept any host for its own survival. Death shades do not leave a host unless the host has been killed. If a PC becomes infested with a death shade, only a *wish* or *limited wish* can remove it from the PC's body. *Amulets of Life Protection* are the only items which prevent death shade infestation.

If the creature's current host is killed, it transfers out of the host body, infesting the strongest creature within 20 feet, and this creature becomes its new host. If it's unable to make such a transfer within 5 rounds of its host's death, the death shade dies. During this time of transfer, it can be attacked with normal weapons or spells.

The death shade and its host become catatonic when stored energy levels are at zero. The host and shade may remain catatonic for as many days as the host has Con points; after that, both host and shade die. If a lifeform comes within 10 feet of a catatonic host, the death shade rouses the host in 1d3 rounds in a berserk rage to kill the creature for its energy. After the rage subsides, the host must make a save vs. paralyzation or have permanent brain damage (subtract 1d3 points from the host's Intelligence).

Habitat/Society: Death shades can infest any corporeal, carbon-based life form, from small rodents to humans or demihumans, all the way up to celestial dragons. Creatures based of another elemental structure (storopers or magmen, for example) are immune to death shade infestation. Death shades can generate berserker rage no matter what the species of their host (therefore they can turn even the most timid creature into a raging killer).

Ecology: The death shade prefers to dwell where there are large concentrations of potential hosts and victims: among large herds of animals, or in the crowds of a city. Some sages believe that many of the senseless murders endemic to the inner city are caused by death shades.

Death shades reproduce as a by-product of feeding. After a death shade has absorbed life force from the death of 40 hit dice or levels of creatures within a 24-hour period, it splits into two death shades with 20 energy levels each. The second shade immediately transfers to any creature within 20′. If it can't make the transfer within 5 rounds, the second death shade dies.

Death shades have a basic telepathy which can only identify the presence of one death shade to another. Thus, death shades can detect each other's presence in a 20 foot radius and, if given a choice of targets during "feeding," will attack an uninfested creature before an infested host body.

Deathmare

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Life forces
INTELLIGENCE:	Low (5Ð7)
TREASURE:	O, R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	24
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by silver or magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Fanatic (17Ð18)
XP VALUE:	650



As undead creatures out for revenge against all living horsemen, deathmares present a fatal trap to the unwary.

A deathmare appears as a regular riding horse of average size. Their coats are always flawless black in colorÑa curious detail in itself, as *vermeil* causes a reddish tint in the coats of all other animals on the coast. However, because deathmares appear only at night or in the early evening, such a detail is hard to notice. These creatures normally stand idly by a roadside or field, patiently waiting to be approached or mounted, but sometimes one will walk up to a campsite as if wanting food. They appear completely docile, giving no outward sign of their undead status.

The Red Curse: Deathmares never acquire Legacies or require *cinnabryl*.

Combat: Any person who mounts a deathmare, whether bareback or using a saddle, will find it impossible to dismount. Only a *remove curse* allows the rider to jump from the deathmare's back. Also, the deathmare cannot be controlled. It immediately bolts for the nearest danger, seeking to kill the rider. It might throw itself off the nearest cliff or wade into deep water; deathmares have even been known to ride into a campsite and strike at people as if attacking, forcing them to kill its rider.

If the nature of a deathmare is discovered before a rider mounts, it will attack using its hooves and teeth. Deathmares are harmed only by magical or silver weapons, but even if confronted with these, it will remain and try to kill its potential victim.

Habitat/Society: Deathmares can be found in any land or climate. They will rarely be far from some sort of lethal danger, but have been known to range farther in a desperate search for victims.

A deathmare does not collect treasure, but the wealth of its latest victims can sometimes be discovered. Deathmares will often use a method of killing riders several times before moving on, so a search of local dangerous locations might turn up a few dead bodies and their personal belongings.

Ecology: A deathmares is the spirit of a horse that was abused and killed by an evil, sadistic owner. They return from the dead to exact revenge on all horsemen, regardless of alignment, feeding on the life forces of the riders they kill. The deathmare continues to search for victims until its previous owner dies, at which time it simply fades away.

Decapus

Climate/Terrain:	Any forest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Very (11)
Treasure:	(C)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	5
Movement:	3, Cl 9 (in trees)
Hit Dice:	4
THAC0:	17
No. of Attacks:	9 (hanging from tree)
Damage/Attack:	1d6 each (tentacles)
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Nil
Size:	M (4' across)
Morale:	Elite (13)
XP Value:	175

The decapus is a bizarre monster named for its ten limbs. There are two varieties: land and marine.

The land decapus looks like a hairy, bloated, 4-foot-wide globe sprouting ten long tentacles. The tentacles are 10 feet long and spaced over all parts of its body. The hair is usually brown or sometimes black, and the body is often green, although purple or yellow examples have been found. In the center of the decapus's body lies its mouth, which is terrible to behold. It is very wide and has long yellow teeth, and exudes horribly foul breath.

The marine decapus looks just like the land version with two exceptions: it's less hairy, and coloration includes mainly greens and blues.



Decapuses communicate with one another using a complex language of clicking sounds and body movement.

Combat: The decapus has keen night vision, and a limited ability to see in the infrared spectrum (30-foot infravision). It usually hunts at night, when prey is vulnerable in the darkness; but these aggressive creatures have been seen hunting at all hours.

The decapus attacks with its tentacles, each of which ends in a sharp, hooklike protrusion of strong cartilage. Propelled by the momentum of the long limbs, these slashing "claws" inflict 1d6 points of damage each.

The tentacles are also covered on one side with suckers, which the decapus can use not only to grasp its prey, but also to climb walls and ceilings. In combat, the decapus hangs from a ceiling or tree with one of its tentacles and attacks its unfortunate victim with the other nine.

On the ground, the decapus is much less fearsome. Its tentacles are not strong enough to support its weight upright for long periods of time, so the decapus can manage only six attacks, and these cause only half damage. When swinging from tree limbs, the decapus's movement rate is 9. On the ground, the decapus moves much slower, crawling about at rate of 3.

Habitat/Society: These foul creatures are usually found in forests, where their many limbs are a great advantage in combat and locomotion among the trees. In colder climes decapuses tend to be much hairier; in the tropics, less. They are also found in swamps, and sometimes in wilderness ruins.

Decapuses usually live alone, preferring to hunt by themselves. When hunting, they swing through the trees, scooping up any prey they encounter in their tentacles.

Only rarely do decapuses come together for the purpose of mating, and then for only a brief time. The female decapus gives birth to litters of six to a dozen infants, then abandons them in a protected place such as the hollow of a tree or an empty cave. The vicious little decapuses have ½ Hit Die and inflict 1d2 points of damage per limb. They grow rapidly. Their first prey is each other. Barring unusual circumstances, one decapus out of each litter will devour all of its siblings, gaining valuable practice in the skills of survival (and weeding out weaker and less aggressive individuals). It will also grow large enough to leave the birth-nest, and begin to hunt other creatures—starting with birds and small mammals, and eventually moving up to large predators.

Ecology: The decapus preys on other predators as well as herbivores. Its savagery is legendary, and even fierce wolves know enough to flee from it. It devours hapless humans and elves as willingly as it does its normal diet of squirrels, rabbits, or deer. Even when the monster is full, the decapus guards the remainder of a kill against scavengers, so that it may soon engorge itself again.

Marine Decapus

This creature hunts by drifting slowly through the water, at a movement rate of 3, with its tentacles spread out around it in all directions. Since the water supports its weight and it has no need to anchor itself, the creature can attack with all ten tentacles at once.

Like its land-dwelling cousin, the marine decapus lurks as a dangerous, intelligent predator, threatening even sharks for savage dominance of its waters.

Deep Glaurant

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	V (U)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d2
ARMOR CLASS:	4
MOVEMENT:	9, Sw 9, Glide 12 (E)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4 (claw)/2d4 (claw)/ 1d4 bite or by weapon/ by weapon/ 1d4 (bite)
SPECIAL ATTACKS:	Two rear claws (2d4 damage each)
SPECIAL DEFENSES:	Darkness
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Champion (15)
XP VALUE:	2,000

These rare, evil predators inhabit caverns deep beneath the world's surface. Deep glaurants are named for their strange gulping call, which they make deep in their throats when excited. If alone, or when stalking prey, they are eerily silent.

Glaurants are scaly, massively muscled humanoids, ocher to stony gray in color. They stand 8 feet tall, and their four limbs end in iron-strong, sharp-nailed claws which enable them to rake and rend flesh and climb over stones with equal ease. They are capable diggers and have little wings protruding from their shoulders. These wings can be folded flat or sculled with great skill, and are used as aids in swimming, climbing, and turning falls into glides.

Glaurants have small, flexible horns on their heads which fold over their ears to protect against dust and to help them feel along crevices.

Combat: Silently, by act of will, deep glaurants can cause magical *darkness* about themselves once every third round (the effect lasts for the entire round). They can see up to 90 feet with infravision and are not bothered by normal or bright light.

Glaurants are intelligent enough to arrange rockfall traps and deadly ambushes. They often use magic gained from caches, tombs, and victims as weapons against foes, or trade such items when caught at a disadvantage. A favorite attack of a glaurant is to glide onto prey from above in silence and darkness.

In melee the deep glaurant slashes twice with its claws or strikes with two weapons, then delivers a vicious bite. Most favor weapon attacks. However, if the creature successfully rakes an opponent with its front claws and then bites, it gains a special "scrabbling" attack: both rear claws can strike too, inflicting 2d4 points of damage each. Each claw rake requires an attack roll.

A glaurant hunts anything and everything it sees. It fights until seriously wounded or threatened with death, or until its opponent is slain (whereupon it immediately feeds).

Habitat/Society: Encounters with these monsters come few and far between, ranging over vast underground regions. Their appetite is voracious and indiscriminately carnivorous.

Deep glaurants are rumored to have cities and a civilization far underground. However, there are no reliable records of encounters with more than two of them at any one time. Many scholars doubt the existence of such a civilization, citing the relatively low intelligence displayed by deep glaurants; others have suggested that only the less-intelligent outcasts may have been encountered so far by explorers. Adding confusion to the issue, no young glaurant specimen has ever been found. The creatures seem to have no goals more complex than finding food and eating it, although in pursuing that end they will go to elaborate and cunning lengths.

Ecology: In the caverns where glaurants roam, they are feared among sapient beings. In some subterranean cultures, they are the basis for tales meant to frighten youngsters into obedience.

The glaurant's ability to create magical *darkness* comes from a gland located in the creature's hindbrain. A talented alchemist or wizard may be able to carefully remove this gland with its fluid contents intact. The oily gray fluid secreted by the glaurant gland can serve as a special material component in casting the spells *darkness, continual darkness,* and *darkness 15′ radius*. So used, the fluid doubles either the duration or the radius of the spell.

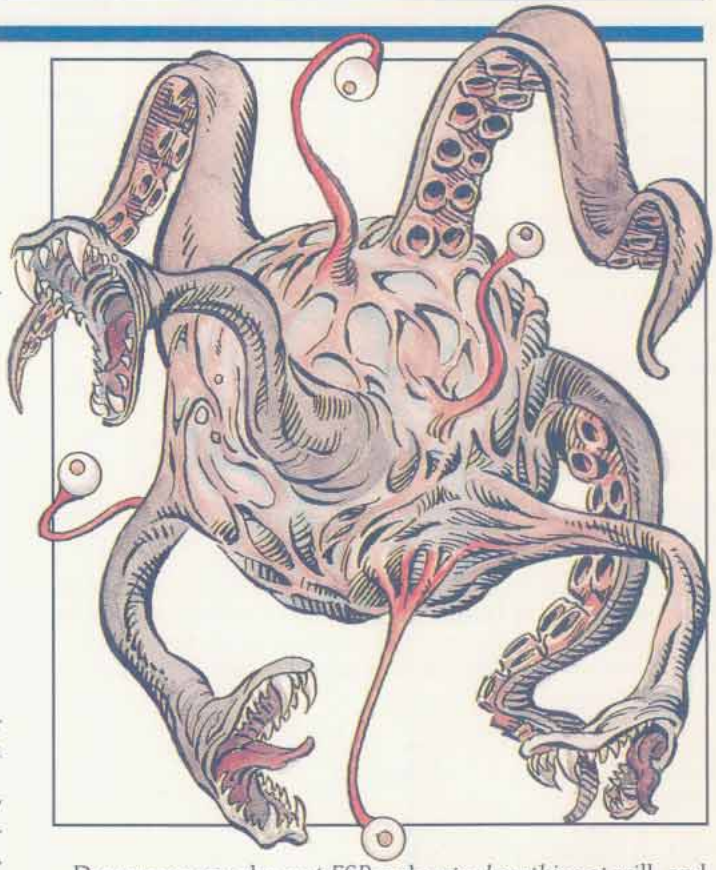
While this fluid is obviously useful, it has never been so valuable as to encourage hunting of the glaurant. There are more valuable substances for adventurers to win from less challenging foes.

Deep glaurants have disdain for nearly all treasure except magical items. They especially favor weapons and other items with obvious practical applications, and they never keep magical items they cannot wield.



CLIMATE/TERRAIN:	Any/any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Genius (17-18)
TREASURE:	K, L, M, Q×2, V×2, X
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Sw 8
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	3-12 ×3 (bites)/2-5 (slap) ×3 or by weapon type ×3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	77%
SIZE:	H (14' diam., tentacles to 20' long)
MORALE:	Elite (15-16)
XP VALUE:	12,000



Deepspawn are infamous horrors who give birth to many other varieties of monsters; a single Deepspawn can make a vast area dangerous, even for alert, well-armed adventurers.

Deepspawn look like large, rubbery spheres of mottled grey and brown. Six arms project from their bodies; three are tentacle-arms, and three are jaw-arms, ending in mouths of many teeth. A Deepspawn also has over 40 long, retractable, flexible eye stalks it extends only three or four at a time, well away from harm.

Combat: When found, Deepspawn are usually half buried in a pile of slippery, shifting coins and other treasure. This may conceal their arms, so that tentacles and mouths erupting from the treasure may at first seem to be the attacks of separate monsters. The treasure may hamper opponents and even shield the Deepspawn from some damage (as determined by the DM).

A Deepspawn attacks by casting *hold* spells at intruders, casting spells once every three rounds. Victims under a *hold* spell are gripped by tentacle-arms and constricted, as other tentacles fight off other intruders by wielding weapons—including any magical items usable by fighters. Deepspawn love to engage prey with weapons, and then bite them from behind with a jaw-arm.

A tentacle-arm can slap for 1d4+1 points of damage, grasp items or beings and move them about (with 17 Strength), wield delicate keys or weapons, or constrict victims.

Constriction requires a successful attack roll (automatic if the victim is under a *hold* spell), and does 1d4 points of damage, plus 1d4+1 points per round thereafter. In any round in which a being gets free, it takes only 1 point of constriction damage. Constricted victims can be swung about as bludgeons—doing 1d2 damage to any others struck, ruining spellcasting, and forcing saving throws on fragile items. This action causes the constricted victim no extra damage unless driven onto points or blades (determine damage on a case-by-case basis).

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

Deepspawn can also cast *ESP* and *water breathing* at will, and may employ a *heal* spell (self only), once a day. If a Deepspawn's life is threatened, it hurls caches of seized weapons as missiles, unleashes any magical items it has, and tries to escape by a planned route. Deepspawn seem immune to all known venoms, and regenerate lost arms and stalks, though slowly, healing 2 hp per day.

Habitat/Society: Deepspawn prefer to let their offspring fight for them. Their lairs are in caverns, dungeons, or ruins and are amply protected by traps and guardian monsters (their "spawn"). If these defenses are penetrated, the Deepspawn will usually be found in a readily-defended room or den, and it will always have at least one or more escape routes.

Deepspawn are native to the Deeps, and have successfully resisted attempts by dwarves, drow, duergar, cloakers, illithids, and aboleth to exterminate them. Deepspawn seldom make their lairs within 30 miles of each other, but individuals may be much closer together underground, on different levels.

Ecology: Deepspawn will eat anything organic, but prefer fresh meat. By some unexplained, natural means, Deepspawn can "grow" and give birth to any creature native to the Prime Material plane it has ever devoured (but not undead or other dual dimensional creatures). The "spawn" have the natural attacks, magical abilities, alignment, and intelligence of their creators. Class abilities and other learned skills are not passed on to them. A spawn "grows" in 1d4 days (varying with size and complexity) in a Deepspawn, which must ingest meat, vegetable matter, and water or blood to fuel the "birth". The Deepspawn then opens and ejects a fully active spawn. Spawn are never hostile towards their parent, and cannot be made to attack them even by magical means. Spawn can attack or defend themselves within one round of emerging. At the DM's option, they may use certain powers or abilities clumsily for a few rounds.

Delphinid

CLIMATE/TERRAIN:	Phlogiston flow
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Average (9)
XP VALUE:	120



These friendly beasts swim harmlessly through the phlogiston. They have on occasion been known to help stranded travelers. A delphinid has a fish-shaped body with trilateral symmetry, with everything found in triplicate. The head tapers to a blunt nose. There are three eyes placed equidistantly around the head. The mouth has three jaws, all of which are hinged. There are three large dorsal fins equidistantly around the large, central part of the body. The tail has three fins as well.

Delphinids can change color to match the swirling phlogiston. They can make multi-colored swirls and streamers across their hide. A dead delphinid is a pale grey color. They have been known to intentionally turn grey, black, or white in order to be seen by passing sailors.

Combat: A delphinid can attack only by ramming (its teeth are too small to be used effectively as weapons). A delphinid can ram every other round. Each ram inflicts 1d6 points of damage. Any creature that weighs less than the delphinid must roll a successful Dexterity check or be knocked down (or off, or over, or whatever).

Delphinids rarely initiate combat. They attack only to protect themselves or their friends. They are smart enough to be creative in their strategies and tactics. They can be taught tricks or maneuvers quite easily.

Habitat/Society: Delphinids are found only in the phlogiston currents. They are usually found swimming with the current, not against it. Since they cannot travel at spelljamming speeds, they are encountered only by ships that are at rest or traveling at tactical speeds.

Delphinids are quite friendly. They will play and cavort with sailors. They are dexterous enough that they can dive into a ship's gravity, keep control of their trajectory, and make it back out. Any aggressive behavior or attempt to hurt or dominate a delphinid causes the entire school to vanish into the flow.

If a sailor falls off a deck, delphinids have been known to carry him back to the ship. If they are feeling particularly frisky, they may even give a sailor a joy ride. The sight of a school of delphinids can do wonders for the morale of a crew that has been in space too long.

Each delphinid has its own personality. While they travel together in a school, there does not appear to be a leader. Each delphinid does as it pleases. The group tends to follow the one with the idea of the moment. They like elves, humans, gnomes, halflings, kender, and other fun-loving races. They avoid beholders, mind flayers, neogi, lizard men, and other aggressive races. They are neutral toward dwarves, the arcane, giff, dacon, and such.

Ecology: Delphinids somehow get their nourishment from phlogiston. They like various treats that sailors are fond of throwing to them. In particular they like fruit of any sort. Unfortunately for them, fruit is a rare commodity aboard a spelljamming ship.

Delphinid young are born live, with a single calf per birth. Both parents raise the calf until it is old enough to defend itself. Once the calf has left its parents, they part ways as well. Delphinids do not mate for life.

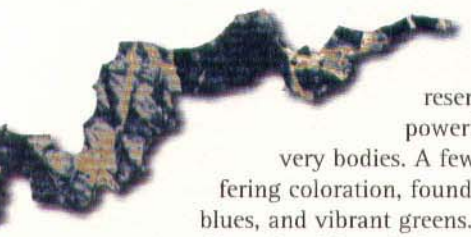
Delphinid flesh is sweet and tender. The neogi consider it a delicacy. Most good or neutrally aligned human sailors consider it bad luck to kill a delphinid.

Climate/Terrain:	Oceanus
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1d8
Armor Class:	5
Movement:	Sw 15
Hit Dice:	5
THAC0:	15
No. of Attacks:	1 or 2
Damage/Attack:	1d8 or 1d6/1d10
Special Attacks:	Song
Special Defenses:	*Plane shift*
Magic Resistance:	Nil
Size:	L (8 feet long)
Morale:	Elite (13–14)
XP Value:	1,400



Delphons, or songsharks, live in the River Oceanus, swimming through the planes of Elysium, the Beastlands, and Arborea. It is said that bashers seeking secrets relating to the nature of the planes and the multiverse in general should dive into the River Oceanus and swim through the thick melodies of these mysterious singing creatures. Delphons resemble sharks with long, powerful fins, and sleek, silvery bodies. A few individuals have differing coloration, found in brilliant reds, deep blues, and vibrant greens. Delphons often carve complicated and beautiful tattoos into their flesh by rubbing against sharp rock formations along the side of the river. Like sharks, they have wide mouths filled with sharp teeth.



Combat: Although a delphon can use its mouth to bite (1d8) or its streamlined head and powerful tail (1d6/1d10) to bash and strike foes in melee, these attacks are not its most devastating. The song of a delphon is so alien and mysterious to other creatures that it has profound effects on them. If an intelligent creature hears the keening voice of a delphon, a saving throw versus paralyzation is required to avoid the effects. If the saving throw is failed, roll 1d12 to determine what happens to the listener.

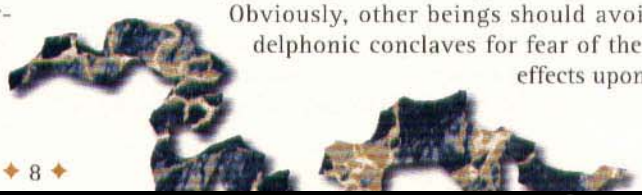
1–4	Listener is *charmed* for 1d10 hours, enamored by the sound of the sweet melodies
5–7	Listener is affected by *confusion* for 3d6 rounds, unable to comprehend the alieness of the bizarre sounds
8–9	Listener is spellbound (*held*) by the sound for 1d10 rounds
10–11	Listener is rendered unconscious for 3d10 rounds, unable to handle the mind-shattering notes and their profound meanings
12	Listener is struck by the sound so completely that he begins to learn the true meaning of the song, and suddenly understands something new about the multiverse

Those that make a successful saving throw hear nothing more than odd, discordant music. Creatures that avoid the negative effects of the song gain a bit of planar knowledge about travel on Oceanus, the relationships between the planes (especially those that Oceanus touches), or places on and around Oceanus. In game terms, characters that fail the saving throw but roll a 12 on the die may ask the DM one question pertaining to Oceanus and its environs. Some such questions include: the location of the nearest gate to a neighboring plane; how to reach the Isles of the Blessed in Thalasia; whether or not the River Oceanus is truly beginning to "leak" over into Ysgard through the Gates of the Moon; or how to avoid the natural hazards of travel on Oceanus.

Nonintelligent listeners are always *charmed* by the delphon's song. Eventually, intelligent beings that spend time around the delphons grow immune to the strange consequences of their songs, learning to more fully understand their deep and complicated meanings.

The delphons know many of the secrets of the River Oceanus and its multiplanar and multidimensional nature. Because of this, as they swim through its waters they can dart in and out of the various planes that the river reaches, returning whenever they please, unfettered by what would seem to be normal laws of movement. This means that the delphons can effectively *plane shift* at will to any plane that Oceanus touches (Elysium, the Beastlands, and Arborea). In combat, a delphon has a 25% chance to simply avoid any incoming attack by passing through the extradimensional nature of Oceanus and reappearing somewhere else in its waters, returning to make an attack or take some other action the very next round.

Habitat/Society: Delphons are extremely gregarious creatures, usually found in clannish packs. These individuals are almost always related, supporting and aiding each other but also occasionally associating with other delphon clans. There seem to be no leaders or superiors amid their numbers, every individual holding the same rights and authority. Because each has an equal say, though, delphon debates are common, with songs of disagreement filling the air near Oceanus. Obviously, other beings should avoid such delphonic conclaves for fear of the songs' effects upon them.





ECOLOGY: Delphons feed upon the other fish in Oceanus, often charming them with their song and then moving in for the kill. Fortunately, the river teems with life, and rarely are delphons so hungry that they need to attack drylanders who stray too near the river's edge, ply its waters with boats, or enter its depths directly.

It is not unreasonable that an intelligent creature such as a human or an elf who has somehow mastered enough of the delphon's songs to understand and imitate the sounds (albeit crudely) could befriend the creatures and make allies of them. Such a partnership would be greatly beneficial to the land creature, for delphons are able to take other swimming creatures with them when they move through Oceanus (even from plane to plane).

On the Beastlands there is an old (perhaps crazed) githzerai hermit who claims to have mastered all of the delphons' songs. The Singing Gith, as he is known, tells thusly the tale of his first meeting with the delphons:

"'Twas on the river's [Oceanus] edge on Arborea. Bunch o' dwarves with no business a-bein' there jumped me to get at me jink. I holds no love for givin' me gold to thieves back then, you see, so I gives 'em a fight. Well, they's small but tough, and they gives me a thrashin'. They take me jink and throws me in the drink (hee hee).

"In them days, I was no swimmer. Now I swims just grand, but then, not so much. I was a-headed for the deadbook, no doubtin'. Then one o' the songsharks comes a-singin' his song. The music fills me ears faster'n the water is a-fillin' me lungs, and I finds m'self lovin' the melodies and understandin' the meanin'. Twas talkin' about the harmony o' the planes and the connection of all things – includin' me and it.

"Then, sure as you're a-standin' there – sure as Sigil – it lifts me with its powerful head an' pushes me up to the surface. I had heard the tales o' berks going barmy at hearing the delphon's song, but me, I was lovin' every note and understandin' it all. Now they's me friends, and no truer friends has a blood had. I learned to sing their song with 'em and to 'em and they understands me as good as I understands them. They tells me the dark of everythin' and so I know more than anyone 'bout just 'bout everything, see? Hey, berk, come back here, I be a-talkin' to you. . . . "

Few believe all the stories of the Singing Gith.

Climate/Terrain:	Outlands or any Lawful plane
Frequency:	Very rare
Organization:	Clutch
Activity Cycle:	Any
Diet:	Special
Intelligence:	Low (5–7)
Treasure:	None
Alignment:	Lawful neutral
No. Appearing:	1–3
Armor Class:	0
Movement:	6
Hit Dice:	5+5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	*Magic missile*
Special Defenses:	Spell crystals
Magic Resistance:	90%
Size:	M (6′ body)
Morale:	Average (8–10)
XP Value:	2,000

There are some mighty strange creatures on the Great Road, and the demarax is one of the strangest. It looks like a jewelled lizard or gem-covered crocodile, with tiny crystals of a hundred different colors embedded in its dark hide. (The older it gets, the more obvious and profuse the gems become.) Its face is blunt and small-mouthed, and three yellow eyes are spaced evenly across its forehead. The demarax's movements are slow and deliberate, and it's often the butt of jokes about slow speed; the folk of Automata refer to a lazy basher as a "demarax walking uphill."

The truly unusual thing about the demarax is its diet – it eats spell crystals, the magical manifestations of *summoning* and *contact other plane* spells cast by wizards on prime-material worlds. A body could stick his hand in a demarax's mouth and it wouldn't bite him; spell crystals are the only things it eats. This means that a demarax doesn't pose a threat to the typical traveler on the planes, but if that traveler's got a trapped spell crystal, or one appears in the traveler's vicinity, the demarax'll single-mindedly try to get at its favorite food, no matter who or what gets in the way.

Combat: Demaraxes're highly magic resistant; in fact, they may be about the most magic-resistant creatures around. When one touches a spell crystal, it almost always fizzles. The demarax feeds on the spell's remains. Its gem-studded hide is renewed by the process of devouring a spell crystal; the rock-hard crystals provide the demarax with an exceptional natural Armor Class. The demarax's magic resistance extends to all other kinds of magic cast at it, so it's a rare event when a spell actually affects one.

The demarax is a generally inoffensive creature, and doesn't go out of its way to start a fight unless it's provoked or it senses a spell crystal on someone's person. The demarax can sense a crystal up to 200 yards away; it also has the unusual ability to deceive a crystal into believing that the demarax itself is the intended recipient of the spell. The crystal instantly diverts itself from its course and streaks to the demarax, who happily devours it. On rare occasions, when the creature fails its magic resistance roll, it can be *summoned* in place of whatever the casting wizard really wanted. The demarax is too stupid to do much of anything except stare at its new surroundings and slowly starve to death for lack of food.

If a demarax is provoked or attacked, it defends itself by lashing out with its powerful tail. The gems lining its tail are heavier and sharper than elsewhere on its body, and the demarax can deliver a serious blow. The creature can also fire *magic missiles* from its eyes, delivering a volley of three *missiles* up to three times per day. The demarax doesn't like to do this, since this rapidly depletes the spell energy that sustains it, and makes it hungry again in a hurry.



As a last-ditch defense, the demarax can release a whirling storm of partially-absorbed spell crystals that scythe and spin around it to a range of 20 feet. Any creature in that area must make a successful saving throw versus paralyzation or be struck by a crystal, which inflicts one of the random effects below:

d6 Roll	Effect
1–2	Target *confused* for 1d4 rounds by a barrage of questions
3–4	Target *blinded* for 2d4 rounds by images of another world
5	Spell energy causes target to *blink* for 2d4 rounds
6	Target transported to Prime Material Plane by a remnant of a *summoning* spell

Creating the crystal storm exhausts the demarax's energy; if it does not feed on a crystal, it starves to death within 1d6 hours. Naturally, the demarax uses this ability only when its life's in immediate and dire peril.

HABITAT/SOCIETY: Demaraxes travel alone or in small groups, roaming the Great Road in an endless search for the spell crystals they feed on. They're barely intelligent enough to speak a few crude phrases of the common trade jargon of the planes, but a body shouldn't expect lively repartee from a demarax. Their typical dialogue goes something along these lines: "S-s-seen crys-s-stals-s? Need crys-s-stal. Hun-gry. Hun-gry now."

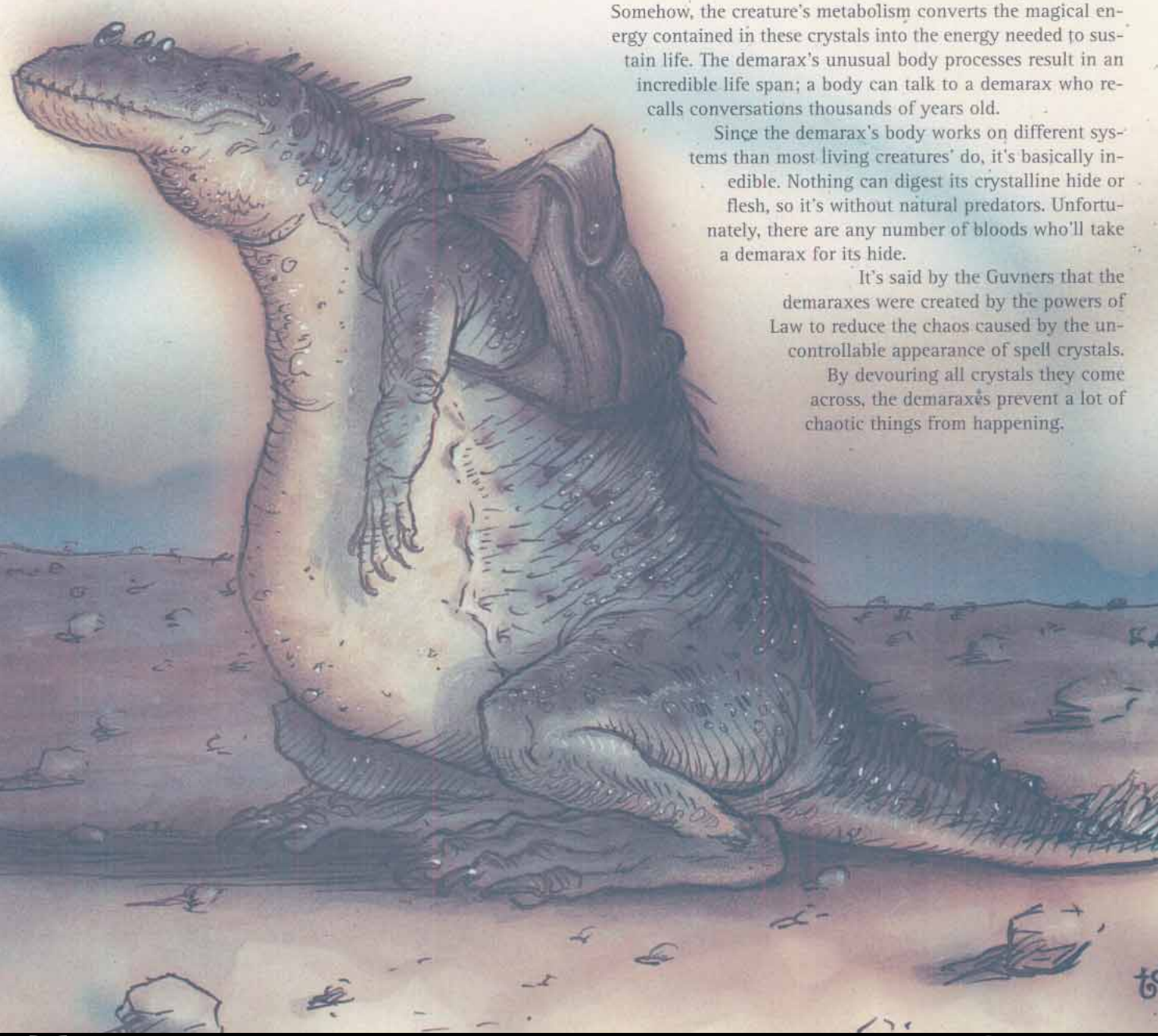
Interestingly enough, the demarax possesses a perfect memory and a complete inability to lie. It may be dumb as a stump, but it can repeat any conversation it's ever had word for word, even if it has no idea what the other party may've been talking about. The demarax isn't bright enough to understand the concepts of past, present, or future, so a cutter hoping to get some information from a demarax had better be ready to ask some stump-dumb questions, or he'll find the demarax abandoning the conversation and resuming its search for food.

One last thing about the demarax: Its hide is worth a lot to any cutter in need of some jink. The typical demarax is covered with the equivalent of 50 to 100 (d6+4×10) gems worth 10 gp each. These're only a small fraction of the crystals studding a demarax's hide, but the rest are too small to be of any value.

ECOLOGY: As noted above, the demarax feeds on spell crystals. Somehow, the creature's metabolism converts the magical energy contained in these crystals into the energy needed to sustain life. The demarax's unusual body processes result in an incredible life span; a body can talk to a demarax who recalls conversations thousands of years old.

Since the demarax's body works on different systems than most living creatures' do, it's basically inedible. Nothing can digest its crystalline hide or flesh, so it's without natural predators. Unfortunately, there are any number of bloods who'll take a demarax for its hide.

It's said by the Guvners that the demaraxes were created by the powers of Law to reduce the chaos caused by the uncontrollable appearance of spell crystals. By devouring all crystals they come across, the demaraxes prevent a lot of chaotic things from happening.



Denizen

CLIMATE/TERRAIN:	Hades
FREQUENCY:	Common in Hades; unknown elsewhere
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (10-11)
TREASURE:	V (magical weapons possible)
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1-4
ARMOR CLASS:	1/0
MOVEMENT:	12/12, Fl 18
HIT DICE:	8/10
THAC0:	13/11
NO. OF ATTACKS:	1/2
DAMAGE/ATTACK:	1-6/1-8 or weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%/35%
SIZE:	M/L
MORALE:	Steady (11-12)
LEVEL/X.P. VALUE:	650 (3000)/1400 (5000)

These creatures of Hades are servants of Myrkul, brought to the Realms by the magic he placed on his Tablet of Fate.

Each denizen was once a living being, usually a cleric of Myrkul. Evil and cunning in life, they were rewarded in death with these new forms and the role of tormentors of the dead.

There are many kinds of denizens, with many different powers and proficiencies. This entry describes the two seen in Waterdeep during the Time of Troubles: knights and dukes. In the ability listings above, some entries have two values, separated by slashes. The number before the slash indicates knights; the number after, dukes.

Knights have grotesque, casklike bodies with gangly, misshapen arms that drag along the ground. Their short legs bely their speed and grace. Knights have humanlike heads and features, except for bilious fangs and glowing red eyes. They speak in low, guttural voices.

Dukes have fat bodies covered with feathers. Their huge, leathery wings propel them through air at maneuverability class C. A duke's head looks like nothing human, but rather a combination of vampiric fangs, insectile compound eyes, and a flat hoglike snout. Both hair and quills grow on its head, just behind a pair of diminutive horns.

Combat: Denizens have several special abilities that only function in their home plane of Hades, or near an open portal to Hades. They cannot be harmed by less than than +1 magical weapons; they have magic resistance and innate *protection from good;* and they are immune to the same attacks as undead creatures.

All denizens regenerate 1 hp of damage each round. All have infravision (60' range) and extraordinarily acute senses of smell and taste. Some denizens also have other special abilities.

However, no denizen can turn invisible, and none can leave the plane of Hades without Myrkul's assistance.

When stranded in another dimension without an open gate to Hades within 100 miles, denizens lose their special abilities (except their superhuman senses). They regenerate only 1 hp per day. All attacks can harm them, except for fire- or heat-based attacks. They have no other special defenses. Dukes in flight drop from maneuverability class C to class D.

In combat denizens attack viciously, picking off the weakest opponents first. They take sadistic pleasure in inflicting pain.

Use the first XP value given above for denizens without their special abilities; the XP value in parentheses applies to denizens with all abilities intact.

Habitat/Society: Denizens are found only in Hades, specifically in the Realm of the Dead (Myrkul's domain). They often fly out over the Fugue Plain of Hades to harvest the waiting souls of the False and Faithless.

Denizens belong to an elaborate social structure modeled on human aristocracies. Low-ranking denizens are called "knights"; those of greater power have titles such as "duke" or "prince." All obey Lord Myrkul without question. It is not clear whether a denizen can voluntarily advance in social status.

Ecology: Denizens do not need to eat to survive, but they enjoy the taste of living flesh.

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CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rock
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	0
MOVEMENT:	3, Br 12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter)
MORALE:	Average (8-10)
XP VALUE:	420



A denzelian is a large, flat being, normally about 10' in diameter and 6" thick. It appears to be composed of smooth stone, but its thick skin is somewhat flexible, allowing it to squeeze through tight places and to travel up and down inclines. A denzelian may be of practically any color, depending upon the minerals it absorbs. Though browns and grays are most common, brilliant red or yellow denzelians have been seen.

Denzelians have no features. They seem to have a rudimentary form of language, consisting of vibrations sent through the rock. No member of any other species has been able to master this form of communication, though some denzelians may be trained to respond to taps on their surface.

Combat: These rock-eaters are normally peaceful and nonaggressive. They will fight back if attacked, at least briefly, and they will go to great lengths to drive off or kill anyone who threatens their young. They can sense the vibrations caused by movement and keep track of intruders in this manner. Denzelians secrete acid from their entire surfaces, normally using the acid to burrow through rock and break it down so it can be eaten. If it is frightened, a denzelian can greatly increase the amount of acid it produces, allowing it to escape by sinking into the rock, leaving a crumbly, blackish, sandlike residue behind.

If it wishes to attack, the denzelian rushes towards its enemy at twice its normal movement rate, and attempts to trip the victim, causing him/her to fall on top of the denzelian and take 5-20 points of damage from the acid. A saving throw vs. breath weapon is allowed for half damage; if this fails, the victim's equipment and clothing may be affected as well.

A denzelian may also attack by burrowing through the rock until it is above its enemies, and then dropping on them. The creature is quite heavy, weighing almost 1,000 pounds. Any caught underneath it take 4-24 points of damage. A successful saving throw vs. paralyzation is needed to avoid the falling denzelian. Those caught under it automatically take acid damage in the next round, and in every subsequent round until the denzelian moves, is removed, or dies. Since the denzelian is somewhat flexible, victims will not be without air. Creatures in the area of such a fall may also be affected by the sandy residue which falls through the hole created by the denzelian. This gritty substance fills the air, getting into the eyes, mouths, and noses of nearby creatures. Anyone within 10' of the falling denzelian must save vs. paralyzation or be at −2 to their attack rolls for 2-5 rounds, or until the substance is washed away.

Habitat/Society: Denzelians normally inhabit areas far away from civilization, travelling through the rock to find choice mineral deposits. Many minerals are absorbed through a denzelian's skin after its acid breaks them down sufficiently. However, denzelians do not like metals. Metal ores are often uncovered and left along the meandering trails created by the denzelian.

Denzelians seem to have genders, though no sage has ever determined how to tell them apart. Mating takes place only once in a decade, whenever two denzelian of the opposite sex meet, apparently at random. About a year later, the female lays 3-12 gemlike eggs, depositing them hundreds of yards apart over the course of a month. The eggs are quite beautiful. A denzelian egg is a fist-sized, faceted gem which looks much like smoky quartz. In the center of the gem is a milky, grayish liquid, the embryo of the new denzelian. If the egg is not moved too roughly, which will destroy the embryo, a baby denzelian will hatch in about a year. During this time, the mother stays near enough to the eggs to sense if anyone approaches.

Ecology: Denzelians do not eat animals or plants. They smell repulsive and are indigestible by animals and plants.

A denzelian egg can bring up to 1,000 gp from a collector. Still-viable eggs might bring the same amount from wealthy mine-owners. Just-hatched denzelians can be trained to seek out certain ores, but they are often very stubborn once they find a deposit to their liking.

Denzelian body parts may be worth a great deal to an alchemist, particularly if any of the acid-secreting glands are still intact. The body is composed of a very rich mix of minerals, and includes deposits of almost pure carbon, sulfur, magnesium, and more. Some of these deposits are formed into gemstones, and it is not unusual to find perfectly round diamonds inside the body of a denzelian.

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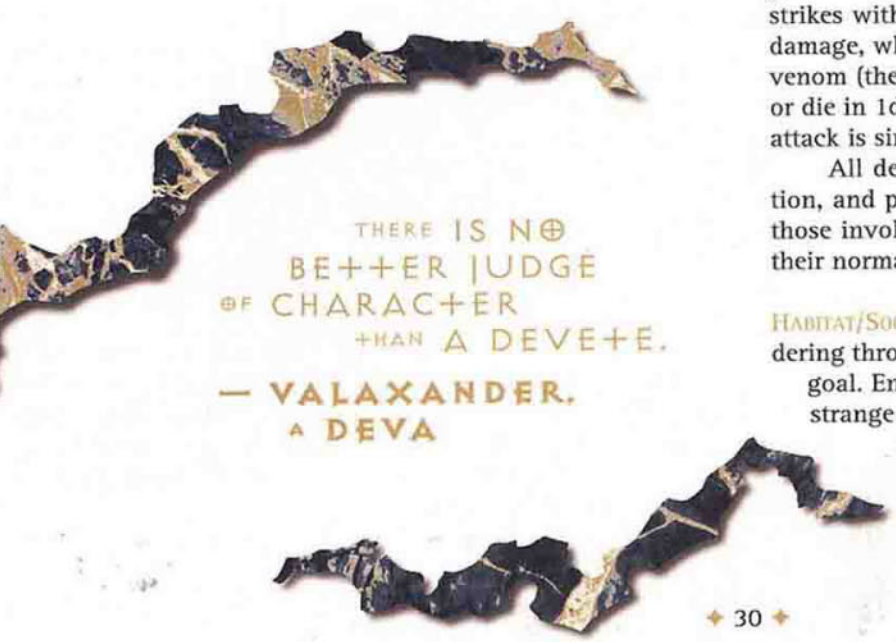
Climate/Terrain:	Astral Plane
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	N/A
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Neutral (rarely, neutral evil)
No. Appearing:	1 (rarely, 1d3)
Armor Class:	6
Movement:	12 (42 on the Astral)
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	Varies
Special Attacks:	Mimicry
Special Defenses:	Mimicry, immunities
Magic Resistance:	Nil
Size:	M (5′ tall)
Morale:	Elite (13-14)
XP Value:	975

"Cold, lonely passages of astral space stretch outward beyond imagining. Adrift in a world of thought, the genesis of your own being is lost to the artifice of time (although, truly, the Silver Void knows no time). You yearn to find your way, but you cannot, for in a realm with no real space, how can you ever reach your goal?. How can you take the depression, the solitude, the bleakness? One path does exist, but it is dangerous. Do you dare to walk it? Would you risk all that you are, and divest your own being of all concept of 'self?' For *that* is the only way. The way of the devete – the way of no self."

– Gharohna, an Astral philosopher



The devetes are blue-skinned, humanoid creatures that wander the Astral Plane. They're easily marked by their large, haunting eyes and long, swishing tails. They roam the Silver Void as if on some kind of arcane quest; a few graybeards claim that the devetes are actually searching for a means of returning to the birthplace of their race (see the "Ecology" section for the dark of a theory as to their origins). Most scholars, however, believe that the devetes have long since given up the search and have become a race without motivation, emotion, or goals. And that makes them potentially quite dangerous, especially to a berk who has no idea what he's getting into.

See, the nature of a devete depends on how its approached – literally. When it comes to emotions and mental outlook, the creature is a blank slate. If a basher advances on it spoiling for a fight, he'll get one. If he comes looking for aid, he'll find only need himself. This mimicry is an unconscious power of the devete. It can't be peeled or tricked. If a berk pretends to be nice to a devete while secretly planning treachery, he'll run into nothing but the same.

If a devete encounters multiple entities with different emotions and motivations, it simply copies one basher at random (or goes along with a majority, if one exists).

These strange creatures can communicate telepathically with any intelligent being. As far as anyone can tell, it's impossible to successfully lie to a devete, or to hide any thought or fact from it.

Combat: Like many other monsters on virtually any plane, the devete attacks its foes with its claws and fangs. But the damage inflicted by these assaults depends on the ferocity of the attack – in other words, on the motivation and intent of the devete.

If a devete attacks out of fear, each claw inflicts 1d4+1 points of damage, and its bite another 1d3+1 points. When lashing out in pure self-defense, the devete inflicts 1d6 points with each claw, and 1d4+1 points with its bite. If it strikes with malice or hate, each claw causes 1d8 points of damage, while the fangs inflict 1d6+1 points and drip a foul venom (the victim must make a saving throw versus poison or die in 1d4 rounds). And in all other cases, the damage per attack is simply 1d4/1d4/1d3.

All devetes possess an immunity to poison, paralyzation, and petrification. Further, elemental attacks – such as those involving fire, cold, and electricity – inflict only half their normal damage.

Habitat/Society: Normally, devetes lead solitary lives, meandering through the Astral Plane without any apparent aim or goal. Encounters with a wandering devete usually lead to strange events. Since the creature copies the motives and outlook of those around it, meetings with devetes are always different – and often confusing. It's almost impossible for other beings to somehow "take advantage" of the devete's



mimicry, for the sods'll soon find *it* taking advantage of *them*. The creature's emotional adaptation is just too complete.

However, if a clever cutter understands the nature of a devete and wishes to influence it with his own emotional state, he can attempt to make a Wisdom check at -6 to successfully change his motivations/emotions. Bluffing and lying just don't work. The basher's actually got to make himself happy, or sad, or whatever he wants the devete to likewise feel.

Sometimes, however, a planewalker runs across more than one of the creatures traveling together in a little clutch. When devetes gather like this, they act very, very differently. Fact is, they develop extremely xenophobic tendencies, looking to slay any other beings (intelligent or otherwise) they encounter out of sheer malice. The murderous devetes should be considered neutral evil in alignment, and their attacks always inflict the hate-based damage listed above (1d8/1d8/1d6+1) – including the poison dripping from their fangs.

Ecology: Chant has it that an intelligent race known as the kyleen once dwelled on the Outlands (in a gate-town where Xaos now stands) but traveled throughout the multiverse as traders, explorers, and planewalkers. Unfortunately, their downfall came when a great smith performed a grand experiment. He wanted to see if he could sculpt an entire palace out of karach, a dangerous, unstable, transmuting substance made from the chaos-stuff of Limbo itself.

The enormity of the berk's hubris was matched only by the scope of his blunder and its ramifications.

Not only did the palace transform itself into something never seen before (or since) and then promptly disappear, but the whole event infected the kyleen with a strange chaos-plague. This rampant infection somehow spread through the race, eventually catching up even with members on faraway planes. Each victim of the disease slowly and painfully turned into an entirely new sort of creature, and when the chaos-plague had run its course, the sods all simply disappeared.

Some graybeards say that most of the mutated kyleen ended up on the Astral and became known as the devetes. However, a few folks claim that some landed on the Ethereal Plane, where they evolved into the mysterious creatures now called tweens.

Climate/Terrain:	Ethereal or Astral Plane
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life energy
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	2
Movement:	12
Hit Dice:	9+3
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	Level drain, spirit theft, spells
Special Defenses:	Hit point recovery, protection from spells
Magic Resistance:	45%
Size:	L (8′ tall)
Morale:	Fanatic (17)
XP Value:	13,000

Haunting the deep reaches of the Ethereal and Astral Planes, the creatures known as devourers have a reputation for being among the most fearsome and loathsome of foes. For many planewalkers, they embody the true nature of evil (despite the fact that they don't come from the Lower Planes). See, devourers have so little regard for anyone but themselves that they're willing to steal the life essence of other beings to power their own magic.

> OH, A PIT FIEND'S PROBABLY TOUGHER, BUT A DEVOURER'S NO MORE PLEASANT TO SCUFFLE WITH.
>
> — KEDRIS NOLIC, ASTRAL GUIDE

Nothing about a devourer's appearance gives the impression that it's anything other than a horrible monster. A gaunt, skeletal creature of great height, it usually has a tiny figure trapped within what appears to be the bones of its rib cage. This captive is obviously powerless and clearly suffers great distress and pain, though he often has a look about him that indicates that he's been imprisoned for a long, long time.

Combat: Most cutters fear the devourer, and with good reason. Sure, its large, crooked claws inflict 2d6 points of damage per strike, but even worse, its touch also drains one energy level. If wounded in battle, a devourer regains a number of hit points equal to those permanently lost by a victim from whom it drained a level.

What's more, the creature can capture a berk's entire life essence — truly a fate far worse than death. To steal a spirit, the devourer must roll a successful attack against its chosen victim. The sod must then make a successful saving throw versus death magic to avoid the effect. If he fails the saving throw, he's slain, and his spirit becomes trapped within the devourer. Onlookers can see it appear within the rib cage of the skeletal horror.

A captive spirit is completely unable to act and can't be restored by a *raise dead* spell. Fact is, all it can do is serve as fuel for the devourer's spells and abilities. The greater the level or Hit Dice of the trapped spirit, the more power it provides to its "host." And because a devourer's rib cage can hold only one spirit at a time, the creature always seeks to prey upon the mightiest victims it can find.

While it holds a trapped spirit, a devourer can use the following spell-like powers at will, once per round: *confusion, control undead, paralysis* (as the wand), *ray of enfeeblement, spectral hand* (which it can use to drain levels, but not steal spirits), *suggestion, summon shadow,* and *true seeing.* Each level or Hit Die of the captive gives the devourer a total of five power uses. Once it has completely consumed the spirit in this manner, the sod's life essence is destroyed forever and the devourer must find a new victim.

In addition to powering spell-like abilities, the captive spirit offers the devourer magical protection. If a cutter casts any of the following spells upon the creature (and if they penetrate its magic resistance), they affect the trapped spirit instead: *banishment, chaos, confusion, dispel evil, emotion, entrapment, ESP, fear, geas, holy word, imprisonment, magic jar, maze, quest, spirit wrack, trap the soul,* and any type of *charm, domination, hypnosis,* or *suggestion.*

Note that some of these spells (including *banishment, dispel evil,* and *entrapment*) get rid of the trapped spirit, leaving the devourer's rib cage empty. If this occurs, the creature can't use any of its spell-like powers — or protect itself from the above-named spells — until it finds a new victim. And what becomes of the spirit, once released from its skeletal prison? Well, the basher's still in the dead-book, but at least the spirit is free to go to the plane of its alignment (and can also be brought back to life with *raise dead*).

When encountered, a devourer will almost always have a captive spirit in its rib cage (85% chance). The Dungeon



Master should roll 3d4+3 to randomly determine how many Hit Dice or levels the victim has left for its captor to utilize.

HABITAT/SOCIETY: Some folks believe that only one devourer exists, that it's a unique creature. Wishful thinking — it's been pretty well confirmed that that's not the case. However, exactly what the creatures *are* is still a mystery. Are they a predatory race found only on the Silver Void and the Misty Shore? Are they the magical creations of a viciously evil wizard? Are they manifestations of something else entirely — perhaps the most despicable thoughts and emotions that end up on the Astral? No one's tumbled to the dark of it yet. Fact is, no one even knows if the things can communicate, though it's been theorized that they're telepathic.

When a planewalker stumbles across a devourer, the creature's always alone (except for its captive spirit, of course). Nothing alive seems to tolerate the monsters' presence; they even appear to abhor one another. Furthermore, devourers are encountered only when they're out hunting for victims from whom they can drain levels or steal spirits. If the creatures do make lairs on the Astral and the Ethereal, such places've never been found. Perhaps that's for the best.

ECOLOGY: It's not known how (or if) devourers reproduce. They subsist totally on life energy, needing no actual food or drink. Despite their appearance and their requirements for existence, they're not undead.

Chant has it that a few bashers have encountered devourers on the Negative Energy Plane, but who'd believe the word of anyone who'd willingly go to such a horrible place? Others contend that while devourers spend most of their time on the Astral or the Ethereal, they do indeed make occasional trips to the Negative Energy Plane, for reasons unknown. Unlike undead, they have no direct connection to the plane (hence their ability to go to the Astral and even beyond, if they wished), but they do seem to make the odd "pilgrimage" now and then — no doubt because of their nature.

Devourer

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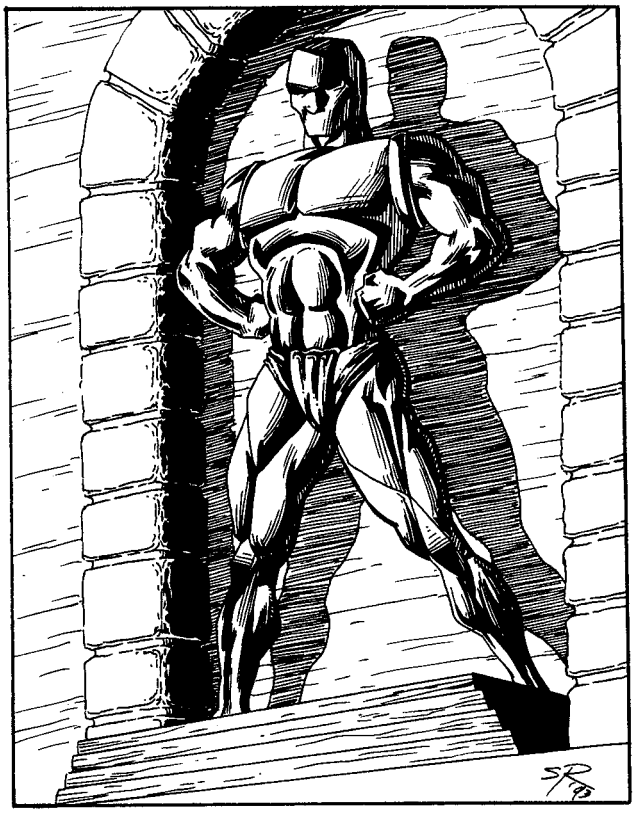
CLIMATE/TERRAIN:	Unknown
FREQUENCY:	Very rare
ORGANIZATION:	Corporation or solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional–genius (16-18)
TREASURE:	Q (x10), Z (D, F, H); (see below)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 or by weapon
SPECIAL ATTACKS:	Enchanted weapons
SPECIAL DEFENSES:	Illusion
MAGIC RESISTANCE:	15%
SIZE:	L (7'+ tall)
MORALE:	Champion (16)
XP VALUE:	5,000



It was Ningauble... who replied, "The Devourers are the most accomplished merchants in all the many universes—so accomplished, indeed, that they sell only trash... The method of the Devorers is to set up shop in a new world and first entice the bravest and most adventuresome and the supplest-minded of its people—who have so much imagination that with just a touch of suggestion they themselves do most of the work of selling themselves. "When these are safely ensnared, the Devourers proceed to deal with the remainder of the population: meaning simply that they sell and sell and sell!—sell trash and take good money and even finer things in exchange... they want all their customers reduced to a state of slavish and submissive suggestibility, so that they are fit for nothing whatever but to gawk at and buy the trash the Devourers offer..."

—From "The Bazaar of the Bizarre"

As Ningauble so eloquently describes, the Devourers are a race of rapacious alien merchants whose only purpose is to sell trash and reap huge profits. They set up shop in large urban areas (such as Lankhmar) and, using their potent powers of illusion, persuade the populace that they are selling fabulous treasures at bargain rates.

In their true form, Devourers resemble large iron statues, something like iron golems. Their illusionary powers allow them to appear as anything and anyone they desire (usually the most innofensive and naive salesman imaginable, for example). Their illusions cannot be dispelled, nor is there a saving throw. They can only be penetrated by magical means.

Combat: Devourers prefer not to fight, but they can be awesome enemies. Devourers are 75% likely to be armed with enchanted weapons (+2 to +4). They are intelligent and cunning, and they will withdraw from a fight they cannot win.

The Devourers are capable of disguising the true nature of any object within 100 feet. Illusory items can be seen truly only by using *true sight*, *Ningauble's magic blindfold*, or through similar magical means. Once disguised, items retain their illusory appearance until the last Devourer leaves the world.

Habitat/Society: The Devourers originate in a parallel universe, but they have spread to numerous other worlds, bankrupting them and ransacking their wealth. Devourers carry individual type Q and Z treasures. Note that their fabulous hoards (the D, F, H type treasures) are hidden on the Devourers' home plane (which remains undiscovered). The hoards are all extremely well guarded.

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Climate/Terrain:	Transylvania
Frequency:	Rare
Activity Cycle:	Any
Diet:	Omnivore/Human blood
Intelligence:	14
Alignment:	Any
No. Appearing:	1
Armor Class:	10
Movement:	12
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	1
Damage/Attack:	By weapon +4
Special Attacks:	Confusion gaze
Special Defense:	+1 or better to hit, resistance to vampiric *charm* ability
Magic Resistance:	Nil
Size:	M
Morale:	Champion (15-16)
XP Value:	475 + Hit Dice value

Dhampir (singular and plural) are the offspring of vampires and human women. At night, they often betray their vampire heritage by their red eyes which glow after sundown and their fangs. If seen in the light after dark, they can appear normal, if a little pallid. They are tragic creatures who spend their lives torn between two natures—that of a blood-thirsty creature of the night and that of an innocent who is horrified by a facet of his nature.

Dhampir have supernatural powers, bestowed upon them by their vampiric fathers—such as great strength and the ability to control animals—but none of the vampiric weaknesses. They can abide holy objects and holy water and need not be invited in before they can enter other's homes. Likewise, dhampir They are reputed to be seductive, being possessed of an uncanny attraction.

Combat: All of a dhampirs special abilities are only effective if the dhampir if the dhampir isn't in sunlight.

Dhampir have the ability to detect vampires within 40 feet of their location. If the dhampir makes a successful Wisdom check, he can identify vampires among crowds or can discover their hiding place if they are not visible.

Dhampir have no particular melee attacks that normal humans do not possess. They can use the wrestling and punching attacks outlined in the *Player's Handbook* or throw dangerous or heavy objects with their great strength. Otherwise, it must use weapons or spells.

However, when fighting vampires of any type, dhampir have several subtle, supernatural advantages. First, are resistant to a vampire's *charm* gaze, receiving a +4 bonus to saving throws. Dhampir save normally against *charm* attacks cast by non-vampires. Also, when any vampire locks eyes with a dhampir's eyes, *he* must make a successful saving throw vs. paralyzation at -2, or be paralyzed for 1d4 rounds.

Dhampir have inherited the vampiric parent's ability to shrug off damage inflicted by normal weapons, and can only be injured by spells or magical weapons of +1 or better. More importantly, however, they can use melee non-magical weapons against vampires as though they were striking with +1 magical weapons. They cannot do this with missile weapons. A vampire that has been wounded by a dhampir cannot regenerate the damage unless he can escape the dhampir and return to his coffin.

Finally, dhampir may exercise control over domesticated animals like horses, dogs, and house cats. They can summon 2d20 of such creatures to attack an enemy. A logical mixture (DM's call) of these animals arrive within 2d4 rounds of the dhampir issuing a mental summons.

Habitat/Society: Dhampir live generally undetected among human society, although they invariably grow up motherless, as their mother dies giving birth to them. They can belong to any class, and may be found working in any profession, although they invariably gravitate to occupations that minimize contact with others.

Once a dhampir recognizes the supernatural abilities it possesses, many of them try to do good by hunting down and slaying vampires wherever they find them. This is particularly true of dhampir who have had contact with their vampiric parents. However, other dhampir find it just as easy to turn evil and adopt their father's predatory ways in exchange for power.

Ecology: Dhampir must feast on the blood of humans at least once a week or they become unable to use their powers. Many good dhampirs thus are powerless, unless they force themselves to drink the blood of humans when a vampiric threat becomes evident in their region. Dhampir can produce children, who may themselves become dhampir or who may be normal humans. (A 50% chance of either being the case.)

The tragedy of a dhampir's existence is that he is cursed from birth to enter the ranks of the Red Death's minions. Most find it easier to be evil to the core. At their deaths, dhampir rise as vampires and irredeemable servants of evil.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11–12)
TREASURE:	0
ALIGNMENT:	Chaotic neutral or any evil
NO. APPEARING:	1
ARMOR CLASS:	As in life. or 3
MOVEMENT:	9
HIT DICE:	As in life (minimum 3+3)
THAC0:	As in life, or 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Illusions (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Very steady (13–14)
LEVEL/XP VALUE:	650 + 500 per HD over 7
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Dhaots are incorporeal undead that are sometimes created when people die far away from their homes. The spirits of the deceased feel an overwhelming compulsion to return to their homes they had in life. Dhaots often wander, lost in the wastelands, since their senses are limited without their bodies. They cannot rest until their remains have been returned to their homes.

Dhaots appear much as they did in life, except they look as though they have been wandering for weeks, if not longer, surviving as best they could. They are incorporeal, but still leave footprints in the sand. They have the power to become invisible at will and while invisible they leave no footprints, making them virtually impossible to track. They always have sad expressions etched across their dusty and sweaty faces. They usually appear to characters in the distance and approach only single travelers or small groups. Many dhaots are halflings who died outside their forests.

Most dhaots speak the same languages they spoke in life. Halfling dhaots can speak halfling, but few can speak common. Most other humans and demihumans speak common.

Combat: Dhaots are incorporeal and can only be harmed by magical weapons, which appear to pass through them but still cause them damage. Dhaots can become *invisible* at will and can cast at will *spectral forces, hallucinatory terrain, dream,* and *nightmare,* just the the wizard spells. They usually use these powers to communicate their tragedy and the location of their home to those who are willing to help them. They also use the powers to harass those who refuse to aid them.

Dhaots seldom attack groups greater in power than themselves and prefer to use their illusions to cause victims to fall into natural traps (for example, covering a chasm with the illusion of solid ground).



Habitat/Society:

Dhaots are solitary spirits. They occasionally approach the living, hoping to convince them to help the creatures return home. Often they ask travelers to follow them to their remains so the travelers can collect them and return them home. They usually promise the living the secrets they have learned while wandering the wastelands, such as the locations of burled treasure or rums, or the secret weaknesses of many desert-dwelling creatures. Aiding dhaots is sometimes risky because their remains could be located in a place where monsters dwell.

While dhaots are solitary by nature, in rare and unexplainable cases, groups of dhaots have been spotted. They are possibly the remnants of entire caravans, halfling clans, or other groups of travelers who met their fates together.

Ecology: Dhaots never rest and they wander the wastelands both day and night. However, they prefer to appear to travelers when they are least likely to frighten them.

Dhaots can provide valuable information to those willing to aid them, but they always place their own interests first and never reveal anything without actual assistance. They usually wait until their remains are returned home before providing the information.

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	6 or 1
DAMAGE/ATTACK:	1d4×6 (tentacles) or 2d10 (maw)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Ethereal attack
MAGIC RESISTANCE:	Nil
SIZE:	H (30′ long)
MORALE:	Elite (14)
XP VALUE:	3,000



The dharculi are swimmers of the Border Ethereal, inserting their mawed tentacles into the Prime Material Plane to feed. Their tentacles appear as a swarm of blind eel-like creatures sliding through the air in a deadly school. To those who can see into the Ethereal Plane, the eels are revealed to be protruding tentacle tips, some ending in small maws. The much longer tentacles are joined in the Ethereal Plane, in a fused worm-like braid that forms the main body of the creature. The posterior end of the cylindrical body loops back toward the front like a question mark. This end has a huge, drooling maw filled with razor-sharp teeth. The dharculus has five tentacles that end in eyes instead of maws, which the entity keeps safely tucked into the Ethereal Plane to search through the mists for its next victim.

Combat: Dharculi feed by dipping their tentacles into the Prime Material Plane and drawing prey into the Ethereal. Each of their half dozen mawed tentacles attacks individually, inflicting 1d4 points of damage and attaching to the prey. An attached tentacle causes no further damage, but a successful Strength check at a penalty of –2 removes an attached tentacle, causing 1d4 points of damage as the teeth tear free (use a saving throw vs. paralysis for creatures with no Strength rating). If a dharculus attaches three or more tentacles to a single victim, only a successful saving throw vs. death prevents the victim from being drawn into the Ethereal Plane at the beginning of the next round. Here, the dharculus can bring its horrible primary maw to bear on the victim for 2d10 points of damage. The saving throw must be made each round that opens with three tentacles attached to the victim.

Each individual tentacle possesses the following statistics: AC 3; MV Fl 9; HD 2; hp 8 each; THAC0 11 (as the dharculus's HD); #AT 1; Dmg 1d4; SZ S (2′–10′ long); ML As dharculus. Tentacles that have taken 8 points of damage in full, and the last strike from an edged weapon, are severed. They fall to the ground, looking like dead eels out of water (the dharculus regenerates damaged tentacles at the rate of 2 points per tentacle for each 12 hours on the Ethereal Plane). A hit with a magical weapon has a 20% chance per magical plus to knock the appendage fully back into the Ethereal Plane, where it takes the dharculus four rounds to insert it back through the veil to the Prime Material Plane.

A victim drawn into the Ethereal Plane can fight the whole creature as the beast attacks with its devastating primary bite. Killing the dharculus leaves the victim drifting in the Border Ethereal, able to see his companions through the gray mist, but unable to contact them. A marooned individual without extraordinary resources is lost; however, a single chance still remains: The dharculus's tentacles that inserted into the Prime Material plane offer a brief lifeline before they recede into the ethereal deeps (up to four rounds). It is possible to use a flaccid tentacle as a rope, and physically pull oneself back into the Prime Material Plane. A successful Strength check indicates success.

Habitat/Society: Dharculi are creatures from an alternate reality far from the Prime Material Plane, and perhaps beyond the planar cosmology as well. So far, these creatures have congregated near the point of their entry into this reality. This may be because they are somehow dependent upon some element of their own Far Realm, or it may just be coincidence, in which case it seems inevitable that more will arrive, hunting the beaches of the Prime Material Plane in relative safety from the shallow sea of the Border Ethereal.

These creatures have an utterly alien psychology, but their underlying need seems to be to feed. A dharculus never passes up an easy meal. In fact, the creature is not above dragging creatures across the ethereal veil just to save it for later snacking. They boldly hunt other creatures that cross their paths without regard to rank or hierarchy.

Ecology: It is not known whether these creatures mate, or merely asexually bud or fission. If the latter is true, even a single creature could rapidly populate an area. Their current rarity and tendency to gather near their point of entry into this reality may be because they are somehow dependent on some particular element of their own Far Realm and need to stay near the point where the cross-dimensional leakage of this influence occurs. If this is true, only creatures near the point of entry are in peril. However, if the zone of influence is slowly expanding into the Prime Material Plane, itself, then the situation would be most dangerous.

—*From* Gates of Firestorm Peak, #9533

Climate/Terrain:	Elemental Plane of Earth
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	None
Intelligence:	Genius (17–18)
Treasure:	Q (×20)
Alignment:	Neutral (lawful)
No. Appearing:	1d4
Armor Class:	0
Movement:	6
Hit Dice:	24
THAC0:	5
No. of Attacks:	2
Damage/Attack:	3d8/3d8
Special Attacks:	Spells
Special Defenses:	Struck only by +1 or better weapons, immune to blunt weapons and impact attacks
Magic Resistance:	60%
Size:	H (20′ tall)
Morale:	Fearless (20)
XP Value:	32,000

Hail, Rockfather, lord of substance and stone.
Hail, Rockmother, matron of patience and prudence.
To you we owe steadfastness
To you we owe loyalty
Never changing
Always supporting
All that is stable, steady, and true
Comes as a blessing from your boundless heart.
— genasi hymn

Beyond the elementals, which fall under the purview of Sunnis or her eternal foe Ogremoch, and beyond the powers of earth and stone, wait the dharum suhn. To some, they are known as the Lords of Stone or the Rockfathers and Rockmothers. Others call them the Old Men of the Mountains. A few even name them the Hearts of Steadfast Stone.

The dharum suhn are spiritual creatures that inhabit the element of earth. But unlike earth elementals (which could be described in the same way), the dharum suhn embody not just earth and rock, but the steadfastness and unchanging support of stone. The dharum suhn epitomize the qualities of stability, strength, endurance, wisdom, contemplation, and immovability.

Usually an invisible spirit, a dharum suhn only rarely assumes a physical form. When one needs to act physically, it animates a 20-foot-tall mass of rock that takes on a vaguely humanoid form. Until it moves, this manifestation is nearly indistinguishable from the inanimate rocks and stone of the Elemental Plane of Earth.

Dharum suhn speak the language of Earth common only to earth elementals, galeb duhr, and the most studied earth genasi.

Combat: Woe to those who anger this massive master of earthpower! The dharum suhn's rocky manifestation has the strength of a cloud giant (Strength 23), inflicting 3d8 points of damage with each of its huge, mattocklike fists. Moreover, a dharum suhn can use the following spell-like abilities at will, once per round: *animate rock, conjure earth elemental, disintegrate* (rock only), *flesh to stone, hold monster, hold person, Maximilian's stony grasp, move earth, plane shift, spike stones, stone shape, transmute rock to mud, transmute water to dust,* and *wall of stone.* Once per day, a dharum suhn can call forth an *earthquake* or invoke a *time stop.*

Additionally, a dharum suhn can cast the following spells upon itself or for the benefit of others, once per round, at will: *cure critical wounds, meld into stone, passwall, statue, stoneskin, stone tell, stone to flesh,* and *strength.* These powers may also be given to others, although a recipient can cast the bestowed magic only once. The dharum suhn grants the recipient a chip of ordinary-appearing stone that contains the spell or spells; the spells are released by will alone. Once the spells have been cast, the stone chip crumbles into dust.

Dharum suhn are immune to blunt weapons and all impact-related attacks such as thrown boulders, collapsing ceilings, and so on. Bladed weapons inflict only half their normal damage when used against dharum suhn, and the weapons must be magical to be effective at all (+1 or better). Spells that harm or alter stone and earth such as *disintegrate* or *transmute rock to mud* do not affect dharum suhn, and in fact cannot be cast within 100 feet of these spirits against their will.

If the stone manifestation created by the dharum suhn is destroyed, the spirit itself is not slain. Only a spell like *destruction, power word: kill,* or *slay living,* cast after the death of the stone body, can truly end the life of this elemental spirit.

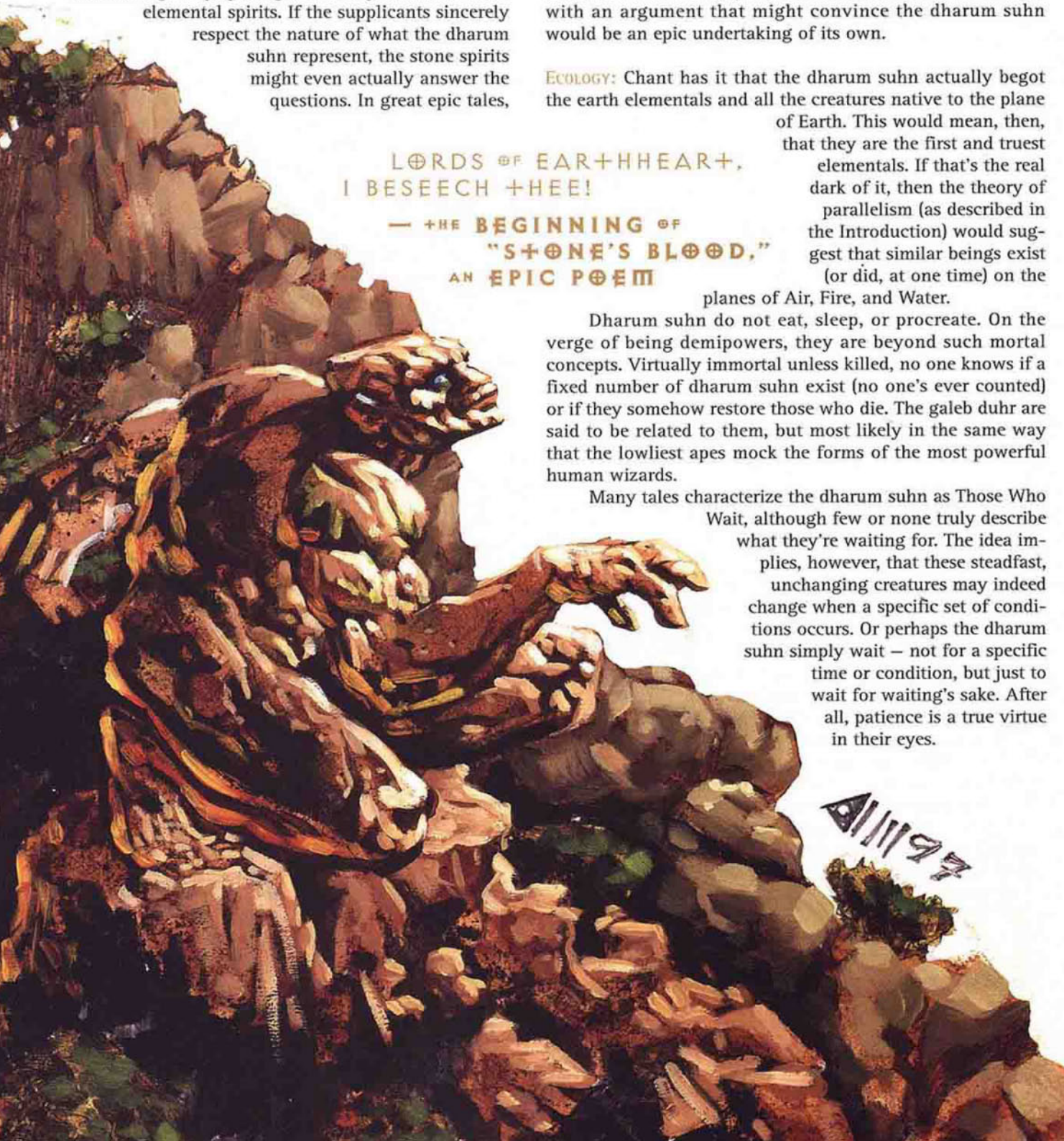
Habitat/Society: Though native to the Elemental Plane of Earth, dharum suhn have been encountered on many planes, always manifesting within great mountains or plateaus.

Travelers usually find them alone, but it is said that dharum suhn each belong to a small clan. These clans exhibit ties of great strength and fidelity. An opinion held by one individual often reflects the opinion held by all in its clan; a canny planewalker takes great pains not to anger one dharum suhn, for then he has angered many.

Even in comparison with the archomentals Ogremoch and Sunnis — the Elemental Prince and Princess of Earth — the dharum suhn possess vast power. They do not, however, become involved in the petty conflicts of these feuding lords. In fact, they don't get involved in much of anything. These contemplative beings simply watch and wait, as slow to anger or action as stone itself. The Hearts of Steadfast Stone are masters of knowledge, for they observe all that is — or at least all that takes place on or near stone. (Chant is they have

little idea about events in places like the plane of Air or the Ethereal Plane.)

Because of their contemplative nature, the dharum suhn are not only knowledgeable, but extremely wise. Sometimes those who respect and revere the merits of earth and stone undertake great pilgrimages to ask questions of these elemental spirits. If the supplicants sincerely respect the nature of what the dharum suhn represent, the stone spirits might even actually answer the questions. In great epic tales, mighty heroes travel to the plane of Earth and ask the dharum suhn for aid – and receive it. Some say that such stories are just so much screed, but a persuasive, persistent, and forthright blood might be able to convince the dharum suhn that it was worth a pause in their contemplation and observation to actually take action. Obviously, coming up with an argument that might convince the dharum suhn would be an epic undertaking of its own.



LORDS OF EARTH HEAR THY
I BESEECH THEE!
— THE BEGINNING OF
"STONE'S BLOOD,"
AN EPIC POEM

ECOLOGY: Chant has it that the dharum suhn actually begot the earth elementals and all the creatures native to the plane of Earth. This would mean, then, that they are the first and truest elementals. If that's the real dark of it, then the theory of parallelism (as described in the Introduction) would suggest that similar beings exist (or did, at one time) on the planes of Air, Fire, and Water.

Dharum suhn do not eat, sleep, or procreate. On the verge of being demipowers, they are beyond such mortal concepts. Virtually immortal unless killed, no one knows if a fixed number of dharum suhn exist (no one's ever counted) or if they somehow restore those who die. The galeb duhr are said to be related to them, but most likely in the same way that the lowliest apes mock the forms of the most powerful human wizards.

Many tales characterize the dharum suhn as Those Who Wait, although few or none truly describe what they're waiting for. The idea implies, however, that these steadfast, unchanging creatures may indeed change when a specific set of conditions occurs. Or perhaps the dharum suhn simply wait – not for a specific time or condition, but just to wait for waiting's sake. After all, patience is a true virtue in their eyes.

Climate/Terrain:	Any astral or ethereal
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	B
Alignment:	Neutral evil
No. Appearing:	1 (2–8)
Armor Class:	5
Movement:	9
Hit Dice:	7+7
THAC0:	13
No. of Attacks:	1
Damage/Attack:	4d4
Special Attacks:	Engulf, psionics
Special Defenses:	Immune to Type B weapons, ½ damage from Type S
Magic Resistance:	None
Size:	L (8' body)
Morale:	Champion (15–16)
XP Value:	7,000

The dhours are a voracious race of dimensional hunters that haunt the Astral and Ethereal Planes. They're large, amorphous, amoebalike creatures of translucent protoplasm. Strange organs and bizarre pulses of light shift and move in their bodies, and a large, three-lobed brain is suspended in the center of their mass. A dhour can flatten its body out to a foot-thick pancake 10 feet across, or form a single cone-shaped heap about 6 feet tall; this is their most common form for travel and combat.

Dhours're bound to the Astral and Ethereal Planes by the structure of their bodies; the only way they can leave is by using openings others have made. A dhour searches constantly for a recently used conduit or color pool, and then strikes out to capture and devour whatever made the disturbance. A dhour can maintain itself away from the Astral or Ethereal only by using its psionic powers; when it runs out of PSPs, it must return to its native planes.

Generally, dhours take note of both physically present and astrally projecting travelers. They're fond of lurking near color pools to waylay creatures nearing their astral destinations. Dhours can sense creatures passing through conduits in the Astral; a cutter might be instantaneously whisked through the Silver Void in the blink of an eye, only to be visited weeks later by a dhour that caught sight of him as he passed. In the Ethereal, dhours watch over curtains of vaporous color in much the same way as they guard color pools in the Astral.

The chant is the dhours're new to the planes. The Godsmen report that dhours've shown up on the Astral only within the last decade or so. A few bloods have managed to communicate with a dhour by means of *telepathy* or similar psionic powers. They say that the dhours' minds are alien and unreadable, but that the creatures were able to make their thoughts known to them. The dhours display a keen sense of curiosity about the other planes and show some willingness to exchange information – but only when they're not hungry.

Combat: A dhour tries to attack its prey on the Astral or Ethereal Plane, but if it can't catch up to its intended victim, it follows the poor sod wherever he goes. Once a dhour's sighted a victim, it can use its psionic powers to enter any plane and attack its victim again and again. The only defense against this is to kill the dhour or stay in planar layers that can't be reached from the Astral. Once a dhour's set on a victim, it'll keep trying to catch and devour him until it succeeds.

The dhour attacks physically by lashing at its victim with a powerful pseudopod, delivering 4d4 points of damage with a blow. If it manages to grab hold of its prey by rolling a natural 19 or 20, it can throw itself over the poor sod and engulf him. The victim gets a saving throw versus paralyzation to pull free, but if he fails the dhour surrounds him. Engulfed victims immediately begin to suffocate (death follows the number of rounds equal to one-third the character's Constitution score), and suffer 2d6+6 points of acid damage each round.

While the dhour engulfs its victim it can lash out at any other nearby creatures with its pseudopods, but can't move. Dhours are immune to Type B weapons and suffer only half damage from Type S weapons due to their amorphous structure. Successful attacks on dhours that've engulfed victims (or are in the process of doing so) cause the same damage to the victims as to the monsters.

The dhour prefers to avoid mental combat unless it's necessary to reach its chosen victim. It must use the science of probability travel to leave the Astral Plane, and therefore its ability to remain on any other plane is limited. The dhour uses its telepathic abilities to locate its prey and then set an ambush for the poor sod. Note that a dhour can often gain surprise by using invisibility or chameleon power in its attack. Dhours are considered monsters for purposes of using contact against them, but they don't suffer this penalty against their one chosen victim.

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/4/12	All/All	16	150

Dhours have the following psionic powers:

- Psychoportive – Sciences: probability travel, teleport. Devotions: astral projection, teleport trigger, time/space anchor.
- Telepathy – Sciences: mindlink, superior invisibility. Devotions: contact, ESP, false sensory input, invisibility, life detection, phobia amplification.
- Psychometabolism – Devotions: chameleon power, displacement, ectoplasmic form.

Habitat/Society: Dhours prefer to hunt alone, and are only rarely encountered in groups. The creatures aren't territorial, but instead mark their chosen victims to warn off other dhours. The mark affects the victim's psychic aura. It can be detected by the psionic power of aura sight, and removed

using psychic surgery. No dhour'll approach or attack a character who's been marked by another dhour until the one that first sighted that prey is dead.

From time to time, dhours stop hunting and gather in small bands or circles. There's a 25% chance that any encounter with the dhours actually takes place during this nonaggressive cycle. Such circles comprise 2 to 8 dhours. The dhour circle seems to be the sole social activity of the monsters; they drift aimlessly through the Astral, all but ignoring the Void around them, communicating telepathically. The only time a dhour'll converse with a cutter is when it's traveling to or from a circle meeting. Although a dhour circle ignores anything except a direct attack, it's still dangerous to be around – if the dhours notice any creatures observing their circle, they're likely to mark the intruders and seek the sods out later.

It was the strangest sight – six of the creatures were clustered together in a ring, pseudopods extended to touch one another like children holding hands. The lights and shapes inside their bodies seemed dim and faint, almost as if the dhours were sleeping. We approached and studied them more closely, but they never acknowledged our presence, and I argued vehemently against attempting to goad them with spell or sword. So, we left and continued on our way.

– Fayne Storoman, Clueless Priest of Faerûn (disappeared in the Year of the Leaping Lion, 834 DR)

Ecology: Dhours aren't native to any known universe and likely came to the planes from some distant, alien, prime- material world. Their predatory habits and single-minded pursuit of prey are of great concern to any astral or ethereal traveler. No one knows the dark of why the dhours do what they do; some bashers've speculated that dhours devour more than the mere flesh of their victims. It's rumored that priests can't *raise* sods that've been eaten by a dhour, but this hasn't been proven yet.

Dhours appear to reproduce by amoebalike division, after gathering in their circles. A dividing dhour actually splits its hit point total in halves, and each new individual then grows to full size and strength within 6 months.



Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Anarchy
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	M (A)
Alignment:	Any (usually chaotic good)
No. Appearing:	Any
Armor Class:	Varies (base 9)
Movement:	12 (see below)
Hit Dice:	1 (see below)
THAC0:	20 (see below)
No. of Attacks:	1
Damage/Attack:	By weapon or 1d6 (bite) or 1d4 (tail)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	100% (see below)
Size:	M (average 6′ tall)
Morale:	Average (10) (see below)
XP Value:	Varies with Hit Dice and abilities

Diaboli come from a mysterious realm Mystarans call the Demiplane of Nightmares. Creatures from this realm are the stuff of nightmares for humans and similar beings—though most diaboli are in fact cheerful and well-meaning. Conversely, the diaboli and other intelligent beings of the Demiplane of Nightmares regard humans and demihumans as "nightmares incarnate."

Adventurous diaboli discovered gateways to other planes several centuries ago; since then, many have explored and even settled the worlds beyond their home. Because they feel revulsion toward humans and most "normal" creatures, diaboli avoid contact with other life forms.

Diaboli are similar in size to humans. Their well-muscled bodies are mauve or lavender. Their feet have hooves like a pig's and their hands have only three fingers with an opposable thumb; otherwise the hands look very human. Their pupils are vertical reptilian slits. Most have prominent noses. Their long, forked tongues give them enhanced senses of smell, hearing, and heat detection. Two small horns protrude from the top of their heads, vestigial remains from early evolution. Each diabolus has a tail just slightly longer than its legs.



Diaboli come in at least three subraces, distinguished by overall hairiness. The *bare* diabolus is completely hairless. The *common* diabolus has hair like most humans, and males often wear beards as well. The *hirsute* diabolus also has thick, curly goatlike hair over the lower half of its body.

All diaboli speak their own language. In addition, they can communicate, twirling and positioning them in a complex code.

Combat: The abilities of a diabolus mirror those of a human almost exactly. Adventurer diaboli advance in the same character classes available to humans, suffering the same restrictions and gaining the same abilities.

Diaboli boast two attacks that humans lack: their bite and their tail. The bite inflicts 1d6 points of damage. The tail inflicts 1d4 points of damage and injects a mild poison; a creature failing a saving throw vs. poison is paralyzed for 1d6 rounds. Diaboli are immune to this poison.

Diaboli can wield most weapons but prefer the trident. A trident also grants a diabolus speed. By using both its tail and its trident, the diabolus can turn cartwheels one after the other, doubling its normal movement rate. This maneuver requires concentration; no other action is possible at the same time. Cartwheeling is as fatiguing as running, and can be maintained for 30 rounds at most. The diabolus cannot run normally, but cartwheeling enables it to charge an opponent (standard charge bonuses and penalties apply).

The base Armor Class of a diabolus is 9, better than a human's 10 (owing to the creature's natural defensive skills). Diaboli wear armor similar to that of humans; their AC is 1 point better than humans when wearing the same armor.

The magical effects of the Prime Material Plane have no effect on diaboli; similarly, magic cast by diaboli does not affect creatures native to the Prime Material Plane. Mystaran and diabolus wizards could trade *fireball* spells all day, and neither would take a single point of damage. Clever magic use may still be effective indirectly—for example, a wizard could use *telekinesis* to drop a boulder on a diabolus's head.

Note that diaboli *are* affected by spells cast by other diaboli, and by the magic of other creatures found on the Demiplane of Nightmares (brain collectors, feyrs, nagpas, maelephants, etc.).

Habitat/Society: Most diaboli believe chaos is the natural disorder of all things, and they try to bring its joys to all who are receptive. They do not generally force their beliefs on those who disagree.

The diaboli have no set organizations or rulers but seem to manage quite well without them. They are an anarchist society where customs, a sense of fair play, and other practices keep their trade moving and society functioning.

The diaboli have little interest in violence, and follow a strict moral code of non-interference. Diabolus warriors become so to protect their communities and out of a spirit of adventure; few like to kill for killing's sake. Their technology level is primitive, but their philosophy, art, generosity, and tolerance tend to exceed those of the human race.

Ecology: Diaboli and humans tend to regard one another with revulsion. However, worldly adventurers (usually those of higher level) often overcome such innate prejudices.

	Varath	Carcene
Climate/Terrain:	The Gray Waste	The Gray Waste
Frequency:	Common	Common
Organization:	Flock	Flock
Activity Cycle:	Any	Night
Diet:	Carnivore	Carnivore
Intelligence:	Low (5–7)	Average (8–10)
Treasure:	Nil	Nil
Alignment:	Neutral evil	Neutral evil
No. Appearing:	2d8	2d6
Armor Class:	0	3
Movement:	21	12
Hit Dice:	6+6	8+8
THAC0:	15	13
No. of Attacks:	1	2
Damage/Attack:	1d12	2d4/2d4
Special Attacks:	Spells	Spells
Special Defenses:	Spells	Spells
Magic Resistance:	30%	30%
Size:	L (8 feet tall)	M (5 feet tall)
Morale:	Unsteady (5–7)	Average (8–10)
XP Value:	2,000	4,000

Tayll Nin came into the tavern, brushing the dust and ash of Sigil's streets off his rough leather tunic. Behind him, he pulled a lifeless corpse covered in short greasy feathers. Nearly every berk in the place moaned or complained in unison, for the smell and sight of the thing was difficult to bear. Those cutters in on the dark of it simply rolled their collective eyes.

Tayll shouted as he looked about the place. "Scunbaa! I've got another one. Pay up!"

The tavern owner came out of the back room with the look of someone who knew what was coming and dreaded it.

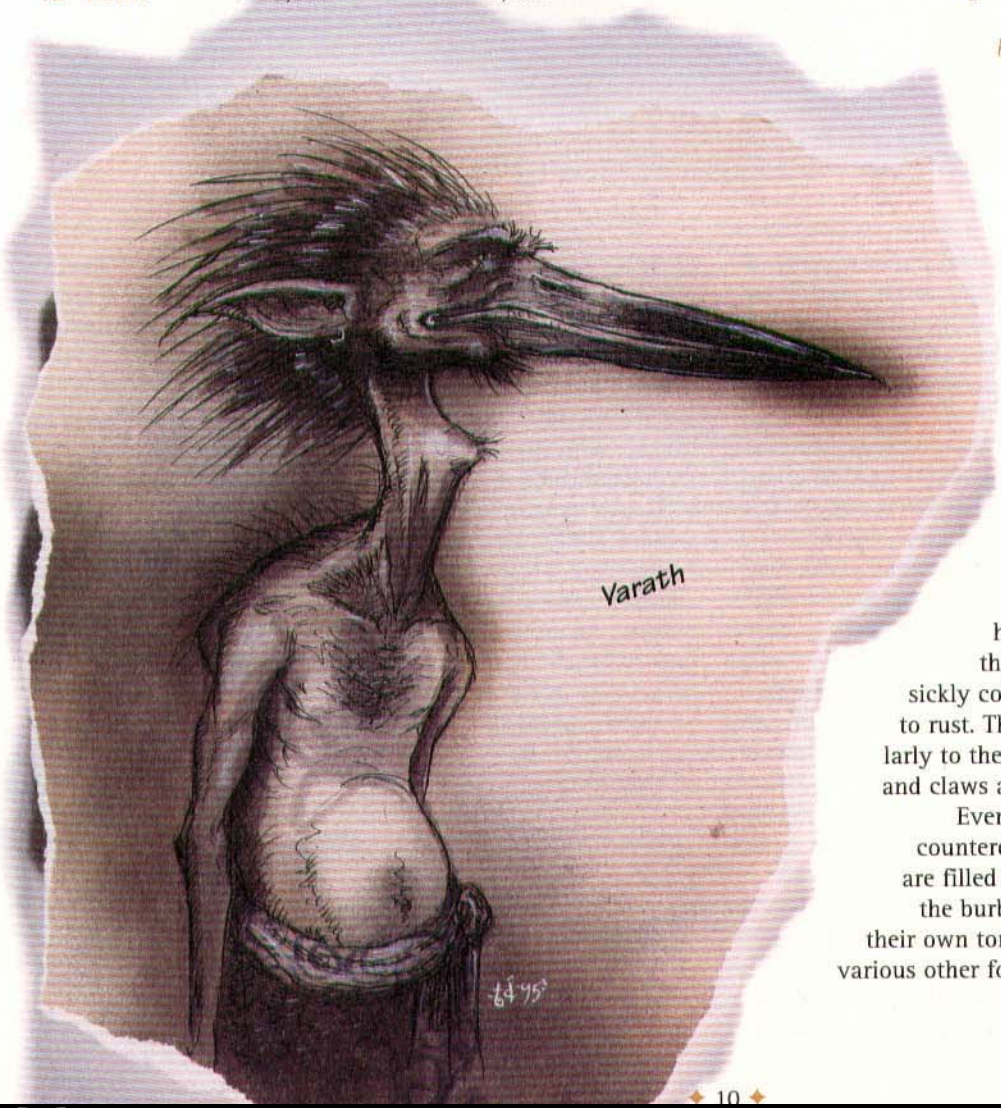
"Look, Tayll, it was 33 years ago. Let it rest. Let me be!"

"Pike it, Scunbaa. Ya gave the chant back then, and you'll stick to it – you're a Guvner, as well as I, and you'll not go back on your word. Ya said you'd pay fifty gold for the head of a diakk, and I brung ya a diakk."

"But you've been bringing me these sodding diakks for over thirty years – sometimes three, four a month! I'm not trying to peel you, but this isn't what I wanted."

"Your brother was killed in the Gray Waste by these filth, and ya said you wanted your revenge. I've dragged over a thousand of them to ya, and they're still thick throughout the three glooms. You'll pay me now and you'll keep paying . . . and it's diakka, not diakks. Believe me, no sod knows more about these buggers than Tayll Nin."

Scunbaa could see the determination and the rancor in Tayll's eyes. He reached into his pocket and began counting out coins. . . .



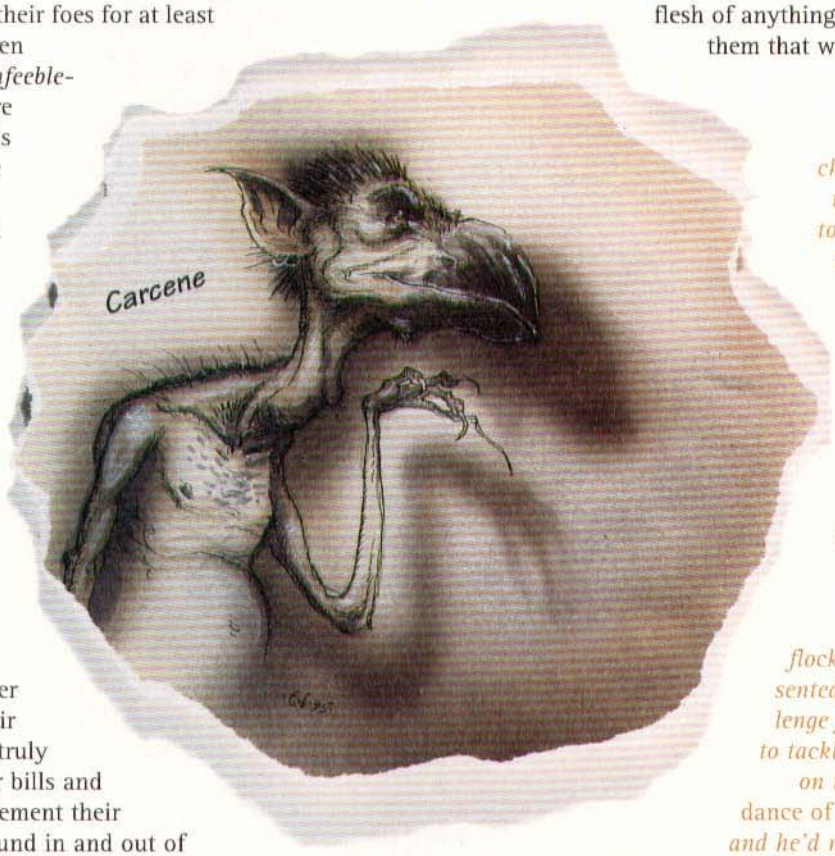
One of the most commonly found creatures in the glooms of the Gray Waste is the diakk. These large, flightless, birdlike beasts are hated predators.

Diakka come in two types, the varath and the carcene. The varath are taller and storklike, their vaguely human faces sporting long bills. The carcene are short and broad, more like squat pelicans with a shortened bill on a humanlike face. Both types have small, clawed human arms rather than wings. Their feathers are short and sickly colored, ranging from pea green to gray to rust. Their featherless faces are colored similarly to their oily plumage, while their legs, bills, and claws are black, dark green, or maroon.

Even when the diakka are not directly encountered, all three glooms of the Gray Waste are filled with the sharp cries of the varath and the burbling croak of the carcene. They speak their own tongue as well as that of night hags and various other foul lower-planar inhabitants.

COMBAT: The varath use their long, sharp bills to stab at opponents for 1d12 points of damage. The squat carcene rely on their claws in melee, causing 2d4 points of damage per strike. Both types of diakka wield a number of spell-like powers, including *weakness* (by touch, once per day), *audible glamer* (once per day), and *jump* (twice per day). Additionally, if there are four or more diakka, they can encircle a foe and perform the *dance of weakening*. This hypnotic dance requires the diakka to screech and croak at their foes for at least four rounds. The victims are then affected similarly to a *ray of enfeeblement* – their Strength scores are lowered to 5 for 13 rounds. This power ignores magic resistance (although the victim gets a saving throw), making it useful against even yugoloths or other fiends.

Diakka are sneaky, devious, and cowardly in combat, using deception to their advantage when possible. They size up potential prey before going into battle, attacking only those they perceive as weaker than themselves. When their victims have been determined, the diakka attempt to circle around them, using their *audible glamer* power to make it sound as though their numbers are greater than they truly are. They then attack with their bills and claws, using *weakness* to supplement their savage strikes and *jumps* to bound in and out of combat.



HABITAT/SOCIETY: The diakka live in flocks comprising both varieties of the creatures. There are generally equal numbers of varath and carcene in any given flock, although the varath are sometimes more numerous. The carcene, being slightly more powerful and certainly more intelligent, are likely to become leaders of their flock. Though these flocks are organized under a single (or sometimes two) dominant leaders, there is no mutual respect or care among diakka. They will not put themselves in jeopardy for each other. Likewise, the diakka flocks avoid each other for fear of attack. The Gray Waste is a place of gloom and hate, and these prevalent residents are no exception.

Sometimes night hags use diakka as guards or servants. This relationship is one of mutual hatred, but each believes it to be to their benefit. The dull-witted diakka don't realize that the hags never make permanent allies, and most eventually end up in the night hag's stew pot. Hordlings consider diakka meat a staple in their diet, although not a few hordlings have ended up as meals for the diakka as well.

ECOLOGY: Diakka feed off the flesh of anything weaker than them that wanders too close.

. . . After a night's stay at a cheap kip, Tayll Nin made his way back to the portal leading to the Gray Waste. He immediately drew his sword as he prepared for whatever lay beyond.

It was three days later that he once again found a solitary diakk. Nin was a tough blood, but a flock of the beasts presented too harsh a challenge for him to attempt to tackle alone. He'd been on the wrong end of a dance of weakening *before, and he'd not let that happen again if he could help it.*

Before he made his move, he considered a few things. He knew that if he didn't catch the sodding bird-thing by surprise, it would jump out of reach and run off to its flock. It was a screecher, what some sods called a varath. Therefore, if he didn't kill it quick, the screeching would bring more of its kind for sure. He knew, of course, that the creature could drain his strength by touching him or make him hear sounds that weren't real, but he'd dealt with that before. He was ready.

He saw the night hag step out of her lair just as he leapt in to attack. A lone diakk's often the guard of one of those terrors – he knew that, but he hadn't considered it. As he gazed into her eyes, he saw the lust for his spirit they contained, and he knew that Scunbaa wouldn't be paying for any more diakk heads.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra to genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	8-10
THAC0:	8 or 9 HD: 13 10 HD: 11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (14)
XP VALUE:	8 or 9 HD: 3,500 10 HD: 5,000



A dimensional warper has a snake-like body and stands on two long, thin legs. Its long, thin, flexible arms each end in one hook-like claw. There is a sturdy, wing-like membrane that stretches between the arms and legs ending at the claws and feet respectively. These "wings" are not used for flight. The warper's head is bald and earless. It has large, round eyes with cat-like pupils. The creature stands about 6 feet tall and has a wing span of about 5 feet. It is covered in a thick, leathery hide and has a long lizard-like tail. The dimensional warper has never been encountered on the Prime Material Plane.

Occasionally, for reasons of their own, dimensional warpers have communicated with humans and demihumans. These adventurers have reported that the warpers come to the Prime Material Plane to learn about the creatures native to the plane. However, only those warpers who are old and wise can visit this plane. If a dimensional warper is encountered, there is an 85% chance that it is a scholar; otherwise it is a master. A master is identified by the ring of symbols tattooed around its head and down its back which are a sign of its rank.

Combat: Dimensional warpers generally prefer to observe rather than fight. However, if it feels it has learned all it can from watching a group of adventurers, it probably attacks them to learn first-hand about their fighting skills. It only wants to learn about them, not kill them.

A warper attacks once with each of its claws and once with its long whip-like tail. If the warper cannot easily remain in control of the battle, it uses its abilities to warp the dimensions of height, width, depth, and time. It can *enlarge* itself, as per the spell, three times per day. It can *haste* itself or slow another being, as per the spells, three times per day. It can use *dimension door* once per turn. A dimensional warper can also make itself two-dimensional, as per the spell *duo-dimension,* at will.

A master also has the ability to *time stop* once per week. However, it does not use this ability to give itself the opportunity to kill its opponents. The master uses it only to leave the battle if it is in danger of being killed or if it is being forced to kill its subjects to avoid being killed.

Habitat/Society: The warper society is based entirely on seeking knowledge. Dimensional warpers are curious, knowledge-seeking beings. They spend most of their lives observing other creatures and learning as much as possible about them. Adult warpers are usually scholars. However, the oldest and most-learned warpers earn the title master and are respected and honored by the others in the society.

Warpers prefer to live where they can observe other creatures without being seen. If possible they travel from place to place, finding hiding places in cities from which they can watch. They have also been known to hide along roads or trails or in dungeons where there are adventurers and monsters regularly passing by. It is possible for a dimensional warper to be able to speak almost any language, as they study their subjects intently. They are very interested in understanding any conversations they overhear.

Ecology: Dimensional warpers do not generally eat the creatures they observe as they do not approve of devouring intelligent creatures and non-intelligent animals do not make very interesting subjects for them. No one has ever seen the home of a warper or knows how old warpers live to be.

	Ankylo-saurus	Deino-nychus	Diplo-docus	Elasmo-saurus	Lambeo-saurus	Pteran-odon	Stego-saurus	Tricer-atops	Tyranno-saurus
CLIMATE/TERRAIN:	Any land	Any land	Any swamp	Any ocean	Any land	Any	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Common	Uncommon	Common	Common	Common	Common	Uncommon
ORGANIZATION:	Solitary	Pack	Family	Solitary	Herd	Flock	Herd	Herd	Solitary
DIET:	Herbivore	Carnivore	Herbivore	Carnivore	Herbivore	Carnivore	Herbivore	Herbivore	Carnivore
NO. APPEARING:	2-5	1-6	1-6	1-2	2-16	3-18	2-8	2-8	1-2
ARMOR CLASS:	0	4	6	7	6	7	5	2/6	5
MOVEMENT:	6	21	6	3, Sw 15	12	3, Fl 15	6	9	15
HIT DICE:	9	4+1	24	15	12	3+3	18	16	18
THAC0:	11	17	5	5	9	17	5	5	5
NO. OF ATTACKS:	1	3	1	1	1	1	1	3	3
DAMAGE/ATTACK:	3-18	1-3/1-3/ 2-8	3-18	4-24	2-12	2-8	5-20	1-8/1-12/ 1-12	1-6/1-6/ 5-40
SPECIAL ATTACKS:	Nil	Jump, rake	See below	Nil	Nil	Nil	Nil	Trampling	See below
SIZE:	H (15' long)	L (12' long)	G (80' long)	G (50' long)	H (20' long)	L (30' wingspan)	H (25' long)	H (24'+ long)	G (50' long)
MORALE:	Elite (13)	Steady (11)	Steady (12)	Steady (12)	Steady (11)	Avg. (9)	Elite (13)	Elite (13)	Steady (12)
XP VALUE:	1,400	270	16,000	6,000	2,000	175	9,000	8,000	12,000

Dinosaurs are found on alternate planes of existence, or even on lost continents. The frequency figures given are for areas where dinosaurs are normally found; in all other places, they are very rare at best. All dinosaurs in this entry share the following characteristics:

ACTIVITY CYCLE:	Day
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
MAGIC RESISTANCE:	Nil
SPECIAL DEFENSES:	Nil

Dinosaurs, or "terrible lizards," are reptiles descended from ancestral reptiles called thecodonts. The two types of dinosaurs are saurischians ("lizard-hipped") and ornithischians ("bird-hipped"), named for terms describing their pelvic structures. Within the saurischia are the carnivorous therapods, represented here by tyrannosaurus, and the herbivorous sauropods, represented here by diplodocus. Saurischians also include ornithomimosaurs and the related dromaeosaurs, represented here by deinonychus.

Many ornithischians have armor, horns, or both. They include ceratopsians, represented by triceratops; ornithopods, such as the hadrosaurs, represented by the lambeosaurus; ankylosaurus; and stegosaurus.

Dinosaurs come in many sizes and shapes. Those presented here are generally large. Bigger species have drab colors, while smaller dinosaurs have a wide variety of markings. Most dinosaurs have a skin which is pebbly in texture; some closely related species of reptile have fur, and some may have feathers.

Combat: Dinosaurs seem to be a mixture of endothermic ("warm-blooded") and exothermic ("cold-blooded"). They regulate body temperature internally, but also depend on external heat somewhat. Though they may be slow on a cold morning, they may not be as slow as a typical reptile.

Most of these huge reptiles have comparatively small brains, but many of the predators are quite cunning. All must eat large amounts of food to maintain their huge bodies. As a result, sauropods eat almost constantly, and carnivores hunt almost constantly and also eat carrion.

Though the carnivores are both voracious and ferocious, certain plant eaters are very aggressive in their defense, usually with armor or horns. Just because they do not eat meat does not mean they will not kill other animals.

Habitat/Society: Dinosaurs can be found in almost any type of environment, except desert, high mountains, and frozen wastes. They have no society and little family life, with most species abandoning eggs before they hatch.

Ecology: Sages do not understand what has made dinosaurs extinct on certain worlds, but they do exist in the "lost lands" on several worlds. There may be places where dinosaurs have continued to evolve into different forms; they may be ancestors of modern lizard men.

Ankylosaurus

This armadillo-like ornithischian weighs four or five tons, most of this weight being its armor plating, side spines, and great, knobbed tail. If attacked or threatened, this creature lashes out with its tail, delivering blows of considerable force.

A related species is the paleocinthus, which has better plating (AC −3) and a spiked, rather than club-like, tail.

Deinonychus

This fast carnivore uses its speed, its long, grasping forearms, large teeth, and hind legs with their ripping talons in terrible combination. It hunts by running at prey, leaping, and raking with its rear claws as it claws and bites. The jump is a charge, so the creature gains a +2 on attack rolls. The rear talons count as only one attack, and cause a total of 2d6 damage. When attacking a larger creature, the deinonychus often jumps on top of it, and holds on with its front claws while continuing to rake with the rear claws. The deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Despite being 12 feet long, this dinosaur is only about 6 feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely by the back legs.

The deinonychus is a dromaeosaur, dinosaurs which are related to ornithomimosaurs; its distant relatives include the chicken-sized night hunter, compsognathus, and the ostrich-like struthiomimus. Neither is as formidable as the deinonychus.

Diplodocus

This sauropod lives primarily on water plants, so is often found in or near lakes and marshes. It and related species can also be found on fern prairies and in open forests. It weighs about 10 tons. Though it usually ignores small things, it can step on anything in its way, or even rear up and come down on threatening creatures; this trampling causes 3d10 damage. The diplodocus

can also whip with its tail for 2d8 damage.

Related species include the huge brachiosaurus, which weighs about 90 tons and averages 75 feet in length. It causes 8d10 damage when trampling.

Elasmosaurus

The elasmosaurus looks like a snake with fins and a thick body. It is aggressive, attacking anything it notices. Its neck makes up one-half its total length. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, the elasmosaurus travels with its head out of the water, snapping down quickly to seize prey.

This creature's relatives include many other types of plesiosaurs and pliosaurs. Females travel onto sandy beaches to lay their eggs in shallow depressions.

Lambeosaurus

This is a very common "duck-billed" dinosaur, bipedal, with a flat snout, and crests on its head. A peaceful herbivore, this hadrosaur prefers to run from attack; its only defense is its lashing tail. It has excellent senses, used to detect predators.

Its enemies include most carnivores. Related species include many other species of duck-billed dinosaurs, as well as the iguanodon. The latter has sharp thumb spikes which can cause 1-3 damage each, in addition to its tail attack.

Pteranodon

Although this flying reptile typically dives for marine prey, it attacks any creature that appears to be vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4 feet long.

Despite the creature's huge wingspan, its wings are very light, and its furred body is only a little larger than a human being; the whole weighs only about 50 pounds. A pteranodon can carry off prey up to four times its own weight.

There are all sizes of related species; close relatives have crests on their heads to balance their long beak for flight.

Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, stupid, herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found on plains or in jungles.

A stegosaurus is about 8 feet tall at the middle of its back; its humped spine is lined with a double row of leaf-shaped plates which help the creature absorb and dissipate heat. The creature has a spiked tail, with four or more bony spikes of up to 3 feet in length. An enlarged spinal node helps relay commands to the tail and rear legs. The stegosaurus continually turns its posterior towards an enemy, while tucking its head low. It reacts in the same manner if anything near seems threatening.

Similar species include the dacentrus, which has spikes along its backbone instead of plates, and the kentrosaurus, which has bony plates along the front half of its spine, and spikes along the rear half. All have spiked tails.

Triceratops

The largest of the ceratopsians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains-dweller. It has a huge front plate of bone protecting its 6-foot-long head, from which project two great horns (each over 3 feet long), while a shorter horn juts from its nose. The head and neck are AC 2; its body is not armored, so is AC 6. The triceratops weighs just over 10 tons.



Any creature that infringes on the territory of these reptiles is likely to be charged and skewered. Smaller creatures are trampled, suffering 2d12 points of damage. The triceratops also uses its horns in fights for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

Related species have the same bony plate which protects their necks, as well as different numbers of horns. The monoclonius has a single nose-horn; the pentaceratops has three true horns, like the triceratops, plus horn-like protrusions jutting from its cheeks; and the styracosaurus has a frill of horns located around the edge of its neck-plate.

Tyrannosaurus

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.

Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp—thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

This dinosaur's favorite food is any hadrosaur, such as the trachodon. The monster pursues and eats nearly anything; creatures of man-size or smaller are swallowed whole on a natural attack roll of 18 or higher. The tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.

There are many other species of carnosaur, some smaller and faster than tyrannosaurus. Some have stronger arms and more dangerous upper claws.

Dinosaurs are reptiles, their name being derived from the Greek "terrible lizard," that are descended from a variety of the species called thecodonts. The two orders of dinosaurs are saurischians ("lizard-hipped dinosaurs") and ornithischians ("bird-hipped dinosaurs"). All carnivorous dinosaurs fall into the former order. All armored and horned dinosaurs fall into the latter order.

Because of the nature of time in planes where magic works, dinosaurs widely separate in time are discussed hereunder, for they can be found intermingled on some alternate world, strange plane, or isolated continent somewhere. Great detail will not be given to any one kind, but all major forms are depicted.

Dinosaurs are typically larger than any other naturally occurring creatures encountered by adventurers. While some species are drab or blend in with their surroundings, some are quite colorful—as are some of the smaller reptile species. Many dinosaurs look ferocious, with large heads full of sharply pointed teeth, but even those that look friendly at first glance can be dangerous because of their size or tremendous appetites.

Combat: Dinosaurs could not have survived for as long as they have if they were incapable of defending themselves and finding sufficient food—sometimes by particularly violent means. The larger carnosaurs favor attacks that hold prey with their claws, while they crush it with their powerful jaws. Smaller carnosaurs often hunt in packs, ambushing prey or relentlessly chasing it until it is captured. The jaws of these littler dinosaurs may be smaller than those of their larger cousins, but the teeth are every bit as sharp! Most herbivorous dinosaurs defend themselves with built-in armor plating or sheer size, but even these can cause considerable damage if they step on their enemies by rearing up on their hind legs or trampling. Some have long tails that can suddenly lash out at a foe.

It must be borne in mind that all of these reptiles are extremely stupid—some sauropods, despite their massive size, have brains the size of walnuts. No dinosaur is as intelligent as a horse or the family dog—a dinosaur's primary motivation is hunger. The predatory types are both ferocious and voracious. The herbivorous dinosaurs are likewise insatiable eaters, but they tend either to ignore anything that appears both inedible and nonthreatening, or to flee in panic from anything that appears dangerous.

Certain plant eaters, however, are aggressive in their defense, and these sorts are dangerous, notably the stegosaurs, ankylosaurs, and ceratopians.

The larger marine dinosaurs might overturn vessels to get at the "food" aboard, or they might snatch unsuspecting creatures from the decks of passing ships. Land carnivores pursue anything that looks or smells edible, ceasing pursuit only when the prey has obviously moved completely out of their grasp. Herbivorous dinosaur herds might stampede in virtually any direction, as long as it is away from one of the big meat-eaters. Any creature directly in the path of such a stampede will be carried along or killed—the latter if smaller, slower, and weaker.

Habitat/Society: Herbivorous dinosaurs are dependent on a plentiful supply of plants for food, and carnivorous dinosaurs are dependent on a plentiful supply of herbivorous dinosaurs for food, so for the most part both types of dinosaurs live in such regions. A jungle or swamp, of course, would be ideal, but there is no reason why a dinosaur could not happily dwell in a sylvan forest or grassy plain. Deserts, high mountains, and frozen wastes are out, but dinosaurs could be found virtually anywhere else.

Most dinosaurs are solitary in their habits, but many herbivores, especially the ornithopods and ceratopians, tend to travel in herds. Some of the smaller carnosaurs hunt in packs.

For the most part, dinosaur family life is like that of other reptiles. Dinosaurs lay eggs, and then abandon them to hatch on their own. Once hatched, the baby dinosaur immediately sets out to find something to eat, an instinct that drives it for its entire life. An individual might range over thousands of miles, moving seasonally to find food, or it might settle down and spend its whole life in an area of only a few hundred square yards. Some of these dinosaurs are territorial, attacking outsiders on sight.

Ecology: Placing dinosaurs into a campaign requires no more planning—and no less—than that required for including any other type of monster. Scientists do not clearly understand why dinosaurs disappeared on some worlds, but if those events had not occurred, these giant reptiles would still be roaming about in search of food.

Dinosaur Family Tree: Faced with only an alphabetical listing, it can be difficult to determine the interrelationships between the various species described here. The following paragraphs place the creatures listed here into family groupings.

The dinosaurs proper include the ornithischians and saurischians, distinguished from each other by the underlying shape of their hip bones. Other relatives in the following pages include the pterosaurs, or flying reptiles.

A few fishes and turtles have also found their way into these pages, on account of their ferocity, size, and primitive state of development.

Fishes: Dinichthys

Reptiles: These include the synapsids, chelonia (turtles and tortoises), ichthyosaurs, placodonts, plesiosaurs, and lacertilians (lizards), as well as the archosauromorphs and the later "true dinosaurs"—the saurischians and ornithischians, and their relatives the thecodontians and pterosaurs.

- **Synapsids:** These forerunners of the mammal-like reptiles include the pelycosaurs and therapsids.
  - **Pelycosaurs:** Dimetrodon
- **Chelonia (turtles and tortoises):** Archelon
- **Ichthyosaurs:** Temnodontosaurus
- **Placodonts:** Nothosaurus
- **Plesiosaurs:** Elasmosaurus, plesiosaurus
- **Lacertilians (lizards):** Mosasaurus
- **Archosauromorphs:** Tanystropheus
- **Thecodontians:** These include the earliest "ruling reptiles," such as the ornithosuchians.
  - **Ornithosuchians:** Euparkeria
- **Pterosaurs:** Pteranodon, pterosaurus
- **Saurischians:** These include the coelurosaurs (ancestors of the birds), carnosaurs, prosauropods, and sauropods.
  - **Coelurosaurs:** Compsognathus, deinonychus, podokesaurus, struthiomimus
  - **Carnosaurs:** Allosaurus (antrodemus), ceratosaurus, dilophosaurus, megalosaurus, teratosaurus, tyrannosaurus
  - **Prosauropods:** Anchisaurus, massospondylus, plateosaurus
  - **Sauropods:** Brachiosaurus, brontosaurus (apatosaurus), camarasaurus, cetiosaurus, diplodocus, mamenchisaurus
- **Ornithischians:** These include the ceratopians, ornithopods, stegosaurs, and ankylosaurs.
  - **Ceratopians:** Monoclonius, pentaceratops, styracosaurus, triceratops
  - **Ornithopods:** Camptosaurus, iguanodon, lambeosaurus, trachodon (anatosaurus)
  - **Stegosaurs:** Stegosaurus, dacentrurus, kentrosaurus
  - **Ankylosaurs:** Ankylosaurus and paleocinthus



	Allosaurus	Anchisaurus	Ankylosaurus	Paleocinthus	Archelon
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any ocean
FREQUENCY:	Uncommon	Common	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Solitary	Herd	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Herbivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	1-2	2-20	2-5	1-4	1-4
ARMOR CLASS:	5	7	0	-3	3
MOVEMENT:	15	12	6	3	3, Sw 15
HIT DICE:	15	2	9	9	7
THAC0:	8	16	12	12	13
NO. OF ATTACKS:	3	1	1	1	1
DAMAGE/ATTACK:	1-4/1-4/6-24	1-4	3-18	2-12	3-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Climbing	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	G (40' long)	M (7' long)	H (15' long)	H (20' long)	L (12' dia.)
MORALE:	Steady (12)	Steady (11)	Elite (13)	Elite (13)	Steady (11)
XP VALUE:	9,000	2,000	975	975	420

Allosaurus (Antrodemus)

One of the most vicious of predators, this monster can run across hard ground at great speed. In size, the allosaurus is between its two relatives, the smaller megalosaurus and the larger tyrannosaurus rex.

The allosaurus has a massive skull, formed of bony plates that give it strength. The design of these plates is such that the head is still light enough to snap quickly at its prey.

Besides feeding on the occasional brontosaurus and diplodocus, this "flesh lizard" is known to eat carrion.

Few other creatures are foolish enough to fight the allosaurus for a share of its meal.

Anchisaurus

This bipedal herbivore feeds upright from time to time, but spends most of its time on all fours. If there is vegetation large enough nearby, it will climb to escape small predators. Its teeth are sharp enough to deliver retaliatory bites upon opponents, but the anchisaurus will not start a fight.

Ankylosaurus

This armadillo-like ornithischian weighs four or five tons—most of this weight being its armor plating, side spines, and great knobbed tail. If attacked or threatened, this creature will lash its tail, delivering blows of considerable force.

Paleocinthus

In the same family as the ankylosaurus, the paleocinthus is a veritable walking dreadnought, for its heavy plated skin, sharp side spines, and spiked tail make it nearly invulnerable to attack. A predator trying to bite one is likely to suffer 3d4 points of damage upon *itself* if it scores a hit! Of course, the paleocinthus will lash its thorny tail to drive off its attacker. This plant eater might become aggressive if intruded upon.

Archelon (Ischyras)

This large marine turtle is not truly a dinosaur, but a reptile. Its shell is like that of a leatherback turtle—thick and rubbery rather than being formed of solid plates. With its powerful front flippers, the archelon is a fast swimmer; it seldom ventures onto dry land.

	Brachiosaurus	Brontosaurus	Camarasaurus	Camptosaurus
CLIMATE/TERRAIN:	Any swamp	Any swamp	Any swamp	Any land
FREQUENCY:	Uncommon	Common	Common	Common
ORGANIZATION:	Solitary	Solitary	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-6	1-6	2-8	2-16
ARMOR CLASS:	5	5	6	7
MOVEMENT:	6	6	6	9 (stampede 18)
HIT DICE:	36	30	20	1-3
THAC0:	5	5	5	1-2 HD: 19 3 HD: 17
NO. OF ATTACKS:	1	2	1	0
DAMAGE/ATTACK:	5-20	3-18/1-6	3-12	0
SPECIAL ATTACKS:	See below	See below	See below	Stampede
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (75' long)	G (70' long)	G (50' long)	H (20' long)
MORALE:	Steady (12)	Steady (12)	Average (10)	Average (9)
XP VALUE:	28,000	22,000	10,000	15-65

Brachiosaurus

The heaviest of all dinosaurs, this monster dwells in warm swamps and lakes. The brachiosaurus's long front feet are deadly—if it steps on something small, the giant beast inflicts 8d10 points of damage.

The brachiosaurus is the largest dinosaur in the family of sauropods. This great creature is the largest land animal known, for the length of 75 feet given above is an *average*—there are unverified reports that some relatives of the brachiosaurus are as large as 130 feet long. The brachiosaurus can easily reach the tops of trees with its 40-foot height, half of that being its long neck.

It weighs in at an ungainly 90 tons, three times as much as its relative, the brontosaurus. (A whale, the largest marine animal, is typically 100 feet long and 150 tons.) To support its great bulk, the brachiosaurus spends literally all of its waking hours eating. With its tiny brain, it is unlikely to notice interlopers in its range—but then who would be foolish enough to attack a brachiosaurus?

Brontosaurus (apatosaurus)

The "thunder lizard" is a 40-ton plant-eater found near marshes and lakes. The creature spends much of its time in shallow water to support its bulk (and because food is plentiful there), but never moves to deep water because the increase in pressure makes it impossible for the tremendous dinosaur to breathe.

Apatosaurus ignores small things, but it is prone to step on anything in its way (causing 4d10 points of damage).

The body of the brontosaur is 65 feet long, but the tiny head is less than two feet of that—a man with the same dimensions would stand six feet tall, but have a head only two inches long! The brontosaurus tips the scale at a mere 30 tons, rather light for a sauropod.

The front legs of the brontosaurus are shorter than those in the rear, like all sauropods except the brachiosaurus. This configuration enables sauropods to get up on their back feet to reach the topmost leaves of a tree. The brontosaurus could also use this ability to fight against its principal enemy, the allosaurus. The thunder lizard could tilt itself up on its long back legs, then come crashing down onto its enemy to inflict 5d10 points of damage.

The brontosaurus's tail can be whipped, causing 1d6 points of damage to any foe close enough.

Camarasaurus

Yet another sauropod, this swamp-dwelling herbivore is small for its type. Its fearful nature causes it to live in herds with its fellows, but the creature still panics more easily than does a brontosaurus. Stepping or trampling damage is 3d10 points.

Despite being a sauropod, the camarasaurus tends to eat ferns and leaves of lower branches, so it does not compete for food with its larger cousins. Herds of camarasauri tend to migrate seasonally, so can be found almost anywhere, depending on the time of the year.

To help digest its food, the camarasaurus swallows rocks, which help grind vegetable matter in its large stomach, like a bird's gizzard. Presumably, valuable gems might be found in a camarasaurus's belly, but searching for one would be like looking for a needle in a haystack.

Camptosaurus

This slow, exceptionally dumb iguanodont is easy prey for any hungry predator, typically too stupid to run until one of its number is killed. Anyone caught in a stampede of these creatures must roll a successful saving throw vs. death ray or be crushed to death. A herd consists of small, medium, and large individuals.

	Ceratosaurus	Cetiosaurus	Compsognathus	Deinonychus
CLIMATE/TERRAIN:	Any land	Any swamp	Any land	Any land
FREQUENCY:	Uncommon	Uncommon	Common	Rare
ORGANIZATION:	Pack	Solitary	Pack	Pack
ACTIVITY CYCLE:	Day	Day	Night	Day
DIET:	Carnivore	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-4	1-4	1-12	1-6
ARMOR CLASS:	5	6	5	4
MOVEMENT:	15	6	10	21 (+1 jump)
HIT DICE:	8	24	1-1	4+1
THAC0:	13	5	20	17
NO. OF ATTACKS:	3	1	1	3
DAMAGE/ATTACK:	1-6/1-6/4-16	3-18	1-3	1-2/1-2/2-8
SPECIAL ATTACKS:	Nil	Nil	Surprise	Gutting talons
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (17' long)	G (60' long)	T (1½' tall)	L (12' long)
MORALE:	Average (10)	Steady (12)	Average (8)	Steady (11)
XP VALUE:	650	14,000	35	175

Ceratosaurus

The ceratosaurus, or "horn lizard," is a carnosaur—related to the allosaurus and tyrannosaurus rex, but smaller in size. Both heavy and fast, the ceratosaurus can move on all fours or on its two hind legs.

This carnivore is unusual in that it has a horn on its nose, but it does not use the horn for attacking—in fact, only males have this horn. (Those who have trouble telling dinosaurs apart have no trouble with the ceratosaurus.) The back of this creature also distinguishes it from other carnosaurs, for a thin line of bony plates runs from the top of the ceratosaurus's head down to the end of his tail, making the dinosaur's back look like a giant saw blade.

Also unlike the larger carnosaurs, the ceratosaurus hunts in packs, and is thus able to bring down creatures much larger than itself.

Cetiosaurus

These huge plant-eaters dwell in lakes and marshes. Their heads are somewhat larger than other sauropods, such as the brachiosaurus, brontosaurus, and diplodocus. If they step on something small—such as a human—the cetiosaurus's 10 tons of bulk inflicts 4d10 points of damage.

Like its relatives, the cetiosaurus must eat vast quantities of plants to keep its weight up. The main reason that sauropods have such large bodies is that they are filled with stomach and intestines to process their dietary intake.

Compsognathus

Compsognathus is a very small carnivorous dinosaur, about the size of a chicken. (In fact, compsognathus is related to the earliest known birds—if it had wings and feathers, it might *be* a chicken.) These creatures often hunt in groups. Their small size allows them to hide, even in packs, and surprise prey—others suffer -3 penalties to their surprise roll. Attacks at night might occur on sleeping prey, as the compsognathus tends to be nocturnal.

When hunting alone, the compsognathus usually eats lizards and insects.

Deinonychus

This fast carnivore uses speed, its long, grasping forearms, its large teeth, and its hind legs with ripping talons in terrible combination. It hunts by running at prey, leaping, and delivering gutting rakes with its rear legs as it claws and bites. The jumping rear talon attack is gains a +2 bonus to the attack roll and delivers 2d6 points of damage. When attacking a larger creature, the deinonychus often jumps up on top of it, holding on with its front claws while continuing its horrible raking attacks.

The deinonychus has a relatively large brain for a dinosaur, so these pack attacks are often successful.

Despite being 12 feet long, this dinosaur is only about six feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely on the back legs.

	Dilophosaurus	Dimetrodon	Dinichthys	Temnodontosaurus	Diplodocus
CLIMATE/TERRAIN:	Any land	Any land	Any ocean	Any ocean	Any swamp
FREQUENCY:	Rare	Uncommon	Common	Rare	Common
ORGANIZATION:	Solitary, pack	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	1-3	1-2	1-4	1 (10% for 2)	1-6
ARMOR CLASS:	5	4	7	4	6
MOVEMENT:	18 (+1 jump)	12/6	21	24	6
HIT DICE:	8+2	3 to 5	10	10	24
THAC0:	13	3-4 HD: 17 5 HD: 15	11	11	5
NO. OF ATTACKS:	3	1	1	1 (and 1)	1
DAMAGE/ATTACK:	2-12/2-12/1-6	6-15	5-20	5-20 (and 2-12)	3-18
SPECIAL ATTACKS:	Nil	Nil	Swallow	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (20' long)	L (9' long)	H (25'+ long)	G (30' long)	G (80' long)
MORALE:	Average (10)	Steady (11)	Steady (11)	Steady (12)	Steady (12)
XP VALUE:	1,400	65-175	4,000	2,000	16,000

Dilophosaurus

The weak skull of this monster prevents strong jaw muscle attachments, so it uses its taloned hind feet, especially its spurs, to inflict horrible wounds on its prey, while its snaky neck strikes to deliver biting damage. It prefers open areas to jungle, and seldom ventures into areas thick with trees. Dilophosaurus often hunts with one or more of its kind, seeking a large dinosaur to kill for a feast.

One other unusual feature of this carnosaur is its pair of head crests, which only males of the species have.

Dimetrodon

The sail-backed dimetrodon is a fierce predator and an example of the mammal-like reptiles. Its large fin works like a solar heater, allowing the dimetrodon to heat up to active temperature hours before its prey. Its ability to swim is questionable but likely. The dimetrodon's alligator-like jaws give it a powerful bite (3d4+3 points of damage), more than making up for its lack of claw attacks.

Dinichthys

Dinichthys's name—"terrible fish"—reveals that this fearsome creature is not actually a dinosaur but a huge, primitive fish. Its great mouth can swallow man-sized prey on a natural attack roll of 20.

Temnodontosaurus

This monster is a large ichthyosaur or "fish lizard." Although it is not a dinosaur, it thrives in the same marine habitats as do mosasaurs, for example—its young are born live at sea, and the temnodontosaurus must come to the surface to breathe.

Its speed and ferocity allow it to compete fearlessly for choice prey with any creature. When in a feeding frenzy, a temnodontosaurus strikes with its powerful tail, inflicting damage on any creature behind it that is struck by this lashing.

Diplodocus

This dinosaur is another sauropod, like the brachiosaurus, that eats water plants. Despite being longer than its relatives, the diplodocus weighs only about ten tons.

Like the other sauropods, the diplodocus can rear up on its back legs. If it comes down on anything smaller than itself, the creature causes 3d10 points of damage.

	Elasmosaurus	Euparkeria	Gorgosaurus	Iguanodon
CLIMATE/TERRAIN:	Any ocean	Any land	Any land	Any land
FREQUENCY:	Uncommon	Common	Uncommon	Common
ORGANIZATION:	Solitary	Pack	Solitary	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-2	2-8	1-2	3-18
ARMOR CLASS:	7	5	5	4
MOVEMENT:	15	15	15	15
HIT DICE:	15	1+1	13	6
THAC0:	5	19	7	15
NO. OF ATTACKS:	1	1	3	3
DAMAGE/ATTACK:	4-24	2-5	1-3/1-3/7-28	1-3/1-3/2-8
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (50' long)	S (3' tall)	G (30' long)	G (30' long)
MORALE:	Steady (12)	Average (8)	Steady (11)	Steady (11)
XP VALUE:	7,000	35	5,000	270

Elasmosaurus

If not for its long neck and unusual way of hunting, the average adventurer might not notice that the elasmosaurus is a reptile rather than a fish. The neck of this oddly shaped beast is fully half of its length, and its ungainly spine numbers 71 vertebrae. If the elasmosaurus wanted to, it could curve its neck around behind itself, and then continue twisting until it looked forward again.

This reptile hunts by swimming near the surface of the water, with its head below water but its neck held above.

When the elasmosaurus spots its prey, it snaps its head down suddenly upon it.

Like the ichthyosaur, the elasmosaurus has no gills, and must breathe air by swimming to the surface or stretching its head up above the water. The elasmosaurus must crawl entirely out of the water to lay its eggs on some sandy beach, and of course the creature is most vulnerable in this state.

The elasmosaurus is carnivorous and highly aggressive.

Euparkeria

A small dinosaur, probably ancestor to the larger carnosaurs, such as tyrannosaurus rex and allosaurus, the carnivorous euparkeria is about the size of a small dog.

The euparkeria is found in groups of 2d4, which attack 1-2 figures of small size or a single man-sized figure if the odds seem to be with the pack. If sufficiently hungry, a pack will stalk and attack even a large group of prey, especially if one of the intended victims is wounded.

While the euparkeria normally walks on all fours, if threatened it is able to stand up on its hind legs and run a short distance.

Gorgosaurus

This horrid creature is probably another ancestor of tyrannosaurus rex. The gorgosaurus is a fleet, carnivorous dinosaur of very aggressive instincts.

Iguanodon

The iguanodon is a more primitive dinosaur that walks on all fours, but it can stretch up to reach vegetation that looks particularly appealing. The creature looks much like a small sauropod, about 15 feet tall and 30 feet long, weighing in at only five tons.

Typically traveling in herds, the iguanodon runs from carnivores, but if cornered it can employ its thumb spikes and lashing tail to defend itself.

	Lambeosaurus	Mamenchisaurus	Massospondylus	Megalosaurus
CLIMATE/TERRAIN:	Any land	Any swamp	Any land	Any land
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Herd	Solitary	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	2-16	1-6	4-16	1-2
ARMOR CLASS:	6	7	5	5
MOVEMENT:	12	6	15	12
HIT DICE:	12	18	7	12
THAC0:	9	5	13	9
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	2-12	2-16	3-12	1-3/1-3/3-18
SPECIAL ATTACKS:	Nil	See below	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (20' long)	G (70' long)	H (18' +)	H (30' long)
MORALE:	Steady (11)	Steady (12)	Average (10)	Steady (11)
XP VALUE:	2,000	10,000	420	2,000

Lambeosaurus

This unusual looking dinosaur is a hadrosaur, or "duckbilled dinosaur," all of whom have differently shaped crests on their heads. Other crested dinosaurs include corythosaurus, parasaurolophus, prosaurolophus, and saurolophus. The lambeosaurus is the most peculiar of all of these, for it has two crests, a hollow one that sticks straight up from its snout and a solid one pointing back from the top of its head.

This herbivorous dinosaur is able to see, hear, and smell exceptionally well, and is thus able to detect enemies frequently and flee to safety—either outdistancing its predator or hiding in a swampy area. The lambeosaurus usually travels on all fours, but when it has to run it is perfectly capable of rearing itself up on its longer hind legs.

The lambeosaurus is one of the most common of all dinosaurs, because it can chew up almost any plant that it can get into its mouth; the lambeosaurus has powerful teeth on the sides of its mouth, but none at all in front.

Some giant specimens of this dinosaur grow as long as 50 feet.

Mamenchisaurus

The mamenchisaurus is another sauropod, like the brontosaurus and diplodocus, but much longer and much lighter. This swamp dwelling herbivore uses its 35-foot-long neck—fully half of its ungainly length—to browse the foliage at the very top of nearly any tree it chooses, simply by standing up on its back legs and reaching for it.

Sages who study such things claim that the mamenchisaurus has the longest neck of any naturally occurring creature, but it pays for this extra length. The 19 neck vertebrae of the mamenchisaurus are held together by bony struts, so the immense creature cannot bend its neck except at the head and slightly at the shoulders.

The mamenchisaurus strikes only in defense, but if it accidentally steps on some small creature (such as a human), it inflicts 3d8 points of damage.

Massospondylus

Another common dinosaur, this seemingly peaceful herbivore is well equipped with long, sharp teeth for defensive biting. If attacked—a common occurrence, for the beast is a favorite of such carnosaurs as tyrannosaurus, deinonychus, and allosaurus—the massospondylus delivers swift bites and then runs away.

While this dinosaur's front claws look like formidable weapons, with five long fingers and a sharp spike on the thumb, the massospondylus uses these hands only to gather vegetable material for food. Like the camarasaurus, the massospondylus swallows stones to help grind the food that it eats.

The massospondylus is stupid, and any approach by strange creatures might be interpreted as an attack.

Megalosaurus

The megalosaurus is another carnosaur, like the allosaurus and tyrannosaurus, but is smaller—30 feet long, ten feet tall, and weighing only one ton. While it is as able as its larger cousins of functioning bipedally, the megalosaurus often travels on all fours.

The megalosaurus eats sauropods, like the mamenchisaurus above, principally using its large jaws and teeth to bring down any unsuspecting victim. The claws of the megalosaurus, while sharp, are capable of causing only incidental damage to such giants as the diplodocus and brachiosaurus.

	Monoclonius	Mosasaurus	Nothosaurus	Ornitholestes	Pentaceratops
CLIMATE/TERRAIN:	Any land	Any water	Any water	Any plain	Any land
FREQUENCY:	Common	Uncommon	Uncommon	Rare	Common
ORGANIZATION:	Herd	Solitary	Solitary	Pack	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	2-12	1-3	1	2-12	2-12
ARMOR CLASS:	3/4	7	6	4	2/6
MOVEMENT:	6	3, Sw 15	3, Sw 18	24	9
HIT DICE:	8	12	6	2	12
THAC0:	13	9	15	19	9
NO. OF ATTACKS:	1	1	1 (and 2)	1	3
DAMAGE/ATTACK:	2-16	4-32	5-20 (1-6/1-6)	2-8	1-6/1-10/1-10
SPECIAL ATTACKS:	Trample Nil	Nil	Nil	Trample	
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (18' long)	G (50' long)	L (10' + long)	M (6½' tall)	H (20' long)
MORALE:	Steady (11)	Steady (11)	Average (10)	Average (10)	Steady (12)
XP VALUE:	650	4,000	650	35	2,000

Monoclonius

This dinosaur, also known by the name "centrosaurus," somewhat resembles a single-horned rhinoceros. Its head and neck are protected by a bony shield (AC 3), while its skin is very thick—although plated like that of the ankylosaurus.

The monoclonius is herbivorous, and can eat almost any plant because of its strong jaws and teeth. The head of the monoclonius is attached to the neck much like a human arm is attached to the shoulder, so the creature can swing its head in almost any direction at a moment's notice. The main attack of this dinosaur is thus its horn, but herds can trample smaller creatures in a charge, with each monoclonius inflicting 2d8 points of damage.

Mosasaurus

The mosasaurus is a marine lizard, with species such as platecarpus and plotosaurus. This reptile breathes air like a crocodile. It travels very slowly on land, but its flippers move it with ease and grace through the water. The mosasaurus preys on all forms of marine animals—its powerful jaws can crack shell or bone easily.

Much of the length of the mosasaurus is due to its large number of vertebrae, numbering over 100 in some species.

Nothosaurus

The nothosaurus is a particularly aggressive marine dinosaur—another ichthyosaur. It dwells mostly in tropical seas, always seeking prey in the water when not sunning itself on rocks in between hunts. It lumbers on its flippers when on land but swims rapidly. When in a frenzy it can lash at its victim with huge fore flippers, but its usual attack is a darting bite, as its long neck moves its head at great speed.

Ornitholestes

This exceptionally fast carnivore roams the plains hunting small prey, from insects and eggs to creatures its own size. Although quite light in weight, it is difficult to strike an ornitholestes because of its speed. Packs of ornitholestes have been known to attack larger creatures if the dinosaurs significantly outnumber their victims and they are sufficiently hungry.

Pentaceratops

This is another of the quadrupedal dinosaurs of the ornithischian order; it is a relative of monoclonius, styracosaurus, and triceratops. The name pentaceratops means "five-horned face," but the aggressive herbivore really has only three true horns—the two apparent horns on the sides of its face are only cheek bones. Its shield (sometimes reaching over much of the back) and horns give its head AC 2, while the unprotected parts of its body are AC 6. If it charges it can trample smaller creatures, inflicting 2d10 points of damage.

	Plateosaurus	Plesiosaurus	Podokesaurus	Pteranodon	Pterosaurus
CLIMATE/TERRAIN:	Any land	Any ocean	Any land	Any	Any
FREQUENCY:	Common	Common	Uncommon	Common	Rare
ORGANIZATION:	Herd	Solitary	Pack	Flock	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	5-20	1-3	3-12	3-18	1-8
ARMOR CLASS:	5	7	4	7	5
MOVEMENT:	12	15	21	3, Fl 15	3, Fl 12 (D)
HIT DICE:	8	20	2+2	3+3	6+6
THAC0:	13	5	19	17	13
NO. OF ATTACKS:	Nil	1	3	1	1
DAMAGE/ATTACK:	Nil	3-12	1/1/2-5	2-8	3-12
SPECIAL ATTACKS:	Nil	See below	Nil	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (20' + long)	L (8' + long)	L (10' long)	G (30' wingspan)	G (50' wingspan)
MORALE:	Average (10)	Average (10)	Average (10)	Average (9)	Average (10)
XP VALUE:	650	120	35	65	420

Plateosaurus

The plateosaurus is related to the massospondylus and the smaller anchisaurus. Like these relatives, the plateosaurus usually moves about on all fours. When it wants to watch for enemies or to reach the leafy crowns of ferns, palms, or other trees, it travels slowly in a bipedal manner, using its tail as a balance. These plant-eaters are fairly heavy (about eight to ten tons on the average) and panicky.

Plesiosaurus

The plesiosaurus strongly resembles a snake wearing a turtle's body (sans shell). It tends to be very aggressive, attacking anything it notices. While not as long overall as its relative, the elasmosaurus, the plesiosaurus has a neck that is about one-third of its total length. The creature is strong and fast, and highly maneuverable in the water—it can "turn on a silver piece" to lunge at its prey. In a marine battle it can strike with its powerful fore flippers, inflicting 2d6 points of damage with each.

Podokesaurus

This swift carnivore, a relative of the compsognathus, hunts in packs across grassy plains and in forests. It flees larger predators, but ruthlessly pursues any creature it perceives as potential prey. Although ten feet long from snout to tail, a podokesaur is thin and light, weighing only about 50 pounds. Thus these creatures are very fast and usually attack first. Their speed also accounts for their fine Armor Class.

Podokesaurus doesn't worry excessively if appropriate prey cannot be found—this dinosaur will as soon strike one of its fellows if driven by hunger.

Pteranodon

Although this flying reptile typically dives for marine prey, it attacks any creature that appears to be vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp.

The beak of a typical pteranodon is about four feet long. The creature weighs only 40 to 50 pounds, but it can carry off prey four times its own weight.

Pterosaurus

This ghastly looking creature has a ten-foot-long snake-like neck and long jaws—truly a nightmare to behold. Even though its lower jaw has no teeth, it can inflict great wounds when swooping upon prey. The size of this dinosaur's shadow approaches that of the roc, which has a slightly larger wingspan of 60 feet.

The pterosaurus swoops down on prey from high in the sky, thus causing a -3 penalty to opponents' surprise roll. If the pterosaurus surprises an opponent, it has swooped down at double speed to attack (with a +4 bonus to its attack roll), and any damage thus inflicted is doubled. Although a pterosaurus weighs only about 75 pounds, it can carry prey of three or four times that weight.

The pterosaurus is the dinosaur soulmate of the vulture; the giant flyer will eat carrion if nothing else suitable presents itself.

	Stegosaurus	Dacentrurus	Kentrosaurus	Struthiomimus	Styracosaurus	Tanystropheus
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any land	Any swamp
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Common	Rare
ORGANIZATION:	Herd	Herd	Solitary	Solitary	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Omnivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	2-8	2-8	1-6	1-6	2-8	1
ARMOR CLASS:	2/5	3/6	2/6	6	2/4	5
MOVEMENT:	6	9	9	18	6	6, Sw 18
HIT DICE:	18	10	11	6+3	10	6+6
THAC0:	5	11	9	13	11	13
NO. OF ATTACKS:	1	1	1	3	1	1
DAMAGE/ATTACK:	5-20	2-16	4-16	1-2/1-2/2-8	2-16	5-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	See below	Surprise
SPECIAL DEFENSES:	Nil	See below	See below	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	H (25' long, 8' + high)	H (15' long, 6' tall)	H (16' long)	H (16' + long, 6' + tall)	H (18' long)	G (31'-40' long)
MORALE:	Elite (13)	Steady (12)	Steady (12)	Average (10)	Steady (12)	Average (10)
XP VALUE:	10,000	1,400	2,000	420	1,400	65 0

Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, very stupid herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found in plains or jungles. Its great plates allow the creature to defend 90% of the time at AC 2. Its spiked tail, with four or more bony spikes of one to over two feet in length, has its own brain. The stegosaurus turns its rear continually toward an enemy, while tucking its head low. If anything near it seems threatening, it reacts in this manner.

Dacentrurus

This creature looks like a stegosaurus with long, sharp spikes instead of plates along its back and tail. It is an aggressive defender, dwelling mainly in areas of heavy vegetation. When attacked, its active defense allows it a 75% probability of being AC 3. Attackers are also 25% likely to have to suffer an attack resulting in 1d8 points damage when striking at this dinosaur's neck, back, or tail. The dacentrurus continually turns itself so that its lashing tail can strike opponents.

Kentrosaurus

This dinosaur appears to be a cross between a stegosaurus and a dacentrurus. The spine area is protected by bony back plates from neck to hip sockets. Behind this, sharp, backward-pointing spikes run to the tail tip, which it keeps turned toward enemies. Creatures attacking its rear third have a 25% chance of suffering an attack resulting in 1d8 points damage. It is 80% likely that it defends at AC 2. Kentrosaurus is also a jungle dweller.

Struthiomimus

The struthiomimus is omnivorous. It has to be very hungry to attack men, but smaller humanoids and demihumans look delicious any time. It prefers areas of tall grass as its habitat.

Styracosaurus

An aggressive plant-eater, styracosaurus charges at anything threatening. The bony plate gives the head area an AC of 2, and there is a 50% chance that anything attempting to bite its rear portions is stabbed by one or more of the sharp frills of the head plate, each frill inflicting 1d6 points of damage, 1-3 frills possibly striking. If styracosaurus charges, it tramples smaller creatures, inflicting 2d8 points of damage.

Tanystropheus

Resembling a snake with thin, projecting legs, the rear set webbed for swimming, about half the length of tanystropheus is neck and head. The relatively small head and jaws are long, the latter filled with many sharp teeth. This carnivore lurks along river banks and swamp edges, prowling through the waters. Tanystropheus usually surprises opponents: others suffer a -6 penalty to their surprise roll. When attacking with surprise, tanystropheus strikes with a +2 bonus to hit. If the victim is under 500 pounds in weight, the monster drags it into the water to further attack and devour it.

	Teratosaurus	Trachodon	Triceratops	Tyrannosaurus Rex
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Uncommon	Common	Common	Uncommon
ORGANIZATION:	Solitary	Herd	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-3	2-12	2-8	1-2
ARMOR CLASS:	5	5	2/6	5
MOVEMENT:	18	12	9	15
HIT DICE:	10	12	16	18
THAC0:	11	9	5	5
NO. OF ATTACKS:	3	1	3	3
DAMAGE/ATTACK:	1-3/1-3/3-18	1-4	1-8/1-1 2/1-12	1-6/1-6/5-40
SPECIAL ATTACKS:	Nil	Nil	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (20' long, 9' tall)	G (30' + long)	H (24' + long)	G (50' long, 20' high)
MORALE:	Steady (11)	Steady (11)	Elite (13)	Steady (12)
XP VALUE:	1,400	2,000	10,000	12,000

Teratosaurus

A fierce carnivore found mainly on the plains, the teratosaurus runs nimbly after any creature that appears to be edible. This creature hunts only on dry land—plains or forest.

The teratosaurus is another carnosaur, related to megalosaurus, allosaurus, ceratosaurus, and tyrannosaurus rex, but the teratosaurus is more primitive and somewhat heavier.

Trachodon (Anatosaurus)

This duckbilled dinosaur is the archetype of its kind—the name anatosaurus means "duck lizard." A peaceful, four-ton plant eater, the anatosaurus runs from attack; its only defense is its lashing tail.

Enemies include any of the carnosaurs, but especially tyrannosaurus rex.

Other hadrosaurs, related to anatosaurus, include the lambeosaurus.

Triceratops

The largest of the ceratopians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains dweller. It has a huge front plate of bone protecting its six-foot-long head, from which project two great horns (each over three feet long), while a somewhat shorter horn juts from its nose. Its body is not armored, and thus is only AC 6. The triceratops tips the scales at over ten tons, compared to the six to eight tons of an elephant that stands 13 feet high at the shoulder.

Any creature that infringes on the territory of these reptiles is likely to be charged and speared. Smaller creatures are simply trampled, suffering 2d12 points of damage.

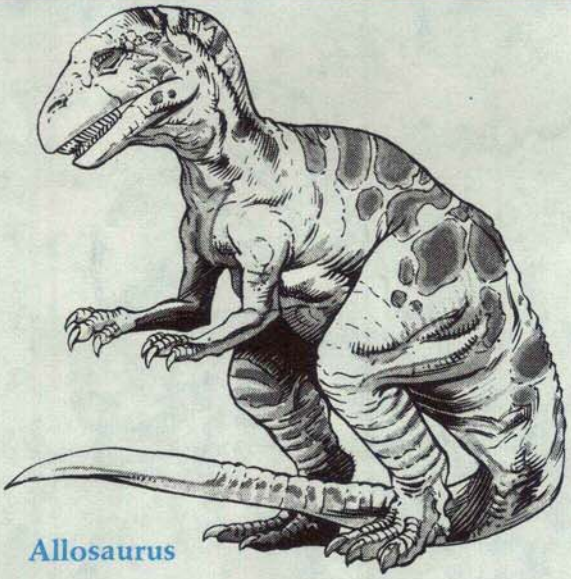
The triceratops also uses its horns to fight for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

Tyrannosaurus Rex

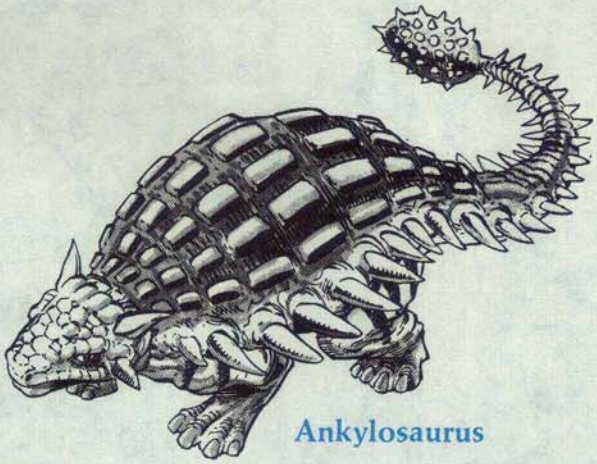
There can be no question that this ravenous creature is the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is swift afoot. Its huge head is nearly six feet long, and its teeth are from three to six inches in length.

Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp—thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

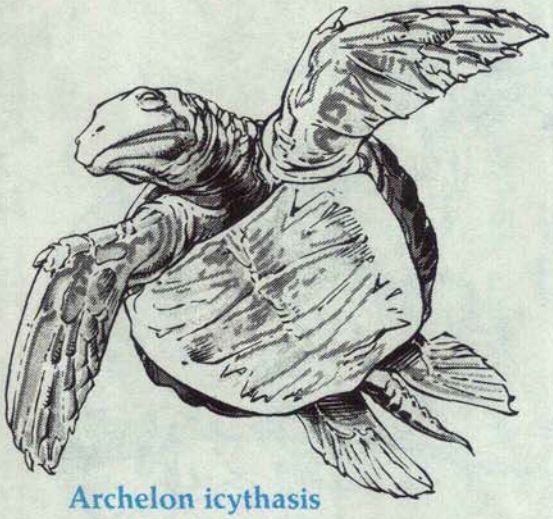
This dinosaur's favorite food is any of the hadrosaurs, such as lambeosaurus and anatosaurus. Of course, this monster pursues and eats nearly anything, engulfing man-sized creatures whole on a natural attack roll of 18 or better. Tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.



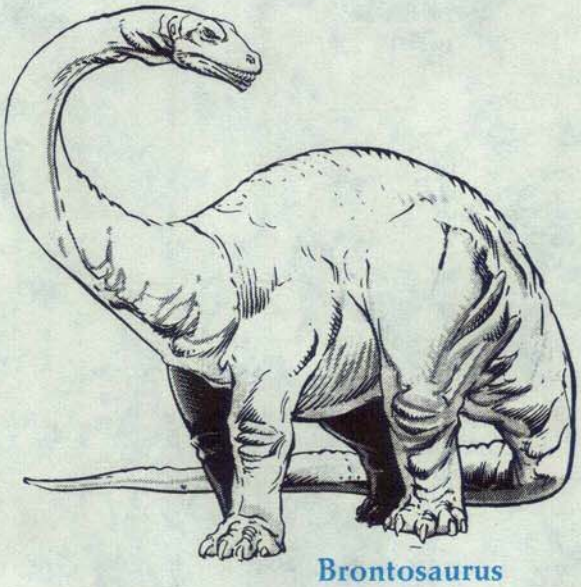
Allosaurus



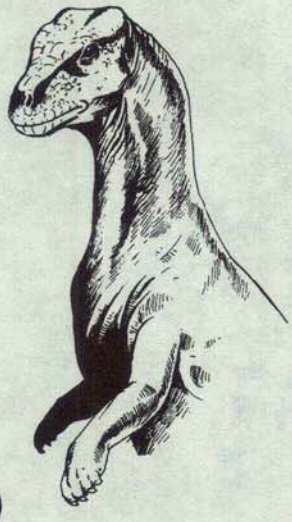
Ankylosaurus



Archelon icythasis



Brontosaurus



Camptosaurus



Ceratosaurus



Compsognathus



Deinonychus



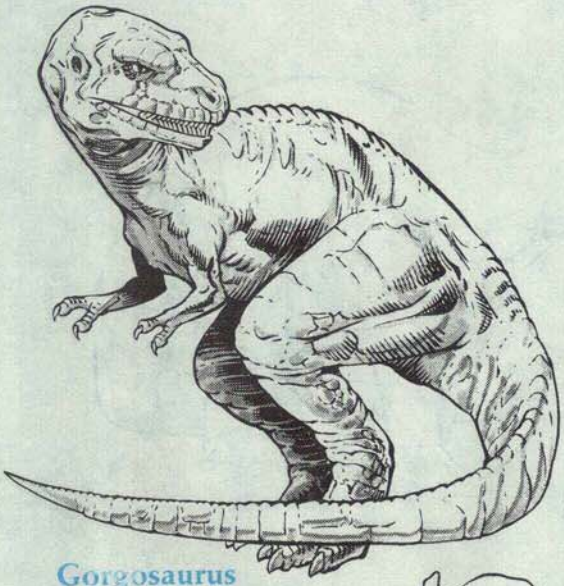
Dimetrodon



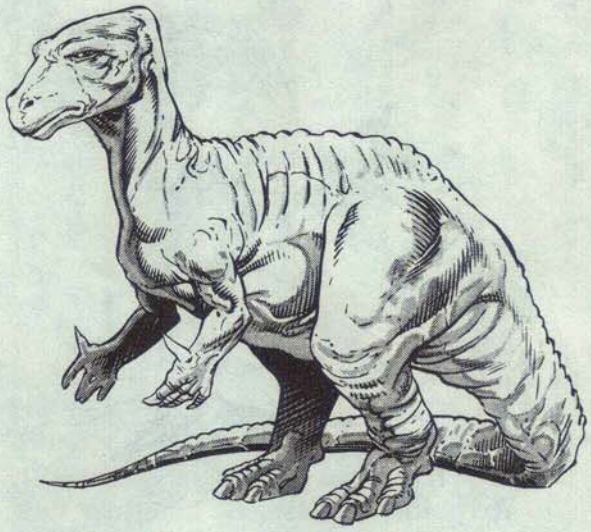
Tennodontosaurus



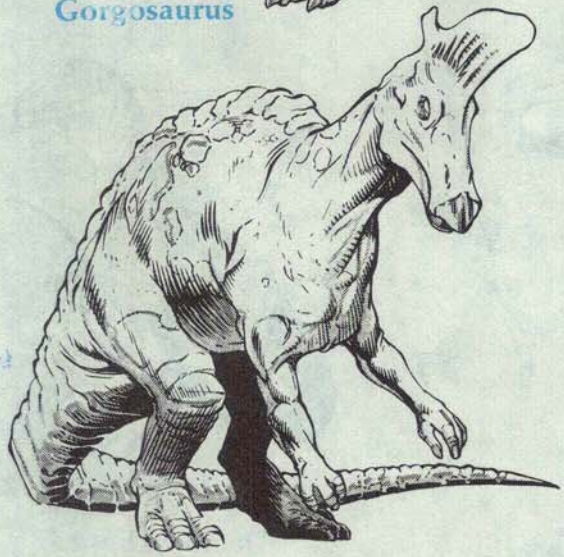
Euparkeria



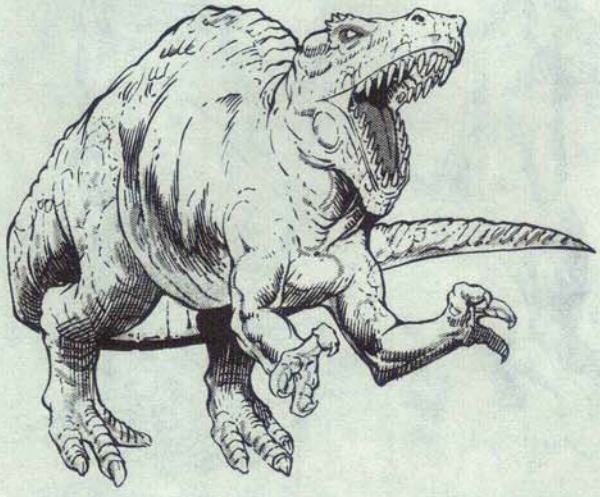
Gorgosaurus



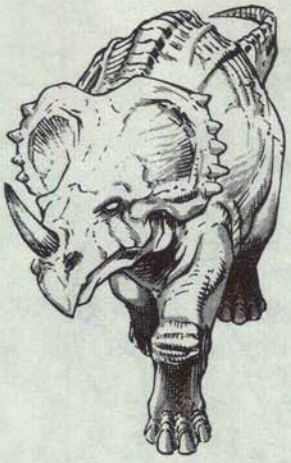
Iguanodon



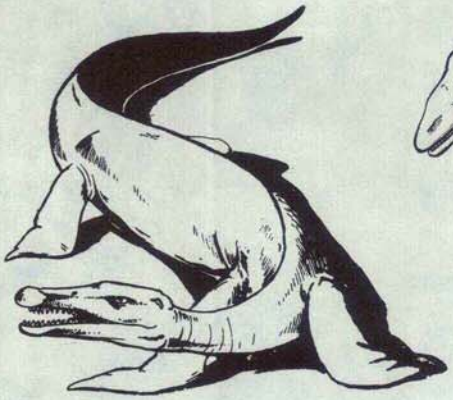
Lambeosaurus



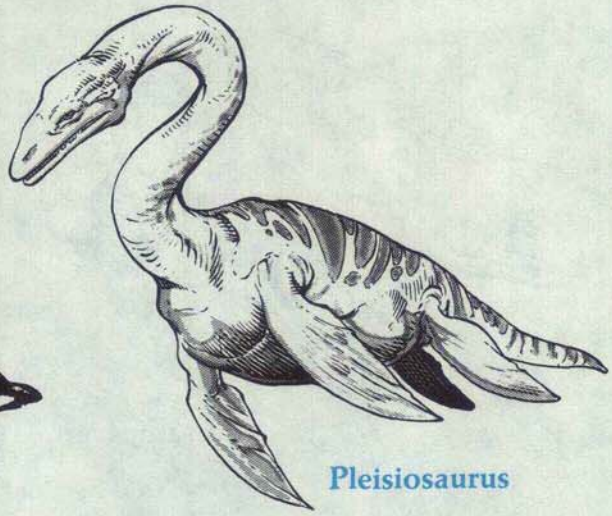
Megalosaurus



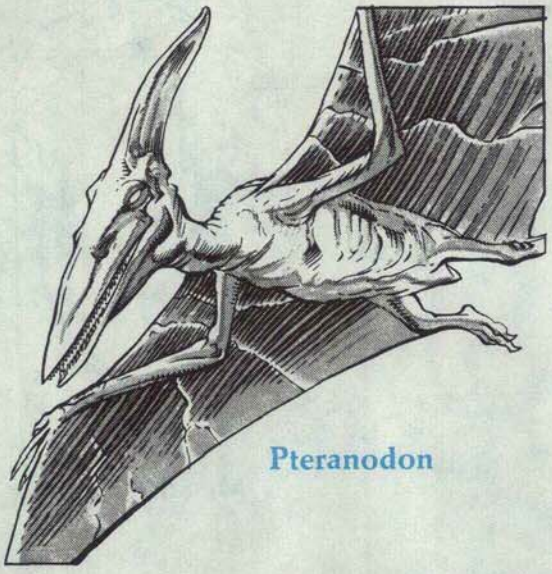
Monoclonius



Nothosaurus



Pleisiosaurus



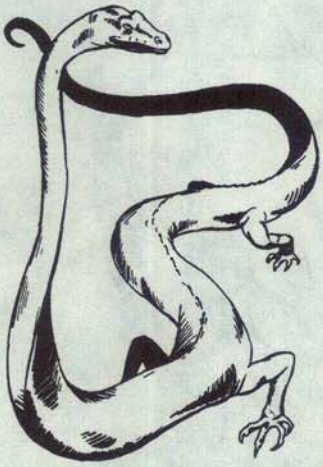
Pteranodon



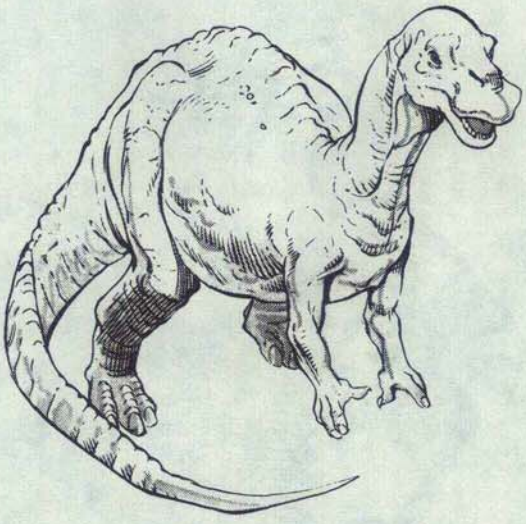
Stegosaurus



Styracosaurus



Tanystropheus



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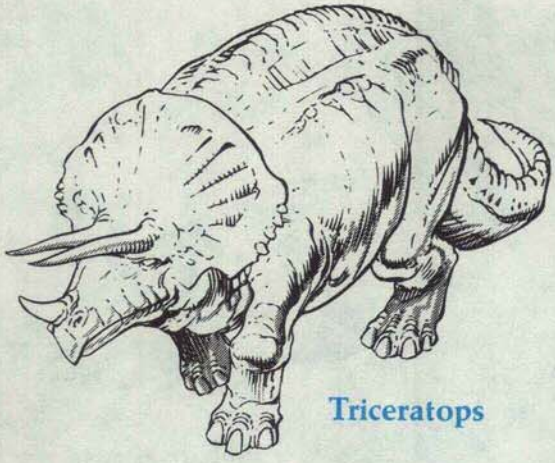
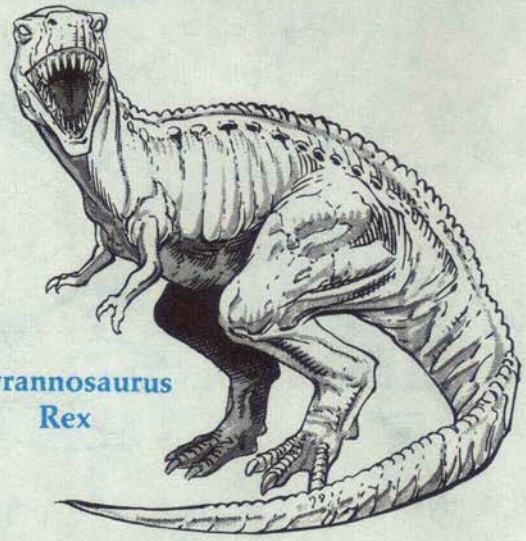


Triceratops



Tyrannosaurus Rex



Axebeak



Balucitherium



Megalotherium



Phorohacos



Titanothere



Wooley Rhino

Dinosaur, Utahraptor

CLIMATE/TERRAIN:	Any tropical
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	5–20 adults
ARMOR CLASS:	5
MOVEMENT:	19
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1–6/1–6/2–8/2–8/1–10
SPECIAL ATTACKS:	Jump, grasping claws
SPECIAL DEFENSES:	Coloration
MAGIC RESISTANCE:	Standard
SIZE:	L (20′ long)
MORALE:	Fearless (19)
XP VALUE:	975



The utahraptor is a carnivorous dinosaur related to the deinonychus, only it is much larger. The utahraptor is 20′ long, stands 15′ high, and weighs around 1,500 lbs. It stands upright on two stout legs, with its tail held stiffly out behind for balance, and has powerful "arms" with 10″ claws. The raptor also has a 12″-long curved sickle claw on each foot; a horrible weapon used for gutting large prey. Their brown and green coloration blends well with trees in the forests.

Combat: Utahraptors attack with their arms first, clawing at the target in hopes of getting a firm grasp. If both claw attacks succeed, the next two attacks (the sickle-clawed feet) are at +2 to attack rolls. The final attack is with the creature's powerful jaws. One weakness of the raptor is that its multiple attacks can be used only against a single target. Utahraptors are quick and agile and can leap at prey out of ambush; the leap is considered a charge, giving the raptor a +2 to attack rolls the first round.

The raptor's coloring allows them to hide well in foliage. If hiding in ambush, the raptors are 75% likely to be unseen (effectively invisible) and can be located only by magic. They are able to leap 15′ high from a standing start; at least 40′ if running. They can leap 25′ high and 50′ forward and can drop down 25′ without damage.

Utahraptors are intelligent for dinosaurs, but still rather stupid. This makes them utterly fearless. They do not check morale unless all adults in the pack are slain (the morale rating is for young and hatchling raptors). Utahraptors are genetically driven to attack creatures much larger than themselves and are immune to magical *fear*.

Habitat/Society: Utahraptors live in packs, much like lions. However, the leader is the largest female, not a male. The raptors are cooperative animals, coordinating hunts to set up cunning ambushes. Each pack has a clearly defined territory, which may expand as more food is needed when the pack increases in number. The raptors prefer dense forests and brush habitat. A pack is roughly divided between males and females. There are also plenty of young, not fully grown (equal to deinonychus from the MONSTROUS MANUAL™ tome). The pack includes a number of these young equal to 150% of the adults. There are also several hatchlings, equal in number to 200% of the adults; these have 1–4 hp and a damage of 1/1/1–2/1–2/1–4. Adult raptors become enraged if their young or eggs are threatened, and they gain +1 to attack and damage rolls when fighting these intruders.

Ecology: Utahraptors are pure carnivores. They attack prey of any size and do not hesitate to tackle creatures much larger than themselves. They are on top of the food chain and have no enemies save for other utahraptor packs.

Historical Note: Utahraptor is a recently discovered species, found and named in 1992. The remains were found, obviously, in eastern Utah, and the name of utahraptor is not official yet, however fitting.

Disenchanter

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Drains magic
SPECIAL DEFENSES:	Can be hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (5' tall at shoulder)
MORALE:	Champion (15–16)
XP VALUE:	650



The disenchanter resembles a spindly camel, with four legs and a single hump located on the middle of its back. The creature's small head rests at the end of a long, flexible neck. The beast also has a very flexible snout, like that of an elephant, that can reach as far as 5 feet from its head. The creature is a pale electric-blue in color. The beast is slightly translucent and sometimes appears to shimmer. When a disenchanter dies, its body shrinks to a small wizened gray lump.

Much about the disenchanter is a mystery. Some of Faerûn's more educated sages speculate that disenchanters were created centuries ago by the phaerimm, the sinister creatures that live beneath Anauroch, to combat their enemies, such as the sharn or the humans of Netheril.

While reasonably intelligent, disenchanters seldom speak to humans or related beings; disenchanters have their own language, and sages assume that only a few ever bother to learn other tongues, usually Common or elvish.

Combat: The disenchanter is a relatively peaceful creature, but is a ravenous eater. Since the disenchanter feeds on magic, siphoning enchantment from items or from spell effects, it often becomes aggressive when around those who have magical items—such as adventurers.

The disenchanter can *detect magic* in a 120-foot radius, and usually moves toward any enchantment it detects. It can tell the difference between the relative strength of enchantments, and prefers to consume the most powerful item; for instance, a disenchanter would choose to attack a *long sword +4* instead of a *shield +2*. A disenchanter is also intelligent enough to attack easier targets, for example trying to hit a magical shield held in a hand, rather than a magical wand in a backpack. The creature's snout is, however, very dexterous, and can hit objects in somewhat difficult positions (such as a magical dagger in a scabbard with only the hilt showing).

To hit a magical item, the disenchanter makes a normal attack roll. The item's Armor Class is 10, adjusted by its magical plus (if any), and by the Dexterity adjustment of the individual carrying it (if any). The DM should also adjust the item's AC for cover; for example, a partially concealed item might receive an AC bonus between –2 and –4, while a totally concealed item could not be struck by the disenchanter. These penalties are left mostly to the DM's discretion. An item struck by the disenchanter's snout is permanently drained of its magic. They are intelligent and wary enough not to tap the energies of artifacts and other magics of the highest order.

A disenchanter can also disenchant a spell effect. A lasting, stationary spell effect is instantly dispelled when touched by the disenchanter's nose; such a spell effect has AC 10 and does not harm the disenchanter. If attacked with a spell, the disenchanter has a chance to intercept the spell, if the spell has a visible effect. Such a spell, like a *magic missile*, has a base AC of 5. An area effect spell cannot be intercepted by the disenchanter, unless the spell is targeted directly on the creature.

A disenchanter can be hit only by magical weapons. These weapons do not lose their enchantment when they strike the beast; only the creature's snout drains magic.

Habitat/Society: The disenchanter is typically found east of Anauroch, mostly around the Sea of Fallen Stars. The creature seems to have some special affinity for the area around what was once Sarbreen, the site of present-day Ravens' Bluff. Disenchanters return to that area in great numbers every 150 years or so; their next mass appearance should be relatively soon, and already sightings have increased in that region.

The disenchanter's breeding habits are unknown, though it is believed by many that a disenchanter splits into two creatures of full size after consuming enough magic.

Ecology: Since the disenchanter has no known predators, its numbers are apparently controlled by the amount of magical energy available in an area. Most of the details of how it interacts with its environment are unknown. The creature's essence is purported to be useful in ink for scrolls, and might be used for the fabrication of a *rod of cancellation*.

the dispossessed

After wandering the Shadow World for days, I at last came to an inn. Weary from travel, I entered. The innkeeper bade me welcome and motioned me to a table in the crowded room.

Nearly as soon as I sat down, the fear and grief I'd harbored for my son weighed upon me so heavily that I could scarcely breathe. My search seemed doomed, my efforts futile. I wanted nothing more than to crawl into bed and pull the covers over my head, giving my son up for lost.

My blood hound, Tanta, began to growl. I looked down and saw her regarding everyone in the room warily. That's when I realized that the people . . . weren't really people.

—Kaiana, 1377 HC

overview

The dispossessed are spirits of possession victims in the waking world. When their bodies are taken over by evil forces, their souls become trapped in the Shadow World. There they wander restlessly, seeking a way to regain their bodies—or someone else's.

physical description

The dispossessed look like noncorporeal versions of their former selves, with one notable exception: They carry about them an aura of perpetual, haunting sadness. Their pathos is so pronounced, in fact, that it can render the observer unable to act.

The dispossessed can use psychic energy to hold small- to medium-sized objects. They move and walk as they did in life, though at a slower pace.

role in the campaign

The dispossessed form part of the Shadow World's native population. Visitors to that dark land are likely to encounter them more than once.

Though dispossessed spirits of evil alignment always attack when given the opportunity, good and neutral spirits can become sources of information or even allies (provided they don't spend too much time among the player characters—prolonged exposure to the dispossessed could render an entire party incapable of action).

habitat/society

Bewildered by the shock of having their bodies stolen and finding themselves in a new land of eternal twilight, the dispossessed tend to find others like themselves and wander in small bands in search of their old bodies.

Sometimes, a band will occupy an abandoned house, inn, or even a small village. There, they go through the motions of life, each action an echo of a task they once performed as whole beings.

ecology

A dispossessed spirit can be put to rest only if restored to its original body or when its original body dies. Though some spirits try to inhabit the bodies of others, they find that doing so does not bring them the peace they expected and soon shuffle off the mortal coil.

adventures

The dispossessed appear in "Be Our Guest."

combat and other encounters

Upon sighting a dispossessed spirit (of any alignment), observers must succeed at a saving throw vs. paralyzation or feel severe depression settle upon themselves. The will to act immediately drains from victims. They feel lethargic and apathetic toward both their companions and the encounter about to take place; in fact, they'd like nothing better than to curl up in a fetal position and go to sleep. Their movement

rates are halved and all attacks and Dexterity-based maneuvers (such as thieves' skills) suffer a –3 or –25% penalty while any dispossessed spirit is within 100 yards of the victims.

Once the victim is no longer in proximity to the dispossessed, the penalty drops to –1 or –10% until the character can shake off the depression (4d6 hours plus 1 hour for every four hours of exposure).

combat

The dispossessed retain whatever alignment they had in life. Evil spirits attack the living, hoping to take over their victims' bodies as their own were once stolen. Those convinced that their old body is among those in the party also attack. Their weapon is a touch of despair that, in addition to inflicting 1d4 points of damage, drains away the victim's will to live. When the total number of hits equals the victim's Constitution score, the character's life force leaves his or her body. The dispossessed spirit instantaneously moves in; the victim's spirit now becomes a new member of the dispossessed.

Should an intended victim survive the possession attempt, the character's despair lingers for one day per hit (lifting gradually). *Remove fear* can shorten this period by one day per casting.

As the dispossessed are not undead, but rather the spirits of still-living bodies, they are immune to holy water, turning, and other forms of attack used only against undead.

peaceful encounters

Dispossessed spirits retain the ability to speak and communicate. Characters may engage one in conversation, ask questions of it, and so on, though they must roll a new saving throw each turn to avoid succumbing to debilitating depression.

Climate/Terrain:	Shadow World
Frequency:	Uncommon
Organization:	Band
Activity Cycle:	Any
Diet:	None
Intelligence:	Average (8–10)
Treasure:	None
Alignment:	Varies
No. Appearing:	1d20
Armor Class:	0
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4+despair
Special Attacks:	Depression, touch of despair
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	None
Size:	M (6' tall)
Morale:	Champion (15–16)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/Slight
XP Value:	975

perception and/or seeming

The dispossessed are so desperate to return to their own bodies that they have a 60% chance of mistaking characters for their former selves. Should this happen, the dispossessed spirit focuses all its attention on the unfortunate character in an effort to get its body back.

Characters with low perception scores might see the dispossessed as ordinary, perfectly corporeal people.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	(B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2d4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/2d6
SPECIAL ATTACKS:	Pain
SPECIAL DEFENSES:	Fire resistance
MAGIC RESISTANCE:	Nil
SIZE:	M (6′-7′ tall)
MORALE:	15
XP VALUE:	975



The disir are a race of deep-dwelling subterranean creatures of disgusting appearance. They stand about six to seven feet tall, although they are normally hunched over to a lesser height. Parts of their bodies are covered with a natural armor, while other areas show exposed rubbery flesh. Their skin tone is a pasty green-white. Their pores exude a thick coating of slimy gel. This is normally polluted with dirt, debris, and bits of dead flesh that seem to constantly slough off them. An aura of stench and decay hangs around them.

Combat: Disir usually fight with claws and bite, but they have been known to use weapons on rare occasions. Although their bite is more effective, disir prefer to fight with their claws whenever possible, saving their bite attack for helpless or nearly helpless victims. The claws are long and powerful and the disir are able to easily crush soft stones with one hand. Their bite is particularly vicious, both for their protruding jagged tangs and their long, razor-sharp, rasp-like tongue. This is used to shear flesh from bone.

All the attacks of the disir (claws and bite) are poisonous, due to the slimy jelly that drips from their bodies. This jelly causes intense pain to (but does not kill) its victims. Those struck by a disir must roll a saving throw vs. poison at the end of the round. Only one saving throw need be made, regardless of the number of times the character has been hit. Each claw causes a -1 penaltv to the saving throw, while a bite gives a -2 penalty. These modifiers are cumulative, so if a character is struck by all three attacks, he would have a total penalty of -4 to his saving throw.

If the saving throw is failed, the poison generates a burning fire, starting from the point of the wound. This pain is so intense that it numbs the muscles and gradually paralyzes the victim. The process takes 1d4 +1 rounds. Each round until the character is paralyzed, he suffers a -1 (cumulative) penalty to his THAC0. This penalty is removed when the pain is neutralized. The poison has a duration of ld4 turns. The poisonous gel has a very short life when exposed to air. It is effective on the disir because their bodies are constantly renewing it. However, it cannot be bottled or kept and used by others.

The gel also provides protection from fire-based attacks Disir gain a +4 saving throw bonus and suffer 1 point less per die of damage from fire-based attack?

Habitat/Society: The disir are a secretive group, due in part to geographic location (miles beneath the earth) and a fanatical hatred of anything that might be their neighbor. Their homeland is deep under the earth in the realm of the Underdark. There, they fashion underground tunnels or, more often appropriate the homes of others. Thus they are a scourge to dwarves and other tunneling races Wars between the two are often fought over the homes the dwarves have built.

The disir live in large tribal units of 50 or more members The tribes, in turn maintain close relations with each other and several tribes may be located in a limited area Warfare between different tribes is unknown. They are not so scrupulous about other neighbors, viewing any other settlement as a source of food. Although highly intelligent, they do not enter into treaties or truces of any kind.

The disir reproduce from eggs. There are no distinguishing signs of their sex, making it impossible to tell male from female by sight Indeed, a single disir may be either male or female, depending on what stage of life it is in. The females of their kind (or those in the female phase) dominate the males.

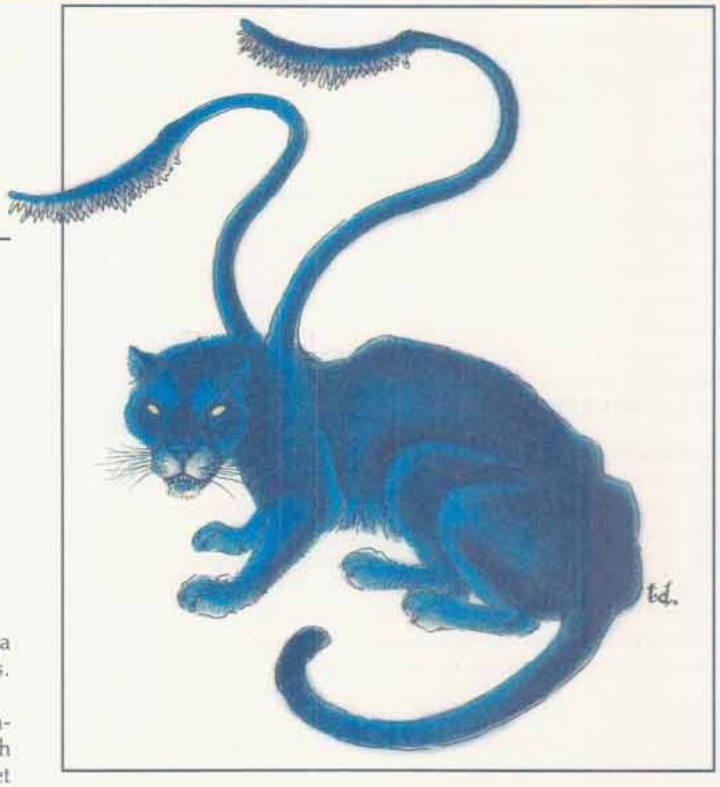
The tribes live communally sharing the duties between all the adult members. The eggs are laid in Incubator halls and are guarded at all times. Food gathering and raiding is done in groups and the spoils of each are brought back to the tribe and divided among all the members. Those who cannot assist in these tasks, for whatever reason are killed.

Ecology: The disir, while omnivorous, greatly favor meat—of any kind They seem untroubled by spoilage decay or source. They eat anything they can kill or any dead they find They resort to vegetable matter (mostly fungus only, when other resources have dried up. Thus they often serve to scour old overpopulated sections of the Underdark, leaving behind sterile dead remains.

Displacer Beast

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Semi-(2-4)
TREASURE:	(D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-5 (1d4 +1)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	−2 on opponent's attack roll
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' long)
MORALE:	Elite (13-14)
XP VALUE:	975



The displacer beast is a magical creature that resembles a puma with two powerful black tentacles growing from its shoulders. Very rare, they stay far from human habitations.

The displacer beast has the blue-black coloring of a dark panther,and a long cat-like body and head. Females range in length from 8 to 9 feet, and weigh 450 pounds; males are 10 to 12 feet long, and weigh up to 500 Lbs. They have 6 legs. Tentacles are tipped with rough horny edges that can inflict terrible wounds. Their eyes glow bright green, even after death.

Combat: The displacer beast is a fierce, savage creature that hates all forms of life. Highly aggressive, the displacer beast will attack on sight, using its tentacles to inflict 2-8 (2d4) points of damage to its victims.

Their main advantage in combat is their magical power of *displacement*, which allows them to appear to be some 3 feet from their actual location. Anyone attacking a displacer beast does so at −2 on his attack roll. In addition, the beasts save as 12th-level fighters; adding +2 to their die rolls.

To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right. On 10, the illusion is behind the beasts actual position. Although this ability is magical, the beast's location can not be determined by *dispel* or *detect magic*. Only *true seeing* will reveal its position.

Displacer beasts will not use their claws or teeth unless near death, or when in combat with a very large opponent. If they do employ them, each claw does 1-3 points of damage, and each bite does 1-8 points of damage.

Habitat/Society: Displacer beasts are carnivores. Unless they are raising young, they usually run in packs, carving a savage swath of destruction as they go. They hate all life, and will sometimes kill purely for pleasure. Fierce and vicious as they are, however, displacer beasts never fight among themselves. The pack is a well-run and highly efficient killing machine. When encountered in packs, displacer beasts are more than a match for many large creatures and have been known to make a meal of orcs, goblins, and bands of men. Any creature entering their territory is viewed as potential prey.

Displacer beasts mate in the autumn, and the young are born in spring. A mated pair of displacer beasts makes its home in a cave, producing litters of 1-4 young. The cubs, about the size of domestic cats, are born without tentacles and reach maturity, though not full size, within 4 months. They remain in the cave until their displacement abilities are fully developed. This is followed by a two month period during which the cubs are taught how to hunt. When this is completed, the family group disbands and the monsters wander off to join separate packs. While raising young, the monsters are fiercely protective of their lairs. One adult always remains with the cubs, usually the female, while the other goes off to hunt. Dead prey is dragged back to the lair to be eaten by the family. Lairs are littered with the bones, equipment, and the treasures of its victims.

Naturally vicious and almost evil at times, displacer beasts harbor an undying hatred of blink dogs. Many theories attempt to account for this enmity. Some sages believe it springs from antipathy in temperaments—the lawful good blink dog would naturally be the enemy of a creature as savage and destructive as the displacer beast. Others argue that it is the displacement and blink abilities which cause this antipathy—the two abilities, when in close proximity, somehow stimulate the nervous system and produce hostile reactions. Encounters between the two breeds are rare however, since they do not share the same territory.

Ecology: Displacer beasts have little to fear from other large predators, save perhaps trolls or giants. Some wizards and alchemists value their hides for use in certain magical preparations, and will offer generous rewards for them. The eyes of a displacer beast are a highly prized, if uncommon, good luck charms among thieves who believe that they will protect the bearer from detection.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	7-16 (halberd)
SPECIAL ATTACKS:	Spiked armor
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	20%
SIZE:	L (8' tall)
MORALE:	Fearless (20)
XP VALUE:	5,000



Dizantar are tall, armored humanoids that spend most of their time hunting down and killing arcane.

These creatures are always encountered in silvery, heavy plate mail of special construction with smooth, tightly fitting joints. The rest of the armor is covered with spikes and razor-sharp edges. No part of the body is left visible. Even the eye slits show only black, like the depths of wildspace. Despite the weight of this armor, dizantar move quickly, silently, and with great agility. Their voices are soft and whispery. They speak common, but most have their own language as well.

There is no recorded account of what a dizantar's body looks like. When the armor is opened, all that is found is smoking black ashes. Their extreme height and three fingered gauntlets lead most sages to the conclusion that they are not human.

Combat: The only weapon dizantar have ever been seen with is a ten-foot-long halberd with an unusually ornate head and a metal shaft. They wield it with a Strength of 18/00, giving them a +3 bonus to the attack roll and +6 damage bonus. This weapon can harm creatures that can be hit only by +1 magical weapons or better. Both the halberd and the armor glow when subjected to a *detect magic* spell.

If need be, a dizantar can use the spikes and edges on its armor to cause damage. Any punch inflicts 1d6 points of damage from the spikes and edges. Anyone attempting to wrestle or grapple with a dizantar suffers 1d6 points of damage. Ropes and other bindings cast about a dizantar are severed in a single round. The armor also provides a 20% resistance to all forms of magic.

A dizantar can use the halberd to cast a glowing, magical line. The motion is similar to that of a fly-casting fisherman. If the attack roll is successful, the line is magically fixed to the victim. Only a *wish* spell can remove it. No damage is caused by the line, but the dizantar can follow the line to the victim anywhere within a crystal sphere. The line is severed by passing through the sphere wall or by any form of planar travel.

A dizantar can use only those miscellaneous magical items not specific to a player character class. It can do so only if the item is specifically needed for its quest. The item is discarded carelessly as soon as it is no longer useful. A dizantar can use a *dimension door* spell up to three times a day, but only in wildspace. It can detect invisible and see through illusions at all times.

Habitat/Society: Dizantar can be found anywhere in space or on any planet. The location and nature of their native crystal sphere is a mystery. They are at home in space for short periods of time, apparently protected by their armor. A dizantar will frequently commandeer a spelljamming ship to search out its victim. They do not build their own ships.

Dizantar are always found alone. They deal with weaker beings only if this serves their purposes. More often they take what they need, unaffected by the resulting death or destruction. They may work with more powerful creatures toward a common goal, but they prefer not to. Dizantar are cold, calculating, fearless, and not bothered by morals or ethics. Only two things motivate dizantar—revenge and hunting arcane. Dizantar kill arcane on sight. They spend most of their time hunting down members of this race and killing them. Fortunately, dizantar are far less numerous than the masters of the spelljamming helms. Occasionally dizantar are encountered on missions of vengeance against other creatures.

Ecology: If dizantar eat, they always make sure to do it out of sight of "lesser" creatures. The arcane fear them greatly. Strangely, the arcane refuse to talk much about dizantar. Any rumor of a dizantar in the area is cause for an arcane to vanish or immediately hire a squad of bodyguards.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, hill, and mountain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Nil
INTELLIGENCE:	Genius (17)
TREASURE:	G
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	- 3
MOVEMENT:	24
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8 + special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	70%
SIZE:	M (5' tall)
MORALE:	Champion (15)
XP VALUE:	6,000



The doc cu'o'c is a greater spirit who serves as the protector of a given region, provided the locals remain sufficiently deferential.

The doc cu'o'c appears as the body of half a man, who stands on a single leg. Each may dress differently, but doc cu'o'cs usually wear the native garb of the region they protect. Likewise, their physical features resemble those of the local inhabitants, including such things as beards, moustaches, and braided hair. A doc cu'o'c always grips an axe in his hand. A soft golden light envelopes the tool, which otherwise resembles an ordinary woodsman's axe.

Doc cu'o'c are conversant in all languages of men.

Combat: Although it isn't aggressive by nature, a doc cu'o'c is a great enemy of evil spirits, particularly those who threaten its guarded region. It also is a skilled spellcaster, and can employ the following spells once per day: *cure disease*, *remove paralysis*, *cure blindness*, *oath*, and *remove curse*. It can cast *control weather* and *become astral* up to three times each day. It can become *invisible* at will, and can *see invisible* objects and spirits at all times.

The doc cu'o'c's most effective attacks come from its axe. Creatures struck by the axe suffer 1-8 hit points of damage. In addition, the weapon delivers a massive electrical shock, inflicting damage equal to the doc cu'o'c's current hit points. The victim is allowed a saving throw vs. spells; a successful save reduces the amount of electrical damage by half.

Doc cu'o'cs protect only their own regions. They are not above pointing out an equally suitable area for opponents to raid, even if that area is inhabited. If the spirit cannot encourage an opponent's withdrawal, or cannot frighten him away with *control weather*, a doc cu'o'c is most likely to charge the target and attack with its axe. With its low Armor Class and high resistance to magic (it can only be hit by weapons +3 or greater), the doc cu'o'c has little to fear from most opponents in melee. If a battle turns against the doc cu'o'c, it often *becomes invisible* to study its opponent. If the invisible spirit decides that defeating the opponent is unlikely, it will *become astral* and retreat to the safety of its lair on the Astral Plane.

Habitat/Society: A doc cu'o'c is drawn to an area when petitioned by the local inhabitants. Such an area may be as small as a single home or as large a modestly-sized village. The doc cu'o'c protects this area as long as the inhabitants conduct regular worship ceremonies and make small offerings. Appropriate offerings include food, handcrafted items, and treasure (doc cu'o'c are especially fond of coins and gems). If the locals shirk their worship services or neglect to make offerings, the offended spirit leaves the area, never again to return.

The doc cu'o'c's primary concern is the land it guards, not necessarily the inhabitants. Good fortune for the locals usually is only a side effect of the spirit's actions. A doc u'o'c seldom, if ever, becomes directly involved in the affairs of the mortal world. For instance, a doc cu'o'c probably would ignore a request to provide food for a starving family, but might use *control weather* to provide sufficient rain for crops, thus ensuring a bountiful harvest.

A doc cu'o'c's lair is never found on the Prime Material Plane. Instead, the spirit creates a lair on the Astral Plane, usually in an isolated place that is unlikely to be disturbed by other life forms. A doc cu'o'c visits its lair only occasionally, most often to store the offerings from its worshippers, as well as any items obtained from vanquished evil spirits. If its lair is robbed, the doc cu'o'c returns to the Prime Material Plane, where it casts spells to wreak havoc over the area it protects. Once this is done, it leaves and never returns.

Ecology: The doc cu'o'c does not consume organic or inorganic substances for nourishment. Instead, it is refreshed and revitalized by the energies of the Astral Plane. A doc cu'o'c must spend at least one day per month in the Astral Plane to absorb these energies. If a month passes without a visit to the Astral Plane, the spirit creature loses 5% of its hit points per day (these lost hit points are fully recovered as soon as it spends a day in the Astral Plane).

	Wild Dog	War Dog	Blink Dog	Death Dog
CLIMATE/TERRAIN:	Any	Any	Temperate plains	Warm deserts and subterranean
FREQUENCY:	Common	Uncommon	Rare	Very rare
ORGANIZATION:	Pack	Solitary	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Omnivorous	Omnivorous	Omnivorous	Carnivorous
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Average (8-10)	Semi- (2-4)
TREASURE:	Nil	Nil	(C)	Nil
ALIGNMENT:	Neutral	Neutral	Lawful good	Neutral evil
NO. APPEARING:	4-16 (4d4)	Variable	4-16 (4d4)	5-50 (5d10)
ARMOR CLASS:	7	6	5	7
MOVEMENT:	15	12	12	12
HIT DICE:	1+1	2+2	4	2+1
THAC0:	19	19	17	19
NO. OF ATTACKS:	1	1	1	2
DAMAGE/ATTACK:	1-4	2-8 (2d4)	1-6	1-10/1-10
SPECIAL ATTACKS:	Nil	Nil	From the rear 75% of the time	Disease
SPECIAL DEFENSES:	Nil	Nil	Teleportation	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (3' long)	M (4'-6' long)	M (4' long)	M (6' long)
MORALE:	Unsteady (5-7)	Average (8-10)	Steady (11-12)	Steady (11-12)
XP VALUE:	35	65	270	120

Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others seem to combine the looks of a wolf and a jackal.

Combat: Wild dogs fight as an organized pack. They favor small game, and attack men and human habitations only in times of great hunger. The bite of a wild dog inflicts 1-4 points of damage.

Habitat/Society: Wild dogs are found almost anywhere. They run in packs, and are led by the dominant male. The pack usually hunts a variety of game, even attacking deer or antelope. Pups are born in the spring. Wild dogs can be tamed if separated from their pack.

Ecology: Wild dogs are omnivores which usually thrive on a combination of hunting and foraging.

War Dogs

Generally large mastiffs or wolfhounds, they have keen senses of smell and hearing, making them adept at detecting intruders. Most war dogs are not usually vicious, and will rarely attack without cause.

The status of war dogs varies greatly; some are loyal and beloved pets, some are watch dogs, others are hunting dogs, and some are trained for battle.

Blink Dogs

Blink dogs are yellowish brown canines which are stockier and more muscular than other wild dogs. They are intelligent and employ a limited form of teleportation when they hunt.

A blink dog attack is well organized. They will blink to and fro without any obvious pattern, using their powers to position themselves for an attack. Fully 75% of the time they are able to attack their targets from the rear. A dog will teleport on a roll of 7 or better on a 12-sided die. To determine where the dog appears, roll a 12-sided die: 1 = in front of opponent, 2 = shielded (or left) front flank, 3 = unshielded (or right) front flank, 4-12 = behind. When blinking, the dog will appear from 1 to 3 feet from its opponent and will immediately be able to attack.

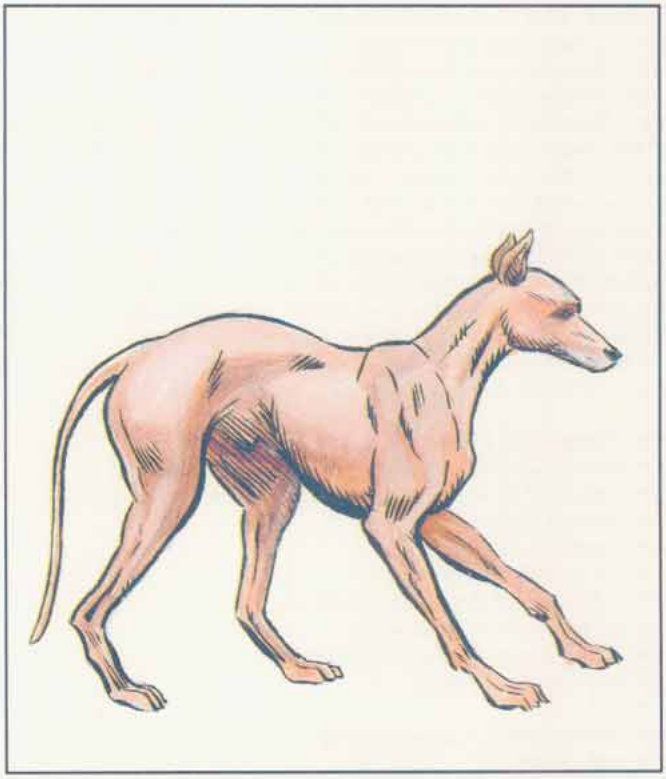
Blinking is an innate power and the animal will never appear inside a space occupied by a solid object. If seriously threatened, the entire pack will blink out and not return.

Blink dogs are intelligent, and communicate in a complex language of barks, yaps, whines, and growls. They inhabit open plains and avoid human haunts. A lair will contain 3-12 (3d4) pups 50% of the time (1-2 hit dice, 1-2/1-3 hit points damage/attack). These puppies can be trained and are worth between 1,000 to 2,000 gold pieces.

Death dog

Death dogs are large two-headed hounds which are distinguished by their penetrating double bark. Death dogs hunt in large packs.

Each head is independent, and a bite does 1-10 points of damage. Victims must save vs. poison or contract a rotting disease which will kill them in 4-24 (4d6) days. Only a *cure disease* spell can save them. A natural roll of 19 or 20 on their attack die means that a man-sized opponent is knocked prone and attacks at a -4 until able to rise to its feet again. There is an 85% chance that death dogs will attack humans on sight.



blood hound

Climate/Terrain:	Cerilia, generally Anuire
Frequency:	Very rare
Organization:	Solitary (Pack, Vos hounds)
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Neutral (Neutral evil, Vos hounds)
No. Appearing:	1d4 (3d6 Vos hounds)
Armor Class:	6
Movement:	12
Hit Dice:	3+2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	2d4 (2d6 Vos hounds)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4–6' long)
Morale:	Steady (11–12) or fearless (20)
Bloodline:	Varies, tainted, 1d3
Blood Abilities:	Bloodmark
Perception/Seeming:	Slight/None
XP Value:	120

I received my blood hound, Tanta, as a wedding gift from my husband. He told me that so long as Tanta lived, she would serve me faithfully, and his words have proven true. Tanta was a boon companion in my long search for my son. Though she was unable to track down my missing babe, even now she stands guard over my sleeping daughter.

—Kaiana, 1377 HC

overview

Blood hounds are blooded war dogs bred and trained specifically to hunt scions.

When the gods sacrificed themselves at Mount Deismaar, their essences rained upon all who stood on the battlefield—including animals involved in the conflict. Like their masters, some war dogs present inherited divine bloodlines. Most have been diluted to nothing over the centuries, but some purebreds still exist. These animals, known as blood hounds, are prized not only for their ability to track blooded individuals, but for their exceptional hardiness and loyalty. Though faithful to any fair master, blood hounds exhibit selfless devotion to a master who shares the same bloodline derivation.

physical description

Blood hounds are generally large wolfhounds or mastiffs. They look much like ordinary war dogs, with one notable exception: a bloodmark. This sign of their blooded status usually takes the form of a patch of red fur somewhere on the dog's body.

According to popular belief, one can determine a hound's bloodline derivation by the shape of the red fur patch. (Some believe it resembles the totem animal of the god whose bloodline the animal carries.) Allegedly, the location, shade, size, or texture of the red fur is also revelatory and can be read like tea leaves by a skilled breeder or one trained in the arts of divination. Most breeders, however, assert that these latter signs are far less reliable.

Legends speak of some exceptional blood hounds that possess an additional ability from the gods. A 5% chance exists that a blood hound has inherited an unusually strong bloodline and with it, one additional minor blood ability. If so, Dungeon Masters may choose the ability from the following list (keeping in mind the animal's bloodline derivation): Courage, Detect Illusion, Detect Life, Direction Sense, Iron Will, Long Life, Poison Sense, Resistance.

habitat/society

Blood hounds are never found in the wild. They are raised by skilled animal handlers who specialize in breeding these dogs. Only three such kennels exists in all Cerilia, though wealthy regents might support their own.

In the kennels, puppies are kept with older hounds, who actually assist in the younger dogs' training. Most blood hounds require four to five years of training before they are ready to be sold.

Although blood hounds are generally amiable toward dogs of different breeds, other dogs regard them warily. Many trainers believe this unease comes from the dogs' ability to sense the blood hounds' divine essence. Though the bloodline itself doesn't pose a threat, dogs who don't carry one perceive it as unnatural.

ecology

Bloodhounds typically live 16 to 18 years. Some dogs, however, inherit long life in addition to their bloodmark as a gift from the gods.

Blood hounds usually arrive as single births, not as part of litters, which adds to their rarity.

role in the campaign

People typically encounter blood hounds in two ways. First, a scion might know someone who owns a blood hound, or seek to purchase one himself. Only blooded individuals can become masters of blood hounds; the animals cannot form a bond of loyalty with a commoner and thus will not serve one.

The bond of loyalty between a blood hound and its master transcends that of most pets or hunting dogs. When a scion purchases a blood hound, the breeder conducts a special imprinting ritual. As long as the master takes good care of the animal, the blood hound will consider him or her its master for life, even if kidnapped or purchased by another would-be owner. Only mistreatment of the animal, the master's death, or an imprinting transfer ritual between an old and new master can undo this bond once formed.

Blood hounds are rare and expensive—typically costing 2 Gold Bars or more—so people generally don't own more than one. Still, a few very wealthy regents keep small kennels of the animals. Because the hounds are so pricey, some scions own blood hounds as status symbols regardless of whether they ever have need of the animal's unique tracking abilities.

The second manner in which a scion might encounter a blood hound is to be hunted by one. An owner's intent in pursuing a scion can range from noble (finding a lost

child) to devious (finding victims for bloodtheft). Blood hounds typically are used to track blooded persons, not to attack them once found. The animals are, however, worthy opponents in combat.

Individuals might wish to own a blood hound as a watch dog, to find unknown scions in their realms who might make a play for the throne, or to bring along on dangerous journeys. Don't forget that awnsheghlien are scions, too, and that blood hounds are just as good at locating them as they are at finding humans and demihumans. A blood hound can bring its master into contact with all sorts of interesting personages.

variations

Adventurers speak of a wild variation of the blood hound, which they call "Vos hounds." These sharp-fanged carnivorous animals call no mortal master and roam in packs, hunting the blooded for late-night feasting. Some believe them capable of bloodtheft.

combat and other encounters

Though blood hounds are trained for battle, most encounters involve their tracking ability.

combat

A blood hound will generally try to pin down its quarry, attacking only if attacked first, if commanded by its master, or if it perceives a threat to its master. Note that in some situations, this semi-intelligent animal could *perceive* a threat where none actually exists. If provoked, the hound attacks with its bite for 2d4+1 points of damage.

If a blood hound shares its master's bloodline derivation, it is fearless (morale of 20) in combat and will fight to the death if it believes its master is in danger. Only a command from its master can call off such an attack.

peaceful encounters

Blood hounds have a gift for sniffing out blooded characters. At their master's command, they can locate the nearest blooded individual or pursue a specific scion.

A blood hound can automatically catch the scent of any blooded individual within a one-mile radius or who has passed through the area within the past five days (provided it has not rained).

The animal has a 50% chance of locating the trail of a scion within a five-mile radius or who has passed within five miles in the past two days. This chance increases by 15% if the scion has the same bloodline derivation as the hound, and/or by 15% if the hound is pursuing a specific scion and has been given an item of clothing or other personal effect to catch the scent. The hound gains an additional 10% bonus if the hunted scion has a great bloodline.

If commanded to find simply any scion in the area, a blood hound will lead its master to the nearest scion not in the hunting party. However, if the nearest individual does not share the hound's bloodline derivation and another scion in the area does, the hound will lead the party to the scion who shares its bloodline.

Because blood hounds are specifically trained to track scions, they suffer a penalty when commanded to hunt unblooded individuals. They have a only a 50% chance of finding a specific commoner within a one-mile radius.

perception and/or seeming

The blood hound's hunting instinct enables it to perceive that something is not quite right about a creature cloaked in the Seeming. It cannot, however, determine more than that.

Dog, Bog Hound

	Bog Hound	Moor Hound
CLIMATE/TERRAIN:	Swamp	Swamp
FREQUENCY:	Very rare	One per pack
ORGANIZATION:	Pack	Pack leader
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (3)	Very (12)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	2–20	1
ARMOR CLASS:	5	1
MOVEMENT:	15	18
HIT DICE:	2+2	8
THAC0:	19	13
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4/1d4/1d4	1d6/1d6/1d8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	15%
SIZE:	M (6′ long)	L (7′ long)
MORALE:	Champion (15)	Fearless (20)
XP VALUE:	65 each	3,000

Bog hounds are large dogs, about the size of war dogs, created from a cursed bog. Sculpted of straw and mud, the hounds are given life by wicked magic or a curse. They are sometimes created by the exceptionally strong will of a creature that can shape life.

Their color is a muddy brown with splotches of yellow, and their most frightening feature is their lack of eyes; they have only empty black sockets.

Each pack of bog hounds is led by a *moor hound*, an individual creature of exceptional strength and power. As long this creature exists, the pack cannot be permanently destroyed.

Combat: When hunting, bog hounds set up an unearthly howling that only subsides when they close in. They attack by flanking their victims and closing from all sides at once. In combat, they act as ordinary hounds, unless their pack leader (the moor hound) or their master instructs them to perform another task. When slain, they return to their original materials, dissolving into scattered straw and mud as a gasp of vapor escapes from the bodies. (In some cases the power of the animating curse may form additional bog hound bodies over time, in other cases the master might construct more.)

The bog hounds are vulnerable to natural sunlight. If they are exposed to the sun, their supernatural essence evaporates like fog, and they become inanimate statues of straw and mud, trapped in the pose in which the light first caught them. These can be destroyed by the slightest touch; unless extreme care is taken they cannot be moved.

Habitat/Society: Once the bog hounds are created, the moor hound leads them in whatever tasks their creator desires. The pack is under the control of the being who brought them to life. The pack has no other social order except that they follow the moor hound.



Ecology: The bog hound pack is created by a powerful curse or possibly by malevolent necromantic magic. While their diet is listed as carnivorous, in truth they need to eat nothing. When they attack, they savage and devour any living creature of flesh and bone that they hunt. They gain no sustenance from eating; they are simply supernaturally vicious.

The Moor Hound

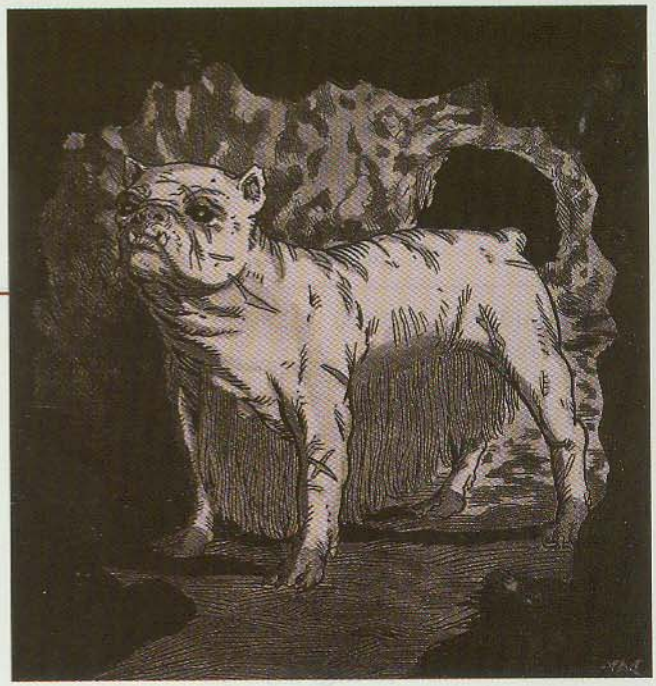
Unlike the bog hounds, the moor hound is formed wholly of the vapors of the bog. It is a coal-black creature with flaming red eyes. Its jaws can easily fit around a full grown man's head, and are powerful enough to snap bone.

The moor hound can be hit only by magical weapons of at least +1 enchantment; however, it only seems to suffer real damage from them. It can be destroyed only after it has been exposed to sunlight; otherwise, once it has been reduced to 0 hit points or below the moor hound bounds off to regenerate. It always leaves a trail of blood that leads directly to a bog or pool of quicksand, but no further trace of the moor hound can be found until the next night, when it comes back fully regenerated.

If not exposed to sunlight, the moor hound cannot die. It can, however, be captured. If even the slightest beam of sunlight directly hits the moor hound, any apparent damage it took before exposure suddenly becomes real, perhaps slaying it outright. Further, the moor hound can then be hit by ordinary weapons and permanently killed, breaking the curse that gave it life. When the moor hound dies, a ghostly howling marks its passage into nothingness. All bog hounds of its pack immediately crumble into mud and straw as their howls answer and follow those of the pack leader.

Dog, Brak Twan (Dwarven Tunnel Hound)

CLIMATE/TERRAIN:	Any dwarven inhabited
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	Variable
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–8
SPECIAL ATTACKS:	Rending, throat attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	+2 to saving throws vs. spell
SIZE:	M (4'–5' long)
MORALE:	Steady (12)
XP VALUE:	120



The dwarven tunnel hound, or *brak twan*, is an ugly dog by anyone's standards. It has a flat, box-shaped head, short ears, black eyes, and a broad chest. Its skin is pink and hairless all over its body, except for its belly where silky, gray hair grows almost to the ground. Its skin is tough and leathery. Dwarves use the tunnel hound mainly as a guard or for hunting, so its skin is usually criss-crossed with battle scars. Some dwarves have their dog tattooed or paint its skin with runes and patterns. Some dwarves match their dog's tattoos to their own. Dwarven battleragers in particular tend to have a certain fondness for these ugly, scarred animals.

This dog is fiercely loyal to its owner and favors dwarves over all other races. However, it can also form a strong bond with gnomes, and it tolerates humans and halflings. The tunnel hound is always suspicious of half-elves and elves, and it never obeys them as masters. If orcs, goblins, or their kin are upwind within 100 yards, or anywhere within 20 yards, a tunnel hound detects them by scent and leaps to its feet, snarling and ready to fight. Otherwise, its sense of smell is not as acute as that of a normal dog.

What it lacks in that sense, it makes up for in others. Bred and raised in dark tunnels, it has developed keen eyesight (60' infravision), and it also has keen hearing. Because of this, a brak twan receives a +2 bonus to its surprise rolls.

Combat: The tunnel hound's tough skin, sturdy body, and massive jaws make for a fearsome opponent. When a tunnel hound hits with a roll four or greater over the number needed, it keeps its jaws clamped on the victim. Each round following, the hound hits automatically, rending its foe for another 2–12 points of damage. The victim must make a successful Open Doors check to pry open the dog's jaws. On a natural 20 to hit, the dog clamps its jaws on its enemy's throat (assuming it has a throat), crushing the victim's windpipe and choking its victim to death in 3 rounds. This special choking attack might not work against very large opponents at the DM's discretion.

The tunnel hound has also picked up some of its master's resistance to magic, gaining a +2 to saving throws vs. spell.

Habitat/Society: Tunnel hounds are bred and raised by hill, mountain, and deep dwarves, and there have been some reports of gray dwarven raiding parties that use tunnel hounds as attack dogs. Dwarven kennel owners believe that the tunnel hound was created by the Maker along with the first dwarves, but common thought is that the breed evolved from a prehistoric mastiff thousands of years ago.

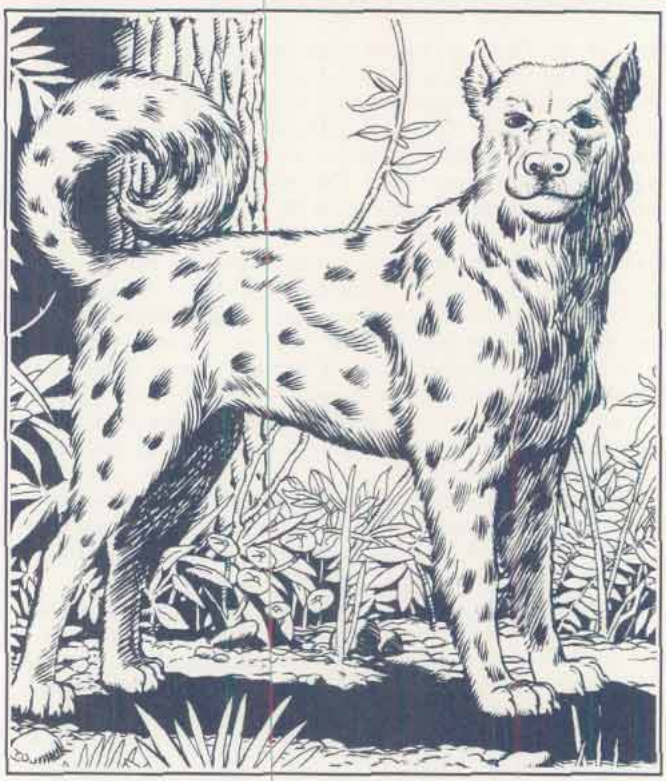
A litter can produce anywhere from 3–10 puppies. They require little or no training to be useful as guard or war dogs, as battle (not to mention a protective disposition) seems to come naturally to them. A tunnel hound is full grown and combat ready at around the age of 1 to 2 years. They rarely live past the age of fifteen.

Dwarven breeders will gladly sell available tunnel hound pups or adults to any they think deserving of such a loyal animal. These dogs seem to have a certain pride when it comes to combat, and if a potential victim seems nonthreatening or submissive, the dog usually does not attack unless so commanded by its owner. The only exception to this is in combat with goblins, orcs, and their horrid kin.

Ecology: The tunnel hound is a domesticated animal and has little impact on its environment, other than keeping the dwarven tunnels free of rats, kobolds, goblins, and such. Packs of feral tunnel hounds have been encountered from time to time, roaming deserted dwarven mines or ancient halls. These wild dogs can be a menace to nondwarven explorers, though a dwarf can usually shoo them away or capture them for redomestication.

Dog, Cooshee

CLIMATE/TERRAIN:	Elven Lands
FREQUENCY:	Rare
ORGANIZATION:	Pack or Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral (good tendencies)
NO. APPEARING:	1–8
ARMOR CLASS:	5
MOVEMENT:	18", Sprint 24"
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1–4/1–4/2–8
SPECIAL ATTACKS:	Overbearing
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (4' at shoulder)
MORALE:	Steady (12)
XP VALUE:	270



The cooshee, or elven hound, is a huge, long-lived dog. It is most commonly found in the company of sylvan elves, who use it for both hunting and guard duties. Occasionally, high or grey elves will keep kennels of these dogs, but these are generally few and far between.

The cooshee has a thick greenish coat, often spotted with large brown spots or patches. This coat allows it to conceal itself in the forests and fields near its home with a 75% efficiency. Where most dogs crash through the forest, the cooshee moves as silently as its elf masters, gaining a +4 bonus on surprise rolls.

Cooshee weigh more than 160 pounds and often weigh as much as 300 pounds. Their huge paws house equally huge claws, which are curved to ensure better traction in the soft loam of the forestlands. Their tails generally arc over their backs, though they hang between their legs when they are being scolded. Their ears come to a point on top of their heads, giving the cooshee an attentive, intelligent look.

Combat: In combat, the cooshee is a fearsome opponent. Its powerful jaws are enough to frighten any normal person; coupled with its fierce claws and demeanor, the cooshee is a very effective fighting machine. With a party of elves providing distraction with their arrows, the cooshee can become a creature from a nightmare for its prey. Elves say that one cooshee is worth five orcs.

Although cooshee can go head-to-head with many creatures, their strength lies in the chase. When they are pursuing an opponent, whether it be game or humanoid, the cooshee can begin an all-out sprint, increasing its speed to 24" for five rounds. At the end of this time, if it didn't catch its prey, it slows down to 15" for at least five additional rounds while it catches its breath.

When they draw within range of their foe, cooshee may attempt to overbear their enemy. If this opponent is fleeing, the cooshee gains a one-round size bonus. That is, it becomes Size L for the purpose of the overbearing attack roll and thus gains +4 to hit (see "Overbearing" in the *Player's Handbook*, p. 98). If it rolls a successful "to hit," the cooshee has successfully dragged or knocked its opponent to the ground.

If it attempts to overbear, it must forfeit all its other attacks during that round. In the round following, it automatically pins the quarry and may make its ferocious bite attack on the helpless prey. The victim may attempt to break the pin by making a successful Strength check. If it fails, the victim loses any Dexterity bonus to his or her Armor Class. Further, the cooshee gains a +4 to attack targets so pinned. They tend to favor the throat of the creature over any other target. If the cooshee have been ordered to subdue their target, they simply close their jaws over the quarry's throat, resting their teeth against its skin. This tends to be an effective method of forcing surrender.

Habitat/Society: Cooshee mate for life. If one of the pair is killed, the other generally wastes away. Cooshee puppies bond strongly to their parents, and the parents are highly protective of their offspring. Only a fool comes between an adult cooshee and its children.

Cooshee tend to avoid other "normal" dogs, seeming to find them inferior. In this regard, the cooshee echo their elf masters, refraining from much contact with other races.

The cooshee have an incredibly loud bark that can be heard more than a mile away. However, they only bark to warn their masters or packmates. In almost no other circumstances will a cooshee emit noise.

Cooshee often live to be more than 100 years old.

Ecology: No one seems to know whether cooshee are a naturally occurring creature or if they are a creation of the elves. The cooshee seem almost too perfectly designed for their tasks to be anything but created beasts. However, their affinity with nature, closely mirroring that of the elves, leads one to believe that they are, in fact, entirely natural.

Although elves have had much success in gaining the trust of the cooshee, few other races have been able to establish a rapport with the hound. Even experienced animal handlers of other races find it incredibly difficult to approach one of these magnificent creatures. Thus, unless the cooshee has been magically *charmed* (it saves at +3 vs. any *charm* spell), it will only be found in the company of elves.

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Dog, Fenhound

CLIMATE/TERRAIN:	Moors and swamps of Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Three nights of the full moon
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	2d4
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Baying
SPECIAL DEFENSES:	+2 or better weapon to hit, spell immunity
MAGIC RESISTANCE:	65%
SIZE:	L (8' long)
MORALE:	Fearless (19–20)
XP VALUE:	2,000



Misty moors and steaming peat bogs have always been places where men feared to tread at night. Obviously, such places can be treacherous and deadly. But in quiet whispers, some who live near these macabre wetlands also tell tales of the dreaded fenhounds.

A fenhound appears only in the grim, veiled light of a full moon. It looks much like a large mastiff, being muscular of build and covered in short, coarse brown fur. Although a fenhound's physical form is not unusual, the aura that surrounds it is. Because fenhounds are able to tap into the ambient supernatural power that accompanies the full moon, each is suffused with an eerie, pale yellow light.

Like most breeds of canine, fenhounds cannot speak. Because of their nature as pack hunters, they are able to communicate basic concepts among themselves with barks, yips, and growls.

Combat: Fenhounds are able to sense and flawlessly track those who have been forced to make a powers check while on the moors near their home.

The first sign that victims have of the fenhounds' approach is the sound of their baying. Although this howl has a chilling effect on all who hear it, most people suffer no ill effects from it. However, the person being tracked by the hounds must make a fear check the first time he hears it.

When fenhounds reach their victim, they charge directly into melee combat. Each round, they are able to attack with their powerful jaws for 1d10 points of damage. Although they will do all that they can to reach the object of their hunt, those who try to block their way or protect their chosen victim are quickly attacked as well.

The aura of moonlight that surrounds a fenhound gives it special protection against attacks. This is reflected both in the creature's innate magic resistance and the fact that it cannot be harmed by weapons of less than + 2 magical enchantment. Further, no spell from the priestly Sun sphere can harm or hinder fenhounds. Spells employed by any priest who worships a god of the moon, moors, revenge, or a similar aspect will also not harm the fenhound.

If slain in combat, the body of the fenhound breaks up into a cloud of shimmering vapor that quickly fades away. The person delivering the death blow to the creature becomes marked, however, and will find himself hunted by a pack of fenhounds each time there is a full moon. Only an *atonement* or similar spell can lift this curse from the character. If a character slays all of the hounds stalking him, he is free from their curse until the next full moon, when another pack of hounds will be released from the moors to hunt him anew.

Habitat/Society: Fenhounds are not creatures of the Prime Material plane. Rather, they seem to be some manifestation of the mists of Ravenloft itself. Their curious role as avenging spirits in this land of evil has puzzled many sages and experts on the occult. It may well be that there is some darker purpose to their existence that none have yet guessed.

Fenhounds are not creatures of evil disposition, despite their frightening countenance. Rather, they act against those who have done evil on the moors, swamps, and bogs of Ravenloft. Any person who is forced to make a powers check (success or failure not withstanding) while in a region inhabited by fenhounds will instantly draw their attention. When the next full moon occurs, two or more hounds will appear from the swirling mists on the wetlands to hunt down and destroy the fiends who have earned their wrath. Once the creatures arrive on the Prime Material plane, they will remain until dawn or until they or their victims have been slain.

Ecology: Fenhounds seem to serve a role as guardians of the darkest moors and bogs. Because the mists of Ravenloft both punish and reward those who do evil, it is impossible to guess at their ultimate purpose in creating fenhounds. Whatever else they might do, these beasts serve to torment those evil individuals who have not yet been condemned to the eternal tortures accorded to the lords of Ravenloft's various domains.

Dog, Hound of Ill-Omen

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Non- (0)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	48
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Fearless (20)
XP VALUE:	0



The hound of ill-omen is one of the many beasts that the gods use to punish mortals who have offended them in some way. Its appearance normally portends the death of the viewer, although there have been a few mortals who claimed to have survived such an encounter with their deity's agent of doom.

A hound of ill-omen never appears to punish a mortal for a minor transgression against a god. Its appearance indicates a major transgression on the part of the subject creature that needs to be addressed by the direct involvement of the deity's servants.

Combat: The hound is a fearless creature that does not attack its chosen individual directly. Instead, it simply appears within a ghostly haze before the individual and howls once. While all creatures within 120 feet can hear the howling, only the intended individual can see the creature without use of magic.

All creatures who both view the hound and hear the howl are subject to its terrible effects. The howling causes the next 1d10 wounds suffered by the creature to cause four times their normal damage. Until all 1d10 wounds have been inflicted, no healing magic of any kind functions for the affected creature. A *remove curse* spell cast by a priest of at least 12th level within one turn of the hound's howling reduces the number of wounds to half the normal amount (1–5; round up). The quadruple damage remains unchanged, however.

Those subjected to the howl don't necessarily understand the nature of the curse bestowed by the hound. Instead, they receive an empathic feeling of death and dread and are immediately made aware of the transgression against the deity. Until first struck in combat, a cursed creature most likely has no idea of how the god plans to exact its revenge for the transgression.

Self-inflicted injuries (or injuries inflicted by others in an effort to circumvent the god's curse) do not reduce the number of wounds that must be suffered, though each still causes quadruple damage against the affected creature. Only injuries sustained outside of the creature's ability to control will fulfill the conditions of the curse.

Once it has howled, the hound turns away from its victim and slowly pads off into the mists. Only those who can see the hound can attack it; the hound of ill-omen is immune to all attacks directed against it by those who can't see it.

Slaying the hound is a simple task, but the penalties for killing the god's messenger are equally severe. Those directly involved who were not subject to the howl are suddenly affected as if they were. When the hound of ill-omen dies, the god who sent the hound knows who planned to attack it, so even if the first attack killed the hound, or one or more of the attacks miss, all who attacked or planned to are affected as if they had actually delivered the killing blow.

If the victim of the initial howling also participated in the attack, its effects on him are doubled and *remove curse* has no effect in reducing its severity. In addition, there is a 70% chance that the god will send another servant (such as a deva or aasimon) to deal with the transgressor.

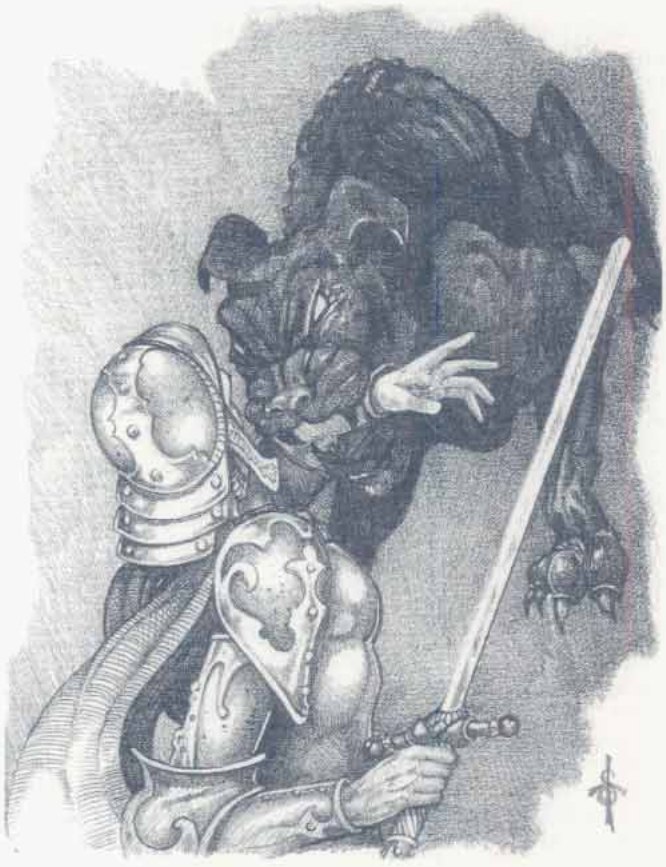
Habitat/Society: A hound of ill-omen serves its respective deity on that power's home plane of existence. It has no other responsibility than serving its power, and it is unique in that regard (no power has more than one hound of ill-omen). If a hound of ill-omen is slain, it reforms on its deity's home plane in 1d4 days.

Ecology: The hound of ill-omen feeds from the power of its patron deity, requiring no other nourishment in the fulfillment of its duties. It has no natural enemies, nor do the minions of other deities interfere in its travels or missions.

Some sages believe that the hound is not an actual creature at all, but a manifestation of the will of the deity. There is, unfortunately, small chance of putting the matter to a test.

Dog, Mastiff, Shadow

CLIMATE/TERRAIN:	Demiplane of Shadow
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night or shadow
DIET:	Living creatures
INTELLIGENCE:	Semi- (2–4)
ALIGNMENT:	Neutral evil
NO. APPEARING:	4–16
ARMOR CLASS:	6
MOVEMENT:	18 (9 in bright light)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Baying
SPECIAL DEFENSES:	Hide in shadows
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ at shoulder)
MORALE:	Fanatic (17)
XP VALUE:	420



Shadow mastiffs are native to the Demiplane of Shadow, appearing on the Prime Material Plane only when summoned by ambitious wizards and clerics. While on their home plane, shadow mastiffs roam at all times, returning to their lairs only after feeding. When summoned to the Prime Material, these creatures prowl at night or during times of darkness (such as eclipses), always seeking shelter just before light returns.

Combat: Creatures who are forced to fight a pack of shadow mastiffs typically find themselves in one of two positions: combat during near-dark or completely dark conditions, or fighting where light conditions work against the mastiffs.

During darkened conditions, a shadow mastiff is at its most deadly peak. Each time the shadow mastiff strikes, it instantly blends back into the shadows, making it 40% likely that it cannot be seen and imposing a –4 penalty on its victim's attack rolls. A shadow mastiff that has successfully blended back into the shadows must be attacked physically or with area of effect spells; line-of-sight spells (such as *magic missile*) cannot be used unless some special method of locating the mastiff is used.

During illuminated conditions, such as that created by a *continual light* spell or daylight (but not a normal *light* spell), the weaknesses of a mastiff becomes obvious. It loses its ability to hide in shadows, loses 4 hit points, its movement rate drops to 9, and its morale decreases to average (9).

Regardless of light conditions, a howling pack of shadow mastiffs can cause panic in even the most resolute of warriors. The baying power of a pack of mastiffs causes all creatures within 360 feet of a pack to run in fear away from the shadow mastiffs for 2d4 rounds unless a saving throw vs. spell is made. Such a saving throw is made with a modifier based upon the number of shadow mastiffs in the pack. There must be at least four shadow mastiffs present to use their baying power.

No. of Shadow Mastiffs	Saving Throw Modifier
4–6	+4
7	+3
8	+2
12	–2
13–14	–3
15+	–4

Those who fail their saving throws are 50% likely to drop anything held in their hands as they flee. While on the Demiplane of Shadow, saving throw modifiers for the mastiffs' baying power can increase to a –6 penalty if an exceptionally large pack of 20 or more of the creatures are encountered.

Habitat/Society: Shadow mastiffs are ruled by the most powerful mastiff in the pack, but there is little loyalty to the leader. Shadow mastiffs never suffer morale penalties for losing their leader, as another mastiff is always prepared to lead.

The lair of a pack of shadow mastiffs is 50% likely to contain 2–5 whelps. These young are valued at around 200–500 gold pieces each. Bright light is fatal to whelps, however, so transportation of young shadow mastiffs is normally possible only through use of *continual darkness* or similar magic.

Ecology: Sages have long believed that shadow mastiffs arise as the result of an animal being killed by an undead shadow. Upon its death, it is believed to be mystically transported to the Demiplane of Shadow where it joins with others of its kind.

Dog, Moon

CLIMATE/TERRAIN:	Elysium and Prime
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small pack (see below)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1 or 2-8 (see below)
ARMOR CLASS:	0
MOVEMENT:	30, bipedal 9
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12
SPECIAL ATTACKS:	Bay, howl
SPECIAL DEFENSES:	Shadowy hypnotic pattern, +2 or better weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (3' at shoulders)
MORALE:	Fanatic (17-18)
XP VALUE:	9,000

Often mistaken for baneful monsters, moon dogs are native creatures of Elysium and champions of the causes of good. They often appear in the Prime Material plane to fight evil wherever it shows itself.

Moon dogs look very similar to large wolf hounds. Their strange heads are slightly human in appearance, giving the animals a very intelligent look. The creatures' forepaws are adaptable, giving the moon dogs the ability to travel bipedally or on all fours. They are dark colored animals, ranging from dark gray to deep black. Moon dogs have amber eyes.

Moon dogs speak their own language, and they can communicate with all canines and lupines as well. They can speak common using a limited form of telepathy.

Combat: Woe to those who enter combat with a moon dog. These creatures of good are potent fighters and merciless against evil. Their powerful bite inflicts 3-12 points of damage.

Moon dogs prefer to attack with their keening howl. This baying is harmful to evil creatures only. Any evil creature within an 80 foot radius of a *baying* moon dog is affected as by a *fear* spell cast at 12th-level of magic use. Additional moon dogs baying have a cumulative effect. The *howling* will also cause 5-8 points of damage per round to evil creatures within 40 feet. In addition, the *howling* will cause intense physical pain to extra-planar creatures of evil alignment so much that they are 5% likely per moon dog howling to return to their plane. Moon dogs can *whine* to dispel illusions or *bark* to dispel evil, once per round.

The following spell-like powers (at 12th-level of use) are available to a moon dog one at a time, once per round, at will:

- *change self*, 3 times per day
- *cure disease*, by lick, 1 time per individual per day
- *cure light wounds*, by lick, 1 time per individual per day
- *dancing lights*
- *darkness*, 15' radius
- *detect evil*, always active
- *detect invisibility*, always active
- *detect magic*, always active
- *detect snares & pits*, always active
- *improved invisibility*
- *light*
- *mirror image*, 3 times per day
- *non-detection*



- *shades*, 1 time per day
- *slow poison*, by lick, 1 time per individual per day
- *wall of fog*

Moon dogs can become ethereal and have the ability to travel in the ethereal and Astral plane at will. They have superior vision equal to double normal vision, including 60' infravision. Combined with an unusually keen sense of smell and hearing, this grants moon dogs the detection abilities listed above, plus the ability to detect all illusions. Association with a moon dog for one hour or more removes *charms* and acts as a *remove curse*.

When in shadowy light, a moon dog is able to move in such a way as to effectively create magic equal to a *hypnotic pattern* of shadows. Only evil creatures will be affected. At the same time, each creature of good within the area will effectively gain a *protection from evil* and *remove fear* spell benefit. Moon dogs may not attack or perform any other action when weaving this pattern of shadows. It requires one full round to weave and extends to a range of 50 feet. The moon dog can *dispel magic*, but doing so will force it back to its own plane immediately.

Moon dogs may be damaged only by +2 or better magical weapons. They are never surprised (due to their keen senses) and cause opponents to subtract 3 from their surprise rolls. Moon dogs are immune to *fear* spells. They make all saving throws at a +2 bonus and takes half or quarter damage.

Habitat/Society: Moon dogs are native to the plane of Elysium. They are champions of good and will often travel about the upper planes and the Prime Material plane to challenge evil.

Moon dogs are friendly to all good and neutral races and those friendly to those races. They will not long associate with anyone because they are constantly on the move, hunting evil.

Ecology: Moon dogs will often communicate with communities of men, using telepathy, in order to locate trouble spots among them.

Dog, Phantom Hound

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary or pack
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Semi- (2–4)
Treasure:	P (X,Y)
Alignment:	Neutral
No. Appearing:	1–6
Armor Class:	6
Movement:	18
Hit Dice:	2+2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	2–8 (2d4)
Special Attacks:	fear check & poison
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (5'–6' long)
Morale:	Steady (11–12)
XP Value:	175



A phantom hound is a dog so devoted to its former master that it returns after its death to guard that master's property or final resting place.

First noted in Sanguinia, a phantom hound is always some very large dog such as a mastiff, wolfhound, or Great Dane. Due to the corrupting influences of the Demiplane of Dread, the faithful canine is transformed into a terrifying, coal black creature with spectral eyes that glow a deep green. The beast's snout dribbles phosphorescent foam and the lips are pulled back into a snarl, revealing enormous, sharp, elongated teeth.

Although they cannot speak, these creatures understand all that is said to them in the language of their former master. It is quite common for them to fill the night air with a mournful howl.

Combat: Phantom hounds pose no threat to those who do not trespass on the lands they guard. Those who unwisely drawn near these sinister creatures, however, will be attacked without mercy.

When it senses someone drawing near to its territory, the phantom hound announces its presence with a blood-chilling, wavering howl that can be heard across great distances. So dreadful is the sound of this cry that all who hear it must make a fear check.

The hound attacks with its powerful jaws, doing 2d4 points of damage with each successful bite. Anyone bitten by the beast must make a saving throw vs. poison with a +2 bonus or lose a point of Strength from the toxic foam that drools from the hound's mouth. A victim's Strength returns at the rate of 1 point per hour.

Although they look quite solid, phantom hounds are intangible creatures. As such, they can only be harmed by magical weapons of at least +1 enchantment. Lesser weapons simply flash through the body of the creature without harm.

Phantom hounds are immune to all manner of mind- or life-affecting magic but can be turned as if they were ghosts. Holy water that is splashed upon them caused 1d6+2 points of damage per vial.

Habitat/Society: Phantom hounds have no society per se, existing only to continue their devotion to their masters even beyond death.

Should interlopers take anything from a site guarded by a phantom hound, the hound will leave its territory to pursue them. The only way to escape such a hound is to kill it or return the stolen item. Offering such an item to the hound to preserve one's life has a 50% chance of causing the hound to take the item and return to its protected area.

Though usually solitary creatures, packs of phantom hounds may be encountered where a master kept a number of dogs. Whenever a pack is encountered, there will be 1d6 normal phantom hounds and one pack leader with 3+2 Hit Dice and an Armor Class of 5. The leader's cry causes those hearing it to suffer a –2 penalty on their Fear Checks.

Ecology: Phantom hounds will often go through the same routines in death that they did in life. It would not be uncommon for adventurers exploring an estate haunted by a phantom hound to see the beast digging in a flower garden, chasing phantom rabbits, rolling in decayed matter, or trotting along watchfully at the edge of the property.

Dog, Ruve

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly to Genius (13-18)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	1-10
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	4+4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	15%
SIZE:	S (3' high at shoulder)
MORALE:	Very Steady (13-14)
XP VALUE:	975



Ruve are a breed of dog which possesses formidable intelligence and psionic powers. Their coloring ranges from a sandy brown to glossy black, and they are often mistaken for wild dogs or war dogs. The eyes of a ruve show an alertness that goes beyond normal canine levels.

Typical ruve are quite polite and disciplined, though they will often act like regular dogs in order to ascertain the intentions of a party. Normally, they reveal themselves as ruve only to parties that appear to be of predominantly good alignment. Ruve understand Common, but cannot speak it.

Combat: Ruve do not like to bite opponents, as they consider this to be beastly behavior, preferring instead to use their psionic powers against hostiles. They act and fight in well-trained packs, using complex strategies and tactics to maneuver opponents into a disadvantageous position.

As a rule, ruve are not bloodthirsty, and are content with knocking out or driving away an enemy. Despite this, if the ruve are against an identifiably evil opponent, they will attack to kill. In melee situations, ruve are bold and daring, and not easily intimidated.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
4	3/3/11	EW,PB/TS,MBr,TW	= Int	100

Common powers:

- Psychokinesis – Sciences: *telekinesis, detonate.* Devotions: *animate object, control body, control flames, control sound.*
- Telepathy – Sciences: *mindlink, probe.* Devotions: *conceal thoughts, contact, invisibility, mind bar, send thoughts, truthear.*
- Psychoportation – Sciences: *probability travel.* Devotions: *time/space anchor.*

Habitat/Society: The location of the ruve's homeworld is unrevealed, but their wanderings have led them to other planes and worlds. Their ability to adapt is remarkable, and their temperament adjusts to suit the world in which they find themselves.

Warm, dry caves are the choice lairs for ruve. Females fight as well as males. A mated pair of ruve can produce a yearly litter of 2d4 pups, each with 2+2 Hit Die, and only the discipline of Telepathy and its accompanying abilities. Ruve reach maturity in one year.

Ruve are extremely intelligent and have a well-developed culture. They use their psychokinetic powers to create works of art, and will often gather to howl their soaring and hauntingly beautiful compositions.

Unfortunately, this sense of culture has made the ruve snobbish. They look down on other species of special dogs such as blink dogs or the lhee of Wildspace, considering them rustic peasants. Mundane dogs such as wild dogs, war dogs, or normal domestic breeds are beneath insulting. If a ruve connects with a human or demi-human mind that is less intelligent than its own, that poor individual will never hear the end of it. The most obnoxious ruve are found on Krynn, Oerth, Toril, and in Wildspace. Small packs roam about, telling people about their original home, a barren desert world where metal is scarce. Many people, however, dismiss the ruve's reminiscences as tall tales.

Ruve often have the tendency to mentally send little-known trivia facts to adventurers, regardless of the situation.

Sages or high-level mages are often the target of sudden visits by the ruve, since the pack is always interested in seeking out new knowledge and facts.

Ecology: Ruve are well-suited for trimming the number of evil psionic monsters. They are natural enemies of intellect devourers, illithids, su monsters, and thought eaters. When faced with these opponents, all snobbery is forgotten and they attack with a feral intensity borne of instinctive hatred.

Although they do not get fleas, ruve sometimes acquire cerebral parasites. Any ruve encountered have a 35% chance of each dog having 1d4 parasites.

Paladins and lawful good clerics or psionicists seek out the company of ruve as loyal companions. No one else seems to have the patience required to stand the ruve's intellectual posturing.

Dog, Saluqi

CLIMATE/TERRAIN:	Any arid land
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Overbearing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Elite (13–14)
XP VALUE:	



Saluqi are the greyhounds of the desert, known for their hunting skills, favored by the jann. They are sleek black animals with gray markings, thin whiplike bodies, and long narrow heads. Their pedigrees are rigorously maintained, allowing owners to breed only from the finest stock.

Combat: These nocturnal desert hounds hunt by sight rather than by smell, and they prefer to stay in packs rather than hunt alone or in scattered lines. Their blurring-fast speed allows saluqi a –2 modifier to their initiative rolls. The hounds have infravision to a 120-foot range, and they can faultlessly track quarry by its heat trail if it has passed over ground within the past three turns.

Saluqi hounds are also known for their ability to bring down opponents by attacking en masse. This overbearing attack is resolved by a single attack roll against AC 10, allowing only modifiers for Dexterity and magical pluses of armor or other protective devices. There must be a minimum of four hounds for the overbearing attack, and each hound over four gives the pack an additional +1 attack modifier. If successful, the hounds knock their opponent to the ground, and unless a saving throw vs. petrification is successful, the opponent is stunned and cannot take any action that round. To rise, a victim must spend a full round doing nothing but regaining his footing in the midst of the pack. All attempts at spellcasting are ruined by the pack, regardless of whether the overbearing attack succeeds.

After the initial overbearing attack, such a victim is attacked by individual members of the pack with +4 modifiers to the hounds' attack rolls and *no* Dexterity adjustment for the victim's AC. Some packs have also been trained to hold down their foes; this requires that two dogs score successful hits on their downed opponent. If the dogs succeed, the victim still must spend a full round to stand up, but he must also make a successful Strength check with a –1 penalty for each dog that hits. Failure indicates the victim was dragged back down.

Habitat/Society: Saluqi are a carefully bred strain of hounds, and they are almost always found in the care of a huntsman who has trained them from birth. They respond to a number of standardized calls: "Attack, guard, return, pursue and return, fetch, stay," and "hold" are among the most common.

Saluqi do not flourish if they spend too much time in the sun; nomads keep them in tents during the hottest part of the day. Wild packs usually live near some cave or overhanging shelter, where they can retreat from the burning sun.

Ecology: Saluqi greyhounds hunt small game and are good at flushing antelope or other grazing animals from cover. Wild packs of saluqi do exist, but they are extremely rare, as the jann hunt these mutts and neuter them, then give them as gifts to other desert tribesmen.

Jungle Hound

It is said that a related breed of hound has been created by jungle dwellers. These hounds use similar tactics, but are much better at tracking by smell than by sight—so much so that they can follow a trail up to a week old. They are smaller than the saluqi hounds, with orange and yellow patches of fur dappling their dark coats instead of gray.

Dog, Silver

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Water/moonlight
INTELLIGENCE:	Genius (17-18)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	18
HIT DICE:	20
THAC0:	NA (see below)
NO. OF ATTACKS:	NA (see below)
DAMAGE/ATTACK:	NA (see below)
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (5′ long)
MORALE:	Unsteady (5-7)
XP VALUE:	1,000 or -1,000



The few travelers who have glimpsed these beautiful canines say that silver dogs seem more creatures of dream than truth. They appear to be large dogs with long, flowing hair the color of mercury or molten silver. Witnesses describe them as having a thin and elegant frame, manelike mantle, regal face, and piercing eyes.

Silver dogs have only appeared at night, when they shimmer darkly like the finest steel in starlight. Demihuman observers have said that silver dogs radiate no heat, and thus can only be seen with normal vision.

Combat: Silver dogs never attack; they always flee from combat. They are shy and elusive creatures who avoid any creatures they smell, see, or hear. Sadly for these retiring beasts, though, intelligent creatures who glimpse them often pursue them.

Because of the shadowy, metallic bodies of silver dogs, characters must make a Wisdom check to even glimpse a silver dog in the night-time forest. Those unlucky enough to see the creature, though, are overcome by the grace and beauty of the creature unless they make a successful save vs. spells. If the save fails, the character is so struck by the creature's elegance that he feels he must capture it. The character must pursue the silver dog for 1d10 + 4 rounds, seeking not to injure it, but to catch it alive and unharmed. All the while, the dog flees at its full rate, heading ever deeper into the forest. At the end of the character's monomaniacal desire to capture the dog, he may or may not continue the pursuit. Unfortunately, many such chases end with the character separated from his party and lost in deep woodlands.

In addition to silver dogs' 90% magic resistance, only certain *enchantment* and *charm* spells can affect them. The priest spells *command, remove fear, charm person* or *mammal, hold person, quest,* and *confusion* affect a silver dog normally. The wizard spells *friends, hypnotism, sleep, suggestion, charm monster, confusion, emotion, domination, hold monster, binding,* and *demand* also affect a silver dog normally. Other spells have no effect upon this odd beast.

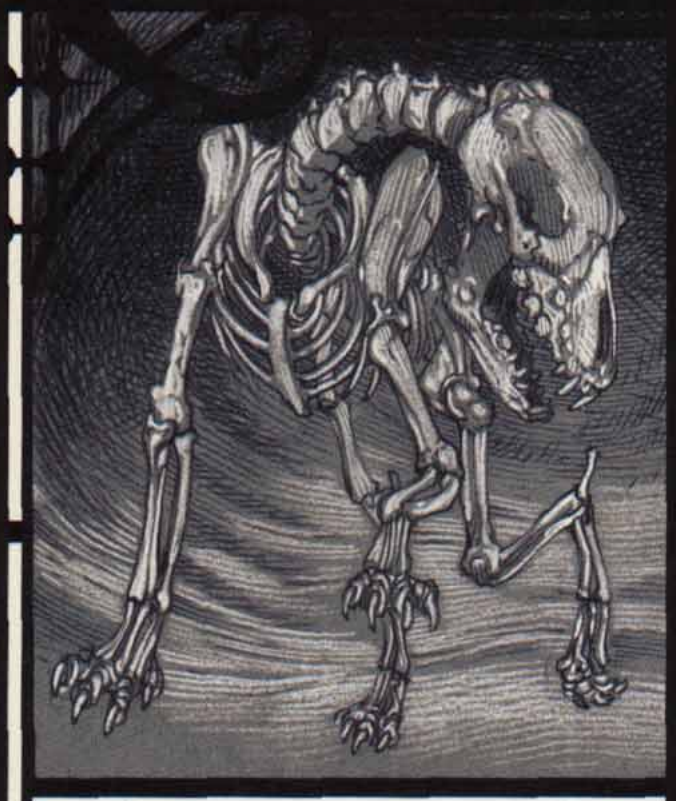
If a silver dog is ever captured, whether by nets or spells, one of two things occurs. If the capturing character is any alignment but pure neutral, or if the character is of neutral alignment and means to harm the silver dog, the dog *disintegrates,* as per the wizard spell, and the character suffers a 1,000 XP loss. If the silver dog is captured by a character of neutral alignment who means the dog no harm, the character receives a *wish* and 1,000 XP. As soon as the *wish* is fulfilled, the silver dog disappears as per *teleport without error.* If ever a silver dog is cornered and slain, the slaying character suffers a loss of 1,000 XP.

Habitat/Society: According to some sources, silver dogs dwell in dens located in deepest woodlands. No silver dog pups have ever been discovered, nor any bones or droppings found about these dens. As far as is known, silver dogs are utterly solitary.

Ecology: Unlike other canines, silver dogs have only been witnessed drinking water and "consuming" moonlight. The beasts perform the latter process by standing upon lonely cliffs with head raised as if to howl at the moon. No sound is ever produced, however. Some speculate that the diet of the silver dog consists entirely of water and moonlight. Though this theory seems quite unlikely, it does explain why silver dogs emerge from their deep woodland homes and sometimes encounter adventurers.

Though unbiased observers hesitate to ascribe to silver dogs any contribution to forest ecology, druids consider silver dogs to be guardian spirits of the forest. According to druid lore, silver dogs are key to the balance of predator and prey in the woodlands. When silver dogs are plentiful, meaning one spotted by a druid every year, the forest thrives. When silver dogs are few, meaning one spotted by a druid every decade, the forest is threatened and begins to dwindle. Druids thus often pursue the dogs, wanting to be granted a *wish.* Typically, successful druids *wish* that a silver dog be sighted by a druid of this forest in every season of this decade.

Dog, Skeletal



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2–20 (2d10)
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	1–1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S–M (3'–5')
MORALE:	Fearless (19–20)
XP VALUE:	65

Skeletal hounds are the magically animated skeletons of dogs created as guardians by evil wizards or priests.

Originally created by Spelaka of Mordent, a reclusive necromancer, the creatures appear to have no ligaments, muscles, or joinings that would hold their bones together and allow movement. They lack internal organs, flesh, and eyes. They are given the semblance of life and held together by the magic of an *animate dead* spell.

They have no vocal cords, but have somehow retained their ability to bark and growl.

Combat: Skeletal hounds fight only at the behest of their creator. They move somewhat stiffly and slowly and do not fight as well as normal dogs.

Skeletal hounds attack with a bite which causes 1–4 points damage. Very small dogs used as skeletal hounds inflict only 1–2 points damage.

Skeletal hounds that were hunting or war dogs while living retain some memory of their former training. Such animals work as a pack, concentrating their attacks so that several hounds attack a single target simultaneously. War dogs try to move into strategically sound positions before attacking. Other than this instinctual strategy, skeletal hounds have no minds at all.

They are immune to all *sleep, charm,* and *hold* spells. Because the hounds are assembled from bones, cold-based attacks have no effect on them. Likewise, they are not affected by poisons or any sort of paralyzation. Skeletal hounds, like their humanoid counterparts, are also immune to *fear* spells and never need to check morale, as they are usually commanded to fight until destroyed.

Since they have no internal organs or soft tissues, edged and piercing weapons (like swords, daggers, and spears) inflict only half damage when used against skeletal hounds. Blunt weapons, such as maces, staves, and clubs, which have larger heads and are designed to break and crush bones cause normal damage.

Fire also causes normal damage to skeletal hounds, and holy water inflicts 2–8 points of damage per vial striking the creatures. When skeletal hounds are destroyed, they fall to pieces.

Habitat/Society: Skeletal hounds have no social life, nor do they engage in any activities beyond those assigned to them. They are found wherever there are wizards or priests of sufficient power to create them. They may be used as singular guards, assigned to watch a specific doorway, hall or room and commanded to bark when intruders enter the area. Piles of their bones may be scattered throughout treasure rooms or temple anterooms and commanded to flow together, animate and attack strangers. Packs of skeletal hounds may be loosed inside walled estates and told to roam and guard against trespassers.

Some priests who worship deities of death or dying create armies of skeletal hounds to serve alongside humanoid skeletons when they are needed for war or defense of the temple. Priests of good alignment, though they have less reservations about animating dogs than humanoids, may still find it repugnant to disturb any creature's eternal rest. Druids might be particularly disturbed by this violation of the natural order.

Skeletal hounds are capable of understanding and implementing simple commands. These may be as simple as the commands given to normal dogs (sit, stay, roll over, play dead) or as complex as those accorded guard dogs (watch and bark, guard and attack, etc.). Anything more complex leads to confusion and inaction or to wild attacks against anything that moves. Skeletal hounds take orders only from their creator or a person designated as their master of hounds during the casting of the *animate dead* spell.

Ecology: Unless their remains are destroyed or widely scattered, skeletal hounds may be recreated by another *animate dead* spell.

Dog, Spectral

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary or pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	–2
Movement:	15
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2d6 (bite)
Special Attacks:	Bite victims become astral
Special Defenses:	Keen senses, hit only by silver or magical weapons
Magic Resistance:	Nil
Size:	M (5′ long)
Morale:	Fearless (19)
XP Value:	975

Spectral hounds are creatures from the Astral Plane. On the Prime Material Plane, a spectral hound looks like a ghostly dog, pale and translucent, with eyes that are formless pools of utter blackness.

Combat: Spectral hounds are excellent trackers—once put on a trail, they can follow it for days. Spectral hounds track as rangers, with a basic tracking score of 25. They can move at full speed and still track in any situation where their adjusted tracking score is 20 or more. If necessary, they can travel astrally to overcome obstacles that might otherwise keep them from following their prey.

A spectral hound's keen senses give it a 50% chance to *detect invisible* creatures and a +2 bonus on its surprise rolls.

Most spectral hounds are domesticated hunting beasts that relish combat. When given prey to chase, they pursue vigorously. Once within about a quarter mile of their prey, they bay joyfully. While this alerts the quarry to the hounds' presence, it often distracts them from the other beings working with the hounds, who can flank the victims while the hounds attack frontally. Experienced spectral hound handlers can command their beasts to remain quiet.

Despite their enthusiasm for the chase, spectral hounds can be cunning and persistent hunters. If hunting alone or in a small group with no handler, spectral hounds quietly shadow their prey for days, waiting for an opportunity to attack when the quarry's defenses are down. Many victims are unaware that they are being pursued until a pack of hounds charges at them through the pre-dawn gloom.

Spectral hounds attack by biting with their powerful jaws; any creature bitten takes 2d6 damage and must roll a saving throw vs. spell. If the saving throw fails, the victim begins to fade, slowly assuming the same translucent appearance as the spectral hound itself. The entire process takes 24 hours. After 12 hours, a fading character cannot hear or speak to any unfaded characters (from the victim's point of view, it is the rest of the world that is becoming translucent, not himself or herself). The character's equipment—weapons, armor, spell components, and the like—is unaffected and drops away. Because of their inability to handle objects, faded creatures cannot eat or drink. Mental and energy-based attacks work normally when used against a faded character, but the character is immune to physical attacks. After 12 more hours, the character fades completely from sight and slips into the Astral Plane. Once on the Astral Plane, the victim can handle objects (but isn't likely to find any lying about, waiting to be picked up) and can seek any normal means to exit the plane and return to the Prime Material.

A pinch of *dust of appearance* can restore a partially faded character, as can a *remove curse, dimension door,* or *teleport* spell. The dust or spell must be applied directly to the victim. The *teleport* and *dimension door* spells have no effect on the victim other than to end the fading. These remedies can be applied at any time before the character slips into the Astral Plane.



Habitat/Society: Various greater and lesser powers residing on the Outer Planes breed spectral hounds and use them both as guards and to track intruders back to their home planes. There is a 20% chance that some other extraplanar creature (such as a titan, tanar'ri, or githyanki) is accompanying and commanding any randomly encountered spectral hound.

Wild spectral hounds, though rare, can occasionally be found roaming the Astral Plane in search of prey. A group of two wild spectral hounds is always a mated pair. Larger groups will be a mated pair and their offspring or one or two related female hounds and their suitors.

Ecology: Domesticated spectral hounds require much the same kind of care as common dogs: feeding, grooming, exercise, and training. Wild spectral hounds are opportunistic hunters and scavengers that will eat just about anything they can sink their formidable teeth into.

Dog, Temporal

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or in packs
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (W)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (15%: 2–12)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Haste (see below)
SPECIAL DEFENSES:	Timeslip
MAGIC RESISTANCE:	10%
SIZE:	Medium (3'–4' long)
MORALE:	Average (10)
XP VALUE:	375

Temporal dogs are a highly evolved form of blink dogs that make their home on Demiplane of Time. It is impossible to tell whether the temporal abilities of these dogs are a difference engineered or bred by some ancient chronomancer or if the progression from blink dogs to temporal dogs was a case of natural evolution, but these canines do have a pleasant attitude toward wizards for some unknown reason.

Temporal dogs distinctly resemble their distant ancestors. They have short, yellow-brown hair, and they are stocky and muscular. They are slightly smaller than blink dogs, and they have apparently lost the power of teleportation, but they have developed other, more powerful abilities make up for that loss. They are another temporal creature that possesses the ability to slip to reality.

Temporal dogs communicate between themselves by complicated combinations of barks and growls, and they have a detailed knowledge of the layout of the surrounding timestream. Adventurers have taught these creatures to understand many languages, though they may feign ignorance so as to not have to deal too closely with strangers. A few of the friendlier ones can even bark out a close approximation of a dozen or so words.

Combat: Only a very hungry pack, or one that feels threatened, will attack adventurers. This deference to humans is a curiosity, but whatever the reason, it is not cowardice, since these dogs are slightly more fierce than their ancestors. They have an ability to create *haste* (as if by *Articus's melee manager*, not the *haste* spell). This gives them one extra attack per round, as well as the other bonuses, and the power can be used once per turn, the effect lasting for the turn's duration. They can also slip between Demiplane of Time and reality, but in reality, they function as if 2 Hit Dice lower, and they lose their ability to *haste*, so they only do this to escape a threatening situation.

If a pack of temporal dogs loses one-third of its number or fails to bring down one person within five rounds, the dogs slip away. A solitary dog never attacks people—unless it is defending something—preferring to slip away if it feels at all threatened. Experience points are awarded if this creature stands and fights, or if the character can enlist its aid for a period of greater than two weeks. Bribery or threats never hold a temporal dog to service this long. The character must prove worthy of the dog's loyalty within four days.



Habitat/Society: Temporal dogs prefer solitude over the pack, mostly due to the fact that there is sparse hunting on Demiplane of Time. Whenever they are encountered, however, there is a 15% chance that they are running in a small pack (2d6) in order to take down a large creature that none of them could handle on their own.

Many characters have taken to feeding these creatures (and sometimes even offering them some sort of treasure) in order to gain their company for short periods. A friendly dog remains with the person or party for 1–4 days in the timestream. Fast as these creatures are, the group never has to worry about the temporal dogs slowing it down—quite the opposite, but the dogs do not seem to mind. The major benefit of having a temporal dog along on a trip is that the canine barks at any sort of unfriendly creature, warning companions of danger.

Temporal dogs make lairs within naturally occurring caves formed by event tangles in the lifelines, and it is here that they store their treasure and hide their precious pups. These dogs normally detect adventurers long before they reach a lair and draw them off in any way necessary. If a lair is discovered, there is a 10% chance for 2–8 pups and a 20% chance for other treasure to be there.

Pups can be raised to be loyal companions to a character, and their high intelligence makes them very useful or very troublesome, depending on how they are treated. The treasure could be anything of value, including magical weapons and armor, high quality merchandise, miscellaneous magic (including potions and scrolls), and of course gems and coins. Although the dogs have little need for this stuff, they know the value of trade. They acquire the material not by attacking passing travelers but by scouring the areas where battles between chronomancers and less friendly temporal creatures have been. Some predators care not for these items, so the dogs collect them for their own uses.

Ecology: Temporal dogs normally thrive on tempsynth, but packs sometimes go for a temporal glider or vortex spider. Hunger might drive them to reality in search of food, but only for short periods of time. Their frequency in reality is very rare.

Dog, Trollhound

CLIMATE/TERRAIN:	Sub-arctic to sub-tropical land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Q (½I)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	4-24 (4d6)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3 + 3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 +4
SPECIAL ATTACKS:	Lockbite, disease
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	Pup: 175 Adult: 420 Pack leader: 975



A trollhound looks like a large, ugly worg or dire wolf with black pits for eyes. Most trollhounds stand between 4′ and 6′ at the shoulder and bulge with thick muscles and tendons. The skin of a trollhound is a vile mix of violet, gray, and green flesh with patches of coarse, spiky black or gray hair. The lips, tongue, and teeth of trollhounds are inky black. They always smell of waste, death, and decay. Trollhounds possess infravision to 60′.

Combat: Trollhounds are vicious canines that prefer to strike as a pack, if possible. They charge as a chaotic mass, biting and tearing any opponent they can reach. On a natural attack roll of 20, the trollhound has locked its jaws upon an opponent's limb (see Bite Table). During such a "lockbite," the hound causes damage automatically on each successive round until it is removed or the victim dies. The hound's jaws are quite strong and can't be pried open while the canine is conscious. If it is killed or knocked unconscious for at least one full round the jaws may be forced apart.

A trollhound's teeth aren't the only danger in its bite. Ten percent of all trollhounds carry a nonmagical disease of the DM's choice. When a trollhound bites a foe, there is a 1% chance per point of damage of infecting the victim. During a lockbite, this chance rises to 2% per point of damage. In both cases, the chance to be infected is non-cumulative.

Like other trolls, trollhounds regenerate. They regenerate one hit point per round beginning the round immediately after being wounded. They cannot regenerate fire or acid damage. If they do suffer damage from such attacks and survive, they heal incredibly fast; six hit points per day regardless of their level of activity.

Trollhounds have very keen senses and are excellent hunters. An average hound can track its quarry as well as a 3rd-level ranger, but as a pack, they track as well as a 6th-level ranger. An exceptional pack leader (see below) can track as well as a 9th-level ranger, and so does the pack as long as it leads. Though determined in their pursuit of prey, food dropped in their path will often (95% chance) distract the hounds.

Habitat/Society: In the wild, trollhounds form close-knit, familial packs. The pack stakes out a large territory and roams it constantly, looking for prey. Trollhounds keep several burrows and lairs in their territory, and retreat to the closest when sunrise nears. Trollhounds hate the day, and will not venture out under the sun's light if they have a choice. Sunlight and *continual light* spells hurt a trollhound's eyes and it fights with a -1 penalty on attack and damage rolls and armor class.

Among themselves, trollhounds are never violent, because of an instinctive sense of hierarchy. By scent, trollhounds can tell which of them is stronger and thus secure their places in the pack. The strongest always leads. This is even true between packs, the weaker of the two backing down and retreating after it has scented the other pack.

If a pack of trollhounds numbers ten or more, there is a 25% chance that the pack has an exceptional leader. Such a pack leader has 5+3 hit dice, is +2 to damage rolls, has Low intelligence (5-7), and is tracks as a 9th-level ranger. These leaders are thankfully rare, as their higher intellect allows them to lead their packs with rudimentary tactics that often catch militiamen and adventurers off guard.

Trollhounds also have a great affinity for trolls, and can often be found in their company. In any lair of four or more trolls, there is a 30% chance that a small pack (2d4 hounds) will be present. They act as watchdogs and sentries during the day, and then join their humanoid brethren to hunt when night falls.

All treasure found with trollhounds is incidental. It is either loose coins or gems in their gut, or a former victim's equipment that was brought to a den on the body.

Ecology: Trollhounds are fearless, ravenous canines that prey upon anything they can catch. They prefer live prey over carrion. Trollhounds often have at least one human or demihuman settlement in their territory, equating the two-legs with the docile livestock that always accompanies them.

Trollhound females are the larger gender and are often, though not always, pack leaders. Females give birth to 1 or 2 pups every two or three years. Pups are born with 1 + 1 HD, are -4 to damage, but can run and hunt five days after birth. In two weeks, if they have survived their first hunts, they can track as well as an adult. Every six months, a pup gains 1+ 1 HD and + 2 to damage until its stats equal an adult's. Trollhounds can live up to 30 years before their regenerative powers fail and they are devoured by the pack.

Trollhound blood is useful in minor magics and potions concerned with healing and curing or causing disease.

Trollhound Bite table (Roll 1d41

1	Weapon arm: No attack possible with that arm.
2	Shield arm: No shield bonus if applicable, -1 AC penalty.
3-4	Leg (either): Movement reduced by ½, -2 AC penalty.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO.APPEARING:	Variable
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	4+8
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-8/3-8/3-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable (see below)
MORALE:	Champion (15-16)
XP VALUE:	650



These rare creatures are encountered only in temples and shrines of St. Cuthbert. They are the result of centuries of breeding and training by specialized clerics of St. Cuthbert.

Weisshund appear as beautiful dogs with thick white fur. They have heavy, loose skin which provides protection and agility. Even when grappled by an opponent or by another animal's jaws, their loose skin allows them to twist and turn toward an opponent in order to continue the attack. Their thick fur makes it difficult for other animals to hold them with their jaws.

Weisshund stand approximately 2' high at the shoulder. They are agile, lean, and strong, although their appearance belies this. Their thick skin and fur makes them appear chubby and harmless. They sleep most of the time, enhancing their facade of harmlessness. Weisshund appear to be completely docile lapdogs until they are provoked into a fight.

Combat: Weisshund have a limited empathic sense that allows them to recognize evil and hostility. They can sense these elements at a range of 60'. A sleeping weisshund will awaken if an evil or hostile creature comes within 60' of it. When a weisshund senses evil or hostility, it becomes extremely agitated, growls at its suspect, and will attempt to alert one of its masters. It will not allow the suspect out of its sight. If a master is not within range (if the weisshund would be forced to leave its suspect in order to locate a master) it will always opt to guard its prey rather than find a master. It will bark until a master arrives or will attack if necessary.

A weisshund is always cautious about whom it attacks. It will not attack merely because it senses evil or hostility, but will guard such persons, maintaining a distance of roughly 20', while growling at its captive. As long as its captive does not threaten or attack the weisshund, its masters, or persons whom it has been trained to protect, the weisshund will not attack. As soon as the suspect makes an agressive move, however, the weisshund will begin its transformation into temple guardian.

Upon viewing an act of agression by a suspect or upon command by a recognized master, a weisshund will grow in size until it is approximately 4' high at the shoulder and 6' long. Its skin and fur maintain their thickness and protective qualities, and an enlarged weisshund looks exactly the same as it did in its smaller form.

This transformation requires five segments, after which the weisshund may attack with full force. The weisshund may not attack during the transformation, and those attacking it must roll a 7 or greater on 1d10 to avoid being surprised by the transformation. Those who are surprised may not attack during that round. The weisshund is not any easier or more difficult to hit during its transformation.

A weisshund attacks with its front paws and its bite. Its paws have dull claws, but damage from the paws is due to the size and force that the paws exert. This damage compares to a victim being struck by a 10-pound rock: the sheer force and impact cause the injury.

A weisshund's bite is similar to that of any other large dog, but it will attempt to knock its opponent to the ground and hold the victim's neck in its jaws, pinning him to the ground. It may also sit on its victim in order to subdue him. If the victim ceases its struggle, it will simply hold him, but if the victim attempts to continue his attack, the weisshund will attack in whatever manner is necessary to hold or subdue him. The weisshund is so finely trained that if a pinned victim offers no struggle, it can hold the victim without so much as a toothmark.

If more than one target is encountered, a weisshund will alternate between victims in an attempt to scare them into submission. The weisshund will not attempt to pin a victim if more than one attacker is present. Weisshund work well in teams and understand their own fighting techniques so well that even two unfamiliar weisshund can work together as a well-orchestrated team.

Habitat/Society: Weisshund are found only in temples of St. Cuthbert. They are bred by the clerics in a secret location. Most weisshund that are encounterd in temples are males, although females are encountered 5% of the time. Females are generally kept for breeding purposes, and pregnant females are especially protected. Females that become pregnant outside the sanctuary are immediately sent to the sanctuary for their protection and care.

Females are able to become pregnant only twice per year, and litters are never larger than two puppies.

Ecology: Weisshund live as any normal house dog. When a puppy becomes six months old, it enters training for its future as a temple guardian.

Dog, Yeth Hound

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	4–16
Armor Class:	0
Movement:	15, Fl 27 (B)
Hit Dice:	3+3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Fear
Special Defenses:	Silver or magical weapons to hit
Magic Resistance:	10%
Size:	M (4½-5' tall)
Morale:	Fearless (19–20)
XP Value:	975

These fearsome flying hounds, magical creatures of the night, hunt humans, demihumans, and faerie folk.

The yeth hound pack, with its baying bell-like cries, causes fear to any being. Even those who stand their ground know fear, and that fear returns to them in the night or in dark places. Indeed, some metaphysicians have theorized that the hounds, embody fear itself. The warrior-poet Rodol of Ard wrote of the yeth hounds:

> The baying sound echoes through my blood.
> I have heard the call of the Hound.
> As in a nightmare, I run from that sound!
> My bravery vanishes in fear's flood.
> Whence come the hounds? In what cave do they lair?
> Why have they chosen me, I who was brave?
> What will become of me now, as fear's slave?
> Will I live until morning to breathe light air?
> They will never leave, for they lodge in my dreams.
> I know they'll devour me, leaving only my screams.

Indeed, the encounter with a pack of yeth hounds apparently provoked Rodol's retirement from adventuring.



He secluded himself on his estate, banned dogs and wolves from his lands, and devoted himself to poetry (without, however, improving much). Rodol lived many years after writing this poem, but he never left his castle. He reported terrible dreams almost every night. One evening he heard a pack of coyotes howling in the distance, and he died of a heart attack.

Standing five feet at the shoulder, yeth hounds weigh around 400 pounds. Their short fur is dull, nonreflective black; in darkness only the cherry-red glow of their eyes is visible. Their heads are almost human, flat with protruding noses instead of muzzles. Their short pointed ears curve up and away from the head, making them look like short horns. They give off an odor like chilled smoke.

Because they can fly, yeth hounds move silently. However, their ghastly howl chills the blood up to a mile away. These unnatural creatures frequently run with evil huntsmen or other powerful evil forces.

HE FOLLOWED ME HOME.
N I KEEP HIM, PLEASE?
— A CHANGELING
+O HER ELVEN
FOS+ER PAREN+S

COMBAT: Those within 90′ of a baying pack of yeth hounds must save vs. spells or flee in panic, usually to be pulled down and shredded by the ferocious pack. Only one saving throw per creature per encounter is allowed. If it fails, the character panics until he can no longer hear the baying. If it succeeds, he withstands the baying for the rest of that encounter.

The yeth hound is immune to all physical weapons except silver or magical ones. Silver weapons inflict 1 hp damage. Magical weapons cause damage equal to their bonus; for example, a sword +2 inflicts 2 hp damage. Magical weapons with no bonus cause 1 hp damage.

Although yeth hounds are smarter than dogs, their tactics in combat resemble those of pack hunters. They run their prey until it is exhausted, then surround the victim and rush in to finish it off. They have no claw attack, only a bite (2d4 damage). If under the control of a huntsman, he can direct their strategy or tactics.

Unnatural creatures of the night, yeth hounds are unaffected by torchlight or *light* spells but cannot stand daylight. Before sunrise they leave the hunt, always in enough time for a safe retreat to their dens. No coercion by any huntsman can change this. If exposed to natural sunlight, the hounds fade away in one round, to roam the Ethereal Plane forever. If killed on the Ethereal, they are permanently dead.

HABITAT/SOCIETY: Yeth hounds are created by evil forces from the Lower Planes and given to loyal servants. If the servants are destroyed, the hounds fend for themselves. These pack animals intelligently seek powerful evil masters: night hags, vampires, evil wizards, etc. Of course such a master must be immune to the fearful baying of the creatures and have some way to command them (usually telepathy). Magic lets them comprehend speech by spells, but they cannot talk.

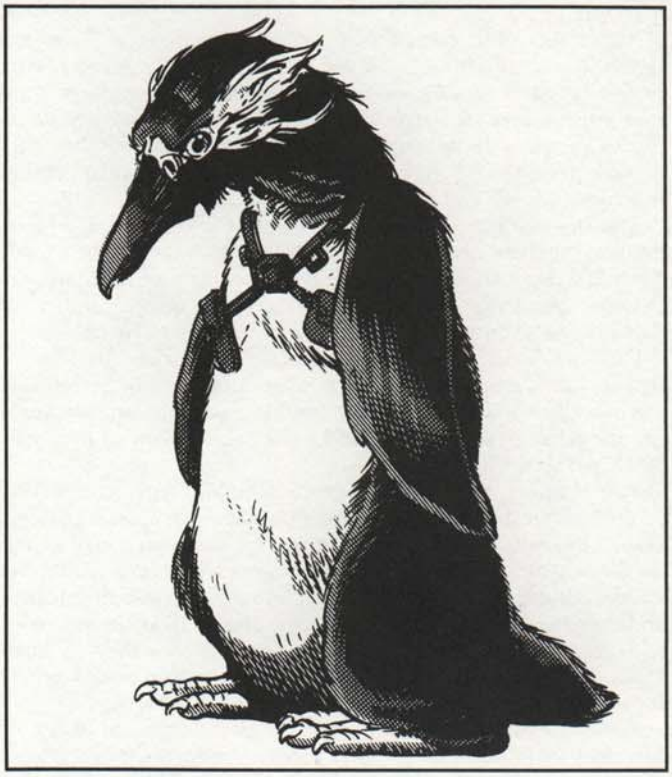
Within a pack, the hound with the most hit points leads the rest. They give the leader instant cooperation and obedience. They do not help one another, and they are not swayed by threats or promises of great reward. They take pleasure only in the panicked cries of their prey, just before it is pulled down.

The pack lairs in a subterranean den in some remote wild place, sleeping or pacing, until night falls. No persuasion forces them into daylight.

ECOLOGY: Yeth hounds eat to survive, but only once each lunar month. They devour warm-blooded prey, and prefer demihumans, brownies, and the like. No natural animal hunts a yeth hound, and many unnatural creatures avoid them as well.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Cartel
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	H (Z)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	4-40 (90-180)
ARMOR CLASS:	5
MOVEMENT:	3, Sw 9
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Irregular (7)
XP VALUE:	

3 HD Salesman: 65
4 HD Merchant: 120
5 HD Protector: 175
6 HD Manager: 270
7 HD Executive Board Member: 420
9 HD President: 1400



The dohwar are short, pudgy, flightless avians bearing a passing resemblance to penguins. They are shameless merchants, always looking for an opportunity to turn a profit. Since the Arcane (otherwise knows as "Our Competitors") are considered the greatest merchants of wildspace, the dohwar try harder to displace them.

The average dohwar stands 4' tall. Black feathers cover most of its body, except for its chest, covered in white feathers. The dohwar has two wings that are useless for flight but have limited prehensile action, allowing it to grasp objects. Dohwar do not walk, they waddle. Their mode of dress is a garish mishmash of clashing clothes that would make an Aperusa blush. Amazingly, the dohwar have figured out that groundling civilizations may be disconcerted by their avian appearance. On these planets, the dohwar wear heavy hoods and cloaks and try to pass for short people.

Though the dohwar speak Common and their own tongue, they rely heavily on telepathic powers for communication among themselves. In fact, dohwar have pairings called "mergers," wherein two dohwar stay in mental rapport, even to the point of finishing each other's sentences. This drives other races crazy.

Combat: As a race, the dohwar are not fighters. They rely on others to do their fighting for them. Their philosophy towards combat is to tell their hired muscle, "Here's 500 more gold pieces. Keep attacking." Dohwar often hire Giff mercenaries.

The dohwar, with amazing foresight and awareness of harsh reality, know they cannot always depend on handy mercenaries. Thus they have Protectors, dohwars that are actually trained to fight. Protectors wield the "weega," a sword blade that fits over the dohwar's beak. This turns an otherwise ineffectual peck into a powerful sword thrust doing 1d6 damage to small and man-sized targets and 1d8 to larger victims.

Some Protectors ride space swine (q.v.), the winged pigs of the dohwar. The dohwar have even organized an elite air cavalry called the Deathsquealers. This cavalry is organized into squads of four Deathsquealer riders each. Besides the weega, riders carry light lances. Deathsquealers have the non-weapon proficiencies of land-based Riding, aerial Riding, Blindfighting, and Tumbling.

Only Protectors wear armor. They prefer bulky plate armor but carry no shields. The only drawback of the armor is its clumsiness; armored dohwar attack last in a combat round. Against all logic, even Deathsquealers wear this heavy, unwieldy armor. Fortunately, no similar suit exists for the space swine.

All dohwar have fangs, which they developed over the centuries to eat tough, exotic plants found on the many worlds of wildspace. These fangs, a last desperate defensive measure, do 1d2 damage.

The fangs are the only weapon that all non-Protector dohwar have. Non-Protector dohwar do not carry weapons nor wear armor.

Habitat/Society: Manager dohwar have either wizard or priest spells (50% chance each) and have reached 6th level. Managers cannot be specialist mages. Managers act as the spelljammers on merchant ships.

Executive Board members and Presidents have a similar spell arrangement. Use the dohwar's Hit Dice to determine its spellcasting level (e.g., a President casts spells as a 9th-level spellcaster). Spellcasters choose few combat spells and prefer defensive, divinatory, negotiation-enhancing, concealing, and especially healing spells. Dohwar hate pain.

There is one Merchant for every four dohwar encountered, one Manager for every 20, and one Executive Board member for every 40. For every five conventional dohwar encountered, there is one Protector. Rarely (5%) groups are composed entirely of Protectors. If more than eight Protectors are encountered, they are all Deathsquealers.

A "cartel" consists of 10d10+80 dohwar, plus 10d4 x10 children. A cartel is run by a President, who is the final arbiter of all matters.

Life-style: Though the dohwar can live anywhere, they prefer

arctic or sub-arctic climes near large bodies of water. They are monogamous and mate for life in a union called a "merger." The female lays 1d4 eggs ("new wares") annually. These mergers are telepathic; mates are in constant mental communication to an effective range of 10 miles. If one partner is slain, the other goes berserk, trying to kill everything in its path. The mental link takes one turn to forge and one round to break.

The dohwar's other mental power is *ESP* usable at will. A dohwar must rest one turn for every round that the power is used. Thus, if a dohwar activates its *ESP* for five turns of negotiations, it must spend five hours resting, using no mental ability. A dohwar can use mental powers for a maximum of two hours.

Dohwar eat fish, vegetables, and plankton. They are fond of strong drink, and alcohol does not intoxicate them. Sweets, on the other hand, are highly intoxicating; to a dohwar, one apple has the effect of strong beer, and a few tablespoons of honey or maple syrup get it blind drunk.

The dohwar worship powers associated with commerce, profit, and wealth. The power's race or alignment is unimportant. Dohwar variously venerate Abbathor, the dwarven god of greed; the Realms' Waukeen, goddess of commerce; Krynn's Shinare, goddess of commerce; and Zilchus, Greyhawk's god of business and money. Though they love money, the dohwar are generous with religious contributions. Some speculate that they see such tithes as "cosmic investments," with the powers in return giving the dohwar a divine advantage in bargaining sessions.

Personality: Though the dohwar are chaotic neutral, this best describes their behavior to other races. Among themselves, they are surprisingly well organized and helpful. They feel (incorrectly) that the multiverse is out to get them, that everyone wants to see them go broke. Thus, despite their lust for wealth, they stick together and try not to sell each other short—at least not often.

The dohwar know few social skills, nor have they any interest in learning. They are obnoxious, brash, persistent, money-grubbing merchants. Their standard way to do business is by pairing up against prospective customers and talking them into submission. Clients face a pair of fanged penguins who talk nonstop and finish each other's sentences. The merger recites a fast, lengthy list of goods for sale, interspersed with offers to purchase various objects on the client's person.

Dohwar wares are many and varied. Anything from the *Player's Handbook* may show up in a dohwar ship's hold, even things like wagons and small boats, as well as magical items, magical weapons, spell components, books, scrolls, and potions. Gnomish inventions also clutter many a dohwar ship. There is an 80% chance to find any specific non-magical product on a dohwar ship. For magical items, consult the Treasure Type stats.

Relations With Other Races

The rest of the multiverse consider the dohwar to be a major irritant and wish the dohwar would leave them alone. There is no malice in this, just a fervent desire to be far removed from this obnoxious race.

The Arcane refuse even to acknowledge the existence of the dohwar, let alone consider them serious competition. If illithids or beholders have any interest in dohwar, it is probably a clinical interest involving vivisection. The neogi welcome relations with the dohwar, since Great Old Masters need all the food they can get, and dohwar have such juicy, tender flesh. Pirates of Gith enjoy encountering the dohwar, since the ships are lightly armed and laden with loot.

Elves and reigar avoid the dohwar and find them intolerable. The reigar believe the birds "dress to make one ill," and consider their waddling "an insult to the idea of graceful movement."

The Aperusa and the Monitors are wary of the dohwar, the former because the dohwar can out-talk them, the latter for the chance to catch the dohwar at illegal business practices.

Tinker gnomes welcome the dohwar, who have many nice gadgets to sell that the gnomes love to take apart and put back together. The gnomes also like the dohwar's vast stock of spare parts and knick-knacks, all perfect for incorporating in gnomish inventions. The dohwar also buy gnomish inventions and try to sell them to others.

The Dohwar Uspo

Built by:	Dohwar	**Armor Rating:**	6
Used Primarily by:	Dohwar	**Saves as:**	Thick wood
Tonnage:	40 tons	**Power Type:**	Minor Helm
Hull Points:	40	**Ship's Rating:**	2
Crew:	20/60	**Standard Armament:**	None
Maneuver. Class:	E	**Cargo:**	20 tons
Landing—Land:	75% likely	**Keel Length:**	200′
Landing—Sea:	Yes	**Beam Length:**	90′

The Uspo is shaped like a huge penguin lying on its stomach. Its massive wings are movable, and they are deployed perpendicular to the body during planet landings. The wings are supposed to make the ship more maneuverable. This does not work.

Although the ship has no defenses, there is a 5% chance that the Uspo is carrying 4d12 Deathsquealers, who fly out of the Uspo's main hatch (its "beak") and engage any belligerents.

There is a 50% chance that the ship has 4d12 Giff mercenaries on board as security.

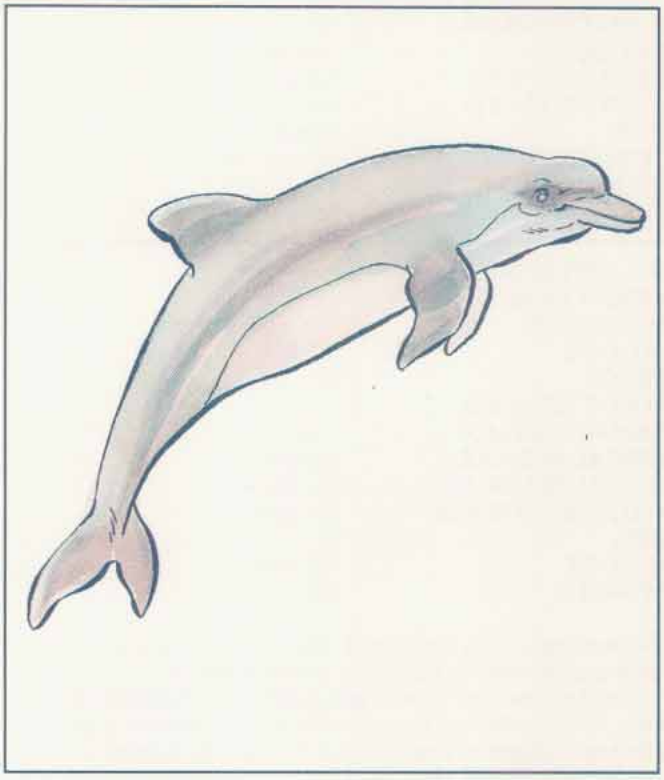
Ecology: The dohwar do not contribute to nor disrupt the ecological balance of wildspace.

There is a dohwar homeworld in the far reaches of wildspace, an arctic planet teeming with millions of dohwar, all wheeling and dealing. Thus far, no one has shown an interest in visiting or even learning its location.

Dolphin

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful good

NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	30
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as 4th-lvl fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Steady (11)
XP VALUE:	120



Dolphins are intelligent seagoing mammals.

While all dolphins share a variety of common traits, the species comes in a variety of shapes and sizes. Their long, compact bodies are superbly adapted to the aquatic environment, and dolphins are among the most powerful swimmers in the oceans. All breeds of dolphins have a large fin on their backs, two flippers, a powerful tail, jaws filled with many sharp teeth, a blow hole, and are 5 to 6 feet long. Most common and well-known are the gray, or bottle-nosed dolphins, so named for their gray skin and bottle-shaped snouts. Other varieties have two-toned blue and gray coloring. The species communicates through an intricate speech consisting of high-pitched sounds, some out of the range of human hearing.

Combat: Inherently peaceful, dolphins will generally attack only if threatened. Unless outnumbered 2 to 1, dolphins always attack sharks. Whether attacking a foe or defending their school, dolphins fight as an organized unit, responding to commands from their leader. They fight with special vehemence to protect their young, and a select number of dolphins may sometimes engage in a holding action, sacrificing themselves so that the remainder of the school can swim to safety.

Habitat/Society: Dolphins are completely carnivorous, living on a diet of fish. Though they can remain submerged for several minutes at a time, they must surface regularly to breathe. Unlike most mammals, breathing is a conscious, rather than unconscious action on the part of dolphins; in other words, they literally must remember to breathe. Newborn dolphins are assisted to the surface to breathe by their mothers and a female dolphin midwife. Dolphins are by nature playful, good-tempered, and lawful good, despising evil creatures. Most roam the oceans in schools, numbering as large as 20 dolphins, swimming where their fancy suits them. They never fight among themselves or with other breeds of dolphins. Dolphins are famous for the great pleasure they take in life; when swimming they often perform dazzling aquatic stunts, leaping in and out of the water in a spectacular fashion. They will also play with objects that they find and enjoy games. Dolphins sometimes follow ships, entertaining the crews and passengers with their antics.

About 10% of all dolphins live in organized communities. These groups have 1d4+1 swordfish (AC 6, move 24, 1+1 Hit Dice, 2d6 points of damage/attack) or 1-3 narwhales (AC 6, move 21, 4+4 Hit Dice, 2d12 points of damage/attack) as guards, depending on the climatic region. If a community is found, there is a 75% possibility that there are 1d4 additional communities of dolphins within a five-mile radius. These organized communities of dolphins do not tolerate the presence of evil sea creatures in their domain, and if necessary enlist the aid of nomadic schools of dolphins to drive out evil creatures. Any region inhabited by dolphin communities is also shark and killer whale free.

Dolphins are highly intelligent and take a benign, distant interest in human doings. They will always help humans in distress, guiding them to the shore and keeping the sharks at bay. Certain solitary dolphins, known as rogues, have been known to form closer attachments to humans, accompanying them in a friendly fashion on swimming and fishing expeditions. These rogues often play dolphin games with their human companions. Dolphins are far more valuable to men in other respects. Friendly dolphins have warned sailors of the approach of pirate ships and the intentions of evil sea creatures. More than one ship owes its safe arrival in port to the timely intercession and warning of dolphins. They have come to men's aid when their ships were attacked by mermen and sahuagin. Dolphins have been known to raid sahuagin communities and destroy their eggs, for dolphins perceive these monsters as a threat to their safety.

Ecology: The dolphin is both a hunter and hunted in its marine world. Sharks and other large evil sea creatures hunt the dolphin with enthusiasm. Despite its many enemies, the dolphin has many distinct advantages that enable it to survive and even flourish. Not only is it a strong, swift swimmer, but its intelligence and organized lifestyle are highly effective defenses against its enemies.

Dolphin, Athasian

CLIMATE/TERRAIN:	Ocean (The Last Sea)
FREQUENCY:	Uncommon
ORGANIZATION:	Pod
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Any good
NO.APPEARING:	1–10
ARMOR CLASS:	4
MOVEMENT:	Sw 30
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as 5th-level fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' long)
MORALE:	Elite (13)
XP VALUE:	270
Psionics Summary:	Random wild talent
PLAYER'S OPTION:	MAC: 7 MTHACO: 19



Just as on other worlds, dolphins on Athas are intelligent, seagoing mammals. But Athasian dolphins, however, do have a few unique differences. The skin of an Athasian dolphin is thicker than usual for other dolphins, and is entirely silvery white. The sun reflects brilliantly off its surface, keeping the dolphins cool during even the height of the day's heat. Few sights are more beautiful–or more rare–than a pod (school) of dolphins racing along the surface of the sea, arching in and out of the water in sparkling brilliance. The nose of an Athasian dolphin is a bit thicker and harder than that of a normal dolphin, a result of the species' constant war with Athasian sharks. A nose punch from an Athasian dolphin is potent.

Other than these differences, however, Athasian dolphins are much like other species. Their bodies are long, compact, and muscular. They have a large dorsal fin, a powerful tail, and a blowhole atop their heads. When near to one another, Athasian dolphins communicate via a series of high-pitched squeals, some of which are beyond the upper range of human hearing. When further apart, the dolphins use an innate telepathy to keep in constant contact.

Combat: While peaceful by nature, Athasian dolphins have grown to be more warlike than their ancestors, as a result of their ongoing war with the Athasian shark population. They generally attack other creatures only when threatened, but unless they are outnumbered at least two to one, dolphins will always attack sharks. Athasian dolphins fight as an organized unit, taking commands telepathically from a leader of their group. They are especially ferocious when protecting their young, doing anything necessary–even sacrificing their own lives–to ensure the safety of the young. They make saving throws as 5th-level fighters.

In addition to their telepathic powers, all dolphins are psionic wild talents. They simply don't have the discipline for the formal study of full psionicists, but they use their natural mental abilities to fight for their pod.

Habitat/Society: Only a single dolphin species is found on Athas. Much of the knowledge about dolphin culture has been lost throughout the ages. The Athasian dolphins, appalled at the damage done to their precious ocean by younger races, have distanced themselves from other sentient creatures, whom they blamed for the despoilment of their shared environment.

Few Athasian dolphins survive, at least as far as is known. The survivors have vowed to carry on the great oral traditions of their people and act as a living legacy of those who have gone before them. Their telepathic abilities allow them to transmit memories to their progeny down through the generations.

Ecology: Athasian dolphins are both hunters and hunted. Their most typical foes are the Athasian sharks, although the ongoing conflict has only rarely broken into all-out war. Most times, the conflict remains clashes between small patrols that encounter each other more by happenstance than design.

Despite this conflict and other predators (such as the squidlike squark), the dolphin population thrives. They have generally refused to communicate with coastal races, beyond striking an implicit treaty of nonaggression. Thus, they are not often hunted by the humanoids, and in exchange, those somehow stranded in the middle of the sea might receive assistance from a friendly patrol of dolphins that will carry them back to the shore–if they're lucky enough to get there before the sharks do, of course.

On Athas, the dolphins cooperate a bit more readily with the Athasian lizard men population, although they only rarely talk to them about anything more than coordinating their defense efforts against the sharks. Still, upon a rare occasion, lizard men have even been seen riding on the backs of a group of dolphins, so as to travel quickly to a distant shore. The relationship is based on mutual respect, and the lizard men are careful not to abuse this privilege by using it overmuch.

A few human fishers have managed to strike up a friendship with these creatures, although the dolphins refuse to communicate with them telepathically in any but the most dire of times. Such rare people realize fully how lucky they are.

—*From* Mind Lords of the Last Sea, #2444

Doom Guard

Climate/Terrain:	Any castle or ruin
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1–6
Armor Class:	2
Movement:	9
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d8 (by weapon)
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fearless (20)
XP Value:	2,000



Originally nothing more than a suit of armor, the doom guard is now an animated creature similar in nature to a golem. Created by a series of arcane enchantments, these frightening automatons are often used as guards in the castles and towers of those who create them. Doom guards are found in both western and eastern (oriental) styles as well as a variety of others.

Doom guards never speak and, thus, have no language of their own. They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include "Stay in this room and attack anyone but me who enters," or "Kill each person who opens this chest until I tell you otherwise."

Combat: Doom guards are unsubtle and straightforward opponents. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapons. Subtle planning can often enable a party to outwit doom guards without having to battle them one-on-one.

Most doom guards are armed with some manner of sword, axe, or bludgeon. In almost every case their blows with these weapons will inflict 1 to 8 (1d8) points of damage. In rare cases (about 1 in 10), they are equipped with heavier or lighter weapons (50% chance of either) and can inflict 1d10 or 1d6 points of damage respectively.

Doom guards are not undead, although they are often mistaken for creatures of this type. They cannot be turned or affected by spells that are intended for use against the living dead (*control undead*, etc.)

Spells such as *charm, hold, sleep,* or other mind-affecting magics have no power over doom guards because of their mindless nature. Similarly, the fact that they are not true living beings makes them immune to spells that depend on biological function (*cause light wounds* or *cause blindness*, for example). For like reasons, poisons do not harm them.

Heat- and cold-based attacks inflict only half damage to doom guards, with successful saving throws (when applicable) indicating that no harm is done. Lightning- or electricity-based spells inflict full damage when used against these unnatural foes. A *transmute metal to wood* or *crystalbrittle* spell is instantly fatal to doom guards, transforming them and destroying the delicate balances of the spells that keep them animated.

Habitat/Society: Clearly, doom guards are not natural creatures and have no society. They dwell only in those places where they have been created and stationed, and have no means of reproducing themselves.

Ecology: The creation of a doom guard is an interesting process, for it runs contrary to the idea of an "enchanted suit of armor." The reason for this is simply that the suit of armor is never actually subjected to a spell cast directly upon it. Rather, the doom guard is fashioned using an enchanted *anvil of darkness*, and it is this device that gives the creature its magical aura.

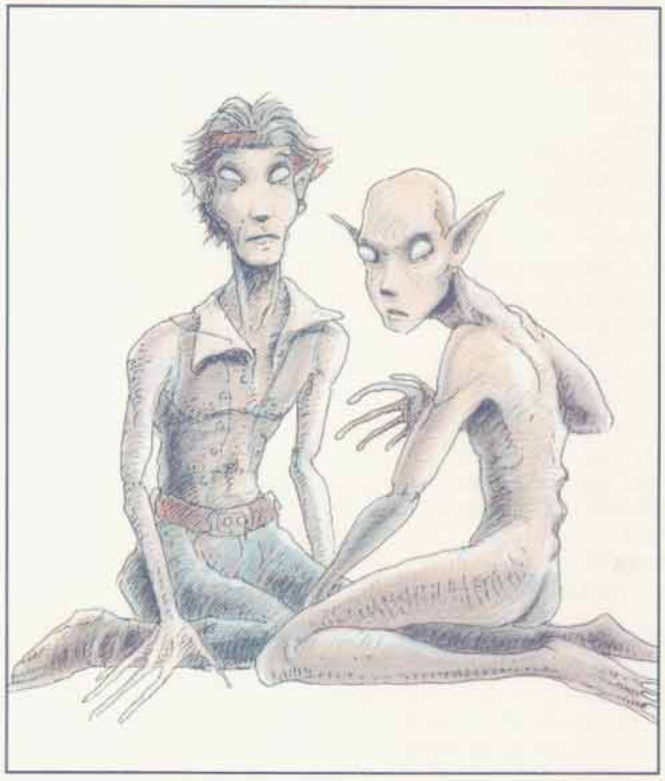
The first step in the creation of an *anvil of darkness* is the building of the *anvil* itself. The raw materials used in the creation of this object must be attained from the body of a slain iron golem. When the *anvil* is cast, it must have either a *scarab versus golems* (of any type) or a pristine, unread *Manual of Golems* set at its heart. Before the hot metal of the *anvil* cools, it must be enchanted by a powerful wizard. The first step in this enchantment is the weaving of an *enchant an item* spell over the anvil to make it ready for further wizardry. A *fabricate* spell is cast next, in order to the give the *anvil* the creative essence that will be so important to it in later years. Subsequently, a binding spell is employed to capture the last essences of the spirit that once animated the anvil in its iron golem form. Finally, a *permanency* spell is used to bind these magics into a single, cohesive enchantment that will enable the *anvil* to carry out its function.

Once the *anvil of darkness* is created, it can be used by a skilled armorer to create one doom guard every 20 weeks. Once work on a specific doom guard is begun, the armorer must work at least 8 hours out of 24 on his creation. Work cannot be halted or delayed for any reason or the enchanting process fails. The raw materials must be discarded and the work begun anew. The *anvil* is unaffected by this failure.

Doppleganger

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	3-12
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	420



The doppleganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids.

Dopplegangers are bipedal and generally humanoid in appearance. Their bodies are covered with a thick, hairless gray hide, which gives them a natural AC of 5. They are, however, rarely seen in their true forms.

Combat: This monster is able to assume the shape of any humanoid creature between four and eight feet high. The doppleganger chooses a victim, duplicates his form, and then attempts to kill the original and assume his place. The doppleganger is able to use *ESP* and can imitate its victim with 90% accuracy, even duplicating the victim's clothing and equipment. If unsuccessful in taking its victim's place, the doppleganger attacks, relying on the ensuing confusion to make it indistinguishable from its victim. A doppleganger is immune to *sleep* and *charm* spells and rolls all saving throws as if he was a 10th-level fighter.

Dopplegangers work in groups and act together to ensure that their attacks and infiltrations are successful. They are very intelligent and usually take the time to plan their attacks with care. If a group of the monsters spots some potential victims, the dopplegangers often trail their targets, waiting for a good chance to strike, choosing their time and opportunity with care. They may wait until nightfall, or until their victims are alone, or even follow them to an inn.

Habitat/Society: Dopplegangers are rumored to be artificial beings that were created long ago by a powerful wizard or godling. They were originally intended to be used as spies and assassins in an ancient, highly magical war. Their creator died long ago, but they live on, still working as spies for evil powers, thieves, and government. They have even been known to work as assassins.

All dopplegangers belong to a single tribe. Although this is rare, groups of dopplegangers can be found anywhere at any time, and in unexpected locations. Working as a unit, they select a group of victims, such as a family or a group of travelers. Basically lazy, dopplegangers find it easier to survive and live comfortably by taking humanoid, and especially human, shape. They prefer to take the form of someone comfortably provided for, and shun assuming the form of hardworking peasants. Since they are only 90% accurate in their mimicry, most dopplegangers are eventually discovered and driven out, and then forced once more to assume a new shape.

Dopplegangers are found most often in their true forms in a dungeon or in the wilderness. Groups often set up a lair in an area well-suited to ambush and surprise, patrolling a regular territory. These bands make a good living by attacking weak humanoid monsters or travelers and stealing their food and treasure. If food and treasure are scarce, they hire out to a powerful wizard or thieves' guild.

A doppleganger who has been hired to replace a specific person will plan its attack with special care, learning as much about the victim and his environment as it can.

The dopplegangers' weaknesses are greed and cowardice. They spend their lives in avid pursuit of gold and other wealth. If attacking a group of adventurers, for example, they often choose the richest-looking one to attack first. If they target a party of adventurers, the dopplegangers wait until the party is on the way out of the dungeon and heading back to town. Since they are cowardly, however, they prefer to take the easiest route toward riches. A doppleganger who chooses a rich adventurer avoids risks once the treasure is safely in hand, and retreats at the earliest opportunity, making some plausible excuse for separating from the human members of the group. They sometimes hire out as spies and assassins for money as well.

Ecology: Dopplegangers are sophisticated and dangerous parasites, living off the labors of others. They must also be reckoned with as clever and effective spies and assassins who can wreak political mayhem in positions of power. Evil wizards have on rare occasions controlled entire kingdoms for short periods of time by replacing a king, prince, or councilor with a doppleganger.

Doppleganger, Greater

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Genius (15–18)
TREASURE TYPE:	K, L, M (G, U×3)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12/1d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M–L (varies)
MORALE:	Fanatic (17–18)
XP VALUE:	4,000



Common doppelgangers can easily mimic the forms of humans, demihumans, and humanoids, but their greater cousins, sometimes called "mirrorkin," in ancient texts, have augmented those abilities to the point of perfection, allowing these shapechangers to adopt the exact forms and identities of several humans or humanoids, switching between them at will.

Like its relative, the greater doppelganger is a bipedal humanoid with a tough, hairless gray hide that maintains its toughness regardless of the disguise (granting a minimum AC of 2). The greater doppelganger is faster and more agile than a common doppelganger.

Combat: This monster can assume the shape of any humanoid creature between four and eight feet in height, just as a common doppelganger. Greater doppelgangers have full powers of *ESP* and telepathy, which allow them to peer deeper into the minds of intended victims and assume forms that are disarming to their prey; once the victim is off-guard, the greater doppelganger takes its prey in its arms and stabs the victim in the back with its claws. Some of these shapechangers take care to shape their claws so the wounds inflicted, which still deal the same damage, appear to be deep dagger or sword thrusts.

If the greater doppelganger ingests the brain of the prey, the doppleganger can absorb the entire mind and personality of the prey for later use.

Greater doppelgangers also have another advantage over their lesser relatives—enhanced intelligence and imagination. As a result, they can create a totally unique face and body without imitation. This aids them in escaping into crowds, randomly shifting clothes and faces around each corner.

Greater doppelgangers are immune to *sleep*, *charm*, and *hold* spells. They are likewise immune to any magics that detect alignment. Disguised greater doppelgangers can only be revealed by use of the *true seeing* spell or equivalent; their mental and physical disguises are even able to fool most psionics.

Their saving throws are those of 18th-level fighters.

Habitat/Society: Greater doppelgangers tend to lead any collection of their kind with whom they live. Others live alone or replace those whose minds and personalities they have absorbed. While greater dopplegangers may ally with others, they generally refuse to be controlled or led by anyone or any creature other than one of their own.

The greater doppelganger can absorb the mind and personality of any person whose brain it has eaten. After this, the greater doppelganger can assume that person's form with 100% accuracy, complete with the person's memories, abilities, and alignment; these are active whenever the shapechanger takes that particular form. When the form is worn, the greater doppleganger has all of the victim's physical, mental, and magical abilities (though not priestly granted abilities, or spells above 2nd level, since these are bestowed); greater doppelgangers can even absorb the identities of paladins, though all healing and special abilities beyond fighting skills are lost. Greater doppelgangers can absorb up to eight separate and distinct identities; if they attempt to absorb more identities beyond that, there is a 50% chance that one of the creature's absorbed identities will be lost in favor of the new one.

If the doppelganger has to perform actions that run counter to its form's alignment, it must change form or be immediately forced into its base form for 1–10 rounds. In its base form, it has limited access to all the memories of its identities (use of known languages, general information); the greater doppelganger is incapable of manifesting one person's identity when in another person's form. Regardless of its form, a greater doppelganger can use magical items, provided it knows how they function.

Ecology: The greater doppelgangers are sophisticated and clever. With their abilities to permanently adopt certain identities, their plans and goals often go beyond simple hunting or larceny. They can often penetrate social and political power groups without arousing suspicion.

The bearing of offspring (a rare event) requires a greater doppleganger to remain in female form for the entire term, or the unborn offspring will die.

Doppleganger, Ravenloft



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	E
ALIGNMENT:	Neutral evil
NO. APPEARING:	3–12
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–12 (fist) or by weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Elite (13–14)
XP VALUE:	650

The Ravenloft doppleganger is a master of mimicry that survives by taking the shapes of humans, demihumans, and humanoids.

In its natural form, the Ravenloft doppleganger is a bipedal sexless humanoid with a monstrous face. It has a hairless head, ash-gray complexion, and pointed ears that bend out from the head rather than lying against the skull. The space between the mouth and nose is far too large—several inches at least—while the eyes are too high up on the face. The skin is thick and folded (giving the doppleganger a natural Armor Class of 5), and the fingers and toes have no nails.

A doppleganger is rarely seen in its natural form, however; usually it is mimicking the form of another humanoid. When a doppleganger dies, it reverts to its true form. Sometimes (particularly if the doppleganger takes a long time to expire), it first shifts through one or two of the other forms it has mimicked recently before reverting at last to its true form.

Combat: This monster is able to assume the shape of any humanoid creature between 4 feet and 8 feet high. The doppleganger seeks out a solitary victim, makes the kill, then uses its mimicry ability to assume that creature's form. The doppleganger can then insinuate itself into a group, using its *ESP* ability to behave as others expect it to behave, thus lulling its future victims into believing the doppleganger is their companion.

A Ravenloft doppleganger is immune to *sleep* and *charm* spells. It rolls all saving throws as a 10th level fighter.

Unlike its weaker cousin (who is only 90% effective in its mimicry), the Ravenloft doppleganger can make its new shape authentic to the touch. Anyone touching a Ravenloft doppleganger in its new form will be unable to tell it from the real thing. The actual process of taking the victim's shape takes a full round to complete.

While the doppleganger can change its outer shape, it cannot alter its true nature. No matter what form it takes on, the doppleganger retains all of its original combat values and attributes. It could, for example, make itself look incredibly muscular, but it would in fact be no stronger.

Before it can mimic someone with any degree of accuracy, a doppleganger must get a good look at its target. (This usually means the doppleganger must approach to within 30 feet.) However, bad lighting can reduce this distance, and magic, such as a *crystal ball*, can increase the distance, as can certain items of mundane equipment. (It is amazing how much detail a spyglass can pick up.)

A Ravenloft doppleganger is able to alter the shape of any equipment it carries. However, this ability functions only between items of similar function and material. For example, the doppleganger could change a sword into an axe, or clothing into leather armor—even ragged clothing into an elegant gown. But it could *not* change normal clothes into plate mail.

While in its new form, the object functions normally. An axe changed into a sword, for example, does damage as a sword.

Equipment and belongings are held in their new shape by the will of the doppleganger. If a doppleganger's clothing or equipment is separated from the creature by a distance of 5 feet or more, the objects revert to their true form.

The doppleganger knows full well the limitations of its mimicry. For this reason, it is rare to find a doppleganger that is not carrying a little bit of everything. The Ravenloft doppleganger usually wears normal clothes and carries a medium-sized metal weapon, small metal pieces such as daggers and tools, and wooden objects like figurines and lutes. (It never knows what it will have to imitate.) The doppleganger prefers, however, to use real items whenever possible. Victims will always be stripped of their belongings.

The doppleganger's *ESP* ability operates exactly like the spell. The only exception is that it can attempt to read a creature's mind as often as it wants. For the Dungeon Master, this means that there is normally no point in rolling saving throws for the PCs involved, since they are bound to fail sooner or later. Rolling a saving throw is necessary only in time-critical situations.

The ability to read minds serves the doppleganger in preparing for the murder of a victim and in maintaining its mimicry after

making the switch. Initially, it reads the minds of a group of characters to learn their habits and abilities. This gives the doppleganger an idea of who would make the best victim and when would be the best time to strike.

Before it actually kills its chosen victim, the doppleganger spends several days reading that person's mind to familiarize itself with the victim's personality and way of doing things. Once the doppleganger is in place, it uses its *ESP* ability to continually read the minds of the people around it. From their thoughts, the doppleganger learns to do exactly what they expect the person it is mimicking to do. In this way, the doppleganger is never surprised and rarely acts in a suspicious manner.

One of the trickier situations that a doppleganger must handle is skilled labor. The person that has been replaced doubtlessly had talents that the doppleganger is unable to imitate (spellcasting, high level thieving abilities, or special proficiencies, for example). The doppleganger uses its *ESP* to forewarn itself of these situations, attempting to weasel out of performing tasks that it is incapable of doing.

Habitat/Society: Doppleganger clans are structured hierarchically. There is a leader (usually the oldest doppleganger) and a pecking order that tends to place the youngest at the bottom. The age of a doppleganger can be determined only when it is in its true form. The more creases it has under its eyes, the older it is.

When planning an infiltration, the youngest dopplegangers get the most dangerous jobs and the lowest-ranking victims of any target group. The highest-ranking victim will be replaced by the head of the clan.

Because dopplegangers are asexual, they care little for distinctions based on gender. When mimicking a person of a particular gender, a doppleganger will often ignore or even rebel against the limitations placed on that gender by society, but will readily comply with these limitations for self-preservation.

The doppleganger's inability to imitate skills means that it will try to pick a victim whose daily life does not involve skilled labor or unique abilities. (Wizards are probably the most avoided class for dopplegangers.)

Unlike their weaker cousins, Ravenloft dopplegangers can learn certain very specific skills. They may learn any of the thieving skills up to the equivalent of a thief of 7th level. These skills can be used only when the doppleganger is in the form in which the skills were learned; they cannot be used in any of the doppleganger's other human shapes.

Although these skills allow a doppleganger to mimic a thief with ease, a doppleganger rarely picks a thief when looking for a victim to replace. Dopplegangers prefer to mimic law-abiding citizens.

Dopplegangers are both greedy and cowardly. They tend to favor rich targets but frivolously spend the wealth they embezzle. When confronted or in times of true danger, they flee. It is rare for a doppleganger to accept any significant risk once it has achieved a new shape.

Dopplegangers rarely work alone. Each doppleganger belongs to a small, tightly knit clan of three to twelve members and no children. Clan members work together to murder a victim and set one of their number up in that person's place. Once one doppleganger has insinuated itself into a new life, it can work from the inside to help its clan members claim other victims.

Usually dopplegangers work from the bottom up. (It is difficult to replace a wealthy noble without inside help.) First, the dopplegangers replace a guard or servant in the noble's home. From there, they take over a high-ranking servant such as the captain of the guard or the head butler. With the captain or butler replaced, they aim for a family member. When several dopplegangers are established inside the noble's estate, it is relatively easy to replace the noble himself.

Ecology: The single most limiting aspect of doppleganger ecology is that they cannot reproduce among themselves; they must mate with humanoids of other races to produce offspring. In its natural form, the doppleganger is sexless, but it can imitate a member of either sex.

Doppleganger genes are always dominant. A newborn child who has one doppleganger parent and one humanoid parent appears to be of the same race as its humanoid parent. It is indistinguishable from any other child of that race.

The child's doppleganger heritage is not revealed until it reaches puberty. Gradually, the child's appearance begins to change, shifting more and more toward that of the doppleganger's true form. When this begins to happen, a member of the doppleganger clan approaches the child and reveals the child's true nature.

Normally, it is the doppleganger parent who reveals this fact to the child (if it is still masquerading as the husband or wife of the humanoid parent). Because a dozen years or more elapse from the conception of the child until it is ready to be brought into the clan, sometimes the doppleganger parent's true nature will have been discovered. The doppleganger parent may have been driven away or destroyed by the time the child reaches puberty. In these cases, another member of the clan will attempt to make contact with the child when the time is right. However, this is not always possible.

If the child doppleganger is not taught about its true heritage, it is likely to be caught and killed.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Small group
ACTIVE CYCLE:	Night
DIET:	Strength Points
INTELLIGENCE:	Exceptional (16)
TREASURE:	None
ALIGNMENT:	Lawful Evil
NO. APPEARING:	Up to 6, but usually 1
ARMOR CLASS:	3 (torso), 0 (tail), -2 (head)
MOVEMENT:	18, Fl 36 (B)
HIT DICE:	12 (75 hp)
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	by weapon (x4), 1d10 (tail)
SPECIAL ATTACKS:	*touch, fear* aura, spells
SPECIAL DEFENSES:	silence, dark, hit only in light
MAGIC RESISTANCE:	20%
SIZE:	H (12' long)
MORALE:	Fanatic (18)
XP VALUE:	14,000



The dowagu are the creations of the Raja Ambuchar Devayam. They have the lower bodies and tails of giant snakes, except that their tails are covered with a thick, layered hide. They have man-like torsos with four arms and huge leathery wings. Their faces are gaunt and grotesque, with long, curved horns rising from their foreheads and equally long, wicked tusks protruding from their upper jaws. The dowagu are completely black, with beady blue eyes resembling stars. Unless caught in the full light of the moon or a magical light source, they are rarely visible as more than a shadow.

Combat: Dowagu rarely fight, for they are usually working under strict orders from the Raja. When they do fight, however, they are true terrors, attacking simultaneously with four weapons (usually a scimitar, flail, axe and spear) and their powerful tail. Any being unfortunate enough to see a dowagu in full light must save vs. paralyzation or flee in *fear* for 1d12 rounds.

Creatures hit by the tail, or touching the dowagu with bare hands, must save vs. spells or take an additional 1d4 points of *chilling touch* damage and lose a point of Strength. If the victim fails a second save, this one vs. poison, the Strength loss is permanent. In addition, on a natural to-hit roll of 20, the dowagu entwines its tail about the victim. Entwined victims suffer no additional damage, but must save as if hit by the tall each round, or suffer the consequences as outlined above.

Defensively, the dowagu are always surrounded by a 5' sphere of *silence.* In addition, they can cause *darkness* (10') at will. If this is done at night and there is no direct source of light on the dowagu, treat the result as if it were *invisible.* Finally, the dowagu can be hit only if illuminated in the full effect of a magical light source, such as a *light* or *continual light* spell. Note that such spells cause no direct damage to the dowagu; they merely allow other weapons to inflict damage. If the dowagu is not illuminated, any attack directed against it simply passes through its body as if it were a shadow. They are subject to the full effects of the *prism of Kushk,* however, for it simultaneously provides a magical light source and makes an attack.

Each day, a dowagu is able to cast up to four 1st level Wizard spells from the Illusion/Phantasm school as if it were a 10th-level Wizard.

Habitat/Society: The dowagu are generally solitary creatures, answering solely to their master and creator, the Raja Ambuchar Devayam. Although they prefer to dwell in desolate, arid locations, they are at home in any environment.

They can mark any creature with the Stamp of Tan Chin. One of their major duties is to wander the world searching out victims upon which to place the dark tattoo. This stamp cannot be removed, even by a *wish* spell, and always shows through any attempt to cover it up. (Makeup wears off, scarves or hats fall off, spells fail inexplicably, etc.) Upon dying, persons marked with the stamp become undead and march to Solon to join the Raja's army. Usually, such victims become zombies, but especially powerful characters (9th level and above) become a more advanced form of undead, such as a vampire, wight, groaning spirit, etc. The only way to escape this fate is to avoid death or to destroy the Raja.

Ecology: The dowagu are magical constructs created by the Raja Ambuchar Devayam. There are only six of them, though the Raja will create a replacement if one is destroyed. To feed, the dowagu entwine a victim within the coils of their *chilling* tail and draw away his strength. They rarely stop until the victim is an empty husk.

Dr. Gregorian Illhousen

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CLIMATE/TERRAIN:	Egertus, Nova Vaasa
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17)
TREASURE:	Y
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	0-level human, 6 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6+3 (silver rapier)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6-feet tall)
MORALE:	Elite (13)
XP VALUE:	35

S 9, D 8, C 14, I 17, W 16, Ch 15

Dr. Gregorian Illhousen is a large man in his early 50s. He has thick brown hair, a thick beard, large brown eyes, and a rotund figure. He wears round, thick spectacles. Illhousen is the chief physician of the Clinic for the Mentally Distressed in Egertus, Nova Vaasa. His primary area of expertise is sleep disorders and dream therapy.

Illhousen is a kind and compassionate man. He does have a temper, however, and he directs an unforgiving rage at those he believes jeopardize the welfare of his patients. He has developed new treatments for mental distresses that most other doctors consider ludicrous. His work is respected, though, for Illhousen has a remarkable success rate and a fine reputation as a caring and dedicated doctor. He calls his methods "psychology," while more traditional doctors continue to practice "conditioning" as the primary treatment for mental distress.

Dr. Illhousen speaks the common language of Nova Vaasa as well as a few other prominent languages of the core domains. He can also read a few ancient languages and scientific notations.

Combat: Dr. Illhousen is not a violent man. His only real weapon is his keen mind. Even under great stress, his training and intellect allow him to remain calm and collected. Except for dealing with violent patients, his only real adventures have occurred in the Nightmare Lands. When he took the first trip into the domain with Dr. Rudolph van Richten, the other doctor gave him a silver rapier as a gift. Although Illhousen hasn't learned to use it well, it has enchanted properties that can harm even the worst monsters. (Illhousen doesn't know about the enchantment, but the gift has great meaning to him.)

The silver rapier inflicts 1d6 points of damage, plus it causes additional damage due to its +3 magical bonus. This bonus is applied to both damage and attack rolls.

Habitat/Society: Illhousen spends most of his time at the Clinic for the Mentally Distressed. He sleeps on a worn



couch in his office, eats in the clinic's kitchen, and washes in the clinic's shower room. He doesn't sleep much, and has been known to work with patients from one dawn to the next.

The doctor owns a home in Egertus, but he rarely stays there. He checks on the place once every two weeks or so, usually when he goes to visit the rest of his family. When he needs to leave the clinic, he uses one of the horse-drawn carriages with the clinic's name painted on the side.

Dr. Illhousen is capable of dreamwalking himself and of helping others dreamwalk. He can thus send other characters' dream-selves into the dream plane. He does this occasionally to help patients he believes are in the grip of the Nightmare Court. To send a character's dream-self into the dream plane, Illhousen must first hypnotize the character. This requires Illhousen to make a Charisma check with a –2 penalty. The hypnotized character must then make a Wisdom check with a –4 penalty to actually dreamwalk. The character's dream-self returns to the waking world when the character wakes up or otherwise comes out of the hypnotic trance. Note that this doesn't teach the character how to dreamwalk; it just helps put him into that state for a limited amount of time. The trance lasts for 1 turn, though the time may seem longer or shorter in a dream.

Ecology: Most people think that Dr. Illhousen sleeps very little due to his obsession with his work. While this is partly true, there is also something darker at work. Illhousen has come under the scrutiny of the Nightmare Court with more frequency of late, so he tries to avoid sleeping (and thereby dreaming) as much as possible.

Dr. Harrod Tasker

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CLIMATE/TERRAIN:	Egertus, Nova Vaasa
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	P
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	0-level human, 7 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (dagger)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6-feet tall)
MORALE:	Elite (14)
XP VALUE:	35

S 13, D 12, C 15, I 16, W 13, Ch 12



Dr. Harrod Tasker is a tall, thin man with a balding head and a cronish nose. He has thin, gray hair on the side of his head and wears reading spectacles on the edge of his nose. Tasker is a physician at the Clinic for the Mentally Distressed in Egertus, Nova Vaasa. He believes in conditioning his patients through punishments and rewards, thus he sees Illhousen's "psychology" as nothing but mumbo-jumbo.

Dr. Tasker has never been a compassionate man, but he has always been a dedicated doctor. He has a passion for knowledge, often using each patient he treats as an experimental subject. He punishes patients with the rack, rewards with sweets, and treats with shock therapy.

Dr. Tasker speaks the common language of Nova Vaasa as well as a few other prominent languages of the Core domains. He can also read scientific notations.

Combat: Tasker has a mean streak and a violent temper that he usually hides from the other members of the clinic's staff. Behind closed doors, when he works with his patients, he gives full reign to his temperament. He carries a dagger in a belt sheath in case his violence is ever returned.

Tasker also has contacts in Nova Vaasa's seedy taverns and riverside docks. If necessary, he can call upon 2d6 hoodlums (treat as 2nd-level rogues) to provide muscle for one of his plots.

Habitat/Society: Tasker arrives at the clinic every morning in his own horse and carriage. At the end of the day, he retires to his home in Egertus's richest neighborhood. He inherited his home from his grandfather, a prominent businessman in Egertus's past. The outside of the place looks as spotless and well-kept as Tasker himself, but the mess inside reflects the madness that has gripped the doctor.

Harrod Tasker has come under the influence of the Nightmare Court. Once he considered Illhousen to be a harmless fool with untenable visions. Now, thanks to the dreams he has been experiencing, he sees Illhousen as a dangerous fool who must be destroyed. The Nightmare Man himself appeared to Tasker and requested the doctor's help. "Illhousen cares nothing for the pursuit of scientific knowledge," the Nightmare Man explained. "He only cares for those shattered souls he calls patients."

Tasker's first job for the Nightmare Court was to provide a gateway through which the night terror called Mandalain could enter the waking world. Now he serves as the Court's eyes and ears, watching Illhousen and reporting on the things he is up to—especially things connected to his process called dream therapy.

When Tasker sleeps, his dream-self is drawn into the Nightmare Lands. There, he is allowed to roam the halls of the nightmare version of the Clinic—a place that Tasker calls the Egertus Asylum. While it looks like a nightmare to others, to Tasker the place is a dream. He serves as chief physician here, and a dream spawn wearing Illhousen's form rots in a cell ... until Tasker comes to administer treatments.

Ecology: Harrod Tasker is slowly going insane. This is the result of his dealings with the Nightmare Court, whose members are drawing energy from him while also using him as a tool in the waking world.

Tasker was always a neat and orderly individual. Some might say that he was obsessed with order. Now, while he appears as neat as always on the outside, his mind has become a chaotic jumble of thoughts of murder and revenge. His office and home show a similar interior, appearing as though a wild storm blew through them. In fact, one did. Its name was Harrod Tasker.

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CLIMATE/TERRAIN:	Any temperature to tropical
FREQUENCY:	Very rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (F)
ALIGNMENT:	Black: CE; Blue: LE; Green: LE; Red: CE; White: CE; Brown: NE; Yellow: CE
NO. APPEARING:	1
ARMOR CLASS:	Black: 1; Blue: 0; Green: 0; Red: -3; White: 1; Brown: 2; Yellow: 0
MOVEMENT:	10, Fl 15 (E)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACKS:	1d3/1d3/1d4/ld4/ldl2/1d12 (claw/claw/horn/horn/bite/bite)
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Immune to breath weapon of dragon parent and like attacks (spells, etc.)
MAGIC RESISTANCE:	Nil
SIZE:	L (5 feet tall at the shoulder)
MORALE:	Elite (13-14)
XP VALUE:	Black 9,000; Blue 10,000; Green 10,000; Red 10,000; White 9,000; Brown 9,000; Yellow 10,000



The dracimera is the offspring of a chimera and an evil dragon. It has a dragon head up front surrounded by a lion's mane (like the mantidrake), a lizard head with two goat's horns growing from the middle of its back, and a dragon head and neck like that of its dragon parent growing where a lion's tail would be. The lizard head is blue-green with the amber eyes and ocher horns of the chimera.

Wild dracimerae speak the language of their dragon parent, with some halting knowledge of the language of red dragons (provided their draconic parent is not a red dragon). Those dracimerae raised from birth by the Cult of the Dragon normally know common and the language of their dragon parent (though it is spoken with a slight human accent).

Combat: The dracimera is perhaps the deadliest of the known dragon hybrids. In physical combat, it attacks six times in a single round. It strikes with both forelegs (1d3 points of damage each), butts with both goat horns (1d4 points of damage each), and bites with its front and back dragon heads (1d12 points of damage each).

Its breath weapon is the same as that of its dragon parent, and the dracimera can use it six times per day. This weapon is divided up among the three heads, with each head able to use it twice per day If one head does not use its "share," the other heads do not gain "extra" uses. Damage done by the dracimera's breath weapon is equal to the beast's normal hit point total. This damage does not vary as the beast is wounded or healed over time, and magical effects that artificially boost hit points do not make the breath weapon more powerful.

The dracimera is immune to attack forms that resemble its breath weapon (a white-dragon-parented dracimera is immune to normal and magical cold, for instance). Finally, dracimerae do not suffer any additional damage or effects from weapons or items specifically designed to kill dragons. (A *sword* or an *arrow of dragon slaying* could not outright slay it. The dracimera would take all damage otherwise appropriate, however.)

Dragon Parent	Breath Weapon
Black	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Blue	Bolt of lightning 5 feet wide, 100 feet long; half damage if save is made.
Green	Cloud of chlorine gas 50 feet long, 40 feet wide, and 30 feet high; half damage if save is made vs. breath weapon.
Red	Cone of fire 5 feet at mouth, 90 feet long, 30 feet wide at cone's widest; half damage if save is made.
White	Cone of frost 5 feet wide, 70 feet long, 25 feet wide at cone's widest; half damage if save is made vs. breath weapon.
Brown	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Yellow	Blast of scorching air and sand 50 feet long, 40 feet wide, and 20 feet high; half damage if save is made vs. breath weapon.

Habitat/Society: A wild dracimera lives in the same tropical regions as its chimera parent (and usually is the offspring of a black or red dragon). Such dracimerae are solitary creatures, coming together to mate only once in a single decade. A single young is born to a successful mating. Due to the small numbers of dracimerae in existence in the wild, most dracimerae are not born of dracimerae, but of a chimera and dragon pairing. Dracimerae live in the most remote and inaccessible regions of their hunting grounds, which cover at least 400 square miles. They hoard treasure much like their dragon ancestors, for much the same reasons.

Cult dracimerae are typically used as guards of important areas, treasure caches, secret passageways, or as powerful shock troops in Cult raids against some strong foe or caravan.

Ecology: The wild dracimera is an ferocious predator and tolerates no other large carnivores or omnivores in its territory. It attacks intruders on sight. Although it hunts an area of no more than 25 square miles in a day, a dracimera can fly up to 100 miles a day and still return to its lair by nightfall.

Unlike its chimera parent, the dracimera is a pure carnivore. However, it is generally not strapped for food due to this specialization, as its reptilian physiology enables it to go without eating for as long as a week. When it does find plenty of flesh, it gorges itself. Anything made of flesh and blood is fair game, particularly humans and humanoids, and the surprising number of giant artifacts in dracimera lairs is mute testament to dracimera combat power.

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CLIMATE/TERRAIN:	Temperate/mountains or barrens
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d4)
ARMOR CLASS:	2 (base)
MOVEMENT:	6, Fl 21(D)
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	4 to 7 (depending on number of heads)+special
DAMAGE/ATTACKS:	1d8 (claw)/1d8 (claw)/2d8 (bite, per head—at least 2 bites possible)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Variable
SIZE:	G (45 foot base)
MORALE:	Steady (11-12)
XP VALUE:	Variable



Dracohydras are hideous multiheaded winged monsters that combine the worst features of dragons and hydras. Some sages believe they are ancient offshoots of the pre-dragons that have been hibernating for millions of years; others believe they are the next step in the evolution of dragons. Still others think that they are the result of tampering by supernatural beings, such as Tiamat the Chromatic Dragon or other deities. Cult members propose that they are the result of Sammaster's researches into draconic life. In order to better understand how draconic life forms existed, Sammaster created many draco-crossbreeds. Many of these are still in use by Cult cells today The dracohydra is one such creature.

Dracohydras have been reported with two to five heads. Twenty-five percent of dracohydras have two heads, 50% have three heads, 15% have four heads, and 10% have five heads.

The creatures are a muddy brown color, ranging to a lighter brown, almost a cream, on their bellies. Their eyes are red.

Dracohydras speak their own tongue, a derivative of the language of evil dragons. Dracohydras can understand about half of what evil dragons say, and vice versa. Dracohydras know no other languages, but can be taught to understand common by Cult mages.

Combat: Dracohydras share the same attack routines as standard dragons (including special attacks such as the snatch, plummet, kick, wing buffet, tail slap, and stall described under "Dragon, General" in the MONSTROUS MANUAL tome). Each round, each of the creature's heads can either bite or use its breath weapon. Heads inflict 2d8 points of damage per bite. The creature's claw attacks inflicts 1d8 points of damage per claw.

A dracohydra's total hit points are divided as follows: Half the points are assigned to the body (including the wings), and the other half are split evenly between the heads. (For example, say that a three-headed dracohydra has a total of 72 hit points. Its body has 36 hit points, while each of its heads has 12.) When a dracohydra head has been reduced to 0 hit points, the head "dies" and becomes useless. As soon as all heads are destroyed or the body is reduced to 0 hit points, the dracohydra is dead.

In combat, 80% of successful frontal attacks against a dracohydra damage a head (random selection); only 20% hit the body. For foes attacking from the side, the odds are reversed: 80% of hits damage the body, while 20% hit a randomly selected head. Foes attacking from the rear always inflict damage to the body.

Breath Weapon/Special Abilities: Dracohydras spit sprays of concentrated acid similar to the breath weapon of a black dragon. The acid stream is 3 feet wide and extends 40 feet in a straight line from the creature's head. All creatures caught in this stream must roll successful saving throws vs. breath weapon for half damage.

Each head is able to use its breath weapon independently, dividing the total allowable damage between as many uses as the creature desires. This means that a five-headed great wyrm is an incredibly daunting foe, since each of its five heads can inflict 12d2+12 points of damage. Dracohydras use their special abilities at 8th level, plus their combat modifier.

Dracohydras are born with an innate immunity to acid. As they age, they gain the following powers:

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Young adult: *Wall of fog* twice per day.
Adult: *Darkness* three times per day
Old: *Stinking cloud* twice per day.
Wyrm: *Cloudkill* once per day

Habitat/Society: Wild dracohydras are found in remote mountainous regions far from civilization. They prefer snow-covered peaks around which violent storms often play. Dracohydras are most like white dragons in their outlook: rapacious, selfish, and ferocious. Their low Intelligence makes it difficult for them to plan or think in an abstract manner, so their behavior is most often direct.

Basically, these beasts are bullies, killing any intruders into their territories even if they are not hungry at the moment. If faced by a strong foe that will not back down, they often run away. Conversely, they enjoy playing with a weaker foe before killing it. This easily manipulated predilection makes them excellent tools of the Cult for those cells "lucky" enough to have access to them. These cells most commonly use dracohydras as stationary guards of sites important to the Cult. These include secret passageways, treasure or magical item caches, or the ruling member's (or members') inner sanctum.

Dracohydras are by preference solitary, associating with others of their kind only to mate. Offspring remain with the parents only until they reach the young age category. They then either head out on their own or—rarely—challenge one of their parents for its hoard. Parents protect their offspring, but not at the cost of their own lives. Should it look as though continued defense might mean death, the parents flee. Any encounter with more than one dracohydra is with a mated pair with one or two offspring of age category hatchling (60%) or very young (40%).

Dracohydras hate all other dracoforms. If they think they can get away with it, they will attack other dracoforms on sight. Dracohydras also have no love for humans, demihumans, and humanoids. They sometimes enslave these smaller creatures, but the period of servitude never lasts long before the dracohydra gets hungry and eats its slaves. The Cult works hard to curb these tendencies in those dracohydras it makes use of, since having a dracohydra attack its members and other draconic and dracohybrid servants would be counterproductive. The same strategies of bribery, subterfuge, mental manipulation, and magical charming or domination that the Cult uses on its other servants are employed to good effect to keep its dracohydra "allies" in line.

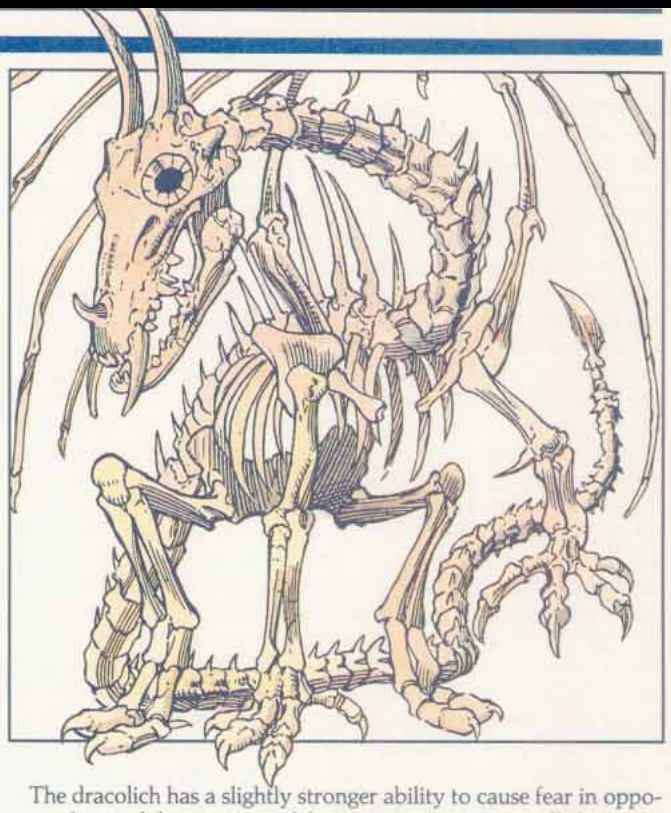
Ecology: Like all draconic creatures, dracohydras can consume almost anything, including nonliving materials such as rocks or gems. They have a rapidly mounting, voracious hunger that they prefer to satisfy with fresh meat. This is the greatest hindrance to the Cult's use of these creatures. The dracohydra must be kept near a large food supply such as a herd of grazing animals or other large, easily tractable beings.

Like the dracolisk (see the MONSTROUS MANUAL tome), the dracohydra is a distinct species, not a variety of hybrid creature such as the dracimera, mantidrake, or wyvern drake. (Its statistics remain stable for its species and do not vary according to its parentage.) The main enemies of dracohydras are storm giants, stone giants, and red dragons—who consider the flesh of the creatures' young to be a delicacy

Age	Body (in Feet)	Tail (in Feet)	AC	Breath	Spells	MR	Treasure	XP Value
1	5-14	2-6	5	1d2+1	Nil	Nil	Nil	1,400
2	14-23	6-12	4	2d2+2	Nil	Nil	Nil	2,000
3	23-32	12-20	3	3d2+3	Nil	Nil	Nil	4,000
4	32-42	20-30	2	4d2+4	Nil	Nil	E	7,000
5	42-52	30-40	1	5d2+5	Nil	5%	E, O, S	9,000
6	52-63	40-50	0	6d2+6	Nil	10%	E, O, S	10,000
7	63-74	50-60	-1	7d2+7	Nil	15%	E, O, S	11,000
8	74-85	60-70	-2	8d2+8	Nil	20%	E, OSx2	13,000
9	85-96	70-80	-3	9d2+9	Nil	20%	E, O, Sx2	14,000
10	96-108	80-90	-4	10d2+10	Nil	20%	E, O, Sx2	15,000
11	108-120	90-100	-5	11d2+11	Nil	20%	E, O, Sx3	16,000
12	120-125	100-105	-6	12d2+12	Nil	20%	E, O, Sx3	17,000

CLIMATE/TERRAIN:	See below
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	As per individual dragon
TREASURE:	B, H, S, T
ALIGNMENT:	Evil (any)

NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	As per former dragon type
HIT DICE:	As per former dragon type
THAC0:	As per former dragon type
NO. OF ATTACKS:	As per former dragon type
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Breath weapon and spell use
SPECIAL DEFENSES:	Spell immunities and spell use
MAGIC RESISTANCE:	See below
SIZE:	As per individual dragon
MORALE:	See below
XP VALUE:	As per individual dragon, plus 1,000 (both dracolich and host must be destroyed)



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

A dracolich can be created from any of the evil dragon subspecies. A dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semi-skeletal dracoliches have been observed on occasion.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A proto-dracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

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

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

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

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

CLIMATE/TERRAIN:	Any space, prairie
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVE CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (14)
TREASURE:	M, Q
ALIGNMENT:	Lawful good

NO. APPEARING:	3-18
ARMOR CLASS:	5 (3)
MOVEMENT:	18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACKS:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10-12' long)
MORALE:	Average (10)
XP VALUE:	270



The dracons are a sentient race of dragon-centaurs that have recently appeared on the fringe of the Known Spheres. Dracon exploration ships have been spotted in the phlogiston and at the edges of known space. They are just beginning to appear at the smaller communities of space.

A dracon is centaurlike in appearance, with the body of a brontosaur, the torso and arms of a human, and the head of a dragon. Its feet are flat, like those of an elephant, and it has a long, snakelike tail. Its hands have six digits (five fingers and a thumb) and end in claws.

Dracons speak their own language and that of dragons. They speak the common tongue haltingly and with a thick accent. Their speech is often formal and ornately ceremonial.

Combat: Dracons found in space will be found on ships with spelljamming helms. These are usually modified galleons, but there have been cases of hammerships appearing among the dracons.

The dracons consider themselves civilized, and have among themselves a stylized dueling code. Under this code, one challenges another, the challenged getting choice of weapons (swords, bare hands, etc.). The challenger then names the terms of the battle (to the death, to first blood, to half hit points, or to three falls, for example). Finally, the challenged names the place and time (within reason, though a dracon rhyme speaks of the Battle Eternal, in which heroes return each year to fight a single round of combat.

The dracons use these codes among themselves, but do not offer them to non-dracons. Should an individual outside the race offer such terms, the dracon would be honor-bound to adhere to them, within reason. (A single dracon will not accept a challenge from a mind flayer, unless said mind flayer pledges not to use its psionic blast.)

Dracons usually use thin-bladed long swords in combat, but are just as adept at holds and wrestling. Their long thumb-claws make them particularly dangerous; they use these to inflict 1-4 points of damage in hand-to-hand combat.

In addition to their swords, dracons carry large darts (1-6 points of damage, thrown 1/round, range of 20/40/60 yards) and halberds. The last is useful in space as a grappling hook, but is not used in most common combat. It is most often used in formal duels and as a ceremonial tool.

Dracons are adequate metalsmiths, the equal of elves but less skilled than dwarves. They carry armor on board, to be ritualistically donned before entering battle. This improves their Armor Class to AC 3, if they have sufficient time to prepare.

Habitat/Society: The vegetarian dracons follow a strong herd instinct among their people, which carries through into space. A lone dracon is a rarity and a freak among its people, and the dracons prefer to travel in familial units, headed by the eldest dracon, male or female. Dracons separated from their family will take ill unless they find a method of recreating a familial unit, and individuals have been known to adopt non-dracons as psuedo-family members.

Sages assume that the most adventurous of the dracon species have traveled in the newest ships to new planets, but even so the dracons seem stuffy and passive, more content to retreat than fight. There are exceptions, in particular those dracons who have adopted humanoids into their family units.

The leader of a dracon herd is called a kaba. The choosing of a kaba is determined not by the strongest, nor the swiftest, but by means of a system of kinship relations that borders on the mystical. Dracons have a flair for genealogy, and through a long series of questions and answers can trace one dracon to another in a fashion that determines who rules the dracon herd. Cynical non-dracons believe that the dracons make up such relationships on the spur of the moment, relating old slights and favors in their attempts to determine precedence. If such is the case, this method of dealing with leadership shows that the quick-thinking and the crafty will tend to survive.

The kaba of the herd is assisted by the shalla, or high priest. Each herd, no matter how small, has a shalla, usually with clerical powers. The shalla is the keeper of ritual, the advisor of the kaba, and the healer of the people, if they have such. The shalla is a cleric of level 3-12, with the more powerful shalla usually found with larger herds. An additional shalla will be present for every 30 dracons. Dracon shalla draw their spells from the following

spheres: Animal, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, and Sun.

The dracon'ss' faith is a pantheistic religion that worships dracon equivalents of human, dwarven, and elven gods. They have gods of war, fertility, storms, and the sea. Unlike most human gods, the dracon gods are always pictured together in a huge herd, moving together and led by the Ub-Kalla, or Full Leader. The Ub-Kalla is a god of leadership and wisdom, and knows the correct course in every situation. To be called Ub-Kalla by a dracon is considered to be a high honor, for your decision-making is compared favorably with dracon thoughts.

When dracon herds meet, the first order of business is to determine who is the kaba of the entire group, empowered to make decisions. This is done in the odd fashion of relationships and favors exchanged between groups. There is no shame for a deposed kaba taken from his post by a new kaba that outranks him—the position is a duty, and the reward for such duty is that someone more powerful will come along and give you a rest.

Ecology: The familial relationships of dracons suggests that they are all natives of the same planet, and only recently have made the first steps out into the stars. This is confirmed by the fact that most dracon ships resemble old seaborne clunkers favored by groundlings, with higher ceilings to accommodate the taller beings.

According to the dracons, their homeworld is a dry, arid orb with two types of terrain, fast-growing grass and desert. The climate is in continual flux, such that the herds are forced to move and cooperate in order to survive. There seem to be no natural enemies on their homeworld, but there are tales of a spiderlike Dark God that lies beneath the sand and pops up to trap the youngsters that stray too far from their parents. This boogeyman may be a real creature, or the product of the herd mentality. The dracon faith makes heavy use of imagery of the Dark God as an enemy and a tempter. The semblance between this Dark God and the spiderlike neogi may be a coincidence or the result of real encounters with the slaving race. Whatever the cause, the dracons hate spiders in general and the neogi in particular.

The dracon world has large, shallow seas, and at least one large moon. Beyond that, the dracons are reluctant to share more information about their homeworld, perhaps in fear of other races finding them. One suggestion has been made that the dracon ships encountered so far are lost, and do not know how to get back to their home. Another is that the dracons are cautious about strangers. Given a lack of known predators, it may be that there are few other creatures on their planet, and they are unwilling to encourage other visitors until they are ready.

Dracon relationships with humans, mind flayers, elves, and dwarves are cordial and curious: all these races are lumped under a word for "the deformed," and the dracons, usually very good at sorting out their own differences, often ascribe human traits to elves, and elven abilities to dwarves (they can never figure out who operates the big rock-ships). Lizard men get along very well with the dracons, and are often adopted into larger families as disabled smaller relatives. Centaurs and other similar races are considered long-lost allies as well. They hate the neogi, putting dracons in good stead with other races, but consider the beholders comical. Beholder jokes make the rounds among dracons, comparing them to large kickballs used in ritual games on their home world. How long this situation lasts remains to be seen. The race of dracons holds dragons in awe. The shalla have declared dragons to be messengers of their gods, and their actions are watched carefully for signs of the gods' wants or intentions.



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Draconian (General)

Draconians, also known as dragnmen, are vile monstrosities re sembling a cross between a humanoid and a dragon. These creatures were created from the corrupted eggs of good dragons. Originally serving as special troops of the Dragon Highlords during the War of the Lance, the surviving draconians are among the most dangerous and repugnant in habitants of Krynn.

Background: In the year 2645 in the Age of Light, anti-dragon sentiment ran high in Krynn, thanks in large part to acts of terrorism by the evil dragons. A great Solamnic Knight named Huma successfully drove the evil dragons to a negative plane, where they were ordered to sleep for the rest of eternity. To preserve the balance between good and evil, the good dragons agreed to depart as well. Takhisis, the Queen of Darkness, managed to secure an oath from the good dragons that they would remain in hibernation on the Isle of Dragons, far from the mainland of Ansalon. To ensure the oath, Takhisis held the eggs of the good dragons hostage in the dark tunnels beneath the city of Sanction.

Unknown to the good dragons, then eggs were not sheltered and protected as promised, Instead, Takhisis betrayed the oath by corrupting the eggs to create the evil draconians. The corruption involved foul magic performed by the evil triad of Wyrllish the cleric, Dracart the mage, and the ancient red dragon Harkiel, the Bender. Through arcane spells, they caused the eggs to grow and their occupants to multiply. Wyrllish opened a gate to the Abyss, and souls of the Dark Queen's minions, the abishai, rushed forth to inhabit the draconian spawn.

The draconians became an important part of the Dark Queen's forces when she attempted to conquer Krynn in the War of the Lance. They were ideal soldiers, more predictable than humans and more apt to follow orders than the ogres and goblins that made up the bulk of the army. Ultimately, the Dark Queen's plans were thwarted when the good dragons leàrned of her betrayal. Once the good dragons joined forces with the good races of the world, the evil armies were defeated and Takhisis was driven from Krynn.

Without Takhisis to guide them, the surviving draconians fell into disarray. The weaker leaders in the Dragonarmies found that the draconians no longer responded to their orders, while many of the more dictatorial leaders found the dragonmen rebelling against their control. Draconians without positions of responsibility in the armies lost interest in their posts. Though some draconians remained loyal to their leaders, most abandoned the armies to fend for themselves.

Today, most draconians exist as small bands of marauders, living in desolate wilderness areas where they practice banditry, extortion, and murder. Draconian bands living near cities or villages often turn on the populace in frenzies of pillage, arson, and slaughter. Though they remin loyal to Takhisis, the draconians show only occasional interest in the schemes of the their former Dragonarmy masters. While draconain units are sometimes found in evil human armies, they remain aloof from other races. Draconians are drawn to evil dragons, but have no particular affinity for any other creature.

Draconian Races: There are five distinct draconian races. the stony Baaz, the magic-wielding Bozaks, the poison-tongued Kapaks, the shape-shifting Sivaks, and the ultra-powerful Auraks. A sixth race, the Traag or proto-draconian, are included here; but most scholars do not consider them to be true dracomans. Each race arose from the corrupted eggs of a particular good dragon. Baaz and Traag from brass dragon eggs, Bozaks from bronze eggs, Kapaks from copper eggs, Sivaks from silver eggs, and Auraks from gold eggs.

Each draconian race served specific roles in the Dragonarmies. Kapaks, wielding poison blades and arrows, were used as assassins and archers. The magic-using Bozaks, wielding short swords, were used as special forces to command draconian squads. Sivaks formed the elite forces, wearing heavy armor and swinging two-handed swords. Baaz were the foot soldiers, comprising the bulk of the troops. They were often disguised in robes and used as scouts. The Auraks were rare and special generals of the draconian armies, also used as special agents since they could pass undetected among humans.

Various draconian races were often assigned to the same armies during the War of the Lance. Today, however, draconians of different races never combine into bands. The antagonism between Baaz and Kapak, for instance, is as strong as that between draconians and humans. It is this intense rivalry and interracial hatred that prevents draconians from becoming a dominant power in their own right.

Appearance: All draconians have the same general appearance. They have humanoid bodies with the tails and heads of dragons. Small scales cover them from head to toe: the scales are a duller shade of those of their original parents for instance, Bozak scales are a dull bronze). They have elongated snouts, razor-like tangs, and beady eyes.

Draconians have thick, stocky bodies and range in height from 5½ feet (Baaz) to nine feet (Sivaks). Sharp claws extend from their toes and fingers. They can manipulate tools and weapons as easily as humans can. They drag their bulky tails behind them; the tails are useless as weapons but help the draconians balance themselves. They have huge feet, with three splayed toes in the front and a single toe in the back.

All but the Auraks have a pair of leathery wings growing from their backs. Bony projections line the bottom edge of each wing, and a single projection extends from the top. A draconian's wings are nearly as large as its body.

All draconians are reasonably intelligent and are adept at several languages. In addition to their own tongue, which sounds like a combination of hisses and wheezes, most can speak common as well as the languages of evil dragons and other evil races.

General Abilities: Though all but the Auraks have wings, only the Sivaks can sustain flight (Bozaks can fly for a single round). Draconians can flap their wings while running on all fours, which enables them to move quite fast. They can also use their wings to glide a distance equal to four times the height from which they launch themselves (for instance, a draconian launching itself from a 100-foot cliff can glide 400 feet).

Draconians are not affected by a dragon's fear. ability. Actually. draconians enjoy the company of evil dragons and eagerly ally with them. When a draconian is serving an evil dragon, it gains a +1 bonus to its attack rolls while within 120 feet of the dragon.

Draconians are creatures of magical origin, and thus ail of them radiate magic. When draconians arc slain, the arcane enchantments that formed them create spectacular death scenes that can be deadly to bystanders. Each race's death scene is unique (see the individual entries for details).

The banishment of Takhisis did not cause the draconians to vanish or wither away. But it does mean that the only method of creating new draconians is no longer available. Draconians are incapable of mating (there are no meaningtul distinctions between the draconian sexes), and they are biologically incompatible with other races. Therefore, the population of draconians will inevitably decline.

Since draconians were created from the eggs of the most long-lived of Krynn's monsters, they are not susceptible to aging in any noticeable way. Though there have been no recorded instances of draconians dying from old age, it is estimated that their life spans easily exceed 1,000 years. Thus the draconian population shrinks only through combat and accidents.

Draconians are not vulnerable to any known disease, and they can subsist for long periods with little food or water.

Draconian, Aurak

CLIMATE/TERRAIN:	Any, except water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	K, L, N, V
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-2
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3-10 (x 2) or spell
SPECIAL ATTACKS:	Spells and breath
SPECIAL DEFENSES:	+4 bonus to saves
MAGIC RESISTANCE:	30%
SIZE:	M (7′ tall)
MORALE:	Champion (15)
XP VALUE:	6,000



Derived from the eggs of gold dragons, Auraks are the most powerful and devious of the draconians. Soft-spoken and cold-blooded, no act of violence is too extreme for an Aurak.

Auraks are seven-foot-tall, sinewy draconians with short tails and golden scales. Small spines grow from the backs of their heads They have long, sharp teeth and bulging eyes that are either blood red, green, or black. Their bodies emit a noxious sulphur odor, detectable from several yards away. They wear few clothes, aside from the occasional belt or cape. Auraks are the only wingless draconians.

Combat: Auraks experience the agony of their victims as an al physical pleasure. But they are not impulsive fighters-they strike only after careful planning has minimized all of the risks. Auraks have several natural defenses to frustrate their opponents. They can become *invisible* at will until they attack. They can *polymorph* into any animal their size, three times per day. They can also change self three times per day to perfectly imitate any human or humanoid they have ever seen; this effect lasts for 2d6 +6 rounds. The heightened senses of Auraks give them infravision to 60 feet, and the ability to detect *hidden* and *invisible* creatures within 40 feet. Auraks can also see through all illusions.

Though Auraks cannot fly, they move as fast as other draconians on the ground. They also have the ability to cast a dimension door spell three times per day at a range of 60 yards.

Auraks have three modes of attack. First, they can generate an energy blast from each hand, causing 1d8 +2 points of damage at targets up to 60 yards away. When using their *change self* ability, they appear to be using a weapon appropriate to the character they are copying, but they are actually attacking with energy blasts. Second, they can exhale a noxious sulphur cloud five feet in diameter three times per day. Victims caught in the cloud suffer 2d10 points of damage and are blinded for 1d4 rounds (a successful saving throw means half damage and no blindness). Third, Auraks can attack with claws and fangs (1d4/1d4/1d6), though such attacks are seldom used.

Once per day, Auraks can cast two wizard spells of 1st to 4th level. Preferred spells include *enlarge, shocking* grasp, *ESP stinking cloud, blink, lightning bolt, fire shield, and wall of fire.*

Auraks gain a +4 bonus to all saving throws.

An Aurak's most insidious power is that of mind control. Once per day, it can mind control one creature of equal or fewer Hit Dice for 2d6 rounds. This ability enables the caster to control the actions of the victim as if it were its own body. The victim can avoid the effects of this ability by rolling a successful saving throw vs. spell. If an Aurak concentrates for a full turn, taking no other actions, it can use its suggestion ability; there is no limit to the number of times an Aurak can use this ability.

When an Aurak reaches 0 hit points, it does not die, but instead surrounds itself with green flames and enters a fighting frenzy (+2 bonus to attack and damage rolls). Anyone coming within three feet of the flames suffers ld6 points of damage, unless a saving throw vs. petrification is successful. Six rounds later, or when the Aurak reaches -20 hit points, it transforms into a spinning ball of lightning, striking once per round as a 13-HD monster to cause 2d6 points of damage. Three rounds later, it explodes, stunning all within ten feet for 1d4 rounds (2d4 rounds if underwater), Those within ten feet also suffer 3d6 points of damage (no saving throw). Items within the range of the explosion must roll successful saving throws vs. crushing blow or be destroyed.

Habitat/Society: Because of their superior strength and exceptional abilities, Auraks are easily adaptable to all environments, though they prefer secluded areas. Auraks live alone or in pairs; larger groups of Auraks are never encountered. Auraks collect treasures as souvenirs of their kills; the value of treasure has little meaning for most Auraks.

Ecology: Auraks have an almost compulsive need to kill; most intelligent races, including other draconians, have learned to avoid them. There are no limits to what an Aurak will eat, though they prefer pearls and small gems. Auraks will consume alcohol, but they are less interested in strong drink than other draconians.

Draconian, Baaz

CLIMATE/TERRAIN:	Any, but usually tropical, and temperate/Forest, plain, and urban
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	M, Q; (D, I, T)
ALIGNMENT:	Lawful or chaotic evil

NO. APPEARING:	2-20
ARMOR CLASS:	4
MOVEMENT:	6. Run 15 *, Glide 18
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	l-4/1-4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	M (5½' tall)
MORALE:	Elite (13)
XP VALUE:	175



* This movement rate applies when the draconian is running on all fours, flapping its wings.

Baaz are the smallest and most plentiful draconians. Derived from the eggs of brass dragons, they were the first draconians to appear on Krynn.

Baaz have mottled scales in various shades of bronze and dark green. Their eyes are blood red, and they have slightly stooped shoulders. Their fangs are somewhat shorter than those of other draconian races.

Baaz so enjoyed the regal dress of the Dragonarmies that many of them continue to wear it today. Leather collars and breastplates studded with iron are common, as are layered metal leggings. Since this apparel is poorly kept, it is primarily for decoration, offering little in the way of protection.

Baaz are often encountered in disguise. They conceal their wings under long dark robes and hide their features with large hoods and masks. Such outfits enable them to pass through civilized lands unnoticed.

At the bottom of the draconian social order, Baaz tend to be chaotic in nature and self-serving when they can get away with it. During the War of the Lance, they served as common foot soldiers and were routinely assigned the most dangerous and least appealing duties. Their superior officers, along with members other draconian races, made no effort to conceal their contempt for the Baaz, humiliating them at every opportunity. The Baaz deeply resented this treatment, a feeling that still lingers.

Combat: Baaz are cruel and sadistic fighters, especially when drunk. They can attack twice in a round with their sharp claws; they can also use their fangs instead of one of the claw attacks (the bite also causes ld4 points of damage), but they prefer their claws. Baaz use short swords, daggers, and other easily concealed weapons; when concealment is not important, they use long swords and spears. They fight viciously and brutally, aiming their attacks at their opponents' heads and eyes. Alcohol has no significant affect on their ability to fight; if anything, it makes them all the more vicious. If alcohol is available, Baaz always drink before fighting. Drunken Baaz always fight to the death.

It possible, Baaz attempt to ambush their victims by dressing in masks and heavy robes, passing themselves off as harmless humanoids. When their victims are off-guard, the Baaz leader draws his weapon and attacks, screaming for his comrades to do the same. While fighting in their robes, Baaz are limited to a movement rate of 6. After combat is initiated, a Baaz can tear off its robe instead of attacking.

When a Baaz reaches 0 hit points, it turns into a stone statue. The person who struck the death blow must roll a successtul Dexterity Check with a -3 penalty or his weapon is stuck in the statue. The statue crumbles to dust within ld4 rounds, freeing the weapon. The weapons and armor of the Baaz remain behind after it turns to dust.

Habitat/Society: Bands of Baaz lair in abandoned buildings of all kinds. Because of their talents in disguising themselves, they sometimes live unnoticed in abandoned buildings in the center of human settlements. Baaz have a particular affinity for deserted inns and taverns.

Baaz live lawless, disorderly lives, utterly lacking in self-discipline. They regularly engage in drunken raids and random acts of vandalism. Baaz love treasure of all kinds, but they particularly covet brass dragon eggs, believing that the eggs can one day be corrupted to create more Baaz. The magical techniques to create new draconians are hopelessly beyond the meager abilities of the Baaz, but they continue to accumulate the precious eggs, just in case.

Ecology: Because the Baaz were responsible for more human deaths during the War of the Lance than any other draconian race, humans hunt them mercilessly. Since the end of the war, the Baaz have won grudging acceptance from other draconians, but relations are strained; the Baaz and the Kapaks, for instance, remain bitter enemies.

Baaz can eat virtually anything, including minerals, carrion, and human flesh. They love alcohol, and even the smallest amounts turn them into raging, boastful brutes.

Draconian, Bozak

CLIMATE/TERRAIN:	Any, but usually tropicals, sub-, tropical, and temperate/Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Q x 2; (U)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-20
ARMOR CLASS:	2
MOVEMENT:	6, Run 15 *, Glide 18, Fl 6 (E)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	+2 bonus to saves
MAGIC RESISTANCE:	20%
SIZE:	M (6'+ tall)
MORALE:	Elite (13)
XP VALUE:	1,400



* This movement rate applies when the draconian is running on all fours, flapping its wings.

Bozaks are magic-using draconians derived from the eggs of bronze dragons. They are quick-witted, shrewd, and ruthless. Bozaks are just over six feet tall and are covered with bronze-colored scales. They have dull yellow eyes and gray teeth.

Though Bozaks eschew armor, since it limits their maneuverability, they often wear helmets, light breastplates, and leather arm and leg bands for body decoration.

Bozak wings are the most versatile of any draconian race. Aside from the Kapak, the Bozak is the only draconian that can actually fly, albeit only for a single round (because flight requires a great effort, its movement rate in the air is 6). Not only can it glide like other winged draconians, it can sustain the glide indefinitely in a strong wind. On cold days, Bozaks spread their wings to increase exposure to the sunlight. On warm days, they slowly flap their wings to generate cooling breezes. When Bozaks are anxious or lost in thought, their wings twitch and vibrate.

Bozaks are intensely spiritual, devoted to the worship of Takhisis, the Queen of Darkness. They conduct elaborate ceremonies in her honor.

Combat: Bozaks are cautious and devious fighters When possible, they strike from a distance with spells or missile weapons, then charge for melee attacks. A favorite tactic of Bozaks is to charge a victim on all fours, flapping their wings and hissing while clutching swords or other weapons between their teeth. So disconcerting is this sight that the victims are often too startled to take action before the Bozaks are on them.

Bozaks never show mercy once they attack. However, they do not destroy an opponent if they believe their cause can be advanced by sparing the life.

Like Baaz, Bozaks can make two claw attacks per round, or one claw attack and a bite attack (the bite causes ld4 points of damage). Favored weapons of the Bozaks are short swords, daggers, or any other weapon that they can carry in their mouths while running. Most. Bozaks carry a long bow in addition to a melee weapon.

Bozaks are magic wielders and can cast spells as 4th-level wizards. Among their preferred spells are *burning hands enlarge magic missile, shocking grasp invisibility, stinking cloud, and web.*

Bozaks gain a +2 bonus to all saving throws

When a Bozak reaches 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust; this process takes one round. In the next round, the bones explode, causing 1d6 points of damage to all within ten feet (no saving throw)

Society: Bozaks prefer to live in secluded forests where they can conduct their religious ceremonies undisturbed. Unlike other draconians, Bozaks construct their own lairs, usually small huts of wood and stone with flat roots, wooden doors, and small openings in the walls for windows. They use large rocks and tree stumps for furniture, and line the floors with soft layers of weeds and twigs.

A Bozak band usually contains 2d10 members, but bands larger than six are rarely encountered. The strongest Bozak serves as the band's leader. In addition to making all the decisions for the band, the leader conducts their religious ceremonies.

Most Bozak lairs have a simple shrine to Takhisis where the band conducts regular services. A typical shrine is a crude idol in the shape of a dragon made of stones and small trees lashed together with vines. The idol, seldom more than a few feet tall, is centered in an open held where all of the vegetation has been scorched black. A circle of charred bones surrounds the shrine. It is here the Bozaks offer prayers to Takhisis and conduct their rituals in her honor.

Bozaks prefer gems and jewelry to all other treasure, and often decorate their shrines with them.

Ecology: Though utterly convinced of their superiority, Bozaks feign friendship with other draconian races if it serves their purposes (the gullible Baaz are often exploited by the Bozaks in this way). Bozaks frequently raid human settlements for prisoners. Their diet consists mainly of vegetable matter, carrion, and small mammals.

Draconian, Kapak

CLIMATE/TERRAIN:	Any, but usually tropical, subtropical, and temperate/Forest and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K, L, M; (1, Y)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-20
ARMOR CLASS:	4
MOVEMENT:	6, Run 15 *, Glide 18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20 %
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	650



* This movement rate applies when the draconian is running on all fours, flapping its wings.

Kapaks are a race of venomous draconians known for their stealth. They are derived from copper dragon eggs.

Kapaks average six feet tall and have sleek torsos and long limbs. Their scales are dull copper tinged with green, their eyes are orange or dark brown. They have short manes of dark brown or blonde hair hanging from either side of their mouths. Soft pads line the bottoms of their feet, enabling them to move silently. They speak in a soft, high-pitched whine.

The most exotic physical feature of the Kapaks are the poison glands located under their tongues that continuously secrete a venomous spittle. The glands are magical in nature, and are capable of producing a virtually limitless amount of the thick, yellowish venom.

Kapaks avoid any style of clothing that might draw attention to themselves.

Combat: Though their intelligence is limited, Kapaks are superb fighters, fiendishly clever in their ability to catch victims off-guard and take advantage of opponents' weaknesses. Kapaks rarely attack unless their opponents are at some sort of disadvantage. Because of their cunning, Kapaks make excellent assassins.

Most (70%) Kapaks have the following abilities: move silently (base chance of 15%), hide in shadows (base chance of 10%), and find/remove traps (base chance of base chance of 20%). A few (10%) have these abilities at a higher level. To determine the level of the more skilled Kapaks, roll 1d6 and multiply the result by 5; this gives the percentage increase (above the base) in each skill. (For instance, a roll of 4 indicates a 20% increase over the listed chances.)

Kapaks can bite for 1d4 points of damage, but they prefer to use weapons such as short swords, daggers, slings, bows, maces, and broad swords. Kapaks often lick their weapons before engaging in combat to coat them with venom. Victims bitten by a Kapak or struck by a venom-coated weapon must roll a successful saving throw vs. poison or become paralyzed for 2d6 turns. The poison evaporates from a weapon in three rounds; it takes a Kapak one full round to poison a weapon again after the previous coating has evaporated (they can do this even while engaged in melee).

Kapak frequently wear leather or scale mail armor. Leather armor reduces their AC to 2, while scale mail reduces it to 1. If a shield is carried, the AC is reduced by another point. Because of their strength, wearing armor does not significantly reduce the Kapaks' ability to move.

When a Kapak reaches 0 hit points, its body instantly dissolves into a ten-foot-wide pool of acid. All within the pool suffer 1d8 points of damage per round from the acid (no saving throw). The acid evaporates in 1d6 rounds. All items possessed by the dissolved Kapak, including treasure and magical items, are rendered useless by the acid.

Habitat/Society: Kapaks are not builders. Kapak bands occupy abandoned buildings throughout Krynn, primarily in mountain ranges near civilized regions. Towers and castles are favorite Kapak strongholds.

Kapaks seldom have formal leaders, making most decisions by consensus. When disagreements cannot be resolved, a Kapak is just as likely to leave the group as he is to fight for the acceptance of his opinion. Kapaks have great respect for Auraks, and often allow them to serve as their leaders.

A Kapak band has a common treasure cache; individuals seldom keep more than a few coins for themselves. When a Kapak leaves the band, he takes his share of the group's treasure with him, using it to buy his way into a new band.

Ecology: Kapaks are larger than Baaz and often bully and abuse their smaller cousins. Consequently, the Baaz hate the Kapaks as much as they do any non-dracoman race. Violent confrontations are common between Baaz and Kapaks. Aside from the Baaz, the Kapaks maintain good relations with other evil races, often hiring themselves out as mercenaries and assassins. Hundreds of Kapaks survived the War of the Lance, and they continue to serve in the remaining Dragonarmies that exist throughout central Ansalon.

Kapaks are strictly carnivorous. Because of their extremely high metabolisms, Kapaks must devour at least 20 pounds of meat per day. They eat fish, wild game, and defeated opponents.

Draconian, Sesk

CLIMATE/TERRAIN:	Temperate plain or forest
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-11)
TREASURE:	None
ALIGNMENT:	Neutral evil

NO. APPEARING:	2d6
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4/1d4 (claw/claw) or by weapon
SPECIAL ATTACKS:	+1 to hit with claws
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	11
XP VALUE:	100
Chieftain:	150



The sesk are remnants of the early experiments to create draconians. Somewhat shorter than the average draconian, they stand with a hunched posture as if favoring a cramped limb. Their bodies are twisted and appear to be out of proportion to their general build. A reptilian jaw and brow, vestigial tail, and silver-hued scales hint at the origin of these malformed draconians.

COMBAT: Sesk draconians are poor fighters, hampered not so much by will as by the physical limitations of their misshapen bodies. When combat is inevitable, they prefer to attack from ambush or places of concealment, employing missile weapons that give them an advantage while keeping them out of melee range. Crossbows are forgiving of the sesk's lack of dexterity, and are the weapon favored by these draconians. In close quarters they use the short sword, which does not require much brute strength.

The sesk avoid combat whenever possible, relying on cunning and treachery to achieve their ends instead. They are accomplished builders of snares and traps, and prefer to catch their prey with stealth rather than an outright attack.

If forced into battle they are competent fighters, but do not do combat with the bloodthirstiness of some other draconians. If close pressed, the sesk drop their weapons and resort to the use of claws. This is a reaction of panic, for their claws are less useful than many weapons; nevertheless, a sesk forced to fight with its natural weaponry gains +1 to hit for the fervor of its defense.

When slain, the sesk appear to shrink in upon themselves, dehydrating and turning to fine silvery dust in a single round.

HABITAT/SOCIETY: The sesk were one of the experiments in draconian creation that the evil lords abandoned early on. Created from the eggs of silver dragons, their masters found the sesk were smarter than the average draconian, with a cleverness and cunning far beyond that of their peers. Yet their bodies were oddly twisted, as if silver dragon blood rebelled at this unwonted usage. The sesk were incapable of fighting as well as the evil lords had hoped, and proved far too creative and questioning of authority to swiftly and unquestionably follow orders.

Since these twisted vessels were patently unsuitable for their ends, the evil lords abandoned their experiment and banished the sesk to the wilderness of the Conquered Lands. The sesk migrated eastward until the peoples of the Steamwall region prevented their further advance. There the sesk have curried favor with the hurdu, living in ruins shunned by those lizard men, and aiding them in their battles with the hobgoblins who vie with the hurdu for dominance in the foothills.

Sesk live in villages organized loosely along tribal lines, near and sometimes among the hurdu clans with whom they closely associate. Each tribe numbers from 20-80 sesk (2d4 x 10), and is led by a chieftain (4 HD, THAC0 16, Dmg 1d6/1d6).

ECOLOGY: The carnivorous sesk successfully trap most of what they eat. They often trade foodstuffs with the hurdu, but when ranging away from home are self-sufficient in the wilderness. As long as it is freshly killed, they are not picky about the flesh they eat, and will consume anything from field mice to humans when hungry. When fed until full, a sesk can then go for the space of a few days without eating.

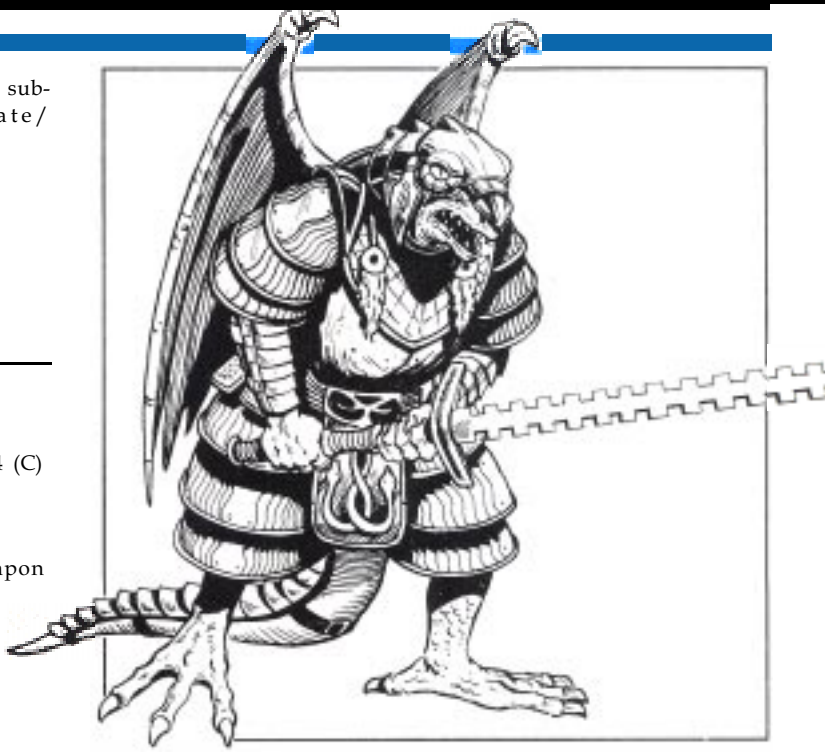
The sesk preference for trapping and catching their food compels them to set up snares and wait at least a day for them to capture food. For this reason, sesk move into an area, stay for one or more days collecting food, then travel without stopping while fueled by their bodies' reserves.

When generating statistics for significant sesk, these draconians are -1 STR, -1 DEX, and +2 INT. Sesk have the Set Snares proficiency.

Draconian, Sivak

CLIMATE/TERRAIN:	Any, but usually tropical, subtropical, and temperate/ Mountain and hill
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Q, ½ V; (Z)
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-20
ARMOR CLASS:	1
MOVEMENT:	6, Run 15 *, Glide 18, FI 24 (C)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-6/1-6/2-12 or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	+2 bonus to saves
MAGIC RESISTANCE:	20%
SIZE:	L (9′ tall)
MORALE:	Elite (14)
XP VALUE:	2,000



* This movement rate applies when the draconian is running on all fours, flapping its wings.

Sivaks are savage, shapechanging draconians that are derived from the eggs of silver dragons. They are among the most powerful draconians, second only to Auraks.

Sivaks have gleaming sliver scales and black eyes. Topping nine feet in height, they are the largest draconian race. They emit a mild odor that smells ilke hot metal and smoke. Sivaks seldom wear armor, but they sometimes wear flowing capes and decorative metal bands around their arms, legs, necks, and tails.

Sivaks can run and glide like most other draconian races, but they are unique in their ability to fly. They are extremely agile in the air, as maneuverable as dragons and nearly as fast.

Combat: Like most draconians, Sivaks relish the suffering of but Sivaks are particularly nasty, no victim is too small or too weak to be victimized by a Sivaks. Sivaks work especially well in teams defending one another against unexpected attacks and surrounding opponents to assault them from all sides. Sivaks do not fight carelessly. Unless ordered by a strong leader, they do not go into battle when the odds are stacked against them, nor do they venture into an area where an ambush is possible. They refuse to fight to the death, flying to safety if a battle turns against them.

The Sivaks' movement flexibility gives them an important tactical advantage. They can race forward on all fours, silently glide from a height, or attack from the air. Many opponents are unfamiliar with the existence of flying draconians, glving the Sivaks the additional advantage of surprise—for instance, a Sivak chdrging on all fours can suddenly take to the air and swoop at its opponent from behind.

Sivaks are also powerful shapechangers. When a Sivak slays a humanoid of its size or smaller, it can take the form of the victim. It does not gain the memories, experiences, or spell use of its victim and, like all draconians, it contniues to radiate magic, but its appearance and voice are exact matches to those of the victim. A Sivak can remain in this new form as long as it wishes. A Sivak can change back to its normal form at any time. but cannot shapechange again until it kills another victim.

Sivaks use their shapechanging ability to explore or spy in lands hostile to draconians. A shapechanged Sivak can penetrate deep into a enemy stronghold, or it can secretly observe humanoid enemies. A shapechanged Sivak can kidnap an opponent, destroy him, then shapechange to the form of this victim.

Sivaks attack with both claws for 1d6 points of damdge each and with their long, heavy tails for 2d6 points of damage (the tails can strike opponents on any side). They also use a variety of weapons, including long swords, two-handed swords, battle axes, and spears. A favorite weapon is a Sivak-designed sword with barbed notches on each edge: this weapon causes ldl0 points of damage. Sivaks also use magical weapons whenever available.

Sivaks gain a +2 bonus to all saving throws.

What happens to a Sivak when it reaches 0 hit points depends on the size of its slayer. If the slayer was a humanoid the same size as or smaller than the Sivak, the slain Sivak shapechanges into the form of its slayer. It remains in its death shape for three days. after which time it decomposes into black soot. It the slayer was not a humanoid or if it was a humanoid larger than the Sivak, the Sivak immediately bursts into flame upon reaching 0 hp, causing 2d4 points of damage to all within ten feet (no saving throw).

Habitat/Society: Sivak bands usually can be found in secluded mountain caves. Sivaks are not particularly ambitious. They make decisions by consensus and spend most of their time waylaying travelers. They enjoy all types of gambling, wagering money, food, alcohol, or prisoners on endless card and dice games. They welcome any opportunity to steal magical items and are also fond of gems and jewelry.

Ecology: Sivaks are distrustful of other draconian races and generally avoid them. They sometimes ally with a powerful Aurak leader or join with a Kapak band tar some recreational slaughter of the Baar. Sivaks are tend of strong drink, but like the Baaz, alcohol has no significant effect on their ability to fight. Sivaks eat virtually anything, and have a special fondness for elven flesh.

Draconian, Proto-, Traag

CLIMATE/TERRAIN:	Temperate plain or forest
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2d6
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	M (5′-6′ tall)
MORALE:	Special
XP VALUE:	120
Chieftain	175



The traag draconians are among the first failed attempts to create draconians, a precursor of the more successful baaz. While not overly tall, they are emaciated and gangly. They have sharp taloned hands, and crocodile-like snouts. Their bodies are covered with rough scales of a metallic brass color, a link to their heritage.

Combat: Traag draconians are fierce fighters, adept with either weapons or their natural talons. At the same time, they are not naturally courageous, being extremely conscious, even paranoid, of their- own weaknesses and numbers. They do not attack unless the odds are in their favor, either through numbers, the element of surprise or clever strategies, or if they have been forced into battle. Thus, their initial morale is only 8.

Once the battle is joined, however, the traag become maniacally fearless. A blood-lust seizes them and they no longer need to check morale for the duration of the fight. They will fight without regard for losses and gain a +1 on all saving throws vs. spells that cause fear (scare, fear, etc.). This effect only comes into play when the combat is actually joined. Since the traag don't use missile weapons, this is when hand-to-hand combat is conducted.

In combat, the traag often disdain the use of weapons and fight with their claws, which are effective enough. They use weapons when there is some advantage to be gained from using the weapon-attack mode, reach, or other special use.

Upon death, the traag bubble and rot away in a single round, leaving only a slimy puddle behind.

Habitat/Society: The traag were one of the first products of the lords' attempts to pervert the eggs of the good dragons to create araconians. (At least, they were one of the first experiments to survive.) For a time, since they lived and were good fighters (when they fought), the lords considered them a success and bred large numbers of them.

Over time, however, the traag began to develop a number of undesirable traits that ultimately made them unsuitable for use in the dragon armies. Most obvious of these is their noteworthy cowardice. Even this alone would not have been sufficient, but coupled with a very low birth rate (each brass dragon egg yielded only a few viable traag) and a tendency to suddenly go berserk, attacking anything or anyone, made the traag a failure. Not wanting to waste time slaughtering them by the thousands, the evil lords simply disposed of their error in the lands of Aurim.

The traag have formed themselves into small tribal bands. Each tribe is led by a chieftain (5 HD, THAC0 15, Dmg 1d8/1d8). These bands of 1d100 + 50 traag live mostly in the deserted villages and cities of ancient Aurim The more numerous and powerful hobgoblins have made the plains unsafe for their habitation, so the traag have for tified and trapped the ruins as a protection against their powerful neighbors. The old streets are honeycombed with hidden sally ports, rockfalls, dead ends, and concealed ways.

The villages are normally organized in a similar manner. At the center of the rums is the tribal headquarters. There are always at least two paths to this and sometimes more. Fanning out from the center are different encampments, or "divislons" as the traag call them. Each division has 1d20 + 10 members. These divisions have varying responsibilities, usually assigned the duty of guarding a specific post or hunting in a given territory.

Because the traag are created, they have only one sex (male for lack of a better name). There are no young or dependents. All members of the tribe are warriors—they are more completely mobilized than any other group in Taladas. This has led them to Increasing dominance in Aurim.

Ecology: Although carnivorous, the traag are often reduced to scavenging. Unwilling to hunt for great lengths of time on the plains, they are almost universally under-nourished. It's not surprising then that they will eat virtually anything (even hobgoblin) that is put in front of them.

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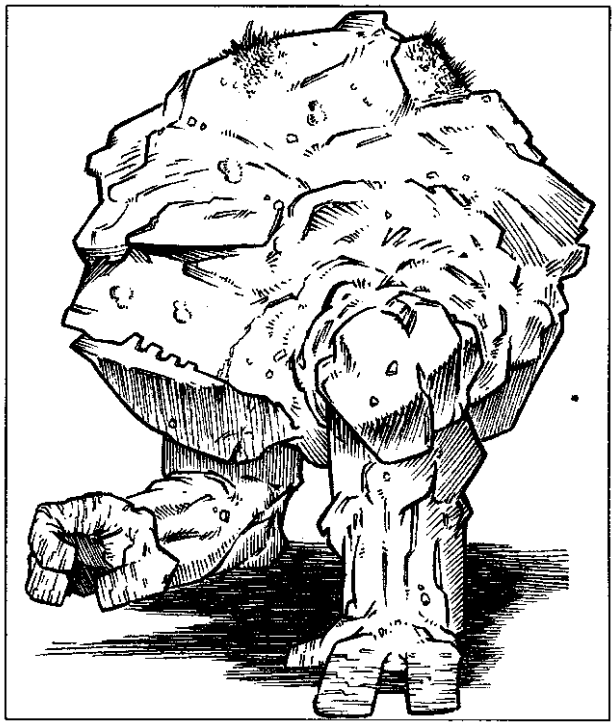
CLIMATE/TERRAIN:	Any (caverns or subterranean)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (5)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	12, burrow 9
HIT DICE:	2-6
THAC0:	19 (2 HD) 17 (3 & 4 HD) 15 (5 & 6 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 per round (digestive juices)
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Immune to most spells, half-damage from edged and piercing weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8-12 feet in diameter)
MORALE:	Fearless (20)
XP VALUE:	2 Hit Dice: 975 3 Hit Dice: 1,400 4 Hit Dice: 2,000 5 Hit Dice: 3,000 6 Hit Dice: 4,000



Draggers are usually encountered in natural caverns, though many are to be found in the underways of Ravens Bluff, where they have been the doom of more than a few smugglers down the years. Like their cousins the galeb duhr, draggers resemble boulders, with a single pair of appendages acting as both hands and feet and with huge mouths that seem mere fissures in rock when closed. Draggers are natives of the Plane of Elemental Earth and are able to propel themselves through stone.

Combat: A dragger typically "floats" in a section of floor, camouflaging itself through its ability to create *hallucinatory terrain* at will in a ten-foot-square area centered on itself. Anything stepping upon the hidden dragger risks being swallowed by the creature's gaping maw (such a target is considered to be AC 10, exclusive of Dexterity bonuses). If the initial attack fails, the dragger will submerge beneath the ground to a place of safety, returning to the same spot 2d4 turns later. Should the attack succeed, the dragger's target will have one or more appendages (usually feet) trapped in the creature's jaws. On the following round, the dragger will momentarily loosen its grip as it attempts to swallow the victim. A successful saving throw vs. paralyzation indicates that the prey manages to wriggle free at this time; each being helping the victim adds a +1 bonus to the roll. Should the save be unsuccessful, the prey is sucked into the dragger's gullet. On the next round, the dragger sinks into the ground to enjoy its meal safe from harm.

Should the creature be slain before it withdraws, captured prey can be freed in 14 rounds but suffers 3d4 hit points of damage per round from the dragger's corrosive digestive juices. Draggers can digest virtually anything except gems (their treasure, if any, consists of gems carried by previously swallowed victims).

Draggers can be struck by any sort of weapon, although edged and piercing weapons do only half damage. Spells don't affect draggers, except as follows: *magic missile* inflicts normal damage; *move earth* causes the dragger to immediately depart for 14 turns, first releasing any prey not already swallowed; *stone to flesh* lowers a dragger's Armor Class to 10 for the spell duration, immobilizing the creature if it is submerged in stone at the time (if only partially submerged, it can force itself out of the stone in 1 round at the cost of 2d4+2 hit points abrasion damage); *stone shape* can be used to force a dragger's jaws through one involuntary movement and then hold it in the new position for the spell duration (in other words, to either hold the jaws shut or to force the dragger to open wide and disgorge a swallowed victim); and *transmute rock to mud* fully heals the creature (they otherwise heal 1 lost hit point per day, as many other creatures do).

Habitat/Society: Draggers are solitary, sexless hunters. When they reach an unstable size (i.e., above 6 HD) through diligent devouring, they split to form two to four smaller (2 HD) draggers, expelling all previously ingested gems in the process. The new individuals may stay together for a time but as they grow they move apart to find their own hunting grounds. They have no social interaction but never fight each other; if two draggers encounter each other in an area heavily trafficked by prey they may feed side by side for a time, but otherwise they'll always instinctively move apart. Draggers have been known to go dormant for long periods of time, hiding inside solid rock and ignoring food nearby; no good reasons for this behavior has yet been offered.

Ecology: Draggers are carnivores, eating all manner of birds, reptiles, and mammals. They ignore most plants, devouring only ambulatory sorts, but avidly swallow fungi. They otherwise place no value judgments on food: edible is edible, and a dragger won't choose a larger or more formidable meal over a lesser (or vice versa). Regardless of the size of prey it eats, a dragger will try to devour prey only once every three hours or so, ignoring other possible targets after one try (successful or not). They are capable of going months if not years between meals.

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world. Most dragons are identified by the color of their scales.

There are many know subspecies of dragons, several of which fall into three broad categories: chromatic, gem, and metallic dragons. Chromatic dragons include black, blue, green, red, and white dragons; all are extremely evil and are feared by most. The metallic dragons are the brass, bronze, copper, gold, and silver dragons; these are noble and good, highly respected by wise people.

The gem dragons are the amethyst, crystal, emerald, sapphire, and topaz dragons; they are neutral with respect to good and evil, and are very charismatic and suave, masters of persuasion who delight in riddles. Though generally smaller and slower than other dragons, gem dragons are often wiser and more intelligent, and have other powers to compensate, like psionics.

In addition to the dragons in these three classifications, there are other dragons that may at first seem to be members of those categories. For instance, the steel dragon seems to be a metallic dragon, but has only one breath weapon; while each "true" metallic dragon has two. Likewise, the brown dragon seems to be a typical, evil chromatic dragon; but has no wings, so is not a "true" chromatic dragon.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral dragon specimens have been known to associate with evil or good dragons. Gold dragons occasionally associate freely with silver dragons, and emerald dragons are sometimes found with sapphire dragons.

When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they are also very territorial. They usually try to work out differences in a peaceful manner. Gem dragons often settle inter-species disputes with riddling contests.

All subspecies of dragons have 12 age categories, and gain more abilities and greater power as they age. Dragons range in size from several feet upon hatching to more than 100 feet, after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Generally, when multiple dragons are encountered they are a mated pair and young. Mated dragons are always young adults, adults, or mature adults; young dragons found with their parents are of the young adult stage or younger. To determine the age of young dragons roll 1d6: 1 = egg; 2 = hatchling; 3 = very young; 4 = young; 5 = juvenile; 6 = young adult.

During the early part of a dragon's young adult stage it leaves its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. As a pair of mated dragons age beyond the mature adult stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex sometimes raise young, but only on their own—the other parent leaves when the eggs are laid.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Dragons are fearsome predators, but scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have developed a taste for such fare.

Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate areas or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

Dragon Defenses: A dragon's Armor Class improves as it gets older and the creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

Dragon Hide: Dragon skin is prized by armorers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armor grants its wearer an Armor Class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor from a juvenile brass dragon (AC O) grants its wearer AC 4. Dragon armor is supple and non-bulky, weighing only 25 pounds.

The scales of gem dragons take on properties of actual gems; they are faceted and reflect light. They are slightly more brittle than those of other dragons, so armor made from them requires repair more often.

Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, costing 1,000-10,000 gp, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can, to a maximum of +5.

Dragon shields also offer no additional protection. They are made of stretched hide over a wooden frame. Such shields weigh 3 pounds (if small) or 8 pounds (if large) and cost 20-120 or 30-180 gold pieces.

Dragon Senses: All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Some dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

Dragon Lairs: All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain.

When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.

The location and character of dragon lairs vary based on each subspecies; consult individual dragons for specific information. However, one thing remains constant: any dragon considers its lair and neighboring areas its domains. A creature which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lain to keep unwary creatures from reaching the treasure.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers; most are maneuverability class C. This is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws with a +2 bonus to attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking.

When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

Dragon Table

Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0-5	−6	+1	Nil	Nil
2 Very young	6-15	−4	+2	Nil	Nil
3 Young	16-25	−2	+3	Nil	Nil
4 Juvenile	26-50	Nil	+4	Nil	Nil
5 Young adult	51-100	+1	+5	15 yards	+3 (+7)
6 Adult	101-200	+2	+6	20 yards	+2 (+6)
7 Mature adult	201-400	+3	+7	25 yards	+1 (+5)
8 Old	401-600	+4	+8	30 yards	0 (+4)
9 Very old	601-800	+5	+9	35 yards	−1 (+3)
10 Venerable	801-1,000	+6	+10	40 yards	−2 (+2)
11 Wyrm	1,001-1,200	+7	+11	45 yards	−3 (+1)
12 Great Wyrm	1,200+	+8	+12	50 yards	−4 (0)

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.

Trained war mounts, organized military units, and single creatures with 1 Hit Die or more, but with fewer Hit Dice than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. petrification. Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.

Gem dragons are not as inherently fearsome as other dragons, so saving throws against their fear auras receive bonuses; the bonuses appear in parenthesis in the Dragon Table.

Dragon Hit Die Modifier: Dragon Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragon entries for the base Hit Dice for each species, and to the Dragon Table for the modifier based on age. The older a dragon gets, the more Hit Dice it has. For example, a black dragon has a base of 10 Hit Dice. A hatchling black dragon subtracts 6 dice, giving it a total of 4. A great wyrm black dragon adds 8 dice for a total of 18.

Dragons' saving throws are tied to their Hit Dice. Each dragon saves as a fighter equal in level to the dragon's Hit Dice. For example, a hatchling black dragon saves as a 4th-level fighter, while a great wyrm black dragon saver as an 18th-level fighter.

Dragon Combat Modifier: A dragon's combat modifier varies with age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon. The combat modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm casts spells at 24th level of ability).

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite, against the foes they perceive to be the toughest.

A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

Claws: A dragon can use its claws to attack creatures to its front and sides. If the dragon kicks with one rear leg, it can attack with only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its back and sides.

Snatch: Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of age old and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

Plummet: If the DM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a separate attack against each creature affected. Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful saving throws vs. petrification or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll successful saving throws vs. petrification to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions when plummeting or pinning.

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet, +1 foot per age category of the dragon. Those knocked back must make successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used for balance). It cannot slap its tail while kicking.

Wing Buffet: Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

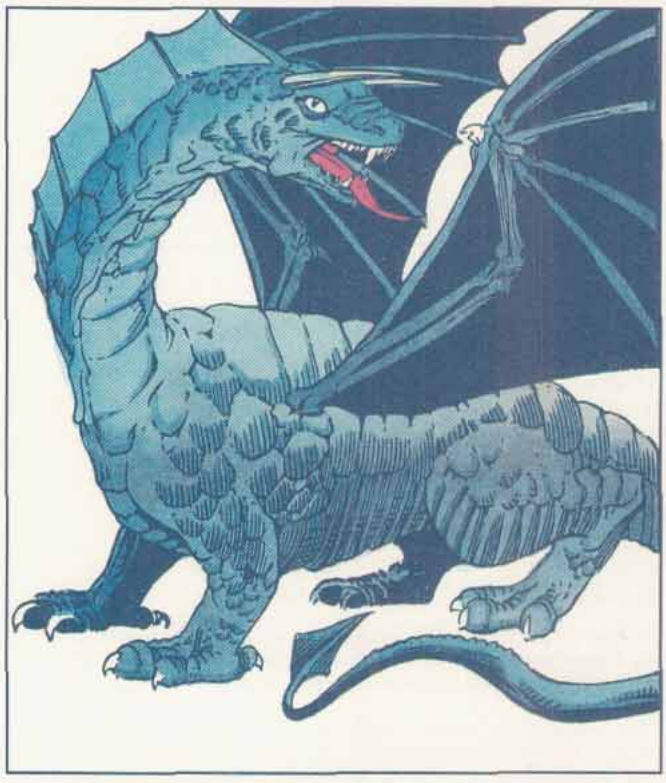
Tail Slap: Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or be stunned for 1d4+1 minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of combat modifier, round down).

Stall: Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The dust lasts for one round.

Spells: Dragons learn spells haphazardly over the years. The DM should randomly determine which spells any particular dragon knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons to not use spell books or pray to deities; they simply sleep, concentrate when they awaken, and remember their spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.

CLIMATE/TERRAIN:	Any swamp, jungle, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 30 (C), Sw 12
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Black dragons are abusive, quick to anger, and resent intrusions of any kind. They like dismal surroundings, heavy vegetation, and prefer darkness to daylight. Although not as intelligent as other dragons, black dragons are instinctively cunning and malevolent.

At birth, a black dragon's scales are thin, small, and glossy. But as the dragon ages, its scales become larger, thicker, and duller, which helps it camouflage itself in swamps and marshes. Black dragons speak their own tongue, a tongue common to all evil dragons, and 10% of hatchling black dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Black dragons prefer to ambush their targets, using their surroundings as cover. Their favorite targets are men, who they will sometimes stalk for several minutes in an attempt to gauge their strength and wealth before attacking. Against a band of men or a formidable creature, older black dragons will use their special abilities first, so the very forces of the marsh can weaken the targets before the dragon joins the fight. Black dragons will also use their breath weapon before closing in melee. When fighting in heavily vegetated swamps and marshes, black dragons attempt to stay in the water or along the ground; the numerous trees and leafy canopies limit their flying maneuverability. When faced with an opponent which poses too much of a threat, a black dragon will attempt to fly out of sight, so it will not leave tracks, and hide in a deep pond or bog.

Breath weapon/special abilities: A black dragon's breath weapon is a 5' wide stream of acid that extends 60' in a straight line from the dragon's head. All creatures caught in this stream must save vs. breath weapon for half damage. A black dragon casts spells and uses its magical abilities at 5th level, plus its combat modifier.

Black dragons are born with an innate *water breathing* ability and an immunity to acid. As they age, they gain the following additional powers:

Juvenile: *darkness* three times a day in a 10' radius per age category of the dragon. **Adult:** *corrupt water* once a day. For every age category a dragon attains, it can stagnate 10 cubic feet of water, making it become still, foul, inert, and unable to support animal life. When this ability is used against potions and elixirs, they become useless if they roll a 15 or better on 1d20. **Old:** *plant growth* once a day. **Venerable:** *summon insects* once a day. **Great wyrm:** *charm reptiles* three times a day. This operates as a *charm mammals* spell, but is applicable only to reptiles.

Habitat/Society: Black dragons are found in swamps, marshes, rain forests, and jungles. They revel in a steamy environment where canopies of trees filter out most of the sunlight, swarms of insects fill the air, and stagnant moss-covered ponds lie in abundance. Black dragons are excellent swimmers and enjoy lurking in the gloomy depths of swamps and bogs. They also are graceful in flight; however, they prefer to fly at night when their great forms are hidden by the darkness of the sky. Black dragons are extremely selfish, and the majority of those encountered will be alone. When a family of black dragons is encountered, the adults will protect their young. However, if it appears the adults' lives are in jeopardy they will abandon their young to save themselves.

They lair in large, damp caves and multi-chambered subterranean caverns. Older dragons are able to hide the entrance to their lairs with their *plant growth* ability. Black dragons are especially fond of coins. Older black dragons sometimes capture and question humans, before killing them, to find out where stockpiles of gold, silver, and platinum coins are kept.

Ecology: Black dragons can eat almost anything, although they prefer to dine primarily on fish, mollusks, and other aquatic creatures. They are fond of eels, especially the giant varieties. They also hunt for red meat, but they like to "pickle" it by letting it lie in ponds within their lair for days before eating it.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-6	2-5	4	2d4+1	Nil	Nil	Nil	4,000
2	6-15	5-12	3	4d4+2	Nil	Nil	Nil	5,000
3	15-24	12-19	2	6d4+3	Nil	Nil	Nil	7,000
4	24-33	19-27	1	8d4+4	1	Nil	½H	10,000
5	33-42	27-35	0	10d4+5	2	10%	H	12,000
6	42-51	35-43	-1	12d4+6	3	15%	H	13,000
7	51-60	43-50	-2	14d4+7	4	20%	H	14,000
8	60-69	50-57	-3	16d4+8	5	25%	H×2	15,000
9	69-78	57-64	-4	18d4+9	6	30%	H×2	17,000
10	78-87	64-73	-5	20d4+10	7	35%	H×2	18,000
11	87-96	73-80	-6	22d4+11	8	40%	H×3	19,000
12	96-105	80-87	-7	24d4+12	9	45%	H×3	20,000

Dragon, Chromatic, Blue

CLIMATE/TERRAIN:	Arid deserts
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Br 4
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/3-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Blue dragons are extremely territorial and voracious. They love to spend long hours preparing ambushes for herd animals and unwary travelers, and they spend equally long hours dwelling on their success and admiring their trophies.

The size of a blue dragon's scales increases little as the dragon ages, although they do become thicker and harder. The scales vary in color from an iridescent azure to a deep indigo, retaining a glossy finish through all of the dragon's stages because the blowing desert sands polish them. This makes blue dragons easy to spot in barren desert surroundings. However, the dragons often conceal themselves, burrowing into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air; usually flying in the daytime when temperatures are the highest. Some blue dragons nearly match the color of the desert sky and use this coloration to their advantage in combat.

Blue dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling blue dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Blue dragons prefer to fight from a distance so their opponents can clearly witness the full force of their breath weapon and so little or no threat is posed to themselves. Often blue dragons will attack from directly above or will burrow beneath the sands until opponents come within 100 feet. Older blue dragons will use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and aid in their chances to surprise. Blue dragons will only run from a fight if they are severely damaged, since they view retreat as cowardly.

Breath weapon/special abilities: A blue dragon's breath weapon is a 5' wide bolt of lightning that streaks 100' in a straight line from the dragon's mouth. All creatures caught in this stream must save vs. breath weapon for half damage. Blue dragons cast spells and use their magical abilities at 7th level, adjusted by their combat modifier.

Blue dragons are born with an immunity to electricity. As they age, they gain the following additional powers: **Young:** *create* or *destroy water* three times per day. **Juvenile:** *sound imitation* at will. **Adult:** *dust devil* once a day. **Old:** *ventriloquism* once a day. **Venerable:** *control winds* once a day. **Great wyrm:** *hallucinatory terrain* once a day.

Habitat/Society: Blue dragons are found in deserts; arid, windswept plains; and hot, humid badlands. They enjoy the bleak terrain because there are few obstacles—only an occasional rock outcropping or dune—to interrupt the view of their territories. They spend hours looking out over their domains, watching for trespassers and admiring their property. Most of the blue dragons encountered will be alone because they do not want to share their territories with others. However, when a family is encountered the male dragon will attack ferociously, protecting his property—his mate and young. The female dragon also will join in the attack if the threat proves significant.

Blue dragons' enemies are men, who kill the dragons for their skin and treasure, and brass dragons, which share the same environment. If a blue dragon discovers a brass dragon in the same region, it will not rest until the trespassing dragon is killed or driven away.

Blue dragons lair in vast underground caverns in which they store their treasure. Although blue dragons will collect anything which looks valuable, they are fond of gems—especially sapphires.

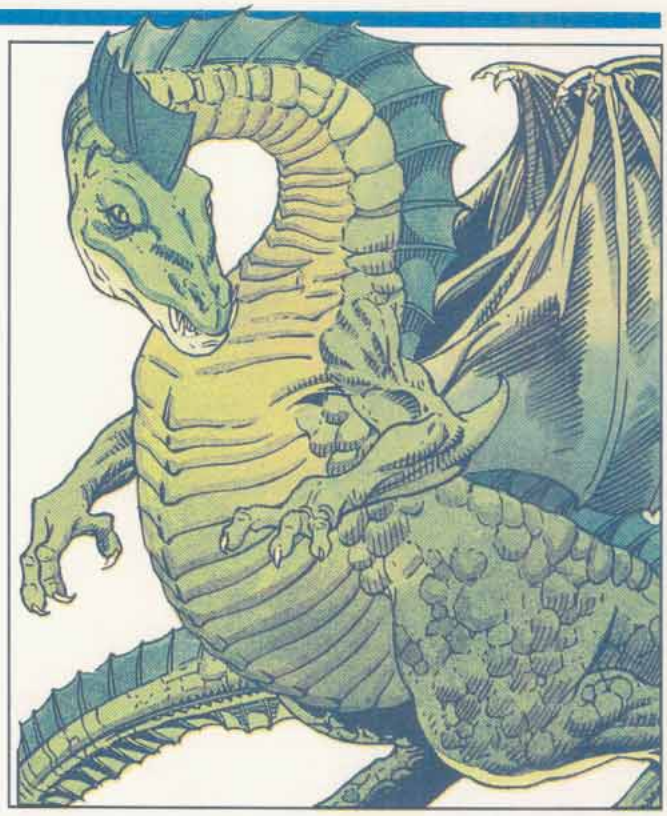
Ecology: Blue dragons are able to consume nearly anything, and sometimes are forced to eat snakes, lizards, and desert plants to help sate their great hunger. However, they are particularly fond of herd animals, such as camels, and they will gorge themselves on caravans of the creatures which they cook with a *lightning bolt*.

Age	Base Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-9	2-7	3	2d8+1	Nil	Nil	Nil	6,000
2	9-20	7-16	2	4d8+2	Nil	Nil	Nil	8,000
3	20-31	16-25	1	6d8+3	Nil	Nil	Nil	10,000
4	31-50	25-34	0	8d8+4	1	Nil	1/2H, S	13,000
5	50-69	34-43	-1	10d8+5	2	20%	H, S	15,000
6	69-88	43-52	-2	12d8+6	3	25%	H, S	16,000
7	88-97	52-61	-3	14d8+7	3 1	30%	H, S	17,000
8	97-106	61-70	-4	16d8+8	3 2	35%	H, S×2	18,000
9	106-115	70-79	-5	18d8+9	3 3	40%	H, S×2	20,000
10	115-124	79-88	-6	20d8+10	3 3 1/1	45%	H, S×2	21,000
11	124-133	88-97	-7	22d8+11	3 3 2/2	50%	H, S×3	22,000
12	133-142	97-106	-8	24d8+12	3 3 3/3	55%	H, S×3	23,000

Dragon, Chromatic, Green

CLIMATE/TERRAIN:	Sub-tropical and temperate forest and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Sw 9
HIT DICE:	13 (base)
THAC0:	7 (at 13 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/2-20 (2d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable



Green dragons are bad tempered, mean, cruel, and rude. They hate goodness and good-aligned creatures. They love intrigue and seek to enslave other woodland creatures, killing those who cannot be controlled or intimidated.

A hatchling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and become lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. A green dragon's scales never become as thick as other dragons', remaining smooth and flexible.

Green dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling green dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target creature intrigues the dragon or appears to be difficult to deal with, the dragon will stalk the creature, using its environment for cover, until it determines the best time to strike and the most appropriate tactics to use. If the target appears formidable, the dragon will first attack with its breath weapon, magical abilities, and spells. However, if the target appears weak, the dragon will make its presence known quickly for it enjoys evoking terror in its targets. When the dragon has tired of this game, it will bring down the creature using its physical attacks so the fight lasts longer and the creature's agony is prolonged.

Sometimes, the dragon elects to control a creature, such as a human or demi-human, through intimidation and *suggestion*. Green dragons like to question men, especially adventurers, to learn more about their society, abilities, what is going on in the countryside, and if there is treasure nearby.

Breath weapon/special abilities: A green dragon's breath weapon is a cloud of poisonous chlorine gas that is 50' long, 40' wide, and 30 feet high. Creatures within the cloud may save versus breath weapon for half damage. A green dragon casts its spells at 6th level, adjusted by its combat modifier.

From birth, green dragons are immune to gasses. As they age, they gain the following additional powers: **Juvenile:** *water breathing*. **Adult:** *suggestion* once a day. **Mature adult:** *warp wood* three times a day. **Old:** *plant growth* once a day. **Very old:** *entangle* once a day. **Wyrm:** *pass without trace* three times a day.

Habitat/Society: Green dragons are found in sub-tropical and temperate forests, the older the forest and bigger the trees, the better. The sights and smells of the woods are pleasing to the dragon, and it considers the entire forest or woods its territory. Sometimes the dragon will enter into a relationship with other evil forest-dwelling creatures, which keep the dragon informed about what is going on in the forest and surrounding area in exchange for their lives. If a green dragon lives in a forest on a hillside, it will seek to enslave hill giants, which the dragon considers its greatest enemy. A green dragon makes its lair in underground chambers far beneath its forest.

The majority of green dragons encountered will be alone. However, when a mated pair of dragons and their young are encountered, the female will leap to the attack. The male will take the young to a place of safety before joining the fight. The parents are extremely protective of their young, despite their evil nature, and will sacrifice their own lives to save their offspring.

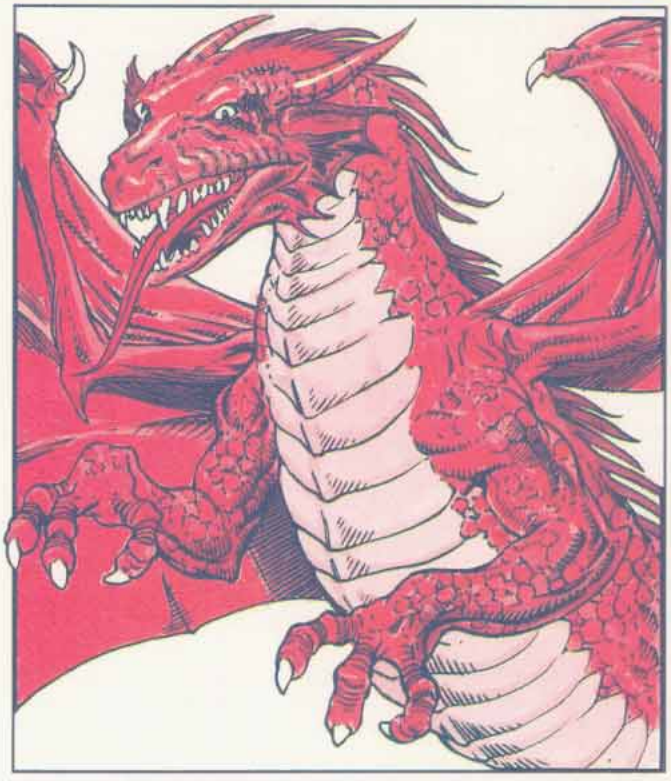
Ecology: Although green dragons have been known to eat practically anything, including shrubs and small trees when they are hungry enough, they especially prize elves. If the forest is on a hillside, hill giants will hunt the younger dragons, which they consider a delicacy.

Age	Body Lgt.(')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-7	2-5	3	2d6+1	Nil	Nil	Nil	5,000
2	7-16	5-15	2	4d6+2	Nil	Nil	Nil	7,000
3	16-35	15-31	1	6d6+3	Nil	Nil	Nil	8,000
4	35-44	31-40	0	8d6+4	1	Nil	1/2H	11,000
5	44-53	40-48	-1	10d6+5	2	15%	H	13,000
6	53-62	48-56	-2	12d6+6	3	20%	H	14,000
7	62-71	56-64	-3	14d6+7	4	25%	H	15,000
8	71-80	64-72	-4	16d6+8	4 1	30%	Hx2	16,000
9	80-89	72-80	-5	18d6+9	4 2	40%	Hx2	18,000
10	89-98	80-86	-6	20d6+10	4 3	45%	Hx2	19,000
11	98-107	86-96	-7	22d6+11	4 4	50%	Hx3	21,000
12	107-116	96-104	-8	24d6+12	5 4	55%	Hx3	22,000

Dragon, Chromatic, Red

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	15 (base)
THAC0:	7 (at 9 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/3-30 (3d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Red dragons are the most covetous and greedy of all dragons, forever seeking to increase their treasure hoards. They are obsessed with their wealth and memorize an inventory accurate to the last copper. They are exceptionally vain and self confident, considering themselves superior not only to other dragons, but to all other life in general.

When red dragons hatch, their small scales are a bright glossy scarlet. Because of this, they can be quickly spotted by predators and men hunting for skins, so they are hidden in deep underground lairs and not permitted to venture outside until toward the end of their young stage when their scales have turned a deeper red, the glossy texture has been replaced by a smooth, dull finish, and they are more able to take care of themselves. As the dragon continues to age, the scales become large, thick, and as strong as metal.

Red dragons speak their own tongue, a tongue common to all evil dragons, and 16% of hatchling red dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Because red dragons are so confident, they never pause to appraise an adversary. When they notice a target they make a snap decision whether to attack, using one of many "perfect" strategies worked out ahead of time in the solitude of their lairs. If the creature appears small and insignificant, such as an unarmored man, the dragon will land to attack with its claws and bite, not wanting to obliterate the creature with its breath weapon, as any treasure might be consumed by the flames. However, if a red dragon encounters a group of armored men, it will use its breath weapon, special abilities, and spells (if it is old enough to have them) before landing.

Breath weapon/special abilities: A red dragon's breath weapon is a searing cone of fire 90' long, 5' wide at the dragon's mouth and 30' at the base. Creatures struck by the flames must save versus breath weapon for half damage. Red dragons cast spells at 9th level, adjusted by their combat modifiers.

Red dragons are born immune to fire. As they age, they gain the following additional powers: **Young:** *affect normal fires* three times per day. **Juvenile:** *pyrotechnics* three times per day. **Adult:** *heat metal* once per day. **Old:** *suggestion* once per day. **Very old:** *hypnotism* once per day. **Venerable:** *detect gems, kind and number* in a 100' radius three times a day.

Habitat/Society: Red dragons can be found on great hills or on soaring mountains. From a high perch they haughtily survey their territory, which they consider to be everything that can be seen from their position. They prefer to lair in large caves that extend deep into the earth.

A red dragon enjoys its own company, not associating with other creatures, or even other red dragons, unless the dragon's aims can be furthered. For example, some red dragons who have *charm* spells will order men to act as the dragon's eyes and ears, gathering information about nearby settlements and sources of treasure. When a red dragons's offspring reach the *young adult* stage, they are ordered from the lair and the surrounding territory, as they are viewed as competition.

Red dragons are quick to fight all creatures which encroach on their territory, especially copper and silver dragons which sometimes share the same environment. They hate gold dragons above all else because they believe gold dragons are "nearly" as powerful as themselves.

Ecology: Red dragons are meat eaters, although they are capable of digesting almost anything. Their favorite food is a maiden of any human or demi-human race. Sometimes the dragons are able to *charm* key villagers into regularly sacrificing maidens to them.

Age	Body Lgt.(')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-12	3- 12	0	2d10+1	Nil	Nil	Nil	7,000
2	12-23	12-21	- 1	4d10+2	Nil	Nil	Nil	8,000
3	23-42	21-30	- 2	6d10+3	Nil	Nil	Nil	10,000
4	42-61	30-49	- 3	8d10+4	1	Nil	E, S, T	12,000
5	61-80	49-68	- 4	10d10+5	2	30%	H, S, T	14,000
6	80-99	68-87	- 5	12d10+6	2 1	35%	H, S, T	15,000
7	99-118	87-106	- 6	14d10+7	2 2	40%	H, S, T	16,000
8	118-137	106-125	- 7	16d10+8	2 2 1	45%	H, S, Tx2	19,000
9	137-156	125-144	- 8	18d10+9	2 2 2	50%	H, S, Tx2	21,000
10	156-165	144-153	- 9	20d10+10	2 2 2 1/1	55%	H, S, Tx2	22,000
11	165-174	153-162	- 10	22d10+11	2 2 2 2/2	60%	H, S, Tx3	23,000
12	174-183	162-171	- 11	24d10+12	2 2 2 2 1/2 1	65%	H, S, Tx3	24,000

Mistinarperad-nacles Hai Draco

Venerable red dragon

CLIMATE/TERRAIN: Storm Horns, Cormyr
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15)
TREASURE: H, S, Tx2, X
ALIGNMENT: Chaotic evil (neutral tendencies)
No. APPEARING: 1
ARMOR CLASS: -9
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 21 (148 hp)
THAC0: -1
No. OF ATTACKS: 3 + special
DAMAGE/ATTACKS: 1d10 + 10(x2)/3d10+10
SPECIAL ATTACKS: Spells, breath weapon, fear
SPECIAL DEFENSES: Immune to normal missiles & fire
MAGIC RESISTANCE: 55 %
SIZE: G (almost 300' from nose to tail-tip)
MORALE: Fanatic (17)
XP VALUE: 22,000

Mistinarperadnacles, or Mist as she is more commonly known, is both a typical and an atypical specimen of the red dragon species. Physically, she is as formidable as any red of her age, but psychologically, she's most unusual. (See Habitat/Society and Ecology below for details.)

Her appearance is common for her species. Her drab rust-colored scales darken to a purplish hue near her gem- and coin-covered belly. Her mouth is filled with teeth the size of swords, her yellow eyes are immense, and she has fleshy "whiskers" surrounding her mouth, but are most prominent on her chin.

Combat: In combat, Mist is an awesome engine of destruction. Her claws and bite inflict terrible damage; she has a variety of spells to choose from which she casts as a 19th-level spellcaster; her dragon-fear aura has a 40-yard radius and saves against it are made with a -2 penalty; she's immune to fire and normal missile weapons; and her fiery breath weapon is a cone 90' long, 5' wide at the dragon's mouth, and 30' wide at the terminus. A blast causes 20d10+10 points of damage. Mist's spell collection includes the following wizard (2/2/2/1) and cleric (1) spells: *1st – charm person, feather fall; 2nd – ESP, wizard lock; 3rd – clairaudience , hold person; 4th – detect scrying; 1st – animal friendship.* In addition, Mist has the following spell-like abilities (due to her age): *affect normal fires* three times/day, *pyrotechnics* three times/day, *heat metal* once/day, *suggestion* once/day, *hypnotism* once/day, and *detect gems, kind and number* in a 100' radius three times/day. For more details on the full combat capabilities of dragons and red dragons in particular, see the MONSTROUS MANUAL tome.

Habitat/Society: Like all evil dragons, Mist prefers to spend her time alone with her treasure hoard. She is not, however, horrifyingly evil or cruelly vicious. Mist is rather more refined than that, and perhaps even a little naive regarding her outlook on life. Mist finds wanton destruction-say, torching a village just for giggles-to be extraordinarily dull. She also has unusual tastes in treasure. Beyond the standard monetary and magical types of loot, Mist is interested in music and stories. In fact, she's gone as far as to kidnap and hold hostage a bard to entertain her-under threat of becoming Mist's next meal, of course.

Ecology: After treasures of all kinds, Mist's primary motivation is to assure herself of a steady diet of warm-blooded prey. While she dines on large animals such as cattle or horses most of the time, she looks forward to those times when adventurers come to her, seeking honorable combat or her ill-gotten booty. Mist tends to play with her prey, often chatting with thieves and adventurers before devouring them. (It's this chronic underestimation and penchant for toying with her adversaries that eventually cost her her life.)

Mist shares her mountain cavern lair with a flock of large ravens, several of which she's used *animal friendship* on to act as sentries for her.

History: Mist's first known activity (though she certainly must have kept herself busy for the hundreds of years it took to reach her age) was taking part in the Flight of Dragons that descended on Yulash and Shadowdale several years ago. While Mist had nothing to do personally with the death of the "Witch of Shadowdale," Syluné Silverhand, she did learn that mass destruction was not her style.

After leaving the Flight, Mist settled in the Storm Horn mountains west of Cormyr. There she battled and defeated a younger male red for his lair and treasure hoard, though the male struck a nearly fatal blow before plummeting from sky, his wings torn to shreds by Mist. From this locale, Mist preyed on the merchant traffic from Suzail to Waymoot, destroying at least one adventuring party along the way.

From one caravan, Mist plucked the halfling bard Olive Ruskettle, whom Mist allowed to live for as long as she could keep the dragon entertained. Ruskettle was rescued from Mist though, by the actions of Alias the tattooed swordswoman. She managed to defeat Mist in the challenge known as the Feint of Honor, an ancient code of honorable, ritual combat of subdual that all dragonkind follows, regardless of alignment (see below).

Enraged at her defeat by the human swordswoman, Mist vowed to destroy her, code or no. Although she came close, Mist never again saw Alias. She did, however, catch up with Olive Ruskettle.

The bard was then in the company of Dragonbait the saurial paladin, who challenged Mist to another Feint of Honor. The pair managed to defeat the dragon, and the price of their victory was Mist's aid in battling the avatar form of Moander the Darkbringer.

After an initial skirmish, Mist and the heroes met the growing form of the avatar in a spectacular battle over the city of Westgate. Mist was taking the worst of the battle until she breathed fire into the mostly hollow form of Moander's avatar. As Moander is the god of decay, his avatar had taken the form of a huge, mass of rotting vegetation. Rotting vegetation puts off flammable gases, and it was these gases that Mist's fiery breath ignited. The resulting blast destroyed both the god's avatar and the mighty dragon.

Mist's animated skull reappeared 10 years later as the scrying device/advisor of VICTOR DHOSTAR (also known as the Faceless), leader of Westgate's Night Masks thieves' guild. It too seems to have been destroyed later, however.



Feint of Honor

The Feint of Honor hails from the ancient history of the Realms when dragons were much more numerous and often came into conflict. The Feint of Honor was devised so that the battles needn't end in the death of one of the draconic combatants. In brief, the code of the Feint of Honor is as follows:

- Each combatant first asks the name of the other, if not already known. Each must answer truthfully.
- A list of offenses is given by the challenger, ending with the simple phrase, "For these barbarities, I challenge you!"
- Terms of the combat and any spoils of victory are then offered by the challenger, to which the challenged may make counter-offers. Only when agreement is reached can the combat begin. The code notes that the more conditions the challenger places, either on the combat or the spoils, the more concessions the challenged being may demand in counter-offers.
- When both parties agree, both must state their agreement aloud. The challenger then says, "The code is honored, the pact is made," and combat begins.

Sources: *Azure Bonds.*

Dragon, Chromatic, White

CLIMATE/TERRAIN:	Arctic plains, hills, mountains, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 40 (C), Br 6, Sw 12
HIT DICE:	11 (base)
THAC0:	9 (at 11 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-16 (2d8)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable



White dragons, the smallest and weakest of the evil dragons, are slow witted but efficient hunters. They are impulsive, vicious, and animalistic, tending to consider only the needs and emotions of the moment and having no foresight or regret. Despite their low intelligence, they are as greedy and evil as the other evil dragons.

The scales of a hatchling white dragon are a mirror-like glistening white, which makes them virtually invisible against a snowy background. As the dragon ages, the sheen disappears, and by the time it reaches the *very old* stage, scales of pale blue and light gray are mixed in with the white.

White dragons speak their own tongue, a tongue common to all evil dragons, and 7% of hatchling white dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Regardless of a target's size, a white dragon's favorite method of attack is to use its breath weapon and special abilities before closing to melee. This tactic sometimes works to the dragon's detriment, as it can exhaust its breath weapon on smaller prey and then be faced with a larger creature it must attack physically. If a white dragon is pursuing creatures in the water, such as polar bears or seals, it will melee them in their element, fighting with its claws and bite.

Breath weapon/special abilities: A white dragon's breath weapon is a cone of frost 70' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the blast may Save versus Breath Weapon for half damage. A white dragon casts its spells and uses its magical abilities at 5th level, plus its combat modifier.

From their birth, white dragons are immune to cold. As they grow older, they gain the following additional abilities: **Juvenile:** *ice walking*, which allows the dragon to walk across ice as easily as creatures walk across flat, dry ground. **Mature adult:** *gust of wind* three times a day. **Very old:** *wall of fog* three times a day, this produces snow or hail rather than rain. **Wyrm:** *freezing fog* three times a day. This obscures vision in a 100' radius and causes frost to form, creating a thin layer of glare ice on the ground and on all surfaces within the radius.

Habitat/Society: White dragons live in chilly or cold regions, preferring lands where the temperature rarely rises above freezing and ice and snow always cover the ground. When temperatures become too warm, the dragons become lethargic. White dragons bask in the frigid winds that whip over the landscape, and they wallow and play in deep snow banks.

White dragons are lackadaisical parents. Although the young remain with the parents from hatchling to juvenile or young adult stage, they are not protected. Once a dragon passes from its hatchling stage, it must fend for itself, learning how to hunt and defend itself by watching the parents.

White dragons' lairs are usually icey caves and deep subterranean chambers; they select caves that open away from the warming rays of the sun. White dragons store all of their treasure within their lair, and prefer keeping it in caverns coated in ice, which reflect the gems and coins and make the treasure appear even larger. They are fond of gems, especially diamonds, because they are pretty to look at.

Ecology: Although white dragons, as all other dragons, are able to eat nearly anything, they are very particular and will consume only food which has been frozen. Usually after a dragon has killed a creature with its breath weapon it will fall to devouring it while the carcass is still stiff and frigid. It will bury other kills in snow banks until they are suitably frozen.

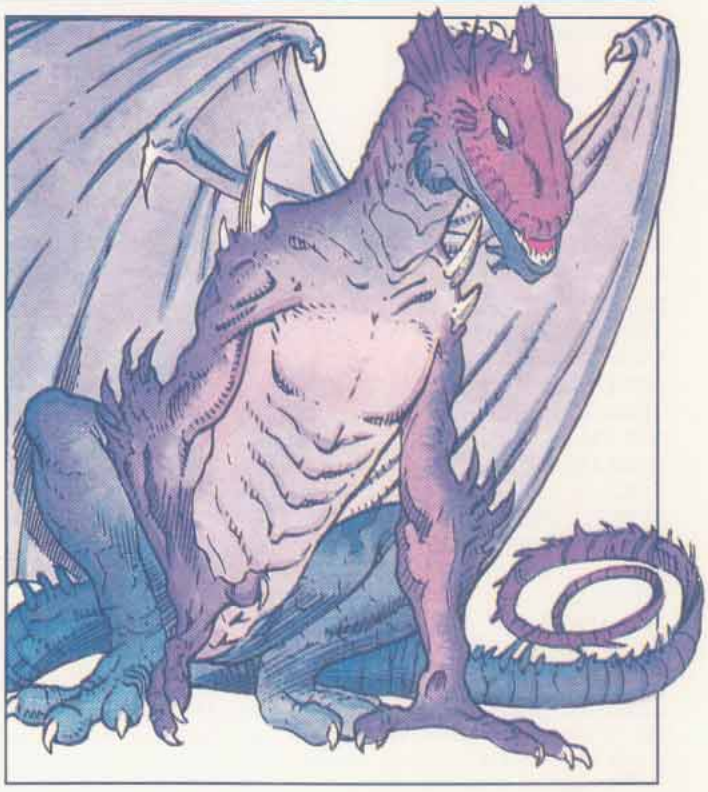
White dragons' natural enemies are frost giants who kill the dragons for food and armor and subdue them to use for guards and mounts.

Age	Body Lgt.(')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-5	1-4	4	1d6+1	Nil	Nil	Nil	3,000
2	5-14	4-12	3	2d6+2	Nil	Nil	Nil	4,000
3	14-23	12-21	2	3d6+3	Nil	Nil	Nil	6,000
4	23-32	21-28	1	4d6+4	Nil	Nil	E	8,000
5	32-41	28-36	0	5d6+5	Nil	5%	E, O, S	10,000
6	41-50	36-45	-1	6d6+6	1	10%	E, O, S	12,000
7	50-59	45-54	-2	7d6+7	1	15%	E, O, S	13,000
8	59-68	54-62	-3	8d6+8	2	20%	E, O, Sx2	14,000
9	68-77	62-70	-4	9d6+9	2	25%	E, O, Sx2	16,000
10	77-86	70-78	-5	10d6+10	3	30%	E, O, Sx2	17,000
11	86-95	78-85	-6	11d6+11	3	35%	E, O, Sx3	18,000
12	95-104	85-94	-7	12d6+12	4	40%	E, O, Sx3	19,000

Dragon, Gem, Amethyst

CLIMATE/TERRAIN:	Temperate and cold mountain lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−4 (base)
MOVEMENT:	12, Fl 40 (C), Sw 12
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/5-30
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Amethyst dragons are wise and regal, with a detached air, ignoring what they consider to be petty squabbles between good and evil, law and chaos. When hatched, amethyst dragons have lavender skin with small scales of a light, translucent purple. As they grow older, the scales gradually darken. Adults are a sparkling lavender in color.

Amethyst dragons speak their own tongue and the tongue common to all gem dragons, and 18% of hatchling amethyst dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Amethyst dragons prefer talking over combat. If parleying goes badly, the dragon attacks first with its breath weapon, then with psionics and spells. They never hide or attempt ambush. Amethyst dragons consider retreat dishonorable, but do so if faced with death.

Breath weapon/special abilities: An amethyst dragon's breath weapon is a faceted, violet lozenge, which it can spit into the midst of enemies, up to 75 feet away. The lozenge explodes with concussive force, causing the indicated damage to all creatures within 60 feet of the impact (save vs. breath weapon for half damage). In addition, all creatures size huge and smaller must save vs. paralyzation or be knocked down. Any creature taking damage from the blast has a 50% chance of being knocked unconscious for one round per age level of the dragon, plus 1d8 rounds. An amethyst dragon casts spells and uses its magical abilities at 9th level, plus its combat modifier.

Amethyst dragons are born with an innate *water breathing* ability and an immunity to poisons. They are also immune to force attacks and effects, such as those from *beads of force, Bigby's hand* spells, *wall of force,* and *Otiluke's resilient sphere.* As they age, they gain the following additional powers: **Young:** *water walking* six times a day. **Juvenile:** *neutralize poison* six times a day. **Adult:** *shapechange,* as a druid, into a reptile, bird, or mammal, three times a day, with each form usable only once per day. **Old:** *Otiluke's resilient sphere* three times a day. **Very old:** *reflecting pool* once a day. **Venerable:** *control weather* once a day.

Psionics Summary:

Level = HD	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	3/3/5	PB,EW,PsC/ M-,TS,TW	= Int	250

Common powers (most amethyst dragons prefer psychokinetic powers and many choose psychometabolism as an additional discipline):

- **Psychokinesis - Sciences:** detonate, project force, telekinesis. **Devotions:** control body, inertial barrier, molecular agitation.
- **Psychometabolism - Sciences:** complete healing, energy containment, metamorphosis. **Devotions:** cell adjustment, expansion, reduction.
- **Telepathy - Sciences:** domination, mindlink, mindwipe. **Devotions:** contact, ESP, identity penetration, truthear.
- **Metapsionics - Sciences:** empower, psychic surgery, ultrablast. **Devotions:** magnify, psionic sense, psychic drain.

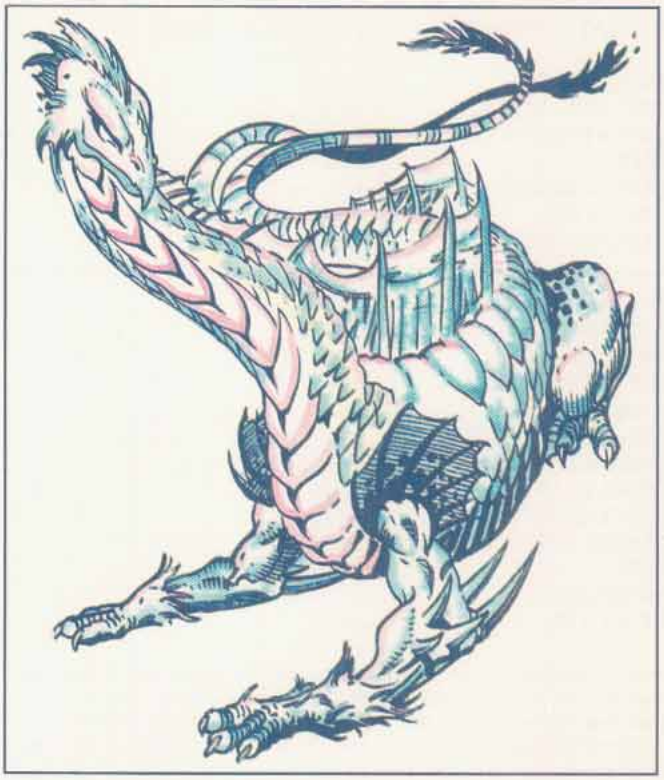
Habitat/Society: Amethyst dragons live on the shores of isolated mountain lakes and pools, some in caves beneath the water. They are good parents, but believe their young should fend for themselves as soon as they become young adults. Amethyst dragons dislike red and white dragons, and consider silver and copper dragons to be foolish.

Ecology: Amethyst dragons prefer to eat fish and a large number of gems. They are not inherently enemies with any life form.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-10	4-10	−1	2d8+1	Nil	Nil	Nil	4,000
2	10-18	10-16	−2	4d8+2	Nil	Nil	Nil	6,000
3	18-28	16-26	−3	6d8+3	Nil	Nil	Nil	7,000
4	28-38	26-36	−4	8d8+4	Nil/1	Nil	H, U, T	9,000
5	38-53	36-46	−5	10d8+5	1/1	25%	H, U×2, T	10,000
6	53-68	46-56	−6	12d8+6	1/2 1	30%	H, U×3, Tx2	12,000
7	68-80	56-66	−7	14d8+7	1/1 2 1 1	35%	H, U×4, Tx2	13,000
8	80-92	66-76	−8	16d8+8	2 1/2 2 1 1	40%	H, U×6, T×3	15,000
9	92-102	76-82	−9	18d8+9	2 1 1/2 2 2 1 1	45%	H, U×8, T×3	17,000
10	102-112	82-88	−10	20d8+10	2 2 1 1/2 2 2 2 1 1	50%	H, U×10, T×4	19,000
11	112-122	88-94	−11	22d8+11	2 2 2 2 1/2 2 2 2 2 1	55%	H, U×13, T×4	20,000
12	122-132	94-100	−12	24d8+12	2 2 2 2 2 2/2 2 2 2 2 2	60%	H, U×16, T×5	21,000

CLIMATE/TERRAIN:	Temperate and cold mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 24 (C), Jp 3
HIT DICE:	10 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	L (12' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Crystal dragons are the friendliest of the gem dragons, always curious about the world. Though they seldom seek out company, they willingly converse with visitors who do not try to steal from them.

At birth, crystal dragons have glossy white scales. As the dragons age, their scales become translucent. Moonlight and starlight cause their scales to luminesce, while bright sunlight lends them a dazzling brilliance which makes crystal dragons almost unbearable to look at.

Crystal dragons speak their own tongue and the tongue common to all gem dragons, and 10% of hatchling crystal dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Crystal dragons greatly prefer conversation to combat, and often use *charm person* early in any conversation. They do not initially hide, but if visitors become hostile, a crystal dragon will retreat immediately to observe its enemies with its special abilities, and plan an attack. Often, it uses its breath weapon first, to weaken and disorient enemies. Spells and other abilities are used as needed, with claws and bite a last resort.

Breath weapon/special abilities: This dragon's breath weapon is a cone of glowing shards; the cone is 60 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures caught in the blast can save vs. breath weapon for half damage, and must make a second saving throw vs. breath weapon or be blinded by the dazzling shards for one turn per age level of the dragon. The shards shine as bright as daylight, and can be seen for miles. Creatures within 60 feet must save vs. breath weapon or be dazzled, incurring a penalty of −2 to attack rolls for one turn per age level of the dragon. A crystal dragon casts spells and uses magical abilities at 5th level, plus its combat modifier.

Crystal dragons are born immune to light-based attacks and normal cold, and able to cast *charm person* at will. As they age, they gain these additional powers: **Juvenile:** *color spray* three times a day. **Mature adult:** *suggestion* three times a day. **Very old:** *luckscale* once a day. This allows the dragon to enchant one of its scales as a *stone of good luck*. The enchantment lasts one hour per age category of the dragon. Such scales are given to friendly visitors. **Wyrm:** *control winds* three times a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	1/1/2	EW/M-	= Int	100

Common powers:

- **Clairsentience - Sciences:** clairaudience, clairvoyance, precognition.

Devotions: any.

Habitat/Society: Crystal dragons prefer cold, open areas with clear skies, and they enjoy stargazing. They have been known to build snow forts, create beautiful snow sculptures, and throw balls of snow at various targets. They are fun-loving and mischievous. Crystal dragons are reasonably good parents, if somewhat irresponsible.

Crystal dragons are hunted by some white dragons. However, a rare crystal dragon will adopt a young white dragon, to teach it to be friendly. Though generally friendly, they bear great enmity towards all giants, who sometimes try to enslave them.

Ecology: Crystal dragons prefer gems and metal ores to all other foods.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-4	1-6	3	1d4+1	Nil	Nil	Nil	1,4000
2	4-9	6-11	2	2d4+2	Nil	Nil	Nil	2,000
3	9-14	11-16	1	3d4+3	Nil	Nil	Nil	3,000
4	14-21	16-23	0	4d4+4	Nil/1	Nil	E, Q	5,000
5	21-28	23-30	−1	5d4+5	1/1	5%	E, Q×2, T	6,000
6	28-38	30-40	−2	6d4+6	1/1 1	10%	H, Q×3, T	7,000
7	38-48	40-50	−3	7d4+7	1/1 1 1	15%	H, Q×4, T	9,000
8	48-56	50-60	−4	8d4+8	1 1/1 1 1	20%	H, Q×5, T	10,000
9	56-64	60-70	−5	9d4+9	1 1 1/2 1 1	25%	H, Q×6, T×2	12,000
10	64-72	70-77	−6	10d4+10	1 1 1/2 2 1 1	30%	H, Q×7, T×2	13,000
11	72-80	77-84	−6	11d4+11	2 1 1/2 2 2 1	35%	H, Q×8, T×2	15,000
12	80-92	84-91	−8	12d4+12	2 2 1/2 2 2 2	40%	H, Q×9, T×2	16,000

Dragon, Gem, Emerald

CLIMATE/TERRAIN:	Tropical and subtropical extinct volcanoes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−2 (base)
MOVEMENT:	9, Fl 30 (C), Br 3
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/3-18
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (20' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

Emerald dragons are very curious, particularly about local history and customs, but prefer to only observe. They are the most paranoid of the gem dragons, and do not like people get too close to their treasure.

Emerald dragons have translucent green scales at birth. As they age, the scales harden and take on many shades of green. They scintillate in the light, and the dragon's hide seems to be in constant motion.

Emerald dragons speak their own tongue and the tongue common to all gem dragons, and 14% of hatchling emerald dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Emerald dragons usually set up traps and alarms around their lairs to warn them of visitors. They often hide from intruders, using special abilities to observe, and seldom come out to speak. If intruders attack or approach the dragon's treasure, the dragon burrows underneath to surprise its victims, then use breath weapon and claws, seeking to quickly disable as many as it can. If faced with superior forces, the dragon retreats, and will wait years for revenge if necessary.

Breath weapon/special abilities: An emerald dragon's breath weapon is a loud, keening wail which sets up a sonic vibration affecting all creatures within 120 feet of the dragon's mouth. Those in the area can save vs. breath weapons for half damage from the painful vibrations. Victims must make a second saving throw vs. breath weapon or be stunned, unable to defend or attack, for three rounds per age level of the dragon, plus 1d4 rounds. Those who successfully save are deafened and disoriented instead, for a like amount of time, and at −1 to attack rolls. Deafness does not protect one from vibratory damage, but pre-vents stunning or additional deafness. An emerald dragon casts spells and uses its magical abilities at 6th level, plus its combat modifier.



Emerald dragons are born with an innate *flame walk* ability and an immunity to sound-based attacks. As they age, they gain the following additional powers: **Young:** *audible glamer* three times a day. **Juvenile:** *hypnotism* three times a day. **Adult:** *Melf's minute meteors* three times a day. **Mature adult:** *hold person* three times a day. **Venerable:** *animate rock* once a day. **Great wyrm:** *geas* once a day. *Hypnotism* and *geas* are effected by the dragon's skilled rippling movement of its scales.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	2/2/3	PB,II/M-,TW	= Int	180

Common powers (most emerald dragons prefer telepathic powers):

- **Clairsentience - Sciences:** aura sight, object reading, precognition. **Devotions:** all-around vision, combat mind, danger sense.
- **Telepathy - Sciences:** ejection, mindlink, probe. **Devotions:** contact, ESP, life detection, sight link, sound link.

Habitat/Society: Emerald dragons are reclusive, making lairs in the cones of extinct or seldom active volcanoes. These dragons are protective parents and prefer their young to stay in the lair as long as possible for mutual protection. Emerald dragons sometimes live near sapphire dragons, and they fear the voracious greed of red dragons.

Ecology: Emerald dragons will eat anything, but prefer lizards and giants. They are actively hostile towards fire giants.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3-9	2-7	1	2d4+1	Nil	Nil	Nil	2,000
2	9-18	7-14	0	4d4+2	Nil	Nil	Nil	3,000
3	18-27	14-21	−1	6d4+3	Nil	Nil	Nil	5,000
4	27-36	21-28	−2	8d4+4	1	Nil	1/2H, Q×2	7,000
5	36-45	28-35	−3	10d4+5	1/1	15%	H, Q×4, T	8,000
6	45-54	35-42	−4	12d4+6	1 1/1	20%	H, Q×6, T	10,000
7	54-63	42-49	−5	14d4+7	1 1/1 1	25%	H, Q×8, T×2	12,000
8	63-72	49-56	−6	16d4+8	1 1 1/2 1	30%	H, Q×10, T×2	13,000
9	72-81	56-63	−7	18d4+9	2 1 1/2 1 1	35%	H×2, Q×12, Tx2	14,000
10	81-90	63-70	−8	20d4+10	2 2 1/2 2 1	40%	H×2, Q×14, Tx3	16,000
11	90-99	70-77	−9	22d4+11	2 2 1 1/2 2 1 1	45%	H×2, Q×16, Tx3	17,000
12	99-108	77-84	−10	24d4+12	2 2 1 1 1/2 2 2 1	50%	H×2, Q×18, T×3	19,000

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−3 (base)
MOVEMENT:	9, Fl 30 (C), Br 6
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/5-20 (3d6+2)
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



While not actively hostile, sapphire dragons are militantly territorial and initially distrustful of anyone who approaches.

These beautiful dragons range from light to dark blue, and sparkle in the light, even at birth. Sapphire dragons are often mistaken for blue dragons, unless someone recalls the latter's preferred arid environment.

Sapphire dragons speak their own tongue and the tongue common to all gem dragons, and 16% of hatchling sapphire dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Sapphire dragons generally observe intruders before deciding what to do with them, unless known enemies such as drow or dwarves are present. If others are not actively hostile the dragon attempts conversation and spell use to determine their intentions and convince them to leave. If the dragon or its treasure is threatened, it attacks immediately with breath weapon, spells, and physical attacks. It uses psionics or other special abilities to escape if its life is in jeopardy.

Breath weapon/special abilities: This dragon's breath weapon is a cone of high-pitched, almost inaudible sound, 75 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures caught by the blast can save vs. breath weapon for half damage from the sound's disruption, and must make a second saving throw vs. breath weapon or be affected by fear, fleeing the dragon in panic for two rounds per age level of the dragon, plus 1d6 rounds. This is a metabolic effect, and creatures unaffected by magical *fear* still suffer from the effects if they fail their save. Deafness does not protect one from the breath weapon's damage, though it prevents fear effects. A sapphire dragon casts spells and uses magical abilities at 7th level, plus combat modifier.

Sapphire dragons are born with immunity to all forms of fear, as well as immunity to *web*, *hold*, *slow*, and *paralysis*. As they age, they gain the following additional powers: **Young:** *continual light* three times a day. **Juvenile:** *stone shape* three times a day. **Adult:** *anti-magic shell* once a day. **Mature adult:** *passwall* six times a day. **Venerable:** *wall of stone* three times a day. **Great wyrm:** *sunray* three times a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	2/2/4	PB,EW/M-,IF	= Int	200

Common powers (most sapphire dragons use psychoportive powers):

- **Clairsentience - Sciences:** clairaudience, clairvoyance. **Devotions:** know direction, radial navigation.
- **Psychokinesis - Sciences:** disintegrate, molecular rearrangement, telekinesis. **Devotions:** animate shadow, control light, molecular manipulation, soften.
- **Psychoportation - Sciences:** any. **Devotions:** any.

Habitat/Society: Sapphire dragons live deep underground and often place their treasure in caverns accessible only through magic or psionics. They sometimes share territory with emerald dragons. Sapphire dragons treat their young well, but force them to leave and find their own territory as soon as they are young adults.

Ecology: Sapphire dragons consider giant spiders a great delicacy and often hunt them. Deep dragons, drow, dwarves, mind flayers, and aboleth are great enemies of sapphire dragons.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	4-10	2-5	0	2d6+1	Nil	Nil	Nil	2,000
2	10-20	5-10	−1	4d6+2	Nil	Nil	Nil	4,000
3	20-30	10-15	−2	6d6+3	Nil	Nil	Nil	6,000
4	30-40	15-20	−3	8d6+4	Nil/1	Nil	H, Q×2	8,000
5	40-50	20-25	−4	10d6+5	1/1	20%	H, Q×4, T	9,000
6	50-60	25-30	−5	12d6+6	1/1 1	25%	H, Q×6, T	11,000
7	60-70	30-35	−6	14d6+7	1 1/1 1	30%	H, Q×8, T×2	13,000
8	70-80	35-40	−7	16d6+8	2 1/2 1	35%	H×2, Q×10, T×2	14,000
9	80-90	40-45	−8	18d6+9	2 1 1/2 1 1	40%	H×2, Q×13, T×3	15,000
10	90-100	45-50	−9	20d6+10	2 2 1/2 2 1 1	45%	H×2, Q×16, T×3	17,000
11	100-110	50-55	−10	22d6+11	2 2 1 1/2 2 2 1 1	50%	H×2, Q×20, T×4	18,000
12	110-130	55-65	−11	24d6+12	2 2 2 1/2 2 2 2 2	55%	H×2, Q×24, T×4	20,000

CLIMATE/TERRAIN:	Temperate or cold seacoast
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−1 (base)
MOVEMENT:	9, Fl 24 (C), Sw 9
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-7/2-7/2-16
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (15' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable



Topaz dragons are unfriendly and selfish. Though not malevolent, but they are seldom pleasant to deal with because of their erratic behavior. Topaz dragons neither seek company nor welcome it.

At hatching, topaz dragons are a dull yellow-orange in color. As they age and their scales harden, the scales become translucent and faceted. Adult topaz dragons sparkle in full sunlight.

Topaz dragons speak their own tongue and the tongue common to all gem dragons, and 12% of hatchling topaz dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Topaz dragons dislike intruders, but avoid combat, often conversing to hide psionics or magic use. If intruders are hostile, or the dragon tires of them, it attacks, psionically first, if possible, using spells as needed. They enjoy using teeth and claws, and usually save their breath weapon until wounded. The dragon may pretend to surrender to buy time, and retreats if greatly threatened. It usually makes one or more false retreats, attempting to come back and attack with surprise.

Breath weapon/special abilities: This dragon's breath weapon is a cone of dehydration, 70 feet long, 5 feet wide at the dragon's mouth and 25 feet wide at the base. When directed against liquids, one cubic foot of water dries up per hit point of damage. Creatures caught by the cone can make a saving throw vs. breath weapon for half damage from water loss. Those who fail to save lose 1d6+6 Strength points; those who succeed lose only 1d6 Strength points. Curative spells less powerful than *heal* or *regeneration* are ineffective against Strength loss, although victims who are carefully nursed back to health recover 1 Strength point per day. Any creature reduced to a Strength of 0 or less dies instantly. A topaz dragon casts spells and uses magical abilities at 5th level, plus combat modifier.

At birth, topaz dragons can breathe water and are immune to cold. As they age, they gain the following powers: Young: *protection from evil or good* three times a day. Juvenile: *blink* three times a day. Adult: *wall of fog* three times a da y. Mature adult: *airy water* three times a day, 10-foot radius per age category of the dragon. Old: *part water* once a day.

Psionics Summary:

Level = HD	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1/1/3	MT,II/M-,MB	= Int	120

Common powers (most topaz dragons prefer psychometabolic powers):

- **Psychokinesis - Sciences:** telekinesis. **Devotions:** animate object, control wind, molecular manipulation, soften.
- **Psychometabolism - Sciences:** energy containment, life draining, metamorphosis. **Devotions:** biofeedback, body equilibrium, cause decay, chemical simulation.

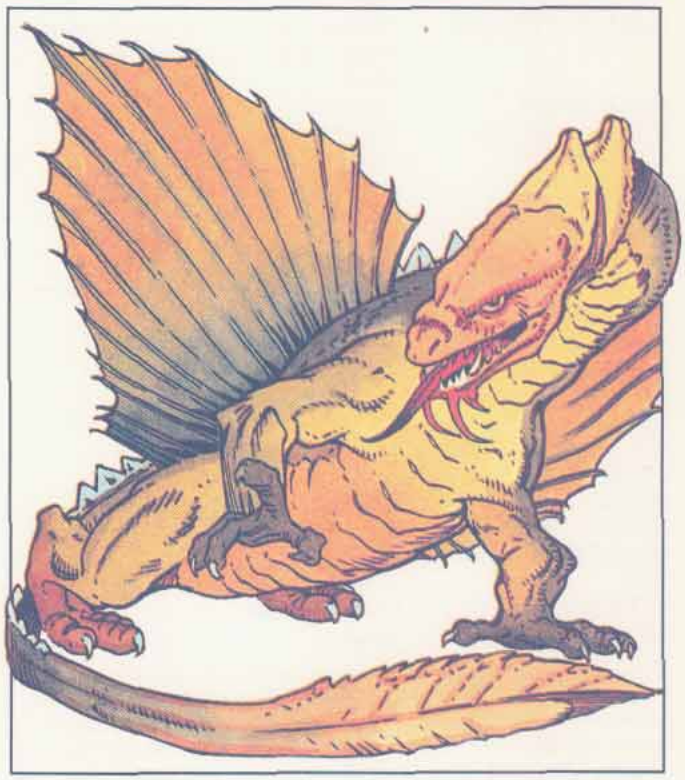
Habitat/Society: Topaz dragons live by the sea, often building or claiming caves below the waterline; they keep their caves completely dry. These dragons enjoy sunning on rocky outcroppings, enjoying the wind and spray. They like water little and swim only to hunt or attack. They are indifferent parents at best, and abandon young to protect themselves. They dislike bronze dragons and attack them on sight.

Ecology: Topaz dragons prefer to eat fish and other aquatic creatures, especially giant squid.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-9	2-5	2	1d6+1	Nil	Nil	Nil	2,000
2	9-16	5-9	1	2d6+2	Nil	Nil	Nil	3,000
3	16-23	9-13	0	3d6+3	Nil	Nil	Nil	5,000
4	23-35	13-17	−1	4d6+4	Nil/1	Nil	E, Q	7,000
5	35-44	17-23	−2	5d6+5	1/1	10%	H, Q×3, T	8,000
6	44-53	23-29	−3	6d6+6	1/1 1	15%	H, Q×5, T	10,000
7	53-59	29-33	−4	7d6+7	1/2 1	20%	H, Q×7, T	12,000
8	59-65	33-37	−5	8d6+8	1 1/2 1 1	25%	H, Q×9, T×2	14,000
9	65-70	37-41	−6	9d6+9	1 1 1/2 2 1	30%	H, Q×11, T×2	15,000
10	70-75	41-45	−7	10d6+10	2 1 1/2 2 1 1	35%	H, Q×13, T×2	16,000
11	75-80	45-48	−8	11d6+11	2 2 1/2 2 2 1	40%	H× 2, Q×15, T×3	17,000
12	80-92	48-50	−9	12d6+12	2 2 1 1/2 2 2 2	45%	H×2, Q×17, T×3	18,000

CLIMATE/TERRAIN:	Arid desert and plain
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic good (neutral)

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 30 (C), Br 6
HIT DICE:	12 (base)
THAC0:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/4-16
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Brass dragons are great talkers, but not particularly good conversationalists. They are egotistical and often boorish. They often have useful information, but will divulge it only after drifting off the subject many times and after hints that a gift would be appreciated.

At birth, a brass dragon's scales are dull. Their color is a brassy, mottled brown. As the dragon gets older, the scales become more brassy, until they reach a warm, burnished appearance.

Combat: Brass dragons would rather talk than fight. If an intelligent creature tries to take its leave of a brass dragon without talking to it at length, the dragon might have a fit of pique and try to force a conversation with *suggestion* or by giving the victim a dose of *sleep* gas. If the victim falls asleep it will awaken to find itself pinned under the dragon or buried to the neck in the sand until the dragon's thirst for small talk is slaked. Before melee, brass dragons create a cloud of dust with *dust devil* or *control winds*, then charge or snatch. Brass dragons often use *control temperature* to create heat to discomfort their opponents. When faced with real danger, younger brass dragons will fly out of sight, then hide by burrowing. Older dragons spurn this ploy.

Breath weapon/special abilities: A brass dragon has two breath weapons: a cone of *sleep* gas 70' long, 5' wide at the dragon's mouth, and 20' wide at its end; or a cloud of blistering desert heat 50' long, 40' wide, and 20' high. Creatures caught in the gas, regardless of Hit Dice or level, must save vs. breath weapon or fall asleep for 10 minutes per age level of the dragon. Creatures caught in the heat take damage, save vs. breath weapon for half. A brass dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.

At birth, brass dragons can *speak with animals* freely, and are immune to fire and heat. As they age, they gain the following additional powers:

Young: *create* or *destroy water* three times a day. **Juvenile:** *dust devil* once a day. **Adult:** *suggestion* once a day. **Mature adult:** *control temperature* 3 times a day in a 10' radius per age level. **Old:** *control winds* once a day. **Great wyrm:** *Summon djinni* once a week. The dragon usually asks the djinni to preform some service. Although the djinni serves willingly, the dragon will order it into combat only in extreme circumstances, as the dragon would be dismayed and embarrassed if the djinni were killed.

Habitat/Society: Brass dragons are found in arid, warm climates; ranging from sandy deserts to dry steppes. They love intense, dry heat and spend most of their time basking in the sun. They lair in high caves, preferably facing east where the sun can warm the rocks, and their territories always contain several spots where they can bask and trap unwary travelers into conversation.

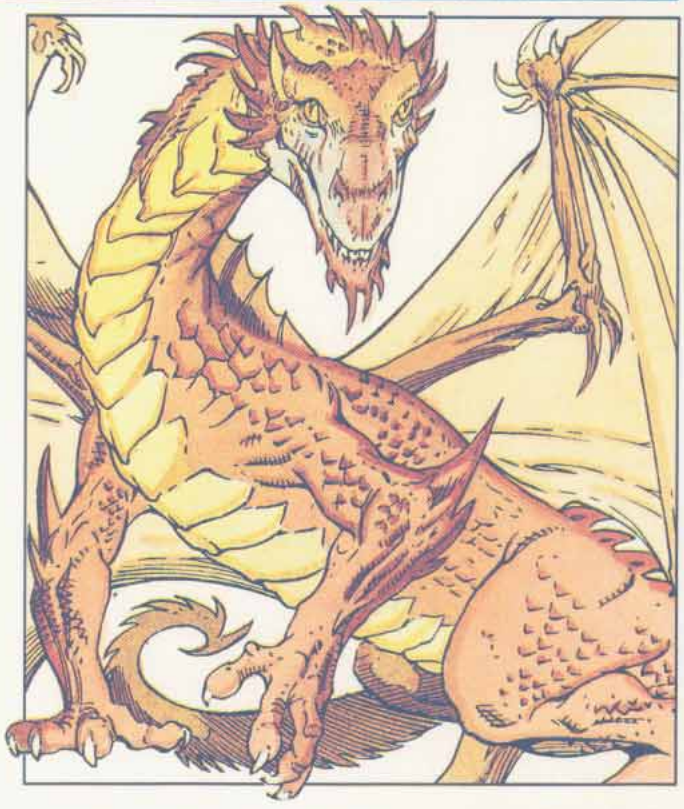
Brass dragons are very social. They usually are on good terms with neighboring brass dragons and sphinxes. Brass dragons are dedicated parents. If their young are attacked they will try to slay the enemy, using their heat breath weapons and taking full advantage of their own immunity.

Because they share the same habitat, blue dragons are brass dragons' worst enemies. Brass dragons usually get the worst of a one-on-one confrontation, mostly because of the longer reach of the blue dragon's breath weapon. Because of this, brass dragons usually try to evade blue dragons until they can rally their neighbors for a mass attack.

Ecology: Like other dragons, brass dragons can, and will, eat almost anything if the need arises. In practice, however, they eat very little. They are able to get nourishment from morning dew, a rare commodity in their habitat, and have been seen carefully lifting it off plants with their long tongues.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-6	2-5	3	2d4 + 1	Nil/Nil	Nil	Nil	4,000
2	6-14	4-12	2	4d4 + 2	Nil/Nil	Nil	Nil	6,000
3	14-22	12-18	1	6d4 + 3	Nil/Nil	Nil	Nil	8,000
4	22-31	18-24	0	8d4 + 4	1	Nil	1/2H	11,000
5	31-41	24-34	-1	10d4 + 5	1 1	15%	H	13,000
6	41-52	34-44	-2	12d4 + 6	2 1	20%	H	14,000
7	52-64	44-54	-3	14d4 + 7	2 2	25%	H	15,000
8	64-77	54-64	-4	16d4 + 8	3 2/1	30%	Hx2	17,000
9	77-91	64-74	-5	18d4 + 9	3 3/1 1	35%	Hx2	18,000
10	91-105	74-84	-6	20d4 + 10	4 3/2 1	40%	Hx2	19,000
11	105-121	84-94	-7	22d4 + 11	4 4/2 2	45%	Hx3	20,000
12	121-138	94-104	-8	24d4 + 12	5 4/3 2	50%	Hx3	21,000

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate subterranean, lake shore, and sea shore
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-2 (base)
MOVEMENT:	9, Fl 30 (C), Sw 12
HIT DICE:	14 (base)
THAC0:	8 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/4-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Bronze dragons are inquisitive and fond of humans and demi-humans. They enjoy *polymorphing* into small, friendly animals so they can unobtrusively observe humans and demi-humans, especially adventurers. Bronze dragons thrive on simple challenges such as riddles and harmless contests. They are fascinated by warfare and will eagerly join an army if the cause is just and the pay is good.

At birth, a bronze dragon's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly changing to a rich bronze tone that gets darker as the dragon ages. Dragons from the very old stage and on develop a blue-black tint to the edges of their scales, similar to a patina on ancient bronze armor or statues.

Bronze dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling bronze dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Bronze dragons dislike killing creatures with animal intelligence and would rather bribe them (perhaps with food), or force them away with *repulsion*. When confronted with intelligent opponents bronze dragons use their *ESP* ability to learn their opponents' intentions. When attacking they blind their opponents with *wall of fog*, then charge. Or, if they are flying, they will snatch opponents. When fighting under water, they use *airy water* to maintain the effectiveness of their breath weapons, and to keep away purely aquatic opponents. Against boats or ships they *summon* a storm or use their tail slap to smash the vessels' hulls. If the dragon is inclined to be lenient, seafaring opponents might merely find themselves becalmed, fog bound, or with broken masts.

Breath weapon/special abilities: A bronze dragon has two breath weapons: a stroke of *lightning* 100' long and 5' wide or a cloud of *repulsion* gas 20' long, 30' wide, and 30' high. Creatures caught in the gas must save vs. breath weapon or move away from the dragon for two minutes per age level of the dragon, plus 1-6 minutes. Creatures caught in the lightning take damage, save vs. breath weapon for half. A bronze dragon casts its spells and uses its magical abilities at 8th level, plus its combat modifier.

At birth, bronze dragons have a *water breathing* ability, can *speak with animals* at will, and are immune to electricity. As they age, they gain the following additional powers: **Young:** *create food and water* and *polymorph self* three times a day. (Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.) **Juvenile:** *wall of fog* once a day. **Adult:** *ESP* three times a day. **Mature adult:** *airy water* three times a day in a 10' radius per age category of the dragon. **Old:** *weather summoning* once a day.

Habitat/Society: Bronze dragons like to be near deep fresh or salt water. They are good swimmers and often visit the depths to cool off or to hunt for pearls or treasure from sunken ships. They prefer caves that are accessible only from the water, but their lairs are always dry—they do not lay eggs, sleep, or store treasure under water.

Bronze dragons are fond of sea mammals, especially dolphins and whales. These animals provide the dragons with a wealth of information on shipwrecks, which the dragons love to plunder, and detail the haunts of large sharks. Bronze dragons detest pirates, disabling or destroying their ships.

Ecology: Bronze dragons eat aquatic plants and some varieties of seafood. They especially prize of shark meat. They also dine on an occasional pearl, and, like other dragons, can eat almost anything in a pinch. Evil, amphibious sea creatures (particularly sahuagin), who can invade their air filled lairs, are their greatest enemies.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	5-14	3-10	1	2d8+1	Nil/Nil	Nil	Nil	6,000
2	14-23	10-19	0	4d8+2	Nil/Nil	Nil	Nil	8,000
3	23-32	19-28	-1	6d8+3	Nil/Nil	Nil	Nil	10,000
4	32-42	28-37	-2	8d8+4	1	Nil	E, S, T	12,000
5	42-52	37-44	-3	10d8+5	1 1	20%	H, S, T	14,000
6	52-63	44-52	-4	12d8+6	2 1	25%	H, S, T	15,000
7	63-74	52-60	-5	14d8+7	2 2	30%	H, S, T	16,000
8	74-85	60-70	-6	16d8+8	2 2 1/1	35%	H, S, Tx2	20,000
9	85-96	70-80	-7	18d8+9	2 2 2/1 1	40%	H, S, Tx2	22,000
10	96-108	80-90	-8	20d8+10	2 2 2 1/2 1	45%	H, S, Tx2	23,000
11	108-120	90-100	-9	22d8+11	2 2 2 2/2 2	50%	H, S, Tx3	24,000
12	120-134	00-110	-10	24d8+12	2 2 2 2 1/2 2 1	55%	H, S, Tx3	25,000

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CLIMATE/TERRAIN:	The treasury vault beneath Ravens Bluff
FREQUENCY:	Unique individual
ORGANIZATION:	Solitary at present but still looking
ACTIVITY CYCLE:	Any
DIET:	Almost anything (prefers seafood and pearls)
INTELLIGENCE:	Exceptional (16)
TREASURE:	H, S, T22
ALIGNMENT	LG
NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	9, fly 30 (C), swim 12
HIT DICE:	18
THAC0:	0
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8+8/1d8+8/4d6+8 (claw/claw/bite)
SPECIAL ATTACKS:	Tail slap (2d8+16 plus stun), kick (1d8+8 plus knockdown), wing buffet (1d8+8/1d8+8 plus knockdown), breath weapon (lightning stroke 100 feet long), fear aura (30-yard radius), weather summoning, spells
SPECIAL DEFENSES:	ESP, polymorph self (thrice per day), breath weapon (repulsion cloud 20 feet long, 30 feet wide, & 30 feet high), immune to electricity, wall of fog (once per day), sense intruder in lair (80-foot range), spells
MAGIC RESISTANCE:	35%
SIZE:	G (78-foot body plus 70-foot tail)
MORALE:	Fanatic (17)
XP VALUE:	20,000



Few citizens know Ravens Bluff has a resident dragon, but the chief guard of the city treasury (and occupant of the vaults) is the bronze dragon Eormennoth (Old Male Bronze; standard dragon abilities for his type and age include *create food and water, speak with animals, water breathing,* and *airy water* as well as the powers listed above; carries ready the wizard spells *charm person, ventriloquism, invisibility, magic mouth, sepia snake sigil* and the priest spell *command,* all of which he can cast at 16th level of ability). This vigilant guardian raises the alarm over any unauthorized withdrawals—that is, any which are not accompanied by a certified writ specifying the amount down to the last coin. Eormennoth has been on duty for over fifty years, preventing "shrinkage" of treasury funds through both outright thefts and illicit borrowings by city officials (it's the Regent of the Exchequer's job to prevent misappropriations once monies leave this room),

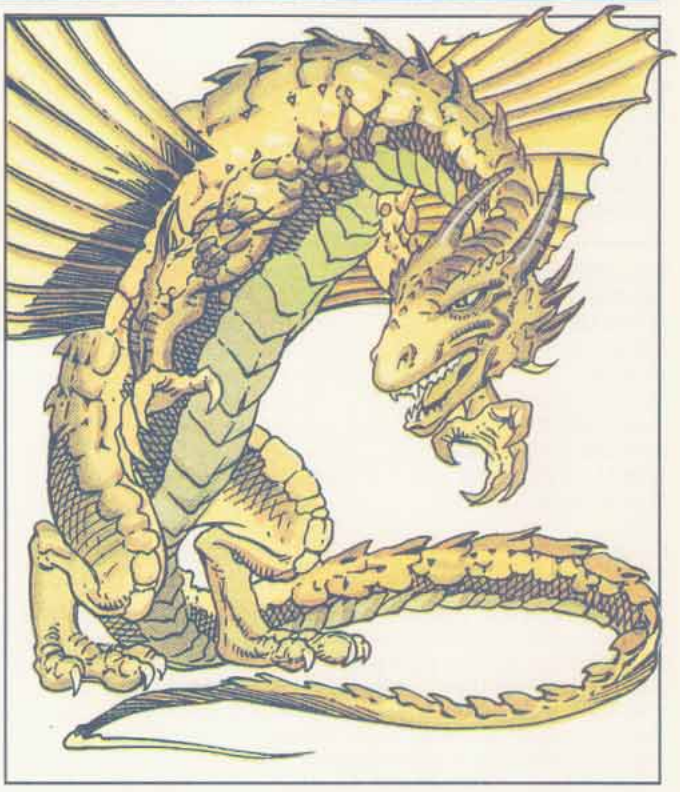
Eormennoth (whose name means "immense treasure" in the tongue of his kind) began his local career as a ravager of pirates and was used in that capacity by the then-newly-installed Lord Mayor O'Kane. For decades he's been the guardian of the vault, having been originally promised a rather generous rate of pay of ten gold pieces a day by the Lord Treasurer of that day, who reckoned that a payment deferred until after he left office was someone else's problem. While that may not sound like much to anyone with thousands of coins at his or her command, Eormennoth is patient. Every day the dragon diligently counts out his share and moves it to his side of the vault. As the years have gone by, his stack has grown to impressive dimensions (over 180,000 gp) while the city's pile has visibly diminished. Vernon Condor, the current Regent of the Exchequer, has estimated that the share Eormennoth has claimed will eventually bankrupt the city. He suggested some time back to Mayor O'Kane that they "re-negotiate" the dragon's contract to include "room and board" as well as imposing a one-time "dragon tax" amounting to at least 50% of Eormennoth's share should he decide to leave a city so suddenly inhospitable. O'Kane, for his part, prepared for the negotiations by procuring a *cube of force* and a *long sword,* +2 *dragonslayer* (LN-aligned and attuned to bronze dragons, dealing triple damage and having a +4 combat bonus against them) in case the dragon decided to exact payment in the form of property damage or otherwise kicked at the proffered settlement.

Fortunately, perhaps, the matter never came to a crisis; although Eormennoth was (falsely) announced dead some years ago, the war and other disasters distracted O'Kane until the mayoral mantle passed to Lady Amber Lynn Thoden, who has not yet had leisure to deal with such pending but low-priority concerns. Eormennoth, for his part, remains blissfully unaware that anyone finds anything wrong with his scrupulous guardianship of the vault. He's always been curious about the lives and deeds of the entertaining humans of the city and loves to listen to gossip. Since his opportunities for interesting talk are limited in the vault, he sometimes slips away for a bit. He loves the smells, sights, and sounds of the sea, both in dragon form and *polymorphed* into the shape of a ship's cat handing around the docks. He also enjoys watching people, and any idle person or animal in Ravens Bluff (particularly within sight of the water) might just be a dragon in disguise. Over the years, as his trust in the city administration has grown, he's felt increasingly comfortable about leaving the main vault where he customarily lies at his ease and "taking the air" or going for a quick swim.

Some of these flights have been his first extended jaunts away from Ravens Bluff in half a century. Eormennoth has decided it's time to raise a family, and although female bronze dragons have proven rarer in the lands around than he'd thought they would be, he is a wyrm of looks, sophistication, and treasure. As word of his availability spreads, the city may well soon be invaded by a dozen or more female bronze dragons of all ages, vying for the attention of the "Wyrm In The Vault." When Eormennoth chooses a bride, the civic government will face a real monetary crisis. Like most dragons his age, the guardian of the treasury will soon become irritated by his mate's constant hints that she deserves—nay, needs—more treasure. Once their eggs are laid, he may well persuade her to depart—with a suitable division of their joint property, of course, plus a generous gift—money that "the Vulture" regards as the rightful property of the government.

Moreover, when the eggs hatch, Eormennoth will have successors. The problem that so many generations of Ravenaar officials hoped would eventually just "go away" will magnify when the post of vault-guardian becomes a hereditary one. As a good father, the incumbent guardian will of course gift each of his offspring with some coins as "seed money" to begin their own hoards. Moreover, young dragons of any type will defend themselves if attacked, overreact if frightened, and generally be rambunctious in the extreme, placing the property and citizens of the city at risk for a long, long time. And any large-scale battle with dragons may attract the attention of other, less benevolent wyrms—or anyone else who sees an opportunity to take advantage of mayhem and destruction to plunder or launch attacks on Ravens Bluff. The often-humiliated pirates, for instance, who'd like nothing more than a chance for revenge on the city and its great winged warrior. . .

CLIMATE/TERRAIN:	Arid and temperate hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	13 (base)
THAC0:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/5-20
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (16 base)
XP VALUE:	Variable



Copper dragons are incorrigible pranksters, joke tellers, and riddlers. They are prideful and are not good losers, although they are reasonably good winners. They are particularly selfish and greedy for their alignment, and have an almost neutral outlook where wealth is concerned.

At birth, a copper dragon's scales have a ruddy brown color with a copper tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by the time the dragon becomes a young adult. Beginning at the venerable stage, the dragons' scales pick up a green tint.

Copper dragons speak their own tongue, a tongue common to all good dragons, and 14% of hatchling copper dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Copper dragons like to taunt and annoy their opponents, hoping they will give up or become angry and act foolishly. Early in an encounter, a copper dragon will jump from one side of an opponent to another, landing on inaccessible or vertical stone surfaces. If there are no such places around a dragon's lair, the dragon will create them ahead of time using *stone shape, move earth,* and *wall of stone.* An angry copper dragon will mire its opponents using *rock to mud,* and will force victims who escape the mud, into it with kicks. Once opponents are trapped in the mud, the dragon will crush them with a *wall of stone* or snatch them and carry them aloft. When fighting airborne opponents, a dragon will draw its enemies into narrow, stony gorges where it can use its *spider climb* ability in an attempt to maneuver the enemy into colliding with the walls.

Breath weapon/special abilities: A copper dragon's breath weapon is either a cloud of *slow* gas 30' long, 20' wide, and 20' high or a spurt of *acid* 70' long and 5' wide. Creatures caught in the gas must save vs. breath weapon or be *slowed* for three minutes per age level of the dragon. Creatures caught in the acid take damage, save vs. breath weapon for half. A copper dragon casts its spells and uses its magical abilities at 7th level, plus its combat modifier.

At birth, copper dragons can *spider climb* (stone surfaces only) and are immune to acid. As they age, they gain the following additional powers: **Young:** *neutralize poison* three times a day. **Juvenile:** *stone shape* twice a day. **Adult:** *forget* once a day. **Mature adult:** *rock to mud* once a day. **Old:** *move earth* once a day. **Great wyrm:** *wall of stone* once a day. A copper dragon can jump 30 yards forward or sideways, reaching heights up to 20' at mid jump. They can jump 30' straight up.

Habitat/Society: Copper dragons like dry, rocky uplands and mountains. They lair in narrow caves and often conceal the entrances using *move earth* and *stone shape.* Within the lair, they construct twisting mazes with open tops. These allow the dragons to fly or jump over intruders struggling through the maze.

Copper dragons appreciate wit, and will usually leave good or neutral creatures alone if they can relate a joke, humorous story, or riddle the dragon has not heard before. They quickly get annoyed with creatures who don't laugh at their jokes or do not accept the dragon's tricks and antics with good humor.

Because they often inhabit hills in sight of red dragons' lairs conflicts between the two subspecies often occur. Copper dragons usually run for cover until they can equal the odds.

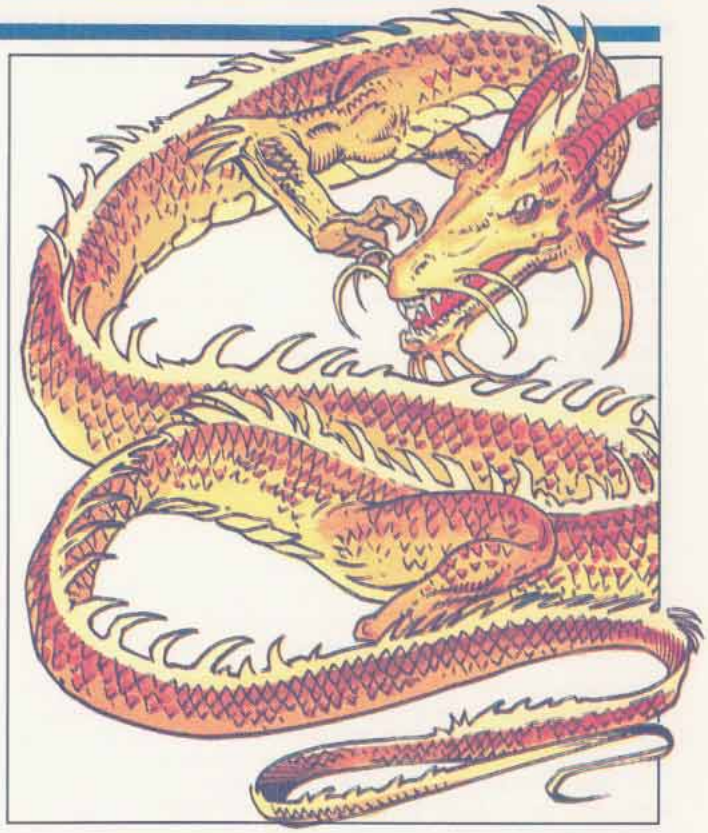
Ecology: Copper dragons are determined hunters, the good sport a hunt provides is at least as important as they food they get. They are known to eat almost anything, including metal ores. However, they prize giant scorpions and other large poisonous creatures (they say the venom sharpens their wit). The dragon's digestive system can handle the venom safely, although injected venoms affect them normally.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-8	2-6	2	2d6+1	Nil	Nil	Nil	5,000
2	8-16	4-12	1	4d6+2	Nil	Nil	Nil	7,000
3	16-27	12-20	0	6d6+3	Nil	Nil	Nil	9,000
4	27-38	20-30	−1	8d6+4	1	Nil	1/2H, S	11,000
5	38-50	30-40	−2	10d6+5	2	10%	H, S	14,000
6	50-59	40-50	−3	12d6+6	3	15%	H, S	15,000
7	59-73	50-60	−4	14d6+7	3 1	20%	H, S	16,000
8	73-86	60-70	−5	16d6+8	3 2/1	25%	H, S×2	17,000
9	86-100	70-80	−6	18d6+9	3 3/2	30%	H, S×2	19,000
10	100-114	80-90	−7	20d6+10	3 3 1/3	35%	H, S×2	21,000
11	114-130	90-100	−8	22d6+11	3 3 2/3 2	40%	H, S×3	22,000
12	130-147	100-110	−9	24d6+12	3 3 2 1/3 3	45%	H, S×3	23,000

Dragon, Metallic, Gold

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Lawful good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	12, Fl 40 (C), Jp 3, Sw 12 (15)
HIT DICE:	16 (base)
THAC0:	5 (at 16 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/6-36 (6d6)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Gold dragons are wise, judicious, and benevolent. They often embark on self-appointed quests to promote goodness, and are not easily distracted from them. They hate injustice and foul play. A gold dragon frequently assumes human or animal guise and usually will be encountered disguised.

At birth, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales grow completely golden.

Gold dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling gold dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Gold dragons usually parley before combat. When conversing with intelligent creatures they use *detect lie* and *detect gems* spells to gain the upper hand. In combat, they quickly use *bless* and *luck bonus*. Older dragons use *luck bonus* at the start of each day if the duration is a day or more. They make heavy use of spells in combat. Among their favorites are *sleep, stinking cloud, slow, fire shield, cloudkill, globe of invulnerability, delayed blast fireball,* and *maze*.

Breath weapon/special abilities: A gold dragon has two breath weapons: a cone of *fire* 90' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of potent chlorine gas 50' long, 40' wide, and 30' high. Creatures caught in either effect are entitled to a save versus breath weapon for half damage.

A gold dragon casts its spells and uses its magical abilities at 11th level, plus its combat modifier. Unlike other dragons, most gold dragons seek formal magical training. These dragons own spell books and always have useful spells.

At birth, gold dragons have *water breathing* ability, can *speak with animals* freely, and are immune to fire and gas. They can also *polymorph self* three times a day. Each change in form lasts until the dragon chooses a different form; reverting to the dragon's normal form does not count as a change. A gold dragon's natural form has wings. However, they sometimes choose a wingless form to facilitate swimming, gaining the higher swimming rate listed above. A gold dragon in any wingless form can fly at a speed of 6 (MC E).

As they age, they gain the following additional powers: **Young:** *bless* three times a day. **Juvenile:** *detect lie* three times a day. **Adult:** *animal summoning* once a day. **Mature adult:** *luck bonus* once a day. **Old:** *quest* once a day, and *detect gems* three times a day. (This allows the dragon to know the number and kind of precious stones within a 30' radius, duration is one minute.

The *luck bonus* power of mature adults is used to aid good adventurers. By touch, the dragon can enchant one gem to bring good luck. The gem is usually one which has been embedded in the dragon's hide. When the dragon carries the gem, it and every good creature in a 10' radius per age category of the dragon receives a +1 bonus to all Saving Throws and similar dice rolls, cf. *stone of good luck*. If the dragon gives a gem to another creature only the bearer gets the bonus. The enchantment lasts three hours per age category of the dragon, plus 1-3 hours. The enchantment ends if the gem is destroyed before its duration expires.

Habitat/Society: Gold dragons can live anywhere. Their lairs are secluded and always made of solid stone, either caves or castles. These usually have loyal guards: either animals appropriate to the terrain, or storm or good cloud giants. The giants usually serve as guards through a mutual defensive agreement.

Ecology: Gold dragons can eat almost anything, however, they usually sustain themselves on pearls or small gems. Gold dragons who receive pearls and gems from good or neutral creatures will usually be favorably inclined toward the gift bringers, as long as the gift is not presented as a crass bribe. In the latter case, the dragon will accept the gift, but react cynically to any requests the giver makes.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	7-19	6-16	-1	2d12+1	Nil	Nil	Nil	8,000
2	19-31	16-28	-2	4d12+2	Nil	Nil	Nil	9,000
3	31-43	28-38	-3	6d12+3	Nil	Nil	Nil	11,000
4	43-55	38-50	-4	8d12+4	1	Nil	E, R, T	13,000
5	55-67	50-60	-5	10d12+5	2	35%	H, R, T	15,000
6	67-80	60-70	-6	12d12+6	2 2	40%	H, R, T	18,000
7	80-93	70-84	-7	14d12+7	2 2 2	45%	H, R, T	19,000
8	93-106	84-95	-8	16d12+8	2 2 2 2/1	50%	H, R, Tx2	20,000
9	106-120	95-108	-9	18d12+9	2 2 2 2 2/2	55%	H, R, Tx2	22,000
10	120-134	108-120	-10	20d12+10	2 2 2 2 2 2/2 2	60%	H, R, Tx2	23,000
11	134-148	121-133	-11	22d12+11	2 2 2 2 2 2 2/2 2 2	65%	H, R, Tx3	24,000
12	148-162	133-146	-12	24d12+12	2 2 2 2 2 2 2 1/2 2 2 2	70%	H, R, Tx3	25,000

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate mountains and clouds
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	15 (base)
THAC0:	5 (at 15 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/5-30 (5d6)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Silver dragons are kind and helpful. They will cheerfully assist good creatures if their need is genuine. They often take the forms of kindly old men or fair damsels when associating with people.

At birth, a silver dragon's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color slowly lightens to brightly gleaming silver. An adult or older silver dragon has scales so fine that the individual scales are scarcely visible. From a distance, these dragons look as if they have been sculpted from pure metal.

Silver dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling silver dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *feather fall* to stop any missiles fired at them. They use *wall of fog* or *control weather* to blind or confuse opponents before making melee attacks. If angry, they will use *reverse gravity* to fling enemies helplessly into the air, where they can be snatched. When faced with flying opponents, a silver dragon will hide in clouds (often creating some with *control weather* on clear days), remain there using *cloud walking*, then jump to the attack when they have the advantage.

Breath Weapon/Special Abilities: A silver dragon has two breath weapons: a cone of *cold* 80' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of *paralyzation* gas 50' long, 40' wide, and 20' high. Creatures caught in the gas must save versus breath weapon or become *paralyzed* for one minute per age level of the dragon, plus 1-8 minutes. Creatures caught in the cold are allowed a save versus breath weapon for half damage. A silver dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.

At birth, silver dragons are immune to cold, and can *polymorph self* three times a day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. They also can *cloud walk*. This allows the dragon to tread on clouds or fog as though they were solid ground. The ability functions continuously, but can be negated or resumed at will. As they age, they gain the following additional powers: **Young:** *feather fall* twice a day. **Juvenile:** *wall of fog* once a day. **Adult:** *control winds* three times a day. **Mature adult:** *control weather* once a day. **Old:** *reverse gravity* once a day.

Habitat/Society: Silver dragons prefer aerial lairs on secluded mountain peaks, or amid the clouds themselves. When they lair in clouds there always will be an enchanted area with a solid floor for laying eggs and storing treasure.

Silver dragons seem to prefer human form to their own, and often have mortal companions. Frequently they share deep friendships with mortals. Inevitably, however, the dragon reveals its true form and takes its leave to live a dragon's life for a time.

Ecology: Silver dragons prefer human food, and can live on such fare indefinitely.

Because they lair in similar territories, silver dragons come into conflict with red dragons. Duels between the two species are furious and deadly, but silver dragons generally get the upper hand since they are more capable of working together against their foes and often have human allies.

Age	Body Lgt.(')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	8-18	3- 6	0	2d10+1	Nil	Nil	Nil	7,000
2	18-30	6-12	- 1	4d10+2	Nil	Nil	Nil	8,000
3	30-42	12-16	- 2	6d10+3	Nil	Nil	Nil	10,000
4	42-52	16-21	- 3	8d10+4	2	Nil	E, R	12,000
5	52-63	21-27	- 4	10d10+5	2 2	25%	H, R	14,000
6	63-74	27-32	- 5	12d10+6	2 2 1	30%	H, R	17,000
7	74-85	32-37	- 6	14d10+7	2 2 2	35%	H, R	18,000
8	85-96	37-43	- 7	16d10+8	2 2 2 1/2	40%	H, Rx2	19,000
9	96-108	43-48	- 8	18d10+9	2 2 2 2/2 2	45%	H, Rx2	21,000
10	108-120	48-54	- 9	20d10+10	2 2 2 2 1/2 21	50%	H, Rx2	22,000
11	120-134	54-60	- 10	22d10+11	2 2 2 2 2/2 2 2	55%	H, Rx3	23,000
12	134-148	60-67	- 11	24d10+12	2 2 2 2 2 1/2 2 2 1	60%	H, Rx3	24,000

Dragons are the true children of Krynn, embodying the elemental forces themselves The most majestic and dignified of all the world's creatures, dragons are power incarnate, capable of inspiring awe and fear in all who behold them

White the dragons of Krynn are physically similar to the dragons of other worlds, then- personalities, goals, and philosophies are quite different.

Background in the beginning, the gods created good, evil, and neutrality. Conflict among the gods resulted in the All-Saints war, resolved when the good and neutral gods combined forces to prevent evil from claiming victory. Good, evil, and neutrality persist in Krynn to this day, and their balance is crucial to the harmony of all things.

The development of good, evil, and neutral dragons paralleled this balance Just as the neutral gods joined forces with the gods of good, the neutral dragons aligned with the good dragons to thwart the plans of the evil dragons. However, the neutral dragons soon grew weary of being drawn into the endless conflicts between good and evil, and ultimately most of them abandoned Krynn

While little is known of the neutral dragons today, the influence of good and evil dragons remains strong. Black, blue, green, red, and white dragons invariably ally themselves with the forces of evil. while brass, bronze, copper, gold, and sliver dragons invariably ally themselves with the forces of good.

Three Dragonwars were faught during the Age of Dreams, the first era of Krynn. In the final Dragonwar, a young Knight of Solamnia named Huma was given the secret of the *dragonlance,* a powerful weapon capable of destroying dragons Flying a silver dragon. he battled the evil dragons in the skies, and they were eventually defeated. To preserve the balance, the good dragons departed the world. For years afterwart, dragons were unknown on Krynn existing only as creatures of legend.

Following the Cataclysm (a world-wide disaster of unprecedented proportions in which the wrath of the gods descended on Krynn), Takhisis, the Queen of Darkness, awakened the evil dragons and took the eggs of the good dragons. The good dragons swore an oath not to interfere with the affairs of Krynn in exchange for their eggs safe-keeping, but Takhisis betrayed them by corrupting their eggs to create the draconians. The good dragons discovered the Dark Queen's treachery and declared war on their evil cousins Fighting side by side with the good people of Krynn, the good dragons eventually triumphed in the conflict that came to be known as the War of the Lance.

In the years following the War of the Lance, the good dragons seemingly disappeared again from the face of Krynn. In fact, many of the good dragons had succumbed to a mysterious disease, while others had been summoned to their ancestral home to defend against an anticipated attack. Taking advantage of the absence of good dragons, Takhisis made another attempt to conquer Krynn. But with the aid of the good people of Krynn, the good dragons were able to cure the disease that was killing them, secure their ancestral home, and rally their forces to stop Takhisis. Though the good dragons continue to persevere, their constant vigilance is required to hold the threat of evil in check.

Dragons and Men Perhaps the most striking difference between the dragons of Krynn and the dragons of other worlds is, their relationship with men and women. Where other dragons are reclusive and withdrawn, seldom involvmg themselves with the affairs of other races, the fates of Krynn dragons and Krynn men and women have been mexorably linked since the dawn of time This is as true of the evil drgons as it ot the good dragons The evil dragons maintain close ties with evil humans and demihumans and have worked closely with them in the past to realize then- common goals of conquest and subjugation In turn, the good dragons ally themselves with the forces of good to counter the evil dragons and to further the causes of justice and honor.

Further, a mystical bond exists between good dragons and good people. This bond is based on mutual trust, respect, and cooperation. When the bond is strong, both dragons and people flourish, able to function at the peak of their talents and abilities. Rut when the bond is threatened by doubt, disrespect, or disharmony, both dragons and people suffer and regress.

Dragon Culture The dragons of Krynn have a rich cultural heritage. Although this is not generally known to the human population of Krynn, brilliant dragon scholars have excelled over the ages in areas as diverse as astronomy, mathematics, history, and philosophy. There have even been a small but notable number of dragon artists who have created magnificent poetry, beautiful music, and stirring literature. Though the good dragons have especially strong academic and aesthetic talents, the evil dragons also have produced scholars and artists whose works rival those of any other race.

Dragons have an oral instead of a written tradition, and most of their philosophy, history, and literature is passed from generation to generation by word of mouth. But like other races with a rich culture, the dragons keep much of their heritage alive by preserving it in sculptures, paintings, and other works of art. These art works not only enrich the lives of the dragons with their sheer beauty, they also serve as permanent records of important ideas and events. They are among the dragons' greatest treasures.

Age Categories and Die Modifiers: Like the dragons of other worlds, the Hit Dice and combat modifiers of Krynn dragons vary among subspecies and are modified based on age category; this information is listed on the following Dragon Table. Combat modifiers apply to both attack and damage rolls for each physical attack, but these do not apply to a dragon's breath weapon. Saving throws are also tied to their Hit Dice: each dragon saves as a warrior equal in level to the drgon's Hit Dice.

Krynn dragons' Hit Dice bases are identical to those of other worlds, as described in the first *Monstrous Compendium* volume. (For instance, a Krynn copper dragon and a Hit Dice base of 13, the same as his counterpart on other worlds. A hatchling copper dragon subtracts 6 dice, for a total of 7 Hit Dice; it saves as a 7th level warrior.)

Krynn dragons pass through the various age categories at a slightly slower rate than the dragons of other worlds, as shown on the Dragon Table. Though Krynn dragons cause tear in other creatures much like the dragons of other worlds, their tear auras are not as strong as those of other dragons: their fear radii and the modifiers affecting their victims' saving throws are summarized on the Dragon Table.

Attacks and Defenses: Krynn dragons have the same defense and attack abilities as their other-world counterparts, including spellcasting, breath weapons, physical dttacks. and enhanced senses. These are detailed in the first Monstrous) Compendium volume.

Traits: Krynn dragons have the same characteristics, physical appearance, and statistics as their counterparts on other worlds. These similarities include alignment, Armor Class, treasure type, and experience points given in the subspecies listings in the first *Monstrous Compendium* volume. Ecological details, such as those pertaining to their lairs, metabolisms, and families, are also similar, as are their general combat tactics. However, Krynn dragons have different attitudes and philosophies than dragons from other worlds; these differences are summarized below.

The Evil Dragons

Black Dragons: Impulsive and nervous, black dragons tend to act first and think later. There are fewer black dragon scholars and artists than any other subspecies of Krynn dragon. Black

dragons are extremely independent and ally with other races only if it serves their purposes; hence, they are seldom used by evil forces in times of war. Black dragons move silently and strike quickly. Their favorite spell is *darkness,* which is used to cover their movements during attacks.

Blue Dragons: Although blue dragons live in caves, they prefer to dwell in deserts and arid lands. More gregarious than many of their cousins, blue dragons serve as line quality troops in times of warfare. Blue dragons believe they are the gods' favorites.

Blue dragons are wise enough to see the importance of cooperation, and thus are valued allies in times of warfare. Most dragonriders are mounted on blue dragons. The loyalty felt among the members of a blue dragon squad can be so profound that loss of a companion can plunge the survivors into deep depressions, sometimes to the point of hindering their effectiveness on the battlefield. Though highly adept spellcasters and skilled fighters with their teeth and claws, the blue dragons' favorite attack is their lighting breath.

Green Dragons: Green dragons are notorious even among evil dragons for their cruel natures and vicious tempers. Green dragons have few concerns beyond their own immediate desires. Unabashed hedonists, they relish treasure, rich foods and sensual pleasures. They are clever and subtle combatants. Green dragons obey orders only from leaders whom they respect. A leader who loses the respect of a green dragon may soon find himself between the dragon's jaws.

Green dragons prefer to use trickery and magic on an enemy instead of an all-out assault, but they engage in bloody melee when necessary.

Green dragons are rarely used in major offensives, but are often used for assassinations and other sinister assignments.

Red Dragons: Red dragons are the strongest and most fearsome of all evil dragons. Their intelligence exceeds that of blue dragons. They cooperate with other dragons as necessary, but they refuse to obey orders with which they disagree. Red dragons see no grand design to the multiverse; to them, existence is a random mix of chaos and disorder in which only the strongest can survive.

Red dragons enjoy nothing more than setting cities ablaze, and then rummaging through the rubble for loot. Though leery of most leaders, they are loyal to the Queen of Darkness. Red dragons work well together. Unless it is in their best interest to take prisoners, red dragons hunt down and destroy their enemies to the last.

White Dragons: White dragons are the least able of all the evil aragons. They have little or no interest in art, and only a peripheral interest in the grand schemes of their evil cousins. In most cases, white dragons would prefer to be left alone. In times of war, white dragons are used as scouts or are assigned to defend regions of the least strategic importance. Though slow to react, white dragons can be effective fighters, relying heavily on their breath weapons to weaken opponents before closing to attack with their teeth and claws.

The Good Dragons

Brass Dragons Brass dragons believe that life is a series of tests and designed to weed out the weak from the strong. Though benevolent and understanding of creatures they consider to be inferior, brass dragons believe that ultimately the superior should be allowed to flourish Generally considered to be the least sophisticated of all of the good dragons, brass dragons have little interest in art or culture, instead devoting themselves to developing strategies fordealing with the unavoidable hardships of existence They are good fighters, preferring to attack with claws and teeth, reserving their breath weapons and spells for emergencies.

Dragons: Bronze dragons are fond of war and fighting Bronze dragons are also extremely interested in the affairs of mankind. In ancient times, bronze dragons were believed to take the forms of domestic animals simply to study the cultures of men.

Though not particularly deep thinkers, bronze dragons believe that concepts such as good and evil can be understood intuitively. Logic can actually impair understanding, since the universe 15 not a logical place.

Copper Dragons: Copper dragons adhere to no particular philosophy and are easily influenced by the opinions of other. They are extremely fond of wealth, almost alwavs demanding to know how cooperating with others will benefit them They seldom make decisions of consequence without first consulting other dragons In spite of their selfishness, copper dragons are basically kindhearted. They are loyal to their friends, but distrustful of strangers. In combat, they freely attack with both breath weapons.

Dragons: Because of their devotion to the intellect gold dragons have produced many fine scholars, particularly in the fields of mathematics and philosophy. Though gold dragons respect all lntelligent creatures regardless of their species they rarely associate with other races-the arrogant gold dragons consider such associations to be demeaning. Gold dragons are extremely skilled in magic and prefer to attack with their spells

Silver Dragons: Silver dragons believe that the purpose of life is devotion to the standards of good. They believe in the sanctitv of life and that all creatures are equal in the eyes of the gods. The) go to war only reluctantly, but they are fully prepared to give their lives for a cause in which they believe.

Silver dragons are the dragons most beloved by the races of Krynn. They can polymorph into human or elven form and sometimes seem to prefer these forms to their own They enjoy the company of humans and help them whenever they can.

Dragon Table

Category	Age	Hit Die Modifier	Combat Radius	Fear Modifier	Save
1 Hatchling	0–7 yrs	-6	+1	—	—
2 Very Young	8–20	-4	+2	—	—
3 Young	21–35	-2	+3	—	—
4 Juvenile	36–70	-1	+4	—	—
5 Young Adult	71–120	Nil	+5	10 yards	+ 4
6 Adult	121–250	+1	+6	15 yards	+ 3
7 Mature Adult	251–500	+2	+7	20 yards	+ 2
8 Old	501–750	+3	+8	25 yards	+ 1
9 Very Old	751–1000	1-4	+9	30 years	0
10 Venerable	1. 001–l. 200	+5	+ 10	+10 yards	- 1
11 Wyrm	1.201–1.400	+6	+11	40 yards	- 2
12 Great Wyrm	1.401+	+7	+12	45 yards	- 3

Dragon, Krynn, Amphi

CLIMATE/TERRAIN: Tropical subbtropical and temperate/Ocean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Very (11–12)
TREASURE: Special
ALIGNMENT: N'eutral evil

NO. APPEARING: 1–4
ARMOR CLASS: 3 (base)
MOVEMENT: 6. Sw 24
HIT DICE: 9 (base)
THAC0: 11 (at 9 HD)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: l–8/1–8/2–20
SPECIAL ATTACKS: Tongue, breath weapon, and magical abilities
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
SIZE: H (25' base length)
MORALE: Champion (16 base)
XP VALUE: Variable

Age Cat.	Body Length (')	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1	4-7	6	1d6+1	—	—	1,400
2	7-11	5	2d6+2	—	—	2,000
3	11–19	4	3d6+3	—	—	3,000
4	19–27	3	4d6+4	—	½ F	4,000
5	27-36	2	5d6+5	10%	F	7,000
6	36-45	1	6d6+6	15%	F	8,000
7	45-54	0	7d6+7	20%	F	10,000
8	54-63	-1	8d6+8	25%	Fx2	11,000
9	63-72	-2	9d6+9	30%	Fx2	12,000
10	72-81	-3	10d6+10	35%	Fx2	13,000
11	81–90	-4	lld6 + 11	40%	Fx3	14,000
12	90–102	-5	12d6 + 12	45%	Fx3	15,000

A unique crossbreed between a green dragon and a sea dragon, the amphi dragon is one of the most cruel and repulsive denizens of the ocean, sharing the green dragons' hatred of all good-aligned creatures.

Though it has the smooth and flexible, deep green scales of a green dragon, the amphi dragon more closely resembles a giant toad with tiny, vestigial wings and webbed feet. Bony ridges surround its beady black eyes, and yellow warts cover its body. When encountered on land, the rotten egg odor of the amphi dragon is detectable as much as 100 yards away.

Amphi dragons speak their own tongue, as well as the tongue common to all evil dragons. Additionally, amphi dragons can communicate with any human or demihuman race.

Combat: The amphi dragon cannot fly, and it moves only awkwardly on land. However, on land it can leap a horizontal distance of 18 feet or a vertical distance of six feet once every other round. It cannot move on the round following a leap.

The amphi dragon generally avoids the land, however, preferring to nestle itself in the mud of the ocean floor and wait for victims. It attacks with little or no provocation, and creatures of any size are potential victims. It uses its breath weapon first, then closes for fore claw and bite attacks. It attempts tongue strikes at solitary opponents, particularly ones smaller than itself. The amphi dragon may intentionally prolong its attacks to savor the death throes of a doomed victim.



Breath Weapon and Special Abilities: An amphi dragon's breath weapon is a stream of acid 60 feet long and three feet wide. Damage caused by the breath weapon varies with the dragon's age (see earlier table). Victims caught in the blast must roll saving throws vs. breath weapon, with success indicating half damage. The breath weapon is equally effective underwater and in the open air and can be used once every three combat rounds.

From birth, the amphi dragon can breathe both water and air. It can change the color of its skin to match the surroundings. If it remains stationary while camouflaged, it is undetectable 80% of the time.

The amphi dragon's warts continually ooze acid. Each time a character attacks the dragon in melee, he must roll a Dexterity check. If he fails, he suffers 1d6 points of damage.

The amphi dragon can attempt a tongue strike, up to a distance of two feet times its age category, to capture a victim. If the amphi dragon succeeds in an attack roll against AC 10, the victim is stuck to its tongue and is pulled to its mouth at the end of the round. If the tongue suffers 12 or more points of damage, the amphi dragon releases its prey. Otherwise, the victim is automatically bitten in each subsequent round. When the victim is reduced to 0 hit points, the amphi dragon swallows it on the next round.

As they age, amphi dragons gain the following additional abilities, useable once per day:

Adult: *detect magic*
Old: *suggestion*
Wyrm: *darkness, 15' radius*

Habitat/Society: Too lazy to construct elaborate lairs, amphi dragons live in sunken ships or empty underwater caves. They are shunned by all other ocean-swelling creatures, including other amphi dragons. Female amphi dragons abandon their newborns within a few days after birth, and only about 25% survive.

Ecology: Amphi dragons eat virtually anything, but they prefer live prey, especially Dargonesti and Dimernesti (sea elves). They scavenge refuse from the ocean floor and also eat algae, seaweed, fish, and minerals.

	Unmated	Mated pair*
CLIMATE/TERRAIN:	The Abyss	The Abyss
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Pair
ACTIVITY CYCLE:	Any	Any
DIET:	Any liquid	Any liquid
INTELLIGENCE:	Genius (17-18)	God-like (21)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	2 (1 pair)
ARMOR CLASS:	5	-5
MOVEMENT:	6, F1 18 (C)	15, F1 48 (B)
HIT DICE:	3	35
THAC0:	17	5
NO. OF ATTACKS:	3	6
DAMAGE/ATTACK:	l-4/1-4/2-12	3-60 (x 4) / l-100 (x 2)
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	Immortal	Immortal, spells
MAGIC RESISTANCE:	Nil	95%
SIZE:	M (5′ long)	G (50′ long each)
MORALE:	Steady (12)	Fanatic (17)
XP VALUE:	1,400	40,000



* These statistics apply to mated astral dragons when considered as a pair, not as individuals. See text for details.

"Astral dragon" is a general term for a race of ancient golden dragons to whom all dragons of Krynn can trace a common ancestry. The immortal astral dragons are the personification of neutrality in dragons.

Among the first dragons ever created by the gods were two astral dragons named Deion and Procene. These dragons were directcd to give birth to a race of dragons that the gods would adopt as their own. Selected newborns were taken from their parents and transformed to reflect the personalties and philosophies of the gods who adopted them. Thus were created early archetypes of black, red, gold, silver, and other dragons. Deion and Procene remained neutral, in exchange for their offspring, the gods pledged to leave them alone.

When the couple grew weary of the constant tension between the good and evil dragons, they appealed to the gods to be relieved of their obligations on Krynn. The gods granted their wish, and relocated them to an alternate plane of existence in the Abyss. In time, Deion and Procene gave birth to new generations of neutral dragons.

An unmated astral dragon is dull yellow in color and about five feet long with human hands and long, slim fingers. It has huge black eyes. and its scales are covered with fine blond fur. Though a hatchling is slightly less formidable (AC 4, HD 2), an astral dragon does not progress through the various age categories as do other dragons; its statistics do not change significantly until it becomes part of a mated pair.

When an astral dragon finds a suitable mate, the couple appeals to the gods of neutrality to sanction their union. If approval is granted, the mated astral dragons undergo a remarkable transformation. To symbolize the union, the gods create a 100-foot golden chain, each end of which encircles the mates' necks to link them for all eternity. The mates grow to a length of 50 feet and become enveloped in a permanent aura of golden light. Their intelligence and abilities increase to god-like levels.

Thereafter, the couple lives. tights, works, and plays as a unit. If the chain is broken and the mates are separated by a distance of at least 100 yards for 30 days, they will revert to their original, weaker forms; however, it requires the power of a wish spell or its equivalent to break the chain.

Astral dragons speak their own tongue as well as the languages of good and evil dragons. All astral dragons have the ability to communicate with any intelligent creature.

Combat: Unmated astral dragons are incapable of performing snatch, kick, wing buffet, or tail slap attacks. Though they have the special senses of a dragon (as per the very young age category), they do not radiate fear. They can defend themselves with their claws and teeth, but they are sluggish combatants, always attempting to flee instead of engaging in melee. They are essentially immortal, as they instantly recover all lost hit points. However, they can be destroyed by power word, kill, wish, or similar spells.

Mated astral dragons attack as a unit. Though capable of performing snatch, kick, wing buffet, and tail slap attacks, as well as vicious attacks with their teeth and claws, they prefer to use spells to frighten away their enemies.

Mated astral dragons gain the abilities of a 35th-level cleric. They have the special senses of a dragon (as per the great wyrm age category). They radiate fear in a radius of 50 feet (-4 penalty to saving throw) and have a bonus of +12 to their attack and damage rolls. Like unmated astral dragons, they are essentially immortal, instantly recovering all lost hit points; nothing less than the power of a wish, power word, kill, or similar spells can destroy them.

Habitat/Society: Astral dragons live in immense keeps of black crystal built for them by the gods. They rarely leave their keeps and never voluntarily leave the Abyss. A mated pair must petition the gods for permission to give birth, a request seldom granted in order to limit the population. Upon reaching the age of five, a young astral dragon is dispatched from his parents' keep to fend for himself. Astral dragons have no interest in treasure.

Ecology: Astral dragons consume only liquids. Any liquid will do—mercury is a nourishing to them as water. They have no natural enemies.

CLIMATE/TERRAIN:	Plane of the Astral Dragon
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any liquid
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6, F1 24 (A)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	
DAMAGE/ATTACK:	1-2/1-2:1-6
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	*Teleport* and *plane shift*
MAGIC RESISTANCE:	Nil
SIZE:	S (3' wingspan)
MORALE:	Elite (13)
XP VALUE:	2,00



The kodragon is an extremely rare species of dragon that exists only in the plane of the Astral Dragon. It is a furry dragon about the size of a small house cat.

At first glance the kodragon appears to be a large bat, but only for a moment It is shaped like a dragon, with four spindly legs, a long sinuous neck, etc. However it has a fine gray fur instead of scales. It has bare, leathery wings, like those of a bat. Its face has a blunt snout and large, luminous black eyes. Its tail is furred all the way down to the tip, where it is bare and pointed. The fore claws of a kodragon have opposable thumbs, like those of a human.

Kodragons speak in light, hissing voices; they speak human languages fluently. Their voices sound like those of children.

These miniature dragons have a delicate, musky odor, completely different from any mammal.

Combats: These small creatures avoid combat whenever possible. If cornered or angered, they can fight with their two front claws and a bite. Their strategy is to stay aloft and attack the backsides and hard-to-defend parts of their enemies. They can dart from front to back, between the legs, and under the arms of an opponent. This makes them very tough to hit. When executing such aerial maneuvers, they get a -2 bonus to their Armor Class and a +2 penalty to their attack rolls.

They have two magical breath weapons. Both form ten-foot-diameter clouds One breath weapon is a shrinking gas; the other cancels the effects of any kodragon's shrinking gas (it does not work to cancel other means of shrinking). The shrinking gas reduces its victims to 5% of their original size. A successful saving throw vs. breath weapon means that the victim leapt out of the way in time.

Kodragons can teleport without error once per round. This can be used in combat, but they don't like to do that. They would prefer to fly instead However, this is their primary defense. These small dragons teleport out of harm's way if there is any serious dagger. The plane shift ability is used to travel in a more leisurely fashion, but it can also be used to escape a bad situation.

Habitat/Society: The natural home of kodragons is the plane of the Astral Dragon. This plane is one of the layers of the Abyss that has been converted to absolute neutrality by the gods of Krynn. It is physically similar to the world of Krynn. One quirk is that creatures can swim through the air simply by willing it.

Kodragons are lovers of art and knowledge. They do not use tools or weapons, except for a special tablet and stylus that they use to record histories and make other records. There is no unified culture of kodragons. Each wanders as he sees fit and records those things he feels are important. There are great shared repositories of these clay tablets. Older kodragons whose wanderlust has faded maintain these secret libraries.

Kodragons do not lay eggs but rather give live birth to their children, Like marsupials, they have a pouch on their stomachs where the infants are kept and raised in safety. When not being used for child rearing, this pouch holds their tablets and styluses. It operates as a bag of holding, and therefore can hold much more than its size would indicate. Child rearing is done by the female. The father visits only occasionally, spending most of his time on other tasks.

By nature these diminutive dragons are inquisitive and talkative. They are always poking around, sometimes so much that they get into trouble. Their keen verbal skills and meticulous record keeping have made them ideal emissaries for the Astral Dragon.

Ecology: There are no natural predators for the kodragon. Catching one is so difficult, and the resulting meal so meager, that a species would die out before surviving off of them. A gland in their neck can be used to make potions of shrinking.

Kodragons can drink any liquid to sustain themselves. Anything from water or wine to hemlock or mercury can sustain them. They need to consume their own body weight in fluids each day.

The othlorx are variations of the stand. and dragons that appear in the world of Krynn. Physically they are identical to the existing dragon forms—brass, bronze, copper, and silver; black, blue, green, white, and red-though there are no gold othlorx. The difference is in their attitudes toward the world and other dragons.

The othlorx are part of the outcome of a choice faced by dragonkind, the choice created by Takhisis and the Wars of the Lance. When Takhisis released the evil dragons into Krynn, she expected all of her children (as she saw them) to come and fight at her side. Perhaps fortunately for the forces of good, the evil dragons were true to their natures. Not all heeded her commands. More than a few saw no gain for themselves in the battles to come, only the greater chance of death and misery. So they refused to come and fight at her side. Infuriated, Takhisis cursed these renegade dragons, causing them to become the first of the othlorx.

When the good dragons were bound by their oath to not interfere in the Wars of the Lance, they set out to search for their lost eggs. They traversed the globe, and more than a few scoured Taladas. Eventually the draconian hatcheries were discovered and the good dragons no longer felt compelled to honor their oath. They returned to Ansalon to take part in the war. However, not all the good dragons felt compelled to return. Some, especially those who had never laid a brood of eggs, refused and chose to remain in Taladas. They were shunned by their brothers and so joined the ranks of the othlorx.

The characteristics of the othlorx vary according to the dragon type and the individual personality of the creature. General behaviors of each are described below.

Black Dragons: These great beasts have found the southern wilderness of Taladas to be an ideal home with its vast marshes and steaming jungles. Originally selfish and loners, as othlorx they have become xenophobic in the extreme. Takhisis's curse has made them crazed and completely unpredictable. In general, they attack all but an obviously superior enemy on sight, but there are tales of times when they have been cordial, if highly eccentric. Othlorx black dragons cannot cast any priest spells. They are chaotic neutral.

Blue Dragons: There are few blue dragons among the othlorx, their naturally lawful (though evil) natures compelled the majority of them to heed Takhisis's call. Still, even among these honor-bound creatures there were some skillful enough to claim a loophole or create some elaborate justification for their refusal. Enraged, Takhisis stripped these blue dragons of their priest spells and has compelled them to forever honor their words, precisely, no matter what the statement or intention.

Already hostile to man, the blue othlorx now blame all their woes on the humans (who caused the Dragonwars anyway). They don't necessarily attack on sight, but they use all their abilities to cause harm and woe to this offensive race. Blue othlorx are extremely lawful evil.

Brass Dragons: For the brass dragons, becoming othlorx was not that difficult a decision. Always prone to be somewhat neutral, they readily allowed this side of their nature to become dominant. Although not cursed for their choice, they are shunned and repudiated by others of their kind. This has hurt them greatly, for they are highly social creatures. Isolated from their own kind, they sometimes become desperate for companionship and conversation. They have been known to visit the nomadic tribes of the steppes, simply to converse and gossip. Many are known by name to the tribesmen. They are neutral (good).

Bronze Dragons: Most of these enigmatic creatures, being both I and good, responded to the call to battle the horrors of the evil dragons. However, some did not come, primarily because they never heard the call. Their friends and contacts are the creatures of the sea, mostly unaffected by the wars. Thus the news of the great battles never reached their ears. On rare occasions, these dragons appear land. They can display an amazing ignorance of current affairs and are considered somewhat backward rance of current affairs and are considered somewhat backward by their dragon fellows. They hate minotaurs with a violent passion. Bronze othlorx are lawful good, but seldom involve themselves in worldly affairs.

Copper Dragons: Copper othlorx, who in the past have prided themselves on their fine sense of humor, have become somewhat bitter and disenchanted with dragonkind in general since refusing to come to the aid of all good dragons. They see themselves as being unfairly treated, especially for something that's over and done with. They have no love of their fellow dragons nor any who profess to aid or support the dragon cause. Indeed, they delight in tormenting and irritating those good dragons they find, although they still will not cause permanent harm to their fellows.

Shunned by their fellows, the copper othlorx have taken a fancy to the gnomes of Taladas. They find the little fellows vastly amusing, recognizing the minoi for the cosmic joke they really are. Copper othlorx are chaotic good (neutral).

Green Dragons: The green othlorx are obsessive, cruel, and malevolent creatures, indeed hardly different from their uncursed fellows. Since they were unwilling to leave their sheltered groves, Takhisis found her revenge by binding them to those very lands. The green othlorx are filled with a violently territorial passion. Anything, including another of their own kind, is treated as a trespasser to be destroyed. This protectiveness keeps them from straying far or successfully mating. Their numbers have suffered a steady decline.

Red Dragons: Most of the red dragons, consumed by war-lust, eagerly went off to fight in the Wars of the Lance. However, a few who saw opportunities suddenly arise on Taladas refused to go Takhisis cursed these creatures with a loss of the trait they most pride—their self-confidence.

The red othlorx are a strange lot. They are powerful creatures, still possessed with a great desire for wealth and bloodshed, but they doubt their own abilities and might. As a result, they have become skulkers, attacking from ambush and using every cowardly trick possible to overcome their fears of inferiority. When not in combat, they are excessively vain and boastful, again to compensate. If faced by a powerful foe (even one that seems moderately powerful), they will hesitate and wait for a chance to attack with surprise. The red othlorx are considered cowards by their kin. The red othlorx have no priest spells

Silver Dragons: The silver dragons have always felt a strong need to aid and assist mankind. Despite this, a considerable number of them refused the call to war, rationalizing this by claiming to remain behind to protect the humans of Taladas. While their motives were true and noble, they could not escape the guilt that came with their decision. Thus silver dragons are compelled to atone for their wrongs by traveling among humans in disguise They are obsessive about helping others and fighting evil when they find it and try to compel those traveling with them to join their cause.

They have become the most intolerant of dragon species with a rigidly defined code of good and evil. Their punishments are severe and final—death is the only fate for evildoers of any type. The silver othlorx are rigidly good, although they are now chaotic not lawful.

White Dragons: Of all the evil othlorx, the dull-witted white dragons have changed the most. They defied the call out of impulse, refusing because it didn't suit their mood In return, Takhisis stripped them of all outward signs of intelligence. White othlorx cannot cast spells or speak. They are still intelligent and are perfectly aware of the powers they have lost. This only serves to increase their rage and savageness. They are extremely chaotic evil.

CLIMATE/TERRAIN: Tropical, subtropical, and temperate/Ocean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Highly (13–14)
TREASURE: Special
ALIGNMENT: Neutral evil

NO. APPEARING: 1–6
ARMOR CLASS: –2 (base)
MOVEMENT: 3, Sw 12
HIT DICE: 15 (base)
THAC0: 5
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: l–12/1–12/3–36
SPECIAL ATTACKS: Breath weapon and magical abilities
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
SIZE: G (35' base length)
MORALE: Fanatic (18 base)
XP VALUE: Variable

Age Cat.	Body Diameter (')	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1	4–11	1	1d8+1	–	–	2,000
2	11–20	0	2d8+2	–	–	5,000
3	20–29	-1	3d8+3	–	–	7,000
4	29–38	-2	4d8+4		EC	8,000
5	38–48	-3	5d8+5	20%	CH	11,000
6	48-58	-4	6d8+6	25%	CH	12,000
7	58-68	-5	7d8+7	30 %	CH	13,000
8	68-79	-6	8d8+8	35%	CHx2	14,000
9	79–90	-7	9d8+9	40%	CHx2	15,000
10	90–101	-8	10d8 + 10	45%	CHx2	16,000
11	101–113	-9	11d8 + 11	50%	CHx3	17,000
12	113–125	–10	12d8+12	55%	CHx3	18,000



Related to the dragon turtle, the sea dragon resembles a giant turtle with a dragon's head and massive flippers. A thick shell, usually black or dark green, covers most of its body. Its webbed toes and paddlelike flippers make land travel difficult. The sea dragon has no teeth.

Sea dragons speak their own tongue, and also the languages of fishes and evil dragons. They can also converse with any human or demihuman.

Combat: Any creature appearing in a sea dragon's territory without permission is considered to be an enemy. The sea dragon attacks with its breath weapon and front flippers, closing to finish off a wounded opponent with its powerful jaws.

A sea dragon attempts to capsize unauthorized vessels entering its territory. To determine the sea dragon's chance of capsizing a vessel, divide the dragon's size by the ship's size and multiply by 100. (For instance, if a 50–foot sea dragon attempts to capsize an 200–foot ship, it has a 25% chance of success.) This chance never exceeds 95% -a sea dragon always has a 95% chance of capsizing a ship the same size as itself or smaller.

Knowledgeable sailors crossing a sea dragon's territory often dump barrels of treasure overboard in hopes of placating it. Usually, anything less than the ship's entire cargo is considered an insult. Once the ship is capsized, the sea dragon tries to kill all of the ship's passengers.

Breath Weapon and Special Abilities: A sea dragon's breath weapon is a cone of steam 50 feet long that is five feet wide at the dragon's mouth and 30 feet wide at the base. Damage caused by the breath weapon varies with the dragon's age (see table above). A victim of the blast can roll a saving throw vs. breath weapon; success means only half damage was suffered. The breath weapon is as effective underwater as it is in the open air and can be used once every three combat rounds.

From birth, a sea dragon can breathe both water and air. It possesses a type of sonar that enables it to detect creatures and objects of man-size or larger up to 360 feet away in the water.

Once per day, a sea dragon has the *scaly command* power over a variable number of scaly creatures with animal intelligence or less (primarily reptiles and fishes) living in the water within a half-mile radius. The number of creatures under *scaly command* is 4d10 times the age category of the dragon. This control lasts for 2d6 turns and cannot be dispelled. No saving throws are allowed. Creatures under the *scaly command* of one sea dragon cannot fall under the control of another. Additionally, scaly creatures will never voluntarily attack a sea dragon.

As they age, sea dragons gain the following additional abilities, all useable three times per day:

Adult: *light*
Old: *entangle*
Wyrm: *suggestion*

Habitat/Society: A sea dragon's territory is an area of several hundred square miles of ocean. Unless pursuing an enemy or laying eggs, a sea dragon rarely leaves its territory. Its lair is usually an immense stone castle on the ocean floor. Two sea dragons never share the same territory or lair, except during the annual mating season, a period of approximately three weeks.

A female sea dragon lays as many as 300 eggs in a deep nest on a sandy beach. After laying the eggs, she buries them, then returns to the ocean. The warm sun hatches the eggs, a process taking about eight weeks. However, it is rare that more than a few of the hatchlings survive.

Ecology: Essentially herbivorous, sea dragons mainly eat algae and seaweed, but also enjoy the occasional fish, mineral chunk, or swimming sailor. Their eggs are considered delicacies by many races, particularly the minotaurs of Mithas.

Dragon, Linnorm, Corpse Tearer

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius
TREASURE:	A×3, B×3, C, H×3, I
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	–10
MOVEMENT:	24 Fl 39(C), Sw 18, Br 18, Jp 18
HIT DICE:	28 (170 hp)
THAC0:	–3
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	3d12 (×2)/4d10/special
SPECIAL ATTACKS:	Spells, level drain, breath weapons
SPECIAL DEFENSES:	Spells, +1 weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	G (330' long)
MORALE:	Fearless (19)
XP VALUE:	35,000



Corpse Tearer is the most hideous of the Norse dragons, and the most feared. This mottled-brown dragon lacks rear legs, but has long front ones that end in broken yet deadly claws. Its slime-covered scales are small and weathered; when at rest, it looks like a fallen, dead tree. The linnorm's head is ringed with matted brown and gray hair, and tufts of the hair appear at random intervals over its body, in places so matted that it resembles loose, rotting flesh. Despite its deathly appearance, Corpse Tearer is very much alive, moving and striking quickly.

This ancient creature has traveled greatly and is fluent in nearly all human and demihuman tongues. It also is able to converse with all linnorms and many evil, intelligent monsters.

Combat: Corpse Tearer enjoys combat, but isn't overly eager to fight. It watches foes carefully from a distance, noting their abilities and potential weaknesses, then enters combat by flying above and employing its paralyzing breath weapon, followed by its disease breath and spell-like abilities. If its adversaries survive the first onslaught, Corpse Tearer lands on the strongest ones, crushing them, and then fights with its energy-draining claws and powerful bite. Each successful claw attack drains one life level automatically from its victim.

If Corpse Tearer suffers more than 100 points of damage, it flies away if possible or uses its *dimension door* ability to escape.

Breath Weapon/Special Abilities: Corpse Tearer's paralyzing breath weapon is a cone 10 feet wide at the mouth, 300 feet long, and 50 feet wide at its apex. Gassed creatures with less than 4 HD are automatically paralyzed for 4d4 turns, but those with more than 4 HD are allowed a saving throw vs. breath weapon to avoid the effects. The disease breath is a cloud 100 feet long, 80 feet wide, and 80 feet thick, inflicting 8d12 + 12 points of damage (save for half damage allowed). Furthermore, victims are subjected to a magical disease that manifests within 1d6 rounds, cutting a victim's Strength score in half. Then, every three turns, the Strength score is halved again, until the creature's Strength drops to 1. A *cure disease* spell stops the strength loss, but a *wish* or *limited wish* is needed to restore lost Strength points. Corpse Tearer can breathe twice, then requires two rounds before it can breathe again (no limit otherwise).

This linnorm has the following abilities, useable at will: *continual darkness 100' radius, feign death, fly, polymorph self, speak with dead,* and *water breathing.* It is able to use the following, once per day, at will: *animate dead, control undead, delude, dimension door, enervation, protection from good, spectral hand, vampiric touch,* and *wraithform.* Corpse Tearer uses all magical abilities at 15th level.

Habitat/Society: Corpse Tearer's lair is a vast chamber beneath an ancient burial cave, guarded by a pair of controlled vampires, the corpses of dead linnorms, and other undead. This lair is almost impossible to find, and the few who have found their way there are now helping to guard it. The cavern is dank, stinks of rotting flesh, and is filled with Corpse Tearer's considerable wealth—the linnorm is obsessed with garnering gems, magic, art objects, and coins, and it uses animated corpses to dig through graves and obtain more. Further, it raids communities and ships to gain treasure.

Corpse Tearer claims only its sepulcher lair as territory, willingly leaving the surface to other linnorms. Because it spends an extraordinary amount of time cataloguing its wealth, it rarely leaves its home.

Ecology: Corpse Tearer does not need sustenance in its lair. Outside, it can eat virtually anything, although it prefers rotting carcasses. This linnorm has no known predators, as those who hate it are wise enough to avoid it.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–4 (base)
MOVEMENT:	18, Sw 12
HIT DICE:	20 (base)
THAC0:	1 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	5d10 (×2)/6d10/special
SPECIAL ATTACKS:	Spells, breath weapons
SPECIAL DEFENSES:	Spells, +1 weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	G (68′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Dread linnorms, the only known two-headed Norse dragons, have an ability to wreak havoc on human settlements that is legendary. When they hatch, their small, glossy scales are black. As they age, the scales become duller and larger, shifting from black to gray at the linnorms' whim.

Dread linnorms speak their own tongue and communicate only with other Norse dragons.

Combat: Dread linnorms attack first with spells, then with their twin breath weapons, the left head breathing one round before the right (the heads alternate their attacks every round thereafter, until each head has breathed three times). Survivors are then attacked with further spells before the dragon slithers closer and uses its twin bites and tail slap. Some dreads may simply continue their assault from the air, using a *fly* spell.

Breath Weapon/Special Abilities: The right head of a dread breathes a magical cone of chilling wind that is 3 feet wide at the mouth, 120 feet long, and 60 feet wide at its terminus; this breath knocks victims back 2 feet per point of damage suffered. The left head of the dread breathes a cloud of hot dust 80 feet long, 50 feet wide, and 30 feet high. Creatures caught in either breath may attempt a saving throw for half damage.

Dreads are immune to all enchantment/charm spells. In addition, they gain the following abilities as they age: juvenile—*telekinesis* once per round; adult—*move earth* four times per day; old—*power word, stun* three times per day; venerable—*energy drain* (must make a successful bite attack); great wyrm—*antipathy-sympathy* twice per day. They also cast wizard spells. All spells and magical abilities are used at a level equal to 8 plus the linnorm's combat modifier.

Habitat/Society: Dread linnorms live in desolate places, preferring deep, twisting caverns in which they set traps to confuse and kill trespassers. They share their lairs only when mating, once every 40–50 years. The parents remain together until the eggs hatch, then go their separate ways, leaving the hatchlings to fend for themselves.

These rarest of linnorms inhabit any clime. They respect other linnorms and stay clear of their territories, but have no qualms about laying waste to human communities and making their lairs in the ravaged countryside.

While dreads accumulate vast wealth over the course of their long lives, they do not covet treasure and magic as do other dragons. To them, such things are merely incidental spoils they never bother to inventory; they keep treasure only out of instinct. Such riches are usually scattered throughout their lairs, in various mounds upon which they sometimes lie. Slaves and prisoners are never taken.

Ecology: Dreads seem to require little sustenance, but they enjoy wood seasoned by salt water and will attack ships to acquire that treat. Dreads at the juvenile stage and older have no known predators except perhaps brave giant bands. However, hatchlings and young are stalked by giants for food and trophies, and they are sometimes tracked by heroes.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3–24	3–24	–1	2d8+1	1	40%	½H,S	13,000
2	25–42	25–42	–2	4d8+2	2	45%	H,S	14,000
3	43–57	43–57	–3	6d8+3	3	50%	H,S	15,000
4	58–76	58–76	–4	8d8+4	3/1	55%	H,S	17,000
5	77–96	77–96	–5	10d8+5	3/2/1	60%	H,S×2	18,000
6	97–107	97–107	–6	12d8+6	4/3/2	65%	H,S×2	20,000
7	108–129	108–129	–7	14d8+7	5/3/3/1	70%	H,S×2	21,000
8	130–156	130–156	–8	16d8+8	5/4/3/2	75%	H,S×3	23,000
9	157–186	157–186	–9	18d8+9	6/4/4/3	80%	H,S×3	24,000
10	187–217	187–217	–10	20d8+10	6/4/4/4/1	85%	H,S×3	26,000
11	218–237	218–237	–11	22d8+11	7/5/4/4/2	90%	H,S×4	27,000
12	238–265	238–265	–12	24d8+12	7/5/5/4/3	95%	H,S×4	28,000

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	–4 (base)
MOVEMENT:	24, Fl 39(B)
HIT DICE:	20 (base)
THAC0:	1 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	3d6 (×2)/3d10
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (40′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Flame linnorms, the most beautiful of the Norse dragons and perhaps the most rare, live to bend others to their will and to accumulate wealth.

The scales of a hatchling are black, but they fade to a soft, dull gray by the juvenile stage (when the flame is often confused with gray linnorms.) The scales become vibrant, glowing orange in the young adult, and pure scarlet in the wyrm. Adult and older linnorms appear as masses of fire when they walk, and great wyrms are said to look like fireballs.

Flames speak their own language and can communicate with all other Norse dragons. Very young linnorms have a 20% chance to pick up human tongues, and the percentage chance increases 10% per age category.

Combat: In combat a flame linnorm prefers to attack from above, almost always striking first with spells, hoping to take down its targets without damaging any valuables. It continues if necessary with its breath weapons and magical fire abilities, fighting with claws and bite only if it has no other choice.

Breath Weapon/Special Abilities: A flame linnorm has two breath weapons, inflicting equal damage. One is a cloud of hot ashes 90 feet long, 70 feet wide, and 40 feet deep. The other is a 5-foot-wide, 110-foot-long stream of flame. The linnorm wields magic abilities at 9th level plus its combat modifier.

All flames are immune to nonmagical fire. As they age, they gain other abilities: very young—immunity to magical fire, plus *heat metal* (three times per day); juvenile— *pyrotechnics* and *produce fire* (each three times per day); adult— *fireball* (every three rounds); old—*fire charm* and *fire trap* (each three times per day); venerable—*flame strike* and *wall of fire* (each twice per day); great wyrm—*fire seeds* and *firestorm* (each once per day).

Habitat/Society: Flame linnorms attack nonintelligent creatures only for food. They are loners, making their homes in deep caverns that accommodate their huge forms and even larger piles of treasure. They don't hate other linnorms, but they choose to isolate themselves, not wanting to risk the theft of their cherished wealth. They regularly inventory their hoard, and magical treasures are especially prized—they spend long hours trying to discover what those items do. Flame linnorms use their magical items in battle or to enslave humans and demihumans, who help the linnorm acquire yet more treasure. Flames memorize every inch of their territory and guard it zealously. Also, there's a 25% chance for a flame linnorm of venerable or greater age to have 1d4 fire elementals guarding its lair. Sages are uncertain whether the elementals are summoned by magic or whether they willingly serve the linnorm in exchange for treasure.

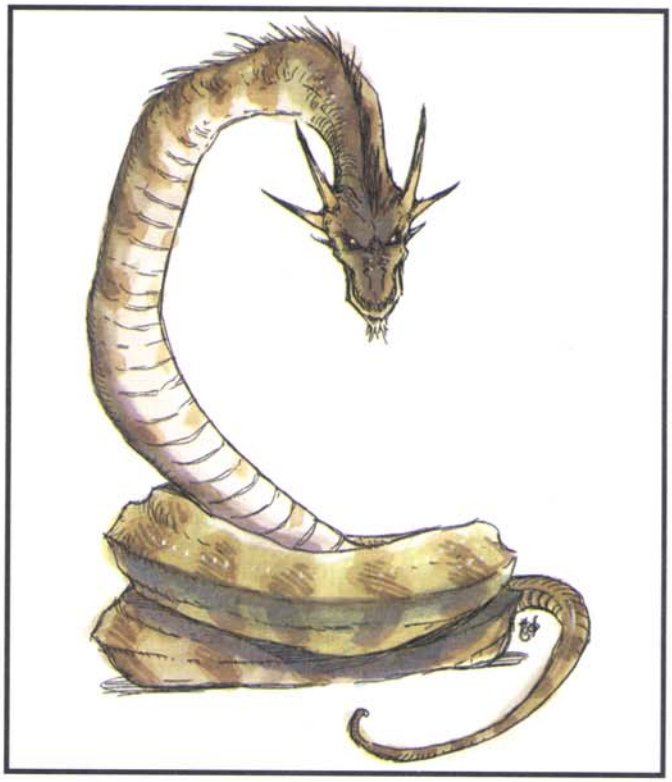
Flame linnorms mate every 30 years, then separate. The female is left to lay eggs on her own, and she abandons the young as soon as they hatch.

Ecology: Flame linnorms eat herd animals, trees, and the very earth. However, their favorite food is any object on fire. These creatures sometimes set sections of forest ablaze just to dine.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3–24	3–24	–1	2d8+1	1	40%	½E	14,000
2	25–42	25–42	–2	4d8+2	2	45%	E	18,000
3	43–57	43–57	–3	6d8+3	3	50%	E,G	21,000
4	58–76	58–76	–4	8d8+4	3/1	55%	E,G	22,000
5	77–96	77–96	–5	10d8+5	3/2/1	60%	E,G,H	24,000
6	97–107	97–107	–6	12d8+6	4/3/2	65%	E,G,H,I	25,000
7	108–129	108–129	–7	14d8+7	5/3/3/1	70%	E,G,H,I×2	26,000
8	130–156	130–156	–8	16d8+8	5/4/3/2	75%	E,G,H,I×2	27,000
9	157–186	157–186	–9	18d8+9	6/4/4/3	80%	E,G,H,I×2	28,000
10	187–217	187–217	–10	20d8+10	6/4/4/4/1	85%	E,G,H,I×3	29,000
11	218–237	218–237	–11	22d8+11	7/5/4/4/2	90%	E,G,H,I×3	30,000
12	238–265	238–265	–12	24d8+12	7/5/5/4/3	95%	E,G,H,I×3	31,000

Dragon, Linnorm, Forest

CLIMATE/TERRAIN:	Any nonarctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	24, Sw 12
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	2d8/special
SPECIAL ATTACKS:	Spells, breath weapon, surprise
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	H–G (21' base length)
MORALE:	Champion (15–16)
XP VALUE:	See below



A forest linnorm resembles a huge, grotesque snake more than a dragon. Its body is a mottled green and brown that masks its form in forest undergrowth. This linnorm possesses a great ego, a natural cunning, and unending cruelty. It considers no creature above it and hates all beings possessing more than animal intelligence, especially "beautiful" creatures.

At birth, a forest linnorm could be easily confused with a large green lizard, as it has four legs and a thin, whiplike tail. As the creature matures, its legs atrophy, disappearing by young adulthood. Brown splotches appear on its body, its scales become larger and thicker, and its head widens.

Forest linnorms speak the languages of all animals in addition to their own, but can't converse with humans.

Combat: Forest linnorms trap prey by mimicking the sounds of injured animals (imposing a +2 bonus upon surprise rolls), and older specimens use illusions to further deceive. Their prized targets are humans, as they find those people beautiful and therefore objects to be injured, punished, and slain. Forests use their breath weapons to weaken victims before physically attacking. They tend to fight to the death, viewing no opponent as too strong or dangerous.

Breath Weapon/Special Abilities: This breath weapon is a 1-foot–wide gout of heavy, acidic liquid extending in a straight line 6 feet per age category. The liquid inflicts damage and acts as a *wither* spell upon a randomly selected limb (no save).

Forest linnorms cast spells and use their magical abilities at a level of ability equal to 5 plus their combat modifier. They are limited to learning only illusion/phantasm spells.

Forest linnorms are born with a constant *invisibility to animals* power. At the young stage they can *warp wood*, at young adulthood they can cause *plant growth*, at mature adulthood they can cause *spike growth*, at very old stage they can use *sticks to snakes*, and wyrms can *pass plant*. Except for *invisibility to animals*, each ability is usable three times per day.

Habitat/Society: Forest linnorms jealously maintain a 100-square-mile territory, tolerating others only when they mate. When offspring are born, the male returns to its own territory, and the mother forces the young to leave her territory when they pass from the hatchling stage.

These monsters make their lairs in densely overgrown forests, wrapping their bodies about trees and bushes, becoming virtually undistinguishable from roots and trunks. They prefer temperate weather, but can stand great extremes.

Forests usually store their treasure in hollow tree trunks. They prize gems and jewelry, but only so they can break them later. It's rare to find intact objects in a forest linnorm's cache, although there is usually plenty of gold and silver.

Ecology: While forest linnorms are omnivorous, they prefer the flesh of what they consider attractive creatures such as stags, eagles, swans, humans, and demihumans. The linnorms' natural enemies are giants, who hunt them for food and their hides. Human heroes are also the bane of forest linnorms.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	1–4	4–14	4	1d4+1	Nil	Nil	Nil	1,400
2	5–10	15–24	3	2d4+2	Nil	Nil	Nil	2,000
3	11–18	25–40	2	3d4+3	Nil	Nil	Nil	5,000
4	19–26	41–56	1	4d4+4	1	15%	½E	9,000
5	27–34	57–70	0	5d4+5	2	20%	E	11,000
6	35–42	71–86	–1	6d4+6	3	25%	E	14,000
7	43–50	87–100	–2	7d4+7	4	30%	E	17,000
8	51–58	101–114	–3	8d4+8	4/1	35%	E×2	18,000
9	59–64	115–128	–4	9d4+9	4/2	40%	E×2	19,000
10	65–72	129–152	–5	10d4+10	4/3	45%	E×2	21,000
11	73–80	153–166	–6	11d4+11	4/4	50%	E×3	22,000
12	81–88	167–180	–7	12d4+12	4/4/1	55%	E×3	23,000

Dragon, Linnorm, Frost

CLIMATE/TERRAIN:	Arctic or subarctic land
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	See below
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d8
ARMOR CLASS:	–4 (base)
MOVEMENT:	12, Sw 18
HIT DICE:	15 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	2 plus special
DAMAGE/ATTACK:	3d10/4d10/special
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	G (48' base length)
MORALE:	Elite (13–14)
XP VALUE:	See below



Frost linnorms are perhaps the most territorial of all Norse dragons, never resting until all other intelligent creatures within their domains are destroyed.

At birth, frosts appear to have fur, but small pearly scales appear by the time they pass the hatchling stage. Eventually the scales become thicker and sharp like jagged ice, ever shifting in hue from white to pale blue to transparent, blending with the environment. Frosts have small forelegs with manipulative claws, though they are too weak for combat.

These creatures speak their own language and those of other Norse dragons. Hatchlings have a 25% chance to magically communicate with any creature with an Intelligence of 2 or higher, and that chance increases by 15% per age category.

Combat: Frosts spend months plotting against enemies, playing out battles in their minds until all strategies are worked out. They like to attack in the winter and play upon victims' weaknesses, always using breath weapons, runes (see the *Viking Campaign Sourcebook*, TSR stock #9322), and magical items and abilities before fighting with a bite and tail slap. They often attempt to confront their foes on ice, as they never lose their balance, timing, or orientation on slippery terrain.

Breath Weapon/Special Abilities: The frost's breath weapon is a cloud of ice particles 80 feet long, 60 feet wide, and 40 feet high (save for half damage). They are immune to natural and magical cold, and gain the following abilities as they age, each usable at will, three times a day: young adult—*audible glamer, meld into ice;* adult—*phantasmal force, ice shape;* mature adult—*improved phantasmal force, control temperature 40' radius;* old—*spectral force, transmute rock to ice;* very old—*heal;* venerable—*advanced illusion, transport via ice;* wyrm—*transmute wood to ice;* great wyrm—*programmed illusion, transmute metal to ice.* (*Ice* spells are variants of those found in the *PHB.*) All magic is wielded at a level equal to 7 plus the dragon's combat modifier. They are always successful casting rune spells.

tat/Society: Frost linnorms are found in frigid climes, ranging from the poles in winter months to devastate and plunder human settlements. Older linnorms use their magical abilities to transform their territories into ice and shape them into elaborate, reflective lairs.

Frosts are familial and keep their young close until they reach adulthood. Offspring are frequently included in the complex battle plans conceived by the eldest dragon. The smaller the number of frost linnorms encountered, the older they will tend to be; solitary frosts are always venerable or older, their mates dead and their offspring long gone.

Frost linnorms bury treasure within their lairs, usually beneath sheets of ice. They value gems, jewelry, coins, and especially art. Some objects are considered so beautiful that they place them about the lair where they can be admired.

Ecology: Frost linnorms require little sustenance and don't eat creatures they kill. Sages believe they gain nourishment from inhaling frigid winds.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Rune Spells	MR	Treasure Type	XP Value
1	1–12	3–12	–1	1d10+1	Nil	10%	Z	6,000
2	13–23	13–21	–2	3d10+2	Nil	15%	Z×2	8,000
3	24–42	22–30	–3	5d10+3	Nil	20%	Z×3	9,000
4	43–61	31–49	–4	7d10+4	1	25%	Z×4	11,000
5	62–80	50–68	–5	9d10+5	1	30%	Z×5	12,000
6	81–99	69–87	–6	11d10+6	2	35%	Z×6	13,000
7	100–118	88–106	–7	13d10+7	2	40%	Z×7	14,000
8	119–137	107–125	–8	15d10+8	3	45%	Z×8	16,000
9	138–156	126–144	–9	17d10+9	3	50%	Z×9	17,000
10	157–165	145–153	–10	19d10+10	4	55%	Z×10	18,000
11	166–174	154–162	–11	21d10+11	4	60%	Z×11	19,000
12	175–183	163–171	–12	23d10+12	5	65%	Z×12	21,000

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1 (base)
MOVEMENT:	12, Fl 36(C), Sw 12
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	4d6 (×2)/4d10/2d6
SPECIAL ATTACKS:	Spells, poisonous tail, breath weapon
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	H–G (18′ base length)
MORALE:	Fearless (19–20)
XP VALUE:	See below



Gray linnorms are ruthless and revel in harming intelligent creatures. They have the smallest bodies of all Norse dragons, but have long, whiplike tails which they employ in combat.

At birth a gray linnorm has shiny black scales so small they appear to be smooth skin. They grow larger and thicker until the dragon reaches juvenile stage, when their color begins to fade. By mature adulthood the scales are the color of lead. The gray can make them appear shinier or duller by concentrating.

Gray linnorms speak their own language and can talk with other Norse dragons. A hatchling has a 40% chance of being able to speak with any other intelligent creature, and the chance to do so increases at a rate of 15% per age category.

Combat: A gray linnorm spends little time plotting attacks. Further, it doesn't attempt to kill from a distance; rather, the gray relishes killing with its two foreclaws, its bite, and its whiplike tail. An especially malicious gray captures victims and toys with them before eventually finishing them. Grays (adult and older) often use *shape change* to appear as different types of linnorms, attempting to blame others for their attacks.

Breath Weapon/Special Abilities: The gray's breath weapon is a jet of black slime 3 feet wide and 60 feet long. It is a caustic substance that corrodes metal in 3d4 rounds unless it's washed off; the metal is allowed a save vs. acid to avoid this effect (magical bonuses apply). The tail of a gray oozes type B poison: Those struck by it suffer 2d6 damage, plus 20 points from the venom (unless they successfully save vs. poison).

Grays gain abilities as they age: very young—*protection from normal missiles* (constant); juvenile—*contagion* (3/day); adult— *shape change* (at will, 3/day); old—*wraithform* (3/day); venerable—*distance distortion* (3/day); great wyrm—*sink* (2/day). Their spells come from the spheres of All, Charm, Elemental, Protection, and Weather. A gray uses magic at a level equal to 7 plus its combat modifier.

Habitat/Society: Gray linnorms are found on high places, considering their territory to be everything within line of sight. Their lairs are tunnels into hillsides, the entrances of which are carefully concealed and trapped.

Grays mate every 20–30 years. The parents stay with their offspring until they reach the young stage, at which time the parents separate, meeting again in 20–30 years. They are solitary creatures, but they may join forces with other grays to stage raids. They immediately attack any intelligent creature encroaching upon their territories, fearing the creature might be after their wealth, but they especially hate frost linnorms. While grays collect almost anything (including cloth, furniture, and ship gear), they are especially fond of coins of all types.

Ecology: Gray linnorms can digest nearly anything, but have a taste for cattle and sheep, so they are a terror to farmers. They have no natural predators, but they are sometimes hunted by adventurers, who use their scales for armor and their poison and other body parts in potions and spell components.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Priest Spells	MR	Treasure Type	XP Value
1	1–4	4–10	2	4d4+1	1	10%	C	7,000
2	5–9	11–20	1	6d4+2	1/1	15%	C	9,000
3	10–15	21–32	0	8d4+3	1/1/1	20%	C,E	10,000
4	16–25	33–52	–1	10d4+4	2/1/1	25%	C,E	11,000
5	26–35	53–73	–2	12d4+5	2/2/1	30%	C,E×2	13,000
6	36–47	74–96	–3	14d4+6	2/2/2/1	35%	C,E×2	15,000
7	48–59	97–121	–4	16d4+7	3/2/2/2	40%	C,E,F×2	16,000
8	60–72	122–150	–5	18d4+8	3/3/2/2/1	45%	C,E,F×2	17,000
9	73–87	151–178	–6	20d4+9	3/3/3/2/1	50%	C,E,F×3	18,000
10	88–116	179–235	–7	22d4+10	3/3/3/3/2	55%	C,E,F×3	20,000
11	117–136	236–277	–8	24d4+11	4/3/3/3/3	60%	C,E,F×4	21,000
12	137–157	278–325	–9	26d4+12	4/4/3/3/3/1	65%	C,E,F×4	22,000

CLIMATE/TERRAIN:	Any nonarctic land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1 (base)
MOVEMENT:	18, Sw 12, Br 12
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	1d10 (×2)/3d10/2d10/see below
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	G (48′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below

Land linnorms are driven solely by greed, and they enjoy twisting humans and the land to their own corrupt desires.

Land linnorms have four legs, and the forelimbs are useful in combat. The scales of hatchlings are small, green, and glisten like gems. As the linnorms age, their scales enlarge, lose their luster, and begin to change at the individual's whim, from various shades of greens to browns to grays.

Lands speak their own language and those of Norse dragons. Further, there is a 10% chance that a hatchling can magically speak with all intelligent creatures, and that chance increases 10% per age category.

Combat: Land linnorms are cautious, sizing up their intended victims before engaging them in combat. They sometimes follow a target for days, in human or animal form if the linnorm is old enough to polymorph, studying the target's strengths and weaknesses before attacking. They usually begin an assault with their breath and spells before closing to attack with claws, a bite, and a tail slap. Lands use physical attacks only if they're certain they can beat their victims, abandoning targets that seem too dangerous.

Breath Weapon/Special Abilities: This dragon's breath weapon is a blast of heat 120 feet long, 5 feet wide at the mouth and 40 feet wide at its terminus; those caught within the cone may attempt to save vs. breath weapon for half damage. The searing heat instantly fatigues victims, even if the save succeeds, and Strength scores are reduced by half (round down). Land linnorms' runes, selected at random from the *Viking Campaign Sourcebook* (TSR stock #9322), are always cast successfully.

Lands are born able to cast *transmute rock to mud* and its reverse once per day each. They gain other powers as they age, each usable three times per day: young—*invisibility;* young adult—*dig;* mature adult—*polymorph self;* very old—*stone shape;* wyrm—*conjure earth elemental;* great wyrm—*earthquake.*



Habitat/Society: These dragons prefer hilly terrain near human settlements, where they can perch and note the passage of any wealth. They lair in caves; older linnorms use their *stone shape* ability to fashion their own homes, complete with traps.

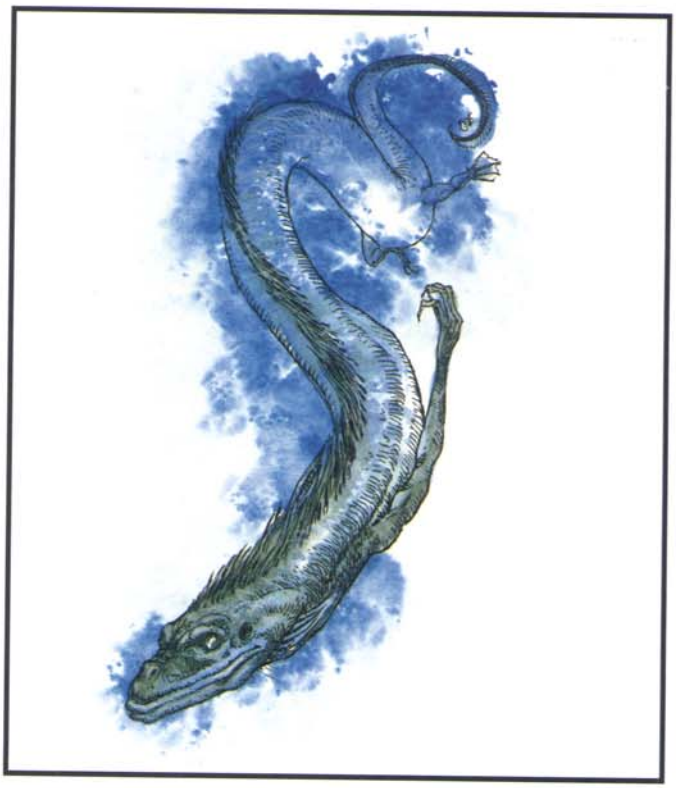
Land linnorms join only to mate, separating after the offspring pass hatchling stage. However, some land linnorms have been reported to join forces to attack adversaries too strong for a single linnorm to face. Such alliances are brief, ending after the division of the spoils.

Lands loathe humans and demihumans, for they are jealous of creatures who accumulate the treasure they love. However, a few of them have been known to capture humans with magic skills, forcing the prisoners to instruct them or reveal treasures. In rare cases a land dragon has formed a long-term relationship with a "lesser being," receiving magic training and material wealth in exchange for the human's continued life.

Ecology: Land linnorms can even eat stones, but they prefer flesh. They have no natural enemies. Abandoned young are often preyed upon by adventurers, giants, and other monsters.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Rune Spells	MR	Treasure Type	XP Value
1	1–12	3–12	2	1d12+1	Nil	10%	Nil	8,000
2	13–23	13–21	1	3d12+2	1	15%	A	12,000
3	24–42	22–30	0	5d12+3	2	20%	A	17,000
4	43–61	31–49	–1	7d12+4	3	25%	A,B	18,000
5	62–80	50–68	–2	9d12+5	4	30%	A,B	19,000
6	81–99	69–87	–3	11d12+6	5	35%	A,B×2	21,000
7	100–118	88–106	–4	13d12+7	6	40%	A,B×2	22,000
8	119–137	107–125	–5	15d12+8	7	45%	A,B×3	23,000
9	138–156	126–144	–6	17d12+9	8	50%	A,B×3	24,000
10	157–165	145–153	–7	19d12+10	9	55%	A,B,C×3	25,000
11	166–174	154–162	–8	21d12+11	10	60%	A,B,C×3	28,000
12	175–183	163–171	–9	23d12+12	11	65%	A,B,C×3	31,000

CLIMATE/TERRAIN:	Deep ocean/any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (20)
TREASURE:	S,T,U,V,W,X (all ×5)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	–12
MOVEMENT:	18, Sw 39
HIT DICE:	25 (200 hp)
THAC0:	2
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	3d10 (×2)/2d12/4d10/special
SPECIAL ATTACKS:	Spells, breath, constriction
SPECIAL DEFENSES:	Spells, +2 weapon to hit
MAGIC RESISTANCE:	70%
SIZE:	G (500′ long)
MORALE:	Fearless (19)
XP VALUE:	31,000



The Midgard linnorm may be the sole offspring of the Midgard Serpent, child of Loki—sages believe (and hope) there is only one. This great wingless serpent may be as immortal as its sire.

The linnorm's body is covered with blue, green, and silver scales that glisten like opals. Its head, filled with a double row of pale-blue teeth, stretches 50 feet wide and twice that long. Its emerald-green, lidless and pupil-less eyes are round and mirror whatever looks into them. The head is topped with a ridge of coarse, midnight blue hair that extends partway down its massive neck, where it becomes a lighter-blue spinal ruff that runs to the tip of the barbed tail. The creature's rear legs are stumpy for its massive form, appearing too weak to support it; its longer front legs end in razor-sharp claws.

The Midgard linnorm speaks the languages of all Norse dragons and can telepathically communicate with all other intelligent creatures as well.

Combat: Despite its malicious nature, the Midgard avoids battle, considering combat beneath it. It prefers to meddle in the affairs of other creatures through its magic, keeping its distance yet maintaining control of the situation. The dragon relies upon guards to fight for it, but if a threat menaces, it uses its deadly breath and spells. The Midgard attacks with its claws, bite, and tail slap only if necessary.

Breath Weapon/Special Abilities: The Midgard possesses three breath weapons. The first is a spray of boiling water 10 feet wide and 200 feet long. Struck creatures with fewer than 4 HD drown unless they can breathe water; creatures of 5–7 HD drown if they fail to save (those with more than 7 HD aren't subject to drowning). *All* victims suffer 20d20 + 12 points of damage (save for half) and are thrust back 100 feet. The second breath weapon is a cloud of dust 200 feet long, 80 feet wide, and 60 feet deep that inflicts 16d20 + 12 damage (save for half). Those who fail to save are affected as if subjected to *dust of sneezing and choking*. The third breath weapon is a cone of wind 20 feet wide at the mouth, 200 feet long, and 50 feet wide at the base, inflicting 12d20 + 12 damage (save for half) and pushing victims back 200 feet. The dragon can breathe every other round, as often as it likes. Victims of any breath attack save with a –3 penalty due to this creature's power.

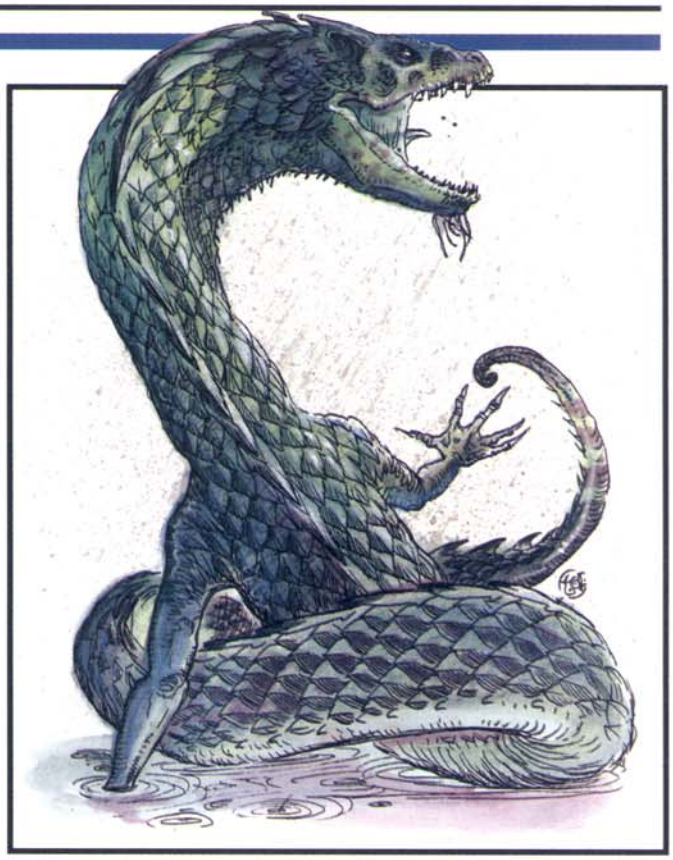
This dragon can constrict creatures with its tail, inflicting 20 points of damage per round; a successful bend bars roll at half-normal chance is needed to wriggle free. The linnorm has the following abilities, useable at will: *create water, ESP, protection from fire, telepathy,* and *water breathing*. It can perform at will, once per day: *airy water, charm person, charm monster, death fog, detect invisibility, hypnotic pattern, improved invisibility, power word blind, power word stun, raise water, shape change, solid fog, telekinesis, teleport without error, veil, wall of fog, whispering wind, wizard eye*. It uses magic at 14th level.

Habitat/Society: The Midgard lives at the bottom of the ocean, considering the company of others inconsequential. Its lair is a huge, dark underwater sea cave guarded by four venerable sea linnorms (q.v.) with maximum hit points. The creature stores its wealth within the deepest chambers. Discarding coins and gems, the dragon primarily keeps magical treasure, which it wields when venturing out of its lair. Also in the lair are remnants of visits to the surface: prows of ships, statues from villages, large shields, and other trinkets.

This dragon considers the sea floor its domain and is quick to dispatch any creature that claims territory in its presence.

Ecology: The Midgard requires little sustenance, dining once every 40 or 50 years upon vast amounts of sea foam—and anything floating on it. It has no known predators, but many enemies in human and demihuman communities. All other linnorms bow to the Midgard.

Dragon, Linnorm, Rain



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3 (base)
MOVEMENT:	18, Fl 39(B), Sw 9
HIT DICE:	10 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d12 (×2)/3d10/see below
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H–G (20′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below

Rain linnorms are quite vain, to the point of demanding credit for their atrocities. The more heinous the act, the more powerful the rain linnorm feels. Rain linnorms desire more treasure than other dragons could possibly accumulate.

Hatchling rain linnorms' teardrop-shaped scales are shiny and white. As they age, the scales grow larger and thicker, and turn gray, blue, green, or white at the creature's whim.

Rains speak their own language and can communicate with other Norse dragons, though they rarely lower themselves to do so. A hatchling has a 5% chance to communicate with all other animals, and that chance increases 5% per age category.

Combat: Young and juvenile rains are quick to rush into battle for treasure, attacking first with breath weapons and magical abilities. (A favorite stratagem of juveniles is to *call lightning*.) However, if a target appears nonthreatening, the linnorm fights with claws and bite, hoping to leave valuables intact. Adult and older ones hate to sully their claws, so they always attack first with spells, then assault their targets with breath weapons.

Breath Weapon/Special Abilities: The rain linnorm's breath is a stream of boiling water 3 feet wide and 90 feet long (saving throw for half damage applies). A rain linnorm casts spells at a level equal to 8 plus the dragon's combat modifier.

Rains are born invulnerable to electrical attack, and they gain abilities as they age: very young—*create food and water* (twice per day); young—*plant growth and entangle* (three times per day each); juvenile—*call lightning* (twice per day); young adult—*lightning bolt* (twice per day) and *water breathing* (at will); adult—*control winds* (twice per day); mature adult—*moonbeam* and *rainbow* (each three times per day); old—immune to missile weapons, and *transmute dust to water* (three times per day); very old—immune to nonmagical blunt weapons, and *weather summoning* (twice per day); venerable—immune to nonmagical edged weapons, and *conjure water elewyrm*—regenerate 10 hp/round and *control weather* (once per day); great wyrm—regenerate 20 hp/round and *wind walk* (once per day).

Habitat/Society: Rain linnorms live on hills, where they can be comfortably buffeted by wind and rain. Their lairs within the hills have treasure hidden inside many chambers. A rain stays in its lair only when the weather is pleasant. Wyrms and great wyrms have been known to control the weather when the land has been too long without inclement weather.

Rain linnorms consider all others beneath them, and therefore improper company. Indeed, the only time more than one is encountered is when a pair has mated—they separate when the eggs hatch, abandoning the young.

Rains attempt to kill all intelligent creatures that come too near their lairs. If one believes the location of its lair is known, it will painstakingly move its treasure to a new lair.

Ecology: Rain linnorms subsist on almost anything, but their favorite food is lightning bolts. They have no known predators except adventurers.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	1–4	1–8	6	3d6+1	Nil	Nil	½B	2,000
2	5–10	9–20	5	5d6+2	Nil	Nil	B	7,000
3	11–17	21–34	4	7d6+3	Nil	Nil	B	10,000
4	18–24	35–48	3	9d6+4	Nil	Nil	B×2	11,000
5	25–32	49–64	2	11d6+5	Nil	Nil	B×2	12,000
6	33–41	65–82	1	13d6+6	Nil	Nil	B,Z×2	13,000
7	42–51	83–102	0	15d6+7	Nil	Nil	C,Z×3	14,000
8	52–62	103–106	–1	17d6+8	1	25%	C,Z×3	18,000
9	63–75	107–109	–2	19d6+9	2/1	35%	C,Z×4	20,000
10	76–91	110–112	–3	21d6+10	3/2	45%	D,Z×4	22,000
11	92–108	113–115	–4	23d6+11	4/3	55%	D,Z×5	24,000
12	109–130	116–118	–5	25d6+12	5/4	65%	E,Z×5	25,000

CLIMATE/TERRAIN:	Any fresh or salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Exceptional
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	–2 (base)
MOVEMENT:	9, Sw 24
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	2 plus special
DAMAGE/ATTACK:	3d10/2d10 plus special
SPECIAL ATTACKS:	Spells, breath weapon, capsize ships, surprise
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	G (48′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Sea linnorms are cold and vicious, viewing land dwellers as a threat to all marine life.

The sea hatchling is nearly translucent, but its scales become pearly and thick as it ages. From the young stage, this linnorm can shift its color like a chameleon.

Sea linnorms speak their own language, can communicate with all sea life, and have a 5% chance per age category to learn how to speak any human or demihuman language.

Combat: This dragon (young and older) comes up beneath ships and capsizes them—the ship makes a seaworthiness check (see the *DMG*), and a modifier equaling the linnorm's combat modifier times 5 is subtracted from the roll. Hence, a Viking longship attacked by an old linnorm has a (60 – [8 × 5] =) 20% chance to avoid capsizing. Seas use breath weapons, spells, and special abilities to kill any survivors, attacking with their bites and long, barbed tails only if necessary.

To attack humans on land, the linnorm slithers out of the sea by night and uses spells, magical abilities, and its breath weapon on structures and ships. It then attacks survivors with its breath weapon, biting, and tail slaps. Seriously wounded sea linnorms retreat to the sea and plot revenge.

Breath Weapon/Special Abilities: Sea linnorm breath is a cloud of caustic acid droplets 60 feet long, 60 feet wide, and 30 feet high (saving throw for half damage applies). This weapon cannot be employed underwater. A sea linnorm casts spells at a level equal to 8 plus its combat modifier. Spells come from the spheres of Animal, Elemental, and Weather.

Sea linnorms gain the following abilities as they age, each useable twice per day: very young—*wall of fog;* young—*fog cloud;* juvenile—*gust of wind;* young adult—*solid fog;* adult—*airy water;* mature adult—*death fog;* old—*raise water;* very old—*part water;* venerable—*transmute dust to water;* wyrm—*reverse gravity;* great wyrm—*shape change.*

The linnorm's ability to change the color of its scales at will gives it a chance equal to its magic resistance to remain unseen, and it imposes a +4 modifier upon surprise rolls.

Habitat/Society: Sea linnorms are found in cool waters. While they can maneuver equally well above or below the waves, they spend most of their days underwater, surfacing only to attack humans and demihumans. The lair of a sea linnorm is always deep underwater, usually in multichambered caves. Sea linnorms of mature adult and older stages frequently have 1d4 giant squid, 1d4 giant sea turtles, or a kraken guarding their lairs. The linnorms hide treasure in the recesses of these caves, hoarding gold, silver, and especially gems, jewelry, and objects of art. Such lairs are also likely to contain spoils of battle: anchors, sails, and other parts of boats or docks.

Ecology: Sea linnorms require little food. As herbivores, they eat primarily sea plants and are especially fond of dried seaweed, gathering it and placing it on rocky shores, then waiting for it to become its tastiest in the afternoon sun.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Priest Spells	MR	Treasure Type	XP Value
1	1–12	12–32	1	2d10+1	Nil	15%	Nil	5,000
2	13–23	33–43	0	4d10+2	1	20%	½D	11,000
3	24–42	44–62	–1	6d10+3	2	25%	½D	15,000
4	43–61	63–81	–2	8d10+4	2/1	30%	D	16,000
5	62–80	82–100	–3	10d10+5	2/1/1	35%	D,A	18,000
6	81–99	101–119	–4	12d10+6	2/2/1	40%	D,A,B	19,000
7	100–118	120–138	–5	14d10+7	2/2/2/1	45%	D,A,B×2	20,000
8	119–137	139–157	–6	16d10+8	2/2/2/2	50%	D,A,B×2	21,000
9	138–156	158–176	–7	18d10+9	3/2/2/2	55%	D,A,B×2	22,000
10	157–165	177–185	–8	20d10+10	3/3/2/2	60%	D,A,B×3	23,000
11	166–174	186–194	–9	21d10+11	3/3/3/2	65%	D,A,B×3	24,000
12	175–183	195–203	–10	23d10+12	3/3/3/3	70%	D,A,B×4	25,000

Dragon, Neutral, Amber

CLIMATE/TERRAIN:	Coniferous forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore (tree sap)
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3 (base)
MOVEMENT:	9, Fl 21 (C)
HIT DICE:	8 (base)
THAC0:	13 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6(x2)/3d8
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H to G (20' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Amber dragons are perhaps the most solitary and aloof of all the neutral dragons, preferring to wander throughout the heavily forested regions that they call home. Although not unfriendly, these dragons are so closely attuned to their natural surroundings that their moods often reflect the capricious nature of the elements.

Amber dragons possess a thick, bark-like skin that ranges from dull gray to dark brown. Their eyes are the color of rich amber, and they have a long (1-foot) horned prow. In addition, an amber dragon's feet end in sharp, scythe-like claws.

These dragons speak their own language as well as various druidic tongues. They can communicate telepathically with druids and other forest-dwelling creatures, such as elves, gnomes, sprites, and brownies.

Combat: The amber dragon is relatively small, so opponents have a +4 bonus to saving throws against its *fear aura*. Their cartilaginous teeth are not well-formed for biting; instead amber dragons thrust with their beak-like prow. Amber dragons avoid combat whenever possible, but can employ two scythe-like claw attacks and a prow attack if forced into melee. Though smaller and weaker than their more common relatives, they enjoy good spellcasting ability, being able to cast all spells normally cast by druids.

Breath Weapon/Special Abilities

An amber dragon is able to breathe a spray of scalding, sticky sap. The scalding sap sprays out in a cone 1 foot wide at the base, 30 feet long, and 50 feet wide at the terminus. The sap's effect is to soak the amber dragon's opponent, who will find that the sap hardens rapidly (in 1d4 rounds) into an immobilizing resin shell. Characters who successfully save vs. breath weapon can shatter the resin shell on a successful Strength check. Those failing their check are solidly encased; only one chance is allowed thereafter, using the bend bars roll at –15%, to shatter the hard resin shell and escape.

The amber dragon has the innate ability to *magnetize* an opponent up to three times per day. An individual failing a saving throw vs. breath weapon is *magnetized* for 3d4 rounds (half this time, rounded down if the saving throw is made). A magnetized individual cannot with accuracy hurl, cast, sling, or shoot weapons that have any metal parts (daggers, axes, arrows with metal heads, etc.). In addition, magnetized individuals wearing metal armor have their Armor Class worsened by 1 and suffer a –2 penalty to all attack rolls, as the metal of their armor binds. Other situational effects may occur, for example, if a floor is metal, the character may be *slowed*.

The amber dragon of at young adult age can *shape change* like a 7th-level druid three times a day. In addition, they have the innate ability to *blink*, as the 3rd-level wizard spell, once for every two age categories (round down).

Habitat/Society: Amber dragons dwell alone in large, primeval coniferous forests. They make no permanent lair, but range throughout the thickly carpeted expanse of their forest—often an area as large as 900 square miles. Unlike most other dragons, these creatures regard gold and other metallic treasures with disdain. They do not hoard material objects, thus any treasure found with an amber dragon is purely incidental.

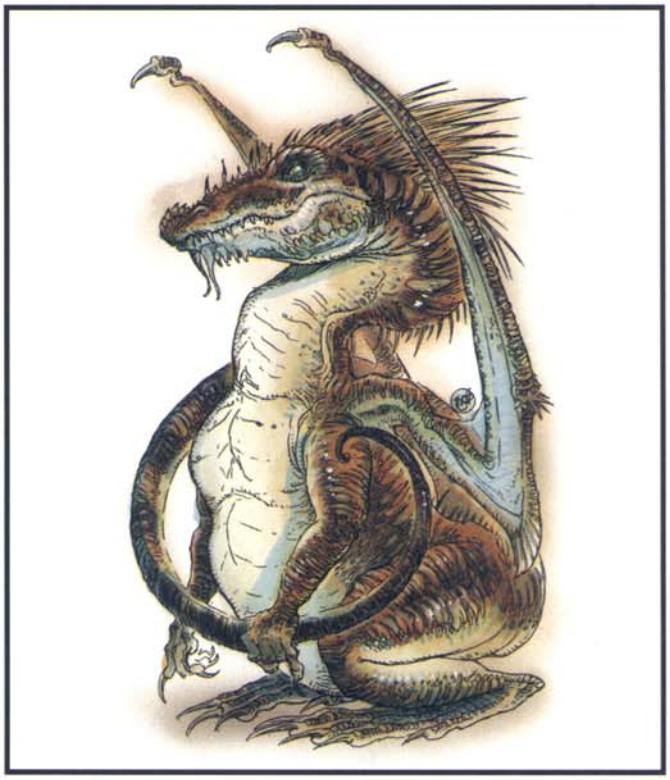
Amber dragons are not exactly territorial, though they have been known to quickly dispatch creatures who enter a forest's depths with hostile intent. However, the amber dragon is in no way a "defender of the forest." Rather, these creatures are a force of nature, as many of their abilities stem from their close connection to the natural world.

This attunement to nature influences their reactions to other species. An amber dragon's personality is as mercurial as the shifting winds; they can be as gentle as a spring breeze, or as violent as a summer lightning storm. Though they share similar abilities and philosophies with druids, amber dragons merely tolerate the presence of these priests; an alliance between a druid and an amber dragon is by no means an automatic, or even common, occurrence.

Ecology: Amber dragons subsist by drinking the thick sap of coniferous trees. They extract the sap by plunging their horned prow beneath the bark of a tree. Druids and rangers familiar with amber dragons can detect their presence by the distinctive triangular mark they leave.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Priest (Druid) Spells	MR	Treasure Type	XP Value
1	2–6	1–5	6	1d4+2	1	Nil	Nil	8,000
2	7–12	6–11	5	2d4+3	1 1	Nil	Nil	9,000
3	13–18	11–15	4	3d4+4	2 1 1	5%	D	10,000
4	19–24	16–21	3	4d4+5	2 2 1 1	10%	E	12,000
5	25–30	22–27	2	5d4+6	2 2 2 1 1	15%	E,H	14,000
6	31–36	28–32	1	6d4+7	3 2 2 2 1 1	20%	H,I	15,000
7	37–43	33–38	0	7d4+8	3 3 2 2 2 1 1	25%	H,I	16,000
8	44–50	39–45	–1	8d4+9	3 3 3 2 2 2 1 1	30%	H, Ix2	17,000
9	51–56	46–51	–2	9d4+10	4 3 3 3 2 2 2 2 1	40%	H,Ix3,R	18,000
10	57–62	52–56	–3	10d4+11	4 4 3 3 3 2 2 2 2 1	50%	H,Ix4,R	19,000
11	63–68	57–62	–4	11d4+12	4 4 4 3 3 3 2 2 2 2 1	60%	H,Ix4,R	20,000
12	69–73	63–66	–5	12d4+13	5 4 4 4 3 3 3 2 2 2 1	70%	H,Ix4,R,U	21,000

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 27(B)
HIT DICE:	9 (base)
THAC0:	13 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d6+1 (×2)/4d6
SPECIAL ATTACKS:	Spells, breath weapon, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H–G (16′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Jacinth dragons may be the rarest of any nonunique dragon species; only a dozen at most exist on any given world.

The hide of a jacinth sparkles and shifts with many shades of flame-bright orange in seemingly constant motion.

Jacinth dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

Combat: The jacinth would prefer to rely upon its breath weapon and magical abilities in battle, but it can employ two claw attacks and a bite if forced into close combat. Although it is smaller than most other dragons, this specimen enjoys superior magical abilities—casting both wizard and priest spells—making it more than a match for most adversaries.

Breath Weapon/Special Abilities: A jacinth dragon breathes a cone of scalding air 1 foot wide at the mouth, 50 feet long, and 20 feet wide at its terminus, igniting easily combustible materials (e.g., paper, oil, and cloth) unless they successfully save vs. normal fire. A successful save vs. breath weapon indicates, as with most dragons, that a character suffers only half damage from such an attack.

Using riddling talk and personal charm, jacinths can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a jacinth has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Furthermore, the jacinth dragon has the innate ability to interplay the shades of its skin so as to have a hypnotic effect on viewers. Thus, after three rounds of a peaceful encounter, the dragon can attack with a +3 bonus to surprise rolls if necessary. In addition, the hide reflects sunlight so brightly that any creature who gazes for more than two rounds upon the dragon on a particularly sunny day is blinded for 5d6 rounds unless the victim rolls a successful saving throw vs. spell.

Due to its relatively small size, the fear aura of a neutral dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry the spell of the same name. However, they do have the innate ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Jacinth dragons make their homes in large deserts, enjoying the hot, dry climate. Over the years, this species has developed the ability to go for weeks without water or food. They shun all other forms of life and enjoy their solitude, though they can at times be overly curious of visitors.

Like all dragons, jacinths have a passion for treasure, especially for the stone after which they are named. Hence, they venture out to obtain what little treasure they have, and it is by these excursions that they are known to humans.

Ecology: No jacinth dragon hides have ever been taken or sold. The only creatures known to prey upon them are adventurers.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	1–4	1–4	4	2d4	Nil	Nil	Nil	7,000
2	5–8	5–7	3	3d4	2/1	Nil	Nil	8,000
3	9–14	8–10	2	4d4	2 2/2	Nil	Nil	9,000
4	15–18	11–13	1	5d4	2 2 2/2 1	Nil	E,T	11,000
5	19–20	14–16	0	6d4	2 2 2 2/2 2	15%	H,R,T	14,000
6	21–22	17–19	–1	7d4	2 2 2 2 2/2 2 1	20%	H,R,T×2	15,000
7	23–26	20–22	–2	8d4	2 2 2 2 2 2/2 2 2	25%	H,R,T×2	16,000
8	27–28	23–25	–3	9d4	2 2 2 2 2 2 2/2 2 2 1	30%	H,I,R,T×3	17,000
9	29–30	26–28	–4	10d4	3 3 2 2 2 2 2/2 2 2 2	35%	H,I,R,T×4	18,000
10	31–32	29–31	–5	11d4	3 3 3 3 2 2 2/2 2 2 2 1	40%	H,I×2,R,T×4	19,000
11	33–34	32–34	–6	12d4	3 3 3 3 3 3 2/2 2 2 2 2	45%	H,I×2,R,T×4	20,000
12	35–36	35–37	–7	13d4	4 4 3 3 3 3 2/3 3 3 2 2	50%	H,I×3,R,T×5	21,000

Dragon, Neutral, Jade

CLIMATE/TERRAIN:	Temperate oriental forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 24(B)
HIT DICE:	7 (base)
THAC0:	13 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d6 (×2)/5d4
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H–G (18' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



The jade dragon is the Oriental cousin to the emerald dragon of the western world. This dragon is usually considered mythical by humans and is sought by only a few adventurous thrill seekers. Slightly more powerful than its western cousin, this creature looks the same as other Oriental dragons, except that it has wings with which to fly. The hide of a jade dragon is made up of several different shades of green, swirled about in a random pattern.

Jade dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

Combat: Jade dragons use their breath weapons and magical abilities to defend themselves if possible, but they can also employ two claw attacks and a bite if forced into melee. Although they are smaller and weaker than their more common relatives, they enjoy excellent spellcasting abilities, possessing both wizard and priest spells.

Breath Weapon/Special Abilities: A jade dragon is able to breathe a powerful sonic wail. All those within a 90-foot radius suffer damage and must successfully save vs. breath weapon or be deafened for 1d6 × 10 rounds. Even if the save is successful, the victim is deafened for 2d6 rounds. In addition, all victims must make a successful system shock check in order to avoid being knocked unconscious for 5d4 rounds.

Using riddling talk and personal charm, jade dragons can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a jade has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Due to its relatively small size, the fear aura of a neutral dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry the spell of the same name. However, they do have the innate ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Jade dragons make their lairs in dense forests, as they are avid collectors of rare woods. Like other neutral dragons, they are extremely reclusive creatures, preferring remote lairs, and they aren't very hospitable to unexpected visitors. They love treasure, especially jade, and will bargain for precious and semiprecious stones.

Ecology: Jades live entirely on forest vegetation and animal life, and will not eat humans. No jade dragon hide has ever been sold, so its value is unknown. The few jade dragons that have been seen were reported to be exquisitely beautiful, and there are many who would pay great sums to acquire such a hide.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	2–5	1–4	3	1d6+1	Nil	Nil	Nil	7,000
2	6–10	5–8	2	2d6+2	Nil	Nil	Nil	8,000
3	11–15	9–12	1	3d6+3	2/1	Nil	D	9,000
4	16–20	13–16	0	4d6+4	2 2/2	5%	E	11,000
5	21–25	17–20	–1	5d6+5	2 2 2/2 1	10%	H	13,000
6	26–30	21–24	–2	6d6+6	2 2 2 2/2 2	15%	H,I	14,000
7	31–35	25–28	–3	7d6+7	2 2 2 2 2/2 2 1	20%	H,I	15,000
8	36–40	29–32	–4	8d6+8	2 2 2 2 2 2/2 2 2	25%	H,I×2	16,000
9	41–45	33–36	–5	9d6+9	2 2 2 2 2 2 2/2 2 2 1	30%	H,I×2	17,000
10	46–50	37–40	–6	10d6+10	3 3 2 2 2 2 2/2 2 2 2	35%	H,I×2,R	18,000
11	51–55	41–44	–7	11d6+11	3 3 3 3 2 2 2/2 2 2 2 1	45%	H,I×2,R	19,000
12	56–60	45–48	–8	12d6+12	3 3 3 3 3 3 2/2 2 2 2 2	55%	H,I×3,R,U	20,000

Dragon, Neutral, Moonstone

CLIMATE/TERRAIN:	Sylvan forest, Ethereal plane, dreamscape
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	–1 (base)
MOVEMENT:	9, Fl 27 (C)
HIT DICE:	10 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6+1/1d6+1/2d12
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H to G (18′ base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



The elusive moonstone dragon, largest of the neutral dragons, rarely appears outside the realms of Faerie or of dreams. Its scales shimmer a pale silver with a hint of blue in the moonlight. It cares little for human affairs.

A moonstone dragon speaks its own language as well as that of sylvan faeries: sprites, pixies, petty faeries, and so on. In dreams it speaks the language of the dreamer.

Combat: If forced to fight, the dragon uses enchantment/charm and illusion spells, alteration spells of dim light and shadow, and spells of dreams and dreaming. Their priest spell spheres are all, healing, necromancy (good only) and divination.

Breath Weapon/Special Abilities: A moonstone dragon breathes a billow of light motes, in a cloud 30 feet long, 30 feet wide, and 20 feet tall. All magical spell and potion effects in the cloud end, save those required for the life of creatures in the area (e.g., under water, a *water breathing* spell affecting air-breathers is not ended). Those who fail to save vs. breath weapon sleep for 2d4 turns, even if normally immune to sleep. On waking, affected creatures have only fleeting memories of the dragon.

Instead of a *fear aura*, the moonstone dragon projects *awe* (save vs. spell at a +4 bonus). An affected creature stands quietly, taking no action until the dragon has departed, and has no clear memory of the encounter. The dragon can become ethereal at will, unless bound with chains of gold. A moonstone dragon's attacks inflict normal damage on any creature, in or out of phase, overcoming any immunities to damage of less than artifact-level power.

Moonstone dragons are especially vulnerable to elemental attacks (air, earth, fire, water), having a –1 penalty to saving throws, and taking an additional 1 point per die of damage from these. Bright light is painful to them—bright daylight inflicts 1d6 points of damage per round; intense flashes of light inflict 2d6 per spell level (a *sunburst* effect from a *wand of illumination* causes 6d6 damage). A moonstone dragon reduced to 0 hit points by this means fades to the Ethereal Plane and cannot return until fully restored, regaining light-based damage at the rate of 1 hit point per day.

Habitat/Society: Little is known of moonstone dragons, but they may spend much of their time in the Ethereal Plane, or perhaps in lunar regions. Their existence is connected somehow with faerie settings; some guard these lands. In the most remote woodlands, persons attending the celebrations of a faerie court under a full moon might, in the morning, half-remember a chance encounter with one. The dragons usually shun the material world, but may try to influence it indirectly through agents.

Humans have encountered moonstone dragons in their dreams. Apparently, these creatures can enter a dreamscape at will. There, they speak the dreamer's language, and may offer guidance or advice on matters concerning faeries, shadow, lunar matters, healing, and the like.

Their hoards are reputed to lie in faerie mounds or in secret woodland caverns. These have no copper or gold, but an equal value of silver or platinum pieces. Small beads of pure mithral are found instead of gems.

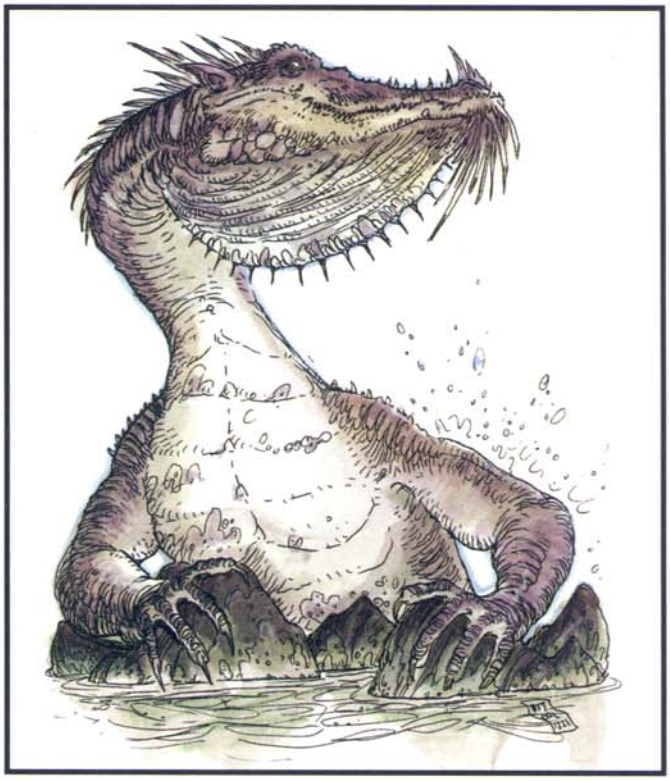
Ecology: Moonstone dragons are thought to subsist on moonbeams and faerie nectar. They are not carnivorous, nor do they often kill. Among the legends of moonstone dragons are the following: Their tears are drops of mithral, from which the elves fashion chain mail; when one dies, it vanishes in a shower of moonbeams; when one dies well, its heart turns into a lump of purest adamantite. Further, it is said, if the dragon slays a creature unjustly, it turns into a pillar of sand, and its spirit is utterly destroyed.

—New

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	2–6	1–5	6	1d4+2	–/1	Nil	Nil	8,000
2	7–12	6–11	5	2d4+3	–/2	Nil	Nil	9,000
3	13–18	11–15	4	3d4+4	1/2 1	Nil	D	10,000
4	19–24	16–21	3	4d4+5	2/2 2	15%	E	12,000
5	25–30	22–27	2	5d4+6	2 2/2 2 1	20%	E,H	14,000
6	31–36	28–32	1	6d4+7	2 2 2/2 2 2 1	25%	H,I	15,000
7	37–43	33–38	0	7d4+8	2 2 2 2/2 2 2 2 1	30%	H,I	16,000
8	44–50	39–45	–1	8d4+9	2 2 2 2 2/2 2 2 2 2 1	35%	H, I×2	17,000
9	51–56	46–51	–2	9d4+10	2 2 2 2 2 2/2 2 2 2 2 2	40%	H,I×3,R	18,000
10	57–62	52–56	–3	10d4+11	3 3 2 2 2 2/3 3 2 2 2 2	45%	H,I×4,R	19,000
11	63–68	57–62	–4	11d4+12	3 3 3 3 2 2/3 3 3 3 2 2	50%	H,I×4,R	20,000
12	69–73	63–66	–5	12d4+13	4 4 3 3 2 2/4 4 3 3 2 2 1	55%	H,I×4,R,U	21,000

Dragon, Neutral, Pearl

CLIMATE/TERRAIN:	Rocky coastlines, cliffs
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	2 (base)
MOVEMENT:	9, Fl 18(C), Sw 12
HIT DICE:	6 (base)
THAC0:	15 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d4+1 (×2)/3d6/special
SPECIAL ATTACKS:	Spells, breath weapon, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H–G (14′ base)
MORALE:	Fanatic (16–17)
XP VALUE:	See below



Pearl dragons are easily identifiable because their scales appear to be made of that precious substance for which they are named. As they age, their scales become increasingly lustrous.

Pearl dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

Combat: Pearls prefer to employ their breath weapons and magical abilities in combat, but they can deliver two claw attacks and a bite if necessary. They are smaller and weaker than many other dragons, but they possess superior magic capabilities and are able to cast both wizard and priest spells.

Breath Weapon/Special Abilities: Pearl dragons can breathe a cloud of scalding steam once every three rounds, measuring 90 feet long, 30 feet wide, and 20 feet high. A successful saving throw vs. breath weapon halves the inflicted damage.

Using riddling talk and personal charm, pearl dragons can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a pearl has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Due to its relatively small size, the fear aura of a neutral dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry that spell, but, they have the ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Pearl dragons reside on steep, rocky coastlines or along sandy beaches, as long as they are near the water. They love the salty air and the open expanse of the sea.

It is not surprising that pearl dragons spend most of the day pearl hunting. Over the centuries, this species has developed powerful lungs exclusively for this purpose, and a pearl dragon can stay under water for up to an hour without surfacing for air. For this reason, a pearl dragon hoard can contain up to 5,000 gp in pearls for every age level the dragon has (these pearls are in addition to normal treasure types).

Pearl dragons are somewhat nomadic, leaving one place for another once the food or pearl supply has run low. The moving process is very slow, for the dragon refuses to leave a single object behind in its previous lair.

Like all neutral dragons, pearl dragons remain at a safe distance from human civilization. They rarely attack sailing vessels, though they have been known to attack bothersome pirate ships and take whatever treasure they can find.

Ecology: Pearl dragons are natural enemies of dragon turtles. Their diet consists mainly of sharks and fish, with an occasional hundred lobsters or a small whale as a treat. The hide of a pearl dragon is extremely beautiful and can be sold for as much as 60,000 gp.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	1–4	1–3	5	1d4+1	Nil	Nil	Nil	1,400
2	5–8	4–6	4	2d4+2	Nil	Nil	Nil	2,000
3	9–12	7–9	3	3d4+3	Nil	Nil	Nil	2,000
4	13–16	10–12	2	4d4+4	2/1	5%	E	4,000
5	17–20	13–15	1	5d4+5	2 2/2 1	10%	H	5,000
6	21–24	16–18	0	6d4+6	2 2 2/2 2	15%	H,U*	7,000
7	25–28	19–21	–1	7d4+7	2 2 2 2/2 2 1	20%	H,U×2*	9,000
8	29–32	22–24	–2	8d4+8	2 2 2 2 2/2 2 2	25%	H,U×2*	10,000
9	33–36	25–28	–3	9d4+9	2 2 2 2 2 2/2 2 2 1	30%	H,U×2*	11,000
10	37–40	29–31	–4	10d4+10	2 2 2 2 2 2/2 2 2 2	35%	H,U×3*	12,000
11	41–44	32–34	–5	11d4+11	3 3 2 2 2 2 2/2 2 2 2 1	40%	H,U×4*	13,000
12	45–48	35–38	–6	12d4+12	3 3 3 3 2 2 2/2 2 2 2 2	45%	H,U×4*	14,000

* All gems in treasure type U are actually pearls.

Oriental dragons, especially of adult age and older, tend to be solitary creatures. When multiple dragons are encountered, they are usually a mated pair and young. Mated pairs are never found together when older than mature adults, and their offspring are always young adults or younger. To determine the age of the offspring, roll 1d6: 1 = egg, 2 = hatchling, 3 = very young, 4 = young, 5 = juvenile, 6 = young adult.

The Celestial Bureaucracy

Most oriental dragons are officials in the Celestial Bureaucracy, a governing body of powerful spirits headed by the Celestial Emperor. Each subspecies of oriental dragon is charged by the Celestial Bureaucracy to direct a particular governmental function; Chiang lung, for instance, are charged with guarding rivers and lakes and dispensing rain.

Every year, the oriental dragon officers journey to the Celestial Palace to file their reports of the previous year's activities and events. Rewards and punishments are distributed based on the evaluation of the reports. A corrupt or inefficient dragon may be removed and replaced by a new appointee; an industrious dragon may be promoted to a position of higher responsibility.

Hit Die and Combat Modifiers

Oriental dragons' Hit Dice and combat modifiers vary according to age category. Consult the individual dragon entries for their base Hit Die information and the table below for the modifiers. An oriental dragon saves as a fighter equal in level to the dragon's Hit Dice. Its combat modifier applies to both attack and damage rolls for each physical attack; it does not apply to breath weapon or other special attacks. (For example, a li lung has 13 Hit Dice as a base. A very young li lung subtracts 4 dice, which gives it a total of 9 Hit Dice. It saves as a 9th-level fighter and has a +1 bonus applied to its physical attacks.

Oriental Dragon Attacks and Defenses

Like other dragons, oriental dragons have a claw/claw/bite attack. Though claws can attack creatures to the dragons' front and sides, only certain oriental dragons have necks long enough to enable them to attack opponents to their sides as well as to their front. Young adult and older oriental dragons able to fly can attempt snatch attacks like other dragons (including a 50% chance that the snatched victim's arms are pinned, automatic claw damage each round if the victim is squeezed, and a transfer to the dragon's mouth if an attack roll is successful, which then inflicts automatic bite damage each round). As indicated in the individual listings, only certain oriental dragons can attack with kicks, wing buffets, or tail slaps.

An oriental dragon's Armor Class improves as it ages, as does its ability to resist magic. Old and older oriental dragons are immune to normal missiles because of their tough hides. As with other dragons, the skin of an oriental dragon can be made into dragon armor that grants its wearer an Armor Class of 4 worse than the Armor Class of the dragon it was taken from (though the Armor Class can be no worse than 8).

Like other dragons, young adult and older oriental dragons radiate an aura that may cause opponents to panic. Humans and demihumans with fewer than 1 Hit Die and non-aggressive creatures with fewer Hit Dice than the dragon automatically flee in panic for 4d6 minutes at the sight of the dragon. Other opponents may be panicked and forced to fight with a −2 penalty to both their attack and damage rolls if they are within the radius of an oriental dragon's fear aura and fail their saving throws vs. petrification. Victims adjust their saving throws by the modifier indicated on the following table; the table also lists the fear aura radius for each oriental dragon age category.

Diving oriental dragons can strike with their claws with a +1 bonus to the attack roll. When engaging other flying opponents, oriental dragons can either claw or bite, but not both.

Certain subspecies have the ability of *scaly command* that gives them control over varying numbers of scaly creatures with animal intelligence or less (primarily reptiles and fishes) living in the water within a half-mile radius. This control lasts for 2d6 turns and cannot be dispelled. No saving throws are allowed. Creatures under the *scaly command* of one dragon cannot fall under the control of another. Additionally, scaly creatures will never voluntarily attack an oriental dragon with the *scaly command* ability.

Other subspecies have the ability to surround themselves in an aura of *water fire* whenever they are under or touching water. *Water fire* appears as ghostly, flickering multi-colored flames and causes a variable amount of damage to anyone who touches it. All oriental dragons are themselves immune to *water fire*. It may be dispelled by the creator at any time; otherwise, it disappears for 2d6 turns if contacted by real or magical fire, and cannot be recreated until the end of that period.

Special Abilities

Oriental dragons do not have the spellcasting abilities of other dragons, and not all of them have breath weapons. They do, however, have several special abilities of their own. All, for instance, have continual ESP (as the spell) at a range in feet equal to five times their age level. Oriental dragons do not require sleep. All can become invisible and visible at will, though they always become visible when attacking. All except yu lung can polymorph into human form and back at will.

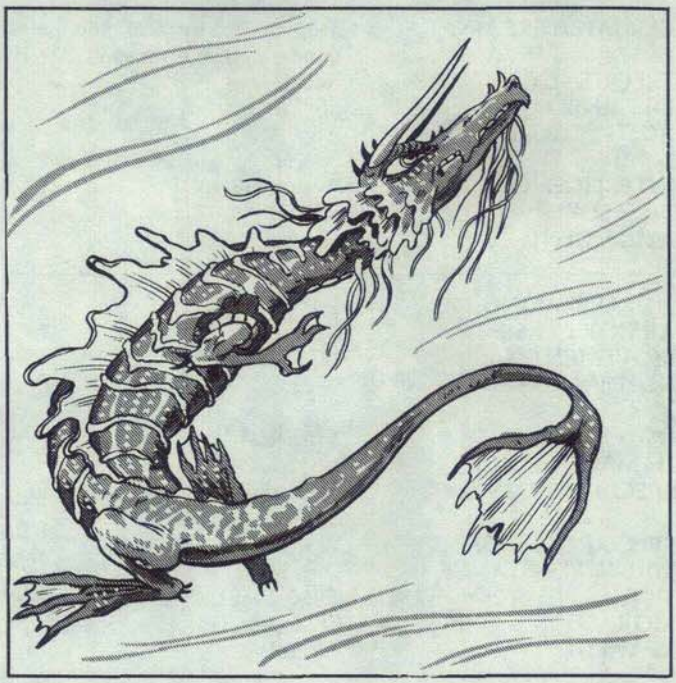
Oriental dragons can detect invisible objects and creatures (including those hidden in darkness or fog) within a ten-foot radius per age category. They also have a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section of its lair or the surrounding area to use this ability.

Most oriental dragons can fly because of the powers of a magical gem or pearl that is imbedded within the brain. This object functions only for the dragon and cannot be extracted so as to confer flight on any other creature.

Age Category	Actual Age	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0-5 yrs	−6	0	—	—
2 Very Young	6-15	−4	+1	—	—
3 Young	16-25	−2	+2	—	—
4 Juvenile	26-50	−1	+3	—	—
5 Young Adult	51-100	0	+4	10 yards	+4
6 Adult	101-200	+1	+5	15 yards	+3
7 Mature Adult	201-400	+2	+6	20 yards	+2
8 Old	401-600	+3	+7	25 yards	+1
9 Very Old	601-800	+4	+8	30 yards	0
10 Venerable	801-1,000	+5	+9	35 yards	−1
11 Wyrm	1,001-1,200	+6	+10	40 yards	−2
12 Great Wyrm	1,201 +	+7	+11	45 yards	−3

Dragon, Oriental, Chiang Lung (River Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pair
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High to genius (11-18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral (good)
NO. APPEARING:	1-2
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 18 (E), Sw 24
HIT DICE:	15 (base)
THAC0:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/3-36
SPECIAL ATTACKS:	Snatch, tail slap, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (50' base)
MORALE:	Fanatic (18)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	4-13	3-10	3	—	—	2,000
2 Very Young	13-25	10-22	2	—	—	4,000
3 Young	25-39	22-35	1	—	—	6,000
4 Juvenile	39-51	35-47	0	—	1/2 F	8,000
5 Young Adult	51-63	47-57	−1	35%	F	11,000
6 Adult	63-76	57-67	−2	40%	F	12,000
7 Mature Adult	76-90	67-87	−3	45%	F	13,000
8 Old	90-103	87-97	−4	50%	Fx2	14,000
9 Very Old	103-116	97-108	−5	55%	Fx2	15,000
10 Venerable	116-130	108-119	−6	60%	Fx2	16,000
11 Wyrm	130-144	119-130	−7	65%	Fx3	17,000
12 Great Wyrm	144-158	130-142	−8	70%	Fx3	18,000

Chiang lung resemble giant serpents; it is difficult to determine where their bodies end and their tails begin. Though wingless, they are able to fly though the power of magical blue pearls imbedded in their brains. Their bodies are various shades of blue and green; their bellies are brilliant yellow. Multi-colored beards sprout beneath the chins of young adult and older chiang lung, and pairs of long, white horns grow from their heads. Chiang lung are often encountered in human form, which they seem to prefer over their natural bodies.

Chiang lung speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Combat: Chiang lung prefer to avoid combat, but they fight fiercely to protect their domain. In combat, they charge for a claw/claw/bite attack, maneuvering into position for a tail slap at the earliest opportunity (only adult or older chiang lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds).

If in human form, a chiang lung is automatically armed with a *sword +5*; this blade is so massive that others must make a successful *bend bars/lift gates* roll to use it.

Special Abilities: From birth, chiang lung can breathe both water and air and can polymorph three times per day to any form desired. They can expel storm clouds at will, enabling them to cause rain whenever and wherever they choose. They can also lower water in a one-square-mile radius per age level at will. Any person in physical contact with a chiang lung can breath and move underwater as if he were on dry land.

As they age, chiang lung gain the following additional abilities (older chiang lung have all the abilities listed in the younger categories):

Age	Abilities
Young	*Bless* and *curse*, each once per round
Juvenile	*Omen* and *fate*, each once per round
Adult	*Dispel evil, control weather*, and *remove curse*, each once per round
Mature adult	*Major creation* and *reward*, each once per day
Great wyrm	*Tsunami* once per day*

*Only when so ordered by the Celestial Bureaucracy; disobedience is punishable by death.

Habitat/Society: The Celestial Bureaucracy assigns a chiang lung to every river and lake. Their lairs are magical palaces located beneath the water's surface; regardless of the size of the river or lake, the palace is always opulent and immense. Unless freely given by the chiang lung, items taken from the palace become worthless upon reaching the surface. Chiang lung sometimes entertain virtuous scholars and men of learning and art on lavishly decorated boats, posing as wealthy nobles or government officials.

The daughters of chiang lung are often attracted to handsome human males, occasionally resulting in secret love affairs and marriage. Such liaisons usually end sadly when the daughters return home, never to see their husbands or lovers again. Children born of such a marriage are spirit folk.

Ecology: Chiang lung can eat any type of mineral or gem, but they also have a taste for fish and sheep. They are always attended by lesser nature spirits (who also assume human form) in their palaces and have 1d6 shen lung acting as bodyguards and aides. There is a 75% chance of having 2d4 offspring in their palaces. When encountered outside their lair, there is a 75% chance they are accompanied by 1d4 lesser nature spirits and a 40% chance that 1-2 shen lung are present.

Dragon, Oriental, Li Lung (Earth Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Fl 30 (E), Sw 9, Br 9
HIT DICE:	13 (base)
THAC0:	7
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2-8/2-8/2-20
SPECIAL ATTACKS:	Snatch, wing buffet, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Champion (16)
XP VALUE:	Variable



Age Category	Body Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	4-11	5	—	—	975
2 Very Young	11-20	4	—	—	2,000
3 Young	20-29	3	—	—	4,000
4 Juvenile	29-38	2	—	½ H	5,000
5 Young Adult	38-48	1	10%	H	8,000
6 Adult	48-58	0	15%	H	10,000
7 Mature Adult	58-69	−1	20%	H	11,000
8 Old	69-79	−2	25%	Hx2	12,000
9 Very Old	79-89	−3	30%	Hx2	13,000
10 Venerable	89-100	−4	35%	Hx2	14,000
11 Wyrm	100-110	−5	40%	Hx3	15,000
12 Great Wyrm	110-120	−6	45%	Hx3	16,000

A li lung has a lion's body and tail and a human face. Small black pupils are centered in its golden eyes, and colorful quills resembling the feathers of a peacock extend from its leathery wings. As a hatchling, the li lung's body is covered with light green scales, but as it grows, the scales begin to darken and change into coarse fur. By the time the li lung grows into a juvenile, the scales are completely gone and the fur has the texture of thick wire. The fur continues to darken as it ages, turning nearly black by the time a li lung reaches the great wyrm stage.

Li lung speak their own tongue, the language of the Celestial Court, and all human languages.

Combat: Li lung prefer to avoid combat, hiding in the shadows or burying themselves in rubble until all intruders leave. If cornered or attacked, li lung first use their earthquake ability in an attempt to bury their opponents. If this fails, they engage in vicious melee combat, using claw/claw/bite attacks on opponents in front, kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet +1 foot per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall), and wing buffets on opponents at the sides (only dragons that are young adult or older get this attack; damage is equal to a claw attack, and victims must roll their Dexterity or less on 1d20 or be knocked prone.) Li lung roar continually while engaged in melee. Their raspy roars sound like metal scraping against stone and are so loud that those within 60 feet can hear nothing else.

An airborne li lung can change direction quickly by executing a wingover maneuver, allowing it to make a turn of 120 to 240 degrees regardless of its speed or size. A li lung cannot gain altitude during the round when it performs a wingover, but it can dive.

Special Abilities: Li lung can create earthquakes once per day (as the spell but with no chance of it being dispelled) with a width and length (in yards) equal to 10 times their age level (for example, a young adult li lung can create an earthquake affecting an area 50 yards by 50 yards). Li lung are never harmed by an earthquake, regardless of whether it was created naturally or by a li lung; if an earthquake brings down a cavern in which a li lung is living, it is only affected by the inconvenience of having to dig itself out of the rubble.

As they age, li lung gain the following additional abilities (each useable three times per day):

Age	Abilities
Juvenile	*Stone shape*
Adult	*Wall of stone*
Mature adult	*Move earth*

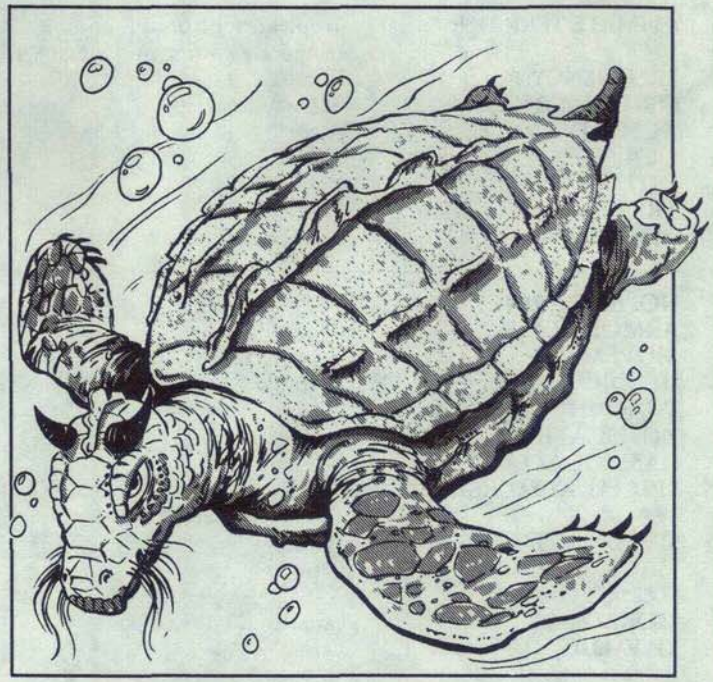
The powerful claws of the li lung enable it to burrow through the earth at a movement rate of 9 and through solid stone at a movement rate of 1. Though li lung can swim, they cannot breathe water.

Habitat/Society: Li lung lair in caverns at the end of winding labyrinths deep inside the earth, the farther away from civilization, the better. They seldom leave their lairs unless ordered to do so by the Celestial Bureaucracy, usually to punish heretical communities with their earthquake abilities, but sometimes to reward needy communities by revealing treasure mines or underground springs.

Ecology: Li lung mainly subsist on earth and stone, though they are fond of gold, silver, and other precious metals. Li lung rarely associate with other dragons and cooperate with them only on direct orders from the Celestial Bureaucracy.

Dragon, Oriental, Lung Wang (Sea Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2 (base)
MOVEMENT:	3, Sw 12
HIT DICE:	15 (base)
THAC0:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-12/1-12/3-36
SPECIAL ATTACKS:	Breath weapon and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (18 base)
XP VALUE:	Variable



Age Category	Body Diameter (')	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1 Hatchling	6-13	1	1d8+1	—	—	2,000
2 Very Young	13-22	0	2d8+2	—	—	5,000
3 Young	22-32	−1	3d8+3	—	—	7,000
4 Juvenile	32-43	−2	4d8+4	—	H	8,000
5 Young Adult	43-55	−3	5d8+5	15%	Hx2	11,000
6 Adult	55-66	−4	6d8+6	20%	Hx2	12,000
7 Mature Adult	66-78	−5	7d8+7	25%	Hx2	13,000
8 Old	78-80	−6	8d8+8	30%	HRx2	14,000
9 Very Old	80-93	−7	9d8+9	35%	HRx2	15,000
10 Venerable	93-106	−8	10d8+10	40%	HRx2	16,000
11 Wyrm	106-123	−9	11d8+11	45%	HRx3	17,000
12 Great Wyrm	123-135	−10	12d8+12	50%	HRx3	18,000

A relative of the dragon turtle, a lung wang has a turtle's body, a crested neck, and a head like a shen lung, complete with long, golden whiskers. Its shell is made of thick green scales with silver flecks. Smaller scales, lighter green with golden flecks, cover its neck and head. Its hind legs are little more than stumpy flippers, but its front legs are formidable weapons—each is 80% the length of its shell, ending in two razor-sharped talons.

Lung wang speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Combat: Though unable to fly and physically unable to attack with kicks, tail slaps, or wing buffets, lung wang are nevertheless awesome opponents and are especially menacing to passing ships.

If an unauthorized vessel enters the waters of a lung wang, it surfaces beneath the vessel and attempts to capsize it. The chance of capsizing a ship is equal to the percentage ratio of the ship's size to the lung wang's size (divide the lung wang's size by the ship's size and multiply the result by 100; for instance, if a 20-foot lung wang attempts to capsize an 80-foot ship, it has a 25% chance of success). This chance never exceeds 95%; therefore, a lung wang always has a 95% chance of capsizing a ship the same size as itself or smaller.

Once a ship is capsized, the lung wang attacks with its breath weapon and attempts claw/claw/bite attacks on all victims it can reach. If the victims are sufficiently deferential to the lung wang and offer it a sizeable treasure (usually the ship's entire hoard), the lung wang may show mercy; otherwise, it will attempt to slaughter all of the ship's passengers as punishment for entering its waters uninvited. Lung wang are equally merciless to underwater intruders, attacking them in a similar fashion.

Breath Weapon and Special Abilities: A lung wang's breath weapon is a cone of steam 100 feet long, five feet wide at the dragon's mouth, and 50 feet wide at the base. Damage caused by the breath weapon varies with the dragon's age (see table). Victims caught in the blast get to roll a saving throw vs. breath weapon for half damage. The breath weapon is as effective underwater as it is in the open air and can be used three times per day.

From birth, lung wang can breath both water and air. They have the *scaly command* power over 4d10 creatures times the age category of the dragon (a young lung wang, for instance, has the *scaly command* power over 4d10 x 3 creatures). Lung wang are also immune to all heat and fire attacks, magical and otherwise.

As they age, lung wang gain the following additional abilities (each useable once per day):

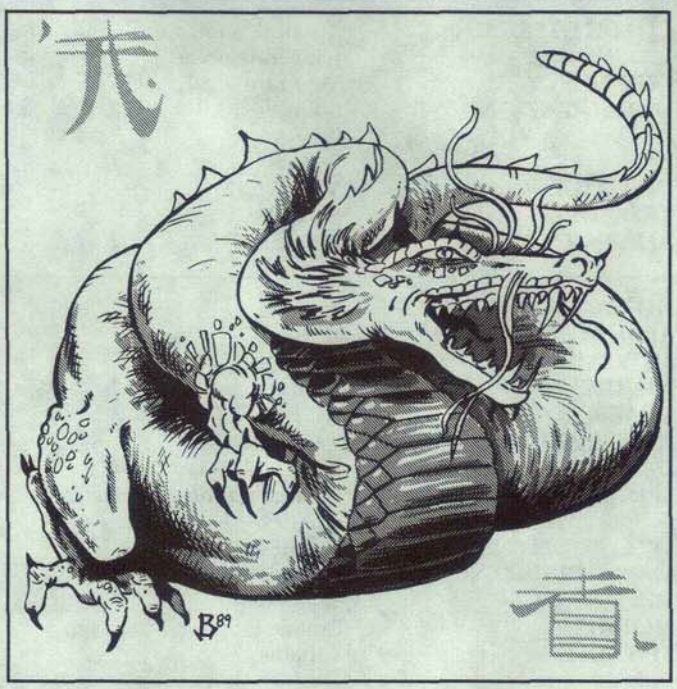
Age	Ability
Adult	*Wall of fog* (obscures vision in a radius equal to 50 feet multiplied by the dragon's age category
Old	*Suggestion*

Habitat/Society: As rulers of the sea, lung wang demand tribute from every passing ship. Regular travelers often work out an arrangement, dumping a pre-determined amount of treasure overboard at a given spot to placate the lung wang.

Ecology: Unlike other oriental dragons, lung wang are basically herbivorous and prefer to eat algae and seaweed. They will, however, eat fish and minerals and have been known to consume entire ships. Lung wang maintain cordial relationships with other oriental dragons, particularly shen lung. They are friendly with sharks, whales, and other ocean denizens on whom they rely for information. They do not get along with tun mi lung (typhoon dragons).

Dragon, Oriental, Pan Lung (Coiled Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate swamp and jungle
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 18 (E), Sw 12
HIT DICE:	12 (base)
THAC0:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-16
SPECIAL ATTACKS:	Snatch, tail slap, constriction and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	6-18	4-14	3	—	—	1,400
2 Very Young	18-29	14-26	2	—	—	1,000
3 Young	29-41	26-38	1	—	—	1,000
4 Juvenile	41-53	38-49	0	—	1/4 H	1,000
5 Young Adult	53-65	49-61	−1	25%	1/2 H	10,000
6 Adult	65-77	61-73	−2	30%	1/2 H	11,000
7 Mature Adult	77-90	73-84	−3	35%	1/2 H	12,000
8 Old	90-102	84-95	−4	40%	H	13,000
9 Very Old	102-114	95-106	−5	45%	H	14,000
10 Venerable	114-126	106-118	−6	50%	H	15,000
11 Wyrm	126-139	118-129	−7	55%	Hx2	16,000
12 Great Wyrm	139-142	129-141	−8	60%	Hx2	17,000

Pan lung are a thinner and longer variety of shen lung. A hatchling has gray scales at birth, which change color as the dragon grows. Pan lung can be found in a number of brilliant hues, with various shades of red, orange, and green among the most common. A multi-colored mane surrounds its neck, and dark whiskers grow from its snout. Pan lung scales are naturally oily, which makes them gleam in the sunlight. Though wingless, pan lung have magical blood-red pearls imbedded in their brains that give them the ability to fly.

Pan lung speak their own tongue, which they share with the shen lung. They also speak the languages of fishes, reptiles, and the Celestial Court, and all human languages.

Combat: Pan lung prefer to appraise their adversaries before attacking, usually by casting *ventriloquism* or *phantasmal force* spells to distract them or by ordering minions to engage them in combat. Once the pan lung have evaluated their enemies' performance, they attack savagely, using claw/claw/bite attacks along with tail slaps (only adult or older pan lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds).

Instead of a tail slap, a pan lung that is adult or older can encoil a victim in its tail, automatically inflicting 2d6 points of constriction damage per round (there is a 50% chance that an encoiled victim's arms are pinned, making him unable to attack the dragon).

Special Abilities: From birth, pan lung can breathe both air and water and can cast *charm monster* spells three times per day. Additionally, they have the *scaly command* power over 1d10 creatures per age category of the dragon (a young pan lung, for instance, has the *scaly command* power over 3d10 creatures). They also can produce *water fire* that inflicts 1d6 points of damage from pan lung of age hatchling through young adult, 2d6 points of damage from pan lung of age adult through very old, and 3d6 points of damage from pan lung of age venerable through great wyrm.

As they age, pan lung gain the following additional abilities (each usable three times per day):

Age	Abilities
Young	*Bless* or *curse*
Young adult	*Ventriloquism*
Mature adult	*Phantasmal force*

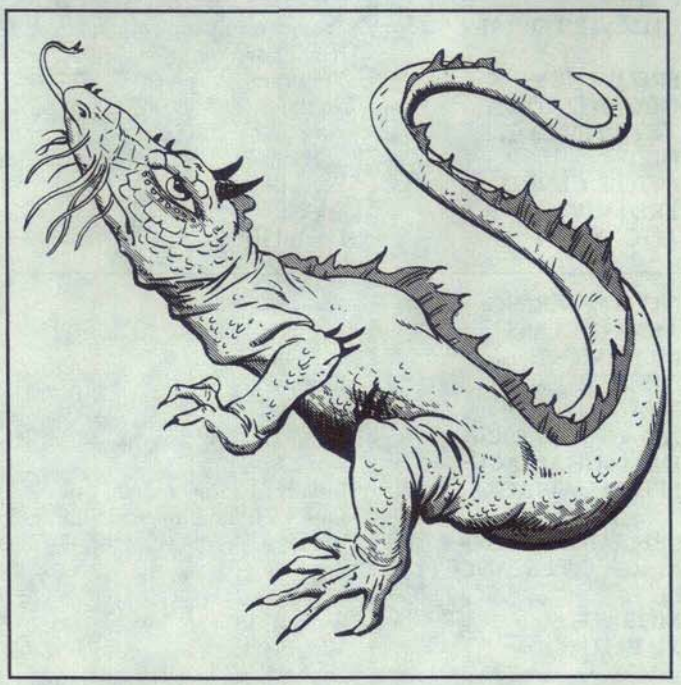
Habitat/Society: A pan lung makes its lair in the crypt or temple it has been assigned to guard by the Celestial Bureaucracy. Guardianship is passed through successive generations; it is not unusual for a family to maintain the same lair for tens of thousands of years.

The gods often punish unfaithful human husbands and wives by making them minions of a pan lung. Pan lung minions do not age, and are typically condemned to serve for a term in years equal to the number of tears they have caused their mate to shed. A pan lung's minions obey it implicitly, fighting to the death if so ordered. There is a 25% chance a pan lung will have slaves (equal to half the number of creatures it can control by *scaly command*).

Ecology: Pan lung prefer to eat fruits and vegetables, often maintaining elaborate gardens that are cultivated by their minions. Generally, they are indifferent to the affairs of other oriental dragons and cooperate with them only if so ordered by the Celestial Bureaucracy. They particularly resent the power and position of the t'ien lung (celestial dragons), and they have been known to attack them in a jealous frenzy.

Dragon, Oriental, Shen Lung (Spirit Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-4
ARMOR CLASS:	-1 (base)
MOVEMENT:	12, Fl 18 (E), Sw 9
HIT DICE:	14 (base)
THAC0:	7
NO. OF ATTACKS:	4 + special
DAMAGE/ATTACK:	1-8/1-8/2-24/1-10
SPECIAL ATTACKS:	Snatch, tail slap, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	3-12	2-9	2	—	—	1,400
2 Very Young	12-23	9-19	1	—	—	3,000
3 Young	23-34	19-32	0	—	—	6,000
4 Juvenile	34-47	32-45	−1	—	½ H	7,000
5 Young Adult	47-60	45-56	−2	20%	H	10,000
6 Adult	60-73	56-67	−3	25%	H	11,000
7 Mature Adult	73-86	67-79	−4	30%	H	12,000
8 Old	86-99	79-91	−5	35%	Hx2	13,000
9 Very Old	99-112	91-103	−6	40%	Hx2	14,000
10 Venerable	112-125	103-115	−7	45%	Hx2	15,000
11 Wyrm	125-138	115-127	−8	50%	Hx3	16,000
12 Great Wyrm	138-151	127-140	−9	55%	Hx3	17,000

Shen lung are slender and bright-eyed, with spiked tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their snouts. The scales of hatchlings are dull shades of red, blue, green, orange, or any combination of these colors; the scales brighten into brilliant hues by the time a shen lung reaches the age of young adult. Though wingless, shen lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the t'ien lung.

Shen lung speak their own tongue (which they share with pan lung), the languages of chiang lung, fishes, reptiles, and the Celestial Court, and all human languages.

Combat: Unless the opponents are openly hostile, shen lung usually parley before combat. If the opponents are resistant or their responses are unsatisfactory, shen lung engage in vicious melee, augmenting their attacks with *water fire*, assaults from the companions under their *scaly command*, and, if available, *ice storm*. Unlike other oriental dragons, shen lung can perform claw/claw/bite/tail attacks; the powerful spiked tail can easily reach opponents to the dragons' sides and front. Shen lung can also attack with tail slaps (only adult or older shen lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds) and kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet +1 foot per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall).

Special Abilities: From birth, shen lung can breathe both water and air. They have the *scaly command* power over 2d10 creatures times the age level of the dragon (a young lung wang, for instance, has the *scaly command* power over 6d10 creatures). They also can produce *water fire* that inflicts 2d6 points of damage from dragons of age hatchling through young adult, 3d6 points of damage from dragons of age adult through very old, and 4d6 points of damage from dragons of age venerable through great wyrm. Shen lung are also immune to lightning and all forms of poison, but suffer double damage from all fire-based attacks, magical or otherwise. No insect, arachnid, or arthropod can approach a shen lung within a radius of 60 feet.

As they age, shen lung gain the following additional abilities:

Age	Abilities
Young	*Bless* and *curse*, each once per day
Young adult	*Ice storm* three times per day
Adult	*Control weather* three times per day

Habitat/Society: Shen lung are most commonly encountered in the company of the chiang lung they have been assigned by the Celestial Bureaucracy to assist and guard; 1d6 shen lung usually accompany a single chiang lung. Shen lung lair in modest but well-kept mansions of stone at the bottoms of rivers and lakes, usually not far from the palaces of their chiang lung.

Ecology: Shen lung sustain themselves on any type of precious gems, although they also enjoy fish and rodents. They are intensely loyal to their chiang lung and also maintain close relationships with nature spirits. Most are fascinated by humans, often taking human form to mingle in human villages. Humans, in turn, view shen lung as messengers of the gods and bringers of good fortune, constructing ornate shrines and staging elaborate ceremonies to gain their favor.

Dragon, Oriental, T'ien Lung (Celestial Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	−4 (base)
MOVEMENT:	9, Fl 48 (D), Sw 6
HIT DICE:	15 (base)
THAC0:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/4-40
SPECIAL ATTACKS:	Breath weapon, snatch, tail slap, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (50′ base)
MORALE:	Fanatic (18)
XP VALUE:	Variable



Age Category	Body Lgt. (′)	Tail Lgt. (′)	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1 Hatchling	4-13	3-9	−1	2d10 + 1	—	—	4,000
2 Very Young	13-24	9-19	−2	4d10 + 2	—	—	6,000
3 Young	24-37	19-29	−3	6d10 + 3	—	—	8,000
4 Juvenile	37-49	29-39	−4	8d10 + 4	—	H	9,000
5 Young Adult	49-62	39-49	−5	10d10 + 5	30%	Hx2	12,000
6 Adult	62-75	49-60	−6	12d10 + 6	35%	Hx2	13,000
7 Mature Adult	75-88	60-71	−7	14d10 + 7	40%	Hx2	14,000
8 Old	88-101	71-82	−8	16d10 + 8	45%	HFx2	15,000
9 Very Old	101-114	82-93	−9	18d10 + 9	50%	HFx2	16,000
10 Venerable	114-127	93-104	−10	20d10 + 10	55%	HFx2	17,000
11 Wyrm	127-141	104-116	−11	22d10 + 11	60%	HFx3	18,000
12 Great Wyrm	141-155	116-128	−12	24d10 + 12	65%	HFx3	19,000

A t'ien lung's scales are dull gold at birth, but brighten to a brilliant yellow when it reaches the young adult age; orange and light green varieties have also been seen. Multi-hued manes surround their necks, and similarly colorful whiskers branch from their snouts and rise over the tops of their heads like antlers. Wispy golden beards dangle beneath their chins. From the age of young adult and up, their scales give off a sweet aroma resembling that of cherry blossoms. Though wingless, t'ien lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the shen lung.

T'ien lung speak their own tongue, the languages of air elementals and the Celestial Court, and all human languages.

Combat: Whenever possible, t'ien lung attempt to warn away potential opponents with a fiery blast from their breath weapon. If their warnings go unheeded, they fight ferociously. T'ien lung prefer to fight from the air, circling their opponents and attacking with their breath weapons, then swooping for snatch and claw/claw/bite attacks when given an opening. T'ien lung can perform tail slaps (only adult or older t'ien lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds) and can kick opponents behind them (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet + 1 foot per age category of the dragon and must also roll successful saving throws vs. petrification, adjusted by the dragon's combat modifier, or fall).

Breath Weapon and Special Abilities: A t'ien lung's breath weapon is a cone of fire 90 feet long, five feet wide at the dragon's mount, and 30 feet wide at the end. Victims within the breath weapon cone must save vs. breath weapon for half damage. A t'ien lung can use its breath weapon once every three rounds.

From birth, t'ien lung can breathe both water and air. They can cast *control weather* a number of times per day equal to twice their age level. As they age, t'ien lung gain the following additional abilities:

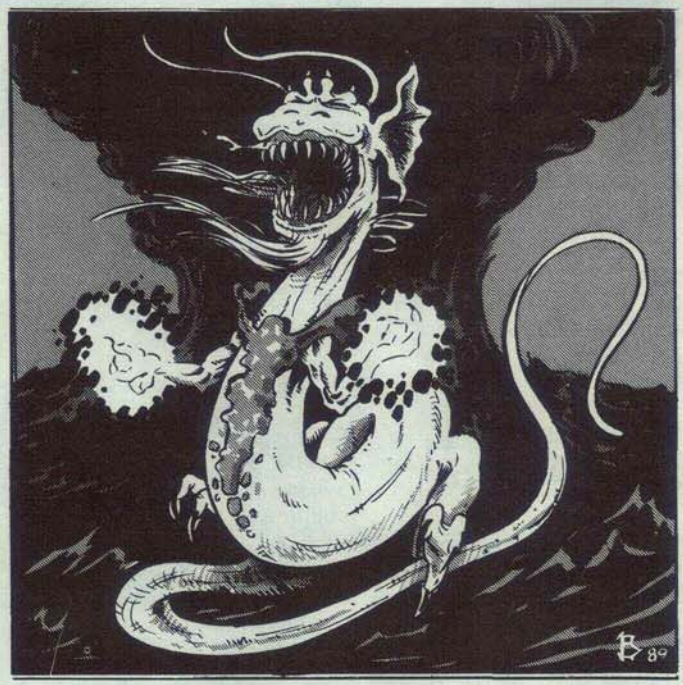
Age	Ability
Young	*Pyrotechnics* three times per day
Adult	*Suggestion* three times per day
Old	*Fire storm* once per day

Habitat/Society: T'ien lung live in resplendent castles in cloud banks and on high mountain peaks. Male t'ien lung never remain with their mates, and females banish their offspring as soon as the reach the age of young. Adult and older t'ien lung have a 50% chance of being accompanied by 1d4 air elementals (of 8 Hit Dice) that act as their servants and bodyguards; these elementals unquestioningly obey their masters, defending them to the death if necessary.

Ecology: T'ien lung enjoy eating opals and pearls and look kindly on any mortal who gives them such delicacies. Farmers who rely on the good will of t'ien lung for good weather often make sizeable offerings of these precious gems. T'ien lung are thought to be among the most favored officials of the Celestial Bureaucracy; true or not, t'ien lung do little to discourage their reputation. Pan lung in particular resent the power and position of t'ien lung and have been known to attack them in jealous frenzies. Though such battles can last for weeks, the powerful t'ien lung usually triumph in the end.

Dragon, Oriental, Tun Mi Lung (Typhoon Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate oceans
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	−3 (base)
MOVEMENT:	12, Fl 48 (E), Sw 12
HIT DICE:	15 (base)
THAC0:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-20
SPECIAL ATTACKS:	Snatch, tail slaps, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (60′ base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (′)	Tail Lgt. (′)	AC	MR	Treas. Type	X.P. Value
1 Hatchling	9-21	7-17	0	—	—	2,000
2 Very Young	21-33	17-28	−1	—	—	4,000
3 Young	33-45	28-39	−2	—	—	6,000
4 Juvenile	45-57	39-50	−3	—	1/2 F	7,000
5 Young Adult	57-70	50-62	−4	25%	F	10,000
6 Adult	70-83	62-74	−5	30%	F	11,000
7 Mature Adult	83-96	74-86	−6	35%	F	12,000
8 Old	96-110	86-98	−7	40%	Fx2	13,000
9 Very Old	110-124	98-110	−8	45%	Fx2	14,000
10 Venerable	124-138	110-122	−9	50%	Fx2	15,000
11 Wyrm	138-152	122-134	−10	55%	Fx3	16,000
12 Great Wyrm	152-167	134-146	−11	60%	Fx3	17,000

Tun mi lung, also known as typhoon dragons, have been charged by the Celestial Emperor to dispense destructive hurricanes and typhoons, a task they greatly enjoy. Though tun mi lung are only supposed to cause storms when directed to do so by the Celestial Bureaucracy, they often ignore their orders, launching into rampages of destruction to ravage the coasts of warmer lands out of sheer maliciousness. Such is the power of the tun mi lung that the Celestial Emperor must send t'ien lung to rein them in.

The largest of the oriental dragons, tun mi lung have long, sinuous bodies covered with thick scales in a variety of colors, with blue-green, dark red, and violet among the most common. They have dark beady eyes, stringy beards dangling from their chins, and enormous jaws lined with hooked teeth as sharp as razors. Though wingless, tun mi lung can fly from the power of a magical black pearl imbedded in their brains.

Tun mi lung speak their own language, the languages of all sea creatures, the Sea Lords, and the Celestial Court, and all human languages.

Combat: If possible, tun mi lung will always attack with their *divine wind* power, supplemented with *lightning bolt* spells as needed. Otherwise, tun mi lung resort to melee combat, first casting *darkness* (if available), then ripping and snapping with claw/claw/bite attacks. Tun mi lung are physically unable to conduct effective kicking attacks, but can attack with tail slaps (only adult or older tun mi lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds).

Special Abilities: From birth, tun mi lung can breathe both air and water and are immune to all water-based and air-based attacks. Additionally, they can summon a *divine wind* of great strength once per week. These winds automatically capsize small boats and have a 70% chance of capsizing large boats, a 70% chance of snapping tree trunks, a 70% chance of knocking man-sized victims to the ground (victims suffer 1d6 points of damage for every 10 feet blown by the wind). Flying victims are blown backward 50-100 feet, and all victims exposed to the winds suffer 1d10 points of damage per turn. The radius of the effect (in miles) equals five times the dragon's age level. The duration of the effect is 6d4 hours.

As they age, tun mi lung gain the following additional powers:

Age	Ability
Juvenile	*Darkness* with a radius equal to 50 feet times the dragon's age level, once per day
Adult	*Lighting bolt* 20 feet long that inflicts 6d6 points of damage, three times per day (increasing to six times per day for dragons of venerable age or older)

Habitat/Society: Nothing conclusive is known of tun mi lung lairs, though it is believed that they maintain lavish palaces on the ocean floor. Because they are disliked by the more peaceful and cultured creatures of the sea, their lairs presumably are located in remote areas of the ocean. Tun mi lung spend most of their time roaming up and down the sea coasts or circling in the skies above the open ocean, usually in the centers of *divine winds* of their own creation, which move with them as they travel.

Tun mi lung shun the company of other creatures, including other tun mi lung. Female tun mi lung abandon their offspring as soon as they hatch; infant mortality is high, accounting for the relative scarcity of this subspecies.

Ecology: When it comes to food, tun mi lung are the least choosy of all oriental dragons, equally fond of fish, precious gems, and capsized ships. Oblivious to the territorial claims of other dragons, tun mi lung are particularly disliked by the seafaring lung wang.

Dragon, Oriental, Yu Lung (Carp Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	1 (base)
MOVEMENT:	6, Sw 18
HIT DICE:	10 (base)
THAC0:	11
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Swallow whole and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (18' base)
MORALE:	Champion (16)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	X.P. Value
1 Hatchling	1-3	1-2	4	—	420
2 Very Young	3-10	3-9	3	—	975
3 Young	10-17	9-15	2	—	2,000
4 Juvenile	17-25	15-22	1	—	3,000
5 Young Adult	25-35	22-30	0	10%	7,000

Yu lung, also known as carp dragons, live in all types of fresh water rivers and lakes. They have no positions in the Celestial Bureaucracy; instead, they metamorphose into other subspecies upon reaching the age of adult and are then relocated and charged with specific duties as determined by the Celestial Emperor. Reclusive and shy, yu lung are the smallest of the oriental dragons and the most docile.

Yu lung have dragons' heads and the bodies and tails of giant carp. Their scales are blue-gray with variously colored markings. They have two arms, long wispy beards, and bright yellow eyes resembling those of cats. They cannot fly and are able to move on land only by dragging themselves along the ground with their claws.

Yu lung speak their own language, the languages of all fresh water creatures, and the Celestial Court, and all human languages.

Combat: The timid yu lung shun combat. If provoked or threatened, yu lung attack with their claws and bite; if their opponents withdraw, yu lung seldom pursue. The yu lung's tail is too flaccid for tail slap attacks, and they are physically unable to perform kicks or snatches.

When a yu lung reaches the age of young adult, it can unhinge its jaw like a serpent and swallow a victim whole (the victim can be no larger than a small man). A swallowed victim suffers bite damage, plus 1 point of damage per round thereafter from the yu lung's digestive juices. The victim also has a 5% cumulative chance per round of suffocating. (When the yu lung loses 50% of its hit points, the victim can be freed. The swallowed victim suffers a −2 penalty to his attack rolls when attempting to cut himself free; thrusting and stabbing attacks originating from outside the yu lung have a 20% chance of striking the swallowed victim.)

Special Abilities: Unlike other oriental dragons, yu lung are unable to polymorph or turn invisible. They can breathe only water, although they are able to exist on land for up to one hour, after which they have a 5% cumulative chance per round of suffocating. At the age of very young they acquire the ability to cast *bless* and *curse*, each once per day. Juvenile and young adult yu lung can exhale a ten-foot-diameter cloud of gas that has the same effect as a *potion of healing* (restores 2d4 + 1 hit points) on all those within its area of effect; they can breathe these clouds once per day.

Habitat/Society: Yu lung lair in small mansions made of mud and stone located deep in the murkiest waters of the lake or river they inhabit. Though neat and well-built, yu lung mansions are crude by oriental dragon standards. They are also relatively barren, as yu lung do not collect treasure.

When yu lung reach the age of adult, they metamorphose into an adult of another oriental dragon subspecies, determined randomly as follows (roll percentile dice):

Roll	Result
01-30	Shen lung
31-50	Pan lung
51-65	Chiang lung
66-80	Li lung
81-90	Lung wang
91-95	Tun mi lung
96-00	T'ien lung

This transformation, which occurs exactly at midnight on the dragon's 101st birthday, is instantaneous and accompanied by a loud crack of thunder. The newly transformed dragon is then relocated to a new domain and given an assignment by the Celestial Bureaucracy befitting its new status.

Ecology: Yu lung are scavengers, eating the organic and inorganic matter dug from the ooze at the bottom of their lake or river. They peacefully co-exist with all forms of aquatic life. Yu lung occasionally befriend humans, and these friendships are notable for their longevity; a yu lung's bond with a human persists even after its transformation into another subspecies.

Like other AD&D game worlds, the MYSTARA campaign features mighty dragons. Some Mystaran species exist nowhere else. Others grace the skies of distant worlds too, but Mystaran varieties may display subtle differences.

The table below lists all the dragons currently known to inhabit Mystara. All but four—crystalline, jade, onyx, and ruby—are fully detailed in the *Monstrous Manual*. As noted above, some peculiarities distinguish these familiar dragons in the MYSTARA campaign. Variations are described below; otherwise, the *Monstrous Manual* description still applies. For more complete information on dragons in general, see "Dragons, General" in the *Monstrous Manual*.

Alignment

More than any other factor, alignment sets Mystaran dragons apart from those of other realms. Traditional AD&D game dragons are concerned most about the good-evil axis; chromatic, metallic, and gem dragons tend to stay with their own kind because of their common philosophies of evil, good, or neutrality.

On Mystara, the law-chaos axis is considerably more important. Dragons who favor order, cooperation, and civilization are opposed by those who endorse individualism, wild living, and destruction. When it comes to good and evil, Mystaran dragons are predominantly neutral.

Mystaran dragons who interact with player characters often consider law and chaos first, and good and evil second. For example, a Mystaran gold dragon (always lawful and usually good) probably would assist a lawful man before a chaotic one, whether that character is depraved or princely. (On the other hand, if it would benefit the cause of law *and* goodness to assist an individual, so much the better.)

Mystaran Dragons Table

Dragon	Hit Dice*	Alignment** Good/Neutral/Evil
Lawful Dragons		
Gold	16	95%/4%/1%
Crystalline†	15	10%/80%/10%
Ruby††	14	15%/80%/5%
Sapphire	13	5%/90%/5%
Neutral Dragons		
Blue	14	5%/80%/15%
Jade††	13	30%/60%/10%
Onyx††	12	10%/80%/10%
White	11	5%/90%/5%
Chaotic Dragons		
Red	15	1%/4%/95%
Amber/Brown‡	14	20%/70%/10%
Green	13	10%/60%/30%
Black	12	5%/90%/5%

Notes:

* The "Hit Dice" column lists standard hit dice for a juvenile specimen.

** The percentages listed give an idea of the alignment variations in Mystaran dragons. These are guidelines only; an individual dragon's alignment can be whatever the DM needs it to be for a given adventure. Only the law/chaos part of the alignment is rigid.

† Mystara's crystalline dragons are quite different from the crystal dragons from other AD&D game worlds. They have their own entry, therefore, in this appendix.

†† Like their crystalline cousins, the ruby, jade, and onyx dragons are new species of gem dragons unique to Mystara. Each has a full entry on the upcoming pages.

‡ The *Monstrous Manual* includes a "brown dragon." Mystarans know this creature as the "amber dragon" because its scales, which are normally opaque and brown, become as translucent as amber during key stages of its development (adolescence and extreme age—roughly, the very young and young age categories, plus very old and older). Apart from this variation in appearance, and amber dragons' tendency toward chaotic good alignment, they are practically identical to the brown dragon described in the *Monstrous Manual* in terms of habitat, combat, and special abilities.

Gem Dragons

The gem dragons of Mystara differ from those of other AD&D game worlds in one key area: Mystaran dragons lack psionic ability. As far as anyone knows, the psionic species of gem dragons do not exist here.

As mentioned above, Mystara offers four species of gem dragon all its own: crystalline, jade, onyx, and ruby. Like standard gem dragons, these creatures have a smaller chance of causing fear than other dragons. The parenthetical fear save modifiers on the *Monstrous Manual's* Dragon Table apply.

Languages

All of the new Mystaran dragons have a chance of being able to communicate with any intelligent creature. The chance is 15% for hatchlings, and increases 5% per age category of the dragon. In addition, these dragons speak their own languages and the tongue of all gem dragons (and perhaps others, as mentioned in their descriptions).

Special Attacks and Defenses

Remember, besides breath weapons and spellcasting, dragons have a whole arsenal of special attacks, ranging from fear to tail slaps. Even the least intelligent dragon is very crafty, and will use all possible attacks and strategies to the best possible benefit.



Dragon, Mystaran, Crystalline

Climate/Terrain:	Cold mountains and any arctic
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Ore, gems, crystal
Intelligence:	Genius (17–18)
Treasure:	Special
Alignment:	Lawful neutral
No. Appearing:	1 (1d4+1)
Armor Class:	–2 (base)
Movement:	9, Fl 30 (C), Br 9
Hit Dice:	15 (base)
THAC0:	5 (base)
No. of Attacks:	3
Damage/Attack:	1d12 (claw)/1d12 (claw)/2d12 (bite)
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies
Size:	G (40′ base)
Morale:	Fanatic (18)
XP Value:	Variable

Though they share many traits with the crystal dragons of other worlds, Mystara's crystalline dragons stand apart. They boast more Hit Dice and are larger. Further, crystalline dragons can employ a unique breath weapon.

At birth, crystalline dragons have white scales that are glossy and opaque, like packed snow. As they age, the scales acquire greater translucence, as if the once-snowy scales were transformed into gleaming glacial ice. Under faint light, the scales of a mature dragon luminesce softly. In bright light, venerable crystalline dragons shine so brilliantly that it pains others to look upon them.

Crystalline dragons speak their own tongue and the tongue common to all gem dragons.



Combat: The crystalline dragon's breath weapon is a blast of freezing cold identical in effect to that of a white dragon. The breath appears as a cone of scintillating particles, like brilliant shards of ice. The breath weapon's secondary effect makes it unique. A victim who fails the saving throw not only takes full damage (per the table below), but all his nonliving carried items must save vs. disintegration (with a +4 bonus) or turn to crystal. If the victim makes his saving throw, the victim takes only half damage and his items are unaffected. Any weapon, tooth or claw turned to crystal can still be used to attack, but will probably (1 to 5 on 1d6) shatter with a successful hit.

If the weapon shatters, it inflicts the minimum possible damage for that blow and is destroyed. A *stone to flesh* spell can be used to permanently turn up to 100 cubic feet of crystal items (easily including all items normally carried by 1 to 3 persons) back to their normal forms. (This is, of course, provided they haven't been shattered already.) A *dispel magic* spell also restores crystallized items (use the age category of the dragon as the opposing caster level).

Habitat/Society: The crystalline dragon especially favors glaciers in arctic and high mountainous regions, making its lair in caves burrowed out of the living ice. It prefers cold regions, where its shimmering scales make it difficult to be seen against a background of ice and snow.

Mystara's crystalline dragons are more serious and orderly than their frolicking crystal kin found in other worlds.

Ecology: Crystalline dragons subsist on a diet of ore and gems. They are also particularly fond of the crystallized remnants of adventurers' equipment, considering them a special taste treat. Glaciers are an ideal home, because as they slowly crawl across continents they scrape up tons of rock and soil. The crystalline dragon uses its massive, sharp claws to burrow through the hard-packed ice in search of veins of mineral-rich strata scraped centuries before from the earth's skin.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1–10	1–6	1	2d4+1	Nil	Nil	Nil	5,000
2	10–22	6–12	0	4d4+2	Nil	Nil	Nil	8,000
3	22–32	12–19	–1	6d4+3	Nil	Nil	Nil	10,000
4	32–50	19–27	–2	8d4+4	Nil/1	Nil	Nil	13,000
5	50–69	27–35	–3	10d4+5	1/1	15%	A, Q	16,000
6	69–88	35–43	–4	12d4+6	1/1 1	20%	A, Q×2, U	17,000
7	88–97	43–50	–5	14d4+7	1 1/1 1	25%	A, H, Q×2, U×2	18,000
8	97–106	50–57	–6	16d4+8	2 1/2 1	30%	A×2, H, Q×3, U×3	19,000
9	106–115	57–64	–7	18d4+9	2 1/2 1 1	35%	A×2, H, Q×4, U×4	22,000
10	115–124	64–73	–8	20d4+10	2 1 1/2 2 1	40%	A×3, H, Q×6, U×6	23,000
11	124–133	73–80	–9	22d4+11	2 2 1/2 2 1 1	45%	A×4, H, Q×12, U×8	24,000
12	133–142	80–87	–10	24d4+12	2 2 1 1/2 2 2 1	50%	A×4, H, Q×24, U×10	25,000

Climate/Terrain:	Any wooded region
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1 (1d4+1)
Armor Class:	–1 (base)
Movement:	9, Fl 30 (C), Sw 9
Hit Dice:	13 (base)
THAC0:	7 (base)
No. of Attacks:	3
Damage/Attack:	1d8 (claw)/1d8 (claw)/2d10 (bite)
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies
Size:	G (base 35')
Morale:	Fanatic (18)
XP Value:	Varies

The jade dragon is among the most conversational and least hostile on the planet Mystara. At a distance of 120 feet or more, it cannot be distinguished from a green dragon. (An expert viewer might notice that the jade dragon is somewhat smaller than its green cousin, more heavyset, with a thicker and shorter tail, however.) At closer range the dragon's translucent scales shimmer and sparkle in the light, revealing the mighty reptile's true nature.

Jade dragons speak their own language and the tongue common to all gem dragons.

Combat: The jade dragon's breath weapon is a putrid cloud of gas, swirling brown and yellow and green. It has two effects. The first, identical the green dragon's breath, is a blast of choking chlorine gas. It inflicts damage based on the age of the dragon, as described on the table below; and the damage is reduced by half if a save vs. breath weapon is successful.

The second effect comes into play only if the first saving throw is missed. The victim must make a second saving throw—this time vs. poison—or he will become infected with a rotting disease. A living victim cannot be helped by any healing spell or healing item except a *cure disease* spell. The disease also inflicts 1 point of damage per turn. (Characters cannot be re-infected; that is, if a jade dragon breathes three times, and a character fails all three saving throws, the character still suffers only 1 point of damage per turn until the disease is cured—assuming he survives that long.

This disease also causes all nonmetal items in the victim's possession to rot away (magic items get a save vs. acid) in 1d6 turns unless a *cure disease* spell is cast on them during that time.

Habitat/Society: Wooded areas are home to the jade dragon.

Jade dragons pride themselves on being cultured, almost urbane creatures. They love to converse philosophically with creatures of all alignments, so as to show off their wisdom (which they, at least, seem to think is prodigious).

In collecting their hoards, jade dragons take a special interest in art objects. They may look favorably upon characters who offer them new artwork, or interesting pieces of information related to pieces that the dragons already possess. Even a hungry jade dragon will be tempted by these prizes.

Ecology: The jade dragon is omnivorous. It devours all manner of forest creatures when hunger strikes. It may also eat plants; young saplings and bamboo are its favorite vegetables.



Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2–6	2–4	2	2d6+1	Nil	Nil	Nil	5,000
2	6–14	4–12	1	4d6+2	Nil	Nil	Nil	7,000
3	14–30	12–16	0	6d6+3	Nil	Nil	Nil	10,000
4	30–38	16–22	–1	8d6+4	Nil/1	Nil	I, Z	13,000
5	38–48	22–28	–2	10d6+5	1/1 1	30%	H, I, Z	16,000
6	48–55	28–34	–3	12d6+6	2/2 1	35%	H, I, U, Z×2	17,000
7	55–66	34–40	–4	14d6+7	2/2 2 1	40%	H, I, U×2, Z×4	19,000
8	66–75	40–46	–5	16d6+8	2 1/3 2 1	45%	H, I, U×4, Z×6	20,000
9	75–85	46–52	–6	18d6+9	2 2/3 3 2	50%	H, I, U×8, Z×8	21,000
10	85–96	52–58	–7	20d6+10	2 2 1/3 3 2 1	55%	H, I, U×12, Z×10	22,000
11	96–105	58–64	–8	22d6+11	2 2 2/4 3 2 2	60%	H, I, U×14, Z×12	23,000
12	105–115	64–70	–9	24d6+12	2 2 2 1/4 4 3 2	65%	H, I, U×16, Z×12	24,000

Climate/Terrain:	Nonarctic shady wetlands
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1 (1d4+1)
Armor Class:	0 (base)
Movement:	12, Fl 30 (C), Sw 12
Hit Dice:	12 (base)
THAC0:	9 (base)
No. of Attacks:	3
Damage/Attack:	2d4 (claw)/2d4 (claw)/3d6 (bite)
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies
Size:	G (30' base)
Morale:	Fanatic (18)
XP Value:	Varies



Onyx dragons inhabit dismal swamps and dark fens. They are not especially intelligent dragons, but are cunning and stealthy when hunting prey.

At a distance of 120 feet or more, the onyx dragon cannot be distinguished from a black dragon, unless there is bright sunlight (in which case the dragon's bright scales are conspicuous). At closer range the onyx dragon's lustrous, jeweled scales shimmer and sparkle in the light, revealing the mighty reptile's true nature. In sunlight, the onyx dragon's deep black scales shine as brightly as a thousand mirrors.

Onyx dragons speak their own language and the tongue know by all gem dragons. They also know a smattering of Common (or perhaps another humanoid tongue spoken by creatures nearby).

Combat: The onyx dragon's breath weapon is a cloud of inky black acid, all foulness and corruption. It has two effects. The first, identical to the black dragon's breath, is a stream of deadly, corrosive acid (half damage if a save vs. breath weapon is successful). The second effect comes into play only if the first saving throw is missed; the victim must make a second saving throw—this time vs. spell—or a *darkness* spell effect (15-foot radius) appears, centered on the victim. It moves as he moves. It can be countered by a *light* spell, or removed by *dispel magic* (use the dragon's age category as the opposing caster level); otherwise, it remains for 1 round per Hit Die of the dragon. This *darkness* is a special type through which the dragon can easily see; it otherwise functions exactly as a normal *darkness* spell.

If the second saving throw is successful, the *darkness* remains, but is not tied to the target; the victim can move and escape it.

Onyx dragons sometimes use the *darkness* breath in advance of an encounter, to hide themselves and gain surprise.

Habitat/Society: Onyx dragons lair in wetlands, ranging from the tropics to the chillier fringes of the temperate zones. As a rule, they prefer dark, well-shaded areas such as tree-filled bogs. In darker areas, their scintillating scales are less likely to give away their location to prey.

Ecology: Onyx dragons hunt the largest animals in their environments: alligators, herons, manatees, moose, and so forth. They do not hesitate to consume humanoid prey, but they do have enough intelligence to realize that adventurers may be more trouble to kill than the meal is worth.

Onyx dragons do value treasure, especially dark and lustrous gems. However, they tend to have less treasure than other dragons.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3–6	2–5	3	2d4+1	Nil	Nil	Nil	2,000
2	6–15	5–12	2	4d4+2	Nil	Nil	Nil	3,000
3	15–24	12–19	1	6d4+3	Nil	Nil	Nil	5,000
4	24–33	19–27	0	8d4+4	Nil/1	Nil	H×½, Q	9,000
5	33–42	27–35	–1	10d4+5	Nil/2	5%	H×½, Q	12,000
6	42–51	35–43	–2	12d4+6	Nil/3	10%	H×½, Q	13,000
7	51–60	43–50	–3	14d4+7	Nil/4	15%	H, Q	14,000
8	60–69	50–57	–4	16d4+8	Nil/5	20%	H, Q×2	15,000
9	69–78	57–64	–5	18d4+9	Nil/6	25%	H, Q×3	16,000
10	78–87	64–73	–6	20d4+10	Nil/7	30%	H, Q×4	17,000
11	87–96	73–80	–7	22d4+11	Nil/8	35%	H, Q×5	18,000
12	96–105	80–87	–8	24d4+12	Nil/9	40%	H, Q×6	19,000

Climate/Terrain:	Non-arctic hills and mountains, and any subterranean
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Very (11–12)
Treasure:	Special
Alignment:	Lawful neutral
No. Appearing:	1 (1d4+1)
Armor Class:	–4 (base)
Movement:	9, Fl 30 (C), Jump 3
Hit Dice:	14 (base)
THAC0:	7 (base)
No. of Attacks:	3
Damage/Attack:	1d8 (claw)/1d8 (claw)/3d8 (bite)
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies
Size:	G (48' base)
Morale:	Fanatic (18)
XP Value:	Varies

At a distance of 120 feet or more, the ruby dragon cannot be distinguished from a red dragon. At closer ranges the dragon's scales shimmer, revealing the mighty reptile's true nature.

Ruby dragons speak their own tongue, the language common to all gem dragons, plus Red Dragon.

Combat: The ruby dragon's breath weapon appears as a wave of incredible fiery, melting heat. This weapon has two effects. The first is a blast of fire (identical to the red dragon's power). The blast's force increases as the dragon ages; see the table below. Anyone caught in the blast can halve the damage with a successful save vs. breath weapon.

The second effect comes into play only if the first saving throw is missed. The victim must make a second saving throw—this time vs. magical fire—for all nonliving items he is carrying. A failed save means these items start to burn or melt. Paper items are destroyed instantly; leather items in one round; all other nonmetal items in two rounds; nonmagical metal items in three rounds; and magical items of all sorts in four or more rounds. If the item has a bonus ("pluses"), add one round to the four-round period for each plus. Items that give immunity or resistance to fire also melt, but in double the normal time. The burning or melting items may be saved if immersed in water before they are destroyed. (Cooling is the key here, not water, so magical remedies such as a *cone of cold* or *ice storm* also halt the damage.) The DM may choose to deduct one or more "pluses" from partially damaged items.

Whatever their age, ruby dragons are completely immune to damage from fire and heat. They delight in frolicking in flows of magma and lava. Their tough jeweled hide also provides solid protection against cold; they receive a +1 bonus on saving throws vs. cold attacks, and –1 point of cold damage per die.

Habitat/Society: Ruby dragons exist in the same habitat red dragons favor. However, they are more willing to venture into higher altitudes, colder climes, and deep underground.

Ecology: Ruby dragons are ravenous carnivores. They also have a great fondness for the most precious of gems, fused in the mightiest of the earth's furnaces. These dragons will attack dwarves gleefully, knowing the little demihumans hoard the gems these dragons find so delicious.

Characters who find themselves trapped by a ruby dragon have a good chance of buying their freedom by offering to lead the dragon to a cache of gems.



Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2–11	3–12	1	2d8+1	Nil	Nil	Nil	4,000
2	11–21	12–21	0	4d8+2	Nil	Nil	Nil	7,000
3	21–39	21–30	–2	6d8+3	Nil	Nil	Nil	9,000
4	39–57	30–49	–4	8d8+4	Nil/1	Nil	E, S, Q	12,000
5	57–75	49–69	–5	10d8+5	Nil/2	25%	H, S, Q	15,000
6	75–93	69–87	–6	12d8+6	Nil/2 1	30%	H, S, Q	16,000
7	93–111	87–107	–7	14d8+7	Nil/2 2	35%	H, S, Q×2	17,000
8	111–129	107–124	–8	16d8+8	Nil/2 2 1	40%	H, S, Q×2	19,000
9	129–145	124–144	–8	18d8+9	Nil/2 2 2	45%	H, S, Q×2	20,000
10	145–155	144–155	–9	20d8+10	1/2 2 2 1	50%	H, S, Q×3	21,000
11	155–163	155–162	–9	22d8+11	2/2 2 2 2	55%	H, S, Q×3	22,000
12	163–171	162–171	–10	24d8+12	2 1/2 2 2 2 1	60%	H, S, Q×3	23,000

Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0-5	-6	+1	Nil	Nil
2 Very Young	6-15	-4	+2	Nil	Nil
3 Young	16-25	-2	+3	Nil	Nil
4 Juvenile	26-50	Nil	+4	Nil	Nil
5 Young Adult	51-100	+1	+5	15 yards	+3
6 Adult	101-200	+2	+6	20 yards	+2
7 Mature Adult	201-400	+3	+7	25 yards	+1
8 Old	401-600	+4	+8	30 yards	0
9 Very Old	601-800	+5	+9	35 yards	-1
10 Venerable	801-1,000	+6	+10	40 yards	-2
11 Wyrm	1,001-2,000	+7	+11	45 yards	-3
12 Great Wyrm	1,200+	+8	+12	50 yards	-4

Legends of dragons - if not the dragons themselves - abound along the Savage Coast. Some legends tie the fall of the dragon race in with the origins of the Red Curse; others say that the Curse is what drove them away. Whatever the truth, certainly fewer species of dragon live along the Savage Coast than in other areas of Mystara. The ones which remain, however, do seem to have greater renown.

The dragons of Mystara are still known within the Savage Coast and surrounding lands, but the races of the Savage Coast are also familiar with accounts and legends of some dragon types not found elsewhere. Any changes to the conventional dragons - black, red, gold, crystalline, etc.Ñare noted below, having to do with Legacies and Attitudes. For more complete information on the general abilities and societies of dragons, consult the "Dragons, General" entry in the MONSTROUS MANUAL tome and the *MONSTROUS COMPENDIUM Appendix* for the MYSTARA¨ setting.

History

Long before the Red Curse (over 1,500 years ago), all types of dragons roamed the lands of the Savage Coast. Then came "the conflict," as it is referred to by those who know the truth. The dragons warred with the araneas, the spider race masquerading as humanoids in Herath, over the araneas' abusive treatment of the wallaras. Though the dragons were led by The Great One, their Immortal patron dragon, the araneas' great magic held them off until The Great One was considerably weakened and forced to withdraw. Very little was accomplished in this war except for a permanent animosity. The Great One unleashed the final power necessary to form the Red Curse into what it is today, but aranean magic was able to contain it to a remote, under populated area in the Savage Baronies.

The dragons and araneas lived in uneasy coexistence after this, lashing out at each other when the opportunity arose, but neither side made any actual progress toward victory. Many dragons eventually began relocating away from the Savage Coast, concerned with the effects of the Red Curse. By this time, the curse had also already brought about the creation of a new type of dragon: the crimson dragon.

Currently, conventional dragons are much rarer on the Savage Coast than elsewhere in Mystara. Those that do remain are often there to complete specific goals. With some, this goal is the continued conflict with the Herathians, but most remaining dragons view the Savage Coast as an area rich with opportunity for personal gain.

Dragons and Legacies

Dragons are subject to the full effects of the Red Curse. Most gain Legacies, suffer the detrimental effects, and require *cinnabryl* to protect themselves from Affliction. Dragons can gain any Legacy, usually dependent on the regions they inhabit.

With their memories and long lifespans, dragons house a wealth of information concerning the origins of the Red Curse. They are very careful who they talk to and how much they will say, however, since things could always be made worse. Also, explanations would include revealing the conflict between the dragons and araneas, which is a private matter.

Attitudes

Dragons of the Savage Coast have also been influenced by the swashbuckling culture that flourishes here. Some of them find it humorous and mock the grandiose posturing of the adventurers, contriving to make them look cowardly instead of brave, foolish instead of brash. Others appreciate the theatrics involved; these dragons sometimes work on improving their own performance to elevate their reputations and command more respect.

In either case, these theatrics give adventurers that much more time to react. Swooping down from the sky and destroying the adventurers with one blast of a breath weapon might be expedient, but it lacks both true panache and humiliation for the characters. Games of cat and mouse, whether with words or weapons, are much more likely to occur with Savage Coast dragons.

Dragon, Savage Coast, Crimson

CLIMATE/TERRAIN:	Any cursed
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17Ð18)
TREASURE:	Variable
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	Variable
MOVEMENT:	9, Fl 30 (C)
HIT DICE:	13 (base)
THAC0:	7 (at 13 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8/1d8/4d6
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Fanatic (17Ð18)
XP VALUE:	Variable



Age Category	Body Length (')	Tail Length (')	AC	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-16	4-16	0	Nil	Nil	Nil	2,000
2	16-27	16-25	-1	Nil	Nil	Nil	3,000
3	27-42	25-34	-2	Nil	Nil	B	5,000
4	42-61	34-53	-3	Nil	Nil	BI	8,000
5	61-80	53-72	-4	Nil	20%	BI	10,000
6	80-99	72-91	-5	1	25%	BH	12,000
7	99-118	91-110	-6	2	30%	BH	13,000
8	118-137	110-129	-7	2 1	35%	BHU	14,000
9	137-157	129-148	-8	2 2	40%	BHU	15,000
10	157-177	148-168	-9	2 2 1 / 1	45%	BH, Ux2	16,000
11	177-197	168-188	-10	2 2 2 / 2	50%	BH, Ux2	18,000
12	197-217	188-208	-11	3 2 2 1 / 2 1	55%	BH, Ux3	20,000

The crimson dragon always looks out for its own best interests, seeking power of any kindÑbe it treasure, territory, or ability. Following this, they are always looking to expand their repertoire of Legacies, which they possess in abundance.

Crimson dragons are thought to be a variant of the red dragon, possessing similarities in both color and physical characteristics. Crimson dragons are born with the deep, dull red coloring of a mature red dragon. As they grow older, their scales grow larger and thicker, turning such a dark crimson that they seem black. The scales also take on a metallic sheenÑnot shiny, but more of a polished sheen. This coloring greatly resembles *cinnabryl*.

Hatchlings have a 15% chance to be able to communicate with any intelligent creature. This chance increases 5% per age category of the dragon. All crimson dragons speak a dialect that can be understood by other crimson dragons as well as any dragons of evil alignment.

The Red Curse: Crimson dragons are affected by the Red Curse, often gaining multiple Legacies. Their control over these Legacies is phenomenal. These dragons can even choose whether the physical detriment is visible or not. This often gives crimson dragons a slightly unique appearance.

A crimson dragons does not gain its first Legacy until it depletes at least one ounce of *cinnabryl* with its breath weapon. Strangely, when Legacies manifest in crimson dragons, they drain no attribute points. The physical deformation occurs gradually over a few days, but the dragon may reverse it over the next week if it chooses. No detrimental effects occur beyond this initial deformation.Crimson dragons are assumed to possess 1d4-1 Legacies for each age category of Juvenile (4) and above. Roll randomly for each Legacy. If the same Legacy is rolled more than once, the effects are cumulative (if this is not possible, roll again). For each Legacy, add an additional 1,000 points to the dragon's listed XP Value.

Combat: Crimson dragons never attack right away, preferring to toy with their opponents. They are masters of showmanship, bursting out of the brush or rising from the waters of a lake. Quite often, a crimson dragon will trigger several Legacies, in no particular direction, to provide a kind of magical fanfare for its emergence. Then it might draw a claw back, as if attacking, only to scratch at the side of its head in a presentation of nonchalance. Another favorite ploy is to draw in a deep breath, as if preparing for a breath weapon attack, and then watch the normally cool temperaments of adventurers shatter as they scramble about, diving for cover. This type of dragon is famous for being able to humiliate the most stalwart of opponents.

When an attack does come, the crimson dragon might use any of the dragon combat abilities. Tail slaps and wing buffets are good for raising the level of disarray. When finally ready to cause serious damage, its claw and bite combination takes down most opponents. It will never use its breath weapon before at least one feint, unless it

has reason to believe (by way of how its opponents react to its appearance) the adventurers are expecting it. If so, it will use its breath weapon and feint later.

Special Abilities: The breath weapon of a crimson dragon is rather unique in that it does not grow stronger over the years. Any crimson dragon of juvenile age or better possesses a breath weapon which extends in a cone 100 feet long, 5 feet wide at its base, and 50 feet wide at its end. The breath weapon depletes all *cinnabryl* caught in the blast (therefore ruining any *crimson essence* as well). For each ounce of *cinnabryl* depleted with its breath weapon, there is a cumulative 3% chance that the crimson dragon will instantly gain a new Legacy.

Habitat/Society: A crimson dragon is truly a solitary creature. It maintain its own lair, never sharing with a mate. If more than one crimson dragon is encountered, it is almost always a mother with its young. Crimson dragons have one to three young, which are raised by the female and driven out of the lair before they reach juvenile age. Crimson dragons are very intelligent and cunning, allowing the young to survive on their own this early.

Crimson dragons can be found almost anywhere in the cursed lands of the Savage Coast. They never travel extremely high into the mountains, but they do like caves. Their lairs are often found along foothills or at lower mountain elevations. A crimson dragon might even dig out a lair, tunneling down into the soft earth of a temperate forest or in the plains. Though they avoid heavily traveled routes, the malevolent desire to deplete *cinnabryl* keeps them fairly close to civilization.

Because they like to travel about, crimson dragons often have more than one lair. They visit each region along the Savage Coast about once every few years. However, only one lair will possess its treasure hoard. The dragon carries all useful magical items and a few expensive baubles with it, sealing up its main lair when leaving. They never leave their treasure laying about to be discovered. A typical hoard will be hidden in the bottom of a deep cavern pool or in a collapsed section of a cave; it would be guarded by some animal and the mouth would be carefully hidden. If the lair was dug in soft ground, the dragon carefully fills it back in, leaving no trace of its passage.

Crimson dragons use their treasures and abilities to gain control over other intelligent creatures. Their personal goals are varied and secret, but these goals almost always include the domination of others. Also, crimson dragons tend to be slightly paranoid at times, even inventing a rival if one is not immediately apparent.

Ecology: A crimson dragon has quite an impact on the environment. First, it is a predatory hunter whose only enemies are the araneas, other dragons, and humanoids. It works to gain treasure and authority and seeks to deplete *cinnabryl* in any form it can be found. Crimson dragons see depleting *cinnabryl* as both their personal road to greater power (by gaining more Legacies) and a way to foil the araneas who need the magical metal to avoid Affliction. Of course, most humanoid races know only that these dragons are ruining natural deposits of *cinnabryl* wherever they find them. This alone makes them worth hunting in the eyes of most Savage Coast residents.

Crimson dragons are also hunted for other reasons, though. The hide of a crimson dragon offers the same protection as *cinnabryl*. Because only a few scales actually offer this special *cinnabryl* effect, only one set of armor can be made from each dragon hide. To make it into scale-mail armor, the scales must be removed and specially treated by an alchemist specialized in making *crimson essence*. Additionally, at least one potion of *crimson essence* is required in the process. The protection offered by the armor is limited to the wearer and lasts until seriously damaged. Any slashing, piercing, or magical attack which does more than 15 points of damage in a single attack requires an appropriate saving throw attempt for the armor. If the saving throw is failed, the dragon scales instantly release their magical essence in a cloud equivalent to a *smokepowder* detonation.

Dragon, Savage Coast, Red Hawk

CLIMATE/TERRAIN:	Any mountains
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d3
ARMOR CLASS:	0 (base)
MOVEMENT:	8, Fl 36 (C)
HIT DICE:	9 (base)
THAC0:	11 (at 9 HD)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/4d6
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Variable
MORALE:	Champion (15-16)
XP VALUE:	Variable



Age Category	Body Length (')	Tail Length (')	AC	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	12-16	3-4	3	Nil	Nil	Nil	1,400
2	16-20	4-5	2	Nil	Nil	Nil	2,000
3	20-25	5-7	1	Nil	Nil	Qx2	4,000
4	25-35	7-10	0	Nil	Nil	Qx2, Y	6,000
5	35-45	10-13	-1	Nil	Nil	Qx4, Yx4	9,000
6	45-55	13-16	-2	Nil	15%	I, Yx4	11,000
7	55-67	16-19	-3	1	20%	I, Yx4	13,000
8	67-79	19-22	-4	2	25%	Z	14,000
9	79-91	22-25	-5	2 1	30%	Z	15,000
10	91-103	25-27	-6	2 2	35%	F	16,000
11	103-115	27-29	-7	2 2 1	40%	F	18,000
12	115-127	29-31	-8	2 2 2	50%	F	20,000

The red hawk dragon is native to the Arm of the Immortals Peninsula, but occasionally it is seen flying over the western lands of the Savage Coast. For obvious reasons, it is referred to as the "feathered dragon."

This creature is smaller and less bulky than most dragons. Its body is fairly streamlined for a creature of this size, tapering quickly into a stubbed tail. It uses its huge, powerful rear legs and versatile claws to walk around, while its forward arms are shorter and more useful in manipulative work than locomotion. The head of the red hawk dragon is angular, and the upper half of its mouth is hardened and pointed much like a beak.

Red hawk dragons are born covered in thick, bright red down, which later transforms into large, red feathers. During the dragon's juvenile years, scales start coming in, first covering critical locations, such as its chest and the brow ridges on its head. As it matures, the scales thicken and turn from a bright red to a reddish-brown, and the feathers turn dark red. By the time it reaches the young adult stage, most of the head is scaled except for a few decorative lines of feathers, and the chest and legs are completely scaled. The body is armored in several areas with large scales, leaving borders of small scales covered with feathers around the chest and down the back. The wings and tail stay fully feathered.

Red hawk dragons speak a common language among themselves. Hatchlings also have a 15% chance to communicate with any other intelligent creature. This chance increases 5% per age category. Red hawk dragons also know the languages of the ee'aar and the enduks.

The Red Curse: Red hawk dragons usually gain a single Legacy upon reaching the young adult stage. Some, however, have managed to gain multiple Legacies. For each Legacy after the first, add an additional 1,000 points to its XP value. Despite the Legacies, red hawk dragons never require *cinnabryl* to fight off Affliction.

Combat: On the ground, a red hawk dragon attacks with its bite and upper claws. If airborne, it rakes with its powerful rear claws for 2d6 points of damage each. If both rear claws hit and the target is less than 25 feet long, the dragon can hold the target immobile and carry it off. While gripping a target, the dragon gains a +5 attack bonus with its bite. A successful bend bars roll can force open one claw per round.

Three times per day, the red hawk dragon can use a fiery breath weapon. While not as strong as that of the red dragon, it is still considerable, inflicting (2 x Age Category)d6. While these creatures are immune to fire, they take double damage from all cold-based attacks.

Habitat/Society: Red hawk dragons are thought to be a cross between red dragons and giant rocs. They live only on the Arm of the Immortals Peninsula, though at times they can be found ranging out away from their familiar mountain habitat.

Red hawk dragons are social creatures, living in communities with others of their kind, though they often hunt solo. The communities

sometimes number more than a dozen dragonsÑnot including young. They mostly live in large caves. However, in the right conditions, they might take over an entire valley hidden deep within the mountains. They hunt along the slopes and plateaus but will sometimes venture beyond the mountains on extended hunting sprees. Inside the community, each red hawk dragon takes one mate and raises at least one set of young, ranging from two to four baby dragons. Though the parents are completely responsible for their young to begin with, after their first few years the entire community takes responsibility by helping with the young dragons.

Ecology: Red hawk dragons have no particular desire for wealth or power, though they do collect treasure. Proud of their lineage, they will suffer no affront to their collective dignity. They are the governing predator of their mountains, and any source of rivalry or impertinence is likely to find itself up against the entire community rather than just one dragon. They are on fairly good terms with the winged races of the ee'aar and enduk, and they remain neutral in regards to others. They hunt only creatures of Low Intelligence or below.

Dragon, Adamantite

CLIMATE/TERRAIN:	Twin Paradises
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	−10
MOVEMENT:	15, Fl 42 (C)
HIT DICE:	21 (base)
THAC0:	5 (at 21 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-12/1-12/6-48 (6d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	See below
SIZE:	G (54′ base)
MORALE:	Fearless (19-20)
XP VALUE:	See below



Adamantite dragons are perhaps the mightiest of dragonkind. They are the epitome of good, sacrificing whatever is necessary for the common good of intelligent creatures everywhere.

These other-planar creatures are strange among dragonkind, since they are born with their shining coats of adamantite fully developed (explaining their very low armor class even when hatchlings). This mighty coat is a shining silver color that reflects light in brilliant, scintillating beams and rainbows—refreshing to those who can bask in its goodness, painful to those who hide in the shadows of evil.

Adamantite dragons speak their own tongue and the language of all good dragons. By their juvenile years (age category 4), they will speak common. By the time they are adults (age category 6), they are 50% likely to speak any language of dragonkind.

Combat: Due to the adamantite dragons' strong taste for physical battle, they may use the extra attack forms of dragons (wing buffet, foot stomp, etc) one age category earlier than other dragons. **Breath weapon/special abilities:** An adamantite dragon has two breath weapons, one of which can only be used at certain times. The common form of breath weapon is a cone of flame 110′ long, 10′ wide at the dragon's mouth, and 45′ wide at the end. This is a magical flame and will ignite even nonflammable materials.

The adamantite dragon's second breath weapon projects an area of *time stop*. It has the same dimensions as the cone of flame. Anyone caught in the area must save vs. spells or be affected as if by a *time stop* spell cast at 20th level of magic use. This breath weapon may only be used on the dragon's home plane (Twin Paradises), when the dragons are defending the plane, and even then only one time per day.

Adamantite dragons may use these spell-like abilities:

- *polymorph self*, 3 times per day, permanent, may revert to dragon form without restriction
- *magic missile*, (adults and older), five missiles per round
- *blink*, (mature adults and older)

Due to their extra-planar nature, all adamantite dragons are immune to nonmagical weapons.

Habitat/Society: The adamantite dragons are the self-appointed guardians of the Twin Paradises. These great creatures are extremely powerful and will come to the aid of any intelligent creature. It should be noted, however, that they are unconcerned with law or chaos, but only the protection of sentient lifeforms.

Ecology: Adamantite dragons have little place in the ecosystem of the Twin Paradises. They can, however, be avaricious hunters with huge appetites. Adamantite dragons have no moral objection to hunting unintelligent lifeforms for food.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	7-19	6-16	−10	4d12+1	Nil	Nil	Nil	19,000
2	19-31	16-28	−10	6d12+2	Nil	Nil	Nil	21,000
3	31-43	28-38	−10	8d12+3	1	Nil	I,T	24,000
4	43-55	38-50	−10	10d12+4	2	40%	B,R,T	30,000
5	55-67	50-60	−10	12d12+5	2 2/1	45%	B,R,T	35,000
6	67-80	60-70	−10	14d12+6	2 2 2/2	50%	B,C,T	39,500
7	80-93	70-84	−10	16d12+7	2 2 2 2/2 2	55%	B,C,T×2	49,000
8	93-106	84-95	−10	18d12+8	2 2 2 2 2/2 2 2	60%	B,C,I,T×2	58,000
9	106-120	95-108	−10	20d12+9	2 2 2 2 2 2/2 2 2 2	65%	B,C,I,T×3	70,000
10	120-134	108-120	−10	22d12+10	2 2 2 2 2 2 2/2 2 2 2 2	70%	D,I,T×3	83,000
11	134-148	120-133	−10	24d12+11	2 2 2 2 2 2 2 2/2 2 2 2 2 2	75%	D×2,I,T×3	93,000
12	148-162	133-146	−10	26d12+12	3 3 3 3 2 2 2 2 1/3 3 3 3 2 2 1	80%	D×2,E,I,T×3	110,000

	Mechanical Form	Original Form*
INTELLIGENCE	*Exceptional (16)*	*Exceptional (16)*
ALIGNMENT	*Chaotic evil*	*Chaotic evil*
ARMOR CLASS	*−2*	*−3*
MOVEMENT	*24*	*12, fly 30 (C), swim 12*
HIT DICE	*20*	*16*
HIT POINTS	*120*	*96*
THAC0	*5*	*5*
NO. OF ATTACKS	*3 (claw/claw/bite) plus special (see page 49)*	*3 (claw/claw/bite) plus special (see* Monstrous Compendium*)*
DAMAGE/ATTACK	*1d6+6/1d6+6/5d6 plus special (see below)*	*1d6+8/1d6+8/3d6+8 plus special (see* Monstrous Compendium*)*
SPECIAL ATTACKS	*Spells, charge, breath weapon*	*See* Monstrous Compendium
SPECIAL DEFENSES	*Immune to electricity, poison, rust, normal missiles*	*See* Monstrous Compendium
MAGIC RESISTANCE	*See below*	*60% (unique ability)*
SIZE	*G (68' body with 55' tail)*	*G (68' body with 55' tail)*
MORALE	*Fearless (19)*	*Fanatic (16)*
XP VALUE	*23,000*	*21,000*

* Old black dragon, 447 years old at death.

Spells: *charm person, detect magic, feather fall, shield, invisibility, fog cloud, stinking cloud, web, haste, slow, spectral force, dimension door, minor globe of invulnerability, cloudkill, transmute rock to mud* (spells may be used whether Ahmoras is in mechanical or live form).

Ahmoras the dragon was one of Takhisis's finest if most erratic servants. Gifted with incredible brilliance for a black dragon, he exceeded the normal limits of his kind and obtained the powers of a 10th-level renegade wizard in addition to his usual spells.

But Ahmoras was not a very dependable servant. Though brilliant, he was stubborn and unusually egotistical, even for a dragon. Proud Ahmoras, leader of the black dragons, was tricked into an ambush and slain by seven adult copper dragons during the Age of Dreams.

Ahmoras's soul drifted into the Abyss, where he refused to make himself useful. He brooded and planned revenge on the seven who slew him. As punishment for his uncooperative attitude, Takhisis trapped his soul in an uninhabited region of the Abyss and forgot about him until Blackstone prayed to her, begging for a task to perform. Takhisis, who disliked Blackstone, told him the location of the *icon of Chemosh* and set him the task of finding some way to resurrect Ahmoras. Takhisis told Ahmoras he would soon be free, and he eagerly waited for his return to life. He waited over three decades. How dare he be made to wait so long! He would return to life and rend Blackstone limb from limb. Then, when his queen had apologized to him, he might consent to serve her.

Suddenly Ahmoras was free from his prison of jade. He awoke and found himself in a mechanical body! In his disoriented state, he thrashed about wildly, mindlessly smashing everything until he had escaped from the gnomes' mountain.

After a few hours he could think again and surveyed himself. He was disgusted with the mechanical body that was so ugly compared to his own. His queen had betrayed him! He prayed to her, but she laughed at him. "Perhaps now you will learn some humility!" Ahmoras almost bowed down and begged forgiveness, but he didn't. His pride restrained him. He swore revenge on Takhisis, on Blackstone, on the gnomes, on everyone. Then he began a rampage of wanton destruction.

His rampage stopped a month later when he had an idea. If he could slay another evil dragon and regain the icon, he could possess that dragon's body! He dare not attack Whitestone in his quest for the icon, as the knights would surely destroy him. Ahmoras has convinced himself that Blackstone will return to try and slay him. By pure luck, he is correct. Ahmoras hunts for Blackstone as he did before, but now it is the hunt of a conscious and intelligent beast.

Ahmoras is now a huge marvel of gnomish technology. Though he can move with great speed in any one direction, making a 90° degree turn takes him a full round. Ahmoras has 20 HD and saves as such, but he is a clumsy fighter.

Ahmoras's mechanical breath weapon is amazing. A tube emerges from his mouth (he cannot use his bite attacks at this time), taking one round to fully extend. In the next round, he can fire a stream of acid 3' wide that extends 30'. The acid causes 10d4+5 hp damage (save vs. dragon breath for half damage). There is a 25% chance that the acid of any particular shot is only soapy water (the gnomes installed one wrong tank.) The breath weapon must be retracted (taking one round) and reloaded (taking another round) before it can be reused. The dragon must be stationary to fire his breath weapon but can be moving at any other time. He can claw in the same round that he uses his breath weapon.

For physical attacks, the dragon can charge his opponents. All in his path must save vs. petrification at −4 or take d12+12 hp damage. They must make an additional save vs. petrification, with no modifier, or be stunned for 1-4 rounds. If the PCs scatter, the dragon will be able to get only one or two of them at a time with this attack.

Ahmoras can also attack opponents with a claw/claw/bite routine. Claw and bite attacks are treated as described in the *Monstrous Compendium*. Ahmoras may not snatch (as he cannot fly) or wing buffet (his gnomish wings don't work well). He can, however, use his tail to slap up to 12 foes behind him (Dmg 2d6+12). Ahmoras can also kick as a normal dragon.

Whenever Ahmoras is successfully hit and damaged by a weapon, his attacker makes an additional to-hit roll (but no damage roll). If this second roll is also successful, the dragon has been structurally damaged. Roll 1d20, add the damage done, then consult the Dragon Mishaps table to see what happens to him.

If Ahmoras is reduced to 0 hp, he collapses; anyone under him takes 2d20 hp damage. His eyes begin to glow brightly, and he regenerates physical damage at the rate of 1 hp per round. Once he reaches full hit points, he reanimates and attacks. The regeneration process may be halted by removing the two jade spheres in his eye sockets. Removing them also separates Ahmoras's spirit from his physical body. The jade spheres are worth 2,500 gp each. They may not be removed except when Ahmoras is comatose (at or below 0 hp).

Dragon Mishaps

1d20 + hit points of damage taken	Structural damage caused
02-05	Bells and whistles go off.
06-10	Ahmoras is off balance and attacks at −1 for 2-5 rounds.
11-15	Ahmoras is off balance and attacks at −2 for 2-5 rounds.
16-20	Ahmoras's tail is paralyzed for 3-6 rounds.
21-25	Ahmoras's head is paralyzed for 3-6 rounds. He may not use his breath weapon or bite. He may still cast spells (see MC).
26-27	Steam blasts from Ahmoras's wound, hitting the attacker for 4d6 hp damage.
28	Acid sprays from Ahmoras's wound, hitting the attacker for 10d4+5 hp damage.
29-32	Smoke pours from Ahmoras's ears, affecting everyone withing a 20' radius as a *stinking cloud* spell. Ahmoras attacks at −1 for 2-5 hours but is not affected by the gas.
33-35	Ahmoras's legs are paralyzed for 3-6 rounds. He may not run or claw.
36	Toxic gas pours from Ahmoras's wound, affecting all within a 20' radius (save vs. poison or be overcome by nausea and fall unconscious; if save is successful, attack at −4 for 3-6 rounds; no spell-casting possible). Ahmoras attacks at −2 for 2-5 hours but is not affected by the gas.
37-39	Ahmoras's internal workings jam, and he begins to hop up and down for 1-4 rounds. While hopping, he can take no other action but may make one crush attack per round. A successful attack causes 2d12+12 hp damage. Ahmoras may hop 30' forward or 20' in any other direction.
40+	Major structural damage. Ahmoras may take no actions for 2-5 rounds. Alarm bells ring deafeningly for 3-6 rounds, and spell-casters must save vs. spells at −4 or their spell concentration will be broken. Fire extinguishing foam sprays everything within a 20' radius. All attacks made (by either Ahmoras or the adventurers) are at −2 due to slippery footing. A disgusting odor radiates from the dragon's body in a 20' radius for two turns. Those in the cloud must save vs. poison or take no action until they are removed from the cloud. Those who remain in the cloud and make their saving throws attack at −2. Purple dust sprays from the dragon's ears; the dust does absolutely nothing, but it looks nice. Ω

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Family
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Any Lawful and non-evil
NO. APPEARING:	1d2
ARMOR CLASS:	−8 (Base)
MOVEMENT:	80
HIT DICE:	20 (Base)
THAC0:	−3 (Base)
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spell Use and wind Control
SPECIAL DEFENSES:	Spell use and wind control
MAGIC RESISTANCE:	80% (Base)
SIZE:	G (50')
MORALE:	Fearless (20)
XP VALUE:	20,000 + 1,000 per additional Hit Die

The air dragon looks very much like a shimmerless diamond suspended in mid air. The rippling of pseudo-muscles, teeth, claws and bone make up the diamond-like cuts. It still possesses the wings, feet and toes of its former dragon self, but it now is nothing more than the *Shape Air* creation of its powerful mind. They are truly beautiful to see, but they still possess the dragon-fear aura that so many adventurers feel when they are near. The eyes of the dragon often resemble the color of its scales before the body died during transformation into an Air Dragon.

Combat: When the Air Dragon feels that it has no choice but to fight, it has several attacks abilities at its disposal. It cannot cause physical damage through bites, claws or tail buffeting, but it has several magical and magic-like abilities. It can cause items within range to be sucked towards it at the incredible velocity of 100 miles per hour using its *Control Air* abilities. The speed and the amount of mass that can be moved diminishes with the range, and increases with the Hit Dice of the Air Dragon. For every Hit Dice the Air Dragon possesses, it can move ten pounds of matter at distance of five feet. With every additional foot distance, the amount of weight effected decreases by one pound. Therefore a 20 Hit Dice Air dragon can move 200 pound objects at five feet, but can only move objects weighing 1 pound at 205 feet away. It can use this ability once per turn. However, it can push objects with the same parameters as its pull ability the very next round following the pull. This is its favorite tactic. It prefers not to combat through spell use, but luckily, most opponents do not wish to fight after experiencing such a powerful buffet.

The Air dragon also has all of the spell like abilities and immunities of its former self. In other words, a Gold Dragon who becomes an Air Dragon, is able to *Detect Lies, Detect Gems, Luck Bonus, Sleep, Slow*, and the dozens of other abilities it possessed before its transformation. The dragon still has use of the breath weapon of its former body.

Habitat/Society: Since the rarity of the Air Dragon far exceeds that of other dragons on Coliar, they are often looked after and cared for. This deep caring and affection is what keep them alive. This symbiotic feeding is why an Air Dragon cannot be evil. The emotional emanations they feed on come only from affection, adoration or love. This also explains why the dragon of other worlds cannot become an Air Dragon. All these non-Coliar dragons are solitary, and have no emotions to feed upon.

The Coliar Dragons are often looked to when a problem arises. Their incredible Intelligence and Wisdom makes them the perfect ambassador to another family if a feud is dangerously approaching a war.

Each dragon family unit on Coliar has an Air Dragon, or two as its leader. They make all the decisions that may have serious implications. Even the non-dragon races look to them for their insight and ingenuity.

Ecology: The Air Dragon is the transformation of a standard dragon who has passed through the Great Wyrm stage of its life. When the dragon's body becomes too weak and decrepid, its mind actually leaves the confines of its body, and the body withers. When this transformation occurs, it looks as though a large non-corporeal diamond perfectly shaped after the dragon's former body pulls away from the dying husk.

At this point the dragon can choose to allow the body to die, or it can keep it alive by sheer mental strength. There are advantages to both. If the Air Dragon chooses to keep the body alive, his Air Dragon form cannot be completely destroyed. No matter how much damage it may take, it can still reform elsewhere within 1d4 turns. However, the Air Dragon body can never get farther that 15,000 miles from its living real-body husk. As long as the body is not slain, the dragon lives forever.

If the Air Dragon chooses to allow the physical body to die, the dragon has no limitations in where they can choose to go. These Coliar Air Dragons have been seen on other planets and even in other crystal spheres. They do, however run the risk of dying should their air dragon body be destroyed.

The chart below depicts the age categories, and their assumed ability improvements. The oldest reported Air Dragon is Similion Longlife. At the time of his demise, he was 4,230 years old. No one knows if there is a limit to an Air Dragon's life, but it is likely that one does exist. The likelihood that a dragon older than Similion is in existence is slim, the possibilities do exist.

Air Dragon Table:

Age Category	AC & HD Modifier	Combat Modifier	Fear Modifier	Radius	Save Modifier
13	1200-1600	+0	+1	50 Yds	−4
14	1601-2000	+1	+2	60 Yds	−5
15	2001-2400	+2	+3	80 Yds	−6
16	2401-2800	+3	+4	100 Yds	−7
17	2801-3200	+4	+5	120 Yds	−8
18	3201-3600	+5	+6	140 Yds	−9
19	3601-4000	+6	+7	180 Yds	−10
20	4001-4400	+7	+8	220 Yds	−11
21	4401-4800	+8	+9	280 Yds	−12
22	4801-5200	+9	+10	320 Yds	−13
23	5201-5600	+10	+11	360 Yds	−14
24	5601-6000+	+11	+12	400 Yds	−15

Dragon, An-Ur (The Wandering Death)

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Ethereal matter
INTELLIGENCE:	Genius (17)
TREASURE:	None
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	–4 (–9)
MOVEMENT:	Special (9, fly 18 C, swim 6)
HIT DICE:	18 (140 hit points)
THAC0:	4
NO. OF ATTACKS:	3 + special (special)
DAMAGE/ATTACK:	2d4/2d4/3d12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	25%
SIZE:	G (140' long with a 100' tail)
MORALE:	19 (Fearless)
XP VALUE:	32,000



An-Ur wanders the limitless expanse of the Deep Ethereal, feeding on the prima matera—or concentrated ethereal mist—that makes up the Ethereal Plane. An-Ur appears as a ghostly shape on the rare occasions during which it semi-materializes on the Prime Material Plane, but it ripples with myriad colors when seen on the Deep Ethereal. Some sages have pointed to An-Ur's many hues as "proof" of its connection to the curtain of vaporous color, a shimmering wall of ethereal mist that serves as a doorway to specific areas on the Border Ethereal.

An-Ur speaks the Common tongue of both good and evil dragons. Furthermore, it possesses the innate ability to communicate with any creature native to the Ethereal Plane.

Combat: An-Ur avoids combat when it can. Though smaller and less physically imposing than other unique dragons, An-Ur commands fearsome combat powers.

When on the Deep Ethereal, An-Ur can summon an ether cyclone, a colossal, serpentine column of spinning ethereal matter, three times per day. The cyclone blows anyone within 300 feet, except An-Ur, through the curtain of vaporous color to a random section of the Border Ethereal. Affected creatures must make a successful saving throw vs. spell to remain on the Border. Failure indicates that the cyclone blows the creature to the nearest plane adjoining the Border Ethereal.

When fighting on the Border Ethereal or the Prime Material Plane (as a semi-material creature), An-Ur spews forth a stream of ethereal mist 10 feet wide and 60 feet long. Any creature caught within the path of this mist must make a successful saving throw vs. breath weapon or find itself transported to a random section of the Deep Ethereal.

Only enchanted weapons of +3 or greater can damage An-Ur while it is in its semi-material form. The physical attributes for the semi-materialized Ethereal Dragon appear in parentheses in the statistics given above.

If its breath weapon or cyclone summoning power fail to neutralize a threat, An-Ur fights with claws, teeth, tail, and spells. (It can use both Wizard and Priest spells at the 10th level of ability.) An-Ur is always interested in negotiation rather than combat, and any honest attempt to end a battle (whose outcome is unknown) through peaceful resolution usually succeeds. It possesses genius-level intelligence and typical dragon instincts, so negotiating parties might need to make difficult concessions. An-Ur rarely keeps its word, and adventurers who successfully parley with this dragon often find themselves under attack again after it has regained its strength.

Habitat/Society: An-Ur lives a solitary existence on the Ethereal Plane, navigating the Waveless Sea on its own implacable course. Some sages speculate that it floats through the plane and acts as an ecological regulator, feeding off of the energy that bleeds into the Ethereal from the Inner Planes and maintaining some form of equilibrium.

Since it sometimes discovers or coerces items and treasure from individuals unfortunate enough to raise its ire, An-Ur must have a lair hidden in the Deep Ethereal, but no one has discovered it.

An-Ur is the oldest of Tiamat's children. Legends say that it sprang into being from Tiamat's first breath. Despite existing for hundreds of centuries, An-Ur has steadfastly ignored the ongoing struggle between the courts of Tiamat and Bahamut.

Ecology: An-Ur feeds off of the swirling ethereal particles that compose the Ethereal Plane, culling its food like a whale. Once every three hundred years or so, this creature's hunger flares, and it must consume vast amounts of prima matera. It is the time of An-Ur's Hungering that the creatures of the Ethereal Plane fear the most, as it scours the Deep Ethereal, devouring whole demiplanes. Once it finds an appetizing demiplane, An-Ur causes it to break apart using an innate ability similar to the *demiplane decay** Priest spell.

* For information on *demiplane decay*, prima matera, ether cyclones, and other conditions of the Ethereal Plane, see *A Guide to the Ethereal Plane*.

CLIMATE/TERRAIN	Volcanically active regions
FREQUENCY	Very rare
ORGANIZATION	Solitary or clan
ACTIVITY CYCLE	Any
DIET	Special
INTELLIGENCE	Genius (17–18)
TREASURE	Special
ALIGNMENT	Chaotic neutral

NO. APPEARING	1–4
ARMOR CLASS	Variable
MOVEMENT	12, fly 30 (C), swim 18
HIT DICE	Variable (12 base)
THAC0	Variable
NO. OF ATTACKS	3
DAMAGE/ATTACK	Variable
SPECIAL ATTACKS	Breath weapon, spells
SPECIAL DEFENSES	Immune to fire and heat
MAGIC RESISTANCE	Variable
SIZE	Variable
MORALE	Fanatic (17–18)
XP VALUE	Variable

The beljuril dragon is a remnant from a time when oceans of magma lapped against the shores of young continents. A hatchling is dark gray but slowly develops the coloration of a lava lake: gray or black plates interspersed with bright red and yellow outlines. An older dragon gradually loses this pattern of colors and develops dark gray and violet scales streaked with incandescent blue and green.

Beljuril dragons speak their own language and that of one type of creature living nearby. (Usually they have few neighbors.) Adults are 50% likely to speak the language common to all gem dragons. Hatchling beljurils have a 5% chance of being able to communicate with any intelligent creature. This chance increases by 5% per age category.

Combat: Since they live in such isolated places, young beljuril dragons are curious about creatures that they have never seen before. They rarely initiate combat, and their harsh environment usually protects them from any threats. One of the only times older dragons seek conflict is when seeking a new home in seismically active territory. Beljuril dragons are immune to heat-based attacks.

Breath Weapon/Special Abilities: Beljuril dragons have two breath weapons. One is a burst of energy, which discharges as a beautiful green, violet, or blue lozenge with sparkles of flashing light. The blast absorbs heat, light, and vibratory energy at random and releases 25 SFPs. The charge is silent, cold, and generates a powerful electrical discharge. The blast sometimes (10% chance) produces 1d6 fist-sized beljuril gems worth 5,000 gp, base value. The dragons can use this weapon only in a seismically active environment. Their other breath weapon is a gout of magma. (Occasionally, this magma is of an unusual quality, with game effects different from that given for lava). Like other gem dragons, beljurils have psionic ability.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	2/2/3	PsC/TW	= INT	200

Common Powers

Psychokinesis—Sciences: *Molecular rearrangement, telekinesis.* Devotions: *Control flames, control wind, inertial barrier, molecular agitation, molecular manipulation.*

Psychometabolism—Sciences: *Energy containment, metamorphosis.* Devotions: *Cell adjustment, chemical stimulation, lend health, suspend animation.*

Habitat/Society: The beljuril dragon inhabits lava lakes formed at the summit of a volcano by an eruption. This is an awesome environment where curtains of fire and fire fountains periodically appear. The lava flowing in these lakes is smooth and sinuous. The surface cools into a dark skin, which is torn and cracked by the currents, and by the movements of beljuril dragons. The dragons rarely leave their lakes, except when a new eruption is imminent. At this time, the dragons take flight, seeking out new lakes or other large concentrations of lava. The beljuril dragon lair is a complex consisting of the lava lake

Beljuril Dragon Ages and Abilities

Age	Body Length	Tail Length	AC	Breath weapon	Spells	MR	Treasure	XP
1	3–6	2–5	–3	2d10+1	Nil	Nil	1d10 gems	2,000
2	6–16	5–11	–2	3d10+2	Nil	Nil	2d10	3,000
3	16–30	11–20	–1	5d10+3	Nil	Nil	3d10	5,000
4	30–42	20–35	0	7d10+4	1	5%	4d10	8,000
5	42–56	35–42	–1	10d10+5	2,1	10%	5d10	10,000
6	56–65	42–50	–2	12d10+6	2,2	15%	6d10,1d4 meteor	12,000
7	65–73	50–59	–3	13d10+7	2,2,1	20%	7d10, 2d4	14,000
8	73–86	59–63	–4	14d10+8	2,2,2	25%	8d10, 3d4	16,000
9	86–90	63–66	–5	14d10+9	2,2,3	30%	9d10, 4d4	17,000
10	90–96	66–69	–6	14d10+10	2,2,3,1	35%	10d10, 5d4	18,000
11	96–115	69–72	–7	14d10+11	2,3,3,2	40%	11d10, 6d4	19,000
12	115–125	72–75	–8	14d10+12	3,3,3,2	45%	12d10, 7d4	20,000



The beljuril dragon must live near a volcano or other seismically active area.

and the surrounding caves and mountain structures nearby.

Great treasures can be found in beljuril dragon lairs. However, any precious metals or gems are usually found in a raw state. Beljuril dragons swim among rare ores carried into the lava lakes from deep within the earth (type and value may be determined by the DM). The lakes are also 50% likely to contain liquid silver and copper (worth 1,000–8,000 cp and sp respectively); the problem, of course, is extracting and cooling it. Gold deposits worth 1,000–10,000 can be found under and around the lava lakes, and there is an 80% chance of finding 1,000–10,000 gp worth of molten ornamental stone. The old rock around beljuril dragon lairs is studded with beljurils. (Most beljuril strikes are found in old beljuril dragon lairs that haven't been used for generations.) See the dragon age category chart for the number of beljurils found at each life stage of the dragon. There is also a 60% chance of finding 1d100 other semi-precious gems such as quartzes, crystals, and rainbow obsidian. At age level 6 and above, beljuril dragons start to collect meteorites, or star metal. One of the few times that they travel away from seismic areas is to collect this material, which aids them in their spellcasting and in their arcane rituals. The dragon age category chart lists the number of star metal pieces (at base value 10,000 gp) that the dragon has collected. There is a 10% chance of finding 1d6 magical items, but only those items that can withstand great heat are found at a beljuril dragon's lair.

Ecology: Beljuril dragons derive sustenance from seismic energy, and they must stay in a seismically active environment to remain healthy. They don't actually consume gems and minerals, but surround themselves with them by filtering the seismic energy need to survive through the crystalline structures of the stones. Beljuril dragons must remain in an area of at least 300 SFPs. If the area is less active, the dragons suffers 1 point of damage for every 10 SFP under 300. If they reach less than 10 hit points, they fall into a deep slumber until they are moved or the seismic energy increases.

In the rare places where beljuril dragons live, they lay and bury their eggs deep in the earth. Each dragon is born at the same time as a new volcano. The hatchling must survive heat and pressure greater than that experienced later in life, so it begins life with an unusually strong AC score. From youth to young adulthood, the beljuril dragon experiences growth spurts in which it sheds some of its protective scales, and its AC worsens. As it matures, the dragon regains its protection as new scales grow and harden.

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Special (see table)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2–5)
ARMOR CLASS:	2 (base)
MOVEMENT:	Sw 9
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	4d10
SPECIAL ATTACKS:	Breath weapon, spells, surprise
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable by age
SIZE:	H (26')
MORALE:	Champion (15)
XP VALUE:	Variable



Brine dragons are fully aquatic; they cannot fly or walk on land, nor breathe air. They do not enjoy even breaking the sea's surface, but sometimes do so if given the proper incentive, such as a boatload of juicy humans.

These massive creatures look much like plesiosaurs with draconian heads. They have flippers where other dragons have claws, and their oversized teeth make them appear as if they are smiling all the time. The grin is not a friendly one.

The hide of the brine dragon is rough and mottled, ridged and craggy. The scales are irregular and do not fit together well. Huge clumps of salt dot its body, some so old that they are discolored and cannot be dissolved in the water.

Combat: The brine dragon is a good swimmer. Its unwieldly bulk belies its swimming ability; brine dragons can move through the oceans without causing so much as a ripple. As a result, opponents suffer a –1 penalty to their surprise rolls. The dragon itself is acutely aware of disturbances in the currents, and is surprised only on a 1-in-10 chance. It attacks with little or no provocation. Sometimes it doesn't attack, even when combat might be expected; brine dragons are extremely capricious and unpredictable.

The brine dragon's bite causes terrible damage and can badly gouge large marine creatures such as whales or amphidragons.

Breath Weapon/Special Abilities: The brine dragon breathes a cloud of alkaline-salt-and-saliva-based spray that burns like acid. The cloud is 90 feet long, 45 feet wide, and 45 feet high. Those successfully saving vs. breath weapon suffer half damage. The brine dragon can use this breath weapon once every three rounds. The breath weapon can be used equally well underwater, on the surface, or against an aerial target.

Brine dragons are themselves immune to poisons and acids. As a brine dragon ages, it gains several magical abilities (see table), each usable three times per day.

Habitat/Society: Brine dragons are unpredictable, violent and have nihilistic tendencies. They have no leader or society.

Brine dragons make their lairs out of coral and rock formations, using their caustic breath and spittle to glue together a convenient cave. Each brine dragon stakes out its turf, which can vary day to day from 100 yards to ten miles across. Its cave remains its only point of fixed interest.

When a brine dragon lays its eggs, the female usually stays around and raises the hatchlings, though sometimes the male stays and does the job instead. Other times both parents stay and raise the hatchlings, or both parents leave and let the eggs fend for themselves. Sometimes the parents get hungry and just eat the eggs or young. Their extremely random parenting keeps the number of brine dragons low.

Ecology: Brine dragons get their name from their love of salt. the dragons eat salt and also absorb it as they swim the oceans. Often they can be found in coastal salt marshes.

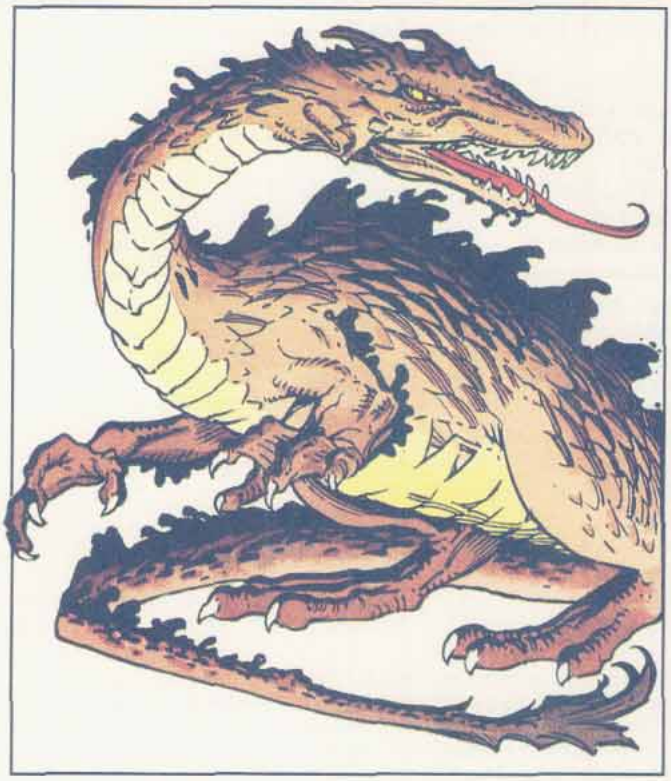
Brine dragons hate black dragons and will attack them at every opportunity. Otherwise, they will eat nearly anything, including marine undead.

Age	Body Lgt.	AC	Breath Weapon	Spell Ability	MR	Treas. Type	XP Value
1	5–8	5	1d4+1	—	—	—	1,400
2	8–12	4	2d4+2	—	—	—	2,000
3	12–20	3	3d4+3	—	—	—	3,000
4	20–29	2	4d4+4	—	—	½F	4,000
5	29–38	1	5d4+5	—	10%	F	7,000
6	38–47	0	6d4+6	*Melf's acid arrow*	15%	F	8,000
7	47–56	–1	7d4+7	—	20%	F	10,000
8	56–65	–2	8d4+8	*stinking cloud*	25%	F,G	12,000
9	65–74	–3	9d4+9	—	30%	F,G	13,000
10	74–83	–4	10d4+10	—	35%	F,G,H	15,000
11	83–92	–5	11d4+11	*fear*	40%	F,G,H	16,000
12	92–102	–6	12d4+12	*cloudkill*	50%	F,G,H	17,000

Dragon, Brown

CLIMATE/TERRAIN:	Any arid/Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Br 24
HIT DICE:	14 (base)
THAC0:	7
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-4/1-4/3-30
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	See below
SIZE:	G (54' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Brown dragons, also known as great desert dragons, migrated from the desert Raurin and now frequent much of the wastes in Eastern Mulhorand. Brown dragons are ferocious beasts; while they are intelligent, they view human beings as food, and believe it peculiar to talk with one's meal. They do not have wings and cannot fly.

Brown dragons have a coloration similar to that of desert sands, ranging from dim brown at hatchling stage to almost white at great wyrm stage. They have small, webbed claws that are well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon armors.

Brown dragons speak their own tongue and the language of blue dragons. They have a 5% chance per age category of being able to communicate with any intelligent creature.

Combat: Brown dragons prefer to dig deep trenches in the sand and wait for prey to appear so they may ambush them. They have a 90% chance of hearing a man-sized creature's footsteps on the desert sands from as far down as 500 feet.

Brown dragons breach the desert sand with incredible silence, imposing a −5 penalty to opponents' surprise rolls. Older brown dragons use illusions or even *invisibility* spells to conceal themselves.

When brown dragons grab their prey, they hold it in their jaws, taking it to their lairs to be eaten when it is most convenient.

The brown dragon's breath weapon is a powerful acid, which it spews in a 5-foot-wide spray that extends in a straight line from the dragon's head up to 60 feet. All creatures caught in the spray can roll a saving throw vs. breath weapon for half damage.

Brown dragons use the spray against large numbers, but not against mounted foes, since they know that horses are good eating and don't put up as much struggle as humans. Brown dragons cast spells as 8th-level wizards.

They are born immune to acid and the effects of the desert heat. They may survive in airless environments nearly indefinitely.

As they age, brown dragons gain the following abilities:

Age	Abilities
Young	Cast *create sand* to cover up their burrows
Juvenile	Cast *create water* once per day
Adult	Cast *sandstorm* (Mulhorandi spell) once per day
Venerable	Can summon a 12-HD earth elemental
Great wyrm	Cast *disintegrate* once per day

Habitat/Society: Brown dragons are found in deserts, often close to settled areas. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers.

The brown dragon mates and raises a family for only a short period of time; all parents encountered are in the mature adult stage of development. Many brown dragons do not mate.

Man is the main enemy of brown dragons. Humans hunt them for their hides and treasure. Blue dragons also attack brown dragons.

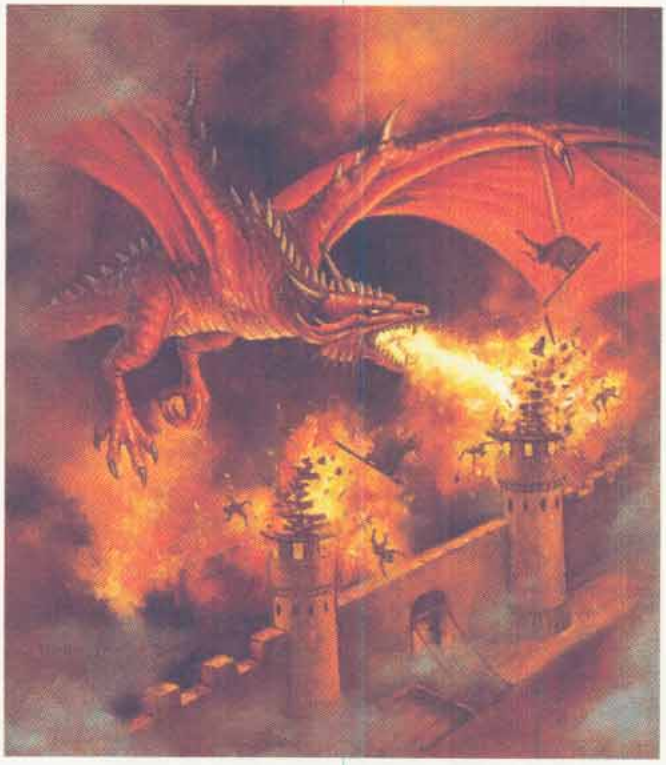
Battles between brown and blue dragons are legendary for their ferocity. The people of the desert have a curious respect for the brown dragon, so tales often make the blue dragons more evil than the brown.

Ecology: Brown dragons are able to digest sand and other min- eral materials to sustain themselves over long periods of time. However, meat is the preferred diet, with horseflesh being a particular favorite.

Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard)	MR	Treasure Type	XP Value
1 Hatchling	7-19	6-16	5	2d6 + 2	Nil	Nil	Nil	2,000
2 Very Young	20-31	17-28	4	4d6 + 4	Nil	Nil	Nil	4,000
3 Young	32-43	29-38	3	6d6 + 6	Nil	Nil	Nil	6,000
4 Juvenile	44-55	39-50	2	8d6 + 8	1	Nil	Nil	8,000
5 Young Adult	56-67	51-60	1	10d6 + 10	2	20%	½ H	10,000
6 Adult	68-80	61-70	0	12d6 + 12	3	25%	H	11,000
7 Mature Adult	81-93	71-84	−1	14d6 + 14	3 1	30%	H	12,000
8 Old	94-106	85-95	−2	16d6 + 16	3 2	35%	H	16,000
9 Very Old	107-120	96-108	−3	18d6 + 18	3 3	40%	H × 2	18,000
10 Venerable	121-134	109-120	−4	20d6 + 20	3 3 1	45%	H × 2	19,000
11 Wyrm	135-148	121-133	−5	22d6 + 22	3 3 2	50%	H × 2	20,000
12 Great Wyrm	149-162	134-146	−6	24d6 + 24	3 3 2 1	55%	H × 3	21,000

Dragon, Cerilian

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	(H, S, T)
ALIGNMENT:	Any neutral
NO. APPEARING:	1
ARMOR CLASS:	0 or better
MOVEMENT:	9, Fl 24 (C)
HIT DICE:	15 (base)
THAC0:	6 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10/1d10/2d12
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (17-18)
XP VALUE:	22,000 (base)



The dragons of Cerilia are an ancient race, predating even elves and dwarves. They once existed in great numbers, but now only a handful live in the Drachenaur Mountains and in lands far across the sea. While they are extremely intelligent and preserve knowledge and lore older than mankind, the dragons greatly dislike being troubled by intruders, and view any nondragons are dangerous vermin to be exterminated if they venture too close to a dragon's lair.

All Cerilian dragons are members of a single species, unlike dragons on most other worlds. They are long, serpentine creatures with short legs and a pair of great, leathery wings. Their bellies are protected by thick folds of leathery skin; iron-hard scales protect the upper surfaces of their bodies and limbs. They range in color from a reddish rust-brown to an iron gray and their bellies are usually paler than their scales. Dragons speak their own tongue and about 50% also speak dwarvish or elvish. They haven't bothered to learn the language of any younger races.

Combat: Most dragons don't care for physical encounters and prefer to use intimidation, spells, breath weapon, and other abilities before engaging in melee. All Cerilian dragons radiate *fear* in a 50-yard radius. In addition, any creature that meets the gaze of a dragon must make a successful saving throw vs. spell with a –4 penalty or be *paralyzed* in terror for 2d4 turns. If the dragon wishes to spend an entire round concentrating on a victim who has met its gaze, it can use the powers of *feeblemind, geas,* or *suggestion* on the victim with no saving throw.

The breath weapon of a Cerilian dragon is a stream of acid and fire. It affects a line up to 60 feet long and 5 feet wide. The dragon can breathe once per six melee rounds.

The table lists modifiers, based on age, for the dragon's base Hit Dice, Armor Class, breath weapon, magic resistance, and combat abilities. The combat modifier is a bonus to all attacks *and* damage for the dragon's physical attacks. If it enters physical combat the dragon strikes with its forepaws and bites.

Age Category	Hit Die Modifier	Combat Modifier	Armor Class	Breath Weapon	Magic Resist.	XP Value
Old	+4 HD	+8	0	12d6+12	35%	22,000
Very Old	+5 HD	+9	–1	14d6+14	40%	24,000
Venerable	+6 HD	+10	–2	16d6+16	45%	26,000
Wyrm	+7 HD	+11	–3	18d6+18	50%	28,000
Great Wyrm	+8 HD	+12	–4	20d6+20	60%	30,000

Dragon Magic: All Cerilian dragons are powerful spellcasters, equivalent to wizards of 9th to 16th level (1d8+8). However, they are able to use spells only from the schools of abjuration, alteration, conjuration/summoning, and divination. Victims of dragon magic suffer a saving throw penalty equal to the dragon's Armor Class modifier due to its age; thus a victim of a wyrm's spell suffers a –3 penalty to the saving throw.

Habitat/Society: No young dragons are known to exist on Cerilia; all Cerilian dragons fall into the age categories of old, very old, venerable, wyrm, and great wyrm.

Dragons have memories of many things forgotten by other races. Each dragon is the equivalent of a sage in several areas of magical, natural or extraplanar lore. Some dragons have been known to share their knowledge with mortal supplicants, but as as rule, dragon lore comes couched in riddles and mystery.

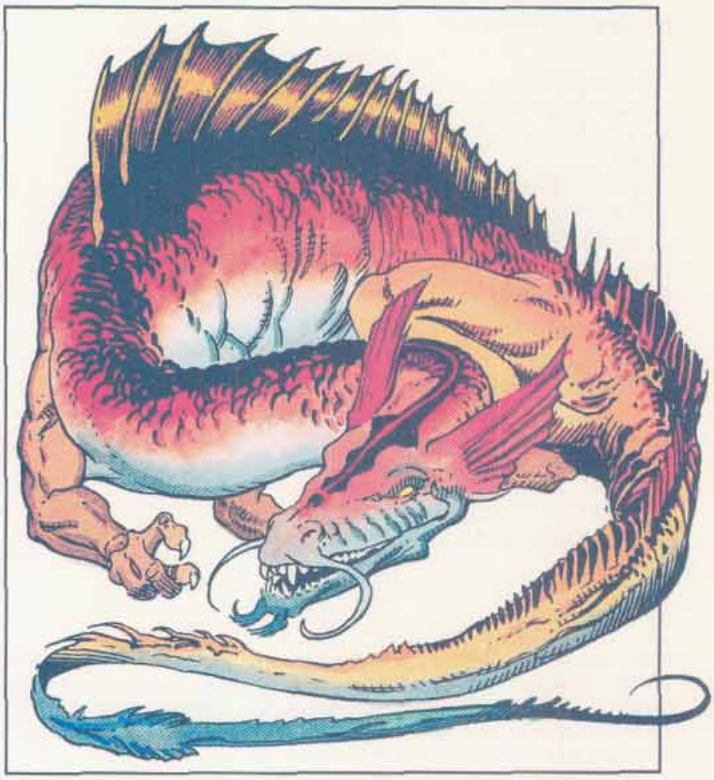
Ecology: Dragons are a vanishing race. Once they warred incessantly among themselves, but for the last few millennia they have avoided fighting each other. As the dragons grow older, they spend more time sleeping; they typically nap for twenty to thirty years at a time.

When a dragon awakens, its first thought is food. Evil dragons won't hesitate to raid nearby human and demihuman settlements, but good dragons usually limit themselves to wild game.

Dragon, Cloud

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Clouds and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	6, Fl 39 (C), Jp 3
HIT DICE:	14 (base)
THAC0:	7
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/3-36
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (66' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Cloud dragons are reclusive creatures that dislike intrusions. They rarely converse, but if persuaded to do so they tend to be taciturn and aloof. They have no respect whatsoever for creatures that cannot fly without assistance from spells or devices.

At birth, cloud dragons have silver-white scales tinged with red at the edges. As they grow, the red spreads and lightens to sunset orange. At the mature adult stage and above, the red-orange color deepens to red gold and almost entirely replaces the silver.

Cloud dragons speak their own tongue and a tongue common to all neutral dragons. Also, 17% of hatchling cloud dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Cloud dragons are as likely to avoid combat (by assuming cloud form) as they are to attack. When attacking, they use their breath weapon to scatter foes, then cast *solid fog* and use their weather manipulation abilities to blind and disorient their foes. When very angry, they conjure storms with *control weather* spells, then they call lightning. They like to use *stinking cloud* and *control winds* spells against flying opponents.

Breath Weapon/Special Abilities: A cloud dragon's breath weapon is an icy blast of air that is 140 feet long, 30 feet high, and 30 feet wide. Creatures caught in the blast suffer damage from cold and flying ice crystals. Furthermore, all creatures three size classes or more smaller than the dragon are blown head over heels for 2d12 feet, plus 3 feet per age category of the dragon. Characters who can grab solid objects won't be carried away unless they fail Strength checks; creatures with claws, suction cups, etc., can avoid the effect if they have a suitable surface to cling to.

A cloud dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.

Cloud dragons are immune to cold.

They can assume (or leave) a cohesive, cloud-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal clouds; when in cloud form, their Armor Class improves by −3 and their magic resistance increases by 15%. Cloud dragons can use their spells and innate abilities while in cloud form, but they cannot attack physically or use their breath weapon. In cloud form, cloud dragons fly at a speed of 12 (MC: A).

As they age, cloud dragons gain the following additional powers: **Very young:** solid fog twice a day. **Young:** *stinking cloud* twice a day. **Juvenile:** *create water* twice a day (affects a maximum of three cubic yards [81 cubic feet]). **Adult:** *obscurement* three times a day. **Mature adult:** *call lightning* twice a day. **Old:** *weather summoning* twice a day. **Very old:** *control weather* twice a day. **Ancient:** *control winds* twice a day.

Habitat/Society: Cloud dragons lair in magical cloud islands where there is at least a small, solid floor for laying eggs and storing treasure. Very rarely, they occupy cloud-shrouded mountain peaks

Cloud dragons are solitary 95% of the time. If more than one is encountered it is a single parent with offspring.

Ecology: Like all dragons, cloud dragons can eat just about anything. They seem to subsist primarily on rain water, hailstones, and the occasional bit of silver.

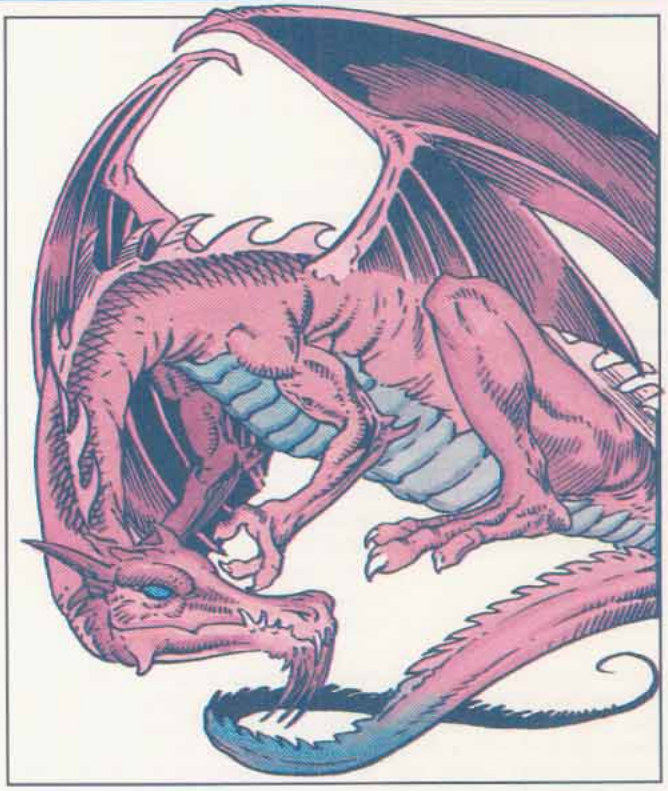
Because they inhabit in similar territories, cloud dragons come into conflict with silver dragons. Despite their higher intelligence, cloud dragons usually lose such confrontations because of the silver dragons' secondary breath weapons and ability to muster allies.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	11-24	4-8	3	2d6 + 2	Nil	Nil	Nil	3,000
2	24-41	8-16	2	3d6 + 4	Nil	Nil	Nil	6,000
3	41-58	16-22	1	4d6 + 6	Nil	Nil	Nil	8,000
4	58-71	22-29	0	5d6 + 8	1	Nil	½R , T	11,000
5	71-87	29-37	−1	6d6 + 10	1 1	25%	R, T	13,000
6	87-102	37-44	−2	7d6 + 12	2 1	30%	R, T	14,000
7	102-117	44-51	−3	8d6 + 14	2 2	35%	R, T	15,000
8	117-132	51-59	−4	9d6 + 16	3 2 / 1	40%	R, T, X, Z	17,000
9	132-148	59-66	−5	10d6 + 18	3 3 / 1 1	45%	R, T, X, Z	18,000
10	148-165	66-74	−6	11d6 + 20	4 3 / 2 1	50%	R, T, X, Z	19,000
11	165-184	74-82	−7	12d6 + 22	4 4 / 2 2	55%	R, T, X, Zx2	20,000
12	184-203	82-92	−8	13d6 + 24	5 4 / 3 2	60%	R, T, X, Zx2	21,000

Dragon, Deep

CLIMATE/TERRAIN:	Hill and mountain caverns, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 30(C), Br 6, Sw 9
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	3-12/3-12/3-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Deep dragons are little known on the surface world. They are the hunters of the Underdark. Cunning and patient, they place their survival, followed by their joy of hunting, above all else. Deep dragons carefully amass and hide treasure in various caches, guarded with traps and magic. They are able to use most magical items.

Deep dragons are an iridescent maroon when they hatch, soft- scaled, and unable to change form. They keep to their birth-lair until they have mastered both of their other forms-a giant winged worm or snake and a human (or drow) form.

Combat: Deep dragons burrow and fight with powerful, stone- rending claws. They love to fight and hunt prey through the lightless caverns of the Underdark, employing their various forms. In snake form, they are AC 6, MV 9, Fl 4(D), Sw 11, losing claw attacks, but gaining a constriction attack (attack roll required, inflicts 3d8 points of damage per round, hampers movement, spellcasting, and causes -1 on attack rolls and a 1-point AC penalty).

In human form, a deep dragon is AC 10, MV 12, Sw 12, and causes damage by spell or weapon type. Armor can be worn, but it is always destroyed (inflicting 2d4 points of damage to the dragon) in any transformation of shape. A deep dragon can alter its features to resemble any humanoid of roughly human size. It is 66% likely to copy a specific being well enough to be mistaken for the actual creature.

A deep dragon's breath weapon is a cone of flesh-corrosive gas 50 feet long, 40 feet wide, and 30 feet high. Creatures in the cloud can save vs. breath weapon for half damage (if they have dry, exposed skin, they save against the flesh-eating gas at -2). Cloth, metal, and wood are not affected. Leather is treated as dry, exposed skin.

Deep dragons cast spells at 9th level, adjusted by their combat modifiers. They are born with infravision, *true seeing*, and unerring *detect magic* abilities, and immunities to *charm*, *sleep*, and *hold* magic. Deep dragons are immune to extremes of heat and cold (-3 on each die of damage taken, to a minimum of 1 hp per die).

As deep dragons age, they gain the following additional powers:

Age	Ability
Very young	assume snakeform 3 times/day
Young	assume "human" form 3 times/day
Juvenile	one more form change/day (each), regen. ld4 hp/turn
Adult	regenerate ld4 hp/6 rounds; *free action* at will
Mature adult	regenerate ld4 hp/4 rounds; *levitate* 3 times/day
Old	*transmute rock to mud* and *telekinesis* 3 times/day
Very old	*move earth* 3 times/day
Venerable	*passwall* and *disintegrate* 2 times/day
Wyrm	one additional use/day of powers gained since Old age; *stone shape* 2 times/day, *tongues* once/day
Great wyrm	*repulsion* 3 times/day, affecting all except dragons. One additional use/day of *stone shape* and *tongues*

Habitat/Society: Deep dragons roam the Underdark and are great explorers. Most often deep dragons are found in well- defended lairs in the Underdark. They often use their powers to reach caverns inaccessible to most creatures. Deep dragons often work with drow.

Ecology: Deep dragons have been known to eat almost anything, but they particularly prize the flesh of clams, fish, kuo-toa, and aboleth. They view cloakers and mind flayers as dangerous rivals in the Underdark. Deep dragons avoid confrontations with other dragons and never fight or steal from others of their own kind.

Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard/Priest)	MR	Treasure Type	XP Value
1 Hatchling	1-5	1-4	3	2d8+1	Nil	Nil	Nil	3,000
2 Very Young	5-14	4-12	2	4d8+2	Nil	Nil	Nil	5,000
3 Young	14-23	12-21	1	6d8+3	Nil	Nil	Nil	6,000
4 Juvenile	23-32	21-28	0	8d8+4	1	Nil	H,Q	8,000
5 Young Adult	32-41	28-36	−1	10d8+5	2	25%	H,Q×2,E	10,000
6 Adult	41-50	36-45	−2	12d8+6	2 1	30%	H,Q×3,E,S	12,000
7 Mature Adult	50-59	45-54	−3	14d8+7	3 2	35%	H×2,Q×4,E,S	14,000
8 Old	59-68	54-62	−4	16d8+8	4 2 1/1	40%	H×2,Q×4,E,S,T	16,000
9 Very Old	68-77	62-70	−5	18d8+9	4 2 2/2	45%	H×3,Q×5,E,S,T	17,000
10 Venerable	77-86	70-78	−6	20d8+10	4 3 2 1/2 1	50%	H×3,Q,E,S,T,U	18,000
11 Wyrm	86-95	78-85	−7	22d8+11	4 3 3 2/3 2	55%	H×3,Q,E,S,T,U,V	19,000
12 Great Wyrm	95-104	85-94	−8	24d8+12	4 3 3 2 1/3 3 1	60%	H,Q,E,S,T,U,V,X,Z	20,000

Dragon, Dhrakoth the Corrupter

CLIMATE/TERRAIN:	Mass grave sites/ancient tombs
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	Exceptional (16)
TREASURE:	B, H, S, T
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	9, fly 6 (D)
HIT DICE:	20 (160 hit points)
THAC0:	1
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8/1d8/4d10
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	55%
SIZE:	G (100' long with a 30' tail)
MORALE:	20 (Fearless)
XP VALUE:	37,000



Cold, manipulative, and utterly evil, Dhrakoth represents the pinnacle of undeath. Dhrakoth resembles a black dragon with scarred, oozing, membranous wings. The creature's empty eye sockets pulse with sickening green light.

Dhrakoth speaks the draconic tongue common to all evil dragons. In addition, it can communicate with any creature with a connection to the Negative Energy Plane.

Combat: Dhrakoth eschews personal combat, preferring to command its legions of undead followers against any threat. If forced to melee, it uses its breath weapons before clawing and biting its way to victory. The creature's first breath weapon, a blast of pure decay, causes 10d8 points of damage to any creature caught within its blast radius (a cone 5 feet wide at its point of origin, 45 feet long, and 15 feet wide at its base). This excoriating stream painfully corrupts any living tissue, permanently reducing a character's Charisma score by 1d4 as skin, hair, and other matter decay beneath the blast. A successful saving throw vs. breath weapon reduces the damage by half, but even those who save still suffer the Charisma loss. A *regeneration* spell restores 1d2 points of Charisma, but only one such spell can benefit victims of the breath weapon.

When sorely pressed, Dhrakoth releases a stream of negative energy 10 feet wide and 35 feet long. Anyone who is caught within the stream must make a successful saving throw vs. breath weapon or lose two life energy levels. Dhrakoth can use this breath weapon only once per day. Those protected by the Priest spell *negative plane protection* gain an additional saving throw vs. death magic to avoid the effects if they fail the original save. However, Dhrakoth does not suffer any damage from the blast of positive energy summoned by the spell. In addition, the dragon can attempt *undead control* on any undead creatures within 180 yards, at will. The targeted undead creatures' saving throws against this ability suffer a –3 penalty.

Due to its connection with the Negative Energy Plane, Dhrakoth is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, cold (magical or otherwise), electricity, *hold*, *death spells*, and *symbols*. Weapons of less than +2 enchantment do not affect this creature. Dhrakoth cannot be turned.

Habitat/Society: Dhrakoth makes its home in ancient underground tombs, slowly exerting its evil influence over the rotting corpses buried within. In fact, Dhrakoth can *animate dead* as often as it wishes, limiting the size of its undead army to the availability of corpses.

Born in the heart of the Negative Energy Plane, Dhrakoth's essence was fused with a corporeal dragon through Tiamat's dark magic. The foul creature once served Tiamat unswervingly. As Dhrakoth's power grew, however, it began to seduce several of Tiamat's key generals. This small but powerful cadre seceded from Tiamat's court and began a centuries-long campaign to annihilate every living creature in the multiverse.

Although still fiercely independent, Dhrakoth has recently sealed a pact with the court of Tiamat. Thus, the creature bides its time, building its dark forces until Tiamat is ready to begin her conquest of the multiverse. Though a potentially unstoppable pair, these two dragons hold no love for each other. Tiamat knows that Dhrakoth's ultimate goal is the destruction of all life—including her own—and has set several of her servants to watch this necromantic beast for treachery. Dhrakoth, for its part, feels that Tiamat's resolve is weak, and it plots to overthrow her and assume her role as the ruler of all evil dragons.

Ecology: As an undead creature, Dhrakoth does not require physical sustenance. Rather, the beast feeds on the life energy of its victims. As a result, any creature slain by this undead monster cannot be *raised* from the dead, *resurrected*, or *wished* back to life. In addition, the spirits of these unfortunates cannot travel to the plane of their alignment upon death; they are irrevocably destroyed.

Dragon, Dragon of Tyr

CLIMATE/TERRAIN:	Any
FREQUENCY	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET	Omnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	(H)
ALIGNMENT	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT	15, Fl 45 (A), Jp 5, Br 6
HIT DICE:	32 (250 hit points)
THAC0:	-3
NO. OF ATTACKS:	4 + breath weapon or spell & psionic
DAMAGE/ATTACK:	2d10+15/2d10+15/4d12/5d10
SPECIAL ATTACKS:	Breath weapon (25d12)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	G (40' tall)
MORALE:	Fearless (20)
XP VALUE:	42,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
25	6/12/28	EW,II,MT,PB,PsC/ IF,MB,M–,TS,TW	19	Varies (usually 200+)

Clairsentience— *Sciences:* clairvoyance, precognition; *Devotions:* combat mind, danger sense, poison sense.

Psychokinesis— *Sciences:* detonate, disintegrate, telekinesis; *Devotions:* animate shadow, ballistic attack, molecular agitation, soften.

Psychometabolism— *Sciences:* death field, life draining; *Devotions:* body equilibrium, cause decay, chameleon power, ectoplasmic form, heightened senses, reduction, suspend animation.

Psychoportation— *Sciences:* teleport; *Devotions:* dimensional door, dimension walk, teleport trigger, time shift.

Telepathy— *Sciences:* psychic crush, tower of iron will; *Devotions:* contact, ego whip, id insinuation, intellect fortress, mental barrier, mind blank, mind thrust, mindlink, psionic blast, thought shield.

Metapsionics— *Sciences:* ultrablast.

Defiler Spells: 1) *charm person, friends, hypnotism, sleep, chill touch; 2) bind, forget, ray of enfeeblement, scare, spectral hand; 3) hold person, suggestion, feign death, hold undead, vampiric touch; 4) confusion, emotion, fumble, contagion, enervation; 5) chaos, domination, feeblemind,* animate dead, *magic jar;* 6) *eyebite, mass suggestion, death spell, reincarnation; 7) shadow walk, control undead, finger of death; 8) binding, mass charm, sink; 9) mordenkainen's disjunction, energy drain.*



Fortunately, there is only one dragon in the Tyr Region, and perhaps in the entire world of Athas. It is tall and thin, with a gnarled bone structure and swollen, bulbous joints. Its appearance is reptilian in many ways: it has a long, snake-like neck, whip-like tail, and scaly hide. Yet it walks on two legs, its hands have long, well-developed fingers and thumbs, its bone structure seems faintly humanoid, and its head is long and narrow, with a distinctly mammalian appearance.

Combat: The dragon is a terror in combat. It can attack simultaneously with its massive claws (2d10+15), its fang-filled mouth (4d12), and its whip-like tail (5d10). In addition to its melee attacks, the dragon can use one psionic power *and* cast one magical spell per round. For purposes of determining psionic power and spell effects, it is treated as 20th level psionicist and a 20th level defiler. The dragon's saving throw numbers are always "2".

Three times a day, the dragon can breath a cone of superheated sand during a round instead of using its psionic powers and casting a spell. This cone is five-feet wide at the base, fifty-feet long, and a hundred feet in diameter at its far end. The cone does 25d12 of damage, which is treated as both heat and abrasive damage.

The dragon can be hit only by +2 or better magical weapons. If these are not made of metal, the dragon suffers only ½ damage from the attack. Each round, the dragon automatically regenerates 10 hp. The dragon has an 80% magic resistance to all spells cast against it.

The dragon usually attacks like a hunter, first stalking and then chasing down its prey. Next, if its opponent consists of a large group of individuals, it attacks with its *death field* psionic power, but if the opponent is only a handful of individuals, it attacks them individually with its *life draining* power.

The dragon uses its breath weapon only as a last resort, for it is so destructive that nothing usually remains of any prey that it hits.

Habitat/Society: The dragon wanders over all parts of Athas, usually alone. Occasionally, it visits a sorcerer-king, leaving disaster and chaos in its wake.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-20)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Fanatic (17-18)
XP VALUE:	Varies



Extremely powerful (20th-level) human and half-elven defiler/psionicists can progress to even greater power if they choose to transform themselves into dragon form. To begin the transformation, the would-be dragon casts a *dragon metamorphosis* spell. This potent incantation is the first use a dragon makes of *psionic enchantment.* Most aspiring dragons lock themselves away and perform their metamorphoses in secret.

After the spell is successfully cast, the dragon drastically changes in both his powers and his physical appearance. Each stage of the metamorphosis is extremely painful. The exact appearance of the dragon differs with the level attained by the defiler, but the defiler will gradually grow in height and weight, take on reptilian features, and, eventually, lose all trace of its humanity. When the metamorphosis is complete, the dragon will be roughly 40 feet long and weigh 50,000 pounds (25 tons), with massive wings and almost impenetrable scales.

Once a character becomes a dragon, he gains certain benefits instantly. Dragons are immune to the effects of time. They no longer age and will never die of "natural causes." Also, a dragon gains the ability to understand and speak any language—this innate ability functions like a *tongues* spell. This is a side effect of the psionic enchantment they employ to transform themselves.

Combat: The exact combat abilities of a dragon differ as it grows in size and power. This information is presented on a chart at the end of this entry, but a brief overview of the creature's general abilities is provided here.

As a dragon advances, it retains all psionic powers it had previously and gains more. With every level advancement, the dragon gains one additional science and one additional discipline. He also gains psionic strength points for every level advancement just as described in the *Complete Psionics Handbook.*

In order to employ the devastating power of *psionic enchantment,* each dragon employs an obsidian orb as a focus. The orb itself is not magical, but is essentially a material component that is required for each psionic enchantment the dragon employs. A dragon can create any number of obsidian orbs and leave them in various places. Rarely is a dragon without an orb. However, before reaching a new level, the dragon must swallow all existing activated orbs as part of the material component for the *dragon metamorphosis* spell. Lack of an orb does not interfere with the dragon's ability to cast spells below 10th level or with psionic ability.

As dragons become more powerful, they can employ their deadly claws in combat. Even at their most rudimentary stage of development, these talons are extremely deadly. Also, the dragon eventually develops a savage set of teeth with powerful jaws, giving it a horrible bite attack. When its tail grows long enough, it becomes a sweeping bludgeon. Finally, the dragon gains a devastating breath weapon, a cone of superheated sand 5′ wide at its base, 50' long, and 100' in diameter at the far end.

A dragon's hide and scales become harder and more invulnerable at each stage of metamorphosis. This is reflected by a sharp improvement in Armor Class, a resistance to non-magical weapons, and overall magic resistance.

These magical items presented in the *Dungeon Master's Guide* can affect character dragons:

Potion of Dragon Control: If such a potion fruit is found in a DARK SUN™ campaign, it works against any dragon. Control lasts for 5d4 rounds.

Scroll of Protection—Dragon Breath: The scroll functions just as described in the *DMG.*

Sword +2, Dragon Slayer: In DARK SUN campaigns, this sword functions against any dragon, regardless of its level.

Spells: From *Tome of Magic,* two spells specifically concern dragons. *Dragonbane* functions just as described in that volume. *Age dragon* has no effect on DARK SUN dragons because they are effectively immortal.

Habitat/Society: Having attained 20th level, human and half-elven defiler/psionicists can choose to undergo a bizarre and painful metamorphosis from human to dragon. Once begun, the metamorphosis cannot be stopped except by the character's death.

All sorcerer-kings of the Seven Cities are at least 21st-level dragons. Though the monarchs have pursued these powers for many centuries, they are only becoming dimly aware that a similar process can also occur with especially powerful preservers (see *Avangion).* Many are still skeptical.

From the 25th through 29th levels, the ascending dragon goes through a terrible rampaging period, brought on by the incredible pain that wracks its body during these final stages. No longer man but not yet a dragon, its need to end the process drives it nearly mad. Its original reason is superseded by an indomitable lust for destruction. The dragon destroys vegetation and animals that do not directly serve its quest for power and advancement.

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Ecology: Defilers who have earned sufficient experience points to advance to the next stage must successfully cast the *dragon metamorphosis* spell. Once cast, the defiler's physical form mutates drastically, becoming less human and more dragon.

The exact material components, preparation time, and casting time differ depending on the level the defiler is about to achieve. The spells are grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd level): The defiler is merely beginning the metamorphosis. The preparation for casting at these levels requires access to ancient documents, tablets, and scrolls that have never *been studied by another defiler.* Such materials must be studied for at least eight hours every day for an entire year. The material components must include vast riches (at least 10,000 gp worth of jewels, gems, coins, or artistic treasures), a huge structure where the transformation might take place, and no fewer than 1,000 Hit Dice of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The spell is cast from the deep interior of the structure where the caster will actually transform. No other beings may be present at the instant of casting.

Middle (24th, 25th, and 26th level): The preparation time extends to two years. During this time, the caster visits a powerful creature on an elemental plane for three days of every 15. The material components include fewer riches (at least 5,000 gp) but more living creatures (no fewer than 2.000 Hit Dice). A new structure must be built. which can be used for all three middle level transformations.

High (27th, 28th, and 29th level): The high levels of dragon metamorphosis must take place on either an elemental or the astral plane. No structure or riches are required, but the caster must travel to the plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material plane. The living creatures must be no fewer than 10 Hit Dice each and must willingly travel to the plane and participate (i.e., die) in the casting. Casting time IS 24 hours, and at least three powerful beings from that plane must cooperate for that time.

Final (30th level): This stage requires no preparation time and but a single material component; the slain body of a good creature defeated in single combat. The victim must be intelligent, have at least 20 Hit Dice, and be capable of casting 9th-level wizard spells or 7th-level priest spells. The spell must be cast over the fallen victim within one hour of the defeat: the casting time is one turn.

The Dragon of Tyr

The dragon listed in the DARK SUN™ boxed set is a completely metamorphosized dragon of 30th level. The great dragon is a ferocious animal with tremendous psionic powers. Because no contenders have challenged the authority of the great dragon in many centuries, common tradition has held that there is only one dragon.

However, because the Tyr region is actually only a small part of a much larger world, there are probably other dragons in distant realms. Whether the great dragon is aware of other distant dragons, only it knows for certain.

Dragon Ability Charts

Lvl	HD*	A C	THAC0	Claws	Bite	Breath	Tail	Move	M R
21	30+10	?	11	Nil	Nil	Nil	Nil	?	Nil
22	35+10	?	10	Nil	Nil	Nil	Nil	?	Nil
23	38+ 10	?	9	Nil	Nil	Nil	Nil	?	Nil
24	40+10	4	8	2d10	Nil	Nil	Nil	15	Nil
25	42+10	0[1]	7	2d10	4d12	Nil	Nil	15	Nil
26	45+10	-2[1]	5	2d10+5	4d12	Nil	Nil	15[a]	Nil
27	48+10	-4[1]	3	2d10+5	4d12	10d12	Nil	15[a]	Nil
28	52+10	-6[2]	1	2d10+10	4d12	10d12	5d10	15[a]	20%
29	56+10	-8[2]	- 1	2d10+10	4d12	20d12	5d10	15[b]	40%
30	61+ 10	-10[2]	- 3	2d10+15	4d12	25d12	5d10	15[c]	80%

* dragons use 4-sided Hit Dice
[1] can be hit only by +1 or better magical weapons
[2] can be hit only by +2 or better magical weapons
[a] now has a "jumping" movement rate of 5 (should be 6)
[b] now has a "flying" movement rate of 18 (C)
[c] now has a "flying" movement rate of 45 (A)

Note: Regardless of level, a dragon saves as a 21 + level wizard.

	Spells Available									
Level	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

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Dragon, Dregoth (The Undead Dragon King)



Climate/Terrain:	New Giustenal
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Supragenius (20)
Treasure:	H
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	- 8
Movement:	15, Fl 18 (C)
Hit Dice:	29th-level dragon (173 hit points)
THAC0:	-1
No. of Attacks:	3
Damage/Attack:	2d10/2d10/4d12
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	40%
Size:	G (30 feet tall)
Morale:	Fearless (20)
Level/XP Value:	28,000
Psionics Summary:	Dis 5/Sci 28/Dev 60; PS 18; PSPs 327
	Att: all; Def: all
Player's Option:	#AT 3/2; MTHAC0 1; MAC -5

Clairsentience: *Sciences*— aura sight, clairaudience, clairvoyance, object reading; *Devotions*— combat mind, danger sense, feel sound, know direction, know location, psionic sense, see magic, spirit sense.

Psychokinesis: *Sciences*— create object, detonate, disintegrate, molecular rearrangement, telekinesis; *Devotions*— animate object, animate shadow, ballistic attack, control body, control flames, control sound, control wind, inertial barrier, levitation, magnetize.

Psychometabolism: Sciences-complete healing, death field, energy containment, life draining, metamorphosis, shadowform; *Devotions*— aging, biofeedback, body control, catfall, cause decay, chameleon power, displacement, double pain, enhancement, heightened senses, mind over body, prolong, suspend animation.

Psychoportation: *Sciences*— banishment, summon planar creature, summon planar energy, teleport, teleport other; *Devotions*— astral projection, blink, dimensional blade, dimensional door, dimension walk, dream travel, ethereal traveler, phase, shadow walk, summon object, teleport trigger, wrench.

Telepathy: *Sciences*— aura alteration, domination, empower, mass domination, mindlink, psychic crush (mindwipe), tower of iron will (probe), ultrablast; *Devotions*— aversion, awe, conceal thoughts, contact (identity penetration), ego whip (attraction), ESP, id insinuation (psychic messenger), inflict pain, intellect fortress (false sensory input), invisibility, mental barrier (life detection), mind thrust (psionic vampirism), phobia amplification, psionic blast (synaptic static), psychic drain, send thoughts, thought shield (mind bar)

The Dread King Dregoth was killed almost 2,000 years ago by the combined powers of seven sorcerer-kings. Shortly thereafter, Dregoth rose as the undead dragon king. While Dregoth is a unique being, his new state is very similar to that of a *kaisharga,* a lichlike creature native to Athas. He has existed in this state since the day of his return, neither dead nor alive, neither fully human nor fully dragon.

In life, Dregoth was a 29th-level dragon, on the verge of achieving the final stage of metamorphosis. He had been a champion of Rajaat the Warbringer, a general in the devastating Cleansing Wars that laid waste to the world. When it became clear the Warbringer was going to betray his Champions, Dregoth helped imprison Rajaat. Once Rajaat was safely locked away, Dregoth helped the other champions (now sorcerer-kings) turn Borys into the Dragon of Tyr to guard over the Warbringer's prison.

The sorcerer-kings decided to destroy the Dread King of Giustenal, who was next in line of the remaining Champions to become a full Dragon. They feared that the insanity that had affected Borys shortly after his transformation would soon affect Dregoth. They ambushed Dregoth in his own palace, battering him with the Way, pounding him with spells, and even striking him with weapons and fists. Dregoth fought bitterly, but the seven struck without warning. He died, and his city died with him.

Dregoth now rules a city far removed from the light of the crimson sun: the city of New Giustenal. He looks much as he did in life, one step removed from a full dragon. He is 30 feet tall and weighs 20,000 pounds. He has a dragon's form, with wings, scales, a tail, claws, and a devastating breath weapon. Dregoth's physical shape was badly damaged by the attack of the sorcerer-kings. So, his wings are torn, his body still wears the wounds inflicted upon it, and gaping holes show exposed bone in many places. The armored skin that remains is stretched thinly over the skeleton beneath. His eyes, like the eyes of all kaisharga, burn with green fire.

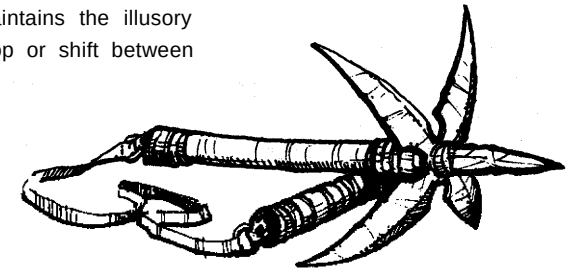
Dregoth can understand and speak all languages.

Combat: In addition to the psionics and spells of a 29th-level dragon, Dregoth has the abilities of a kaisharga. He uses a devastating claw/claw/bite attack that inflicts 2d10/2d10/4d12 points of damage. (The claw attacks receive an additional 10 points of damage because of Dregoth's great strength.) He can unleash a breath weapon that causes 20d12 points of damage to everything in its path. The searing cone is 5 feet wide at the base, 50 feet long, and 100 feet wide at the end. He can attack with his tail, causing 5d10 points of damage. Dregoth's undead nature gives him a chilling touch that does 1d10 points of additional damage. Characters touched need to save versus paralyzation or be paralyzed until the condition is dispelled.

The undead dragon king projects an aura of fear. It has a 60-foot range and affects creatures of 8 HD or less. These must make saving throws versus spells or flee in terror for 5d4 rounds. Dregoth can only be hit by +2 or better magical weapons. He is immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* and *death* spells. He makes all saving throws as a 21st-level wizard. Even though he's an undead creature, Dregoth can't be turned.

Habitat/Society: Dregoth rules the city of New Giustenal, which is located far below the ruins of the ancient city of Giustenal. He created two types of dray, one of which serves him and worships him as a god. When Dregoth isn't locked inside his Dread Palace, he wanders the planes seeking ways to become a true god. This is his quest, though he doesn't realize that godhood is impossible to achieve on Athas.

Dregoth never appears to his citizens in his true form. Instead, he wears one of two false forms in front of the masses. The first of these forms is that of a tall, regal dray. This is what most of the people of New Giustenal believe their godking to be. The second form, used on very rare occasions, is that of a living 29th-level dragon. This form is modeled after Dregoth's true form before it was corrupted by undeath. A combination of magic and psionics, much of it imbued in the amulets and rings Dregoth wears, maintains the illusory forms, though the Dread King can drop or shift between them at will.



Dragon, Dzalmaus

CLIMATE/TERRAIN:	Steppe
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	Special
MOVEMENT:	6, FL 30
HIT DICE:	8 (Base)
THACO:	13 (Base)
NO. OF ATTACKS:	5+ special
DAMAGE/ATTACK:	1-6/ 1-6/3-18 (x3)
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Elite (16 base)
XP VALUE:	Special



Age	Body Length	Tail Length	AC	Breath Weapon*	Spells	MR	XP Value
1	3-6	2-5	7	Nil	Nil	Nil	420
2	6-15	4-13	6	Nil	Nil	Nil	975
3	4-23	12-19	5	Nil	Nil	Nil	2,000
4	22-31	18-25	4	Nil	Nil	Nil	3,000
5	31-40	24-33	3	Nil	Nil	5%	6,000
6	41-52	34-43	2	0	Nil	10%	9,000
7	52-63	44-53	1	-1	Nil	15%	10,000
8	64-75	54-63	0	-2	Nil	20%	12,000
9	76-87	64-73	-1	-3	Nil	25%	13,000
10	88-99	74-83	-2	-4	Nil	30%	14,000
11	100-111	84-93	-3	-5	Nil	35%	15,000
12	112-123	94-103	-4	-6	Nil	40%	16,000

* The numbers listed are modifiers to the victim's saving throw.

The dzalmaus is a dreaded species of dragon, feared as much for its appetite as its great size. Unlike other dragons, it is not the least bit sociable, not even to others of its kind. As a consequence, it roams dusty grasslands, following the movements of its prey, humans.

Unlike other dragons, the dzalmaus is not a brightly creature with glistening scales. It is particularly drab in coloration. The dzalmaus is sand-brown colored to light yellow across its back. Its body is flatter and without the back ridges common to many dragons. The neck branches into three heads, each broad, with the eyes high on the skull. For its huge size, the dzalmaus is able to conceal its body in the tall grasses of the steppe amazingly well.

Combat: The dzalmaus is a constant predator, stalking its prey across the grasslands or swooping down from the air. It then strikes with its three heads, quickly rending the victim apart.

It uses its other attacks (claws, tails, and wings) only for self defense, never for hunting.

The dzalmaus can bite up to three different targets in a single round, provided all are within the front 180 degree arc of the creature. Its necks, while flexible, are not so bendable that it can reach behind itself.

Breath Weapon/Special Abilities: Dzalmauses of adult age or greater possess a fearsome breath weapon. They are able to project a cone of vampiric life-draining 60 feet long, 1 foot wide at the mouth, and 20 feet wide at the base. All creatures within the area of the cone must make a saving throw vs. breath weapon or be drained one energy level. Hit points, spells, and combat ability are lost immediately. The life-draining of older dragons is powerful enough to lower its victim's chance of making a successful saving throw.

Levels drained by the dzalmaus are added to its own in the form of additional hit dice, one die for each level drained. The additional hit dice do not alter the THAC0, damage, age, or size of the creature. Once it has drained levels equal to its hit dice, the creature cannot use it breath weapon until the drained energy dissipates. Damage suffered by the dzalmaus is taken from these hit points first.

Fortunately, the energy drain is not permanent. Those drained regain their levels 1-4 hours after the attack. Hit points, combat ability, and spells known are returned to normal, unless, of course, the character was slain. Memorized spells that were lost are not regained, however. At the same time, the dzalmaus loses the additional hit dice it had gained. It also regains the use of its breath weapon.

The dzalmaus has a strong will. It is immune to all *charm* and mind control spells. In addition, the dzalmaus develops a minor magic resistance as it grows older. It can speak the languages of the steppe people, in addition to the dragon tongue.

Habitat/Society: Although intelligent, the dzalmaus is a solitary and savage creature. It prefers to have little contact with other dragons, especially those not of its own kind. The dzalmaus makes no known lair and does not collect treasure. Instead it roams the steppe, following the movements of the human nomads.

The dzalmaus only mates as is necessary. The female raises the young on her own. At this time, the mother makes a concealed nest, usually in the tall grass or a small stand of trees. Bold hunters will search for these nests, hoping to steal the infants away while the mother is out hunting. Such thefts invariably cause the mother dzalmaus to go on a rampage, at which point the thief had best be far away.

Ecology: The dzalmaus lives on a diet of meat, with horseflesh most common, followed by humans. In times of famine, it will eat whatever is available.

Fortunately for its kind, the dzalmaus does not create any useful by-products. The young can be sold as exotic rarities for 5,000 to 10,000 gp.

Dragon, Electrum

CLIMATE/TERRAIN:	Mountains or barrens
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Fl 24(C), Jp 2
HIT DICE:	9 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d4(×2)/3d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (36′ base)
MORALE:	Fearless (19 base)
XP VALUE:	See below



Electrum dragons are peaceful and philosophical in nature, but become deadly, alert, and deliberate fighters when aroused. They dwell alone in lairs of stone (abandoned buildings, mountains, caverns), but they often welcome visitors because they enjoy trading, bargaining, and philosophical debate. They hoard things of beauty rather than monetary wealth.

Combat: In battle, electrum dragons prefer to use their spells and breath weapon from a distance. They are wise generals, anticipating the strategies of foes. In melee they typically attack with two foreclaws and a bite. They can pounce from aloft to strike with all four claws, but they prefer to swoop and slash with their foreclaws as they pass, dragging their hindquarters and tail to buffet a foe for 2d6 points of battering damage.

An electrum dragon's breath weapon is a cone of unique gas, 40 feet long by 30 feet in diameter (5 feet across at the dragon's mouth). It causes enfeeblement (as the spell *ray of enfeeblement* for one turn and/or *confusion* (as the spell) for nine rounds (all victims save twice—once to avoid each effect).

An electrum dragon casts spells and uses magical abilities at a level equal to 10 plus its age category value. At birth they can *detect magic* and *read magic*. They also save vs. all spells cast specifically at them with a +1 bonus to the roll. As they age, they gain the following additional powers: young—*identify* by touch (no debilitating effects) at will; juvenile—*locate object* once per day; adult—*dispel magic* three times per day; old—*telekinesis* twice per day; wyrm—*project image* once per day; and great wyrm—*heal* (self or another, by touch) once per day.

Habitat/Society: Electrum dragons spend much time in thought, often perched on mountain peaks, as immobile as statues. They are curious and like to watch unnoticed the activities of creatures that dwell around them. Much of their time is spent seeking out things of beauty or practicing magic (for they find beauty in the use of magic itself).

Electrum dragons mate about once per century, parting after a short time (typically spent trading spells and playfully darting and rolling about the sky together). A year after mating, the female produces 1d4 rubbery, foot-long eggs. She leaves them untended; the eggs are fertile 75% of the time and hatch 2d12 days after they are laid.

Ecology: Electrum dragons eat lichens, scrub bushes, and graze treetops for tender young leaves. They also eat all manner of fish, fowl, and meat, especially enjoying the flesh of wyverns and griffons.

Some electrums have invented new spells and have sold or given them to humans and elves. In some places, electrum dragons are worshiped by primitive tribes or respected as sages.

Age	Body Lgt.	Tail Lgt.	AC	Spells W or P	MR	Treasure	XP Value
1	3–6	3–6	5	Nil	Nil	Nil	2,000
2	6–12	6–12	4	Nil	Nil	Nil	3,000
3	12–20	12–22	3	Nil	Nil	Nil	4,000
4	20–32	22–36	2	1	10%	Q	7,000
5	32–38	36–42	1	1/1	15%	U	8,000
6	38–44	42–48	0	2/1/1	20%	Q,U	11,000
7	44–50	48–56	–1	2/2/2	25%	Q×2,U×2	12,000
8	50–56	56–62	–2	3/2/2/1	30%	Qv3,U×4	13,000
9	56–62	62–68	–3	3/3/2/2	35%	L,Q×3,U×6,S	14,000
10	62–66	68–72	–4	3/3/3/2/1	40%	L,Q×4,U×7,S,V	15,000
11	66–68	72–76	–5	3/3/3/2/2/1	50%	Lv2,Q×4,U×8,S,V	16,000
12	68–72	76–80	–6	3/3/3/3/2/2/1	70%	L×3,Q×5,U×9,S,V	17,000

Dragon, Fang (Draco Dentus Terribilus)

CLIMATE/TERRAIN:	Mountains or barrens
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8–12)
TREASURE:	In lair only; see below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 22(D), Jp 9
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2d4 (×2)/2d8/3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (36′ base)
MORALE:	Fanatic (17 base)
XP VALUE:	See below



Fang dragons are greedy, rapacious, and cunning creatures. Their bodies are armored with bony plates that rise into projecting spurs at limb joints and end in long, forked tails tipped with a pair of scythelike bone blades. They fly poorly, but can rise with a single clap of their wings to lunge forward. Their body plates are a mottled gray and brown, their wings are small but muscled, and their eyes tend to be glittering red or orange (other hues are known). Fang dragons' heads are adorned with many small horns or spikes.

Combat: These dragons have poor magical ability, but they have mastered physical combat. They rake with their claws and slash with their tails for damage, and have an 80% chance to knock down a medium- or smaller-sized victim. Those knocked aside must make a successful Strength check to avoid falling (saving throws for fragile carried items apply) and a successful Constitution check to avoid being stunned for the following round. Also, the victim of any successful claw attack must make a successful Dexterity check to avoid suffering 1d4 additional damage from the dragon's body spurs. These attacks are used to clear aside incidental foes and/or pin the main intended victim, whom the dragon then bites.

Fang dragons have excellent vocal control and are able to mimic human voices very effectively as well as use spell scrolls and verbally triggered magical items crafted by humans. They have four small, feeble underclaws that can carry treasure or wield rings, wands, rods, or weapons of dagger size or smaller. They can even perform spellcasting gestures.

Special Abilities: A fang dragon has no breath weapon, but its bite permanently drains hit points if the victim fails to save vs. breath weapon; drained hit points are *gained* by the dragon. (If the dragon is slain within two rounds per experience level of the drained victim, and the victim ingests or comes into skin contact with some of the dragon's gore or cranial fluids, the stolen hit points are regained.) This dragon casts spells and uses magic at a level equal to 8 plus its combat modifier.

At birth, fang dragons can *detect magic* and *read magic*. They also save vs. all spells cast specifically at them with a +1 bonus. As they age, they gain the following additional powers: young—*shield* twice per day; juvenile—*dispel magic* once per day; adult—*spell turning* once per day; old—*telekinesis* twice per day; wyrm—*regenerate* (self only) 1 hp per four rounds.

Habitat/Society: Fang dragons prefer to seek food far from their lairs, which they typically wall up with huge boulders to keep out intruders in their absence. They speak snippets of many languages and will bargain to avoid hopeless or hard battles. They never attack others of their own kind, and they mate once every 60 years or so, parting after a single night.

Ecology: Fang dragons eat all manner of fresh meat, especially enjoying the flesh of intelligent mammals. Their fangs (powdered) and their cranial fluids are valued in the making of *swords +2, nine lives stealer* and similar magical items. Red and fang dragons have an instinctive dislike for each other.

Age	Body Lgt.	Tail Lgt.	AC	Bite Drain (hp)	Spells W or P	MR	XP Treasure	XP Value
1	3–6	3–6	4	2d4+1	Nil	Nil	Nil	1,400
2	6–12	6–12	3	4d4+2	Nil	Nil	Nil	2,000
3	12–20	12–22	2	6d4+3	Nil	Nil	Nil	3,000
4	20–32	22–36	1	8d4+4	Nil	10%	R	5,000
5	32–38	36–40	0	10d4+5	1	15%	R,S	7,000
6	38–42	40–44	–1	12d4+6	1/1	20%	R,S,T	8,000
7	42–46	44–48	–2	14d4+7	2/1	25%	Q,R,S,T	9,000
8	46–56	48–62	–3	16d4+8	2/2/1	30%	Q,R,S,T,U	11,000
9	56–62	62–68	–4	18d4+9	2/2/2	35%	A,B,S,T,Z	12,000
10	62–66	68–72	–5	20d4+10	2/2/2/1	40%	A,B,V×6,Z	13,000
11	66–68	72–76	–6	22d4+11	2/2/2/2	50%	A,B×2,V×8,Z	15,000
12	68–72	76–80	–7	24d4+12	2/2/2/2/1	70%	A,B×4,V×9,Z	16,000

Dragon, Farcluun

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	E (in lair)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	-5 (3)
MOVEMENT:	15 (10)
HIT DICE:	35+10/130hp (50hp)
THAC0:	10
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12 (dragonblade)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spell*
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (17-18)
XP VALUE:	20,000 (7,500)

Spells: 1) *(burning hands, charm person, magic missile, unseen servent, well of fog);* 2) *blind, (detect invisibility, hypnotic pattern, ray of enfeeblement, Tasha's uncontrollable hideous laughter);* 3) *(fireball), lightning bolt, spectral force, (vampiric touch, wraithform);* 4) *Evard's black tentacles, ice storm, psionic dampener), wall of fire;* 5) *(animate dead, cone of cold), feeblemind, shadow magic, wall of iron;* 6) *(chain lightning), death fog, globe of invulnerability, (improved slow, Otiluke's freezing sphere);* 7) *(conjure greeter elemental), doom legion, (finger of death), sands of time (plus 6 scrolls);* 8) Bigby's clenched fist, (incendiary *cloud), mind blank, (polymorph other);* 9) *energy drain, (power word kill, time stop);* 10) *(abrasion).*

Use values in parentheses after Farcluun's battle with Abelach-Re.

Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
1	6/12/27	All/All	17	160 (55)

Psionic Powers:

Devotions – aging, ail-round vision, ballistic attack, body weaponry, combat mind, control wind, danger sense, dimensional door, dimensional walk, displacement, dream travel, ego whip, enhancement, gird, id insinuation, inertial barrier, magnify, martial trance, mind thrust, molecular agitation, psionic blast, psionic inflation, psionic sense, psychic drain, stasis field, suspend animation, time shift.

Sciences – banishment, clairvoyance, death field, detonate, domination, life draining, precognition, project force, psychic crush, split personality, teleport other, ultrablast.

DMs must take time to fully understand Farcluun; various psionic abilities and spells if they are to be used to their full effectiveness.

Farcluun is a minor dragon in the scheme of things. But, like all dragons, he dreams of becoming much more powerful and of someday seizing control of a city-state.



Most of the time, Farcluun disguises himself as a powerful human male around 6 ½' tall with long black hair. This effect is produced by a special amulet he created himself. The disguise is virtually impenetrable by anyone save a more powerful dragon. However. the disguise does not alter his mass, which anyone who tries to lift or otherwise move him will quickly find out.

While a man, Farcluun gained a reputation for cruelty rivaled by few others. To fuel his transformation he rounded up an entire tribe of halflings and had them burned alive. Though some wouldn't fault him (halflings are savage cannibals, after all), the act was still undeniably cruel. This sadistic streak did not lessen as Farcluun gained power, but rather increased. Those who cross him should spend the rest of their lives looking over their shoulders for reprisals.

As with all his endeavors, Farcluun is treating the recover-y of the *black waters* scroll like a military campaign. He wishes nothing to go awry and will do everything in his power to regulate and control the project to avoid mishaps.

Combat: Farcluun is very canny in combat, but will try to stay out of physical confrontation if he can avoid it. If forced to fight, he uses a sword he had specially forged for his enhanced strength and mass. This dragonblade looks like a normal short sword, but in fact does 1d12 points of damage and can't be used by normal beings.

Farcluun far prefers the use of psionics and magic and will use them to dispatch foes whenever possible. The DM should be ruthless in playing him. He is one of the most powerful creatures the characters are likely to encounter and should be treated as such. Killing Farcluun should be a major accomplishment.

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Dragon, Fire

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (6)
TREASURE:	Special (see below)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C)
HIT DICE:	11 (base)
THACo:	9 (at 11 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-12/1-12/6-36
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Immune to fire and non-blessed weapons; see below
MAGIC RESISTANCE:	Variable
SIZE:	G (55' base)
MORALE:	Fanatic (18)
XP VALUE:	Variable



Fire dragons are creatures of Chaos created in mockery of true dragons. This imitation extends so far as to cause these creatures to appear at all levels of development, from eggs to great wyrms. Fire dragons appear to be made of living magma, with obsidian scales and eyes like glowing embers.

Combat: These creatures have a claw/claw/bite routine. In addition, they can use all special physical attacks that dragons have, such as wing buffets, tail slaps, and so forth. They also have the fear aura of true dragons, at the same power as their apparent age level.

Breath weapon/special abilities: The breath weapon of a fire dragon is a cloud of sulfurous vapor that chokes and burns anything in its path, causing half damage if the target saves vs breath weapon. The touch of a fire dragon inflicts 1-8 hp burning damage to anything that does not save vs. spells, When in flight, fire dragons shed a steady rain of red-hot embers that ignite all flammable material they touch (save vs. magical fire).

Fire dragons are immune to all fire-based attacks. On the other hand, cold- and water-based attacks inflict double damage. Holy water splashed on them inflicts 1-12 hp damage per vial.

Fire dragons are impervious to non-magical, non-blessed weapons, but magical, holy, or recently blessed weapons inflict normal damage. Acid attacks harm the fire dragon normally. Attack spells that are not fire-based also cause normal damage, although fire dragons have a base 10% magic resistance at birth, and this increases an additional 5% per increase in apparent age level.

Habitat/Society: Fire dragons are loners, gathering only when commanded to by Chaos, as during the Chaos War. They seem to form family groups at times but do not hoard treasure. They often serve as mounts for daemon warriors, and this is as far as they ever go toward cooperating with others.

Ecology: Like true dragons, fire dragons eat practically anything, including earth and stone. However, they much prefer flesh. Their bodies can provide magical ingredients for scroll ink for spells like *fireball* and *protection from fire,* while the hide can make fire-resistant scale mail, and the bones are useful for tipping *wands of fire.* Still, if wizards stumble upon some fire dragons before the Summer of Chaos, they would be well-advised to use these unexpected "resources" to make as many *arrows of fire dragon slaying* as possible.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	MR	XP
1	2-16	3-18	0	2d12+2	10%	4,000
2	16-31	18-35	-1	4d12+4	15%	6,000
3	31-61	35-69	-2	6d12+6	20%	8,000
4	61-80	69-88	-3	8d12+8	25%	10,000
5	80-99	88-107	-4	10d12+10	30%	12,000
6	99-118	107-126	-5	12d12+12	35%	14,000
7	118-137	126-145	-6	14d12+14	40%	16,000
8	137-156	145-164	-7	16d12+16	45%	18,000
9	156-175	164-183	-8	18d12+18	50%	20,000
10	175-184	183-202	-9	20d12+20	55%	25,000
11	184-193	202-211	-10	22d12+22	60%	30,000
12	193-202	211-220	-11	24d12+24	65%	35,000

Dragon, Ghost

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	20
THAC0:	2
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d10+10/1d10+10/2d10+10/2d12+10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	G (40' to 100' long)
MORALE:	Special
XP VALUE:	10,500 (defeat), 21,000 (placate), 32,000 (lay permanently to rest)

A ghost dragon is a sinister-looking, semi-transparent figure. It resembles whatever dragon type it was in life. All ghost dragons are a swirling murky gray, and they always speak in quiet whispers.

A ghost dragon is created when an ancient dragon is slain and its hoard looted. In many cases, the dragon died defending its hoard and home. The tie between a dragon and its hoard, however, goes far beyond mere human greed or dwarven avarice. The dragon will haunt its former lair until it manages to accumulate enough treasure to equal the value of its vanished wealth; then it will depart and rest in peace.

Ghost dragons never stir from their lairs. They are less belligerent than their living kin, but more obsessive. In many ways they resemble revenants more than true ghosts, except that they have no interest in revenge. All a ghost dragon thinks about is its treasure. Unfortunately for intruders, in the ghost dragon's mind, any and all valuables brought into its lair fall into this category. Since a ghost dragon can find peace only if it succeeds in rebuilding its hoard, it will demand trespassers hand over any treasure they are carrying—gold, jewelry, magical items, etc. The creature will allow polite adventurers to keep 10% of their possessions (a procedure it calls "tithing") and will answer questions they might have regarding neighboring monsters or events it knew about in its lifetime. Those who refuse to turn over their valuables are savagely attacked.

Combat: A ghost dragon has several different attack modes, and since it is an exceptionally intelligent creatures, it will always choose the combination that will best achieve its goal. Ghost dragons have a *fear aura* far more dangerous than that of their living counterparts. Victims of a ghost dragon's aura must make two saving throws, both a –4 penalty: one vs. petrification to avoid aging 10–30 years, and a second vs. spells to avoid cowering in terror for a full turn (10 rounds). Note that the aura affects all in the dragon's lair at the time it appears, including beings normally immune to fear effects, such as paladins.

A ghost dragon will never ambush intruders; it uses its aura first to get their attention and give them a chance to hand over their wealth without a fight. If they refuse and attack the ghost dragon, try to leave, of (worst yet) attempt to steal some of its remaining treasure, it begins its assault. In addition to its aura, a ghost dragon has a claw/claw/bite/tail slap combat sequence daunting to even the toughest warrior. Not only can it inflict up to 104 points of damage in a single round, but each successful hit requires the victim to make a saving throw vs. death magic or lose two levels to an energy drain. Further, the struck limb withers as if struck by a *staff of withering*.

The ghost dragon has a breath weapon it can use three times before it must desist 12 rounds to renew its internal energies (at which time it can breathe three more times). The breath weapon is a cloud of gray mist that ages any creature caught in it all follows: humans, halflings, half-elves, most humanoids 1–100 years; dwarves 30–300 years; gnomes 60–600 years; and elves 10-1,000 years.

Ghost dragons are immune to all spells cast by non-ethereal opponents, and all weapons of less than +3 enchantment. They are immune to *charm, sleep, hold,* and all control magic, even if the caster is on the Ethereal Plane. They cannot be turned or controlled by priests; they are immune to holy water.

If a ghost dragon is "killed" by damage or magic, it simply reforms 48 hours later and resumes its attempts to build its hoard. Most adventurers who have encountered one have found out that it is better to give the ghost dragon what it wants. The experience point values for dealing with ghost dragons reflect its unusual nature.

The only way to lay a ghost dragon to rest permanently is by giving it treasure. Once it has gathered enough wealth to replace its lost hoard, it will whisper a quiet "thank you" and disappear forever, leaving the accumulated treasure behind for anyone who wants it.

Habitat/Society: Ghost dragons are solitary creatures haunting the desolate ruins of their empty lairs. They can be found anywhere a live dragon would secure its most prized possessions, but always in dark, underground or indoor place. As intelligent creatures, they enjoy the occasional conversation with intruders, but will never allow themselves to be talked out of the treasure they need. Since only ancient dragons can become ghost dragons, and since most ghost dragons spend centuries if not millennia in that state, they can be valuable sources of information about the past—for those willing to pay their price. It is rumored that living dragons sympathize with the anguish ghost dragons feel over their plundered wealth and often help their departed kin by sending potential treasure their way in the form of unwary adventurers.

Ecology: Like most noncorporeal undead, ghost dragons play no part in the living world, nor do they need to eat or sleep. Ferocious predators in life, in death they completely drop out of circulation. They do, however, play a large part in the economy of the regions they inhabit, as their "tithing" of passing adventurers tends to deplete both cash and surplus magical items in those parts. (An enterprising DM can use a ghost dragon to curb runaway inflation in a campaign world.)

CLIMATE/TERRAIN:	Temperate/Cities (rarely Temperate/Hills, plains, and forests)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Special
ALIGNMENT:	Lawful neutral (good)
NO. APPEARING:	1
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (D), Sw 6
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/3-30
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (25' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	2-8	1-4	3	15'/1d4+1	Nil	25%	Nil	2,000
2	8-14	4-9	2	20'/2d4	Nil	30%	Nil	4,000
3	14-20	9-14	1	25'/2d4+1	Nil	35%	Nil	8,000
4	20-26	14-19	0	30'/3d4	4	40%	E, R	10,000
5	26-32	19-24	−1	35'/3d4+1	4 4	45%	H, R	12,000
6	32-38	24-29	−2	40'/4d4	4 4 4	50%	H, R	14,000
7	38-44	29-34	−3	45'/4d4+1	4 4 4 4	55%	H, R	15,000
8	44-50	34-39	−4	50'/5d4	4 4 4 4 4	60%	H, Rx2	17,000
9	50-56	39-44	−5	55'/5d4+1	4 4 4 4 4 4	65%	H, Rx2	18,000
10	56-62	44-49	−6	60'/6d4	5 4 4 4 4 4 / 2	70%	H, Rx2	19,000
11	62-68	49-54	−7	65'/6d4+1	5 5 4 4 4 4 / 2 2	75%	H, Rx3	20,000
12	68-74	54-59	−8	70'/7d4	5 5 5 4 4 4 / 2 2 2	80%	H, Rx3	21,000

Greyhawk dragons love to have human and demihuman companions, and, unlike other species of dragons, prefer to live amid the hustle and bustle of great cities. They often pose as sages, scholars, mages, or other intellectuals.

At birth, a Greyhawk dragon's scales are deep blue-gray with steely highlights. As the dragon approaches adulthood, its color slowly lightens to that of lustrous burnished steel. When these dragons take human form, they always have one steel-gray feature—hair, eyes, nails, or sometimes a ring or other ornament.

Greyhawk dragons speak their own tongue and a tongue common to all neutral dragons. Also, 19% of hatchling Greyhawk dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Greyhawk dragons favor repartee over combat. If pressed, they usually begin with a spell assault and avoid melee. If seriously harmed or threatened, they resume their dragon forms and use their breath weapons. They always breathe on any foe they plan to engage in melee, and they seek to keep their foes within the cloud until the gas loses its potency.

Breath Weapon/Special Abilities: A Greyhawk dragon's breath weapon is a cube of toxic gas. The dragon can monitor the amount of gas released so closely that it can make the cube as small as it wishes, or as large as shown in the table above. The listing is the maximum length of a side of the cube. Creatures caught in the gas must roll successful saving throws vs. poison, with a −2 penalty, or die instantly. The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offers some protection (saving throw penalty negated). Victims who succeed with the save automatically suffer the indicated amount of damage unless immune to poison. In still air, the gas stays active for two melee rounds.

Greyhawk dragons are immune to all poisons.

A Greyhawk dragon can *polymorph self* five times a day. Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.

Greyhawk dragons are immune to wizard spells of 1st-4th level.

As they age, they gain the following additional powers: *Young: cantrip* twice a day. *Juvenile: friends* once a day. *Adult: charm person* three times a day. *Mature adult: suggestion* once a day. *Old: enthrall* once a day.

A Greyhawk dragon casts its spells and uses its special abilities at 8th level plus its combat modifier.

Habitat/Society: Greyhawk dragons prefer human lodgings, but always ones that are well equipped with strong rooms or vaults to protect their treasures.

Greyhawk dragons prefer human form to their own, and they always have mortal companions. They are endlessly curious about human and demihuman art, culture, history, and politics. In their human identities, Greyhawk dragons often are well-known patrons of the arts. They always keep their true natures secret, but they are able to recognize each other.

Ecology: Greyhawk dragons prefer human food. Unlike other form-shifting dragons, they cannot live on such fare indefinitely, as they must eat enough to maintain their true bulk. Once or twice a month, they leave their adopted cities and go into the wilderness to hunt for food. They explain their absences in a way consistent with their human identities. For example, a dragon posing as a historian might claim to be out looking at ruins or questioning a grizzled survivor of an old battle.

Greyhawk dragons hate chaotic creatures who seek to disrupt life in cities or despoil their hunting grounds. In the city the dragons never hesitate to report troublemakers or to use their special abilities to hunt down criminals. In the wilderness, they prefer swifter forms of justice.

Dragon, Gaumahvi, Greater Purple

CLIMATE/TERRAIN:	Subarctic desert, high mountains
FREQUENCY:	Very Rare (unique)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any, but most active at twilight
DIET:	Special (Carnivore)
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	15, Fl 40
HIT DICE:	16 (128 hit points)
THAC0:	5
NO. OF ATTACKS:	3 or dust storm and/or spell
DAMAGE/ATTACK:	1-8/1-8/5-30
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Only hit by +3 or better magical weapons in astral (dust) form.
MAGIC RESISTANCE:	35%
SIZE:	G (125' long)
MORALE:	Fanatic (19)
XP VALUE:	18,000



Gaumahavi is a unique type of dragon. Though her long, snaky form is similar in appearance to that of an oriental dragon, she has little in common with them.

Thousands of years ago, Gaumahavi was the pet leopard of Surtava, the famous Ulgarian prince who gave up his power and wealth to seek enlightenment as a beggar, and who founded the Padhran religion now followed by the citizens of Ra-Khati. As a result of her close contact to the Padhra, Gaumahavi developed a soul. This newfound soul set Gaumahavi on a series of incarnations; her present incarnation is that of a great purple dragon.

Combat: In battle, Gaumahavi is a cunning predator who approaches combat in much the same way she approached hunting in her previous lives as predators. She uses her spells and breath weapons to disable her opponents, then keeps her exposure to a minimum while moving in for the kill.

Gaumahavi is the Great Dragon of the Desert Winds. As such, she has complete control over air currents within a 500-yard radius, and twice per day can create five rounds of dust storm causing 2d4 points of damage per round and knocking the victim off his feet (save vs. breath weapon for half damage and to retain footing). Gaumahavi's breath weapon, which she can use up to nine times a day, consists of a great cloud of powdery purple dust 100 feet long. This cloud is 5 feet in diameter at the base and 50 feet at the end. It does 8d10 points of choking damage to any breathing creature (save vs. breath weapons for half damage).

She can polymorph into any predatory animal or assume astral form at will. When in astral form, a shadow of her body, in the form of purple dust, remains on the Prime Material Plane. This form can only be struck by +3 or better magical weapons. By dissolving one dust body and forming another in a different part of the world, she is able to move over great distances instantaneously.

Gaumahavi can cast the following spells once per day: Wizard: 1) *color spray, gaze reflection;* 2) *darkness, 15' radius, whispering wind;* 3) *blink, wind wall;* 4) *dimension door, rainbow pattern;* 5) *telekinesis, teleport;* 6) *control weather, project image;* 7) *reverse gravity, vanish.*

Priest: 1) *animal friendship, locate animals or plants;* 2) *snake charm, speak with animals:* 3) *hold animal, summon insects:* 4) *giant insect, repel insects;* 5) *animal growth.*

Habitat/Society: Gaumahavi prefers to inhabit arid lands at high altitudes. She is by nature a solitary creature who avoids contact with men, though she is occasionally coerced into cooperating with certain powerful individuals. A nomadic huntress, Gaumahavi does not collect treasure.

Ecology: In astral form, Gaumahavi draws her sustenance from the mystic energies of Toril. However, in normal corporeal form, she is a voracious carnivore.

Dragon, Half-

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	O
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Steady (11)
XP VALUE:	15



Half-dragons are the result of the mating of a demihuman female, usually elf, dwarf, or gnome, and a male metallic dragon—gold, silver, or bronze. These dragon types have the natural ability to polymorph into demihuman form, and sometimes while in this form they produce offspring of mixed heritage.

Few physical features definitively mark a newborn babe as a half-dragon, though there are some telltale signs of the dragon parent; usually eyes or hair the color of gold, silver, or bronze. As they reach adulthood half-dragons grow tall and lean, no matter what demihuman blood mixes with their draconic heritage. During adolescence draconic abilities begin to manifest. These abilities become stronger and more pronounced over time and with use. Physical changes accompany the appearance of these abilities. A mature half-dragon appears as a very tall, very lithe humanoid with certain elflike features: a slender frame, lean muscles, long limbs, pointed ears. The skin has the look and texture of demihuman flesh, though with the pigmentation of the dragon parent. Hair is thick and luxurious, of a deeper and richer shade than the flesh color. A half-dragon's fingers are long and thin, with nails like talons. The true mark of dragon heritage is seen in the face, which has a distinctive reptilian appearance: snakelike eyes, elongated features, and the barest hint of horns protruding above the temples. Half-dragons have no wings, tails, or scales. No matter their demihuman heritage, all half-dragons mature in this way.

Half-dragons speak the language of their demihuman parent. A few can speak a draconic language (20%).

Combat: Half-dragons can use any weapon types that match the class they belong to. All half-dragons also begin with all of the racial abilities of their demihuman parent. As their dragon abilities manifest, they supersede and replace the demihuman ones. Each half-dragon type has discretionary abilities to choose from (one at 2nd, 4th, and 6th level), and fixed abilities that manifest automatically (at 5th and 7th respectively).

Half-gold

- *Fixed Abilities:* Claw attacks (1d6/1d6), breath weapon (spray of fire 10 feet long, damage 3d6, twice per day).
- *Discretionary Abilities:* Water breathing (at will), speak with animals (at will), bless (twice per day), detect lie (twice per day), sleep (twice per day), dragon fear (three times per day), immune to fire, immune to gas, infravision to 90 feet.

Half-silver

- *Fixed Abilities:* Claw attacks (1d4/1d4), breath weapon (spray of cold 8 feet long, damage 4d4, twice per day).
- *Discretionary Abilities:* Feather fall (once per day), wall of fog (once per day), cloud walk (one hour per level per day), dragon fear (twice per day), immune to cold, infravision to 90 feet.

Half-bronze

- *Fixed Abilities:* Claw attacks (1d4/1d4), breath weapon (bolt of lightning 8 feet long, damage 3d4, twice per day).
- *Discretionary Abilities:* Water breathing (at will), speak with animals (at will), create food and water (twice per day), ESP (once per day), dragon fear (once per day), immune to electricity, infravision to 60 feet.

Habitat/Society: Half-dragons tend to be loners. Most are raised by their demihuman parents, growing up in that culture. When the half-dragon's true nature becomes noticeable, the community often banishes the mixed being or makes life so unbearable that the half-dragon leaves. Half-dragons tend to become explorers and adventurers, traveling the world as they seek a place to call home. Half-dragons can belong to any class, and they set up lairs in remote places between the realms of dragons and demihumans.

Ecology: Half-dragons eat the same food as their demihuman parents. Half-golds can live to be 350, half-silvers to 310, and half-bronzes to a maximum of 240 years.

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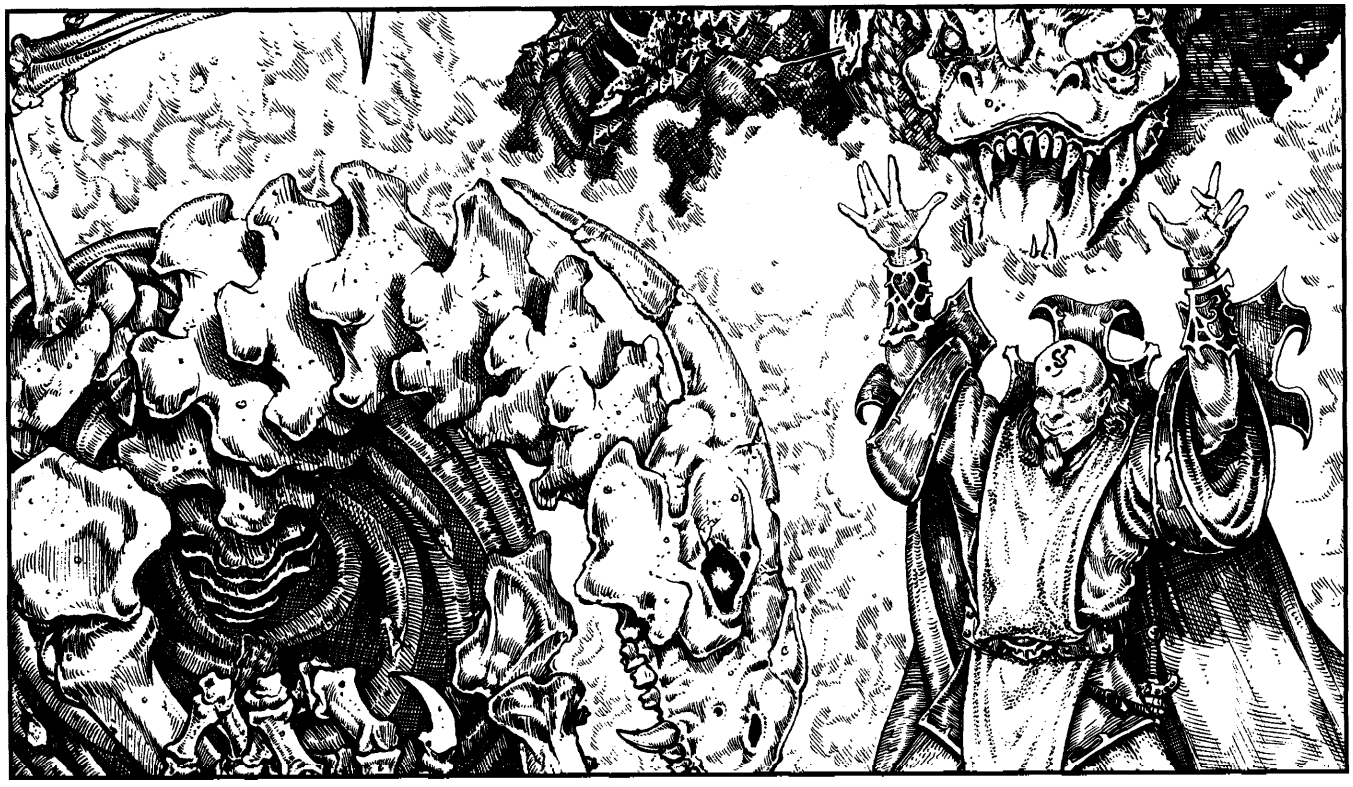
	Zombie	*Skeleton*
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	None	None
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	Same as living dragon form	Same as living dragon form+1
MOVEMENT:	Half living form; no flight	Same as living form; no flight
HIT DICE:	Same as living+1	Same as living
THAC0	Same as living	Same as living
NO. OF ATTACKS:	Same as living	Same as living
DAMAGE/ATTACKS:	Same as living	Same as living
SPECIAL ATTACKS:	Physical dragon attack forms not using flight; spell-like abilities of living form	Physical dragon attack forms not using flight; spell-like abilities of living form
SPECIAL DEFENSES:	All dragon type and age immunities from life; immune to *charm, hold, sleep,* paralysis, and poison; save as priests of a level equal to their HD while living	All dragon type and age immunities from life; immune to *charm, hold, sleep,* paralysis, and poison; save as priests of a level equal to their HD while living
MAGIC RESISTANCE:	Same as living	Same as living
SIZE:	Same as living	Same as living
MORALE:	20	20
XP VALUE:	Varies	Varies

What does one do with the corpse of a dragon that failed to achieve dracolich status or one that foolishly perished in battle before the conversion could even be attempted? There's always dissecting the body to use the various pieces to create various magical items. But if one is a member of the Cult of the Dragon and does not wish to go to all that messy work or if one still has need of a fearsome, undead draconic warrior, then one can try to create a lesser form of draco-undead, specifically a zombie or skeleton dragon.

In his work toward creating the ultimate undead dragon, the dracolich, Sammaster perfected several lesser forms of draconic undead as steps in his learning process. Two such undead forms are detailed here (as they are in Sammaster's *Tome of the Dragon).* These are the first two types Sammaster created and the easiest for modern Cult wizards to recreate today. The existence of other, more powerful forms of draconic undead is often hinted at by Cult necromancers, but no instances of such have ever been recorded.

A zombie dragon superficially resembles a dracolich. Its flesh is rotting and hangs in tatters from its bones, and it often has ripped and torn wing tissue. However, zombie dragons lack the evil fire of a dracolich in their eyes. Instead, the eyes of a zombie dragon are dull and dead and are often gone entirely, since the delicate tissue decays rapidly. The mindless dragon zombie cannot speak and can follow only the simplest commands.

Skeleton dragons are literally undead creatures formed from the animated skeleton of a dragon. They can also can be mistaken for dracoliches, though they too lack the fire present in a dracolich's eyesockets. They are mindless, cannot speak, and can follow only relatively simple commands.



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Combat: The dragon zombie is a ponderous creature that always strikes last in any round. Its movement rate is half that of its living form, and it cannot fly. When created, the dragon zombie has one more Hit Die than the dragon had in life, though this additional Hit Die has no effect on the age-related abilities of the creature. Zombie dragons possess the same Armor Class they had in life.

Skeleton dragons take only half damage from edged and piercing weapons and are immune to cold-based attacks. Skeleton dragons have the same number of Hit Dice and movement rate that they possessed in life, but they cannot fly. Their Armor Class is one better than their AC in life.

Lesser undead dragons generally have the same number of physical attacks and inflict the same amounts of damage as when they were living. However, since they are flightless, they cannot perform the snatch and stall dragon attacks. Like their living counterparts, they can divide their attacks between opponents. Lesser undead dragons do not retain the fear aura of their living dragon form, nor can they use that form's breath weapon.

Lesser undead dragons retain all the immunities that they possessed while alive. For example, a zombie or skeletal dragon that was old or older when it died is immune to normal missile weapons, as zombie and skeletal dragons of the red dragon species are immune to fire. In addition, lesser undead dragons retain any magic resistance they had while alive. Lesser undead dragons also have the standard undead immunities to *charm, hold,* and *sleep* enchantments and are immune to paralysis and poison. Lesser undead dragons also can detect invisible objects and beings and can use *clairaudience* in their lairs. Undead dragons save as priests of a level equal to their HD while living rather than as fighters. Clerical spells and other spells that specifically target undead affect lesser undead dragons normally. Lesser undead dragons are turned as "Special" undead, and holy water inflicts 2d4 points of damage upon them.

The dragon's innate spell-like abilities, if any are usable by the lesser undead form of the dragon despite its lack of intelligence. To a magical creature such as a dragon, using its spell-like abilities is as natural as biting or clawing its foe; it is an instinct, not a conscious decision. True spellcasting is, however, impossible for such mindless undead beings as listed here (unless an undead dragon has an *imbue undead with spell ability* spell cast upon it). It is theorized that other, more intelligent types of undead dragons—should they be proven to exist—might be able to cast spells as when they lived.

A *protection from evil* spell is ineffective against these lesser undead dragons (since they are neutral in alignment), but other spells relating to undead creatures or dragons may ward against them.

Habitat/Society: Zombie dragons and skeleton dragons are found at whatever posts they are stationed at by their creators or those assigned to direct them.

Creating either type of lesser undead dragon requires access to an *animate dead* spell as well as the corpse of an evil dragon of at least young age category or older to be animated (and only evil dragons of sufficient age can be reanimated, as Sammaster discovered to his chagrin). To create a zombie dragon, a relatively intact dragon corpse (in other words, one with no missing limbs) is required and at least 75% of the body tissue must be present. To create a skeleton dragon, an intact dragon skeleton is not necessary; the skull, spine and claws of the dragon are the only pieces that are absolutely required. About 60% of the rest of the skeleton must also be present. (The bones of some other large creature may be substituted for bones missing from the dragon skeleton in the final animated form.) To prepare the corpse for animation takes 1 day in the case of a zombie dragon and 3 days in the case of a skeleton dragon. In addition, a piece of zombie flesh or a shard of a skeleton's bone must be added to an arcane elixir (contents to be determined by the DM) worth at least 500 gp to create a zombie dragon or 1,000 gp to create a skeleton dragon, and the elixir must be poured over the corpse before the *animate dead* spell is cast.

Finally, the dragon corpse receives a saving throw vs. spell as if it were still a living dragon of the appropriate type, but with a with a -4 penalty. (Magic resistance is ignored for this purpose.) If the saving throw is successful, the dragon is not reanimated and the preparation time and potion have been wasted. If the saving throw is not successful, the corpse is reanimated as the appropriate type of lesser undead dragon. Attempts to animate a dragon corpse which succeeded at its saving throw may be repeated, but the preparation time and the concoction and use of a new elixir must also be repeated. A force other than the spirit of the actual dead dragon provides the animation for zombie dragons and skeleton dragons; their actual spirits and minds pass into the afterlife with their deaths.

Ecology: Zombie dragons and skeleton dragons eat nothing and hunt nothing they have not been told to attack. They often serve as guardians for Cult of the Dragon meeting places or hidden treasures, and sometimes serve as eternally vigilant door guards for Cult dragons or dracoliches. They have no treasure of their own, though they may be allowed or assigned to remain near their former hoards in some cases. Though they do not project a living dragon's fear aura, animals of all sorts instinctively dislike them and will not approach them if given a choice. The only exception is carrion-eaters, who may, in the case of zombie dragons, hang about in the vicinity of the dragon occasionally to feast on bits of flesh the zombie has sloughed off.

Dragon, Medrinia

CLIMATE/TERRAIN:	Deep oceans or seas
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Genius (17)
TREASURE:	Incidental
ALIGNMENT:	Lawful Good

NO. APPEARING:	1
ARMOR CLASS:	–7
MOVEMENT:	12, swim 36
HIT DICE:	22 (176 hit points)
THAC0:	1
NO. OF ATTACKS:	4 + special
DAMAGE/ATTACK:	2d4/2d4/3d6/6d12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	45%
SIZE:	G (120' long with a 30' tail)
MORALE:	20 (Fearless)
XP VALUE:	36,000



Medrinia is the representative of Bahamut to all aquatic dragons. She rules from her undersea palace—a magnificent structure made from coral, shells, and pearl—and protects Good-aligned aquatic creatures. Medrinia is a sleek dragon with deep blue-green scales and sturdy wings. The membrane stretching between the cartilage in her wings is thick, allowing her to use them as powerful fins. Her wide tail also ends in a crescent-shaped fluke. Medrinia can telepathically communicate with any living thing. She also speaks the language of any mundane aquatic creature, as well as the tongues of the good dragons, sea elves, locathah, mermen, and tritons.

Combat: Though generally peaceful, Medrinia is quick to use her powers when one of her subjects is threatened. In combat, she can claw for 2d4 points of damage. She often bashes opponents with her powerful tail, causing 3d6 points of damage and stunning victims for 1d4 rounds. Finally, Medrinia has a powerful bite attack that inflicts 6d12 points of damage.

Medrinia can breathe a cone of pure force 10 feet wide at its origin, 50 feet long, and 20 feet wide at its base. This breath weapon causes a funnel of water to pummel anyone within its area of effect, inflicting 15d10 points of damage. The breath weapon can be employed only when Medrinia and the target are both underwater, and a successful saving throw vs. breath weapon reduces the damage by half.

Medrinia also uses a powerful breach attack against sailing vessels. Sinking as deep as necessary, she arrows toward the surface at top speed, breaking the surface and launching herself completely out of the water. Once airborne, Medrinia tucks in her wings, rolls on her side, and smashes the offending vessel. This attack destroys ships under 60 feet long and has a 35% chance to sink ships over 60 feet. If using the naval combat rules found in *Of Ships & the Sea*, this breaching attack causes 18d12 points of both crippling and hull damage. All Seaworthiness checks made as a result of this attack suffer a –2 penalty.

Medrinia can use the following spell-like abilities at the 15th level of ability, once per round: *water breathing* (Priest), *part water, detect invisibility, Samprey's sensible sea sphere*, pressure resistance*, polymorph self, polymorph other, conjure elemental* (water), *withstand water*, enhance water creature** (Priest), *shell-skin**, and *rapture of the deep**. She can summon 1d4 sea wyrms and 1d2 dragon turtles every turn. These creatures arrive within 3 rounds of the summoning.

Habitat/Society: According to legend, Medrinia formed from a tear shed by Bahamut after the platinum dragon witnessed the carnage of the first battle between the draconic forces of good and those of the Chromatic Dragon. When Medrinia acts as Bahamut's representative, there is a 20% chance that she is accompanied by another emissary of Bahamut or even one of Bahamut's avatars.

Medrinia patrols the breadth and depth of the oceans in search of evil. She oversees a vast network of allied creatures—from dolphins and sea-horses to other aquatic dragons—that provides aid to its members in times of need.

Medrinia demonstrates compassion for Good-aligned surface dwellers who find themselves threatened by the sea. Some even say that Medrinia sends out patrols of dolphins to rescue drowning sailors.

Medrinia's palace, Sea Reach, serves as a haven for all Good-aligned sea-creatures in time of war.

Ecology: Medrinia feeds upon vast amounts of fish and other simple aquatic creatures. Although she often fights other evil and powerful aquatic creatures—such as deepspawn, weresharks, morkoth, and especially sahuagin—Medrinia refuses to consume these evil creatures.

*Indicates a spell described in *Of Ships & the Sea*.

CLIMATE/TERRAIN:	Temperate and subtropical/ Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	See below
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−1 (base)
MOVEMENT:	15, Fl 36(C), Jp 3
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2-8/2-8/2-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	See below
SIZE:	H (25' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Mercury dragons are fast, highly-maneuverable creatures with relatively small bodies and long tails. Although good in alignment, they are very whimsical, making and changing decisions frequently.

At birth, a mercury dragon's scales are dull silver. As it ages, the scales become brighter and brighter, until at adult age they gain a brilliant mirror finish. Sunlight or other sources of light reflecting off the scales and wings of a mercury dragon can be blinding.

Mercuries speak the language of good dragons, but at high speed, so there's only a 75% chance of understanding a mercury dragon.

Combat: Mercury dragons are as unpredictable when it comes to combat, as they are in any other situation. They may parley, they might attack instantly, or, perhaps, they may avoid combat entirely. They never attack good-aligned creatures unless sorely provoked.

Mercury dragons always use spells in combat, if possible. They are very creative, and can always figure out some innovative way of using virtually any spell to advantage in combat.

In addition to the breath weapon and the attack modes shared by all dragons, mercury dragons can curve the mirror-bright membranes of their wings to reflect and concentrate available light (as dim as full moonlight) into a beam of dazzling brightness. They can aim the beam at one enemy per round-at the expense of not being able to use their wing buffet, and the enemy must roll a successful saving throw vs. spell or be blinded for 1d4 + 1 rounds. If not using this technique as a weapon, they can use the beam much like a search-light.

A mercury dragon's breath weapon is a beam of brilliant, yellow light. The beam is 5 feet wide and extends 60 feet from the creature's mouth. Any creature caught in the beam receives damage from heat (saving throw for half damage). The heat of the beam is intense enough to ignite flammable objects that fail saving throws vs. magical fire.

A mercury dragon casts spells and uses magical abilities at the 10th level, plus its combat modifier. At birth, mercury dragons are immune to fire and all magical forms of blindness.

They also receive a + 3 bonus to saving throws against light-based attacks. As they age, they gain the following additional powers:

Age	Abilities
Young	*gaze reflection* at will
Juvenile	*mirror image* three times per day
Adult	*polymorph self* twice per day
Old	*telekinesis* twice per day
Wyrm	*project image* once per day

Habitat/Society: Mercury dragons are loners by nature. Their mating behavior is free-wheeling, fun loving, and generally irresponsible. If a female becomes impregnated, however, the male's protective instincts take over. Mercuries are very protective of their offspring, and will give their lives to save them. Offspring usually stay with their parents until they reach the juvenile age category.

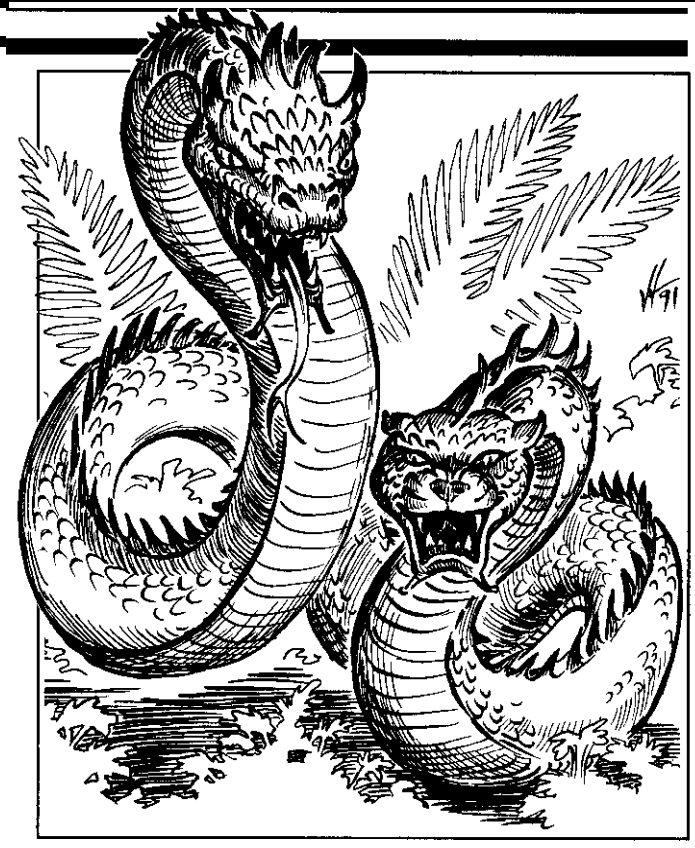
Because of their unpredictable, sometimes almost irrational nature, mercuries very rarely have close relationships with other creatures in the area. For this reason, mercuries have to depend on magical and mechanical traps and guards to protect their lairs when they are away.

Ecology: Mercury dragons eat anything, but they prefer to feed on metal ores. Although they have no venom attacks, the flesh of mercury dragons is highly poisonous.

Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard/Priest)	MR	Treasure Type	XP Value
1 Hatchling	3-6	3-6	2	2d8 + 1	Nil	Nil	Nil	1,400
2 Very Young	6-11	6-11	1	4d8 + 2	Nil	Nil	Nil	3,000
3 Young	11-17	11-20	0	6d8 + 3	Nil	Nil	Nil	5,000
4 Juvenile	17-21	20-25	−1	8d8 + 4	1	10%	½ H	8,000
5 Young Adult	21-24	26-30	−2	10d8 + 5	1 1	15%	H	10,000
6 Adult	24-27	30-33	−3	12d8 + 6	2 1 1	20%	H	11,000
7 Mature Adult	27-30	33-36	−4	14d8 + 7	2 2 2	25%	H	12,000
8 Old	30-33	36-36	−5	16d8 + 8	3 2 2 1	30%	H, I	14,000
9 Very Old	33-36	39-42	−6	18d8 + 9	3 3 2 2	35%	H, I	15,000
10 Venerable	36-39	42-45	−7	20d8 + 10	3 3 3 2 1	40%	Hx2, I	16,000
11 Wyrm	39-41	45-48	−8	22d8 + 11	3 3 3 2 2 1	50%	Hx2, I, X	17,000
12 Great wyrm	41-44	48-51	−9	24d8 + 12	3 3 3 3 2 2 1	70%	Hx3, I, T, X	18,000

Dragon, Maztican (Tlalocoatl, Rain Dragon)

CLIMATE/TERRAIN:	Tropical clouds and mountain caves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0 (base)
MOVEMENT:	3, Fl 30 (B)
HIT DICE:	12 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	3-24/3-18/2-8
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Also called rain serpents, tlalocoatls are limbless and serpentine, with a head at each end. One head is snake-like; the other resembles a reptilian jaguar head. A tlalocoatl is bluish in color, ranging from sky blue on its underside to turquoise blue on top.

Tlalocoatls help dispense rain in Maztica. They will aid an arid area with moisture if properly appeased, but they sometimes act capriciously, causing floods or allowing droughts.

They have the standard dragon characteristics, except for age categories, maneuverability class, and attacks, as noted herein.

Combat: Tlalocoatls fly using natural magical ability and are more maneuverable than most other dragons.

They prefer to use spells and special abilities before melee. In melee, they may bite once per head, constrict, snatch (using a mouth), or plummet, but may not use other special dragon attack forms. The fanged snake head bites for 3d6 points of damage and injects poison, against which victims must make a saving throw or die. The jaguar head does 3d8 points of damage. A constriction attack causes 2d4 points of damage per round until the victim or the dragon is slain. A tlalocoatl can constrict one victim for each 8' of body length.

Breath Weapon/Special Abilities: A tlalocoatl has two breath weapons, each usable once every three rounds. The jaguar head breathes a cloud of water vapor 90' long, 30' wide, and 30' high. The cloud may be scalding steam, doing damage as indicated above, or cool fog which does no damage. Either form lasts for 1d4 + 4 rounds, obscuring vision as does normal darkness. The serpent head breathes a cone of ice crystals 75' long, 5' wide at the mouth, and 25' wide at the base. Damage indicated is caused half by cold and half by abrasion. If used together, the breath weapons cause normal damage, then cause rain, making as much water as a create water cast by the dragon. The rain continues for one round per four gallons of water. Creatures take 1d4 points of drowning damage for each round they stay within the storm, which has the same dimensions as the original vapor cloud.

A tlalocoatl casts spells and uses magical abilities at 5th level plus its combat modifier. Rain dragons are immune to

Age	Body Lgt. (')	AC	Breath Weapon	Priest Spells	MR	Treas. Type	XP Value
1 (0-51 yrs)	5-8	3	2d6+2	1	20%	Nil	10,000
2 (52-103)	9-12	2	3d6+3	2	25%	Nil	12,000
3 (104-155)	13-16	1	4d6+4	2 1	30%	Nil	14,000
4 (156-207)	17-20	0	5d6+5	3 1	35%	B	17,000
5 (208-259)	21-24	-1	6d6+6	3 2	40%	B	18,000
6 (260-311)	25-28	-2	7d6+7	3 2 1	45%	B	20,000
7 (312-363)	29-32	-3	8d6+8	3 3 1	50%	B, U	21,000
8 (364-415)	33-36	-4	9d6+9	3 3 2	55%	B, U	22,000
9 (416-467)	37-40	-5	10d6+10	3 3 2 1	60%	B, U	23,000
10 (468-519)	41-44	-6	lld6+11	3 3 3 1	65%	Bx2, U	24,000
11 (520-571)	45-48	-7	12d6+12	3 3 3 2	70%	Bx2, U	25,000
12 (572-675)	49-52	-8	13d6+13	3 3 3 2 1	75%	Bx2, U, Yx2	26,000

electricity and cold. As they age, they gain the following additional powers:

Very *young: water breathing* three times a day.
Young: obscurement twice a day.
Juvenile: solid fog twice a day.
Adult: call lightning twice a day.
Mature adult: transmute water to dust twice a day.
Old: weather summoning twice a day.
Very old: transmute rock to mud once a day.
Venerable: control weather once a day.

Habitat/Society: Rain serpents lair in caves in cloud-shrouded mountains, sometimes accompanied by *chacs* (jaguar-like rain spirits). Every tlalocoatl is a priest of Azul, and is both male and female, producing offspring when Azul gives permission. Many die young because they mature so slowly. However, they age rapidly in later years. They have a maximum age of 676 years.

Ecology: Tlalocoatls are not as greedy as other dragons, but they do collect treasure. Substitute Maztican valuables for coinage: cocoa beans for copper pieces, copper blades for silver pieces, coral buds for electrum, jade or turquoise for gold, and quills of gold dust for platinum. Magical items will also be Maztican.

Tlalocoatls are especially fond of cocoa beans, turquoise, and jade, which they consume. They also drink a great deal of water, possibly increasing the dangers of a local drought. They are fond of meat, particularly that of young animals or human children.

The scales from the tops of their bodies are beautiful turquoise, worth up to 1 gq each. A skilled craftsman can shape them like rock, but they are as tough as metal. Weapons made with the scales do not break like bone or stone weapons.

CLIMATE/TERRAIN:	Tropical and subtropical/Forests, lake shores, sea shores, and river banks
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base) or −2 (base)
MOVEMENT:	12, Fl 39 (C), Sw 12
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2-5/2-5/2-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Nil or 15%
SIZE:	G (54' base)
MORALE:	Champion (16 base)
XP VALUE:	Variable

Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and dislike conversation.

At birth, a mist dragon's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight.

Mist dragons speak their own tongue and a tongue common to all neutral dragons. Also, 15% of hatchling mist dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Mist dragons try to avoid encounters by assuming mist form. In combat, they quickly use their breath weapons, then assume mist form and hide in the vapor—where they launch a spell assault.

Breath Weapon/Special Abilities: A mist dragon's breath weapon is a cloud of scalding vapor that is 90 feet long, 30 feet wide, and 30 feet high. Creatures caught in vapor suffer can roll saving throws vs. breath weapon for half damage. In still air, the vapor persists for 1d4 + 4 rounds; on the second round, it condenses into a clammy, smothering fog that blinds air-breathing creatures for 1d4 rounds and inflicts 3d4 points of drowning damage per round for as long as the creature remains in the cloud (a successful saving throw vs. breath weapon negates both effects).

A mist dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.

Mist dragons are immune to fire and heat.

Mist dragons can assume (or leave) a cohesive, mist-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal mist; in mist form, their Armor Class improves by −3 and their magic resistance increases by 15%. They can use their spells and innate abilities while in mist form, but they cannot attack physically or use their breath weapon. Mist dragons in mist form can fly at a speed of 9 (MC: A).



As they age, they gain the following additional powers: **Very young:** *water breathing* twice a day. **Young:** *wall of fog* twice a day. **Juvenile:** *create water* twice a day (affects a maximum of three cubic yards [81 cubic feet]). **Adult:** *control winds* three times a day. **Mature adult:** *wind wall* twice a day. **Old:** *solid fog* twice a day. **Very old:** *predict weather* twice a day. **Ancient:** *airy water* twice a day.

Habitat/Society: Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp. Forest-dwelling mist dragons occasionally come into conflict with green dragons. Mist dragons greatly resent the green dragons' attempts to intimidate or dominate them; they usually spend several months vainly trying to avoid a green dragon's advances before losing all patience and launching an all-out campaign to destroy or drive away the aggressor. Likewise, coastal mist dragons might have bronze dragons for neighbors. This, however, seldom leads to conflict as both dragons are content to leave the others alone.

Mist dragons are loners, and 90% of all encounters are with individuals. Group encounters are with parents and offspring.

Ecology: Mist dragons can eat almost anything, including woody plants and even mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	7-19	6-16	4	2d6 + 1	Nil	Nil	Nil	3,000
2	19-31	16-28	3	3d6 + 2	Nil	Nil	Nil	5,000
3	31-43	28-38	2	4d6 + 3	Nil	Nil	Nil	7,000
4	43-55	38-50	1	5d6 + 4	1	Nil	Y, Z	10,000
5	55-67	50-60	0	6d6 + 5	1 1	25%	X, Y, Z	12,000
6	67-80	60-70	−1	7d6 + 6	2 1	30%	X, Y, Z	13,000
7	80-93	70-84	−2	8d6 + 7	2 2	35%	X, Y, Z	14,000
8	93-106	84-95	−3	9d6 + 8	3 2 / 1	40%	X, Y, Zx2	16,000
9	106-120	95-108	−4	10d6 + 9	3 3 / 1 1	45%	X, Y, Zx2	17,000
10	120-134	108-121	−5	11d6 + 10	4 3 / 2 1	50%	X, Y, Zx2	18,000
11	134-148	121-133	−6	12d6 + 11	4 4 / 2 2	55%	X, Y, Zx3	19,000
12	148-162	133-146	−7	13d6 + 12	5 4 / 3 2	60%	X, Y, Zx3	20,000

Dragon, Mithril

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2-3)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 36 (B)
HIT DICE:	12 (base)
THAC0:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/3-12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Mithril dragons are graceful, slender creatures with long necks – which accounts for much of their relatively great body length – and comparatively small heads. They have tiny eyes, which are protected from the extreme sunlight by semi-reflectant silver corneas. Their scales are highly reflectant, presumably to minimize heat absorption. Their color, from hatching to old age, remains a fine burnished silver, similar to the metal which gives them their name.

Mithril dragons have all of the standard dragon characteristics as described in the *Monstrous Compendium*. Unlike other dragons, however, they seem to have no interest in treasure as such. Their sole goal in life seems to be to enjoy themselves by soaring in the great thermals that rise from the semi-molten surface of Radole. In personality, they seem more akin to the faerie dragon than to any other draconic species.

Combat: Mithril dragons never seek out combat, unless it looks as though an enemy is going to harm their eggs or their mates. Normally, they use their incredible speed and maneuverability to stay well out of harm's way. (They're not above taunting or teasing a prospective enemy, however.) If forced into combat, though, they are formidable opponents. They use their magic and innate abilities to maximum effect, and their breath weapon is absolutely lethal. Their favorite tactic is to swoop down on an enemy from out of the sun, make their most effective attack, then soar off again before the enemy can respond. A mithril dragon's greatest fear is of losing the ability to fly. For this reason, they are most likely to break off combat if they believe their opponent is able to strip them of this facility.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	XP
1	3'-6'	2'-7'	3	2d8+1	nil	nil	1,400
2	6'-14'	7'-16'	2	4d8+2	nil	nil	2,000
3	14'-22'	16'-25'	1	6d8+3	nil	5%	4,000
4	22'-31'	25'-34'	0	8d8+4	1	10%	7,000
5	31'-41'	34'-43'	-1	10d8+5	2	15%	9,000
6	41'-52'	43'-52'	-2	12d8+6	3	20%	10,000
7	52'-64'	52'-61'	-3	14d8+7	3/1	25%	11,000
8	64'-77'	61'-70'	-4	16d8+8	3/2	30%	12,000
9	77'-91'	70'-79'	-5	18d8+9	3/2/1	35%	14,000
10	91'-105'	79'-90'	-6	20d8+10	3/3/1	45%	15,000
11	105'-121'	90'-99'	-7	22d8+11	3/3/2	55%	17,000
12	121'-138'	99'-108'	-8	24d8+12	3/3/3	70%	19,000

Breath Weapon/Special Abilities: A mithril dragon's breath weapon is a beam of blinding silver light, 100' long and 10' in diameter. This inflicts damage through a combination of heat and other forms of radiation. There is no known form of immunity that protects against this weapon. Targets receive a saving throw for half damage. Whether or not they succeed in this saving throw, targets must make a second save vs. breath weapon or be blinded for 1d6 hours.

Mithril dragons cast their spells and use their magical abilities at 8th level, plus their combat modifier.

At birth, mithril dragons are immune to fire and heat. As they age, they gain the following additional powers: **Very young**: *tongues*, continuous duration; **Young**: *forget* three times per day; **Juvenile**: *blink* twice per day; **Adult**: *conjure (fire) elemental* once per day; **Old**: *telekinesis* three times per day; **Very old**: *disintegrate* once per day; **Venerable**: *power word stun* twice per day.

Habitat/Society: No one has ever seen an unwounded mithril dragon on the ground, and some sages believe that the creatures spend their entire lives soaring through the blistering air. If this is so, how they mate and produce offspring is a mystery. There are some who believe that mating takes place on the wing, and that the male carries the single egg on his back until it hatches. This theory is totally unsubstantiated, however.

Mithril dragons are usually solitary creatures, soaring alone in the fierce thermals. The dragons do sometimes gather into small groups, however, and play intricate games involving aerobatics and speed runs, combined with intricate wordplay and pun-making. The creatures have a well-developed sense of humor, and the best way to get on the good side of a mithril dragon is to tell it a joke it hasn't heard before.

Some mithril dragons have a mild curiosity about the inhabitants of the Ribbon on Radole. They never actually encroach on the temperate band – there are no thermals and updrafts to play in there, after all – but sometimes come close enough to watch the comings and goings of spelljamming vessels. The creatures have no knowledge of or interest in Darkside, and consider it a nasty place not worth visiting.

The dragons have no interest in treasure, and so collect none.

Ecology: Mithril dragons are the top of the food chain, feeding mainly on the great beetles, such as the steelback. Sometimes groups of younger mithril dragons will cooperate in frying a steelback with their breath weapons, then swooping down on the carcass and tearing off bite-sized chunks until their hunger is satiated. The dragons eat surprisingly little for such massive creatures, giving some sages to think that the mithrils supplement their metabolic economy with solar energy they absorb through their skin.

CLIMATE/TERRAIN:	Moons
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Special
ALIGNMENT:	Variable
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	4 (base)
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	9 (base)
THAC0:	12 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d4/1d4/2d10
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (25' base)
MORALE:	Elite (15)



Moon dragons are evil dragons that exclusively inhabit caves on moons. Like most dragons, they prize wealth and power. The coloration of moon dragons changes every 30 days, starting out as brilliant white. Slowly, what appears to be a large black shadow forms on the dragon's left side, and gradually moves across the beast until it is all black. This process takes 15 days, whereupon a small sliver of white appears on the left side and moves across the dragon until, 15 days later, it is all white again. The dragon's strength and alignment vary with its coloration. Each "phase" lasts seven days. When the dragon is all black, it is at full strength and chaotic evil. When either black-white or white-black, its powers and combat modifiers are half the dragon's age category, its alignment neutral evil. When all white, it is lawful evil and its power is one quarter of its age category (e.g., an old dragon during the all-white phase fights as a very young dragon). Size and Intelligence do not change.

When the moon dragon is all white, lycanthropes immediately change into were-form and, unless they save vs. magic, obey the moon dragon's commands as though *charmed*.

Moon dragons speak the tongue common to all evil dragons, and 20% of all hatchlings can speak with any living being, this chance increasing 5% per age category.

Combat: The moon dragon dislikes lowering itself to mere combat. If provoked, it leads with its breath weapon and hopes this attack panics the enemy. If the dragon's opponents dare not flee, the dragon breathes again, sometimes casting a spell or two "for variety's sake." Moon dragons dislike using their claws and bite (each 1d4), considering such brawling beneath them.

Moon dragons breathe a cone of black frost 160' long, 40' wide at the base, and 10' wide at the dragon's mouth. Besides causing 2d10 damage, the black frost hardens rapidly. Those who fail to save vs. breath weapon are encased in a tomb of black ice, with only enough air for 1d4+1 rounds. After that time, the victim suffocates. Breaking the ice from the inside requires the victim to make a Strength ability check at −2 (allowed once per round).

Breaking the ice from outside requires 1d6 rounds of uninterrupted chipping. Magical fire melts the ice in 1d4−1 rounds. Excess magical fire damages the victim.

Moon dragons are immune to cold. They have superior vision and are not affected by either *light* or *darkness* spells. As they age, moon dragons gain the following spell abilities, each usable three times a day: young—*light*; juvenile—*darkness, 15' radius*; adult—*continual light*; old—*Melf's minute meteors*; very old—*repulsion*; venerable—*reverse gravity*.

Habitat/Society: Moon dragons have a strong feeling of superiority. Arrogant and elitist, moon dragons are obsessed with the moon motif and the dichotomy of light and darkness. Their treasure consists mainly of white or black pearls and diamonds, moonstones, and any coin called a "moon" by its society.

Ecology: The average moon dragon brood holds 1d4 eggs.

Moon dragons eat almost anything, and they keep a well-stocked larder of frozen victims. Only rarely do they range about their moon for food. Moon dragons are the mortal enemies of sun dragons and attack them on sight.

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Wizard Spells	MR	Treas. Type	XP
1	1-12	2-12	7	2d6+1	Nil	Nil	Nil	1,400
2	13-24	13-20	6	3d6+2	Nil	Nil	Nil	2,000
3	25-36	21-28	5	4d6+3	Nil	Nil	Nil	4,000
4	37-48	29-36	4	5d6+4	1	Nil	F	6,000
5	49-60	37-44	3	6d6+5	2	Nil	F	8,000
6	61-72	45-52	2	7d6+6	3	15%	F	11,000
7	73-84	53-60	1	8d6+7	3/1	20%	F	14,000
8	85-96	61-68	0	9d6+8	3/2	25%	DF	16,000
9	97-108	69-76	−1	10d6+9	3/2/1	30%	DF	18,000
10	109-120	77-84	−2	11d6+10	3/3/2	35%	ADF	20,000
11	121-132	85-92	−3	12d6+11	3/3/2/1	40%	ADF	22,000
12	133-144	93-100	−4	13d6+12	4/3/2/1	50%	ADFZ	25,000

Dragon, Mordukhavar the Reaver

CLIMATE/TERRAIN:	Any (Baator)
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Genius (18)
TREASURE:	G, W
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	–7
MOVEMENT:	12, fly 24 (C)
HIT DICE:	24 (190 hit points)
THAC0:	1
NO. OF ATTACKS:	6 + special
DAMAGE/ATTACK:	1d6/1d6/2d8/2d8/3d12/1d10
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	65%
SIZE:	G (170' long with a 100' tail)
MORALE:	20 (Fearless)
XP VALUE:	46,000



Sages speak of Mordukhavar in whispers. Reputed to be the offspring of Tiamat and one of the Dark Eight, the two-headed Mordukhavar is one of the most powerful abominations ever to climb from the pits of Baator. The creature's wings are powerful, batlike appendages with wicked claws, and its thick tail ends in a cruel barb.

Combat: Mordukhavar prefers close combat, as it enjoys rending flesh and shattering bone. Like its pit fiend cousins, Mordukhavar can attack six times per round, dividing its attacks between six different opponents. Mordukhavar attacks with its scaly wings (1–6 points of damage), its razor-sharp claws (2–16 points of damage), its terrible bite (3–36 points of damage), and its wyvernlike tail (1–10 points of damage). Those struck by its physical attacks must make a successful saving throw vs. poison or fall into a coma in 1d4 rounds. (*Slow poison* retards the onset of the coma by another 2d6 rounds, and *neutralize poison* nullifies the effect entirely.)

Mordukhavar has two powerful breath weapons, each from one of its heads. The first, from the right head, is a devastating gout of hellfire 5 feet wide and 55 feet long, and it causes 22d10 points of damage to creatures caught within the area of effect. The second, from the left head, is a spray of corrosive acid 5 feet wide at its point of origin, 45 feet long, and 15 feet wide at its base; it causes 20d8 points of damage and forces all items to make appropriate saving throws. Victims of either breath weapon can make a successful saving throw vs. breath weapon to reduce damage by half. Failure against the corrosive spray indicates that the acid completely destroys the items in question. Damage inflicted to either head counts only against Mordukhavar's total hit points, but neutralizing one or both heads by magic or other means reduces the number of breath weapon attacks or eliminates the dragon's breath weapons entirely.

Mordukhavar can also employ the following spell-like abilities, once per round at will: *advanced illusion, animate dead, charm person, detect invisibility, detect magic, fireball, hold person, improved invisibility, infravision, know alignment, polymorph self, produce flame, pyrotechnics, suggestion, symbol (pain), teleport without error,* and *wall of fire.* It can also wield Wizard and Priest spells at the 14th level of ability. Once per day, the creature can *polymorph* itself into the form of a 30'-tall pit fiend.

Mordukhavar is immune to poison, acid, and fire (both magical and nonmagical), and it suffers half damage from cold-based and gaseous attacks. Only weapons of +3 or greater enchantment can damage this creature, and it regenerates 3 hit points per round. Finally, Mordukhavar can *gate* in six lesser baatezu or three greater baatezu. As a last resort, it has a 65% chance to summon an avatar of Tiamat to aid it in battle.

Habitat/Society: Seemingly ignored by the Lords of the Nine and distrusted by almost all of the Dark Eight, Mordukhavar moves between the Nine Layers of Baator, gathering information and making deals on behalf of Tiamat. Recently, Mordukhavar received command of a large detachment of baatezu with orders to fight in the Blood War. If this is true, then Tiamat has certainly entered the conflict between Law and Chaos—but for what purpose?

Mordukhavar's recent commission is sure to unsettle members of the Dark Eight. A few successes on the battlefield, and it could find itself the newest member of the ruling Pit Fiends of Baator—an incident sure to raise Tiamat's influence in Hell.

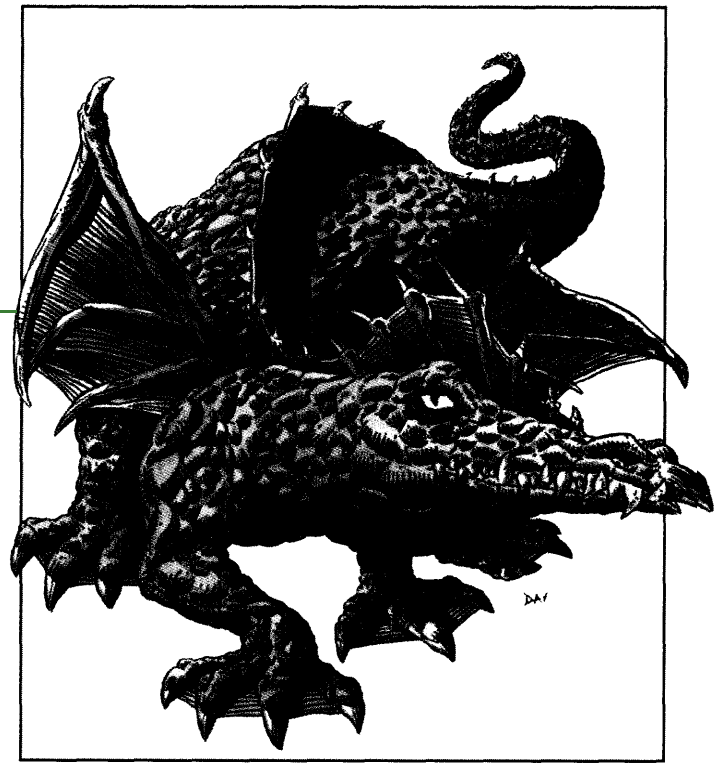
Ecology: Mordukhavar clearly holds some close connection with Tiamat. If the creature is really the offspring of the Chromatic Dragon and one of the Eight, then the baatezu now possess one of the most powerful weapons in the Blood War.

Occasionally, Mordukhavar answers the summons of an evil Wyrm or Great Wyrm as a representative of Tiamat. Such visitations to the Prime Material Plane are rare, but they usually involve the long-term plans of the Chromatic Dragon.

Dragon, Orange (Sodium)

CLIMATE/TERRAIN:	Tropical rain forest riverbanks and lakeshores
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Special
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1(2–5)
ARMOR CLASS:	-1 (base)
MOVEMENT:	9, Fly 30 (C), swim 9
HIT DICE:	12 (base)
THAC0:	8
NO. OF ATTACKS:	3+ special
DAMAGE/ATTACK:	1–8/1–8/3–24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (39′ base)
MORALE:	Fanatic (17)
Xl′ VALUE:	Variable



ORANGE DRAGONS are as likely to roar a defiant challenge as to attack from ambush, whichever they think will more terrify their intended victim.

At birth, an orange dragon's scales are a blazing orange. As the dragon matures, the scales become larger and thick, hardening like metal. Most retain their bold orange color, some developing splotches of yellow or red, providing excellent camouflage amid the continually blooming rain forest flowers.

Orange dragons speak their own tongue and a language common to all evil dragons. Fourteen percent of hatchling orange dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases five percent per age category of the dragon.

Combat: An orange dragon attacks with its claw/claw/bite routine or with its breath weapon, a metallic silvery stream, similar to black dragon acid. Although well suited for ambush, they have much of their red ancestor's impulse to attack on sight and are equally likely to attack boldly.

Breath weapon/special abilities: An orange dragon's breath weapon is a 60′ long stream of pure liquid sodium, five feet wide at the dragon's mouth. Sodium burns when exposed to air; the oily saliva of the dragon prevents premature ignition in the dragon's mouth. The sodium itself is stored in the digestive tract in a nearly solid state and is not liquefied until powerful gastric and esophageal contractions bring it up to the mouth.

The orange dragon is a crossbreed of yellow and red dragons. Its sodium breath weapon is a result of its yellow parent's sodium chloride (salt) processing ability and its red parent's fire ability. The combination allows masses of metallic sodium to be separated out from the salt.

Creatures hit by this sodium stream are drenched, and within two melee rounds the saliva evaporates and the sodium is exposed to the air, bursting into engulfing flame. Creatures saving vs. breath weapon suffer half damage.

Sodium explodes when it comes in contact with water, so if well-meaning comrades of the victims try to wash off the sodium before it ignites, it instead explodes. The resulting blast

Age	Body	Tail	AC	Br. Weapon	Spells W/P	MR	Treas.Type	XP Value
1	2–9	2–9	2	2d6+2	Nil	Nil	Nil	1,400
2	9–20	9–17	1	4d6+4	Nil	Nil	Nil	2,000
3	20–30	7–25	0	6d6+6	Nil	Nil	Nil	4,000
4	30–46	25–39	-1	8d6+8	1	Nil	½H,S	7,000
5	46–61	39–56	-2	10d6 + 10	2	25%	H,S	9,000
6	61–76	56–72	-3	12d6 + 12	3	30%	H,S	10,000
7	76–91	72–86	-4	14d6 + 14	31	35%	H,S	11,000
8	91–107	86–100	-5	16d6 + 16	32	40%	H,S,T	13,000
9	107–123	100–114	-6	18d6 + 18	33	45%	H,S,T	14,000
10	123–131	114–124	-7	20d6 + 20	331/1	50%	H/S/T	15,000
11	131–139	124–134	-8	22d6 + 22	332/2	55%	H x 2, S, T	16,000
12	139–152	134–144	-9	24d6 + 24	333/3	60%	H x 2, S, T	17,000

causes damage equal to the damage the original target(s) would have suffered when bursting into flame to everything within a 15′ radius.

The only practical way to prevent a victim from catching fire is immediately to drench him or her in oil to prevent the sodium from contacting the air. (There is, of course, an element of risk in this procedure, should the sodium ignite—a 1 in 8 chance—as the oil is being poured.) All clothing and armor must be removed and carefully cleaned of sodium while still oil-covered, requiring 8 + 1d8 (9—16) turns. This can be hazardous if done while the orange dragon continues its attack.

A favorite attack mode of orange dragons is to expel a stream of sodium into a river or lake directly adjacent to a boatload of victims. There is a delay of one melee round because of the oily saliva mixed with the sodium. The resulting explosion causes full or half damage (depending on saving throw vs. crushing blow) to all boats and creatures within 15 feet, killing or incapacitating most or all involved, leaving them easy prey

A volume of water (in cubic feet) equal to the possible hit points of damage inflicted must exist for the entire sodium stream to be exploded. If insufficient water is available, the damage is reduced proportionally Orange dragons are aware of this and first use *raise water* to increase the effectiveness of a shrunken river or pond before spitting.

Orange dragons cast spells and use their magical abilities at 7th level, adjusted by their combat modifier. At birth, orange dragons suffer half-damage from poison, are immune to normal fires, and suffer half-damage from magical fire. As they age, they gain the following special powers:

Young: *pass without trace* 3/day.
Juvenile: *neutralize poison* 3/day.
Young adult: *raise water* 2/day.
Mature adult: *heat metal* 1 /day.
Very old: *suggestion* 1/day
Wyrm: *hallucinatory forest* 1 /day

Habitat/Society: Orange dragons are found along the riverbanks and lakeshores of steamy tropical rain forests. The wetter the better, both for limiting the spread of fire and providing pools of standing water for spitting. They are solitary creatures except when paired for mating and raising young. Both parents participate equally in foraging for food, teaching the young, and defending the lair.

Orange dragons often ally with evil jungle or rain forest dwelling creatures, providing protection in exchange for obedience and information. This practice puts them into competition with black dragons, but usually the black dragon avoids fighting with the stronger, larger and more dangerous orange and either leaves or grudgingly accepts a subordinate role.

Ecology: Orange dragons are excellent swimmers, but being exclusively air-breathers, they live on land other than when hunting for food in rivers or lakes.

Orange dragons are mostly meat eaters, feeding on rain forest creatures and fish, but enjoying tropical fruits as well. Elves and human tribesmen are appreciated for the sport they provide, until finally caught and devoured. If nothing is available, giant insects or fungus may be consumed (although with little enthusiasm) thanks to the dragon's natural poison resistance and, if necessary, *neutralize poison*. For the same reason the orange dragon can drink from pools of reeking, stagnant water, although they much prefer fresh.

Ettercap prize the meat of Hatchling dragons but won't attempt to catch larger ones. Orange dragons have a natural enemy in bronze dragons, who compete with them for food and living space in tropical forests and lakeshores. In a comparison of orange and bronze dragons of equivalent age, the bronze is slightly smarter, tougher, and larger, and its lightning weapon has a longer reach. Sometimes an orange dragon attacking from ambush can negate this advantage, but the majority of "even" battles result in victory for the bronze.



Dragon, Prismatic

CLIMATE/TERRAIN:	Temperate or tropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (clan)
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2–4)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Sw 12
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6+1/1d6+1/1d20+2
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Fear
MAGIC RESISTANCE:	See below
SIZE:	G (30' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Prismatic dragons are closely related to the gem dragons, although some of their characteristics, and their almost superstitious reverence for copper dragons suggest that they are somehow related to that subspecies as well. While all dragons tend to be greedy and self-important, prismatic dragons are extremely so. Sustained flattery and gifts of precious metals and gems can often influence and cloud the judgment of a prismatic dragon. A gift that exploits the dragon's boundless vanity, such as a mirror or a song exalting its wisdom and beauty, can make this creature forget almost any wrong done to it.

While not evil, the prismatic dragon quickly grows impatient with talk that is not of immediate interest to it. Such banter is silenced in the most expedient manner, typically with a spell or fierce tail slap.

At birth, their scales are blight, mirrorlike silver except for several distinct bands of color at its midsection—red, orange, yellow, green, blue, and purple. Over time, the colors spread and fade, and the shiny scales give way to pastel hues with dazzling refractive qualities (much like a holographic image). As its natural colors fade, the dragon gains great control over its shimmering scales. By the adult age, the scales are a homogeneous translucent blue-gray, with patches or bands of color confined to wing tips, claws, and face. A basic *hypnotic pattern* power develops that increases with age—great wyrms can make themselves virtually invisible and can project complex illusions simply by manipulating their scales.

Prismatic dragons speak their own language, which is 30% intelligible to speakers of the copper dragon tongue. They do not share a common language with other dragons, though many can converse with any intelligent creature (the chance for this is 10% + 5% per age category).

Combat: A prismatic dragon prefers to use its breath weapon or spells to kill, wound, or incapacitate its enemies, lest it run the risk (however slight) of having the beauty of its magnificent hide diminished by the weapons of "mortal pests." Insulting words or deeds may, however, cause these hot-tempered creatures to attack with abandon. Prismatic dragons eschew enchantment/charm spells as unnecessary for creatures as awesome as themselves. Conjuration/summoning and Alteration spells are much more to their liking.

Breath Weapon: The breath weapon is a cloud of gas, 10 feet high and 30 feet in diameter, that rolls forward 10 feet per round, dispersing in a number of rounds equal to the dragon's age category. This cloud contains swirling patterns of sparkling particles and bright, interweaving colors. In illumination of torch brightness or better, those who view the cloud must save vs. spell or be affected as if by a *rainbow pattern* spell (Wisdom bonuses apply; dwarf and halfling Constitution bonuses and the illusionist specialty bonus to saving throws do not). Even the dragon itself can be affected by the hypnotic properties of the cloud; a prismatic

Age	Body Lgt.	Tail Lgt.	AC	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	2–5	1–5	4	Nil/Nil	Nil	Nil	8,000
2	5–12	5–12	2	Nil/Nil	Nil	Nil	9,000
3	11–22	12–21	1	1/–	Nil	Nil	10,000
4	22–33	21–28	0	2/–	Nil	½H	12,000
5	33–45	28–36	0	2 1/–	15%	H	14,000
6	45–60	36–45	–1	3 1/–	20%	H	15,000
7	60–74	45–54	–2	3 1 1/–	25%	E, H	16,000
8	74–90	54–62	–3	4 2 1/–	30%	E, H	17,000
9	90–117	62–75	–4	4 2 2/1	35%	T, H×2	18,000
10	117–120	75–81	–5	4 3 2 1/1 1	40%	T, H×2	21,000
11	120–127	81–89	–6	4 3 2 2/2 1	50%	T×2, H×2	23,000
12	127–131	89–92	–6	4 4 3 2 1/3 2 1	65%	T, H×2, Z	25,000

dragon below adult age is enthralled on a roll of 1 on 1d20 for a round, checking once per round until it shakes off the effect.

The breath weapon itself transmutes water into a milky, luminous solid matter similar to mother-of-pearl. Although the material is not ice and does not melt, it does evaporate under the same conditions as liquid water; exposed to air or sunlight, a mass of this material will eventually dissolve. While solid, the water has the same saving throws as wood of the same thickness. When the gas cloud contacts a stream, river, lake, or similar body of water, the water solidifies to a depth of one-half inch per age category of the dragon (3 inches for an adult, age category 6).

Water-based creatures such as water weirds and elementals must save vs. breath weapon or die. A surviving creature suffers 1d12 points of damage per age category and is *slowed* for 1d4 turns. The creature's physical attack damage is increased by 50% for as long as it is slowed.

Creatures with a high water content (such as humans and demihumans) are also vulnerable to the breath weapon. The gas permeates their skin, making it crack and flake away like peeling bark, and causing severe trauma to organs and muscles. This has three effects (modified by a saving throw):

- Initial exposure to the gas causes 4d6 damage. Prolonged exposure does not inflict additional damage.
- The equivalent of a *slow* spell for one round per age category of the dragon.
- Additional damage while *slowed:* strenuous activity (running, melee) inflicts 1d8 per round, moderate activity (spellcasting, walking, firing a bow) inflicts 1d8–4 points of damage. No damage or negative damage means that a cast spell is not disrupted by pain.

A successful saving throw vs. breath weapon halves the initial damage and duration of the *slow* effect, but does not affect the additional damage of straining traumatized muscles.

Special Tactics: Prismatic dragons often lie in ambush in a lake or deep river, using their wings or *waveform* power (achieved at juvenile age) to drench prey. If a drenched prey fails a saving throw against the breath weapon, all saturated clothing, hair, and so on hardens into a solid shell, much like a body cast. The shell must be broken before the victim can move again.

Wet surfaces that do not absorb water well (bare skin, leather, metal) will receive only a thin coating, as easily broken as an egg shell. Most people will have no trouble moving their hands or speaking.

Absorbent surfaces, such as normal clothing, must be shattered. A successful bend bars roll cracks the shell on one limb sufficiently to allow movement. An immobilized, statue-like victim can tip himself over, shattering the shell if it fails to save vs. crushing blow. No amount of tapping from within the shell can break it. A solid blow against AC 6 frees one limb or the torso if the shell fails its saving throw vs. crushing blow. The shell absorbs 5 points of damage, the rest affects the trapped victim. When one part of the shell shatters, the shell covering an adjacent limb is 50% likely to shatter as well.

Special Abilities: Prismatic dragons are not born with any special abilities, but soon develop formidable powers. **Very young:** They can manipulate the color of their scales to produce a *color spray* effect once per day. **Juvenile:** *Waveform,* three times per day (molds a 10-foot cube of water per level into various forms, such as enormous waves; on solidified water this acts as a *stoneshape* spell). **Adult:** *Hypnotic pattern* twice per day, even while otherwise attacking or spellcasting. **Old:** *Camouflage* ability, 50% invisible, plus 10% per age category beyond old. **Venerable:** Illusionist spell effects: *change self, mislead, displace* (as *cloak of displacement*), *spectral force, hallucinatory terrain,* and *vacancy;* to a total of 20 rounds per day. **Great wyrm:** All of the above powers at will.

Habitat/Society: Most prismatic dragons come from an uncharted island in a tropical sea, where dozens of their kind live in an anarchic but rarely violent society. Here, power and prestige are won by competitions of magic, innate powers, and physical beauty. At the center of the island is a huge volcanic crater lined with immense crystals and precious gems. Away from the island, when more than one prismatic dragon is encountered, it is invariably a mother and young, not a mated pair. Prismatic dragon eggs are pale pink to yellow, with many copper flecks.

According to the legends of prismatic dragons, they and all other gem dragon species originated on the island. They say that the Creator Dragon (often described as a copper Great Wyrm) carved the gem dragons from the native crystals of the island and breathed life into them. As she dug deeper, the Creator Dragon found increasingly precious gems from which to shape her likeness. Eventually, she found the most precious and beautiful crystal she had ever seen. The other gems—emerald, sapphire, ruby, diamond—were flat and ugly by comparison, so the Creator Dragon threw those dragons into the sea to drown. However, some escaped their fate, and their descendants now live a wrongful existence against her will. From this most beautiful gem, the Creator Dragon carved the first prismatic dragon and gave it life with her last breath.

Ecology: Like most dragons, prismatic dragons can eat almost anything. They prefer, however, to hunt and eat large fish and marine mammals, washing down their meal with quartz and sometimes cleansing the palate with some silver. In general, prismatic dragons consider the gem dragons their enemies, and use lesser species (like humans) to destroy them.

Strangely, prismatic dragons never mate on their home island, so young adults are encouraged to go out into the world. Females are welcomed back only if they return with young, but males may never return.

Every 20 to 22 years, a prismatic dragon female (young adult to very old) living abroad is overwhelmed by her mating instincts. The urge is very strong, for she can mate successfully for only two weeks. During this time, she exhausts herself by flying as high and long as possible during the day, releasing powerful pheromones that can travel up to 200 miles. She also reflects the sunlight in urgent but graceful rhythms and color sequences. This light is a mating beacon that no males of the species can resist. When a male prismatic dragon is attracted, he abandons his usual activities (guarding his hoard and defending his territory from enemies) and scans the horizon for the beacon. If the pattern of the lights is clumsy, he may not respond. If more than one responds, they compete with mating lights of their own.

—*From* DUNGEON Magazine #51

Dragon, Purple (Energy)

CLIMATE/TERRAIN:	Prairie, grasslands, and low scrub-covered hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Night (90%)
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Special
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1(2–5)
ARMOR CLASS:	-1 (base)
MOVEMENT:	9, Fly 30 (C), Burrow 3
HIT DICE:	13 (base)
THAC0:	7
NO. OF ATTACKS:	3+ special
DAMAGE/ATTACK:	2–9/2–9/6–27
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (45′ base)
MORALE:	Fanatic (17)
Xl′ VALUE:	Variable



PURPLE DRAGONS are deeply, sadistically evil. They delight in spreading fear far and wide, combining raids for food with outright destruction and mayhem. They are the scourge of the prairies and farmlands, all the more terrifying because they are night hunters.

At birth, a purple dragon's scales are indigo. As the dragon matures, the scales become larger, thicker, harder, and darker. Adult dragons are completely violet, growing darker until they are nearly black at Great Wyrm age.

Purple dragons speak their own tongue and a language common to all evil dragons. Fourteen percent of hatchling purple dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases five percent per age category of the dragon.

Combat: A purple dragon prefers to attack with its claw/claw/bite routine. Its claws and teeth are serrated, leaving jagged tears in flesh that take twice as long to heal. Powerful enemies are first struck by its breath weapon before being engaged in physical combat. In general, purple dragons relish battle and go looking for it. If confronted with an unexpected situation, however, they are intelligent enough to back off and reconsider.

Breath weapon/special abilities: A purple dragon's breath weapon is pure energy, a deadly combination of the fire and lightning of its red and blue parents. By flexing certain muscles in the throat and mouth, the dragon can form its blast three different ways: as a cloud 40 feet long, 30 feet wide and 20 feet high; as a cone 75 feet long, 5 feet wide at the dragon's mouth and 25 feet wide at the base; or as a tightly-focused blade of energy, 2′6 inches wide by one foot high for its entire length, up to 100 feet.

Purple dragons use the cone form against a small number of very dangerous enemies, such as adventurers. Creatures caught within the cone must save vs. dragon breath for half damage. The cloud form is used against a large number of moderately dangerous enemies, such as a detachment of

Age	Body	Tail	AC	Br. Weapon	Spells W/P	MR	Treas. Type	XP Value
1	2–10	3–9	2	2d8+2	Nil	Nil	Nil	3,000
2	10–21	9–18	1	4d8+4	Nil	Nil	Nil	4,000
3	21–32	18–27	0	6d8+6	Nil	Nil	Nil	6,000
4	32–51	27–41	-1	8d8+8	1	Nil	½EH,S	8,000
5	51–70	41–55	-2	10d8 + 10	2	25%	H,S,½T	10,000
6	70–89	55–69	-3	12d8 + 12	3	30%	H,S,½T	13,000
7	89–103	69–83	-4	14d8 + 14	31	35%	H,S,½T	14,000
8	103–117	83–97	-5	16d8 + 16	32/1	40%	H,S×2,T	15,000
9	117–131	97–111	-6	18d8 + 18	33/2	45%	H,S×2,T	17,000
10	131–141	111–120	-7	20d8 + 20	331/3	50%	H,S×2,T	18,000
11	141–151	120–129	-8	22d8 + 22	332/32	55%	HS×2,T	19,000
12	151–161	129–138	-9	24d8 + 24	3321/33	60%	HS×2,T	20,000

archers. Creatures caught within the cloud take half damage and must save vs. dragon breath for quarter damage.

Focusing the energy to a blade produces the greatest effect against one very powerful opponent, such as another dragon. The victim must save vs. dragon breath at -4 to suffer half damage instead of full damage. Moreover, the searing hole burned straight through the target will not heal by normal means, so badly has the body around the wound been burned and shocked. *Cure disease* must be cast upon each wound before natural healing may begin. A natural roll of 20 on 1d20 by the attacking purple dragon indicates an opponent's limb has been severed, as if struck by a *sword of sharpness.*

The energy's sudden brilliance, in any of its shaped forms, is eye-searing, causing anything within a 120 degree arc in front of the dragon's head to be struck blind. During daylight, blindness lasts two melee rounds per age category of the dragon. In twilight or by torchlight, three rounds per age category, and if the dragon is encountered at night, four rounds per age category. The blindness is temporary If it is urgent the victim be returned to sight immediately, such as to fight without penalty, blindness may be ended immediately by *cure blindness.*

Purple dragons cast spells and use their magical abilities at 8th level, adjusted by their combat modifier. At birth, purple dragons are immune to normal fires and minor electrical attacks such as *shocking grasp,* and suffer half-damage from magical fire or lightning. As they age, they gain the following special powers:

Young: *predict weather* 3/day.
Juvenile: *affect normal fires* 3/day.
Adult: *fire charm* 1 /day.
Mature adult: *fire shield* (vs. cold-based attacks) 1 /day.
Wyrm: *suggestion* 1 /day.
Great wyrm: *wall of force* 1/day.

Habitat/Society: Purple dragons are found in deep caves that open onto prairies, plains low foothills. Until mating time, they are solitary creatures like most dragons. Both parents will participate equally in raising the young, but the purple male is the primary hunter, being more violent and crue.

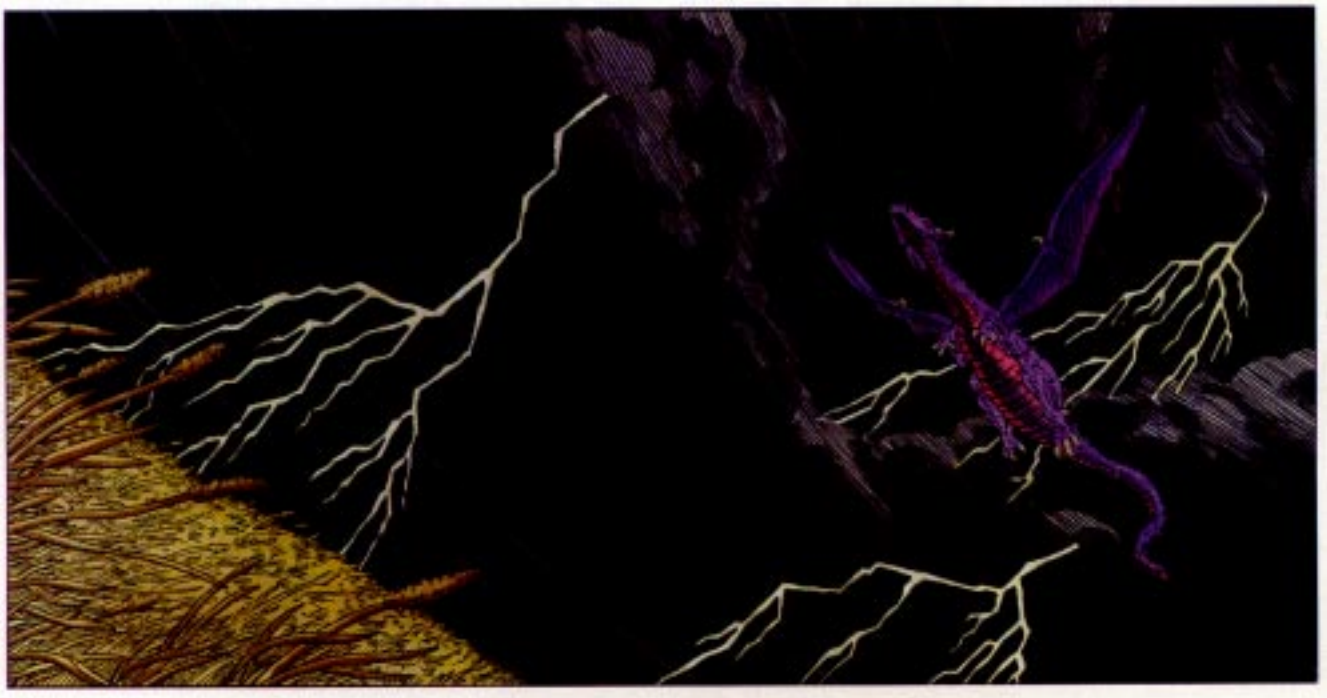
Purple dragons will sometimes ally with evil humans or hill-dwelling creatures, providing protection in exchange for servitude and information. Purple dragons are generally haughty, however, and rarely consider other evil creatures, even other evil dragon subspecies, worth negotiating with.

Ecology: Purple dragons prefer to live in dark underground places where the blinding effects of their breath weapon is at its height. Often they will dig their own lair if none exists naturally Should they encounter rock too hard to dig through, their breath weapon can burn up to 10 feet of stone at a time, getting the dragon past the obstacle and into easier digging again.

Purple dragons are mostly meat eaters, feeding on herd animals, farm animals, and inhabitants of lonely settlements. They hunt at night, their dark wings blending into the night sky. If possible they will hunt during thunderstorms, which they can anticipate with *predict weather,* as they enjoy the crash of thunder and the whip of rain, which mask their approach and have already frightened or unnerved those below.

If necessary, they can consume tuberous vegetables (potatoes, onions, carrots) if no meat is available, although this makes their temper even shorter.

Purple dragons generally have no natural enemies once past the first age of life. Verbeeg and hill giants sometimes hunt Hatchlings in the foothills, and ankheg will prey on Hatchlings in the prairie. Purple parents will painfully slay any such creatures found in their lairs. Sometimes purple dragons encounter copper dragons in the foothills, and the coppers are fortunate to escape intact. On very rare occasions, purple dragons may meet gold dragons while airborne, and such is the arrogant ferocity of the purple dragon that it may challenge a gold dragon of equal size rather than attempting to flee. Usually the gold dragon will win an "even" fight like this—but not always!



Dragon, Radiant (Celestial)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15)
TREASURE:	Special
ALIGNMENT:	Any

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1
MOVEMENT:	12, Fl 48 (B)
HIT DICE:	15
THAC0:	5 base
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACKS:	2-20/2-20/4-40
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (100′ base)
MORALE:	Fanatic (18)
XP VALUE:	Special



Age	Body Lgt(′)	Tail Lgt(′)	AC	Breath Weapon	Priest Spells	MR	Treas. Type	XP Value
1	1-20	2-20	4	2d12+1	2	Nil	Nil	4,000
2	21-60	21-60	3	4d12+2	2/2	20%	Nil	7,000
3	61-80	61-80	2	6d12+3	2/2/2	25%	Nil	12,000
4	81-110	81-120	1	8d12+4	4/2/2/2	30%	E,R,T	14,000
5	111-140	121-150	0	10d12+5	4/4/2/2/2	35%	H,R,T	18,000
6	141-200	151-220	−1	12d12+6	4/4/4/2/2/2	40%	H,R,T	19,000
7	201-250	221-270	−2	14d12+7	6/4/4/4/2/2/2	45%	H,R,T×2	20,000
8	251-300	271-350	−3	16d12+8	6/6/4/4/4/2/2	50%	H,R,T×2	21,000
9	301-350	351-425	−4	18d12+9	6/6/6/4/4/4/2	55%	H,R,T×2	22,000
10	351-400	426-500	−5	20d12+10	8/6/6/6/4/4/4	60%	H,R,T×3	23,000
11	401-500	501-600	−6	22d12+11	8/8/6/6/6/4/4	65%	H,R,T×3	24,000
12	501-600	601-800	−7	22d14+12	8/8/8/6/6/4/4	70%	H,R,T×4	25,000

The radiant dragon, also called the *star dragon* or the *celestial dragon* (though not to be confused with the oriental dragon of the same name), is a sinuous, serpentine dragon with graceful, translucent wings. Its scales are a collection of glittering pearl-like shards of mica and gypsum, which cause the dragon's scales to shimmer in the starlight, giving the creature its name.

Radiant dragons can be of any alignment, unlike the tendencies toward good and evil of the chromatic and metallic dragons. There exist radiant dragons who terrorize the spaceways, those who act in a beneficial fashion, and those who prefer to set themselves up as whimsical king-gods on small, distant worlds. As a class, the radiant dragons are proud, haughty, and feel they are the ultimate in draconian development: they are, after all, the largest of their type.

Radiant dragons speak their own language and the common tongue. They are quick with languages and fond of mimicry, so they tend to speak in a number of accents matching those of the individuals they talk with. There is a 10% chance that even a hatchling will understand any given tongue, with an increase of 5% for every age.

All common dragon attributes outlined in the *Monstrous Compendium* apply to radiant dragons as well. Modifications to the general description that apply specifically to fantasy space are listed below.

Combat: Actions of a radiant dragon depend on the situation and the individual. They rarely flee from a fight, however, depending on their huge size to keep them safe from opponents.

A radiant dragon will concentrate on the ship itself first, seeking to first destroy or eliminate any serious threats (such as ballistas and catapults). Of equal importance is elimination of the mages and any with magical powers. If the radiant dragon is aligned toward good, he will seek to neutralize them with *silence, 15′ radius* spells (if available). If less concerned about killing, he will merely slay hostile wizards as he finds them.

The wing buffet used by young adult and older dragons is particularly potent in the small space of a ship, and has the effect of a "Ship Shaken" critical hit, and in addition inflicts 2-20 points of damage to all within the range of the attack (about 200 feet to either side).

In addition to the tail slap used by the radiant dragon against groups of creatures, the radiant dragon may grip a ship in the coils of its tail and inflict damage per round by squeezing it. The damage is 1-6 hull points against lighter materials such as wood or ceramic, but particularly heavy materials, such as stone and metal, suffer only 1-4 hull points damage. The dragon can make other attacks, and even attack other ships, while squeezing a ship.

As a general rule, radiant dragons will give a ship and crew the opportunity to leave, parley, or generally bow and scrape and beg

for its kindness and mercy. Even the smallest of these creatures has an overweening sense of pride.

Breath Weapon/Special Abilities: The radiant dragon breathes glowing pulses of force that in some ways resemble *magic missiles*. They can breathe a single pulse of the listed damage, or any number of smaller pulses in the same round, provided that no pulse inflicts less than 2d12+1 points of damage. A juvenile radiant dragon (age 4) can breathe a single pulse of 8d12+4 points, or four pulses of 2d12+1 points, or two pulses of 4d12+2 points. Each pulse can strike a separate target. These pulses are unerring in their attacks, and will hit unless the victim makes a saving throw vs. breath weapon. If the victim fails its saving throw, it will be struck for the listed damage. If the victim makes its saving throw, it has dodged that pulse, which then evaporates.

The radiant dragon can use its breath weapon on physical objects (such as a ship) as well, inflicting 1 hull point of damage for every 10 hit points of damage its breath weapon causes. Other physical objects must save vs. spell to survive being hit by a pulse.

As radiant dragons age, they gain a number of innate abilities. Juvenile dragons can *restore* or *corrupt air* as per the spell. A young adult they may use the *Bigby's interposing hand** spell, while adults can use the *Bigby's grasping hand** spell. A mature adult can *shapechange* three times in a standard day, gaining the abilities of the creature that it mimics, even to the point of spells and magical ability. Venerable radiant dragons can create a *wall of force* (as the wand), and a wyrm can use *forcecage* (as the spell). A great wyrm can create a *prismatic sphere* large enough to encapsulate itself and up to 4 other creatures of similar size, and to maintain it indefinitely.

*The radiant dragons refer to these as the *interposing claw* and *grasping claw* spells, and will declare loudly that this Bigby is an interloper who obviously stole their spells and gave them his name. A careful check by the sages indicate that the reverse is true: These spells did not appear commonly among the radiants until Bigby developed them. However, given the size and temperament of those dragons making the claim, few have chosen to argue the point with them.

Habitat/Society: Radiant dragons are totally spaceborne—indeed, their huge size would make them ungainly creatures on most worlds. Mature adults do mingle among mere mortals, often taking the face and the role of an adventurer or hero as the dragon passes through the asteroid citadels. A character who is faced with unpaid bills for services from places he has never visited may guess that his renown is great enough to earn him the mimicry of a radiant dragon. In some regions this is considered a great honor (once it is confirmed by *detect lie* and other divination spells). In other areas of space it is considered a blasted nuisance.

The radiant dragons are normally solitary and very territorial about their "turf," which can include up to the space surrounding a planet or moon. When they are found in numbers, they are usually a family group, and make their lair in an asteroid hollowed out by the parents. Some hollow asteroids that are used by certain human civilizations were created by these dragons.

When in family groups, radiant dragons are very protective, and slaying the young is a sure way of earning a radiant dragon's enmity. It will hunt down the individual responsible, devising nasty methods of revenge as it goes. There is a giff saying: "Better to be slain by a star dragon quickly, before it has a chance to think about it."

Ecology: Radiant dragons can survive long periods in space. They are sometimes seen near fire bodies with their wings spread, gliding on the heat, and it is surmised that they can take the energy from such celestial bodies and store it in their bodies, much like the kindori. However, a selfish and hungry radiant dragon can just as easily descend on an asteroid citadel and clean out all other living things (particularly if it considers the asteroid its "own" from an earlier stage of life).

The clerical spell ability of the radiant dragons may make them the only living creatures of such great bulk to be natural spelljammers. They move in this fashion as a cleric with as many levels as the dragon's age when piloting a major helm, and the dragons can do so at will without tiring. On occasion they have used this ability to rescue or tow wrecked ships (in return for a promise of reward, or a statue in their name at least). Radiant dragon hatchlings stay close to their lairs and the protection of the parents, but sometimes they also sneak out and do some spelljamming.

It is unknown if the radiant dragons have spelljamming ability naturally or as the result of some deal with the arcane. One school of thought indicates that the radiant dragons are the only natural spelljamming creatures, and the arcane use them to make their helms. A second school believes that the radiants gained this ability from the arcanes in exchange for transportation or other favors. The truth has yet to be revealed. The arcane and the radiant dragons, when brought into contact, have little to say to each other.

The radiant dragons are friendly with dracons and lizard men, whom they encourage to worship them at every chance. They are haughty toward men, elves, halflings, and most mammal-based races. They consider mind flayers, beholders, and neogis to be genetic failures that have not had the sense to die off. This opinion is reciprocated by those races, which hunt the radiants whenever they have a chance and think they can beat them. In addition, radiant dragons are occasionally attacked by the largest krajen.

Radiant dragons can be encountered in any wildspace area and in the phlogiston. Their great size gives them their own atmospheric envelope, but unlike the similarly huge kindori, they do not encourage riders, and will often preen their scales to remove krajen spores and other hitchhikers. Their clerical abilities operate in any sphere that has dragons as a native life form. In those rare spheres without dragons, they still retain first and second level spells and their spelljamming ability.

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Climate/Terrain:	Acheron
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special (metal and magic)
Intelligence:	Low (6)
Treasure:	Nil
Alignment:	Lawful neutral (evil)
No. Appearing:	1
Armor Class:	0 (base)
Movement:	15, Fl 30 (C), Br 12
Hit Dice:	12 (base)
THAC0:	9 (base)
No. of Attacks:	3 + special
Damage/Attack:	1d8/1d8/2d10
Special Attacks:	See below
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (30-foot base)
Morale:	Fanatic (17)
XP Value:	Variable

It's said by some that the rusting metal cubes of Acheron are transient, that they're another stage of something yet to come. Others (most notably the Doomguard) say that the cubes're in their final millennium, that they are falling prey to the entropy that's consuming the multiverse. To justify this theory, the Doomguard point to the rust dragons of Acheron.

Rust dragons are very similar in appearance to normal dragons, though the latter group is reptilian and the former bears subtle insectoid features. The difference is apparent in only a few areas: The rust dragon's wings resemble those of a butterfly, and most normal dragons don't have the antennae of the rust dragon. Also, the rust dragon's teeth are jagged parts of its exoskeleton, rather than separate pieces of the creature's body.

The rust dragon looks much like a metallic dragon, but its skin is pitted and corroded-looking (woe to any berk who interprets this as a chink in the creature's armor!), splotched with orange, brown, and blood-red highlights. There's as many different appearances to a rust dragon as there are varieties of actual dragon, but there is only one true type of rust dragon. Those that're similar to silver dragons develop a skin that looks like a film of blackened silver; those similar to brass dragons become tarnished and discolored; and those similar to copper become green-tinted as if they had a finish of verdigris. This pattern is the same for all rust dragons; whatever their metal base, these dragons have the skin of that metal oxidized.

Combat: Rust dragons have all the combat abilities of normal dragons, with the instinct to use them, too. (See the *Monstrous Manual*™ for more information.) Unlike those dragons, however, rusts never gain the knowledge of spellcasting. Their abilities are as follows:

✦ Breath Weapon/Special Abilities. As with the metallic dragons, rust dragons have two sorts of breath weapons. The first is a somewhat standard breath weapon, a spray of acid that spews forth in a stream 5 feet wide and extending 75 feet in a straight line. Those unlucky enough to be caught in this stream may save for half damage. The second type of breath weapon is more insidious, but no less damaging. It is a cone spray of oxidants and reddish-brown liquid that instantly rusts any material it touches. The cone is 5 feet wide, extends 75 feet, and is 30 feet wide at the base. Anything metal caught in it must save versus disintegration or immediately disappear into a cloud of rusty brown dust motes.

✦ Age Abilities. Rust dragons, unlike true dragons, receive no age abilities.

Habitat/Society: As solitary creatures, rust dragons do not often interact. When they do, or when they are forced together, they immediately become involved in a

Age	Body Length (in feet)	Tail Length (in feet)	AC	Breath Weapon	Magic Resistance	XP Value
1	3–7	2–5	3	2d6 + 1	Nil	4,000
2	8–18	3–6	2	4d6 + 2	Nil	6,000
3	19–29	6–8	1	6d6 + 3	Nil	8,000
4	30–40	10–16	0	8d6 + 4	Nil	10,000
5	41–51	15–20	–1	10d6 + 5	15%	13,000
6	52–62	17–25	–2	12d6 + 6	20%	14,000
7	63–73	21–30	–3	14d6 + 7	25%	15,000
8	74–84	25–35	–4	16d6 + 8	30%	16,000
9	85–95	30–40	–5	18d6 + 9	35%	18,000
10	96–106	35–45	–6	20d6 + 10	40%	20,000
11	107–117	40–50	–7	22d6 + 11	45%	21,000
12	118–128	45–55	–8	24d6 + 12	50%	22,000

nonfatal struggle for dominance. The victor is the one who places its jaws around the other's head.

Rust dragons do not keep a hoard, preferring to roam as they will. A great wyrm might elect to keep a few choice gems, but most rust dragons have none of the draconic interest in keeping money. Instead they concentrate on gathering steel, iron, and occasionally spells for food and defense.

ECOLOGY: There's a relation between rust dragons and rust monsters, the sages say, and they're not far off. It's been determined that rust monsters are insectoid in origin, that they hatch in great droves of eggs, and are then left to fend for themselves.

Many rust monsters don't survive to adulthood, and fewer still to old age. Those that do survive somehow make their way to Avalas on Acheron. There they find an isolated tunnel in one of the rusty cubes and begin a feeding frenzy. After a year of gorging themselves, they make cocoons of spun metal around themselves and enter into a three-year hibernation. When this time has expired, they burst forth from the hardened cocoon as hatchling rust dragons.

It's not known if rust monsters are native to Acheron, or if they originally came from the Prime and were somehow mutated into dragons by the magical nature of Acheron. Regardless, they're here now, and here they stay. There's never been a documented case of a rust dragon leaving the plane, and it's not entirely clear what purpose they serve, save to roam the metal cubes.

Achaierai sometimes gather the rust cocoons and raise rust dragons as pets. Perhaps the long hibernation under the watchful care of these strange birds has an effect on the metamorphosing creatures, for the rust dragons tolerate the presence of others of their kind and seem to view the achaierai with affection. The birds use the dragons to make tunnels in the iron cubes of Avalas, but what the rust dragons receive in return from the achaierai remains a mystery.



CLIMATE/TERRAIN:	Non-arctic/Ruins, subterranean, and plane of Shadow
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Nocturnal (any on the plane of Shadow)
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	−4 (base)
MOVEMENT:	18, Fl 30 (D), Jp 3
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (21′ base)
MORALE:	Champion (16)
XP VALUE:	Variable



Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatchling shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

Breath Weapon/Special Abilities: A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose 3/4 (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to 1/2 (round up). The life energy loss persists for a variable number of turns, shown on the table above. Negative plane protection spells prevent this life energy loss.

A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.

A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier.

Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.

As they age, they gain the following additional powers: **Juvenile:** *mirror image* three times a day (1d4+1 images). **Adult:** *dimension door* twice a day. **Old:** *non-detection* three times a day. **Venerable:** *shadow walk* once a day. **Great wyrm:** *create shadows* three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical [and normal] light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful *dispel magic* spell banishes the shadows.)

Habitat/Society: Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Ecology: Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

Age	Body Lgt. (′)	Tail Lgt. (′)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	1-4	1-3	−1	1d4+1	Nil	5%	Nil	4,000
2	4-11	3-8	−2	1d4+2	Nil	10%	Nil	6,000
3	11-18	8-13	−3	2d4+1	Nil	15%	Nil	8,000
4	18-23	13-18	−4	2d4+2	2	20%	1/2 H, S	10,000
5	23-29	18-23	−5	3d4+1	2 2	25%	H, S	11,000
6	29-36	23-28	−6	3d4+2	2 2 2	30%	H, S	13,000
7	36-42	28-33	−7	4d4+1	2 2 2 2 / 1	35%	H, S	15,000
8	42-48	33-38	−8	4d4+2	2 2 2 2 2 / 2	40%	H, Sx2	17,000
9	48-55	38-43	−9	5d4+1	2 2 2 2 2 2 / 3	45%	H, Sx2	19,000
10	55-61	43-48	−10	5d4+2	4 2 2 2 2 2 / 3 1	50%	H, Sx2	20,000
11	61-67	48-53	−11	6d4+1	4 4 2 2 2 2 / 3 2	55%	H, Sx3	21,000
12	67-74	53-58	−12	6d4+2	4 4 4 2 2 2 / 3 3	60%	H, Sx3	22,000

CLIMATE/TERRAIN: Subterranean caverns
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: High (13-14)
TREASURE: Special
ALIGNMENT: Neutral evil

NO. APPEARING: 1
ARMOR CLASS: 2 (base)
MOVEMENT: 12, Wb 12
HIT DICE: 8 (base)
THAC0: 13 (at 8 HD)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 1-8/1-8/4-16
SPECIAL ATTACKS: Web, breath weapons
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Variable
SIZE: G (25' base length)
MORALE: Fanatic (17)
XP Value: Variable

Age Category	Body Lgt (')	AC	Breath Weapon	MR	Treasure Type	XP Value
1	9-13	5	2d6+4	Nil	Nil	975
2	14-16	4	3d6+6	Nil	Nil	1,400
3	17-21	3	4d6+8	Nil	Nil	2,000
4	22-26	2	5d6+10	Nil	[fra/1/2] R/T	3,000
5	27-40	1	6d6+12	35%	R, T	4,000
6	41-65	0	7d6+14	40%	R, T	6,000
7	66-85	–1	8d6+16	45%	R, T	7,000
8	86-100	–2	9d6+18	50%	R, T, X	8,000
9	101-115	–3	10d6+20	55%	R, T, X	9,000
10	116-130	–4	11d6+22	60%	R, T, X	10,000
11	131-145	–5	12d6+24	65%	R, T, X, Z	11,000
12	146-160	–6	13d6+26	70%	R, T, X, Z	12,000



Spider dragons are a creation of Jiathuli, Mistress of the Deathdark. She created the spider dragons in envy of Takhisis, the ruler of evil dragons. It was because of the creation of spider dragons that Takhisis imprisoned Jiathuli in the Deathdark; she also destroyed all but a handful of these creatures.

A spider dragon has a dragon's body (without the tail), with eight spidery legs and spider eyes on its draconian head. It lacks the magical abilities of most true dragons.

Combat: Spider dragons attack with two types of breath weapons. The first spreads a web-like film in a cone shape, ten feet wide at its mouth, 30 feet wide at its base, and 90 feet long. This web-like film slows (as the spell) any who are caught in the area unless they roll a successful saving throw vs. dragon breath. All attacks made by people who are in this area suffer a –3 attack and damage roll penalty. The spider dragon suffers no penalties while within this webbing. This webbing remains until burned by magical fire.

The second breath weapon is a venomous spray in a ten-foot-wide, 50-foot-long line. This form of the breath weapon inflicts the damage indicated on the table above.

The spider dragon is immune to poisons, paralysis, and petrification, as well as *web* and *slow* spells and effects.

In combat, the spider dragon tries to lure its prey into a small area (not difficult, given its subterranean dwelling), then use its web breath to keep its prey at a disadvantage.

Habitat/Society: Spider dragons live solitary existences, mating at the young adult stage. Female spider dragons lay clutches of hundreds of eggs, but they devour all but two eggs. Spider dragons are ferocious predators, fearing only true dragons. At present, several spider dragons have been tamed and trained by the drow of Deathdark.

Ecology: Only a handful of spider dragons remain from the original batch that brought Takhisis's wrath down on Jiathuli. Spider dragons prefer to live on meat (spider horses and whisper spiders are considered delicacies). Their venom is a powerful acid that can cut through most woods, cloths, and ceramics in seconds.

CLIMATE/TERRAIN:	Temperate cities (rarely temperate hills, plains, and forests.)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Special
ALIGNMENT:	Lawful neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30(D), Sw 6
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/3-30
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (25' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Steel dragons love to have human and demihuman companions, and they prefer to live amid the hustle and bustle of great cities. They often pose as sages, scholars, mages, or other intellectuals.

At birth, a steel dragon's scales are deep blue-gray with steely highlights. As the dragon approaches adulthood, its color slowly lightens to that of lustrous burnished steel. When these dragons take on human form, they always have one steel-gray feature-hair, eyes, nails, or sometimes a ring or other ornament.

Steel dragons speak their own tongue and a tongue common to all neutral dragons. Also, 19% of hatchling steel dragons can speak with any intelligent creature. This chance increases by 5% per age category.

Combat: Steel dragons favor repartee over combat. If pressed, they usually begin with a spell assault and avoid melee. If seriously harmed or threatened, they resume dragon form and use their breath weapons. They breathe on any foe they plan to engage in melee, and they seek to keep their foes within the cloud until the gas loses its potency.

A steel dragon's breath weapon is a cube of toxic gas. The dragon can monitor the amount of gas released so closely that it can make the cube as small as it wishes or as large as shown in the table below (the a side of the cube). Creatures caught in the gas must roll successful saving throws vs. poison with a −2 penalty or die instantly. The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offers some protection (saving throw penalty negated). Victims who succeed with the save suffer the indicated amount of damage. In still air, the gas stays active for two melee rounds. Steel dragons are immune to all poisons.

A steel dragon can *polymorph self* five times a day. Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.

Steel dragons are immune to wizard spells of 1st to 4th levels and cast spells and use their special abilities at 8th level, plus their combat modifier. As they age, they gain the following additional powers:

Age	Abilities
Young	*cantrip* twice a day
Juvenile	*friends* once a day
Adult	*charm person* three times a day
Mature adult	*suggestion* once a day
Old	*enthrall* once a day

Habitat/Society: Steel dragons prefer human lodgings that are well equipped with strong rooms or vaults to protect their treasures.

Steel dragons prefer human form to their own, and they always have mortal companions. They are endlessly curious about human and demihuman art, culture, history, and politics. They always keep their true nature secret, but they are able to recognize each other.

Ecology: Steel dragons prefer human food. Unlike other form shifting dragons, they cannot live on such fare indefinitely, as they must eat enough to maintain their true bulk. Once or twice a month, they leave their adopted cities and go into the wilderness to hunt for food. They explain their absences in a way consistent with their human identities.

Steel dragons hate chaotic creatures who seek to disrupt life in cities or despoil their hunting grounds. In the city the dragons never hesitate to report troublemakers or to use their special abilities to hunt down criminals. In the wilderness, they prefer swifter forms of justice.

Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard/Priest)	MR	Treasure Type	XP Value
1 Hatchling	2-8	1-4	3	15'/1d4+1	Nil	25%	Nil	1,4000
2 Very Young	8-14	4-9	2	20'/2d4	Nil	30%	Nil	2,000
3 Young	14-20	9-14	1	25'/2d4+1	Nil	35%	Nil	5,000
4 Juvenile	20-26	14-19	0	30'/3d4	4	40%	E, R	7,000
5 Young Adult	26-32	19-24	−1	35'/3d4+1	4 4	45%	H, R	9,000
6 Adult	32-38	24-29	−2	40'/4d4	4 4 4	50%	H, R	11,000
7 Mature Adult	38-44	29-34	−3	45'/4d4+1	4 4 4 4	55%	H, R	12,000
8 Old	44-50	34-39	−4	50'/5d4	4 4 4 4 4	60%	H, R×2	16,000
9 Very Old	50-56	39-44	−5	55'/5d4+1	4 4 4 4 4 4	65%	H, R×2	17,000
10 Venerable	56-62	44-49	−6	60'/6d4	5 4 4 4 4 4/2	70%	H, R×2	18,000
11 Wyrm	62-68	49-54	−7	65'/6d4+1	5 5 4 4 4 4/2 2	75%	H, R×3	19,000
12 Great wyrm	68-74	54-59	−8	70'/7d4	5 5 5 4 4 4/2 2 2	80%	H, R×3	20,000

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (21+)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−2
MOVEMENT:	12, Fl 48 (A)
HIT DICE:	50
THAC0:	5
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (1,200′ base)
MORALE:	Fearless (19-20)
XP VALUE:	54,000



Age	Body Lgt(′)	Tail Lgt(′)	AC	Wizard Spells	MR	Treas. Type
1	10-100	20-100	2	Nil	Nil	Any
2	101-200	101-200	1	1	10%	Any
3	201d600	201d600	0	2	20%	Any
4	601-1,200	601-1,400	−1	2/1	30%	Any
5	1,201-2,000	1,401-2,200	−2	3/2	35%	Any
6	2,001-3,000	2,201-3,200	−3	4/2/1	40%	Any
7	3,001-4,000	3,201-4,300	−4	4/2/2	45%	Any
8	4,001-5,000	4,301-5,300	−5	4/3/2/1	50%	Any
9	5,001-6,000	5,301-6,300	−6	4/3/3/1	55%	Any
10	6,001-8,000	6,301-8,400	−7	4/3/3/2	60%	Any
11	8,001-10,000	8,401-11,000	−8	4/3/3/3	65%	Any
12	10,000-1 million	11,001-2 million	−9	4/4/3/3/1	70%	Any

Big, peaceful and highly intelligent, these enormous philosophers of the phlogiston wander the flow seeking discourse with the keepers of the crystal spheres.

The scales of stellar dragons are iridescent deep purple, with a chrome drop at the tip of each scale. Gems of myriad colors and sizes adorn the scales in random patterns, giving the stellar dragon its name. Two main fins, like the fins of a lionfish, adorn either side of the central torso, and four enormous lace-like wings provide guidance and stability. Numerous other fins of various sizes cover the rest of the dragon's body. They have no visible arms or legs.

Stellar dragons, unlike their smaller kin, the radiants, are neutral. They consider stooping to meddle in the affairs of smaller beings to be loutish and in bad taste. When they encounter humanoids, stellar dragons prefer to watch rather than involve themselves. Only rarely do they speak with lesser beings.

However, if one has information previously unknown to the dragon, this may gain its interest and even useful knowledge in trade. Information is the stellar dragon's food and drink if anything is, and it is willing to trade in kind. (One rumor has it that the Greyhawk wizard Bigby learned his *interposing hand* and *grasping hand* spells from a stellar dragon in exchange for a juicy tidbit of information.)

Stellar dragons literally consume their knowledge, transforming it into clear or milky gems of varying size. These *gems of wisdom* and *pearls of knowledge* push their way outward to rest embedded in the dragon's scales. The number of gems and pearls studding its scales mark its status among other dragons. The encrustation also roughly indicates its age; younger dragons have few gems, whereas venerable stellars are literally covered in jewels. The chief, or mikado, is another case entirely (see below).

Combat: Though not normally aggressive, the stellar dragon can easily defend itself. Its unique "breath weapon" is gravitic: rather than emitting breath, it *draws things into* the dragon's internally generated *sphere of annihilation*. The mouth, a focus for the *sphere*, confines its gravitic attraction to a cone 1200 yards long, 50′ wide at the dragon's mouth and 600′ wide at the base. A successful save vs. breath weapon negates the effect.

The stellar dragon has three other innate attacks. First, it can randomly teleport an attacker 500-6000 yards (1d12 hexes) in any direction.

Second, its titanic intellect lets it use any wizard's spell in the *Player's Handbook* without error. It can also modify or create spells to suit its needs; for example, it could merge *darkness, 50' radius* and *fireball* to create a *shadow flare* spell. It can repeat spells as often as needed.

Third, it can summon one denizen of another plane once per round for up to seven rounds (DM's choice of any monster up to half the dragon's own HD in strength). Summoned individuals serve the dragon slavishly, remaining for 2d6 rounds before they "snap" back to their home continuum.

Habitat/Society: The stellar dragons' range covers the entire cosmos, so their exact numbers are unknown; parties encounter them only rarely. However, once every 500 years, the stellar dragons convene for their mating ceremony. In this ceremony, the most worthy stellar dragons are selected by their tribal head, called the mikado. There is only one mikado at any time. The mikado is distinguished by the single crystal horn on his forehead.

Those dragons that the mikado selects as mates each produce a single offspring. This dragon, born fully sentient, leaves to make its own way among the stars.

Stellar dragon territories are vast, extending into other planes and dimensions. Individuals negotiate boundaries to prevent intrusion on each other's space. However, they haggle endlessly to obtain dynamic civilizations to monitor.

The dragons deal with attackers handily. However, if a party approaches the dragon with respect and choice information, chances are even that the dragon deigns to talk. Chances are equally good that the dragon is thinking (that is, digesting) and dismisses the interlopers.

The stellar dragon's ultimate goal is truth. It abhors dishonesty and misinformation. Though its information may be cryptic, it is never false. A lesser being's misinterpretation is that being's own fault. Misinformation causes a stellar dragon severe, painful indigestion. And as with its smaller kin, a dragon in pain is dangerous.

Ecology: The stellar dragon understands the underpinnings of the multiverse. These primeval watchers have seen the rise and fall of many civilizations. Such is the power of this knowledge that according to some texts, the power of artifacts and relics comes from the gems that encrust them. The crystallized everlasting knowledge of thousands of beings, say these legends, provides the power that runs these wonderful objects. How these gems were wrested from the stellar dragons remains unsaid.

Gems of wisdom and *pearls of knowledge* are valuable almost beyond calculation. The information they contain can be liberated and used to gain enormous profit. Sages and wizards do nearly anything to gain one.

CLIMATE/TERRAIN:	Stars
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Any good
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 36 (C)
HIT DICE:	10 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10/1d10/3d8
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G
MORALE:	Elite (16)
XP VALUE:	Variable



The benevolent sun dragons live and cavort on the surface of suns. Though majestic and intelligent, they love life and freedom, showing this love in a playful attitude.

The sun dragon's coloration changes as it ages, matching stellar evolution. At hatching, they are fiery red; as juveniles, burnt orange; as mature adults, brilliant yellow; when venerable, bluish white. Finally, when a sun dragon becomes a Great Wyrm, it shrinks back to almost hatchling size and turns a flat white color. Some people confuse these sun dragons for very young moon dragons, at much risk to their health.

Sun dragons speak their own language, as well as the language of all good dragons and Common. Though a happy race, they hate moon dragons, their mortal enemies.

Combat: Sun dragons have little interest in combat. Since they lair on the hot surfaces of suns, few opponents get close enough to invade their homes. When necessary, the sun dragon uses its breath weapon to soften up opponents (3d8 damage), then pauses so that enemies can reconsider and retreat. If the enemy does not, the dragon breathes again and charges, teeth and claws flashing (1d10 each).

Sometimes it acts like a big cat, picking up its enemies, batting them around, and swatting them into the air. In this case, the victims avoid claw damage but take 1d10 damage from the buffeting. Victims lose initiative and must make an ability check against half their Dexterity to take action in the following round.

Breath Weapon/Special Abilities: Sun dragons "spit" *fireballs* with a range of 240' and an explosion radius of 5' per age category of the sun dragon. The dragon can also coat the fiery wad with its special saliva, delaying the blast for up to ten rounds. The dragon can control the detonation time exactly.

Certain innate spell abilities manifest themselves at different ages. A dragon can use each spell ability three times a day. Juvenile dragons gain *heat metal*; adults, *fire shield*; and very old dragons, *prismatic spray*. Whenever a sun dragon takes flight, its entire body is suffused by *continual light*. Sun dragons are immune to all forms of fire; they save at −2 vs. cold-based attacks. Finally, a sun dragon can innately sense the presence of a moon dragon in its crystal sphere.

Habitat/Society: Sun dragons scoop out the fiery matter on a sun's surface and hollow out good-sized caverns for their needs. When a sun dragon lays its clutch of 1d4 + 1 fire-resistant eggs, it causes a solar flare to erupt on the sun's surface.

When a sun dragon dies of old age, the body collapses in on itself, creating a *sphere of annihilation* (95% probability) or a *well of many worlds* (5%). These creations are unstable, with a 1% per day (cumulative) chance to dissipate unless a *permanency* spell is cast upon them.

Sun dragon treasure is coated with the beast's saliva to keep it from melting into nothingness. When the items are removed from the heat of the sun, the saliva freezes into a kind of sleet that can be easily removed.

Ecology: Sun dragons eat anything, but they are careful not to eat intelligent creatures, for they respect life.

Age	Body Lgt(')	Tail Lgt(')	AC	Breath Weapon	Wizard Spells	MR	Treas. Type	XP
1	10-19	5-10	4	2d8 + 1	Nil	Nil	Nil	1,400
2	20-29	11-16	3	3d8 + 2	Nil	Nil	Nil	2,000
3	30-39	17-22	2	4d8 + 3	Nil	Nil	Nil	3,000
4	40-49	23-28	1	5d8 + 4	1	25%	Nil	6,000
5	50-59	29-34	0	6d8 + 5	2	30%	Nil	8,000
6	60-69	35-40	−1	7d8 + 6	2/1	35%	Nil	9,0 00
7	70-79	41-46	−2	8d8 + 7	2/2	40%	Nil	10, 000
8	80-89	47-52	−3	9d8 + 8	3/2/1	45%	Nil	1 1,000
9	90-99	53-58	−4	10d8 + 9	3/3/1	50%	H	12 ,000
10	100-109	59-64	−5	11d8 + 10	3/3/2	55%	H	13,000
11	110-119	65-70	−6	12d8 + 11	3/3/2/1	60%	H ,Z	14,000
12	20-29	11-16	−7	13d8 + 12	4/3/2/1	65%	B,H ,Z	15,000

Dragon, Vanathor (The Golden Harpist)

CLIMATE/TERRAIN:	Mount Celestia or the Prime Material Plane
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Genius (18)
TREASURE:	Incidental
ALIGNMENT:	Lawful Good

NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	12, Fly 24 (C)
HIT DICE:	20 (160 hit points)
THAC0:	1
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	3d4/3d4/5d6
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	75%
SIZE:	G (145' long with a 45' tail)
MORALE:	20 (Fearless)
XP VALUE:	41,000



Regal Vanathor embodies everything that is pure and good in dragonkind. This dragon serves as Bahamut's advisor and Bard in the demipower's palace on Mount Celestia. Vanathor is a master of all things musical.

Vanathor appears as a powerful and charismatic gold dragon with a swirl of rainbow colors across its scaled chest. This dragon speaks the Common tongue as well as the language of Good-aligned dragons. In addition, it can communicate with any creature through song.

Combat: Like Bahamut, Vanathor reveres all life and is reluctant to kill. However, the creature possesses powerful claws that inflict 3d4 points of damage and a ferocious bite that causes 5d6 points of damage.

Instead of using a traditional breath weapon, Vanathor utilizes the power of its six-octave voice to help those in need and defeat particularly powerful opponents. The effects of each octave are as follows:

1st Octave: This subsonic rumble shatters all metal weapons and armor within a 90' radius area. Magical weapons and armor receive an item saving throw vs. disintegration to resist the effect.

2nd Octave: This basso profundo sound disrupts magic within a 60' radius. All spells and spell-like effects, regardless of their duration, are dispelled. (Note that this includes permanent spells.) Magical items—such as rings, rods, staves, and wands—and magical weapons and armor cease to function for 2d4 turns.

3rd Octave: This deep octave *charms* every creature within a 90' radius (normal saving throws apply).

4th Octave: This range of notes *heals* (as per the spell) all creatures within a 60' radius.

5th Octave: These bugle-like notes cause anyone within a 60' radius to *plane shift* to a destination of Vanathor's choosing.

6th Octave: These piercing notes cause 10d12 points of damage to any creature within a 60' radius (no saving throw).

Vanathor's deep, melodious speaking voice, coupled with the dragon's mastery of storytelling and oration, *enthralls* (as the spell) anyone listening to it for more than one round. It also uses spells as a 19th-level Wizard and can *polymorph self* at will.

This creature is immune to all *silence* spells and spells that dampen or otherwise affect sound. In addition, it is immune to weapons of less than +2 enchantment.

Habitat/Society: As one of Bahamut's most trusted and powerful advisors, Vanathor wields a great deal of influence over draconic affairs in Mount Celestia. When not advising Draco Paladin, Vanathor spends a good deal of its time serving as Bard for the Draconic Court at Bahamut's palace. It is on good terms with all of the powers of Music—especially Corellon Larethian—and it often travels to share music and information.

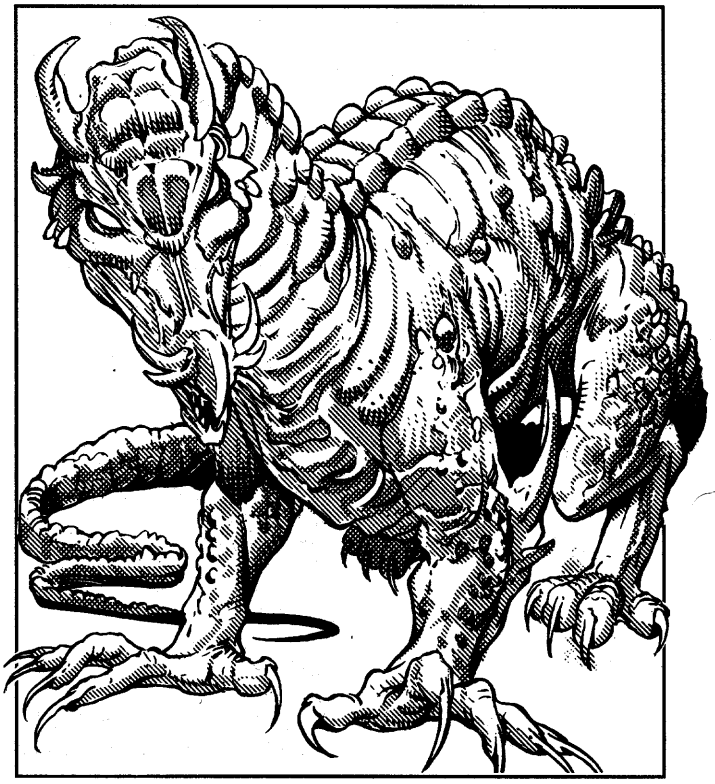
Vanathor watches over Bards and other musicians who travel on the Prime Material Plane. Occasionally, Vanathor travels to the Prime and *polymorphs* itself into the form of a handsome half-elven Bard. In this form, it offers advice, shares information, and otherwise assists those in need. As a half elf, Vanathor carries an elaborate ash wood harp that duplicates its own sonic abilities and wields a *broadsword +3, flame tongue.* Good-aligned Bards of 15th-level or higher have a 15% chance to summon Vanathor if they mention its name in a song.

Unlike the other children of Bahamut, who were either created by Draco Paladin or spawned by mortal dragons, Vanathor simply appeared as an expected guest at Bahamut's Court and offered its service. Some sages say that this creature is actually a dead power from an ancient pantheon, given new life by Bahamut's magic.

Ecology: Vanathor hunts and eats as a normal dragon. However, other dragons often bring it meals as a sign of reverence.

Dragon, Vishap

CLIMATE/TERRAIN:	Tropical/Hills or desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	1(2-9)
ARMOR CLASS:	3 (base)
MOVEMENT:	18 Jp 6
HIT DICE:	8 (base)
THAC0:	13
NO. OF ATTACKS:	3 and 1
DAMAGE/ATTACK:	1-4/1-4/2-12 and 2-8 (+combat modifier)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Huge (25' base)
MORALE:	Elite (14)
LEVEL/XP VALUE:	Variable



Age	Body Lgth.(')	Tail Lgth.(')	AC	HD	MR	Treasure	XP Value
1	1-4	1-5	7	2	Nil	Nil	420
2	4-12	5-10	6	4	Nil	Nil	975
3	12-20	10-18	5	6	Nil	Nil	3,000
4	20-28	18-26	4	8	Nil	Nil	5,000
5	28-35	26-32	3	9	5%	D	8,000
6	35-42	32-40	2	10	10%	D,Y,U	11,000
7	42-50	40-48	1	11	15%	D,Y,U	12,000
8	50-58	48-56	0	12	20%	D,Y,U,	14,000
9	58-66	56-64	- 1	13	25%	D,Y,Ux2	15,000
10	66-72	64-70	- 2	14	30%	D,Y,Ux2	16,000
11	72-80	70-78	- 3	15	35%	D,Y,Ux2	17,000
12	80-88	78-86	- 4	16	40%	D,Y,Ux3	18,000

A vishap is a flightless Zakharan dragon, a crafty and cowardly creature that preys on the weak and flees the strong. They are sly, cunning predators that fight through stealth and deceit. Like all dragons, vishaps are exceedingly vain and greedy.

Despite its great size, a vishap can run, climb, and jump with surprising agility, although it likes to foster a sedentary image in order to catch its opponents off-guard. The scales of a vishap can blend in perfectly with its surroundings (lending it a +4 bonus in surprise situations).

Like other dragons, the vishap has excellent sight, smell, and hearing. Its senses allow it to detect invisible creatures or objects in a 10' radius per age category. Vishaps are adept linguists; they can fluently speak Midani of Zakhara, and up to five additional languages.

Unlike their western cousins, vishaps have no clairaudience ability with respect to their lairs; they have no breath weapon nor can they cast spells. They exude no dragon fear. A vishap must survive by its wits alone. Given their penchant for destruction, however, most lead short, violent lives.

Combat: Using their camouflage ability, vishaps will watch a potential target for days, learning its strengths and weaknesses before attacking. After a vishap has surveyed its target, it will usually approach to speak with its target. Weak, fearful victims are immediately attacked. Weak victims that flatter the vishap might be spared if they swear to yield all treasure or serve the vishap as slaves. Victims who display a willingness for combat will be left alone after the interview and attacked at a later date when they can be caught by surprise.

A vishap can physically attack one creature with its teeth and claws; it can also lash its tail at up to four man-sized creatures, doing 2d4 points (base damage) to each victim. Victims must make a Dexterity check or lose their footing and be unable to attack during the subsequent round.

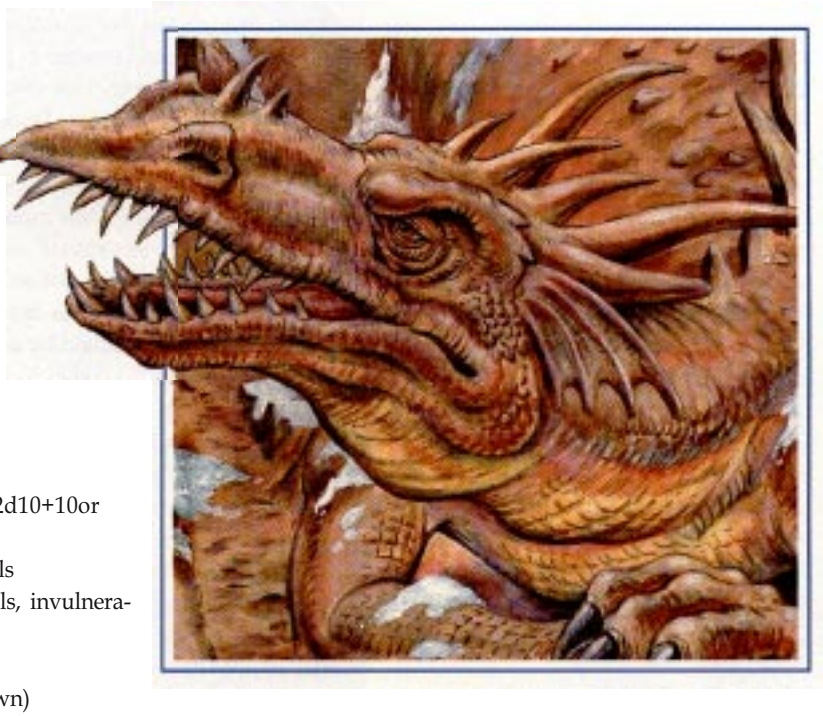
Vishaps are immune to all enchantment/charm spells from birth. As they age, they gain the following additional powers: *Young: sleep* 2/day; *Juvenile: invisibility* 1/day; *Adult: suggestion* 1/day; *Very old: charm monster* 1/day; *Venerable: undetectable lie* 1/day.

Habitat/Society: These dragons lair in shallow, open caverns where they have a commanding view of the approach and entry. Vishaps will always have at least one secret plan of escape should they be cornered in their lair.

Ecology: Vishaps are carnivores, although they may stoop to eating carrion or plants in order to survive. They greatly relish human and demihuman flesh. Vishaps have been known to work together and enslave entire villages, thriving on the villagers' fear-induced worship.

Dragon, Vore Lekiniskiy (Master Fire Worm)

CLIMATE/TERRAIN:	Vstaive Peak
FREQUENCY:	Unique
ORGANIZATION:	solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Supra-genius (20)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	- 7
MOVEMENT:	Special
HIT DICE:	25 (169 hp)
THAC0:	1
NO. OF ATTACKS:	3 or special
DAMAGE/ATTACK:	1d12+10/1d12+10/2d10+10or special
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Fear aura, gaze, spells, invulnerability
MAGIC RESISTANCE:	75%
SIZE:	G (exact size unknown)
MORALE:	Champion (15)
XP VALUE:	28,000



Magically merged with the mountain known as Vstaive Peak, when Vore Lekiniskiy emerges, he only does so partially. His scaled skin is dotted with dirt, rock, and gems. White bone shows through patches where flesh has not completely returned, giving him the appearance of undeath. But Vore Lekiniskiy is alive, trapped in a madness of his own making.

Vore Lekiniskiy attacks using his foreclaws and bite, or he can execute any of the special attacks described in the "Dragon" entry of the MONSTROUS MANUAL™ tome except those that require flight or quick movement—Vore Lekiniskiy is tied to the mountain.

Combat: When Vore Lekiniskiy emerges from the mountainside, his head and either one or both of his claws rip free simultaneously. He may be able to free more of his body, but it is thought he cannot bring more than half of it out at any one time. He can attack with both his claws and his bite in the same round.

Vore's breath weapon is like the erupting of a volcano. It is not just fire—but lava and molten rock as well. Because of his tie to the mountain, Vore may use his fiery breath once every three rounds, but it causes him 10 hp internal damage for every blast beyond the first. His breath is a 30' cone that extends at its widest point to 15 feet. It inflicts 25d6+25 hp damage on anything within that area, though victims may attempt to save vs. breath weapon for half. Nonmagical and magical objects must save vs. magical fire or be instantly burned to a crisp.

On the following round, anything or any creature within the path of Vore's breath weapon must make a saving throw again or be overcome by the lava that rushes down the mountainside (Vore is smart enough to never breathe uphill.) The lava inflicts 15d6+15 hp damage to anything in a 15' wide area within 100 feet of Vore's snout.

Vore cannot hunt or move from the mountain, but he can emerge anywhere on the mountain in 2d4 rounds. He can retreat the same way and at the same pace. He can attack while retreating, but he usually retracts his head first, making his claw attacks at 4 until they return to the mountain.

Vore's gaze attack forces opponents to save vs. paralyzation at 4 or be paralyzed for 1d3 turns. He uses this to trap unwary trespassers so that he may occasionally feed (he grows hungrier as he wins free of the mountain). He seldom troubles with the power to automatically use *geas, suggestion,* or *feeblemind* on anyone trapped in his gaze, but this may change.

When Vore erupts from the mountainside, he causes an earthquake that forces everyone on the mountain to save vs. paralyzation or be thrown to the ground. The DM may allow modifiers to the saving throw based on how close the characters are to where Vore is erupting. Any character that sees Master Fire Worm ready for battle must save vs. spell at 4 or succumb to a *fear* spell.

Vore Lekiniskiy can cast wizard spells at the 20th level of ability and has access to nearly any spell available on Cerilia. Recently, there is evidence that Vore has access to realm magic as well (see the BIRTHRIGHT Campaign Set), though this has yet to be confirmed. Fortunately, Vore seldom uses his magical energy to cast spells—he is too concerned with freeing himself from the mountain.

Ecology: Trapped in the mountainside, Vore Lekininskiy had forgotten about such things as "hunger" and "pain" for centuries. Now, he is remembering, and the dragon of Vstaive Peak grows increasingly frustrated with his existence. Chaotic evil in every way, this frustration could turn to mass destruction at any time.

Dragon, Xathanon

CLIMATE/TERRAIN:	Positive Energy Plane or the Prime Material Plane
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Genius (18)
TREASURE:	Incidental
ALIGNMENT:	Neutral Good

NO. APPEARING:	1
ARMOR CLASS:	–10 (–6)
MOVEMENT:	(Infinite) 12, fly 24 (C)
HIT DICE:	18 (154 hit points)
THAC0:	1
NO. OF ATTACKS:	(1) 4 + special
DAMAGE/ATTACK:	(7d10 + special) 3d4/3d4/5d6/3d8
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	90%
SIZE:	G (165' long with 80' tail)
MORALE:	20 (Fearless)
XP VALUE:	38,000



Xathanon has no physical form; it is composed entirely of positive energy. In fact, some say this beast isn't a dragon but rather the physical embodiment of the Positive Energy Plane. When on the Prime, Xathanon resembles a burst of golden energy in the shape of a dragon. Its eyes appear as multicolored, glowing "crystals." On the Positive Energy plane, Xathanon is a formless swirl of positive energy. This dragon can communicate with any sentient object or being via telepathy.

Combat: Xathanon detests evil and often acts outside the boundaries of law, responding swiftly to any perceived threat. In combat, Xathanon is a force of nature. On its native plane (the parenthetical statistics represent the creature's abilities on the Positive Energy Plane), it moves as swiftly as pure energy. Xathanon can travel to any point on the Positive Energy Plane instantaneously, where it always strikes first in combat. On the Positive Plane, this creature has one mode of attack: a blast of pure positive energy. Any creature struck by such a blast suffers 6d10 points of damage. In addition, the creature must make a saving throw vs. death magic or explode into millions of particles of positive energy.

On the Prime, Xathanon uses traditional draconic melee attacks. Its deadly "claws" inflict 3d4 points of damage each, and its razor sharp "teeth" inflict 5d6 points of damage. Xathanon can also strike opponents with its tail for 3d8 points of damage. All undead creatures—and beings from the Negative Energy Plane—suffer triple damage from these attacks.

While on the Prime Material Plane, Xathanon can breathe a stream of pure positive energy 45 feet long and 10 feet wide. This breath weapon acts as a *resurrection*, *heal*, and *restoration* spell on Good-aligned creatures. In addition, the energy destroys (as the clerical turning effect of the same name) any undead or negative energy being of fewer than 10 Hit Dice. Such creatures with more than 10 Hit Dice must make a saving throw vs. death magic (with a –2 *penalty*) to survive. Creatures that save still suffer 8d8 points of damage.

Finally, Xathanon can *plane shift* at will.

Habitat/Society: Formed by Bahamut from the essence of the Positive Plane, Xathanon serves Draco Paladin unswervingly. However, Xathanon rarely attends the Draconic Court on Mount Celestia, preferring the pulsing depths of the Positive Material Plane. Despite its seeming isolation, Xathanon keeps a close watch over the events unfolding in the multiverse. This dragon is 100% likely to answer a summons from Bahamut or one of Bahamut's children.

Xathanon follows the exploits of certain heroes, and it might (15% chance) come to the aid of one of its "chosen." When on the Prime Material Plane, Xathanon can fuse its essence to the corporeal form of a Good-aligned character. Filled with the power of the Positive Material Plane, the hero transforms into a gold dragon, receiving all of the benefits and powers (including AC, hit points, physical attacks, innate abilities, etc.) of a Great Wyrm of that species. Note that heroes retain their personalities during the transformation, and they need not make a System Shock roll. The change lasts one hour for every level of the hero. Afterward, Xathanon must immediately return to the Positive Energy Plane to recuperate for no fewer than 10 hours.

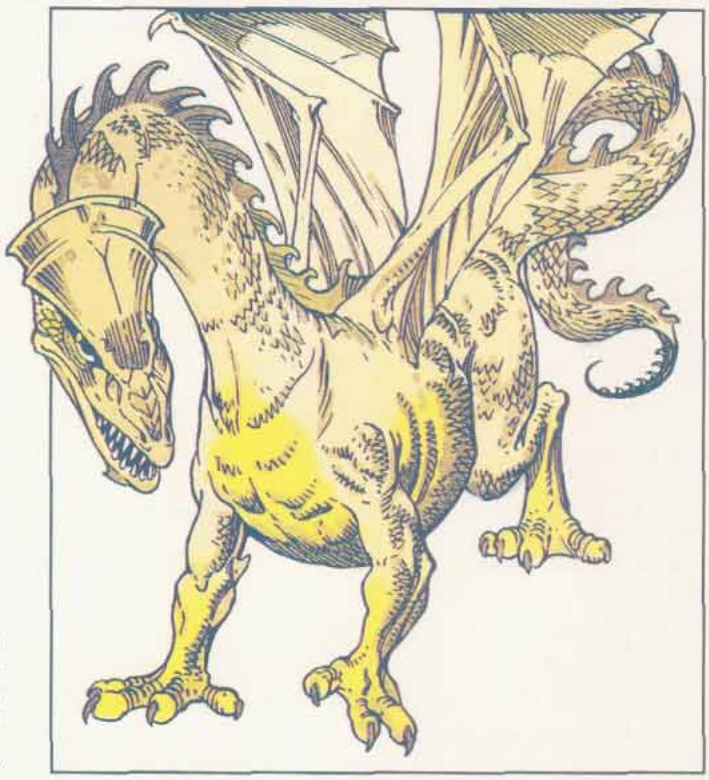
Xathanon holds a special hatred of Dhrakoth. The two have never met in combat, and some say that, if such a battle were to occur, the very fabric of the multiverse might tear under the opposing forces of positive and negative energy.

Ecology: As a creature composed of pure energy, Xathanon does not require physical sustenance. It is not known whether this dragon must return to the Positive Energy Plane on a regular basis—except after infusing mortal heroes with its essence.

Dragon, Yellow

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (1-4)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 30 (C)
HIT DICE:	13 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	See below
SIZE:	G (36' base)
MORALE:	Champion (15-16)
XP VALUE:	Variable



Although the existence of yellow dragons has long been predicted by sages (based on theories of primary colors), the first specimen was spotted only five or so years ago. The creatures are solitary and secretive, preferring to lay in wait for prey to stumble into carefully-prepared traps instead of hunting actively.

At birth, yellows have soft, tan scales. As they grow older, the scales harden and become lighter in color, eventually reaching the grayish yellow of desert sands. Their scales always have a dusty texture to them, giving them a finish that does not reflect light well. Even their teeth and claws have a similar finish. No part of the yellow dragon will glint in the sunlight, thereby giving away its position.

Yellow dragons speak their own tongue, which is quite different than that spoken by other evil dragons. Yellows have no interest in speaking with other races, and so they learn no other languages.

Combat: Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth. A yellow dragon casts spells and uses magical abilities at 8th level, plus its combat modifier.

A yellow dragon's breath weapon is a high-velocity blast of scorching air mixed with sand. This affects an area 50 feet long, 40 feet wide, and 20 feet high. Creatures caught within this blast must roll successful saving throws vs. breath weapon for half damage. Regardless of the outcome of this roll, they must make another saving throw vs. breath weapon. Failure means that the abrasive sand in the breath blast has damaged their eyes, blinding them for 1d4 + 1 rounds.

Yellow dragons are immune to fire and heat and can cast *silence, 10' radius* at will. As they age, they gain the following additional powers:

Age	Abilities
Young	*create or destroy water* three times per day
Juvenile	*dust devil* three times per day
Adult	*improved invisibility* twice per day
Old	*wind wall* three times per day
Wyrm	*enervation* three times per day

Habitat/Society: Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. They share much the same territory as brasses; thus the species occasionally come into conflict.

Yellows are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brasses, which actively hunt the smaller creatures.

Ecology: Although able to eat anything, yellows favor fresh meat. (Demi)humans are considered a delicacy, as are the unhatched eggs of brass dragons. (Yellows rarely get to enjoy this latter feast.)

Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells (Wizard/Priest)	MR	Treasure Type	XP Value
1 Hatchling	2-7	1-4	3	2d4 + 1	Nil	Nil	Nil	2,000
2 Very Young	7-16	4-12	2	4d4 + 2	Nil	Nil	Nil	3,000
3 Young	16-35	12-21	1	6d4 + 3	Nil	Nil	Nil	5,000
4 Juvenile	35-44	21-28	0	8d4 + 4	Nil	Nil	E	7,000
5 Young Adult	44-53	28-36	−1	10d4 + 5	1	Nil	E, O, S	9,000
6 Adult	53-62	36-45	−2	12d4 + 6	1 1	5%	E, O, S	11,000
7 Mature Adult	62-71	45-54	−3	14d4 + 7	2 1	10%	E, O, S	12,000
8 Old	71-80	54-62	−4	16d4 + 8	2 2 1	15%	E, O, Sx2	13,000
9 Very Old	80-89	62-70	−5	18d4 + 9	2 2 2	20%	E, O, Sx2	14,000
10 Venerable	89-98	70-78	−6	20d4 + 10	2 2 2 1	25%	E, O, Sx2	15,000
11 Wyrm	98-107	78-85	−7	22d4 + 11	2 2 2 2	30%	E, O, Sx3	16,000
12 Great wyrm	107-116	85-94	−8	24d4 + 12	2 2 2 2 1	35%	E, O, Sx4	17,000

Dragon, Yellow (Salt)

CLIMATE/TERRAIN:	Sea shore, salt marshes or inland salt lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	Special
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1(2–5)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fly 30 (C), Burrow 6, Swim 12
HIT DICE:	12 (base)
THAC0:	9
NO. OF ATTACKS:	3+ special
DAMAGE/ATTACK:	1–8/1–8/3–18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30′ base)
MORALE:	Elite (15)
XP VALUE:	Variable



YELLOW DRAGONS, or salt dragons, delight in the torment of all creatures, particularly those of good alignment. They prepare ambushes where their yellowish-white color helps them blend in with the sand or salt-encrusted rock.

At birth, a salt dragon's tiny scales appear almost crystalline, like lemon-colored bits of glass. As the dragon matures, the scales are bleached by the sun and become progressively lighter. Throughout the dragon's life, its scales continue to harden but remain their original small size, requiring the constant production of additional scales. This process makes the salt dragon supple, more like a snake than a lizard, allowing it to burrow quickly into beach sand or salt flats, using pass without trace to obscure any disturbance. The claws are proportionately larger than normal for dragons. This helps in burrowing and, incidentally, makes the claw attacks more dangerous.

Salt dragons speak their own tongue and a language common to all evil dragons. Twelve percent of hatchling yellow dragons can communicate with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: A yellow dragon attacks with its claw /claw/bite routine or with its breath weapon—a cone of white salt crystals. On land, the dragon invariably uses its breath weapon first, usually from ambush. Salt dragons notice which of their opponents has been blinded, concentrating their attacks on still-sighted members of an attacking group, returning afterward to finish off blinded ones before they recover.

Yellow dragons do not pursue a fight they are losing, preferring to escape and return another day to gain revenge. They head to sea to escape land-bound enemies, and they swim to land to escape aquatic enemies.

Breath weapon/special abilities: A yellow dragon's breath weapon is a 70′ long cone of salt (sodium chloride) crystals, two feet wide at the dragon's mouth and 15 feet at the base. Creatures caught in the salt spray must save vs. breath weapon or have their bodies—especially eyes, ears, nose and mouth—encrusted with salt. Victims are blinded, in terrible pain, and left choking for six melee rounds per age category of the

Age	Body	Tail	AC	Br. Weapon	Spells W–P	MR	Treas.Type	XPValue
1	3–6	2–5	3	2d4+2	Nil	Nil	Nil	1,400
2	6–14	4–12	2	4d4+4	Nil	Nil	Nil	2,000
3	14–22	12–18	1	6d4+6	Nil	Nil	Nil	4,000
4	22–31	18–24	0	8d4+8	1	Nil	½H	7,000
5	31–41	24–34	-1	10d4 + 10	2	20%	H	9,000
6	41–52	34–44	-2	12d4 + 12	3	25%	H	10,000
7	52–64	44–54	-3	14d4 + 14	31	30%	H	11,000
8	64–77	54–64	-4	16d4 + 16	32	35%	H,S	13,000
9	77–91	64–74	-5	18d4 + 18	33	40%	H/S	14,000
10	91–105	74–84	-6	20d4 + 20	331/1	45%	K S	15,000
11	105–121	84–94	-7	22d4 + 22	332/2	50%	H×2,S	16,000
12	121–138	94–104	-8	24d4 + 24	333/3	55%	H×2,S	17,000

dragon. Creatures saving vs. breath weapon suffer those effects for three melee rounds, per age category. During this time, the victim suffers a 4 penalty to attacks and a +4 penalty to AC. Prompt immersion in fresh water, or fresh water forcefully applied, limits the effects to one melee round per age category. The salt dragon knows this and does not fight near a stream or freshwater lake unless it has no option, and it uses lower water at its first opportunity to diminish the supply

A second salt blast striking a creature already blinded and choking causes no additional damage. The yellow dragon knows this and does not waste its breath weapon. However a creature that has recovered from one blast may be fully affected by another.

Each successive blinding has a cumulative chance equal to the dragon's age category of causing permanent blindness. For example, the first blinding by salt by a young adult yellow dragon has a five percent chance of leaving the victim permanently blind. The second blinding has a 10 percent chance. Victims might not realize they are permanently blind until sufficient time has passed that the initial blindness, coughing, and choking should have ended. The loss of sight may be undone by a *cure blindness* spell.

At sea, salt dragons use their breath weapon underwater to create clouds of extremely salty water that affects swimming creatures, both native aquatic or air-breathers using water-breathing magic. The results (blindness, coughing, and choking) and penalties are the same as on land, but of half the duration.

Yellow dragons cast spells and use their magical abilities at 5th level, adjusted by their combat modifier. At birth, yellow dragons are immune to poison. As they age, they gain the following special powers:

Very young: *pass without trace* 3/day.
Young: *water breathing.*
Young adult: *lower water* 2/day.
Old: *control wind* 1 /day.
Venerable: *protection from lightning* 1/day.
Great Wyrm: *hallucinatory terrain* 1/day.

Habitat/Society: Salt dragons are found by the seashore, in salt marshes and near inland salt flats or seas. They are solitary creatures except when paired for mating and raising hatchlings. As is common in carnivore family units, the female is the hunter, while the male guards the lair and the young.

Yellow dragons along the seacoast often cooperate with sahuagin. Sometimes sahuagin serve as guards and servants of a salt dragon in return for its protection. Yellow dragons farther inland cooperate with lawful evil humans or demihumans who can survive in the salt marshes or salt flats, providing protection in exchange for obedience and information.

Ecology: Salt dragons spend their early years entirely on land, mastering their breath weapons and the art of moving across (or through) sand, salt marsh or salt flats without leaving sign of their passage. At Young age they gain their *water breathing* ability and are willing to hunt at sea despite the obvious limitations to their breath weapon.

Yellow dragons enjoy meat in all its varieties. Along the seacoast, fish and aquatic mammals are the standard fare, while inland, cattle and herd animals are hunted. The cruel nature of the salt dragon drives it to seek intelligent prey for special occasions, raiding the settlements of good creatures. Captives are tormented until finally devoured.

Yellow dragons "salt" excess meat to preserve it for later meals for themselves and their servitors. Depending on the location of their lair and the nature of their guards and servants, the cooler areas of their cavern lairs might be filled with salted beef, goat, horse, or fish, as well as salted elf, human, triton, or merfolk. Owing to their immunity to poison, salt dragons can consume without ill effects old or spoiled salt meat that would be inedible to their servants, a useful survival trait should its lair be seiged. Yellow dragons prefer to drink salt water but may consume fresh water if necessary.

Yellow dragons who live by the sea have bronze dragons as natural enemies, competing with them for food and seashore caverns. Knowing that bronze dragons are larger, stronger, and better spellcasters, salt dragons rarely fight a bronze without their sahuagin allies alongside. A Venerable or older salt dragon might challenge an Adult or younger bronze dragon alone after first casting *protection from lightning* upon itself.

Yellow dragons who live in salt marshes are aware of black dragons farther upriver where the water is not salty, but the two subspecies generally keep apart. Hatchling or Very Young dragons are sought (carefully) by bullywugs or yuan-ti for food. Yellow dragons who lair in salt flats or by salt lakes rarely have neighbors due to the desolation of the land.

A yellow dragon bred with a blue dragon produces a green dragon. What gives the green dragon crossbreed its distinctive chlorine breath weapon is its yellow parent's sodium chloride (salt) processing ability and its blue parent's electrical ability. The combination allows gaseous chlorine to be separated from the salt.



Dragon, Zakhur Lifesbane (The Guardian)

CLIMATE/TERRAIN:	The Five Peaks
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17)
TREASURE:	H x 5
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	9, Fly 30 (B)
HIT DICE:	20 (142 hp)
THAC0:	1
NO. OF ATTACKS:	3 or special
DAMAGE/ATTACK:	1d12+10/1d12+10/2d12+10
SPECIAL ATTACKS:	Breath weapon, spells, dive
SPECIAL DEFENSES:	Fear aura, gaze, spells, invulnerability
MAGIC RESISTANCE:	50% or special
SIZE:	G (90' long)
MORALE:	Fearless (20) at home; Champion (15) away
XP VALUE:	28,000

S: 25 D: 14 C: 21 I: 17 W: 15 Ch: 16

Gray with gold flecks, smooth scales cover Zakhur Lifesbane's serpentine body. Protected by sharp layers of decorative hide, his face and belly resist the puny attacks of mere mortals. Fully grown, this dragon would make a match for the hardiest of Cerilia's dying breed. Zakhur attacks using his foreclaws and bite, or he can execute any of the special attacks described in the "Dragon" entry of the *MONSTROUS MANUAL™* tome.

Combat: Zakhur's breath weapon may be the basis for the flaming death that fills the stories of so many dragon-tales. Lifesbane's fiery breath can still be seen on occasion, lighting up the deep passages between the mountains when the dragon hunts. Zakhur can use his fiery breath once every six rounds, immolating anything within a 50' long cone that extends at its widest point to 30'. It inflicts 20d6+20 hp damage on anything in the cone, though victims may attempt to save for half damage. Nonmagical and magical objects alike must save vs. magical fire or be burned, melted, or disintegrated.

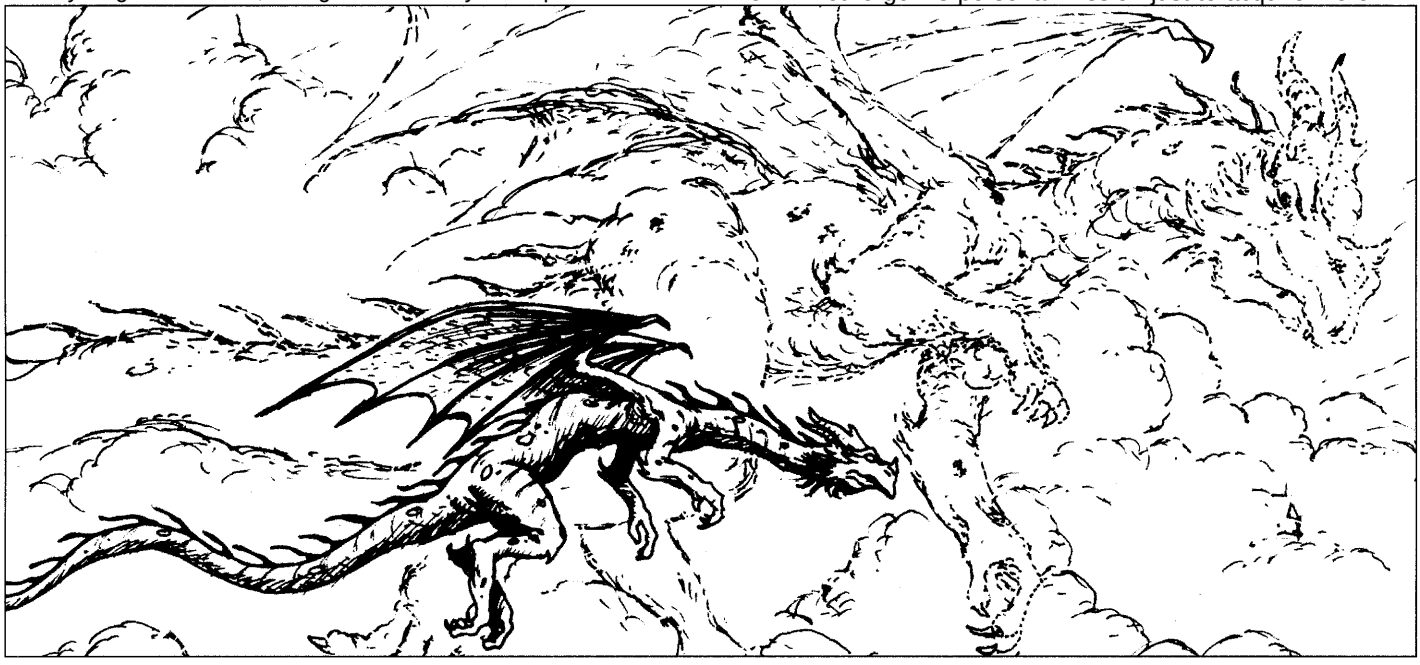
When hunting, Zakhur uses his gaze attack to freeze opponents (save vs. paralyzation at -4 or be paralyzed with terror for 1d3 turns), then he kills and consumes them at his leisure. lust like other great wyrms, however, Zakhur can spend an entire round exerting his will against a victim caught in his gaze and use the powers of *geas, suggestion,* or *feeblemind* on his foe with no saving throw allowed.

If Zakhur engages in combat, all enemies within 50' must save *vs.* a *fear* spell (as described in the *MONSTROUS MANUAL* tome, with a -4 to the roll). Zakhur has learned to mask this ability, however, on those rare occasions that he does not want to kill his opponents — though even the bravest hero may feel his knees knock at the sight of the great wyrm.

Because of his great scales and the energies imbued upon him by his mother, Zakhur Lifesbane can ignore a portion of the damage he suffers. Any damage die that rolls a natural "1" against him is ignored, regardless of modifiers or spell effects.

Zakhur shares another great ability with his Cerilian cousins. He can cast wizard spells at the 16th level of ability (or 18th when he actually holds the Heart of the Mountain and uses his mother's energies). Zakhur, however, uses this power only on rare occasions — his mother has taught him to be discrete with his magical energies, lest he anger the gods that have blessed her with peace. Victims of Zakhur's magic suffer -2 modifiers to their saving throws (or -4 if he holds the Heart). Zakhur knows many spells unknown to human or other spellcasters of Cerilia.

Ecology: More lively than most dragons, Zakhur seldom sleeps for more than a dozen years at a time, and then only lightly. He sees his entire purpose in life as protecting the Five Peaks (the mountains, not the realm) and subjugating or destroying intruders. Zakhur may be approached by stout heroes seeking wisdom — though he must be contacted carefully. Actually seeking out his lair could be disastrous. Like most dragons, Zakhur loves treasure (and has accumulated quite a bit to add to his mother's legendary hoard over the years), but he will not forgo his personal mission just to acquire more.



Dragon Turtle

CLIMATE/TERRAIN:	Subtropical and temperate fresh and salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	B,R,S,T,V
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3, Sw 9
HIT DICE:	12-14
THAC0:	12 Hit Dice: 9 13-14 Hit Dice: 7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-12/2-12/4-32
SPECIAL ATTACKS:	Breath weapon, capsize ships
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diameter shell)
MORALE:	Fanatic (17)
XP VALUE:	12 Hit Dice: 10,000 13 Hit Dice: 11,000 14 Hit Dice: 12,000



Dragon turtles are one of the most beautiful, awesome, and feared creatures of the water. With their deadly jaws and breath weapon, and their penchant for capsizing ships, dragon turtles are dreaded by mariners on large bodies of water, both fresh and salt.

When a dragon turtle surfaces, it is sometimes mistaken for the reflection of the sun or moon on the water. The turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell are patterned like light dancing on open water. The turtle's legs and tail are of a lighter green, and they are flecked with golden highlights. The coloration of the creature's head is similar to the legs and tail, but its crest spines are golden with dark green webbing connecting them. A dragon turtle's shell can reach to 30 feet in diameter, and an adult turtle can measure over 40 feet from its snout to the tip of its tail. Dragon turtles speak their own highly-developed language.

Combat: Though dragon turtles may be mistaken for the pleasant sight of light glinting off of water, that illusion is never maintained for long. Dragon turtles are fierce fighters and will generally attack any creature that threatens its territory or presents itself as a potential meal. In combat, dragon turtles will usually (90%) attack with their formidable claws and teeth first. Its shell provides the turtle with excellent protection, though once the dragon turtle strikes a victim, it rarely needs to rely upon this safeguard.

The dragon turtle's shell also provides the creature with a weapon to attack ships that foolishly pass through its territory uninvited. Sinking as deep as necessary, the dragon turtle will wait for the ship to pass over it and then rise up underneath the vessel, using all of its considerable bulk to capsize the unlucky target. Ships under 20 feet in length will be capsized by this attack 95% of the time, vessels from 20 to 60 feet long will be capsized 50% of the time, and ships over 60 feet will be capsized 20% of the time. Ships not capsized will sustain some damage.

In combat, when neither its bite nor its capsizing attack is enough to defeat an enemy, a dragon turtle will use its breath weapon. The turtle can belch forth a cloud of scalding steam that will cover an area 60 feet long, 40 feet wide, and 40 feet high. This attack causes 20-120 points of damage (20d6), and characters or creatures making a saving throw vs. breath weapon take half damage. Like true dragons, dragon turtles can use this deadly breath weapon three times a day.

Habitat/Society: Dragon turtles are extremely solitary creatures. Large, desolate sea caves and secret underground caverns that can be accessed only through the water are their favorite lairs. These lairs are difficult to find, but adventurers locating a dragon turtle's cave will find it filled with treasures of all types. The turtle gathers this treasure, which it will protect to the death, from the ships sunk in its territory.

A dragon turtle's territory is well-defined and may cover as much as fifty square miles of open water. Other dragon turtles are allowed into this area only during mating season, though turtles of the same sex will always fight to the death upon meeting. It is this hostility toward their own kind that keeps the number of dragon turtles relatively low.

Mariners of any experience recognize the territorial claims of dragon turtles and will often make extravagant tributes to the turtle controlling areas necessary for safe and speedy trade.

Ecology: Dragon turtles are carnivorous and will eat almost any creature, including humans or other dragon turtles, to satisfy their voracious appetite. Large fish seem to be the prefered food for dragon turtles, and the turtles can often be found lurking in the weeds and muck at the bottom of a lake or sea waiting for fish to pass. In particularly poor years for fish, dragon turtles have been known to use their breath weapon to kill large groups of sea birds that stray too close to the water for food.

Conflict often arises between dragon turtles and the many intelligent aquatic races, like the locathah or mermen, because of competition for ideal lairs. Like many of their land-based relatives, dragon turtles are considered treacherous and selfish by all creatures that share their domain.

Dragon turtle shells make outstanding shields and armor. Because of the shell's strength and natural resistance to the dragon turtle's own breath weapon, armor or a shield made out of this material gains +1 to its defensive rating. The shield or armor will also save as an item against destruction by fire or steam-based attacks at +4.

	White	Black	Green	Blue	Red
Climate/Terrain:		Varies; see below			
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Day	Day	Day	Day
Diet:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
Treasure:	Nil	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	3d6	3d6	3d6	3d6	3d6
Armor Class:	2	1	0	–1	–2
Movement:	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)
Hit Dice:	3	3+2	4	4+2	5
THAC0:	17	17	17	17	15
No. of Attacks:	1	1	1	1	1
Damage/Attack:	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d6 (bite)
Special Attacks:	Breath weapon	Breath weapon	Breath weapon	Breath weapon	Breath weapon
Special Defenses:	Nil	Nil	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)
Morale:	Average (10)	Average (10)	Average (10)	Average (11)	Average (11)
XP Value:	120	175	175	270	270

This creature is a magical crossbreed between the comparatively tiny, benign insect by the same name and an actual dragon. Often called a giant dragonfly, the crossbreed measures 3 to 4 feet long and has a subtly draconian head. Otherwise it looks like the insect; it has two pairs of wings, and the front pair is smaller than the rear. The wings never fold back; even when the creature has landed and is resting, they remain outstretched.

Five distinct types of dragonfly inhabit Mystara: white, black, green, blue, and red. The color reveals which species of dragon a creature takes after—that is, it defines the dragonfly's breath weapon (red, fire; blue, lightning; and so forth).

Note that immature dragonflies, or *nymphs*, are practically a separate monster in appearance and behavior.

Dragonflies have only animal intelligence, and they never talk or use spells.

Combat: Dragonflies dart around very quickly (even normal insect dragonflies are capable of darting at speeds up to 60 miles per hour!), and they are hard to hit. They also can stop instantly and hover in midair before darting off in another direction.



A dragonfly can breathe and bite during each round of combat. It breath weapon inflicts 1 point of damage per Hit Die of the dragonfly. The area affected is only 3 feet long and 1 foot wide; each breath normally affects only one creature. A saving throw vs. breath weapon is allowed only if the victim is not fighting the dragonfly in melee; those in hand-to-hand combat get *no* saving throw against the breath. Characters who successfully make their saving throws take half damage from the breath weapon. There is no limit to the number of times a dragonfly can breathe.

Habitat/Society: Dragonflies roam nearly anywhere except in cool or cold mountains. Most of the five types prefer warm climates that offer plenty of water. For more information, see individual descriptions below.

Ecology: The relatively tiny insects called dragonflies are insectivores; they feed on smaller insects like mosquitoes. The giant dragonflies of Mystara eagerly devour small rodents, birds, bird-sized insects, worms, and slugs. (See individual entries for further detail.)

All dragonflies need standing water to reproduce. For some, this means a journey far from their preferred habitat for the mating season. The female dragonfly lays her eggs under water, attaching the eggs to plants. If she can find a plant large enough for the purpose, she sometimes cuts a slit in the stem or trunk and places the eggs inside. Dragonfly eggs are quite small; half an inch in diameter is typical.

Three to eight weeks after eggs are laid, they hatch. Young dragonflies emerge as dragonfly nymphs (see "Nymph" below).

White Dragonfly

These dragonflies range farther north than others, inhabiting conifer forests and the southern fringes of arctic tundra.

Their life cycle is the shortest of the five species, limited by the brief yet intense summers of their homes. Adults emerge from their old nymph bodies in the springtime, and have but one summer to grow fat on arctic insects (especially mosqui-

toes), small rodents such as rats and lemmings, and the tiny migratory birds that have journeyed to feast on the many insects that buzz under the midnight sun.

In late summer, white dragonflies lay eggs in northern lakes, slow streams, and bogs. When the frost arrives, the adult dragonflies die (which is why they never grow beyond 3 Hit Dice). The eggs, however, as well as the nymphs, adapt to the cold; they can survive being frozen through the long, dark winter. Come spring, they hatch and begin the life cycle anew.

The white dragonfly's breath weapon is a blast of freezing cold and ice crystals.

Black Dragonfly

The black dragonfly lives in dank swamps and temperate bogs. It enjoys climates from the tropics to middle latitudes.

Black dragonflies do not grow very large because there are so many of them; individuals compete intensely to survive within their crowded habitat.

The black dragonfly's breath weapon is a stream of caustic acid, distilled from unpleasant chemicals natural to the insect's decomposing home.

Green Dragonfly

The green dragonfly shares the climate range of the black, from tropical to temperate, but it prefers forested areas.

Its breeding is done in lakes and slow rivers more frequently than bogs, though green and black dragonflies do occasionally compete for territory.

The green dragonfly's breath weapon takes the form of a small cloud of dense green chlorine gas. The dragonfly's body processes the chlorine from plain salt (sodium chloride) found in its environment.

Blue Dragonfly

The blue dragonfly is a creature of the plains, roving over wide landscapes and devouring many small mammals and birds, from thrushes to prairie dogs. It rarely eats insects, except of the giant variety, as they do not satisfy its hunger.

The blue dragonfly lays its eggs in ponds and small lakes that dot the prairies, and in the eddies of slow-moving rivers.

Farmers keep a careful eye out for blue dragonflies during the hot months, when grass fires may easily be sparked by the creature's lightning breath attack.

Red Dragonfly

Most powerful of the dragonflies, the red can grow to 5 feet in length. It inhabits virtually any terrain in temperate and warmer climates, and is known to migrate from one place to another in search of food. Hills and moors often yield the best pickings. Stories are told of red dragonflies that have carried off young lambs; certainly, rabbits are not unusual prey.

The red dragonfly is extraordinarily vicious, and will attack even others of its own kind to satisfy its hunger.

The breath attack of the red dragonfly is a small column of searing fire. It is the most feared dragonfly attack.

Nymph

The young dragonfly, or nymph, looks quite different from the creature that it will grow to be. Nymphs are long-legged and wingless. A chitinous carapace protects their flat body. Their coloration is dark brown or black. There is no consistent relation between the various nymph hues and adult coloration; it is impossible to tell what type of dragonfly a nymph will become based on its color.



Nymphs grow rapidly. Two to three weeks after hatching, a nymph is about 1 foot long and has 1 Hit Die. After a year of growth, it becomes a 2 Hit Die monster, 2 to 3 feet in length.

Combat: All dragonfly nymphs, regardless of species, have an acidic breath weapon. This is a thin jet of greenish liquid that the nymph spits against a single target up to 3 feet away. Nymphs can spit and bite in the same round, but generally do not do so unless agitated.

The nymph breath weapon, like that of the adult dragonfly, inflicts 1 point of damage per Hit Die (that is, 1 or 2 hit points, depending on the nymph's age). A saving throw is only permitted to those not engaged in hand-to-hand combat with the nymph. If the save is failed, or not allowed, one piece of equipment (determine by the DM) is hit by the acid and must make a successful saving throw vs. acid or be destroyed.

The nymph's bite causes 1d2 points of damage. Nymphs have an Armor Class of 5 and have no flying move. All other statistics for nymphs are the same as for their adult forms.

Larger nymphs are more aggressive; 2 Hit Dice nymphs may attack man-sized creatures if sufficiently hungry. They are too stupid to be turned back by something like a show of force; only after attacking something and finding it inedible (several failed attacks against an armored character, for example) will a nymph break off an attack.

Nymphs propel themselves underwater by taking water in through their mouths, passing it through their bodies, and jetting it out behind. They move, therefore, in sudden spurts (Sw 12). Their streamlined bodies make movement easier when their legs are tucked up next to their carapaces.

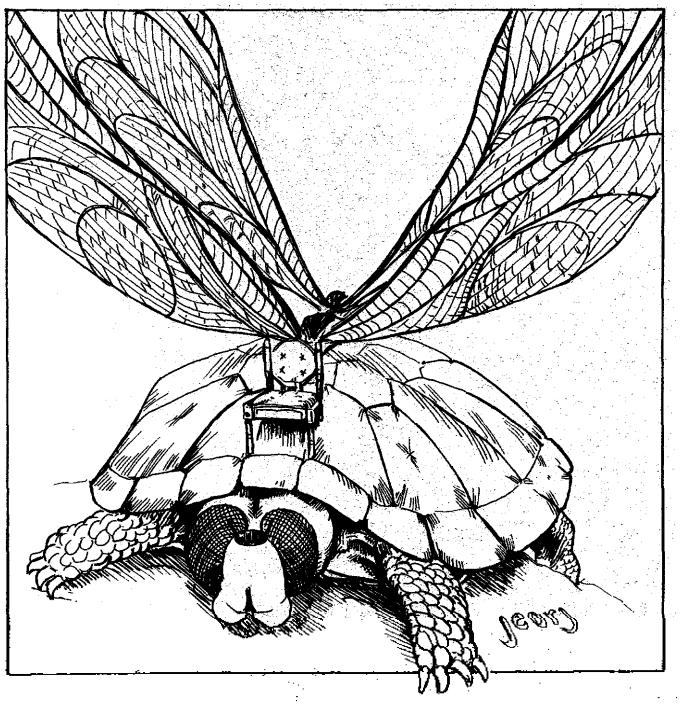
Habitat/Society: Most dragonflies lay eggs in fresh water, especially lakes and ponds, but some species have adapted to salt water environments. All nymphs are aquatic.

Nymphs live by instinct, not intelligence. Each is simply interested in eating voraciously. Their preferred prey includes insects, tender plants, and small amphibians. The first nymphs to hatch in a group usually make their siblings their first meal.

Ecology: A nymph's life cycle is two years long. During warm months, the nymph eats as much as possible; when weather turns cold, it enters a static state like hibernation. The second winter, the nymph undergoes a metamorphosis within its shell. What emerges in the spring is a completely different creature—an adult dragonfly—that crawls out of the husk that held the nymph. Its iridescent wings spread, and it abandons familiar waters for unknown skies.

Dragonfly Turtle

CLIMATE/TERRAIN:	Any	
FREQUENCY:	Very Rare	
ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Day	
DIET:	Omnivore	
INTELLIGENCE:	Animal (1)	
TREASURE:	Nil	
ALIGNMENT:	Neutral	
NO. APPEARING:	1	
ARMOR CLASS:	0/3	
MOVEMENT:	3, fly 36 (C)	
HIT DICE:	8 (adult)	
THAC0:	1-2 HD: 19	5-6 HD: 15
	3-4 HD: 17	7-8 HD: 13
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	1-4,2-8, or 3-12	
SPECIAL ATTACKS:	Nil	
SPECIAL DEFENSES:	Hide limbs	
MAGIC RESISTANCE:	Nil	
SIZE:	L (10' long)	
MORALE:	Steady (11-12)	
XP VALUE:	1 HD: 35	5 HD: 420
	2 HD: 65	6 HD: 650
	3 HD: 120	7 HD: 975
	4 HD: 270	8 HD: 1,400



Also known as "hovershells," these creatures are a mix between a giant turtle and a giant dragonfly. They retain the turtle's shell and limbs but sport the dragonfly's head and wings. These creatures are highly valued as flying mounts.

Adding to the creature's already bizarre appearance are the frequent "modifications" on its shell. To make it a more comfortable mode of travel, wizards often apply *sovereign glue* to the shell, attaching such things as chairs, chests, and the like. Dragonfly turtles are quite a sight, buzzing through the air with their legs pulled into their shells, ridden by a wizard seated comfortably on a padded chair mounted to the creature's shell.

While dragonfly turtles do not understand the concept of treasure, there are often valuables in the furniture glued to them. The type of treasure, if any, varies on a case-by-case basis depending upon the needs and habits of the wizard using the dragonfly turtle as a riding mount. For obvious reasons, any chests making up part of a dragonfly turtle's "furniture" are equipped with strong locks to prevent them from being accidentally opened while in flight.

Combat: The dragonfly turtle's only attack is with its razor-sharp mandibles, which cause 3d4 hp damage per round. Because of their large, heavy turtle shells, these creatures are not as maneuverable as the giant dragonfly, dropping down to maneuverability class C. While they can hover in place and fly as fast as a giant dragonfly, they are unable to dodge missiles as the giant insect can. Fortunately, their thick armored carapace protects them. The head and wings of a dragonfly turtle are AC 3; the armored shell is AC 0.

The wings of these creatures are gauzy and fragile; hitting one in combat requires a called shot, but once any of the creatures four wings suffers 4 hp damage, that wing is destroyed, and the dragonfly turtle is unable to fly, plummeting to the ground if airborne. Wing damage is calculated separately, as damage to the wings does not injure the beast.

Of course, as dragonfly turtles are used primarily as a means of transportation, anyone in combat with one of these creatures most likely must fight the person or persons riding aboard the beast. A dragonfly turtle's hovering ability makes it a relatively stable platform, allowing missile weapons and spells to be used from the creature's back without penalty.

Habitat/Society: Dragonfly turtles are a new race, purposely created by wizards as a means of transportation. As such, they are almost never encountered in the wild. Rather, they are kept in comfortable "stables" until needed. Because of their rather limited intelligence, dragonfly turtles will not seek to escape confinement as long as they cannot see outside; any barn-like structure will do to keep them in one place. If they must be "parked" outside, a strong chain is necessary, as they easily chew through even the strongest rope. They are intelligent enough to obey simple commands if properly trained: dragonfly turtles are controlled by a bridle and reins.

Ecology: If a wizard creates a male and a female of these creatures, they can be induced to mate. (Mating is a much simpler procedure for the beasts if there's no "furniture" glued to the female's shell, however.) The female lays 2-5 (1d4+1) leathery eggs that hatch in about 4 months. Newly-hatched dragonfly turtles are wingless and aquatic, able to swim at a movement rate of 3. They are about 3' long when born, have 1 HD, and can bite for 1d4 points of damage. Each year thereafter they grow 1 HD and 1' in length, adding 1d4 to their bite damage every three years, until they do full damage (3d4) when 6 years old. Their wings grow in when they reach 4 years of age, at which point they stop swimming (their wings don't function well when wet). Dragonfly turtles live about 20 years.

Their diet consists mainly of insects captured in flight and fish, although they also ingest small quantities of plant matter (especially algae).

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d8
ARMOR CLASS:	3
MOVEMENT:	6, Fl 15(B)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (×2) or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7′–9′ long)
MORALE:	Champion (15–16)
XP VALUE:	1,400



These creatures are rumored to be very distant cousins of dragons. Somewhere along the evolutionary chain, they developed humanoid characteristics. They still display the dragonlike face and wings, yet they also have a humanoid form.

Dragon-kin speak their own, sibilant language and can speak a rough form of Common as well.

Combat: When they expect combat, dragon-kin take to the air so they can have the upper hand. They attempt to remain airborne as long as possible, then swoop down to rake their claws against a target. They always target any magical items—which they can detect as if a *detect magic* spell were cast—in preference to anything else, including spellcasters. If they make a successful attack roll against the item (treat as AC 10 plus magical and the holder's Dexterity bonuses), they seize the item and flee with it to their lair. Half of the time, they don't return to the fight, remaining in their cave instead, admiring their newfound acquisition.

If forced to bring combat to the ground, they move in and use their claws or weapons. They are easily distracted by magical items, especially if one of them becomes "separated" from its owner. However, they are not as likely to flee from combat if they can wrest one from its owner under these circumstances; unless they can do so without fear of retaliation, they will stay and resolve the combat. They are smart enough to guard against back attacks and will never, under any circumstance, allow this to take place if it can possibly be avoided.

Dragon-kin never use their captured magical items in combat, for fear of losing them. This is viewed as their biggest disadvantage, for they are forced instead to rely on mundane weapons or their claws. This, unfortunately for the dragon-kin, makes them easy targets for those with experience in fighting aerial creatures.

Habitat/Society: The dragon-kin live in a tribal setting, with a leader determined by combat and ownership of the most powerful magical items. Any leader defeated in combat, but not killed, will be eliminated and replaced by the tribe.

If an adventuring party should happen into a dragon-kin den, they will find half of the residents left to protect what is theirs. If these are defeated, there are 1d2 nonpermanent magical items (e.g., potions and limited-charge wands) per resident dragon-kin. There is a cumulative 10% chance per resident that a permanent magical item is in the batch. Hence, a lair of six has a 60% chance of containing a permanent item, and there will always be at least one permanent item in a lair of 10 or more.

Dragon-kin are often found in the service of a powerful dragon or mage. They have an insatiable desire for magical items, regardless of whether they ever use the item themselves. The only payment dragon-kin mercenaries expect is magical or enspelled items, for only these items hold any fascination for them.

Ecology: Dragon-kin are a blight on any area's ecology. They have no regard for others and simply take what they want. They have no natural predators, although there is a large bounty for them in any place that has known their depredations. They eat nearly anything that can be chewed, although, of course, they prefer the meat of sentient beings—the more intelligent, the better.

Unlike their larger cousins, dragon-kin have no love of conventional treasure. If a hoard has no magic, they are not interested in it. Dragon-kin simply leave coins and nonmagical items where they lie. There is only a 50% chance that dragon-kin will attack a party if it is not carrying magical items. They will always attack those who carry such items.

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	Tribal	*Cult of the Dragon*
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Text
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	See below	V
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	2d8	2d8
ARMOR CLASS:	3	3
MOVEMENT:	6, Fl 15 (B)	6,Fl 15 (B)
HIT DICE:	7	7
THAC0:	13	1 3
NO. OF ATTACKS:	2 or 1	2 or 1 (2 or 3 when airborne)
DAMAGE/ATTACKS:	1d6/1d6 or by weapon	1d6/1d6 or by weapon plus 2d8 with rear-claw rake when airborne
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7-9 feet long including tail)	L (7-9 feet long including tail)
MORALE:	Champion (15-16)	Fanatic (17-18)
XP VALUE:	1,400	2,000

These creatures are rumored to be very distant cousins of dragons. Most dragon-kin live wild, and this type (which appears also in the MONSTROUS COMPENDIUM *Annual Volume One)* is known as tribal dragon-kin. The Cult of the Dragon has managed to gain (or regain) control over a few dragon-kin tribes; it has been allowed to impose more discipline on dragon-kin society in exchange for teaching Cult dragon-kin additional combat skills and keeping key members of these tribes in power through judicious gifts of magical items.

Dragon-kin have developed bipedal humanoid characteristics, but they still possess a dragonlike face and wings, claws, a tail, horns, and a sort of mane/beard that certain dragons have. Their coloration ranges from a dark yellow ocher to a reddish brown with darker spots or bands. Most have green wings that lighten to gold or yellow, though some have wings that match their body coloration. All are covered in scales that are larger and rougher over their backs and tails, but more supple, though still tough, across their torsos and limbs. Their head horns are swept back and small, and function decoratively (and perhaps defensively to protect their skulls), not offensively.

Dragon-kin speak their own sibilant language (a corrupt dialect of Auld Wyrmish) and can speak a rough form of common as well.

Combat: When they expect combat, tribal dragon-kin take to the air so they can have the upper hand. They remain airborne as long as possible, then swoop down to rake their targets with their foreclaws.

All dragon-kin can *detect magic* at will, and tribal dragon-kin target beings carrying magical items over others, as their overriding instinct is to acquire these items. When a tribal dragon-kin notices a magical item, it tries to take it away from its holder and flee with it to its lair. If the dragon-kin makes a successful attack roll against the item (treat an item as AC 10, with bonuses [or penalties] to its Armor Class equal to any magical bonuses it has plus the holder's Dexterity bonuses), it seizes the item. A contest of Strength then commences between the dragon-kin and the item's owner. The first of the two to fail a Strength check (consider the dragon-kin to have a Str 13) loses his or her grip on the item. At the best opportunity, the dragon-kin then absconds with the item. Half of the time, it does not return to the fight, remaining in its cave instead to admire its newfound acquisition.

If forced to bring combat to the ground, all dragon-kin move in and use their claws or weapons, such as spears or pole arms, which they favor. Tribal dragon-kin are easily distracted by magical items, especially if one of them becomes "separated" from its owner. However, when forced to fight on the ground, they are not as likely to flee from combat if they can wrest a magical item from its owner. Unless they can do so without fear of retaliation, they will stay and resolve the combat. They are smart enough to guard against back attacks and never, under any circumstance, allow themselves to be attacked from such a disadvantageous position if it can possibly be avoided.

Tribal dragon-kin never use their captured magical items in combat for fear of losing them. This is viewed as their biggest disadvantage, for they are forced instead to rely on mundane weapons or their claws. This, unfortunately for the dragon-kin, makes them easy targets for those with experience in fighting aerial creatures. Cult dragon-kin, however, use any magical items suitable for combat in combat, especially those that have been given to them by their Cult allies.

Cult dragon-kin also feel the pull of magical items, but their training allows them to overcome their acquisitive instincts in favor of their mission. However, if they feel they can justify seizing a magical item in pursuit of whatever duty they have been assigned, they do so without hesitation using the above procedure. Unless the item is a simple weapon they can immediately use (such as a spear, pole arm, or sword), they keep the item and continue the fight.

When airborne, Cult dragon-kin attack with both their foreclaws and also rake with their back claws. The rear-claw attack is a single rake with both rear claws that inflicts 2d8 points of damage on a successful hit. Cult dragon-kin have also been trained to use missile weapons such as bows or javelins while aloft.

Habitat/Society: Dragon-kin normally live in a tribal setting. Their leader is determined by combat and ownership of the most powerful magical items. Any leader defeated in combat, but not killed, is eliminated and replaced by the tribe.

If an adventuring party should happen into a dragon-kin den, its members will find half of the residents left to protect what is theirs. If these are defeated, there are 1d2 nonpermanent magical items (for example, potions) per resident dragon-kin. There is a cumulative 10% chance per resident that a permanent magical item is in the batch. Hence, a lair of six has a 60% chance of containing a permanent item, and there is always at least one permanent item in a lair of 10 or more.

Dragon-kin are often found in the service of a powerful Cult dragon or mage. Unless magically compelled, most dragon-kin refuse to serve a dracolich. Regardless of their master (if any), dragon-kin retain their dragon-kin urge to collect magical treasure. This very likely is the reason many tribes agree to work with Cult members, who offer them all sorts of (mostly worthless) magical treasure.

Cult dragon-kin are allowed by their Cult masters to keep quite a few of the magical items they acquire so long as they turn their acquisitions over to the Cult to be examined first. Any seized magical items the Cult deems it necessary to keep are paid for through gifts of nonpermanent magical items (such as potions), simple weapons the Cult feels present its forces with a tactical advantage, and magical gewgaws that look impressive but are actually the recipients of such spells as *Nystul's magical aura.*

Ecology: Tribal dragon-kin are a blight on any area's ecology. They have no regard for others and simply take what they want. They have no natural predators, although there is a large bounty for them in any place that has known their depredations. They eat nearly anything that can be chewed, although they prefer meat, especially that of sentient beings, since they like to torment their food.

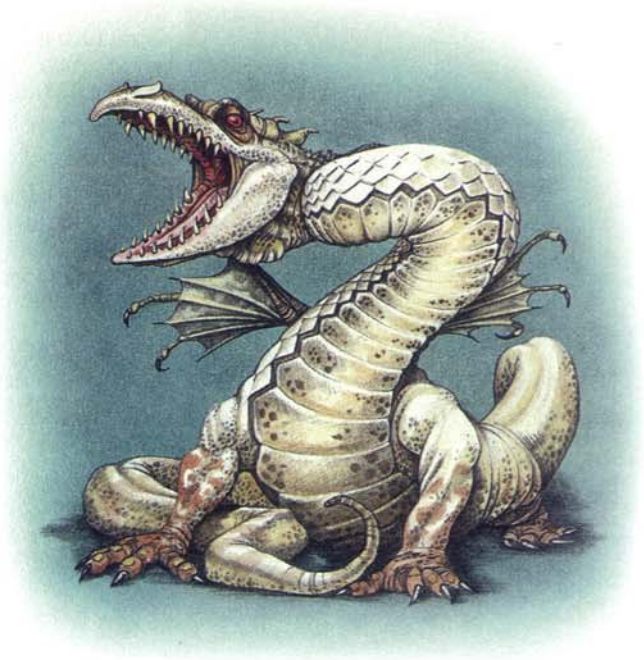
Unlike their larger cousins, tribal dragon-kin have no love of conventional treasure. If a hoard has no magic, they are not interested in it. Tribal dragon-kin simply leave coins and nonmagical items where they lie. There is a 50% chance that tribal dragon-km will attack a party if it is not carrying magical items. They always attack those who carry such items.

Cult dragon-kin are more disciplined and are fierce fighters for the Cult cause. They obey their Cult masters willingly for the promise of wealth and magic. They have learned to value mundane wealth somewhat for the occasional items or services of use that it can buy. Cult dragon-kin eat only meat except in extreme circumstances. Aside from sentient species, who the Cult is trying to discourage them from preying on (it attracts too much attention), they seem to prefer the taste of deer, pheasants, other wild game, and goats.

Dragon-kin, Albino Wyrm

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	I, U (Nil)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3
ARMOR CLASS:	4 base
MOVEMENT:	15, Br 3
HIT DICE:	7 base
THAC0:	13 base
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/6d6
SPECIAL ATTACKS:	Breath weapon, swallow whole, tail
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Average (8–10)
XP VALUE:	Varies



These gaunt, sinewy, wingless creatures are thought to be the descendants of dragons that long ago became trapped in the darkness of the caverns deep underground. Their difficulty in finding prey in the Underdark has made them small, flightless predators who rely on stealth to strike and take down prey. They are found only in the deepest depths of the Underdark.

The albino wyrm has red eyes, mottled white scales, and brownish claws. Its wings are semi-transparent and have a span of about 3 to 8 feet.

If, indeed, this species is an offshoot of dragonkind, then the albino wyrms have fallen far; most are barely sane, barely able to express a coherent thought, despite their Intelligence.

Combat: Albino wyrms have very weak claws, useful largely for burrowing, and a very powerful bite; they can also constrict their prey with their prehensile tails. The tail attack can pick up any smaller creature that is behind the wyrm and crush it for 1d8 points of damage per round. Armor must make a saving throw vs. normal blow each round of constriction or be destroyed.

The wyrm's small—almost transparent—wings (reminiscent of remorharz wings) are used only in courtship or threat displays. They confer no advantage in combat and cannot lift the creature into the air.

While its wings have faded into uselessness, the albino wyrm's jaws have expanded, allowing it to swallow its prey whole on any roll of 4 or more than the number required to hit, or a natural 20. Swallowed creatures make all attacks at –4 and cannot effectively use any large or bludgeoning weapon. If the swallowed creature needs to breathe, it falls unconscious in 1–4 rounds from lack of air.

When attacking with its breath weapon, the albino wyrm makes a distinctive rattling hiss the moment before loosing its chilling breath. The breath weapon inflicts damage as shown; it also destroys (generally by shattering) objects that fail an item saving throw vs. cold.

No spell-using albino wyrms have been recorded, nor do they seem to have innate magical abilities.

Habitat/Society: Albino wyrms progress along the same age categories as other dragons, but few survive past the young adult age category (5). Unlike dragons, albino wyrms do not collect treasure that they cannot carry; the need to hunt outweighs the need to gather baubles into a lair. However, albino wyrms are intelligent enough to recognize and use magical treasures, and may wear jewelry on their wingtips, claws, and tails.

Several drow houses are rumored to keep albino wyrms as guardians. However, albino wyrms are difficult to tame or train; their predatory instincts are not easily turned to any useful purpose.

Ecology: The albino wyrms have few natural enemies and voracious appetites. Their constant need for food keeps them on the prowl. Albino wyrms are nearly always encountered in motion, and are thought to sleep no more than 5% of the time.

Deep dragons consider albino wyrms despicable and worthy only of destruction. The two species fight whenever they meet, with the deep dragons emerging victorious in all but a handful of cases.

—*From* DRAGON Magazine #227

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	MR	Treasure Type	XP Value
1	2–5	1–4	4	1d8+2	Nil	Nil	1,400
2	5–10	4–8	2	2d8+3	Nil	Nil	3,000
3	10–14	8–12	0	3d8+4	Nil	U	6,000
4	14–22	12–16	–1	4d8+5	Nil	I,U	8,000
5	22–28	16–25	–2	5d8+6	Nil	I,U	11,000
6	28–40	25–36	–3	6d8+7	10%	I,U	13,000
7	40–55	36–50	–4	7d8+8	15%	I,U	15,000
8	55–66	50–58	–5	8d8+10	20%	I,U	16,000
9	66–80	58–70	–6	10d8+12	25%	I,U×2	18,000
10	80–89	70–77	–8	12d8+14	35%	I,U×2	19,000
11	89–96	77–90	–10	14d8+16	45%	I×2,U×3,W	20,000
12	96–110	90–120	–13	18d8+20	60%	I×3,U×4,V,W×2	22,000

Dragon-kin, Amphitere

CLIMATE/TERRAIN:	Any temperate or tropical land
FREQUENCY:	Rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	5
MOVEMENT:	15, Fly 25 (B)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	14 or 1–4/1–6
SPECIAL ATTACKS:	Constriction, poison
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Unsteady (7)
XP VALUE:	975



The amphitere is a long, winged serpent thicker than a boa constrictor. Its scales are heavy and noticeable, while its eyes are surprisingly large, and all the more noticeable due to the wattled rings around them. The wings, on the other hand, are quite small in proportion to the rest of the creature, suggesting that it relies on an innate magical power to become airborne. It has two tongues, one a normal forked snake tongue, the other ending in a poisonous tip like the head of an arrow. Some amphiteres also have an arrowhead-shaped stinger at the end of the tail. The amphitere's color varies around the world, generally resembling that of the local snakes. The wings are either membranous or feathered.

Combat: The amphitere can attack with either a bite or a thrust of the pointed tongue. Both attacks inflict 1–4 hp damage. In addition, victims struck with the venomous tongue must save vs. poison (Type E). Those amphiteres who have a tail spike can lash out for another 1–6 hp damage; both mouth and tail attacks can be used simultaneously Finally, the amphitere can attack as an ordinary constrictor snake, inflicting 1–3 hp damage per round. Note that the amphitere cannot bite while constricting. The flying snake has only to make a successful attack to coil around the victim initially; afterward, each attack is an automatic hit until the victim is freed. Aside from simply killing the amphitere, a victim may unwind the creature's coils with a successful Open Doors roll at a -1 penalty.

Habitat/Society: Amphiteres are solitary coming together briefly in the mating season. The female raises the young alone, driving them out of the lair when they are old enough to take care of themselves (in about 6 weeks). Thus, any young amphiteres the PCs find in a lair are unable to help their mother defend against intruders.

Ecology: Amphiteres are predators, though cowardly ones, typically picking off lone wayfarers, sentries, and stray animals from a herd. Children are their favored human prey, as adults are simply too big to be swallowed whole. Despite their poison, amphiteres have natural enemies in plenty who are willing to make an initial strike in an attempt to kill the amphitere before it can fight back. Griffins, hippogriffs, and giant birds of prey are frequent foes, and if an amphitere nest is built too low to the ground, wild pigs will raid it.

Although generally rare, amphiteres may undergo a periodic population explosion during a good season when prey is plentiful. When game is scarce, the weaker youngsters tend to starve to death, with what food there is going solely to the stronger hatchlings. When there is food for everyone, the population doubles, meaning starvation in the future unless something is done. The solution is usually a mass migration, in which many of the creatures fly off en masse to new territories, after which they scatter far and wide, resuming their solitary lifestyle. Although amphiteres are unwelcome neighbors, attacking a massed swarm (which can contain up to 200 individuals) is an extraordinarily bad idea for anyone not plentifully equipped with heavy-damage versions of spells such as *fireball.* Still, because it is quicker to tackle them all together than to hunt down each individual once they scatter, few local rulers can resist the temptation.

If an amphitere is captured young, it may be trained as a guard beast or pet, and the young typically sell for 500 gp each. Because of its cowardice, however, it is best placed in ambush positions around the owner's property, rather than being kept out in the open like a guard dog. They tend to lurk among building rafters and upper stories when kept indoors.

Dragon-kin, Cetus, Lesser

CLIMATE/TERRAIN:	Subtropical/tropical seas
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (6)
TREASURE:	H,S,T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Swim 18
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4–24
SPECIAL ATTACKS	Swallow whole
SPECIAL DEFENSES:	Immune to petrification
MAGIC RESISTANCE:	Nil
SIZE:	G (60′ long)
MORALE:	Champion (16)
XI′ VALUE:	8,000



A cetus resembles a thick-bodied serpent with a head that resembles a cross between a serpent's and a hound's Protruding from this head, however, are a pair of 10′ ivory tusks. Its body is ringed in dark red and blue-green stripes, and it has both a blood-red crest on its head and a pair of vestigial fins up front of the same color. Its scales are so tightly packed as to resemble full plate armor.

Combat: The cetus has two attack forms, both of which inflict 4-24 hp damage to the target: a thrusting attack with the tusks or a lash of the powerful tail. So large and clumsy is this monster that only one of these attacks can be made at a time; it cannot thrust and lash out at once, even with a foe at either end of it. It may also swallow creatures of up to Size L whole on an attack roll of 18 or better, provided the attack roll is sufficient to hit. The initial swallowing attack causes no damage, but each round afterward, the victim suffers 1–6 hp damage from the creature's digestive fluids. Since it takes up to 10 rounds to cut open a dead cetus, the victim's chances of rescue are slim at best. The lesser cetus is also given a special defense besides its armor: it is immune to petrification-based attacks.

Habitat/Society: These creatures live alone, save for brief moments in the mating season. Even females abandon their eggs after laying them, burying them 50′ deep in the sand in the most desolate and uninhabited wastes for added protection. A cetus lays 1–4 eggs at a time, and these take 6 months to hatch.

Ecology: Like a regular dragon, the cetus can eat anything to survive, even rock, and thus does not have a balanced place in the ecology of the ocean. Its only enemies are dragon turtles and other aquatic dragons, the largest giant sharks and whales, the occasional kraken, and adventurers bold enough to hunt it. Giant sea turtles, giant crocodiles, and the various forms of aquatic dragon life dig up cetus eggs on the beach whenever they can.

The cetus seems like a destructive force of nature when suitable nesting places for the eggs and young grow scarce. In general, this happens when expanding human, demihuman, or humanoid populations cover the local beaches with settlements, making solitary egg-laying missions impossible. The successful mass hunting of eggs by local authorities or bands of adventurers can also bring about this dilemma; the eggs are just too difficult to find. Whenever the inability to find secure nesting sites places the race's future in jeopardy, ceti from all over the world instinctively congregate on the inhabited area farthest removed from the major centers of civilization. Once there, they use their considerable powers to see to it that the area in question is no longer an inhabited area. Whenever possible, the targeted area will be an island; failing that, it will be a peninsula, preferably one connected to the mainland by a narrow neck of land that can easily be blocked. The monsters attack from all sides at once, using weight of numbers to surround the target and nullify the disadvantage of their slow speed.

A cetus' tusks are worth 4,000 gp each. This high value is due not merely to their size but also to their magical nature. Cetus tusks may be used to fashion any magical item made of ivory, such as the ivory cube used in making a *cube of force,* a *cube of frost resistance,* or the Ivory Goats version of *figurines of wondrous power.* The creature's hide may also be used to create a suit of armor equivalent to magical full or field plate *armor +1.*

CLIMATE/TERRAIN:	Temperate or arctic mountains and hills
FREQUENCY:	Rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	3
MOVEMENT:	12, Fly 20 (B)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1–6/1–4/1–4 or 2–8
SPECIAL ATTACKS:	Fiery breath, rake with rear claws for 1–4/1–4
SPECIAL DEFENSES:	Poison blood, resistant to fire
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Champion (15)
XP VALUE:	1,400

The dragonet looks like a small dragon built for agility rather than power. It appears in varying shades of blue.

Combat: The dragonet attacks with a bite/claw/claw routine causing 1–6/1–4/1–4 hp damage. Alternatively, it can attack with its tail to cause 2-8 hp constriction damage. If it climbs on top of a fallen foe (on an attack roll of 12+), it can also inflict 1–4 hp clawing damage with each of its hind feet. Finally, it has a cone-shaped breath weapon of fire, one foot wide at the base, extending to a maximum width of 10 feet at a range of 20 feet. This tongue of flame inflicts 1–12 hp damage, or half if a saving throw vs. breath weapon is made. In return, the dragonet suffers only half damage from all fire-based attacks, or none at all if it makes its own saving throw.

The dragonet's bite is not venomous, but it has poison in its blood. Each time a PC actually inflicts damage on the dragonet in melee combat, the PC must save vs poison (Class N). The PCs saves at +2 if wearing full armor, including gauntlets and a great helm, the latter counting only if the visor is down.

Habitat/Society: Dragonets are solitary most of the time, but a mated pair live together in the same den during the breeding season to defend the young during the 4 months (late spring and summer) it takes them to reach maturity, Dragonets have 14 young at a time, and these are driven out as soon as they reach full maturity Dragonets are born with 1 HD and gain an additional HD each month until they mature at 5 HD.

Ecology: When their larger brethren are absent, dragonets are often top predators in the ecology of hilly or mountainous regions in the arctic and temperate regions of the world.



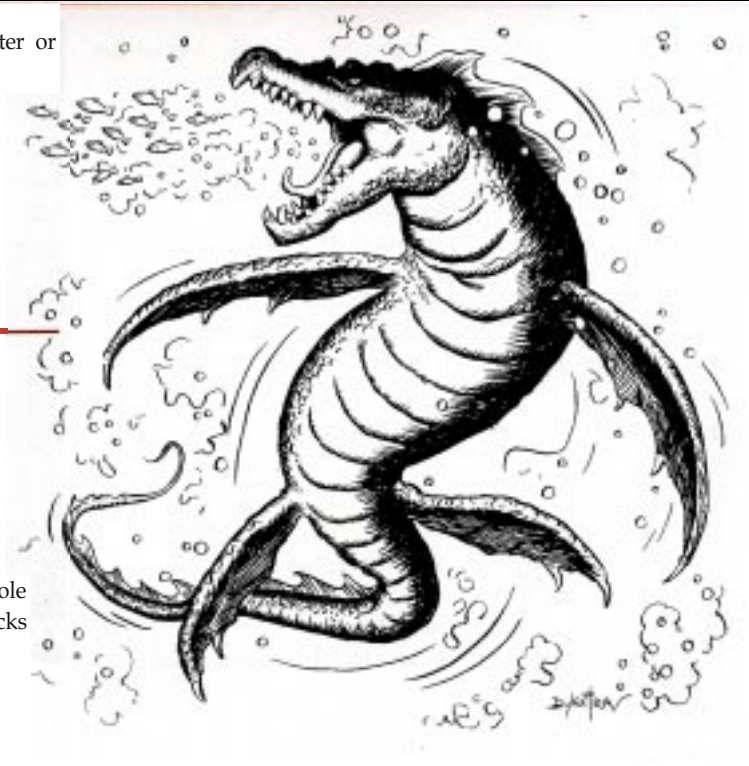
Dragonet blood is often used as an ingredient for the ink used in writing a scroll with the priest spell *poison* (the reverse of *neutralize poison),* while a leg bone might fashion the handle of a *dagger of venom.* More conventional alchemists use the blood in various cures for poison; the idea is to give the victim a tiny taste of the venom, one which he can resist, and then enhance this resistance with the other ingredients. (A healing or herbalism proficiency is required to work this feat.) Dragonet eggs and young are worth 1,000 gp each, as these creatures make excellent guard beasts if trained while still young.

Those who plan to purchase guardian monsters should know that the dragonet is often employed in a scam used by wizards on those who are generally ignorant of the effects of spells. When the con artist mage presents his intended mark with a dragonet, he doesn't say it's a dragonet. Instead, he offers a long spiel about how he recently discovered a way to extend the effects of the spell *polymorph other* indefinitely, though it is still subject to the dweomer-breaking effects of *dispel magic,* offering the "blue dragon" to the customer as the result. There'll be a lot of talk about economy, about how this formerly-massive creature will now eat no more than an ordinary creature of its size. But, whenever an enemy penetrates the owner's last line of defense, all the owner must do is cast *dispel magic* on the beast, or touch it with a *rod of cancellation* or the beam from a *wand of negation,* and he will get a full-sized blue dragon of at least adult rank to tackle the invaders. Of course, this trick will only work once, so the owner should only employ it as a last resort (which keeps the fraud from being exposed for a good long time). If the swindler is so powerful that he's thinking of attacking and looting his customer's stronghold sometime in the future, he might willingly sell him a guard dragonet via this scam in the interest of keeping him from buying a far more powerful beast elsewhere.

Dragon-kin, Gargouille

CLIMATE/TERRAIN:	Temperate or tropical saltwater or freshwater
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	B,R,S,T,U
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3, Swim 20
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3–30 or 2–20
SPECIAL ATTACKS:	Breath weapon, swallow whole
SPECIAL DEFENSES:	Immune to water-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	G (70′ long)
MORALE:	Fearless (20)
XP VALUE:	10,000



The gargouille is a sea dragon resembling a prehistoric mosasaur (such as the Tylosaurus of Cretaceous seas). It is one of the most terrible of all aquatic monsters. Although it can travel slowly on land, it is still a terror to coastal communities.

Combat: The gargouille has one of two attack forms in melee combat: a tail slap that causes 2–20 hp damage or a bite with its huge jaws that inflicts 3–30 hp damage. It can also swallow whole any creature of Size L or smaller on an attack roll of 19+. Each round after being swallowed, a victim suffers 1–6 hp digestive damage from the monster's stomach acid.

What makes the gargouille so famous is that it is a water-breathing dragon. Specifically, the gargouille can magically generate water inside its body and spout a cone-shaped water attack 10 feet wide at the base and 50 feet wide at the end of the 100′ stream. This water causes 5–50 hp damage (victims who save vs. breath weapon suffer only half) and knocks creatures of Size H and smaller off their feet unless they make another successful save vs. breath weapon (with a -2 penalty). A single round's application of this water weapon is enough to capsize small craft such as rafts, canoes, and small sailing vessels and galleys such as the cog. Two rounds of uninterrupted jetting, and even a full-sized galleon sinks. Two rounds of this breath weapon on land effectively floods an acre of ground into useless-ness. Afterward, of course, the gargouille feasts the bodies of all the people and animals that have been drowned. It is also immune to all water-based attacks.

Habitat/Society: Gargouilles are solitary animals, much like conventional dragons. In part, this is because not even those areas most teeming with life can support the appetites of two or more of these enormous beasts. After a brief mating encounter, male and female separate, the female laying her eggs inside an underwater cave or on some distant shore. She leaves the eggs after burying them, but she buries them so well that most PC parties have absolutely no chance of finding them. (The mining proficiency is needed to find where the excavation was made and then covered up.) These eggs take four months to hatch, and the young are able to take care of themselves immediately after birth. Although gargouilles do not actually use the wealth they glean from flooded towns and sunken ships, they like to keep it—and the ships themselves—as trophies to remind all living things (including each other) of their hunting prowess.

Ecology: The gargouille is a voracious monster that will eat any living thing, attacking dragon turtles, whales, and even giant whales if no other prey is available. Even the huge kraken know better than to challenge a gargouille in its own territory. Gargouilles live only in those marine and coastal areas teeming with fish and other prey. When they cannot find them, they must migrate in search of food, abandoning their lairs. This voracity is the key to their fearless nature.

On rare occasions, gargouilles band together to create large-scale floods by combining their breath weapon attacks. It is still uncertain whether they do so to improve their hunting or for some other reason.

After a gargouille is slain, anyone who cuts it open discovers a sac the size of an elephant's stomach, filled with magical water. Filling a jug or bowl with this water can be an important part of the process of creating magical items such as an *alchemy jug,* a *beaker of plentiful potions,* a *decanter of endless water,* or a *bowl commanding water elementals,* while using this water as an ingredient enhances one's chances of success when creating any type of magical potion (base chance is increased to 80%).

Dragon-kin, Hai Riyo

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	3
MOVEMENT:	3, Fly 30 (E)
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2–20/2–20 or 3–30
SPECIAL ATTACKS:	Breath weapon, swallow whole, surprise
SPECIAL DEFENSES:	Immune to air-based attacks
MAGIC RESISTANCE:	15%
SIZE:	G (80′ long + wingspan)
MORALE:	Fanatic (18)
XP VALUE:	23,000



The hai riyo is also known as a dragon bird. This inhabitant of Kara-Tur appears to be a massive bird, even larger than a roc, but with the bewhiskered head of an oriental dragon. Its metallic-seeming feathers look almost like scales of copper and are harder than normal feathers, hence its Armor Class of 3. It lives in the eastern lands of Wa and Kozakura.

Combat: A hai riyo typically attacks via one of two methods: a pair of claw attacks that cause 2–20 hp damage each, or a bite from the huge dragon jaws that inflict 3–30 hp damage. The hai riyo can also swallow its prey whole on an attack roll of 18+, after which the victim suffers 1d6 hp damage from digestive juices in the creature's stomach. Only creatures of Size L or smaller can be swallowed in this fashion.

Like dragons, the hai riyo has a breath weapon: a cone-shaped cloud of scalding steam 20 feet wide at the base and extending to a maximum width of 100 feet at the end, 200 feet away. Anyone caught in this cloud suffers 10d10 hp damage. The hai riyo can breathe this cloud three times per day.

Despite its size, the hai riyo is an excellent flier, if not very maneuverable. Cruising on patrol at heights of up to 5,000 feet, its splendid vision enables it to pick out targets on the ground. Dropping silently down, the dragon bird achieves complete surprise in most cases; there is a +4 penalty to the victim's surprise roll. Because of its a near-elemental affinity for air, the hai riyo is completely immune to all air-based attacks, including *gust of wind* spells and the *divine wind* attack of a tun mi lung (typhoon dragon). This is in addition to this magical creature's 15% general magic resistance.

Habitat/Society: Dragon birds are solitary creatures, coming together only to guard their nests and young in the breeding season. Because of their heavy food requirements, hai riyos never nest closer to each other than 50 miles, and this only in those regions richest in prey. There is a 20% chance of finding 1d4 eggs in a hai riyo nest, each of which may be sold for 6,000 gp to merchants and other dealers in exotic items. The parents, however, fight to the death to protect their eggs and young, with a +2 bonus to both their morale rating and attack roll. (Hai riyo young take 6 months to reach maturity, the young finally leaving the nest in mid-autumn.) Such treasure as is likely to catch the hai riyo's eye, mainly fine carpeting and similar large items, are scattered haphazardly about the nest.

Ecology: A single hai riyo can strip all but the largest territories clean of game, and the creatures attack the largest animals and monsters they can find, including young gargantua. Unfortunately, they attack gatherings of humans or demihumans and herds of livestock with equal rapacity. Indeed, the hai riyo can fairly be said to be the equivalent of an aerial gargantua, both in size and menace. As such, it takes the services of a monster of equivalent size or an entire army of humans or demihumans to fight one. Of course, finding winged monsters of this size, or armies that can fly to get at the thing, is rather difficult.

The feathers of a hai riyo can be used in metallic versions of the *wings* and *broom of flying,* as well as *Quaal's feather tokens.* In addition, because the feathers are so much like metal scales, they can be used for the production of enchanted suits of scale mail. Finally, their blood is a suitable ingredient for ink used in penning scrolls of spells like *gust of wind* and *divine wind.*

Despite their intimidating size, hai riyos are frequently harassed by hu hsien, or fox spirits, who steal treasure and attack the young whenever possible. This has led to all-out war between the two species, and a dragon bird will, if given the choice, attack hu hsien in preference to any other prey.

Dragon-kin, Peluda

CLIMATE/TERRAIN:	Temperate swamp or woodland
FREQUENCY:	Rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	H
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–2
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 or 2–16
SPECIAL ATTACKS:	Breath weapon, quills, surprise
SPECIAL DEFENSES:	Quills, resistance to fire
MAGIC RESISTANCE:	Nil
SIZE:	G (90' long)
MORALE:	Fearless (19)
XP VALUE:	15,000



The peluda, or "shaggy beast," is a dragonlike creature with a long neck and tail, no wings, four feet like those of a giant snapping turtle, and a back covered with bright orange quills. The base of these quills is pine green. A peluda's body is turtle-shaped but without a shell, and the quills and coarse fur give the torso a shaggy appearance.

Combat: The peluda can attack with a bite that causes 1d10 hp damage or a slap of its powerful tail, which inflicts 2d8 hp damage. It also has a cone-shaped flaming breath weapon 300 feet long, 10 feet wide at the base, broadening to 60 feet at the end, which causes 8d6 hp damage or half that if the victim saves vs. breath weapon. The peluda suffers only half-damage from all fire-based attacks, or none if the creature makes its saving throw.

The peluda's spines are both offensive and defensive. They cause 2–20 hp damage to any creature that comes in contact with them; in addition, they are highly poisonous (Type F poison). The quills create such a dense thicket on the monster's torso that they also stop all arrows and other missiles fired at the body (75% of all missile attacks, unless attackers deliberately make called shots elsewhere). Finally, the peluda can fire these quills in the manner of a giant porcupine. The range of these fired quills is 300 feet; the quills themselves are over 10 feet long. Thus, even in melee combat, the peluda can jab with its quills any opponent that comes within 10 feet of it, save for those attacking directly to the front or directly behind it.

The peluda can cause its orange quills to change color to the same green as its fur, enabling it to camouflage itself among the trees of forest and swamp, ambushing any creatures who come within range (-3 penalty to the surprise roll).

Habitat/Society: Peludas pair up briefly in the spring mating season, as they are solitary creatures. Even the females abandon their eggs after burying them along a river bank. They do this so well, however, that a successful mining proficiency check is required to discover the hidden excavation. Because the peluda requires so much flesh as food, a couple coming together for a more permanent arrangement would soon strip the neighborhood bare of animal and monstrous life. Young peludas hatch after a month of incubation and are able to take care of themselves immediately after hatching.

Ecology: The peluda is the top carnivore of the swampy and forest environments it calls home, save when true dragons of at least adult age are around. Young dragons are eaten as readily as any other prey, but only when their parents are not about. The reverse is true as well, of course, with dragons eating young peludas whenever they can. Unless the local dragons are forest-dwellers such as the green dragons are, however, they won't get many opportunities, for the peluda is quite well-equipped for hiding in the woods, and when the dragon is flying, this creature also has the forest canopy as additional cover. Indeed, as long as the peluda sticks to the woods and doesn't venture into the local hills, deserts, or whatever, a nearby dragon living in those types of terrain may be entirely unaware of the creature's presence.

Alchemists use peluda venom in the making of poisons, while wizards use it in the production of items such as the *dagger of venom.* In addition to this, their fur can be woven and enchanted to make a *robe of blending,* while a quill (no more than a single quill from any one peluda may be enchanted by a mage) can be turned into a single magical javelin of some sort. A *cloak of poisonousness* can be created by treating a peluda-fur cloak with some of the creature's own venom. In the unlikely event adventurers can find a peluda nest, each of the 1d4 eggs inside may be sold to exotic-item merchants for up to 20,000 gp, while hatchlings are worth twice as much.

Dragon-kin, Sea Wyrm

CLIMATE/TERRAIN:	Tropical and subtropical seas
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (R×2)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–3
ARMOR CLASS:	5
MOVEMENT:	9, Sw 18
HIT DICE:	Young (7–8 HD) Adolescent 9–10 HD) Adult (11–12 HD) Ancient (13–14 HD)
THAC0:	7–8 HD: 13 9–10 HD: 11 11–12 HD: 9 13–14 HD: 7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 (bite) or 3d8 (constriction)
SPECIAL ATTACKS:	Breath weapon (sleep 3d8 rds), swallow (if adult or ancient)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long) if 7–10 HD, H (12'–25' long) if 11–14 HD
MORALE:	Champion (15–16)
XP VALUE:	7–8 HD: 1,400 9–10 HD: 2,000 11–12 HD: 3,000 13–14 HD: 4,000



Sea wyrms are elongated legless and wingless sea dragons found in tropical and subtropical seas. Probably one of the sources for the tales of legendary sea serpents, these lazy creatures rarely attack anyone or anything not intruding on their territory. They are usually serene and majestic, often venturing quite close to land if left undisturbed. Occasionally, a family of sea wyrms will be seen traveling together by sailors who venture into deeper seas.

Combat: Sea wyrms grow larger, but not particularly stronger, as they age; thus, the bite and constriction of a young sea wyrm are just as damaging as that of its elders. Though they are normally nonaggressive, sea wyrms will attack ships or creatures who invade what they consider to be their territory. All sea wyrms can bite for 2d6 points of damage and constrict for 3d8 points. If attacking a ship, every 10 points of constriction damage acts as 1 hull point against the vessel. If the ship is smaller than the sea wyrm, the wyrm can completely encircle the entire vessel, roll it over, and drag it beneath the waves. Because of this, they are greatly feared by fishermen and others who usually have smaller boats.

Adult and ancient sea wyrms have other attacks as well. If they make a bite attack and score 5 more than they need to hit, they have swallowed their prey whole. The victim takes normal damage (2d6) from the bite and an additional 2d6 points of damage per round thereafter from stomach acids. The usual methods may be employed to escape from the creature's stomach.

At any time an adult or ancient sea wyrm may choose to forgo its normal attack and use its breath weapon instead. This is a cone of sleep gas 5 feet wide at the base, 30 feet wide at the far end, and reaching 30 feet. Those caught in the cone must save vs. breath weapon or fall asleep for 3 to 24) rounds. The wyrm can use this attack only once per day.

Habitat/Society: Sea wyrms lair in underwater caves or in remote caves on islands. They can breathe equally well in air or water and move about on land by slithering like a snake. They eat just about anything but are particularly fond of fish and fruit. They have been known to slither around a fruit tree and constrict it in an attempt to get at fruit which is beyond their normal reach.

Sea wyrms live in small family groups until the hatchlings are old enough to forage for themselves. When three are found together, they are always a mated pair and a hatchling. Two sea wyrms found together are always a mated pair, as they mate for life. The female produces one egg at a time, which is jealously guarded by both until the young sea wyrm hatches.

If captured as hatchlings, sea wyrms make loyal and affectionate pets for sea peoples such as merfolk, tritons, or nereids, willing to fight to the death to defend their companions.

Ecology: Sea wyrms claim undersea or island caves for their lairs and defend the territory around it up to about two miles. They range up to thirty miles from home to feed. Though they produce no useful by-products, there is a growing market in sea wyrm eggs among traders who wish to raise a mobile guard to defend their ships while at sea. Some merchants deal in sea wyrm skins, which bring 1,000 to 3,000 gp.

Dragon-kin, Sirrush

CLIMATE/TERRAIN:	Subtropical or tropical desert or hills
FREQUENCY:	Rare
ORGANIZATION:	Solitary/pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–4
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1–10/1–4/1–4 or 1–4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to poison, kick in retreat
MAGIC RESISTANCE:	Nil
SIZE:	L (6′ at shoulder, 10′ long)
MORALE:	Champion (15)
XP VALUE:	1,400



The sirrush is a creature with a catlike, scaled torso; forelegs like those of a scaled lion; hind legs like those of a giant bird or lizard; a long, prehensile tail; and a snakelike head at the end of a long neck. Adorning that head is a pair of curled horns, like ram's horns but mounted backward. A short neck-crest or dewlap adorns the neck just below the head. The entire animal is of a sandy yellow hue.

Combat: In fighting with its own kind, the sirrush relies solely on head-butting with its curled horns in a test of strength. Such attacks usually take place in competition for a mate. Should it use this form of attack on other animals, this attack inflicts 14 hp damage. For self-defense and predation, however, the sirrush employs a claw/claw/bite routine that causes 1–4/1–4/1–10 hp damage. Its fangs are also venomous (Type E poison).

Should retreat become necessary, the sirrush may also kick out with its wickedly-clawed hind feet in the manner of a leucrotta, inflicting 1–10 hp damage from each taloned foot. It is immune to all poisons.

Habitat/Society: Usually, the sirrush is solitary, hunting small game and lone human or demihuman wayfarers as well as the strayed, aged, crippled, or young members of herds of game animals or domestic stock. When easy prey grows scarce, however, two mated pairs form a small pack in the interests of bringing down larger prey, or an entire party of travelers. One mated pair takes care of their young for the four months (spring and early summer) it takes them to reach maturity, each parent accepting equal responsibility for feeding and defending the 1–5 (1d4+1) eggs and young that constitute a typical sirrush clutch. When defending their young, sirrush parents gain a +1 attack bonus, and their morale rises to Fanatic (17).

Ecology: The sirrush is just another large predator, albeit one somewhat more intelligent than most, having no more effect on its environment than a pack of dire wolves or a pride of lions would.

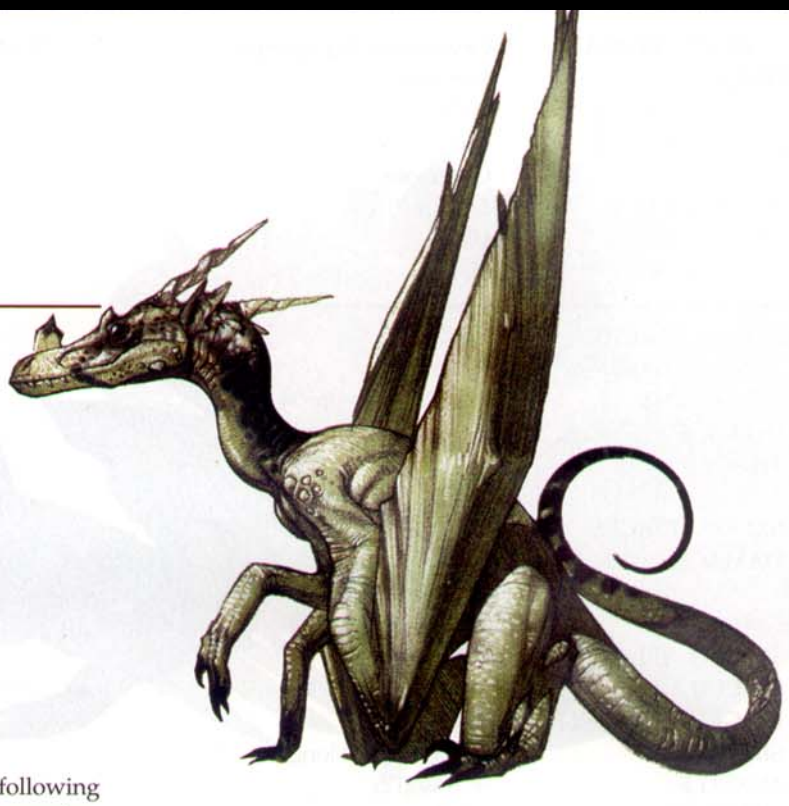
When military forces or strong parties of adventurers are not available to deal with a sirrush, or a pack of them, the locals and any caravans that regularly travel through their territory have no choice but to deal with them. In practical terms, this means leaving behind one or more animals as sacrifices. The number of victims laid out at a time depends entirely upon how many sirrushes are in the area. Naturally, if their prey runs away, the sacrifice is for nothing, and the monsters resume their raids. Therefore, the sacrifices are typically bound, hobbled, or crippled in some manner. The victims are not slain outright, however, as sirrush prefer live prey.

Humans have several uses for this monster. As with most venomous beasts, its poison is much sought after by wizards and alchemists alike. It has a leathery hide like bull's hide beneath the layer of scales, and this hide may be used in the manufacture of a *cloak of poisonousness,* while the scales themselves, if the animal is carefully skinned, may be formed into a suit of scale mail quite suitable for enchantment. There are even reports that a *staff of the serpent* – though only the "adder" version—may be created by steeping a quarterstaff in the sirrush's blood.

Because of its limited ability to hunt in packs, the sirrush is sometimes trained as a guard and hunting beast. Up to four of these creatures may be welded into a single pack, assuming that they are all trained together. Lamiae have been known to work with them from time to time, just as they do with leucrottas. A young sirrush or sirrush egg is worth 800 gp.

Dragonet, Crow's-nest Dragon

CLIMATE/TERRAIN	Coastal waters
FREQUENCY	Rare
ORGANIZATION	Flock
ACTIVITY CYCLE	Day
DIET	Fish
INTELLIGENCE	Average (8–10)
TREASURE	R
ALIGNMENT	Chaotic good
NO. APPEARING	2–20
ARMOR CLASS	6
MOVEMENT	3, fly 24 (B), swim 9
HIT DICE	1+2
THAC0	19
NO. OF ATTACKS	1
DAMAGE/ATTACK	1–6
SPECIAL ATTACKS	Dive
SPECIAL DEFENSES	Fog cloud
MAGIC RESISTANCE	15%
SIZE	T (2 feet long)
MORALE	Average (8)
XP VALUE	270



These coastal dragonets are known for their habit of following ships to feed on the fish disturbed by the vessel's passing, much like sea gulls. This has earned them their name, as they tend to swoop around the crow's nest of a ship and sometimes perch on it. They occasionally take seafaring wizards or other sailors as companions, becoming a familiar or henchman to such characters.

Crow's-nest dragons are small reptiles very similar in appearance to pseudodragons, though they lack that creature's poisonous stinger. Their scales are iridescent white, like pearls, and their tails are as long as their snakelike bodies, reaching out an additional 2 feet behind them. Their wings are long and wide, resembling a pelican's, but they fold them close to their bodies when diving for fish.

Combat: The crow's-nest dragon has large, powerful jaws with which it can inflict a fierce bite. They ordinarily swallow fish in one gulp, but a flock sometimes cooperates to kill larger fish such as tuna or even swordfish. Their favorite tactic is to dive from a great height onto their prey, attacking with a +4 bonus and inflicting double damage with their bite. Their small front claws are useless in combat, though a dragonet can pick up and manipulate small objects with them.

When threatened, crow's-nest dragons usually fly away. If pursued by a flying predator, however, they might use their ability to breathe out a *fog cloud* as a 9th-level caster. Although the cloud usually blows away quickly in the ocean winds, it can give the dragonets time to escape. Each dragonet can use this magical breath only once per day.

Crow's-nest dragons are speedy fliers and can swim fairly quickly at the end of their dives. They cannot breathe water but can remain underwater for up to 10 minutes in pursuit of prey.

Habitat/Society: Crow's-nest dragons occasionally respond to *find familiar* spells cast at sea or otherwise attach themselves to human or demihuman companions. They make excellent scouts for sailors, as they can transmit their bird's-eye view via telepathy to a single companion within 240 yards. Otherwise, their telepathic communication is limited to empathy, for unlike pseudodragons, crow's-nest dragons cannot transmit sound to their companions. Their vocal range is more limited than the vocal range of pseudodragons; they can only chirp in varying tones to make their wishes known.

Crow's-nest dragons tend to be loyal to their companions, though they are more flighty and chaotic than pseudodragons. They do not require as much pampering but are prone to mischief even when treated well. Their curiosity is insatiable, and sailors say their hunger is as well.

Ecology: Crow's-nest dragons build nests near the tops of rugged sea cliffs among the rocks. They mate for life, and a pair shares the responsibility of rearing the clutch of 3–5 young. They eat fish and cephalopods, but favor cuttlefish and squid. Large marine predators such as sharks or whales and aerial hunters like giant eagles or manticores are natural enemies.

Sailors consider crow's-nest dragons a sign of good fortune, and indeed some magical power seems to bestow protection on a ship when these dragonets are near. If a flock of crow's-nest dragons travels with a ship, the vessel's seaworthiness rating is increased by 15%, reflecting the fortunate influence of the dragonets. If someone aboard a ship kills a crow's-nest dragon, the flock departs immediately, never to return.

Crow's-nest dragons have a natural lifespan of 11–20 years.

CLIMATE/TERRAIN:	Temperate, tropical, and Subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, U
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-6
ARMOR CLASS:	5 (1 when invisible)
MOVEMENT:	6, Fl 24 (A)
HIT DICE:	See below
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	See below
SIZE:	T (1'-1 1/2' long)
MORALE:	Steady (11)
XP VALUE:	3,000

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

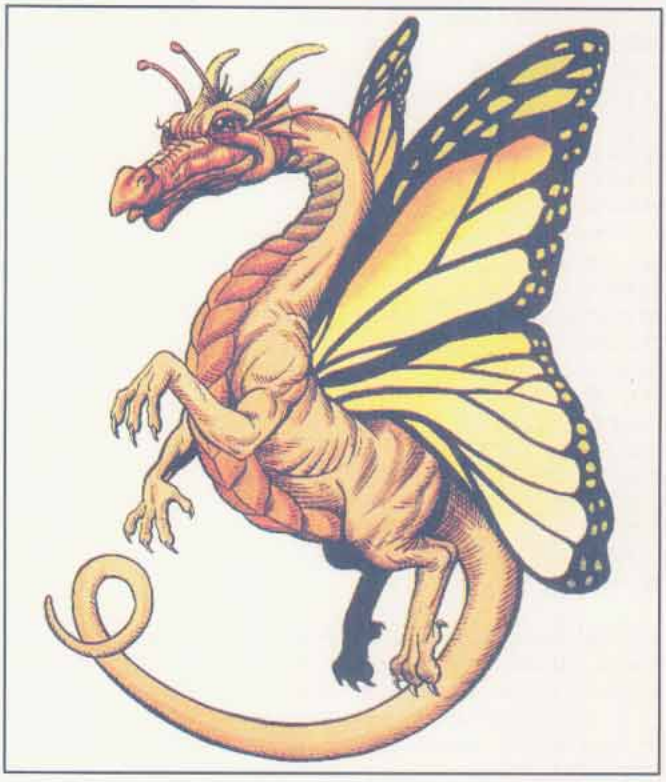
Faerie dragons resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

Combat: Faerie dragons can become invisible at will, and can attack, use spells, and employ breath weapons while invisible. They attack as 4-HD monsters, biting for 1-2 points of damage. Most (65%) faerie dragons employ wizard spells as a wizard of the level indicated on the accompanying chart; 35% employ priest spells of the following spheres: Animal, Plant, Elemental, and Weather. Almost all spells are chosen for mischief potential. The two most common spells of faerie dragons are *water breathing* and *legend lore;* other favorites include *ventriloquism, unseen servant, forget, suggestion, distance distortion, limited wish, obscurement, animal growth,* and *animate rock.*

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot-diameter cloud of euphoria gas. A victim failing a saving throw vs. breath weapon will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on an Intelligence check (by rolling his Intelligence score or less on 1d20) each round; if he fails an Intelligence check, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited defense, ably supported by sprite and pixie friends, until the opponents are driven away.



Habitat/Society: Faerie dragons make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Faerie dragons take advantage of every opportunity to wreak mischief on passers-by, frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, months of preparation can go into a single, spectacular practical joke. A tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Ecology: Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

Age Category	Hit Points	Color	Magic Resist.	Wizard Level	Priest Level
1 Hatchling	1-2	Red	10%	1	1
2 Very Young	3-4	Red-orange	16%	2	3
3 Young	5-6	Orange	24%	3	4
4 Juvenile	7-8	Orange-yellow	32%	4	6
5 Young Adult	9-10	Yellow	40%	5	7
6 Adult	11-12	Yellow-green	48%	6	8
7 Mature Adult	13-14	Green	56%	7	9
8 Old	15-16	Blue-green	64%	8	10
9 Very Old	17-18	Blue	72%	10	11
10 Venerable	19-20	Blue-violet	80%	12	12
11 Wyrm	21-22	Violet	88%	14	13
12 Great Wyrm	23-24	Black	96%	16	14

Dragonet, Firedrake

CLIMATE/TERRAIN:	Temperate/Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Familial lair
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18(C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (9)
XP VALUE:	420



Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin. It responds with flame to any stimulus.

This small dragonet—4' long, and a bit over 2' in height—has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the dragonet twitches and quivers almost imperceptibly, and is somewhat mottled in color, with mauve and burgundy splotches over the red undercolor. The wings beat slowly, even when the dragonet is on the ground. In this manner the firedrake provides air flow to itself, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

Combat: If a firedrake is disturbed, there is a 50% chance it will attack. Its primary attack is its breath weapon (fire), which it can use up to five times daily. The fire forms a cone from the snout of the dragonet to a 10' diameter circle at the extreme end of its 60' range, and causes 2-16 points on all affected (save vs. breath weapon for half damage). The firedrake's claws are not used in combat, but its bite will cause 2-8 points of damage.

The dragonet's blood burns fiercely in air, as there is a high phosphorous content to the blood. In fact, the fire-breathing of these creatures is actually the voluntary expelling of a jet of its pyrophoric blood. Because of the flammability of the dragon's blood, blunt weapons such as staves or clubs are less dangerous than those which cause blood loss. Any creature making a successful slashing or piercing attack on a firedrake must save vs. breath weapon, or take 1-2 points of fire damage.

In aerial combat, the firedrake is particularly fond of attacking airborne creatures from below and behind. The heat from the firedrake and its breath attack naturally radiates upwards, sometimes disrupting the maneuvers of creatures that depend on relatively smooth air currents for flying or gliding. The firedrake will sometimes simply ram smaller opponents in their soft underbelly in the hope of stunning them and causing them to plummet to their deaths.

Habitat/Society: Firedrakes are familial creatures, with a mated male and female taking up residence in a lair, which is generally a small cavelet or rocky shelf under a ledge or outcropping. Usually six to eight eggs are laid and tended by the pair, being kept warm by the ample heat of the bodies of the parents. The eggs, laid in early summer, take about 60 days to hatch. The young firedrakes learn to breathe fire even before they learn to fly, and are even more nervous than the adults, spouting flames several times a day in the lair or nearby during this period. Flight first occurs about 60 days after hatching.

The parents are very protective of their lair because of the young. Although firedrakes normally only range 1-2 miles from their lair, they may patrol up to twice that distance during the times at which their young are most vulnerable to attack.

Firedrakes leave the family lair early in the spring following their hatching, flying sometimes scores of miles before encountering a firedrake of the opposite sex willing to mate for life and establish a new lair. The rare mating fights that do occur are spectacularly fiery, although one male usually concedes and retreats before the battle becomes lethal.

Firedrakes gather no treasure, although they take no special care to remove the bones or effects of any that they defeat.

Ecology: Firedrakes have a short lifespan compared with their larger cousins, the dragons, usually living only 75 to 100 years.

Firedrake blood can be kept, in its liquid state, in a sealed and airtight container, or under water or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. For instance, swords dipped in the blood immediately become flaming swords for 3-6 melee rounds, although the sudden, intense heat upon the blade creates a 2% cumulative chance per round of the sword breaking upon impact with each blow struck during the period in which flame engulfs it. After the flame ends, the sword is otherwise unaffected.

The blood of the firedrake actually burns within its veins, creating the shimmer of heat that always rises from these creatures. The burning of the blood also requires a high level of oxygen, hence the constant slow beating of the dragonet's wings, even at rest. If deprived of air, it will die of suffocation in about half the time of a similarly sized creature.

Dragonet, Geyser Dragon

CLIMATE/TERRAIN	Geysers and hot springs
FREQUENCY	Very rare
ORGANIZATION	Nest
ACTIVITY CYCLE	Day
DIET	Carnivore
INTELLIGENCE	Low (5–7)
TREASURE	W
ALIGNMENT	Neutral
NO. APPEARING	1 or 2–8
ARMOR CLASS	4
MOVEMENT	9, fly 24 (B), swim 24
HIT DICE	1–3
THAC0	1–2 HD: 19 3 HD: 17
NO. OF ATTACKS	3
DAMAGE/ATTACK	1 HD: 1/1–2/1–2 2 HD: 1–2/1–3/1–3 3 HD: 1–3/1–4/1–4
SPECIAL ATTACKS	Breath weapon
SPECIAL DEFENSES	Boiling blood
MAGIC RESISTANCE	Nil
SIZE	T to S (2–4 feet long)
MORALE	Steady (12)
XP VALUE	1 HD: 120 2 HD: 175 3 HD: 270



Geyser dragons are tiny, wingless dragonets that dwell (as their name suggests) in regions of geysers and hot springs. Their bodies are long and serpentine, and their legs are very short. Long fins trail out from behind their shoulders and hips, and they move with the fluidity of a swimming eel, even while flying or scurrying along the ground. Water vapor billows around their hot bodies as they move. Their scales are greenish blue flecked with silver.

Combat: Suffering from delusions of true dragonhood, geyser dragons throw themselves into battle, biting and raking with their tiny claws. More fearsome than their claws and teeth, though, is their breath weapon. Three times a day, a geyser dragon can project a jet of boiling water from its mouth, forming a cone 50 feet long and 10 feet in diameter at the far end. The damage inflicted by this water and steam depends on the size of the dragonet. A 1-HD geyser dragon causes 2d6 points of damage (half with a successful saving throw vs. breath weapon). A 2-HD dragonet causes 2d8 points of damage, while a 3-HD specimen causes 2d12 points of damage.

Like firedrakes, geyser dragons have hot and highly pressurized blood that erupts in a jet of boiling liquid and steam when the dragonet is struck by a sharp weapon. A character making a successful attack on the dragonet with a slashing or piercing melee weapon must make a successful saving throw vs. breath weapon or suffer 1d2 points of damage.

Geyser dragons are immune to heat-based attacks. Fire does affect them, but they gain a +4 bonus to saving throws vs. fire-based attacks and cannot suffer more than half damage from such attacks, even if a saving throw fails.

Habitat/Society: Geyser dragons live in springs warmed by magma. Several dragonets share a nest—generally a small cavern barely large enough for their coiled bodies—sleeping and mating at night. During the day, they swim in the boiling water, chasing steam bubbles, and come to the surface to hunt animal prey. Occasionally a hunting geyser dragon finds its way into a bath house or other human structure built around a hot spring. Overconfident in the extreme, a single geyser dragon does not hesitate to attack animals much larger than itself; these dragonets have an unusually high mortality rate as a result, though their natural lifespans are 21–32 years. Fortunately for them, they breed quickly and often, and they have few predators in their underground environment.

Geyser dragons have gills and nostrils, and can breathe air or water with equal ease.

Geyser dragons, believing themselves far mightier than they are, attach themselves only to human companions they perceive to be equally powerful. This means that a geyser dragon's companion is usually as boastfully arrogant as the dragonet itself. Geyser dragons can communicate via empathy with their companions but have no additional telepathic abilities.

Ecology: Wild and willful hunters, geyser dragons take what they can from the food chain, while often falling prey to larger predators. No wizard or alchemist has ever reported salvaging anything useful from a geyser dragon's corpse. Even their blood evaporates quickly when they are killed.

Dragonet, Mole Dragon

CLIMATE/TERRAIN	Rugged hills and subterranean
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Any
DIET	Minerals
INTELLIGENCE	High (13–14)
TREASURE	See below
ALIGNMENT	Neutral evil

NO. APPEARING	1
ARMOR CLASS	2
MOVEMENT	9, burrow 9
HIT DICE	3–5
THAC0	3–4 HD: 17 5 HD: 15
NO. OF ATTACKS	1
DAMAGE/ATTACK	2–8
SPECIAL ATTACKS	Bite lock, see below
SPECIAL DEFENSES	See below
MAGIC RESISTANCE	20%
SIZE	M (body 5 feet, tail 2 ½ feet)
MORALE	Elite (13–14)
XP VALUE	3 HD: 975 4 HD: 1,400 5 HD: 2,000



Mole dragons are large, wingless dragonets that burrow in subterranean tunnels. They have thick bodies and short tails, and their front claws are huge, well-adapted for tunneling. Their skin is thick and bumpy, like a rough stone formation, and their scales glitter like chips of mica. As the dragonet ages, its hide becomes encrusted with gemstones, making old mole dragons appear to be walking treasure hordes. These gemstones are the creature's only treasure, amounting to 1–8 valuable stones for each Hit Die the dragonet possesses.

Combat: A mole dragon has heavy claws, similar to those of the common mole after which it is named. Their claws are too large and unwieldy to use in combat, but their bite is fierce. If a mole dragon rolls at least five higher than it needs to hit an opponent, it locks its jaws on its hapless victim and inflicts bite damage automatically on each successive round until its grip is broken. A single hit that inflicts at least twice as much damage as the dragonet's Hit Dice causes it to break its grip.

Mole dragons have no breath weapon, but they have a number of special abilities to compensate. All mole dragons can *dig* three times a day, affecting a 10-foot cube per Hit Die of the dragon, and they can *conjure elemental-kin* (sandling or sandman) once per day. Mole dragons with 4 or 5 Hit Dice can also *passwall* three times per day and *stone shape* at will. The largest (5 HD) mole dragons can cast *wall of stone* three times per day and *conjure elemental* (earth) once per week.

Mole dragons learn priest spells from the spheres of Combat, Divination, Elemental, Guardian, and Protection. They can use three 1st-level spells per day. Mole dragons with 4 HD gain one 2nd-level spell, and 5 HD dragonets gain two 2nd-level spells.

Habitat/Society: Mole dragons live in deep subterranean tunnels, burrowing through solid stone and wandering Underdark passageways. They are solitary, mating only on the rare occasions when two dragonets of the opposite sex encounter each other by chance. The female lays her eggs in a dead-end chamber and abandons them, closing the tunnel behind her and forcing the hatchlings to burrow their way out.

Mole dragons sometimes associate with duergar or derro for short periods and very rarely attach themselves to a powerful evil character as a companion. They cannot tolerate being above ground for more than a few hours, so they choose only subterranean residents as companions. When they have bonded with such an individual, mole dragons can telepathically transmit anything they hear to their companions, with a range of 300 yards. They also share the empathic ability common to all dragonets and use rasping growls and hisses to communicate simple warnings or displeasure.

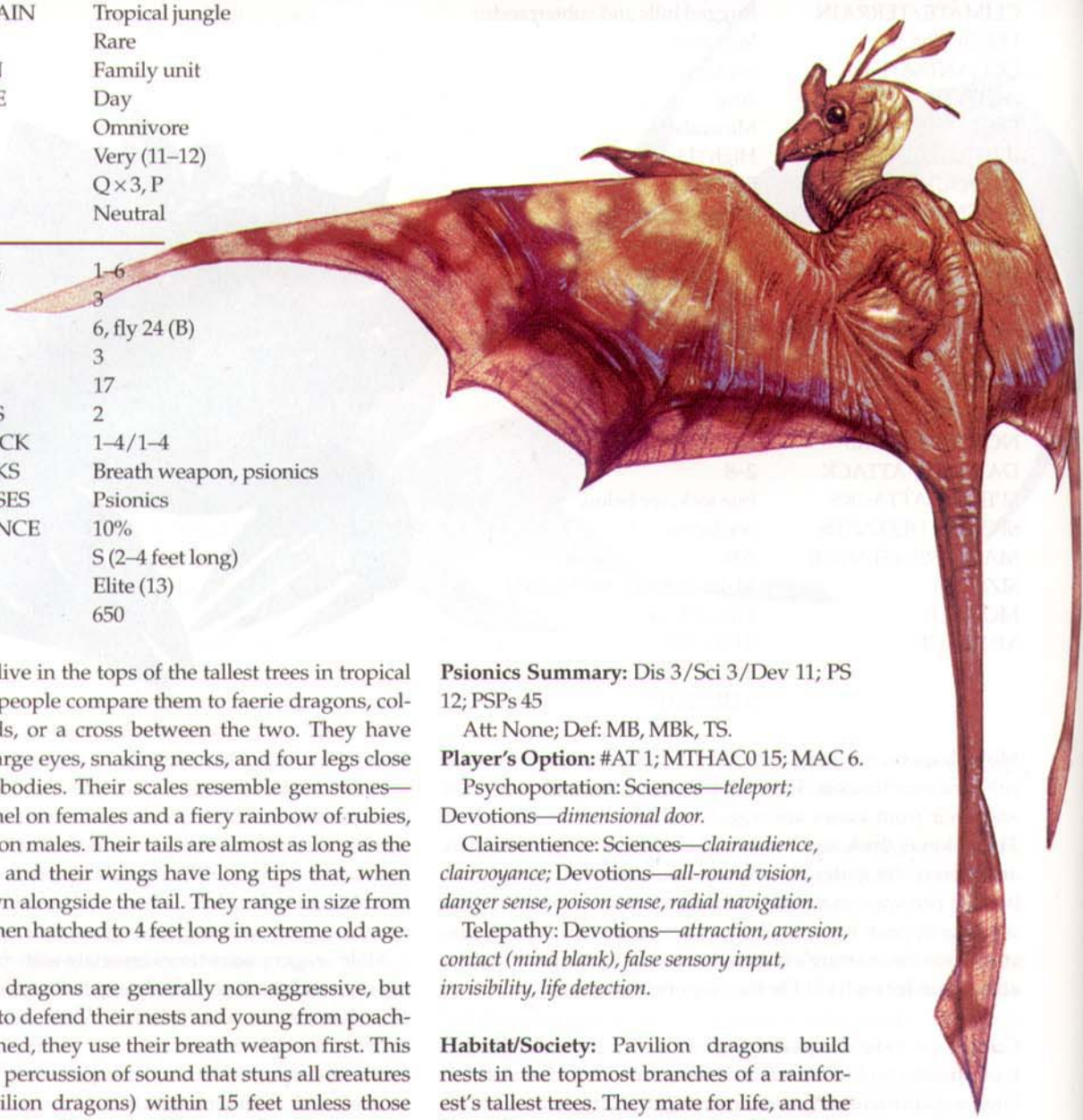
Where other dragonets are flighty and mischievous, mole dragons are dour and sadistic. They are also bitter and vengeful, nursing a grudge for years or decades if harmed or shamed by an opponent. Humanoid companions who do not share a mole dragon's love of inflicting pain soon find themselves on the receiving end of the dragonet's sadism.

Ecology: Mole dragons eat precious metals, digging along veins of gold or silver and leaving empty tunnels behind. For this reason, they are particularly loathed by dwarves and other mining races that depend on these metals for their livelihood.

Mole dragons have a natural lifespan of 41–50 years.

Dragonet, Pavillion Dragon

CLIMATE/TERRAIN	Tropical jungle
FREQUENCY	Rare
ORGANIZATION	Family unit
ACTIVITY CYCLE	Day
DIET	Omnivore
INTELLIGENCE	Very (11–12)
TREASURE	Q×3, P
ALIGNMENT	Neutral
NO. APPEARING	1–6
ARMOR CLASS	3
MOVEMENT	6, fly 24 (B)
HIT DICE	3
THAC0	17
NO. OF ATTACKS	2
DAMAGE/ATTACK	1–4/1–4
SPECIAL ATTACKS	Breath weapon, psionics
SPECIAL DEFENSES	Psionics
MAGIC RESISTANCE	10%
SIZE	S (2–4 feet long)
MORALE	Elite (13)
XP VALUE	650



Pavilion dragons live in the tops of the tallest trees in tropical rainforests. Some people compare them to faerie dragons, colorful tropical birds, or a cross between the two. They have beaklike snouts, large eyes, snaking necks, and four legs close together on their bodies. Their scales resemble gemstones—dark blue like spinel on females and a fiery rainbow of rubies, jacinth, and topaz on males. Their tails are almost as long as the rest of their body, and their wings have long tips that, when folded, drape down alongside the tail. They range in size from about 18 inches when hatched to 4 feet long in extreme old age.

Combat: Pavilion dragons are generally non-aggressive, but they fight fiercely to defend their nests and young from poachers. When threatened, they use their breath weapon first. This weapon is a sharp percussion of sound that stuns all creatures (except other pavilion dragons) within 15 feet unless those creatures make a successful saving throw vs. breath weapon. Affected creatures cannot act for 2d4 rounds. Pavilion dragons can use their breath weapon three times a day.

In addition to their breath weapon, pavilion dragons have the psionic powers of 6th-level psionicists. They prefer the disciplines of *psychoportation* and *clairvoyance* above others and generally study powers of defense and escape. The powers listed below are common selections, but pavilion dragons have as much flexibility to choose their psionic abilities as any other psionicist character.

As a last resort, a pavilion dragon can attack with two claws as it swoops on opponents. These attacks each cause 1d4 points of damage. If both claw attacks hit, dragonets can carry off a creature of size T or S. They generally use this ability to carry off their prey. When faced with very small enemies like tasloi, however, they carry off their opponents to drop them from a great height.

Psionics Summary: Dis 3/Sci 3/Dev 11; PS 12; PSPs 45

Att: None; Def: MB, MBk, TS.

Player's Option: #AT 1; MTHAC0 15; MAC 6.

Psychoportation: Sciences—*teleport;* Devotions—*dimensional door.*

Clairsentience: Sciences—*clairaudience, clairvoyance;* Devotions—*all-round vision, danger sense, poison sense, radial navigation.*

Telepathy: Devotions—*attraction, aversion, contact (mind blank), false sensory input, invisibility, life detection.*

Habitat/Society: Pavilion dragons build nests in the topmost branches of a rainforest's tallest trees. They mate for life, and the female lays one egg every spring. The young remain with the parents for five years, forming family units consisting of two adults and as many as five hatchlings.

Pavilion dragons are prized as familiars and companions, though they do not willingly leave their homes. They bond so closely with humanoid companions that they share complete telepathy within a range of 100 yards, transmitting not only sights and sounds but also complete thoughts.

Pavilion dragons are the most even-keeled of all dragonets. They are fun-loving without being annoying, sharing warm humor with their companions. They delight in the natural beauty of their homes more than in pranks.

Ecology: Pavilion dragons eat a wide variety of large insects, small birds, eggs, fruits, and occasionally lizards and small monkeys. They have a natural lifespan of 26–35 years.

CLIMATE/TERRAIN:	Temperate or subtropical forests and caves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q (x10)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1 (50% chance of 1-8 in nests)
ARMOR CLASS:	2
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3 + special
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Chameleon power
MAGIC RESISTANCE:	35%
SIZE:	T (1½' long)
MORALE:	Champion (15)
XP VALUE:	420



Pseudodragons are a species of small flying lizard that inhabits heavily forested wilderness areas. These playful, benign creatures have magical powers that they can share with others, so they are often sought as companions.

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 240 yards. Pseudodragons can vocalize animal noises such as a rasping purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

Combat: The pseudodragon can deliver a vicious bite with its small, dragonlike jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and strikes at +4 on attack rolls. Any creature struck must save vs. poison or go into a state of catalepsy that lasts 1-6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed (75% chance) or die (25% chance).

Pseudodragons have a chameleonlike power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background with an 80% chance of being undetected by creatures which cannot see invisible objects. Pseudodragons have infravision with a 60 foot range and can see invisible objects.

A pseudodragon is highly magic resistant and can transmit this magic resistance to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

Habitat/Society: These forest-dwelling creatures place their lairs in the hollows of great trees or in large caves.

A pseudodragon will very rarely take a human or demihuman as its companion. Some view these pseudodragons as the human's pet; the pseudodragon will be sure to correct this misunderstanding. There are two ways to become a pseudodragon's companion; one is to use magic to summon it (a *find familiar* spell). Another way is to find the pseudodragon on an adventure and pursuade it to become a companion. The pseudodragon that searches for companionship will stalk a candidate silently for days, reading his thoughts via telepathy, judging his deeds to be good or evil. If the candidate is found to be good, the pseudodragon will present itself to the human as a traveling companion and observe the human's reaction. If the human seems overjoyed and promises to take *very* good care of it, the pseudodragon will accept. If not, it will fly away.

The personality of a pseudodragon has been described by some as catlike. A pseudodragon is willing to serve, provided that it is well-fed, groomed, and receives lots of attention. At times a pseudodragon seems arrogant, demanding, and less than willing to help. In order to gain its full cooperation, the companion must pamper the pseudodragon and make it feel as though it were the most important thing in his life. If the pseudodragon is mistreated or insulted it will leave, or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

Ecology: Pseudodragons are omnivorous but prefer to eat meat. Their diet consists chiefly of rodents and small birds with occasional leaves, fruits, and berries. In the wild, pseudodragons live solitary lives, protecting small personal hoards in their nests. They gather to mate once per year, in early spring, when gatherings of dozens of pseudodragons are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Pseudodragons hibernate in winter; the young leave the nest in spring to mate.

Pseudodragons have a lifespan of 10-15 years. Like dragons, they are attracted to bright shiny objects. Pseudodragon eggs can be resold for up to 10,000 gold pieces while a hatchling is worth as much as 20,000 gold pieces.

CLIMATE/TERRAIN:	Warm temperate to tropical/ Hills and desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk to dawn
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B,S,T
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6 (Flying)/2 (Ground)
MOVEMENT:	15, Fl 9 (E)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/3-18
SPECIAL ATTACKS:	Roar
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Champion (15)
XP VALUE:	2,000



Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter, and a threat to many who travel in warmer climates.

From a distance, a dragonne looks much like a giant lion, with the one very notable exception of the pair of small, brass-colored wings that stretch from the creature's shoulders. Upon closer inspection, other differences between the dragonne and its feline ancestor become apparent, too. The dragonne is covered with thick, brass-colored scales, much like a brass dragon, and its mane is much thicker and made of far coarser hair than a lion's. The beast also possesses huge claws and fangs, and large eyes, usually brass-colored like its scales. Dragonnes do not have their own language. Instead, they speak the languages of brass dragons and sphinxes.

Combat: Dragonnes usually attack first with their front claws, inflicting 1d8 points of damage with each set, and their terrible jaws, inflicting 3d6 points of damage. This is usually enough to slay most of the creatures the dragonne encounters. If a dragonne is in combat with an especially deadly opponent, or is wounded in a battle with a lesser opponent, however, it will use its deadly roar.

A dragonne's roar causes *weakness* (due to fear) in all creatures within 120 feet of the monster, unless they roll successful saving throws vs. paralyzation. Those creatures that save are not affected, but those that fail to save lose 50% of their Strength for 2d6 rounds. Worse still, any creature within 30 feet of the dragonne when it roars are deafened for 2d6 rounds. No save is possible against the deafening aspect of the dragonne's roar, and all affected creatures cannot hear any sound and fight with a -1 penalty to attack rolls (due to disorientation).

The dragonne's roar is like a dragon's breath weapon in that it can only be used three times a day. Creatures within the range of the dragonne's roar must roll saving throws vs. fear each time they hear it. Once a creature is deafened, however, it cannot hear the dragonne's roar, and need not save against it, until the 2d6 rounds of temporary deafness are over.

Although a dragonne's wings are useful only for short periods of time, carrying the creature for only 1-3 turns at a time, the dragonne uses its wings very effectively in battle. If any creatures attempt to charge the dragonne or encircle it, the dragonne simply takes to the air and finds a more defensible position. The dragonne prefers not to fight in the air, as it is very slow and maneuvers poorly compared to most flying creatures. It can fight with its claws and bite, and even its roar, when airborne, so it remains almost as deadly in the air as on the ground.

Habitat/Society: Dragonnes prefer to dwell in rocky foothills and deserts. They take large, natural caves for their lairs and store their small amounts of treasure, usually taken from slain adventurers, in loose piles around their rocky homes. Their territories are usually very large, as they generally inhabit desolate areas.

They cannot bear the company of other dragonnes, and the creatures are found in pairs only during their brief mating season, late in the autumn. Dragonnes lay eggs, like their reptilian ancestors, and only one egg is produced a year by any dragonne. The female raises this young dragonne for one year, after which time even a mother and her young will be unfriendly if they meet. Male dragonnes are always antagonistic toward each other.

In fact, dragonnes get along with very few creatures, and are considered a menace by most sentient races. More than anything, however, dragonnes wish to be left alone to hunt.

Ecology: The dragonne prefers herd animals like goats for food, especially since they don't fight back as fiercely as humans. It only attacks a human or demihuman for food if no other game is available.

Dragonnes are not necessarily aggressive toward strangers, and the creature's reputation as a mindless devourer of helpless travelers is more the product of ignorance than well-researched fact. A dragonne will almost always attack any creature that invades its lair or threatens its territory. This means that adventurers who stumble across a dragonne's cave or settlers who decide to build in a dragonne's territory are often subject to fierce and immediate attack. Creatures not threatening the dragonne's lair or simply passing through its territory are usually left alone. Though the dragonne's intelligence is low, it can tell the difference between a harmless traveler and a potentially troublesome settler.

CLIMATE/TERRAIN:	Any/Non-arctic (mostly the Pomarj)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1-4
ARMOR CLASS:	Variable (typically 3)
MOVEMENT:	12, Fl 18 (C; D if mounted)
HIT DICE:	8+4
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/4-16
SPECIAL ATTACKS:	Tail slap (2-12)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (24')
MORALE:	Elite (13)
XP VALUE:	2,000



Dragonnels are distantly related to both dragons and pteranodons. Their four legs, huge wings, and long tails give them a dragon-like appearance, and from a distance it is easy to mistake a dragonnel for one of its more fearsome cousins. Nevertheless, dragonnels are a distinct species, not a dragon subspecies. Closer inspection reveals a dragonnel's toothy beak and warty, dinosaur-like hide.

At hatching, a dragonnel is glossy black with a red underbelly. As the creature ages, its underbelly fades to gray and its sides become dark red-violet. An adult dragonnel has long, maroon-colored spines on its back and white frills on its head.

Most dragonnels cannot speak, but 4% of wild adults can speak the tongue common to all evil dragons. Though not very bright, they tend to be evil, cunning, and malicious.

Combat: Dragonnels have no breath weapons; in battle, they strike with their clawed forefeet and bite with their beaks. If they do not attack with their claws, they can lash opponents behind with their tails.

Habitat/Society: Unlike their cousins, the dragons, wild dragonnels are mildly social, gathering for mutual defense, cooperative hunting, and to mate. Males in their prime stay away from other males, collecting small, semi-permanent harems of females. Females leave the band to lay eggs secretly, burying them in warm, moist earth. Once the eggs are laid, the females abandons them, often rejoining their old band, but sometimes remaining solitary until they find a new one.

Dragonnels are sometimes used as mounts for war and raiding; evil humans living among the humanoids of the Pomarj are the best-known dragonnel riders. Dragonnels carrying riders can fly at full speed if the total load does not exceed 360 pounds. However, if the load exceeds 100 pounds they lose maneuverability, which falls to the rating shown in parentheses. Dragonnels cannot (or will not) fly when carrying loads exceeding 360 pounds. Dragonnels can run at full speed carrying loads of up to 540 pounds, but if forced carry greater loads, they simply sit down and refuse to move. When serving as mounts they sometimes are equipped with leather barding, which lowers their AC to 2. Leather dragonnel barding weighs 180 pounds and costs 600 gp.

Needless to say, dragonnels are difficult to train, and they serve as mounts only grudgingly. Wild, adult dragonnels cannot be trained, although evil beings might be able to entice talking dragonnels into cooperating. During such negotiations, dragonnels are as vain and greedy as their cousins, the dragons. Normally a prospective dragonnel trainer must find a clutch of eggs, hatch them, and train them for about five years.

A trained dragonnel is controlled with a short goad with a metal tip and a weighted butt, and with four reins, one pair attached to each of the creature's jaws. Even trained dragonnels are untrustworthy mounts; more than one careless rider has received a painful, if not fatal, bite when approaching his steed unwarily and without a sharp goad in hand.

Ecology: Dragonnels are at home in almost any climate except the coldest and driest. At one time, they ranged the Flanaess from the Kron Hills and the Glorioles to the Drachensgrab Mountains, but they are now virtually extinct everywhere except the Pomarj, where they are used as steeds.

Dragonnel eggs are laid in clutches of 1d6+2. If incubated under warm, moist conditions, they hatch in 12 weeks. Hatchling dragonnels can fly almost immediately and mature in about three years.

Wild dragonnels prefer to hunt and kill large animals, such as cattle, elk, horses, or even an occasional human or demihuman. However, when necessary they scavenge or hunt nearly anything living—rodents, fish, humanoids, or anything else they can catch. Unlike dragons, they are true carnivores and cannot eat plants or exotic foods like gems or minerals. Domestic dragonnels thrive only on red meat, usually the equivalent of two horses or cows every month.

Although they have no natural enemies, wild dragonnels are hunted by humans, whose herds and flocks they raid, and by all species of dragons. Good dragons abhor their stupidity and evil tendencies. Evil dragons simply resent the competition.

Drakes are gargantuan, reptilian monsters that use Athas as their personal hunting grounds. Drakes comprise a very powerful, nonintelligent group of creatures on Athas. However, they are not stupid. If natural instinct, cunning, and ferocity were measurable, drakes would surpass many other creatures. They are feared for their size, speed, and devastating abilities in combat, the latter due, in great part, to their very powerful psionics. Many on Athas consider the drakes to be second only to the Dragon in this category.

Drakes are not natives of Athas. The first drakes used tremendous psionic powers to travel from their home elemental planes to Athas, where they found a world much to their liking. Many generations of drakes have been born on Athas since that time.

Humans and humanoids comprise the mainstay of their diet. They will eat inix and mekillots when available and erdlu if necessary. Drakes prefer the taste of carnivore flesh over any other type of meat.

Combat: Although powerful psionicists, most drakes prefer physical combat. All drakes have claw/claw/bite/tail lash attacks, psionics, and a breath weapon (useable once per day). Air drakes also have a wing-buffet attack. In combat drakes tend to focus all of their attacks on a single target, killing it and then moving on to the next.

Drakes use their claws for locomotion and digging hovels. A drake must use its claws regularly or the nails will grow too long and curve inward into the footpads. Drakes do not always kill their food before eating it. Damage caused by the claw attacks varies by drake type.

Drakes do not hesitate to use their bite attack especially if the strike could be the killing blow. If a successful bite attack roll exceeds the required number by four or more, drakes will clamp their victims within their jaws and then shake their heads from side to side with all of their might. This action doubles the damage caused by the first attack. As long as the victim remains alive, the drake will continue this action, scoring automatic damage each round equal to the original bite damage (before being doubled). If possible, the drake will swallow the dead or injured victim and move on to another treat. Digestive acids begin their work on the following round causing 1d20 damage per round (with no saving throw allowed) until the victim has been digested. Personal items must make saving throws versus acid or also be destroyed.

The tail attack of the drake can be the most devastating. Lashing its tail in a side-to-side sweeping motion, the drake can hit objects that it cannot even see at no penalty. (The tail lash is considered an area attack and not an attack against an unseen target, hence no -4 penalty.) Any creature struck by the tail lash regardless of size must save versus petrification or be stunned for 1d6 rounds. The damage caused by the tail lash varies among the types of drakes.

All drake have the ability to make an elemental attack, which takes different forms according to the drake. Fortunately drakes can only use this terrible ability once every 15 days, as it takes that long for them to recreate the elemental effect (see below). The effect varies between the different drakes, but the result is always devastating.

The greatest power of the drake is its innate psionics. Drakes possess various psionic powers that always manifest themselves with no psionic strength point loss affecting any of the drakes' other psionic abilities. These natural psionic powers are all devotions and are the same for all the varieties of drakes. They are:

- **Clairsentience** – *Devotions:* danger sense, radial navigation, spirit sense.
- **Psychokinesis** – *Devotions:* inertial barrier.
- **Psychometabolism:** – *Devotions:* body control, cell adjustment, heightened senses.



Note that the drakes' body control power, which allows them to adapt to a single, pre-selected, hostile environment, is automatically linked to their elemental identification, be it air, earth, fire, or water.

The innate abilities function as described in *The Complete Psionics Handbook.* These abilities, coupled with each drake's individual psionic powers, make them deadly foes.

Habitat/Society: Drakes are mysterious creatures. Few people believe they really exist. Even fewer have ever seen one, and very few of those have lived to tell about the experience. Hunting drakes is a challenge for the foolhardy or suicidal in Athasian society. However, on rare occasions drakes do succumb to old age or illness and pass on. No one knows how long a drake lives, and few of them have ever been killed.

A drake's habitat is dictated by his home elemental plane. Earth drakes, for instance, can find a home virtually anywhere on Athas, but prefer rocky areas and mountains to the open sands. Air drakes, as well, know few limitations, and can ride the winds from the Ringing Mountains to the Sea of Silt and beyond—their lairs are usually high in the mountains. Fire drakes can live in the arid sands, but are always on the lookout for volcanoes or hot springs—they'll even set a forest on fire to bask in the comfort of the flames for a time. Water drakes are the most limited on Athas, preferring ponds and other bodies of water to make their homes.

The drake's actual lair is never actually an open space—there are few open spaces back on their home planes. Drakes are more comfortable when surrounded, literally, with their home element. An earth drake, for instance, does not live in a vast cavern, as one might think, but instead in a very cramped, tight space in which he barely fits—and he's right at home. Consequently, drake lairs are more difficult to penetrate than the lairs of other large creatures.

Several of those who have seen drakes have mistaken them for the dragon itself. Rumors about multiple dragons are ramp-

ant through Athas—that there may be several true dragons—but these are usually dismissed. Several so-called additional dragon sightings have been discovered to be drake sightings instead.

Other natives of the drake's elemental plane tend to look down on them as deserters or creatures who abandoned the pure elements for this lesser plane. Encounters between drakes and other elemental beings are always tense, often unpleasant, and sometimes violent. Drakes never return to their native planes. Most, in fact, have never been there, being the descendants of drakes who immigrated to the prime material plane centuries ago. Elementals and drakes from the same plane almost always come to blows when they meet on the prime material plane. Oddly, contact between elemental beings from different planes is perfectly normal with none of the aforementioned animosity.

At their highest levels, psionicists can become powerful beast masters, and among their favorite psionic beasts are drakes. Details on this relationship are presented in the Dragon Kings hardbound.



Ecology: The hide of a drake can fetch an enormous price on the trading market. It can also result in a death penalty. The hides, teeth, claws, and blood are of such value that some sorcerer-kings forbid their sale. They have instructed templars to confiscate any such items that appear in the market in the name of their sorcerer-king. Because drakes are so rare it is easy for templars to claim the item was stolen from the sorcerer-king and have the seller put to death. Elves, of course, defy these edicts at every turn, and make a fair profit selling drake materials while just one step ahead of their templar pursuers.

The hide makes excellent armor. Once crafted into leather armor it attains the leather armor defense value minus the drake's original negative armor class score (i.e., leather is AC 8; if made from the hide of an air drake whose AC was -2, then the air drake leather armor would have a defense value of Armor Class 6 (8 -2 = 6)). The teeth and claws make excellent weapons; although not magical, they are considered +2 because of the bone's strength and sharpness. The blood of the beast is also valuable as it is used in certain alchemical solutions.



Beyond these truly useful items, folklore holds that just about any portion of a drake's carcass holds a great deal of magical luck. Disreputable elven hawkers push a variety of lucky tokens fashioned from drake parts, but only under the table in a special place, out of the templars' sights. Most are hoaxes, but even those that are real have no real magical value. Despite this, drake amulets draw large prices from the ever hopeful of Athas.

Drakes mate when the urge strikes them and not on a regular cycle. The male is then driven away and the female patiently waits. One, at most two, eggs will be laid, which hatch over a six-month period. The young drakes are almost always hungry and need constant care. They will grow from two to twenty feet in the first year, then 5' each year thereafter until they reach their full size.

Drakes are coveters and collectors. What and why they collect is known only to the individual drake. An earth drake may keep precious metals or covet thousands of small stones that are exactly the same size. An air drake may covet certain peaks (considering them property to collect) or like objects that float when they catch the breeze. A water drake might collect shiny things or things that hold water. No one knows what a fire drake collects, since they will destroy their "collection" rather than have a stranger view what it contains. An unarmed man confronting a drake still has one last chance—that is to offer the drake something that it would like to add to its collection. A grateful drake is likely to let someone go free who presents a bit of tribute.

Drake, Athasian, Air

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	9, Fl 30 (B), Jp 6
HIT DICE:	25+9 (170 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-8+10/1-8+10/3-24/3-30
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	G (25' + in length)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	34,000

NATURAL PSIONIC ABILITIES —see General information.



PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/3/14 (21)	PsC, MT/M-, MB, TW	17	150

Clairsentience —*Sciences:* none; *Devotions:* all-round vision.
Psychokinesis —*Sciences:* telekinesis; *Devotions:* control wind, levitation.
Pyschometabolism —*Sciences:* none; *Devotions:* body equilibrium.
Telepathy —*Sciences:* ejection, tower of iron will; *Devotions:* awe, contact, ESP, false sensory input; invisibility, mental barrier, mind blank, mind thrust, psychic crush, synaptic static.

Air drakes are the most flighty and unpredictable of the species, making them dangerous adversaries. They spend most of their time soaring the Athasian skies.

Air drakes are the longest and leanest of the four drake types. They have folds of loose skin that stretch between their front and back legs. This skin unfolds when they extend their legs creating a wing membrane. They have a long, lean frame and are light of bone, contributing to their speed and agility.

Combat: Air drakes prefer to attack silently from the air and blind side their targets. They will use their psionic invisibility in order to get close enough to their prey to snare it. Failing that strategy, air drakes will use their psionic awe ability to gain initiative on their victim. From the air, the drake will attack with its two front claws (1d8 + 10) and attempt to lift its opponent high into the air. If the victim struggles, the air drake will also use its bite attack (3d8), biting the victim and shaking its head from side-to-side with all of its might. This doubles the damage caused by the first bite attack. Once airborne, the air drake will soar quite high and then drop its prey. If the victim is huge or gargantuan, the drake will do a fly-by maneuver and attempt to strike with both front claws and tail (3d10). Air drakes especially hate psionic attacks. They will use synaptic static or ejection if a psionicist gets through its defenses.

Air drakes have a special elemental attack. They are able to gate a 100-yard diameter, circular bubble of tornado-like winds from the elemental plane of air. Anyone caught inside the area will be buffeted for 2d6 points of damage (save versus breath weapon for half damage). The winds will prevent flying creatures from passing through the area and, depending on the terrain, may create a minor sandstorm if in contact with the ground. A victim inside the area of effect will take 3d6 worth of damage instead of buffeting damage (save versus breath for half damage). The effect only lasts one turn. The drake can do this once every 15 days.

Habitat/Society: Air drakes do not keep a single residence. They prefer a dozen or so "safe" areas. Because they move around so much, air drakes gather and horde few possessions and treasure. Often if they find an object which pleases them, they will store it at a lofty, inaccessible location. They will leave it and return to visit only when the mood strikes them. Little infuriates an air drake more than having one of these precious items stolen.

Ecology: Air drakes prefer their food thoroughly softened before eating it. To accomplish this, a drake will swoop, grab its prey, soar into the sky, and then drop it. Air drakes often choose crags or rocky outcroppings for "tenderizing their meat." If the prey can fly, it will take the victim aloft and dive straight for the ground, releasing its prey and pulling up at the last minute. Most creatures are incapable of recovering quickly enough to save themselves from this fatal flight. Spellcasters, certain psionicists, and creatures who possess magical abilities of flight get one round of action before impact. Creatures with maneuverability Class A or B have the control to avoid impact. Class C flyers may try and slow their air speed; if successful they take half damage. Lower classes of maneuverability do not have the ability to gain control quickly enough to save themselves.

An average adult air drake can lift 1,000 pounds without difficulty. Heavier objects lower the drakes maneuverability one class per additional 200 pounds.

Drake, Athasian, Earth

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	- 4
MOVEMENT:	12
HIT DICE:	25 +8 (175 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-12+12/1-12+12/3-36/4-48
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	G (30' + long)
MORALE:	Fearless(19)
LEVEL/XP VALUE:	33,000

NATURAL PSIONIC ABILITIES – see General information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/5/16 (23)	PsC, II/M-, IF, TW	17	150

Clairsentience – *Sciences:* sensitivity to psychic impressions; *Devotions:* combat mind.
Psychokinesis – *Sciences:* Detonate, telekinesis; *Devotions:* animate object, molecular agitation, molecular manipulation, soften.
Psychometabolism – *Sciences:* shadowform; *Devotions:* cause decay, expansion, immovability, reduction.
Telepathy – *Sciences:* tower of iron will; *Devotions:* awe, contact, false sensory input; id insinuation, intellect fortress, mind blank, psychic crush.

Often mistaken for an outcropping of rock, earth drakes are by far the physically strongest of the species.

The gray, black, and brown reptilian creature is covered with thousands of small, spiny scales. The massive forelegs are designed for digging through solid stone. The hindlegs are equally as powerful and may also be used for digging, but most often serve as anchors. Earth drakes' tails are short but incredibly thick, which forces the monsters to swagger when they walk. Earth drakes' heads are wedge-shaped. The scales on the top of the head overlap to protect the earholes. The creature's eyes are inset and covered by two eyelids—a soft, inner eyelid which is airtight, and an outer, protective, scaly eyelid which is highly puncture-resistant.

Combat: They prefer to trap creatures in their lair and eat the victim(s) at their leisure. A drake will use its psionic detonate and animate object abilities to trap intruders before beginning its physical attacks. Earth drakes charge their target and attack with their powerful front claws first (1d12+12), then rend the target with their gaping maw (3d12). After the first bite, it will shake its head from side-to-side with all of its might, thus doubling the damage caused by the first attack.



Earth drakes are the only drakes that will fight to the death, convinced that they are stronger than any opponent (except the Dragon). They can use their physical attacks and one psionic attack simultaneously.

Earth drakes have a special elemental attack. They are able to gate 50-cubic-feet of solid matter in the form of dirt, stones, and boulders from the elemental plane of earth.

It is possible to move through this material from the elemental plane by either mining or brute force (using bare hands to dig free).

The material must be gated onto a solid surface (i.e., the material cannot be gated to an area above the desired location and then dropped). Anyone caught inside the area must make a successful saving throw versus petrification to be thrown clear of the material. A failed save means the victim is trapped under the matter. He will suffer 1d2 points of damage per turn and may eventually suffocate if unable to get free of the area (see "Holding Breath," p 122 of the *Player's Handbook,)*. The material produced by this effect becomes a permanent fixture in its new location. The drake is only able to produce this effect once every 15 days.

Habitat/Society: Whether they dig into the bedrock beneath the sands of the Athasian desert or into a hillside, earth drakes always cover the front of their habitat with loose dirt. This creates a collapsible front entrance which the earth drake uses to defend its lair. Earth drakes resent the encroachments of humanity, and they especially dislike any type of permanent buildings. An earth drake thinks nothing of travelling many miles in order to destroy man-made settlements.

Ecology: Earth drakes enjoy a battle before a meal. The more fight a creature puts up, the better the drake will enjoy eating it. Earth drakes are known to dig themselves in along trading routes for opportunities to do battle and dine on mekillots.

Drake, Athasian, Fire

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	- 3
MOVEMENT:	12, Jp 3
HIT DICE:	20 + 8 (145 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-10+10/1-10+10/3-24/4-32
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	G (25' + long)
MORALE:	Fearless(19)
LEVEL/XP VALUE:	28,000

NATURAL PSIONIC ABILITIES —see General information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/5/17(24)	EW, PsC/M-, MB, TS	18	150

Clairsentience —*Sciences:* none; *Devotions:* feel light, hear light.

Psychokinesis —*Sciences:* telekinesis; *Devotions:* control fames, control light, molecular agitation.

Psychometabolism —*Sciences:* energy containment, shadow-form; *Devotions:* displacement, double pain, ectoplasmic form.

Telepathy —*Sciences:* mind link, mass domination; *Devotions:* awe, contact, ego whip, false sensory input, inflict pain, mind bar, mental barrier, mind blank, psychic crush, thought shield.

Fire drakes are the most evil and malicious of the drakes. They enjoy inflicting pain for the pleasure of watching their victims writhe in agony. A fire drake's greatest delight comes from torturing a potential "meal."

Fire drakes are large, spiny, reptilian creatures with pebble-like skin. Each "pebble" is actually a scale. They are red-and-black mottled, similar in color to the dying embers of a fire, and their skin is very glossy. Fire drakes have four legs. The front two are smaller with very sharp claws, while the back legs are longer and thicker.

Combat: When engaged in combat they make snorting sounds which are often taken for laughter. Fire drakes will not hesitate to use their psionic abilities in order to inflict pain or double pain. Their ability to psionically create and control fire makes them dangerous to delvers who enter lairs with fire-based light sources (torches, lanterns, etc.). Their cruel front claws (1d10 + 10), their wicked teeth (3d8), and their vicious tail (4d8) make fire drakes formidable foes. If possible, the fire drake will use its bite attack on an opponent. The wicked drake may attempt to use the victim as a small shield to deflect incoming blows. This is not so much a standard defense as it is an amusement for the fire drake. If truly threatened, it will use psionic shadow form or ectoplasmic form to flee.

Fire drakes, like other drakes, have a special elemental attack. They are able to gate a 50' diameter sphere of fire from the elemental plane of fire. The fire will burn for 1d6 +4 rounds. An unprotected being must save versus breath weapon or take 4d10 worth of fire damage per round that they remain in the fire (save for half damage). Any combustible material within the sphere will ignite upon contact with the fire. Anyone unfortunate to be holding or wearing such items suffers 3d6 worth of additional burn damage (save versus breath weapon for half damage); any other combustible materials within 10' of the flames must make a saving throw. Unprotected and nonmagical metal within the fire becomes super-heated and melts within 2 rounds. Those carrying or wearing such items suffer 2d4 worth of damage in the first round and 3d10 in following rounds (for the duration of the flames). The drake is only able to produce this effect once per Athasian week.



Habitat/Society: Fire drakes prefer to live near natural volcanic action or in areas where they can bask all day in the hot Athasian sun. At night, they retreat to an area of safety or bury themselves under the hot sand. They do this to insulate themselves from the cool evening air. Fire drakes seem equally at home in the moist heat of the Hinterlands and the dry desert wastes.

Ecology: The flakes of hide are valuable spell components for fire-based magic. The unusual pebble hide of the fire drake is shed once every three years or after being damaged, and new scales begin to grow underneath.

Fire drakes are carnivores, feeding mostly on humanoids, kanks, and other animals. They will eat erdlu only after the creature has been burnt. The hide of the fire drake is the most highly prized of all the drakes as it tends to make the wearer immune to some of the sun's devastating effects. Anyone protected by a fire drake hide (either wearing it or riding in a vehicle covered by it) needs only half the amount of water a day, depending on their activity. Although nonmagical, fire drake hide adds +2 to fire-related saving throws for the wearer. Fire drake hide will not burn if exposed to nonmagical flames. The heat ray from burnflowers can't penetrate the protection of a fire drake hide.

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Drake, Athasian, Water

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	- 1
MOVEMENT:	12, Sw 15
HIT DICE:	20 (140 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-8+10/1-8+10/4-24/3-30
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ + long)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	28,000

NATURAL PSIONIC ABILITIES —see General Information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	6/6/17(24)	PsC, MT/M-, MB, TW	17	150

Clairsentience —*Sciences:* clairvoyance; *Devotions:* poison sense.
Psychokinesis —*Sciences:* telekinesis; *Devotions:* control body.
Psychometabolism —*Sciences:* none; *Devotions:* body equilibrium, chameleon power.
Psychoportation —*Sciences:* banishment, teleport; *Devotions:* dimensional door, dimension walk, dream travel, time shift.
Telepathy —*Sciences:* tower of iron will; *Devotions:* contact, ESP, invisibility, mental barrier, mind blank, mind thrust, psychic crush.
Metapsionics —*Sciences:* psychic clone; *Devotions:* psionic drain, wrench.

The water drake is the most elusive of all drakes. This is due mostly to the hatred they hold for what humanity has done to Athas.

Water drakes are pale, grey-blue in color, with a blow hole centered in the back of their heads. Water drakes are the slimmest of the drake family. Their four webbed feet end in sharp, triangular claws. Water drakes tails are thinner and flatter than other drakes, and they provide excellent propulsion when in water.

Combat: If on land, water drakes will retreat into their water source and attack from it, if possible. Water drakes will often use a psychic clone to observe trespassers. After identifying the most powerful member of a party, the water drake attempts psionic banishment in order to demoralize other group members. In melee their attacks are swift and fierce, bringing claws (1d8+10) and jaws (4d6) to bear. Water drakes will use their sweeping tail attack (3d10) if flanked.

Once every 15 days, water drakes have a special elemental attack. They are able to gate a 30′ diameter sphere of water from the elemental plane of water, with the following effects:



D10	Water Sphere Effect
1-3	Solid ice—Anyone caught inside this sphere must save versus breath weapon or be frozen inside it. Individuals will take 1d4 points of cold damage per round and will suffocate unless rescued. Only psionics can be used by trapped individuals to free themselves. If not on a flat, solid surface, the sphere will begin to roll (6″ movement per every 45-degrees of incline), unless on water, where it will float.
4-6	Fresh water—As the sphere bursts, any creature caught within 30′ of the sphere must save versus breath weapon or be knocked down by the rush of water. This will cause 1d6 points of damage.
7-9	Boiling water—Same range as above; victims take 2d10 worth of burn damage (save for half of burn damage only).
10	Steam—Same range as above; victims take 3d10 worth of burn damage as the steam expands.

Habitat/Society: Water drakes are reclusive and prefer as little contact with humanity as possible. They will avoid intruders, but will kill without hesitation those humanoids who trespass upon their lair. Because of the horrors rent upon the planet by humanoids, water drakes have absolutely no regard for such life. They make their home near a deep water source, if possible; many guard passages to aquafilters trapped deep below the ground. Water drakes can smell water at a range of up to 15 miles and have a 95% chance of determining the amount of water available. Their four webbed feet help them move large quantities of sand. All four feet have sharp, triangular claws designed for digging into and holding onto prey, or for raking.

Ecology: Although water drakes prefer food that has been washed or stored in water for a lengthy period of time, they will not hesitate to eat freshly-killed humanoids. Water drakes may be found all over Athas, although most make their homes in the Hinterlands.

Lesser drakes are so named because of their psionic power compared to elemental drakes, rather than their size. Although they come from the paraelemental planes, they have lost all memories of their origins and are unable to return there. Their psionic powers are less developed than those of the elemental drakes, but they are formidable foes in physical combat and have sufficient power to survive on Athas.

Lesser drakes are carnivorous and prefer to eat erdlu or halfling over any other meat. The magma drake is fond of dwarf meat.

Combat: Lesser drakes prefer physical combat over psionics. The exact form of the attack depends on the drake.

Lesser drakes use all their efforts against a single opponent until that opponent is subdued. Sun drakes and silt drakes swallow their foes live, but magma drakes and rain drakes prefer food that is not alive. Any creature swallowed is attacked by the drake's digestive fluids, receiving 6–15 points of damage per round. Inanimate objects dissolve in a few hours. Magical items must successfully save vs. acid or suffer the same fate.

Lesser drakes fight especially well against their specific elemental drake foes, gaining a +2 on all attack rolls against these creatures. The lesser drakes battle the elemental drakes furiously until one or the other is dead.

These titanic struggles can cause immense damage to the area in which they occur. Adventurers and others are well advised to avoid these contests, they are unlikely to survive to tell of it.

Lesser drakes have no breath weapons or elemental attacks, but they all have a tail attack. This attack varies (see individual entries). Targets hit by a tail attack must successfully save vs. petrification at –2 or be stunned for l–6 (1d6) rounds.

Lesser drakes, except the silt drake, have innate psionic abilities that do not use PSPs. These powers are defensive and are not as fearsome as the elemental drake's powers.

These powers are the same for all lesser drakes:

Clairsentience: Devotions—all round vision, radial navigation.

Psychokinesis: Devotions—inertial barrier.

Psychometabolism: Devotions—body control.

A lesser drake's body control power is automatically linked to their paraelemental home plane. The innate abilities function as described in *The Complete psionics Handbook*. They cost no points to invoke or to maintain.

Habitat/Society: Although they are not common, many people have seen a lesser drake, and some have even lived to tell about it. Hunting the silt drake is an important ritual in the Athasian aarakocra society. Hunting a lesser drake is not an undertaking to be treated lightly. Lucky hunters may catch an aging specimen and emerge victorious, but more likely, the drake devours the hunting party. The natural life span of a lesser drake is measured in decades rather than years.

The habitat of a lesser drake is dictated in part by its origin on the elemental planes. The actual lair is hard to find, if it exists. The silt drake has no fixed lair. The lair is about twice as large as the drake and is easily defensible from within.

Lesser drakes generally get along well with other creatures from their plane of origin. Conversely, elemental creatures from other planes are almost always attacked by lesser drakes. The drakes view them as just another food source.

High-level psionicists with a high degree of beast mastery can attempt to master a lesser drake. Lesser drakes are less resistant to control and are more fearsome in physical combat.

Ecology: The hide of a lesser drake can bring a high Price in the right market. It can also attract the attention of the templars who may mistake the hide for that of an elemental drake. Possession of an elemental drake's hide is punishable by death, so a seller of lesser drake hides must be careful where he sells the hide. Possession of a lesser drake hide is not a punishable offense.

Lesser drake hides make superior quality leather for armor and for luxury items, such as stuffed chairs. If the hide is made into armor it gives extra protection against specific attacks. Magma drake and sun drake armor give a +2 bonus to saves against any fire-based attack and reduce the damage to either half if the save is failed, or one-fourth if the save is successful. Silt drake armor gives the same protection against any form of choking, suffocation, or dust storm. Rain drake armor slows dehydration by 50% and affords the same bonuses against dehydrating attacks as the other armors do against their special attack form. The teeth and claws of lesser drakes can be made into edged weapons of high quality, granting a +1 to all damage they inflict. The bones of lesser drakes may be formed into bludgeoning weapons with the same +1 bonus to damage because of their solid construction.

To make the armor from any drake's hide requires at least a month and costs 5 gp to make. Only a skilled craftsman can make the armor and only one suit may be made from a single hide. Unscrupulous craftsmen often take the commission and then deliver the completed suit to the local templars or other officials.

The construction of edged weapons or clubs from drake teeth, claws, or bones, requires two weeks per weapon, a skilled craftsman, and a minimum of 1 gp per weapon. Even then, the weapons are only +1 for damage and have no attack bonus.

The digestive juices of lesser drakes can be used in fine metallurgy, or wherever corrosive liquids are required, but last only 2–5 (1d4+1) days after the drake dies. The meat has an unpleasant taste for humans and demihumans. No other part of the lesser drakes is useful.

Lesser drakes are very shy when it comes to mating. Twice a year they head for the most isolated parts of their chosen regions in search of a mate. Responsibility for incubation of the eggs is shared by both adults, but the male leaves as soon as the eggs hatch. Incubation takes three weeks. The young are very independent and leave their mother a few days after hatching. In that few days they dry out from the egg fluids, eat small chunks of meat provided by their mother, and learn to move about by whatever form is normal for their kind. The size of a young lesser drake triples or even quadruples in the first few days after hatching. After this initial spurt, lesser drakes grow 6 to 8 feet per year for about 10 years.

Drake, Lesser, Magma

Climate/Terrain:	Any volcanic area
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	18, Br 6, Sw 12
Hit Dice:	13
THAC0:	8
No. of Attacks:	4
Damage/Attack:	1d12+6/1d12+6/5d6/1d12
Special Attacks:	Swallow, constriction
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	G (60' long)
Morale:	Elite (16)
Level/XP Value:	9,000
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW, PsC; Def: IF, TW
Player's Option:	#AT1; MTHAC0 17; MAC 9

Clairsentience: *Sciences* – nil, *Devotions* – danger sense, feel sound, radial navigation

Telepathy: *Sciences* – mind link, probe, *Devotions* – ego whip (awe), contact (inflict pain), mindbar, psychic crush (life detection).

Magma drakes are enormous creatures that look like worms with two claws just behind their heads. The drake can swallow creatures as large as 12 feet long. Their bodies are covered with thick scales in varying shad



of red. The magma drake has two large black eyes set toward the top of its head and has a flaring snout. The nose and eyes have protective flaps of very tough skin that close when the drake is swimming through molten lava.

Combat: The magma drake attacks from below the surface, often leaping out of a pool of molten lava to surprise its prey. It can attack creatures as high as 20 feet above the ground in the this fashion. Creatures near the edge of a pool must make a Dexterity check or be spattered by lava for 1–8 (1d8) points of damage when the drake leaps.

The first attack of a magma drake is its bite. With a roll of 4 or more greater than the THAC0, the drake swallows any creature less than 12 feet long. Swallowed creatures cannot attack physically, but may use psionics. They start to take damage from the drake's digestive juices after 2 rounds.

Each of the claws inflicts 7–18 (1d12+6) points of damage. The drake can lash out with its tail, inflicting 1–12 (1d12) points of damage on a hit. Also, if the drake's attack roll is 4 or more greater than its tail's THAC0, the victim has been caught in the tail and may be constricted for an additional 2–16 (2d8) points of damage per round. A successful Bend Bars/Lift Gates roll breaks the drake's grip.

A magma drake fights from within molten lava if it can. To attack a drake that is fighting in this way, an opponent must have the initiative, or the drake slips back into the lava before it can be attacked. If the optional weapon speed factors are used, the drake has a +12 modifier to its initiative roll.

Habitat/Society: Magma drakes prefer to live in caverns in or near active volcanoes. They are at home in the lava and can survive submerged for as long as three hours Magma drakes use their life detection power to locate prey.

Magma drakes collect any object that is red in color. They have a unique concept of value. They find red cloth most pleasing. but are constantly puzzled and infuriated by its lack of durability in the lava. They can be bribed with any red objects, but respond best to cloth.

Magma drakes are the mortal enemy of earth drakes, which they hunt whenever possible. Magma drakes use their superior intelli-





gence to offset the earth drakes' greater psionic powers. They do not hesitate to attack an earth drake with psionics, nor do they hesitate to use its mass domination power to coerce other creatures into aiding. If magma drakes are victorious, they show gratitude toward any creature that aided them.

Ecology: Magma drakes mate every other year. The female lays her eggs just beneath the surface of an active lava pool, attached to the edge so they don't sink. Young drakes are self-sufficient a few minutes after hatching.

The hide, teeth, and claws of a magma drake bring a high price in any market. However, obtaining these items might cost more in lives than is worth the effort.

Drake, Lesser, Rain

Climate/Terrain:	Verdant belt
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (10)
Treasure:	Special
Alignment:	Any neutral
No. Appearing:	1
Armor Class:	1
Movement:	12, Sw 18
Hit Dice:	14+6
THAC0:	6
No. of Attacks:	3 or 5
Damage/Attack:	2d6 (x2 or x4)/3d8
Special Attacks:	Swallow
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	G (50' long)
Morale:	Elite (15)
Level/XP Value:	7,000
Psionics Summary:	Dis 2/Sci 1/Dev 5, PS 9; PSPs 30 Att: PsC; Def: IF
Player's Options:	# AT1; MTHAC0 19; MAC 10

Clairsentience: *Sciences* – nil, *Devotions* – combat mind.

Telepathy: *Sciences* – mindlink. *Devotions* – domination, contact (inflict pain), phobia amplification, psychic crush (life detection).

Rain drakes appear as large lizards with glistening silver scales and eel-like tails. They have long, pointed snouts and two black eyes set back in the head. Their front and hind legs are connected by loose flaps of skin that help them glide through the water. They have webbed feet and claws on all four limbs.



Combat: Rain drakes attack with either two or four claws and a bite. Each claw inflicts 2–12 (2d6) points of damage. If the combat is in a body of water, the drake can use all four claws, otherwise it rears up and crashes down on its victims. The crashing attack gains a +l bonus to the attack roll and damage. Spears and other weapons can be set against this attack and should be treated as spears set against a charging opponent.

Rain drakes' bites inflict 3–24 (3d8) points of damage. A roll of 4 or more greater than the THAC0 means the opponent has been swallowed whole. Swallowed creatures cannot attack physically, but can use psionic powers. The swallowed creature starts to receive damage from digestive juices after 2 rounds inside the drake.

Rain drakes fight in water, if possible, and they can "swim" even in light rain. Although rain drakes cannot fly, they can use even a small amount of water to swim through the air.

If rain drakes burst through the top of a rain cloud, they immediately take 2–20 (2d10) points of damage from the sun's rays. Rain drakes are susceptible to attacks using heat or dehydration and might flee if such an attack is used on them.

Habitat/Society: Rain drakes loath water drakes Rain drakes have several advantages over their enemies; they need less water to survive and maneuver, they are smarter, and they are faster. The racial hatred is sufficient to make rain drakes lose all concept of self-preservation.

Rain drakes make their lairs in pools beneath waterfalls if they can, but any body of water is a possible lair.The lair usually is a water-filled grotto, but it may have a dry patch with an air pocket.

Rain drakes can survive out of water for a few hours in the night or if any cloud cover is producing rain. They dehydrate if their hide is not wet. Rain drakes can smell water as far as 10 miles away.

The life span of rain drakes depends on the amount of water available, but their life is measured in centuries. Mating occurs once every 5 to 10 years and only after rainfall. Unlike other drakes, rain drakes bear l–2 young. Young drakes are sent out to find their own territory a few days after birth.

Rain drakes like to collect items that resemble rain drops. Anything from glass beads to diamonds may be found in a rain drake's trove. They have no concept of value—any piece of their treasure is as valuable to them as another.

Ecology: Rain drakes are the top of the food chain in the water, as they are prey only for water drakes. They are the rarest of all the lesser drakes because they are limited to areas near water. Their hides, teeth, and claws are valuable commodities but they must be kept wet, or be specially treated once the drake is dead.

Drake, Lesser, Silt

Climate/Terrain:	Sea of Silt
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-2
Armor Class:	4
Movement:	6, Sw 18
Hit Dice:	12
THAC0:	9
No. of Attacks:	2
Damage/Attack:	5d10/2d8
Special Attacks:	Swallow, constriction
Special Defenses:	See below
Magic Resistance:	Nil
Size:	G (70' long)
Morale:	Very steady (13–14)
Level/XP Value:	7,000
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW. II; Def: MB, TS
Player's Option:	#AT; MTHAC014; MAC7

Telepathy: *Sciences*– mindlink, *Devotions*– contact (awe), ego whip (inflict pain), life detection, psychic drain, id insinuation (attraction).

Psychometabolism: *Sciences*– death field; *Devotions*– suspend animation, chameleon power.

The silt drake is a long, sand-colored serpent. It has a blunt head with two horns and a huge maw. The drake can unhinge its bottom jaw to open its mouth even wider for very large prey.



Combat:

The silt drake locates its prey by using its psionic abilities. Its preferred attack mode is to swim through the silt below its prey and then explode out of the dust at high speed. This attack gives a –4 to its opponent's surprise roll. If coming up from the depths of the silt, the drake can attack creatures as high as 30 feet above the ground. Fighting from the silt slows the drake's attack rate to one attack every 2 rounds, but opponents suffer a –4 penalty to their attack rolls. If opponents wait for the drake to surface before attacking, they can attack only if they have a better initiative than the drake. A silt drake suffers only half the normal penalty to initiative for large creatures when it attacks from the silt in this manner (see the rules for weapons speeds and initiative in the *Player's Handbook).*

A silt drake attacks with a bite (5–50 points of damage) and a crushing tail (2–16 points of damage). If the drake bites, a roll of 4 or more greater than the THAC0 means it swallows any opponent smaller than large-sized. Swallowed opponents begin to take damage from the digestive juices after 2 rounds. Swallowed creatures cannot attack, but may use psionics.

When the drake attacks with its tail, a roll of 4 or more greater than the THAC0 means the drake has wrapped its tail around the opponent and can constrict for 2–16 (2d8) points of damage per round. A successful Strength check allows a trapped opponent to break free. To sever the tail, an opponent must inflict damage to it equal to one-fifth of the drake's hit points.

Habitat/Society:

The silt drake is a migratory and solitary creature It has no permanent lair or territory.

Once a year, a male drake issues a call through the dust to any females nearby. If a female answers the call, the male and female drake mate briefly and then separate. The female lays her eggs in the deepest parts of the Sea of Siltt and abandons them. A clutch consists of 3–6 eggs. They hatch after four weeks in the dust. The young drakes immediately start out in search of food. Often, the most available food is the rest of the clutch.

The horns on the silt drake's head are sensory organs. The silt drake uses the horns to help it search for prey.

Ecology:

The silt drake hunts and attacks anything that moves. Even silt horrors are food for the drake. Silt horrors, aarakocra, and humans or demihumans are the only natural enemies of the silt drake. The silt drake is at the top of the food chain and only a silt horror will eat one.

The silt drake has no need for treasure and has no hoard. The drake's stomach sometimes contains an uncut gem. The drake's digestive juices are extremely corrosive and dissolve all metals, animal products (including leather), and plant matter (including cloth) in a few days.

The teeth of a silt drake are highly prized by aarakocra as badges of courage. The silt drake teeth can be used to make a sharp knife by anyone with the skill to do it.

Drake, Lesser, Sun

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	-1
Movement:	12, Fl 24(C)
Hit Dice:	17+5
THAC0:	3
No. of Attacks:	6
Damage/Attack:	2d6+6 (x4)/5d8/4d4
Special Attacks:	Suffocation. dehydration. swallow
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	G (80' long, 60' wingspan)
Morale:	Elite (16)
Level/XP Value:	17,000
Psionics Summary:	Dis 2/Sci 3/Dev 10: PS 13: PSPs 50 Att: EW, MT, PsC; Def: IF, MBk, TW
Player's Option:	#AT1; MTHAC0 16; MAC 5

Telepathy: *Sciences* – mindlink, mass domination, (ultra blast); *Devotions* – ego whip (ESP), domination, contact (life detection), repugnance, mind thrust (inflict pain), psychic crush (psychic drain).

Metapsionics: *Sciences* – ultrablast; *Devotions* – cannibalize, gird, prolong, psychic drain.

(Psychometabolism: *Sciences* – nil; *Devotions* – Cannibalize, gird, iron will, prolong.)

The sun drake is the most powerful of the lesser drakes. It resembles a phoenix with large, curved wings that give it an almost circular appearance when flying overhead. A sun drake's body is thin and lithe and measures about 35 feet. Its long tail adds another 20 feet to its length. The drake's wingspan is nearly 40 feet. It has powerful hind legs and long forelegs. All four of these limbs have wicked claws that the drake strikes with in combat. The drake has a short, wide maw.

The sun drake varies in color from red to orange to yellow. The color changes as it ages. As a drake glides in front of the sun, its wings shimmer with a ruddy glow, reminiscent of a fiery sunset.

Combat: The sun drake has an awesome array of attacks. It can use any or all of its attacks in a round depending on what it is fighting. The sun-drake's most powerful physical attack is its bite, which inflicts 5–40 (5d8) points of damage. Also, a roll of 4 or more greater than the THAC0 means the opponent has been swallowed whole. Once swallowed, targets as tall as 5 feet can attack from inside. Larger creatures are limited to psionic attacks only.

The drake can attack with all its claws when flying or with its foreclaws when on the ground. Each claw inflicts 8–18 (2d6+6) points of damage. The sun drake can swat its tail at an opponent for 4–16 (4d4) points of damage instead of the stun inflicted by other drakes.

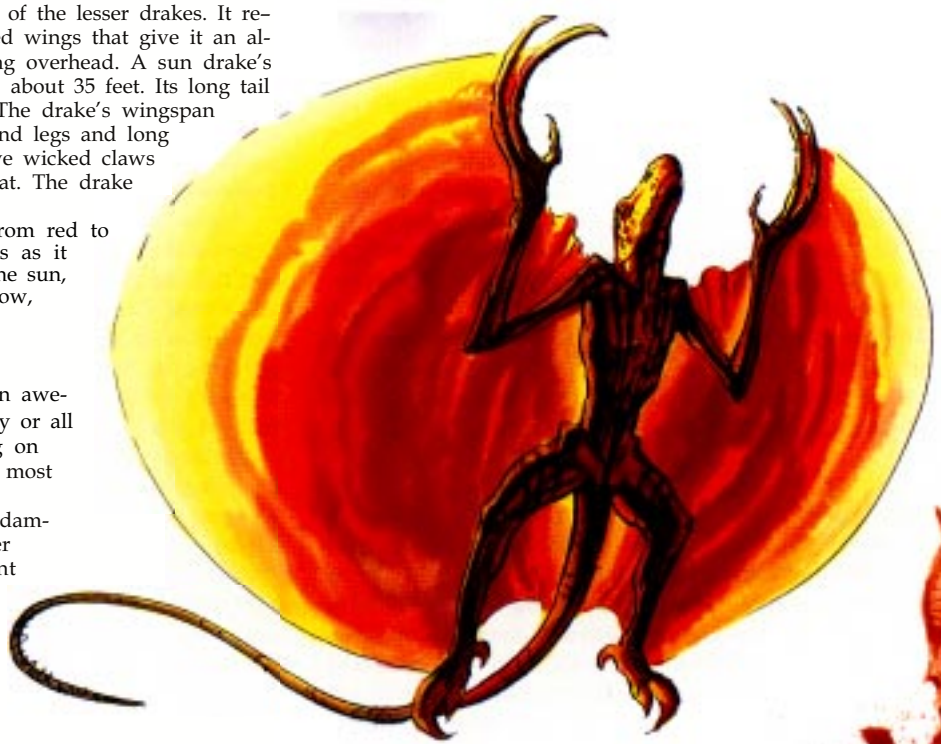
Habitat/Society: Sun drakes prefer to live among the highest peaks in whatever area they inhabit. They use their lairs only at night, spending their days soaring on thermals. Sun drakes are immune to all forms of attack involving heat, including the harsh rays of the Athasian sun.

Sun drakes require little sleep, but when they sleep they set up their life detection ability and maintain it with gird while they rest.

Sun drakes are solitary creatures, but they don't mind the company of creatures from the Elemental Plane of Air or creatures from the Elemental Plane of Fire. Each sun drake prefers only one of these types, except for the elemental drake from the appropriate plane. These creatures are hunted mercilessly by the sun drakes.

Sun drakes have a collection of special treasures. The collection consists of objects of whatever color the drake's hide is, so they change their collection as they age. They might be persuaded to trade an old item for a new one that more closely matches their present color.

Ecology: Sun drakes mate for life, but see their partner only once a year. The pair have a special psionic link that they maintain with no effort. Through this link they can call the other drake for aid. During the yearly mating flight, the female flies to her mate's lair. She returns to her lair after mating to lay and incubate her eggs. The young sun drakes stay with their mother for the first year of their life to learn how to survive.



	Mandrake	Wooddrake	Colddrake	Elemental Drake
Climate/Terrain:	Any	Any forest	Cold regions	Any (see below)
Frequency:	Rare	Rare	Rare	Very rare
Organization:	Cells	Cells	Cells	Cells
Activity Cycle:	Day	Day	Night	Any
Diet:	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	High (13-14)	High (13-14)	High (13-14)	High (13-14)
Treasure:	R (E)	R (E)	R (E)	Nil
Alignment:	Any chaotic	Any chaotic	Any chaotic	Neutral
No. Appearing:	1d4	1d4	1d4	1d4
Armor Class:	0	0	0	0
Movement:	12, Fl 3 (D)	12, Fl 3 (D)	12, Fl 3 (D)	12, Fl 3 (D)
Hit Dice:	3	4	5	6
THAC0:	17	17	15	15
No. of Attacks:	3	3	3	3
Damage/Attack:	1d2 (claw)/1d2 (claw)/ 1d6 (bite)	1d2 (claw)/1d2 (claw)/ 1d8 (bite)	1d2 claw/1d2 claw/ 2d4 bite	1d3 claw/1d3 claw/ 1d8+2 bite
Special Attacks:	Nil	Nil	Nil	Nil
Special Defenses:	Spell immunities	Spell immunities	Spell immunities	Spell immunities
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	M (6' long)	M (3'–5' long)	S (3'–4' long)	L (8' long)
Morale:	Steady (12)	Steady (12)	Steady (12)	Elite (14)
XP Value:	270	420	650	975

The drakes of Mystara are divided into two groups: chaotic and elemental. How closely related these groups are is a matter of disagreement among sages. In both cases, however, the drake is a man-sized creature.

In its true form, a drake resembles a small dragon with tiny wings and without front legs. The wings can support only slow flight for up to an hour at a time. However, drakes are most often encountered in a human or demihuman form; each of the four varieties can assume the form of one or two particular races (see details below). All drakes can use this *polymorph* power as often they desire, changing back and forth from draconian to nondraconian guise.

Drakes have no breath weapons or spellcasting abilities, but they can speak the language(s) befitting their *polymorphed* guise. They may be evil or good (50% chance of each) but, except for elemental drakes, are always chaotic.

Combat: Drakes are extremely intelligent and clever; they tell lies as needed, and surrender rather than fight to the death.

In human or demihuman form, a drake can use any weapon permitted to thieves. The attack and damage information given above applies to dragon-kin form only.

All drakes are immune to spells of 4th level or less. They can cancel this immunity for one round by concentrating—to receive a *cure wounds* spell, for example. They make saving throws as wizards of a level equal to their Hit Dice.

A *protection from evil* (or *good*, as appropriate) spell holds drakes at bay.

All drakes are thieves, having all the class abilities of a 5th-level thief (PP 50%, OL 42%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%; backstab ×3). This can be a weakness as well as a virtue. For many drakes, theft is an obsession, like the disorder of kleptomania among humans. (The difficulty of a theft, not the value of the goods stolen, is what interests a drake. Thus, nearly worthless trinkets kept under lock, key, and burly guard would be far more desirable to a drake than a jewel-encrusted golden crown lying beside a road.)

Given their thief abilities, it is natural that drakes prefer to attack by stealth whenever possible, and to take their enemies by surprise and from a position of advantage.

Habitat/Society: The drakes have long been considered a branch of the draconian family, which includes dragons and wyverns, because the drakes' true form closely resembles a dragon. Their shapechanging ability is similar to that of Mystara's gold dragons as well. However, a hsiao scholar has demonstrated convincingly that the mandrakes, wooddrakes, and colddrakes are in fact related to Mystara's puckish fairykind.

Long ago, drakes devoted themselves to the cause of chaos. Their aim was to keep the world unstable—just unstable enough so it wouldn't progress to the point at which it could destroy itself. These drakes recalled a time when human technology almost destroyed Mystara, and they did not wish to see such events repeated.

The ideology of chaos is no longer such a conscious concern of drakes; rather, it has become an integral part of their nature, attitudes, and tendencies.

Chaotic evil drakes act in any way they wish and see no need to justify their behavior to anyone. These drakes revel in the company of other chaotic evil beings, and enjoy corrupting people into selfishness and wanton destruction. Chaotic neutral drakes have the same disregard for the opinions of others, but they are not actively malicious.

Chaotic good drakes, however, still seek a good end through chaos, and are not simply self-serving. They may take it upon themselves to pursue good chaos through adventuring; they seek out places where corrupt order has taken a firm hold (lawful evil philosophy is their nemesis), and try to overthrow it. They believe that all order is inherently corrupt, and only in anarchy can nature properly assert itself. The task of destroying all order is simply too vast, however. Therefore, they reason, it is best to concentrate on tyranny and the like—places where law has obviously gone bad. In fighting evil law, good drakes may be temporary allies with lawful good or even lawful neutral beings.

Drakes are found singly or in small groups, usually among humanoids who are unaware of their true nature. These "cells" of drakes have contact with other cells, creating a network of contacts that may span continents. These contacts are very useful for travel, to establish a new identity if a drake's true nature is uncovered, and for less respectable ends such as fencing stolen goods. (Some chaotic evil drakes use their contacts to help human thieves unload "hot" goods to distant buyers—for a generous cut in the profits, naturally.)

Both alignments of chaotic drakes are very fond of pranks and tricks, and have an acute sense of humor.

Ecology: To promote their chaotic goals, the drakes infiltrated the societies of men, elves, dwarves, halflings, and gnomes. There they subtly promoted their philosophy of chaos, nudging their neighbors into strife and disarray.

Drakes are omnivores. They eat balanced diets much like those of humans and demihumans. They do enjoy raw meat much more than most humans do, however.

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

Some mandrakes may actually join thieves' guilds and improve their abilities, though most avoid such lawfulness.

Wooddrake
In their true form, wooddrakes are dark green. They also can assume elf and halfling forms. Otherwise, they're very similar in habits to mandrakes, and are sometimes discovered amidst elven or halfling communities.

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

Elemental Drake
Elemental drakes include four species (one for each element). They are distant cousins of the drakes described above, which are more common. Airdrakes are blue, earthdrakes are brown, flamedrakes are red, and water drakes are sea green. (Note: The *Monstrous Manual* describes a dragonet called the "fire drake." This creature is entirely different from the Mystaran flamedrake.)

Combat: Elemental drakes are immune to normal and silver weapons; a magical weapon is needed to damage them.

On the Prime Material Plane, elemental drakes can take the forms of young giants (1 to 4 feet shorter than normal), but they cannot throw rocks in those forms, and can only inflict 2d6 points of damage in hand-to-hand combat (instead of the normal damage done by the giant form). An airdrake can assume the form of a cloud giant; an earthdrake, a stone giant; a flamedrake, a fire giant; and a waterdrake, a storm giant.

Elemental drakes share the abilities, immunities, and vulnerabilities of the more common drakes described above: thieves' skills, spell immunities, and the hedging effects of a *protection from evil* or *good* spell.

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

Habitat/Society: These creatures live on the elemental planes, and are very rare on the Prime Material Plane. They cannot normally travel between the planes, but may "ride" along with an elemental or other creature, either to or from their plane of origin. On the Prime Material Plane, elemental drakes are sometimes found amidst the real giants whose forms they can take, acting for their own purposes. The nature of those purposes is elusive. For the most part, elemental drakes seem content simply to observe what goes on. Perhaps they are spies and informants for the elemental planes' rulers, keeping those suzerains well informed about what goes on amongst giantkind.

Like the chaotic drakes, the elemental drakes arrange themselves in "cells" of individuals who can assist each other, while maintaining their "cover" in humanoid society.

Ecology: Elemental drakes are omnivores. Like other drakes, their diet closely matches that of the humanoids they can resemble. In addition, these drakes are nourished by frequent contact with their native element. Given the giants whose shapes they take, arranging such contact is no difficulty, nor is it something that would attract attention.

An elemental drake deprived of contact with its native element will, over the course of days, become weakened (not to mention irritable). Of course, this differs little from the effects of food and water deprivation on humans.

The origin of the elemental drakes is hotly debated among sages. One camp believes the drakes are all descended from a minor subspecies of dragon that adapted to life on the elemental planes. The other side holds that the drake-shape is a coincidental shape evolved by elemental life. Just to confuse things, some rogue thinkers assert that elemental drakes may be the result of magical crossbreeding of elementals and dragons.



Drake, Shadowdrake

Climate/Terrain:	Any Lower Plane
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	Special
Alignment:	Neutral evil
No. Appearing:	1 (1–2)
Armor Class:	1 (base)
Movement:	9, Sw 12, Br 1
Hit Dice:	9 (base)
THAC0:	11 (base)
No. of Attacks:	3 + special
Damage/Attack:	2d4/2d4/3d12
Special Attacks:	Breath, spell-like powers, cause disease
Special Defenses:	None
Magic Resistance:	10% (base)
Size:	H (25′ base)
Morale:	Elite (13–14)
XP Value:	See below

There are a few things in the Lower Planes that even the fiends're afraid of, and the shadowdrake is one of 'em. Also known as death drakes, Styx dragons, or darkwyrms, shadowdrakes are relatives of dragonkind who inhabit the upper reaches of the fiendish planes. They commonly prey on the weaker ranks of fiends around them, but they'll devour travelers or careless high-up fiends just as quick. Unlike many true dragons, shadowdrakes've got no interest in conversation, servants, or plots; every sod they meet's just another meal waiting to be eaten.

Shadowdrakes have long, serpentine bodies covered with slimy scales ranging from dark brown to rusty red. Their eyes glow with a feral yellow light, and mismatched fangs jut from their terrible jaws. The wings of a shadowdrake are vestigial, and can't support the creature in flight. Instead, the drake's wings are used with its powerful tail for swimming. Shadowdrakes are one of the few creatures that can abide the touch of the polluted Styx, and they frequently attack sods on or near the river. On land, the shadowdrake's forced to slither snakewise since its tiny legs can't support its weight.

The distinguishing feature of a shadowdrake is its twin tail, which forks about halfway down its length. Long, razor-sharp blades of bone line the tips of each limb, and the shadowdrake can slash and grapple with its tails as well as other dragon-kin can attack with their claws.



Combat: Shadowdrakes are extremely aggressive, territorial, and predatory. They're often overconfident, and they'll take on anything smaller than a pit fiend or balor that comes anywhere near their lair or hunting ground. The shadowdrake attacks with a bite and two lashes from its tail; it's long and flexible enough to use its forked tail against opponents in front of itself. The shadowdrake prefers to attack with a sudden rush from a dismal burrow or from the filthy waters of the Styx; if it can do this, it imposes a –2 penalty on its enemies' surprise checks.

Any sod injured by the drake's bite or tail lash is 50% likely to contract a gangrenous disease, even if she survives her wounds. This disease sets in within 3 to 24 hours, and ren-

Age	Body	Tail	AC	Breath	MR	Treasure	XP
1 Hatchling	9-17	10-16	4	2d3+1	10%	Nil	3,000
2 Very Young	18-30	17-28	3	3d4+2	15%	P, R	5,000
3 Young	31-40	29-38	2	4d4+3	20%	R, W	8,000
4 Juvenile	41-49	39-47	1	5d4+4	25%	A, W	10,000
5 Young Adult	50-58	48-56	0	6d4+5	30%	F, W	11,000
6 Adult	59-67	57-66	-1	7d4+6	35%	H, W	12,000
7 Mature	68-75	67-74	-2	8d4+7	40%	H, W	13,000
8 Old	75-81	75-80	-3	9d4+8	45%	H, W	14,000
9 Very Old	82-86	81-85	-4	10d4+9	50%	H, W, V	15,000
10 Venerable	87-90	86-91	-5	11d4+10	55%	H, W, V	16,000
11 Wyrm	91-94	92-95	-6	12d4+11	60%	Hx2, V	17,000
12 Great wyrm	95-100	96-99	-7	14d4+12	70%	Hx3, V	18,000

ders the victim completely helpless with fever and delirium. If untreated, the rot reaches the victim's vital organs and kills her within 12 to 48 (d4×12) hours after onset. The disease can be cured by any spell or item that can *cure disease* or *neutralize poison*, but a character with the healing proficiency suffers a –4 penalty to his proficiency check when treating the disease, and any *cure wounds* spell heals only half the normal points of damage if the gangrene is active.

Breath Weapon/Special Abilities: The shadowdrake's hesitant to use its breath weapon, since it usually deprives the beast of its intended meal. The drake expels a gout of sticky, corrosive spittle 30 feet long and 3 feet wide. Normally, it can strike only 2 or 3 targets at most, and then only if they're standing close together. If the victim makes her saving throw, she takes half the listed damage. If she fails, the corrosive goo causes full damage in the first round, half damage in the next round, and one-quarter damage in the third round. Leather, bone, or wood armor's destroyed by one round of contact; metal chain or scale's destroyed in two rounds; and metal plate is ruined in three rounds. (Magical armor or equipment gains an item saving throw versus acid to avoid the effect.)

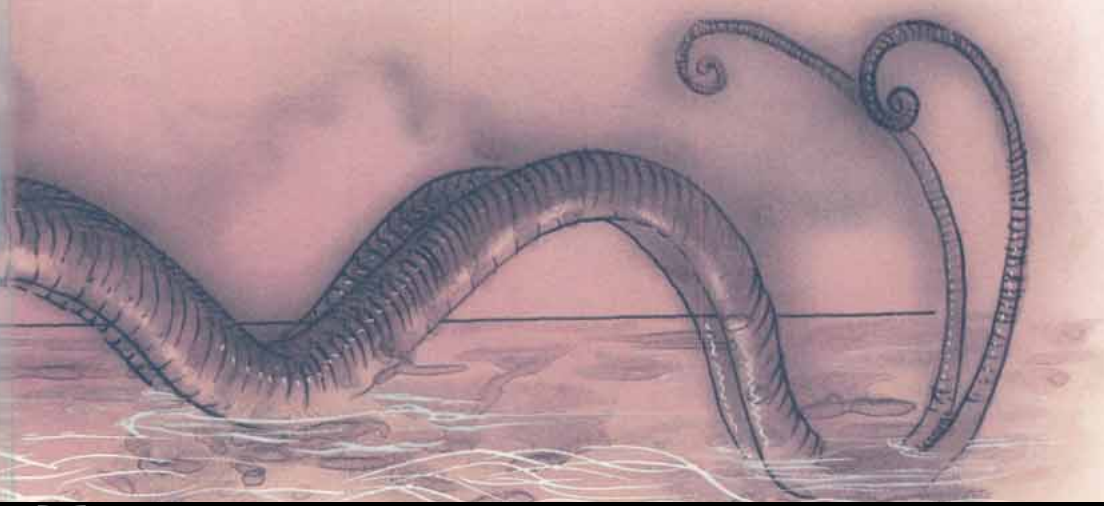
A shadowdrake doesn't normally cast spells, but it does possess several spell-like powers, cumulative with age, as shown below:

Age	Abilities
Hatchling	Immune to all poison or disease
Young	*corrupt water* by contact
Adult	*darkness 15' radius* 2/day
Old	*hold monster* 1/day
Wyrm	*summon aquatic monsters* 1/day

Habitat/Society: Shadowdrakes are most often found along the banks of rivers or in the swamps and bogs of the Lower Planes, including the Styx in all of its wanderings. They often dig extensive burrows of dank, slimy tunnels. Some portions of their lairs can be reached only by a long, black swim through a water-filled siphon. Shadowdrakes prefer to sleep in their lairs by day and hunt by night, sometimes traveling quite a distance from their lair before returning.

Shadowdrakes are territorial and don't get along well with each other. The only time two of these creatures'll be seen together is during a rare mating season. Even then, the drakes don't remain together long or cooperate in hunting or the defense of their young or their lair.

It's almost impossible to deal with a shadowdrake, because shadowdrakes don't listen to anything a weaker creature has to say, and they avoid contact with more powerful monsters. However, they're not stupid, and a drake'll attempt trickery or negotiation if physical methods clearly aren't going to work. Shadowdrakes are cunning and deceitful; they love to twist words or make false promises when they see the chance.



Ecology: The bulk of a shadowdrake's diet comprises the most wretched types of fiends, such as lemures, dretches, nupperibos, or manes. Powerful shadowdrakes've been known to take hydroloths or marraenoloths, and it's not at all uncommon for any solitary traveler to attract the attention of a shadowdrake.

Climate/Terrain:	Any space
Frequency:	Very rare
Organization:	Solitary or pack
Active Cycle:	Any
Diet:	Omnivore
Intelligence:	Semi (2-4)
Treasure:	I
Alignment:	N(E)

No. Appearing:	1 (2-5)
Armor Class:	2
Movement:	12, Fl 30 (C)
Hit Dice:	10
THAC0:	11
No. of Attacks:	2 + special
Damage/Attacks:	2-16/1-12 (bite/tail)
Special Attacks:	Breath weapon, magic use, constriction
Special Defenses:	Nil
Magic Resistance:	30%
Size:	G (50')
Morale:	Champion (16)
XP Value:	8,000



The space drake resembles the radiant dragon, but without wings. It has the same glittering pearl-like scales, and the same serpentine body, albeit on a smaller scale. The space drake has a dorsal fin which extends along its head and neck.

All common dragon attributes outlined in the *Monstrous Compendium* apply to space drakes as well. Modifications to the general description that apply specifically to fantasy space are listed below.

Combat: Physical attacks comprise a bite and a smash from the drake's sinuous tail. If the tail smash hits, the drake can constrict the target, inflicting 1-10 points on each subsequent round (no 'to hit' roll required). The drake will maintain the constriction until the victim is dead, or until the space drake receives 10 or more points of damage in a single round from another character. When this happens, it decides that the other character is more dangerous, releases the constriction victim, and tries for a tail smash against the new target on the next round. While being constricted, a character's attacks are at −3 and no spellcasting is possible. The space drake is so flexible that it can bite and tail-smash the same target on the same round.

In addition to its physical attacks, the space drake has a breath weapon similar to that of the radiant dragon: glowing pulses of force similar to *magic missiles*. It can breathe a single pulse that inflicts 6d6 points of damage, or up to six smaller pulses in the same round. (Thus they can breathe two pulses, each inflicting 3d6 points, or six, each inflicting 1d6.) Each pulse can strike a separate target. These pulses are unerring, and will hit unless the victim makes a saving throw vs. breath weapon. If the victim fails its saving throw, it is struck for the appropriate amount of damage. If the victim makes its saving throw, it has dodged that pulse, which then evaporates. The space drake can use its breath weapon on physical objects (such as a ship) as well, inflicting 1 hull point of damage for every 10 hit points of damage its breath weapon causes. Other physical objects must save vs. spell to survive being hit by a pulse.

Space drakes also have some innate magical powers. They can use the following spell-like abilities twice per day, one per round, at the 10th level of ability: *restore air, detect portal, light.*

Despite their lack of wings, space drakes fly using a natural flight/spelljamming ability. In combat, space drakes prefer to be in flight; on ground, they are limited to bite and breath weapons.

Habitat/Society: Space drakes are totally spaceborne. Like radiant dragons, they are normally solitary and very territorial about their "turf," which is often the space surrounding a hollowed-out asteroid or deserted dwarven citadel. When they are found in numbers, they are usually a family group, and make their lair in abandoned hulks, etc. In general, their society is an unintelligent echo of their brethren, the radiant dragon.

Ecology: Space drakes are omnivorous in the truest sense of the word: they will eat anything. This includes plant matter, rocks and space dust, although they do seem to prefer meat (and meat that's still kicking, at that).

Although space drakes are capable of living in the phlogiston, they don't seem to enjoy it, and are rarely found there.

Climate/Terrain:	Kragmorta, New Giustenal
Frequency:	Common
Organization:	Clan, patrol
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Varies (Average)
Treasure:	N, 0, R/K, M, N
Alignment:	Any
No. Appearing:	2-12
Armor Class	7
Movement:	12
Hit Dice:	Varies (3d10/4d8)
THAC0:	18
No. of Attacks:	3 or by weapon
Damage/Attack:	1-6/1-6/1-4
Special Attacks:	Nil
Special Defenses:	Half damage from fire
Magic Resistance:	Nil
Size:	M (7 feet tall)
Morse:	Varies
XP Value:	Varies
Psionics Summary:	Varies
Player's Option:	MAC 7

The dray are a new race of intelligent beings created by Dregoth, the undead dragon king. He wanted servants and followers made in his own image, so Dregoth developed a process for transforming humans into draconic humanoids. There are two types of dray: first generation and second generation.

Dray are tall, lean draconic beings with scaly skin, hairless bodies, and clawed limbs. They have no wings, though they do have tails. The first generation dray are less than the perfect beings Dregoth envisioned. Their claws are jagged, their scales mottled and uneven, their bodies slightly bent and mutated. The second generation are near-replicas of the dragon king, with proud draconic heads atop long necks. Straight, ivory teeth are set in neat rows within their long jaws. Their leathery scales come in a variety of colors, and their long, whiplike tails stretch out majestically behind them.

Both types of dray speak the tongue of ancient Giustenal, though the version used by the first generation dray is rougher, less refined. Neither type of dray speaks any of the languages currently in use in the Tyr region.

Combat: The first generatlon dray are savage melee fighters. They wear crudely fashioned leather and hide armor that reduces their Armor Class to 6. They often use bone clubs (60%) or bone long swords (40%). If forced to. they can also fight with their natural claws and bite attacks. The claws inflict 1d6 points of damage each, and the bite causes 1d4 points of damage. They can make all three natural attacks in a single round. Because of their natural Strength and heightened senses, first generation dray receive attack and damage roll bonuses of +1 each when using their natural attack forms.

Second generation dray are not as savage as their first generation cousins. Most of the common second generation dray do not spend vast amounts of time refining their fighting skills. Instead, they call on the templars to aid them when danger appears. The templars are another matter. They wear well-crafted hide armor that reduces their Armor Class to 5. Most templars wield metal weapons. The second generation dray also have the natural claw/claw/bite attack form, but most never use it. The common citizens will never use such a primitive form of attack, and the templars will only use their natural weapons when no other choice is available. Because of their training, templars receive attack and damage bonuses of +1 each when using dray-crafted weapons.

Habitat/Society: The first generation dray were banished from Dregoth's domain long ago. They currently inhabit the ruins of Kragmorta, struggling to survive and make a home in the fiery cavern. They are ruled by a Clan Father named Mosak, who does his best to keep the clan together. The first generation dray still worship Dregoth as their god, but they also hate the undead dragon king for rejecting them. While most of their training and education comes from clan elders, the High Priest Absalom sometimes visits Kragmorta to teach and preach the word of Dregoth.

The second generation dray live in New Giustenal. In the city of dragon bones, most of these dray live contented lives. The templars protect them and see to their spiritual needs, so they are free to work and raise families. All second generation dray are expected to battle in Dregoth's army on the Day of Light that is to come, but until then only the templars work to perfect their military skills. Everyone else lives in varying degrees of comfort.

The second generation looks down upon the first, feeling superior to the earlier dray. They are the chosen of Dregoth, and the first generation deserves nothing but their contempt and hatred. First generation dray, on the other hand, consider themselves better than the dray who replaced them. They do not hate the later dray, but they do not trust them either. Someday the first generation dray hope to be taken back into the fold. It is a day they pray for.

All dray distrust surface dwellers, though the second generation have been taught to also hate them. Demi-humans, Dregoth has proclaimed, are to be scorned and killed, while humans are to be pitied until they can be transformed into dray themselves. This is just a continuation of the Cleansing Wars that Dregoth and the sorcerer-kings fought in the ancient past. If Dregoth succeeds with his plans of conquest, the surface world will see another series of Cleansing Wars—with the second generation dray as the soldiers in Dregoth's army.

The dray of Kragmorta can be fighters, thieves, psionicists, or clerics. They have no wizards and do not even understand the concept of such magic. The dray of New Giustenal can be of all classes, including defilers. They have no preservers. Most of the classed dray are templars of one sort or another (though a defiler who wears the templar robes is still just a defiler, he gains no cleric spells). The most powerful group of templars is the kalin riders. See the kalin entry for additional information on these elite warriors.

Ecology: All dray are omnivores, though they need a lot of meat in their diets. In Kragmorta, the dray hunt food from among the creatures released into the cave by Dregoth, or those that naturally inhabit the under-regions. They also gather roots an wild fungi that grows along the shores of the lava rivers. In New Giustenal, the dray raise fanner beasts, cultivate fungi, and draw fish from the Blacklaw River.

Kalin Riders

Dregoth's most elite troops are the *kalin riders*. These mid-level templars ride the ferocious kalin. predatory insects discovered in the under-region of the Dread King. For now, the kalin riders patrol the ceilings of New Giustenal looking for trouble in the streets below. Most citizens hate these troops because of the viciousness of the mounts. Kalin have been know to rip the arm off a passing dray for no particular reason, and even their riders often have trouble controlling the kalin bloodlust.

Dregoth has four squadrons of 25 kalin riders available to him at present. These troops are to lead the assault on the surface world when the time comes, and they have gotten the best share of the vast magical armament Dregoth has prepared.

Kalin riders are all 5th-level templars armed with magical weapons (usually a long sword +1). They wear enchanted kalin hide armor and carry either metal weapons or weapons crafted from the limbs of dead kalin. Officers are usually 8th-level templars who wield metal weapons with enchantments as high as +3.

Finally, every kalin squadron has a defiler from the College of Blackspire assigned to it. The mage will be of 7th to 10th level (1d6+4), and will also have five randomly assigned magical items. Use the table in the DMG to assign these. Reroll for any item you feel is excessively powerful.

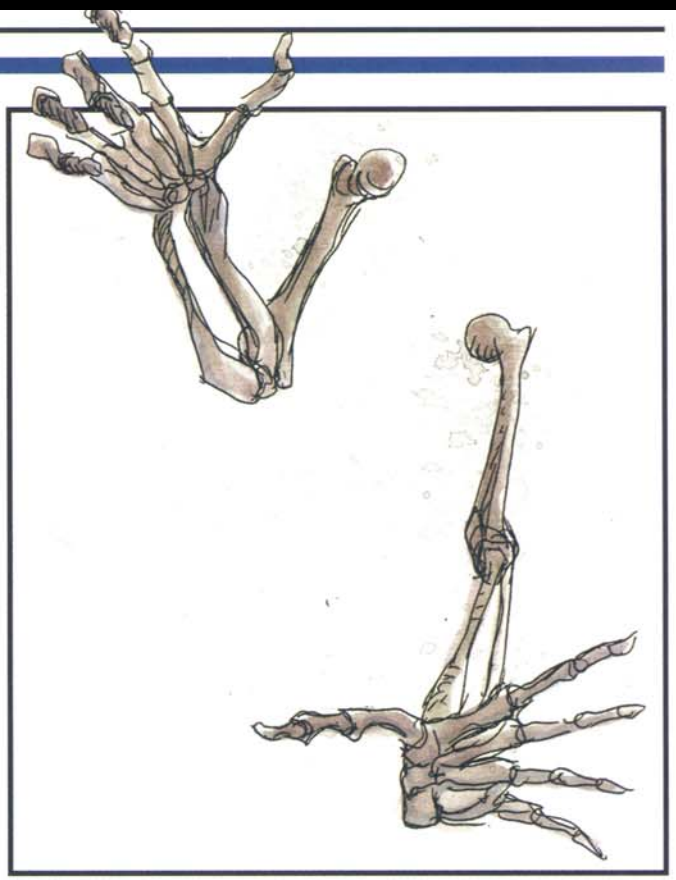
Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts, so both a kalin and its ider can attack the same foe in the same round of combat. In battle situations, a kalin rider and its mount receive a +2 initiative bonus due to their tenacious, extremely aggressive fighting style.



Kalin Mount

AC5; MV18, Climb 9; HD 7; THAC0 13; #AT 3 (claw/claw/bite); Dmg 1d10/1d10/2d6; SA grapple; SZ L (12' long), ML fanatic (I8); Int animal, AL LN; XP 650 each.

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottle brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles. The kalin are equally at home on walls or ceilings. It can extrude a sticky strand, like a spider's webbing, to lower itself from the ceiling to the ground. Kalin riders often use this ability to surprise foes (–2 to opponent's surprise rolls). When attacking, if the bite is successful, the kalin grapples its victim and holds it tight (causing an additional 1d6 points of damage per round). On subsequent rounds, the kalin automatically hits with both slashing limbs. It takes a successful open doors roll to break free of the mandibles.



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or group (as created)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Any (as guardian)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 1d6
ARMOR CLASS:	6
MOVEMENT:	6, Fl 15(B), Sw 9, Jp 3
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (up to 4′ long)
MORALE:	Fearless (20)
XP VALUE:	975 1,400—vampiric dread

Dread are flying, animated skeletal arms that attack living things by raking with their sharpened fingerbones or by wielding weapons. These undead are created by wizards and priests to serve as guardians. The enchantment involves a set of instructions (similar to the specific triggering conditions for a *magic mouth* spell), in which the creator of the dread specifies where they are to operate, and under what circumstances they will and won't attack. The spells also allow the bone to regenerate damage done to it, and to resist aging effects.

Long ago, families who could not afford better, or could not bring themselves to trust hireswords, had dread created to guard their treasure vaults. Typically these were armed with magical swords, and many dread encountered are so armed.

Dread are often ordered to attack all intruders who do not speak a certain password or wear a particular badge. In other cases, they are instructed to slay all living things entering a particular place such as a "trap" passage or room that leads nowhere and is intended only as a deathtrap.

Combat: Dread wield weapons (often scimitars or hand axes; they can use anything up to 50 lbs. in weight and 10 feet in overall length) as they fly menacingly through the darkness. In many cases, they are left in niches where no human could lurk, or partway down shafts, or above trap doors, so an intruder cannot avoid their initial attack. Dread can also be positioned to repeatedly hurl or drop rocks down a shaft that intruders are climbing.

Dread are turned as shadows (but in certain "prime guard" areas, enchantments prevent most dread from being turned—or dispelled—at all), and they are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks inflict no damage upon them, holy water causes 2d4 points of damage per vial (1d4 if only a splash hits), and edged or piercing weapons deal only half damage to them. The enchantments that animate them also make them specifically immune to *shatter*, *disintegrate*, and all related and polymorph spells.

If damaged, dread regenerate 2 lost hit points per day.

Dread are sometimes concealed amid bones of the fallen creatures they guard (e.g., in a coffin) or, in some cases, a pile formed of the remains of their victims. They often lie unmoving until intruders are within 10 feet, and they can wield bones or hurl skulls as weapons. In either case, bones inflict 1d4 points of damage if thrown and 1d4 + 1 if wielded as weapons—at each blow, roll a die: Any odd result means the bone has shattered beyond a usable state. Dread themselves have been made immune to such ready breakage.

Habitat/Society: Dread are found only as guardians (or, very rarely, as weapons-practice sparring partners or wizards' helpers in a spellcasting chamber).

Ecology: Dread have no life processes, consuming and needing nothing. Their powdered bones can be used as an ingredient in certain preservative magics and in spells concerned with flight, telekinesis, and levitation.

Vampiric Dread: These rare specimens of dread must slay a living thing at least once per year to prolong their unlife. When they inflict damage (barehanded, not with a weapon) to a living being, half the hit points lost by their victims (round down) are immediately gained by the dread. These extra hit points fade only at the rate of 1 per ride (10 days). Many vampiric dread can wander (hunt) freely, as their boundary enchantments are linked to specific stones that have crumbled away. Vampiric dread are often depicted in warning tales and paintings, dripping the blood of victims as they fly along.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Day or night
DIET:	None
INTELLIGENCE:	Low
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–12
ARMOR CLASS:	2 to 4
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+2 or by weapon +2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (18)
XP VALUE:	175



Dread warriors are enhanced undead created by Szass Tam, Zulkir of Necromancy for the Red Wizards of Thay. Dread warriors are created immediately after a warrior's death so that they retain at least minimal intelligence. They must be created from the bodies of fighters of at least 4th level who have been dead for less than a day. They are found primarily in the retinue of Szass Tam, although he has loaned a few to trusted allies.

Combat: As former fighters, dread warriors retain their desire to fight and are both strong and skilled. A dread warrior's Strength is 18/01 and, although this does not provide the creature with an attack bonus, it does grant +2 to all inflicted damage (its standard unarmed damage is 1d8+2). Dread warriors are armed with whatever weapons they carried as living fighters, though none have the sophistication to use bows or crossbows. They can be ordered to throw spears or javelins, but do so with minimal accuracy (–4 to hit).

Dread warriors are capable of following simple orders such as "advance and attack the enemy," "stay here and defend this hallway against all attackers," and so on. They are not at all sophisticated, however, and complex orders simply confuse them. Orders of up to 12 words cause no problems; there is a cumulative 5% chance for every word after the 12th that a dread warrior will misinterpret the order—does the exact opposite, goes berserk and begins attacking anything nearby, or stands around doing nothing. This percentage is doubled if the dread warriors are in Rashemen, where the powerful magic of the spirits of the land disrupts the evil necromantic spells of the Red Wizards. Additionally, dread warriors suffer a –2 attack roll penalty when in combat with Rashemaar nature spirits or Witches of Rachemen.

Dread warriors can be turned by clerics as shadows. A *raise dead* spell destroys a dread warrior entirely, while a *resurrection* spell requires the dread warrior to make a saving throw vs. spell (save as 4th-level fighter). If the saving throw fails, the dread warrior is instantly destroyed. If it succeeds, the dread warrior is restored to life, fully regaining the form it had in life.

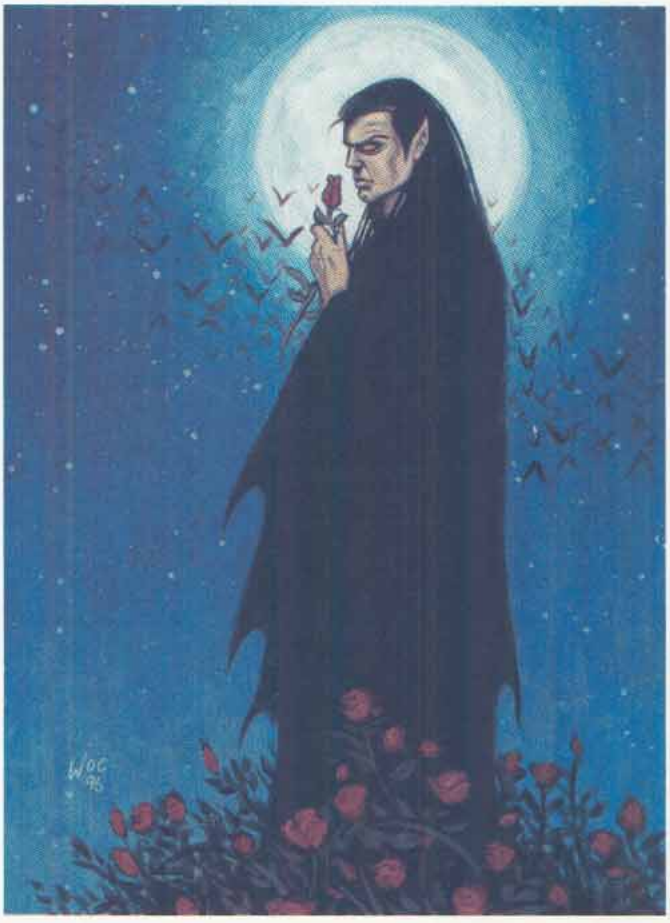
Habitat/Society: Dread warriors exist exclusively as soldiers and guards for the Red Wizards and Szass Tam in particular. When not in combat they are usually kept in "cold storage" in dungeons or barracks, since Tam is reluctant to use his valued elite warriors as domestic servants. His associates have been known to use his dread warriors in this manner, but this almost always results in a sharp rebuke from the Zulkir of Necromancy, who sees little humor in such shenanigans.

Dread warriors form a part of Cyric's Legion, one of Szass Tam's largest military units. Recently Szass Tam has been creating more dread warriors in anticipation of a large-scale civil conflict, possibly against the *tharchions* (provincial rulers) and *zulkirs* (school leaders) of Thay who continue to hold out against him.

Ecology: The dread warriors' very existence is geared to the defense of Thay and the mad schemes of its rulers. The few dread warriors who break free of control sometimes wander the countryside, shambling about in twisted caricatures of their old lives, sometimes challenging passersby to fights, sometimes breaking into homes to steal food (even though they can no longer eat), or otherwise terrorizing the innocent.

Zulkir Szass Tam created the dread warriors over 20 years ago, intending them for an invasion of Rashemen. Myrkul's Legion, a force made up entirely of dread warriors, was unleashed on the berserkers and the coastal cities in 1357 DR (Dale Recockoning), but was turned back after furious fighting. Many dread warriors fell to the spells of the Rashemaar Witches, and more were destroyed by the Rashemaar nature spirits. The powerful place-magic of Rashemen apparently affected the dread warriors as well, for many misinterpreted orders and some even turned on each other, destroying entire companies.

Dream spawn are creatures native to the Nightmare Lands of the RAVENLOFT® setting, combining the physical nature of the waking world with the malleable etherealness of the dream plane. All dream spawn, no matter their physical shape, appear as blank templates waiting for the imaginations of dreamers to temporarily define their forms. They can shift from featureless creatures to a specific form in an instant, copying that form exactly as it appears in the subconscious memories of a dreamer.



Dream spawn are divided into two categories: *lesser dream spawn* and *greater dream spawn*. There are a number of types in each category, but only the most prevalent are described here. These are the *gray morphs* and *shadow morphs* in the lesser category, and the *ennui* in the greater category. A specific entry on each of these types follows this general information.

Dream Language: All dream spawn speak the same language. The words are spoken in quiet, soothing tones that make listeners from the waking world very sleepy. Some *wanderers* (physical travelers in the Nightmare Lands, as opposed to *dreamers*, who visit in their dreams while asleep) have described the language as reminiscent of the lullabies they heard as children—not the words themselves, which few besides dream spawn understand, but the feelings of peace and comfort that they impart through tone and the quality of sound. A dream spawn can also speak the language of the dreamer or wanderer whose subconscious memories it taps.

Only wanderers are affected by the language of dream spawn. Dreamers, as they are already asleep, are immune to the effects of the tranquil tones.

Lesser dream spawn language renders a wanderer exposed to it sluggish and weary. This is reflected by a –2 penalty to all attack rolls and ability checks unless a successful saving throw vs. paralyzation is made. Failure means the sluggishness lasts for 1d4+1 rounds or for as long as at least one lesser dream spawn continues to speak (taking no other action).

Greater dream spawn language has a more pronounced affect on wanderers. A wanderer who hears it must make a save vs. spell or suffer effects similar to a *sleep* spell with the following modifications: elves and creatures of up to 6+3 HD are affected by these sleep-inducing tones.

Special Powers: Because part of a dream spawn exists beyond the physical world, these creatures can be hurt only by enchanted weapons. The amount of enchantment required todamage a specific type of dream spawn is detailed in the individual entries.

Attacks: In their natural forms, dream spawn attack with clawlike hands. The amount of damage these attacks cause and the number of attacks a dream spawn can make in a single round are defined in the individual entries which follow.

Forms: All dream spawn have the ability to assume forms pulled from the deepest memories of dreamers, or in rare instances from the subconscious minds of wanderers. Where dreamers are concerned, dream spawn can draw on their memories at will. To access the memories of wanderers, dream spawn must first make physical contact and successfully employ their *absorption* power.

Absorption: Through the absorption of a portion of a wanderer's Intelligence, a dream spawn gains the ability to assume forms from the wanderer's mind. Lesser dream spawn can make one successful absorption attack per day, greater dream spawn can make two.

To use the absorption power, a dream spawn must make a successful attack roll to touch a wanderer with the suction-cup growths on its palms. This attack inflicts no physical damage. Instead, the victim loses 1d4+1 points of Intelligence (and all of the bonuses associated with his original score). This loss is temporary; a character regains Intelligence at a rate of 1 point per day. If absorption causes a character's Intelligence score to drop to 0, that character becomes noncorporeal (essentially, the physical body becomes a dream body) until the lost Intelligence points are recovered.

When a dream spawn assumes a different form (which takes one round), it gains all of the strengths and weaknesses of that form. These strengths and weaknesses may not always be realistic, but they will always match the memories from which the form was drawn. For example, in human form a dream spawn can be injured by normal weapons.

Note: More (optional) details of dreamscapes, the Terrain Between, and the Nightmare Court can be found in the RAVENLOFT product, *The Nightmare Lands* (#1124).

Dream Spawn, Greater, Ennui

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9, Fl 24 (C)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	4 or 2
DAMAGE/ATTACK:	1d6 ×4 or by weapon
SPECIAL ATTACKS:	Swoop, invisibility
SPECIAL DEFENSES:	+3 or better weapon to hit
MAGIC RESISTANCE:	15%
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	6,000



Ennui are greater dream spawn who serve the members of the Nightmare Court, actively controlling events occurring in dreamscapes while their masters are otherwise occupied. They can move freely across the Veil of Sleep, stepping between the waking world and the dreamscapes without trouble. Ennui are naturally wild and savage. Fear generated in dreamers by nightmares not only sustains ennui, it gives them control over their innate savagery.

An ennui appears as a large creature that can shift its form at will. In its natural form, it stands as tall as a man, has four arms, and batlike wings. Its skin is gray and featureless, able to change with fluidic ease.

Ennui speak the language common to all dream spawn, as detailed in the general entry. An ennui can also speak the primary language of the dreamer or wanderer from which it draws memories.

Combat: An ennui fights with its four clawlike hands. It can strike with all four claws in a single round, but can attack only a single foe. Each claw inflicts 1d6 points of damage.

This type of greater dream spawn can also make a special swoop attack. It dives at an opponent from a great height, its wings spread wide. At the end of the swoop, the ennui attacks a single target with all four clawed hands and with its two clawed feet. All ennui claws inflict 1d6 points of damage, but the swoop provides a damage bonus of +2 to each successful attack. After all six attacks are made, the swooping ennui must land and spend the next two rounds resting its wings. It can continue to use other attack forms, but must wait at least two rounds before making another swoop attack.

If armed with a *dream slayer sword* (40% chance), an ennui can make two attacks per round. These attacks can be directed at one or two opponents. A *dream slayer sword* inflicts 1d10+4 damage upon dreamers or 1d10+1 damage upon wanderers.

An ennui in its natural form can become *invisible* at will. If it makes an attack it immediately becomes visible again. An ennui often becomes invisible after making a swoop attack to confuse its opponents.

Habitat/Society: Ennui hate other ennui and lord over all lesser dream spawn. They have no communities, but seek to serve the Nightmare Court. A *vassal* ennui is a dream spawn who has attached itself to the Court. Vassal ennui perform special missions for specific Court members and also serve as overseers of the dreamscapes. When a dreamer is emplaced as a seed in a dreamscape, an ennui is assigned to guard him and keep the nightmare flowing. Like wardens in prisons, ennui enforce the laws of their masters and administer to particular dreamscapes. They take this job very seriously and are prepared to die to fulfill it.

Rogue ennui are greater dream spawn who have not yet attached themselves to the Nightmare Court or who have been dismissed from their duties. These creatures are wild and extremely dangerous as they are denied access to the fear-inducing nightmares they crave.

Ecology: Ennui draw sustenance from the dream seeds they oversee. They can consume lesser dream spawn, but the sweet fear generated by the nightmares of dream seeds keep their wild sides in check.

Dream Spawn, Lesser, Morph

	Gray Morph	Shadow Morph
CLIMATE/TERRAIN:	— The Nightmare Lands —	
FREQUENCY:	Common	Rare
ORGANIZATION:	Group	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	Low (7)	Very (11)
TREASURE:	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful evil
NO. APPEARING:	4–24	1–4
ARMOR CLASS:	7	4
MOVEMENT:	6	12
HIT DICE:	3	5
THAC0:	17	15
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1d4	1d8/1d8
SPECIAL ATTACKS:	Absorption	Horror
SPECIAL DEFENSES:	+1 weapon to hit	+2 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' tall)	M (5' tall)
MORALE:	Unsteady (7)	Elite (13)
XP VALUE:	420	975

Lesser dream spawn come in many varieties, but morphs are the type most often employed by the Nightmare Court. Two of the more prevalent types are gray morphs and shadow morphs.

Gray Morph
Gray morphs populate the dreamscapes and roam the *Terrain Between* (a zone in which waking reality and dreamscapes are mixed and in constant flux). They function as the supporting cast in dreams and nightmares. It is not known if they serve this function in normal dream scenes or just in the dreamscapes of the Nightmare Lands.

A gray morph's natural form is that of a small, blank, featureless humanoid with long, gangly limbs and pale, gray flesh that is as malleable as water. In dreamscapes, gray morphs assume the forms of normal people, common animals, and even common objects to fill out the details of a dream. They can change form at will in a dreamscape due to the energy provided by a *seed* (a dreamer temporarily attached to a particular dreamscape). In the Terrain Between, however, they need to draw on the memories of living, sentient beings through physical contact.

Gray morphs speak the language of all dream spawn, as well as the languages of the memory-forms they assume.

Combat: These dream spawn are cowards who hide behind the masks of change. They prefer not to fight, fleeing at the first sign of hostility. If forced into battle, they attack with their clawlike hands for 1d4 points of damage. Against wanderers they will murmur their language (see General section).

Habitat/Society: When not wearing the forms drawn from the minds of dreamers, gray morphs huddle in groups and wait for new memories to come along and give them purpose and roles to play. Otherwise, they have no society to speak of. They resent the greater dream spawn who lord over them.
Ecology: Gray morphs absorb memories and assume memory-forms to sustain themselves. They avoid greater spawn, who feast on them.



Shadow Morph
Shadow morphs play major roles in nightmares, assuming the forms of whatever horrors (of 5 HD or less) haunt the recessed memories of dream seeds (that is, dreamers). Its natural form looks much like a gray morph, though it's slightly larger, its flesh darker, and its featureless lines sharper and more frightening.

Combat: Shadow morphs are vicious, mean-spirited creatures that revel in causing pain and destruction while inducing heart-stopping fear. A shadow morph has a *horror* attack, a terrible screech that causes everyone who hears it and can see the morph's natural form to save vs. spell at –2 or be frozen with fear for 1d6+1 rounds. Those affected by the horror give off energy that sustains and fortifies the shadow morph. For each round that a victim is horror-struck, the fear-inducing morph regenerates 1 lost hit point.

Habitat/Society: Shadow morphs have no established society. Like other lesser dream spawn, they seek the dreams of others to give them form and substance. However, unlike gray morphs, shadow morphs use their ability to assume memory-forms to generate even greater fear in their victims. They assume the forms of monsters or whatever memories most frighten a dreamer.

Ecology: Shadow morphs feed on fear, so they rarely kill their victims. Greater dream spawn sometimes feed on these dark creatures.

Dream Stalker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Dream essences
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO.APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 18 (A)
HIT DICE:	3
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Coma
SPECIAL DEFENSES:	+1 or better magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	T (4" diameter)
MORALE:	Elite (13–14), see below
XP VALUE:	650



The dream stalker's natural form is that of a glowing ball about the size of a human fist. It is sometimes mistaken for a will o'wisp, although it is much smaller and does not change color, remaining instead a faint yellowish white. It moves by floating through the air, but can hug the ground and seem to be rolling along, instead.

The dream stalker can assume, at will, the shape of any small animal. Typical forms include those of a dog or cat, or a small farm animal such as a rabbit or duck. A form native to a particular terrain type might be assumed instead—a lizard or large insect, for example. While in animal form, the dream stalker does not glow and looks identical to the creature it is duplicating. It can even mimic a specific animal's markings.

In animal form, the dream stalker can communicate as the animal; in its natural form its communication is empathic, or a welter of confusing images from the last dreamer it fed upon.

Combat: In its true form, a dream stalker "attacks" by hovering above the face of someone who is dreaming; it need not touch, but must remain within an inch or two of the dreamer's eyes (strangely, the bright glow of the dream stalker does not awaken the dreamer). Others who look at the glowing ball can see the victim's dreams reflected inside it, as if gazing into a crystal ball. The dreams often have a nightmarish quality. The dream stalker causes no physical damage, but damages a dreamer's mind, causing a deep, magical sleep resembling a coma.

If left undisturbed, a dream stalker will feed for 4d4 rounds before moving on to a fresh victim. The magical sleep it induces lasts a number of days equal to the number of rounds of feeding. In other words, if a dream stalker feeds upon a creature for five rounds, that creature will not awaken for five days. A successful saving throw vs. paralyzation reduces this time by half (rounded up to the nearest whole day).

While in the coma, the victim is unable to eat or drink and loses 1d3 hit points per day. Natural healing does not occur, but magical healing can restore lost hit points.

A sleeping victim can be awakened only by magical means: a *dispel magic* spell, for example. If awakened before the coma has run its course, the dreamer must make a successful madness check (a saving throw vs. paralyzation) or awaken suddenly from a terrifying dream, suffering some form of nightmare-induced madness as a result. This madness may take the form of delusions, paranoia, hallucinations, or amnesia. It has a duration equal to the number of days that the victim would have spent in the coma, was he not awakened.

A dream stalker's animal form has an Armor Class of 8 and can be struck by normal weapons. It can attack with whatever natural weapons the animal has (claws and teeth) at a THAC0 of 17, inflicting 1d2 points of damage on a successful hit. As soon as the animal form has suffered 4 points of damage, the animal "dies." One round later, a glowing sphere of light emerges from the corpse (the dream stalker in its true form). Unless the attacker used magical weapons or spells against the animal form, the dream stalker has suffered no real damage, having its full 3 Hit Dice upon rising from the corpse.

In its true form, a dream stalker has an Armor Class of 0 and can be struck only by magic. A dream stalker whose true form is damaged will flee. As a dream stalker accumulates damage, its glow dims. When reduced to 0 hit points, it blinks out of existence.

Habitat/Society: Dream stalkers live in desolate, misty areas, and can leave them for only short periods of time, an hour or two at most. They can sense emotions at a distance of many miles and are drawn to them. The dream stalker prefers to feed unmolested upon a sleeping victim. If a chosen victim remains in the vicinity, it will return when next he sleeps to feed again.

The dream stalker typically seeks out those experiencing frustration or grief as they search for a missing animal. It may appear before them in the appropriate animal form then run away, luring them into the mists. Once inside the mists, the victims typically lose their way. The dream stalker need only wait for them to tire and sleep before reverting to its true form and feeding upon traumatic dream essences.

Ecology: A dream stalker typically lives at the fringes of swamps or in ruins where prey can easily be found. When slain, the remains left behind resemble a marble-sized sphere of glass. These are highly prized by wizards, who grind them into dust for the manufacture of sleeping powders and potions.

—*From* Requiem, #1146

CLIMATE/TERRAIN:	As creature or person mimicked
FREQUENCY:	Very rare
ORGANIZATION:	As creature or person mimicked
ACTIVITY CYCLE:	As creature or person mimicked
DIET:	Nil
INTELLIGENCE:	As the dreamer
TREASURE:	As creature or person mimicked (but illusionary)
ALIGNMENT:	As creature or person mimicked

NO. APPEARING:	Variable
ARMOR CLASS:	As creature or person mimicked
MOVEMENT:	As creature or person mimicked
HIT DICE:	As creature or person mimicked
THAC0:	As creature or person mimicked
NO. OF ATTACKS:	As person or creature mimicked
DAMAGE/ATTACK:	As person or creature mimicked (but illusionary)
SPECIAL ATTACKS:	As person or creature mimicked (but illusionary)
SPECIAL DEFENSES:	As person or creature mimicked
MAGIC RESISTANCE:	See below
SIZE:	As person or creature mimicked
MORALE:	As person or creature mimicked
XP VALUE:	As person or creature mimicked + 10%



Dreamshadows are illusionary creations that take the appearance of any real person or creature known to the dreamer or to anyone experiencing the dream. They are quite believable and in all ways appear to be the actual person or creature. They are normally encountered as a result of a *mindspin* spell (see the "Dreamwraith" entry for details).

A dreamshadow can be of any alignment and can either be helpful or harmful to those experiencing it. It can appear as a monster (such as a whisper spider or an undead beast), a member of an intelligent race (such as an elf or a draconian), or even as the dreamer himself. Not only does a dreamshadow have the shape of the creature or person it mimics, it also has the same alignment and personality. An ogre dreamshadow, for instance, will probably be stupid and hostile, while a Solamnic Knight dreamshadow will probably be stern and honorable. A character encountering a dreamshadow of himself will discover that the dreamshadow shares the identical equipment, clothing, and physical features, but not necessarily the same knowledge and information.

It is extremely difficult to distinguish dreamshadows from their non-illusionary counterparts, but since dreamshadows always retam the intelligence of the dreamer some dreamshadows can exhibit peculiar aberrations. For instance, a chicken that scratches a message in the dirt or an ogre who speaks with eloquence and precision might alert the observer that he is dealing with a dreamshadow instead of the actual creature.

Combat: A dreamshadow attacks with the same weapons, abilities, strategies, and ferocity as its non-illusionary counterpart. However, a dreamshadow causes partially illusionary damage. This damage is equal to 1 hit point of real damage per 4 points of illusionary damage (for instance, if a character takes 12 points of illusionary damage, he experiences it as 3 hit points of real damage). Note that while a character is in the dream he believes illusionary damage to be genuine and therefore drops to the ground as though lifeless after taking what he believes to be the appropriate damage. When a character believes he has suffered a fatal amount of damage, he "dies." The illusionary nature of the damage is apparent only after his companions successfully end the dream or the dream is otherwise dispelled.

Spells cast by magic-using dreamshadows have effects on characters equivalent to actual spells. A *fireball* cast by a dreamshadow dragon does a comparable amount of illusionary damage. A dreamshadow gorgon turns a character to stone until the dream is ended.

Dreamshadows cannot be disbelieved into non-existence. However, if a dreamshadow is disbelieved before it conducts its first attack against a character, the character suffers no illusionary damage. A character cannot disbelieve a dreamshadow once he has suffered illusionary damage from it (see the "Dreamwraith" entry for information about disbelieving illusions).

Characters can use their weapons and spells against a dreamshadow just as they would against its non-illusionary counterpart. the dreamshadow suffers normal damage, not illusionary damage. When a dreamshadow is reduced to 0 hit points, it is destroyed.

Dreamshadows have no magic resistance in the first level of a *mindspin* dream, 10% magic resistance in the second level, and 20% in the third level (see the "Dreamwraith" entry for information about the *mindspin* levels).

Habitat/Society: A dreamshadow has no meaningful existence beyond that as experienced by the dreamer. Hence, even if a dreamshadow survives an encounter with a character or adventuring party, for all practical purposes it ceases to exist when the dream is ended. Dreamshadows collect illusionary treasure; their treasure items have no value for non-illusionary characters and cannot be taken from the dream.

Ecology: Dreamshadows interact with one another as they would in the non-illusionary world, for instance, a dreamshadow farmer might be tending a flock of dreamshadow sheep, while a band of dreamshadow hunters might be stalking a dreamshadow ice bear. But dreamshadows only appear to eat, drink, and sleep, since their physiological functions are all illusionary

CLIMATE/TERRAIN:	Wildspace/Astral plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	−2
MOVEMENT:	12, Fl 24 (B), SR 5
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (7′ tall)
MORALE:	Fanatic (18)
XP VALUE:	10,000



The realm of dreams is a dark, mysterious place in the mind of every dreamer. Something in the nature of wildspace lets certain beings use dreams as a portal, allowing them the chance to depart the immaterial world and walk in the real world. The dreamslayer looks for sleeping spelljammers and attacks them through their dreams.

When seen in a dream, the dreamslayer's most common form is a black-shrouded humanoid figure. Its covered face is the face of the dreamer, though its eyes are glowing white sockets, and the facial features are twisted into a look of pure evil.

A dreamslayer can also appear as the living thing the dreamer fears most, or in its true form: a 7′-tall bipedal lizard torso, glistening black, with a 3′-long tail, talons, and a pair of draconian wings. The face is a glowing, featureless white oval.

Combat: When the dreamslayer encounters a sleeping victim in wildspace, the beast attempts to enter the victim's dreams. The circumstances of a character's dreams are up to the DM.

The dreamslayer always seeks a dream featuring other people, such as family or friends that the dreamer misses. A typical dream features 1d6 of these "dreamfolk." The dreamer sees the dreamslayer enter the dream. To weaken the dreamer's will, the dreamslayer takes control of the dream and "slays" the dreamfolk in gruesome ways. With each slaying, the dreamer (who can only watch, not act) saves vs. spell; a roll of 20 means the dreamer awakens, driving the dreamslayer back into the Astral Plane. A normal save means that the dreamer neither weakens nor awakens. Failure to save drains 2 points of Intelligence from the dreamer.

After all the dreamfolk are "killed," the dream scenery vanishes, replaced by a barren gray plain. The dreamslayer advances to kill the dreamer. If the dreamer saved successfully, he can conjure one weapon or possession for every 3 points of Intelligence remaining; if the dreamer is a spellcaster, he selects one spell per 2 points of Intelligence left. If the dreamer failed to save, he has nothing but a nightshirt. In either case, use the dreamer's normal statistics for combat. Spells and items must be chosen before the battle is joined.

The dreamslayer attacks once per round, making a normal attack roll. If the dreamslayer hits, the victim loses 2 points of Intelligence. When the victim reaches zero, see below.

Each round that the dreamslayer hits, the victim must save vs. spell, with a cumulative −1 die roll penalty for each hit the dreamslayer has already made (including those on the dreamfolk). A victim who saves can try to awaken instead of attacking, using the saving throw and Intelligence check procedure described above. A victim who wakes up recovers the lost Intelligence at a rate of 1 point per 10 minutes of rest.

A dreamslayer can only be attacked inside a dream, and then only by the dreamer. It cannot attack physically.

Habitat/Society: Dreamslayers have no society or organization. Dreamslayers are not found on planets nor in the phlogiston. They wander the Astral Plane, looking only for dreamers to inhabit.

If a dreamslayer reduces its victim to zero Intelligence, it takes over the body for one day per point of the victim's original Intelligence. During this time, the dreamslayer does everything denied to insubstantial forms. It eats and drink to excess and tries to experience anger, love, thrills, fear, and joy. *Detect evil* cast on the host shows strong evil. *ESP* reveals an alien mind. *Know alignment* shows a chaotic evil entity.

When its time is up, the dreamslayer is hurled back to the Astral Plane, and the body collapses, dead. But if *exorcise* or *dispel evil* is cast on the victim before that time, the dreamslayer leaves the body, screaming. The victim falls into a deep sleep lasting 1d6 hours and awakens with no memory of the ordeal.

Though they roam the Astral Plane, dreamslayers cannot be seen, heard, or felt. Dreamslayers only see sleeping beings; waking life is invisible to them.

Ecology: Dreamslayers contribute nothing to the ecosystem. They are the vultures of dreams, parasites of the night. Their method of reproduction, if any, is unknown.

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	3–18
ARMOR CLASS:	6
MOVEMENT:	9, Wb 12
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	T (6" diameter)
MORALE:	Average (10)
XP VALUE:	420



Dreamweavers spin the stuff of dreams and nightmares, giving shape and substance to the scenes inside the dreamscapes. These spiderlike creatures come in two varieties: light-colored *dream spinners* and *dark weavers*, who create the tapestries of nightmare.

Dreamweavers are spiders no bigger than 6 inches in diameter. The type that weaves beautiful silken dreams has a light-colored body, usually the same color as the morning sky. The type that weaves nightmare webs has a sleek body as dark as the deepest night. Both types have matching striped legs.

These spider creatures are not known to communicate with other races in any obvious way, though it appears that they do communicate with each other. The Nightmare Man (of the Nightmare Court) also seems able to communicate with at least the dark weavers, though whether this is a learned skill or some special power has never been confirmed.

Combat: Dreamweavers usually avoid direct contact with other creatures. They are not malicious or violent in any way. They seem to be interested only in weaving dreams and nightmares from the raw material churning in the minds of dreamers.

When forced to defend themselves, the spiders can deliver a relatively weak bite that inflicts 1 point of damage. The poison that accompanies the bite is not weak, however. It causes victims to immediately fall into a deep, comalike sleep. Dreamers who are bitten are not affected by the poison directly, but their physical bodies fall into a deeper sleep. Once a victim falls asleep, the dreamweavers flee.

A wanderer bitten by a dreamweaver must make a saving throw vs. poison to withstand the poison's effects. Failure causes the victim to fall unconscious for 1d4 hours. An unconscious victim cannot be revived until the poison has run its course. While in this state the victim experiences intense dreams or nightmares, depending on what dreamweaver bit him.

A dreamer bitten by a dreamweaver also makes a save vs. poison. The effects are the same as for wanderers, except that the dreamer's physical body suffers and not his dream-self. This increases the length of the dreamer's sleeping period and keeps him trapped in the dream for that much longer.

If dreamweavers are ever exposed to sunlight or bright illumination of similar intensity, they fade away like the morning dew—or a fleeting dream.

Habitat/Society: Dreamweavers live in swarms consisting of one variety of the dream creatures. Many swarms of both types may occupy a single dreamscape, spinning the fabric of the dreams and nightmares playing out inside the sphere. From one side, the weave looks like any location from the real world. From the other, it appears as it truly is—a woven dream of stars and light or a nightmare web of skulls and dark horrors.

Dreamers and wanderers will seldom see dreamweavers. These stay behind the scenes, weaving the patterns of dreamscapes just out of view.

Ecology: Like other creatures of the dream plane, dreamweavers draw their sustenance from dreamers.

CLIMATE/TERRAIN:	As creature or person mimicked
FREQUENCY:	Very rare
ORGANIZATION:	As creature or person mimicked
ACTIVITY CYCLE:	As creature or person mimicked
DIET:	Nil
INTELLIGENCE:	As creature or person mimicked
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–4
ARMOR CLASS:	3
MOVEMENT:	As creature or person mimicked
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	l-10 or by weapon (illusionary)
SPECIAL ATTACKS:	–1 bonus to initiative roll
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	As person or creature mimicked
MORALE:	Very steady (14)
XP VALUE:	2,000



Dreamwraiths are violent creations of the subconscious. They assault the minds of their victims through powerful illusionary attacks.

A dreamwraith can appear in a number of forms, usually humanoid, but almost always frightening and repulsive. It often takes the form of the dead, decaying visage of a character's former friend or ally. Dreamwraiths are normally encountered as a result of a *mindspin* spell (see following).

Combat: Although their forms can vary, the AC and Hit Dice of dreamwraiths are always the same. Dreamwraiths despise all non-illusionary creatures of good or neutral alignment and are devoted to their destruction. Intelligent and cunning, dreamwraiths strike with surprising fury, often catching their victims off-guard. Dreamwraiths gain a –1 bonus to all initiative checks.

Occasionally, a character may encounter a dreamwraith with the ability to cause *despair.* Such a dreamwraith will tell the character a tale of hopelessness and discouragement If the character succeeds in a saving throw vs. spell, he resists the hypnotic effect of the dreamwraith's words. If he fails the saving throw, the character is overwhelmed with despair. He joins the dreamwraith, repeating the litany of hopelessness. Only a *dispel magic* spell or a convincing speech about hope and courage can negate the *despair.* There is a base chance of 30% that the speech negates the despair At the DM's discretion, the base chance may be modified as much as + 70% if the speech is particularly inspiring.

The chilling touch of a dreamwraith inflicts 1d10 points of damage. They also employ a variety of weapons, most often long swords, battle axes, and daggers However, the damage from both the touch and the weapons is illusionary, equal to 1 hit point of real damage per 4 points of illusionary damage. As with the illusionary damage of a dreamshadow, a character suffering illusionary damage perceives the damage to be real, "dying" when he believes he has suffered a fatal amount of damage. The illusionary nature of the damage is apparent only after the dream has ended.

Dreamwraiths take normal damage from a characters weapons and spells, ceasing to exist when reduced to 0 hit points.

Dreamwraiths have normal magic resistance in the first level of *mindspin* dream, 10% magic resistance in the second level, and 20% in the third level. Because they are not undead, they cannot be turned.

If a dreamwraith is disbelieved before it conducts its first attack on a character, the character suffers no illusionary damage. A character cannot disbelieve a dreamwraith once he has suffered illusionary damage from it

Disbelieving Illusions: A character can attempt to disbelieve dreamwraiths and dreamshadows. Each disbelief attempt requires the following steps:

1. The disbelieving character announces how many melee rounds he intends to concentrate on the suspected illusion.

2. The modifier for the disbelief check is determined, based on the length of uninterrupted concentration. The character can perform no other actions while concentrating. Note that the concentration time is extremely limited if the illusion attacks the character while he is concentrating.

Concentration Modifiers for Illusion Disbelief

Time	Modifier
1 round	+1
2 rounds	+2
3 rounds	+3
4-6 rounds	+4
7-9 rounds	+5
1–3 turns	+6
4-6 turns	+7
1+ hours	+8

3. Determine the Disbelief Number by adding the concentration modifier to the characters intelligence Add 1 for every other character who has successfully disbelieved during any previous round. If the character is attempting to disbelieve a dreamwraith, there is a –5 penalty.

4. The DM secretly rolls 1d20. It the result is higher than the Disbelief Number, then the entity in question looks real and its effects are perceived as real. It the result is equal to or lower than the Disbelief Number, then the illusion is disbelieved

A disbelief check can be made only once per hour by a character against any single illusion however, the character-can check

again whenever another character in his group makes a successful check. If an illuslon is a group of entities, then the check is made for the entire group Characters who successfully disbelieve cannot be harmed by illusions.

Habitat/Society: A dreamwraith ceases to exist when the dream in which he resides has ended.

Ecology: Dreamwraiths experience only illusionary physiological functions. They are shunned by illusionary creatures of all alignments, but often ally with other dreamwraiths as well as evil dreamshadows

Mindspin (Illusion/Phantasm)

Seventh-Level Spell
Range: Special
Components: V, S
Duration: Special
Casting Time: 3 hours
Area of Effect: One person
Saving Throw: Neg.

The *mindspin* spell isolates the innermost nightmares, fears, and anxieties of the subject and uses them as the basis of startlingly vivid illusions. The spell requires both the caster and the victim to remain undisturbed for three hours while the caster sifts through the victim's mind to create the illusions. Any disturbance negates the process. If the victim rolls a successful saving throw vs. spell, the spell is also broken (but a *charmed* victim is not entitled to a saving throw). For the purposes of dispelling, the *mindspin* spell is treated as if cast by a 21st–level wizard.

Those within the dream experience it as three separate levels of reality. Components of the dream are experienced as the victim or victims move over physical terrain. The terrain moves along at a rate of one mile per hour, with a maximum range that depends on the level of the dream and the Intelligence of the character on whom the spell was cast. The first level extends to a maximum of 20 miles times the character's Intelligence. The second level extends to a maximum of one mile times the character's Intelligence. The third level extends to a maximum of 20 feet times the character's Intelligence. The dreamer is always a central figure of the dream: all of the effects of each level of the dream disappear if the dreamer is awakened.

The first level of the dream alters a character's perceptions of space, time, and reality of the immediate area. He may perceive the terrain to be a lush forest when in reality it is a barren field. A character may actually travel many miles, yet only perceive himself as having moved a short distance. Time is equally distorted. He may believe he has been traveling for only a few minutes, when actually several days have passed. Dreamwraiths and dreamshadows are common in all levels of the dream; the character is constantly faced with determining what is reality and what is illusion.

The second level of the dream distorts a character's perception of reality even further, for he can no longer distinguish which of his companions are real and which are illusions.

The third level is the core of the dream, as a character's perceptions of himself become distorted. In addition to the etfects of the previous two levels, a character must use the attack and saving throw table of another class: Priests use rogue tables, Warriors use wizard tables, Wizards use warrior tables, and Rogues use priest tables.

Additionally, because of the disorienting etfects of the dream area, certain classes make the following adjustments:

Priest: Subtract Wisdom from 20. Compare the result to the Ability Score column on the Wisdom Table on page 17 of the *Player's Handbook* (2nd Edition) and use the correspond–ing Chance of Spell Failure for the character On any roll re–quiring reterence to the Turning Undead table (page 67, 2nd Edition *Dungeon Master's Guide).* use the following table

Mindspin Priests Turning Undead Table

Type of Undead	Level of Priest									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	–	–	–	–	–	–	–	–	–	–
Zombie	–	–	–	–	–	–	–	–	–	20
Ghoul	–	–	–	–	–	–	–	–	20	19
Shadow	–	–	–	–	–	–	–	–	20	19 13
Wight	–	–	–	–	–	–	20	19	16	10
Ghast	–	–	–	–	–	20	19	16	13	7
Wraith	–	–	–	–	20	19	16	13	10	4
Mummy	–	–	–	20	19	16	13	10	7	t
Spectre	–	–	20	19	16	13	10	7	4	t
Vampire	–	20	19	16	13	10	7	4	t	t
Ghost	20	19	10	13	10	7	4	t	t	d
Lich	19	16	13	10	7	t	t	t	d	d
Special	16	13	10	7	t	t	t	d	d	d

Rogue: On any roll requiring the use of` a thieving skill, all successes are counted as failures and all failures are counted as successes. Otherwise, adjust the rolls normallv.

Wizard: Wizards now cast spells at one level higher than normal. If this enables a wizard to cast a spell higher than those he currently know\, he can choose any one spell from the higher level. The *mindspin* spell automaticallv gives the wizard the illusion that he knows this new spell unlike other spells the wizard casts during the dream, this new spell has only illusionary effects.

Dragon Orbs: Magical items known as of in could can also induce *mindspin* spells Dragon orbs are etched crystal Are 20 inches in diameter when in use. When not in use, the orbs Shrink to ten inches in diameter. They expand it the command Words, carved into the surface of the orbs, are spoken.

Dragon orbs contain the essences of dragonkind, which serve as the source of the orbs' power. A wizard attempting to use an orb to summon evil dragons its primary use, must gaze into it and speak the command words. If the character fails a saving throw vs spell, he IS charmed by the essence of the orb and succumbs to a *mindspin* spell with the effects described above (If the wizard succeeds in his saving throw any dragon within 1d4 x 10 miles is summoned to the orb and attacks any non–evil creatures it finds near the orb.)

Each orb can cast cure serious wounds three times per day, cast *continual light* at will, and cast detect magic at will. Any character who gazes into an orb and speaks the command words knows these functions. Whenever any of these abilities are used, the using character must roll a saving throw to avoid the orb's charm effect. If the saving throw is successful the check must be made to see it any evil dragons arrive. *Detect magic* and *detect evil* spells show a positive result if cast upon an orb or a character charmed by an orb For purposes of dispelling, treat the charm effect as if it had been cast by an 11th–level wizard.

	Drik	High Drik
Climate/Terrain:	Rocky badlands	Rocky badlands
Frequency:	Very rare	Very rare
Organization:	Family	Solitary
Activity Cycle:	Day	Any
Diet:	Omnivore	Carnivore
Intelligence:	Animal	Average
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral evil
No. Appearing:	2–4 (1d3+1)	1
Armor Class:	2	0
Movement:	6	12
Hit Dice:	16+6	8+3
THAC0:	5	13
No. of Attacks:	2	1
Damge/Attack:	2d8/2d10	2d6 or by weapon
Special Attacks:	Ram	Magic use, poison
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	30%
Size:	G (36' long)	H (18' tall)
Morale:	Very steady (13–14)	Elite (15–16)
Level/XP Value:	9,000	9,000
Psionics Summary:	Nil	Varies
Player's Option:	MAC 6	MAC 8

A drik is a powerful and massive herd lizard. Its sheer bulk gives it an awesome might, making young driks targets for beast masters from both Urik and Raam to serve in their armies. The capture of the young driks has all but depleted the wild drik.

A drik is a powerful animal, built low to the ground and covered by a thick horn-encrusted shell. At birth the drik has no shell. But while growing, the young drik secretes a resin and bits of bone that form the beast's carapace. The shell hardens as the creature matures to an adult and protects the drik from behind the head all the way to the tail. This shell is a dark gray, speckled white with bone chips. The scaly hide of the drik is a deep brown, though some appear light brown or even yellow. The drik's heavy body is supported by four thick, stublike legs, each sporting four huge claws. The drik's head is enormous and has two black eyes. It has and a large mouth capable of swallowing a human whole. Several jagged tusks protrude menacingly from below the creature's mouth.

The drik communicates with other driks through grunts and bellows. More intelligent creatures must use psionics or magic to communicate with a drik.

Combat: The drik's short legs and great weight make it ponderous beast, but this apparent lethargy conceals the beast's surprising prowess in melee. Its primary form of attack is its bite that inflicts 2–16 (2d8) points of damage. A drik's head and neck are actually quite agile when it holds them away from the resin shell–almost as if its head and neck weren't connected to its gargantuan body. A causal observer might fall victim to the drik's unnatural quickness and reach.

A drik can also attack with its clawed forelegs, but the animal needs at least three legs on the ground to maintain balance and support its immense weight. Therefore, only one foreleg attack can be made per round, inflicting 2–20 (2d10) points of crushing and slashing damage if successful.

The drik can use a ram attack against another drik or other large, slow-moving object. A drik can initiate a ram attack if it has at least 30 feet between it and its target, if the target is gargantuan in size (25 feet or more), and if it doesn't move more than 60 feet per round itself. On a successful attack, the drik's ram attack inflicts 2–24 (2d12) points of damage. The drik's ram attack can also be used against structures. In this case, no attack roll is necessary and the ram damages 1 foot of material for every point below the structure's required saving throw. Saving throws are 7 against stone, 9 against metal and soft stone, and 17 against wood. The drik's ram attack is made in lieu of any other attack.

A drik does not normally ram anything but another drik that is invading its family's territory. Ram attacks against structures or creatures other than a trespassing drik are made only at the instigation of the beast's handler.

Habitat/Society: Wild driks live in small family units dominated by a single female. Other adult females are not welcome within a family. They generally eat the grasses and shrubs of the badlands or the slower animals they can catch Feral driks often lie still and wait for unwary creatures to wander within attack range. They drink from the Black Waters, making it fairly easy for trappers to locate them. Driks are the only animals known that can ingest Hamanu's terrible poisons from the Black Waters and survive.

In captivity, driks are ideal animals for siege combat. Their natural ram attack is quite valuable, as is their great size and natural protection. Some driks are used to pull massive siege towers or wagons, but often they are used as individual, mobile weapons platforms (see war drik).

Ecology: A drik mother lays its eggs in the Black Waters every three years. The young then find the nearest adult female (not necessarily its mother) and become part of that family. A drik reaches adulthood in two years and can live to be 30 years old.

An adult drik weighs roughly 5 tons and can carry as much as 2,000 pounds on its back before it simply refuses to move. A drik can pull as much as 10 tons on wheeled vehicles or drag 5 tons behind it on a litter or similar platform.

A drik is particularly foul-tempered in captivity. In battle, each drik has its own psionic master who directs its activities. However, in the everyday life of a captive drik, trainers must deal with them without the benefit of psionicists. casualties among drik trainers are high. No driks have been bred in captivity.

Drik War Machine

A drik war machine is similar to the standard drik, but the shell has been reshaped to allow siege weapons to be mounted on its back. Captors reshape the shell to permit greater ramming power.

The drik's resin shell is melted and partially reshaped. Workmen with torches flatten the surface of the shell to more readily accept ballistae and catapults. Raamese engineers have perfected a technique whereby a wooden mold is built around an immobilized young drik as its shell is forming. Though only one drik in three survives the process, the results can be spectacular.

A drik so customized has siege weapons mounted on its back, the number and damage caused varies by weapon type and the type of structure being attacked.

Attack Form	Hard Stone	Soft Stone	Metal	Thin Wood	Thick Wood
2 ballistae	2	3	5	10	5
Large catapult	4	8	10	20	13
Small catapult	8	11	8	17	9
Ram (customized)	9	12	12	20	19

Drik, High

Another more foul and corrupt method for altering the drik is known only to the defilers under the directorship of King Hamanu, warrior king of Urik. The minions of Hamanu are sent to the shores of the Black Waters to find drik eggs. These eggs are brought back to a bestiary that has been especially designed for this type of experimental conversion.

The defilers use their foul magics to change the way the beasts develop within their eggs. Only 20% of the treated eggs survive the process. The process stunts their growth, allowing them to grow to a maximum height of only 18 feet. However, the benefits to the armies of Hamanu far outweigh this minor setback.

High driks are relatively quit and nimble bipeds. Their forelegs have mutated and now boast three fingers instead of the clawed hooves of their brethren. The skin of high driks is a dark, blood-red to black and veins protrude beneath the thick hide of the creatures. Their shells retain a smaller but relatively unchanged shape except that they are more twisted and jagged than the natural form. The shell color ranges from gray to black with sickly-green flecks riddling the surface.



The tusks around the high driks' heads are proportionately smaller than those of their unaltered relatives. Their mouths, however, are filled with multiple rows of black, razor sharp teeth. Green, viscous fluid seeps from their slavering maws.

High driks are also relatively intelligent and can speak in a crude form of the common tongue if taught. They can also communicate with other natural driks.

It is believed that the transformation this creature undergoes causes it to become insane and psychotic. It is, however, impossible to tell as there is no equivalent being to compare the high drik to. At the very least, the high drik is sadistic and cruel, taking great joy in causing pain to others.

Combat: Because of the high driks' ability to communicate with lower driks, high driks have been implemented by Hamanu's army for use as beast masters to control driks in warfare.

In melee, high driks can attack using their teeth to cause 2-12 (2d6) points of damage If, while attacking a human-sized opponent or smaller (though no smaller than three feet). a high drik's roll is a natural 20, it has succeeded in tearing a limb from its target. To determine which part is torn off, roll a 1d10: 1 = head, 2–3 = left arm, 4–S = right arm, 6–7 = right leg. 8–9 = left leg, and 10 = tail (head if no tail). Anyone bitten by a high drik must make a save vs. poison or receive an additional 3–18 (3d6) points in poison damage from the vile green secretions that drool from the beast's mouth.

High driks can also hold weapons in their three-fingered hands. Weapons of favor are giant versions of the club (7–14 (1d8+6) points of damage). long sword (8–18 (2d6+6) points of damage). spear (8–18 (2d6+61 points of damage). and trident (9–24 (3d6+6) points of damage).

Because high driks have retained their native language of grunts and growls, they are usually used as beast masters to Hamanu's war driks. The control high driks exercise over war driks requires no psionics or magical links and little training is necessary for a war drik to learn to obey the commands of its high drik master. If a controlling high drik is killed in combat, the war drik becomes confused and begins to rampage, attacking and ramming random structures and even allied driks.

Capable and even imposing in melee, high driks are at their most formidable while using their innate abilities as defilers and psionicists. High driks have magical abilities equal to those of 8th level defilers, a result of the intense magical treatment the drik eggs receive at the hands of Hamanu's defilers.

The intensity of the transforation from drik to high drik is so traumatizing to the psyche of the driks that there is a 75% chance the high driks will have psionic wild talents and a 15% chance of them having the abilities of 5th-level psionicists.

Habitat/Society: High driks are unnatural creations. They are kept in separate quarters especially made for the needs of this creature. They are treated well by the Drajian guards and servants that are entrusted with their care, though few servants have survived longer than a year at the beck and call of high driks. To bring harm to a high drik evokes the fiercest wrath of Hamanu as these are currently some of his most favored subjects.

CLIMATE/TERRAIN:	Secluded oak groves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	High (13-14)
TREASURE:	M (x 100), Q (x 10)
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 1-6
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (knife)
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Steady (12)
XP VALUE:	975



Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise—or they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryad's complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the fall, a dryad's hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryad's hair and skin are white, like the snows that cover the oak groves. When encountered in a forest during fall or winter, a dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryad's skin is lightly tanned and her hair is green like the oak leaves around her.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

Combat: Dryads are shy, nonviolent creatures. They rarely carry weapons, but they sometimes carry knives as tools. Though a dryad can use this as a weapon in a fight, she will not resort to using a knife unless seriously threatened.

Dryads have the ability to throw a powerful *charm person* spell three times a day (but only once per round). This spell is so powerful that targets of the spell suffer a -3 penalty to their saving throws. A Dryad always uses this spell if seriously threatened, attempting to gain control of the attacker who could help her most against his comrades. Dryads will only attempt to charm elves as a last resort because of their natural resistance to this type of spell.

The dryad's use of her ability to charm is not limited to combat situations, however. Whenever a dryad encounters a male with a Charisma of 16 or more, she usually tries to charm him. Charismatic victims of a dryad's attentions are taken to the tree sprite's home, where the men serve as amorous slaves to their beautiful captors. There is a 50% chance that a person charmed and taken away by a dryad will never return. If he does escape from the dryad's charms, it will be after 1d4 years of captivity.

This tree sprite also has two other powers that are very useful in defense. Unless surprised, a dryad has the ability to literally step through a tree and then *dimension door* to the oak tree she is part of. She can also speak with plants (as the 4th-level priest spell). This enables the dryad to gather information about parties traveling near her tree, and even to use vegetation to hinder potential attackers.

Habitat/Society: Some legends claim that dryads are the animated souls of very old oak trees. Whether this is really the case, it is true that dryads are attached to a single, very large oak tree in their lifetimes and cannot, for any reason, go more than 360 yards from that tree. If a dryad does wander farther away, she becomes weak and dies within 6d6 hours unless returned to her home. The oak trees of dryads do not radiate magic, but someone finding a dryad's home has great power over her. A dryad suffers damage for any damage inflicted upon her home tree. Any attack on a dryad's tree will, of course, bring on a frenzied defense by the dryad.

Although dryads are generally very solitary, up to six have been encountered in one place. This is rare, however. All this really means is that a number of dryad oaks are within 100 yards of one another and the dryads' paths cross. These dryads may come to each other's aid, but never really gather socially. Any treasure owned by a tree sprite is hidden close to her home tree. The gold and gems that make up a dryad's treasure are almost always the gifts of charmed adventurers.

These tree sprites realize that most humans and demihumans fear them for their ability to charm, so dryads only deal with strangers on rare occasions. When approached carefully, however, dryads have been known to aid adventurers. They are a useful source of information, too, as they know a great deal about the area in which they live.

Ecology: Dryads are staunch protectors of the forest and groves in which they reside. Any actions that harm the area, and especially its plant life, are met with little tolerance.

Dryad, Hamadryad

CLIMATE/TERRAIN:	Temperate, subtropical forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Water and sunlight
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 (pummel)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	M (5'–5½' tall)
MORALE:	Steady (11–12)
XP VALUE:	650



These woodland spirits appear to be beautiful elven or human females, except that they have deep, sparkling, green eyes and long green hair. They are peaceful, quick-witted, and polite, but shy. They rarely speak to humans and their ilk. Like their cousins the dryads, each hamadryad is linked to an individual oak tree, however, a hamadryad can leave the vicinity of her tree.

Hamadryads speak the languages of dryads, elves, pixies, sprites, and sometimes (33%) the common tongue, which they learn from charmed victims. A hamadryad also is 90% likely to speak the languages of centaurs, fauns, treants, and the druids.

Combat: Hamadryads often carry knives, daggers, or similar weapons, but they shun physical combat and prefer to use their magical abilities instead. Hamadryads can cast *hold plant* once a day and *charm person* three times a day (at a –3 saving throw penalty) as casters of 11th-level ability. Hamadryads can use, at will, *speak with plants, animal friendship, entangle, pass without trace, dimension door* (from tree to tree only, maximum range 660 yards), and *quench fire* (as the reverse of the 7th-level priest spell *fire storm*), also at 11th-level ability.

Hamadryads always successfully *detect snares and pits* and cannot be *entangled*. A hamadryad can automatically discern the nature of magically-created trees or vegetation such as those generated by *massmorph, tree,* or *hallucinatory forest* spells. They recognize treants and treant-controlled trees on sight. They can enter any living tree using the 6th-level priest spell *transport via plants,* and remain there as long as they wish. If a hamadryad enters a tree containing a spellcaster who is using a *plant door, pass plant,* or *transport via plants* spell, there always is room in the tree for the hamadryad and she can attempt to *charm* the spell caster. The saving throw against this charm has a –6 penalty. These special charms can be used at will and in addition to the hamadryad's three *charm person* spells each day. The special charm even works on druids of 7th level or higher.

Hamadryads are immune to the effects of the *call woodland beings* spell, but are aware of the spell if they are in its area of effect. Usually (90%) they travel to the caster's location to observe. If the caster's goals are not contrary to the hamadryad's, she serves of her own free will. Hamadryads who are expecting trouble usually gather a cadre of charmed people and friendly animals. While these allies fight, the hamadryad *dimension doors* from tree to tree, using *entangle* and *charm* to disorganize and demoralize foes.

Habitat/Society: Hamadryads are found only in ancient, vast forests far from civilization. They dislike non-forest environments and almost never willingly leave the woodlands.

Hamadryads seldom argue with other woodland creatures. They are fond of dryads and treants and always are on good terms with them. Frequently they use their *quench fire* ability to aid these creatures. They give all treasure they find to their dryad friends for safekeeping. They are uncomfortable leaving treasure in their unguarded trees as they do not wish to encourage greedy beings to chop down large trees in search of wealth. On the other hand, hamadryads know most treasures are eventually found no matter how well hidden and that an item in a dryad's possession cannot be used to hurt the forest.

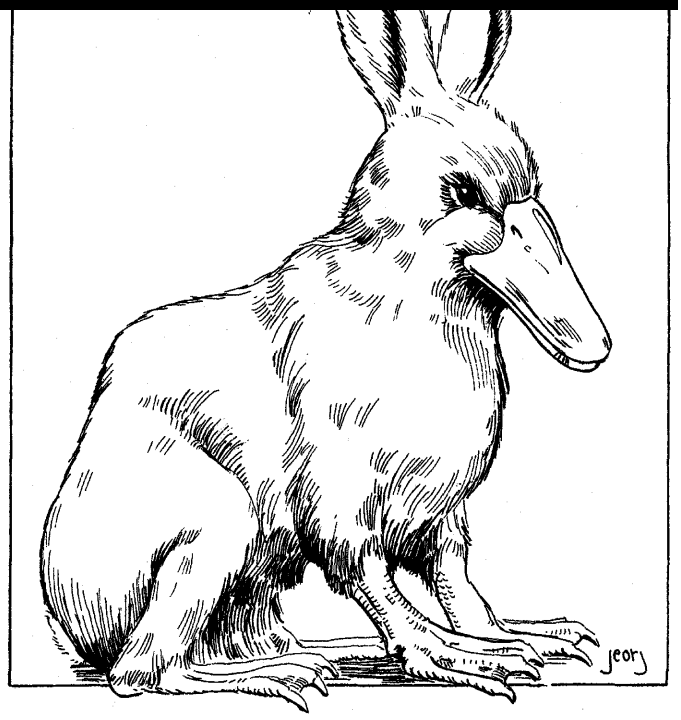
Like dryads, hamadryads are attracted to comely males. However, they are not possessive of males who succumb to their *charm* abilities. They take charmed victims deep into the forest where the victim is compelled to perform some service, usually protecting the trees from woodcutters and the like. When the service is complete, the hamadryad releases the victim near a dryad's tree, where the victim might be charmed again. If not, the victim is free to leave the forest.

Ecology: Hamadryads do not eat. They get all the nourishment they need from sunlight, through the chlorophyll in their hair and from the water they drink. They prefer fresh water from springs or wells, but can survive on water that has been fouled by human or animal wastes. A hamadryad imprisoned indoors will die of starvation in 10–20 days unless given access to sunlight for at least one hour a day. A hamadryad shorn of her hair starves unless she is allowed to regrow her hair.

A hamadryad's tree is always huge and old, but does not radiate magic or show other signs of its true nature, though careful questioning with a *speak with plants* spell probably will reveal the tree for what it is.

Duckbunny

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	8
MOVEMENT:	6, swim 12
HIT DICE:	1-3 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T
MORALE:	Unreliable (2)
XP VALUE:	7



Magical crossbreeding is a dangerous endeavor. Rather than start experimenting in this field with potentially lethal creatures like the owlbear, most wizards prefer to begin their efforts with tamer, less deadly beasts. In this respect, duckbunnies are perfect candidates for the enterprising young mage just beginning his journey on the path of the cross-breeder. Made from harmless creatures of two separate types of animals—a mammal and a bird—the duckbunny provides a valuable lesson in crossbreeding magic.

Duckbunnies are the result of combining a snowshoe hare and a duck. With their ducks beak and webbed feet, they resemble nothing so much as some bizarre member of the platypus family, although their long bunny ears prevent them from being mistaken for those creatures. Almost all duckbunnies are white with orange-yellow bills and feet, and big, black eyes.

Combat: Duckbunnies generally do not engage in combat, fleeing instead from any encounter. If cornered, they will snap their beaks at any extended extremities within reach, from fingers to noses, but these attacks do no damage. Instead, the recipient of a duckbunny bite must check for surprise; if surprised, he is so shocked by the attack from such an inoffensive creature that he loses his initiative the next round. The duckbunny then takes the opportunity to flee.

Habitat/Society: Duckbunnies tend to follow the lifestyles of normal rabbits, with some exceptions. Like rabbits, they live in underground burrows, prefer a vegetarian diet, and breed in great numbers. However, due to their partial waterfowl nature, duckbunnies lay eggs instead of giving birth to live young have an insulating layer of fluffy down feathers underneath their fur and are excellent swimmers. They occasionally supplement their vegetarian diet with small fish they catch in their bills.

If freed, duckbunnies tend to make their homes along the banks of small bodies of water such as lakes and ponds. They can be as big a nuisance to vegetable gardens as are normal rabbits, although as long as there are water plants available most duckbunnies would prefer not to risk the dangers of cultivated gardens. In turn, duckbunnies are preyed upon by cats, wolves, and just about anything that hunts rabbits—and since a duckbunny's waddling gait on land is much slower than a true rabbits leaps and bounds, duckbunnies are often slain in the wild. Their main defensive strategy is to head for the water and swim to safety.

Occasionally, a duckbunny will answer the summons of a *find familiar* spell and serve a wizard in that capacity. As far as familiars go, a wizard could certainly do worse, but most wizards are less than pleased to see a duckbunny waddle up to them after the intensive preparation and effort involved in the casting of the *find familiar* spell.

Ecology: Normally created by fledgling wizards as an initial exercise in magical crossbreeding, duckbunnies nonetheless have several valuable features. Their eggs are delicious, and their high breeding rate ensures a steady supply. Because of the insulating properties of their downy feathers, duckbunny skins make excellent cloaks, capes, and boots. Duckbunny meat makes for a good stew, and is almost indistinguishable from rabbit meat.

When disturbed or surprised, duckbunnies cry out with a loud, duck-like "quack." This quacking makes duckbunnies an inexpensive alarm system, and many people are starting to use duckbunnies as the first line of defense in their home security systems. Granted, a duckbunny won't attack intruders like a good guard dog will, but he'll make a loud enough racket to warn the inhabitants and possibly scare off the intruder in the meantime. In addition, their high breeding rate makes duckbunnies much easier to replace than guard dogs, in the event that one or two are killed in the line of duty.

Finally, and most importantly to some, duckbunnies are almost irresistibly cute, with their big eyes, floppy ears, and soft, downy fur. It is no coincidence that a majority of the wizards who have created duckbunnies in the laboratory have young daughters at home, and it must be stated that duckbunnies do make wonderful pets.

Domesticated duckbunnies live for about ten years on average (much less in the wild), although those that become wizards' familiars can live for much longer.

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	Generic	Wolveraven
CLIMATE/TERRAIN:	Any	Any sub-arctic
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	See below	Omnivore
INTELLIGENCE:	See below	Animal (1)
TREASURE TYPE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-4
ARMOR CLASS:	See below	4/5
MOVEMENT:	See below	6, Fl 12 (D)
HIT DICE:	See below	3+2
THAC0:	See below	17
NO. OF ATTACKS:	See below	3
DAMAGE/ATTACK:	See below	2-5/2-5/2-5
SPECIAL ATTACKS:	See below	Wing spurs
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	See below	M
MORALE:	See below	Elite (13-14)
XP VALUE:	See below	175



Duhlarkin are unique creatures created through the use of a highly specialized form of *polymorph other* called *Duhlark's Animerge* (see *Campaign Guide to the City,* Chapter Seven). This spell allows the caster to fuse two creatures together into one original, amalgamated form, allowing traits from each creature to remain dominant in its new singular form. The creature acquires basic attributes from each of the animals involved in the spell, from body shape and size to movement modes, speed, and attack and defense modes (all the above statistics). If the caster is a transmuter, the caster can choose which traits are adopted in the new form and create new ones if desired; if not, the creature created is randomly determined by the Dungeon Master. Any creature created by means of this spell is generically referred to as "Duhlarkin," named after the spell's creator.

Combat: The combat tactics and weapons of a Duhlarkin are determined by the two core animals; choose particular attacks of each of the animals and those are the attack modes of the merged creature. Keep in mind that body shape determines and alters some attack forms (see "Wolveraven" below).

Habitat/Society: The behavior patterns of a Duhlarkin resemble the dominant animal mind within it; for example, a bear merged with an eagle could produce a hibernating avian that is extremely protective of its territory (bear behavior). Unlike the results of many other *polymorph* spells, the creatures created by *Duhlark's Animerge* can reproduce with other creatures of its kind (either another Duhlarkin or one of its source animals). Breeding a Duhlarkin with a source animal (for example, breeding a wolveraven with a giant raven) has a 25% chance of producing a viable wolveraven (50% chance of raven offspring, 25% stillborn), and breeding two like Duhlarkin has only a 50% chance of creating live offspring (50% stillborn).

Ecology: For years, Duhlark Kolat's fascination with monsters such creatures as chimerae, hippogriffs, owlbears, and perytons led him to believe that transmutation magics were once in common use and the continued existence of such illogical creatures suggested that such creations were magically created but could eventually breed true and become viable species. Duhlark envisioned a simple dream of using such magics to create larger domesticated animals to prevent food shortages or perhaps creating a war horse with armor-plated skin.

Duhlark created his *animerge* spell and continues to test it, creating creatures to study and examining their viability and usefulness for Toril. Many of his experiments meet with failure. (Duhlark's first experiment with merging warm-blooded mammals and insects—a cricket and a cat—created a feline of such inordinate strength and leaping ability that, with one startled jump, it embedded itself into the ceiling of his tower.) Some, however, are proving stable enough for continued existence, such as the badgeram, an omnivorous creature with a ram's horns, the tenacity and ferocity of a badger (as well as its foreclaws), and an innate protectiveness about its territory—a creature that guards a herd of sheep from wolves with no danger of it turning on the herd.

Wolveraven

One of Duhlark's original creations, the wolveraven is a cross between a giant raven and a wolverine. Having created four of them and bred six more through them, Duhlark considers this carnivore a success. (Duhlark gave one to Khelben as a token of respect and as a sign of his achievement.) While originally created as a curiosity, the wolveraven could survive well in the mountains north of the city, according to Duhlark, both reducing the overpopulation of mountain goats and providing a balance against an astonishing number of dangerous perytons that nest therein.

The wolveraven has a seven-foot wingspan, and its hind claws are strong enough to carry a small halfling (or claw at one twice, the wolverine's claw damage increased to 1d4+1 due to the raven's superior leg strength). Its most damaging attacks are its bite (same as wolverine) and the bone spurs along the upper edge of its wings. A wolveraven can perform a swooping dive and slash at an opponent with its wing spurs, dealing 2-12 points of damage to any target in a passing attack that can also impale prey of 1' tall or smaller.

Dune Freak (Anakore)

CLIMATE/TERRAIN:	Any sandy region
FREQUENCY:	Uncommon
ORGANIZATION:	Small Tribes
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	P
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	8
MOVEMENT:	9, 15 Br
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/ld4
SPECIAL ATTACK:	Surprise bonus, Paralyzation, suffocation
SPECIAL DEFENSES:	Burrow
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	650
PSIONICS:	Nil



The anakore are a race of dimwitted humanoids with bony, wedge-like heads, small ears pressed close to the sides of their heads, and sunken, beady eyes covered by clear membranes to prevent sand from scratching these delicate tissues.

The bright light of Athas' sun blinds the anakore during the day, but at night they can see as clearly as most beings do during the day. The anakore do not have infravision, however; they do not see body heat. In complete darkness, they are as blind as any human. But if there is even the tiniest amount of light, such as from a star, they see very well.

The anakore have an unusual dorsal ridge running along their spine. This fin is actually a sensitive organ which picks up minute vibrations traveling through the sand. With it, they can locate a solitary creature walking on the sand from as far away as five miles.

Combat: Anakore usually attack their foes by burrowing underneath them, then striking from beneath the victim with their sharp claws. Such victims suffer a -3 penalty to their surprise rolls. The anakore continue to fight from within the sand for as long as possible, imposing a -2 penalty to their opponents' attack rolls.

When an anakore hits a victim with both claws, it holds the individual motionless for a moment and bites with its short, sharp teeth. While this bite inflicts no damage in itself, it does inject poisonous saliva into the wound. The victim must immediately save vs. paralyzation or be completely unable to move for 1d4 rounds. On the round following paralyzation, the victim is dragged under the sound, suffering an additional 1d4 per round suffocation damage.

Habitat/Society: The anakore live within any sandy heap, such as sand dunes or the alluvial fans at the mouths of the canyons. Normally, they travel and hunt in small packs of two to twelve individuals, with the largest, most aggressive acting as leader. They are rarely found outside of sandy areas, but they can walk upright across various kinds of terrain-though they are unusually vulnerable in this state and will avoid fighting at all costs.

Ecology: The anakore are nomadic burrowers who are constantly moving through the sandy wastes of Athas. It is often possible to identify an area through which anakores have passed by the dead plants found there—the anakores chew the roots away, leaving the upper stalks exposed. In addition to their diet of plant roots, the anakores also eat meat—mekillot, inix, erdlu, elf, dwarf, halfling, and nearly anything except kank.

Dune Reaper

	Drone	Warrior
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Pack	Pack
Activity Cycle:	Day	Day
Diet:	Omnivore	Omnivore
Inteligence:	Semi (2–4)	Low (5–7)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	2–5 (1d4+1) or 5–25 (4d6+1)	1 or 2–5 (1d4+1)
Armor Class:	2	0
Movement:	12, Jp 9	12, Jp 9
Hit Dice:	8	10
THAC0:	13	11
No. of Attacks:	3	3
Damage/Attack:	3d6+7/3d6+7/2d6	3d6+7/3d6+7/2d6
Special Attacks:	Surprise leap	Surprise leap
Special Defenses:	Nil	See below
Magic Resistance:	10%	25%
Size:	L (8′ tall)	L (10′ tall)
Morale:	Fearless (19–20)	Fearless (19–20)
Level/XP Value:	4,000	6,000
Psionics Summary:	Nil	Varies
Player's Option:	MAC 8	MAC 9

The dune reaper prowls the sandy wastes in wild packs, leaping from dunes to ambush and impale its prey on its scythe-like limbs.

The dune reaper is large and forbidding creature with a toothy maw and mandibles to either side of its mouth. The reaper, as it is commonly called, also has a razor-sharp row of scalelike plates down the center of its back and a thick scaly hide ranging from red to deep brown in color. The beast's front limbs taper to swordlike appendages that it uses quite effectively in combat. The dune reaper's rear legs fold underneath themselves, giving it an impressive leaping ability. Perhaps the most disquieting features of the dune reaper are the eerie red luminescence of its eyes and the sickly sweet smell of decay that surrounds it. The reaper emits a howling wail that can frequently be heard across the barren deserts of Athas. The size, ferocity, and eerie appearance of the dune reaper makes it a highly valued combatant in many Athasian arenas.

Combat: Dune reapers are extremely territorial and attack any creature that invades their lands. The pride is divided into clans of 3–6 individuals consisting of at least one warrior and the rest, drones. These clans carry out the wishes of the matron, from building their hive to patrolling their region. The purpose of these patrols is to attack creatures trespassing within their territory and to bring back their carcasses for the rest of the pride to feed upon.

These beasts have a brutal cunning that belles their relatively low intellect. Reapers frequently lie in wait for days on caravan routes in anticipation of their next opportunity to feed. One of their favored methods of attack is to climb to the top of dunes that surround a road or trail and hide by crouching as low as is possible for a creature that can be as all as 10 feet. When the reapers see a target pass beneath, they jump down with their powerful front appendages extended in the hopes of impaling the intended victim. Such attacks, if successful, cause 6–36 (6d6) points of damage and have a +5 THAC0 bonus because of the speed of descent and the weight of the reaper.

In melee these creatures are savage and fierce combatants. Their bladelike arms are lightning fast and inflict 3–18 (3d6) points of damage on a successful attack. Because of the strength of these arms, each successful attack receives a +7 modifier for damage. Their snapping laws and mandibles can clamp down on a victim causing 2–12 (2d6) points of damage. Reapers can lock their mandibles around or into the surrounding flesh with a second successful hit. If the second attack roll succeeds, on each subsequent round dune reapers hit automatically for 2–12 (2d6) points of damage. Victims can end these attacks. If they make a successful Bend Bars/Lift Gates roll. Success means the victim can pry the mandibles from its flesh. Such an attempt precludes any attacks from the victim that round.

Dune reapers have a very tough hide that contributes to their AC 2. While these creatures may not be exceptionally fast running, they are extremely agile and quick. A full-grown reaper in combat with its quickness, glowing red eyes, snapping maw and mandibles, and arcing, bladed arms can be an impressive and frightening sight.

Habitat/Society: Dune reapers roam the wastes in small prides that can include as many as 30 individuals. There is a strict hierarchy within the pride and it is matriarchal in nature. There are three distinct stations within the pride: the matron, the warriors, and the drones. The matron and all warriors are female and the drones are male. Female dune reapers grow larger than their male counterparts and the oldest, and most powerful female is the matron of the pride. She leads the group in combat When food is scarce, she leads them in their travels to find nourishment. Another female can challenge her for her position as matron through a fight to the death.

A pride of reapers will make its home on or near the base of a cliff near a water source within their territory. These lairs are built from the sand and gravel by mixing it with secretions from the drones' mouths. These structures rise multiple levels above the ground and several layers below the ground and appear structurally like an adobe hive. Each pride has two such nests within their territory and the pride splits their time evenly between them, half the year at each.

Dune reapers have two mating seasons. The matron is the only female capable of reproducing. This mating takes place once on the banks of the water sources near each of the hives. These areas tend to be ancestral ground that they return to annually. After mating, the matron kills the male and deposits 5–6 eggs within its corpse. She then buries the corpse near the banks of the river, oasis, or pond. The pride returns in two months when the eggs hatch. To maintain a proper balance of warriors and drones, some infants are destroyed and the rest are assimilated into the group. It takes the young reaper approximately two months to reach adulthood.

Dune reapers have a fairly sophisticated system of communication and do so through a complex system of sound, motion, and scents. If an individual returns after successfully locating the pride's next meal prospect, it begins a dance. During the dance it emits soft chortles and whirs and releases specific scents. The dance communicates to the pride the direction and distance of the food source, what it is, and the number of individuals.

Ecology: Dune reapers eat anything, plant or animal. They have even been seen eating small stones. Stones, it is believed, aid in digesting its varied foods. If food is in extremely short supply, prides have been known to turn on each other over meals and often fight to the death.

It is their ferocity that makes them so prized in the arena. One event favored by sorcerer kings involves setting loose one reaper above two combatants just as a killing blow is about to be delivered.

The front limbs of the dune reaper are often used to make swords and other bladed weapons. Its scaly plates can be used in the construction of shields and armor.

Drone

Drones are the smallest dune reapers and on the lowest level of the dune reaper caste system. They generally constitute about two-thirds of the pride and are the basic workers and laborers of the pack. While not very intelligent, drones are stalwart workers and can understand and follow the orders of the warriors and matron. It is upon their backs that hives are built and the food is harvested.

Drones aren't intelligent enough to initiate any actions on their own and are therefore supervised by a warrior reaper. Each drone is assigned to one warrior and all orders come through her. They are bonded by their pheromones and this relationship lasts for life. If warrior drones are killed or die, the pride sets upon her remaining drones and destroys them.

Drones are completely subservient and loyal to their superior and will never attack her. However, should another warrior infringe upon the chain of command or otherwise prevent the drones from completing tasks assigned them, they attack the interloper until they are killed or ordered to cease by their superior. The only individual who can override the commands of the drones' superior is the matron. Drones never attack a matron about one-third of the pride population. Warriors are assigned 2–5 drones that are bonded to them for life. If a drone dies, one is assigned to the warrior when a new drone is born.

In combat, the warriors attack much in the way described earlier, but after the initial contact with an enemy, they usually stands back and support the drones by using their innate psionic abilities. Favored attacks include using project force and ballistic attack to distract and further injure their foes while the drones attack in melee. Also, warriors have been known to use their inflict pain ability to incapacitate more powerful foes. If things are going poorly and it looks as if the drones will be defeated, warriors use superior invisibility to escape to warn the pride and to gather reinforcements. This



may seem cruel, but is an instinct and not an act of cowardice as the total defeat of a warrior's clan will incite the warrior. matron to attack the warrior. It is extremely rare for warriors to be victorious in such a match.

Warrior

Psionics Summary: Dis 2/Sci 2/Dev 7; PS 10; PSPs 30
Att: MT, PsC; Def: IF, MB

Player's Option: #AT1 MTHAC0 15; MAC 9

Psychokinesis: *Sciences* – nil; *Devotions* – ballistic attack, inertial barrier, molecular agitation.

Telepathy: *Sciences* – mindlink, superior invisiblity; *Devotions* – contact (inflict pain), send thoughts, mindbar, mind thrust (awe), psychic crush (invisiblity).

Warrior reapers are the sergeants of the pride. They see that the orders of the matron are carried out. Generally, warriors constitute

Matron

The matron of a pride has the same abilities and statistics as the warrior reapers, but her hit points are at their maximum. It is the duty of the matron to direct the pride in all of its actions. She decides when and where a specific clan will hunt and when the pride migrates from one hive to the other.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	Nil
ALIGNMENT:	Evil
NO. APPEARING:	1-4
ARMOR CLASS:	As in life
MOVEMENT:	18
HIT DICE:	As in life
THAC0:	As in life
NO. OF ATTACKS:	As in life
DAMAGE/ATTACKS:	As in life
SPECIAL ATTACKS:	Psionic
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Elite (16)
LEVEL/XP VALUE:	Variable

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/3	–/MB, TW	= Int	100



Telepathy – *Sciences:* mass domination (always on, no cost), mindlink; *Devotions:* attraction (always on, no cost), contact, life detection (always on, no cost). (These psionic powers are gained in addition to any the elf possessed when it was alive.)

Dune runners are elves who died running to complete a quest or deliver an important message. They are undead, forever trapped and forced to repeat their hopeless mission night after night.

From a distance, a dune runner appears to be a muscular elf running across the terrain. Upon closer inspection, however, the very thin, gray skin can be seen pulled tautly against its boney frame.

The dune runner remembers all of the languages that the elf knew when it was alive. It is said that they sometimes talk to their victims as they run across the Athasian desert.

Combat: Elven dune runners retain all aspects of their former character class. They retain the possessions carried at the time of their demise, and they have the same level of skill in their given profession. They retain the ability to cast spells and may use any psionic abilities possessed when they were alive (in addition to those gained as accursed dune runners). In undeath, they also gain deadly special abilities; hence, no two dune runners are exactly alike.

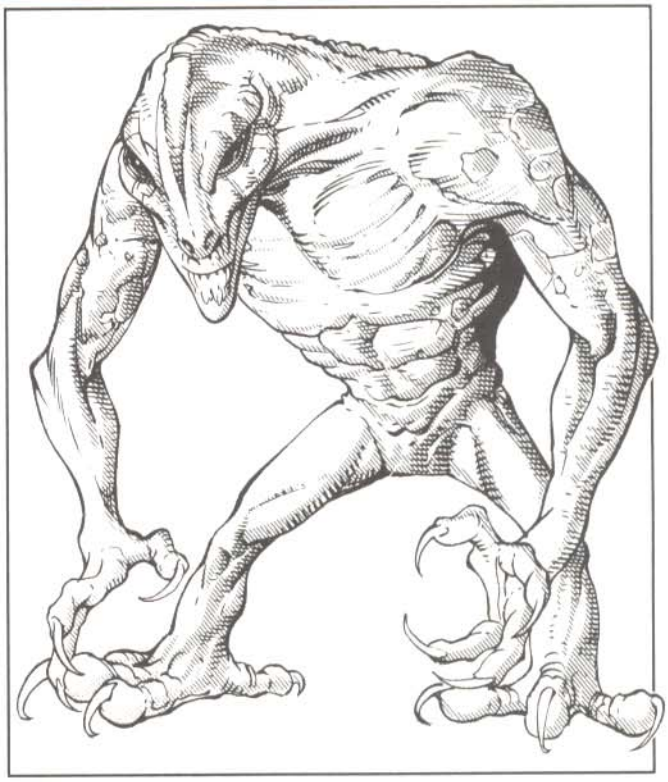
As the runner approaches, any elf in the party is entitled to a Wisdom check to recognize the creature. A successful roll means that the elf realizes the runner is undead. Anyone, regardless of race, who is unfortunate enough to be near a dune runner must suffer the consequences. Any intelligent creature the runner passes must save versus spells or be compelled (via psionic attraction and mass domination) to accompany the runner on its trek that night. The number of people affected by the dune runner is limited to five (the normal number of creatures affected by mass domination) times the level of the elf when it died and became a dune runner. Victims will be unable to stop running and will lose one Constitution point per turn spent running. If not forcibly stopped and restrained, victims will continue to run until their Constitution reaches zero, when they will collapse. Once a victim's Constitution reaches zero, a system shock roll must be made to survive; failure means death. A successful roll means that the victim remains unconscious for 1d6 turns, after which he may recover constitution points at a regular rate only if he rehydrates (1d8 points per day). Failure to rehydrate results in a second collapse and death. An elven victim that dies during the evening becomes a runner himself and forever joins the runner in its nightly quest. The slain becomes the dune runner's eternal companion, following the runner quite possibly until the end of time.

Habitat/Society: Each dune runner is different. Each had its own lives, loves, goals, and desires. Night after night, they harangue and haunt travellers who cross their path. These haunted creatures have transcended physical limitations and run each night for the sheer pleasure of it. Their evil fixation is so consuming that they compel the living to join them in their crazed, headlong run into oblivion. Few individuals have ever run the entire night with a dune runner in order to find out what happens to them at dawn; the ones who live often refuse to speak of that night for the rest of their lives.

Ecology: The dune runner is a bane to any caravan travelling across country. It has been reported that some small caravans have been found deserted along a known dune runner's path. The traders are often found miles away, dead from exhaustion and dehydration. Larger, more experienced trading caravans will even delay their travel a half-day rather than cross or camp along a dune runner's trail near dark. Some believe it is possible to fulfill the runner's quest and grant it eternal rest, but no proof of this has ever been provided.

Dune Stalker

CLIMATE/TERRAIN:	Tropical/Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Unknown
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Kiss of death (see below)
SPECIAL DEFENSES:	Can only be hit by magical weapons
MAGIC RESISTANCE:	30%
SIZE:	M (7' tall)
MORALE:	Very steady (14)
XP VALUE:	2,000



Vile in both their nature and in their appearance, dune stalkers shun the Prime Material Plane, unless summoned by a high-level evil magician to fulfill an evil quest. The dune stalker will attack good whenever it appears and attempt to deliver its bizarre and fatal "kiss of death" (see below).

The dune stalker appears as a tall, gaunt, and naked humanoid, with an unusually large, ovoid-shaped head, extremely long arms and legs, and razor-sharp claws on its hands and feet. The skin is reddish-orange in hue and extremely dry and abrasive to the touch. The eyes are large, and the nose is narrow and long. The chest is abnormally broad at the top, narrowing uniformly to a relatively tiny waist. There is no hair whatsoever on the creature. It does not sweat.

Combat: The dune stalker's principal ranged attack is by sonic vibration. The dune stalker's broad chest apparently allows it to take in a huge quantity of dry, hot air, which is then forced out under tremendous pressure through a resonance chamber in the nasal passages. This sonic vibration has a range of 60' in a cone extending from the mouth, and expands to 10' in diameter at the extreme end of its range. The vibration causes 2-12 points of damage to each person within the cone, and causes temporary deafness for 1-10 rounds. No saving throw is permitted. Those outside the cone of effect will hear an eerie, nasal roar.

At close range, the dune stalker will attempt to deliver a "kiss of death" to whichever target within melee range is most identifiable as good. This is accomplished when the dune stalker places its lips in direct contact with the bare skin of its victim, and makes a sonic vibration attack. The sonic vibrations set up by the "kiss of death" are of such intensity that failure to make a successful saving throw vs. death means instant death. A successful saving throw renders the victim unconscious for one melee round. In a "kiss of death," the attack has no other area of effect, although those nearby will still hear a muted trumpeting roar.

Dune stalkers have 30% magic resistance, and are only harmed by magical weapons. If attacked by a group, only some of which have magical weapons, the dune stalker will move first to attack those with magical weapons, particularly if they are of good alignment.

Habitat/Society: The dune stalker is a faultless tracker, with the same abilities in this regard as an invisible stalker, most particularly the ability to detect any trail less than a day old. Summoned from the Para-Elemental Plane of Magma by a high-level evil magician, its quest on the Prime Material Plane may be general or specific. Only once the quest is completed does the dune stalker return to its own plane. Accordingly, dune stalkers are relentless and unmerciful in the pursuit of their assigned quest. As the literal terms of their quest are what binds them to the Prime Material Plane, they seek literal compliance and will be released from their quest if such is achieved, even if the intent of the quest remains unfulfilled—much as in the case of interpretation of a *wish* or *limited wish* spell. Similarly, even though they may accomplish the intent of their summoner, unless the literal terms of the quest are met, they will remain bound to the Prime Material Plane, roaming the desolate desert areas seeking violent release of the anger within them. In addition, throughout their existence on this plane, dune stalkers will always attack good should it be encountered in any form or combination.

Dune stalkers are solitary creatures when encountered on the Prime Material Plane. There is no evidence of an ability to *plane shift* without the summons of a high-level evil magician.

Little is known of dune stalkers on their own plane. It is clear to all who encounter them on the Prime Material Plane that they are desperately unhappy during their unrequested stay. They loathe coolness and moisture of any kind. Dune stalkers frequent only desert areas, and move with their greatest ease only during the hottest part of the day. It is also possible that they cannot hear sounds in the range of human hearing.

Ecology: The bones of a dune stalker are very strong, and made up of many hollow tubes, spiraling around one another to form an extremely strong bundle. This makes the bones almost impossible to work. The hide of a dune stalker is too abrasive to make a desirable leather for garments and the like, but does perform admirably as an abrasive sandpaper, highly favored by skilled woodworkers because of its durability.

Dune Trapper

CLIMATE/TERRAIN:	Sandy wastes, salt flats
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	O, I, R, W
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	16+3
THAC0:	5
NO. OF ATTACKS:	see below
DAMAGE/ATTACKS:	see below
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	see below
MAGIC RESISTANCE:	Nil
SIZE:	G (100' +)
MORALE:	NA
LEVEL/XP VALUE:	19,000



A sparkling oasis in the middle of the desert, the dune trapper appears to be the salvation of many lost travellers. Unfortunately for most, apparent salvation often turns into death.

The dune trapper is often mistaken for a solitary oasis in the desert. The trapper has the appearance of almost an acre of vegetation surrounding a small pool of water.

Combat: When a victim comes to drink at or is near the pool (the real center of the plant), the trapper pulls itself down the pit it rests in, thus trapping the victim. Because of the size of the dune trapper, no attack roll is needed. Each round the trapper will deposit digestive fluids onto the victim it has swallowed causing 10d4 acid damage (save versus paralyzation for half), until the victim is liquified. Two separate Dexterity checks must be made each round to get free of the giant plant-animal. Two failed checks means the victim is swallowed and cannot employ any attack except psionics. One failed check means the individual is only partially trapped—only an arm or other extremity is caught—and automatically takes half damage that round. Two successful checks means the individual is able to get completely free of the plant without any damage. Any freed individual who wants to make a melee attack must spend one round of digging to expose an area of the dune trapper before making the first attack.

Habitat/Society: The trapper is some form of symbiotic/parasitic plant-animal that defies traditional classification. Dune trappers can grow to be as large as an acre (an acre equals 200' x 200'). A dune trapper will dig a large sand pit that it covers with its star-shaped head. It buries itself inches under the sand, except for the center of its throat which is left exposed above the ground. The trapper's roots can extend miles into the ground to a deep water source. Pumping up small amounts of the precious fluid, it holds the water in the top of its throat to attract prey. The pools range from 5'-50' across depending on the size of the dune trapper, but they are never more than an inch deep. Creatures that can smell water will travel many miles to the trapper's "oasis" only to meet their deaths. Although solitary in nature, dune trappers will sometimes encourage the growth of surrounding plants by furnishing them with traces of water. This helps the dune trapper further enhance its oasis disguise.

Ecology: If slain, the dune trapper will be found to contain as many quarts of water as it had hit points. The trapper itself is inedible to most humanoids (except for b'rohgs who consider it tasty).

	Ch'i-lin	Duru
CLIMATE/TERRAIN:	Temperate forests	Temperate forests
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVE TIME:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	18 (Genius)	18 (Genius)
TREASURE:	Nil	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	1	1
ARMOR CLASS:	- 2	0
MOVEMENT:	24 (ground or or water), Fl 36	36 (ground, water, clouds), Fl 48
HIT DICE:	16	13
THAC0:	5	7
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-10/1-10/3-18	1-6/1-6/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	G (75')	G (60')
MORALE:	Fanatic (18)	Fanatic (18)
XP VALUE:	18,000	15,000



The duruch'i-lin is one of the worlds most beloved creatures. Though seldom seen by man, the appearance of these creatures is always associated with longevity, health, and good fortune. The female duruch'i-lin is a "ch'i-1in." The male is a "duru."

A ch'i-lin is larger and more powerful than her male counterpart. Superficially, she resembles a giant version of the common unicorn. It is not unusual for a ch'i-lin to attain a height of 100 feet or more, though she is more commonly 50-75 feet tall. The ch'i-lin's coat is a riot of color, with splotches of red, yellow, black, white, and blue. Her belly is always brilliant yellow. She has the tail of a horse, the long jaws of a wolf, and a blunt, fleshy horn about 5 feet long extending from her forehead. Her voice sounds like the tinkling of silver bells.

Duruch'i-lin can speak all human languages, as well as the languages of all forest creatures.

Combat: The ch'i-lin is normally passive and docile, and resorts to violence only as a last resort. Her horn is too blunt to gore an opponent, but she can use it to fire *magic bolts* six times per round, each one aimed at a different target. A ch'i-lin's *magic bolts* have a +4 attack bonus and cause 3-18 (3d6) hit points of damage. She can *plane shift* and become *invisible* at will, and can cast both *crystalbrittle* and *bless* once per round. Though loathe to engage in physical combat, ch'i-lin can inflict 1-10 hit points of damage from two hoof attacks and 3-18 (3d6) hit points of damage from a bite.

The ch'i-lin is immune to all poisons, as well as all *death*, *charm*, and *hold* spells. She makes saving throws as if she were a 20th level wizard. An aura of golden flame surrounds her, acting as a permanent *deflection* spell. A ch'i-lin can walk on water as easily as she can walk on land.

A character who touches the horn of a living ch'i-lin gains the ability to cast an *omen* spell; this ability lasts for one hour.

Habitat/Society: The ch'i-lin has an affinity with all living creatures. She is especially fond of creatures of the forest, with whom she shares a strong bond of friendship and trust. She has no permanent lair, and prefers to roam the wilds in the company of her animal friends. When desiring privacy, she usually *plane shifts* to another plane of existence, where she may meditate in solitude for up to 10 years at a time. The ch'i-lin tends to shun the civilized world, but she often makes an appearance when an especially benevolent ruler or wise sage is about to be born.

The first ch'i-lin was a blending of the bodies of two creatures, the ch'i (a stag with silver antlers and emerald eyes) and the lin (a war horse with a golden coat whose every step cracked the earth). Both creatures are now extinct.

Ecology: A ch'i-lin seldom walks on the ground, fearing she will accidentally trample an innocent insect or damage the vegetation. She eats only minerals and drinks only from the purest of streams. Her horn, when ground into a powder, can be used as an antidote for any poison. The coat of a ch'i-lin retains the properties of *deflection* even after the creature's death, and is highly prized as material for protective clothing.

Duru

The duru is a smaller, faster, and less powerful version of the ch'i-lin. He is identical in outlook and appearance to his female counterpart, except that his belly is blue and his protective aura is silver. He fires only three *magic bolts* per round, which have a +2 to-hit bonus and cause 2-12 (2d6) points of damage.

The courtship ritual of the duru is long and complex. When a duru finds an agreeable ch'i-lin, he introduces her to an assembly of forest animals, including at least one representative of every species in his territory. (The territory usually covers 10,000 sq. miles or more.) If the animals accept her, the male then introduces the chi'i-lin to representatives of the Celestial Bureaucracy. If they approve of the mating, the pair retires to another plane of existence, where they spend no less than five years sharing every detail of their life histories. The couple gives birth to a single infant, raising it in this alternate plane until it reaches maturity (about 50 years). When the child has matured, all members of the family go their own way.

Climate/Terrain:	Any temperate to tropical
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Scavenger
Intelligence:	Average (10)
Treasure:	W
Alignment:	Chaotic neutral
No. Appearing:	1d3+1
Armor Class:	4
Movement:	12
Hit Dice:	9+2
THAC0:	11
No. of Attacks:	2
Damage/Attack:	1d8 (claw)/1d8 (claw)
Special Attacks:	Spores
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Champion (15)
XP Value:	3,000

The dusanu, or rot fiend, is a horrifying and intelligent humanoid that shuffles through the deepest wilderness of Mystara, attacking unfortunate humans and humanoids with its deadly spores.

A rot fiend appears as a yellowing, mold-encrusted human (or humanoid) skeleton, often wearing tattered clothing. Its strange eyes flicker with a haunting blue light, and the foul air near a dusanu is tainted with the spores of its terrible dry rot.



There has been no account of any successful communication with a dusanu, although several sages and wizards have made the attempt.

Combat: In battle, dusanu are intelligent and very cunning. The monsters always attack with their moldy claws, each causing 1d8 points of damage. When attacking, a pack often attempts to form a spore-radiating circle around the intended victim(s). As a rot fiend attacks, its spores radiate outward, filling a 5-foot-radius circle around the creature. Any human, demihuman, or humanoid in this circle must roll a saving throw vs. poison. Those who fail suffer an additional 1d8 points of damage and become infected. (See "Habitat/Society.")

A dusanu's mold-infested bones are particularly soft, even spongy. Their ability to absorb impact protects the creature from damage. Nonmagical weapons inflict only 1 point of damage to the rot fiend, while magical blunt weapons (maces, hammers, etc.) cause only half damage. Other magical weapons, however, inflict full damage upon the creature. The dusanu's nonconductive mold makes it immune to all types of electrical attacks.

Habitat/Society: The dusanu is actually a fungal colony inhabiting a human or humanoid skeleton. Its collective "group mind" grants the creature its intelligence and will. Mold inhabits every crevice of the host skeleton save the eye sockets, from which it emits the strange waste fumes that cause the dusanu's eyes to flicker with an eerie blue light.

A rot fiend reproduces by infecting humans and other humanoids with its poisonous spores. Those infected by these spores do not show any outward signs of infection for 1d3+1 days, save for an itchy rash. However, *cure wounds* spells have no effect on the victim. At the end of this time, yellowish mold begins to erupt from the victim's skin. Each day the victim must make a saving throw vs. death. A victim who fails the saving throw becomes overgrown with mold, resulting in death in less than two hours. The spores can be destroyed with a *cure disease* spell cast on the victim any time prior to death.

After a dormant period of 1d3 days, the mold animates the dead body, creating a new dusanu. The character's personality is lost to the new colony now inhabiting the corpse. All the person's memories and abilities disappear when the spores animate the body.

Dusanu prefer to travel in small packs of 1d3+1 colonies, so characters hardly ever encounter them alone. Rot fiends appear to communicate through the release of spores and can sense one of their own kind up to 10 miles away. The creatures do not seem to choose any particular lair or hunting ground, but instead adopt a nomadic lifestyle. Adventurers find them most often roaming deep forests or swamps far from regular human habitation.

When not attacking humans and other intelligent creatures, rot fiends avoid civilization.

Ecology: Periodically, a dusanu must renew its mold colony by launching spores onto a carcass, rotting tree limb, or other dead object. The spores rapidly grow into mold that consumes the decaying material, then launches new, revitalized spores that feed on the previous mold colony to build a new one. The mold on the dead material dies after it has used up its food supply. In this way, a rot fiend can consume an entire body or tree trunk the size of itself in less than three hours.

Dvati

CLIMATE/TERRAIN	Outlands
FREQUENCY	Rare
ORGANIZATION	Clan
ACTIVITY CYCLE	Any
DIET	Omnivore
INTELLIGENCE	High (13–14)
TREASURE	C, Q, R
ALIGNMENT	Any good or neutral

NO. APPEARING	2–12 (always in groups of two)
ARMOR CLASS	10 (unarmored)
MOVEMENT	12
HIT DICE	2+2 (or by class)
THAC0	19 (or by class)
NO. OF ATTACKS	2
DAMAGE/ATTACK	1–4 or by weapon type
SPECIAL ATTACKS	Ambidexterity
SPECIAL DEFENSES	Confusion
MAGIC RESISTANCE	Nil
SIZE	M (5'–6')
MORALE	Champion (15–16)
XP VALUE	175 (each)



The dvati are a race of humanoids that dwell throughout the Outlands. All dvati are born identical twins; their priests explain that the dvati soul is so powerful a force that it takes two bodies to house it.

Dvati appear elven due to their slight build, but the resemblance ends there. They have snow-white skin; thick, black hair (that is rather difficult to cut); and solid blue eyes that seem to lack irises or pupils. Their noses are almost nonexistent, having only a pair of small, slitted nostrils that protrude slightly from the face. Their shapely and graceful hands have but three fingers and a thumb.

Combat: The dvati are typically nonviolent, considering themselves artists and philosophers. However, they are well versed in the arts of combat and defend themselves with deadly cunning. They commonly employ small, hand-held throwing blades and throwing stars. They are particularly fond of the *tvan'th*, an S-shaped throwing blade that returns when thrown properly.

Player character dvati can be fighters (up to level 16), priests (13), wizards (16), thieves (12), or bards (15). They enjoy the following multiclass options: fighter/wizard, fighter/priest, fighter/thief, wizard/thief, or fighter/wizard/thief. Additionally, all dvati are paired twins, meaning players who choose to create dvati characters must create two characters.

In combat, dvati work together to defeat enemies. A favorite tactic is circling a foe, using their echo-voice ability to confuse the target. This power involves speaking aloud in unison in such a way that the voices seem as if they come from everywhere at once. This results in a great deal of confusion, and those who fail a saving throw vs. spell suffer a –4 penalty to hit while the power is in effect. The ability takes 1 round to activate, and both dvati must be able to circle the target and speak. As long as they keep the echo-voice going, the attack penalty remains.

Dvati are inherently ambidextrous and possess the Two-weapon Fighting Style proficiency. In melee combat, they prefer paired weapons and gain an additional attack per round when using them.

A dvati cannot survive without its counterpart; if one is killed, the other loses 1d6 hit points per day until it dies. This loss cannot be restored by anything short of a *wish*.

Habitat/Society: Dvati society is based entirely around the number two. This does not mean they are obsessively orderly or lawful, but simply that their art, architecture, language, and philosophies are all based around the idea of duality. Dvati children are always raised together, and they stay together after they reach adulthood.

Dvati twins can communicate with each other telepathically. This closeness doesn't bother them as it might members of other races. Indeed, the dvati relish their closeness.

Dvati gather in large communities, often building towns or cities in the Outlands. Each community is broken into four ruling houses, each governed by four subgroups called "rings."

Socially, dvati are a friendly and outgoing. They actively trade with other races and encourage contact with strangers. They are honest and slow to recognize dishonesty in others, though one act of dishonesty brands a person as a liar for life.

Ecology: The term "dvati" applies not only to the race but also to a set of twins. Indeed, due to their belief that a twin set share a soul, there is no singular pronoun in their language. The dvati farm and hunt, eating a stable diet of meats and vegetables. They have no special affinity for treasure but are fond of gems, working them into the items they craft.

	Hill	Mountain
CLIMATE/TERRAIN:	Subarctic to sub-tropical rocky hills	Subarctic to sub-tropical mountains
FREQUENCY:	Common	Common
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	M (x5) (G, Qx20, R)	M (x5) (G, Qx20, R)
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	40-400	40-400
ARMOR CLASS:	4 (10)	4 (10)
MOVEMENT:	6	6
HIT DICE:	1	1+1
THAC0:	20	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (weapon)	1-8 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	S to M (4′ and taller)	M (4½′ and taller)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	175	270



Dwarves are a noble race of demihumans who dwell under the earth, forging great cities and waging massive wars against the forces of chaos and evil. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind.

Standing from four to 4½ feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray, or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favor ornate stylings or wrappings for their hair or their beards.

Dwarven clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewelry, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals, they consider it in bad taste to flaunt wealth.

Because dwarves are a sturdy race, they add 1 to their initial Constitution ability scores. However, because they are a solitary people, tending toward distrust of outsiders and other races, they subtract 1 from their initial Charisma ability scores. Dwarves usually live from 350 to 450 years.

Dwarves have found it useful to learn the languages of many of their allies and enemies. In addition to their own languages, dwarves often speak the languages of gnomes, goblins, kobolds, orcs, and the common tongue, which is frequently used in trade negotiations with other races.

Combat: Dwarves are courageous, tenacious fighters who are ill-disposed toward magic. They never use magical spells or train as wizards, though they can become priests and use the spells of this group. Because of their nonmagical nature, in fact, they get a special bonus to all saving throws against magical wands, staves, rods, and spells. Dwarves receive a +1 bonus to saving throws against these magical attacks for every 3½ points of Constitution score they have. See Table 9 on page 21 of the *Player's Handbook* for specific bonuses.

A dwarf's nonmagical nature can also cause problems when he tries to use a magical item. In fact, if a dwarf uses a magical item that is not specifically created for his class, there is a 20% chance the item malfunctions. For example, if a dwarven fighter uses a *bag of holding*—which can be used by any class, not just fighters—there is a 20% chance each time the dwarf uses it that the bag does not work properly. This chance of malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and miscellaneous magic. However, dwarves have learned to master certain types of magical items—because of an item's military nature. These objects—specifically weapons, shields, armor, gauntlets, and girdles—are not subject to magical malfunction when used by a dwarf of any class.

As with magical attacks, dwarves are unusually resistant to toxic substances. Because of their exceptionally strong Constitution, all dwarves roll saving throws against poisons with the same bonus (+1 for every 3½ points of Constitution score) that applies to saves vs. magical attacks.

In the thousands of years that dwarves have lived in the earth, they have developed a number of skills and special abilities that help them to survive. All dwarves have infravision that enables them to see up to 60 feet in the dark. When underground, dwarves can tell quite a bit about their location by looking carefully at their surroundings. When within 10 feet of what they are looking for, dwarves can detect the grade and slope of a passage (1-5 on 1d6), new tunnel construction (1-5 on 1d6), sliding/shifting walls or rooms (1-4 on 1d6), and stonework traps, pits, and deadfalls (1-3 on 1d6). Dwarves can also determine their approximate depth underground (1-3 on 1d6) at any time.

During their time under the earth, dwarves have also developed an intense hatred of many of the evil creatures they commonly encounter. Thus, in melee, dwarves always add 1 to their attack rolls to hit orcs, half-orcs, goblins, and hobgoblins. The

small size of dwarves is an advantage against ogres, trolls, ogre magi, giants, and titans; these monsters always subtract 4 from their attack rolls against dwarves because of that size difference and the dwarves' training in fighting such large foes.

Dwarven armies are well-organized and extremely well-disciplined. Dwarven troops usually wear chain mail and carry shields in battle. They wield a variety of weapons. The composition of a typical dwarven army by weaponry is axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%).

For every 40 dwarves encountered, there is a 2nd- to 6th-level fighter who leads the group. (Roll 1d6 to determine level, with a roll of 1 equalling 2.) If there are 160 or more dwarves encountered, there are, in addition to the leaders of the smaller groups, one 6th-level fighter (a chief) and a 4th-level fighter (lieutenant) commanding the troops. If 200 or more dwarves are encountered, there is a fighter/priest of 3rd- to 6th-level fighting ability and 4th-to 7th-level priest ability. If a dwarven army has 320 or more troops in it, the following high-level leaders are in command of the group: an 8th-level fighter, a 7th-level fighter, a 6th-level fighter/7th-level priest, and two 4th-level fighter/priests.

The commanders of the dwarven troops wear plate armor and carry shields. In addition, the fighters and fighter/priests leading the dwarven troops have a 10% chance per level of fighting ability of having magical armor and/or weapons. The fighter/priests who lead the troops also have a 10% chance per level of priest ability of having a magical item specific to priests (and thus not subject to malfunction).

If encountered in its home, a dwarven army has, in addition to the leaders noted above, 2d6 fighters of from 2nd- to 5th-level (1d4+1 for level), 2d4 fighter/priests of from 2nd- to 4th-level (in each class), females equal to 50% of the adult males, and children equal to 25% of the adult males. Dwarven women are skilled in combat and fight as males if their homes are attacked.

Habitat/Society: Usually constructed around profitable mines, dwarven cities are vast, beautiful complexes carved into solid stone. Dwarven cities take hundreds of years to complete, but once finished they stand for millennia without needing any type of repair. Since dwarves do not leave their homes often and always return to them, they create their cities with permanence in mind. Troops guard dwarven cities at all times, and sometimes (60% chance) dwarves also use animals as guards—either 2d4 brown bears (75% chance) or 5d4 wolves (25% chance).

Dwarven society is organized into clans. A dwarven clan not already attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Clans often settle close together since they usually need the same raw materials for their crafts. Clans are competitive, but usually do not war against one another. Dwarven cities are founded when enough clans move to a particular location.

Each dwarven clan usually specializes in a particular craft or skill; young dwarves are apprenticed at an early age to a master in their clan (or, occasionally, in another clan) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and politicians are usually subjected to a long period of apprenticeship before they are considered professionals.

To folk from other races, life within these cities might seem as rigid and unchanging as the stone that the dwarven houses are wrought from. In fact, it is. Above all, dwarves value law and order. This love of stability probably comes from the dwarves' long life spans, for dwarves can watch things made of wood and other mutable materials decay within a single lifetime. It shouldn't be surprising, then, that they value things that are unchanging and toil ceaselessly to make their crafts beautiful and long-lived. For a dwarf, the earth is something to be loved because of its stability and the sea a thing to be despised—and feared—because it is a symbol of change.

Dwarves also prize wealth, as it is something that can be developed over a long period of time. All types of precious metal, but particularly gold, are highly prized by dwarves, as are diamonds and other gems. They do not value pearls, however, as they are reminders of the sea and all it stands for. Dwarves believe, however, that it is in poor taste to advertise wealth. Metals and gems are best counted in secret, so that neighbors are not offended or tempted.

Most other races see dwarves as a greedy, dour, grumpy folk who prefer the dampness of a cave to the brightness of an open glade. This is partially true. Dwarves have little patience for men and other short-lived races (since man's concerns seem so petty when seen from dwarven eyes). Dwarves also mistrust elves because they are not as serious-minded as dwarves and waste their long lives on pastimes the dwarves see as frivolous. However, dwarves have been known to band together with both men and elves in times of crisis, and long-term trade agreements and alliances are common.

Dwarves have no mixed feelings about the evil races that dwell below ground and in the Underdark, however. They have an intense hatred of orcs, goblins, evil giants, and drow. The dire creatures of the Underdark often fear dwarves, too, for the short, stout folk are tireless enemies of evil and chaos. It is a goal of the dwarves to wage constant and bitter war against their enemies under the earth until either they or their foes are destroyed.

Ecology: Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarven miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders—though they work almost exclusively with stone—and some dwarven architects work for humans quite frequently.

Dwarves most often trade in finished goods. Many clans are dedicated to work as blacksmiths, silversmiths, goldsmiths, armorers, weapons makers, and gem cutters. Dwarven products are highly valued for their workmanship. In human communities, these goods often demand prices up to 20% higher than locally forged items. Many people are still willing to pay a high price for a suit of dwarven mail or a dwarven sword. Humans know that the dwarf who forged the item made it to last a dwarven lifetime, so they'll never need to worry about it wearing out in theirs.

Mountain Dwarves

Similar in most ways to their cousins, the hill dwarves, these demihumans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4½ feet tall) and more hearty (having 1+1 Hit Dice). They usually have slightly lighter skin and hair than their hill-dwelling relatives. In battle, mountain dwarf armies are likely to have more spears (30% maximum) and fewer crossbows (20% maximum) than hill dwarf armies. Mountain dwarves have the same interests and biases as hill dwarves, though they are even more isolationist than their cousins and sometimes consider even hill dwarves to be outsiders. Mountain dwarves live for at least 400 years.

	Derro	Duergar
CLIMATE/TERRAIN:	Any/ Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Night	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very to genius (13-18)	Average to genius (8-18)
TREASURE:	See below	M, Q Lair: B (magic only), F
ALIGNMENT:	Chaotic evil	Lawful evil (Neutral)
NO. APPEARING:	3-30	2-9 or 201-300
ARMOR CLASS:	5 or 4 (8)	4
MOVEMENT:	9	6
HIT DICE:	3 (see below)	1+2
THAC0:	17 (see below)	19
NO. OF ATTACKS:	1 or 2	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	Save with +4 bonus
MAGIC RESISTANCE:	30%	Nil
SIZE:	S (4' tall)	S (4' tall)
MORALE:	Steady (12)	Elite (13)
XP VALUE:	975 and up	420
2 Hit Dice +4		650
3 Hit Dice +6		975
4 Hit Dice +8		1,400



Derro are a degenerate race of dwarven stature. They have been skulking in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for just two things: to witness the slow, humiliating death of surface demi-humans, and especially humans; and the perversion of knowledge to their own dark ends.

Derro are short, with skin the color of an iced over lake (white, with bluish undertones), sickly, pale yellow or tan hair (always straight), and staring eyes that have no pupils. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed deep red or brown. Their armor is leather, studded in copper and brass. Leaders wear tougher, kather armors, made from the hides of beasts far more rugged than cattle.

Combat: Derro are one of the most dexterous of humanoid races (averaging 15-18), and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

Half of all encountered derro carry a repeating light crossbow (12 maximum range, two shots each round, six-bolt capacity, 1d3 points of damage). Derro crossbowman usually coat their bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of damage (successful saving throw for no additional damage). If he desires to prolong his target's suffering, he uses a poison that has the same effects as a *ray of enfeeblement* spell (asuccessful saving throw indicates no poison damage).

Twenty-five percent of derro carry a hook-fauchard, a long (6'+) pole arm that causes 1d4 points of impaling damage and can pull a man-sized or smaller creature off-balance 25% of the time. It takes one round to regain balance.

Fifteen percent of derro use only a spiked buckler. This small shield, improves the derro's AC by 1 against any one opponent. It is armed with a central spike, which can be wielded as a second weapon (no penalty because of the derro's high Dexterity) for 1d4 points of impaling damage. The derro will also have a hooked aklys, a short, heavy club that can be thrown for 1d6 points of crushing damage. It is attached to a thick leather thong so that it can be retrieved. Thanks to the hook, the aklys also pulls an opponent off-balance but it has only a 1-8 chance. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 4).

The remaining 10% of the derro are the sons and daughters of derro leaders. They are given heavier armor and trained in the use of the spear and the military pick. They use bucklers (sans spikes) when not using the spear with both hands.

For every three derro encountered, there is one with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If 10 or more, there is a 7 Hit Die leader with a 6 Hit Die lieutenant. If a party encounters 25 derro, they would be accompanied by eight 4 Hit Die derro, four of 5 Hit Die, one with 6 Hit Dice, and one with 7. The leaders always wear the thicker armor and usually wield well-made (and occasionally magical) weapons.

If 20 or more are encountered, they are accompanied by a savant and two students. Savant derro are able to use any sort of magical item or weapon. Savants know 1d4+5 of the following spells, learned at random: *affect normal fires, anti-magic shell, blink, cloudkill, ESP hypnotic pattern, ice storm, invisibility, levitate, light, lightning bolt, minor creation, paralyzation, repulsion, shadow magic, spider climb, ventriloquism, wall of fog, wall of force.* Savants have 5-8 Hit Dice, and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance, invisibility, protection,* and *spell*

storing, any wand, *studded leather armor* +1, shields, weapons up to +3, *bracers of defense*, *brooches of shielding*, *cloaks of protection*, and so on. Savants can instinctively *comprehend languages* and *read magic* (as the spells).

Savants are capable of acting as sages in one to three areas of study. Derro raids are often inspired by a savant's research.

Student savants know only 1-3 spells, have 4-7 Hit Dice, they know only one field of study, and one minor magical item.

In combat, derro fight cunningly, with good tactics. They keep spellcasters from effectively using magic, and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. Derro have poor infravision (3-foot range) but keen hearing (treat as the blind-fighting, nonweapon proficiency).

Derro keep slaves and attempt to capture intelligent opponents, when possible.

Habitat/Society: Derro live in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight; it nauseates them. Sunlight will kill a derro if he is exposed to it for several days. Still, derro do visit the surface at night, raiding for humans or carrying out a savant's plans.

Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro is a desperate derro, seeking at all costs to return to his home.

Derro lairs always have 3d4+30 normal derro, plus leaders. The members of the lair are led by the resident savants (1-3 in number) and their apprentices (2-5 students). Derro obey without question the puzzling, even suicidal, dictates from their savant leaders.

Also to be found in a derro lair are 5d6+10 human slaves. If any of the lair's savants or students know the *charm person* spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor, and for breeding.

Derro do not appear to worship any powers, but the savants treasure knowledge and the rest seem to worship the savants.

Derro usually scour their territory for magical items, stealing them, or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarven relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.

Every 20 years or so, the derro mount an all-out war against the other creatures of the Underdark. This is known as the Uniting War, and no savant really expects it to be won. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really create some terror in the Underdark. It also serves the purpose of starting rumors. Humans will certainly hear that a war is being fought in the Underdark, and they will send hundreds of scouting and adventuring parties to the underground to investigate. The derro welcome this new source of slaves.

Ecology: Derro can live on a diet of underground fungi, but use it only for spice. They seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that will feed an entire lair, rather than smaller, simpler food. The derro tendency to torment prey also holds when for hunting food. They also raid other races for food.

Duergar

Duergar, or gray dwarves, are a malevolent breed that exist at extreme depths underground. Duergar may be fighters, priests, thieves, or multi-classed fighter/priests, fighter/thieves, or priest/thieves. Thieves are proficient in the use of poison.

Duergar appear to be emaciated, nasty-looking dwarves. Their complexions and hair range from medium to dark gray. They prefer drab clothing designed to blend into their environment. In their lairs, they may wear jewelry, although such pieces are kept dull.

Duergar have infravision to 120 feet. They speak the duergar dialect of the dwarven tongue, "undercommon" (the trading language of subterranean cultures), and the silent speech employed by some subterranean creatures. Intelligent duergar may speak other languages as well.

Combat: For every four, single HD duergar encountered outside a lair, there is one with 2 HD+4 hp. If a band of nine are encountered outside a lair, there will be a tenth, with 3 HD+6 hp or 4 HD+8 hp always leads the group.
Duergar are armed as follows:

1st level: pick, hammer, spear, chain mail, and shield;
2nd level: pick, light crossbow, chain mail, and shield;
3rd-6th level: hammer, short sword, plate mail, and shield;
7th-9th level: hammer*, short sword*, plate mail*, and shield*;
3rd-6th/3rd-6th-level priest/thief: any usable*/any usable*;
7th-9th/7th-9th-level priest/thief: any usable*/any usable*
* 5% chance/level for magical item; for multi-class, add one-half of lower level (round up) to the higher level in order to find the appropriate multiplier.

There are noncombatant, duergar children equal to 10% of the total number of duergar fighters encountered.

The duergar's stealth imposes a −2 penalty to opponents' surprise rolls; the duergar are surprised only on a 1 on 1d10. Their saving throws vs. magical attacks gain a +4 bonus. They are immune to paralysis, illusion/phantasm spells and poisons.

All duergar possess innate magical abilities of *enlargement* and *invisibility*. They can use these spells as wizards of a level equal to their hit points. Duergar can use *enlargement* to either grow or shrink themselves, as well as anything they are wearing or carrying.

Daylight affects the duergar as follows: their enhanced ability to gain surprise is negated, Dexterity is reduced by 2, attacks are made with a −2 penalty to the attack roll, and opponents' saving throws are made with a +2 bonus. If the encounter occurs when the duergar are in darkness, but their opponents are brightly illuminated, the duergar's surprise ability and Dexterity are normal, but they still suffer a −1 penalty to their attack rolls while their opponents gain a +1 bonus to saving throws against attacks. Duergar are not adversely affected by the light given off by torches, lanterns, magical weapons, or *light* and *faerie fire* spells.

There is a 10% chance that any duergar are accompanied by 2d4 giant steeders, used as mounts (see *Spiders*).

Habitat Society: Duergar society is similar to that of other dwarven cultures, although life is much harsher because of the hostile environment deep underground. They do not venture to the surface except at night or on gloomy days. Duergar life spans can reach 400 years.

Dwarf, Arctic (Inugaakalikurit)

CLIMATE/TERRAIN:	Arctic (Great Glacier)
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies 13–18)
TREASURE:	M (Q×5)
ALIGNMENT:	Varies, usually lawful neutral
NO. APPEARING:	10–100
ARMOR CLASS:	8 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'–3' tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Squat, hardy, and eccentric, the Innugaakalikurit are the only dwarven race native to the Great Glacier region of Toril. With blocky bodies, pinched faces, and stubby legs, the arctic dwarves resemble normal dwarves who have been squashed.

They seldom exceed 3 feet in height, and are nearly as broad as they are tall. Their eyes are bright blue, their cheeks as ruddy as apples. Normally, their skin is white, almost bluish, but because of their fondness for basking under the bright sun many of them are sunburned red from head to toe, a condition that causes them no discomfort or other ill effects.

Their fingers and toes are thick and blunt, their feet flat and wide, enabling them to walk on the snow without sinking. Curly white hair covers their heads and tumbles down their backs nearly to their waists. Males sport short beards and twisting moustaches. Both sexes favor simple tunics of polar bear fur. Innugaakalikurit are always barefoot.

Arctic dwarves speak their own language. They also speak the languages of white dragons, yeti, frost giants, and selkies. Their high, gentle voices are particularly suited for singing. On Toril, they speak a dialect similar to that of the Ulutiuns (a human tribe from the same area).

Combat: Though peaceful at heart, arctic dwarves relish recreational combat; a group can pleasantly pass an afternoon by pounding each another into unconsciousness. They are also excellent hunters and fishers. However, they studiously avoid war and won't engage in combat except to defend themselves or their families. An arctic dwarf isn't likely to risk his life to defend a principle or acquire treasure, considering such actions to be the height of stupidity.

The arctic dwarves are extremely strong; a pair of them can carry a full-grown polar bear, and a single Innugaakalikurit can effortlessly lift an adult human off his feet. Their preferred weapon is a bulky bow called an *eyklak* that fires thick arrows with sharp barbs, capable of inflicting 1d8 points of damage. These dwarves gain a +2 bonus to hit when using an eyklak, but because of the weapon's awkward shape, members of other races suffer a –2 penalty when using it. On occasion, the Innugaakalikurit employ battle axes and spears.

Arctic dwarves don't wear armor, but the thick layers of fur worn by their hunters and scouts give a protection of AC 8.

In addition to all of the special abilities of dwarves listed in the *Player's Handbook*, the arctic dwarves suffer no ill effects from cold temperatures. They are immune to all *cold*-based attacks, such as a *cone of cold* spell or white dragon's breath.

Habitat/Society: Though a few Innugaakalikurit settlements are found in the ice-covered mountains in the northern reaches of the Great Glacier, most live in small villages in the highest peaks of Novularond. A typical clan consists of about 100 members. Of the able-bodied adults, about 80% are 1st-level fighters, 10% are 2nd-to 4th-level fighters, 5% are 5th-level or higher fighters, and the rest are rangers (to 8th level) and thieves (to 8th level). The eldest male serves as clan leader, though opinions of all adults are freely solicited. The homes of the dwarves are caves or simple structures of snow blocks.

The life of the arctic dwarves focuses on hunting, gathering, and raising children. Singing, storytelling, and contact sports (such as boxing and wresting) occupy their leisure time.

Innugaakalikurit are fascinated by weapons of all types. When coming across an unusual weapon—which for them can be anything from a scimitar to a trident to a blowgun—they may spend hours turning it over in their hands, admiring its craftsmanship and discussing its merits. A few of these dwarves maintain sizeable collections of odd weapons.

Ecology: Curious and outgoing, the Innugaakalikurit are quite sociable and maintain friendly, if distant, relationships with other races. They despise frost giants, with whom they have long-standing territorial conflicts. Favorite foods include fish, caribou, and polar bear.

Dwarf, Athasian

Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (9–11)
Treasure:	Varies
Alignment:	Lawful neutral
No. **Appearing:**	3–10 (3d10)
Armor Class:	6 (10)
Movement:	6
Hit Dice:	1+2
THAC0:	19
No. **of Attacks:**	1
Damage/Attack:	1d2 or by weapon +2
Special Attacks:	Nil
Special Defenses:	Special resistances
Magic Resistance:	Nil
Size:	S (4′ tall)
Morale:	Very steady (12–13)
Level/XP Value:	65 for normal 120 for uhrakkus 270 for uhrnius 2,000 for uhrnomus

Psionics Summary: varies

Player's Option: MAC8

Dwarves are short, stocky demihumans capable of amazing feats of strength. They are known for obsessive attitudes about the tasks they perform and as such, are considered extremely reliable workers.

Dwarves stand an average of 4½′ to 5 feet tall. They tend to have disproportionate statures because of over-muscled bodtes and sometimes weigh as much as 200 pounds despite their height. Their massive hands permit them to hold weapons that seem too large for their size. Equally large feet help keep their bulging frames standing. Deep-set eyes sometimes give the impression that the dwarves are constantly observing, silently watching and judging the actions of those around them.

Other than a distinctive build and usually hairless heads, dwarves do not stray too far from a human appearance. However, endless hours laboring under the scorching, Athasian sun has brought them deep copper tans and calloused bodies. There is a joke spread by the humans that dwarves use no whetstone to sharpen their weapons; instead, they are said to rely upon their own skin to keep their blades sharp.

The dwarven language is deep and throaty, with hard, guttural consonants that usually end the brief sentences. Since their tongue often makes non-dwarves hoarse after a few hours of speech, dwarves are willing to learn the common language spoken by merchants throughout the land. Because the language is so difficult, dwarves view with respect those who attempt their language for extended periods, in return for the honor they feel is being demonstrated to them.

Combat: Dwarves approach combat with the same obsessive, single-minded perspective they do all things. They neither offer nor expect any quarter, viewing almost every battle as one to the death. They are not incapable of mercy, but mercy is far from their first instinct. Opponents who fight with skill and honor have been known to lose to a dwarf and walk away.

Dwarves prefer sturdy weapons with good heft since weaker ones tend to break under the powerful might of a dwarven swing or thrust. Most dwarves strike for 1–8 (1d8) points of damage with one of their swords, axes, hammers, or similar weapons. Most dwarven weapons are made of stone, but they might also be made with metals. Stone weapons have a –2 THAC0 penalty and a –1 penalty to damage rolls. In addition, dwarves' great strength gives a +2 to all damage inflicted from a melee attack. Dwarves are particularly fond of, and quite capable of, finding and using metal to forge their weapons and armor, more so than most of the other demihuman races. There is a 10% chance per dwarf encountered that 1–4 (1d4) of them have arms and armor constructed from scraps of metal found or mined from the wastelands.

Ironically, though dwarves love metal, they despise bulky armor. Most prefer mekillot hide or bone as protection, though some will shape pieces of metal into breastplates, bracers, or greaves (conferring an AC of 5). Most dwarves use shields if their main weapon requires only one hand or if they are not carrying a second weapon. Dwarves who find metal are most likely to use it for a weapon or a shield rather than applying it to armor.

Dwarves are inherently nonmagical, both by choice and by design. They are never preservers, defilers, or illusionists, nor do they employ magical spells. They do not, however, overlook the value of enchanted arms, believing that the weapon or armor overpowers whatever unreliable magics reside within. They do not share similar views of clerics and templars, noting an important distinction between spiritual and wizardly magic. This resistance to magic gives a +4 bonus to all saving throws versus magical attacks, though individual dwarves may have different adjustments based on the description given in the *Dark Sun Rules Book*. A dwarf's high Constitution also results in a stronger resistance to illnesses and toxins, granting dwarves a +4 to saving throws versus disease and poison, but this can vary for the individual dwarf.

When entire clans (30–300 members) are encountered, one dwarf in 10 is called a *uhrakkus*, meaning sub-leader. This uhrakkus has 3+6 HD, THAC0 17, and always has a steel weapon. For every 50 dwarves, there is a *uhrnius* (leader) present who has 5+10 HD, THAC0 15, and a magical steel weapon. The uhrnius is 50% likely to possess psionic or clerical abilities. Every clan of more than 100 dwarves will have a 10+1 HD *uhrnomus* (over-leader) with THAC0 11, clerical and psionic abilities (as per 5th-level cleric/5th-level psionicist), a magical weapon, and 1–4 (1d4) magical items. Clans with more than 200 members are 40% likely to have two uhrnomus, though only one actually has the title and the right to command.

Dwarves have the ability to see varying degrees of heat (infravision) to as far as 60 feet, making them formidable opponents even in darkness.

Habitat/Society: The saying that a dwarf's first love is hard work is true. No dwarf is more content than while working toward the resolution of some cause, be it labor or combat. This task, called a *focus,* is approached with single-minded direction for the dwarf's entire life, if need be, though most foci require considerably less time. The only time constraint for a focus is that it must take more than a week to complete, anything less is nothing more than a simple task. A dwarf does not ignore such short activities, but he derives no satisfaction from their completion. At all times, the dwarf must be progressing toward the completion of the focus, changing direction for no more than a few days at most.

It is possible for a dwarf to have more than one focus, providing both are somehow related. For example, a dwarf whose focus is to construct a new village for his clan to adopt may also have a short-term focus to locate the best builders in all of Athas for this village. A dwarf who performs tasks related to the completion of his foci receives a +1 bonus to all saving throws and a +2 bonus to his proficiency rolls. A dwarf who dies while resolving a focus is doomed to spend the remainder of its existence as a banshee, forever wandering the wastelands in vain attempts to finish his work.

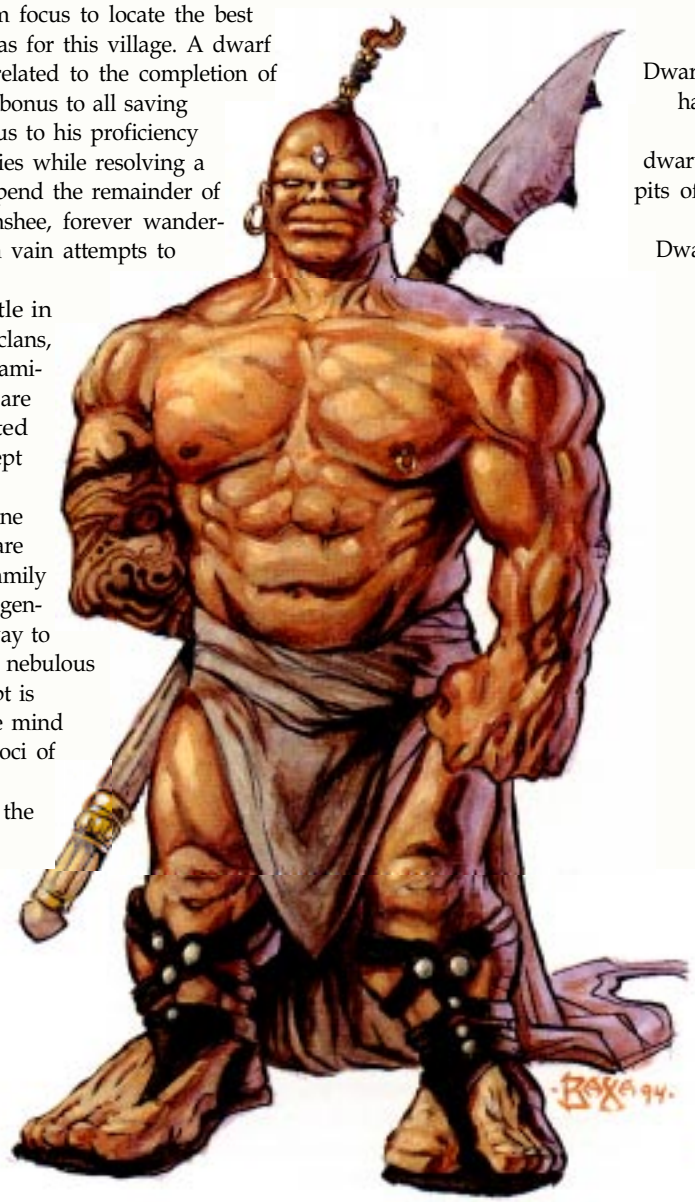
Free dwarves settle in communities, called clans, bound around their families. Ties of the blood are honored and respected above all others, except the focus. Debts and glories earned from one generation in a clan are passed down to the family members of the next generation. There is no way to break free from these nebulous ties, for such a concept is entirely foreign to the mind of the dwarf. Many foci of clan dwarves center around the benefit of the family.

Ecology: Dwarves adapt to virtually all types of terrain on Athas, comfortably settling in mountains. deserts, or near human city-states. Few communities surpass 300 in number. These communities usually spring from a few extended families linked by a common ancestor whose focus was to start the settlement ages ago.

Most free dwarves earn their money through commerce with the world around them. Dwarven-forged metal is considered to be among the best in all of Athas. Many smiths swell the boundaries of their clan's economy by purchasing or finding scraps of steel and converting it to arms or armor. Though dwarves despise haggling because it wastes too much time that could be directed toward better things, they set their prices fairly. Most dwarven-produced goods are priced within 10% of the prices listed in the *Player's Handbook.*

In the cities, dwarves who do not craft metal usually hire out as mercenaries. Dwarven mercenaries are highly prized; it is hard to buy their loyalty once it has been purchased by another. Some desperate dwarves find their ways into the gladiatorial pits of the nobles, sacrificing freedom to send money to the homelands.

Dwarves have an average life span of about 250 years.



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CLIMATE/TERRAIN:	Groaning City
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 2-5
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	15%
SIZE:	M (4 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/4	—/IF,MB	12	50

Psychometabolism— *Sciences:* death field, life draining; *Devotions:* aging, body weaponry, cause decay, ectoplasmic form.

The demihumans of ancient Giustenal fled to the uppermost cavern beneath the city to escape the Cleansing Wars and the wrath of their sorcerer-king, Dregoth. Eventually, Dregoth discovered the place the demihumans took sanctuary, and his troops were sent below to destroy them. The last group of defenders were the dwarves guarding the Hall of the Lion in the cavern that would come to be called the Groaning City. Dregoth personally helped defeat the dwarves, and he watched as each of them was hanged from the trees in front of the place they sought to defend. When his troops set fire to the remains of the settlement, Dregoth cursed the dwarves for defying him. On that day the cursed dead were born.

The cursed dead dwarves are undead creatures who look much like they did in life. They wear faded yellow robes with lion images emblazoned on the fronts. Because of the way they died, their heads bounce on broken necks. Ropes of giant hair still hang around their necks, further evidence of the terrible fate that befell them.

The bodies of many of these dwarves still sway from rotting nooses. They let out low, haunting moans whenever someone enters the cavern, thus giving the ruins the name of the Groaning City. Occasionally, a rope breaks and a cursed dead is freed from its tree to roam the cavern. Visitors to the ruins may run into these free cursed dead among the ruins on the overlook in the northern portion of the cavern.

The cursed dead of the Groaning City remember the language of ancient Giustenal, as well as the dwarven language spoken at that time. However, most are not capable of producing any sounds other than the low moans that echo throughout the cavern.

Combat: A cursed dead dwarf suffers in constant anguish over its barely remembered failure to save its beloved city. Any living being is a reminder of the army that once ransacked their home, and the cursed dead will stop at nothing to right that ancient wrong.

Anyone who gets close enough to a cursed dead must watch out for its powerful pummeling attacks. It swings its arms like heavy clubs, inflicting 1d8 points of damage with every hit. Even those still hanging from the trees can attack in this manner, though they do so with a -2 attack roll penalty.

A cursed dead's special attack is both frightening and gruesome. With a terrible moan, it spreads its arms and legs wide, then its sinews explode in a mass of writhing, constricting cords. It can use this attack once every five rounds, as it takes time to reconstitute itself before it can once more shoot out the cords. (A cursed



dead can use its pummeling attack while reconstituting itself.) Anyone within 20 feet of a cursed dead is eligible to be hit by the sinews. It can direct four attacks in a round this way, but all the attacks must be at the same target. Each hit inflicts 1d4 points of damage. If at least two of the sinew attacks hit, then the target is caught by the sinews.

Those entwined in the sinewy cords can't cast spells or attempt to turn the undead creatures. They also fight and defend with penalties of -4. It takes a cursed dead one round to pull its captured victim close. Then it launches a series of pummeling attacks until the victim is destroyed.

To escape from the sinews, a character must make a successful Strength check with a modifier based on how many cords hit: 2 cords, Str -2; 3 cords, Str -3; 4 cords, Str -4. The cords can also be severed. To sever one of the cords, a character must inflict 8 points of damage to it. Once severed, the cord will regenerate (if the cursed dead isn't destroyed) in 24 hours. Blunt or impaling weapons cause only a single point of damage to the cords with each successful hit, though they cause full damage to the cursed dead itself.

Cursed dead can't be controlled by evil clerics, but they will never attack an evil priest or anyone within 10 feet of him if that result is achieved on a turning check.

Habitat/Society: The cursed dead never leave the confines of the Groaning City. Most are encountered along the Avenue of the Hanged, where their bodies still sway from the charred, dead trees. A few have escaped and roam the city. A free cursed dead will follow whoever disturbs it, waiting for an opportunity to use its special attack.

Whenever a living being steps within 50 feet of a cursed dead, all of the dwarves hanging from the trees will begin to moan. Once the moaning starts, the cursed dead wait for the chance to grab those who have disturbed them. If any are cut down, they immediately attack with their special attack form.

Any characters who hear the horrible moans must save versus death magic. Those who fail suffer a -2 penalty to all attack rolls and proficiency checks made within the cavern, and they will insist on leaving after 1d4 hours have passed.

Ecology: The cursed dead have become evil since becoming undead. Though they are driven to protect their home and make up for the failure of the past, the best they can do is kill intruders and hope to find some solace in the deaths of those who disturb their anguished existence.

	Duergar	Steeder (giant spider)
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Very rare	Uncommon
ORGANIZATION:	Tribal	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10) to genius (17-18)	Non- (0)
TREASURE:	Individuals M, Q; Lair B (magic only), F	Nil
ALIGNMENT:	Lawful evil (neutral)	Neutral
NO. APPEARING:	2-9 or 201-300	2-20
ARMOR CLASS:	4	4
MOVEMENT:	6	12
HIT DICE:	1+2	4
THAC0:	19	17
NO. OF ATTACKS:	1 or more	1
DAMAGE/ATTACK:	By weapon	1-8
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Save with +4 bonus	Leap
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4')	M (4' high, 8' long)
MORALE:	Elite (13)	Average (11)
XP VALUE:	Normal: 420 2 HD +4: 650 3 HD +6: 975 4 HD +8: 1,400	120

The duergar, or gray dwarves, are a malevolent breed that dwells in the extreme depths of the ground. Duergar may be fighters, priests, or thieves. Multi-classed duergar may be fighter/priests, fighter/thieves, or priest/thieves. Thief duergar are proficient in the use of poison.

Duergar appear to be emaciated, nasty-looking dwarves. Their complexion and hair range from medium to dark gray. They prefer drab clothing designed to blend into their environment. In their lair, they may wear jewelry, although such pieces are kept dull.

Duergar have infravision with a range of 120 feet. They speak the duergar dialect of the dwarven tongue, "undercommon" (the trading language of subterranean cultures), and the silent speech employed by some subterranean creatures. Intelligent duergar may speak other languages as well.

Combat: For every four normal, 1-HD duergar encountered outside a lair, there is one with 2 HD+4 hp. If a band of nine duergar is encountered outside a lair, a tenth duergar of 3 HD + 6 hp or 4 HD+8 hp always leads the group.

Duergar are armed as follows:

1st level: pick, hammer, spear, chain mail, and shield
2nd level: pick, light crossbow, chain mail, and shield
3rd-6th level: hammer, short sword, plate mail, and shield
7th-9th level: hammer*, short sword*, plate mail*, and shield*
3rd-6th/3rd-6th level priest/thief: any usable*/any usable*
7th-9th/7th-9th level priest/thief: any usable*/any usable*

* 5% chance/level for magical item; for multi-class, add one-half of lower level (round upward) to the higher level in order to find the appropriate multiplier.



There are noncombatant duergar children equal to 10% of the total number of duergar fighters encountered.

The duergar's stealth imposes a -2 penalty to opponents' surprise rolls; the duergar are surprised only on a 1 on 1d10. Their saving throws vs. magical attacks gain a +4 bonus. They are immune to paralysis and illusion/phantasm spells. They are unaffected by poisons.

All duergar possess innate magical abilities of *enlargement* and *invisibility*. They can use these spells as wizards of level equal to the duergar's hit points. Duergar can use the enlargement power to either grow or shrink themselves and anything they are wearing or carrying.

Daylight affects the duergar as follows: their enhanced ability to gain surprise is negated, Dexterity is reduced by 2, attacks are made with a -2 penalty to the attack roll, and opponents' saving throws are made with a +2 bonus. If the encounter occurs when the duergar are in darkness but their opponents are brightly illuminated, the duergar's surprise ability and Dexterity are normal, but the duergar suffer a -1 penalty to their attack rolls and opponents gain a +1 bonus to saving throws against duergar attacks. Duergar are not adversely affected by the light given off by torches, lanterns, magical weapons, or *light* and *faerie fire* spells.

There is a 10% chance that encountered duergar are accompanied by 2d4 giant spiders (steeders) used as mounts.

Habitat/Society: The duergar are similar to other dwarven cultures, although the life is much harsher due to their hostile environment deep under the ground. They do not venture into the surface except at night or on the gloomiest days. Duergar live longer than their surface-dwelling kin. Life spans can reach 400 years or more.

Duergar lairs are always deep underground. These are elaborate collection of chambers, passages, rooms, and secret areas. There is a 25% chance a monster is kept as a guardian for the lair complex. Such a creature is probably kept at an entrance to the duergar complex or kept within the treasure cave.

There is a 75% chance that a lair holds 1d4 x 10 slaves. Roll 1d20 to determine the type of slave.

1-8	Mountain dwarves
9-12	Dwarves (other) or goblins
13-16	Gnomes
17-18	Halflings (stout) or kobolds
19	Svirfneblin
20	Adventurers or others (drow or other subterranean race)

Duergar raise giant spiders called steeders for mounts. A large chamber serves as "corral" for the herd of 20d10 steeders of various sizes (see following).

The duergar are not as affluent as other dwarven races. Individuals may have a few gold or platinum coins stashed away. Normal, usable items like weapons or armor are immediately distributed. Magical items and the bulk of the acquired treasure is stored in a well-protected chamber deep in the duergar complex.

Duergar possess the normal dwarven abilities to detect slope, new construction, sliding walls, traps, and depth underground. They have the dwarven combat advantages when fighting such creatures as ogres, trolls, ogre magi, giants, and titans. They do not gain the dwarven advantage when fighting orcs, half-orcs, goblins, and hobgoblins, since duergar are not inherently hostile toward such races.

The duergar diet is an omnivorous mix of fungi, insects, and subterranean animals. Duergar complexes include caverns used as fungus farms that are filled with giant, edible mushrooms. They brew a potent ale from such mushrooms.

Ecology: Duergar detest the other dwarven races, whom they consider pampered, weak, and self-indulgent. They may ally and even share living space with evil dwarves, but the duergar's hostile nature makes such alliances extremely rare.

Duergar tend to see intruders as invaders. Even if trespassers can convince the duergar of their peaceful intentions, the duergar may demand a stiff toll to permit safe passage. Even then, duergar may discreetly follow the travelers to see what they are up to and, if treasure is involved, to steal such riches for themselves.

Duergar rarely bother surface-dwellers due to their disadvantages on the surface. When encountered on the surface, such dwarves are usually on a mission or part of a raiding party.

Steeders

Steeders are immense tarantulas used as mounts by the duergar. The duergar ride on leather saddles and use a complex series of prods and straps to control the monsters.

Only steeders of 20 or more hp are used as mounts.

A steeder lacks a poisonous bite; it attacks with its sharp mandibles. Its feet exude a sticky secretion that enables it to cling to the most precarious surface. If even one of its eight feet is touching a surface, a steeder cannot fall. These secretions can also be used to cling to victims. There is a 50% chance that a steeder tries to cling to its prey. This requires a successful attack roll, but the victim is considered AC 10, minus any Dexterity or magical armor bonuses. After clinging to a victim, the steeder can automatically bite for 1d8 points of damage. The victim can escape by rolling a successful Dexterity or Strength check (player's choice which) with a -10 penalty. While held, victims suffer a -2 penalty to attack and damage rolls.

A steeder can leap 240 feet in any direction, even when mounted. It can leap once every three rounds. Leaps are considered charging attacks and give both steeder and rider the normal charge bonuses. If the steeder leaps onto a set spear or pike, it suffers double damage.

A steeder can move on walls or ceilings at half its normal movement rate. Steeder saddles are constructed to allow for this.

Dwarf, Daergar

CLIMATE/ TERRAIN:	Tropical, subtropical and temperate/Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–18)
TREASURE:	M (x 5); (G, Q (x 20), R)
ALIGNMENT:	Varies, but usually lawful evil

NO. APPEARING:	4–400
ARMOR CLASS:	4 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (4′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Daergar are a clan of dark dwarves who split from the Theiwar hundreds of years ago. They are among the most violent of all the dwarven races.

Daergar have light brown skin and smooth cheeks. Their hair is black or gray, their eyes deep brown or violet. They are somewhat stockier than other dwarves, averaging 150–180 pounds. Typical attire includes fuss, beathes boots, and dull gray chain mail

Combat: Daergar are hot-tempered and brutal fighters. They are utterly without honor on the battlefield. Seldom encountered alone, Daergar usually fight in squads of 1d6 +6, often accompanied by wild dogs, hell hounds, or similarly vicious creatures. Daergar carry shields, hammers, clubs, and battle axes.

Habitat/Society: Daergar have established impressive strongholds in the caverns beneath the Kharolis Mountains. Outposts are also rumored to exist elsewhere on the continent. Daergar cities are dark and gloomy. A typical Daergar city is dominated by windowless prison modules and a huge arena where prisoners engage in bloody combat for the amusement of the citizens.

About 40–50% of a group of Daergar are females and young. About 80% of adult males are 1st–level fighters, 10% are 2nd– or 3rd–level fighters, 5% are 4th–level or higher fighters, and 5% are priests and thieves of various levels. The Daergar leader is generally the most powerful warrior of the kingdom; rule passes to the leader's eldest son when the leader dies. The leader represents the Daergar in the Council of Thanes (see the "Mountain Dwarf" entry for more about the council).

Among the most revered members of the Daergar society are the bonemasters. Bonemasters are elder Daergar who attend to the bone pits located on the village perimeters, designing weapons, tools, and armor from the bones. Typically, there is one bonemaster for every 200 members of a society.

Bonemasters also have the ability to animate bones, creating living skeletons to do the bonemaster's bidding. A bonemaster can animate humanoid and animal skeletons alike; a number of skeletons equal to the bonemaster's level can be animated at the same time. The animated skeletons cannot be turned as long as the bonemaster is alive. Bonemasters can be of any class; they choose their successors, to whom they teach the bone-animating ability.

Ecology: Daergar have little interest in the affairs of other races. They hate Neidar and have no particular affection for humans, elves, or kender.

Daergar Class Limits

Group/ Class	Maximum Level
Warrior	–
Fighter	Unlim
Ranger	N/E *
Paladin	8
Solamnic Knight	N/E *
Wizard	–
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	N/E *
Priest	–
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	10
Rogue	–
Thief	8
Bard	N/E *

* N/E means not eligible for that class.

Daergar have all of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook*.

Their initial ability rolls are modified by a –1 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores for Daergar are as follows:

Ability	Minimum	Maximum
Strength	10	18
Dexterity	3	16
Constitution	12	19
Intelligence	3	18
Wisdom	3	18
Charisma	3	14

Dwarf, Gully

CLIMATE/ TERRAIN:	Tropical, subtropical, and temperate/Plain, swamp, forest, jungle, hill. and mountain
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–9)
TREASURE:	J (x ¼); (J, K)
ALIGNMENT:	Varies, but usually chaotic neutral

NO. APPEARING:	2–20
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1–4/1–4 (fist/bite) or by weapon (1–4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (4′ tall)
MORALE:	Unsteady (7)
XP VALUE:	Varies

Gully dwarves, also known as Aghar, are stupid, filthy, and obnoxious.

Gully dwarves are short and squat, averaging four feet in height and weighing about 100 pounds. Their skin tones range from olive brown to a light parchment color Males wear long, scruffy beards; females have cheek hair but no beards. Hair color ranges from dirty blond to duil black. Eyes can be watery blue, dull green, or hazel. Gully dwarves have narrower fingers and limbs than other dwarves, and their skin is often covered with scars, boils, sores, and filth. Pot bellies are common among both sexes.

The stupidity of gully dwarves is legendary. To a gully dwarf, any number greater than one is "two," which simply means "more than one. " In spite of their dull minds, gully dwarves take themselves quite seriously. They tend to have inflated ideas of their own importance, and puncturing their egos is almost impossible.

Combat: Since they regard cowardice as a virtue, gully dwarves have raised groveling to an art form. If confronted by a dangerous opponent but not immediately attacked, gully dwarves either faint, cry, beg for mercy, divulge rivers of information, run away, or stand and hake. If attacked, gully dwarves defend themselves, but they something fight with their eyes closed. Gully dwarves are not above stealing, lying, or bullying, and dirty tricks are among their favorite tactics

Master scavengers, gully dwarves use any armor and weapons they happen to recover from garbage dumps or scrap heaps. Padded and studded leather are commonly worn. Gully dwarves rarely use weapons other than clubs, daggers, knifes, and hand axes. A few have learned to use slings.

Habitat/Society: Gully dwarf communities are quite small, seldom exceeding more than 2d10 members. A typical clan of 11 members includes a chieftain (a fighter of level 2–6), about four 1st–level fighters (one of whom serves as the clans shaman, although he has no magical abilities), one fighter of level 2-4 (or a thief of the same level range); the rest are females and children Most clans live in abandoned villages or in the wilderness in old mines and caves. Others live in slums, refuse dumps, or the sewer systems of large cities. When several clans live together, the strongest and cleverest chieftain becomes the local king, whose title is produced by adding the prefix "High" to his clan name Each successive king often calls himself "the First," owing to the gully dwarf's inability to count

Gully dwarves believe magical items are useless because their magic was put into them by other races. To gully dwarves, the most powerful items are those that seem to do nothing at all. Objects such as old bones, rotten fruit, fur balls, and bent sticks are treasured and venerated. The clan's shaman keeps these "holy relics" and administers their use.

Ecology: Other races avoid gully dwarves, but they are occasionally hired to perform menial tasks. Gnomes occasionally hire them as assassins and spies, even though gully dwarves aren't particular adept at these jobs. Gully dwarves eat anything Many gully dwarves keep a pot of stew boiling constantly, throwing anything dead or nearly dead into the pot.

Gully Dwarf Class Limits

Class	Max. Level
Warrior	
Fighter	6
Ranger	N/E *
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	N/E *
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	5
Rogue	
Thief	8
Bard	N/E *

* N/E means not eligible for that class

Gully dwarves have all of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook.*

Their initial abilities are generated using special dice rolls. The minimum and maximum ability scores and the dice to roll for gully dwarves are as follows:

Ability	Roll	Minimum	Maximum
Strength	4d4 +2	6	18
Dexterity	4d4+2	6	18
Constitution	3d4	3	12
Intelligence	2d4+1	3	9
Wisdom	2d4+1	3	9
Charisma	2d4+1	3	9

Dwarf, Hill (Neidar)

CLIMATE/TERRAIN:	Subtropical and temperate/ Hills and forests
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–18)
TREASURE:	M (x 2); (G, Q (x 20), R)
ALIGNMENT:	Varies, but usually neutral good

NO. APPEARING:	1 or clan of 10–100 members
ARMOR CLASS:	6 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (4′–5′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Hill dwarves, also known as Neidar, are the most commonly encountered dwarven race on Krynn

Neidar have deep tan to light brown skin, ruddy cheeks, and bright eyes Their hair is brown, black, or gray, and the majority of adult males wear long bushy beards and moustaches. They favor earth toned clothing and knee-high hoots

Neidar tend to be rough and coarse. They are extremely loyal and honorable, and are capable of deep and lasting friendships. Neidar have low, rich voices and can sing quite well. They have an extreme aversion to traveling by water.

Combat: Neidar are reluctant combatants, preferring to let others do their fighting for them or, avoiding violent situations altogether. However, when drawn into a battle, Neidar fight with skill and courage. They usually wear studded leather armor and carry small shields. Battle axes and daggers are their preferred weapons.

Habitat/Society: Neidar clans form small villages that consist of modest houses of thatch, wood, and stone. A typical clan Includes 10d10 members About 40–50% are women and children. Of the adult males, about 80% are 1st–level fighters, 10% are 2nd– to 4th–level fighters, 5% are 5th–level or higher fighters, and the rest are rangers and thieves of various levels. Because of their dwarven roots they are excellent miners, metalsmiths, and woodworkers. The eldest male serves as clan leader, but most major decisions are made by consensus. Unmarried Neidar often set out on their own, returning to their original clan only occasionally.

The Neidar clan system predates the Cataclysm by hundreds of years and, true to tradition, different clans seldom associate with each other. This attitude has not only bred suspicion and a lack of cooperation among the clans, it has also hindered trade and economic development, keeping most clans in relative poverty.

Once part of the society of subterranean dwarves, the Neidar were cast from their homes in the wake of the Cataclysm that preceded the Age of Darkness. Forbidden to return to their former homes, the Neidar were forced to live permanently above ground Neidar have been reasonably successful at integrating themselves into Krynn society and are as likely to be found in urban taverns as in their own modest villages.

Ecology: Neidar get along well with humans and kendcr. Some have established cordial relationships with elves. Howcvcr, most other dwarven races shun the Neidar, particularly the mountain dwarves. Fond of animals, they keep kittens, sparrows, and ponies as pets. They produce few items of value, but sometimes they create metal tools and honey candies to sell in human towns. Neidar have voracious appetites. Favorite dishes include cornbread, mushroom soup, and roast kingfisher.

Hill Dwarf Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	8
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E*
Wizard of High Sorcery	N/E *
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	10
Rogue	
Thiet	10
Bard	N/ E *

* N/E means not eligible for that class.

Neidar have all of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook.* Their initial ability rolls are modified by a –1 penalty to Charisma and a + 1 bonus to Constitution The minimum and maximum ability scores for Neidar are as follows:

Ability	Minimum	Maximum
Strength	9	18
Dexterity	3	17
Constitution	14	19
Intelligence	3	18

Dwarf, Korobokuru

	Common Korobokuru	Ishikorobokuru
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate mountains, hills, jungles, and forests	Arctic and subarctic mountains hills, jungles, and forests
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Clans	Clans
ACTIVE TIME:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Semi- to highly (3-15)	Semi- to highly (3-15)
TREASURE:	Individual: L, N; Clan: R, X	Individual: M, N, Q; Clan: A
ALIGNMENT:	Chaotic good	Chaotic good
NO. APPEARING:	20-200	10-100
ARMOR CLASS:	10	10
MOVEMENT:	6	6
HIT DICE:	1	1+2
THAC0:	20	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	S (4' tall)	S (3' tall)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	175	270



The korobokuru are a race of Oriental dwarves who live in remote areas. They seldom come in contact with other races.

Korobokuru stand about 4 feet tall. Their arms and legs are slightly longer in proportion to their bodies than those of a human. They are leaner than western dwarves, with an average weight of about 120 to 140 pounds. Most are bowlegged. They have big, bright eyes–either blue, green, or brown. Their ears are small and somewhat pointed. Their noses are round with flaring nostrils, and their lips are wide and full. Thick hair, usually light brown or blonde, covers their arms and legs, and grows in wild tangles from their heads. Most adult males have sparse beards, and even a few women have short whiskers sprouting beneath their chins. The majority of korobokuru are chaotic or neutral, although they have no alignment restrictions.

Korobokuru look wild and unkempt. They favor simple clothing, such as cotton trousers and blouses, or a kimono tied at the waist with a rope sash. Clothing is often loose or oversized, wrinkled but clean. Bright colors are shunned in favor of muted greens and browns. As a rule, korobokuru avoid gaudy jewelry and other flashy accessories, but they wear colorful stones on leather straps around their necks, and sometimes decorate their hair with flowers.

Korobokuru can be barbarians, bushi, samurai, and wu jen. The most common class is barbarian, and samurai are rare. No korobokuru clans hold a position high enough to be samurai. As a result, korobokuru clans must be sponsored by a human clan.

Korobokuru are an extremely hardy race, and as such, they gain a + 1 bonus to their initial Strength and Constitution scores. However, they are not exceptionally bright, and their initial Intelligence scores are modified by -2. The table below summarizes minimum and maximum ability scores.

All korobokuru speak the language of their tribe. They also can speak the trade language, plus the tongues of the spirit folk and hengeyokai. They do not speak an alignment language and cannot learn additional tongues.

Combat: These dwarves live in harmony with creatures who share their environment, provided those creatures do not compete with them directly. Korobokuru prefer not to associate with other races, however, and they're fiercely territorial. They challenge all unwanted trespassers, attacking if necessary to drive them away.

By nature, korobokuru are more resistant to magical attacks than most other eastern races. They gain a saving throw bonus of +1 per 4½ points of Constitution. (For example, a korobokuru with a Constitution of 10 gains a +2 bonus, while a korobokuru with a Constitution of 7 has a + 1 bonus.) The + 1 bonus applies to saves vs. magical rods, staves, wands, or spells.

Korobokuru also resist harm from toxic substances. Because of their exceptionally strong Constitution, all korobokuru make saves vs. poison with the same bonus that applies to magical attacks (+ 1 for every 4½ points of Constitution).

Korobokuru boast many of the special survival skills of western dwarves, exceeding them in some cases. For instance, the korobokuru have exceptionally keen infravision with a range of 120 feet. When studying an underground passage, they can accurately determine its grade and slope 80% of the time. They can determine their approximate depth underground 70% of the time. When studying an underground area within 10 feet of their current position, they can detect new tunnel construction 80% of the time, sliding or shifting walls or rooms 70% of the time, and stonework traps, pits, and deadfalls 60% of the time. Additionally, korobokuru have a 66% chance of recognizing and identifying any normal (nonmagical and unintelligent) plant or animal.

Korobokuru enjoy an advantage when battling certain foe. They hate bakemono, goblins, goblin rats, and hobgoblins. This hatred is so intense that korobokuru receive a +1 attack bonus when fighting these creatures. In addition, large opponents (gi-

ants, oni, ogres, ogre magi, titans, etc.) suffer a -4 penalty when attempting to hit a korobokuru. (This results from the korokoburu's small size, plus their skill at battling larger creatures.)

A typical korobokuru force is half male, half female. Males and females are equally adept at fighting. When prepared for battle, korobokuru usually carry shields and wear leather scale armor, which gives them an AC of 6. Generally, a force is armed as follows: short sword (25%), spear (20%), naginata (20%), bow with leaf head arrows (15%), bow with frog crotch arrows (10%), and blowgun (10%). Because of their size, korobokuru cannot use the no-dachi (two-handed swords), pole arms other than naginata, or any bow but the horsebow.

A korobokuru force consists of 20-200 members, with the following chain of command. A 2nd- to 5th-level barbarian leads each unit of 20 korobokuru. (To determine the level randomly, roll 1d4 + 1.) If a force includes 60 or more members, a 6th-level barbarian acts as overall commander. (He's the superior of the three barbarian leaders, who each command a group of 20.) If a force has 80 or more members, a supreme commander of 7th or 8th level (50% chance of either) heads up the entire group, including the leaders and commander below him. This supreme commander may be a barbarian (60% chance), bushi (30% chance), or samurai (10% chance). Finally, a force of 80 or more also includes one wu jen of 2nd to 5th level (roll 1d4 + 1 to randomly determine the level).

Korobokuru avoid the affairs of men. However, humans occasionally may recruit them as allies if the korobokuru can be convinced that a cause is righteous.

Habitat/Society: Members of this race dwell in remote sites of great natural beauty, such as lush mountain valleys or sprawling tropical forests. They live in simple villages or camps, and move only when the advance of human settlements requires it. Their buildings are quite crude, with thatched roofs and walls of mud, sticks, and rocks.

These Oriental dwarves organize into families and clans much as humans do. A korobokuru settlement is a huge, extended family, comprising 20-200 (1d100 x 20) adult males, an equal number of adult females, and a number of children equal to 25% of the adults. Korobokuru mate for life and share a profound bond with their spouses; it is not unusual for a mate to refuse all nourishment if his or her spouse is killed, eventually succumbing to starvation. A female rarely gives birth to more than one or two children during her life. The parents are extremely protective of their young, fighting to the death if necessary to defend them. Korobokuru live for about 400 years.

Culturally, korobokuru are much less advanced than their human neighbors. Some create simple pieces of art, such as modest makimono and kakemono (picture scrolls), and nishiki-e (colored woodcuts). Most of their time is devoted to practical tasks, however, such as hunting and tending small farms near their secluded settlements.

Each family tends to specialize in a certain craft or skill, which the parents teach their children. Common specialties include farming, hunting, fishing, weaving, weaponry, military arts, and painting. At least 50 years of study is required before a korobokuru considers himself a master of his craft. On occasion, an especially skilled korobokuru will accept nonfamily members as apprentices. This practice is encouraged if a settlement needs more members of the master's occupation.

Korobokuru enjoy collecting treasure, especially coins and gems. However, they consider it in poor taste to display their wealth. While traveling, they carry only a few coins. While at home, they rarely keep treasure items on their person. Families bury their treasures in deep holes inside their huts.

Most other races find korobokuru primitive and inferior. Human societies rarely embrace them as equals. Korobokuru typically are seen as rude, pugnacious, boastful, and somewhat comical by the rest of the world. The dwarfish folk resent this reputation, but do little to disprove it.

Korobokuru tend to avoid or shun outsiders, but occasionally they invite a friendly visitor to participate in a special incense ceremony conducted by community elders. This ancient ritual signifies trust and mutual respect. The ritual lasts 24 hours, though characters with the etiquette or tea ceremony proficiency can reduce this time by 25%. The ritual involves the meticulous preparation and burning of an incense, which is made from powdered herbs, roots, and minerals. The korobokuru carefully explain each step of the ceremony to invited participants. If a participant attempts to leave early, the elders become insulted and permanently banish him from the settlement. If a participant completes the ceremony, he is accepted as an equal and is welcome to share the settlement's hospitality for as long as it pleases him.

Ecology: Korobokuru produce few items that interest most outsiders, but their makimono, kakemono, and nishiki-e can fetch high prices from collectors of primitive art. In human communities, armor and weapons manufactured by korobokuru are bought for prices up to 10% higher than locally forged items.

Korobokuru tend small farms of vegetables and grains, and supplement their diets with fish and small game. Larger korobokuru settlements raise herds of cattle, sheep, and swine.

Ishikorobokuru

Ishikorobokuru are a rare strain of korobokuru adapted for survival in the coldest regions of Kara-Tur. The ishikorobokuru are shorter and stockier than the common korobokuru. Their skins are bluish, and their hair is silver. They speak their own language as well as the languages of common korobokuru, spirit-folk, hengeyokai, and any human or humanoid races living in the same area. The ishikorobokuru share the same ability restrictions as the common korobokuru. Except for an occasional wu jen, ishikorobokuru are exclusively barbarians.

Ishikorobokuru share the outlook, habits, and abilities of the common korobokuru. In addition to attack bonuses received by korobokuru, the ishikorobokuru also gain a +1 attack bonus against kala, with whom they sometimes compete for territory. Ishikorobokuru are immune to all cold-based attacks, but they receive double damage from fire-based attacks. A typical ishikorobokuru force is armed with hand axes (30%), spears (25%), clubs (25%), and bows with leaf head arrows (20%). Females fight with the same skill as males.

An ishikorobokuru tribe comprises 10-60 (1d6 x 10) adult males, an equal number of females, and a number of children equal to 25 % of the number of adults. For every 20 males, there is a 2nd- to 5th-level barbarian who serves as leader (roll 1d4 +2 to randomly determine the level). In tribes of more than 20 males, a single 6th- or 7th-level barbarian (50% chance of either) serves as the supreme leader. Additionally, these larger tribes include one 2nd- to 5th-level wu jen. The tribes are nomadic, and make temporary settlements in easily defended caves, moving on when they exhaust the game in the area.

Korobokuru Abilities

Ability	Minimum	Maximum
Strength	8	19
Intelligence	3	15
Wisdom	3	17
Dexterity	6	18
Constitution	12	18
Charisma	3	16

Dwarf, Mountain (Hylar)

CLIMATE/TERRAIN:	Tropical subtropical, and temperate/Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–18)
TREASURE:	M (x 5), Q; (R (x 20), G)
ALIGNMENT:	Varies, but usually lawful neutral

NO. APPEARING:	4–24
ARMOR CLASS:	4 (10)
MOVEMENT:	4 (6)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (4½′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Mountain dwarves are the oldest of the dwarven races. The best known and most revered of mountain dwarves are the Hylar.

Hylar have light brown skin, ruddy cheeks, and dark brown, gray, or green eyes. Their hair is black, gray, brown, or white. They favor earth tones in their clothing.

Combat: The battlefield skill of the Hylar is legendary. When they encounter an intelligent opponent, Hylar prefer to parley before combat. Opponents who surrender with grace are treated with dignity.

Hylar wear chain mail and carry shields. Preferred weapons include hammers, spears, battle axes, and light crossbows.

Habitat/Society: Hylar live in fabulous underground cities beneath immense mountain ranges. The most famous of all dwarven kingdoms is Thorbardin, a 300-square-mile area in the Kharolis Mountains.

Mountain dwarves have little interest in the affairs of other races. In fact, most mountain dwarves have never seen a non-dwarf They are not interested in helping others unless they can be shown that the matter affects them directly.

A typical group of 100 Hylar includes 40 1st- to 2nd-level fighters, 15 3rd- to 4th-level fighters, ten 5th- to 8th-level fighters, five 8th-level or higher fighters, 25 0-level workers and children, and five paladins, priests, and thieves of various levels.

Two other dwarven races are closely associated with the Hylar and often live in the same cities. The Daewar, who are respected fighters and deter to the Hylar's leadership. The Klar are hill dwarves who serve wealthy Hylar in menial roles.

Mountain dwarf leaders are called thanes. Each thane represents his folk in the Council of Thanes, an organization founded for the purpose of settling disputes and promoting common interests. Seats on the Council are held by representatives of the Hylar, Theiwar, Daewar, Daergar, Neidar, Klar, and Aghar. The dwarves venerate their dead and consider the Kingdom of the Dead to be represented on the Council. The High King is chosen by acclamation of the Council and must be ordained by the citizens. Most of the great dwarven kings have been Hylar.

Ecology: Tension persists between the Hylar and other dwarven races. They have reasonably good relations with the Qualinesti elves. Hylar enjoy roasted meats, boiled vegetables, and strong beer. They rarely trade with other races.

Mountain Dwarf Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	N/E *
Paladin	8
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	N/E *
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	10
Rogue	
Thief	8
Bard	N/E *

* N/E means not eligible for that class

Hylar have all of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a -1 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores for Hylar are as follows.

Ability	Minimum	Maximum
Strength	8	18
Dexterity	3	17
Constitution	12	19
Intelligence	3	18
Wisdom	3	18
Charisma	3	16

Dwarf, Theiwar

CLIMATE/TERRAIN:	Tropical, and temperate, Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Varies (3–18)
TREASURE:	M (x2); (G (x 3), R)
ALIGNMENT:	Varies, but usually chaotic evil

NO. APPEARING:	3–30
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	l–8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	Varies

Theiwar are an aggressive and degenerate race of mountain dwarves

Theiwar are human–like in appearance, but shorter and slightly more muscular. Their features are exaggerated and repulsive. Huge bulging eyes, gray or watery blue in color, dominate their faces. Their hair is pale tan or yellow. Their skin is bone white with bluish undertones. They prefer dark, loose clothing.

Theiwar are most active at night. Sunlight makes them nauseated. They have poor infravision (30–foot range). Theiwar consider themselves to be the highest of all dwarven races and seek to dominate all of Krynn.

Combat: Theiwar usually attack in teams of three, hiding to ambush their opponents from behind. Two Theiwar strike the victim's legs, while the third aims his weapon at the victim's head. A solitary Theiwar will avoid attacking a victim larger than himself, but if necessary, he will attempt to strike from behind.

Savant Theiwar will also attack from a concealed position, but they use spells such as *lightning bolt, cloudkill,* and *ice storm* to weaken their victims before closing to finish them off with melee weapons

Theiwar employ a variety of weapons. Their favorites are repeating light crossbows (12–foot maximum range, two shots per round, six-bolt capacity, 1d3 points of damage). Theiwar poison on the arrows inflicts an additional 2d6, points of damage unless the victim succeeds in a saving throw vs. poison. Other common weapons include hooked fauchards (1d4 points of damage and 25% likely to pull a man–sized or smaller victim off–balance), spiked bucklers (1d4 points of damage), Theiwar aklyses (four–foot-long spiked and hooked weapons that inflict 1d6 points of damage and are 15% likely to pull a man–sized of smaller victim off–balance), and daggers. They usually wear leather armor but sometimes use chain mail (AC 5).

Habitat/Society: Theiwar inhabit great subterranean realms. Their cities are often adjacent to those of other dwarven races, two of their largest strongholds are part of the Hylar–dominated kingdom of Thorbardin. About 40–50% of a group of Hylar are children and females. An average group of 15 adult male Theiwar includes six 1st–level fighter, two 2nd– to 4th–level fighters, two 5th–level or higher fighters, one savant Theiwar, two student savants, and two paladins and thieves of various levels. Additionally, there is a 30% chance of 30–member group having a 5d8 slaves (0-level humans).

Savant Theiwar have an inherent ability to use magic. They are either fighters, priests, or thieves of 5th to 8th level, and they know 1d4+5 of the following spells all 12th level of ability; *affect normal fires, anti-magic shell, blink charm per-Son, cloudkill, ESP, hypnotic pattern, ice storm, inoisibility, levitate. light, lighting bolt, minor creation, repulsion, shadow, magic, spider climb, ventriloquism, wall of fog, wall of force.* Apprentice savants, called students, are level 4-7 while students spells, savants have two or three magical items while students have only one item, typical magical items include any potion or scroll; *rings of fire resistance inoisibility, or spell storing;* any wand, studded leather +1 or shield +1; any sword with +3 bonus; *bracers of defense; brooch of shielding; cloak of protection.* students are only 25% likely to be able to use a non fighter magical item.

Ecology: Daergar are the only dwarven race that socialize with the Theiwar Theiwar hate all other races, particularly humans. Though they can eat all types of food, Theiwar prefer to eat meat raw or cooked. Warrior Theiwar are rumored to eat humans during drunken festivals.

Theiwar Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	N/E *
Paladin	8
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	
Illusionist (Renegade)	
Wizard of High Sorcery	
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	10
Rogue	
Thief	8
Bard	N/E *

* N/E means not eligible for that class.

Theiwar have ail of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a –1 penalty to Charisma and a + 1 bonus to Constitution. The minimum and maximum ability scores for Theiwar are as follows:

Ability	Minimum	Maximum
Strength	8	18
Dexterity	3	18
Constitution	12	18
Intelligence	3	18
Wisdom	3	18
Charisma	3	11

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Special
DIET:	None
INTELLIGENCE:	Average (8–10)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3+12
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	*Phase door*
SPECIAL DEFENSES:	+2 weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (4′–5′ tall)
MORALE:	Elite (13–14)
XP VALUE:	1,400



Undead dwarves are created by residual essence on the part of dwarves who are concerned, just before they die, that their final resting places will in some way be disturbed. It is this essence that allows the bodies of the dwarves to transform into protectors.

Undead dwarves appear in ceremonial burial armor and are armed with ceremonial weapons, yet their bodies look thin and desiccated, with fragments of bone showing, and stark white, wiry hair. They are corporeal creatures, yet they are faintly transparent.

Undead dwarves speak any languages that they spoke in life.

Combat: Undead dwarves do not leave the sanctified place where they were laid to rest. If this location is ever violated or desecrated, the undead dwarves appear from the very stones of their cairns or crypts by means of an innate *phase door* ability, which they use at will. This sudden appearance imposes a –3 penalty upon surprise rolls for those who are the subject of the undead dwarf's wrath. Once they appear, the creatures attack with short, powerful thrusts of their fists, causing 3d4 points of damage and knocking victims backward. In this way, they drive invaders from their sacred burial area. Once all intruders have been driven beyond the boundaries of the sacred area, the undead dwarves dissipate into nothingness with a tired sigh, returning immediately to their places of rest.

Undead dwarves are immune to weapons of less than +2 magical power, and they have a 25% magic resistance. They are completely immune to any sort of mind-control spells such as *charm* and *sleep*. They can never be permanently destroyed. If one is reduced to 0 hit points, it dissipates with a sigh of disgust and its essence returns to its place of rest, where it may immediately reform at full hit points and reappear before a violator 1d4 rounds later.

Habitat/Society: Undead dwarves do nothing beyond protecting their graves. When there is no threat to their final resting places, they simply exist within their own crypts or cairns. If approached cautiously and spoken to obsequiously in dwarvish, they may be inclined to hold their attacks and listen to whatever respectful apology or question is put before them. There have even been cases where regular ritual worship services or prayer sessions for the dead have been formed by humble or lesser beings in honor of the deceased. When this happens, the undead dwarves do not attack so long as no part of the tomb area is defiled. They may even appear and listen to the prayers and worship, although they rarely, if ever, speak or involve themselves in the affairs.

Ecology: There is no known understanding of how undead dwarves are formed or why they exist except to protect their sacred tombs. It is not known if, once a place of rest has been made safe from intruders, undead dwarves go permanently to their rest. Whenever other dwarves discover a sacred burial area that is guarded by undead dwarves, they typically beg forgiveness for the intrusion and retreat to the exit. It is common for them to then seal up the entrance with good stone and mortar so as to conceal the area completely in the hope that the undead dwarves may go to a final rest, not to be bothered again. It has been documented that some dwarves have gone so far as to collapse entire subterranean systems, permanently sealing crypts guarded by undead dwarves.

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	M, Q (H, R×10)
ALIGNMENT:	Neutral
NO. APPEARING:	10–100
ARMOR CLASS:	0
MOVEMENT:	6, Br 6 (*stone walk*)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	M (4½' and taller)
MORALE:	Elite (13–14)
XP VALUE:	975
	Leader: 2,000



A long-forgotten offshoot of the dwarves, *urdunnir* means "Orecutter" in the urdunnir language, which is closely related to dwarvish (a speaker of one language can understand about 75% of the other). Dwarven legends state that urdunnirin are specially blessed by the dwarven deity Dumathoin.

Urdunnirin look much like mountain dwarves. Their skin tends to be light gray, while their long beards range from light gray to dark gray. Their eyes are silver. Urdunnirin take very good care of their facial hair, but otherwise pay little attention to grooming (females do not have facial hair).

Urdunnirin usually wear a tight-fitting, one-piece garment composed of stone and/or metal. The urdunnirin use their innate abilities to make these garments flexible. Only the leaders of the urdunnirin wear garments made completely of metal.

Combat: Urdunnirin rarely attack other creatures, though they will defend their homes, families, and treasure hoards to the best of their abilities. Each urdunnir has the ability *stone walk*, to pass into and through stone and earth as if it were air. This ability adapts well to ambush tactics, and opponents have a –3 penalty to their surprise rolls.

Urdunnirin are able to move objects through stone with them. Up to twice the urdunnir's body weight can be transported in this manner. For the urdunnir to use this ability offensively, the urdunnir must make a successful attack roll to grab the subject, who is then allowed a saving throw vs. petrification to break free. If the saving throw fails, the urdunnir can transport all or part of the victim's body into the earth or stone, and then release him. The victim's body then binds with the earth, resulting in death. Only a *wish* will reverse such a death. A *phase door* spell cast on a *stone walking* urdunnir will instantly kill the dwarf.

Urdunnir have an innate *stone shape* ability. Once per round, they can affect up to eight cubic feet of stone as per the spell. Casting time is 1, and no spell components are required. Urdunnir lairs often have several ingenious traps designed to take advantage of this power.

An urdunnir who concentrates for a full round can *shape metal* in the next round. Up to five cubic feet of metal can be affected per use. If an urdunnir uses this power on metal carried or worn by another individual, an attack roll is required. An urdunnir prepared for an attack by a metal weapon can shape it as it hits, taking only half damage and rendering the weapon useless. Magical weapons and armor are allowed a saving throw vs. spell against this power at their user's level, and adjusted by the item's bonus. If all else fails, urdunnirin attack with their fists, inflicting 1d4 points of damage per hit. They never use weapons.

An urdunnir leader, an *alird* ("gold lord") will be encountered with 20 or more normal urdunnirin. Alirds wear silver or gold garments and have 3 Hit Dice and Armor Class –2. They do not need to concentrate for a full round to *shape metal*, but can do so immediately.

Urdunnirin are resistant to poisons, gaining a +4 to saving throws against such attacks.

Habitat/Society: Urdunnirin use their abilities to collect ore and gems from the earth, and to shape those riches. Their lairs are decorated with many statues and fantastic works of gold and other precious metals.

Like dwarves, urdunnirin have a clan-based society, with each clan specializing in finding and shaping a certain substance. Known clans include Marble, Gold, and Ruby.

Ecology: Urdunnirin do not live on normal foods, eating gems instead. Dumathoin provides each settlement of urdunnirin with a self-replenishing supply of precious stones solely for eating. The urdunnirin guard these sources to the death.

Urdunnirin are great enemies of the xorn, which often attack them. They will kill xorn on sight.

When the dwarven race was young, the god Dumathoin grew angry that they burrowed into his mountains, taking the riches he had hidden in the earth. Though he soon began to take pleasure in the creations they made, for a time he was very upset. During this time, he created the urdunnir race from certain mountain dwarves, and hid them far away from the other dwarves. The urdunnirin, with their ability to pass through stone, could hunt for ores and gems without destroying the mountains. Dwarven legends still tell of this lost race, which they call sonsamnan, or "stonefriend."

Dwarf, Utuchekulu

CLIMATE/TERRAIN:	Tropical jungle
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to high (3–18)
TREASURE:	M (individual), B (lair)
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–30
ARMOR CLASS:	By armor type
MOVEMENT:	9
HIT DICE:	1–6 hp or by class and level
THAC0:	by class and level
NO. OF ATTACKS:	1 or more
DAMAGE PER ATTACK:	by weapon type
SPECIAL ATTACKS:	Tooth, poison, traps
SPECIAL DEFENSES:	Resistance to poison
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Champion (15–16)
XP VALUE:	35 or more

The utuchekulu are an offshoot breed of dwarves that live in the jungles of the Dark Continent. They have ebony skin, black hair, and dark eyes. Their most distinguishing feature is the single blood red fang that protrudes from one side of their mouth. The utuchekulu have been sundered from their northern kin since primeval times, even longer than the duergar, evolving separately in the jungle. Sometime in their past, the utuchekulu mixed with something foul and unnatural. Today, they are an evil, man-eating people

Although they are dwarfish in ancestry, the utuchekulu have little resemblance to their northern kin. Utuchekulu do not live underground, and thy have thin and scanty beards, often shaved. However, they do retain their dwarfish abilities to working with metal and stone and have a dwarf's resistance to poison and magic (*PBH*/21).

Combat: Where northern dwarves wield axes and hammers, the utuchekulu carry spears, short bows, knives, clubs, and machetes. They have a special method of preparing rhino and hippo hides into very hard and durable leather. Armor made from this has a base AC of 7. If the utuchekulu has surprise against an opponent, he can leap up to 5′ and attack with the fang. With surprise, the fang does 2–12 damage; without surprise, the fang causes only 1–6 damage. The utuchekulu use hunting poison on their arrowheads (see sidebar). The utuchekulu excel at building blinds for ambushes. When attacking from an ambush, the utuchekulu gain a –2 bonus on the surprise roll. They area also known to set numerous pits and snares around their lairs.

Habitat/Society: Like other dwarves, the utuchekulu excel at working stone. But instead of digging underground, they prefer to occupy abandoned stone ruins (there are many on the Dark Continent) and rebuild them. Every clan has two or three smiths to make tools and weapons of steel.

The utuchekulu live in tribal bands, usually ruled by the strongest fighter. Priests are respected advisors, but they do not rule. The bulk of the men are warriors; hunters, champions, defenders. A village's population will be 2/3 women and children, 1/3 adult men.

The utuchekulu survive mainly by hunting game and humans. Women and children forage for small game, eggs, grubs, and fish. Utuchekulu are zealous man-eaters and hunt humans as game.



Utuchekulu may be fighters, thieves, clerics, fighter/thieves, or fighter/clerics. They have the same level limits as normal dwarves.

Ecology: Utuchekulu are omnivores, eating much the same food as humans, except for their man-eating habits. While northerners will kill them as foes, natives of the Dark Continent have superstitious fears of their spiritual powers, and avoid them. Of course, any native tribe attacked outright will defend itself, but natives do not go looking for the utuchekulu.

Hunting Poison:
The pygmies have developed a special poison made from certain beetle larvae, used to bring down large game. The poison is placed only on arrowheads. Anyone hit by a poisoned arrow must save vs. poison at –2. Failure means that the victim is slowed (as the spell) one round later, and paralyzed two rounds after being hit. The paralyzation lasts 1–4 turns. One hour after the victim has been poisoned, the poison completely breaks down, and dead game is safe to eat. A successful save means that the victim suffers no ill effects.

The utuchekulu also use hunting poison, but a much more potent version. Again, it is used only on arrowheads. Anyone hit must save vs. poison at –2. Failure means that the victim is slowed one round after being hit, paralyzed the second round, and dead the third round. Even a successful save causes the victim to be slowed one round after being hit and paralyzed for the next three rounds. The poison breaks down completely two hours after the initial poisoning

Dwarf, Wild

CLIMATE/TERRAIN:	Subterranean, tropical jungle
FREQUENCY:	Rare
ORGANIZATION:	Hunting band
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	K, L, M, Q or V
ALIGNMENT:	Lawful neutral
NO. APPEARING:	20–200
ARMOR CLASS:	8 (10)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (weapon)
SPECIAL ATTACKS:	Poison darts (+2 at short range)
SPECIAL DEFENSES:	Immune to own darts, +4 save vs. poison and magic, +1 save vs. venom/vapor, –1/die dmg vs. heat and insect swarms
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Elite (13–14)
XP VALUE:	270



Wild dwarves are a reclusive race of dwarves. Also known as "jungle dwarves," they are found only in remote, hot jungle areas. These dwarves are dark-skinned, short, and stout. Their bodies are covered with tattoos and grease which serves to keep off insects and also makes them hard to hold. They wear nothing except their long, woven hair which serves as adequate clothing. This, they plaster with mud into crude armor when going to war.

Wild dwarves forge weapons and tools from mined metals. In this and in infravision, "underground skills" and lifespan, they are like other dwarves. Sturdy (+1 to Con scores) and muscular, they distrust intruders and will avoid confrontations unless they are attacked or provoked. Wild dwarves speak their own clicking, trilling tongue, and a smattering of the common tongue and dwarvish.

Combat: Wild dwarves are armed with blowguns and can fire 2 darts per round (range 10/30/50). Each dwarf carries 1d10+6 barbed darts that inflict 1d3 damage (1d2 vs. large creatures). The darts are coated with sleep-inducing venom—save vs. poison or be *slowed* for 2 rounds, then fall asleep for 2–5 rounds—slapping does not awaken. Adult wild dwarves are specialists with their darts; at short range they have an attack bonus of +2. They are immune to the effects of their poison. Each wild dwarf carries a short spear (1d6 damage) and a spiked throwing club (1d6) or hand axe (1d6).

Wild dwarves use pits, snares, deadfalls, and other traps to defend their home caves. All of these are tailored from the jungle surroundings and are very effective, even against intruders of high level, especially those uninitiated to jungle combat. They often attack in large groups, firing darts from behind cover until an angered opponent charges—whereupon they attack from all sides.

Wild dwarves have the same saving throw bonuses against poison and magic as normal dwarves. Centuries of battling poisonous snakes have given them a natural resistance to natural poisons and venoms; they make all saving throws against such poisons and poisonous vapors at an additional +1. They are less likely to suffer from debilitating diseases or parasites than those who aren't jungle dwellers (the DM must adjudicate), and receive a bonus of –1 per die of damage from insect swarms and heat-based attacks.

Habitat/Society: Wild dwarves dwell in jungle trees and caverns, calling themselves "dur Authalar" (the People). They are polygamous and do not form tribes or clans, but live in hunting bands with ever-shifting membership. Each smaller group carries a large water-bladder and a "talking drum" to call other bands to a "big kill" or warn them of "great danger."

A typical hunting band knows of three or four watering holes, a bathing place, a shaded eating area with a firepit and several lookouts, a sleeping cavern and several sleeping trees hung with nets of interwoven vines. They also know of at least five "refuge-caverns" that run deep into the earth.

Wild dwarves think of themselves as one big family, "dur Authalar." They follow their "talkers" (planners and tacticians, of both sexes, all ages, and all levels), "war leaders" (5th- to 7th-level warriors), "bloods" (experienced warriors of 2nd through 4th level), and "priests" (any level up to and including 10th). Wild dwarves most often worship Thard Harr, but may rarely make offerings to other dwarven deities.

Wild dwarves wear carved bone earrings, bracelets, and necklaces for adornment, reserving mined metal only for use in weapon- and tool-making or barter.

Ecology: Wild dwarves eat certain fruits, berries, roots, leaves, and tree saps, and all manner of insects, worms, jungle birds, reptiles, and animals. Some have been known to eat humans, but they are not cannibals and do not usually eat intelligent beings. They consider most snakes delicacies, and make fermented fruit wines in earthenware jugs.

Wild dwarves mistrust folk of other races, and rarely leave the confines of their hot, shady jungles. On Toril, they are most common in Chult and the nearby lands to the east.

Dwarf, Zakhar

CLIMATE/TERRAIN:	Tropical, subtropical, temperate Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–18)
TREASURE:	M (x 5); (G, Q (x 20), R)
ALIGNMENT:	Varies, but usually neutral

NO. APPEARING:	2–20
ARMOR CLASS:	3 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Zakhar are a mysterious race of mountain dwarves that has withdrawn from contact with all other dwarven races.

Zakhar have white skin and clear eyes resembling glass marbles. Their hair is white or gray. Zakhar are smaller than other dwarves, seldom more than three feet tall. Their arms and legs are thin. They wear dark robes with bulky hoods concealing most of their faces, along with skin-tight leather gloves and boots. Their voices are low and soft, barely above a whisper.

Zakhar are grim, even-tempered, and unfeeling They have no respect for life other than members of their own race

Combat: Zakhar never leave their homes to look for trouble, but all intruders are dispatched promptly. They do not parley. Zakhar first disorient victims with their spells, then strike with their weapons. Zakhar prefer weapons of their own design, among them the needle puff (a blowgun firing mineral shards over a three-foot-diameter area up to ten feet away, 1–2 points of damage), the slasher mace (a quartz mace with six razor-edged projections; 1d6 points of damage), and the sickle-hook (a curved metal bar with hooks that can be thrown up to 30-foot, 1d4 points of damage)

Habitat/Society: In ancient times, the Zakhar kingdom was established beneath the Khalkist Mountains. They originally maintained cordial relations with the other mountain dwarf races, but a few decades after the rise of the Hylar, the Zakhar were ravaged by mold plague Though the fever affected only Zakhar, the Hylar and other dwarven races severed relations with the Zakhar, refusing them aid and forbidding them from entering their cities. The Zakhar withdrew, and their capital was deserted overnight. An antidote was eventually developed but not before 95% of the Zakhar population died. Though the mold still exists, those Zakhar still left are immune to its etfects.

The Zakhar continue to suffer from mold plague, more than 80% of the females are infertile, and those capable of giving birth can do so only once every five years. The infant mortality rate exceeds 50%, and 5% of surviving infants are deaf and blind.

A typical group of ten adult male Zakhar consists of five 1st-level fighters, three 2nd- to 3rd-level fighters, two 4th-level or higher fighters, and one 4th-level or higher savant Savant Zakhar have the use of *blindness* (50-yard range) and *deafness;* each of these spells can be cast three times per day The eldest Zakhar, often the savant, serves as the leader of his group. They are excellent metalsmiths, sculptors, miners, and poets.

Ecology: Zakhar have completely disassociated themselves from all other races. They raise small herds of subterranean lizards which they ride. Lizards too old or too uncooperative to ride are butchered for eating. Zakhar have no taste for alcohol, preferring a tea.

Zakhar Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	N/E *
Paladin	N/E*
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E*
Illusionist (Renegade)	N/E*
Wizard of High Sorcery	N/E *
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	N/E *
Rogue	
Thief	N/E*
Bard	N/E *

* N/E means not eligible for that class.

Zakhar have all of the special abilities of dwarves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a -1 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores for Zakhar are as follows:

Ability	Minimum	Maximum
Strength	8	15
Dexterity	3	16
Constitution	11	16
Intelligence	3	18
Wisdom	3	18
Charisma	3	16

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Very (12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	−4
MOVEMENT:	6 + special
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12/1d12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	Special
SIZE:	L (8′ tall)
MORALE:	Fanatic (17)
XP VALUE:	9,000



Matter and energy are seldom annihilated. The magical energy used to propel spelljamming ships produces its own "exhaust" trail, invisible to the eye but detectable by *detect magic*. This energy sometimes forms into a sentient monster called a dweomerborn. These bizarre creatures wander the spacelanes of wildspace feeding on magical energy. They look especially for spelljamming ships.

Dweomerborn appear as warped, distorted humanoid phantoms, 8′ tall, with long, delicate fingers. Each finger is tipped with a long talon-like fingernail. They cannot speak.

Combat: When a dweomerborn finds a spelljammer, it tries to "hitch a ride" by diving to the ship's stern and riding its exhaust trail. The dweomerborn can work its way up this exhaust, like a rope, to the stern of the ship. To do so, it must make a Dexterity check. Most dweomerborn have a Dexterity of 12 + 1d6.

Consider a ship's stream to be 60 + 6d20 feet in length. The dweomerborn clings to the end of the stream and begins working its way up. To an observer at the ship's stern, it appears that a small patch of fog is following the ship, closing with it at 60′ per round. Once within arm's length of the ship, its claws grip the hull, and it climbs aboard.

The dweomerborn also uses its claws to defend itself if pressed, doing 1d12 damage per hand. When the dweomerborn uses its claws for combat, it lets go of the ship's deck.

All dweomerborn have the following innate spell-like abilities, each usable seven times a day: *detect magic*, *identify*, *invisibility*, *know school*, and *gaseous form*, all cast at 10th level.

The dweomerborn drains spellcaster, magical item, and other sources of magic (except artifacts, relics, and helms). Magical items must save vs. electricity. Failure means the item loses its magic permanently. A dweomerborn's successful wrestling attack on a spellcaster inflicts normal wrestling damage, and the victim also loses one spell! (Choose the spell randomly, levels notwithstanding.)

Once a dweomerborn gets 20 spell levels of energy, it jumps off the ship, sated for the next 24 hours. Magical items supply spell levels equal to the item's XP value divided by 100 (minimum 1).

If a dweomerborn touches a *rod of cancellation* or *wand of negation*, the monster must save vs. death at −2 or die. A successful save means it takes 2d10 damage.

Only magical weapons of +2 or greater enchantment can harm the monster. If a weapon scores a hit, the weapon must save vs. electricity or become non-magical.

Due to its magical makeup, a dweomerborn is unaffected by most spells. In fact, it devours magic aimed at it, except illusion spells. The dweomerborn are affected normally by all illusions, including phantasms. Sages speculate that this happens because illusions are insubstantial and leave nothing behind. (Even a *divination* spell leaves something behind—the knowledge it imparts.)

Habitat/Society: Dweomerborn care nothing for treasure. They simply wander wildspace, singlemindedly seeking new sources of magic. Their bodies are living sponges, absorbing magical energy without conscious effort. They have no society or organization; each dweomerborn looks out for itself. They have no lairs, for they require no sleep.

Ecology: Dweomerborn have no function. If they do not eat the magical exhaust of spelljamming vessels, the trails simply dissipate in about a week's time with no effects. They cannot reproduce.

All spelljamming ships except those powered by orbi, forges, furnaces, and non-magical engines can supply the energy to bring a dweomerborn into existence. The chance of giving "birth" to a dweomerborn is 1% for every two levels of the spelljammer; roll the chance once per month of game time. The spellcaster is not solely responsible for the dweomerborn's creation; rather, the ship's magical exhaust provides the last bit necessary for a birth.

Some speculate that since most spellcasters are humanoid and since most spells are stored in human brains, there is a sort of "racial memory" that causes the dweomerborn to take humanoid form.

Climate/Terrain:	Outlands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Genius (17–18)
Treasure:	R × 3, U
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	1
Movement:	6
Hit Dice:	10
THAC0:	11
No. of Attacks:	2
Damage/Attack:	3d4/3d4
Special Attacks:	Magical powers, stolen powers
Special Defenses:	Magical powers, stolen powers; immune to mental attacks and mind-affecting powers
Magic Resistance:	25%
Size:	L (9′ tall)
Morale:	Elite (13–14)
XP Value:	13,000

One of the powers residing in the Land is Ilsensine, the illithid god-brain. Ilsensine doesn't leave its Caverns of Thought, preferring to watch and wait from its immobile form in the center of the Caverns, but it does have agents it can send into the Outlands on its errands. These creatures are called eaters of knowledge.

The eaters are charged with a variety of tasks, but one of their principal missions is to add to Ilsensine's knowledge by venturing into realms the god-brain cannot perceive and recording their observations. An eater of knowledge does this by devouring the brains of creatures it comes across. The memories and experiences of its victims become its own as it digests their brains. In addition to their role as knowledge-seekers, eaters of knowledge serve Ilsensine as instruments of its vengeance against those that have defied or displeased it; it may even loan an eater to another power in payment for some service or other.

An eater of knowledge is a hideous thing. It resembles a humanoid heap of leathery hide and exposed ganglia, with naked brain matter oozing from openings in its distended skull. A reek of rot and decay surrounds it. Eaters are slow, shambling creatures that move with ponderous, awkward steps. They're speechless, but occasionally moan or gurgle when agitated. Despite their repulsive, clumsy appearance, eaters of knowledge are extremely intelligent and remorseless beings with an array of dangerous powers.

Combat: Eaters of knowledge appear awkward and soft-skinned, but their soft, bulbous bodies conceal sinews of iron and move with surprising speed. The eater can strike powerful blows with its crude fists and can easily stand toe-to-toe against a skilled, armored warrior. If the eater scores a hit against the same man-size or smaller opponent with both its attacks, it can seize that opponent, hold it still (no movement or attacks), and attempt to ingest the victim's brain. The trapped victim can attempt an open doors roll once per round to wrench free of the eater's grasp.

To ingest a victim's brain, the eater brings its exposed cerebral matter in contact with the victim's flesh. This requires a normal attack roll, but a pinned victim doesn't receive any Dexterity bonuses to his AC. If the eater scores a hit, tiny tendrils of nerves bore into the victim's flesh and begin to take control of the victim's nervous system, tunneling toward the brain. This agonizing process causes 1d6+6 points of damage and permanently destroys 1 point of the victim's Intelligence, Wisdom, and Dexterity scores each round it continues, unless the victim succeeds in a saving throw versus death magic.

After 1d4 rounds of boring, the eater's nerve tendrils are in place to begin extracting the victim's brain. Tiny chunks of brain matter are torn away by the tendrils and drawn back into the eater's own gray matter. This kills the victim in 1d3 rounds, reducing each of the victim's ability scores by 1d6 points for each round the extraction continues. There is no saving throw.

Normally, an eater of knowledge won't release its victim until it has completely consumed the brain. The damage and loss of ability scores stop if the victim is pulled free or the eater's forced to let go. If the victim's friends help him in his attempt to pull away, he gains a +4 bonus on his chance to escape the eater's grasp. The eater can be forced to let go by being killed or reduced to 10 hp or fewer; the creature will flee rather than die. A single attack or spell that inflicts at least 20 hp of damage in 1 round also forces the eater to let go.

While the eater of knowledge's special abilities make it an exceptionally dangerous opponent in hand-to-hand combat, this is not its preferred method of fighting. The monster relies on its mental powers and the stolen powers of those it has fed on to lure lone victims away from their companions, where it can feed uninterrupted. A typical eater may have one or more of the special abilities noted below:

d10 Roll	Special Ability
1–2	No special abilities currently available
3–5	Spell powers of a 2nd–7th-level cleric
6–8	Spell powers of a 1st–8th-level wizard
9	Thief abilities of a 3rd–12th-level thief
0	Two of the above

In addition to its stolen powers, the eater of knowledge can use the following powers, once per round, at will: *confusion, detect invisibility, domination, ESP, forget, hold person, levitate,* and *shadow walk.* Eaters communicate with a natural power of *telepathy;* their mental voices're a discordant chorus of every sentient creature they've devoured. The eater of knowledge is itself completely immune to any mental attacks or mind-affecting powers, including illusions and *charm* or *hold* effects.

PSIONICS SUMMARY

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	3/7/14	All/All	16	210

Eaters of knowledge have the following psionic powers:

- Psychoportive – Sciences: probability travel. Devotions: astral projection, dimensional door.
- Psychokinesis – Sciences: telekinesis, disintegrate, project force. Devotions: animate object, control body, control wind, inertial barrier, molecular agitation, soften.
- Telepathy – Sciences: domination, mindlink, probe. Devotions: contact, ESP, inflict pain, invincible foes, invisibility, synaptic static.

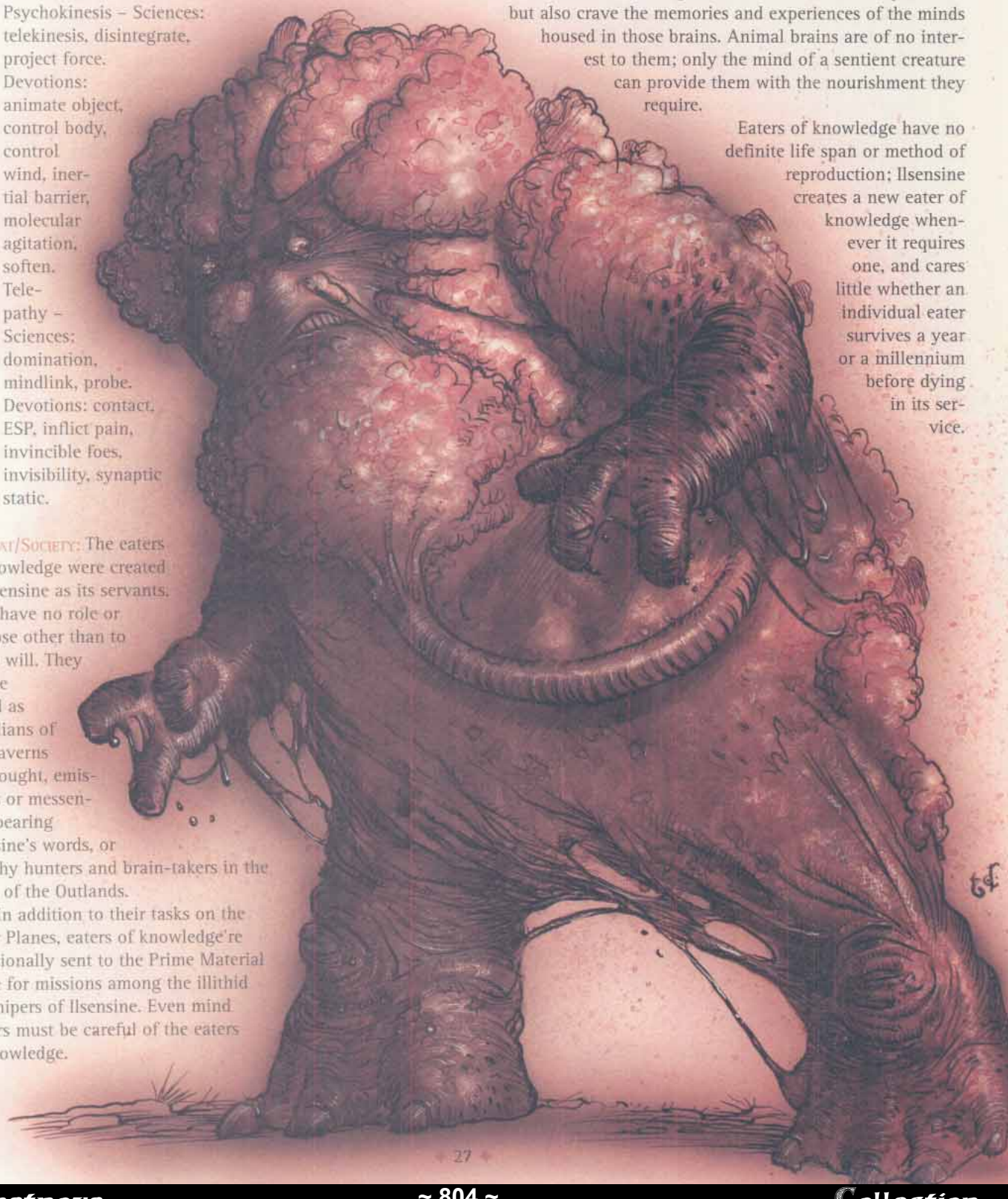
HABITAT/SOCIETY: The eaters of knowledge were created by Ilsensine as its servants. They have no role or purpose other than to do its will. They can be found as guardians of the Caverns of Thought, emissaries or messengers bearing Ilsensine's words, or stealthy hunters and brain-takers in the wilds of the Outlands.

In addition to their tasks on the Outer Planes, eaters of knowledge're occasionally sent to the Prime Material Plane for missions among the illithid worshipers of Ilsensine. Even mind flayers must be careful of the eaters of knowledge.

ECOLOGY: Bleakers say that the eaters of knowledge are made from the living corpses of Ilsensine's zombies. The god-brain selects some of these empty husks, removes their burned-out brains, and replaces them with a small portion of its own gray matter. This vile material causes the host body to swell and change, as noted above.

Eaters of knowledge subsist on the brains they devour, but also crave the memories and experiences of the minds housed in those brains. Animal brains are of no interest to them; only the mind of a sentient creature can provide them with the nourishment they require.

Eaters of knowledge have no definite life span or method of reproduction; Ilsensine creates a new eater of knowledge whenever it requires one, and cares little whether an individual eater survives a year or a millennium before dying in its service.



Ee'aar

CLIMATE/TERRAIN:	Temperate/arctic mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	R (F)
ALIGNMENT:	Neutral (lawful good)
NO. APPEARING:	2d4
ARMOR CLASS:	8
MOVEMENT:	16, Fl 24 (B)
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (or by weapon)
SPECIAL ATTACKS:	Dive, elf abilities
SPECIAL DEFENSES:	Dancing maneuvers
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13-14)
XP VALUE:	650 (975 w/full Legacy)



Except for a pair of very large, feathered wings, ee'aar appear to be stocky elves. They posses the typical elven arched eyebrows, pointed ears, quick reflexes, and natural grace in movement. Though ee'aar eye color follows typical elf shades, it is of a paler wash than usual. The predominant hair color is silver or white, though some have been known to have lighter shades of auburn and blonde. Ee'aar also tend toward lean, well-muscled bodies and are slightly taller than their earthbound relatives.

The wings of an ee'aar spread almost 30% wider than the entire body length and, when folded, stretch from the heels to several inches above the head. Though feathers tend to be lighter in colorÑmostly white, gray, and light blueÑperhaps as many as 40% of the ee'aar possess darker shadesÑsuch as brown, gold, and black.

Most ee'aar speak several languages. All know Aeshtyn, the standard ee'aar language, which is very soft and musical and carries well on the winds. Ee'aar also grow up around Nimmush, the language of the enduks. Other languages would be those of any mountain-dwelling race or those races along the western edge of the Savage Coast. Ee'aar also gain the special elf abilities of infravision, resistance to sleep and charm, and heightened perception.

The Red Curse: Ee'aar on the Savage Coast are subject to the Red Curse. They do not gain an initial Legacy, but they are still susceptible to Affliction, requiring *cinnabryl* to offset the negative effects. However, ee'aar Inheritors can gain Legacies.

Combat: Ee'aar learn to fight on the ground as well as in the air. For purposes of combat, the average ee'aar should be considered a 2nd-level warrior, though many of them are much more proficient. They gain a +1 attack bonus with all normal swords and any one of the clan's hunting weaponsÑlasso, net, bolas, blowgun, or spear. Ee'aar can also use short bows with no penalty for being airborne. They generally stay away from bulky weapons such as two-handed swords and long bows.

On the ground, the ee'aar base AC is 8, due to its dexterity. They can wear leather armor, but most despise using anything so restricting (it changes flight maneuverability to class C). They never use full shields, but in rare cases a buckler might be employed. Ee'aar put high stock in improving their Armor Class with magic, such as *bracers* and *rings of protection*.

In the air, an ee'aar can use its greater speed and maneuverability to gain an additional -1 bonus to its overall Armor Class.

During melee, ee'aar can hover, allowing normal combat, or they can confine their aerial battle maneuvers to passing attacks and dives at the ground. A passing attack occurs when an ee'aar flies past another creature, making a single attack and possibly a defensive maneuver. Creatures with multiple attacks must be able to claim special consideration (a *haste* spell, special initiative rules, etc.) if more than one attack is to hit the ee'aar in a single pass. When attacking a ground-based opponent from the air, an ee'aar can employ a ranged weapon, land for melee combat, or make a diving attack with a melee weapon. Because the diving attack comes so swiftly, the ee'aar gains another -1 Armor Class bonus, the defender's Dexterity bonus is negated, and all attacks inflict double damage. This attack puts the ee'aar on more even footing with an armored opponent. Ee'aar can attempt this attack every round, but it cannot be used in conjunction with the dancing maneuvers described below.

Often, the ee'aar utilize dancing maneuvers in combat. This ability modifies their flying ability to make larger leaps, sharper turns, and faster spins. They literally appear to be dancing while engaged in melee attacks. This ability works similarly on the ground and in the air; it adjusts the ee'aar's Armor Class by one half its level. (A 4th-level ee'aar warrior receives a -2 AC bonus against any form of attack, except for area-affecting attacks.) The dancing maneuvers even provide a saving throw for one quarter damage from direct spell attacks like *lightning*. Wearing any form of armor or carrying a shield makes using this skill impossible. Also, an ee'aar cannot use this skill and simultaneously fire a missile weapon.

Special Abilities: The ee'aar normally fly at a speed of 240 feet per round; however, this lowers to 60 feet per round if climbing straight up. A casual ascent of 45 degrees allows 120 feet of forward movement with 120 feet of ascent. When descending, the ee'aar can drop 1 foot for every foot moved forward, allowing 240 feet both forward and downward. They can also dive, which doubles their movement rate to 480 feet of movement both forward and downward. An ee'aar may carry up to 50 pounds of weight plus 5 pounds for every point of Strength without penalty. After that, its movement rate drops to half, and its maneuverability drops to C.

An ee'aar must make a Constitution check for each hour of flight. If this check fails, it must land and rest one-half hour for every hour spent recently in the air. Constitution checks are subject to a penalty of -1 for each 50 pounds (or fraction thereof) of weight carried above the initial 50. A further penalty is assessed at -1 per 5,000 feet of altitude above the first 5,000, with a maximum ceiling of 20,000 feet. However, if favorable wind conditions are present (such as a strong mountain updraft or good steady sea breeze) the ee'aar may glide and receive a +4 bonus to its check.

As with all flying creatures, an ee'aar must land immediately if its hit points are fall below 50% of maximum. Flight (even gliding) becomes impossible if 75% of its overall hit points are lost, and if already airborne, the ee'aar will fall from the sky. If 25% of the ee'aar's total hit points in damage is applied directly to its wings, it must land immediately; 50% prevents any flight until healed.

Due to their size, the wings have an AC rating 1 point worse than the ee'aar itself. Also, armor never covers the wings, possibly widening this gap. The wings cannot be hit by a frontal attack unless the attacker is taller than the ee'aar. If attacked from the side, an attack too low to successfully hit the ee'aar's AC but high enough to hit the wing AC is applied to the wings. Wings cannot be specifically targeted except in a rear attack; a successful attack from behind always hits the wings. Wings also suffer an extra 1d6 points of damage per round if exposed directly to flame. The wings will keep burning until the ee'aar loses more than 75% of its normal hit points or action is taken to extinguish the flames.

Recovering from direct damage to the wings takes 1 full week for each 10 of the ee'aar's total hit points. Cure spells will heal damage but will not regrow feathers, so flight is still not possible. *Regeneration* and *heal* spells will replace feathers. Magical healing always applies to direct wing damage last. As the percentages fall below 75% and 50% (or 50% and 25% as applied to direct wing damage), the ee'aar regains the ability to glide and, then, fly. Also, an ee'aar regains additional hit points for healing wing damage according to its Constitution bonus. (An ee'aar with a 16 Constitution heals an extra 2 points per week.)

The ee'aar have extreme claustrophobia. Ee'aar that are confined must make a Wisdom check each day or become temporarily insane. This can be cured by a *heal* or *cure disease* spell. Four missed checks in any period of confinement makes the condition permanent, cured by nothing short of a *wish* or *limited wish*.

Habitat/Society: The ee'aar normally live in the mountains on the Arm of the Immortals peninsula. They have adapted to the cold and can survive comfortably with little more than light, down-lined fur tunics, soft leather boots, and thick leggings. Only recently have they come down from those heights to join their enduk friends in the Savage Coast lands. It takes an ee'aar months to get used to the warmth and humidity of the lowlands, especially in the tropics the enduk favor. Anywhere along the Savage Coast, other than the area directly surrounding Um-Shedu, ee'aar are a rare sight.

Ee'aar live in family communities called aeries. An ee'aar village is made up of several aeries, while in a city, aeries can number in the hundreds. Every ee'aar works toward the survival and improvement of the clan, as well as the welfare of the entire ee'aar community. Those clans considered noble are responsible for leading the others. A noble clan is not a permanent endowment; the honor is bestowed on those with a proven history of successful leadership. Noble lines sometimes relinquish this honor to another clan which has proven more worthy, contenting themselves with a place of honor in the armies the ee'aar maintain for defense.

Though they have their own language (Aeshtyn), the ee'aar follow many standard elven practices, including arranged marriages. A mate is usually selected from another clan of equal social standing; sometimes, interclan marriages occur if an orphan was adopted into the clan. The ee'aar very rarely have twins, but they do have children more frequently than other elves.

Ecology: Ee'aar generally have little to do with other races besides the enduks. While they consider their ways superior, the ee'aar do not lord it over other races. They simply recognize the benefits their long history gives them over the "infant" races. The ee'aar have even been known to assist some of these races, like they did with the enduks, helping them to reclaim their lands from the manscorpions.

Despite their reserved demeanor, ee'aar craft elaborate jewelry, delicate figurines, and ornate weapons. Their cultural artwork is in high demand throughout most of the Savage Coast, bringing high prices where it is available.

Climate/Terrain:	Quasiplane of Vacuum
Frequency:	Rare
Organization:	Patch
Activity Cycle:	N/A
Diet:	Absence
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d3 patches
Armor Class:	10
Movement:	Nil
Hit Dice:	N/A
THAC0:	N/A
No. of Attacks:	0
Damage/Attack:	0
Special Attacks:	Disintegration
Special Defenses:	Teleportation, immune to cold, fire, physical attacks, most spells
Magic Resistance:	25%
Size:	T (one patch is 6" across)
Morale:	N/A
XP Value:	270

A yawning expanse of unending nothingness stretches into infinity, turning a body's mind in on itself when he tries to grasp the enormity of it. The quasiplane of Vacuum is, by all accounts, one of the loneliest, most inhospitable places in all the multiverse. Even the most adventuresome plane-walkers find little reason to explore this plane. Better-known voids like the Astral and inhospitable backwaters like the bottom layer of Pandemonium look like well-traveled throughways teeming with life by comparison.

ABSOLUTELY NOTHING LIVES ON THE QUASIPLANE OF VACUUM.
— FROM NEVIL'S *Treatise on the Inner Planes*

That's why when truly canny bloods need to get rid of something – something that must disappear from all existence forever – they banish it to the quasiplane of Vacuum. But sometimes even that doesn't work.

See, it all started in the Abyss. Some hapless berk had traveled to one of the layers considered to be "safe." Why he'd gone, and why he thought *any* part of the Abyss was safe, has been lost in the annals of time. He was Clueless; perhaps nothing more need be said.

When he returned to his prime world, however, he inadvertently brought with him some fungus that clung to the tip of his shoe. This Abyssal fungus, finding itself on an unprepared and unsuspecting world, immediately began to grow at an alarming rate. Unable to scrape off the fungus, the addle-cove discarded the boot – but that didn't solve the problem. It grew and grew, proliferating in the pleasant environment. Soon it covered the sod's house. While some of the local graybeards examined the fungus, it spread to the neighbors' cases. Suddenly afraid, the graybeards tried to burn the stuff. It wouldn't burn.

Within days, the growth covered half the town, and the locals'd given it the name "egarus" (chant is, the word's a curse). Wizards arrived on the scene to help, and while some of their magic was effective, it was too little, too late. The wind had carried bits of fungus throughout the region. Certain spells and magical devices held the growth at bay or even destroyed a patch or two, but there weren't enough wizards to keep up with the spreading egarus fungus. Plus, even when it was apparently eradicated in one area, the insidious stuff reappeared elsewhere. There seemed no way to tell when it was really and truly gone!

Finally, a few deities who had a considerable following on this prime world took pity on the inhabitants. It was obvious that soon the Abyssal fungus would destroy the entire world. Thus, the powers answered the prayers of their worshipers and opened gates to the quasiplane of Vacuum. After many mortal generations of work, the primes managed to round up all of the fungus and thrust it through the multitude of gates. By this time, their best wizards had developed spells to detect the growth, so they could be sure that it was all gone.

At last, the gates were sealed. Everyone figured that with nothing to grow on, nothing to feed on, the egarus fungus would surely die on Vacuum.

Even the gods' plans can sometimes go awry.

The fungus didn't die. It adapted. The plane of Vacuum offered only emptiness – so it began to feed on that. The fungus learned to thrive on the absence of matter and energy. (Though the Dustmen would certainly disagree, there is nothing so tenacious, so powerful, as life and its ability to adapt and continue living.) In its new home, the egarus fungus formed tiny clumps that floated in the void, feeding on the nothingness like a leech or a cancer.

The fungus thrives still. Its dull white lumps don't move or do anything that might call attention to themselves. In fact, it's extraordinarily unlikely that a basher visiting the quasiplane would ever encounter the tiny clumps, even if he actively looked for them. Despite this, the egarus' adaptations to its new environment make it a real threat to those barmy enough to enter the plane of Vacuum.

Combat: The egarus feeds on nonexistence, so anything with substance is anathema to it. Even in the infinite reaches of Vacuum, it cannot abide matter and energy in any amount other than itself. Thus, the fungus attacks anyone or anything entering the plane and alerting its delicate senses. A patch of egarus can sense matter many thousands of miles away – though on the plane of Vacuum, distance means very little.

The fungus attacks by using an ability much like *teleport without error* to reach the offending matter or energy.

(It cannot use the ability to leave the plane, however.) Once in close proximity (within 25 feet), the fungus begins breaking things down, effectively disintegrating its target. This process is slow, but insidious. No magical protections can defend against this (for they, too, are broken down), nor can magic resistance provide any help.

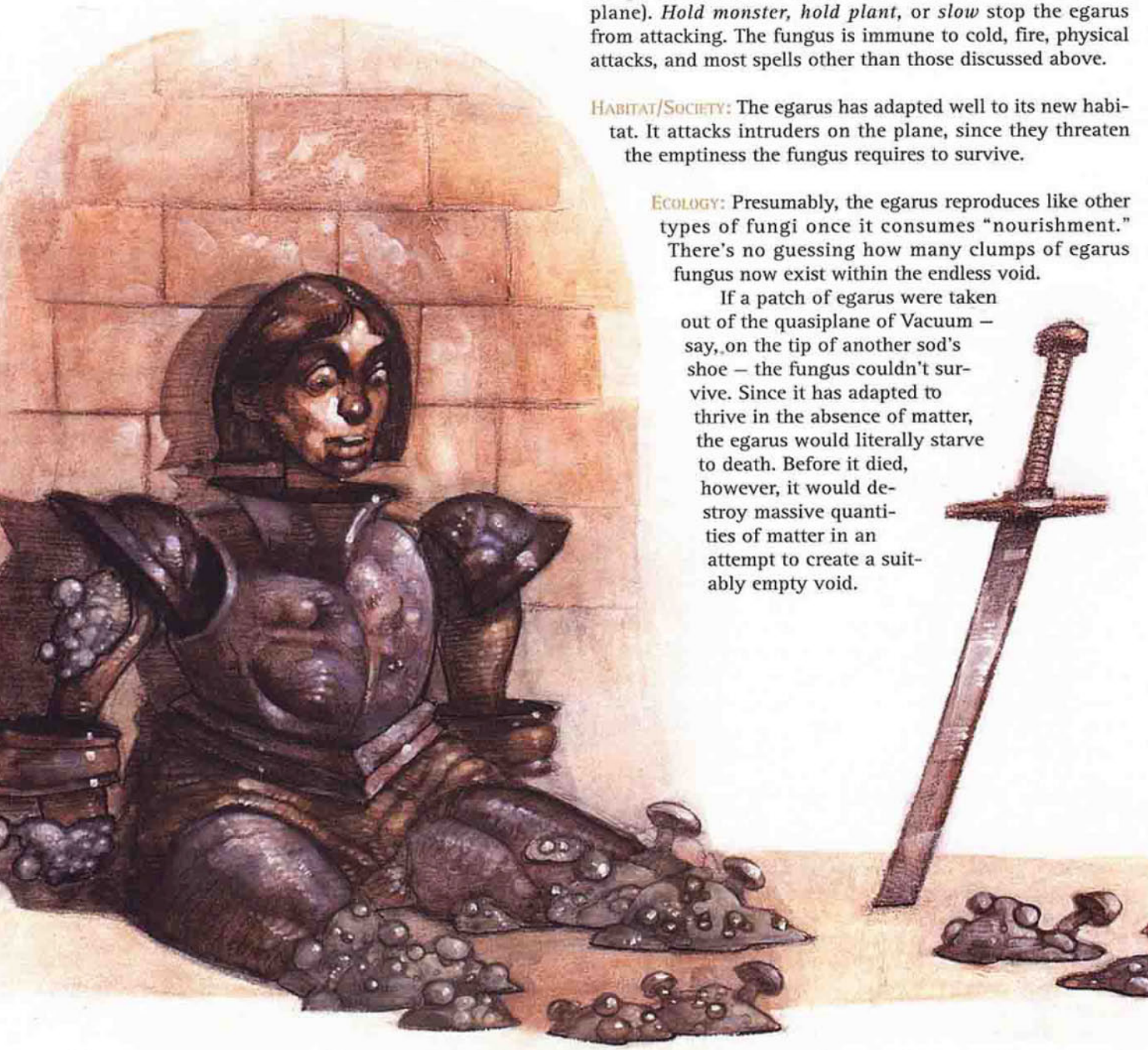
The fungus attacks energy first, so light sources, flames (torches or magical flame weapons, for example), and active spell effects are extinguished first. This happens at a rate of one energy source per round per egarus patch, in a random order. Nonliving material objects are attacked next, and again, are simply disintegrated one by one until nothing stands between the fungus and the living being. Magical items and creatures are permitted a saving throw versus disintegration or death magic to avoid this effect.

Like so many things in the Inner Planes, the egarus can be stopped only by its utter destruction. This, fortunately, is not terribly hard to do. *Cure disease, disintegrate, finger of death, lightning bolt, shocking grasp,* or *slay living* spells destroy a patch instantly, as does the application of any acid, alcohol, electrical attack, or even a large amount of water (at least 60 gallons, which must be used to dilute and disperse the patch before the water freezes due to the cold of the plane). *Hold monster, hold plant,* or *slow* stop the egarus from attacking. The fungus is immune to cold, fire, physical attacks, and most spells other than those discussed above.

HABITAT/SOCIETY: The egarus has adapted well to its new habitat. It attacks intruders on the plane, since they threaten the emptiness the fungus requires to survive.

ECOLOGY: Presumably, the egarus reproduces like other types of fungi once it consumes "nourishment." There's no guessing how many clumps of egarus fungus now exist within the endless void.

If a patch of egarus were taken out of the quasiplane of Vacuum — say, on the tip of another sod's shoe — the fungus couldn't survive. Since it has adapted to thrive in the absence of matter, the egarus would literally starve to death. Before it died, however, it would destroy massive quantities of matter in an attempt to create a suitably empty void.



Climate/Terrain:	Upper Planes
Frequency:	Common
Organization:	Troop or army
Activity Cycle:	Any
Diet:	None
Intelligence:	Average to high (8–14)
Treasure:	Nil
Alignment:	Varies by plane
No. Appearing:	10–100
Armor Class:	Varies
Movement:	12
Hit Dice:	4 or more
THAC0:	Varies
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	5%
Size:	M (6′ tall average)
Morale:	Elite (13–14)
XP Value:	Varies

Strictly speaking, the term *einheriar* ("faithful") applies to the dead of Asgard, the first layer of Ysgard. Over time, however, the term has come to refer to any humanoid spirits employed by the powers of the Upper Planes as servants, warriors, patrols, or guards.



In the *Edredsaga* is the following tale: "Our leader, Egil, had been tricked by the words of the sorceress, and when we landed upon the frosty isle we were not meeting a force of a hundred men as we had been told, but a hundred frost giants. They destroyed our longboats with their flung boulders, and we prepared to meet death gloriously. We were warriors, and warriors must always be prepared to die. Our line broke in red carnage against the giants' might; indeed, we might have been the sea against the rocks.

"My thoughts turned toward the home I would never see, and especially sad I was, that no skald would sing of my fallen brothers. Then there came a loud clear humming in the air. From the sky they came, far above the foamy water. Like mist they were, or cloud, yet I knew them to be from the high ones, sent as a sign of their troth with us. I could see the cold sun gleam upon their helms, and knew their swords would soon be reddened. The einheriar, they were.

"They fought beside us as warriors and wizards. No more came than enough to make the fight fair. We did not understand their words, but they seemed to know what we said. Great they were in battle, and old Swen said that he thought he saw his grandfather among them.

"Together we slaughtered the frost giants and made the land safe for the folk. When the long battle was done, the einheriar rose into the air and returned to the sky. There seemed more of them, as if our fallen brothers had joined that company. I am an old man now, with perhaps only one or two battles left in me. I hope my life has purified my soul that I may go fight with those bright ones!"

Einheriar appear as wispy, humanoid warriors with equally wispy armor and weapons. Each individual resembles the being he was in life; the majority of einheriar were human before death. In groups, einheriar march in military formation.

Combat: Einheriar form large groups organized loosely into a single combat unit. Individuals in the unit each have the class and level they held in life. Roll twice for each individual encountered to determine these.

Class*		Level**	
1–50	Fighter	1–50	4
51–55	Ranger	51–75	5
56–60	Paladin	76–88	6
61–70	Wizard	89–94	7
71–75	Specialist wizard	95–97	8
76–85	Priest	98	9
86–90	Thief	99	10
91–00	Bard	00	11–16

* Roll again if plane alignment precludes a class.
** Divide level by 2 or 3 for multi-class.

Einheriar have maximum hit points per Hit Die. Compute THAC0s normally. Spellcasters have their normal complement of spells. Warrior einheriar retain weapon specialties they had in life.

Einheriar use the best in nonmagical arms and armor for their class, modified according to the power they serve. For instance, einheriar in service to the Great Spirit of the American Indian mythology would not wear plate mail and carry two-handed swords.

There is a 3% chance per level that an einheriar has magical items of a nonspecial nature (e.g. *sword +1*, *chain mail +2*, magical *bracers*, etc.). Most einheriar never carry specialty items such as *armor of etherealness* or a *sword +1, flame-tongue*.





HABITAT/SOCIETY: Einheriar are common among the myriad servants of the powers of good. They fight for the powers and enforce their beliefs willingly and adamantly. Einheriar have no hierarchy outside their units, nor interests beyond their mission. In general terms, more difficult tasks fall to higher-level individuals and units.

ECOLOGY: The einheriar respect the aasimon and archons, but they act independently of these greater beings, taking on lesser missions. They receive their guidance through prayer.

CLIMATE/TERRAIN:	Wilderness, ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or band
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil (F: 25% chance)
ALIGNMENT:	Any evil
NO. APPEARING:	1 or 1–4
ARMOR CLASS:	–6 or as host
MOVEMENT:	12 or as host
HIT DICE:	8
THAC0:	Nil or as host
NO. OF ATTACKS:	1 or as host
DAMAGE/ATTACK:	Nil or as host
SPECIAL ATTACKS:	Possession
SPECIAL DEFENSES:	invisibility; immune to *sleep, charm, hold, paralysis,* cold-based spells and poison
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000



An ekimmu is an angry undead spirit that was once human. It is created when a human dies far from home and is not given proper burial rites; for this reason an ekimmu hates humans, demihumans, and humanoids, and seeks vengence against the living. An ekimmu appears as a spectral, bull-headed humanoid nearly 10 feet tall, much like a ghostly minotaur.

Combat: The ekimmu may be completely *invisible* before it attacks; in this case its presence will be felt as a ghastly wind carrying the charnel stench of the grave, and its presence may be detected as a malevolent and brooding evil.

The ekimmu does not attack directly. Instead, it seeks to take over the body of a character. The potential host is allowed a saving throw vs. spell to avoid the attack. If the saving throw is successful, then that ekimmu cannot try to take over that character again during the encounter. It might try to take over some other character.

If the character fails the saving throw, then the ekimmu uses the host body to wreak havoc on all other intelligent living creatures in the area, attacking exactly as if it were the controlled character. In its fury, the semi-intelligent ekimmu is unlikely to use spells memorized by a spell-casting host; physical attacks are most likely. The ekimmu attacks furiously with no care whatsoever for the host body. Should the host be slain, the ekimmu will leave the host and take over another. In its natural form, the ekimmu has no physical attacks, but its wispy substance gives it an unnaturally low Armor Class.

While in a host, the ekimmu has the host's Armor Class, taking one point of damage itself for every two points of damage inflicted on the host. Should the ekimmu be reduced to 0 hit points, it is forced out of the host and dissipated, and the host (if alive) returns to normal. The ekimmu will continue attacking until all characters are slain, all characters have saved against its attack, or until it is driven out or dissipated.

The ekimmu gives its host many of its undead powers: immunity to *sleep, charm, hold, paralysis,* cold-based spells and poison. However, it (and its host) takes 2d4 points of damage from a vial of holy water. A *protection from evil* spell will block its possession attack. A *dispel evil* exorcises it from its host and gives the host immunity as if a successful saving throw had been made. A *holy word* immediately exorcises all ekimmu in its area and drives them away, ending the encounter.

If the characters can find the remains of the ekimmu and give it a proper burial, the ekimmu will dissipate, abandoning any host it controls.

An ekimmu outside a host body can be turned as a vampire. *Note:* A group of ekimmu can be especially deadly, since each ekimmu can attack each character in the group. The DM should exercise special care when preparing an encounter with multiple ekimmu.

Habitat/Society: Ekimmu are most likely to be found in wilderness areas where no one has found their remains and given them proper funeral rites. Ruins and isolated caverns are among their most common haunts.

Ekimmu usually remain close to the spot they died, but are not bound to it; many roam at will. A wandering ekimmu usually returns to the site of its death every few days. Seeing its unburied remains again rekindles its anger and hatred.

Ekimmu are solitary, but sometimes form bands to better vent their hatred. Bands are most likely when the individuals died in the same place at the same time.

Ecology: Ekimmu try to destroy any intelligent life that they encounter. As long as its remains are unburied, a dissipated ekimmu will eventually reform, though this may take some days or weeks.

The eladrins are a cowardly race of sniveling weaklings. They're untrustworthy and treacherous, and they turn up in the most inconvenient places! Why, a body can't get two steps in their precious Arborea without their arrogant, conceited shiere knights showin' up and puttin' their long noses in your business! Let's see 'em come on down to Baator. We'll whip 'em into shape. Teach 'em a thing or two about proper organization. They'd find out the hard way how baatezu'll run things once we've burned Arborea to the ground around their pointed little ears. 'Course, we still got that little tiff with the tanar'ri to settle, but when we get them straightened out, well, just you wait!

What?!!! A shiere riding this way? I – I – I've got to go. Duty calls, and all that. Wouldn't want to be missed back in Avernus, after all.

– Uzamaer the Maw, cornugon captain visiting Sigil

The eladrins are the native race of Arborea, just as the baatezu are associated with Baator and the tanar'ri with the Abyss. They're wild and free beings who exult in their own existence and live a life of song and celebration. The eladrins aid all people of good hearts against the forces of evil, but seek to do so with individual acts of kindness or heroism.

In Arborea, the eladrins move from place to place constantly, reveling in the natural beauty of the plane and seeking adventure. They're defenders of goodness and freedom wherever it is threatened, and seek to counter the influences of tanar'ri and baatezu among mortals. To the eladrins, mortals should be free to choose their own destinies without fiendish interference; many of the more powerful eladrins constantly roam the planes and prime-material worlds, working against the baatezu and tanar'ri who seek to dominate these realms.

Although the individual types of eladrins are diverse in power and appearance, as a race they're creatures of faerie grace, quickness, and beauty. Eladrins fall into two categories:

- Lesser (bralani, coure, noviere, shiere)
- Greater (firre, ghaele, tulani)

Lesser eladrins rarely leave the plane of Arborea, but greater eladrins can be found anywhere serving the cause of good.

Combat: All eladrins can use the following spell-like powers once per round at will: *alter self, comprehend languages, cure light wounds, detect evil,* and *phantasmal force.* They're partially immune to the effects of many attack forms, as shown below:

Attack Form	Damage
Acid	Full
Cold	Half (None)
Electricity (lightning)	None
Fire (dragon, magical)	Half
Gas (poisonous, etc.)	Half
Iron weapon	Doubled (Full)
Magic missile	None
Poison	Full (Half)
Silver weapon	Full*

Lesser eladrins're vulnerable to weapons of cold-wrought iron and suffer double damage dice from any cold iron weapon that strikes them. If the cold iron weapon is enchanted, the eladrins ignore the double damage; the magic spoils the baneful properties of the blade. Greater eladrins don't suffer double damage from a cold iron weapon, but they do suffer normal damage even if the weapon normally couldn't hit them because of a lack of enchantment. For example, a greater eladrin normally hit only by +3 weapons or better can be damaged by a nonmagical cold iron weapon. Cold iron weapons have to be custom-made and cost twice as much as normal.

Silver weapons inflict full damage if they are sufficiently enchanted to be able to damage the eladrin anyway.

Planar Travel: Any eladrin can travel to any Upper Plane, Ysgard, the Outlands, and the Astral Plane. Greater eladrins can travel to any Outer or Inner Plane, the Ethereal Plane, or any prime-material world. Unlike many fiends, eladrins can freely enter any world they can reach; they don't have to wait until they're summoned. However, eladrins are required to *veil* themselves when traveling in prime-material worlds. The same laws that force a baatezu or tanar'ri to subject itself to the manipulations of a wizard also prevent an eladrin from revealing its true nature except under the direst of circumstances.

When an eladrin is veiled, it takes on the guise of a creature native to the world it is journeying in. It may assume a human or demihuman form, pretending to be an adventurer or wandering bard. Once committed to its veil, it can't do anything that its assumed identity couldn't do whenever a mortal might be near enough to see. Should an eladrin violate its veil, it has to return to Arborea for 1,001 years before walking the prime-material worlds again. Usually the violator eladrin is allowed a brief time – a few minutes or an hour – to attend to any business it has to finish before it is called away.

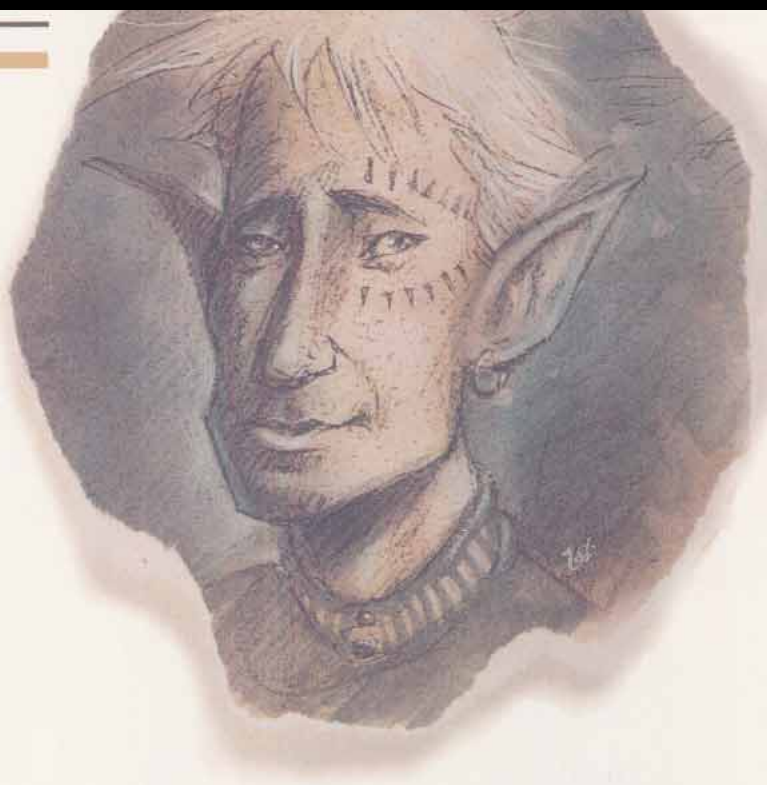
The Court of Stars: The magical and mysterious heart of the eladrins lies in the Court of Stars, where the beautiful Queen Morwel reigns over her people. Morwel is sometimes called the Faerie Queen, the Lady of the Lake, or the Lady of Stars; she's probably a demipower in her own right, and she's surrounded by the brightest and most gracious of the eladrins. The Court moves from place to place throughout Arborea, existing only where night falls over the realm. The Court of Stars isn't really the government of the eladrins as much as it is the heart or spirit of the race.

The eladrins're on good terms with the elven pantheon and the Greek pantheon, but they tend to keep to the wilds of Arborea. When the eladrins visit Olympus, they often assume the forms of petitioners or forest spirits, veiling their true nature. In the elven realms, the eladrins feel free to show themselves for what they are.

On rare occasions, the eladrins join with the aasimon who serve the Greek and elven powers when some profound evil threatens all of Arborea. But for the most part, they prefer to leave the powers be and govern their own affairs.



Eldarin, Lesser, Bralani



Climate/Terrain:	Arborea (Pelion)
Frequency:	Uncommon (Common)
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (13–14)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	1–3 (3–24)
Armor Class:	2 (–2)
Movement:	15, Fl 30 (A)
Hit Dice:	6+9
THAC0:	15
No. of Attacks:	1 or 2
Damage/Attack:	By weapon + 4 or 1d10/1d10
Special Attacks:	Whirlwind
Special Defenses:	See below
Magic Resistance:	35%
Size:	M (5′ tall)
Morale:	Elite (13–14)
XP Value:	9,000

The snowy, sandy wastes of Pelion are home to the bralani eladrins. They're the wildest and most feral of their kind, existing from heartbeat to heartbeat in a glorious, never-ending passion. No eladrin can match the fury of an angry bralani, or the keening depths of her grief or sorrow, or the blissful heights of her joy. Bralani are tied to the plains of Pelion, but may occasionally be found dancing in the desert winds or arctic wastes of other realms, exulting in their freedom and the beauty of the open land.

Bralani in their natural form resemble short, stocky elves, broad in the shoulders but graceful nonetheless. Their hair is usually a bright silvery-white, and their eyes are an ever-changing rainbow of hues that flicker and shift with the vagaries of the bralani's mood. Bralani can also take the shape of a whirlwind of dust, sand, or snow, racing across their beloved plains like living zephyrs.

Bralani are the most distant and fey of the eladrins, dangerous to approach and fickle in temperament. Strangers might be greeted with wild celebration or attacked in a towering rage. Although the bralani's purpose seems to be to dance and race about in the wastes, they'll drop their endless dance in a moment if they come across evil in their domain. A few rare and unusual bralani sojourning in other worlds ally themselves with the local forces of good, siding with a tribe of noble desert savages or aiding a group of northern herdsmen.

Combat: In humanoid form, bralani are surprisingly strong; they've got an 18/76 Strength with the resulting bonuses. Bralani prefer the spear, the bow, and the scimitar – weapons of the desert nomads they most closely resemble. Bralani weapons're often enchanted. These folk are superb archers, and gain a +4 bonus to bow attacks due to their great Dexterity and instinctive mastery of the wind.

However, a bralani's just as likely to abandon his weapons and attack as a living whirlwind. In this form, he's AC –2 and can attack with two scourging sand- or snow-blasts for 1d10 points of damage each. The blasts have a 20-foot range and affect a cone 5′ in diameter. Any creature within 20 feet of the bralani in whirlwind form must successfully save versus paralyzation or suffer a –2 to attacks due to stinging sand in its eyes. Any man-size or smaller creature that approaches within 5 feet of the bralani in its whirlwind must successfully save versus paralyzation again or be swept off its feet by the raging winds and thrown 10 to 30 feet. Bralani love to careen through an enemy's ranks, knocking their foes left and right as they dance right past them.

In addition to the powers all eladrins possess, bralani can use the following abilities once per round: *blur, charm person, control weather, cure disease, gust of wind, mirror image,* and *wind wall.* Twice per day they can cast a *lightning bolt* (8d8 points of damage), and *cure serious wounds* or *neutralize poison;* once per week they can *heal* another person, but not themselves.

Bralani can be hit only by +1 or better weapons, or weapons forged of cold-wrought iron. A bralani can *gate* 1d4 other bralani eladrins to his location with a 40% chance of success.

Habitat/Society: In their native layer of Pelion, the bralani travel in loose bands in an unending dance of wind and sand. Each day the band travels hundreds of miles, stopping only to play pranks on travelers or deal with any unwanted intruders they find. The bralani don't acknowledge any one individual as leader. The entire band acts merely on spontaneous impulses, which can make these eladrins very hard to deal with.

When the bralani leave Pelion, they travel in small groups of only 1 to 3 individuals. In the rare instances where the bralani have mobilized for war, they act as scouts and skirmishers, harrying the enemy's flanks and rear.

Climate/Terrain:	Arborea
Frequency:	Common
Organization:	Band
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	2–40
Armor Class:	5 (0)
Movement:	9, Fl 24 (B) or 48 (A)
Hit Dice:	2+1
THAC0:	19
No. of Attacks:	1 or 1
Damage/Attack:	By weapon or 1d4+1
Special Attacks:	*Magic missile*
Special Defenses:	Magic use
Magic Resistance:	10%
Size:	S (2′ tall)
Morale:	Unsteady (5–7)
XP Value:	650



The smallest eladrins are the coures, tiny, spritelike creatures who can be found throughout Arborea. They're messengers, scouts, pranksters, and mischief-makers who pester and annoy any travelers or more serious eladrins they run across. The coures' jests are not meant maliciously; in fact, it's hard for even the most dour Doomguard to hang on to a frown when a flock of coure eladrins is dancing around his head.

Despite their senses of humor and boundless energy for song, dance, and jest, coure eladrins take a definite turn for the serious when confronting evil creatures. Harmless pranks develop into skilled guerilla tactics of hit-and-run nuisance attacks while messengers are sent to summon more suitable opposition to the threat.

Coure eladrins resemble tiny, slender elves with long, gossamer wings trailing from their shoulders. They appear in a variety of improbable colors and are fond of wearing bright apparel of questionable taste. A coure can assume the shape of a tiny (6′ diameter) ball of faerie-light at will.

Combat: Combat isn't the main strength of a coure. These tiny eladrins go to great lengths to avoid physical confrontations, choosing flight over battle against all but the weakest foes. The only time coure eladrins gladly seek battle is when confronting their nemeses, the imps of Baator or the Abyss. (They're not fond of mephits, either.)

If a coure is forced to fight, she attacks with miniature weapons scaled perfectly to her size. Short swords and rapiers are favored; they're treated as *daggers +1*. Like their larger cousins, the bralani, coures're also archers of surprising skill; they gain a +4 attack bonus with their tiny bows, and their silver arrows are treated as *darts +1*.

As noted above, coures can assume the shape of a noncorporeal ball of light. If a coure wins initiative, she can make this change immediately after attacking. In this form, the coure is AC 0 and can fly at twice her normal speed. The coure has no physical attack as a globe of faerie-light, but in humanoid form she can cast a *magic missile* up to 3 times per day.

Coure eladrins can also use the spell-like powers of *audible glamer, cantrip, dancing lights, faerie fire,* and *sleep* once per round at will. Once per day they can create a magical jest similar in effect to *Tasha's uncontrollable hideous laughter.*

Coure eladrins can be hit by normal weapons and suffer double damage from cold iron weapons. A coure cannot *gate* in any others of her kind.

Habitat/Society: Great numbers of coure eladrins live within the wild forests and deep-riven gorges of Olympus, the first layer of Arborea. They gather in bands known as *faerie circles* or *faerie courts*. Unlike their larger cousins, the coures have a much closer connection to the land and linger in a favorite grove or mountainside for centuries before moving on. The coures of a faerie circle can be fiercely protective of their enchanted homes and may stand up to far more powerful invaders if necessary.

The coures are the commoners of the eladrins. Like most eladrins, they look after their own affairs, but swarms of them can also be found as attendants to more powerful firre or tulani courts. Among more powerful eladrins, coures're messengers, heralds, or pages.

Coures are creatures of starlight and darkness. By day they spend much of their time sleeping, wrapping themselves in their gossamer wings.

Climate/Terrain:	Arborea
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	2–16
Armor Class:	3 (–3)
Movement:	15, Sw 24
Hit Dice:	5+7
THAC0:	15
No. of Attacks:	1 weapon or 1 ram
Damage/Attack:	By weapon +3 or 2d8
Special Attacks:	Drowning
Special Defenses:	Dolphin form
Magic Resistance:	20%
Size:	M (5′ tall or 7′ long)
Morale:	Fanatic (17–18)
XP Value:	5,000

The seas and islands of Ossa, the second layer of Arborea, are the home of the noviere eladrins. Like the bralani, the novieres are a people who celebrate the beauty of the lands and emerald waters around them. They're the most straightforward and approachable of the eladrins. The shieres are blocks of ice to the typical cutter traveling in Arborea, the bralani are fickle and flighty, and trying to talk seriously to a coure can drive a sod barmy – but the novieres're willing to take a basher at his word and deal with him the way he deals with them.

The novieres appear to be aquatic elves or nixies. Their skins are greenish, blue, or golden in hue, and their hair ranges from deep blue-green to pale blond. They're equally at home in the water or on land. The novieres're somewhat more human in appearance than a full-blooded aquatic elf; they're stockier, and have no prominent gills or webbing in their fingers. Their eyes mirror the color of the seas around them. In addition to their demihuman form, novieres can take on the shape of golden dolphins made entirely of shimmering water.

Novieres prefer to remain in the seas of Ossa, but sometimes journey to other planes or prime-material worlds to visit with ocean nymphs or merfolk. They love exploring a new coastline or listening to the sound of the surf on a strange shore. Of all eladrins, the novieres are most likely to be interested in trade or material things; they're fascinated by gemstones and jewelry.



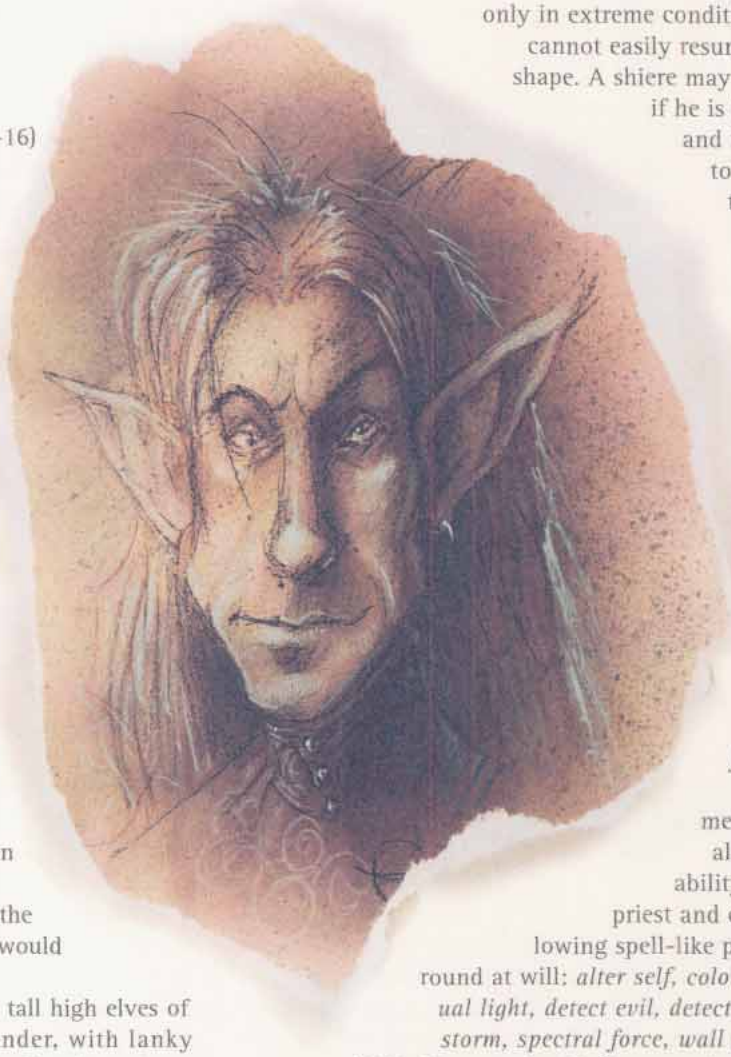
Combat: The novieres're slow to anger and try to avoid combat unless it's absolutely necessary. If pressed, a noviere can fight fairly well – her lithe limbs and graceful frame conceal an 18/01 Strength. Novieres like weapons that can be used on water or land, and usually wield *tridents +1*, nets, or long-bladed *daggers +2*. Novieres can throw their nets 30 feet underwater or 60 feet on land; if they score a hit, their victim must successfully save versus paralyzation or be entangled for 1d6 rounds. Entangled victims are attacked at a +4 bonus to hit. Novieres are usually careful not to allow air-breathers to drown while entangled in their nets.

In dolphin form, a noviere's body is composed of water bound together by her magical nature. She can attack by making a powerful ramming strike once per round and can use the surrounding water to shield herself from harm. In this body, the noviere is AC –3. If the noviere scores a hit with a natural 19 or 20, she can choose to *envelop* her opponent, effectively holding it motionless with a Strength of 20. Neither the held opponent nor the noviere can make any attacks while she holds it. To escape the noviere's grasp, the victim must succeed at a bend bars/lift gates roll or find a way to drive the noviere away with magic.

In any form, the noviere has the spell ability of a 5th-level priest. She can also use the following spell-like powers once per round at will: *alter self, charm person, continual light, improved phantasmal force, mirror image,* and *slow*. Once per day a noviere can confer *water breathing* for 6 hours or hurl a 60-foot *water bolt* that does 4d6 points of damage to all creatures in a 5-foot-wide path (save vs. spell for half damage.)

Habitat/Society: After the coures, the novieres are the most social of the eladrins. They do not travel much, but choose a favorite island or coastline and linger there for years at a time. A clan of noviere eladrins is loosely governed by a chieftain, but individuals are not bound to obey this leader. Novieres tend to keep to themselves and are a rare sight in the high eladrin courts of Olympus.

Climate/Terrain:	Arborea
Frequency:	Common
Organization:	Company
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Very-Exceptional (11–16)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	3–24
Armor Class:	4 (–4)
Movement:	15, Fl 24 (A)
Hit Dice:	8+12
THAC0:	13
No. of Attacks:	2
Damage/Attack:	By weapon +6
Special Attacks:	Glance
Special Defenses:	Magic use
Magic Resistance:	25%
Size:	M (7′ tall)
Morale:	Fearless (19–20)
XP Value:	11,000



The warriors of Arborea are the shieres, graceful eladrin knights who fight with skill, strength, and honor. They're the defenders of the eladrin courts, a shining host that seeks out evil intruders and ensures that no darkness will trouble the Queen of Stars or her people. By night the shieres gather together in bright companies to ride the wilds of Olympus and drive away any who would do the folk of Arborea harm.

The shieres appear to be exceptionally tall high elves of some kind. They're long-limbed and slender, with lanky frames and long, narrow faces and hands. A shiere's as strong as the mightiest mortal warrior despite his slender build. All shieres are very fair-skinned, with pale golden or silver hair and piercing eyes of blue, green, or violet.

Unlike the other eladrins, shieres're bound more permanently into their demihuman form and can change shape only into a harmless ball of faerie-light, similar to that of a coure eladrin. The shieres can transform only once per hour, so they don't often use this ability, preferring to maintain their demihuman appearance.

Combat: Shieres' natural Armor Class is 4, but they commonly wear armor of glass and crystal equivalent to *field plate armor +4* and use long, narrow *shields +1*. (If a shiere is slain, its armor is usually ruined by the damage.) Shieres favor any knightly weapon, especially the lance, battle axe, horseman's mace, horseman's flail, and long sword. A shiere's weapon is always enchanted to a value of +3 or better and may have *sharpness, quickness,* or *defender* properties. As highly skilled warriors, shieres receive 2 attacks per round with their favored weapons.

Shieres assume their faerie-light form only in extreme conditions, since they cannot easily resume their normal shape. A shiere may use this ability if he is badly wounded and needs to escape to warn others of trouble, or if he needs to maneuver with more stealth than his normal size allows.

In addition to his formidable combat skills, a shiere's gaze causes *fear* in any evil creature that meets his eyes. He also has the spell ability of a 5th-level priest and can use the following spell-like powers once per round at will: *alter self, color spray, continual light, detect evil, detect invisibility, ice storm, spectral force, wall of ice,* or cast a 10d4+10 *cone of cold*. Once per day the shiere can *heal* another creature.

The Horses of the Shiere: When hunting, patrolling, or riding to war, shiere are always mounted. A shiere's horse is the equivalent of a heavy war-horse (AC 7, 4+4 HD, THAC0 17, Dmg 1d8/1d8/1d3) but its morale is Fearless and it never has fewer than 5 hit points per Hit Die. In addition, the shiere's war-horse has a movement rate of 24 and can *fly* as long as the sun is not in the sky.

Habitat/Society: The shieres're the most numerous eladrins that regularly inhabit the tulani courts, and are the highest of the common eladrins. Shieres of unusual wisdom or experience are often acknowledged as hunt leaders or captains in the service of a tulani lord, but when the battle is over all shiere companies share the same rank. Shieres're exceptionally honorable and courageous creatures who celebrate similar qualities in others. They can be cold as ice when dealing with those who don't measure up to their own high standards of behavior.

Climate/Terrain:	Arborea
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	1–4
Armor Class:	–3
Movement:	15, Fl 36 (A)
Hit Dice:	7+10
THAC0:	13
No. of Attacks:	1 or 2
Damage/Attack:	By weapon + 6 or 3d6/3d6
Special Attacks:	Spellsong
Special Defenses:	Magic use, shapechange; struck only by cold iron or weapon of +2 or better enchantment
Magic Resistance:	40%
Size:	M (6′ tall)
Morale:	Champion (15–16)
XP Value:	14,000

It shouldn't be any surprise that there are eladrins who devote themselves to art, music, and magic. The firres (pronounced *feers*) are creatures who live for beauty; their lives are consumed by a fiery passion for art of any kind, and they strive to make their own existence a living image of wonder and delight.

The firre eladrins live as wandering minstrels and bards in Arborea, attending the courts of more powerful eladrins or tarrying to entertain a circle of coures in a forgotten dell. Their pursuit of beauty leads them to any place where art, skill, or grace is held in high esteem. A body could run across a firre traveling the Outlands or visiting the palaces of neutral-aligned powers just as easily as he'd find one in Arborea. Firres have a deep love and appreciation of mortal art, and often embark on lengthy sojourns on the Prime Material Plane to seek out works of excellence.

In their natural form, firre eladrins resemble stocky elves with brilliant red hair and fiery red eyes. At first glance, a firre might be taken for a half-elf, but her eyes give her away; they have no iris or pupil, and glow brightly with the firre's inner flame. Firres can also transform themselves into man-size pillars or balls of fire; in this form they can fly at the listed rate.

Combat: Like the bralani or coures, firres often use weapons in their demihuman form. They're far stronger than they look and possess an 18/00 Strength. Firres favor long, wavy-bladed swords equal to *two-handed swords +3*. They also may use slender javelins that become blazing bolts of fire when thrown, inflicting damage as a *javelin +5*. (The javelin's consumed in the throw, but many firre carry up to four.) A creature that meets the fiery glance of an angry firre must successfully save versus paralyzation or be *blinded* for 2d10 rounds, suffering 1d10 points of damage.

In her fiery form, a firre can strike twice per round for 3d6 points of damage per attack. Any creature within 10 feet of the burning firre must make a successful save versus spell or suffer 1d6 points of damage from the heat. Any weapon that strikes a fiery firre must survive an item saving throw versus magical fire or be destroyed, although the firre still takes damage from a successful hit.

In any shape, the firre eladrin radiates *protection from evil* in a 10-foot radius. The firre can also use the following spell-like powers once per round at will: *advanced illusion, affect normal fires, continual light, detect invisibility, ESP, improved invisibility, polymorph self, wall of fire,* or cast a 10d6 *fireball*. Once per day the firre can create a *prismatic spray*. In addition to these spell-like powers, the firre has the spell ability of a 9th-level priest.

In demihuman form, the firre can choose to sing instead of attack. Her unearthly voice functions as a *charm, hold, sleep,* or *suggestion* spell on any creature within 50 feet. (The firre chooses the exact effect.) Any listeners must successfully save versus spell or be affected. The firre's sleep song can affect creatures normally unaffected by *sleep* spells.

Firres can be hit only by weapons of +2 or greater enchantment, or cold-wrought iron weapons. They suffer normal—not doubled—damage from such weapons.

Habitat/Society: Firre rarely gather together. Instead, they prefer to travel alone. In the court of a tulani eladrin, it's unusual to find more than one or two firres. The firres may be the most accessible eladrins apart from the noviere; firres routinely seek out mortals of skill and beauty, and travel freely among all ranks of eladrins. Like the ghaeles, the firres often embrace causes among the mortals of the Prime Material Plane, doing what they can to help preserve those who revere art.



Firres are greatly valued throughout the Upper Planes and in most of the chaotic ones for their remarkable vocal skill. Nothing can match the eldritch beauty of a firre's song.

Climate/Terrain:	Arborea
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional–Genius (15–18)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	1 (1–3)
Armor Class:	–5
Movement:	18, Fl 60 (A)
Hit Dice:	10+15
THAC0:	11
No. of Attacks:	1 or 2
Damage/Attack:	By weapon +7 or 2d12/2d12
Special Attacks:	Positive energy, gaze
Special Defenses:	Struck only by cold iron or weapon of +3 or better enchantment
Magic Resistance:	40%
Size:	M (6′ tall) or L (20′ wingspan)
Morale:	Fearless (19–20)
XP Value:	19,000

In the Year of the Riven Shield, the exiled Prince Haltharad raised an army to contest the rule of Gelfrydd the Usurper. The mysterious skald Eromydd was the chief adviser to Haltharad, tempering the young prince's wrath with words of wisdom, standing beside him when Gelfrydd's sword-thanes threatened to take the rebel banner at the Battle of Two Bridges. By the time the year was out, Haltharad stood crowned as king, and Gelfrydd was dead by his hand. Eromydd vanished the day of the coronation, never to be seen again.

– The Saga of Haltharad

The ghaeles are the knights errant of the eladrins. Wherever evil and tyranny raise their ugly heads, the ghaeles respond. Working behind the scenes, they quietly muster resistance and offer guidance to any creatures of good heart with the courage to stand against their oppressors. More than any other eladrins, the ghaeles are accustomed to working from behind the veil.

Ghaeles resemble tall, athletic high elves. They might easily be taken noble elves if not for their pearly, opalescent eyes and radiant aura. Of course, a ghaele may be wearing any manner of mortal guise when encountered away from Arborea. Ghaele eladrins can also take the form of an incorporeal globe of eldritch colors, 5′ in diameter.

Combat: In demihuman form, ghaeles favor incandescent *long swords +4* that inflict an extra 1d10 points of positive energy damage to any evil foe struck. Evil creatures of fewer than 5 Hit Dice meeting the gaze of an angry ghaele must successfully save versus spell or be slain; even if they succeed in their saving throw, they are stricken with *fear* for 2d10 rounds. Evil creatures of 5 Hit Dice or more, or any nonevil opponent, suffer the *fear* effect only if they miss their save; they are unaffected if they succeed. The ghaele's gaze has a range of 60 feet.

In their light form, ghaeles attack by firing beams of brilliant light that sear their enemies for 2d12 points of damage per strike. The beams have a range of 100 yards and strike with a +4 attack bonus. The ghaeles can't gaze in this form.

At all times, the ghaele is surrounded by a nimbus of light that functions as a double-strength *protection from evil* in a 20-foot radius. The nimbus also has the properties of a *minor globe of invulnerability* and confers *protection from normal missiles* on the ghaele. In addition, a ghaele has the spell ability of a 14th-level priest and can use the following spell-like powers once per round: *advanced illusion, charm monster, color spray, continual light, dancing lights, detect invisibility, dispel magic, ESP, hold monster, improved invisibility, polymorph any object, prismatic spray, telekinesis, teleport without error, wall of force,* or cast a 12d8 *chain lightning* bolt.

The ghaele can be hit only by weapons of +3 or greater enchantment, or by cold-wrought iron weapons.

Habitat/Society: The ghaeles are advisers and counselors to the great tulani eladrins, lords of the eladrin courts. It's quite rare to find two or more ghaeles gathered together, but on rare occasions several may be in the service of one tulani. A ghaele is kind-hearted and compassionate, but his mission against evil weighs on his mind; even in blissful Arborea, he's wondering how things are going back on the last prime world he left. His frequent work with mortals and use of mortal veils makes him the most serious and heavy-hearted of the eladrins. Better than any others of his kind, he knows how hard it is to be human.



Climate/Terrain:	Arborea
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Supra-genius (19–20)
Treasure:	Incidental
Alignment:	Chaotic good
No. Appearing:	1 (1–2)
Armor Class:	–7
Movement:	18, Fl 30 (A)
Hit Dice:	12+20
THAC0:	7
No. of Attacks:	3
Damage/Attack:	2d4+12
Special Attacks:	Gaze
Special Defenses:	Aura; struck only by cold iron or weapons of +4 or better enchantment
Magic Resistance:	50%
Size:	M (7′ tall)
Morale:	Fearless (19–20)
XP Value:	27,000

The greatest of the eladrins are the tulani, or faerie lords. Their courts are scattered throughout Olympus, never staying in the same place more than one night. The tulani are peaceful in nature and take up arms only when Arborea itself is threatened or the direst of emergencies requires their attention.

Tulani're creatures of unearthly beauty and grace; their voices are living music, and their faces shine so brightly that mortals find it difficult to look at them. In form they're tall, stately elven lords dressed in shimmering robes of shifting color. A tulani is surrounded by a magical aura that evil creatures cannot bear to be near.

Visitors to Arborea who seek out the tulani courts soon find out that the eladrins aren't easy to find when they want to avoid someone. When a cutter finally gets to meet with a tulani, he's wise to keep his bone-box shut and mind his manners. The tulani don't tolerate insolence or disrespect from mortals, but are gracious hosts when their guests behave themselves.

Combat: The tulani've got no need for weapons or armor; at will they can create a swordlike blade of fiery light in their fist that strikes as a *sword of sharpness +4*. The sword delivers an extra 2d8 points of positive energy damage to any evil foe struck. Tulani's slender forms conceal an effective Strength of 20, and they can *fly* unaided at will.

An evil creature of fewer than 8 Hit Dice meeting the gaze of an angry tulani must successfully save versus spell or be slain; even if it survives its saving throw, it is *blinded* and stricken with *fear* for 2d10 rounds. If the opponent meeting the gaze is of any nonevil alignment, or is evil and of 8 Hit Dice or more, then it suffers *fear* and *blindness* only if it fails the save.

Tulani can assume the secondary forms of any other eladrin at will. They keep their AC and THAC0, regardless of form, but cause double the damage of a coure, bralani, noviere, or firre eladrin's second form. In the ghaele's form, their lightbeams strike for 3d12 points of damage and never miss.

At all times, the tulani eladrin's aura functions as a double-strength *protection from evil* in a 20-foot radius. The nimbus also has the properties of a *minor globe of invulnerability* and confers *protection from normal missiles* on the tulani. Any evil creature must make a successful saving throw versus spell to be able to approach within 20 feet of the tulani. The faerie lord has the spell ability of a 16th-level priest and can use the following spell-like powers once per round: *color spray, dancing lights, continual light, detect invisibility, ESP, dispel magic, mass charm, improved invisibility, advanced illusion, hold monster, teleport without error, telekinesis, wall of force, prismatic spray, polymorph any object,* or cast a 12d8 *chain lightning* bolt. Once per day the tulani can cast a *meteor swarm,* speak a *power word kill,* or use *time stop.* Once per year the tulani can grant another's *wish.*

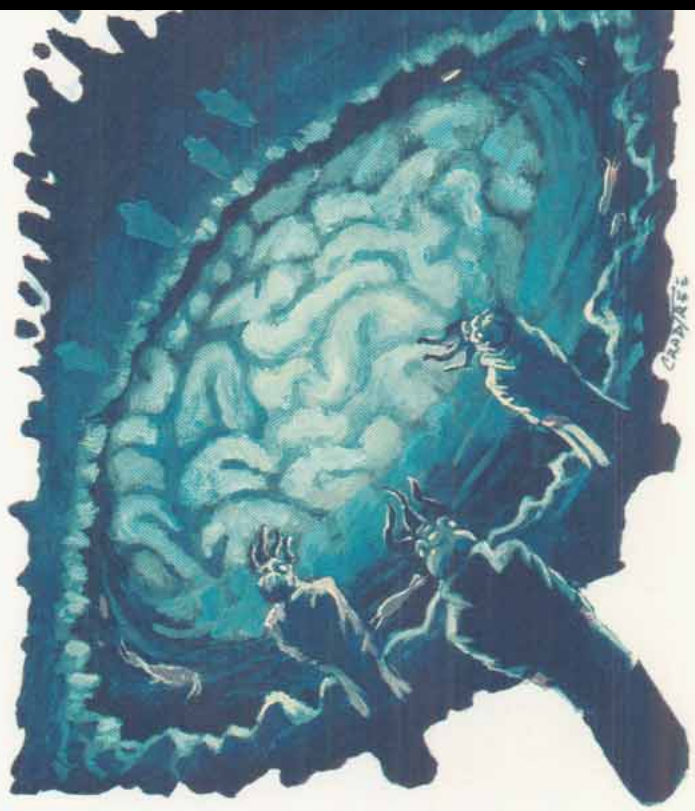
The tulani eladrin can be hit only by weapons of +4 or greater enchantment, or by cold-wrought iron weapons.

Habitat/Society: As rulers over the lesser eladrins, tulani rarely gather in groups. It's not uncommon for a tulani lady or lord to have a consort who co-rules the court, so a pair of tulani may be encountered. The tulani watch over Arborea and act as stewards over the realms of the eladrins. Typically, a tulani will have a host of shiere warriors, several ghaeles and firres, and uncounted numbers of coures in his domain.

The tulani eladrins answer only to the Queen of Stars, the greatest of their kind, and the powers of chaotic good who share Arborea with them. Within their own realms, tulani are free to rule as they see fit; generally, they're compassionate but distant overlords who allow their subjects to do as they please.



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Psychic energy
INTELLIGENCE:	Supra-genius (20)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	20
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Bud brain golem, psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	90%
SIZE:	H (10' diameter on prime)
MORALE:	Fearless (20)
XP VALUE:	13,000



The elder brain is a huge, fibrous mass of cognizant brain tissue covered with writhing feelers. A single elder brain floats within the depths of a briny pool found at the center of its illithid community. An elder brain's prodigious psychic abilities cause it to pulsate and glow like a windblown ember, charging its gray matter with vitality and purpose. This vitality allows it to remain active long after the bodily deaths of the individual mind flayers whose brains were harvested to engender it.

Elder brains sense the world via an innate telepathy with a radius of up to 5 miles (in the oldest specimens). Within this radius, an elder brain detects all non-psionically shielded sentient beings—even through solid rock. Within this same range, an elder brain can communicate with any creature through the use of its innate telepathy. It can also scry through the eyes of any willing (or psionically dominated) individual within its telepathic radius, although its worldview is biased towards the mental plane.

Combat: If given sufficient warning, an elder brain can bud and grow a brain golem; this golem functions as a physical extension of the elder brain itself. An elder brain can bud up to three brain golems, requiring one full hour of undivided attention to fully form each avatar. During the budding process (which costs 1d10 PSPs per HD of the brain golem formed), the elder brain

Elder Brain Psionic Summary

This psionic summary indicates the minimum psionic ability of an elder brain.

Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
20	6/21/31	EW,II, MB/All	=Int	1d200+450

Players Option: #AT 2; MTHAC0 7; MAC 0

Clairisentience—Sciences: clairaudience, clairvoyance; **Devotions:** all-round vision, know location.

Psychokinesis—Sciences: *create object, molecular rearrangement,* telekinesis; **Devotions:** ballistic attack, control body, control light, create sound, inertial barrier, levitation.

Psychometabolism—Sciences: complete healing, energy containment, metamorphosis; **Devotions:** body control, body equilibrium, suspend animation.

Psychoportation—Sciences: banishment, probability travel, teleport, teleport other; **Devotions:** astral projection, time shift, time/space anchor.

Telepathy—Sciences: domination, ejection, mass domination, mind blast, mindwipe, probe; **Devotions:** awe, ESP, false sensory input, id insinuation, mind thrust, post-*hypnotic suggestion, taste link, psychic crush.*

Metapsionics—Sciences: empower, psychic surgery, ultrablast; **Devotions:** cannibalize, magnify, prolong, psionic inflation, psychic drain.

cannot exert any external psychic influence or ability beyond communication.

An elder brain only resorts to budding when its psionic abilities prove inadequate—an infrequent occurrence at best—as its psionic arsenals contain the combined psionic knowledge of possibly hundreds of contributing illithid minds. The elder brain can use its psionic abilities at twice normal range.

An aggressor able to withstand the psionic fury of an elder brain must still overcome a physical obstacle in order to engage in melee with the creature. Since an elder brain is approximately 10 feet in diameter and floats 10 feet below the surface of its pool (a 30-foot-wide by 30-foot-deep basin), attackers must first enter the creature's watery domain (incurring underwater combat modifiers) before engaging in melee. Normal missile attacks (fired from the surface into the water) will not reach the submerged elder brain—though most spell attacks function normally, provided the brain is within the caster's line of site and the spell in question does not change effects when cast into water.

If death is imminent, an elder brain relinquishes its hold on the Prime Material Plane and withdraws completely into the Astral Plane, where the bulk of its mass resides. Once it transports itself in this way, an elder brain loses its anchor to the prime and becomes trapped on the Astral Plane—a rogue creature without ties to its community. It is uncertain what becomes of a rogue elder brain; however, illithid communities that lose their elder brain swiftly fall apart.

Habitat/Society: The elder brain is the center of its illithid community, serving as an advisor and, most importantly, the living repository of the community's technology, history, and psionic expertise. It is the right and obligation of every illithid to merge with the elder brain after death—living in exalted mentality while guiding and shepherding its erstwhile community. While most illithids believe that their personality will survive the transition, individual egos are suborned to the gestalt consciousness suffusing the tissue mass.

Ecology: An elder brain preys upon the thousands of tadpoles that share its pool; it extracts the pre-sentient psionic complexus from each tadpole to fuel its own existence. Despite the gradual addition of tadpole life force and the mass of new illithid brains, the size of an elder brain never swells beyond a 10-foot-diameter. It shunts any excess mass directly into a psionically maintained node on the Astral Plane.



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	Dendar the Night Serpent	*Kezef the Chaos Hound*	*Ityak-Ortheel, the Elf-Eater*
CLIMATE/TERRAIN:	The Gray Waste	Outer Planes & Prime Material Plane	The Abyss & Prime Material Plane
FREQUENCY:	Unique	Unique	Unique
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Any	Any
DIET:	Unremembered nightmares	The Faithful (spirits, petitioners)	Elves and elf spirits
INTELLIGENCE:	Genius (18)	Genius (18)	Low (7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	–2	–6	–10 (carapace), 2 (tentacles), –6 (legs)
MOVEMENT:	12 (or across planes)	36	24
HIT DICE:	28 (224 hit points)	26 (208 hit points)	27 (216 hit points)
THAC0:	–9	–7	–7
NO. OF ATTACKS:	1	1	40 (up to 8 on one target)
DAMAGE/ATTACKS:	3d20+10 (bite)	1d20+10	1d10 per tentacle
SPECIAL ATTACKS:	Unleash *nightmares*, unleash victim-specific *nightmares*, sleep/nightmare venom, swallows whole, spell-like abilities (*demishadow magic*, *demishadow monsters*, *dreamspeak*, *fear*, *nightmare*, or *dream*)	Always wins initiative, acid spittle, acid breath, maggot swarm	Constrict, bite, kick
SPECIAL DEFENSES:	+5 or better magical weapon to hit, regenerates 5 hit points/round, unleashes *nightmares*, immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic	Howl, burning blood, +3 or better magical weapon to hit, regenerates 5 hit points/round, immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic	Regenerates 2 hit points/round, does not need air to breathe, immune to acid, cold, poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic
MAGIC RESISTANCE:	90%	70%	25%
SIZE:	G (300 feet long)	H (15 feet long)	G (80 feet in diameter)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	35,000	34,000	27,000

Dendar the Night Serpent

Dendar the Night Serpent is one of the elder, eternal evils of the Outer Planes created in the dawn of Abeir-Toril's prehistory. She came into existence shortly after the first being slept in Realmspace and had a nightmare. Supposedly, she will be the harbinger of the end of the world, the gods, and the entire crystal sphere of Realmspace.

The Night Serpent's slit-pupilled eyes are the sickly yellow-black of rotten eggs. Her tongue is forked and flickers incessantly over her smooth lips. Her monstrous fangs are always coated with the viscous essence of lost dreams. She speaks with a sibilant, malignant voice that drips with ancient horrors. Her hide is covered in midnight-black scales, the physical embodiment of the most terrifying nightmares she has swallowed.

Although she can slither across the Gray Waste or any of the lower planes at will, the Night Serpent is almost always found in her lair. Dendar lives in a vast cave near the oozing river that serves as the moat for the Crystal Spire (or its predecessor, Cyric's Bone Castle). The hiss of the Night Serpent's breathing echoes through the City of Strife as she sleeps, contentedly gorged on the world's unremembered nightmares. Anyone who approaches her cave finds her awake and awaiting them with anticipatory delight as she savors and relives their worst unremembered nightmares. Her cavernous maw is large enough to swallow a hill giant, and her tongue can knock an armored man to the ground with a single flick. Beneath her tongue is a foul mire of greasy spittle and half-devoured bones—the corporeal manifestations of the remnants of her dream diet.

To the ancient Rus, Dendar was known as Nidhogg, the serpent who gnaws on the roots of Yggdrasil. In Calimport, she is known (incorrectly) as the Mother of the Night Parade. (However, those horrid denizens of another world who survived their war with Myrmeen Lhal and her Harper allies have begun to venerate Dendar since their permanent loss of the artifact connecting them with their home world.) In the Jungles of Chult, Dendar is known as the Eater of the World, and stories tell of how Ubtao will battle the Night Serpent when she emerges through a gigantic iron door located beneath one of the Peaks of Flame to attempt to eat the sun. According to legend, Dendar will succeed in breaking down the door to readily devour the sun if Ubtao fails in his duty when the doom of the world finally arrives.

Only the legendary blade of Alban Onire, *Titanslayer*, has ever truly injured the Night Serpent. When Gwydion the Quick dared to challenge the Night Serpent during the revolt against Cyric in the City of Strife, she battled the servant of Torm with a host of nightmare visions and lost. Dendar conceded defeat and unleashed the night-terrors that belonged to the denizens defending the Bone Castle, allowing the revolutionaries to storm the fortress.

Combat: Although Dendar can attack with her magically envenomed bite, she prefers to unleash unremembered nightmares on anyone so bold as to attack her. Her fangs cut through armor as if it does not exist—the Armor Class of any opponent is calculated using magical and Dexterity bonuses only. Anyone bitten by the Night Serpent must make a successful saving throw vs. death magic or fall into an eternal sleep, stalked by an endless stream of nightmares replayed over and over. The only way to end this tortured state is with a *limited wish* or *wish* spell followed by *heal* to prevent the victim from being permanently *feebleminded*. On an unmodified attack roll of 20, Dendar can swallow an opponent of huge size or smaller whole. When swallowed in this manner, victims can only be helped by forcing Dendar to disgorge nightmares and leaving her gullet in the outgoing flood. While in her gullet they take 1d6 points of acid damage per turn.

For every point of damage an opponent inflicts on the Night Serpent, one scale explodes and stretches into a fully formed nightmare, similar in effect to a *nightmare* spell (as the reverse of the 5th-level wizard spell *dream*). Although every *nightmare* is actually experienced instantaneously, each hideous and unsettling vision seems to go on forever. If the victim fails a saving throw vs. spell, each *nightmare* inflicts 1d10 points of damage and leaves the recipient fatigued and unable to regain spells for a week. If a second saving throw vs. spell is failed, the victim is under the effects of a permanent *fear* spell until *remove fear* is successfully cast upon them.

Dendar can also disgorge up to 10 *nightmares* per round against each attacker, although she is loath to do so unless confronted by a particularly dangerous opponent, since each lost *nightmare* delays the end of the world and her triumph just a little bit longer.

The Night Serpent can vomit forth any specific spirit's worst *nightmare* from its entire life. Such *nightmares* fly forth to attack their originators, wherever they may be (even on another plane). If victims have already confronted particular attacking visions and laid them to rest (as adjudicated by the DM), they are unaffected, and the Night Serpent must concede defeat to

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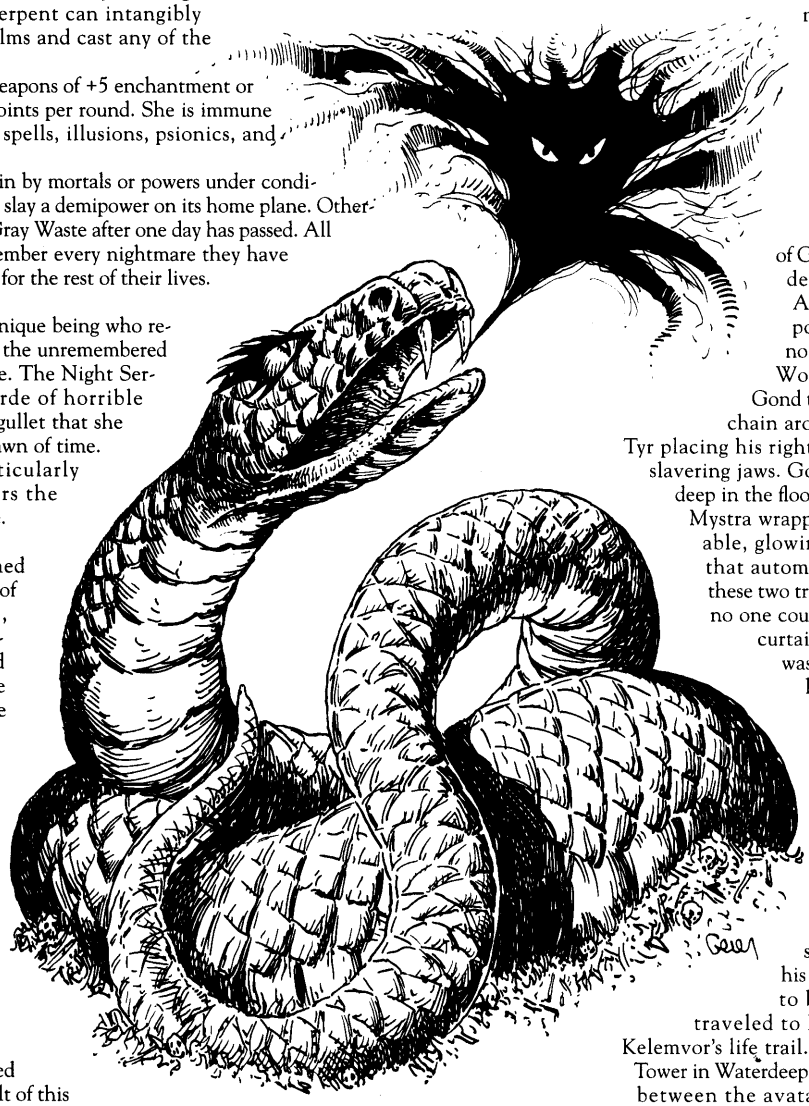
such opponents and be henceforth unable to ever harm them through night terrors ever again. If victims have not confronted and defeated particular attacking *nightmares* in the past and fail a saving throw vs. spell at –5, they become insane with a pernicious insanity curable only by a *wish* granted directly from a deity. If victims who have failed this saving throw are in the process of physically attacking the Night Serpent, a gathered host of horrors envelop them and draw them into the gullet of the Night Serpent. Such a fate results in the permanent annihilation of these victims and not even a greater power can restore the unfortunate being to life or the afterlife.

Dendar can cast one of the following spells at will (as an ability) once per round: *demishadow magic*, *demishadow monsters*, *dreamspeak* (as the 1st-level wizard spell, also known as *Detho's delirium*), *fear*, or *nightmare* (or its reverse, *dream*). The Night Serpent can intangibly manifest anywhere in the Realms and cast any of the above spells as well.

Dendar can only be hit by weapons of +5 enchantment or greater. She regenerates 5 hit points per round. She is immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic.

Dendar can only be truly slain by mortals or powers under conditions similar to those required to slay a demipower on its home plane. Otherwise, she always reforms in the Gray Waste after one day has passed. All of the Realms' inhabitants remember every nightmare they have that night in excruciating detail for the rest of their lives.



Habitat/Society: Dendar is a unique being who resides in the Gray Waste, eating the unremembered nightmares of Faerûn's populace. The Night Serpent has an uncountable horde of horrible dreams and foul visions in her gullet that she has been devouring since the dawn of time. She relishes the taste of particularly choice nightmares and savors the dreams of kings and deities alike.

Ecology: Dendar has consumed the unremembered nightmares of Faerûn for uncounted eons, slowly fattening herself in preparation for the end of the world when she can escape to the Realms in order to devour the sun. If she did not feed her insatiable appetite, every being, mortal or deity, would remember every nightmare she or he ever dreamed in excruciating and possibly incapacitating detail.

Prior to Cyric's tenure, the Night Serpent ate only unremembered nightmares. Then, in his madness, the Prince of Lies fed her numerous denizens of the City of Strife (petitioners and other spirits). She developed a taste for the Faithful. As a result of this new diet, Dendar quickly swelled up to the point where she could no longer leave her lair and hence could no longer hunt for the most succulent nightmares or manifest in the Realms. Kelemvor, the new Lord of the Dead, no longer feeds denizens or any other Faithful to the Night Serpent, and Dendar has shrunk back to her normal gargantuan size, allowing her to leave her cave. She has developed a taste for the Faithful, however, and, like Kezef the Chaos Hound, any of the Faithful the Night Serpent manages to catch and consume are utterly destroyed. Since Cyric's defeat, Dendar is careful to only consume the occasional spirit morsel as a treat, and her diet once again consists predominantly of the world's unremembered nightmares.

Kezef the Chaos Hound

Kezef the Chaos Hound is one of the elder, eternal evils of the Outer Planes created in the dawn of Abeir-Toril's prehistory. The ravager of the heavens appears as a huge mastiff with unearthly, malevolent, red eyes and a ratty tail. His fur teems with maggots, the coat shifting incessantly over barely covered sinews and bones. His flesh oozes like pus from an old sore and his paws leave burning prints in the ground that spread into pools of burning ichor in his wake. His pointed teeth glitter like daggers of jet in the light. His blood is a dark, liquid ooze that burns on the touch, and he radiates a pestilent aura of decay. The fetid air of his breath extinguishes all nearby fires, and he reeks with the sweet stench of ancient death that can be detected from many miles away. Kezef can speak any language in a low and rumbling growl.

Kezef was imprisoned for centuries on the layer of the plane of Pandemonium known as Cocytus by an alliance of members of the Faerûnian pantheon when the Circle of Greater Powers forbade traffic by deity or mortal with the beast. After he was hunted down, the powers bet Kezef that he could not break a leash forged by Gond Wonderbringer. Kezef allowed Gond to place a short length of sturdy chain around his neck in exchange for Tyr placing his right hand in the Chaos Hound's slavering jaws. Gond anchored the chain miles deep in the floor of Pandemonium's caves, and Mystra wrapped the beast in an unbreachable, glowing curtain of magical energy that automatically repaired itself. From these two traps Kezef could not escape, and no one could reach him through Mystra's curtain. When Kezef discovered he was truly fettered, he bit off Tyr's hand and feasted on its divine essence for centuries as he strove to free himself.

Kezef was freed by Cyric shortly after the Time of Troubles to hunt for the soul of Kelemvor. The Prince of Lies tricked Mystra into ripping the magic weave enveloping Kezef and then shattered Gond's chain with his sword *Godsbane*, later revealed to be an avatar of Mask. Kezef traveled to Faerûn and began to follow Kelemvor's life trail. When he reached Blackstaff Tower in Waterdeep, the site of the climactic battle between the avatar of Myrkul and Midnight, Adon, and Kelemvor, Mask and Lord Chess of Zhentil Keep reimprisoned Kezef in an enchanted candle with an ancient ritual provided by Oghma. Mask later gave the candle to Gwydion, a clockwork inquisitor turned against Cyric by Mystra, who then freed the Chaos Hound during a rebellion against Cyric in the City of Strife. The Chaos Hound feasted on Cyric's denizens until Kelemvor assumed the title of Lord of the Dead and the rest of the pantheon threatened to recapture the Hound within the Wall of the Faithless. Kezef fled and now stalks the planes hunting Mask, the Lord of Shadows, against whom he has sworn eternal revenge, and his normal prey, the Faithful (Outer Planes petitioners). Mask is forever on the run, always hearing Kezef's hellish baying behind him.

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Combat: Kezef is incredibly quick, and always strikes first in combat except when battling a deity. In addition to the damage inflicted by his terrible bite, the Chaos Hound's spittle burns victims for an additional 1d10 points of acid damage per round for the three rounds after any successful bite. This additional acid damage is cumulative for multiple bite attacks.

In lieu of a bite attack, the Chaos Hound can breathe a puff of corrosive mist once per round in a 20-foot-diameter area in front of his mouth. This virulent acid can scour flesh from bones and inflicts 2d12 points of acid damage per round of exposure until neutralized or washed away by prolonged immersion in running water.

Kezef's ear-splitting howl causes *confusion* and *fear* (as the 4th-level wizard spells) in mortals for as long as it is heard. (The *fear* can even affect deities, who receive a +6 bonus to their saving throws.) A successful saving throw vs. spell holds off the howl's effects for one round.

Kezef regenerates 5 hit points per round. Any wounds he receives appear to immediately fester and then the putrefied flesh rapidly closes over the wound. The mass of corruption that is his skin shifts with each blow, as yielding as water, accounting for his high Armor Class.

Anyone successfully striking the Hound in melee must make a successful saving throw vs. breath weapon or be splattered by his oozing blood which burns like molten copper. This hot liquid inflicts 1d8 points of heat damage per round until wiped off.

Kezef can only be hit by magical weapons of +3 or better enchantment. He is totally immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic. His magic resistance drops to 40% when battling demipowers, and 20% when battling powers of greater stature.

The Chaos Hound can *plane shift* between planes or *teleport without error* within a plane at will.

Kezef becomes insubstantial as a ghost when he runs, and in this state he can move at a nearly limitless speed over any terrain. For example, it took him one hour to travel Kelemvor's path for four years of life. In this noncorporeal form, all that can be perceived of him is a ghostly blur that leaves a lingering scent of decay and a vague dread of darkened corners and howling in the night. When the Chaos Hound slows down, he becomes substantial once again and uses the movement rate listed above, although he can still travel over any terrain as if running on air. If he chooses, he can hide invisibly at will, leaving only a sense of being watched by some creeping thing with an evil laugh and noxious scent.

When the Chaos Hound hunts a particular soul, he can immediately transport himself to the site of the sought being's birth (through *plane shift* and *teleport without error*). While on the hunt, he howls madly and is as infallible a tracker as Gwaeron Windstrom. Unlike the Master of Tracking, he tracks by lingering traces of emotional scent that may be years or even centuries old. Due to Kezef's astounding senses, no living creature can hide once he picks up its trail. The Chaos Hound can fully reconstruct every step of a being's life from the emotional echoes that remain in its path.

Kezef can only be truly slain by mortals or powers under conditions similar to those required to slay a demipower. Otherwise he always reforms in Pandemonium after a week, free to hunt again.

Habitat/Society: Kezef is a unique being who roams the Outer Planes hunting the Faithful and chasing Mask. He relishes the scent of hatred, and sometimes pauses and becomes substantial in order to savor a particularly juicy emotional scent. He is nauseated by the scent of cloying, reckless happiness. In his wake he leaves screaming nightmares particularly cherished by Dendar the Night Serpent.

Ecology: Souls and spirits are incredibly hardy. Only the hand of a deity, an elder, eternal evil such as the Chaos Hound, or a place of indescribable corruption such as the River Slith can truly destroy them. Kezef survives by raiding the planes and preying on the spirit-substance of the Faithful. He has no taste for the Faithless or the False and is sickened by the taste of the unripened spirits of the still-living.

When Kezef destroys one of the Faithful, the maggots which make up his pelt swarm away from his jet-boned skeleton to devour the corpse. The gorged creatures then mill slowly over Kezef's body, making him appear bloated. Any of the Faithful who are eaten in this fashion are forever and truly destroyed, beyond even the recall of the powers.



Ityak-Ortheel, the Elf-Eater

Ityak-Ortheel is one of the elder, eternal evils of the Outer Planes. Lurking in the depths of the Abyss since the dawn of Abeir-Toril's prehistory, the Elf-Eater lairs in a mire-choked lair deep in the Lower Planes, emerging from the reeking, primordial sludge only when summoned forth by Malar the Beastlord.

From a distance, Ityak-Ortheel resembles a gargantuan turtle. Three club-footed legs of huge girth, each as broad as a gnarled oak stump, support a domed carapace as hard as granite. Despite appearances, Ityak-Ortheel can bound across any terrain with the speed of a galloping horse. Beneath the overhanging shell of its rough carapace, the bulky monster has a moist, toothless, sucking hole in the side of its domelike body. The blood-red aperture is capable of expanding to a gaping width or compressing into a long, probing snout. Within its maw, churning plates of cartilage thrash like giant tongues, instantly smashing to a bloody pulp any elf or other creature swept in by the surrounding mass of tentacles. Two score tentacles, each over 100 in length, ring the Elf-Eater's cavernous maw. Like the tentacles of a giant squid, each tendril is equipped with multiple suckers used to enwrap prey and drag it toward the monster's obscene orifice. Each snakelike tentacle seems to probe as if intelligent and is capable of attacking victims in front, to the side, or behind the rampaging monster. Ityak-Ortheel has a dim intellect driven by its ravenous hunger for elves and hatred for all living things. It has no eyes or ears, but it can sense the presence of all warm-blooded beings on all sides, and it can easily determine which are elves.

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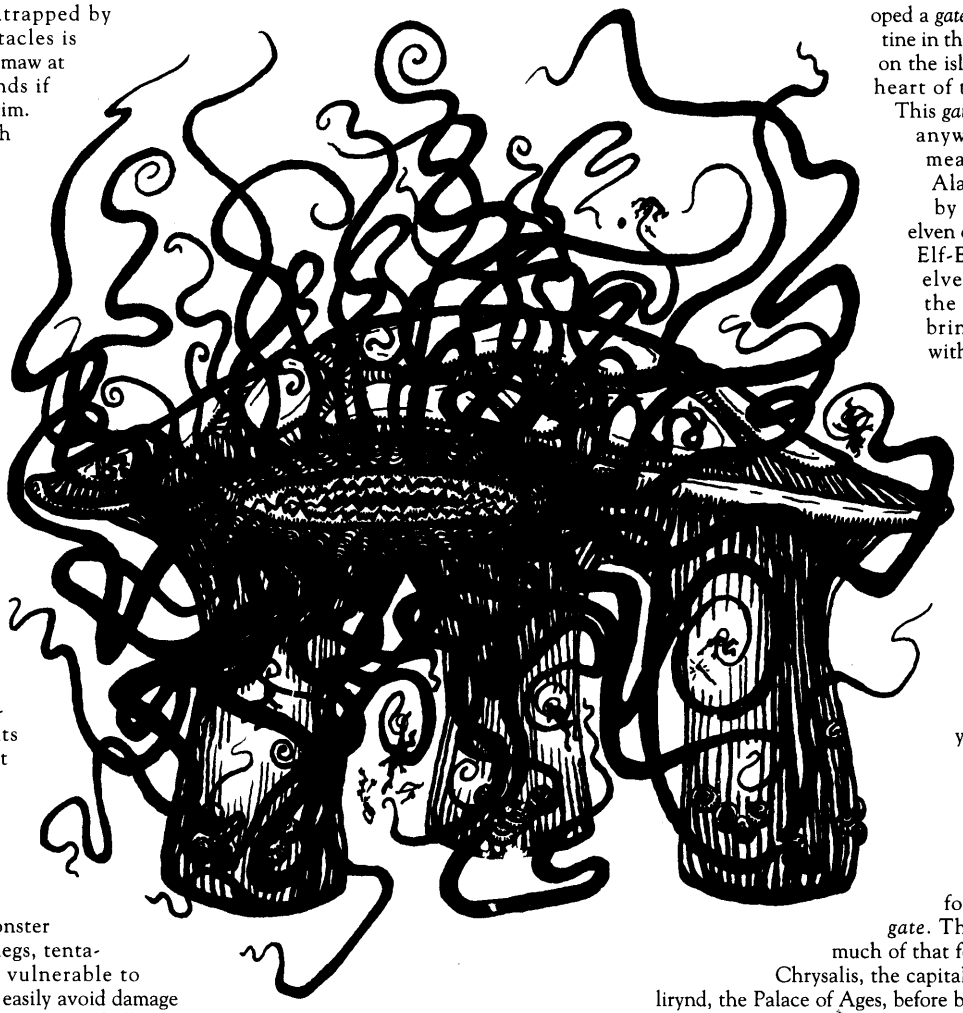
Combat: Ityak-Ortheel is a monstrous killing machine capable of attacking an army of opponents simultaneously. The Elf-Eater can attack a different foe with each of its tentacles, or it can employ up to eight tendrils at once against a single opponent. In addition to inflicting 1d10 points of damage per successful attack, each tentacle can entwine a man-sized opponent if it exceeds the required number to hit by 5 or more. A combined Strength of 18 or more is required to break a creature free from a tentacle. For example, if two tentacles entangle a warrior, the fighter's companions would need to bring a combined total of 36 points of Strength to bear to free their comrade. The victim's Strength does not count toward the total. While constricted, victims take 1d10 points of damage per tentacle per round. A single tentacle is severed by 16 points of damage. Damage inflicted against the monster's tentacles does not count toward the Elf-Eater's total damage taken.

Any creature entrapped by Ityak-Ortheel's tentacles is drawn into its gaping maw at the end of four rounds if not freed in the interim. The Elf-Eater's mouth inflicts 8d8 points of damage per round until its prey is dead, at which point the corpse is immediately swallowed and permanently disintegrated by the virulent acid in the Elf-Eater's stomach.

If stationary, the Elf-Eater can kick with any one of its three legs once per round for 4d8 points of damage. Each leg can reach up to 20 feet beyond the monster's carapace.

The Elf-Eater regenerates 2 hit points per round and does not require air to breathe. It is immune to acid, cold, poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic. The monster dislikes fire, and its legs, tentacles, and mouth are vulnerable to flames. The beast can easily avoid damage from fire by withdrawing into its shell until the flames are extinguished.

Ityak-Ortheel can only be truly slain by mortals or powers under conditions similar to those required to slay a demipower on its home plane. Otherwise, it always reforms in the Abyss after the passage of a decade. The Elf-Eater can be banished from the Realms by means of a relatively simple modification of either a *teleport without error*, *banishment*, *dismissal*, or *dispel evil* spell if first tricked into entering a region delineated by a pair of triangles, one inscribed within the other.



Habitat/Society: Ityak-Ortheel is a unique creature which lurks in the sludge of one of the Abyss's forgotten layers for years on end. The Elf-Eater first emerged from a pool of the mingled blood of Gruumsh and Corellon Larethian in the aftermath of their legendary battle. Unnoticed by any of the powers, it immediately fled to the Abyss where it has lurked ever since. Throughout known history, Ityak-Ortheel has plagued the elven race. It is reliant on the whim of Malar or other powers to be sent to visit the plane of its favorite prey, but after such trips it digests its victims for years thereafter.

Only in recent millennia has Ityak-Ortheel fallen under the aegis of Malar. Barely a century has passed when it has not ravaged an elven community after being transported to the Realms by the Beastlord. In response to this menace and others, the elves developed a *gate* known as Fey-Alamtine in the kingdom of Synnoria on the isle of Gwynneth in the heart of the Moonshae Isles. This *gate* was accessible from anywhere in Faerûn by means of the platinum Alamtine triangles held by the leader of each elven community. When the Elf-Eater appeared, the elves could flee through the gate to Synnoria, bringing their triangle with them, and then pass on to Evermeet. While pursuing the Thy-Tach elves during one of its bloody sojourns in the Realms, the Elf-Eater managed to touch the tribe's Alamtine triangle. Shortly thereafter, in the Year of the Sword, Malar divined the terminus of the Fey-Alamtine after many years of frustration. With the aid of Talos, the Beastlord unleashed Ityak-Ortheel on Synnoria through the Fey-Alamtine, forever destroying the *gate*. The Elf-Eater ravaged much of that fey land and shattered Chrysalis, the capital city, and Argen-Tellirynd, the Palace of Ages, before being banished back to the Abyss by a human princess.

Ecology: While Ityak-Ortheel can ingest nearly any form of matter, it derives sustenance only from elves. The Elf-Eater can go centuries between meals without difficulty, suggesting that it requires a diet of elven spirits, not corpses, on which to feed. Several elven sages of Evermeet have postulated that Ityak-Ortheel could gain sustenance from ingesting orcs as well as elves. Others have speculated that the Elf-Eater would eventually waste away if starved of its favored fare for several millennia.

Elementals are sentient beings that can possess bodies made of one of the four basic elements that make up the Prime Material plane—air, earth, fire, or water. They normally reside on an elemental Inner Plane and will only be encountered on the Prime Material plane if they are summoned by magical means. (See *Manual of the Planes* for more information on the nature of the various elemental planes.) Each elemental must adopt a shell in the Prime Material composed of the basic element it represents, and once this shell is destroyed, the elemental will return to its native plane. While there are many more powerful and more intelligent residents of the elemental planes, the common elemental is the easiest to contact, and therefore the most frequently summoned.

Their magical nature gives elementals great protection from attacks on the Prime Material plane. Elementals are not harmed by any nonmagical weapons or magical weapons of less than +2 bonus. Creatures with under four Hit Dice and without any magical abilities cannot harm an elemental either. (Magical abilities include such characteristics as breath weapons, poisons, paralysis, or even being immune to normal weapon attacks.) Orcs, for example, are powerless against a conjured elemental unless one happens to possess a weapon with +2 or better bonus to hit.

Though elementals do enjoy protection from many nonmagical attacks in the Prime Material plane, like all extraplanar and conjured creatures, elementals are affected by *protection from evil* spells. An elemental cannot strike a creature protected by this spell and must recoil from the spell's boundaries. However, the elemental can attack creatures protected by the spell as long as it doesn't touch them. For example, a fire elemental could set the ground on fire around the creature and wait for the blaze to spread.

Each of the four types of common elemental has its own particular strengths and weaknesses, attack modes and method of movement, depending on its plane of origin. These will be covered individually, by elemental type, in the next few pages. All common elementals share one major characteristic, however. They are basically stupid. This low intelligence makes it difficult for the elemental to resist a magical summons. But even the common elemental is bright enough to know it does not like being taken off of its home plane and held in the Prime Material plane.

Summoning an Elemental: There are three basic ways to call an elemental to this plane, and the strength of the conjured elemental depends on the method used to summon it:

Conjured by spell	8, 12, 16, or 21-24 Hit Dice
Conjured by staff	16 Hit Dice
Conjured by summoning device	12 Hit Dice

Obviously, the type of wizard or priest spell used to contact an elemental will greatly effect the size of the creature on this plane. (See *Player's Handbook* for specifics.) Also, a conjured elemental's height (in feet) is equal to its Hit Dice, so the method of summoning an elemental to the Prime Material plane will also determine its size.

Each individual's use of any spell, staff, or device in contacting the elemental planes produces a unique call. This unique summons will only be answered by the inhabitants of a particular plane once per day. Therefore, each of the methods of summoning elementals—spell, device, and staff—can be used by one person to call only one of any specific type of common elemental per day. If a staff is used four times in one day, for example, all four types of elementals must be called once.

The only exception to this is a character using more than one method to call elementals. Then, the conjurer can call a number of elementals of the same type equal to the number of methods he or she uses. This means a person with a device and a staff can summon two earth elementals. However, a person with two staffs can still summon only one elemental of any specific type in one day.

Controlling an Elemental: Because the elemental will be furious at being summoned to this plane, concentration in conjuring the creature is vital. In calling an elemental, a person must remain perfectly still and focus all of his attention on controlling the being. Any distraction to the summoner, either mental or physical, will result in a failure to control the elemental when it arrives on the Prime Material plane. Elementals that are uncontrolled and acting upon their own desires are called *free-willed*. If the party is lucky, a free-willed elemental will immediately return to its plane. However, this occurs only 25% of the time.

In most cases (75% of the time), an uncontrolled elemental will immediately attack the person or party who conjured it, also destroying anything that stands between it and its enemies. There is no way to gain control of the elemental once it is lost, and there is nothing the objects of the elemental's wrath can do but defend themselves. The elemental's intense dislike of being away from its home plane is the only safeguard those conjuring an elemental can rely upon if the elemental runs wild. Because remaining on the Prime Material plane is painful to any common elemental, the uncontrolled elemental will always return to its plane of origin three turns after control is lost, whether it has destroyed the creatures responsible for calling it away from its elemental abode or not.

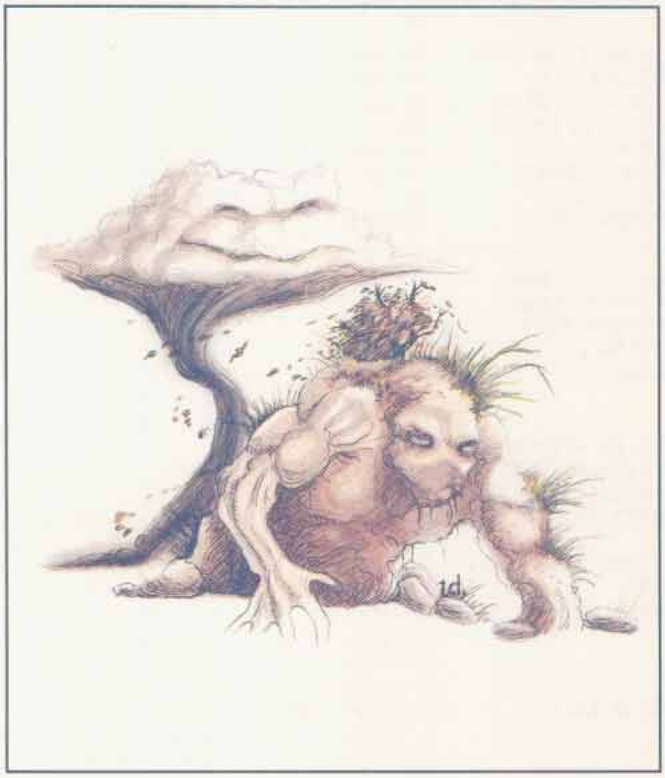
There is always a 5% chance per round that an elemental is in the Prime Material (beginning with the second round) that the creature will break control and attack the person who summoned it. Also, if a person is wounded, killed, or loses concentration while controlling an elemental, the creature will become free-willed. The elemental will first attack the person who summoned it and then destroy any living thing it can find during the three turns after control is lost. The creature will then return to its home in the Inner Planes. A free-willed elemental can be sent to its home plane if a *dismissal* spell is cast upon it, but there is only a 50% chance of success for the spell in this situation.

A successfully controlled elemental will stay on the Prime Material only for the duration of the spell that summoned it, and it can be controlled from a distance up to 30 yards per level of the person who summoned it. If under control, an elemental can be dismissed by the summoner when its task is complete.

Stealing Control of an Elemental: Control of a conjured elemental can be stolen from the person who summoned it by casting *dispel magic* specifically at the magical control over the creature (not the elemental itself or the person controlling it). Most of the normal rules for dispelling magic apply (*Player's Handbook* p. 148). However, when dealing with control over an elemental, a roll of 20 by the person attempting the spell means that all control has been dispelled and the creature is now free-willed.

If control of the elemental is stolen, the creature will follow the wishes of the new person controlling it as if he or she summoned it in the first place. If the *dispel magic* fails, the elemental will immediately be strengthened to its maximum 8 hit points per die and the conjurer's ability to control the elemental will be greatly enhanced, making any new attempts to steal control of the creature impossible. Also, the elemental will recognize the person who sought to take control of its will as a threat. If the person currently guiding the creature loses control, the elemental will immediately attack the person who attempted to steal control of its will—even before attacking the person who first summoned it.

	Air	Earth
CLIMATE/TERRAIN:	Any air	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Air	Earth, metal, or gem
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	Fl 36 (A)	6
HIT DICE:	8, 12, or 16	8, 12, or 16
THAC0:	8 Hit Dice: 13 12 Hit Dice: 9 16 Hit Dice: 5	8 Hit Dice: 13 12 Hit Dice: 9 16 Hit Dice: 5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-20	4-32
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+2 weapon or better to hit	+2 weapon or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L to H (8' to 16' tall)	L to H (8' to 16' tall)
MORALE:	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)
XP VALUE:	8 Hit Dice: 3,000 12 Hit Dice: 7,000 16 Hit Dice: 11,000	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000



Air elementals can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm.

Combat: While air elementals are not readily tangible to the inhabitants of planes other than its own, they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist, does 2-20 points of damage. The extremely rapid rate at which these creatures can move make them very useful on vast battlefields or in extended aerial combat. In fact, the air elemental's mastery of its natural element gives it a strong advantage in combat above the ground. In aerial battles, they gain a +1 to hit and a +4 to the damage they inflict.

The most feared power of an air elemental is its ability to form a whirlwind upon command. Using this form, the air elemental appears as a truncated, reversed cone with a 10 foot bottom diameter and 30 foot top diameter. The height of the whirlwind depends on the Hit Dice of the elemental. An air elemental of 8 Hit Dice will produce a whirlwind standing 40 feet tall; a 12 Hit Dice elemental produces a whirlwind standing 60 feet tall; and a 16 Hit Dice elemental produces a whirlwind standing 80 feet tall. It takes one full turn to form and dissipate this cone.

This whirlwind lasts for one melee round, sweeps away and kills all creatures under 3 Hit Dice in the area of its cone, and does 2-16 points of damage to all creatures it fails to kill outright. If, because of overhead obstructions, the whirlwind fails to reach its full height, it can only sweep up creatures under 2 Hit Dice and do 1-8 points of damage to all others in its cone.

Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the grinding of stone on stone.

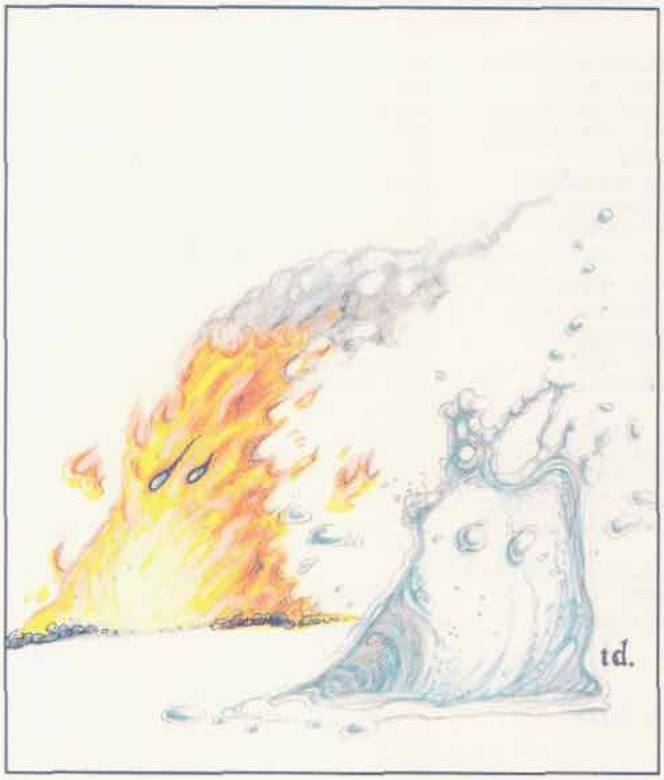
Though earth elementals travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity. However, these elementals cannot travel through water: they must either go around the body of water in their path or go under it, traveling in the ground. Earth elementals prefer the latter as it keeps them moving, more or less, in a straight line toward their goal.

Combat: Earth elementals will always try to fight on the ground and will only rarely be tricked into giving up that advantage. Because of their close alliance to the rock and earth, these elementals do 4-32 points of damage (4d8) whenever they strike a creature that rests on the ground.

Against constructions with foundations in earth or stone, earth elementals do great damage, making them extremely useful for armies sieging a fortification. For example, a reinforced door, which might require a few rounds to shatter using conventional methods, can be smashed with ease by an earth elemental. They can even level a small cottage in a few rounds.

An earth elemental's effectiveness against creatures in the air or water is limited; the damage done by the elemental's fists on airborne or waterborne targets is lessened by 2 points per die (to a minimum of 1 point of damage per die).

	Fire	Water
CLIMATE/TERRAIN:	Any dry land	Large areas of water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Any combustible	Any liquid
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	12	6, Sw 18
HIT DICE:	8, 12, or 16	8, 12, or 16
THAC0:	8 Hit Dice: 13 12 Hit Dice: 9 16 Hit Dice: 5	8 Hit Dice: 12 12 Hit Dice: 9 16 Hit Dice: 7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-24	5-30
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+2 weapon or better to hit	+2 weapon or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L to H (8' to 16' tall)	L to H (8' to 16' tall)
MORALE:	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)
XP VALUE:	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000



Fire elementals can be conjured in any area containing a large open flame. To provide a fire elemental with an adequate shell of Prime Material flame, a fire built to house an elemental should have a diameter of at least six feet and reach a minimum of four feet into the air.

On the Prime Material plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two armlike appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental. Like all common elementals, fire elementals rarely speak on the Prime Material plane, though their voices can be heard in the crackle and hiss of a large fire.

Combat: Because they resent being conjured to this plane, fire elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a fire elemental lashes out with one of its ever-moving limbs, doing 3-24 points of damage. Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.

Fire elementals do have some limitations on their actions in the Prime Material plane. They are unable to cross water or non-flammable liquids. Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a fire elemental. Also, because their natural abilities give them some built-in resistance to flame-based attacks, creatures with innate fire-using abilities, like red dragons, take less damage from a fire elemental's attack. The elemental subtracts 1 point from each die of damage it does to these creature (to a minimum of 1 point of damage per die).

Water elementals can be conjured in any area containing a large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the water elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well.

The water elemental appears on the Prime Material plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing longer or shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elemental rarely speak on the Prime Material plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

Combat: In combat, the water elemental is a dangerous adversary. It prefers to fight in a large body of water where it can constantly disappear beneath the waves and suddenly swell up behind its opponent. When the elemental strikes, it lashes out with a huge wave-like arm, doing 5-30 points of damage.

Water elementals are also a serious threat to ships that cross their paths. A water elemental can easily overturn small craft (one ton of ship per hit die of the elemental) and stop or slow almost any vessel (one ton of ship per hit point of the elemental). Ships not completely stopped by an elemental will be slowed by a percentage equal to the ratio of ship's tons over the hit points of the attacking elemental.

Though the water elemental is most effective in large areas of open water, it can be called upon to serve in a battle on dry land, close to the body of water from which it arose. However, the movement of the water elemental on land is the most restricted of any elemental type: a water elemental cannot move more than 60 yards away from the water it was conjured from, and 1 point of damage is subtracted from each die of damage they inflict out of the water (to a minimum of 1 point of damage per die).

	Sylph	Aerial Servant
CLIMATE/TERRAIN:	High altitudes or treetops	Any (see below)
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Wind
INTELLIGENCE:	Exceptional (15-16)	Semi- (2-4)
TREASURE:	Qx10, X	Nil
ALIGNMENT:	Neutral (good)	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	9	3
MOVEMENT:	12, Fl 36 (A)	Fl 24 (A)
HIT DICE:	3	16
THAC0:	17	5
NO. OF ATTACKS:	0	1
DAMAGE/ATTACK:	0	8-32 (8d4)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	+1 or better weapon to hit
MAGIC RESISTANCE:	50%	Nil
SIZE:	M (4'-5' tall)	L (8' tall)
MORALE:	Elite (14)	Elite (14)
XP VALUE:	2,000	9,000



Sylphs are beautiful, humanoid women with wings like dragonflies. Their wings are 4-5 feet long and translucent, clear, or spotted with iridescent color. Their long, bright, hair may be any "normal" color, or blue, purple, or green. They wear flowing, diaphanous robes which accent their wings or hair.

Sylphs are related to air elementals and to nymphs, perhaps originating as a cross-breed between nymphs and aerial servants. They speak Common and their own musical language. Sylphs are friendly and may (20%) befriend adventurers and give them aid in exchange for a favor.

Combat: Sylphs defend themselves only with magical abilities. A sylph can cast spells as a 7th-level wizard, and most prefer spells of elemental air. In addition, the sylph can become *invisible at will* and summon an air elemental once each week.

Habitat/Society: Sylphs rarely touch ground in the lowlands. They are fond of travel, and it is rare to find one near its home.

Sylph nests are highly individualistic, some formed from whatever materials are available, others are elaborate retreats perched in tall trees or carved into mountains. Sylphs prefer simple and light possessions, keeping only gems and magical items as treasure. They often trade wealth for furnishings, such as light draperies, silks, and pillows.

There is a 1% chance that a sylph's home holds an egg or a child. All sylphs are female and mate with humanoid males, preferring elves, but sometimes accepting a human or halfling mate. Three months after conception, the sylph lays a pearly egg in a special nest, and summons an air elemental to guard it. Six months later, the egg hatches a baby girl with wing buds. The child grows at the same rate as a human child, gaining magical abilities at age five, and full flight by age 10.

The sylph has the innate ability to levitate; wings are needed only to provide thrust. If a sylph's wings are injured, it can only glide or hover. Anti-magical attacks may ground a sylph by negating its power of *levitation*. Sylphs live for up to 1,000 years, retaining their youthful looks throughout their lives.

Every 28 years, all sylphs gather in a grand meeting to trade, share news, renew friendships, and welcome young sylphs.

Ecology: Sylphs usually maintain their distance from the more mundane humanoid races, but associate freely with nymphs and dryads. Aerial monsters occasionally feed on them, but they are in greater danger from evil humanoid males who attempt to capture them for dark purposes.

Aerial Servant

This creature is a form of air elemental native to the plane of elemental Air, as well as the Ethereal and Astral planes, and can be summoned to the Prime Material plane by clerics.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.

Aerial servants try to avoid combat on their native planes. It has a Strength of 23 and attacks by grabbing and strangling opponents, causing damage with the hit, and in each round, until the victim breaks free. A character with exceptional Strength receives a percentage chance equal to the percentage of exceptional Strength. Creatures with 18/00 Strength and above break free easily. Creatures with more hit points than the aerial servant can likewise break its grasp. Aerial servants penalize opponents surprise rolls by −5 when invisible.

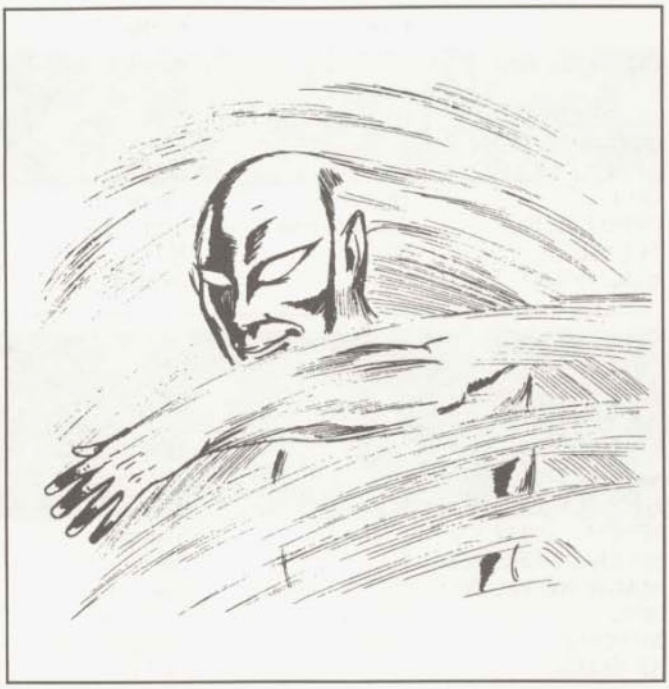
A cleric who summons an aerial servant will be attacked unless behind a *protection from evil*, because the servants resent being summoned. Otherwise, the servant will complete any duty for the cleric, except fighting, as fast as possible. If the servant is prevented from completing its mission, it goes insane and returns to kill the summoning cleric.

Aerial servants are wanderers drawn to areas of extreme weather. If caught in a storm, there is a 5% chance it will be blown in two; this is the only way it can reproduce.

Aerial servants must feed on winds of their home planes at least once per month, or suffer 1d8 damage per day over 30 that they go without feeding.

CLIMATE/TERRAIN:	Plane of elemental air, astral plane, and ethereal plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Fl 24 (A)
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8-32
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (14)
XP VALUE:	10,000



The aerial servant is a semi-intelligent form of an air elemental native to the elemental plane of air, the ethereal plane, and the astral plane. An encounter with an aerial servant in the prime material plane is usually the result of a conjuration by a cleric.

When encountered in the material plane, aerial servants normally are invisible. They are dimly visible in their native planes, resembling legless humanoids made of sparkling blue smoke. They have empty eye sockets, a thin slash for a mouth, and two long arms with large hands and four thick fingers.

Combat: An aerial servant generally avoids combat in its native planes. However, if attacked or threatened, it responds by attempting to grab and strangle its opponent. The aerial servant's first successful roll to hit means it has grabbed its victim; in each successive round that it holds its victim, the aerial servant, if it desires, automatically inflicts 8-32 hp of damage. An aerial servant is very strong and can easily carry weights in excess of 10,000 gold pieces. A character must have a Strength of 18 to have any chance of breaking free. For each percentage point score the character has, there is a like chance to break free of the aerial servant's grasp; for instance, a character with an 18/50% Strength has a 50% chance of breaking free, while a character with a 00% or 19 automatically breaks free. (If the grasped creature has no Strength rating, roll the appropriate number of the creature's Hit Dice and 16 HD for the aerial servant; if the creature's total is higher, it breaks free.)

An aerial servant in the command of a cleric will not fight for him, but will complete any other assigned duty, usually finding and returning an object or victim. If assigned to return a victim, the aerial servant grabs the victim as described above. Additionally, those attacked by an aerial servant in the material plane have a -5 surprise modifier. If the summoning cleric does not protect himself by casting *protection from evil* or by standing inside a protective symbol, the aerial servant will attempt to crush and kill him. If the aerial servant is prevented from completing its assigned mission, it becomes insane, returns to the cleric, and attempts to kill him.

Habitat/Society: Aerial servants are not organized into families, communities, or any other social units. They do not collect treasure. Aerial servants pass the time by soaring on the elemental, astral, and ethereal winds, exploring the infinite mysteries of their native planes. As they have no permanent lairs, aerial servants have a virtually limitless range and are not tied to any specific territory. They are particularly drawn to areas of extreme weather, such as the ether cyclones of the ethereal plane (sinuous, serpentine columns of force), the psychic wind storms of the astral plane (hurricane-like areas of darkness), and the aerial maelstroms of the plane of elemental air (doughnut-shaped tornadoes). Generally, aerial servants are able to avoid the dangers of these phenomena. However, if a careless aerial servant is caught up in one of these storms, there is a 5% chance it will be blown in two, with each half becoming a separate aerial servant. This is the only way aerial servants reproduce, an extremely painful process the aerial servants strive to avoid.

Aerial servants will not voluntarily leave their home plane and have no interest in material plane affairs. They resent being summoned by clerics to the prime material plane and will attempt to complete their missions as soon as possible in order to return home.

Ecology: Aerial servants do not consume food for nourishment. Instead, they are refreshed and energized by being buffeted in the planar winds. Long periods of calm weather cause aerial servants to grow listless and weak. If an aerial servant is not exposed to a planar wind in excess of 30 miles per hour for 30 consecutive days, it risks suffering damage; beginning on day 31, it has a 10% chance per day of losing 1d8 hp of damage. Aerial servants recover lost hit points at the rate of 1d8 per hour of being buffeted by planar winds in excess of 30 miles per hour. They are unaffected by winds of the prime material plane.

Aerial servants have no natural enemies. They rarely associate with other creatures, although they do have an affinity for air elementals, occasionally tagging along after them. However, air elementals avoid and discourage contact with aerial servants, considering them an inferior species.

CLIMATE/TERRAIN:	High altitudes or treetops
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Q (x10), X
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	12, Fl 36 (A)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (4'-5')
MORALE:	Elite (14)
XP VALUE:	1,400



Sylphs are beautiful demihumans that dwell in high altitudes. They are friendly and may (20%) befriend adventurers and give them aid in exchange for a favor.

Sylphs appear to be young, beautiful humanoid women with fairy-like wings. They are short by human standards. Their two wings resemble those of a dragonfly and may measure four to five feet long; the wings may be clear, translucent, or have patches of iridescent color. Their long, brightly colored hair may be any of the normal humanoid colors or unusual shades like blue, purple, or green. Dress normally consists of flowing, diaphanous robes. The robes accent the color of their wings or hair.

Sylphs speak common and their own musical language.

Combat: Sylphs do not physically attack their opponents. Instead they employ a variety of magical abilities.

A sylph possesses the magical abilities of a 7th-level wizard. She can cast four 1st-level, three 2nd-level, two 3rd-level, and one 4th-level spell each day. In addition, the sylph can become invisible at will and summon an air elemental once each week.

Habitat/Society: Sylphs are aerial relatives of nymphs and dryads. They dwell in elevated places, such as mountains, hills, or the tops of trees. They rarely touch ground in the lowlands. Sylphs are normally solitary beings. They are fond of constant travel, thus it is unlikely one would ever be encountered near its home.

Sylph nests are highly individualistic. Some may reside in simple nests formed from whatever materials are available, while other sylphs may build elaborate retreats tucked away in the tallest trees or carved into mountainsides.

Sylphs prefer to keep their possessions simple and light. They keep only gems and magical items as treasure. Coins are considered too heavy, too bulky, and too dull. They may trade their wealth for furnishings for the home, such as light draperies, silks, and pillows. There is a 1% chance that, should adventurers discover a sylph's home, that they also find a sylph's egg or child.

All sylphs are female. When one wants a child, it seeks a humanoid suitor. Sylphs prefer those of elven blood, although they may consent to a human or halfling mate. Three months after conception, the sylph lays a pearly egg in a special nest. She summons an air elemental to protect the egg and keep it warm. Six months later, the egg hatches a baby girl with wing buds. The young sylph grows at the same rate as a human child. For the first four years, the wings remain roughly the same size as the child's head. In the fifth year, the wings begin to grow along with magical abilities. The child first develops the ability to glide, then hover. Full flight occurs by the tenth year.

The sylph's flying ability is magical in nature. It possesses the innate ability to levitate. The wings are needed only to provide thrust. If a sylph's wings are injured, it can only glide or hover. Anti-magical attacks may ground a sylph by negating its power of levitation.

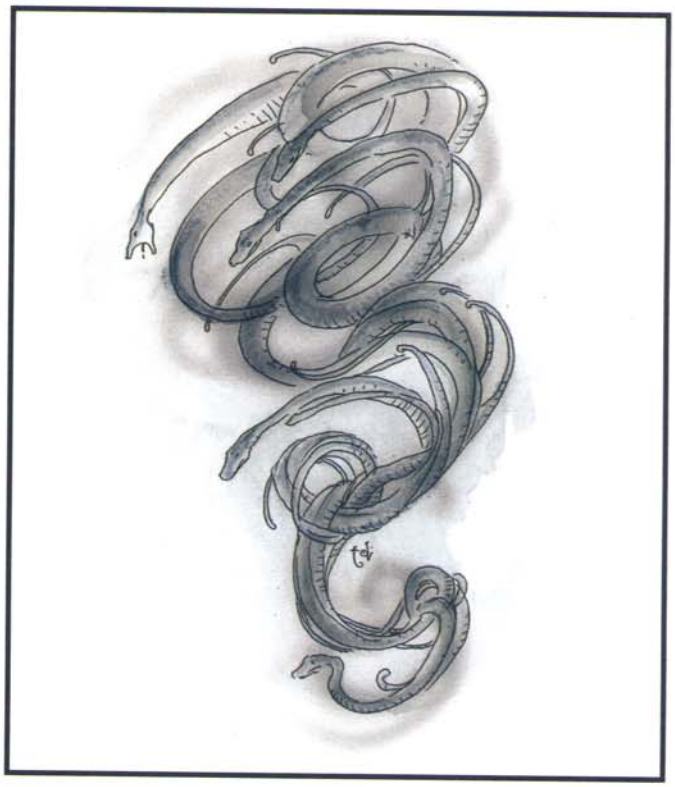
Every 28 years, all the sylphs gather together into the grand sorority. Hundreds of sylphs may be present. During this time, the sylphs renew friendships, trade acquisitions, share news and information gathered from their travels, and welcome young sylphs.

Sylphs have life spans akin to elves. They retain their youthful appearance throughout their lives.

Ecology: Sylphs are members of one of a number of magical races that resemble humanoid women. Usually they maintain their distance from the more mundane humanoid races. They possess few natural enemies. Aerial monsters may occasionally feed on them, but this is a rare case. They are in greater danger from humanoid males of evil alignments who may attempt to capture them for dark purposes.

Elemental, Air Kin, Wind Walker

CLIMATE/TERRAIN:	Tropical mountains, deserts, and plains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	C,R
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3
ARMOR CLASS:	7
MOVEMENT:	Fl 30(A)
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1 per creature within 10′
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Attack in series
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	See below
SIZE:	L (10′–12′ long)
MORALE:	Elite (13–14)
XP VALUE:	2,000



Wind walkers are creatures from the Elemental Plane of Air, where they are the servants of the djinn. On the Prime Material Plane, they prefer to live high in the mountains or in great caverns far below the surface.

Their approach is detectable at 100 to 300 yards as a whistling, howling, or roaring, depending on the number coming. Normally only faintly visible, in fog or sandstorms they look like a mass of coiling, writhing serpents, constantly churning out tendrils of wind and losing fragments of themselves as trailing bits of vapor or dust. Whenever they touch the ground, they spin off tiny whirlwinds, pushing dust and grit into the air.

Combat: Wind walkers are telepathic and can detect thoughts within 100 yards. If they work in series to boost their range, they may detect thoughts within 300 yards.

Wind walkers attack by wind force. Each wind walker causes 3d6 points of damage per round to all creatures within 10 feet. They can disperse any cloud or gaseous attack in a single round (though they suffer its full effects for that round), and they inflict double damage (6d6) upon creatures in gaseous form. The noise of their movement can cover most sounds of combat; if they wish, a battle with them sounds only like rushing winds, as all shrieks and cries are carried away by the force of their wind.

Wind walkers are partially ethereal and thus can be fought by other ethereal creatures such as genies, invisible stalkers, or aerial servants. A weapon of +1 or better enchantment is required to hit them in any event.

These creatures are immune to most spell attacks, but are affected by certain spells such as *control weather* (unless the walker makes a successful save vs. spell, it dies), *slow* (damages the monster as a *fireball*), and *ice storm* (drives the creatures away for 1d4 melee rounds). *Haste* inflicts half the damage of a *fireball* upon wind walkers, but it also doubles the amount of damage inflicted by them. Magical barriers like *protection from evil, wall of force,* or *prismatic wall* stop them (though *blade barrier* is ineffective). Wind walkers otherwise pursue their victims for a minimum of 1d4 + 1 rounds. They are subject to attack by telepathy.

With effort, wind walkers can also moderate their winds to a less violent level, and thus they have the spell-like ability to cast *ride the wind* four times daily as a 12th-level caster.

Habitat/Society: Wind walkers are kept as cloud sculptors by the djinn. Other creatures have retained them to herd rain clouds to their lands, or to keep the life-giving rains from others. Desert tribesmen are careful not to insult the wind walkers or to disparage them as mere servants of the djinn—the genie races are powerful, and even their servants must be feared.

Wind walkers are sometimes forced into servitude by storm giants, cloud giants, djinn, and other creatures of the windy mountains.

Wind walkers keep to themselves; the only elementals they willingly associate with are air elementals. Some sages believe that wind walkers are simply young air elementals, while others are sure that they are a separate species.

Ecology: Wind walkers eat only airborne water vapor and minute particles of dust. Strangely, they seem to enjoy strong fragrances and can be lured into traps or binding circles with aromatic oils or essences. Unless kept as servants by djinn or wizards, they get their food from the clouds.

Elemental, Earth Kin, Crysmal

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Petrivore
INTELLIGENCE:	High to exceptional (13–16)
TREASURE:	Q×2d4
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 (2d4)
SPECIAL ATTACKS:	Crystal missile
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
7	3/4/12	MT,EW/M—	15	91–110

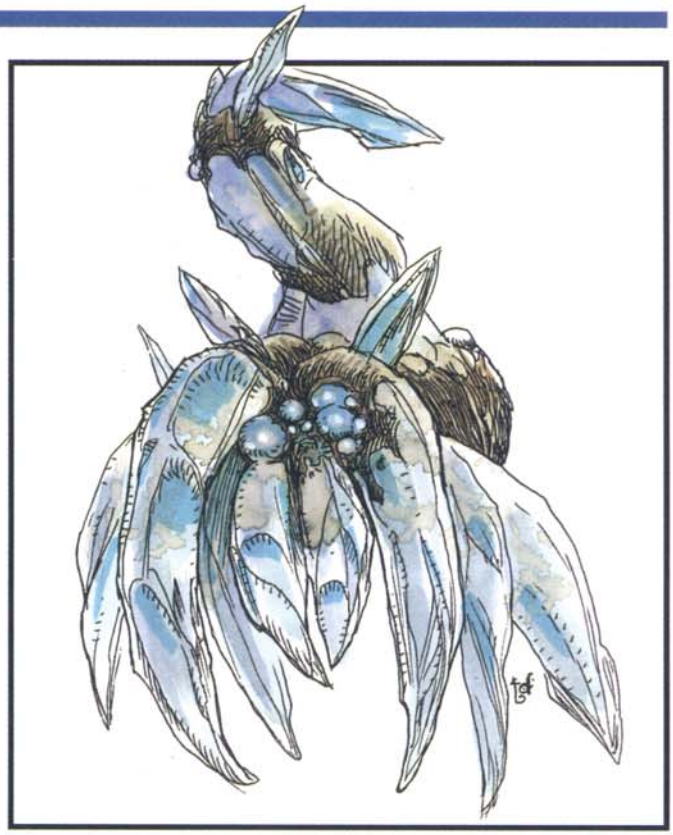
Metapsionics: *Sciences*—appraise; *Devotions*—psychic drain, receptacle, stasis field.
Psychokinesis: *Sciences*—project force; *Devotions*—animate object, change sound, create sound, soften.
Telepathy: *Sciences*—mindwipe, probe; *Devotions*—contact, ego whip, ESP, mind thrust, mind blank.

The crysmal is a crystalline creature from the Elemental Plane of Earth. It is occasionally encountered on the Prime Material Plane, but only in subterranean places rich in mineral formations that form its diet (particularly favored are quartz, beryl, corundum, and carbon crystals). A crysmal often attacks in order to gain these minerals. Inside an individual crysmal will be found 4d8 undigested rough gems.

Crysmals look like truncated, prismed heaps of translucent crystals. An individual crysmal tends to be of one color, ranging from pale amber through olive and into deep violet.

Combat: Because of its crystalline nature, edged and piercing weapons used against a crysmal must attack a penalty of –4. Against blunt metallic or stone weapons, a crysmal's effective AC is 0, and normal wooden weapons are ineffective. The structure of the crysmal also makes it slow. Its faceted walking appendages (4–6) allow for only stumping, jerky movement. A crysmal attacks with a sharp, rotating appendage that extrudes from its top. If sorely pressed, the monster can shoot this appendage up to 60 feet, inflicting 1d8 + 8 point of damage. Thereafter, the crysmal has only a secondary appendage with which to attack, and its damage range drops from 3d4 to 2d4.

A crysmal is unaffected by fire- or cold-based spells. Electrical attacks cause only one-quarter or no damage whatsoever, depending on the saving throw. Poisons and gases do not



inflicts 3d6 points of damage upon a crysmal, a *glassee* spell blinds it for 1d4 + 1 rounds, and a *stone to flesh* spell lowers its Armor Class to 6 for all weapons, lasting one melee round. The creature can move through solid rock or earth as a xorn does, taking one round to shift its molecular structure to do so. If struck by a *phase door* spell when shifting, the creature is immediately slain.

Habitat/Society: Crysmals live in roving packs with a clearly defined separation of duties between individuals. However, these duties are fluid, and individual crysmals may change positions freely. Psionically powerful crysmals are most often the leaders.

Ecology: Crysmals absorb stone and transform it into ordered, living matter, mostly quartzlike crystals. Sages have reported that crysmals fed precious stones develop better health, a greater resistance to damage, and more potent psionic powers, but few can afford the handfuls of diamonds, sapphires, and topazes that the crysmals can devour in a single day.

When removed from a silicate environment, crysmals slowly starve. In extreme cases they cannibalize other mineral creatures or their own bodies, shrinking each day but retaining their form. After a full month, starving crysmals become about the size of a paperweight. They die within another week.

Crysmals hate xorn, as the latter prey on them. They sometimes ally themselves with the dao, as they enjoy the rich food and the freedom from fear that the dao provide. The dao simply consider the crysmals good and trustworthy slaves. Crysmals sometimes tame chaggrin with their psionic abilities, and keep them as servants.

CLIMATE/TERRAIN:	Any dry terrain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11–12)
TREASURE:	I,O,P,Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	8+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Smothering
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10'+ long)
MORALE:	Elite (13–14)
XP VALUE:	5,000



These creatures are inhabitants of the Elemental Plane of Earth, but they have often been encountered more recently on the Prime Material Plane. They are related to the water weird, both of them filling a specific niche in their respective planes' ecologies.

When encountered on the Prime Material, earth weirds are invariably hostile and tend to attack all living things quite quickly. Once they have vanquished a foe, they feed off the remains as it decomposes within their substance.

Combat: When first encountered, these creatures appear to be nothing more than an exceptionally dry spot of dirt on the road. The use of a *detect invisibility* spell reveals that something is amiss, but nothing specific can be determined until the creature shows itself.

Once the earth weird senses a living creature within 10 feet, it starts to form itself into the likeness of a huge earthen serpent. This transformation takes two rounds to complete. Once in this shape, the earth weird lashes out at anything within its considerable 15-foot range.

Most forms of attack have little effect on the earth weird. Normal edged and blunt weapons inflict only 1 point of damage per attack, and Strength bonuses have no effect. Piercing weapons never affect the weird, which flows around the damage and repairs itself instantly. Enchanted weapons have full effect and inflict normal damage.

A water attack affects the weird as a *slow* spell and enables normal bludgeoning and slashing weapons to have full effect. If an earth weird is completely immersed in water for over 10 rounds, it dissolves. A *wind wall* or *control winds* spell inflicts 1d10 points of damage upon the weird and causes it to lose initiative for two rounds.

A weird reduced to 0 hit points is not destroyed, just disrupted. It takes four turns for the weird to recorporate itself. Once done, it attacks as before, a fresh creature. A weird must be reduced to –10 hit points before it is completely destroyed. *Plant growth* or *spike growth* is one of the most effective ways to stop an earth weird. It takes an earth weird one hour to work its way out of the effect of a *plant/spike growth* spell. A *passwall* or *move earth* spell kills it instantly, as do magical items that involve digging.

Habitat/Society: Earth weirds tend to be solitary and territorial. Though they will not always attack other weirds, they show aggressive behavior until the trespassing weird leaves or initiates combat. Earth weirds favor dry areas. This does not necessarily mean deserts, but includes drier areas of forests, especially along paths where it might find prey among the animals of the forest and passing adventurers. Once a weird has staked out a spot, it seldom leaves that area.

Ecology: It is unknown what keeps an earth weird alive. It is surmised that they must feed off the bodies of their prey, probably through the blood that leeches into the soil, fertilizing an already fierce opponent.

Sages theorize that the first earth weird on the Prime Material Plane was summoned by a powerful mage, and it may have been abandoned by its old master. Some may have found their way through rare dimensional vortices, while others are the result of cruel pranksters or evil men.

Since they are not native to the Prime Material Plane, earth weirds tend to have a hard time finding a niche in any ecosystem. It is likely, however, that they will be a dominant feature in any landscape in which they appear.

Earth-weird dirt is valued by wizards for spell components. Pieces of these weirds are especially useful in various spells involving earth, including *passwall*, *flesh to stone*, and *stone to mud*.

	Pech	Sandling
CLIMATE/TERRAIN:	Any subterranean	Temperate or tropical, sandy or subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Clan	Solitary
ACTIVITY CYCLE:	Darkness	Any
DIET:	Omnivore	Minerals
INTELLIGENCE:	Average to exceptional (8-16)	Non- (0)
TREASURE:	See below	Nil
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	5-20	1
ARMOR CLASS:	3	3
MOVEMENT:	9	12, Br 6
HIT DICE:	4	4
THAC0:	17	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon +3	2- 16
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	Nil
SIZE:	S (4' tall)	L (10' diameter)
MORALE:	Average (10)	Unsteady (7)
LEVEL/XP VALUE:	1,400	420

The pech are creatures of the plane of elemental Earth, though some have extensive mines in the deepest regions of the Prime Material plane. They dwell in dark places and work stone.

Pech are thin and have long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or reddish brown hair. Their flesh is nearly as hard as granite. Their eyes are large and have no pupils. Pech have infravision to 120 feet.

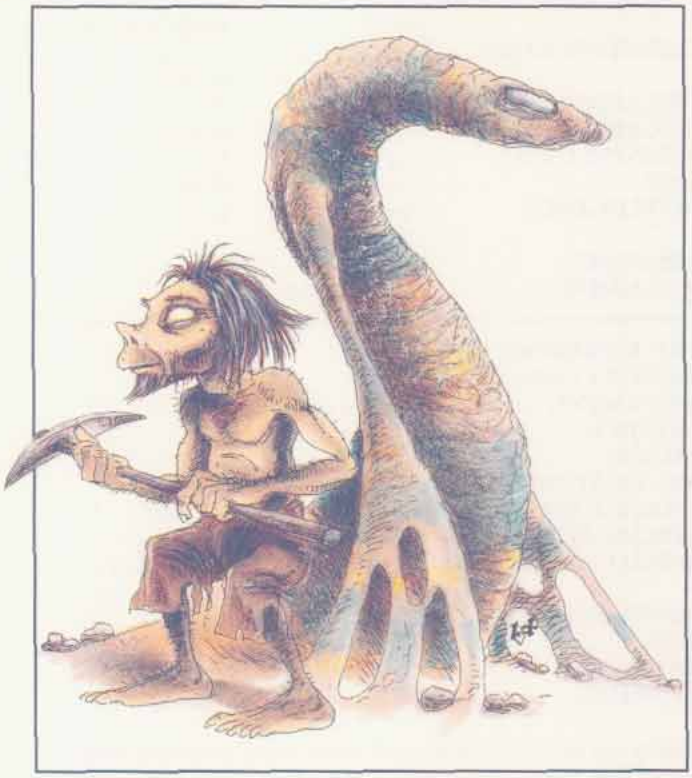
Combat: The pech use picks and peat hammers (treat as war hammers) for work and armament, and are usually equipped with equal numbers of each. Pech have 18/50 Strength.

Each pech can cast four *stone shape* and four *stone tell* spells per day. Four pech can band to together to cast a *wall of stone* spell as a 16th-level mage. Eight together can cast a *stone to flesh* spell. Group spells can be cast but once per day by any group. Pech are immune to petrification.

When fighting lithic monsters such as stone golems, gargoyles, or galeb duhr, pech are quite capable of knocking them to rubble, as their knowledge of stone allows them full attack capability against such creatures, even with nonmagical weapons. Each successful strike does maximum damage.

Habitat/Society: Pech are basically good and peaceful creatures that want to be left to themselves. They hate bright light and open skies, and they are quick to ask others to douse lights. Their lairs are constructed with numerous choke points so that *walls of stone* can quickly stop intruders. Their lair holds 10-40 individuals, with equal numbers of females and males, and young equal to 20-50% of the females.

Ecology: The pech home plane is hostile, so many travel to the Prime Material plane to search for a better life. They have few enemies there. Pech do not save large amounts of treasure; they mine for things to trade with others for food or services. They do sometimes create simple, unobtrusive ornamental objects for everyday use. A pech lair may contain 50-100 trade gems plus 5-30 dishes and utensils worked from stone and raw metal. These items are not very valuable, averaging 150 gp each.



Sandling

These creatures are composed of silicates and originated on the elemental plane of Earth. They look like piles of sand and can vary color to blend with backgrounds. Sandlings have the same temperature as their surroundings, and are immune to *sleep*, *charm*, *hold*, and other mind-affecting spells or attacks. They claim territories with boundaries recognizable only by them.

Sandlings are not aggressive unless provoked, but guard their territories from intruders. If stepped on, a sandling reflexively lunges upward, trapping 1-2 man-sized opponents; opponents receive a −2 penalty to surprise rolls when attacked in this manner. If the sandling hits its targets, they are unable to attack or defend for 1d4 rounds. Sandlings also attack by slashing with an abrasive pseudopod. If at least 10 gallons of water are poured on a sandling, it is affected as if by a *slow* spell, and its attacks cause only half normal damage.

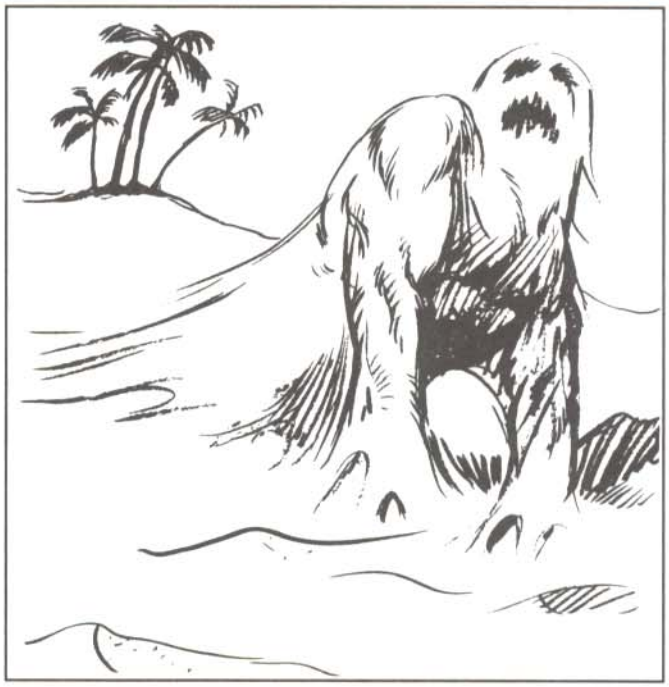
Sandlings have no society, and their fierce defense of their territories usually precludes cooperation, even with other members of their own race. They live on minerals, but despise organic matter, always moving several hundred yards from any place they have killed an intruder.

A sandling grows until it reaches its full size, 10 feet in diameter, then reproduces by budding. Sandling buds split from their parent when they are about 2 inches long, and an adult's territory may swarm with thousands of these creatures. When an infant grows to at least 6 inches in diameter, it either moves off to find its own territory, or is hunted and killed by the parent. A group of immature sandlings forms a surface with myriad tiny bumps, which may trip the unwary.

Sandlings have little effect on an ecosystem, taking only a fraction of the minerals in any parcel of land. Dwarves sometimes seek them in hopes of finding a rich mineral deposit. They are said to be excellent ingredients for mortar, but they and many druids object to this treatment.

Elemental, Earth Kin, Sandling

CLIMATE/TERRAIN:	Temperate or tropical/ Sandy and subterranean areas
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Br 6
HIT DICE:	4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter)
MORALE:	Unsteady (7)
XP VALUE:	175



A solitary and non-carbon based life form, sandlings seem content to eat and guard their territory. Not aggressive unless provoked, sandlings are hard to see and consequently easy for some hapless adventurer to provoke.

Sandlings appear to be an amorphous mass of moving, sliding sand capable of creating color variances in order to blend in better with their background.

Combat: These odd creatures are savagely territorial and attack any beings that trespass in their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault, thus the AC of 3. If a sufficient quantity of water or other liquid, at least ten gallons, is cast upon the creature, it will have the same effects as a *slow* spell and the sandling strikes for only one-half damage (1d8).

If a sandling is stepped on, it lunges upward, trapping one or two man-sized opponents much like a trapper. It is not so much a deliberate attack as it is a reflex. When this happens, the sandling's unexpected attack imposes a -2 penalty to opponents' surprise rolls.

Sandlings sense heat, sound, and moisture. They dislike wetness and burrow underground to avoid rain or water unless already defending their territories. They are always the same temperature as their surroundings and thus invisible to infravision. Due to their bizarre physical makeup, they are immune to *sleep*, *charm*, *hold*, and other mind-influencing spells.

Habitat/Society: Sandlings have no society as we know it. They are a solitary race. Their fanatical defense of their turf precludes even the possibility of cooperating with others of their kind. They are apparently silicon-based creatures, and some sages believe that they originated on the elemental plane of Earth. They subsist on rocks, sand, and minerals, contrary to the rumors of overly melodramatic storytellers. In fact, they despise organic matter and, upon killing an intruder, move about one-quarter mile away from the battle site. This explains the lack of treasure in their lairs. Most of the victims' possessions sink down into the soft sand, forced down by the bulk of the sandlings. Unfortunately, sandlings also eat gems.

A sandling grows until it reaches full size (ten feet in diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about two inches in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than six inches in diameter. When one grows above this size, the parent sandling perceives it as a threat and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals, if it can. A group of sandling infants grouped together form an uneven surface and may trip an unwary creature.

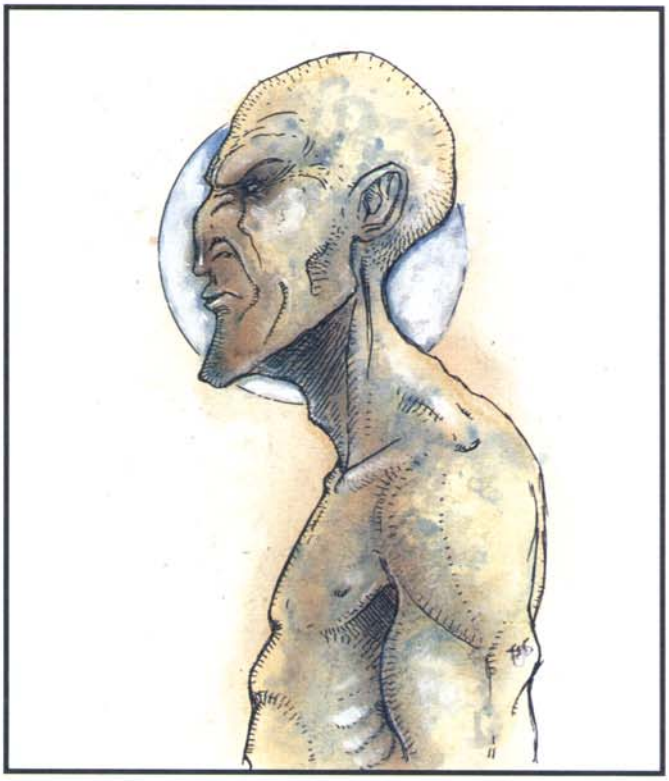
There have been reports of huge sandlings three times as large as normal adults, but these reports have not been substantiated. If any such specimens are ever found, they are likely to actually have two pseudopods to fight with rather than one.

As mentioned earlier, an adult sandling is a solitary creature. It dwells in lonely sandy areas such as uninhabited deserts, caverns, and deserted beaches. It has no lair per se, it merely sits in the sand, where its instincts have set boundaries for its territory. Sandlings live to eat minerals, reproduce, and defend their territories.

Ecology: Sandlings are outside factors in ecosystems. They take a small fraction of the minerals in any given parcel of land and are completely inoffensive. Sometimes, dwarven mining clans seek out a sandling's haunts to see if it has unearthed any new mineral deposits.

Some individuals kill sandlings and use the bodies as ingredients in mortar. Their bodies are rumored to have truly remarkable adhesive abilities. Druids who discover a building that is being held together by sandlings may very well hurl spells at it, in hopes of destroying it.

CLIMATE/TERRAIN:	Subtropical or tropical/desert
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Minerals
INTELLIGENCE:	Average (8–10)
TREASURE:	A,Q
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d6
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Sleep
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (5′–6′ tall)
MORALE:	Elite (13–14)
XP VALUE:	975



The sandman's name describes it exactly: It is a manlike biped made entirely of sand, held together by magical cohesion. Sandmen are creatures of the Elemental Plane of Earth, but on the Prime Material Plane they serve as slave-takers of the dao. Their ability to capture foes unharmed makes them especially successful in this role.

Sandmen apparently communicate telepathically between themselves, but they speak no languages—indeed, they do not speak at all—and only dao seem to be able to understand what they are thinking. Sandmen can understand what other intelligent creatures are saying (or perhaps thinking), however.

Combat: Sandmen prefer to fight from ambush or at night, when they can flee encounters that go against them. Any character or monster coming within 20 feet of a sandman must successfully save vs. spell or fall asleep, regardless of experience level. (Elves remain 90% resistant to this effect.) Those who manage to stay awake must attempt to save again each time they touch a sandman or are touched by it (a hit on the sandman with a weapon does not constitute a touch).

Once a sandman has put a victim to sleep, it takes no further hostile action against him, leaving him to doze while the sandmen and the dao take the victim to slave markets, or while the sleepers are simply ejected from their lands.

Victims remain asleep for three full turns regardless of noise, motion, or magic applied to them. Thereafter, there is a cumulative 10% chance per turn of a sleeper waking of his own accord, and a 95% chance per round of him waking if violently disturbed. Creatures attacked while asleep are automatically hit for maximum damage for a single round of attacks, but thereafter, they may respond normally.

Sandmen have the natural ability of *protection from normal missiles*. Missiles striking a sandman simply pass through its form and fall to the ground.

When a sandman is slain, it immediately crumbles into dust.

Habitat/Society: Sandmen automatically attack humans and need never check morale. Sandmen hate humans because human and demihuman mages often slay them simply to use their remains in working magic. This is why sandmen always seek out human or demihuman slaves for their dao masters—for revenge.

Ecology: Sandmen are often slaves of the dao. They are allowed to win their freedom by bringing replacement slaves to dao nobles, to take their places. The dao have learned to bind sandmen through the use of magical amulets; this ensures that sandmen sent to the Prime Material Plane to fetch more slaves do not simply run away. Sandmen hate their masters fiercely, but they loathe humans even more, for they consider them weak. They despise any creature that they can ensorcel into sleep, and they fear any creature immune to their powers.

Sandmen seem to require neither food nor drink, and they are excellent at surviving even the harshest deserts or mines. They derive their food from stone, sand, and dust, and can starve only if they are kept airborne for a lengthy period.

The powder into which a destroyed sandman crumbles can be used to make a *potion of dreaming* or *sand of truth*. If used as the material component in a *sleep* spell, the spell affects double the normal number of levels or Hit Dice. The dust of a sandman is enough for only one potion or two spells.

CLIMATE/TERRAIN:	Any fire
FREQUENCY:	Very rare (common)
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	2d8
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	2+1 to 5+4
THAC0:	19 to 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Heat
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	5–20%
SIZE:	M (5′ tall)
MORALE:	Elite (13–14)
XP VALUE:	2+1 HD—420 3+2 HD—650 4+3 HD—975 5+4 HD—1,400

The azer are a race of humanoid creatures that normally inhabit the Elemental Plane of Fire. Except under special circumstances, they are very rarely found on the Prime Material Plane.

In appearance they are much like dwarves, except that they have metallic, brass-colored skin and flames for hair. They wear only kilts or apronlike garments of beaten brass, copper, or bronze.

Combat: Azer use broad-bladed javelins that inflict damage as spears. In hand-to-hand combat, they employ malletlike weapons equal to a footman's mace. Due to their great strength, their attack and damage rolls are adjusted as follows:

HD	STR	Attack	Damage
2 + 1	17	+1	+1
3 + 2	18	+1	+2
4 + 3	18/01–50	+1	+3
5 + 4	18/51–00	+2	+3

Creatures not immune to fire suffer 1d4 + 1 points of damage if grasped by an azer, and the heat of an azer's weapons inflicts an additional +1 damage to such victims. Azer suffer double damage from cold-based attacks.

Habitat/Society: Azer on their home plane are part of an extremely regimented society where every individual has his or her place. The azer civilization in general is heavily stratified, with law taking precedence over individual freedoms and even an individual's life.

Azer construct their outposts and cities as complexes of towers built from basalt, granite, or metal. There they dwell in small groups, using their plentiful flames to shape the stone.



They grow strange trees with metallic outer skins or barks, and the leaves of these trees are actually made entirely of metal—in some cases, precious metals.

Azer are unfriendly and taciturn, and they lack compassion. They capture and interrogate intruders; particularly dangerous or violent prisoners are slain. They are greedy, particularly for gems that are a clear purple or red (rubies, amethysts, garnets, etc.). Once given, the word of an azer is a solid bond.

Ecology: It is not known just what—if anything—azer eat. On their home plane, their only enemies are other intelligent fire-dwelling creatures, and even then this enmity is not related to relative position on the food chain. The greatest of their enemies are the efreet, who sometimes fight wars of conquest against the azer, taking their territories and making slaves of them. The azer defend themselves and their towers with powerful, bellows-like air projectors and special containers used to pour elemental water on attackers.

Amaimon

Amaimon is the legendary king of the azer. He is the largest (9 + 8 HD), strongest (18/00 Strength), and most intelligent of all azer. He has 35% magic resistance; his other powers are unknown.

Nobles

Amaimon's nobles number from 8d4 and are only slightly weaker than their king (7 + 6 HD, 18/76–90 Strength). They have 25% magic resistance; the noble azers' full powers are also unknown.

Elemental, Fire Kin

	Salamander	Fire Snake
CLIMATE/TERRAIN:	Special	Fires
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Fire
INTELLIGENCE:	High (13-14)	Semi- (2-4)
TREASURE:	F	Q
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	2-5	1-6
ARMOR CLASS:	5/3	6
MOVEMENT:	9	4
HIT DICE:	7+7	2
THAC0:	13	19
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2-12, 1-6 (weapon)	1-4
SPECIAL ATTACKS:	Heat 1-6	Paralyzation
SPECIAL DEFENSES:	+1 or better to hit	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' long)	S (2'-3' long)
MORALE:	Elite (13)	Steady (11)
XP VALUE:	2,000	120



Salamanders are natives of the elemental plane of Fire, and thus they thrive in hot places. These cruel, evil creatures come to the Prime Material plane for reasons known only to them.

The head and torso of a salamander is copper-colored and has a human-like appearance. Most of the time (80%), this aspect is a male, with flaming beard and moustache. The female version has flowing, fiery red hair. Both aspects have glowing yellow eyes that sometimes switch to fluorescent green. All aspects carry a shiny metal spear, resembling highly polished steel.

The lower torso is that of a large snake, with orange coloring shading to dull red at the tail end. The entire body is covered with wispy appendages that appear to burn but are never consumed.

Combat: A salamander typically attacks with its metal spear, which inflicts 1d6 points of damage plus a like amount for the spear's heat. At the same time, it can lash out and coil around an opponent with its snake-like tail, constricting for 2d6 points of damage, plus an additional 1d6 points of damage from the heat of its body. While fire-resistant creatures do not suffer from the salamander's heat damage, they are still subject to the spear and constriction damage.

Salamanders can be affected only by magical weaponry or by creatures of a magical nature or those of 4+1 or more Hit Dice. They are impervious to all fire-based attacks. *Sleep*, *charm*, and *hold* spells are ineffective against them. Cold-based attacks cause an additional 1 point of damage per die of damage. The head and upper body of the salamander has an AC of 5, while the lower body is AC 3.

A favorite salamander tactic, if the creature is encountered in a lava pit or roaring fire, is to grab its opponents and hurl them into the flames. The victim would naturally take damage from contact with the salamander, then take even more from being thrown inside a roaring conflagration.

Habitat/Society: Salamanders are native to the elemental plane of Fire. They come to the Prime Material plane for reasons known only to them, though it is rumored that powerful wizards and priests of certain religions can summon them for a short time. Salamanders hate cold, preferring temperatures of 300 degrees or more; they can abide lower temperatures for only a few hours. Their lairs are typically at least 500 degrees. Any treasure found there is the sort that can survive this heat, such as swords, armor, rods, other ferrous items, and jewels. Things of a combustible nature, such as parchment and wood, soft metals such as gold and silver, and liquids, which quickly boil away, are never found in salamander lairs.

Having a nasty disposition and an evil bent, salamanders respect only power, either the ability to resist their fire or the capability to do great damage. Anyone else is dealt a painful, slow, burning death. It is rumored that they have some sort of dealings with the efreeti.

When encountered on the Prime plane, salamanders can be found playing in forest fires, lava flows, fire pits, and other areas of extreme heat. They usually appear on the Prime plane for a purpose, and if in the middle of a task they do not take kindly to being interrupted.

Ecology: These fiery creatures' ichor is useful in the creation of *potions of fire resistance*, and the metal of their spears can be used to create *rings of fire resistance*.

Fire Snake

Some sages say that fire snakes are larval salamanders. Fire snakes, colored in shades from blood-red to orange, are always found in fires. Some large permanent fires contain 1d6 of these creatures, though in smaller, temporary fires like fire pits and oil bowls, there may be but one snake. The only treasure the snakes have is the gems they often accumulate.

Since their color matches their surroundings, they can surprise opponents easily (-4 penalty to opponents' surprise rolls). Their bite inflicts 1d4 points of damage and injects a mild venom that causes paralyzation of the victim for 2d4 turns unless a saving throw vs. poison is successful.

	Greater Flame Spirit	Lesser Flame Spirit	Least Flame Spirit
CLIMATE/TERRAIN:	Any land	Active volcanos	Any land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVE TIME:	Any	Any	Any
DIET:	Any combustible	See below	Any combustible
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	4	4
MOVEMENT:	12	12	9
HIT DICE:	6	4	2
THAC0:	15	17	19
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-10	1-6	1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	+1 or better weapon to hit	+1 or better weapon to hit	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L' (10' diameter)	M (6' diameter)	T (1' diameter)
MORALE:	Steady (11)	Average (10)	Average (10)
XP VALUE:	650	270	120

Like their cousins, fire elementals, flame spirits are native to the Elemental Plane of Fire. Flame spirits appear on the Prime Material Plane only if they have been summoned by magical means.

The greater flame spirit looks like a pulsating ball of flame. A snaky tendril of fire, about 5 feet long, continually emerges from random areas of the creature's body. No sooner does the tendril emerge than it is immediately withdrawn, only to re-emerge suddenly from another area of the body. The colored flames of the creature's body are an ever-shifting pattern of yellow, red, and green. It has no facial features aside from two oval patches centered in its body, which are deep red. The patches serve as eyes.

Flame spirits speak their own language. When summoned to an area of the Prime Material Plane, they also speak languages common to that area. Their voices sound like hissing steam.

Combat: Flame spirits are fierce, savage opponents that attack on sight and will fight to the death. They attack with their flame tendril to cause 1-10 hit points of damage. Any flammable object must successfuly save vs. magical fire at a -1 penalty or burst into flames. Flame spirits cannot pass over water or any other noncombustible liquids.

Habitat/Society: Flame spirits only can be conjured in areas of open flame. To provide a greater flame spirit with a suitable shell, a fire must be built that has a diameter of at least 5 feet. Once the flame spirit occupies this shell, it swells to its full size, 10 feet in diamter.

Ecology: Evil wu jen often use greater flame spirits as bodyguards or to power huge furnaces used in magical experiments. These greater spirits consume any type of combustible material, but prefer seasoned wood and fresh parchment.

Lesser Flame Spirits

Lesser flame spirits are smaller versions of greater flame spirits, sharing their attitude and general appearance. Lesser flame spirits are 6-foot-diameter balls of fire, dull orange in color with black eyes. The creature's tendril extends only 3 feet and inflicts only 1-6 hit points of damage; however, once per day it can cast *pyrotechnics* as per the 2nd-level wu jen spell, using any fire source other than its own shell.

A lesser flame sprit can consume only volcanic ash, basalt, and other volcanic rock; hence, it must be summoned in or near active volcanos. To provide a lesser flame spirit with a suitable shell, a fire must be built that has a diameter of at least 3 feet. Once the flame spirit occupies this shell, it swells to its full size, 6 feet in diameter.

If a lesser flame spirit reduces any scrap of parchment to ashes, the ashes can serve as a component for noisome *spirit chasers.*

Least Flame Spirits

Least flame spirits are the least destructive type of flame spirit. They appear as a 1-foot-diameter ball of fire, pure white in color with tiny red eyes. A least flame spirit's tendril extends to a length of 2 foot and inflicts 1-4 hit points of damage. Once per day, the creature can cast *fiery eyes*, as the 1st-level wu jen spell.

Any candle flame is a suitable shell for a least flame spirit. Once summoned, the least flame spirit occupies the shell and swells to its full size, 1 foot in diameter. Relatively docile, least flame spirits are sometimes summoned to appear inside lanterns and then are used as light sources. As long as the summoner provides the least flame spirit with combustible materials for consumption, it passively remains inside the lantern.

If a least flame spirit reduces any scrap of pure silk to ashes, the ashes can be a component of a *charm of protection from fire.*

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Fire, electricity, and heat
INTELLIGENCE:	Average (8–10)
TREASURE:	One guarded object
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12 (or as guarded object moves)
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Fireburst
SPECIAL DEFENSES:	Spell immunities, healed by fire
MAGIC RESISTANCE:	Nil
SIZE:	T (1′–2′ tall)
MORALE:	Fearless (20) when bound Elite (13–14) when free
XP VALUE:	3,000

The tome guardian (sometimes mistakenly heard and passed on as "tomb guardian") is a creature of the Elemental Plane of Fire. Its nature and activities there are unknown, but it can be summoned to the Prime Material plane by magical means to serve as a guardian.

The tome guardian is typically bound to a magical tome (thus its name), but can also be found guarding another object instead. An object with a tome guardian can be protected by *symbol* or *glyph* as well. There are rare reports of two or more tome guardians being bound to the same item, but such reports have not been confirmed by reliable sources.

Tome guardians have never been known to attempt communication with fleshy beings, but can apparently hear and understand Common (and perhaps other languages).

Combat: An object protected by a tome guardian typically shows no sign of being inhabited, except that it radiates a faint dweomer and a small amount of heat. The tome guardian shows its presence only when its object is touched, or when the object or the guardian itself is attacked. A tome guardian always uses this attack against a bookworm or any other creature attempting to consume or strike the object it is guarding. It never attacks a master for whom it guards an item.

The tome guardian's preferred method of attack, which it can use only three times per day, is a *fireburst*, a pencil-thin, white-hot flame; though the tome guardian can use the attack only three times per day, it cannot miss its target. Only one *fireburst* per round can be released by a single tome guardian, and it can affect only one target per release. The *fireburst* can operate through clothing or armor, or even through weapons; thus, it can be used without fail against any creature that touches or physically attacks the tome guardian or its protected object. The *fireburst* can also be passed through a mental attack or attempt at mental communication of any kind, whether from spell, item, or natural ability, to the individual that launched the mental attack or communication.

The *fireburst* deals 6d4 points of internal damage (no saving throw) to all creatures not immune to the effects of heat or fire. Human, demihuman, and humanoid beings who survive a fireburst attack are rendered unconscious for 1d4+1 turns unless they make a successful saving throw vs. poison, with a –3 to the roll, due to the shock of their blood boiling momentarily in the area affected by the *fireburst*.

The *fireburst* does not generate any incidental heat or flame that might damage surrounding creatures or objects (such as the item being guarded). If two or more creatures laid hands on a guarded object simultaneously, and the guardian generated a *fireburst* in one of them, the other(s) would not be affected or even feel it.

If the tome guardian or its object is attacked or touched, and the tome guardian is unable to launch a *fireburst*, it can attack normally by swiping a fiery tendril at an opponent. The attack causes only 1d4 points of damage, but will set fire to flammable materials that fail a saving throw vs. magical fire. The tome guardian saves this attack for a last resort, because of its comparative weakness.

A tome guardian can absorb fiery or electrical energy impinging upon it (when it guards an object, it envelops it, and thus absorbs all fire directed at the object), whether of natural or magical (e.g., *fireball* or *lightning bolt*) origin. It gains a number of hit points equal to the number of points of damage the fire(s) or shock(s) would deal to an unprotected creature; this replenishes any damage it has suffered and then increases the creature's own hit points temporarily (for the following 24 hours). During this time, the tome guardian can add any or all of this additional energy directly to the damage dealt by any *fireburst* attack(s) it makes. Heat energy, such as that caused by the *heat metal* spell, the guardian merely absorbs.

A tome guardian is immune to the attacks of, but cannot itself harm, a fire elemental, salamander, will-o-wisp, and xagya. The tome guardian can also absorb and redirect any appropriate energies from these creatures' attacks. On rare occasions, tome guardians have been known to cooperate with such creatures for mutual survival and protection.

Cold inflicts double damage on the tome guardian; water-based attacks, it should be noted, do not. All physical attacks upon the object guarded do not harm the object until the guardian is destroyed, because it gathers its form into a rigid shell to ward off blows; however, because of this, all such attacks inflict the maximum possible damage upon the guardian. When a guardian is in free form, physical attacks inflict normal damage.

Tome guardians can be affected by most spells normally, but are aided by fire, electrical, and heat attacks, and unaffected by enchantment/charm magic such as *maze*, *sleep*, and *suggestion* (although *geas* is an exception). *Door* spells (such as *phase door* or *dimension door*) do not affect guardians, and are viewed as attacks. Tome guardians cannot be psionically dominated, and anyone attempting *ESP* or similar mind-meeting magic, by spell, item, or natural ability, finds that attempts to attack, control, or change a guardian cause it to attack (and, as mentioned, that it can somehow employ its *fireburst* attack through such a mental link).

A tome guardian can be "driven out" of the object it is guarding by the casting of a *dispel magic* (the guardian receives a saving throw vs. spell; if the saving throw is successful, the creature is unaffected). Even the individual who bound the guardian to the object can dismiss it only in this way. The guardian will be seen leaving the object, even in darkness.

Habitat/Society: Little is known of the tome guardian's life on the Elemental Plane of Fire, but interactions observed on the Prime Material Plane indicate that they are on reasonably good terms with most other creatures of flame. Only fire elementals that meet the parameters discussed here are summoned as tome guardians, so it is unknown if they have a weaker form

(such as the lesser elemental summoned by a *Daltim's fiery protector* spell) or develop into something else later.

A mage summons the tome guardian by casting an *ensnarement* (*sending* or *demand* can work if the guardian's name is known; they do have personal names), and compels it to service by the use of a *binding* spell. The object to be guarded must be visible to the mage, who indicates it (by pointing and speaking) to the guardian. Tome guardians do not mind protecting an object, for unknown reasons of their own, and unless otherwise attacked are not hostile.

The guardian envelops, and appears to merge with, the object it has been bound to, becoming invisible. The object radiates a faint dweomer, and *infravision* detects the presence of the guardian—but the creature cannot be telepathically contacted or in any way coerced, tricked, or forced to leave its object except as described previously (through the use of a *dispel magic*). A guardian can guard only one physical object—and if the object is composed of readily separable parts, only one part (for example, a sword or its scabbard, not both). The guarded object must be small (of less than four cubic feet volume), and nonliving. Usually magical tomes of lore are so guarded, hence the guardian's name.



An individual can summon only one tome guardian per 24 hours. Normally, only one guardian can be bound to any object, though unsubstantiated reports suggest the presence of two or more within a single item is possible. If so, the method for binding more than one tome guardian to a single object is a generally unknown process, available only through the most obscure of arcane lore.

Guardians that are summoned to the Prime Material Plane but not successfully bound to an object, or who have been driven forth from the object they were guarding, assume what is known as their "free form," and remain on the Prime Material Plane for 2d20 turns before "dwindling away," returning to their own plane by natural means. They are not under any being's control during this time, and attack any creature who attacks (or attempts to control) them. Otherwise, they are attracted to large fires, of natural origin (such as volcanoes and forest fire) or manmade (like bonfires, forges, or even isolated campfires).

A tome guardian can be bound to a magical item, serving as a protector, or perhaps even being trained to release a *fireburst* if its guarded item is used in an attack (for example, if a tome guardian is bound to a sword, then that sword could be used to deliver three *firebursts* per day, in addition to any other powers it has). If attached to a magical item that produces flame or electricity (such as a *ring of shocking grasp*), the tome guardian absorbs such energies and prevents their function. However, at the DM's discretion, such energies might be used to enhance the tome guardian's *fireburst* ability.

Symbols and *glyphs* cast upon a guarded object do not affect the guardian, and function normally against others. Note that fiery or electrical protective spells such as *explosive runes* and *fire trap* can be cast upon a tome guarded by a guardian, but the creature absorbs the spell energy as it is being cast, so that the spell's protection does not exist (and the guardian gains, for a day, hit points equal to the maximum damage these spells would have dealt).

Tome guardians can coexist peacefully with guardian yugoloths, guardian familiars, homonculi, and the like, as well as with other creatures of elemental fire. If a guardian is brought into the presence of a xeg-yi, they attack each other at once. Otherwise, the tome guardian is peaceful and solitary, at least on the Prime Material Plane.

Ecology: Tome guardians might collect treasures on their home plane, but on the Prime Material Plane, a tome guardian is never found with more treasure than the item it guards and whatever might be lying nearby. They collect nothing, and they do not pursue prey of any kind.

Sages who know about these creatures generally agree that they must feed on warmth, fire, and perhaps even light, and that they may even take nourishment from the heat of bodies they cause to burn.

If killed, a tome guardian's essence dissipates in a wave of heat and a dusting of ash. The ash has proven a viable ingredient for *oil of fiery burning* and *smoke powder* and would presumably serve well in other fire-related potions or magical items. The heat released by the death of a tome guardian has been suggested as a means to temper a *ring of fire resistance*. The creature's *fireburst* might also be useful in igniting the flame powers of certain items, like a *flame tongue* sword; however, touching an item to the tome guardian in hopes of this is a dangerous proposition, because the *fireburst* attack still affects the wielder of the item.

It is also possible, as hinted at before, to bind a tome guardian to an item specifically to make that item magical. In fact, a small number of *fireburst daggers*, daggers with bound tome guardians, are known to exist. For the first three attacks each day with such an item, roll an attack roll against AC 10, adjusted only by Dexterity and any magical bonuses. If the attack is successful, the tome guardian propels a *fireburst* into the victim. The *fireburst* is not used if the item does not hit. Once the item has hit three times, it cannot use *fireburst* again until the next day, but it can still be used as a normal item of its type.

	Nereid	Water Weird
CLIMATE/TERRAIN:	Tropical or temperate water	Any water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Clean water	See below
INTELLIGENCE:	Very (12)	Very (11-12)
TREASURE:	X	I, O, P, Y
ALIGNMENT:	Chaotic (any)	Chaotic evil
NO. APPEARING:	1-4	1-3
ARMOR CLASS:	10	4
MOVEMENT:	12, Sw 12	12
HIT DICE:	4	3+3
THAC0:	17	15
NO. OF ATTACKS:	0	0
DAMAGE/ATTACK:	0	0
SPECIAL ATTACKS:	See below	Drowning
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	50%	Nil
SIZE:	M (4'-5' tall)	L (10'+ long)
MORALE:	Steady (11)	Elite (13)
XP VALUE:	975	420



These creatures from the elemental plane of Water, sometimes called "honeyed ones," are unpredictable and playful; half are chaotic neutral, and others tend toward good or evil. Using disguise, nereids lead sailors to their dooms.

Nereids are transparent in water, 95% undetectable except as froth and golden seaweed. Upon contact with air, they assume human form, usually as voluptuous young females with long, golden hair, pearly white skin, and sparkling green eyes. Their voices and songs are lovely. A nereid always carries a white shawl, either in its hands or over head and shoulders, and is lightly clad in white and gold. If confronted by only females, the nereid appears in a male guise, but a woman has a 65% chance to see through the disguise. All males who see a nereid are incapable of harming it (no saving throw).

Combat: Nereids can spit venom 20 feet, blinding a target for 2d6 rounds if it hits; the venom can be washed away with water. A blinded victim's attack rolls, saving throws, and AC are all worsened by 4 until the effects wear off.

Nereids can *control water* within 30 feet; it can use waves to slow movement to 1/4 normal, increase chances of drowning by 10%, or crash with a roar that deafens characters within 60 feet for 3d4 rounds if precautions are not taken. Nereids can also form the water to look like a water weird, and cause it to strike as a 4 HD monster and inflict ld4 points of damage.

A nereid is 85% likely to have a pet for protection, with equal chances for a giant eel, giant otter, giant poisonous snake, giant octopus, giant squid, dolphin, giant leech, or sting ray.

If the nereid makes a successful saving throw vs. poison, she can flow like water, avoiding weapon damage or escaping a captor. The nereid's kiss causes a man to drown, unless he makes a successful saving throw vs. breath weapon, with a -2 penalty. If he lives, he finds ecstacy.

The nereid protects its shawl at all costs, for it contains the nereid's essence; if it is destroyed, the nereid dissolves into formless water. Possession of a nereid's shawl gives a character control over the creature, which will accept commands to avoid damage to the shawl. Stories tell of forlorn nereids who follow the ships of a powerful foes who have stolen their shawls. A nereid will lie and attempt anything short of violent action to regain its soul-shawl.

Habitat/Society: A nereid found on the Prime Material plane has either escaped or been exiled from its home plane. Though usually solitary, a small group of nereids with the same alignment sometimes live together, led by the eldest.

Polluted waters drain nereids' vigor, and even good nereids may attack those who pollute their lairs. Nereids do not value metals, but save any magical treasure they gain. The nereid has no goals or ambitions other than cavorting in water.

Ecology: Nereid shawls command handsome sums, but are seldom sold and are very rare. One who holds a shawl can use the enslaved nereid as a guide on the plane of Water.

Water Weird

These strange creatures from the plane of Water are hostile when encountered on the Prime Material plane, as they are usually magically kept from going home. If communication is achieved, a bargain can sometimes be struck with the creature.

Water weirds appear to be common water; a *detect invisibility* reveals something amiss, but not the nature of the threat. When a water weird detects a living being, it assumes serpentine form (this takes two rounds). It attacks as a 6 HD creature; those hit must make a successful saving throw vs. paralyzation, or be pulled into the water. Each round spent in the water requires another saving throw; failure indicates death by drowning, which releases energy that the water weird consumes. A water weird that comes in contact with a normal water elemental has a 50% chance to usurp control of it.

Water weirds take only 1 hp damage from piercing and slashing weapons. The take half damage from fire, none if they make a successful saving throw. Intense cold acts as a *slow* spell on water weirds. If reduced to 0 hp or less, a water weird is disrupted, and it reforms in two rounds. A *purify water* spell will instantly kill a single water weird.

CLIMATE/TERRAIN:	Tropical to temperate/ Water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (12)
TREASURE:	X
ALIGNMENT:	Chaotic
NO. APPEARING:	1-4
ARMOR CLASS:	10
MOVEMENT:	12, Sw 12
HIT DICE:	4
THAC0:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spit; control water in lair
SPECIAL DEFENSES:	Kiss; Mesmerize men
MAGIC RESISTANCE:	50%
SIZE:	M (4'-5' tall)
MORALE:	Steady (11)
XP VALUE:	975

Many a male has thrown his life away for the fleeting embrace of the "honeyed ones," the beautiful nereids from the elemental plane of Water. Playful and flighty, and as unpredictable as their watery homes, the nereids tempt and trick sailors to their dooms.

In the water nereids are transparent, 95% undetectable except as golden angel seaweed, but these creatures assume human form on contact with air. Gorgeous and voluptuous, these forms are almost always females, young and slim with long, golden hair, pearly white skin, and sparkling green eyes. Their voices are heavenly and their songs are engaging to humans and demihumans. While they always carry a white shawl, either in their hands or draped over their head and shoulders, they are otherwise lightly clad in white and gold.

If confronted by only female humans or elves, the nereid appears in a male guise, but its powers are not as effective on women and there is a 65% chance that the women distrust the beguiling nereid. All males that look at a nereid find themselves incapable of harming the creature (no saving throw), and it seems to be a shy and flirtatious girl playing by the shore.

Nereid are capricious, but whether they are good, neutral, or evil depends on the individual, with the majority (50%) being chaotic neutral in their actions.

Combat: As creatures of the element water, nereids have few physical attacks should their roles as sirens fail. Nereids can spit a venom up to 20 feet that blinds a target for 2d6 rounds if it hits, and it can be washed away with water. A blinded victim suffer a -4 penalty to his attack roll, and both saving throws and Armor Class are worsened by 4 until the effects wear off.

Nereids can control the waters of their lair out to a distance of 30 feet, and they often do this to form pleasant watery shapes to amuse and entertain themselves. This power can also be used to defend against invaders by causing the waters to heave in great waves that slow movement to 1/4 normal or by making the water boil and froth, increasing the chance of drowning by 10%. Nereids can cause the waves to crash with a enormous roar so great that characters within 60 feet may be deafened for 3d4 rounds if precautions are not taken. They can also form the water into the shape of a serpent or fist, and cause it to strike as a 4-Hit Die monster and inflict 1d4 points of damage. Only one of these attacks may be done per round.

Nereids are 85% likely to have a pet that tries to protect its master. To find out the type of pet, roll 1d8 and consult the following table:

D8 Roll	Pet
1	Giant eel
2	Giant otter
3	Giant snake (poisonous)
4	Giant octopus
5	Giant squid
6	Dolphin
7	Giant leech
8	Sting ray

If a nereid is caught by an amorous man, it rolls a saving throw vs. poison, and if successful, it flows away like water. The nereid also gets a saving throw vs. poison to avoid damage from a weapon. Most men or demihumans try to catch a nereid to gain a kiss. While it is loath to give these, in its kisses lie its final defense—once their lips touch, the character must roll a successful saving throw vs. breath weapon, with a -2 penalty, or drown instantly. If he doesn't drown, he finds total ecstacy.

The nereid protects its shawl at all costs, since it contains the nereid's essence and if it is destroyed the nereid will dissolve into formless water. Possession of a nereid's shawl gives a character control over the fearful creature, and it can be commanded to do one's bidding. A nereid will lie and attempt anything short of hostile actions to regain its soul-shawl.

Habitat/Society: Nereids can be found in the sea, rivers, wells, mountain and cavern springs, and on the elemental plane of Water. If they are on the Prime Material plane, then they have discovered a means to escape from their plane of existence, or have been deposited in this world as punishment. Usually one nereid is located in a certain body of water, but sometimes a group of 1d4 creatures lives in an area, especially along an ocean front or in shoals around a rocky and deserted island. A group of nereid join together because of like alignment, and control of the group is always held by the eldest.

Fresh, clean waters sustain them, while polluted waters drain their vigor and often cause them to move to a new place. Even good nereids have been known to attack those who wantonly pollute their lairs. While they don't need food, they hunt or fish for their pets, and evil nereids lure men and demihumans close so that their pets may feed. They don't value metals and discard gold and silver, but any magical treasure they gain from a fallen sailor or amorous fool is saved in their watery lair. True to its nature, the nereid has no goals or ambitions, choosing instead to splash and cavort in the waters, to the delight of males everywhere.

Ecology: These creatures take little from the environment and give little in return. Powerful sea captains might wear nereid shawls as scarves, to show their command over the creatures of the sea; the forlorn nereids can be glimpsed following in the wake of their ships, sobbing and begging for the return of their essences. These shawls command handsome sums from those who need the services of a water creature, but they are seldom sold and are very scarce. It is rumored that wizards who hold a shawl use their enslaved nereid as a guide on journeys to the elemental plane of Water.

CLIMATE/TERRAIN:	Any water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11-12)
TREASURE:	I, O, P, and Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	None
SIZE:	L (10' + long)
MORALE:	Elite (13)
XP VALUE:	420



These unusual creatures are natives of the elemental plane of Water, but they are being encountered more and more on the Prime Material plane. When they are found in this realm, they are violent and hostile, attacking all living things instantly. In some manner that has never been fully divined, they are able to feed on the life essences of those they slay.

Combat: When first encountered, these creatures seem to be nothing more than a common body of water in a well, fountain, or similar basin. The use of a *detect invisible* spell, however, reveals to the caster that something is amiss, although the specific nature of the threat is not obvious.

Once the water weird senses a living creature, it begins to change the water into a serpentine form. This transformation takes two rounds to occur. Once in this shape, it lashes out and strikes as a 6-Hit Die monster. Anyone who is hit by the weird must roll a saving throw vs. paralyzation. Failure indicates that the victim has been pulled into the water and faces the prospect of drowning. Each round that the victim spends inside the water requires an additional saving throw, with failure indicating death by drowning.

Many forms of attack cause little or no harm to the water weird because of its fluid body. Sharp weapons, such as swords and axes, inflict only 1 point of damage each time they strike, although blunt weapons, like hammers and maces, inflict their normal damage. Cold-based attacks affect a water weird as a *slow* spell. Fire-based spells cause half damage if the weird fails its saving throw, no damage if it succeeds.

A water weird that is reduced to 0 hit points by any of these attacks is not slain, but is disrupted. After two rounds, it re-forms its serpentine body and resumes its attack. Most other types of attack cannot harm the creature in any way.

A *purify water* spell instantly slays a water weird. By breaking down its life essence, this invocation annihilates the creature. Each casting of this spell is effective against only a single entity, however, so that an attack by three water weirds must be met with three *purify water* spells to wholly eliminate the menace.

A water weird that comes into physical contact with a water elemental may attempt to usurp control of it. In order to accomplish this feat, the creature must roll an 11 or better on 1d20. Failure prevents subsequent attempts during that encounter.

Habitat/Society: For the most part, these unusual beings are loners who do not interact with others of their kind. On those occasions when two or three water weirds are found together, it is simply because they have found a location were prey is easy to come by.

Those water weirds found on the Prime Material plane are frequently the victims of magical bonds that hold them in this realm. As such, they are often watching for some way to break their links with this world and return to their home. Because of their keen intelligence, they can be persuaded to refrain from combat if a means of communication can be found and a common ground agreed upon. Of course, their chaotic nature makes any bargain reached with a water weird an uncertain proposition at best.

Ecology: The manner in which water weirds sustain themselves has never been fully determined. As creatures of the elemental plane of Water, they are difficult to study and even harder to understand. It seems clear, however, that they feed on the energies released by those who drown within their serpentine bodies. It may be that this is similar in some way to the life energy that is consumed by will-o-wisps.

For the most part, water weirds found on the Prime Material plane are here by the hand of a wizard who has called the creatures from their home dimension to serve him in some manner.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Champion (15-16)
XP VALUE:	Varies



A human dual-classed cleric/psionicist who attains 20th level can choose to pursue a strange and mysterious path that ultimately transforms him into an elemental being of tremendous power. Once the cleric begins this alteration, he can never stop it. Only his death prevents him from becoming an elemental being.

The elemental form taken is that of the original cleric's focus of worship. Thus, an earth cleric transforms to an earth elemental, an air cleric to an air elemental, etc. The disciplines necessary to specialize in one form of elemental magic prohibits crossover from one elemental form to another.

During the transformation process, clerical elementals can switch between human and elemental forms. They do not age in elemental form, but they continue to age in human form. A character who reaches elemental form at 30th level can no longer switch and becomes permanently fixed in elemental form.

Combat: A cleric of this power in human form retains the abilities that he had prior to his journey along the road to transformation. Thus, he may cast spells and employs psionic powers as a 20th-level cleric. Any magical items or similar abilities that the cleric had are retained as well.

In elemental form, an individual of this type has the abilities and statistics of either a standard elemental (as described in the Monstrous Compendium Volume One) or a greater elemental (as described in the Monstrous *Compendium DARK* SUN™ *Appendix).* In elemental form, the cleric has access to the spells and psionic powers that he had prior to the transformation, but he gains no benefits from any form of magical object. All abilities are now based on the elemental entry appropriate to the character's level as presented on the table at the end of this entry.

Each time the cleric assumes elemental form, its Hit Dice are rolled anew. As the creature attains greater levels of power, the cleric is entitled to Hit Die re-rolls for certain numbers. For example, an elemental cleric rolls 10 Hit Dice and has rerolls on 1, 2, and 3. Assume that ten 8-sided dice give rolls of 1,2,2,3,4,5,5,6,8, and 8. The four dice that rolled 1,2,2, and 3 are re-rolled until they don't read 1, 2, or 3. If they finally came up 4, 5, 6, and 7, the elemental's hit points would total 58. See the table at the end of this entry for details.

Damage taken in either of the cleric's forms is erased after transformation. A cleric who is wounded down to 1 hit point in human form rolls completely new hit points for the elemental form. When he returns to human form, he is completely healed of damage. If the cleric is ever reduced to 0 hp in either form, of course, he dies.

Normally, an elemental cleric cannot be summoned, though he can be controlled, and that control can be stolen. When summoning spells are employed, other, less-willful elementals from the appropriate plane answer the call. A special spell could be researched to summon a specific elemental, even an elemental cleric, but such magic does not presently exist—the spell would have to be created under the *rules* governing magical research.

Devices that can control or govern the actions of elementals can affect clerics. Only magical items can control elemental clerics. Four of the most common means of gaining control over an elemental cleric are the *bowl commanding water elementals, brazier commending fire elementals, censer controlling air elementals,* and *stone of controlling earth elementals.* When properly employed, these devices can control an elemental cleric of the appropriate type. The cleric gets a saving throw to ignore the effects. Otherwise, it is controlled, just as described in the Monstrous *Compendiums.* Once freed, the cleric can attack or ignore the controller as desired.

A *ring of elemental command* attuned to the cleric's elemental plane can be used to full effect against the cleric. The affected cleric can be held at a 5′ distance or even *charmed.*

A *scroll of protection—elementals* works against elemental clerics just as noted in the *DMG.*

As an elemental cleric gains power, it learns the ability to summon lesser and standard elementals. The first of these new powers, conjure lesser elemental, is identical to the spell of the same name presented in the Monstrous *Compendium, DARK SUN Appendix. Eventually, the cleric gains the special ability, conjure elemental,* identical to the spell of the same name in the DARK SUN Rules Book. The number of times that these powers can be used per day appears on the table at the end of this entry.

These conjured elementals need not be controlled, nor can their control be stolen from the elemental cleric. They obey the cleric's every thought while on the Prime Material plane.

Habitat/Society: The most potent of elemental clerics are powerful enough in their own right to be important personages on their elemental plane. Therefore, from time to time, their services are called for on those planes, and they must return there until their business is concluded.

An elemental cleric's transformation is quite different from that of other advanced beings. The cleric can attain full elemental form even at the lowest levels, though only for a limited time. The time the cleric can

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spend as an elemental and his relative power increase as he becomes more solidly anchored to his chosen elemental plane. At any given time, the cleric will either be fully elemental or fully human. Since there is no gradual change between the two forms, it is not termed a metamorphosis, but rather a transformation.

An elemental cleric must assume elemental form exactly once per day. Less-powerful elemental clerics retain human form for all but a short period during a day. More powerful elemental clerics only retain human form for half the day or less. The most powerful clerics abandon human form altogether.

The cleric may decide when during the day to take on his elemental form. For this purpose, a game day begins and ends at midnight. If the cleric fails to decide, his body transforms at the last moment possible. For instance, an cleric who must assume elemental form for two hours a day but hasn't transformed earlier changes two hours before midnight.

The transformation takes one round, during which time the cleric's body takes on an ethereal form. Only weapons that can affect ethereal bodies can harm him. Successful attacks at this time use his human characteristics (Armor Class, hit points, etc.). The elemental cannot act or defend while transforming.

The cleric cannot control his transformation back into human form. It takes place after the cleric has spent the entire required duration in elemental form. The transformation takes one complete round, during which time the cleric cannot act. The cleric takes on ethereal form for the round, so attacks that don't reach into the Ethereal plane cannot harm him. Those attacks that can do so affect his elemental form (Hit Dice, Armor Class, magical resistance, etc.). As with the transformation into elemental form, the cleric cannot defend himself while in flux. Once the transformation is complete, the cleric reverts to his full human hit points.

Athasian Elementals

Complete data on Athasian elementals appears in the Monstrous Compendium, *DARK SUN™ Appendix, Terrors of the Desert.* That work refers to information on elementals presented in the Monstrous *Compendium Volume One.* Because elemental clerics take on the form and abilities of those elementals, and can summon them, keep the appropriate *Monstrous Compendium* pages handy.

Elemental Clerics Ability Tables

Lvl	Hit Dice/Variety	HD Re-rolls	Time	Summons
21	8 HD Standard	–	1 turn	–
22	12 HD Standard	–	3 turns	–
23	12 HD Standard	1,2	1 hour	–
24	16 HD Standard	–	2 hours	–
25	16 HD Standard	1,2	4 hours	–
26	10 HD Greater	1,2,3	6 hours	Lesser (1)
27	10 HD Greater	1,2,3,4	8 hours	Lesser (2)
28	14 HD Greater	1,2,3	12 hours	Lesser (3)
29	14 HD Greater	1,2,3,4	16 hours	Greater (1)
30	18 HD Greater	1,2,3,4	24 hours	Greater (3)

Lvl indicates the level of the Cleric.
Hit Dice/Variety indicates the exact type of elemental form that the cleric will assume upon transformation.
HD Re-rolls indicates Hit Dice roll results that may be re-rolled when generating the elemental form's hit points.
Time is the length of time that the Cleric must remain in elemental form following transformation.
Summons indicates the type of elementals that may be summoned while in elemental form. The number in parentheses indicates the times per day this ability can be used.

Priest Spell Progression

Spells Available by Level

Level	1	2	3	4	5	6	7	8	9	10
20	9	9	9	8	7	5	2	1	–	–
21	9	9	9	9	8	6	2	1	–	–
22	9	9	9	9	9	6	3	2	–	–
23	9	9	9	9	9	7	3	2	1	–
24	9	9	9	9	9	8	3	2	2	–
25	9	9	9	9	9	8	4	3	2	–
26	9	9	9	9	9	9	4	3	2	1
27	9	9	9	9	9	9	5	4	2	1
28	9	9	9	9	9	9	6	4	3	1
29	9	9	9	9	9	9	7	4	3	2
30	9	9	9	9	9	9	8	4	3	3

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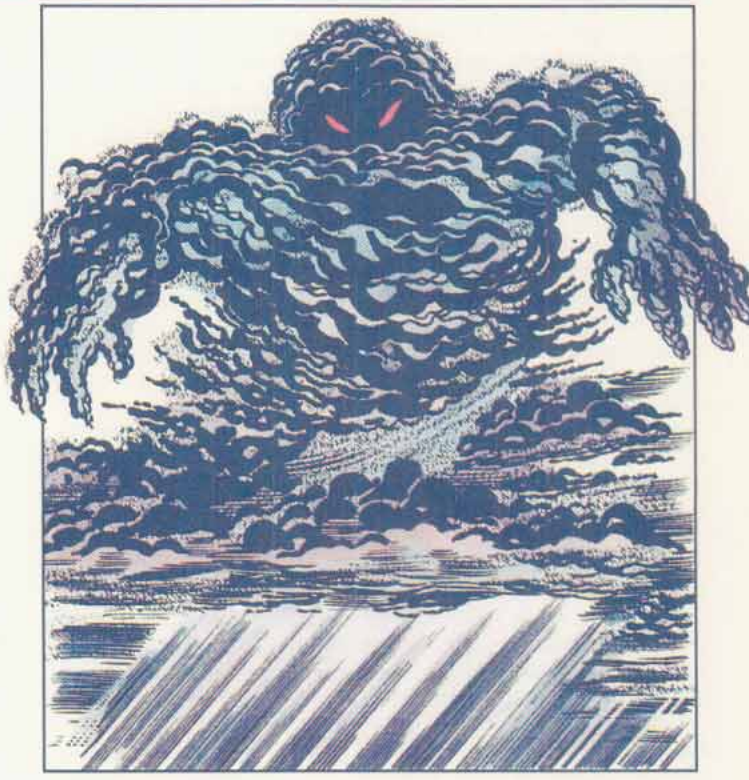
	Tempest	Skriaxit
CLIMATE/TERRAIN:	Any outside	Subtropical desert
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Low to average (5-10)	Exceptional (15-16)
TREASURE:	K	Nil
ALIGNMENT:	Chaotic neutral	Neutral evil
NO. APPEARING:	1	3-18
ARMOR CLASS:	2	−5
MOVEMENT:	Fl 24	12, 18, or 24
HIT DICE:	9-12	16+16 or 24+24
THAC0:	9-10 HD: 11 11-12 HD: 9	5
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-16	2-20/2-20
SPECIAL ATTACKS:	Whirlwind lightning	Sandstorm, dispel magic
SPECIAL DEFENSES:	+2 or better weapon to hit; see below	+2 or better weapon to hit; see below
MAGIC RESISTANCE:	Nil	50%
SIZE:	G (50′ diameter)	L (10′ tall)
MORALE:	Champion (15-16)	Fanatic (17-18)
XP VALUE:	9 HD: 6,000 10 HD: 7,000 11 HD: 8,000 12 HD: 9,000	16+16 HD: 16,000 24+24 HD: 24,000



The tempest is a living storm which appears as a dark storm cloud of comparatively small size. Human or bestial features can often be seen in the roiling vapors of the tempest. Silver veins extend across the creature and carry the electrical impulses that maintain the storm's energy.

Tempests have no language that humans may learn. They can communicate with air and water elementals and their kin, and genies, through subtle wind buffets and spatterings of precipitation. A few, perhaps 10%, have learned to speak a few words of Common. Their voices are very soft and sibilant, with a hint of malice behind the words.

Combat: Tempests are territorial and consider any violation of their airspace to be a direct challenge. They feed on moisture from animals and often hunt in and around their territories. They have a number of innate abilities which they can use to make life miserable for other creatures. Unless otherwise specified, all special abilities are used as if the tempest were a 9th-level wizard. A tempest can make two attacks each round, one using its wind powers and one using its lightning power.

Once per round, a tempest can use *wind wall* or *gust of wind*, or may attack with a strong wind buffet for 2-16 points of damage. Alternately, it may create a small whirlwind, which is conical in shape, 10 feet in diameter at the bottom, and 30 feet in diameter at the top. The whirlwind can be up to 50 feet high, and must connect to the tempest's main body.

The tempest takes one full round to create the whirlwind, which can cover an area of 100 square feet per round. Within that area, it automatically sweeps away and kills all creatures with less than 2 Hit Dice, and causes 2d6 points of damage to all creatures which it fails to kill outright.

Tempests may also use their powers over the air to penalize missile attacks by −6, or to batter down flying creatures, causing falling damage to flying creatures that fail to make a successful saving throw vs. paralyzation.

A tempest can also cast a *lightning bolt* once per round, at one victim. The *lightning bolt* causes one die of damage per Hit Die of the tempest. A victim of a lightning attack can make a saving throw vs. spells; if successful, the victim takes only half damage. The tempest's *lightning bolt* is like the 3rd-level wizard spell in other respects, having a length of 80 feet, setting fire to combustibles, melting metals, and shattering barriers. An exceptionally hungry or perturbed tempest may use lightning to destroy an entire building to reach the creatures inside.

Tempests can also use a chilling wind to affect opponents, causing damage as a *chill touch* spell, 1d4 points of damage and the loss of 1 point of Strength, unless the victim makes a successful saving throw vs. spells. This attack takes the place of either an electrical attack or another wind attack.

A tempest can produce up to 20 gallons of rain per round if it concentrates and forgoes other attacks while raining. While precipitation is usually evenly distributed throughout its area, the tempest can concentrate the fall to fill a hole, wash out a bridge, or otherwise harm its victims.

Tempests are immune to wind, gas, and water attacks, and take only half damage from electrical or cold-based attacks. They are immune to all weapons of less than +2 enchantment.

Habitat/Society: There is much speculation about the origin of these beings, who are apparently related to elementals and to genie-kind. Tempests are composed of all four basic elements, fire, earth, air, and water; fire in the form of lightning, earth in their silver "circulatory system," air in their winds, and water in the form of rain. They may be summoned accidentally when a spellcaster tries to summon an elemental, especially one of air or water. At the DM's option, when a summoning is interfered with, the caster may be given a 10%-50% chance to summon a tempest. These beings may also be attracted by a *weather summoning* spell, with a 1% (non-cumulative) chance of appearing each time a spell is cast.

Some sages believe these creatures are jann that have been injured in some way and cannot retain human form. Whatever their origin, they do breed and reproduce as storms. Though "male" and "female" do not truly describe the different types of tempests, there are two genders. When living storms of different genders meet, they have a brief, tempestuous affair, causing a great conflagration that may last more than a week. Hurricanes or tornadoes are produced irregularly from the mass, to wreak havoc upon the surrounding area.

When the storm finally breaks, the two tempests leave the area, and the residue they leave behind forms 1d4 infant tempests. These infant storms, sometimes referred to as tantrums, often travel together until they reach maturity, one year after birth. The young storms have 6 Hit Dice each, and can use only the *gust of wind* power, besides producing rain.

Most tempests quite naturally seem to have very stormy dispositions. Their hunger for animal life goes beyond their need for the moisture contained in animal bodies. Some sages speculate that their physical form, or possibly some event in their history, causes them to hate animal life. It is quite possible that the electrical impulses produced by animal brains cause pain to the tempest.

Tempests may be related to skriaxits, the living sandstorms of some worlds' deserts. No tempest has ever been known to encounter a skriaxit, and their relationship and possible interactions are completely unknown.

Ecology: Tempests feed on the moisture found in animal bodies. Though unable to cause harm to living creatures by draining their moisture, they hover close to the ground after a battle to suck the water from dead opponents, as well as any water they may have precipitated during the battle. They are sometimes found scavenging after great battles between humans. By removing water from a corpse, they render it inviable to return to life via a *raise dead* spell, though *resurrection* and other spells work normally.

When a tempest is killed, a silver residue rains down from its form. If carefully gathered, this residue provides a mass of silver equivalent to 3d6 silver pieces. Though valuable as a precious metal, the silver can also be used as a component in making a *wand of lightning* or casting a weather-related spell. Bits of the silver are also useful for making other weather or elemental related magical items.

Genies and elementals are enemies of tempests; they often attack them, and tempests respond in like manner. However, some genies, especially djinn and marids, keep tempests as pets, training them as guards and to attack.

Tempests can be quite devastating to a local ecology if annoyed, and can cause great damage with wind, rain, and other attack forms. Living storms are never found inside buildings or underground.

Skriaxit

Skriaxits, also called blackstorms or living sandstorms, are the most feared creatures in many deserts. Spirits of retribution summoned millennia ago by ancient gods, blackstorms combine the elements of earth and air to dangerous effect. They are, fortunately, only rarely active. They speak the tongue of air elementals and their own language, a howling, shrieking tongue that frightens most humans who hear it.

Much like very large versions of the *dust devils* created by the wizard's spell, blackstorms take the sand and the dust of the desert and whirl it to create their 10-foot-tall conical forms. At rest, a skriaxit appears to be a wind-scattered pile of black dust. As a pack, they create their greatest terror, generating high winds and a fierce sandstorm that can render a human fleshless in minutes.

Combat: Skriaxits move by generating a large vortex of wind that propels them at high speeds. If there are 1-6 skriaxits together, their speed is 12; 7-12 skriaxits have a speed of 18; if there are 13 or more skriaxits, their speed is 24. The skriaxit vortex creates a sandstorm in a 200-yard radius around them; those caught in this storm suffer 1 point of damage per round per skriaxit (so if there are 12 skriaxits in a pack, victims take 12 points of damage per round.

Within this sandstorm, the skriaxit pack constantly dispels magic as a 16th-level wizard.

Each skriaxit can form its winds into razor sharp lashes, inflicting 2d10 points of damage on a successful strike.

Though they were originally summoned from the elemental plane of Air, they have merged with earth, and the Prime Material plane is now their home. Thus, they cannot be sent to an elemental plane by a holy word or similar magic. No known magic can control them, though they are susceptible to wards against air elementals.

Each skriaxit pack is led by a Great Skriax, the most evil member of the pack. This creature has 24+24 Hit Dice and gains a +4 bonus to attack and damage rolls.

Habitat/Society: Skriaxits are highly intelligent, but extremely evil, elementals, combinations of the elements of air and earth. They hate and fear nothing, but simply delight in destruction. They feed on terror and destruction; once they have caused enough catastrophe, they sleep for 1d3 centuries. While asleep, they cannot be affected in any way by any being. They reawaken when hungry. They view humans, demihumans, and humanoids as playthings, with the same sadistic attitude as a human child playing with a fly. They may amuse themselves by listening to humans bargain with them, but humans have nothing of interest to offer them.

Ecology: Skriaxits feed upon the emotions of terror and fear they generate in those they destroy and kill.

Arctic Tempest

This is a variety of tempest found only in arctic regions and some of the colder temperate lands. While they are similar to tempests in most respects, their special powers differ. They cannot use the whirlwind or *lightning bolt* powers of the standard tempest. Instead, they can either cause snow to fall or cast *ice storm* spells. The arctic tempest usually uses a hail form of *ice storm*, but may use sleet instead. It can cause very cold snow to fall, inflicting 9d4+9 points of cold damage to those beneath it. Victims who make a successful saving throw vs. spells suffer only half damage from the attack.

Like the standard tempest, the arctic variety can make only two attacks per round, one using a wind power, such as *gust of wind* or *wind wall*, and one using a cold-based power, such as *ice storm* or *cause snow*. It may also substitute an electrical attack for either of its normal attacks, causing damage as a *shocking grasp* spell for 1d8+9 points of damage.

Black Cloud of Vengeance

This living storm, usually found in deserts, combines the elements of fire and air. It unleashes a fiery rain which causes 7d10 damage to all beneath it, though a successful saving throw vs. breath weapon halves the damage. It then fans the flames, and will they continue to burn as long as there is fuel.

Elemental, Composite, Smoke

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CLIMATE/TERRAIN:	Any smoke
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Smoke
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1–4
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	See below
SIZE:	S (4′ tall)
MORALE:	Elite (14)
XP VALUE:	1,400



Smoke elementals are hybrid creatures, a strange combination of the elements of Fire and Earth. These swirling clouds of hot soot, ash, and smoke are conjured from large amounts of nonmagical smoke. Sometimes this cloud contains glowing red sparks. It can assume any shape, but its edges tend to be hazy and ill-defined. If adopting a form with eyes, it will concentrate a cluster of soot and ash particles into swirling balls that resemble eyes, but this is for the sake of appearance only. A smoke elemental "sees" by sensing the lower temperatures of the creatures and objects around it.

Combat: Smoke elementals are unfettered by gravity. Because they have no solid form, they can slip through thin cracks and tiny holes, but they then must spend one round reforming into their chosen shape.

A smoke elemental attacks by engulfing an opponent's head. Once it has done this, the victim suffers 2d4 hit points of damage from heat, plus 2d4 hit points of damage from suffocation, per round. Victims choke to death as their lungs fill with hot smoke. A smoke elemental continues to engulf a single opponent until that victim is dead or unconscious. It then moves on to its next target. If a victim flees, the smoke elemental follows it, moving so that the victim's head remains inside the damaging cloud of smoke.

Smoke elementals have the unusual ability to divide themselves into four parts, each of which can act on its own initiative. These smaller clouds seek to enter a creature's lungs, where they inflict 1d4 points of damage each round. Once one of these smaller smoke elementals has lodged itself inside a creature's lungs, it remains there until its victim is unconscious or dead. Until then, it can only be removed by magical means (see below). Each of these tiny smoke elementals has 1 Hit Die.

Smoke elementals are immune to fire-based attacks, but they are vulnerable to cold-based attacks and suffer twice normal damage from them. They are also vulnerable to large gusts of wind, which do not harm the monsters, but can be successfully used to drive them away or keep them at bay. Because they are magical constructs, they can be magically *dispelled*.

Habitat: Smoke elementals are magical constructs whose constituents are drawn both from the Elemental Plane of Fire (heat) and the Elemental Plane of Earth (soot or ash). Although they are sentient, they have no form on any plane but the Prime Material and Ethereal Planes. They cannot be *banished* or *dismissed* back to a home plane, since they don't have one, but such spells will drive them from a victim's lungs.

Ecology: Smoke elementals are typically created by a team of three priests who simultaneously cast the magical spells *conjure fire elemental*, *conjure earth elemental*, and *combine*. They are often used by priests as magical guardians of temples, and they are typically created out of sweet-smelling incense smoke, although they can be formed from the smoke of mundane fires.

There have also been reports of tiny (1-HD) smoke elementals conjured from tobacco smoke, but most sages insist these reports are merely attempts by tobacconists to falsely attribute a magical cause to deaths that are caused by the tobacco smoke itself.

Climate/Terrain:	Inner Planes
Frequency:	Common
Organization:	Flock
Activity Cycle:	Any
Diet:	Varies
Intelligence:	Semi- (3)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2d10
Armor Class:	3–6 (see below)
Movement:	9–24 (see below)
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Nil
Special Defenses:	Struck only by +1 or better weapons, surprise, partial invisibility, immune to own element and *sleep* and *charm*
Magic Resistance:	Nil
Size:	T (1–2′ "wingspan")
Morale:	Average to steady (10–12)
XP Value:	175

"Then they were upon me, bat-winged devils made of animate water. I swam and swam, but they overcame me – how could I outswim beasts of living water?

"Only through my own skill and the enchantment of my blade, *Razorthrust,* was I able to save myself and defeat those liquid hell-spawn.

"I knew then that I had encountered what no man before me had – the purest form of elemental creature. Not an elemental, but something greater: a *fundamental.*"

– Revorus, a Mystaran scholar/adventurer

"Revorus set inner-planar studies back a few entire generations with his account of a 'fundamental.' After years of searching and study, I can say without hesitation that these bat-winged ultra-elementals simply don't exist."

– Zamik Feron, a Doomguard researcher

'Course, neither Revorus nor Feron is correct. Fundamentals, as Revorus named them, do exist – but not as he described. They are, in fact, the weakest of the true elemental creatures (as opposed to other creatures native to the Elemental Planes). Still, no one knows the real dark of their nature, purpose, or how they fit into the mysterious scheme of the Inner Planes.

One of the most difficult-to-dispel myths regarding the fundamentals is the idea that they all appear as a pair of bodiless, headless bat-wings made of the appropriate element, flying eternally through the air. Although it's easy to see how a body might confuse their appearance, fundamentals are much more accurately described as narrow, nearly two-dimensional beings of elemental matter or energy. These little strips flutter and flap in the manner of a bat or certain birds. Fundamentals "fly" only in the sense that they pass through their own element unhindered and unhampered by forces like gravity. Sometimes fundamentals briefly "leap" from their element into another; earth or water fundamentals leaping into a nearby area of air might look as though they were flying low to the ground. Fundamentals that accidentally "leap" into their antithetical elements – say, fire fundamentals into a water pocket – don't immediately die, but they can't stay there long. They can resist the opposite element for 1d4 rounds before fizzling out, dissolving, or otherwise dissipating.

The bat-wing idea probably originated when some fire fundamentals were confused with fire bats, who do indeed have batlike wings.

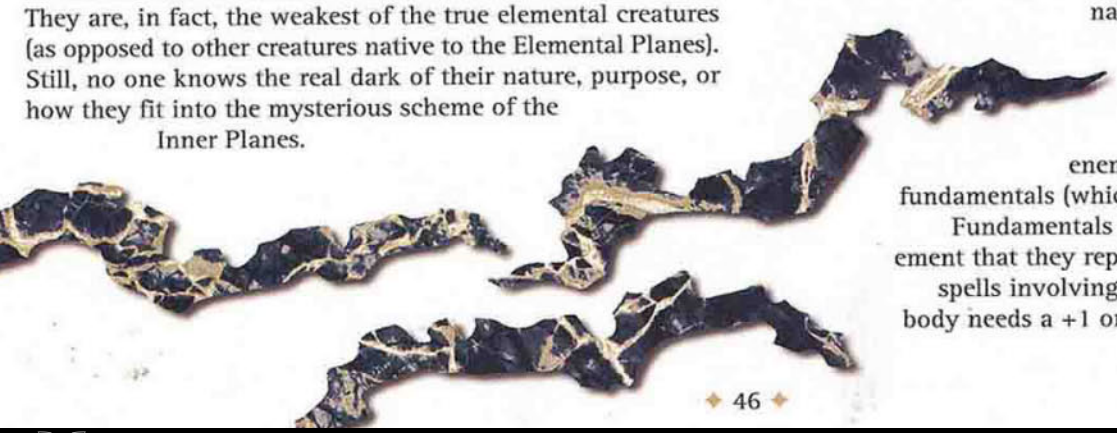
Combat: All fundamentals defend themselves by simply ramming their bodies into an opponent, causing 1d6 points of damage. This is a relatively ineffective way to fight, but since they don't really "fly," such an attack doesn't actually hinder or throw off their movement. The fundamentals aren't harmed by this ramming attack in any way.

The stats above give a range of Armor Classes and movement rates. These depend on the relative composition (energy or solid), weight, and speed of the fundamentals.

Fundamental Element	AC	MV
Air, Ash, Dust, Smoke, Steam, Vacuum	6	24
Fire, Lightning, Radiance	5	18
Magma, Ooze, Water	4	12
Earth, Ice, Mineral, Salt	3	9

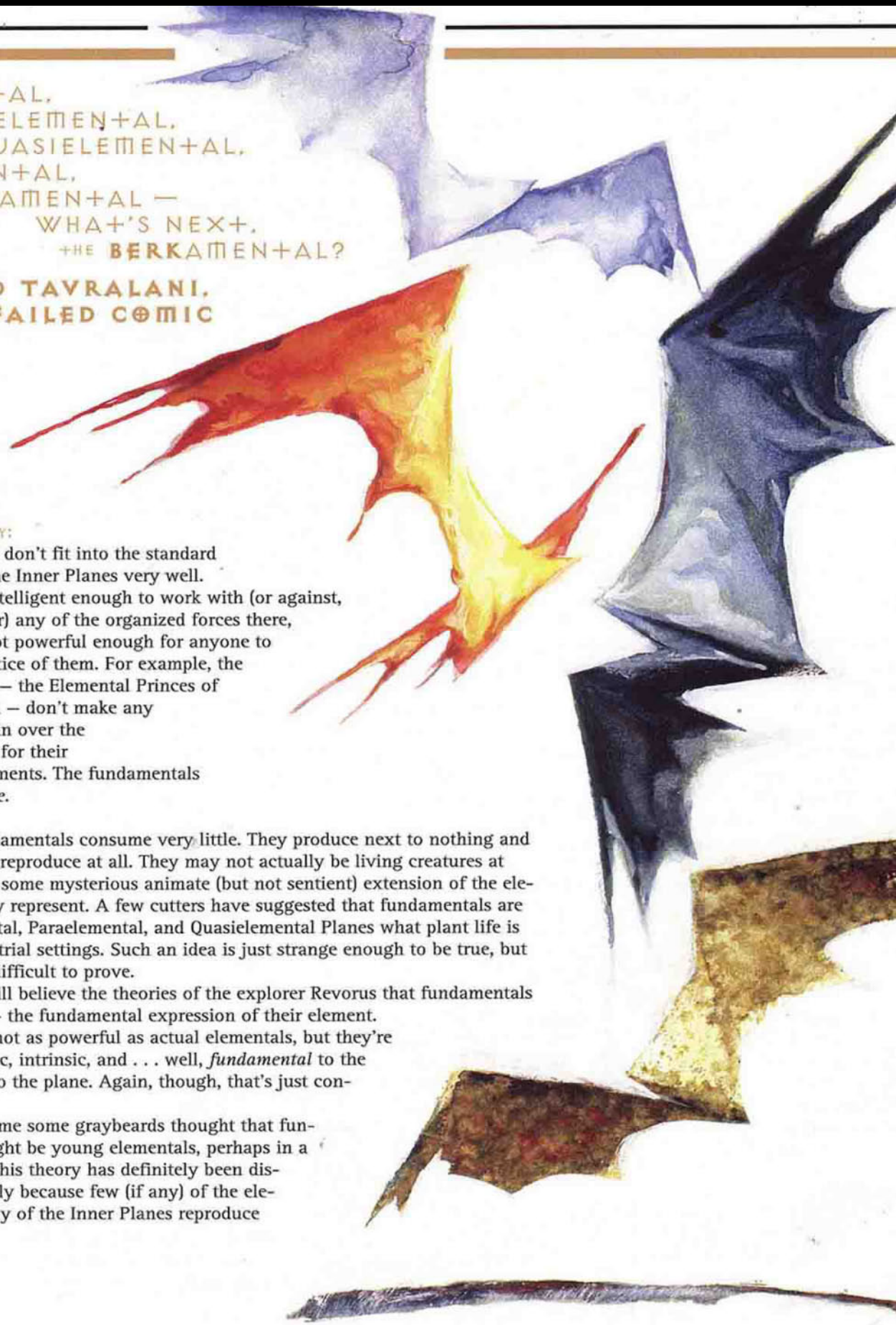
Within their own element, fundamentals are hard to detect. In fact, they are 90% invisible when not moving. (Contrary to some reports, fundamentals do sometimes stop "flying" and simply drift.) When fundamentals attack creatures within their own elements, opponents suffer a –2 penalty to surprise rolls due to the creatures' natural coloration. These advantages lead wizards on the Prime or other terrestrial settings to summon air fundamentals to attack their enemies more often than say, ooze fundamentals (which'd be spotted easily).

Fundamentals are entirely immune to the element that they represent. They are unaffected by spells involving *sleep* or *charm.* In addition, a body needs a +1 or better weapon to strike them.



ELEMENTAL,
PARAELEMENTAL,
QUASIELEMENTAL,
ARCHOMENTAL,
FUNDAMENTAL —
WHAT'S NEXT,
THE BERKAMENTAL?

— RED TAVRALANI,
FAILED COMIC



HABITAT/SOCIETY:
Fundamentals don't fit into the standard "society" of the Inner Planes very well. They're not intelligent enough to work with (or against, for that matter) any of the organized forces there, and they're not powerful enough for anyone to really take notice of them. For example, the archomentals — the Elemental Princes of Good and Evil — don't make any attempts to win over the fundamentals for their respective elements. The fundamentals just simply *are*.

ECOLOGY: Fundamentals consume very little. They produce next to nothing and don't seem to reproduce at all. They may not actually be living creatures at all, but rather some mysterious animate (but not sentient) extension of the element that they represent. A few cutters have suggested that fundamentals are to the Elemental, Paraelemental, and Quasielemental Planes what plant life is to more terrestrial settings. Such an idea is just strange enough to be true, but it's certainly difficult to prove.

Others still believe the theories of the explorer Revorus that fundamentals are just that — the fundamental expression of their element. Sure, they're not as powerful as actual elementals, but they're still more basic, intrinsic, and . . . well, *fundamental* to the element and to the plane. Again, though, that's just conjecture.

At one time some graybeards thought that fundamentals might be young elementals, perhaps in a larval stage. This theory has definitely been discounted, simply because few (if any) of the elementals on any of the Inner Planes reproduce in that way.

Elemental, Fundamental, Negative



Climate/Terrain:	Negative Energy Plane
Frequency:	Rare
Organization:	Murder
Activity Cycle:	Any
Diet:	Life Force
Intelligence:	Semi- (3)
Treasure:	Nil
Alignment:	Neutral Evil
No. Appearing:	2–20
Armor Class:	3
Movement:	Fl 18 (B)
Hit Dice:	1+1
THAC0:	19
No. Of Attacks:	1
Damage/Attack:	1d6 (ram)
Special Attacks:	Teem
Special Defenses:	Immune to normal weapons, cold, and mind-affecting attacks
Magic Resistance:	10%
Size:	T (2´ wingspan)
Morale:	Steady (12)
XP Value:	420

Negative fundamentals are weakly empowered manifestations of the Negative Energy Plane. They resemble pairs of flapping batlike wings devoid of bodies, heads, or other features. These creatures infest the Negative Energy Plane in great murders (flocks), winging their way endlessly through the final Void.

Negative fundamentals are only semi-intelligent; they have no language of their own and are unable to learn other languages. However, these creatures share a low-level empathic bond amongst themselves. With this bond, they are able to congregate and maneuver in unison, even though they possess no overt means of sensing their environment. A negative fundamental is always aware of others of its kind within 100 feet.

Combat: Negative fundamentals target living beings as prey, drawn by raw life force (negative fundamentals can sense living beings within 100 feet). When a murder senses life, the fundamentals rise as a group into the air, then descend upon their prey; because of the fundamentals' dead-black coloration, opponents suffer a –2 penalty on surprise checks in conditions of low light.

Negative fundamentals most often attack by ramming their prey; contact with living flesh drains life force, causing 1d6 points of damage.

Negative fundamentals can coordinate their efforts through their empathic bond, greatly increasing the efficiency of each individual's attack; this is referred to as a *teem* attack. When a murder *teems* (30% chance each encounter), the flock swarms a particular victim, buffeting and wheeling with their midnight wings so thickly that the THAC0 of each *teeming* fundamental drops by 1 for every fundamental involved in the attack. For example, if a group of 10 negative fundamentals successfully *teem*, the THAC0 of each is 9 rather than 19. *Teem* attacks last for 1d4+4 rounds, and the creatures' THAC0 can be reduced to a minimum of 5.

Negative fundamentals are harmed only by magical weapons, and 10% of spells cast upon these creatures are merely drained harmlessly into their bodies. Mind-affecting powers and attacks involving cold have no effect upon negative fundamentals.

Habitat/Society: Negative fundamentals are native to the Negative Energy Plane, and it is only very seldom that any ever find their way to more populated planes and realms. From time to time, however, 1d10 of these creatures will be drawn to the Prime Material Plane when a powerful undead creature is created. For example, when a vampire rises from the dead, a link between it and the Negative Energy plane is formed for the first time. A murder of these creatures can sometimes be drawn down this conduit, so that when the vampire first breaches its tomb, a burst of midnight wings also emerges.

Ecology: Natives to the Negative Energy Plane, these creatures are sustained in their unending flights by the medium of their own existence. However, when drawn into any plane other than their home plane, negative fundamentals are drawn to feed on the life force of living creatures.

A negative fundamental that is able to absorb at least six points of life force a week for six weeks has a 50% chance to split into two in a sort of asexual fission. Each new creature has exactly the statistics of the previous single creature. A negative fundamental which is unable to absorb at least six points of life force in one week while on a plane other than its home plane simply evaporates into nothing.

	Ice	Magma	Ooze	Smoke
Climate/Terrain:	Paraplane of Ice	Paraplane of Magma	Paraplane of Ooze	Paraplane of Smoke
Frequency:	Common	Common	Common	Common
Organization:	Band	Band	Band	Band
Activity Cycle:	Any	Any	Any	Any
Diet:	Warmth	Any solid	Any solid	Air
Intelligence:	Low to high (5-14)			
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d6	2d4	1d6	1d6
Armor Class:	3	3	0	2
Movement:	6	6	36	Fl 18 (E)
Hit Dice:	8, 12 or 16	8, 12 or 16	8, 12 or 16	8, 12 or 16
THAC0:	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5
No. of Attacks:	1	1	1	Special
Damage/Attack:	3d8	3d6	2d8	2d8
Special Attacks:	Cold aura	Heat aura	Multiple tendrils	Blinding smoke
Special Defenses:	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	L (8'-16' tall)			
Morale:	Champion (15-16)			
XP Value:	8 HD: 7,000 12 HD: 11,000 16 HD: 15,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000

PARAELEMENTALS ARE +TWICE AS GOOD AS ELEMENTALS. GET IT? PAIR OF ELEMENTALS? EH?

— RED TAVRALANI, FAILED COMIC

Between the Elemental Planes of Air, Earth, Fire, and Water lie four others — the Paraelemental Planes — that represent different combinations of those elements. And whereas the Elemental Planes spawn elementals, the Paraelemental Planes create, naturally enough, paraelementals — creatures that embody the natures of Ice, Magma, Ooze, and Smoke.

The four kinds of paraelementals are generally regarded as slightly less powerful than elementals, yet still mightier than quasielementals (though plenty of inner-planar scholars dispute such rankings). Due to the nature of their home planes — which are, more or less, mixtures of two elements — paraelementals're often thought to exhibit dual characters, though this manifests itself in different ways.

By and large, paraelementals help to sustain themselves by consuming their opposites. In other words, ice paraelementals drain warmth, smoke paraelementals ingest air, and so on. This strikes some as a bit odd — why wouldn't an ice creature keep itself alive by surrounding itself with cold? But that's the wrong kind of question, and the Rule of Threes explains why. First of all, paraelementals won't starve to death if they *don't* consume their opposites; after all, they're just spirits that shape bodies for themselves out of the substance of their home plane. Second, the paraplanes don't *have* much of their opposites, anyway — there just ain't a lot of warmth on Ice. And third, the paraelementals don't actually *eat* their opposites; rather, they gain sustenance from the sheer act of converting it. Thus, an ice paraelemental relishes draining away the heat of a fire, not consuming the actual warmth itself.

Many paraelementals aren't too smart, but those with better than low Intelligence usually prefer to communicate in their own language.



ICE PARAELEMENTAL

From the plane of absolute cold, this tall, humanoid creature is utterly – dangerously – frigid. Its body is translucent white, made of icy crystals covered in patches of frost. Piercing blue eyes peer out of deep sockets.

Some folks refer to an ice paraelemental as a cold or frost paraelemental instead, but it's all the same thing.

COMBAT: The freezing touch of an ice paraelemental causes 3d8 points of damage, but it doesn't have to strike a sod to make him sorry. It also gives off intense cold the way a raging fire gives off heat, and all creatures within 10 feet suffer 1d4 points of damage per round from the numbing chill. What's more, the paraelemental is so cold that its touch freezes water (or similar fluids). It can freeze 100 square feet of watery liquid to a depth of 6 inches.

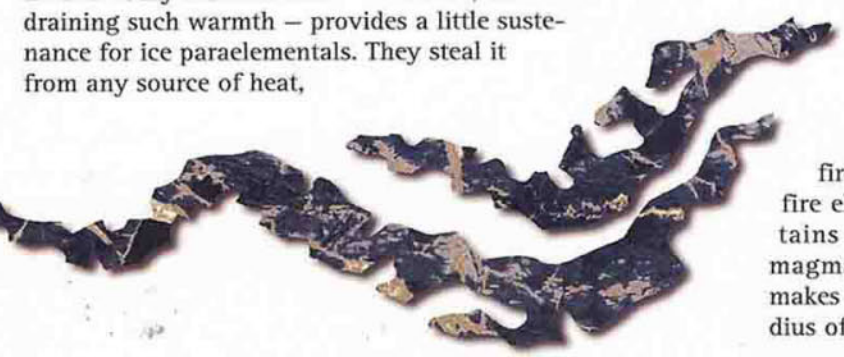
If wounded in some way, an ice paraelemental finds succor in cold environments. When in contact with natural ice, snow, or sleet, it automatically heals 1d8 hit points per round, up to its normal maximum. 'Course, this makes it sodding difficult to fight an ice paraelemental on its home paraplane.

All ice paraelementals can be struck only by +1 or better weapons, and they're completely immune to cold-based spells and magic. However, they're particularly vulnerable to heat-based attacks, which inflict twice their normal damage on the frosty creatures.

HABITAT/SOCIETY: A good many ice paraelementals have turned from their neutrality to serve the evil lord Cryonax, one of the Princes of Elemental Evil. But he's not the only blood with status on the paraplane – numerous minor lords and nobles rule their fellow paraelementals. They simply ignore Cryonax and his evil, maintaining their pure devotion to cold and nothing more. Ice paraelemental rulers gain their positions through strength and respect, and are often challenged by their underlings.

However, a planewalker traveling to Ice isn't likely to encounter any nobles or rulers. Instead, he'll find paraelementals operating in small, leaderless groups, hunting for food or patrolling for intruders. Strife among these creatures rarely occurs.

ECOLOGY: Any warmth at all – or rather, the act of draining such warmth – provides a little sustenance for ice paraelementals. They steal it from any source of heat, even slowly snuffing out normal fires burning nearby. As mentioned earlier, they don't actually consume the heat so much as convert it. Naturally, those same flames'd be dangerously destructive if applied to an ice paraelemental directly. Perhaps that's part of the reason they drain the warmth from fire – to prevent it from being used against them.



MAGMA PARAELEMENTAL

The Paraelemental Plane of Magma is often confused with the Elemental Plane of Fire. While the conditions on Magma are dangerous to outsiders for many of the same reasons, Magma's as much about Earth as it is about Fire. That is, on the paraplane of Magma, the environment consists of molten rock – an uncommon substance on the plane of Fire, where there's little rock to melt.

From the waist up, a magma paraelemental resembles a huge, stocky humanoid being, but the lower portion of its body is nothing but an amorphous mass of molten stone. Most of its upper body is black rock, but a reddish heat shines from within – particularly from the eyes and mouth of the creature.

COMBAT: When it comes to combat, the magma paraelemental shares much with its icy cousin. Its super-heated touch inflicts 3d6 points of damage to a victim and sets combustibles (like wood) aflame.

However, the paraelemental's mere presence is also quite dangerous. Anyone within 20 feet of the creature is affected as if he were the target of an enhanced *heat metal* spell. That is, during the first round in the area, all metallic objects grow hot. During the second round, they inflict 1d4 points of damage to anyone in contact with them. In the third round (and all thereafter), anyone touching the scorching metal suffers 2d4 points of heat damage. What's more, at this point, even berks who aren't touching any metal sustain 1d4 points of damage from the incredible heat exuded by the monster.

Leaving the area reduces the effect by one step each round. For example, during the third round of close proximity to a magma paraelemental, a basher in plate mail armor suffers 2d4 points of damage. If he leaves the affected area, he suffers only 1d4 points of damage in the next round. In the round after that, his armor remains uncomfortably hot but inflicts no damage. And in the next round, the plate mail cools to its normal temperature.

A few cutters've pointed out an odd thing about the magma paraelemental: Although its touch causes less damage than that of a fire elemental, it exudes a debilitating aura of heat, whereas the fire elemental doesn't. This is because, quite simply, the fire elemental consists of more concentrated flame. It retains its intense heat in any environment, whereas the magma paraelemental constantly gives off warmth. That makes its touch less fiery, sure, but it also accounts for its radius of heat – an acceptable trade-off.

Magma paraelementals can be struck only by +1 or better weapons, and they're immune to the effects of heat and flame. They suffer normal damage from cold-based attacks. However, if they sustain a number of points of cold damage equal to their Hit Dice — in other words, if an 8-HD paraelemental suffers 8 points of cold damage — the cold affects them as would a *slow* spell.

HABITAT/SOCIETY: Magma paraelementals almost never travel alone. They roam their plane in packs, living in large communities that seem to have no leaders at all. A group of paraelementals is usually harmonious, though distrustful of (or even hostile to) outsiders. They often war with the mephits of their paraplane — clashes that almost always end very badly for the mephits.

ECOLOGY: Magma paraelementals enjoy melting solid objects into liquid forms. They also derive a bit of sustenance from such actions.

OOZE PARAELEMENTAL

Called the mud elemental by some among the Clueless, this creature is a liquid mass of dark, writhing tendrils. Its malleable form allows it to squeeze through small openings and even under the cracks of doors.

COMBAT: The ooze paraelemental attacks by grappling with and constricting its foes. A hit by the creature indicates that a tendril wraps around a sod and constricts him, causing 2d8 points of damage each round until the victim or the paraelemental dies (or until the paraelemental decides to call off the attack for some reason). While it constricts one foe, it can send out other tendrils to enwrap — and constrict — further victims with no limit, except that the creature can make only one new attack each round. Constricted sods can still make attacks and perform other actions, though they do so with a -2 penalty. 'Course, they can't flee unless they break free of the paraelemental's tendrils by succeeding at a bend bars roll.

The magical nature of an ooze paraelemental makes it immune to ordinary weapons; the creature can be struck only by those of +1 or greater enchantment. What's more, fire- and cold-based attacks inflict only half their normal damage. On the other hand, a *transmute mud to rock* spell (the reverse of *transmute rock to mud*) petrifies the paraelemental if it fails its saving throw.

HABITAT/SOCIETY: A number of powerful, highly intelligent ooze paraelementals vie for control of their paraplane, though some ooze mephit or other usually claims dominion over them all (and is roundly ignored). Ooze paraelementals despise both ooze mephits and ooze sprites. Some say that they despise themselves as well, perhaps because of their own revolting nature.



ECOLOGY: Ooze paraelementals subsist upon the act of crushing and eventually liquefying solid objects. This process takes many hours.

SMOKE PARAELEMENTAL

At first glance, some bashers might not be able to tell the difference between a smoke paraelemental and a steam quasielemental. Both appear to be large clouds of floating vapor or fog. A smoke paraelemental, however, is much darker in color, whereas the steam quasielemental is practically transparent.

Being composed entirely of smoke, this creature can fly through the air (often directed by strong winds, if present) or drift very low to the ground as a black, sooty mass.

COMBAT: In any given round, a smoke paraelemental can attack as many creatures as are within 10 feet of it. The paraelemental simply engulfs the targets and, if it makes a successful attack roll, partially enters their bodies, which causes 2d8 points of choking damage to each victim. Creatures who don't need to breathe are immune to this attack.

However, all sods in the affected area must also make a saving throw versus poison or suffer a -2 penalty to their attack rolls due to the paraelemental's blinding smoke. This saving throw is required even if the creature's own attack misses.

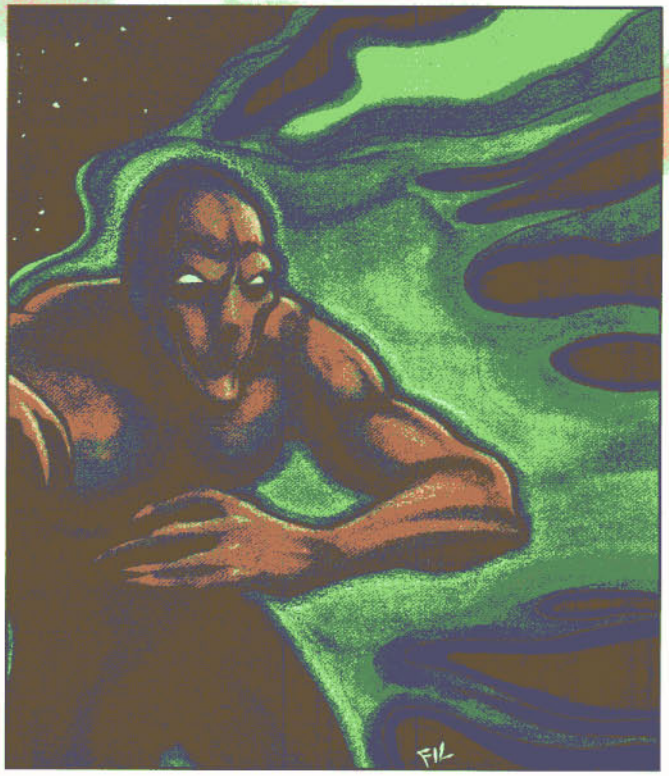
Smoke paraelementals can be harmed only by weapons of +1 or better enchantment. Heat- and air-based attacks made on them inflict 1 less point of damage per damage die (to a minimum of 1 point inflicted) — including attacks from fire and air elementals.

HABITAT/SOCIETY: The paraplane of Smoke is divided into tiny kingdoms of smoke paraelementals, each ruled by a powerful smoke king. As on the paraplane of Ooze, a smoke mephit claims rulership of the entire plane, but the paraelementals ignore him.

ECOLOGY: Smoke paraelementals don't really eat. Instead, they merely breathe. Fact is, their only ecological function is to consume air and exude smoke. On the paraplane of Smoke, the paraelementals frequent small bubbles of air that leak in from the Elemental Plane of Air, much like prime-material animals converge upon a desert oasis.

Elemental, Negative Energy

Climate/Terrain:	Negative Energy Plane
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life Force
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	2
Movement:	12
Hit Dice:	8, 12, or 16
THAC0:	8 HD 13 12 HD 9 16 HD 5
No. Of Attacks:	1
Damage/Attack:	3d8 (fist)
Special Attacks:	Energy drain
Special Defenses:	+2 weapons to hit
Magic Resistance:	Nil
Size:	L to H (8′ to 16′ tall)
Morale:	Fanatic (17)
XP Value:	8 HD 5,000 12 HD 9,000 16 HD 13,000



Negative energy elementals are so namesd because they are composed of the "material" of their home: the Negative Energy Plane. They appear as vaguely humanoid sheets of ebony flame. When on planes other than their home plane, negative energy elementals leave death and decay in their wakes.

Combat: The mere presence of these creatures is anathema to life; everything within a 30-foot radius of a negative energy elemental is affected as follows:

- Undead within the area are more difficult to turn; they turn as if two categories higher.
- All undead regenerate at a rate of 2 hit points a round. Undead that already have regeneration abilities add 2 hit points a round to their usual rate.
- Freshly slain living creatures in the area have a 50% chance to spontaneously animate as standard zombies.
- Healing spells in the area of effect only cure half the hit points rolled.
- A supernatural chill inflicts 1 point of damage per turn to those who do not possess magical protection against cold.

When a negative energy elemental attacks, it either forms a humanoid fist to deliver a hammering attack or it merely sweeps over its victim in a midnight wave of death. A successful attack inflicts 3d8 points of damage due to cell death plus the loss of two levels of experience. Their touch also causes up to 1,000 cubic feet (a 10-foot cube) of materials derived from organic substances (such as food, parchment, wood, cloth, and the like) to rot and be destroyed. A successful item saving throw vs. acid negates the effect.

Because of its close association with the Negative Energy plane, these creatures are particularly susceptible to elemental manifestations. Attacks made by any type of elemental or elemental being against a negative energy elemental gain a +2 attack bonus and +2 points per damage die delivered. Additionally, negative energy elementals save against manifestations of elements (*fireball*, *lightning bolt*, etc.) with a –2 penalty.

Habitat/Society: These creatures do not leave the Negative Energy Plane by choice, but they can be summoned by the appropriate spells or spell-like abilities. If a summoner of a negative energy elemental loses control of the creature, he or she must immediately make a successful saving throw vs. death magic or lose 1d4 levels of experience in a negative backlash. Additionally, the elemental attacks its summoner for three rounds before fading back into the inner plane of its birth.

Ecology: When away from the Negative Energy Plane longer than a day, a negative energy elemental is forced to consume life force. If it is unable to consume at least 10 hit points or 1 level each day, the creature returns to its plane of origin. Therefore, it is difficult for one of these elementals to remain hidden in any area for too long before its appetite gives it away.

If a negative energy elemental were to be bound into a magical item in just the proper way (an exceedingly dangerous undertaking), the effects of the negative aura could prove a beneficial item to an evil wizard or necromancer. However, for every month a negative energy elemental remains bound into an item, there is a 5% chance it will burst free. An elemental that finds freedom is uncontrollable afterwards and seeks to slay the creature who bound it until one or the other is dead.

Elemental, Negative Energy Kin, Bone Weird



Climate/Terrain:	Any collection of bones
Frequency:	Rare
Organization:	Group
Activity Cycle:	Any
Diet:	Life Force
Intelligence:	Very (11–12)
Treasure:	I, O, P, Y
Alignment:	Chaotic Evil
No. Appearing:	2–5
Armor Class:	0
Movement:	9
Hit Dice:	11+1
THAC0:	9
No. Of Attacks:	1
Damage/Attack:	1d8 (strike or bite)
Special Attacks:	Knockdown, bone subsumption
Special Defenses:	Immune to piercing attacks and most spells
Magic Resistance:	Nil
Size:	H (15´+ long)
Morale:	Elite (13–14)
XP Value:	8,000

A bone weird is a formless creature from the Negative Energy Plane with the ability to inhabit the cast-off bones of once-living creatures on other planes of existence. When active, it appears as a mass of bones in the shape of a malevolent serpent. It uses the skull of some ferocious animal or vicious humanoid, if available, to serve as its own ominous head.

While these creatures are very intelligent, it remains doubtful as to whether they have the ability to communicate with other creatures.

Combat: Until a bone weird assumes serpentine form, it is impossible to detect; a *detect invisibility* spell reveals a strange shimmer of peripheral movement, but nothing more definite. Once the bone weird senses living beings within 10 feet, it gathers itself into a bony serpent. The process takes two rounds. Once formed into a serpent, the creature attacks anything within reach.

The bone weird has two attack strategies to choose from. There is a 50% chance that the creature attempts to knock a victim into the pile of bones where the bone weird is based. Opponents hit with this attack take 1d8 points of damage and must attempt saving throws vs. paralyzation. Opponents who fail are knocked into the bony heap. Each round spent within the bones automatically inflicts 2d6 points of damage. Under normal circumstances, a successful Strength check at a –2 penalty is required to break free of the bones.

The bone weird can also choose to attack with a bite for 1d8 points of damage. A successful bite attack requires a saving throw vs. death magic. Those who fail the saving throw are subject to the weird's *bone subsumption* ability; 1d6 bones are torn from the victim's body to meld with the form of the bone weird. The bone loss inflicts 4d10 points of damage and requires a system shock roll to avoid death. The bones lost are determined randomly and could be as inconsequential as a pinkie bone, or as vital as the hip bone.

Nonmagical weapons inflict only 1 point of damage per attack on bone weirds, and piercing (type P) weapons inflict no damage. Magical weapons inflict normal damage, save for those of the piercing variety, which only inflict 1 point of damage. Priestly turning abilities and spells that affect undead have a 25% chance to be effective per use; if such prove efficacious, treat the bone weird as a lich. Bone weirds are unaffected by other spells.

A bone weird reduced to 0 hit points is not destroyed, just disrupted. In 4 turns, the bone weird reassembles itself at full hit points. Reducing the creature to –10 hit points destroys it completely.

Habitat/Society: Unlike elemental creatures of a similar nature (such as water weirds), bone weirds are never found alone; they always appear in groups of two or more. It is doubtful that bone weirds are called into existence by mere chance; a wizard or necromancer of powerful ability is most commonly the cause for their appearance.

Ecology: A bone weird automatically absorbs the life essence of any creature killed within the weird's heap of bones. The victim's skeletal remains serve to enlarge the bone pile. In the absence of suitable victims, bone weirds can remain quiescent for great lengths of time without suffering. Bone weirds are unable to survive, however, if the supply of available bones falls below an amount which would loosely fill 125 cubic feet of space (a 5-foot cube) per bone weird.

	Ash	Dust	Salt	Vacuum
Climate/Terrain:	Quasiplane of Ash	Quasiplane of Dust	Quasiplane of Salt	Quasiplane of Vacuum
Frequency:	Common	Common	Uncommon	Uncommon
Organization:	Band	Band	Solitary	Band
Activity Cycle:	Any	Any	Any	Any
Diet:	Fire	Any solid	Water	Anything
Intelligence:	Low to high (5-14)			
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d6	1d6	1d6	1d6
Armor Class:	3	-1	1	-1
Movement:	12	12	3	36
Hit Dice:	6, 9 or 12	6, 9 or 12	6, 9 or 12	6, 9 or 12
THACO:	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9
No. of Attacks:	1	1	1	1
Damage/Attack:	1d6 + 1hp/HD	1d6 + 1 hp/HD	1d8 + 1 hp/HD	1d4 + 1 hp/HD
Special Attacks:	Drain heat	Engulf, dust storm	Absorb moisture	Draw air
Special Defenses:	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	M (6′ tall)	M (6′ tall)	L (9′-12′ tall)	S (4′ diameter)
Morale:	Champion (15-16)			
XP Value:	6 HD: 2,000 9 HD: 5,000 12 HD: 8,000	6 HD: 3,000 9 HD: 6,000 12 HD: 9,000	6 HD: 2,000 9 HD: 5,000 12 HD: 8,000	6 HD: 2,000 9 HD: 5,000 12 HD: 8,000

Every time a body thinks he's nailed down the Inner Planes, they just get more complicated still. It's easy enough to understand the four Elemental Planes, and not too hard to tumble to how they mix to form the Paraelemental Planes. But it doesn't stop there. In addition to combining with one another, the four planes of the basic elements also mix with the Positive and Negative Energy Planes to produce the eight Quasielemental Planes. And, as sure as Sigil, those eight quasiplanes spawn their own elemental beings — namely, quasielementals.

For reasons that graybeards love to rattle their boneboxes about, quasielementals simply aren't as powerful, in general, as elementals or paraelementals. The explanations range from mere coincidence to the idea that the quasiplanes have lower energy levels than the others. Most scholars, however, believe that the quasiplanes are the least fundamental of the Inner Planes, and therefore produce beings of less inherent power. 'Course, this doesn't mean that quasielementals're pushovers. Far from it. They're bloods to be respected, particularly when encountered in their home environments.

This entry takes a look at the negative quasielementals — the ones that hail from Ash, Dust, Salt, and Vacuum. They're considered "negative" because they come from quasiplanes formed from the conjunction of the Negative Energy Plane and Air, Earth, Fire, or Water. Some folks look upon these negative quasiplanes — and their quasielementals — as representing the disintegration of the main four elements.

ASH QUASIELEMENTAL

In the mostly lifeless expanse that is the Quasiplane of Ash, the ash quasielemental embodies the slow fading of energy that has already consumed all it can. An animate pile of ashes and cinders, the quasielemental can form itself into crude shapes — a humanoid being, a serpentine creature, and so on.

Combat: This monster rarely makes attacks; its mere presence is threat enough. See, the ash quasielemental feeds on heat, forever sucking the warmth from all things around it. Anyone within 30 feet of the creature automatically suffers 1d6 points of damage per round. The quasielemental doesn't need to make an attack roll, and the victim doesn't get to make a saving throw. Creatures of cold — such as undead, white dragons, and frost salamanders — suffer no harm from the ash quasielemental's heat-draining effect. Note, however, that merely being cold-blooded doesn't protect a victim.

If it so chooses, the ash quasielemental can focus its draining effect into a conelike area 60 feet long and 30 feet wide at the base. Those within the cone suffer 2d6 points of damage per round from the loss of body heat. What's more,

FOUR DIFFERENT CREATURES BASED ON ABSENCE AND LOSS. NICE.

— DESCRATIA GNORRAS, STUDENT OF INNER-PLANAR NATURE



this attack can extinguish a normal flame, such as a torch or a campfire.

If the ash quasielemental actually touches a sod in combat, its heat drain inflicts 1d6 points of damage plus 1 additional point per Hit Die of the elemental creature (6, 9, or 12). Note that the victim also suffers the normal damage from being within 30 feet of the quasielemental — the radius effect requires no effort on the monster's part (unless it's focusing the draining power into a cone).

Ash quasielementals can be struck only by +1 or better weapons and are immune to cold-based attacks. Oddly, though they drain warmth, a great amount of heat weakens them, as they can absorb only so much. Thus, all fire-based attacks inflict twice their normal damage. If an ash quasielemental is destroyed by fire, it explodes, inflicting 1d4 points of damage per Hit Die on all creatures within 30 feet.

HABITAT/SOCIETY: Ash quasielementals rarely leave their home plane. The Elemental Plane of Fire would prove lethal to them, and most other planes are either too hot (causing them harm) or too cold (offering no sources of warmth they can drain).

The Quasiplane of Ash holds a gigantic fortress made of cinders, a palace known as the Citadel of Former Flame. From here, a council of powerful, intelligent ash quasielementals plots and plans against their enemies from Fire. While they can't take direct action against the inhabitants of that plane for fear of their own destruction, they weave elaborate schemes that cause others to strike against their foes. Apparently, the council feels that with the eventual end of Fire, all that will be left is cold Ash.

ECOLOGY: These creatures live a strange existence. After all, they must fear what they crave, for too much will destroy them. They're not born through any sort of biological reproductive process, but seem to emerge randomly from the ash of the quasiplane. And only the most leatherheaded prime still believes the old rumor that ash quasielementals're actually undead fire elementals.

DUST QUASIELEMENTAL

If the ash quasielemental embodies the death of energy, then its dust counterpart embodies the death of matter. It revels in the obliteration of solid objects, especially the pulverization of worked or crafted materials.

A dust quasielemental looks like a billowing cloud of dust, with tiny, eyelike pockets of swirling particles.

COMBAT: When fighting, a dust quasielemental can lash out with a pseudopod of churning dust, inflicting upon a foe 1d6 points of damage plus 1 additional point for each of its Hit Dice (6, 9, or 12).

However, if the quasielemental makes an unmodified (natural) attack roll of 19 or 20, it completely engulfs its opponent. Engulfed sods are powerless to act and begin disintegrating — their body's particles blend with those already swirling within the monster. Victims suffer 2d6 points of damage per round until they die, at which point they've been completely broken down. A quasielemental can engulf only one creature of size S or M at a time. If a sod's engulfed, the only way to free him is to kill the quasielemental.

The monster can also transform its body into a raging dust storm with a radius of 40 feet. Those caught within the



storm must make a successful saving throw versus rod/staff/wand or become blinded for 1d10 rounds. However, nothing can save them from the storm's physical battering, which causes 1d2 points of damage per Hit Die of the quasielemental.

A dust quasielemental can be struck only by weapons of +1 or greater enchantment.

HABITAT/SOCIETY: Vengeful and destructive, dust quasielementals could almost be considered evil. Ultimately, of course, they must be seen as a natural part of the multiverse, rather than as creatures of malice. Nevertheless, if crossed, a dust quasielemental stops at nothing to slay the berk who did it harm. (Actually, if a cutter really thinks about it, the monsters' affinity for destroying things that others have taken pains to create might also seem a bit immoral . . . .)

Dust quasielementals have no real organization, although they sometimes gather in leaderless groups — mobs, really — to roam about wreaking havoc. They don't willingly leave their home quasiplane, but when they suddenly find themselves somewhere else (perhaps because of a summoning), they take no steps to return. They're simply content to break down matter wherever they happen to be.

ECOLOGY: Because they literally feed upon destruction, dust quasielementals are best feared and avoided, rather than dealt with. To make matters worse, the creatures're spontaneously generated wherever great devastation occurs, so their own actions tend to create more of their kind.

SALT QUASIELEMENTAL

Like the crystalline facets, other natives of the Quasiplane of Salt, the salt quasielementals absorb moisture of any sort. They're not as numerous as the constantly multiplying facets, though, especially in the border areas between Salt and the Elemental Plane of Water. They can take on other appearances (as can certain other quasielementals), but these salt beings most often resemble large, white, rime-encrusted lizards.

COMBAT: Using their large, dense fists, salt quasielementals can smack their foes and cause 1d8 points of damage plus 1 additional point per Hit Die (6, 9, or 12). But they pose an even greater danger to any beings that contain water — which includes most animal and plant life, creatures of elemental water, and so on. The quasielementals automatically leech moisture from anything within 80 feet, and this draining effect inflicts 2d6 points of damage per round on susceptible creatures.

'Course, a body knows what's said about too much of a good thing. If a salt quasielemental encounters so much water that it's entirely immersed, it dies, exploding with great force. Everything within 30 feet of the creature is subject to an attack (as if the quasielemental itself had made it). Those struck suffer 1d8 points of damage from flying salt shrapnel.

Salt quasielementals can be struck only by weapons of +1 or greater enchantment. They're also immune to fire.

HABITAT/SOCIETY: The salt quasielementals stick mostly to their own plane. Fact is, they'll never join the facets' crusade against the Elemental Plane of Water, due to the dangers they'd face from being near such large volumes of liquid. More or less solitary creatures, salt quasielementals're content to wander their plane, absorbing water in small amounts.

It's interesting to note that while a salt quasielemental can drain the moisture from a facet, the process doesn't work in reverse — a facet can't absorb anything from a salt quasielemental. This just goes to show that the quasielemental is truly the *embodiment* of salt (and dryness), while the facet is just a *creature* of salt.

ECOLOGY: Chant is that a few high-up wizards have figured out a way to imprison salt quasielementals in their laboratories to keep their spellbooks and delicate experiments dry.

VACUUM QUASIELEMENTAL

While some graybeards like to categorize these creatures as the embodiment of the destruction or absence of air, a truly canny blood knows the real dark — vacuum quasielementals embody the absence of *everything*. The things're completely invisible, and their shape is that of an amorphous, rubbery, hollow skin.

COMBAT: A vacuum quasielemental can ram foes with its shapeless body, inflicting 1d4 points of damage plus 1 additional point per Hit Die (6, 9, or 12). But more importantly, it also draws any surrounding air into itself. An area of 60 feet around the creature is treated as though a continual *gust of wind* spell blew toward the quasielemental. Any air-breathing sod within that area automatically suffers 1d4 points of damage per round — the monster literally sucks the breath away from him. ('Course, this doesn't apply on an airless void like the Quasiplane of Vacuum.)

If in a confined space, a vacuum quasielemental can reduce a 60-foot cube of air to a vacuum within a single round. However, it can maintain the airless state for only 10 rounds; it must then stop and rest for an hour before using this power again.

Like all quasielemental beings, vacuum quasielementals can be struck only by +1 or better weapons. Air-based spells (such as *gust of wind*) cast by a wizard or priest of a level higher than the quasielemental's total Hit Dice slay the creature if it fails a saving throw versus death magic.

HABITAT/SOCIETY: Vacuum quasielementals are surprisingly gregarious creatures, gathering in small groups whenever possible to converse and interact. On the other hand, they have no love for any other beings and usually attack intruders on their quasiplane.



Like their cousins of salt, vacuum quasielementals prefer to remain on their home plane. Sure, every elemental creature feels a certain level of discomfort when in an alien environment, but vacuum quasielementals actually dislike using their absorption abilities, which physically tire them.

ECOLOGY: Much about vacuum quasielementals remains dark. Fact is, no one really knows how they sustain themselves; it's just conjecture that they feed upon the air they draw into themselves. They may not need anything at all to survive. Or perhaps, like the strange egarus fungi also found on the Quasiplane of Vacuum, the creatures literally survive on nothing – that is, nothingness.

	Lightning	Mineral	Radiance	Steam
Climate/Terrain:	Quasiplane of Lightning	Quasiplane of Mineral	Quasiplane of Radiance	Quasiplane of Steam
Frequency:	Common	Common	Common	Common
Organization:	Band	Band	Band	Band
Activity Cycle:	Any	Any	Any	Any
Diet:	Any energy	Any stone	Darkness	Any gas
Intelligence:	Low to high (5-14)			
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d6	1d6	1d6	1d6
Armor Class:	2	0	0	2
Movement:	Fl 18 (E) (plus special)	6	Fl 48 (E)	Fl 12 (E)
Hit Dice:	6, 9 or 12	6, 9 or 12	6, 9 or 12	6, 9 or 12
THACO:	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9	6 HD: 15 9 HD: 11 12 HD: 9
No. of Attacks:	1	1	1	1
Damage/Attack:	1d6 + 1hp/HD	1d8 + 1 hp/HD	1d3 + 1 hp/HD	1d6 + 1 hp/HD
Special Attacks:	Lightning globe	Merging	Beams, blinding	None
Special Defenses:	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	S (3′ diameter)	L (9′-12′ high)	S (3′ diameter)	G (60′ wide)
Morale:	Champion (15-16)			
XP Value:	6 HD: 2,000 9 HD: 5,000 12 HD: 8,000	6 HD: 3,000 9 HD: 6,000 12 HD: 8,000	6 HD: 3,000 9 HD: 6,000 12 HD: 9,000	6 HD: 2,000 9 HD: 5,000 12 HD: 8,000

This entry sheds light on the positive quasielementals — the ones that come from Lightning, Mineral, Radiance, and Steam. Scholars think of them as "positive" because they're natives of the quasiplanes formed from the conjunction of the Positive Energy Plane and Air, Earth, Fire, or Water.

Note: For general information on quasielementals, refer to the first few paragraphs of the entry for negative quasielementals (on page 78).

Lightning Quasielemental

The Quasiplane of Lightning is a wild and dangerous place, and the living embodiments of the realm are no different. If any of the quasielementals (or paraelementals, for that matter) could be said to lean a bit more toward chaos than pure neutrality, it'd have to be those of Lightning.

These creatures look like small balls of lightning, with bolts of electricity constantly arcing from them toward the nearest conductor. Further, they can carry themselves along one of these arcs, effectively teleporting (as per the spell) up to 60 yards away to any grounded or metallic object with a mass greater than 5 pounds. Each round, a quasielemental can "teleport" in this fashion in addition to physically moving its normal rate (18).

Combat: The touch of a lightning quasielemental carries with it a powerful jolt of electricity, enough to inflict 1d6 points of damage plus 1 additional point for each of the creature's Hit Dice.

The quasielemental can also discharge globes of electricity, one per round, for as many rounds per day as it has Hit Dice. (Thus, once per day a quasielemental of 6 HD can release six globes, one of 9 HD can release nine, and one of 12 HD can release 12.) These globes float near the creature, sticking close wherever it goes. When a significant amount of metal (such as a basher in armor) or any living being of 200 pounds or more comes within 5 feet of the quasielemental, the globes move toward the target and discharge. Each globe inflicts damage according to the strength of the quasielemental: 1d4 points (for 6-HD quasielementals), 1d6 points (for 9-HD), or 1d8 points (for 12-HD). The victim receives no saving throw versus the attack, which could prove exceedingly dangerous if many globes zap the sod at once.

A lightning quasielemental can be struck only by a weapon of +1 or greater enchantment. Anyone who strikes it with a conductive material (such as a metal sword, even one that's magical) suffers 1d4 points of electrical damage from the creature's power. Not surprisingly, the quasielemental is immune to electricity. Fire- and acid-based attacks cause

only half damage. Water, on the other hand, inflicts 1d8 points of damage per gallon to a lightning quasielemental.

Habitat/Society: Intelligent lightning quasielementals flock together in the constant storms of their home plane in a display that outsiders'd call a huge electrical conflagration. No one knows the dark of what happens during these gatherings. Some think it's reproduction, while others say the quasielementals meet to exchange information.

Beyond these mysterious assemblies, the creatures seem to have no real organization. No lightning quasielemental ruler is known to exist, nor – does it appear – could one. The beings are truly alien, somewhat chaotic loners.

Ecology: Virtually nothing is known of the life cycle of lightning quasielementals. Still, it's clear that they're the undisputed masters of their plane. Should a need for hierarchy arise (which it hardly ever does), the creatures known as shockers are almost always subservient to the quasielementals.

MINERAL QUASIELEMENTAL

In many respects, the mineral quasielemental looks like an earth elemental, but one made of precious stones and metals. It can, however, take other forms. Fact is, it can mimic the basic shape of any other creature, though the new form is always made of sparkling minerals. When the poet Verismil wrote of "gem-studded dragons and multifaceted knights," he was actually referring to a unit of mineral quasielemental warriors marching into the Great Crystalline War of a few hundred years ago.

Combat: When a mineral quasielemental needs to bring down a foe, it simply clubs him with whatever sort of limbs it has in its current form. They always inflict 1d8 points of damage plus 1 additional point for each of its Hit Dice. The quasielemental can also pass through stone at will (at its normal movement rate) in the same manner as a xorn, but it rarely uses this ability with any craftiness or stealth. Rather, its attacks are straightforward and guileless.

It's bad enough when a berk has to fight just one mineral quasielemental, but things really take a turn for the worse when two of 'em are near. See, the pair can merge to form a single gigantic mineral being with all the hit points and combined Hit Dice of its component parts. Each blow landed by this creature inflicts 2d8 points of damage plus 1 additional point per Hit Die (using the combined HD total), and the merged quasielemental makes two attacks per round. No more than two quasielementals can join together in this fashion.

I'M TELLIN' YOU, HAD THIS SACK O' GEMS WHEN I CAME HERE!

— A THIEF ON MINERAL TO AN ANGRY QUASIELEMENTAL





Mineral quasielementals regenerate 2 hit points per round as long as they're alive and in contact with solid, inorganic matter. They can be struck only by weapons of +1 or better enchantment. Furthermore, they're immune to petrification and paralyzation, but they suffer twice the normal amount of damage from acid. Lightning-based attacks inflict normal damage, but they also force a merged quasielemental to break down into its component individuals if it fails a saving throw versus spell.

HABITAT/SOCIETY: Fairly warlike, mineral quasielementals gather into bands and patrol the glittering caverns of their plane. 'Course, who could blame them? Many bashers think that the quasiplane of Mineral is just a treasure-trove waiting to be plundered. The quasielementals despise creatures like xorn and khargra that seek to devour precious minerals, but, truth is, they're generally hostile to any intruder who doesn't offer a really good reason for being there.

ECOLOGY: When a mineral quasielemental is slain, its body becomes little more than uncut gems and valuable metal ore – approximately 200 gp worth for each of the creature's Hit Dice. But few berks're barmy enough to try to get rich by killing the plane's guardians. See, there are far easier methods of obtaining the valuable materials – after all, the whole quasiplane is filled with them!

If a quasielemental dies on any other plane, it simply falls apart into the gems and ore used to summon it in the first place. In other words, unless the creature stepped through a gate, its corpse probably won't yield anything its slayer didn't already have access to.

RADIANCE QUASIELEMENTAL

A basher new to the Inner Planes might mistake a radiance quasielemental for one made of lightning. That's because a radiance quasielemental appears to be a glowing ball of energy, but unlike its lightning counterpart, it doesn't crackle chaotically with arcs of energy. Instead, it emits a steady, orderly glow, varied only by the intensity of the creature's continual, smooth spinning. The glow is equivalent to a double-strength *continual light* spell, though the quasielemental can dim the illumination if it chooses.

COMBAT: The touch of a radiance quasielemental inflicts 1d3 points of damage plus 1 additional point for each of the creature's Hit Dice. However, when forced to defend itself, the quasielemental usually prefers to drive off its attackers by emitting rays of light. It can release seven different beams, each with its own effect:

- *Red beam:* inflicts 1d6 points of cold damage + 1 additional point for each of the quasielemental's Hit Dice.
- *Orange beam:* inflicts 1d6 points of heat damage + 1 point/HD.
- *Yellow beam:* inflicts 1d6 points of acidic damage + 1 point/HD.
- *Green beam:* inflicts 1d6 points of poisonous damage + 1 point/HD.
- *Blue beam:* inflicts 1d6 points of electrical damage + 1 point/HD.
- *Indigo beam:* inflicts 1d6 points of "holy" damage + 1 point/HD. This attack only affects creatures susceptible to damage from holy water.
- *Violet beam:* inflicts 1d6 points of impact damage + 1 point/HD.

Each beam is 1 foot wide and has a range equal to the Hit Dice of the quasielemental in tens of yards. The creature can emit only one beam each round, but it can otherwise use the rays as often as it likes. The beams don't automatically hit their target; the quasielemental must make an attack roll. But it's canny enough to notice if a particular ray fails to injure a given basher; if that occurs, it'll try to hit him with a different colored beam next time.

Finally, a quasielemental can harm its foes by spinning very quickly and blinding those looking at it. Anyone within 120 yards of the creature when it uses this power must make a saving throw versus death magic or be struck blind for 2d10 days.

A radiance quasielemental can be struck only by weapons of +1 or better enchantment. Magical darkness of any kind wounds the creature, causing 1 point of damage per level of the caster. Attacks based on fire, cold, and electricity inflict only half damage, however.

HABITAT/SOCIETY: These light-based beings stick to small groups on their home plane. They rarely so much as move except to avoid the scile (other residents of the quasiplane). Chant is, the more intelligent radiance quasielementals are philosophers that remain in one position for eons in peaceful contemplation. 'Course, if disturbed, they grow quite temperamental.

Quasielementals that care less for philosophy move about a good deal more on their plane as well as on others, carrying out errands or simply looking to feed.

ECOLOGY: Since their plane is such a safe haven for creatures like themselves, radiance quasielementals have little to fear from predators or other threats. And the scile aren't so much a danger as a minor annoyance. But a few planewalkers say they've heard that evil creatures from the Demiplane of

Shadow occasionally invade Radiance and cause havoc. These raids are fairly trivial, but they could presage something larger and more dire.

STEAM QUASIELEMENTAL

Also known as mist quasielementals, these vaporous beings look like large clouds of virtually transparent gas. Their ghostly appearance should be a warning even to an addlecove that the creatures are best left alone.

COMBAT: Steam quasielementals have full control of their temperature. They can become a mass of scalding steam or a cloud of freezing mist at will, even switching back and forth between the extremes every round.

In battle, they simply surround and engulf their foes. Each round, anyone within a quasielemental's area (which can fill a cube up to 60 feet on a side) suffers 1d6 points of either hot or cold damage plus 1 additional point for each of the creature's Hit Dice. The quasielemental doesn't need to make an attack roll, and the victim receives no saving throw. The gaseous creature can also strike those outside its area with a single misty tendril.

A steam quasielemental can be struck only by weapons of +1 or greater enchantment. It's immune to cold-based attacks, weather-affecting spells, and any harmful effects from water. Fire-based attacks cause only half damage. Electricity inflicts full damage, but it also can hurt anyone currently engulfed by the creature. (Sods in the cloud must make a saving throw versus spell; failure indicates that they suffer half damage from the electrical attack, and success means that they suffer none.)

Steam quasielementals can move through the air or water with equal ease, and they can pass through the smallest of openings or cracks in solid objects.

HABITAT/SOCIETY: Steam quasielementals are said to slip their misty tendrils into all aspects of life on their home plane, where they're virtually impossible to detect. The most intelligent ones organize their lessers into cadres of spies and agents. Thus, they not only know everything that happens on the Quasiplane of Steam (and other planes nearby), but they can try to control those events as well.

These dangerous creatures don't hesitate to attack whenever a berk stands in the way of their plans — or whenever it serves their purposes. More frequently, they try to take intruders as slaves, because their one limitation is their inability to manipulate objects. Planewalkers or other bashers made of solid matter prove useful for such tasks (which, admittedly, don't arise too often).

ECOLOGY: Steam quasielementals absorb gases to sustain themselves and reproduce simply by absorbing a great deal and then splitting in two.



General Information

Ravenloft elementals are not dissimilar to their more mundane cousins. However, they are created because of an unusual interaction between the Mists of Ravenloft and the fabric of the elemental planes. Thus, they tend to absorb some of the dark aspects common throughout the land and take on an aura of the macabre not found in elementals elsewhere.

Unlike true elementals, those formed in conjunction with the mists have no native plane to return to when their tasks in Ravenloft are done. The essences that animate them, however, are found in the mists that surround the dark domains of Ravenloft. Like true elementals, they can exist outside of the mists only in a shell of material drawn from the environment into which they are summoned.

As a rule, elementals are not very intelligent. They are aware, however, that they have been snatched away from their normal lives and forced into physical shells to do the bidding of another creature. As such, they are foul-tempered and violent when encountered and will seek, if possible, to avenge themselves upon their summoner (see below).

Combat: All Ravenloft elementals share a number of common features, many of which apply to combat situations. First, they are harmed only by magical +2 or better weapons. Similarly, creatures with fewer than 4 Hit Dice and no magical abilities are unable to harm an elemental in any way. Thus, a band of goblins would be helpless to fend off the attacks of an elemental unless they had access to a +2 or better weapon.

Unlike normal elementals, Ravenloft elementals are not held off by spells like *protection from evil* that ward off extraplanar creatures, for they are on their own plane in Ravenloft. In addition, the fact that many spells intended for use against elemental creatures function differently in Ravenloft than they do in other realms makes these creatures doubly difficult to overcome.

All elementals are immune to attacks that draw on their basic natural element to inflict damage. Thus, a pyre elemental (which is a variant fire elemental) is unharmed by spells like *fireball*, and a grave elemental would remain unharmed by a *transmute rock to mud spell*.

Summoning an Elemental

There are three ways by which an elemental can be called into existence (conjured or summoned) by a wizard. These are detailed in the basic Elementals entry and will not be repeated here. The following information, however, supersedes the data presented earlier and applies only to the conjuration of elementals in Ravenloft. Much of this information is collected from various points in the RAVENLOFT Campaign Setting.

The dark powers of Ravenloft restrict the free travel of planar creatures into and out of their domain. Thus, any attempt to summon a traditional elemental (air, earth, fire, or water) has a 20% chance of creating a Ravenloft elemental instead. If the materials needed to form such a creature are not close at hand, the dark powers provide them. Ravenloft elementals summoned by accident cannot be controlled by their conjurer and will be free-willed, angry forces when they arrive. For additional information on this, see "Controlling an Elemental" below.

Although most appearances of Ravenloft elementals are the result of a failed attempt to conjure a traditional elemental, this is not always the case. A specific attempt to conjure a Ravenloft elemental is possible, provided the caster has the materials required to form the creature's shell (soil from a grave, a funeral pyre, etc.). In fact, it is only through the purposeful summoning of a Ravenloft elemental that such a creature can be controlled by its conjurer. Such deliberate uses of the dark powers of Ravenloft require a Ravenloft powers check by the summoner, with the level of the check being determined by the purpose for which the summoned creature is used.

In all other ways, the process of conjuring an elemental in Ravenloft is similar to that employed elsewhere.

Controlling an Elemental

As stated in the basic elemental entry, absolute concentration is required to control a summoned elemental. In Ravenloft, however, it is even more difficult to control elementals than it is in other planes. Because of this, all conjured elementals receive a saving throw versus spell at –2 to escape control on the round they arrive in Ravenloft. If this spell fails, they are not allowed another attempt unless a new person tries to take control of them (see below). Ravenloft elementals that are conjured by accident are automatically uncontrolled (or free-willed).

A free-willed elemental will use its first action to attempt a return to its home 25% of the time. Otherwise, it will attack the character that conjured it. Since escaping from Ravenloft is not easy, those elementals who attempt to leave instantly will fail and will then turn on their creator as well.

Spells like *dismissal* or *banishment* do not work the same way in Ravenloft that they do in other domains. The exact effects of these and other spells are described in the RAVENLOFT Campaign Setting, but it should suffice to say that they are seldom able to send a summoned elemental out of Ravenloft.

In all other ways, control of elementals is handled the same way that it is in other realms. The exception to this, obviously, is that a summoned elemental cannot return to its home plane (as most will do after no more than 3 rounds of combat). Trapped in Ravenloft, they will do everything in their power to destroy those who brought them into that place.

A Ravenloft elemental that is successfully controlled will, of course, break free of the caster's influence at the end of the duration of a conjuration spell. Since it is unable to return to its home at this time, it will become free-willed (see below).

Stealing Control of an Elemental

This is handled just as it is with normal elementals, save for one thing. Any successful attempt to break another's control of an elemental allows it to make a new saving throw (albeit with a –2 penalty) to avoid the control of its new master.

Free-willed Ravenloft Elementals

A free-willed Ravenloft elemental will seek to destroy the one who created it, for only by so doing can it be freed from servitude. As soon as the conjurer is slain, the Ravenloft elemental dissipates, ending any threat it might pose to others. If the summoner flees the area, it will find itself stalked by the monster until one or the other is destroyed. Because of the bond created between the two beings at the time of the summoning, the elemental will always know the location of its intended victim and can follow him no matter where he goes or what wards he erects around himself.

	Blood	Grave
Climate/Terrain:	Any Ravenloft	Any Ravenloft graveyard
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Low (5–7)	Low (5–7)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	0	0
Movement:	12	6
Hit Dice:	8, 12, or 16	8, 12, or 16
THAC0:	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5
No. of Attacks:	1	1
Damage/Attack:	3d6	4d10
Special Attacks:	See below	Sink
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	8 HD: L (8′ tall) 12 HD: L (12′ tall) 16 HD: L (16′ tall)	
Morale:	8 HD: Champion (15–16) 12 HD: Champion (15–16) 16 HD: Fanatic (17–18)	
XP Value:	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000



Blood Elementals

A blood elemental can be called forth only from a large quantity of blood or from water drawn from the lungs of drowned men. Because of the difficulty in obtaining these materials, they are the rarest of the Ravenloft elementals.

A blood elemental apears as a roughly humanoid creature composed entirely of blood. Blood dries in a trail behind it, and the air around it reeks with the scent of iron. A pair of fluid tentacles whip about the creature, enabling it to manipulate objects and attack enemies.

Combat: A blood elemental will attack in one of two ways. The first and most common means of attack is a blow from one of its tentacles. Each such strike inflicts 3d6 points of damage. Further, the victim of such an attack must make a successful saving throw versus spell or have a portion of his own blood drawn from his body and added to that of the elemental. The amount of blood lost in this way is equal to the damage done by the initial blow. Thus, an attack that inflicts 12 points of damage is followed by a potential blood drain that inflicts an additional 12 points of damage. Hit points lost to the blood drain are added directly to the elemental's own hit point total (to a maximum of 8 hit points per Hit Die). When striking at a target that has no blood of its own (a golem, say), the blood elemental cannot employ its blood drain attack and suffers a –2 penalty per die on all damage rolls (to a minimum of 1 point per die).

In any round that the elemental chooses not to attack, it may attempt to smother an opponent. To do so, the elemental makes a normal attack roll to hurl itself onto the target of the attack. If it succeeds, the victim of the attack must make a successful saving throw versus death magic or find that the elemental has filled his nose, mouth, and lungs with blood. The victim of this attack has a very good chance of drowning (as described in the AD&D *Player's Handbook*). On the next round, the elemental is free to move away from this victim and attack another character, leaving the first target for dead. Attacks on the elemental while it is smothering do full damage to the elemental and half damage to the victim (who is unable to lash out at the elemental while being smothered).

Curiously, although they are a variant on water elementals, blood elementals are unable to enter or cross open water. If forced into such a situation, they begin to dissipate—suffering 1d10 points of damage per round—until such time as they break contact with the water.

Grave Elemental

The grave elemental is a variant earth elemental drawn from the soil of a graveyard or similar resting place of the dead. It appears as a towering, man-shaped mass of earth studded with bones and the shattered remnants of coffins.

Combat: A grave elemental cannot travel through water but can move effortlessly through earth and stone. It often uses this ability to lurk beneath the surface of the ground while would-be victims draw near. When they are right above it, it explodes upward and attacks, imposing a –4 penalty on all surprise rolls made by its adversaries.

When grave elementals engage in combat, their preferred means of attack is simply a blow from their mighty fists. The damage they inflict with such an attack is dependent on their size, with 8 HD elementals delivering 4d8 points of damage, 12 HD elementals causing 4d10 points of damage, and the massive 16 HD elementals inflicting a crushing 4d12 points of damage.

Grave elementals are less effective when striking at targets who are air- or waterborne. Obviously, they cannot employ their *sink* power (see below) against such creatures, and any physical damage they inflict on them is reduced by 2 points per die (to a minimum of 1 point per die).

In lieu of attacking with brute force, they may employ a magical power that functions as the *sink* spell of a wizard



	Mist	Pyre
Climate/Terrain:	Any Ravenloft	Any Ravenloft land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Low (5–7)	Low (5–7)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	0	0
Movement:	Fl 36 (A)	12
Hit Dice:	8, 12, or 16	8, 12, or 16
THAC0:	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5
No. of Attacks:	1	1
Damage/Attack:	2d10	3d8
Special Attacks:	Infuse evil	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	8 HD: L (8' dia.) 12 HD: L (12' dia.) 16 HD: H (16' dia.)	8 HD: L (8' tall) 12 HD: L (12' tall) 16 HD: H (16' tall)
Morale:	8 HD: Champion (15–16) 12 HD: Champion (15–16) 16 HD: Fanatic (17–18)	
XP Value:	8 HD: 4,000 12 HD: 8,000 16 HD: 12,000	8 HD: 3,000 12 HD: 7,000 16 HD: 12,000

(. . . continued from previous page)

whose level is equal to their Hit Dice. They may cast this spell but once per hour and may only use it against creatures or objects standing on an earthen or stone surface. Although this is an innate power and has no casting time or components, the elemental is unable to undertake any other action in the round that it attempts to *sink* an opponent.

Grave elementals share the earth elemental's ability to lash out at buildings with earthen or stone foundations. Their attacks against such structures can be devastating and are far more effective than those made by other creatures of similar power due to the elemental's affinity for the building materials used.

Mist Elemental

A mist elemental is a relative of the traditional air elemental who has been formed from the essences of the Ravenloft Mists themselves. Once conjured, the mist elemental appears as a drifting cloud of white vapor that looks like nothing more than a patch of fog. Because of this, a mist elemental moving about in a region of fog or mist is treated as if it were invisible.

Combat: When a mist elemental chooses to attack, it does so with its chilling, evil touch. Moving with a speed one would never expect from a being that seems to drift about at the mercy of the wind, the elemental moves toward (and then through) its target. In so doing, the creature has the ability to employ one of two attack modes. The first is a simple, straightforward attack that inflicts 2d20 points of damage from the creature's chilling presence.

In lieu of inflicting damage, however, the mist elemental may seek to *infuse evil* into the victim. When it does so, the creature seems to enter the body of the victim and then pass on through it without harm. However, anyone subject to such an attack must successfully save vs. spell or suffer an alignment shift to chaotic evil. In addition, a character who has been infused is also *charmed* by the elemental and will not act against it. The elemental may not infuse evil twice in a row. That is, it may not *infuse evil* again until after it attacks and attempts to inflict damage. This attack may be against the same character or another one. All of the normal penalties associated with an involuntary alignment change are in effect following an attack by a mist elemental. In order to regain their original alignment and break the *charm* upon them, infused characters must receive a *remove curse* spell cast by an individual of their true alignment.

Pyre Elementals

The wild and dancing pyre elemental is drawn from the flames of a funeral pyre or some large burning associated with a burial rite. A pyre elemental appears as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer.

Combat: A pyre elemental attacks those it encounters with unmatched savagery, taking delight in the destruction and death it causes. Anyone who is struck by one of the lashing streams of fire that it wields whiplike in combat suffers 3d8 points of damage. Their armor (including shields and magical items of protection) must make item saving throws vs. magical fire. Suits of armor that fail their saves lose one level of AC. Thus, a suit of brigandine armor that fails its saving throw is reduced from AC 6 to AC 7. AC-enhancing shields and magical devices that fail their saves are destroyed.

Worshipped and revered by priests across Athas, elementals represent the quintessential aspect of the known elements: air, earth, fire, and water. The four elementals represent the forces that shape the everyday lives of the inhabitants of the beleaguered planet. Air represents the act of living, as a child gulps it when first entering the world, and a dying man exhales it is as his last act before death. Water is life itself, always in need and never taken for granted. Earth represents the world, always changing, always harsh, but dependably always there. Fire represents the heat of the sun, the burning desert, and all that was lost.

On Athas, elementals come in three distinct varieties: lesser, "standard," and greater.

Psionics and Athasian Elementals: All Athasian elementals, greater, lesser, or standard, are completely immune to the effect of psionic abilities of the Telepathy, Psychometabolism, Clairsentience, and Metapsionic disciplines. They are however, normally affected by psionic powers of the Telekinesis and Psychoportive disciplines. Their extremely low intelligence prevents them from using any psionic powers, and their extraplanar nature grants them absolute resistance to telepathic abilities of psionic creatures from the Prime Material Plane.

Lesser Elementals

The presence of elementals tends to inspire awe in the general populous of Athas as they look on the magical creatures with a sense of wonder and respect. The first elementals that a priest will be able to summon are the weaker lesser elementals. Clerics who obtain the power to summon these elementals are generally treated with more respect than younger acolytes who have yet to master the ability. Templars rightfully see this power as a direct threat to their own. Because of the conflict the summoning of elementals is banned in many cities.

If called on by a priest, the lesser elemental arrives to serve him. When an elemental is successfully conjured/summoned, the being is (sometimes unwillingly) pulled across the planes to the place of the conjurer/summoner.

Very little is known about the life, habits, or function of lesser elementals when they are in their home elemental planes. Those who have magically communicated with elementals say that they describe their homes as wonderful, yet at times, terrifying places. Many elemental worshippers have sought to cross over into their elemental planes of worship to escape life on Athas. Of those who "disappeared" to that end, none were ever heard from again; it is unknown if they were successful or not in their "crossing."

Lesser elementals are extremely vulnerable to the magic of defilers. When a defiler casts a spell to damage an elemental, the elemental is affected by the spell as if the caster were 5 experience levels higher than he actually is. In addition, if the elemental is within the area of destruction of a defiler spell, that elemental is immediately destroyed.

Not as powerful as their standard elemental brethren, lesser elementals can be harmed by any magical weapon of +1 enchantment or better. Creatures with under two hit dice and without any magical abilities cannot harm a lesser elemental. Lesser elementals are affected by *protection from evil* spells just like standard elementals. Lesser elementals are just as intelligent as standard elementals, which is to say, not very.

Summoning a Lesser Elemental: There are two ways to call a lesser elemental to the prime material plane, and the strength of the conjured lesser elemental depends on the method used to summon it:

- Conjured by spell: 2, 4, or 6 Hit Dice
- Conjured by staff: 6 Hit Dice

Summoning devices always call standard elementals, never lesser elementals.

Third-level Priest Spell
Conjure Lesser Elemental (Conjuration/Summoning)
Reversible

Sphere: Elemental (Various)
Range: 30 yards
Components: V, S, M
Duration: 1 turn + 1 round per level of the caster
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: Special

With this spell a priest may freely summon a lesser elemental from his own elemental sphere. The lesser elemental will do anything within its power to aid the caster. A priest cannot summon an elemental from an opposing sphere (i.e., a water priest cannot summon a fire elemental). Only clerics and druids can cast this spell; templars cannot conjure lesser elementals.

Once cast, there is a 50% chance for one to three 2 Hit Die elementals to appear; a 25% chance for one or two 4 Hit Die elementals; and a 25% chance that one 6 Hit Die elemental will appear. The lesser elementals can be sent back by the caster, one at a time or all at once, at any time. They automatically return to their home plane after the duration of the spell.

Conjured lesser elementals must be controlled by the priest; otherwise, it will simply assume a defensive posture until it returns to its plane. Lesser elementals will not attack the priest when uncontrolled. Lesser elementals can be controlled up to 30 yards away per level of the caster. Lesser water elementals are destroyed if they are ever more than 30 yards from a large body of water.

This spell requires a handful of material representative of the elemental being's home plane:

- Lesser Air Elemental: Breath of the caster
- Lesser Earth Elemental: Dirt, dust, or other earth
- Lesser Fire Elemental: Any burning object
- Lesser Water Elemental: Liquid, water, sweat, spit, etc.

Controlling a Lesser Elemental: Regardless of its origins, a lesser elemental is severely restricted in its movements and actions.

Lesser air elementals cannot enter earth. They do only half damage against underground creatures. Lesser earth elementals cannot enter or cross water, They do half damage to air-borne or waterborne creatures. Lesser fire elementals cannot enter earth or water, nor may they cross water. Lesser water elementals cannot enter or cross fire.

Stealing Control of a Lesser Elemental: Control of a lesser elemental can be stolen in the same manner as for standard elementals—through a dispel magic spell. On a roll of 20, the lesser elemental assumes a defensive posture only. If the dispel magic fails, the lesser elemental acts as a standard elemental in the same situation.

Standard Elementals

On Athas, standard elementals are exactly like those presented in *Monstrous Compendium, Volume I.* They can be summoned, controlled, and stolen just as described there.

Standard elementals are vulnerable to the magic of defilers. When a defiler casts a spell to damage an elemental, the elemen-

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tal is affected by the spell as if the caster were 3 experience levels higher than he actually is. In addition, if the elemental is within the area of destruction of the defiler spell, it suffers 1d20 points of damage. When used against an elemental, defiler magic also increases the chances of the elemental breaking free of its control. Each time an elemental is affected by a defiler spell, the chance for it to break free of its control increases by 10%. This increase is in addition to the normal 5% chance per round. If and when an elemental succeeds in breaking free of its control, after attacking the being who summoned it, it will attack the defiler next.

Greater Elementals

Though each of the four elemental types has it own particular strengths and weaknesses, and these will be discussed individually on the next few pages, all greater elementals share some common abilities. Due to their magical nature, greater elementals are very resistant to attacks made against them on the Prime Material plane. Greater elementals cannot be harmed by any nonmagical weapon, or magical weapons of less than +3 enchantment. In addition, creatures of less than 5 Hit Dice without any magical abilities are unable to harm elementals of Athas.

Being extra-planar creatures, they are also strongly affected by protection from evil spells, and cannot strike any creature protected by this spell. Further, elementals will recoil from the boundaries of this spell's area of effect.

Because they are the embodiment of the four elements worshipped by the priests of Athas, greater elementals have a fair degree of magic resistance, but only against spells cast by priests. All greater elementals have 50% magic resistance to priest spells from the sphere of their element, and 25% resistance to spells from all other spheres. A greater earth elemental, for example, would have 50% magic resistance to spells from the earth sphere and 25% resistance to the spells from the air, fire, water, and cosmos spheres.

While they are particularly resistant to priest magic, greater elementals are vulnerable to the magic of defilers. When a defiler casts a spell to damage a greater elemental, it is affected by the spell as if the caster were 2 experience levels higher than he actually is. In addition, if the greater elemental is within the area of destruction of the defiler spell, it suffers 1d10 additional points of damage. When used against an elemental, defiler magic also increases the chances of the elemental breaking free of its control. Each time an elemental is affected by a defiler spell, the chance for it to break free of its control increases by 10%. This increase is in addition to the normal 5% chance per round. If and when an elemental succeeds in breaking free of its control, after attacking the being who summoned it, it will attack the defiler next.

All greater elementals share one other characteristic. They are all basically stupid. Their low intelligence prevents them from resisting a magical summons, though they are able to resist the summons of a defiler (see below). Despite their limited intelligence, all elementals resent being taken from their homes planes and held in the Prime Material Plane.

Summoning a Greater Elemental: Athasian elementals are summoned and controlled in the same manner described in the basic "Elemental" entry in *Monstrous Compendium, Volume I,* except that they are most often summoned by preserver mages. The destructive nature of defiler magic weakens the magical summons and allows the elemental spirit to more easily resist it. When a defiler mage attempts to summon an elemental, the DM should make two saving throws vs. spells for the elemental. If the first save fails, the elemental is summoned; it then makes its second saving throw. If this save is failed, the elemental will obey its summoner. If the elemental makes the second save, it is uncontrolled and turns on the defiler. If the first save is successful, the elemental has resisted the summons altogether and needn't make the second. Thus, sorcerer-kings suffer tremendous risk summoning elementals, while their Templars can do so without difficulty.

Seventh-level Priest Spell/Seventh-level Wizard Spell
Conjure Greater Elemental (Conjuration/Summoning)
Reversible

Sphere: Elemental (Various)
Range: 30 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the caster to summon a single greater elemental from, in the case of priests, their sphere of major access, or, in the case of wizards and templars, from any plane. The Hit Dice of the elemental are determined randomly.

D100 Roll	Hit Dice of Elemental
01-65	10
66-90	14
91-00	18

This spell is otherwise identical to the fifth-level priest spell conjure elemental.

Controlling a Greater Elemental: A greater elemental must be controlled in exactly the same manner as a standard elemental.

Stealing Control of a Greater Elemental: A greater elemental can be stolen in exactly the same manner as a standard elemental.

Character Elementals

Exceptionally powerful clerics can become character elementals as a form of advanced being. While character elementals are in many ways identical to the Athasian elementals described here, the rules for summoning, controlling, and stealing them are far different. Consult Dragon Kings for complete information on character elementals.

Elemental, Athasian, Greater Air

CLIMATE/TERRAIN:	Any air
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Air
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	
MOVEMENT:	Fl 36 (A)
HIT DICE:	10, 14, or 18
THAC0:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-50
SPECIAL ATTACKS:	Whirlwind, sandstorm
SPECIAL DEFENSES:	+ 3 weapon or better to hit
MAGIC RESISTANCE:	50%/25%
SIZE:	L to H (8′ to 16′ tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 7,000 14 Hit Dice: 11,000 18 Hit Dice: 15,000



Greater air elementals can be conjured in any area of open air where gusts of wind are present. They are often summoned in open areas of the Athasian deserts, during sand and wind storms. Unlike other elementals, greater air elementals are not humanoid in shape, but are large amorphous columns of air.

While they are unable to speak, they are able to make sounds similar to the high-pitched scream of a tornado or the low moan of a night storm.

Combat: Greater air elementals have a special ability which allows them to conceal their presence. They are able to blend in with the natural winds and travel with them. They are unable to attack when in this form, but are able to revert to normal in one round. When in this form, greater air elementals are completely hidden from normal view, though a detect magic spell would indicate a magical presence in the air. When a greater air elemental reverts to its normal form, opponents receive a -3 penalty to their surprise rolls.

Greater air elementals are able to attack with a powerful concentrated blast of air which does 5d10 points of damage. This air blast will often resemble a large fist made up of swirling air. Greater air elementals are also capable of extremely rapid movement in the air, making them very good aerial combatants. This natural advantage grants them a +2 bonus to hit opponents in aerial combat, with a +5 bonus to their damage.

Greater air elementals possess a unique ability which allows them to turn into gigantic whirlwinds upon command. When using this ability, the elemental's appearance changes to that of a large, tornado-like, funnel cloud. This column of air is 15′ wide at its base and up to 45′ wide at its top. The greater air elemental's height when in this form is dependant on its Hit Dice. Greater air elementals of 10 Hit Dice are 50′ tall, those of 14 Hit Dice are 70′ tall, and 18-Hit Die elementals tower at 90′ tall. Creating and dissipating this form takes one whole turn.

Once created, the whirlwind lasts for three melee rounds and sweeps up and kills all creatures of four Hit Dice (or levels) or less. Other creatures take 2d10 points of damage each round, though a saving throw versus breath weapon each round reduces this damage by one half.

This ability is particularly effective in the desert areas of Athas, especially on or near the Sea of Silt. When a greater air elemental creates a whirlwind while in the desert, a huge, 60 diameter, swirling cloud of sand is created, which limits visibility to 10 feet and inflicts 1d4 points of damage per round (save versus breath weapon for half damage). This sand cloud lasts a total of six melee rounds—three while the greater air elemental whirlwind is present and three afterward for the cloud to dissipate. When a whirlwind is created within 50′ of the Sea of Silt, a massive cloud of sand and silt nearly 150′ in diameter is generated, which prevents all visibility. In addition, all creatures inside the diameter of this cloud must save versus paralysis. Those who succeed suffer 1d10 points of damage per round, while those who fail suffocate and die within four rounds (unless treated by a heal or other similar spell). Creatures that don't breathe are immune to this damage.

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Elemental, Athasian, Greater Earth

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Earth, metal or gem
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	10, 14, or 18
THAC0:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-48
SPECIAL ATTACKS:	Earthquake, structural damage
SPECIAL DEFENSES:	+3 weapon or better to hit
MAGIC RESISTANCE:	50%/25%
SIZE:	L to H (8′ to 16′ tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 6,000 14 Hit Dice: 10,000 18 Hit Dice: 14,000



Greater earth elementals can be conjured in any area of earth or stone. When on the Prime Material plane, greater earth elementals appear as large humanoids made entirely of the material from which they were conjured, be it earth, stone, metal, or gems. The facial features of a greater earth elemental are expressionless, though their eyes are like shiny circles of gold.

Greater earth elementals are unable to speak, but they are capable of creating loud rumbling sounds, like the sound of an earthquake or landslide.

Combat: Greater earth elementals move at a fairly slow pace, but are able to move freely through rock, dirt, stone, or any material that comes from the earth. They are unable, however, to move across water and must either travel around bodies of water or under them. Greater earth elementals are able to travel across or through the Sea of Silt as they can through other earthen materials.

Greater earth elementals have a special ability which allows them to conceal themselves. They are able to blend into any earth-type material, so long as the volume of the material is equivalent to or greater than that of the elemental itself. For example, a greater earth elemental could conceal itself inside an area of open ground, or even within the actual walls of a city, but could not do so within a small rock or stone. Though undetectable by any normal means, a detect magic spell would indicate a magical presence within the stone or earth that the elemental occupied. When in this form, greater earth elementals are incapable of any actions (including movement), except reverting back to their normal appearance. It takes the elemental one round to conceal itself thus and one round to revert to its natural form. Greater earth elementals are often able to surprise their opponents with this ability, and when they attempt to do so, their opponents suffer a -2 penalty to their surprise rolls.

Whenever an earth elemental successfully attacks an opponent that is on the ground, the target takes 4d12 points of damage. Against creatures in the air or water, attacks made by a greater earth elemental are slightly less effective. When striking these opponents, subtract one point of damage per die, to a minimum of 1 point of damage per die.

When attacking structures made of earth or stone, or structures with earthen foundations, greater earth elementals are very effective. An attack by a greater earth elemental against such a structure does one point of structural damage per die normally rolled, or four structural points per attack. This makes these elementals particularly useful in siege combat. This, combined with their ability to travel through stone and earth, makes greater earth elementals very useful when attacking a fortification.

Perhaps the most devastating ability of greater earth elementals is their ability to create earthquakes in an immediate area around them. This ability takes one round to employ, and it can only be used once per day. The quake lasts for six melee rounds, growing in intensity during the first three rounds and then lessening for the remaining three rounds. During rounds 1 and 6, all creatures within 30 feet of the elemental must save versus paralysis or be knocked to the ground, taking 1d6 points of damage as they fall. Those making their saving throw still take 1d4 points of damage. During rounds 2 and 5, all creatures within 60 feet of the elemental must save versus paralysis with a -3 penalty, or be knocked to the ground, taking 1d8 points of damage as they fall. Those who make their saving throw still take 1d6 points of damage. During rounds 3 and 4, all creatures within 90 feet of the elemental must save versus paralysis with a -5 penalty or be knocked to the ground, taking 2d6 points of damage as they fall. Those who make their saving throw still take 2d4 points of damage. When this ability is used near or inside earthen structures, those walls within the area of effect take one structural point of damage per die rolled (one point in rounds 1 and 6, two points in rounds 2 and 5, and three points in rounds 3 and 4).

Elemental, Athasian, Greater Fire

CLIMATE/TERRAIN	Any dry land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any combustible
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	10, 14, or 18
THAC0:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-40
SPECIAL ATTACKS:	Engulf
SPECIAL DEFENSES:	+3 weapon or better to hit
MAGIC RESISTANCE:	50%/25%
SIZE:	L to H (8′ to 16′ tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 6,000 14 Hit Dice: 10,000 18 Hit Dice: 14,000



Greater fire elementals can be conjured in any area containing a large, open flame. Any flame used to conjure a greater fire elemental should be at least six feet in diameter.

On the Prime Material plane, a greater fire elemental appear as a large sheet of flame, roughly humanoid in shape, bearing two arm-like appendages. The only facial features noticeable on a greater fire elemental are its eyes, which glow an intense, bright red.

Though they are incapable of speech, greater fire elementals are able to make sounds similar to the hisses and crackles of a large fire.

Combat: Greater fire elementals are limited in terms of their movement capabilities. They are totally unable to move across or through water or other nonflammable liquids.

Athasian greater fire elementals have a special ability which allows them to conceal their presence from observers. A greater fire elemental may shrink itself in size and intensity to conceal itself within a small flame, as small as the flame at the end of a torch. The only way for a greater fire elemental to move while in this form is through the contact of one flame to another. For example, a greater fire elemental concealed within a campfire could only move to the flame of a torch if the torch were to come in contact with the campfire. Though the elemental is undetectable by any normal means, a detect magic spell would indicate a magical presence within the flame that houses the elemental. While in this form, a greater fire elemental is unable to perform any other actions except transfer itself from flame to flame and revert to its normal appearance. Reverting to and changing from its original form takes one round. This ability will often grant a greater fire elemental the advantage of surprise. When a greater fire elemental reveals itself in this manner, any opponents suffer a -2 penalty to their surprise rolls.

A greater fire elemental is particularly resentful of being summoned to the Prime Material plane and will, therefore, fight viciously against all its opponents. Any creature struck by a greater fire elemental takes 4d10 points of damage. Any flammable object struck must save versus magical fire with a -3 penalty or immediately begin to burn.

The fire-using abilities of a greater fire elemental have a unique affect on its interactions with other fire-using and flame-based creature. Any flame-based creature attacked by a greater fire elemental takes slightly less damage than normal. Subtract 1 point from each die of damage rolled, to a minimum of 1 point per die. Also, attacks made by flame-based creatures against greater fire elementals suffer the same reduction in damage.

Greater fire elementals of Athas have one other special ability which is perhaps their most deadly. A greater fire elemental may attempt to engulf its opponent, completely surrounding it within the Prime Material body of the elemental. The greater fire elemental cannot otherwise attack on a turn that it engulfs a victim; it must make a normal attack roll to engulf. Once it has engulfed a victim, it can continue to attack normally. Any creature successfully engulfed must save versus paralysis each round or suffer 4d10 points of damage. Those who make their saving throw suffer 2d10 points of damage per round. Escaping from a greater fire elemental's engulf attack requires a Strength ability check with a -10 penalty. While engulfed, a creature may not perform any actions except to try to escape. Attacks made against a greater fire elemental that has engulfed a creature do not in any way affect that creature. In fact, if a greater fire elemental is damaged for 25 or more hit points in a single round, it will release its victim in order to concentrate its attacks elsewhere.

Elemental, Athasian, Greater Water

CLIMATE/TERRAIN:	Large areas of water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any liquid
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6, Sw 18
HIT DICE:	10, 14, or 18
THAC0:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-36
SPECIAL ATTACKS:	Drown
SPECIAL DEFENSES:	+ 3 weapon or better to hit
MAGIC RESISTANCE:	50%/25%
SIZE:	L to H (8′ to 16′ tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 6,000 14 Hit Dice: 10,000 18 Hit Dice: 14,000



Greater water elementals can be conjured in any area containing a large body of water or watery liquid. The creation of a greater water elemental requires at least one hundred cubic feet of water, which serves as the Prime Material shell for the creature.

On Athas a greater water elemental appears as a large, high-crested wave. The arms of a greater water elemental appear as smaller waves, flowing out from either side of the larger wave. Though the entire surface of the elemental resembles rough water, there are two completely smooth areas which serve it as eyes.

Like all elementals, greater water elementals are unable to speak, though they are able to make sounds similar to the roaring and crashing waves.

Combat: The movement of greater water elementals is severely limited on land. Though they are able to move in and across water, they can only to move onto dry land so long as they remain within 30 feet of the body of water from which they arose.

Athasian greater water elementals have a special ability which allows them to conceal their presence from observers. They are able to blend in completely with the body of water from which they spawned and are able to move through this body of water freely. When in this form, a greater water elemental is completely undetectable by any normal means, though a *detect magic* spell would indicate a magical presence in the body of water. Changing to or from this form takes one round and will often grant the elemental the advantage of surprise over its opponents. When an elemental changes form, its intended opponents suffer a -2 penalty to their surprise rolls.

When in combat, greater water elementals prefer to attack opponents that are in or on the water. The elemental strikes with one of its large, wave-like arms and does 6d6 points of damage per successful attack. When attacking on dry land or against land-based opponents, a greater water elemental's attack does slightly less damage. Subtract one point per die of damage rolled, to a minimum of one point per die.

Greater water elementals are particularly effective when fighting against water vessels. They are easily capable of overturning small craft (10 to 50 feet in length) and stopping or slowing larger ships (50 or more feet in length). Direct attacks against ships inflict a structural point of damage per 2 dice of damage, or 3 structural points per attack.

Athasian greater water elementals have one other special attack form usable against targets which are man-sized or smaller. They are able to reach out and grapple an opponent and drag it into itself, drowning it. This attack can be attempted against targets either on the ground or on board a ship provided the elemental can reach it. The elemental must make a successful attack roll to grab the target. If successful, the target is caught by the elemental and dragged inside. The victim must save versus paralysis each round or take 2d10 points of damage. Those who make their saving throws still take 1d10 points of damage per round. Breaking free requires a Strength ability check with a - 6 penalty. The greater water elemental can attempt to grapple the victim again.

Ecology: On Athas, greater water elementals are very rare, as there are very few bodies of water large enough to supply the required amount of water.

	Air	Earth
CLIMATE/TERRAIN:	Any Air	Any land
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Air	Earth, metals, or gems
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4	4
MOVEMENT:	Fl 18 (A)	6
HIT DICE:	2, 4, or 6	2, 4, or 6
THAC0:	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACKS:	2 Hit Dice: 1-6 4 Hit Dice: 1-10 6 Hit Dice: 1-12	2 Hit Dice: 1-8 4 Hit Dice: 2-16 6 Hit Dice: 3-24
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+ 1 or better weapon to hit	+ 1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S-M (2-6') Height = HD	S-M (2-6') Height = HD
MORALE:	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)
LEVEL/XP VALUE:	2 Hit Dice: 650 4 Hit Dice: 975 6 Hit Dice: 1,400	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975



Lesser Air Elemental

Dust devils and sirocco winds blow frequently across the Athasian desert. Travellers often look upon these natural phenomenon with fear, thinking them to be lesser air elementals.

An individual could be in the presence of a lesser air elemental and never know it as they are predominantly transparent. Looking right at one, the viewer might occasionally see an ephemeral gossamer shape that appears to wane in the breeze.

Combat: Lesser air elementals use their near invisibility to their advantage. They are the fastest of the lesser elementals and use their speed to attack. They move by a target at their highest rate of speed (18) and strike a glancing blow with their body. The damage varies by the number of Hit Dice the lesser elemental possesses. When struck in this fashion, any target with fewer Hit Dice than the lesser air elemental must make a successful Dexterity check to keep from being knocked off balance.

The lesser air elemental can spin itself into a wind vortex but the cost is high. The vortex is the same size as the lesser air elemental. The visible, whirling vortex doubles the amount of damage the lesser air elemental can cause per round, but halves the number of rounds it remains conjured or summoned, starting in the round it is created. Lesser air elementals do not combat underground or earth-based creatures with much success; any damage inflicted against such creatures is halved.

Lesser Earth Elemental

Coalesced sand, silt, or rock, the lesser earth elemental is the mightiest elemental a low-level conjurer can summon.

Comprised of desert sand, salt, rock, or silt from the Great Sea, the lesser earth elemental appears as a small hillock with a vague humanoid shape. The creature has features like a humanoid, including hollows where eyes should be. The most disconcerting part of the creature is its ability to reverse direction by shifting its features to the opposite side of its body instead of turning around.

Combat: A formidable foe, the lesser earth elemental prefers the direct approach of pounding its adversary into submission. The lesser elemental can travel freely through all types of earth. The lesser earth elemental delivers a single, powerful punch each round. The amount of damage caused is directly linked to the number of Hit Dice the creature possesses. The lesser earth elemental does not fight airborne or waterborne creatures very effectively. All damage inflicted against opponents in flight or in water is halved.

Although powerful, the lesser earth elemental remains at rest between orders. They require simple motivation. Complex orders, tasks, or errands are lost on the lesser earth elemental. Commands should be kept simple and direct for the lesser earth elemental to best aid the conjurer/summoner.

Elemental, Athasian, Lesser

	Fire	Water
CLIMATE/TERRAIN:	Fire or dry land	Any water
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Combustibles	Any liquids
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-3	1-3
ARMOR CLASS:	4	4
MOVEMENT:	Fl 15 (A)	6
HIT DICE:	2, 4, or 6	2, 4, or 6
THAC0:	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACKS:	2 Hit Dice: 1-6 4 Hit Dice: 1-12 6 Hit Dice: 2-20	2 Hit Dice: 2-12 4 Hit Dice: 3-18 6 Hit Dice: 4-24
SPECIAL ATTACKS:	Flame tongue	Ram
SPECIAL DEFENSES:	+ 1 or better weapon to hit	+ 1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S-M (2-6′) Height = HD	S-M (2-6′) Height = HD
MORALE:	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)
LEVEL/XP VALUE:	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975



Lesser Fire Elemental

These creatures from the elemental plane of fire are the most spirited and mischievous of all the lesser elementals.

Lesser fire elementals appear as columns of iridescent flame and constantly change color. When first conjured, the lesser fire elemental appears a burning, bright white-blue. As it becomes weaker, the color changes to yellow-orange, and then to deep red before it fades away. Their height in height is equal to the number of Hit Dice they possess, and they are half that distance in width. For locomotion, the column of flame leans in the direction it wishes to travel.

Combat: In combat, the lesser fire elemental will either move up against its target to burn it or will use its flame tongue. The appendage resembles a long tongue composed of flame that the creature can flick in a whip-like fashion at an enemy. The flame tongue has a range of 3 feet. Both attacks do the same amount of damage but the lesser flame elemental can only do one attack per round. Any flammable object struck by the lesser fire elemental must save versus magic fire with a -1 penalty or immediately begin to burn. All damage against other fire-based creatures is automatically halved.

Lesser fire elementals take all commands literally. Until they are told exactly what actions they can, should, or should not perform, they will act mischievously (setting fire to the nearest flammable object, etc.). They do not mean to disobey, it is just that they have yet to be told what to do—lesser fire elementals are impatient beings. Although they do not have any visible sensory organs, they possess the ability to see and to hear.

Lesser Water Elemental

All water elementals, including the lesser ones, are looked on with awe and respect on Athas because of their link with the life-giving fluid.

Blue to transparent in color, lesser water elementals are bulbous and amorphous in shape. Constantly changing, but generally the creature has a rounded bottom that gets thinner towards the top. The lesser water elemental looks like a moving teardrop. For locomotion the elemental circulates its liquid, moving the water in the back of its body to the front. The motion is so smooth it gives the impression that the creature is flowing.

Combat: The lesser elemental uses its flowing motion as one of its basic forms of attack. Gathering speed as it goes, it uses its entire body to ram, inflicting 4-32 (4d8) points of damage. Otherwise, it creates a single pseudopod to use in a concussive attack, inflicting damage as listed above. The pseudopod flows back into the body cavity after one attack, only to be replaced by another if the creature wills it.

Conjuring/summoning a lesser water elemental when in the Athasian desert is a risky proposition at best. If exposed to the heat of the desert and the direct rays of the hot desert sun, the lesser water elemental may not last the full length of its conjuration/summoning. After 5 rounds in the desert heat, the creature must make a successful saving throw versus death magic or return to the Elemental Plane of Water.

	Eolian	Erdeen
Climate/Terrain:	Any air	Any earth
Frequency:	Very rare	Very rare
Organization:	Clique	Solitary
Activity Cycle:	Any	Any
Diet:	Air, clouds	Earth, metal
Intelligence:	Very (11)	Very (12)
Treasure:	Nil	Special
Alignment:	Chaotic (any)	Chaotic neutral
No. Appearing:	1d4	1
Armor Class:	2	0
Movement:	Fl 36 (A)	18
Hit Dice:	8	10
THAC0:	13	11
No. of Attacks:	2 or 1	2
Damage/Attack:	2d4 (buffet)/ 2d4 (buffet)	1d12 (fist)/ 1d12 (fist)
Special Attacks:	Suffocation, spells	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (10' long)	L (9' tall)
Morale:	Elite (13)	Elite (14)
XP Value:	5,000	7,000

The elementals of chaos are intelligent creatures native to one of the four elemental planes. Each of these elementals pursues its own interests vigorously with little, if any, care for order on either its home plane or the Prime Material Plane.

All elementals of chaos are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will. Elementals of chaos cast spells at the 9th level of ability.

Eolian

Native to the Elemental Plane of Air, eolians appear as shifting wind-beings that look like heat shimmers, although they are actually cool and solid. The creatures, generally 10 feet long and not more than 5 feet wide, can shift their exact dimensions at whim.

Combat: An eolian plunges enthusiastically into battle, seeing it as the ultimate form of chaos. It normally attacks by buffeting its foe with its windy body. The creature can make assaults like this twice per round, causing 2d4 points of damage with each hit. Instead, if the eolian chooses, it can plunge part of its wavering body into the mouth and lungs of a foe. Doing so requires a successful attack against Armor Class 0. The victim then must make a saving throw vs. death magic or begin to suffocate, automatically suffering 1d8 points of damage per round. An eolian cannot attack while suffocating a foe, but enough of its body remains outside its victim that it can be attacked.

Eolians can cast each of the following spells three times per day: *detect magic, dispel magic,* and *cloud kill.* In addition, the creature can cast *control winds* and *control temperature, 10-foot radius* (only to reduce the temperature) each once per day. An eolian is immune to all air-based attacks, but remains vulnerable to earth-based assaults, which cause it double damage.

Habitat/Society: The vain eolians consider themselves chaos personified. They reflect the nature of their alignment so well that they even change it at least once a day, from chaotic good to chaotic neutral to chaotic evil. The homes of these creatures are vast, swirling maelstroms that catch up their belongings, constantly tossing them aloft.

Ecology: Eolians count anemos and krysts as enemies, as well as the highly regimented horde. They occasionally help adventurers, when the mood strikes them, although they later may get the urge to betray or even harm their "friends."

Erdeen

Erdeens—lumpy rock beings about 9 feet tall—have long veins of metal and ore running throughout their bodies. They originate from the Elemental Plane of Earth.

Combat: In battle, an erdeen moves with surprising grace. It attacks either by slamming its victim with its fists (1d12/1d12 points of damage) or by casting spells.

The elemental can cast each of the following spells three times per day: *detect magic, dispel magic,* and *earthquake*. In addition, an erdeen can cast *transmute rock to mud* at will. The creatures are immune to all earth-based attacks, yet vulnerable to air-based attacks, which inflict on them an additional 3 points of damage per die.

Habitat/Society: Characters rarely encounter the solitary erdeens outside their home plane. When in Mystara, the creatures spend much of their energy rearranging earth and rock into bizarre and unstable configurations. The homes of these elementals constantly shift, topple, and become vacant, as the erdeens move on to new sites. Fascinated by the chaotic instability of earth, these elementals feel amazed that so many creatures view it as a stable element.

Erdeens have been known to trap adventurers underground and engage them in bizarre discussions about the nature of reality. Those who please the quixotic elementals may go free, though what will please an erdeen can be difficult to deduce.

Ecology: The body of an erdeen yields 1d4×1,000 gold pieces worth of precious ores and metals. These creatures consider the stodgy galeb duhr and hydrax enemies, hate hordes, and fear air-based creatures and air-based attacks in general.



	Pyrophor	Undine
Climate/Terrain:	Any fire	Any water
Frequency:	Very rare	Very rare
Organization:	Tribe	Solitary
Activity Cycle:	Any	Any
Diet:	Fire	Water
Intelligence:	Very (12)	Average (10)
Treasure:	Nil	Nil
Alignment:	Chaotic evil	Chaotic good
No. Appearing:	1d6+1	1
Armor Class:	3	4
Movement:	12, Fl 36	9, Sw 24
Hit Dice:	7	8
THAC0:	13	11
No. of Attacks:	2	1
Damage/Attack:	2d6 (lash)/ 2d6 (lash)	2d8 (fist) or 1d10 (coil)
Special Attacks:	Fire, spells	Spells, constriction
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5' across)	L (12' long)
Morale:	Steady (12)	Elite (13)
XP Value:	3,000	4,000

The elementals of chaos are intelligent beings native to one of the four elemental planes. Each elemental pursues its own interests vigorously with little, if any, care for order on either its home plane or the Prime Material Plane.

All elementals of chaos are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will. Elementals of chaos cast spells at the 9th level of ability.

Pyrophor

Their eerily shifting features make pyrophors appear as flickering coals 5 feet in diameter, with fingers of flame that periodically flare out. These natives of the Elemental Plane of Fire move very quickly and, in the air, resemble small meteors.



Combat: Every pyrophor loves to cause fires on the Prime Material Plane. In battle, they always attempt to set their opponents on fire by lashing out with spiky finger-flames. A pyrophor can attack twice per round, causing 2d6 points of damage with each hit. In addition, a target a fiery appendage has hit must make a successful saving throw vs. wands or burst into flames; objects that normally don't burn, like metal and stone, receive a +4 bonus to this saving throw. The fire causes 1d6 points of damage each round until put out. Victims must spend 1d4 rounds rolling on the ground or one round immersed in water to douse the flames.

Pyrophors are immune to all fire-based attacks, and can use the following spells three times per day: *detect magic, dispel magic, Melf's minute meteors,* and *fire storm.* They also can cast *affect normal fires* at will. These elementals always suffer maximum damage from water-based attacks.

Habitat/Society: Pyrophors, perhaps the most cavalierly violent of the elementals, revel in the destructive powers of fire. They often use their abilities in malicious play, bathing parts of the Prime Material Plane in "purifying" flame.

Ecology: Bothering the lawful helions always sounds like a lot of fun to a pyrophor. They fear water-type creatures and water attacks, and particularly hate the hydrax and undines.

Undine

Undines reside on the Elemental Plane of Water and rarely visit the Prime Material Plane.

On its home plane, an undine normally looks like a featureless, transparent snake. It can change shape easily, sometimes adopting a form with many tentacles to handle objects. Once per turn, an undine can spend up to five rounds swimming quickly (movement rate of 48) in the form of a spinning coil. These elementals remain invisible while immersed in water.

Combat: An undine can attack using a fistlike pod, by constricting, or with spells. Using its "fist," the creature can attack once per round. If the blow hits, it causes 2d8 points of damage. The undine then can coil around its opponent, squeezing for 1d10 points of automatic constriction damage per round. The elemental can coil around any creature of giant size or less, rendering its foe unable to move, attack, or concentrate.

An undine also can cast the following spells up to three times per day: *detect magic, web, dispel magic, ice storm,* and *transmute dust to water.* An undine's web, made of ice strands, functions in the same way as one from a normal *web* spell. However, flame melts the strands rather than burning them, and trapped victims suffer no damage. The undine itself is immune to all water-based attacks, but fire-based attacks cause the creature double the normal amount of damage.

While on the Prime Material Plane, an undine regenerates 3 hit points per round while in water. When out of water, however, the creature *loses* 1 point per round from drying.

Habitat/Society: The solitary undines possess a philosophy similar to that of djinn: to aid those whom they consider worthy. Little is known of the undines' social structure or ultimate goals, if they have any at all.

Ecology: Undines count helions and hordes as enemies, and fear all fire-based beings and flame attacks.

	Anemo	Kryst
Climate/Terrain:	Any air	Any earth
Frequency:	Very rare	Very rare
Organization:	Flock	Cluster
Activity Cycle:	Any	Any
Diet:	Air	Earth, rock
Intelligence:	Very (12)	Average (10)
Treasure:	Nil	Nil
Alignment:	Lawful neutral	Lawful good
No. Appearing:	1d6	1d6
Armor Class:	1	2
Movement:	12, Fl 36 (A)	24
Hit Dice:	9	9
THAC0:	11	11
No. of Attacks:	3	3
Damage/Attack:	1d10 (whip)/1d10 (whip)/1d10 (whip)	1d12 (spike)/ 1d12 (spike)/ 1d12 (spike)
Special Attacks:	Spells	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5' across)	M (6' across)
Morale:	Elite (14)	Elite (14)
XP Value:	6,000	6,000

The elementals of law are intelligent creatures native to one of the four elemental planes. Each dedicates itself to maintaining the forces of law on both its home plane and the Prime Material Plane, yet they differ wildly in their methods of achieving this goal.

All elementals of law are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will.

Anemo

The anemos, native to the Elemental Plane of Air, direct their energies at creating order from the raw stuff of chaos.

These cottony-looking creatures, approximately 5 feet around, consist of a complex and ordered network of off-white fibers. Their extremely light bodies enable them to perform unbelievably dexterous aerial maneuvers.

Combat: An anemo has little fear of battle, choosing to fight whoever aids the forces of chaos. In combat, an anemo usually attacks by forming itself into a whirlwind, whipping its opponents with a multitude of thin, abrasive fibers. It can attack up to three times per round, causing 1d10 points of damage with each assault.

The anemo is immune to all air-based attacks. It can use *detect magic, dispel magic, solid fog,* and *wind wall* each three times per day (at 9th level). In addition, it can cast *control winds* (at 15th level) and *aerial servant* (which cannot attack the elemental) once per day. An anemo remains vulnerable to earth-based attacks, suffering +3 points of damage per die.

Habitat/Society: Each anemo works closely with others of its kind, forever attempting to catalogue and order all of existence. These creatures are the most likely of all elementals of law to be found outside their home plane.

Ecology: Anemos hate all creatures of chaos, particularly the elementals of chaos, and especially pyrophors; they dislike invisible stalkers as well. They fear earth-based creatures and earth-based attacks.

Kryst

Krysts, intelligent beings native to the Elemental Plane of Earth, have bodies made of quartzlike rock; each kryst looks like a group of 12 golden, crystal spikes all projecting outward from a central point.

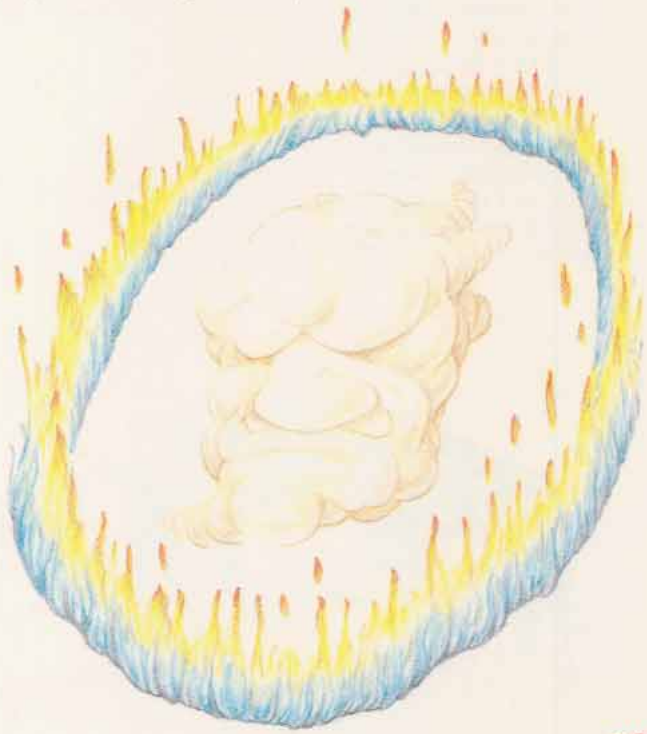
A kryst normally speaks via *telepathy* (120-foot range). If mental contact causes a poor reaction, it accommodates others by switching to written communication. (It etches messages with one of its spikes.)

Combat: Although a kryst never enters a battle without first determining it has no better option, it fights fiercely once committed. These elementals normally attack by ramming their opponents repeatedly with their long spikes. A kryst can attack in this manner up to three times per round, causing 1d12 points of damage with each successful hit.

Krysts are immune to all earth-based attacks and can use *detect magic, dispel magic, wall of stone,* and *transmute rock to mud* each three times per day. In addition, krysts can cast *stone tell* once per day. They cast all spells at 9th level. Krysts remain very vulnerable to air-based attacks, suffering double damage from them.

Habitat/Society: Krysts have a widespread and complex society in their own realms, peacefully living with and helping earth elementals. They welcome visitors, and eagerly seek new knowledge of all types.

Ecology: These elementals fear and hate the hordes, with whom they wage a never-ending war. They are also enemies of the hydrax, though they rarely encounter them. All krysts fear air-based creatures and air-based attacks, although they view no group of these beings as their particular enemies.

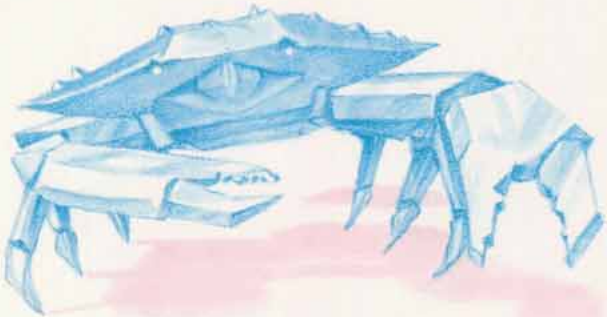


	Helion	Hydrax
Climate/Terrain:	Any fire	Any water
Frequency:	Very rare	Very rare
Organization:	Family	Solitary
Activity Cycle:	Any	Any
Diet:	Fire	Ice
Intelligence:	High (14)	Very (12)
Treasure:	Nil	Nil
Alignment:	Lawful good	Lawful evil or lawful neutral
No. Appearing:	1d4+1	1
Armor Class:	1	2
Movement:	9, Fl 24 (A)	6, Sw 18
Hit Dice:	9	5–12
THAC0:	11	5–6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9
No. of Attacks:	1	2
Damage/Attack:	2d8 (squeeze)	1d10 (claw)/ 1d10 (claw)
Special Attacks:	Spells, trap	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T–G (1'–40' diam.)	L (8' wide)
Morale:	Elite (14)	Elite (14)
XP Value:	6,000	5 HD: 1,400 6 HD: 2,000 7 HD: 3,000 8 HD: 4,000 9 HD: 5,000 10 HD: 6,000 11 HD: 7,000 12 HD: 8,000

The elementals of law are intelligent creatures native to one of the four elemental planes. Each dedicates itself to maintaining the forces of law on both its home plane and the Prime Material Plane, yet they differ wildly in their methods of achieving this goal.

All elementals of law are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will.





Helion

Helions (HEE-lee-ons) are native to the Elemental Plane of Fire, and characters rarely encounter them elsewhere. These extremely good creatures shun violence of all sorts.

A helion normally looks like a huge (20-foot diameter) ring of pulsating flame. However, helions can twist their bodies in an extraordinary range of motion; they can shrink down to a mere 1 foot across or expand their diameters to 40 feet.

Combat: Helions loathe combat and, even in the midst of battle, constantly search for a more peaceful resolution to conflict. When in combat, a helion attempts to form a ring around its opponent. On a successful attack roll, the elemental shrinks around its victim(s) in a trap. (The helion can control its own temperature and will not burn a trapped victim.) It can squeeze its captured foe for 2d8 points of damage per round, but it rarely tries to damage opponents this way, preferring to negotiate peaceful terms.

A helion can use *detect magic, dispel magic, wall of fire,* and *purifying flame* (works as a *cure disease* spell) three times per day. Additionally, a helion can cast *affect normal fires* at will. It casts all spells at 9th level. Helions, though immune to all flame-based attacks, remain vulnerable to water-based attacks, from which they suffer double damage.

Habitat/Society: Helions form tight family groups known as rings. Each ring has 1d4+1 members. Rings of helions move methodically about the Elemental Plane of Fire, meeting to discuss and debate philosophical matters of all kinds.

Ecology: The helions are famed philosophers and negotiators. In times of great crisis, brave adventurers journey to the Elemental Plane of Fire to find aid for their people. The main foes of helions include the efreet and the elementals of chaos.

Hydrax

Hydraxes are native to the Elemental Plane of Water, and of all the elementals of law, they seem the least likely to venture from their home plane. These large, crablike creatures of deep blue ice have 8-foot bodies with six legs and two claws.

Combat: In battle, the hydrax attacks with either its two icy claws (causing 1d10 points of damage each) or with spells. It can cast *detect magic, web, dispel magic, wall of ice,* and *transmute dust to water* three times per day. Once per week it also may use *reflecting pool* at the level at which it casts the others—as a 9th-level spellcaster. Hydraxes are immune to all water-based attacks, but suffer maximum damage from fire-based attacks.

Habitat/Society: Hydraxes are solitary creatures who, though lawful in behavior, tend to align with the forces of evil. They spend much of their time creating complex cities and devices of great beauty with tools made of ice. They seldom work together on such efforts, however. Each hydrax instead waits its turn to add to their strange group efforts.

Ecology: The most common enemies of the hydraxes are the undines and the erdeens; the crablike elementals fear earth-type creatures and earth attacks, particularly those of the erdeens.

Climate/Terrain:	Inner Planes
Frequency:	Common (animals), rare (monsters)
Organization:	Varies (usually solitary)
Activity Cycle:	Any
Diet:	Varies (usually carnivorous)
Intelligence:	Varies
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	Varies (usually 1)
Armor Class:	Varies
Movement:	Varies
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	Varies
Damage/Attack:	Varies
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Nil
Size:	Varies
Morale:	Varies
XP Value:	Varies

"JUST WHEN YOU THINK YOU'VE BEGUN TO TUMBLE TO HOW THINGS WORK . . ."
— VASIL THROPE, PLANEWALKER, UPON LEARNING OF THE ANIMENTALS

It's said that the Elemental Planes shape the Prime Material Plane, forming the basis for all things found there. Sometimes, however, it works the other way.

See, when an animal dies on the Prime, its spirit usually wends its way to the Outer Plane that most closely matches the alignment or devotion it had while alive (often, the Beastlands). Sometimes, though, a portion of the deader's life energy is left over, and it passes through to the Inner Planes instead — most likely shunted through a vortex leading to one of the Elemental Planes. The residual force finds its way to a new plane of primal energy and matter, where, like a reflection in a pond, it creates a duplicate of the beast it once animated on the Prime. The new form — known as an animental — is composed of whatever element is at hand.

Thus, inner-planar travelers have encountered birds made of fire, snakes made of smoke, wolves made of water, and elk made of ice. But animentals can resemble monsters, too, though it happens a bit more rarely. A planewalker might find a griffon composed of minerals, a basilisk formed from air, or a dragon made of lightning. The combinations are usually surprising, and only rarely make "logical" sense. For example, most folks'd expect an animental fish to be shaped out of water or a bird to be made from air, but such combinations occur no more frequently than any other.

For reasons no graybeard's yet tumbled to, no one's ever seen elemental humanoids created in this fashion. The Inner Planes just don't seem to spawn counterparts for humans, elves, dwarves, or even monsters like orcs, gnolls, and ogres. But that doesn't stop berks from rattling their bone-boxes. One well-known rumor talks about animental giants, but no proof's been given to date. Still, chant has it that animental humanoids *do* exist and are, in fact, the true progenitors of geniekind. Others say that the reason no one's run into animental humanoids is that they're all rounded up by dao slavers. Both of these rumors seem extraordinarily far-fetched.

Combat: In general, an animental fights in the same manner as the actual beast it represents. In almost every way, however, it's slightly superior to its prime-material counterpart.

While the animental's Hit Dice, THAC0, number of attacks, and Intelligence all remain the same, it usually inflicts greater damage and has a better Armor Class. First of all, the creature's physical attacks are enhanced by its new composition, whether it's due to heat from flame, steam, or magma; the choking fumes of smoke or ash; the impact of stony earth or forceful air; and so on. Thus, all damage per attack is increased by an additional 1d4 points for animentals of size S or M, 1d6 points for animentals of size L, and 1d8 points for those even larger. The creature's new composition enhances its natural defenses, too — the animental's Armor Class improves by two steps (due to the noncorporeal nature of flame or steam, the protection of hardy earth or mineral, and so on).

Special attacks involving elements, such as a petrifying gaze (stone) or flaming breath (fire), are retained only if the animental is composed of the appropriate element. If the creature can't use the special attack, approximately 25% of the time it adopts a new and more appropriate power. For example, a medusa made of fire might turn her victims into pillars of flame via her gaze (or, perhaps, simply into volcanic obsidian or ash). A blue dragon that's become a beast of ooze might see its lightning breath replaced by a gout of corrosive slime.

The animental has about a 50% chance of retaining other special abilities — such as poison, regeneration, disease, and so forth — and a 30% chance of retaining spell-like abilities.

All animentals can fly or swim through their respective element without difficulty, but they otherwise move at the normal rate for the prime-material creature they mirror.

When slain, animentals revert to their component elements (a stone bat crumbles to pebbles, a smoke dragonne fades away, and so on), leaving no trace that they ever existed.

Habitat/Society: Being creatures that exist as imitations of life rather than as true life, these beasts have no real culture. They're truly natives of their own elements, unable to leave their home planes except in the most special of circumstances (such as when summoned by a rare spell into an area that has large amounts of their respective element). Most other elemental beings ignore animentals as phantoms, though a few employ them as guards or pets.

Remember, though, that not all animentals are "dumb" beasts. They keep the same Intelligence they had when they lived as real creatures. That means that if the original, flesh-and-blood being was able to communicate in some manner (speech, telepathy, or the like), the animental can do the same.

Ecology: Animentals are aberrations, an exception to all the rules; they fit into the strange ecologies of the Inner Planes as best they can. Because most of those planes have no plant life, even "normally" herbivorous beasts become meat-eaters, preying upon visitors or other inhabitants found there.

The point should be made that animentals are no longer the creatures they were, no longer made of flesh and blood, no longer slaves to terrestrial natures. They've become beasts of elemental energy and matter – only their appearances still bring to mind the animals or monsters they used to be. Many graybeards theorize that animentals aren't even living beings in the truest sense, and are, in fact, little more than reflections of life, with no more substance than images in a mirror. This might be overstating the point, but the essence of the statement gives a body something to rattle about in his brain-box.



CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5d10/5d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration, immune to *protection from evil*
MAGIC RESISTANCE:	Nil
SIZE:	G (35'+ tall)
MORALE:	Fearless (20)
XP VALUE:	15,000



The nature elemental is composed of earth, fire, water, and air, as well as the force that some sages call the fifth element, spirit, or life. The nature elemental is one of the most powerful of elemental beings.

Upon being summoned, the nature elemental takes on a roughly humanoid appearance. It is gigantic, and easily attains heights of 35 or more feet. It looks like a walking humanoid composed of the natural materials of the location into which it is summoned. Generally, the elemental appears as an earthen form covered in sod and shrubs, with small rivulets running over its body in defiance of gravity, and small animals moving over it. A nature elemental does not speak and is summoned for one task only: to return a certain area to an uncultivated state. Things such as villages, buildings, and even human and humanoid creatures are destroyed by the elemental in the process of performing its duty. Even the smallest grass hut is not above the notice of the elemental. The only persons immune to the elemental's fury are the caster of the summoning spell and up to 10 people per caster level within a 100-yard radius, designated by the summoner upon executing the spell.

Combat: Fighting a nature elemental is extremely difficult. Most people would prefer to avoid one rather than confront it. To kill a nature elemental, one must deal damage in one round equal to the creature's total hit points; otherwise, it regenerates all damage it has sustained at the end of the round. If the elemental is somehow separated from contact with its surrounding environment (including air), it cannot regenerate. However, the circumstances that would isolate it in this manner are extremely hard to generate (place it magically in a vacuum, tug it into wildspace, etc.).

If confronted, the massive fists of the elemental strike twice per round for 5d10 points of damage. The creature has the equivalent of titan strength (Strength 25). Magical items the creature moves across (not simply magical weapons used to attack it) must make a saving throw vs. disintegration or be restructured into the new environment and destroyed. The elemental never tires, but will disperse after its 1-mile area is "renovated" or 24 hours have elapsed.

Habitat/Society: The origin of this elemental is a mystery, since its exact home plane of existence is unknown. Likewise, the details of its life are unknown; it is not native to the Prime Plane, nor does it remain more than 24 hours after its summoning spell is cast. Some theorize that a nature elemental is actually a minor avatar of a nature deity. Most sages hold to this for lack of a better explanation.

Ecology: The nature elemental actually restructures its immediate environment. New plants grow to a mature state in its wake almost immediately, animals are attracted overnight to the location, water sources are purified, and signs of destruction, cultivation, and civilized habitation or influence disappear.

On Toril, the nature elemental is a being whose origins date back to the height of Netheril, and adventurers can find the spell to summon one only in libraries and tombs dating back more than 2,000 years.

	Imix	Ogremoch	Olhydra	Yan-C-Bin	Cryonax
Climate/Terrain:	Plane of Fire	Plane of Earth	Plane of Water	Plane of Air	Paraplane of Ice
Frequency:	Unique	Unique	Unique	Unique	Unique
Organization:	Unique	Unique	Unique	Unique	Unique
Activity Cycle:	Any	Any	Any	Any	Any
Diet:	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous
Intelligence:	Genius (18)	Exceptional (16)	Genius (18)	Genius (17)	Genius (17)
Treasure:	R,U	H,U,Z	H,S,U	U,Z	H,V,X
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil	Neutral evil
No. Appearing:	1	1	1	1	1
Armor Class:	-4	-7	-5	-6	-6
Movement:	18	9	6, Sw 18	Fl 48 (A)	9
Hit Dice:	90 hp	110 hp	90 hp	85 hp	90 hp
THAC0:	5	5	5	5	5
No. of Attacks:	1	2	1	2	2
Damage/Attack:	6d6	5d10/5d10	2d12	2d10/2d10	5d4/5d4
Special Attacks:	Heat, spells	Spells	Engulf, spells	See below	See below
Special Defenses:	See below	See below	See below	See below	See below
Magic Resistance:	85%	85%	70%	90%	75%
Size:	L (18′ tall)	L (10′ tall)	L (20′ dia.)	L (10′ dia.)	L (15′ tall)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	25,000	28,000	27,000	28,000	28,000



SOMEDAY, THERE WILL BE ONLY FIRE.
SOMEDAY, EVERYTHING WILL BURN.
— IMIX

On the four Elemental Planes (and even one of the Paraelementals), there are those elemental beings that rise above their fellows, subjugating the rest under their own rule. Chant is these leaders — bloods known as archomentals — twist away from the true nature of the Inner Planes that spawned them and take on the outlooks of those beyond. In other words, they adopt the mantle of good and evil.

Fact is, some folks refer to the archomentals as the Princes of Elemental Evil (or Good) or similar derivations of that name. But the elemental high-ups resent the idea that they're anything but unique, and rarely refer to themselves as a group at all. Thus, the "correct" term is unknown.

The archomentals don't rule their respective planes or all the elementals found there. Instead, they control realms within their home planes, mastering as many of the less powerful elementals as they can. Like Abyssal lords, they're not true powers, but they *are* only one step removed. The princes can be slain, and yet they can grant spells to priests who serve and worship them — 1st- through 3rd-level spells through faith alone, and 4th-level spells if they appear in person. Word of the archomentals has spread throughout the multiverse. Any berk who's associated with a particular element — even if he's not native to the Inner Planes — knows of the princes and fears their power.

All archomentals are able to cast the following spells (once per round, at will) as though they were 20th-level casters: *detect invisibility, dispel magic, infravision* (duration of one day), *know alignment, suggestion* (duration of 12 hours), and *teleport without error.* They can cast each of the following spells three times per day: *comprehend languages* and *read magic.* Once per day, they can cast *telekinesis* (600 pounds). All archomentals have the ability to understand and converse with any intelligent creature.

The Princes of Elemental Evil are said to have a relationship with the mysterious being known only as the Elder Elemental God. Supposedly, some of the princes are that being's offspring, making them queer siblings to say the least.

Imix: Imix is the Prince of Evil Fire Creatures, ruling over his domain from within the heart of a powerful volcano said to contain vortices leading to the planes of Earth and Magma. Thousands of fire elementals, efreet, and salamanders call him master, yet he constantly strives to destroy those creatures that refuse to bow down to him.

The Prince of Good Fire Creatures, Zaaman Rul, recently launched a great war against Imix — a battle clearly won by the forces of evil. Imix now seeks to take advantage

of this victory by tipping the scales of the entire plane of Fire toward evil (and declaring it all under his dominion). More consuming than even that dark agenda, however, is Imix's hatred for Olhydra, a being named by some sources as his cousin or even sister, but known by all as the Princess of Evil Water Creatures.

Imix appears as an 18-foot-tall column of flame, radiating powerful waves of heat at all times. These waves inflict 1d20 points of damage per round to every berk within 10 feet; no saving throw is allowed, though resistance to fire decreases the damage by half. When Imix strikes at his foes physically, his fiery hand causes 6d6 points of damage.

Once per day, Imix can summon his servants to do his bidding. When he calls, either 1d3 efreet, 1d3 fire elementals, or 1d3 salamanders appear immediately. The prince also wields potent spell-like abilities. Three times per day, he can cast a painfully powerful *continual light*, a *wall of fire* that's triple strength (in regard to damage and size), and *pyrotechnics*. Once per day, Imix can cast a *fireball* that inflicts 20d6 points of damage.

Finally, Imix can be struck only by +2 or better weapons, and he's immune to paralysis, poison, and petrification. Water-based attacks against the prince are made with a +1 bonus to hit. Cold-based attacks gain a +2 bonus to hit and inflict 1 additional point of damage per damage die.

OGREMOCH: This Lord of Evil Earth Creatures is a rocky tyrant standing 10 feet tall. Although he dwells in a fortress within a giant plateau inside an immense cavern on the plane of Earth, Ogremoch often wanders his home plane looking for new subjects to intimidate, new slaves to command, or new opponents to challenge. Fear of his sudden appearance pervades all of Earth.

This fear, probably more than anything else, draws many of the plane's natives to his enemy, Sunnis, the Princess of Good Earth Creatures. They look to her for protection, for her battles with Ogremoch are legendary. It's said the entire Elemental Plane of Earth shakes with the rumblings of their blows.

Ogremoch enjoys using his huge stone fists to pummel his enemies, inflicting 5d10 points of damage per punch. 'Course, he commands other great powers as well. Three times per day, he can cast the following spells: *wall of stone* (triple strength), *flesh to stone*, and *move earth* (the area of effect is doubled, and the casting time is measured in rounds rather than turns). Once per day, Ogremoch can create an *earthquake* 100 feet in diameter.

Once per day, the prince can summon 1d3 earth elementals, 1d6 khargra, 1d4 umber hulks, or 1d4 xorn. His wicked influence and magic corrupt any creatures he calls, leaving them permanently evil.

Ogremoch is immune to fire and poison. Attacks based on cold, lightning, or magical fire inflict one less point of damage per die rolled against him. The prince can be struck only by weapons of +3 or greater enchantment.

OLHYDRA: As Princess of Evil Water Creatures, Olhydra is revered not only by elementals, but also by prime-material monsters such as sahuagin, vodyanoi, seawolves, and eyes of the deep (among many others). Chant has it that she's even built working relationships with a good many hezrou tanar'ri. Fact is, whispers abound that Olhydra, of all the archomentals, is the closest to becoming a true power, for she has the greatest number of worshipers.

On the Elemental Plane of Water, Olhydra lives within a coral castle guarded by a shockingly large number of water weirds. She spends a great deal of time in her palace, no doubt occupying her mind with hatred of Imix and schemes to bring about his destruction – there has long been a great enmity between her and the fire lord. Conversely, she ignores Ben-hadar, the Prince of Good Water Creatures, as well as the true deities of her plane. For now, Olhydra seems content with the power she has on Water and sees no reason to engage in needless battles.

The princess is a furious current or wave of water 20 feet in diameter, always ready to smash into a victim and inflict 2d12 points of damage. To make matters worse, she can envelop up to five man-sized creatures if she makes a successful attack roll versus AC 6 (modified only by the victims' Dexterity and magical bonuses). Those engulfed are powerless to act in any way, suffer 2d6 points of damage each round, and drown in 2d4 rounds. The only way to save the sods is to drive Olhydra away, since she can't move with enveloped victims.

Additionally, the Princess of Evil Water Creatures can summon 1d3 water elementals, 1d2 sea hags, 1d4+1 water weirds, or 20d10 sahuagin once per day. She can cast each of the following spells three times per day at the 20th level of ability: *wall of fog* (triple strength), *lower water, part water, transmute rock to mud,* and *ice storm*. While on another plane, she can attack surface ships, ramming them with a force likened to two heavy galleys. ('Course, she must remain in a body of water while away from home.)

Olhydra can be struck only by +1 or better weapons, though edged weapons inflict only half the normal damage. She's immune to petrification and paralyzation, and she extinguishes any normal fires within 10 feet of her presence. However, assaults made on her with magical fire gain +2 to the attack roll and cause 1 extra point of damage per damage die. And though Olhydra's immune to cold damage, if 20 points of it are inflicted upon her, it acts as a *slow* spell (she has no magic resistance or saving throw versus this effect).





YAN-C-BIN: More subtle than the other Princes of Elemental Evil, Yan-C-Bin, the Master of Evil Air, is naturally invisible. Only a slight disturbance in the air marks his passing. He lives in a palace of solid air on – guess where? – the Elemental Plane of Air, but spends much of his time wandering the plane (not to mention several others, particularly the Prime Material). All creatures that soar the skies of any plane or realm know of Yan-C-Bin and fear him.

His greatest foe is Chan, the Princess of Good Air Creatures. Their conflict is not an open, physical war, but one of silent intimidation and covert chant-gathering. Truth is, the two've never even met. Neither puts much stock in amassing armies, but it's said that someday these wandering beings will meet, and that only one will survive the day.

In combat, Yan-C-Bin attacks twice per round, hammering his foe with powerful gusts of air that each inflict 2d10 points of damage. What's more, if he rolls 5 or more over the number required to hit his opponent, the victim is stunned for 1d6 rounds, unable to act.

Though he normally takes the form of a 10-foot-diameter current of air, the prince can alter his shape into that of an 80-foot-tall whirlwind with a diameter of 10 feet at the bottom and 30 feet at the top. Anyone within the area of effect is attacked automatically. The destructive form slays creatures under 3 Hit Dice outright, sweeping them away, and inflicts 4d8 points of damage to all other nonaerial creatures. (If an obstruction keeps the whirlwind from attaining its full height, it does not automatically slay creatures under 3 HD and inflicts only 2d8 points of damage on others.) Yan-C-Bin can keep this shape for up to 1d4+1 rounds at a time; formation or dissipation of the whirlwind takes a full round.

As the Prince of Evil Air Creatures, once each day Yan-C-Bin can summon 1d3 air elementals, 1d4 cloud giants, 1d4 invisible stalkers, or 1d3 aerial servants. Like Ogremoch, the prince taints these creatures simply by his presence, making them evil forever.

Yan-C-Bin can be struck only by weapons of +2 or greater enchantment, though no object launched into the air can harm him. He's also immune to lightning and petrification. However, cutters who attack the prince with fire gain +1 to their attack rolls for every four experience levels they possess.

CRYONAX: Of all the Princes of Elemental Evil, Cryonax is the one who doesn't really fit in. After all, he's not an elemental lord, but a *para*elemental lord. Yet he doesn't fit in with those bashers either, since the rest of the paraelemental lords're nothing more than formidable mephits or other berks who've claimed power in places where no one cares enough to challenge them. Cryonax is more like the archomentals in that he's a true force to contend with, and may even be another child of the Elder Elemental God (if a body believes that of any of the archomentals, that is). His plans include not only making the Paraelemental Plane of Ice as strong as the planes of the four base elements, but actually surpassing them in power, leaving Ice the mightiest force on the Inner Planes. A lofty goal indeed.

How can he plot such grandiose schemes? Well, for one thing, he has no direct foes. Imix and Olhydra hate each other, and Ogremoch and Yan-C-Bin are likewise enemies, though their hostility is not as vehement as that of the other pair. But Cryonax has no opposing elemental force (Chilimba of the paraplane of Magma is simply a powerful mephit, not nearly in the league of the archomentals.) Furthermore, Cryonax has no opposing moral force – there is no Elemental Prince or Princess of Good Ice. No one knows exactly why this is, but it leaves the lord of Ice alone to shape his plans for ultimate domination.

Cryonax is a fur-covered monstrosity standing 15 feet tall. Basically humanoid (his appearance has been likened to that of a yeti), he has two long tentacles where folks might expect him to have arms. These tentacles inflict terrible wounds in combat (5d4 points of damage each), and any sod struck by them must also make a saving throw versus paralyzation or be frozen in place for 3d4 rounds. What's more, all creatures within 15 feet of Cryonax suffer 1d6 points of damage per round from the terrible cold he radiates (no saving throw is allowed, but those resistant to cold suffer only half damage). Fact is, his glacial palace within the Chiseled Estate is said to be the coldest part of the paraplane of Ice, though, truth to tell, many locations claim that title.

The prince can use each of the following abilities three times per day: *wall of ice* (triple strength), *hold person*, and *ice storm* (inflicting 4d10 points of damage). Once per day, he can create a *cone of cold* as a 15th-level caster. Also once per day, he can summon 1d3 ice paraelementals, 1d4 white dragons, 1d4 frost giants, or 1d6 yeti.

The lord of ice can be struck only by +2 or better weapons, and there's a cumulative 10% chance per strike that any weapon will shatter upon contact with his frigid form. An attack that shatters a weapon inflicts no damage on Cryonax. He's immune to poison and petrification, and cold-based spells heal rather than harm him (though they won't raise his hit points above his maximum). Bashers who make fire attacks on Cryonax, however, gain +2 to their attack rolls, and the fire inflicts 1 additional point of damage per damage die.



	Ben-hadar	Chan	Sunnis	Zaaman Rul
Climate/Terrain:	Plane of Water	Plane of Air	Plane of Earth	Plane of Fire
Frequency:	Unique	Unique	Unique	Unique
Organization:	Unique	Unique	Unique	Unique
Activity Cycle:	Any	Any	Any	Any
Diet:	Carnivorous	Carnivorous	Carnivorous	Carnivorous
Intelligence:	Genius (17)	Genius (18)	Exceptional (16)	Genius (17)
Treasure:	U,Z	H,S,U	H,U,Z	R,U
Alignment:	Neutral good	Neutral good	Neutral good	Neutral good
No. Appearing:	1	1	1	1
Armor Class:	-4	-6	-7	-3
Movement:	12, Sw 18	Fl 48 (A)	9	12
Hit Dice:	90 hp	90 hp	115 hp	80 hp
THACO:	5	5	5	5
No. of Attacks:	2	2	2	1
Damage/Attack:	3d6/3d6	2d10/2d10	3d12/3d12	3d10
Special Attacks:	Spells	Spells	Spells	Spells, burning touch
Special Defenses:	See below	See below	See below	See below
Magic Resistance:	80%	85%	70%	60%
Size:	L (18′ tall)	L (10′ diameter)	L (12′ tall)	L (10′ tall)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	24,000	28,000	29,000	23,000



The origins of most of the Princes of Elemental Good aren't known for certain. In all likelihood, they were normal elementals that somehow grew in power and stature. Only Zaaman Rul is said to be related to one of the Princes of Elemental Evil; the rest merely gained their positions as a direct result of the swelling strength of their wicked counterparts. They came afterward to champion the resistance against evil.

Note: For general information on archomentals, refer to the first few paragraphs of the entry for evil archomentals (on page 16). But to minimize page-flipping, here's the dark of their common powers:

All archomentals are able to cast the following spells (once per round, at will) as though they were 20th-level casters: *detect invisibility, dispel magic, infravision* (duration of one day), *know alignment, suggestion* (duration of 12 hours), and *teleport without error.* They can cast each of the following spells three times per day: *comprehend languages* and *read magic.* Once per day, they can cast *telekinesis* (600 pounds). All archomentals have the ability to understand and converse with any intelligent creature.

Ben-hadar: Deep within a hidden recess in the Coral Reef of Ssesurgass, Ben-hadar rules over good-aligned water elementals. The blood's an arrogant, selfish boor, but he fights against evil at every turn and promotes the general welfare of those under him, so he's earned the title of Prince of Good Water Creatures. He has little to do with his malicious counterpart, Olhydra, but he's had feuds with both Chan and Zaaman Rul, who find him personally repugnant and unwilling to look beyond the concerns of the Elemental Plane of Water.

Ben-hadar is a tall humanoid figure made of water. He can batter his foes with his huge, clawed hands (causing 3d6 points of damage each), but as a lord of the water, Ben-hadar has a number of other powers. He can use each of the following abilities three times per day: *lower water, part water,* and create a wall of water equal to a triple-strength *wall of ice* (this power works only underwater). At will, he can bestow the ability to breathe water on another; this gift lasts as long as he wishes. Once per day, the prince can summon 1d3 water elementals, 2d4 nereids, or 10d10 tritons.

Ben-hadar can be struck only by weapons of +2 or greater enchantment. However, bladed weapons that strike him inflict only half their normal damage as they pass through his watery form. The prince is immune to poison, petrification, and paralyzation.

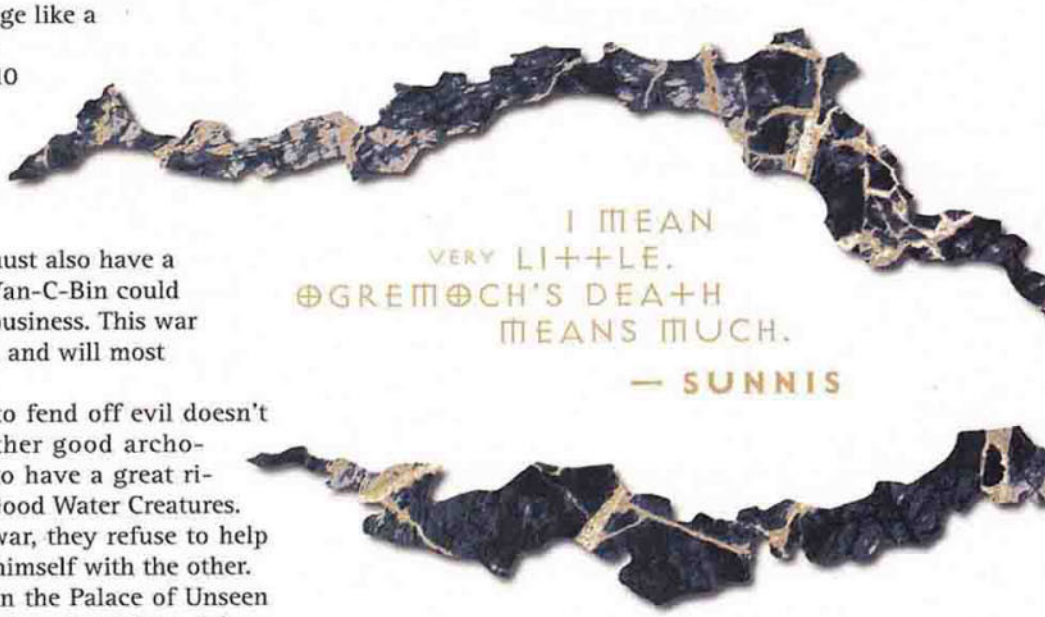
Chan: Like Yan-C-Bin, her evil foe, Chan is an invisible entity of softly churning air. She's the master of calm breezes

and gentle sounds, though she can rage like a harsh wind or even a violent tornado when she must (striking a sod for 2d10 points of damage twice per round). Her steady surveillance of Yan-C-Bin often forces him to curb his activities for fear of her intervention. But, as they say, a peery eye stares both ways — Chan must also have a care in regard to what she does, for Yan-C-Bin could just as easily stick his nose into *her* business. This war of quiet threat has gone on for years, and will most likely continue for many more.

'Course, just because she tries to fend off evil doesn't mean she always sides with the other good archomentals. Surprisingly, Chan seems to have a great rivalry with Ben-hadar, the Prince of Good Water Creatures. While the two don't actually wage war, they refuse to help each other — or any berk who allies himself with the other.

Chan spends some of her time in the Palace of Unseen Contemplation, her floating stronghold made of glass. Otherwise, she wanders the Elemental Plane of Air, watching Yan-C-Bin and attempting to further the cause of good.

Like the other good archomentals, Chan can be struck only by +2 or better weapons. As the Princess of Good Air Creatures, she can use each of the following abilities three times per day: *wind wall* (triple strength), *gust of wind* (triple strength), *stinking cloud, solid fog,* and *cloudkill.* Once per day, she can *control weather;* the effects appear instantly and cover an area of 30 square miles. Finally, she can summon 1d3 air elementals, 1d3 djinn, 1d4 aerial servants, or 1d8 air mephits once per day.



Sunnis: The Princess of Good Earth Creatures, who takes the form of a tall, muscular woman with features chiseled out of stone, is a power to be respected on her plane. Though she doesn't really concern herself with amassing followers, a number of earth elementals, galeb duhr, xorn, and other creatures serve her in the Sandfall — a fortress built within a cavern underneath a perpetually falling column of sand. The sand eventually drains down into what appears to be a bottomless pit not far away from Sunnis's stronghold.

Some say she plans to one day lay a trap for her enemy, Ogremoch, and hurl him into the pit, but that seems farfetched. The princess is much more likely to want to pummel her foe with her mighty fists, each of which inflicts 3d12 points of damage. In addition, she can use each of the following abilities three times per day: *move earth, stone shape, stone to flesh, wall of iron* (double strength), and *wall of stone* (double strength). Once per day, she can animate a mass of rock as per the *animate object* spell.

Sunnis can be struck only by weapons of +2 or greater enchantment, and she's immune to petrification and poison. As the Princess of Good Earth Creatures, she can summon 1d3 earth elementals, 1d4 galeb duhr, 1d4 xorn, 2d6 pech, or 3d6 sandlings once per day.

Zaaman Rul: Chant has it that Zaaman Rul is the bastard son of Imix, and, as such, has inherited some of his sire's might. Rising quickly through the ranks of the fire elementals, Zaaman Rul gathered together a great army of his brethren, as well as azer, firetails, and various fiery monsters. Gathering on the Plain of Burnt Dreams, his troops waited until what he thought was the right moment, and then attacked the fortress of Imix.

Unfortunately, the berk grossly underestimated the might of his foe. Imix and his evil minions routed and scattered the army of good-aligned fire elementals, seizing and converting (or simply destroying) many prisoners. As a result, Zaaman Rul's now in hiding. He bides his time, licks his wounds, and waits for another opportunity to end the oppression of his dark sire.

Zaaman Rul is a 10-foot-tall, red-skinned humanoid with long black hair and black eyes. At will, he can conjure forth a flaming sword that inflicts 3d10 points of damage per blow. The prince can also use each of the following abilities three times per day: *fireball* (12d6 points of damage), *flame arrow* (double damage), and *wall of fire* (double size and damage). His touch burns combustibles, and he can extinguish any flame within 20 feet. Once each day, he can summon 1d2 fire elementals, 1d4 firetails, or 1d6 azer.

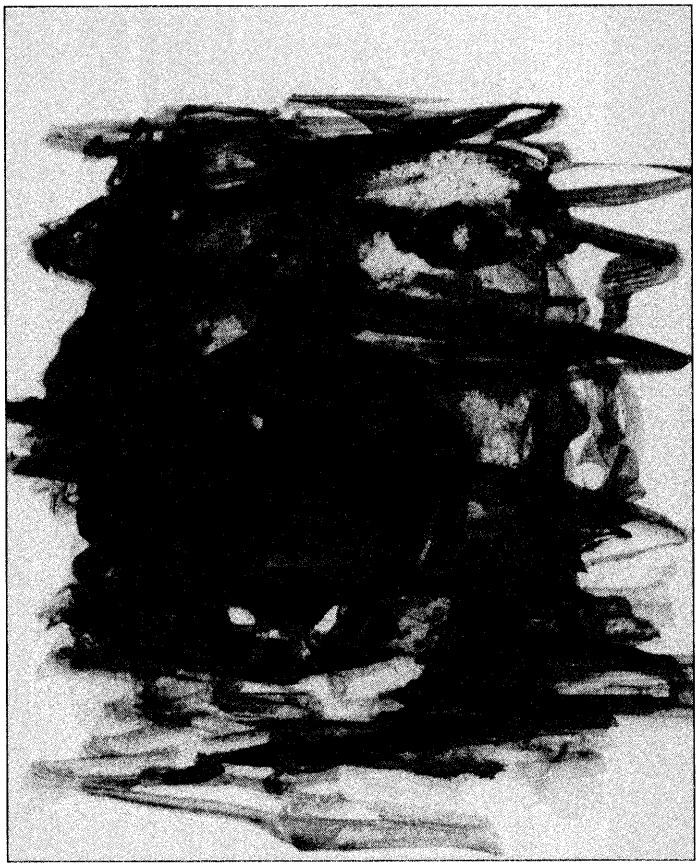
Zaaman Rul can be struck only by +2 or better weapons. Those of lesser (or no) enchantment simply melt when they strike his red-hot hide. Cold- and water-based attacks on the prince inflict 1 additional point of damage per damage die.

The blood's the weakest of the Princes of Elemental Good, and he's well aware of that fact — moreso after his defeat by Imix than ever before. He won't overestimate his own prowess again, but he won't give up, either.

Elemental, Darkness

CLIMATE/TERRAIN:	Any dark
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY/CYCLE:	Night
DIET:	Darkness
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	8, 12 or 16
THAC0:	8 HD: 13 12 HD: 9 16 HD: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	Chill, blind
SPECIAL DEFENSES:	+2 or better weapon to hit, hide
MAGIC RESISTANCE:	Standard
SIZE:	L to H (8'-16' tall)
MORALE:	8 or 12 HD: Champion (15-16) 16 HD: Fanatic (17)
XP VALUE:	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000



Summoned by elder priests of dark gods, darkness elementals are creatures of pure negative life energy, the distilled spirit of undeath, decay, and the night. They can be summoned only at midnight or deep underground, and few stay for more than a single night.

Combat: A darkness elemental can chill a target creature's spirit by attacking it through its shadow; this constitutes an attack against AC 10, plus any Dexterity bonus if the target creature is aware of what the elemental is attempting. A successful hit allows the darkness elemental to blind its target by wrapping it in its own shadow, unless a saving throw vs. petrification (at -6) is successful. This blindness can be removed only by a casting a *cure blindness* or *heal* spell, or by exposing the victim to full sunlight.

Darkness elementals suffer damage from magical light spells and healing spells of all kinds; when contacted by one of these spells, an explosion occurs as the negative and positive magical energies destroy each other, inflicting 1d8 hp damage to the elemental for each level of the spell. Creatures within 10' of the explosion suffer 1 hp damage per level of the spell, half if a saving throw vs. breath weapon is successful.

Darkness elementals can automatically Hide in Shadows; they can hide from infravision as well, becoming effectively invisible as long as they remain immobile. As soon as they move at more than a creeping shadow's pace (a Movement Rate of 1), they become obvious to any onlooker.

Habitat/Society: Because the plane of elemental Darkness is so inhospitable to all forms of life, little is known about the society of these rare elementals. It is thought to mirror that of the better-known elementals of fire, water, air, and earth, that is, a somewhat Arabian style caliphate or sultanate, with a more-or-less feudal social structure.

However, the evil alignment of darkness elementals may indicate a different social structure entirely, perhaps one ruled by a Prince of Elemental Evil or a lord of the yugoloth. The dao seem to have some sort of agreement with these elementals; the details are unclear, but the two races have worked together on raids deep underground and on the elemental plane of Earth.

Ecology: Darkness elementals are the enemies of all creatures of light and life; they seek to destroy both at every opportunity. Undead creatures are either their allies or their servants; the relationship between the two is unclear. Like other elementals, they are not natural creatures and neither require anything from nor contribute anything to the natural ecosystem.

The elemental beast is a creature of low intelligence that is native to one of the four elemental planes. The physical form of the elemental beast is composed of one of the four elements—earth, air, fire, or water. The beast is composed of only the purest elemental material and there is no substance within it other than its native element.

The only proven way of transporting the elemental beast to the Prime Material Plane is by some magical means such as a rod, staff, wand, or spell. There are, however, myths of these beasts appearing near areas of intense "elemental activity" (an elemental beast of water would appear in the center of a whirlpool). Magical researchers have developed a theory that as the energy from a natural elemental occurrence (hurricane, tornado, whirlpool, firestorm. earthquake) reaches an extreme intensity, a temporary rift can develop between the Prime Material Plane and the elemental planes that release elemental beasts.

When summoned to the Prime Material Plane, only the "elemental essence" or life force of the elemental beast is brought forth. Therefore, the beast must adopt forms of its element that are available on that particular plane. The prime planes are all made from the various mixes of the four basic elements, and therefore each element is available everywhere on the prime planes. However, because the elements are all combined. the elemental beast is less "pure" and therefore less powerful than if it were encountered on its home plane where the base element is of the purest nature.

This impurity also causes the beast pain that varies by the degree to which its element is contaminated with other material. An elemental beast of water that is summoned near a bog or swamp would likely be in extreme agony while the same creature summoned near a spring-fed lake would experience a lesser degree of discomfort. Extreme pain causes the beast to enter a rage that, if unchecked, could cause it to turn on its summoner.

As only the elemental essence is brought to the Prime Material Plane, a beast is impervious to certain attacks. An elemental beast is immune to all physical attacks that are nonmagical. Magical attacks include such natural abilities as breath weapons, gaze attacks, poisons, paralysis, and other innate powers. No creature of less than 4 HD can harm the elemental beast without magical assistance.

The mind of the elemental beast is very different from beings of the Prime Material Plane. An attempt to control or contact these beasts psionically causes the psionisist to enter a trancelike state. During this time, the individual babbles, screams, and wails, but does not speak. This state lasts for 3–18 (3d6) rounds and then the psionicist enters a comatose state for 3–30 (3d10) hours. When he wakes he has no recollection of the events that transpired between the attempted contact and his waking.

An elemental beast is susceptible to spells and magical items that affect such creatures. Protection from evil spells and devices that create such effects protect the target from the creature. While the beast cannot touch or enter areas protected, it can affect the surrounding areas and cause damage using methods that require no contact. For example, an elemental beast of air could create a whirlwind that surrounds the target, causing the victim to be pelted with debris and suffer the appropriate damage.

On its home plane, an elemental beast is highly sought by the genie races as a pet, guardian, or hunting companion. The beast truly excels as a hunting companion. Its sensitivity to impure elements makes it an excellent tracker. This tracking ability only applies on its home plane since prime worlds are far too impure and create too much white noise for the creature to use this ability effectively. This sensitivity is so keen that the beast can even track natives of the plane if they have a physical form that contains any material not of the purest element.

Summoning an Elemental Beast

Elemental beasts are summoned using a variant of most spells that are capable of contacting and summoning an elemental. Devices that summon or affect elementals have the same effect on elemental beasts unless otherwise noted. For example, a *censer controlling air elements* also controls elemental beasts of air, but a *ring of air elemental control* only effects creatures other than air elementals making their home in that plane.

As with the standard elemental summoning, each individual casting a spell or using a device creates a unique signature that is answered only once per day by creatures residing in the inner planes. There are three basic methods used to summon the beasts, a spell, a staff, or a device. An individual can use multiple methods to summon elemental beasts from the same plane. For example, a *summon elemental* spell can only call one elemental beast of air per day, but the same individual can use a staff or a device to summon another air beast. However, the same individual with multiple devices, even if they are different types of magical items, can only summon one of a given type of elemental beast per day using these devices.

Controlling Elemental Beasts

Once the elemental beast has been brought to the Prime Material Plane, it must be controlled. With most spells and devices this is an aspect of the summoning that is incorporated into the casting. However, if something happens to the summoner to distract him, there is a 75% chance he loses control of the beast. The summoner must maintain concentration for the entire duration of the spell or until he has communicated with the creature and given it its mission.

For every round the elemental beast is on the Prime Material Plane there is a 1% cumulative chance that it breaks free of control and becomes freewilled. At this point there is a 50% chance that the freewilled beast attacks the summoner, his party, or the closest creature if the summoner is not at hand. A beast that doesn't attack runs off to look for an environment suited to its nature. Such loss of control happens even if the creature has been sent on a mission and direct control has been removed. If an elemental beast becomes freewilled while on a mission. there is no way to re-

gain control and it begins a rampage that ends only when it is sent back to its home plane, it is destroyed, or 24 hours has passed since entering the rage.

If the elemental beast becomes freewilled at any time other than while fulfilling its quest. The summoner can regain control by successfully casting a *charm monster* spell or a *speak with monster* spell followed immediately by a *charm* spell. Other spells that work to temporarily stop the beast from rampaging are *hold monster* and *imprisonment.* A *banishment* spell can send a freewilled creature back to its home plane.

There are precautions that can be taken when summoning a beast that ease control. The summoner can try to make the beast experience less pain in being summoned by acquiring the purest form of the correct element. Ten cubic feet of the element is required for this to have any affect on control as the beast assimilates the finest specimens to create its new body. An elemental so created has half (rounded up) the chance of becoming freewilled. Only five cubic feet of material is needed if the substance used is from the elemental plane from which the beast is summoned In this case, the chance of breaking control is only 25%. It is possible for another individual to arrest control of an elemental beast from the summoner. A *dispel magic* spell cast at the individual who summoned the beast, if successful, breaks the bond between the two beings and transfers that control to the caster of the *dispel magic.* Rules for casting *dispel magic* are identical to those on page 148 of the *player's Handbook* except that on a roll of 20, the elemental beast becomes freewilled.

If control of the elemental beast is transferred to a new individual. the beast obeys his commands as if he were the original summoner. If the transfer falls, the beast's hit points are increased to the maximum 8 hit points per die. A failure also augments the bond between summoner and beast and no further attempts to seize control succeed. If the summoner loses control of the elemental beast, the creature remembers the person attempting to gain control of it and attacks him even before attacking the summoner.

Missions

Elemental beasts summoned to the Prime Material Plane can be petitioned to provide one service for the summoner. Because of the low lntelligence of these creatures, they can understand only simple commands of no more than a few words. While on this mission, there is no need to control the elemental. It is singleminded in its quest and does not stop until either the service is complete, it becomes freewilled, it is destroyed, it is sent to its home plane, or the spell lapses. For a spell caster to succeed in sending the beast on the quest, he must cast a charm monster. The caster must also have some means of communicating with the creature, such as a *speak with monster* spell or a helm of telepathy. To bind the deal, the summoner must provide a gift of a gem worth at least 1,000 gp. If the caster achieves all of this criterra, he then rolls a 1d20 for a Charisma check. A successful roll indicates that a deal has been struck and the beast provides one service. If the attempt fails, there is a 25% chance the elemental beast breaks control to become freewilled. Only one mission can be attempted per summoning.

Returning to the Elemental Planes

Elemental beasts have no innate ability to return to their home planes. They look to the summoner to return them home. The ease of control and increased safety of the summoning might be explained by the creature's inability to return home and a fear of being stranded on a strange and hostile world.

Following a mission or when the original purpose of the summoning has been completed, elemental beasts return to the controller to be dismissed. If the controller is unable or unwillmg to return the beast home, the beast immediately attacks the individual. All such attacks are made as if the beast were in a berserk fury and are made at +l, but the AC has a –1 penalty.

Stranded beasts seek out a less hostile region until some means of return presents itself. This might be the source of many of the "mythical" elemental beasts that have been seen inhabiting the Prime Material Plane.

Elemental Beasts on Athas

Athasian priests often prefer to summon elemental beasts to their elemental counterparts. In this case, the beasts are slightly more controllable and can even be sent on a mission with little or no supervision. Also, the effect the elemental beasts have on any psionicist attempting to communicate with the creatures allows greater control.

Some elemental beasts stranded on Athas are quite disadvantaged compared with most prime planes. The harsh climate and terrain make both water elemental beasts and air elemental beasts uneasy. There are few places on Athas where the water beasts can survive for long and the frequent sand and dust storms cause air elementals extreme pain and fury.

If an Athasian is an elemental priest or a wizard and has the ability to communicate with an elemental and the ability to return it to its home plane, the beast can frequently make a deal. As with all communication with an elemental beast, the concepts must be simple and clear or the beast becomes confused and possibly attacks the Athasian (25% chance).

While all elemental beasts are rare on Athas, fire elemental beasts have been known to exist in areas of volcanic activity. Some earth elemental beasts have been reported in the rocky badlands and the mountains.

Elemental Beast, Air

Climate/Terrain:	Any air
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Air
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	Fl 36 (A)
Hit Dice:	8+3
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	See below
Special Defenses:	+1 weapon or better to hit
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Very steady (13–14)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 8

An air elemental beast is made of only the purest elemental material available. It is native to the Elemental Plane of Air where it is highly prized by djinni as a guardian beast and as a tracker and hunter.

On its native plane, elemental beast is usually invisible. On Athas, however, foreign material such as sand or silt can get caught up in the whirling winds and air currents that formulate the beast, causing it great pain and revealing its true form. The elemental beast is an enormous 8-foot head with wings attached at the back. Its wide mouth is filled with rows of pointed razor-sharp teeth. Its eyes shine with pain and malicious The turbulent winds that give the beast its form create a howling and whistling sound.

Combat: The intense winds that twist about within the elemental air beast give the creature its ability to attack. Like the air elemental, this creature is a master of its environment and gains a +1 attack bonus and a +4 damage bonus in aerial combat. This bonus is only effective against beings that are not native to the Elemental Plane of Air.

The air elemental beast attacks with its any fangs, causing 2–12 (2d6) points of damage. If unseen and invisible, it makes its first attack at +4. If the beast's attack roll is a natural 20, and its opponent is no larger than medium-sized, it seizes its opponent in its large mouth. If the creature is land-based, the air beast lifts the being from the ground to a height of 50 feet and drops the victim, causing 5–30 (5d6) points of damage. If the victim flies, the air beast flies at its maximum speed directly at a solid object such as a rock or the ground. At the last minute, the air beast releases its victim and veers away. Its class A maneuverability allows it to instantly change direction, he victim takes 3–18 (3d6) points of damage and must roll a successful System Shock roll or be stunned for 1–6 (1d6) rounds.

If the air elemental beast absorbs a large amount of foreign matter such as dust, sand, or dirt, it goes into a berserk fury. In this state, all the beast's attacks are made at +2, but its AC suffers a –2 penalty from the reckless nature of the attacks. For every round the elemental air beast is within 10 feet of a source of loose foreign matter, there is a 5% cumulative chance the beast absorbs enough material to send it into this berserk rage. This lasts for 1–8 (1d8) rounds, after which the material has been ejected from its body.

Certain spells have unusual effects on the elemental beast. A *control weather* spell cast at an elemental beast of air causes it 8–64 (8d8) points of damage, but the creature gets a saving throw for half damage. A *gust of wind* spell cast at the air beast adds a +2 HD to the beast for 1–4 (d4) rounds and has a 50% chance of sending the creature into a berserk fury. Damage suffered during this period is first subtracted from the added HD, and all attacks made during this time are made as if the beast were of 10+3 HD (THAC0 11).

Habitat/Society: The elemental beast of air finds comfort only in the Elemental Plane of Air, though some have been rumored to be spotted in the areas near a sandstorm or tornado. It is a solitary beast and is not known to socialize with other creatures or even other air beasts.

Ecology: This beast has no place in the natural order on Athas. On its home plane, it is fairly common and is sought as a pet or guardian.



Elemental Beast, Earth

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Earth
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Apearing:	1
Armor Class:	2
Movement:	12
Hit Dice:	8+3
THAC0:	13
No. of Attacks:	2
Damage/Attack:	3d6/2d6
Special Attacks:	See below
Special Defenses:	+1 or better weapon
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Very steady (13–14)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 9



The elemental beast of earth is native to the Elemental Plane of Earth. An earth elemental beast is made solely of rock, minerals, clay, and dirt, all in their purest forms. There is no foreign or organic substances within the creature.

An earth beast stands approximately 8 feet tall at the shoulders. It is quadrupedal and vaguely resembles a reptile with an elongated tail. It has an inordinately large mouth with rows of sharp teeth made from various rocks and minerals. A single ridge of spikes runs down the center of its back. The spikes cluster at end of the tail like a mornnigstar. It emits a growl that resembles the sound of an avalanche or an earthquake.

Combat: The elemental beast of earth can move as swiftly and as easily through earth and rock as it does above ground. On Athas its favored attack method is erupt from under the surface and surprise its victims. A target of such an attack has only a 1 in 6 chance of detecting the ground movement and preparing for any conflict.

An earth elemental beast attacks using a powerful bite that causes 3–18 (3d6) points of damage. If the attack roll for the earth beast is a natural 20 and its opponent is no larger than medium-sized, the target is caught in the beast's jaws. Each round, the victim must make a successful Bend Bars/Lift Gates roll to escape the beast's crushing laws. If the victim fails, he automatically receives 3–18 (3d6) points of damage. Attacks by the victim are possible if a successful Dexterity check is made at a –2.

The beast can also whip its tail at an 360 degree arc at any opponent within 15 feet. Such an attack, if successful, causes 2–12 (2d6) points of damage and the victim must make a successful save vs. paralyzation or be stunned for 1–6 (1d6) rounds. A stunned victim can make no attacks for the duration of the effect.

In siege warfare, the earth elemental beast causes damage equal to that of a small catapult (8 points of damage to hard stone, 11 points to soft stone, 10 points to earthen structures, 17 points to wood, and 9 points to thick wood). It can dig a tunnel through as much as 20 feet of stone per round.

While an earth beast enjoys an immunity to nonmagical weapons, it does have vulnerabilities. If the creature is levitated or flying, it panics. It will attempt to reach the ground by any means. An earth elemental beast cannot travel through water. All attacks made by the earth elemental beast against airborne or waterborne creatures are made at –2 and all damage is reduced by 1 hp per die (to a minimum of 1 point of damage per die).

The wriest swell *earthquake* causes 8–64 (8d8) points of damage to the elemental, but only if the creature is touched by the priest at the time of casting. A rock to mud spell slows the earth beast to half movement both above and below ground. Attacks by the beast can only be made every other round because of this sluggishness.

Habitat/Society: The earth elemental beast is solitary creature and makes its home on the Elemental Plane of Earth. The primary function of its razor-sharp teeth is to crush rocks, stones, minerals, and earth, from which it gains its sustenance. On Athas, a stranded earth beast makes its home in the mountains and rocky badlands, though it sometimes inhabit other areas as well. The earth beast finds no value in treasure, but it has a great fondness for the taste of gems and precious metals and can sense them within a 30-foot radius. Because of the metal-poor nature of Athas, the earth beast rarely gets to enjoy these delicacies.

Ecology: This beast is frequently caught and trained by the evil race of djinni known as dao. Frequently the beast is ill-treated by its malicious masters and seeks a means of escape. An elemental beast in such a state may not be upset at having its routine interrupted by being summoned.

Elemental Beast, Fire

Climate/Terrain:	Any dry land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Fire or combustible material
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	18
Hit Dice:	8+3
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d8/1d8/2d6
Special Attacks:	See below
Special Defenses:	+l weapon or better to hit
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Very steady (13–14)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 7

A fire elemental beast is large four-legged creature made from pure fire. It can be summoned to any dry area, but requires a small flame to give the beast a starting point from which it can collect the heat from the surrounding area to generate its flaming body.

The fire beast resembles a large pantherlike beast with extremely broad shoulders. The elemental fire that dances and flickers throughout its body gives the illusion of rippling muscles beneath a fiery orange coat. A mane of pure fire surrounds its head and its eyes are black voids that look like empty sockets. Flames lick out from its formless, ever-changing face, but there is the consistent appearance of large fiery teeth. The fire beast emits a fierce bellow that sounds like the roar of a hundred fires.



Combat: The movement of the fire elemental beast is smooth, graceful, and silent. When moving at full speed, the creature resembles a fireball and has frequently been mistaken for one when summoned in combat. Only when it stops can its true nature be realized.

The beast attacks using its two flaming paws (1d8 damage each) and a searing bite (2d6 damage). These attacks can be directed at two different opponents simultaneously. Any target successfully attacked risks additional damage from ignited clothing, equipment, or debris about the victim. The item must successfully save vs. magical fire at –2 or the victim receives an additional l–6 (1d6) points of damage.

The elemental fire beast can also breathe a cone of fire 30′ long and 10′ wide at the base once every 3 rounds. Its fiery breath causes 2–16 (2d8) points of damage. All creatures within its radius are allowed a save vs. breath weapon for half damage. A victim successfully attacked with the beast's breath receives an additional 2–12 (2d6) points of damage of ignition damage.

Mundane fire does no damage, but can pollute the purity of the element within the creature. A successful save vs. poison must be made by the fire beast or it enters a fury for l–6 (1d6) rounds. In this berserk frenzy, all attacks by the beast are made at +2, but it suffers a –2 penalty to its AC. Magical fires such as those caused by a spell, staff, or other magical item. cause only 1 point of damage per hit die of damage caused by the incantation.

While it is a powerful foe, the elemental fire beast does have weaknesses. It cannot travel over surfaces made of nonflammable liquids. Also, water based spells such as *create* water cause 1d8 points of damage per level of the caster to the beast. Any saving throws against such attacks are made at –2.

Habitat/Society: The fire elemental beast has no true place in the natural order of Athas. The beast normally hunts, runs, and plays in the fire fields of the elemental planes.

If stranded on Athas, it suffers the pain of feeding on mundane fire. It can eat combustible materials such as wood, cloth, or coal, but detests them. This diet causes the fire beast to weaken and its fire becomes dimmer until it blinks out of existence. Each month, the fire beast must make a successful save vs. poison at a –2 cumulative penalty. If the save is failed, the beast deteriorates by 1 HD. If it runs out of hit dice, it vanishes. The process can be reversed if it manages to procure a diet of pure elemental fire for at least two weeks.

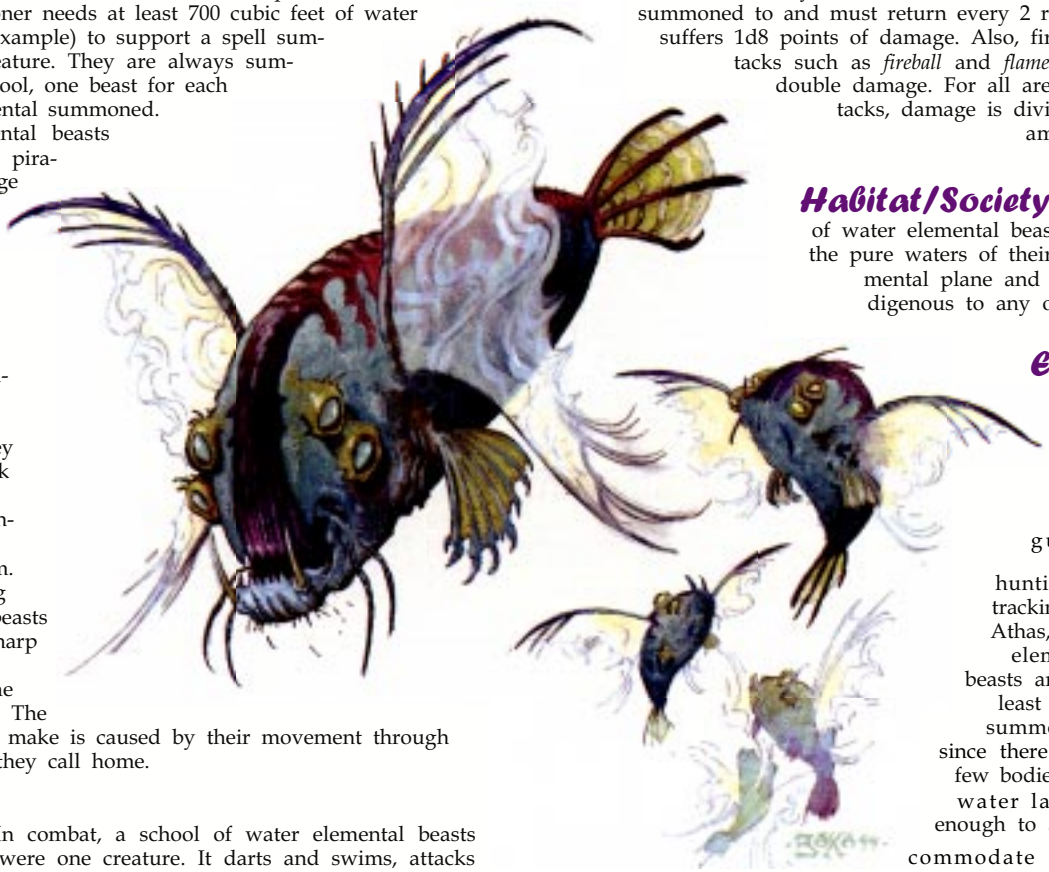
Ecology: The elemental beast of fire is resentful of being Summoned away from the fire fields of it home plane. The nature of the elements on Athas causes the fire beast extreme discomfort and outright pain. As a result, the elemental fire beast is one of the most difficult of the elemental beasts to control. When first summoned, the beast can make a successful save vs. spell at –4 break free of the caster's control. In such an instance, the beast immediately attacks its summoner.

Elemental Beast, Water

Climate/Terrain:	Any water
Frequency:	Very rare
Organization:	School
Activity Cycle:	Any
Diet:	Water
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	5–10 (1d6+4)
Armor Class:	2
Movement:	6, Sw 18, Fl 18
Hit Dice:	1 + 1
THAC0:	Special
No. of Attacks:	5–10 (one for each)
Damage/Attack:	1d8 each
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	S (1′ long)
Morale:	Very steady (13–14)
Level/XP Value:	300
Psionics Summary:	Nil
Player's Option:	MAC 8

Water elemental beasts can be summoned to any area near a large volume of water. The water must be relatively pure. The summoner can use no other tainted liquid such as ale or wine. A summoner needs at least 700 cubic feet of water (10′x10′x7′ for example) to support a spell summoning this creature. They are always summoned as a school, one beast for each hit die of elemental summoned.

Water elemental beasts resemble flying piranhas. They range in size from 9 to 12 inches and have fanlike membranous wings that fold from the back. These creatures are always encountered in schools, but they move and attack in combat as if there were a single intelligence controlling them. The most telling feature of the beasts is their long, sharp teeth that seem overlarge for the small creatures. The only noise they make is caused by their movement through the water that they call home.



Combat: In combat, a school of water elemental beasts moves as if it were one creature. It darts and swims, attacks and retreats, as one. Because of this oneness, a school of water elemental beasts attacks as if it were a creature of as many Hit Dice as there are individuals in the school (school of 8 equals 8 HD). When an individual is destroyed, the effective Hit Dice of the school is also lowered by one. A school of water elemental beasts also gets a cumulative saving throw as if it were a creature of as many Hit Dice as individuals within the school.

When attacking, each beast can dart in and cause 1d8 points of damage with its sharklike teeth. It can also fly up to 18 feet before landing. Attacks made while flying are made as if the beast were charging, with a +2 attack bonus, but the beast suffers a –1 penalty to its Armor Class. When attacking in water, the beast is invisible and it gains automatic surprise against beings not native to their water environment. Attacks against a submerged elemental water beast are made with a –4 penalty, in addition to any other penalty received for underwater combat.

When attacking while flying, the school has an instinct to fly directly into the face of air-breathing creatures. If the attack roll is a natural 20, one of the water elemental beasts separates from the school and lodges in the throat of the victim. The victim must make a successful save vs. paralyzation or suffer 1–6 (1d6) points of damage per round in suffocation damage. Each round after the first, the victim must also make another saving throw or pass out from lack of air. If the saving throw is ever successful, the victim spits out the water beast. Otherwise, the elemental water beast emerges when the victim dies.

A water beast is immune to nonmagical weapons. It does have several limitations, however. The water beast cannot travel more than 20 feet beyond the shores of the water it was summoned to and must return every 2 rounds or it suffers 1d8 points of damage. Also, fire-based attacks such as *fireball* and *flamestrike* cause double damage. For all area effect attacks, damage is divided evenly among them.

Habitat/Society: Schools of water elemental beasts swim in the pure waters of their home elemental plane and are not indigenous to any other plane.

Ecology: Marids have been known to use water element beasts as guardians and for hunting and tracking. On Athas, these elemental beasts are the least often summoned since there are few bodies of water large enough to accommodate the creatures. Also, the dryness of Athas can cause water beasts great pain. Every month the school makes a savina throw vs. death. If it fails, the school loses one beast.

Paraelemental beasts are creatures native to the four paraelemental planes (known as the Paraelemental Planes of Magma, Rain, Silt, and Sun by Athasian clerics and scholars). Born of two elements, paraelemental beasts find peaceful existence only on their respective paraelemental planes. There the two elements blend, co-existing in a comfortable state. Anywhere else, the conflicting natures of these semi-intelligent beasts emerge, seeking to overpower each other. This gives conjured paraelemental beasts personalities that range from mean and confused to murderous and irrational. Either way, they aren't the frlendliest of creatures to meet outside their native planes –even on their best days.

As with elemental beasts, paraelemental beasts aren't worshipped by the priests of Athas. They are consldered divine in nature, however, as these creatures are composed of the pure forces of the elements. Still, that doesn't make them revered. Elemental priests don't trust things of the paraelemental planes, so the beasts are rarely called upon by the clerics of air, earth, fire, and water.

Paraelemental clerics, on the other hand, readily conjure the divine beasts to increase their own power or to perform missions that benefit their patron paraelementals. Like the paraelementals they serve, these clerics seek quantity over quality. Nothing elevates the position of a paraelemental priest like the presence of a beast from his associated plane. The longer such a beast remains with him, the more favored by the paraelementals he's believed to be.

Paraelemental beasts will only be encountered on Athas if summoned by magical means. Each beast adopts a shell composed of the basic elements it represents. If the shell is destroyed, it returns to its native plane.

These beasts can only be harmed by magical weapons with a +1 attack bonus or better, wizard and priest spells, and psionic powers from the Telekinetic and Psychoportive disciplines. Spells related to their native planes in any way don't effect them, and defiling magic doesn't have any additional adverse effects on them besides the normal effects of the spells (as it does on lesser elementals).

Summoning a Paraelemental Beast

There are three methods for calling a paraelemental beast to the Prime Material Plane conjured by spell *(conjure elemental,* wizard or priest version), conjured by staff, or conjured by summoning device. The level of control gained over a paraelemental beast is influenced by the method used to summon it.

Controlling a Paraelemental Beast

Concentration during the summoning process is essential to ensuring control over a conjured paraelemental beast. Any distraction to the summoner, either mental or physical. results. In a failure to control the beast when it arrives on the Prime Material Plane Control lasts for the duration of the spell that summoned it plus one day per level of the summoner, until the shell housing the beast is destroyed, or until its rage and insanity overcome it. Paraelemental beasts that are uncontrolled and acting upon their own desires are called *free-willed.*

Unlike the elemental beasts, paraelemental beasts aren't bothered by pain caused by the impurity of the Prime Material Plane. Instead, they suffer from elevated emotions due to the steady separation of their mixed natures that results from being removed from their native plane. Each day outside its native plane, a paraelemental beast becomes more enraged and insane. Even if successfully controlled, a beast must check each day to see if its rage overcomes it.

The base chance for a paraelemental beast to be overcome by its insanity is 10%. This increases by 10% each day, until after nine days, when the chance remains fixed at 90%. On the day that a check is failed, the beast's rage becomes a blinding fury. It attacks any living creatures nearby and then flees in an attempt to find its way home (or a suitable terrain type where it can find some small comfort).

Paraelemental Beasts on Athas

Paraelemental beasts aren't native to Athas. They can only arrive via magical summons, and they have no way to leave of their own accord. Controlled beasts are usually in the presence of or working for a priest whose patron is of their native planes. Uncontrolled beasts are very rare, and always found in the vicinity of some terrain feature that closely resembles the environment of their native planes.

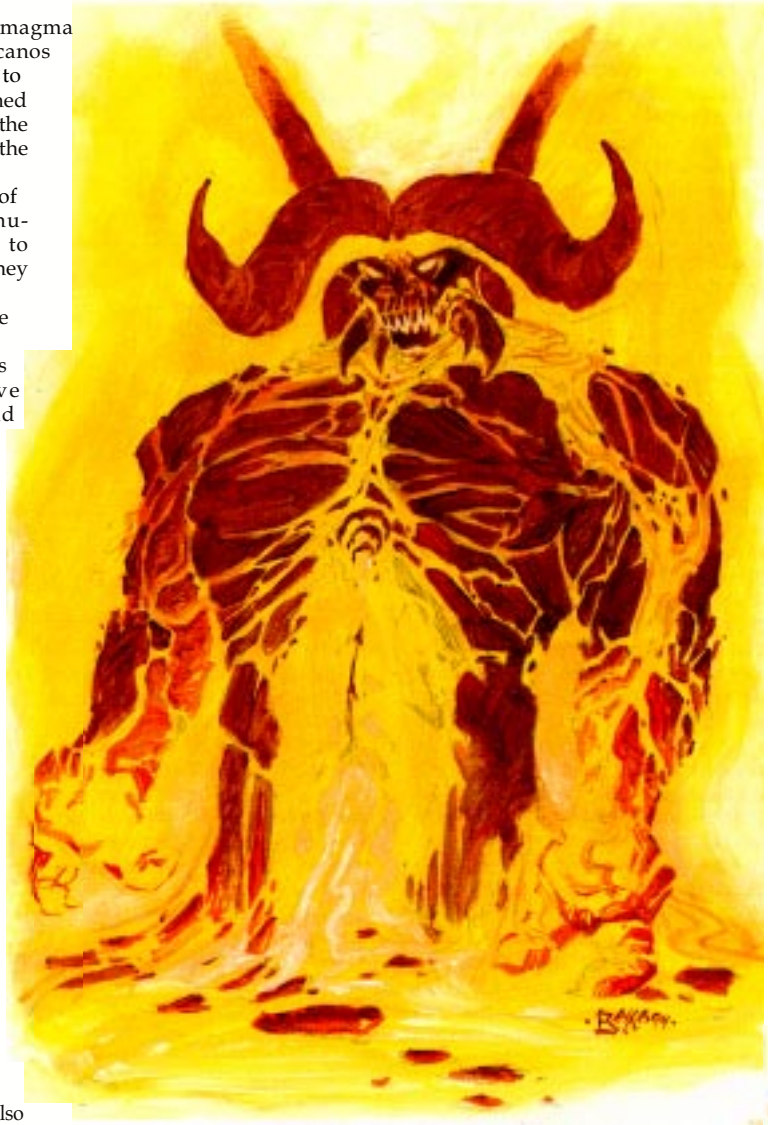
Paraelemental beasts of rain are the rarest type of these creatures encountered, as the shell they inhabit can't survive long under the harsh, crimson sun. Paraelemental beasts of silt are the most common, as these creatures have actually found a niche in Athasian ecology.

Elemental Beast, Paraelemental, Magma

Climate/Terrain:	Anywhere there is lava
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Magma
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	3
Movement:	9, SW 15
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	3d6/3d6
Special Attacks:	See below
Special Defenses:	+l or better magical weapon to hit
Magic Resistance:	Nil
Size:	L (12′ tall)
Morale:	Elite (15)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 10

Paraelemental beasts of magma are found only near volcanos and other places lava flows to the surface. When summoned they form themselves from the magma as it pours from the ground.

Paraelemental beasts of magma resemble large humanoid creatures similar to baatezu in form except they are composed solely of magma. They have massive wings of dripping magma that are at least 10 feet across when spread. They have huge, clawed hands and clawed feet. They have thick, lumbering tails as long as 7 feet Their bodies are almost black on the surface, but the surface constantly cracks open as they move, revealing the bright red magma beneath. Their eyes are always fiery red and never blacken as they cool. They leave a lava trail wherever they go and any thing near them most likely melts or ignites.



Combat:

Paraelemental beasts of magma attack with their huge, clawed hands for 1–6 (1d61 points of damage plus 1–12 (1d12) points of additional damage be cause of the great heat radiating from them.

The creatures can swim through magma at a speed of 15 and they can also use open pits of magma to launch themselves into the air. They, crash down on their opponents, causing double damage with their claws. This attack also gives them a +3 bonus to their attack roll and imposes a –5 penalty on their opponents' surprise rolls.

Touching the creature causes 1–12 (1d12) points of burn damage to those not protected from magical tire and heat. All flammable objects (including clothing) that come in contact with the creature must successfully save vs. magical fire at –2 or they ignite.

Paraelemental beasts of magma can fire blasts of molten lava at opponents as far as 30 feet away. The blast causes 4–24 (4d6) points of damage unless a successful save vs. spell is made for only half damage or unless the target is resistant to fire-based and heat-based attacks.

Nonmagical weapons that touch these creatures melt or burn away if hit. The hit causes the creature no damage, but the weapon must make a successful save vs. magical fire at –6 or be destroyed. Magical weapons cause –1 point of damage per die of damage caused. The weapons also become red hot and must make a successful save vs. magical fire (no penalty) or they too are destroyed.

Paraelemental creatures of magma can regenerate 1 hit point per round if they are in contact with lava. If they are within an open pit of magma they can regenerate 3 hit points per round.

They are immune to all heat-based and flame-based attacks, but suffer double damage from cold-based attacks. They suffer 1 point of damage for every five gallons of water poured on them. They cannot regenerate damage caused by water unless they are in an open pit of magma.

Habitat/Society:

Paraelemental beasts of magma are solitary creatures. Freewilled beasts often take up residence inside volcanos or other lava flows where they have full access to their para-element. They seldom interact with others except to attack those who remind them of their summoners.

Ecology:

Paraelemental beast of magma hold no natural place on the Prime Material Plane They seldom interact with other creatures and actively cause eruptions only to injure other living creatures after the beasts have been attacked for no

Elemental Beast, Paraelemental, Rain

Climate/Terrain:	Anywhere it has recently rained
Frequency:	Very rare
Organization:	Solitary
Ativity Cycle:	Any
Diet:	Water
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	F130 (A)
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	3d6
SpeciaL ATtacks:	See below
SpeciaL Defenses:	+1 magical weapon or better
Magic Resistance:	Nil
Size:	H (16' tall)
Morale:	Elite (15--16)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 10



Paraelemental beasts of rain are the rarest of all the paraelemental beasts because they can only be conjured where it is currently raining. Also, rain paraelemental beasts usually find the Athasian climate too intolerable and return to the elemental inner plane shortly after gaining free will.

Paraelemental beasts of rain appear to be free-floating waterfalls. They are composed of heavy rain drops that fall down and then up again, over and over in a circular pattern. They draw what little humidity they can from Athas' atmosphere to sustain themselves.

They speak their own language that is formed from the sound of falling rain drops, but only they can understand it.

Combat: Rain paraelemental beasts appear to be harmless, but they have a number of powerful attacks. Their attacks, combined with their great speed, make them difficult and unpredictable opponents.

Rain paraelemental beasts can direct blasts of rain toward their opponents. These blasts are so focused that they cause 3–18 (3d6) points of damage and knock down the victims unless the opponent makes a successful Dexterity roll at –4.

Those who attempt to walk through the creature suffer great internal damage as the water within their own bodies begins following the same circular pattern as the water that makes up the creature. For each round a victim spends inside the paraelemental beast, it suffers 4–32 (4d8) points of damage unless it makes a successful save vs. death magic, in which case it suffers half damage. Rain paraelemental beasts often force others inside themselves for this effect.

Rain paraelemental beasts can also cause damage to all living beings within a radius equal in feet to their current hit points by draining the moisture from their bodies to add to its own rain. Rain paraelementals cannot use this attack while taking any other action and remain motionless while doing so. All living victims must make a successful save vs. spells or suffer 1–6 (Id6) points of damage from dehydration. Rain paraelemental beasts gain half as many hit points as their victims lose.

Magical fire causes full damage to rain paraelementals, but they easily extinguish nonmagical fire smaller than a bonfire without suffering damage.

Habitat/Society: Rain paraelemental beasts often over oases, wells, small lakes, and other sources of water, gathering moisture from them in order to retain their forms. They seldom remain on the Prime Material Plane for more than a few weeks before returning to the Elemental Inner Plane. In rare cases, rain paraelemental beasts have been known to hover over entire city-states, gathering moisture from the local water supply and from the inhabitants themselves. The templars must dispatch them quickly before they kill all the local inhabitants and become too powerful to dismiss.

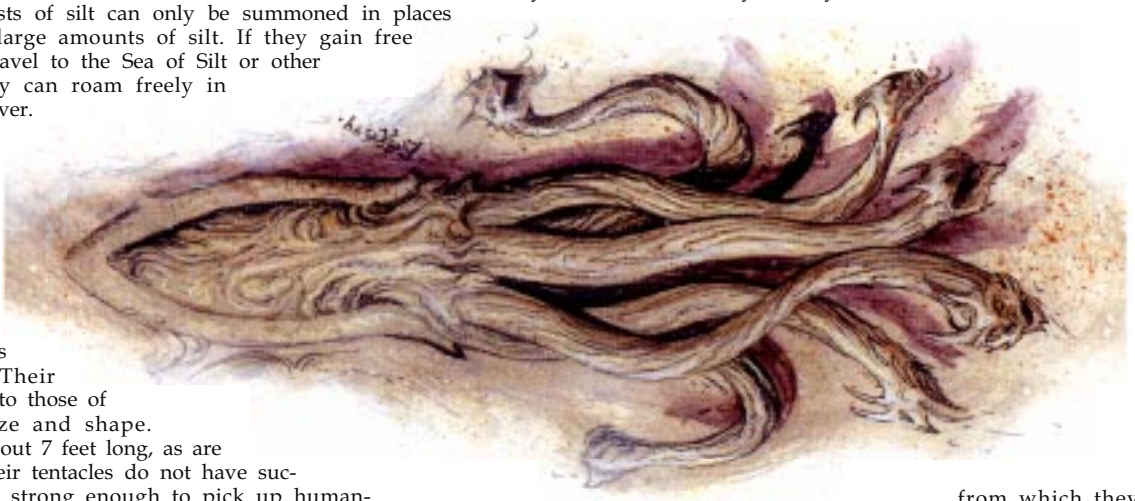
Ecology: Rain paraelemental beasts have no natural on Athas.

Elemental Beast, Paraelemental, Silt

Climate/Terrain:	Large areas of silt
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	silt
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	9, Sw 15
Hit Dice:	7
THAC0:	13
No. of Attacks:	6
Damage/Attack:	1d6 (×6)
Special Attacks:	See below
Special Defenses:	+I magical weapon or better to hit
Magic Resistance:	Nil
Size:	L (12′ across)
Morale:	Elite (l5)
Level/XP Value:	3.000
Psionics Summary:	**Nil**
Player's Option:	MAC 9

Paraelemental beasts of silt can only be summoned in places where there are large amounts of silt. If they gain free will, they often travel to the Sea of Silt or other places where they can roam freely in their element forever.

Paraelemental creatures of silt resemble the krackens of legend, except they are composed entirely of silt. They have 8 octopus-like tentacles, but their upper bodies are serpentlike. Their heads are similar to those of silt drakes in size and shape. Their necks are about 7 feet long, as are their tentacles. Their tentacles do not have suction cups but are strong enough to pick up human-sized beings in their grasp and agile enough to batter opponents. A billow of fine silt dust rises like steam from their nostrils.



Combat: Paraelemental beasts of silt attack with their mouths and six of their tentacles. Their bite causes 3–18 (3d6) points of damage. Each tentacle causes 1–6 (1d6) points of damage and on a successful strike there is a 50% chance it wraps around the victim and constricts for 2–8 (2d4) points of damage each following round until the tentacle is cut loose or the victim breaks free. Any human-sized or smaller creature can be attacked by the creature with only one tentacle at a time.

Once a victim has been grabbed, the creature attempts to pull it down into the silt where it suffocates. On a percentage roll of 1–25 neither of a victim's arms are pinned, on a roll of 26–50 the left arm is pinned, on a roll of 51–75 the right arm is pinned, and on a roll of 76–100 both arms are pinned. When both arms are pinned, the victim cannot attack. When one arm is pinned, the character's attack rolls are at –3. When neither arm is pinned, the victim's attack rolls are at –1. The tentacles have 18/01 Strength and any creature with Strength greater than 18/01 can negate its constriction attacks by pulling against it. When this happens, the creature bites the victim until it stops struggling. The creature does not need to make an attack roll and can automatically bite any victim held this way.

Each tentacle has 8 hit points (in addition to the creature's 8 HD1. When it receives 8 points of damage it turns into fine silt and pours to the ground. The paraelemental beast can no longer keep mental control over its shape because of the damage it suffers.

The paraelemental beast of silt has the fearsome whirlpool attack. The creature can swirl about within the silt, creating a funnelling effect. The effect draws everything within a l-foot radius per hit point it has straight down into the funnel. Once it stops spinning, the silt above closes in, trapping any creature drawn in below the surface. Victims must make eight successful Constitution rolls in a row to reach the surface before breathing in silt. Victims who breath in silt must make a successful save vs. death magic at –3 or they die. If the save is successful, they receive 2–20 (2dl0) points of damage and must continue toward the surface, attempting their remaining Constitution rolls.

Paraelemental beasts of silt are virtually invisible until they attack because they usually slink about in the same silt from which they are made. Only when they rise above the silt are their shapes visible.

Paraelemental beasts of silt receive double damage from all wind-based attacks and no damage from attacks relating to their own para-element. Whenever in direct contact with a large quantity of silt, they can regenerate at a rate of 2 hit points per round.

Habitat/Society: Paraelemental beasts of silt are solitary creatures. They generally roam about silt-filled areas, attacking only those who attack them or those who remind them of their summoners (including most humans, humanoids, and demihumans).

Ecology: While paraelemental beasts of silt are unnatural extraplanar creatures, they have found a place in the ecology of Athas. They now help reduce number of predators that roam their silt-filled homes.

Elemental Beast, Paraelemental, Sun

Climate/Terrain:	Any surface area
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Sunlight
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. **Appearing:**	1
Armor Class:	2
Movement:	6, F1 36 (D)
Hit Dice:	9
THAC0:	11
No. **of Attacks:**	3
Damage/Attack:	3d6/2d6/2d6
Special Attacks:	See below
Special Defenses:	+1 magical weapon or better to hit
Magic Resistance:	Nil
Size:	L (16' wingspan)
Morale:	Elite (15-16)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 9

Paraelemental beasts of sun can be summoned anywhere there is strong sunlight, of which there is no shortage in Athas. Paraelemental beasts of sun that gain free will often choose to make Athas their permanent home because of the great presence of their para-element.

Paraelemental beasts of sun resemble the phoenix of legend. They are two-headed birds composed of flames sustained by the rays of the suns. Their flaming wings span 16 feet across. Their two heads work in tandem, seemingly under the control of one brain. It hurts to look directly at paraelemental beasts of sun because they radiate light even more intense than a light spell.



Combat: Paraelemental beasts of sun attack by swooping down on their opponents and attacking them with their two talons for 2–12 (2d6) points of damage each, and with one of their beaks for 3–18 (3d6) points of damage. Opponents with resistance to magical flames suffer only half damage. The talons and beak are fiery hot and they leave terrible burns on their victims.

Flammable objects that touch these creatures ignite and burn until extinguished or totally consumed unless they successfully save vs. magical fire at a –2.

Paraelemental beasts of sun can generate intense heat from their bodies that cause sunstroke and dehydration. For each round the creature uses this attack, all victims within a 1-foot radius per hit point it has lose l–6 (ld6) points of Constitution unless the victims make a successful save vs. breath weapon or have some special protection from heat stroke and dehydration.

Paraelemental beasts of sun regenerate 3 hit points per round while in sunlight. When removed from sunlight, their regeneration powers do not function and they have a –4 penalty to attack and damage rolls. Their flight speed is reduced by –3 for every 12 hours straight they are not exposed to sunlight and they also lose 2–12 hit points.

The creatures can create massive bursts of sunlight from their bodies that can blind any seeing opponent within a 150-foot radius unless the opponent makes a successful save vs. spell. All undead caught in this burst of light suffer 6–36 (6d6) points of damage with no savmg throw. When the paraelemental beasts use this power they lose 5 hit points because they burns up part of themselves producmg the light. When they reach zero hit points they explode into solar energy producmg the same effect as this power.

Paraelemental beasts of sun are immune to all heat-based and fire-based attacks, both nonmagical and magical. They can only be hit by a +1 or better magical weapon. by creatures of 4 HD or greater, and by creatures with magical abilities. They are immune to all *sleep, charm,* and *hold* spells. Cold-based attacks cause them 1 additional point of damage per die of damage caused *Darkness* spells cause them 2–12 (2d6) points of damage and *continual darkness* causes them 4–24 (4d6) points of damage.

Habitat/Society: Paraelemental beasts of sun gather in small flocks of as many as 10 whenever possible, but because of their rarity on the Prime Material Plane, they are usually encountered alone. They spend most of their time flying high above the land, basking in solar energy. They seldom attack creatures except in defense or when they spot humans, humanoids, or demihumans that remind them of those who summoned them.

Ecology: Paraelemental beasts of sun are among the easiest creatures to summon and outnumber all other paraelemental beasts two to one. They are often spotted circling far overhead but are almost never seen near the ground except when they are recently summoned or when they attack those whom they believe summoned them.

	Air (Duster)	Earth (Crawler)	Fire (Flameling)	Water (Spitter)
CLIMATE/TERRAIN:	Any	Any	Any dry, warm	Any moist, cool
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Pack	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Scents, flowers,	Vegetable and ambergris	Any flammable mineral matter	Any liquid material
INTELLIGENCE:	Semi (2–4)	Animal (1)	Semi (2–4)	Animal (1)
TREASURE:	See below	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1d6	2d4	1
ARMOR CLASS:	4	3	4	6
MOVEMENT:	6, Fl 6(A)	6, Br 6	6, Fl 6(A)	6, Sw 6
HIT DICE:	2	2	2	2
THAC0:	19	19	19	19
NO. OF ATTACKS:	1	3	2	1
DAMAGE/ATTACK:	1d4	1d3 (×3)	1d3/1d2	1d4
SPECIAL ATTACKS:	Obscurement	Rear claws—1d4 (×2)	See below	Spit
SPECIAL DEFENSES:	Invisibility	Disguise	Immune to fire	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (18′ tall)	T (1′ tall)	T (9′ tall)	T (1′ tall)
MORALE:	Average (8–10)	Champion (15–16)	Elite (13–14)	Steady (11–12)
XP VALUE:	175	175	175	175

These vermin are creatures from the elemental planes. They are scavengers that seek to eat anything which looks good to them, regardless of its relative value or use to anybody else. On the Inner Planes they are simply pests, but they can be a greater problem on the Prime Material Plane.

Each type of elemental vermin is basically humanoid in shape, but most observers would think of them as reptilian at first look; more complete descriptions can be found in the individual entries below.

Elemental vermin do not speak any languages, and their relatively low intelligences make any sort of telepathic contact fairly unrewarding.

Combat: Above all, these creatures simply want to eat, and they interpret any interruption of that activity as offensive. Though some elemental vermin would rather run away than fight, all fight tenaciously if cornered or disturbed during feeding. Each has a special attack and a special defense, described below.

Habitat/Society: Elemental vermin travel to the Prime Material Plane through various gates such as vortices (which occur in places like tornados [air], deep caverns [earth], volcanos [fire], and ocean trenches [water]) and those created through the use of magic. They often appear in places frequented by genies and elementals, but they prefer to live in areas heavy in their element (high nests for dusters, burrows for crawlers, fires and furnaces for flamelings, and wells and rivers for spitters).

Ecology: While they're just normal scavengers on their home planes, elemental vermin are detrimental to their environments on the Prime Material Plane. They have tastes for things that are important to humans, such as perfume, gems, silks, and wine, and they can be rather dangerous.

There is no known use for or by-product of elemental vermin. Their elemental "essence" is too weak to be of any use in the making of potions, and no one would buy a captured vermin unless they had some peculiar revenge in mind.





Duster
This weak air elemental is a variety of the dust devil, the creature summoned by the 2nd-level priest spell *dust devil*. A duster looks something like a gray armadillo that stands upright on its two hind legs, with human hands, long ears, and a long proboscis. The duster's sense of smell is acute, and it feeds upon *anything* that has a strong odor.

Dusters would rather run away than fight. They use their abilities to fly, and to become invisible (as the spell) at will, to their advantage. If forced into melee, the duster attacks with its sharp beak. As it attacks, it creates a whirlwind that obscures normal vision and extinguishes small, open, nonmagical flames within 10 feet. Those who are within the dust cloud are blinded as long as they remain there, and for one round after they emerge, suffering a –4 penalty to attack rolls.

Crawler
This rather weak earth elemental still has vicious claws and a crested, doglike head with sharp teeth and brushlike feelers attached to the snout. These feelers help the creature sense its way through the dark tunnels of the Elemental Plane of Earth and find tasty morsels to eat. The crawler is primarily brown in color, which allows it to blend with its surroundings when it is standing within any rocky or earthen environment. As a result, all opponents suffer –2 modifiers to their surprise rolls when they stumble upon a crawler.

Crawlers are very temperamental, leaping to the attack when disturbed or prevented from dining upon anything that catches their fancy. Once they find a source of food, especially precious gems and metals (such as coins), they will stubbornly defend it from all other creatures. They attack with two claws and a bite. Furthermore, if both front claws successfully hit during any round of attack, they draw up their rear claws and automatically rake with them for additional damage.

Flameling
The flameling's head looks something like an alligator's, but it has bulging, forward-facing eyes and a crest of stiff tentacles that serve as sensory organs. It appears to be covered in red, flamelike scales that throw off small flickers of light and spark.

Flamelings enjoy the taste of flammable liquids such as oil and alcoholic spirits, and they are often drawn to the light and warmth of campfires when they roam the Prime Material Plane.
The flameling is a weak fire elemental, and therefore it uses flame and is resistant to heat. Fire-based attacks of any sort, magical or nonmagical, have no effect upon a flameling.

Even more temperamental than crawlers, these creatures attack with a bite and a slap from their macelike tails. In addition, they can throw miniature fireballs at opponents up to 10 feet away, twice per round. The radius of the burst is just 5 feet, and the resulting flames inflict only 1 point of damage, but they ignite flammable materials, which must successfully save vs. magical fire or suffer 1d4 points of damage per round until they are extinguished.

Spitter
The water elemental vermin's head, hands, and feet look very much like those of a frog, though the mouth is filled with many sharp teeth. Its body is greenish, has a tail, and is covered in ridges and bumps.

The spitter avoids confrontations if possible, but it is drawn to all forms of liquids, including water bottles, holy water vials, and potions, and it will attack creatures that attempt to prevent it from reaching those things. In combat the spitter attacks with a bite or by spitting a pellet of water with such force that it actually inflicts 1d4 points of damage. It can spit these pellets once per round, at will, striking targets up to 20 feet away.

Elephant

	Elephant (African)	Mammoth	Mastodon	Oliphant
CLIMATE/TERRAIN:	Subtropical to tropical jungle and plains	Subarctic plains	Subarctic plains	Temperate to subarctic plains and tundra
FREQUENCY:	Common	Very rare (Common)	Very rare (Common)	Rare
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Dawn, dusk, early morning, and early evening	Day	Any	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-12	1-12	1-12	1-8
ARMOR CLASS:	6	5	6	4
MOVEMENT:	15	12	15	15
HIT DICE:	11	13	12	8+4 (10+5)
THAC0:	9	7	9	8+4 Hit Dice: 11 10+5 Hit Dice: 9
NO. OF ATTACKS:	5	5	5	4
DAMAGE/ATTACK:	2-16/2-16/2-12/2-12/2-12	3-18/3-18/2-16/2-12/2-12	2-16/2-16/2-12/2-12/2-12	3-12/3-12/3-12/3-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (11' tall)	L to H (10' to 14' tall)	L (10' tall)	L (8' to 10' tall)
MORALE:	Unsteady (7)	Unsteady (7)	Unsteady (7)	8+4: Unsteady (7) 10+5: Average (10)
XP VALUE:	4,000	6,000	5,000	8+4 Hit Dice: 2,000 10+5 Hit Dice: 4,000

Elephants have thick, baggy hides, covered with sparse and very coarse tufts of gray hair. The elephant's most renowned feature is its trunk, which it uses as a grasping limb.

Combat: An elephant can make up to five attacks at one time in a battle. It can do stabbing damage of 2-16 points (2d8) with each of its two tusks; constricting damage of 2-12 points with its trunk; and 2-12 points of trampling damage with each of its front feet. No single opponent can be subject to more than two of these attacks at any one time. However, the elephant can battle up to six man-sized opponents at one time.

Creatures larger than ogre-sized are not subject to the elephant's trunk attack. Also, an elephant will never attempt to grasp anything that might harm its trunk—like an object covered with sharp spikes. Elephants greatly fear fire.

Habitat/Society: Elephants are peaceful herbivores that travel in a herd. The herd is made up of both male and female elephants, as well as their young. If a herd of 10 or more elephants is encountered, there will be 1-4 young, from 20% to 70% mature, with the group. In the herd, a clear hierarchy exists, with the older males in a clear position of dominance.

Occasionally, an older male elephant will be beaten by a rival in the herd. The defeated elephant must then leave the group, at which point it becomes a violent "rogue." Rogue elephants encountered alone are 90% likely to attack, and will have no fewer than 6 hit points per hit die.

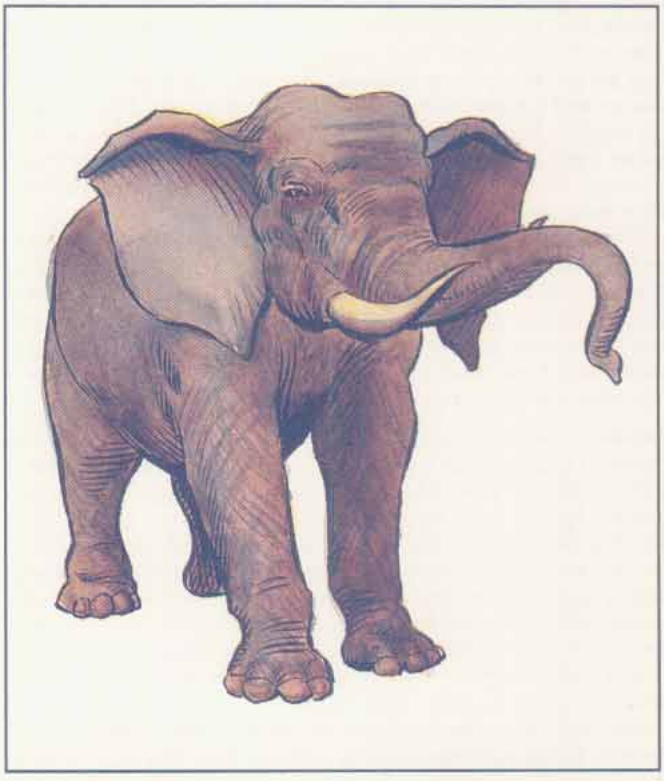
Ecology: Elephants are commonly captured when young and trained. They make good beasts of burden, but are often used in warfare as mounts and living battering rams, as well.

Elephant tusks are worth 100 to 600 hundred gold pieces each, or about 4 gp per pound. In areas heavily populated by elephants, a substantial trade in this ivory will be common.

Mammoths: This ancestor of the elephant was common during the Pleistocene era. Mammoths are covered with thicker, woolier hair than the modern elephant, and they are considerably larger. Mammoths are much more aggressive than elephants and will attack with less provocation. Because they are heavier, a mammoth's tusks are worth 50% more than an elephant's. Mammoths are rare when encountered outside of a Pleistocene campaign, and will only be found in subarctic plains.

Mastodons: Like the mammoth, the mastodon is an ancestor of the elephant that was common in the Pleistocene era, when they roamed from subarctic to tropical plains. They are larger than the modern elephant, hairier, and somewhat greater in length. Encountered outside of a Pleistocene campaign, mastodons are rare, and found only in subarctic plains.

Oliphants: The oliphant is a modern-day mastadon, with shaggy hair and tusks that curve down. The oliphant's trunk is too short to be used in combat. This limits the number of man-sized opponents an oliphant can attack at one time to four. Oliphants are more intelligent than elephants and do not share its cousins' unreasoning fear of fire. They are also very aggressive, and when properly trained and fed, oliphants grow to greater bulk (10+5 Hit Dice) than their wild counterparts. These trained oliphants are excellent for combat duty and have a morale of 10. An oliphant's tusks are worth 100 to 400 gold pieces each, or about 4 gp per pound, but are smaller than an elephant's.





Onco

CLIMATE/TERRAIN:	subtropical to tropical jungle
FREQUENCY:	uncommon
ORGANIZATION:	solitary or family
ACTIVITY CYCLE:	day
DIET:	herbivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d6–1
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3/1d4/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Champion (15)
XP VALUE:	120



The onco is an aggressive mammal closely related to the elephant, though it is about the size of a bear. Its tusks never grow to more than one foot in length. Oncos wander the jungle floor eating plant material and scaring other creatures from their territory.

Combat: An onco fights by striking with its trunk and tusks. Its smaller size allows it to use all three attacks on one opponent; it may also split its attacks among two different targets.

Habitat/Society: Oncos travel in small family units, normally a male and 1d4 females; any onco beyond this are immature young that do not fight. Solitary onco will be lone males in search of mates.

Ecology: Onco are too aggressive to make good mounts or beasts of burden. Their tusks are prized for the strength of their ivory, being worth around 100 gp per tusk. They graze the lower jungle, clearing spaces for other large creatures.

Elephant Bird

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Rare
ORGANIZATION:	Flocks
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	Fl 18 (C)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	1-10 or 1-4/1-4/1-6
SPECIAL ATTACKS:	Heated rocks
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5′)
MORALE:	Unsteady to Average (5-9)
XP VALUE:	420



The elephant bird is a man-sized bird with green plumage and a yellowish, cruel-looking, curved beak. They have a strange, protruding gullet dangling from their throats. Males often have red "racing stripes" that run from their eyes to their tailfeathers, while females are a rather drab green. Their cries are a harsh squawk, distinctive to those versed in the ways of the jungle.

Elephant birds generally travel in pairs and threes, although they are never far from the rest of their flock. When their leader gives the signal, they mass for their hunting flights. They rise in their hunting flight to create a huge cloud of green, and any creature which has had experience with them will seek cover. Anyone who has encountered these creatures when they are on a hunting flight knows the reason they are called "elephant birds." When they begin their attack, it is apparent that they could kill an elephant. Tales abound of such killings, the birds assaulting their beleaguered prey until it finally perishes from their massed attacks.

Combat: Elephant birds do not initiate combat unless they are traveling in a hunting flight. When they have the advantage of numbers, they are fierce opponents. Otherwise, they are generally harmless, preferring flight to combat.

In combat, elephant birds usually carry three stones in their thick gullets. The birds superheat the stones in their body then drop these stones on creatures they are attempting to slaughter, causing 1d10 points of damage, as well as 1-4 additional points of damage the next round, from the intense heat generated. They can reharge themselves during combat if they can snatch extra rocks for the attack. The superheating takes only one round to accomplish. Each bird can carry only three stones.

If no rocks are available to the elephant birds, they attack with their fierce claws and beak. The birds attempt to overbear their opponents, adding 1 to their attack rolls for every three birds in the attack. Once an opponent is prone, they add 4 to their attack rolls for their beak strikes, and score automatically with their claws for 1d4 points each. Their beaks rend their prey for 1d6 points a round.

If they cannot overbear their opponents, they will attempt to land on them and blind them with flapping wings and flying feathers. Although this attack causes no damage, it does force the opponent to attack at a -3 on his attack roll.

Habitat/Society: Elephant birds dwell near clearings in the leafy, humid jungles of Zakhara, or in the thinning trees at the edges of these jungles. Their relatively open habitat enables them to respond quickly to the presence of prey in the jungle or near the perimeter.

Their nests are generally located in the upper reaches of the trees, where they can spot those who seek to harm them long before any damage is done. Their eggs are prized as a delicacy by many jungle creatures, although the predators only dare to approach the nests while the birds are hunting. Even then, there is always the chance that several birds have remained behind.

Ecology: Elephant birds feed on nearly anything they can find, although they prefer freshly killed meat. If none is available, they will eat carrion. If there is no carrion, they can survive by eating berries, worms, insects, or grains. By working together, elephant birds have established themselves at the top the food chain, feeding on what they like, avoiding those who would feed on them. Few predators hunt the elephant bird. Its only natural enemies are humans and humanoids. Since the birds are a menace to humanoids as well as their crops, beings who live near the elephant bird hunt them at every opportunity. For this reason, elephant birds avoid human territory. They will occasionally venture into human and other settlements if food is scarce or the pickings look especially good.

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CLIMATE/TERRAIN:	Temperate to subtropical forest
FREQUENCY:	Uncommon
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
INTELLIGENCE:	High to Supra- (14-20)
DIET:	Omnivore
TREASURE:	Individual: N; G,S,T in lair
ALIGNMENT:	Chaotic good

NO. APPEARING:	20-200
ARMOR CLASS:	5 (10)
HIT DICE:	1+1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	+ 1 to hit with bow or sword
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% resistance to sleep and all charm-related spells
SIZE:	M (5' +tall)
MORALE:	Elite (13)
XP VALUE:	420



Though their lives span several human generations, elves appear at first glance to be frail when compared to man. However, elves have a number of special talents that more than make up for their slightly weaker constitutions.

High elves, the most common type of elf, are somewhat shorter than men, never growing much over than 5 feet tall. Male elves usually weigh between 90 and 120 pounds, and females weigh between 70 and 100 pounds. Most high elves are dark-haired, and their eyes are a beautiful, deep shade of green. They posses infravision up to 60 feet. The features of an elf are delicate and finely chiseled.

Elves have very pale complexions, which is odd because they spend a great deal of time outdoors. They tend to be slim, almost fragile. Their pale complexion and slight builds are the result of a constitution that is weaker than man's. Elves, therefore, always subtract 1 point from their initial Constitution score. Though they are not as sturdy as humans, elves are much more agile, and always add 1 point to their initial Dexterity scores. Elven clothing tends to be colorful, but not garish. They often wear pastel colors, especially blues and greens. Because they dwell in forests, however, high elves often wear greenish grey cloaks to afford them quick camouflage.

Elves have learned that it is very important to understand the creatures, both good and evil, that share their forest home. Because of this, elves may speak the tongues of goblins, orcs, hobgoblins, gnolls, gnomes, and halflings, in addition to common and their own highly-developed language. They will always show an interest in anything that will allow them to communicate with, and learn from, their neighbors.

Combat: Elves are cautious fighters and always use their strengths to advantage if possible. One of their greatest strengths is the ability to pass through natural surroundings, woods, or forests, silently and almost invisibly. By moving quietly and blending into vegetation for cover, elves will often surprise a person or party (opponents have a surprise modifier of -4). As long as they are not attacking, the elves hiding in the forest can only be spotted by someone or something with the ability to see invisible objects. The military value of this skill is immense, and elven armies will always send scouts to spy on the enemy, since such spies are rarely caught-or even seen.

Although their constitutions are weak, elves posses an extremely strong will, such strong wills, in fact, that they have a 90% immunity to all *charm* and *sleep* spells . And even if their natural resistance to these spells fails, they get a normal saving throw-making it unlikely an elf will fall victim to these spells very often.

Elves live in the wild, so weapons are used for everything from dealing with the hostile creatures around their camps, to such mundane tasks as hunting for dinner. The elves' rigorous training with bows and swords, in addition to their great dexterity, gives them a natural bonus of +1 to hit when fighting with a short or long sword, or when using a bow of any kind, other than a crossbow. Elves are especially proficient in the use of the bow. Because of their agility, elves can move, fire a bow, and move again, all in the same round. Their archers are extremely mobile, and therefore dangerous.

Because of limitations of horses in forest combat, elves do not usually ride. Elves prefer to fight as foot soldiers and are generally armed as such. Most elves wear scale, ring, or chain mail, and almost all high elves carry shields. Although elves have natural bonuses when they use bows and swords, their bands carry a variety of weapons. The weapons composition of a band of elves is: spear 30%; sword 20%; sword and spear 20%; sword and bow 10%; bow 15%; two-handed sword 5%.

Elven fighters and multi-class fighters have a 10% chance per level to possess a magical item of use to his or her class. This percentage is cumulative and can be applied to each major type of magical item that character would use-for each class in the case of multi-class characters. (For example, a fighter/priest of level 4 or 5 would have a 40% chance to have a magical item useful to fighters and a 50% chance of having an item useful to priests.) In addition, if above 4th level, elven mages gain the same percentage chance to gain items, but gain 2-5 magical items useful to them if a successful roll is made.

For every 20 elves in a group, there will be one 2nd- or 3rd-level fighter (50% chance of either). For every party of 40 elves, and in addition to the higher level fighter, there will be a 1st- or 2nd-level mage (again, 50% chance of either). If 100 or more

elves are encountered, the following additional characters will be present: two 4th-level fighter; one 8th-level mage; and a 4th-level fighter/4th-level mage/4th-level thief. Finally, if over 160 elves are encountered, they will be led by two 6th-level fighter/6th-level mage/6th-level thief. These two extremely powerful leaders will have two retainers each-a 4th-level fighter/5th-level mage, and a 3rd-level fighter/3rd-level mage/3rd-level thief. All of these are in addition to the total number of elves in the band.

Elven women are the equal of their male counterparts in all aspects of warfare. In fact, some bands of elves will contain units of female fighters, who will be mounted on unicorns. This occurs rarely (5% chance), and only 10-30 elf maidens will be encountered in such a unit. However, the legends of the destruction wrought by these elven women are rampant among the enemies of the elves.

Habitat/Society: Elves value their individual freedom highly and their social structure is based on independent bands. These small groups, usually consisting of no more than 200, recognize the authority of a royal overlord, who in turn owes allegiance to a king or queen. However, the laws and restraints set upon elven society are very few compared to human society and practically negligible when compared to dwarven society.

Elven camps are always well-hidden and protected. In addition to the large number of observation posts and personnel traps set around a camp, high elves typically set 2-12 giant eagles as guardians of their encampments (65% of the time). For every 40 elves encountered in a camp, there will be the following high level elves, as well as the leaders noted above: a 4th-level fighter, a 4th-level cleric, and a 2nd-level fighter/2nd-level mage/2nd-level thief. A 4th-level fighter/7th-level mage, a 5th-level fighter, a 6th-level fighter, and a 7th-level cleric will also be present. Females found in a camp will equal 100%, children 50%, of the males encountered.

Because elves live for several hundred years, their view of the world is radically different from most other sentient beings. Elves do not place much importance on short-term gains nor do they hurry to finish projects. Humans see this attitude as frivolous; the elves simply find it hard to understand why everyone else is always in such a rush.

Elves prefer to surround themselves with things that will bring them joy over long periods of time-things like music and nature. The company of their own kind is also very important to elves, since they find it hard to share their experiences or their perspectives on the world with other races. This is one of the main reasons elven families are so close. However, as friendship, too is something to be valued, even friends of other races remain friends forever.

Though they are immune to a few specific spells, elves are captivated by magic. Not specific spells, of course, but the very concept of magic. Cooperation is far more likely to be had from an elf, by offering an obscure, even worthless, (but interesting) magical item, than it is with two sacks of gold. Ultimately, their radically different perspective separates the elves from the rest of their world. Elves find dwarves too dour and their adherence to strict codes of law unpleasant. However, elves do recognize dwarven craftsmanship as something to be praised. Elves think a bit more highly of humans, though they see man's race after wealth and fleeting power as sad. In the end, after a few hundred years, all elves leave the world they share with dwarves and men, and journey to a mysterious land where they live freely for the rest of their extremely long lives.

Ecology: Elves produce fine clothes, beautiful music, and brilliant poetry. It is for these things that other cultures know the folk of the forest best. In their world within the forest, however, elves hold in check the dark forces of evil, and the creatures that would plunder the forest and then move on to plunder another. For this reason alone, elves are irreplaceable.

Grey Elves (Faerie)

Grey elves have either silver hair and amber eyes, or pale golden hair and violet eyes (the violet-eyed ones are known as faerie elves). They favor bright garments of white, gold, silver, or yellow, and wear cloaks of deep blue or purple. Grey elves are the rarest of elves, and they have little to do with the world outside their forests. They value intelligence very highly, and, unlike other elves, devote much time to study and contemplation. Their treatises on nature are astounding.

Grey elves value their independence from what they see as the corrupting influence of the outside world, and will fight fiercely to maintain their isolation. All grey elves carry swords, and most wear chain mail and carry shields. For mounts, grey elves will ride hippogriffs (70%) or griffons (30%). Those that ride griffons will have 3-12 griffons for guards in their camps, instead of giant eagles.

Wood Elves

Also called *sylvan elves*, wood elves are the wild branch of the elf family. They are slightly darker in complexion than high elves, their hair ranges in color from yellow to coppery-red, and their eyes are light brown, light green, or hazel. They wear clothes of dark browns and greens, tans and russets, to blend in with their surroundings. Wood elves are very independent and value strength over intelligence. They will avoid contact with strangers 75% of the time.

In battle, wood elves wear studded leather or ring mail, and 50% of their band will be equipped with bows. Only 20% of wood elves carry swords, and only 40% use spears. Wood elves prefer to ambush their enemies, using their ability to hide in the forest until their foes are close at hand. In most cases (70%), wood elf camps are guarded by 2-8 giant owls (80%) or by 1-6 giant lynx (20%). These elves speak only elf and the languages of some forest animals, and the treant. Wood elves are more inclined toward neutrality than good, and are not above killing people who stumble across their camps, in order to keep their locations secret.

Half-Elves

Half-elves are of human stock, and have features of both the elf and human parents. They are slightly taller than common elves, growing as tall as 5 1/2 feet and weighing up to 150 pounds. Though they do not gain the natural sword or bow bonuses from their elven relatives, but they do have normal elven infravision.

A half-elf can travel freely between most elven and human settlements, though occasionally prejudice will be a problem. The half-elf's life span is their biggest source of grief, however. Since a half-elf lives more than 125 years, he or she will outlive any human friends or relatives, but grow old too quickly to be a real part of elven society. Many half-elves deal with this by traveling frequently between the two societies, enjoying life as it comes; the best of both worlds. Half-elves may speak common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll.

Elf, Aquatic

CLIMATE/TERRAIN:	Temperate/Shallow salt water
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to genius (14-18)
TREASURE:	K, Q, (I, O, X, Y)
ALIGNMENT:	Chaotic good

NO. APPEARING:	20-120
ARMOR CLASS:	6 (9)
MOVEMENT:	9, Sw 15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	+1 with spears and tridents
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% to *sleep* and *charm* spells
SIZE:	M (6' +tall)
MORALE:	Elite (13)
XP VALUE:	420



Beneath the crashing waves of wild coastlines lives the sea-elf, aquatic cousin of the woodland elves in conduct and outlook.

Aquatic elves live for many centuries, and their eyes often show the effects of such great age. Otherwise, sea elves show little evidence of aging. They have gill slits on either side of their throats, and greenish-silver skin. Their hair is usually stringy, and emerald green to deep blue in color. Males usually wear their hair short, but females allow their hair to reach as much as 4 feet in length. Unlike mermen, aquatic elves have legs and usually wear clothes woven from underwater plants and reeds. Their dress is quite intricate, most often of greens, blacks, and browns woven in subtle, swirling designs. Sea elves speak elvish, sahuagin, and an oddly accented common.

Combat: Sea elves are a peaceful culture. It is a rare sight to see an aquatic elf launch an attack, and rarer still for an entire band to prepare for war. Sea elves will leave their homes to go to battle only when the entire community is in danger, or against great enemies. When forced to war, they impress all opponents with their fierce bravery and skill.

If given their choice of battlefield, aquatic elves would prefer to fight in a bed of seaweed, or on the reefs, where their natural coloration and stealth skills can give them the chance to hide from their enemies. They can become as invisible in seaweed as their woodland cousins can in the forests, imposing a −5 penalty to their opponent's surprise roll. Sea elves enjoy the ability to move unhindered through seaweed, giving them tremendous advantages in maneuverability. While they lack the infravision of their land-based cousins, they can see clearly at amazing distances. An aquatic elf can count the troops of an enemy at distances of up to 1 mile.

Their preferred weapons are the trident and the spear. These are used for hunting as well as for combat. The trident and spear are wielded so well by sea elves, that they receive a + 1 bonus to their attack roll when using them. They will also use combat nets against their enemies. These off-hand weapons will bind an opponent if the wielder rolls a successful attack against AC 6. (Because of their great Dexterity, aquatic elves do not suffer a penalty to the attack roll for the nets.) Half the time, only a victim's weapon (including natural weapons, like a shark's teeth) will be entangled in the net. The rest of the time, the victim is trapped. A netted victim must either break the net (a bend bars roll) or disentangle himself (a Dexterity check with at a −3 penalty) to get free. Magical gestures are impossible in a net.

On some worlds, sea elves are unable to cast spells. The reasons for this are unknown, but there is a legend among these non-magical sea elves that the drow stole this ability from them, long ages ago.

Like their surface counterparts, aquatic elves demonstrate strong resistance to *sleep* and *charm* spells. Aquatic elves also have a 90% immunity against *charm person* spells. And even if their natural resistance to *sleep* and *charm* spells fails, aquatic elves still get a normal saving throw.

In combat, leadership is divided according to the size of the war party. For every 20 elves in a band, there is an additional 3rd-level fighter. For every 40 elves, there is an additional 4th-level fighter. In a force numbering over 100, there will be an 8th-level fighter and two 5th-level lieutenants (in addition to the 3rd- and 4th-level fighters above). A combat unit of more than 160 elves are accompanied by a 9th-level fighter and a 6th-level thief, in addition to their original numbers.

Sea elves befriend dolphins and employ them as companions and comrades-in-arms. In any party of at least 20 sea elves, there's a 50% chance for them to be accompanied by 1d3 dolphins. The dolphins are companions, however, they are neither pets nor cannon fodder. When danger threatens, dolphins join the combat as willing allies.

Battle tactics of the sea elves differ from one band to another, but common strategies include the following:

A charge from directly beneath an opponent. This is particularly effective against unwanted visitors from the surface, who are unaccustomed to being attacked from below. If the elf launched this attack from a bed of seaweed, he might well escape back to cover before his opponents could react.

A beaching, usually by more than one elf. Sea elves can survive on land for a few minutes at a time, though in a state of growing discomfort. Many of their opponents, like sharks, cannot. Several elves may attempt to wrestle an opponent to the beach, taking it well away from the ocean.

Traps. Beds of seaweed and coral reefs are excellent staging areas for all manner of spring-loaded booby-traps, nets, and perhaps magical entrapments designed and built by surface elves in return for favors. Predators have often decided to turn toward easier prey after encountering a sea elf band's defenses.

Habitat/Society: Small communities of 3d100 + 100 normal inhabitants are the rule of aquatic elven lifestyle. These communities are often found in heavy weed beds in sheltered waters, though the aquatic elves may fashion homes in caverns in lagoon bottoms and coral reefs. Sea elf communities keep in touch with each other through an elaborate and inefficient custom of wandering herald/messengers who travel from one band to another, much like postal carriers transmitting oral messages. In each community, there are several leader-types, as outlined earlier, ruled over by a fighter of 10th-12th level, with a personal guard of eight 7th-level elf fighters. Magical weapons would be carried by the leader or one of his guards.

Aquatic elves are an anti-social race. They avoid air-breathers as well as other races that dwell beneath the waves. Their cities are usually carved from the rock beneath beds of seaweeds, practically invisible to non-elves. A character has the same opportunity to find a sea elf community as he has to detect a secret door.

As independent as the freedom-loving elves are of each others' communities, they live in even greater isolation from the rest of the undersea races, whom they would rather not deal with. Although the aquatic elves see nothing wrong with the mermen, the tritons, and other good-aligned undersea races, the elves see no reason to involve themselves in the problems of such transitory peoples. It is part of the elven philosophy to let others go about their business with a minimum of interruption; aquatic elves would prefer it if others returned the favor.

Those aquatic elves who are willing to deal with non-elves are highly insulted if the non-elves expresses any lack of confidence in the sea elf's word. An aquatic elf who makes a promise will carry out his obligation unto death. Should he be killed before he can succeed, his entire band will work to see that the promise is fulfilled. On the other hand, aquatic elves do not accept promises from non-elven characters. The sea elves know that they are the only race with the honor to carry out the duties of its dead members. And, besides, only elves live long enough to guarantee that they will have the time to fulfill a vow.

Dolphins are one of the few creatures the sea elves genuinely like. There are 3d6 + 2 dolphins swimming about most aquatic elf bands, providing one of the few clues as to where the elven cities are located. Aquatic elves are also fairly fond of land elves. It is uncertain how closely related the two races are, although matings between land elves and aquatic elves produce elves with the coloring of high elves, but with greenish hair. As they have hidden gill slits that open up when they dive under the surface, these elves can breathe either air or water indefinitely. The attitudes and abilities of these half-breeds depend upon whether they were reared in the forests or the rich kelp beds, with individuals inclined (65%) to follow the lifestyles of their mothers.

Sea elves have an outlook on the world that comes from long lives among quiet natural beauty. Even with magical assistance to enable them to breathe air, aquatic elves are uncomfortable above the waves, and so very few have seen the forests that the high elves speak of with such enthusiasm. But there are few aquatic elves who would not like to take the impossible trip overland to see the wonders of a forest first-hand.

Sea elves hate sahuagin. This isn't much of a surprise, as almost every undersea race, with the exception of the perverse ixitachitls, hates the sea-devils. But sea elves generate a passion for conflict with the sahuagin that surprises even themselves. Aquatic elves leave their sheltered bands in war parties if they have reason to suspect that sahuagin are dwelling nearby. Should a party of sea elves encounter sahuagin, the former nearly always attack if they outnumber their hated foes. Aquatic elves also make it a point to kill any great sharks in their territory.

Sea elves have no other major enemies, but they dislike surface-dwelling fishermen, due to the numbers of sea elves snared in nets, or mistakenly killed as sahuagin by these ignorant humans.

The sea elves have legends that speak of far-away undersea elves who have learned to shapechange into sea otters or dolphins. There have been search parties motivated by these tales, but no such elves have ever been found.

Ecology: Each band of sea elves is self-sufficient, raising their kelp and hunting fish when necessary.

Sea elves scavenge. They are enchanted by the idea of magic, but they realize that land elves are more equipped to deal with it. They often trade rare or decorative items they have found to the high elves in exchange for metal weapons and tools, which they cannot forge underwater.

Aquatic elves are valuable sources of information regarding the lands beneath the sea. Their scavenging parties have uncovered artifacts and tidbits of knowledge from a vast collection of underwater ruins and sunken ships. Sea elf traders remember the histories of other races back beyond the imaginings of the current generation. The trick is to get them to reveal this information.

Malenti

There is a bond between aquatic elves and their hated enemies, the sahuagin, that neither race openly acknowledges. If sea elves are present within a mile or so of a sahuagin encampment, then approximately one out of every hundred sahuagin births resembles an aquatic elf rather than a sea-devil. Most of the time, these offspring, known as malenti, are eaten by their parents. Once in a great while, a malenti is allowed to live to adulthood because its physical resemblance to an aquatic elf, in combination with its sahuagin upbringing and attitude, make it an ideal spy in elven communities. Indeed, malenti often develop the ability to sense the presence and position of any aquatic elves within 120 feet, an invaluable skill for either a spy or a scout for an invading sahuagin force.

Few aquatic elves believe in the existence of malenti, as they suggest some disturbing possibilities about sahuagin origins.

Malenti do exist, however, and are identical to aquatic elves in most ways. They age much faster, though, with a life span of only 170 years or so. Although the sea elves themselves have a difficult time discerning malenti spies, dolphins might (20%) sense one of the changelings. malenti, understandably, aren't fond of dolphins.

It is possible for sahuagin and malenti to breed, the issue invariably being malenti. In this way, whole sahuagin communities have vanished, replaced by malenti. These extraordinarily rare bands resemble aquatic elves in nearly every way (except life span, known languages and other obvious aspects), but they are just as evil as their sahuagin parents. They often fight in that style, and they worship the same evil powers as the sahuagin.

Elf, Athasian

Climate/Terrain:	Any land
Frequency:	Common
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Varies
Alignment:	Chaotic neutral
No. Appearing:	3–30 (3d10)
Armor Class:	6 (10)
Movement:	12
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d2 or by weapon
Special Attacks:	Nil
Special Defenses:	Surprise
Magic Resistance:	Nil
Size:	M (7′ tall)
Morale:	Steady (12–13)
Level/XP Value:	35 for normals 65 for hunting leaders 420 for raidig leaders 650 for psionicists 650 for clerics 975 for psionic leaders 2,000 for chieftains
Psionics Summary:	Varies
Player's Option:	MAC 8

The elves of Athas are perhaps the most prolific non-city-dwelling race of demihumans east of the Ringing Mountains. Though many of the tribes follow different customs, all elves hare one thing in common—a propensity for raiding and warfare.

The elves of Athas are lithe and tall, averaging 6½ to 7$^{1}I_{2}$ feet tall. They are extremely muscular despite their lean stature. However, the years of exposure have taken a toll on their frames, leading to a weaker Constitution Sun-baked, wind-carved features dominate the chiseled elven faces. To survive the harsh elements of the deserts, elves are forced to clad themselves in dark, protective clothing. Often, elves will stitch clan symbols throughout their clothes, though never on outerwear, such as cloaks. These articles are painted or weaved to better camouflage the elf within the desert terrain. The elves consider such distinctive garb part of their elven culture, and are likely to continue wearing such attire even within the confines of weather-resistant shelters.

Many elves speak common, especially those who frequently deal with humans, but the elves do have their own language. This collection of short, usually monosyllabic words is fired off rapidly, making the language difficult for non-native speakers to grasp. As a result, elves find themselves forced to decrease their pace, which they find quite distasteful, when talking to outsiders. Because of this, elves to tend speak far less often to outsiders, an action that leads many to call the elves a bit aloof.

Combat: Elves have lightning reflexes, making them dangerous opponents in battle. Their agility makes them more difficult to attack and gives them fantastic accuracy with thrown and missile weapons. Athasian elves are filled with a ferocious savagery that makes them brutal combatants. Unarmed and outnumbered, cornered elves can still be fearsome enemies.

Elves are also exceptionally fleet of foot. They possess a natural swiftness that enables them to cross great distances in as little as half the time required for other demihumans near their size. This speed, referred to as the elf run, also appears in the short sprints of combat. The increase is based upon the elves' Dexterity, as follows (the bonus refers to the addition applied to the elves' movement rate each round):

Dexterity	12–13	14–15	16	17	18	19	20	21	22
Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9

When hunting and fighting, elves prefer long, slender weapons such as long swords and pole weapons. There is an old elven legend that tells of a warrior who was able to strike his much stronger opponent three times before the other was even aware of his presence. The larger fighter was felled before he could successfully land a blow. Although more fiction than fact, the message is clear—quick and sharp wins the battle. This philosophy pervades all that makes up elven battle tactics, and no elf will select a cumbersome weapon with which to fight. Elves prefer bare hands over war hammers. Most elven weapons inflict 1–6 (1d6) points of damage, though the type of materials used in construction have some effect on the damage.

Another elven philosophy maintains that elves can only gain mastery with specific weapons, not just general weapon types. Elves take great pride in the weapons they wield, spending hours becoming familiar with them and practicing with them. In fact, when using a long sword or long bow crafted by a member of their native tribe, elves receive a +l bonus to their attack roll. Other long swords and long bows, regardless if they are forged by elves in other tribes or by the finest smiths in Tyr, do not receive the bonus.

When in their natural terrain, the deserts and steppes of Athas, elves are especially hard to detect. Quite comfortable in their normal surrounding, elves are able to use their coloring, terrain knowledge, and physique to blend with the environment. Such abilities give the targets of an elven ambush a –4 to their surprise roll (except when ambushing other elves). Elves often take advantage of this knowledge, observing travelers for hours before springing an ambush. But these abilities do not work in reverse. Elves are surprised, even in their home territories, as easily as any other group.

When a war or hunting party is encountered (for example, groups of more than six), there is one hunting leader with 3 HD, THAC0 17, and AC 5 for every 10 elves. For every 15 elves, there is a raiding leader and a psionicist, both with 5 HD, THAC0 15. and AC 5.

In their homeland, tribes of elves number from 50–200 elves. They also have psionicists and hunting and raiding leaders, as well as two clerics per 50 elves, each having 5 HD, THAC0 15, and AC 5. These is also a psionic leader with 7 HD, THAC0 13, and AC 4. In addition, the tribe has a chieftain, who has 10 HD, THAC0 11, AC 4, and clerical or psionic powers (50% chance for either).

Athasian elves do not have an innate resistance to sleep or charm-related spells and are forced to rely solely upon their saving throws against such attack forms. Athasian elves get their Armor Class from their shaped leather armor and their high Dexterity.

Habitat/Society: Elves share an intensely strong tribal unity that does not extend beyond tribal borders. Outlander elves are as much potential enemies as any other creature. With considerable effort, outsiders can gain acceptance by an individual or an entire tribe, but only through extensive service, sacrifice, and bravery. In much rarer instances, even

such noble actions are not enough. Stories abound in taverns that tell of tribal leaders who mandate self-Inflicted wounds, such as dagger-drawn tattoos or hot-iron brands. The chance for this earned confidence does not increase because the newcomer is an elf.

Years of conditioning have instilled within the elves the ability to run quickly over sandy and rocky terrain. Elves have a higher resistance to heat and cold. They remain unaffected in temperatures as high as 110 degrees or as low as 32 degrees. (This applies only to naturally caused temperatures; magical changes still affect elves as they do other races.) Additionally, something in their metabolism permits elves to overcome weak Constitutions and inhibit the effects of fatigue. In fact, elves are able to add their Constitution scores directly to their normal and forced march rates of 24 and 30, respectively. Alone or with a war party, elves can traverse the landscape at a rate of 36 movement points per day (42 for a forced march). This speed, coupled with natural maneuverability. leads elves to disdain the use of beasts as transportation. Such clumsy animals would inhibit the elves' skill in moving across the land unseen. The elves' cross-country movement and 60-foot infravision make them a continual threat to those traveling in the wild between city-states.

Since they have spent most of their lives outdoors, Athasian elves do not receive a bonus to locate secret, concealed, or otherwise hidden doors. They do, however, have access to the communion or manifestation abilities described in *The Complete Book of Elves.*

Because of their shorter life spans on Athas, elves do require sleep.

Ecology: Most elves make a respectable living as herders, but a few choose the lucrative profession of merchant or the more dangerous raiding and thieving. The elf is well-equipped for either job because he is versatile at communication, is well-versed in a variety of landscapes, and is able to move much cargo across vast territories in a short time.

The elf's natural enemy is a thri-kreen, who is likely to view the elf as a potential meal. An elf rarely lives past the age of 140.

Half-Elves

Treading many of the same pathways, elves and humans cross company with each quite frequently. As such, it is natural to expect children born from a union between both races now and then. Called half-elves, they are a cross between both parents in build, but can usually pass for members of either race should the need arise.

It is difficult for half-elves to find acceptance within either parent's culture. Humans are far more tolerant of half-elves, though the few who are born within elven tribes are permitted to stay. Unlike half-giants and muls, half-elves do not consider themselves a separate race, and therefore do not try to form half-elven communities. Most half-elves believe themselves to be outsiders, though. They tend to wander throughout their entire lives.



	Drow	Drider
CLIMATE/TERRAIN:	Subterranean caves & cities	Subterranean caves & cities
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Clans, bands	Bands
ACTIVITY CYCLE:	—Any underground, night aboveground—	
DIET:	Omnivorous	See below
INTELLIGENCE:	High to Supra-(13-14)	High (14-20)
TREASURE:	Nx5, Qx2	N ×2, Q
ALIGNMENT:	Chaotic evil	Chaotic evil
NO.APPEARING:	50	1 or 1-4
ARMOR CLASS:	4 (10)	3
MOVEMENT:	12	12
HIT DICE:	2	6+6
THAC0:	19	13
NO. OF ATTACKS:	1 or 2	1
DAMAGE/ATTACK:	By weapon	1-4 or by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	See below	15%
SIZE:	M (5' tall)	L (9' tall)
MORALE:	Elite (14)	Elite (14)
XP VALUE:	Priests: 975 Others: 650	Transformed mages: 3,000 Transformed priests: 5,000



These dreaded, evil creatures were once part of the community of elves that still roam the world's forests. Now these dark elves inhabit black caves and winding tunnels under the earth, where they make dire plans against the races that still walk beneath the sun, on the surface of the green earth.

Drow have black skin and pale, usually white hair. They are shorter and more slender than humans, seldom reaching more than 5 feet in height. Male drow weigh between 80 and 110 pounds, and females between 95 and 120 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate. Like all elves, they have higher Dexterity and lower Constitution than men.

Drow clothing is usually black, functional, and often possesses special properties, although it does not radiate magic. For example, drow cloaks and boots act as if they are *cloaks of and boots of elvenkind*, except that the wearer is only 75% likely to remain undetected in shadows or to surprise enemies. The material used to make drow cloaks does not cut easily and is fire resistant, giving the cloaks a +6 bonus to saving throws vs. fire. These cloaks and boots fit and function only for those of elven size and build. Any attempt to alter a drow cloak has a 75% chance of unraveling the material, making it useless.

In the centuries they've spent underground, drow have learned the languages of many of the intelligent creatures of the underworld. Besides their own tongue, an exotic variant of elvish, drow speak both common and the subterranean trade language used by many races under the earth. They speak the languages of gnomes and other elves fluently.

Drow also have their own silent language composed of both signed hand movements and body language. These signs can convey information, but not subtle meaning or emotional content. If within 30 feet of another drow, they can also use complex facial expressions, body movements, and postures to convey meaning. Coupled with their hand signs, these expressions and gestures give the drow's silent language a potential for expression equal to most spoken languages.

Combat: The drow's world is one in which violent conflict is part of everyday life. It should not be surprising then, that most drow encountered, whether alone or in a group, are ready to fight. Drow encountered outside of a drow city are at least 2nd-level fighters. (See Society note below.)

Drow wear finely crafted, non-encumbering, black mesh armor. This extremely strong mail is made with a special alloy of steel containing adamantite. The special alloy, when worked by a drow armorer, yields mail that has the same properties of *chain mail +1* to +5, although it does not radiate magic. Even the lowliest drow fighters have, in effect, *chain mail +1*, while higher level drow have more finely crafted, more powerful, mail. (The armor usually has a +1 for every four levels of experience of the drow wearing it.)

Dark elves also carry small shields (bucklers) fashioned of adamantite. Like drow armor, these special shields may be + 1, +2, or even +3, though only the most important drow fighters have +3 bucklers.

Most drow carry a long dagger and a short sword of adamantite alloy. These daggers and swords can have a +1 to + 3 bonus, and drow nobles may have daggers and swords of +4 bonus. Some drow (50%) also carry small crossbows that can be held in one hand and will shoot darts up to 60 yards. The darts only inflict 1-3 points of damage, but dark elves commonly coat them with poison that renders a victim unconscious, unless he rolls a successful saving throw vs. poison, with a −4 penalty. The effects last 2d4 hours.

A few drow carry adamantite maces (+ 1 to +5 bonus) instead of blades. Others carry small javelins coated with the same poison as the darts. They have a range of 90 yards with a short range bonus of +3, a +2 at medium, and a +1 at long.

Drow move silently and have superior infravision (120 feet). They also have the same intuitive sense about their underground world as dwarves do, and can detect secret doors with the same chance of success as other elves. A dark elf can only be surprised by an opponent on a roll of 1 on ldl0.

All dark elves receive training in magic, and are able to use the following spells once per day: *dancing lights, faerie fire,* and *darkness*. Drow above 4th level can use *levitate, know alignment,* and *detect magic* once per day. Drow priests can also use *detect lie, clairvoyance, suggestion,* and *dispel magic* once per day.

Perhaps it is the common use of magic in drow society that has given the dark elves their incredible resistance. Drow have a base resistance to magic of 50%, which increases by 2% for each level of experience. (Multi-classed drow gain the bonus from only the class in which they have the highest level.) All dark elves save vs. all forms of magical attack (including devices) with a +2 bonus. Thus, a 5th-level drow has a 60% base magic resistance and a +2 bonus to her saving throws vs. spells that get past her magic resistance.

Drow encountered in a group always have a leader of a higher level than the rest of the party. If 10 or more drow are encountered, a fighter/mage of at least 3rd level in each class is leading them. If 20 drow are encountered, then, in addition to the higher level fighter/mage, there is a fighter/priest of at least the 6th level in both classes. If there are more than 30, up to 50% are priests and the leader is at least a 7th-level fighter/8th-level priest, with a 5th-level fighter/4th-level mage for an assistant, in addition to the other high level leaders.

Dark elves do have one great weakness + bright light. Because the drow have lived so long in the earth, rarely venturing to the surface, they are no longer able to tolerate bright light of any kind. Drow within the radius of a *light* or *continual light* spell are 90% likely to be seen. In addition, they lose 2 points from their Dexterity and attack with a −2 penalty inside the area of these spells. Characters subject to spells cast by drow affected by a *light* or *continual light* spell add a +2 bonus to their saving throws. If drow are attacking a target that is in the area of effect of a *light* or *continual light* spell, they suffer an additional −1 penalty to their attack rolls, and targets of drow magical attacks save at an additional +1. These penalties are cumulative (i.e., if both the drow and their targets are in the area of effect of a *light* spell, the drow suffer a −3 penalty to their attack rolls and the targets gain a +3).

Because of the serious negative effects of strong light on the drow, they are 75% likely to leave an area of bright light, unless they are in battle. Light sources like torches, lanterns, magical weapons, or *faerie fire* spells, do not affect drow.

Habitat/society: Long ago, dark elves were part of the elven race that roamed the world's forests. Not long after they were created, though, the elves found themselves torn into rival factions + one following the tenets of evil, the other owning the ideals of good (or at least neutrality). A great civil war between the elves followed, and the selfish elves who followed the paths of evil and chaos were driven into the depths of the earth, into the bleak, lightless caverns and deep tunnels of the underworld. These dark elves became the drow.

The drow no longer wish to live upon the surface of the earth. In fact, few who live on the surface ever see a drow. But the dark elves resent the elves and faeries who drove them away, and scheme against those that dwell in the sunlight.

Drow live in magnificently dark, gloomy cities in the underworld that few humans or demihumans ever see. They construct their buildings entirely out of stone and minerals, carved into weird, fantastic shapes. Those few surface creatures that have seen a dark elf city (and returned to tell the tale) report that it is the stuff of which nightmares are made.

Drow society is fragmented into many opposing noble houses and merchant families, all scrambling for power. In fact, all drow carry brooches inscribed with the symbol of the merchant or noble group they are allied with, though they hide these and do not show them often. The drow believe that the strongest should rule; their rigid class system, with a long and complicated list of titles and prerogatives, is based on the idea.

They worship a dark goddess, called Lolth by some, and her priestesses hold very high places in society. Since most drow priests are female, women tend to fill nearly all positions of great importance.

Drow fighters go through rigorous training while they are young. Those who fail the required tests are killed at the program's conclusion. That is why dark elf fighters of less than 2nd level are rarely seen outside a drow city.

Drow often use giant lizards as pack animals, and frequently take bugbears or troglodytes as servants. Drow cities are havens for evil beings, including mind flayers, and drow are allied with many of the underworld's evil inhabitants. On the other hand, they are constantly at war with many of their neighbors beneath the earth, including dwarves or dark gnomes (svirfneblin) who settle to close to a drow city. Dark elves frequently keep slaves of all types, including past allies who have failed to live up to drow expectations.

Ecology: The drow produce unusual weapons and clothing with quasi-magical properties. Some scribes and researchers suggest that it is the strange radiation around drow cities that make drow crafts special. Others theorize that fine workmanship gives their wonderfully strong metals and superior cloth its unique attributes. Whatever the reason, it's clear that the drow have discovered some way to make their clothing and weapons without the use of magic.

Direct sunlight utterly destroys drow cloth, boots, weapons, and armor. When any item produced by them is exposed to the light of the sun, irreversible decay begins. Within 2d6 days, the items lose their magical properties and rot, becoming totally worthless. Drow artifacts, protected from sunlight, retain their special properties for ld20+30 days before becoming normal items. If a drow item is protected from direct sunlight and exposed to the radiations of the drow underworld for one week out of every four, it will retain its properties indefinitely.

Drow sleep poison, used on their darts and javelins, is highly prized by traders on the surface. However, this poison loses its potency instantly when exposed to sunlight, and remains effective for only 60 days after it is exposed to air. Drow poison remains potent for a year if kept in an unopened packet.

Driders

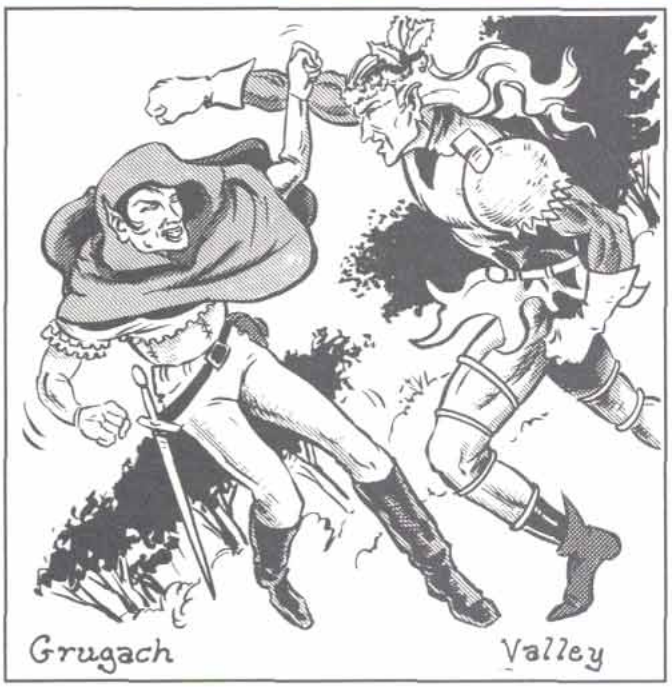
These strange creatures have the head and torso of a drow and the legs and lower body of a giant spider. Driders are created by the drow's dark goddess. When a dark elf of above-average ability reaches 6th level, the goddess may put him or her through a special test. Failures become driders.

Driders are able to cast all spells a normal drow can use once per day. They also retain any magical or clerical skills they had before transformation. A majority of driders (60%) were priests of 6th or 7th level before they were changed, all other driders were mages of 6th, 7th, or 8th level.

Driders always fight as 7 Hit Die monsters. They often use swords or axes, though many carry bows. Driders can bite for ld4 points of damage, and those bitten must save vs. poison with a −2 penalty or be paralyzed for 1-2 turns.

Because they have failed their goddess's test, driders are outcasts from their own communities. Driders are usually found alone or with 2d6 huge spiders (10% chance), rather than with drow or other driders. They are violent, aggressive creatures that favor blood over all types of food. They stalk their victims tirelessly, waiting for the right chance to strike.

CLIMATE/TERRAIN:	Temperate/Deep forests
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average to genius (11-18)
TREASURE:	N, Q
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	20-80
ARMOR CLASS:	6 (10)
MOVEMENT:	15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	+1 with bow and spear
SPECIAL DEFENSES:	Traps
MAGIC RESISTANCE:	90% to *sleep* and *charm* spells
SIZE:	M (4-5' tall)
MORALE:	Elite (13-14)
XP VALUE:	120



The grugach are wild elves, akin to sylvan or wood elves, but smaller, lighter, and very pale. When not in their tribal bands, they dress in leather armor decorated with the shapes of leaves or of the animals of the deep forest. Except where otherwise noted, grugach conform to the specifics of wood elves and of elves in general.

While it is true that many bands of wood elves are secretive and even dangerous when stumbled upon, it is the grugach who have given the wood elves a reputation for ruthless xenophobia. As a rule, a party that meets with a band of elves who do not speak common (grugach speak only elvish, treant, and certain other sylvan creatures' tongues) should consider themselves in trouble.

Combat: Grugach are fierce fighters, and they are the strongest of the elven races. Characteristically wide at the shoulders, grugach add +2 to their Strength scores (treat 19 as 18[01] and 20 as 18[51]). They are not as well-versed in the use of the sword as are other elves, as there's little space to swing a sword in the dense virgin woodlands where the grugach live. They make up for this by gaining a +1 bonus to their attack roll with a spear, as well as with a bow.

Grugach are very skilled at setting traps. These consist principally of pits and snares in and around their home territory. All such traps are well-concealed, and there is a 90% chance that creatures passing near the trap stumble into it. If characters passing through a trapped area examine their surroundings carefully (reducing their movement to 3, and taking pains to look where they step), the likelihood of triggering a trap is reduced to 30%. Once a trap is triggered, the character's chance to escape must be weighed on a case-by-case basis, depending upon the nature of the trap and the awareness the victim has regarding his danger. As a general rule, a character should have to roll a saving throw against breath weapon, with a −2 penalty.

Pit traps are normally ten feet deep and spiked at the bottom. Damage is 1d4 (fall onto the earth-floored pit), plus 1d4+2 spikes for 1d6 points of damage each, plus any poison that might have been applied to the spikes. Snares are usually set to encircle and jerk creatures off their feet and suspend them five feet or more above the ground. Some snares can be deadfalls, where a heavy log crashes down for 6d6 of damage and pins the victim as well.

Poisoned spikes and deadfalls are usually employed in case the creature has actually entered the grugach's territory.

Grugach have no wizards, but there are multi-classed fighter/druids. These characters fight to keep the woods clean of civilization, and to keep unwanted strangers away.

Habitat/Society: Grugach are a type of wood elves who long ago withdrew into the deep forests. They welcome no intrusions on their territory, not even by other elves, or such woods-loving people as druids. Two old elven poems cite this as the reason that the grugach enjoy the effects of animal friendship with the animals of the forest. Indeed, grugach might ride stags as steeds.

Bands of grugach consist of about six family units of five to ten elves each, living in a wide-spread camp of several ground-level or tree-level huts. If intruded upon by well-meaning but innocent characters, the grugach immediately capture the intruders and lead them, drugged and blindfolded, to distant areas of the woods where the intruders might be released without endangering the security of the grugach. If the intruders are evil, or if they offer resistance to the grugach, the wild elves almost certainly attack to kill.

Grugach seem particularly attracted to platinum, a metal they find beautiful and well-suited for their jewelcraft. Grugach are sometimes hunted for their riches, but thieves who attempt this are usually disappointed by the small amount of treasure carried by grugach (thieves are also horrified by the dedication the wild elves demonstrate in hunting down such villains).

Ecology: The grugach live in harmony with their surroundings. They are the only intelligent race in their neck of the woods. They dedicate themselves to protecting the woods against intrusion by other intelligent races.

Elf, High, Qualinesti

CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (8–18)
TREASURE:	M; (E, S (x 1/2), T)
ALIGNMENT:	Varies, but usually lawful or neutral good

NO. APPEARING:	10–100
ARMOR CLASS:	5 (10)
MOVEMENT:	12
HIT DICE:	1+1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



The Qualinesti, also known as the Western Elves, are exiles from the Silvanesti High Elves.

Qualinesti are smaller and darker than the Silvanesti, with eyes of blue or brown and hair ranging from honey-brown to blonde. They art nor as strikingly attractive as the Silvanesti. They prefer earth-toned clothing They have strong, pleasant voices and a friendly, open manner.

Qualinesti are more sociable than the Silvanesti. However, they share the Silvanesti's prejudice toward other races and are intolerant of interracial marriages.

Combat: Qualinesti are more aggressive than Silvanesti but not as tactically sophisticated. Still, opponents who underestimate them soon learn that Qualinesti are courageous, and confident combatants. Long swords, bows, and spears are among their preferred weapons. They usually wear chain mail or scale mail and often carry shields.

Habitat/Society: Qualinesti originally occupied the western regions of the Silvanesti kingdom. They left to form their own communities following a disagreement with their cousins' policy of strict caste systems Though the Qualinesti hoped their new settlements would grow in trade and culture. Their hopes were dashed by the Cataclysm, which introduced a period of terrorism and barbarism. The elves were seen as easy prey and the endless raids devastated their communities.

Many communities still exist in the forests west of the Kharolis Mountains, but these are small, isolated farming villages.

Today, there is only a single major Qualinesti city—Qualinost. Four immense spires rise from each corner of the city, all connected by arched bridges. A hilltop in the center of the city contains a dense grove of trees. Next to this grove is the Hall of the Sky, a huge open square rising above the trees containing an Inlaid map of the adjacent lands. Though most of the private homes are modest, many are quite ornate.

An average group of Qualinesti includes a variety of all applicable classes and levels, as many as 20% have magical abilities, and at least 10% are 4th-level or higher fighters.

Qualinesti society is far less structured than that of their Silvanesti cousins. The Qualinesti are ruled by a Speaker of Suns who must be a blood relative of Kith-Kanan, the elven leader who originally established the Qualinesti The Thalas-Enthia is a senate appointed to represent the various guilds and communities. In all matters of policy, the Thalas-Enthia brings its recommendations to the Speaker of Suns.

Ecology: The Qualinesti trade agricultural and mineral products with dwarves and humans. Bad feelings still linger with the Silvanesti. Qualinesti enjoy a wide range of foods, particularly venison, fresh fruits,its, and strong ales.

Qualinesti Class Limits

Class	Max. Level
Warrior	
Fighter	14
Ranger	Unlim
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	11
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	Unlim
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	Unlim
Rogue	
Thief	N/E *
Bard	N/E *

* N/E means not eligible for that class.

Qualinesti have all of the special abilities of elves listed in the 2nd Edition *Player's Handbook*.

Their initial ability rolls are modified by a -1 penalty to Constitution and a +1 bonus to Dexterity. The minimum and maximum ability scores for Qualinesti are as follows:

Ability	Minimum	Maximum
Strength	7	18
Dexterity	7	19
Constitution	7	18
Intelligence	8	18
Wisdom	6	18
Charisma	8	18

Elf, High, Silvanesti

CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (10–18)
TREASURE:	N; (G, S, T)
ALIGNMENT:	Varies, but usually chaotic or neutral good

NO. APPEARING:	20-200′
ARMOR CLASS:	5 (10)
MOVEMENT:	12
HIT DICE:	1 + 1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	l–10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ + tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Of the all elven races known, the Silvanesti is the oldest.

Silvanesti are fair-skinned. Their hair ranges from light-brown to blonde-white, and their eyes are hazel. They prefer loose garments, flowing robes, and billowing capes. Their clothes are various shades of green and brown. They speak in melodic tones and move with a natural grace.

Silvanesti are a proud, arrogant, and stoic people who have little use for other races, including other elves. They believe in strict racial purity.

Combat: Silvanesti are brave and able fighters, making optimum use of terrain for concealment and protection. They relish the opportunity to engage skilled opponents in combat. Typical weapons include long swords, two-handed swords, and spears. They also use bows of all types and sometimes tip their arrows with a special venom. Victims struck by these arrows must roll successful saving throws vs. paralyzation or be paralyzed for 1d10 rounds. Most wear chain mail, although some carry shields to improve their AC to 4.

Habitat/Society: The Silvanesti race has endured for over 3,000 years. They have become set in their ways. During the War of the Lance, the Silvanesti fled west and settled on the western shores of Harkun Bay. This is where most Silvanesti remain today.

Silvanesti abhor contact with humans or other races; marriages between humans and Silvanesti have occurred, albeit infrequently. Their relationship with the Qualinesti is strained.

Long years within a safe, settled empire have stratified the various crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos, the first leader of the early elven clans and from whom the Silvanesti took their name.

Beneath this house are those of the craftsmen and guilds, such as House Mystic, House Gardener, House Mason, and House Woodshaper. The House Protector, also known as Wildrunners, serve as the army of the Silvanesti. No one marries outside his or her guild without permission, and permission is rarely granted.

A typical Silvanesti settlement includes a variety of all applicable classes and levels; at least 10% have magical abilities, and at least 10% are 4th–level or higher fighters. Silvanesti make their homes in glades surrounded by dense forests. Their buildings are tall, ornate structures of wood and stone. The most striking features of a Silvanesti settlement are the low stone pyramids used as tombs for the Silvanesti dead, and the large masses of briars and brambles created by House Woodshaper and House Gardener to serve as borders.

Ecology: Although their diet is supplemented by small portions of rabbit, squirrel, and venison, Silvanesti have more of an appetite for fruits, grams, and vegetables than they do for meat. Though the Silvanesti produce a variety of beautiful Items, they rarely se or trade them.

Silvanesti Class Limits

Class	Max. Level
Warrior	
Fighter	10
Ranger	Unlim
Paladin	12
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	Unlim
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	Unlim
Rogue	
Thief	N/E *
Bard	N/E *

* N/E means not eligible for that class

Silvanesti have all of the special abilities of elves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a –1 penalty to Constitution and a +1 bonus to Dexterity. The minimum and maximum ability scores for Silvanesti are as follows:

Ability	Minimum	Maximum
Strength	3	18
Dexterity	7	19
Constitution	6	18
Intelligence	10	18
Wisdom	6	18
Charisma	12	18

Elf, Kagonesti (Wild Elf)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Forests and plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (3–12)
TREASURE:	R, (S)
ALIGNMENT:	Varies, but usually chaotic or neutral good

NO. APPEARING:	20–200
ARMOR CLASS:	8 (10)
MOVEMENT:	12 (or 15 if sprinting)
HIT DICE:	1+1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	l–10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Elite (12)
XP VALUE:	Varies



Kagonesti (Wild Elves) rejected the civilized trappings of their cousins, the Qualinesti and Silvanesti, to establish their own wilderness settlements

Kagonesti are about the same size as the Qualinesti and Silvanesti, but they are much more muscular. Their skin is dark brown, and they draw designs on their faces and exposed skin with clay and paints. Their hair is dark, ranging from black to light brown, and occasionally silvery white. Their eyes are hazel. They wear fringed leather clothes decorated with feathers: they proudly display beautiful necklaces and bracelets made of silver and turquoise.

Kagonesti believe that harmony with nature is the key to a full and happy life. They are fiercely proud of their heritage. Compared to the stoic Silvanesti, Kagonesti are hot-tempered and passionate.

Combat: While Kagonesti do not initiate wars or attack strangers, they are by no means pacifists.

The Kagonesti's movement rate increases to 15 when they sprint in a straight line. Among their favorite weapons are war hammers, slings, and bows of all sizes. They wear leather armor and have been known to ride bareback on tame stags (in any given group of Kagonesti, 20% are riding stags).

Habitat/Society Kagonesti have no permanent settlements. Their villages are temporary structures of animal hide and light wood, using the boughs of living trees to aid in construction and camouflage. Each village is home to a tribe of several interrelated families. About 70% of the tribe are fighters of various levels, the remainder are 0-level workers and children. The tribe centers around the chief—the oldest and wisest member—and his family. The chief makes all decisions for the tribe.

Kagonesti have a more animistic view of the cosmos than most other races. To honor their dead, Kagonesti float the bodies in canoes, sending them to the open sea. These beliefs have led outsiders to regard the Kagonesti as savages. in fact, their traditions have ancient, sacred roots.

Ecology: In spite of the wild elves' peaceful acceptance of most other races, their animosity toward the Silvanesti and Qualinesti runs deep. During the War of the Lance, the displaced Silvanesti invaded the Kagonesti homelands, eventually subjugating them as slaves. The coming of the Qualinesti initiated further destruction of the Kagonesti's lands

Kagonesti have cordial relationships with many human villages. They keep deer and dogs for pets, and eat a variety of fruits, vegetables, and wild game.

Wild Elf Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	Unlim
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	N/E*
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	7
Rogue	
Thief	Unlim
Bard	N/E *

* N/E means not eligible for that class

Kagonesti have all of the special abilities of elves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a +1 bonus to Strength, a +2 bonus to Dexterity, and a -3 penalty to Intelligence. The minimum and maximum ability scores for Dimernesti are as follows:

Ability	Minimum	Maximum
Strength	8	18
Dexterity	8	19
Constitution	8	18
Intelligence	3	12
Wisdom	8	18
Charisma	8	18

CLIMATE/TERRAIN:	Tropical subtropical and temperate/Forests and plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (4–18)
TREASURE:	K, V (x 1/2)
ALIGNMENT:	Varies, but usually lawful or neutral good

NO. APPEARING:	1
ARMOR CLASS:	5 (10)
MOVEMENT:	9 (12)
HIT DICE:	1+1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′–6′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



Half-elves are the offspring of human and elven parents.

Half-elves strongly resemble their elven parent, but unlike the elven races, males have facial hair. They are slightly taller and somewhat stockier than most elves.

Since most are raised in an atmosphere of shame, half-elves are insecure and unsure of themselves In extreme instances, this insecurity manifests itself in rebellious or anti–social behavior. Others are trusting of strangers, yet lack the openness necessary to establish true and lasting friendship. Many are natural leaders, but few feel worthy of a leader's responsibility Regardless of their disposition, all half-elves are loners—brooding, quiet, and struggling with self-doubt,

Combat: Half–elves are excellent fighters with no obvious tears. If there is a flaw in their fighting style, it is their tendency to perform life–threatening acts of bravado. A half-elf often challenges the most formidable opponent in a group of attackers or volunteers for the most dangerous missions.

Half-elves particularly excel at melee attacks; magic–using half–elves usually reserve their spells for emergencies or to assist their companions. Long swords are their favorite weapons, but they also frequently use daggers and long bows. They wear a variety of armor, preferring chain mail when it is avariable. Unlike other elven races, half-elves can be skilled horsemen

Habitat/Society Because elves and humans are often attracted to each other, intermarriage is all but inevitable. No elven race, nowever, sanctions such marriages, forcing elven and human lovers into discreet relationships.

Reaction to half-elves from other races varies. The race–conscious Silvanesti, for instance, are particularly revolted by interracial marriages. Qualinesti are more compassionate toward half-elves, treating them coldly but allowing them a place in their societies. However, half-elves seldom rise to positions of trust or responsibility in a Qualinesti community. Kagonesti respect half–elves as they would any creature of nature, but they are never accepted as full members of a tribe.

Humans have a mixed reaction to half-elves. Years ago, half–elves in human society were considered a great blessing and brought honor to a human household, but this attitude has diminished considerably with the passage of time. Humans now view half-elves as a strange and vaguely inferior race.

There is no society or community that consists solely of half-elves. Though some halt-elves learn trades or crafts most drift from place to place

Ecology: Half-elves feel kinship with no race, although they occasionally find lasting friendship with humans and Neidar. They prefer simple foods, but have no particular preferences

Half-Elf Class Limits

Class	Max. Level
Warrior	
Fighter	9
Ranger	11
Paladin	N/E *
Solamnic Knight	10
Wizard	
Mage (Renegade)	7
Illusionist (Renegade)	N/E *
Wizard of High Sorcerv	10
Priest	
Cleric (Heathen)	5
Druid (Heathen)	Unlim
Holy Order of the Stars	Unlim
Rogue	
Thief	Unlim
Bard	Unlim

* N/E means not eligible for that class

Half-elves have all of the special abilities of half-elves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a +2 bonus to Dexterity. The minimum and maximum ability scores for half–elves are as follows:

Ability	Minimum	Maximum
Strength	3	18
Dexterity	6	18
Constitution	6	18
Intelligence	4	18
Wisdom	3	18
Charisma	3	18

Elf, Rockseer

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (14–20)
TREASURE:	M + 1 jewelry (U, W)
ALIGNMENT:	Neutral
NO. APPEARING:	5–20 (100 in lair)
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1+1 and up
THAC0:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 with long sword
SPECIAL DEFENSES:	*Meld into stone*, immune to petrification, 90% resistance to *sleep, charm, hold*, and *web*, communal powers
MAGIC RESISTANCE:	50% vs. Earth magic
SIZE:	M (7')
MORALE:	Champion (15–16)
XP VALUE:	Variable (420+)



Rockseer elves are the rarest of all elvenkind. They are far taller than most of their kin, with a few reaching almost eight feet in height. An average weight for a Rockseer is between 120 and 140 pounds, with little gender difference. Rockseers are very pale-skinned, and they have no body hair. Head hair is extraordinarily fine, always worn long, with the appearance and texture of exquisitely fine silk. The hair is silver, and eye color is invariant: a pale, almost ice-blue. They are androgenous in appearance, making it difficult for outsiders to tell males and females apart.

Rockseers have been separated from the rest of elvenkind since mythic times. Their own history tells that they were cowards at the great battle of Corellon Larethian and Lolth, fleeing the combat and taking refuge far below ground. They have no knowledge of surface elves. They know of the drow and hate them, avoiding them whenever possible. They are extremely seclusive and shun the company of all other races, including the svirfneblin. The only exception to this are pech, with whom Rockseers sometimes form friendships.

Rockseers dress very plainly in cloaks and garments which blend in with their surroundings, brown and gray being the favored colors. These garments are woven from tough fungal fibers, but such is their craftsmanship that they appear almost to be normal clothing. Treatment with plant extracts renders them waterproof and relatively fire resistant. In contrast with this plain garb, they wear rich jewelry, usually of gold and silver and always set with gems.

Combat: Rockseers eschew fighting whenever possible. They are too few in number to risk pointless deaths. Their underground special skills are so great that they can generally escape combats when they wish to; they are rarely even seen by potential aggressors. If forced to fight, Rockseers are unflinching. They always fight to the death to defend others of their own kind. They rarely possess bows (suitable bowstrings are difficult to come by in the Underdark) and prize such items, but they employ swords, spears, and stone quarterstaves which are hard as any steel.

The special attacks and defenses of these elves are formidable. They gain a +1 bonus to attack rolls with long swords (but not with bows). They are 90% resistant to *sleep, charm, hold*, and *web* spells and wholly immune to petrification. They have 50% magic resistance against all Elemental Earth spells but suffer a –1 penalty on saving throws against Elemental Air spells.

Rockseers are armed with long swords (50%), long sword and dagger (25%), or long sword and short sword (25%). Weapon possession is also variable depending on class type. Missile weapons, save for the rarely employed staff-sling or bow, are not favored by Rockseers. If they have enough distance to use missile attacks, they have enough distance to use spells or simply to *meld into stone* and escape.

Every Rockseer has the ability to *meld into stone* from childhood. This talent is usable thrice per day until the Rockseer reaches maturity (at the age of 60 to 70 years), after which time it is usable at will. Rockseers who are of 3rd or higher level can *stone walk* (walking through stone as if through air) for a total distance of 100 yards once per day; this distance increases by 100 yards for each additional level gained. A Rockseer of 9th level can take one additional human-sized creature with him or her on such a stone walk; this number increases at the rate of one passenger per level beyond 9th (thus at 10th level the Rockseer could take two companions). Rockseers intuitively sense distances between passages and caverns separated by walls, so that they always know whether a *stone walk* can take them to a safe place or whether they might be trapped in solid stone at the end of the walk. Rockseers of 5th and higher levels can *stone shape* once per day, and those of 9th or higher level can employ *stone tell* once per day.

Rockseers also have communal powers. A group of three or more Rockseers with a total of 10 or more experience levels can create a *wall of stone* at will, and a group of five or more with a total of 20 or more experience levels can conjure a huge earth elemental once per day (that is, any Rockseer who participates in such a conjuration cannot do so again until the next day). This elemental has 20 HD and at least 5 hp per die, and it cannot be turned back against its summoners. Spell effects are considered to be at the aggregate experience level of the Rockseer group for the purposes of dispelling the elemental.

Rockseers can be warriors, wizards, thieves, warrior-thieves, or warrior-wizards. There is no priest class (the elves believe themselves to be shunned by the elven Powers for their cowardice, and tales of the Powers are all but forgotten by these people). As warriors, they can attain 11th experience level maximum. As thieves, they can attain 13th level maximum. As wizards, Rockseers can attain 18th level maximum.

Rockseer wizards (single-classed only) gain special bonus spells as they gain experience levels. At 5th level, they can memorize *Melf's acid arrow* as an additional spell. At 9th level, *Maximilian's stony grasp** is the bonus spell. At 15th level, a Rockseer wizard gains a bonus *acid storm** spell (*these latter two spells are found in the *Tome of Magic* book). Rockseer wizards also add 1% per level to their magic resistance against Elemental Earth spells, and if they cast such spells at others not of their own kind, the target incurs a saving throw penalty of –1 per five levels of the Rockseer (round fractions above one-half upwards). Rockseer wizards can cast all priest Elemental Earth spells as if wizard spells of the same level.

Rockseer wizards of 11th and higher level know the secrets of creating magical "familiars" (more correctly, golem-like constructs) called stone dragonets. These incredibly intricate slender stone statuettes are 12 inches long plus an additional 9 inches to 12 inches of tail; they move as if perfectly articulated, and the finest of them have gems of extraordinary kind as eyes. A stone dragonet has AC –2, HD 2, hp 16, and attacks three times per round for 1d3/1d3/1d4 (claw/claw/bite). It has 25% general magic resistance, 75% resistance to Elemental Earth spells, and complete immunity to petrification (obviously), illusions, gaseous attacks, poison, paralyzation, and spells which affect corporeal bodies generally. A wizard with such a familiar gains a –2 bonus to his or her own Armor Class and cannot be surprised. If the gem-eyes of the statuette are each of value not less than 5,000 gp, the eyes of the dragonet can cast a brilliant *eyebite* glare once per day if the correct spells are cast during the creation of the familiar.

Rockseer elves have 240-foot infravision. They do not, as a rule, possess many magical items. Nonwizards have but a 5% chance per level of owning a magical weapon. Wizards have a 10% chance per level of owning a magical item of appropriate kind, but these are often powerful indeed. The greatest wizards are reputed to possess special *wands of steam and vapor* which create acrid clouds of burning, blinding acid (6d6 points of damage the first round, 4d6 the second, and 2d6 the third and final).

On account of their longevity (they have a natural lifespan of over 1,400 years), groups of Rockseers are almost always led by an experienced veteran, a warrior or warrior-wizard of at least 5th (or 4th/4th) level. A sizeable group (30 or more) will have at least one warrior of 7th to 10th level (6+1d4) and also a wizard of 7th to 12th level (6+1d6). In the central lair of a Rockseer clan, where up to a hundred may be gathered together, the clan chieftain is usually a wizard of surpassing skill (level 12+1d6) and has 1d3+2 advisors/bodyguards who are either (50%) warriors of 10th to 11th level or wizards of 11th to 14th level (but not of higher level than the chieftain).

Rockseer elves have a –1 penalty to their initial Strength, Constitution, and Charisma scores, but they gain +1 bonuses to Wisdom, Intelligence, and Dexterity.

Habitat/Society: Rockseers believe that all they have is themselves and the riches of the earth. They are powerfully cohesive socially. Chieftains are generally elected by a conclave of the most powerful warriors and wizards on the death of the previous leader. A wise Rockseer leader does not give orders without consulting his or her advisors. Rockseers do not tolerate tyrannical leadership, nor do they suffer fools.

The lairs of Rockseers are supremely well disguised and warded. Multiple spells are always cunningly placed to prevent other creatures even suspecting the existence of such a network of caverns and passages, let alone entering them. Spies (usually thieves melding into stone) are always placed to watch out over areas close to the entry points of caverns. Some Rockseers live in caverns accessible only by *stone walking* or similar magic, where hundreds of feet of solid rock separate them from the outside world, with only small fissures to provide air.

Rockseers are highly unusual among elves in that they have little curiosity. Few among them have any desire to learn the ways of other folk. This is largely the legacy of a long historical sense of shame at their mythic history; they consider themselves tainted and instinctively avoid those who they think would condemn them. Once awakened, however, their curiosity can lead them to act in uncharacteristic ways, as those who stumble upon them will soon discover.

Rockseers are gem cutters and craftsmen almost without equal; even gnomes and dwarves would hesitate to claim they could better Rockseer work. They can almost scent gemlodes deep in the Underdark and think nothing of spending ten years crafting and sculpting a single gem. The truly great Rockseer wizard-artisans are able to sculpt a gem with magic into forms of almost painfully exquisite beauty, generating fractal patterns of brilliant color and radiance within the heart of the gem as it grows. A handful of such perfectly crafted gems can be used to create a *helm of brilliance* (divide all gem numbers required by five, and each gem can fulfil its function five times before becoming nonmagical).

Rockseers are strange, alien, and fey people even by the standards of elvenkind. They are a serious people with little of the light-hearted, frolicking, bantering ways of most elves. They speak their own dialect of elvish, which high or grey elves can understand 50% of the time and drow 30% of the time. They also know fragments of svirfneblin, and most can speak pech. A few have a smattering of underdark-dwarven and can communicate with derro or duergar (not that they would wish to do so, but it is useful for intelligence-gathering). Above all, they are totally isolated. They know nothing of what has transpired above ground for thousands of years. Their attitudes to surface elves are very ambivalent. All Rockseers feel a deep sense of shame for the deeds of their far-distant ancestors and assume that any surface elf they meet would automatically despise them; it will be *very* difficult for a visitor to convince them otherwise. On the other hand, they long to know what their brethren lost for so many lifetimes do, how they live, what they believe in, what they consider beautiful.

Ecology: Rockseers hardly interact with anyone else in the Underdark. They eat fungi, moss, lichens, and cave creatures such as lizards and eels. They avoid violence and the endless struggle between different factions in the Underdark and keep to themselves. They are calm, enigmatic, and extraordinarily hard for outsiders to understand.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Ocean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (7–18)
TREASURE:	F, S in lair
ALIGNMENT:	Varies, but usually chaotic or lawful good

NO. APPEARING:	10–40
ARMOR CLASS:	8 (10)
MOVEMENT:	9, Sw 15 (or 30 as dolphin)
HIT DICE:	1+1
THAC0:	19 (18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	l–10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies

Dargonesti are a race of shy and reclusive sea elves, also known as Deep Elves

Dargonesti have slender bodies with long, webbed fingers and toes. They have large violet eyes, dark blue skin, and hair the color of seaweed They wear diaphanous gowns and adorn themselves with jewelry made of sea shells They can breathe both air and water

Dargonesti avoid all contact with other races, finding them vulgar and violent. Dargonesti are cordial but wary. Those who befriend them find Dargonesti to be loyal companions.

Combat: Dargonesti are repulsed by the violence of war and engage in combat only when absolutely necessary.

Dargonesti have the ability to shapechange at will into dolphin form. They use their dolphin form to investigate potential combat situations and to escape from danger. Dargonesti can shapechange three times per day, the transformation takes one round. Though a Dargonesti loses his spellcasting abilities when shapechanged, he gains the movement rate and special abilities of a dolphin (see *Mounstrous Compendium one).*

Magic-using Dargonesti use spells to confuse or weaken their opponents before engaging in melee combat. All Dargonesti gain two 1st-level and one 2nd-level wizard spells when they reach the 10th level, if the Dargonesti is already a wizard, these spells are in addition to those he already knows. The most commonly received spells are *color spray, dancing lights, blur, darkness 15′ radius,* and *mirror image.* The gained spells are innate, not memorized.

Dargonesti wear leather-like armor which does not impede their ability to swim. Preferred weapons include daggers, lances, and tridents.

Habitat/Society: Dargonesti were originally elven mariners with a great love of the sea. They eventually became dwellers in the ocean. Just as the Qualinesti separated from the Silvanesti over a disagreement about their rigid social system, so did the Dargonesti break from their cousins, the Dimernesti, to form their own society. The Dargonesti have cut all ties with the surface world

Dargonesti make their lairs in underwater caves, sunken cities, and in huge, seashell citadels. Their numbers are few, and most prefer to live alone with their families instead of in large cities. A typical group of 20 Dargonesti includes a mix of all available classes and levels, with about 50% being females and children, and including at least one 5th-level or higher fighter, and two 2nd- to 4th-level fighters.

Dargonesti clans make decisions by consensus. The leader of all the clans is called the Speaker of the Moon, but no Dargonesti has yet risen to claim the position.

Ecology: Dargonesti are on good terms with all sea creatures. The sole exceptions are sharks and sahuagin, which the Dargonesti go out of their way to destroy. Dargonesti are cool toward the Dimernesti.

Dargonesti Class Limits

Class	Max. Level
Warrior	
Fighter	14/Unlim *
Ranger	N/E **
Paladin	8/Unlim *
Solamnic Knight	N/E **
Wizard	
Mage (Renegade)	14/Unlim *
Illusionist (Renegade)	N/E **
Wizard of High Sorcery	14/Unlim *
Priest	
Cleric (Heathen)	N/E **
Druid (Heathen)	N/E **
Holy Order of the Stars	Unlim
Rogue	
Thief	N/E**
Bard	N/E **

* The level listed before the slash is the maximum allowable to the character while on land. Dargonesti are unlimited while they are in the sea Should a Dargonesti of a level higher than that listed leave the environment of the water, his Hit Dice, hit points, and all other related characteristics must be temporarily reduced to the maximum listed.

* * N/E means not eligible for that class.

Dargonesti have all of the special abilities of elves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a -1 penalty to Strength and a +2 bonus to Dexterity. The minimum and maximum ability scores for Dargonesti are as follows:

Ability	Minimum	Maximum
Strength	3	18
Dexterity	9	19
Constitution	3	18
Intelligence	7	18
Wisdom	7	18
Charisma	7	18

Elf, Sea, Dimernesti

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Ocean
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (8–18)
TREASURE:	G, (S)
ALIGNMENT:	Varies, but usually chaotic or neutral good

NO. APPEARING:	10–100
ARMOR CLASS:	5 (10)
MOVEMENT:	9, Sw 15 (or 18 as otter)
HIT DICE:	1 + 1
THAC0:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies

Dimernesti, also known as Shoal Elves, are a proud and secretive race of sea elves.

Dimernesti have light bluish skin and large eyes that are dark green or deep blue. They have webbed fingers and toes. They wear their silver hair long, braided with shells. They prefer skin-tight clothes in tones of green and blue. They can breathe both air and water.

Suspicious and wary of strangers, Dimernesti ally themselves with outsiders only in the most extreme circumstances. They are intolerant of other races and cultures.

Combat: Dimernesti are aggressive and agile. Though they lack the Dargonesti's spellcasting abilities, they share their shape-changing ability. Dimernesti can shapechange to an otter three times per day, the transformation taking one round. A shape-changed Dimernesti retains his hit points, but gains the movement rate and all special abilities of an otter (AC 5; MV 12, Sw 18; #AT 1; Dmg ld3). Dimernesti take advantage of the otter's to pursue down enemies.

Dimernesti attack their opponents in teams; as many as 20 Dimernesti may compose a single team. The team attacks or immobilizes the most formidable opponents first. Dimernesti employ spears, tridents, and short swords. Dimernesti wear a special lightweight chain mail that does not impede their movement in water They often ride hippocampi into battle.

Habitat/Society: The Dimernesti were originally elven mariners who split from the elven land races and became dwellers of the sea. Prior to the split, the Dimernesti enjoyed a partnership with the Silvanesti. The Dimernesti adopted a simpler version of the Silvanesti guild system for their new society.

The Dimernesti leader, called the Speaker of the Sea, is always a clan elder who is a blood relative of the previous Speaker. While there are many guilds, there is no caste system and the boundaries between guilds are not as rigid.

Most Dimernesti live in schools that are clan-oriented groups There are no families, since all adults in the group care for the young of the school. At least 5% of a typical group are 4th-level or higher fighters, and at least 10% are 2nd- to 3rd-level fighters.

Dimernesti arc nomadic. They make their lairs in shallow waters among kelp beds, reefs, and shipwrecks.

Ecology: The Dimernesti have no formal relationships with other races. They sometimes trade with surface dwellers. Dimernesti occasionally sneak ashore at night to raid nearby settlements for tools and other necessities. They consider Dargonesti to be weak and primitive.

Dimernesti Class Limits

Class	Max. Level
Warrior	
Fighter	16/Unlim *
Ranger	N/E **
Paladin	10/Unlim *
Solamnic Knight	N/E **
Wizard	
Mage (Ranegade)	N/E**
Illusionist (Renegade,	N/E**
Wizard of High Sorcery	10/Unlim *
Priest	
Cleric (Heathen)	N/E **
Druid (Heathen)	N/E **
Holy Order of the Stars	Unlim
Rogue	
Thief	N/E **
Bard	N/E **

* The level listed before the slash is the maximum allowable to the character while on land. Dimernesti are unlimited while they are in the sea. Should a Dimernesti of a level higher than that listed leave the environment of the water, his Hit Dice, hit points, and all other related characteristics must be temporarily reduced to the maximum listed. He regains his normal abilities when he returns to the water.

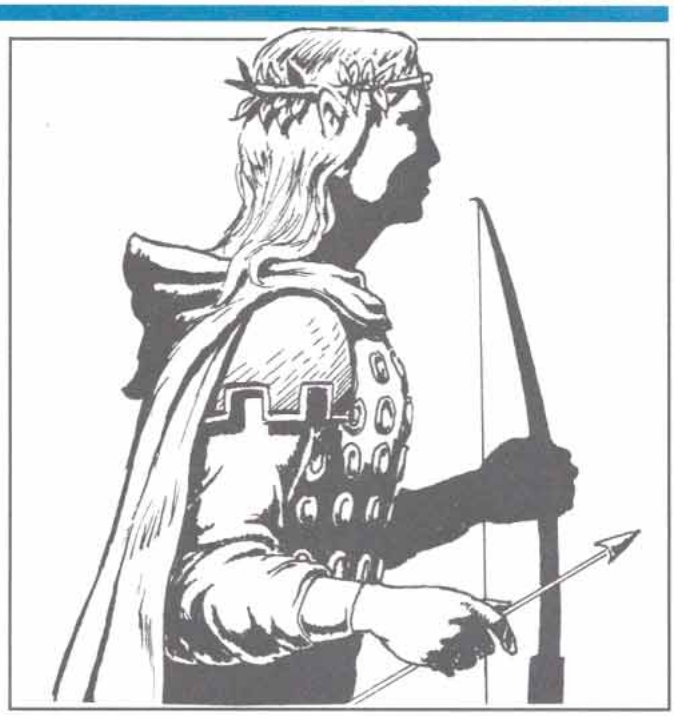
** N/E means not eligible for that class.

Dimernesti have all of the special abilities of elves listed in the 2nd Edition *Player's Handbook.*

Their initial ability rolls are modified by a –1 penalty to Strength and a +2 bonus to Dexterity. The minimum and maximum ability scores for Dimernesti are as follows:

Ability	Minimum	Maximum
Strength	3	18
Dexterity	10	19
Constitution	3	18
Intelligence	8	18
Wisdom	8	18
Charisma	8	18

CLIMATE/TERRAIN:	Temperate/Hills
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to supra-genius (14-20)
TREASURE:	M, N, (G, S, T)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	10-40 or 20-240
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	1 or more
DAMAGE/ATTACK:	1-8 (by weapon)
SPECIAL ATTACKS:	+1 with bow or sword
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% to *sleep* and *charm* spells
SIZE:	M (5-6' tall)
MORALE:	Steady (11)
XP VALUE:	420



Whether a separate race of elvenkind or simply an offshoot of gray elves, the elves of the Valley of the Mage have distinctive features and characteristics. In the WORLD OF GREYHAWK® fantasy world setting, they are found only in the immediate vicinity of the Valley of the Mage. They are known as valley elves to most races, but other elves use a derogatory term implying the status of slaves or created things rather than servants or allies.

Other than the distinctive attributes described below, valley elves conform closely to the characteristics of gray elves, and of elvenkind in general.

Valley elves are as tall as most humans, but thin with sharp and pointed features. Their hair is pale yellow in the summer, darkening to a rich gold in the winter months. They dress in blues and greens, usually in garments that are loose and flowing. When necessary, valley elves can pass as humans. (Indeed, the Mage of the Valley is rumored to have valley elf spies and assassins arrayed in a network stretching across several kingdoms.) Like most other elves, their preferred weapons are the bow and the long sword. Many valley elves own and wear suits of chain mail.

Combat: The elves of the Valley of the Mage have been known to raid other territories, probably at the behest of their liege. They are also a loyal home guard, patrolling the Mage's lands, more or less in cooperation with gnomes and strange, fierce monsters. Wherever they are encountered, valley elves are quick to initiate combat.

The typical valley elf is a fighter/wizard of 1st/1st level (only 25% of the elves are unable to cast spells). Valley elves are most often encountered in squads of 10d4. Spell choice and weapon use is coordinated. (For example, a wall of sword-wielding elves will protect a second rank of archers and a third rank of elves wielding offensive spells.) However, once such simple coordination is worked out, valley elves have no feel for tactics. Fighters, particularly those carrying swords, are not inclined to worry much about group tactics in combat; each fighter's tactics are intelligent and well-thought-out, but they may not mesh well with the intelligent plans of his neighbor.

Valley elves are excellent horsemen, though they do not ride other mounts. They rarely fight from horseback, preferring to ride up to a foe, dismount, and engage on foot.

For every five valley elves encountered, there is an additional fighter/wizard of 2nd/2nd level. For every ten, there is an additional leader of 3rd/3rd level. If more than 30 elves are encountered, the squad is led by an elf of 6th/5th level, with two assistants, each 4th/4th level. These leaders expect their orders to be obeyed; they can occasionally counteract the individuality displayed by valley elves at war.

Wandering bands of valley elves often (75%) have 1d4 cooshee (elven dogs) as guards.

Habitat/Society: The Valley of the Mage is a dangerous place, with wild monsters let loose to discourage visitors, subtle traps, and other hazards. Rather than being at risk, though, the valley elves are part of the danger. The elves obey their liege and his First Protector (a female drow in charge of defenses against unwarranted intrusions) and are in turn kept safe from the lands they patrol.

Occasionally, a visitor stumbles onto one of the bands of valley elves, settled among the hills. The elves know that none of the Mage's invited visitors is supposed to encounter them, and so they attack with intent to capture the intruders and take them to the First Protector. Communities have 2d4 cooshee, as well as a council leader, traditionally a valley elf of 5th to 8th level as a fighter, and between 4th and 7th level as a wizard. Valley elves are by nature reclusive and predisposed to resent most other races, except gnomes, whom they tolerate.

Other elves dislike valley elves, believing that they have sold out their most valued treasure, their independence, to the Mage. They are also less than enthusiastic about valley elves taking orders from a drow.

Ecology: The Mage provides for most of the valley elves needs, and they forage for the rest. In return they serve the Mage as agents and guards. They have raided Bessel, the Gran March, Ket, and the Duchy of Geoff.

Elf, Winged (Avariel)

CLIMATE/TERRAIN:	Temperate to subtropical mountains, forests
FREQUENCY:	Rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra- (14–20)
TREASURE:	N (G, S, T)
ALIGNMENT:	Neutral or chaotic good
NO. APPEARING:	5–20
ARMOR CLASS:	8 (10)
MOVEMENT:	9, Fl 18 (C)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+1 with lasso, bolo, or sword, wing buffet
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'+ tall)
MORALE:	Champion (15)
XP VALUE:	650



The winged elves, or *avariel*, are a rare race of reclusive elves who dwell high in mountains or forests, away from other civilizations. They appear even more delicate than their landbound brethren; their facial features are even more chiseled and angular. Their most stunning characteristic, however, is their beautiful, soft wings. Although their wings are generally white, avariel have been seen with wings whose colors range to black. The wings are their pride and joy, and an avariel who has lost his wings is intensely pitied by the others. Since elves do not generally accept the pity of others, a wingless avariel often leaves the community to find a life elsewhere.

Avariel eyes tend to be a little larger than most elves', although they are the same colors that most grey elves and high elves possess. Their hair is most often white or black, but there have been numerous exceptions. The avariel have a tendency to adopt a far-off look in their eyes when their immediate attention is not required. They are very much at home in the outdoors, and they appear out of place indoors or underground.

Avariel clothing is most reminiscent of togas, for other types of clothing often snag on their wings. Togas and their like wrap easily around the avariel's body and wings.

Combat: To those not bred to aerial combat, the avariel are a confusing opponent. While most humanoids tend to think two-dimensionally in combat, the avariel think in a third dimension, which they utilize to devastating effect.

They have incredible eyesight. Not only do they have the standard elven infravision, when flying or outdoors they can focus their vision to notice details at over a mile away or those obscured by underlying forest. They use this perception to maximum advantage and thus are excellent scouts.

From a distance, avariel in flight appear as large birds. Thus, while opponents may notice their silhouettes, they usually disregard them. This has more than once resulted in the nearly total elimination of enemy forces. Since the avariel are efficient hunters, they ruthlessly stalk those who have escaped the battlefield, more often than not finding and destroying those who would report their presence.

In combat, avariel prefer to use light weapons, for heavier ones inhibit their flight. The lasso, bola, and sword are their weapons of choice, and they gain a +1 to hit when using these weapons. Note that the momentum generated by any sword longer than a long sword interferes with flying. For this reason, they use bastard swords and two-handed swords only in foot combat, and do not gain the +1 bonus with them. Avariel, unlike other elves, have a difficult time using ordinary bows. Their wings interfere with the smooth movements required to fire a bow, and they therefore do not gain the +1 bonus other elves have when using bows.

The strength of the avariel is also their downfall. If they lose more than 50% of their hit points in damage, they become too weak to fly and must continue their battle on the ground. Until they lose 75% of their hit points, they can glide for short distances. They can also jump to a height of 10 feet.

Their wings are susceptible to fire, and burn quickly once set ablaze. Only several weeks of recuperation will restore fire-damaged wings to flying condition. A favorite tactic of some enemies is to launch a *fireball* into the midst of a group of high-flying avariel and watch them plummet to their deaths. Because of this, avariel are highly suspicious of fire-using mages and will never fully trust these individuals, even if they are elves.

Another weakness of the avariel is claustrophobia. They cannot bear to be in closed places, most especially under the earth. If confined in such a space, avariel must make a Wisdom check every day they are confined. Failure spells temporary insanity; the avariel will become violent, catatonic, or panicked until he or she reaches open air. If more than four Wisdom checks are failed, the insanity is permanent until countered by a *heal* spell or the equivalent.

Winged elves can carry a mass equal to their own body weight before their wings will not support them. If they carry more than light encumbrance, their maneuverability becomes Class D.

Avariel can become fighters (not rangers or paladins), mages, and clerics, as well as the multi-class combinations

available to these three. There are no recorded instances of avariel rogues. For every five avariel in a group, there will be a fighter of at least 3rd level. For every 10, there will be a mage of level equal to the fighter. Groups of 20 will be led by a multi-class 7th-level fighter/7th-level mage, as well as a fighter of 6th level, a mage of 5th level, and a cleric of 6th level, in addition to the exceptional individuals in the four groups of 5 and two groups of 10.

Habitat/Society: In some areas, avariel are known as "Al Karak Elam," and non-elf races have built mythologies around them. Occasionally certain mischievous avariel have contacted humans, pretending to be agents of a higher power. The older avariel object because it leads humans to search for them, but this ban has not yet stopped any of the younger winged elves. However, as the avariel become more common, instances of this activity have lessened dramatically.

As among other elves, the avariel have adapted to their environments. There is no exclusion based on gender; females often hold as many, if not more, positions of power within an avariel community.

Two types of avariel society are especially common, no matter what the environment. Both draw on aspects of the elven heritage to the exclusion of others. However, the two types of society are never found far from one another, so that they may more easily communicate.

Many of the avariel have bred themselves for combat. Much of this avariel society is based on a warrior code of honor, seeking greater glory for themselves and their allies. Their lives are geared to war and battle, and they answer to their war chiefs. These avariel are the most feared by the humanoid nations, for they are a deadly foe. They have little of the respect of landbound elves for the lives of others; instead they live for the fight and for the destruction of their opponents. They are a proud, hearty group, and form eternal friendships with those who earn their trust. Though they care little for the lives of their enemies, they try to live theirs to the fullest.

The other half of avariel society knows little of war. These avariel focus mainly on the arts and the intellectual aspects of life. Where the other avariel make much of war and warrior ritual, these avariel rely on their brains and diplomatic ability. They are a population of artists and philosophers, creating for the sheer joy of creation.

The relations between the two halves of avariel community are perfectly harmonious, and they stay in constant communication. Both respect the other greatly, often trading their youths in cultural exchange programs. Since their children are often curious about the other aspect of their culture, they are given the chance to participate in that feature for a time, leading to a well-balanced elf. Strangely, after experiencing the other side of life for a few decades, most avariel are eager to return to their original homes and lead the lives to which they were born.

Of course, there are more than just these two avariel societies; these are just the most common. There are others that have a more equal footing between the aspects of their society, others that are better balanced. However, none of these seems to have flourished so well as the warrior/thinker combination. These two have somehow achieved a harmony that makes their civilizations greater than others. The creative and destructive impulses, when paired, make the avariel a formidable opponent.

The avariel are a particularly religious sect of elves, although they are not fanatical about promoting their beliefs. They worship Aerdrie Faenya, the elven goddess of air and weather, almost exclusively. They believe that it is due to her intervention that they are able to survive at all, and they make their obeisance to her accordingly. They also believe that she takes a more direct hand in their lives than the gods of other elves. Her worship keeps the warrior avariel from becoming enamored of law, thus remaining elves at heart.

The weapons carried by avariel are usually of glass or obsidian, as the open forges used by other races to shape metal can singe their wingfeathers. Avariel use closed furnaces to shape glass into workable, durable weapons. Avariel glassmiths are master crafters. Any metal weapons that the avariel have are the result of trade with other races or other elves. Glass weapons designed by avariel may occasionally break in combat. (On a natural roll of 20, roll 1d6; the weapon shatters on a roll of 1–3.)

Ecology: No one knows whether the avariel are a natural offshoot of the elven race or the result of powerful magics. Some claim the avariel are the original elves and that the other elves have fallen from this high state. Most, however, maintain that the avariel are the result of magic that combined elves with their beloved giant eagles.

The avariel keep in contact with other elves, but the winged elves tend to be somewhat above the affairs of the world. Nothing concerns them overmuch, unless it impinges upon them. They usually try to avoid contact with other races, despite the fact that some avariel insist on seeing the world.

Avariel do not lay eggs, contrary to popular speculation. Like birds, they have hollow bones, making them more fragile than the typical elf. Without hollow bones, they could not fly. Even so, flying causes some discomfort because it is strenuous exercise to keep so much weight aloft. However, the pain is a minor inconvenience, for the sheer joy of flying is so intoxicating. Each hour of flight, the avariel must make a successful Constitution check. Those who fail cannot fly for at least half an hour for every two hours of flight prior to the check.

Avariel wings are sought by mages and evil giants. The mages use the wings in creating potions and *wings of flying*, and will often pay huge amounts for any brought to them. The giants, on the other hand, use the avariel's wings as decorations for headgear. They think it looks particularly fine to have a beautiful pair of wings on their war helmets.

Avariel do not remain in the world as long as most elves. Their typical span is only 300 years because they feel the call of the unknown so much more clearly than other elves. Thus, they tend to act more human than other elves because they know that they have less time than other elves. They take things more seriously and try to fit in as much living as possible. They are not as frantic as humans, but they do try to accomplish many things before their departure.

CLIMATE/TERRAIN:	Wildspace only
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVE CYCLE:	Any
DIET:	Warmth
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5, 7, or 9
THAC0:	5 HD: 15 7 HD: 13 9 HD: 11
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-8
SPECIAL ATTACKS:	Burns
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ across)
MORALE:	Unreliable (3)
XP VALUE:	5 HD: 175 7 HD: 420 9 HD: 975



The creatures called elmarin resemble living St. Elmo's fire. They are semisentient fire beings that live in wildspace, usually in close proximity to fire-based celestial bodies. They appear as naturally glowing balls of fire in a number of colors, ranging from deep red to light violet. Two darker spots toward the front of the orb resemble eyes.

Combat: The elmarin are drawn by warmth and energy. The activity of a spelljamming ship is such to attract a pack of them to investigate. They are often more curious than harmful, zipping about the rigging and through open hatchways, bouncing off the walls and leaving large scorch marks.

Once in contact with flammables, however, they start inflicting damage. Each round, an elmarin can cause flammables within 5 feet of it to burst into flame, starting fires throughout the ship. This is unintentional on the elmarin's part, but no less damaging. If attacked, the elmarin will attempt to escape, burning through decks and walls as it can. The elmarin's fire has no effect on stone or metal.

If trapped, the elmarin will turn on its attacker and try to burn it. It will inflict 1-8 points of damage per round, and cause all burnable items (cloaks, scrolls, etc.) on the body to make a saving throw vs. fire or be destroyed.

If reduced to 0 hit points, the elmarin fades into nothingness and dies. There is a 1 in 20 chance that the death of an elmarin will leave behind an *ioun stone*.

Habitat/Society: Elmarin are elemental creatures of fire, with little intelligence above the animal level. They enjoy the relative coolness of space above the surface of fire-based celestial bodies (such as suns) and can often be found here dancing, bobbing, and weaving about. Ships that are attacked and damaged by the elmarin are usually the victims of the creatures' curiosity rather than maliciousness.

The size and color of an elmarin seems unrelated to its power or whether an *ioun stone* will be found after its death. Profiteering gnomes in their steel ships sometimes cruise the upper reaches of stars looking for elmarin, willing to slay many to gain a few *ioun stones*. The sudden appearance of elmarin is a good sign to sailors trapped with a furnace drive and no magic to feed into it.

Ecology: The elmarin are natives of the elemental plane of fire, and as such will not leave the wildspace that they are in. Attempts to take them into the phlogiston will result in their immediate detonation, unless they are in a completely sealed box or extradimensional space. Such detonation will result in 1d8 fire damage for each hit die of the elmarin to all within 20 feet of the creature, and all flammable items in that area immediately catch fire (subject to saving throws), causing more detonations in the Flow.

Elmarin produce by fission and are sexless. They lack the ability to move at the high speeds generated by spelljamming craft, but will drop into the air envelopes and tag a ride with passing craft.

Attempts to domesticate the elmarin have failed, save for certain mages, who use special variations of spells that conjure and command elemental creatures. They are generally useless minions, and are feared even by the explosion-loving giff, who at least recognize their potential for causing damage.

A legend involving elmarin goes as follows: A mage thought he had discovered a method to domesticate the elmarin and fit them into a special harness they would not burn through. He hooked the harness to a sled and commanded the elmarin to fly. This they did, on a direct course for the surface of the sun. Whether the tale is true or intended as a cautionary legend is unknown.

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CLIMATE/TERRAIN:	Tropical forest and mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	P, Q (I)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d6
ARMOR CLASS:	6
MOVEMENT:	15, Fl 18 (C)
HIT DICE:	4+4
THAC0:	15 (leader 13)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+1 (or by weapon)
SPECIAL ATTACKS:	Extra weapon
SPECIAL DEFENSES:	+1 bonus on surprise rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-7' tall)
MORALE:	Champion (15-16)
XP VALUE:	650 (975 w/full Legacy)
	Leader 1,400 (2,000 w/full Legacy)



Originally from the Savage Coast, these winged minotaurs were driven from their lands on the Orc's Head Peninsula and have only recently returned.

Standing six to seven feet tall, enduks are smaller and lighter than regular minotaurs though still very muscular. Their bodies are covered with short fur ranging from black to light brown. The head of an enduk resembles that of a bullÑwith horns, a square muzzle, large, heavily-lidded eyes, and a strong mouth filled with large teeth. Long, coarse hair tufts at the throat and shoulders, running in a mane the back. The head of an enduk is most often spotted and splotched with white and black, though features such as the eyes and muzzle are highlighted in brown.

Enduks also possess huge, powerful wings. A typical enduk wingspan measures from eight to ten feet, and when folded, the wings reach from the ground to one foot over the enduk's head. Feather color varies from white to black, including various shades of gray. The underside of an enduk's wings usually bears a design that they show off by spreading their wings when on the ground. These marks tend to be genetic and can convey information about an enduk's family.

The enduk have their own language, Nimmush (Homespeak). This guttural, heavy dialect requires a range that few outside their own race can command. Most enduks also know common and Aeshtyn, the language of the ee'aar. Though most rarely bother to learn any further languages, some enduks maintain their knowledge of the manscorpion's language (Nimmurian), in case it should prove useful in winning back their homeland.

The Red Curse: Because Um Shedu is in the Haze, most enduks are never affected by the Red Curse. Enduks never gain an initial Legacy. Only by becoming an Inheritor can an enduk ever gain a Legacy at all. However, those who journey along the Savage Coast can become Afflicted, requiring *cinnabryl* to protect themselves.

Combat: The average enduk should be considered a 4th-level warrior, but an enduk leader is at least a 7th-level warrior or cleric (7+7 Hit Dice and THAC0 of 13). Enduks possess a natural AC of 6 and can wear armor if it is made for their winged bodies. Armor with an AC rating of 6 or worse does nothing to enhance an enduk's Armor Class. With armor of AC 5 or better, the armor AC should be used instead of the enduk's, but the armor AC is not added as a bonus. Enduk never use shields of any type.

While on foot, enduks can attack with any weapon allowed to their class. They prefer weapons of 12 pounds or less, as these can also be used while in the air. Because their size and strength allows them to wield it one-handed with full effect, the two-handed bastard sword is one of their favorite weapons. A few enduks can even wield two of these swords at once, making them fierce and dangerous warriors to contend with. Enduk gain a +2 damage bonus for all normal melee weapons because of their upper-body strength. Enduks do not use regular bows, but they sometimes use heavy crossbows, firing twice per round. In the same round as a melee attack, enduks may attempt to gore opponents with their horns; a successful attack causes 1d4+1 points of damage. An enduk that makes multiple melee attacks in one round cannot attempt to gore.

Enduks prefer fighting on the ground because they suffer a -2 penalty to all attack rolls while airborne. Weapons must weigh 12 pounds or less to be used in aerial combat, and while crossbows can be fired from the air, the enduk must land to reload. Enduks may not hover, and so they are restricted to passing attacks, sometimes gaining the advantage by gliding down on an unsuspecting enemy. They can land and quickly spring to the attack, gaining a +1 bonus on their surprise rolls.

Special Abilities: A flying enduk can cover 180 feet per round at level flight; one half of their movement must always be committed in a forward direction. Ascending is a strenuous task because of the bulk they are trying to raise. The enduk can ascend only 30 feet for every 90 feet of forward movement. Descending, the enduk can glide their full movement both forward and downward, 180 feet each direction. If diving hard, they can double their movement rate to 360 feet forward and 360 feet downward, never diving at a steeper angle than 45 degrees. Armor does not restrict movement rate or maneuverability; however, armor does apply toward the maximum weight that can be carried in flight.

While enduks might be limited in their ascent, their strong wings can bear a great deal of extra weight without further penalty. Enduks can carry 200 pounds plus 10 pounds per point of Strength. If an enduk attempts to carry more than this, its movement rate gets cut by

half, but maneuverability remains at C. The maximum weight an enduk may carry and still retain the power of flight is 200 pounds plus 20 pounds per point of Strength. However, they can carry up to 30 pounds per point of Strength and still glide (at a maneuverability of D).

Winged minotaurs must make a Constitution check after every turn of continuous flight. Failure indicates that the enduk must glide downward and land, resting one turn for each two turns previously spent flying. Constitution checks are subject to a penalty of -1 for every 100 pounds of weight carried above the initial 100 pounds. A further -1 penalty applies at heights above 5,000 feet. Enduks can never rise above 10,000 feet. Under favorable wind conditions, they gain a +2 bonus to their Constitution check.

Direct damage to the wings affects an enduk the same way it affects an ee'aar. For example, an enduk warrior with 40 hit points takes 23 points of direct damage to its wings and 8 more in general body damage. It has lost more than 50% of its total hit points in wing damage and more than 75% total, both of these losses keeping it from flying. Even if healing spells bring the enduk back to full hit points, ready to enter battle again, the damage to its wings still prevents flight. After one week, the enduk regains 4 hit points (10% of 40 total hp), bringing the wing damage down to 19 points, allowing the enduk to glide. However, as this total is still greater than 25% of the enduk's hit point total, actual flight is impossible. The enduk still requires two more weeks of healing before the feathers have grown in enough to allow full flight.

If the enduk possesses a Constitution of at least 17, it heals an additional 3 hit points per week for wing damage. In this situation, the enduk would be fully capable of flight exactly two weeks from the injury. A *heal* spell would both regrow feathers and heal damage, allowing immediate flight.

Habitat/Society: The enduks have always been a simple, trusting people with a system of deeply felt religious beliefs. When the manscorpions were originally driven from their lands, the enduk agreed to share Nimmur with them. When betrayed by these manscorpions, the enduks fled their homeland and relocated on the Arm of the Immortals with the assistance of their friends, the ee'aar. There they sought to both preserve their simple lifestyle and prepare to battle for claim to Nimmur.

The enduks put family ahead of other concerns. Enduks take a mate for life, rarely taking a second even if the first dies. A couple will average one child every few yearsÑfour to six young over their lifetime together. Normally one enduk represents the entire extended family for purposes of organized government, whether it is a local organization or a temporary clan-council responsible for matters concerning all enduks. (The last clan-council to be held was over the matter of returning to Nimmur.) This leader is generally an enduk who has lost a mate, or never took one, and has embraced a more martial and possibly religious lifestyle. Sometimes, a mated pair will devote their lives to such pursuits, both becoming leaders for the family.

Enduk are typically stoic creatures unless enraged. They get along well with all other races except the manscorpions, who have possibly earned the eternal animosity of the enduks. Their philosophy demands an ascetic life of peasantry, which ties in with the enduk religionÑworship of their patron Immortal, Ixion, and reverence of their greatest leader, Gildesh. Gildesh supposedly returns every 300 years to live among his people, constantly renewing their faith. In his latest reincarnation, Gildesh led his people back to the Savage Coast to reclaim their homeland. Not the fanatic killers the manscorpions can be, the enduks and their ee'aar allies were only able to gain a foothold. They now hold Um-Shedu and the surrounding land. Enduks in this area are more likely to be mistrusting and militant. Some of their people have returned to the land and become farmers, but the population of Um-Shedu is supported mainly by the enduks remaining on the Arm of the Immortals.

Ecology: The enduks would like nothing more than to live in peace with their neighbors, raising crops and hunting for meat as needed. However, that choice has been taken from them, and for the time being, the enduks are pursuing this war with vigor. Unless the manscorpions make amends for their actions, the violence is likely to continue until one race or the other is destroyed.

Besides the killing, this conflict has forced the enduks into a higher level of craftsmanship and commerce. The enduks are natural metalsmiths, making some of the best tools and weapons available. Mostly they work with regular steel, but with their return to the Savage Coast, they have begun crafting *red steel* weapons. Enduks do not make items specifically for trade with other races yet, so most weapons and tools are created for enduk physique. Still, these items are gaining a following in the surrounding lands as trade items.

Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	None
Activity Cycle:	Any
Diet:	Planar boundaries
Intelligence:	Low to average (7–10)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	11+6
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d8/1d8/1d12
Special Attacks:	Sunder space
Special Defenses:	Struck only by +2 or better weapons, immune to elements
Magic Resistance:	Nil
Size:	H (20′ long)
Morale:	Fanatic (17–18)
XP Value:	10,000

"They're finished."

"Really?"

"Yes. I set one loose this morning."

"Where?"

"Between Air and Vacuum."

"Ooh — nasty."

"We'll slide the next between Earth and Magma. We'll melt those sodding dao right out of their own little kips!"

"Wow. Do you really think this is going to work?"

"Hey, it's going to happen no matter what. We — and our new little friends — are just speeding things along."

"Well, I still hope these new specimens will be under a little better control this time."

"You know, you keep saying things like that and folks'll think you're a Hardhead rather than a Sinker. Besides, the new ones'll do what we want, *where* we want. Those that escaped earlier will still break things down — just not where we had planned.

"That's the great thing about the Doomguard. No matter what, we always win in the end."

There are holes throughout the multiverse. Call them conduits, portals, or any other name, they're still holes. The Inner Planes are no exception. In fact, these planes in particular are full of tiny leaks where bits of one element seep into another plane. Some graybeards theorize that one day, in the far distant reaches of the future, the borders of the Elemental Planes will completely break down and all the elements will combine. Such a thing could signal the end of the multiverse, if it's true.

WHY DON'T WE HAVE ONE OF THOSE?
— FACTOL KARAN OF THE XASITECTS

The Doomguard — ever interested in entropy — decided to make sure that it *is* true and to help the process along. Hence, their magicians and alchemists began devising a means to dissolve the barriers between the Elemental Planes. Hundreds of years of research, trials, and errors took place, but eventually they succeeded. They constructed magical creatures the Sinkers named *entropes*. Entropes feed on whatever makes up the borders separating the various Inner Planes. As they feed, the elements of the two planes blend and "bubbles" of foreign elements are introduced into alien planes. Eventually, the Doomguard hopes, the barriers will weaken enough so that the planes constantly bleed into each other, eventually becoming indistinguishable.

The first batch of these beasts escaped Doomguard control and now wander about the Inner Planes on their own, chewing away at the fabric of reality wherever they see fit. The second group is more closely controlled.

The entropes weren't designed with aesthetics in mind; the elongated, wormlike creatures have multiple arms, eyes, and mouths. At least one set of arms is equipped with claws, and one large mouth among the rest bears a set of viciously pointed teeth.

The Doomguard saw no reason to grant their creations the power of speech or communication. Entropes do understand planar common, however, the better to follow Sinker commands.

Combat: Because the entrope can literally break down the fabric of reality, it's nothing to fool around with. Anywhere within the Inner Planes, the beast can "eat" through elemental borders, creating a small, temporary hole in space leading to any other Inner Plane. The rent results in a mass of the foreign element bursting into the plane with great power. While the entrope itself isn't harmed by this action, anyone within 25 feet is subject to the elemental explosion. The results depend on which plane the hole leads to (a decision made by the entrope):

- *Air, Earth, Mineral, Ooze, Salt, Water:* Matter or air explodes through the hole with great force, inflicting 3d10 points of impact damage (save versus breath weapon for half). Victims must save versus breath weapon or be knocked down and/or back 10 feet; they're also stunned for 1 round afterward.
- *Ash, Dust, Smoke, Steam:* Particulate matter bursts through the tear, inflicting 2d6 points of impact damage (save versus breath weapon for half). What's more, all victims must save versus poison or cough and choke for 1d6 rounds, incapacitated.
- *Fire, Lightning, Positive Energy, Radiance:* Raw energy gushes through the rent, inflicting 8d6 points of damage (save versus breath weapon for half).

- *Ice, Magma:* Energy (along with varying amounts of matter) erupts through the tear, inflicting 6d6 points of heat or cold damage (save versus breath weapon for half). Victims must save versus breath weapon or be knocked down and/or back 10 feet.

- *Negative Energy:* This hole sucks the life energy from all victims, draining one experience level from each.

- *Vacuum:* Matter and energy is drawn *into* this rent. The implosion inflicts 3d6 points of damage (save versus breath weapon for half) on victims and requires them to make a save versus death magic to avoid being pulled into the plane of Vacuum before the hole closes.

The entrope can open these holes once every three rounds. The rest of the time, it defends itself with two huge claws (1d8 points of damage each) and a gigantic tooth-filled maw (1d12 points of damage).

The strange creature is also immune to the effects of all elements, even ignoring impact damage from thrown boulders or similar attacks. Graybeards know of only two ways to harm an entrope: strike it with a magical weapon of +2 or greater enchantment, or subject it to nonelemental-based spells such as *cause light wounds, magic missile,* and so on.

HABITAT/SOCIETY: These petulant engines of destruction hate everything. Even the very space that they occupy annoys them. Entropes seek the annihilation of all things. Needless to say, these creatures haven't developed anything but antagonistic relations with anything that they've ever encountered, including one another. The Doomguard are able to control them only through judicious use of powerful magic.

Since the entropes can literally eat their way through to other planes and are immune to all harmful elemental effects, they can be found on any of the Inner Planes. They attempt to destroy any creature that they meet.

Fortunately, the powers of these beasts are entirely limited to the Inner Planes. Since the Outer Planes have no real "borders" as such, the entropes can't affect the planes of the Great Wheel.

ECOLOGY: It's no secret that Sinkers like to watch things fall apart. More than most factions, the Doomguard has always had an interest in the Elemental Planes. Why? Probably because it's where the building blocks of the multiverse originated. What better place to watch things disintegrate? Better yet, why not hasten things a bit?

So they did.

The creation of the entropes was a great achievement for the Doomguard. The Sinkers carried out the creatures' production and development in the faction fortress on the plane of Salt. The plan was conceived by the lord of that castle, and its completion is said to have been overseen by his great-granddaughter.

Some speculate that if the Sinkers have the knowledge and resources to create such unstoppable monstrosities, what other sorts of horrors might they have ready to unleash upon the multiverse? The dark is, though, that the creation and maintenance of the entropes is as much as the Doomguard can presently handle. It's unlikely that anyone need fear the faction producing more creatures of this sort of power and destructive capability anytime soon — though certainly, the entrope is bad enough.



CLIMATE/TERRAIN:	Phlogiston only
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Very (11)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-8
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-4
SPECIAL ATTACKS:	Drain Intelligence
SPECIAL DEFENSES:	Hit by +1 or better magical weapons, regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Average (9)
XP VALUE:	975



Ephemerals are noncorporeal undead believed to be the spirits of individuals who have died in the phlogiston. They appear as dusty gray humanoids, and it is thought that their forms are not only linked to the negative material plane, but also impregnated with the essence of the phlogiston itself. This makes them vulnerable to fire, but also gives them the ability to regenerate their unliving status. Ephemerals are attracted by use of magical energy, and a passing spelljammer helm might attract a group of them.

Combat: The touch of the ephemeral inflicts 1-4 points of damage and reduces the victim's Intelligence by 1-2 points. Should the damage inflicted by an ephemeral kill a sentient humanoid, the latter will become an ephemeral in 2-8 days. Should an ephemeral drain all the Intelligence from a sentient humanoid, the body will then become the host of the ephemeral (see below).

In hand-to-hand combat, only magical weapons have any effect on ephemerals. As undead, they are immune to *sleep*, *charm*, and *hold* spells, as well as cold-based attacks. They are vulnerable to fire, and always take maximum possible damage from a fire-based attack. However, since ephemerals are only found in the Flow, this type of attack is very risky.

Ephemerals can regenerate 1 hit point every melee round by pulling the surrounding phlogiston into their bodies. If sealed off in some fashion from the Flow, they will be unable to regenerate. When an ephemeral reaches 0 hit points, it dissipates permanently.

Generally, ephemerals cannot be turned, but this is the result of the inability of clerics in the Flow to contact their patron's powers. If a priest has some form of contact with his or her power, an attempt to turn ephemerals can be made, and in this case ephemerals can be turned as spectres.

Ephemerals will attack as a pack, if possible, seeking to drain as many humanoids as possible to use as bodies. The others will be slain and cast overboard. If seriously damaged, they will break off, trailing behind the ship, and attack again when they have regained their hit points.

Habitat/Society: Ephemeral packs wander the phlogiston, the disembodied spirits of the dead or cursed who have perished in the Flow. Unable to reach their home spheres and the rewards (or punishments) of their afterlife, they tend to be mean, petty spirits who exist only to eventually return to a final resting place.

The living are their vessels of return, and an ephemeral will attempt to drain the mind of a single character in order to provide itself with passage to a safe sphere. Ephemerals cannot enter the crystal spheres except when controlling a living body and, if forced to do so, they will be randomly teleported deeper into the Flow.

Ecology: The origin of the ephemerals is a mystery. They might be the remains of a race of beings who managed to crack their crystal shell, letting the phlogiston into their sphere. Whatever their origin, they have propagated by preying on intelligent creatures that pass through the Flow. Men, mind flayers, and neogi have all had to battle ephemerals in their transit between the spheres.

Ephemeral Host

The physical characteristics of an ephemeral host are those of the host body. Thus, a host body vulnerable to normal weapons remains so while the ephemeral is present, and does not acquire the ephemeral's special vulnerability to fire or its ability to regenerate using phlogiston. If the host body is killed, the ephemeral can't use it. Magic that counters the *magic jar* spell is also effective against ephemeral occupation.

An ephemeral within its host immediately sets about returning to a crystal sphere. This often, but not necessarily, involves slaying anyone who would stop it, including former allies. The ephemeral will use the physical abilities of the individual it takes over, but cannot use any magical or special abilities. An ephemeral could take over a mind flayer, but could not use its mental blast.

When the host enters a crystal sphere, the ephemeral will immediately flee the body, leaving it a living, mindless shell of 0 Intelligence. The body can be restored to normal Intelligence by a full *wish* spell, but in the meantime, it may be inhabited by other bodiless spirits unless protected by means of a *protection from evil (good)* spell or similar wards.

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	Lesser Equar	Greater Equar
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare (rare)	Very rare (rare)
ORGANIZATION:	Solitary (herds)	Solitary (herds)
ACTIVITY CYCLE:	Diurnal (good-aligned) Nocturnal (evil-aligned) Any (neutral-aligned)	Any (all alignments)
DIET:	See below	See below
INTELLIGENCE:	Very to High (11-13)	Exceptional (15-16)
TREASURE:	Nil	Nil
ALIGNMENT	See below	See below
NO. APPEARING	1 (3-8)	1
ARMOR CLASS	3	1
MOVEMENT:	18	24
HIT DICE:	6	9
THAC0:	15	12
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-12/2-12	3-12/3-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	20%
SIZE:	L	L
MORALE:	Champion (15-16)	Fearless (20)

The equar is a horse-like species native to the Outer Planes. Nine different breeds of equar have been recorded, and from time to time they are summoned to the Prime Material Plane to act as steeds and helpers to powerful individuals. An equar's appearance and demeanor vary from type to type. Each is strongly aligned to the same ethos as its native plane. An equar can speak the Common tongue, its alignment language, and by means of the spell that summons it forth, the same racial language as the caster.

The spell to summon these creatures creates a pact between a rider (who need not be the caster) and the equar. Each promises to look after the welfare of the other. The equar agrees to aid the rider, who in turn pledges to provide the unique food the equar craves while upon the plane.

A lesser and greater equar are actually the same creature; the term designates how fully the creature exists on the Prime Material Plane. A lesser equar still has some of its essence upon its home plane, while the greater equar has been wholly conjured. Thus, any equar encountered upon its home plane is a greater equar.

Riding an equar has its dangers. Should the steed be dispelled through magic or circumstance, it immediately gallops to its home plane—with the unfortunate rider still in the saddle. Also, a rider who has proved to be the ideal of the alignment of the equar might unwittingly convince the creature that he deserves to be taken back to the equar's home plane. A *protection from evil/good* spell or equivalent effect prevents the equar from carrying the rider off-plane.

Combat: Equars can act as warhorses. All can be fierce in battle, attacking with their front hooves. Creatures of opposing alignment are always attacked first.

Equars have keen senses and are never surprised. They are immune to petrification, disease, and poison. Equars cannot be affected by *charm* or *beguile* spells or their variants. They are harmed only by magical weapons of +1 or greater enchantment.

An equar can gallop back to its home plane at will, but it might well take any rider with it, as mentioned above.

Each equar has an innate weakness as detailed in each individual's description. The special vulnerability may not be known by its summoner; after all, such beasts rarely mention their weaknesses to anyone, even a well-known and respected individual. Some arcane tomes that contain the spell to summon the beasts might offer a hint. The more obvious weaknesses though, such as those of the trothspyre and charnalbalk, soon become apparent to a rider.

The spell-like abilities possessed by lesser equars operate at 9th-level ability; greater equars make use of their talents at 12th-level ability.

Habitat/Society: Equars tend to travel the wide open areas on their native plane. They roam in small herds of no more than ten, lead by the strongest stallion. Lawful equars mate for life. A foal is born only once every 20 years and requires six months of parental care as it learns to gallop and use its special abilities. An equar has a life span of about 100 years.

More powerful denizens of the Planes often seek out an equar to use as a steed. Not always is the creature willing to accept the rider. Often, in the case of the Lower Planes, a fiend captures and subdues an equar. Bards of many Planes tell of incidents in which a summoned equar was thus accidentally released from such service and then pursued to the Prime Material Plane by the infernal denizen.

Ecology: On their native plane, equars graze on the natural plant life, though the evil equars also hunt for meat. Like the horses they resemble, an equar consumes a great deal to keep up its stamina. Only on the Prime Material Plane are the creatures eating habits extreme and they require such special diets as gold or poison to maintain their magical link to their home plane.

Trothspyre

Lawful Good

The noble trothspyre is summoned from the verdant plains of Mount Celestia. Some sages have marked the resemblance between the trothspyre and the unicorn. Indeed, when seen from a distance, the two might be confused; but a trothspyre is markedly different from a unicorn, with crystalline hooves and a twisted horn rising from its brow. Some sages have commented that the horn is actually a symbol for the word "truth" in an archaic language. Evil creatures tend to avert their eyes, if possible, from the sight of the horn.

Diet: The trothspyre eats only the most fine and rare of grains, which must have been *blessed* by a lawful good priest; each such meal costs at least 50 gp. The creature will starve itself rather than eat mundane grains. The trothspyre must also spend at least four hours drinking in the sunlight every day to be sated. The trothspyre goes no more than two days without such a light-drinking before it views the pact with its rider null and void.

Special Abilities: Instead of trampling with its hooves, a trothspyre can impale an enemy upon its sharp horn, inflicting 1-10 hp damage (2-12 for a greater trothspyre). Any form of undead and any chaotic evil creature suffers double damage from the trothspyre's horn attack.

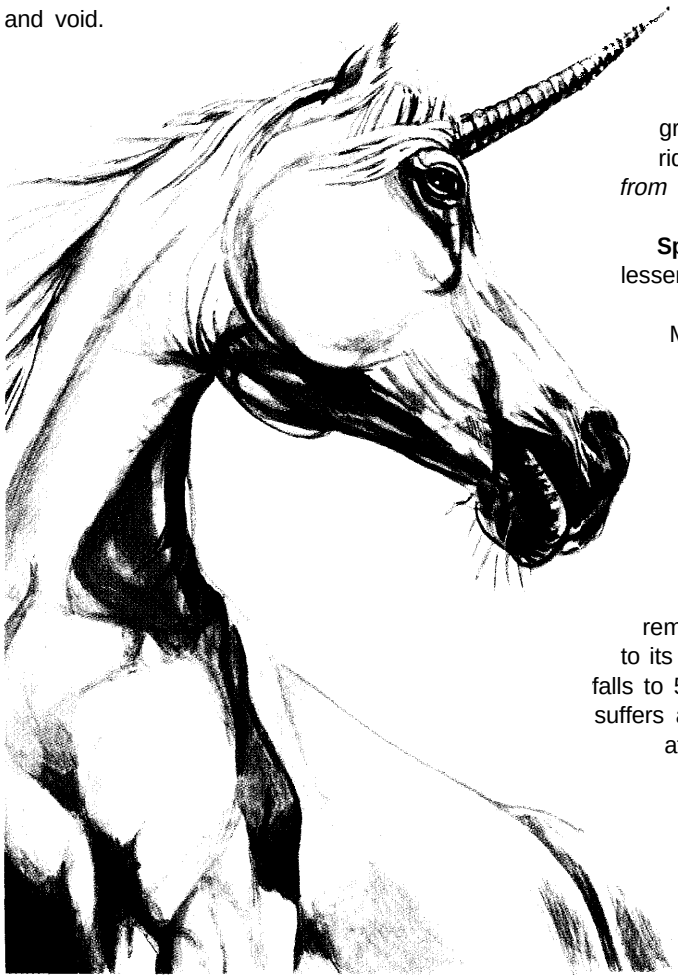
A trothspyre can cast *know alignment* at will by touching an individual with its horn.

In addition to all common equar abilities, the trothspyre has the following spell-like powers:

Lesser: A trothspyre can cast *detect lie* and *protection from evil* twice per day and can seal wounds with a touch of its horn. This action heals only 1 hp of damage, but the wound stops bleeding, even if the victim has been affected by a *sword of wounding* or similar effect.

Greater: Trothyspyres can employ a *detect lie* spell on any creature within 20 feet unless the falsehood is hidden by an *undetectable lie* spell or similar effect. A touch of the creature's horn seals wounds (as described above), and once per day the creature can cast *cure serious wounds.* A greater trothyspyre's rider gains *protection from evil* while upon the equar's back.

Special Weakness: A lesser trothspyre cannot exist on the Prime Material Plane after sundown. It slowly fades away, returning to its rider's location (as long as the rider remains on the same plane) at daybreak. The greater trothspyre remains on the plane, to its chagrin, but its AC falls to 5, and the creature suffers a -1 penalty on all attack rolls until the next daybreak.



The Paladin's Trothspyre

Of the equars, only the lawful good trothspyre provides a suitable mount for the paladin. If the DM feels that the paladin has earned a special mount, he might allow a quest for a lesser or a greater trothspyre.

A paladin blessed with a lesser trothspyre warhorse receives a +1 bonus to Charisma while mounted atop the equar, and their combined aura is equivalent to a double-strength *protection from evil* spell. Attacks made by evil creatures against the paladin or his trothspyre suffer -4 penalties to attack rolls, and any saving throws caused by such attacks are made with +4 bonus.

In addition to the above powers, any paladin astride a greater trothspyre radiates a 30' radius aura of bravery, affording himself and his nearby allies a +4 bonus to *fear, hopelessness, antipathy,* and *phantasmal killer* spells.

The pact between paladin and trothspyre is unbreakable for as long as the paladin remains a paragon of virtue. Should the paladin fall from grace, the trothspyre remains with its rider for as long as the paladin endeavors to redeem himself. If the paladin abandons his true calling, the trothspyre returns to its home plane in disgust.

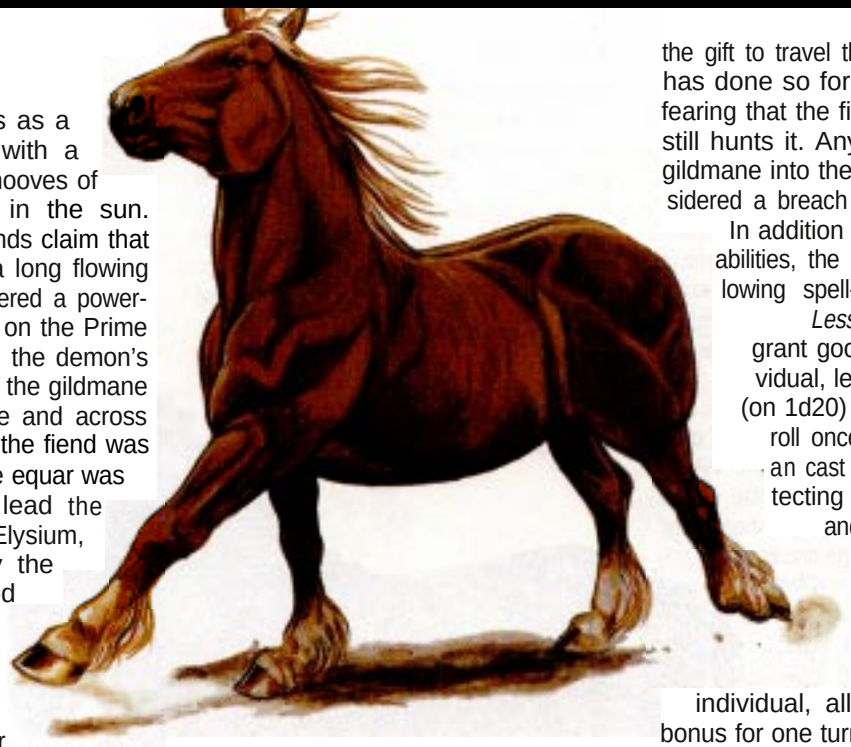
A paladin who has remained honorable and faithful to his calling can coax his trothspyre steed into foregoing its usual diet in favor of a lesser meal if fine grains are unavailable, with the understanding that the equar will dine well when the opportunity presents itself. A trothspyre can live for months in this famished state but suffers a -1 penalty on attack rolls and saving throws (-2 for a greater equar) until fed well.

At any time, a paladin may heal his trothspyre's hit points at the loss of his own. Similarly, a trothspyre may sacrifice any portion of its own hit points to heal its injured rider. The two must be in direct contact for this exchange to occur, and the one bestowing the hit points can never drop below 1 hp as a result of the transfer. Neither the trothspyre nor the paladin can heal others in this fashion; the exchange is limited to rider and mount

Gildmane

Neutral Good

A gildmane appears as a stout chestnut horse with a shimmering mane and hooves of pure gold that shine in the sun. equar lacks a tail. Legends claim that the first gildmane had a long flowing tail, but the creature angered a powerful fiend, causing havoc on the Prime Material Plane as it fled the demon's wrath. The fiend chased the gildmane through the Astral Plane and across the spheres. In its fury, the fiend was heedless of the track the equar was taking. Thus the equar lead the fiend into the midst of Elysium, where it was slain by the denizens of that good Plane. Its final act was to grab hold of the gildmane's long tail and tear it off. The equar rode on, and ever since then the gildmane has had no tail.



Diet: The gildmane's peculiar diet demands worked gold (coins, jewelry, etc.), the purer the better. It consumes 200 gp value of the metal each day. Should it feast upon less for more than three days, the gildmane becomes surly and considers itself released from the pact, returning to Elysium.

Special Abilities: By touching a hoof to any suspect gold, the gildmane reveals the purity of the object: whether it is indeed gold or simply gold-painted iron or a lesser metal enchanted with the *fool's gold* spell. A rider who knowingly supplies false gold to the equar voids the pact.

A gildmane can surround itself with a golden glow that provides light as per the *light* spell, and it offers a +1 on all saves for anyone within that 20' radius against any form of curse or hex. Cursed magical items within this aura stand revealed for what they are and may be abandoned by their owners without fear of return, as if the proper spells *(remove curse, dispel magic,* etc.) or conditions necessary to lift the curse had been cast or met. This curse-breaking aura may be summoned but once per day and lasts for no more than one hour.

At any time, a gildmane can speak with an astral traveler by gently laying a hoof upon the creature's body. Though the gildmane is said to have the gift to travel the Astral Plane, none has done so for centuries, perhaps fearing that the fiend that stole its tail still hunts it. Any attempt to take a gildmane into the Astral Plane is considered a breach of the pact.

In addition to all common equar abilities, the gildmane has the following spell-like powers:

Lesser: The gildmane can grant good fortune to an individual, lending a bonus of +1 (on 1d20) or +5% on an single roll once per day. The equar an cast *glitterdust shield* (protecting both itself and rider), and *astral window,* each once per day.

Greater: The gildmane can grant exceedingly good fortune to an individual, allowing either a +1 bonus for one turn to all rolls or a single +3 bonus to any single attempt, once per day. The equar can cast *glitterdust, shield,* and *astral window* all twice per day.

Special Weakness: Gildmanes attract the attention of evil creatures. Any and all monsters of Low intelligence (7) or lower must make a saving throw vs. spell every day while a gildmane is within one mile. Failure means that the evil creature is drawn to attack the equar and its rider when within range.

Favonian

Chaotic Good

Known to travel the open fields of Arborea, favonians are unafraid of the worst weather conditions. These equars consider the downpours of major storms as nothing more troubling than a spring shower. They are pale horses, bluish-white or dappled gray.



Diet: A favonian's diet upon the Prime Material Plane is one of rain water and ancient sagas. Of all the equars, the favonian most enjoys the songs and antics of bards and entertainers, seeking out such company when the opportunity arises. Rain water can be collected in barrels or found in puddles after a sudden downpour. Far more difficult to find are the epic poems and songs that the equar demands be read or sung in its presence; usually such passages must be found in old libraries or copied from

the epitaphs of barrows. Failure to provide the favonian's food and drink for three consecutive days convinces the equar that the pact is broken, and it departs.

Special Abilities: A rider never falls off a favonian unless the equar wishes it; even at the most grueling pace or windy conditions, a favonian's rider is safe from being ousted from the saddle. Favonians also leave no tracks on any surface.

The senses of a favonian are not hampered by heavy rain, fog, or mist of mundane or magical origin. When in such weather conditions, the equar can conjure 1-3 *phantom steeds,* as per the spell. These phantasms appear identical to the favonian and may be ridden as normal horses. They also act as a mirror image spell, distracting enemies' attacks from the real favonian.

In addition to all common equar abilities, they have the following spell-like powers:

Lesser: Favonians can cast *alter normal winds* (described in the *Wizard's Spell Compendium [WSC]), gust of wind,* and *obscurement* each once a day.

Greater: Favonians can cast *alter normal winds, (WSC), cloudburst (WSC), gust of wind,* and *obscurement* all thrice per day. The equar can perform a flying gallop thrice per day (MC B), lasting one turn, during which the equar moves at normal movement rate through the air, as per the *fly* spell.

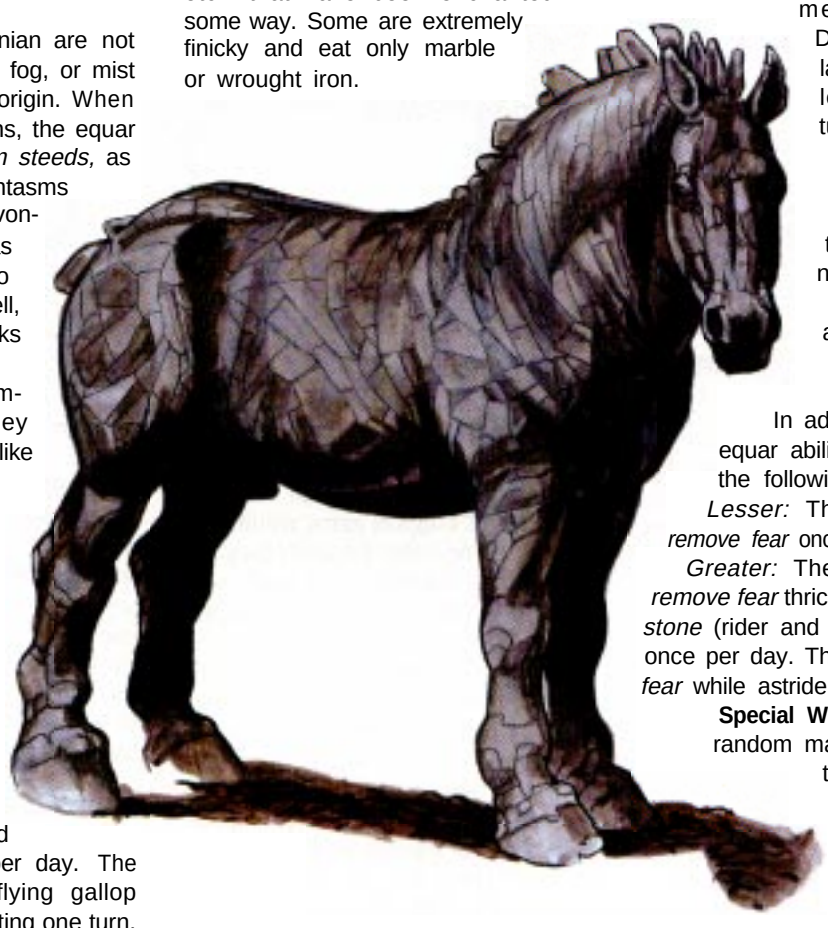
Special Weakness: Because of their admiration (some say even love) for bards, these equars never attack an entertainer, even one of sinister disposition. In dealing with such persons, they'd rather disperse the crowd and deprive the rogue of his or her audience-and thus his or her livelihood. A favonian will come to an entertainer's rescue, even when such action deviates from the desires of its rider. A favonian's rider who attacks a bard or other entertainer learns that the favonian considers this action a breaking of the pact. The favonian sternly admonishes the offender before departing the plane.

Lithicthil

Lawful Neutral

The stalwart lithicthil rides through the open areas of Mechanus. At first glance, the lithicthil appears to be a living stone statue, but its flesh simply has an odd, sculpted look to it that resembles stone.

Diet: A lithicthil eats only worked materials—stone, wood, metal, clay, etc.—that have been enchanted in some way. Some are extremely finicky and eat only marble or wrought iron.



Special Abilities: Once per day, the lithicthil can increase any one attribute of its rider by 1-4 points (but not to exceed the racial maximum). The equar must be within 100 feet of the rider and often chooses itself which characteristic to augment; for example, a lithicthil who feels that its rider could treat it with more respect might choose to augment the rider's Charisma, even if the rider would prefer an augmented Strength or Dexterity. The effect lasts five rounds for a lesser lithicthil, one turn for a greater.

This equar can also detect enchantment at will, as per the *detect magic* spell, noting if an individual has been affected by any sort of spell from the School of Enchantment.

In addition to all common equar abilities, the lithicthil has the following spell-like powers:

Lesser: The equar can cast *remove fear* once per day.

Greater: The lithicthil can cast *remove fear* thrice a day and *meld into stone* (rider and equar both affected) once per day. The rider is immune to *fear* while astride the lithicthil.

Special Weakness: Exposure to random magic is detrimental to this equar. It suffers a -2 penalty on all saving throws against wild

New Magical Item

The Saddles of Ahl Mitac

The conjurer Ahl Mitac was known throughout the world not so much for his tremendous magical prowess but for his many beloved daughters. When suitors began to visit the conjurer's estate, Ahl Mitac decided to create a wondrous dowry for each child—a gift that not only would be valued for its worth but also could bring back swiftly any daughter who found her husband unkind. After many days of toil with local craftsman and countless nights spent consulting Planar charts, Ahl Mitac cast a dweomer upon several of the most finely-wrought saddles. Legend marks their number at seven, but some bards sing that there are as many as 13 enchanted saddles. (Some sages point out that the number changes frequently, depending on the length of the song the bard wishes to sing.)

Whenever any woman sits atop a *saddle of Ahl Mitac* (even if the saddle does not rest on a mount), an equar of the same alignment is instantly summoned as her steed. A pact can then be arranged between the rider and the equar. If at the time of the summoning a normal horse had been wearing the saddle, the equar interplanarly changes places with the animal.

XP Value: 1,000 **GP Value:** 5,000

magic (and the greater lithicthil's magic resistance does not apply to such dweomers), and any magical item that has random effects or powers (such as a *bag of beans* or a *wand of wonder)* will not function normally within 100 feet of an lithicthil; instead, the item will permanently drain itself of all magic to induce a wild surge (see *Tome of Magic,* page 7) within 100 feet of the equar, quite possibly affecting the item's wielder along with the lithicthil, who—in addition to suffering the effects of the surge—also suffers 1-20 hp damage instantly.

Menthric

True Neutral

The menthric, native to The Outlands, appears as a normal horse and can have a variety of colors, from piebald to roan. But when seen out of the corner of the eye or with a *true seeing* spell or similar effect, the Menthric has the form of a plain-faced human dressed in non-descript clothing and shoulder-length hair. A perceptive person might notice that the menthric casts a human's shadow rather than a horse's This equar is often called upon when some event upsets the balance of power in the Prime Material Plane (for instance, during times of war, famine, and plague).

Diet: A menthric must feed on enchanted script: magical scrolls, wizards' spell books, and the like. Unfortunately, it is still vulnerable to any protective wards placed on the writing (such as *explosive runes, sepia snake sigil,* and the like), activated when the equar begins to eat. A menthric requires no less than four pages of magical script per day. If the equar must go for three days without this food, the pact is broken.

Special Abilities: A menthric has a talent for discerning weaknesses and strengths. If able to observe a creature for a full round, the equar can deduce whether the creature has any vulnerabilities or immunities. If the creature should have more than one special weakness or defense, the menthric can discover them with further scrutiny, learning one such trait per round. For instance, atop a hillcrest, a menthric and rider spy a horrid figure stumbling along the river bank. The menthric watches and notes that the creature favors its side, a sign of weakness. By waiting another round, the equar magically perceives that the wound was caused by fire and that flames are especially harmful to the monster. The forewarned rider readies a torch as they rush down to engage the troll.

A menthric can cast *analyze balance* and *detect magic* at will.

In addition to all common equar abilities, the menthric has the following spell-like powers:

Lesser: The menthric can cast *hold portal, knock, mending,* and *shatter* once per day.

Greater: The menthric can cast *hold portal, knock, mending,* and *shatter* twice per day. Once per day, the equar can summon a unique magical shield to protect both itself and rider. This effect takes the form of the opposing energy/force that the attacker is using and thus only works against spells or magical effects. The menthric (and its rider) suffers only half damage from the attack, one-quarter if a saving throw is successful. Thus, if a red dragon breathed on a protected menthric employing its magical shield ability, most of the flames would be blocked by a suddenly appearing ring of ice and frost. The equar galloping through a blade barrier would be encircled by flying bucklers. This arcane shield lasts for one turn.

Special Weakness: A menthric is a creature of balance, prone neither to chaotic behavior (rash decisions) or lawful deliberation. It uses its own instinctive nature as a guide. However, spells that induce such state tend to wear at the creature's ties to the Prime Material Plane. Thus any true chaotic or lawful magic—including Priest spells of the spheres Law and Chaos, and those wizard spells that either induce a disordered state such as *chaos, Otto's irresistible dance, polymorph other* or *unluck)* or rigid state (such as *domination* or *hold monster)* have a 5% chance per level of the spell of driving the equar back to its home plane. This risk occurs only if the menthric fails any magic resistance and saving throw rolls. Unfortunately, the rider of a banished menthric is also sent with the equar.



Potherrounce

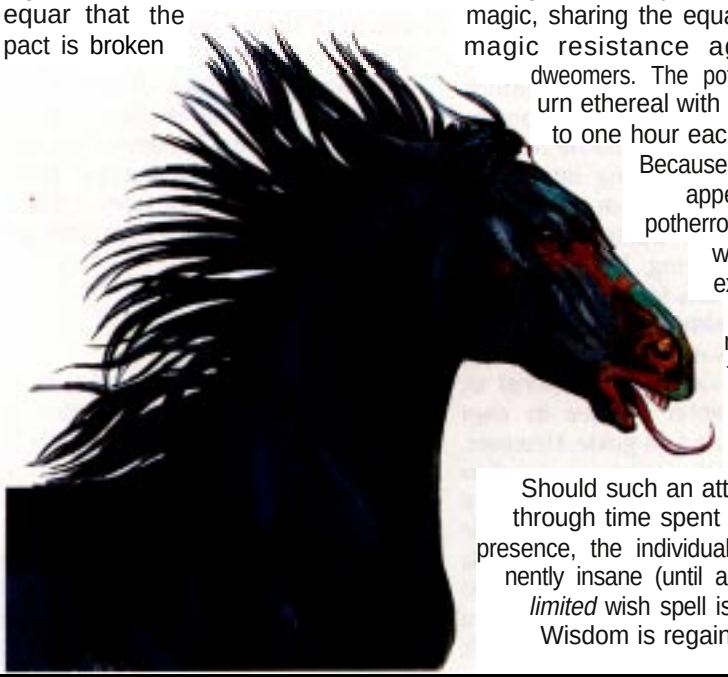
Chaotic Neutral

The potherrounce is a creature of true chaos, native to the wilds of Limbo. Though always a horse in basic form, it has no true appearance; every time one looks at a potherrounce, one sees something different. Thus, the first glance might show a zebra, while the next a draft horse with a mane of flower petals, and the next glance a dappled mare with



three tails. This effect can be quite disconcerting, and superstitious folk intensely dislike and distrust this equar and any who associate with it.

Diet: Being borne from the forces of chaos, the potherrounce hungers for food similar in nature. Upon the Prime Material Plane, the only meals it eats are mixed magical potions (unmixed vials are unappealing to the equar; see **Table 111** in the *DUNGEON MASTER® Guide* for the effects of mixing potions). Since the potherrounce demands fresh concoctions, the resulting mix can be quite volatile, and explosions have sometimes resulted in the demise of the rider. Still, the potherrounce laps up the strange brew. Failure to provide a drink of at least three different potions blended together once a week convinces the equar that the pact is broken



Special Abilities: Because of its natural environs, the potherrounce's magic resistance is effectively doubled against wild magic and surges. Also, a potherrounce's senses are constantly *patternweaving (see* the *Tome of Magic [ToM]).* Thus the equar is unaffected by such spells as *blur, chaos, confuse languages, confusion, fool's speech,* the reverse of *tongues,* and the like.

In addition to all common equar abilities, the potherrounce has the following spell-like powers:

Lesser: A potherrounce can cast blink, affecting both it and rider, three times per day. The rider is continually protected as by a *chaos shield (ToM)* while mounted on the equar.

Greater: The potherrounce can cast *miscast magic (ToM)* once per day. The rider gains more protection from wild magic, sharing the equar's enhanced magic resistance against such dweomers. The potherrounce can urn ethereal with its rider for up to one hour each day.

Because of the shifting appearance of the potherrounce, anyone with a full day's exposure to the creature must make a saving throw vs. spell or lose 1 point of Wisdom. Should such an attribute fall to 0 through time spent in the equar's presence, the individual goes permanently insane (until a *restoration* or *limited* wish spell is applied). Lost Wisdom is regained at the rate of 1 point per week spent away from the potherrounce.

Special Weakness: Any missile weapon blessed by a lawfully aligned priest inflicts double damage to a potherrounce. The equar attempts to retreat from such attacks if at all possible, even if its rider demands otherwise. *Hold* spells and other forms of paralysis inflict 1-3 hp damage per round on the potherrounce in addition to their usual effects, as the equar cannot freely shift its appearance under such effects.

Banecourser

Lawful Evil

For villains, the banecourser is a grand mount. At first glance it appears to be nothing more than a fine black steed. Close inspection reveals its vile nature. Then one might see the odd streaks of rust and verdigris along its coat. When the equar opens its mouth, a serpentine tongue slips out for snake-like flicker. This equar dwells on the awful moors of Baator, but it is more than eager to appear on the Prime Material Plane and work with evil riders. Moonlight never illuminates a banecourser, and observation of this uncanny effect is one of the means to uncover the true nature of beast.

Diet: The banecourser must feed on deadly poisons. Many a rider has perished from accidental exposure to the venom gathered for the equar. The equar requires an average of 50 gp of such poisons per day, or else the pact is broken.

Special Abilities: The banecourser can *detect poison* by smell. With its

flickering tongue, the creature can actually drain poison from any creature. This venom-theft can be performed upon a beast that has poison glands or sacs, thereby robbing it of such an attack. It can even remove the venom from a poison victim's system, perhaps inadvertently saving a life in the process. To employ this special attack, the equar must first successful strike the target. Thereafter, it draws out the poison over the course of a number of rounds equal to the Hit Dice of a venomous creature or 2-7 rounds for a poisoned individual (who might well die before the poison is all removed). Each round the banecourser spends draining the poison, the target suffers 1 hp damage from the sharp tongue's lapping.

Banecoursers have 60' infravision but are irritated by daylight, suffering a -2 penalty on all rolls under such light, including the effects of a *light* spell or similarly bright illumination. This rider shares both the infravision and the sensitivity to light, unless wearing a helm, hat, or other apparatus to shield the eyes from direct light.

Interestingly, all creatures encountering the rider while he or she is in physical contact with the banecourser are affected as by a *friends* spell, with no saving throw allowed.

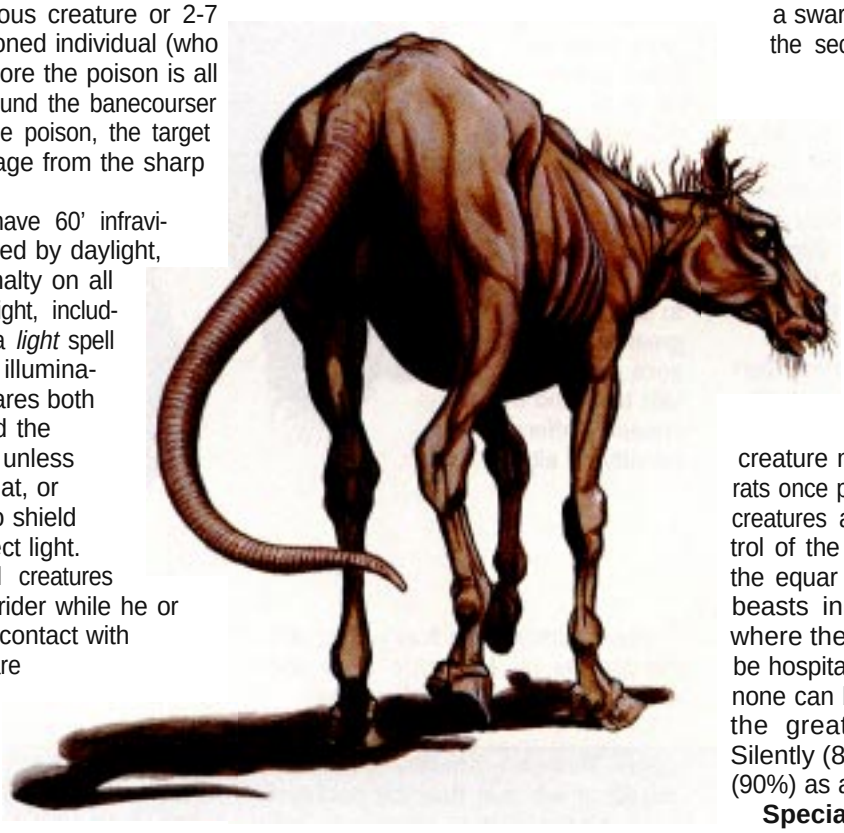
In addition to all common equar abilities, the banecourser has the following spell-like powers:

Lesser: The banecourser allows the rider's words to act as a *suggestion* spell once per day.

Greater: The equar can cast *suggestion* and *undetectable lie* upon one of the rider's statements once per day, with listeners suffering a -2 to saves to detect the lie. The rider is afforded *protection from good* while astride the banecourser.

Special Weakness: Banecoursers were cursed long ago by the goddess of the moon, as punishment for the equars' taking part in the destruction of her high temple. Ever since, the banecourser has been unable to cross a line of silver (the metal sacred to the goddess). Though silver inflicts no harm to the equar, it irritates the equar; if the banecourser becomes trapped by a circle of silver, it departs the plane, the pact broken.

Due to the equar's diet, a *slow poison* spell cast upon a banecourser acts as a *slow* spell, while a *neutralize poison* inflicts 4d6 hp damage. A *periapt of proof against poison,* if bound to a banecourser, forces the creature back to Baator for a period no less than one year.



Rosinante

Neutral Evil

Though bards praise the melodious name of this equar, truly nothing about this creature hailing from The Gray Waste is the least bit lovely. A rosinante has the appearance of sickly, hairless horse with long rat's tail. The eyes are unnaturally large and without pupils, looking like dead-white orbs. The rosinante's teeth are crooked and small.

Diet: This equar dines only upon rotten meat and tainted water, and it insists on being hand-fed.

Special Abilities: Instead of its hooves, a rosinante can attack a foe with its prehensile tail. This attack can take the form of whipping that inflicts 1-4 hp damage (2-5 for a greater rosinante), or it can grasp a single-handed melee weapon. The lesser rosinante may wield weapons of S size, while a greater rosinante may employ M-sized weapons.

This equar can *detect good* at will through a magical sense of smell. The equar is also immune to the effects of a *stinking cloud.* They can see as well at night as they do at day.

In addition to all common equar abilities, the rosinante has the following spell-like powers:

Lesser: The rosinante can summon a swarm of verminous rats (as per the second-level Wizard spell *summon swarm)* up to twice a day. When necessary, the rosinante can Move Silently (60%) and Hide in Shadows (70%), even when ridden.

Greater: While riderless, this equar can *shapeshift* into a giant rat once per day and slip through small openings no less than one foot wide. The creature may also summon 1-3 giant rats once per day to aid its cause. Such creatures are under the complete control of the rosinante with no need for the equar to concentrate to keep the beasts in line. Note that the area where the rats are summoned must be hospitable to such rodents, or else none can be called. When necessary, the greater rosinante can Move Silently (80%) and Hide in Shadows (90%) as a thief, even while ridden.

Special Weakness: Restorative magic cast upon the rosinante actually harms the creature. Thus a *cure light wounds* inflicts 1-8 hp damage, a *cure disease* inflicts a disease, and so forth. A rosinante can be healed only by eating victuals affected by *putrefy food and drink spell,* regaining 1-8 hp per helping.

Charnalbalk

Chaotic Evil

Straight from the Abyss, the charnalbalk appears as an emaciated coal black horse with iron hooves. Its mane is tangled and unkempt. When a foal matures, the evil powers of the Abyss forge a terrifying iron mask and bolt it on the creature's head; smoldering eyes glow from slits in the helm. The jaws of the beast stretch wide and are lined with sharp teeth and a pair of boar-like tusks.

Diet: The charnalbalk demands blood and warm flesh to dine upon, but such a meal must be from the same racial stock as the rider; sages suggest that this equar secretly harbors ill will toward any who dare ride it and thus chooses such as its diet, One victim slaughtered per day keeps the charnalbalk content. One such meal every three days keeps the pact of the spell, though the beast may at an inconvenient time attack a member of that race (other than the rider) to snack upon in the meantime.

Special Abilities: Instead of fighting with its hooves, a charnalbalk can bite an enemy with its daggerlike teeth, inflicting 2-8 hp damage (3-12 for a greater charnalbalk). If the beast scores a natural roll of "20," it succeeds in tearing loose a hunk of flesh, thereby causing further 2-8 (3-12) hp damage; whether the wound is healed through natural or magical means, the strike always leaves a nasty scar.

Charnalbalks have 120' infravision and can cause the spell-like effects *fear* and *weakness* (the reverse of strength) for one hour in any creature below 3rd level or 3 HD that meet its gaze. A successful saving throw negates this effect.

In addition to all common equar abilities, they have the following spell-like powers:

Lesser: The equar can cast *invisibility to undead* (affecting both itself and its rider) and *heat metal* each once per day.

Greater: The equar can cast *invisibility to undead* (affecting both itself and its rider) and *heat metal* each thrice per day. It can also cast *animate dead* once per day, but only corpses killed by the charnalbalk can be animated.

Special Weakness: A lesser charnalbalk cannot exist on the Prime Material Plane after sunrise. It slowly fades away at dawn, returning to its rider's location at dusk. The greater charnalbalk remains on the plane, to its great annoyance, but its AC falls to 5, and the creature suffers a -1 penalty on all d20 rolls.



Steve Berman keeps busy writing articles for DRAGON Magazine *while also continuing work on his fantasy novel.*

New Spells

Summon Lesser Equar

(Conjuration/Summoning)
Level: 5
Range: 50 yds.
Components: V, S, M
Casting Time: 5
Duration: 1 day/level of caster
Area of Effect: Summons 1 equar
Saving Throw: None

This caster of this spell summons an equar from one of the Outer Planes. Before the creature agrees to assist the caster and take a rider, a pact must first be struck. The wording is not as important as the understanding (though some tomes suggest otherwise). In return for caring and feeding the equar, the beast agrees to serve the caster in a single endeavor for a period not longer than the spell's duration. A rider must also be designated, though this need not be the caster. There are conditions in which an equar will feel that the pact has been broken. If it is improperly fed, betrayed to an opposite alignment, or attacked by the rider or caster, it will swiftly return to its home plane. The next time the conjurer attempts to summon an equar, he may well have to make amends for the spell to work.

A conjurer can call upon only an equar of the same alignment. No evil mage can ever summon one of the good equars, for instance. However, an equar will accept a rider with an alignment close to its own, but the mount might prove demanding and critical of any action it deems offensive. For example, a trothspyre might consent to bear a neutral good or lawful neutral rider, but the steed will extol the ways of virtue and ensure that its rider commits no evil.

The material component is an offering of food to the taste of the summoned equar. Only those that have first mastered the incantations for *mount* and *monster summoning I* can learn this spell.

Summon Greater Equar

(Conjuration/Summoning)
Level: 7
Range: 50 yds.
Components: V, S, M
Casting Time: 7
Duration: 1 day/level of caster
Area of Effect: Summons 1 equar
Saving Throw: None

This spell is similar to *summon lesser equar,* and the conjurer must have knowledge of that spell before learning this one. This version creates a more powerful call to the equar. The beast is more firmly bound to the Prime Material and thus has the statistics of a greater equar. In all other ways, this spell resembles the above.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-30
ARMOR CLASS:	7 (9)
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	Average erdland: 120 Psionic erdland: 175

PSIONICS SUMMARY:*

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/5	PsC/M-	10	50

Telepathy – *Sciences:* domination; *Devotions:* psychic crush, life detection, mind blank, conceal thoughts, contact.
*Note: It is very rare (5%) that an encountered erdland will possess psionic abilities.

Erdlands are a large variant of the erdlus and are commonly encountered in herds in the Athasian plains. Used as mounts or to pull caravans, erdland are a common sight along the trader routes through the deserts of Athas.

Erdlands, like their smaller cousins, are flightless, featherless birds which are covered with red to grey scales. Erdlands can weigh up to 2,000 pounds and often stand nearly 15 feet tall. The legs of an erdland are powerful and strong, sporting large four-clawed feet. Unlike erdlus, erdlands are not capable of fast speeds and are used more for their endurance than their speed. Aside from the difference in size and speed, erdlands very closely resemble the smaller and quicker erdlus.

Combat: Erdlands do not initiate combat often, but when attacked are capable of defending themselves. When erdlands do engage in combat, they make two attacks per round with their large wedge shaped beak, which inflicts 1-8 points of damage per successful attack. The scaly hide of the erdland provides it with adequate protection (AC 7), though the underside of an erdland is softer and more susceptible to attack (AC 9).

Habitat/Society: Erdlands live in the low-lying vegetation areas found in the tablelands of Athas. They often make their shelter of some of the larger bushes and trees that grow near the edge of the Ringing Mountains, where the tablelands reach the mountains′ base.



Erdlands gather in much smaller groups than erdlus, usually varying from 10 to 30 in number. Erdlands are omnivorous, eating both animals and vegetables, usually whichever is more readily available. Erdlands rarely hunt for food and so most often eat vegetation for survival, enjoying meat when another animal or creature is found dead. On occasion, erdlands will hunt; they are fairly competent when doing so.

Erdland greatly enjoy eating esperweed, a flowering plant that causes an increase in the psionic powers of those who eat it (q.v.). Though they normally possess no psionic ability, when they eat esperweed, erdlands gain the psionic abilities described above. This ability lasts only for a short time, just one turn, and thus, it is very rare that adventurers will encounter a psionic erdland.

Erdlands, like erdlus, produce young by laying eggs, the size of which can often be as large as 3 feet in diameter. Erdland eggs are somewhat less tasty than erdlu eggs, but can provide food for as many as three adult human or demi-humans. Erdland eggs are incubated underground, in small wells dug by the egg bearer. During the day, the dirt and mud walls of these wells grow very moist and hot, due to the searing heat of the Athasian sun.

Egg bearing erdlands will often dig three or four of these wells, all within an area approximately 30 feet in diameter. Whenever one of these egg wells is threatened by another creature (man or otherwise), the egg bearer will attack the threat viciously in order to protect its young.

Ecology: Erdlands do not provide much in terms of usable material for such things as weapons or magical components. The one resource they do provide is food for some of the savage halfling tribes that inhabit the jungles of Athas. An average erdland can provide up to 700 pounds of meat.

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Climate/Terrain:	Any Borca
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	W (I)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	10
Movement:	15
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	Special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Champion (15–16)
XP Value:	650



The ermordenung are a dark and evil people found almost exclusively in the domain of Borca. Here, they act as elite agents of Ivana Boritsi, the ruler of that dread domain. On rare occasions, they are sent on missions outside of Borca to further the interests of their mistress.

Ermordenung appear as normal human beings of surpassing attractiveness. The men are tall, normally no less than six feet in height, and smoothly muscled. They seem to radiate an inner power from their finely set, classical features. The women are tall, often only an inch or two shorter than the men, and have the perfect features that every artist tries to create. Both sexes are marked by raven hair and penetrating dark eyes that, it is said, are almost hypnotic. Their complexion, however, is rather more pale than that common to most of the people in Borca and contrasts greatly with their dark hair and eyes.

The ermordenung speak the common language of the people of Borca. Their dialect, however, is marked by an aristocratic manner and they carry themselves with a noble bearing that sets them apart from all but the ruling family.

Combat: In combat, an ermordenung will attempt to grasp an exposed area of flesh on an opponent's body so that its deadly touch can do its work. Any successful attack roll indicates that the target has been touched and must save vs. poison (with a +4 bonus on their roll). The effects of the ermordenung toxins are felt within seconds—those who fail their saves are instantly slain, while those who succeed suffer 10 points of damage.

If the attack roll is a natural 20, the ermordenung has managed to get a firm grip on his enemy. In such cases, the victim must make a saving throw vs. poison (with no modifiers). While failure to save still results in death, success indicates that 20 points of damage are inflicted. Targets unable to pull free of the grip (see below) are subject to the same saving throw each round until they are slain or they escape.

In noncombat situations, the ermordenung will often use their great physical beauty and overwhelming charisma to lure would-be victims of the opposite sex close. Once their victims are at ease, they draw them into a deadly embrace and slay the hapless souls with their toxic kiss. Victims of this "kiss of death" are entitled to a saving throw vs. poison (with a –4 penalty to their die roll). As usual, failure indicates instant death. Success, on the other hand, indicates that the victim suffers 30 points of damage. Those who survive this horrid attack may attempt to break free of the embrace (see below), but will be kissed again on the next round if they fail to do so.

Breaking the grasp or embrace of an ermordenung is very difficult, for they are considered to have an 18/90 strength if male or an 18/50 strength if female. Weaker enemies must make a successful saving throw versus paralysis (with a –4 penalty to their roll) in order to pull away from their attackers. Those of equal strength need only make a successful unmodified save, while those who are stronger than the ermordenung must save successfully with a +4 bonus to their roll.

Ermordenung are immune to nearly all forms of toxins themselves. The only variety to which they have no natural resistance is that of their peers—any ermordenung is as vulnerable to the deadly touch of its own kind as a normal man.

Habitat/Society: The ermordenung live as members of the ruling elite in Borca. They seldom mix with "the common folk" unless acting on behalf of their mistress, Ivana Boritsi.

The fact that the ermordenung cannot touch another living creature without causing it to wither and die causes them endless heartache. They have been forever denied the physical pleasures—the caress of a lover's hand, the embrace of a close friend, the affectionate hug of a child—that mean so much to mortal men. Their inner suffering and agony has been marshaled to make them cruel and heartless agents who carry out the orders of Ivana Boritsi without question.

Ecology: The ermordenung are normal humans who have been transformed, at the command of Ivana Boritsi, mistress of Borca, into nightmarish creatures. The process by which these creatures are created is dark and mysterious, but is believed to be so brutal to its subjects that only the most physically fit can survive it. Because of her own passionate nature, Ivana Boritsi selects only the most physically beautiful of her people for the "honor" of transformation.

Ermordenung, Nostalia Romanie



Climate/Terrain:	Borca
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (12)
Treasure:	W (I)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	10
Movement:	15
Hit Dice:	4 (27 hp)
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Poison; charm
Special Defenses:	Immune to poison
Magic Resistance:	Nil
Size:	M (5'11")
Morale:	Fanatic (17)
XP Value:	1,400

Nostalia Romaine is the head of Ivana Boritsi's dreaded ermordenung. She is as evil as she is ravishing, and utterly loyal to her evil mistress. A series of elixirs keeps her eternally young and maintains her alluring beauty, which is perhaps her most deadly weapon.

Like all ermordenung, Nostalia is in perfect physical condition. Slender and elegant, she moves with the grace and agility of a dancer. She stands just under six feet in height, with crisp dark eyes that stand out from the unnaturally pale complexion of her skin. Her ebony hair, which she wears in a thick braid, falls almost to her knees. She often decorates herself by braiding flowers into her hair, selecting blooms that are both beautiful and poisonous. Nostalia carries a slender jeweled dagger on her hip but employs no other armor or weapons. She always wears long, elegant gloves, removing them only when preparing to kill someone with her poisoned touch.

Nostalia speaks the language of Borca, as well as that of several neighboring domains. Her aristocratic tones come across clearly, whatever the language.

Combat: Like all ermordenung, Nostalia has the ability to kill with her touch. Because her body has been infused with deadly toxins, the slightest unprotected contact with her exposed skin is life-threatening. In combat, a normal attack roll is required for her to touch exposed skin. Anyone touched must make a saving throw vs. poison (with a +4 bonus) at once. Those who fail their saves succumb instantly to her deadly touch. Those who save successfully suffer 10 points of damage.

A natural roll of 20 on the attack indicates that Nostalia has gotten a firm grip on her enemy. When this happens, the victim must make an unmodified saving throw vs. poison: failure indicates instant death, while a successful save results in the loss of 20 hit points. If the victim is unable to break her iron grip, a new save must be made again on each subsequent round.

In noncombat situations, Nostalia strikes by luring male victims into a deadly embrace. Her natural charisma, intoxicating beauty, and seductive manner make this a simple task in most cases; in addition, her deep, husky voice acts as a *charm* spell. Once she has taken her victim into her arms, she delivers a passionate, and utterly deadly, kiss. Anyone kissed by Nostalia must make a saving throw vs. poison (with a –4 penalty to the roll) or be instantly slain. Success at the saving throw results in a mere 30 points of damage. Anyone caught in the ermordenung's embrace who fails to break free will be kissed again on the next round.

Breaking away from Nostalia is not an easy task. Like all ermordenung, she has a Strength score of 18/50. Anyone whose Strength score is lower must make a successful saving throw vs. paralysis (again, at a –4 penalty) in order to pull away. Persons of equal strength must succeed on an unmodified roll; those who are stronger gain a +4 bonus.

When she opts not to use her natural attacks, Nostalia strikes with her bejeweled dagger. This is her preferred means of attacking female victims, for she finds the touch of other women repulsive. This weapon is actually a *dagger of venom* that she keeps filled with a solution mixed from her own blood. Anyone stabbed by this +1 weapon must make a successful saving throw vs. poison with a –4 penalty or die instantly (success on the save means the toxin was not injected). The dagger holds enough poison for six attacks.

Nostalia's system is so infused with deadly toxins that she herself is immune to almost any manner of poisonous attack. The only toxin to which she is vulnerable is the touch of another ermordenung.

Habitat/Society: Nostalia was born near the city of Levkarest in Borca. Her parents were aristocrats, loyal followers of the dread Camille Dilisnya, the lord of the domain at that time.

As a young girl, Nostalia and Ivana Boritsi were close friends. When Ivana, who was the elder by some two years, began to plan her ascension to the throne of Borca, Nostalia was her loyal assistant and confidant. Nostalia had no great dislike of Camille, but her devotion to Ivana was such that she would do anything her friend asked of her.

When Ivana perfected her mysterious method of toxic infusions that she believed would grant the recipient a poisoned touch at will, she asked Nostalia to be the first to receive this dire and deadly gift. Nostalia agreed and underwent the horrible transformation. As the process was completed, she fell into a coma and remained all but lifeless for a fortnight. When she awoke at last, she was an ermordenung, the living embodiment of venom.

The first act that Nostalia was called upon to undertake as an ermordenung was the destruction of Ivana's mother, Camille. Ivana planned to poison her mother, just as Camille had poisoned so many others, and Nostalia would be her weapon.

On a warm, bright day some two weeks after she had completed her transformation, Nostalia went to visit the unsuspecting monarch in her chambers in the Boritsi Manor. Here, she professed her loyalty and love, saying that she had come to warn her monarch about Ivana's foul plot to assassinate her and usurp the domain. Even now, Nostalia warned, hired thugs were on their way to Camille's chambers to murder her, unless she fled immediately. Camille believed her story and, hearing noises outside that sounded like a mob breaking down the outer door, panicked and fled through a secret passage with Nostalia.

Together, the two women navigated the dark, narrow, cobweb-filled tunnels within the manor's walls, emerging at last in the coachhouse, where a magnificent coach stood, a team of fine horses and a driver in hat and greatcoat at the ready. Nostalia explained that this conveyance would carry Camille to safety in Levkarest, where she could rally her supporters and return to reclaim her throne.

But when the grateful matriarch ordered the coachman to open the carriage door, the supposed servant suddenly removed hat and cloak to reveal—Ivana's face. As Camille turned to her companion, her face pale with shock and horror, Nostalia stepped forward with a smile and kissed the older woman, who crumpled dead at her feet to the sound of Ivana's cruel laughter.

Ever since that time, Nostalia has found herself haunted by the face of the woman she betrayed and killed. Nightmares in which Camille Dilisnya rises up as a ghost to destroy her are not uncommon. Nostalia is unable to escape the feel of Camille's lips on her own, even when she kisses another. For this reason, Nostalia loathes the touch of female flesh. While she will gladly use her poisonous embrace to destroy men, she is sickened by the thought of actually touching another woman. Therefore, she depends upon her *dagger of venom* when Ivana orders her to assassinate a woman.

She soon found herself at the head of a growing clan of ermordenung. Although there were fewer than half a dozen of the deadly creatures in those early days, it quickly became clear that their usefulness to the lord of the domain would lead to the creation of more. Gradually, Ivana began to place more and more power in the hands of her deadly childhood friend.

In the years that have passed since that time, Nostalia has grown detached. She no longer feels any remorse over her deeds and has come to savor the pain and suffering that she brings to others.

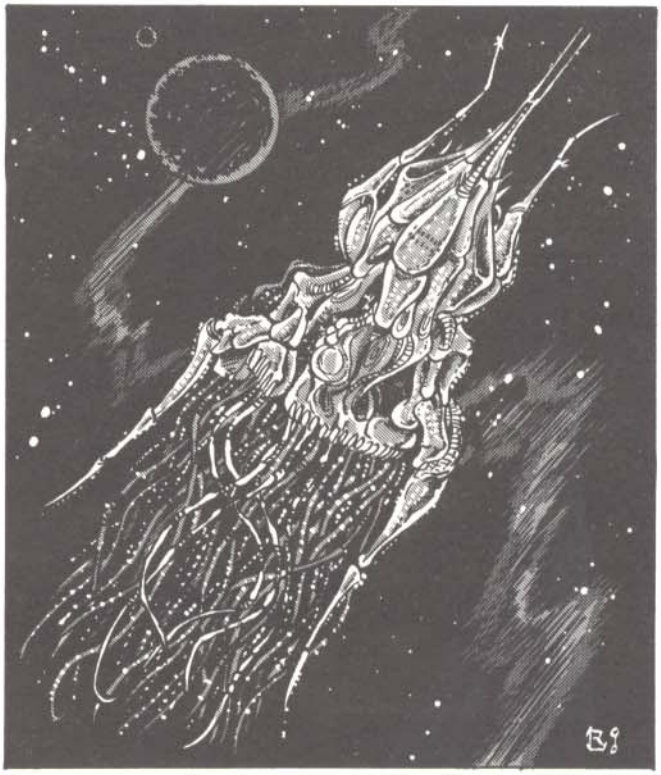
Ecology: Like all ermordenung, Nostalia Romaine is deadly to all that she touches. As such, she can never take a lover, marry, or raise children. While she claims to hold such things in contempt and boasts that she holds no desire for them, the intimacy that is denied her gnaws at her soul.

For several years now, Nostalia has been employing an elixir that prevents her from aging. Only she knows the secret ingredients of this concoction, though it is believed to require the "harvesting" of no fewer than three young men each month. Nostalia must create and consume a new draught each new moon or her aging will resume at a greatly accelerated rate.

Nostalia is Ivana Boritsi's closest adviser and has a great deal of influence in the selection of new ermordenung. As such, she is often thought of as the mother of that race, despite the fact that she had no part in actually devising the formula that made her what she is today.

Adventure Ideas: Nostalia's vanity and hunger for eternal youth is a fine source for adventures. She might easily be encountered while investigating some new tonic or elixir. Further, the "harvesting" of young men for her monthly draught of youth might well bring her to the attention of the heroes.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (symbiont with reigar)
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	None (symbiont)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 50 (B)
HIT DICE:	20-100 hull points
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	*Jammerscream*, grappling
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	G
MORALE:	Elite (13-14)
XP VALUE:	10,000 max



An esthetic is a biological, symbiotic creation of the reigar; it is used for transportation. It is essentially a living craft, capable of self-sustenance for unlimited time. It has no intelligence of its own, being totally reliant on its host, the reigar who created it.

Each esthetic is different from all the others—a direct result of the personality of the creator. The only common thread is the extremely ornate nature of the vessels. Esthetics may be bilaterally symmetrical (two halves matching, like a human body divided from head to feet), radially symmetrical (like a starfish), or they may have no discernible symmetry.

Combat: Tactics vary because of the individual nature of each esthetic, but the basic attack is to immobilize the prey, generally using a *jammerscream* attack (a spell-like ability innate to each esthetic). The creature then closes with the victim, grapples, and then drives a hollow boarding spike (6d10 points of damage due to size) into the hapless victim. In the case of animal victims, the spike can be used to inject a digestive enzyme (full damage 2d12 per round, successful saving throw vs. breath weapon for half damage) that breaks down the opponent's tissues for use by the esthetic. This attack can also be used against ships, in which case the spike opens to disgorge boarding parties of helots and lakshu attack troops. (See entry on *Lakshu* for more detail.)

A *jammerscream* attack has a range of 2,500 yards; it affects one spelljammer. This attack form seeks out and neutralizes the energy flow necessary for spelljamming. In the case of space-going animals and humanoid spelljammers, the effects range from a temporary cessation of spelljamming ability (similar to a migraine, spelljamming ability lost for 3d6 turns) to cerebral hemorrhage (the latter in the case of a failed saving throw vs. spell) leading to death or at least permanent brain damage. In the case of dwarven forges, a successful strike causes forge flames to expire and shovelers to writhe on the floor, grasping their heads in pain. (Note that the *jammerscream* is not a spell and is not available to characters.)

Habitat/Society: Esthetics have been the reigar's homes since the destruction of the reigar's planet in the Master Stroke. When the loss of their homeworld necessitated a new habitat, the reigar leaped at the opportunity to combine their pursuits of artistic perfection, their desire for ultimate personal expression, and their need for new homes. Centuries of experimentation led eventually to the birth of the esthetics.

The esthetic protects itself from boarding action by not making obvious doors or hatches. Entry is granted by means of permeable membranes in and around the esthetic's body. Since the reigar and its creation are in a symbiotic relationship, the reigar can always enter or leave at will. However, non-reigar accompanying the creator may not be allowed this freedom, unless the reigar specifically grants it. If the reigar is off-ship for long periods, the esthetic operates according to a set of instructions given to it by its creator. Normal instructions include things like "Don't let in any strangers" and "Stay within 100 yards of this dock."

Should a reigar die, go insane, sink into a depression, or otherwise lose its normal mental acuity, the esthetic reflects this change in mental state by physically altering its appearance (e.g., rotting, developing spiked flanges, blades, etc.) and quite often acquiring a stronger personality of its own.

An esthetic can travel as fast as the fastest vessel known in space (SR 7)—some say even faster. The motive force is unknown, but it is thought to be at least partially provided by the conscious actions of the esthetic itself.

Ecology: Esthetics neither take from nor contribute to their surroundings, being totally self-sufficient creations. One theory states that esthetics absorb energy via photosynthesis. Another proposes that they are able to absorb particles from the atmosphere surrounding them and convert these into nutrients.

Esthetics cannot move into the phlogiston, thereby effectively stranding the reigar inside a crystal sphere (and providing a reason for that reigar to approach a likely party for aid). How, then, do they get from one crystal sphere to another? Again, the legends take over. It is said that there are bases—giant, floating, and ornate, geometric in an alien sense (i.e., completely asymmetrical)—that can hold groups of reigar and their esthetics. These are purported to be able to teleport from sphere to sphere, carrying their contents with them.

CLIMATE/TERRAIN:	Outer Planes (Bytopia)
FREQUENCY:	Very rare
ORGANIZATION:	None (often domesticated)
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1 + 3
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d3
SPECIAL ATTACKS:	Induce anger
SPECIAL DEFENSES:	Cannot be surprised
MAGIC RESISTANCE:	Nil
SIZE:	S (1' long)
MORALE:	Average (8–10)
XP VALUE:	175



An ethyk is a small mammalian creature similar in size and habits to a lemur, but with the ability to mentally influence the actions of other creatures. It has one singular eye on its small head, a long, somewhat prehensile tail, and claws on its four tiny legs which can be used for climbing. Its fur is usually gray, brown, or a tawny red. Its single bulbous eye is yellow-white with a large black pupil. While the ethyk is native to both layers of Bytopia, traveling adventurers might take it anywhere.

Combat: With hearing and a sense of smell far superior to that of humans, the ethyk cannot be surprised. Its single eye has infravision with a range of 10 feet. Its claws (1d2 points of damage each) and tooth-filled mouth (1d3) are small but dangerous, though it rarely needs to resort to physical combat when threatened.

The ethyk can influence the minds of those around it, increasing the aggressiveness, contrariness, and argumentativeness in any creature directed at some creature other than the ethyk. The wild ethyk protects itself from predators by turning them against other creatures.

This ability can be used six times each day. The ethyk's influence has a range of 100 feet, and it affects a single creature per use for 3d4 rounds. The creature is allowed a saving throw vs. spell to resist the effect, with Wisdom bonuses added if applicable. A creature failing its saving throw feels angered and argumentative with another random target within 100 feet (excluding any ethyks).

The influenced creature may attack the object of its anger (the creature must make a successful Wisdom check or be affected; an Intelligence check can be substituted for monsters with no Wisdom rating). Anyone who tries to restrain or hinder the influenced creature may be subjected to attack. Even if there is no physical attack, the target of the victim's aggression consumes the influenced individual's attention for the duration of the effect, and additional checks for attacks may be required, depending on the perceived level of provocation. The influenced victim argues with and challenges everything that the hapless random target says and does. If the target is known to the influenced victim, the latter brings up any past transgressions or mistakes that the target has committed, ruthlessly dredging up old arguments and opening old emotional wounds (if any). The victim's verbal (if not physical) assaults are so brutal and belligerent that most NPCs eventually respond with violence if they are the target.

While its enemies fight among themselves, the ethyk usually uses the distraction to slip away to safety.

Habitat/Society: In its natural environment, the solitary ethyk lives in the forests of both of Bytopia's layers. Using its tail and its claws, the ethyk climbs and swings from tree to tree, only rarely descending to the ground, usually to hunt rodents or collect fallen fruit or nuts.

When captured by trappers, the ethyk is domesticated quickly. One trait that makes an ethyk a wonderful "pet" is its willingness to bond to an obviously superior creature, such as its owner. Once bonded, it uses its power to protect its master, on command if trained. Creatures influenced by bonded ethyks never focus their anger on the ethyk or its master.

Trained ethyks ride on the shoulders of their masters, often watching their backs. Most remain well behaved in public, and can be issued simple commands such as "lie down," "sit," "up," "no," and "now" (usually the command to use its power). After a longer period of training—at least a year—they can be taught to retrieve small objects, tie knots, and attack foes physically.

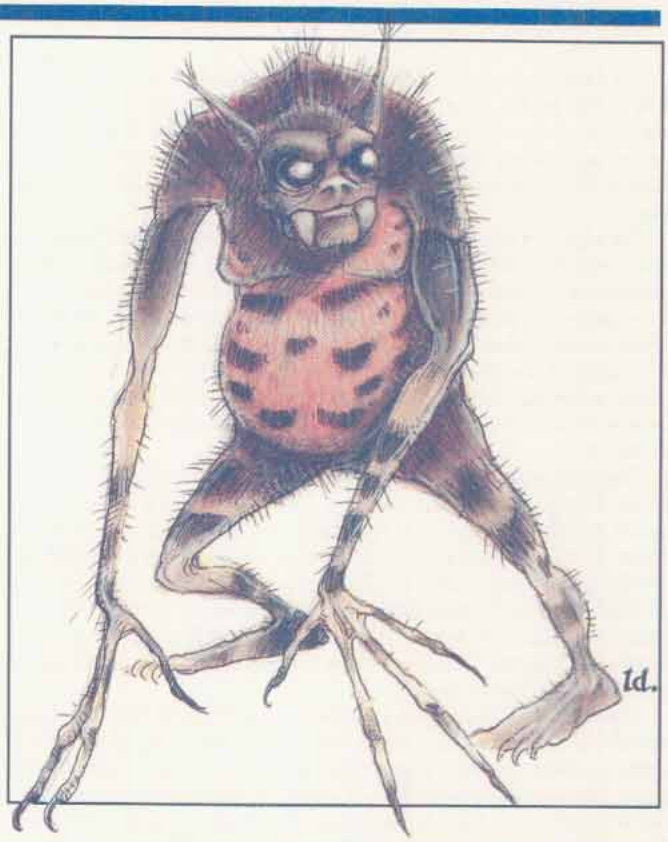
Ecology: A skilled hunter in rural or urban areas, the ethyk eats rodents, small birds, snakes, and large insects. It also eats fruits, nuts, and other plant life, although it seems to prefer meat and can subsist on that alone. The ethyk contends with predators of all types, fending off wolves and birds of prey in its natural environment. Wild urban ethyks are a problem in some cities, living in the garbage of the alleyways and in ruined or abandoned buildings.

In spite of the danger of hunting these beasts, they command high prices if brought live to market, though trapping them is an activity for the strong-willed! A thriving trade—including black market smuggling in more lawful areas—in pet ethyks has arisen on the Outer Planes and these creatures are beginning to appear in other worlds.

Ettercap

CLIMATE/TERRAIN:	Heavily wooded forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pairs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-8
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Traps (see below)
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	650



Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel, very cunning, and are skilled in setting traps—very deadly traps—much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have short, spindly legs, long arms that reach nearly to their ankles, and large pot-bellies. The hands of ettercaps have a thumb and three long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick. Ettercaps' heads are almost equine in shape, but they have large reptilian eyes, usually blood-red in color, and large fangs, one protruding downward from each side of the mouth. The mouth itself is large and lined with very sharp teeth.

Ettercaps do not have a formal language. They express themselves through a combination of high-pitched chittering noises, shrieks, and violent actions.

Combat: If caught in a battle, an ettercap first strikes with its claws, causing 1-3 points of damage with each set. The creature then tries to bite its opponent, inflicting 1d8 points of damage with its teeth and powerful jaws. A successful bite attack by an ettercap enables the monster to inject its victim with a powerful poison from the glands above the ettercap's fangs.

The poison secreted by an ettercap is highly toxic and very similar to the poison of giant spiders. A creature injected with it must immediately roll a saving throw vs. poison. A failed roll means that the creature dies within 1d4 turns when the toxigen paralyzes the victim's heart.

Many adventurers never get the chance to raise a sword against ettercaps because of the devious traps they use for protection. Ettercaps prefer to ambush unwary travelers and lead them into traps rather than fight them face to face.

Like spiders, ettercaps have silk glands located in their abdomen. The thin, strong strands of silvery silk-like material these glands secrete are used by ettercaps to construct elaborate traps made up of nets, trip wires, garottes, and anything else the monsters can make out of the strands. The traps are designed so that they often immobilize the adventurer who stumbles into it. If this is the case, ettercaps never hesitate to attack that character first, trying to poison the victim before he escapes. Different ettercaps prefer different trap designs, so encounters with different ettercaps should expose the adventurer to new traps each time.

Habitat/Society: Ettercaps prefer to dwell in the deepest part of a forest, near paths that are frequented by game or travelers. The creatures' nests are made of a frame of strands filled with rotting leaves and moss. The lairs are often located on the ground, but can also be found up in large, sturdy trees. No treasure is to be found in ettercap lairs, but occasionally items dropped by adventurers who have fallen into ettercap traps are found nearby.

Though usually only one ettercap is encountered at any time, on rare occasions a pair of ettercaps can be found together. The pairs encountered are always mated couples, though the female and male appear to be identical. Ettercap young are abandoned as soon as they are born, so adults are never encountered with young.

Ecology: An ettercap eats any meat, regardless of the type of creature from which it comes. Upon capturing a victim, the ettercap poisons it so it cannot escape; once the creature is dead, the ettercap immediately devours as much of the corpse as possible. Typically, an ettercap can consume an entire deer or a large humanoid in a single sitting. Anything remaining after the ettercap has gorged itself is left for scavengers.

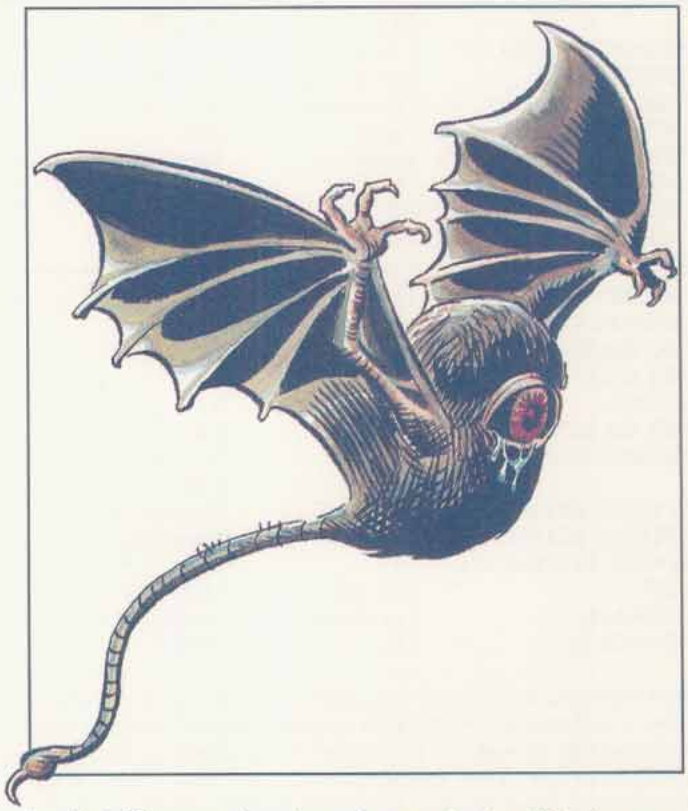
Often (40%), 2d4 spiders of some monstrous type are found cooperating with an ettercap. The ettercap uses any giant spider webs available when it designs its traps. Creatures killed by an ettercap in the web of a giant spider are shared with the spider instead of being devoured entirely by the ettercap.

Ettercap poison is highly valued, partly because of its extreme toxicity and partly because it is rather difficult to obtain. An ettercap's poison glands hold only one ounce of poison at any time, but this ounce is worth up to 1,000 gp on the open market.

Eyewing

CLIMATE/TERRAIN:	The Abyss (preferred)
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	None known
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-20
ARMOR CLASS:	4
MOVEMENT:	Fl 24 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-6/1-6/1-4 or eyewing tears
SPECIAL ATTACKS:	Tears
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (15' wingspan)
MORALE:	Steady (12)
XP VALUE:	650



Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb—perfect servitors for the dark gods and their more powerful minions.

An eyewing's body is a fat, egg-shaped ball covered with matted black fur. The 5-foot-wide body is supported by a pair of five-foot-long leathery bat wings. Each wing is tipped with a set of three razor-sharp talons. An 8-foot-long rat's tail dangles from the back of the body. The tail ends in a small, sharp spur. It has no feet and has never been known to land.

The body is dominated by the single, bulging, 4-foot-wide eyeball. The eyeball is black with a blood-red pupil. A vile blue fluid continuously leaks from the eye, soiling its fur. Great leathery eyelids squeeze this fluid out and away from the creature. The stench is unbelievable. It gives off an acidic smell that scorches the sensitive tissues in other creatures' noses and mouths.

Combat: An eyewing has two main forms of attack. The most common form is to use its claws and tail to strike its opponents. It can either swoop down on them, or hover and slash. Its second form of attack is to bomb its enemies with a large eyewing tear that is squeezed out of the large eyeball by the leathery eyelid. It has amazing control over the release of the tear—it has the same chance to hit with a tear as with its melee attacks. It releases a tear when it is within 100 feet of its target. It can deliver this attack while hovering or diving.

An eyewing tear is a one-foot-diameter ball of poisonous blue fluid. The attack roll determines if the target dodged the tear. If the tear hits, the victim must roll a successful saving throw vs. poison or suffer 2d6 points of damage (success means only 1d6 points of damage). The tears may also splash onto anyone within ten feet of the target. The attack roll for the splash attack is made with a -2 penalty. If someone is splashed, a saving throw vs. poison must be rolled; those who fail suffer 2d4 points of damage, while those who succeed suffer 1d4 points of damage.

A tear hardens into a rubbery lump within 2d6 hours after being shed. The exact time depends upon the humidity, temperature, etc. Anybody handling a hardened tear must roll a successful saving throw vs. poison or suffer 1 point of damage.

Eyewings have extremely acute vision that enables them to see with perfect accuracy for up to 25 miles. They also have infravision out to 120 feet. They are immune to all cold-based attack forms, as are their tears.

Habitat/Society: Eyewings are supernatural creatures that exist only to serve their dark masters. When left without orders they become sluggish and listless. This should not be taken to mean that they are any less dangerous. This listlessness is their expression of boredom, but nothing relieves eyewing boredom quite like tearing apart innocent creatures.

Eyewings have no society as such. They do not have a culture. Their simple language consists of shrill squeaks. They understand other spoken languages, but cannot speak them. When in the Abyss they are found only on layers that allow for flying. Their immunity to cold makes them at home on any of the icy layers as well.

Ecology: Eyewings are sexless creatures that are not a part of nature. They kill even when they're not ordered to, just for the pleasure of it. Eyewings have been encountered on the moon, where there is no air to breathe and no water to drink. It is assumed that they do not need air or water. They have never been seen to eat; it is assumed by most who have studied them that they are sustained by magic. The more powerful creatures of the Abyss have no qualms about an eyewing snack should one be nearby, but they are not the natural prey of any creature.

Climate/Terrain:	Quasiplane of Salt
Frequency:	Uncommon
Organization:	Army
Activity Cycle:	Any
Diet:	Water
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	2d6
Armor Class:	4
Movement:	9
Hit Dice:	3 (see below)
THAC0:	17 (see below)
No. of Attacks:	2
Damage/Attack:	1d4/1d4 (see below)
Special Attacks:	Dehydration
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5′ tall) (see below)
Morale:	Average (8–10)
XP Value:	175

Combined facet (2 member): 420
Combined facet (3 member): 1,400
Combined facet (4 member): 3,000
Combined facet (5 member): 6,000

War is imminent on the Inner Planes, but most folks don't know it yet. A force of great power grows within the Quasi-elemental Plane of Salt. The vast army of beings known as facets is preparing a massive invasion of the Elemental Plane of Water.

Facets are multiple creatures of salt with a single intelligence. Rather than individual organisms, the facets essentially comprise a singular creature with many detachable appendages. All facets are part of all other facets. They work together the way the different portions of a singular individual do, never communicating but always in sync.

The oncoming conflict could happen only on the Inner Planes. It's a war that'll be waged by the facets from the plane of Salt against the very plane of Water itself. The strange thing is, it's a battle that may go on for quite some time before the creatures of Water even know it's happening.

See, the facets want to absorb all moisture, or so the chant says, and they've targeted the plane of Water as the perfect place to begin. Where Water and Salt meet, the essences of these planes converge in a sea of extremely salty water. The facets wage their war there, leeching moisture away from the border-sea. As the facets absorb the liquids, ever more flows in from the plane of Water itself to replenish the border. Although the quantities involved (the amount of water and space) are infinite or nearly so, the potential exists for a great deal of Water's power and essence to be drawn slowly away. Further, because the absorption of water allows the facets to reproduce, the threat will only magnify as time passes.

Facets appear as 5-foot-tall, nearly featureless humanoids seemingly drawn of angular lines and composed entirely of salt crystals. They do not communicate with other creatures, nor seemingly with one another.

Combat: A single facet is dangerous enough to most living, organic creatures. Unfortunately, they are rarely encountered alone. Singly or collectively, the danger lies in the facet's ability to drain moisture from any source.

In combat, a facet strikes with two spindly limbs, each inflicting only 1d4 points of damage. However, the attack also leeches some moisture from any creature comprised partially of water (virtually any living thing except for elemental creatures of stone, fire, or air). The next round, creatures struck by the facet automatically lose an additional 1d4 points of damage as they suffer the wound's desiccating effect. The wounds from combat with a facet are known for the dry, chapped welts left behind.

If a berk who encounters a facet has already been injured from other attacks that opened bleeding wounds, he suffers 1d6 points of damage from the creature's salty strike, rather than 1d4. This is because the salt in the open wounds inflicts even more pain. However, the secondary damage of 1d4 points the following round does not increase.

Obviously, creatures made of water (such as water elementals) are particularly susceptible to a facet's attack. Against beings made solely or mostly of water, the blow inflicts 2d4 points of damage, and the secondary loss is likewise doubled to 2d4 points.

It's the secondary damage that sustains the facet as it draws water from an opponent's body into its own. When the total damage inflicted from the secondary attack equals the facet's own maximum hit points, it immediately splits in two. Absorbing that amount of water allows it to create a new facet. This splitting process takes a full round in which neither facet can act. Once split, the two facets each have half the Hit Dice of the original, and it takes about a week for each facet to regain its full Hit Die potential.

After splitting, the original facet can continue to attack, but it usually cannot split again (see "Ecology" for details). The newly produced facet *can* split, but not until it reaches its full growth a week later. Thus, in a given conflict with moisture-laden foes, a group of facets may double, but their numbers generally won't grow any larger than that.

A spell like *create water,* cast upon a facet, allows it to split immediately (if the creature is able). *Transmute water to dust* instantly slays a facet, even a combined facet (see below), if it fails a saving throw.

Habitat/Society: It's easiest to think of all facets as a singular being. Only then can a body truly tumble to the utter lack of interaction and communication among the otherwise separate individuals, yet understand the total efficiency with which they work together.

About one-third of the total number of extant facets can be found inching their way through the border with the Elemental Plane of Water, absorbing the liquids in an ever-

expanding horde. The rest are found in more centrally located portions of their own plane. Eventually, it seems, they will all march toward their goal.

Chant has it that a master facet somewhere in the plane (perhaps the original creature) controls the actions of all other facets. Such an idea gives hope that there might be a way to stop the legions of facets that threaten the plane of Water. It's probably too good to be true, however, for the facts seem to suggest otherwise. It's more likely that all facets are equal to one another, each sharing a collective consciousness and each performing as a mere extension of that consciousness.

ECOLOGY: The facet is comprised entirely of salt crystals. Its sole motivation entails absorbing water. Water alone sustains and nourishes the creature, and the element's absence drives it with an all-consuming thirst. Water also enables it to reproduce, splitting in two to create another fully formed facet (see above). Most facets can split just once in their entire lives. However, one in five facets is able to reproduce twice, and one in 20 can reproduce three times — so the population always has the potential to continue to expand in greater and greater amounts.

As the facets march like an army toward the border with the Elemental Plane of Water, encountering larger and larger quantities of the life-sustaining liquid, folks calculate that their total number doubles every three weeks.

Somewhere, sometime, this potential threat to the plane of Water (and possibly the rest of the multiverse) should be addressed by the powers that be — before it's too late.

COMBINED FACETS

Facets have the ability to join their bodies together to become larger, composite entities. Up to five facets can assemble themselves into one gigantic creature. It takes 1d3 rounds to complete this action (and the same amount of time to separate again).

A combined facet has as many Hit Dice as its respective parts (so five facets can join to become a 15 HD creature). The new monster has the THAC0 commensurate with its new form, and damage inflicted is equal to the combined total of all the members (so a five-facet beast has a THAC0 of 5 and inflicts 5d4 points of damage with each of its attacks). Combined facets made of two or three members are size L, while those made of four or five members are size H. All other stats remain the same.

# OF FACETS	HD	THAC0	DMG/ATT	SIZE
1 member	3	17	1d4/1d4	M (5′)
2 member	6	15	2d4/2d4	L (8′)
3 member	9	11	3d4/3d4	L (12′)
4 member	12	9	4d4/4d4	H (15′)
5 member	15	5	5d4/5d4	H (18′)



BUT IF THEY JUST KEEP ON MULTIPLYING AND NEVER STOP, EVENTUALLY — UH, OH . . .

— RERISH TOLON, PLANEWALKER

CLIMATE/TERRAIN:	Swamps
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-12 (4-48)
ARMOR CLASS:	5 (Head AC 2)
MOVEMENT:	90 (150 Sw)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1 or 2 (bite and weapon)
DAMAGE/ATTACK:	1-4 bite, or by weapon type
SPECIAL ATTACKS:	Head butt, paralytic bite
SPECIAL DEFENSES:	Surprised on a 1
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' tall)
MORALE:	Steady (12)
XP VALUE:	650



The fachan is physically one of the Realms' most unusual creatures. The fachan has one leg, one foot, one arm protruding from the center of its chest, and one eye in the center of its face. Fachan skin varies from a dark gray-brown hue to a mottled green, but the hair of the fachan is always blue-black. Despite these changes, they also share many physical attributes with ogres and orcs.

A fachan moves with a hopping gait upon his foot, its six toes spread equidistantly around the round foot pad for balance. Despite initial appearances of an ungainly and awkward body, fachan are quite agile and fast. They can leap a 10-foot span easily and can hurtle a 6-foot barrier from a standstill. All fachan can leap upright and stand erect from a prone position in one segment.

Combat: Fachan prefer to take enemies by surprise to put immediate fear into their opponents. Fachan are only surprised on a roll of 1 (1d6) because of fantastically keen hearing. This usually gives them the opportunity to prepare ambushes and surprises for their opponents.

A fachan can wield a weapon with his arm except for two-handed weapons, bow weapons, or pole arms. A fachan generally wields clubs and flails, though axes and swords are becoming more common.

Fachan often lay in ambush partially submerged in marshes and swamps. When an opponent is within 7 feet of the fachan's location, it launches itself at its target by its strong, powerful leg. The fachan has an exceptionally hard skull, and its "head-butt" attack causes 1-6 points of damage to opponents with Armor Classes less than 2. In addition, the victim must successfully save vs. petrification or be *stunned* each round until a save is successful.

Fachan can wield weapons against their foes, or simply bite opponents with their rotting, muck-encrusted teeth. The teeth alone cause 1d3 points of damage, but they can generate a paralytic poison (save vs. poison at +2, or be *paralyzed* for 1d4 rounds). Once an opponent is downed, the fachan push him under any available water surface to quickly drown their prey.

Habitat/Society: The fachan are shunned by most civilized races because of their penchant for human and demihuman flesh. The fachan are cruel beings, more apt to toy with their prey than kill it quickly and cleanly.

The fachan live in swamps, marshes, and wetlands, their lairs equivalent to the partially-submerged beaver lodges. Lodges are constructed in circular patterns. Each clutch has as many as six lodges. An average tribe contains 30 fachan with approximately 6 lodges for that tribe. The chieftain's lodge is always at the center of the circle, and is the largest of the lodges for that tribe. Though they average 20 feet in diameter, the fachan lodges are difficult to locate. The chance of locating a lodge is 10% per lodge within 50 feet. Rangers have a 15% chance per lodge of locating one.

Ecology: Fachan have never been found further north than the swamps west of the Osraun mountains of Turmish, but they are becoming more common in the swamps near Halruaa and Durpar. The largest collection of fachan in the Known Realms is a group of tribes in the Spider Swamps of Calimshan. There are rumors of even larger numbers and greater varieties of fachan in Chult or the lands further south across the Great Sea.

The fachan's legendary leaping ability and dexterity can be magically rejuvenated from its footpad. Properly treated and enchanted, the footpads of two fachan can be made into *boots of striding and springing*. The hearing organs of a fachan can be instrumental in creating *potions of clairaudience*.

The orcs have a legend that Gruumsh "blessed" the orc races so they would bear certain offspring that were "half the beings their parents were yet more than they were as well." The fachan's faces bear striking similarities to depictions of Gruumsh, supporting the legend. To this end, fachan are sometimes known as "Gruumsh-kin."



Fachan

CLIMATE/TERRAIN:	Temperate hills, mountains, and rough
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	U (Z)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon (Strength 18/50)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11-12)
XP VALUE:	270



The fachan is a roughly humanoid creature that haunts the rugged hills and mountains of Scotland. Its appearance is very striking; it has one leg placed centrally under its body, one arm sprouting from the middle of its chest, and one eye in the middle of its face. It has a single tuft of extremely tough hair rising from the top of its head.

Despite only having one leg, the fachan is both quick and agile and makes a formidable opponent. They prefer to ambush lone travelers on the mountains at night or in foul weather but have been known to attack isolated farmsteads for food.

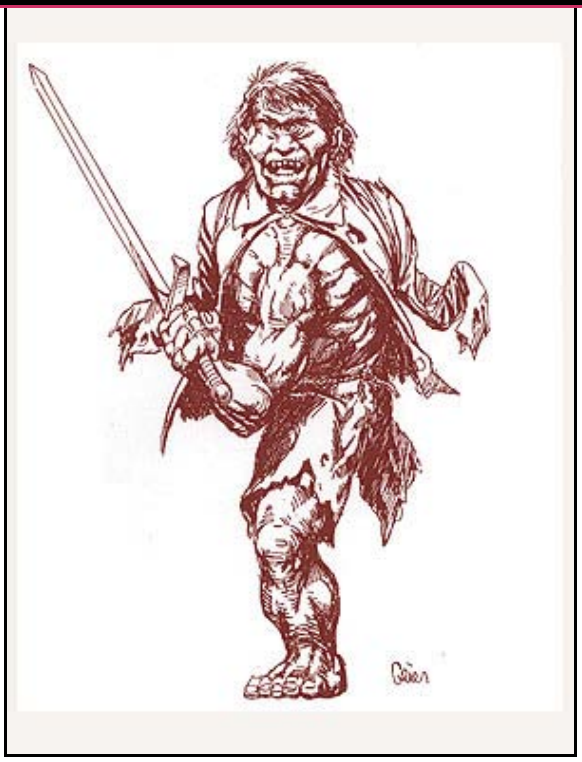
Combat: The fachan has a strength of 18/50 and gains a +1 attack bonus and +3 damage bonus when using a weapon. An unarmed fachan can tear with its single claw for 1d6 damage. Fachans use melee weapons such as clubs and axes, preferring brute force over subtlety. Their main tactic is a fast surprise attack, seeking to overwhelm the opponent quickly by sheer force.

Habitat/Society: Fachans live in caves and other sheltered places in the wildest and bleakest of hills and mountains. They have also been known to lair in abandoned stone cottages in the mountains, and the temporary huts used by shepherds in upland summer pastures. They are entirely solitary; fachans are only seen together if compelled by some more powerful creature. Nothing is known of their reproductive habits, if any, but they can live indefinitely unless they are killed in combat or by some accident.

Ecology: Fachans eat any form of meat and seem to waylay humans principally for food. They also eat any wild animals that they can overcome by force and surprise. They scavenge from carcasses they find on the mountainside but do not set traps for game. They do not alter their environment at all, apart from littering their lairs with bones and debris and any valuables that their victims may have been carrying.

Fachan (Savage Coast)

CLIMATE/TERRAIN:	Barren mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	M, Q (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	10
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1 (kick or weapon)
DAMAGE/ATTACK:	2d6 (or by weapon)
SPECIAL ATTACKS:	Hurling rocks
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	L (9'-11' tall)
MORALE:	Steady (11-12)
XP VALUE:	2,000 (+1,000 per Legacy)



This unusual creature looks grotesque even compared to other ogres. Its vaguely humanoid body possesses only one leg, one arm, and one eye. The leg attaches to a special joint in the center of its pelvis, and the arm hangs from a socket set in the middle of the creature's chest. The fachan's eye is centered in its face like that of a cyclops.

A fachan has dull gray skin, wiry black hair on its head, and no body hair. Its eye is purple with a white pupil, like an ogre's, and they tend to possess very large ears. A fachan's heavily muscled body is actually quite agile. They move about with a short hopping run, sometimes making leaps as great as 10 feet in distance and clearing over 6 feet in height.

Fachans have a lifespan of approximately 90 years. They usually speak the languages of local ogres, trolls, and orcs.

The Red Curse: Fachans gain multiple Legacies, sometimes as many as 5 (1d4+1). Fachans require *cinnabryl*, and because they have trouble acquiring the metal, most are heavily Afflicted. Only their strong desire to inflict equal suffering on others keeps them functioning. Fachan wear *cinnabryl* when it can be found, but they prefer taking it from others.

Combat: In combat, fachans use clubs or morning stars as weapons, though some have discovered the usefulness of axes or swords. Because they have only one hand, fachans cannot use missile weapons or polearms, but they can wield a two-handed weapon (up to bastard sword size) and still deliver the full two-handed damage. In addition, fachans have a +4 damage bonus when striking with any hand-held weapon.

If unarmed, a fachan may kick or stomp any creatures less than 6 feet tall, doing 2d6 points of damage on each successful hit. Fachans can also hurl rocks weighing up to 40 pounds apiece to a maximum range of 60 yards, each causing 2d4+2 points of damage with a successful hit. However, the fachan's body structure and lack of depth perception (because of the single eye) gives the creature a -2 penalty to hit when throwing rocks (cumulative with the normal -2 medium range and -5 long range penalties).

Though fachans are considered giant class, rangers only gain one half the normal damage bonus because of the fachan's strange body arrangement. Fachans are very alert and are surprised only on a roll of 1.

Habitat/Society: One out of every 400 ogre births produces a fachan, which may stay with the tribe but usually seeks out its own kind. Fachans prey on any creature other than ogres, showing marked preference for the flesh of humans and demihumans. Fachans are also prone to exceptionally cruel behavior, directing it at anyone nearby. Only orcs and ogres make any attempt to get along with the creatures. Ogres try only because of the thin bonds of kinship between them; orcs bribe fachans to work as scouts and guards because of their great strength and exceptional hearing. Fachans can detect the sound of an approaching horseman from up to 5 miles away. Fachans also have a 10% chance of possessing a legacy leech.

Ecology: Alchemists and wizards have found that the hearing organs of a fachan may be made into a *potion of clairaudience*. Also, the hide of a fachan's hand can be made into a single *gauntlet of fachan power* for either the left or right hand depending on the fachan (50% chance either way). This gauntlet bestows 18/00 strength to the wearer's arm, hand, and shoulder for purposes of grip and damage bonuses.

Climate/Terrain:	Anywhere there is food
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	R
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	As in life, or 6
Movement:	9
Hit Dice:	As in life, minimum 6+3
THAC0:	As in life. or 15
No. of Attacks:	As in life, or 3
Damage/Attack:	1d3/1d3/2d6
Special Attacks:	See below
Special Defenses:	+l or better weapon to hit
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Elite (15–16)
Level/XP Value:	975 + 200 per HD over 7
Psionics Summary:	Nil
Player's Option:	MAC 10

Faels are ravenous undead beings who never quenched their need for material consumption during life. They are animated in undeath to continue their feeding. They seek out parties, feasts, and other social gatherings so they can quietly sneak in and begin feeding on the food present. They never get full, and eventually people notice, either by watching a fael eat endlessly or when the fael demands more food after consuming all food present.

Faels appear much as they did in life. In fact, the only way to tell they are undead is by their insatiable appetites, or by attempting to turn one. Occasionally, faels' clothing is stained and unsightly from food that has fallen as they eat. Rich humans and demihumans are often subject to this form of undeath. Most human faels are extremely obese, but all are recognizable by their never-ending appetites and the hungry look in their eyes. They are crude creatures with few manners.



While they can speak whatever languages they knew in life, they are usually too busy eating or demanding food for someone to have a conversation with them.

Combat: A fael can attack with its fists for 1–3 points of damage each. It can extend its incredibly strong jaw as much as 1 foot, allowing it to bite for 1–12 (1d12) points of damage. If the fael causes 6 or more points of damage, there is a 25% chance it has bitten off a portion of its victim the size of a hand. If the fael causes 9 or more points of damage, there is a 25% chance it has bitten off a portion of the victim the size of an arm or leg. If the fael causes 12 points of damage, there is a 25% chance it has bitten off the head of its victim, automatically killing him.

The DM might choose to use the charts provided in the Undead section to create faels. The following collection of modifiers will influence the creation of the undead.

Race of the undead:–20%
Length of time as an undead:–20%
Undead character classes: No modifier
Undead experience level Use low level subtable
Number of special undead powers: –3 to roll
Type of undead powers: –20% to roll
Number of special undead weaknesses: –5 to roll
Type of undead weaknesses: No modifier

Habitat/Society: Faels eat whatever they can find, but love well-cooked meals and especially desire their favorite meals from life. As they eat they get even more and more hungry, so feeding them produces an endless cycle. Eventually faels must be destroyed or forced to leave. Faels never leave willingly and become angry when living beings refuse to feed them.

Ecology: Faels have no place in the natural world. They exist only to consume food meant for the living. They can sometimes be bartered with using large quantities of food in exchange for their services or valuable information.

Faerie, Faerie Fiddler

CLIMATE/TERRAIN:	Any inhabited by other faeries
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fiddling
SPECIAL DEFENSES:	Immune to enchantment/charm magic
MAGIC RESISTANCE:	25%
SIZE:	T (2' tall)
MORALE:	Elite (13)
XP VALUE:	270



The faerie fiddler is a strange icon of faerie society. Always found in a community of faeries, there is never more than one faerie fiddler per community. This faerie's motivations are to protect other members of the society and to make the world more pleasant, according to its understanding of the term.

Faerie fiddlers are among the most human-looking of faeries. They resemble old, diminutive human males, dressed in somber, archaic clothes (such as a battered black top hat and tails), and playing a most exquisite, tiny fiddle. For all of their age, they are in good spirits, and while so skinny that it is a wonder they can keep the front and back of their coats apart, they are apparently spry and lively. Naturally, they speak the languages of every type of faerie folk, and those of any nearby human or demihuman community.

Combat: Faerie fiddlers never begin a fight, but are quite able to defend themselves. The fiddler's primary defense is a high armor class, the result of his small size and constant, capering dance. The fiddler is naturally resistant to most forms of magic, and completely immune all enchantment/charm spells.

The faerie fiddler can play magical tunes on his fiddle, both for enjoyment and in combat. Any of these effects can be resisted with a saving throw vs. spell, but the intention must be clearly stated, for the tunes can be subtle.

The least tune negates hunger, thirst, and fatigue for those hearing while dancing; it is a tune that is woven through the melodies of common dancing songs. This tune allows an individual with the dancing nonweapon proficiency to fight without fatigue by altering the steps of the dance to allow fighting at the same time. All faeries in a community with a faerie fiddler can receive this benefit when the fiddler plays: In combat, they will spin and whirl as if dancing and not tire from their efforts.

The fiddler can also target one creature per round with an *Otto's irresistible dance* spell. This has a range of 30 feet, and a saving throw vs. spell negates the tune's effects. As the spell lasts only five rounds, the fiddler may have to renew the spell if he faces many opponents. The fiddler will use this spell to assist his faerie friends when they fight intruders, to cover the escape of those who are unable or unwilling to fight, and to cover his own escape. The fiddler will depart only after all other faeries are secure.

The most powerful tune used when someone offends faerie sensibilities without overtly attacking them; for example, refusing to dance with them, claiming not to believe in the existence of faeries or—especially—someone who tries to cheat a faerie in some way. The tune has the same fatigue-banishing effects of the first tune, but combines with it a powerful time-distorting effect. For every hour spent dancing, a year will pass in the outside world (if a human dances for four hours, four years will have passed in the real world when he returns to his home, probably to find it long-sold after his mysterious disappearance). Again, a saving throw vs. spell will negate all effects of the spell, but the hearer must consciously desire to resist or receive no saving throw at all.

This tune can be played only once per month, on the night of a full moon, and an offender at some other time must be lured back to the faerie circle. The common method is for the fiddler to pretend that he failed to notice the offense, and then to invite the offender back a few days hence for a once-in-a-lifetime celebration. Other ruses are tailored to the offender, such as "accidentally" letting slip that a precious faerie treasure will be on display during the full moon, or challenging the offender to return ("You wouldn't dare come back here and do that again on the night of the full moon") if he is belligerent.

Ecology: Faerie fiddlers dwell among communities of faerie creatures, and provide a number of services for them, most especially fiddling at their convocations, parties, and gatherings.

The fiddle of a faerie fiddler isn't magical (its effects are the natural magic of the fiddler channeled through the instrument), but it still has a resale value of 3 to 60 gp for its fine quality and miniature size.

CLIMATE/TERRAIN:	Subarctic to temperate grasslands, hills, and prairies
FREQUENCY:	Rare
ORGANIZATION:	Nomadic band
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	O, Q
ALIGNMENT:	Neutral evil

NO. APPEARING:	2–16
ARMOR CLASS:	2 (8 without armor)
MOVEMENT:	3
HIT DICE:	2 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Minor spell use
MAGIC RESISTANCE:	5%
SIZE:	T (3" tall)
MORALE:	Steady (12)
XP VALUE:	65 (175 with poison)



The tiny brambles are among the most aggressive and vicious of all faeries. Rumor has it that the first brambles were individual outcasts from "polite" faerie society (their size, name, and fixation with pointy things makes the gorse their likely ancestor).

Brambles look like tiny, dried-out people, with dark, wrinkled skin, long, pointed finger and toe nails, ears with much sharper points than elves', and—sticking out of their backs—a brace of spines that look like they should support miniature dragon wings, but which are bare. Under normal circumstances brambles wear small suits of spiked plate mail armor; the wing spines that come out of holes in the armor's backplate are often mistaken for longer versions of the artificial spines covering the rest of the bramble's armor.

They speak their own language, as well as the languages of most other faerie creatures.

Combat: The spine-covered armor of a bramble is both its best defense and its strongest attack. The armor provides AC 2 protection, and the barbs on its surface prevent other creatures from coming too close to the wearer; any animal that attempts to bite or eat a bramble suffers an automatic 1d4 damage, as would any humanoid trying to pick up a bramble with bare hands. Protected attackers must roll above the AC value of the armor covering their hands on 1d12 to avoid injury; Dexterity and shield bonuses do not apply.

To attack with its spines, a bramble merely hurls itself against a foe; using normal attack and damage rolls. A bramble will wrestle opponents close to its own height (1 foot or less), causing 1d2 points damage per round in addition to the wrestling results.

One bramble in ten wields poison. The wing spines of these brambles secrete a strong poison that causes a painful burning sensation (–2 on attack and damage rolls for 2d10 rounds, with additional doses having cumulative effects). A successful saving throw vs. poison with a –3 penalty halves both the effect and duration. As these brambles are perfectly willing to use this poison on dissenting members of their own bands, these special brambles are generally the leaders in any group.

Finally, brambles are often found riding an odd selection of animals. It is not uncommon to come upon a band riding a collection of porcupines, hedgehogs, al'mirajs, and other creatures, looking like bizarre pixie knights in their nomadic wanderings. They control their mounts with a *charm mount* spell that each can cast once per day. Mounted brambles carry barbed spears (1d6 damage) that they use as lances. Details for the mounts can be found in the "Mammal, Small" entry in the *Monstrous Manual Tome*.

One in ten brambles (not necessarily the ones that possess the poisoned spines) can cast a special *anti-flying spell* once per day. This causes any one small-sized flying creature within 10 yards to be magically grounded for a period of 6d6 rounds (the effect is avoided with a successful saving throw vs. spell). When not using this to hunt small birds, brambles especially like to cast this on pixies, sprites, and other faerie creatures, so that they can have the cruel fun of chasing them through the woods on the ground.

Habitat/Society: Brambles are nomadic, constantly searching for food and fights. They rest in camps hidden in thorny bushes and other natural protection, with their mounts posted as guards. As with other faerie creatures, bramble infants are never seen, but when a band grows too large, it splits in half with the two groups heading off in opposite directions.

Brambles sometimes pick up small amounts of easily carried treasure to bribe other creatures into making their special armor. Despite their small size, brambles are supremely confident, even when dealing with humans and other "giants." They think nothing of challenging a "giant" to a wrestling match, especially as they have no intention of honoring any bets they might place on the fight.

Ecology: Brambles benefit others in few ways. Too small to make a good meal for anything bigger than an owl, the flesh of those with poisonous spines has a likewise poisonous effect. The poison from one bramble might coat a single arrow or dart; it would take at least 10 to coat a longsword. However, their armor is beautiful in a dangerous way, and a collector might pay up to 80 gp for a complete, unoccupied suit.

Faerie, Petty, Gorse

CLIMATE/TERRAIN:	Subarctic to temperate grasslands, hills, and prairies
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil (O, P, Q, S)
ALIGNMENT:	Neutral

NO. APPEARING:	5–40
ARMOR CLASS:	6 (2 if flying)
MOVEMENT:	3, Fl 12 (A)
HIT DICE:	1 hp
THAC0:	20
NO. OF ATTACKS:	1 at +2
DAMAGE/ATTACK:	1 point (weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Cantrips, lair trap
MAGIC RESISTANCE:	5%
SIZE:	T (3" tall)
MORALE:	Average (8)
XP VALUE:	270

The smallest of the faerie folk, and in some respects the most beautiful, are the gorse. Averaging one-quarter of the height of a full-grown atomie, the gorse must be secretive and unobtrusive to survive.

Gorse have the proportions and physical attributes of human children, though they are fully mature, with the only differences being their height, their delicate wings, and their slightly pointed ears. They have no antennae, and their simple clothing is no different in appearance than that of most humans or elves. They prefer dressing in shades of green and yellow to blend in with their surroundings, which are most often gorse, a prickly evergreen shrub with yellow flowers.

Gorse have their own language, but are willing and able to speak the tongues of sprites or pixies.

Combat: Aside from using the defenses of their thorny homes, gorse use a number of weapons, all of which they manufacture from the bushes they tend. They have minute bows with a 30-foot range, tiny spears (10-foot range) and minuscule swords, all of which inflict 1 point of damage. The weapons' fine points and the skill with which the gorse use them give these tiny creatures a +2 bonus to their attack rolls. Also, 10% of gorse arrows will be coated with a weak poison that causes *confusion* for 2d4 rounds if the victim fails a saving throw vs. poison.

In addition to their weapons, gorse have limited magical abilities and defenses available. Each day, a gorse can cast one *mirror image*, as the 2nd-level wizard spell, and three minor magical effects. Each of minor effect occurs if performed with the 1st-level wizard spell *cantrip*, and each takes place in its entirety within the round it is cast. Typical uses include:

- *Distract:* Causes anyone watching the gorse to look at an area of the caster's choice within 10 feet, those of average intelligence or better receive a saving throw;
- *Exterminate:* Kills a single creature no larger than a field mouse, or all insect-sized creatures in a ½ cubic foot area, magical or enchanted creatures receive a saving throw vs. death magic;
- *Sprout:* Causes thornbushes in a 1 cubic yard area to add an inch of new growth (good for blocking a minature path).

One gorse in ten can cast one *spike growth* and one *goodberry* spell each day. These are used either to defend the lair or to bribe intelligent creatures not to attack them.



Habitat/Society: Gorse dwell in the green, thorny flower bushes from which they take their name; their lairs are forbidding to most predators too large to maneuver through the thorns as the gorse do.

Creatures larger than twice gorse size trying to enter the their bushes take damage equal to 1 hit point per round if Armor Class 6 to 10, or 1 point every other round if Armor Class 4 to 5. Movement rates through gorse bushes of beings of size S to L are slowed to one-quarter normal; larger and smaller beings are unhampered. If threatened, gorse will retreat deeper into their bushes, luring attackers through the most thickly thorned regions and possibly over logs, pits, and other hard-to-see natural obstacles.

Ecology: Although they must be wary of bigger folk—and almost all creatures are big to them—gorse can be persuaded to deal with woodland dwellers (dryads, satyrs, centaurs, etc.), humans, and demihumans who bring them gifts of fresh fruit, bread, honey, or milk. They become protective of any who do them favors, such as druids who defeat menacing beasts or elves who stop forest fires. Often a gorse tribe will send a few members to accompany its larger allies for the duration of the latter's stay near their lair.

Some gorse tribes have magical potions in their lairs. Because of their small size, one potion can affect 20 gorse. Thus, it is not uncommon to find a large group of these faeries who can *polymorph* themselves, *resist fire*, or turn *rainbow hues* at will for short periods of time. Potions that affect others, such as various control potions, work only if all the gorse who drank part of it concentrate on the potion effect at once. Consequently, these potions often lie undisturbed in their hoards and will often be traded for more useful ones or used as bribes or rewards for bigger folk.

	Squeaker	Stwinger
CLIMATE/TERRAIN:	Any land	Any temperate
FREQUENCY:	Common	Common (rare)
ORGANIZATION:	Tribe	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Nil	Herbivore
INTELLIGENCE:	Low (5–7)	High (13–14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic (any)	Chaotic neutral
NO. APPEARING:	2d20	1 (2–4)
ARMOR CLASS:	10	7
MOVEMENT:	12	6
HIT DICE:	½	½ (3 hp)
THAC0:	20	20
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1d4	Special
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	Small (1′ tall)	T (1½–2′ tall)
MORALE:	Average (8–10)	Steady (11–12)
XP VALUE:	15	15



Squeakers
It is believed that squeakers were created by a wizard spell gone bad. These humanoids have disproportionately large heads and spindly bodies. They look vaguely pixielike, but they wear no clothes and display no gender.

Squeakers speak their own language and no other. Their language consists of tiny grunts, squeaks, and whistles that seem random to any but those listening through magic.

Combat: Squeakers attack only to annoy and aggravate their prey. Their standard tactic is to stand several yards away and throw stones, rocks, branches, etc., gaining a +2 attack bonus due to their familiarity with such weapons. When chased they lead the target into an ambush of the same nature. Squeakers rarely stand in the open when attempting to annoy their targets, but use their missile weapons from behind cover.

Squeakers attack with no apparent strategy, aiming at those who are closest to them. They do not concentrate on a single adversary, seeking to bring it down, but spread their missiles over a large area.

Habitat/Society: The squeakers have been encountered in every corner of the globe; they do not appear to be affected by temperatures, although they shun more extreme climates. Squeakers group together with no apparent leader and work together with almost ant-like organization to irritate those who pass through what they regard as their territory. This territory is usually no larger than 1 mile on a side, but the squeakers patrol it vigilantly and harass those who enter too far into it.

Ecology: Since squeakers don't eat and do not appear to want anything of any real value from the environment, they have little impact on the local ecology. However, they reproduce rapidly, replenishing numbers lost to marauding animals, vengeful humanoids, and monsters.

Stwingers
These tiny humanoids are nauseatingly cute. They speak pixie, brownie, elvish, dwarvish, and gnomish.

Combat: Stwingers do not fight; their sole purpose in life is to have fun. The most fun one can have is to swing from a beard, so dwarves are favored targets.

In "combat," a stwinger exudes a pheromone that charms all within a 40-foot radius (save vs. breath weapon to negate). It then begins to swing from the beards and long hair of charmed "playmates," inflicting 1 point of damage every two rounds from swinging too hard. If a character's hit-point total falls below 50% during the encounter, a second save is allowed with a –4 penalty. Those who fail to save allow the faerie to continue to swing until the victims reach 0 hp, at which time they fall unconscious. Since stwingers can't swing on a prone body, victims never fall below 0 hp.

Those who wish to attack stwingers must first make successful Charisma and Constitution checks. However, if they only wish to extract the faeries from their hair, they need not check. If a playmate's companions attack a stwinger, it casts *mirror image* (up to three times per day) and attempts to escape. If the stwinger can be convinced that it is causing harm, it will stop swinging from its playmate's hair.

Habitat/Society: Once every three years, all stwingers gather for a 10-day "Great Meet," where they trade and choose mates.

Stwingers can fly short distances, but only do so to leap from one playmate to the next.

Ecology: Stwingers have no need for treasure. If a stwinger's "charm glands" are milked while it lives or within one hour of its death, the extract can be used in a *philter of love.*

faerie, seelie

I had the most peculiar dream one night during my sojourn in the land of shadow. I had camped at the border of a large, lush forest, the first sign of life I'd seen in days of wandering through desolate terrain.

Though I do not recall bedding down for the night, I must have fallen asleep. I imagined that I entered the forest and slowly picked my way through the brambles and branches. I heard birds above and the rustling of small animals nearby, but I saw no other creatures. After what seemed like hours of hiking, I reached the center of the forest.

There, in a clearing, were assembled a most extraordinary company. Enchanted creatures of every shape and description filled the glen. In a faint, glowing light that seemed to emanate from the figures themselves, they danced and feasted. Presiding over this strange convocation was a woman of exquisite beauty, who made merry right along with her subjects.

Were these the faeries that had stolen my son? I searched the whole company for his darling face, a glimpse of his bright eyes or tiny hands. But to my dismay, I saw no sign of him.

So strong was this dream that all seemed quite real. But when I awoke, I found myself back in my makeshift camp at the edge of the woods, with nary a trace of my fanciful companions.

—Kaiana, 1377 HC

overview

Seelie faeries are among the Shadow World's oldest and most numerous residents. The ancient fair folk are to this twilight land what the elves are to Cerilia, and are as in tune with the Seeming as the elves are with nature. Depending on which way the wind is blowing, seelie faeries might amuse, confuse, bemuse, or abuse adventurers. In fact, characters can count on only one certainty in a seelie encounter: It will prove interesting.

physical description

The physical appearance of seelie faeries cannot be generalized. Each is unique. They are tall, short, fat, thin, old, young, gargantuan, and diminutive. Some have wings, some have horns, some have tails or fins. Some look like small humanoids; others are bizarre composites of various life forms, bearing perhaps a pumpkin head, ivy hair, or goat hooves.

No one knows for certain whether members of the Seelie Court bear these characteristics for real, or whether the broad range of shapes, sizes, and features is the work of the Seeming. No other denizens of the Shadow World can manipulate the Seeming as they can. A few scholars posit that, were the Seeming stripped entirely from the Seelie Court, all these fanciful creatures would look exactly the same as each other—and very boring indeed.

role in the campaign

Seelie faeries will help or hinder characters as the whim strikes them. Their appearance can provide a catalyst for an adventure. They can offer cryptic hints toward the successful completion of a quest. Or they can slow down or beleaguer a party.

Though faeries may, at times, befriend player characters, the fair folk are too capricious and unpredictable to serve as reliable allies. Too-trusting PCs may, however, learn this truth the hard way.

How seelie faeries treat PCs depends in no small part on how PCs treat them during an initial encounter. Kindness is repaid with kindness—sometimes tenfold. But woe betide the traveler who mistreats or insults a faerie, for that treatment, too, is more than repaid in kind.

habitat/society

Most seelie faeries live among the Seelie Court, a grand congrega-

tion of faerie folk. The Seelie Court resides deep in the Shadow World's most enchanted forest. As no one who intentionally goes looking for the court ever finds it, many believe it to be a traveling court that brings its own enchantment into the various forests it enters.

Occasionally, a traveler stumbles upon the Seelie Court accidentally. When this occurs, the faeries torment, test, or aid the traveler as their fancy strikes them. When the faeries are through, they lead the traveler out of the forest and cast a *seelie spell of forgetting* on the character. The traveler falls into a deep sleep; when the character awakens, she at best remembers the faerie encounter only as a dream and cannot find the way back to the court.

Seelie Spell of Forgetting
(Enchantment/Charm)

Spell Level: 3
Sphere: Charm
Range: 50 yards
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 50 ft. cube
Saving Throw: Special

This spell, which can be cast only by members of the Seelie Court, enables the caster to erase the recipient's memory of time spent among the faeries.

Saving throw adjustments are based on the victim's perception score: a +3 penalty for no perception, a +2 penalty for slight, a +1 penalty for lesser, no adjustment for middling, a –1 bonus for greater, and a –2 bonus for extraordinary. Should the recipient succeed at a saving throw vs. spell, he or she recalls the faerie encounter as a dream. Failure means the recipient remembers nothing.

Should the victim recall anything, the memory is hazy and seems not quite real. The character cannot recollect names, locations, directions, or any other specifics unless the caster so desires. For example, a faerie might cast this spell on a lost traveler to make him or her forget the faerie's name and the location of the Seelie Court, but may allow the character to remember directions to the nearest safe haven.

If the recipient again encounters a faerie or place "forgotten" as a result of this spell, he or she experiences a sense of deja vu, but does not recall specifics.

The spell does not negate *charm, suggestion, geas, quest* or similar effects the recipient may have entered into during time spent among the faeries. The character does, however, forget the circumstances and the spellcaster that bound him or her with such magic.

Only a *limited wish* or *wish* can enable someone to recall experiences erased by this spell.

The material component of this spell is one pinch of faerie dust per recipient.

Though the Seelie Court comprises hundreds of faeries, travelers generally encounter them individually, far away from the court. Cerilian encounters are almost always single, particularly in the case of changelings (see separate entry). The fair folk don't like to be seen; they can become invisible at will and often move about thus hidden from view. *Detect invisibility, detect magic* or similar magic reveals them, as does a perception score within 10 points of the faerie's Seeming score. A faerie might freely choose to reveal itself for some purpose, but never to an evil creature. Seelie faeries have the innate ability to discern the nature of those they encounter (per the *know alignment* spell).

Seelie faeries prize beauty, in both individuals and in objects. They often covet beautiful things, be they trinkets, treasure, or human children (see separate "Changeling" entry). They may offer aid in exchange for a traveler's possession, or attempt to trick the individual out of it.

The Seeming permeates the speech of seelie faeries as much as it does their ap-

pearances. The creatures love to talk in rhyme, riddles, and conundrums, making great use of double entendres and hidden meanings. There is always a grain of truth in anything a seelie faerie says—but often, one must search very hard to uncover it.

In any seelie encounter, travelers must watch their own words as carefully as those of the faeries. Seelie law and codes of conduct are predicated on the literal interpretation of language—particularly oaths and promises. The faeries are famous for exacting promises from unwary travelers who don't realize until too late what they're getting themselves into.

For example, an adventurer who makes the promise, "I will share my supper with you if you tell me how to reach the haunted castle" may well find the faerie showing up for dinner every night for the rest of the character's life (or at least, until the faerie gets bored) in exchange for directions so encoded in doubletalk that the PC couldn't even follow them.

Seelie faeries are bound, however, by the same literalness they use to torment others. Thus, a person who manages to find a loophole or technicality in an oath can manage to become extricated from it. Faeries are also thrown off-balance by erratic or unexpected behavior. Their guiding principle is, "If *p*, then *q*." Add *r* to the equation, and they don't know what hit them. In other words, the poor traveler with the constant supper companion could get rid of the unwanted guest simply by calling this evening meal "breakfast." The bewildered creature won't know what to think—but will be forced to admit defeat.

When a faerie demands an "either-or" decision with two unappealing choices, a wise person always tries to come up with a third, unanticipated option.

The Faerie Queen

The Faerie Queen reigns over the Seelie Court. Known in various legends as Titania, Maeve, or Mab, she is a fey creature of unearthly beauty. Of lawful neutral alignment, she is devoted to her "children" but is fair to travelers she encounters—so long as they have not mistreated the faerie folk.

Faerie Queen: AC 2; MV 15, Fl 15 (B); HD 20; hp 162; THAC0 5; #AT 1; Dmg by spell; SA Seeming, spells; SD immune to illusions and charm spells, invisible at will, *know alignment*; SW iron, salt; MR 50%; SZ M (5' tall); ML 16 (champion); AL LN; XP 21,000.

Notes: The queen has a Seeming score of 100 and no need of a perception score—she can see through the Seeming at will. SW—Iron weapons inflict an additional 2 points of damage with each hit; salt thrown on the queen neutralizes her invisibility ability for 1 turn.

S 10, D 18, C 16, I 18, W 17, Ch 19.

Personality: Capricious, fair, devoted to and defensive of her subjects.

Spells under her command (6/6/6/6/6/5/4/4/3 per day): All illusion/phantasm and 1st- and 2nd-level enchantment/charm spells (priestly or wizardly), plus *affect normal fires, color spray, create water, dancing lights, detect magic, entangle, faerie fire, feather fall, light, protection from evil, purify food and drink, shillelagh; barkskin, detect invisibility, goodberry, produce flame, speak with animals, warp wood; blink, continual light, create food and water, gust of wind, hold person, protection from evil 10-foot radius, pyrotechnics, seelie spell of forgetting, suggestion, tree, water walk; confusion, reflecting pool, tongues; false vision, Leomund's lamentable belaborment; enchant an item, true seeing.*

The Faerie Queen is a creature of such ethereal beauty that any nonfaerie who beholds her must immediately succeed at a saving throw vs. spell or be *charmed*

In all the Shadow World, the Faerie Queen has the greatest power over the Seeming—after all, she was alive before it existed, and has had an eternity to hone her command of it. As the last surviving Sie (see "Ecology," below), she also commands both wizardly and priestly magic.

The queen considers herself the ultimate protector of the faeries, and defends them from

outsiders as a mother does her children. Should one of the faeries commit a misdeed, however, she also punishes it as a mother would her wayward child. Faeries encountered outside the Seelie Court are often the subjects of such discipline, enduring temporary or permanent banishment from the court as the penalty for some transgression. The fair folk love their queen so dearly that such exile is the strongest form of punishment imaginable to them. Just as the queen devotes herself to their protection, they in turn will defend her to the death.

Types of Faeries

Though the very nature of seelie faeries defies summary and stereotype, some of them fall into a few broad, general categories.

The Deceiver

Some faeries intentionally try to deceive those they encounter. The creatures habitually give poor directions, misleading information, and bad advice. Though they do so not out of real malice—to them, it is all a grand game—their deceptions sometimes have dire consequences for travelers in a land where a single wrong turn could prove fatal.

The Innocent

Though all seelie faeries exhibit a certain amount of childlike innocence (as evidenced in their literal interpretation of speech), some carry it to an extreme. They tag along, asking "why" eighteen times in a row, poking and prodding at unfamiliar objects and people, letting curiosity guide them until the beleaguered traveler is driven to distraction. Innocents tend to be very young faeries (only a couple centuries old).

The Helper

Some faeries make a genuine effort to aid travelers they encounter. Usually, this philanthropy comes as the result of a kindness shown them by the recipient or other travelers who came before. (For example, a faerie might help a Khinasi adventurer because a century ago another Khinasi did it a good turn.) The helper may reveal itself to the recipient, or offer aid secretly (for example, magically replenishing a party's diminishing rations while they sleep). The attempt at aid is not always successful—faeries have been known to inadvertently make a situation worse instead of better—but the intentions are good. The assistance is generally limited to a single instance.

The Protector

Occasionally, a faerie chooses to serve as a protector to an individual or party. Perhaps the faerie believes itself to be in the individual's debt (if, for example, the traveler saved the creature's life or outsmarted it somehow). Or perhaps the faerie seeks to aid the person's mission. Regardless of motive, the faerie watches over its charge from a distance, rendering aid or fending off harm as the need arises. As in the case of helper faeries, recipients of a faerie's protection may not even be aware of the attention or its source. But unlike helpers, protectors stick with their self-appointed charges until their protection is no longer needed (for example, the recipient leaves the Shadow World) or the obligation is fulfilled (for example, the faerie saves a life in exchange for its own being saved).

The Trickster

While all faeries delight in puzzles and games (particularly verbal contests of wit) some turn every encounter into an opportunity for amusement—at the travelers' expense. Such a creature tries to trap the unwary into commitments they would rather not keep or actions they would be wise not to take. Some of the ploys in a trickster's arsenal are downright menacing, while others are meant merely to amuse the faerie. Rumplestiltskin's bargain is an example of a trickster's plot. Because one never knows whether a faerie might be a trickster, the wise individual exercises caution while speaking with any faerie. It is easier to avoid entering a trickster's power than to extricate oneself from it.

ecology

The seelie faeries were the first children of the Shadow World. Long ago, when the waking world and the Shadow World were one, a race known as the *Sie* ("see") populated the land. These creatures were beings of great magic, innate wielders of both sorcery that worked with nature (priestly spells) and sorcery that broke the rules of nature (wizardly spells). They cast their spells not by the prayer of priests or the rote memorization of human wizards, but rather the gathering of magical energies (the process yet employed by today's elves).

The force that spilt the world into two halves was so strong that it also split the land's inhabitants, ripping the Sie in twain. Each creature became two separate entities—a faerie (*seelie*) in the Shadow World and an elf (*Sidhe*) in Cerilia. The seelie retained control of natural magic and gained power over a new force in the Shadow World: the Seeming. The Sidhe retained control of wizardly magic and became bound to the land itself.

Though the ancient link between the two peoples has long since been forgotten by all but the Faerie Queen (the only surviving Sie), to this day, when an elf is born in Cerilia, a new faerie appears in the Seelie Court. While it is possible that a traveling elf or faerie could meet its counterpart, no one knows what would happen in such an extraordinary event.

Unless slain, seelie faeries are immortal in the Shadow World but mortal in Cerilia. Conversely, elves are immortal in Cerilia but mortal in the Shadow World. The faeries are as attuned to the nature of the Shadow World as elves are to Cerilia. This link enables them to exist in such a hostile environment with virtually no natural predators. The evil of the Shadow World, however, holds plenty of unnatural ones.

Seelie faeries are generally vegetarians, subsisting primarily on fruits, nuts, roots, and seeds. They do, however, eat meat when it is offered to them. The fair folk have an aversion to milk—a means by which savvy individuals have been known to expose a faerie so masked in the Seeming that its identity was otherwise indeterminable.

variations

In addition to their link to Cerilian elves, seelie faeries have an evil counterpart: the unseelie faeries (see separate entry). Brownies, leprechauns, and sprites (see the *Monstrous Manual* volume) are all types of seelie faeries.

adventures

Faeries of the Seelie Court appear in "Courting Danger."

combat and other encounters

Seelie faeries rarely engage in direct combat, preferring to mire their opponents in confusion and deleterious promises. Should they need to physically defend themselves, however, the fair folk are well able to do so.

combat

Their ability to turn invisible often enables seelie faeries to gain surprise.

The fair folk, being often small of stature and lacking in great strength, avoid melee combat at all costs. Should they have to defend themselves so directly, some carry a small knife or dagger capable of inflicting 1d4 points of damage.

Faeries prefer, however, to use their spellcasting abilities and the Seeming to attack and defend themselves. They can cast any priestly enchantment/charm spell of 1st or 2nd level, plus *create water, entangle, faerie fire, light, protection from evil, purify food and drink, shillelagh; barkskin, goodberry, produce flame, speak with animals, warp wood; continual light, create food and water, pyrotechnics, seelie spell of forgetting, tree, water walk*. They can cast five spells per day, and the *seelie spell of forgetting* an unlimited number of times.

In

Climate/Terrain:	Shadow World, Cerilian forests
Frequency:	Uncommon
Organization:	Court
Activity Cycle:	Any (Shadow World); nocturnal (Cerilia)
Diet:	Omnivore
Intelligence:	Very to high (11–14)
Treasure:	W (G)
Alignment:	Any nonevil
No. Appearing:	1–4
Armor Class:	5
Movement:	15, some Fl 15 (B)
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4 or by spell
Special Attacks:	Spells
Special Defenses:	Seeming
Magic Resistance:	25%
Size:	Tiny to large (6" to 12' tall)
Morale:	Average (8–10)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	Extraordinary/ Extraordinary
XP Value:	2,000

addition to their spellcasting abilities, seelie faeries make liberal use of the Seeming to defend themselves with a host of illusions (described at right).

The fair folk are especially vulnerable to iron weapons; such instruments inflict an additional 3 points of damage per hit. Salt thrown on a faerie renders it unable to turn invisible for 1d4 turns.

peaceful encounters

When a faerie approaches a traveler, it is usually with some purpose in mind—begging aid, issuing warnings, or perhaps seeking mischief. They may appear to travelers in need, perhaps having secretly followed them for miles or days. Or they might make themselves known when an adventurer inadvertently trespasses into a faerie's territory. Faeries who do not wish to be discovered seldom are.

Often, encounters with faeries are less direct. The fair folk may work their magic on unwary travelers without ever being seen.

perception and/or seeming

The seelie faeries are true creatures of the Seeming, manipulating it as few denizens of the Shadow World can. In combat, they use it to alter their appearance into intimidating, menacing figures—perhaps towering over opponents, swiping with razor-like claws, or breathing jets of flame. In other encounters, they may speak in booming voices, create sweet or unpleasant odors, or alter terrain to block a traveler's path. While others' control of the Seeming may be limited to effects on one or two senses, seelie faeries can affect all five.

faerie, unseelie

Lussina, they called her. The Dark Queen.

She held my spirit in terror and my son in thrall. Yet the more I think about her in the years since my near-death at her hands, the more she reminds me of a rebellious adolescent in an eternal temperamental snit.

Albeit a dangerous, deadly adolescent.

—Faylene, 1421 HC

overview

Unseelie faeries are a macabre host of evil and undead beings, the hideous counterpart of the Seelie Court. The Unseelie Court has its own dark queen and other "nobles" who manipulate the Seeming toward their own sinister ends.

physical description

The Unseelie Court comprises two types of faeries: evil living faeries, and evil undead faeries. Like the seelie faeries, each is unique in size, shape, and form.

The evil that the living faeries carry within has corrupted their physical appearances. Their skin bears ashen tones, their eyes are sunken or blaze with the fever of malevolence, their bodies are withered or bloated. If an evil faerie has horns, they are twisted, if it has wings, they are leathery, if it has a tail, the appendage is barbed. Unseelie faeries are far more likely than seelie faeries to sport cloven feet or taloned hands.

Undead faeries are incorporeal phantasms of their former selves. Their eyes have no pupils—only blank, white-hot glowing orbs that seethe hatred.

role in the campaign

Unseelie faeries are even more likely than their seelie counterparts to torment travelers just for kicks. Their tricks range from merely mean-spirited to seriously harmful or even deadly—particularly if the unseelie faeries believe their victims to be allies of the Seelie Court or otherwise agents of good. PCs may not even realize the source of the attacks.

The Unseelie Court wages an age-old war against the Faerie Queen and the Seelie Court. Characters may find themselves caught in the crossfire, enlisted (willingly or not) to aid one side, or trying to redirect the war efforts toward subduing a larger menace: the Cold Rider (assuming that shadowy presence doesn't win over the Dark Queen first).

habitat/society

The Unseelie Court is a hideous mockery of the Seelie Court—in a sense, the Faerie Queen's entourage as seen through a fun-house mirror. The Dark Queen (see below) and her followers reside in the Shadow World's most haunted, twisted forest. There, they plot against the seelie faeries and others they consider their enemies. Because evil seeks its own reflection and treachery breeds mistrust, the unseelie faeries see an enemy in nearly everyone they encounter.

The Dark Queen

The Dark Queen, Lussina, reigns over the Unseelie Court. The daughter of the seelie Faerie Queen, she once possessed beauty beyond imagining. But Lussina also possessed envy, ambition, and ruthlessness. She plotted to overthrow her mother and take her place as queen of the Seelie Court. She failed. The Faerie Queen, unable to bring herself to punish her daughter with a traitor's death, cast Lussina out of the Seelie Court forever. In a rage, Lussina gathered her followers together and formed her own court—with herself as queen.

Lussina, the Dark Queen: AC 3; MV 15, Fl 15 (B); HD 14; hp 81; THAC0 7; #AT 1; Dmg by spell; SA Seeming, spells; SD immune to illusions and charm spells, invisible at will, *know alignment*; SW iron, salt; MR 50%; SZ M (4' 4" tall); ML 16 (champion); AL NE; XP 15,000.

Notes: The queen has a

Seeming score of 78 and a perception score of 90. SW—Iron weapons inflict an additional 2 points of damage with each hit; salt thrown on the queen neutralizes her invisibility ability for 1 turn; holy water burns her flesh for 1d6+1 points of damage.

S 11, D 17, C 17, I 16, W 13, Ch 19.

Personality: Cruel, calculating, seductive, megalomanical.

Spells under her command (6/6/6/5/3/2/1 per day): All priestly spells of the charm and necromantic spheres, plus *destroy (create) water, detect good (evil), detect magic, entangle, faerie fire, protection from good (evil), putrify (purify) food and drink, shillelagh; badberry (goodberry), barkskin, obscurement, produce flame, speak with animals, undetectable (detect) charm, warp wood; bestow (remove) curse, create food and water, pyrotechnics, seelie spell of forgetting, spike growth, tree; hallucinatory forest, protection from good (evil) 10-foot radius, reflecting pool, sticks to snakes, tongues; false (true) seeing.*

The Dark Queen has lost her comeliness but retains the allure of a black widow. Any male character who beholds her must immediately succeed at a saving throw vs. spell or fall prey to her seduction (per a *charm* spell). Lussina seeks not to seduce her victims sexually, however, but psychologically, trying to enlist them in her side of the eternal war she wages on the Seelie Court.

Lussina demands (and receives) absolute loyalty from her followers. She grants no clemency for the smallest of infractions; even harmless negligence is punishable by death. Her own life, she believes, demonstrates the folly of mercy—she considers her mother a fool for having spared it. The Dark Queen will not risk another traitor rising up to depose *her.*

The Unseelie Court continually receives new members. The Faerie Queen has no tolerance for faeries with evil tendencies—more often than not, the malevolent faeries she banishes from her court find their way to her daughter's.

ecology

Undead members of the Unseelie Court come into being when a faerie (of any alignment) dies in a battle between the two courts. The horror of kin slaying kin creates a ripple through the Seeming itself, preventing the deceased faerie from dissipating into it. The creature's spirit becomes trapped, sentenced to eternally walk the Shadow World but stripped of the magical abilities it once had. It becomes an unthinking being, lashing out in anger and resentment at the living, held in check only by the Dark Queen.

variations

Gremlins and imps (see the *MONSTROUS MANUAL* accessory) have been spotted among the Unseelie Court.

adventures

Unseelie faeries appear in the scenario "Courting Danger."

combat and other encounters

Unlike their counterparts in the Seelie Court, unseelie faeries harbor no reservations about engaging in hand-to-hand combat. Peaceful encounters are rare.

combat

Unseelie faeries always try to use their ability to turn invisible to gain the advantage of surprise. Once discovered by an opponent, their strategies vary.

Living evil faeries use their spells until they reach melee range. They can cast five of the following spells per day: any 1st- or 2nd-level spell from the charm sphere, *destroy (create) water, entangle, faerie fire, protection from good (evil), putrify (purify) food and drink, shillelagh; badberry (goodberry), barkskin, obscurement, produce flame, speak with animals, warp wood; bestow (remove) curse, pyrotechnics, spike growth.* In addition, they can cast *seelie spell of forgetting* an unlimited number of times.

In melee, they fight with magical (*+1*) short swords individually scaled to each

	Living Evil Faerie	Undead Faerie
Climate/Terrain:	Shadow World	Shadow World
Frequency:	Uncommon	Uncommon
Organization:	Court	Court
Activity Cycle:	Nocturnal	Nocturnal
Diet:	Any food but milk	Nil
Intelligence:	Very to high (11–14)	Average (8–10)
Treasure:	U (G)	Nil
Alignment:	Any evil	Chaotic evil
No. Appearing:	1–8 (100–400)	4–16 (100–600)
Armor Class:	5	0
Movement:	12, some Fl 15 (B)	15, Fl 24 (B)
Hit Dice:	4+2	7+2
THAC0:	17	13
No. of Attacks:	1	1
Damage/Attack:	1d6+1 or by spell	1d8
Special Attacks:	Spells, Seeming	Perception drain, Seeming
Special Defenses:	Invisibility, Seeming, immune to charms/illusions	Iron or +1 or better weapons to hit
Magic Resistance:	25%	25%
Size:	Tiny to large (6" to 12' tall	Tiny to large (6" to 12' tall)
Morale:	Steady (11–12)	Elite (13–14)
Bloodline:	None	None
Blood Abilities:	None	None
Perception/Seeming:	Extraordinary/ Extraordinary	Extraordinary/ Extraordinary
XP Value:	2,000	3,000

faerie's size and carrying an enchantment that works only when borne by a faerie. If fighting nonfaeries, they also use their Seeming abilities, both offensively and defensively (see the "Faerie, Seelie" description).

Living unseelie faeries are immune to *charms*and illusions, but have several weaknesses. Iron weapons inflict an additional 3 points of damage per hit. Salt renders them unable to turn invisible for 1d4 turns.

Undead faeries close to melee range as quickly as possible. The touch of such a creature chills the blood and clouds the mind. For each successful hit, victims suffer 1d8 points of damage and lose 5 points from their perception score.

Undead faeries can be hit only with iron or +1 or better weapons. They are vulnerable to holy water, which inflicts 1d6+1 damage points per vial. They can be turned as spectres.

peaceful encounters

Evil doesn't fight fair. Even in what seems to have been a "peaceful" encounter with an unseelie faerie, travelers often walk away victims of a *curse*.

perception and/or seeming

Unseelie faeries are matched only by their seelie counterparts in command of the Seeming and ability to see through it. Against nonfaerie opponents, they use it constantly to bewilder and intimidate their foes. Against the Seelie Court, however, they know such illusions are useless.

Faerie Phiz

CLIMATE/TERRAIN:	Sylvan settings
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very to godlike (11-21+)
TREASURE:	Q,T
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Nil
HIT DICE:	10-12
THAC0:	Variable (as wizard)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-24 (bite)
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Camouflage, spit
MAGIC RESISTANCE:	5% per hit dice
SIZE:	S to L
MORALE:	Fearless (19-20)
XP VALUE:	Leafling: 7,000 Woodmaster: 8,000 Treelord: 9,000

The faerie phiz is a mystical entity similar in nature to a treant or galeb duhr. The faerie phiz is a magical being found exclusively in sylvan woods and faerie settings, or in the kingdoms of elves. The fay phiz, as it is sometimes called, is simply a face (the old elven word for "face" being "phiz") found on magically enchanted wooden surfaces. The faerie phiz appears for the most part on trees of the woodland, although it has been seen on old, large wooden doors, enchanted houses, bridges, drawbridges, and other old, large, wooden structures. The phiz is detectable only 25% of the time (50% for druids and elves) when its eyes and mouth are closed; thus, it is effectively camouflaged. The phiz may appear on any sort of wood, although oak is most common.

The visage of the faerie phiz and its features range anywhere in size from that of the smallest pixie to the visage of hill giant size. The phiz is usually quite striking, and no two are alike in personality or looks, although it is said that once in a thousand years twins may occur. Sages who study the lost and rare philosophy of phizonomie (the arcane study of judging character from facial features and sometimes the art of divination based on such) agree that the phiz are created through the vicissitude of great and potent overflows of faerie magic. Sages also believe that the destruction of a powerful wizard may cause the transference of his power to the area at the moment of his death, resulting in the magical growth of the fay phiz later. The phiz may be dour and ugly or simply bear a visage similar to that of a treant. It may also bear the characteristics of elven faces or other faerie creatures, but these sort are not as common, although these are the most advertised sort in city taverns and gossip haunts.

Combat: The phiz, like the treant, abhors fire, but it does not fear it as most treants do. The phiz spits on any fire within range and often on anyone bearing a torch or lighting a campfire. The spit, a magical acidic resin secreted by the faerie phiz, causes all fires smaller than 2½ in diameter to be completely extinguished. The saliva of the phiz also affects any live target as if an *irritation* spell had been cast on it, with the effects of both itching and rash occurring.



The phiz may spit at any point within a distance of up to 100 yards within a clear line of sight.

The faerie phiz's attack form is spell use. The phiz is capable of casting spells as a wizard and druid at a level equal to its hit dice. The phiz gains spells by merely observing someone cast them, then remembering them. Any spells appropriate to its type so witnessed are transferred to its memory, which serves as a spell book. The Phiz must still take time to study the spells in its mind, attempting to recall them from its extensive memory. The lowest hit-die phiz will have spells available as a 10th-level wizard or druid; for every additional hit die, it gains one level of spell-casting ability to a maximum of 12th level. The spells are converted to verbal components, and no memorized spells are ever fire-based. The phiz may not specialize in specific schools of magic as a character would.

Habitat/Society: The phiz has a very long life span. It may often live to be over 1,500 years old if left undisturbed. An individual phiz increases in hit dice every 100-500 years that it

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lives, increasing its magic resistance and spell-casting ability as well. The phiz grows in magical glades and in places where pixies, sprites, and other sorts of faeries frolic; it is on excellent terms with treants. The phiz always has an extensive knowledge of an area's history and memories of anyone who has ever passed before its eyes. It is capable of remembering entire conversations that may have occurred throughout the span of its life. It is also prone to know volumes of lore and speak many languages that no human or elf can even hope to find nowadays, much less remember.

Ecology: The phiz is not disposed to give its sagelike knowledge to anyone because it does not wish to be haunted by every philosopher and sage in the realm. A phiz is rarely senile despite its great age, although to fool some seekers it pretends to be. The phiz is reclusive and often acts old and weary or irritated with the intrusion of its privacy. The phiz is not afraid of death (a few even welcome it) and cannot be tricked or forced to reveal knowledge and information by threats or coercion, It would rather die by the ax than give information to those arrogant enough to threaten it. The phiz is disinterested in wealth and often laughs at those foolish enough to promise gold and riches. The only way to receive any information from a faerie phiz, other than its possible willingness to divulge it anyhow, is to offer it powerful magical items or rich faerie food—a very dangerous proposition.

This faerie food may only be found through a few very dangerous methods. One such method is to seek out and join a faerie ring. A faerie ring is a circle of mushrooms where tiny faeries, such as atomies, grigs, brownies, pixies, and sprites commonly dance. The seeker has only to enter the circle, then dance or sing for a few minutes in hopes of being offered some food. The food appears to be bread, cheese, fowl, beef, or vegetable dishes of the normal kind, only made by faerie hands. It is harmless and very delicious. The dance seems to last for but a few moments, but thanks to the magic of the faerie ring has a 40% chance of taking seven years in human time. The seeker may also look for a faerie hill, entering only by the graceful invitation of its tiny inhabitants. Once inside, the seeker should be careful not to eat or drink any of the delicious food or wine of the faeries. The seeker is faced with inescapable imprisonment if he so much as tastes one morsel of the heavenly food. The taster is usually *polymorphed* into a faerie or serves as a slave to the more evil and vile faeries, such as the drow or the quickling. Dryads sometimes lure seekers with such foods, but the danger of capture still remains.

In any event, the phiz is only hungry once a human year. A year to a human is only a single day for the phiz, so it does not hunger often. The phiz is usually hungry during a season particularly pleasing to it such as spring, for those of good alignment, or winter, for those of evil alignment. The food is not actually eaten all at once but is stored (like a squirrel's trove of nuts) inside the phiz in its extra-dimensional stomach. The phiz nibbles on this supply for an entire year. This and the fact that the correct food is hard to attain without dire consequences keeps most adventurers away from the phiz, much to its delight. The phiz is fed by sprites and other fay folk and as a result never goes hungry, despite the lack of seekers.

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Fainil (Night Flyer)

CLIMATE/TERRAIN:	Fortress/Subterranean City
FREQUENCY:	Very Rare
ORGANIZATION:	Military Group
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	High to Supra (13-18)
TREASURE:	N × 5, Q × 2
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	5-15
ARMOR CLASS:	4 (flying), 6 (on ground)
MOVEMENT:	3, Fly 12 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5½' tall)
MORALE:	Elite (14)
XP VALUE:	270

The Fainil and Telvar originated on the same world, a planet known as Tir. The deadly conflict between the gray elves and drow on Tir occurred shortly after the world was created. The gray elves drove the drow underground, where the dark elves plotted their return to the surface for centuries. One of the questions the drow faced was how to deal with the Telvar, who were certain to side with the other surface races against any invasion from the subterranean drow. The Telvar's mobility could wreak havoc on the loosely organized humanoid tribes the drow planned to use to spearhead their conquest. The drow recognized the need to develop a flying contingent of their own, one that would be both loyal and willing to face the Telvar in their own element.

The Fainil were the result of this strategic necessity. The offspring of a selective breeding process between drow and tanar'ri allies, the Fainil have qualities of both ancestors. When the drow attacked the surface world, the Fainil were at the forefront of the greatest drow victories. This military superiority was proven when the war ended after 50 years and sunlight returned to Tir. While the rest of the drow were destroyed or driven underground, the two Fainil fortresses, Morvan and Moddan, withstood repeated assaults. The Fainil remain in their isolated strongholds to this day, gaining strength and plotting.

Since the war on Tir, the Fainil have spread slowly to other worlds, although the center of their society remains in the fortresses of Morvan and Moddan.

Fainil can be warriors, clerics, thieves, or wizards. Unlike ordinary drow, Fainil males tend toward dominance within Fainil society, although almost all clerics are still female.

Fainil have infravision to a range of 120 feet and suffer all the penalties from sunlight as do normal drow. Their tanar'ri ancestry gives them a good base AC, and they do not wear the typical drow mesh armor when flying although many wear it when in one of the two fortresses. They have a base magic resistance of 50%, like the drow, but this resistance does not increase as the Fainil advance in level.

Combat: The Fainil, like other drow, use hand-held crossbows (with drow sleep poison) and swords in combat. Because they can fly, their preferred method of attack is by ambush or surprise—always at night. Fainil fly quietly to attack, targeting spell-casters with their hand-held crossbows. There are few Fainil wizards, but they can cast their spells while flying. Most spells are directed at opposing wizards or priests, but when they attack as a small unit, Fainil use spells to protect the most important warriors.

Fainil are quick and agile in flight, but they do not walk well and fight awkwardly on the ground. All Fainil attack at a -2 penalty when they fight on the ground, and their Armor Class rises by two.

Fainil can use the following spells once per day: *dancing lights, faerie fire,* and *darkness.* Fainil above 4th level can use *know alignment* and *detect magic* once per day.

Fainil are immune to electrical attacks, a legacy of their tanar'ri heritage.

The Fainil resemble their drow ancestors, although they are slightly taller and usually have some distinguishing mark to indicate their tanar'ri ancestry. They all have huge, bat-like wings and slightly elongated fingers and toes. They wear tight clothing when flying elaborate robes and cloaks when in one of their two fortresses.

Ecology: Fainil are despoilers of nature, taking what they desire from the world and discarding anything they feel is no longer useful. They create little, preferring to steal necessities, artwork, magical items, and other treasure from "lesser" races. Fainil view all other intelligent creatures as beneath them and have no morality to speak of.

Fainil require little food to sustain themselves, another benefit of their tanar'ri ancestry. They are constantly improving the defensive capabilities of their fortresses and prefer to use slave labor whenever possible.

Habitat/Society: Fainil society is based around their fortresses of Morvan and Moddan. Other than a few individuals who, for various reasons leave Fainil society (see "Roleplaying Notes," below), all Fainil have lodgings within the vast halls of either fortress. They rarely are encountered in large numbers beyond two days' travel from either fortress.

The Fainil have close ties with the drow and other races of the Underdark but do not feel comfortable below ground. Most trading is done through intermediaries, and their access to the surface world gives the Fainil an advantage in most transactions. They are a rich and powerful race, strong enough that the human and demi-human races cannot drive them from their mountain fortresses.

Life within Morvan and Moddan is full of intrigue and political trickery. Unlike drow society, the Fainil hierarchy is not dominated by females. There are equal numbers of high-ranking men and women, although strong families still wield considerable power.

Roleplaying Notes

Fainil are universally despised by races who live on the surface world, and they find it difficult to co-exist with any other intelligent beings, whom they would prefer to conquer and enslave. individual Fainil are mistrusted and persecuted in most regions.

Fainil who leave their dark fortresses to become adventurers usually do so for one of two reasons. Either their family has been disgraced and, to avoid death, they flee into the outside world, or they are perceived to be an *alykus.* These rare individuals, a result of the imperfect breeding program that created the Fainil, have the ability to become powerful wizards (16th-level limit) but lack the normal Fainil penchant for destruction. The *alykus* are viewed as threats to Fainil society and are ruthlessly dealt with once they have been identified. A few escape, though, to become outcasts of Fainil society.

Fainil are not as long-lived as their drow ancestors, typically living as long as half-elves. They care little for art or entertainment, and it is extremely rare to find one with a sense of humor. Fainil are fanatical in their devotion to the skills required of their class and choose training above all other recreational activities. While they do not trust others easily, Fainil are extremely loyal, particularly to those beside whom they enter battle.



Fainil Magical Items

Aerial Ward

The Fainil fear attack by other flying creatures. They have designed a magical ward that protects their fortresses from aerial assault by any non-drow. The ward is generated by a large crystal located in the central keep of each of the Fainlil's two mountain fortresses. The power of the *aerial ward* extends 200 feet in all directions of each fortress. Any flying creature that enters the ward's effect suffers 2 hp damage and is thrust backward by a *gust of wind* spell. Any creature with drow ancestry can pass within the circle at will; the circle can also be lowered for up to an hour at a time from within the crystal's chamber by any wizard of 6th level or higher. The chamber where the crystal is kept also serves as a crypt for the Fainil dead. For every 100 Fainil interred within the crypt, the power of the crystal extends another foot beyond the fortress.

XP Value: nil **GP Value:** nil

Fainil Armor

Fainil armor is similar to drow mesh armor (+1 to +3), masking the heat signature of the wearer, so infravision cannot detect the wearer. The wearer of the armor can still be viewed normally. The armor loses its enchantment when exposed to sunlight for more than two hours.

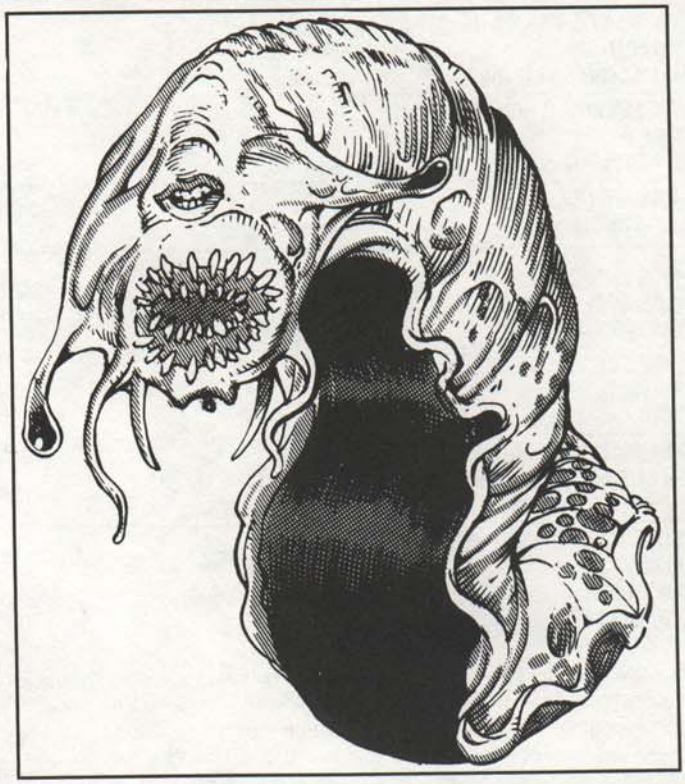
XP Value:	1,500 (+1)	**GP Value:**	3,000 (+1)
	2,500 (+2)		5,000 (+2)
	4,000 (+3)		8,000 (+3)

Flare Bolts

These magical bolts were created by dwarves for use against the night flyers. Fired from heavy crossbows, these bolts have two uses in combat. As a typical missile weapon, a *flare bolt* gains a +2 bonus to hit and causes quadruple damage against Fainil. The favored use of the flare bolt, though, is to illuminate battlefields where Fainil are attacking in force. The bolt is fired into the air and, at the apex of its flight, bursts into bright light, shedding illumination in a circle with a 150' diameter. Attacks against Fainil within this circle gain a +3 bonus, and any Fainil caught in the area of effect suffer a -3 attack penalty for two hours.

XP Value: 300 **GP Value:** 650

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	F,T
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9, Fl 3 (E), Br 6
HIT DICE:	15
THAC0:	6
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50+' long)
MORALE:	Elite (15)
XP VALUE:	6,000



The Falmadaraatha (or "Fal" for short) are huge, slug-like creatures that dwell inside hollow, lifeless asteroids. They are among several races that share the title "scholars of wildspace."

The Fal have large, soft, pulpy bodies that change from light tan at birth to jet black at the end of life. At the fore end of their bodies, they have a pair of small sensory antennae, bulbous eyes, a massive mouth filled with sharp teeth ideal for burrowing, and a smaller mouth above it, used for speech.

These gentle, brilliant, inoffensive giants burrow through small planets that contain no sentient life and make their lairs inside. They speak their own tongue, as well as Common and most human, demi-human and humanoid languages.

Combat: Although the Fal find combat offensive, considering it the final refuge of the incompetent, they are perfectly capable of defending themselves with a ferocious bite that inflicts 4d8 damage.

On an unmodified to-hit roll of 20, the Fal catches its opponent in its mouth. The Fal does not swallow, until it tries to persuade the foe to surrender in a peaceful manner. Should the foe agree to surrender, then renege on its word, the Fal attacks with no quarter. To the Fal, a promise is sacred.

All Fal are telekinetic. A Fal can lift 1,000 pounds in this way and, if it acts first, tries to neutralize an opponent by simply lifting and holding it about 30' off the floor until the opponent stops fighting. A successful hit on the Fal breaks its concentration, and the victim falls hard.

Habitat/Society: The Fal are solitary, though there is a 5% chance of encountering 1d3 of these massive beings inside one asteroid, chatting away about philosophy, metaphysics, or the state of the multiverse. As a rule, the Fal are peaceful, honest, hospitable geniuses.

Despite this solitude, the Fal enjoy polite company, provided it does not visit often. (To a Fal, more than once a year is "often.") Any alignment may visit, though the Fal are wary around chaotic evil and lawful good beings. The Fal consider these two alignments too extreme in their philosophies.

The Fal have a well-deserved reputation as some of the best sages in the multiverse. They answer questions in exchange for gifts worth more than 100 gp, anything from a bottle of fine wine to a book or a painting. Unlike normal sages, however, the Fal do not limit themselves to one or two subjects. This, they say, denies the opportunity to learn all the multiverse has to offer. Hence, any question asked of a Fal may be answered immediately (30% chance), within 1d10 days (30% chance), in 1d10 months (30%), or 1d10 years (10%)—but, if answerable, it *will* be answered.

The Fal lair (called a *tcha*) is surprisingly comfortable. Most Fal decorate the tcha with accurate maps of planets and regions of space, massive bookshelves, and little trinkets that grateful visitors exchange for the answer to a question. Two types of plants usually grow inside a tcha: a phosphorescent fungus for illumination, and hardy greens that make up the Fal's diet. Many Fal also enjoy fine wine and keep a well-stocked "cellar." Predominant in the tcha are books—lots of books, old and new, in different languages.

The Fal live at least 2000 years. To them, a year is like a day, so they take things slowly. Many people mistakenly think the Fal stupid, since the slugs talk so slowly. They believe hasty words bring bad results.

The Fal often associate with the Gonn (q.v.) for discourse and the Arcane for research material and books. The Fal are suspicious of Aperusa (q.v.), but they delight in tinker gnomes.

The Fal venerate three gods above all others: Deneir, Thoth, and Oghma.

Ecology: There is no romance in the Fal society. The Fal are hermaphroditic, each Fal responsible for creating a "pupil" at some point, tutoring it, and sending it on its way. No one has ever seen a Fal pupil, however. It is possible that the Fal do not take questions when they are training a pupil.

Familiar

	Aryth	Bogan	Fylgar	Gretch	Ulzaq
Climate/Terrain:	Any	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Any	Day	Day	Night
Diet:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	High (13)	Very (11)	Very (11)	Very (12)	Low (6)
Treasure:	Q	Q	Q	Q	Q
Alignment:	Any good	Any evil	Any lawful	Any neutral	Any chaotic
No. Appearing:	1	1	1	1	1
Armor Class:	0	0	0	0	0
Movement:	9, Fl 18 (B)	12, Fl 30 (A)	6, Fl 24 (A)	15, Fl 18 (C)	6
Hit Dice:	3	3	3	3	3
THAC0:	17	17	17	17	17
No. of Attacks:	1	1	1	1	3 or 1
Damage/Attack:	1d4 (tail)	1d4 (bite) or 1d3 (tail)	1d4 (bite) or 1d4 (tail)	1d4 (bite) or 1d4 (tail)	1d2 (claw)/1d2 (claw)/ 1d4 (bite) or 1d4 (bite)
Special Attacks:	Sleep	Charm, poison	Nil	Dexterity drain, slow	Strength drain, confusion
Special Defenses:	—— +1 or better weapon to hit, regeneration, invisibility, immune to cold and fire; also see below ——				
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	T (1′ tall)	T (1′ tall)	T (2′ tall)	T (2′ tall)	T (2′ tall)
Morale:	Steady (11)	Average (10)	Elite (13)	Steady (11)	Average (10)
XP Value:	2,000	2,000	975	1,400	2,000

Although the unique familiars of Mystara look like tiny humanoid creatures, these are actually the normal forms Immortals take when they visit the Prime Material Plane on special missions or to perform acts of penance. As a familiar, the Immortal serves a mortal master: a wizard of similar alignment. *Note that text in this entry refers only to the five special familiars listed here, not to regular wizard familiars.*

The five types of familiar correspond to the five spheres of the Immortals. Each of these spheres corresponds roughly to a particular alignment. The chart below shows the familiar type that represents each sphere/alignment.

Familiar	Sphere	Alignment
ulzaq	energy	chaos
bogan	entropy	evil
fylgar	matter	law
aryth	thought	good
gretch	time	neutral

Immortals do not follow these classifications exclusively; for example, an Immortal of thought might choose to take the form of a fylgar. As a familiar, then, it would possess connections to both law (for fylgars) and good (for its thought sphere), making it a fylgar of lawful good alignment.

The tiny humanoids all have small wings and an assortment of powers, but each type of familiar boasts its own unique strengths, weaknesses, and physical features.

While it remains a willing (and magically bound) servant, a familiar can communicate telepathically with its master for up to 1 mile. In addition, a master within that range can use all the familiar's senses (including infravision) and gains a +3 bonus to all saving throws while in physical contact with it.

Combat: In battle, a familiar attacks with its tail and bite. (The ulzaq may use its claws as well.) Damage varies with the type of familiar, and each type has special combat abilities.

All familiars are immune to nonmagical weapons, as well as cold- and fire-based attacks. They can become invisible (per the spell *invisibility*) and can cast *detect evil* and *detect magic* at will. These creatures all have infravision with a 60-foot range. Each can regenerate 1 hit point of damage per round (as with the *regenerate* spell) and pass this ability on to their masters no more than 10 feet away. Familiars all use their magical abilities as if they were 21st-level wizards.

If a familiar ever falls to 0 hit points, its body on the Prime Material Plane is destroyed, and its life-force returns to its home plane. The character whom the creature served will not be granted another familiar for at least one year and suffers the permanent loss of 1d4+1 hit points due to the shattering of the mystic connection upon the familiar's death.

Habitat/Society: The familiars of Mystara serve their masters out of either choice or duty, depending on the reason they were sent to the Prime Material Plane. In most cases, a familiar allows a wizard to bind it into service with a *find familiar* spell. Unlike most such creatures, however, Immortal familiars often choose their masters carefully, either searching out a wizard of the proper alignment who is trying to summon a familiar, or even presenting themselves to a chosen wizard and telling this character to cast the spell. A completed spell binds Immortal familiars just as it would any other familiar.

Certain high-level wizards have been known to bind an unwilling familiar to their service; only a few know the exact method to perform such a binding. This very risky procedure involves long, dangerous, and costly magical operations and produces a weaker bond than if the candidate were willing. If such a familiar ever escapes its magical bindings, it will focus all of its abilities on punishing its former captor.

Once per week, a familiar may use its special Immortal knowledge and insight to help its master make an important decision. The aid it gives equates to that of a *commune* spell.

Ecology: Although in their Immortal forms, familiars do not need sustenance, while on the Prime Material Plane they need

rest, food, and drink to survive, just like nonmagical creatures.

Familiars can speak, but rarely choose to communicate with anyone except their masters. They normally assist their masters in all manner of tasks, from magical experiments to epic quests. Their special abilities make them adept at spying and scouting enemy camps. Because of the harm a familiar's death inflicts on its master, wizards seldom use them as guards or warriors.

Familiars make their homes wherever their masters live, and the two seldom stray far from each other.

Aryth

Aryths have the most unassuming appearance of any familiar. These tiny humanoids (1 foot tall) have bright green eyes and translucent skin the color of black pearl. The aryth's long tail and delicate wings seem thin almost to the point of invisibility.

An aryth can polymorph into either a spider monkey or a sparrow (per the spell *polymorph self*). In combat, the familiar attacks with its tail, which contains hundreds of tiny soporific stingers in its tip. Anyone struck by the tail suffers 1d4 points of damage and must make a successful saving throw vs. spell or fall asleep for 2d4 rounds.

The amazingly perceptive aryth can cast *detect lie* at will. In addition, it can use a *protection from evil 10-foot radius* spell three times per day. An aryth never willingly serves a master not of good alignment.

Bogan

The tiny bogan has sharp, humanoid features. Its skin and four petite wings bear the mottled blue-green hue of the dragonfly, while its short, scaly tail is either bright blue or green. Its eyes, large and blue, help make this creature remarkably attractive. In fact, many mortals have met their doom after becoming infatuated with—then betrayed by—one of these beauties.

A bogan can polymorph into a garter snake and a macaw. In combat, it either lashes out with a tail that boasts a knife-sharp edge along two-thirds of its length or it bites with envenomed teeth. Anyone the bogan bites must make a saving throw vs. paralyzation or shake uncontrollably for 1d4 rounds (–2 penalty to attack). Bogans themselves are immune to poison.



These cunning familiars can cast *charm person* three times a day. They will talk to anyone they feel they can manipulate or hurt, occasionally even allowing themselves to be bound to good-aligned wizards in the hopes of eventually bringing about their masters' downfall.

Fylgar

Fylgars, the most attractive familiars, have large, brightly colored wings and rounded, childlike features framed by curly hair. Their long catlike tails bear a coat of pastel, soft, feathery fur. Even in harsh conditions, they wear light, gauzy garments.

Fylgars can polymorph themselves into either black cats or hawks. They have extremely quick reflexes (improving all their initiative rolls by +1), and are extraordinarily agile fliers. When attacking with their long, whiplike tails (natural form only), these familiars gain a +4 to attack rolls.

Three times a day, fylgars can cast *invisibility, 10-foot radius*, and they can use *detect invisibility* at will. They only willingly serve lawful masters; in fact, some have fallen deathly ill when forced to serve one of chaotic alignment. Fylgars despair over the vicious acts of the ulzaqs and attempt to send such creatures back to their home plane whenever possible.

Gretch

The lumpy, grayish gretch bears small, pointed horns, oversized hands, and a barbed tail. Its short but powerful leathery wings, though functional, do not permit it to fly well.

Gretches can polymorph at will into either ravens or giant rats. If not polymorphed, the creature attacks with its poisonous tail. Victims hit by the tail must make a saving throw vs. poison: Failing means losing 1 point of Dexterity per hit. They can regain lost Dexterity at a rate of 1 point per turn, starting one turn after the loss of the last point. A victim whose Dexterity drops to 3 falls unconscious and remains so until the ability score returns to at least 4. The gretch is immune to mind-affecting spells. Once a day it may cast *slow* on foes.

These familiars feel less choosy about the alignment of their masters than the other Immortal familiars do. Although they prefer to serve one of neutral alignment, a gretch will become bound to the master it thinks will make the fewest demands of it. Gretches enjoy practical jokes, so any wizard who forcibly binds one into service is well advised to keep alert, lest one of the familiar's jokes "accidentally" harms (or kills) the master.

Ulzaq

By far the ugliest of the familiars, ulzaqs possess hideous, misshapen features, scaly yellow-brown skin, and gnarled horns sprouting from their tiny heads. Their vestigial leathery wings do not permit them to fly. Ulzaqs perpetually cover themselves in mud and filth, as one of their main pastimes is diving into dirt, trash, and other forms of refuse.

An ulzaq can polymorph itself at will into a bat or frog. In normal form, the creature attacks with filthy talons and vicious fangs. Whatever the ulzaq's form, its bite wounds drain 1 point of the victim's Strength per hit (negated by a successful saving throw vs. poison). Characters can regain lost Strength at a rate of 1 point per turn, starting one turn after the loss of the last point. A victim whose Strength drops to 3 falls unconscious and cannot be awakened until the ability score rises to 4.

These familiars are immune to electrical attacks. Once per day, an ulzaq can cause confusion (per the spell *confusion*).

Petty and venal creatures, ulzaqs wallow in the misery of others. Many search out weak masters, who often fall prey to their manipulation and end up doing the familiar's sinister bidding. Ulzaqs love to torture or plague a target for weeks before causing this victim's disgrace and violent death.

Ulzaqs hate fylgars as much as fylgars detest them. An ulzaq attacks this enemy on sight, taking the time to torture the fylgar, if possible; the vicious creatures especially like to pluck the feathers from the wings of a fylgar captive. In general, they destroy the beauty in anything they see.

Familiar, Pseudo



Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special (see below)
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	Varies
Movement:	Varies
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	Varies
Damage/Attack:	Varies
Special Attacks:	See below
Special Defenses:	+2 or better to hit
Magic Resistance:	Nil
Size:	T (less than 2' tall)
Morale:	Steady (11–12)
XP Value:	Varies

A pseudo-familiar is a twisted, evil creature that appears to be a normal wizard's familiar. Called when the *find familiar* spell is cast in the Demiplane of Dread, these sinister beings confer the benefits they would normally bring to their summoners, but reap a deadly harvest in return.

Pseudo-familiars look just like their traditional counterparts (cats, toads, crows, etc.), though they appear to be even more splendid and healthy specimens than usual. Their colors are brighter, they appear robust and healthy, and their eyes gleam with intelligence.

Pseudo-familiars innately understand all human and demihuman tongues and speak telepathically with their chosen wizard and each other.

Combat: Though preferring not to engage in melee combat unless given no alternative, pseudo-familiars can attack and inflict damage as a normal member of their species (cats use claws and bite, crows peck, etc.). Because of the powerful nature of these creatures, they always have one more Hit Die than their mundane cousins (often giving them a better THAC0) and a +2 bonus to their Damage Rolls. In addition, pseudo-familiars are much faster than normal animals, making the AC of such creatures 1 point better than other animals of their type. Pseudo-familiars can only be hit by +2 or better weapons, although magic affects them normally.

The most notable power of the pseudo-familiar is a spell-like ability of *vampiric regeneration* similar to that created by magical rings of that type. This allows them to drain hit points from wounded creatures and transfer them elsewhere. Whenever the familiar or its master takes damage, the creature actuates its power. Each round thereafter, any wounded being with 30 feet of the familiar loses 2 hit points. These points are divided evenly between the familiar and wizard and added to their hit point totals until both are restored to full health. All creatures within range of the familiar, whether friend or foe, are subject to this attack. The creature's eyes glow with a weird purple light while it is using this power.

The pseudo-familiar can also use this power to drain hit points from sleeping characters, but it uses this ability only when there are no wounded ones available. This variation of the *vampiric regeneration* ability is used when the wizard or his familiar is injured, but the rest of his companions are in full health. This attack is much more difficult and drains hit points at a rate of only 2 per hour. Those losing hit points in this manner suffer no obvious wounds, though their sleep is restless and full of nightmares. Upon awakening, victims feel sore and unrested, though they may not realize until later that they have sustained injuries. The creature can cause damage night after night, draining and exhausting the members of a party a little at a time without being discovered.

If the wizard learns of the harm being done to his allies and takes no steps to prevent it, he must make a powers check. The chance of failing this check is 1% per hit point the familiar drained that round. A new check must be made each round.

Habitat/Society: Pseudo-familiars live to control their alleged master and kill his companions. Over the course of his time with the familiar the wizard gradually loses the ability to distinguish between his own desires and goals and those of his familiar. To simulate this, the familiar's so called master must make a saving throw vs. spell every fortnight or fall under the creature's control. A cumulative –1 penalty is applied to this save for every fortnight after the first.

Separating oneself from a pseudo-familiar is not an easy thing. The link between master and servant cannot be broken through use of a *protection from evil*, *remove curse*, or a similar spell. As a rule, nothing less powerful than an *atonement*, *dispel evil*, or *banishment* spell will suffice to free the wizard from his burden.

Of course, it is possible to attack and even kill the familiar, but the risks involved for the wizard (see the *find familiar* spell) make this a dangerous proposition at best.

Ecology: Pseudo-familiars sustain themselves on the hit points they absorb from other creatures. While they need no other nourishment, they do sometimes nibble at the foods their normal counterparts enjoy. These creatures never sleep, keeping a watchful vigil over their masters throughout the night.

Familiar, Undead

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	7
Movement:	9
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1–4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	T (2′ or less)
Morale:	Elite (13–14)
XP Value:	1,400



An undead familiar is a sinister being that is created whenever a wizard is directly responsible for the death of his own familiar. By betraying the mystical bonds that link the spellcaster to his companion, the wizard brings into existence a vile creature that seeks only to destroy him.

Undead familiars appear as horridly bloated, rotting versions of their living forms. They may be missing eyes, ears, or other parts, and any wounds that they sustained in death are agape and infected. They move stiffly, as if rigid with death, and the stink of corruption hangs about them. Their eyes gleam with a feral light and evil hangs in an almost palpable aura about them.

The creature's only form of communication is a telepathic cry that constantly invades its former master's mind. So unnerving is this sound that it prevents sleep, disrupts spellcasting, and has driven more than one wizard over the brink of madness.

Combat: Undead familiars avoid combat with any creature other than their former master. If prevented from reaching their preferred target or forced to defend themselves, these foul creatures will employ the attacks that they did in life. In addition to the damage caused by the creature's normal forms of attack, anyone injured by the undead familiar must make a saving throw vs. poison or contract a debilitating disease (as described in the *cure disease* spell). The former master of this terrible creature suffers a –4 penalty on this save.

Once the undead familiar reaches its master, it will attempt to meets his gaze. If this happens, the agony that the creature felt when it died and the shock of its betrayal bombard the wizard's mind through the mystic link they once shared. At this point, the mage must attempt a saving throw vs. spell. A successful save requires the character to make a fear check while failure indicates that the wizard must make a horror check. If the roll not only fails but is a natural "1," the wizard must make a madness check. The power works only against the undead familiar's former master.

Undead familiars cannot be turned by a priest and are immune to the effects of holy water, holy symbols, or other forces that normally harm undead. The power that animates them is the guilt and remorse of the wizard, not the negative material plane or any related region. As such, they are not undead in the traditional sense of the word and have few of the vulnerabilities normally associated with such creatures.

Undead familiars are immune to all *sleep, charm, hold,* and cold-based spells. They cannot be affected by poisons, paralyzation, or disease and are immune to damage inflicted by non-magical weapons.

Any wound that causes an undead familiar to fall to 0 or fewer hit points seems to kill it. The creature is as relentless as a revenant, however, and even incineration or other means of destroying the body will not rid the wizard of this enemy. Within a fortnight, the creature will return from the mists to seek vengeance for the betrayal it suffered.

If the mage is slain by his undead familiar he will rise again as a ghoul and the familiar will die, finally being freed of its undead existence.

Habitat/Society: Undead familiars exist only to wreak vengeance on their former masters. The bond that tied the pair together has been twisted into a corrupt union that neither can escape—except through death.

Only the death of the wizard will satisfy the creature's hunger for retaliation. If the creature's master manages to escape from Ravenloft, it will lose its obsession with him and begin stalking the nearest wizard. That wizard need not fear the familiar's gaze and can rid himself of the thing simply by killing it. At that point, the familiar will not reappear. Should the creature's former master ever return to the Demiplane of Dread, however, the wronged animal will rise again.

Ecology: Undead familiars are not natural creatures. They consume nothing to sustain themselves and produce no useful products.

CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	100% (see below)
SIZE:	T (1-2' tall)
MORALE:	Steady (12)
XP VALUE:	2,000

The faux faerie has a mission and goal to its life: to misdirect and lie to as many creatures as possible. It is quite happy in its life's work, and delights in finding new and novel ways to lie and mislead others. It has almost no powers of its own, but its special form of magic resistance makes it seem as if it has great magical powers.

Because it is essentially a magic-based creature, the faux faerie can appear to those who view it as one of almost any number of fairy-like creatures, such as sprites, brownies, pixies, leprechauns, or woodland fairies. It will generally take the form of whichever type of fairy-creature is most common to the locale in which it is currently travelling. The faux faerie is an excellent mimic, conversant in all of the languages of the creatures it portrays, and is virtually impossible to detect as an imposter, except that it does not possess the innate magical powers and natural abilities of the creatures it poses as. Thus, for example, it can appear and sound like a leprechaun, but cannot play the magical tricks that come so easily to such creatures.

The faux faerie spends its day changing trail markers and sign posts, creating false and circling trails, and giving inaccurate directions and information to passersby. It will even create trails to areas in which such natural dangers as quicksand, rockslides, and dangerous pits abound. It is a congenital liar, but crafty in mixing lies, half-truths, and partial truths, so as to misdirect and confuse without its lies being noticeable or obvious. Once having led someone astray, the faux faerie will often follow behind them at a distance to laugh at their plight, sometimes changing form to encounter them yet again.

Combat: The lies and deceit of the faux faerie are one of its most potent weapons, and more than one adventuring party has been misdirected to its death by these pernicious little creatures. But the most unusual feature of combat with these strange creatures is their complete and special magic resistance, which gives them total protection from all forms of magical spell attack. An invisible aura of absorbent and reactive magic surrounds them so that when a spell is cast upon them, the spell is itself absorbed into their aura, where it joins dozens of other spells, circling the faux faerie in a magical frenzy. If the aura is "full" at the time a spell is cast upon the faux faerie, the spell is still absorbed, but a random spell captured earlier is expelled from the aura back toward the caster of the spell upon the faux faerie. This can happen multiple times in the same round and cannot be disrupted by any physical attack. Thus, without components or motions of casting, a faux faerie may appear to have great innate magical abilities, as it will cast out in any round the same number of spells which may be cast upon it that round, without suffering spell disruption by any means.

If a faux faerie is burnt in its dormant state (see Habitat/Society below), the results can be disastrous, as the aura is disrupted and all of the stored spells are released at the rate of six per round until the aura is fully emptied or the burning of the faux faerie is put out.

The number of spells which can be held by the aura of a faux faerie ranges from 24 to 48, and does not change over the life of the faux faerie. Until the aura fills, spells are merely captured by it, and no spells are expelled in return. Once full, the aura captures and randomly expels spells on a one-for-one basis. The spells absorbed and expelled may be either magical or clerical in nature and are not limited by school or discipline. The spells which a faux faerie has stored in its aura would normally include a variety of spells which might have been cast upon it (by both friendly and unfriendly parties), including such spells as *know alignment, charm, magic missile, lightning bolt*, etc.

Habitat/Society: During daylight hours, the faux faerie goes about its novel business, snacking on berries and nuts. An hour before dusk, the faux faerie will seek out a suitable fallen branch or log, three or four feet long at most, into which it melds itself for its night's rest, and becomes a part of the wood itself—much as a dryad will meld into her host tree for rest and replenishment. The faux faerie remains in the wood until an hour after dawn. When infused with a faux faerie, the wood of the branch or log will take on an extremely faint blue glow from the dweomer of the magical aura of the faux faerie. This glow, which is indistinguishable from the blue fox fire glow which sometimes occurs in naturally decomposing wood, cannot be seen at all if it is still light or dusk or if there is a light source (e.g., torch, lamp, lantern, or *continual light* gem) in use when the wood is viewed. Thus, gathering wood for a fire at dusk can be a risky proposition if a faux faerie is about. If the wood infused with a dormant faux faerie is burnt, the faux faerie will take normal damage from the fire, and its aura is explosively disrupted as described above.

If, however, the wood containing the faux faerie is chopped or cut (and not burnt), only six random spells will be discharged. Two faux faeries will emerge from the pieces of wood that morning, each with half the hit points and half the stored spells of the original faux faerie. They will remain in this immature stage for two weeks, after which their hit points and spell capacities will double. This is the only known means of procreation for the faux faerie.

Ecology: A faux faerie can be a formidable storage battery for high-level protective and healing spells, or even for offensive spells. If captured before its aura is full, the faux faerie can be "fed" whichever spells are desired. For example, a cleric could cast several high-level cures on the faux faerie until its aura was filled or nearly filled with such spells. This would allow any spellcaster to receive such a cure during battle by casting a low-level spell on the creature, receiving the expelled spell in return. Obviously, there are many risks involved. First, the hazards of trying to determine whether or not a faux faerie's aura is "full" should be obvious, as well as the effort involved in capturing the creature. Second, as low-level spells are cast upon it to discharge the stored spells, the odds increase that one will not receive the hoped-for spell in return. And finally, faux faeries are not at all fond of being treated like storage batteries, and will do their utmost to escape from any such situation.

Feathered Serpent



Climate/Terrain:	Tropical lands and subterranean
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Highly (13–14)
Treasure:	X (E)
Alignment:	Chaotic evil
No. Appearing:	1–3
Armor Class:	7
Movement:	12, Fl 24 (C)
Hit Dice:	2 + 2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1–3
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (15′ long)
Morale:	Steady (11–12)
XP Value:	650

Feathered serpents are evil creatures with a snakelike, winged body and a human head. These scaled, feathered predators prefer warmer climates and favor underground lairs. They have been encountered in such disparate locales as Har'Akir and Sri Raji.

Feathered serpents grow to an adult length of 15 feet, with a wingspan that may reach 25 feet. Their otherwise human-looking faces feature bright, compelling, lidless eyes of a luminous blue-green or gold. Their serpentlike bodies are covered with glittering scales that vary in color from azure to emerald green. Their wings and tails are covered with brilliant, graceful plumage similar in color to their scales. Unlike normal snakes, they secrete an oil that makes them slick to the touch but has a pleasant, delicate odor to it.

Their voices are seductive and euphonious. In addition to their own language, they speak the common language of the domain in which they live and can communicate with all manner of serpents.

Combat: Feathered serpents delight in setting clever traps and alarms about their lairs. These are intended to slow those entering the serpent's den and to give warning of their approach, but not to kill or seriously injure the intruder. That is a delight that the creature reserves for itself.

Feathered serpents fight only when they feel they have no chance of capturing or charming opponents to make into slaves. They are not stupid, and will not remain in a losing battle if provided with a way to escape.

Whenever possible, feathered serpents will attempt to use their mesmeric gaze on newly encountered prey. By slowly weaving back and forth while staring into the eyes of their victims these terrible creatures are able to *charm* a potential enemy. The feathered serpent cannot attack or cast spells in any round that it employs this power, but it may attempt to mesmerize as many as three enemies, provided they are fairly close together.

Should combat become necessary, these creatures will generally seek to use their magical abilities to disable dangerous foes before moving in for the kill. They can memorize any two first level spells from the illusion/phantasm school, but favor the *audible glamer, change self,* and *phantasmal force* spells.

When they finally close for combat, feathered serpents attempt to bite their enemies. The needlelike fangs of the creature inflict 1d3 points of damage. In addition, anyone bitten by the snake is injected with a poison that requires the victim to make a saving throw vs. poison or fall asleep for 2d4 rounds. When the effects of the toxin wear off, victims are off-balance and woozy for two rounds, suffering a –2 penalty on their Attack, Damage, and saving throws during that time.

Habitat/Society: Though feathered serpents are solitary creatures, a mated pair will sometimes occupy a large lair. If three are found together, they will be a mated pair and an offspring who has half the normal number of Hit Dice and no special abilities except a poisonous bite.

Though they prefer to dwell underground, they may also be encountered in old ruins or even shallow caves. In some places, they have managed to make their way into the cities of men and assemble a cult of followers who believe them to be divine in nature.

They take great delight in keeping a few *charmed* slaves to build their traps and use as food when times are lean. These slaves will come to the defense of their master if it is threatened. The followers of a feathered serpent are usually normal humans, unskilled in fighting or the use of weapons, but will occasionally include an adventurer or spellcaster.

Feathered serpents may also cooperate with a hebi-no-onna (snake woman), acting as favored servants or guardians for her and receiving choice treasure, food, and a protected lair in return. Though not usually the instigators of the cults that hebi-no-onna build around themselves, they are instrumental in helping gain recruits and dissuading authorities from looking into the cult's activities too closely.

Ecology: The scent glands of a feathered serpent can be used to make a rare, exotic perfume. Those who adorn themselves with this cologne effectively increase their Charisma score by 1 point for 24 hours or until it is washed off with water.

Feeblestar

	Normal	Kuo-toan
CLIMATE/TERRAIN:	Deep ocean	Kuo-toan Communities
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Colony	Breeding Farm
ACTIVITY CYCLE:	Any	Any
DIET	Omnivorous scavenger	
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE TYPE:	Nil	Nil
ALIGNMENT	Neutral	Neutral
NO. APPEARING:	2d4	6d10
ARMOR CLASS:	8	8
MOVEMENT:	1	1
HIT DICE:	1 hp	1 hp
THAC0:	20	20
NO. OF ATTACKS:	0	0
DAMAGE/ATTACK:	n/a	n/a
SPECIAL ATTACKS:	Mental control	Enhanced mental control
SPECIAL DEFENSES:	Nil	Tight grip
MAGIC RESISTANCE:		Nil Nil
SIZE:	T (4" diameter)	T (8" diameter)
MORALE:	Unreliable (2)	Unreliable (2)
XP VALUE:	15	35

Feeblestars are small, five-legged starfish found only in the deeper parts of the ocean. Gray-green in color, they are about four inches in diameter from leg tip to leg tip when fully grown.

Combat: The normal feeblestar poses little threat to most marine life other than deep-sea mussels and clams. On shellfish, however, the feeblestar feasts well. Like other starfish, the feeblestar wraps its five legs around the shells of its prey, but rather than solely using brute strength to pry the shell open, the feeble star produces an enzyme that substantially weakens the creature inside. After a time, the feeblestar is able to much more easily pry the shellfish open and feast on the animal inside.

Habitat/Society: Normal feeblestars can be found in large colonies that inhabit the deeper levels of the ocean floor, feeding on the same clams and mussels that other starfish do. They are not as large or colorful as some other starfish, but this perhaps spares them from being consumed by predators, which prefer the feeblestars' more brightly-colored cousins.

Ecology: The normal feeblestar is a natural creature of the deep oceans, existing as a part of the food chain there. Feeblestars reproduce as other starfish do, and they can survive the loss of one of their limbs, regrowing it in time.

Kuo-toan feeblestars

The kuo-toa long ago discovered the useful properties of feeblestars and began breeding them in special farms in their communities. The kuo-toan feeblestar has been magically modified so that it is larger, approximately eight inches in diameter when fully grown. In addition, this magic has resulted in a variety of feeblestar that has a much more potent enzyme, which is quite useful to the fish men as explained below. Depending on the size of the kuo-toan community, as many as sixty feeblestars—both adults and the much smaller adolescent varieties—can be found in the breeding cages at any given time.

The enhanced enzyme of the feeblestar affects more than just shellfish; it is strong enough to affect any creature of up to Medium size that fails a saving throw vs. poison. First, the enzyme weakens the victim with an effect identical to the 2nd-level wizard spell, ray of enfeeblement. Thus, the victim suffers from a Strength reduced to 5, with a -2 penalty to attack rolls and a -1 damage roll penalty. In addition, the enzyme secreted by the kuo-toan feeblestar creates an effect identical to the 4th-level wizard spell, emotion, specifically the sense of *hopelessness*.

The kuo-toans use their special breed of feeblestar when they go raiding for slaves in the territories of their enemies, finding that the feeblestars make their captives very docile and easy to control and transport. Attaching the feeblestars the to back of the necks of their new captives, they weaken them sufficiently to render them ineffective in combat. As well, the sense of hopelessness caused by the feeblestar makes the slave submit to the demands of their captors without any ability or desire to resist.

Prying a kuo-toan feeblestar from the neck of a victim kills the feeblestar, and the effects of its enzyme wear off 1d4 turns after removal.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	6-48
ARMOR CLASS:	7
MOVEMENT:	3, Fl 12 (C)
HIT DICE:	2+2
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 hp
SPECIAL ATTACKS:	Air deprivation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Unreliable (3) + special
XP VALUE:	270



Feesu are large, space-going moths that travel in swarms that are a great nuisance to space travellers. Many spelljamming sailors consider them bad luck, with good reason.

A flock of feesu appear as a mass of giant moths bathed in a sphere of soft phosphorescent green light. Individual feesu look like groundling moths. Like all moths, feesu are attracted to light.

Combat: Feesu are not known for combat, though as explained below, combat seems to follow them! However, if provoked by repeated attacks against the swarm, a moth attacks with tiny jaws that cause 1 hp damage. Since the feesu's bodily fluids are phosphorescent, the wound glows eerie green for 2d12 hours.

Feesu save at −2 vs. fire attacks. Due to their soft bodies, blunt weapons are ineffective against them, but edged weapons do +1 hp damage.

The feesu's most insidious attack is unconscious. Since they require air to survive, their wings trap and store air. Thus, when feesu leave a spelljamming ship, they inadvertently pull away one day's worth of air per feesu that escapes.

Habitat/Society: The feesu travel in tight swarms that hold a thick globe of air, enough to allow survival for 1d10 weeks. They refresh this air by swooping down on spelljamming ships and flying off.

The feesu instinctively seek sources of bright light, perhaps to recharge the phosphorescent glow in their bodily fluids. Hence they fly headlong toward any major light source, including blazing suns. After one turn within 5' of a bright light source such as any form of *light* spell, lantern, or light-producing magical item, the feesu is "recharged" for 24 hours.

During this recharging period, the feesu swarm, the air around them in a 10' radius glowing with the intensity of bright sunlight. If a character tries to drive off the swarm by waving a weapon or shouting, the swarm makes a single morale check. Failure makes the swarm take wing, but they hover within 120' of the light with the patience of the single-minded, lingering for days until recharging.

The problem with the feesu swarm is that its glowing cloud near the ship creates a signal beacon for monsters and raiders. The likelihood of an encounter in this situation increases to 10%. For this reason, Pirates of Gith (see the first SPELLJAMMER™ Monstrous Compendium) and other raiders find the feesu useful, since their tell-tale recharging glow often means a ship is nearby. This may contribute to the superstition that feesu bring bad luck. Curiously, the Aperusa (q.v.) consider the feesu good luck.

After 24 hours, the feesu's glow slowly fades to a dim flicker inside its translucent, sickly-green body. Feesu do not suffer if they cannot get recharged. But in this condition, the swarm insists on getting light, and their morale increases to Fanatic (18).

Feesu cannot be trained, though communication is possible via magical spells. From there, the caster's negotiating skills determine whether the feesu cooperate.

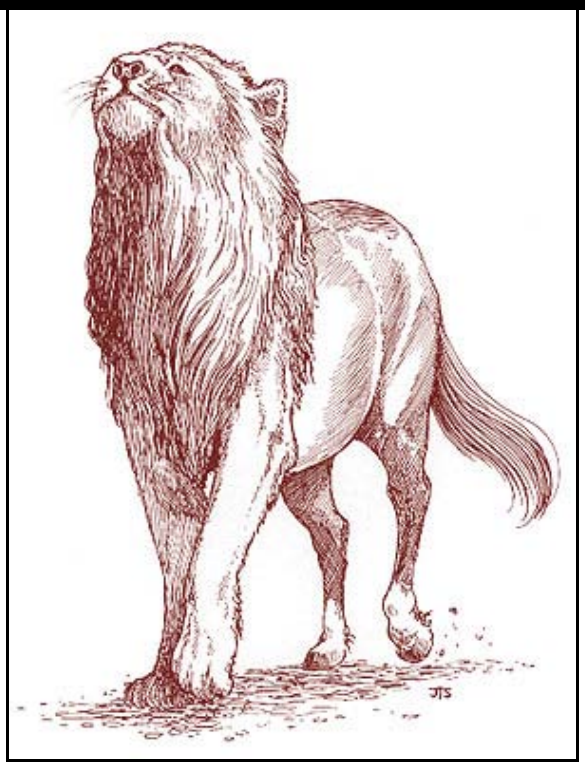
Ecology: Feesu lair in the shattered hulks of space wrecks. The gravity of planets makes them uncomfortable, for it inhibits their flight. Feesu do not collect treasure.

Feesu lay 10d10 eggs every three months. Though most of these egg-laying activities occur in the safety of their lairs, feesu are not particular, occasionally laying eggs in out-of-the-way corners of spelljamming ships.

The feesu's bodily fluids are sometimes used to create a phosphorescent pigment. When exposed to a strong light source, the paint glows with the strength of a normal *light* spell for one hour. Spelljammers find this useful for travel in the phlogiston. Tinker gnomes, never known for doing things the easy way, trap feesu in elaborate cages and use the moths themselves for light while in the phlogiston.

Feliniquine

CLIMATE/TERRAIN:	Temperate steppes
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Kick
SPECIAL DEFENSES:	+1 bonus on surprise rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Steady (11-12)
XP VALUE:	270 (420 w/Legacy)



These half-feline and half-equine creatures have the head and front claws of a lion and the hindquarters of a horse. Most are colored like lions, though spotted specimens (appaloosas) are not unknown. Some even have equine markings such as a white mane and paws or a blaze down the nose. Completely black specimens are rare, but not impossible to find.

Feliquines are intelligent enough to understand commands, though they do not always choose to follow them. Often, a feliquine's strong independent streak will cause it to ignore orders. The only truly "tame" feliquines are those bonded to Beast Riders. Feliquines communicate through growls, purrs, hisses, and body language.

The Red Curse: Feliquines occasionally gain Legacies, but they do not need *cinnabryl* to ward off Affliction.

Combat: Wild feliquines hunt in prides, groups that consist of one or two males and several females. Generally, the females herd prey toward a waiting male, who attacks with fang and claw. Females are quite capable of bringing down their prey, and sometimes they simply attack if the prey refuses to be herded.

A bonded feliquine mount usually protects its rider, though it seldom attacks with its claws while being ridden. A feliquine mount fiercely attacks with both claw and bite when its rider is down. Bonded mounts have even been known to gently lift severely wounded riders and carry them to safety.

Feliquines can also kick with their rear legs, inflicting 2d6 points of damage. Wild specimens attempt this only when cornered, but bonded mounts are usually trained to do so in combat. If stationary, a feliquine can kick out with its rear legs, but not in the same round that it uses its front claws.

Feliquines are rarely surprised, able to sense the approach of almost any danger. They gain a +1 bonus on all surprise rolls.

Habitat/Society: In the wild, feliquines roam the steppes in prides, hunting mammalian prey. Horses have become a favorite quarry since their introduction to the Savage Coast, but other herd animals are also commonly hunted. Feliquines have been known to attack goblinoid villages in times of famine, but they seldom attack humans or demihumans and never rakastas.

Bonded feliquines are usually born in the wild and live there about a year before a prospective Beast Rider will approach, seeking to form a bond. Some feliquines are receptive to these attempts, while others are not. In any case, the creatures will bond only with rakastas and, occasionally, elves.

Once bonded, a feliquine goes to live with the Beast Rider and his nomadic tribe. These animals are treated very well, hunting with the tribe and sharing its food. Beast Riders periodically release their bonded feliquines back into the wild to hunt and mate. If they do not do this, the feliquines become uncontrollable.

Wild feliquines mate within the pride, producing one or two cubs each time. Bonded feliquines must attract a mate from a pride, which often entails fighting. Cubs born to bonded feliquines are released to be raised by wild prides.

Ecology: The feliquine is a dreaded predator, powerful enough to earn a place near the top of the food chain. Because of their Intelligence, feliquines have sense enough to move on when prey becomes scarce.

Feng Huang

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Herbivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	B, H, U, Z
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	- 4
MOVEMENT:	12, Fl 48
HIT DICE:	22
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (100')
MORALE:	Fanatic (17)
XP VALUE:	24,000



The feng huang, also known as the oriental phoenix, is perhaps the most magnificent of all feathered creatures. It is aloof, arrogant, and self-absorbed, fully cognizant of its own great beauty and awesome power.

The feng huang resembles a normal phoenix, but it has a shorter bill and neck, and larger wings. It averages 100 feet long from bill to tail, with a wingspan nearly twice the length of its body. It has a finned tail like that of a fish and a multi-colored crown. Its feathers are blue, red, green, yellow, and orange. Black and white stripes run the length of its belly. Feng huang can speak all human languages as well as those of all feathered creatures. Their voices sound like flutes.

Combat: Feng huang prefer to avoid combat, but are extremely aggressive if attacked. Though they can attack with their beak and front claws in the same round, feng huang prefer to attack with spells. They can cast *fireballs* twice per round and *flame lightning* once per round, but must make successful "to hit" rolls. The *fireballs* cause 2d10 hit points of damage and are +4 to hit. *Flame lighting* is a bolt of fire 50 feet long that inflicts 3d10 hit points of damage. The feng huang's most destructive attack is *fire storm,* which it can cast twice per day. The *fire storm* affects an area 1 mile square and 100 yards high, as if cast by a 20th level wizard. It can also cast *fire quench* twice per day affecting an area twice the size of its *fire storm.* It can cast *affect normal fires, control temperature in a 100-foot radius, animate fire* once per round; *fire shield, fire seeds, heat metal, produce fire, pyrotechnics, fire rain,* all three times per day; *wall of fire, melt metal, incendiary cloud.* all once per day. All spells are cast at 20th level. It can *plane shift* and *turn invisible* at will.

It automatically *detects charms, evil, magic* and *alignment* an continually radiates *protection from evil* in *a 100-foot radius.* The feng huang can spread its wings to *dispel illusion* or *dispel magic.* It can be hit only by + 3 or better weapons. Its dance expels and drives away evil spirits as a 40th level caster, and this is effective against all but the most powerful of entities, such as one contained in an artifact or relic. If reduced to 0 hit points or less, its remains convert to a jade-like egg from which a new feng huang arises in 3d10 days.

Habitat/Society: Feng huang rarely appear in the Prime Material plane, making their lairs in alternate planes of existence, usually far away from other creatures. They build elaborate nests of spun gold and silver in the tops of gigantic wu t'ung, ornamental trees with bell-shaped white and brown flowers. Feng huang love treasure, especially gem stones of all kinds. Female feng huang lay one egg annually, but there is only a 1% chance that any given egg will hatch.

The appearance of a feng huang is variously associated with good fortune and disaster, owing to the creature's unpredictable nature. Tales are told of feng lung guiding lost ships to safe ports, then setting the ports afire before returning to their home planes. In the Prime Material plane, feng lung are equally at home in any climate, since they are unaffected by changes in temperature or weather.

Ecology: Feng lung are strict herbivores. They especially enjoy the seeds of wu t'ung flowers as well as stalks of ripe bamboo. They prefer to drink sweet water, such as fruit juices or streams flavored with honey. Their feathers are used in religious ceremonies of primitive cultures, though they are also coveted by collectors. Their eggs are the favorite food of certain spirit folk. Feng lung are also sought by the desperately ill, as they can *cure diseases* of any type with a touch of their wings. However, this effect is only produced if the feng lung so wills it, and they are usually reluctant to do so unless first offered a great treasure (at least 50,000 ch'ien in gold or gems).

Climate/Terrain:	Ysgard highlands
Frequency:	Uncommon
Organization:	Family
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Low to very (5–12)
Treasure:	B, M, Q, S
Alignment:	Chaotic neutral
No. Appearing:	2d4
Armor Class:	7 (4)
Movement:	15
Hit Dice:	4
THAC0:	17
No. of Attacks:	2 or 1
Damage/Attack:	1d4/1d4 or by weapon
Special Attacks:	Hurling stones, spells
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M to L (6′–8′ tall, or up to 25′)
Morale:	Elite (13–14)
XP Value:	Male: 270 Female: 175 Young: 35 Mage 1–4: 420 Mage 5–8: 1,400 Mage 9–12: 2,000 Rakka: 1,400

Also called Ysgardian trolls, the fensir are creatures peculiar to Ysgard and are completely unrelated to the trolls on the Prime. Fensir are more cultured and intelligent than the prime-material creatures of the same name. They range from hideously ugly, huge, and hulking to nearly human in size and appearance. However, even the normal-seeming trolls are very different from humans, for they live by night and dine on anything remotely edible: roots, grasses, bark, scavenged meat, and even some forms of clay.

The fensir wear the clothes of Ysgard, not crude skins or furs. Helmets, woolen hose and tunics, leather vests, leather boots, and big black rabbit-fur hats are popular among the male fensir. The women wear linen or woolen scarves, simple woven dresses, and leather shoes.

Fensir speak the languages of Ysgard, the lillendi, and the common tongue.

Combat: Fensir fight with the same weapons as the petitioners of Ysgard, preferring battle axes, spears, and broad swords. If caught unarmed, such as while foraging, they fight with their stony fists for 1d4/1d4 points of damage. Male and female fensir use very different forms of combat, described in separate sections below.

All adult fensir are susceptible to sunlight; they turn to stone if caught in daylight for more than a single round. A *sunray* spell allows them a saving throw, and they only turn to stone if they fail. However, even if they retain their form, any exposure to sunlight or a *sunray* spell forces fensir to make an immediate morale check at –4. Once transformed, fensir can only be restored by a complicated extract of mandrake root that the males brew under a new moon. This restorative extract acts as a *stone to flesh* spell on any petrified creatures, not just fensir.

Society/Habitat: Trolls are not social creatures. Each family lives more or less by itself in difficult terrain. Their homes are found in deep woods, rocky sea-cliffs, high mountains, and deserted heaths. These homes are half sunk into the earth (for warmth in winter) and usually roofed with sod, so they are difficult to spot even for those who know where to look.

Among Ysgardian trolls, each birth results in a litter of 2d4 young, and most litters contain at least one set of identical or fraternal twins (litters without twins are considered very unlucky). The twins stay together until maturity, when they seek out a second set of twins.

Fensir twins are so similar in most respects that a pair of males and a pair of females usually marry each other, rather than finding unrelated mates. Even among untwinned trolls, double weddings of sisters or brothers are common. When two sets of twins mate, the twin-bond is broken and the pair-bond takes its place. Sagas often go on about the twin-bond, but the fensir themselves don't consider it unusual or worth remarking on.

If a twin is killed by violence, magic, or poison while the second fensir still lives, the remaining twin stops at nothing to avenge the death, fighting in a frenzy with double the normal number of attacks and +2 to all damage rolls.

A solitary fensir sometimes seeks out a human mate. Although why the fensir feel such a need is a secret only they know, some believe that a Ysgardian troll without a twin cannot court a mate, and turns to humans as a substitute.

Male and female fensir have little in common and are exceptionally shy around one another. They do their separate tasks, but rarely spend much time together; some would say they lead separate lives in the same household. Again, the Ysgardian trolls don't find this unusual.

Ecology: Fensir keep to themselves, rarely interfering in the lives of others and expecting their privacy in return. The only exception to this is their fascination (some would say obsession) with the lillendi. Fensir have been known to kidnap and enslave the snake-women. Though the reason is unclear, some believe the blood of a lillend is required for the restorative potion that returns stone fensir to flesh. Ysgardian trolls are on tolerable terms with the dwarves and elves of Ysgard. They are considered wise elders by the bariaur, who often consult them on questions of herbalism, diagnosis, and treatment.

FEMALE FENSIR AND RAKKA

Female fensir rule their households, and they are the keepers of each family treasure. Fensir women are brewmasters, responsible for making beer and mead to sell to other trolls, giants, and Ysgardian petitioners. They are also weavers, trading their cloth to the Ysgardian dwarves in exchange for metal goods, such as stewpots, spears, arrowheads, tea kettles,

and cleavers. They are the providers in fensir families, for the male's hunting brings little food to the stewpot. Gathered nuts and roots provide most of the fensir diet, and they consider meat broth a delicacy. Halfling flesh is especially prized for these broths. Females are the primary protectors of the family as well, since they are strong enough to hurl large stones up to 200 yards for 2d6 points of damage.

Female fensir resemble males until they bear their first litter of young, when they become *rakka*, or devourers. Rakka increase constantly in size and weight, eventually outgrowing their house and requiring a new one. As the rakka reach heights of 20 to 25 feet and weights of more than 6,000 pounds, their children strip the surrounding countryside bare trying to sustain their mother. Rakka have 8 Hit Dice, and their fists can strike for 1d10 points of damage. All rakka die after a few years of this growth, leaving behind a widower and sometimes a second or even third litter of young. If killed in battle, a rakka can use a dying curse to *cause disease* or *madness*, affecting up to seven of her attackers.

MALE FENSIR

Male fensir are poor hunters, fair craftsmen, and exceptional cooks, preparing and blessing the food that the females and young bring in from their foraging. Slender, fast, and adept at magic, fensir men are the spiritual leaders and lawgivers of their family. Their magic includes a vast store of herbalism.

All male fensir can cast *transmute rock to mud* and *transmute earth to stones* three times per day (the latter changes earth to small, boulder-sized stones, perfect for hurling). About 75% of all males are mages of 1st to 12th level; they gain 1 additional Hit Die for each 4 levels of ability.

Those males who have no gift for the runes and signs of magic are considered unlucky are often abandoned to live solitary lives in the remotest regions. A few of these males are such exceptional herbalists that they stay with their families, brewing potions and making poultices. These herbalists create magical potions and use them to defend their families.

FENSIR YOUNG

Young Ysgardian trolls are unaffected by sunlight, which gives them wide freedom to act like hooligans. Packs of young fensir sometimes become a problem, robbing travelers, annoying animals, and vandalizing small settlements. They have 2 Hit Dice and no effective fist attacks.

THE LONG WALK

When a rakka dies, a family of Ysgardian trolls is seized by a form of wanderlust called the Long Walk. This instinct drives them from their homes into the wastes, where they roam, forage, and sometimes gather with other families. When they do form hordes, the fensir rush out of the wastes to pillage the rich realms of Alfheim, Asgard, the Moon Gates, and Vanaheim. Regardless of whether the fensir gather into a horde, they never return to their original lairs. As a result, abandoned fensir lairs are common throughout Ysgard.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Drains 2 levels per hit
SPECIAL DEFENSES:	Invisible except to victim
MAGIC RESISTANCE:	Nil
SIZE:	M (4–7′ tall)
MORALE:	Very steady (14)
XP VALUE:	3,000



Fetch are harbingers of death. Existing on the fringes of the Abyss, these creatures can only reach into the Prime Material plane through reflective surfaces, such as mirrors or pools of water.

A fetch appears to be a haggard and deathly pale imitation of the person or creature gazing into the reflective surface. If more than one person or creature gazes into the reflective surface at the same time, the fetch assumes the image of the person or creature closest to the reflective surface; if all are equally distant, it chooses randomly. The fetch never assumes the image of a person or creature taller than seven feet or shorter than four feet.

The fetch's eyes are dull and lifeless. It reflexively breaks into an evil grin when its eyes meet those of its intended victim for the first time. Its flesh is ice cold to the touch. Fetch neither breathe nor speak, although they do engage in limited telepathic communication with evil clerics of 10th level or higher.

Combat: Though fetch can gaze into the Prime Material plane through reflective surfaces, they cannot emerge into this plane until they meet the eyes of their victims. Fetch can appear in any type of reflective surface, including a mirror, the surface of a pond, or even a shiny silver tray. However, the surface must be large enough for the fetch's body to fit through. (For instance, assume that a fetch is gazing through a one-foot-diameter mirror hanging on the wall of a room at an inn. An overweight warrior enters the room The fetch assumes the warrior's image, but the fetch is now too plump to squeeze through the mirror, and the Intended victim is sate.)

A fetch is invisible to all but the intended victim, even when attacking. *True seeing* (but not *detect invisibility)* spells reveal the creature The intended victim can always see the fetch in the reflective surface. The victim suffers penalties of –2 to his attack roll and +2 to his AC. The victim's companions suffer a -4 penalty to their attack rolls and a +2 penalty to their ACs, when attacking the fetch.

A fetch attacks with an exact replica of the weapon of its intended victim; if the victim has more than one weapon, the fetch chooses one of them randomly If the victim has no weapon, the fetch attacks with its hands The fetch makes two attacks per round Each successful attack causes the victim to lose two levels of experience—roll the Hit Dice appropriate to the victim's class two times and subtract that number of hit points from the character's total, also subtracting the victims Constitution bonus for those levels. If a lost level is one in which the character received a fixed number of hit points instead of a die roll, subtract the appropriate number of hit points These hit points are permanently lost; the adjusted hit point total is now the victim's maximum. All powers, spells, and abilities associated with the lost levels are also lost.

If a victim is reduced to level 0, the fetch pulls him through the reflective surface and into the Abyss Once into the Abyss, the victim turns into a fetch. If the victim is reduced to level 0, but the fetch is killed or is otherwise prevented from taking victim into the Abyss, the victim, assuming he is still alive, becomes an ordinary person—his adventuring days are over. He can continue his career if a *wish* or *restoration* spell is cast on his behalf. If a level 0 character suffers another successful hit from the fetch, he is slam instantly, regardless of whether he has any hit points remaining. Unlike victims of other energy-draining creatures, a level 0 character slam by a fetch does not return as an undead.

A fetch can pull victims into the Abyss only through the reflective surface from which it originally appeared. If that reflective surface is destroyed, such as by shattering the mirror or draining the pond, the fetch must locate another reflective surface to return itself to the Abyss If it does not locate a new reflective surface within 24 hours, it begins to lose hit points at the rate of 3d6 per day. If it is reduced to 0 hit points or fewer, it is destroyed.

Habitat Society: Motivated by an obsessive hatred of all intelligent races of good or neutral alignment, fetch spend most of their time in the Abyss searching for portals leading to reflective surfaces in the Prime Material plane. Less than 1% of the discovered portals lead to an accessible reflective surface. New fetch are created only from victims pulled into the Abyss.

Ecology: Fetch neither eat nor drink. They occasionally engage in recreational killings of weaker creatures encountered in the Abyss. Fetch are sometimes used as assassins and aides by the gods of evil and by evil wizards.

Fetch (Myth)

CLIMATE/TERRAIN:	Desert regions
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	All times
DIET:	Unknown (see below)
INTELLIGENCE:	Highly (13–14)
TREASURE:	F (halved, no art objects)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	3
THAC0:	Nil (see below)
NO. OF ATTACKS:	1
DAMAGE:	2–12
SPECIAL ATTACKS:	Lightning bolt
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5–6½' tall)
MORALE:	Elite (13–14)
XP VALUE:	175



Mature fetch can easily pass for human except for their pale skin and the pair of 3"-long, hornlike protrusions on their heads. Fetch do most things in a human fashion. However, they are not natural denizens of the Prime Material plane. They were summoned here by mages long ago who mistakenly thought that their powers could be harnessed. Fetch have not found the Prime Material plane to their liking and avoid its inhabitants.

Originally from Baator, fetch are powerful foes. They consistently demonstrate cruel, vicious behavior and enjoy torturing or taking advantage of weaker species.

Occasionally a fetch disguises itself as a human. This rare procedure is done only when a situation absolutely demands it. Because fetch are naturally self-absorbed and vain, impersonating any other creature is considered humiliating.

Combat: Fetch can harness ambient electrical energy and focus it into a lightning bolt that deals 2–12 points of damage up to 60 feet away. This bolt also damages anyone caught between the fetch and its target. As a bolt hits each victim beyond the first, the damage is halved (roll for damage for the first target only). A fetch has natural immunity to its own electrical discharges, but the creature is not immune to the lightning attack of other fetch.

On rare occasions, a pair of fetch works in tandem, combining their lightning attacks to double the range and damage. Working together usually proves fatal for one of the fetch, as the wicked creatures inevitably turn on each other.

Because of their low movement rate, fetch always attempt to attack from afar and call for reinforcements if their victims attempt to melee. They enjoy displaying their power and sometimes unleash vicious attacks upon their own comrades to demonstrate their awesome ability.

On the battlefield, fetch often don the skins of their victims and can be mistaken for zombies. This practice is more common when fetch are pressed into duty, as they believe it strikes fear into their enemies.

Fetch disdain anything of elven origin and shun all weapons and armor. They have no defense for melee attacks and flee combat if they are unsuccessful with their lightning attacks.

Habitat/Society: Fetch are methodical and consider matters deeply before acting on them. They avoid encounters with all creatures, including other fetch, and prefer coercing and enslaving lesser creatures to fill their various needs. The intelligence and wisdom of the fetch, though high, is only a measure of the depths to which this race has descended in its vanity, greed, and passion for cruelty. Fetch have a unique language but rarely speak it to outsiders, so it is not well known to nonfetch.

Fetch live in elaborate clay and brick dwellings in the most remote desert areas. They hoard great amounts of wealth but scorn art objects created by other races, considering them crude and inferior. Tokens from the battlefield will often be found proudly displayed around the fetch's lair.

Because they are solitary, it is not known how (or even whether) fetch mate.

Ecology: Fetch originally come from Baator and have no position in the natural Prime Material cycle. Contrary to their appearance, they are not mammals and do not eat. Fetch kill with impunity and seek to destroy that which cannot be owned, used, or manipulated into service.

They have been known to share territory with blue dragons, though the relationships are tenuous, as the blue dragon is the only creature that the fetch tolerate—and only barely.

Climate/Terrain:	Forests
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1–4 (1d4)
Armor Class:	4
Movement:	9
Hit Dice:	7+1
THAC0:	13
No. of Attacks:	5
Damage/Attack:	1d6+1 (x4)/2d4+1
Special Attacks:	Grab and pummel
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (8′)
Morale:	Elite (14–16)
Level/XP Value:	2,000
Psionics Summary:	Dis 3/Sci 4/Dev 12; PS 13; PSPs 50 Att: EW, II, MT, PB; Def: IF, MB, MBk. TW
Player's Option:	#AT 3/2; MTHAC0 14; MAC 2

Psychometabolism: *Sciences* – death field, shadow-form; *Devotions* – adrenaline control, cell adjustment, chameleon power, displacement.

Psychoportive: *Sciences* – nil; *Devotions* – blink, phase

Telepathy: *Sciences* – psionic blast (mindlink), domination (ultrablast); *Devotions* – ego whip (conceal thoughts), id insinuation (false sensory input) inflict pain, invisibility, plant mind, mind thrust (psychic drain).



Feylaars are large, lumbering four-armed, apelike creatures known for their physical strength. Once hunted for slave labor, feylaars quickly demonstrated that their psionic powers made them too dangerous to domesticate.

Feylaars stand nearly a foot taller than most elves and possess the breadth to match. Four powerful arms stretch from the torso, each able to act independently of the other three. Though the creatures are capable of standing fully erect, feylaars usually move about on their legs and lower arms. Inside the feylaars' large mouths are two sets of fangs, one upper and one lower, and many sharp teeth that enable them to quickly grind and swallow flesh. When surprised, feylaars' thick, course hair is a dull gray or black, but usually the beasts use their psionics to blend with the environment.

Combat: The feylaar's first tactic in battle is to conceal itself from its target, hoping to initiate a surprise attack. Its psionic powers and natural affinity for hiding give a +2 to the feylaar's surprise roll.

Once upon its foe, the feylaar begins a relentless battery of blows from its mighty fists, and bites from its massive jaws. Each punch from a fist inflicts 2–7 points of damage, followed by a bite that inflicts 2–9 points of damage.

If both fists successfully hit in a round, the feylaar grabs the target. This grabs allows the feylaar to position its victim carefully and deliver a two-handed crush to both sides of the head, inflicting 2–20 (2d10) points of damage.

A held individual can take no action requiring free arms or hands. However, each subsequent round the victim can attempt to break free by making a successful Strength roll with a –4 penalty to the individual's effective Strength.

During combat, the feylaar uses psionics to avoid damage. The creature stops its regular attacks to make a life draining touch if its hit points are particularly low.

Habitat/Society: Though feylaars assemble into general clans, their strongest tie comes from mating. A male and female bond for life, sharing a loyalty, tenuous at best, with the remainder of the clan. Every two to three years, the female gives birth, following a nine-month gestation period. Both parents help rear the infant until it reaches its adult stage, eight years later. A typical feylaar lives as long as 45 years, though females tend to have slightly shorter life spans because of the stress of childbearing.

Ecology: The origin of the feylaar is shrouded in mystery. Though their discovery is recent, their population density, especially in the Forest Ridge west of the Ringing Mountains, indicates they have existed on Athas for some time. Rumors say that a long-dead sorcerer king created the feylaar to swell the ranks of his army with soldiers that could fight without weapons. Another story suggests that the feylaars themselves wrought their second pair of arms via their psychometabolism. Such legends are ill-founded at best, but offer as much insight as any hidden truth.

Feylaars loathe captivity. They are impossible to hold for long. They can generate a death field that often takes many handlers and feeders to the grave with them.

	Feyr	Great Feyr
CLIMATE/TERRAIN:	Urban	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Loose band	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Emotions	Emotions
INTELLIGENCE:	Low (5)	High (14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1
ARMOR CLASS:	2	−2
MOVEMENT:	12	12, Fl 18 (B)
HIT DICE:	4	16
THAC0:	17	5
NO. OF ATTACKS:	1	1-4
DAMAGE/ATTACK:	1-4	2-12/2-12/2-12/2-12
SPECIAL ATTACKS:	Fear	Emotion control
SPECIAL DEFENSES:	Nil	Invisibility
MAGIC RESISTANCE:	10%	40%
SIZE:	S (2' tall)	M (7' tall)
MORALE:	Fanatic (18)	Fanatic (18)
XP VALUE:	975	13,000

Feyrs (pronounced "fears") are created from the remnants of ordinary nightmares, mixed with residual magical energies, and unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spellcasters. Normal feyrs stalk the streets at night, seeking nothing more than to create havoc. Great feyrs, on the other hand, are the combination of lesser feyrs, and may be found anywhere, though they a much rarer than the common feyrs.

Common feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is mottled and warped like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs. Massive horizontal jaws line its underside, and the forepart of the beast has 1-5 eyes, usually the color of melted gold. The feyr's hide is a sickly rainbow of shades, like light reflected off an oil slick. There are dull blues and blacks along the body, pale reds and magentas toward the head, and deathly greens and yellows along the belly.

Combat: The horizontal jaws of the feyr slung beneath its belly are the creature's prime form of attack, inflicting 1d4 points of damage for common feyrs, 2d6 points for great feyrs. The feyr does not use its jaws to eat, but rather to strike terror into the hearts of those who witness its savage and bloody attacks. Those who witness the attack of either type of feyr must make a successful saving throw vs. *spells* or be consumed by *fear* (as the spell of the same name). This *fear* acts for 1d4 rounds for common feyrs, and 2d6 rounds for great feyrs. This form of *fear* only applies when the creature attacks. Merely sighting a common feyr does not inspire *fear*.

The great feyr has an additional power that can affect the emotions similar to the 4th-level wizard spell *emotion*. The range of this attack is 100 yards, may affect a 20-foot by 20-foot area, and the intended victim must make a successful saving throw vs. *spells* at −2 or be affected. Only the negative emotions of *fear, hate, hopelessness,* and *sadness* may be cast by the great feyr. The great feyr may cast this spell and retain its *invisibility*.

Common feyrs are slain by direct sunlight, though they have no fear of it themselves, and do not seek shelter with the coming sun, nor hesitate to venture out if they are still alive after sun-up.



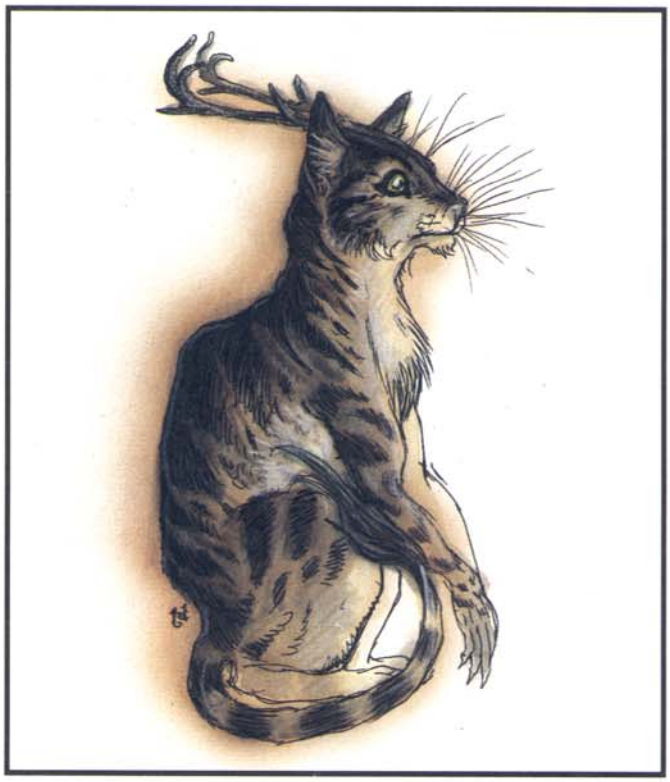
Common feyrs can use a saving throw vs. spells against sunlight created by magic spells, such as *continual light*, in addition to their standard magic resistance. Greater feyrs are unaffected by sunlight.

Habitat/Society: Individual common feyrs are slain by the morning light. There are occasions when several common feyrs combine to form a great feyr, which in addition to being immune to the effects of the sun, is much more intelligent. The greater feyr seeks to inspire even stronger emotions, which it may then use to stay alive. While common feyrs do not travel far from their point of origin, great feyrs may undertake long trips, lured by strong emotional states.

While a common feyr merely slouches through the evening shadows and fogs, looking for a collection of victims to terrorize and thereby enrich itself on their emotions, a great feyr chooses to attack while *invisible*, playing the emotions of others, heightening emotional states already present, and driving mortal beings mad with terror and fear. While the great feyr is not banished by daylight, it prefers to work at night, and seeks to retreat into a hidden lair during daylight hours, preferably some abandoned area such as an old house, cavern, or underground structure.

Ecology: Common feyrs are created by the emotions of large masses of people, and great feyrs by compilations of lesser feyrs. The raw materials for such creatures may be found in any urban settlement, and when there is additional tension in the air, the feyrs stalk at night. Cities under siege, towns divided by rivalries or civil wars, oppressed peoples, and settlements baking under a merciless summer heat are all possible breeding grounds of feyrs. Guard and watch units are usually more than sufficient to handle the common feyrs, as those feyrs attack anything that moves. But the more dangerous great feyrs must be dealt with by a wizard or similar high-level individual, who can both withstand the attack of the feyr and dispatch it.

CLIMATE/TERRAIN:	Temperate, arctic/forest, hill
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or mated pair)
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	V×2,X
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d2
ARMOR CLASS:	7
MOVEMENT:	14
HIT DICE:	2+4
THAC0:	19
NO. OF ATTACKS:	2 or 1 plus special
DAMAGE/ATTACK:	1d4 (×2) or by weapon –1
SPECIAL ATTACKS:	Control magical items
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	70%
SIZE:	M (4′ tall at shoulder)
MORALE:	Steady (11–12)
XP VALUE:	975



Feystags are often whispered of in woodcutters' tales, for their mastery over magic makes them fearsome opponents. These creatures can run on all fours or stand erect. Their limbs are clawed, they have coats of dusty brown hair, and antlers rise from their catlike heads.

Feystags can speak numerous languages as well as humans of equal intelligence, particularly those of woodland creatures.

Combat: A feystag senses dweomers of enchanted items, and it can often identify the type, specific functions, and even "strength" (number of charges, uses, or spells remaining) of a magical item with a 90% chance of success, modified as follows (choose the greatest applicable debit in any situation; debits are not cumulative):

–60% if the feystag is confused or feebleminded
–40% if the feystag is under psionic attack
+20% if used on the feystag in the last three turns
+25% if the feystag has seen an item in use

A feystag free of confusion or feeblemindedness automatically senses all dweomers within 60 feet, seeing them as auras of differing brightness. A feystag that studies an item for a round makes an Intelligence check to determine if it divines how to activate or control a property of the item. (Some magical items defy identification or have too faint a dweomer for the feystag to learn their powers—DM's call.) Note that the creature can study only one item per round, but it can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a 1-point bonus on its ability check. Feystags can study items from up to 60 feet distant.

If a feystag learns how to operate an item power triggered by force of will, silent mental command, or spoken word, it can make the item function from 20 feet away. Feystags can't control or activate items they haven't identified, and they can activate only one item per round, once, but items that operate continuously for more than a round will do so even after an activating feystag has turned its attention to another item.

The bearer of an item a feystag activates from afar can wrest control back from the creature if the item is controlled by physical means or if the bearer speaks command words. (The bearer's words override the feystag's long-range commands.) If the bearer tries to regain control of a power activated by will, his Intelligence and Wisdom must exceed 32. If the total is 29–32, the bearer succeeds, but must successfully save vs. spell or be confused for 1d6 rounds (no one can operate the item during this time if the bearer still holds it). If the total is 28 or less, the bearer can't regain control from the feystag.

The feystag's two clawed forearms can awkwardly wield one-handed weapons (–1 penalty to attack and damage rolls) or rake with its claws. It is immune to all enchantment/charm and greater divination magic, and to psionics which duplicate mind-reading and influencing effects.

Habitat/Society: A feystag is usually a solitary forager (except during its mating cycle). It habitually scouts out new territories, discovering springs, caverns, hiding places, and areas where pitfalls and snares can be set—often a feystag lair is surrounded by traps. The creature hoards magical items, delighting in their use and always trying to acquire more.

A few feystags dwell among humans in remote forest communities. They often bargain with or sell information about items brought to them, or they become sages.

Ecology: Feystags are preyed upon by all creatures who dine on deer. They are friendly with korred, centaurs, and satyrs. They prefer to eat plants (particularly mint), certain mosses, and mistletoe.

Fiend, Narvaezan

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	H, S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Fl 24 (A)
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d6/1d6/1d6/1d6/2d4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	4,000



This creature of half shadow and half substance intentionally materializes as a being of twisted features, with dark horns and squirming shadows behind it. These shadows alternately appear as a billowing cloak or large bat wings. Its strangely proportioned arms hang almost to its knees, ending in large claws. Its feet also have great, hooking claws that would impede its movement if it did not fly everywhere. The most frightening aspect of this fiend's appearance is its eyes, which burn with an evil black-green intensity always visible unless the creature is hiding in the shadows.

The Narvaezan fiend communicates telepathically but cannot select who it speaks to. It selects a range up to 10 yards, and anyone within that radius can hear what it says. The telepathic connection allows it to speak any language. The creature can choose to sound like an enticing whisper or a raspy screech.

The Red Curse: The Narvaezan fiend never acquires a Legacy or requires *cinnabryl* to ward off Affliction.

Combat: The Narvaezan fiend attacks with stealth, pouncing on a victim from behind, which negates any Dexterity adjustment to the victim's AC. The fiend attacks with all four claws and its bite each round. Once the fiend draws blood, it becomes more corporeal. In this solid state, the fiend cannot simply melt back into shadows; it must remain for two rounds without drawing more blood or try to escape by more conventional methods (such as flight). If the creature chooses to attack by swooping past its victim, it receives only the four claw attacks, but gains a +1 damage bonus (1d6+1) on each successful hit.

The fiend cannot be affected except by magical weapons, spells, and Legacies. Three times per day it can attempt either *fear*, *enthrall*, or *curse* as per priest spells, and once per day it can attempt *suggestion* as per the wizard spell. The fiend can also cast a *cure light wounds* spell on itself after three turns of concentrated thought.

Special Abilities: This creature moves only by the power of flight. Each round, it can move up to 240 feet in any direction, carrying up to 100 pounds with no penalty. With proper concentration, it can carry a maximum weight of 200 pounds, sacrificing half its speed and dropping to a maneuverability class of B.

The Narvaezan fiend must stay out of the sunlight. During the day, it is confined to the shadows of Narvaezan alleyways and buildings, or it may retreat to its shadow-lair to await nightfall. At night it is free to roam, effectively gaining a 90% chance to hide in shadows as per the thief ability.

Habitat/Society: These noncorporeal entities were attracted to Narvaez because of the negative emotions generated by religious persecution. The fiends feed off the fears, paranoia, and destructive thoughts of inquisitorsÑthe Narvaezan priests who are responsible for finding and punishing heretics. The fiends' existence fuels their burning desire to stamp out evil, which to them means rooting out heresy. Wrapped in holy zeal, the inquisitors cause fear and paranoia, utterly delighting the fiends.

To escalate the persecution, fiends use their abilities to tempt the people of Narvaez into compromising situations. They also appear before the inquisitors, tormenting them with lies concerning a secret following the fiends have among loyal Narvaezan people and priests.

Ecology: The fiend's major impact is social, tearing apart the normally strong religious underpinnings of Narvaez. The fiends care nothing about the chaos they cause; it is simply their food supply.

Lair: Narvaezan fiends create lairs from shadow substance, usually about 1000 square feet in area. The entrance is no more than a dark shadow, which the fiend can move by force of will. If hidden in an alley or other dark place, the door is nearly impossible to find. Even the special elf abilities grant no chance of recognizing the hidden entrance unless the character is actively searching for it. However, *detect magic* or *true sight* would reveal the shadow door.

Inside, the lair is filled with dark mist and shadows that automatically confuse anyone other than the fiend. To determine if the character moves in the intended direction, roll 1d8 every round. On a roll of 1 the character moves in the direction desired. The other numbers indicate that the character moves in a random direction. Distances also seem out of proportion, and all doors are considered secret doors. Inside his shadow-lair, the fiend can manipulate shadow and mist to create illusions as needed. Not incredibly detailed, these illusions appear along the peripheral vision and can be extremely distracting.

If it wishes, the Narvaezan fiend can attempt to pull someone into its lair. It accomplishes this by quietly moving the shadow door behind the intended target. If the victim is surprised and at least two of the fiend's four claw attacks are successful, the victim is pulled into the lair. No damage is actually inflicted by this attack. If all four attacks succeed, the being does not even make a sound as it is pulled within the lair. The lair cannot be moved if any creature other than a fiend is inside, so companions may search for the entrance and attempt a rescue. As the shadow-lair is considered a null-dimensional space and not of the Prime Material Plane, light, sound, and magic cannot pass through the door.

If the fiend dies, his lair immediately begins to dissipate. Anyone still inside has five rounds to vacate or be spilled out into an alternate plane of existence. The power of confusion dissipates in the first round, allowing easy access to the door. Still, those who lag behind, trying to take too much treasure, are likely to find themselves trapped.

The shadow-lair can be magically enchanted before it dissipates, allowing a wizard to save it. Following the same procedures for the creation of a magical item, including the use of a *wish*, the lair essentially becomes a large *portable hole*. Dimensions can be altered as long as the total area remains the same.

Fiend, Water Lord

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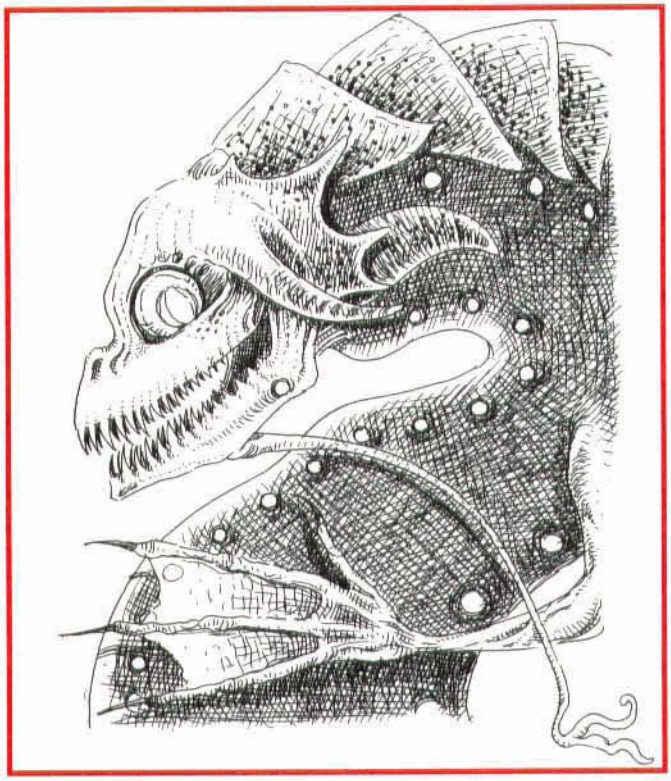
CLIMATE/TERRAIN:	Water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	25,000-50,000 gold
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	9, Sw 15
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1-8/1-8/1-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (10′ tall)
MORALE:	Fanatic
XP VALUE:	12,000



These creatures usually inhabit the watery parts of all planes, content in their power over all things of the sea. Though they have no actual magical power over other creatures, they can intimidate the undersea denizens enough that even the most unintelligent creatures are eager to serve it. They are horrendous-looking creatures, with jaws full of needle-sharp teeth. Their bulging eyes give them the appearance of constantly-leering fish with humanoid torsos.

Combat: Water lords are canny opponents, rarely giving their enemies any advantage and certainly no quarter. Since they do not believe in suffering needlessly, they send their minions forth to combat enemies. There will usually be 2d6 sharks, 3d6 sahuagin, and 1d4 ixitachitl among the minions. The fiends most often summon 1d3 water elementals to fight for them. As long as the minions continue the attack and the fiend itself is not threatened, it will allow its assistants to fight by themselves.

A water lord can breath a blast of boiling water three times per day, in a cone 25 feet long with a 10-foot-diameter base, causing 3d10 points of damage. They also have claws on both hands that they are able to use every turn, along with a fierce bite.

Electrical attacks, if they reach the water lord, inflict full damage. However, due to his nature, such attacks will reach the fiend only 50% of the time. The other 50% will rebound on the caster, causing full damage. Fire-based attacks cause double damage if the fiend has left the water, but none if the creature remains fully immersed.

Water- and cold-based attacks cause absolutely no damage to the water lord. In addition, any water elementals sent against the fiend will not attack it. Indeed, the water lord has a 50% chance of wresting control of water elementals from their summoners, as long as the water elementals have approached to within 100 feet of it.

Habitat/Society: Water lords work alone, and no more than one is ever encountered at a time. They are very territorial and will not allow other powerful creatures over whom they have no sway to establish themselves nearby. This includes such beings as sea dragons or colonies of aquatic elves.

Water lords, once they have established their territory, will not stray very far from it. They like to protect what is theirs, and they won't meddle in other things outside their territory. A water lord's territory typically includes a 25-mile-diameter circle, at the center of which is the fiend's palace. Its palace can be a marvel of undersea engineering or a simple hole in a coral reef. If the fiend has not established his territory, however, he can be a terror to shipping in the area, destroying boats at a whim. An incredible (and very rare) sight is two of these fiends fighting over a specific area.

Ecology: Casters are advised not to attempt the summoning of a water lord. Because they are nasty-tempered and have a tendency to break free of the bonds imposed by spellcasters, the risk inherent in summoning is not worth the potential payoff. There is a 20% chance that a summoned water lord fiend will ignore the wishes of the summoner, kill him, and rampage on his own until such time as the fiend wearies of the Prime Material.

Until that time comes, the fiend can amass considerable power beneath the waves, creating considerable havok in the area. It is unknown why the fiends do this, since they rarely take their treasure back to their home plane. Once a water lord leaves its Prime Material home, its home is quickly picked clean by the undersea scavengers of the area.

They do not require conventional food or drink, drawing their nourishment from the water around them. Nonetheless, they enjoy devouring any mortals foolish enough to venture near their homes, leaving the remains outside for sharks to feed on and to warn away other curiosity seekers.

Fiend Knight

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ORGANIZATION:	Group
ACTIVITY CYCLE:	Constant (do not need rest)
DIET:	None
INTELLIGENCE:	Very (11-12), rarely higher
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	Variable
ARMOR CLASS:	10 (unarmored), see below
MOVEMENT:	12, 24 mounted
HIT DICE:	4d10 to 10d10 +
THAC0:	Variable
DAMAGE/ATTACK:	By weapon type +3 or better
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to *sleep, charm, hold* spells and illusion/phantasm spells below fourth level
MAGIC RESISTANCE:	Nil
SIZE:	M (6'+)
MORALE:	Fearless (20)
XP VALUE:	Variable

The Fiend Knights of Doom are an elite squad of warriors created from normal men by spellcraft on the part of both Ivid V himself, and Xaene, and also using mind-controlling magics crafted from baatezu relics. These servants are utterly, mindlessly loyal to the overking.

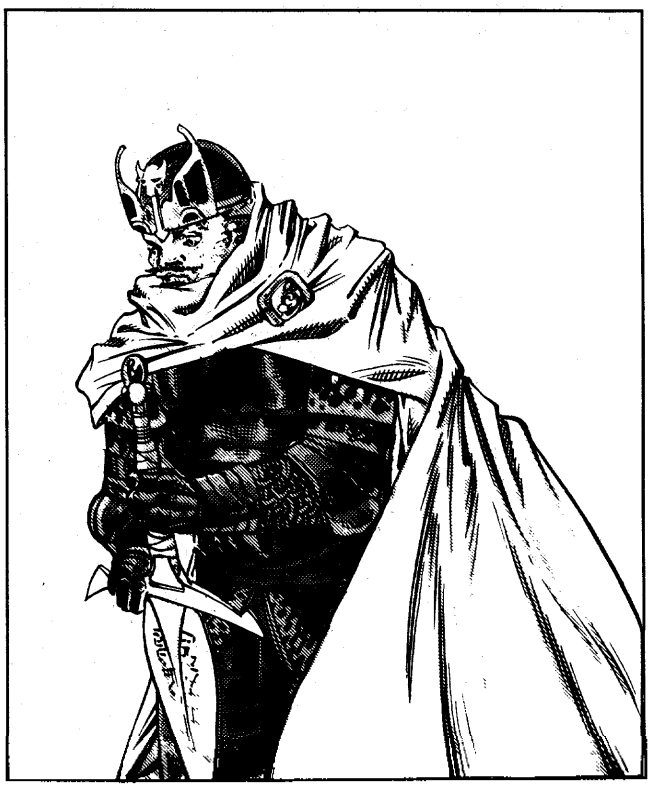
Combat: Fiend knights have the same number of hit dice as they had levels when mortal fighters. For example, a 5th-level fighter would become a 5-HD fiend knight. Nearly all fiend knights are 10th level or below, with three exceptions—leaders of 11, 12, and 15 HD. These three leaders, and some dozen others, wear fiend *plate mail* +3. Others are 5% per level likely to wear magical plate mail (roll 1d10: 1-8 *plate mail* +1, 9 *plate mail* +2, 10 *plate mail* +3), else nonmagical plate mail. Fiend knights always employ two-handed weapons, usually two-handed swords, and composite long bows. Again, they are 5% per level likely to have magical weapons (use the table above, independently for each weapon type). Leaders are always armed with magical weapons, and the 11 + HD leaders all possess powerful ones: a *two-handed sword of cold* +3 and a *two-handed sword* +3, *giant slayer.*

The fiend knights have high ability scores. All possess Strengths of 18/01 or better, and have minimum Dexterity and Constitution scores of 15. No ability ever has a score below 9.

Habitat/Society: The current composition of the fiend knights, in addition to their leaders, is approximately 80 cavalry, 20 of whom ride undead steeds, the other 60 riding normal heavy warhorses. Treat the undead steeds as heavy warhorses with immunity to *sleep, charm* and *hold* spells. These troops have heavy lances, again with a 5% chance per level for a magical lance, and they employ footman's flails in addition to two-handed weapons.

The 120 heavy infantry each carry a long spear and a variety of polearms in addition to other weaponry. They have a 2% chance per level for a magical polearm.

As currently organized, the fiend knights wear gold visors and bear a heraldic emblem etched on their armor over the heart. For cavalry, the emblem is a tan horse, and for infantry, it is a bronze baboon. The infantry are known as "The Howlers," for when they go into combat they howl and scream, hoping to strike fear into the hearts of their enemies.



Ecology: Fiend knights are not undead, and have none of their weaknesses: they cannot be turned, harmed by holy water, and so on. They are simply wholly controlled humans loyal to Ivid, created by a precursor of the malign rituals that brought the animus to Oerth. The unfeeling, "programmed" nature of the fiend knights, make them feared by all. Even Ivid's other troops hate and fear them, and loathe having to serve with them.

Figurines are very small golems that might easily be mistaken for *figurines of wondrous power* by the average adventurer. They are less powerful than larger golems, but each type has unique powers that can make them deadly foes. All known figurines come from the domain of Sri Raji and consequently reflect that land in the sorts of creatures they depict and the materials from which they are made.

Animated by the spirits of the Demiplane of Dread, they are tied to the land as are all other Ravenloft golems. Like their larger kin, they are unable to exist in any realm outside the demiplane of dread. If carried beyond the misty borders of Ravenloft, they lose their powers and become nothing more than common statuary.

Background

The origin of figurines lies with the craftsmen and scholars of Sri Raji. The potters, ivory carvers and gem cutters of Pakat, Muladi, and Tvashsti (the three cities of that domain) have long practiced the arts of carving and sculpting, creating intricate miniature figurines. Depicting tigers, monkeys, insects, and other denizens of Sri Raji's ubiquitous jungle, these small works of art are used as statuettes, decorations, and jewelry. They are generally associated with good luck, strength, wisdom, or some desired happening. Families occasionally commission such decorations as gifts to the various temples of Sri Raji in an effort to show their devotion to the gods.

It is generally believed that the first of these statues were created by a scholar known as Jawahar Zhosh, who taught at the Great University of Tvashsti. Working with local artisans, he created several types of free-standing figurines and attempted to invest them with great powers. He was successful, but in the casting of his spells he called upon magic that was forbidden to the race of man. Within a week, had been slain by the objects to which he had given life.

In time, word of Zhosh's experiments spread to others of his ilk. Attempts to duplicate his efforts followed, leading to the creation of several kinds of figurines. Though their findings were meticulously recorded and given a place among the scrolls of the university, the scholars who brought these small golems to life are deceased, all having been slain by their creations.

Common Characteristics

There are five known varieties of figurines: ceramic, crystal, ivory, obsidian, and porcelain. Each has unique abilities, but all have certain characteristics in common.

The enchantments that imbue figurines with life make them difficult to damage or destroy. As such, they can be struck in combat only by +1 or better weapons.

As nonliving creatures, they cannot be harmed by poisons of any sort. Similarly, they are immune to all types of disease, paralysis, and the like.

Figurines are immune to all manner of mind- or life-affecting magic such as *charm, sleep, hold,* or *finger of death* spells. All figurines are vulnerable to the effects of a *dispel magic.* If the caster of the spell is equal to the level of the figurine's creator, the figurine must make a saving throw vs. death magic or collapse. The creature will appear dead and will not radiate magic if a detection spell is cast upon it. However, the figurine will reanimate after a number of turns equal to the caster's level. Should the caster of the *dispel magic* be of higher level than the figurine's creator, the small golem must make a saving throw vs. death magic or be instantly slain.

Creating Figurines

Each figurine must be created with loving care and special magical spells used to bring it to life. The exact materials and spells required vary for each type and are detailed on the pages that follow.

Though figurines are smaller and less powerful than traditional golems, their creation is no less meticulous and exhausting. The process requires weeks of careful study, diligent preparation, and delicate craftsmanship. Each figurine is not only a magical item, but also a work of art that must be fashioned with the greatest care and attention in order to properly house the animating spirit. Because of the obsessive nature of the work involved, each month of labor requires the creator to make a powers check with a 5% chance of failure.

Those seeking to create figurines must possess the proper secondary skills or nonweapon proficiencies (potter, gem cutter, ivory carver, etc.) to craft the item and some means of spellcasting by which to enchant it. It is possible to employ proxies for either or both of these phases, but such individuals must be carefully watched and directed to prevent mistakes or misunderstandings.

Crafting a figurine takes one month of devoted labor. Once that is complete, the rituals to animate the body require a full month. If this process is interrupted in any way, the entire procedure must be started anew. Spells used in the creation of the figurine may come from any source, including scrolls and devices. The exact spells required for the fashioning of each type of figurine are listed under their individual entries.

Controlling Figurines

Like traditional golems, figurines have a great hatred for all living things and are kept in check only by the will of their creator. Should they escape their creator's domination, figurines will always try to kill their master and become free-willed creatures. The chance of a figurine slipping the bonds of obedience is 10% per month. The death of the creator will instantly free the figurine from control (even if he is later restored to life) as will his escape from Ravenloft.

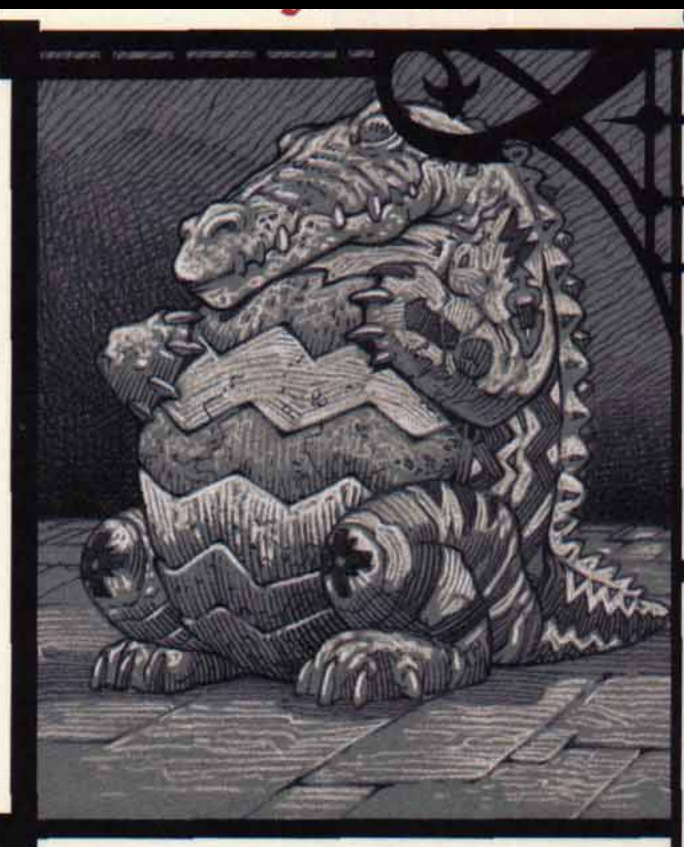
The wily creature may not immediately indicate that it is now free, lulling its creator into complacence and striking when least expected. Free-willed figurines sometimes allow themselves to be claimed by other people, and willingly serve these new masters for a time, but eventually turn against them as well.

Manuals of Figurines

Detailed instructions for each type of figurine's creation can be found in special tomes known as *Manuals of Figurines.* The most learned sages in Sri Raji claim that but one copy of each manual exists and that these dark tomes have been locked away at the Great University of Tvashsti. Still, stories are told of additional copies of these books that have surfaced in other domains from time to time. Some have even speculated that the original *manuals* were stolen long ages past and that those guarded by the Great University are frauds.

Figurine, Ceramic

Climate/Terrain:	Sri Raji
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	5
Movement:	12
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (3″–15″ tall)
Morale:	Fearless (19–20)
XP Value:	975



A ceramic figurine is a brightly painted miniature golem that might easily be mistaken for a *figurine of wondrous power*. Like other magical automatons, they are often employed as guards by their creators.

Though most often depicting an alligator or other lizard, ceramic figurines shaped like turtles, frogs, and snakes are also known. Whatever form they are given, all have a slightly rounded shape and are hollow inside.

They understand their creator's primary language, but are themselves incapable of speech.

Combat: Ceramic figurines follow the orders given to them by their masters, but have a low intelligence that imparts some cunning to them. Thus, they do not usually attack mindlessly as other golems do. Instead, they utilize some basic tactics and strategies to defeat intruders or those they have been commanded to slay. They take advantage of cover and their small size to move in close and strike without warning.

Ceramic figurines are hollow and must be crafted with a small hole in their base so they will not explode when fired inside the kiln. The master of such a creature can fill its interior cavity with acid, poison, oil, or any other liquid and then seal the hole in the base. Such a figurine can spray this liquid at a single target within ten feet. The effects of this attack will vary depending upon the nature of the liquid with which the creature was filled. A figurine can hold enough liquid for two spraying attacks.

If a filled figurine is destroyed by a melee attack, crushing blow, or similar sudden shock, it will shatter. Any liquid within it at this point will splash out, requiring all within 10 feet to make a saving throw vs. breath weapon or be affected by it.

Figurines can attack by biting, clawing, or employing some other attack appropriate to their shape. A successful Attack Roll inflicts 1d4 points of damage. Although they are fearless, ceramic figurines will only make melee attacks if they have been commanded to fight to the death. Otherwise, they withdraw to their master once they have used their special attacks.

Ceramic figurines are immune to all fire, cold, and electrical damage. They are vulnerable to *shatter* or *shout* spells, being forced to make a saving throw vs. spell or be destroyed if either of these is used against them.

Despite their delicate appearance, normal weapons cannot harm these creations. Indeed, any weapon of less than +1 enchantment will rebound from them as it would from the wall of a mighty fortress. They are particularly susceptible to attacks from bashing weapons (provided that such arms have the ability to damage them at all) taking double damage from such weapons.

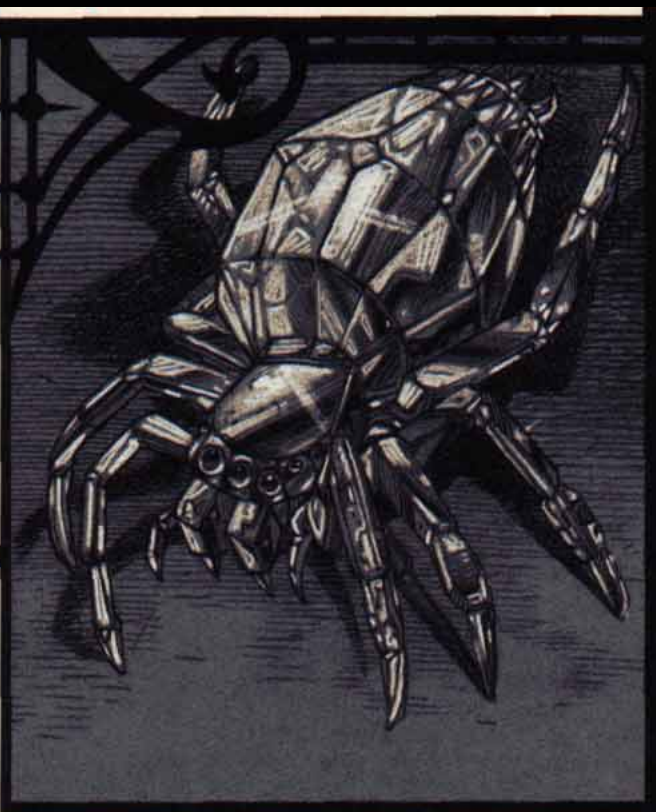
Habitat/Society: As artificial constructs under the command of their creators, ceramic figurines have no society or particular habitat. They are used to guard valuable items or places. Within the constraints of their orders, they are able to utilize basic tactics.

Ceramic figurines must be molded from clay that has been gathered from the banks of Lake Veda in the domain of Sri Raji. They must then be covered in slip (a clay and water mixture) and baked in a kiln. A colored glaze is then applied and the figurine is returned to the kiln for a second firing. When cooled, a final coat of paint is applied to bring out all the details. Once completed, the figurine is ready to be imbued with life. The spells needed for this are *animate object* and *raise dead*, or *polymorph any object* and *limited wish*.

The creator must have access to a fully functional pottery shop (kiln, pottery wheel, tools, clays, paints, etc.) in order to undertake the creation of a ceramic golem. The cost for outfitting the shop and constructing a ceramic figurine is 7,500 gp. The work takes one and a half months to complete. Additional figurines may be created for only 4,000 gp each. Any liquids to be held inside the figurine must be created or purchased separately.

Ecology: The same mysterious force that imparts a basic cunning and intelligence to the figurines leads them to hate their masters greatly. Free-willed figurines are capable of locating and ingesting the liquids they need to make themselves formidable.

Figurine, Crystal



	Crystal	Diamond
Climate/Terrain:	Sri Raji	Sri Raji
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Low (5–7)	Low (5–7)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	4	2
Movement:	9	9
Hit Dice:	6	6
THAC0:	15	15
No. of Attacks:	1	1
Damage/Attack:	1d8	1d8
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (6″ tall)	T (6″ tall)
Morale:	Fearless (19–20)	Fearless (19–20)
XP Value:	2,000	3,000

Crystal figurines are delicate statuettes created by the finest craftsmen and imbued with life by magical means. They are often employed as guards or assassins by those who manufacture them.

Figurines of this sort are made entirely of clear or colored crystal. Those that are clear are usually made from rock crystal (an especially clear type of quartz) or from diamond. Colored crystal figurines are usually made of emerald, amethyst, or garnet, though rose quartz is sometimes used. Most are shaped like spiders, though crystal ants, scorpions, and other insectoid shapes are not unknown. All crystal figurines are beautiful, though most are highly stylized due to the flat faces and regular angles of the crystals used in their construction.

These creatures do not speak, although they understand the language spoken by their creator. They will generally ignore anyone but their master.

Combat: Like all figurines, these automatons enter combat only at the bidding of their masters. When fighting, they slash with the sharp edges of their many facets to inflict 1d8 points of damage in melee combat.

The magical nature of these creatures makes them difficult to destroy. Not only are they immune to harm from weapons of less than +1 enchantment, but all edged weapons do only half damage to them.

Crystal figurines are impervious to mind- or life-affecting spells as well as electrical attacks. They can be harmed by fire and cold, although such attacks do only half damage to them. A *shatter, shout* or *crystalbrittle* spell will destroy the figurine unless it makes a saving throw vs. spell.

Because of the vibrational properties of crystals, figurines resonate to certain energies, making them highly suited for spellcasting. All such creatures can cast the *chromatic orb, hypnotic pattern,* and *rainbow pattern* spells once per day. In addition, any spell associated with light (*continual light, dancing lights, color spray, prismatic spray,* etc.) that is cast upon the figurine is reflected back upon the caster.

Habitat/Society: Crystal figurines are usually used to guard important or valuable things or places. They are most useful when placed in a spot where they will reflect sunlight or torchlight into the eyes of approaching creatures.

These figurines are often left among jewelry caches, hidden in treasure rooms, or given as presents to someone their creator dislikes. Commanded to remain still until their new owner sleeps, the figurine then attacks. Once the victim is dead, the figurine makes its way back to its creator, often bringing along whatever valuables it might find on the body.

Ecology: Because they are somewhat intelligent, crystal figurines not only utilize basic tactics when fighting, but are capable of understanding and acting upon fairly complex instructions (a few sentences or up to 50 words). If their orders do not cover a specific situation, crystal figurines default to their own thinking capacity and try to improvise.

A crystal figurine must be carved from a single stone by an expert craftsman. In general, the process takes two months to complete and requires an outlay of 10,000 gold pieces. Once the figurine is completed, it must be enchanted with the following spells: *polymorph any object, limited wish, chromatic orb, hypnotic pattern,* and *rainbow pattern.*

Diamond Figurines

It is possible, although quite difficult, to craft these figurines from diamond rather than lesser crystals. Automatons of this type require twice the time and cost to create. A diamond figurine has an Armor Class of 2, takes no damage from edged weapons, and suffers only half damage from all other melee attacks.

Diamond figurines have a 20% chance of breaking any weapons that strike them. This chance is reduced by 5% for each plus of the weapon, while nonmagical weapons shatter automatically on a successful attack roll.

Figurine, Ivory

Climate/Terrain:	Sri Raji
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non-(0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1 or 2
Damage/Attack:	1d4 or 2d8/2d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T-L (2″–11′ tall)
Morale:	Fearless (19–20)
XP Value:	975



Ivory figurines, like their counterparts, are small golems. They are often employed as guardians or assigned simple tasks suited to their diminutive size.

Made from the tusks of elephants and similar creatures, these figurines are almost exclusively shaped as pachyderms. A few ivory hippopotami, mastodons, or similar creatures are rumored to have been created, but these may not actually exist. Ivory figurines are covered with scrimshawlike carvings that impart much of the detail of the figurine.

Ivory figurines are not intelligent and cannot speak. They appear to be able to obey rudimentary instruction from their masters.

Combat: When ordered to fight, these figurines attack with their needlelike tusks for 1d4 points of damage. While these are incapable of inflicting anything more than a pinprick to their opponents, they carry a potent enchantment that makes them formidable weapons. Ivory figurines can themselves be hit only by +1 or better weapons.

Three times per day, ivory figurines may use a variant of the *enlarge* spell and grow to a height of 11 feet. The spell lasts for ten rounds but can be cut short with the casting of a *dispel magic* or *reduce* spell. When enlarged, ivory elephants attack with sharp tusks, inflicting 2d8 points of damage. On a natural attack roll of "20" the creature is able to trample its opponent for an additional 2d6 points.

Thrice per day, whether enlarged or at its natural size, an ivory elephant is able to trumpet. This deafens those within 30 feet of the creature for 2d6 rounds and inflicts 2d6 points of damage. A successful saving throw vs. spell negates the deafness and halves the damage inflicted by this attack. Exposed brittle or crystal substances (such as potion bottles and holy water vials) are shattered by this noise unless they make a saving throw vs. crushing blow. All deafened creatures suffer a –1 penalty to their Surprise Rolls, and those that cast spells have a 20% chance to miscast them if they require a verbal component.

Although ivory figurines are immune to cold and electrical attacks, fire and acid do normal damage to them.

Habitat/Society: More like true golems than any other of the figurines, ivory figurines are also more easily controlled. Though they have the normal chance to break free of their masters, they usually wander off seeking other victims rather than turning directly against their creators when this happens. Should the creator attempt to stop them, however, they are as savage as any other free-willed golem.

Ecology: Ivory figurines are carved from elephant tusks and meticulously polished. Once the shape is perfect, intricate scrimshaw patterns are etched into the ivory to make the ears, eyes, mouth, and other decorations. Inks are applied to complete the scrimshaw and the following spells are used to animate the figurine: *polymorph any object* or *animate object*, *limited wish* or *raise dead*, *enlarge* or *animal growth*, and *shout*. This takes two months and costs 8,000 gold pieces.

Figurine, Obsidian



Climate/Terrain:	Sri Raji
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (1″–12″ tall)
Morale:	Fearless (19–20)
XP Value:	650

Obsidian figurines, though they are in many ways the weakest of the five types of figurines, are the most surprising.

Fashioned from volcanic glass, these automatons are usually formed as monkeys, gorillas, and other apes, but human figures have been crafted as well. To the untrained eye, these are the most crudely fashioned figurines. Being highly irregular in shape and laced with sharp edges, they often exhibit only an indistinct resemblance to the animal that they are modeled upon.

Obsidian figurines do not speak, although they are able to understand the commands of their master.

Combat: Obsidian figurines enter combat only when ordered to do so by their master. When they do attack, however, they can be quite dangerous.

Covered by the sharp points and edges that make obsidian valuable for the crafting of weapons, these figurines attack with a frenzy of slashing blows and kicks. In each round, these combine to inflict 1d8 points of damage to the automaton's chosen target. It is not uncommon for the owners of these creatures to coat them in poison before sending them into battle. When this is done, the victim must make a saving throw vs. poison or the damage from the attack is doubled. Enough poison may be applied to allow for three rounds of combat.

In some cases, these creatures are fashioned with as many as 6 needlelike spines jutting out from their bodies. When someone is wounded by a figurine of this type there is a 10% chance per point of damage done (not counting additional damage for poison) that one of the spikes will break off and become lodged in the wound. When this happens, the victim will feel extreme pain and suffer an additional 1 point of damage each round until the spine is removed. If the golem was poisoned, the damage from the spine is doubled unless a saving throw is made. Extracting the spine must be done by someone else and requires one round of dedicated effort on the part of both parties. Once an obsidian golem has lost all of its spines, new ones cannot be attached to it.

While the creature is immune to damage from weapons of less than a +1 enchantment, it is vulnerable to harm by any manner of magical attack. Any weapon used against the figurine releases a shower of minute fragments that fills a 10′ radius. Anyone in that area must make a saving throw vs. breath weapon or suffer 1d2 points of damage. Attacks based upon magical fire, cold, and electricity all cause the obsidian figurine to fracture in this manner.

Habitat/Society: Obsidian figurines have a basic intelligence, but are commanded by their masters and do only as they are told. They do not utilize any other tactics beyond those suggested by their masters, and will attack until slain.

Ecology: Obsidian figurines are the cheapest and easiest of these automatons to make. The creator must craft the form from chips of obsidian which are then fused in a forge or kiln. The spells needed to make an obsidian figurine are *enchant an item, limited wish,* and *mending.* A figurine takes only three weeks to make and costs but 3,000 gold pieces.

Smoothed Figurines

Some obsidian figurines are smoothed and polished after being crafted, making them unusually receptive to magical vibrations. Such creatures are less dangerous in melee combat, doing but 1d4 points of damage each round and bearing no spikes. Smoothed figurines cannot be poisoned.

However, the master of such a figurine may place within it a single spell of any type or level that he knows. This spell will be retained by the automaton until it is cast, at which point the master must infuse it with another. Placing the spell in the figurine requires the same amount of time as memorizing or praying for it.

Figurine, Porcelain

Climate/Terrain:	Sri Raji
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	1
Movement:	12
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	2–5/2–5/1–10
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T-L (3″–9′ long)
Morale:	Fearless (19–20)
XP Value:	3,000



Of all the magical figurines fashioned in Sri Raji, those crafted of porcelain are by far the strongest and most fearsome. These are the rarest type of figurine, both because porcelain is more difficult to create and because there are rumors that anyone creating one draws the attention of the Dark Powers.

At one time all porcelain figurines depicted tigers. While the vast majority still do, some now portray rakshasa. Tiger figurines are painted a lifelike deep orange with black stripes and yellow-green eyes. Those made in other shapes are painted in a fashion suited to their form.

Porcelain figurines, whether shaped like tigers or more humanoid creatures, do not speak. They are quite capable of understanding the orders of their masters, however, and obey them without pause.

Combat: While they enter battle only at the behest of their masters, porcelain figurines can be dangerous adversaries. They attack using the small claws and fangs of the creatures they depict. These are not particularly deadly, however, and allow the figurine only a single attack for 1d4 points of damage each round.

When hard pressed or ordered to do so by their masters, porcelain figurines can grow to the size of an adult tiger (roughly 9 feet long). Once enlarged, they may strike twice with their front claws for 1d4+1 points of damage each and bite for 1d10 points of damage.

Porcelain figurines have the excellent senses of their living counterparts as well as several other abilities. For example, their eyesight is so keen that it gives them a natural infravision and enables them to see invisible objects at a range of up to 120 feet.

Three times per day, the figurine may fire a black energy bolt from its eyes that affects its target like an *enervation* spell, though it drains only one level on a successful hit.

These figurines are immune to damage from any weapon that is of less than +2 enchantment. In addition, they are protected by a *glassteel* spell that lowers their Armor Class to 1 and keeps the delicate porcelain from chipping, cracking or breaking during everyday use. Porcelain figurines are immune to magical or mundane fire, but take full damage from cold or electrical attacks.

Habitat/Society: Porcelain figurines are used as sentries for important places and things, but also serve as bodyguards for their creators. Having such a creature so close and in such a trusted position is a two-edged sword, as the figurine may escape the control of its creator and turn on him at any time.

Ecology: Porcelain figurines can only be made of fine white or gray clay of the highest quality. Though they are crafted in much the same manner as ceramic figurines, including the hole in the bottom to prevent their explosion in the kiln. Once the figurine cools, it is coated with a special paint blended from the blood of both a great cat and the master of the miniature golem.

Once formed, the figurine is imbued with life by the casting of a *polymorph any object* or *animate object, limited wish* or *raise dead, enchant an item, infravision, detect invisibility, enlarge, enervation, glassteel,* and *audible glamer* spell. The *permanency* spell must then be used to assure that all the spells continue to work correctly.

To successfully manufacture a porcelain figurine, the creator must have access to a kiln, potter's wheel, paints and other tools. The process takes two months and costs 15,000 gp.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Special (magic items only)
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	4
MOVEMENT:	Fl 24 (SR 10)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Flame lance (1d4 hull points)
SPECIAL DEFENSES:	Flame sheath (12d6, 10′ radius)
MAGIC RESISTANCE:	Nil
SIZE:	L (20′ wingspan)
MORALE:	Elite (15)
XP VALUE:	2000



Firebirds match the description of giant eagles—10-20′ wingspan, large claws, sharp hooked beak—but they are not as intelligent, and a beautiful orange-yellow flame envelops them. Their eyes glow a painfully bright blue-white.

Combat: Like its terrestrial cousins the giant eagles, the firebird uses its claws and beak as primary weapons. In a diving attack, its normal 1d8/1d8 damage is doubled, and it adds +6 to its attack roll. A successful hit also inflicts 12d6 burning damage. These giant birds swoop down on unfortunate ships, snatching sailors off decks and igniting the ships' sails. They are particularly fond of gnomish vessels; they use a blowtorch-like tongue of fire to cut their way into the hulls in search of both giant space hamsters and their gnomish handlers.

The envelope of fire that gives the firebird its name creates a zone of blast-furnace heat in a 10′ radius, making melee combat impossible without magical protection. This flame sheath also renders firebirds impervious to normal missiles, since their intense heat instantly vaporizes the objects. Large missile weapons do only half damage to the firebird. Only magical weapons of +1 or better can damage a firebird. These weapons must make a saving throw vs. magical fire or be destroyed. The firebird's fire, generated internally, serves as propulsion (SR 10).

In addition to its flame abilities, the firebird also possesses keen eyesight. Adventurers have only a 5% chance of surprising a firebird. Even in its lair this is true, since mated pairs of firebirds roost in shifts, one keeping watch while the other sleeps.

Habitat/Society: Firebirds prefer to nest in asteroids, but are equally at home in the hulks of gnomish spaceships. Using their flame tongue ability, they hollow out the stone or metal, blowing the molten liquid with rapid beats of their wings into fantastic free-form nests. The nests are then lined with the shed feathers of the parents. These feathers glow like burning embers, providing heat for the firebird eggs and hatchlings. In each nest there is a 50% chance that 1-4 eggs are present, and a 25% chance of 1-4 young.

Like eagles, they continually add to their nests until they die. Occasionally, firebirds link their nests into rookeries for mutual defense and care, generally in the vicinity of liveworlds or asteroid reefs where potential prey is plentiful. Any treasure in a firebird nest is magical, since only magical items or devices can stand the birds' extreme heat. There is a 10% chance that 1d4 random magic items have melted into the nest's structure. Due to the magical nature of the firebird's flame, the magic in the items transfers to the structure of the nest. For instance, a *ring of protection* melted into the nest makes it more resistant to damage.

Ecology: Firebirds fill an ecological niche similar to that of a hawk or eagle, feeding on small pests. Unfortunately for star travelers, the firebird considers the crews of spelljammers "small pests." The advent of spelljamming humans and demihumans has provided firebirds with tender pre-packaged meals that are fairly easy to catch.

One other firebird attribute attracts adventurers: Their feathers are ingredients of *elixirs of life*. Shed feathers can fetch up to 1,000 gp apiece. An adult firebird has 1d3x10 usable feathers.

Fire Minion

CLIMATE/TERRAIN:	Volcanic, lava
FREQUENCY:	Very Rare
ORGANIZATION:	Hierarchial
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average to genius (11–18)
TREASURE:	None
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Fire
SPECIAL DEFENSES:	Immunity to fire
MAGIC RESISTANCE:	Nil
SIZE:	L (7'–9')
MORALE:	15
XP VALUE:	975



Fire minions are fearsome creatures, apparently from the elemental plane of Fire. Their bodies are composed of living flame, and although they can assume any form they wish, the most common is that of a large humanoid, complete with fangs and homs. Their bodies are the colors of flame and constantly swirl and flicker with the living light.

Combat: Fire minions are powerful warriors, fortunately (for their enemies) limited by their environment from spreading and conquering. They attack by rising up out of fire, assuming their form in the process. Since this takes one round, it normally provides sufficient warning to the victim and only allows the normal chance of surprise. However, a fire minion can also return back into the flame (in one round), move to another location and reappear during the next round. While this does not provide any specific combat bonus, it can be unnerving to inexperienced opponents.

Fire minions normally wield large swords. Whatever the weapon used, the creature causes 2d6 points of damage. In addition, the creature has a constant flame aura that causes 1d6 points of damage to all within five feet unless protected from fire in some way. No attack roll is needed to hit and no saving throw is allowed to avoid this aura damage.

Because they are made from living flame, fire minions are completely immune to fire-based attacks. Indeed, magical flames (fireballs and dragon fire) restore hit points equal to the damage the attack would normally cause. Although they would seem to be highly vulnerable to water-based attacks, their intense heat protects them somewhat. They suffer 1 extra point of damage per die from water–based attacks. They are extremely vulnerable to cold-based attacks and suffer double the normal damage from these (although saving throws still apply). In addition, any water– or cold-based attack halves the length the time the fire minion can stay out of its fiery home.

Habitat Society: Little is known of the fire minions' lives, simply because their natural environment precludes most observation by outsiders. It is certain they come from the elemental plane of Fire, and are considered free–willed fire elementals. Their life habits there are unknown.

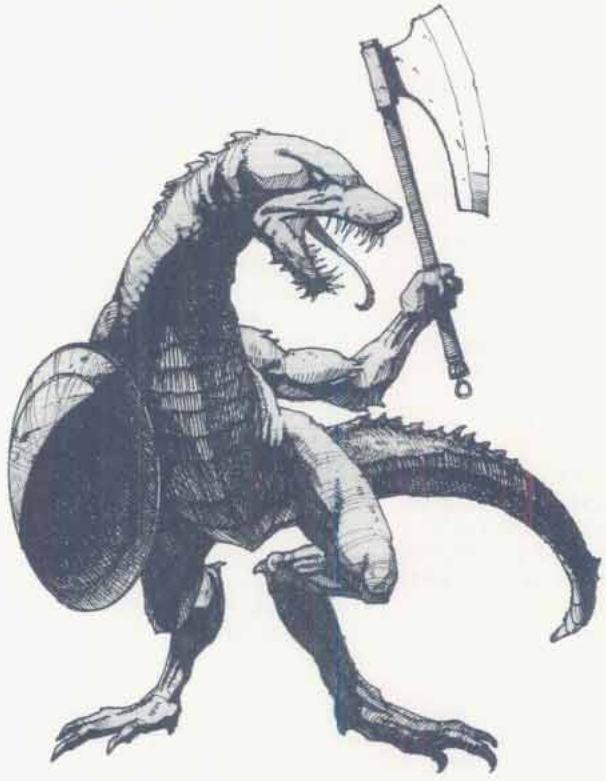
Fire minions have a limited ability to gate themselves to the Prime Material plane. Such gating can be accomplished only in areas of intense flame-most commonly the cauldrons of volcanoes. Normal fires are not sufficient to allow gating and so fire minions tend to appear only in exotic locales.

Fire, flame, and lava are the natural homes of fire minions, and they dwell within them with no ill effects. They can travel through these materials as easily as walking. However, they have only a limited ability to leave the flames and risk injury or death when they do so. A fire minion will not feel the effects for 1d6 hours. After this time they lose their flame aura ability. In another 1d6 hours, the minion begins to take damage at the rate of 1–2 points per turn. This continues until either the minion returns to the flame (to rest and heal) or dies. Note that magical fires can heal the damage but cannot prolong the ability to move about on land.

Ecology: It is hard to know just where the fire minions fit into things, since so little is known of their lives in the plane of Fire. It is believed they eat lava or fire, although this is not confirmed. When slam, their bodies evaporate in a burst of ash, leaving very little to examine or study.

Firenewt

CLIMATE/TERRAIN:	Hot or volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	K, M (F)
ALIGNMENT:	Neutral evil
NO. APPEARING:	10–100
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5½'–6' tall)
MORALE:	Steady (11–12)
XP VALUE:	175
	Elite: 270
	Priest: 650
	Overlord: 420



Firenewts, also known as *salamen*, are distant relatives of lizard men. They are cruel marauders that roam hot regions.

The firenewt's dry skin is a mottled sepia color, darkest along the spine and fading to near-white on the belly. The smooth flesh and features resemble those of an eel. The eyes are deep crimson. Females are slightly shorter (5½' tall) and a duller brown. The young are lighter but darken as they mature.

They speak their own language and a dialect of lizard man. Priests, elite warriors, and overlords may speak the common tongue.

Combat: Firenewt warriors (the most common variety) are typically armored in chain mail and carry one or two weapons—pike and sword (45%), sword only (25%), pike and hand axe (20%), or battle axe (10%). For every ten warriors encountered, there is one elite warrior with 3+3 Hit Dice and Armor Class 3 (chain mail plus Dexterity bonus). Elite warriors carry battle axes.

For every 30 warriors encountered, there is a priest with 3+3 HD, AC 5, and the following spells, usable once each day: *animal friendship, faerie fire, predict weather, produce flame, heat metal,* and *pyrotechnics.* Priests carry maces.

All firenewts have a limited breath weapon. Once per turn they can breathe fire on a foe directly in front of them. This flame has a 5-foot range and inflicts 1d6 points of damage; a successful saving throw vs. breath weapon reduces the damage by half.

A firenewt is highly resistant to fire-based attacks and saves with a +3 bonus against them. In addition, all fire-based attacks that do affect it are reduced by 1 point of damage per die of the attack (minimum: 1 point/die). Conversely, a firenewt saves with a –3 penalty against cold-based attacks; such damage is increased by 1 hit point per die of the attack.

Fully 33% of firenewts encountered on the surface, 90% of elite warriors, and all priests are mounted on *giant striders* (see the "Strider, Giant" entry). These beasts are highly trained for melee combat and fight even if the rider dismounts.

Habitat/Society: Firenewts live in a cruel, martial society dominated by priests. Firenewts encountered outside their lair are members of a hunting or war party. They delight in torturing captives and roasting them alive. Intertribal relations tend toward genocidal warfare. Warriors earn great honor by destroying the hatching ground of an enemy tribe.

Firenewts are carnivorous. They eat anything they can hunt down, even indulging in cannibalism when disposing of captives and eggs from rival firenewt tribes. They find humanoids a delicacy.

The lair is ruled by a firenewt overlord (4+4 HD, AC 3) and his retinue of four elite warriors. The overlord controls the firenewts' treasure. Wealth gathered from vanquished foes is brought back to the lair and added to the communal hoard. Individuals are rewarded with a few silver or gold coins, though they have little use for them.

A firenewt lair contains, in addition to the males, females equal to 70% of the number of males, young (at 150%), and eggs (at 200%). The eggs are hidden in a secret, well-guarded hatching ground. The hatching ground is under the control of the priests and guarded by 1d3 young fire lizards (see the Lizard entry in the MONSTROUS MANUAL Tome).

Firenewt females lay two to six eggs twice each year. All eggs are collected by the priests and taken to the hatching ground. The hatching ground is the heart of both the firenewt colony's life and the priests' power. Although eggs and hatchlings are supposedly raised communally without record or regard for bloodline, in truth the priests maintain secret records for each egg. The priests discreetly eliminate the eggs of their enemies or of those who possess "undesirable" traits. Eggs hatch in six months. The young are divided by sex and assigned to groups of ten that are each raised and taught by two females. Each young firenewt is assigned to an adult who serves as mentor. The priests reward their allies by secretly assigning them their actual offspring.

Ecology: The firenewts are vicious marauders that rule the inhospitable regions of volcanoes and unendurable heat. They are hostile toward all outsiders, including firenewts from other tribes. They rarely ally themselves with any but the most powerful of evil beings.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	13+3
THAC0:	7
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1–6/1–6/3–18 or 2–40
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	50%
SIZE:	G (30'tall)
MORALE:	Champion (16)
XP VALUE:	11,000



The fireshadow is a creature from the Abyss that can be summoned to the Prime Material plane by an 8th–level or higher evil cleric, but only if the cleric's deity approves and aids the summoning.

The fireshadow is made of cold, green flame. It can assume whatever shape the summoner specifies, but it must appear at its full height of 30 feet. It might appear as a wraith-like dragon, a towering human, or an immense skeleton. Regardless of its form, the fireshadow is always surrounded by an aura of pale, green fire. Though it cannot speak, the fireshadow communicates telepathically with its summoner.

Fireshadows relish death and destruction and are willing partners in campaigns of evil. They are particularly useful as assassins and guardians.

Combat: A fireshadow can make three melee strikes per round. Opponents who are not resistant to fire also suffer 1d6 points of damage each round if within ten feet of the fireshadow's aura of green fire.

A victim who comes in contact with a fireshadow must roll a successful saving throw vs. spell, or his flesh begins to turn to green fire. A contacted victim's flesh tums to flame at the rate of 1d8 points per round. The spread of the flame can be stopped by a *cure* spell, which works normally, or by a dose of holy water, which cures 1d6 + 1 points of damage per round. Unless all of the flame is eliminated, however, it continues to inflict 1d8 points per round.

Nothing short of a *wish* spell can restore a victim to normal once he has been completely converted to green fire. If a victim is completely converted, the fireshadow can control the victim as a smaller fireshadow with the same HD as the victim had before death; the victim no longer has a will of his own and must obey all telepathic orders of the fireshadow. The fireshadow can also absorb a converted victim. Absorbed victims restore 1d20 points of damage to the fireshadow.

The fireshadow has a special attack form called the *ray of oblivion.* This is an invisible cone of energy five feet wide and 130 feet long, flashed from the fireshadow's mouth. Once per turn, the fireshadow can use its ray of oblivion to inflict 4d4 points of damage every other round upon all opponents within its area of effect. A successful saving throw vs. breath weapon reduces this damage by half. An opponent reduced to 0 or fewer hit points by the ray of oblivion is instantly disintegrated.

The fireshadow is immune to fire-based and mental attacks, as well as attacks from all nonmagical melee weapons. Magical weapons inflict normal damage. It cannot be turned by a priest, but a blow from a mace of disruption has a 50% chance of utterly destroying it. If not destroyed outright, the fireshadow suffers double damage with each successful strike from a mace of *disruption,* plus twice any applicable damage bonuses.

The fireshadow can also be destroyed by; a successful hit from the *hammer of Kharas,* a mighty artifact that, according to legend, is the only hammer that can forge a *dragonlance.* The *hammer of Kharas* is twice the size of a normal war hammer and gives its wielder a +2 bonus to his attack rolls. It inflicts 2d4 +2 points of damage on a normal hit and cannot be lifted by a character with a Strength of less than 12; anyone with a Strength of less than 18/50 suffers a -2 penalty to his attack roll, effectively cancelling out the + 2 bonus. It acts as a *mace of disruption* against undead and creatures from the Abyss, turning undead as a 12th–level priest. It is intelligent (Int 11 and Ego 11) and controls anyone who touches it, if the character's Intelligence and Wisdom scores total 21 or less.

The *hammer of Kharas* has the following special abilities at the 20th level of magic use, activated at the hammer's discretion: *detects evil* as a paladin; gives wielder immunity to fear, both normal and magical; wielder unaffected by 1st–4th level spells; casts *prayer* once per day; acts as a *potion of fire giant strength* once per day; casts *cure serious wounds* once per day; inspires *magical awe* in all dwarves, stunning them into inaction until the wielder disappears from sight.

Habitat Society: Fireshadows have no permanent lairs, freely roaming the skies of the Abyss looking for victims until summoned to the Prime Material plane Every 200 years, a fireshadow splits in half to form an identical copy. When a fireshadow reaches the age of 500, it turns to ash.

Ecology: Fireshadows can consume any creature by turning it to flame. though they prefer intelligent victims.

Firestar

CLIMATE/TERRAIN:	Temperate forests, hills
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Thermosynthesis
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–12
ARMOR CLASS:	2
MOVEMENT:	Fl 15 (MC: A)
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Electricity
SPECIAL DEFENSES:	Immune to magic; heat and electrical absorption; invisibility
MAGIC RESISTANCE:	Nil
SIZE:	T (3" to 6" diameter)
MORALE:	Steady (11–12)
XP VALUE:	2,000



Firestars, also known as the *moon dancers,* are tiny glowing beings that roam forests and hills, and generally ignore travelers. They appear as silent, floating, fist-sized motes of light, and are frequently mistaken for will o'wisps or torches.

Firestars can consciously control their illumination level, from bright torchlight to total darkness. During a blackout, they are effectively invisible. The light fails completely when the firestar dies.

The firestars' language consists of intricate patterns of flashing lights, accompanied by fluctuations in their light level. They understand some humanoid gestures, movements, and languages.

Combat: A firestar never initiates combat. If attacked, it defends itself with an electrical jolt similar to a miniature lightning bolt that inflicts 2d6 points of damage with no saving throw. These bolts have a range of 30 feet, are conducted through metal, and can be released five times each day.

A firestar can absorb energy from normal or magical flames; it gains as additional hit points the amount of damage the flames would have inflicted on another creature. For example, a 12 hit point firestar attacked by a fireball that would normally cause 18 points of damages would gain the 18 points as additional hit points, for a new total of 30 hit points.

A firestar can attain a maximum hit point total of four times its original amount. These added hit points are lost after 1d4+1 hours, leaving the firestar with its original amount. Any extra hit points are not absorbed, but harmlessly dissipated. Firestars can absorb the damage done by a *flametongue* sword at a rate of 1 hit point per sword strike. Firestars are immune to electrical attacks.

Firestars can drain energy from a normal campfire at a rate of 2d6 hit points per round or from torches at a rate of 1d6 points per round. It can extinguish a fire by absorbing all its energy at once, gaining 5d6 hit points in the process; to do this, the firestar must remain motionless and take no other actions. Firestars automatically attract sparks within 20 feet; these are harmlessly absorbed but may betray a blacked-out firestar's position.

Firestars are immune to most magical spells. Detection and communication spells, *magic missile,* and cold-based spells have normal effects on the firestar. A firestar can be hit by normal weapons. Flaming weapons both injure and heal the firestar simultaneously.

If a firestar is slain, the light fades, revealing its actual body, a two-inch-long, egg-shaped body covered in a black spiderweb of nerves. The nerves intersect in a number of nodes and eyes.

Habitat/Society: The firestar is normally found floating among the hills or trees, dancing intricate patterns with its companions. It is a completely alien being that shows some curiosity toward its surroundings, but otherwise ignores animals and adventurers alike. Attracted by artificial lights and magic, it investigates campfires and magical lights within two miles and magic use within 200 yards.

Most encounters with firestars occur when adventurers mistake them for torches or will o'wisps. Adventurers may attack the peaceful firestars, which then defend themselves with their powers. An injured firestar may initiate an encounter by seeking out and draining an adventurer's campfire to heal itself.

During the day, firestars rest. They land in high, inaccessible spots, retract their glowing nerves, and spend the day absorbing the sun's light and heat. They may be mistaken for exotic or ornamented eggs; adventurers may accidentally collect these "eggs" with the idea of later reselling them. When night falls, the firestars reveal their true selves and seek to escape.

Firestars are intelligent but reclusive. They only communicate with creatures that employ telepathy or *speak with monsters* spells. Firestars are also secretive about their life span and reproduction. It is suspected that firestars reproduce asexually by budding.

Ecology: The firestar's body contains several organs that are useful as spell components or ingredients in magical concoctions. It contains a distinctive organ that can be used in a *dancing lights* spell. Any of its organs can be used to prepare the magical inks for *affect normal fires, dancing lights,* and *detect magic* scrolls. These organs are worth 1 to 5 gp.

—*From* MC Appendix 3, #2103

	Lesser	Tshala
CLIMATE/TERRAIN:	Any but cold	Any but cold
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Flock/solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Average (8–10)	Genius (17–18)
TREASURE:	Nil	Gems only (25%)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1–6	1–2
ARMOR CLASS:	6	2
MOVEMENT:	Fl 15 (B)	Fl 21 (B)
HIT DICE:	4 + 4	9 + 9
THAC0:	15	11
NO. OF ATTACKS:	2	4
DAMAGE/ATTACK:	1d6/1d6	1d12× 4
SPECIAL ATTACKS:	Heat	Heat, magic use
SPECIAL DEFENSES:	Nil	+1 or better magical weapon to hit
MAGIC RESISTANCE:	40%	90%
SIZE:	S (2′ long)	S (4′ long)
MORALE:	Steady (12)	Champion (15)
XP VALUE:	1,400	6,000



The nature of this creature has made it a being of awe and legend in the Realms. The firetail appears as a frolicsome fey creature of living flame that loops and darts dazzlingly in the air, bewitching those who gaze upon it. Although it is reputed to employ magic, only the greater firetail, or *tshala*, actually casts spells. The two species are outwardly identical. Adventurers who have encountered both types may be able to recognize the tshala by its superior flight capabilities.

Combat: Firetails tend to take sides in conflicts, and may wreak havoc or do much good. They hate salamanders and attack them on sight. Firetails and fire elementals tend to ignore each other, for neither race has done anything to deserve the enmity of the other.

Tshala can use the following spells, cast as though they were spellcasters of the 14th level: *plane shift, remove curse, heal, feeblemind, maze, fire trap* (each once per day), and *fireball* (once per turn). When spell casting, they can take no other action, for their entire being is focused upon the spell effects.

Firetails take no damage from heat- and fire-based attacks, but suffer additional damage from water- and cold-based attacks at the rate of +3 per die. Sudden strong winds such as the magical *gust of wind* can disturb their fiery bodies and prevent them from spellcasting. Firetails communicate by changing their blaze from fiery orange to blue-white, and varying the intensity, hue, temperature, and pattern of coloration. Their flames cause 1d6 or 1d12 points of damage upon contact, depending upon their type, and also ignite flammable materials such as parchment and cloth.

Once every three rounds a tshala may blaze intensely for a few seconds so that one of its attacks in that round causes an additional 1d12 points of damage. Its great heat damages everything within 5 feet that fails a saving throw vs. spell. A tshala that repeats this action five times in a day must sacrifice one of its spells for the day.

Habitat/Society: The firetail originated on the Elemental Plane of Fire, where it is uncommon (tshala are rare), but some have been transported elsewhere by diverse means, and some have traveled to other planes of their own whim, for tshala may *plane shift* themselves and 1–6 lesser firetails in a group, once per day. Such groups are short-lived, for firetails are creatures of whim and independence. Unfortunately for the lesser firetails, they are often stranded wherever the tshala abandons them.

Usually solitary, firetails prefer the company of their own kind to that of other creatures. Occasionally they may take a companion, which may be almost any sort of creature. Firetails have accompanied others of their own kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time, and return without good reason. They never allow a friend to be harmed if they are present. Likewise, they never forget an enemy, and if they encounter one, do all in their power to ensure that their rival goes down in flames. Because of their independence and flighty nature, most other creatures cannot depend on a firetail in times of need.

Ecology: Although no one knows when or how the first firetail appeared, their lifestyle and method of reproduction have since been well-documented by sages and researchers.

Very few firetails actually begin their existence as tshala. Only 1 in 10 start out as greater firetails, although through age and experience a lesser firetail may be promoted to the rank of tshala. If a lesser firetail reaches the age of 200 years, it secludes itself from all others and seeks out a source of intense flame and heat, such as a lava pool or dormant volcano. Once there, it absorbs tremendous quantities of heat, often draining the nearby area entirely. This continues for a week, at which point the firetail emerges from the fire as a tshala, with full command of its abilities.

At some point soon after a firetail reaches ancient age (around 400 years), it begins accumulating large piles of flammable material for its cave. When it has gathered enough to make 1–4 piles burn for several hours, the firetail bursts, setting each heap afire with intense flame. After an hour has passed, each mound generates one firetail, with a 10% chance of it being a tshala.

Fish	#AP	AC	MV	HD	THAC0	# of Att	Dmg/Att	Morale	XP Value
Barracuda	2-12	6	Sw 30	1 to 3	1-2 HD: 19 3 HD: 17	1	2-8	Steady (11)	1 HD: 15 2 HD: 35 3 HD: 65
Carp, Giant	1-4	6	Sw 18	8 to 12	8 HD: 13 9-10 HD: 11 11-12 HD: 9	1	2-20	Average (9)	8 HD: 3,000 9 HD: 4,000 10 HD 5,000 11 HD: 6,000 12 HD: 7,000
Catfish, Giant	1	7	Sw 18	7 to 10	7-8 HD: 13 9-10 HD: 11	1	3-12	Average (9)	7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10 HD: 5,000
Dragonfish	1	4	Sw 6	2	19	1	1-6	Unsteady (5)	270
Eel, Electric	1-3	9	Sw 12	2	16	1	1-3	Unsteady (7)	65
Eel, Giant	1-4	6	Sw 9	5	15	1	3-18	Average (8)	175
Eel, Marine	1	6	Sw 9	6 to 8	6-7 HD: 13 8 HD: 12	1 1 1	6 HD: 2-8 7 HD: 3-12 8 HD: 4-16	Average (9)	420 650 975
Eel, Weed	10-60	8	Sw 15	1-1	20	1	1	Unsteady (6)	120
Gar, Giant	1-6	3	Sw 30	8	13	1	5-20	Average (10)	2,000
Lamprey	1-2	7	Sw 12	1+2	19	1	1-2	Unsteady (7)	65
Lamprey, Giant	1-4	6	Sw 9	5	15	1	1-6	Average (9)	270
Lamprey, Land	2-12	7	12	1+2	19	2	1 hp/round	Unsteady (7)	120
Manta Ray	1	6	Sw 18	8 to 11	8 HD: 13 9-10 HD: 11 11 HD: 9	1	3-12 or 2-20	Elite (13)	3,000 4,000 5,000 6,000
Pike, Giant	1-8	5	Sw 36	4	17	1	4-16	Average (8)	175
Piranha	5-50	8	Sw 9	½	20	1	1-2	Unsteady (6)	7
Piranha, Giant	2-20	7	Sw 15	2+2	19	1	1-6	Average (10)	65
Pungi Ray	1-3	7	Sw 12	4	17	1-12	1-4	Unsteady (5)	975
Quipper	5-50	8	Sw 9	½	20	1	1-2	Unsteady (6)	7
Sea Horse, Giant	1-20	7	Sw 21	2 to 4	2 HD: 19 3-4 HD: 17	1	1-4, 2-5, or 2-8	Average (10)	2 HD: 35 3 HD: 65 4 HD: 120
Shark	3-12	6	Sw 24	3 to 8	3-4 HD: 17 5-6 HD: 15 7-8 HD: 13	1	3-4 HD: 2-5 5-6 HD: 2-8 7-8 HD: 3-12	Average (10)	3 HD: 65 4 HD: 120 5 HD: 175 6 HD: 270 7 HD: 420 8 HD: 650
Shark, Giant	1-3	5	Sw 18	10 to 15	10 HD: 11 11-12 HD: 9 13-14 HD: 7 15 HD: 5	1	10-11 HD: 4-16 12-13 HD: 5-20 14-15 HD: 6-24	Steady (11)	10 HD: 2,000 11 HD: 3,000 12 HD: 5,000 13 HD: 6,000 14 HD: 7,000 15 HD: 8,000
Sting Ray	1-3	7	Sw 9	1	20	1	1-3	Unsteady (5)	120

Giant fish are a diverse group of creatures with varying attack and defense capabilities. Many of these creatures are able to swallow victims whole. Swallowed victims take normal bite damage. Victims take 1 point of damage per round from the fish's digestive juices and have a 5% cumulative chance per round of suffocating. To escape the fish's stomach, a victim can cut free with a sharp-edged weapon. The victim may be rescued by cutting or tearing from the outside. When the fish has lost 50% of its hit points, the victim breaks free.

Barracuda

The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and bites off a few tender toes. They are found in warm salt waters.

Carp, Giant

Giant carp attack by biting, inflicting 2-20 points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more points of damage, the carp swallows its victim.

Catfish, Giant

A giant catfish bites for 3d4 points of damage. It swallows it prey if its attack roll is 4 points more than it needed. The fish can employ its feelers as weapons by whipping its head back and forth. These feelers secrete a toxin that causes 2d4 points of damage. A save vs. poison limits the damage to 1d4 points. Two additional opponents can be attacked if they are within range of the feelers.

Dragonfish

Dragonfish bite for 1-6 points of damage. However, most adventurers stumble across these creatures. These encounters cause 1d6 of the fish's spines to penetrate boots, causing 1 point of damage apiece before snapping off in the wound. The spines' poison is slow-acting, and creatures injected with the toxin must make a saving throw vs. poison at a −4 or dies. If successful, the character suffers a −2 penalty on all attack rolls for the next 1d12+4 hours.

Eel, Electric

An attacking eel discharges a jolt of electricity with a 15-foot-radius range. Creatures less than 5 feet from the eel suffer 3d8 points of damage, creatures 5 to 10 feet away receive 2d8 points, and all others in range suffer 1d8 points. An eel must recharge itself for an hour between attacks. It is immune to electrical effects.

Eel, Giant

Giant eels have no electrical discharge attack. Instead, they attack with

their teeth. Since they strike with amazing speed, giant eels receive a +1 bonus to initiative rolls.

Eel, Marine
Marine eels have an electrical discharge with a range of 15 feet; creatures less than 5 feet from the eel suffer 6d6 points of damage, those 5 to 10 feet away receive 4d6 points, and all others in range suffer 2d6 points. Victims must roll a saving throw vs. paralyzation or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. This eel, too, is immune to electrical effects.

Eel, Weed
The bite of the weed eel is poisonous; victims failing a saving throw vs. poison die in 1d4 rounds.
Weed eels are at home in both fresh and salt water, 25 to 40 feet deep. Each colony has a lair consisting of a central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of 6-foot-diameter tunnels, which in turn lead to a network of 6 to 8-inch-diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where their young are raised.

Gar, Giant
The gar attacks with its teeth, inflicting 8d4 points of damage. On a score of 20, the gar swallows its victim whole. On average, a giant gar can swallow an object up to 5 feet long. Giant gars are found in deep, freshwater lakes and rivers.

Lamprey
The lamprey feeds by biting its victims, and fastening itself by its sphincter-like mouth. Once attached, the lamprey drains 2 hit points per Hit Die of blood on the next and successive rounds. Sea lampreys are especially susceptible to fire, making their saving throws against fire-based attacks with a −2 penalty.

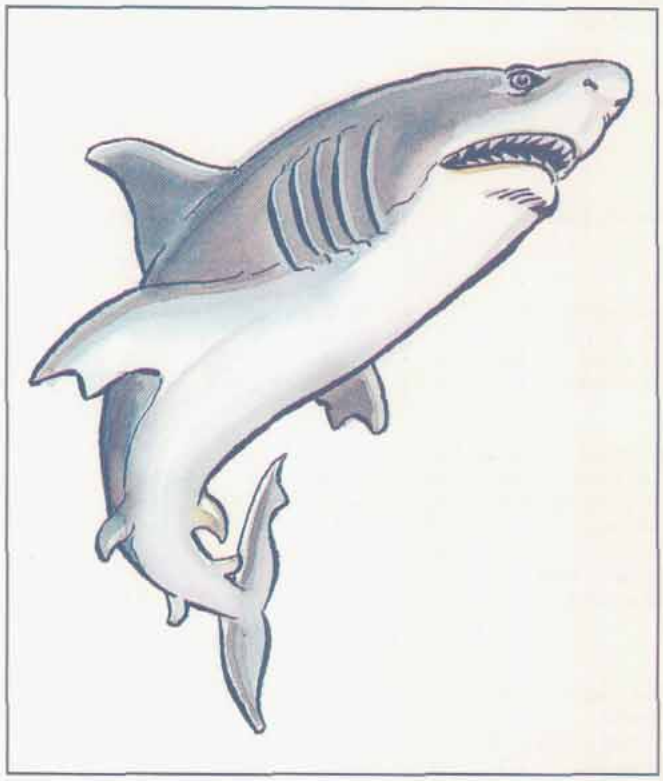
Lamprey, Land
Land lampreys feed as do aquatic ones. Once attached (a hit for 1 point of damage), it drains blood for three rounds, unless killed or removed, for 1 point of damage per round. In addition, while attached to a character, each lamprey encumbers an individual; this is equivalent to a loss of 1 point of Dexterity per lamprey attached.

Manta Ray
If the manta's attack roll is 2 or more greater than the number needed to hit, it swallows its prey. A manta ray can swallow one man-sized creature or three small-sized creatures. If opponents attack its rear, it uses its stinger for 2-20 points of damage; victims must save vs. paralyzation or be stunned for 2-8 rounds.

Pike, Giant
Because of its speed and natural camouflage, a pike's opponents suffer a −2 penalty to their surprise roll. Giant pike inhabit deep, freshwater lakes.

Piranha
Piranhas travel in schools of 5-50. There is a 75% chance that at least one will attack any creature that swims or wades near the school. If they attack and blood is drawn, the entire school goes berserk and each piranha attacks twice per melee round. Up to 20 piranhas can attack a single, man-sized individual simultaneously.

Piranha, Giant
Giant piranhas behave like their smaller counterparts, but only 10 can attack a single, man-sized individual simultaneously.
Giant piranhas are sometimes called sky-eaters; once per round they can charge at full speed and leap out of the water at heights of up to 10 feet; they often use this attack on water fowl that fly low over the water, but they sometimes use it against humans.



Pungi Ray
Any creature stepping on a pungi must save vs. poison or die. A footstep on a pungi ray equals one attack; if a creature fell on a pungi ray it would suffer 2-8 spinal attacks. If attacked, it swims away.

Quipper
Quippers are freshwater piranhas that live in colder waters.

Seahorse, Giant
A sea horse attacks with a head butt, but a sea horse trained as a steed can use its long tail to constrict and restrain enemies. A captured opponent can free itself with a open doors roll made with a −1 penalty. The tail of a giant sea horse is so long it can attack the same opponent its head butts, or the one its rider is attacking. The constriction causes no damage, but the sea horse can still butt the helpless victim.

Shark
Sharks attack mercilessly at the scent of blood, which they can detect a mile away. The scent of blood and the thrill of the kill sends sharks into a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat, 10 normal-sized sharks can attack a man-sized opponent.

Shark, Giant
The huge megalodons (giant sharks) never reach a frenzy, since they can swallow most creatures whole on an attack roll 4 greater than minimum number needed to hit.

Sting Ray
If a creature steps on a sting ray, it lashes out with its tail spine. The creature must save vs. poison or be paralyzed for 5-20 turns.

	Floating Eye	Hetfish	Masher	Verme
CLIMATE/TERRAIN:	Any ocean	Any water	Tropical coral reef	Any large river
FREQUENCY:	Rare	Uncommon	Uncommon	Very rare
ORGANIZATION:	School	Den	School	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Carnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5)	Non- (0)	Animal (1)
TREASURE:	Nil	Nil (Q×3)	Nil	Incidental (see below)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1–12	20–70	2–8	1
ARMOR CLASS:	9	5	7	3/8 (head/body)
MOVEMENT:	Sw 30	Sw 12	Sw 9	3, Sw 18
HIT DICE:	1–4 hp	1–3	8	18+18
THAC0:	20	1–2 HD: 19 3 HD: 17	13	5
NO. OF ATTACKS:	Special only	1	1	1
DAMAGE/ATTACK:	Nil	1	5d4	7d4
SPECIAL ATTACKS:	Hypnotism	Heat	Nil	Swallow whole
SPECIAL DEFENSES:	Nil	Nil	Poison spines	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1' long)	S (1'–3' long)	H (12'–15' long)	G (50'–80' long)
MORALE:	Unsteady (5)	Unsteady (7)	Average (10)	Champion (15)
XP VALUE:	35	Varies	1,400	14,000

Floating Eye

Floating eyes are one of the undersea wonders, a salt-water fish of very unusual nature. The floating eye has a transparent body, practically invisible in the water, with a single large eye of about three inches in diameter (about the only thing that is readily visible of the fish). The eye is mostly milky white, with a large black pupil. If the pupil is gazed upon, tiny bolts of light appear to streak out from the center every few seconds.

Combat: The floating eye is a poor combatant, but it has a significant effect on its surroundings. Any creature that is within 30 feet and stares into the eye must roll a successful saving throw vs. paralyzation or hang immobile in the water, hypnotized. This is a useful defense for the floating eye. Another good defense is the floating eye's speed, as it is one of the fastest underwater creatures.

Predatory marine animals, such as piranhas, sharks, or manta rays, have learned to keep close to floating eyes, while avoiding their hypnotic effects. These fish then attack any large prey that is immobilized by the school of floating eyes. The eyes feed upon the scraps that remain.

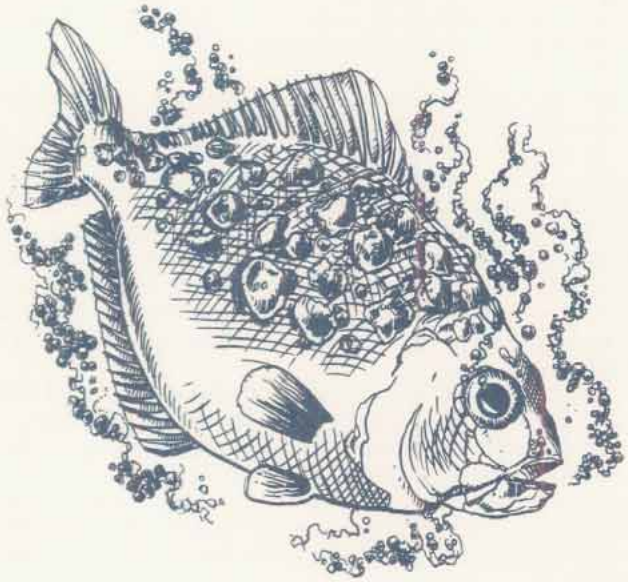
Habitat/Society: Floating eyes silently patrol their oceans, looking for small creatures they can hypnotize and eat. They are mild and non-aggressive, keeping in schools of a dozen or fewer. They abandon their young at birth and if lacking food they will eat the small floating eyes.

Ecology: The floating eye does not have a significantly damaging attack. If it was alone with man-sized prey, it might be able to cause 1 point of damage every ten rounds or so. On the whole, it prefers brine and plankton. However, the symbiotic relationship mentioned above works well, and virtually every pack of floating eyes has a following of predator fish.

Some adventurers have tried to imitate the predators' trick by capturing and carrying floating eyes. But the floating eye loses its magical powers immediately upon death, and there are difficulties with carrying fishbowls into perilous situations.

Alchemists have for many years sought floating eyes. Most are certain that the eye is useful as an ingredient in some potion or scroll ink, but as yet no specific use has been found.





Hetfish
The hetfish, or *hotfish* as some sailors know it, is another wonder of the undersea world. It is a small (one to three feet long) silver-and-orange fish, whose skin is covered by unseemly bumps and boils. It is found in both fresh and salt water, from arctic climes to boiling hot springs. Its basic body shape resembles that of a piranha, although it has neither the piranha's teeth nor its distinctive underbite.

Combat: Hetfish have super-heated bodies whose temperatures exceed 350 degrees Fahrenheit. This effectively turns the water within several inches of them to steam.

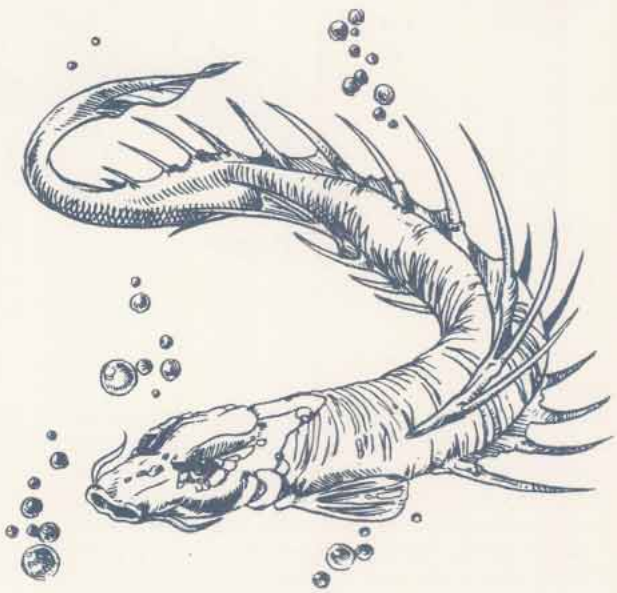
When their den is disturbed, these fish swarm *en masse* to meet the intruder. Each hetfish has as many Hit Dice as feet in length (one to three), and the entire den bumps or rams the intruders, doing 1 point of damage per fish. Hetfish have been known to continue these attacks indefinitely, long after the target has been boiled to bone.

Even if a victim cannot be touched directly, he can be injured by merely remaining in the vicinity of hetfish for too long. Every round a creature swims within 20 feet of a den of hetfish, it suffers 2 points of damage from the hot water.

Hetfish are possessed of a simple intelligence; they are attracted to bright, shiny things, particularly gemstones. A hetfish coral den, when broken open, contains one gemstone for each fish, with a base value of 10 gp. Some hetfish communities have learned that ships often carry such pretty things, and they try to ram ships and sink them for treasure. Wooden ships sustain 1 point of hull damage per 15 Hit Dice of hetfish attacking, per round.

Habitat/Society: Hetfish live in large communal dens. They are about as intelligent as bright dogs, or particularly dull gnolls. They have nothing resembling a language. They seem content to swim about and patrol a territory that is 50 feet in radius per hetfish in the den. Any creature entering this area is considered fair prey by the fish, regardless of its size or ferocity. There are very few creatures that can endure 30–40 points of damage each round, and thus there are very few creatures that live in the hetfish's territory.

Ecology: It seems that the hetfish requires a steam environment for respiration, as it is unable to breathe water. How it continues to buoy itself up in the water is just one of the hetfish's mysteries. However, because of its heat-producing powers, the hetfish's greatest threats are civilized races. Underwater races, such as the tritons, hunt hetfish ruthlessly, as the super-heated fish are an environmental hazard in any but the hottest natural springs. Surface dwellers hunt hetfish as well, not merely for the gemstones the fish collect or to guard against hetfish sinking more boats. Alive, the animals are worth 10d10 gp apiece to alchemists and sages, for no one has yet learned the secret of the hetfish's strange properties, which resemble those of the remorhaz.



Masher
The masher, or *coral masher*, still another wonder of the undersea world, is a large, worm-like fish that moves slowly along coral reefs, crushing and digesting the coral. A masher is longer than most humanoid races are tall, and it is colored a rusty red with two bright blue dorsal ridges.

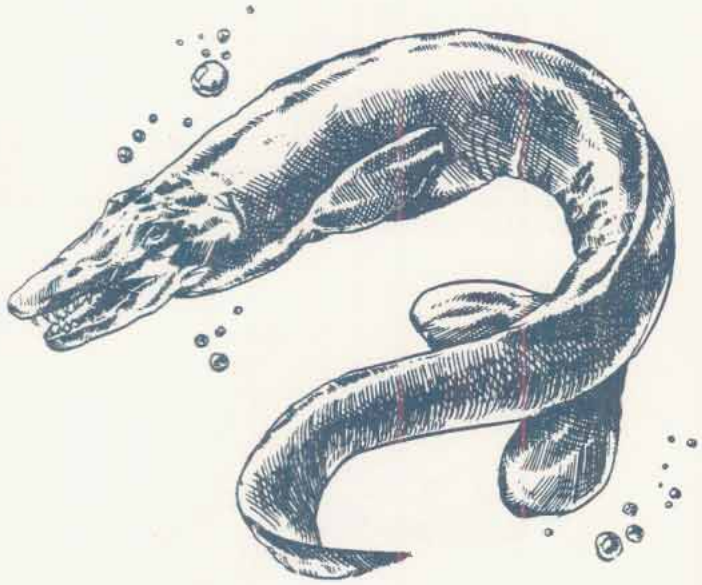
The coral masher is not an aggressive creature, but it is easily surprised. If it feels threatened, it attacks in self-defense.

Each of its dorsal ridges carries two to four spines, each four feet long or longer, and each able to secrete a virulent poison. When threatened, the masher flares these ridges, keeping enemies at bay. Any attacker must either use a weapon with a thrusting tip at least six feet from the hand, or be struck with a spine (requiring a successful saving throw vs. poison to prevent death after one turn; a successful saving throw indicates no damage).

Some adventurers have spread rumors that the coral masher can be successfully attacked by positioning oneself directly in

front of or beneath the creature. This is poor advice; the masher can maneuver much faster than humanoid attackers, and it can twist or roll to injure its attackers.

The masher's poison is very complex; no known antidote exists, save such spells as *neutralize poison*. For this reason, the coral masher is harassed now and again for its venom.



Verme

The verme is the largest of fish, yet another wonder of the undersea world. It resembles a giant catfish, except that it has large, thick, slime-covered scales and hundreds of long, needle-like teeth. It is yellow along its belly, with its flanks dark brown shading to a mottled green-and-brown back.

Although the verme is gigantically long, it is flattish along its belly, and wider than it is high. This enables it to lurk on the bottom and swim in reasonably shallow rivers.

The verme is a voracious carnivore, eating two tons of meat each day to sustain itself. Should a character attempt a *speak with animals* spell on a verme, the fish will express no surprise that it is being spoken to. Indeed, it will only grow irritated that someone is keeping it from eating its fill.

Combat: A verme's head is covered with a thick bone plate, giving it an Armor Class of 3. The body is AC 8.

A verme swallows any opponent under 12 feet tall should it score a hit. It tries to swallow those characters who are attacking its head before maneuvering to reach those beating on its sides. The victim suffers 3d8+4 points of damage upon being swallowed, and an additional 2d8 points of acid damage each round thereafter. No matter how many points of damage a creature inside a verme has suffered, it dies in six rounds and dissolves. A verme is AC 10 when attacked from the inside.

The monster fish is able to upset almost any boat and ships of up to small galley size when hungry and seeking food.

Its thick, slime-covered scales make edged weapons almost useless. Such attacks inflict only 1 point of damage each blow. Fire-based attacks inflict half damage, unless an attack strikes the inside of the mouth or somewhere internally. In the latter case, the damage is enhanced, gaining a +1 bonus per die of damage.

Habitat/Society: Verme usually inhabit great rivers, but sometimes venture into saltwater. Regardless of the locale, it prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else.

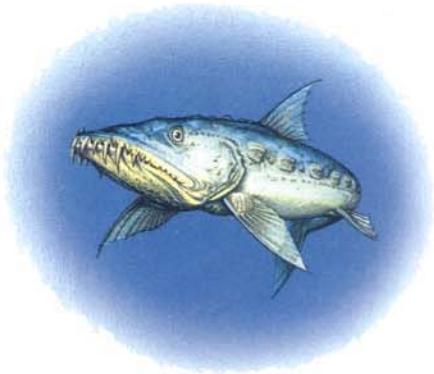
Because verme can swallow prey whole, even animals the size of water buffaloes, their stomachs might contain metallic items or other indigestible material.

Ecology: A verme spells ecological disaster for whatever area it settles in. It can scour rivers clean of fish, or rid swamps of all water-borne life. Verme have destroyed the economies of entire city-states just by roaming the waters upriver. A verme appearing in a city's waterways is a frightening prospect.

Adventuring parties occasionally hunt verme for their dorsal scales, which can be powdered and used as one ingredient in the ink for a *shield* spell. The scales from one verme can supply enough material for several dozen spells.

Fish, Ascallion

	Adult Female	Young	Adult Male (Shadow)
CLIMATE/TERRAIN:	Salt water	Salt water	Salt water
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	School	School	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)	Average (8–10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	2–12	1
ARMOR CLASS:	6	3	5
MOVEMENT:	Sw 18	Sw 21	Sw 24
HIT DICE:	6+6	1+1	5+5
THAC0:	13	19	15
NO. OF ATTACKS:	1 bite	1 bite	1 bite
DAMAGE/ATTACK:	6d8	2d4	5d4
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	——Immune to mental attack and paralysis——		
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (18′ long)	T (1′ long)	L (8′ long)
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	1,400	65	975



Sometimes known as *scallions*, the ascallions are fearsome predators that inhabit the oceans of Faerûn. Coastal and aquatic communities that find themselves contending with ascallions quickly learn to respect their powerful bight and lightning speed. The most unusual feature of ascallions is the manner in which the female and her young hunt.

Adult female ascallions are much larger than their male counterparts, averaging 18 feet in length. The female ascallion is dark gray along her dorsal surface, shading to light gray on her underside. Like the male, the female has some resemblance to a shark.

Ascallion young are small and fairly harmless-looking, averaging just over one foot in length. As a rule, they are light gray, with occasional individuals being a dark gray or black. They normally dwell inside the gaping maw of their mother and are seen only when she releases them to attack her prey.

Combat: Female ascallions usually attack their prey in conjunction with their young. When a victim is spotted, the female remains at a save distance and opens its jaws wide. Instantly, 2d6 young dart forth from within her mouth and tear at the prey with their razor-sharp teeth. After they have eaten their fill, the mother moves forward and consumes what remains. In the event that the young are unable to contend with the chosen victim, the mother can rush forward and come to their aid.

The female ascallion's powerful jaws have been known to splinter the hulls of small boats and make short work of most opponents. Small craft must make an item saving throw vs. crushing blow if attacked in this way, or be destroyed. (If the hull point system from *Ships and the Sea* is used, the jaws of the female ascallion deliver 3d4 points of hull damage.)

All types of ascallions have an unusual nervous system that is far less centralized than that of most other creatures. The result is that, while the creature has virtually no sense of touch or pain, it is utterly immune to all forms of mental attack and paralysis.

Habitat/Society: Ascallions are nomadic creatures that roam throughout temperate and tropical seas. Although they cannot live in fresh water, the females have been known to venture up wide rivers in search of prey for brief periods of time.

Ascallions spawn only rarely, with each mother giving birth to 2d6 young. These young are protected by the month, living safely inside her mouth and coming out only to hunt and feed, for roughly three years. When the young reach maturity, they turn on their mother and eat their way out of here body, killing her in the process, Mature young are treated as adults of the species, but have half the hit points that they will have when full grown.

Once the young ascallions have slain their mother, they disperse and leave the company of their siblings forever. If the mother is slain before they reach maturity, then they will generally remain together until they are old enough to strike out on their own.

Because of the singular nature of the ascallion nervous system, these creatures are unable to hunt by sensing vibrations in the water, as many ocean predators do. Instead, they are forced to seek their prey by sight and smell alone.

Ecology: The ascallion regards all other forms of aquatic life as potential prey. Even sharks, which often stay near other predators to share in their kills, do not remain in an area occupied by an ascallion.

Ascallions are deadly enemies of octopi and like creatures. They attack these on sight, abandoning whatever else they may be doing at the time.

Shadow (Male Ascallion)

Male ascallions, commonly called *shadows*, range in color from black to charcoal gray. They greatly resemble sharks, and average around eight feet in length at adulthood.

Adult male ascallions attack with their powerful jaws and sharp teeth. Although their bite is not nearly as powerful as that of female ascallions, the males can hold their own against creatures as deadly as the giant shark.

—*From* MC Appendix 3, #2104

	Kreel	Puddingfish	Shark, Athasian	Skyfish
CLIMATE/TERRAIN:	The Last Sea	The Last Sea	The Last Sea	The Last Sea
FREQUENCY:	Uncommon	Very rare	Uncommon	Common
ORGANIZATION:	School	Solitary	School	Flock
ACTIVITY CYCLE:	Day	Any	Any	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (4)	Semi- (2)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Any evil	Neutral
NO.APPEARING:	2–20 (in herds) 1–4 (in the wild)	1	3–12	1–6
ARMOR CLASS:	7	6	4	5
MOVEMENT:	Sw 12	Sw 3	Sw 24	3, Sw 24, Fl 30 (MC: B)
HIT DICE:	3	9	5	1+1
THAC0:	17	11	15	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d6	3d8	2d4	1d4
SPECIAL ATTACKS:	Nil	Paralysis	Nil	Nil
SPECIAL DEFENSES:	Nil	See below	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (4′–6′ long)	H (20+′ long)	L (10+′ long)	M (5′–6′ wingspan)
MORALE:	Unsteady (7)	Average (10)	Average (10)	Steady (12)
XP VALUE:	65	3,000		65
Psionics Summary:	Nil	Nil	Nil	Nil
PLAYER'S OPTION:	MAC: 10	MAC: 10	MAC: 9	MAC: 10

Kreel

Kreel are large domesticated eels that Athasian lizard men use both as a source of food and as beasts of burden. When mature, they range from four to six feet long, and can be up to one foot in diameter. Their coloration changes in a chameleonlike way to help camouflage them against their background. When near the surface of the sea, their backs turn blue-green and their bellies white. This helps to protect them from predators both above and below. When nearer the bottom of the sea, they become entirely dark.

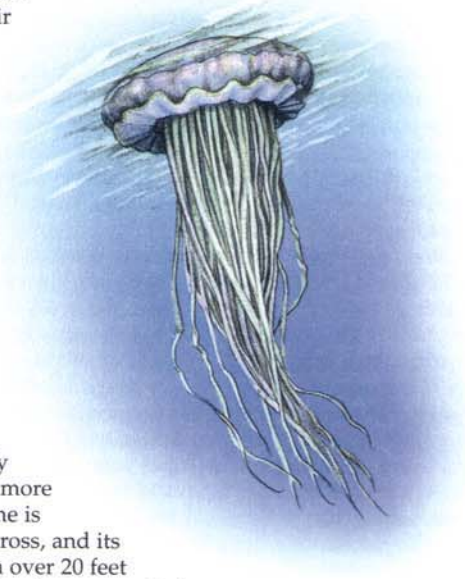
Kreel are peaceful creatures, and they will only fight to defend themselves.



They are incapable of using group tactics to fend off predators, tending to rely upon their camouflaging abilities to hide from such creatures. When cornered, kreel will retaliate, but even then they will flee at the first opportunity. They often use their relative slimness to slip into places in the sea floor where predators cannot fit. A kreel caught by a shark in open waters, however, is an easy meal.

While a few kreel can be found swimming wild, most belong to schools tended by pairs of lizard men kreelherders. These lizard men ensure that the school is well fed on the kelp growing wild throughout the sea and that it is safe from any wandering predators. Long-time kreelherders carry the scars of many battles with sharks, and some even tell of seeing the legendary squark, a deadly specimen of squid.

Down through the centuries, even rudimentary cunning has been bred out of the kreel. After all, sneaky creatures are difficult to care for. There is little doubt that, were the lizard men to abandon them, the kreel would be hunted to extinction by their natural enemies within a very short period of time. Kreel graze on wild kelp, easily available in any coastal waters. Their meat is tasty (at least to lizard men), and their hides are extremely useful in all sorts of ways. They are the basis of the lizard man culture in their area, for without them the reptilian humanoids would be forced to look elsewhere for a large portion of their meals.



Puddingfish

The puddingfish is a gigantic sort of jellyfish. It resembles a traditional jellyfish, only larger and slightly more substantial. Its dome is nearly eight feet across, and its tendrils drag down over 20 feet below it. The creature is composed of a blue-green substance somewhat similar to that of a gelatinous cube. Due to its coloring, the puddingfish can be difficult to spot floating in the water, and more than one fishing boat has run aground on a puddingfish's back. This is usually little more than

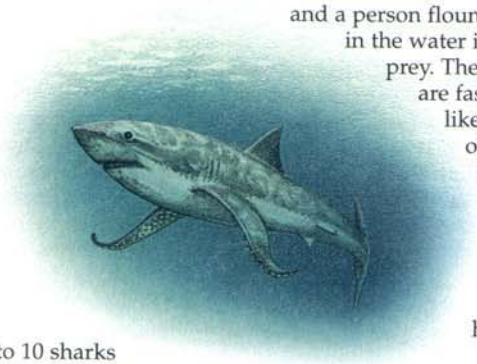
an annoyance, however, as the creature is unable to lift its tendrils upward at all. As long as no one falls into the water, the occupants of the boat will be fine.

When a small boat or raft runs into a puddingfish, each passenger near an edge must make a successful Dexterity check to avoid falling into the sea. Those unfortunate enough to go overboard next to the puddingfish had better swim away as fast as they can. The puddingfish is deadly when in contact with a victim, but is slow and easily outdistanced by a strong swimmer. A character struck by a puddingfish's stinging tendrils must save vs. paralyzation or be paralyzed (anesthetized) for 4–16 (4d4) rounds. In the water, this can easily prove fatal unless the victim quickly removed from the water. Once a victim has perished, the puddingfish's tendrils draw the corpse up into its dome, where it is slowly digested over a period of 3 to 6 (1d4+2) days.

Puddingfish are solitary creatures. They are asexual and reproduce by dividing once they have reached a certain critical mass. They are hunted by the lizard men for their hides (which are not poisonous), out of which many useful things, such as clothing and sails, are made. The dome of a puddingfish is actually its stomach, a place filled with highly corrosive acids. This material can be harvested by foolhardy adventurers willing to risk their lives to obtain such potentially useful material.

Shark, Athasian

Athasian sharks are similar to sharks of other worlds in many ways. They are large, cartilaginous, seagoing invertebrates that are basically cold-hearted eating machines. Long and gray, their mouths are filled with row after row of sharp, vicious teeth. The skin of an Athasian shark is fairly tough, and it is from this material that most lizard man shields are made.



Athasian sharks end to hunt in packs, and a person floundering about in the water is usually easy prey. These predators are fast, striking like lightning, often hitting and darting away before the victim is even aware of what has happened. Up to 10 sharks can attack a man-sized opponent in a single round.

Athasian sharks tend to travel in packs for purposes of both hunting and safety. Few creatures can withstand a school of hungry sharks in their element. The one thing that poises a certain danger for them, though, is a dolphin. A group of sharks outnumbered by dolphins must make a morale check. If the sharks fail, they immediately scatter and flee, leaving any wounded behind in their single-minded desire to escape the dolphins' wrath.

Athasian sharks (of which only a single species remains) are brighter than other sharks, but this is more animal cunning than raw intelligence. They have been in constant conflict with the dolphins for millennia. Although they are bigger and stronger than their mammalian foes, they have no psionic abilities and are unable to formulate and stick to a decent battle plan. Occasionally they victimize a lone dolphin, but rarely can they sustain a serious attack against an entire dolphin pod.

Little matters to Athasian sharks except where their next meal is coming from. While their favorite meal is dolphin, they are the ultimate carnivores, willing to eat pretty much anything. They can smell blood in the sea from up to a mile away. Once they get its scent, they will pursue it until either they find the source or discover that it has somehow gotten away.

Skyfish

A skyfish is an amphibious winged fish that can survive both far below and high above the waves of the sea. They look like silvery sea bass with large batlike wings covered with scales. Their mouths end in a ferocious set of teeth suitable for rending the smaller fish they feed upon.



The arches of skyfish wings end in tiny claws with which the skyfish can grip objects while not flying. When in the water, it folds its wings close so it can swim with less resistance. To fly, a skyfish simply leaps out of the water and spreads its wings wide.

Skyfish rarely hunt in packs, preferring to pursue prey on their own. They like to circle high above the waves until they spot a smaller fish swimming near the surface. Then they dart in and carry the creature into the air, holding it in their mouth until it dies in the open air. Then they take the creature back into the water where they can finish their meal.

Skyfish will only bother people if provoked. This happens occasionally when a fisher catches a skyfish on a line baited for other game. The fisher who can reel in a skyfish is in for a tasty treat. They are considered one of the finest aquatic delicacies. This is not easy.

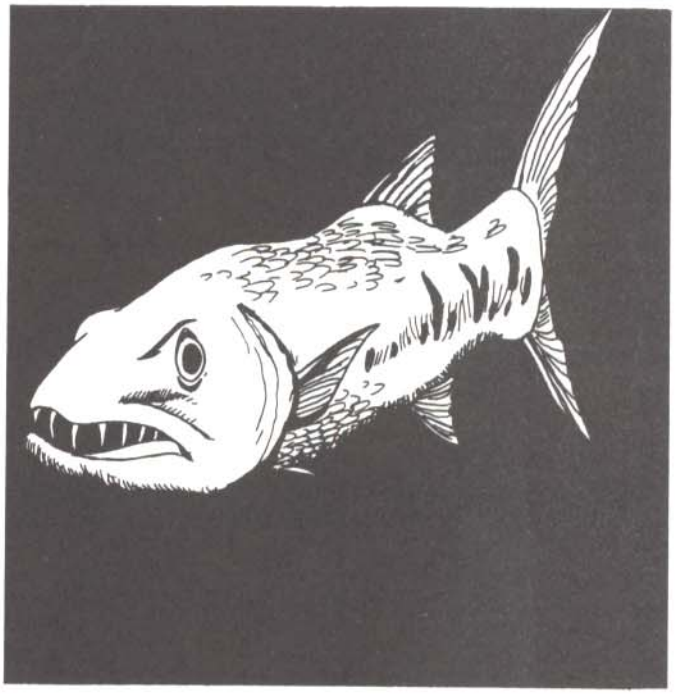
Skyfish mate for life. They lay large, birdlike eggs, which they keep protected in underwater nests until hatched. While there are eggs or young to be protected, one parent stays with the precious things while the other hunts for food. While, skyfish usually hunt alone, they have been known to band into flocks to take down large prey.

The skyfish seems to have the best of both worlds. Since the creatures can breathe both air and water equally well, they can escape predators operating solely in either element. For this reason, the skyfish population is always high. Were these creatures not hunted for their tasty flesh, they might easily overrun much of their natural range.

—*From* Mind Lords of the Last Sea, #2444

Fish, Barracuda

CLIMATE/TERRAIN:	Tropical/Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	Sw 30
HIT DICE:	1-3
THAC0:	1-2 HD: 19 3 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2') to L (12')
MORALE:	Steady (11)
XP VALUE:	1 HD: 15 2 HD: 35 3 HD: 65



Barracuda inhabit warm salt waters.

In appearance, the barracuda is long (up to 12 feet) and slender, with a cruel mouth and jaw that make it look particularly ferocious. The lower jaw projects out and the entire mouth is rimmed with fang-like teeth.

Combat: Barracuda bodies are shaped much like an arrow, and can be just as deadly in tropical oceans. Able to move very rapidly, these fish can dart in for a bite and then swim off just as suddenly. These predatory fish are lightning quick, going from a motionless state to full speed in a single melee round.

Barracuda are the bullies of their saltwater home; they attack any prey that is injured, appears helpless, or is relatively small. To the barracuda, this includes most human swimmers, who will yield tasty tidbits even if not entirely defeated. Each hit, for 2d4 points of damage, represents a whole mouthful of flesh for the hungry barracuda.

Worse yet, barracuda hunt in schools of up to 12 voracious fish, taking turns for who gets next bite. An unprotected human swimmer having to fight off two or three of these fast fish is virtually helpless, for even if he manages to fend off one, the others are likely to score in the meanwhile.

The barracuda hangs in the water about 20 feet away, watching its prey for any signs of weakness and patiently waiting for an opportunity to strike. With its ugly eyes staring through the murky depths, this can be an unnerving experience to the large fish's victim.

A school of barracuda has been known to dog a swimmer for hours, making feints and attacks now and again, until the swimmer finally succumbs. Many such opportunities do not last long enough for the barracuda to claim their victim, for if sharks are nearby, they come at the scent of blood once the first hit is made.

Barracuda are also attracted to shiny objects underwater, and unfortunately for the swimmer, light skin often qualifies as a shiny object, especially when wiggling just so. The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and bites off a few tender toes. If the swimmer tries to cover himself up, that just makes any exposed areas all the more tempting.

Those using magic underwater are particularly cautioned against barracuda attacks. The sad tale of Grindonel the Mage is worth relating here. In an attempt to visit a city of sea elves that he had heard of, he wore a *ring of swimming* and dove beneath the ocean. The glints of sunlight off the ring, unfortunately, attracted the attentions of a school of barracuda, and on the first attack, the ring (and the finger on which it was worn) were gone. Grindonel, unable to cast a spell or to reach the surface in time, drowned a watery death.

Habitat/Society: As mentioned above, barracuda are usually encountered in small schools in tropical oceans, although some species are occasionally found in more temperate seas.

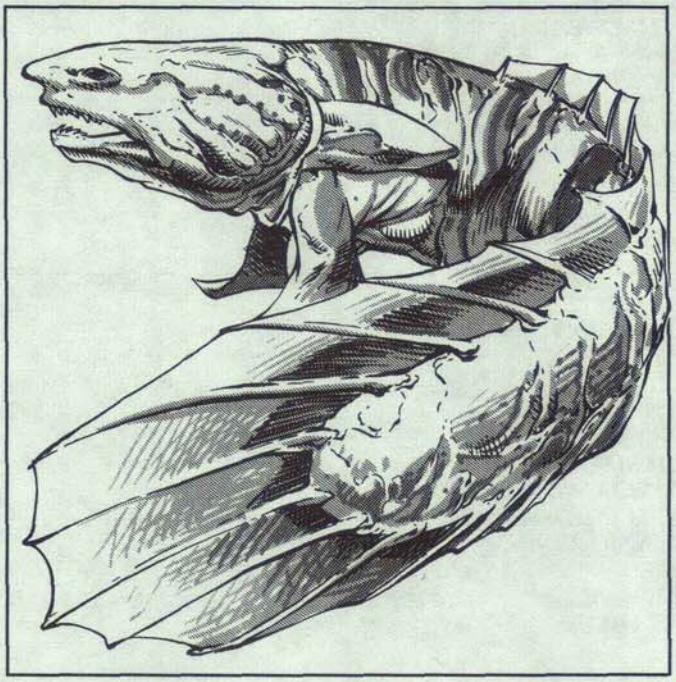
Mermen have learned to tame the ferocious barracuda, and it is common to find a large school (3d6 fish) of the larger sort guarding a merman community.

Ecology: Barracudas share the top of the food chain with other large, predatory sea creatures, feeding on smaller fish and sea mammals that appear weak or injured.

For those who enjoy deep sea fishing, the barracuda is an excellent game fish—fast, full of fight, and relatively easy to attract to a lure. Use a heavy line, and be certain to be fastened down in the boat. Being pulled overboard into a school of angry barracuda makes a much more interesting story if the teller survived the mishap.

Fish, Bichir (Lungfish, Giant)

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, K, L, M, N, Q, S, and X (up to 3 types per individual)
ALIGNMENT:	Nil
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	6, Sw 15
HIT DICE:	5 to 7
THAC0:	15 (if 5-6 HD) 13 (if 7 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12
SPECIAL ATTACKS:	Entangle
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	L (9' to 12' long)
MORALE:	Average (8-10)
XP VALUE:	1,400 (5 HD) 3,000 (7 HD)



The bichir is a giant relative of the more common lungfish that is found throughout the temperate and tropical swamps of the world. Although often mistaken for a lizard, the bichir is actually related to sharks and similar fishes.

Bichirs have long, thick bodies that are a tan, brown, and cream color to provide them with camouflage in their native environment. They have strong jaws set with sharp white teeth and black, pupil-less eyes. Their heads are broad and flat. Although covered with small scales, the hide of bichirs feels smooth to the touch. A ridge of fins runs down their backs to end in a broad, fan-shaped tail.

Combat: When hunting on land, a bichir moves forward slowly, much as a snake does, until it reaches a point where it can strike at its prey. As it moves, it pauses frequently to sniff around before continuing onward.

When it strikes, the bichir lunges forward to snap with its powerful jaws and sharp teeth. Despite the size of its maw, the bichir never swallows its prey whole.

If confronted by a creature that it can not overcome or if it is having difficulty slaying its victim, the bichir can cast an *entangle* spell. This spell can be used as many as six times per day and has a range of 60 yards; it is otherwise identical to the priest's spell of the same name. The bichir can make use of the *entangle* spell to flee from danger or to aid it in defeating a creature more powerful than itself.

Although the bichir has a natural resistance to magical spells and their effects, it greatly fears such attacks. When confronted by creatures that clearly have magical abilities, the bichir will either flee or, if that is impossible, attempt to ambush them.

Habitat/Society: Bichir are able to dwell with equal ease in water or on land. They have lungs for breathing and swim bladders much like those of fish. When they move about in the water, they swim with broad strokes of their wide tail fins. On land, they use their front fins to move about much as seals do (dragging their bodies behind them.) When on land, they must keep their skins moist and so never stray far from water.

Bichir live in small schools, although only those on a hunt are normally encountered. When hunting underwater, the bichir uses its keen eyesight to track its prey. The favorite food of a bichir is the flesh of lizard men, which they find to be a great delicacy. Bichir also enjoy a wide variety of frogs, fish, and insects. They have been known to hunt large animals as well and can devour creatures as large as a nine-foot-tall humanoid.

Because of the unusual structure of their eyes, they can see clearly as far as 80 yards when submerged. Of course, unusually murky or muddy water can greatly reduce the effective range of their sight. On land, their eyes are far less effective, seeing for only 20 yards.

Conversely, their sense of smell is more acute on land than in the water. When hunting out of the water, the bichir can smell prey as far as 90 yards away. In the water, however, they can only smell creatures within 20 yards.

When in the water, a bichir can also sense even the most minute of vibrations. In fact, bichir have been known to move toward a faint vibration whose source was as far as half a mile away.

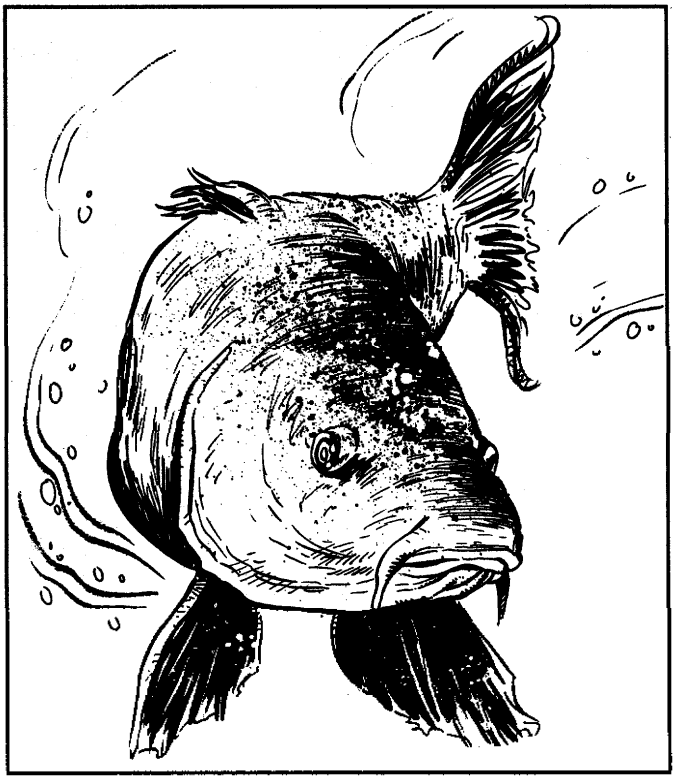
Ecology: The bichir breeds whenever its swamps are flooded (by spring run-off, for example). Males and females have been known to cross great distances to find each other for mating.

The young, from 1 to 3 in number, are born three to six months after the mating. These newt-like creatures typically have an Armor Class of 8, a movement rate of 3 on land (or 12 in the water), and 2 or 3 Hit Dice. As a rule, their bite inflicts only 1d4 + 1 points of damage. They can employ their ability to *entangle* only three times per day, but they have their parents' full magic resistance.

Although the bichir cannot talk and have no language of their own, they have been known to emit an open-mouthed panting noise that is quite unusual and can be heard for great distances. It is believed that they use this sound to signal each other or attract mates.

Fish, Carp, Giant

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate fresh water
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or school
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	Sw18
HIT DICE:	8-12
THAC0:	8 HD: 13 / 9HD:11 / 10 HD: 11 / 11 HD: 9 / 12 HD: 9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (20'-30' long)
MORALE:	Average (9)
XP VALUE:	8 HD: 3,000 / 9 HD: 4,000 / 10 HD 5,000 / 11 HD: 6,000 / 12 HD: 7,000



The giant carp is a game fish favored by many races. It lives in all types of freshwater lakes and rivers.

A relative of the goldfish, the giant carp has golden scales evenly covering its plump body. The scales of some varieties are shiny enough to resemble tiny mirrors, while the scales of others are extremely thin, and look more like yellowish skin.

The giant carp has a single, broad dorsal fin centered on its back. A wide caudal fin, which extends from its thickly muscled tail, helps propel the fish through the water. Its paired pectoral and pelvic fins are often shredded or gone entirely, owing to the carp's tendency to poke among sharp rocks in search of food.

Combat: Giant carp are usually docile, harmless creatures. However, some have reportedly surfaced to attack small boats or swimmers. Others allegedly have taken the bait of a simple fishhook, much to the fisherman's surprise. If the carp are feeding, they will attack any creature who disturbs them. Females are especially touchy when spawning.

Giant carp attack by biting, inflicting 2-20 (2d10) hit points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more hit points of damage, the carp may swallow its victim whole. The carp's ability to swallow large victims increases with its Hit Dice: at 8 HD, it can swallow a victim the size of a dog; at 9 HD, a large dog or colt; at 10 HD, a small man; at 11 HD, a normal-sized man; at 12 HD, a small ogre or oni.

Victims who have been swallowed suffer normal damage from the attack. Each round thereafter, they suffer 1 hit point of damage from the carp's digestive juices. A swallowed victim also has a 5% cumulative chance per round of suffocating.

To escape from the carp's stomach, a swallowed victim can cut his way free if he has a sharp-edged weapon. He also may be rescued by someone cutting or tearing at the carp from outside. When the carp has lost 50% of its hit points from such attempts, the victim can break free. A character on the inside suffers no penalty when making these attacks. Rescuers on the outside make attacks with a -2 penalty to their chance to hit, because they are attempting to aim a series of blows at the same area. Thrusting and stabbing weapons have a 20% chance of striking the swallowed victim.

Habitat/Society: A giant carp has no lair as such. It spends most of its time scavenging for food on the oozy bottom of a lake or river, and seldom strays far from the area in which it was born.

A female carp lays thousands of eggs when spawning, though the vast majority of these are never fertilized. A carp becomes sexually mature between 10 and 20 years of age, and lives about 50 years.

Ecology: Giant carp eat any decayed matter they find in the muck and ooze. In addition, they swallow the eggs of other species of fish, as well as the fish themselves. Giant carp also feed on worms, weeds, frogs, snakes, crabs, and plankton.

Peoples of many races enjoy eating giant carp. A single fish can supply the needs of a village for quite some time. In spite of the dangers, the hunt for giant carp is often considered worth the risk, and fishermen sometimes organize expeditions specifically for catching these creatures. Giant carp can be eaten fresh or smoked.

In many places in Kara-Tur, the giant carp is considered a symbol of wealth, owing to the creature's golden scales. It also symbolizes perseverance, since the fish stubbornly persists in its chosen niche regardless of adversity. Wealthy nobles sometimes build tanks or pools in the courtyards of their temples, specifically for keeping giant carp. The nobles believe the fish will protect their fortunes.

Some primitive tribes believe a mystic link exists between particular species of fish, such as giant carp, and particular species of birds, such as peacocks and ravens, since both types of creatures lay eggs and both are associated with foretelling the future. These tribes believe that during certain times of the year, giant carp sprout wings and acquire the ability to breathe air. Though these rumors persist, no evidence of flying carp has been verified.

Fish, Chandos

CLIMATE/TERRAIN:	Chandos oceans
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1-1 to 4-1
THAC0:	1-1 HD: 20 2-1 HD: 19 3-1 HD: 18 4-1 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-1 HD: 1d4 2-1 HD: 1d6 3-1 HD: 1d8 4-1 HD: 1d10
SPECIAL ATTACKS:	Teeth cause excessive bleeding
SPECIAL DEFENSES:	Dexterity and environment
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2'-5')
MORALE:	Average (10)
XP VALUE:	1-1 HD: 35 2-1 HD: 65 3-1 HD: 120 4-1 HD: 175



These omnivorous fish tend to be long and thin, with a thick spiny ridge down their vertebrae. Their scales are usually dark blonde or white in color. They possess the ability to create their own light by the use of bioluminescence.

These fish are unique to the Chandos oceans, although the deepest oceans of other worlds contain fish similar to these. Continually hungry, the Chandos fish are on a never ending search to fill their bellies. They are not picky eaters, although they do prefer a fresh kill over stagnant meat, and they prefer old meat over the fungus, algae, sponges and other plant life that inhabit the Chandos oceans.

Combat: Whenever Chandos fish find a possible dietary intake of freshly killed meat, they immediately attack it. They do not wait to eat once the prey is killed, they instead bite with full intent on removing and swallowing that bitten section of flesh. This attack form is why additional damage is inflicted on opponents whenever a feeding frenzy ensues. This added damage equates to 1 point per bite per round, until the wounds are bound.

Whenever the fish smell or taste blood, they immediately go into a frenzy similar to those of barracuda or piranha. They swarm to where the blood is the thickest and attack all open wounds. Often, these fish attack their own kind during this frenzied attacking. When someone is first attacked by these fish, there are 2d4 fish nearby. Every six rounds thereafter, the number of fish increases by 2d10.

Habitat/Society: Chandos fish usually school together when they are young. This assures their survival and their mutual training in survival. Once they are large enough to fend for themselves, which happens at 1-1 HD, they turn solitary until it is time to breed.

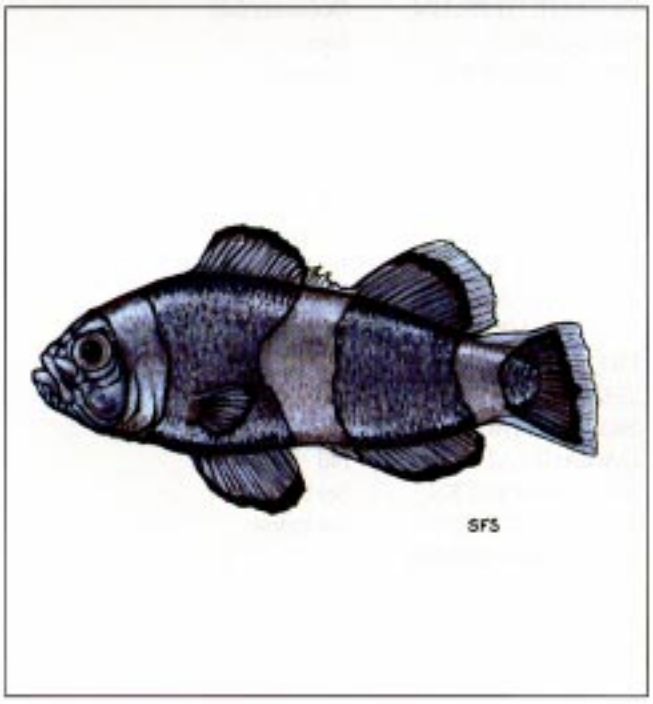
Chandos fish do not have the territorial instincts that many animals have. They protect their food if the target is too small for more than one fish to consume in one meal.

The eggs of these fish are laid in the holes and cracks of rocks, in strings extending as long as 50 feet, with over 1,000 eggs in a string. Not all eggs hatch, and not all newborn fish make it to adulthood. Out of the 1,000 eggs laid by one adult, only about 12 survive long enough to breed themselves. The current life expectancy of these fish is about three years, with the breeding age being six to eight months.

These fish are very protective of their impregnated mates. Until the female lays her eggs, the male swims by her side to protect her from all danger, real or imagined. Once the eggs are laid, they separate forever. They do not mate together again, each finding another when the time comes.

Fish, Clownfish, Giant

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate oceans
FREQUENCY	Rare
ORGANIZATION	School
ACTIVITY CYCLE:	Any
DIET	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	Swim9
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to paralysis
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ long)
MORALE:	Unsteady (5-7)
Xl′ VALUE:	65



Larger versions of the tiny tropical clownfish, or clown anemonefish, the giant clownfish is brightly colored, its body a brilliant orange vertically striped with wide bands of white. Each white band is bordered on both sides with a narrow black band, and the tail and fins are each black at the tips. Like their smaller cousins, they are immune to the stings of the sea anemone and spend much of their time safely within the waving tentacles of such creatures. Giant clownfish are often called "bogeyfish" or "bogeys."

Combat: Giant clownfish are harmless to man-sized creatures, as they have no teeth and can swallow only creatures smaller than their own mouths. In extreme situations they can "head butt" creatures that get too close, but this maneuver causes no damage, merely passes on the information "you're not welcome here." However, giant clownfish are associated with several much more formidable sea creatures.

In the wild, giant clownfish are most often encountered within the vicinity of a giant sea anemone (details on these creatures are found *in* MONSTROUS COMPENDIUM *Volume 4: DRAGONLANCE® Appendix* under "Anemone, Giant"). Clownfish exude a slimy coating that protects them from the anemone's paralytic stings, so they are safe from most creatures while nestled within the anemone's tentacles. If egg-eating fish or small marine creatures move too close to a clownfish's nest, it can scare off the intruders by making loud clicking sounds.

In addition, many giant clownfish are raised by sea sprites, who like them for their vivid coloration and often use the clownfish as riding mounts. The clownfish do not mind such servitude, as they are then protected not only by the sea sprites but also by the barracudas that many sea sprites use as guards and pets. Barracudas in service to a sea sprite community do not attack giant clownfish also in service.

Habitat/Society: Because they like staying close to the giant sea anemones, giant clownfish are often found living together in small schools. Clownfish are frequently preyed upon by sharks, rays, and large fish as well as ixitxachitl, sahuagin, and crabmen.

In addition, the giant sea anemone serves as a food source for the clownfish, who often eat the tiny sea creatures that occasionally are caught in the anemone's tentacles. They also eat algae that forms on sea coral.

The female lays hundreds of reddish-orange eggs at a time, usually along the sea floor next to a giant sea anemone. The male, smaller than the female, follows in his mate's wake and fertilizes the eggs immediately after they're laid. It is the male's job to guard the eggs during the two weeks or so that it takes for them to hatch. Newly-hatched clownfish are translucent and immediately go off on their own to feed. They gradually take on the standard coloration and find homes for themselves among giant sea anemones.

Ecology: Giant clownfish make their homes in shallow, tropical waters. They are seldom encountered far from giant sea anemones or sea sprites, preferring the safety afforded them by either of these creatures. Sea sprites can swim much faster than clownfish but still enjoy using them for riding mounts when they aren't in any particular hurry. Many giant clownfish spend their entire lives in sea sprite communities, even when not being used as a means of transport-the clownfish are safer there, and the sprites enjoy the sight of their brightly-colored "bogeys" swimming around back and forth.

The giant clownfish's immunity to sea anemone stings carries on to other forms of paralysis. For this reason, giant clownfish blood is often used in the inks by which scrolls of *protection from paralysis* are made.

	Angler Fish	Death Minnow	Gulper	Viperfish
CLIMATE/TERRAIN:	Ocean depths	Ocean depths	Ocean depths	Ocean depths
FREQUENCY:	Uncommon	Very rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO.APPEARING:	1	1–2	1	1–2
ARMOR CLASS:	8	10	9	7
MOVEMENT:	Sw 12	Sw 9 (12)	Sw 15	Sw 18
HIT DICE:	8	6	9	10
THAC0:	13	15	11	11
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2d8 (some species 1d4)	Special	2d8 (some species 1d8)	1d20
SPECIAL ATTACKS:	Swallows whole	Swallows whole, *enlarge*	Constriction, swallows whole	Swallow whole (some: constriction)
SPECIAL DEFENSES:	Nil	*Shrink*	Nil	Nil
MAGIC RESISTANCE:	Nil		Nil	Nil
SIZE:	L (8′ long)	T or L (2″ or 8′)	L (12′ long)	Huge (20′ long)
MORALE:	Elite (13)	Elite (13)	Elite (13)	Fearless (20)
XP VALUE:	1,400	2,000	3,000	5,000

Angler Fish

The angler fish is, as its name implies, a fish that hunts the lightless depths by means of a natural "fishing line," sometimes even with a hook (not in the real-world creatures). These bloated-looking things are clumsy swimmers, relying on their lures to cause prey to come to them. Surface-dwellers have an illicium (the "fishing line," actually the modified first ray of the dorsal fin) that looks like a worm or similar creature; with deep-sea anglers, the illicium is luminous. Some anglers don't have an illicium, relying instead on a luminous growth protruding from the roof or palate of the mouth. These growths, in some fantastic species, might resemble anything from mounds of sunken treasure to a beautiful mermaid, both lying in a "cavern" chock full of "stalactites" and "stalagmites." Most anglers are no bigger than a man's fist, though one surface-dwelling type is large enough to swallow ducks and geese and does so.

Combat for the angler fish generally consists of decoying the victim close enough to be attacked, with the teeth getting in one good bite (2d8 damage) and then simply holding the victim in place to be digested (1d8 damage per round). Some anglers actually have one or more hooks at the end of the illicium. With some fantastic species of these fish, these hooks are functional and can be used to snare prey (1d4 points of damage), drawing it down to the mouth to be bitten automatically in the same round. The angler fish's poor Armor Class allows stabbing weapons to penetrate it relatively easily. A swallowed prey takes as much damage from the attack as the fish. The fish's teeth curve inward, so it can't even think about letting go, no matter how much opponents with tridents and daggers might make it wish it could. Swallowing prey is the ultimate act of commitment.



In most species of angler fish, only the females do the hunting. The male, only a fraction of the female's size, clings like a lamprey to her body, living off her as a parasite. This works well for the angler fish; despite the darkness of the ocean depths and the fact that angler fish are few and far between, this system ensures that every fish always has a mate on hand when breeding season comes around. What happens to the young is not known.

The angler fish is a typical predator, like nearly all hunters of the deep. Its flesh is edible, though not a gourmet's delight by human standards.

Death Minnow

The death minnow is a bright orange fish only 2 inches long. It is a magical creature, created by powerful, but unknown, undersea sorcerers (aboleths? sahuagin?). A potent guardian of dark undersea lairs and treasure troves, this creature relies on pressure-sensitive lateral lines to detect its prey.

The death minnow's creators incorporated into the fish an innate magical ability similar to the reversible spell *enlarge/reduce*. Simply put, this little fish can swim up to a creature, looking as innocuous as can be, suddenly enlarge itself to the size of a giant angler fish, swallow the surprised victim with a single gulp, and then reduce both itself and the victim to minute size again. If no one else is looking in the victim's direction at the time (remember, there is apparently nothing large enough to be a threat in the vicinity), then the target will seem to have simply disappeared without a trace.

The act of swallowing itself causes no damage, as the victim is drawn into the fish's mouth by suction. Once inside, however, the prey suffers 1d6 points of damage from the death minnow's digestive juices until rescue or death. Weapons inflict full damage on the swallowed creature as well as the death minnow. However, even bloated with prey, the tiny death minnow can easily dodge most blows. Once the fish is slain (an ingrained instinct prevents it from releasing its prey under any circum-

stances), the victim instantly returns to normal size. Casting *dispel magic* on a tiny death minnow causing it to grow to its monster size of 8 feet, making it a far easier target.



There are no known "wild" populations of death minnows. These are magical guard beasts. As they are created magically, they do not need to breed. In fact, it is uncertain if they even have male and female sexes.

As a magical guardian beast, the death minnow ensures that the immediate vicinity it is set to guard remains free of such dangerous predators as adventurers. If the party can kill one, its blood might be used as an ingredient in the ink used for penning *enlarge* or *shrink* on spell scrolls. If, instead, someone wants to return the swallowing favor by eating it, it tastes remarkably like kippered herring.

Gulper

The gulper is little more than a huge mouth, following by a trailing tail that seems to stretch on forever. The mouth is huge; it can swallow prey several times larger than the gulper itself. Gulpers can grow to a length of 12 feet. This creature has small eyes set on top of its head to catch the least bit of sunlight that filters down from the surface; however, it relies almost solely on its *lateral lines* (a pressure-sensitive line that runs along each side of its body) to feel the approach of prey. Some species have a bioelectric light at the tip of the tail, to attract potential victims. The giant eel, *vurgen*, found in the FORGOTTEN REALMS setting is a giant species of gulper that hunts in shallower water.

The gulper's bite, causing 2d8 points of damage, is inflicted only once on any prey. The next round, the victim is swallowed whole, and the creature's teeth are now reduced to a supportive role, holding the prey in place so it can't get away. Further damage is caused by the gulper's digestive juices, which inflict 1d8 points of damage per turn until the prey is either digested or released. Release can be tricky, though, as cutting through the gulper's soft flesh inflicts an equal amount of damage on the trapped prey. A gulper might use its tail for a constriction attack, inflicting 1d6 points of damage per round upon the hapless victim. Any creature smaller than size G can be constricted by a 12-foot gulper.



Gulpers are solitary. Their reproductive cycle is unknown, but it is possible that one parent may shelter the newborn young in its mouth for a time. In this case, "survival of the fittest" means knowing enough to leave home before hunger overrides parental urges.

Gulpers eat anything. They are edible in turn, with delicate flesh. An enterprising magical artificer might use their skin in the construction of—what else?—a *bag of holding*.

Viperfish

The viperfish is among the most vicious inhabitants of the deepest ocean depths. It is an active cruiser after prey rather than a mere passive toothed trap waiting for a meal to come within reach. The creature has lights for vision as well as for attracting prey, and often has a double row of lights along its torso like portholes on an ocean liner. Prey lures include luminous patches directly inside the creature's mouth. From a viperfish's chin protrudes one or more branches—or whiplike growths. In all species, this is an extension of the lateral line senses, serving as a type of antenna to detect movement in the water. Some fantastic species, however, might also use it as a weapon (see below). The smallest natural viperfish is about an inch and a half long, while the largest can grow to 6 feet. Monstrous viperfish might grow to a length of 20 feet or more.

Like many other fish of the depths, a viperfish gets in one good bite at the start of the attack (1d20 points of damage) and then swallows its prey whole, its the teeth serving as no more than bars in a cage to keep the prey from escaping. They also keep the viperfish from letting its prey go if it realizes it is too much for it, as they slant backwards. If the viperfish takes too big a mouthful, then that's just too bad for it, as well as for its prey. Some specimens have a whiplike chin growth that acts as a tentacle, causing 1d8 points of constriction damage. Swallowed prey takes 1d8 points of damage per round from the viperfish's stomach acids until rescued or dead. Slashing or piercing damage inflicted on the viperfish is inflicted on the trapped prey as well.



Viperfish are solitary creatures, only coming together briefly for the mating season. They abandon their young as soon as the eggs are laid.

As active hunters, viperfish have more of an impact on the deep-sea ecology than those predators that simply sit around waiting for prey to come to them. They also have edible, if non-tasty, flesh.

Source: *Abyss*. C.P. Idyll. New York: Thomas Y. Crowell Company. 1971. Game statistics from DRAGON Magazine #235.

CLIMATE/TERRAIN:	Subtropical to temperate, shallow fresh water pools, slow streams and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and night
DIET:	Scavenger
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Spines and poison
SPECIAL DEFENSES:	Natural camouflage
MAGIC RESISTANCE:	Nil
SIZE:	T (2' long)
MORALE:	Irregular (5)
XP VALUE:	270



These shy, solitary scavengers are only interested in staying alive and eating. Nevertheless, the two excellent self-defense methods evolved in these creatures make them a potentially deadly enemy for clumsy, inattentive adventurers.

Prefering to dwell in shallow freshwater pools or slow-moving streams and rivers, dragonfish are flat and covered with thick, hard scales of a mottled brown that give it a low Armor Class. The fishes' backs are lined with three to five rows of sharp, two-inch-long spines. Together, the scales and spines make the fishes' hides look much like that of a dragon. However, the dragonfish shares little else with its terrifying namesake.

Combat: Dragonfish are extremely difficult to spot in their natural habitat. Their mottled brown coloration allows them to blend in with the rocks and mud found at the bottom of the waters they inhabit. Because their natural camouflage is so successful, dragonfish can be spotted only 15% of the time, and only if the searchers know what they are looking for. Also, as dragonfish tend to be active at night, finding one is always extremely difficult.

Most adventurers meet dragonfish inadvertently as they cross the pools and streams where the fish reside. Dragonfish have sharp teeth and will bite for 1-6 points of damage if they are provoked. However, most adventurers literally stumble across the creatures in the water. These encounters are always painful for the unlucky wayfarer as the spines that line the fish's back are sharp enough to penetrate leather boots and will snap off, remaining in the wound as the fish and its attacker separate. A person stepping on or attempting to grab a dragonfish will be struck by 1-6 spines, each doing one point of damage.

The pain caused by the spines to anyone unlucky enough to step on a dragonfish (or foolish enough to try to grab one) is certainly minor when compared to the deadly poison the spines inject when they do any damage. This special poison is slow-acting, and creatures injected with the toxin suffer increasingly violent nausea and a high fever for four hours, and have a penalty of -1 on all attack rolls and saving throws for each hour of illness. (The penalty is cumulative, so, for example, after four hours, a victim of dragonfish poison will have a -4 penalty on all attack and saving throws.)

As these are the same symptoms that precede a death caused by dragonfish poison, it will be unclear if a character will survive the poisoning until the four hours of illness are over. Only after this time has elapsed can a saving throw versus poison be made by the victim (at a -4, like all saving throws after four hours). Those failing the saving throw die with 1-4 turns. But even for those who save, the effects of the poison are long-lasting, and for the next 1d12 hours, a character surviving the poison will suffer a -2 penalty on all attack rolls.

During the four hour onset time, a *slow poison* spell will stop the penalties from adding up temporarily and, of course, a *neutralize poison* will negate all effects of the toxin. Only one saving throw against the poison is required, regardless of the number of spines that strike the character at once.

Habitat/Society: Dragonfish tend to dwell near the bottom of shallow bodies of water. Their diet consists largely of slow-moving snails, small fish, and the remains of other creatures that have recently died in the water. However, the dragonfish has been known to eat almost anything it can swallow, including small bits of metal such as coins or rings. The strong digestive acids in the fish's stomach break down anything it swallows very quickly, making it almost impossible to recover any undamaged treasure from a dragonfish's stomach.

The dragonfish is not territorial, but will protect a food source it discovers. Dragonfish abandon their young at birth, and both the male and female will prey upon any small dragonfish that cross their path. This is one of the primary population controls on the species.

Ecology: Intelligent races have discovered a large number of uses for the dragonfish. Dragonfish poison is highly toxic and a full-grown dragonfish can yield enough to kill a large number of creatures. It is natural that creatures who frequently use poison will have a standard method for capturing dragonfish. Also, dragonfish spines make excellent darts, as they are extremely strong and very sharp. (The spines also grow back on the fish, so harvesting them is possible.) The dragonfish skin is not wasted either, as it makes excellent material for scale armor. Using any part of the dragonfish is potentially deadly unless the poison sacks and spines are carefully removed first.

	Electric	Giant	Marine	Weed
CLIMATE/TERRAIN:	Warm fresh water	Warm salt & fresh water	Warm salt water	Warm fresh & salt water
FREQUENCY:	Rare	Uncommon	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Colonies
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	(O, P, R)
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-3	1-4	1	10-60
ARMOR CLASS:	9	6	6	8
MOVEMENT:	Sw 12	Sw 9	Sw 9	Sw 15
HIT DICE:	2	5	6 to 8	1-1
THAC0:	16	15	6 to 7 HD: 13 8 HD: 12	20
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	3-18	2-8, 3-12, or 4-16	1
SPECIAL ATTACKS:	Electric shock	Nil	Electric shock	Poison
SPECIAL DEFENSES:	Immune to electrical attacks	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (9' long)	H (20' long)	H-G (20'-40' long)	M (6' long)
MORALE:	Unsteady (7)	Average (8)	Average (9)	Unsteady (6)
XP VALUE:	65	175	6 HD: 420 7 HD: 650 8 HD: 975	120

Eels are long, snake-like fish that are usually not aggressive. Nevertheless, nature has provided the various types of eels with interesting—and dangerous—methods of defense.

Electric Eels

Reaching nine feet in length, the electric eel has a long, scaleless body. The eel swims using its two small pectoral fins and the long fin that stretches along 80% of its stomach, and is able to propel itself rapidly in any direction including backward. The coloration of an electric eel is mostly dull gray, though it often has a bright patch of red or green along its stomach and throat.

Combat: An attacking eel, whether in self-defense or hunting for food, will discharge a jolt of electricity. This charge has a 15-foot-radius range. Creatures less than five feet from the eel suffer 3d8 points of damage; creatures five to ten feet away receive 2d8 points of damage; all other creatures within range suffer 1d8 points of damage. An eel must recharge itself for an hour (six turns) between attacks.

If hunting, an eel will search the surrounding water for fish, frogs, or other creatures that are easily stunned or killed by its attack. As it has no teeth, an electric eel eats only small creatures it can swallow whole. If defending itself, an eel will seek to flee its attackers while they are recovering from the electric charge. The electric eel is immune to all electricity-based attacks.

Habitat/Society: Shallow, slow-moving, fresh water rivers in the warmer climates are the abodes of the electric eel. Not a social animal, the electric eel lives a solitary life when it is not breeding. However, when an eel discharges electricity, there is an 80% chance that 1-2 other nearby eels approach in the hope of securing something to eat.

Giant Eels

Giant eels usually dwell in warm, salt water, though a few are found in fresh water (10%). These eels have no electrical discharge attack. Instead, they attack with their teeth. Reaching up to 20 feet in length, these eels are ill-tempered and most often attack by darting out from a cave or crevice.

Marine Eels

These giant eels are large, salt water versions of the electric eel. Since they strike with amazing speed, marine eels receive a +1 bonus to initiative rolls. Growing from 20 to 40 feet in length, marine eels have a very powerful electrical discharge. This attack has a range of 15 feet; creatures less than five feet from the eel suffer 6d6 points of damage; those between five and ten feet receive 4d6 points of damage; all others in the range suffer 2d6 points of damage. Victims of the marine eel must also roll a successful saving throw vs. paralyzation or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. However, the farther away a creature is from the eel, the greater its chance to save. If the victim is five to ten feet away from the eel, it gets a +1 bonus to its saving throw. Creatures ten to 15 feet away get a +2 bonus. A successful saving throw means that the victim still takes full damage, but he is not stunned by the electrical charge.

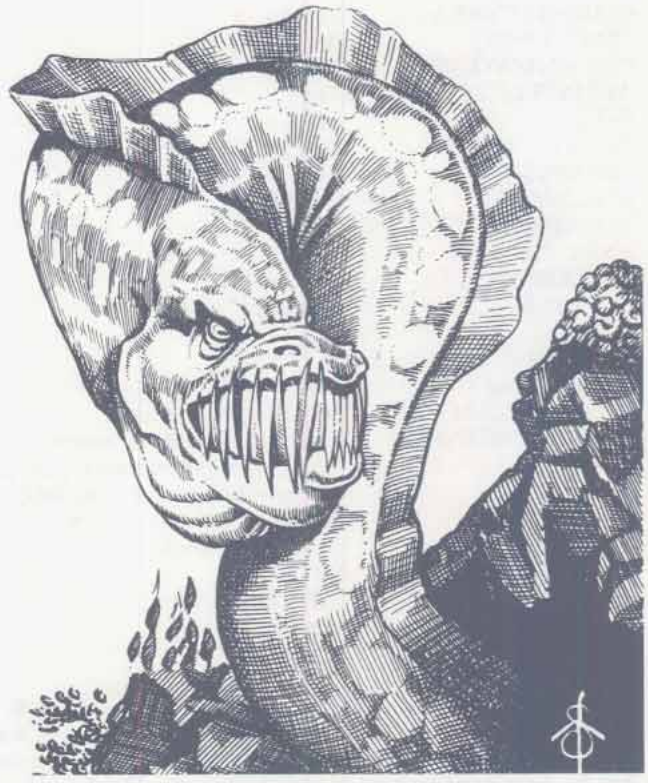
Weed Eels

These eels get their name from their remarkable resemblance to seaweed. In fact, they can be spotted by a trained observer only on a roll of 1 on 1d6. The bite of the weed eel is poisonous—victims that fail a saving throw vs. poison die in 1d4 rounds.

Weed eels are at home in both fresh and salt water, 25 to 40 feet deep. They live in loose, communal groups of 10 to 60 eels. Each colony has a lair consisting of an central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of six-foot-diameter tunnels, which in turn lead to a network of six- to eight-inch- diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where their young are raised.

Fish, Eel, Giant Moray

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore/Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	None (see below)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 7–12 (1d6+6) in lair
ARMOR CLASS:	4
MOVEMENT:	Swim 6
HIT DICE:	5 and up
THAC0:	15
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	2d4 or 1d4+2/1d4
SPECIAL ATTACKS:	Jaw lock, disease, tail lash
SPECIAL DEFENSES:	Immune to fear and disease, +4 saving throw bonus vs. *enfeeblement* effects
MAGIC RESISTANCE:	Nil
SIZE:	L to H (8′ to 20′ long)
MORALE:	Steady (12) or fearless (20)
XP VALUE:	HD 5 to 5+3: 420 HD 5+4 to 5+12: 650



These aquatic predators are evil, cruel creatures—slow, but feared for their diseased bite and their fearlessness once they have seized prey. Giant morays have brown, mottled, thick, leathery skin, with lighter brown or yellow-brown spots on their dorsal surface. They have pronounced incisor teeth, and their unblinking eyes seem to reveal their baneful nature. Both freshwater and saltwater versions exist, identical save for their chosen environment. Giant morays are very long-lived, with some specimens believed to have survived for hundreds of years. Older individuals are larger than most; length is 6+1d6+1d8 feet, and for every foot in length above 8′ the moray gains an additional hit point (so a 20′ long specimen has HD 5+12).

Combat: Giant morays usually conceal themselves in fissures in reefs, beneath stones, in the sand of the sea bed, or in weeds, kelp, etc. They lunge forth to attack prey with their bite, and they will attack virtually anything, irrespective of its size or strength. A successful attack made with a score of +4 or better above the minimum number needed to hit, or a natural 20, means that the moray has gripped its prey firmly and locked its jaws into the wound, causing automatic damage thereafter (1d4+2). Normally, morays have steady morale (ML 12), but once a moray has locked its jaws in this way it is fearless (ML 20). Furthermore, even if the moray is killed the jaws remain locked in the wound and have to be cut away, or else the victim continues to bleed (though automatic damage is now reduced to 1d2 hp per round). Cutting away the head of the moray in this manner requires one round of work with a dagger or knife, and the cutter must make a Dexterity check. Failure means that the knife or dagger slips and the unfortunate bitten victim suffers a further 1d4 hp of damage from this accidental wounding.

A lock-jawed moray bite causes a rotting disease (no saving throw). After 12+1d12 hours, the bitten body part becomes swollen and very sore (–2 to Dexterity due to swelling); it rots away within 1d4+4 days. A *cure disease* or *heal* spell can prevent or reverse the Dexterity loss.

As a rule, giant morays use their tail lash attack only if they have locked jaws on a victim, when they employ it against secondary targets on their flanks. A giant moray out of the water can employ its tail lash in addition to its bite attack, though not against the same target. Giant morays are very tough creatures, and if removed from water they can survive for 10+1d10 rounds before expiring from an inability to breathe.

Giant moray eels are immune to all forms of fear and disease and gain a +4 bonus to all magical attacks which have a primary effect of reducing strength (*ray of enfeeblement*, *weakness*, etc.).

Habitat/Society: Giant moray eels are solitary creatures, though rarely several will share a stretch of reef, rocky outcrop, etc. They have almost no form of social organization, though each individual knows the extent of its territory and does not usually intrude on those of other morays. Morays do not cooperate in any form (in combat, etc.). Even mating between them can be hazardous, with males and females as likely to attack and eat each other as cooperate in the production of young. Young morays are born with 2 HD and are 3½′ in length; they gain 1 HD and 1½′ in length for every month of growth up to 5 HD. Thereafter the rate of growth slows, with the moray gaining an additional hp and extra foot of length every decade. Few survive to adulthood, as immature morays have many enemies (including adult morays, who will consume younger ones, given the chance). But since the adult giant moray has few natural predators, their numbers tend to be relatively stable.

Ecology: Giant morays are thoroughly unpleasant creatures and are feared by almost all intelligent aquatic creatures for their ferocity, fearlessness, and lack of discrimination (they will attack anything, even a kraken, if it gets close enough). However, they rarely move from their own small territory, preferring to wait for prey to come to them, which minimizes their dangerousness somewhat. In addition to being indiscriminate carnivores, they are also unfussy consumers of carrion of all kinds. Giant morays will gleefully gulp down all manner of detritus, no matter how rotten or diseased, and this habit explains their own ability to inflict disease with their bites. As scavengers they have a useful role in aquatic ecology, since they consume refuse and carrion which few other creatures would consider edible. The giant moray has few natural predators; only creatures of the size and strength of sharks, kraken, and the like prey on them.

Treasure found in a moray lair will be incidental: anything dropped by victims of the eel when they were attacked and killed.

only), Elemental Earth, Elemental Water, Healing, Necromantic, Protection, Sun (reversed forms only), and Weather (minor access only). Priest Ixzan do not gain bonus spells for high Wisdom scores, but they do gain the regular saving throw bonuses for superior Wisdom. A typical Ixzan priest has a Wisdom score of 12+1d6.

Wizard Ixzan form some 5% of the total Ixzan population. These rare creatures have innate spell-like abilities. They do not require spellbooks, nor do they memorize spells. Spell-like powers are usable one per round, once per day each. Casting time is equal to the casting time for the spell, less 2 segments (to a minimum casting time of 1 segment). The spellcasting level of these wizards is determined by rolling 1d6 and adding the Ixzan's HD, to a maximum of 12th level. The number of spell-like powers is equal to the number of spells memorizable by a normal mage of the same experience level. Wizard Ixzan have Intelligence scores of 14+1d4. These spellcasters seem able to use any school of spells, but the most commonly reported are divination spells and those of the following list: *charm person, cone of cold, fly, haste, ice storm, invisibility, invisibility 10' radius, levitation, magic missile, mirror image, slow,* and *stoneskin.* Many have the power of *air breathing* (the reversed form of *water breathing*). Note that priest and wizard skills are incompatible in the huge majority of cases. Only exceptionally rare individuals are priest-wizards.

Mutant Ixzan form only 2% of the population. They display a variety of abnormalities of form, determined by rolling 1d12 and consulting the table below:

1d12	Mutation
1–6	Barbed tail, additional attack (1d8 or 1d10, depending on HD)
7–10	As above, but + poison (a failed saving throw indicated 1d6+6 additional points of damage)
11	Mutant has a thick ridge of jaw bone and can inflict a crushing bite (4d4) and then hold victim in its jaws for 3d4 automatic points of damage per round thereafter.
12	The mutant's body secretes a thick, corrosive slime. Out of water, a successful attack from such a mutant splashes the victim with acidic slime (1d6 hp of damage) which then coats the victim for 1d4+2 rounds (1d4 automatic damage per round). An oil- or alcohol- based solvent will remove this slime in one round.

Mutant Ixzan are neither priests nor wizards. Other, very rare, types of mutation may also occur, such as freakishly thick skin (AC bonus, but the Ixzan may be blind and unable to orient itself except when underwater where it can use sonic detection effectively), natural magic resistance, or more than one tail.

Vampiric Ixzan are also rare, some 3% of the Ixzan population. Their bite causes the victim to lose one experience level or HD, with no saving throw permitted. Vampiric Ixzan may be priests (25% chance) or wizards (25% chance), but mutation seems to negate vampirism. Vampiric Ixzan regenerate 3 hp per round in combat. Greater vampiric Ixzan, akin to greater vampiric ixitxachitl rulers, are rumored to exist, but there are no reliable reports of them. Certainly, no form of vampiric Ixzan is ever encountered outside of a major lair or city.

Habitat/Society: Ixzan communities, encountered only in sizeable Underdark lakes, are some 20 to 100 strong. Both magic and charmed slaves are used to construct the peculiar pyramidal structures the Ixzan favor (these have significance for their reverence of their patron Power). Lakes may even be deepened or extended, and underground passageways feeding water into them widened and their courses changed to bring extra water to the lakes.

Ixzan communities tend not to be dominated by a single exceptional leader-type but by an oligarchy of the most powerful of their priests and wizards. Vampiric ixitxachitl almost always rise to important positions within such ruling elites, due both to their power and their innate longevity, unless killed off by vampiric rivals who want to sequester power for themselves.

Ecology: Ixzan have no natural predators. On the other hand, they may have many enemies, although there is no particular race for which they have especial animosity, and rivalries vary from place to place. In one underdark domain, Ixzan might get on well with Drow, whereas in another hundreds of miles away they might be deadly enemies. Ixzan have natural affinities with aboleth and kuo-toa. Aboleth are very much the dominant party in any aboleth/Ixzan alliance, while Ixzan dominate kuo-toa in turn (regarding them as essentially rather stupid—strong, excellent guards, but stupid nonetheless). Ixzan will often be found living with kuo-toa, as their respective Powers (Blibdoolpoolp and Ilxendren) are known to be on good terms with each other. In such communities, Ixzan and kuo-toa dwell in separate areas, with the Ixzan guarding the entrances to their central pyramid (if they have one) zealously. Ixzan wizards use their spell powers to assist kuo-toa in battle, while allowing the gogglers do the meleeing and take most of the risks.

Kuo-toa sometimes use Ixzan in a ritual designed to weed out the weaker of their young. Young kuo-toa who have reached semi-maturity may be flung *en masse* into a great pool filled with Ixzan and forced to negotiate their way through an underwater maze while the Ixzan gorge themselves on the flesh of those who are not fast, strong, or ruthless enough. Since the kuo-toa spawn vast numbers of young, this ritualized weeding-out is regarded wholly dispassionately by them. Young who have not survived this ritual are not perceived as kuo-toa by their own kin; only afterwards are they regarded as individuals and adults.

Ixzan are likewise careless of their young. Ixzan are born neutral, and only acquire their CE alignment as the result of a gruelling process designed to make them as strong and ruthless as possible; those who fail to survive are neither mourned nor missed. The only exceptions are the fledgling wizards; other spellcasting Ixzan can intuitively sense when a young Ixzan has this ability and protect it fiercely, inculcating their own morality into it through a regimen designed to instill a sense of absolute self-worth along with contempt for "lesser" beings.



	Catfish, Giant	Gar, Giant	Pike, Giant
CLIMATE/TERRAIN:	Temperate to tropical/ Fresh water	Temperate/Fresh water	Temperate/Fresh water
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	School	School
ACTIVITY CYCLE:	Night	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1	1-6	1-8
ARMOR CLASS:	7	3	5
MOVEMENT:	Sw 18	Sw 30	Sw 36
HIT DICE:	7-10	8	4
THAC0:	7 HD: 13 8-9 HD: 12 10 HD: 10	12	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3-12	5-20	4-16
SPECIAL ATTACKS:	Poison spines, swallows whole	Swallows whole	Surprise
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (16'-24' long)	H-G (21'-30' long)	L-H (9'-14' long)
MORALE:	7-8 HD: Average (9) 9-10 HD: Average (10)	Average (10)	Average (8)
XP VALUE:	7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10 HD: 5,000	2,000	175

Giant fish are a diverse group of creatures with varying attack and defense capabilities. While fish are all basically water-dwellers, some have the ability to survive out of water and breath atmospheric oxygen.

Giant Catfish

A naturally occurring mutation of the normal catfish, giant catfish look like their smaller relations, from their grayish-brown skin to the feelers at the corners of their mouths.

When hunting, a giant catfish tries to bite its prey, causing 3d4 points of damage or, if possible, swallow it whole. A 7-Hit Die catfish can swallow an object up to 3½ feet in length. For each additional Hit Die the catfish has, add one foot to the maximum length that can be swallowed. Any creature swallowed whole suffers normal bite damage plus, for each round the creature remains inside the catfish, it suffers 1 point of damage and has a 5% chance of suffocating. If the victim has a sharp-edged weapon, it may cut itself out of the catfish by inflicting internal damage equal to at least half of the catfish's original total hit points. Any attack from the outside that pierces the catfish has a 20% chance of damaging a swallowed creature as well.

The catfish can also employ its feelers as weapons by whipping its head back and forth. These feelers secrete a minor toxin and cause 2d4 points of poison damage if they strike a creature. A successful saving throw vs. poison limits this damage to 1d4 points. Two additional opponents can be attacked if they are within the range of the feelers.

Since they are primarily bottom-feeding scavengers, catfish require a large area in order to find enough food to survive. Consequently, catfish live alone rather than in groups.

Giant Gar

A more aggressive version of the normal gar, the giant gar inhabits deep fresh water lakes and rivers. The gar's long, streamlined body is covered with hard, overlapping scales and its alligator-like mouth contains needle-sharp teeth.

The gar attacks with its teeth, inflicting 5d4 points of damage per bite. On a score of 20, the gar swallows its victim whole. On average, a giant gar can swallow an object up to five feet long. Any creature swallowed has a 5% chance of suffocating each round it remains inside the gar. A swallowed creature may use a sharp-edged weapon to cut its way free of the gar. (The weapon must be in the victim's hand when he is swallowed, however.) To escape, the victim must inflict internal damage totaling at least 25% of the giant gar's original hit points. Anyone attacking and successfully piercing the gar from the outside has a 20% chance of also damaging any victims inside the gar.

Giant Pike

An inhabitant of deep fresh-water lakes, the giant pike has a long, flexible body and greenish-yellow coloring.

The giant pike uses both its speed and camouflage when hunting. Though a pike will sometimes stalk its prey, its most common approach is to wait in the weeds for a likely target and then dart out to catch it, biting its prey for 4d4 points of damage. Because of their speed and natural camouflage, pike have a good chance to surprise their intended victims (-2 penalty to opponent's surprise roll).

Fish, Great Glacier

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	Bloatfish	Black Burner	Spiny Sleeper	Icetail	Crystal Sipper
CLIMATE/TERRAIN:	Arctic oceans, rivers of the Great Glacier				
FREQUENCY:	Rare	Uncommon	Very rare	Very rare	Very rare
ORGANIZATION:	School	Solitary or small school	School	School	School
ACTIVE TIME:	Any	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Non-(0)	Non-(0)	Non-(0)	Non-(0)	Non-(0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	10-40	1 or 3-12 (3d4)	10-40	10-60	10-40
ARMOR CLASS:	9	8	10	10	9
MOVEMENT: Sw 6	Sw 6	Sw 9	Sw 15	1, Sw 6	
HIT DICE:	1 hP	1-2 hp	½ hp	½ hp	½ hp
THAC0:	20	20	20	20	20
NO. OF ATTACKS:	Nil	Nil	Nil	Nil	Nil
DAMAGE/ATTACK:	Nil	Nil	Nil	Nil	Nil
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	See Below
SPECIAL DEFENSES:	Nil	Nil	See Below	See Below,	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	T (1-2′ long)	T (1-2′ long)	T (1-2′ long)	T (6 inches long)	T (1 inch long)
MORALE:	Unreliable (2)	Unreliable (2)	Unreliable (2)	Unreliable (2)	Unreliable (2)
XP VALUE:	7	7	35	15	15

The oceans and rivers of the Great Glacier teem with a wide variety of aquatic life, including several unique species of fish.

The species discussed below are all 2 feet or less in length; the tiny crystal nipper rarely exceeds a quarter of an inch. All thrive in the icy waters of the Great Glacier.

Combat: None of these fish are aggressive; all swim from danger as fast as possible. Even the deadly crystal nipper and spiny sleeper are passive, posing a threat only to the careless or unlucky.

Habitat/Society: All of these fish tend to organize themselves into schools of various size. None are particularly territorial, swimming freely throughout the rivers and seas of the Great Glacier. All reproduce by laying thousands of tiny eggs.

Ecology: The fish subsist on waste matter, plankton, or whatever other organic matter they can scavenge. All are edible by humans and quite delicious, though some, such as the spiny sleeper, must be handled with caution.

Bloatfish

The bloatfish resembles a white manta ray with a balloon-like organ swelling from its belly. The diameter of the balloon organ is equal to or slightly larger than the length of the fish. The balloon organ is always filled with water, and because of the fish's unique body chemistry, the water is always fresh. Fishers lucky enough to catch a bloatfish sometimes carry the frozen corpse with them, sipping fresh water from its balloon organ by puncturing a hole in the side of the fish. When the balloon organ is empty, the fish makes a satisfying meal.

Black Burner

The black burner is not a fish. It is actually a small marine mammal. With its chubby black body, puckered blowhole, and wide mouth, the black burner looks exactly like a miniature whale. The black burner has skin instead of scales, and secretes oil through tiny pores. Oil covers the entire surface of the black burner, preventing it from freezing when removed from the water. If the corpse of the black burner is ignited, it burns steadily for 3-12 (3d4) hours, providing light and warmth equivalent to a small camp fire. Alternately, about a cup of oil, which can be burned later as fuel, can be drained from a black burner corpse.

Spiny Sleeper

Tiny silver spines cover the body of this plump fish, which has a white belly and long whiskers like a catfish. If a character (or creature) handles the sleeper carelessly (for instance it a character not wearing gloves or other protection fails a Dexterity check), a spine may pierce his flesh, injecting him with a powerful toxin. If the affected character (or creature) fails to save vs. poison, he immediately suffers the effects similar to a *temporal stasis* spell, and an ice-like glaze forms over his body. *Neutralize poison* or a similar spell negates the effect, as does certain herbal treatments known by some Ulutiun healers

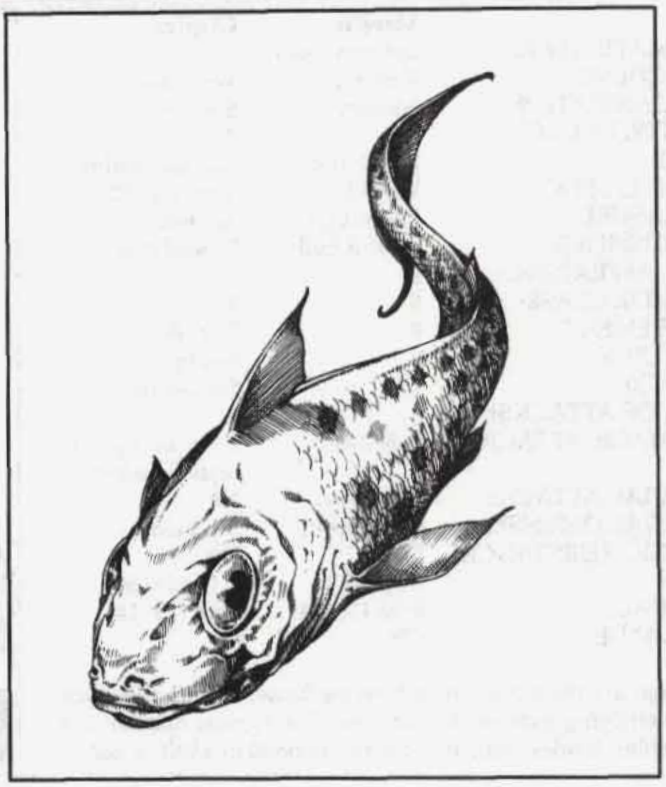
Icetail

To the casual observer, the icetail doesn't look like a live fish at all, but a fish skeleton with a few shreds of bluish tissue hanging from its ribs. Closer inspection, however, reveals the creature to have an actual body, complete with head, fins, and tail, all as transparent as glass. The icefish is also cold to the touch--so cold, in fact, that if a character touches a still-living icefish with his bare flesh, he suffers 1 point of damage. A dead icefish acquires the temperature of the immediate environment. Icefish may be cooked and eaten (or eaten raw, though their uncooked flesh is extremely bitter), hut if they aren't thoroughly cooked for at least six hours, the eater risks extreme indigestion (the eater must make a successful Constitution check or suffer stomach cramps for the next 24 hours, making all attack rolls and ability checks at a - 2 penalty; movement rates are also reduced by half).

Crystal Nipper

A distant cousin of the rot grub, the crystal nipper looks like a tiny eel made of blue crystal. It is instinctively drawn to warm bodies and attempts to burrow into any area of exposed flesh; a victim has the same risk of death as if attacked by a rot grub (death in 1-3 turns unless flame is applied to the wound, causing 1-6 points of damage, or *cure disease* is cast). The biggest danger from the nipper results from its ability to survive out of the water for short periods of time. At night, nippers sometimes surface and crawl onto the shore, advancing towards any nearby warm bodies (such as sleeping campers) at a movement rate of 1. Because of the nipper's anesthetizing secretions, sleeping victims may not realize they have been attacked by a nipper until it's too late. Fortunately, nippers can only survive out of water for an hour, so campers sleeping some distance away from a body of water where nippers are thought to exist are usually safe. Tiny blue worm corpses scattered near the shore of a river or lake is a sure sign of nippers in the area.

CLIMATE/TERRAIN:	Any (see below)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13–14)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Sw 15
HIT DICE:	3+3
THAC0	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–2
SPECIAL ATTACKS:	Spitting
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	T (up to 2' long)
MORALE:	Steady (11–12)
XP VALUE:	650



Jade fish are sleek, beautiful creatures with deep green scales and wide, bright green eyes. Jade fish are able to continuously produce water, an ability for which they were once greatly prized. Now, they are so rare that few know of their magical abilities.

Intelligent creatures, jade fish observe the world around them, learning what they can. They will generally learn to speak the most common language in the area and will often answer questions if asked politely and given a gift. A jade fish will have knowledge equivalent to that given by a local history nonweapon proficiency.

Combat: Jade fish prefer to avoid combat, though they will defend themselves and they do attack small animals for food. The bite of a jade fish causes only one or two points of damage, but the creature can spit a powerful jet of water at animals that venture close enough to the jade fish's pool.

The stream of water has a range of five feet and causes 1d10 hit points of damage on a successful hit. The jade fish will try to attack so that the victim falls into the pool. Once a victim is killed, the jade fish will nibble on it until only bones are left.

Habitat/Society: Myths hold that jade fish were created by a rain goddess to help her chosen people live in the desert. These beautiful, magical fish produce prodigious amounts of water from their mouths, filling any pool in which they are placed until it overflows.

A jade fish can be found almost anywhere, since it essentially creates its own environment. If placed in an area where its water cannot collect and form a pool, however, it will eventually die. In contrast, it also needs to be in a place where some of the water it produces can run off, or it will create enough water pressure to crush itself.

Jade fish were greatly valued for their ability to create almost infinite amounts of water (up to four gallons per hour), and many were taken into captivity. The fish didn't mind their captivity, however. It gave them an opportunity to learn, and most of their captors treated them as guests, bringing them gifts of food and valuable gems and coins.

Since jade fish are now found only in captivity, or in places where they were once brought to by others, they rarely seek out a mate. Instead, jade fish have come to rely on their human caretakers to bring a male and female together. At such times, they go through an elaborate underwater mating dance that lasts for up to a week. The female lays eggs two years after mating, and those eggs hatch 18 months later. The newly hatched fish are brilliant emerald, gradually darkening over the next 25 years as they grow to maturity. Jade fish can live for centuries, and some say there are a few more than a millennium old. The scales of jade fish continue to darken as they age, and the oldest ones have scales that are almost black.

Ecology: Unlike most creatures, a jade fish can actually create its ecology. It does its best to patrol the pool it creates, trying to ensure that all residents live in relative harmony.

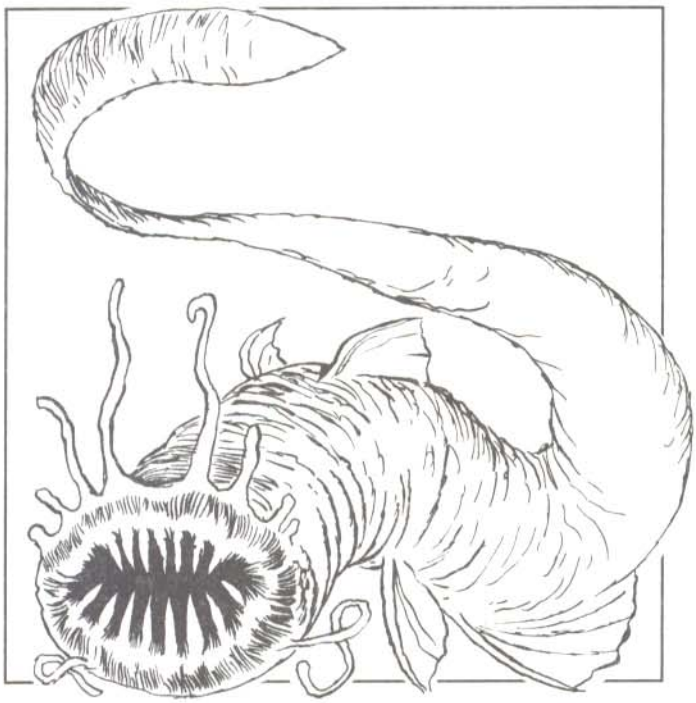
Jade fish seldom hunt for food as they require very little sustenance. However, they are able to defend themselves handily. Most unintelligent predators seem to regard them with something akin to awe and attack them in only the worst circumstances.

Despite persistent rumors to the contrary, the water produced by jade fish is not magical in any way, though it is always fresh and clear. If a jade fish is injured, though, the water will become cloudy until it heals.

Jade fish care little for treasure, but many have become accustomed to the gifts their caretakers give them. They feel honored by those gifts and will not willingly part with them except for a very good reason.

The value of a jade fish varies greatly. It is of almost immeasurable value to people who dwell in deserts, since the fish can provide life to them. Those who live in wetter regions tend to value the fish less, but they still admire the rarity, beauty, and wisdom of the green fish.

	Normal	Giant	Land
CLIMATE/TERRAIN:	Deep waters	Deep waters	Any
FREQUENCY:	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1-2	1-4	2-12
ARMOR CLASS:	7	6	7
MOVEMENT:	Sw 12	Sw 9	12
HIT DICE:	1+2	5	1+2
THAC0:	18	15	18
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-2	1-6	1 hp/round
SPECIAL ATTACKS:	Drain blood	Drain blood	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (6' long)	S (3' long)
MORALE:	Unsteady (7)	Average (9)	Unsteady (7)
XP VALUE:	65	270	120



Lampreys are leech-like eels that dwell in deep fresh and salt water. They feed by biting their victims, fastening on with their teeth, and draining blood from their prey.

These disgusting creatures are characterized by their sphincter-like mouths ringed with sharp teeth. The average lamprey has a sickly brown-green-grayish coloring, with the salt water dwellers having a greater amount of gray.

Combat: They feed by biting their victims, fastening themselves by their sphincter-like mouths. Once attached and the initial damage is inflicted upon the victim, the lamprey begins to drain blood on the next and successive rounds. The rate of blood drain is equivalent to 2 hit points per Hit Die of the lamprey. Thus, a normal lamprey drains blood for 2 points of damage per round.

Sea lampreys are especially susceptible to fire, making their saving throws against fire-based attacks with a -2 penalty. Of course, any fire-based spell aimed at a lamprey attached to a victim means that he, too, must make a saving throw!

Once a lamprey attaches itself to a victim, the only way to remove it is by killing it. As a rule of thumb, a lamprey sucks blood equivalent to its hit points, then detaches itself. The victim of a giant lamprey, however, continues to bleed at a rate of 2 hit points worth of blood loss per round until the wound is bandaged.

Habitat/Society: Lampreys inhabit deep water areas and dwell in natural caves or coral formations. Lampreys have an unerring homing instinct that enables them to range up to two miles away from its lair.

A lamprey lair is notoriously devoid of treasure since they do not take their victims back to these places, preferring to suck the blood immediately upon encountering their prey.

Lampreys live to eat and reproduce. They are savage, nasty-tempered creatures. They are territorial and vigorously defend their lairs. Usually, 4d6 lamprey eggs can be found in a lair.

Ecology: In salt water environs, sharks enjoy feeding on giant lampreys. It could be argued that the presence of these sea lampreys keeps down the number of shark attacks on coastal communities.

Land Lamprey

A land lamprey is only about three feet long but fairly thick and heavy. Coloration ranges from light green to blackish green. This color scheme enables the land lamprey to hide in greenery such as bushes or tall grass with a 75% chance of success.

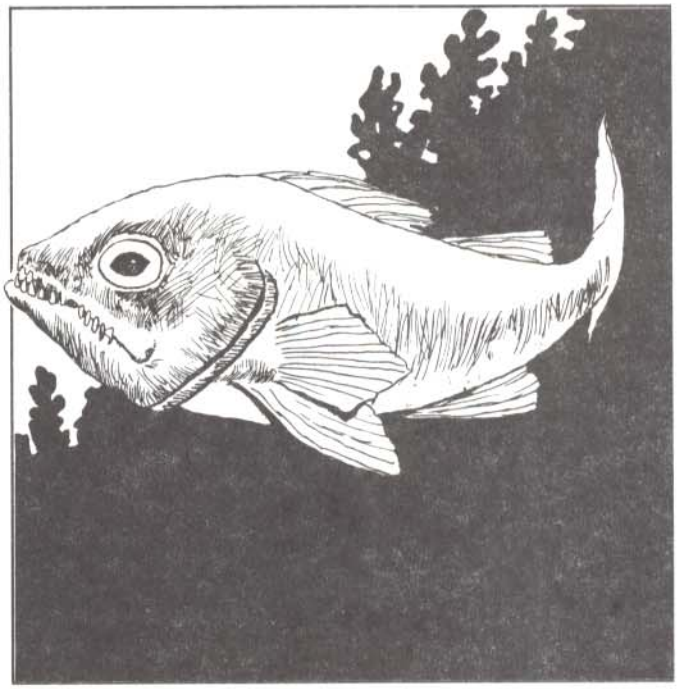
Land lampreys are mutated versions of sea lampreys. They breathe air and move in a snake-like fashion. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments; like their aquatic counterparts, they favor small caves for lairs.

Land lampreys feed as do aquatic ones. Once attached (a hit for 1 point of damage), a land lamprey drains blood for three consecutive rounds, unless killed or removed, for 1 point of damage per round.

In addition, while attached to a character, each lamprey encumbers an individual; this is equivalent to a loss of 1 point of Dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they release their hold in an effort to avoid the flames.

Fish, Piranha

	Normal	Giant
CLIMATE/TERRAIN:	Tropical/Rivers	Tropical/Rivers
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Shoal	Shoal
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Nil	Nil
NO. APPEARING:	5-50	2-20
ARMOR CLASS:	8	7
MOVEMENT:	Sw 9	Sw 15
HIT DICE:	½	2+2
THAC0:	20	16
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-2	1-6
SPECIAL ATTACKS:	Swarm	Swarm
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8"-10" long)	S (2'-3' long)
MORALE:	Unsteady (6)	Average (10)
XP VALUE:	7	65



With the exception of the shark, there is no more feared fish than the piranha, the terror of tropical rivers. For sheer voraciousness, the piranha has no equals. There are many tales of cattle unfortunate enough to enter piranha-infested waters being stripped to the bone in a few minutes by these creatures. Piranha attack anything, including humans.

Piranhas are small fish, averaging between eight and ten inches long. The largest normal piranha recorded was measured at two feet. They are either silver or black in color, with a saw-edged belly and large, triangular-shaped teeth that close in a scissor-bite.

Combat: Piranhas attack with their sharp teeth. A single bite, though painful, is not usually fatal. Piranhas travel in groups (known as shoals) of 5-50. There is a 75% chance that at least one of them will attack any creature that swims or wades near the shoal. If they attack and one of them draws blood with a hit, the entire shoal goes berserk and each piranha attacks twice per melee round (double their normal attack rate). Up to 20 piranhas can attack a single man-sized individual simultaneously.

Habitat/Society: Piranhas live in tropical environments. They are more abundant in large river systems. They are merciless predators and aggressive even out of water (though, like most fish, they suffocate in a matter of minutes without water). Like sharks, piranhas are attracted to the scent of blood, and blood in the water quickly drives them into a feeding frenzy.

Ecology: Piranhas are meat-eaters; their usual diet is fish, but they will eat any animal that enters their territory. They have no natural enemies. Their cutting teeth, like those of sharks, pull the flesh from their victim as they attack. They are capable of reproduction (which occurs year round) after only a few months of life, and their life span is about four years.

There are no common uses for piranhas, either as trade goods or magical components. Primitive tribes might use piranha teeth as a decoration. Piranhas are occasionally sought after by evil wizards and lords, who use them to populate their moats.

Quippers

Quippers are fresh water piranhas that survive in colder, temperate waters. They are identical to normal piranhas in all other respects except for reproduction: Being native to a colder climate, they produce offspring only in the spring and summer months. Quippers are sometimes found in dungeon water traps.

Giant Piranha

Giant piranhas have the same coloration as normal piranhas but much longer bodies. They are capable of reaching great speeds in the water. There is a 95% chance that at least one of them attacks any creature that swims or wades near the shoal. If they attack and one of them draws blood with a hit, the entire shoal goes berserk and each piranha attacks twice per round. Up to eight giant piranhas can attack a single man-sized individual at the same time.

Giant piranhas are sometimes called sky-eaters; once per round they can charge at full speed and leap out of the water at heights of up to ten feet; they often use this attack on water fowl that fly low over the water, but they sometimes use it against humans.

Giant piranhas are silver in color with dark bands. Compared to normal piranhas, their reproduction rate is low, but their life span is proportionately longer (8-10 years).

	Manta	Pungi	Sting	Ixitxachitl
CLIMATE/TERRAIN:	Shallow tropical waters	Shallow tropical waters	Shallow tropical waters	Shallow tropical waters
FREQUENCY:	Uncommon	Rare	Common	Very rare
ORGANIZATION:	Solitary	Solitary	Group	Tribe
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Average to high (8-14)
TREASURE:	J-N(x10), Q(x5), X	Nil	Nil	P, R, S
ALIGNMENT:	Neutral	Neutral	Neutral	Chaotic evil
NO. APPEARING:	1	1-3	1-3	5-12 (4+1d8)
ARMOR CLASS:	6	7	7	6
MOVEMENT:	Sw 18	Sw 12	Sw 9	Sw 12
HIT DICE:	8-11	4	1	1+1
THAC0:	13 (8 HD), 11 (9-10 HD), 9 (11 HD)	17	20	19
NO. OF ATTACKS:	1 tail or 1 bite	1- 12	1	1
DAMAGE/ATTACK:	3-12 (bite) or 2-20 (sting)	1-4 each	1-3	3-12 (1d10+2)
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (32'-40' wingspan)	L (15' wingspan)	S (5' wingspan)	S-L (3'-8' diameter)
MORALE:	Elite (13)	Unsteady (5)	Unsteady (5)	Elite (13)
XP VALUE:				
8 HD	3,000	975	120	**normal** 35
9 HD	4,000			**1+1 HD cleric** 65
10 HD	5,000			**2+2 HD cleric** 175
11 HD	6,000			**3+3 HD guard** 270
				4+4 HD leader 420
				2+2 HD vampiric 270

Rays, also known as *sea bats*, are native to warm tropical shallow waters. They are broad, flat creatures, with eyes on the upper, dark-colored surface of their body and the mouth and gills on the lighter underbelly. Their pectoral fins are huge, which gives them a batlike appearance, and they use their short tail as a rudder. They feed on mollusks and crustaceans and only rarely attack humans, with the exception of the malevolent ixitxachitl. These long, flat creatures bury themselves in the silt and sand of the sea floor in order to surprise their prey.

Manta Ray

These huge creatures, which weigh as much as 3,000 pounds, bury themselves in the ocean floor waiting for victims to arrive. The manta has a giant maw (10 to 12 feet across) that can totally engulf any creature man-sized or smaller in a single bite. If the manta's hit roll is 2 or more greater than the number it needed to hit (e.g., rolls a 16 or better when it could hit on a 14), then it has swallowed its prey. Swallowed creatures die at the end of six rounds. Any creature swallowed can attack from inside the ray at -4 with a dagger or a short sword (other weapons require too much space to wield effectively); the ray's Armor Class remains the same. A manta ray can swallow but one man-sized creature or three size S creatures at once.

If creatures attack its rear, it can use its stinger instead of its bite. If it strikes, the victim suffers 2-20 points of damage and must save versus paralyzation or be stunned for 2-8 rounds.

The manta ray's stomach may contain treasure.

Pungi Ray

The tropical pungi rays conceal themselves in the sand of the ocean floor with their terrible back spines protruding. Their spines are greenish or brown, resembling plant growth so closely as to be 90% undistinguishable from normal seaweed. Pungi rays are 15 feet across and 6 feet long. Their back spines are in a 3 foot by 4 foot area, with one spine per square foot (12 in total). Any creature stepping on a pungi spine must save versus poison or die instantly. A footstep on a pungi ray equals one attack; if a creature fell on a pungi ray it would suffer 2-8 spinal attacks. If a pungi ray is attacked it will try to swim away.

Sting Ray

These bottom-feeding creatures are found swimming on the ocean floor in shallow waters. If any creature steps on one, the ray lashes out with its tail spine, inflicting 1-3 points damage; any creature struck must also save versus poison or be paralyzed for 5-20 turns, suffering points of damage equal to the number of turns of paralysis.

Ixitxachitl

The ixitxachitl (pronounced icks-it-ZACH-it-ul) are an intelligent race of evil manta rays. They have their own language and worship evil powers. These cruel creatures love to hunt marine humanoids and sacrifice or devour any they catch. Communities of 10 to 100 ixitxachitl live in coral reef mazes with a secret entrance. For every 10, there is one ixitxachitl equal to a 2nd level priest. For every 20, there is one equal to a 3rd level priest. For every 50, there is a 2+2 Hit Dice priest with 5th level ability. If there are more than 50, there will be a leader with 4+4 Hit Dice and 8th level cleric ability and two guards with 3+3 Hit Dice and 6th level ability. Spheres include Charm, Divination, Elemental (water), Healing, Necromantic, Protection, and Sun (darkness only). Guards and leaders have treasure type U that can be used without hands. For every 20 encountered there is a 50% chance that one is a *vampiric ixitxachitl* (double Hit Dice, drains one energy level per hit, and regenerates 3 hit points per round).

Fish, Sea Horse, Giant

CLIMATE/TERRAIN:	All except arctic/ Ocean
FREQUENCY:	Common
ORGANIZATION:	Schools
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-120
ARMOR CLASS:	7
MOVEMENT:	Sw 21
HIT DICE:	2-4
THAC0:	2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4, 2-5, or 2-8
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' long)
MORALE:	Average (10)
XP VALUE:	2 HD: 35 3 HD: 65 4 HD: 120

Giant sea horses are simply a huge species of the more common sea horse. They have the characteristic horse-like heads and tapering tails of all sea horses.

Combat: A sea horse can normally attack only with a head butt, but a sea horse trained by locathah or aquatic elves as a steed can also use its long, curling tail to constrict and restrain enemies. The sea horse must be ridden in order to properly obey the command to constrict and then must make a successful attack roll. A captured opponent can free itself with a successful open doors roll, with a -1 penalty. The tail of a giant sea horse is so long that it can attack the same opponent that the head butts, or the one its rider is attacking, without penalty. The length of the tail also constricts the entire body of any creature man-sized or smaller, making spellcasting or melee fighting impossible for constricted creatures. The constriction causes no damage, but the sea horse can still choose to butt the helpless victim if so desired.

Note that underwater combat is three-dimensional and sea horses instinctively use this advantage against creatures that are obviously out of their environment, like men. Sea horse riders take great pains to develop this instinct in their mounts and take advantage of their sea horses' ability to move vertically as well as forward and back and from side to side. Treat sea horses in water as Maneuverability Class A flying creatures in air.

All sea horses have 120-foot infravision and acute senses; it is a foolish rider who fails to take notice of his sea horse mount's warnings.

Habitat/Society: In their natural environment, sea horses congregate in schools, feeding off small plankton and seaweed. They have school leaders and follow the prevailing currents. They are generally shy and avoid contact except with other sea horses.

Sea horses can be found in any marine setting except the coldest arctic depths. They prefer tropical to subtropical depths as these provide the greatest variety of foods.

Sea horses are not the brightest of beasts and can be lured into traps and cages if the bait is attractive enough. Aquatic elves and locathah have honed the activity of capturing sea horses to a fine art and acquire all the sea horses they need.

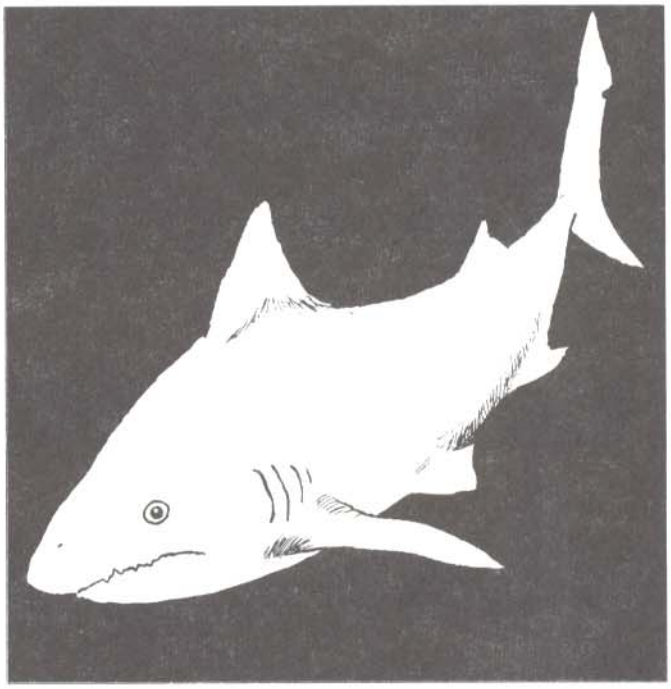


Ecology: Sea horses are preyed upon by the usual assortment of ocean-based predators, namely sharks, giant squids, and a kraken or two. They only have one special predator, the vicious sahuagin. Unfortunately for sea horses, sahuagin will eat anything at least once and they found that giant sea horses were indeed a great delicacy. A small and profitable industry in every sahuagin city is the market guild, and the greatest commodity is sea horse flesh. Many noble houses specialize in hunting down and herding up these peaceful creatures. Sahuagin choose not to cultivate sea horses as they believe the open ocean makes the horses tougher and tastier.

Fortunately for the species, sea horses mate all the time and like most fish they grow very rapidly. There is little chance of sending the sea horse population to extinction. For now at least, they remain one of the larger members of the food chain and valued for defense and prestige in both the locathah and aquatic elven communities.

Rumors of a smaller, freshwater species of giant sea horse remain unconfirmed and the tales of gargantuan sea horses over 60 feet in length have been decisively discounted by most reputable marine authorities. However, only the races that live below the sea can say for certain what mysteries yet remain to someday be discovered by men.

	Common	Giant (Megalodon)
CLIMATE/TERRAIN:	All oceans and seas	
FREQUENCY:	Common	Rare
ORGANIZATION:	School	
ACTIVITY CYCLE:	Any	
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Nil	Nil
NO. APPEARING:	3-12	1-3
ARMOR CLASS:	6	5
MOVEMENT:	Sw 24	Sw 18
HIT DICE:	3-8	10-15
THAC0:	3-4 HD: 17	10 HD: 11
	5-6 HD: 15	11-12 HD: 9
	7-8 HD: 13	13-14 HD: 7
		15 HD: 5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5, 2-8, or 3-12	4-16, 5-20, or 6-24
SPECIAL ATTACKS:	Nil	Swallows whole
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M-L (5'-15' long)	L-G (20'-50' long)
MORALE:	Average (10)	Steady (11)
XP VALUE:	3 HD: 65	10 HD: 2,000
	4 HD: 120	11 HD: 3,000
	5 HD: 175	12 HD: 5,000
	6 HD: 270	13 HD: 6,000
	7 HD: 420	14 HD: 7,000
	8 HD: 650	15 HD: 8,000



Sharks are large, finned, voracious carnivores that inhabit all known oceans and seas. They are perhaps the most aggressive eating machines found in the murky deeps.

Combat: Sharks sense pressure changes underwater, most often caused by noises from other creatures. Thrashing about in the water always attracts sharks, since usually only wounded fish behave like that. Sharks can sense these motions from up to a mile away and once one shark discovers prey, more are soon to follow. Sharks also attack mercilessly at the scent of blood, which they can likewise detect at distances of a mile or more.

When a number of sharks gather around a bleeding victim, the scent of the blood and the thrill of the kill send all sharks into a feeding frenzy. Nothing escapes from such an attack, not even some sharks. Sharks eat anything living, even each other, during a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat very quickly, up to ten normal-sized sharks can attack a man-sized opponent in the water every round.

Note that the huge megalodons (giant sharks) almost never reach a frenzy, since they are capable of swallowing most creatures whole on an attack roll that is 4 or more above the minimum number to hit. For example, a 15-Hit Die megalodon shark hits an AC 0 creature on an attack roll of 8 or more, but swallows that same creature on an attack roll of 12 or greater. Swallowed creatures suffer 20 points of damage for every round they remain inside the shark. A creature trapped within a megalodon can attack the beast from within, but with a cumulative -1 penalty to damage per round (i.e., the first round attack has a -1 penalty, the second round attack has a -2 penalty, etc.). The victim must take the shark to 0 points or less before the shark's digestive juices finish their work.

Since most creatures are swallowed quickly by a megalodon, there is usually not enough blood in the vicinity to precipitate a feeding frenzy. On occasion, however, fishermen out hunting for whales and other large water creatures have wounded their prey, only to have a swarm of huge prehistoric-sized megalodon sharks strip it to the bone within seconds. Few fishermen argue the point.

Habitat/Society: Sharks are pure eating and killing machines, evolving quite naturally into superior predators, and then remaining unchanged for millions of years. They are primarily scavengers, preying on the sick and wounded, but attack fresh meat if tempted to do so. They are very territorial and solitary.

The only friends the sharks have are the sahuagin, who appreciate the predators for their bloody, ruthless, and efficient natures. They often use sharks as guardians, mounts, sacrifices, and personal pets. The king of all sahuagin is rumored to possess a megalodon shark of largest size, which he apparently feeds quite often. Sahuagin priestesses offer all of their sacrifices to pure white great white sharks of largest size, that are often decorated in collars of gold and silver.

Sahuagin are the only known race to have successfully trained sharks as mounts and the process is secret. What is known is that a shark and its rider can both attack the same enemy with startling agility, making the combination one of the most fearsome in the deeps. The harness used to mount a sahuagin warrior on the back of a shark is apparently made of a special kind of seaweed, unknown to those of the surface world.

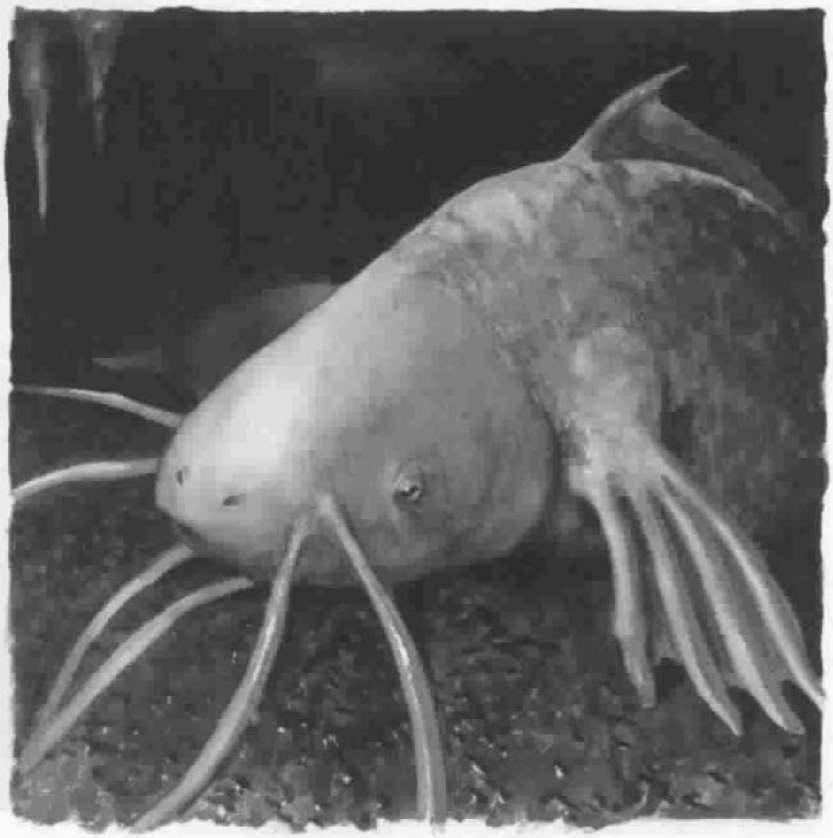
Ecology: Sharks have only two natural weaknesses. The first one is that their internal organs are only poorly protected by a thick, flexible layer of gristle instead of a hard skeleton. Some creatures, such as dolphins, take advantage of this by ramming sharks from the side. Because of their highly intelligent nature, dolphins are the only true enemies of sharks. They are the only known species that actively hunts down and kills these otherwise greatly feared and respected monsters.

Sharks are also forced to continuously move through the water in order to force sufficient volumes of oxygen-rich water past their primitive gills. Therefore, a shark that is held immobile for 2-5 hours will die of suffocation. Common spells useful against sharks are *hold monster*, paralyzation-attacks and poisons, and all normal damage-causing spells (subject to underwater casting limitations, of course).

Fish, Stalking Catfish

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGN MENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3, Swim 18
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Fearless (19)
XP VALUE:	4,000



The stalking catfish is amazingly adaptable, being able to spend nearly all its time out of the water, walking about on its broad and muscular fins. This enables it to leave isolated cavern pools and lakes to find new prey after it has totally devoured all the goodies in its previous habitat. Although few can appreciate its appearance in the underground darkness, its scales are a gleaming metallic green.

Combat: This land-dwelling fish moves slowly and methodically through the caverns, its 12'-long barbels or whiskers probing everything within reach. Thus, concealing magic is no defense. Whenever even one barbel touches a living thing, an electric impulse shoots automatically to the small brain, and the great fish lunges forward to swallow the victim whole. (It can do this to Size M prey or smaller.) If the target fails to avoid this attack, the target suffers 1d8 points of damage from the creature's teeth and the same amount each subsequent round from its digestive juices. Swallowed prey can attack using short weapons such as daggers and short swords, but only if such weapons are in hand. If outside rescuers attempt to cut the victim free, there is a 50% chance per slice that the blow inflicts half damage—rounding down—to the one being rescued.

The catfish's ability to probe for prey depends entirely on its long barbels; if they are all cut, it is all but helpless in the dark, attacking at a –4 penalty. However, anyone who starts cutting them off at the base will be at most within only a few feet of the catfish's mouth, announcing his or her presence in the strongest possible terms. Severing a barbel requires a successful called shot with a slashing weapon.

Habitat/Society: These fish are solitary for much of the year, but they gather in large numbers in large bodies of water once a year, for a full week, during the breeding season. Depending on how many large bodies of water there are in the region, each pool or lake could contain up to a dozen stalking catfish during the week in question. Because of their voracious appetites, the other life forms in the pools and lakes tend to have greatly reduced populations. This is beneficial to the catfish because their eggs are helpless and vulnerable to any other predator. Each female lays up to a hundred eggs, but no more than four or five reach maturity.

Ecology: Stalking catfish that make their way to the outside world generally become the top predators in the areas they inhabit, unless some truly fearsome monster such as a dragon is already present. In their normal environment, however, they are just another giant predator. If a tunnelmouth dweller gets the drop on one, it works its jaws extensively until the catfish carcass is bitten in two, as the stalking catfish is one of the few rivals it cannot simply swallow whole.

Stalking catfish flesh is delicious, and the meat, whether fresh or smoked, fetches 10 gp a pound in almost any market. The smashed-up gelatinous eggs can also be used to make an "egg cake" of exquisite flavor that costs 20 gp. (The eggs themselves cost 6 gp per dozen but must be submerged in water until used.) The tough but beautiful hide is also prized by fashion-conscious fighters, who would pay heavily to have a wizard form this hide into a suit of *scale mail +1*. A foot-long length of barbel, encased in amber and suitably enchanted, can also be used to make a *wand of enemy detection*; no more than one barbel per catfish can be so enchanted.

	Wattley	Lemon Fish	Irridescent Plecoe
CLIMATE/TERRAIN:	Underground pools, streams, and rivers		
FREQUENCY:	Rare	Uncommon	Very rare
ORGANIZATION:	School	Solitary	School
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Semi- (2–4)	Non- (0)	Animal (1)
TREASURE:	Special	Nil	Special
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	10–40	1–3	10–100
ARMOR CLASS:	8	6	9
MOVEMENT:	Sw 18	Sw 24	Sw 12
HIT DICE:	1	4 to 9	1–1
THAC0:	19	4 HD: 17 5–6 HD: 15 7–8 HD: 13 9 HD: 11	20
NO. OF ATTACKS:	1 + paralysis	2 (bite/tail)	1 + disease
DAMAGE/ATTACK:	1d2	4–6 HD: 2d4/4–6 hp + poison 7–8 HD: 2d6/7–8 hp + poison 9 HD: 2d8/ 9 hp + poison	1 hp
SPECIAL ATTACKS:	Paralysis	Poison	Disease
SPECIAL DEFENSES:	Nil	Stun cloud	Nil
MAGIC RESISTANCE:	Nil	40%	Nil
SIZE:	T (6"–1' long)	S-M (2'–6' long)	T (6"–2' long)
MORALE:	Steady (11)	Steady (11)	Elite (13)
XP VALUE:	35	4 HD: 270 5–6 HD: 420 7–8 HD: 975 9 HD: 1,400	35

Although many fish species are unique to subterranean fresh waters, three varieties in particular pose problems to creatures that pass through Undermountain's waterways: they are the wattley, the lemon fish, and the iridescent plecos. These fish are found in bodies of water where luminous lichen or other sources provide a setting that approximates natural lighting. They particularly thrive in the underground caverns of Undermountain where the forest streams of Wyllowwood and the River Sargauth flow.

While not as vicious as barracuda or piranha, these fish are carnivorous and enjoy the taste of flesh, attacking creatures of rat size and larger (even larger than themselves) when they are hungry. They can subside on creatures smaller than that but they must eat a large amount to provide a good meal. The fish are docile and nearly harmless if they have fed recently.

Wattley

Perhaps the most beautiful of the subterranean fish, wattleys are oval-shaped, looking like near-circles with sharp, tiny teeth and lacy fins. The fish are from one to three inches thick. Brilliant stripes cover their bodies, and have caused sages to believe there are several varieties of wattleys. Green-, blue-, and brown-striped fish have been caught, and rare solid blue and green wattleys have been seen.

These are clearly the most intelligent of the subterranean fish. In schools led by a single fish, usually the largest and oldest (delivering 1–4 points of biting damage because of its size), they congregate in groups of 10 to 40 where they will be safer from predators. At night, schools come together in larger groups for even greater protection, sometimes numbering as many as 300 fish altogether.

Wattleys are voracious, consuming at least their weight in food every three days. The bite of a wattley contains a paralytic venom. All creatures of 2 Hit Dice or fewer are automatically paralyzed if bitten by one of these fish. Creatures of greater Hit Dice must make a successful saving throw vs. poison or fall unconscious for 3d6 rounds, minus a number of rounds equal to their Hit Dice. A saving throw must be made for each bite. An entire school hunts, using their paralytic bites to bring down large prey so all members can feed.

Unsuspecting adventurers wading through underground rivers and streams have found themselves floating helpless in the water after a single bite from these fish. Creatures not able to breathe water often drown before the paralysis wears off. Wattleys mate for life, and each pair produces 10–100 eggs every three months, with 10d4 surviving to reach maturity.

Despite the danger, wattleys are hunted by humans and demihumans traveling underground. These hunters throw small animals and fresh meat into water inhabited by the fish. When the fish eat and become sated, the fishermen wade into the water and net as many fish as possible before they flee. The flesh of wattleys is delicious, and their organs, properly prepared, can be used in the creation of paralytic poisons and salves. In addition, their scales are used to decorate clothing and jewelry. Live wattleys can be sold for 2–12 gp apiece (depending on size and coloration) to wealthy surface dwellers who stock the fish in ponds and indoor tanks. In captivity, wattleys live 2–8 years, opposed to 15 years in their normal habitat. Wattley eggs are delicacies, commanding as much as 1,600 gp per pound (roughly 800 eggs).

Wattleys' major predators include drow and duergar (who use the fish as a source of food and poison), and lemon fish, which prey upon the smaller schools. The fish are also prized because of the treasure sometimes found inside. The wattleys

are drawn to shiny objects, and larger specimens can swallow pearls, small gems, and other tiny valuables. The objects become lodged inside the fish, and the fish must be gutted to retrieve any valuables. Only one in 20 fish (1 on 1d20 roll) has swallowed some small thing of value (DM's choice).

Lemon Fish

Named for the bright yellow scales that cover much of their bodies, lemon fish are among the most vicious predators in subterranean fresh waters. They vary widely in size, with adults ranging from 2 feet to 6 feet long. Unlike other fish, the size of a lemon fish is not indicative of its age. The strongest of the fish feed more often, and therefore grow to become stronger still and vastly more dangerous.

Lemon fish are pleasing to the eye. Those looking through the water at them have said they resemble living gold pieces. The dorsal fin, tipped with black like all the others, resembles that of a shark when it breaks the surface of the water. The tail is covered with yellow and black barbs, with a thin spike extending up to 2 feet beyond the tail. Its eyes are black saucers that close when the fish moves forward for a kill. The damage of a lemon fish's bite is proportionate to its size, the largest inflicting 2–16 (2d8) points of damage with its double rows of teeth.

Regardless of its size, the lemon fish is able to attack twice per round: a vicious bite and a tail slap that causes points of damage equal to the fish's Hit Dice. For example, a 7 HD lemon fish has a tail slap that inflicts 7 points of damage each time it hits. The damage is caused by the needlelike spike and the barbs. Those struck by the tail must save vs. poison or suffer 1d6 points of damage per round for as many subsequent rounds as the fish has Hit Dice (an attack by a 7 HD lemon fish causes 7 points of tail slap damage plus 7d6 points of poison damage across 7 rounds).

Lemon fish also possess a special defense that comes into play when the fish's body is punctured. The injured fish instinctively releases a filmy liquid that expands into a sphere twice the diameter of the fish's length (*e.g.*, a 2–foot fish creates a 4–foot spherical area of effect). Those caught in the sphere must save vs. poison at –4 or be stunned for 1d4 rounds, often allowing the bleeding fish to flee. If other lemon fish are swimming with the injured one, they usually attack the stunned creature, since they are immune to their own poisons.

Lemon fish are usually solitary, and never more than three are found together. Generally, these fish are of 7 HD or fewer. The largest of the fish always hunts alone.

The flesh of a lemon fish is tough and generally inedible, though the organs of the fish are tasty and prized by duergar and drow. The fish's toxicity is lost after its death, so consuming the animal poses no threat. Lemon fish lay eggs up to four times a year, with each yielding 100–600 eggs. Only ten out of 100 young survive to reach adulthood. The eggs of the lemon fish are edible and command up to 400 gp a pound, (roughly 600 eggs).

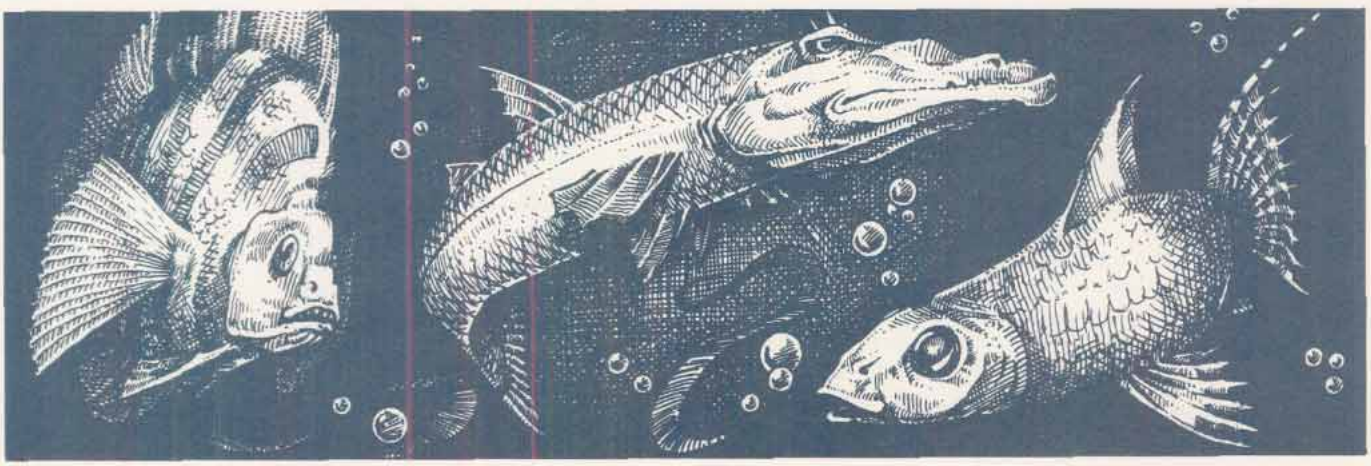
Iridescent Plecos

These beautiful fish are shaped similarly to barracudas, their long, tapered bodies covered with shimmering scales; their graceful movement along the bottoms of shallow streams and ponds reminds onlookers of long streams of sparkling diamonds. They are often found in schools of 10 to 100, though some fishermen claim to have spotted larger schools. Their diamondlike scales lure many humans and demihumans into the water to catch the fish, though few of these return.

Iridescent plecos range from 6 inches to 2 feet long and can be quite deadly. The fishes' teeth are little more than a dull bony ridge; the bite of a pleco inflicts no damage, regardless of its size, as it uses its mouth to hold its prey. However, under each pleco's chin are spiked barbels: whiskerlike tendrils. On a successful bite, the barbels pierce the victim's skin around the bite, inflicting 1 hit point of damage and injecting a violent venom. Creatures injected with pleco venom save vs. poison with a –4 penalty. Those who are successful suffer no ill effects. Creatures failing the save suffer a debilitating disease that sets in within two hours. An affected character loses 1 point of Strength and Constitution each per day until death (when one of the scores reaches 0). The disease can be cured up to 72 hours after injection; after that time, the damage is irreversible and fatal. Victims with the venom in their system for more than three days literally wither away.

Iridescent plecos are non-aggressive. They attack primarily in self-defense, such as if stepped on or if a creature is trying to catch them. Bottom feeders, the fish scavenge rotting flesh and plants and objects thrown into the water; they do not go after live prey. Ofttimes their food is tainted or rotten, making their flesh inedible. Some believe this is also what causes their venom to be so potent and virulent.

Iridescent plecos have few predators. Humans and demihumans have tried to preserve their glistening, gemlike skins to no avail; the lustre leaves the skins upon death, and the fish itself is malodorous. The only profit gained from encountering this fish is its eggs, from which some assassins can prepare a debilitating poison.



	Grouper, Giant	Morena	Porcupine Fish	Ray, Electric
CLIMATE/TERRAIN:	Tropical salt water	Tropical salt water	Tropical salt water	Tropical salt water
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Coral	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil (R, X)	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO.APPEARING:	1	1–4	1–2	1–3
ARMOR CLASS:	5	3 (6 if stationary)	6	7
MOVEMENT:	Sw 12	Sw 15	Sw 9	Sw 9
HIT DICE:	6	3+2	1	2+4
THAC0:	15	17	19	Nil
NO. OF ATTACKS:	1	1	1	Nil
DAMAGE/ATTACK:	2d6	1d4+2	1d3	Nil
SPECIAL ATTACKS:	Swallows whole	Surprise on 1–5	Poison	Surprise on 1–8, electrical shock
SPECIAL DEFENSES:	Nil	Evades missiles	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (16+' long)	S (3'–4' long)	S (2'–3' long)	M (6' long)
MORALE:	Elite (13)	Average (10)	Unsteady (5)	Average (8)
XP VALUE:	1,400	2,000	3,000	

Giant Grouper

The giant grouper is a lurking predator that can be found near coral reefs and the wrecks of sunken ships. The largest specimens have been known to reach a length of 20 feet and weigh 1,000 pounds. Its huge jaws act as a giant suction pump, drawing smaller fish into its gaping maw. This giant fish sometimes stalks solitary divers like a great cat.

On a roll of 20, the giant grouper swallows a creature of man-size or less; otherwise, the creature is merely bitten. When a grouper swallows, it creates a great suction that sweeps the intended prey and all tiny creatures (size T) within 10 feet into its maw; none of the swallowed creatures are damaged in the round they are swallowed. A person swallowed with a dagger or similar small, sharp weapon in hand can cut his way out by inflicting damage equal to 25% of the grouper's original hit points. The grouper's digestive fluids inflict 1d4 points of damage per round, starting the round after the creature is swallowed. An enterprising character who has been swallowed might try to leave the grouper when it opens its mouth to swallow other prey, as well; this requires a successful Strength check.

Morana

The morena is similar to a moray eel in shape, but has the disposition of a piranha. It is aggressive and avoided even by sharks. The morena resides in coral reef niches or caves, much like a moray eel, and might be mistaken for one while at rest. The morena is gray-green, but may be lighter or darker, blending in with its aquatic environment.

If disturbed in its lair, a morena may shoot out to 40 feet in a single thrust, surprising on a roll of 1–8 and gaining a +2 bonus to its attack roll. Otherwise, it moves with a quick side-to-side pattern. Missile fire automatically misses the rapidly moving creature at first, and a penalty of –4 applies to an opponent's missile attack rolls against it thereafter.

While in motion, the morena has an Armor Class of 2. When it bites, not only does the morena inflict 1d4+1 points of damage, but its jaws lock, inflicting 2d4+2 each round thereafter. When its jaws are locked or when the creature is stationary, the morena has an Armor Class of 6. The morena releases its hold and flees if reduced to a third of its hit points or less. A morena regenerates damage at a rate of 1 hit point per turn, though it dies if reduced to 0 hit points.

Porcupine Fish

The porcupine fish is related to the puffer fish. It is found near rocky coasts and coral reefs. Territorial, it does not stray far from its feeding grounds, where it eats coral, clams, and small crustaceans. If threatened, it flees to its abode at the earliest opportunity. The porcupine fish is not aggressive, but can be dangerous.

If provoked, a porcupine fish might bite for 1d3 points of damage. When attacked or threatened, however, the fish inflates its body to three times its normal size. This causes numerous dagger-length spines to appear across its body. A natural physical attack (such as a bite or tentacle) against a porcupine fish allows it an attack roll for its spines. If the spine attack is successful, the opponent receives 3d4 points of physical damage and must make an immediate saving throw vs. poison. Failure means the poisoned creature will die within 1d4 rounds. If an attacker comes within 5 feet, a panicked porcupine fish might dart forward suddenly to attack with its spines. Barracuda eat them, becoming toxic to human consumption in the process.

Electric Ray

This tropical ray is most often found at depths up to 200 feet in warm ocean waters, though it has also been encountered within wading distance of shore. A slow swimmer, the electric ray most often buries itself in the sandy floor of the sea to avoid its enemies; if buried, it is considered *invisible*. The ray uses its electrical shock to stun or kill the smaller fish upon which it feeds. This can be painful, but is harmless to man-sized creatures.

However, when stepped on or when threatened by larger predators, the ray releases its stored energy in one burst, with a radius of 15 feet. Creatures in this area must make a successful saving throw vs. paralyzation or be *stunned* (reeling and unable to take coherent actions) for 2d4 rounds. Despite saving throws, the following electrical damage is taken: those within 5 feet take 2d6 points of damage, those within 10 feet take 1d6, and those within 15 feet take 1d3. Those within 30 feet feel a slight tingle, but are otherwise unaffected.

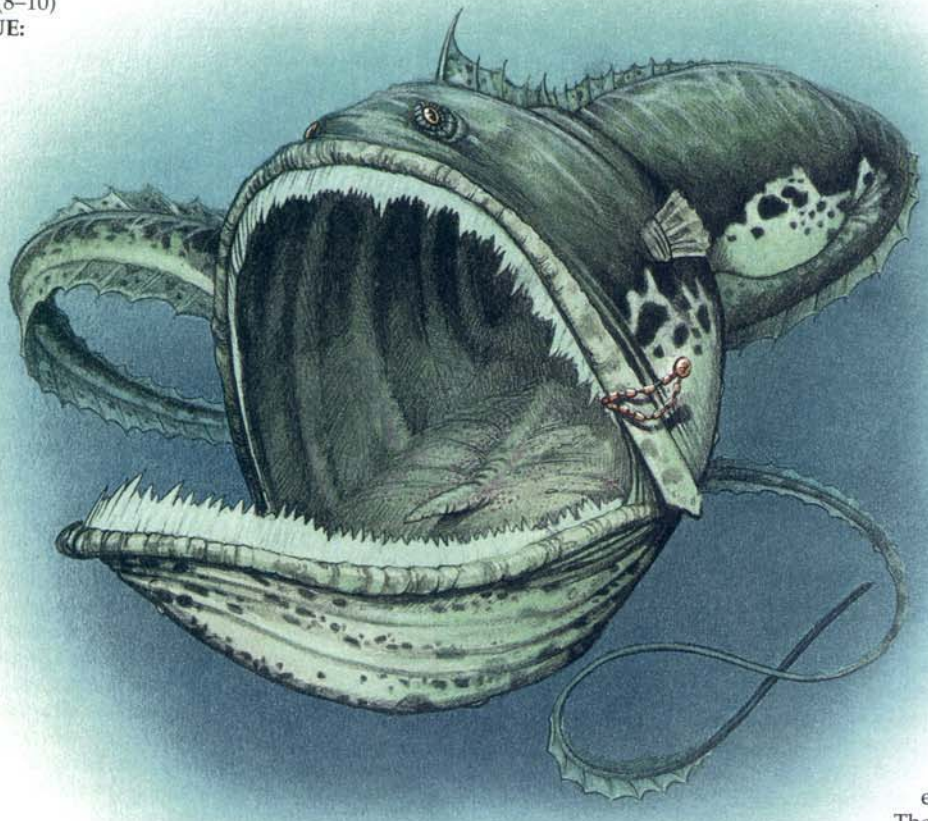
The ray recharges itself in 5d4 rounds, and can release a major shock up to five rounds per day. After delivering a burst, the ray flees.

—*From* DRAGON Magazine #116.

Fish, Vurgens (Giant Gulper Eel)

CLIMATE/TERRAIN:	Ocean depths
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 15
HIT DICE:	7+7 to 9+9
THAC0:	7+7: 13 8+8,9+9: 11
NO. OF ATTACKS:	1 bite or tail slap
DAMAGE/ATTACK:	2d6 or 3d4
SPECIAL ATTACKS:	Swallow whole, paralyze, acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ to 40′ long)
MORALE:	Average (8–10)
XP VALUE:	4,000 to 6,000



The vurgens, also known as the *giant gulper eel*, is a fierce marine predator that roams the depths of the sea. Its body consists of a long, sinuous torso and tail, and an oversized head and detachable jaw. Its eyes are tiny but acute. The vurgens has a bite radius of six feet; the mouth and stomach can expand, to hold prey as large as it is. Rows of spines extend down either side of its body from its head to the tip of its tail. The tail is extremely strong and formed from a pointed, tapered cluster of spines, making the vurgens a powerful swimmer.

Most vurgens are colored a mottled brown, though olive, russet, white, and purple specimens have been reported. The small eyes are a flat black.

Combat: Vurgens prefer to strike quickly, swallow prey whole, and move on to the next meal. Their great jaws enable them to swallow even huge prey. However, the large jaws of the vurgens causes only 2d6 points of damage, as these are toothless, bony ridges designed to clamp down on prey and hold it inside the mouth, rather than to shred or chew food.

Once prey is swallowed, corrosive saliva floods the mouth. Victims must make a successful saving throw vs. poison or be paralyzed by it. Digestive acids combine with the saliva to dissolve the intended meal; the prey suffers 4d4 points of damage each round it remains within the creature. This occurs whether the prey is paralyzed or not. Active prey can easily cut or eat its free if in good shape and if it can fit between the curving ribs and jaw.

The vurgen's spines are extremely sharp; any creature contacting them suffers 1d4 points of damage. The vurgens can lash with its tail to inflict 3d4 points of damage.

Habitat/Society: Little is known about the vurgens. The simple reason is that any time someone encounters the monster, chances are that either the observer or the eel dies.

These solitary hunters endlessly cruise the ocean depths, swallowing anything edible in their paths. These creatures consider vast tracts of the ocean to be their territories. Rival vurgens participate in titanic battles over territory. They do not keep lairs, although they may retreat to ocean-floor caves to give birth or heal wounds. Vurgens will certainly haunt waters that have yielded plentiful food in the past.

Vurgens spawn once every two years, producing 20 to 40 offspring. The female carries the fertilized eggs and hatchlings within her. The hatchlings emerge when they are one foot long (1 HD, inflict 1 point of damage). The young gain 1 HD each year, maturing in six years, provided they live that long.

Ecology: Vurgens are the terror of deep sea-dwelling races like the locathah. They perceive any creature their own size as a rival, thus they attack even whales and kraken.

Humanoids are fortunate in that vurgens prefer the depths of the sea and come near the surface only when forced up by unguessed-at disturbances.

—*From* MC Appendix 3, #2104

CLIMATE/TERRAIN:	Stony barrens
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	9 + 9
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-4/1-4/1-8/1-6/1-6
SPECIAL ATTACKS:	Surprise, back attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3 / 5 / 1 3	MT, EW, PB/ TS, MB, M-, TW	13	120

Clairsentience – *Sciences:* aura sight; *Devotions:* combat mind, danger sense, all-round vision.
Psychometabolism – *Sciences:* shadow form; *Devotions:* body equilibrium, chameleon power, double pain.
Telepathy – *Sciences:* tower of iron will, psionic blast, probe; *Devotions:* mind thrust, ego whip, thought shield, mental barrier, mind blank, inflict pain, contact.

Flailers are solitary creatures that live in the rocky terrain near the tablelands of Athas. To frequent travelers of these areas, flailers serve as a constant reminder of the harsh dangers of life on Athas.

Flailers are similar is shape to giant tortoises, but sport six legs instead of four. These limbs are often concealed beneath their large, hardened torsos. The shell of a flailer is similar in color and texture to that of most rocky terrains, allowing them to appear as stones or rocks until they strike. Typical flailers grow up to four feet in length.

Combat: Flailers generally wait until suitable prey approaches close enough to be attacked. Because of their natural camouflage, flailers often surprise their victims, resulting in a -3 penalty to an opponent's surprise roll. A flailer will usually wait for its victim to pass by so that it may attack from behind, gaining a +2 to its attack roll.

When they attack, flailers do so with their two frontal limbs, followed by their bite, and then by their two middle limbs. The forward most limbs do 1d4 points of damage each. The bite of a flailer does 1d8 points, while their middle limbs do 1d6 points. The hard, tortoise-like shell of a flailer provides excellent defense against attacks (AC 1), but the underside of the creature is



softer and more vulnerable (AC 4). Hitting the underside of a flailer is very difficult and requires a called shot (see page 58 of the ***DUNGEON MASTER® Guide),*** unless it has been turned over onto its back.

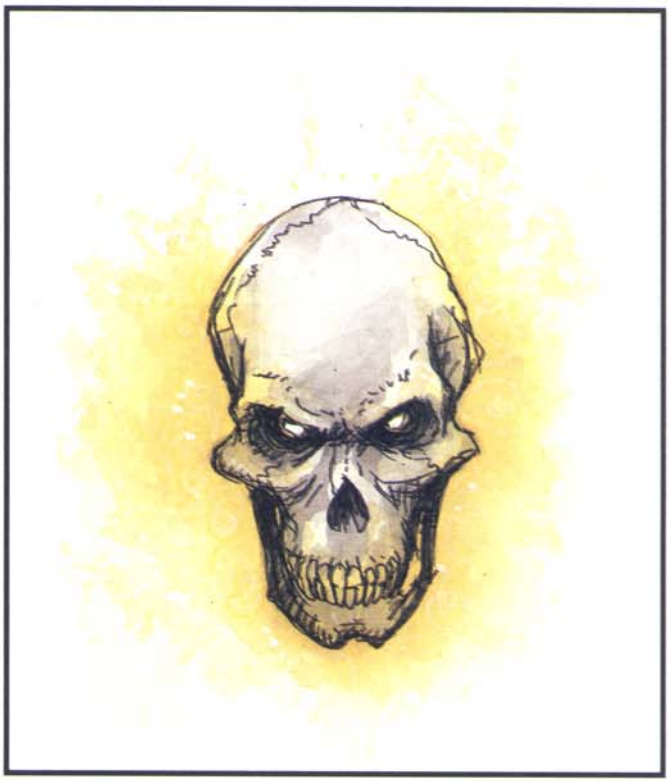
In addition to its limb and bite attacks, flailers also boast powerful psionic abilities. Instead of using its normal attacks, a flailer can choose to attack using its psionic powers, one at a time, just the same as any other psionic creature. Like many psionic creatures of Athas, flailers also have natural psionic defense modes, which are considered always "on." Even when making a physical attack, a flailer's defense modes can be used, so long as it has sufficient PSPs to power the modes used.

Habitat/Society: When not waiting for a victim, flailers live in small caves and crevices characteristic of the rocky terrains of Athas. Flailers feed on nearly any animal, ranging from small rodents to large mammals, such as humans and demi-humans. After a victim has been killed, a flailer will often bring the carcass to its lair where it can enjoy its meal.

Born in litters of four to six young, flailers remain with their sire for a period of up to one year. Their solitary existence begins after this first year and ends only when the creatures are near death. At this time, adult flailers seek out mates and bear offspring. Adult male flailers die naturally soon after their year-long sojourn with the offspring; the females are devoured by the young immediately after giving birth.

Ecology: The hard shell of flailers is unsuitable for purposes of making armor due to its unusual shape and texture. However, Athasian weaponsmiths have been able to use it to form small-bladed weapons such as dirks, daggers, and arrowheads, as well as small, buckler-sized shields.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small groups
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (usually 8–16)
TREASURE:	Any
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 (or, very rarely, 1d6)
ARMOR CLASS:	3
MOVEMENT:	Fl 21(A)
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2 plus special
DAMAGE/ATTACK:	2d4 (×2)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Regeneration, spell immunity
MAGIC RESISTANCE:	88%
SIZE:	S (about 1′ diameter)
MORALE:	Elite (13–14)
XP VALUE:	2,000



Flameskulls are rare undead guardian creatures. These magically powered flying skulls are fashioned from human heads soon after their owners' deaths.

Flameskulls can speak Common and up to 14 other languages that they knew in life.

Combat: Flameskulls use their voices to lure intruders into traps or deceive them about the presence of other dangers. They can spew fire from their mouths twice per round, in straight gouts up to 10 feet long.

If enchanted to do so at the time of their making, each can also cast one spell per round, by verbal means only. Most flameskulls cast *magic missile* or *flame strike* spells; none can use mind-control spells. Most flameskulls can cast up to three different spells, and almost all flameskulls cast their attack spells every second round. On the rounds between, they utter a single-segment, verbal-only incantation now lost to most spellcasters: *spell reflection*, which returns any and all cast spells reaching the flameskull in that round back on the caster(s). If the spells inflict damage, the casters suffer normal damage; if not, they are merely negated.

Flameskulls cannot be affected by mind-control spells like *charm person*, or by *sleep*, *hold*, and other spells to which undead are immune. Neither are they affected by cold, fire, or heat-related magical attacks, or by electrical (lightning) attacks. Their high magic resistance often protects them against spells they fail to reflect back at their casters. Flameskulls are turned as liches and may be struck by any sort of weapon.

These creatures regenerate 1 hp per round and reassemble even after being shattered unless a *dispel magic*, *exorcise*, or *remove curse* spell is cast on their remains, or the majority of their bone fragments are doused with holy water.

Flameskulls fly about trailing little jets of flame. They move in complete silence unless uttering spells or screaming for effect.

Habitat/Society: Flameskulls do not reproduce, nor have they any purpose in life beyond the guardianship for which they were created. Though they retain their intelligence, they often go insane from sheer boredom and may, if the DM wishes, exhibit erratic behavior. They always want to be entertained, and if freed from their guardianship by the destruction or pilferage of whatever they were set to guard, they do not hurl themselves to attack to achieve their own destruction. Instead, they try to follow or accompany the being(s) who freed them from guardianship. Typically they float along, just out of reach, making smart comments and wanting to see everything interesting that is going on (including secret meetings, seductions, magical research, and other private matters). Flameskulls are utterly lonely and act accordingly.

Ecology: Flameskulls fill no niche in the ecology. They are studied by alchemists, priests, and wizards whenever possible in an effort to duplicate their powers or the means of their making (so far without reported success), or to find special properties that their flames might possess.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	6 to 12 (see below)
THAC0:	6 HD: 15 (7 HD: 13; 9 HD: 11; 11 HD: 9)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Surprise, dissolve, HD growth
SPECIAL DEFENSES:	Immune to heat and flame
MAGIC RESISTANCE:	Special
SIZE:	M (6′ wide)
MORALE:	Elite (13–14)
XP VALUE:	1,400–2,400



Flareaters, some of the most deadly underground denizens, appear to be related to green slime—they may be green slime altered into new forms and given intelligence by magical experiments. Though actually deep emerald green, flareaters' glossy hides seem almost black in the dark dungeons. A single flareater rarely exceeds 6 feet across, and they are no more than three inches thick. They are unnaturally warm to the touch. Flareaters thrive in damp, subterranean places, where they ooze freely over all surfaces. Intelligent, organized, methodical, and eternally hungry, they ever search for their favorite food source—light.

Its fluid nature allows the creature to move at a surprisingly quick rate compared to other slimes and jellies. Like running water, it can overtake its quarry. Those who witness flareaters say their movement is unnerving, like watching dark, evil water flowing over stone walls.

Flareaters have no verbal language. It is believed they communicate with each other by sending pulsating ripples through their forms.

Combat: Like green slime, flareaters can drop onto their victims; such victims receive a –3 to surprise rolls. However, flareaters might also follow their intended targets, running like water along a cavern floor or ceiling while gauging their foes' strengths and determining the best initial targets.

Flareaters adhere to flesh, and dissolve that flesh into their own systems in 2d8 melee rounds (no saving throw). Flareaters can eat through one inch of metal in 4 melee rounds; magical bonuses delay this process, adding 1 round per magical plus of the metal. They also dissolve one inch of wood in 6 melee rounds, and one inch of leather or leather-like substances in 8 melee rounds, again adding 1 round per magical plus of the material. Unlike green slime, flareaters cannot easily be removed by scraping with metal, wood, or leather scrapers; the creature will attempt to dissolve any such item. Flareaters will flow over a victim, probing weak spots in armor or clothing; they are smart enough to attack bare flesh first, ensuring that other items remain for later consumption.

If a flareater's target is carrying a light source, the creature takes a different combat tactic. The creature moves over a light and drops down on it, smothering the torch or lantern; it is not harmed by flames. For each nonmagical light source a flareater engulfs, it gains 1 Hit Die. Flareaters also devour magical light by moving into the area of effect, absorbing the magical light, and cancelling its effects. Flareaters are immune to damage from all light-, fire-, and heat-related spells, including *fireballs, Melf's minute meteors, flame strike,* and others. Cold-based spells paralyze them for 2d4 rounds. The following spells aid the creature's growth by 1 Hit Die per spell absorbed or cast at it: *dancing lights, glitterdust, faerie fire,* and *moonbeam. Light, continual light,* and *sunray* cause it to grow by 2 Hit Dice. THAC0 adjusts to the creature's current Hit Dice totals.

When the monster reaches 12 Hit Dice, it splits in two, creating two 6 HD creatures. The division process takes 4 full rounds; once the process begins, it cannot be halted. If the original flareater is damaged during this time, simply divide its total hit points between its two offspring.

Habitat/Society: Flareaters exist solely to eat and increase their numbers. They live in damp, underground caverns, though drawn to light for food. Some sages suspect flareaters could evaporate with long exposure to full sunlight, their fluid bodies being better suited for the damp atmosphere and darkness of the caverns.

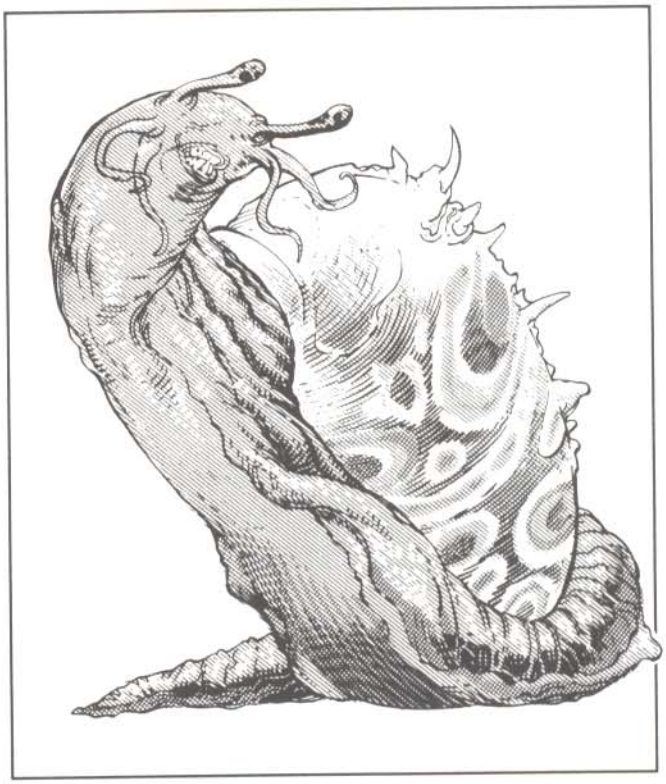
A maximum of four flareaters might be encountered living together. Flareaters tend to limit their numbers in one area to ensure proper amounts of food for each individual creature.

All flareaters are asexual. They produce by division, like an amoeba, when special conditions are met. This is explained in the Combat section.

Ecology: Wizards have been known to hunt flareaters in the hopes that the creatures' remains (or a live specimen) can be used as components in spells like *create darkness* and *shapechange,* and potions that grant immunity to fire. It is rumored that large colonies of flareaters exist deep underground.

Flawder

CLIMATE/TERRAIN:	Temperate or tropical/aquatic
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral good
NO. APPEARING:	4-80
ARMOR CLASS:	7 (−3 see below)
MOVEMENT:	3
HIT DICE:	1-3
THAC0:	1-2 HD: 19 3 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3 (stone dagger)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3½'-4' tall)
MORALE:	Irregular (6)
XP VALUE:	1 HD: 35 2 HD: 120 3 HD: 175



Flawder are peaceful, snail-like nomads which live in aquatic environments. They look much like upright snails, but do not have spiral shells. Their shells are quite beautiful. Each tribe has a different, distinctive pattern and color combination.

Flawder have two eyes, which bob at the tips of eyestalks sprouting from their heads. Below the eyestalks is a pair of tentacles, which they use to feed themselves and to wield tools or weapons. A flawder's mouth is a round hole with several rows of blunt teeth inside.

Flawder speak their own language, a beautiful, musical tongue.

Combat: Flawder prefer to avoid combat, but will fight to defend themselves and their tribe. Only about half of the flawder encountered will be armed, and the others will flee at any sign of trouble, fighting only if cornered. An unarmed flawder can bite for 1-2 points of damage at −1 to its attack rolls.

For every 20 flawder encountered, there will be a 2 HD group leader. This leader will use spells as a 2nd-level wizard. A tribe has a 3 HD chief who is a 3rd-level spellcaster. DMs should choose spells randomly from the schools of abjuration, conjuration/summoning, divination, or enchantment/charm.

All flawder have exceptionally tough shells. While they are Armor Class 7 to frontal attacks, their shells are AC −3.

Habitat/Society: Flawder live in small, nomadic tribes which travel the floors of seas or large lakes. They do not swim, but slide along the ground. They cannot breathe air, and will "drown" after 3-12 minutes out of water. A flawder chief rules absolutely, normally leading the others about in search of food. In rare instances, a chief will lead the tribe to attack a particularly dangerous predator.

A flawder chief will sometimes (20%) have a familiar. A familiar might be a normal fish, crab, lobster, cuttlefish, squid, or sea horse; roll on a d6 to determine which. All familiars have good, wide-angle vision, and all can sense underwater sounds or vibrations from great distances. Crabs, lobsters, and some fish can attack for 1-2 points of damage. Cuttlefish and squid can release inky clouds, blinding opponents for 1-2 rounds. All are 6"-18" long and have the same statistics as those listed in the 2nd Edition Player's Handbook under the *find familiar* spell.

The spells of the flawder leaders are inscribed on flat pieces of shell about 6" in diameter. All the leaders share this "spell book", which is carried in a small net by a specially chosen common flawder. Tribes may also carry 1-20 similar shells on which they have recorded histories, legends, and songs.

Flawder are hermaphrodites. With the participation of another adult, any flawder can produce 3-12 soft eggs which will hatch in 6 weeks. They can reproduce at any time, and their young grow to adulthood in 6 months. An immature flawder has the same statistics as a normal adult, but is only 1'-3' tall. They reproduce often, leaving eggs at many places throughout their territory, which helps preserve their race and replenish their easily decimated population.

Flawder are nervous around almost any other aquatic race, but will sometimes associate with tritons, mermen, or aquatic elves.

Barring predators, flawder can live for up to 40 years.

Ecology: Flawder artifacts consist only of their writing shells and their flint daggers.

Flawder are quite tasty, and are therefore hunted by many other races, including unknowing or less civilized intelligent beings.

If they travel or are transported to a place without predators, they will reproduce at an alarming rate, eating all plant matter in the area, upsetting the normal ecosystem and causing the eventual death by starvation of the tribe.

Though they collect no treasure, they swallow small rocks to aid digestion. Any flawder has a 10% chance to have 1-4 rough gemstones in its gullet. These, plus their fine shells which can sell for up to 500 gp, also serve to make them desirable as prey.

Floater

CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	8
MOVEMENT:	Fl 12 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4/1-4/1-4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2 / 2 / 1 1	PB, PsC/M-, IF	12	90

Psychometabolism – *Sciences:* life draining; *Devotions:* double pain, mind over body, flesh armor, chameleon power, displace ment.

Telepathy – *Sciences:* psionic blast; *Devotions:* psychic crush, mind blank, intellect fortress, life detection, aversion, contact.

Floaters are small, aerial, jelly fish that drift above the Sea of Silt. They are often found at the edges of the silt sea, near the mudflats that form its perimeter.

Floaters resemble jelly fish in all ways save that they exist out of water. Their bodies are bulbous and translucent, and have a diameter of about 2 feet. They also sport a large number of poisoned tentacles, up to 3 feet in length. Coloration is the only way by which males and females can be distinguished from each other. Males generally have a reddish tint to them, while females are more often tan or yellowish in tint.

Combat: Floaters fly via hydrogen filled gas bladders located on their underside. By expelling small bursts of gas, the creatures are able to propel themselves about, using their bodies and tentacles for navigation. Being herbivores, floaters do not usually engage in combat with other creatures, unless startled or threatened.

When they do engage in combat, floaters are capable opponents. A floater can attack up to six times per round using its tentacles, each doing 1d4 points of damage. Each tentacle attack also injects the victim with a paralytic poison. Those struck by a floater's tentacles must make a saving throw versus paralyzation. Those succeeding suffer no ill effects, but those who fail are paralyzed for 2d6 turns.

Because of their hydrogen gas bladders, floaters are especially susceptible to flame attacks. Any successful flame attack made against a floater does four times normal damage and has a 75% chance of causing the creature to explode into flames. If engaged in melee when it explodes, the floater's opponent suffers 1d8 points of damage. A successful saving through against breath



weapon reduces the damage by one half.

Floaters also have psionic abilities that can be used instead of its normal physical attacks. A floater's psionic defense modes are always considered to be "on," meaning that even in rounds during which a floater makes physical attacks, it can use its defense modes, provided it has enough PSPs to power the mode being used.

Habitat/Society: Floaters make their homes on the mudflats located at the edges of the Sea of Silt. They often make nests from dead bushes and trees, but occasionally form nests within live trees as well. A nest commonly contains from three to five floaters, with some larger nests having up to eight members. These creatures group in nests for protective purposes, as they are often attacked by razorwings.

Floaters bear their young one at a time. For a period of six months after a birth, the mother will leave the nest for only brief periods of time, and then only to find food for its young. By the time a young floater reaches six months of age it will be on its own, seeking others to nest with.

Floaters survive largely on the ferns and roots that grow in the wetter areas of the mudflats. When a mother gathers food for its young, it will often take leaves and roots of nearby plants, but will occasionally gather berries and seeds from the few fruit-bearing plants that grow on the mudflats.

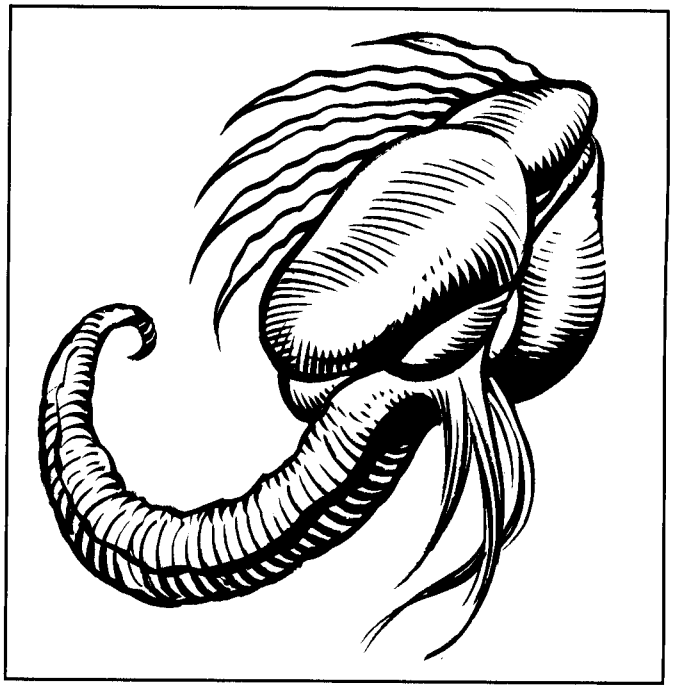
Floaters also occasionally eat esperweed, boosting their existing psionic powers by five levels as described in the esperweed entry (q.v.). Since the effects of esperweed have such a short duration, it is very rare that a group of adventurers will encounter a floater while its psionic abilities are boosted (2% chance per floater).

Ecology: Floaters are the favorite prey of razorwings, who make their home beneath the Sea of Silt. Floaters boast no usable by-products, though many researchers have tried to make use of the gas-producing glands of this creature as a source of flammable gas. None have had success.

Flow Barnacle

CLIMATE/TERRAIN:	Phlogiston, wildspace, drifting, or on ships and other solid bodies
FREQUENCY:	Uncommon (rare in wildspace)
ORGANIZATION:	Clumps
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	2-40 (2d20)
ARMOR CLASS:	4
MOVEMENT:	Fl 16 (D)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6
SPECIAL ATTACKS:	Grip, 1 hp/round nutrient drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8"-2' overall length)
MORALE:	Nil (treat as "Fearless" = 20)
X.P. VALUE:	35



So named because they are primarily encountered in phlogiston, these hard-shelled, unintelligent creatures fasten themselves limpet-like to the surface of any object they encounter—be it ship, rogue planetoid, or drifting being, and slowly eat into it.

Flow barnacles look very much like immature krajen (detailed in the SPELLJAMMER™ boxed set), but the two are not related. They also resemble planetbound, aquatic limpets and barnacles, but are usually at least the size of a human head. Spacefarers who see bone-colored triangular points protruding from their ship's hull where there was nothing before are warned that they have a flow barnacle—or 40—aboard. Flow barnacles are ivory or orange, often pinkish when young or wounded. When near death, they turn brown or black.

Combat: Flow barnacles will eat metal and organic matter alike—a menace to ships, valuables stored in chests, drifting characters encased in softwood, and to a lesser extent all spacefaring beings. They are neither agile nor cunning, but simply drift into characters, or convulse their bodies to expel a jet of captured atmosphere or moisture, and 'spurt' their way (at the listed movement rate) toward the nearest living thing.

If they hit, they will adhere with an almost-unbreakable grip and extend three parrot-like beaklets, which bite for 2 hp of damage each. They will then suck a further 1 hp of nutrients (e.g., bloodborne) each, per round until the prey's body is exhausted or the barnacle is detached.

A flow barnacle can be readily detached when dead. Removing a live barnacle requires a total strength application of 33 (i.e., several beings working together) for 1 round, and causes 2-5 points of damage to the barnacle's victim as it tears free.

Habitat/Society: Flow barnacles drift mindlessly in space and attach themselves to anything solid they encounter. They exist only to eat, straining all passing organic matter with their sticky feelers and absorbing available moisture and starlight.

When sufficiently nourished, flow barnacles develop an internal egg-sac of miniature, soft-shelled young. In conditions of warmth, moisture, and starlight, these are released into space.

Flow barnacles dislike excessive heat, light, or air (only excessive heat harms them in the same manner as humans are harmed) and tend to avoid all types of worlds.

Ecology: Some spacefaring creatures (including starving adventurers) eat flow barnacles, shattering their shells to get at the meaty, muscled body and foot underneath. Flow barnacles are said to be rubbery, and somewhat like poultry or squid in taste. Some humans are violently allergic to the flesh of flow barnacles (treat effects as a mild poison).

One in four flow barnacles form large, perfectly-shaped blue-white pearls ("moonpearls") within their glistening black, slimy amorphous inner bodies. They do this when an irritant piece of debris enters through their feeler hole. Each barnacle forms only a single pearl in its lifetime. The pearls take 2-8 years to form, and range in size from about the size of a man's thumb to about the size of a man's closed fist. They are very valuable (1,000 - 5,000 gp, depending on size, shape, and hue).

The hard, protective body-plates of flow barnacles are usable as shields and bucklers. The feeler-hole in the center is ideal for use as a mounting for a dagger-point, or as a firing-port for an wheel-lock barrel (the plates are often permanently fixed to such weapons by giff and human pirates).

Magical *sovereign glue* is partially derived from distilled flow barnacle essence.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-8
ARMOR CLASS:	0
MOVEMENT:	9, Fl 18 (D)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d12/1d12/1d12/1d12/2d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	10%
SIZE:	Varies
MORALE:	Very steady (14)
XP VALUE:	5,000



Sometimes travellers between crystal spheres fall (or are thrown) into the phlogiston flow. Most simply calcify. Some evil folk are spared this fate; a shadowy presence of great power and evil "rescues" the castaways by transforming them into smaller versions of itself. Thus the flowfiends are born.

Flowfiends vary in height, depending on the race of the original victim; as a rule, a victim grows between a quarter and a third of its original height. Flowfiends have four muscular arms, each with a powerful hand with overgrown fingernails. The flowfiend's mouth is filled with razor-sharp teeth. The creature walks upright, its body bulging with exaggerated, twisted muscles rippling under sickly yellow skin. Sometimes, the victim's previous features are still recognizable. It has its own language, a form of Common as ugly and transformed as it is.

The flowfiend "swims" through the flow in search of food or other victims to convert. The beasts know the flow offers many spelljamming vessels travelling between the crystal spheres.

Combat: Flowfiends relish combat and waylay as many ships as possible. Their bite does 2d10 damage, but the fiends rely on their four sets of claws, each set doing 1d12 damage.

One of the flowfiend's favorite tactics is to use two arms to pin a victim, then use its other two arms and its bite to reduce the victim to a bloody pulp. If the flowfiend gets two arm hits on one victim, the victim is pinned. A pinned character is hit automatically by the flowfiend's jaws and other arms. A pinned foe may attempt to break the beast's hold once per round, using the punching and wrestling rules in the *Player's Handbook*. The flowfiend has Strength 18/50.

Note that the pin and claw/bite attacks are for victims who are ineligible for "conversion" into more flowfiends. To gain new recruits for transformation, all flowfiends can cast *detect evil*, *detect good*, *detect magic*, and *know alignment* at 7th level, though only one at a time. Only evil or chaotic neutral characters are eligible. Flowfiends attempt to pin evil victims harmlessly and carry them away. If a victim fights, the flowfiend strikes it, doing nonlethal damage.

Flowfiends sometimes use their powerful claws and jaws to grab a spelljammer hull and climb on deck. If more than three flowfiends are encountered, they attack at different parts of the ship to surround their victims. Sometimes they just toss sailors overboard to other flowfiends waiting in the flow.

Flowfiends are immune to the calcifying processes of the flow and to all *hold*, *flesh to stone*, *paralyzation*, or *petrifaction* spells. They regenerate 2 hp each round, starting three rounds after they first take damage. A dead flowfiend's body must be burned to ashes, or it regenerates.

Habitat/Society: The flowfiends have forgotten everything about their former lives and now exist as a hunting pack eager to please their master. All flowfiends obey the mysterious entity they call "Great Father." Scholars speculate that this is a double-strength flowfiend, probably a native of the Outer Planes. The flowfiends' greatest goal in life is to please the Great Father by bringing victims for conversion and capturing meat.

Flowfiends take candidates for conversion to a remote spot in the flow resembling a rocky island. This is a platform built of thousands of calcified victims of the flow. The victims even make up decorative columns, a dais, and a 6′ × 6′ altar.

When victims are placed on the altar, all flowfiends in attendance begin a shrill whistling. In 1d10 hours, the Great Father appears and transforms the victim, which takes 1d4 turns. The victim makes a system shock roll; success means the birth of a new flowfiend. Failure means the victim dies. The Great Father returns to his secret lair, and the ceremony ends.

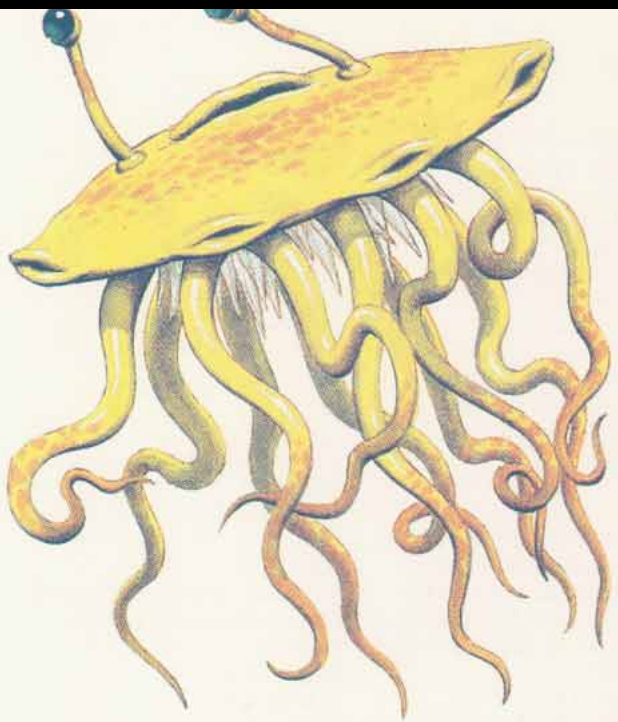
Chaotic neutral victims turn chaotic evil. All memories of the victims' past lives give way to a new purpose: Kill and capture for the glory of the Great Father!

Ecology: Flowfiends have no gender. They add to their numbers only by getting more victims from spelljamming ships. Flowfiends require no sleep, just food.

No one knows why the Great Father is creating flowfiends. Some speculate that the monster plans to conquer wildspace.

Flumph

	Common	Monastic
CLIMATE/TERRAIN:	Any dark	Any dark
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Monastic
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	High (13–14)
TREASURE:	Nil	Nil (U)
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2–16	4–32
ARMOR CLASS:	0 (underside 8)	0 (underside 8)
MOVEMENT:	Fl 6 (D)	Fl 6 (D)
HIT DICE:	2	2–5
THAC0:	19	2 HD: 19 3–4 HD: 17 5 HD: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d8	1d6
SPECIAL ATTACKS:	Acid	Acid
SPECIAL DEFENSES:	Foul smell	Foul smell, spells
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2′ diameter)	T (2′ diameter)
MORALE:	Elite (13–14)	Elite (13–14)
XP VALUE:	270	Monk: 650 Prior: 975 or 1,400 Abbot: 3,000



Flumphs resemble aerial jellyfish. These odd creatures are round and almost flat, perhaps three or four inches thick in the center, tapering to one or two inches near the edge. The body is mostly hollow, much like a large cushion. A round orifice sits in the center of the upper surface, flanked by two eyestalks, each about six inches long. Several short tentacles hang from the creature's underside, concealing a mass of small spikes. The tentacles closest to the flumph's rim can be used for fine manipulation of small objects. A common flumph is pure white in color; a monastic flumph is generally a pale yellow or green, with darker tentacles.

A flumph flies by taking in air through the hole on its upper surface, and expelling it through several small holes on its underside. The creature also has several small apertures along its equator, for use in maneuvering. It usually hovers about four to six inches above the ground. Keeping its body aloft does not require great amounts of air. It creates a gentle breeze, and a slight whistling sound can be heard in a quiet area.

Common flumphs cannot communicate vocally, but have a unique sign language that makes use of their tentacles and eyestalks. Some monastic flumphs, perhaps 10%, can speak and understand common or another language.

Combat: The flumph survives by hunting small creatures, such as rats lizards, frogs, and the like. The flumph hovers along just above the ground, or hangs motionless in reeds or similar concealment. When it finds a small creature, it rises a foot or two, then drops onto its prey, its spikes inflicting 1d8 points of damage on a successful attack. In addition, the flumph's tentacles secrete digestive acids into the wounds; the acid causes an additional 1d4 points of damage each round for the next 2d4 rounds. Once the prey is dead, the flumph settles on it and absorbs nutrients through its tentacles. Flumphs often need to pursue their healthier prey for a short distance before the victim dies. The acid can be washed away by complete immersion in a fast-moving stream, or by actively washing with 2d4 gallons of water (simple immersion or rinsing will not work).

If threatened by a larger creature, the flumph usually attempts to drive it away by squirting a foul-smelling liquid from an orifice on its equator, in the front. This can strike anyone in a 60 degree arc before the flumph, within a range of 20 feet. Any creature struck by the noxious liquid must make a successful saving throw vs. poison or become nauseated, reeling and unable to attack for 2–5 rounds. The odor lingers for 1d4 hours, and can be detected up to 100 feet away. If this method of repulsion fails, the flumph can rise to a height of 10 feet and drop onto an opponent, as if hunting.

A flumph is helpless if turned over.

Habitat/Society: The common flumph is a nomadic hunter, intelligent, good-aligned, and peaceful. A flumph reproduces about every two years by budding, producing 1d8 tiny flumphs on its underside. These become independent after about three months when they reach two inches in diameter. They grow to adult size within a month, and live for 20 years.

Ecology: Flumphs are predators low on the food chain, feeding on smaller creatures and clearing their area of vermin. Flumph flesh has a foul taste, and they are generally considered unpalatable, though ogres and some goblinoids will eat them.

Monastic Flumph: The seldom-seen monastic flumphs are more advanced creatures that can cast spells as if they were clerics of levels equal to their Hit Dice. They gather in cloisters to share knowledge and to worship deities unknown to humanoids. A cloister is usually in a large cavern or (in swamps and grasslands) a large, nest-like bower constructed of grass and mud. The inside of a cloister is decorated with fine, colorful paintings, made by flumphs dabbing natural pigments with their tentacles. The paintings are usually abstract, showing spirals and other curved lines, though some are vaguely representational of flumphs engaged in hunting.

Each cloister is led by an "abbot," a flumph with 5 HD. The abbot is aided by one "prior" per six flumphs in the cloister; a prior has 3 or 4 HD. The remainder of the flumphs are "monks," each with 2 HD. On occasion, a small group of common flumphs can be found near a cloister, bringing food as an offering in return for healing or guidance.

Focoid

CLIMATE/TERRAIN:	Deep space, near bright stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-12/1-12
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Partial invisibility
MAGIC RESISTANCE:	Nil
SIZE:	L (9)' long)
MORALE:	Steady (11-12)
XP VALUE:	1,400

Focoids are a severe navigational hazard near the brighter stars of the Known Sphere. They manipulate their gelatinous bodies into lenses, focusing intense light on any object they choose, thus roasting enemies and lighting rigging and decks on fire almost at will. In many ports, adventurers can receive bounties, up to 500 gp, for every focoid carcass they bring in.

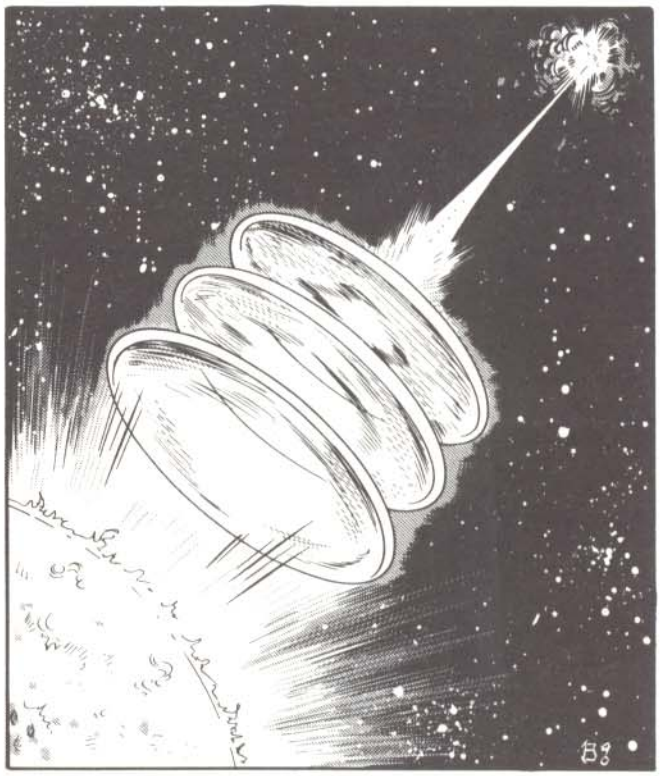
Focoids consist of three clear gelatin spheres that are joined into a short chain. They are so close to transparent that they are difficult to see unless they are moving against the star field behind them, in which case the refraction of starlight gives the observer a vague notion of where they are. They are especially difficult to see when between the observer and a bright star, not surprisingly the focoid's favorite position of attack.

There is a small mouth at one end of a focoid. Until its last meal is completely digested, the food can be seen through the creature, temporarily rendering it visible.

Each spherical section of a focoid's body can be manipulated into various shapes. In its combat posture, the spheres are flattened into lenses. At other times the body sections may be elongated, squashed, or left as spheres. These shape variations may indicate some kind of communication or mood changes.

Combat: A focoid's mouth is completely unsuited for combat. The creature's only means of attack is by focusing light through its lens-shaped body sections. Obviously, a focoid must have a bright source of light in order to attack. It is therefore seldom found away from fire bodies. On the rare occasions that a focoid does travel in deep space, it cannot attack and therefore most likely goes unnoticed.

Each of the focoid's three body sections can become a lens and can fire at a separate target. Each has five hexes (2,500 yards) range, and inflicts 1d12 points (1-2 hull points) of damage. Each section can fire once per round.



Neither a focoid nor the focused beams of light it fires are easily seen. A typical encounter with a focoid opens as the creature attacks for one or more rounds while the confused targets attempt to get a handle on its position. All missile attacks against a focoid suffer a −3 penalty to the attack roll. Melee attacks are not affected, since a focoid is relatively easy to see close up.

A focoid can use its light-focusing weapon only when it is between a star and the target. If it is maneuvered out of position, it cannot fire. The focoid then usually evaluates the situation, moving off if the odds are against it, pressing the attack if it thinks it can get a meal. In either case, a focoid out of position is not firing and is, therefore, impossible to locate visually.

Habitat/Society: Focoids are creatures of space—living, breeding, and dying there. They are never encountered in groups. Focoids have apparently not discovered the advantages of cooperative hunting. They attack only to acquire food—they have no animosity toward any particular race. However, most other space-faring races have tremendous animosity toward focoids, since these creatures are a menace to navigation.

Ecology: A focoid is unisexual, though reproduction requires the union of three adults. Each grows a new gelatin sphere and the three are joined to create a new individual. Once the new focoid is born, all participating focoids disperse. They eat meat and attack only to obtain food.

CLIMATE/TERRAIN:	Arctic, subarctic, cold temperate
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Emotion
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	4
THAC0:	Special
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	3d6 lightning
SPECIAL ATTACKS:	*Fear* aura, lightning bolt (3d6)
SPECIAL DEFENSES:	+1 or better magical wooden weapon to hit; immune to lightning, cold, poison, and gases; animate dead
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000
	Giant



The fogwarden is a solitary creature that inhabits the cold, icy fogs or arctic, subarctic, and extremely cold areas of temperate zones. It feeds on strong emotions, especially the fear it creates in the victims it terrorizes. As a creature of fog and mist, it is found only within heavy mists. The fogs they inhabit sometimes flash with light.

The fogwarden has a misty, vaguely humanoid shape, somewhat darker than the surrounding fog. Its eyes glow with an intense blue light. Although a fogwarden might be mistaken for a wraith, it is not undead. Instead, it seems to be a type of para- or quasi-elemental creature, composed of both fog and ice, but with some electrical properties as well.

Fogwardens have no known method of communication, nor do they utter any sound.

Combat: A fogwarden does not willingly engage in battle, preferring to terrorize opponents and feed from their fear. When the creature is within 60 feet, a smell of ozone fills the air and hairs prickle. Within a 30-foot radius, the fogwarden projects an *aura of fear* (save vs. spell or flee). Although the creature has no physical attack—and usually does not attack at all unless it is attacked—it can deliver a powerful bolt of electricity every second round if provoked. This is exactly like a *lightning bolt*, but has a maximum range and length of 30 feet, and delivers 3d6 points of damage (a saving throw vs. spell reduces damage by half).

When a metal weapon touches the fogwarden, the weapon must make an immediate item saving throw vs. electricity or be destroyed in a brilliant flash of light. Anyone wielding the weapon also receives 3d6 points of electrical damage (save vs. spell for half damage).

Only wooden weapons of +1 or better enchantment can damage the creature. The fogwarden is immune to cold- and electricity-based attacks, as well as gases and poisons. It shuns sunlight, and is destroyed by a full hour of exposure to it.

The electrical aura of the fogwarden temporarily animates all dead flesh within 15 feet. These animated bodies act as zombies under the control of the fogwarden in all respects except that they are not undead creatures and cannot be turned. The animation lasts only so long as the body is within 15 feet of the fogwarden. When destroyed, a fogwarden evaporates completely, leaving no trace.

Habitat/Society: Fogwardens have no society, as far as is known. These solitary creatures spend their time inside deep, icy fogs, prowling relentlessly for other creatures to terrorize. They collect no treasure, though incidental treasure may be found on their victims. The fogwarden leaves such treasures behind when it moves on. Since the fogwarden cannot create its own fog, it moves underground when conditions are unfavorable. It is not known how, or if, they reproduce.

Ecology: The fogwarden is attracted to and preys on intelligent creatures, though it believed that it can survive on the fear of creatures of animal intelligence. It has no natural enemies, but the general rarity of persistent icy fog banks limits its range to far northlands, high mountains, and similar areas of natural or unnatural cold fog.

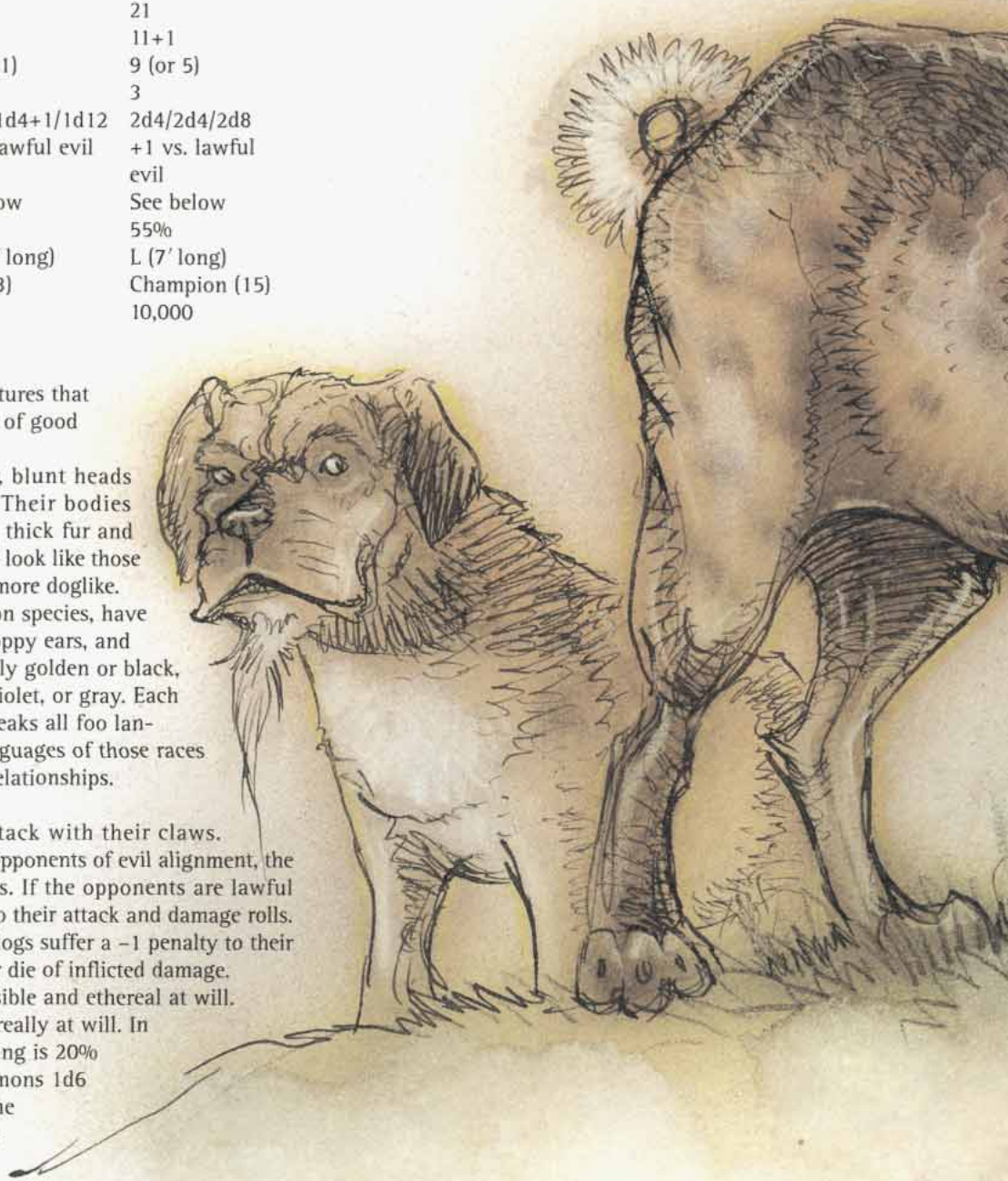
Giant Fogwardens

These creatures are similar to fogwardens in many ways, but are considerably larger, and even more rare. A giant fogwarden is 12 feet tall, and has 8 Hit Dice. All of the usual fogwarden abilities have doubled effects: the ozone smell 120 feet, the *fear aura* 60 feet, the *lightning bolt* a 60-foot stroke and 6d6 damage, contact damage 6d6, and body animation range 30 feet. The creature is still vulnerable to +1 magical wooden weapons, and immune to poison, gases, cold- and electricity-based attacks. In addition, the giant fogwarden is immune to 1st-level spells, and suffers only half damage from fire-based attacks.

An even larger fogwarden is rumored, although this is not confirmed. Its size is estimated at 18 feet, and its abilities are tripled in effect. It is vulnerable to +2 magical wooden weapons, is immune to 1st- and 2nd-level spells, and takes half or no damage from fire. It is rumored to be exceptionally intelligent, to have the spellcasting abilities of both a 9th-level wizard and a 7th-level priest, and to be able to converse telepathically with intelligent creatures.

—*From* DUNGEON Magazine #54

	Foo Dog	Foo Lion
Climate/Terrain:	Any land	Astral, Ethereal, and various Outer Planes
Frequency:	Rare	Very rare
Organization:	Mated pair	Solitary or pride
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Very (11–12)	Exceptional (15-16)
Treasure:	Nil	Nil
Alignment:	Chaotic good	Chaotic good
No. Appearing:	2–8	1–4
Armor Class:	0	–1
Movement:	27	21
Hit Dice:	7+7	11+1
THAC0:	13 (or 11)	9 (or 5)
No. of Attacks:	3	3
Damage/Attack:	1d4+1/1d4+1/1d12	2d4/2d4/2d8
Special Attacks:	+1 vs. lawful evil	+1 vs. lawful evil
Special Defenses:	See below	See below
Magic Resistance:	45%	55%
Size:	M (3–4′ long)	L (7′ long)
Morale:	Elite (13)	Champion (15)
XP Value:	6,000	10,000



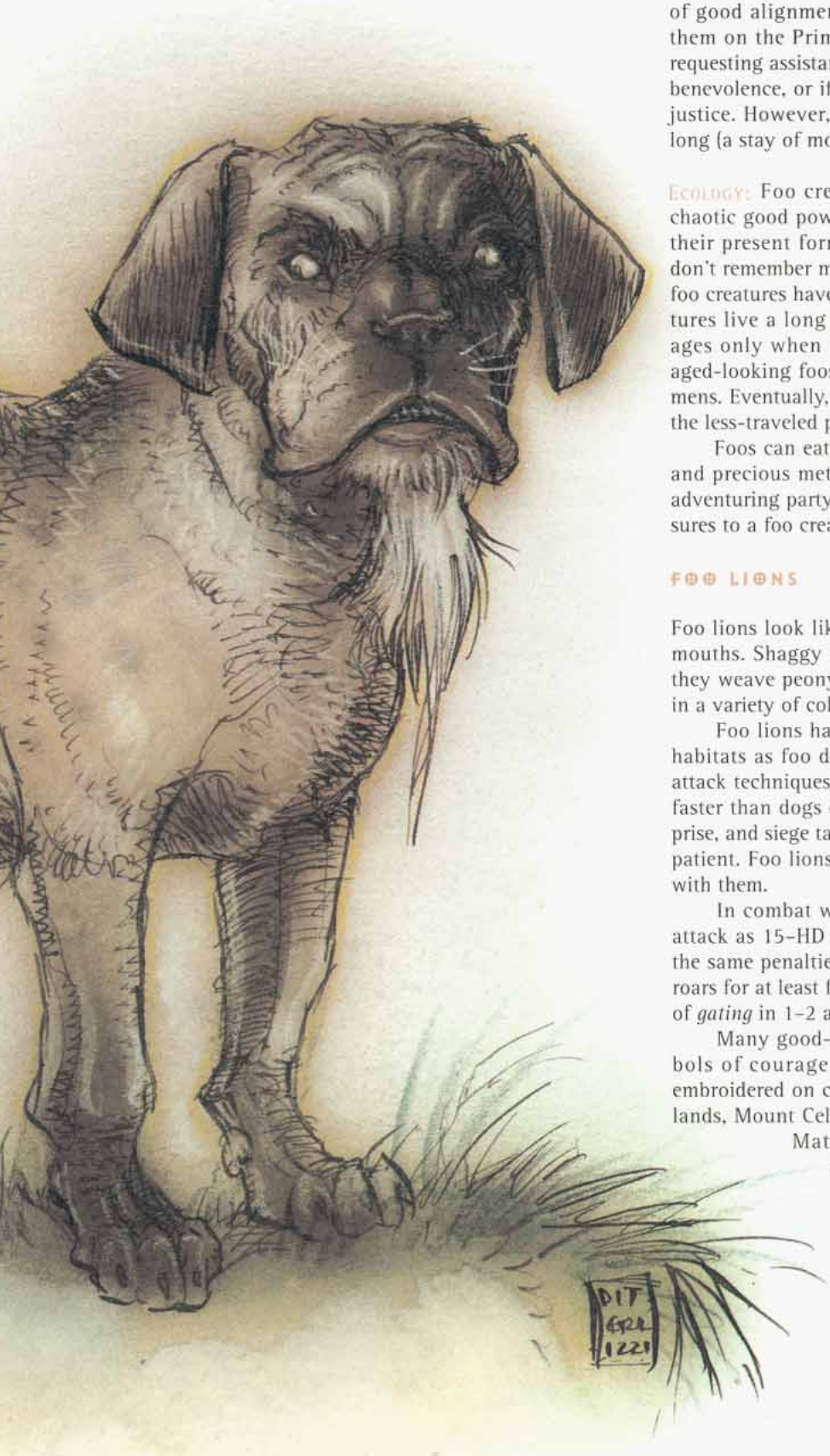
Foo creatures are powerful creatures that sometimes serve or guard those of good alignment.

Foo creatures have large, blunt heads with wide-set, bulging eyes. Their bodies appear somewhat leonine, with thick fur and large, padded feet. Their forelegs look like those of lions, but their hind legs are more doglike.

Foo dogs, the more common species, have short bush-tipped tails, long floppy ears, and broad noses. Their fur is typically golden or black, but also may be white, green, violet, or gray. Each foo creature – dog or lion – speaks all foo languages. They also speak the languages of those races with whom they have formed relationships.

Combat: Foo dogs bite and attack with their claws. When engaged in combat with opponents of evil alignment, the dogs attack as 10–HD creatures. If the opponents are lawful evil, foo dogs gain a +1 bonus to their attack and damage rolls. Evil opponents who attack foo dogs suffer a –1 penalty to their attack rolls and a –1 penalty per die of inflicted damage.

Foo dogs can become invisible and ethereal at will. They can travel astrally or ethereally at will. In addition, their thunderous barking is 20% likely to create a *gate* that summons 1d6 additional foo dogs, provided the barking lasts seven consecutive rounds.



HABITAT/TERRAIN: Foo dogs lair in the Astral Plane, Ethereal Plane, Arborea, Ysgard, and others. Occasionally, characters of good alignment can convince foo dogs to join or guard them on the Prime Material Plane, especially if the person requesting assistance impresses the foo dog with kindness and benevolence, or if the cause appeals to the foo dog's sense of justice. However, a foo dog seldom voluntarily remains for long (a stay of more than a few weeks is rare).

ECOLOGY: Foo creatures were once petitioners who served chaotic good powers, but they have earned proxy status and their present forms as a reward for excellent service. They don't remember much about their past lives, however. No new foo creatures have appeared in a long time, but then foo creatures live a long time. They, themselves, believe that a foo ages only when it's not performing good acts, so the rare aged-looking foos are sometimes snubbed by younger specimens. Eventually, very old ones move into isolated corners of the less-traveled planes.

Foos can eat almost anything. They love gobbling gems and precious metals, especially platinum and silver, and an adventuring party must surrender a portion of recovered treasures to a foo creature if they hope to retain its company.

FOO LIONS

Foo lions look like big foo dogs with longer tails and larger mouths. Shaggy manes encircle their necks, and sometimes they weave peony flowers in their long hair. Their fur grows in a variety of colors, most commonly black, orange, or gold.

Foo lions have the same outlook, personality, diet, and habitats as foo dogs. They also have the same abilities and attack techniques, but overmatched lions retreat and regroup faster than dogs do. Foo lions also favor sneak attacks, surprise, and siege tactics more than foo dogs; they are also more patient. Foo lions don't dislike foo dogs, but rarely associate with them.

In combat with opponents of evil alignment, foo lions attack as 15-HD creatures. Evil opponents attack lions with the same penalties they suffer against foo dogs. If a foo lion roars for at least four consecutive rounds, it has a 20% chance of *gating* in 1–2 additional foo lions from another plane.

Many good-aligned characters consider foo lions symbols of courage and strength. Emblems of foo lions are embroidered on court robes of military officials in the Beastlands, Mount Celestia, and in oriental cultures on the Prime Material. Stone statues of foo lions stand in front of many official buildings. Sometimes these statues and emblems are magically enchanted, making it possible to talk with a foo lion in its home plane. It won't always answer, though.

Climate/Terrain:	Tablelands
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	Nil (Q)
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	4/0
Movement:	6
Hit Dice:	5
THAC0:	15
No. of Attacks:	3
Damage/ATTack:	1d6/1d6/2d4
SpeciaL Attacks:	Stench
Special Defenses:	See below
Magic Resistance:	20%
Size:	L (8' long)
Morale:	Irregular (5–7)
Level/XP Value:	1,400
Psionics Summary:	Dis 2/Sci 3/Dev 10; PS 11; PSPs 40 Att: EW, MT, PsC; Def: MB, MBk, TS
Player's Option:	#AT1; THAC0 16; MAC 9

Psychokinesis: *Sciences* – detonate. *Devotions* – soften, levitation. ballistic attack.

Telepathy: *Sciences* – domination, psychic crush (mindlink); *Devotions* – attraction, ego whip (aversion), false sensory input, inflict pain, mind thrust (empathy), repugnance, psionic inflation.

The fordorran is a foul. disgusting creature that inhabits the Tablelands surrounding the Silt Sea. It is extremely unpredictable, wanders aimlessly, and may attack for no reason. It is believed to be a distant cousin of the so-ut.

The fordorran is a large, lumbering quadruped with a tough, armored shell. It resembles an enormous armadillo with a formation of three horns on its head Its armored plates are divided into sections that allow the beast to curl into a ball for protection. The fordorran has the ability to blend in with its surroundings by changing its coloration. This would make the beast nearly undetectable if it weren't for the foul stench it constantly emits. The armored plates are hairless, but there is a light coat of fur on the underside of its body, on its legs, and between its armored plates.

Combat: The fordorran, while slow and stupid, is still a very dangerous opponent It is completely random and changes the target of its attacks to a different individual with no warning or predictability. Each round there is a 25% chance the beast changes opponents It can do this without suffering any penalty. It switches opponents even if the second target is out of its current attack range. If there is no other target when a change of opponent is indicated, the fordorran just wanders off absentmindedly. If attacked, it defends itself. In melee, the fordorran attacks with its three toed front claws for 1–6 (1d6) points of damage each, and gores with its horned head for 2–8 (2d4) points of damage. Any creature within 10 feet of the beast must make a successful save vs. poison or begin gagging and retching for l–6 (1d6) rounds. Another successful saving throw is needed to recover. The victim can do nothing but move at one third its normal speed while gagging and retching.



If the fordorran detects its opponents before being detected itself, it uses its psionic abilities. The creature uses its psionic science of domination to seize control of an opponent. If successful, the controlled individual attacks its comrades. If there is only one opponent, the fodorran uses its false sensory ability to cover its foul stench. The creature then uses its devotions of ballistic attack and detonate before rushing in to attack. Fordorrans are immune to all *sleep, charm,* and *hold* spells.

Habitat/Society: Fordorrans are known to inhabit the Tablelands, making their lairs in caves and crevasses. They have never been known to congregate in groups Perhaps even they can't stand the stench of their own kind. Therefore, it remains unknown how the creatures reproduce. They are lust as likely to ignore other creatures as they are to attack them or even befriend them temporarily. They will eat gems or colored glass, despite the fact that they can't digest either material.

Ecology: Fordorrans flesh is edible, but tastes as bad as it smells. It is rumored that certain elf tribes know how to prepare fordorran meat to make it palatable. The gland that is responsible for the creature's horrible aroma is highly sought by preservers and defilers to create potions.

	Worker	Warrior	Myrmarch	Queen
CLIMATE/TERRAIN:	Arcadia	Arcadia	Arcadia	Arcadia
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Hive	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (6)	Average (10)	Exceptional (16)	Supra (20)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral
NO. APPEARING:	100–400	21–40	5–8	1
ARMOR CLASS:	3	2	1	7
MOVEMENT:	18	15	15	1
HIT DICE:	1 + 1	3 + 3	6 + 6	9 + 9
THAC0:	19	17	13	Nil
NO. OF ATTACKS:	1	4	2	Nil
DAMAGE/ATTACK:	1d4	1d6/1d6/1d4/2d4	2d4/3d12	Nil
SPECIAL ATTACKS:	Nil	Poison	Poison	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	20 myrmarches
MAGIC RESISTANCE:	Nil	Nil	Nil	20%
SIZE:	S (4′ tall)	M (5′ tall)	L (7′ tall)	L (10′ tall)
MORALE:	Fearless (19)	Fanatic (17)	Champion (15)	Fearless (20)
XP VALUE:	35	420	2,000	5,000

Formians, also called *centaur ants*, are native to Arcadia. As their name indicates, they appear to be upright-walking ants, but their sentience is that of warm-blooded creatures as opposed to insects. Like true ants, there are three basic types of formians: the worker, the warrior, and the myrmarch—a fourth type, the queen, is extremely rare. Unlike ants, formians' waists are flexible; thus, they often move with only four legs, their heads and thoraces raised. Their forelegs are jointed at the wrist and have three opposing claws, which they can use to manipulate objects and to attack. Formians come in various subdued colors—black, brown, red, and so on—which serve no function other than to indicate their cities of origin.

The worker, the smallest of the four formian types, is also the most commonly encountered. It is about the size of a large dog. Its somewhat clumsy claws are still efficient tools for manual labor. The warrior is the size of a pony, and its claws are indicative of its capability to defend the hive. The myrmarch is the size of a horse. Its claws are capable of finer manipulation than human hands. The queen is half again as large as a myrmarch. She administers and never leaves the central hive; her legs have atrophied.

Formians of warrior level and higher can communicate with humans, though their version of common sounds more like eerie chittering. They communicate with one another in their own speech, which is incomprehensible to most other beings.

Combat: When workers attack (a rare occurrence, for they're used only if a city's under siege), they use their small mandibles to bite for 1d4 points of damage. Warriors attack with their mandibles, two forelegs (1d6 points of damage each), and a stinger that injects poison (2d4 points of damage and save vs. poison or suffer –2 to attack rolls for 1d6 turns). Myrmarches attack with their mandibles and a poisoned sting. The poison causes 3d12 points of damage and paralyzes for 1d4 turns (a successful saving throw vs. poison results in half damage and avoids paralyzation). A queen cannot attack.

Habitat/Society: Unlike true ants, formians do not have a hive mind. Though they can receive messages from the hive queen—and can even be commanded and directly controlled by her—they are capable of acting independently if need be. However, formians of a lower level automatically respond to the direct commands of a superior. Thus, a worker responds to a warrior, a myrmarch, and the queen, while a myrmarch can be commanded only by the queen.

A formian queen is protected at all times by 20 myrmarches, who will gladly sacrifice themselves for her, since she cannot move on her own. Her intelligence is at the supragenius level, and she can control an entire hive at any time if she needs to. However, most queens allow their subjects some measure of free will.

Formians are born into their station, and that station never changes. There's never been a revolution in the annals of formian history. It seems the formians have no conception of aspiring to higher stations. They simply are the way they are.

Ecology: Some of the most magnificent cities on Arcadia are the constructions of the centaur ants. Many of these metropolises can house more than 10,000 formians. Though they look like human cities, with structures and walls above ground, they extend far underground for many miles. The architecture below is truly extraordinary.

Formians have always inhabited Arcadia, and sages say they always will. Though formians found on the Prime Material Plane make war on each other, Arcadian formians of different hives have learned to live together peaceably.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	6, Fl 12(C)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4+1 (×3)/1d4 (×2)
SPECIAL ATTACKS:	Ammonia breath, blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16'–20' long, 40' wingspan)
MORALE:	Elite (13–14)
XP VALUE:	1,400



Foulwings are grotesquely misshapen flying predators thought to have originated on another plane. Savage and wantonly destructive, foulwings enjoy killing. Mildly empathic and essentially lazy hunters, these clumsy fliers are often tamed for use as steeds by evil and unscrupulous humans.

Foulwings have black leathery wings, toad-shaped bodies, and vaguely horselike heads. The shapes of their heads, and the location and size of the many horn-shaped wriggling skin growths that cover their black bodies, vary from individual to individual. Every foulwing has *three* needle-toothed jaws set around its single-nostril snout. Glowing, faceted, red eyes give the foulwing infravision with a 90-foot range.

Foulwings communicate with each other in harsh croakings that communicate identities and basic emotions, urges, and warnings.

Combat: The foulwing prefers to fight in the air or pounce on its prey, allowing it the use of its wing claws and calling upon the weight of its body to knock down and pin prey to the ground. It twists its head so as to bite with all three jaws, and its ammonium breath causes opponents (during the round of contact and the following round) to suffer a –1 penalty to attack rolls due to the stinging irritation it inflicts upon visual and olfactory senses. If the foulwing disables or pins its prey (a Strength score of 16 or higher is required to escape pinning unaided; allow one Strength check per round), it attempts to leisurely drain the victim's blood by sucking with one of its three hollow, tubelike tongues, biting open wounds to do so. The blood drain is equal to 25 points of damage per round, and pulling free inflicts another 2 points.

Habitat/Society: Foulwings may be found as solitary hunters or in "flocks" that gather to court or attack especially strong prey. Every flock (of up to four foulwings) is dominated by the largest specimen and works together to scatter, disable, or herd prey.

Ecology: Foulwings are rapacious scavengers that will eat carrion or plant leaves if no other food is available. They have been known to keep "larders" of captive creatures to dine upon later. Foulwings bear live young, typically 1–3 at a time, and always nest in rocky, mountainous wilderness areas. Young are born with 1 HD and only bite attacks (for 1d2 damage per jaw), but rapidly grow to full size, whereupon the parents abandon them and each other.

Foulwing flesh is heavy, oily, and foul in taste (hence the creature's name). It quickly rots upon the creature's death and has no known usefulness as armor or in magical practices. Foulwing blood and saliva, however, have both been found to be mildly caustic cleansers that bring metal to a bright, long-lasting sheen.

Foulvern

In very rare instances, foulwings have mated with wyverns. The offspring are always misshapen wyverns with 1–2 additional Hit Dice and three jaws each (as a foulwing has). Foulverns have a taste for blood and a savage enjoyment in killing, but otherwise favor their wyvern heritage.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Company
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	7–12 (10%: 2–8)
ARMOR CLASS:	8 (or 2)
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Psionic use, devices
SPECIAL DEFENSES:	Psionic use, devices
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Elite (14)
XP VALUE:	Varies
PSIONIC SUMMARY:	Dis 4/Sci 6/Dev 17; PS 15; PSPs 75+1d20; *Att:* Any; *Def* All
PLAYER'S OPTION:	#AT 2; MTHAC0 9; MAC 0

Sometimes known simply as the *visitors*, the psionic fraal are highly evolved and sophisticated humanoids from somewhere else. Some sages speculate that these visitors come from either another plane of existence or perhaps from another world within the Prime Material Plane. Of seeming fragile build, the fraal rely on devices of unusual workmanship and power to protect themselves. These devices are not magical; in fact, the fraal know almost nothing of magic.

The fraal are thin humanoids, averaging about five feet in height. They can be distinguished by their large eyes, their pale, almost luminous skin, their swept-back ears, and their round heads. Most fraal encountered so far have been bald, although some individuals have been encountered who have with wisps of silver, white, or pale-yellow hair. A most disconcerting element is that all fraal display a wizened countenance, much like the eldest of wizards.

The fraal are natural telepaths, and can communicate telepathically with creatures of low intelligence or better. Whether they have a verbal language of their own is uncertain, though they have never been seen to converse verbally among themselves. They have been known to speak Common to those not of their kind, though they speak it slowly and with some difficulty. Their words display a quiet demeanor and they are not given to excitement or violent emotion.



Combat: The fraal avoid confrontation whenever possible, negotiating when able and fleeing when communication fails. Indeed, fraal seem more interested in observing violence than taking part in it themselves. Witnesses agree that fraal have been drawn to violence and spectacular conflict. Their behavior is almost child-like as they watch physical combat with wonder and an almost clinical detachment. If fraal should find combat unavoidable, they rely upon their psionic talents, which they call *mindwalking*, to defend themselves. Even more rarely, fraal use alien devices of great power to dissuade attackers.

The fraal are highly intelligent, using their psionic talents and their unusual devices to best advantage. Fraal almost always operate in groups of seven or more. These small companies prove very effective at eluding and countering enemy threats; most attribute the fraal cohesion to their extensive use of telepathy.

In psionic combat, the fraal incapacitate and neutralize opponents rather than making lethal attacks. However, they don't seem adverse to prying into others' thoughts, dominating minds, or even erasing memories when necessary.

No more than one fraal in three will have a device that can deliver a ranged attack. Two different types of fraal ranged devices have been seen: *firerods* and *firestaves*. These devices and others that the fraal employ do not radiate any magical signature. The fraal seem reluctant to use their fire devices unless absolutely necessary. Most learned sages suspect that this involves a religious taboo against fire, but no one knows for sure. Communication with the fraal has revealed little, as they babble on about a morality of "limited resource development" and "conservationism" whenever the subject is broached.

Habitat/Society: Fraal are not native to the Prime Material plane—at least, not this one. The accepted theory is that the fraal are planewalkers who have somehow lost the ability to traverse the planes and have become stranded. Others claim that the fraal are denizens of another crystal sphere who have crashed their spelljamming ship here. One element is common to all accounts of the fraal and their origin: the fraal have successfully conveyed that they have arrived on the Prime Material plane accidentally, and do not possess a means to travel home. A ranger claiming to have a fraal encounter reported that they revealed that the "Dark Master" that gave their floating world life has fallen asleep and must be awakened. While such reports make many believe that the fraal are evil, this doesn't seem to be the case. Estimates place fraal population at less than a 1,000. Only recently has the existence of fraal children been confirmed. Even more recently it has been learned that the fraal, long-lived though they may be, are not immortal.

For every five fraal encountered, there will be a team leader of 4 HD with 80+3d12 PSPs. This leader is usually referred to as simply "captain," but bears no obvious marks or symbols of rank or precedence. If more than 50 fraal are encountered, four captains (4 HD, as above) and one great captain (6 HD, 90+4d10 PSPs) will be present.

To date, no major fraal cities or communities have been found. Fraal are nearly always encountered in small groups, wandering from one place to the next. These groups display intense curiosity about the natural world; they seem unfamiliar with even the most common forms of local fauna and flora. The diversity of humanoid races also seems shocking to these visitors—fraal discussions of "radical genetic diversity" have been witnessed by many of those who have encountered them. Finally, the fraal seem completely amazed by well-known monsters and even the smallest displays of magic. To date, no fraal magician or priest has been encountered.

Much like explorers and cartographers, the fraal measure and record their findings as they wander over all types of terrain. As the fraal presence becomes more widely known, the visitors are still occasionally attacked and slain by those who believe them to be lesser tanar'ri or some other form of evil creature.

Little is known about fraal culture. They display an obvious distaste for physical labor, and a deep respect for developments and accomplishments of the mind. They also appear to be a deeply religious people, given to frequent meditation and communal worship. What powers the fraal venerate are unknown.

Ecology: The fraal are vegetarians, consuming a great variety of plants and processed agricultural products. They are known to be especially suspicious of new foods and new life forms, but after careful inspection they have proved themselves willing to try just about anything. A fraal appears to have a lifespan of about four or five centuries.

Magical research and sagecraft have little to say about this mysterious new race of beings, although sightings have been growing more common over the last few decades. Indeed, only a few years ago the existence of the fraal was discounted as the product of imagination, rumor, or even illusionary sorcery. Today, conflict rages among the learned, who argue about the exact origin of these travelers.

Other Fraal

The fraal, among themselves, have a number of specialists. These included *biokineticists* (healers), *ESPions* (advisor-spies), *mystics* (reputed to see the past and future), and very rarely, a *biowarrior* (a psionic soldier).

—*Crossover* ALTERNITY Player's Handbook, #2800
STAR*DRIVE Alien Compendium, #2805

Fraal Devices

Roll 1d10 for each fraal encountered. On a roll of 1, the fraal has a *firestaff*. On a roll of 2 or 3, the fraal has a *firerod*. Each *firerod* has 1d20 charges; each *firestaff* has 1d10 charges. Each fraal with one of these devices has 1d6–3 *firecubes*.

In addition to their fire devices, one in ten fraal—and all leaders—possess bracelets and anklets that behave exactly like *bracers of defense AC 2*. These objects, which the fraal call "inducer bands," do not detect as magical.

Among the wondrous fraal devices are the following:

Gauntlet: This smooth, shining, elbow-length glove of unusual metal, called a "gauntlet" by the fraal, is normally worn on the secondary hand and forearm. A fraal will extend the arm bearing the gauntlet, drumming the fingers of that hand on the palm. Occasionally, the fingers of the primary hand are drummed upon the upper part of the forearm as well; this activity is often accompanied by small flashing lights and humming tones from the gauntlet. Sages theorize it is a detection, analyzing, or possibly recording device of some type. It can definitely detect the possession and use of psionic powers within a 100-yard range. At least half of any fraal group will have "gauntlets."

Firerod Scabbard: A belt-scabbard for a *firerod* from which *only* the user can draw the rod. The user can draw and use the rod as quickly as if holding the rod unscabbarded. A fraal leader might have a *firerod scabbard* (20% chance).

Telescoping Rod: This rod, made of an unusually strong metal, extends from 3 feet to 15 feet in length. The fraal attach odd-shaped devices to one end of the rod. The device is then extended around a corner or over a wall. A group of fraal is 25% likely to have 1d4–2 rods. The nonmagical rod attachments provide *clairvoyance* (as a *crystal ball* sensor) and sometimes *clairaudience* (9-in-10), *infravision* (8-in-10), *detect invisibility* (5-in-10), *detect psionics* (5-in-10), and *truesight* (1-in-10), all at 6th-level ability. The DM can roll 1d10 for each type of attachment for each rod to see if it is present, or choose a mix to fit the encounter.

Portable Dome: This backpack-sized unit, when activated, expands into a 15-foot hemisphere, with a door, a small antechamber with another door, bedrolls, rations, and a device that purifies water. The chance of a group of fraal having one is 1-in-10.

Black Sun Sphere: This device is often found in a central position in a fraal camp, much as an altar might be. It is a glossy black and cool to the touch, though close examination reveals a small raging sun inside. The device emits a faint hum. Such a sphere and its holder is small enough to fit in a backpack and be carried by one person. The chance of a group having this device is 2-in-10. Rumor says that similar devices exist that do not hum and have no small sun, although none of these is known to have passed from fraal hands.

Fraal Weapons

Weapon	Weight (lbs)	Size	Speed Factor	Rate of Fire	Range	Damage
Firerod (20 charges*)	1	S	3	2	30/60/90	3d6
Firestaff (10 charges*)	5	M	7	1	50/100/200	6d6

Inducer Bracelets: Confer AC 2

* Recharging requires 1 round and a *firecube*, which is expended in the process. Recharging can always be accomplished by a character with proficiency in the device. Those without such proficiency (but with some instruction or observation of the process) must make a successful Wisdom check at half their ability score. In this case, a roll of 20 renders the device nonfunctional.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Always
DIET:	Light and magic
INTELLIGENCE:	Unknown
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	Fl 1 to 24 (A)
HIT DICE:	6-13
THAC0:	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9 13 HD: 7
NO. OF ATTACKS:	Area of effect (1 sq. ft. per HD)
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	H (1 sq. ft. per HD)
MORALE:	Fearless (20)
XP VALUE:	6 HD: 2,000 (+1,000 per additional HD)



Fractines appear as two-dimensional, mirrored, trapezoidal planes. When at rest, fractines resemble vast mirrors and can be manipulated to function as excellent scrying mirrors. To do so, a spelljamming scholar must focus his willpower on the subject he wishes to view, while touching a fractine. A Wisdom check (modified by a DM-selected difficulty penalty of −1 to −10) must succeed to view the subject. Failure results in 1d10 turns of exhaustion and a 10% chance that the fractine is stirred into motion. One can examine a subject's past, future, and weaknesses using the right techniques. However, the fractine's distorted surface may blur the results, obscuring crucial information.

Fractines are most commonly encountered in space in an active state, tumbling or folding and refolding like a piece of origami. They react to a variety of stimuli. They are attracted to motion, loud sounds, and magical energy. However, large bursts of energy (such as a fireball or lightning bolt) repulse fractines for 1d4 rounds. Spells affecting air can be used to control fractines. (The caster must roll a successful saving throw vs. spell each round or lose control.)

Combat: A fractine causes a variety of harmful, distortional effects. Physical attacks may be used to destroy or alter its course, but only silver or magical weapons or spells cause any damage. Furthermore, a fractine must be struck on one of its two faces to cause any damage.

Any physical damage to a fractine causes damage to the attacker. The attacker suffers 1d4x25% of the inflicted damage (round fractions up), though he receives a saving throw vs. petrification to suffer only half damage.

Once per round there is a 1% chance per point of damage inflicted that a fractine shatter into 1d4 independent fragments, each with one-third of the remaining HD and hp (shattering releases any held creatures).

A fractine receives a saving throw vs. any magical effect, if the effect gets past its magic resistance. If the saving throw is successful, the magical effect is redirected at random.

A fractine attacks by falling on its targets. The fractine passes through its victims, causing 2d4 points of damage and forcing a saving throw vs. breath weapon to avoid a special effect. If the saving throw fails, roll 1d20 for the effect.

1-3 = Blink (random direction and orientation)
4-5 = Teleport (1d4x10 feet into air)
6-7 = Deport* (Character's mind views his body from another plane; must roll Wisdom checks each round to control)
8-9 = Turn Ethereal* (Able to cast magic only, intangible)
10-12 = Distortion* (Character's form suffers a distortion, DM's choice—Effects may shorten or lengthen limbs, make fat or thin, flatten, stretch, etc. A Dexterity check must succeed each round to perform an desired actions.
13 = Transpose* (Part of body is exchanged with that of another victim, or it vanishes. Roll an Intelligence check to control body part.)
14 = Reversed* (Any action the character takes becomes reversed)
15 = Duplication** (Creates a duplicate of character; duplicate attacks)
16-20 = Trap (As a *mirror of life trapping*; there is a 25% chance that another creature is released at the same time)

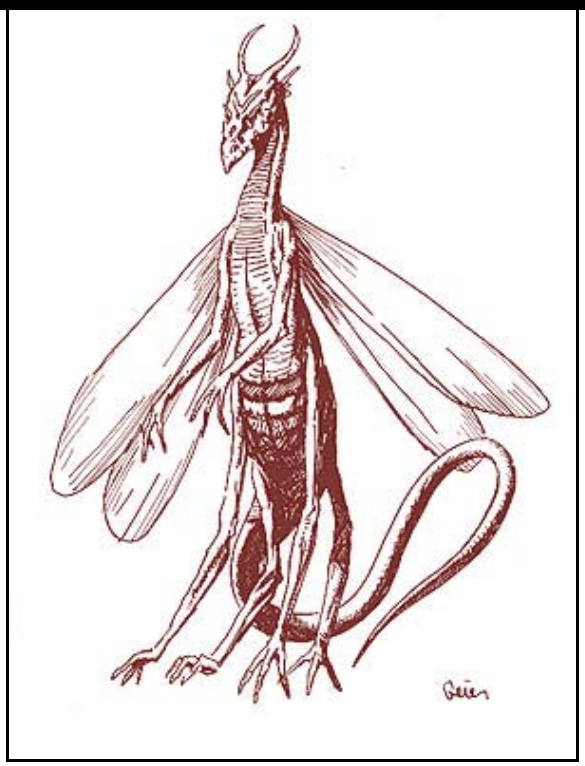
* Effect lasts 1d4 rounds.
** Effect lasts 2d4 +2 rounds.

Habitat/Society: It is not known whether fractines are intelligent creatures or merely spatial phenomena. Shattered fragments either follow divergent paths or merge once again.

Ecology: Fractines consume life, light, and darkness magical energy. Each level, Hit Dice, spell level, and bonus provides 1 point of food. When a fractine has consumed a number of points equal to its total hit points, it leaves. Its movement rate is increased by 1 per point of light consumed and decreased by 1 per point of darkness (maximum of 24 and minimum of 1).

Frelôn

CLIMATE/TERRAIN:	Temperate forests and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	8, Fl 18 (C)
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4/1d4/2d6/1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	L (7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000 (+1,000 per Legacy)



The frelon were originally created by dragons to serve a specific function: to seek and destroy the hated araneas. They have since grown beyond this function, evolving into mysterious, yet very dangerous, creatures.

A frelon looks like a cross between a dragon and a wasp. Its long, skinny body segments into two sections, though not quite the abdomen-and-thorax arrangement of a normal insect. Two pairs of long legs cause it to stand upright at 7 feet tall. A whiplike tail with a stinger extends from the base of the body, constantly snaking about as if restless to attack. The creature's upper pair of arms end in small claws that are capable of raking attacks and grasping small objects. The dragonlike head seems small for such a large creature, but its dangerous mouth is filled with a double row of tiny but sharp teeth. Head to tail, the creature is armored with mostly black scales, though it usually has several decorative bands of red or blue circling its lower body or running in striped patterns on the upper body and head. The frelon possesses a set of wings, similar to those of a dragonfly. These semi-transparent wings shimmer with a hint of reflected color.

Frelons communicate with each other through buzzes, hums, and clicks. They also share an abbreviated language with all evil dragons and can still make themselves understood to the descendants of their creators.

The Red Curse: When a frelon hatches, it gains any Legacies that its host possesses. Even if the Legacy is dormant in the host, as with the araneas and ee'aar, it becomes active in the frelon. If the host possesses multiple Legacies, the frelon gains 1 for every week it remains inside, up to a maximum of 4 Legacies. The creature does not require *cinnabryl*, nor does it lose any attribute points due to the Red Curse.

Combat: The frelon attacks mostly for food. It has grown fond of the taste of human and demihuman flesh and eats it as often as possible. The creature prefers aerial combat, where it can wrap its tail underneath and use all four attacks. However, a frelon cannot attack creatures on the ground without landing first, because of its size and slow maneuverability. On the ground, the frelon attacks with its forward claws and its bite. If fighting multiple opponents, the frelon will fly off with the first one to fall. If the frelon loses over half of its hit points, it will attempt to flee.

If the frelon is attacking for the purpose of its created function, if it decides to flee, or if a victim proves too tenacious and the frelon cannot escape, the creature will rely on its stinging attack. The frelon will turn sideways, so it may attack its victim with one claw as well as the stinger. If multiple creatures attack the frelon at melee range, the frelon will always attack the first with conventional attack methods and the second with its stinger. The effects of the sting attack are described under "Special Abilities." After a successful sting attack, the frelon will withdraw from combat, flying to safety.

Special Abilities: The frelon can fly 180 feet per round. It cannot ascend more steeply than 45 degrees, moving 90 feet forward and 90 feet up. Descending, the frelon can move 180 feet both forward and down. Because the frelon's flight is magical, it can lift up to 200 pounds without penalty, and it can carry up to a maximum of 400 pounds at half its Movement Rate and a maneuverability class of D. The creature's wings also magically regenerate. Even if the wings are completely destroyed, the frelon regains them within three turns. This regeneration does not heal lost hit points; it just allows use of the wings. Unlike other creatures, the frelon can fly regardless of hit point damage to its body.

The sting of a frelon produces several effects. Besides suffering 1d6 points of damage, any sting victim must make a successful saving throw vs. poison or fall unconscious for 2d4 rounds and suffer 1d4 turns of memory loss. After a successful sting attack, the frelon always abandons the victim, even if hunting. This is because the stinger also acts as a syringe, inserting tiny eggs into the wound. Unless high-level magic (*heal*, *limited wish*, etc.) is used to immediately treat the wound, a young frelon will eventually emerge and fly away. As most victims do not remember the frelon attack due to memory loss, they rarely seek the help they need. Frelons can inject their poison and eggs only once every two days.

Frelon young begin to hatch after two weeks. For the next week, the victim suffers the loss of 1 hit point per day, as several of the tiny young feed on their host and each other. By the second week, only one frelon is left, but its continued feeding causes the loss of 2 hit points per day. This loss accompanies waves of nausea and muscle pains as if the victim has contracted a disease or a case of food

poisoning. During and after the second week, the surviving frelon can influence its host as per a *domination* spell once every 24 hours. During the third and fourth weeks, the creature limits itself to only 1 hit point every few days (as if the victim might be getting better) though the nausea and muscle spasms will increase slightly.

The young frelon can actually live in its host for up to one month before emerging for other nourishment. Its emergence forces the victim to attempt a saving throw vs. death magic. Failure indicates death, while success limits the effect to 4d8 points of damage. The emergence wound must be treated for disease and magically healed within 48 hours, or the victim will fall ill, dying within one week unless a *wish* or *regenerate* spell is used.

Habitat/Society: When fighting the araneas, the dragons created a new life form to be the bane of this spider race. They stripped away a part of themselves (and borrowed from a few other creatures) to create the frelon. They endowed this predatory creature with the desire to seek and destroy the araneas, the Intelligence needed for both surviving in this harsh land and finding the reclusive spider people, and the natural abilities that make the frelon a deadly hunter. The frelons were designed as solitary creatures to make destroying large numbers of them at a time almost impossible. Each creature reaches maturity within six months and can then lay eggs, hopefully in an aranea. No mate is required for reproduction. The *domination* ability is for forcing a host to lead the frelon to other araneas.

Frelons threatened aranean settlements for centuries. For quite a bit of that time, the araneas were not even sure what danger they faced. However, when the Immortal patron of the dragons retired from the Conflict, the araneas again possessed a superior wealth of magic.

The araneas also discovered a weakness in the single-minded directive given to the frelon that they were able to exploit. The dragons had not counted on the dual nature of the araneas. By revealing the aranean humanoid aspect to the frelons, the araneas managed to confuse them and divert a majority of the threat. In an effort to fulfill their mission of destruction, the frelons began to hunt all humanoid creatures.

This change of focus spread the frelons throughout the lands of the Savage Coast and into surrounding areas. Even as far as the Arm of the Immortals, the ee'aar were forced to launch a major campaign to eradicate the frelon presence there. As the creatures spread, the araneas were also able to bring the menace under some semblance of control in Herath.

Today, frelons seek the destruction of all humanoid races in their search for araneas. They do not care for treasure or power, taking only what they need to survive. At times they ally with nonhumanoid, intelligent creatures.

Ecology: The frelons prey on humanoid races of any type, affecting the ecology at one of the highest levels possible. Their Intelligence makes them very dangerous foes. One frelon, in the absence of any true opposition, can decimate a small village by attacking a few remote homes and planting eggs. Within a few months, dozens of young frelons swarm the surrounding countryside.

At this point, it is unlikely that the dragons could stop this experiment gone awry, and it is unsure whether they would even want to. Crimson dragons have actually been known to convince frelons to join them as guardians and servants. Lucky for the humanoid races, the frelons still remain separate from one another, as they were originally designed. If they were to begin constructing social ties and communities, working together toward their common goal, their power would multiply accordingly.

Fortunately, the races are aware that the frelon pose a threat to their lives. Larger cities usually post a bounty on the creatures. Wizards, alchemists and priests will pay well for frelon body parts because of their usefulness in a variety of magical preparations. Some of the creature's smaller scales are necessary for *crimson essence*. Pieces of the creature's wings can be brewed into a *potion of flying*. *Potions of domination* can be formed from the frelon's brain, if the frelon is caught young enough.

Some parts of the creature do not even require enchantment to be of benefit. The poison from one frelon is enough to coat a blade three times or an arrow six times. One dose will cause paralysis for 1d4 rounds, negated by a successful saving throw vs. poison. Some frelons (25%) possess 5d4 scales which will each act as one ounce of *cinnabryl*, depleting in the normal fashion. These are formed when a young frelon is exposed to the magical interaction between *cinnabryl* and someone possessing a Legacy. These scales are usually the colored ones up around the head. Once they are depleted, they are of no further use.

	Giant	Killer	Poisonous
CLIMATE/TERRAIN:	Any fresh water	Any fresh water	Any fresh water
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Insectivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	5-40	3-18	2-12
ARMOR CLASS:	7	8	8
MOVEMENT:	3, Sw 9	6, Sw 12	3, Sw 9
HIT DICE:	1+3	1+4	1
THAC0:	1 HD: 19 2-3 HD: 16	18	19
NO. OF ATTACKS:	1	3	1
DAMAGE/ATTACK:	1-3/1-6/2-8	1-2/1-2/2-5	1
SPECIAL ATTACKS:	Tongue and swallow whole	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Poison
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T-M (2'-6' long)	S (3' long)	T (6'-1' long)
MORALE:	Average (8)	Unsteady (6)	Unsteady (6)
XP VALUE:	1 HD: 120 2 HD: 175 3 HD: 270	35	65

Giant Frogs: Giant frogs resemble their more common relatives in everything but size. Their enormous size means that they consider larger creatures as a source of food, making small creatures and even demihumans possible prey. A giant frog can range from 2 to 6 feet in length and weigh between 50 and 250 pounds (a 2-foot frog weighs 50 pounds, adding 50 pounds for each additional foot of length). Frogs with 1 Hit Die are 2 feet long, while those 2 to 4 feet long have 2 Hit Dice, and those over 4 feet long have 3 Hit Dice.

The distance that a giant frog can jump is based upon its weight, with the maximum jumping distance for a 50-pound frog being 180 feet. Subtract 20 feet for every additional 50 pounds the frog weighs. A giant frog cannot jump backward or directly to either side, but can leap 30 feet straight up.

Combat: Because of its camouflaging color, a giant frog surprises opponents easily (-3 penalty to opponents' surprise rolls) when in its natural habitat. A giant frog uses its long, sticky tongue to entrap its victim. The tongue is equal in length to three times the frog's length and strikes with a +4 bonus to the attack roll. The tongue inflicts no damage when it hits.

Once a victim is caught by the frog's tongue, it has one chance to hit the tongue before the frog attempts to reel it in. If the tongue is hit, the frog releases the victim and does not attack that creature again. Otherwise, the victim is reeled in.

If the victim weighs less than the frog, it is dragged into the frog's mouth in the same round it attacked and missed striking the tongue. If the creature weighs more than the frog, an extra round is required for the frog to draw the creature in. This grants the victim another opportunity to hit the tongue. Any creature weighing more than twice the frog's weight cannot be pulled by the frog and is released on the third round after it was caught, even if the tongue is never struck.

Once the victim has been drawn to the frog's mouth, the frog attempts to eat it. If the giant frog successfully bites its victim in the first round the creature is in range, it automatically scores maximum damage. Frogs with 1 Hit Die bite for 1-3 points of damage, those with 2 Hit Dice 1-6 points, and those with 3 Hit Dice inflict 2-8 points of biting damage.

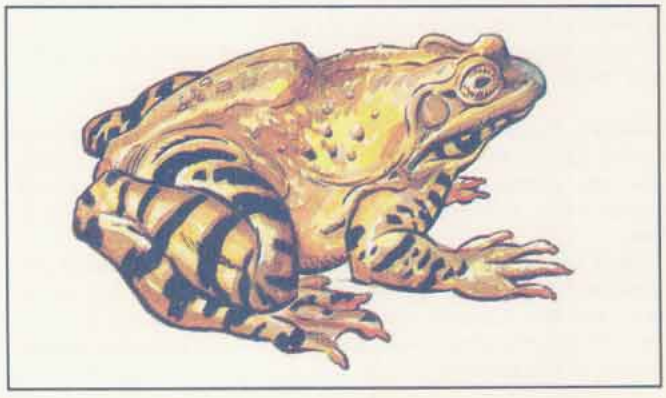
On an attack roll result of 20, the frog can swallow whole any creature shorter than 3 feet long. Any creature swallowed whole has a chance to cut its way out of the frog with a sharp-edged weapon, but must roll an attack roll result of 18 or better. A victim has only three rounds to escape before asphyxiating. A successful escape kills the frog. Any damage inflicted upon a frog that has swallowed a creature whole has a 33% chance of also being inflicted on the swallowed victim.

Giant frogs fear fire and always retreat from it.

Habitat/Society: Giant frogs live in groups but don't have any real social structure. They are aggressive hunters and eat insects, fish, and small mammals. Large aquatic predators such as giant fish and giant turtles often prey upon them.

Killer Frogs: This smaller version of the giant frog attacks with sharp teeth and front talons. While it does not swallow victims whole, the killer frog is a vicious hunter and is especially fond of the taste of human flesh.

Poisonous Frogs: A rare type of normal frog, this breed secretes a contact poison from its skin, as well as with its bite. The weakness of the poison gives all victims a +4 bonus to their saving throws. Due to its weakness and the difficulty of collecting it, there is no market for this poison.



Frog, Archer

CLIMATE/TERRAIN:	Any fresh water, often tropical
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	6, Swim 12
HIT DICE:	3
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8)
XI' VALUE:	270



Archer frogs look like large specimens of the standard giant frog. They are usually mottled shades of green and brown.

Combat: In their natural surroundings, archer frogs' coloration gives them a natural camouflage, imposing a -3 penalty to opponents' surprise rolls. Like giant frogs, they attack with their tongues to a range of 18 feet, at +4 to hit. An archer frog's tongue, however, ends in a hardened series of wicked barbs. The frog uses its tongue to pierce the body of its prey, causing 1d8 hp damage and drawing the victim into its, mouth. The tongue barbs prevent prey from escaping; those that manage to pull free from the tongue suffer an additional 3d4 hp damage.

A victim pierced by an archer frog can cut itself free by slicing through the tongue. The tongue is AC 9 and must suffer 6 hp damage in a single blow to be severed. This damage is not subtracted from the archer frog's hit points. Once severed, the tongue regenerates, barbed tip and all, in about two weeks.

Once the prey is within the mouth, the archer frog's acidic saliva begins the process of digestion, causing an addition 1d4 hp damage each round, until the prey has been totally liquefied and swallowed. Non-organic materials (such as armor, weapons, and jewelry) are not digested; these items are spit out by the archer frog after dissolving its meal.

Once an archer frog has "speared" a victim on its tongue, it is virtually defenseless until its current victim is dissolved. For this reason, an archer frog prefers to target solo prey; parties of two or more capable of fighting back are seldom attacked.

Habitat/Society: Archer frogs, possibly because of their larger size and greater food requirements, are not found together in as great numbers as are other species of giant frogs and toads. They tend to hunt on their own, gathering only to mate and sleep. Possibly this is to prevent two different archer frogs from accidentally spearing the same prey—an awkward situation that would endanger both frogs until the victim was fully dissolved and the frogs' tongues were freed.

Because of their unique hunting method, archer frogs tend to concentrate on larger prey. Creatures smaller than a rabbit are difficult to spear with their tongues and are often ignored by the archer frogs in favor of creatures closer to their own size. The frogs have large, expandable throat-sacs which hold prey in much the same manner as a pelican's beak. This enables a full-grown archer frog to digest something as large as an elf or human in its mouth.

The throat-sacs also come into play during courtship rituals. In the springtime, the male archer frogs inflate their sacs and issue forth impressive bellows and croaks. These bellows attract females of the same species while simultaneously warning off competing males. They can often be heard from well over a mile away

Ecology: If properly preserved, an archer frog's barbed tongue-tip can be used as a spearhead, harpoon tip, or similar weapon. Its flesh is considered a delicacy among many humanoid races. In fact, a common practice among those who hunt archer frogs is to silently follow one as it hunts, attacking it immediately after it captures prey of its own. This ensures that the archer frog is defenseless when attacked and also gains the frog's prey as well as the archer frog itself.

On rare occasions, archer frogs have been domesticated by humanoid races, usually bullywugs, grippli, or lizard men. Bullywugs and lizard men use archer frogs as guard animals, often keeping them tied by a leash or chain to a certain area. Grippli, because of their smaller size, can use archer frogs as riding mounts. In either case, the archer frog makes a below-average war beast, as its combat abilities extend only to the first victim it spears with its tongue. Still, as the diminutive grippli assert, that's one less foe that they must face.

Frog, Ghoul

CLIMATE/TERRAIN :	Any fresh water
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Insectivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	8
MOVEMENT:	6, Swim 12
HIT DICE:	1+4
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Blinding flash
SPECIAL DEFENSES:	Poison
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' long)
MORALE:	Unsteady (6)
XP VALUE:	65



A ghoul frog appears to be some sort of zombified creature, but it is not. Its skin is translucent, revealing the skeleton, muscles, and internal organs. Large, black pupils give the illusion of hollow eye sockets, adding to the misconception.

Ghoul frogs are not undead and exhibit no ghoulish attributes: they cannot paralyze, nor do they feast on carrion. Nonetheless, the term "ghoul frog" has stuck, although they are sometimes called "zombie frogs" or "skull frogs."

Combat: The skin of a ghoul frog gives off a faint luminescence that attracts flying insects at night. Those that fly too close are attacked by the frog's tongue, which draws the prey into the frog's mouth. Ghoul frogs normally attack only insects, but they can bite for 1-3 hp damage if cornered (although they flee from most attackers larger than themselves). Like most anurans, they have many small teeth, but only on their upper jaw. These teeth are used primarily to hold struggling prey steady so they can be swallowed whole.

Once per turn, a ghoul frog can generate a flash of bright light from its luminescent skin, causing victims to save vs. paralyzation or be blinded for 1d4 rounds, during which time the ghoul frog escapes. Ghoul frogs themselves are immune to the effects of such flashes. They are also somewhat resistant to the blinding effects of *light* and *continual light* spells; if either of these spells is cast directly on a ghoul frog's eyes, its attack rolls and saving throws are reduced by 2, not 4.

Habitat/Society: Ghoul frogs are often found in small packs, but they have no specific social structure. Staying in a group allows them to use their defensive flash more effectively, as they can take turns "flashing" enemies. They are never found far from a source of fresh water like a lake, pond, or stream, where they lay their jellylike eggs.

Ghoul frog tadpoles are transparent as their adult forms, although they do not gain their bioluminescence until after completing the metamorphosis into full adults. Glowing tadpoles would be too easily spotted by aquatic predators.

During daylight, ghoul frogs lie buried in the mud of the lake bottom, covering their skin and preventing its light from being spotted by predators. Only during the darkness of the night do they emerge and begin their hunt for insects.

Ecology: From a distance, the eerily-glowing ghoul frog is often mistaken for a will o'wisp. Those hoping to find a will o'wisp treasure trove are in for a disappointment, for ghoul frogs accumulate no treasure.

Ghoul frog flesh is bitter and mildly poisonous. Those eating it must save vs. poison or be violently nauseous for 1d4 hours. During this time, the afflicted individuals suffer a -2 attack penalty and a +2 AC penalty, as well as temporarily losing 24 points of Strength. Thus, ghoul frogs are not often hunted as prey. However, many predators try to stay close to a pack of ghoul frogs, waiting to pounce upon those creatures unfortunate enough to be blinded by the frogs' defensive flash.

In addition, ghoul frog skin, once dried and powered, can be a useful ingredient in the manufacture of magical inks used to transcribe various spells. It is predominantly used for such light-based spells as *faerie fire, dancing lights,* and so on, but it can also be used for *corpse visage* and similar spells that deal with at least the appearance of being undead.

Ghoul frog blood is a vital ingredient in the manufacture of *skeletal potions* (see *Dragon Magazine* #198, "The False Undead"), which turn the imbiber's skin and organs invisible but leave his bones unaffected. In a pinch, it can also be used to create *potions of invisibility,* but such potions are usually inferior in terms of duration and often cause a flickering luminescence that negates the benefits of the invisibility.

Froghemoth



CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4 (tentacles 2, tongue 6)
MOVEMENT:	4 (in swamp), Sw 8
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1 or 4
DAMAGE/ATTACK:	5d10 (bite) or 4× 1d4+4 (tentacle)
SPECIAL ATTACKS:	Swallow, constriction
SPECIAL DEFENSES:	Immune to fire, 1hp/die from electricity (*slows* 1 rnd.), half damage from blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Fearless (19)
XP VALUE:	21,000

This giant amphibian horror lurks in the darkest swamps and dankest subterranean pools. The froghemoth's 18-foot-long, 10-foot-wide body is yellow on the belly, shading to a light green on its sides and a mottled green on its back and thick, bowed rear legs. Two tentacles sprout from each shoulder. The tentacles are 15 feet or more long, green on top and yellowish underneath. The creature's nostrils are stalk-like, and its three eyes are housed on a protruding, retractable appendage that can be withdrawn. Its eyes are amber with a green tinge and have vertical slit pupils of bright green edged with orange.

When it is submerged, its tentacles trailing ashore and its eye and nostril stalks at water level, it appears to be nothing more than a plant growth of some sort.

Combat: The froghemoth prefers to float in a swampy area, or crouch amid shielding vegetation in order to ambush prey. The tongue is preferred if the prey is about 10 feet away, while its tentacles are used on more distant prey. If the tongue hits with a natural 19 or 20, the victim is immediately snapped into the froghemoth's mouth and swallowed whole; creatures larger than man-size are bitten instead. Swallowed creatures take 4d4 points of damage per round and become unconscious after two rounds. Any reduced to –10 hit points are digested and gone. Any creature swallowed and still conscious can attack with a short stabbing weapon no longer than a dagger.

If the tongue hits with any other roll, the prey receives a surprise roll. If not surprised, the victim can try to grab an object, like a tree or rope, making a normal attack roll against AC 10 for success. If no solidly anchored object can be grabbed quickly, the prey will be drawn to the froghemoth's gaping jaws and bitten in the same round. If the prey holds onto something (forfeiting any attacks), make Strength checks, using a score of 19 for the froghemoth. The prey must both succeed and roll higher than the froghemoth or be drawn into the gaping mouth. Once in the mouth, the prey takes 5d10 damage per round. Recheck Strength each round until the froghemoth is killed or driven off, or its tongue is severed.

The tongue, when exposed, is AC 6 and can be severed by 12+1d4 points of damage. If the tongue is severed, the froghemoth goes into a frenzy, inflicting double tentacle damage for 2–5 rounds, and then retreating to recover if it is still actively opposed.

The froghemoth can attack up to four different man-sized opponents with its tentacles. Each tentacle inflicts 1d4+4 hit points of constriction damage. Once a creature is hit by a tentacle, the damage is taken each round, unless the tentacle is severed or the creature spends a round pulling free and makes a successful open doors roll. The froghemoth's tentacles are AC 2 and are severed on taking 1d4+18 points of damage.

The creature's body is Armor Class 4. Normal fire inflicts no damage upon the froghemoth, but has a 20% chance of driving the creature back for one round. Exceptionally hot fires (*fireball*) or a *burning hands* spell of 10 points or better inflict half damage. Lightning inflicts 1 point per die of damage and *slows* the froghemoth for one round.

A froghemoth will pursue fleeing prey onto dry land, but only for two or three rounds, then will return to its home waters. A severed tongue or tentacle regrows in 2–5 weeks.

Habitat/Society: A froghemoth lives only in large swamps or in shallow fresh water (100 feet or less). It can operate on dry land, but it moves in a series of awkward hops at half speed.

Once every nine years, froghemoths return to their spawning ground to mate with others of their ilk. Every pair lays 10 to 100 eggs, each about a foot long, in shallow water. The tadpoles are immediately left to fend for themselves.

Immature froghemoths (*tadhemoths*) resemble fish (2 HD; AC 4; Dmg 2d4) with four pectoral fins (which will turn into tentacles) and two tails (which will turn into legs). For 6 months, the creatures grows about a foot per month, then gains about a foot every 2 months until it reaches full size. At 6 months, the tentacles start to develop. By the 10th month the legs start to develop, and by the 12th month the tadhemoth stage has ended. As the creature grows, its bite damage increases (3d8, 4d8, 4d10, etc.). Tadhemoths eat and are eaten by each other, only 10% survive more than a few days after hatching, and only 1% to 4% reach adult size. Barring violent death, froghemoths are thought to live up to 100 years.

Ecology: The froghemoth is very likely the dominant predator in its home region. Only very powerful creatures (like dragons or well-equipped adventurers) can hope to succeed against one. Froghemoth tadpoles cannot be trained, but it may be possible to capture one and move it someplace where it can act as a vicious and somewhat unreliable guard animal.

CLIMATE/TERRAIN:	Subarctic and cold/winter temperate forests
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	Q×2 each
ALIGNMENT:	Neutral good
NO. APPEARING:	1d6
ARMOR CLASS:	9 (5 if flying)
MOVEMENT:	6, 24 fl
HIT DICE:	½ (1d4 hp)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (dagger)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Invisible at will, immune to cold
MAGIC RESISTANCE:	30%
SIZE:	T (1' tall)
MORALE:	12
XP VALUE:	650



Often called snow fairies, snow sprites, or winter folk, these small, mischievous beings inhabit dense forests, migrating to cooler regions as the seasons dictate. Frosts are tiny elfin creatures with whirring, beelike wings. Their skin is pale blue, though some from subarctic regions are a darker blue. Their hair is white or silvery, their eyes are blue or green, and their clothing tends to be white with patches of gray, black, blue, and green.

Combat: Frosts, like their cousins the sprites and pixies, are prone to playing pranks on travelers, but they keep their tricks to a minimum. "Clever" pranks usually involve shaking snow down on burly fighters or creating ice patches. Frosts can use *control temperature,* 10' radius at will, at the 10th level of ability.

If evil or destructive beings annoy the frosts, however, they must be prepared for retaliation. Frosts never attack larger beings in hand-to-hand combat, but always flee and use their spells at a distance. They save their weapons skills for hunting small monsters or animals their own size. Initial attacks are made using the natural environment. For example, if large foes cross ice-covered lakes or ponds, frosts might use *control temperature* spells to cause the ice to crack under their foes' boots. Then they use spells to cause the water to refreeze if a being falls through the ice and is submerged or swimming. If the chance to use an avalanche trap presents itself, frosts try this against massed groups of their foes.

If this doesn't work, frosts are able to use *cone of cold* spells three times per day at the third level of ability (3d4 +3 hp damage, 15-foot-long, 5-foot-wide cone). Each is also able to use *ice hands,* a spell-like power that causes 1-2 points of cold damage by touch, at will. *Ice hands* freezes up to one gallon of liquid per round, including potions and holy/unholy water. One frost in six can cast a *cold ray* from his hands once per day. This ray is 90 feet long, an inch wide, and causes 6d4 + 6 points of damage if a saving throw vs. spells is unsuccessful. No damage is suffered if the save is successful, as the ray is so narrow.

Frosts are immune to all cold. They take normal damage from fire- or heat-based spells, and flames causing 1 or more points of damage instantly sear off their wings, which cannot regrow. Because frosts are so light, they suffer only 1-2 points of damage from falling from any height over 10 feet, but suffer no damage if they land in a snowbank.

Habitat/Society: Frosts are nearly always found in small family groups, though some gatherings are exploratory bands out to see the wide world, cause a bit of trouble, or hunt for gems and crystals, which frosts love and hoard. Nomadic in nature, frosts make their lairs in hollow trees, rocky shelters, old animal dens, and the like, never staying in one place for more than a year. Frosts manufacture few things, usually only clothing, though it is not known how their fine cloth is created. Their dagger-like weapons are actually hard, sharp icicles.

If carefully approached and given gems, frosts can be very helpful to well-behaved beings who don't stay long in the frosts' woodlands. They like other small woodland fairies best, with elves and dryads running a close second, halflings third, and everyone else somewhere far behind. They war continually with small evil beings such as quicklings. Some frost communities work closely with elven and fairy bands to defend their woods against goblins and other invaders, but are also likely to attack careless human loggers, hunters, and city-builders.

Frosts speak their own language, Elven, and up to three other languages of allied beings in their vicinity. They cannot read or write, and have no interest in learning to do so.

Ecology: Frosts have little overall effect on their environment, as their food and material needs are minute at best. Frosts have no known use as spell components, though it is rumored that certain evil sorcerers have investigated this possibility in the past. A few such sorcerers are known to have had unfortunate and fatal accidents when crossing icy rivers or traveling through dense winter, forests, and these losses have probably slowed this research.

	Violet	Shrieker	Phycomid	Ascomoid	Gas spore
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Common	Rare	Very rare	Rare
ORGANIZATION:	Multicellular	Multicellular	Multicellular	Multicellular	Multicellular
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Non- (0)	Non- (0)	Unratable	Unratable	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral (evil)	Neutral
NO. APPEARING:	1-4	2-8 (2d4)	1-4	1	1-3
ARMOR CLASS:	7	7	5	3	9
MOVEMENT:	1	1	3	12 (see below)	3
HIT DICE:	3	3	5	6+6	1 hp
THAC0:	17	17	15	13	20
NO. OF ATTACKS:	1-4	0	2	1	1
DAMAGE/ATTACK:	See below	Nil	3-6/3-6	See below	See below
SPECIAL ATTACKS:	See below	Nil	Infection	Spore jet	See below
SPECIAL DEFENSES:	Nil	Noise	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4'-7')	M (4'-7')	T (2' dia.)	M to L (5'-10' dia.)	M (4'-6' dia.)
MORALE:	Steady (12)	Steady (12)	Elite (14)	Champion (15)	Average (8)
XP VALUE:	175	120	650	1,400	120

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. Fungi are incapable of photosynthesis and live as parasites or saprophytes.

Ordinary Fungi

Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties.

Combat: Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted.

Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi.

Habitat/Society: The bodies of most true fungi consist of slender cottony filaments. Anyone who wishes to see this for himself need only leave a damp piece of bread in a cupboard for a day or two. Examining the black mold on the bread with a magnifying glass will show off not only the filaments, but also the spore bodies at the top of these. The spores are what gives mold its color.

Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing (sporophyte) one.

Fungi grow best in dark, damp environments, which they can find all too easily in a kitchen cupboard, backpack, or boot. A warm environment is preferred by some, such as yeasts and certain molds, but excessive heat kills fungi.

Proper storage and cleanliness can be used to avoid most ordinary fungi.

Ecology: Fungi break down organic matter, thus playing an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful to man for many purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production. The color in blue cheese is a mold that has been encouraged to grow in this semisoft cheese.

Many fungi are edible, and connoisseurs consider some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near tree roots and gives food a piquant flavor. No one has as yet managed to cultivate truffles—an enterprising botanist could make a mint by learning to grow these.

Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction.

Medicinally, green molds (such as penicillium) can be used as folk remedies for various bacterial infections.



An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Violet Fungus

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence.

Combat: Violet fungi favor rotted animal matter to grow upon. Each fungus has one to four branches with which it flails out if any animal comes within range (see following). The excretion from these branches rots flesh in one round unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The branch length of this fungi depends upon the fungi's size. Violet fungi range from four to seven feet tall, the smallest having one-foot-long branches, the five-foot-tall fungi having two-foot-long branches, and so on. Any sized growth can have up to four branches.

Shrieker

Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to dungeon explorers because of the hellish racket they make.

Combat: Light within 30 feet or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1-3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

Habitat/Society: They live in dark places beneath the ground, often in the company of violet fungi. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on.

Ecology: Purple worms and shambling mounds greatly prize shriekers as food, and don't seem to mind the noise while eating.

Shrieker spores are an important ingredient in potions of plant control.

Phycomid

The algae-like phycomids resemble fibrous blobs of decomposing, milk-colored matter with capped fungi growing out of them. They exude a highly alkaline substance (like lye) when attacking.

Combat: These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. When phycomids attack, they extrude a tube and discharge the alkaline fluid in small globules that have a range of 1d6+6 feet.

In addition to alkaline damage, the globs that these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails a saving throw vs. poison, the individual begins to sprout mushroom-like growths in the infected area. This occurs in 1d4+4 rounds and inflicts 1d4+4 points of damage. The growths then spread throughout the host body, killing it in 1d4+4 turns, and turning it into a new phycomid. A *cure disease* spell will stop the spread through the host.

Ascomoid

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling.

Combat: At first, an ascomoid's movement is slow—3 for the first round, 6 the next, then 9, then finally 12—but they can keep it up for hours without tiring.

Ascomoids attack by rolling into or over opponents. Small- and medium-sized opponents are knocked down and must rise during the next round or remain prone.

The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids are always attacked by spore jets. The stream of spores is about one foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (five to 20 feet). The creatures under attack must roll a successful saving throw vs. poison or die from infection in their internal systems in 1d4 rounds. Even those who save are blinded and choked to such an extent that they require 1d4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them gain a +4 bonus to attack rolls with no shield or Dexterity bonuses allowed.

Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Blunt weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage. An ascomoid saves against magical attacks, such as magic missiles, fireballs, and lightning, with a +4 bonus to the saving throw; damage is only 50% of normal. (Cold-based attacks are at normal probabilities and damage.) As these fungi have no minds by ordinary standards, all spells affecting the brain (*charm, ESP,* etc.), unless specific to plants, are useless.

Gas Spore

At any distance greater than 10 feet, a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature is seen as a beholder, for a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder.

Combat: If the spore is struck for even 1 point of damage it explodes. Every creature within a 20-foot radius suffers 6d6 points of damage (3d6 if a saving throw vs. wands is successful).

If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows through the victim's system within one round. The gas spore dies immediately. The victim must have a *cure disease* spell cast on him within 24 hours or die, sprouting 2d4 gas spores.

Fungus, Dirthwraith (Sargusian Fungus)

CLIMATE/TERRAIN:	Vesve Forest, the Abyss
FREQUENCY:	Rare (uncommon in the Abyss)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Z
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	1
HIT DICE:	1 to 12
THAC0:	Variable
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 to 12d4
SPECIAL ATTACKS:	Animate plants, spores
SPECIAL DEFENSES:	Various immunities
MAGIC RESISTANCE:	Nil
SIZE:	See below
MORALE:	Fearless (20)
XP VALUE:	1 HD: 420
	2 HD: 650
	3 HD: 975
	4 HD: 1,400
	5 HD: 2,000
	6+ HD: 3,000 + 1,000 per Hit Die over 6



The dirtwraith's name comes from the commonly held (but incorrect) belief that the fungus is a form of undead that spontaneously erupts out of the corrupt dirt beneath a decaying body. Rather, it is a form of semi-intelligent fungus that dwells in the root systems of larger plants. The fact that skeletons are commonly found nearby attests to its efficiency, not to its genesis. A dirtwraith appears as a mass of pale yellow spheroids connected by a matrix of thick, fibrous strands. Dirtwraiths are natives of the Abyss and are known as Sargusian fungi to the inhabitants there.

Combat: Dirtwraiths live among the root system of their plant host. As they grow, their fibrous tendrils allow them a clumsy form of undulating locomotion that lets them move about when necessary. They sense prey through ground vibrations.

A dirtwraith attacks once per round with its host plant, causing damage equal to 1d4 for each of its Hit Dice on a successful hit. Thus, a 5-HD dirthwraith causes 5d4 points of damage.

The host remains a nonsentient creature and is immune to mind-affecting magic and the like. It can withstand damage equal to the dirtwraith's hit point total before being destroyed; most plants have an AC of 6. Slaying the plant does not slay the dirtwraith; the creature simply moves to a new host once it thinks it's alone. To slay a dirtwraith, the pod network must be exhumed or else the attacker must wait motionlessly for the dirtwraith to extract itself to search for a new host (usually within 2d6 turns).

The dirtwraith is immune to fire, mind-affecting magic, and blunt weapons. Once exhumed, its only defense is to spray spores. Each pod can spray one cloud of spores per day; a successful hit forces the target to make a saving throw vs. poison to avoid choking. Failure indicates that the victim suffers 1d6 points of damage per round for 2d4 rounds. A successful saving throw indicates a –2 penalty to attack rolls.

Habitat/Society: The Bonehart discovered the dirtwraith when one of their number accidentally brought Sargusian spores back from a trip to the Abyss. The unwitting wizard scattered spores throughout the town of Delaquenn. Before long, the spores took root and grew into dirtwraiths. The Bonehart took great interest in the fungus when it became apparent that it was not only an efficient killer but also an intelligent one.

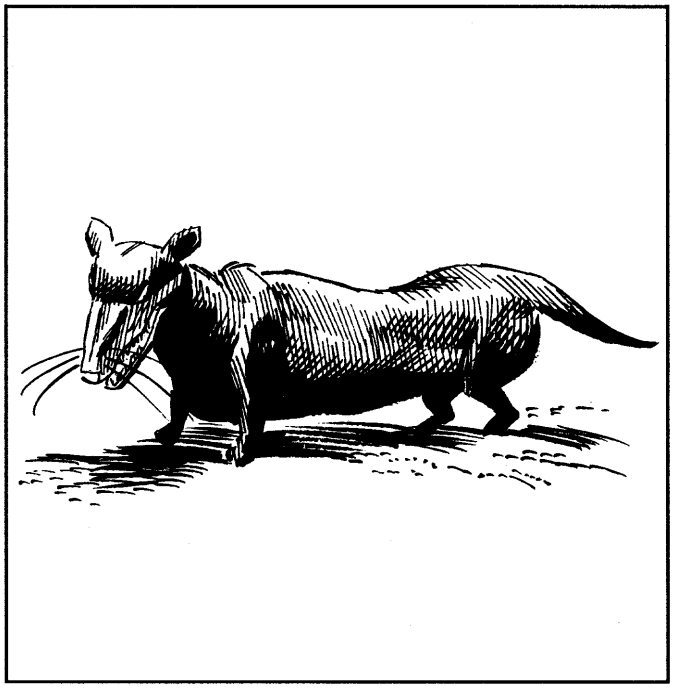
Ecology: A dirtwraith's Hit Dice are directly related to its age. When a dirtwraith first "takes root," it consists of only a single pod. At this stage, it has only one Hit Die and can animate only small shrubs and creeping vines. As it feeds, new pods appear and grow to maturity at the rate of one pod per month (assuming a regular supply of food). With each pod, the dirtwraith gains an additional Hit Die and can animate increasingly large plants. Dirtwraiths cease to grow once they reach 12 Hit Dice.

Demons of all types relish dirtwraith pods as a delicacy. Unfortunately, these pods are poisonous to anything native to the Prime Material Plane. Eating even a few bites of a dirtwraith pod forces the victim to make a successful saving throw vs. poison or fall into a fevered coma for 2d6 days. Once this time has passed, the victim can make a second saving throw vs. poison to overcome the fever. If this second saving throw fails, the victim dies, and the body provides the base nutrients for a new dirtwraith pod.

Funno

CLIMATE/TERRAIN: Subterranean
FREQUENCY: Common
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 10-100
ARMOR CLASS: 7
MOVEMENT: 6
HIT DICE: 1
THAC0: 20
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: S (3′ long)
MORALE: Unreliable (2)
XP VALUE: 15



The funno is an unremarkable-looking animal; at first glance, it is difficult to believe that the people of Chorane could not survive without them.

The funno is a member of the rodent family, looking a lot like a large, shaggy dachshund (about three feet long) with the head of a rat. Funnos range from tan to chocolate brown in color, with the occasional all-black specimen. They weigh 25 to 30 pounds each.

Combat: The funno is not much of a fighter, preferring to run from any threat, or if that is not possible, to cower and whimper. If cornered and sufficiently agitated, however (say, a group of small children teasing it for several minutes), it will turn and nip at its attackers with surprisingly sharp teeth.

Habitat/Society: In the wild, funnos stick together for mutual protection, raising the herd's young communally. They travel the passages of Chorane with remarkable agility. They eat practically any sort of plant or fungus they can find. When raised domestically, funnos lose what little free spirit they once had, content to wander about their pens, waiting for the daily feeding and the inevitable trip to the slaughter pen.

Ecology: Funno meat, while not incredibly tasty, is a welcome change from the Choranian's steady diet of brak and other fungi. However, it is not the funno's meat that makes it a prized commodity.

The hide of the funno is a soft and pliable leather that can be formed into many shapes. However, once those shaped pieces are treated with medrocide (a liquid extract of the medroc fungus), the hide hardens into a substance of surprising strength and hardness. Formed into armor, it is as effective as chain mail; it can also be formed into shields, swords, axes, spears, and other weapons, as it holds an edge quite well.

Medrocide not only hardens the hides, but it is used as a powerful glue to attach pieces of hide to each other. By forming funno hides into standard shapes, then putting them together with medrocide glue, any number of important things can be made. Bridges, ladders, carts, garden tools, baskets, fences, platforms, tables, chairs, even entire buildings—all have been made of cured funno hides in Chorane.



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Unique
ORGANIZATION:	Triune
ACTIVITY CYCLE:	Day
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	3
ARMOR CLASS:	7
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–4/1–4/1–6; rake 1–4/1–4
SPECIAL ATTACKS:	Attribute drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	5,000 per sister

The Furies are three malicious creatures who strive to prevent the redemption of Ravenloft's evil denizens. These foul sisters wander the Demiplane of Dread seeking those who would turn away from the path of evil. When they find such a person, the trio descends upon him and attempts to force him to continue his depravity and commit greater and greater crimes.

The Furies always appear together and take the form of harpy-like creatures. They have the clawed legs of vultures and the black leathery wings of enormous bats. Their torsos and heads are those of beautiful, unclad women with coal black skin and raven hair. They have teeth as long and sharp as needles and long talons of bone capping their fingers. Their eyes glow dusky red and their breath carries the smell of rotting meat.

The Furies seem unhindered by the many languages of humans and demihumans, for they always taunt their victim in his native language. Magical or psionic attempts to silence them or force them to speak when they do not wish to will always fail.

Combat: The Furies have an innate ability to locate their victim, making it impossible for him to hide from them even with magical means. It may well be that one is safe from the sisters beyond the domains of Ravenloft.

When possible, they begin any skirmish by diving down on their prey from trees, high cliffs, or other perches. When they are able to attack in this manner they gain a +2 bonus to their Attack and Damage Rolls. Once in melee combat, the Furies do not generally seek to pull back and arrange a second such ambush.

The dark sisters attack with their deadly talons, slashing twice in each round for 1d4 points of damage each. In addition, they can bite a victim for 1d6 points. If both of their talons hit, they are assumed to have gotten a grip on their victim and are able to rake with their vultures' legs. A successful attack with these keen claws inflicts 1d4 points of damage each.

While all five of a Fury's physical attacks must be directed at a single target, the creatures have a special attack that can be employed upon any single target within 5 feet of them. Thrice per day, each of the sisters can exhale a breath of putrid air that has the same effects as a *stinking cloud* spell but affects only one person.

While the Furies will employ these tactics in most battles, they carry magical scourges +3 they save for their primary victim. During any round that the Furies do not make their normal melee attacks they may strike once with these barbed whips, inflicting 1d4 points of damage with each hit. In addition to their normal damage, the lashes of the Furies have the ability to drain Ability Score points from their targets. Alecto's scourge destroys 1 point of Wisdom, Tisiphone's drains Strength, and Megarea's reduces the victim's Intelligence. Unless the target is slain, lost Ability Score points are regained at a rate of 1 per day. A Fury can employ her stinking breath in the same round that she uses her scourge.

The sisters can also *change self* at will, taking the form of old crones. They use this ability when they must act without revealing their true natures.

Although they are not undead, the Furies can be turned by a cleric of good alignment as if they were vampires. However, this attempt requires one round for each of the sisters and will only succeed if the priest invokes their names individually. Turning the sisters will only drive them off until their next visitation and they cannot be destroyed or commanded in this fashion.

When a victim dies at the hands (or scourges) of the Furies, spells such as *raise dead, resurrection, reincarnate,* or *wish* cast with the intent of bringing the victim back to life will serve only as an *animate dead* spell. The target of the spell will rise from the grave as a zombielike creature with half the Hit Dice it had in life. Such an undead creature will obey the caster of the spell.

The dark sisters cannot intentionally harm creatures of good alignment, although they may direct their fetid breath at them. They may strike at neutral and evil characters freely, but prefer to attack the latter over the former if given a choice.

Only the attacks of good aligned characters do full damage to one of the Furies. They take only half damage from any attack made by a neutral creature and are entirely immune to harm by any evil being.

The furies are immune to all spells and psionics that attempt to control the mind or body. They are further immune to all spells from the school of Enchantment/Charm or the sphere of Charm.

In addition to these powers, each of the three sisters has unique abilities that affect how she conducts combat. Complete information about these wretched creatures will be found at the end of this entry.

Habitat/Society: The three sisters are always found together. It is not known where their lair is, if one exists at all. They appear to move freely between all the domains of Ravenloft and even a domain lord cannot prevent their entry or exit from his lands.

Known to the Vistani as Alecto, Tisiphone, and Megarea, these creatures are said to have originated amid the Gray Wastes. How they came to be trapped in the Demiplane of Dread and what relationship they might have to macabre powers behind the swirling Mists of Ravenloft is unknown.

The furies seem to have an uncanny sense that tells them when someone who has begun to travel down the seductive road of evil is attempting to atone for his wrongs and return his spirit to a state of grace. Exactly how this ability functions, or what its parameters might be, is unknown. It is clear from past experience that the furies have no interest in those who are trapped in the first or second stages of corruption, known to the Vistani as *the enticement* and *the invitation*. Only those who have progressed to the third and fourth stages, *the touch of darkness* and *the embrace* are of interest to this foul triad. It is worth mentioning that those lamentable few who have moved beyond the fourth stage, becoming *creatures of Ravenloft* or *lords of a domain* are beyond salvation and thus of no interest to the furies.

When a repentant creature comes to the attention of the furies, they swoop out of the mists and make a lair in some out of the way place. If possible, this will be an area that is often visited by the person who has captured their interest. If no such place is available, they will nest where they must and then arrange to lure their victim to them.

In the shape of crones, they will contact the one who seeks atonement and befriend him. Using every bit of their considerable guile and wit, they will seek to persuade the poor dupe to undertake additional acts of evil. It is their hope to lure him beyond the fourth stage of corruption to a point where redemption is no longer possible. Once this is done, the furies lose all interest in their victim and abandon him to his fate, no matter what promises they might have made to him previously.

If their victim resists, they will recount his crimes and assure him of his doom. Taunting him mercilessly, they will say whatever they must to cajole the tortured spirit to violent outbursts or evil reactions.

The sisters will attempt to halt the redemption of an individual only three times. If they have not been successful after this, they will decide to simply destroy him. The sisters always select a public setting for their attack and strike with the intention of torturing their victim to death. Thus, they will do everything in their power to make his demise as painful as possible. It is their belief that this will be a lesson to other evildoers who might wish to renounce their malevolent ways. The furies will quickly kill any creature that attempts to stand in the way of their dark purpose.

Any time one of the furies is reduced to 0 hit points, she will dissipate with her scourge in a vaporous black cloud. If any of the furies are destroyed in this manner, the remaining sisters will continue to fight. The next time the furies return to torment their victim, any fallen sister will appear fully restored to health.

If all three of the furies are slain in a single battle or if the victim has not been slain after three attacks, the sisters will abandon their quest. They will not return and the taint of evil, including any curses or maledictions under which the victim suffers, will be lifted.

Ecology: The furies thrive on the flesh of intelligent creatures. Between the three of them, they will consume an average man or similar creature each day. They are careful to conceal their hunting, however, for fear that the location of their lair will be given away and their mission interfered with.

Alecto

Also called *the Implacable* and *She Who Must Not Be Named* by the Vistani, this sister has the spell-casting powers of a 10th level priest and normally enters combat with a full complement of spells. She has access to the All, Animal, Combat, Creation, Divination, Elemental, Necromantic, Plant, Protection, Summoning, and Weather spheres. When rolling saving throws, Alecto may use the more favorable number of the fighter or priest classes.

Alecto's preferred spells include *call lightning, cause light wounds, charm person, continual light, dispel good, dispel magic, endure heat/endure cold, entangle, faerie fire, hold person, protection from good (10' radius), silence (15' radius), spell immunity, trip,* and *true seeing.*

Tisiphone

Also known as *the Avenger* by the Vistani, Tisiphone has the prowess of a 10th level warrior. This gives her a THAC0 of 11 and allows her to employ 10-sided Hit Dice. Unlike her sisters, Tisiphone may combine her bite and claw attacks with her scourge. She may strike with her scourge, bite, and one talon in a single round, but may not also rake with her rear claws even if all of these attacks hit. Tisiphone's saving throws are made as a 10th level fighter.

Megarea

Known to the Vistani as *the Disputatious*, Megarea possesses the spell casting power of a 10th level wizard. She enters combat having memorized her full complement of spells. She can select any spells from the schools of Abjuration, Alteration, Invocation/Evocation, and Necromancy. Her saving throws are made at the more advantageous number of the fighter or wizard class.

Megarea's preferred spells are *chill touch, color spray, cone of cold, darkness 15' radius, dispel magic, flaming sphere, hold portal, lightning bolt, magic missile, minor globe of invulnerability, passwall, polymorph other, protection from normal missiles, stinking cloud, stoneskin,* and *web.*

CLIMATE/TERRAIN:	Sands, stony barrens, rocky badlands, and islands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (6′ diameter)
MORALE:	Champion (15)
XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
8	1/4/13	II, EW, PB/ IF, MB, M—, TW	17	120

Telepathy— *Sciences:* domination, mass domination, probe, tower of iron will; *Devotions:* aversion, contact, ego whip, esp, false sensory input, id insinuation, inflict pain, intellect fortress, life detection, mental barrier, mind blank, psionic blast, send thoughts.



The gaj is a psionic horror. Physically, it appears as a large reptile resembling a beetle in appearance. Its body is covered by a scaly, rust-orange shell about six feet in diameter. From beneath this shell protrude six four-jointed legs which end in webbed feet with long, sharp claws.

Its head is a spongy white globe about two feet in diameter. Spaced at even intervals around the head are six compound eyes. A pair of barbed mandibles as long as a man's arms flank six finger-like appendages that hang over its mouth, and three feathery stalks rise from the top of the head.

Combat: The gaj strikes with its psionic attack modes first, trying to disable its opponents before moving in for the kill. If this fails, or once the opponents are disabled, the gal tries to kill its prey with its two huge mandibles.

Whenever the gaj makes a successful hit, the victim must save vs. paralyzation or be held by the mandibles until he breaks the hold (as if wrestling; *see Punching and Wrestling* in *Chapter 9: Combat* of the DMG). While held, the victim suffers five points of damage per round. More importantly, the gaj wraps its feathery antenna around the victim's head and psionically *probes* his innermost thoughts. Unlike the standard psionic *probe,* however, this is a painful, destructive process. The victim loses 1d4 points of Intelligence or Wisdom (distributed randomly on a point by point basis) each round he is held. This loss is permanent, and once the victim's Intelligence or Wisdom drops to 0, he becomes a mindless husk and will soon die of starvation and thirst.

The hard shell covering the gaj's body reduces the damage that all non-metallic weapons cause it. Thus, all non-metal weapons inflict half their normal damage to these monsters. In melee, it can also protect its vulnerable head by pulling it beneath its shell. This leaves the dangerous mandibles exposed, and does not reduce its combat effectiveness at all.

Habitat/Society: The gaj are solitary hunters that prey on other intelligent life forms. They prefer to live in rocky areas where their shells serve as camouflage, or in sandy areas where they can hide themselves from predators in a shallow burrow. Most often, they are found alone, but occasionally mated pairs are encountered.

Ecology: Like all carnivores, the gaj eat flesh to provide their bodies with physical energy. Unlike most other animals, however, the gaj derive their mental energy from the thoughts of other beings—through the effects of their probe powers. No matter where they live, the gaj are constantly using their feathery antennas to search the horizon with their psionic *life detection* powers for signs of their favorite prey-other intelligent races. After a week without consuming the thoughts of an intelligent creature, the gaj starts losing PSPs at the rate of 1d10 per day. The lost PSPs are fully recovered once the gaj feeds, but if his total number of PSPs ever drops to 0, he loses his psionic powers and his will to live. Within a week, the creature will die.

	Jiki-ketsu-gaki	Jiki-niku-gaki	Shikki-gaki	Shinen-gaki
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Very rare	Rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary or band	Solitary	Solitary or band
ACTIVE TIME:	Night	Night	Night	Night
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Very (11-12)	Low (5-7)	Low (5-7)	Average (8-10)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1-4	1	1-3
ARMOR CLASS:	2	6	4	0
MOVEMENT:	12, Fl 6 (C)	12, Fl 6 (C)	12, Fl 6 (C)	Fl 18 (C)
HIT DICE:	8	3	5	4
THAC0:	13	17	15	17
NO. OF ATTACKS:	3	3	2	1
DAMAGE/ATTACK:	1-3/1-3/1-8	1-4/1-4/1-8	1-4/1-4	1-10
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)	M (5' diameter)
MORALE:	Steady (11)	Average (10)	Average (10)	Steady (11)
XP VALUE:	3,000	6 5 0	1,400	1,400

Gaki are lesser spirits derived from the wicked, who have returned to the Prime Material Plane in the form of horrible monsters as punishment for their sins. The name "gaki" refers to a variety of such spirits. They are also known as the "nin-chu-ju-gaki."

There are four general types of gaki: the ghoulish jiki-niku-gaki, the vampiric jiki-ketsu-gaki, the disease-ridden shikki-gaki, and the fiery shinen-gaki. The type of gaki depends on the nature of the crimes committed in the spirit's former life. Although gaki differ in appearance and abilities, they are all extremely dangerous and share an insatiable hunger and thirst. Their appetites, however, are not satisfied by normal food or drink (see below).

Of the four types of gaki, the most common is the ghoulish jiki-niku-gaki. It appears as a gaunt humanoid with dry, flaking skin. It wears filth-caked robes. It has sharp yellow fangs, clawed hands, and bloodshot eyes that are deep set. It moves with a quick, shuffling gait. Though wingless, the jiki-niku-gaki can fly with surprising facility.

Like all gaki, the jiki-niku-gaki understands the languages known in its former life, as well as any languages common to the area it inhabits. However, the jiki-niku-gaki seldom speaks, and usually communicates with guttural grunts and moans.

Combat: All types of gaki have the following powers: *become invisible* at will, *polymorph* into an insect at will (moving at the flying speed listed for the particular type of gaki), and *passwall* three times per day. All gaki are immune to *charm, hold, drowsy insect,* and *sleep* spells. As spirits, they are subject to all spells affecting spirit creatures.

The jiki-niku-gaki can regenerate 1 hit point of damage per turn. They attack with their slashing claws and teeth, attempting to slay their victims as quickly as possible. Slain victims are carried into the wilderness and eaten. Jiki-niku-gaki prefer to ambush victims under the cover of darkness, but their obsessive hunger compels them to attack virtually any opponent they encounter, regardless of circumstances.

Some jiki-niku-gaki (about 5%) can consume either color or scents in addition to flesh. Such spirits feast on color and scents while *invisible,* and can do so while up to 20 feet away from their victims. A victim in the vicinity of a color-eating jiki-niku-gaki will find the colors of his clothes gradually fading to shades of gray and his skin slowly bleaching itself white, a process which takes only 1-4 rounds to complete. If the jiki-niku-gaki is destroyed, the victim's skin and clothing regains its normal color 24 hours later. If the spirit manages to escape, the victim's skin color remains faded and he permanently loses 2 points of Charisma.

A character within 20 feet of a scent-eating jiki-niku-gaki will have all perfumes and other aromas absorbed from his body and clothing in 1-4 rounds. Like lost colors, the odors return in 24 hours if the creature is destroyed. If the creature escapes, and the odors do not return, the victim permanently loses 1 point of Charisma. In addition, he can no longer be detected by creatures with a strong sense of smell.

After any such color-eating or scent-eating is completed, there is a 50% chance that the jiki-niku-gaki turns visible and physically attacks the victim as described above. Otherwise, it is temporarily satiated, withdrawing into the wilderness to wait for other victims.

Habitat/Society: Jiki-niku-gaki are corrupted spirits of humans or humanoids who were guilty of excessive avarice in their former lives. Greedy merchants and miserly moneylenders often become these ghoulish, repulsive monsters.

Jiki-niku-gqki usually lead a solitary existence, but small bands occasionally are encountered. Such bands are continuing an association that began in their former lives. For instance, a four-man partnership in an oppressive real estate operation may exist as a band of four jiki-niku-gaki in the afterlife.

Like all gaki, jiki-niku-gaki have no permanent lairs, shuffling from place to place as they search the night for food. They are most frequently found near graveyards or on lonely roads and trails.

Ecology: Jiki-niku-gaki hunger for the flesh of the living, preferably that of humans. At night, they eat continually. No matter how much they have consumed, their hunger is never satisfied. When suitable prey is scarce, jiki-niku-gaki will eat corpses, unearthing them from cemeteries if necessary. To protect the dead from these creatures, families or friends will sometimes place a

gold coin on the forehead of the deceased; a corpse so protected will not be disturbed by a jiki-niku-gaki.

Jiki-ketsu-gaki

The jiki-ketsu-gaki are the most fearsome of all gaki. They are physically similar to the jiki-niku-gaki, except their flesh is dark and greasy, and they have shorter claws. They are the most intelligent of all gaki. They are also the most talkative, communicating in normal speech rather than grunts and moans.

The jiki-ketsu-gaki are vampiric, compelled to drain the blood of living human victims. In combat, they attack with their clawed hands and sharp teeth. If they score a successful hit with their bite attack, they remain attached to their victim, automatically draining 1-10 hit points of blood per round thereafter. Once attached, they do not let go until the victim is slain or they are destroyed.

Jiki-ketsu-gaki enjoy all of the spell abilities and immunities of jiki-niku-gaki, but they regenerate 1 hit point per round instead of 1 point per turn. Additionally, they only can be hit by +3 weapons or better, and they are immune to all cold-based and fire-based attacks.

About 15% of jiki-ketsu-gaki carry a special four-stringed biwa, which is made from the wood of a coffin. (A biwa resembles a lute.) While *invisible*, the jiki-ketsu-gaki plays his biwa for potential victims. All characters within 20 feet of the *invisible* creature can hear the discordant, metallic tones. These listeners must make a successful saving throw vs. paralyzation or remain transfixed for the next 1-4 rounds. At the end of each round, the jiki-ketsu-gaki stops playing and tightens the biwa's strings. With each tightening, a string snaps, causing 1-4 points of damage to each transfixed listener (for a maximum loss of 16 points). When the jiki-ketsu-gaki finishes playing, he becomes visible, and the transfixed victims remain stationary. However, as soon as any transfixed victim is attacked, that character becomes active again and can defend himself. A jiki-ketsu-gaki's biwa cannot be played by any creature other than its owner.

Jiki-ketsu-gaki are corrupted spirits of priests or other holy men who were guilty of heresy in their former lives. They are solitary creatures with no permanent lairs, typically encountered near abandoned temples, ancient shrines, or cemeteries.

Shikki-Gaki

The disease-ridden shikki-gaki resemble bony humanoids whose gray skin is pitted and decayed. Their facial features resemble a jiki-niku-gaki's, except their teeth are blunt and rotted. Like other gaki, shikki-gaki can walk and fly. They speak in grunts and moans.

These hideous creatures attack with their claws. Any victim struck by a shikki-gaki must make a successful saving throw vs. poison or be stricken by disease. The victim must make the save each time the gaki scores a successful hit. If the saving throw fails, the victim becomes ill in 2-12 (2d6) turns. The victim becomes delirious, suffering from intense chills and fevers, losing 1 hit point of damage per hour. During this time, although the victim can stumble along at half his normal movement rate, he cannot participate in any physical activity more demanding than movement, nor can he cast spells or even think clearly. He does not recover hit points normally. *Healing* spells have no effect until the disease runs its course or the victim is cured (by *cure disease* or a similar spell). The disease lasts for 2-5 (1d4 + 1) days or until the victim dies.

Shikki-gaki have all of the spell abilities and immunities of jiki-niku-gaki, except that they regenerate hit points at the rate of 2 per turn. Additionally, they can be hit only by +1 weapons or better and are immune to all types of disease and poison.

Most shikki-gaki are the corrupted spirits of irresponsible medical personnel or negligent servants. But about 15% once were lesser nature spirits that inhabited mushrooms or other fungi sprouting from the trunks of decaying trees. These nature spirits completely succumbed to their evil aspect. Usually, they developed a taste for bluebirds, butterflies, or similarly docile creatures. The Celestial Bureaucracy warned them to stop, but they persisted. As a result, they were destroyed and reborn as a mushroom shikki-gaki.

During daylight hours, mushroom shikki-gaki look like a large mushroom. The mushroom conceals itself in a cave or other dark place where it sleeps all day, snoring loudly. Knowledgeable characters may recognize a snoring fungus for what it really is. A mushroom shikki-gaki cannot move, attack, or respond in any other way in its mushroom form and is vulnerable to all attacks that normally affect gaki. Additionally, it can be destroyed in this form by being doused with a dipper of hot soup or salt water.

Shikki-gaki are solitary creatures with no permanent lairs. They are usually found in forests, caves, or similarly damp and dark places.

Shinen-Gaki

The shinen-gaki resembles a hovering ball of fire. Its flames can be blue, white, or yellow, but they're usually bright red. A dark spot near the center of the fireball's surface serves as its eye. The creature has no other notable features.

Like other types of gaki, the shinen-gaki understands the languages of its former life along with languages common to the area in which it resides. The shinen-gaki cannot speak, however.

This creature is the least dangerous form of gaki, although it hungers for all living creatures, and attacks any creature it encounters. It most commonly appears at night, on lonely roads or in woods. Its strange light attracts curious victims. When a victim draws close, the shinen-gaki ignites the surrounding area, attempting to trap the character in a circle of flame. The creature can extend a fiery tendril up to 5 feet long, lapping at its captives. Each tendril inflicts 1-10 hit points of fire damage.

Shinen-gaki have all of the spell abilities and immunities of jiki-niku-gaki, except that they regenerate hit points at the rate of 3 per turn. Additionally, they can only be hit by +2 weapons or better and are immune to all fire-based attacks. However, they save with a -2 penalty vs. water-based attacks, and each die of damage they suffer from such attack is increased by 1 hit point.

Shinen-gaki may originate from the spirit of any wicked human, but often they're created from the spirit of a traitorous or cowardly soldier. These creatures usually are solitary, but some adventurers have encountered small groups of them. Shinen-gaki have no permanent lairs.

Galeb Duhr

CLIMATE/TERRAIN:	Any mountain
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x3), X
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	-2
MOVEMENT:	6
HIT DICE:	8-10
THAC0:	8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16, 3-18, or 4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (8'-12' tall)
MORALE:	Fanatic (17)
XP VALUE:	8 HD: 8,000 9 HD: 9,000 10 HD: 10,000



The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow-moving. They live in rocky or mountainous areas where they can feel the earth power and control the rocks around them.

A typical galeb duhr is from 8 to 12 feet tall. When not moving it looks like part of the terrain it lives in.

Combat: Galeb duhr are fairly solitary creatures, preferring to live with a few of their own kind, and none of any other kind, including earth elementals. When approached, a galeb duhr is liable to avoid the encounter by disappearing into the ground. If chased or otherwise irritated, however, a galeb duhr does not hesitate to fight the intruder.

Galeb duhr can cast the following spells as 20th-level mages, once per day: *move earth, stone shape, passwall, transmute rock to mud,* and *wall of stone*. They can cast *stone shape* at will.

They can animate 1-2 boulders within 60 yards of them (AC 0; MV 3; HD 9; Dam 4d6) as a treant controls trees. Galeb duhr suffer double damage from cold-based attacks and save with a -4 penalty against these attacks. They are not harmed by lightning or normal fire, but suffer full damage from magical fire (though they save with a +4 bonus against fire attacks).

Habitat/Society: Galeb duhr, thought to be native to the elemental plane of Earth, are sometimes encountered in small family groups in mountainous regions of the Prime Material plane.

It is not known how (or whether) galeb duhr reproduce, but "young" galeb duhr have occasionally been reported—those specimens encountered being a smaller size than normal.

While galeb duhr seem to have no visible culture above ground, they are known to collect gems, which they find through their passwall ability. They sometimes have small magical items in their possession, evidently taken from those who attacked them to take their gems.

The "music" of the galeb duhr often provides the first evidence that these creatures are near—and usually the only evidence, as the unsociable galeb duhr are quick to pass into the ground when they feel the vibrations of approaching visitors.

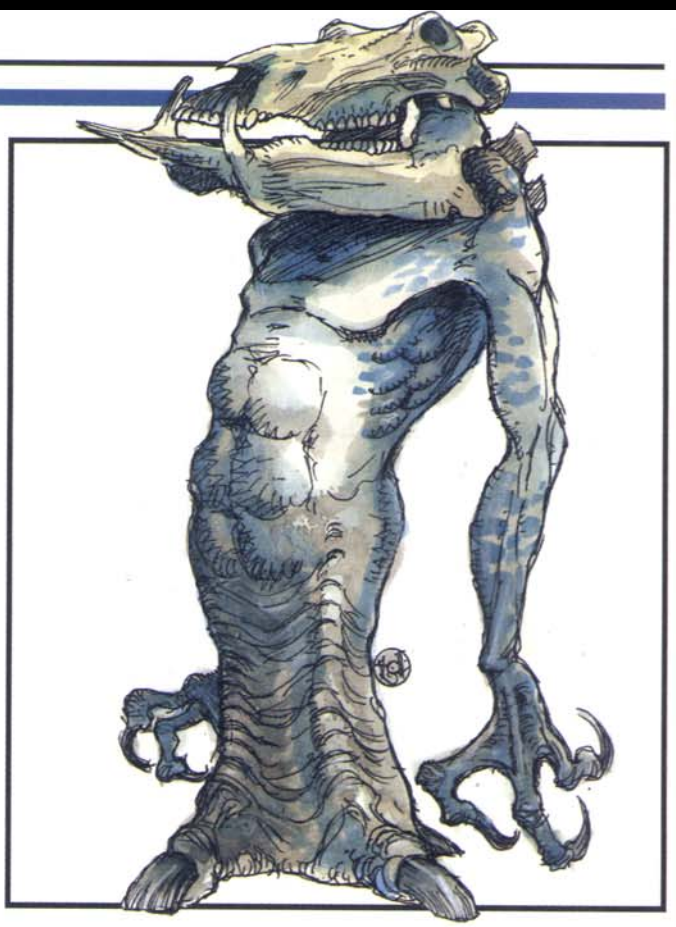
Sitting together in groups, the galeb duhr harmonize their gravelly voices into eldritch tunes; some sages speculate that these melodies can cause or prevent earthquakes. Others argue that the low rumbling produced by these creatures is a form of warning to others in the group, but there is no conclusive evidence either way.

Ecology: Galeb duhr have no natural enemies, other than those who crave the gems they collect. Galeb duhr eat rock, preferring granite to other types, and disdaining any sedimentary type. The rocks they eat become part of the huge creatures; such a meal need take place only once every two or three months.

Besides the gems that they carry with them, galeb duhr are likely to know where many other gems are, as well as veins of precious metals, such as gold, silver, and platinum, though galeb duhr seem to have no interest in these minerals for themselves. A few powerful mages have been able to bargain with the galeb duhr for this information. This is a difficult agreement to consummate, for the galeb duhr are valiant fighters, and usually have no difficulty in escaping from any harm if they are inclined to do so. Further, the galeb duhr are territorial, and would be irritated at any attempt to make use of this knowledge in their vicinity.

In some strange way, galeb duhr feel responsible for the smaller rocks and boulders around them, in much the same way that a treant feels responsible for trees in its neighborhood. A traveler who disturbs the area near a galeb duhr does so at his own peril.

Gambado



CLIMATE/TERRAIN:	Temperate and subtropical/ plains and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	R
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d8
ARMOR CLASS:	6
MOVEMENT:	See below
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d4 (×2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	175

Known by the folk name of "springing skulls of doom," these creatures construct a lair and ambush passersby. Gambados are completely amoral, caring only for their own survival, their next meal, and their personal treasure.

Gambados are generally pale gray in color, but they often camouflage themselves with soil and clays found in the course of digging their pit lairs. These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms that end in three curved claws. Supported on the strong, flat neck is what appears to be the creature's head, but is actually a skull of another creature. Gambados use found skulls to house their heads, similar in principle to the hermit crab. They have special muscles that secure the placement of the skull and work its jaw. Skulls of horned, long-toothed, or other interesting animals are favored by plains gambados, while those with subterranean lairs prefer humanoid skulls.

A gambado's torso narrows downward to a 3-foot-long cylinder of cartilage and muscle that can be compressed spring-style and suddenly released for lunging up and forward. This columnar leg ends abruptly in three long and flat single-toed feet. The gambado moves by springing. Jumping vertically, it can just reach a 14-foot-high ceiling with its head, and it leaps horizontally at a rate of 12. The radially arrayed and retractable clawed feet allow the gambado to rapidly shift direction or stop suddenly, having good traction.

Combat: A gambado normally attacks from its lair—a pit dug some 6 feet deep—with its head just at ground level and its leg contracted for springing. The monster constructs a cover for its pit out of rock, wood, rags, and old bones, with only a small hole in the center through which its skull head pokes out. An approaching creature sees only the skull, apparently lying on the ground. The cover will not support the weight of any creature larger than a rat, and it will not encumber the outward spring of the gambado when it strikes.

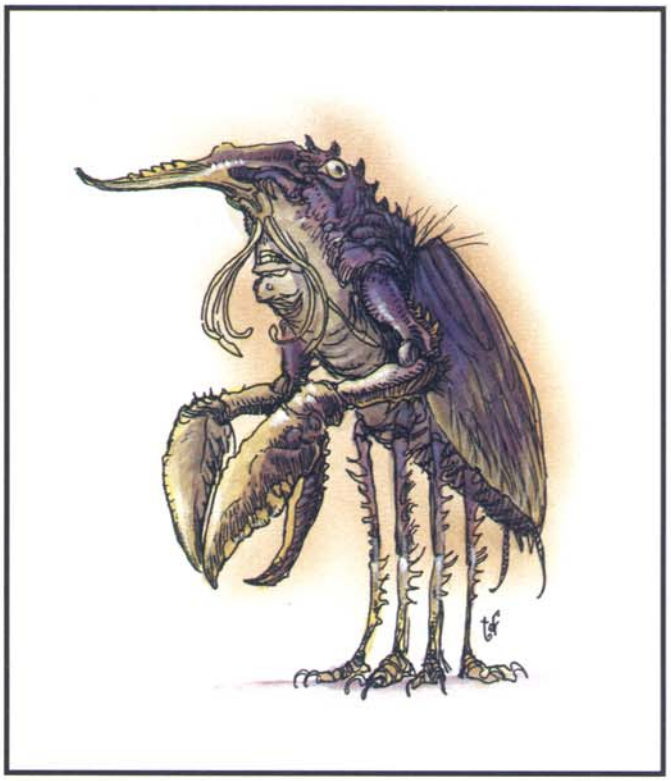
within 4 feet of the skull head, the gambado springs out and attacks, first biting with its ersatz head for 1d8 points of damage. Thereafter it also attacks with its claws, each of which inflicts 1d4 points of damage. The gambado will flee rather than fight to the death.

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

Once thought to be solitary creatures, gambados are found in groups too. If a location is successful in terms of food and booty, a gambado will return to its former lair and collect its family, which moves to the new area. In some places, as many as eight gambado pits may be found in close proximity. Sages believe that gambados communicate with one another through a quiet strumming of the ground, using extremely rapid and minute movements of their springing leg, although this may be nothing more than a means of keeping the leg muscles exercised and ready for action during long periods of waiting.

Ecology: The elastic hide of the gambado's leg is sometimes used for connectors in lengths of pipe or for similar applications. If recognized by someone who has dealt with gambados, a lair may serve to guard the rear of a passing party from less intelligent wandering monsters.

	Black	Violet
CLIMATE/TERRAIN:	Swamp, jungle	Swamps, caverns
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d4+1	1
ARMOR CLASS:	5	5
MOVEMENT:	6, Fl 12(C)	6, Fl 9(D)
HIT DICE:	2+2	3+3
THAC0:	19	17
NO. OF ATTACKS:	7	8
DAMAGE/ATTACK:	1d4/1 (×6)	1d6 (×2)/ 1 (×6)
SPECIAL ATTACKS:	Paralyzation,	Paralyzation, blood drain rending
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6′ long)	L (9′ long)
MORALE:	Elite (15–16)	Steady (11–12)
XP VALUE:	650	650



Garbugs are apparently related to carrion crawlers. They have six tentacles around their mouths and insectoid wings on their backs. In other respects they resemble lobsters, with eyestalks, antennae, an exoskeleton, and five pairs of limbs with pincers. The glossy black male has a long proboscis while the dominant female is of a striking hue of violet, except for the set of strong claws on her topmost pair of limbs, which are dark yellow.

Combat: Though garbugs readily eat carrion, they prefer living (but immobile) prey. Their six 2-foot-long tentacles each inflict 1 point of damage per hit and secrete a paralytic poison. Victims must make a successful saving throw vs. paralyzation for each such hit or be paralyzed for 2d6 rounds; simultaneous hits are not cumulative. The paralytic poison is also mildly corrosive, serving the garbug as a digestive aid. If not wiped or rinsed off, it will cause a mild burning sensation and 1 point of damage per turn over the next two hours.

A black garbug attacks with tentacles and proboscis. This feeding tube inflicts 1d4 points of damage. If the garbug paralyzes his victim during a round in which he hits with his proboscis, he leaves his proboscis inserted, draining blood for 1d4 damage per round. Black garbugs are very tenacious and often fight to the death, even if they only want a light snack.

The violet garbug attacks with tentacles and strong claws. Each claw inflicts 1d6 damage. If the violet garbug hits with both claws in the same round, she also *rends* the victim for an additional 1d4 points of damage. Once her victim is paralyzed or dead, she uses her claws to tear off hunks of flesh, which she transfers to her mouth, using her tentacles.

Except for the strong upper claws of the violet garbug, the monster's pincers are too weak for combat. They are used simply to carry food or to hold the victim while feasting.

Habitat/Society: Black garbugs have no permanent lair, but violet garbugs often claim a small cave or build a nest. Males and females come together to mate once or twice per year, and black garbugs use their proboscises to fight one another in dazzling aerial combat, trying to win the privilege of mating with a violet garbug. About a week after mating, the female lays 20–40 eggs in standing water, which hatch into nymphs that look like crayfish, but which are colored according to gender. There are usually five or six males for every female. In two months the nymphs undergo a metamorphosis and acquire adult characteristics.

Predators, including and especially adult garbugs, keep the numbers of developing garbugs small. Only 2d6 hatchlings per nest reach maturity and go off to claim their own hunting ranges. Garbugs seldom live longer than five years.

Ecology: Like carrion crawlers, garbugs perform a useful function. Besides eliminating refuse, they also prey on weak members of other species. Garbugs are also great enemies of spiders and favor them as prey. Garbugs, particularly violets, are very clever at luring spiders out of their lairs.

Incidental treasure, as well as the other remains of previous victims, may be found anywhere in the creatures' hunting grounds. They aren't choosy about where they eat, and seldom take victims away from where they have been killed.

Garbug tentacles are useful in the manufacture of paralysis poisons, and they might be useful in the making of scrolls, glyphs, or other items that cause paralysis.

If a female garbug is captured while still a nymph, she may be raised as a guard animal. She can be trained to recognize a few individuals and to follow very simple commands. A violet garbug nymph brings as many as 1,000 gold pieces. Males, on the other hand, have defied all attempts at training.

	Reptilian Gargantua	Humanoid Gargantua	Insectoid Gargantua
CLIMATE/TERRAIN:	Tropical and subtropical islands	Tropical and subtropical islands, jungles, and mountains	Tropical, subtropical, and temperate mountains
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary or mated pair	Solitary or mated pair	Solitary or mated pair
ACTIVE TIME:	Night	Any	Any
DIET:	Special	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1-2	1-2	1-3
ARMOR CLASS:	2	4	6
MOVEMENT:	18, Sw 12	21	6, Fl 36 (E)
HIT DICE:	50	35	20-30
THAC0:	5	5	5
NO. OF ATTACKS:	3	2	1
DAMAGE/ATTACK:	3-30/3-30/6-60	4-40/4-40	3-30
SPECIAL ATTACKS:	See below	Trample	See below
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (100'-200' tall)	G (80'-100' tall)	G (60' long)
MORALE:	Elite (14)	Elite (14)	Elite (13)
XP VALUE:	43,000	28,000	20 HD: 14,000 30 HD: 24,000

Gargantua are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown.

Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua.

The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales—usually dark green with black accents—cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.

Its hands are almost human, though each of its four, long fingers ends in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail.

The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. Its nostrils are flush with its head, and its ears are twin triangular projections resembling tiny wings. Its mouth is a wide slash that nearly bisects its entire head and is lined with rows of long fangs.

The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water.

Combat: Although it has some degree of intelligence, the actions of the reptilian gargantua—along with the actions of most gargantua—are those of mindless brutes bent on destruction for destruction's sake. It attacks with sweeping rakes of its front claws and lunging bites from its powerful jaws. If moving upright, it can trample victims for 10-100 (10d10) hit points of damage. It continually sweeps the ground it with its massive tail, swinging 90 feet behind it and to each side. Any creature within range of the tail must make a successful saving throw vs. death or suffer 8-80 (8d10) hit points of damage.

A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything—and everyone—in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. When swimming, a reptilian gargantua is similarly handicapped, as its appearance is always preceded by swirling waters or crashing waves. Additionally, its immense size makes it easy to spot from a distance. Furthermore, the squealing roars that accompany its every action make it virtually impossible to ignore.

The reptilian gargantua's tough hide gives it an Armor Class of 2, forming a strong defense against most physical attacks. When it does suffer damage, the creature can regenerate 4 hit points per round.

Fortunately, reptilian gargantua seldom bother humans. But their memories are long, and their appetite for revenge is nearly limitless. Humans who attack reptilian gargantua, disturb their lairs, or otherwise provoke the creatures will find themselves relentlessly pursued—even it means the gargantua must cross thousands of miles of ocean. This creature's hunger for revenge is seldom satisfied until it has thoroughly ravaged its attackers' villages. Sometimes, entire provinces will be laid to ruin.

The surest way to provoke the wrath of a reptilian gargantua is to threaten its offspring. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range.

In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will, and direct their attacks accordingly.

Habitat/Society: A few reptilian guargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are scattered throughout the oceans of Kara-Tur, with most of them uncharted. The most notable exception is the Isle of Gargantua, one of the Outer Isles off the southwestern tip of Wa. This island is inhabited entirely by gargantua of various types.

Explorers in the arctic regions of Kara-Tur once found a maturing reptilian gargantua frozen in a block of ice. The explorers built a massive sled to haul their discovery back to civilization. The ice began to thaw en route, reviving the creature. The gargantua shattered the melting ice block, crushed his captors, and lumbered into the mountains.

Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against any and all intruders. Since their eyes are sensitive to bright light, the creatures spend most of the day sleeping in their lairs, becoming active at night to search for food and patrol their territory. Their

thunderous roars make their presence known to all. Reptilian gargantua do not collect treasure or any other items.

Reptilian gargantua live several hundred years. They choose mates within a few years of reaching maturity, and remain with them for the rest of their lives. A female reptilian gargantua gives birth to a single offspring once per century. The birth of a reptilian gargantua is marked by shattering thunderstorms that rock the skies over the territory of its parents for 101 days.

An immature reptilian gargantua stands about 20-40 feet tall. It also has 10 HD (THAC0 11) and a movement rate of 12 (Sw 9). A youngling's claws inflict 1-10 hit points of damage each, and its bite inflicts 2-24 (2d12) hit points of damage. Its tail—not nearly as formidable as an adult's—sweeps the ground in an arch reaching 20 feet behind and to both sides, inflicting 3-18 (3d6) points of damage to all victims who fail their save vs. death.

Ecology: The reptilian gargantua is an omnivore. It primarily eats plants, swallowing whole trees in a single gulp. But it also enjoys living prey of all varieties. It can even dine on minerals, gems, and other *inorganic substances in times of scarce vegetation and game.*

Reptilian gargantua shun the company of other creatures. They especially dislike other types of gargantua, which sometimes compete with their reptilian cousins for the same territory.

Reptilian gargantua have two properties useful to humans:

- The petal of any flower that grows in the footprint of a reptilian gargantua can serve as a component for a *potion of growth*. Such a *flower must grow naturally in the footprint; it cannot have been planted* there by a human or other intelligent being.
- As noted above, thunderstorms occur when a reptilian gargantua is born. If a dead creature of any kind is struck by a lightning bolt from such a storm, the bolt acts as *resurrection* spell.

Humanoid Gargantua

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.

Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages 25% of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting.

The creature attacks with its two fists for 4-40 (3d10) hit points of damage each. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs. The creatures also can make trampling attacks on anyone (or anything) who comes underfoot, causing 10-100 (10d10) points of damage. Humanoid gargantua regenerate hit points at the rate of 4 per round.

Like reptilian gargantua, humanoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping.

They live for several centuries, and mate for life. Once every hundred years or so, a female humanoid gargantua gives birth to 1-2 offspring. An immature humanoid gargantua is about 20-30 feet tall. It has 8 HD (THAC0 13) and a movement rate of 15. Its fists inflict 1-10 points of damage each. It cannot make trampling attacks.

These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead.



Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.

Insectoid Gargantua

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.

The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva. This larval form has 20 HD. As a larva, the insectoid gargantua can shoot a strand of cocoon silk to a range of 60 feet. This silk is exceptionally strong and sticky, adhering to whatever it hits. With this silken strand, the larva can entangle and immobilize victims. A strand can be severed in three ways: with 20 points of damage from an edged weapon, a successful "bend bars/lift gates" roll, or by monsters of 10 HD or more.

The larval insectoid gargantua grows at a phenomenal rate, increasing 1 HD per week. Upon attaining 25 HD, the larva spins a cocoon and enters the pupal stage. It remains a pupa for 2-8 (2d4) weeks, finally emerging as an immense moth with 30 HD. In this form, the creature can no longer spin silk. However, by flapping its wings, it can create a huge windstorm, 60 feet wide and extending 240 feet ahead. To remain safe, everyone and everything within the path of the storm must be solidly anchored (e.g., tied to a boulder). Unanchored victims must make a saving throw vs. death with a −4 penalty. Those who fail their saving throw are blown back 10 to 40 feet, suffering 1d6 hit points of damage for every 10 feet blown.

Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a 20% chance that any given egg is fertile.

These mothlike creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

	Carrion Crawler	Troll
Climate/Terrain:	Subterranean	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Night
Diet:	Carnivore	Carnivore
Intelligence:	Non- (0)	Low (5–7)
Treasure:	B×2	Q×2 (D×2)
Alignment:	Neutral	Chaotic evil
No. Appearing:	1	1
Armor Class:	3 (head)/7 (body)	4
Movement:	24	24
Hit Dice:	12+4	24+24
THAC0:	7	3
No. of Attacks:	8 or 1	3
Damage/Attack:	4d2 each (tentacles) or 4d2 (bite)	4d4+16 (claw)/ 4d4+16 (claw)/ 4d6+24 (bite)
Special Attacks:	Paralysis, swallows whole	Throws stones, swallows whole
Special Defenses:	Nil	Regeneration
Magic Resistance:	Nil	Nil
Size:	G (36' long)	H (20' tall)
Morale:	Elite (14)	Champion (16)
XP Value:	9,000	24,000

The gargantua of Mystara are extremely large and powerful specimens of other monstrous species. Such creatures horrify characters chancing upon them due to both their size and their ferocity. Those listed here are the most common forms of gargantua on Mystara, but any type of monster, creature, construct, or humanoid could have a gargantuan form, too.

Gargantua strongly resemble normal specimens of a particular monster, differing only in their extreme size. For example, a gargantuan troll is green and warty with a long skinny body and grimy claws, just like a regular troll. It also happens to stand approximately 20 feet tall.

Combat: In battle, gargantua fight in the same manner as the normal specimens of their species. However, their great size causes them to make lots of noise while moving, so they cannot surprise anything. Gargantua that are huge (H) or larger in size also suffer a –4 penalty to their attack rolls when battling man-sized (M) or smaller opponents.

Gargantuan creatures have the same number and type of attacks, Armor Class, and alignment as their smaller brethren. Magical abilities likewise remain unchanged, except for regeneration (per the *regenerate* spell), which occurs at twice the normal rate.

Many, but not all, gargantua can swallow opponents whole on a bite attack roll of a natural 20.

Habitat/Society: The first of these creatures were the extraordinary creations of the wizard Gargantua. Such monsters have appeared across the various lands of Mystara for the past 100 years and more. It is unknown whether Gargantua still lives in some hidden location, creating even larger and stranger beings. It is also unknown whether his gargantuan "children" can reproduce, although many of the most learned wizards and sages fear this is, indeed, the case.

Gargantua are solitary, though they may come together for mating purposes.

Ecology: Gargantua consume the same type of food as do their smaller counterparts, but they require vast numbers of calories to keep their immense bodies functioning. Their tremendous size also means they rarely live anywhere but in the most isolated of regions, only occasionally venturing into more civilized lands.

Carrion Crawler

Unlike the normal kind, the gargantuan carrion crawler does not feed solely on carrion. Instead, this monstrous creature actively hunts for meals—although anything smaller than an elephant usually avoids its notice.

Like a regular carrion crawler, the gargantuan version attacks to paralyze opponents, then tries to eat them. Unlike smaller versions, the gargantuan carrion crawler can swallow man-sized or smaller opponents whole.

Gargantuan carrion crawlers have been spotted only in the largest underground caverns in the wilds of Mystara.

Troll

The gargantuan troll remains one of the more terrifying creatures on Mystara. It is not known whether more than one of these horrifying monsters exists. Sages fervently hope that the wizard Gargantua had wisdom enough to create only one such being, as a race of gargantuan trolls might prove powerful enough to destroy all the world's civilization.

Like normal trolls, gargantuan trolls can attack multiple opponents at the same time, and while they never use melee weapons, they occasionally throw large stones at opponents (with a range of 80 yards, causing damage of 4d8 points on a hit). No one has ever severed a limb of a giant troll and lived to tell whether the limb continued to fight after being separated from the creature's body. If such an unlikely event were to occur, sages believe, the limb would fight on.

Gargantuan trolls regenerate hit points at a rate of 6 points per round. They have all the vulnerabilities of normal trolls. They are also the smartest gargantua known on Mystara.

Other Varieties

Other forms of gargantua are possible, though none with an Intelligence higher than 7 has ever been seen. The DM can develop gargantuan creatures with the following guidelines.

- Climate/Terrain, Activity Cycle, Diet, Intelligence, Alignment, Armor Class, No. of Attacks, and Magic Resistance: the same as for the normal version of the creature.
- Frequency: very rare.
- Organization: solitary.
- Treasure: twice the normal amount.
- No. Appearing: 1.
- Movement: twice normal rate.
- Hit Dice: four times normal, including four times any additional hit points (for example, 4+4 HD becomes 16+16 HD).
- THAC0: per Hit Dice of the gargantua.
- Damage/Attack: four times normal.
- Special Attacks: per normal, though the DM can choose to increase ranges and area of effect by up to a factor of four; damage for special attacks also should increase to four times normal, if appropriate. Many gargantua, if they roll a 20 for a biting attack, can swallow opponents whole.
- Special Defenses: per normal-sized creatures, except regeneration rate (if any) doubles.
- Size: four times normal.
- Morale: elite or better.
- XP Value: per Hit Dice and abilities of the gargantua.

	Gargoyle	Margoyle
CLIMATE/TERRAIN:	— Any land, subterranean, ocean —	
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	M x 10 (C)	Q (C)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	2-16	2-8
ARMOR CLASS:	5	2
MOVEMENT:	9, Fl 15 (C)	6, Fl 12 (C)
HIT DICE:	4+4	6
THAC0:	15	15
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1-3/1-3/1-6/1-4	1-6/1-6/2-8/2-8
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	+1 or better weapon to hit	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Steady (11)	Elite (13)
XP VALUE:	420	975



These monsters are ferocious predators of a magical nature, typically found amid ruins or dwelling in underground caverns. They have their own guttural language.

Combat: Gargoyles attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless.

These winged creatures are excellent fighters with four attacks per round. Their claw/claw/bite/horn combination can inflict up to 16 points of damage, while their naturally tough hide protects them from victim's attacks.

Gargoyles favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach. Alternatively, a gargoyle may pose in a fountain, or a pair of the horrid beasts sit on either side of a doorway. When the victim is close enough, the gargoyles suddenly strike out, attempting only to injure the victim rather than to kill it all at once. (To a gargoyle, inflicting a slow, painful death is best.)

When on the move, gargoyles sometimes use a "swoop" attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.

Habitat/Society: Gargoyles live in small groups with others of their kind, interested in little more than finding other creatures to hurt. Smaller animals are scarcely worth the trouble to these hideous monsters, who prefer to attack humans or other intelligent creatures.

Gargoyles often collect treasure from human victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.

Ecology: Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later, some unknown mage used a powerful enchantment to bring these horrid sculptures to life. The race of gargoyles has flourished, spreading throughout the world.

Gargoyles do not need to eat or drink, so they can stand motionless for as long as they wish almost anywhere. The damage they do to other creatures is not for sustenance, but only for their distorted sense of pleasure.

Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers; besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.

The horn of the gargoyle is the more common active ingredient for a *potion of invulnerability* and can also be used in a *potion of flying*.

Kapoacinth

This creature is a marine variety of gargoyle that uses its wings to swim as fast as the land-dwelling gargoyle flies. Kapoacinth conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.

Like gargoyles, kapoacinth are eager to cause pain to others, and mermen, sea elves, and human visitors are all equally qualified candidates for this.

Margoyle

Margoyles are a more horrid form of gargoyle. They are found mainly in caves and caverns. Their skin is so like stone that they are only 20% likely to be seen when against it. They attack with two claws, a pair of horns, and a bite. They speak their own language and that of gargoyles. They are 20% likely to be found with the latter, either as leaders or masters.

	Archer	Spouter	Stone Lion	Grandfather Plaque
CLIMATE/TERRAIN:	Building or ruin	Building or ruin	Building or ruin	Building or ruin
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Day
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5–7)	Low (5–7)	Low (5–7)	Average (8–10)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Neutral evil	Neutral good	Lawful neutral
NO. APPEARING:	1	1 (rarely more)	1	1
ARMOR CLASS:	6	6	2	6
MOVEMENT:	9	12	21	0
HIT DICE:	4 + 5	5 + 7	8 + 3	6 + 2
THAC0:	17	15	11	Nil
NO. OF ATTACKS:	1	2	3	Nil
DAMAGE/ATTACK:	1d10	1d4+1/1d4+1	1d8/1d8/1d10	Nil
SPECIAL ATTACKS:	Nil	Acid	*Scare*	*Magic missile, shout,* weakness
SPECIAL DEFENSES:	camouflage	+1 or better magical weapon to hit		
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (4' tall)	S (3' tall)	M (7' long)	S (1'–2' tall)
MORALE:	Elite (13–14)	Elite (13–14)	Champion (15–16)	Fanatic (17–18)
XP VALUE:	975	1,400	3,000	2,000

Archer



The archer gargoyle is a malicious creation that looks like a cheerful cherub or, more rarely, a ferocious amazon. Its only sizable weapon or means of attack is a stubby bow and quiver of arrows, apparently carved as part of the statue. The archer typically stands in a fountain or on a ledge high up the wall, or serves as a garden ornament, moving to attack only when an intruder enters its territory. It can remain motionless for as long as it desires.

Combat: The archer can conceal itself against stone so that it is only 20% likely to be spotted under normal conditions. True to its name, the archer gargoyle uses its bow and arrows as its primary weapon. The bow is not a true bow, and the arrows are stone, but they allow the archer to make an arrowlike magical attack that hits with a THAC0 of 17 and inflicts 1d10 points of damage. The "arrow" has a range of 120 yards. Even when engaged in melee, the archer uses the bow at point blank range. The archer can be struck only by weapons of +1 or better enchantment.

Habitat/Society: These evil creatures love to shoot at passers-by, even those who pose no threat, and are thus rarely found guarding the domiciles of good-aligned persons. When found in the wild, the archer is on an unending hunt, slaying every living thing it meets. More than one village has been routed by one of these gargoyles, which delights in mayhem and bloodshed. The archer is a loner and avoids contact with all others of its kind.

Ecology: The archer need not eat, drink, or sleep. Unlike other types of gargoyles, the archer has a profound destructive impact on its surroundings, because of its tendency to kill every creature and person in its territory, leaving the carcasses to rot. Special hunting parties are often immediately organized to eliminate the menace of a roving archer when one moves into the area.

Spouter



The spouter gargoyle generally looks like an ugly imp. It is often found perched above a door or serving as a rain-gutter outlet on a roof. Its mouth always gapes hideously. Its forearms sport two rows of sharp spikes; on its back are two undersized wings, far too small to provide flight. When motionless, it is indistinguishable from normal stonework. However, plant life and structures in the area will often be pitted and scarred, as if by acid.

Combat: Anyone who enters the spouter's territory without uttering a password or making the appropriate gesture will be attacked, usually from above, by the spouter's acid spittle. The spittle can be used once every four rounds and has a range of just 5 feet (unless the attack is from above—the spouter can hit anyone directly below, no matter how far down). The acid inflicts 2d20 points of damage, with a successful saving throw vs. breath weapon indicating half damage. If the spouter's opponents escape or prove resistant to the acid, the gargoyle can float down using its tiny undersized wings to break its fall. On the ground, the spouter can attack using its arm-spikes, which cause 1d4+1 points of damage per attack.

The spouter has a nasty streak and revels in "accidently" attacking its master or his associates if they forget to make the appropriate signal, even if it recognizes them as safe.

The spouter is immune to all forms of acid, is struck only by weapons of +1 enchantment or better, and can climb walls with a 90% chance of success.

Habitat/Society: Though matched sets of spouters are occasionally found, usually there will be only one. Very rarely, a group of 1d4+2 spouters will find each other and join for mutual defense of their territory. There isn't much competition between group members, so they will choose no chieftain or ruler. Sometimes a "free" spouter, one whose master has been slain, will offer its services to a powerful evil entity, such is its love of mayhem and its guardian instinct.

Ecology: Spouters need not eat, drink, or sleep, and can remain perfectly motionless for any length of time. Thus, they usually have little impact on their surroundings, other than the havoc their acid wreaks on local plants and structures.

Stone Lion

The stone lion is a solemn guardian, often found in pairs, and generally serving good-aligned priests and wizards. The lion has an excellent memory for faces and scents and cannot be fooled by disguises. The lion is usually set up near the main door of the house, but is occasionally placed on a ledge overhead—the stone lion can jump down 20 feet without harm.



Combat: The stone lion is a superior combattant, functioning as if it had Strength and Dexterity scores of 18. It attacks with its crushing bite and deadly claws, but often defeats its opponents with speed and agility rather than physical power.

The stone lion has one special power. It can roar once every three rounds, and this functions as a *scare* spell. Like other gargoyles, a stone lion can be hit only by weapons of +1 or better enchantment.

Society/Habitat: Unlike other types of gargoyles, a stone lion is a kindly creation and seeks to serve as a protector rather than a wreaker of havoc. It occasionally acts as a pet or companion to its owner, and can form genuine friendships with living beings as well as other stone lions. It fights only to defend its area or to protect its friends from mortal danger. When motionless, the stone lion is indistinguishable from a statue of a lion carved from stone.

When its creator dies and the stone lion becomes free-willed, it will often seek to continue its guardian duties along more public lines. Most commonly, they become defenders of temples or of public buildings. They patrol these confines at night, sitting motionless during the day unless needed.

Ecology: The stone lion is a magical guardian that has little or no impact on its environment. It need not eat, drink, or sleep. When not accompanying its master or patrolling the area, the lion is content to sit motionless, defending its territory.

Grandfather Plaque

The grandfather plaque is an immobile guardian that serves to secure a particular door. The plaque resembles a bas relief of a male human face with strong, dignified features. The gargoyle is placed on the stone lintel of a door, and can secure them with a *wizard lock* (as if cast by a 6th-level wizard), and can open and close them at will.



The plaque has enough intelligence to screen guests, and it is gifted with telepathy so that it can converse with its master (and only its master—the grandfather plaque can communicate telepathically with only one person, designated at the time of its creation). It can speak to others normally.

Combat: If attacked, the plaque can defend itself with three magical powers. First, each eye can discharge one *magic missile* per round. Second, the grandfather plaque can *shout*, as the 4th-level wizard spell, once per turn. Third, anyone who touches either the plaque or the guarded door without permission must make a saving throw vs. spell or be weakened as if by a *ray of enfeeblement*, the 2nd-level wizard spell.

Grandfather plaques can be hit only by weapons of +1 or better enchantment.

Habitat/Society: The grandfather plaque is totally devoted to guarding its door, and loyally serves whoever lives within. Its focus is usually narrow; unless a response is needed, a grandfather plaque seldom initiates any action. When found on an abandoned building, the plaque will try to get people to either remove it from the building or rebuild the ruin—its existence is meaningless without people to guard.

If there is more than one grandfather plaque on a building, they guard separate doors, they are never found together.

Ecology: The grandfather plaque need not eat, sleep, or drink. It has no impact on its surroundings, except when it slays an intruder and the bones and treasure become scattered about. An "unattached" plaque will freely give adventurers any treasure it has accumulated, as long as they promise to restore the gargoyle to its true purpose.

Gargoyle, Grist (True Gargoyle)

CLIMATE/TERRAIN:	Any stone building or rocky mountainside
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	L,M,N
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	0
MOVEMENT:	9, Fl 12 (B)
HIT DICE:	8+4 (42 hps)
THAC0:	11
NO. OF ATTACKS:	4 (sometimes 6)
DAMAGE/ATTACK:	1-8/1-8/1-10/1-8
SPECIAL ATTACKS:	Fear gaze, snatch
SPECIAL DEFENSES:	+1 or better weapon needed to hit
MAGIC RESISTANCE:	20%
SIZE:	L (12')
MORALE:	Fearless (19)
XP VALUE:	7,000



The grist is a rock-like creature that resembles a gargoyle or margoyle, but it is considerably larger and much more fearsome. Grists were created by Jason Krimeah, the Exalted One, by taking a statue resembling a gargoyle and casting *wish, stone shape, polymorph any object, fear, fly,* and *geas* spells upon it. Grists are semi-intelligent and thus able to follow only the simplest of instructions. But they follow these instructions to the letter. It is unknown how many grists the mage created, but several dozen are believed to exist. Krimeah termed his creation "true gargoyles," as they fit his vision of what a gargoyle should be.

A grist has been enchanted to give it a resistance to magic and an immunity to normal weapons. Its skin looks like the exterior of the stone building or rocky mountainside it attaches itself to, and its dense rock make-up causes the grist to weigh between one and three tons. Despite its weight, a grist moves at a rate of 9 on the ground and 12 in the air. The wings are not needed for flight, but they are used to help it maneuver while in the air. If the wings become damaged, the maneuverability class of the grist worsens by one.

A grist can effortlessly cling to the sides of buildings and rocky mountainsides. It can only bond itself to stone, brick, or rock. When in place, the grist looks like an unmovable statue of a stone gargoyle that is part of the building.

Combat: A grist remains in place on the side of a building or mountain until the conditions of its orders are met, such as "prevent any armored humans from entering this building." A grist with this order would remain in its statue-like pose until a human attempts to enter its building or tries to attack it, at which time it animates. Until that time, only a *detect life* spell will register the grist as a living creature. A *detect magic* spell will show that the grist is enchanted.

Once a grist is animated, it fights fearlessly until destroyed. It prefers to fight from the air, as it can maneuver better. When attacking, a grist prefers to direct all of its blows against a single target in an attempt to dispatch that target and then move on to the next. It attacks with its claws, bite, and a tail swat. The tail of a grist is usually spiked like a maul. In addition, some grists have four arms instead of two, giving them six attacks per round. If two of a grist's claws hit the same opponent during a single round, the grist has successfully snatched its opponent. Such an opponent is usually taken into the air to be hurled back down to the ground in an attempt to quickly dispatch it.

Once every ten minutes the grist can generate a *fear* gaze. This cone-shaped gaze appears as a gray beam emitted from the creature's eyes. The cone is two feet wide at its point of origin, 30 feet wide at the base, and 60 feet long. Creatures caught in the gaze must roll successful saving throws vs. spell or be affected as by a *fear* spell.

The grist is immune to normal and magical fire and cold. In addition, it has a 20% magic resistance to all other spells. The grist is not affected by poisons.

Habitat/Society: The grist does not speak, as it has no vocal cords. It follows the orders of its master and is incapable of independent thought.

A wounded grist repairs itself by reattaching to its assigned structure and drawing minerals from it. It heals at a rate of 24 hit points a day.

There are no males or females of the species; grists are created magically and cannot reproduce. Nor do grists change size, remaining throughout their existence at the same height and weight they were given at their creation.

Grists are found in groups of 2d4, the more numerous they are, the more important the item being guarded. Grists have no real treasure of their own. However, if defeated grists are shattered, gems and coins occasionally can be found inside them—they consume rocks and minerals found on their victims, which includes ore, coins, and gems and jewelry.

Ecology: Grists are found attached to the inside or outside of buildings, as well as along columns, roofs, and rocky mountainsides. They have not been encountered elsewhere. They are not believed to communicate with each other.

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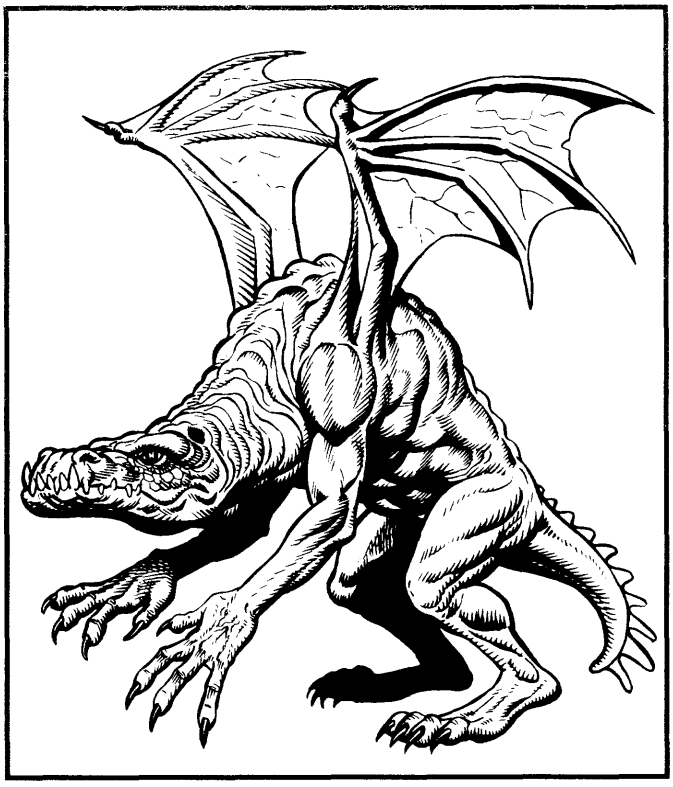
	Guardgoyle	Greater
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	1-6
ARMOR CLASS:	4	4
MOVEMENT:	9, Fl 15 (A)	9
HIT DICE:	1+1	3+1
THAC0:	19	17
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d3/1d3/1d4	1d4/1d4/1d6
SPECIAL ATTACKS:	Surprise, poison bite	Poison bite
SPECIAL DEFENSES:	Shriek, spell immunities	Shriek, spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2′ tall)	M (4′-6′ tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	975	975



Guardgoyles are created by Zhentarim wizards to guard their treasures, families, residences, and secret locations that the wizards hold dear. Guardgoyles are constructed like golems, but are much easier to fabricate. Guardgoyles are only 2 feet tall (or long), carved from hard stone (such as granite or basalt), and formed into a modified gargoyle shape or that of some reptilian creature.

Guardgoyles' relatively small size allows them to easily hide among wizards' possessions, sometimes masquerading as decorative statuettes or paperweights. These creatures may or may not possess wings, depending on their construction, but all have the ability to fly.

Combat: A guardgoyle's small stature often allows it to surprise opponents, penalizing their surprise rolls by -3. The construct's claw and bite attacks cause only small amounts of damage. The real danger lies in the creature's poisonous bite, which requires a saving throw vs. poison at -1. If the saving throw is failed, the victim dies in 1d4+ 1 rounds. The guardgoyle has enough poison in its fangs for two such bites, and its owner must replenish the poison after its use. While deadly poison is the norm for the creature's fangs, any type can be applied by the owner.

The guardgoyle can also issue an ear-piercing wail that can be heard for up to half a mile, alerting members of the city watch or possibly even setting off preset traps or spell effects. This shriek prevents any spellcasting within 20 feet of the creature, which can continue the scream for up to 6 rounds—even when attacking.

Because the guardgoyle is a construct and not alive, it is immune to all *charm, hold,* and mind-affecting spells, as well as all forms of poison. The creature takes only half damage from fire- and cold-based spells because of its stone form, and takes no damage from electrical attacks. Casting stone shape on a guardgoyle restores all damage it has suffered and returns it to a brand-new condition. The following spells instantly destroy a guardgoyle if it is made their target: *earthquake, stone to flesh,* and *transmute rock to mud.* It receives no saving throw.

Habitat/Society: Guardgoyles take no independent actions, existing only to react as commanded at a previous time by their owners. These creatures can recognize up to five beings, aside from their owner, whom they are not to attack. All others will be attacked instantly. Guardgoyles follow simply stated commands ("Guard this room," "Allow no one in but me," etc.), but they are not intelligent enough to complete complicated tasks, such as delivering messages.

To create a guardgoyle, a wizard needs a block of stone at least 4 cubic feet in size. This block must be molded into the desired guardgoyle shape with a stone shape spell. Afterward, a series of additional spells known only to the Zhentarim are cast over the construct to animate it and imbue it with its minimal intelligence.

The cost of creating a guardgoyle ranges between 1,000 and 2,000 gold pieces. Most of the money goes toward selecting and quarrying the proper stone and purchasing the components needed to empower the construct.

Guardgoyles usually live as long as their owners, after which time their animation ceases and they become merely statues. Guardgoyles that are sold or given away before their owners' deaths do not become inanimate. Instead, their lifespan becomes tied to their new owners' life. After 50 years, the duration of the spells that animate a guardgoyle expire. The guardgoyle may then be reanimated at the cost of its original creation and by using the same procedure that first created it.

Ecology: Guardgoyles live only to serve their masters and have no other goals in life. Over the years, the creatures may require small amounts of repair, depending on where they are kept (indoors or outdoors). Guardgoyles may be repaired by casting *stone shape* on them. They have no need for food or sleep, and are constantly vigilant. If properly maintained, guardgoyles make simple, cheap guardians.

Greater Guardgoyle

A greater guardgoyle is a larger and tougher version of a normal guardgoyle, ranging in size from 4 to 6 feet in height. Greater guardgoyles cannot fly or surprise opponents as guardgoyles do. Their movement rate is 9.

The construction of a greater guardgoyle requires the casting of a *wish* or *limited wish* spell to animate it, due to its greater mass. The cost of a greater guardgoyle can be as high as 10,000 gold pieces, due to the amount of high-quality rock needed to create it and the extra spells needed to animate it. Only the most powerful of mages have the ability to create greater guardgoyles, and few know the secret of their creation.

garigal

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	High to genius (13–18)
TREASURE:	S, V, X
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	–4
MOVEMENT:	24
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3d18
SPECIAL ATTACKS:	Gaze, spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	15%, immune to 1st-level spells
SIZE:	S (2′– 3′)
MORALE:	Fearless (19–20)
XP VALUE:	4,270



Looking like a dusky blue armored caterpillar, the garigal (ga-REE-jall) is the most puzzling of the garradalaighs because of its mode of travel. Though it moves quickly over nearly any type of terrain, it has no legs. It has a magical means of propulsion and a magical quality to its coat that gives it a remarkable Armor Class.

The garigal has eyes like black diamonds that are starkly visible amid its pale scales, and a shiny black, twitching nose extending nearly a foot away from its body.

The creature can communicate telepathically with any spellcaster. In addition, it can speak to insects. A wizard in the company of a garigal gains the ability to communicate with insects, too, as long as the garigal is within 60 yards.

The garigal can turn *invisible* at will, though it must be visible to use its gaze attack, release spells, or attack physically. In addition, it can use the following clerical abilities once a day, as if at 9th level: *cure light wounds, detect magic, detect poison, detect snares and pits, pass without trace; detect charm, trip; meld into stone, summon insects.*

Combat: This garradalaigh uses invisibility to help it attack with surprise. The creature attacks physically with a long, whiplike tongue that is rough to the touch and coated with a slimy substance that inflicts 3d6 points of damage per successful strike. The slimy fluid destroys nonmagical leather and cloth in 1d6 rounds. The garigal uses its *trip* and *summon insects* abilities to keep targets off guard.

The creature's most formidable weapon is its gaze. It has two distinct gaze attacks, each usable once a day and each with a cone-shaped effect that measures 1 foot wide at the creature's face, 90 feet long, and 60 feet wide at the end. One gaze attack strikes all those in the area of effect with the equivalent of a *shatter* spell. The second attack acts as a *ray of enfeeblement*, as if cast by a 7th-level wizard. Often, after using the first gaze attack in battle, the garigal scurries among its victims, lapping up any traces of potions that were kept in now-shattered containers.

Although the garigal does not go looking for fights, it is perhaps the most eager of the garradalaighs to do battle.

Habitat/Society: It is said that the garigal seems to enjoy the company of human wizards more than that of half-elf or elf wizards. Legends most commonly place it in the swamplands of eastern Anuire and western Khinasi.

Ecology: The garigal is a vegetarian, preferring rotted plants to living ones and snacking on decaying bits of logs. However, if it is hungry it will eat live plants. And, like several other garradalaighs, it adores imbibing all manner of magical elixirs.

Climate/Terrain:	Astral Plane
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Mental energy
Intelligence:	Very to genius (12–18)
Treasure:	V
Alignment:	Chaotic evil

No. Appearing:	1d3
Armor Class:	4 or 0
Movement:	18
Hit Dice:	5–10
THAC0:	5-6 HD: 15 7–8 HD: 13 9–10 HD: 11
No. of Attacks:	1d6+5
Damage/Attack:	2d6 + 1d4 per absorbed face
Special Attacks:	Mental absorption, spells, magical items
Special Defenses:	Immune to psionics
Magic Resistance:	25%
Size:	L (12′ long)
Morale:	Steady (11–12)
XP Value:	5 HD: 8,000 6 HD: 9,000 7 HD: 10,000 8 HD: 11,000 9 HD: 12,000 10 HD: 13,000

We are many [snap]
We are one
Now we live [snap]
Never done.

Sing of days [snap]
Sing of night
Long to sing [snap]
Show our might.

Join us in eternal song [snap]
Live with us forever strong [snap]
Our choir seeks more of your kind [snap]
Our power grows with each new mind [snap]

— from the Song of the Garmorm
(including the snapping of jaws)

MY PEOPLE HAVE MANY ENEMIES, BUT IT IS THE GARMORM THAT HAUNTS OUR WAKING DREAMS.

— PERRISTR'OLIN, A GITHYANKI WIZARD

Few sounds are as terrible and wonderful as the Song of the Garmorm sung by the creature itself. A garmorm is a roundish, limbless beast with a huge, tooth-filled maw. This fearsome predator of the Astral Plane is also known as a mindworm or even a faceworm. These odd names derive from the fact that the creature feeds on the mental energies of others, and if a sod's mind is absorbed by the monster, a replica of his face appears in its flesh. These faces press their way out of the garmorm's body to the extent that the faces can even speak, bite, and possibly cast spells — but mostly, they sing.

The garmorm communicates only through its song.

Combat: In combat, the garmorm sings its deadly song. At given portions of the song, the creature snaps its jaws upon a victim, using not only its huge, toothy mouth (which causes 2d6 points of damage) but also the maw of each face protruding from its flesh (which cause 1d4 points of damage each). Garmorm usually have from five to 10 absorbed faces, so they can make from six to 11 (or 1d6+5) attacks.

The song can also incorporate spells if one or more of the faces once belonged to a spellcaster (if determining randomly, there is a 10% chance per head). Only one spell can be cast per round, regardless of the number of spellcaster faces. Each face possesses the full complement of spells it would have memorized or prayed for normally (random determination for a cleric or wizard of level 2d4+1). Even worse, each day the spellcasting faces regain their total number of spells just as if the absorbed berks had memorized or prayed for the day's spells.

If someone absorbed into the garmorm had magical items, the creature can use the powers of those objects as a part of the song. It can't use magical items that require a touch (a *staff of striking*, magical weapons, and the like), but most rings, rods, wands, and many miscellaneous magical items still work. A garmorm usually has 1d4 items; the DM can determine which items' powers are available to the creature. Only one such power can be used in a round, and only in a round in which the garmorm casts no other spell. Thus, in one round the garmorm can cast a spell (either from an absorbed spellcaster or an item) and bite with its various mouths, or it can attempt to absorb another victim as described below.

While it sings its horrible song, the garmorm has the potential to absorb the minds of its foes. Every round, the garmorm can target an opponent with its main mouth and attempt to "swallow" the foe, although not in the usual sense. The opponent may make a saving throw versus death magic; if failed, the sod's body is drawn into the beast and instantly dissolves. (Magic resistance may also be applied against this effect.) Then the poor berk's mind becomes one with the garmorm "choir," his face appearing on the skin of the beast. When this happens, the garmorm's Hit Die total increases by one, as does the number of bite attacks it can make each round. Likewise, if the victim had magical items or spellcasting ability, the garmorm can use these as mentioned above. A garmorm can have only up to 10 faces (and HD) at a time, although it continues to absorb victims even after it has reached this maximum. It gains no new HD or attacks from the new additions, but the greedy creature consumes them nonetheless.



Interestingly, the garmorm's song seems to be an essential component of the absorption process. Canny planewalkers wise to the danger of the garmorm have taken to equipping themselves with *silence* spells in the event that they encounter one of these beasts. If it cannot sing, it cannot absorb minds or cast spells.

A victim whose mind has been absorbed can be rescued only if the garmorm is slain within 10 rounds after the poor sod was "eaten." If the beast is killed within that time, the berk reconstitutes, mind intact, within the garmorm's belly. At this point, the victim has only 1 hit point and is too weak to free himself — he must be cut out of the garmorm.

However, if the basher isn't freed within 10 rounds after being absorbed, his mind remains within the garmorm for 4d4 weeks as a willing participant in the beast's "collective." After this time, the garmorm loses that sod's Hit Die and bite attack and must find a new victim. No garmorm has ever been encountered with fewer than five absorbed minds — this must be a minimum threshold for the beasts.

The garmorm has the ability to remain on the Astral Plane and still attack foes on planes that touch the Astral (it perceives both planes simultaneously). Unless the victims have the ability to see into the Astral Plane, these attacks are always made with surprise. Fighting the astral garmorm requires a magical item or spell; to a nonastral body, the garmorm is essentially invisible and its AC drops to 0. Bashers tell tales of friends being devoured right before their eyes by an invisible force. These may be tales of the garmorm — especially if the stories allude to a mysterious song heard from far away.

Lastly, all garmorm are immune to psionic attacks and powers.

HABITAT/SOCIETY: The garmorm's a creature of intense hunger, intense loneliness, and intense evil. Selfish in the extreme, it absorbs and feeds upon the minds of others for its own gain.

Though sometimes found with others of its kind in small groups, the garmorm is more likely to keep to itself. The reason for this lies in its argumentative and irritable nature. Even the multiple faces of a single garmorm sometimes quarrel or express exasperation with one another.

Riding the waves of thought in the Astral, grazing on the plane's background energy like a terrible bovine beast, a garmorm never willingly leaves its plane of origin. It will, however, happily feed on poor sods on the Prime or the top layers of the Outer Planes who wander too near its corresponding Astral location.

Garmorm are hated enemies of the terithran of the Ethereal, although no one knows exactly why — or how — two races that should never have met could develop such an enmity.

On very rare occasions, individual garmorm have even been known to form alliances with a githyanki, although no one knows what benefit either creature gains from the seeming partnership.

ECOLOGY: Garmorm feed on the minds of any sentient being. They reproduce in an asexual manner not entirely understood, but which seems to involve budding off some of the absorbed minds into a new garmorm.

This concept has the graybeards wondering how much of the beast is simply the garmorm itself, and how much is the minds that it absorbs. The faces of those absorbed, and the song they sing, seem to indicate that they are more than happy with their new situation. Those freed from the belly of the beast have no memory of what occurred within. No one seems to know the whole dark.

Once they've slain the beast, canny bashers know to open up the innards of a garmorm, because some of the magical items used by the absorbed sods within it can still be found and used. (As above, magical items last 4d4 weeks within the creature's body.) Generally, a perceptive planewalker can recover at least two good, working devices. Considering the dangers of the Astral, every little bit helps.

CLIMATE/TERRAIN:	Subterranean, hot caverns
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVE CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	Q x 4
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4 + 4
THAC0:	17
NO. OF ATTACKS:	4 + special
DAMAGE/ATTACKS:	1-4/1-4/1-6/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
XP VALUE:	650



Gaund are gray-green reptilian creatures with three glowing red eyes and are often mistaken for large lizards by adventurers. They are intelligent, but spend most of their time on all fours. They rise upon their hind legs and balance with their tails only in combat or when surveying their surroundings. Their skin is scaled and leathery, and of a somewhat lighter color on the underside. They communicate in a language of singing clicks and hollow whistling sounds.

Combat: Gaunds have 90' infravision, excellent hearing, and great sensitivity to vibrations. This prevents them from being effectively blinded by exposure to light or darkness, or by the obscuring effects of smoke or vapors. They are surprised only on a roll of 1 on a 1d6.

In combat, gaunds do not use weapons of any sort, but leap about constantly, hurling themselves at and upon opponents, slashing with their claws (1d4 points of damage), snapping with their jaws (1d6 points of damage), and using their tails as lashes or whips (1d8 points of damage). They are fearless, and the death of a fellow often drives them to fight with even greater ferocity.

If pinned down or caught from the rear, the gaund kicks with its powerful rear legs for two attacks that cause 3d4 points of damage. These are the only circumstances in which they use their rear claws.

The most feared attack of the gaund is the gaze or "ray" attack it can make with its central eye. This orb is protected by a bony hood which limits its field of vision so the gaund must aim its head to use the gaze. The gaze produces a magical effect identical to the 2nd-level clerical *heat metal* spell upon any one opponent or object within a range of 90 feet. This gaze can be used against one creature per round and is in addition to its normal attacks. The ray attack can be countered by any means effective against the spell.

Gaund suffer no damage at all from heat or normal fire, even dragon turtle steam. Magical fire attacks inflict less damage upon them, causing 2 points of damage per die, with a minimum of 1 point of damage per die. However, they are especially susceptible to cold-based attacks (+2 to each die of damage). They are also susceptible to sonic attacks and make saving throws against them at a penalty of -2.

Habitat/Society: Gaunds live in groups of up to twenty members, although large colonies of many groups have sometimes been found. They live in dry, fiery caverns, and are only rarely encountered in cool climates or above ground.

Gaunds are omnivorous. Although they do not build, use tools, or seem to have any type of social structure, they do husband food carefully, often maintaining breeding colonies of lesser animals to ensure themselves of a plentiful supply.

Gaund mating rituals include an upright, shuffling, head-to-head dance during which an an egg-bearing female turns a fiery orange. After a gestation period of about four months, 1-4 eggs are produced. These have leathery shells and are covered with a clear, spicy-scented slime. This substance is known to neutralize nearly all acids and, if smeared on a flammable item increases its saving throw vs. fire by a bonus of +3.

Gaunds guard their eggs ferociously for the 3-12 days it takes them to hatch. The young are small (2+4 Hit Dice), and do not develop the gaze attack until they reach maturity 3 to 6 months later.

Gaunds hoard gems and pretty stones of all types, and have been known to trade these for food with adventuring parties too strong for them to overcome. Generally, however, they seem both hostile toward intruders and territorial. Their lands should not be entered casually.

Ecology: Gaunds live a very simple and naturalistic life, so basic that they are often mistaken for nonintelligent, dangerous lizards. They are hunted for their hard and durable teeth by humanoids who live nearby. Tools and daggers fashioned from this material dull easily but do not easily split or shatter. Gaund tails are highly valued for their rich, succulent meat, which does not readily spoil.

Frost Gaund: This gaund variation lives only in very cold regions. Its color is bluish-gray or slate-gray. Its eyes are a glowing blue. Its ray has the effect of *chill metal,* as the 2nd-level clerical spell. The creature resists cold-based attacks and is susceptible to fire-based attacks. Its eggs are encased in a slime that protects them from extreme cold. It is otherwise identical to the normal gaund.

Climate/Terrain:	Carceri
Frequency:	Uncommon
Organization:	Tribe
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to very (8–12)
Treasure:	O, U
Alignment:	Neutral evil
No. Appearing:	1d4+1
Armor Class:	6
Movement:	12
Hit Dice:	4+3
THAC0:	17
No. of Attacks:	2 or 1
Damage/Attack:	1d4/1d4 or 1d10 (+1 or more for Strength)
Special Attacks:	Acid touch, possible spell use
Special Defenses:	Immune to acid, fire, and heat
Magic Resistance:	Nil
Size:	L (7 feet tall)
Morale:	Fanatic (17–18)
XP Value:	975
Leaders	1,400

"In the mist-shrouded days of ancient eons long past, a race of men dwelled upon the Outlands. They were a people long and gaunt of face and limb, not comely by the standards of the present. These lean yet sturdy folk were known as tiere. The sharp-eyed tiere, whose name meant 'steadfast' in their mostly forgotten tongue, were warriors and wizards of wondrous skill. The greatest of all the tiere, however, were their head-shorn priests, worshiping a deity whose name is lost, probably forever.

"The slow-tongued tiere focused all of their vast resources as a people toward constructing a massive temple for their patron god. Their goal was to create a place so large, so perfect, and so spectacularly grand that their deity would deign to come to the place and actually dwell there, at least for a time. This was their nigh-impossible goal, of which they sang somber songs for untold generations until it was finished. Suns and moons had birthed and died in the time it took to create the temple, but the unwavering tiere were true to their name.

"When the massive monument was finished, its size and grandeur surpassed anything that mortals had ever created – at least up until that ancient day. Gold, silver, precious stones, and substances so rare that they no longer exist in today's memories went into the creation of this fantastic temple. Frescoes of naked light, tapestries of butterfly breath, and carpets woven of laughter decorated halls so vast that the flocks of doves and ravens that made their home within could fly straight for many days without diverting their course.

"This citadel cast its shadow so that it stretched across the Outlands, attracting the attention of many throughout that realm as well as those beyond. The patron of the true-hearted tiere was indeed impressed with the creation and descended into it and made it his home. But these others that took heed of the place coveted it for their own. These were powers with more influence and strength than that of the tiere's deity. The jealous beings planned to take the temple by force and destroy the unwavering tiere that created it.

"When the long-suffering tiere learned of their imminent demise, they stood about the miraculous temple constructed of their own blood and tears and prayed to their cherished deity to save them from this coming doom. The power within the magnificent tabernacle, however, feared far more for his own safety than for his ever-loyal people and denied their prayers, instead making motions to leave.

"Though the faithful tiere were a canny people, cautious with thought, word, and deed, they acted quickly that day. Without taking time to weep at their betrayal at the hands of their beloved lord, or to despair at the inescapable death descending upon them, every last individual who had worshiped the uncaring power assembled together outside of the object of their toil – the object of their grandfather's grandfather's grandfather's toil – and proceeded to chant words ancient even in those time-lost days. Words of revenge. Words to repay an act of infidelity so great that it would condemn a people the like of whose piety has never been seen since. Words which composed an arcane ritual of power forgotten, sealing the temple and imprisoning their once-adored god within a citadel built on the dreams and devotion of those who had loved him more than themselves. His zealous people – those same folk the power had been so quick to dismiss and condemn – entombed him in a vault in which to spend the rest of his immortal, unending days.

"The tiere were consumed by the power of the ritual. Their steadfast spirits fueled the spell which immured the now-quiescent deity in a chrysalis sepulchre. The Temple of the Captive God is lost now, though some fools claim to have seen it. Soon after the passing of the building and its builders into unknowable realms of space and time, a people appeared in the wind-torn layer of Minethys on Carceri, calling themselves the gautiere. This is a name which would have simply meant, in the language of the tiere (if any were left), 'once steadfast.'"

– The Book of Inverted Darkness

The gautiere are gaunt, gray-skinned humanoids with clawed hands and pointed teeth. They wrap themselves in rags and strips of whatever cloth or hide they can find to protect themselves from the stinging, flesh-rending winds of Minethys.

The connection between the gautiere and the ancient tiere (if they ever even existed) is unknown. Did the tiere, in their unswerving quest for revenge, willingly condemn themselves in their own ritual? Or are the gautiere the twisted and hollow remnants of the mortal tiere, sentenced to the prison-like realm of Carceri forever for daring to lash out against a power? No one knows.

Combat: The gautiere move with deliberate hesitation, sizing up their foes carefully, but once they have committed themselves to a battle they see it to its end. They have jagged claws on their twisted hands, and each bare hand can inflict 1d4 points of damage. However, they prefer to use a weapon they call a xaen, a heavy battle staff covered in bony barbs, spikes, and hooks that inflicts 1d10 points of damage per strike. Each gau-

tiere has a Strength score of at least 16 (the minimum Strength to wield a xaen), and many have scores of 17, 18, and even 19.

The gautiere have a special arcane ability which allows them to transform the flesh of another into a horribly foul acid. This power is usable only once each day, and it requires them to touch the foe they wish to harm, but it inflicts 3d6 points of damage upon a poor victim affected by the attack. This acidic damage is very difficult to heal, taking twice the time of normal rest to recover the lost hit points, and cutting in half the amount of damage (of this wound only) healed by spells.

Gautiere are immune to this acidic attack, as they are immune to all acids, fire, and heat. They are harmed by other attack forms normally. Gautiere Armor Class is a result of their leathery skin and the rags that they wrap themselves in.

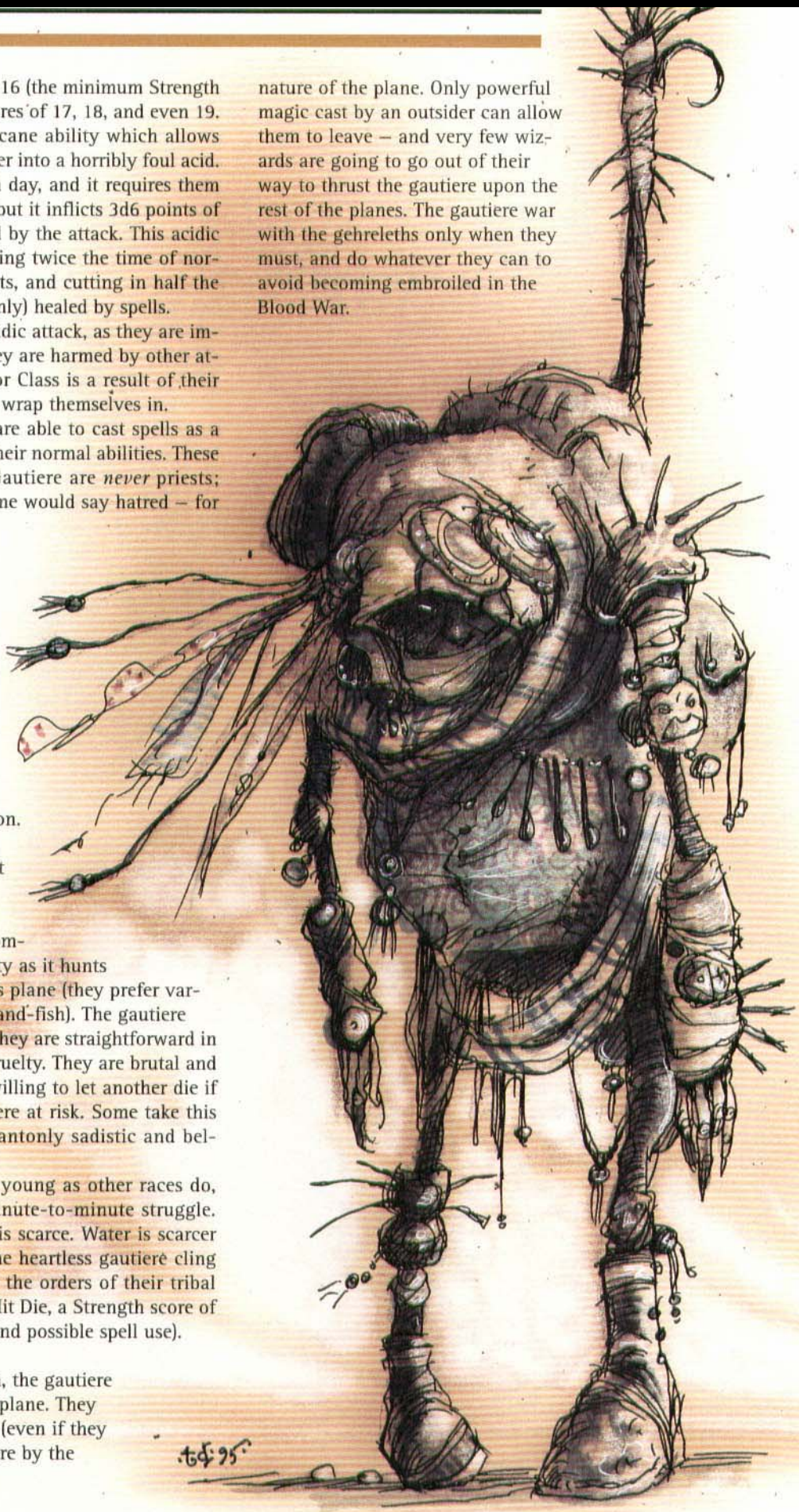
A very few gautiere (1 in 50) are able to cast spells as a 1st–6th level wizard in addition to their normal abilities. These are usually leaders of some sort. Gautiere are *never* priests; they have an inherent distrust – some would say hatred – for deities of all sorts.

HABITAT/SOCIETY: The gautiere cast themselves in the role of wanderers and nomads, roaming the ever-changing dunes of their plane in search of nothing. As the legendary tiere were absolute in their devotion and later their quest for vengeance, so the gautiere are absolute in their resigned acceptance of their race's position, hovering on the edge of oblivion.

They organize themselves in small tribes of 4d6+10 individuals. It is rare that outsiders encounter an entire tribe, however, for they keep themselves well hidden. Far more commonly, travelers meet a hunting party as it hunts the few other creatures native to this plane (they prefer vargouilles, mephits, and large, spiny sand-fish). The gautiere are evil, but they are not devious – they are straightforward in their malevolence, blatant in their cruelty. They are brutal and uncaring when it comes to others, willing to let another die if saving that life might put the gautiere at risk. Some take this cruelty a step further, becoming wantonly sadistic and belligerently violent.

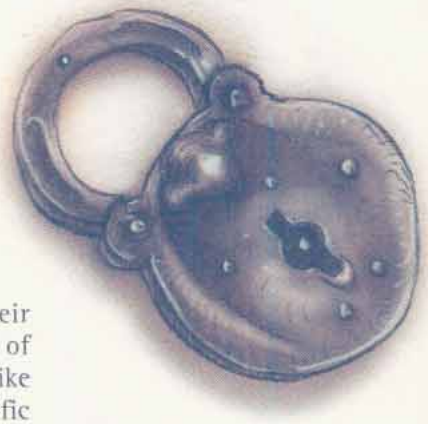
Gautiere take mates and have young as other races do, but their life is one of constant, minute-to-minute struggle. The wind never stops and the food is scarce. Water is scarcer still. Because of these difficulties, the heartless gautiere cling to their tribes and diligently follow the orders of their tribal leaders (individuals with +1 hp per Hit Die, a Strength score of 19, an Intelligence score of 15–16, and possible spell use).

ECOLOGY: No matter what their origin, the gautiere are truly prisoners within their own plane. They cannot use portals to escape Carceri (even if they find the correct gate key), bound there by the nature of the plane. Only powerful magic cast by an outsider can allow them to leave – and very few wizards are going to go out of their way to thrust the gautiere upon the rest of the planes. The gautiere war with the gehreleths only when they must, and do whatever they can to avoid becoming embroiled in the Blood War.



Climate/Terrain:	Mechanus
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special (metal)
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Lawful neutral
No. Appearing:	1
Armor Class:	4
Movement:	6, Br 6
Hit Dice:	1 + 3
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d6 or by weapon
Special Attacks:	Command machinery, reduce armor
Special Defenses:	Meld with metal
Magic Resistance:	50%
Size:	S (4 feet tall)
Morale:	Steady (11)
XP Value:	975







Gear spirits come in many different forms, but their function remains the same: to tend the great gears of Mechanus and to ensure that they run smoothly. Unlike modrons, gear spirits are individuals who have specific tasks and specific gears assigned to them. Because of this, their shapes vary widely.

Though their name might indicate an incorporeal nature, gear spirits are actually pieces of living metal — machines who have free will. They are usually small, taking the form of a common mechanical device or tool. They have eyes, ears, noses, and so forth, but the placement of these is highly irregular. Individual spirits usually take a name based on their appearance. Some common names include Ball-and-Chain, Chair, Axle, and Padlock.

Combat: Though it isn't exactly a fearsome fighter, a gear spirit does have some abilities that give pause to those who face it in battle. For one thing, a gear spirit can change its arms to any tool it desires, including weaponry. It can even make a crossbow from itself, with unlimited bolts to fire.

Another, more dangerous, quality is the spirit's ability to *meld with metal*. As with a *meld with stone* spell, the gear spirit can merge with any kind of manufactured metal or machinery. Once it's blended with a machine, it can command the mechanical device to obey its will, but only within the functions of the device. For example, although a gear spirit could unlock a door or fire a ballista, it could not make a lamppost attack a

VE ARE NOT AMUSED BY YOUR FLESHLY ANTICS.
— CROWBAR THE GEAR SPIRIT

passerby – though it could make a wheel roll someone over.

Lastly, a gear spirit has the ability to *reduce armor*. Every time a spirit strikes someone in melee combat who is wearing metal armor, the AC value of that armor is reduced by one place. (The ability is inactive in ranged combat.) Magic bonuses are the last to be destroyed, and Dexterity bonuses are unaffected. When armor loses its last point of AC, the armor is considered completely destroyed.

Gear spirits are immune to mind-affecting spells and any spells that affect emotion. Like modrons, spells that drain life energy are also ineffective against these creatures. Furthermore, any attacks against these spirits involving fire, cold, or acid suffer a –1 penalty on all attack rolls; the creatures also gain a +1 bonus on saving throws versus these attack forms. However, gear spirits are highly vulnerable to rust, for their exterior decays at twice the rate of normal metal. There is no more horrifying fate for gear spirits than being shackled in a dank, wet cell and doomed to death by oxidization – except, perhaps, confronting a rust dragon.

HABITAT/SOCIETY: A gear spirit is unique to Mechanus, and its work on that plane is rumored to be essential for the smooth running of the gears. Thus, the modrons have, over the centuries, learned to dominate the gear spirits for the good of the gears. This means that the gear spirits are officially secured to their gears by the modrons – a fact that rankles the spirits just a little, even if what they are tied to is their beloved gears. Though they're lawful, gear spirits have more personality than modrons, and they resent the feeling of being underlings to the modrons.

There's some spirits who've found that such servitude rankles more than just a little. These creatures slip away from their duties, leaving the cog to spin unsupervised. Though there's only a small possibility that the gear's motion may be disrupted, there's certainly enough of a chance to warrant a modron task force to be sent after the errant spirit. Likewise, occasionally some gear spirits are affected by an urge very similar to the aborigine "walkabout"; that is, the gear spirits take it into their mind simply to wander off. In either case, it might take years to find the hiding or lost spirit, but the modrons'll continue looking for it until it is brought back to Mechanus – for it's only then that a new gear spirit can be formed. While a spirit's gone, the modrons do their best to keep the gear from malfunctioning, but they simply don't have the innate ties to it that a gear spirit does.

ECOLOGY: A gear spirit is inextricably tied to a gear, much like a nature spirit (such as a dryad) is tied to a specific tree or place. The gear spirit, unlike these other spirits, can leave its place by taking a piece of the gear with it. This portion holds the essence of the gear; if the gear spirit loses or misplaces the piece, the spirit sickens and dies within a month. Likewise, if the spirit's kept away from manufactured metals or machinery for a month, it dies. It simply can't abide being away from metal.

A few centuries ago it was reported that there was one gear spirit for every gear in Mechanus. If that's the case, then there's an awful lot of really small gears hidden away on that plane, because the population of gear spirits has grown considerably over the decades. The latest popular theory states that there's several gear spirits to a gear, but that they all share part of the gear's essence. This seems more likely than the one-to-one ratio hypothesis.



	Farastu	Kelubar	Shator
Climate/Terrain:	Carceri	Carceri	Carceri
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore
Intelligence:	Average (8–10)	Very (11–12)	Genius (17–18)
Treasure:	Nil	Nil	Nil
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil
No. Appearing:	1	1	1
Armor Class:	-1	-2	-3
Movement:	15, Fl 30 (C)	12, Fl 24 (C)	9, Fl 18 (C)
Hit Dice:	11	13	15
THAC0:	9	7	5
No. of Attacks:	3	3	3
Damage/Attack:	1d6+1/1d6+1/3d4 or weapon +7 (Strength bonus)	2d4/2d4/4d4 or weapon +9 (Strength bonus)	1d6+1/1d6+1/3d4 or weapon +9 (Strength bonus)
Special Attacks:	Battle frenzy, adhesive	Stench, acidic slime	Magical weapons
Special Defenses:	Adhesive, +1 or better weapons to hit	+2 or better weapons to hit	Immune to nonmagical attacks, +3 or better weapons to hit, +2 to surprise rolls
Magic Resistance:	50%	50%	50%
Size:	M (7′ tall)	M (6 1/2′ tall)	M(6′ tall)
Morale:	Champion (15–16)	Champion (15–16)	Fanatic (17–18)
XP Value:	14,000	17,000	22,000

Among the forbidden books in the library of Everhaite is a text on gehreleth society, *The Three Bodies of Evil* by Carlvian Everhaite, an otherwise anonymous drow wizard. Fragments of the text are known to men, notably a poetic redaction entitled *Calls of ye Lower Planes* by Nephrosis Curwen. Here are some of his remarks on gehreleth society.

"The Gehreleth are known to worship or honor a patron deity called Apomps, the Three-sided One. This entity not only can manifest as any of the three Gehreleth races, it is in fact directly supposed to be the father and promoter of each Gehreleth. The Three-sided One breathes life into the fallen and rotting corpses of those foolish enough to venture into the Lower Planes transforming them into Farastu. This entity presents each of the Gehreleth an obsidian triangle, which is considered the personal link they have with Him. This is their only loyalty. Should the triangle for any reason be taken from them, they will do much to retrieve it. Possession of the triangle, I suspect, allows each Gehreleth to posses the memories of the whole race to a limited extent. They know who has summoned others of their kind, and their plans of revenge can span the lives of many individuals.

"Each of the races has certain peculiarities. The Farastu and the Kelubar can undergo a lengthy and painful process of self-liquefaction into the secretion they most frequently exude. These pools of tar and slime can be bottled and stored for centuries as a kind of 'instant army.'

"The Farastu, if they are not banished after summoning, delight in setting themselves up as kings of stupid, easily bullied inhabitants of the local plane. The Farastu pursue this promotion as compensation for the servility they must observe in the Lower Planes. It is believed that the Three-sided One promotes this practice, as it permits him to know of the goings-on on other planes. Apomps seldom promotes a Farastu on any plane save for Carceri.

"The Kelubar are mad for wands and other small handheld magical items. By sneaking such easily concealed magical items back to the Lower Planes, the Kelubar can gain an important edge in the power struggles that characterize Gehreleth society.

"The Shator often travel to other planes for their favorite occupation — writing. Shator works are of two categories: magical texts on how to summon creatures from the Lower Planes other than Gehreleth (usually named creatures that the Gehreleth have some particular hatred for), and philosophical texts that promote ideas of futility and cosmic angst. When dwelling in the Prime Material Plane, the Shator hide behind a human whom they set up a philosopher or poet. These men and women come to bad ends when the Shator has decided that its mission is done.

"When dwelling on other planes, the Shators' favorite pets are chimerae. Oddly, they sometimes show concern for these beings, treating them like a human treats a kitten."





FARASTU

The farastu are tall, slender humanoids with long arms and heads. Their Strength is 19 (+7 damage adjustment), and they weigh about 420 pounds. They are the commoners of Carceri.

COMBAT: Farastu are wicked things that attack any nongehreleth they encounter. They often fight to the death, ignoring morale rolls.

Although the vile farastu have several spell-like and special abilities, they prefer to enter combat with their two claws (1d6+1 damage) and fangs (3d4 damage).

A farastu reaches a battle frenzy after six rounds of combat or when reduced to half normal hit points. In a frenzy the farastu doubles its number of normal attacks, and all attack rolls get a +2 bonus.

Farastu gehreleths secrete a black, tarlike substance that is slightly adhesive (5% chance that anything it touches sticks). If an attacking farastu sticks to its opponent, the opponent gains another attack sequence immediately. If an attacking opponent sticks to the farastu, the farastu gains a +4 attack roll bonus and the stuck opponent loses initiative. If a weapon sticks to the farastu, there is a 25% chance that it is jerked from the attacker's grip. It takes one round to pull away a stuck weapon.

A farastu can employ the following spell-like powers at 11th level of spell use, one at a time, once per round: *detect good*, *detect invisibility*, *detect magic*, *dispel magic* (twice per day), *ESP*, *fear*, *fog cloud* (3 times per day), *invisibility*, *tongues*, and *weakness* (reverse of *strength*, 3 times per day). Farastu gehreleths can *gate* in 1–2 additional farastu once per day with a 40% chance of success.

Farastu are harmed only by +1 or better weapons. Acid or poison have no effect. Farastu gehreleth take half damage from cold- and fire-based attacks. They are immune to *fear* of all types, as well as all illusions and phantasms. Farastu have 120' infravision.

Gehreleths inhabit Carceri, part of the killing grounds in the eternal Blood War. However, these fiends take no part in the conflict, instead roaming Carceri as random agents of destruction. Gehreleths look disgusting and unsightly.

Gehreleths speak a guttural language of their own, but use their *tongues* ability to communicate with others.

⊕Y! WHA+'RE VER LO⊕KIN' A+, BERK? VER AIN'+ SO SWEE+ YERSELF!

— IREVIS, A FARAS+U, +⊖ A CLUELESS PRIME BEFORE HE A+E HIM

KELUBAR

Kelubar are slimy, ebon humanoids, shorter than farastu and thicker in the lower torso and limbs. Their hands are large and their huge heads oval; the horizontal axis is longest. Their effective Strength is 20 (+8 damage adjustment), and they weigh close to 500 pounds. They are the middle class of Carceri.

COMBAT: Kelubar are known as "slime gehreleths" because their skin constantly exudes a slimy secretion with a debilitating odor. Anyone within 30 feet of a kelubar in combat must successfully save vs. poison or be incapacitated for 1–10 melee rounds.

Kelubar attack with their nails (2d4 damage) and teeth (4d4 damage). In addition, each attack inflicts 1d6 damage due to the acidic nature of the kelubar's slime (save vs. poison for half damage).

Kelubar can employ all of the spell-like abilities available to farastu, plus these, at 13th level of spell use: *ray of enfeeblement* (once per day) and *spider climb*. Once per day a kelubar can attempt to *gate* in 1–2 additional kelubar (40% chance) or 1–2 farastu (60% chance).

Kelubar are completely immune to fire, acid, cold-based, and poison attacks. Weapons of less than +2 enchantment do no harm. They have infravision to 120'.



WHAT'S THAT I SPY IN THE DARK?
A LONELY LITTLE ELF?
PERHAPS I CAN BE OF ASSISTANCE. . . .

— TALAF THE SLIMER,
COMING UPON A LOST ADVENTURER
IN CARCERI

SHATOR

Shator are 6′ tall, squat and broad. Their humanoid form appears draped in shaggy skins. Their huge heads are mostly mouth, with jaws like a giant bulldog. Their Strength is 21 (+9 damage adjustment), and they weigh 560 pounds. Shators are the nobility of Carceri.

COMBAT: The greatest of the gehreleths, shators are the most intelligent and cunning of the gehreleths. In combat they choose their best option, often favoring their spell-like abilities over physical attacks and retreating from stronger opponents. Due to their sharp senses shators have a +2 bonus on their surprise rolls.

Shators attack with two claws (1d8+1 damage) and bite (5d4 damage). They can also wield weapons (45% chance for magical weapon). Both weapon and natural attacks gain Strength bonuses.

Shators can use all the spell-like abilities available to the farastu, plus the following, at 15th level of spell use: *beguile* (as a *rod of beguiling*, once per day), *cloudkill* (once per day), *ray of enfeeblement* (3 times per day), and *stinking cloud* (3 times per day). A shator can always *gate* in either 1–6 farastu or 1–4 kelubar. They have a 30% chance to summon 1–2 shators. They can summon only once per day.

The shator gehreleth is immune to all nonmagical attacks (fire, acid, cold, etc.) and to mind-affecting and illusion spells. No magical weapon of less than +3 enchantment affects them. All edged weapons have −1 penalties to hit and damage a shator. They have 120′ infravision.

HABITAT/SOCIETY: Few societies on the Lower Planes are stranger than that of the gehreleths. These enigmatic fiends fight without mercy against intruders, but have never been known to attack one another. Explanations for this puzzle range from instinct to intra-species empathy; no explanation yet advanced answers all the facts.

The gehreleths are the "summoning stock" of the Lower Planes. A wizard or priest who summons a lower-planar creature often gets a gehreleth – unfortunately. Gehreleths are dangerous to summoners because they avenge deeds they are forced to perform, often plotting revenge for many years. They never forget. Gehreleths, particularly the farastu, may even disobey a summoner, regardless of the importance of the mission. They are stubborn and hate servitude.

Despite their chaotic nature, the gehreleths pragmatically observe a class system based on raw power. The farastu are the lower class and sometimes servants. Kelubar form the middle class, shators the upper class and commanders.

ECOLOGY: Gehreleths are spawned from the decaying bodies of beings that have traveled to the Lower Planes and died there. Some unidentified evil power gives them life and motivates them to destroy. They produce nothing of value and serve no purpose to anything around them.

Freshly transformed cadavers always become farastu. If a greater gehreleth is destroyed, an existing lesser rises in status and take its place; the lesser farastu ranks are replenished from new corpses.

Normally there are 3,333 of each variety of gehreleth. When the Blood War on the Lower Planes rages its strongest, the gehreleths increase their numbers to twice normal. Because they never take part in the war and are independent of the baatezu and tanar'ri, presumably this population increase protects them from *both* sides.



Geist

Climate/Terrain:	Any (border ethereal)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night (usually)
Diet:	Nil
Intelligence:	Varies
Treasure:	Nil
Alignment:	Varies
No. Appearing:	1
Armor Class:	10
Movement:	Fl 12 (A)
Hit Dice:	Nil
THAC0:	Nil
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Panic
Special Defenses:	Invulnerable
Magic Resistance:	Special
Size:	M (6′ tall)
Morale:	Fearless (19–20)
XP Value:	0



A geist is the undead spirit of a person. It resembles a ghost or haunt, but is relatively harmless. It is a transparent image of the person at the moment of death. Since death can be violent, geists may have broken necks or gaping, fatal wounds. Others, who died more peacefully or perhaps as a result of poison, may show no outward signs of trauma. Geists always appear to be clothed in the garments they wore at the time of death.

These spirits leave no trace of themselves on the real world. They have no odor, and cannot manipulate physical objects. Even the sight and sound of a geist is elusive; like a hallucination, it is only seen and heard in a person's mind. Characters who are protected from mental attacks cannot perceive a geist. At times a geist may wish to be witnessed by some people in a group but not others. The geist can choose who will sense it and who will not.

Geists can speak, and choose who will hear them. Language is not a barrier; a geist speaks the universal language of the mind.

Combat: A geist cannot engage in combat; its most powerful weapon is speech. An Armor Class of 10 has been provided above because characters may attempt to strike it. Any "hit" passes right through the geist's body. The spirit may pretend to attack a character, but its attacks pass through the victim's body harmlessly.

The sight of a geist is highly alarming. Usually, viewers assume that they are seeing a ghost or haunt. Characters who see a geist must make a successful Fear Check or flee in panic. If the geist is particularly gruesome, a Horror Check may be in order.

A geist can give the impression it is teleporting. It decides to not be visible, moves to a new spot, and becomes visible again. It can move through any physical object unimpeded. Magical wardings do keep a geist out, however.

Spells or magical items cannot divine information about a geist, such as its alignment, truthfulness, etc. A *true seeing* spell or equivalent magic allows a character to perceive a blurry, white image of the geist even when it chooses to be invisible. *Dismissal, banishment, wish, abjure,* and *holy word* spells (or equivalent magic) will send the geist to its final resting place. Otherwise, it is immune to all magic and all spells.

Habitat/Society: A geist can exist in any climate. It usually haunts the location of its death, and its territory is limited to a single building or small area. In rare cases, a geist may be able to roam farther.

As solitary undead creatures, geists have no society of their own. A geist may be willing to talk to living beings, however. Its personality and alignment at the time of death determine its attitude and reactions. Some geists are helpful, while others spread lies and confusion.

Ecology: A geist is created when a person dies traumatically. Usually there is some deed left undone or some penance to be paid. The spirit of the person refuses to leave the plane (or demiplane) on which he died, becoming a geist instead.

Greater Geist

These spirits can cast illusions that include sound. However, the illusions always have a transparent quality to them and are never believed to be real. The greater geist can make itself appear as solid flesh, though it is not. It can alter the appearance of its clothing and the condition of its body. For example, it might choose to remove its head and carry it around. It cannot change its appearance to resemble another person. Most often, however, a greater geist looks as it did at the time of death.

	Air	Fire	Sand	Water
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Tribe	Tribe	Tribe	Tribe
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	5	5	5	5
MOVEMENT:	Fl 12 (B)	18	9	Sw 12
HIT DICE:	½ master's level	½ master's level	½ master's level	½ master's level
THAC0:	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-6	1-6	2-12	1-6
SPECIAL ATTACKS:	Nil	Produce flame	Nil	Nil
SPECIAL DEFENSES:	Fly	Nil	Nil	Breathe water
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (8" to 12")	S (8" to 12")	S (8" to 12")	S (8' to 12")
MORALE:	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen
LEVEL/XP VALUE:	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)

Gen are small elemental genies who willingly serve as magical familiars to the sha'ir, the special mages of the Land of Fate. Sha'ir cannot work magic without them, as gen are the creatures responsible for seeking out the magic which a sha'ir wishes to use, searching through the elemental planes for pockets of elemental and other magic to power their master's spells. The various gen are also called wind gen or djinnlings, sand gen or daolani, sea gen or maridans, and fire gen or efreetikin.

Gen resemble the province they represent. Wind gen are small air sprites with bluish skin and white hair. They are unnaturally thin and their skin seems almost transparent in bright light. Their color and mood are sometimes related to the weather; a wind gen before a storm turns dark grey and fidgety, a wind gen on a beautiful calm day is quiet and pale blue.

Fire gen are miniature fire spirits with ebony skin and long, flame-red hair. Their fingers end in long, reddish claws that they wiggle constantly. They are hyperkinetic —getting a fire gen to sit still is impossible. Fire gen are also pyromaniacs and must be tightly controlled to prevent them from playing the arsonist.

Water gen are small water spirits with greenish skin and bluish eyes and hair. Their hair is often wet and matted with seaweed or tangled with bits of flotsam. They are graceful whether in or out of water. They enjoy decorating themselves with pearls, shells, and other treasures of the sea.

Sand gen have tan skin and jet black hair, and their bodies are squat enough to resemble globes with limbs. They tend to move with a certain clunky weight. They care nothing for gems and jewelry except insofar as they are tasty.

All gen are short, a maximum of 1' tall. When appearing and disappearing to fetch and return with spells for their masters, they fade into their element. Sand gen sink into the floor, fire gen slow down and fade like dying coals, wind gen disappear like a sudden breeze, and water gen either dissolve into the nearest body of water or evaporate into the sky.

Combat: Wind, fire, and water gen are weak in combat, causing only 1d6 damage with their tiny hands or claws. However, all gen have various elemental abilities they use to their advantage. The wind gen can fly and will avoid melee whenever possible. Flame gen can produce flame at will and generally do unless prohibited by their sha'ir. They will not use this flame to burn an opponent, but may attempt to ignite clothing or some part of an opponent's surroundings, causing burn damage indirectly. Water gen can breathe underwater and swim well. Sand gen use their great strength to inflict greater damage (2d6) than might be expected for their size.

All gen make saving throws at twice their master's current level or HD. All attack forms based on any gen's element suffer a -2 penalty, all saving throws against that element are at +2, and all damage from that form of attack is at -2 per die. This magical protection applies to the gen at all times.

Habitat/Society: Gen are menial servitors among the elemental planes, fetching and carrying for their masters. When its master dies, it returns to its elemental plane. When a gen dies, the sha'ir suffers, but a gen can be restored to life.

Wind gen are often aloof and moralistic. They tend to give their masters unwanted advice about everything that they are doing wrong and how people could be better and happier.

Fire gen are malicious and judgmental. If given a moment alone, they will start fires, pry into places they are not wanted, and pontificate on the faults of everyone they see.

Maridans are capricious and playful. Their feelings are hurt easily when their pranks and playfulness are rebuffed.

Sand gen are tactless and direct. They simply tell what they know, and they have little sympathy for anyone in trouble. They think about their own needs first, and they are not shy about letting their masters know what they want.

Ecology: When left to themselves, gen rarely form societies of their own; they are almost inevitably captured and bound to servitude by more powerful creatures of the elemental planes. Their simple needs are provided for by their masters, and gen are fanatically loyal to their masters.

	Djinni	Dao	Efreeti	Marid	Jann
CLIMATE/TERRAIN:	Air	Earth	Fire	Water	Any land
FREQUENCY:	Very rare	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Caliphate	Khanate	Sultanate	Padishate	Amirate
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average to highly (8-14)	Low to very (5-12)	Very (11-12)	High to genius (13-18)	Very to exceptional (11-16)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic good	Neutral evil	Neutral (lawful evil)	Chaotic neutral	Neutral (good)
NO. APPEARING:	1	1	1	1	1-2
ARMOR CLASS:	4	3	2	0	2 (5)
MOVEMENT:	9, Fl 24 (A)	9, Fl 15 (B), Br 6	9, Fl 24 (B)	9, Fl 15 (B), Sw 24	12, Fl 30 (A)
HIT DICE:	7+3	8+3	10	13	6+2
THAC0:	13	11	11	7	15
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	2-16 (2d8)	3-18 (3d6)	3-24 (3d8)	4-32 (4d8)	1-8 + Strength bonus or by weapon + Strength bonus
SPECIAL ATTACKS:	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	25%	20%
SIZE:	L (10 1/2' tall)	L (8'-11' tall)	L (12' tall)	H (18' tall)	M (6'-7' tall)
MORALE:	Elite (13-14)	Champion (15-16)	Champion (15-16)	Champion (16)	Champion (15)
XP VALUE:	5,000 Noble: 11,000	5,000	8,000	16,000	3,000 (+1,000 per added Hit Die)

Genies come from the elemental planes. There, among their own kind, they are have their own societies. Genies are sometimes encountered on the Prime Material plane and are often summoned specifically to perform some service for a powerful wizard or priest. All genies can travel to any of the elemental planes, as well as the Prime Material and Astral planes. Genies speak their own tongue and that of any intelligent beings they meet through a limited form of telepathy.

Djinni

The djinn are genies from the elemental plane of Air. It should be noted that "djinn" is the plural form of their name, while "djinni" is the singular.

Combat: The djinn's magical nature enables them to do any of the following once per day: *create nutritious food* for 2d6 persons and *create water* or *create wine* for 2d6 persons; *create soft goods* (up to 16 cubic feet) or *create wooden items* (up to 9 cubic feet) of a permanent nature; *create metal*, up to 100 pounds weight with a short life span (the harder the metal the less time it lasts; gold has about a 24 hour existence while djinni steel lasts only one hour); *create illusion* as a 20th-level wizard with both visible and audible components, which last without concentration until touched or magically dispelled; use *invisibility*, *gaseous form*, or *wind walk*.

Once per day, the genie can create a whirlwind, which the it can ride or even direct at will from a distance. The whirlwind is a cone-shaped spiral, measuring up to 10 feet across at its base, 40 feet across at the top, and up to 70 feet in height (the djinni chooses the dimensions). Its maximum speed is 18, with maneuverability class A. The whirlwind's base must touch water or a solid surface, or it will dissolve. It takes a full turn for the whirlwind to form or dissolve. During that time, the whirlwind inflicts no damage and has no other effect. The whirlwind lasts as long as the djinni concentrates on it, moving at the creature's whim.

If the whirlwind strikes a non-aerial creature with fewer than 2 Hit Dice, the creature must make a saving throw vs. breath weapon for each round of contact with the whirlwind, or be swept off its feet, battered, and killed. Hardier beings, as well as aerial or airborne creatures, take 2d6 points of damage per round of contact with the whirlwind.

A djinni can ride its whirlwind and even take along passengers, who (like the djinni) suffer no damage from the buffeting winds. The whirlwind can carry the genie and up to six man-sized or three genie-sized companions.

Airborne creatures or attacks receive a −1 penalty to attack and damage rolls against a djinni, who also receives a +4 bonus to saving throws against gas attacks and air-based spells.

Djinn are nearly impossible to capture by physical means; a djinni who is overmatched in combat usually takes to flight and uses its whirlwind to buffet those who follow. Genies are openly contemptuous of those life forms that need wings or artificial means to fly and use *illusion* and *invisibility* against such enemies. Thus, the capture and enslavement of djinn is better resolved by the DM on a case-by-case basis. It is worth noting, however, that a good master will typically encourage a djinni to additional effort and higher performance, while a demanding and cruel master encourages the opposite.

Djinn are able to carry up to 600 pounds, on foot or flying, without tiring. They can carry double that for a short time: three turns if on foot, or one turn if flying. For each 100 pounds below the maximum, add one turn to the time a djinni may walk or fly before tiring. A fatigued djinni must rest for an hour before performing any additional strenuous activity.

Habitat/Society: The djinn's native land is the elemental plane of Air, where they live on floating islands of earth and rock, anywhere from 1,000 yards to several miles across. They are crammed with buildings, courtyards, gardens, fountains, and sculptures made of elemental flames. In a typical djinn landhold there are 3d10 djinn of various ages and powers, as well as 1d10 jann and 1d10 elemental creatures of low intelligence. All are ruled by the local sheik, a djinn of maximum hit points.

The social structure of Djinn society is based on rule by a ca-

liph, served by various nobles and officials (viziers, beys, emirs, sheiks, sheriffs, and maliks). A caliph rules all the djinn estates within two days' travel, and is advised by six viziers who help maintain the balance of the landholdings.

If a landhold is attacked by a large force, a messenger (usually the youngest djinni) is sent to the next landhold, which sends aid and dispatches two more messengers to warn the next landholds; in this fashion the entire nation is warned.

Noble Djinn

Some djinn (1%) are "noble" and are able to grant three *wishes* to their masters. Noble djinn perform no other services and, upon granting the third *wish* are freed of their servitude. Noble djinn are as strong as efreet, with 10 Hit Dice. They strike for 3d8 points of damage, and the whirlwinds they create cause 3d6 hit points of damage.

Dao

A dao is a genie from the elemental plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Prime Material plane to work evil. Dao speak all of the languages of the genies, as well as Common and the tongue of earth elementals.

Combat: The dao's magical abilities enable them to use any of the following magical powers, one at a time, once each per day: *change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force,* and *wall of stone.* They can also fulfill another's *limited wish* (in a perverse way) once each day. Dao can use *rock to mud* three times per day and *dig* six times per day. Dao perform all magic as 18th-level spellcasters.

A dao can carry up to 500 pounds without tiring. Double weight will cause tiring in three turns, but for every 100 pounds of weight under 1,000, the dao may add one turn to the duration of its carrying ability. After tiring, a dao must rest for one hour. Dao can move through earth (not worked stone) at a burrowing speed of 6. They cannot take living beings with them, but can safely carry inanimate objects.





Dao are not harmed by earth-related spells, but holy water has twice its normal effect upon these monsters.

Habitat/Society: The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material plane. Dao settle pockets of elemental matter on their own plane, bending those pockets to their will and desire. A dao mazework contains 4d10 dao, as well as 8d10 elemental and non-elemental slaves. Each mazework is ruled by an ataman or hetman who is advised by a seneschal. The loyalty of a mazework's ataman to the Great Dismal Delve is always questionable, but the seneschals are chosen by the khan of the dao, and their loyalty is to him alone.

The khan of the dao lives at the center of the great mazework called the Great Dismal Delve. The land within the delve is said to be larger than most Prime Material continents. The Great Dismal Delve is linked to all manner of elemental pockets, so the khan can call forth whatever powers he needs. The population of dao in the delve is unknown, as is the number of slaves that constantly work the tunnels and clear away damage caused by the quakes which frequently shake it.

Dao dislike servitude as much as efreet and are even more prone to malice and revenge than their fiery counterparts.

Ecology: The dao manage a thriving business of trade, driven by a desire for more power and access to precious gems. High on their list of hatreds are most other genies (except efreet, with whom they trade worked metals for minerals). They also have little use for other elemental creatures; the dao value these only if they can exploit them in some fashion.

Efreet

The efreet (singular: efreeti) are genies from the elemental plane of Fire. They are enemies of the djinn and attack them whenever they are encountered. A properly summoned or captured efreeti

can be forced to serve for a maximum of 1,001 days, or it can be made to fulfill three *wishes*. Efreet are not willing servants and seek to pervert the intent of their masters by adhering to the letter of their commands.

The efreet are said to be made of basalt, bronze, and solid flames. They are massive, solid creatures.

Combat: An efreeti is able to do the following once per day: grant up to three *wishes;* use *invisibility, gaseous form, detect magic, enlarge, polymorph self,* and *wall of fire;* create an *illusion* with both visual and audio components which will last without concentration until magically dispelled or touched. An efreeti can also produce flame or use *pyrotechnics* at will. Efreet are immune to normal fire-based attacks, and even an attack with magical fire suffers a −1 penalty on all attack and damage rolls.

Efreet can carry up to 750 pounds on foot or flying, without tiring. They can also carry double weight for a limited time: three turns on foot or one turn aloft. For each 150 pounds of weight under 1500, add one turn to either walking or flying time permitted. After tiring, the efreeti must rest for one hour.

Habitat/Society Efreet are infamous for their hatred of servitude, desire for revenge, cruel nature, and ability to beguile and mislead. The efreet's primary home is their great citadel, the fabled City of Brass, but there are many other efreet outposts throughout the plane of Fire.

An efreet outpost is a haven for 4d10 efreet and is run as a military station to watch or harass others in the plane. These outposts are run by a malik or vali of maximum normal hit points. There is a 10% chance that the outpost is also providing a temporary home for 1d4 jann or 1d4 dao (the only other genies efreet tolerate). Outpost forces are usually directed against incursions from the elemental plane of Air, but they can be directed against any travelers deemed suitable for threats, robbery, and abuse.

Efreet are neutral, but tend toward organized evil. They are ruled by a grand sultan who makes his home in the City of Brass. He is advised by a variety of beys, amirs, and maliks concerning actions within the plane, and by six great pashas who deal with efreet business on the Prime Material plane.

The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is often bordered by seas of magma and lakes of glowing lava. The city sits upon a hemisphere of golden, glowing brass some 40 miles across. From the upper towers rise the minarets of the great bastion of the Sultan's Palace. Vast riches are said to be in the palace of the sultan. The city has an efreet population that far outnumbers the great cities of the Prime Material plane. The sultan wields the might of a Greater Power, while many of his advisors are akin to Lesser Powers and Demi-Powers.

Ecology: Fire elementals tend to avoid the efreet, whom they feel are oppressive and opportunistic. Djinn hate them, and there have been numerous djinn-efreet clashes. Efreet view most other creatures either as enemies or servants, a view that does not endear them to other genies.

Marid

The marids are said to be born of the ocean, having currents for muscles and pearls for teeth. These genies from the elemental plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Prime Material plane that many consider marids to be creatures of legend only.



Combat: Marids perform as 26th-level spellcasters, and can use any of the following magical powers, one at a time, twice each per day: *detect evil, detect good, detect invisibility, detect magic, invisibility, liquid form* (similar to *gaseous form*), *polymorph self,* and *purify water.* Marids can use any of the following up to seven times per day: *gaseous form, lower water, part water, wall of fog,* or *water breathing* (used on others, lasting up to one full day). Once per year a marid can use *alter reality.*

Marids can always *create water,* which they may direct in a powerful jet up to 60 yards long. Victims struck by the jet take 1d6 points of damage and must make a successful saving throw vs. breath weapon or be blinded for 1d6 rounds. Marids also have the innate ability to *water walk* (as the ring).

A marid can carry 1,000 pounds. Double weight causes tiring in three turns. For every 200 pounds under 2,000, add one turn to the time the marid can carry before tiring. A tired marid must rest for one hour.

Marids swim, breathe water, are at home at any depth, and have infravision. They are not harmed by water-based spells. Cold-based spells grant them a +2 bonus to saving throws and −2 to each die of damage. Fire inflicts +1 per die of damage, with saving throws at a -1 penalty. Steam does not harm them.

Habitat/Society: Marids live in a loose empire ruled by a padisha. Each marid lays some claim to royalty; they are all shahs, atabegs, beglerbegs, or mufti at the very least. There have often been several simultaneous "single true heirs" to the padisha's throne through the eons.

A marid household numbers 2d10 and is located around loosely grouped elemental pockets containing the necessities for marid life. Larger groups of marids gather for hunts and tournaments, where individual effort is heavily emphasized.

Marids are champion tale-tellers, although most of their tales emphasize their own prowess, and belittle others. When communicating with a marid, one must attempt to keep the conversation going without continual digression for one tale or another, while

not offending the marid. Marids consider it a capital offense for a lesser being to offend a marid.

Marids are both fiercely independent and extremely egoistical. They are not easily forced to perform actions; even if convinced through flattery and bribery to obey, they often stray from their intended course to seek some other adventure that promises greater glory, or to instruct lesser creatures on the glories of the marids. Most mages skilled in summoning and conjuration consider marids to be more trouble than they are worth, which accounts for the great lack of items of marid control (as opposed to those affecting efreet and djinn).

Marids can travel the Ethereal plane, in addition to those planes to which all genies can travel.

Ecology: Marids tolerate their genie relatives, putting up with jann and djinn like poor cousins, while they have an aversion to efreet and dao. Their attitude toward the rest of the world is similar; most creatures from other planes are considered lesser beings, not fit to be bothered with unless one lands in the feast hall at an inopportune time.

Jann

The jann are the weakest of the elemental humanoids known collectively as genies. Jann are formed out of all four elements and must therefore spend most of their time on the Prime Material plane. In addition to speaking Common and all the languages of genies, jann can speak with animals.

Combat: Jann often wear chain mail armor (60% chance), giving them an effective AC of 2. They typically use great scimitars which inflict 2d8 damage to small and medium creatures, and 4d4 points of damage to larger opponents. They also use composite long bows. Male jann have exceptional Strength scores; roll percentile dice for their Strengths. For female jann, roll percentile dice and subtract 50; anything above 0 indicates percentage Strength equal to that number, while anything below indicates 18 Strength.

Jann can use one the following magical powers each round: *enlarge* or *reduce*, twice each per day; *invisibility* three times per day; *create food and water* once per day as a 7th-level priest; and *etherealness* (as the armor) once per day for a maximum of one hour. Jann perform at 12th-level ability, except as noted.

Habitat/Society Jann favor forlorn deserts and hidden oases, where they have both privacy and safety. Jann society is very open, and males and females are regarded as equals. A tribe is made up of ld20+10 individuals and is ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are given the title of amir, and in times of need they gather and command large forces of jann (and sometimes allied humans).

Many jann tribes are nomadic, traveling with flocks of camels, goats, or sheep from oasis to oasis. These itinerant jann appear human in every respect, and are often mistaken for them, unless they are attacked. Jann are strong and courageous, and they do not take kindly to insult or injury. The territory of a jann tribe can extend hundreds of miles in any direction.

While traveling, male jann live in large, colorful tents with their wives and married male children, and their families. Married daughters move away to live with their new husbands. When a family eventually grows large enough that it can no longer reside comfortably in the tent, a new tent is built, and a son takes his wife and family with him to this new dwelling. At permanent oases, the jann live not only in tents, but also in elegantly styled structures built from materials brought from any of the elemental planes.



Jann are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the elemental planes, to which any janni can travel, even taking up to six individuals along if those others hold hands in a circle with the janni. Failure to return to the Prime Material plane within 48 hours inflicts 1 point of damage per additional hour on the jann, until the jann dies or returns to the Prime Material plane. Travel to another elemental plane is possible, without damage, providing at least two days are spent on the Prime Material plane immediately prior to the travel.

Ecology: Jann are suspicious of humans, dislike demihumans, and detest humanoids. Jann accept djinn, but shun dao, efreet, and marids. They sometimes befriend humans or work with them for a desired reward, like potent magical items.

One ethic the jann share with other nomads is the cultural demand for treating guests with honor and respect. Innocent visitors (including humans) are treated hospitably during their stay, but some day might be expected to return the favor.

Jann Leaders: Jann leaders have 17-18 Intelligence, and 10% have 19 Strength. Sheiks have up to 8 Hit Dice, amirs up to 9. Viziers have 17-20 Intelligence and the following magical powers, each usable three times per day at 12th-level spellcasting ability: *augury, detect magic*, and *divination*.

Genie, Noble Dao

CLIMATE/TERRAIN:	Elemental earth, mountains
FREQUENCY:	Very rare
ORGANIZATION:	Khanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Exceptional (11-16)
TREASURE:	U,Q(x10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 21 (B), Br 9
HIT DICE:	12+3
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-24/4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (12' tall)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	11,000



Noble dao are the rulers of the genies from the Elemental Plane of Earth. They command earth elementals, dao, xorn, and other slaves who toil for them searching for the gems they prize. Their attitude toward all other races can best be described as callous.

Noble dao are bald and squat, and both sexes are fond of earrings, turbans, and heavy necklaces. Male dao nobles are fond of beards and moustaches, which they take great pride in and often sculpt into ridiculous points, curls, and blocky forms. Their skin varies in all the colors of earth and stone, from grey and brown to tan, white, and ebony. Their ears are pointed and their retractable fingernails are unnaturally durable claws of pure metal, capable of tearing through flesh and armor. These nails give their fingers a pudginess and a stiffness of movement that remains with them even in other forms.

Combat: Dao enjoy combat only when they already know the result. Their stratagems and plans for both melee and war revolve around stacking the deck in their favor as overwhelmingly as possible before a dispute even begins. They are great fans of spies, bribery, and mercenaries and will never fight any battle when someone else can be paid to do it and suffer the losses. However, when forced to defend themselves, noble dao are rarely unprepared. They generally seek to summon reinforcements and delay opponents while a crushing counterattack or ambush is prepared.

Noble dao can use any of the following spell-like abilities at will three times per day, one at a time: change self, detect good, detect magic, assume gaseous form, polymorph self, become invisible, fulfill the wish of a creature from the Prime Material Plane (in a perverse way), cause misdirection, passwall, create a spectral force, and create a wall of stone. Noble dao can cast *sand whisper* and *dust curtain* at will, *turn rock to mud* six times per day, and *dig* a dozen times per day. They can also cast *repulsion, stoneskin,* and *domination* once per day. Noble dao perform all magic at the 24th level of spell use. When in gaseous form, noble dao resemble a dusty cloud or sandstorm.

It is possible for dao nobles to carry up to 2,000 pounds without tiring. Double weight will cause tiring within three turns. (For every 200 pounds of weight under 4,000 the dao may add one turn to the duration of its carrying ability.) After tiring, a noble dao must rest for six turns. Note that dao can move through earth (not worked stone) at a burrowing rate of 9. They cannot take living creatures with them.

Noble dao are unaffected by all earth magics, but take three times normal damage from holy water. They are also immune to *maze* spells.

Habitat/Society: Noble dao rule various rifts of the Great Dismal Delve in the Plane of Elemental Earth, although many of them spend much of their time at the side of the khan who rules them all. Stately processions between their rift estates and the court of the khan occur frequently; in times of unrest dozens of noble processions may wind their way across the Great Dismal Delve every day as dao nobles attempt to protect their estates, possessions, mining dispensations, and trading rights from infringement or destruction. A dao mazework far from the Sevenfold Mazework is usually home to 1-6 noble dao, 4-40 common dao, and 8-80 elemental and nonelemental slaves—vassals, servants, and miners who continually expand the dao estate.

The Great Khan of the Dao rules in splendor in the Sevenfold Mazework, the city at the center of the Great Dismal Delve. The noble dao vary in power from the lesser atamen and hetmen who only visit the Sevenfold Mazework to the favored seneschals. The loyalty of the ataman or hetman who acts on the advice of a seneschal is always questionable, but the seneschals are always chosen by the khan of the dao, and their loyalty is to him alone.

The miles of three-dimensional convolutions and magical distortions which make up the Sevenfold Mazework are said to confuse even minotaur slaves, but noble dao understand its windings, twists, and spirals instinctively. Since each noble is occasionally given the unavoidable honor of paying for and supervising additions to the mazework, the khan is able to expand it perpetually at very little cost to himself. More rarely, an obsolete, unfashionable, or over-traveled section is closed off and filled with rubble from new digging elsewhere. The mazework connects to pockets of all the elements, and gates connect it to the other elemental planes.

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Light in the mazework is kept deliberately dim, as it is entirely lined with mica, pyrite, hematite, and carefully cut, reflective semi-precious stones—light is reflected over and over again down the corridors. Bright lights are used as alarms to instantly alert nearby chambers of some emergency. Dim colored lights serve as signals for slaves and servants to attend to the nobles.

Nobles of the court of the great khan live in self-contained sections of the Sevenfold Mazework known as halls or wings. A typical seneschal's residence might contain 1-6 male dao nobles, 2-12 female dao nobles, 4-24 common dao, 2-12 minotaurs, 10-100 elemental and nonelemental slaves. Summoned elemental creatures are either special servitors, slave overseers, or pets. The home of a minor noble dao who keeps a primary estate far away in the provincial sections of the Great Dismal Delve is typically home to half as many occupants as indicated above.

Female noble dao are responsible for the care and well-being of the slaves and the oversight of new excavations, though they may not choose where and how much to dig. This gives them considerable influence, though they are bound by custom to their mates in all other things. Some female dao are granted recognition as atamen and hetmen, but they are strictly excluded from the world of haggling and commerce (including the buying and selling of slaves). All dao consider trade too vulgar and dangerous for the female nobles to engage in. Some female dao nobles have, through special dispensations from the khan, been allowed to use their private holdings as the basis of lucrative money-lending businesses.

Ecology: Seneschal dao extract as much work from the atamen and hetmen as they can, and, likewise, atamen and hetmen push their slaves as hard as they dare. They are sharp traders, always able to turn business to their advantage; they are notoriously hard bargainers, especially with creatures not native to the Elemental Plane of Earth. They are always willing to see how far they can push a mercenary before he will betray them. Noble dao tend to see others only in terms of how much profit can be made from them or how much power can be gained over them.

Some dao take a perverse pleasure in destroying the possessions of others while increasing their own wealth and prestige. This is rare, as most noble dao would rather buy or steal a possession for themselves than destroy it. However, joy in the misfortune of others is an entrenched part of noble dao culture among the highest grades of nobles (those living in the Mazework itself). Building a new wing in the Sevenfold Mazework may become twice as difficult if the project is opposed by noble dao in wings nearby. Successful human traders have occasionally been sabotaged by envious dao. Dao nobles hate marid and djinn, but they are on speaking terms with efreet, who trade worked metal for minerals. All other elemental creatures are only of interest to the dao insofar as they can be exploited.

Great Khan of the Dao

The Great Khan of the Dao is also known by a multitude of titles including Ataman of the Mountains' Roots, Caravaneer of the Sevenfold Path, the Perfect Compass, the Stone Sultan, Carver of Destiny, Master of Traders, the Fountain of Wealth, and Balancer of All Earthly Accounts.

The Great Khan is always planning new engineering projects, and his followers surround him with new ideas for additions to the mazework, new caravans, financial tricks to turn greater profits on his trade routes, and inventions to increase the efficiency of his slaves. He is constantly accompanied and assisted in his work by 1-6 tasked builder genies, 3-30 common merchant dao, 2-20 common warrior dao, and 1-10 noble dao.

The Great Khan has all the abilities of a noble dao and access to all the spells of the province of sand magic once per day. In addition he may cast *suggestion* at will merely by speaking for a full round—no gestures are required. He can cast *maze* once per month. He has 25 Hit Dice and maximum hit points. The khan is immune to all weapons made of metal or stone, though wooden weapons affect him normally.

The khan is unusually fat for a dao, with none of the strength of limb that most of his nobles possess. However, his eyes are bright with schemes and he has a quick wit. He has a great interest in technological improvements such as optics, systems to transfer mechanical power from one set of belts and gears to another, alchemical findings, and developments in metallurgy and mining such as new pumps, shorings, and refining techniques.

The audience chamber of the Great Khan is called the Hidden Fulcrum of the Dao. It is hidden deep within the Sevenfold Maze, and not even all the noble dao know where it is. Visitors who desire an audience are expected to bribe guards and even noble dao to win entrance to the corridors of power. These gifts or bribes are often discussed quite bluntly, and the amounts vary from 10-80,000 gp. Once a bribe is taken, nothing may happen or the fortunate visitor may be informed (within 1-4 weeks) that a few moments of the khan's time have become available. All visitors are blindfolded and led through the mazework to the court, a process that requires several hours depending on which path is taken to the center. The khan has cunningly had the Hidden Fulcrum covered with mirrors that reflect his image all around the supplicants who visit him, so that his true location is very difficult to determine. The khan prefers to ask constant questions rather than listen to the pleading and presentations of visitors.

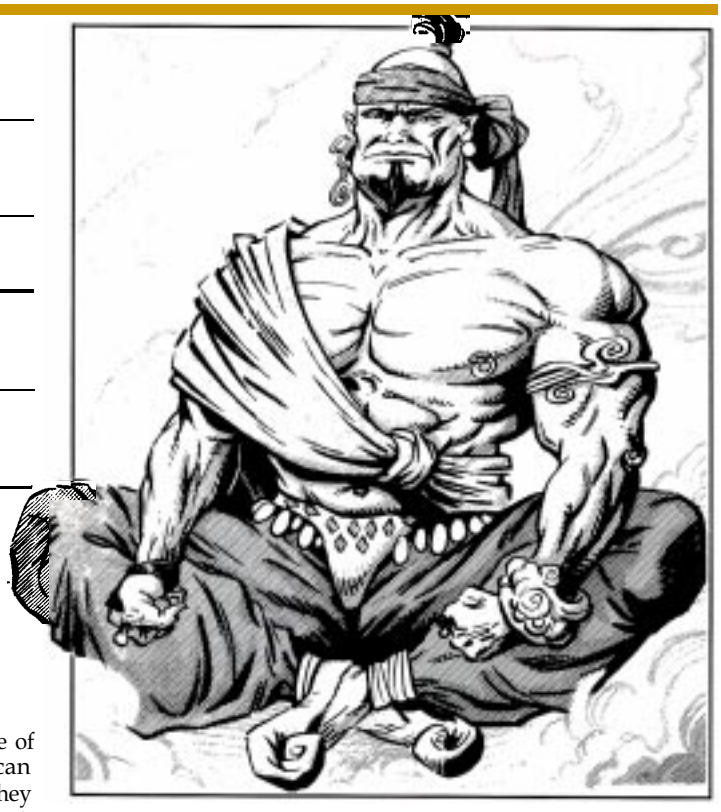
Supplicants are often advised to strip themselves of wealth before entering the mazework, as the khan prefers that his subjects and his audiences be humble and poor. Those poor souls who arrive resplendent in finery and jewels are generally asked to make gifts of their riches to the khan.

The Great Khan rarely leaves the environs of the Sevenfold Mazework; when he does it will be to accompany some vital caravan or to personally supervise the haggling for and obtaining of some great prize object or rare material needed for the magics found in the Mazework. (His caravans are usually comprised of 10-100 common dao and 1-3 noble dao.) The khan prefers to travel incognito when with merchant dao, as his well-known skills at appraising and haggling make others reluctant to deal with him if they recognize him.

When the Great Khan of the Dao travels to the Prime Material Plane, his arrival is always preceded by a powerful earthquake capable of shaking down fortress walls and altering the course of rivers. Once he has arrived he generally travels to the accompaniment of smaller tremors, as his processions often take him through hills and mountains rather than over them. In the desert, his procession (containing no less than 2-200 jann and 2-16 dao) creates a huge sandstorm wherever it passes.

Genie, Noble Djinn

CLIMATE/TERRAIN:	Elemental air, desert
FREQUENCY:	Very rare
ORGANIZATION:	Caliphate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13-18)
TREASURE:	U
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 36 (A)
HIT DICE:	10+3
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES	See below
MAGIC RESISTANCE:	10%
SIZE:	L (12′ tall)
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	10,000



Noble djinn are the rulers of all genies on the Elemental Plane of Air, and they are masters of the province of wind. They can speak their own tongue and that of any intelligent creature they meet through a limited form of telepathy. They never forget either a service or a slight from another creature.

Noble djinn pride themselves on being the tallest and fairest of their kind. They enjoy wearing jewelry and rich clothes to distinguish themselves even further from common djinn. They prefer loose, lightweight silks and cottons.

On their home plane, noble djinn are always accompanied by processions of 4-40 common djinn who are their courtiers, soldiers, fan-bearers, minstrels, grooms, and servants. On the Prime Material Plane, noble djinn are always carried by either an animal (such as an elephant or camel) or in a rich palanquin by four servants. Under no circumstances will they allow their feet to touch the ground. Ideally, of course, djinn nobles travel by air under their own power, but often wind and weather or the need to enter a city in grand style dictate that they travel near the ground. Noble djinn sneer at life forms unable to fly naturally and will generally hover over earthbound nobles of other races to make their point.

Combat: The noble djinn can create nutritious food for 4-24 people, create water or wine for 4-24 persons, create soft goods, including nonmagical cloth, wood, brass, copper, or tin items (up to 25, 16, and 9 cubic feet of each) with permanence, create iron, gold, platinum, and silver items of short life span (about 24 hours), create illusions with visual, thermal, audible, and tactile components which last without concentration until dispelled, become invisible, assume gaseous form, windwalk, or form a whirlwind. In their gaseous form, noble djinn resemble clouds. In addition, a noble djinni may cast *gust of wind* at will, *cloudkill* once per day, *control weather* once per week, and *airwalk* on up to seven other creatures once per day. Once per year, a noble djinni can cast *windtomb.* All noble djinn magic is cast as if at the 20th level of ability.

Noble djinn can grant three wishes to their masters, but if they are forced to grant such wishes they will undertake no other service; they are freed of their servitude upon granting the third wish. These wishes are only granted to creatures from the Prime Material Plane.

A noble djinni's whirlwind is a funnel 20′ across at its base, 60′ across at its top, and 100′ high. It requires five rounds to form and five rounds to fully dissolve. It lasts for as long as the noble djinni concentrates on it. Nonaerial creatures of less than three Hit Dice are swept away and killed by the whirlwind while hardier beings take 3-18 (3d6) points of damage. This whirlwind may also carry up to 15 man-sized creatures or 6 djinn- or jann-sized creatures, which may be protected from harm by the genie's will. Whether carried creatures are harmed by the whirlwind or not, they can be transported at a movement rate of 21 and a maneuverability class of B as long as the noble djinni's concentration is not disturbed.

Air-based attacks are utterly useless against noble djinn, including poison gases, gaseous breath weapons, *cloudkill, wind control,* and all elemental air spells.

Noble djinn are too intelligent and too powerful to be captured by physical means. Magically enslaved noble djinn will refuse to extend their abilities to the fullest for their masters unless they are constantly deferred to in matters of opinion (though they will still obey orders), given slaves of their own to replace the ones they no longer have at their disposal, and generally treated as equals or even superiors.

A noble djinni can carry up to 2,000 pounds either afoot or flying without a penalty to movement, though they consider such work beneath them. They can carry double that weight for three turns afoot or a single turn while flying. (For each 200 pounds less than the maximum, add one turn to the time before tiring.) A fatigued noble djinni must rest for six turns before attempting further strenuous activity.

Noble djinn rarely allow themselves to be drawn into direct combat with opposing forces, preferring to command common djinn or summoned creatures to fight for them while casting spells and giving orders. If possible, noble djinn will use their illusion and invisibility spell-like abilities to avoid combat altogether, and under no circumstances will they do combat in an unfavorable elemental environment, such as underground.

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Habitat/Society: Noble djinn are of two types. Most are local caliphs, sheiks, sherrifs, and maliks who rule over a small number of landholders. These noble djinn command small groups of djinn scattered throughout the Plane of Air. A typical local ruler commands 1-6 households, each of which consists of 3-30 djinn, 1-10 jann servants, and 1-10 elemental creatures of low intelligence. The local sheik or headman of each of these holdings is a djinn of maximum hit points. In general, noble djinn who dwell and rule on the Prime Material Plane command only a single household. Female noble djinn take part as leaders of their people, and they have more freedom than the common djinn.

Any holding attacked by a large or dangerous force sends messengers cloaked by *invisibility* to the nearest two holdings, which each send two more messengers, until the entire djinn nation is warned. Some noble djinn also raise homing pigeons and other flying animals to accomplish the same end. Other nobles have raised falconry and the husbandry of fancy talking birds, tumblers, pouters, and other unusual breeds to a fine art.

A smaller but more influential group of noble djinn spends its time at the court of the Great Caliph of the Djinn, known as the Court of Ice and Steel. This rich palace is carved from a huge glacial rock which perpetually hurtles through the gulf of Elemental Air, creating a permanent rush of wind throughout the court. The chambers of the court are secured by steel portals set deep into the ice, and the air is only still in any one of the Court's rooms when all the portals to that room are shut. Whenever the portals open, a blast of wind stirs the curtains, banners, and clouds of incense throughout the room. Illumination comes from flickering orange lanterns or from the blue light that filters in as it refracts through the glacial ice. Most chambers are only accessible to flying creatures, as there are no stairs, and hallways are just as likely to be vertical shafts as horizontal ones. Visiting creatures not native to the Plane of Elemental Air are usually escorted everywhere to ensure their safety, and to allow the Great Caliph of the Djinn to keep an eye on them.

The noble djinn of the Court of Ice and Steel are the viziers, beys, and emirs. They only leave the premises when they are commanded to assume the onerous duties of rulership over groups of djinn elsewhere or when compelled to answer the summons of a powerful sha'ir.

Noble djinn are rarely pleased to serve even the most powerful of human wizards, and if the servitude drags on for months they may complain bitterly of the duties they are neglecting by serving a human. Noble djinn who are mistreated and who make their way back to their estates will return with half their subjects to avenge their honor.

Ecology: Noble djinn require very little from other creatures, as their djinn subjects provide them with all the necessities of life. However, their constant rivalry both among themselves and with other noble genies leads them to strive for the richest gems, jewelry, cloth, spices, and perfume they can obtain. Often manners and ethics are no obstacle to a noble djinni on the trail of something unique. Noble djinn will sometimes send their servant creatures to obtain these sorts of riches from the Prime Material Plane.

Noble djinn hate the efreet and will cooperate in any attempt to harm them. Despite their haughtiness, noble djinn respect individual achievements and will cooperate with other creatures of the Elemental Plane of Air rather than attempting to enslave them. Their servants are retainers who may leave at any time, but stay because they consider it an honor to serve. From time to time, a particularly driven noble djinni will undertake either a raid or a crusade against the dao or efreet and seek to free slaves and embarrass opposing nobles. Since those genies are generally more powerful than noble djinn, these expeditions are rare.

Great Caliph of the Djinn

The ruler of the djinn is known by a long list of titles including, but not limited to, the Commander of the Four Winds, Ruler of all Djinn, Defender of the Heavens, Prince of Birds, Storm of the Righteous, and Master of the Air. He is always attended by his courtiers, who number 4-20 noble djinn (half of whom are his dancers and consorts), 40-400 jann, and 10-100 common djinn at any given time. The Great Caliph of the Djinn rarely leaves the Court of Ice and Steel; he is perpetually called upon to decide matters of state, matters of law, and matters of politics among his nobles. When he does leave, it is generally with an entourage of nobles to go hunting elemental creatures, though occasionally they go to the lands of Zakhara to stir up trouble among the cities there.

Infrequently, the Great Caliph will demand a procession be held (in his honor or to celebrate the anointment of a new noble djinn or a noble marriage). These processions are grand affairs involving at least 50 noble djinn, 100-1,000 common djinn, and clouds of banners, flags, and streamers. The course of a procession often takes it in loops, rolls, and dives, and its meandering path often tours the Plane of Elemental Air for days or weeks.

The Great Caliph has 15 +6 Hit Dice and maximum hit points for a noble djinn. In addition to having all the usual powers of a noble djinn, the caliph has access to all spells of the province of wind magic once per day. He is always surrounded by a gentle breeze, which stirs his hair and flowing garments. All hurled and ranged missile weapons are ineffective against him, as the winds protect him, acting as permanent *protection from normal missiles* and *protection from magical missiles* spells.

The Great Caliph of the Djinn is fickle and easily bored, but this by no means indicates that he is soft or unable to rule. When required, he can rouse genie armies to victory and can wrestle monsters into submission. In general, however, the caliph prefers to win his battles by his wits rather than by the strength of his armies or his magic. Since the efreet that often harass the djinn are individually stronger than the djinn, this tactic is common among lesser djinn as well.

The court chamber itself is at the center of the Court of Ice and Steel, with clear shafts running to the outer surfaces in all directions. Creatures who (willingly or unwillingly) gain an audience with the Grand Caliph are brought to hover before him. If they cannot fly under their own power, they are buffeted by the whirlwinds of their djinn guards for 3d6 points of damage each round. Presenting oneself as earthbound before the Great Caliph can be exhausting. The chamber of the court itself seems to be in perpetual motion, as layers of silk streamers constantly flutter in and out. In dealing with creatures not from the Plane of Elemental Air, the Great Caliph is inclined to be merciful and often ends his recitation and judgment within a matter of a few minutes.

When traveling to the Prime Material Plane, the arrival of the Great Caliph of the Djinn is always signaled by a great blast of wind. Once there, he often travels in a procession like that of noble djinni, only of twice the usual size.

Genie, Noble Efreeti

CLIMATE/TERRAIN:	Elemental fire, desert
FREQUENCY:	Very rare
ORGANIZATION:	Sultanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Exceptional (11-16)
TREASURE:	U
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12 Fl 30 (B)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-32/4-32
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	L (15' tall)
MORALE:	Fanatic (18)
LEVEL/XP VALUE:	11,000



These hulking warlords are the cruel rulers of the efreet, though in theory they all obey the Sultan of the City of Brass. They plot and scheme against one another with a degree of cunning and skill usually seen only in the Lower Planes. They care nothing for humans and generally try to corrupt those sha'ir powerful enough to command them. Their arrogance and lust for power have won them few friends on either the Elemental or Prime Material Planes.

A noble efreeti is even more massive and solid than a common efreeti, though they share the same appearance: skin the color of basalt, hair of brass, and eyes of flame. The noble efreet wear baggy pantaloons, a shoulder harness for swords and daggers, and massive jewelry, generally armbands and earrings. The males enjoy showing off their muscled chests and broad shoulders, and so only wear tunics and cloaks when cold demands it; this is a matter of status and pride in strength rather than pure vanity. Noble efreet are not as vain as other genie nobles, as they depend on force and treachery rather than wit, appearances, and skill to persuade their fellow nobles to follow them. Their goal in choosing weapons, clothes, and jewelry is as much to intimidate others as to adorn themselves.

Combat: Noble efreet are powerful warriors, trained in magical and physical combat from a very young age. Although they are masters of strategy and trickery, they delight in the raw power that bloodshed gives them, and they lead their followers in battle rather than skulking in the rear.

Noble efreet can perform each of the following spell-like functions three times per day: grant wishes to creatures from the Prime Material Plane, become invisible, assume gaseous form, detect magic, enlarge, polymorph themselves, create an illusion with visual, olfactory, tactile, and audio components which will last without concentration until touched or magically dispelled, sunscorch, misdirect, or create a wall of fire. When in gaseous form, noble efreet resemble smoke, often in an undefined pillar shape. When polymorphed among humans, a noble efreet often takes the form of a colorful rooster or a youth of sterling features. A noble efreet can also produce flame, flame arrows, sundazzle, or cause pyrotechnics at will. Fire attacks do no harm to noble efreet if the fire is nonmagical; magical fire causes half damage. In addition, once per day noble efreet can sow *fire seeds* or surround themselves with a *fire shield*. Once per week they can use *fire track*. Once per month a noble efreet can cast *conflagration*. Noble efreet perform all magic at the 16th level of spell use.

Noble efreet can carry up to 3,000 pounds, afoot or flying, without tiring, though they will only do so if magically compelled or in fear of their lives. They can carry double weight for only a limited time—three turns afoot or one turn aloft. (For each 300 pounds under 6,000, add one turn to either walking or flying time permitted.) After tiring from extreme exertion, a noble efreeti must rest for six full turns. Normally, noble efreet command common efreet to perform all such tasks.

When hunting, noble efreet enjoy the kill but prefer not to do all the work of wearing down an opponent themselves. They prefer to watch as their common efreet hunters and summoned creatures (such as hell hounds) harry the prey, then throw themselves into battle at the last minute to claim a kill. Toying with one's opponents is considered an art form among the noble efreet, and their ability at playing "cat-and-mouse" is remarkable. They also employ flying creatures of the Elemental Plane of Fire as "hawks" in their hunts.

Habitat/Society: Noble efreet fall into two camps: those native to the City of Brass and those who command the efreet of the Prime Material Plane. The city itself hovers in the hot regions of the Plane of Elemental Fire and often borders seas of para-elemental magma and lakes of glowing lava. It is a huge, glittering haven of avarice and malice 40 miles wide, its base a hemisphere of golden, glowing brass. From the upper terrace rise the minarets of the great citadel of the Sultan's Palace, where great riches are said to be kept. The beys and amirs of the City of Brass serve the Sultan of the Efreet; though the lesser efreet are neutral, their rulers are more inclined to law and evil than their subjects. Though the streets of the city are kept clean and the palaces are showpieces in a gaudy way, an air of blood and suffering hangs over everything, due largely to the numberless glum servants found on every street and in every hallway.

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While most noble efreet fill their palaces with rich works of gold, priceless ceramics, and masterfully-woven rugs and tapestries, others merely create temporary illusionary treasures to impress their visitors as needed. Female noble efreet are kept apart in a state of seclusion from male company, but they do have their own heirarchy within households. They hold no official power with the sultan and his court, but the scheming nature of the efreet results in many of the females effectively ruling through figurehead males.

The palaces of noble efreet in the City of Brass are large and imposing and swarming with servants. A typical noble household consists of 1-6 noble efreet, 4-40 common efreet who serve as overseers and bodyguards, 10-100 jann and other imported slaves, 10 summoned intelligent elemental creatures for specialized tasks, 2-4 nightmares, and 3-18 elemental hawks and hounds. The slaves of the efreet are magically protected from the flames of the city, but these protections must be renewed each week. Thus, escaped slaves rarely survive their freedom. The palaces are all small fortresses as well as overflowing dens of slavery, able to keep out spies, assassins, hostile nobles, and the merely curious while providing spacious quarters for the noble family.

The beys and amirs of the city are each responsible for 1-4 of the efreet's military outposts elsewhere on the Plane of Fire, each of which is a haven for 4-40 efreet ruled by a malik or vali (common efreet of maximum normal hit points). These outposts are strictly military and spartanly functional. The only chamber of any comfort whatsoever is the chamber the bey or amir occupies when he visits, a duty most beys and amirs perform as infrequently as decorum permits. Each outpost usually houses 10-100 prisoners and captives who are being broken to a life of service to the efreet.

The noble efreet of the Prime Material Plane are servants of the six great pashas who rule them in the sultan's name. Their camps are generally deep in the desert, often in ruined or abandoned cities. If their camps are discovered they are moved overnight to a new location, either by physically transporting all the goods of the genies in the camp or by transporting the same in the twinkling of an eye through the use of magic.

Noble efreet are great patrons of the hunt and are often found whiling away their days using both elemental hawks and hounds to track down the odd animals of the Elemental Plane of Fire. They also enjoy the use of bronze chariots pulled by nightmares in slave hunts. Their elemental hawks and hounds are sent ahead, and common efreet are often used as beaters to flush out game. These hunts involve 1-6 noble efreet and their retinue of 5-30 common efreet servitors, as well as 2-20 hounds or hawks. The nobles each have their own chariot.

Ecology: Noble efreet see all living things as either their servants or their enemies and acknowledge no one but their caliphs and pashas as their masters. Thus their reaction to other races is usually to either force them into servitude or to destroy those who cannot be enslaved. This has made them greatly feared by other creatures of the Elemental Plane of Fire, but it hasn't won them any friends. Almost all salamanders, fire elementals, and other natives of the plane will gladly assist those who wish to embarrass the efreet. There have been cases of efreet princes who have demonstrated better behavior when wooing human maidens. However, even in these cases the noble efreet often demand that their true nature be kept hidden from other humans. Whether this is due to magical limitations, a wish to escape the notice of other genies, or some other reason is unclear. For the noble efreet, the wooing is just another form of the hunt.

The Sultan of the Efreet

The master of the City of Brass is also referred to as the Lord of Flame, the Incandescent Potentate, the Tempering and Eternal Flame of Truth, Fuel of the Unquenchable Legions, the Most Puissant of Hunters, Marshall of the Order of the Fiery Heart, the Smoldering Dictator, and the Crimson Firebrand. The Sultan of the Efreet is constantly accompanied by a horde of 20-70 common efreet bodyguards, 1-20 entertainers, and 4-40 noble efreet courtiers, all of them vying for his attention and approval. This circus can be quite comical, though laughing in the presence of these efreet worthies is invariably fatal; they take themselves very seriously indeed.

The Sultan of the Efreet has 20 Hit Dice and maximum hit points. He has all the powers of a noble efreet as well as access to all spells of the province of fire magics once per day. In addition, he may use *flames of justice* at will. The Sultan is also immune to both magical and normal fire, and he is constantly surrounded by a nimbus of pale red fire and a halo of smoke. These cause 1d10 points of damage to anyone within 10' who is not immune to both magical fire and poison gas. No amount of water or magic can douse his magical fire.

The sultan sports a tiny goatee, his hands end in extremely long, almost knifelike claws, and his eyes constantly spark like fire. Due to his aurora of flame, the sultan wears only clothes capable of withstanding extreme heat, generally armor of white-hot iron, but sometimes delicate pantaloons and robes made of tiny blackened links of adamantite. His armoring gives the sultan an Armor Class of -5.

Audiences with the Sultan of the Efreet are held in an iron chamber at the center of his palace in the City of Brass, a smoky blast furnace of a room with reddish light and little air. Ornaments of alloyed gold and brass are everywhere, and chained fire elementals provide both heat and light.

In fulfilling his military duties, the Sultan often organizes drills, marches, and parades of spit-and-polish precision. These occasions require the entire population of the City of Brass to turn out and watch the spectacle of the sultan's might march by; indeed, the disruption of thousands of efreet marching through the streets and turning the squares and suqs into drillgrounds makes undertaking any other task impossible.

When he travels to the Prime Material Plane, the Sultan of the Efreet always first appears as a firestorm that scorches the earth for hundreds of yards around. He prefers to appear in extremely hot environments like volcanoes, hot springs, and forest fires. This is not done out of any deference to the property or lives of creatures unable to withstand fire, but simply for his own comfort in adjusting to the frigid temperatures of the Prime Material Plane. Once he has arrived, he travels with a full military escort of 20-200 jann, 2-20 common efreet warriors, and a single noble efreeti emir. These numbers are tripled when visiting the pashas of the Prime Material Plane, whose loyalty must always be enforced with an iron fist.

Genie, Noble Marid

CLIMATE/TERRAIN:	Elemental water, seas
FREQUENCY:	Very rare
ORGANIZATION:	Padishate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius to Supra-genius (17-20)
TREASURE:	T, U
ALIGNMENT:	Chaotic
NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	12, Fl 21 (B), Sw 30
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	8-32/8-32
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	H (22' tall)
MORALE:	Fanatic (18)
LEVEL/XP VALUE:	17,000



Noble marids are masters of the oceans. With currents as their muscles and pearls as their teeth, they are the handsomest and most powerful race of geniekind.

Both huge and hugely powerful, noble marids can assume three forms: gaseous, liquid, and solid. In their watery form noble marid are a rushing current; in their gaseous form they resemble a fog. In their solid, humanoid form they are gigantic, gleefully towering over everyone around them. Their skin shimmers like pink pearls, though occasionally a noble marid will have the luster of either a white or black pearl. Their wispy hair is usually blue-black or dark grey. Noble marids typically stand 22 feet tall and weigh over 8,000 pounds.

Noble marids are always clad in the finest clothes they can afford, but both male and female noble marids enjoy displaying their powerful physiques to intimidate smaller and lesser creatures. Male noble marids prefer to be bare-chested and wear elaborate pantaloons and turbans, while females prefer slit skirts and clever tunics that show only flashes of their pearly skin. Their garments are cut from huge swatches of bright cloth and decorated with as many attention-grabbing jewels and ornaments as they can find. Subtlety is not their strong suit.

Combat: Noble marids' spell-like abilities function at the 30th level of spell use. Their magic allows them to use any of the following spell-like powers four times per day: *detect evil/good, detect invisibility, detect magic, invisibility, assume liquid form, polymorph self,* and *purify water.* Twelve times per day they can assume *gaseous form, lower water, part water,* create a *wall of fog,* or bestow *water breathing* on others for up to one full week. They can cast *airy water, control weather, cone of cold,* and *solid fog* once per day. Once per month a noble marid can cast *maelstrom.* Noble marids can always cast *water blast,* which they can direct in a powerful jet up to 300 yards long, blinding the individual struck for 1d6 rounds (saving throw versus spell applies) and causing 2d6 points of damage. Marids also have the innate ability to water walk.

A noble marid can freely carry 4,000 pounds in weight. Double this weight causes tiring in three turns. (For every 400 pounds under 8,000, add one turn to the marid's carrying ability.) A tired marid must rest for six turns. Since marids travel often and widely, they only rarely become attached to enough heavy objects that they cannot carry all they have with them.

Marids are very strong swimmers. They can breathe water and are at home at any depth. They have infravision to 120'. They are unaffected by extremes of water temperature—they are equally comfortable alongside icebergs or in scalding water.

Noble marids are not harmed by water-based spells. Cold-based spells inflict either half or no damage. Fire inflicts +2 points per die of damage, with saving throws at a -2 penalty. Steam does not harm them.

Habitat/Society: Although all marids lay some claim to nobility or even royalty, the truly noble marids are those that serve the padisha and scheme to succeed to the rulership of the empire upon her death. Thus noble marids entirely ignore their lesser cousins unless they in some way affect their standing at court or in the succession. All marids agree that their loose empire is ruled by the padisha, but there have often been several "true heirs" to the padisha's throne simultaneously through the eons. The court of the Great Padisha of the Marids is called the Citadel of Ten Thousand Pearls, and it is an elaborate and graceful circular reef in warm waters on the Elemental Plane of Water, full of bright corals, corroded copper doorways, giant clams, bubbling air fountains, curtains and carpets of kelp, and schools of every sort of fish. Some of these fish are guardians and others are servants, but all are entirely loyal to the marids. The citadel contains from 2-200 noble marids at any time.

Although most of the Citadel of Ten Thousand Pearls is accessible by swimming through passages and doorways made for the huge marids, there are also many narrow crevices accessible only to small fish or marid in their watery form. These passages connect all the larger areas as well as hollow regions of the citadel not otherwise accessible.

Shafts of sunlight pour into and out of the citadel at apparently random places, but no area is without light unless the padisha wishes it. Some of the deepest interior portions are said to contain the hoarded treasures of the deep, given to the Padisha of the Marids as tribute: gold, shells, corals, the scales of great

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sea-monsters, and ten thousand pearls of great price. These pearls are of all colors, principally pink, white, grey, and black, and most are said to be fist-sized and lumpy rather than smaller and more perfectly formed.

The Citadel of Ten Thousand Pearls is a resting place for many marid nobles, a place to meet and exchange information before traveling on. Hunts and jousts are often held there, and individual valor is prized. At other times (during unfashionable seasons known only to court "insiders"), the citadel is as abandoned as a ruin.

The traveling household of a noble marid consists of 1-4 noble marids and is always accompanied by 1-8 common marids, who comprise various cousins, vassals, lovers, courtesans, followers, and kinfolk. In many cases (40%), they have also befriended 2-9 (1d8+1) servant creatures from the Elemental Plane of Water. They may have dragon turtle mounts, a squadron of water elemental or triton bodyguards, morkoth advisers, or killer whales as hunting animals. The fickle and wide-ranging tastes of the noble marids make the exact nature of their non-marid companions unpredictable.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. When conversing with a noble marid, one must attempt to keep the converiation going without continual digression for one tale of might or another, while not offending the noble marid. (Marids consider it a capital offense for a lesser being to offend a marid.) Flattery sometimes convinces them to undertake some course of action, but more often than not they stray off their intended course to seek some other adventure that promises greater glory. Bards often win their favor by restructuring all their songs and tales around the glory of the marid. This requires both a quick mind and a strong stomach, however, as the noble marids enjoy waves of praise rather than faint endorsements.

Marids occasionally go on punitive expeditions against the other genies, just to remind them of their power. When they organize a war party, it is usually led by a single noble marid accompanied by 5-50 common marids and 2-20 creatures from the Elemental Plane of Water.

Ecology: Noble marids have the least impact on other races of any of the noble genies; their attitude to the rest of the world is that all other creatures are inconsequential beings. The marids' own concerns take up so much of their time that they have little effort to waste on what they see as the trivialities and irrelevancies of others. In most cases, this includes common marids as well, which is why almost every marid must declare himself a noble in order to get the attention of the true noble marids. Their absorbtion in their own affairs is a blessing for others, given the dangerous level of power of the marid nobles. When they do want something, noble marids stop at nothing to get it—entire fleets may disappear from the oceans, storms rage, and rivers dry up or overflow.

Mages consider marids more trouble to conjure than they are worth, and the great power of the noble marids and their even greater fickleness makes this doubly true. A conjured and bound noble marid who is released will put aside all other tasks to gain quick vengeance against the mage who stole his freedom.

Great Padisha of the Marids

The Great Padisha of the Marids has hundreds of titles, many of which are copied from her followers or adopted by them. She is the Keeper of the Empire, the Pearl of the Sea, the Mother of Foam, the Maharaja of the Oceans, Emir of All Currents, Mistress of Rivers, Grand Raj of the Monsoon, General of the Whales, Pasha of Corals, Savior of Fish, Marshall of Nets, and Patron of Waterspouts.

Her courtiers typically include 1-20 noble marids, 5-500 common marids, and 10-100 visiting creatures of elemental water ranging from tritons to hippocampi to giant seahorses. The Great Padisha has all the abilities of a noble marid, and she has access to all spells of the province of the sea once per day. She is immune to all spells involving water, ice, steam, and electricity. She is subject to a *continual detect lie* spell, which doesn't seem to stop her from enjoying outrageous flattery. She simply recognizes it for what it is and doesn't allow it to influence her actions as a ruler. The Great Padisha has 30 Hit Dice and maximum hit points.

The current Great Padisha's appearance is subject to dispute. At times she has ebony skin the color of black pearl, a rounded face, and long tresses of coral red which she has bound about her head like a turban and set with black opals. At other times her skin is lustrous pearly white, with hair dark as barnacles, and lips like conch shells. She prefers slashed robes of gold, silver, or blue which reveal either richer cloth or dark skin beneath.

The court meets in the depths of the Citadel of Ten Thousand Pearls. The Pasha prefers to dazzle visitors with an initial display of her command of the seas, including things like unbalancing tides, schools of colorful fish swimming in dazzling patterns, or a display of bizarre luminescent creatures from the darkest recesses of the ocean's trenches.

The padisha's whim completely determines the type of audience her supplicants receive. Some are richly rewarded for merely reciting her titles and honorifics; others are cast forth from the citadel and told never to return. Those she takes more seriously (generally noble marid, commoners who can boast well, and the occasional egotistical or flattering sha'ir) are given her undivided attention and probed and questioned on every statement they make. Unusual gifts are always appreciated, though she feels no sense of obligation to grant favors in exchange for treasures freely given. Gifts need not be material ones; beggars capable of spinning rich tales and richer compliments have won her favor, as have ancient mystics who have little wealth but great understanding.

The Padisha has kept her position because of her political acumen and skill at maneuvering in the politics of honor, her competitive generosity, and her knack at making the haughty marids feel like members of the same tribe rather than bitter rivals.

Although the Great Padisha has a love of display for its own sake, she rarely joins processions beyond the confines of the Citadel of Ten Thousand Pearls because of the political dangers and costs of leaving her nobles to scheme. The migrations of the whales and salmon and the blooming of the red tides are state occasions, however, requiring the presence of both the Padisha and her nobles. At these times she relocates her entire court, thus preventing any coup while she is away and preoccupied.

When the Great Padisha appears on the Prime Material Plane she always arrives as a localized monsoon, driving ships ashore, drenching the countryside with flooding rains, flattening palms, and whipping up enormous waves. Once she has arrived she generally travels with whales, sea monsters, and entire tribes of intelligent sea creatures such as mermaids and sahuagin.

Tasked genies may once have been genies of one of the four elemental realms. However, tasked genies have performed a single type of labor for so long that their forms have been permanently sculpted to suit their work. Their profession defines them and rules them; a tasked genie taken away from its work grows weak and sickly. Unlike most genies, tasked genies are not always uneasy or hostile in the presence of humans. They are still very proud of their superior skills, but their sense of worth is based on achievements, not birth. As long as they share an interest and aptitude for their craft and a willingness to defer to the genies' greater knowledge, humans can consort with tasked genies with no ill effect.

Just as faerie creatures are more than mortal but less than divine, so are tasked genies among the most powerful spirits of the Land of Fate. Specifically, genies are elemental spirits which serve the unsympathetic forces of nature. They are free-willed, civilized, and highly intelligent. They eat, drink and reproduce just like humans, and they can die just as humans die. Their powers, however, inspire such fear and awe in the minds of primitive tribesmen that they are still worshipped and offered sacrifices as gods in remote and savage areas of the Burning Land. They can raise buildings overnight, their armies can appear and disappear from the field of battle, and their magic can whisk a person hundreds of miles in moments.

Most genies prefer to dwell apart from humans, but tasked genies are equally at home in the wilderness and in the cities. Genies that live on the elemental planes rarely come to the Land of Fate unless called, but elemental genies and some tasked genies who live in the Burning World prefer uninhabited wildernesses, ruins, deserted houses, cemetaries, rivers, and abandoned wells. Those who trespass on the home of a genie are usually warned off by an attempt to frighten; stones are thrown at the intruders by invisible genies or sudden sandstorms spring up to blind, confuse, and misdirect. If the trespassing continues, the travelers are attacked and shown no mercy.

The genies of Zakhara are nomads of a sort; their camps among the desert and ruins and their lodgings in the cities may disappear in an instant (usually at dawn or dusk), whenever a genie tribe decides to move on. But their camps don't resemble the camps of nomads. They are often huge mansions or fortresses, yet they may vanish into the sands when discovered, like a dream fading in the morning light. At other times, however, genies in the wilderness take their discovery by others rather badly, and, instead of moving on, they try to force their discoverers away by throwing stones at them or by carrying them on the wind for many miles. For this reason, travelers through the desert often call out to the genies when approaching desolate lands and ask them for permission to pass through.

Unlike the genies of the four elements, tasked genies have very little regard for the castes, classes, and social distinctions of humans, as their lives and their status among their kind are almost entirely dependant on merit. Tasked genies have no nobility, only masters of their craft. They will as soon work for a pauper as for a sultan, as long as there is work to be done.

This lack of elitism does not mean that genies do not understand the nuances of politeness and proper etiquette. They may not think much of their master, but they will be unstintingly polite. Of course, genies can and do turn social conventions "topsy-turvy" when they are free to harass someone who has offended them or even just when the mood strikes them.

Tasked genies fall into two main categories: those bound by their profession to a certain location and those kept inactive in some way for long periods between bouts of servitude. The first group comprises the helpful tasked genies, those who create fantastic foods, art, and monuments. The second group has nothing to do when not called upon by genie nobles or powerful sha'irs. They are slowly driven insane by their magical isolation, and for this reason they delight in shedding blood when released from service. These include the warmonger, slayer, and guardian genies.

Tasked genies must always be either paid or enslaved before they will render service to a nongenie. Architect, artist, guardian, herdsman, and winemaker tasked genies are almost always simply paid for their work, as enslaving them decreases the quality and length of their service. Slayers are almost always enslaved, as they are too dangerous to be allowed to roam free and they cannot be expected to uphold any bargain they make. Warmonger tasked genies may either be paid or enslaved, but in either case their true reward is the sight of victory on the battlefield. The sweeping events they set in motion often continue long after the warmonger genie has been imprisoned or sent away.

Binding a particular tasked genie is a difficult undertaking requiring great wealth, wisdom, and patience. The procedure is equivalent to spell research, with the same costs and chances of success. Only a sha'ir may successfully learn the rituals for binding a tasked genie. The determination of success is made with the level of the spell being researched treated as equal to the tasked genie hit dice divided in half (round up). Thus, learning to bind a herdsman tasked genie requires as much effort as learning a second-level spell, while the ritual for commanding a guardian tasked genie will be discovered as if it were a seventh-level spell. Once the initial research is done, the tasked genie may be bound or commanded as detailed for sha'ir abilities.

Though only a single genie may be bound by a spell, some tasked genies will request aid from their brethren when commanded to undertake a large, short-term project for their masters such as shearing a huge herd of sheep or building fortifications in time to hold off invaders. Herdsman and builder tasked genies are particularly prone to calling on their kinfolk when presented with a huge task. These genies serve without demanding pay from the sha'ir so as to free their cousin from service more quickly. A sha'ir may bind no more than one tasked genie per year or face the wrath of the genie princes when he asks for an audience.

All tasked genies are extremely long-lived. Guardians are the tasked genies with the greatest longevity; they can serve for 1,001 years, so their age is truly great. Others, such as winemaker and herdsman tasked genies, are more closely tied to the seasonal cycles of the Land of Fate, and this seems to have made them shorter-lived than most genies. Their lifetime is only twice that of a human. The other tasked genies fall somewhere in between, with a great deal of individual variation. Tasked genies kept from their tasks invariably live short lives.

Genies occasionally take human lovers, but the result is almost always tragic. Those who love the genies lose all sense of reason and judgement and are often destroyed by their love for such a powerful spirit. Occasionally, however, the pair makes its peace and lives happily, almost always after a stormy courtship and almost always only after leaving human society. These liasons rarely produce children, but when they do the offspring have the powers, strength, and abilities of markeen, though they do not have a human double.

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Genie, Tasked, Administrator

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Very rare
ORGANIZATION:	Solitary of family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	E,G
ALIGNMENT:	Any lawful
NO. APPEARING:	1 or 1d4+1
ARMOR CLASS:	6
MOVEMENT:	9, Sw 15 or Fl 15(A)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Average (8–10)
XP VALUE:	2,000



Tasked administrator genies serve in bureaucracies, both for other genies and for humans, acting as advisors, negotiators, and all-around bureaucrats, and they often act for their masters in day-to-day decision making.

Administrators are tall, noble, and pleasing to the eye. They prefer to dress in flowing silks that highlight their fine musculature, but they wear appropriate clothing for their duties. Their skin color is dark tan with a slight bluish cast.

These genies retain limited telepathy and can communicate with creatures of at least low intelligence. They can either fly or swim, depending on whether they were once djinn or marids. Administrators seldom use their special movement for transportation, preferring to save it for times of emergency.

Combat: An administrator genie can cast *friends, tongues,* and *ESP,* each three times per day. It can use *suggestion* once per day, and it has a permanent *unseen servant.* Spellcasting is performed as a 10th-level wizard.

Though administrators prefer not to enter combat themselves, they are adept at handling logistics, determining where supplies come from and how to get them where they're needed. If forced into melee, a tasked administrator is sure to have the one normal or magical item that will help the most, provided that item is one owned by the genie or may be found normally in its place of residence.

Habitat/Society: Administrator genies are very proud of their work, considering bureaucracy an honorable profession with many benefits. They serve in many capacities, from clerk to city manager, but they are almost always ambitious and try to rise to positions of power. They prefer behind-the-scenes power however, and try to stay out of the public eye.

A tasked administrator is often part of a family of like genies who sometimes serve together in especially large bureaucracies. Those administrator genies who work alone can always call on their other family members for favors, and there seems to be an extensive under-the-table trade between them. Rumors state that there are only two families of tasked administrators, one formerly djinn, the other formerly marids. Since they seem to know many other tasked administrators (and constantly refer to their cousin or brother or uncle who can help in a given situation), the rumors may be true. There seems to be a rivalry between the djinni and marid families.

Since most tasked administrators consider their duties a normal job, they expect to be well paid, and they make efforts to gather riches to pass on to their family. When they reach a level at which they feel they can retire, they often try to pass their jobs on to offspring, or at least other family members.

Administrators are quite skilled at their duties. As with any job, however, there is a period of training, and young tasked administrators may be inefficient or appear habitually frazzled. If given a chance, though, they almost always settle into a routine. Those who remain inefficient act as assistants to other tasked administrators or are assigned by the family to rulers who have somehow offended the family.

If tasked administrator genies are bound into servitude, they often become surly and obstinate. Though they follow their orders, they are slow to process paperwork, rude to outsiders, and lackadaisical in giving orders to lesser bureaucrats.

When a tasked administrator has attained an important position, it often demands fine quarters. Former djinn prefer open, airy quarters, while former marids like many fountains and pools. Administrators will also try to incorporate these elements into their place of work.

Ecology: Administrator genies can be great hindrances or great helps to any bureaucracy. If treated well by the local ruler, they can make the bureaucracy a shining example of efficiency. If not, they can turn a city into a shamble of errors and problems.

Genie, Tasked, Architect/Builder

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	5,000



The builder genies were once dao, but they have been reshaped by a life of construction and design. They are common in the Great Dismal Delve, but they are also sometimes bound by sha'ir to serve human princes. Some of them have been given to other noble genies as gifts from the noble dao. Their powers are responsible for many of the tales told of cities springing up overnight at the command of the genies.

Builder genies are bald and muscular like the dao, and they share the same taste in clothes and jewelry. They are often branded with a dao symbol denoting ownership, usually on the hand or forehead. They almost always carry drawing compasses and rulers, plumb bobs, chalk, levels, trowels, and builders' squares.

Combat: A builder genie may use each of the following spell-like abilities three times per day: *minor creation, vacancy,* and *warp wood.* They may use each of the following once per day: *stone shape, stone tell,* and *passwall.* Once per month they may grant a wish related to buildings or construction.

Builder genies have a stupendous ability to find and exploit the weak points of any structure. When they direct the fire of siege engines against fortifications, structural damage done by the attackers is increased by 50%. A builder genie can collapse unfortified buildings and underground works in one turn if allowed to study them for an hour.

Unless a builder genie is commanded to defend a building, it will prefer to avoid combat and simply repair minor damage after a battle is resolved by others. If commanded to, a builder genie will defend its worksite, but it cannot be commanded to take part in battles outside buildings or in buildings it has had no part in making. Much like their dao brethren, builder genies prefer to let others do their fighting for them and will balance the odds in their favor as much as possible before a battle. They enjoy using mazes, battlements, and secret passages to lead opponents on chases through entire buildings that they have prepared with traps and ambush sites. In desperation, a builder genie may collapse part of a building it is working on to kill opponents who might otherwise destroy the whole project.

Habitat/Society: Builder genies live for their work; they want to be remembered for what they have done rather than for what pleasant genies they were to work with. This generally means that they are merciless on themselves and others when their work is at stake. The greatest compliment one can pay a builder genie is to admire his work; the greatest insult one can offer is to compliment the builder while criticizing his work.

Builder genies don't care what they build; waterwheels or mosques with a dozen minarets receive equal care and planning. In all cases, builder genies will demand the longest-lasting and most expensive materials. Due to these stringent demands, the cost of a building designed or built by a builder genie will be four times the normal cost. It will have twice the strength and twice the useful life of a normal building.

Builder genies can imitate the style of any building they have seen, though they can only reproduce the structural details of buildings they have been able to examine closely for a day. They prefer to work in a style appropriate to the setting of a building, but they will build an opulent mausoleum in the middle of a poor fishing village if their master so commands. They will not hesitate to tell their master exactly why such a building is inappropriate among the dhows and huts, however. While their master's project is always completed if at all possible, its final form may not be exactly what the patron had in mind. Builder genies can be notoriously literal in obeying instructions, and they can also bend instructions to suit their personal whims.

Ecology: Builder genies are slaves to the dao, and they resent the dao without being able to overthrow them. They are on excellent terms with the xorn, earth elementals, and pech. They are always willing to destroy existing structures to make way for their new, improved ones, although in the case of a masterwork, the builder genie may tear down the old and then rebuild it with improvements that only a master architect or stonemason might recognize.

Builder genies judge others on their building achievements. Races that have not built mansions, bridges, and graceful gates do not rate as civilized. Builder genies have great respect for the disciplined and exact hives and warrens of giant insects.

CLIMATE/TERRAIN:	Cities
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17)
TREASURE:	R (x3)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	975



Tasked artist genies include both incredibly skilled craftsmen and aesthetically brilliant artists in fields widely accepted as high art. Both groups are capable of producing masterworks in their chosen speciality in a very short period of time. Reshaped from dao and djinn long ago, they will willingly serve a generous master, though they always undertake work they enjoy before doing work that they must do. Tasked artist genies are poets, composers, musicians, sculptors, painters, and weavers. The craftsmen genies (who bitterly deny that their work is any less artistic than that of the pure artists) are potters, woodworkers, furniture makers, silversmiths, goldsmiths, decorative ironmongers, gemcutters, jade and ivory carvers, calligraphers, illuminators, gardeners, maskmakers, tailors, haberdashers, and seamstresses.

Mistreated artist genies will never produce superior work, though they have too much devotion to their craft to deliberately flaw a work (unless they are consistently abused with no hope of escape). Regardless of how hard they try, works produced by enslaved or charmed artist genies are never quite as good as those they make when they are free to pursue their work as they choose.

Of all the tasked genies, artist genies vary the most in their appearance, perhaps because the work they do varies so much. Sculptors have powerful shoulders from handling and hammering stone, weavers have powerful arms and quick fingers for throwing a shuttle across a loom, and painters may be quite frail but have a sharp eye for details and decoration. The craftsmen genies all have nimble fingers and a good sense of proportion.

Combat: Although their professional skills vary, all artist genies have a set of spell-like abilities in common. They are able to use each of the following spell-like abilities twice per day: *duodimension, mirror image, illusion, polymorph self,* and *stone shape.*

The illusions of artist genies create both tactile and visual components which last without concentration until dispelled or touched with cold iron. These are often used to give visible form to mental models and ideas before a final, lasting product is produced. It may also be used by the less scrupulous artist genies to satisfy their patrons without a great deal of effort being expended in actual work.

Habitat/Society: Artist genies are adaptable and generally take on the trappings of the group they work for or live among. They are particularly sharp rivals with each other, as few others can match their skills. Artist genies will talk shop with anyone they consider able to understand their achievements; they have only scorn for the unskilled or untalented.

In their dress, artist genies either push the boundaries of the latest design and daring or wear the most shabby and dated clothing imaginable. The pure artists are entirely hedonistic, though this is manifested in various ways. Some artist genies require odd foods, such as stewed apples or fermented fish while others must have parks and scenic vistas to stroll along each day for relaxation and contemplation before their work will achieve its highest level. Others still wallow in drink or gluttony, constant hot scented baths, or exotic companionship.

Slighting the work of an artist genie demands retribution, but this revenge can take many forms. A skilled critique by a knowledgable patron may earn only some vicious gossip in return. In the case of uninformed criticism by a pretender to knowledge, some artist genies are unstable enough to simply hurl themselves at their detractor, regardless of the consequences. Others are wise enough to enjoy more subtle forms of revenge (for example, creating a work that ridicules the offending party). Sometimes revenge takes the form of a gift that is given to some rival of the tactless speaker, or a mysterious increase in the cost of producing new work for a patron. Some forms of revenge are fatal, such as a potter genie adding enough poison to a clay vessel to slowly kill anyone who eats or drinks from it.

Ecology: Artist genies are dependant on refined patrons and high levels of cultural achievement. Although they may be found anywhere, their skills are only fully appreciated by the knowledgable. Their material needs are often neglected in favor of getting the materials they require, for an artist genie taken away from the tools of its trade and forced into idleness for protracted periods either dies or goes mad.

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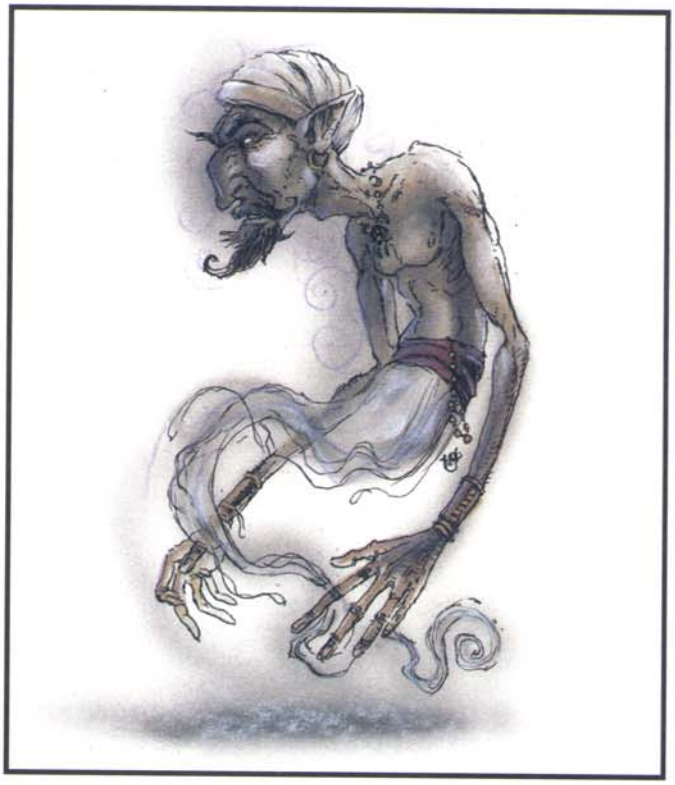
Genie, Tasked, Deceiver

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	F,U
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–2
ARMOR CLASS:	0 (4)
MOVEMENT:	12, Fl 18(A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Spells, blinding
SPECIAL DEFENSES:	Displacement
MAGIC RESISTANCE:	35%
SIZE:	M (7′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	10,000



Deceiver genies are servants of noble djinn and sometimes the most powerful of jann. They themselves are djinn perverted to a life of deception, sworn to mask the face of the world. Their true form is difficult to judge, but they are said to be tall and gaunt, with thin arms and legs, and large heads, hands, and feet. They have long fingers, blond hair, and striking eyes—one blue, one brown. Their skin is a mottled gray.

Combat: Deceiver genies are cowards shrouded in a perpetual *displacement* effect, so the first attack on a deceiver genie always misses. However, creatures able to see through this illusion can attack them at their natural Armor Class of 4.

These genies can use each of the following spell-like abilities at will: *change self, delude, false vision, tongues, misdirection, undetectable lie,* and *whispering wind.* Twice per day they can create *distance distortion, massmorph, spectral force,* and *shadow magic.* Once per day they can invoke *disbelief, projected image, solipsism,* and *sundazzle.* Once per week they can use a *mass suggestion* (up to 24 levels or HD of creatures) or create a *permanent illusion, programmed illusion,* or *veil.* Their illusions are equivalent to those cast by a 24th-level caster for purposes of *dispel magic,* duration, area of effect, and so on. However, their life of trickery renders them susceptible to their own game; deceiver genies save against illusion/phantasm magic at –4.

Favorite tricks of deceiver genies include sending hapless victims over illusory bridges, chasing illusory oases, or even making them argue with one another over trivial matters. They also enjoy sending unnerving messages to sentries, caravan guards, and other watchmen. They have the minds of immature pranksters, and no trick is too low or too difficult. Deceiver genies will gladly give up food, sleep, and treasure in pursuit of a truly cruel scheme. The only trick they dislike is taking the place of others; although they can alter their outward appearance, they are uncomfortable being near others for more than a few minutes. They pretend to be someone else only when a larger plot requires it.

If forced into melee, deceiver genies fight with a hysterical, terrified strength. On a natural roll of 20, their steel nails tear out an opponent's eye. If the roll of 20 is 4 more than the genie needs to hit its target, both eyes are torn out. In either case, an immediate system shock roll is required to avoid passing out for 1d6 turns from the pain. Partially blinded foes strike at –2, and fully blinded opponents suffer a –4 penalty to all attack rolls, and all rules for blind-fighting apply. In most cases, deceiver genies call up spectral minions to serve them in battle. These are often reinforced by real minions of the same type; deceiver genies think the resulting chaos is hilarious.

Habitat/Society: Though most deceiver genies serve other genies, they sometimes cooperate with others of their kind to build themselves a village and hide it in remote regions. They rarely speak the truth, even under magical duress—a deceiver genie under the influence of a *charm monster* spell or similar magic still lies constantly and shamelessly to its friends.

These genies are dangerous to their masters when not constantly set to a task; when idle, they spin webs of lies, generally to provoke their masters into some disastrous action. Deceiver genies see the entire world as a fiction, a game, or a toy created for their manipulation and amusement.

Deceiver genies aren't very interested in wealth, but they're great fans of the arts, which they consider a formal but fascinating form of lying. They will never harm a storyteller or tasked artist genie, though they may still confuse them.

Anyone wishing to bind such a genie must always be on guard for its effects on and promises to one's servants, cohorts, and loved ones, as loyalty to a master does not include loyalty to a master's retainers in the code of a deceiver genie.

Ecology: Tasked deceivers eat, drink, and sleep as humans do.

Genie, Tasked, Guardian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (14)
TREASURE:	F, G, Z
ALIGNMENT:	Lawful
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-10/1-10/1-10/1-10 or by weapon +8 (x4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (10′ tall)
MORALE:	Fanatical (17-18)
LEVEL/XP VALUE:	13,000



Guardian genies are powerful spirits sworn to defend specific items and locations tirelessly and without fail. They were once efreet, but have been reshaped to be both sleepless and loyal to the exact wording of their oath.

Guardian tasked genies have one face which watches forward and another which watches backward. They have dark red skin as thick as rhinoceros hide and are completely bald. They have four powerfully muscled arms, which make them formidable in combat. A typical guardian genie stands 10′ tall and weighs 2,700 pounds. Guardian genies do not wear armor, as their thick hide and magical nature make them very difficult to hit, and armor would merely slow them down. Some of their masters, however, occasionally give them protective magical items, which they are expected to use.

Combat: Guardian tasked genies move with inhuman speed despite their bulk, gaining a -4 initiative modifier in all forms of combat (although their initiative result never drops below 0). They target spell-casters before all others. Guardian genies are able to wield weapons in all four hands simultaneously without penalty. They can engage and attack up to four opponents at once, though they usually concentrate their attention on just one or two. Their preferred weapons are scimitars, cutlasses, great scimitars, and throwing axes and daggers. When using weapons they gain all the benefits of a Strength ability of 20.

The hearing of guardian genies is acute enough to pick up a feather falling onto a stone at a hundred paces; this, combined with their 360-degree vision, makes them impossible to surprise. Guardian genies never sleep.

Due to their innate magical ability, guardian genies can use each of the following spell-like powers twice per day: *shout, alarm, silence (15′ radius), detect invisibility, guards* and *wards, wyvern watch,* and *sepia snake sigil.* They can employ *blade barrier* once per day.

Guardian tasked genies are unaffected by all illusion/phantasm and enchantment/charm spells. All other magic affects them normally if it overcomes their magic resistance.

Guardian genies can breathe a cloud of green fire 30′ in diameter directly in front of themselves once per day. The cloud of fire causes 14d6 points of damage to those caught in its area of effect, with a save allowed versus breath weapon for half damage. The cloud resembles the fiery breath of the fire eaters sometimes seen in the suqs and bazaars of Zakhara.

Guardian genies have a 20% chance to possess powers in addition to the ones listed above and a 30% chance to have powers that simply replace 1-4 of the above powers. Examples might include flight, detect lie, the ability to shape glyphs of warding or explosive runes, hold portal, dimension door, and other abilities that might be expected to help a guardian.

Habitat/Society: Guardian tasked genies are solitary creatures and dislike social interaction. They speak in very clipped sentences if required to, but they do not encourage questioning. In fact, they are completely humorless about their tasks, following out their routines and procedures with methodical precision. They are perfectly willing to describe what they are guarding and who commanded them to guard it, though they will not tell anyone about what they can do to prevent its theft. (One of the conditions of their service is that they be told everything about the items left in their care.) Guardian genies will not guard living creatures. Guardian genies cannot be bribed and will attack any creature that attempts to do so.

Guardian tasked genies have no love of death and violence, although they are more than competent at dealing out both. If possible, they will use threats and warnings rather than immediately resorting to magical or physical combat.

Guardian tasked genies serve for limited periods of time; when their tour of duty at a given site is up, their services must be renegotiated. Since their contracts are typically for 101 or 1001 years, their former masters are often not around to renew their arrangements.

Ecology: In some ways, guardian tasked genies are frustrated creatures, for they can never finish a task and go on to do something else as craftsmen genies of various kinds can. They are required by their nature to be constantly vigilant. No genie will touch a treasure guarded by the tasked guardian genies, though they may advise others how a guarded treasure might be taken.

Genie, Tasked, Harim Servant

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	W
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10 (×2) or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	L (8′ tall)
MORALE:	Champion (15–16)
XP VALUE:	1,400



Harim servant genies serve many purposes. They guard the women of a harim, but also entertain them and perform minor tasks around the harim area. Most harim servants are males, tall and muscular, but not especially handsome. They dress in well-made clothing of fine fabric, yet of simple design.

Tasked harim servants are desired by many harim owners, including other genies. When they work for other genies, they tend to be less protectors and guardians, and more menial servants, so most enjoy working for "lesser beings," because it builds their own importance.

Combat: Tasked harim servants can cast each of the following spells three times per day: *cantrip*, *control temperature 10′ radius*, *mending*, *minor creation*, and *major creation*. They can cast *alarm* and *create food and water* once per day. They cast as if they are 9th-level wizards or priests, and they use their spells to protect, entertain, and serve the women of the harim.

Tasked harim servants are also versed in melee combat. They normally carry two weapons, often a pair of great scimitars—due to their size, strength, and skill, they have no problem wielding both weapons at the same time. Without weapons, tasked harim servants attack with their fists.

Habitat/Society: Harim servants act almost in a fatherly manner toward their charges, seeking to guide, protect, and help. Female harim servants are strong matrons who seek to bring order to the harim. Both genders demand respect and do not hesitate to punish unruliness, though they generally try to combat problems by offering caring and a sense of family.

The genies take care of all the needs of the women, from mending and cooking to guarding and footbathing. They use *cantrip* liberally for cleaning and entertainment, using other spells as necessary to increase the comfort of the harim. They have nonweapon proficiencies in healing, sewing, cooking, and local and ancient history. The genies also serve as storytellers, entertaining with legends, tales of genies, and amusing jokes. Some tasked harim servants have other skills, such as singing or dancing, which they can teach to the harim women.

Harim servants demand little pay, receiving gratification from doing a good job and the adoration of their "daughters." Though they answer to the harim's master, the genies tend to develop an emotional attachment to the members of the harim. If any of their requirements aren't met, or if they're bound to service, they twist their duties toward other purposes. They become less servants to the harim masters and more servants to the harim members. While the genies follow the letter of the masters' orders, they seek to avoid the spirit. In some rare instances, a genie might aid a woman to escape or to pursue an affair, or it might even become a paramour itself, but the offense to the genie or his charges must be great before actions like these are taken.

Other genies do not approach the women of a harim protected by a tasked genie unless the harim servant genie chooses to allow them access (for example, if the harim master is cruel, and the tasked genie knows another genie who will help and protect one of the harim women).

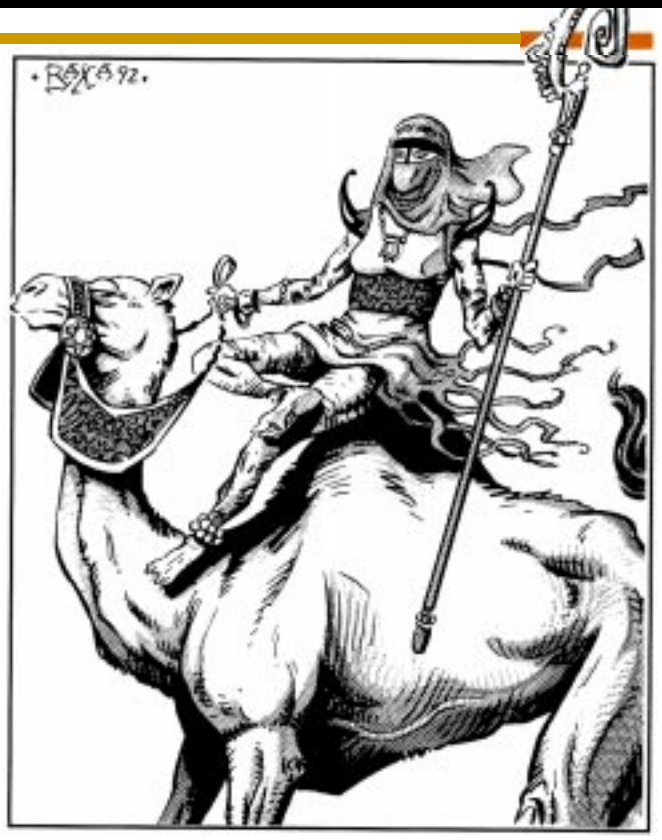
There are a few tasked genies devoted to looking after the men of a selama. They have similar attitudes to harim servants, wishing the best for their charges and for the whole selama.

Tasked harim servants get along well with most "lesser races," particularly women. Since they are so attuned to the needs of the harim, they can often empathize with women they encounter outside the harim. If asked for advice, however, they tend to suggest clothing and actions more suited to a harim girl than to an adventurer or merchant, and they often try to pamper and guide women they meet.

A tasked harim servant goes insane if its harim is taken away or severely harmed.

Genie, Tasked, Herdsman

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D for group, P otherwise
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	175



Capable of running all day with their herds, herdsman tasked genies are dedicated and sociable creatures. They live to provide for their animals, and they take their nourishment from them as well, often in the form of blood drained from small puncture wounds or from their milk.

Herdsman genies are short and wiry, with very quick hands and heavy brows. Their skin is dark and wrinkled from years of exposure to the sun and wind. Their hair is dark as jet and falls in loose curls (though the sun soon bleaches it to a reddish-brown in those who do not wear head coverings). Herdsman genies smell like their animals and often also have a vaguely rancid smell from the overripe milk products they eat.

Combat: Herdsman genies only fight in self-defense or in defense of their herds. A group of them will use short composite bows (30%), spears (40%), and short swords (30%). Some tribes use lassoes when they wish to capture prisoners. In addition, herdsman genies can use each of the following spell-like abilities once per day: *phantom steed, dust devil, remove fear,* and *flame brand.* They are excellent riders and can fire missile weapons from horseback at full gallop with no penalty. Their tactics revolve around keeping their opponents away from their herds and the slower members of their groups. If that is unsuccessful they may, in desperation, attempt to stampede the herd into their opponents. (If a group saving throw versus spell fails for the herd, the entire herd stampedes as directed).

Habitat/Society: Herdsman tasked genies are more commonly solitary, though they gather in groups when the size of their herds requires it. Their lives are completely centered around the welfare of their herds, and they are entirely willing to disobey their masters if they are ordered to take a herd into danger or into unfavorable land where the animals are likely to perish.

Herdsman genies take blood from their charges, which must be carefully drained so as not to weaken the animal and must be drunk immediately. They also take the milk and make it into various fermented drinks, cheeses, curds, and yogurts.

Herdsman tasked genies are very fond of races of all kinds, and contests are often held within and among groups of herdsman tasked genies to determine the fastest runner. Some of these races are made more difficult by following the pack of runners with a stampeding herd of bulls, camels, or goats. Camel and horse races are also common, and sports played mounted are often tumultuous all-day affairs with complex rules and scoring systems. Wagering and haggling are also favored activities of the male herdsman tasked genies. Young female herdsman genies take part in foot races, but they prefer roping, branding, shearing, and trick riding contests to mounted team sports.

All groups of herdsman genies are extremely mobile. If they feel threatened, they may stealthily force march their animals an entire night's travel across the plains with no ill effect on either themselves or their animals. They may do this once a week. This ability requires a cooperating group of genies and cannot be attempted by a lone herdsman.

Some groups of herdsman tasked genies have adopted the religions of Zakhara, and, like all new converts, they are zealous in their faith. These groups will try to convert others they meet, and they don't mind if they must force the convert to make up his mind.

Ecology: Herdsman tasked genies tend to push out both competing nongenie herdsmen and predators which might threaten their herds. They know when a given area has been grazed to the point of temporary exhaustion and will move on, but they have little regard for the artificial boundaries of sultanates, sheikdoms, and even the fences of farmers. This unwillingness to acknowledge the authority of settled groups often leads them into conflict, although they moderate this tendency if their master specifically admonishes them about it.

Genie, Tasked, Messenger

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	5
MOVEMENT:	15, Fl 42(A)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	S (4′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	420



Messenger genies were once djinn, but now serve all genies equally, flitting from plane to plane bearing messages, gifts, treaties, letters, documents, and love letters between noble genies of the various realms.

Messenger genies are slim, fluid creatures that never stop moving. They wear close fitting clothes and keep their hair cropped short under their tight turbans. They never wear jewelry and are always lightly armed. They often ride magical mounts, though they can also travel quickly on foot.

Combat: Messenger genies would rather flee than fight, and would rather die than surrender their documents. They always try to slip through crowds, duck behind trees, or hide under tables rather than standing and confronting their foes. When forced into combat, messenger genies move quickly, with a –1 bonus to initiative rolls. They attack with thrown weapons like darts and use an enchanted poison unique to the messenger genies, called *bardan ruqad* (cold sleep).

Bardan ruqad is used to deliver messages to dangerous or unpredictable recipients, and it can be used as either an injected or ingested poison. A creature that fails a saving throw vs. poison at a –4 penalty is paralyzed instantly but remains unnaturally alert for 1d6 + 4 rounds, giving the genie time to deliver his message. After this time, the creature falls into a deep sleep. This slumber lasts for 1d6 hours, allowing the messenger genie time to escape. The recipient's skin is cold to the touch throughout this time, and some are mistakenly pronounced dead. *Bardan ruqad* even affects undead, though they save against its effects with just a –2 penalty.

Messenger genies can use each of the following spell-like abilities, once per day, as a 9th-level spellcaster: *aura of comfort*, clear path*, lighten load*, dimensional folding*, invisibility, haste, distance distortion,* and *shadow door.* (Spells marked with an asterisk are from the *Tome of Magic* and can be replaced by *dimension door, Leomund's tiny hut, pass without trace,* and *strength.*)

Dying messenger genies can send their spirits out on the wind, reaching the nearest intelligent creature and asking to be avenged. Genies within range will always respond.

Habitat/Society: Messenger genies are always moving. They cannot stand to be kept waiting and are prone to pacing, fingertapping, and other nervous habits. Being tied up or held still is a form of torture that can sometimes (10%) force a messenger genie to undertake a mission for creatures to which a messenger genie owes no service. Only magical compulsion can force a messenger genie to reveal its messages; it would rather die than reveal documents held in trust.

Messenger genies are loquacious and enjoy helping people they meet on the road. If they are treated rudely, they may cripple mounts or ruin footwear.

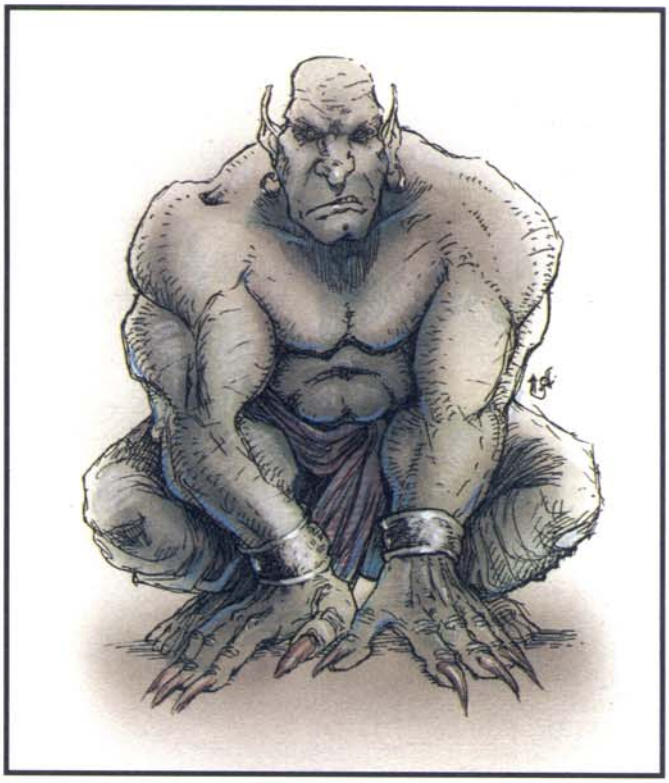
Messenger genies think that motion in itself represents progress and goodwill; slow or immobile creatures must be either evil, lazy, or corrupt. Messengers are always up first in the morning and are the last to rest in the evening. They are not childishly energetic, but they are fiercely determined to do and see as much as possible, for they live only 10 to 15 years.

Ecology: Tasked messengers are respected by all genies. Though they are individually weak and rarely found in numbers, they are sheltered and protected by noble genies. Anyone assaulting a messenger genie can be sentenced to 100 years of servitude to the genies. Anyone stealing from one is put to death.

Messenger genies need very little food and water, and can work for 40 days without rest. After 40 days, they seek out a cloud castle or mountaintop and collapse into a week-long coma in a den of cloudstuff. When they awaken, they are fully restored, ready to run for another 40 busy days.

Genie, Tasked, Miner

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Petrivore
INTELLIGENCE:	High
TREASURE:	Q (×10)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6 (×2)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (13–14)
XP VALUE:	1,400



Miner genies are a recent form of tasked genie, employed by the dao, though they were apparently created by evil wizards. Miner genies were once dao, but they have been compelled to work in mine shafts for so long that now they are hulking, driven creatures that live only to dig and carry stone.

Miner genies are as wide as they are tall; their height has been reduced so that they fit through narrow tunnels more easily. Their arms and legs are thick and powerful, and their hands end in digging claws so exaggerated that miner genies can no longer use their hands to eat; they must feed using their tiny snouts, like animals. Their heads are bullet shaped, and they are entirely hairless.

Combat: Miner genies steadily tear through stone with their claws. In fact, their claws grow so quickly that, if they stop mining for more than a week, their claws become ingrown, crippling the miner genie. They cannot use weapons.

Miner genies can cast *detect metal or mineral, dig, faerie fire,* and *water breathing* (for diving through flooded mine shafts) once per day. Like dao, they can assume a dusty gaseous form once per day, which they use to scout along cracks and seams in the rock. They can usually detect poisonous gases and unstable mine shafts (75%). No stone weapon can harm them.

Miner genies can collapse any mine shaft they have personally dug with a single blow, inflicting 6d10 points of damage upon anyone within the area of collapse who does not make a successful saving throw vs. death magic. The collapsing section can be up to 1,500 square feet. Those who make their saving throw suffer only 1d10 points of damage from rock shards and rebounding debris. Miner genies are immune to the effects of these collapses.

Habitat/Society: Miner genies prefer dim light and dusty mines, where no genie or slave can see the dishonorable state to which they have been reduced. They are a universally grim, self-pitying lot, prone to fits of sudden rage. They are solitary throughout their entire lives. Miner genies do not congregate for any reason and will strive to avoid each other's company.

Miner genies never mate or bear children because they do not want to bring others into the harsh servitude of the wizards that made them. However, their own lack of children makes them remarkably kind and gentle around the children of the dao, and they are occasionally allowed to serve as guardians for the illegitimate children of noble dao. These children are raised in the dim and despairing world of the miner genies until the dao parents think it is safe to declare their true parentage. A few of these children have been known to become miner genies, themselves, if left too long among the tasked genies.

Ecology: Miner genies eat stone, so just by living they mine out tunnels.

These genies that individually they're too weak to kill who wizards bred them, but as they are not always magically bound to serve the wizards, there is always the chance that they might revolt and kill their masters. Although they know that the dao are helpless against the cruel mages, the miners are irrationally angry that the dao do nothing to save them.

Miner genies are smaller and more manageable than the impudent dao, and some malicious wizards have suggested that all dao should be transformed into miner genies, so that they will always be servile. The dao might find miner genies amusing if the latter had been formed from some slave race, but as their blood brothers, many dao feel that miner genies are an abomination which should be done away with as soon as the yoke of their wizard masters is lifted.

Genie, Tasked, Oathbinder

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Very rare
ORGANIZATION:	Order
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	C,H,T
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	15, Fl 30(B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d6 plus special
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immune to victims' attacks
MAGIC RESISTANCE:	45%
SIZE:	L (9' tall)
MORALE:	Champion (15–16)
XP VALUE:	12,000



Oathbinder genies are reshaped efreet devoted to maintaining solemn oaths sworn between their masters and any consenting sentient being. If these oaths are broken, the oathbinder genie punishes the oathbreaker according to the terms of the vow.

Oathbinder genies have skin as black and glossy as obsidian, and their bodies have a perpetual nimbus of white fire. Their eyes shine with purple fire.

Oathbinder genies speak the language of the efreet.

Combat: Tasked oathbinder genies are seen only when they are summoned by the magical ceremonial oath that they enforce, and they are summoned only when an oath that the genie oversees is broken, or if the magical oath is dispelled. If an oath is broken, the genie is magically transported to the offender's location within 1d3 rounds. A *dispel magic* spell may be attempted to negate the oath's binding magic at that point; it is negated if the spell is successful vs. 12th-level magic.

Even if the binding is broken, the oathbinder genie appears in order to discover why the magic has been dispelled, and it will attack if, in its considered opinion, the oath should still be binding. If the conditions of the oath no longer apply to the reality of the situation, then the genie's guardianship is withdrawn and the binding oath is void without consequences to anyone (for instance, if the oath applied only to members of a given tribe, and the person seeking release from the oath has become an outcast of that tribe).

Oathbinder genies attack by projecting a stream of white fire from their hands, somewhat like a *burning hands* spell, but each hand burns independently. The genie can attack one creature with each hand, inflicting 4d6 points of damage. The range of the stream is 8 feet.

An oathbinder genie is completely immune to all physical and magical attacks from a creature whose oath it oversees. An oathbreaker slain by this tasked genie immediately assumes the form of a ghost (see the MONSTROUS MANUAL tome). The spirit form of a victim is captured and weakened for months or even years by the genie, and during that time the victim can neither be contacted with a *speak with dead* spell nor raised from the dead. Victims' spirits are held for one month per level of the victim, and then allowed to rest in peace. *Resurrection* and *reincarnation* are effective restorative spells when used at any point during which they would normally work, however.

An oathbinder genie has a number of spell-like abilities that aid it in the performance of its duties. It can use each of the following abilities, three times per day, as a 12th-level caster: *command, evil eye, greater malison, hold person, Otiluke's resilient sphere, unluck,* and *wall of force.*

Habitat/Society: Oathbinder genies are all members of an order that governs their conduct. They are experts on all aspects of contracts, oaths, vows, and matters of obligation, and they are always glad to debate fine points or split hairs with anyone similarly inclined, regardless of the topic.

Oathbinders refuse to serve the marid, whose word can rarely be counted on.

Ecology: Oathbinder genies have little impact on most creatures, as their needs are simple and they are never encountered other than as the servants of some powerful genie lord or wizard. Genies never break the word they give an oathbinder genie, although they may bend, twist, and wriggle or talk their way out.

Oathbinder genies demand more for their services (treasure, respect, goods) when the conditions of the oaths they oversee are more strict or exacting. Oaths of fealty sworn for a lifetime are more demanding to enforce than promises of nonaggression made for the coming year. All oaths of the latter sort cost a minimum of 1,000 gp to establish, and may frequently be tens or hundreds of times more expensive.

Genie, Tasked, Slayer

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	U
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	24, Fl 30 (B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16 or by weapon type +9
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	L (10′ tall)
MORALE:	Fearless (20)
LEVEL/XP VALUE:	11,000



The tasked slayer genie's only purpose is to commit murder as often as possible—by stealth as long as possible or through berserker rages when discovered. As this sort of behavior tends to be noticed by sentient creatures nearby, slayer genies are usually very discreet about their activities, controlling the rage which motivates them because of their fear of discovery and punishment.

Slayer genies are massive genies with four arms and dark, polished skin and are usually naked to the waist. Two of their hands are human; the other two resemble lion's paws with ivory claws. Their red eyes sparkle with flame. Above and between their two eyes lies a third eye, which is green and resembles that of a panther. The third eye is centered between two horns. Their hair is coarse as horsetails. On their backs are two massive wings.

Combat: Slayer genies prefer to kill their targets quietly, and they are extremely well-equipped to do so, either by magical or physical means. They can cast *blindness, silence 15′ radius, darkness, improved invisibility, ventriloquism, misdirection, assume gaseous form, polymorph self,* and *dimension door.* If they reveal their true form they can cause *fear* in creatures of 3 Hit Dice or less.

In melee, they attack either with their terrible claws or with a melee weapon in either normal hand (at no penalty). Their enormous Strength gives them a +9 damage bonus when using melee weapons. Slayer genies prefer scimitars, axes, cleaving polearms, morning stars, and maces. Slayer genies will use missile weapons in unusual circumstances. They suffer no penalty for using such weapons instead of their usual melee weapons.

Habitat/Society: It is believed that slayer genies were first created with the specific function of terrifying the enemies of the genie lords, but that they later began to serve as efficient assassins in noble genies' power struggles. Given their nature and their origin, it is not surprising that slayer genies are always servants. Those few slayer genies that become free generally have very short reigns of terror. They serve humans, demihumans, and other genies, but their masters always closely monitor their actions. An unwatched slayer genie is extremely dangerous, and may begin slaughtering its master's followers.

Slayer genies enjoy the company of other warriors, and will spend hours discussing the advantages and disadvantages of various weapons, the fine points of anatomy, and the details of stealth, tactics, martial trickery, and armor with anyone willing to listen. Their fascination with violence and bloodshed goes far beyond the professional level. They have a disturbing fixation with the process for its own sake, and their descriptions of past battles are full of loving details of exactly how a foe looked as he died, how well each of their weapons performed, the quirks of various fighting styles and their appeal, and so on. The joy they have in battle and death extends to their own demise, which they all look forward to as a glorious occasion. Nothing spoils the mood of a slayer genie quite so much as the thought of dying some way other than in combat.

Slayer genies know neither shame nor pride when asked to complete some mission; they merely seek to fulfill their role, and boast about it afterward. No trick is too cruel, no tactic too immoral, no job too unsavory for them to undertake.

Ecology: When tasked genies are driven mad they become tasked slayer genies, genies unable to stay sane after long labor at the same task. They seek release in bloodshed, and they retain only a limited cunning.

Slayer genies view all other creatures as merely sets of abilities and attributes to be overcome, creatures whose only purpose is to meet their death at the hands of the slayer. Hearing a slayer genie inform creatures that they are denying their purpose (that is, not dying at its hands), and thus upsetting it, can be very alarming—refusal to admit that one wants to die by the slayer's hands just upsets it further. Living creatures rarely survive, much less profit, from meeting a slayer genie.

The only exception to this general rule are the undead; slayer genies are puzzled at whether or not they should bother to kill things that are already dead. Given a choice, slayer genies always leave undead creatures for last, and if there is any chance of discovery, they leave the undead alone. This often results in undead creatures being blamed and hunted as the perpetrators of slayer genies' crimes.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon +4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Raise morale
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Fanatical (17-18)
LEVEL/XP VALUE:	1,400



Warmonger genies are strategists and advisers to generals, laying plans for warfare among the genies' emirs and caliphs. They are always found leading soldiers and mercenaries, and where there is no war for them to fight, they start one.

A hairy genie with blood dripping from every hair, warmonger tasked genies tend to obesity. They are shorter than most other genies, a fact which causes them no end of anger and frustration. The typical warmonger genie stands 5′ tall and weighs over 200 pounds.

For battle, warmonger genies wear the heaviest armor they can find and are generally found at the rear of their troops, observing from horseback or seated on a ridge overlooking the field. They are very fond of wearing sashes, medals, clusters of jewels or precious metal signifying military ranks and orders, as well as other accessories that attest to their bravery and skill.

Combat: Warmonger genies are capable warriors but excel at leadership. Their leadership is both so inspired and so terrifying that troops under their command gain a +2 bonus to their morale as long as their leader lives. If a tasked warmonger genie is slain in the heat of battle, all troops aware of his death suffer an additional -2 penalty to morale. In melee, warmonger genies prefer weapons for mounted use: maces, picks, and scimitars. Their great strength gives them a + 4 bonus to weapon damage.

Warmonger genies can use each of the following spell-like abilities twice per day: *cloak of bravery, suggestion,* and *enchanted weapon.* They may use *fear* and *remove fear* at will.

Habitat/Society: Warmonger genies live among their troops and worship their lords. They are completely loyal to their cause and will carry on with battle even if their lord requests they stop. They will, however, retreat when it is to their advantage, to renew the battle on more favorable terms.

Generally, warmonger genies are summoned or hired to perform a specific task, such as defending a vital pass from imminent invasion or leading forces in a bid for conquest. They are so enthralled with their work, however, that they often refuse to stop at the limits that their leaders set. As long as a continued advance doesn't overextend supply lines, push exhausted troops beyond their endurance, or otherwise appear to be militarily foolish, the genies will urge their lords to continue the fight. Their reasoning is simple: fighting now will prevent fighting later. They are also canny enough to play on their lord's vanity. They will always assure him that bringing more land under his rule will serve the interests of others as well because of his enlightened and wise policies.

In their hearts, warmonger genies see political figures as foolish and incapable of understanding the glories of soldiering. Many warmonger genies fancy themselves as profound philosophers; appealing to this conceit often brings respect from the genie.

Ecology: Warmonger genies have no ecology. They destroy ecologies they encounter because they must requisition food and supplies from territories they march through, and they must allow their troops a certain amount of plunder for morale purposes. Repeated marching over the same territory during an extended campaign often results in the complete destruction or removal of any mounts, grain, livestock, water supplies, and other foodstuffs that the genie's army can lay its hands on. Noncombatants starve in their wake.

In addition to their purely strategic and tactical skills, they are administratively and politically skilled enough to understand how to create a climate of fear and suspicion conducive to turning entire nations into armed camps. They will ruthlessly carry out plans to bring all the reins of power under military control and then make every citizen of their nation as efficient as possible in contributing to the war effort.

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Genie, Tasked, Winemaker

CLIMATE/TERRAIN:	Temperate or subtropical villages and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	X, C
ALIGNMENT:	Neutral (good tendencies)
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8-10)
LEVEL/XP VALUE:	120



Winemaker tasked genies are creatures of the grape, dedicated to nurturing the vines and extracting the finest possible vintages. They are quiet creatures, tending to their fields and casks through the summer and winter and closely supervising the harvests.

This genie has the head of a cat, the body of a dog, and a long trunk which it uses to crush grapes. It stands erect, with individuals varying between 4′ and 5′ tall. They weigh about 150 pounds, the males slightly more, the females slightly less.

Winemaker genies do not wear cloth, but they do drape themselves in grape leaves during the growing season and are generally completely covered in grape juice during the harvest. Most such genies can speak many languages, so as to be able to travel the widest regions possible.

Combat: Winemaker tasked genies are poor fighters, though when they are angered their frenzy can be quite frightening to watch. They use their trunk to catch and crush opponents, causing 1d6 points of damage.

In addition, winemaker genies can spray their opponents with wine or other liquids they take into their trunk. This spray fills a cone 20′ long and 10′ wide at the base; each creature struck by it must make a saving throw versus paralyzation or be blinded by the stinging wine for 1d3 rounds. If only water is available to the genie, the blinding lasts but a single round.

The winemaker tasked genie can use each of the following spell-like abilities three times per day: *water walk* (to walk over the vats while stirring), *purify food and water, create water, goodberry, speak with animals,* and *detect poison.* Once per week they can cast *pass plant* (through grapevines only), *sunshine,* and *plant growth.*

Any fermented beverage or fruit juice made under the direction of a winemaker genie is held to high standards and is worth four times what a normal beverage might bring in the marketplace.

Habitat/Society: Winemaker genies are travelers, wandering from harvest to harvest, never staying at a given vineyard for more than two years. Harvest time is the only festival time that winemaker genies celebrate; they are great drinkers and are capable of entertaining workers with wit, song, and even buffoonery at the genie's expense.

Unfortunately, a winemaker tasked genie's taste for his own work typically leads to excessive drinking and a slow decay of his skills. Older winemaker genies may become eccentric vintners who cater to jaded palates, or they may become village drunks, madmen, and fools.

Winemaker genies serve only so long as their masters do not mistreat them, do not adulterate or water their wines, and do not ask them to follow any particular method or rule, even the traditions of the vineyard. They demand complete latitude to make wine as they think best. The slightest disagreement may cause them to seek work elsewhere.

Winemaker genies forced to their task are still capable of producing excellent wines, but their special touch may be lacking, and they decline into drunkenness and eccentricity much more quickly.

Ecology: Winemaker genies get along well with wine snobs, drunks, satyrs, nymphs, centaurs, and hill giants. They are friendly to any race that appreciates their talents, and they have been found working for evil humanoids as well as for enlightened caliphs.

Genie, Zakharan, Dao

CLIMATE/TERRAIN:	Earth, mountains
FREQUENCY:	Rare
ORGANIZATION:	Khanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to very (5–12)
TREASURE:	F
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9, F1 15 (B), Br 6
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 (3d6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Earth resistance; see below
MAGIC RESISTANCE:	Nil
SIZE:	L (8-11 ft. tall)
MORALE:	Champion (15-16)
XP VALUE:	6,000



Dao are malicious genies from the Elemental Plane of Earth. (*Dao* is both singular and plural.) There they dwell in great numbers, continually delving and shaping the rock around them. On the Prime Material Plane, dao are usually solitary, although powerful individuals (such as the evil yak-men) sometimes manage to command a group of them. Of all the genie races, dao are the most simple and brutish, and can often be cozened into service.

Male or female, dao are powerfully muscled individuals. Their polished skin is the color of earth, sand, or granite, and their finger- and toenails are made of a durable but lustrous metal. The fingers themselves are wide and pudgy, even if the dao assume other forms. Both sexes are bald and free of body hair. Males do have facial hair, worn in mustaches and angular beards. All dao enjoy adorning themselves with jewelry, such as earrings, bracers, chokers, nose rings and studs, ankle bracelets, rings, and bells. Many don shirts of lamellar plates.

Like most genies, dao have a limited form of telepathy that enables them to converse with any intelligent being (low intelligence or better). They may use this ability as translators, but will often accentuate the negatives when doing so, making each side appear hostile and boastful to the other. Dao also speak Midani and the native tongue of all geniekind. The dao dialect is rumbling and low-pitched, with grinding consonants and trilling vowels.

Combat: Dao can use each of the following spell-like powers once per day, one at a time: *detect good, detect magic, assume gaseous form, attract evil eye,* become *invisible,* cause *misdirection, passwall,* create a *spectral force,* create a *wall of stone,* and *change self.* With the last power, a dao can reduce its height to 2 feet or increase it to 20 feet (a variation of the spell). Three times per day, the dao can turn rock to mud (or the reverse, *mud to rock).* Six times per day, the dao can *dig.* Powers are at the 18th level of wizardry.

A dao can also grant a limited *wish*, once per day, but with severe restrictions. First, the genie can only grant a wish to a native of the Prime Material Plane. A dao cannot grant a wish to another genie, including a janni, nor can a wish be granted to a creature such as a cambion, which belongs to both the Prime Material and other planes. Most importantly, the dao can only grant a wish that will be fulfilled in a twisted or malignant way. (Details are determined by the DM; not-even the dao can always predict such results.) For example, an individual who wishes to regain hit points may do so, but at the cost of draining hit points from allies. A wizard who requests a new spell may receive it, but become afflicted with the evil eye. And those who wish for shelter may discover a palace, only to find it inhabited by some foul monster. Most of those who request wishes from dao are aware of these restrictions and proceed with caution. (While an evil master who has enslaved a dao may demand a wish, the master should know that the wish is likely to cause him or her great harm.)

Dao are immune to earth-based and earth-affecting spells, including those from the province of sand (elemental earth). Holy water is the dao's bane; they suffer twice the usual amount of damage from it. That damage will be marked for years to come, because the liquid scars them as easily as water carves ravines through sand.

A dao can carry up to 500 pounds without tiring, either when flying or walking (or simply standing). Doubling the weight causes the dao to tire in three turns, but for every 100 pounds under 1,000, the dao can bear the load one additional turn. For example, a dao can carry 600 pounds for seven turns without tiring. After being exhausted in this fashion, a dao must rest for six turns.

Dao can move through earth at a burrowing rate of 6. They can't dig through worked stone or solid rock, however. Companions can't follow, since the tunnel closes up behind the burrowing dao, filled by debris carved out from ahead. However, a burrowing dao can still carry inanimate objects, and such an

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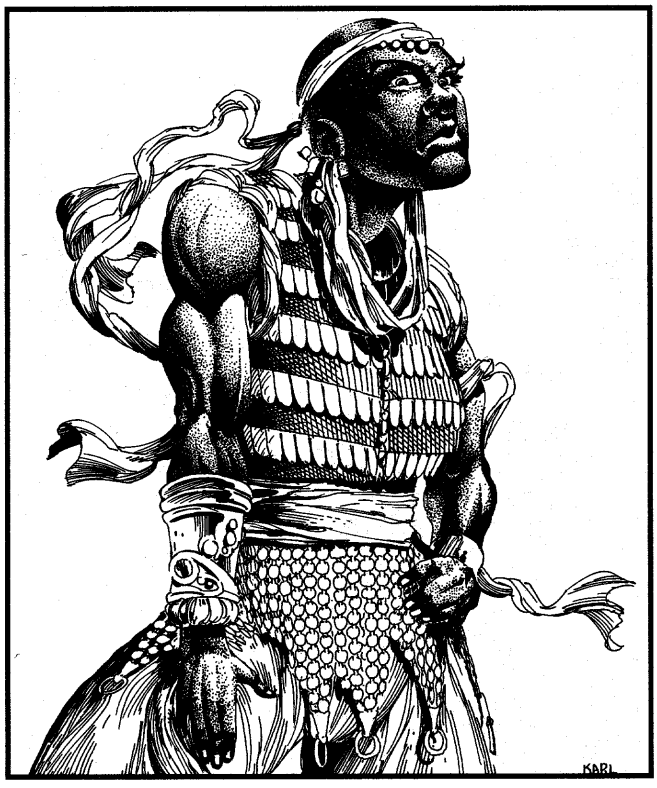

"object" might conceivably be a passenger, albeit an uncomfortable one (DM's discretion applies).

Dao usually stand and fight if threatened. If they're overmatched, however, most flee by taking to the air or by burrowing-and then return with enough reinforcements to squash those who would besmirch a dao's honor. Dao are often uncomfortable in an enclosed area of worked stone because it prevents them retreating easily.

Though dao are evil, they are also honorable in their own way. If shown kindness and fairness, a dao will return them in kind (taking everything else it can get as well). Dao make excellent advisors, particularly if they know that by helping a mortal they can cause harm to other mortals. These genies hate enslavement as much as the efreet, and will seek out sha'irs who have imprisoned their brethren—either to slay the sha'irs or to take them as slaves.

Interplanar Travel: Dao can travel freely to any of the elemental planes, as well as to the Prime Material, Astral, and Ethereal Planes. They are generally "homebodies," favoring their native Plane of Earth, but some maintain relationships with efreet on the Plane of Fire. In addition to traveling of their own volition, dao may be summoned to the Prime Material Plane through magical abilities or items.

Habitat/Society: The dao's native land is the Elemental Plane of Earth, a realm of solid matter broken by pockets of air, water, and fire. The dao have tamed, worked, and settled these pockets for their own use. The pockets and caverns twist back on themselves like intricate knots, and are called *mazeworks.* A typical mazework comprises 4 to 40 (4d10) dao, and 8 to 80 (8d10) slaves. Typical slaves include elemental beings such as xorn, captives from the Prime Material Plane (especially races accustomed to a life underground), and hapless human adventurers. Xorn and other creatures who can move through stone serve the dao as scouts, determining the location of future diggings.

A standard dao mazework is ruled by an ataman (or hetman) who acts on the advice of a seneschal. Both are either dao of maximum hit points or noble dao (see the AL-QADIM™ *Monstrous Compendium* Appendix). One to six nobles or dao of maximum hit points make up the ruler's immediate court. While the ataman's loyalty may be in question, the seneschal's is not, since the latter is appointed by the Great Khan of the dao. Seneschals are responsible for collecting taxes and slave levies from the smaller mazeworks, to be turned over to the Great Khan for his own use. Often an ataman will declare his independence, and seek to break away or cheat the Great Khan of his due. As a result, punitive expeditions against independent kingdoms are common in the Elemental Plane of Earth.

The Great Khan rules his subjects from a cavern complex called the Sevenfold Mazework. The complex lies at the deep heart of the Great Dismal Delve, which is the largest dao city on the Plane of Earth. Most noble dao, as well as the majority of all dao, can be found in the Delve. It is a huge metropolis, continually bustling with trade in gems, metals, and mortal lives. The city's suqs and bazaars are the most wondrous (and dangerous) on the inner planes.

Of all genie races, dao are the most industrious. They are continually mining, shaping, and digging new lands-activities that require a steady flow of slaves and materials. Their markets are filled with sharp dealers, new wonders, precious metals, and lively slave-auctions. (While dao fear losing their own freedom, and despise those who would imprison them, they see nothing wrong with depriving others of their freedom.) These genies are diligent, hard-working, and driven to complete their tasks to the best of their abilities.

Dao industriousness is what moves them to invade the Prime Material Plane, where they hope to open new markets and new supply lines for their insatiable empires. In the Prime Material Plane, dao are normally found alone, scouting for resources or dealing with local merchants. They prefer the mountainous terrain familiar to their race, but can also be found in deserts and jungles. They are uneasy in mortal cities, but will go there if trade is good.

Ecology: Dao do not need to eat or drink. They can fast for years without significant detriment to their abilities. They also can slow their breathing to a point that enables them to remain buried beneath tons of debris and be unaffected. (They are still vulnerable to poisons and air-based attacks, however.) Despite such powerful constitutions, dao enjoy the sensations of life, and often partake in hedonistic revelry. For example, dao believe that powdered gems, gold dust, and gold leaf heighten the experience of eating—devouring them as mortals might use a precious spice.

Dao take pride in a thing well-made and a plot well-planned. Mortal agents sometimes employ dao to build fortifications and palaces, for their engineering skills are second to none. When constructing something, the malicious nature of the dao is submerged in the industry of the work.

In the Prime Material Plane, far to the north of the enlightened world, the industriousness of dao has been harnessed by evil yak-men. Dao are incapable of attacking these creatures, and are condemned to serve them. (See the "Yak-Men" entry.) Among the genies, dao are on speaking and trading terms with the efreet, but they have nothing but scorn and hatred for jann, djinn, and marids. Other races native to the Elemental Plane of Earth avoid the dao, for these evil genies are always seeking new slaves.

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CLIMATE/TERRAIN:	Air, desert
FREQUENCY:	Very rare
ORGANIZATION:	Caliphate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to highly (8–14)
TREASURE:	F
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9, Fl24 (A)
HIT DICE:	7 + 3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16 (2d8)
SPECIAL ATTACKS:	Whirlwind; see below
SPECIAL DEFENSES:	Air-based combat; see below
MAGIC RESISTANCE:	Nil
SIZE:	L (10 1/2 ft. tall)
MORALE:	Elite (13-14)
XP VALUE:	6,000



Djinn are proud, sensuous genies from the Elemental Plane of Air. (*Djinn* is plural; *djinni* is singular.) While an adventurer may encounter these creatures in great number on their home plane, djinn tend to be solitary when visiting the Land of Fate. They favor the uncluttered vistas of the open desert to densely populated regions. Djinn are somewhat friendly toward mortals, however, and as a result, they may visit Zakhara's cities.

Djinn look like exceedingly tall, well-muscled men and women. Their features are noble and attractive. Their skin color ranges from pale blue to the more common olive-brown and dark tan of desert natives. Their eyes are usually brown, but there are also blue-eyed djinn, who are believed to be marked by Fate for great actions. (Blue also suggests increased powers of the evil eye, however.) Djinn dress in airy, shimmering silks, which are designed for comfort as well as to flaunt their musculature.

Like most genies, djinn have a limited form of telepathy, which enables them to converse with any being of low intelligence or better. (This can make djinn valuable translators. Let negotiators beware, however: capricious djinn may relay their own "interpretations.") Djinn also speak Midani, as well as the language shared by all geniekind. The djinn dialect of the latter is sibilant and melodious, like a breeze passing through an orchard.

Combat: Djinn can use each of the following spell-like abilities once per day: They can *create nutritious food* for 2 to 12 (2d6) persons and *create water* or *wine* for 2 to 12 (2d6) persons. They can *create soft goods* (up to 16 cubic feet) or *wooden items* (up to 9 cubic feet) of a permanent nature. They also can *create metal* with a short lifespan. (The harder the metal, the shorter its duration. While djinni gold lasts 24 hours, djinni steel lasts but an hour.) Djinn can *create illusions* that have both visible and audible components, and that last without concentration until they are touched or dispelled. All of these illusions are cast with the ability of a 20th-level wizard. (A sha'ir who is able to identify the works of geniekind can use that ability to detect the source of a djinni's illusions.) A djinni can also become *invisible, assume gaseous form,* and *wind walk.*

Also once per day, a Zakharan djinni has the ability to harness the air and create a whirlwind, which the creature can ride or even direct at will from a distance (usually to attack, with a range of sight). The whirlwind is a cone-shaped spiral, measuring up to 10 feet across at its base, 40 feet at the top, and up to 70 feet in height. (The djinni chooses the whirlwind's dimensions.) Its maximum speed is 18, with maneuverability class A. The base of the whirlwind must touch earth, water, or some solid surface; else the whirlwind dissolves. It takes a full turn for the whirlwind to form or dissolve. During that turn, the funnel cloud inflicts no damage, nor does it have any other effect. The whirlwind lasts as long as the djinni concentrates upon it, moving at the creature's whim.

If the whirlwind strikes a nonaerial creature of fewer than 2 Hit Dice, the creature may be swept off its feet, battered, and killed. To avoid these effects, the target must make a successful saving throw vs. breath weapon for each round of contact with the whirlwind. Hardier beings-as well as all aerial or airborne creature–suffer 2 to 12 (2d6) points of damage per round of contact with the whirlwind.

As noted above, the djinni can ride its whirlwind. The djinni may even allow passengers "on board," who (like the djinni) suffer no damage from the buffeting winds. Besides the djinni, the whirlwind can carry up to six man-sized or three genie-sized creatures without slowing.

Because of their link to the Elemental Plane of Air, djinn enjoy an advantage in air-based combat. Creatures or attacks based on elemental air suffer a -1 penalty to attack and damage rolls when battling a djinni. In addition, a djinni gains a +4 bonus to saving throws against air-based attacks and elemental air spells, including poison gas attacks, gaseous breath weapons, and magics such as *cloudkill* and *control normal winds.*

Brute force is a poor persuader of djinn. Rather than be captured (or injured), a djinni who is overmatched in combat usually takes to flight and uses its whirlwind to buffet followers.

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A djinni can carry up to 600 pounds without tiring, whether flying or traveling afoot. It can even carry 1,200 pounds for a short time: three turns if afoot, one turn if flying. For every 100 pounds less than 1,200, a djinni can walk or fly one additional turn before fatigue sets in. (For example, a djinni carrying 1,000 pounds can walk for up to five turns and fly for up to three.) Once fatigued, the creature must rest six turns before attempting further strenuous activity. These weight limitations do not apply to the djinni's whirlwind. However, any baggage or cargo that is not carried by the djinni—or by the djinni's passengers—is not protected; it can be damaged by the funnel cloud's high winds (items that fail a saving throw vs. crushing blow are destroyed).

Interplanar Travel: Like most genies, djinn can travel freely to any elemental plane, as well as to the Prime Material Plane, Ethereal Plane, and Astral Plane. They usually restrict their travel to the Elemental Plane of Air and the Prime Material Plane. Djinn may also be summoned to the Prime Material Plane as a result of a character's magical ability or item.

Habitat/Society: The djinn's native land is the Elemental Plane of Air, where they settle floating islands of earth and rock. These landholds measure anywhere from 1,000 yards to several miles across. They are crammed with wondrous buildings, courtyards, fountains, and gardens, as well as topiary forms and sculptures made of elemental flames. While djinn can fly easily, most habitats of the non-noble djinn are built with nonflying creatures in mind. Sweeping staircases, ramps, slides, and ladders allow ambulatory servants and visitors to move around freely.

A typical landhold is home to 3 to 30 (3d10) djinn, 1 to 10 jann, and 1 to 10 air elemental creatures of low intelligence. A single *sheikh*– always a djinni of maximum hit points—presides over the landhold. The sheikh answers to a loose confederation of *caliphs.* These caliphs are also served by *viziers, beys,* and *emirs.* The ultimate ruler of all djinn is the *Great Caliph,* Commander of the Four Winds, Defender of the Heavens, Master of the Air. All high-ranking creatures (from viziers and sheikhs to the Great Caliph) are noble djinn. (See the AL-QADIM™ *Monstrous Compendium* Appendix for details.)

All djinn swear allegiance and fealty to the Great Caliph. His word is law. A djinni risks punishment for disobeying a local caliph, but death is the penalty for violating the Great Caliph's will.

Djinn landholds practice mutual defense. If one is attacked, its residents send messengers to other outposts. Soon, the entire djinn nation is mobilized and prepared for war. In the Elemental Plane of Air, solid building ground is at a premium (for any resident). Mutual defense allows the djinn to protect what they own. Other sentient races on the plane shy away from attacking djinn landholds, since they know that the djinn will return the attack in kind.

Although the caliphate organization is fairly loose, it still too restrictive for many free-living djinn. They often visit the Prime Material Plane for a respite from family and local lords. These vacationers favor the wild, open deserts, where they ride whirlwinds and visit jann (their genie cousins). Djinn found in the deep, forlorn desert usually want solitude, and they may view intruders unkindly.

Most djinn are friendly toward mortals, however. Of all the genie races, only jann are more tolerant of these "short-lived comical little creatures." While outright attacks on mortals are rare, djinn *are* mischievous. A favorite djinni trick is to create an illusionary person who implores a mortal to recover some item or to play some trick—always to djinni's advantage. This sort of mischief becomes especially heavy-handed against creatures who use wings or some artificial means to fly (such as a magic carpet). Djinn resent such creatures for challenging them in their own element.

Despite their impish nature, djinn consider some targets off limits for pranks. A djinni will rarely vex high-ranking or important mortals, because they may have ties to the Great Caliph. A djinni is also cautious about playing tricks on another djinni.

Of the true genies, djinn are most amenable to servitude. A djinni may even forgive a mortal master's flaws and be amused by his or her petty actions. Limited servitude, believe the djinn, is a matter of Fate, and no being may contest the hand of Fate. Long-term service displeases the djinn, however. Imprisonment is anathema. And betrayal-particularly by a mortal whom they trusted—is a vile deed which only the most deadly vengeance can amend.

If a character desires the brief service of a djinni, the creature may be entreated with gifts of fine meals, gems, and magical treasures, or otherwise flattered and bribed into compliance-provided, of course, the service does not require too much risk or expenditure on the creature's part. Sha'irs of sufficient power may forgo such niceties; they can summon, bind into service, or imprison a djinni by using their spell-like abilities.

Ecology: Djinn do not need to eat or drink. However, they do enjoy rich flavors, smells, and sensations. Succulent fruits, great feasts, pungent wines, fine perfumes, shimmering silks, smooth satins, soft velvets-these are common djinn desires. They are creatures of comfort and ease, working when forced to or when they see a particular need. They prefer permanent, crafted materials to their own creations, and this brings them in contact with mortals.

The djinn are on good terms with jann and sometimes visit their desert camps. They are on cool terms with marids, who tend to be haughty. Djinn outwardly despise dao and efreet, and rarely hesitate to strike against them. A single djinni is weaker than a single dao or efreeti, however, so such an attack is either a massed ambush, or, more commonly, an assault in which a mortal is conned into aiding a djinni (thereby incurring the wrath of the dao or efreet).

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Genie, Zakharan, Effreeti

CLIMATE/TERRAIN:	Fire, desert
FREQUENCY:	Very rare
ORGANIZATION:	Sultanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	
MOVEMENT:	9, Fl 24 (B)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24 (3d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Fire resistance; see below
MAGIC RESISTANCE:	Nil
SIZE:	L (12 ft. tall)
MORALE:	Champion (15-16)
XP VALUE:	7,000



Efreet are genies of the Elemental Plane of Fire, and they are likely to found in great numbers there. (*Efreet* is plural; *efreeti* is singular.) In the Land of Fate, they are usually alone, although they may be acting on behalf of a sha'ir or another master. These genies are usually hostile and derogatory toward mortals, with two exceptions: mortals who are more powerful than the efreet, and characters who are wise enough to realize the superiority of efreet over all other genies. As a race, efreet are insulted to the point of violence by suggestions that they are evil and lawful in nature. They prefer to think of themselves as fair, even-handed, well organized, and possessing an enlightened sense of self-interest. (The rulers of the efreet, however, *are* both evil and lawful in nature.)

Efreet are massive, solid, hulking humanoids with red eyes that flicker and glow like embers. It is said the efreet are configured from equal parts of basalt, bronze, solid flame, and anger. Their skin color ranges from deep red or crimson to the dark gray and ebony of basalt. (Some Zakharans believe that creatures with red skin are chosen by Fate for a special task.) An efreeti's hair often seems aflame with its brassy undertones and red and smoky highlights. A red or black beard, either contrasting or matching the hair, completes the visage of some males. These fiery genies dress in the finest silk caftans and damask robes, all dyed in shades of red and black. They also favor brass and gold jewelry.

Like most other genies, efreet have a limited form of telepathy, which enables them to converse with any being of low intelligence or better. (An efreeti is an unreliable translator, however, prone to twist the truth to its own ends.) Efreet also speak Midani and the native tongue shared by all geniekind. The efreeti dialect of the latter is harsh and passionate, with over-stressed syllables and a clipped, precise rhythm.

Combat: An efreeti can use each of these spell-like abilities once per day with the skill of a 15th-level wizard: become *invisible,* assume gaseous form, detect *magic, polymorph self,* create a *wall of fire,* and create an *illusion.* Illusions can have both visible and audible components, and they last without an efreeti's concentration until they are magically dispelled or touched.

As often as desired, an efreeti can also *produce flame* or cause *pyrotechnics* (as a 15th-level wizard). In addition, the efreeti can enlarge itself once each day, with the skill of a 10th-level mage.

Efreeti are fire-resistant. "Normal" fire—including incendiary attacks and the effects of their own native plane—cannot harm them. Nor can dragon breath. Magical fire—such as a *fireball* or similar magic from the province of flame-has diminished effects. Such magical attacks suffer a -1 penalty to hit the efreeti (where applicable), as well as a -1 penalty to each die of damage.

The efreeti's most renowned power is the granting of *wishes* (per the spell), up to three per day. This ability has made efreet very popular among those seeking to enslave them (which may account, at least in part, for the efreet's disagreeable attitude). An efreeti operates under two limitations when using this ability. First, wishes can only be granted to creatures of the Prime Material Plane. Efreet cannot grant wishes to other genies (including jann), nor to any other creature from the inner or outer planes. Second, any wish that an efreeti grants will be reviewed by the efreeti's own superiors in the City of Brass, and ultimately by the Sultan of the Efreet himself (see "Habitat/Society").

Efreet can carry up to 750 pounds, afoot or flying, without tiring. They can carry twice that weight, or 1,500 pounds, for a limited time: three turns afoot or one turn aloft. For every 150 pounds below 1,500, the time limit increases by one turn. (For example, an efreeti can fly for three turns while carrying 1,200 pounds.) An efreeti who is fatigued by carrying a heavy load must rest for six full turns before engaging in strenuous activity again.

Interplanar Travel: Like most genies, efreet can travel freely to any of the elemental planes, as well as to Prime Material Plane, Ethereal Plane, and Astral Plane. Due to strained relations with

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other genie races, they normally remain on the Plane of Fire, though they occasionally establish trading operations on the Plane of Earth. Those upon the Prime Material Plane usually have been summoned by a sha'ir or a character who has a magical item.

Habitat/Society: Efreet are famous for their hatred of servitude and their desire for justice and vengeance against those who have wronged them. They are also noted for their cruel natures and their ability to mislead and deceive. In part, this cruelty stems from the nature of the horrid masters who oversee them. But more than a few efreet relish their own brutality. The remainder merely shrug, and blame their evil society for their actions, not themselves.

The court of the efreet is the City of Brass, a great metropolis on the Elemental Plane of Fire. The city rises from a bowl-like hemisphere of glowing metal, measuring 40 miles across. The city is ruled by the efreet's great sultan. His servants include a number of noble and common efreet who make the city their home.

While most efreet on the Plane of Fire reside in the City of Brass, there are military outposts scattered throughout the dimension. The stated purpose of these outposts is to protect the efreeti territories against incursions from the Elemental Planes of Air and Water. More often, they serve as bases for raids against other planes. The outposts also serve to regulate movement and travel in the efreeti territories. Four to 40 (4d10) efreet dwell at each post. They are governed by a malik or vali, who is a common efreeti of maximum hit points. In addition, there is a 10 percent chance that an outpost houses one to four (1d4) jann and one to four dao. There also may be 10 to 100 (10d10) prisoners or captives of the efreet, taken either from the Prime Material Plane or from raids against travelers in the Elemental Plane of Fire.

Given the oppressiveness of their native land, it is no surprise that efreet make extended visits to the Prime Material Plane. They prefer hot regions such as volcanoes, and open territory such as the Anvils of the great deserts. This love of the desert brings them into conflict with jann, whom the efreet can easily dominate, as well as djinn, with whom the efreet have maintained a low-level conflict for generations.

Due to their wish-granting ability, efreet have been exploited by mortals for eons, especially humans. As a result, efreet feel suspicion and spite for that race. The efreet capture or torment almost anyone they can, carrying suitable slaves back to the Plane of Fire for training at one of the outposts. Mortals who spoon out healthy portions of praise (and treasure) may find these genies more amenable, as may characters who seek to use an efreeti's power to the detriment of other mortals. All efreet enjoy creating excitement, havok, and destruction, particularly if they cannot be held personally responsible. ("Very sorry about your inn, most worthy mortal. I would have spared it if the sha'ir had permitted me to do so. But such was not the case, alas.")

As noted above, any wish an efreeti grants will be reviewed by efreet superiors (perhaps even the eftreet's sultan). Superiors are both malevolent in nature and exacting in their bookkeeping. None looks favorably upon an efreeti who dispenses wishes like sweets to the benefit of others. An efreeti whose wish-granting is questioned must offer evidence of two circumstances: (1) the wish was granted against the efreeti's will or better judgment (for example, the efreeti was imprisoned, threatened, ensorceled, or otherwise forced to act in a manner against its will); and (2) the efreeti proved its innate superiority by turning the wish against the user, thereby teaching the individual an important lesson (namely, don't ask anything of an efreeti). Efreet usually grant a malicious wish, but in a manner ensuring that the character who requests the baleful wish will be harmed along with the target of it.

Dealing with an efreeti is tricky. Sha'irs must choose their words carefully when confronting these genies. An efreeti makes an excellent advisor for those who seek nothing but malicious mischief and harm. Otherwise, only the strongest of masters should seek to harness the creature's abilities. Most genie prisons are used to trap the efreet and their equally detestable cousins, the dao.

Ecology: As elemental creatures, efreet do not need to eat or drink in the traditional sense, and can go for years without a meal. They do enjoy the aroma of roasted meats and nuts, however. To efreet, "cooked to perfection" means "burned almost to ash." In addition to charred food, efreet enjoy wines and koumiss that have been heated to the boiling point.

Efreet appreciate baubles, but they favor metals and gems that don't liquify in the heat of their native land. They treat their clothing with flame retardant oils, which prevent the fabric from bursting into flame upon contact with their elemental homeland. While such oils may be acquired and used by a mortal, they do not protect the wearer against fire damage—only the clothing that has been treated.

Efreet and djinn hate each other passionately. Efreeti invasions of the Elemental Plane of Air are common. The efreet tolerate dao (with whom they trade for raw gems) and dislike marids (whom they find haughty and overbearing). As for the jann, efreet seek to dominate them whenever and wherever they can. On the Plane of Fire, other fire elementals tend to avoid the efreet, since these genies view all other creatures, elemental or not, as enemies or potential slaves.

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Genie, Zakharan, Janni

CLIMATE/TERRAIN:	Any land, deserts
FREQUENCY:	Very rare
ORGANIZATION:	Sheikhdom
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to exceptional (11-16), genius (17-18, sheikh or amir), or genius to supra-genius (17-20, vizier)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-2
ARMOR CLASS:	5 (2)
MOVEMENT:	12, F130 (A)
HIT DICE:	6 + 2, 8 (sheikhs and viziers), or 9 (amirs)
THAC0:	15, 13, or 11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 + Strength bonus or by weapon + Strength bonus
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil or 20% in/near desert
SIZE:	M (6 -7 ft. tall)
MORALE:	Champion (15)
XP VALUE:	3,000; 5,000 (sheikh); 6,000 (vizier); 6,000 (amir)



The weakest of all genies, jann are native to the Prime Material Plane. (*Jann* is plural; *janni* is singular.) They are servants to other genie races and keepers of the wild, inhospitable reaches of the Zakharan desert. Some Zakharans say that jann were created by powerful elemental creatures who hoped to circumvent the restriction preventing genies from granting wishes to other genies. Such was not the case, for the jann are as limited as their elemental cousins in this matter.

Zakhara's jann look like statuesque humans or half-elves with handsome, noble features. Their flesh is the color of sand and earth, and (unlike djinn) they may pass unnoticed among mere mortals without attracting undue attention. Their eyes may be blue, green, brown, black, or something in between, but they often seem to flash like hot, colored sparks, lively and energetic.

Jann lack the limited telepathy that other genies have. They do speak Midani, however, as well as the common tongue of all geniekind. Jann can also *speak with animals* of low intelligence or better (as per the priest spell of the same name). Animals will not attack a janni who speaks with them.

Combat: Desert heat and windbome sand cannot harm the jann; their skin is very resilient. In battle, they wear a type of lamellar that gives them an Armor Class of 2. The normal debilitating effects of such armor do not apply. For weapons, jann favor great scimitars (2d8/4d4 damage) and composite long bows (flight arrows, 1d6/1d6 damage). They gain a Strength benefit with both. When attacking with bare hands, jann inflict 1d8 points of damage.

Both male and female jann have superior Strength. Males have Strengths ranging from 18/01 to 18/00 (d100 roll). Half of all females have Strengths of 18, while the other half have Strengths of 18/50. (Roll ld100 for random statistics.) Both sexes increase their hit probability and damage adjustment accordingly.

Strength	Hit Probability	Damage Adj.
18	+1	+2
18/01-50	+1	+3
18/51-75	+2	+3
18/76-90	+2	+4
18/91-99	+2	+5
18/00	+3	+6

Jann have a number of spell-like powers, performed at the 12th level of ability unless otherwise noted. They can only use one power at a time, and no more than one per round:

- Twice per day, jann can increase or decrease their own size, or the size of an individual they touch. The maximum size is 24 feet, and the minimum is 2 inches. Unwilling targets are allowed a saving throw vs. spells.
- They can become invisible three times per day.
- They can *create food and water* once per day as a 7th-level priest (creating 7 cubic feet of food and water).
- They can become ethereal once per day, for a maximum of one hour.

In addition to these powers, jann can breathe underwater and fly at will, with no effect on their other spell-like abilities.

While jann tend to be fearless on their own turf, they are uncomfortable (and rare) outside desert terrain. According to legend, the first of their kind came into being upon Zakhara's sands. For this reason, they are *20 percent resistant to magic* while in this barren terrain. The same resistance applies when they're within a mile of such open territories. Otherwise, a janni has no special magic

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resistance (like any other creature of the same Hit Dice). Therefore, a janni in a city bordering the desert is more resistant to magic than a janni in the heart of a richly cultivated area, or even a janni out on the open sea. Magic resistance does not affect a sha'ir's ability to call upon the jann, because a janni's response is based on the unwritten agreement between mortals and genies.

Interplanar Travel: Jann can travel freely to the Astral and Ethereal Planes. They can also visit the Planes of Water, Air, Fire, and Earth, and they are often found on these elemental planes as solitary tourists, or in the service of another genie race. Jann are only partially resistant to the negative effects of the elemental planes, however. They cannot visit the elemental planes for more than 48 hours (even if they journey from one to another). Once that time has elapsed, a janni must return to the Prime Material Plane for another 48 hours before it can safely visit an elemental plane. If the janni lingers too long on an elemental plane, it suffers 1 point of damage for every hour spent there (beyond the initial 48). Damage ceases to accumulate as soon as the creature returns to the Prime Material Plane or perishes.

When traveling to an elemental plane, a janni can take along up to six individuals. The janni automatically extends its own protection against the effects of that plane to its fellow travelers. Other travelers must link hands with the janni to make the trip. After 48 hours have elapsed, however, the janni's protection automatically ends. It also ends immediately if the janni leaves the elemental plane, stranding its companions there.

Habitat/Society: Jann value their privacy and safety. They favor the forlorn deserts of Zakhara, from the inhospitable Anvils to lush oases. They consider themselves the caretakers of that land, acting in the name of their genie lords and the Grand Caliph.

Like Zakhara's Al-Badia, jann are nomads, though they move their camps less frequently than mortals, and they do maintain some permanent settlements. These creatures travel in clans of 1d20 +10 individuals, each ruled by a sheikh. Each clan belongs to a greater tribe, the two most important being the House of Sihr in the High Desert and the wild, erratic Jann of the Haunted Lands. Scattered throughout the desert and wild lands are independent clans and smaller tribes, unaligned to either of these powerful houses.

Sheikhs are jann with 8 Hit Dice. *Amirs,* more powerful sheikhs who rule the greater tribes, have 9 Hit Dice. Both types of leaders have genius (17-18) Intelligence, and higher than average strength (10 percent chance of a 19 strength (+3/+7), regardless of the janni's sex).

Each amir is counseled by one or two *viziers.* These high-ranking advisors have 8 Hit Dice and genius to supra-genius Intelligence (17-20). They also have the following spell-like powers, and can use each of them three times per day at the 12th level of ability: *augury, detect magic, divination,* and *fire truth.*

The jann tribes travel with herds of camels, goats, and sheep between good grasslands and oases. As a people, they are the emblem of the virtues of the desert. They are strong, brave, and valiant. They are proud and brook no insult or impropriety, and see that injuries are repaid in kind. By the same token, they are hospitable to travelers and strangers, and treat them with honor and respect when they are among them, expecting the same treatment in return.

On the move, jann live in large, brightly-colored tents with their families. In Zakhara, male and female jann are treated equally, and a successful male or female may have a number of spouses. Traditionally a married male remains within (or at least near) his family's tent. A married female lives with her first spouse's family until she marries again, at which time a neutral location for her tent is chosen. Whenever a family outgrows a single tent, children move into their own quarters.

Jann also maintain permanent settlements in hidden oases, windswept holy sites, and deserted cities. Tents are common in such permanent locations, but the jann also build elegant, sweeping structures for communal use. Such structures might include a mosque, bathhouse (with quarters for visiting marids), smokehouse (with similar quarters so that efreet are comfortable), and occasionally an audience chamber for the jann's amirs.

Ecology: In their native desert, jann are open and friendly toward newcomers (particularly if the jann outnumber them). These genies make no distinction between the mortal races, caring more if an individual is just and enlightened than if the character is an orc or elf. At the borders of the jann's territory, these genies are less trusting of others, particularly in areas where jann lack their innate magical resistance.

Jann are on excellent terms with djinn, and in an emergency the jann will send a messenger to the Elemental Plane of Air to request reinforcements. The jann tolerate efreet, who tend to be foul-tempered and overbearing, taking advantage of any hospitality offered while offering little in return. Similarly, jann tolerate dao, but often with a thinly veiled hostility, because jann are sometimes captives in the dao's native plane. The marids are treated as the royalty they consider themselves to be, but their visits to the water-stricken deserts are infrequent.

Jann have a maximum lifespan of 300 years. Like most of Zakhara's creatures, to survive they must eat, drink, and breathe.

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CLIMATE/TERRAIN:	Water, oceans
FREQUENCY:	Very rare
ORGANIZATION:	Padishate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High to genius (13-18)
TREASURE:	F
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9, Fl 15 (B), Sw 24
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-32 (4d8)
SPECIAL ATTACKS:	Water jet
SPECIAL DEFENSES:	Water resistance
MAGIC RESISTANCE:	25%
SIZE:	H (18 ft. tall)
MORALE:	Champion (16)
XP VALUE:	15,000



Marids are genies from the Elemental Plane of Water. In the eyes of many Zakharans, they are the most wondrous and powerful of all geniekind. While individual tasked genies may wield great power, and the noble genies are both more powerful and cultured, the average marid stands head and shoulders above the flighty djinni, the ground-hugging dao, and the evil efreeti.

Towering and beautiful, marids are as fair of face as they are powerful of form. Their skin matches the many colors of the ocean, from the serene blue of tropical waters to the somber greens of a storm-tossed sea. Skin color changes to reflect the moods of an individual marid—the darker the creature's mood, the darker the color. A marid's hair is usually blue-black or dark gray, but a few have tresses as snowy as froth upon a wave. Such white-haired creatures are considered the most chaotic of this strong-willed, independent race.

In the sea, marids wear little or nothing. On land, they don flowing robes and diaphanous pantaloons. They eschew shirts, preferring to show off their physique with a short vest (at most). Often, a marid's garb is in the flashiest, most outrageous colors possible, calling attention to the richness and power of the genie.

Marids have the limited telepathy common to most genies, enabling them to converse with any intelligent being (low intelligence or better). These genies make excellent translators if they can be impressed into service. Marids also speak Midani and the native tongue shared by all geniekind. The marid dialect of that tongue can sound imperious, for the vocalizations of a marid's full wrath are akin to storm waves breaking on a rocky cliff.

Combat: Marids are extremely magical creatures, and they perform as 26th-level wizards when using their spell-like abilities. They can use each of the following powers twice per day, one at time: *detect evil/good, detect invisible, detect magic, invisibility, polymorph self, purify water,* and *assume liquid form.* The last is similar in effect to the *potion of gaseous form,* except the marid becomes a liquid as opposed to a gas, and the duration is as long as the marid wills it to be. The *liquid* form moves at a speed of 18.

In addition to the abilities noted, marids can perform any of the following up to seven times per day: *assume gaseous form, lower water, part water, wall of fog* as well as bestow *water breathing* upon others. This bestowal grants the recipient the ability to breathe underwater for up to a full day.

At will, marids can *create water* and use it as a weapon. They fashion a powerful jet up to 60 yards long, which automatically inflicts 1d6 points of damage upon whomever it strikes. In addition, it may cause blindness for 1d6 rounds (a saving throw vs. dragon breath is allowed).

Once per year, marids can *alter reality.* These genies can also water walk at will, as for the magical ring of the same name. They can breathe underwater naturally, and can swim at any depth without discomfort.

Marids cannot be harmed by water-based spells, including magics from the elemental province of the sea. Resistant to cold, these genies gain a +2 bonus to saving throws vs. cold-based attacks. Further, each die of damage from such attacks is reduced by -2. Fire-based attacks are a marid's bane, however, inflicting +1 per die of damage, and causing a -1 penalty to the marid's saving throw. These penalties apply only when the marid is exposed to open flame; mere heat, boiling water, and steam have no effect.

A marid can carry 1,000 pounds without tiring. It can carry up to twice that amount for three turns before it's fatigued. For every 200 pounds under 2,000, the marid's endurance increases by one turn. (For example, a marid can carry 1,600 pounds for five turns.) Once fatigued, the marid must rest for six turns, and cannot be budged during this period.

Interplanar Travel: Like most genies, marids can travel freely to any of the elemental planes, as well as to the Prime Material Plane

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and Astral Plane. They can also move in the Ethereal Plane. Due to their strained relations with other genies, they normally remain on the Elemental Plane of Water, with a rare excursion to the Prime Material Plane. A marid may be summoned to the Prime Material Plane, however, either through a character's magical abilities or items.

Habitat/Society: All marids claim some form of petty nobility, and the race is awash in shahs, princes, mufti, khedives, caliphs, 'minor khans, emirs, atabegs, and beglerbegs. Further, no set order is given to the rankings and honorifics, creating a hodgepodge of conflicting hierarchies and precedence. The truly "noble marids" are superior to these creatures, and are the stuff of legends in Zakhara. (See the AL-QADIM™ *Monstrous Compendium* Appendix.) The fact that the Grand Caliph of the Land of Fate has not only a marid advisor, but a truly noble marid as an advisor, speaks volumes as to his power.

A marid household on its home plane includes 2 to 20 (2d10) "typical" marid members, with a leader (whatever its title) of maximum hit points. In addition, there are 4 to 40 servants, slaves, or otherwise lesser creatures, whose job it is to wait on the noble beings. Many of these lackeys are air-breathers, kept faithful by the marid's power to let them to breathe underwater. (A sudden revocation of that ability could prove fatal.) Marids prefer solitude or small gatherings. Although larger groups may gather for a hunt or for an incursion into another plane, even in such cases, the emphasis is on individual action and achievement.

The ultimate capital of the marids, the home of its Great Padishah, is the Citadel of the Ten Thousand Pearls, a mighty metropolis located in the heart of the Elemental Plane of Water. This legendary place is also the home of truly noble marids. Only a handful of worthy mortals have visited the citadel and lived to return to the Prime Material Plane.

The independent nature of marids makes the Prime Material Plane a common site for visits and adventures. However, it is not mortals they seek. Marids tend to avoid contact with "lesser races"— which, to a marid, means all other races. So when they do appear on the Prime Material Plane, it is often in a remote locale or a place inaccessible to others. During the monsoon and hurricane seasons, for example, these reclusive tourists favor the open sea and the jungle coast. Mortals who have witnessed some of Zakhara's worst tropical storms have sighted marids frolicking in the whirlwinds and waterspouts.

Characters dealing with marids should keep in mind that these creatures are egotistical and vain—with good reason. Their self-image only slightly exceeds reality. Even the most powerful sha'ir angers a marid at his or her own risk. Bribery and flattery are often the best means for dealing with these genies, who view an obsequious man as a man who knows his place. Of course, while such honeyed tactics generally avoid raising a marid's ire, the genie still may not answer the supplicant's request.

Marids are noted for their whimsical nature. More than few have accepted all manner of gifts, only to vanish as soon the giver began making firm requests. Further, marids lie often and they lie creatively. They are not malicious in their deception, but "embellishments" suit their fancy. Knowledgeable mariners and travelers avoid asking directions from a marid, because the genie will undoubtedly direct them through the most "interesting" route-meaning the route with the greatest peril and excitement. Prying the truth out of even a friendly marid is a lengthy process recommended only for the patient and the powerful.

Not surprisingly, marids are champion tale-tellers. Their favorite legends emphasize the prowess of the marid race in general and of the speaker in particular. When talking with a marid, mortals should take care to prevent the conversation from digressing into other matters. One further note of warning: Marids consider it a crime for a lesser being to interrupt them-and offending a marid is a sure way to summon its wrath.

Ecology: Marids have no need to eat or drink in the traditional sense, though it pleases them to do so. They are sensitive to flavor and tastes. A tenser in a marid household consists of exotic salts releasing pleasant tastes into the water. Though marids are creatures of the sea, they can breathe equally well on dry land.

As befits "nobility," marids try to surround themselves with the finest items of the highest quality. (As noted above, all marids proclaim themselves to be noble, however feeble the justification.) Many arrogant genies are not above kidnapping a skilled human artificer for use in their own court. Such kidnapping does violate the law among marids, however. Should word of the action reach the Citadel of the Ten Thousand Pearls, justice may be sought with the marids who are *truly* noble.

As a race, marids treat others—including other genies-as inferiors of various grades, ranging from poor cousins to petty annoyances. In turn, the water-based genies are viewed as imperious, obnoxious, vain, preening, and haughty. Marids tolerate the jann and djinn. They dislike efreet and dao, who (in the marids' opinion) do not know their proper place. Humans are the most disgusting of individuals that marids must tolerate, although there are certain members—mainly powerful sha'irs and exceptional leaders-whom the marids will deal with on an almost equal footing.

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Climate/Terrain:	Any subterranean
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	K (C)
Alignment:	Chaotic neutral
No. Appearing:	2d6
Armor Class:	–2
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d8 (claw) or by weapon
Special Attacks:	Surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3'–4' tall)
Morale:	Steady (11)
XP Value:	65
	175 (priest)

Geonids—small, intelligent cave-dwellers—live and hunt in clans within tunnel complexes or natural cave systems.

The bipedal geonids have two arms ending in sharp, three-part claws dexterous enough to wield tools and weapons. A geonid protects its tender flesh with a mottled gray outer shell, which gives the creature an unusual appearance. The geonid's arms and legs protrude from small openings in the bottom of the shell and can be withdrawn for either protection or camouflage. With its limbs retracted, a geonid cannot easily be distinguished from a small boulder.

Geonids speak to each other using a series of clicks and shell gestures incomprehensible to outsiders. A few specimens (perhaps 10%) have learned basic Common.

Combat: Geonids rarely seek out combat, fighting only to defend their lairs or attack prey. (Geonids are particularly fond of horseflesh.) When attacking, they prefer to gain an advantage through surprise. Due to the geonids' resemblance to boulders when hiding, opponents suffer a –4 penalty to their surprise rolls when encountering them.

In battle, geonids attack with either one of their powerful front limbs or with a stone weapon, usually an axe or club. They attempt to swarm larger opponents, with at least three creatures attacking a single foe. They are tenacious opponents, but a geonid near death usually retreats into its shell, scuttling away from combat rather than risking its life.

The creatures always attack in groups and are almost never encountered alone. A single geonid prefers to hide or flee rather than face an opponent of any sort.

Habitat/Society: These social creatures live in clans of (1d6×10)+20 individuals. The few outsiders who have stumbled upon a geonid lair often are surprised by their numbers, since most adventurers encounter them in hunting parties of only 2d6 individuals. A clan usually follows a geonid priest who, though lacking spells, remains an exceptionally powerful specimen. A priest has 4 HD and causes 2d6 points of damage with its claws, or +2 to damage with any weapon. A geonid lair always contains a strange shrine built of chipped boulders and oddly-shaped stones dedicated to their Immortals. Offerings of precious metals, gems, and coins collected by the clan lie among the boulders of the shrine. The rest of the lair consists of small piles of stones covering the hollows in which the geonids make their rocky nests.

Geonids are monogamous and form small family groups. Young geonids, born without shells, ride inside their mother's shell for the first few months of life. For several months thereafter the child stays near its mother, clinging to the safe parental shell and hiding beneath it when threatened.

The creatures feel extremely suspicious of all outsiders, particularly humanoids. They normally guard their lairs simply by hiding their existence and blending into their surroundings. However, if they sense danger of discovery (dogs and other animals can scent geonids), a hunting party tries to lead the invaders away from the lair. Geonids particularly like to lead outsiders into areas where they can trigger a rock slide or other distraction. When possible, they lead intruders to an area inhabited by piercers. Once the piercers have attacked, the geonids finish off any remaining outsiders. They sometimes use a variation on this tactic in hunting; the stony creatures attack both the fallen piercers and the piercers' prey.

Geonids may be related to galeb duhr, but the two races seldom live in close proximity.

Ecology: Geonids are predators and occasional scavengers that can digest almost any form of animal or plant. However, their preferred diet combines fresh meat (ranging from rats to horses) and mosses, which the geonids cultivate and harvest. Hunting parties bring in meat but hunt outside only at night.

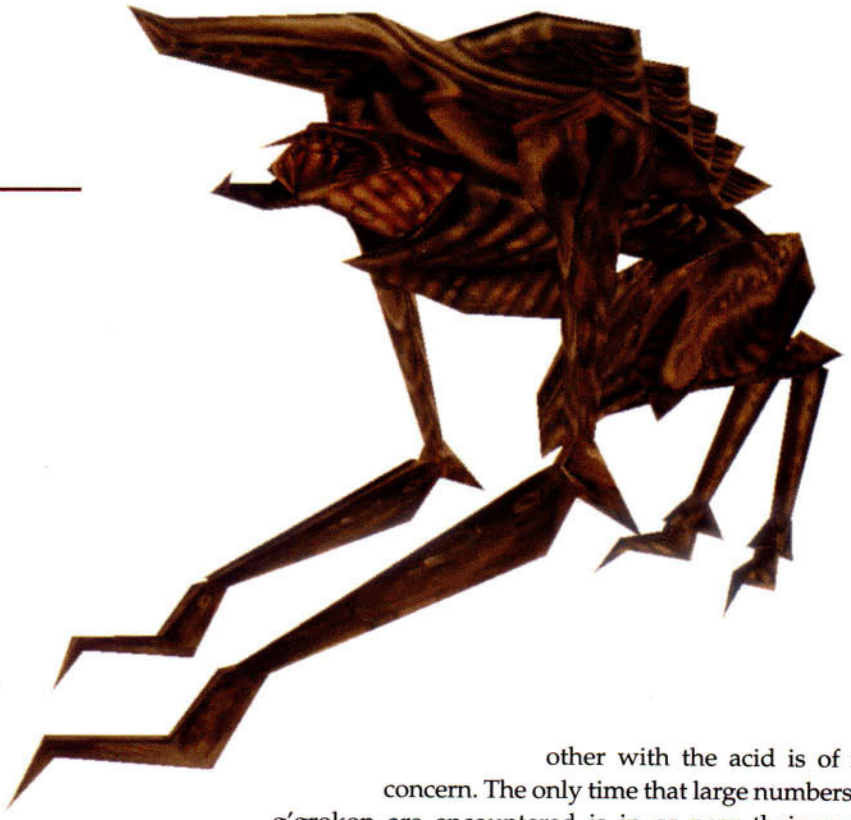
The shells of adolescent geonids, while retaining their flexibility, remain just as protective as adult shells. Dwarves and orcs can fashion them into particularly strong and durable helms, which grant twice the protection of normal helms.

On occasion, clans of mountain dwarves have been able to convince geonids to search out veins of ore in exchange for both horse meat and uniquely shaped boulders, which the creatures find quite valuable.



G'grokon

CLIMATE/TERRAIN:	Subterranean/deserts
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, K, L
ALIGNMENT:	Neutral
NO. APPEARING:	1–4 (6–24 in nest)
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS	2 (5)
DAMAGE/ATTACK:	1d6/1d6 or 1d4(X5)
SPECIAL ATTACKS:	Acid spit
SPECIAL DEFENSES:	Immune to acid
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average
XP VALUE:	65



G'grokon are large insectlike creatures, usually the size of an average dog. They have four legs, unlike insects, and a hard carapace that provides excellent protection. Their heads are covered by a protective plate that shields them from flying predators. Sharp mandibles extend out from their lower jaw, allowing them to tear and consume flesh in a single, savage motion. G'grokon are capable of moving fairly quickly, and they can find steady footing on almost any surface because of the sharp hooks on their feet.

Combat: A g'grokon only attacks for two reasons: when it is threatened and when it is hungry. Like most insects, g'grokon are not normally aggressive except when it comes to food. A g'grokon's normal strategy when it attacks is to stay away from its prey to avoid being attacked itself, while spitting small packets of digestive acid. They can attack from as far away as 10 feet with this tactic. A g'grokon can spit five globules of acid per round for 1d4 points of damage each. If each of these successfully hit their target, they can cause a devastating amount of damage. The acid is corrosive to any flesh or metal targets. Any metallic targets struck (armor and weapons, for example) must make a successful saving throw vs. acid or be ruined. Once a target has been hit several times by the acid, the g'grokon moves closer and kills the target by attacking with its claws. When they've made a kill, the creatures devour their prey or, on occasion, drag the carcass back to their lair for later consumption.

If encountered in groups, the g'grokon use their larger numbers to their advantage. Several of the creatures hold back from the target and spit at them, while the rest charge into close quarters with the target and attack with their claws. Because they are completely immune to the acid they spit, hitting each other with the acid is of no concern. The only time that large numbers of g'grokon are encountered is in or near their nests. When near their nest, g'grokon always fight to the death. (No Morale check is needed if they are near their nests.) If by some means the female in a nest is killed, the other g'grokon go into a frenzy. In this state they blindly attack everything, including each other, until nothing is left alive.

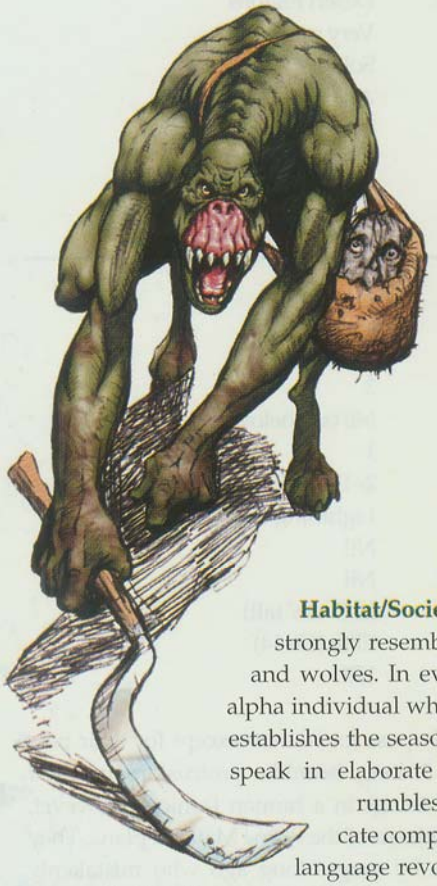
Habitat/Society: The g'grokon are lowly, nearly unintelligent creatures. They exist only to eat and breed. They are mostly found alone when outside their nest, but when in or near their lair, there are usually several males and a single female present at all times, as well as a variety of corpses in various states of decay. A loose hierarchy exists in the nest that revolves around the single female g'grokon. She is protected at all costs if the nest is threatened.

Ecology: G'grokon can be found in nearly any warm or subterranean environment. They thrive in either dry desert wastelands or the damp confines of a natural cavern. They roam away from their nests, hunting sometimes several miles from their homes. Victims have been dragged as far as three miles after being slain. G'groken chitin makes an excellent substitute material component for *jump* spells, and their acid glands are highly sought, fetching 100 gp or more when removed intact.

Ghôl

CLIMATE/TERRAIN:	Any; prefer plains and foothills
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day to dusk
DIET:	Carnivore, scavenger
INTELLIGENCE:	Semi (2–4)
TREASURE:	O
ALIGNMENT:	Neutral evil

NO. APPEARING:	3–24 (3d8)
ARMOR CLASS:	7
MOVEMENT:	18, climb 6 (see below)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE:	1–6/1–6 (hand weapon)
SPECIAL ATTACKS:	Thrown item (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE :	Unsteady (5–7)
XP VALUE:	65



Ghôls are hunched, bipedal mammals that roam in packs. Because of their posture, they are frequently mistaken for wolves or wild dogs; however, their speed often betrays their true identity. Their disproportionate forelimbs are nearly twice as long as their torsos, and ghôls often use them as an extra pair of legs for maximum speed. Despite their awkward physiques, ghôls are strong climbers, but a natural fear of heights limits their climbing to steep hills and rocky outcroppings. Ghôls also fear deep water, fire, and enclosed subterranean spaces. They prefer open areas where they can see farther and take advantage of their speed.

Thick, short hair covers a ghôl's entire body, which varies from gray to vibrant orange or brown, with the hair on its underside being a few shades lighter. The ghôl's small head is punctuated by an oversized jaw with large, flat, exposed teeth and gums. Ghôls have no lips, and they salivate profusely.

Combat: Ghôls hunt in packs and focus on easy prey. They are capable of short bursts of speed and rush their prey as a group. When outnumbered, they target ranged weapon users first with hit-and-run tactics, ducking from cover to cover to cause confusion and panic. If their normal tactics are hopeless, they lurk just beyond range and wait for a good opportunity to strike. They abandon prey that is too well prepared or protected after a few hours.

Scavenged and improvised weapons are common among ghôls. They use broken armor, rocks, sticks, or other debris to throw at their targets as they close for melee. This distraction gives ghôls a +2 bonus to initiative in the first round of melee. Ghôls may use this attack only once per engagement and thereafter employ hand weapons, typically short swords. Hunting ghôls wear small leather sacks tied to their backs that hold their meager belongings.

Habitat/Society: Ghôl culture strongly resembles that of wild dogs and wolves. In every pack, there is an alpha individual who leads the hunts and establishes the season's living area. Ghôls speak in elaborate grunts and guttural rumbles. They can communicate complex concepts, but their language revolves around immediate needs: hunting and pack issues. It is believed that ghôls maintain personal names.

Finely manufactured items hold little appeal to ghôls. They prefer edible treasures and items that can assist in hunting or combat. Ghôls don't wear armor or clothing, but they have been known to wear identifying armbands when involved in organized warfare.

Ghôls can be organized into service by magical means and are susceptible to any animal control spells. If a ghôl is cornered or trapped, it assumes a passive posture of surrender by lying down or rolling over. They may be put into service with physical restraints; given any opportunity, however, they attempt to escape or kill their captors.

Ecology: Ghôls live in burrows, caves, and even bramble fields. They mate once per year and give birth to a litter of two to six pups in the early summer. During the six-month nursing period, all but the mother ghôls hunt. The hunters return to the den and regurgitate their meals for the young and their mothers. At six months, the young are ready to accompany the pack on their hunts and at one year contribute to the hunt.

If large game is unavailable, ghôls rely on carrion and small game. Wily tacticians and opportunists, ghôls are not averse to hunting humanoids, especially the weak or unprepared.

A ghôl pack marks its hunting territory with small heaps of detritus and scat. Captive ghôl packs tolerate other packs if they must, but in the wild they defend their territory if it is challenged.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Age 10-40 years
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	7,000



Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.

Combat: As ghosts are non-corporeal (ethereal), they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 (2d6) turns unless a saving throw versus spells is made. Priests above 6th level are immune to this effect and all other humanoids above 8th level may add +2 to their saving throws.

Any creatures within 60 yards of a ghost is subject to attack by a *magic jar*. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years. Note that ghosts can be attacked with spells only by creatures who are in an ethereal state. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.

If the ghost fails to become semi-material it can only be combatted by another in the Ethereal plane (in which case the ghost has an Armor Class of 8).

Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form.

Habitat/Society: In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his storefront or, perhaps, at that of a former competitor.

Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near its body, waiting for a passerby to promise to bury the remains. The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.

In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.

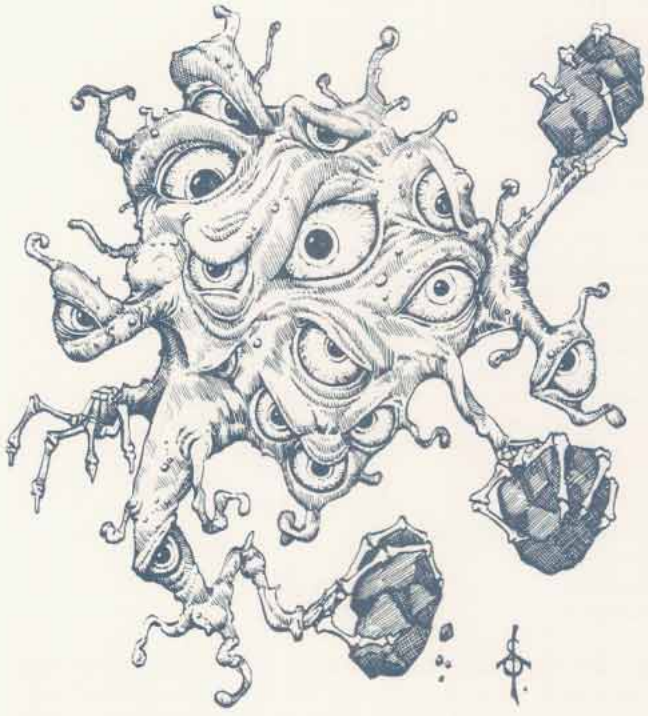
In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the cad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

Ecology: The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost, and has nothing whatsoever to do with courage.

Ghost, Casura

CLIMATE/TERRAIN:	Ruins
FREQUENCY:	Very rare
ORGANIZATION:	Doomed group
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	A (25% chance)
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Nil
HIT DICE:	22
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Poltergeist powers
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	75%
SIZE:	L to G (varies)
MORALE:	Fearless (20)
XP VALUE:	15,000



The casurua is an undead manifestation that results from a group suffering traumatic death. It is most likely to form where a massacre has taken place, but could be found anywhere a group has suffered violent death, such as a burned-out building. The site itself acts as the focus of the casurua (this area is rarely larger than a 60-foot radius, and is often smaller: a room, a clearing, a glade, a pond, and so on).

A casurua often will be *invisible* to normal senses. Should it choose to appear or be detected by magical means, the observer sees dozens of eyes floating in the air, blazing with hate; with dozens of skeletal hands readying rocks for an attack.

Combat: The casurua cannot leave its focus area, and thus often can be avoided. It has the power to create the sounds of knocking and footsteps, which can be used to trick characters into entering the focus of danger. When a casurua becomes active, a graveyard stench fills the air.

The casurua attacks by flinging stones, or whatever else is available, for 3d6 points of damage per attack. If objects less dangerous than stones are hurled—tree branches, for example—the DM may lessen the damage. Likewise, if more dangerous objects are hurled—such as weapons—the damage may be increased.

Anyone encountering a casurua must save vs. paralyzation at its first attack or flee in fear for one turn.

The casurua's 75% magic resistance makes it difficult to damage with spells, and it is highly resistant to turning. A priest of 9th to 13th level can turn one on a roll of 20, while a 14th or higher level priest can turn it on a roll of 19-20. Like other ghosts, it takes full damage from magical weapons and half damage from silver weapons.

The casurua can be permanently laid to rest after being successfully turned or reduced to 0 hit points. A priest of at least 9th level, using the proper rites, can try to lay its dead to rest. Even then, it is best to dismantle the physical surroundings (tearing down buildings, chopping down any trees, digging up the earth, etc.). Otherwise, the casurua may become active again after a month or so has passed.

Habitat/Society: The casurua is a mindless entity. It is partly a ghost, formed of ectoplasm, but it is also a type of psychic recording: the trauma of multiple deaths imprinted on the physical surroundings where the deaths occurred. Thus, there is great need to break up the physical surroundings to quell the restless dead.

A casurua can form anywhere violent death occurs, especially unexpected or wrongful death. It is rarely found on a battlefield, because violent death there is expected and accepted. A casurua most often forms on a battlefield when the slain died by treachery. Casurua are most likely found on the sites of disaster, natural or otherwise. Ruins are prime habitats for casurua, especially places that were razed and looted.

Ecology: While most casurua attack any intelligent life that enters their area, some lie dormant until triggered by the approach of one of the same race, a relation, or a descendent of the one responsible for the deaths. It is possible for the actions of the player characters to create a casurua (for example, by exploding a high-level *fireball* in a packed room); though it is unlikely that one will manifest immediately.

Variations

For the most persistent casurua, special rites may be needed to lay the dead to rest. Detailed knowledge of the circumstances of the original deaths may be required. Tasks left undone may need to be completed and proof brought to the focus area. Empathic or psionic powers may be involved.

Besides adjusting damage, the number of attacks and Hit Dice of a casurua can be varied. For every 5 Hit Dice (rounded down) the casurua has one attack. A casurua with fewer than 22 Hit Dice will have weaker powers, and its experience point value should be reduced accordingly.

Ghost, Ker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or trio
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1 or 3
ARMOR CLASS:	1
MOVEMENT:	12 (Fl 18 in gnat form)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Bad luck, aging, disease
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Fearless (20)
XP VALUE:	7,000



A ker (plural, *keres*) is a malignant undead spirit that seeks revenge against the living. It looks like a horrible black-winged humanoid with gleaming fangs and long, pointed nails. The ker wears bloodstained robes and carries a scourge, a wickedly barbed whip.

An attack by one ker is usually a spirit of some monster or person seeking revenge for its death. An attack by three keres is often a retaliation visited upon characters who have become overly bloodthirsty or greedy. The element of fate is prominent in most attacks by keres.

Combat: While an accidental encounter with a single ker is conceivable, it is far more likely that the creature is stalking a specific character. To this end, the ker can polymorph itself into a tiny gnat-like creature. This form has a flying movement rate of 18, but for only 6 turns. If not spotted, the ker might follow its victim and attack when the victim is otherwise occupied (such as with another combat). A ker cannot attack in gnat form; the transition takes a round.

A ker strikes three times per round with a barbed whip that, in the hands of the ker, inflicts 1d8 points of damage. Each of the attacks has a special effect in addition to damage: the first attack causes *bad luck*, the second causes *aging*, and the third causes *disease*. The effects of multiple hits are cumulative.

- *Bad Luck* (first attack): The creature struck must successfully save vs. petrification or all attack rolls and saving throws are penalized –1 to –4 (roll 1d4) for 3d10 turns.

- *Aging* (second attack): The creature struck must save vs. death magic or age 10d4 years immediately.

- *Disease* (third attack): The creature struck must save vs. spells or be afflicted with mummy rot. *Cure wound* spells then have no effect and wounds heal at 10% of the normal rate until the disease is cured. Each month the victim loses 2 points of Charisma, and the disease is fatal in 1 to 6 months.

The following spells or attack forms have no effect on keres: *sleep, charm, hold person, paralysis,* poison, and cold-based attacks. Electrical damage is halved.

A ker can be turned like a ghost.

The ker will fight until reduced to 0 hit points or until it has slain its victim and his or her companions. If victorious, the ker will drain the blood of its victims, tear the corpses into pieces, and devour them, even the bones. Nothing of the victims will be left to *raise* or *resurrect*.

Habitat/Society: Keres may have memories from when they were alive, and still may follow the dictates of their original culture. For example, a hill giant returning as a ker might have her original superstitions and mannerisms.

Sunlight does not harm keres, but they prefer to attack at night. During the day, they usually remain in some hiding place, in gnat form.

Ecology: Popular tradition identifies keres with evil spirits of the dead. Some cultures consider these ancestral spirits, who must be appeased by sacrifices. Entire holy days may be set aside for such sacrifices. Such a holy festival might close with the command: "Out of the house, ye keres."

Otherwise, keres are attracted by extremes of bloodthirsty actions and greed. Indeed, an attack by keres may be sent by the gods as a warning or retribution.

	Bear	Boar, Wild	Horse, Wild	Lion, Mtn.	Stag	Wolf
CLIMATE/TERRAIN:	Temperate land	Temperate land	Any non-mountainous	Warm or temperate	Temperate land	Non-tropical land
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary/Pack
ACTIVITY CYCLE:	Night	Night	Night	Night	Night	Night
DIET:	Nil	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Semi- (2–4)	Semi- (2–4)	Animal (1)	Semi- (2–4)	Animal (1)	Low (5–7)
TREASURE:	R	R	R	R	R	R
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	0 or 8	0 or 8	0 or 8	0 or 8	0 or 8	0 or 8
MOVEMENT:	12	15	24	12	24	18
HIT DICE:	5+5	3+3	2+2	3+1	3	3
THAC0:	15	17	19	17	17	17
NO. OF ATTACKS:	3	1	1	3	1 or 2	1
DAMAGE/ATTACK:	1d3/1d3/1d6	3d4	1d3	1d3/1d3/1d6	1d3/1d3 or 2d4	1d4+1
SPECIAL ATTACKS:	Age	Age	Age	Age	Age	Age
SPECIAL DEFENSES:	Ethereal	Ethereal	Ethereal	Ethereal	Ethereal	Ethereal
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L (9′ tall)	M (5′ long)	L (8′–9′ long)	M (4′–5′ long)	L (8′ tall)	S (3′–4′)
MORALE:	Fearless (19–20)	Fearless (19–20)	Fearless (19–20)	Fearless (19–20)	Fearless (19–20)	Fearless (19–20
XP VALUE:	2,000	1,400	975	1,400	1,400	1,400

Animal ghosts are the spirits of woodland creatures that died under some unusual circumstance. In the case of pets, they may have been killed while attempting to serve their masters. For wild beasts, it may be that they died while in a panic or other emotionally charged state. Whatever the cause of their unlife, they are doomed to roam the place of their death, haunting those who killed them or seeking to complete an unfinished task. They instinctively hate all life and have an undying hunger that can only be satisfied by drawing the essence from those still living.

Ghost animals retain the basic forms they had while living, but may show gaping wounds, look emaciated, glow with an eerie luminescence, or appear faint and transparent.

They still bark, growl, hiss, or make whatever other sounds they did in life, although these now have a haunting, spectral quality to them.

Combat: Like other ghosts, these undead animals are incorporeal. Though usually encountered only by those in a like state, the residue of their being is visible to non-ethereal creatures and is so frightening that those viewing it must immediately make a fear check. Succumbing to this fear causes the victim to temporarily lose one point of Strength, in addition to the other effects of the failed check. Priests of 5th level or paladins of 8th level are immune to this effect and all other characters of at least 7th level receive a +2 bonus to their fear checks.

Those who do not retreat promptly upon encountering the ghost are likely to be attacked by it. After spending one round to assume a semicorporeal form, the animal attacks as it would have while alive. In this state, however, its claws, fangs, or other natural weapons will not harm the living. The ethereal touch of such an animal causes those hit by it to age 5–20 (5d4) years.

While semicorporeal, a ghost animal has an Armor Class of 0 and can be struck only by silver or magical weapons. Spells cast upon the creature will affect it normally. Semicorporeal ghost animals can be turned by priests as if they were spectres and may be harmed by holy water, which does 2d4 points of damage per vial.

When in its ethereal state, the ghost animal can only be combated by another in the Ethereal plane. If this is the case, it has an Armor Class of 8. They can be attacked by spells, but only if the caster is also ethereal.

Any living thing killed by a ghost animal is drained of its life essence and is dead beyond the power of normal magic to revive. No force other than a *wish* can breathe life into someone slain in this manner.

Habitat/Society: In most cases, ghost animals are confined to a small area. Usually, this is place where they died, though they may haunt their former lair, or that of the person that killed them. Occasionally, the ghost animal's range extends to the territory the creature once roamed or claimed.

Most animal ghosts have specific reasons for their hauntings. They are prone to seek revenge on those who ended their lives or were cruel to them. They are very dangerous, as they often do not distinguish between the specific person who slew them and an innocent traveler passing through the area.

Ecology: The fear that animal ghosts engender has nothing to do with their appearance or the fact that they are dead. The fear they cause and their ability to age a victim through touch are manifestations of their supernatural power. Bravery is not enough to protect someone from their powers.

Any treasure found with a ghost animal is usually that of former victims, for the creature has no interest in such things itself.

Ghost Mount

CLIMATE/TERRAIN:	Desert, plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	30
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	420



Ghost mounts are undead creatures which can help desperate or foolish travelers cover vast distances, but at a price. These beasts are aptly named, not only for their appearance, but also because those who ride a ghost mount may themselves become ghosts, doomed to wandering the deserts by night.

A ghost mount has two forms, its true form and an illusory one. A ghost mount's true form is nothing more than a transparent, glowing outline of its former self (either a horse, a camel, or possibly even an antelope). It appears to be a malnourished, battered, and scarred wreck with wild and shining eyes. A ghost mount can also use powerful illusions to mask its true forms and appear as a particularly strong and handsome specimen of its former self.

Combat: A ghost mount can attack physically with its two hooves and bite, but it usually prefers to allow a rider to mount it and then seeks to use its life energy draining ability to transform the hapless rider into a ghost.

Any creature that rides a ghost mount must make an ability check using Wisdom (at a -2 penalty) when the journey begins. If the check is failed, the mount refuses to obey the rider's instructions and instead takes him deep into the nearest wilderness at full speed. Leaping from the mount when it is traveling at a gallop causes 3d6 points of damage, and items falling with the rider must make a saving throw against crushing blows. If the rider stays with the ghost mount, it will throw him after traveling at least 75 miles into the wilderness. Being thrown causes 1d6 damage; a saving throw against falling for items carried by the thrown rider must also be made.

If the initial Wisdom ability check is successful, the ghost mount obeys, but the rider must then make a saving throw versus death magic when the journey has reached a middle point. Failure indicates that the ghost mount's life energy drain has transformed the rider into a wraith. Success indicates that the rider has mastered the ghost mount and may travel with it to his destination. Once the journey is ended, the rider must set the ghost mount free, though he may then summon it to service again whenever he wishes. Later journeys carry the same risks as the first.

Ghost mounts are unaffected by *sleep, charm, hold,* death, and cold-based magic, and they are immune to poison and paralyzation. A vial of *holy water* causes 2-8 points of damage to a ghost mount. A *raise dead* or *resurrection* spell will kill a ghost mount if it fails its saving throw versus spell.

Ghost mounts seem to glide just over the ground without ever losing their footing, so they always move at their full movement rate over all forms of terrain. They suffer no penalty due to encumbrance because their undead forms do not suffer from fatigue. They have no need for sleep or rest of any kind. A rider willing to lash himself to the saddle can use a ghost mount to travel as much as 180 miles per day over any terrain in any weather (once control over a ghost mount is established, of course). A rider may also elect to cover only 90 miles per day and sleep at night, even if several days travel are required to reach the destination. During this time, and throughout any number of stops, the ghost mount will continue to obey its rider.

Habitat/Society: Ghost mounts are formed from the spirits of mistreated animals, creatures so brutally handled in life that they survive after death to take vengeance on all creatures who ride them.

Ghost mounts can be summoned by magic, though their life-draining abilities are not altered if they are called to serve in this fashion. If a *mount* spell is cast in a region of empty, uncivilized desert or plains, there is a 5% chance that a ghost mount will answer the magical summons.

Ghost mounts are sometimes found among herds of ordinary wild animals, covered in their illusory life forms. In this way they hope to be captured and ridden, thus allowing them to bring more living creatures into the realm of the undead.

Ecology: Ghost mounts do not live or reproduce in any normal fashion. When injured, their forms remain marred until they are repaired by the use of an *animate dead* spell. The passage of time also allows them to recover their negative planar energy, but this form of rejuvenation does not restore their original appearance.

Riders transformed into wraiths by a ghost mount cannot be restored to their normal form by any means short of a *wish.*

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Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Genius (17–18)
Treasure:	B, Z
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–4
Movement:	Fl 18 (A)
Hit Dice:	7
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1d4+1 + Special
Special Attacks:	Hypnotic display, *dominate*, energy drain
Special Defenses:	Struck only by weapons of +2 or better enchantment
Magic Resistance:	35%
Size:	S (3′ diameter)
Morale:	Average (8–10)
XP Value:	6,000

A ghostlight's a clever and malicious thing. It's an intangible ball of energy or light closely related to the will-o'-wisp of the Prime Material Plane, but the ghostlight's powers and unending hunger make it even more dangerous than its cousin. The creature gains sustenance by feeding on the vanishing life-force of dying creatures, and it actively tries to cause deaths in its vicinity to ensure a steady supply of energy. Ghostlights're known by different names on different planes – for example, they're called corpse-candles in parts of the Outlands.

The ghostlight appears as a faint, glowing sphere of sickly greenish phosphorescence. The thing varies from fist-size to 2 or 3 feet across, and tends to swell and shrink in a constant flicker of motion. The ghostlight's fond of finding areas of natural luminescence to conceal its own light, and can often be found in foul bogs, dank caverns, or misty moors or coasts.

Combat: The ghostlight's preferred form of attack is simple: It tries to lead travelers into the path of things that are likely to attack them. It can duplicate the effects of a *dancing lights* spell by varying the shape and consistency of its body. If it can't induce its prey to follow, it approaches closer and begins to brighten and dim in a hypnotic, flickering pattern. Any creature within 30 feet who watches this display for more than 1 round must successfully save versus spell or become *confused*, per the spell, for 2d6 rounds.

If the ghostlight's display fails to create the dangerous situation it seeks for its prey, its last resort is an attempt to *dominate* anything capable of killing its victim. Often, this is another member of the traveler's party. The ghostlight must make physical contact with its chosen target; this requires a normal attack roll. The creature's clever enough to seek out a chance for a surprise attack or a stealthy, silent rush from the rear when its victim isn't looking. When the ghostlight hits with this attack, the victim receives a saving throw versus spell to ignore the effects. If he fails, the ghostlight flows over his body and dims until it's no longer visible; it now controls the victim's actions completely, and usually forces its *dominated* victim to immediately attack the ghostlight's prey.

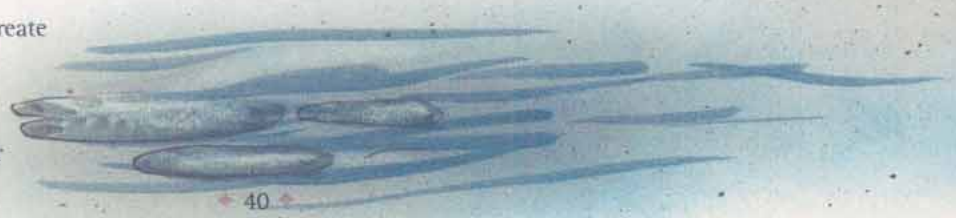
The last resort for a ghostlight is physical combat. It attacks by draining energy from its opponents. Each successful attack chills the victim for 1d4+1 points of damage and *temporarily* drains 1 level, with the associated Hit Die loss, worsening of THAC0, and loss of any spell ability or special powers that the character of the new level couldn't use. One drained level is recovered for every full turn of rest; any spells in memory that were temporarily unavailable due to level restrictions're still there when the spellcaster recovers. If a character is drained to level 0, he collapses and passes out until he recovers to 1st level. If a level 0 character is struck, he must make a successful saving throw versus death magic or be slain.

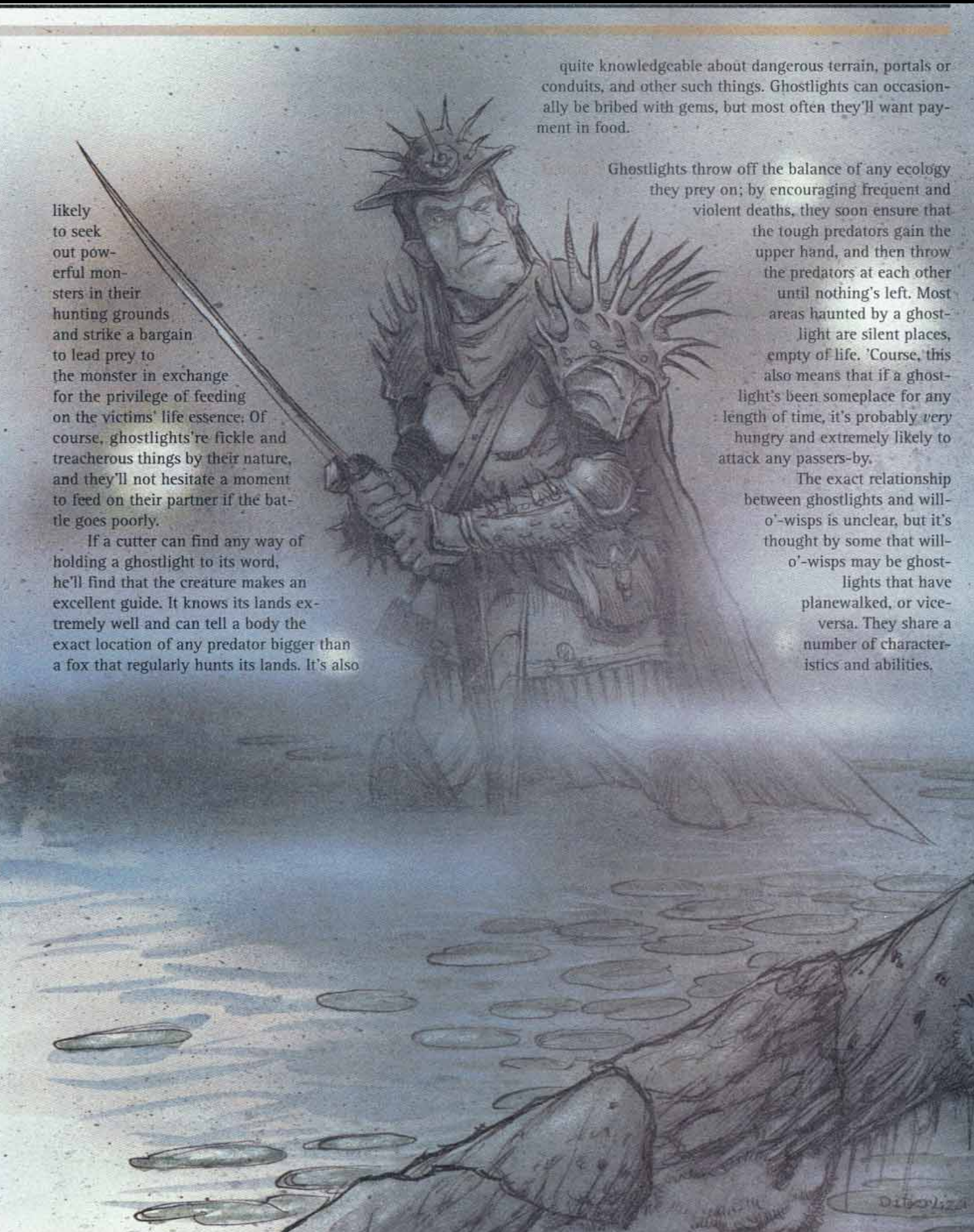
The ghostlight's weakness in combat is its insatiable appetite for death. It can sense a mortally wounded creature within 100 feet, and immediately abandons any fight to go feed. The ghostlight drains life energy as noted above until the victim either expires naturally or perishes from the ghostlight's attentions. The ghostlight ignores any attack while it's feeding until it's reduced to 10 hp or fewer – then it tries to flee.

The ghostlight can be struck only by weapons of a +2 or greater enchantment. The creature is lightning-fast and difficult to hit in combat, but its AC drops to 0 when it's motionless – for example, when it is feeding or *dominating* a creature. The ghostlight can assume *invisibility* for up to 5 rounds before reverting to its visible form, and will use this ability to set up an ambush or escape from foes that threaten its existence. It can also *teleport* up to 200 feet once per turn.

Habitat/Society: The ghostlight's a solitary thing that stakes out a particular area as its hunting ground and then remains there for the rest of its existence – or so it seems from all recorded encounters. It's rumored that ghostlights are spawned of the spirits of evil mortals who venture into a certain layer of the Abyss, but some cutters whisper that a ghostlight's created by the casting of a *finger of death* in the wrong part of the Lower Planes. Whatever the dark of the ghostlight's origin, it's certain that no one's seen a young ghostlight or even two of 'em together.

Ghostlights can communicate by a very limited form of *telepathy* that extends only to the range of their touch. They're





likely to seek out powerful monsters in their hunting grounds and strike a bargain to lead prey to the monster in exchange for the privilege of feeding on the victims' life essence. Of course, ghostlights're fickle and treacherous things by their nature, and they'll not hesitate a moment to feed on their partner if the battle goes poorly.

If a cutter can find any way of holding a ghostlight to its word, he'll find that the creature makes an excellent guide. It knows its lands extremely well and can tell a body the exact location of any predator bigger than a fox that regularly hunts its lands. It's also quite knowledgeable about dangerous terrain, portals or conduits, and other such things. Ghostlights can occasionally be bribed with gems, but most often they'll want payment in food.

Ghostlights throw off the balance of any ecology they prey on; by encouraging frequent and violent deaths, they soon ensure that the tough predators gain the upper hand, and then throw the predators at each other until nothing's left. Most areas haunted by a ghostlight are silent places, empty of life. 'Course, this also means that if a ghostlight's been someplace for any length of time, it's probably *very* hungry and extremely likely to attack any passers-by.

The exact relationship between ghostlights and will-o'-wisps is unclear, but it's thought by some that will-o'-wisps may be ghostlights that have planewalked, or vice-versa. They share a number of characteristics and abilities.

Ghostly Horde

Climate/Terrain:	Any battle site
Frequency:	Very rare
Organization:	Troop
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Not ratable (0)
Treasure:	Nil
Alignment:	Not applicable
No. Appearing:	Special
Armor Class:	4
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d8 (sword)
Special Attacks:	Fear
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fearless (20)
XP Value:	120

A ghostly horde consists of the psychological remnants of an army that met a sudden or catastrophic defeat. The horde is created by the losers' overwhelming desire to complete their task, whatever that may have been.

For those whose fear allows them to see it, the ghostly horde takes the form of the soldiers who lost the battle. No matter how long ago or how recently the battle took place, the soldiers appear exactly as they did on the day of their violent deaths; they make no sound whatsoever. Although such armies normally appear as they did in life, occasionally reports surface regarding ghostly hordes whose soldiers bear the seemingly still-fresh wounds that caused their deaths.



Combat: Since the members of a ghostly horde have no true consciousness or intelligence, it is the minds of their victims that give the horde its substance and power. Each character who enters a battlefield where a ghostly horde exists sees the spectral army appear at the edge of the battlefield and must roll a saving throw vs. wands. If the saving throw succeeds, the horde fades away before mounting its attack. If the saving throw fails, the character sees the horde prepare to charge and must roll a second saving throw. A second failed saving throw indicates that the character has succumbed to fear, and the horde attacks.

Although the horde may number hundreds or thousands to the one who failed the saving throws, only one ghostly soldier actually attacks this panicked character. A victim struck by the soldier suffers 1d8 points of damage from its weapon and must roll a saving throw vs. death. Success means the character sustains normal damage; failure means the character falls unconscious, "slain" by the ghostly soldier. A "slain" character revives in 1d4 turns to find that only half the damage the soldier inflicted is real. The remaining damage does not appear in the form of cuts (as a real sword would inflict), but rather as a series of raised welts on the character's body.

A character attacks a ghostly warrior as if it were a real opponent, causing normal damage. Note that each member of the ghostly horde has the equivalent of 3 Hit Dice. A character who "slays" a ghostly soldier in battle will not see the horde again on that battlefield and cannot be affected by them in any way.

Habitat/Society: The ghostly horde can exist only on deserted battlefields or in the city or town in which the army met its defeat, usually by magic. The horde has either infantry or cavalry soldiers, exactly as they looked when the living army first entered the field of battle. Some theorize that ghostly hordes can form only when the soldiers of the losing army all felt particularly dedicated to the cause for which they gave their lives—their spirits yet struggle to complete their task and vanquish their long-departed foe. Sages suggest that the apparitions within a ghostly horde can go to their rest only if the cause for which they once fought finally succeeds.

It is interesting to note that every person who enters a ghostly horde's field of battle may well see something different. Some see nothing, feeling nothing more than a general unease, while their closest companion may see himself in mortal combat with a member of the ghostly company. The wild, slashing sword welts and the sudden, stumbling faint as the character is "slain" often seem extremely confusing to companions who have not seen the horde for themselves.

Ecology: The battlefields, deserted towns, and empty cities that house the spirits of a ghostly horde often remain surprisingly devoid of insects and small animal life. This phenomenon is particularly noticeable at dawn and dusk in the summer months: Across the entire battlefield, not a single cricket calls out to another.

Scholars and adventurers interested in discovering the secrets of lost civilizations sometimes search out the battlefields housing ghostly hordes. Often, a period of diligent digging and searching reveals ancient armor, weapons, treasure maps, and other items of interest. (After searching 1d4 days, characters have a 50% chance of success.) The value of such items varies widely with the particular horde and the interests of the searchers.

	Ghoul	Lacedon	Ghast
CLIMATE/TERRAIN:	Any land	Any water	Any land
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVE TIME:	Night	Night	Night
DIET:	Corpses	Corpses	Corpses
INTELLIGENCE:	Low (5-7)	Low (5-7)	Very (11- 12)
TREASURE:	B, T	B, T	B, Q, R, S, T
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2-24 (2d12)	2-24(2d12)1-6	1-4 (with Ghoul packs)
ARMOR CLASS:	6	6	4
MOVEMENT:	9	Sw 9	15
HIT DICE:	2	2	4
THAC0:	19	19	17
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-3/1-3/1-6	1- 4/1-4/1-8
SPECIAL ATTACKS:	Paralyzation	Paralyzation	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5'-6' tall)	M (5'-6' tall)	M (5'-6' tall)
MORALE:	Steady (11-12)	Steady (11-12)	Elite (13-14)
XP VALUE:	175	175	650

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

Combat: Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and halflings, but excluding elves) to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 3-8 (2+1d6) rounds or until negated by a priest.

Any human or demi-human (except elves) killed by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear.

These creatures are subject to all attack forms except *sleep* and *charm* spells. They can be turned by priests of any level. The magic circle of *protection from evil* actually keeps ghouls completely at bay.

Habitat/Society: Ghouls and ghasts are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

Ecology: Ghouls (and ghasts, as described later) delight in revolting and loathsome things—from which we draw our adjectives "ghoulish" and "ghastly."

Lacedon

The lacedon is a marine form of the ghoul. Lacedons are sometimes found near marine ghosts, particularly ghost ships. Lacedons are less common than ghouls because of the fewer corpses available for them to feed on, but they can often be found swarming around recent shipwrecks in rivers, lakes, and oceans.

Ghast

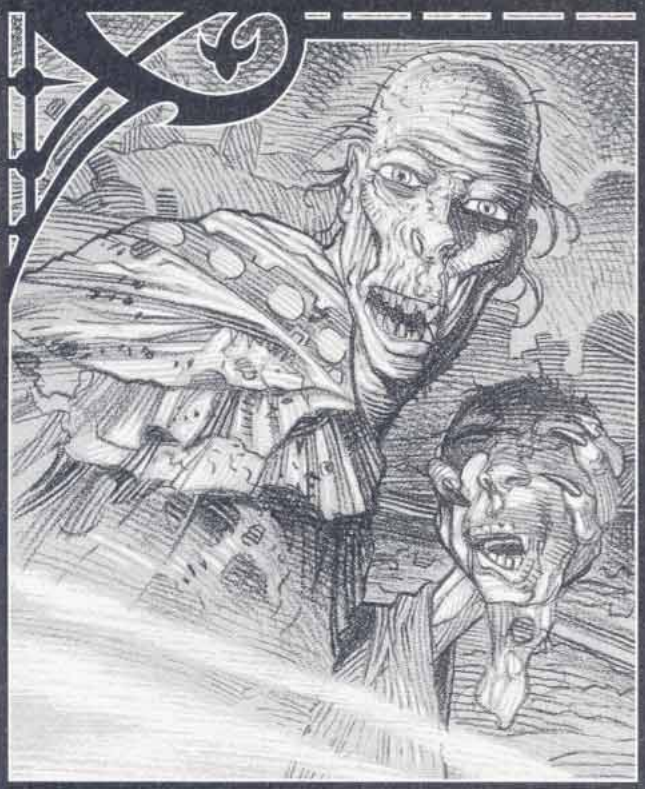
These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghasts attacks it will quickly become evident that ghasts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Worse, the ghast shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a ghast lasts for 5-10 (4+1d6) rounds or until negated by a priest's *remove paralysis* spell.

Ghasts, like ghouls, are undead class and thus *sleep* and *charm* spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage. Clerics can turn them beginning at 2nd level. The circle of *protection from evil* does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron or an iron ring).



Ghoul, Ghast, Jugo Hasketh



Climate/Terrain:	Tepest
Frequency:	Unique
Organization:	Pack
Activity Cycle:	Night
Diet:	Corpses
Intelligence:	Very (11)
Treasure:	Q, R, S, T (B)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4
Movement:	15
Hit Dice:	4 (24 hp)
ThacO:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d8
Special Attacks:	Paralysis
Special Defenses:	Stench
Magic Resistance:	Nil
Size:	M (6' 3" tall)
Morale:	Elite (13)
XP Value:	650

Long ago, Hesketh was a senior priest in the cult of the false god Zhakata led by Yagno Petrovna, the lord of G'henna. As Petrovna's chief Inquisitor, among his horrid duties were dreadful acts of torture and sacrifice; secretly, he practiced cannibalism on the corpses of his hapless victims. Over the years, these unholy practices warped his soul and, upon his death, transformed him into an undead fiend.

Prior to his demise, Hesketh was a tall, slender man. He had sparse black hair and piercing dark eyes that seemed to look deep into the hearts of those he met. He was congenial and polite, if inwardly sinister, and quite possibly the most charismatic man in G'henna.

The accident which claimed Hesketh's life and the terrible transformation to undeath has left his appearance greatly altered. His skin, now dried and mummified, has drawn tight over the bones and turned a sickly gray-green. His fingernails are long and black, taking on the appearance of dreadful claws. His tongue has grown long and rasplike, perfect for drawing the marrow out of bones. Hesketh's eyes gleam in the dark with a searing red not unlike the glow of a burning ember; his teeth are sharp, black, and utterly deadly.

Whatever languages Hesketh knew in life have been forgotten in death. He communicates with the ghouls that follow him through guttural grunts and growls. It might be possible to speak to Hesketh with magical means, but this is mere speculation; to date, no one has tried—no one who survived, at any rate.

Combat: While much of Hesketh's brilliant intellect has been lost, he retains a cruel and deadly cunning. When he attacks, he does so savagely, with tooth and claw.

Each of his two claw attacks inflicts 1d4 points of damage; the horrible bite causes 1d8 points. Anyone injured by Hesketh must make a successful saving throw vs. paralysis or be unable to move for 5 to 10 (1d6+4) rounds. This affects all humans and demihumans, including elves. A priest can free anyone stricken with this curse by means of a *remove paralysis* spell.

As a ghast, Hesketh gives off a foul odor of rotting flesh. Anyone who comes within 10 feet of him must make a successful saving throw vs. poison or become so ill that he or she suffers a –2 penalty at all attack rolls for the duration of the combat.

Hesketh is not without his vulnerabilities. He can be harmed by any weapon, be it magical or mundane, and weapons forged of cold iron will inflict double damage with each hit. He can be turned by clerics of high enough level (at least 3rd) and can be held at bay with a *protection from evil* spell, but only if powdered iron is used in its casting.

Hesketh leads a band of common ghouls, and he is seldom encountered without 1 to 4 of these loathsome creatures in his company.

Any human or demihuman slain by Hesketh will become a ghoul; only if the body is blessed is this horrible fate averted. If the victim is raised or resurrected without being blessed, he or she will rise at once as a ravening ghoul. Of course, if the body is destroyed—for example, if Hesketh and his associates eat their victim—it cannot become a ghoul.

Hesketh is immune to all manner of *sleep* and *charm* spells. Poisons and diseases cannot harm him, and the dark powers have even granted him immunity to the touch of holy water.

Habitat/Society: Jugo Hesketh was, in life, a high-ranking priest in the service of Yagno Petrovna, the lord of G'Henna. Jugo Hesketh was the first man Petrovna encountered when he first left Barovia and entered

G'henna in 702. The two became friends, primarily because of Petrovna's *charm* ability, and worked together to forge the cult of Zhakata. They spent months traveling through the newly formed domain, gathering loyal followers to their false religion. Once the cult was well established, Yagno installed his trusted lieutenant as its chief Inquisitor, responsible for seeking out unbelievers and doubters ("blasphemers"); many a visitor to G'Henna escaped Zhakata's altars only to wind up in the Inquisition's dungeon ("question chambers").

As the years passed, one of Hesketh's primary responsibilities was the conducting of secret and terrible rituals designed to gain the favor of the false god Zhakata. These obscene services frequently ended with gruesome acts of sacrifice and cannibalism. It is said that more than half of the pitiful mongrelmen who roamed the Outlands of G'Henna were captured and brought to a grisly death at Hesketh's hands.

Then, in 725, Hesketh met with an unfortunate mishap. He and a number of his acolyte followers were scouring the wilds around Dervich for a family suspected of blasphemy. It was Hesketh's mission to apprehend these fugitives and bring them before Petrovna for transformation into mongrelmen.

Hesketh found the family attempting to flee north into Darkon. With the aid of his servants, he captured the whole clan and threw them in chains. The prisoners were tossed into a wagon and Hesketh began to lead them back to Zhukar, where they would meet their ghastly fate.

Shortly after the conveyance passed the halfway point in the trek, it was attacked by a band of mongrelmen. They had no idea who was in the wagon, thinking only that they might find food and useful equipment. When they discovered that fate had delivered the hated Jugo Hesketh into their hands, they were ecstatic. The acolytes tried to defend their master but were torn apart by the attackers. The mongrelmen freed the chained prisoners who, it is said, managed to make good their escape into Darkon, where they lived out the rest of their days.

Hesketh, however, was not so lucky. The vengeful mongrelmen carried their prisoner deep into the heart of the G'hennan Outland, where he was slowly tortured to death. His body was then tied to a raft and set adrift upriver of Zhukar.

When the raft arrived in the city, it was empty. But the bloodstains and clothes found on it were more than enough to convince Petrovna that his friend and follower had been killed. Enraged, the lord of G'henna ordered a brutal pogrom against the mongrelmen south of the city. It is unknown how many of the pitiful creatures were killed, or how many of Yagno's own men were slain in turn, before the carnage came to an end.

In the weeks following Hesketh's death, however, reports began to arise that the bodies of the slain acolytes returned from the slaughter for burial rites were being disfigured in their crypts.

Shocked, Petrovna decided to investigate the matter for himself. Much to his horror, he discovered that the half-eaten corpses were the work of his old friend, now an undead monster. For all his sinister evils, Yagno Petrovna could not bring himself to destroy his former friend, even in the terrible form he had assumed. Instead, he drove the creature out, forcing him to flee into the wilds of Tepest.

Ecology: When Hesketh died, a terrible curse fell upon him. The origins of this curse may lie in his own taste for human flesh or in the dying oaths of his countless victims. Whatever the source, this curse saw him transformed into a foul thing of the night. Hesketh now roams the lands of Tepest, searching eternally for flesh to satisfy his unnatural hunger.

Over the years, he has created a band of dreadful undead who follow him loyally. With these sickening acolytes, he seeks out and devours the newly dead.

While Hesketh and his minions do not go forth by day, they are not injured by sunlight. They tend to make their lair in places of death where they hunt for a few weeks before moving on. Often, they leave one or more ghouls behind that must be hunted down and destroyed if evidence of their passing is to be erased.

Adventure Ideas: Hesketh and his ghouls make excellent adversaries for lower-level heroes. A good scenario might involve the PCs being called upon to investigate a number of corpse mutilations or brutal murders. Because Hesketh is very cunning, he will disguise his activities as those of a madman or wild beast. Heroes investigating further will doubtless be shocked to learn the truth.

Hesketh could even be introduced following the demise of an important NPC or even a PC. As the body lies in state awaiting burial or resurrection, Hesketh and his ghouls could attack it. While this might be just another meal to them, it represents a great affront to the other player characters. Adventures that hit so close to home can be particularly terrifying.

If the DM wishes to make Hesketh more dangerous, he could be given some clerical spellcasting ability. In this way, he might be made suitable for use as an enemy confronting higher-level adventurers.

Ghoul, Lord



Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Corpses
Intelligence:	High (13–14)
Treasure:	Q, R, S, T, (B)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d10
Special Attacks:	Paralysis, disease
Special Defenses:	Evil aura
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Elite (13–14)
XP Value:	3,000

It is hard to imagine a more frightening creature than the dreaded ghoul lord. Lurking in places thick with the stench of death, the ghoul lord feasts upon the flesh of living and dead alike, often surrounding itself with a band of lesser undead that obey its every command.

The ghoul lord looks much like the common ghoul or ghast. It retains some semblance of its human form, but its skin has turned the sickly gray of rotting meat, its tongue has grown long and rasped, and its teeth and nails have become sharp and wicked instruments ideal for rending flesh and cracking bone.

Ghoul lords can speak the languages they knew prior to their death and transformation into the undead. When commanding their ghoul and ghast minions, however, they do not speak, but employ a telepathic sense that defies mortal languages.

Combat: The ghoul lord looks so much like a ghoul that it is 90% likely that it will be mistaken for such a creature even by those familiar with the undead. The true nature of these beasts becomes apparent, however, as soon as they spring into combat.

When a ghoul lord strikes with its long, cruel claws it inflicts 1d6 points of damage with each blow that lands. In addition, it can also bite with its deadly teeth, scoring 1d10 points of damage with each hit. Those hit by the creature's claws must save vs. paralysis or become unable to move for 1d6+6 rounds. Even elves are not immune to this effect.

The bite of a ghoul lord causes the victim to contract a horrible rotting disease unless a successful saving throw vs. poison is made. Those afflicted with this illness lose 1d10 hit points and 1 point from their Constitution and Charisma scores each day. If either ability score or their hit point totals reach 0, they die. If the body is not destroyed, they will rise as a ghast on the third night after their death. In such a state, they are wholly under the command of the creature that made them until such time as that horror is destroyed. At that point, they become free-willed creatures.

The rotting disease can be cured by nothing less than a *heal* spell. Once the progression of the disease is halted, the victim's Constitution score will return to its original value at the rate of 1 point per week. Their Charisma, however, will remain at its reduced level because of the horrible scars this ailment leaves on both body and soul.

Like other undead of their ilk, ghoul lords are immune to the effects of *sleep* and *charm* spells. They are not harmed by holy water or by contact with holy symbols, but can be turned as if they were 7 HD monsters. Ghoul lords are immune to damage from all but magical weapons or those forged of pure iron. A *circle of protection* has no effect on these creatures unless pure iron is used in its casting. Even then, the ghoul lord has a 10% chance per round of overcoming the effects of the spell and striking freely at those allegedly protected by it.

Ghoul lords do not radiate the foul odor associated with ghasts, but they do fairly reek of evil. In fact, this effect is so potent that those of good alignment suffer a –4 on all attack rolls when within 30 feet of these creatures. In addition, all persons who are forced to make a fear or horror check because of an encounter with a ghoul lord must do so with a –2 penalty on their die roll because of the creature's evil nature. A *remove fear* spell negates the effects of this foul aura.

Habitat/Society: The ghoul lord is a foul creature found, thankfully, only in the demiplane of Ravenloft. It tends to dwell in isolated places rife with the odor of death; graveyards and ruins are its favorite haunts.

Ghoul lords always have a following of lesser undead with them. These minions act under telepathic command from the ghoul lord and are absolute in their loyalty to him. A ghoul lord's band comprises 2 to 12 (2d6) ghasts, each of which commands 2 to 8 (2d4) ghouls.

Ecology: Ghoul lords are unique to the demiplane of Ravenloft. It is rumored that they were first created at the hands of an insane necromancer in some other dimension, but that they were so evil as to instantly draw the attention of the dark powers. The Mists of Ravenloft absorbed all of the existing ghoul lords and scattered them across the domains.

There are those who insist that the necromancer has also been transported to Ravenloft and that it is his twisted soul that rules the Nightmare Lands. Of course, no proof of this has ever been found.

Ghoul, Kleshite

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CLIMATE/TERRAIN:	Jungle (Klesh)
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low
TREASURE:	B, V
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2–16
ARMOR CLASS:	5
MOVEMENT:	12/12 br
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–4/1–4/1–8
SPECIAL ATTACKS:	Paralyzation, surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (5'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	270

"Hast ever heard," the tall Northerner intoned, "of those sinuous earth-hued tropical Kleshite ghouls with hands like spades that burrow beneath cemeteries and their environs, silently emerge behind you, then seize you and drag you down before you can gather your wits to oppose it, digging more swiftly than the armadillo? One such, it's said, subterraneously pursued the man whose house lay by a lich-field and took him in his own cellar..."

Combat: Kleshite ghouls burrow underground, emerge unexpectedly beneath their victims, and attempt to drag them down to be consumed later. They automatically attack with surprise and cause paralysis as a normal ghoul. Victims of a Kleshite ghoul do not rise as ghouls themselves.



Habitat/Society: Kleshite ghouls live in chaotic packs, with the strongest getting the lion's share of any prey. These filthy creatures are not above consuming their own fellows if they get too hungry.

Ecology: Graveyard scavengers and predators, Kleshite ghouls are feared throughout the south of Nehwon. They serve no real ecological function and are exterminated wherever they are found.

Ghoul, Nehwon

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average-high
TREASURE:	M (A)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–100
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	–2 to hit, invisible in dark
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13–14)
XP VALUE:	175



Nehwon ghouls are considerably different from their AD&D® game namesakes and from the animalistic species of the Kleshite jungles. They are almost totally transparent, save for their pinkish skeletons. Their unsavory diets make them unpopular with other Nehwonese races, but they rationalize cannibalism as an act of kindness by which muddy-fleshed humans are transformed into superior, crystal flesh.

Combat: Ghouls never wear clothing nor any armor beyond the most minimal weapons-harness. They occasionally use shields, raising their AC to 9. AC may be further enhanced by high dexterity scores. Ghoulish fighters may use any weapon, but seem to have a preference for two-handed axes.

The transparent nature of ghoul flesh makes it harder to locate their vital spots. All attacks against ghouls are at –2 to hit. Ghouls are totally invisible (–4 to hit) in darkness 80% of the time. Their transparency is a natural condition—magical means such as *truesight* or *detect invisible* have no effect.

Ghouls ride transparent-fleshed horses which are identical to normal horses with a similar –2 (–4 in darkness) penalty to hit.

Habitat/Society: Nehwon ghouls live in a great city on the shores of the Sea of Monsters, emerging periodically to make war upon human cities. They have very little fear of death—in Fafhrd's opinion, this was because they were so close to skeletons that actually dying was only a short step away.

Ghouls consider themselves paragons of civilization and enlightenment. Other races need to be civilized by being eaten. Humans are referred to as "mud-men" since ghouls consider normal flesh muddy and impure.

Ghouls can occasionally overcome their cannibalistic natures to join human adventuring bands. They can be overbearing at times as they consider themselves more civilized than lesser, "barbaric," races. Ghoulish women have been known to take humans as lovers, but this is rare.

Ecology: Ghouls consume only the flesh of animals, but consider humans and other intelligent races to be a delicacy (consuming another ghoul is considered, at best, rather poor behavior).

The ghoul statistics above represent the average ghoul warrior. Ghouls have the same statistics as humans and may play normal character classes.

Ghriest

CLIMATE/TERRAIN:	Temperate hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	6
MOVEMENT:	0, Fl 28 (B)
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Dive, breath weapon
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	L (10' wingspan)
MORALE:	Steady (11-12)
XP VALUE:	975



This large flying creature spends its entire life in the air, hunting the skies over the Savage Coast.

The ghriest's body is wedge-shaped, hanging mostly below its extremely wide wingspan. Its large eyes give the creature near-perfect vision, with a 360-degree range. The creature's long, narrow head tapers up into a kind of fin. The ghriest's sharp beak is lined with a row of tiny teeth.

Two feet lay along the underside of the ghriest; atrophied from generations of disuse, these scrawny appendages are weak but agile. The ghriest's body is covered with feathers except on its head and along a bony ridge lining the front of each wing.

The Red Curse: Ghriests never gain Legacies or need *cinnabryl*.

Combat: The ghriest attacks by stabbing an opponent with its long, pointy beak. Despite its sharp, tiny teeth, it never bites.

When attacking, the ghriest flies above its prey; it then dives toward the target with incredible speed and accuracy, catching most opponents completely by surprise. Its dive inflicts double damage (4d6), impaling the target. After a successful dive, the ghriest uses its feet to pull the victim from its beak. If the victim is still alive, the ghriest then stabs it again while holding on tightly. The ghriest can remain aloft even while carrying a small human.

Once per day, a ghriest can belch forth flames, much like the breath weapon of a small dragon. The flames are directional, striking a single target for 4d6 points of damage. If the victim makes a successful saving throw vs. breath weapons, it takes only half damage.

Habitat/Society: Ghriests travel in family units. The creatures carry their eggs with them in belly pouches, transferring both eggs and newborn ghriests back and forth with their nimble feet. Once able to fly on their own, a young ghriest stays with its family for protection for at least six months. Ghriests generally have two young per year. Males tend to be somewhat bigger and more colorful, though the female is the more deadly hunter.

Though its weak legs could not possible maintain its weight, this is not the reason that a ghriest never lands. Strangely, a ghriest cannot land, or it will die. Requiring a constant and heavy flow of air past its breathing cavities, if it were to land, the ghriest would choke to death within a few minutes. Even after the first few seconds, it is unlikely that the creature would have the strength to return to the air.

Ghriests live above the Forbidden Highlands and over the mountains on the Arm of the Immortals. They prefer to soar above hills or mountains, relying on the numerous updrafts to help keep them aloft while eating or mating. They also prefer to stay away from humanoid habitation, with the exception of the ee'aar. The ee'aar have even been known to join the creatures in flight.

Ecology: Ghriests occupy a spot near the top of the aerial food chain. Ghriests hunt almost anything else in the air, impaling them with their deadly beaks and ripping them apart. They can be befriended and tamed by ee'aar, but they are occasionally hunted by other races for their feathers. Every ghriest possesses 4d4 "pilot" feathers along its wings with special flying abilities. Arrows and crossbow bolts tipped with these arrows fly 50% further and have a nonmagical +1 attack bonus.

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	Great	Lesser
CLIMATE/TERRAIN:	Desert, mountains	Desert. mountains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pack	Solitary or pack
ACTIVE TIME:	Night	Night
DIET:	Scavenger	Scavenger
INTELLIGENCE:	High (13-14)	Average (8-10)
TREASURE:	C	B
ALIGNMENT:	Neutral evil	Neutral evil
No. APPEARING:	1-3	1-3
ARMOR CLASS:	0	2
MOVEMENT:	18 (Br 3 or Cl 12)	12 (Br 1 or Cl 3)
HIT DICE:	4	3
THAC0:	15	17
No. OF ATTACKS:		
DAMAGE/ATTACKS:	1-6/1-6/2-12	1-4/1-4/2-8
SPECIAL ATTACKS:	Magic use, shapeshifting	Magic use, shapeshifting
SPECIAL DEFENSES:	Spell immunities, +1 weapon to hit	Spell immunities, +1 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7-10′)	M (5-6′)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	Common: 1,400 1st- to 4th-level mage: 2,000 5th- to 7th-level mage: 3,000	975



The great ghuls are undead elemental cousins of the genies, the most wicked members of an inferior order of jann. They haunt burial grounds and feed on dead human bodies. They are usually female; all are beguiling and seductive shapechangers. No matter what form they take, their feet remain those of a donkey, though they often wear special boots or long robes to conceal this aberration. Ghuls delight in devouring the flesh of their victims and then sucking the marrow from their bones.

Great ghuls have thick hair and bushy eyebrows that often droop over their eyes. Their hands end in clawed fingers, and their feet and sometimes their ears are those of a donkey. Their jutting jaws are powerfully muscled, their pale white skin cold and clammy. They have the hunched posture of normal ghouls. Because great ghuls are aware of how their appearance repulses other creatures, they disguise themselves with cosmetics, clothes, and jewelry.

Combat: Great ghuls attack with their claws and teeth. They can only be struck by magical weapons. Great ghuls can use each of the following spell-like abilities at will: *polymorph self, shocking grasp,* and bestow *invisibility.*

Like most undead, great ghuls are immune to *sleep, charm, hold,* and cold-based magic. They are not affected by paralyzation or poison. All ghuls suffer only half damage from falls.
Great ghuls can be turned as ghasts; mage ghuls are turned as wraiths. They suffer 2-12 points of damage from holy water, and a -1 penalty to their attack rolls in daylight.

Normally, only jann slain by great ghuls become ghuls themselves. All other races are usually slain and devoured.

About one in every six great ghuls is a mage of up to 7th level of ability. Great ghuls may even become sha'ir, thus gaining some measure of power over other genies. Other great ghuls study the magical provinces of flame, sand, and wind. Ghuls who study the magic of the sea are extremely rare. All ghuls are immune to the binding and capturing powers of the sha'ir.

Habitat/Society: Great ghuls live in secluded ruins or caves found in the emptiest deserts or on the highest mountains. Because of their sharp claws and incredible strength, great ghuls from the mountains are able to climb sheer rock walls that would daunt most mountaineers. Desert ghuls are not as adept at climbing, but can dig through sand or soft stones.

Because great ghuls are feared by humans and despised by genies, they rarely keep their own form, even when at home in their ruins or caves. Habitual shapeshifters, they are excellent liars and actors.

Ecology: Great ghuls serve the genies (when required), but tyrannize normal ghouls, whom they consider unrefined and unreliable. Great ghuls who become sha'ir tend to be secretive; the other genies resent and fear the ghuls' power over them. Such great ghuls are often destroyed when their homes are discovered.

Although great ghuls avoid contact with other races, they occasionally aid humans or others who come to them seeking help against genies. Sometimes they help humans in quests which the ghuls find interesting; they do this without expectation of reward.

Lesser Ghuls

Lesser ghuls are submissive, less aggressive versions of great ghuls, usually functioning as servitors for noble efreeti, slayer genies, and other powerful entities. They may also serve ghul mages and, on occasion, great ghuls. Except for their smaller size, lesser ghuls resemble great ghuls. However, they appear sad and miserable, wracked with sorrow over their wretched existence. Some sob continuously, others bury their faces in their hands and grieve in silence.

While most great ghuls are former jann, lesser ghuls are former humans. A human slain by a mage ghul may become a lesser ghul if the mage ghul sits with the human corpse for an entire night, its hands on the corpse's head. At dawn, the corpse rises as a lesser ghul. Some entities, such as noble efreeti, can transform humans to lesser ghuls, lesser ghuls to great ghuls.

Though capable of attacking with the ferocity of great ghuls, lesser ghuls generally shun combat, fighting only when cornered or threatened. They suffer a -2 penalty to their attack rolls. Otherwise, they have all of the magical abilities and vulnerabilities of great ghuls.

	Soultaker	Witherer
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Exceptional (15–16)	Genius (17–18)
TREASURE:	C	C
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1–3	1–3
ARMOR CLASS:	0	0
MOVEMENT:	18, Sw 12	18, Sw 12
HIT DICE:	8	9
THAC0:	13	11
NO. OF ATTACKS:	3 or 1	3 or 1
DAMAGE/ATTACK:		
SPECIAL ATTACKS:	Possession	Withering touch
SPECIAL DEFENSES:	Immune to non-wooden weapons	+2 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (8'–10' tall)	M (10' tall)
MORALE:	Champion (15–16)	Fanatic (17)
XP VALUE:	6,000	10,000



The ghul-kin are related to the great ghuls, and like them are undead jann. Unlike their cousins, ghul-kin are of two distinct types, *soultakers* and *witherers*. While they prefer to feed on dead human bodies, ghul-kin find no pleasure in haunting burial grounds. They are far more social creatures than their cousins and often interact with mortals and even live among them undetected for long periods of time. Their greatest desires are to rule over a cowed mortal population, to corrupt mortals and use them as their servants, to have a steady supply of victims whose bodies they can devour, and to achieve enough personal power and learn enough secrets to successfully control other genies.

Like their cousins the great ghuls, ghul-kin are shapechangers. They usually assume attractive, seductive shapes, though they occasionally take on forms designed to look virtuous or wise. They may even assume the appearance of a real person they have seen at least once, though there is always something not quite right about such impersonations (eyes the wrong color, incorrectly shaped ears, etc.). If they have heard the person speak, they can perform a mimicry of the voice, achieving a close approximation.

In their true forms, both male and female ghul-kin are 8 to 10 feet tall, with long, gangly arms and legs. They have thick, tangled hair, bone-white pock-marked skin, clawed hands, and powerful jaws filled with sharp yellow teeth. Their eyes shine with a feral light, and their ears are sharply pointed. Ghul-kin exude an unpleasant odor and are rubbery and cold to the touch. They usually take great pains to disguise both their repulsive appearance and odor in order to move about in society undetected.

Combat: Ghul-kin attack with their claws and powerful jaws. They can forgo these attacks in order to make a special attack if they wish. The special attack and its results are different for each type of ghul-kin (see below). They can use each of the following spell-like abilities at will: *invisibility* and *polymorph self*. Being undead, they are immune to *sleep*, *charm*, *hold*, and cold-based magic and are unaffected by paralyzation or poison. Both suffer 2d6 points of damage from holy water. They are able to function in daylight, though they suffer a –1 to their attack rolls and saving throws when in bright sunlight. Jann slain by ghul-kin become ghul-kin themselves.

Soultakers can be turned as spectres, while witherers are turned as vampires.

Ghul-kin are immune to the binding and capturing powers of sha'irs (the desert mages of the *Al-Qadim* setting). All ghul-kin have the ability to become wizards, sha'irs, or priests, and all can use any magical items usable by wizards or priests. Ghul-kin take perverse delight in collecting magical items capable of doing them harm, carefully hiding them where others cannot find them. They are always searching for genie-control devices.

Habitat/Society: Ghul-kin live wherever they find it convenient to do so. They often live in cities and even engage in trade without their neighbors being aware of their true natures. They prefer to live in small family units and often form a pack with lone great ghuls. In such cases, the ghul-kin usually occupy the positions of leadership. They disdain common ghouls, finding them far too unrefined.

Ghul-kin enjoy fine clothing, elegant furnishings, and jewelry. They appreciate art and often have their dwelling places elaborately tiled or painted. Though they usually defer to the dominant style of clothing worn wherever they reside, the materials will always be the finest available and the clothing expertly tailored. Though they have no desire for normal food, they are fond of wine and seem to enjoy highly spiced meats and stews. They love all scents and perfumes, from bath soaps to sachets, and their tastes tend toward the exotic—frangipani or frankincense—for its superiority in covering their own unpleasant smell.

Ecology: Ghul-kin serve genies when forced to but try to avoid contact with their more powerful cousins unless they believe they have the upper hand. The chief motivations of ghul-kin are personal power and entertainment. Being undead, they have no limit on the time they can spend perfecting a plan or setting up an elaborate base of operations. Most of them are accomplished actors and delight in playing a role they have developed for years. Sooner or later, however, the ghul becomes bored and has to reveal itself to friends and

neighbors. Such revelations are often followed by a great slaughter as the ghul-kin seeks to kill anyone who has learned its secret. They revel in establishing cults and secret societies where they can control mortals and lead them astray while only marginally concealing their true natures.

Some few ghul-kin help mortals who seek them out and flatter them or offer them genie-controlling devices. Some have been known to repay a kindness a mortal paid to them while they were disguised. All ghul-kin react more positively to those mortals who are both polite and respectful.

Soultaker

Soultakers are slightly smaller than witherers, rarely reaching 10 feet in height. There is an equal chance that a soultaker will be male or female. Though they look down upon great ghuls as being lesser cousins, soultakers are themselves subservient to their witherer kin. Because they must often subjugate their own desires and plans to those of their greater brethren, soultakers are often frustrated. For this reason, they are the more vicious of the two types of ghul-kin. They gain great satisfaction from taking over a victim and forcing that victim to obey their every whim. They feel some of the anger, terror, and despair that their victims experience and enjoy knowing that it is their will which causes such misery for the poor slave. Soultakers may become wizards or priests of up to 7th level (providing the god they serve accepts them). They are immune to nonwooden weapons.

Soultakers have a special attack form which they can use in lieu of making their normal attack. In order to use it, however, the soultaker must make an attack roll at a –3 penalty. If successful, the soultaker has kissed its victim on the lips. Victims who fail a saving throw vs. spell (at a –2 penalty) are possessed by a portion of the soultaker's essence and fall under the ghul's control. Though the victims' minds are still present in their own bodies, they are helpless prisoners, unable to speak or make their plight known to others. Instead, the soultaker speaks and acts for its victims, always working to the detriment of its victims' companions, though often in cunning and subtle ways.

Once the possession has occurred, the soultaker can control its victim at any range so long as they are both on the same plane of existence. If the victim is a spellcaster, the soultaker can use whatever spells the victim had memorized at the time possession took place but cannot force its victim to relearn or pray for new spells. Soultakers may possess and control one victim for every two points of Intelligence (rounded down). The soultaker will not willingly go near a priest or mosque, nor will anyone possessed by one. It will force the victim to fight to prevent the possession from being broken and may attempt to summon its possessed victim to its lair rather than allowing him or her to be freed of its influence.

The possession may be detected by various means. First, any attempt to *know alignment* of the victim will result in a reading of neutral evil. In addition, strangers react to the victim with distrust and suspicion, just as though he or she were under the effects of an *evil eye*. The victim may say or do evil things, and his or her behavior may undergo a radical change. He or she may even attack his or her own party without apparent cause. A sha'ir (desert mage) of 3rd level or above may detect that there is genie work connected with the victim; a hakima (desert priest) of 9th level or above may tell that the victim is possessed; any priest casting *detect evil* or *detect charm* may learn that the victim is under the control of some evil force.

Several spells may be used to combat the effects of the possession. A *protection from evil* or *protection from evil, 10' radius* spell will keep the soultaker from exercising its control while the spell is in effect. An *anti-magic shell* will negate the possession if the victim is in the area of effect when the spell is cast, and *remove curse* will break the possession. *Dispel evil* cast on the victim will break the possession and cause 3–24 (3d8) points of damage to the soultaker.

Witherer

Both male and female witherers are usually taller than soultakers (averaging 10 feet in height) and more dominant. They have greater intelligence and cunning and usually instigate long-term grandiose plans, invariably designed to gain more power for the witherer and to corrupt mortals into serving the ghul-kin. They delight in showy rituals and sacrifices of both sentient creatures and treasures. Witherers use soultakers as lieutenants in many of their plans and often find great ghuls to use as pawns. Humans and demihumans are allowed to serve them as semi-slaves, becoming either shock troops or food sources as the need arises.

When thwarted, witherers retreat to plan their revenge, sometimes taking decades to perfect their tactics before returning to the place where they failed. However, they are not adept at coping with premature disclosure. They will often make poor decisions in response to the unexpected, thereby revealing their machinations or causing their own downfall.

Male witherers are rarer and usually less ruthless than their female counterparts. They sometimes masquerade as hermits or reclusive mages and may be induced to help mortals if offered a substantial enough reward or if the matter interests them. Opportunities to act out some great dramatic role are also effective in persuading male witherers to aid non-ghuls. Claiming some sort of kinship is also an effective ploy if there is the slightest evidence to back up such a claim.

All witherers can become mages (or priests of up to 9th level provided the god they serve accepts them). They can be hit only by +2 or better weapons. Instead of their three regular attacks, they may use a special attack: a touch that withers and weakens the target creature while strengthening the witherer. This *withering touch* causes 1d10 points of damage, drains 1 point of Strength, and ages the victim 1 year. Hit points damage are temporarily added to the witherer's hit point total. Damage against the witherer is subtracted from these added hit points first (if not used, the hit points remain for one hour). A victim whose Strength falls to zero dies. If the aging pushes the character past his or her normal lifespan, the victim dies. Those slain by a witherer must have *remove curse* cast on their bodies before they can be *raised* or *resurrected*.

Lost hit points are recovered normally or through magical healing. Lost Strength is recovered at the rate of one point per turn. Aging is only reversible through use of potions or other magic that restores youth or reverses aging.

Climate/Terrain:	Any hill or mountain
Frequency:	Rare
Organization:	Family
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	Q (l)
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	0
Movement:	18
Hit Dice:	14
THAC0:	7
No. of Attacks:	4
Damage/Attack:	2d6+7 (bash)/2d6+7 (bash)/ 2d6+7 (bash)/2d10 (bite)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (18′ tall)
Morale:	Champion (15)
XP Value:	12,000

The athach is a hulking humanoid with a malformed body most notable for the third arm growing from the center of its chest. Topping the athach's roughly-muscled body, its hideous head boasts irregular and outsized features, including bloodshot eyes and lopsided ears (one huge, one tiny). Each of the creatures has a set of huge, gnarled tusks protruding upward from its slobbering mouth. These giants almost never bathe, so they smell particularly foul. They dress haphazardly in rags and furs, often jamming bracelets on their fingers, necklaces around their wrists, and other jewelry wherever they can fit it; the beauty of the pieces glitters in gross contrast to the giants' ugly bodies.

Athachs have their own crude dialect of the language most giants speak, and some few know Common.

These dim, ill-tempered creatures possess a penchant for collecting gems and jewelry. Despite their stupidity, they can inspire fear in even the staunchest warriors.

Combat: Athachs attack by bashing their opponents with thick tree stumps or large stones clutched in each of their three warty hands and by biting with their poisonous tusks. An athach's weapon inflicts 2d6+7 points of damage (including Strength bonus) on a successful hit. Any opponent an athach bites must make a saving throw vs. poison with a –4 penalty, due to the terrible strength of the venomous saliva, or remain helpless for 1d6 turns.

These beasts have no notion of strategy or tactics and always attack opponents head-on in battle. Occasionally, when hunting for meat (including humans), athachs refrain from killing their paralyzed victims at once. Instead, they tie up their captives and carry them to their lairs to kill later. Transporting the victims this way keeps their meat fresh, the way the giants prefer it.

Athachs avoid other giant creatures; they receive a penalty of –4 to their morale when facing creatures of huge (H) size or larger.

Habitat/Society: Athachs make their homes in simple caves in the mountains or deep woods. They live in small family groupings, normally consisting of one adult male, one or two adult females, and two to four juveniles. When not hunting, most athachs spend their time fighting with each other. Almost every aspect of their vicious lives centers around eating and violence.

Athachs give little thought to anything but the most primitive survival goals. Shortly after a young athach reaches maturity, its parents throw it out of their home to wander around until it finds a mate. Often the young athach must fight others of its kind, as well as its potential mate, before starting a new family group.

Other than food and violence, athachs seem passionately fond of gems and jewelry. These objects of remarkable beauty are often found among the matted furs and rags thrown about an athach's cave or even wrapped around its body. Athachs have been known to spend hours polishing and staring at such beautiful items, so strange in their otherwise ugly lives.

Ecology: Athachs hate most giants, including their fellow athachs. However, they avoid contact with all giant creatures save their own kind, mostly from cowardice. The monsters have no fear of humans and demihumans, though, and actually view such beings as delicacies. Athachs have been observed sitting in the middle of mountain passes and lonely woodland paths, waiting for a party of humans it can attack.

On occasion, a group of travelers can persuade an athach not to attack, if they offer it enough jewelry or gems. However, an athach does not keep its word very well, and often merely waits a few minutes before charging off to attack the travelers anyway. Some caravan leaders speculate that the only time an athach doesn't go against its word is when its new gems and jewelry simply fascinate the beast so much that it forgets to break its bargain!



Giant, Bosk

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CLIMATE/TERRAIN:	Bogs, marshes
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Plants
INTELLIGENCE:	Low (5-7)
TREASURE:	M, Q×10
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1–3
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	14+3
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+8 or by weapon 1d12+8
SPECIAL ATTACKS:	Spit
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (19' tall)
MORALE:	Elite (13–14)
XP VALUE:	
Infant: −4 HD	2,000
Juvenile: −2 HD	3,000
Adult:	5,000

Bosk giants are selfish, greedy, and territorial. They are quick to attack any creature that encroaches upon what they consider their land—even if those creatures appear more powerful and deadly.

Bosk giants make decisions quickly, never dwelling upon problems or situations. Considered stupid by their relatives the swamp giants, bosk giants have never been known to analyze a predicament or spend any amount of time thinking about anything.

Despite that, the giants seem to possess a natural cunning that is terrible and ruthless.

Bosk giants are the tallest giants on Chislev. Their features are handsome, almost as if they were sculpted by a fine craftsman, and their skin is thick, giving them a natural armor class of 4. They are muscular and have amazingly broad shoulders, and their long athletic legs carry them quickly over the terrain. The most striking features of bosk giants are their skin and hair. Their skin is green, ranging in color from a pale olive to almost black, and their green hair grows in clumps like grass. They wear little clothing, usually animal hides sewn together. Their coloration makes it easy for them to blend in with their surroundings. They gain a bonus of +3 to surprise, and in return they have a −3 to be surprised.

Combat: Unlike other giants, bosks do not hurl weapons. They simply charge into melee, swinging either their great fists or large clubs fashioned from tree limbs. The more intelligent of the giants shave the limbs so they have sharp points and deliver an additional 2 points of damage. They have no combat strategy.

The giants have a special attack. Bosks can swallow great amounts of swamp water, which they can spit at their targets in a stream 12' long by 6" wide. The fetid water is combined with the gastric juices of the giant, causing 1d8 points of damage. Further, all those struck by bosk spit must save vs. paralyzation or be dazed for 1d6 rounds. Bosk giants who have swallowed swamp water can spit twice before needing to fill up again.



Habitat/Society: Bosks live in simple villages of crudely constructed huts made of rotted trees. Most of the villages are located in a bog—with standing water everywhere. Each village has a loose form of government. The strongest giant is the leader and his orders, which tend to be few, are followed without question.

When encountered in their lair, there are 4d4+10 giants, and half of these are adults. The remainder are infants and juveniles. An infant has 10 HD and has only a +4 damage bonus. A juvenile at 12 HD has a +6 damage bonus. If a village is threatened, infants and juveniles fight side by side with their parents.

Ecology: Bosk giants live where there is heat, vegetation, and lots of water. They prefer fetid water, as they enjoy its taste and smell, but they settle for pure water if nothing else is available.

Bosk giants eat only plants, preferring sodden roots and overripe fruits. Nuts are a delicacy and a potential bribe.

The giants have been known to raid nearby human tribes for fun, to acquire human servants, and to keep other human tribes in fear of them.

	Forest	Ice
CLIMATE/TERRAIN:	Any forest	Northern Cerilia
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Family
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Carnivore
INTELLIGENCE:	Average (8–10)	High (13–14)
TREASURE:	Nil	E
ALIGNMENT:	Neutral good	Lawful evil
NO. APPEARING:	1	1–4
ARMOR CLASS:	2	1
MOVEMENT:	9	12
HIT DICE:	16+6 hp	15+7 hp
THAC0:	5	5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d8+8	1d12 or 2d10+9
SPECIAL ATTACKS:	Entangle	Cold magic
SPECIAL DEFENSES:	None	Immune to cold
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (14' tall)	H (16' tall)
MORALE:	Champion (15)	Fanatic (18)
XP VALUE:	9,000	12,000

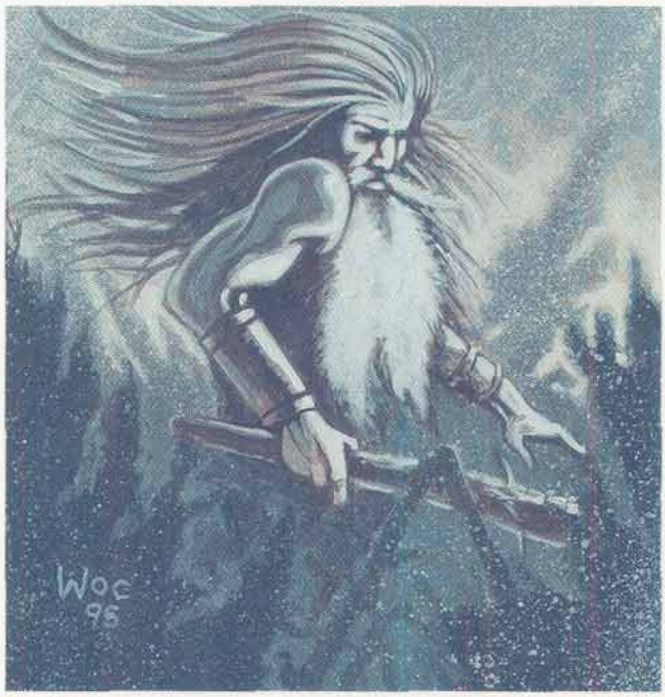
Several varieties of giant live in the wilder areas of Cerilia. For the most part, they prefer to leave their smaller neighbors alone, minding their own business and expecting others to do the same. Hill giants are common in the northern foothills and downs; they're more solitary than described in the *Monstrous Manual* Tome and lean toward a neutral alignment. Mountain giants are larger than hill giants and more powerful. Stone giants are rare creatures closely tied to elemental rock; they're reclusive creatures who inhabit the most inaccessible peaks. A few storm giants dwell along Cerilia's rocky coasts. Refer to the *Monstrous Manual* Tome for information on these creatures. Fomorians are known as the fhoimorien in Cerilia, and inhabit desolate marshes and forests. Unlike the other races of giant, they're inclined toward raiding and pillaging their neighbors. Finally, Cerilia is home to two unique species of giant: the forest giant and the ice giant.

Forest Giant

Forest giants are found in the deepest regions of Cerilia's woodlands, far from human settlements. They are peaceful creatures who guard the forest against evil incursions and destructive logging or clearing. A forest giant is a huge, gnarled humanoid with rough woodlike skin, a great mass of dark leafy hair, a long beard, and long, rootlike fingers and toes. They often send down roots and sleep for years at a time.

In combat, forest giants strike with a single blow of a mighty fist. They can *speak with plants* and *speak with animals* at will. Once per day, they can *call woodland beings* and also cast *hold plant*, *hold monster*, and *wall of thorns*. Once per turn they can cast *entangle*. Forest giants are vulnerable to fire and suffer 1 extra point of damage per die rolled.

Forest giants often aid adventurers who serve the cause of nature. They're slow to anger, but they have no mercy for those who defile the woodlands.



Ice Giant

The cold wastes of the northern mountains and glaciers are home to Cerilia's ice giants, a race of cruel and spiteful creatures. Ice giants can't exist outside of areas covered with snow and ice; during the summer, they're forced to withdraw to the safety of the pack ice and remain there. However, this does not prevent them from dreaming of expanding their frozen domains.

Ice giants resemble frost giants in most ways, but they're sheathed in rime and jagged ice shards. Mere contact with an ice giant's frozen body requires a saving throw vs. spell or the individual receives 1d4 points of cold-based damage and suffers a numbing loss of 1 Strength point for one hour. Ice giants hurl gigantic *iceballs* that inflict 2d10 points of damage upon the creature struck, shattering on impact for an additional 1d10 points of cold damage to those in a 5-foot radius. Victims of an iceball attack must roll a saving throw vs. spell; failure indicates the victims suffer the equivalent touching the giant's body.

Ice giants can cast *fog cloud* once per turn. Once per day they can cast *wall of ice*, *ice storm*, or *cone of cold*. In addition, an ice giant can *conjure elemental* once per day; the elemental is always a water elemental (in an icy form), obeys the giant, and never turns on him.

Ice giants await the onset of winter to leave their frozen fortresses and raid the Vos, Rjurik, and Brechtur lands in northern Cerilia. In especially cold winters, they have been known to attack the lands south of the Stonecrowns and the Silent Watch.

CLIMATE/TERRAIN:	Any mountains or magical cloud islands
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average to very (8-12)
TREASURE:	E, Q (x5)
ALIGNMENT:	Neutral (good 50%, evil 50%)

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	16 + 2-7 hit points
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10, or by weapon (6-24 +11)
SPECIAL ATTACKS:	Hurling rocks for 2-24
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	10,000
Infant	Nil
Juvenile, -3	975
Juvenile, -2	3,000
Juvenile, -1	5,000
Spell caster, 1st	11,000
Spell caster, 2nd	11,000
Spell caster, 3rd	11,000
Spell caster, 4th	13,000



Cloud giants consider themselves above all other giants, save storm giants, whom they consider equals. They are creative, appreciate fine things, and are master strategists in battle.

Cloud giants have muscular human builds and handsome, well-defined features. The typical cloud giant is 24 feet tall and weighs 11,500 pounds. Female cloud giants can be 1 to 2 feet shorter and 1,000 to 2,000 pounds lighter. Cloud giants' skin ranges in color from a milky-white tinged with blue to a light sky blue. Their hair is silvery white or brass and their eyes are an iridescent blue. Cloud giants can live to be 400 years old.

A cloud giant's natural Armor Class is 0. Although they will wear no armor, these giants prize magical protection devices, and one in 20 will have such a device. Cloud giants dress in clothing made of the finest materials available and wear jewelry. Many of the giants consider their appearance an indication of their station; the more jewelry and the better the clothes, the more important the giant. Cloud giants also appreciate music, and the majority of giants are able to play one or more instruments (their favorite is the harp). Unlike most other giant races, cloud giants leave their treasure in their lairs, carrying with them only food, throwing rocks, 10-100 (10d10) coins, and a musical instrument.

Cloud giants speak their own tongue and the language of all other giants. In addition, 60% of all cloud giants speak common.

Combat: Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemy, barraging them with rocks while the giants with magical abilities assault them with spells. Cloud giants can hurl rocks to a maximum of 240 yards, causing 2-24 (2d12) points of damage. Their huge morningstars do 6-24 (6d4) +11 points of damage, three times normal (man-sized) damage plus their strength bonus. One in 10 cloud giants will have a magical weapon.

Habitat/Society: Cloud giants live in small clans of no more than six giants. However, these clans know the location of 1-8 other clans and will band together with some of these clans for celebrations, battles, or to trade. These joined clans will recognize one among them to be their leader—this is usually an older cloud giant who has magical abilities. One in 10 cloud giants will have spells equivalent to a 4th level wizard, and one in 20 cloud giants will be the equivalent of a 4th level priest. A cloud giant cannot have both priest and wizard abilities.

If encountered in a lair, half will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre. Rolls of 1-3 indicate older progeny with hit dice, damage, and "to hit" rolls equal to that of a fire giant.

The majority of cloud giants live on cloud-covered mountain peaks in temperate and sub-tropical areas. These giants make their lairs in crude castles. Only 10% of good cloud giants live in castles on enchanted clouds. All giants dwelling there are able to *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create a *wall of fog* once a day. These abilities are performed as a 6th level wizard.

There is a 60% chance a cloud giant mountain lair will be guarded by 1-4 spotted lions, 2-5 (1d4 +1) owl bears, or 2-5 (1d4 +1) griffons (1-2 wyverns for evil cloud giants). In addition, there is a 50% chance the lairs of evil cloud giants will contain 1-20 human and demi-human slaves. There is an 80% chance that a cloud island lair will be guarded by 2-5 (1d4 +1) griffons, 2-8 (2d4) hippogriffs, or 2-5 (1d4 +1) giant eagles.

Cloud lairs are fantastic places with giant-sized gardens of fruit trees. According to legend, some giants mine their cloud islands for small chunks of the purest silver.

Ecology: Cloud giants prefer food that is carefully prepared with spices and sauces, and they relish fine, aged wines.

Good cloud giants trade with human and demi-human communities for food, wine, jewelry, and cloth. Some cloud giant clans will establish good relations with such communities, and will come to the communities' aid if they are endangered. Evil cloud giants raid human and demi-human communities to get what they want.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil
ALIGNMENT:	Any chaotic
NO. APPEARING:	1 or 1-6
ARMOR CLASS:	10
MOVEMENT:	48, Fl 24 (E)
HIT DICE:	35
THAC0:	5
NO. OF ATTACKS:	1 every 2 rounds
DAMAGE/ATTACK:	50-100 (or 5-10 hull points)
SPECIAL ATTACKS:	Stunning clap, throw boulders
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' tall)
MORALE:	Unsteady (6)
XP VALUE:	27,000



These dim-witted giants are 60 feet tall and weigh 70 tons. Although not related to the giants of the known worlds, they are basically humanoid.

Compared to human proportions, their heads are too small and their legs are too short. Their features tend to be thick and bulbous. Their foreheads slope back sharply and their noses are round blobs of flesh. Their teeth are rarely straight and always have jagged edges. Their fingers are stubby and thick, completely unsuited for delicate manipulations. A colossus can have any color eyes and hair, but black is the most common. Their voices are like rolling thunder, understandable but slow and deep.

Colossi wear heavy, coarse clothes—usually a tunic, breeches, and sandals. Crude though it is, the tailoring is much too fine for any colossus to have stitched it. The clothes can be almost any color, with no regard to fashion sense. It is not uncommon to find large patches covering rips and tears. Colossi never carry weapons or armor, though they could if they wanted to.

Combat: Compared to a human, a colossus moves slowly and ponderously. As a result, its great movement rate is only a third of what its 30-foot stride would normally indicate.

Its THAC0 is much worse than one would expect because of its slow movement. In fact, it can attack only once every other round with either a fist punch or a foot stomp. In addition, creatures under 25 feet tall get a -2 Armor Class bonus and those under 10 feet tall get a -4 Armor Class bonus.

But when a colossus manages to hit, the victim must roll a saving throw vs. death magic (failure means death), in addition to the damage done (see pg. 75 in the *DMG*). Any blow can cause structural damage. Smashing and blunt weapons have no effect whatsoever.

A colossus can clap its hands together with great force and cause a stunning vibration. This is akin to being right next to an explosion. The clap has a range of 60 feet and causes anyone within that range to roll a saving throw vs. paralyzation; failure means the victim is stunned for 1d3 rounds. All characters in the radius of effect are automatically deaf for 1d6 turns.

A colossus can throw boulders up to 500 yards for 5d10 points of damage, but its aim is so poor that it rarely hits what it aims at.

In wildspace, a colossus is big enough to be its own ship. Indeed, it has the same air volume as a 15-ton ship. It consumes as much air as a full crew of 10. The colossus can coast through space for months without running out of air.

Food and water can be a problem, though. A colossus cannot propel itself through wildspace except by making a leap from a solid surface, which means it is very slow moving under its own power. It would be possible to fix a spelljamming helm to it and make it into a spelljamming speed "ship" of maneuverability class E. Its plane of gravity makes its back or stomach the walking surface.

Habitat/Society: In wildspace these simple creatures are encountered singly. They are usually lost wanderers. They talk about a home called Arhoad, assumed to be a planet. This mythical place has never be found, and the colossi are never able to describe how to find it or how they became lost. It is one of the great mysteries of wildspace.

They speak of close families on Arhoad, so it is assumed that they have a clan society. Since they could not possibly have made their own clothing, many scholars assume that they are the worker or slave class of yet another race, although there is no evidence to support this theory. The reigarEcology accept responsibility for the colossi's plight.

The good colossi are quite friendly and helpful to travelers. The evil ones are marauders and killers, destroying property for the sheer joy of it. Neither variety is considered to be very smart. The only long-term goal they have is to find Arhoad. However, they never seem to know how to go about doing it.

Ecology: No one has ever seen a sick colossus or seen one die from anything other than injuries. While they are known to have two sexes, children have never been seen. They do not seem to age, at least not in the few hundred years they have been in known space. They can eat virtually any type of plant. The evil ones eat meat, but they do not seem to need it in their diets. It is assumed that they do it only for the terrorizing effect.

	Crag Giant	Fhoimorien
CLIMATE/TERRAIN:	Mountains (The Lonely Butte)	Forest, marsh, or subterranean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Clan	Family
ACTIVITY CYCLE:	Day	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5–8)	Average (8–10)
TREASURE:	K (H)	Q×10 (D)
ALIGNMENT:	Chaotic good	Neutral evil
NO. APPEARING:	5–10	1–4
ARMOR CLASS:	6	3
MOVEMENT:	15	9
HIT DICE:	16	13+3
THAC0:	5	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d6+8	weapon ×2 or 2d4 (fist)
SPECIAL ATTACKS:	Hurl rocks	Hurl rocks; +8 melee damage; spells (warlocks)
SPECIAL DEFENSES:	Nil	Surprised only on a 1; gaseous form
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (25′ tall)	H (13′ tall)
MORALE:	Elite (13–14)	Elite (14)
XP VALUE:	7,000	6,000 (Warlock: 9,000)

Crag Giant

Crag giants are 25-foot-tall humanoids with thick black hair, rugged human features, and skin color ranging from dusky gray to stony brown. Though savage, the majority of this tragic race are of chaotic good alignment, though other chaotic alignments are not unusual among them. They stand 25 feet or more tall and have effective Strength scores of 24. Crag giants speak their own language among themselves, but virtually all of them also use an archaic version of the common tongue.

These sad creatures, sometimes called the Lonely Giants, are the only remnants of a once-proud race, forced to flee their homelands and dwell in a familiar and unfriendly land. If nothing changes, they are a doomed race.

Crag giants fight with jagged stone daggers that inflict 2d6 points of damage, and their Strength gives them a damage bonus of +8. They can hurl rocks at their opponents at ranges of up to 240 yards; these inflict 2d10 points of damage. A significant proportion of these giants are clerics with the powers of elemental air, which explains their legendary status as tossers of lightning.



Athasian Lore: In millennia past, the ancestors of the modern crag giants originally inhabited the Thunder Mountains. According to ancient legend, when storms rocked those ranges, the crag giants would come out to dance in the thunder and play catch with the flashes of lightning. They lived with a savage joy for life.

When the Mind Lords began reshaping the region to cut it off from the rest of Athas in order to protect the Last Sea from the ravages of rampant magic, they presented the crag giants with a difficult choice: relocate their people to a reservation on the Lonely Butte, or be utterly destroyed.

Faced with the raw power of the Mind Lords, the crag giants chose to move, but their race has not taken well to their new home. Slowly but steadily, their numbers are declining, and they are headed for certain extinction. The one motivation for survival that remains to them is vengeance against the Mind Lords.

—*From* Mind Lords of the Last Sea, #2444

Fhoimorien

Like other Cerilian giants, the misshapen fhoimoriens are elemental creatures, closely tied to the earth. No two look alike, for the parts of their bodies are oddly proportioned and positioned. Their facial features are irregular, deformed, or misplaced. Their hair is tough and patchy; and many have warts. They move slowly, with shambling gaits. Their cruelty and foul habits match their foul appearance; they are extremely fond of launching raids into nearby lands.

Unlike the fomorian giants, their even more bestial cousins found in other lands, most fhoimoriens can hurl rocks up (to 210 yards for 2d8 points of damage), and many use magic as well. All fhoimoriens use clubs and other blunt instruments in combat; these inflict double normal damage. The great strength and prowess of the fhoimoriens allow them to inflict another +8 points of damage with any melee attack.

All fhoimoriens can cast *stone speak/stone tell, animate stone,* and *passwall* once per day. Twice per day, fhoimoriens can assume *gaseous form* as a cloud of pale blackish-green, foul-smelling smoke. Most use this ability only to escape pursuit, but the more intelligent ones make greater use of it. For example, they may hurl boulders from across a chasm, then suddenly cross in gaseous form to finish off the target; or use gaseous form to cross a deep river or reach tall spires of rock from which they can bombard targets below.

Many fhoimoriens are warlocks, perhaps as many as a third. These spellcasters use elemental earth and air magic in battle, functioning as wizards of levels 1–6. Such warlocks prefer spells such as *stone fist, Maximillian's earthen grasp, gust of wind,* and *shocking grasp.*

Fhoimoriens inhabit desolate marshes and forests from the seashores to the mountains, as well as living in deep caves. On Cerilia, they are most numerous in the Giantdowns (including in the Silverhead Mountains) and in the Icemarch (in the Grovnekevic Forest).

—*From* Warlock of the Stonecrowns #3110

Giant, Cyclops

	Cyclopskin	Cyclops
CLIMATE/TERRAIN:	—Temperate/Hills and mountains—	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clan	Clan
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to average (5-10)	Low
TREASURE:	C	C
ALIGNMENT:	Chaotic (evil)	Chaotic evil
NO. APPEARING:	1-8	1-4
ARMOR CLASS:	3	2
MOVEMENT:	12	15
HIT DICE:	5	13
THAC0:	15	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon +4 (Str bonus)	6-36
SPECIAL ATTACKS:	Nil	Hurl boulders
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7½' tall)	H (20' tall)
MORALE:	Very steady (13)	Elite (16)
XP VALUE:	270	4,000



A diminutive relative of true giants, cyclopskin are single-eyed giants that live alone or in small bands.

The typical cyclopskin weighs around 350 pounds, and stands 7½ feet tall. A single large, red eye dominates the center of its forehead. Shaggy black or dull, deep blue hair falls in a tangled mass about its head and shoulders, its skin tone varies from ruddy brown to muddy yellow, and its voice is rough and sharp. Cyclopskin commonly dress in ragged animal hides and sandals. They smell of equal parts dirt and dung.

Combat: Cyclopskin are armed with either a club or a bardiche. Each will also carry a heavy hurling spear (1d6 damage) and a sling of great size (1d6 damage). They never wear armor or use shields, for their tough hide gives them ample protection from most attacks.

Cyclopskin do not bother with strategy or tactics in combat. If their opponents are out of reach, they use slings or hurl heavy spears. They can not throw boulders like their larger cousins. Since the single eye of the cyclopskin gives them poor depth perception, they suffer a -2 penalty to all missile attack rolls, but not to damage. If the opponents are close, the cyclopskin rush in to fight with their clubs or bardiches.

Habitat/Society: The single-eyed humanoids shy away from organized settlements. If left alone, they tend to leave armed groups alone, though they are not above attacking a much weaker force if they stumble across one. Cyclopskin have no regard for any form of life other than themselves. Captives are either enslaved or eaten. This doesn't happen very often, since the cyclopskin tend to live in remote rocky places. They rarely wander more than 10 miles from their caves.

Being poor hunters, most cyclopskin clans keep small herds of goats or sheep. Some clans are nomadic, while others stay put in their caves. Each spring, regional clans meet to exchange goods and slaves and to select mates. On rare occasions a charismatic cyclopskin will arise and bring together several clans to form a wandering tribe. The largest known tribe numbered around 80 fighting cyclopskin. Such a band will aggressively raid outlying areas with a boldness uncommon in a single clan. All group decisions are made by the strongest and toughest cyclopskin in the group, usually through intimidation. This in turn leads to brawls and fist fights. There are no rules in such fights, and they can lead to permanent injury or death for the loser.

A cyclopskin cave is sealed with boulders and there is but one entrance. Inside, if size permits, there will be wooden pens to house both animals and slaves. The pens always have roofs of either wooden bars or the natural cave ceiling.

At night, a large boulder or stout wooden gate is placed at the entrance of the cave to protect the cyclopskin from predators. There are no interior fire pits, since cyclopskin use fire infrequently, and then only outside their lairs. Any cyclopskin treasure will be kept in a sack in the cave.

Ecology: Cyclopskin can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting, and are considered to be one of the easiest creatures of their size to track.

The life of a cyclopskin is hazardous, and hence they have a short life expectancy. Besides human adventurers, there are many predators, such as tigers, giants, wyverns, and trolls, that are not above attacking a small group of these giants. However, mountain dwarves actually go out of their way to hunt cyclopskin, receiving the dwarven bonus against giants.

Cyclops: These larger versions of their slightly more common cousins are usually found in the extreme wilds or on isolated islands, where they scratch out a meager existence by shepherding their flocks of giant sheep. Cyclopes can hurl boulders up to 150 yards away, inflicting 410 points of damage.

Giant, Desert

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	2-20
ARMOR CLASS:	1
MOVEMENT:	15
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (2-12 +7)
SPECIAL ATTACKS:	Hurling spears
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (17' tall)
MORALE:	Elite (14)
XP VALUE:	5,000



Desert giants were once numerous in the scrub plains and deserts of the Land of Fate, but they have fallen victim to a divine curse which transforms them slowly but inexorably into stone. They always wander the land in the company of their cattle and their mounts. Their great civilization has long since vanished under the sands.

The weathered and craggy faces of the desert giants are scored with wrinkles. Even the youngest of desert giants are somewhat wrinkled, though this is not visible in the women, as they wear the veil. The dark hair and swarthy skin of the desert giants make their blue eyes all the more remarkable. However, it is considered a clear sign of impending fossilization when the eyes of a desert giant turn from blue to brown. The typical desert giant is 17' tall and weighs 7,000 pounds, though fossilizing giants may weigh twice that. Desert giants may live to be 400 years old.

Combat: Desert giants fight mounted when they can, though steeds of a size to suit them are rare. Battle mounts include gigantic lizards, enormous insects, huge undead horses of shifting bone, and even rocs. In the past, some desert giants took service as bodyguards and mercenaries with the most powerful of sultans. The sight of a squad of desert giants wheeling about in preparation for a charge has caused more than one desert legion to break and run.

Desert giants do not hurl rocks. Indeed, they wander many areas where there is often no ready supply of boulders, and carrying such heavy objects would tire even the strongest nomadic giant. However, they do make large throwing spears from wood they find when they pass near jungle lands. These spears are kept and cherished as heirlooms over generations. The spears have a range of 3/6/9 and cause 2-12 +7 points of damage. Desert giant chieftains sometimes carry great scimitars given to their ancestors for outstanding military service. These weapons cause 2-16 +7 when wielded by anyone with a Strength of 19 or better. On occasion, a desert giant will attack with one of its huge fists, causing 1-10 points damage on a successful attack.

Some desert giants are gifted with the ability to call back their ancestors from the stones; they are called sand-shifters because of the way the summoned giants throw aside the sands when they rise again. Sand-shifters are not priests or mages; they have no other special spell abilities. One in every 10 desert giants can bring back giants who have assumed the form of stone and can command them to fight once more. Once per week, a desert giant can summon 1-6 giants from the rocks for 2-12 turns; the summoning takes one turn. These giants crumble back to rock and powder when slain. Desert giant children gifted this way can summon 2-20 stony mounts for their elders to ride into battle. Adult sand-shifters can summon 3-30 mounts instead of 1-6 giants if they so choose.

Desert giants' skin is so similar to sand and rock that they can camouflage themselves very effectively, if given one turn to prepare. This ability allows them to ambush foes and prey alike. (Desert giants who lose their herds often use this ability to become effective bandits, and the numbers of these gigantic brigands have increased as the race dwindles.) A giant so camouflaged increases chances of a surprise attack to 1-4 on a d10 and decreases the chance of being seen by search parties or soldiers to 1 in 10.

Habitat/Society: Desert giants are nomadic herdsmen and are rarely found far from their herds. Though they are responsible for stripping entire river valleys bare in fertile areas, they do not reimburse farmers or herdsmen on the edge of those territories for any damage they might do. They see the lands as theirs for the taking, and they make no apology for overgrazing or even for grazing their herds on crops. Few sultanates attempt to force them off cropland; most attempt to lure the desert giants away with promises of employment as mercenaries. Some will promise rich gifts of salt, cloth, spices, and metal if only the desert giants will return to the empty quarters of the desert.

Ecology: Desert giants wander hundreds of miles following the rains with their herds. When the rains fail, the scrub withers, and the herds and their giants starve. At these times young males among the desert giants may take up mercenary work and use the money they obtain to support the entire tribe. If a drought goes on for years, more and more giants are driven into the cities, though their absolute numbers are still tiny compared to the numbers of humans and other smaller races.

CLIMATE/TERRAIN:	Subarctic to temperate/ Hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O, (C, Y)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	10
THAC0:	10
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/2-12 + weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Elite (14)
XP VALUE:	3,000



Ettins, or two-headed giants, as they are often called, are vicious and unpredictable hunters that stalk by night and eat any meat they can catch.

An ettin at first appears to be a stone or hill giant with two heads. On closer inspection, however, the creature's vast differences from the relatively civilized giant races become readily apparent. An ettin has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it, and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its low Armor Class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often rotten. The ettin's facial features strongly resemble those of an orc—large watery eyes, turned-up piggish snout, and large mouth.

An ettin's right head is always the dominant one, and the right arm and leg will likely appear slightly more muscular and well-developed than the left. An ettin wears only rough, untreated skins, which are dirty and unwashed. Obviously, ettins smell very bad, due to their complete lack of grooming habits—good or bad.

Ettins do not have a true language of their own. Instead, they speak a mish-mash of orc, goblin, giant dialects, and the alignment tongue of chaotic evil creatures. Any adventurer who speaks orcish can understand 50% of what an ettin says.

Combat: Having two heads is definitely an advantage for the ettins, as one is always alert, watching for danger and potential food. This means that an ettin is surprised only on the roll of a 1 on 1d10. An ettin also has infravision up to 90 feet, which enables it to hunt and fight effectively in the dark.

Though ettins have a low intelligence, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, ettins usually fight furiously until all enemies are dead, or the battle turns against them. Ettins do not retreat easily, only doing so if victory is impossible.

In combat, an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons, the ettin causes 2d8 points of damage with its left arm, and 3d6 points of damage with its right. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d10 points of damage with its left fist and 2d6 points with its right.

Habitat/Society: Ettins like to establish their lairs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. Ettins are generally solitary, and mated pairs only stay together for a few months after a young ettin is born to them. Young ettins mature very quickly, and within eight to ten months after they are born, they are self-sufficient enough to go off on their own.

On rare occasions, however, a particularly strong ettin may gather a small group of 1d4 ettins together. This small band of ettins stays together only as long as the leader remains alive and undefeated in battle. Any major defeat shatters the leader's hold over the band, and they each go their separate ways.

Ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs, or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1-2 cave bears in the area of their lairs.

The sloppy caves of ettins are a haven for parasites and vermin, and it isn't unusual for the ettins themselves to be infected with various parasitic diseases. Adventurers rummaging through ettin lairs for valuables will find the task disgusting, if not dangerous.

Ecology: Because ettin society is so primitive, they produce little of any value to civilized creatures. Ettins tolerate the presence of other creatures, like orcs, in the area of their lair if they can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question.

Giant, Firbolg

CLIMATE/TERRAIN:	Temperate/ Hills and forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to genius (8-18)
TREASURE:	E, Y (M x 10, Q)
ALIGNMENT:	Neutral (chaotic good)

NO. APPEARING:	1-4 or 4-16
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	13+7
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon) +7 (Str bonus)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Swat away missiles
MAGIC RESISTANCE:	15%
SIZE:	L (10½' tall)
MORALE:	Champion (16)
XP VALUE:	8,000 Shaman: 9,000



Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power.

Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink, with any shade of hair color, although blonde and red are most common. The flesh and skin of firbolgs are unusually dense and tough. Their voices are a smooth, deep bass, thick with rolling consonants.

Combat: Firbolgs can use any large size weapons; they disdain the use of armor or shields. Of manmade weapons, they prefer two-handed swords and halberds, both of which they may use in one hand without penalty. Weapons of their own make are double size equivalents of human weapons, for which they get a Strength bonus (19 Strength, +7 damage). However, when used with both hands, these huge weapons inflict double their normal damage, plus the Strength bonus.

If a firbolg has one hand free, it can bat away up to two missiles per round. Large missiles, such as boulders, or those with long shafts, such as javelins and spears, can be caught if desired. A catch or bat is successful 75% of the time (6 or better on 1d20). A caught weapon may be thrown at any opponent on the next round with a -2 penalty to the attack roll, for using its off hand.

All firbolgs have the following magical powers, usable once per day, on any round they are not engaged in melee combat: *detect magic, diminution* (as double the potion), *fools' gold, forget*, and *alter self*. There is a 5% cumulative chance per member of a group that one of the firbolgs is a shaman of 1st through 7th level.

Firbolgs are cautious and crafty. They have learned to distrust and fear humans and demihumans. If possible they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals. Ten percent of all encounters is a large group of 4d4 members en route to an enclave of some sort.

Habitat/Society: Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races, and stay well away from them. They keep on even terms with druids and the faerie creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. Each clan has 4d4 members and frequently a shaman. The level of the shaman is determined by rolling 2d4-1 if the DM doesn't wish to choose it himself. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-storey, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events, and settle any disputes between clans.

Ecology: Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. The rest of their food is obtained by gathering and hunting an area up to 20 miles from their homestead. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them exclusively. They are stronger than most forest beasts, and intelligent creatures know better than to mess with them. They avoid true giants, except storm giants, and aggressively repel other giant- kin from their lands.

CLIMATE/TERRAIN:	Any temperate, subtropical, tropical
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	-1 (5)
MOVEMENT:	12 (15)
HIT DICE:	15 +2-5 hit points
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8, or by weapon (2-20+10)
SPECIAL ATTACKS:	Hurling rocks for 2-20 (2d10)
SPECIAL DEFENSES:	Resistant to fire
MAGIC RESISTANCE:	Nil
SIZE:	H (18')
MORALE:	Champion (15-16)
XP VALUE:	8,000
Infant	Nil
Juvenile, -3	120
Juvenile, -2	3,400
Juvenile, -1	5,000
Shaman/Witch doctor, 1st level spells	9,000
Shaman/Witch doctor, 2nd level spells	10,000
Shaman/Witch doctor, 3rd level spells	10,000
Shaman/Witch doctor, 4th level spells	12,000



Fire giants are brutal, ruthless, and militaristic.

They are tall, but squat, resembling huge dwarves. An adult male is 18 feet tall, has a 12 foot chest, and weighs about 7,500 pounds. Fire giants have coal black skin, flaming red or bright orange hair, and prognathous jaws that reveal dirty ivory or yellow teeth. They can live to be 350 years old.

A fire giant's natural Armor Class is 5. Warriors usually wear banded mail and round metal helmets (AC -1). They carry their belongings in huge sacks. A typical fire giant's sack contains 2-5 (1d4+1) throwing rocks, the giant's wealth, a tinderbox, and 3-12 (3d4) common items. Everything they own is battered, filthy, and smelly, making it difficult to identify valuable items.

All fire giants can speak the language of all giants and their own tongue.

Combat: Fire giants are immune to nonmagical fire and heat, as well as red dragon breath. They are resistant to all types of magical fire; such attacks inflict -1 hit point per die of damage. Adult fire giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 50% of the time. They usually fight in disciplined groups, throwing rocks until they run out of ammunition or the opponent closes. Fire giants often wait in ambush at lava pools or hot springs, hurling heated rocks at victims for an extra 1-6 points of damage.

Warriors favor huge two-handed swords. A fire giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a fire giant two-handed sword does 2-20 (2d10) +10 points of damage.

Habitat/Society: Fire giants live in well organized military groups, occupying large castles or caverns. When encountered in their lair there will be 13-20 (1d8+12) giants, half of whom will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and the hit points of an ogre while rolls of 1-3 indicate older progeny with Hit Dice, damage, and attack rolls reduced by 1, 2 or 3, respectively.

Their lairs are always protected by vigilant watchmen, and sometimes by traps. Fire giants favor deadfalls that can crush intruders for 5-30 (5d6) points of damage, and large crossbow devices that fire one, two, or three huge bolts for 2-16 (2d8) points of damage each.

Particularly intelligent fire giant leaders will command groups three or four times normal size. One who commands 30 or more giants usually will call himself a king. Kings always will have better than normal armor and a magical weapon of +1 to +3.

There is a 20% chance that any band of fire giants will have a shaman (80%) or witch doctor (20%). If the group is lead by a king, there is an 80% chance of a spell caster. Fire giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the Elemental, Healing, Charm, Protection, Divination, or Combat spheres. Fire giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can detect or thwart intruders.

Fire giants often capture and tame other creatures as guards. There is a 50% chance that a fire giant lair will contain 1-4 hell hounds. Larger than normal groups check once for every 10 giants. Bands with 30 or more giants have a additional 30% chance to have 2-5 (1d4+1) trolls, larger groups check once for every 20 giants. A king's group has a 20% chance to have 1-2 red dragons of age category 2-5 (1d4+1) in addition to other guards. Fire giants frequently take captives to hold for ransom or use as slaves. There is a 25% chance that a lair will contain 1-2 captives, larger bands check once per 10 giants.

Ecology: Fire giants live wherever there is a lot of heat. They prefer volcanic regions or areas with hot springs. Frequently they share their lairs with other fire-dwelling creatures such as salamanders or fire elementals.

Fire giants prefer to eat meat and bread, they can hunt and kill their own meat, but raid human and demi-human settlements for grain, captives, and treasure.

Giant, Fog

CLIMATE/TERRAIN:	Temperate/Swamps, marshes, boggy forests, and coastal regions
FREQUENCY:	Very rare
ORGANIZATION:	Clan, Hunting Group
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10) to highly (13-14)
TREASURE:	E, R
ALIGNMENT:	Neutral (good 50%, evil 50%)

NO. APPEARING:	1-4 (rarely 1-6)
ARMOR CLASS:	1
MOVEMENT:	15
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10, or by weapon (3-18+11)
SPECIAL ATTACKS:	Rock hurling
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Very steady (14)
XP VALUE:	5,000



Cousins to the cloud giants, these large rock-hurlers are more intelligent and stealthy than portrayed in story or song.

Fog giants are huge and husky, with tree-trunk sized legs, and over-developed arms muscled by constant throwing games and exercises. They have milk-white skin which aids their natural ability to blend into fog (80% chance) and gives their foes a −5 penalty to their surprise rolls when attacking in fog or mist. Their hair is silvery white and flowing, with ample hair on the arms, legs, and chest. They grow no facial hair whatsoever. They prefer to wear no armor, counting on their high natural Armor Class. However, they occasionally wear leather armor (AC −2), and at least one band wears armor made from white dragon hides studded with silver. They love massive, ornate clubs made from bleached and polished wood or bone. Fog giants speak their own tongue and Cloud Giant, and 30% speak Common.

Combat: Fog giants generally hunt in groups of 2-5 males, although they sometimes join with a cloud giant or two to form a hunting party of 3-7. They prefer to attack from cover (fog is most preferred). After some ranged rock-hurling to scatter their opponents, they will charge into melee with fists and swords flying. Adult fog giants can hurl rocks up to 3-240 yards, inflicting 2-20 points of damage to anyone struck. They also have a 45% chance of catching hurled weapons of similar size, but cannot catch fired weapons such as arrows, bolts, and sling-stones. In melee they generally fight with clubs and fists, though tales of sword-armed fog giants are common.

Because of their keen hearing and highly-developed sense of smell, fog giants are seldom surprised (+2 on surprise rolls). Access to their caves and regular hunting camps are often protected by deadfalls of rocks or logs, which can be released by a carefully thrown rock at the first sign of an attack against them.

Habitat/Society: Fog giants are proud of their strength and fighting skills, often playing games when on hunting forays in an attempt to best one another. Their favorite such game is called "copsi" and consists of the giants pairing off to toss larger and larger boulders to their partners until one of the pairs misses its throw.

The fog giant families live in caves, canyons, or thickets, in the most inaccessible areas of marsh, swamp, forest, or coast. The men usually hunt in groups, ranging up to a dozen miles from their homes. The groups generally are formed of giants of similar alignment.

By tradition, a young giant may not mate until he has obtained at least one large ornament of silver. Usually, the young giant joins with several others in a quest to find one (or acquire enough treasure to buy one).

Fog giants do not often mix well with other creatures or races, although they can often be persuaded to perform services for a fee, or barter goods with groups of similar alignment. Fog giants will happily barter goods and services for refined silver.

Territorial disputes sometimes flare up between groups, especially in times of bad hunting. Friendly disputes can sometimes be resolved by a game of copsi or an arm-wrestling match. Fog giants fighting amongst themselves will generally throw rocks and fist-fight, rather than use swords.

Fog giants are fond of all sorts of cooked meats, particularly hoofed creatures such as horses, cows, deer, elk, and centaur. They often cook meat by building a large fire, then impaling chunks of meat on their swords and holding them over the open flame. Fog giants prefer fruits and sweets for dessert, and will also down large quantities of spirits if available to them. They do not distill their own spirits or liquors. They also sometimes smoke fresh milkweed pods in wooden pipes, though the taste is too bitter for humans and demihumans to enjoy.

Ecology: Because of their size, fog giants consume a large quantity of food, and require a considerable territory per hunting group to support themselves. The giants will often place territorial markers of boulders and logs to define the boundaries between their hunting territories. They do not look kindly on anyone who tears down or moves these markers. Their regular pathways are hard to hide, and are instead trapped with deadfalls of rocks and logs to discourage trespassers.

Giant, Fomorian

CLIMATE/TERRAIN:	Any mountain and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, Q x 10
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	13+3
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2 x weapon, +8 (Str bonus)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Only surprised on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (13½' tall)
MORALE:	Elite (14)
XP VALUE:	6,000



Fomorians are the most hideous, deformed, and wicked of all giant-kin.

The fomorian giants are all grossly deformed behemoths. Each has a different set of deformities, which must be determined by the DM. A partial list of deformations includes misplaced limb, misshapen limb, misplaced facial feature, hunchbacked, bulging body part, drooping flesh, body part too big or too small, flapping ears, huge snout, large feet on short legs. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective AC of 3. They have scattered patches of hair as tough as wire on their pale white skin. Large warts and other growths are scattered across their bodies. There is no single odor associated with fomorians; some smell strongly due to overactive sweat glands, others have no smell. Their voices are also each different due to their unique deformities.

Combat: Fomorians use all manner of clubs and other blunt instruments. Regardless of the weapon, it inflicts double damage plus 8 points for Strength, while their fists alone inflict 2d4+8 points of damage. Their deformities prevent them from hurling boulders as true giants. They work any bits of metal they can find and scavenge into their clothing, to aid their Armor Class. The typical fomorian is AC 3, while a particularly well-armored one, or one with a shield, might get an AC as good as 1, but no better.

Typical fomorian strategy is too sneak up on an opponent and hit him as hard as it can. It works well for them since their opponents suffer a -2 penalty to their surprise rolls, because the fomorians move slowly and carefully. These giant-kin are only surprised on a 1 on the 1d10 surprise roll, because they tend to have eyes and ears in odd places on their heads. If the fomorian bothers to keep an opponent alive, he is crudely tortured until dead, and then eaten.

Habitat/Society: Fomorians live in mountain caves, abandoned mines, or other subterranean realms. They rarely modify their homes, but adapt to what is already there. These deformed giants wander throughout the underground complex, for almost any distance, stopped only by hazards they do not want to challenge. A fomorian clan picks a small, (to them) defensible alcove for a lair. Their territories are sometimes marked by the bodies of their enemies. Their treasure consists only of stolen items from enemies. Pieces of armor are added to their own patchwork protection. Since they do not care for it, this armor quickly deteriorates and becomes worthless.

Their society is ruled by depravity and wickedness. The strongest and cruelest giant rules over all the others within reach, which is usually a small number. The women and children are treated as slaves. Acts of violence are common among fomorians, sometimes resulting in permanent injury or death.

Fomorian giants have been known to work with other creatures for evil causes. Usually the other creatures must completely dominate the fomorians, or be capable of it, to form the alliance. Such an agreement lasts only as long as the fomorians fear their cohorts. Once their interests no longer coincide or the fomorians no longer feel threatened, they double-cross their partners, as quickly as possible.

Ecology: These twisted giants can live for weeks on little or no food. This is good, because their underground dwellings do not provide an abundance of it. They can eat almost any organic material, including fungi, lichens, plants of all sorts, bats, mice and fish. They particularly savor the taste of large mammals, especially those that beg not to be eaten. Preparing a meal usually involves torture rather than any efforts to improve its taste.

CLIMATE/TERRAIN:	Arctic lands
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	0 (5)
MOVEMENT:	12 (15)
HIT DICE:	14 + 1-4 hit points
THAC0:	7 or 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8, or by weapon (2-16+9)
SPECIAL ATTACKS:	Hurling rocks for 2-20 (2d10)
SPECIAL DEFENSES:	Impervious to cold
MAGIC RESISTANCE:	Nil
SIZE:	H (21')
MORALE:	Very Steady (13-14)
XP VALUE:	7,000
Infant	Nil
Juvenile, -3	270
Juvenile, -2	975
Juvenile, -1	4,000
Shaman/Witch doctor, 1st	8,000
Shaman/Witch doctor, 2nd	8,000
Shaman/Witch doctor, 3rd	8,000
Shaman/Witch doctor, 4th +	10,000



Like all evil giants, frost giants have a reputation for crudeness and stupidity. This reputation is deserved, but frost giants are crafty fighters.

Frost giants have muscular, roughly human builds. The typical adult male is 21' tall and weighs about 8,000 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants have snow-white or ivory skin. Their hair is light blue or dirty yellow, with matching eyes. They can live to be 250 years old.

A frost giant's natural Armor Class is 5. Warriors usually wear chain mail and metal helmets decorated with horns or feathers (AC 0). They also wear skins and pelts, along with any jewelry they own.

Frost giants carry their belongings in huge sacks. A typical frost giant's sack contains 2-5 (1d4+1) throwing rocks, the giant's wealth, and 3-12 (3d4) mundane items. Everything in a giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.

Frost giants speak their own language and the language common to all giants.

Combat: Frost giants are immune to cold. Adult frost giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 40% of the time. They usually will start combat at a distance, throwing rocks until they run out of ammunition, or the opponent closes. One of their favorite strategies is to ambush victims by hiding buried in the snow at the top of an icy or snowy slope where opponents will have difficulty reaching them.

Warriors favor huge battle axes. A frost giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a frost giant battle axe does 2-16 (2d8) +9 points of damage.

Habitat/Society: Frost giants live in small bands consisting of a chief, his henchmen, and their camp followers. A band usually will occupy a crude castle or frigid cavern. When encountered in their lair there will be 9-16 1d8+8) giants; half of whom will be immature. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a stone giant.

Particularly strong or intelligent frost giant chieftains will command bands three or four times normal size. A chieftain who commands 20 or more giants is called a jarl. Jarls always will have better than normal armor and a weapon of +1 to +3 enchantment.

There is a 20% chance that any band of frost giants will have a shaman (80%) or witch doctor (20%). If the group is led by a jarl, there is an 80% chance for a spell caster. Frost giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the *healing, charm, protection, divination,* or *weather* spheres. Frost giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can bewilder and confound other giants. Favorite spells include: *unseen servant, shocking grasp, detect magic, ventriloquism, deeppockets, ESP, mirror image,* and *invisibility.*

Frost giants often capture and tame other creatures as guards. There is a 50% chance that a frost giant lair will contain 1-6 winter wolves. Larger than normal groups check once for every eight giants. Bands with 20 or more giants have a additional 30% chance to have 1-4 yeti, larger groups check once for every 16 giants. A jarl's band has a 20% chance to have 1-2 subdued white dragons in addition to other guards. The dragons will be age category 2-5 (1d4+1). Frost giants also take captives to hold for ransom or use as slaves. There is a 15% chance that a lair will contain 1-2 captives, larger bands check once per eight giants. Captives can be of any race.

Ecology: Frost giants live in frigid, arctic lands with glaciers and heavy snowfall. Frost giants eat mostly meat, which they can hunt and kill themselves. They raid human and demi-human settlements for foodstuffs and other booty.

Climate/Terrain:	Any mountain or cavern
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	W (F)
Alignment:	Neutral
No. Appearing:	1
Armor Class:	–2
Movement:	12
Hit Dice:	25
THAC0:	3
No. of Attacks:	2
Damage/Attack:	4d10+12 (axe)/3d10 (fist)
Special Attacks:	Spells, throw
Special Defenses:	See below
Magic Resistance:	Nil
Size:	H (18'–25' tall)
Morale:	Fearless (19)
XP Value:	28,000

Hephaestons spend their time and energy forging weapons in the highest mountains or deepest caverns of Mystara. These solitary giants have resilient, dark skins of flexible iron. Males often sport very bushy beards. Both sexes are well-muscled, particularly in the upper body, and dress in comfortable garments that will not interfere with their beloved work at the forges. The giants each carry a huge, iron weapon (usually a sword or axe) at all times.

Combat: Although hephaestons usually do not seek out combat, they prove particularly impressive and dangerous foes. Due to their incredibly dense iron skin, these giants can be hit only by weapons with +2 or greater enchantment. They are also immune to all forms of fire and remain unaffected by 1st- and 2nd-level spells, as well as any magic or spells affecting the mind (such as *charm, hold,* or any illusion).



In battle, a hephaeston attacks with its huge iron weapon once per round; a hit causes 4d10+12 points of damage, including Strength bonus. In addition, the creature either can attack with a fist or use one of its special abilities (see below). If the fist hits with an attack roll of 18 to 20, the hephaeston has grabbed its opponent, causing its normal 3d10 points of damage. Then, at the end of the round, it may throw the hapless victim to the ground for an additional 5d6 points of damage (halved by a successful saving throw vs. death).

Hephaestons also may choose to use one of their special abilities:

- Levitate iron or steel objects (as a 2nd-level *levitate* spell that allows 40 feet per round with no need to concentrate, in a range up to 120 feet);
- Instantly heat one iron or steel object (up to 70 lbs.) within 100 feet to red-hot for 1d4+1 rounds. Contact with such an object inflicts 2d6 points of damage per round (though a successful saving throw vs. spell halves the damage);
- Create a wall of iron once per day (as a 5th-level *wall of iron* spell that lasts only three turns).

Habitat/Society: Hephaestons spend much of their time alone forging weapons, each seeking to perfect the art of the weaponsmith. These giants sometimes spend months, and even years, crafting and recrafting a single weapon, until it reaches their exacting standards.

Regardless of whether a hephaeston makes its home atop a high mountain peak or in a deep cavern, its isolated lair always contains a forge. Puffs of smoke from the giant's forge or ringing sounds of the creature at work are often the only clues of its residency.

Hephaestons' diets consist primarily of game animals, such as deer and boar, and various plants. They also must consume at least 50 lbs. of iron a month to maintain their strangely formed bodies.

Once or twice over the course of a hephaeston's long life (500+ years), a male of the species successfully creates an item of surpassing workmanship and beauty. The giant then goes in search of a female of its kind.

When they find each other, the two giants go through an elaborate courtship ritual in which the male presents the creation to the female who, if pleased with the item, forges a gift for the male in return. The two may stay together up to a year, during which time they fashion a child from the purest iron, each adding several drops of liquid iron from their own skin to instill life into their child. The new hephaeston stays with one parent long enough to learn the arts of the forge, then heads off on its own.

Ecology: Hephaestons shun other intelligent beings and do not look fondly on intruders. It sometimes proves possible, however, to convince a hephaeston to create human-sized weapons of steel or iron. The creatures remain always on the lookout for large quantities of iron ore and might be persuaded to trade information or weapons for such ore. Hephaestons also collect metals (including coins) and weapons of all types. They particularly like weapons of especially fine construction.

Weapons created by hephaestons are particularly durable (+2 bonus to saving throws), sharp (+2 bonus to damage), and beautifully worked. They command three to five times the market value for normal weapons of their type.

Giant, Hill

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-12
ARMOR CLASS:	3 (5)
MOVEMENT:	12
HIT DICE:	12+1-2 hit points
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon (2-12+7)
SPECIAL ATTACKS:	Hurling rocks for 2-16 (2d8)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000
Infant	Nil
Juvenile, -3	270
Juvenile, -2	650
Juvenile, -1	2,000



Hill giants are selfish, cunning brutes who survive through hunting and by terrorizing and raiding nearby communities. Despite their low intelligence, they are capable fighters.

Hill giants are oddly simian and barbaric in appearance, with overly long arms, stooped shoulders, and low foreheads. Even though they are the smallest of the giants, their limbs are more muscular and massive than those of the other giant races. The average hill giant is 16 feet tall and weighs about 4,500 pounds. Females have the same builds as males. Their skin color ranges from a light tan to a deep ruddy brown. Their hair is brown or black, and their eyes are black. Hill giants can live to be 200 years old.

Hill giants' natural Armor Class is 5. This is reduced to an Armor Class of 3 when they wear crudely-sewn animal hides, which are the equivalent of leather armor. Nearly all hill giants wear these hides, which are a symbol of esteem in some hill giant communities—the more hides a giant has, the more large kills to his credit. Only a few (5%) of the giants fashion metal armor from the armor of men they have defeated. These giants have an Armor Class of 0. Like other races of giants, hill giants carry their belongings with them in huge hide sacks. A typical hill giant's bag will contain 2-8 (2d4) throwing rocks, the giant's wealth, and 1-8 additional common items.

Hill giants speak their own language and a tongue common to all giants. In addition, 50% also speak ogre.

Combat: Hill giants prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks and boulders while limiting the risks posed to themselves.

Hill giants' favorite weapons are oversized clubs which do 2-12 +7 points of damage (double the damage of a man-sized club plus their strength bonus). They hurl rocks for 2-16 (2d8) points of damage. Their targets for such attacks must be between 3 and 200 yards away from the giant. They can catch rocks or other similar missiles 30% of the time.

Habitat/Society: A hill giant lair will have 9-16 (1d8+8) giants; usually an extended family. Sometimes these families will accept lone hill giants into their folds. If six or more giants are encountered in a lair, half of them will be male, one quarter will be female, and the remainder will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of gnoll; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of an ogre.

Occasionally a hill giant with an average intelligence can be found. Such a giant is capable of rallying bands of his peers so 2, 3, or 4 times the number of giants usually appearing can be encountered. These "giant kings," as they call themselves, stage raids on human towns or against other races of giants.

Although hill giants prefer temperate areas, they can be found in practically any climate where there is an abundance of hills and mountains. They lair in caves, excavated dens, or crude huts. Those who live in colder climates have developed more skills with preparing and using skins to keep themselves warm and to keep the harsh winds out of their lairs.

There is a 50% chance a band of hill giants will have guards in their lairs, and the guarding creatures will be 2-8 (2d4) dire wolves (50%), 1-3 giant lizards (30%), or a group of 2-8 (2d4) ogres (20%).

The majority of hill giants are suspicious of magic and will seek to destroy magic items they acquire as treasure. They ceremonially kill mages.

Ecology: Hill giants' main diet consists of meat, which they obtain by hunting. The flesh of young green dragons is considered a delicacy, and frequently giants who live on hills and mountains covered with forests will organize hunting parties in search of green dragon lairs. In turn, green dragons have been known to hunt hill giants.

Sometimes bands of hill giants will trade with each other or with bands of ogres to get foodstuffs and trinkets.

Giant, Isle

CLIMATE/TERRAIN:	Islands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-9)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	13+ 1-4 hit points
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	ld10 +10
SPECIAL ATTACKS:	Hurls rocks for 2-20 (2d10)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	H (18 ft. tall)
MORALE:	Elite (13-14)
XP VALUE:	7,000; 975 (juveniles)



Island giants are a twisted, horrid variety of their towering kind, as malicious and hateful as they are ugly. Their appearance varies, though all are vaguely humanoid. Many have one or more horns on their foreheads, as well as cyclopean (one-eyed) features. Some have the hindquarters of beasts, like satyrs. Others have reptilian tails or jutting, spiked spines. Giants of other races and enlightened humanoids universally despise the island giants, who return the compliment in spades.

Standing 18 feet tall and weighing some 8,000 pounds, island giants are imposing. They wear little more than a few rags, usually bits of sailcloth from the ships they have wrecked. Their skin spans the range of colors common among giants-from slate grays to sky blues to rich tans.

Island giants have no native language. They speak a form of Midani sprinkled with words borrowed from other giant tongues. This often makes their speech incomprehensible to others.

Combat: An adult male island giant has no particular powers, other than the ability (shared with other giant races) to throw small boulders. A healthy island male can heave a boulder up to 210 yards, inflicting 2 to 20 (2d10) points of damage. He can catch similar missiles (i.e., those inflicting up to 20 points of damage) 70 percent of the time. He often uses his rock-throwing skill to deter followers or sink ships. If a rock won't suffice as a weapon, an island giant usually will rely on his fists, pummeling opponents. Since island giants are not tool-makers by nature, fabricated weapons are rare.

These giants are smart enough to seek an advantage. When attacking a ship, most attempt an ambush. A ship usually contains more than a single meal, so an island giant will attempt to trap or imprison its victims, creating a larder for convenient snacking.

An adult female island giant can throw boulders and fight just as well as a male-provided she is in giant form. Females have the ability to *shapechange* at will, assuming the form of a human or humanoid. Most prefer the shape of a comely giant or a beautiful human woman of normal sire. The female typically uses this talent to lead wanderers to their doom, as well as to attract a mate.

Young island giants have only half the Hit Dice of their elders. They can breathe underwater. This ability helps them flee danger, including the wrath of larger island giants, and it is lost when the young reach adulthood.

Habitat/Society: Island giants tend to be solitary. As a rule, they hate everyone else. Smaller creatures are nothing more than meat, entertainment in cruel jests, or both. The intelligence of males is just enough to foster imaginative brutalities, while that of females is just enough to continue the race through deception.

Island giants are one of nature's curiosities. Males are completely infertile. Females, on the other hand, are quite fecund. They can reproduce by coupling with any other giant or humanoid race. True giants are preferred, but an island female may successfully mate with humans, elves, dwarves, and even genies. An island female's true visage is horrid to behold, so she uses her *shapechange* abilities to lure beaus, admiring handsome, beefy stock. Such a union is hazardous to the male, because the female will seek to kill and eat him immediately afterward.

From the start, an island giant's life is violent and bleak. Each year, females may give birth to a brood of 3 to 12 (ld10 + 2) small humanoid figures, who struggle to the ocean as soon as possible. Those who linger too long ashore may be eaten by an island giant or scavengers. Some speculate that a mother herself will devour dawdling young to eliminate weaklings. The young can breathe in and out of the water, and they typically dwell beneath the ocean waves until they are mature enough to walk back on shore and assume adult lives. It is estimated that only 1 in 50 offspring survive.

Upon returning to land, adult males seek a remote location to establish a domain. Adult females set out to deceive potential mates, beginning anew the struggle to reproduce.

Ecology: Island giants are omnivores. They eat just about anything, including seaweed and the carcasses of beached whales. They prefer fresh meat, however, so a passing ship is a welcome feast. If island giants are consistently well fed, they can live up to a millennium, but such individuals are rare.

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CLIMATE/TERRAIN:	Tropical/jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal/cooperative
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	Q (A)
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 1-6
ARMOR CLASS:	3
MOVEMENT:	15, Cl 6
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-16 +9 or 2-12 +9/2-12 +9
SPECIAL ATTACKS:	Surprise, arrows
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	6,000



Powerful, lanky, and strictly carnivorous, jungle giants are a terror to all the animals of the tropical forests. They are great hunters and stalkers, able to clear a huge tract of forest of all game and then move on.

A typical jungle giant stands 18' tall yet weighs only 3,000 pounds—very thin for a giant. Females are generally taller than males. They can live to be 200 years old.

Jungle giants always carry everything they need with them: tools for making and maintaining their weapons, fire-starters, tinder, and spare bits of leather and sinew used to repair clothing. They also carry their valuables, and every adult jungle giant carries a quiver of arrows.

Jungle giants speak their own language and the languages of tribes of nearby humans and humanoids.

Thin and very tall, jungle giants easily blend into the vertical landscape of the tropical forest. Their wavy hair is pale green, and their skin is a rich muddy yellow, like sunlight on the forest floor. They rarely wear more clothing than strictly necessary, as they prefer complete freedom of movement when hunting. Many groups of jungle giants use ritual tattooing, colorful feather headdresses, and even filed teeth to show their fierceness. They sometimes decorate themselves with mud, sticks, and leaves when stalking especially large or wary game.

Combat: Jungle giants use 15' long bows crafted to take advantage of their tremendous size and strength. These giants are very quick with their huge bows and can fire two arrows each round. They will use poisoned arrows to bring down their prey more quickly. If these arrows are used in combat, opponents must save vs. paralyzation at −2 or be rendered immobile for 2-12 turns. Even humanoid creatures with the strength to pull a jungle giant bow cannot use it, because the arrows are over 6' long (2d6 +9 damage). Jungle giants will occasionally use the trunk of a dead tree as a club, doing 2d8 +9 points damage.

Jungle giants prefer to take their prey from ambushes, firing their bows from the treetops and then swinging down sturdy branches or thick ropes to finish off their prey. Camouflaged giants cause a −1 penalty on opponents' surprise rolls. When setting up a blind, they can camouflage themselves in jungle terrain with a 60% chance of success. Setting up a blind or decorating themselves with jungle camouflage takes three turns.

Habitat/Society: Jungle giants are friendlier than most other races of giants, and they will often cooperate with human jungle tribes on hunts. The giants provide strength and raw power, and the humans provide the numbers and skill to drive animals into ambushes.

Jungle giants have absolutely no compunctions about eating any form of meat—mammal, reptile, amphibian, or avian. They know how to stalk, kill, and prepare everything from eggs to full-grown animals, and from scavengers to predators. Their villages reflect this carnivorous tendency; the huts are made from wooden posts with roofs of greased animal hides stitched together with intestines. The smell of smoking meats and butchery hang in the air, and huge quantities of dragonflies and other insects swarm around the villages. A jungle giant village is 50% likely to shelter 1-6 giant dragonflies.

Ecology: Jungle giants think of most creatures as prey, but those they accept as fellow hunters they respect as equals, regardless of their size. Although they much prefer the jungle terrain they know so well, they are often forced to leave the trees for the savanna when their numbers become too great to survive in the jungle. They think nothing of eating every snake, antelope, cat, warthog, ostrich, and elephant they come across. Jungle giants on the savannah often return to the forest, because their great height makes stealthy hunting difficult for them on open ground.

Giant, Mountain

CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	15+3
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon (4d10+10)
SPECIAL ATTACKS:	Hurling rocks for 2-20
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (14' tall)
MORALE:	Champion (15-16)
XP VALUE:	Normal: 7,000 Infant: Nil Juvenile: 3,000 Shaman: 8,000 Shaman, 3rd: 9,000



Mountain giants are huge humanoids that live in remote mountain caverns.

Standing 14 feet tall and weighing 2,000 pounds, mountain giants are impressive foes. They greatly resemble hill giants. Their skin color is a light tan to reddish brown with straight black hair. The males have heavy beards but no mustaches, and they have large pot bellies. They are typically clothed in rough hides or skins and carry huge clubs as weapons. The stale reek of a mountain giant can be detected several hundred feet downwind.

Combat: Mountain giants always attack in a straight-forward manner, not by ambush or deceit. They love to get into a high, unassailable spot with lots of boulders. When in such a position, mountain giants rarely take cover, but stand in the open to fling their missiles. They can hurl boulders down on their opponents for 2d10 points of damage each. They can catch similar missiles 30% of the time.

In melee they use huge clubs that cause 4d10+10 points of damage, including their Strength bonus. These clubs are usually just large tree limbs or logs. They usually keep several such weapons around. Mountain giants are as strong as fire giants (22).

A mountain giant can summon and control other monsters. This summoning takes a full turn to perform and 1d6 hours pass before the creatures appear. A summoning results in either 1d10+5 ogres (70%), 1d6+3 trolls (20%), or 1d4 hill giants (10%), although the giant has no idea in advance of what he will get. The control is very loose, not absolute domination. The mountain giant can give a broadly defined command and the monsters obey as they see fit. The summoned monsters stay with and fight for the mountain giant, but they value their own lives over that of the giant. The summoned creatures stay with the giant until killed, sent away, or another summoning is made.

Habitat/Society: The home of a family of mountain giants is often in a large rock cavern in a mountain. Frequently there are unexplored passages leading out of the giants' home. They rarely have any interest in anything beyond their cavern. There is a 75% chance of summoned creatures acting as guards and underlings in the cavern.

The females and young are rarely seen, since they stick close to the cavern. Mountain giants are polygamous, usually one female living with several males. Three quarters of the young are male, which accounts for their low population. If two or more mountain giants are in a lair, there is a 50% chance of a female and a 25% chance of a child. Roll 1d4 to determine the age of the child. If it is a 4, it is a helpless infant or small child. A roll of 1-3 indicates older children or teens that have the Hit Dice, damage, and attack rolls of hill giants.

There is a 20% chance that one of the giants in a family is a shaman. Roll 1d6 to determine the level of spell use, 1-4 meaning 1st level, 5-6 indicating 2nd level. This shaman can cast from the spheres of All, Animal, Charm, Combat, Elemental, and Healing. He has an innate ability to find caves and cavern entrances within half a mile, unless these are magically hidden.

While only one family is found in a given lair, several families make up a loose tribe scattered over a mountain or range. Each tribe has a 3rd-level shaman as its leader. He presides over the extremely rare gatherings of the tribe and counsels those willing to travel to talk to him. The shaman always lives with a group of summoned monsters, but never with other mountain giants.

Ecology: Mountain giants are foragers and hunters. Their favorite food is mountain sheep. They also eat nuts, tubers, and other edible mountain plants. Nothing hunts mountain giants, but sometimes they pick the wrong cave in which to set up housekeeping. Since they tend not to fully explore all the back tunnels, nasty things from underground have been known to attack and devour sleeping giants.

Since these giants are neither good nor evil, it is possible to set up peaceful relations with them. However, they are suspicious of and reluctant to deal with outsiders.

Giant, Ogre

CLIMATE/TERRAIN:	Mountains, desert
FREQUENCY:	Very rare
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-6)
TREASURE:	D
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-12 + 7/1-12 +7
SPECIAL ATTACKS:	Hurl boulders (1-10/1-10)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (20 ft. tall)
MORALE:	Champion (15-16)
XP VALUE:	4,000; 5,000 (clan leader); 175 (juvenile)



Aside from their phenomenal size, ogre giants have more in common with ogres and ogre magi than they do with "true" giants (such as hill, stone, and jungle varieties). Ogre magi and other solitary beings may use ogre giants as guardians. Ogres, at least the enlightened ones, avoid their unpredictable and oft-savage cousins.

Standing 20 feet tall and weighing some 8,500 pounds, ogre giants are larger than many true giants. Bristling hair covers their hulking bodies, ranging in color from tan to umber. They wear no clothing or armor unless a master has trained them to do so. Their visage is fearsome. About 6 in 10 ogre giants are cyclopean, having a single eye centered in their hairy forehead. Their richly veined ears hang to their shoulders like those of an elephant; by flapping them gently, ogre giants can cool their blood and their bodies. Males have great tusks curling out from their powerful jaws, glistening with drool. Both sexes may live up for up to 500 years, by which time their faces have gone completely gray.

Ogre giants speak the language of ogres. Those who live near caravan routes or other civilized areas speak Midani as well. A few legendary creatures have attained enlightenment and gained positions as missionaries to their own kind. In general, however, the race consists of savage, unenlightened brutes.

Combat: Ogre giants typically fight with their powerful fists or by tossing boulders in the manner of true giants. They can throw only small boulders (1d10 damage), with a maximum range of 120 yards. However, they can toss one with each hand, or two boulders per round. Given a ready supply (such as a mountain stronghold), an ogre giant can lob missiles down on his or her enemies indefinitely.

Habitat/Society: Ogre giants live in family groups, or clans. Each clan has one leader, a male with maximum hit points. He has one to three wives, each with normal ogre giant statistics. The rest of the clan includes the leader's children, as well as his unmarried siblings. To determine the statistics of younger ogre giants at random, roll 1d4 for each. A "4" means the youth has the abilities and statistics of a common ogre. (See Volume One of the *Monstrous Compendium.)* Otherwise, its statistics match those of an adult ogre giant.

Ogre giants occasionally are in the employ of a more powerful individual, either a sha'ir, sorcerer, or ogre mage. Such individuals usually appreciate their solitude. They use ogre giants as guardians to keep ill-advised interlopers from disturbing them. In return, the powerful master helps protect the clan against more diligent foes.

Ogre giants keep no slaves, nor do they eat the flesh of sentient creatures. They kill their enemies and build rock cairns around them. They also bury their own dead in these cairns, continually adding to the mass of stones over the years. After a clan has been in one location for several generations, its cairns look like small mountains. Greedy tomb-robbers and necromancers searching for raw materials sometimes desecrate such mounds. Not surprisingly, ogre giants view those actions as a sacrilege, one that must be punished by death.

Ogre giants are simple creatures, easily confused and deceived. They are aware of their limitations, however, and are very vengeful toward those who cheat or lie to them (once they figure it out). They have mercurial tempers, and if angered, ogre giants will lash out, seeking to destroy whatever (or whomever) confounded them.

Ecology: Ogre giant clans are few and far between, owing in part to their vast requirements for food. Some maintain their own herds of sheep and goats. Some also trade with humans, but most keep to themselves. In general, lone ogre giants are males looking for a clan with daughters suitable for marriage, or they are males looking for a location in which to establish their own clan.

Ogre giants are confused by crowds. They do not adapt well to army life, and most cannot even handle a visit to a city bazaar. If the pressure of dealing with other creatures becomes too much for an ogre giant, he or she simply goes berserk, striking out at everything confusing. An ogre giant amok in a busy bazaar is as destructive as many earthquakes. As a result, clans are mostly left alone.

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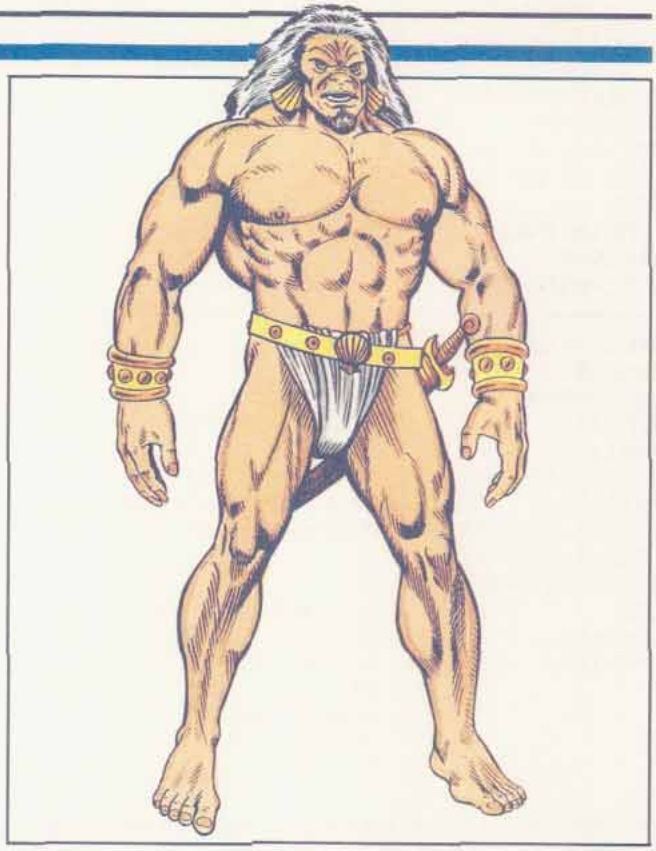
CLIMATE/TERRAIN:	Tropical or subtropical ocean/reef
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Z (A)
ALIGNMENT:	Neutral good

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	0 or −4
MOVEMENT:	15, Sw 12
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (typically 2-20 +10)
SPECIAL ATTACKS:	Boulders, whirlpool
SPECIAL DEFENSES:	Immune to water-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Fanatic (17)
XP VALUE:	13,000



Reef giants are the loners of giant-kind, although they often live in remarkably well-appointed mansions that seem to be no more than huts from the outside. They sometimes become sailors, but their huge mass limits them to the largest of vessels. Reef giants are typically 16' tall and weigh 4,000 pounds. Reef giants can live to be 600 years old.

Reef giants speak their own language as well as the giantish trade tongue and the languages of storm and cloud giants. In addition, 40% of the giants also speak the common tongue.

Reef giants have burnished coppery skin and pale white hair. They are barrel-chested and powerfully-muscled from the exertion of forcing their huge bodies through water. Reef giants have a Strength of 22. Reef giants wear skins or garments made of braided hair when ashore, but swim wearing no more than a belt for knives and pouches.

Combat: Reef giants prefer to fight in or under water, and they are fierce fighters when angered. They suffer no penalties when fighting in or under water. They cannot be harmed by water- or ice-based attack forms. They typically attack with giant tridents for 2-20 +10 points of damage, but have been known to lash out with a huge fist (1d10 points damage) now and again.

Once per day, a reef giant can form a whirlpool. Unless a successful Strength ability check is made, creatures within 10 yards of the giant are sucked into the whirlpool and suffer 2-16 points of battering damage plus 2-20 points drowning and choking damage (unless the creatures are able to breathe water, in which case only the battering damage applies). The whirlpool is not powerful enough to draw in ships.

Reef giants can throw boulders up to 350 yards for 3-30 (3d10) points of damage. They prefer to use thrown boulders to sink unwelcome ships. Boulders are not used against individual opponents.

Habitat/Society: Reef giants are often solitary for long periods of time, although they mate for life. When their children reach puberty, they are sent out on their own to seek an island or reef habitat to make their home.

The mansions of reef giants are sometimes built into the hills and gorges of the islands, and they are always stocked with furniture and decorations collected over generations. These mansions are passed on from one giant to another; the eldest daughter is generally reared to provide for her parents as they grow old and is usually given the mansion and all its goods upon their death. These well-dowried daughters are the objects of much competition between reef giant suitors, each of whom seeks to both prove himself to the new mistress of the mansion and undo his competitors by any means available. Diving, surfing, and fishing competitions are common in reef giant courtship.

Ecology: Reef giants are scavengers who fish and forage coral reefs for a hundred different sources of food. They can net entire schools of fish, and as accomplished divers they can retrieve hoards of pearls, sponges, and coral. Their enormous strength allows them to swim for hours at a time without tiring. In this way reef giants can amass huge amounts of goods to trade for other items.

Some reef giants keep flocks of goats or sheep on their island homes, but these giants are generally elderly and not as capable of foraging successfully.

Reef giants frequently enter into contracts or trade agreements with humans and other mercantile races. In exchange for pearls and other valuables from the sea, they are given cloth, sweets, and metal goods.

The reef giants willingness to plunder the sea has made them the enemies of merfolk, tritons, and other ocean-dwelling races.

Giant, Shadow

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Nil
Intelligence:	High (13–14)
Treasure:	U (F)
Alignment:	Chaotic neutral
No. Appearing:	1–4 (ld4)
Armor Class:	4
Movement:	6
Hit Dice:	7
THAC0:	13
No. of Attacks:	2 or 1
Damage/Attack:	2d6 + special
Special Attacks:	Strength drain
Special Defenses:	+2 or better weapon to hit
Magic Resistance:	Nil
Size:	L–H (10'–25') tall)
Morale:	Elite (15–16)
Level/XP Value:	9,000
Psionics Summary:	Nil
Player's Option :	MAC 9



Shadow giants, or shadow people as they prefer to call themselves, are the descendants of the halflings who served Rajaat the Warbringer during the Cleansing Wars. They appear either as shadowy, two-dimensional, vaguely humanoid-shaped silhouettes with ropy limbs, serpentine torsos, and blue embers in place of eyes, or as solid, three-dimensional shadows as tall as half-giants.

Bright light adds size and depth to a shadow giant. The brighter the light source, the larger the shadow giant appears In full sunlight a shadow giant can grow to 25 feet.

The shadow people speak the ancient languages of Ur Draxa and the civilized halfling nations, and the common tongue of the Tyr region. When a shadow giant speaks, black fumes rise from a blue gash that opens where its mouth would normally be.

Combat: A shadow giant can strike with both fists, causing 2d6 points of damage. The very touch of the creature is deadly; its connection to the Black allows it to draw strength out of its victims. A single hit from a shadow giant's fist drains 1 point of Strength from the victim. A creature reduced to zero Strength points collapses from fatigue and falls unconscious for 2d4 turns. Upon awaking, the victim's Strength returns at the rate of 1 point per turn.

Most shadow giants favor their more potent Strength drain. To initiate contact, a shadow giant must announce its intention to touch a victim and then successfully attack with a +2 bonus. It can make one attack per round this way. The grip of a shadow giant is bitter cold, sapping strength and warmth from those who are touched. Each round that the shadow giant maintains contact with a victim, the victim loses 1d4 points of Strength.

When a shadow giant grips a target, blackness spreads slowly from the contact point to engulf the target. The growing black stain of a shadow giant's touch is accompanied by a cold, numbing pain that draws heat from the body. A shadow giant can also pull a target into the Black, the nether dimension where it normally dwells. If the shadow giant releases a target in the Black, the victim loses its way and can't return to the normal world.

Normal weapons and magical weapons of less than +2 enchantment harmlessly pass through a shadow giant and emerge brittle and covered in darkness. For the next 2d4 rounds, every time the weapon hits something it must make a successful save vs. crushing blows. A failed roll indicates that the weapon shatters on impact.

Bright light and light-producing spells make a shadow giant larger and more substantial, even healing previously inflicted damage. This healing ranges from 1 point for torch light to 2d4 points for *continual light* spells and full daylight. The absence of light, on the other hand, weakens a shadow giant, for without *a* light source there can be no shadows.

Finally, while a shadow giant is immune to *sleep, charm, hold,* and cold-based spells, it is very susceptible to pure magic. The very touch of a defiler or preserver who has lust gathered the life force necessary to cast magic inflicts 1–6 (1d6) points of damage per the level of spell used. The mage uses a memorized spell, but no spell effect takes place Instead, the pure magic is used to attack a shadow giant.

Habitat/Society: Shadow giants reside both in the Pristine Tower in the Athasian an wastes and in the nether mension known as the Black Shadow giants are the descendants of the loyal servants of Rajaat who the Champions sacrificed to complete the betrayal of their master. These halflings merged with the Black and can only interact with the real world in the form of shadows.

The shadow people can emerge only partially from the Black until Rajaat's prison is destroyed. Since the dragon's death, they can take the form of half-shadows, appearing as varying portions of shadow and halfling. In this form, the halfling portion is vulnerable to normal attacks.

Ecology: No one knows how much time the shadow people spend in the Black or on Athas. It is not known what they eat. The shadow people desire obsidian. For a long time one of the noble families of Urik gave them 100 unblemished balls of obsidian each year. These balls of varying sizes were used as eggs to incubate the shadow giants' young.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Tribal/ship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	W (F)
ALIGNMENT:	Neutral good
NO. APPEARING:	11-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14+1d4
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (10-20)
SPECIAL ATTACKS:	Hurling rocks for 3-30, or 1-3 hull points
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	8,000

Spacesea giants, or rover giants, are an offshoot of the groundling stone giant race that has found its way into arcane space. The ancestors of these giants were brought to space as neogi slaves, but they eventually managed to escape.

Spacesea giants have hair, unlike their land-locked brethren. They exult in this, often growing their hair (and the males' beards) to resemble that of their god, Ptah.

Combat: When battling from aboard their stone ships (see below), the giants prefer to engage in missile combat. Their ships' ballistae and their own rock-hurling abilities give them a potent missile attack. They can hurl their boulders with a range of 500 yards (1 hex), causing 3d10 points of damage or 1d3 points of hull damage per hit. All giant ships have a store of boulders for hurling and ship repair (see below).

When engaged in melee, spacesea giants use either great stone clubs or maces (2d6+8) or strike with a fist for 1d10 points of damage or 1 point of hull damage per hit.

Habitat/Society: The first giants that escaped the neogi embraced the god Ptah, and they pleaded to him for aid. Ptah responded, granting them heightened intelligence, curiosity, and wisdom. In return for his aid, Ptah asked that the giants roam arcane space, to learn of its immensity and to appreciate its creator, their benefactor. The giants agreed, and they now rove far and wide throughout the spheres, learning and worshiping. As their intelligence has increased, so has their appreciation of art, as seen on the hulls and sails of their ships.

Almost all spacesea giants worship Ptah and devote their lives to the exploration of arcane space, with particular attention to wildspace. Many giants capitalize on this drive by hiring out as explorers, escorts, or scouts for other, non-evil races. Some giants make their living as merchants. Their large, sturdy ships excel in this capacity. Also, most pirates hesitate (to say the least) to attack a giant ship.

Giants can use, at least temporarily, any ship that can be modified to accept their bulk, but they prefer to use ships of their own construction. These resemble huge groundling galleons, made of solid stone. The ship's statistics are as follows:



Spacesea Giant Galleon

Built by:	Spacesea Giants	**Saves As:**	Thick stone
Used by:	Spacesea Giants	**Power Type:**	Major or Minor helm
Tonnage:	60 tons	**Ship's Rating:**	As for helmsman
Crew:	11-20 Giants	**Standard Armament:**	Various ballistae
Maneuver Class:	E	**Cargo:**	30 tons
Landing—Land:	No	**Keel Length:**	200'
Landing—Water:	Yes (it floats!)	**Beam Length:**	50'
Armor Rating:	3		

These ships are larger than a normal galleon to allow for the giants' greater size. Like their groundling ancestors, spacesea giants feel more comfortable with a large mass of stone surrounding them. With the above exceptions, spacesea galleons are not much different from others of their type.

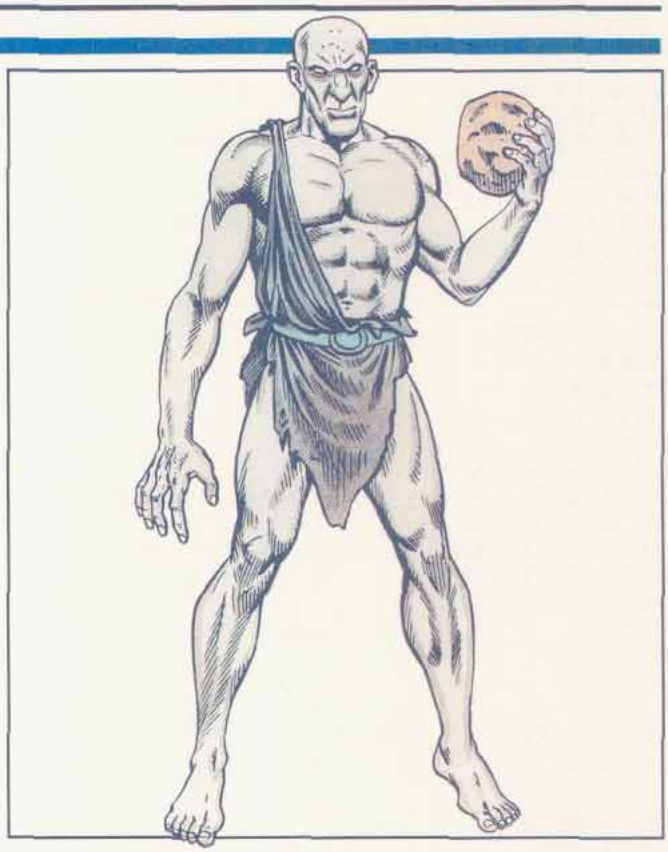
Along with their intelligence increase, the frequency of elders and magic-using giants has gone up. For every ten giants, one is an elder who is able to use *stone shape*, *stone tell*, and *transmute rock to mud* spells, once per day, as a 7th-level mage. Of these elders, 50% can cast wizard or priest spells as 5th-level spellcasters. It is these elders who man the helm; the oldest is most often the ship's captain. They can also use their magical abilities, and the ever-present boulders, to repair hull damage to their ships. Each boulder yields enough material to repair 1d4 points of hull or mast (but not rigging) damage. None of these magical powers are usable in the phlogiston.

Ecology: The main weakness of the spacesea giants is their need for air, and this is the reason the giants seldom venture into the phlogiston. To this end, most giant ships carry a garden of green plants to help replenish the air supply. These plants also serve as food for the giants and the 1d4 giant goats each ship carries for dairy products (the goats also serve as convenient garbage disposals).

Giant, Stone

CLIMATE/TERRAIN:	Sub-tropical and temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 + 1-3 hit points
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon (2-12 + 8)
SPECIAL ATTACKS:	Hurling rocks for 3-30 (3d10)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	16
XP VALUE:	7,000
Infant	Nil
Juvenile, -3	975
Juvenile, -2	3,000
Juvenile, -1	6,000
Elder	9,000
Spell caster	9,000



Stone giants are lean, but muscular. Their hard, hairless flesh is smooth and gray, making it easy for them to blend in with their mountainous surroundings. Their gaunt facial features and deep, sunken black eyes make them seem perpetually grim.

The typical stone giant is 18' tall and weighs 9,000 pounds because of its dense flesh. Females are a little shorter and lighter. The giants' natural Armor Class is 0. They do not wear armor to augment that, preferring to wear stone-colored garments. Stone giants can live to be 800 years old.

Stone giants, like several other giant races, carry some of their belongings with them. They leave their more valuable items in their lairs, however. A typical stone giant's bag will contain 2-24 (2d12) throwing rocks, a portion of the giant's wealth, and 1-8 additional common items.

Stone giants speak their own language, as well as those of hill giants, cloud giants, and storm giants. In addition, 50% of the giants also speak the common language of man.

Combat: When possible, stone giants fight from a distance. They are able to hurl rocks a minimum distance of 3 yards to a maximum distance of 300 yards, doing 3-30 (3d10) points of damage with each rock. These giants are able to catch stones and similar missiles 90% of the time. A favorite tactic of stone giants is to stand nearly motionless against rocks, blending in with the background, then moving forward to throw rocks, surprising their foes. Many giants set up piles of rocks near their lair which can be triggered like an avalanche when intruders get too close.

When stone giants are forced into melee combat, they use large clubs chiseled out of stone which do 2-12 (2d6) +8 points of damage; double normal (man-sized) club damage plus the giant's strength bonus.

Habitat/Society: Stone giants prefer to dwell in deep caves high on rocky, storm-swept mountains. They normally live in the company of their relatives, though such a clans usually include no more than 10 giants. Clans of giants do locate their lairs near each other, however, for a sense of community and protection. A mountain range commonly has 2-8 clans lairing there.

Stone giants are crude artists, painting scenes of their lives on the walls of their lairs and on tanned hide scrolls. Some giants are fond of music and play stone flutes and drums. Others make simple jewelry, fashioning painted stone beads into necklaces.

If eight or more giants are encountered in a clan's lair, one quarter will be female, one quarter male, and the remainder offspring. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of an ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to those of a hill giant.

One in 20 stone giants develop special abilities related to their environment. These giant elders are able to *stone shape*, *stone tell*, and *transmute rock to mud* (or mud to rock) once per day as if they were 5th level mages. One in 10 of these exceptional giants can also cast spells as if he were a 3rd level wizard. Their spells can be determined randomly or chosen to fit a specific encounter as desired. Frequently these giants are able to rise to positions of power and are considered the leaders of several clans.

Stone giants are usually found in mountain ranges in temperate and sub-tropical areas. Stone giants are fond of cave bears and 75% of their lairs will have 1-8 of them as guards. The few stone giants living in cold areas use polar bears as guards.

Stone giants are playful, especially at night. They are fond of rock throwing contests and other games that test their might. Tribes of giants will often gather to toss rocks at each other, the losing side being the giants who are hit more often.

Ecology: Stone giants are omnivorous, but they will eat only fresh food. They cook and eat their meat quickly after it has been killed. They use the skins of the animals for blankets and trade what they do not need with nearby human communities in exchange for bolts of cloth or herd animals which they use for food. Many stone giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter.

CLIMATE/TERRAIN:	Special (see below)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	E, Qx10, S
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 (2-4)
ARMOR CLASS:	−6 (0)
MOVEMENT:	15, Sw 15
HIT DICE:	19+2-7 hit points
THAC0:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (3-30+12)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Impervious to electricity
MAGIC RESISTANCE:	Nil
SIZE:	G (26' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	14,000
Infant	Nil
Juvenile, -3	1,400
Juvenile, -2	4,000
Juvenile, -1	7,000
Spell caster, 1st	15,000
Spell caster, 2nd	15,000
Spell caster, 3rd	15,000
Spell caster, 4th+	17,000



Storm giants are gentle and reclusive. They are usually tolerant of others, but can be very dangerous when angry.

Storm giants resemble well-formed humans of gargantuan proportions. Adult males and females are about 26' tall and weigh about 15,000 pounds. Storm giants have pale, light green or (rarely) violet skin. Green-skinned storm giants have dark green hair and glittering emerald eyes. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Storm giants can live to be 600 years old.

A storm giant's garb usually is a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple, but finely crafted jewelry: anklets (favored by bare-footed giants), rings, or circlets being most common.

Storm giants usually carry pouches attached to their belts. These hold only a few tools, necessities, and a simple musical instrument—usually a panpipe or harp. Other than the jewelry they wear, they prefer to leave their wealth in their lairs.

They speak their own language as well as cloud giant, the tongue common to all giants, and the common tongue of humankind.

Combat: All storm giants are immune to electricity and lightning. They use weapons and special abilities instead of hurling rocks, but can catch large missiles 65% of the time.

Storm giants are born with *water breathing* ability, and can move, attack, and use magic under water as if they were on land. Juvenile and adult storm giants can cast *control weather* and levitate spells lifting their own weight and as much as 4,000 additional pounds twice a day. Adult storm giants also can *call lightning* (3 bolts of 15 8-sided dice each), *lightning bolt* (1 bolt of 15 6-sided dice), *control winds*, and use *weather summoning* once a day. A storm giant uses its magical abilities at 15th level. An angry storm giant usually will *summon* a storm and *call lightning*.

They employ gigantic two-handed swords in battle. A storm giant's oversized weapons do triple normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a storm giant's two-handed sword does 3-30 (3d10) +12 points of damage. They also use massive composite bows which have a 300 yard range and do 3-18 (3d6) points of damage. There is a 10% chance that any storm giant will have enchanted weapons.

A storm giant's natural Armor Class is 0. In battle, storm giants usually wear elaborate bronze plate mail (AC -6).

Habitat/Society: Storm giants are retiring and solitary, but not shy. They live in castles built on cloud islands (60%), mountain peaks (20%), or underwater (10%). They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food. Land- and air-dwelling storm giants usually are on good terms with neighboring silver dragons and good cloud giants, and cooperate with them for mutual defense. Aquatic storm giants have similar relationships with mermen and bronze dragons.

When two or more storm giants are encountered in lair they will be a mated couple and their children. To determine each young giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a cloud giant.

There is a 20% chance that an adult storm giant is also a priest (70%) or priest/wizard (30%). Storm giants can attain 9th level as priests and 7th level as wizards. Storm giant priests can cast regular spells from the Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun spheres. Storm giant wizards are generalists, and typically know spells from the Alteration, Invocation/Evocation, Conjuration/Summoning, and Abjuration schools.

Storm giant lairs are always protected by guards. Land or aerial lairs have 1-2 rocs (70%), which also serve a mounts, or 1-4 griffons (30%). Underwater lairs have 2-8 (2d4) sea lions.

Ecology: Storm giants live off the land in the immediate vicinity of their lairs. If the natural harvest is not enough to sustain them, they create and carefully till large areas of gardens, fields, and vineyards. They do not keep animals for food, preferring to hunt.

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CLIMATE/TERRAIN:	Swamps, tropical forests
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	1–3
ARMOR CLASS:	4 or 0
MOVEMENT:	12
HIT DICE:	15+5
THAC0:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1d8+9/1d8+9 or by weapon 2d6+9
SPECIAL ATTACKS:	Hurl spears (1d10+9), spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (16′ tall)
MORALE:	Champion (15–16)
XP VALUE:	
Infant: −5 HD	2,000
Juvenile: −2 HD	6,000
Adult:	9,000–10,000
Shaman:	10,000–11,000



Swamp giants are believed to have evolved ages ago from bosk giants. These smaller, stockier giants are more intelligent than the nearby bosk and have learned the rudiments of civilization.

Swamp giants have green skin and hair like the bosk, and therefore are quickly mistaken for their slow-witted cousins. However, there are differences. Swamp giants tend to wear their hair long, usually braided and festooned with ornaments collected from battle. Further, they have facial hair, which most of them keep trimmed.

A swamp giant's natural armor class is 4. However, many of the adult males wear the skin of young green dragons. This skin, cured in a manner known only to these giants, lowers their armor class to 0. Their coloration gives them a +3 chance to surprise opponents and a −3 chance to be surprised. Giants in green dragon armor have a +2 surprise bonus and −2 AC bonus. All swamp giants regenerate 5 hit points of damage per round.

Combat: Swamp giants fight only when they believe their territory is in danger. They prefer to reason with a foe first (with the exception of dragons). They often choose a leader when going into battle and follow his directions. They prefer to circle their quarry, using their coloration to blend into the foliage.

They begin their assaults with spells. Because swamp giants are so tuned to their environment, from birth they are able to cast *entangle* three times a day and *plant growth* once a day. A favorite tactic is to trap prey in a tangle of vegetation, then slaughter it with a volley of spears. Each giant can throw two spears per round.

Habitat/Society: Swamp giants prefer to live in trees, in simple homes constructed of wood and reeds. Of course, the trees they choose for homes are immense, usually at least 10 to 20 feet in diameter and 100 feet or more tall.

They generally live peaceful lives, staying to themselves and interacting with the bosk only when their cousins wish to trade. The swamp giants are known for crafting wooden bowls, dishes, and other objects that the bosk covet.

When more than four swamp giants are encountered, they are a mated pair and infants or juveniles.

When encountered in their lair, there are 4d4+6 giants, one half of these adults. The remainder are infants and juveniles. An infant has 10 HD and has only a +5 damage bonus. A juvenile at 13 HD has a +7 damage bonus. If a village is threatened, the adults protect the infants and juveniles.

For every 10 giants encountered, there is a 30% chance one is a shaman, a giant who is the equivalent of a 1st-6th level druid. These shamans are respected in swamp giant communities and are often sought as advisors by the village leader.

All the villages recognize a king. He is considered the strongest and wisest of the swamp giants and other giants look to him to appoint village leaders.

Ecology: Swamp giants live off the land, hunting and foraging for food. Many of them grow a large, ricelike crop. They do not keep animals for food. Their favorite meat is the flesh of young green dragons. In turn, older green dragons like to hunt the swamp giants.

CLIMATE/TERRAIN:	Temperate and arctic/Hills
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	B (K, L, M x 5)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1-6 or 5-30
ARMOR CLASS:	4 or better
MOVEMENT:	18
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 (weapon) +3 to +6 (Str bonus)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8½' to 10' tall)
MORALE:	Elite (13)
XP VALUE:	270



Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8½ to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as club foot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. They wear as much protective clothing and armor as they can obtain, which isn't much. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

Combat: Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears. The Strength of the giant determines how much further than normal the weapons can be hurled. Whatever their weaponry, the verbeeg get a Strength bonus for damage. Each giant must have his Strength determined individually (or once for the whole group, at the DM's option) by rolling 1d10 and consulting the following table. Armor is always at least the equivalent of AC 4, and sometimes better, although never better than AC 1.

Special Bonus With Spears

D10 Roll	Strength	Damage Bonus	Add to Spear Range
1-2	18/51-75	+3	30 yards
3-6	18/76-90	+4	40 yards
7-9	18/91-99	+5	50 yards
10	18/00	+6	60 yards

Habitat/Society: Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are never found wandering alone. Thirty percent of wandering verbeeg encounters find 1d6 of these giant-kin with 1d4 hill giants or ogres (equal chance), which also share their lair; 50% of the time 1d6 verbeeg are with 1d6 wolves or worgs (in polar climes winter wolves or polar bears); the rest of the time (20%) 1-2 of them are encountered with a normal sized group of wandering monsters found in that area (DM must use reasonable judgment in this case).

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. There 5d6 of them can be found, an equal number of females (equal to males in combat), and 2d6 young. Half the young fight as bugbears, the other half fight as goblins. A lair usually includes 2d4 wolves (75% chance) or 1d4 worgs (25% chance). In arctic climes substitute 1-2 polar bears for wolves, and 1-3 winter wolves for wargs.

There is a 2% cumulative chance per giant of a shaman with the tribe. The verbeeg are jointly ruled by the shaman (if there is one) and a warrior chieftain. The shaman can be up to 7th level. The warrior chieftain always has 18/00 Strength and no fewer than 40 hit points. The chieftain is responsible for all activities involving hunting, war and negotiations with strangers. The shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Ecology: Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victim. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

Giant, Wood

CLIMATE/TERRAIN:	Temperate and subtropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	E
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-4
ARMOR CLASS:	8 (5 in armor)
MOVEMENT:	12
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon) +3 to +6 (Strength bonus)
SPECIAL ATTACKS:	−4 penalty to opponents' surprise rolls
SPECIAL DEFENSES:	Resistant to some spells
MAGIC RESISTANCE:	Nil
SIZE:	L (9½' tall)
MORALE:	Steady (11-12)
XP VALUE:	1,400



Wood giants (also known as voadkyn) are one of the smallest of the minor races of giants, looking somewhat like giant-sized wood elves. They are flighty, frivolous, and good friends with wood elves.

Standing 9½ feet tall, wood giants weigh around 700 pounds. They have the physical proportions of humans, which makes them thin and light for giants. They are completely devoid of facial and body hair, including eyebrows. Their heads seem overly large for their bodies, especially the jaws, chin, and mouth. Their ears are placed higher than on a human, almost completely above the line of the eyes.

Wood giants can be almost any shade of brown, mixed with yellow or green. They are fond of leather armor and ring mail. A wood giant carries two weapons—a two-handed sword and a giant-sized long bow with quiver. A special sheath for the sword is steel tipped, enabling it to be used as a walking stick. This does not in any way disguise the sword.

They wrap their ankles in leather strips almost up to the knee, although the foot itself is mostly bare. The only garments they wear are loose trousers or a short kilt. A wood giant always wears a leather forearm sheath to protect his arm from the bowstring. All of these items are frequently stained in forest colors of green and brown.

Combat: Voadkyn do not fight unless forced to defend themselves or allies. Their favorite weapon is their huge, non-magical long bow. They get a +1 bonus to attack rolls and 50% better range because of its unusual size. The matching arrows are over four feet long and cause 1d8 points of damage. Wood giants do not hurl rocks or boulders. If pressed into melee, they wield their two-handed swords with one hand.

When encountered, the Strength of the voadkyn must be determined by rolling percentile dice. The resulting number is the 18/(roll) value for their strength. This gives them a +3 to +6 damage bonus. They do not receive any attack roll bonus for Strength. These giant-kin are usually in the company of 1d4 wood elves (60%), 1d4 dire wolves (30%), or both (10%).

Wood giants are 90% resistant to *sleep* and *charm* spells; they have infravision up to 90 feet.

The only magical skill voadkyn have is the ability to polymorph into any humanoid figure, from 3 to 15 feet in height. They cannot become a specific individual, only a typical specimen of that race. They have been known to use this ability to join a party and trick it out of treasure.

Wood giants can move silently in a forest, despite their great height, thus imposing a −4 penalty to opponents' surprise rolls. They can blend into forest vegetation, becoming effectively invisible. Only creatures able to detect invisible objects can see them. Although they are not invisible while attacking, they are extremely quick (Dexterity 16) and can move out of hiding, launch an arrow, and move back into hiding in the same round. These arrows seem to come from nowhere unless the target is looking at the wood giants' hiding spot.

Habitat/Society: Wood giants inhabit the same forests as wood elves. They have no lairs, choosing to live under the stars or with the wood elves for a time. Wood giants encountered in the forest are mostly male (90%). Female wood giants usually remain at a makeshift camp or with the wood elves at their lair. Offspring are rare, as each female gives birth to only 1d4 children in her lifetime. The young are born and raised deep in the woods among the wood elves, away from prying eyes.

The strong bond between wood elves and wood giants goes back further than either race can remember. This may account for the elven abilities of the giants. They do not mix or treat with any other intelligent creatures, although they tolerate any good elf. Like the elves, wood giants are fond of finely cut gems and well-crafted magical items.

Humans who have had contact with wood giants describe them as friendly enough, but flighty and frivolous, and never in a great hurry to do anything other than eat and drink large amounts of wine. Treants (with whom they occasionally converse) consider them irrational, foolish, and occasionally obnoxious, but enjoyable company.

Ecology: The jaw of the voadkyn is large because of the oversized grinding teeth in it. These teeth are completely unsuited for eating meat, but they are perfect for vegetables and other plants. Wood giants can eat the leaves and roots of many plants that are inedible to humans. They especially enjoy nuts and seeds.

	Desert	Plains	Beasthead
CLIMATE/TERRAIN:	Sea of Silt/Tablelands	Sea of Silt/Tablelands	Sea of Silt Islands
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Clans	Clans	Clans
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	J (I)	K (H)	O (C)
ALIGNMENT:	Neutral Evil	Chaotic Good	Neutral Evil
NO. APPEARING:	5-10 (1d6 +4)	5-10 (1d6 + 4)	3-6 (1d4 +2)
ARMOR CLASS:	4	5	3
MOVEMENT:	15	15	15
HIT DICE:	14	16	15
THAC0:	7	5	5
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	2-16 +14	2-16 +14	2-16 + 14/2-20 +14
SPECIAL ATTACKS:	Hurl rocks or spears	Hurl rocks	Psionics, hurl rocks or spears, bite
SPECIAL DEFENSES:	Resistant to Psionics	Resistant to Psionics	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (25' tall)	H (25' tall)	H (20' tall)
MORALE:	Champion (15-16)	Champion (15-16)	Champion (15-16)
LEVEL/XP VALUE:	6,000	8,000	7,000



The giants of Athas are huge, lumbering creatures who commonly inhabit the islands of the Sea of Silt. The most common varieties are the desert giants, the plains giants, and the psionics-wielding beasthead giants.

All the giants of Athas share one characteristic, and that is savagery. Though humanoid giants can be congenial and friendly when properly approached, they have short tempers and are very easily agitated.

Desert Giants

Desert giants are humanoid is appearance. They stand anywhere from 20 to 25 feet tall and weigh from six to eight tons each. Desert giants have exaggerated facial features: huge noses, mouths, or ears. Their skin is most often dark red, but some specimens have jet-black skin. The hair of desert giants is usually a light brown color and is very coarse and sturdy. Desert giants have strength the corresponds to a strength score of 25.

Combat: When defending their island homes, desert giants hurl rocks at the uninvited guests in order to deter their enemy's advance. These rocks do 2d10 points of damage. Desert giants will often also throw huge spears carved from dead tree trunks. When they hit, these spears do 3d10 points of damage. Desert giants are able to throw either of these weapons up to 250 yards.

When desert giants are on the offensive, they will close to melee range quickly. Desert giants fight using huge, spiked clubs. These clubs do 2d8+14 (due to exceptional strength) points of damage per successful attack.

Desert giants are naturally resistant to all types of psionics. When attacked psionically, a desert giant may save versus spells to totally negate the effect.

Habitat/Society: Desert giants live on desert islands. This climate is nearly identical to the deserts of Athas, save that these islands are surrounded by the Sea of Silt. Desert giants live in clans, each having from 5 to 10 members. Both males and females are present in desert giant clans. Desert giants live in huge caves located in the rock formations found on most of the islands of the Sea of Silt. Each cave can house two or three giants, and each clan will be spread out between four or five caves.

Desert giants eat most anything, preferring meat to plants and vegetables. Many clans domesticate herds of erdlus, kanks, and other creatures. Because their islands have limited vegetation, desert giants eat little in terms of plant life.

Desert giants are able to cross the Sea of Silt by wading along the edges of the sea, where the silt is not too deep. Desert giants travel infrequently to the main lands of Athas.

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Ecology: Desert giants often sell their hair to rope makers.

Plains Giants

Plains giants are usually from 20 to 25 feet tall and weigh from six to eight tons. The skin color of Plains giants is usually a deep rust color, with some having dark brown skin. Also, plains giants have facial features more akin to an elf than a human. They have slender faces and slightly pointed ears. The hair of plains giants is light colored, very often blond to light brown. Like all Athasian giants, plains giants have strength equivalent to a score of 25.

Combat: When defending their islands, plains giants hurl rocks at their opponents, and these rocks do 2d10 points of damage to any target they hit. When attacking, plains giants usually use huge stone daggers that inflict 2d6 +14 (due to exceptional strength) points of damage, though some use clubs similar in type to those used by desert giants.

Plains giants are not able to employ any type of psionic powers. They are resistant to all types of psionic attacks, including attack modes used in psionic combat, just like desert giants.

Habitat/Society: Plains giants live on islands that have terrain similar to the scrub plains of Athas. Plains giants live in the most heavily vegetated areas, making their homes in the midst of these brush areas. Plains giants live in clans of 5 to 10 members. A clan will usually claim an entire patch of brush as its home area, and many times skirmishes will result when more than one clan desires the same brush patch.

Plains giants eat mostly natural vegetation, but enjoy meat also. Plains giants feed on herd animals, including kanks, erdlus, and occasionally even erdlands

Plains giants are a more common sight on the main lands of Athas, as their neutral disposition makes them more compatible with members of the other Athasian races. Though it is considered dishonorable, a few plains giants hire themselves out as mercenaries. Some find work as city or castle builders or as salvage workers and wrecking crews.

Ecology: The hair of plains giants is also used in rope making; it is actually more valuable than that of desert giants. Its longer length and thinner texture make ropes made from plains giants' hair lighter and easier to handle.

Beasthead Giants

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/4/10	PB, EW, II/ M-, IF, TW	13	75

Clairsentience – *Sciences:* aura sight, clairvoyance; *Devotions:* combat mind, danger sense, know direction.
Telepathy – *Sciences:* tower of iron will, psionic blast; *Devotions:* mind blank, ego whip, id insinuation, intellect fortress, conceal thoughts, life detection.

Beasthead giants are a rarer form of Athasian giant who also make their homes on the islands of the Sea of Silt. Though somewhat smaller than humanoid giants, beasthead giants are actually more dangerous.

Beasthead giants are smaller and lighter than their humanoid cousins, averaging 15 to 20 feet tall and weighing from three to six tons. Beasthead giants, as their name implies, have a human-looking body and the head of a beast. There are many different types of beasthead giants, some bearing the head of a goat, or an eagle's head, or the head of a wolf. Many beasthead giants bear the heads of creatures unique to Athas, such as the id fiend or the kirre. Beasthead giants are very pale in complexion, usually having pink or alabaster skin.

Combat: Beasthead giants behave in most situations like humanoid giants, though their combat tactics differ slightly. Beasthead giants rarely initiate battles anywhere aside from on their islands. Their shorter height makes wading through the Sea of Silt very hazardous, and so they infrequently leave their home islands. When defending their homes from intruders, they hurl rocks (2d10 points of damage) and spears (3d10 points) to ward off their opponents.

Among their favorite weapons are clubs, staves, and spears. Some beasthead giants have developed a type of sling, fashioned from vines and capable of projecting large (15-20 pound) rocks. Clubs and staves inflict 2d8 +14 points of damage on a successful attack, while spears do 2d10 + 14 points. Being hit by a sling rock does 2d8 +14 points of damage to the target.

Beasthead giants are also capable of making a bite attack instead of normal melee. This attack does an average of 2d10 + 14 points of damage, but varies depending upon the type of beasthead the creature sports. Some beastheads are capable of other attack forms, also depending on the type of beasthead.

Type of Beasthead	# of Att	Damage
Eagle, goat	1	2d8 +14
Wolf	1	2d10 +14
Id fiend	1	2d10 +14
Kirre	2	2d8 + 14/2d10 +14
Braxat	1	2d10 (breath weapon)

Beasthead giants are also powerful psionic-using creatures. Though they possess the same resistance to psionic powers that desert giants do, they can develop very powerful defense modes, making the use of psionic combat against them very difficult. Beasthead giants can use one psionic power per round, instead of their normal attacks, just as any other creature. Like many creatures of Athas, a beasthead giants' psionic defense modes are considered to be always "on." This means that as long as the giant has enough PSPs to power its defense modes, they can employ them even in rounds in which they engage in melee combat.

Habitat/Society: Beasthead giants gather in smaller clans than other giant kin do, with usually three to six members in each. Clans of beasthead giants will usually all have the same type of head, though some clans have members of more than one type.

Beasthead giants feed mostly on animals, preferring herd animals like their humanoid giant counterparts.

Ecology: Being magical mutations of normal Athasian giants, beasthead giants are a good source of spell components for both wizards and priests. The blood of a beasthead can be used in many different types of spells, but only those of preservers or druids. Also, beasthead giants provide unique spell components depending upon the type of beast head. For example, the feathers of an eagle head can be used in *feather fall* and other flight-oriented spells.

Giant, Undead, Barrowe

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Low (5–7)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–3
ARMOR CLASS:	2
MOVEMENT:	10
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 +7 or by weapon (2–16 + 7)
SPECIAL ATTACKS:	Energy drain, hurling rocks for 2–20 (2d10)
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	See below
SIZE:	H (16' tall)
MORALE:	Elite (14)
XP VALUE:	12,000



Barrowes are undead hill giants, even uglier than their living counterparts. They go about naked but do not seem to be so, for their bodies sport a thick growth of matted, filthy hair. This thick fur, allied with the toughness of their undead hide, gives them an armor class of 2. Their eyes glitter like those of all undead, but because the eyes are small, and because the giant stoops over so much, it is often hard to make them out at a distance, leading to disastrous errors in identification.

Combat: Barrowes can use any attack form they did in life, being slightly stronger in undead form. They inflict 1d8 + 7 hp damage per hit. They cause 2d8 + 7 hp damage when wielding a weapon, and boulders they hurl inflict 2d20 hp damage. They have a maximum range of 250 yards when hurling boulders. Due to a loss of Dexterity that comes with undeath, barrowes cannot catch hurled boulders. Barrowes can be struck only by weapons of +1 enchantment or better, unless the nonmagical weapon is of silvered steel. They suffer 2d4 hp damage per vial of holy water.

After a successful melee attack with an unarmed fist, barrowes drain one experience level unless the victim saves vs. death magic. Anyone totally drained in this manner becomes a miniature barrowe, undergoing a shocking transformation. The victim sheds his clothes or sees them ripped or split off as his body becomes overly muscular, hunchbacked, and apelike. He also gains all the powers of a barrowe except those of great Strength and boulder-hurling, but he retains only half of his Hit Dice. (Note: A barrowe can make another true barrowe only by slaying another giant with its energy-draining attack.) Due to the stupidity of hill giants, however, any barrowes thus created are not controlled by their slayer, wandering off to find lairs.

Barrowes are immune to all mind-affecting spells, as well as *sleep*, *hold*, poison, paralyzation, or cold-based attacks. A *raise dead* spell, however, instantly slays the monster. Barrowes are intolerant of bright sunlight and actively avoid it, although it does them no real harm.

Habitat/Society: These creatures exist alone or in small groups, placing no value on the company of others. Their lairs in death are much the same as in life: caverns and other gloomy hill-country lairs, such as deep forests.

Barrowes have no fondness for their living kin. They frequently go out of their way to wipe out a former family, tribe, or raiding band, just for the satisfaction of breaking it up. Remember, the barrowe gains no followers when it creates more of its kind: the new undead simply wander away. The only pleasure a barrowe knows comes from breaking up the formerly close-knit bonds of its kin, causing them to separate and become as lonely as it is.

Ecology: Barrowes exist as much on the Negative Material Plane as on the Prime. The negative energy from the former plane sustains them and provides their life-draining abilities, though they achieve as much satisfaction draining a living being as they once gained from filling an empty stomach. Their only impact on a region's ecology is to ensure that it has none: Animals sense the undead presence and flee the area, while the local vegetation slowly withers and dies within a quarter-mile of the creature's lair. Some sages speculate that using the parts of a barrowe in the production of an otherwise standard *potion of hill giant strength* grants the imbiber energy-draining abilities as well as increased strength, but so far as is known, no one has been foolhardy enough to try it.

CLIMATE/TERRAIN:	Sub-tropical and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Average (8–10)
TREASURE:	D
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	–2
MOVEMENT:	10
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 + 8 or by weapon (2–16 + 8)
SPECIAL ATTACKS:	Hurling rocks for 3–36 (3d12), surprise
SPECIAL DEFENSES:	+2 or better weapon to hit, surprised only on a 1
MAGIC RESISTANCE:	See below
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	14,000



Except for their glowing eyes, cairns seem no different from living stone giants, largely because their flesh resembles stone. Thus, when the creature's eyes are closed or otherwise not visible to an observer, it can be virtually impossible to tell the difference between a living stone giant and an undead one. Given their appearance and stiff movements, cairns could be mistaken for large stone golems. Cairns are not mindless undead but beings with as much intelligence as they had in life.

Combat: Cairns have a keen telepathic sense that enables them to tell when someone comes near even when that person is silent and/or invisible. They make good use of this when waiting for victims in ambush positions, closing their bright, betraying eyes and blending in with the rocky background until the intruders come close enough to attack. Because of the giant's stony appearance, victims have a –5 penalty to their surprise rolls when they encounter a cairn underground. Often the first hint of trouble is when large boulders start whizzing past them, hurled with incredible force (3d12 hp damage instead of 3d10 for live stone giants) to a range of 350 yards. Cairns inflict more damage with physical blows and weapons than they did in life, causing 1d10 + 8 or 2d8 + 8 hp damage respectively. Their undead nature penalizes them with a loss of Dexterity, however, and cairns cannot catch hurled stones and other large missiles as they did in life.

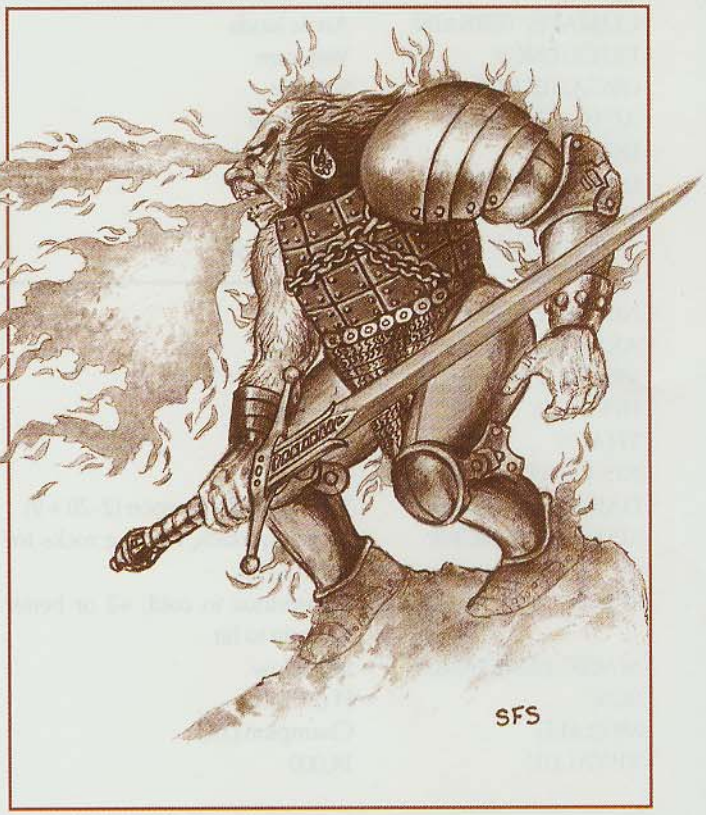
Cairns are slow but formidable opponents. Aside from their excellent armor class, they are immune to all weapons that are not of +2 or better enchantment. They are also immune to mind-affecting magic, *sleep*, *hold*, petrification, poison, paralyzation, and cold- and earth-based attacks. Holy water harms them; each vial inflicts 2–8 hp damage. The *stone to flesh* spell reduces their armor class to 0 (as it was in life) for a full turn (10 combat rounds), while *transmute rock to mud* actually reduces it to 7 for the same period of time. Note that weapons of +2 or better enchantment are still needed to damage the creature. *Raise dead* slays a cairn instantly, and although sunlight does not harm these creatures, they abhor and actively avoid it.

Habitat/Society: Cairns dwell in mountain caverns, just as they did in life. They never dwell in groups of more than three, however, and even these small gatherings are rare. Undeath brings with it a sense of isolation and desire for solitude. Some cairns deliberately distance themselves from their former clans to eliminate the possibility that they will return and destroy their old families in a jealous rage at the fact that they are still alive.

Ecology: Cairns have no effect on the local ecology, for they eat nothing, being sustained wholly by energy from the Negative Material Plane. Animals sense the presence of these giant undead and stay away, but these creatures generally choose the bleakest and most lifeless regions in which to dwell anyway. Although any vegetation within a quarter-mile of a cairn's lair withers in a matter of months, they lair in areas with little or no vegetation, to begin with. Their body parts are favored by mages who seek to make magical items connected with petrification or stone-based spells, and research is being conducted into the mysterious inner sense that lets them know when intruders are approaching, as such a power might be used in the construction of *ESP*-related items or potions.

Giant, Undead, Firegaunt

CLIMATE/TERRAIN:	Any temperate, subtropical, tropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Low (5)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	1–2
ARMOR CLASS:	–1
MOVEMENT:	12
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 + 10 or by weapon (2–24 + 10)
SPECIAL ATTACKS:	Burning touch, hurling rocks for 2–24 (2d12)
SPECIAL DEFENSES:	Impervious to fire, +2 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	H (18' tall)
MORALE:	Champion (16)
XP VALUE:	15,000



Firegaunts are undead fire giants who have deteriorated spectacularly. Their jaws jut out in a pronounced muzzle, giving them a vaguely baboonlike appearance. They also give off a sulfuric stench. Their eyes and tongues have completely rotted away, and small portions of flesh on their body and limbs have decomposed and vanished. Out of these holes pour tongues of flame several feet in length, while what remains of their physical bodies is covered with rippling tongues of flame. Thick clouds of smoke hang low above the creatures. The overall effect is quite horrifying. Some of these undead giants still wear the same armor they wore in life, though holes have melted through it in those places where tongues of flame erupt from their decaying bodies.

Combat: With or without their armor, firegaunts are always armor class –1. Their undead nature has increased their Strength due to an influx of energy from the Negative Material Plane, while at the same time reducing their Dexterity. They can hurl boulders to a distance of 250 yards that cause 2d12 hp damage per boulder that hits, but they can no longer catch boulders. Their great Strength also means that they inflict 1d10 + 10 hp damage with their bare hands alone, while a weapon enables them to inflict 2d12 + 10 hp damage per blow. In addition, their fiery nature means that any creature they touch with their bare hands must save vs. spell or else suffer 2d20 hp damage from burning (half that if the saving throw is made). Possessions of the burned victim must saves vs. magical fire or be destroyed. Anyone killed by a firegaunt is immolated in flames and reduced to ash; only a *resurrection* spell or more powerful magic can restore victims slain in this manner.

Firegaunts are immune to all fire-based attacks. Water- and cold-based attacks inflict double damage, and holy water inflicts 2–8 hp damage per vial splashed on the monster. Mind-affecting magic, *hold*, *sleep*, poison, and paralyzation attacks are all useless against these creatures, but *raise dead* slays a firegaunt instantly. Sunlight doesn't bother them, partially because they are already adapted to constant light from the flames shooting out of them, and partly because of the continuous shade each creature's cloud of smoke provides. Thus, these undead can come out at any time, day or night, though night attacks are the most spectacular.

Habitat/Society: Firegaunts are loners, with no more than two of these creatures ever dwelling together. Indeed, with flames in their sockets instead of eyes, they seem incapable of admiring familiar or beautiful sights, although they never have trouble finding their victims during an attack. Firegaunts often go on long, seemingly aimless rampages, burning and slaying everything in their path, including their former kinsmen.

Ecology: Firegaunts tend to burn everything in sight. Though initially destructive, this burning often promotes new growth in forest or grasslands, which in turn provides more nourishment to the local herbivores, upon whom the local carnivores feed. Firegaunts themselves have no need of food, being sustained entirely by energy from the Negative Material Plane. Their body parts are useful in any fire-based magical research. Immersing a bottle in a firegaunt's internal fires for an unspecified period of time is said to be one means of producing an *eversmoking bottle.*

CLIMATE/TERRAIN:	Arctic lands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	See below
DIET:	See below
INTELLIGENCE:	Low (5)
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–2
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 + 9 or by weapon (2–20 + 9)
SPECIAL ATTACKS:	Freezing touch, hurling rocks for 2–24 (2d12)
SPECIAL DEFENSES:	Impervious to cold, +2 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	H (21' tall)
MORALE:	Champion (16)
XP VALUE:	14,000



Frostmourns are undead frost giants whose bodily tissues were completely desiccated by the intense cold of their environment. The things look like giant withered corpses with facial hair. Their eyes have an evil gleam common to all undead. A frostmourn can turn itself into a swirling white cloud or miniature blizzard but can't attack in the former shape.

Combat: Undeath gives frostmourns both increased Strength and decreased Dexterity. Thus, although they can hurl boulders to a distance of 250 yards, inflicting 2d12 hp damage, they can no longer catch similar missiles as they could in life. Greater Strength also means they cause more damage in melee combat, whether with weapons (2d20 + 9 hp damage) or the naked hand (1d10 + 9 hp damage).

Some frostmourns wear their old armor, but this is due to force of habit and nothing more, for their desiccated flesh is now so tough that they always have an armor class of 0, armor or no armor.

The most potent attack of a frostmourn is its freezing touch. If the victim does not save vs. death magic when touched by the giant, he suffers an additional 2d20 hp damage; making the saving throw reduces the damage by half. In addition, all metallic items (weapons, armor, metallic flasks, or other containers, etc.) must save vs. cold or become brittle, falling apart almost immediately. Those slain by a frostmourn cannot be revived with a *raise dead* spell; a *resurrection* spell, however, works normally.

These creatures retain their immunity to cold-based attacks, and their undead status likewise gives them immunity to mind-affecting magic, *sleep*, *hold*, paralyzation, and poison. Fire-based attacks, however, inflict double damage, and a vial of holy water splashed on the frostmourn inflicts 2–8 hp damage. A *raise dead* spell slays a frostmourn instantly.

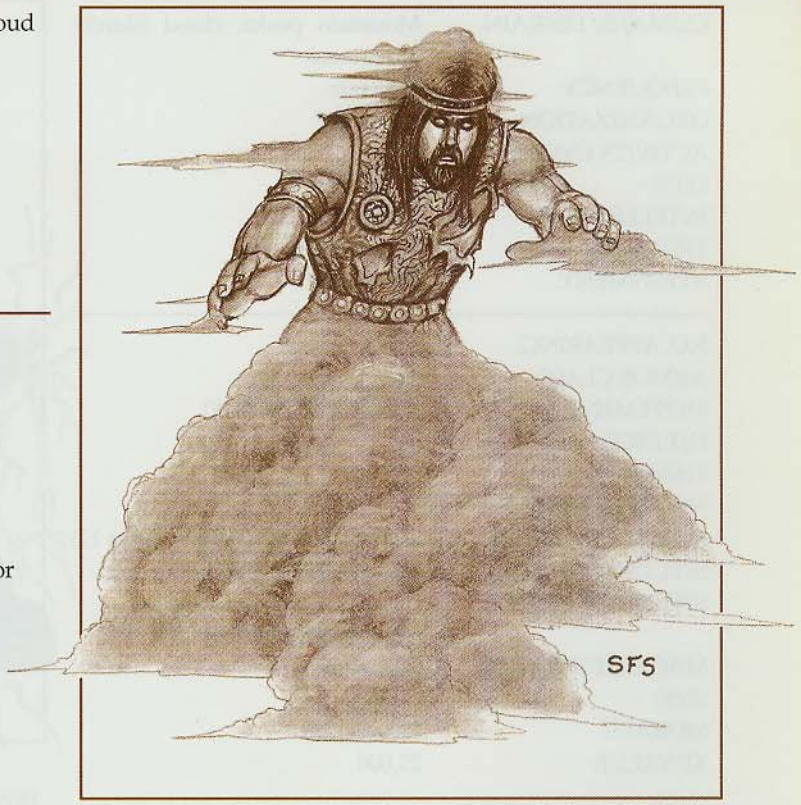
Like most undead, frostmourns detest sunlight and actively avoid it, even though it causes them no harm. In the chill northern environments they call home, however, the sun is often blotted out in the daytime by blizzards or thick cloud cover, so these creatures can come out in the daytime on those occasions. In addition, once far enough north, the sun goes down for months at a time when true winter comes around; PCs who neglect their research and sit around praying for the sun to drive off their undead enemies are in for a disappointment.

Habitat/Society: Frostmourns are largely solitary creatures, although a quarter of all frostmourn lairs have two residents instead of one. All undead tend to hate companionship, and their innately chaotic nature only intensifies this hate. Frostmourns often seek out and destroy the enemies of their old tribe or clan, but they are just as likely to hunt their former kin.

Ecology: Life is less abundant in the frigid north than in the warmer lowlands. The barren conditions often disguise the desolation left by a frostmourn. Newcomers to the area can easily find themselves unknowingly trampling through the lair of these dangerous monsters. As they are sustained by the energy of the Negative Material Plane, frostmourns have no need to eat. Wizards often use their body parts as material components for cold-based spells or in the construction of cold related magical items. Their desiccated hides are used in experiments to create the equivalent of magical leather armor that also gives immunity to cold-based attacks, but so far as is known, no successes have been achieved.

Giant, Undead, Spectral Cloud

CLIMATE/TERRAIN:	Any mountains or magical cloud islands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (12)
TREASURE:	E, Q (×5)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–2
ARMOR CLASS:	0
MOVEMENT:	18, fly 36 (E)
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–16
SPECIAL ATTACKS:	Energy drain, hurling rocks for 3–30 (3d10)
SPECIAL DEFENSES:	+3 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	H (24' tall or 24' radius)
MORALE:	Fanatic (18)
XP VALUE:	16,000



A spectral cloud frequently appears as a swirling mass of brilliant white vapors, like a regular cloud lit by the sun. When preparing for combat, it takes the form of a gaseous, 24' tall humanoid, revealing its origins as an undead cloud giant. In humanoid form, its gleaming eyes light up its face; in cloud form, those eyes can be seen in the exact center of the swirling mass. Spectral clouds are capable of flight when in cloud form. The speed given above is how fast they can fly under their own power; when a strong wind blows in the direction they want to go, they can achieve even greater speeds.

Combat: In physical combat, spectral clouds attack with a single blow of their gaseous, chilling hands, inflicting 2d8 hp damage. In addition, unless the victim makes his saving throw vs. death magic, he loses one life level to an energy-draining attack, affecting skills, spells known, etc. Living creatures who are slain by spectral clouds become small spectral clouds—only real giants killed by energy-draining attacks can actually become true spectral clouds. Spectral clouds formed in this manner can assume either the gaseous humanoid or cloudlike form of their creator, but they lack the telekinetic ability given below. These imitations are under the control of their slayer as half-strength spectral clouds, inflicting 1–8 hp damage per attack. If their slayer and master is destroyed, they become free-willed undead monsters in their own right.

Spectral clouds have a limited telekinetic attack that enables them to levitate boulders and hurl them at an enemy up to 300 yards away, causing 3d10 hp damage. This power, however, cannot be used to catch or deflect large missiles.

Spectral clouds are immune to mind-affecting spells, *hold*, *sleep*, poison, paralyzation, death, and cold-based attacks. In addition, normal and relatively weak magical weapons simply pass through their gaseous bodies; weapons of +3 enchantment or better are needed to harm their airy forms. Holy water inflicts 2–8 hp damage per vial, and a *raise dead* spell slays it outright. A spectral cloud's ancestry, however, makes it immune to sunlight, making it one of the comparatively few undead who roam about in broad daylight as well as at night. It often soars among the clouds at high speed, just one cloud among many; characters who own a *carpet of flying* or similar item should take heed of this phenomenon.

Habitat/Society: Spectral clouds have no true society, being as solitary as other undead. They like to haunt or destroy their old clans, doing so out of sheer envy of their kin who revel in the pleasures of life.

Ecology: Spectral clouds have no true function in the environment, other than to diminish it by slaying everything that crosses their paths. Animals sense their presence and avoid them, but few adventurers notice this phenomenon, as spectral clouds make their lairs at the very tops of mountain peaks, where little life is to be found, anyway. They do not eat, though they enjoy draining the life from their victims. Spectral cloud essence is said to be useful in making a *potion of gaseous form*, while some mages are trying to find a way to entrap these intelligent (if gaseous) undead in bottles, as an interesting substitute for the *efreeti bottle*.

CLIMATE/TERRAIN:	Mountain peaks, cloud islands, sea caverns
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Exceptional (16)
TREASURE:	E, Q (×10), S
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	12, swim 12, fly 15 (E)
HIT DICE:	21
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–20 + 12 or by weapon (3–36 + 12)
SPECIAL ATTACKS:	Energy-draining lightning bolt
SPECIAL DEFENSES:	Impervious to electricity, +3 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	G (26' tall)
MORALE:	Fanatic (18)
XP VALUE:	21,000



Temperaments are undead storm giants. Their skin is the deep black of a thunderhead just before an electrical storm. Sparks and lightning bolts, neon blue in color, dance along their bodies, while larger lightning bolts several yards in length constantly shoot forth from the eyes and mouth. When they are outside, they can summon at will a miniature thunderhead above their heads to enshroud them in their own private thunderstorm. It doesn't inflict damage in combat, but it's frightfully impressive, especially at night. They can also take the form of a crackling thunderhead, though in that case, the only attack they can make is the lightning strike listed below. The giant's movement rate in this form is 15, but all other attributes remain the same.

Combat: Temperaments have one physical attack per round: either a blow from a lightning-sheathed fist that inflicts 2d10 + 12 hp damage, or a weapon strike that inflicts up to 3d12 + 12 hp damage on the foe. Unlike other undead giants, they cannot hurl boulders.

Once per round, in lieu of a physical attack, a temperament may shoot a massive bolt of blue lightning. This lightning strike inflicts 4d10 hp damage to the victim, or half that if a saving throw vs. wands is successful. Making a second save vs. death magic protects the victim from the energy-draining properties of this lightning bolt, which steals one level away from the target. (Unlike other undead giants, temperaments can only make an energy draining attack as part of a lightning strike, not by physically touching the victim.) Those who are slain by this attack become half-strength temperaments under the control of their slayer. Giants are an exception to this, becoming regular temperaments. The electrical attack of these new recruits inflicts only 1d8 hp damage, while their Strength is no greater than it was in life. Upon the death of their "creator," these new monsters become free-willed undead who wander off to find their own lairs.

Temperaments are immune to both cold- and electrical-based attacks, as well as mind-affecting magic, *sleep*, *hold*, poison, death, and paralyzation. Holy water inflicts 2–8 hp damage per vial, and a *raise dead* spell utterly destroys them. Normal weapons, or magical ones of less than +3 enchantment, do not harm them. Although they wear no armor, their skin is desiccated to the point that it has a natural armor class of –6. These undead creatures are immune to sunlight and are not bothered by it in the least. This is partly because of their light-producing electrical nature but also because the small thunderhead that they invariably summon up when they go outside provides them with ample shade.

Habitat/Society: Temperaments are the most solitary of all undead giants; they are only found alone. The only exceptions are half-strength creatures created by the slaying of other giants, and these are not true equals. Temperaments often make revenge attacks on their former families, wiping them out so as to deny them the pleasures of life.

Ecology: Temperaments eat no food and are sustained entirely by energy from the Negative Material Plane. They do, however, obtain satisfaction from draining the life energy of living things. All animals sense the presence of these undead monsters and shun the areas they call home; temperaments dwell in the same places where storm giants do. Temperament bone or essence is considered just the thing for the finest quality *wands of lightning*, or a nonmetallic *ring of shocking grasp*.

The giants of Zakhara are ancient tribes and races from the early days of the world. Although they are respected for their huge size and strength, they are increasingly outnumbered by the smaller races, and their cultures have declined from the position of ruling the most fertile lands to subsisting in the corners of the world. Most giants accept this change and became enlightened, but a few still strive to restore their power over the land by forcing smaller races into service.

The giants of the Land of Fate are more civilized and less inclined to loutish behavior than other giants. Zakharan giants are neutral rather than evil; they have their own interests, but they do not interfere in human affairs. They stay apart from humans not from boorish unsociability but from a sense of superiority to smaller races. The exception is the hill giant race, which mingles freely with humans. Hill giants even live in harmony with other races in many of the great cities. The three subspecies of Zakharan giants may once have been one race, but they have been isolated for so long that they rarely meet, though they are aware of each other's existence.

Zakharan giants do not just pick up the nearest rock or tree to use as a weapon—they prefer to use carefully crafted wood and metal weapons like gigantic bows, tridents, and even lances. One way to win any giant's trust is to provide such a weapon. While they prefer metal weapons, they cannot make them themselves from start to finish, because giants are such poor miners. To get coveted metals and finished weapons, Zakharan giants resort to many strategies: mercenary work, caravaning across the deserts, guiding jungle hunts, and diving after sunken treasures. Some giants prefer not to work for their gains; they locate the metals and take them by force.

The giants of the Land of Fate dress as most civilized people do, in robes and tunics and turbans made of fine cottons and silks. Hill giants in Zakhara do not wander the land like fur-clad barbarians: if they can afford it and have need of it, they wear armor. Porter and dockworker giants wear what they find decent and comfortable.

Zakharan giants are entirely willing to engage in trade to get various items such as coffee, cloth, and spices from other races. In exchange they offer rare furs and jungle flowers, riches from the sea, and opals or other gemstones taken from the deserts. A few exceptional giants take their skills to town and set up shop. Stone giants, for example, may work as master masons, jewelers, or quarrymen, and an occasional fire giant is sometimes found at the bellows or the hammers in a smithy. Desert and reef giants live so far from most human haunts that they venture into the great cities rarely, and when they do they generally remain in the suq or the bazaar. Generally only hill giants will truly adapt to city life.

This willingness to engage in trade has resulted in considerable skill with languages for the Zakharan giants. Every giant knows his own dialect, the trade tongue of the giants, the common tongue, and 1d4 additional languages. The giantish languages are sometimes spoken fluently among nearby humans.

Although they are refined, Zakharan giants are also haughty. They are quick to command obedience from those they deem inferior, but they are also quick to acknowledge skill and merit. In a few cases, the giants have managed to impose their rule on entire tribes or towns of humans and other creatures, usually through slow and subtle means. Because of their relatively small numbers, giants might initially hire on as mercenaries or hunting partners; but over time they expand their sphere of command to other areas, preferably those of justice, trade, and minting coinage. Giant rulers are only common on the fringes of civilization and in backwater remnants of old empires or trading routes.

Zakharan giants live much longer than humans, with a generation varying from 60 to 100 years and individuals living 200 to 600 years. Children are treasured in giantish society, and all giants in a clan contribute to the upbringing of the young. Striking a child is a serious offense, and any mistreatment of children (one's own or the children of others) brings down the wrath of the clan on the perpetrator.

Zakharan giants have written traditions of poetry and scholarship. Desert and reef giants are the most literate, and the work of their historians and scholars is valued by humans because of its overview of long time periods.

All the giants of Zakhara are traditionalists: they believe that there are proper ways of doing everything, whether it be brewing tea, curing meat, negotiating a contract, or preparing a desert clan for battle. Not following giantish protocol is a serious breach of etiquette and often results in violent punishment or expulsion from the company of the giants, depending on the severity of the offense. Zakharan giants refuse to be rushed in anything, and they are supremely confident that their time-honored methods are the best. Their scholarship is influenced by this tendency as well, with the result that it can be called plodding and reactionary. Giants look to the past more than they look to the future.

Priests and Mages

Because the Zakharan giants are more literate and refined than their cousins elsewhere, all adult giants of the three Zakharan sub-species may become priests or mages. Any given giant has a 25% chance of being a priest or a mage, with an equal chance for either class. Giants may reach up to 9th level of ability as priests and 11th level as mages. Giant priests tend to be ethoists or moralists, though some are mystics. Giant mages cannot be sha'ir, though they may be elementalists or sorcerers. For each level of ability a giant spell-caster gains, he also gains an additional 3 hit points.

Giants and Genies

Giants and genies do not always get along, as genies refuse to recognize the power of the giants and their superior traditions, and giants refuse to give the genies tribute or sacrifice; neither will the giants acknowledge the genies as superior beings. The clash of these two proud groups has perhaps been responsible for the slow decline of the giants, though neither giants nor genies talk much of the other. The two groups never cooperate.

Giantish Law and Punishment

Giants operate their legal affairs in their own communities by an ancient code of law that emphasizes taking back from the lawbreaker what was lost due to his crime. Theft, extortion, and even assault are judged with considerable mercy: criminals are forced to return property and sometimes forced to enter indentured servitude to restore the original way of things. In cases of murder, child abuse, treachery, and rape, where it is impossible to make amends, giantish law calls for branding and exile rather than death.

Giantish law is especially harsh on those who might expect to be least affected by it: nongiants. For reasons of racial pride in their past, all giants consider their code of law and their judges to be far above the primitive, upstart laws of other races. Creatures brought before a giantish court (for flouting protocol, for example) may not appeal to their own legal system. In this, the giants of the Burning World are unrepentant, and they insist that they are doing the world a favor by spreading their code throughout the land. In communities where giants live with humans, they abide by human laws, though they make their misgivings about it plain.

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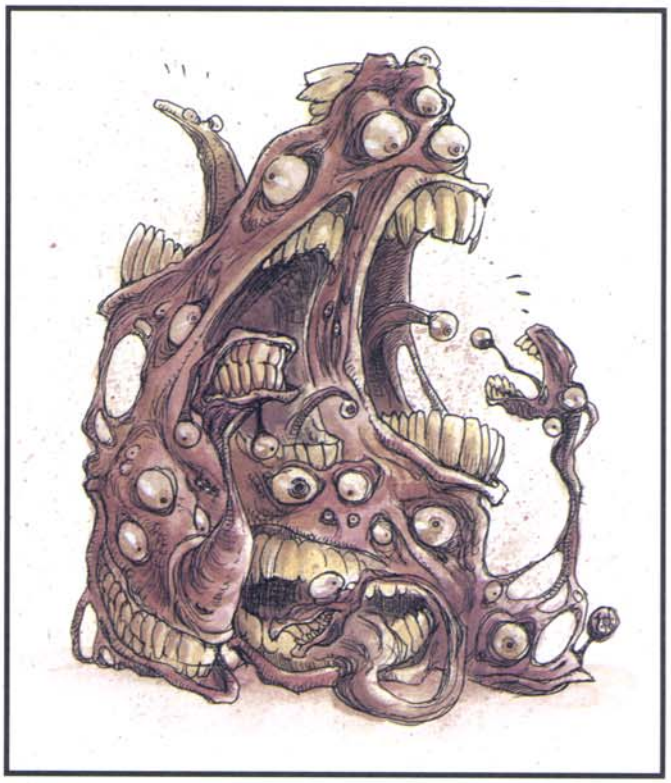
Gibbering Mouther

CLIMATE/TERRAIN:	Swamps, underground
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Sw 6
HIT DICE:	4+3
THAC0:	17
NO. OF ATTACKS:	6+
DAMAGE/ATTACK:	1 (×6) plus special
SPECIAL ATTACKS:	*Gibbering*, spit, bite
SPECIAL DEFENSES:	Ground control
MAGIC RESISTANCE:	Nil
SIZE:	M (4′–7′ tall)
MORALE:	Elite (13–14)
XP VALUE:	4 HD—975 8 HD—2,000



The gibbering mouther is an amoeboid form of life composed entirely of mouths and eyes. With its eyes and mouths closed, it appears to be a lump of earthy material, surprising creatures that stumble across it. Its only motive is to eat whatever is edible and within reach, be it animal, vegetable, or mineral.

Gibbering mouthers move by oozing forward, fastening several mouths to the ground and pulling themselves along. A mouther may move faster over fluid and viscous terrain, such as mud and quicksand, by swimming.

Combat: The brain of a mouther is located in its midportion, and its gelatinous body makes it difficult to strike this spot, hence its relatively low Armor Class.

The mouther attacks in three ways: *gibbering*, spitting, and biting. When any edible object is sighted by a mouther, it begins gibbering incoherently, causing confusion among all within a 60-foot radius who fails a saving throw vs. spell. Each character who fails must immediately roll 1d8 to determine which of the following effects occurs. On a roll of 1, the victim wanders aimlessly for one round; on a roll of 2–5, the victim stands motionless, stunned for one round; on a roll of 6–7, the victim attacks the nearest living creature for one round; and on a roll of 8, the victim runs in fear for two rounds.

The spittle of a gibbering mouther bursts into a bright flare if it strikes any hard surface. The resulting flash blinds characters looking at it if they fail to save vs. petrification—the blindness lasts 1d3 rounds. The mouther may then attempt to bite blinded opponents with a +2 bonus to its attack rolls. Blinded victims attack with a –4 penalty.

A mouther attacks by biting with six mouths per round. Each attack roll exceeding the number required to hit by 2 or more indicates that the mouth attaches to the victim and drains an additional point per round. When three or more mouths are attached to a single victim, that character must make a successful Dexterity check each round thereafter or slip and fall. The mouther will then flow over the victim and bite with 12 mouths, gaining a +4 bonus to strike its prone opponent. Once it pulls down one victim, a mouther tries to trap another.

If a victim reaches 0 hit points, he is absorbed into the mouther, giving it another mouth and pair of eyes, as well as 1 hit point permanently, up to the maximum for its Hit Dice. Only living flesh can be absorbed like this.

A mouther liquefies the ground and stone within a 5-foot radius and controls the consistency of the material, changing it to doughy quicksand. It requires 30 seconds to alter earth to quicksand, and a full round to mutate stone to earth.

Habitat/Society: Like other amoeboid life forms, gibbering mouthers reproduce by asexual fission. When a mouther has absorbed enough victims to gain maximum hit points, it splits in two. Each mouther has 4 + 3 Hit Dice (one has 17 hit points, the other has 18). The mouther retreats to some small, dark den before the four-hour process begins. When the two new mouthers recover from the dividing process (which takes 7 + 3d12 turns), each seeks its own new territory.

Gibbering mouthers avoid each other's territories and even physical contact with one another. It's believed that bringing two mouthers in physical contact forces them to merge, creating a larger creature with twice the size, HD, and number of attacks, but half the already-slow movement of the parent monsters. These great beasts strip the land so thoroughly that they generally die of starvation as soon as prey becomes scarce.

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

Gibbering Mouther, Greater

CLIMATE/TERRAIN:	Swamps, jungle, underground
FREQUENCY:	Unique
ORGANIZATION:	Solitary (monarchy)
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	Q, A (gems and gold only)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6, Sw 9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	6+
DAMAGE/ATTACK:	1(26) plus special
SPECIAL ATTACKS:	Gibbering, spit, bite, spawn
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Fanatic (17)
XP VALUE:	5000



The one greater gibbering mouther known to exist is Xuxeteanlahucuxolazapaminaco, god-king of the Amedio nation of Chetanicatla. Larger and stronger than others of its kind, it considers itself a god. The descriptions below indicate its additional abilities beyond those of typical gibbering mouthers.

Combat: The spittle of the greater gibbering mouther bursts into flame when it strikes a solid object. It may spit up to 20′ away, causing 2d6 damage to the target and setting combustibles on fire.

Once a week it may separate a small portion of itself, normally only one or two mouths and a few eyes, creating an independent creature called a gibberspawn.

The mouther regenerates 2 hit points per round.

Habitat/Society: This creature lives in areas where it can dominate many beings such as in an inhabited ruin or humanoid lair. It thrives on attention and offerings; its appetite is such that its environment is quickly depleted unless it lives where there is a constantly renewing food source.

Unlike other gibbering mouthers, when it reproduces it does not form two creatures by asexual fission; one part retains the mind and abilities of the original and the other becomes a normal gibbering mouther.

Ecology: An unexpected mutation of an artificial magic creature, the greater gibbering mouther has no natural place in any ecology. It has depended for so long on others bringing it food that it would have a hard time hunting, especially as the creature is more of a scavenger than a hunter.

Gibberspawn

A grapefruit-sized blob with a few eyes and mouths, a gibberspawn is a barely-intelligent bud of the greater gibbering mouther. It normally attaches itself to a living creature and slowly drains blood (1 hp per day) as its victim carries it around. The gibberspawn is able to give wordless suggestions to its host (similar to a *suggestion* spell, but only conveying emotions and simple thoughts), which it normally does in service to its monstrous parent. With the help of the gibberspawn, a greater gibbering mouther is able to control a significant territory. Gibberspawn are AC 7, 1 HD, have a movement rate of 3 and are worth 65 XP.

CLIMATE/TERRAIN:	Temperate/Forest, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Night (but see below)
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	40-400
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	Mass assault
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (4'-5' tall)
MORALE:	Irregular (5)
XP VALUE:	35



They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarm unceasingly forward, brandishing short swords. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault. And then, having come and killed, the gibberlings move on randomly back into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward.

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

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

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

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

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

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

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

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

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

Gibberling, Brood

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (E)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4+2
THAC0:	16
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	1d4+4 (bite)
SPECIAL ATTACKS:	Gibberslug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (3′ tall)
MORALE:	Elite (13)
XP VALUE:	950



Gibberlings (described in the MONSTROUS MANUAL tome) gibber. They also jabber, scream, howl and chitter. It is now believed that they are the unholy remnants of unfortunate humanoids who have been altered by insane agencies not of this world; they are the progeny of brood gibberlings.

Brood gibberlings are pale, deformed, and twisted humanoids, possessing slavering maws like pits, manes of filthy black hair like evil halos, and eyes filled with a malignant cunning. Most disturbing is the way that a brood gibberling's flesh visibly *moves* as small creatures, called *gibberslugs*, skitter beneath its skin. Behind these "skin-pets," a sickening trail of slowly receding flesh protrusions leaves no uncertainty as to a brood gibberling's infested state.

Combat: In combat, brood gibberlings deliver a vicious bite that stands a 50% chance of injecting a gibberslug into the fresh wound. Failing direct injection, a brood gibberling can, once every 4 rounds, spit a burrowing gibberslug at a melee target (treat range as a dagger) in addition to any normal action and before the resolution of normal actions. When gibberslugs are seen, they resemble bloated leeches, the pulsing pink color of newborn hairless mice, complete with a nasty maw ideal for penetrating skin or soft tissue.

A successful attack (bite or spit) indicates that victims who fail a save vs. death are unable to brush away or shake off the gibberslug before it easily penetrates skin or hide. Flame applied to the gibberslug's point of entry within one round automatically kills the slug (and the victim takes 1d4 points of damage). Ingestion of a specialized mushroom called *darkscape* (which grows only in regions twisted by the influence of an extra-dimensional region known as the Far Realm) immediately kills a burrowing gibberslug.

Infected victims suffer 1d4 damage each round as the slug bores its way through the soft tissues toward the brain, its ultimate goal. The slug reaches gray matter in 1d6+5 combat rounds, at which time it melds itself to the victim's brain stem. The victim immediately drops into a sleep from which none can awaken him, as nightmares of ghoulish intensity begin to ravage his mind; at this point the victim is unrecoverable by any means save a *wish*. The nightmares are a side effect of the gestating slug, which quickly digests the host's brain, then body, from within.

When the process is complete (in 1d20+4 hours), a fully grown gibberling emerges from the husk of skin left behind by the victim. The newborn gibberling possesses no memory of its former life (but does slightly resemble the victim). It immediately rushes to attack the nearest living creature not of its own kind, or flees to seek its own kind if exposed to bright light.

Habitat/Society: The origins of the brood gibberlings lie in a realm that some believe to be beyond planar cosmology as it is currently understood. Only through incautious exploration of magical gates have these creatures arrived from the other side; however, most of those transplanted here can survive only so long as they remain close to an area under the influence of their home Realm. Their gibberling progeny, however, seem to have no such restrictions, and bedevil civilization far and wide.

Within the secluded burrows where brood gibberlings live, ragged husks lie discarded about the floor, the remnants of gibberling birthing. A brood gibberling can mentally control any gibberlings which it has personally created, giving rise to various clans of gibberlings, each controlled by one brood gibberling. Clans sometimes cooperate and sometimes war, depending upon the whims of their progenitors. Brood gibberlings often seek to "convert" gibberlings of other clans to its own.

Ecology: Brood gibberlings are tied to the miles-wide field of corruption that accompanies and surrounds gates keyed to the Far Realm, and cannot live for long beyond its influence. What form a brood gibberling takes in its home realm is difficult to say. It is probable that form does not bear much in common with their physiology as described here.

—*From* Gates of Firestorm Peak, #9533

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Platoon
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	11-20
ARMOR CLASS:	6 (2)
MOVEMENT:	6
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACKS:	1-6 +7 or by weapon +7
SPECIAL ATTACKS:	Head butt
SPECIAL DEFENSES:	Can call on other giff
MAGIC RESISTANCE:	10%
SIZE:	L (9' tall)
MORALE:	Elite (14)
XP VALUE:	420



The giff are a race of powerfully muscled mercenaries. They are civilized, though they lack mages among their own race. Giff hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general legbreakers.

The giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. Its chest is broad and supports a hippopotamus head with a natural helmet of flexible, chitinous plates. Giff come in colors ranging from black to gray to a rich gold, and many have colorful tattoos that leave their bodies a patchwork record of past victories. Giff speak their own language and the Common tongue.

Combat: The giff are military-minded, and organize themselves into squads, platoons, companies, corps, and larger groups. The number of giff in a platoon varies according to the season, situation, and level of danger involved. A giff "platoon" hired to protect a gambling operation may number two, while a platoon hired to invade an illithid stronghold may number well over a hundred.

The giff pride themselves on their weapon skills, and any giff carries a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers.

A giff's true love in weaponry is the gun. Any giff has a 20% chance of having an arquebus and sufficient smoke powder for 2d4 shots. A misfiring weapon matters little to the giff (occasional fatalities are expected), the flash, noise, and damage is what most impresses them.

Even unarmed, the giff are powerful opponents. They are as strong as a hill giant (+7 damage adjustment for Strength). They will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove themselves the victors. Once a weapon is bared, the giff consider all restrictions off—the challenge is to the death.

The top of the giff's head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff can charge using a head butt, inflicting 2d6 points of damage.

The giff prize themselves as mercenaries, and to that end have made elaborate suits of armor (AC 2). These include full helms with other monsters on the crests, inlaid with ivory and bone along the large plates. Armor repair is a major hobby among the giff.

Finally, giff are somewhat magic resistant. They are deeply suspicious of magic, magicians, and magical devices.

Habitat/Society: Giff of both sexes serve in their platoons, and both fight equally well. Giff young are raised tenderly until they are old enough to survive an exploding arquebus, then are inducted fully into the platoon. Every giff, male, female, and giffling, has a rank within society, which can be changed only by someone of a higher rank. Within these ranks are sub-ranks and within those sub-ranks are color markings and badges. The highest-ranking giff gives the orders, the others obey. It does not matter if the orders are foolish or even suicidal—following them is the purpose of the giff in the universe. A quasi-mystical faith among the giff mercenaries confirms that all things have their place, and the giff's is to follow orders.

Giff mercenaries are usually paid in smoke powder, though they often will accept other weapons and armor. It is purely a barter system, but to hire one giff for one standard week requires seven charges of smoke powder (one per day).

Giff are fierce fighters, despite their somewhat comical appearance and mania for weapons. They will not, however, willingly fight other giff. If forced into such a situation on a battlefield, both groups retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join another in this case, but it is more likely that both will quit their current hiring and look for work elsewhere.

Ecology: Giff live about 70 years, but do not age gracefully. As a giff grows older and begins to slow down, he is possessed with the idea of proving himself still young and vital, usually in battle. As a result, there are very, very few old giff.

	Tim	Pakim	Graegzim	Eoluzim	Maronzim	Naranzim
CLIMATE/TERRAIN:	Ethereal or Prime Material plane					
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Feeds directly upon victim's strength					
INTELLIGENCE:	Non- (0)	Animal (1)	Semi- 2-4	Low to ave. (5-10)	Ave. to very (8-12)	Very or more (11+)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral (evil)	Neutral evil	Neutral evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	0	0	0	0	0	0
MOVEMENT:	15	15	15	15	15	15
HIT DICE:	2	2+4	3+6	4+4	5+4	6 to 14
THAC0:	19	17	17	15	15	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9 13-14 HD: 7
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	Nil	1-6	2-8	1-12	4-1 6	5-30
SPECIAL ATTACKS:	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	Only hurt by spells and magical weapons					
MAGIC RESISTANCE:	Nil	Nil	Nil	25%	50%	75%
SIZE:	T (2' diam.)	S (4' diam.)	M (6' diam.)	L (8' diam.)	L (10' diam.)	H (15' + diam.)
MORALE:	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)
XP VALUE:	975	1,400	2,000	5,000	7,000	10,000+

Gingwatzim are beings of raw life force from the Ethereal plane. There are six different species of varying powers.

The gingwatzim have up to three different forms that they can take on. There natural shape is a glowing sphere of swirling gases, called their *free form*. Each race's free form is a different color: tim are blue, pakim are green, graegzim are grey, eoluzim are violet, maronzim are yellow, and naranzim are red-orange. They flit around like giant fireflies (MC: A). Although they are nearly insubstantial, they do not pass through solid objects, and they are subject to air currents.

There are two other forms in which a powerful wizard might bind them—an *animate creature* form and an *inanimate object* form. In these forms, they look completely like the imitated creature or object. Only a *true seeing* spell or comparable magic can detect their true form.

Combat: When in free form, the gingwatzim envelop their prey and suck the strength right out of them. Once in contact with the glowing sphere, the victim is paralyzed with no savings throw while the creature continues to feed from him. Each species drains strength at a different rate.

Once the victim's strength falls below 3, he collapses unconscious. He awakens in 1d20 rounds with a Strength of 3. Lost Strength is regained at a rate of 1 point per day. If continued gingwatzim attacks keep him at 3 or below for more than a day, he falls into a deep coma. Furthermore, each complete day of draining requires a successful system shock check to remain alive. Normal healing spells restore him to consciousness and recover lost Strength as if it were hit points.

When in free form and fighting other creatures native to the Ethereal plane, they cause the normal damage listed above and cannot drain strength. The reverse is also true. When in free form and fighting creatures from the Prime Material plane, they can only drain Strength, and they cause no normal damage.

In free form, gingwatzim are often bound to an entryway by their wizard masters. The doorway appears to be filled with a haze of the appropriate color. Nothing can pass through the entryway without passing through the gingwatzim and being subject to the obvious consequences. At the wizard's option, the gingwatzim may be allowed to wander a limited distance, or follow directions it is capable of understanding.

In animate creature form, they retain their own hit points, attack rolls, and damage potential, but they take on the creatures' appearance, Armor Class, and movement ability. For example, a pakim in the form of a black bear would have its own hit points, attack once per round as a 2-Hit Die creature, and only cause 1d6 points of damage per hit. Gingwatzim can mimic magical creatures or monsters, but the mimic form has none of the magical or monstrous abilities of the imitated creatures. They can wear armor and use weapons if the imitated creature can. The two most powerful types of gingwatzim, the maronzim and the naranzim, can cast spells. They retain this ability in any form they take.

As an inanimate object, the creatures are usually magical items, such as weapons, providing the magical power from within themselves. The less intelligent gingwatzim (tim, pakim, and graegzim) communicate by empathy, limited to such statements as "hungry," "stay," or most any other simple, one-word feeling. The more intelligent gingwatzim use full telepathy, which is exacting for simple and common concepts. However, more complex or subtle communication leaves a lot of room for error and misunderstandings.

Habitat/Society: Gingwatzim only exist upon the Prime Material plane when summoned from their native Ethereal plane by a powerful wizard. The Lost Spells of Castanamir that did this are probably of at least 7th level, but since they have been lost, nobody knows for sure. Once conjured, these creatures must be bound to the service of the conjurer. The intelligence rating of the life force is the percentage chance that it takes over its conjurer (see the *magic jar* spell on page 169 of the 2nd Edition *Player's Handbook*). In that case, the life force must be slain or driven away by spells before the victim is freed.

The less intelligent life forces are easier to handle and serve placidly enough. The more powerful and intelligent life forces vary greatly in their willingness to cooperate; their behavior depends on how the conjurer treats them and how long they have to remain his servants. They may do the job well and quickly or in a sloppy fashion. They may even hope to cause the conjurer's death. On the other hand, some may come to love their masters and serve them willingly. In general, the more powerful individuals are more evil.

Once the life force has been bound to service, it may also be given an animate creature form or an inanimate object form. These are singular forms chosen by the conjurer and cannot be altered. The conjurer may choose to only assign one or none of the forms to the gingwatzim and new forms cannot be added later. If the alternate forms of a pakim are those of a black bear and a *spear +2*, then those are the only things it can transform into. These forms are real and solid, not illusions. They can switch between the various forms as often as they wish, unless commanded to remain in a particular form by their master. As inanimate objects they cannot move independently or control their actions.

A bound gingwatzim may not return to its own plane unless it is either freed by the conjurer, slain (in either free form or animate creature form), or broken while in inanimate form (or its current owner dies). Control of the gingwatzim is transferred with a change of hands of the inanimate form. For example, if a pakim is bound as a *dagger +1*, and that dagger is stolen, the thief is now the proud owner and controller of the gingwatzim, although he may not know it.

Ecology: On the Ethereal plane, the gingwatzim are a basic life form. The simpler types are the lower life forms, equivalent to our plants and simple animals. The more powerful types are the equivalent of higher life forms with the naranzim similar to powerful enchanted creatures, such as dragons or genies. The more powerful gingwatzim prey upon the less powerful in the Ethereal plane.

Tim

In free form the tim are blue, glowing spheres of sparkling energy. Their bound animate forms are limited to such things as frogs, spiders, fish, insects, snakes, or plants with unusual senses or abilities. They are usually bound to entryways or else physically restricted to an area, since they are incapable of understanding even simple commands. Their inanimate forms are restricted to the simplest of items, below even a +1 weapon or shield. Such items are limited to a single use per day since the gingwatzim powering it needs that long to recover.

Pakim

In free form the pakim are green spheres of sparkling energy. Their bound animate forms are typically +1 weapons or the equivalent. As animals they are usually mammals or birds smaller than a man. They lack true reasoning or deductive abilities and can only understand simple commands and phrases. Since they are relatively powerful but can be commanded with little risk, the pakim are the most popular gingwatzim to conjure and bind.

Graegzim

These gingwatzim can reason, but only in a simple fashion. In free form, the graegzim are glowing, grey spheres of sparkling energy. In animate form they are usually fremlins, fairies, brownies, etc., though they lack the magical abilities the real beings would have. They have poor memories and cannot handle complicated instructions. As objects they are typically bound to +1 weapons that tend to telepathically chatter, whine, and complain when not being used.

Eoluzim

In free form the eoluzim are glowing, violet spheres of sparkling energy. In animal form they are usually humanoids that tend toward violence, such as orcs, goblins, kobolds and such, although they can be any man-sized creature of normal intelligence or less. In inanimate form they are +2 weapons or the equivalent that always try to goad their owners into bloodshed.

Maronzim

The Ethereal plane's equivalent of humans, maronzim tend to be humans, elves, or the like in animate form. While they vary in attitude, all can cast any 1st- or 2nd-level illusion/phantasm spells as often as desired, once per round. In free form the maronzim are glowing, yellow spheres of sparkling energy. As inanimate objects they are +2 weapons, or even staves and wands with illusionist abilities. They have excellent memories and reasoning abilities and can ignore emotional factors. They are dangerous because of their subtlety and tendency toward treachery.

Naranzim

These mysterious gingwatzim are almost impossible to control, so little is known about them. They vary greatly in power and in animate form can be virtually any large and highly intelligent creature. They can imitate one and only one magical or monstrous ability in this form. In free form the naranzim are glowing spheres of red-orange sparkling energy. In inanimate form they are at least +3 weapons with powers, or the equivalent. The most powerful of them may even be artifacts or relics. Naranzim can cast illusion/phantasm spells as often as they wish, one per round. The level of ability varies from 3rd- to 7th-level spells. They always work to control or destroy their masters within the rules of their bondage. A naranzim free of its master would be a threat to entire kingdoms.

CLIMATE/TERRAIN:	Arid tablelands and mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	M (I)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	10
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 1d4/1d4
SPECIAL ATTACKS:	Springing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Steady (12)
XP VALUE:	175

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are extremely gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumbs, yet they are able to use tools and wield weapons. Their fingers and toes end in sharp claws. If one could get a gith to stand up straight, he would measure close to 7 feet tall. However, most gith appear to be no more than 5 feet tall, for they always stand hunched over at the shoulders, in a permanent slouch.

Combat: If possible, the gith attack in mass, usually starting with a psionic attack by one of their leaders. Then the entire party charges quickly into melee. Their main charge is often accomplished by *springing* up to 20 feet in one giant leap to close with their enemies. When they employ this spring, it gives them a +2 THAC0 bonus on the first round of combat.

The gith are usually armed with large, wicked-looking spears that have giant, razor-sharp heads of polished obsidian (1d6−1 damage). Although these spears look like thrusting weapons, they are used primarily to slash or chop. The gith often armor themselves, and especially their vulnerable backs, with inix-shell armor (AC 6) of their own manufacture.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/3/10	II, MT/ M-,TW,MB	16	80

Gith have the following psionic powers:

- **Telepathy—Sciences:** tower of iron will, project force. **Devotions:** id insinuation, mind thrust, contact, mind blank, mental barrier.
- **Psychokinesis—Sciences:** telekinesis. **Devotions:** animate object, animate shadow, ballistic attack, control body, control flames.

Note: Only leaders commanding 25 or more gith have psionic powers. The psionics listed above are representative of these leaders, but their powers do vary greatly. Gith with more Hit Dice have correspondingly greater powers.



Habitat/Society: The gith live in tribal organizations. The individual with the most powerful psionics generally acts as the leader. All other social positions are distributed at his pleasure.

For every twenty-five gith, there will be a 5 HD leader, for every fifty, a 6 HD leader, and for every tribe of 100 or more a 7 HD leader. In addition to having hit points and THAC0 numbers appropriate to their HD, these leaders will have psionic powers approximately equal to a psionicist of an equivalent level.

Some of these leaders are priests. While little is known of the gith religion, shamans up to the 4th level are known to accompany and sometimes lead gith tribes. There have also been reports of gith wizards (defilers) ranked at the 6th level. Even if true, 6th level would be unusual for gith, but wizards of up to 4th level have been reported by reliable witnesses.

Not much is known about the reproductive cycle of the gith. It is known that they are egg layers; females lay approximately 1d6 eggs in a clutch. It is rumored that the gith operate hatcheries containing hundreds (some say thousands) of nests.

Ecology: Mountain gith live in underground lairs, claiming a particular canyon or valley as their territory. Gith inhabiting tablelands tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them. They do not hesitate to attack human or demihuman groups, for they view humans and demihumans as a choice food supply, preferring it over other flesh. They will even attack thri-kreen, if they are hungry enough, but the insectoids taste bad, and usually escape gith raiders.

Gith, Pirate

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Ship/Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A (N)
ALIGNMENT:	Lawful evil

NO. APPEARING:	20-40/As ship crew
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-11
THAC0:	Special
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Champion (16)
XP VALUE:	Special



When the githyanki, under their liberator, Gith, freed themselves from the yoke of mindflayer slavery, this branch of the race fled not to the Astral plane, but to arcane space.

Tall, emaciated beings, the pirates of Gith appear as almost skeletal humanoids with skin varying from dirty gray to dull yellow. Long, dingy-brown hair flows down their backs and over the ornate, bejeweled arms and armor they prefer to use.

Combat: The pirates of Gith can operate as fighters, mages, or fighter/mages, with limits of 11 in each class. Typically, the highest-level fighter captains the ship. This frees all the mages (single-and multiclassed) for spelljamming or combat duty.

Clerics of Gith are occasionally encountered as well (limit of 11th level). Rarely, a fighter/cleric is encountered, almost always as the captain of its ship.

When closing with a foe, the pirates use spells and any armament their ship possesses. In melee, they use a variety of weapons, with swords predominating.

Operating from small bases hidden on asteroids, the pirates strive to capture any ship that is larger, faster, or better armed than theirs. They feverishly attempt to capture any elven-made ships that come their way (see below). As a result, many elven armadas post large bounties on the heads of Gith pirates.

The pirates' greatest fury is reserved for the illithids, however. The pirates of Gith spare no expense to kill all mindflayers they find. No Gith pirate ever uses a captured illithid ship.

A ship's complement varies, but these numbers are a general guideline:

1 Captain (highest-level fighter or fighter/cleric)
1 Mate (highest-level fighter/mage or cleric)
1 Chief Spelljammer or Warlock (highest-level mage)

The rest of the crew is evenly divided among the three common class possibilities.

Habitat/Society: The pirate philosophy carries over into all aspects of life. The strongest take what they want. Each ship is very important to its crew, as it is the primary factor in determining the pecking order in a settlement. This explains the pirates' constant quest for better ships. Each settlement is ruled by force by its best ship, or a coalition of the best ships.

Extreme isolationists, the pirates of Gith live with no other races—they may even try to commit genocide on a race that settles too close to them. Over all, despite being pirates, these Gith live a structured, militaristic lifestyle.

Every adult member of this race possesses the following magical abilities, each usable three times a day: *astral spell*, *plane shift*, and *ESP*. All function as the spell of the same name (as cast by the lowest-level caster possible). These inherent abilities also enable the pirates to pilot ships with series helms. These abilities function only in wildspace, not in the phlogiston.

The most dangerous aspect of this race is the combination of the above abilities, the properties of major and minor spelljamming helms, and the unique organic structure of the elven-made ships. When a Gith pirate is at the helm of an elven-made ship (flitter, etc.), he may use his *plane shift* and *astral spell* abilities to shunt the entire ship, and all its contents, to the Astral plane (this uses up that pirate's *astral spell* and *plane shift* abilities for the day). This gives the pirates an escape route, and it enables them to wait in known shipping lanes, astrally hidden, before returning to the Prime Material plane to launch an attack. The Gith pirates can use only elven-made ships of less than 50 tons in this manner.

This special maneuver only works in wildspace, not in the phlogiston. That is certainly the reason the Gith pirates never pursue prey into that medium.

Ecology: The Gith pirates are carnivores, pure and simple. They do not care what state, short of putrefied, the meat is in. Some of the pirate bands also engage in cannibalism.

CLIMATE/TERRAIN:	Astral or prime
FREQUENCY:	Very rare
ORGANIZATION:	Dictatorship/monarchy
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individuals R; Lair H
ALIGNMENT:	Any evil

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Per armor
MOVEMENT:	12, 96 on Astral plane
HIT DICE:	Per class and level
THAC0:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Possible spell use, possible magical weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average to elite (8-14)
XP VALUE:	Per class and level

Level	Dis/Sci Dev	Attack Defense	Power Score	PSPs
= HD	per level	All/All	= Int	1d100+150



Githyanki are an ancient race descended from humans. They dwell upon the Astral plane but will often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai.

Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanness. Like many demihuman races, their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

Githyanki speak their own tongue, and no others.

Combat: The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as THAC0, armor class, spell use, etc.

Class		Level	
01-40	Fighter	01-20	3rd
41-55	Mage	21-30	4th
56-80	Fighter/Mage	31-40	5th
81-85	Illusionist	41-60	6th
86-00	Knight	61-80	7th
		81-90	8th
		91-95	9th
		96-98	10th
		99-00	11th

The armor for each githyanki varies according to class. Mages and illusionists have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6 − 1d6). Knights have AC 0.

Githyanki have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters, fighter/mages, and knights may receive more than one attack per round—other githyanki have one attack per round.

Githyanki knights are evil champions who take up the causes of the githyankis' mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. Githyanki knights have all of the powers and abilities of a human paladin except these are turned toward evil (e.g. *detect good* instead of *detect evil, command undead* instead of turning undead, etc.).

Githyanki mages, fighter/mages, and illusionists will receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction—offensive spells should be favored.

The githyanki soldiers use arms and armor similar to humans, however these are normally highly decorated and have become almost religious artifacts. A githyanki would likely show greater care for his weapons and armor than he would toward his mate. Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a magical *two-handed sword +1*, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a *long sword +2*. Knights of 7th level and above will always carry a *silver sword*—a *two-handed sword +3* that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord (see The Astral Plane, *DMG*, page 132), but *mind barred* individuals are immune. A supreme leader of a lair will carry a special *silver sword* that is +5 with all the abilities of a *vorpal weapon* that also affects *mind barred* individuals.

Githyanki will never willingly allow a *silver sword* to fall into the hands of a nongithyanki. If a special *silver sword* should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

All githyanki have the natural ability to *plane shift* at will. They will rarely travel anywhere besides back and forth from the Astral plane to the Prime Material plane.

Habitat/Society: History provides some information on the githyanki—their race is both ancient and reclusive. Sages believe

they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep resentment toward the illithids. For centuries these humans increased their hatred but could not summon the strength necessary to break free. So they waited for many years, developing their power in secret, waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth among them, a deliverer by the name of Gith. She convinced the people to rise up against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki, (which, in their tongue, means sons of Gith).

These astral beings progress through levels exactly as a human would. However, there has never been a githyanki that has progressed beyond the 11th level of experience and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of lower planes for a number of weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral plane and into the presence of the lich-queen where their life force is drawn to feed the ravenous hunger of the cruel demi-goddess.

Githyanki dwell in huge castles on the Astral plane. These ornately decorated castles are avoided by all other dwellers on the Astral plane for the githyanki are infamous for being inhospitable to strangers.

A githyanki stronghold will be ruled by a supreme leader. This leader will be a fighter/mage of 10th/8th level or 11th/9th level. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader will be equipped with 2-8 random magical items in addition to the weapons described above.

All castles have a retinue of 20-80 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There will also be up to 1,000 githyanki of lesser status.

Githyanki, having the ability to *plane shift* at will, often travel to the Prime Material plane. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.

A typical githyanki lair on the Prime Material plane will contain the following:

One supreme leader	11th-level fighter or 7th/8th-level fighter/mage
Two captains	8th-level fighter and 7th/6th-level fighter/mage
One knight	8th level
Two warlocks	mages of 4th/7th level
Three sergeants	fighters of 4th/7th level
Two 'gish'	fighter/mages of 4th/4th level
20-50 lower levels	determined randomly using the table above, of 1st-3rd level

On the Prime Material plane, githyanki have a pact with a group of red dragons. These proud creatures will act as mounts and companions to the githyanki. When encountered on the Prime Material plane and outside their lair, a githyanki group will typically consist of the following:

One captain	8th-level fighter
One warlock	4th to 7th-level mage
Five lower githyankis	fighters of 1st-3rd level

Such a group will have two red dragons as steeds, transporting between four and six githyanki per dragon. The dragons will fight for the safety and well-being of the githyanki but will not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.

An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the melee round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

Ecology: Githyankis have similar ecology to that of humans. However, the Astral plane does not offer the same type of environments as the Prime Material plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.

G"lathk: The g"lathk, (admittedly nearly unpronounceable in human tongues) are the equivalent of farmers. Due to the barrenness of the Astral plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g"lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.

Mlar: Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.

Hr'a'cknir: The Astral plane has many strange energies moving through it. Some of these energies are obvious to the senses, such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally are not aware of. Being a psychically aware race, however, the githyanki cannot only sense these energies, but harness them too. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

More than humans, githyanki are hunters and predators. They will typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war amongst themselves. The split of the githyanki and the githzerai (*q.v.*) is the closest thing the gith races have known to civil war. Githyanki never battles githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very rare
ORGANIZATION:	Monarchy/dictatorship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individual P; Lair H×2
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Variable
MOVEMENT:	12, 96 in Limbo
HIT DICE:	Per class and level
THAC0:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6'tall)
MORALE:	Average to steady (8-12)
XP VALUE:	Per class and level

Level	Dis/Sci Dev	Attack/ Defense	Power Score	PSPs
= HD	per level	All/All	= Int	1d100+150



Githzerai are the monastic, chaotic neutral counterparts to the githyanki (*q.v.*). The two races share a stretch of time in history; the githzerai are the lesser and more repressed offshoot of the original people that the warrior Gith helped to escape the slavery of the mind flayers millennia ago.

Githzerai are very similar in appearance to their githyanki cousins, although they tend to look much more human. Their features are for the most part unremarkable, with vaguely noble countenance. Their skin tone is that of human caucasian flesh. Githzerai dress simply, wearing functional clothing and favoring conservative tones.

Combat: The githzerai are unadorned and ruthlessly straightforward with their combat and magic. Their strong resistance to magic seems to make up for their generally inferior fighting ability.

Class		Level (*add 3 if thief*)	
01-55	Fighter	01-10	1st
56-75	Fighter/Mage	11-20	2nd
76-95	Mage	21-30	3rd
96-00	Thief	31-45	4th
		46-60	5th
		61-75	6th
		76-90	7th
		91-96	8th
		97-00	9th

The armor for each githzerai varies according to class. Mages have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6−1d6). Thieves have AC 7.

Githzerai have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters and fighter/mages may receive more than one attack per round—other githzerai have one attack per round.

On rare occasions, a githzerai will progress as a thief. These thieves seem to have some significance to the strange githzerai religion. Although they are never known to become leaders in any capacity, these thieves are an exception to the maximum level of 9th, often progressing up to 12th level of experience. Just what role these thieves play is unknown.

Githzerai fighters of at least 5th level have use of *silver swords*. These magical weapons are *two-handed swords +3* that, if used in the Astral plane, have a 5% chance of cutting an opponent's silver cord upon scoring a hit (see The Astral Plane, *DMG*, page 132), though *mind barred* individuals are immune. These weapons are of powerful religious value to the githzerai and they will never willingly allow them to fall into the hands of outsiders. If this happens, the githzerai will go to great ends to recover the weapon.

All githzerai have the innate power to *plane shift* to any plane. This is rarely done except to travel back and forth to the Prime Material plane where the githzerai have several fortresses.

Habitat/Society: The githzerai were originally offspring of a race of humans that were freed from slavery under mind flayers by a great female warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king—and later, god—of the people. The githzerai then separated themselves from the githyanki, beginning a great racial war that has endured the long millennia without diminishing.

Githzerai can progress as fighters, mages, or fighter/mages, and thieves. They will rarely attain levels above 7th and, in any case, will never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard as though he were a god (he is not), are destroyed before they have enough power to become a threat to their ruler.

If encountered outside of their lair, githzerai will usually be in the following numbers:

One supreme leader	9th-level fighter or 4th/7th-level fighter/mage
One captain	6th-level fighter or 4th/4th-level fighter/mage
Two warlocks	mages of 3rd-5th level
Three sergeants	fighters of 3rd-5th level
Three 'zerths'	fighter/mages of 3rd/3rd level
20-50 lesser githzerai	evenly distributed between the three possible classes and of 1st-3rd level

A thief, if present (10% chance), will replace one of the lower level githzerai and will be of 6th-10th level.

The githzerai dwell primarily on the plane of Limbo. They have mighty fortresses in that plane of chaos and their position there is very strong. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute control over the githzerai, including the powers of life and death.

The githzerai hold only a few fortresses on the Prime Material plane, but these are particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each houses approximately 500 githzerai, including a supreme leader.

On Limbo, however, the githzerai presence is very strong. Living in cities typically of 100,000 or more, the githzerai enjoy total power over themselves on an otherwise chaotic and unpredictable plane. One notable example of this is the city *Shra'kt'lor*. This large githzerai capital is composed of some 2,000,000 githzerai living in great power. Shra'kt'lor serves as both a capital and as a headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan githzerai strategy for battling both the githyanki and the mind flayers. There is likely no force on Limbo that could readily threaten the power of Shra'kt'lor or its many inhabitants.

One of the prime motivations among the githzerai is their war with the githyanki. These offshoots of Gith's original race are obsessed with this war of extermination. They often employ mercenaries on the Prime Material plane to aid them in battling the githyanki. The evil, destructive nature of the githyanki makes the hiring of mercenaries to fight them a relatively simple task.

Legend of the Zerthimon: In githzerai lore there is a central figure that is revered above all others—Zerthimon. The githyanki believe him to be a great god that was once a man. According to githzerai lore, when the original race broke free of the mind flayers, it was Zerthimon that opposed Gith, claiming that she was hateful and unfit to lead the people.

There ensued a great battle and the people were polarized by the two powers. Those that chose to support Gith became the githyanki. Those that supported Zerthimon became the githzerai.

Zerthimon died in the battle, but in his sacrifice he freed the githzerai from Gith. The githzerai believe that someday Zerthimon, in his new godly form, will return and take the them to a place on another plane.

Zerths are special among the githzerai, acting as focal points for the attention of Zerthimon. The githzerai believe that when Zerthimon returns for them, he will first gather all of the zerths and lead them to their new paradise. It might be said that the zerths are the center of githzerai religion. Unfortunately, they are not free from religious persecution.

The wizard-king (whose name is not known) that rules over the highly superstitious githzerai would like very much to stamp out the legend of Zerthimon. The wizard-king believes that this legend challenges his authority, and very likely it does. However, he has never been able to rid the githzerai of this legend and he is now forced to tolerate it.

Rrakkma bands: Although the githzerai are not a bitter or overly violent race, they still tend to hold a strong enmity and hatred for the race of illithids that originally enslaved the gith race so many thousands of years ago. By human terms, that may be a very long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the Gith race and much of the hardships the githzerai are forced to endure. Thus large rrakkma (in the githzerai tongue) bands are often formed to hunt mind flayers. These bands typically consist of 30-60 githzerai warriors led by the githzerai equivalent of a sergeant. For roughly three months, these bands will roam the outer and inner planes, searching for groups of illithids and destroying them utterly. The rrakkma bands are very popular in githzerai society and it is considered to be an honor to serve in one.

The githzerai fortresses on the Prime Material plane tend to be very large affairs with great, impenetrable walls. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses and the land is reduced to wasteland around them. It is not known if the effect is just the land's reaction to the "other-planar" stuff of which the castles are constructed, or if githzerai mages magically produce the effect in order to keep material beings away from these fortresses.

The most likely purpose of these fortresses on the Prime Material plane is to keep tabs on the githyanki. The githzerai, not being a particularly war-mongering or violent race, have no desire to conquer the Prime Material plane like the githyanki do. However, the githzerai realize that if their enemies have a strong hold on the Prime Material plane, they will become more powerful and thus will hold power over them. The githzerai carefully monitor the progress on the githyanki and lead coordinated, focused strikes against strongpoints of the githyanki, thus hampering their ability to expand and grow in the Prime Material plane.

During these attacks, the githzerai will not intentionally attack the natural denizens of the Prime Material plane (humans, demihumans, humanoids, etc.), but they will never sacrifice a well-planned attack on the githyanki just to preserve life. With the githzerai, the ends will always justify the means.

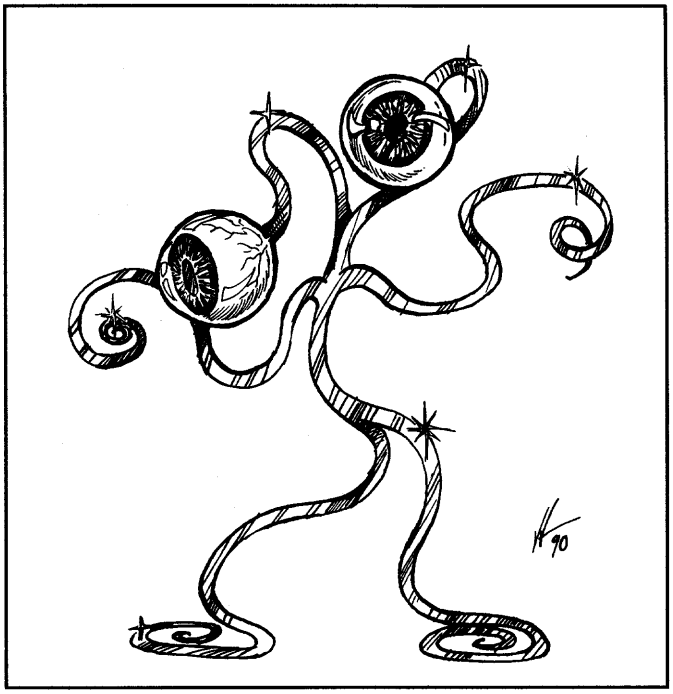
Like the githyanki, the githzerai really have no part in the Blood War (*q.v.*) of the fiends. They seldom venture to the lower planes, and only then for matters of absolute importance. The githzerai find the bloodthirsty, destructive nature of the fiends to be distasteful, so they will typically not deal with those creatures for any reason. They coexist with the slaadi, and githzerai are rumored to have mental powers beyond those described here.

Ecology: For as long as men have known of the ability to travel the planes, they have wondered at the natural power of the githzerai to wander from plane to plane at will. Although man and githzerai are not natural enemies, battles are frequently fought between the two races, due in part to some humans' desire to capture a live githzerai for study. To date, no such creature has been secured.

Gk'lok-Lok

CLIMATE/TERRAIN: Ethereal plane
FREQUENCY: Very rare
ORGANIZATION: Tribe
ACTIVITY CYCLE: See below
DIET: See below
INTELLIGENCE: Average (8-10)
TREASURE: Nil
ALIGNMENT: Lawful neutral

NO. APPEARING: 1 (active) and 1,000-6,000 (hibernating tribe)
ARMOR CLASS: –1
MOVEMENT: 9
HIT DICE: 1 + 1
THAC0: 19
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-2/1-2 (arm needles) or 1-4/1-4 (arm slash)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
SIZE: S (4' tall)
MORALE: Elite (13)
XP VALUE: 420



The gk'lok-lok are a race of extraplanar creatures that spend their lives sleeping and dreaming, vicariously experiencing the lives of dead warriors of other races.

A gk'lok-lok stands about four feet tall. Its body is a series of thin tubes that glisten and sparkle like polished steel. Its torso is a single tube resembling the stalk of a plant, with two long tubes for legs ending in hooked "feet," and two tubes for arms that curl in seemingly random patterns.

Two thin stalks, which glisten like steel, extend from the "neck" of the torso. Each stalk ends in a bulging eyeball about one-fourth the size of the body. A violet iris surrounds the huge black pupil, and an aura of soft red flames surrounds the entire eyeball. The eyestalks twist and turn like serpents, enabling the gk'lok-lok to examine its surroundings from all angles.

A gk'lok-lok does not communicate orally. Instead, it "speaks" by twisting its arms into intricate patterns, each pattern representing a different word or phrase. Additionally, a gk'lok-lok can *speak with spirits* at will. This ability enables it to mentally communicate with the spirits of all creatures, as well as ghosts, spectres, and all other types of undead.

Gk'lok-lok are adept at understanding the oral communication of other intelligent creatures: a gk'lok-lok has a 90% chance of understanding any spoken language.

Combat: Gk'lok-lok are normally docile and nonviolent. In hostile situations, the gk'lok-lok's typical reaction is to turn invisible (which it can do at will) and retreat. However, when necessary, the gk'lok-lok can attack by shooting three-inch-long steel needles from the end of each arm at targets up to 25 feet away to cause 1-2 points of damage (the gk'lok-lok can fire a total of two needles per round; new needles are automatically created inside its tube-arms). It can also make slashing attacks with its razor-thin arms to cause 1d4 points of damage. The wiry body of a gk'lok-lok is exceptionally difficult to hit (thus the low Armor Class). Gk'lok-lok are immune to *sleep, charm, hold, suggestion,* and *hypnotism* spells. They are also immune to all types of fire-based and electrical attacks.

Habitat/Society: A gk'lok-lok tribe consists of 1,000-6,000 members. All of the tribesmen except two are dormant. One of the nondormant tribesmen is called the "stem" member. The stem member plants itself in the ground and transforms itself into an immense tree of green crystal with hundreds of branches. A shimmering aura of soft red flames surrounds the tree (contact with the flames causes 1d6 points of damage to non-gk'lok-lok; roll a successful saving throw vs. spell for half damage). All of the dormant members hang from the branches of the crystal tree, where they spend the rest of their lives asleep.

The second nondormant tribesman is called the "active" member. The active member is responsible for ensuring a steady supply of fresh experiences for the dreaming gk'lok-lok. Extraplanar travelers who meet untimely demises are good sources of new spirits. Because a single spirit can provide experiences for the slumbering tribe for a century a more (the gk'lok-lok enjoy reliving experiences over and over again), the active gk'lok-lok's job is not particularly demanding.

New spirits can only be recruited voluntarily. In general, spirits find association with a gk'lok-lok tribe to be a safe and pleasant way to spend a portion of their afterlives. The spirits are protected from all hostile forces and are free to mingle with the other spirits in the tree.

If the active tribesmen is killed, a dormant tribesman awakens to take his place. If the slumber of one or all of the dormant tribal members is disturbed, or if their crystal tree is threatened, all of the dormant members wake up and attack until the opponent withdraws or is killed.

All members of the same tribe have identical life spans, typically about 100,000 years. When they reach the end of their natural lives, all of the dormant tribesmen, along with the active tribesman, crumble to dust. The crystal tree splits open and blasts 1d4 spore balls into the air. The spore balls drift for about a century, at which time they release 1,000-6,000 spores; the spores from the ball comprise a new tribe. One of the spores grows into the stem member, another grows into the active member, and the rest become dormant members.

Ecology: Gk'lok-lok absorb all necessary nutrients from the atmosphere. They have no natural enemies.

	Moth	Tenebrous Worm
CLIMATE/TERRAIN:	Any, Demi-plane of Shadow	Forests
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night/Darkness	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	1	1
MOVEMENT:	2, Fl 18 (D)	10
HIT DICE:	5+1	10
THAC0:	15	11
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-3/1-3/1-8	2-16
SPECIAL ATTACKS:	Pheromone	Acid
SPECIAL DEFENSES:	Confusion	Poison Bristles
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (8')	M (6')
MORALE:	Average (8-10)	Elite (13)
XP VALUE:	1,400	5,000



The creature commonly called the gloomwing is the adult stage of the tenebrous worm (see below). These huge moths are native to the demi-plane of Shadow. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

Combat: A gloomwing's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be *confused*, as the 4th-level mage spell, for 5-8 (1d4+4) rounds. The markings also provide excellent camouflage, and the moth is 50% undetectable in darkness, twilight, or moonlight. Successfully camouflaged gloomwings cannot cause *confusion*.

When attacking in darkness or near darkness, a gloomwing receives a −2 bonus to its surprise roll. Gloomwings normally swoop to the attack. This gives them a + 2 attack bonus and allows them to seize and carry away victims less than 3 feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth's eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage. When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws.

During the second and each successive round of combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect. The weakness effect has a 25-foot radius and exposed creatures must successfully save vs. poison or lose 1 point of Strength each round they remain in the area of effect. Creatures who are successful with their initial save need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Lost Strength points are recovered at the rate of 1 per turn, beginning 1d4 hours after exposure stops. Creatures reduced to 0 Strength lose consciousness until they regain at least 1 point of Strength.

There is a 20% chance each round that an additional 1d4 gloomwings will arrive at the end of any round when one or more gloomwings are emitting this strong scent. If they do arrive, they will join in combating any opponents.

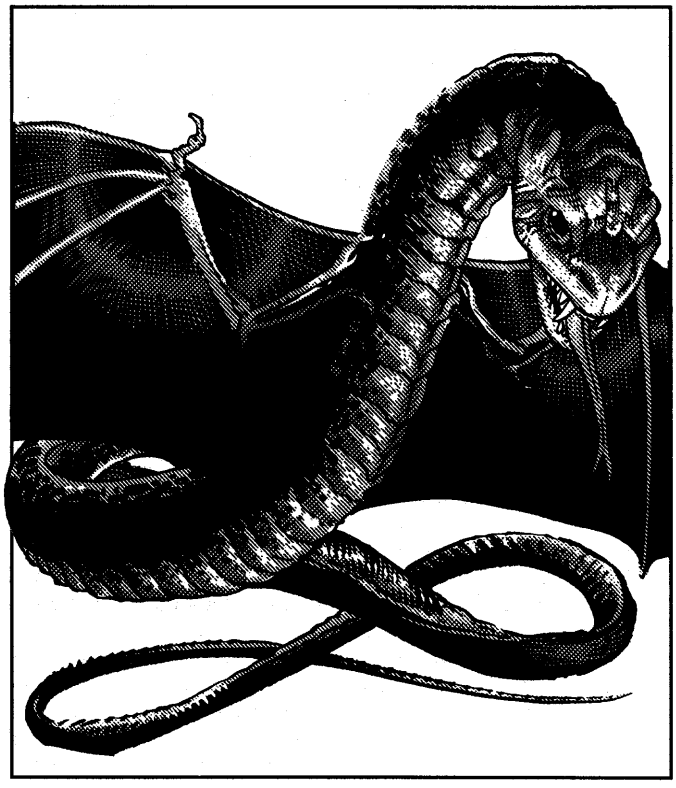
Habitat/Society: Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups, but only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two gloomwings of the same sex meet they flee unless there is combat pheromone in the air.

Ecology: Gloomwing moths live only 4-9 (1d6+3) weeks. During this time they search for mates and eat voraciously. Egg-laden females (1/2 chance) use corpses of small sized or larger creatures as incubators for their eggs. The eggs hatch in 12 days, sprouting 1d6+4 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a *cure disease* spell first. Unless killed, the young worms completely devour the body when they emerge.

Tenebrous Worm

These natives of the demi-plane of Shadow resemble giant caterpillars. In combat, they strike with powerful mandibles and anyone bitten by the worm must roll a successful saving throw vs. poison, with a −3 penalty, or suffer double damage from the toxic bite. The head and upper body are covered with poisonous bristles that inflict 1d4 points of damage to anyone whose bare skin comes into contact with them. A successful saving throw vs. poison is required to avoid paralysis for 1d4 rounds after contact. At the end of that time, the victim dies unless a *neutralize poison* or *slow poison* spell is administered. The chance of attackers being hit by the spines is equal to 10% times their base Armor Class (before shield and Dexterity modifiers). Attacking the worm's head reduces the chance of contact by 20% (but only one character can attack the head at a time). The mandibles of this worm are attractive and worth from 1,000 to 3,000 gold pieces per set.

	Flying Serpent	Moth
CLIMATE/TERRAIN:	Any	Any, Demi Plane Of Shadow
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or flock	Solitary
ACTIVE TIME:	Any	Night /darkness
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	Animal (1)
TREASURE:	Any (usually A)	Nil
ALIGNMENT:	Neutral evil	Neutral
NO. APPEARING:	1-4	1
ARMOR CLASS:	6	1
MOVEMENT:	4 Fl 21 (MC B)	2 Fl 18 (MC D)
HIT DICE:	3+3	5+1
THAC0:	17	15
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	2-5	1-3/1-3/1-8
SPECIAL ATTACKS:	Venom	Pheromone
SPECIAL DEFENSES:	Darkness	Confusion
MAGIC RESISTANCE:	40%	Standard
SIZE:	L (9' wingspan)	M (8' wingspan)
MORALE:	Steady (11-12)	Average (8-10)
XP VALUE:	975	1,400



The name "gloomwing" describes two entirely different monsters with similar habits but radically different appearances and natures. One type of gloomwing is a fey creature which makes its home on the Prime Material Plane. These monsters resemble huge serpents with large, bat-like wings. They have smooth, scaly bodies and lightly-furred wings. Their overall color is a lusterless black, with a dusty cinnamon brown on the nose, tail, and wingtips. Some specimens are brown all over. All of these winged serpents have glittering amber eyes which glow a baneful red when the creature is enraged or feeding.

Combat: Gloomwings can generate *darkness,* 15 radius (as the 2nd-level wizard spell) at will as a 4th-level spell caster. They have excellent sight and superior infravision, 180-foot range. Their other senses are extremely keen and allow them to locate and attack opponents even in magical darkness. Gloomwings are wise enough to avoid powerful creatures and large parties of adventurers. However, they are quick to attack when they think they have the advantage. They prefer to swoop to attack from behind, hiding in their own *darkness.* Gloomwings also use *darkness* to travel or hunt without detection on moonless nights, and to foil missile fire.

A gloomwing's venomous bite is its most feared weapon. The bite causes a -1 penalty on each save vs. poison. If the save is not successful, one of the following effects occurs (roll d%):

01-40: Victim flees in fear (as 4th-level wizard spell) for four rounds.

41-75: Victim of less than 8 + 1 Hit Dice (or 8 levels) falls into a catatonic slumber and cannot be awakened for 2d4 turns. Creatures of 8 +2 Hit Dice (or 9 levels) or more are unaffected. Such victims are treated as if they have made their saving throws (see below).

76-85: Victim is stunned for 1d6 rounds. While stunned, victim cannot use Dexterity bonuses to Armor Class, attack, cast spells, communicate, or perform any actions except normal movement or dropping items held in the hands.

87-95: Victim is *confused* (as the 4th-level wizard spell) for six rounds.

96-97: Victim is *feebleminded* (as the 5th-level wizard spell). Victims who are not spell casters are treated as if they have made their saving throws.

98-00: Victim suffers double damage (4-10) from the bite and suffers wracking pains and convulsions which render him helpless for one round.

An opponent can suffer from only one of these effects during a single encounter with one or more gloomwings. Unaffected opponents must successfully save vs. poison each time they are bitten, but once a save fails and the victim suffers from a listed affect, all subsequent bites during the encounter inflict only half damage. Gloomwings engage in long melees with opponents who have survived the venom's affects often retreat, only to return 1d3 hours later to launch a "new" assault. Gloomwings are immune to gloomwing venom.

Habitat/Society: Gloomwings are thought to serve dark powers (evil priests, dragons, etc.) as messengers, steeds, and spies. A gloomwing can carry 175 pounds and still fly at full speed. They can maintain a flight speed of 14 (MC C) with loads between 175 and 255 pounds, and are grounded if forced to carry loads greater than 255 pounds. Gloomwings prefer to make their lairs in caves set high into the faces of inaccessible cliffs or in ancient ruins. They horde treasure to use as bribes or to purchase services from lesser creatures. These hordes are always well hidden and frequently trapped to prevent theft. Gloomwings can speak the Common tongue and Orc, though with a rasping, hissing voice. They speak the tongue of evil dragons quite well.

Ecology: A gloomwing eats any creature it can overcome, and eats carrion if necessary. They always seek alliances with any evil creatures living nearby. They seek to become the masters if their neighbors are weaker, or well-paid servants if the neighbors are stronger. In either case, gloomwings are not known for

fidelity or loyalty.

Gloomwing Moth: The other monster commonly called "gloomwing" is the adult stage of the tenebrous worm (see *Monstrous Compendium Volume II).* These huge moths are native to the demi-plane of Shadow. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. The have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

A gloomwing's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be *confused,* as the 4th-level wizard spell, for 1d4 +4 rounds. The markings also provide excellent camouflage, and the moth is 50% undetectable in darkness, twilight, or moonlight. Successfully camouflaged gloomwings cannot cause *confusion.* When attacking in darkness or near darkness, a gloomwing receives a -2 bonus to its surprise roll. Gloomwings normally swoop to the attack. This gives them a + 2 attack bonus and allows them to seize and carry away victims less than three feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth's eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage.

When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws. During the second and each successive round of such combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect. There is a 20% chance each round that 1d4 additional gloomwings arrive at the end of any round when one or more gloomwings are emitting the scent. The weakness effect has a 25-foot radius and exposed creatures must successfully save vs. poison or lose one point of Strength each round they remain in the area of effect. Creatures who are successful with their initial saves need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Lost Strength points are recovered at the rate of one per turn, beginning 1d4 hours after exposure stops. Creatures reduced to zero Strength lose consciousness until they regain at least one point of Strength.

Habitat/Society: Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two gloomwings of the same sex meet they flee unless there is combat pheromone in the air.

Ecology: Gloomwing moths live only 4-9 (1d6 + 3) weeks. During this time they search for mates and eat voraciously. Egg-laden females (½ chance) use corpses of small size or larger as incubators for their eggs. The eggs hatch in 12 days, sprouting 4-10 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a *cure disease* spell. Unless killed, the young worms completely devour the body when they emerge.

Glouras

CLIMATE/TERRAIN:	Any Underdark
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY/CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15)
TREASURE:	R, U
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	16, Fly 3, Burrow 3
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS	1 (claws)
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Sing-song drone
SPECIAL DEFENSES:	Servants
MAGIC RESISTANCE:	20%
SIZE:	S (3' tall, 8' wingspan)
MORALE:	Average (10)
XP VALUE:	650

The glouras is a rare faerie creature of the underdark, a gray-skinned humanoid creature with huge, moth-like wings, long fingers, sharp claws, and a mass of dark hair. Sometimes called the "unicorn of the deeps" because of its elusive nature, it flies through the eternal darkness on shimmering wings that propel it slowly from place to place. Glouras giggle, sing, and titter more often than they speak, but they can speak drow, elvish, and the faerie tongue.

Combat: The glouras' wings create a constant droning song, described by some adventurers as more beautiful even than the songs of sirens. This song allows them to charm other creatures of the underdark, and charmed servants will follow them anywhere, even over a cliff or into roiling rivers. Any creature hearing the glouras' song must make a saving throw vs. spell or be likewise enslaved by the song, becoming a servant. New saving throws are permitted as per the charm person spell; once a creature is free, it cannot be recaptured by the glouras.

In battle, the glouras depends on its song and its charmed servants to survive. These creatures obey their faerie master, attacking heedless of their own lives.

The glouras often offers commentary on its followers, congratulating one on a particularly heavy blow, or berating another for not pressing the attack strongly enough. Glouras seem to have trouble deciding what is sentient and what is not; they address giant spiders and derro as equals in their coterie of followers, and they may even ask sentient followers to apologize to non-intelligent ones if the occasion merits it.

A glouras does more than just command its legions of giant bats, spiders, or sentient creatures into battle; it considers them its court of followers, issuing orders or prompting them to entertain it. This has led some creatures to call the glouras the "royal" or "courtly" faeries.

Habitat/Society: Glouras keep to themselves except on nights of the new moon, when they rise to the surface world among swarms of bats, seeking the members of the Unseelie Court



with whom they frolic until the first hint of dawn colors the east. They despise all creatures of daylight and attack them with strength born of rage.

Ecology: The glouras is worshiped as a messenger of Elistraee by those few drow who follow that goddess, and it is feared and hunted by the rest. Its shimmering wings are highly valued for use in decorations, and are worth as much as 400 gp to underdark traders.

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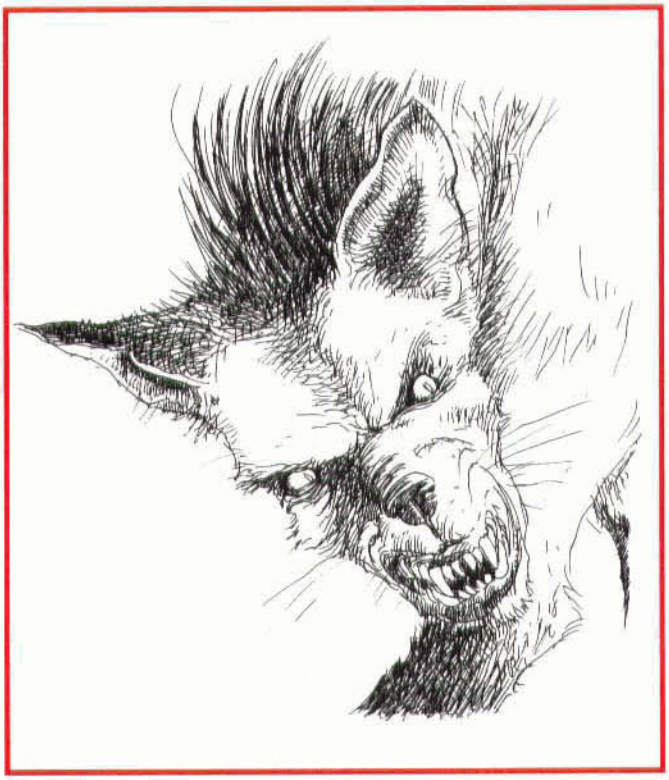
CLIMATE/TERRAIN:	Temperate/forest or rough
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	None
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' long)
MORALE:	Elite (13)
XP VALUE:	120
Leader	175



Created by a master sorcerer ages ago, these creatures most closely resemble dogs, but their wolfish snouts sport many more razor-sharp teeth than their canine cousins, and there is a bristly tuft of hair that grows between their shoulders. Coloration tends toward dark blacks, greys, and browns. Their eyes show evidence of the hatred and evil burning within their breasts, practically burning with the desire to kill and maim.

Combat: Gnashers live for the kill, and their tactics show it. When attacking, they circle their prey and then lunge in with snapping jaws, often trying for the throat. Their powerful jaws inflict 1d6 points of damage. Gnashers prefer to make jabbing attacks, circling and feigning, until they have sufficiently weakened their prey. Then they all lunge in at once, swarming and overbearing the prey from all directions until it goes down. Anyone taken down under a gnasher attack has little hope of survival. The prone victim's AC is effectively reduced by 4 and the gnashers inflict an additional +2 points of damage per attack.

The only hope someone has of escaping a gnasher pack is to climb something the gnashers cannot ascend. However, if there is no other way down, gnashers have been known to stand guard until the prey dies of dehydration or attempts an escape.

Habitat/Society: Gnashers hunt in packs, following a leader that has earned its place by brute force (+1 Hit Die). As the leader ages, the younger toughs of the pack wait for a chance to displace it. Once this has occured, the remainder of the potential leaders fight for dominance, rarely to the death.

Even though gnashers are vicious, they avoid populated areas when possible, attacking those who wander into the wilderness. They are usually only encountered in the wilds, although at times smaller farming communities have trouble with packs of gnashers that kill livestock and lone villagers.

The pack communicates on a rudimentary level, using a combination of barks, growls, and body language. Although gnashers frequently squabble among themselves—fighting over food, pack dominance, and mates—they do not rise against each other if there are foes present. They only kill gnashers of other packs, since these are viewed as competitors in the struggle for survival in the wilds.

Ecology: Gnashers survive solely on meat. They attack nearly anything in the area, from rabbits to adventurers to low-flying birds. An area controlled by these creatures will be devoid of other animal life. Anyone entering the territory of a pack of gnashers will notice an eerie silence in an area cleaned out by them. It takes nearly a year for any animals to return to an area where a gnasher pack has made its home, even after the gnashers leave it for more fruitful pastures.

Gnashers mate in the spring, the female bearing 1d4+1 cubs that stay with the mother for the first year and are then forced out on their own. For many years these creatures *were* mistaken for dogs, until it was realized that they do not flee pain, and indeed seem to revel in it.

Their natural enemy is the elven dog, or cooshee. The two species hate each other and will attack upon first hint of the other. Even the typical canine surrender will not suffice for these two; no quarter is ever given.

Gnasher, Winged

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CLIMATE/TERRAIN:	Forest/rough hills
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-12
ARMOR CLASS:	5
MOVEMENT:	12, Fl 6 (E)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10' long)
MORALE:	Elite (14)
XP VALUE:	270
Leader	650

These are slightly bigger cousins of normal gnashers, encountered only in areas with natural outcroppings of stone. They have batlike wings—thick membranes attached to their forelegs and running the length of their bodies—that enable them to leap into the air from these outcroppings and glide for distances of 50 feet for every 10 feet of height from which they leaped. However, their wings tend to tire easily, and they cannot maintain glides of over 200 feet. They can also leap into the air from the ground and glide for 20 feet, but they suffer a –2 attack penalty when attempting to bring down a target from such a jump.

Winged gnashers are equally at home on the ground. Though they have wings, the membranes stretch enough that the gnashers can run quickly along the ground. Though they do not have the speed normal gnashers have, they can usually catch prey that does not have a running start.

Combat: Like normal gnashers, winged gnashers live for the kill and use tactics much like their land-based brethren, circling around their prey until it is surrounded, and then closing in with surprising speed. In addition to their circling tactics, winged gnashers also "fly" at prey, folding their wings and dropping down from heights of up to 20 feet to achieve surprise. This is equivalent to a charge attack, giving the winged gnasher a +2 attack bonus. However, they suffer a –1 AC penalty.

Habitat/Society: Winged gnashers (also known simply as "wings") live in caves in the rough hills. They hardly ever sleep in the open, unless they are forced from their cave by something larger and fiercer than them. Their nests inside these caves are crude collections of straw and branches in which they sleep. There is usually very little treasure in a gnasher cave, since they have no use for it. They generally leave it on the carcasses of the creatures they kill.



Like their cousins, winged gnashers live in packs. Winged gnasher leaders have 1 extra Hit Die and are larger than the rest of the pack. Intrapack struggles are common, as the younger males wish to try their strength against that of their leader. Those who fail are driven from the pack to try and fend for themselves in the wild. Unfortunately for these exiles, most wilderness creatures take the opportunity to eliminate lone gnashers when they can.

Ecology: Winged gnashers generally feed off land-based creatures, since most flying creatures are far more mobile and aerially agile than they are. Only if they attack by surprise can winged gnashers bring down the majority of flying creatures, and only if that creature is flying less than 40 feet above the ground.

Gnashers have no regard for the balance of nature, and they tend to completely eliminate every sizeable creature in an area. These areas are notable for their lack of animal life, and gnashers do not stay long in a place they have cleaned out.

Winged gnashers find that most other aerial monsters are their natural enemies, especially griffons and hippogriffs. These creatures will put aside their differences in order to eliminate gnasher packs. Thus, winged gnashers try to find places to live that are far from the nests of such creatures, for unless the other monster makes a foolish mistake, the gnashers are no match for them.

	Gnoll	Flind
CLIMATE/TERRAIN:	Any tropical to temperate non-desert	Any tropical to temperate non-desert
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	D,Qx5,S (L,M)	A
ALIGNMENT:	Chaotic evil	Lawful evil
NO. APPEARING:	2-12 (2d6)	1-4
ARMOR CLASS:	5 (10)	5 (10)
MOVEMENT:	9	12
HIT DICE:	2	2+3
THAC0:	19	17
NO. OF ATTACKS:	1	1 or 2
DAMAGE/ATTACK:	2-8 (2d4) (weapon)	1-6 or 1-4 (weapons)
SPECIAL ATTACKS:	Nil	Disarm
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7½' tall)	M (6½' tall)
MORALE:	Steady (11)	Steady (11-12)
XP VALUE:	35	120
Leaders & guards	65	
Leader	120	
Chieftain	120	



Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.

Gnolls have their own language and many also speak the tongues of flinds, trolls, orcs, or hobgoblins.

Combat: Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of flinds or a strong leader, they can be made to hold rank and fight as a unit. While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position. Gnolls favor swords (15%), pole arms (35%) and battle axes (20%) in combat, but also use bows (15%), morningstars (15%).

Habitat/Society: Gnolls are most often encountered underground or inside abandoned ruins. When above ground they operate primarily at night. Gnoll society is ruled by the strongest, using fear and intimidation. When found underground, they will have (30% chance) 1-3 trolls as guards and servants. Above ground they keep pets (65% of the time) such as 4-16 hyenas (80%) or 2-12 hyaenodons (20%) which can act as guards.

A gnoll lair will contain between 20 and 200 adult males. For every 20 gnolls, there will be a 3 Hit Die leader. If 100 or more are encountered there will also be a chieftain who has 4 Hit Dice, an Armor Class of 3, and who receives a +3 on his damage rolls due to his great strength. Further, each chieftain will be protected by 2-12 (2d6) elite warrior guards of 3 Hit Dice (AC 4, +2 damage).

In a lair, there will be females equal to half the number of males. Females are equal to males in combat, though not usually as well armed or armored. There will also be twice as many young as there are adults in the lair, but they do not fight. Gnolls always have at least 1 slave for every 10 adults in the lair, and may have many more.

Gnolls will work together with orcs, hobgoblins, bugbears, ogres, and trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the gnolls will kill and eat their partners (hunger comes before friendship or fear) or be killed and eaten by them. They dislike goblins, kobolds, giants, humans, demi-humans and any type of manual labor.

Ecology: Gnolls eat anything warm blooded, favoring intelligent creatures over animals because they scream better. They will completely hunt out an area before moving on. It may take several years for the game to return. When allowed to die of old age, the typical gnoll lives to be about 35 years old.

Flind

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.

Flinds use clubs (75%) which inflict 1-6 points of damage and flindbars (25%) which do 1-4 points of damage. A flindbar is a pair of chain-linked iron bars which are spun at great speed. A flind with a flindbar can strike twice per round. Each successful hit requires the victim to save vs. wands or have his weapon entangled in the chain and torn from his grasp by the flindbar. Due to their great strength, flinds get a +1 on their attack rolls.

Flinds are regarded with reverence and awe by gnolls. Flind leaders are 3+3 Hit Dice, at least 13 intelligence and 18 charisma to gnolls (15 to flinds), and always use flindbars.

	Gnome (Rock)	Svirfneblin	Tinker	Forest
CLIMATE/TERRAIN:	Hills	Subterranean	Mountains	Forest
FREQUENCY:	Rare	Very rare	Rare	Very rare
ORGANIZATION:	Clans	Colony	Colon y/Guild	Clans
ACTIVITY CYCLE:	Any	Any	Any	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Varies (7-19)	Varies (3-17)	Varies (8-18)	Varies (3-17)
TREASURE:	Mx3 C, Qx20 lair	Kx2, Qx3 D, Qx5 lair	Mx30 C, Qx20 lair	J, K, Qx2 C lair
ALIGNMENT:	Neutral good	Neutral (good)	Neutral or Lawful good	Neutral good
NO. APPEARING:	4-12 (4d3)	5-8 (1d4 + 4)	1-12 (1d12)	1-4 (1d4)
ARMOR CLASS:	6 or better	2 or better	10 or 5	10
MOVEMENT:	6	9	6	12
HIT DICE:	1 (base)	3 + 6 (base)	1 (base)	2 (base)
THAC0:	19	17	19	18
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Stun darts	Nil	Traps
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Special	20% (and up)	Special	Special
SIZE:	S (3½')	S (3' to 3½')	S (3½')	S (2' to 2½')
MORALE:	Steady (12)	Elite (13)	Average (8)	Elite (14)
XP VALUE:	65 (base)	420 (base)	65 (base)	120 (base)

Small cousins of the dwarves, gnomes are friendly but reticent, quick to help their friends but rarely seen by other races unless they want to be. They tend to dwell underground in hilly, wooded regions where they can pursue their interests in peace. Gnomes can be fighters or priests, but most prefer to become thieves or illusionists instead. Multi-class characters are more common among the gnomes than any other demihuman race.

Gnomes strongly resemble small, thin, nimble dwarves, with the exception of two notable facial features: gnomes prefer to keep their beards short and stylishly-trimmed, and they take pride in their enormous noses (often fully twice the size of any dwarf or human's). Skin, hair, and eye color vary somewhat by subrace: the most common type of gnome, the Rock Gnome, has skin ranging from a dark tan to a woody brown (sometimes with a hint of gray), pale hair, and eyes any shade of blue. Gnomish clothing tends toward leather and earth tones, brightened by a bit of intricately wrought jewelry or stitching. Rock gnomes have an average life span of around 450 years, although some live to be 600 years or more.

Gnomes speak their own language, and each subrace has its own distinctive dialect. Many gnomes learn the tongues of humans, kobolds, goblins, halflings, and dwarves in order to communicate with their neighbors, and some Rock Gnomes are able to communicate with burrowing mammals via a basic language of grunts, snorts, and signs.

Gnomes posses infravision to 60 feet, and the ability to detect sloping passages (1-5 on 1d6), unsafe stonework (1-7 on 1d10), and approximate depth (1-4 on 1d6) and direction (1-3 on 1d6) underground. They are highly resistant to magic, gaining a +1 bonus to their saving throws for each 3.5 points of Constitution (a typical gnome will have a bonus of +3 to +4). Unfortunately, this also means that there is a 20% chance that any magical item a gnome attempts to use will malfunction (armor, weapons, and illusionary items exempted).

Combat: Gnomes prefer the use of strategy over brute force in combat and will often use illusions in imaginative ways to "even the odds." Their great hatred of kobolds and goblins, their traditional enemies, gives them a +1 on their attack rolls when fighting these beings. They are adept at dodging the attacks of large opponents, forcing all giant class creatures (gnolls, bugbears, ogres, trolls, giants, etc.) to subtract 4 from their attack rolls when fighting gnomes.

Gnomes can use any weapon that matches their size and often carry a second (or even a third) weapon as a back-up. Short swords, hammers, and spears are favorite melee weapons, with short bows, crossbows, slings, and darts coming into play when distance weapons are called for; virtually every gnome will also carry a sharp knife somewhere on his or her person as a final line of defense.

A typical rock gnome will wear studded leather armor and use a small shield (AC 6). Their leaders will have chain mail (AC 4), and any gnome above 5th level has plate mail (AC 2). There is a 10% chance for each level above 5th that the gnome's armor and/or weapon is magical (roll separately for each). Spell casters have a 10% chance per level of having 1-3 magical items usable by their character class.

Habitat/Society: Gnomes live in underground burrows in remote hilly, wooded regions. They are clannish, with friendly rivalries occurring between neighboring clans. They spend their lives mining, crafting fine jewelry, and enjoying the fruits of their labors. Gnomes work hard, and they play hard. They observe many festivals and holidays, which usually involve games, nose measuring contests, and swapping of grand tales. Their society is well organized, with many levels of responsibility, culminating in a single chief who is advised by clerics in matters directly relating to their calling.

A gnomish lair is home to some 40-400 (4d10 × 10) gnomes, one-quarter of them children. For every 40 adults there is a fighter of 2nd to 4th level. If 160 or more are encountered there is also a 5th-level chief and a 3rd-level lieutenant. If 200 or more are met, there is a cleric or illusionist of 4th to 6th level. If 320 or more are present, add a 6th-level fighter, two 5th-level fighters, a 7th-level cleric, four 3rd-level clerics, a 5th-level illusionist, and two 2nd-level illusionists. Gnomes often befriend burrowing mammals, so 5d6 badgers (70%), 3d4 giant badgers (20%), or 2d4 wolverines (10%) will be present as well. These animals are neither pets nor servants, but allies who will help guard the clan.

Ecology: Gnomes are very much a magical part of nature, existing in harmony with the land they inhabit. They choose to live underground but remain near the surface in order to enjoy its beauty.

Svirfneblin (Deep Gnome)

Far beneath the surface of the earth dwell the Svirfneblin, or Deep Gnomes. Small parties of these demihumans roam the Underdark's mazes of small passageways searching for gemstones. They are said to dwell in great cities consisting of a closely connected series of tunnels, buildings, and caverns in which up to a thousand of these diminutive creatures live. They keep the location of these hidden cities secret in order to protect them from their deadly foes, the kuo-toa, Drow, and mind flayers.

Svirfneblin are slightly smaller than rock gnomes, but their thin, wiry, gnarled frames are just as strong. Their skin is rock-colored, usually medium brown to brownish gray, and their eyes are gray. Male svirfneblin are completely bald; female deep gnomes have stringy gray hair. The average svirfneblin life span is 250 years.

Svirfneblin mining teams and patrols work together so smoothly that to outside observers they appear to communicate with each other by some form of racial empathy. They speak their own dialect of gnomish that other gnomish subraces are 60% likely to understand. Most deep gnomes are also able to converse in Underworld Common and speak and understand a fair amount of kuo-toan and drow. These small folk can also converse with any creature from the elemental plane of Earth via a curious "language" consisting solely of vibrations (each pitch conveys a different message), although only on a very basic level.

All svirfneblin have the innate ability to cast *blindness*, *blur*, and *change self* once per day. Deep gnomes also radiate *nondetection* identical to the spell of the same name. Deep gnomes have 120-foot infravision, as well as all the detection abilities of rock gnomes.

Combat: Despite their metal armor and arms, these quick, small folk are able to move very quietly. Deep gnomes are able to "freeze" in place for long periods without any hint of movement, making them 60% unlikely to be seen by any observer, even those with infravision. They are surprised only on a roll of 1 on 1d10 due to their keen hearing and smelling abilities and surprise opponents 90% of the time.

The deep gnomes wear leather jacks sewn with rings or scales of mithral steel alloy over fine chainmail shirts, giving a typical svirfneblin warrior an Armor Class of 2. They do not usually carry shields, since these would hinder movement through the narrow corridors they favor. For every level above 3rd, a Deep Gnome's Armor Class improves by one point—a 4th-level deep gnome has AC 1, a 5th-level deep gnome, AC 0; to a maximum of AC 6.

All deep gnomes are 20% magic resistant, gaining an extra +5% magic resistance for each level they attain above 3rd. They are immune to illusions, phantasms, and hallucinations. Because of their high wisdom, speed, and agility, they make all saving throws at +3, except against poison, when their bonus is +2.

Deep Gnomes are typically armed with a pick and a dagger which, while nonmagical, gain a +1 bonus to attacks and damage due to their finely-honed edges. Svirfneblin also carry 1d4+6 special *stun darts*, throwing them to a range of 40 feet, with a +2 bonus to hit. Each dart releases a small puff of gas when it strikes; any creature inhaling the gas must save vs. poison or be *stunned* for 1 round and *slowed* for the next four rounds. Elite warriors (3rd level and above) often carry hollow darts with acid inside



(+2d4 to damage) and crystal caltrops which, when stepped on, release a powerful *sleep* gas.

Habitat/Society: Svirfneblin society is strictly divided between the sexes: females are in charge of food production and running the city, while males patrol its borders and mine for precious stones. A svirfneblin city will have both a king and a queen, each of whom is independent and has his or her own sphere of responsibility. Since only males ever leave the city, the vast majority of encounters will be with deep gnome mining parties seeking for new lodes. For every four svirfneblin encountered, there will be an overseer with 4+7 Hit Dice. Groups of more than 20 will be led by a burrow warden (6+9 Hit Dice) with two 5th-level assistants (5+8 Hit Dice).

It is 25% probable that a 6th-level deep gnome will have illusionist abilities of 5th, 6th, or 7th level. Deep Gnomes who are not illusionists gain the ability at 6th level to summon an earth elemental (50% chance of success) once per day. Deep gnome clerics have no ability to turn undead.

Ecology: Stealth, cleverness, and tenacity enable the svirfneblin to survive in the extremely hostile environment of the Underdark. They love gems, especially rubies, and will take great risks in order to gain them. Their affinity for stone is such that creatures from the elemental plane of Earth are 90% unlikely to harm a deep gnome, though they might demand a hefty tithe in gems or precious metals for allowing the gnome to escape.

Tinker Gnome (Minoi)

Cheerful, industrious, and inept, tinker gnomes originated on Krynn, but they have spread to many other worlds via spelljamming ships. Physically similar to rock gnomes, even to the extent of sharing the same infravision range, magic resistance, combat bonuses, and detection abilities, their history and culture are so radically different as to qualify them for consideration as a separate subrace.

Graceful and quick in their movements, tinker gnomes' hands are deft and sure. Tinkers have rich brown skin, white hair, and china-blue or violet eyes. Males favor oddly-styled beards and moustaches, and both sexes have rounded ears and typically large gnomish noses. Tinkers who avoid getting blown up in an experiment live for 250-300 years.

Tinker gnomes speak very rapidly, running their words together in sentences that never seem to end. They are capable of talking and listening at the same time: when two tinkers meet, they babble away, answering questions asked by the other as part of the same continuous sentence.

Combat: Tinker gnomes rarely carry weapons, although some of their ever present tools can be pressed into service at need. However, they delight in invention and are always devising strange weapons of dubious utility, from the three barrel water blaster to the multiple spear flinger. Tinkers can wear any type of armor but typically outfit themselves in a variety of mismatched pieces for an effective AC of 5.

Habitat/Society: Tinker gnomes establish colonies consisting of immense tunnel complexes in secluded mountain ranges. The largest gnome settlement on Krynn, beneath Mount Nevermind, is home to some 59,000 tinkers. Other tinker gnome colonies exist, both on Krynn and elsewhere, but their populations seldom exceed 200-400.

All tinkers have a Life Quest: to attain perfect understanding of a single device. Few ever actually attain this goal, but their individual Life Quests do keep the ever hopeful tinkers busy. Males and females are equal in tinker society, and each pursue Life Quests with similar devotion. Each tinker gnome belongs to a guild. The guild occupies the same place in a tinker's life that the clan occupies for other gnomes. Together the guildmasters make up a grand council that governs the community.

Though most tinker gnomes are content to stay home and tinker with their projects, some have Life Quests which require them to venture out into the world. Adventuring gnomes are generally unable to learn from past experience and repeat the same mistakes, yet they are often successful with quirky solutions to save the day for their companions.

Ecology: Despite their great friendliness, tinker gnomes are not well-liked by other races: their technological bent makes them quite alien to those accustomed to magic, and their poor understanding of social relations puts off many potential friends. Sages generally agree that the tinkers' indiscriminate trumpeting of technology has discouraged its development by other races who have encountered tinker gnomes.

Forest Gnome

Shy and elusive, the forest gnomes live deep in forests and shun contact with other races except in times of dire emergencies threatening their beloved woods. The smallest of all the gnomes, they average 2 to 2½ feet in height, with bark-colored, gray-green skin, dark hair, and blue, brown, or green eyes. A very long-lived people, they have an average life expectancy of 500 years.



In addition to their own gnomish dialect, most forest gnomes can speak gnome common (rock gnome), Elf, Treant, and a simple language that enables them to communicate on a very basic level with forest animals. All forest gnomes have the innate ability to *pass without trace, hide in woodlands* (90% chance of success), and the same saving throw bonus as their rock gnome cousins.

Combat: Forest gnomes prefer boobie traps and missile weapons to melee weapons when dealing with enemies. Due to size and quickness they receive a −4 bonus to Armor Class whenever they are fighting M- or L-sized opponents. Forest gnomes receive a +1 bonus to all attack and damage rolls when fighting orcs, lizardmen, troglodytes, or any creature which they have seen damage their forest.

Habitat/Society: Forest gnomes live in small villages of less than 100 gnomes, each family occupying a large, hollowed-out tree. Most of these villages are disguised so well that even an elf or a ranger could walk through one without realizing it.

Ecology: Forest gnomes are guardians of the woods and friends to the animals that live there. They will often help lost travellers but will strive to remain unseen while doing so.

Gnome, Ice

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CLIMATE/TERRAIN:	Cold Wastes
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low-average
TREASURE:	K (C)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1–6 (20-200)
ARMOR CLASS:	6 (9)
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+2 on saves vs. cold
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Average (8–10)
XP VALUE:	65

They were all four of extreme ugliness, he decided dispassionately. Only their wide white teeth, showing between their grinning lips which almost joined ear to swinish ear, had any claim to beauty. ...He was aware of thick dwarfish bodies clad in hairy black jerkins and breeks—and one in a black hairy shirt—but all with thick-nailed splay-feet bare.

—From "Stardock"

Combat: Ice gnomes are fierce warriors in large groups. They can carry any weapon appropriate to their size, and their tough skin provides a natural AC of 9. Ice gnomes wear (at best) leather armor. Roll on the following table to determine their weapons.

Club	1-35%
Shortsword	36-55%
Spear	56-75%
Sling	76-90%
Dagger	91-00%

Habitat/Society: Tribes of wild ice gnomes roam the Cold Waste in numbers large enough to exterminate entire human tribes. Fafhrd's own Snow Clan was



wiped out by ice gnomes. They travel nomadically, living in skin tents or improvised lean-to's. The tribes are ruled by hereditary chieftains, but these chieftains may be displaced through trial-by-combat.

For every 30 ice gnomes encountered, there is a 3 HD fighter. If 100 or more are encountered, there is also a 4 or 5 HD fighter. If there are 150 or more ice gnomes, they are led by a 6 or 7 HD fighter.

A tribe of ice gnomes contains females equal to the number of male warriors, and children equal to one quarter of the males. Ice gnome encampments may be guarded by tame snow serpents (1d4) or wolves (1d6).

Ice gnome tribes serve the invisibles of Stardock as servants, warriors, and slaves.

Ecology: Ice gnomes live for 40 years. Each female bears a single child after a gestation period of six months. Ice gnomes are omnivorous.

Gnome, Spriggan

CLIMATE/TERRAIN:	Any/Wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to exceptional (8-16)
TREASURE:	A
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-12
ARMOR CLASS:	3 or 5 (10)
MOVEMENT:	9 or 15
HIT DICE:	4 or 8+4
THAC0:	17 or 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 (weapon) +7 (Strength bonus)
SPECIAL ATTACKS:	Spells, thief abilities
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall) or L (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	Male: 3,000 Female: 2,000



These ugly, dour cousins of gnomes are able to become giant-sized at will.

In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy sideburns, but they never clean or comb them. This same policy of uncleanliness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.

Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

Combat: Spriggans are tricky and tough in battle. They have a wide variety of options for combat. Their major ability is to change from small to giant size at will. Weapons, armor and other inanimate objects on their person shrink and grow with them. This action takes the whole round, during which they can move up to 30 feet but not fight. When small, spriggans can use the following spell-like effects: *affect normal fires*, *shatter*, and *scare* (with a −2 penalty to the saving throw, due to their ugliness). They can perform any one of these instead of fighting, once in any round, as often as they want. When giant-sized, spriggans cannot perform magic, other than to shrink again. In this form they are as strong as hill giants (19).

In either size, they have 8th-level thief abilities like those of a gnome with an 18 Dexterity. This high Dexterity enables them to use a weapon twice each round. They can pick pockets (75%), open locks (78%), find or remove traps (70%), move silently (77%), hide in shadows (64%), hear noise (35%), climb walls (81%), and read languages (40%). Keep in mind that their size may affect these chances indirectly. For example, it is difficult for a 12-foot-tall giant to hide in a 6-foot-tall shadow. They can backstab only while in small form, and they inflict triple damage if successful.

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnome-sized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

Habitat/Society: Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male except that they have only 7+4 Hit Dice in giant form. The females mate with males from packs that wander nearby. The children are cast out upon reaching maturity, the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humans and demihumans, and they avoid such parties.

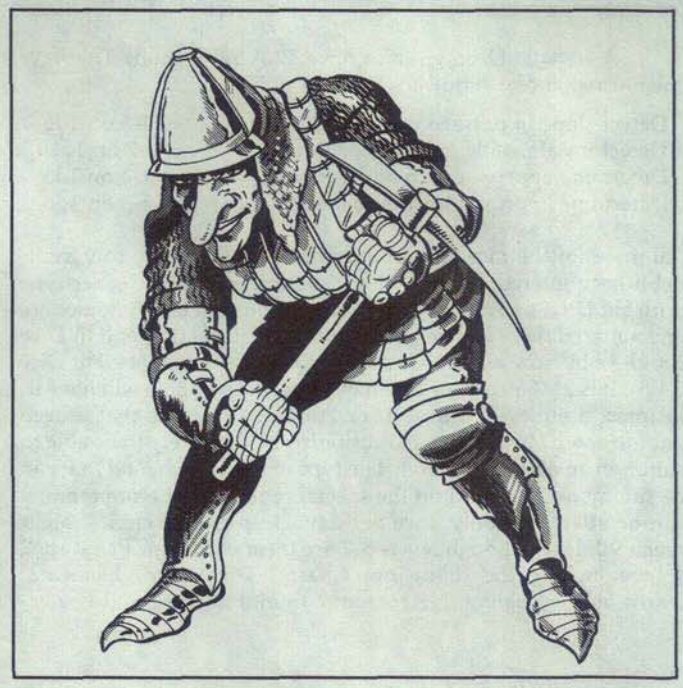
Ecology: The roving packs of males tend to be meat eaters, preferring to hunt or steal their food. As such they must keep moving and establish wide areas of control. The females tend to eat fruits and grains that can be easily gathered near their dens. They eat meat only when offered by a male as part of the mating ritual.

Spriggans are too mean and nasty to have any natural predators, although gnomes attack them on sight unless faced with overwhelming odds. It usually takes a well-armed party to root out a band of spriggans.

Gnome, Svirfneblin (Deep Gnome)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	K (x2) and Q (x3)
ALIGNMENT:	Neutral (good)

REACTION:	
NO. APPEARING:	3-30
ARMOR CLASS:	2 and better
MOVEMENT:	9
HIT DICE:	3+6
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Stun darts at +2
SPECIAL DEFENSES:	Save at +3, +2 vs. poison
MAGIC RESISTANCE:	20% (or more)
SIZE:	S (3')
MORALE:	Elite (13)
XP VALUE:	420



Far beneath the surface of the earth dwell the svirfnebli—the deep gnomes—a race related to the the gnomes of the bright world. Small parties of these demihumans roam here and there in underworld mazes of small passageways, always in search of gem minerals. Their realm is in a region unknown, but thought to consist of a closely-connected series of vast caverns in which thousands of these diminutive creatures labor for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

The svirfnebli are gnarled and muscular. Their skin color is usually medium brown to brownish gray. Deep gnomes have gray eyes and tend to be bald.

The svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They also have their own dialect of gnomish that a normal gnome is 60% likely to understand. Most deep gnomes are also able to converse in the underworld cant (the trade language) and speak and understand a fair amount of kuo-toan and drow (tongues of their hated and feared enemies who, along with the mind flayers, are the worst threat to any deep gnome gem-gathering expedition). All these small creatures can converse with speaking creatures from the Elemental Plane of Earth.

Combat: Despite their metal armor and arms, these small and fast moving creatures are able to move very quietly. They are 60% likely to be unseen by any observer, even a kuo-toan, as deep gnomes are able to "freeze" in place for long periods without any hint of movement. They are surprised only on a 1 due to their keen hearing and smelling abilities. They are likely to surprise opponents 90% of the time.

All the svirfnebli have the following magical powers of illusionist nature: *blindness*, *blur*, and *change self*. Each of these spell-like abilities can be used once each day by any deep gnome. All these creatures radiate *non-detection* identical to the spell of the same name.

The deep gnomes wear leather jacks sewn with rings or scales of mithral-steel alloy over fine chainmail shirts. They do not usually carry shields, as these devices would tend to hinder movement through the narrow corridors favored by the svirfnebli. For every level above 3rd, the typical svirfnebli's Armor Class improves by one point—i.e., a 4th level deep gnome has AC 1, a 5th level AC 0, and a 6th level AC −1.

All deep gnomes are 20% magic resistant, gaining and extra 5% magic resistance for each level they attain above 3rd. They are immune to illusions, phantasms, and hallucinations. Because of their high wisdom, speed, and agility, they make all saving throws at +3, except against poison, when their bonus is +2.

Deep gnomes are typically armed with a nonmagical +1 pick (as horseman's pick for purposes of damage, size, etc.) and a nonmagical +1 dagger. They fight with these as fighters of the same level.

Each individual also carries a pouch of special darts, 7-10 hand-hurled missiles of about nine inches length. Two darts can be thrown each round, with an attack bonus, due to dexterity, of +2. The range of the dart is 40' and the dart inflicts 1-3 points of damage. It is constructed to contain a small glass bead filled with a gas, which compacts and breaks on impact. Any creature struck on its front parts by one of these darts must save versus poison. If it fails, the puff of gas has reached the creature's system and the creature will be *stunned* the next round and *slowed* for the four rounds following that. Deep gnomes above 3rd level also carry 3-6 special darts containing an acid that eats a three-inch hole in armor protection in 1 round, or inflicts an additional 2-8 points of damage on non-protected targets (such as armor with holes, ring mail, chain mail, etc.).

When being pursued by enemies, svirfnebli will typically dash into a secret escape passage tunnelled to their size. Larger escape routes used by the deep gnomes will be filled with covered pit traps and rock deadfalls. A deep gnome leader is 75% likely to carry 3-12 small rock-like crystals (d10+2), and these will be strewn in the path of pursuing enemies if no handy escape route is nearby. These crystals are crushed if stepped on by any creature weighing more than 100 pounds, and each releases a cloud of poisonous gas about 10' in diameter and 15' high. Any creature passing through the cloud must save versus poison or lose consciousness for 1-12 turns. The gas cloud dissipates in 2 rounds.

Habitat/Society: Deep gnomes have 120' infravision. The have the normal gnomish powers:

Detect slope in passage	1-5 on 1d6
Detect unsafe walls, ceilings, or floors	1-7 on 1d10
Determine approx. depth underground	1-4 on 1d6
Determine approx. direction underground	1-3 on 1d6

All males of the race are doughty fighters. For every four svirfnebli encountered, there will will be an additional leader-type with Hit Dice 4+7. If more than twenty normal deep gnomes are encountered there will be an additional 6th level fighter (Hit Dice 6+9)—a burrow warden—with two 5th level assistants (Hit Dice 5+8). It is 25% probable that a 6th level deep gnome will have illusionist abilities of 5th, 6th, or 7th abilities. Note that a deep gnome of 6th level, if not an illusionist, is 50% likely to be able to summon an earth elemental. The type of earth elemental that can be summoned is found on the special table, and the summoning can be attempted only once per day. Deep gnome clerics might reach 9th level, though levels 5-7 are most common. Priest spell sphere include the following: Charm, Divination, Elemental (earth only), Healing, Necromantic (minor access), and Protection. The ability to summon creatures of the Elemental Plane of Earth once per day (as per the table) is a granted ability for deep gnome clerics at 7th level, and deep gnome clerics have no ability to turn undead.

Deep Gnome Elemental Summoning Table

Die roll	Elemental
1	24 Hit Dice earth elemental (or DM's special)
2-6	16 Hit Dice earth elemental
7-10	12 Hit Dice earth elemental
11-15	8 Hit Dice earth elemental
16-18	xorn
19-20	summoning fails

Ecology: Deep gnomes will usually aid any non-enemy for a fee, and they will certainly help in fighting drow, kuo-toans, or mind flayers, providing there is a reasonable chance of defeating these mortal enemies. They love gems and will take great risks in order to gain them. Creatures from the Elemental Plane of Earth are 90% unlikely to harm a deep gnome, though the gnome might have to pay a heavy bribe in precious metals or gems to escape.

Gnome, Tinker (Minoi)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (8–18)
TREASURE:	M (x 3); (C, Q (x 20))
ALIGNMENT:	Neutral or lawful good

NO. APPEARING:	40–400
ARMOR CLASS:	5 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6 (weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3′ tall)
MORALE:	Average (8)
XP VALUE:	Varies



Tinker gnomes re constantly designing, building, and testing de--vices for a variety of applications, but their innate incompetence is such that anything their technology can do, magic can usually do more quickly and efficiently.

Tinker gnomes average three feet tall and weigh 45–50 pounds. Females are as large as males. Though short and stocky, tinker gnomes move gracefully, and their hands are deft and sure. They have rich brown skin, curly or straight white hair, china-blue or violet eyes, and straight, cavity-free teeth. Males have soft, curly white beards and moustaches. Both sexes have rounded ears and large noses; they develop facial wrinkles after age 50.

The voice of a tinker gnome resembles that of a human, except the timbre is more nasal. Tinker gnomes speak intensely and rapidly, running their words together in unending sentences. They are capable of listening carefully and speaking at the same time. When two gnomes meet, they babble away, answering questions asked by the other as part of the same continuous sentence. Gnomes have learned to speak slowly and distinctly to other races. If frightened or depressed, a gnome may speak in much shorter sentences than usual.

Tinker gnomes are second only to gully dwarves and goblins as the worst dressers on Ansalon. They wear almost anything that is relatively clean. They especially enjoy scarves, shawls, and hard leather footwear. In their research areas, they wear easily cleaned smocks and coats.

Combat: Unless they are adventurers, gnomes rarely carry weapons, although some of their tools can be used as weapons. Strange weapons of dubious utility are always being invented. Some, like the three-barrel water blaster, are all but useless, while others, like the multiple spear flinger, show promise.

Hand-held and light crossbows, slings, short bows, darts, and melee weapons that can be hurled, such as hammers and hand axes, are the gnomes' preferred weapons. Squads of gnomes sometimes operate elaborate catapult-type devices to fire boulders, water bags, or garbage at their enemies. Gnomes wear all types of armor, but typically outfit themselves in a variety of mismatched pieces giving them an effective AC of 5.

Habitat/Society: Tinker gnomes establish colonies consisting of immense tunnel complexes in secluded mountain ranges. The largest gnome settlement in Ansalon is beneath Mount Nevermind. Other gnome colonies are scattered throughout Krynn in mountainous or rough, hilly regions, but their populations seldom exceed 200–400.

Mount Nevermind is a scene of nonstop activity and noise. Gnomes scurry from place to place while steam blasts, whistles shriek, gears grind, and lights flash. Hundreds of staircases, ramps, pulley elevators, and ladders cross from level to level. Catapults called gnomeflingers serve as rapid transport, as do steam-powered cars mounted on rails. Beneath the city is a complex network of tunnels and mines that spreads in all directions. This ancient tunnel system, also known as the Undercity, contams the lairs of dangerous monsters and pockets of hostile subterranean races. The gnomes use some of the tunnels as dump sites for hazardous wastes.

All tinker gnomes belong to a guild. There are perhaps 50 major guilds and a host of minor ones. Hydraulics, Chemistry, Architecture, Hydrodynamics, Kinetics, Mathematics, Weapons, Mechanical Engineering, and Education are among the more popular guilds. Only the Agricultural and Medical Guilds are concerned with life sciences. Scientific guilds without immediate application, such as Astronomy, are usually small and have little influence. Clerical gnomes originally belonged to the Priests Guild, which was the first and only guild to become extinct. Their functions were eventually absorbed by the Medical and Philosophers Guilds.

All gnomes have a Lifequest: to attain perfect understanding of a sing1e device. Since few have attained this goal, the tinker gnomes are perpetually unfulfilled.

The gnomes are governed by an elected Grand Council of clan leaders and guild masters The council members serve for life. Methods of election vary from guild to guild and from clan to clan. The government is so heavily laden with bureaucracy that few major decisions are actually rendered by the Grand Council. Most decisions are made by guilds and clans who have their own agendas, regardless of the wishes of the rest of the community. Everyone insists on strict adherence to regulations, but this process is so time-consuming that even gnomes lack the necessary patience.

A gnome has three different names. One is the gnome's true name, which is actually an extensive history of the gnome's entire family tree. Though gnomes can easily remember at least the first

few thousand letters of their true names, they use a shorter name for routine communication. This name is a simple listing of the highlights of the gnome's ancestry, requiring only half a minute or so to recite. Humans and other races who deal with gnomes have developed even shorter names for them, consisting of the first one or two syllables of their true names. Gnomes consider these abbreviated names undignified, but have learned to live with them.

Common to any gnomish colony are the sages who record endless volumes of information, guesses, facts, figures, speculations and philosophical doodles detailing their guild committees' various concerns. These records are seldom meaningful to anyone except the authors.

Reorx is the only deity recognized by the tinker gnomes. Though they have no formal religious services, the gnomes have a healthy respect for their god. Reorx is thought of as an unusually large gnome who epitomizes the gnomish love of creating and tinkering, as evidenced by such inventions as the sun and the moons.

Though most gnomes are content to stay home and tinker with their projects, there are some who can be as adventurous as members of any other race. Adventuring gnomes are generally unable to learn from previous experience and repeat the same mistakes, yet they are often successful in developing quirky solutions to save the day for their companions. Adventurer gnomes are general handymen and jacks-of-all-trades; anything and everything draws their attention, causing them to reach for their notebooks or tool belts.

But the vast majority of gnomes are devoted to creating new devices. Gnomish inventions are almost exclusively driven by basic mechanical devices, such as gears, windmills, waterwheels, pulleys, and screws, in unnecessarily complicated arrangements. Their sheer love of technology is their downfall, for they improve their inventions to death. Simple solutions are rejected in favor of redundant and ultimately unworkable complications. Needless to say, gnomish technology has had little impact on the cultures of Ansalon.

Ecology: In general, tinker gnomes are not well-liked by other races. Their technological bent makes them quite alien to those accustomed to magic, and their poor understanding of social relations puts off most potential friends. The Agricultural Guild looks after the gnomes' nutritional needs, maintaining fungi-growth farms and herds of cave-dwelling sheep. Research into the creation of artificial foods continues, but so far has produced nothing edible.

Mad Gnomes

Mad gnomes look like normal tinker gnomes and have similar abilities, but they have no talent for technology. They are almost always from lands far away from Ansalon. The few mad gnomes who have learned technological skills never do their work properly as far as normal gnomes are concerned--their devices work too well.

All off-world gnomes are considered to be mad gnomes. Krynn gnomes get a yearly dice roll to see if they become mad gnomes. If a 100 is rolled on 1d100, 1d100 is rolled again. If a 100 result occurs again, the gnome becomes a mad gnome. Mad gnomes from Krynn start out with the gnomish technological skills. Off-world mad gnomes have a 1% chance of learning gnomish technological skills during any six-month period spent with normal gnomes; the roll is not cumulative and can be checked only once every six months. Unlike normal tinker gnomes, mad gnomes with technological skills create devices that are elegant and efficient.

Mad gnomes who can use technology get a +3 bonus to any success roll involved in creating a device. Also, the device is automatically 1d6 sizes smaller than a regular gnomish device of this type.

Tinker Gnome Abilities

Tinker gnomes have all of the special abilities of gnomes listed in the 2nd Edition *Players Handbook.*

Their initial ability rolls are modified by a -1 penalty to Strength and a +2 bonus to Dexterity. The minimum and maximum ability scores for tinker gnomes are as follows:

Ability	Minimum	Maximum
Strength	6	18
Dexterity	8	18
Constitution	8	18
Intelligence	8	18
Wisdom	3	12
Charisma	3	18

Gnomes in Krynn can only be of the tinker class. Initially, they have one weapon proficiency and five nonweapon proficiencies. They gain one weapon and three nonweapon proficiencies for every two additional levels.

Gnome Advancement Table

Level	XP	HD (d4s)	Title
1	1,250	2	Aide 5th
2	2,500	3	Aide 4th
3	5,000	4	Aide 3rd
4	10,000	5	Aide 2nd
5	20,000	6	Aide 1st
6	40,000	7	Mate 2nd
7	60,000	8	Mate 1st
8	100,000	9	Tinker
9	140,000	10	Master Tinker
10	270,000	10+2	Craftsgnome
11	450,000	10+4	Craft Master
12	600,000	10+6	Head Tinker
13	800,000	10+8	
14	1,000,000	10+10	
15	1,500,000	10+12	Master Craftsgnome*
16	2,500,000	10+14	
17	4,000,000	10+16	
18	10,000,000	10+18	

* There can be only one Master Craftsgnome in any colony at a given time. If a colony already has a Master Craftsgnome, gnomes acquiring the experience points to become 15th level do not gain this title.

Goatman

CLIMATE/TERRAIN:	Mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M, N, O (Qx10, S, V)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6+4
ARMOR CLASS:	5 (7)
MOVEMENT:	18
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (or by weapon)
SPECIAL ATTACKS:	Surprise, backstab
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	175 (270 w/Legacy)
Scout	270 (420 w/Legacy)
Patriarch	650 (975 w/Legacy)
Shaman	975 (1,400 w/Legacy)



A cross between a man and mountain goat, this creature is native to the Black Mountains east of the City-States, but it is becoming more and more common in the Savage Baronies. Smarter than orcs but not as capable as humans, these humanoids still make natural thieves.

Goatmen look like tall, bipedal goats with human arms. They have cloven hooves and powerful lower legs, but their torsos are vaguely humanoid with slender arms jointed like those of humans. The head is that of a mountain goat, with horns growing in a tight curl on each side. Except for the arms, the entire body of a goatman is covered with short, wooly fur ranging in color from white to black. Their hair grows long and shaggy on the head and down the back, separated into braids with decorative beads and leather strips.

Goatmen have a language with so many different dialects that many of them have trouble communicating with each other. However, most of them know common, speaking with a naturally rough and hoarse voice.

The Red Curse: The Red Curse affects any goatmen who enter the Savage Coast. As they usually come in from the east, goatmen tend to have Legacies from Region 1. Because they require *cinnabryl* to fight off Affliction, goatmen have been known to be quite ruthless in their efforts to acquire this magical metal.

Combat: Goatmen move with both speed and stealth, allowing them to appear from an unexpected direction (-1 penalty to opponent's surprise roll). In a fight, goatmen rely more on Dexterity than Strength. If a goatman attacks from behind and gains surprise, it is allowed to make a backstab as per the thief special ability. This free attack is made before initiative is rolled. On a rear attack, a goatman gains a +4 bonus to its attack roll and ignores the defender's Armor Class Dexterity adjustment. Most goatmen inflict double damage with this strike, but scouts and goatman leaders inflict triple damage.

Goatmen favor smaller weapons such as daggers, crude short swords, clubs, and maces. A goatman can never wield a two-handed sword or any bow other than a light crossbow. However, goatmen can use firearms. Goatmen also have a natural +1 attack bonus when attacking with a dagger or knife. Very few of them possess qualms about using poison, but it is difficult for them to attain.

Ramming is a natural ability of the goatman, employed in combat only if the conditions are right. Their horns are not suited for goring though incredible strong, and the thick neck muscles of a goatman allow him to absorb incredible amounts of force with no negative effect. Ramming requires a running start and only causes 1d4 points of damage. However, the force of the blow forces the victim to make a Dexterity check with a -6 penalty (if the victim is surprised, no check is allowed). A failed check indicates that the victim is shoved forward 1d10 feet and automatically falls. This attack is most useful when a person is standing within a few feet from the edge of a cliff or very steep slope.

A small number of goatmen (5%) follow a different path from the rest, learning primitive clerical magic. These goatman shamans lose the backstab ability but still use the same weapons as a regular goatman. These shamans are treated as 5th-level priests. With a shaman present, goatman morale increases to Average (8-10).

Using their fast movement and stealth, goatmen usually make a coordinated effort to take advantage of their backstab ability. Sometimes, a small group appears ahead of the victims to make noise and draw attention away from the goatmen coming up from behind. If victory is not assured after the first few rounds of fighting, the goatman leader will call for a retreat. A second attack will proceed much like the first, but with a stronger diversionary force. The third attack will almost always be a normal battle, with no surprises. A goatman leader will not usually commit his people to a fight unless they possess overwhelming numbers.

Special Abilities: Powerful lower legs, sharp hooves, and incredible balance allow goatmen to traverse steep mountain terrain with no detriment to their Movement Rate. At times, they can leap five feet straight up. Goatmen move at half their normal Movement Rate when moving through swampy or marshy ground.

Habitat/Society: Goatmen are natives of the Black Mountains that lay to the east of the City-States. They live in small communities formed around a family patriarch or matriarch, numbering anywhere from 20 to 50 members per clan. The one patriarch (or matriarch) is considered a 5th-level thief, though 1 out of every 10 goatmen is likely to be of similar experience. Another 3 of every 10 are considered 3rd-level thieves (scouts), and 1 of every 20 is a clan shaman. These numbers hold fairly true whether encountering a goatman clan

or a traveling band.

Clans might lay claim to a particular mountain valley or summit, controlling the terrain for several miles in any direction, but they always remain ready to move should game get too scarce to feed them or a neighboring clan too powerful to deal with. The clans are fierce rivals, often fighting over borders. In hard times, one clan might try to raid another, but generally the weaker clan moves on to a better location before this happens.

Goatmen try to live near caves, which they use for emergency shelter or a common meeting place. They build simple stone dwellings for each mated couple and their immediate family, usually with a heavy thatch roof. Goatmen raise crops but do not tend them very well; they also hunt for wild game. Occasionally a clan will keep pigs and horses for food.

Evening meals are often a community event, with the patriarch deciding who should supply food and a clan shaman leading the festivities. Goatmen play a variety of simple instruments, and their music is very enthusiastic if not exactly beautiful. They love to sing and dance and will often build up a huge bonfire to supply light for their revelry, which can last well into the night.

In the face of deprivation, the clans sometimes put their differences aside to work together. This usually results in a large raiding force that comes down out of the Black Mountains to attack farms and villages of the eastern City-States, or perhaps the nation of Hule. Currently, under the leadership of Gr'anth Mountainwalker (9th-level thief, 5th-level shaman), several clans are waging a merciless guerrilla war to rid the hills northwest of Zvornik of all goblins.

At times, small bands of goatmen and even individuals enter the lands of the Savage Coast, seeking work, fortune, and mischief. Goatmen are rare in the Savage Baronies, and are very rare east of Renardy. Their reputation precedes them, so goatmen are not particularly welcome, except by those who are in need of such unscrupulous sorts. However, goatmen are not persecuted except in the Baron'a de Narvaez where they are thought to be "spawns of fiends." Goatmen also have a natural dislike for dogs, straining relations with the lupins of Renardy.

Legends: An ancient tale tells of a wealthy mountain city called Bielagul, which was once ruled by goatmen. When it fell, due to either outside invasion or the disfavor of the Immortals, the goatmen were scattered throughout the Black Mountains.

Over the years, adventurers have returned from the Black Mountains with tales of the ruins of a grand city they discovered. Organized searches have met with little success over the years, however.

The goatmen devoutly believe in the existence of this city, and several clans think that the city is near their territory. Gr'anth Mountainwalker, current warleader of the clans, claims to have visited the city and promises to return the goatmen to it one day. Many think that the City-State of Zvornik has promised to aid Gr'anth in this cause in return for clearing out the nearby goblins. Even if such a promise were made, it seems likely that Zvornik will abandon any ties to this barbarous race once the goblins are eradicated.

Ecology: In large numbers, goatmen strain any environment. They overhunt regions and their farming methods leach away the soil's nutrients. They fight against any race that appears weak and, often, among themselves. The only qualities that the goatmen have to offer other races are their roguish skills.

Often, goatmen are also hunted for their value to alchemists and wizards. The tongue of a goatman can be made into a *philter of glibness*, and a special assortment of muscles from the arms and legs can be enchanted and formed into *bracers of dexterity*. Other parts of these creatures are also reported to have special usesÑthe inner ear workings having to do with superior balance, and their horn with various armor spells.

Goblin

CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	C (K)
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-24 (4d6)
ARMOR CLASS:	6 (10)
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (4' tall)
MORALE:	Average (10)
XP VALUE:	15
Chief & sub-chiefs	35



These small, evil humanoids would be merely pests, if not for their great numbers.

Goblins have flat faces, broad noses, pointed ears, wide mouths and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed. They always walk upright, but their arms hang down almost to their knees. Their skin colors range from yellow through any shade of orange to a deep red. Usually a single tribe has members all of about the same color skin. Their eyes vary from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors.

Goblin speech is harsh, and pitched higher than that of humans. In addition to their own language, some goblins can speak in the kobold, orc, and hobgoblin tongues.

Combat: Goblins hate bright sunlight, and fight with a -1 on their attack rolls when in it. This unusual sensitivity to light, however, serves the goblins well underground, giving them infravision out to 60 feet. They can use any sort of weapon, preferring those that take little training, like spears and maces. They are known to carry short swords as a second weapon. They are usually armored in leather, although the leaders may have chain or even plate mail.

Goblin strategies and tactics are simple and crude. They are cowardly and will usually avoid a face-to-face fight. More often than not, they will attempt to arrange an ambush of their foes.

Habitat/Society: Humans would consider the caves and underground dwellings of goblins to be dank and dismal. Those few tribes that live above ground are found in ruins, and are only active at night or on very dark, cloudy days. They use no form of sanitation, and their lairs have a foul stench. Goblins seem to be somewhat resistant to the diseases that breed in such filth.

They live a communal life, sharing large common areas for eating and sleeping. Only leaders have separate living spaces. All their possessions are carried with them. Property of the tribe is kept with the chief and sub-chiefs. Most of their goods are stolen, although they do manufacture their own garments and leather goods. The concept of privacy is largely foreign to goblins.

A typical goblin tribe has 40-400 (4d10 x 10) adult male warriors. For every 40 goblins there will be a leader and his 4 assistants, each having 1 Hit Die (7 hit points). For every 200 goblins there will be a sub-chief and 2-8 (2d4) bodyguards, each of which has 1+1 Hit Dice (8 hit points), is Armor Class 5, and armed with a battle axe. The tribe has a single goblin chief and 2-8 (2d4) bodyguards each of 2 Hit Dice, Armor Class 4, and armed with two weapons.

There is a 25% chance that 10% of their force will be mounted upon huge worgs, and have another 10-40 (1d4x10) unmounted worgs with them. There is a 60% chance that the lair is guarded by 5-30 (5d6) such wolves, and a 20% chance of 2-12 (2d6) bugbears. Goblin shamans are rare, but have been known to reach 7th level. Their spheres include: Divination, Healing (reversed), Protection, and Sun (reversed).

In addition to the males, there will be adult females equal to 60% of their number and children equal to the total number of adults in the lair. Neither will fight in battles.

A goblin tribe has an exact pecking order; each member knows who is above him and who is below him. They fight amongst themselves constantly to move up this social ladder.

They often take slaves for both food and labor. The tribe will have slaves of several races numbering 10-40% of the size of the tribe. Slaves are always kept shackled, and are staked to a common chain when sleeping.

Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them whenever possible.

Ecology: Goblins live only 50 years or so. They do not need to eat much, but will kill just for the pleasure of it. They eat any creature from rats and snakes to humans. In lean times they will eat carrion. Goblins usually spoil their habitat, driving game from it and depleting the area of all resources. They are decent miners, able to note new or unusual construction in an underground area 25% of the time, and any habitat will soon be expanded by a maze-like network of tunnels.

Goblin, Cerilian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Clan or tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to High (8–14)
TREASURE:	K (C)
ALIGNMENT:	Lawful evil
NO. APPEARING:	4–24 (60–360 in settlement)
ARMOR CLASS:	Common: 7 (10) Elite: 5 (10) Huge: 3 (10)
MOVEMENT:	6
HIT DICE:	Common: 1–1 Elite: 1+1 Huge: 3+1
THAC0:	Common: 20 Elite: 19 Huge: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+1 huge)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Common: S (4' tall) Elite: M (6' tall) Huge: L (7' tall)
MORALE:	Average to Elite (10–14)
XP VALUE:	35, 65, or 120

Goblins are common in Cerilia, controlling numerous kingdoms in the more desolate and dangerous parts of the land. In this world, all races of goblin kind are considered one species, despite large variations in size, strength, and appearance:

- *Common goblins* are generally equal to the goblins described in the *Monstrous Manual* Tome; they make up about 50% of the goblin tribes;
- *Elite goblins* are roughly equal to hobgoblins, and account for about 30% of the population;
- *Huge goblins* are equivalent to bugbears, and make up about 20% of the tribes.

Regardless of size, all goblins are identified by their squat, bandy-legged builds, flat faces, pointed ears, and wide mouths filled with sharp teeth. Their skin color ranges from grayish-green to dull brown, and their eyes tend to glow with a reddish, evil light when they're agitated.

All goblins speak one language, although significant variations in dialect exist from clan to clan.

Combat: Cerilian goblins aren't hindered by sunlight, although they prefer overcast days. They have infravision to a range of 60 feet. Common goblins usually wear leather armor and carry shields, but will use heavier scale or chain mail when they can get it. Elite goblins and wolfriders wear scale mail, and huge goblins often wear banded or splint mail. All goblins favor spears, polearms, morning stars, axes, maces, and short swords. Most common goblins prefer to fight as skirmishers, slingers, or archers.

Habitat/Society: Goblins live in clan steadings with a dozen or more extended families (6d6 x10 individuals) sharing a small hill fort. Goblin society represses females, who are expected to take care of most domestic tasks; this includes supervising slaves and captives. Goblins trade slaves between clans often, and frequently mount raids in search of more captives.

Goblin leaders make up about 5% of the population and can be classed NPCs, as shown.

	Fighter	Priest	Magician	Thief
Common	1st–4th	1st–6th	1st–6th	1st–10th
Elite	1st–8th	1st–8th	1st–8th	1st–8th
Huge	3rd–10th	1st–4th	1st–3rd	—

These leaders will have abilities and magical items appropriate to their class and level. About 90% of classed goblins are fighters, priests, and thieves; magicians are extremely rare.

Goblins domesticate wolves, and most goblin steadings are guarded by 2d4 wolves per 50 goblins. About 25% of such wolves are dire wolves; common goblins can ride these creatures.

Ecology: Goblins rarely engage in farming, but they commonly tend livestock. Leather, dried beef, and mining products are their chief exports. Goblin states tend to be warlike and aggressive, raiding nearby lands, hiring out as mercenaries, or demanding heavy tolls from passing merchants.

The Five Peaks, Thurazor, Markazor, Urga-Zai, and Kal Kalathor are all held by goblins. Some of these states are recognized by their human or demihuman neighbors as true kingdoms. No one likes having goblins for neighbors, but in some cases, there are too many goblins for the humans to seriously consider clearing them out.



Goblin Rat

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, hill, and mountain
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVE TIME:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Shape change
MAGIC RESISTANCE:	10%
SIZE:	S (3'-4' tall)
MORALE:	Average (10)
XP VALUE:	270



The goblin rat is a repulsive, disease-ridden shapechanger and a cousin of the hengeyokai.

Unlike the hengeyokai, the goblin rat can assume only two forms: animal and humanoid. In its animal form, it looks like a giant rat, about 3 feet from nose to rump with a lean body and black or brown fur. Its hairless tail is nearly as long as its body. It has pointed ears, beady red or black eyes, and a mouth filled with sharp fangs. In its humanoid form, it appears as a ratman—a short human with a wiry body, thin moustache, greasy skin, and darting eyes.

Goblin rats do not have their own language, but they speak the trade language as well as any languages common to their immediate area. They can speak only in humanoid form.

Combat: Goblin rats almost always prefer flight to combat, even when their lairs are threatened. However, when cornered or hungry, goblin rats will fight ferociously.

In either form, the goblin rat retains all its hit points and abilities. Changing forms requires one full round, during which the creature can take no other actions. Armor and equipment do not change form along with the goblin rat. When changing from humanoid to animal form, all weapons and armor fall from its body to the ground.

While in animal form, a goblin rat cannot use weapons or armor. It attacks with its bite instead. Each successful hit inflicts 1-8 points of damage and has a 5% chance of transmitting a disease to the victim. Cholera, plague, and fevers are the diseases most commonly transmitted.

In its ratman (humanoid) form, a goblin rat cannot inflict damage with its bite. It can use weapons and armor, however. It favors spears, naginata, and two-handed swords. For armor, it prefers studded leather and ring mail (yeilding AC 6).

When 10 or more goblin rats are encountered, one of the creatures serves as king of the group. The king has 5 HD, AC 4, and—in rat form—bites to inflict 3-11 (1d8 +2) points of damage. In humanoid form, the king typically wields a two-handed sword.

The goblin rat is terrified of all cats and catlike creatures. When facing such felines, it must make a saving throw vs. paralyzation. Goblin rats who fail their saving throw flee in panic for one full turn; those who succeed are unaffected by the feline's presence. Feline creatures gain a + 1 bonus to all attack rolls when fighting goblin rats. (This bonus stems from the antipathy between the two creatures and the goblin rat's extreme fear.) Such is the extent of this fear that even lifelike paintings of cats can protect a household from goblin rats. (A painting is considered to be sufficiently lifelike if it is a painting of quality and has been created for the express purpose of keeping away goblin rats.)

Habitat/Society: Goblin rats live on the fringes of human settlements. They usually dwell in abandoned huts, deserted temples, or other buildings from which they have driven the former owners. A typical rat pack is an extended family of 1-10 adult males, an equal number of adult females (as dangerous as males), and a number of young equal to the total number of adults.

The largest male adult is the self-declared king. He maintains absolute authority over the pack. If the king is challenged by another male rat in the pack, they duel to the death in their animal forms, with the winner assuming the kingly duties.

Under the cover of night, goblin rat packs make raids into human villages to steal food and livestock. Occasionally, they also prey on lone travelers. Goblin rats hoard sizeable treasure, including coins, gems, and other shiny trinkets, which they usually bury in deep holes behind their lairs.

Ecology: Goblin rats eat whatever morsels they can scrounge. Hunting is not their forte, so they prefer easy, domisticated prey such as pigs, sheep, and horses. They also enjoy fruits and grains.

Goblin rats are symbols of cowardice and deviousness. Because of the diseases they carry, they are not considered desirable company by other creatures. Oni have been known to employ them as servants, however. The flesh of this creature is inedible. Some folk consider the whiskers to be an effective cure for baldness, and create a tonic by boiling the whiskers in water.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Servant
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil

No. Appearing:	3–24 (3d8)
Armor Class:	4
Movement:	12
Hit Dice:	4+4
THAC0:	15
No. of Attacks:	2 or 1
Damage/Attack:	1d6/1d6 or 2d6
Special Attacks:	Special
Special Defenses:	Nil
Magic Resistance:	10%
Size:	M (4'–6')
Morale:	Special/Fearless (20)
XP Value:	975



Goblyns are hideous creatures with slightly bloated heads, pointed ears, and glowing red eyes. Their long, mangy hair grows only on the back of their head and neck. A wide mouth full of needle-sharp teeth occupies nearly half a goblyn's face.

Powerful evil magical items and spells transform humans into these twisted beings. This transformation causes them to become very evil and totally submissive to their master's every whim.

Goblyns have a telepathic link with their master and, through him, with all of the other goblyns he controls.

Combat: Goblyns are very nimble creatures, causing a –2 adjustment to their opponent's surprise roll. Furthermore, when a goblyn is unexpectedly encountered, it flashes its teeth and leers at its opponent in a terribly frightening manner. A fear check is required the first time this sight is encountered. In any event, this action causes a –4 penalty to surprise. Those surprised will be so stricken with fear that they will be unable to move that round.

Goblyns seldom attack with weapons. Instead, they strike at their victim's throat with their clawed hands. Each successful claw attack inflicts 1d6 points of damage. If both claws hit, the goblyn is assumed to have gotten a solid hold on the target's neck. On each subsequent round, the victim will be bitten (usually in the face) for an additional 2 to 12 (2d6) points. In addition, the victim will have difficulty breathing and must make a successful saving throw versus spell or suffer an additional 1d4 points of suffocation damage. Both attacks are assumed to be automatic hits. The goblyns refer to this as "feasting," and it is so frightening to observe that all who see someone attacked in this manner must make a horror check.

In addition, for every 10 points of feasting damage done, the victim suffers a permanent –1 adjustment to Charisma due to facial scars and deformities.

Any attacks made by someone with a goblyn at his throat suffers a –3 penalty on all attack or damage rolls and saving throws. Others who are striking at a "feasting" goblyn gain a +2 on their attack and damage rolls while its attention is focused on its victim.

Goblyns are similar to undead creatures in that they never check morale.

All goblyns have the ability to move silently (80%), hide in shadows (70%), and climb walls (25%). They have infravision which functions at a range of 90 feet.

Habitat/Society: Goblyns are totally controlled by their master's desires. If they are told to attack another of their kind, they will do so without pity. They never instigate combat on their own, but eagerly leap to the attack if challenged or instructed to do so. Goblyns have no apparent desires other than to fulfill their master's every whim with an emotionless devotion.

Goblyns do not sleep, tire, or become bored. Furthermore, they can go for a considerable amount of time without food or drink.

Ecology: Goblyns are strict carnivores. They will eat only freshly killed meat, in addition to drinking the blood of their victims.

Goblyns are often sought after by certain wizards and priests, for they are useful as components in spells and magical items that control humans.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

Golems are magically created automatons of great power. The construction of one involves mighty magic and elemental forces.

Background: Golems predate any known literature about their creation. The wizard who discovered the process, if indeed there was only one, is unknown. Some of the rediscoverers have written their secrets in various arcane manuals, enchanted to aid the reader in construction. It is thought that the first golem created was a flesh golem, possibly an accident of some great wizard experimenting with reanimating human bodies. Flesh golems are easier to make than any other sort because they are made of organic material that once lived. Later, the process was generalized to suit certain earthen materials, which produce much stronger golems.

Theory: Golems are all made from elemental material. So far, the great wizards have only discovered how to use various earthen materials, such as clay, stone, iron, and even glass, to make golems. The exceptions, such as the flesh golem, use organic materials as components. The animating force of the golem is an elemental spirit from the elemental plane of Earth. Since the spirit is not a natural part of the body, it is not affected by most spells or even by most weapons (see individual descriptions). The process of creating the golem binds the unwilling spirit to the artificial body, and enslaves it to the will of the golem's creator. The nature of this spirit is unknown, and has so far eluded the grasp of all researchers. What is known is that it is hostile to all Prime Material plane life forms, especially toward the spell caster that bound it to the golem.

Carving or assembling the golem's physical body is an exacting task. Most spell casters end up hiring skilled labor to do it for them, such as a stone mason or dwarf for stone golems, etc. If the maker has no experience working in that material, the construction time is doubled. The standard spells for creating golems specify the size of the creature. Anything bigger or smaller will not work, although some have investigated spells for other sizes of golems, with limited success.

The costs listed include the base physical body and the unusual materials and spell components that are consumed or become a permanent part of the golem. The rituals used to animate the golem require as much as a full uninterrupted month to complete (included in the time below), though some variants such as the necrophidius and scarecrow reduce that time by employing shortcuts. In all cases the spells used can come from devices, such as wands or scrolls. If a magical tome is used to make the golem, no spells are needed, and the level of the spell caster can be significantly lower.

Golem Creation Table
(Note: W18 = 18th-level wizard, P17 = 17th level priest, etc.)

Type of Golem	Creator	Construction Time	GP Cost
Bone	W18	2 months	35,000
Caryatid	W16	4 months	100,000
Clay	P17	1 month	65,000
Doll	P15	2 months	20,000
Flesh	W14	2 months	50,000
Gargoyle	P16	4 months	100,000
Glass	P14/W14	6 months	125,000
Guardian	W14	1 month	20,000
Iron	W18	4 months	100,000
Juggernaut	W16	3 months	80,000
Necrophidius	P9/W14	10 days	8,000
Scarecrow	P9	21 days	100
Stone	W16	3 months	80,000

Combat: All golems share several traits in common. They are all immune to all forms of poison and cannot be affected by *hold, charm, fear,* or other mindbased spells, as they have no minds of their own. Certain spells can harm golems: these are mentioned below.

Most golems are fearless and need never check morale.

Flesh Golems
The pieces of the golem must be sewn together from the dead bodies of normal humans that have not decayed significantly. A minimum of 6 different bodies must be used, one for each limb, one for the torso (with head), and a different one for the brain. In some cases, more bodies may be necessary to form a complete golem. The spells needed are *wish, polymorph any object, geas, protection from normal missiles,* and *strength.*

Clay Golems
Only a lawful good priest can create a clay golem. The body is sculpted from a single block of clay weighing at least 1000 pounds, which takes about a month. The vestments, which cost 30,000 gp, are the only materials that are not consumed and can be reused, reducing the total cost after the first golem. The spells used are *resurrection, animate object, commune, prayer,* and *bless.*

Stone Golems
A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3000 pounds, which takes 2 months. The rituals to animate require another month. The materials and spell components alone cost 60,000 gold pieces and the spells used are *wish, polymorph any object, geas,* and *slow.*

Iron Golems
It takes 5000 pounds of iron,to build the body, which must be done by a skilled iron smith. The spells used in the ritual are *wish, polymorph any object, geas,* and *cloud kill.* Construction of the body requires an ornate sword which is incorporated into the monster. A magical sword can be used, in which case there is a 50% chance that it is drained of magic when the golem is animated. The golem can only use those abilities of the sword that are automatic. Any property that requires a command word and any sentient ability of the sword is lost. If the sword is ever removed from the golem, it loses all of its magic.

Variant Golems

The first golems were, undoubtedly, all traditional golems. Over the years, however, various wizards and priests examined the techniques employed by earlier designers and modified them. As they introduced changes, they documented the processes they used to create their new constructs. This process of study and modification is never-ending. Even today, the work of these mysterious scholars is being studied and revised in magical colleges around the world.

Theory: Like other golems, golem variants depend on the powerful forces of elemental magic to animate them. They have no lives of their own and are animated by a spirit from the elemental plane of Earth. In some cases this spirit is tricked, lured, or forced into animating the body while in other cases it comes willingly. In the former cases, the stone construct sometimes breaks free of the influence of its creator and becomes a free-willed entity. Because of the nature of its physical shell, constructs that break free often become berserk killers, destroying everything in their paths before being annihilated themselves.

Construction: The actual construction of any golem's physical body is a tiring and demanding task. Although the steps required to create a variant golem differ depending on the type, they do have some elements in common. The most important of these is the degree of detail that is put into the carving of the body. In the case of the caryatid column, for example, the construct must be lovingly crafted with great skill. In most cases, the wizard or priest creating a caryatid column hires a professional sculptor or stone mason to undertake this step of the animation process.

Less sophisticated golems, like the stone guardian and the primitive scarecrow, do not require the artistic perfection of the caryatid column. However, they are often covered with delicate mystical runes or glyphs that must be perfect if the creature is to be successfully animated.

Bone Golem
The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any type of skeletal undead will do, but all must have been created and slain in the Demiplane of Dread. Only 10% of the bones from any given skeleton can be used, so the final product is the compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giv-

ing the creature a nightmarish appearance. The spells woven over the body must include *animate dead, symbol of fear, binding,* and *wish.*

Caryatid column

The caryatid column can be created by a priest or wizard using a special version of the manual of golems. Whenever such a tome is discovered, there is a 20% chance that it describes a caryatid column.

Doll Golem

These creatures resemble a child's toy—often a baby doll or stuffed animal. Doll golems can serve as either the guardians of children or as murdering things too foul to contemplate.

The spells needed to complete the animation are *imbue with spell ability, Tasha's uncontrollable hideous laughter, (un)holy word, bless,* and *prayer.* The first known examples of this type of golem turned up on the Demiplane of Dread in the land of Sanguinia.

Gargoyle Golem

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem; the body must be carved from a single slab of granite (weighing 3,000 pounds) and prepared with expensive components. Only the vestments created for the process are reusable (saving 15,000 gp on the cost of additional gargoyle golems). The spells required to complete the process are *bless, exaction, (un)holy word, stone shape, conjure earth elemental,* and *prayer.*

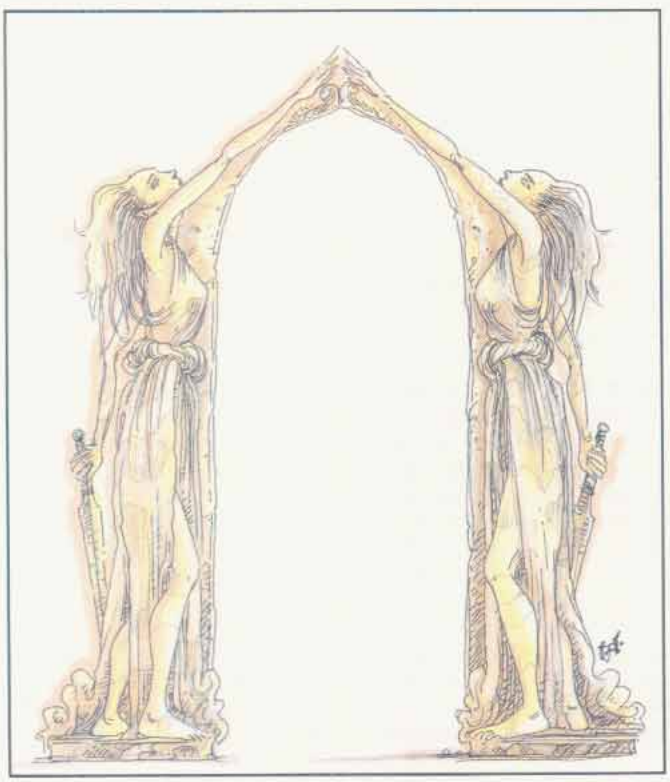
Glass Golem

The glass golem is composed entirely of stained glass. Perhaps the most artistic of all golems, its creation requires the following spells: *glassteel, animate object, prismatic spray, rainbow,* and *wish.* Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant.

The first appearance of glass golems is not recorded with certainty. It is believed that they were created by a spell-caster who fancied himself an artist (hence their eerie beauty), but no one knows.

Juggernaut

Juggernauts that can alter their form require an extra step in their creation, which normally resembles the process to make a stone golem. Prior to animating a juggernaut, the wizard must use the mimic blood as a material component in the final spells woven over the body. This addition gives this golem variant intelligence and an alignment.



Necrophidius

A necrophidius may be created in one of three ways. The first is a special form of *manual of golems* that provides secrets of its construction. The *Necrophidicon,* as it is called, must be burnt to ashes that provide the monster's animating force. The other two arcane and priestly processes are long and complex. A wizard must cast *limited wish, geas,* and *charm person* spells. A priest requires the spells *quest, neutralize poison, prayer, silence,* and *snake charm.* Whichever method is used, the monster requires a complete giant snake skeleton (either poisonous or constrictor), slain within 24 hours of the enchantment's commencement. Each necrophidius is built for a single specific purpose (which must be in the spellcaster's mind when he creates it), such as "Kill Ragnar the Bold." The necrophidius never seeks to twist the intent of its maker, but its enchantments fade when its task is done or cannot be completed; for example, when it kills Ragnar.

The maker must want the necrophidius to serve its purpose. He could not, for example, build a death worm to "Sneak into the druid's hut and steal his staff," if he really intended for the necrophidius to merely provide a distraction. He could not build more than one death worm and assign both to kill Ragnar, since he could not imbue the second death worm with a task that he intended the first one to complete. For this reason, necrophidii almost never work as a team.

Rumors claim that there were once methods to make a necrophidius gain 1 Hit Die every century it was pursuing its purpose.

Scarecrow

Scarecrows can only be created either by using a special manual or by a god answering the plea of a priest employing the following spells: *animate object, prayer, command,* and *quest.* The final step of the process, casting the *quest* spell, is done during a new moon.

Scarecrows can be constructed to kill a specific person. To do so, the clothes worn by the scarecrow must come from the intended victim. Once the scarecrow is animated, the priest need only utter a single word—"Quest". The scarecrow then moves in a direct line toward the victim. When it reaches the victim, the scarecrow disregards all other beings and concentrates its gaze and attacks entirely on the person it has been created to kill. After slaying its victim, a quested scarecrow's magic dissipates and it collapses into dust.

Stone Guardian

A stone guardian is very similar to a traditional stone golem, but it has some unique abilities its ancestor does not. In physical appearance, the two constructs are quite similar, but the stone guardian is usually decorated with runes and magical glyphs.

A stone guardian is created with the following spells: *enchant an item, transmute mud to rock, magic mouth,* and *limited wish* or *wish.* In addition, the wizard creating the guardian may cast a *detect invisible* spell to give the creature that power.

The initial material of the body is mud around a heart of polished stone. As the various spells are woven into the body, a spirit from the elemental plane of Earth is forced to enter the body and animate it. Because the spirit is there against its will, there is a 20% chance that the golem goes berserk each time it is activated.

A special *ring of protection* can be created when the stone guardian is animated; this prevents the guardian from striking at anyone wearing it. In addition, all those within 10 feet of the ring wearer are also immune to attack. Rings of this type function only against the guardian they were made with and provide no protection from any other golem.

	Amber	Skeletal
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	See below	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	6	2
Movement:	18	12
Hit Dice:	10 (50 hp)	6 (30 hp)
THAC0:	11	15
No. of Attacks:	3	4
Damage/Attack:	2d6 (claw)/2d6 (claw)/2d10 (bite)	By weapon
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (8′–12′ long)	M (6′ tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	6,000	1,400

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. The creatures can be made from almost any material. The DM should feel free to create new types as desired.

Golems are immune to poisons and to all mind-affecting attacks. In addition, they remain unaffected by most spells, with exceptions listed in individual entries.

Amber Golem

Amber golems often appear in the form of giant cats, especially lions or tigers. Their semitranslucent amber bodies—often expertly carved—look particularly beautiful in repose.

Combat: As with all these constructs, an amber golem is a tireless foe. In battle, it leaps upon its opponents, slashing with its terrible claws and biting with the wickedly sharp slivers of amber that form its teeth.

Amber golems, nearly faultless trackers, prove particularly effective at recovering fleeing enemies. The golem can automatically follow a trail less than 12 hours old. For every additional 12 hours that elapses, it gains a 5% chance of missing or losing the scent. So, for example, an amber golem has an 85% chance to follow a trail 48 hours old.

These golems also make particularly effective guards, since they can cast *detect invisibility* to a range of 60 feet.

An amber golem sustains damage only from magical weapons. Such a construct is considered a crystalline creature when attacked with a *shatter* spell; it suffers 1d6 points of damage per caster level, to a maximum of 6d6 points of damage, with a saving throw allowed for half damage. Amber golems also sustain half damage from fire spells, but otherwise remain immune to spells.

Habitat/Society: These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capabilities. They often guard great treasures or places of importance.

Ecology: As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

The destruction of an amber golem causes the creature to shatter into many large shards of amber. All together, the pieces of amber weigh 300 to 600 lbs. (1d4+2 hundred) and are worth from 3,000 to 6,000 gold pieces (1d4+2 thousand).

An amber golem, can be created only by a priest of at least 17th level who has the 100,000 gold pieces it costs to produce the construct. The work takes the priest four months and requires the following spells: *animal summoning III, animate object, prayer, command,* and *quest.*

Skeletal Golem

A skeletal golem (sometimes known as a bone golem) looks like a man-sized creation sewn together from human bones. The bones are bound together in a rough imitation of the human body, with one obvious exception. Instead of having two arms attached to its ghastly body, a bone golem has four, sprouting from wherever its creator chose. Some wizards also like to carve or paint runes of ownership onto the bones; such golems prove particularly frightening to look upon.

Combat: Due to the skeletal golem's multiple arms, it may wield four weapons (or two two-handed weapons) in combat. The golem may attack two separate foes in a single round.

A bone golem suffers damage only from magical weapons. Its immunities to poison and mind-affecting attacks extend to fire, cold, and electrical attacks as well. However, the golem remains vulnerable to spells with other effects.

Ecology: It is rumored that the more unscrupulous wizards of the land of Alphatia particularly enjoy creating skeletal golem guardians to protect their laboratories and abodes from outsiders—especially rival wizards.

A wizard of at least 14th level can build a skeletal golem in a process that takes three months and costs 30,000 gold pieces. The spells required are *limited wish, animate dead, geas,* and *stoneskin.*



Golems are automatons of great strength created through the combination of powerful magics and specific materials. Athasian golems are different in nature and type than those found on other worlds, reflecting the unique culture and mythos of this desert world. There are six different types of Athasian golems: ash, chitin, obsidian, rock, sand, and wood.

Background

The true origin of the golems of Athas has been lost in history. Wherever they originated, the processes by which they are created and animated is known, but is a closely guarded secret of the sorcerer-kings. It is rumored that the secrets of golem creation are also known among some templars.

Theory

The creation of any type of golem requires powerful magic and a specific type of elemental material. The need for elemental material lies in the fact that golems are animated by elemental spirits from the quasi- and para-elemental planes. Within these planes there exist many spirits, each attuned to a specific type of elemental material. Only through the combination of exacting craftsmanship of the elemental material and arcane magics can the link between the shell of a golem and its appropriate elemental spirit be established. It is this link between elemental material and spirit which gives golems life.

The exact process of trapping the elemental spirit inside the body of a golem is not entirely understood by the sages of Athas. Many have decided that, though they may never understand how the process works, they will nonetheless continue to create golems as needed. This is an extremely risky proposition as the golem, though bound to the will of its creator, is hostile to all material plane life forms, especially the being who created it. Each type of golem reacts differently, and specifics can be found under each individual listing below.

The creation of the golem's body is exacting work, often beyond the skill of the spellcaster. Most end up hiring craftsmen to do the work for them.

Common Characteristics

Though each type of Athasian golem is different in many ways, they all share some common characteristics which are outlined here. Due to the magical nature of golems, they can only be hit by magical weapons of +1 enchantment or better. Golems are immune to all mind affecting spells *(charm, sleep, feeblemind,* etc.) and cannot be harmed by poisons or suffocation. Golems exhibit no psionic powers and are completely immune to the effects of all psionic powers of the Telepathy, Psychometabolism, Clairsentience, and Metapsionic disciplines. They are, however, affected normally by psionic powers of the Telekinesis and Psychoportive disciplines. For example, the ego whip power would be ineffective, though an enchanted stone thrown with telekinesis could harm the creature. Golems can be affected by the *dispel magic* spell. When this spell is cast at a golem, it must save vs. spells. If it succeeds, there is no effect, but if it fails, the golem will fall, seemingly lifeless, to ground. The elemental spirit still inhabits the golem, but is stunned for a number of turns equal to the level of the caster.

Golem Creation

Below are the basic requirements for the creation of all the types of golems found on Athas. In addition to the requirements listed, those creating Athasian golems need to be knowledgeable in the arcane magics which allow the link between elemental spirit and golem body to be formed. These secret magics are known only to the sorcerer-kings and their most trusted templars.

Ash Golem Creation

Only a wizard of at least 16th level can create an ash golem. The body is composed of a mixture of ash and the blood of an Athasian fire drake; it is cast in a mold carved into the form of the golem. Other materials and components needed cost 2,000 gold pieces and are consumed in the casting. The spells required are *wish, burning hands, polymorph any object,* and *geas.*

Chitin Golem Creation

Only a defiler of at least 17th level can create a chitin golem. The body is formed of pieces of insect carcasses laid in the shape of the golem. The body is then coated with an ointment created from the blood of an Athasian earth drake. Most spell casters use the bodies of dead kanks in the creation of chitin golems, though any insect carapace will suffice. Other materials and spell components cost 2,500 gold pieces and are consumed in the casting. Among these materials are an elixir made from the juices of fruit potions of *animal control* and *vitality.* The spells required are *wish, animate dead, polymorph other,* and *geas.*

Obsidian Golem Creation

Only a defiler of at least 18th level can create an obsidian golem. The body is carved from a solid piece of obsidian, which takes four months to complete. Other materials and spell components cost 3,000 gold pieces; these are consumed in the casting. Among these materials is one pound of ash created through the use of defiler magic, but not more than one day old. This ash must be created by the defiler creating the golem. The spells required are *wish, polymorph any object, geas, power word-kill,* and *strength.*

Rock Golem Creation

Only a defiler of at least 16th level can create a rock golem. The body is carved from a solid piece of rock weighing at least 2,000 pounds and takes two months to complete. The required materials and spell components cost 2,000 gold pieces and are consumed in the casting. The spells needed are *wish, polymorph any object, move earth,* and *geas.*

Sand Golem Creation

The creation of a sand golem requires a wizard of at least 15th level. The body is formed by placing damp sand within a clay mold, shaped in the form of the golem to be animated. The process requires other materials and components that cost 1,500 gold pieces and are consumed in the casting. These materials include among them one cubic foot of silt taken from the Sea of Silt. The spells required are the same as those needed for a stone golem, namely *wish, polymorph any object, geas,* and *slow.*

Wood Golem Creation

Only a druid of at least 15th level can create a wood golem. The golem's body is made up of pieces from no less than five different wood types, one for each limb and one for the torso and head. The pieces are lashed together with prepared vines. A wood golem can only be created from wood that has been dead for at least one month. The other materials and spell components needed cost 1,000 gold pieces and are consumed in the casting. The spells required are *entangle, plant growth, animate object, commune, imbue with spell ability, prayer,* and *bless.*

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Golems are magically created automatons of tremendous strength constructed from specially enchanted minerals. There are eight different types of golems on Athas: ash, chitin, magma, obsidian, rock, salt, sand, and wood. The magma and salt golems are described here. Consult the DARK SUN Monstrous Compendium Appendix: *Terrors of the Desert* for information about the remaining six golems.

Background

The true origin of golems on the world of Athas has been long-since lost in the annals of history. Regardless of their origin, the process by which one creates such a being is still undertaken by sorcerer kings, powerful templars, and high-level wizards who jealously guard the secrets of the process, just as a dragon protects its hoard.

Theory

The creation of a golem requires not only powerful magics, but specific elements, as well. The need for whatever specified elemental material stems from a link to the quasielemental and paraelemental planes of existence. The elemental form of the golem on Athas acts as a conduit for the awesome energy possessed by the spirits on those planes. Each spirit, attuned to a specific element, imbues life within the concoction of material and arcane magic. Only through exacting craftsmanship can the creator establish this link between spirit and golem, forging a union that stays with the creation until it is broken by equally tremendous forces.

Even most sages do not fully grasp the process of trapping an elemental spirit within the body of a golem, though many have tried. Perhaps more terrifying is that the sorcerer kings and templars who create golems at whim, and with considerable effort, do not completely understand the risks they are taking. An elemental spirit, bound to Athas via the corporeal link of the golem, is not necessarily appreciative of its captivity. In fact, such spirits not only despise the one who forges the golem, but all life found upon the material plane of existence. Consult the specific listings of each golem type for how the bound spirits react to commands from beings on Athas.

The actual creation of the golem's physical body is extremely complicated. The ability is far from common and the creation of golems often requires multiple makers, some for the body and others for the process of enchantment.

Common Characteristics

All golems possess several traits that distinguish them from other types of golems, but all share multiple characteristics that define them as golems. Because of their magical nature, golems can be damaged only by magical weapons of +1 or greater. Golems have a variety of immunities, including all mind affecting spells (such as *charm, feeblemind, sleep,* suggestion), poisons, disease, and suffocation. Similarly, they cannot be affected by the psionic powers of most disciplines, except for telekinesis and psychoportation, that affect their physical being as opposed to their psyche. Golems exhibit no psionic tendencies themselves. A particularly useful spell when combating golems is *dispel magic.* The spell does not destroy the magical bonds that hold the golem together, but makes the golem fall to the ground, seemingly lifeless, for a number of rounds equal to the caster's level. To avoid this, golems must successfully save vs. spells. The elemental spirit is still bound within the golems if the spell succeeds; it is simply free from the creator's bidding during the duration of the *dispel magic's* effect, though it cannot force the golems' bodies to react during that time.

Golem Creation

The following two pages list the basic requirements for the creation of the magma and salt golems of Athas. In addition to the specified conditions, the creator must also possess extensive knowledge of the more arcane aspects of magic that will be used to link and bind the elemental spirits to the golem bodies. Only powerful sorcerer kings and their most trusted templars, or wizards of comparable skill. are likely to ever have this knowledge.

Magma Golem Creation

The creation of a magma golem requires a defiler of at least 18th level. The creator must collect enough raw material from the Ring of Fire and shape it within a mold of diamond. Though most of the other materials—flint, sulfur, and volcanic ash—are comparatively inexpensive (100 gp total), the diamond mold costs 10,000 gp. All the components but the mold are consumed during the enchanting process. After six months of extensive shaping and casting, the finished golem is ready. The spells required for the construction of a magma golem are *geas, meteor swarm, stone shape,* and *wish.*

Salt Golem Creation

Any wizard of at least 18th level can forge a salt golem. The body is carved from a 2,000-pound chunk of rock salt during a two-month process. The required material and spell components, which are destroyed during creation, cost 2,000 gp. The spells necessary for the creation of a salt golem are *geas, move earth, polymorph any object, and wish.*

	Ash	Chitin
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	7	6
MOVEMENT:	9	9
HIT DICE:	8	9
THAC0:	13	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-18	2-20
SPECIAL ATTACKS:	See below	Poison
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8′ tall)	L (10′ tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	3,000	3,000



Ash Golem

Ash golems are grey in color, stand eight feet tall, and weigh only 150 pounds. As they move, ash golems leave a fine dusting of ash behind them, which makes tracking these creatures easy.

Combat: All fire-based attacks do only half damage to ash golems. Also, an ash golem can damage melee weapons used against it. If an attack is rolled and the result misses by more than 4, the weapon is caught within the golem's body, and a saving throw vs. magical fire must be made for the weapon. If it makes the saving throw, the weapon is freed and unharmed. If the weapon fails its save, it is ruined.

Ash golems attack with their large arms, and a successful blow does 3d6 points of damage to a victim. In addition, ash golems have two special attack forms. The first is a burning grasp. This attack, usable up to three times a day, is employed by a golem grappling its opponent. On any natural attack roll of 17 + that hits a target, the victim is grappled. This does the normal 3d6 points of damage for the first round. Each round after that, the victim suffers an additional 1d10 points of fire damage until freed. The victim can be freed by either making a successful Open Doors roll or by his companions doing a total of 20 points of damage to the golem in a single round. Either method will force the golem to let its victim loose.

The second special attack is a fireball spell. An ash golem can use this attack only once per day and does so as though it were an 8th-level spellcaster.

The dust that an ash golem leaves behind it is corrosive. One to two hours after this dust contacts bare skin, the being contacted by the ash will suffer 1d4 points of damage per turn until the dust it totally washed off. Completely removing the dust takes about one hour of scrubbing. Any creature hit by an ash golem will also suffer from its corrosive dust, in the same manner as described above. The dust of an ash golem can also be removed through the use of a *heal* spell.

Habitat/Society: Ash golems are found in the settled areas near the rocky barrens of the Athasian plains.

Chitin Golems

Chitin golems are humanoid in shape, but up to 10 feet tall. They generally weigh from 200-250 pounds. They have no facial features to speak of, though they are able to make growling sounds when provoked. The limbs of a chitin golem are somewhat long, hanging easily below its knees. A chitin golem bears a slight odor of decay or death, noticeable only at close range. When a chitin golem walks, it appears to be very unstable.

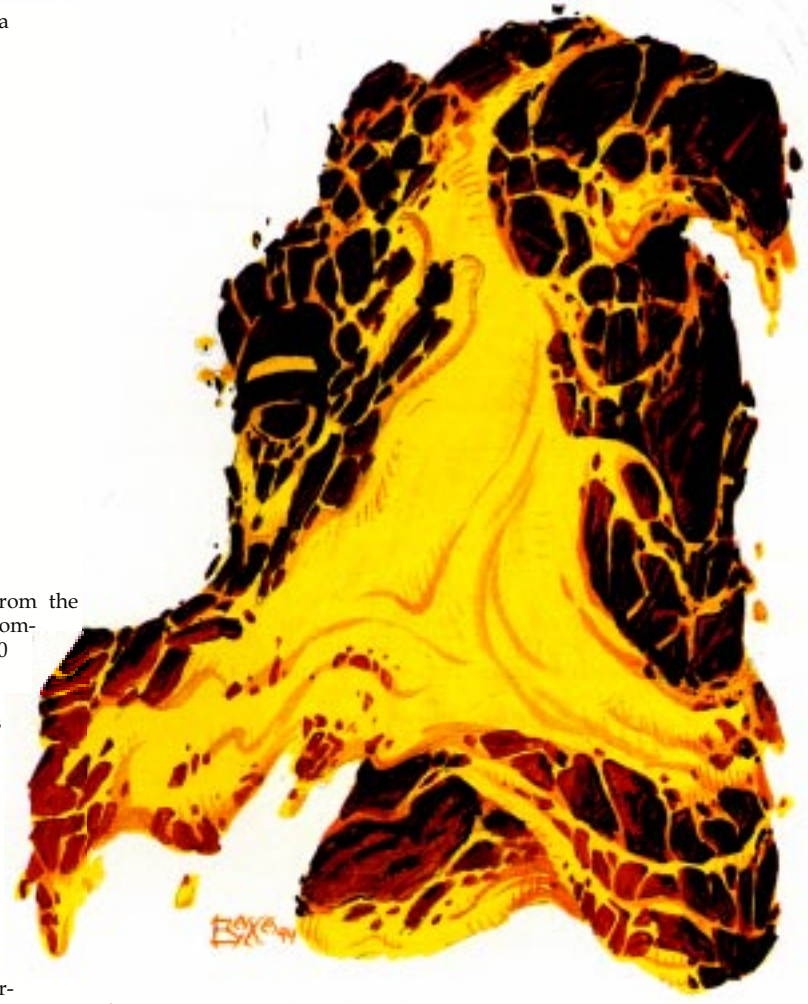
Combat: Chitin golems are very nasty opponents. They are immune to all spells cast by beings of less than 5 Hit Dice or experience levels; they are totally immune to all necromantic spells, regardless of the caster's level. This resistance is due to the use of necromantic magic in the creation of chitin golems.

When chitin golems attack, they do so with their clawed hands. A successful blow does 2d10 points of damage. Also, the blow of a chitin golem is poisonous. Any being struck must save vs. poison or suffer 2d6 points of additional damage and have his Strength reduced by 1d4 points. This effect lasts for 2 turns. Those who save still take 1d6 points of damage, but suffer no Strength loss.

Habitat/Society: Chitin golems are most often found in the forest areas of Athas, but are not widely encountered. The sorcerer-kings seldom make use of chitin golems in their strongholds. Chitin golems are most commonly created by necromantic defilers, who use them to protect their homes from enemies.

Golem, Athasian, Magma

Climate/Terrain:	Ring of Fire, Ur Draxa
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	5
Movement:	9
Hit Dice:	12
THAC0:	9
No. of Attacks:	1
Damage/Attack:	4d6
Special Attacks:	Heat, crush
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Fearless (19–20)
Level/XP Value:	7,000
Psionics Summary:	Nil
Player's Option:	MAC 8



Magma golems are forged by powerful wizards from the raw materials found in the Ring of Fire. They are comprised entirely of molten rock, weigh around 1600 pounds, and stand about 8 feet tall. They are roughly man-shaped but seem to ooze and flow as they move. The surface of the magma golem is black, and covered with a latticework of cracks through which glows the inner radiance of the lava. Its eyes glow with the intensity of the Athasian sun.

Magma golems are incapable of any speech or communication other than with the wizards that created them. The only sound made by the creatures is the noise of their heavy footsteps.

Combat: Magma golems attack using powerful armlike appendages. Any target hit by a golem must make a successful save vs. death magic or catch fire, receiving 2–8 (2d4) points of damage per round until the fire is put out. The target catches fire regardless of the attire worn. Even skin and flesh will burn. Any creature within 10 feet of the magma golem receives 1–6 (1d6) points of damage from the intense heat it radiates Likewise, any opponent attacking the golem barehanded takes 1–10 (1d10) points of damage.

Once every 5 rounds, a magma golem can collect itself into a fiery mass of lava and hurl itself at a single opponent. Such attacks cause 10–60 (10d6) points of damage (successful save vs. death magic for half damage). If the victim survives the attack, it must make another successful save vs. death magic or catch fire. Creatures who are at least large-sized, or are immune to fire-based attacks suffer only 3–18 (3d6) points of damage (successful save for half). This attack form is made instead of its normal attack and throws the golems to the ground when complete. During the round after this attack, the golems must regain their feet, thus sacrificing a second round of combat.

Magma golems are immune to both fire-based and cold-based attacks. Golems suffer half damage from electrical attacks. Weapons that hit cause their normal damage, but they must make a successful save vs. magical fire or be destroyed. Clerical magic that is based in either the earth or fire spheres has no effect on the creatures. If the magma golems are encountered in a volcanic environment, they are 90% likely to be mistaken for part of a lava flow.

Creation: Only sorcerer-kings and defilers of at least 18th level have the power to create a magma golem. To create a magma golem, at least 1,500 pounds of liquid magma must be harvested from some volcanic source. Not all the material is used in the creation. Some is destroyed or removed because of its inferior quality. The entire process takes 4–6 weeks to perform, depending on the pureness of the magma. During this time, the magma must be kept in its liquid form. The golem is formed by pouring the required amount of magma into a basalt mold. The spells *polymorph any object, geas, move earth, and wish* must be used to complete the golem.

Habitat/Society: Magma golems were originally created by The Dragon and its kaisharga to act as guards. They have been known to go rogue on their masters when near other magma golems. Perhaps there is some form of communication between the individuals that has not been identified. Rogue golems attempt to make their way back to the area of volcanic activity from which they were created.

Ecology: Because it is a magical being, the magma golem has no true place in the food chain on Athas.

Golem, Athasian

	Obsidian	Rock
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4	4
MOVEMENT:	6	6
HIT DICE:	12	10
THAC0:	9	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4-40	2-20
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12′ tall)	L (9′ tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	9,000	3,000



Obsidian Golems

Obsidian golems are massive statues, measuring 12 feet tall, and weighing up to 900 pounds. Their shape is humanoid. Like the rock golem, obsidian golems are not capable of speech. Obsidian golems are fairly slow moving, but move in a strong determined manner. The hands of an obsidian golem are formed into huge fists, but they are incapable of opening.

Combat: Obsidian golems are immune to all spells cast by beings of less than 7 Hit Dice or experience levels. Additionally, they are totally immune to spells cast by preservers, regardless of the caster's level.

When obsidian golems attack, they do so with their huge fists. They can make only one attack per round, but each does 4d10 points of damage when it strikes. Obsidian golems have a special attack form that has two distinct effects. This attack can be used instead of the golem's normal attack. When an obsidian golem uses this special attack, it smashes it two fists together. This creates an extremely loud sound which causes all who hear to be stunned for the next round. All initiative rolls and attack rolls are at -4 due this effect. Those who save vs. paralysis are unaffected. The other effect this attack has is to spray the immediate area with tiny obsidian shards. All creatures within 20 feet of the golem are affected by this attack and take 2d6 points of damage and must save vs. poison. Those who fail take 2d10 points of additional damage, while those who succeed take only 2d4 additional damage points.

Habitat/Society: Obsidian golems are used to guard valuable possessions and property. The magics required to create an obsidian golem are so difficult to manage that not many of these golems exist. There are tales of sorcerer-kings who have let these golems loose in their cities as a manner of frightening the populace into submission, but none have been substantiated.

Rock Golem

Rock golems are nine feet tall and usually resemble huge men in full armor. Weighing up to 600 pounds, rock golems are fairly slow and are incapable of movement faster than walking. They have features carved into their faces, but those features are immobile, and useless. The golem cannot speak.

Combat: Rock golems are very dangerous in combat, capable of doing great harm to their opponents. Like all Athasian golems, rock golems can only be harmed by magical weapons. Additionally, rock golems are immune to spells cast at them by wizards or priests of less than 5th level and, like sand golems, are totally immune to all transmutation spells. Because they are created through defiler magic, spells cast by a preserver mage do additional damage to a rock golem. For each level of experience of the caster beyond 5th level, damage from spells is increased by 1 point (a 6th-level caster adds + 1, a 7th-level caster +2, etc.).

Rock golems use melee attacks when in combat. A blow from one of its hand does 2d10 points of damage. So powerful is a blow from a rock golem that those struck must make a save vs. paralysis or be knocked off their feet. A character that is knocked down in this manner takes an additional 1d6 points of damage.

Habitat/Society: Rock golems are used as guards. They stand motionless, like statues, until given orders to attack or prevent offenders from entering the area they protect.

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Golem, Athasian, Salt

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	Pain, dehydrate
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Fearless (19–20)
LEVEL/XP VALUE:	4,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8



The salt golem is created created by powerful defilers and sorcerer kings and is favored by those near the salt flats. The golem is 8 feet tall and weighs roughly 600 pounds. It resembles small rock golems and has an opaque color and texture. A most horrifying feature of this golem is its movement. It move slowly and deliberately, seemingly unaware or uncaring that most other creatures can move faster. This creature has a very low intelligence, but its slow pace belles a confidence that it knows its quarry will eventually tire while it is inexhaustible. It possesses almost-recognizable facial features. The salt golem's eyes are white and opaque. It has a mouth, but the salt golem cannot speak and is silent unless in motion.

Combat: Salt golems are lumbering, methodical creatures in combat. They strike using their rocklike fists to deliver 2–16 (2d8) points of damage upon a successful hit. Any target hit must make a successful save vs. poison or the golems break the skin of their prey and minute flakes of salt residue are left behind. This causes the victim pain so severe that he can do nothing but writhe on the ground in agony for 1–4 (ld4) rounds. While on the ground the victim is susceptible to attacks as if he were prone (+4 to attack roll).

Salt golems can dehydrate one opponent once every 5 rounds by wrapping their powerful arms around the target for 1 round. The attack requires a standard attack roll. If the constructs' roll is 2 or more greater than the victim's THAC0, they have the target in their arms. The salt of the golem burns any skin it touches for 6–36 (6d6) points of damage. Such attacks are fairly rare though, because they cause the golem 2–16 (2d8) points of damage from the moisture absorbed.

Salt golems are immune to all electrical, cold-based, ind fire-based attack forms. Fire-based attacks further fuse the individual salt granules and dry moisture absorbed by the golems. So when struck by fire, magical or other, salt golems heal 1 point of damage for each die of damage the fire should have caused.

Water and water-based attacks dissolve the creatures, however, and cause double damage. Even if the golems are just walking through water or a create *water* spell is cast around them, they suffer 1–10 (1d10) points of damage per round of exposure. A *rock to mud* spell causes the golems damage as if they were another form of rock suffermg 3–30 (3d10) points of damage. To attack golems, the caster must make a successful bare-handed attack to touch the creatures.

Creation: The creation of a salt golem requires a defiler of at least 18th level. The body is formed from approximately 1,200 pounds of salt usually collected from the salt flats of Athas. Other material and spell components cost 1,500 gp, a sum few but the sorcerer kings of Athas can afford. The salt must be treated with several of these components and the process can take 1 to 2 months. The defiler must also make a mold into which he pours the processed salt. He needs the spells *wish, polymorpk any* object, *geas,* and slow to complete the process.

Habitat/Society: Salt golems remain motionless, protecting the area designated to them by their creator, until they are needed. They are more vulnerable than most golems, so there are fewer of them.

Ecology: Salt golems have no effect on Athasian ecology as they are magical, created beings.

Golem, Athasian

	Sand	Wood
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	3	6
MOVEMENT:	6	6
HIT DICE:	8	8
THAC0:	13	13
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-12	2-16/2-16
SPECIAL ATTACKS:	Suffocation	Spells
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'tall)	L (10' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	2,000	3,000



Sand Golem

Sand golems are humanoid in shape and stand roughly eight feet tall. They have indentations where their eye sockets should be, though they have no actual eyes. Likewise, they have a mouth, but they are incapable of speech, managing only to roar and growl at opponents. When a sand golem moves, it leaves a fine trail of sand behind it, making the tracking of this creature fairly easy.

Combat: When sand golems engage in combat, they are very powerful foes. The unusual nature of the golem's body allows many blows to simply pass right through its body without doing harm. This gives sand golems good protection against physical attacks (AC 3).

Aside from the defenses common to all Athasian golems (see "Common Characteristics"), sand golems have some unique defenses. Sand golems are immune to any spells cast by creatures of less than 3 Hit Dice or 3rd level. In addition, they are totally immune to all transmutation spells, regardless of the level of the caster. Spells cast by defilers of 3rd level or higher do one extra point of damage to a sand golem for each experience level of the caster beyond 3rd (a 5th level caster would add +2 to his damage, 6th level +3, etc.).

When they attack, sand golems do so with their large arms. A successful blow does 2d6 points of damage to the victim. Sand golems also have a unique attack ability which allows them to suffocate a victim within themselves. On any attack roll that hits a foe, a save versus paralysis must be made. Failure indicates that the target has been drawn into the body of the golem. If this happens, the target takes 2d10 points of damage and then an additional 1d10 points each subsequent round until it dies. Breaking free of a sand golem's suffocation requires a Strength check at a -5 penalty. No other characters can aid a victim of a sand golem's suffocation, unless they are able to destroy the golem before the victim is killed. Also, attacks made against the golem while it is suffocating a victim have a chance of harming the victim. Attacking a sand golem while not hitting the victim is a called shot, otherwise all damage is split evenly between the two.

Wood Golems

Wood golems are 10 feet tall and weigh up to 500 pounds. It is often difficult to spot a wood golem when in the forest, as its appearance closely matches natural foliage.

Combat: Wood golems are most often encountered within the forests and jungles of Athas. Because of their appearance, wood golems are very difficult to spot in the wild. Characters encountering a wood golem in the forest or jungle suffer a -2 penalty to their surprise rolls.

Wood golems are immune to spells cast by beings of less than 4 Hit Dice or experience levels. They are completely immune to all priest spells listed as belonging to the "plant sphere" in the DMG. This immunity is due to the close link between the elemental spirit of wood golems and the plant sphere. Because of the destructive effect defiler magic has on plant life, wood golems are especially vulnerable to spells cast by defilers. Spells cast by defilers do 2 extra points of damage per level of the caster beyond 4th (a 5th-level defiler adds +2, a 6th-level +4, etc.). Also, if a wood golem is within the sphere of destruction of a defiler (see "Defiler Magical Destruction Table" in the DARK SUN® boxed set), it must save vs. spells or be destroyed instantly.

When wood golems attack, they can do so in a number of ways. The first, and most common, is with their strong arms. Wood golems can make two attacks per round, each doing 2d8 points of damage. Wood golems also have spell casting ability. They are able to cast any and all spells from the Sphere of the Cosmos (see Dark Sun boxed set). These spells function like any druidic spells except that no components of any kind are required in order for the wood golem to cast them.

Habitat/Society: Wood golems are most often found in the forests and jungles of Athas. They are used by the druids of the woodlands to protect their guarded lands from those who threaten them.

Golem, Blackroot Marauder

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	9 (40 hit points)
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4/3d4
SPECIAL ATTACKS:	Poison thorns, surprise
SPECIAL DEFENSES:	Immunities, cannot be surprised
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Fearless (20)
XP VALUE:	6,000



Blackroot marauders are magical constructs created by priests of Iuz. Similar to golems, they resemble animated saplings covered with black leaves and thorns. The arrangement of their roots and branches gives them a rudimentary humanoid form. The faint outlines of a leering, evil face in the bark of the marauder is enough to unnerve even the hardiest woodsman.

Combat: In combat, blackroot marauders strike twice per round with their thorny branches, causing 3d4 points of damage on a hit. In addition, they can fire 1d6 of their thorns per round at any one target within 30 feet. Anyone struck by one of these thorns must make a successful saving throw vs. poison or lose 1d4 hit points per round for 2d4 rounds. This damage is not cumulative with multiple thorn strikes, but the duration of the poisoning is. Thus, a victim struck by a total of four thorns who fails the saving throw all four times suffers 1d4 points of poison damage for 8d4 rounds. A *neutralize poison* spell stops further damage but won't cure damage already suffered. A *slow poison* spell reduces the damage to only 1 point per round. Launched thorns re-grow at an amazing rate; a marauder effectively has an infinite number of thorns at its disposal. The marauder cannot poison victims with its melee attacks.

Blackroot marauders are immune to all forms of electricity, mind-affecting magic, and poison. They suffer no damage from blunt weapons, only 1 point of damage per strike from piercing weapons, and half damage from slashing weapons. While not moving or attacking, a blackroot marauder is indistinguishable from the surrounding vegetation, granting it a +3 bonus to surprise against all non-druid opponents.

At will, blackroot marauders can cast *know alignment* on all creatures within 60 yards. Marauders can even sense the alignments of creatures in hiding or invisible, so they are thus impossible to surprise.

Habitat/Society: Although they possess a rudimentary cunning, blackroot marauders are artificial beings and do not form societies. Since the Flight of the Fiends, Iuz has begun to rely more and more on these creations in the Vesve Forest. Their ability to blend in with the environment makes them the ideal ambush force. Many blackroot marauders are commanded to roam the forest and attack any non-evil creature they encounter. The presence of these creatures has increased since the Flight of the Fiends, making them some of the most notorious adversaries to the rangers of the Vesve Forest.

Ecology: The process of creating a blackroot marauder is quite involved. The Bonehart closely guards the secrets of marauder creation, but rumors of the process have been popping up here and there nevertheless.

Only priests of Iuz of at least 12th level or higher can successfully animate a blackroot marauder. The first step in creating one is the preparation of the body. The priest must locate a young sapling of the right height (about 7 feet); this sapling must be growing wild. Once located, the priest must clear the surrounding area in a 15' radius of all vegetation. The sapling must then be kept from the direct light of the sun for a month. Each sunrise and sunset during this cycle, the priest must rub unholy water into the bark of the tree and provide nourishment by pouring warm blood over its roots. On the final day of the month, the priest must cast the following spells on the sapling in the following order: *warp wood, spike growth, know alignment, poison, quest,* and *animate object*. With the completion of the animate object spell, the blackroot marauder comes to life, ready to obey its master's wishes. Note that some of these spells (notably *warp wood* and *spike growth*) must be cast from scrolls, since Iuz does not normally grant these spells to his clerics and priests.

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by Nicholas Impey

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	11 (66 hit points)
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d10/2d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORAL:	Fearless (20)
XP VALUE:	6,000

The blade golem is an artificial being animated by the infusion of an elemental spirit. No magical manuals to ease the construction of such a golem are known to exist. Unlike most other magically animated creatures, this golem is not only used as a guard, but as a relentless assassin—one that will tirelessly track down and kill its master's enemies.

Blade golems are humanoid in form, appearing to be men made of thousands of highly-polished steel triangles with razor sharp edges and jagged points. Though the golem's head has the expected contours, it has no distinct ears or mouth.

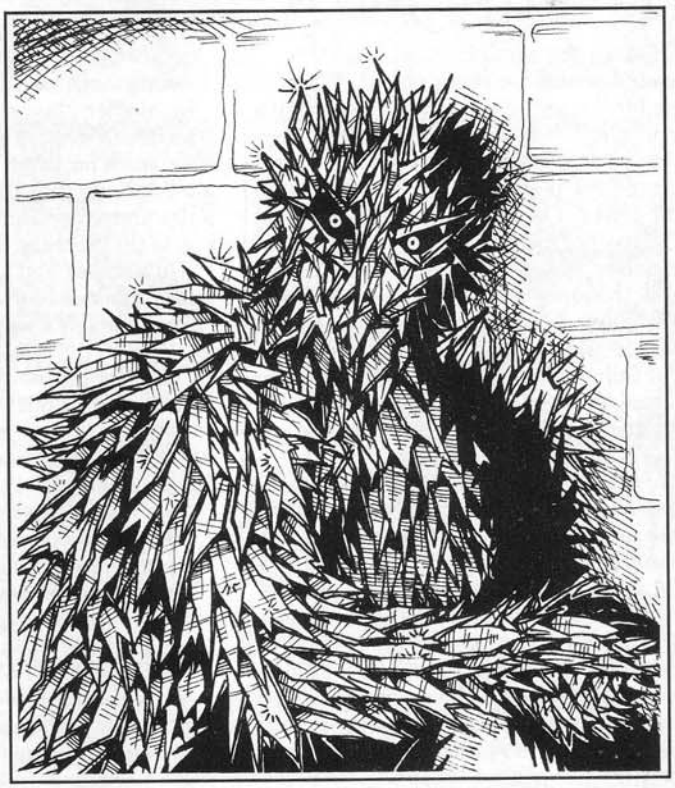
Unlike other golems, this variety is sentient. It possesses a predatory cunning, is single-minded and cannot be bargained with.

Combat: A blade golem makes no noise. This inhuman silence gives opponents a −3 to their surprise rolls. And because the blade golem's senses are so acute, it gets a +3 bonus to avoid being surprised.

When in combat, the golem lashes out with its swordlike hands in an attempt to cut its target to ribbons. Anyone foolish enough to attack the golem with bare hands, or worse, to grapple it, automatically suffers 1d12 points of damage per contact from the creature's razor skin.

The blade golem's most feared assault is its "whirling death" attack. Once a day the golem can expel a portion of its outer skin, an attack which looks like a miniature cyclone of steel blades. Anyone within 10 feet of the golem suffers 4-40 points of damage, save vs. paralyzation for half damage.

Only weapons enchanted to +2 or better can harm a blade golem. Further, these golems are immune to all spells or psionic attacks that affect the mind or life force. For example, spells such as *sleep, slay living, suggestion, confusion, charm monster* and others that affect creatures' minds, are ignored. Spells based on cold, ice, lightning or electricity are also ineffective. Attacks based on fire, acid and heat, including *heat metal*, cause half damage. Spells that have power over metal, such as *crystalbrittle,* have full effects. A *wall of iron* cast on the golem cures it of all damage.



Blade golems have infravision to 120′ and are excellent trackers, as if they had a score of 18 in that proficiency. In addition, if a golem draws blood from an opponent, the golem will be able to automatically track that opponent for the next 2d6 days.

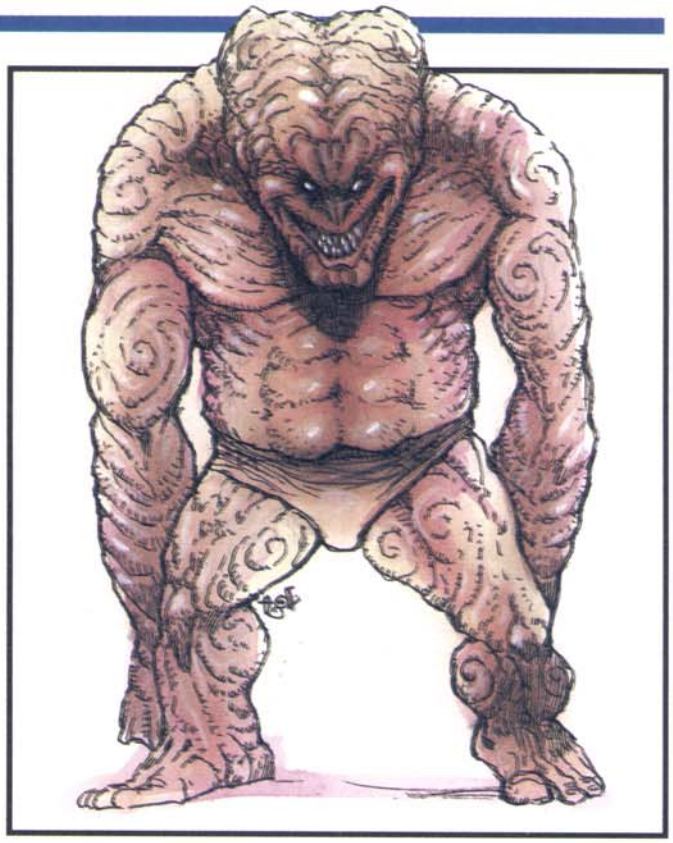
Habitat/Society: The blade golem is an automaton, artificially created and under the control of its creator. Since this construct is treated as a greater golem, there is no risk of the creator losing control.

Ecology: Blade golems are not natural creatures, and therefore play no part in the ecology of a world. The golems do not sleep and do not have the ability to ingest food or liquids.

The creation of a blade golem is a lengthy process, requiring a wizard of at least 18th level. The wizard must begin with a lump of the finest quality steel, weighing at least a ton. The steel is melted down in a forge—along with a *sword of dancing*. The wizard casts *polymorph any object, wish,* and *geas* on the liquid metal, which is cast into the statue of a man. Finally, the wizard casts *shatter* on the golem, which gives the creature its distinctive jagged appearance and brings the thing to life.

Golem, Brain

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	12 (60 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d12
SPECIAL ATTACKS:	Mental blast
SPECIAL DEFENSES:	Spell immunities, +2 weapon to hit
MAGIC RESISTANCE:	70%
SIZE:	L (8′ tall, 5′ wide)
MORALE:	Fearless (20)
XP VALUE:	10,000



A creation of the ancient race of mind flayers, brain golems may be the most horrible of all their kind. They exist purely for the desires of illithids and are unswayed from their goals.

A brain golem appears as a huge, burly humanoid with an oversized brain for a head. In fact, the whole body is made up of brain tissue, but is covered with a thin film of slimy skin.

Although brain golems are more intelligent than other golems, they are completely unable to communicate.

Combat: Brain golems are used as muscle or guards for illithids, and they attack an opponent only if so ordered or if the opponent tries to get at what the brain golem is guarding. Regardless of the situation, brain golems never attack mind flayers, which limits their effectiveness in battles between members of that race.

In combat, brain golems are more aware of their environment than other golems. They always aim for wizards first, knowing that a quick strike could easily kill a member of that physically weak class. They seem to have an innate ability to roughly determine an opponent's condition (i.e., hit points), so they can continue to aim for the next weakest character after defeating a wizard.

A brain golem's physical attack is a swift punch with its fist. It is unable to employ both fists in a round because of its singular thought pattern, but the one fist is often good enough. In addition, once per turn, a brain golem can release a form of the mind flayer's mental blast. This energy strikes everyone within 60 feet. All those hit must make successful saving throws vs. spell or suffer 2d8 points of damage and become stunned for 1d10 rounds. Those who do save only lose initiative for the next round and suffer 1d8 damage. The golem generally calls upon this attack if reduced to 15 hp or less, or if ordered to do so by a mind flayer.

Like all golems, brain golems are immune to all forms of poison and cannot be affected by mind-influencing spells such as charms or illusions. They are also immune to death magic.

Habitat/Society: In a book by a sage called Hapworth is a tale told by two rescued human prisoners of the illithids, who apparently saw a brain golem created. Although the magic used was unknown to the humans, the brain golem's body seemed to be a combination of different racial brains. As for the head, this was taken from a part of the elder brain of the mind flayers. The skin was a membrane oozed from that same being.

Mind flayers use brain golems as they use all slaves: as heavy guards, used against monsters resistant to mind attacks or the physical attacks of the illithids. In addition, they are used to perform tasks that are beneath mind flayers, such as guarding food stocks and slaves, etc. Because of their undying loyalty and obedience, the mind flayers prefer brain golems over other races or constructs. A cynical phrase used by the githzerai, "treated like a brain golem," means to be treated well by a slave master.

No city or community of mind flayers will have more than 25 such golems, probably because the illithids don't want to take too much tissue from their beloved elder brain.

Ecology: Except in the services of their masters, brain golems have no place in any ecology. However, parts of them are useful in the manufacture of mind-affecting magical items (according to Sage Hapworth, at least).

Golem, Brass Minotaur

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	Nil (see below)
ALIGNMENT:	Neutral

NO. APPEARING:	1 (very rarely more)
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	18 (80 hit points)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10 + special
SPECIAL ATTACKS:	Wounding, maze
SPECIAL DEFENSES:	+3 or better magical weapon to hit, immune to most spells
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ tall)
MORALE:	Fearless (20)
XP VALUE:	17,000



The brass minotaur is a terrible instrument of vengeance. The golem appears to be a but a large brass statue. When activated, it becomes a terrifying engine of destruction. Remaining in a passive state until triggered (for example, by the violation of a shrine), it awakens and seeks out its victims relentlessly: a faultless and tireless tracker.

Combat: The brass minotaur is armed with a *battle axe of wounding* +3, which functions as the sword of the same name. The end of the axe's haft has a large inset gem. The gem acts as a focus for a *trap the soul* effect (as the 7th-level wizard spell). Once each day, the golem can trap a quarry in the gem in the haft of its *axe*. The trapped foe is sent to an extra-dimensional space resembling the 8th-level wizard spell, *maze*.

The brass minotaur can follow at will into the maze to dispose of the trapped quarry, vanishing completely before the eyes of any onlookers. Once the quarry is destroyed or escapes (as from the *maze* spell) the minotaur can elect to remain within the maze as long as it wills. Each time the minotaur enters the maze (a maximum of once per day) it regains 10–60% of its original hit points, to its 80-point maximum.

The brass minotaur can be struck only by magical weapons of +3 or greater enchantment. Lesser weapons inflict no damage and have a 10% chance to shatter if nonmagical.

The only magic that affects the brass minotaur is the 6th-level priest spell *find the path*. If the spell is cast upon the area from which the minotaur disappeared with a quarry, the minotaur and quarry are immediately returned to the Prime Material plane. If cast directly onto the brass minotaur, the golem must make a successful saving throw vs. spell or shatter.

The brass minotaur fights only to defend itself while seeking its quarry, and will not use its special *maze* ability on others. If severely damaged, the golem will withdraw and spend several days entering and leaving its *maze* until it has gained its lost hit points. The *battle axe of wounding* usually shatters when the golem is destroyed, though at the DM's discretion, it might not.

Habitat/Society: Brass minotaurs exist to fulfill one goal, set at the time of their creation. They wait with absolute patience until activated. If the goal has become somehow unobtainable—for example, if created to guard a temple that no longer exists—the golem loses its enchantment entirely, as does its weapon.

Ecology: As an artificial construct, a brass minotaur is seldom encountered except as a guardian. Occasionally, one might be created to carry out a particular task of vengeance.

This type of golem was first created by Relnar the Just to avenge the death of his wife (slain during the desecration of her temple). Although Relnar quickly recalled his lady from death, he was mightily angered by the massacre of the priestess and the pillaging of the sacred grounds. Once he had constructed this golem, he used a *wish* spell to place it just outside the temple grounds the night of the original onslaught. It was commanded to follow and slay the three-score barbarian attackers. By the next moon, even before Relnar had fully started enchanting of this creature, the brass minotaur was again reported at the temple site, standing guard over the surviving priestesses until the temple was rebuilt.

Construction Notes: The requirements for building this golem are many. First, a *battle axe of wounding* must be enchanted. The end of the haft is capped with a large, flawless gem. Once the weapon is ready, the golem is created. A perfect minotaur skeleton must be laid in a great mold, and three handfuls of powdered diamond and the ores to be alloyed into brass prepared. The molten ores, sprinkled with the diamond dust, are poured over the skeleton. As the brass takes the place of the minotaur's flesh, the transformation is completed with casting of the spells *strength, polymorph any object,* and *geas* on the golem; *trap the soul* and *maze* on the gem in the haft of the axe (held by the golem); and a *wish* upon all to bind the creation together.

—*From* DRAGON Magazine #102

Golem, Burning Man

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	14 (60 hit points)
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Keening, cinder shower
SPECIAL DEFENSES:	+2 or better weapons to hit; immune to fire, lightning, and illusions; regeneration
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Variable (see below)
XP VALUE:	10,000



The "burning man" is a golem that appears as a humanoid figure made of glowing red coals covered with white-hot cinders. It radiates waves of heat, and can set fire to flammable materials with a touch. When it strikes with its fists, burning cinders shower from its body; these remain and continue to burn until washed away.

Combat: This crude, unintelligent creature attacks almost without strategy. It is best used on the battlefield where its awesome presence can do the most good as it wades into masses of enemy troops. Because of the heat it generates, this construct is rarely found in a noncombat role.

The golem can use a terrible *keening* attack once each day. Any creature within 80 feet of the golem must save vs. breath weapon or be affected with *fear*, as by the *wand of fear*. The golem will usually use its *keening* ability two rounds after a combat starts.

When the golem attacks with its powerful fists, each successful strike creates a *cinder shower* that covers its opponent with glowing cinders. These cinders continue to burn for 1 hit point of damage per round for each shower until doused with water or earth. Unless magically protected from fire, any foe so showered is also affected as though by a *symbol of pain* for 2d10 rounds (–4 to attack rolls and –2 to Dexterity). Shower effects are not cumulative except for damage; the maximum Dexterity penalty is –2, but an opponent struck twice would take 2 additional points of damage per round until doused.

A magical weapon of +2 or better enchantment is needed to damage this construct. The golem is impervious to magical fire- or lightning-based attacks, and illusions. The spell *quench fire* (reversed 4th level priest spell *produce fire*) extinguishes the cinders and reduces the golem's Armor Class to AC 6; this lasts one round per experience level of the caster.

The golem regenerates at the rate of one hit point each turn. When reduced to 0 hit points, each fragment of the golem will flash into a brightly burning flame and collapse into ash. This ash very slowly regenerates, reforming the golem completely from as little as a mere speck unless each ash pile is mixed with *holy water* and scattered. Regeneration from the merest dust to full form requires a month's time. Each time it regenerates there is a 1% cumulative chance it breaks free of its creator's control.

It has no sense of self preservation; when engaged in a task the golem's morale rating is Fearless (20). When they have broken the control from their lords, their morale is Steady (12), but all of their actions are based on their own desires.

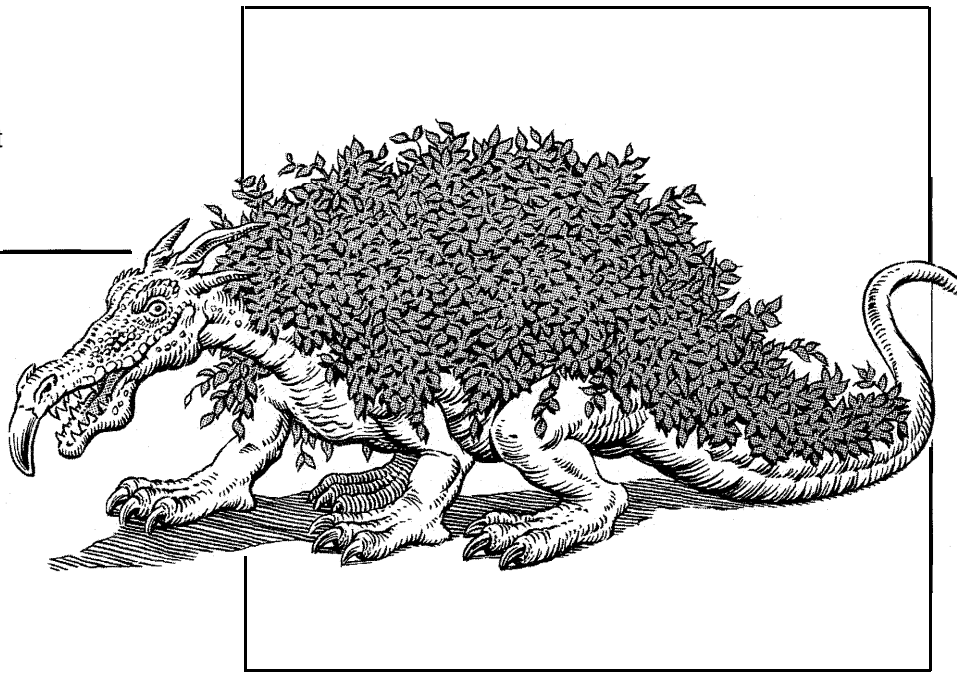
Habitat/Society: Although this is a mighty creation and a powerful servant, extreme care and long thought should be taken before deciding to create one. The fiery nature of this creation fills it with a lust to burn and destroy—even its maker. It is compelled to obedience, but only to the letter of the command. It seeks to pervert the spirit of any command and is for most uses unreliable.

Ecology: This golem requires three months of construction time by a wizard of 14th or higher level; it costs 60,000 gold pieces. Construction is begun by fashioning a giant man-shaped wicker container, which is filled with pitch. On this form the wizard casts *burning sphere, animate object, fire shield, wish,* and *geas.*

Golem, Chia

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Soil, water, compost
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6'–8' tall)
MORALE:	Fearless (19)
XP VALUE:	1,400



Chia golems span the full range from beautiful, elegant topiary creations to hideous, diseased, overgrown plantings. On royal estates, one might detect chia golems in the form of giant rabbits, mice, lions, camels, dragons, or even uniformed armed guards. Near an abandoned wizard's tower or in the courtyards of evil temples, chia golems may be present in the form of vampires, werebeasts, minotaurs, various giants, insects, or other horrid creatures.

A chia golem is a terra cotta or other baked stone sculpture that serves as a surface for plant growth. The chia golem is typically soaked in water and spread with seeds to await sprouting. They have a truly bizarre appearance until the plants have fully matured.

Chia golems may be planted with nearly any type of seeds, such as grass, resulting in a thick green coat; a creeping flowering plant such as phlox or alyssum, resulting in a fluffy pastel mat; a poisonous plant such as poison ivy or oxalis; or a vine plant such as morning glory, ivy, or grape (vines may cause damage in melee; see Combat). A combination of plants may be used to achieve a particular aesthetic effect.

No one has ever been known to have created a chia golem for himself; all known examples have been received as gifts.

Chia golems typically range in size from 6'–8'. Smaller golems are somehow unable to maintain the enchantments.

The creation of a chia golem begins with a sculpture in the form of the desired creature. The sculpture requires at least 1,000 lbs. of material. The material must be porous when it is hard to allow for rooting and water seepage; thus, a golem could not be sculpted of granite, but it could be sculpted of limestone or of clay and then baked.

Combat: Chia golems act primarily as sentries. They may be stationed in a particular place to stand guard or they may be ordered to creep slowly around the perimeter of an estate to keep watch. Their lack of intelligence and capability for imperceptibly slow movement makes them ideal for this type of watch duty.

A chia golem attacks with both fists for 2d4 hp damage each. If the golem is planted with a vine whose tendrils might slap at an opponent, +1 hp is added to each fist strike. If the creator of the golem chose to plant it with a thorny or otherwise noxious plant, other bonuses may be assessed as well.

Chia golems are immune to *sleep, hold,* and *paralysis* spells. Cold-based and heat-based spells may wither the foliage of a chia golem but cause normal damage. Spells such as *entangle, warp wood,* and *plant growth* have no effect. *Hold plant* and *anti-plant shell* work on chia golems as per the spell descriptions. *Transmute rock to mud* destroys a chia golem, but the plants will live in the resulting mud as long as conditions are right.

Habitat/Society: Chia golems may be planted with perennial plants and kept outdoors year round or, if planted with more tender plants, may be moved indoors with the onset of cold weather. Chia golems may also live indoors year round.

The golems, which are hollow, must contain a small amount of soil at all times, and they must be watered according to the requirements of the particular plant. A quantity of compost must also be added to the golem about once per month.

Ecology: Like all golems, the chia golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a chia golem through extensive ritual, preparation of the terra cotta figure, and use of the following spells: *plant growth, prayer, commune,* and *animate object.*

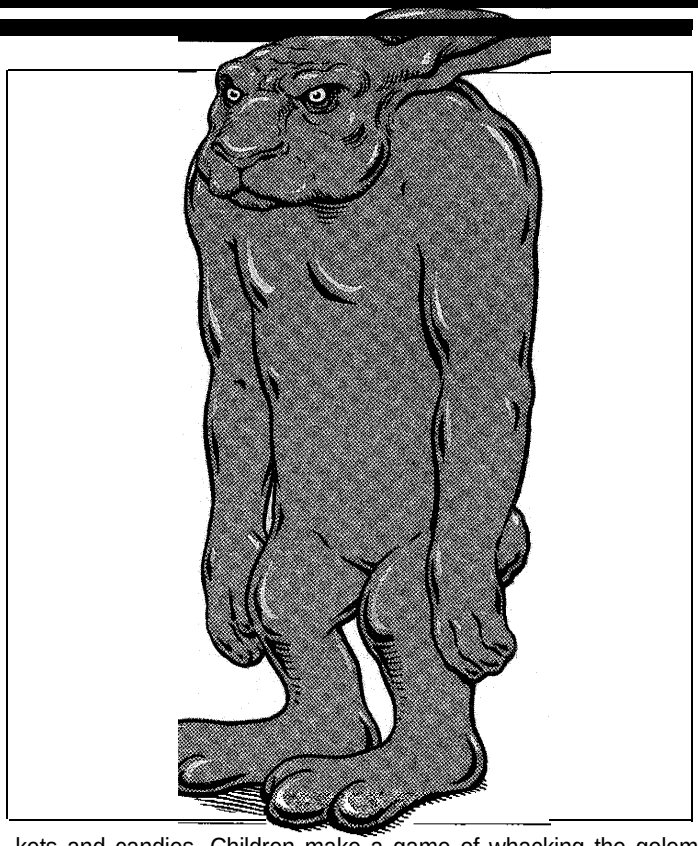
A wizard of at least 14th level must cast *fabricate, geas, charm plants,* and *limited wish* following the construction of the baked clay figure and extensive preparatory rituals.

A druid of at least 14th level may create a chia golem using *animate rock* and *plant growth* and a month-long process of fertility and other rituals that must culminate on the eve of the winter solstice.

Golem, Chocolate

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	6 or 1
THAC0:	15 or Nil
NO. OF ATTACKS:	2 or 0
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Fearless (19)
XP VALUE:	650 or 0



A chocolate golem is a sight never to be forgotten. Stories describe chocolate golems of every size and shape, including giant rabbits, chicks, dragons, reindeer, scarecrows, humans, humanoids, vampires, and other fantastic creatures.

Two types are known: hollow and solid. Bittersweet, milk, or even white or flavored chocolate may be used in construction. The hollow chocolate golem requires at least 500 lbs. of the finest quality chocolate. The chocolate may be poured into a specially created mold or may be sculpted and the middle hollowed out. Making the solid chocolate golem requires at least a 1,000 lb. block of fine chocolate. The golem is then sculpted from the single block.

Either golem may be embellished with edible paints, frosting, or small candies.

Combat: The deluxe chocolate golem (6 HD) typically serves similar purposes as other golems – as sentry or guard. They are sometimes used as security for large parties thrown by kings and other royalty. They appear to be nothing more than edible room decorations but can be ordered to attack. Thus, the golems offer a more innocuous presence than armed guards.

The deluxe golem attacks with both fists for 1d4 hp damage each. Approximately 25% of deluxe golems also have a breath weapon of sorts. Such golems are filled with fruit-flavored liqueur, whipped cream, peanut butter, or marshmallow. The golem can spew forth one gallon of filling every three rounds until its supply (typically 1d6 +6 gallons of filling) is exhausted.

A golem's THAC0 is 10 for purposes of spraying filling and it can hit one victim. The golem's spray causes no damage (although golems filled with chunky peanut butter cause 1 hp damage) but blinds a victim for 1d4 rounds. There is no saving throw.

The lesser chocolate golems (1 HD), often called "party golems," are typically commissioned at great expense for children's parties by royalty. The party golems are capable of nothing more than walking, sitting, or standing. They never attack.

Party golems are always hollow and are filled with small trinkets and candies. Children make a game of whacking the golem with a stick or pole until it shatters, spilling its treasure and shards of chocolate for partygoers to scoop up.

Chocolate golems exhibit varied reactions to spell effects. Electricity affects them normally. *Hold, paralysis,* and *sleep* spells have no effect. Cold-based spells improve a chocolate golem's Armor Class by 2 (making them AC 8) for 1d4 rounds. Cumulative cold-based spells have no additional effect.

Any heat-based or fire spells function fully against a chocolate golem, but with a dangerous side effect. The blast of heat instantly causes a spray of hot melted chocolate in a 15' radius. Any creatures within this area suffer 1 hp damage per die of damage caused by the spell. Thus, a golem struck by a six-die fireball causes 6 hp damage to all creatures within 15'.

Ecology: Like all golems, the chocolate golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a chocolate golem through extensive ritual, preparation of the chocolate figure, and use of the following spells: *purify food & drink, prayer, commune,* and *animate object.*

A wizard of at least 14th level must cast *fabricate, geas,* and *limited wish* following the construction of the chocolate figure and extensive preparatory rituals.

As part of their enchantment, chocolate golems are stable at temperatures up to 125°F. Enduring any temperature beyond that causes them to lose 1 hp per turn. When a golem loses 50% of its hit points from melting (whether magical or mundane), it is affected as if by a slow spell.

Anyone wishing to purchase a chocolate golem can expect to pay a minimum of 700 gp for a hollow golem, 1,000 gp for a solid golem, and 1,200 gp for a filled golem. The wizard's labor costs and additional 2,000–3,000 gp.

Golem, Drolem

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	–3
Movement:	12, Fl 24 (C)
Hit Dice:	20
THAC0:	3
No. of Attacks:	3
Damage/Attack:	2d6 (claw)/2d6 (claw)/ 1d20+10 (bite)
Special Attacks:	Breath weapon
Special Defenses:	See below
Magic Resistance:	Nil
Size:	G (27'–35' long)
Morale:	Fearless (20)
XP Value:	23,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. These creatures can be made from almost any material. The drolem—the most fearsome of all such constructs—proves especially difficult to create.

A drolem looks like a dragon: either a beast of a certain color, a composite of different types, or simply a dragon skeleton. In many ways its physical abilities rival those of the formidable beasts it resembles, but the drolem is extremely stupid—utterly incapable of speech, spellcasting, or the devious plotting that so often marks the actions of true dragons.



Combat: In battle, the drolem proves as formidable as any true dragon. The monsters can sustain damage only from weapons of +2 or greater enchantment and remain immune to all forms of fire, cold, and gases (since they do not need to breathe except to use their breath weapon). In addition, drolems are immune to poisons, mind-affecting attacks, and to all spells of 4th level or lower. They can cast *detect invisibility* to a range of 60 feet.

Unfortunately, a drolem's Intelligence (or lack of same) limits its tactics. One of these creatures does not often attempt strategies more complex than a direct attack. If given extremely precise instructions by its creator, it might successfully execute a maneuver such as picking up an opponent, flying into the air, and dropping the unfortunate victim. However, it could accomplish this sort of act only after receiving *the most careful* of instructions. Normally, a drolem can follow commands no more complex than: "Kill anyone who enters this chamber, except me."

Most drolems prefer to attack from the air when possible. In battle, they attack with their immense foreclaws, each one inflicting 2d6 points of damage, and their wicked bite (1d20+10 points of damage). In addition, a drolem can use its breath weapon three times per day to exhale a small, poisonous cloud (a cube measuring 20 feet on each side, appearing directly in front of the drolem). All within the cloud must make a saving throw vs. dragon breath or die.

Habitat/Society: These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capacities. Unlike most such constructs, a drolem can think, but in a quite limited fashion; it obeys all its creator's instructions exactly to the letter. This habit can cause difficulties—it is not unheard of for an incautious wizard to give a drolem a command that leads to the creator's own demise.

Ecology: As unnatural creatures, drolems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

Most true dragons hate drolems with a passion. The mighty reptiles either see the constructs as vicious mockeries of themselves or find themselves horrified by the acts that drolems are so often built to accomplish. In particular, dragons despise drolems created in their own image. Thus, an onyx dragon becomes most enraged by the sight of an onyx drolem, and a red dragon particularly hates the sight of a red drolem.

Because drolems are particularly rare and powerful golems, they guard only the most special places and treasures. The especially arduous creation process can take almost a year to complete, even after all the components have been assembled. Only a wizard of at least 18th level can create a drolem, using a certain book and several rare materials, found only on Mystara. These materials, which cost about 90,000 gold pieces, are detailed in books that describe drolem creation, but remain unknown to the general public. The scales from at least three different types of dragons go into this golem's construction, rumors say.

Golem, Furnace

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6 (see below when spelljamming)
HIT DICE:	20 (90 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil (but see below)
SIZE:	L (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	18,000



The furnace golem is a specialized form of iron golem that weighs 6,000 lbs. It is otherwise like its cousin in appearance. Furnace golems are created without weapons, but they can pick up and use any giant-size device that they can grasp.

Furnace golems are intelligent, speaking in slow, measured, booming voices that lack all inflection and tone. Their mouths open and close, having hinged jaws, and when they speak onlookers can see a fiery glow within their mouths. Furnace golems are warm to the touch but give off no odor. Their eyes give off a dull red glow, as if heated from within. Furnace golems move with ponderous gaits that can crush floors and shake whole buildings, except when they are on thick rock foundations.

Furthermore, furnace golems are capable of spelljamming by consuming magical items, which they place in their mouths to be destroyed by the magical, molten material within them. For every 1,000 XP that a consumed magical item is worth, the golem can spelljam for one week (tonnage = 1/10 ton; SR 2; MC B). Only one item is consumed at a time, avoiding any chance of an internal explosion as might occur in normal furnaces. Furnace golems do not leave the crystal spheres in which they are found; they explode should they enter the phlogiston (300'-radius fireball causing 36d6 points of damage to all within the radius). A human carried along by a furnace golem into wildspace has enough air for 2d6+7 days, thanks to the golem's size.

Combat: Because of their intelligence, furnace golems are more versatile than iron golems in combat. A furnace golem may pick up a large, solid weapon (anything from a tree trunk to a giant's axe) and swing it at an opponent, gaining normal initiative and causing triple the damage that a human would do with a similar (man-sized) weapon, plus the damage bonus for having storm giant strength (+12 points). A blow from its fist causes 2d6+12 points of damage. The furnace golem may pick up and hurl boulders or similar objects up to 300 yards, inflicting 3d10 points of damage per rock; however, it can catch rocks and similar hurled objects only 10% of the time.

A furnace golem can also grasp a man-size or smaller opponent and crush him in its mighty fingers. The opponent suffers 6d6 points of damage per round, and the golem need make no further attack rolls after the first round. The golem cannot crush an opponent and fight other foes in the same round, but it can hold an opponent tightly, preventing his escape, and either fight with its free hand or catch a second victim and crush them both at the same time. The golem releases crushed victims when they stop struggling and appear to be dead.

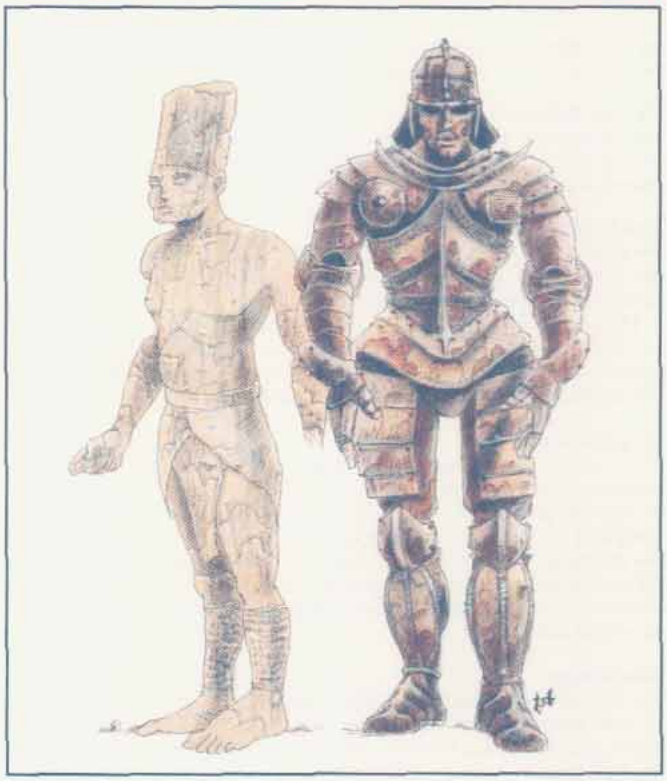
Because of its size and strength, a furnace golem may crush and batter furniture, walls, carts, fences, buildings, etc. A blow from this golem's fist is as effective against structures as a ram with a +1 bonus, as given on Table 52 in the 2nd Edition *Dungeon Master's Guide*, page 76. The golem is equally effective if it can grasp the object and exert force against it, tearing it apart or crushing it. In any situation, consider the golem's mass and strength when lifting, throwing, resisting, or breaking objects.

A furnace golem is immune to all weapons but those of +3 or greater enchantment. Magical cold attacks slow it for three rounds, and magical fire attacks repair 2 points of damage per hit die of damage the attack would have caused. All other spells are ineffective. Rust monster attacks affect a furnace golem, but complete destruction of the golem releases the magical molten iron within it, creating a 60-foot-diameter pool that causes 6d10 points of damage per round to all within it and lasts for 1d4+4 turns.

Habitat/Society: These creatures are animated by powerful, intelligent spirits conjured up by their creators and bound to the material form of the golems. They are servitors of their creators, having no true society or habitat. The creator of a furnace golem may hold a conversation with it, learning what the golem has seen and heard recently (these being its only two senses). The golem can even offer minor speculations on events of which it is aware. Such conversation is not profound and lacks imagination, but the golem never lies and always tries to use logic. It may even converse with others who encounter it, though this does not hamper its attacks if such seem warranted. Furnace golems can carry out fairly complex instructions as could normal, willing human servants of good intelligence. They never rebel against their masters.

Ecology: Furnace golems play no part in any living ecology. Furnace golems neither eat nor sleep.

	Stone	Iron
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	5	3
MOVEMENT:	6	6
HIT DICE:	14 (60 hp)	18 (80 hp)
THAC0:	7	3
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-24 (3d8)	4-40 (4d10)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9½' tall)	L (12' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	8,000	13,000



A greater golem is an artificial humanoid body which has been animated by an elemental spirit but remains under the complete control of its creator.

Stone Golem

A stone golem is 9½ feet tall, and weighs around 2000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example it might be carved to to look like it is wearing armor with a particular symbol on the chest plate. Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing.

Combat: Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22, for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A *rock to mud* spell slows a golem for 2-12 (2d6) rounds. Its reverse, *mud to rock* acts to heal the golem, restoring all lost hit points. A *flesh to stone* spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a *slow* spell upon any opponent with 10 feet of it.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. Unlike the lesser golems, the greater golems are always under the complete control of their master. A greater golem can obey simple instructions involving direct actions with simple conditional phrases. Although this is better than a lesser golem is capable of following, they still make poor servants. Any given task could take several separate commands to direct the golem to its completion.

Ecology: Golems are not natural creatures, and play no part in the ecology of the world. They neither eat nor sleep, and "live" until they are destroyed, usually in combat. Certain spells (see above) can be used to heal or repair any damage done to them in combat. This is usually done by their creators to insure long and valuable service.

Iron Golem

An iron golem is twice the height of a normal man, and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical.

The iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

Combat: The iron golem conforms to the strategies listed for the stone golem except as described here. It has a strength of 24 for the purposes of lifting, throwing or breaking objects. The iron golem is immune to any weapon, except those of +3 or better enchantment. Magical electrical attacks will *slow* it for 3 rounds, and magical fire attacks actually repair 1 hit point of damage for each hit die of damage it would have caused. All other spells are ignored. Iron golems are subject to the damage inflicted by a rust monster. Once every 7 rounds, beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas. It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

Golem, Lesser

	Flesh	Clay
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	9	7
MOVEMENT:	8	7
HIT DICE:	9 (40 hp)	11 (50 hp)
THAC0:	11	9
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2-16 (2d8)/2-16 (2d8)	3-30 (3d10)
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7½' tall)	L (8' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	2,000	5,000

A golem is an artificial humanoid body which is animated by an elemental spirit and under the control of its creator.

Flesh Golem

The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh. No natural animal, such as a dog, will willingly track a flesh golem. It wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions, and no weapons. The golem can not speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

Combat: The lesser golems are mindless in combat. They follow the orders of their master explicitly, and are incapable of any strategy or tactics. They are emotionless in combat, and cannot be easily provoked (unless they have broken control and gone berserk). They will not use weapons for combat, even if ordered to, always preferring to strike with their fists. Flesh golems have a strength of 19 for purposes of lifting, throwing or breaking down doors.

Flesh golems can only be struck by a magical weapon. Fire and cold based spells merely slow them for 2-12 (2d6) rounds. Any electrical attack restores 1 hit point for each die of damage it would normally have done. All other spells are ignored by the creature.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. The flesh golem's master has a 10% chance per round of regaining control. To do this he must be within 60 feet of the flesh golem, and the creature must be able to see and hear its master. No special spells are required to regain control, its creator just has to talk to it forcefully and persuasively, to convince it to obey.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. A lesser golem can obey simple instructions involving a single, direct action. They make poor servants because each detail of a task must be given as a separate command.



Ecology: Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

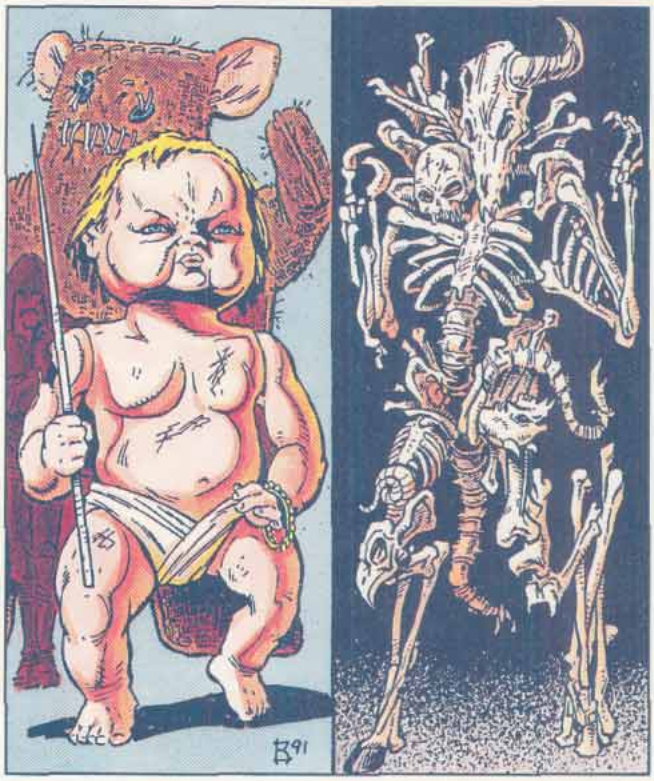
Clay Golem

The clay golem is a humanoid body made from clay, and stnds about 18 inches taller than a normal man. It weighs around 600 pounds. The features are grossly distorted from the human norm. The chest is overly large, with arms attached by thick knots of muscle at the shoulder. Its arms hang down to its knees, and end in short stubby fingers. It has no neck, and a large head with broad flat features. Its legs are short and bowed, with wide flat feet. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem can not speak, or make any noise. It walks and moves with a slow and clumsy gait, almost as if it were not in control over its actions.

Combat: Clay golems conform to the strategies listed above for the flesh golem except as noted here. A clay golem has a strength of 20 for the purposes of lifting, throwing or smashing objects. They can only be struck by magical blunt weapons such as hammers or maces. A *move earth* spell will drive the golem back 120 feet and inflict 3-36 (3d12) points of damage upon it. A *disintegrate* spell merely slows the golem for 1-6 rounds and causes 1-12 points of damage. An *earthquake* spell cast directly at a clay golem will stop it from moving that turn and inflict 5-50 (5d10) points of damage. After it has engaged in at least one round of combat, the clay golem can *haste* itself for 3 rounds. It can only do this once per day. Damage done by the golem can only be cured by a *heal* spell from a priest of 17th level or greater.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. If a clay golem does manage to break control, it becomes a berserker, attacking everything in sight until it is destroyed. Its first action is to *haste* itself, if it can. Unlike the flesh golem, there is no chance to regain control of a rampaging clay golem.

	Bone	Doll
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	0	4
MOVEMENT:	12	15
HIT DICE:	14 (70 hp)	10 (40 hp)
THAC0:	7	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3d8	3d6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	T (1' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	18,000	6,000



Bone Golem

The bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly 6 feet tall and weight between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

Combat: Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Bone golems attack with their surprisingly strong blows and sharp, claw-like fingers. Each successful hit inflicts 3-24 (3d8) points of damage. They can never be made to use weapons of any sort in melee.

In addition to the common characteristics of all Ravenloft golems (described previously), bone golems take only half damage from those edged or piercing weapons that can harm them.

Bone golems are immune to almost all spells, but can be laid low with the aid of a *shatter* spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a saving throw vs. spells to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail *both* checks are instantly stricken dead with fear.

Doll Golem

The doll golem is an animated version of a child's toy that can be put to either good uses (defending the young) or evil uses (attacking them). It is often crafted so as to make it appear bright and cheerful when at rest. Upon activation, however, its features become twisted and horrific.

Combat: The doll golem is, like all similar creatures, immune to almost all magical attacks. It can be harmed by fire-based spells, although these do only half damage, while a *warp wood* spell will affect the creature as if it were a *slow* spell. A *mending* spell restores the creature to full hit points at once.

Each round, the doll golem leaps onto a victim and attempts to bite it. Success inflicts 3d6 points of damage and forces the victim to save versus spells. Failure to save causes the victim to begin to laugh uncontrollably (as if under the influence of a *Tasha's uncontrollable hideous laughter* spell) and become unable to perform any other action. The effects of the creature's bite are far worse, however. The victim begins to laugh on the round after the failed save. At this time, they take 1d4 points of damage from the muscle spasms imposed by the laughter. On following rounds, this increases to 2d4, then 3d4, and so on. The laughter stops when the character dies or receives a *dispel magic*. Following recovery, the victim suffers a penalty on all attack and saving throws of -1 per round that they were overcome with laughter (e.g., four rounds of uncontrolled laughter would equal a -4 penalty on attack/saving throws). This represents the weakness caused by the character's inability to breathe and is reduced by 1 point per subsequent turn until the character is fully recovered.

	Gargoyle	Glass
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	0	4
MOVEMENT:	9	12
HIT DICE:	15 (60 hp)	9 (40 hp)
THAC0:	5	11
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	3d6/3d6	2d12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	14,000	5,000



Gargoyle Golems

The gargoyle golem is a stone construct designed to guard a given structure. It is roughly the same size and weight as a real gargoyle (6' tall and 550 pounds). Although they have wings, they cannot fly. However, a gargoyle golem can leap great distances (up to 100 feet) and will often use this ability to drop down on enemies nearing any building the golem is protecting.

Gargoyle golems cannot speak or communicate in any way. When they move, the sound of grinding rock can be heard by anyone near them. In fact, it is often this noise that serves as a party's first warning that something is amiss in an area.

Combat: When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict 3d6 points of damage. Anyone hit by both attacks must save versus petrification or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be *resurrected*. *Reincarnation*, on the other hand, is still a viable option.

Gargoyle golems are, like most golems, immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an *earthquake* spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. The lesser *transmute rock to mud* spell will inflict 2d10 points of damage to the creature while the reverse (*transmute mud to rock*) will heal a like amount of damage.

On the first round of any combat in which the gargoyle golem has not been identified for what it is, it has a good chance of gaining surprise (-2 on opponent surprise checks). Whenever a gargoyle golem attacks a character taken by surprise, it will leap onto that individual. The crushing weight of the creature delivers 4d10 points of damage and requires every object carried by that character in a vulnerable position (DM's decision) to save vs. crushing blows or be destroyed. In the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

Glass Golems

The glass golem is very nearly a work of art. Built in the form of a stained glass knight, the creature is often built into a window fashioned from such glass. Thus, it usually acts as the guardian of a given location—often a church or shrine.

Glass golems, like most others, never speak or communicate in any way. When they move, however, they are said to produce a tinkling sound like that made by delicate crystal wind chimes. If moving through a lighted area, they strobe and flicker as the light striking them is broken into its component hues.

Combat: When the stained glass golem attacks, it often has the advantage of surprise. If its victims have no reason to suspect that it lurks in a given window, they suffer a -3 on their surprise roll when the creature makes its presence known.

Once combat is joined, the stained glass figure (which always has the shape of a knight) strikes with is sword. Each blow that lands delivers 2d12 points of damage.

Once every three rounds, the golem can unleash a *prismatic spray* spell from its body that fans out in all directions. Any object or being (friend or foe) within 25 feet of the golem must roll as if they had been struck by a wizard's *prismatic spray* spell (see the AD&D® *Player's Handbook*).

Glass golems are the most fragile of any type of Ravenloft golem. Any blunt weapon capable of striking them (that is, a magical weapon of +2 or better) inflicts double damage. Further, a *shatter* spell directed at them weakens them so that all subsequent melee attacks have a percentage chance equal to twice the number of points of damage inflicted of instantly slaying the creature.

Anyone casting a *mending* spell on one of these creatures instantly restores it to full hit points. In addition, they regenerate 1 hit point per round when in an area of direct sunlight (or its equivalent).

Golem, Gemstone

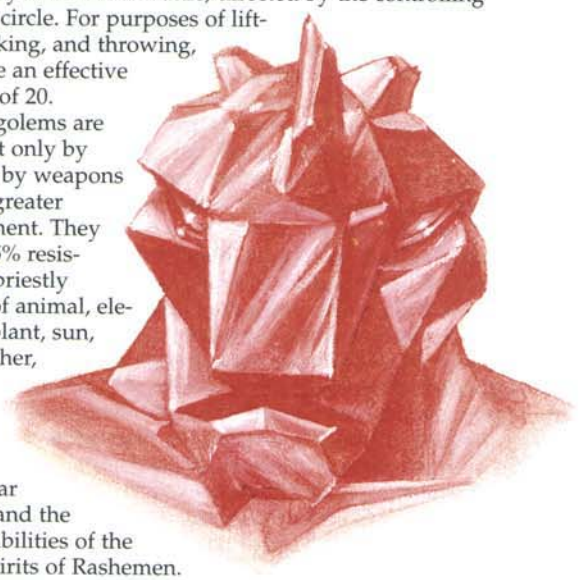
	Ruby	Emerald	Diamond
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	0	0	0
MOVEMENT:	6	6	6
HIT DICE:	10 (50 hp)	12 (55 hp)	14 (60 hp)
THAC0:	11	9	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d10	4d10	5d10
SPECIAL ATTACKS:	Nil	Lightning bolt, cloudkill	Diamond chips, sunray
SPECIAL DEFENSES:	+1 or better to hit, immune to electrical and heat-based spells	+2 or better to hit, immune to acid and heat-based spells, 50% damage from electrical attacks	+3 or better to hit, immune to heat, electricity, and acid-based attacks
MAGIC RESISTANCE:	Nil or 25%	Nil or 50%	Nil or 75%
SIZE:	L (8' tall)	L (9' tall)	L (10' tall)
MORALE:	Fearless(20)	Fearless(20)	Fearless(20)
XP VALUE:	5,000	8,000	10,000

So far, only three major types of gemstone golems have been created in Faerûn—ruby, emerald, and diamond. In the Realms, they are controlled only by the Red Wizards of Thay and the secret of their construction is known only by the Asnar Thrul, the zulkir of invocation magics.

Ruby Golem

Ruby golems stand 8 feet tall and weigh over 3,000 pounds. They resemble statues of dark red, glossy humans clad in armor or robes. Their surfaces are slick and hard, and they are often crafted with the heads of fanciful monsters or armored humans.

Ruby golems strike in combat with stone-hard fists. They are completely mindless in battle, directed by the controlling wizard's circle. For purposes of lifting, breaking, and throwing, they have an effective Strength of 20.



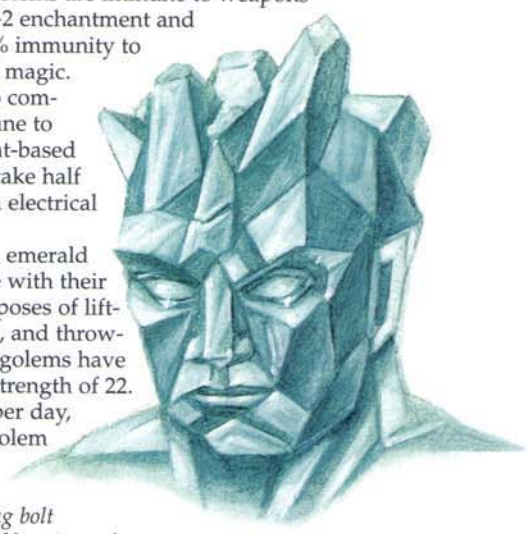
Ruby golems are can be hit only by magic or by weapons of +1 or greater enchantment. They have a 25% resistance to priestly spheres of animal, elemental, plant, sun, and weather, and all spells cast by druids, Rashemaar witches, and the magical abilities of the nature spirits of Rashemen. If this resistance fails, the golem takes only half damage from these spells. Ruby golems are completely immune to all electric- and heat-based spells.

A *rock to mud* spell immobilizes a ruby golem for 2d4 rounds, while a *crystalbrittle* spell causes it to become vulnerable to normal weapons and eliminates its resistance to heat and electricity. The *shatter* spell inflicts 5d6 points of damage on a ruby golem, while a *mending* spell heals all of the golem's damage.

Emerald Golem

Emerald golems resemble tall, muscular human males carved of glittering green stone. Most of these resemble normal, physically perfect males.

Emerald golems are immune to weapons of less than +2 enchantment and possess a 50% immunity to nature-based magic. They are also completely immune to acid- and heat-based attacks, and take half damage from electrical attacks.



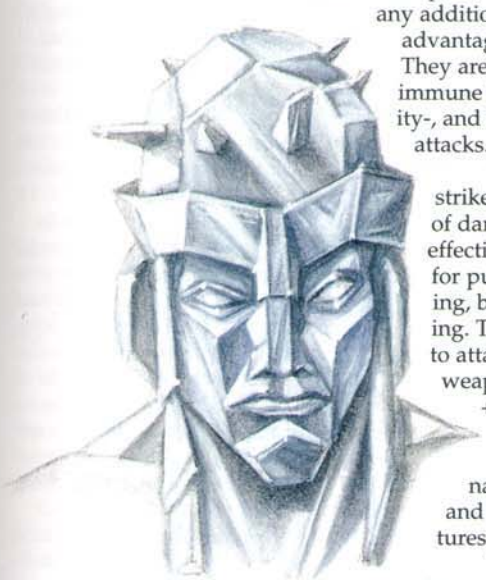
In combat, emerald golems strike with their fists. For purposes of lifting, breaking, and throwing, emerald golems have an effective Strength of 22. Three times per day, an emerald golem can shoot a flickering green *lightning bolt* that inflicts 8d8 points of

damage. Once per day, an emerald golem can release a cloud of green gas that acts as a *cloudkill* spell.

Shatter inflicts 4d6 points of damage on emerald golems, while *crystalbrittle* eliminates their immunity to magic and causes them to be vulnerable to +1, rather than +2, weapons. A *mending* spell restores 2d6 lost hit points, while *glassteel* completely restores all damage inflicted upon them.

Diamond Golem

Diamond golems are the most powerful of the gemstone golems known. They resemble tall, muscular humans clad in armor and carved out of multifaceted diamond. They are often armed with swords or carry shields, although these are merely decorative and do not provide the golem with any additional armor or advantages in combat. They are completely immune to heat-, electricity-, and acid-based attacks.



Diamond golems strike for 5d10 points of damage and have an effective Strength of 24 for purposes of throwing, breaking, and lifting. They are immune to attacks from all weapons of less than +3 enchantment and are 75% resistant to nature-based magic and Rashemaar creatures.

Three times per a day, a diamond golem can spray a cloud of tiny diamond chips in all directions, inflicting 10d8 points of damage on all within a 25-foot radius.

Also, three times per day, diamond golems can emit a blinding light equivalent to *sunray*, the 7th-level priest spell.

Shatter causes 3d6 points of damage to diamond golems, while *crystalbrittle* reduces diamond golems' nature-magic immunity to 25% and its immunity to heat, electricity, and acid to 50%, also rendering it vulnerable to +2 and above weapons, rather than +3. *Mending* restores 2d6 lost hit points, while *glassteel* restores all damage.

Habitat/Society: A circle of at least twelve wizards, led by a spellcaster of at least 12th level, is required to control and direct the golems in battle. The circle cannot take any other actions while doing so, and if the circle is disrupted, the golems under its control stop fighting and wander aimlessly. The circle can maintain control only of the golems within the 1-mile radius when the circle is first formed—they cannot add more golems or take control of another circle's golems.

Gemstone golems, when not in use by their controllers, are deactivated by the controlling circle. While gemstone golems are most often used in combat or as guardians, they are sometimes used as servants.

Ecology: When finally slain, gemstone golems collapse into piles of rough-cut gems identical to their type. Each golem produces 10d10 gems of the precious category, with values determined using Table 86 in the DMG. The remainder is powder, useless for most purposes, though some wizards and alchemists may be able to use it for spell components.

Gemstone golems were originally created long ago by the god-kings of Mulhorand. These fearsome creatures are highly resistant to damage and, once set in motion, virtually unstoppable. Some observers link these gemstone golems with rumors of "statues that walk" in Mulhorand, claiming that the two share similar enchantments and construction techniques, but others claim that they are entirely different.

—*From* Spellbound, #1121

Gemstone Golem Realmslore

Ancient documents speak of powerful, gleaming warriors that sometimes aided the god-kings in their wars of conquest. Most scholars simply assumed them to be animated statues or conventional golems—until the Red Wizards rediscovered the god-kings' secrets.

Recently, the Red Wizards (and in particular, Aznar Thrul) discovered the ancient Mulhorand manuals used to guide construction of gemstone golems and, with the aid of a conjurer apprentice, unleashed them upon the Rashemaar, whose powerful spirit- and place-magics have so often frustrated Thayan armies.

Although the ancient god-kings were able to set their gemstone golems in motion without constant oversight, Thrul's golems are not so dependable, as explained above. Since each circle can control all gemstone golems within a 1-mile radius, few Red Wizards are assigned to such duties.

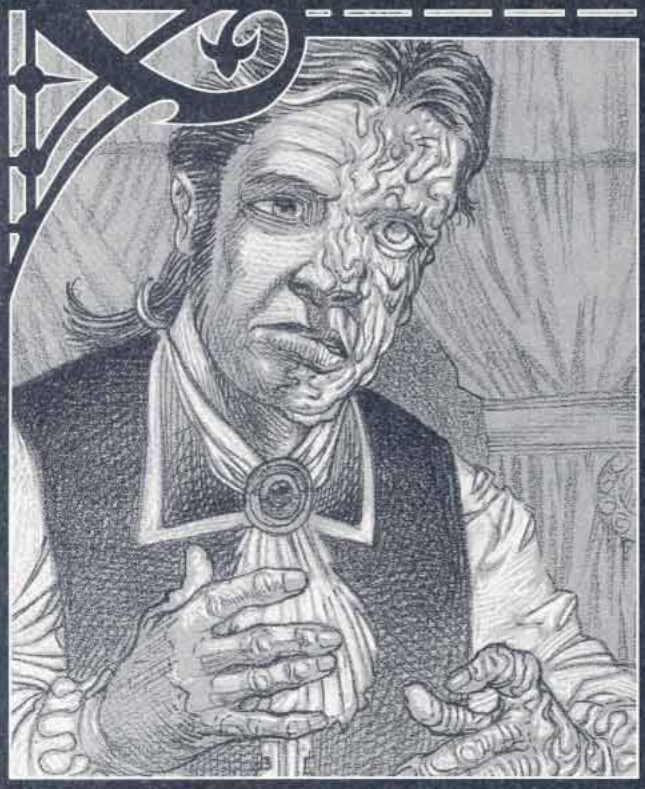
Thrul has experimented with other stones, with mixed success. The secret of the creation of gemstone golems remains in Thrul's hands and should it ever get out, the Red Wizards will have yet another potent weapon for their arsenals. As long as Thay remains in its current chaotic state, the wizards are as likely to use their gemstone golems against each other as against neighboring nations, so Thrul keeps the secrets of golem-making close.

Thrul and his allies are eager to turn the golems against the berserkers and witches of Rashemen, for they have discovered that the magical process used to create gemstone golems produces sorcerous effects inimical to nature-based enchantments and spirit-powers. A few experimental raids into Rashemen have proved the value of the gemstone golems, and no defenders have yet survived to alert their compatriots to the danger. Now, a larger force of gemstone golems is under construction and Aznar Thrul is considering sharing the secret of their creation with some of his allies—but he trusts no one.

Currently, Thrul is creating an army of over 100 gemstone golems of all types for an invasion of Rashemen. He hopes that their resistance to the nature magic of the Rashemaar witches will help this invasion to succeed where others have failed.

The use of gemstone golems is still rare in Thay. Aznar Thrul has shared the secret of their creation with no one. He keeps it from other zulkirs for fear they will steal it and use it against him. Thrul uses gemstone golems extensively as guards, and a few are found throughout Thay in the employ of Thrul's close associates (at his command).

Golem, Half-, Desmond LaRouche



Climate/Terrain:	Nova Vaasa
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	9
Movement:	9
Hit Dice:	7 (50 hp)
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d8 or ld6+2
Special Attacks:	Nil
Special Defenses:	+1 or better weapon to hit; spell immunities; regeneration
Magic Resistance:	Nil
Size:	M (6'6" tall)
Morale:	Champion (16)
XP Value:	5,000

Both medical science and healing magic can accomplish wonders. Often, the application of a poultice infused with curative herbs or the weaving of a mystical spell can save the life of an injured or diseased person. Sometimes, however, these noble pursuits of healing can be followed too far, and a virtuous intent often ends with tragic consequences. Such was the case with an unfortunate youth named Desmond LaRouche, the dreaded half-golem.

Prior to his transformation, Desmond was a handsome young man. His eyes were a soft and gentle green that reminded his many sweethearts of cool ferns. His long, sandy-brown hair was bound into a ponytail with a silver cord. His smile, quick to flash across his face and often followed by a melodic laugh, was as bright and winning as any in the land.

After that dark December night when tragedy struck, his features were drastically altered. While the right half of his body is as it was, the left is repulsive to look upon. That half of Desmond's face is now horribly scarred and has the pale gray color of death. His left eye is a sightless orb of white set in a puckered socket beneath a half-melted brow. Veins bulge out as the skin has drawn tight over the bone. His left hand is a withered remnant with long, blackened fingers and nails that curve like the claws of a great cat. It is difficult to imagine a more dreadful dichotomy than that presented by this once handsome man. Few can look upon him without succumbing to fear and loathing.

Desmond's voice alternates between the soft tones of his past life and the harsh, guttural sounds made by the left half of his throat. He speaks only the language of Nova Vaasa and may or may not be able to read and write when encountered, depending on which part of his personality is currently uppermost.

Combat: In melee combat, Desmond has two distinct fighting styles. If his bestial self is dominant, he attacks with a savage fury equal to that of a maddened beast. If his human side has mastery of the body, he tends toward finesse and elegant weapons like the rapier and foil. In either case, he is a dangerous enemy.

At the start of any given battle, Desmond has a 50% chance to give in to fury and rage. When this happens, he enters a berserk state, attacking with a single-minded determination that allows him a +2 bonus on his attack rolls and delivers 2 to 16 (2d8) points of damage each time a blow lands. Enemies who attack him while he is in this state gain a +2 bonus on their attack rolls because of the monomaniacal attention he gives to smashing his target.

If Desmond is not in a killing frenzy, he will fight more traditionally, attacking with his favorite weapon, a silver rapier. This medium piercing weapon weighs 4 pounds and has a speed factor of 4. Desmond's rapier, *Phantom*, is magical and gains a +1 bonus on all attack and damage rolls, inflicting a total of 3 to 8 (1d6+2) points of damage to small or medium-size foes and 3 to 10 (1d8+2) points to larger ones. Desmond's left arm has a Strength of 19, enabling him to grapple with enemies or lift heavy weights with ease. When his golem half is dominant, he is fond of using his left hand to strangle enemies or crush their bones in its viselike grip.

Whenever Desmond is hit by an attack or magical spell, it is important to determine whether the left or right half of his body was affected. This is done simply by rolling any die. If the result is even, the attack strikes his normal (right) side. If the number rolled is odd, the golem half of his body receives the blow. A called shot (as described in the *Dungeon Master Guide*) can be made to strike a specific side of his body.

Desmond's left side has the same vulnerabilities and

advantages as a flesh golem. It can be hit only by magical weapons, and electrical attacks actually regenerate 1 hit point per die of damage that would normally be inflicted by such an attack. Fire- and cold-based attacks do no damage to Desmond's left half, but they do cause him to act as if a *slow* spell had been cast upon him for 2 to 12 (2d6) rounds. All other spells have no effect if they are targeted against this side of his body.

Desmond's right side is more or less normal. It can be hit with any weapon and harmed by fire, ice, electricity, and most other attacks.

The unusual biology that has resulted from this unique fusion of natural and artificial life gives Desmond a number of special abilities. Perhaps the most important of these is the fact that he regenerates very rapidly, regaining 3 hit points per round. In addition, he is immune to all manner of poisons, toxins, and disease. He cannot be *held*, *charmed*, or put to sleep by magical means, but these attacks will automatically turn control of his body over to his inhuman side.

If Desmond is killed, he can easily be restored to life. While he does not regenerate after death, a charge of electricity applied to his left side can restore lost hit points (as described above) and return him to life. As soon as he lives again, his natural regeneration takes over and quickly restores him to full health.

The mere sight of Desmond's face is so terrible that it might be considered a weapon. While it does not petrify or have any real magical effect, all who look upon it for the first time must make a horror check. Even those who have had the monstrous visage described to them beforehand must make this check, for no amount of secondhand information can prepare one for this terror.

Just as Desmond's biology was changed by his transformation, so too was his psyche affected. His mind is now a morass of conflicting passions, vibrant life energy, and the eternal blackness of death. Anyone who makes any manner of telepathic communication with him, either by magical or psionic means, must make a madness check (as described in the RAVENLOFT *Campaign Setting* boxed set). Anyone attempting to contact only one of his two selves will find it impossible to separate the two thought patterns.

Habitat/Society: The tragic story of Desmond LaRouche begins in the city of Kantora near the center of the domain of Nova Vaasa. His parents were the household servants of a wealthy doctor named Sir Tristen Hiregaard. They had no idea that their master was also the dreaded Malken, lord of the domain. Indeed, Hiregaard was so kind and generous an employer that the LaRouches could not conceive of him having any vices or evil intentions.

As he grew, the boy found a special place in Hiregaard's heart. Indeed, the surgeon became a second father to him. On spring days they would fly kites together in the park, letting the wind and warm sun carry away their concerns. When spring turned to summer, they would spend hours playing stickball and fishing. When Hiregaard traveled to the other cities in Nova Vaasa, he always brought back some new toy or present for the lad, and holidays were times of great celebration for Hiregaard and his servants.

Hiregaard's love for the boy grew with the youth. When young Desmond entered his teens, the good doctor took him on as an apprentice, teaching him the ways of science and the healing arts of medicine. The doctor was both amazed and delighted by the speed with which his young friend learned the lessons he taught. In no time, Hiregaard was passing along some of his less serious cases directly to LaRouche, who dispatched them with a dedication and skill that made his mentor glow with pride.

During his apprenticeship, the young LaRouche began to take notice of the true shape of society in Nova Vaasa. Although not a member of the upper class, he had been sheltered from the terrible condition of the vice-ridden masses by the kind heart of Tristen Hiregaard. When he begin to see the suffering of the common people, he was horrified. This repulsion was magnified by the recognition that he was actually one of the oppressors. He began to feel ashamed of his sheltered youth and vowed to make life better for those less fortunate than himself.

Hiregaard saw the importance of this to the young LaRouche and offered to help him begin a practice in the slums that made up large sections of Kantora. Desmond gladly accepted the sponsorship of the nobleman and set about his new career.

In no time, the names of LaRouche and Hiregaard became synonymous with compassion and caring to the people of Kantora. For nearly a year, the two physicians cured the ill, tended to the wounded, and oversaw the healthy birth of countless babies. LaRouche was happier than he had ever been in his life.

During this same year, however, the women of Kantora, especially the harlots and trollops who frequented the gambling houses of the city, began to be terrorized by a series of brutal killings. On more than one occasion, LaRouche was called upon to examine one of the mutilated corpses. Despite his medical training, these examinations sickened him.

Hiregaard brought the matter to the attention of Prince Othmar, the political ruler of Nova Vaasa. He hoped to receive additional guards to patrol the city and search for the murdering fiend. Instead, his pleas fell upon deaf ears. Othmar had little concern for the murders of, as he put it, "a few of the city's far too numerous Jezebels."

LaRouche took the news of Hiregaard's failure badly. He could not believe that their monarch would be so insensitive to the needs of his subjects. Finally, the young doctor decided to take matters into his own hands. If Prince Othmar would not help, then he, Desmond LaRouche, would track down the fiend himself and see him destroyed.

His mind made up, Desmond began to spend his evenings in the dark streets and alleys around the gambling houses. For nearly a week he saw nothing more than the usual beatings, violence, and corruption of the city. On the seventh night, however, he saw a sinister shape moving through the shadows of the city. Unwilling to move against the figure until he knew for certain that this was the killer, he moved to follow the suspi-

cious-looking character.

The constant ebb and flow of people in the streets made tailing the man a difficult task. Indeed, he nearly lost sight of the fellow several times. Finally, however, he spotted the man entering a dark alley with a young dancer from one of the bawdy houses. Fearing the worst, he made for the side street, only to find the press of traffic on the streets too thick to easily penetrate.

The frantic seconds it took Desmond to reach the mouth of the alley seemed to last forever. Looking into the darkness, he saw a flash of light on the gleaming blade of a knife and heard a muffled scream. Cursing his slowness, he dashed ahead and drew his wheel-lock pistol.

At the end of the alley he found the murderer bent over the fallen woman. Blood flowed freely from numerous lacerations and LaRouche knew at once that this was indeed the man he had been looking for. He leveled his pistol at the fiend and called for him to drop his knife.

The murderer had been so intent on his gruesome work that he had not heard Desmond charging down the alley toward him. Now, the sudden challenge caught him off guard. He whirled about, his blade clattering to the pavement.

At that moment, the moon broke through the autumn clouds and Desmond saw the killer's face. He gasped at the sight, for the man's features were bestial and ugly, hardly human at all. The face was twisted in hate and the yellow eyes burned with a cruel fire. For a second, the dreadful face froze Desmond in his tracks. Seeing his chance, the killer charged forward and knocked him aside. Desmond crashed against the wall of a building and fell to his knees.

The killer fled into the night, never looking back. Desmond got to his feet, took aim with his pistol, and fired at the retreating figure. The murderer staggered and fell, clearly having been shot. Before the young doctor could reach him, however, he regained his feet and vanished into the maze of dark streets.

Angry at his failure to either save the woman or stop the killer, Desmond knelt beside the victim's body. In life, she had been quite lovely; a fact which made her mangled corpse all the more horrifying. He steeled himself and draped his long coat over the body; only when this was done did he think to recover the knife that the killer had dropped.

To his horror, he recognized the weapon as a medical blade that belonged to none other than Tristen Hiregaard. Unable to accept the fact that his mentor could somehow be connected to the foul, misshapen killer he had seen, he assumed that the blade had been stolen. Pocketing the knife, he summoned the watch and reported the killing to the police.

With that taken care of, he made at once for Sir Hiregaard's house to query him as to when he had last seen the scalpel. He found the front door locked, as he expected at this late hour, and circled around to the office entrance at the side of the building. There, he saw a sight that made his blood run cold: a small pool of fresh blood on the stones by the door. Before he could consider the implications of this, he heard a choking gasp of pain from inside. Without thinking, he burst in to the office where he had spent so many hours learning the healing arts.

To his horror, he saw the killer standing before him. Blood ran from his shoulder, showing quite clearly where Desmond's bullet had struck him.

Before Desmond could act to defend himself, the bestial fiend attacked. He grabbed the young doctor by the collar and hurled him into a rack of glass beakers and chemicals. Pain raced through Desmond's body as the various elixirs and fluids mingled to form a highly corrosive acid. Screaming in pain, he rolled clear of the chemicals just as they ignited and filled the room with flames and choking smoke.

Desmond assumed that this was the end of his life, for he was quickly losing consciousness and the only sensation he had in the left half of his body was a burning pain. He saw the killer clutch at his chest and fall to the floor beside him. With a detached horror, Desmond saw the bestial features of the terrible man soften and shift. Just as he fell into unconsciousness, he saw the murderer's face change to that of his beloved mentor, Sir Tristen Hiregaard.

The next several weeks of Desmond's life were spent drifting in and out of consciousness. Time passed without meaning to him, and the only thing he felt was an endless throbbing pain. Images remained in his mind, but whether they were real or hallucinations he could not say.

Finally, the young man awoke. He found that he was strapped down to a steel table in Hiregaard's operating theater. He was unable to move, and cold fear ran through him. After nearly an hour, he heard a door open. The brisk fall of footsteps clattered across the tiled floor, and the concerned face of Tristen Hiregaard bent over him to fill his field of vision.

Desmond was furious. He demanded an explanation and, to his surprise, Hiregaard complied. With a look of deep sorrow on his face, he confirmed the lad's worst fear: Hiregaard himself was the brutal killer Desmond had been seeking.

In his defense, Hiregaard explained that he did not commit these dreadful crimes willingly. Indeed, he claimed that his transformation into a horrible beast was the result of a most noble experiment. Hiregaard had long ago decided that human nature was the cause of all the suffering in the world. In order to make any major changes for the better, the basic nature of mankind would have to change. To that end, he began to develop a serum that would destroy the evil in men just as other medicines might destroy disease. Unwilling to risk the life of another to test the potion, he tried it on himself.

At first, it seemed to have worked. He felt like a new man, cleansed even of any evil or impure thoughts. Then, he began to suffer blackouts. For days at a time, he would have no memory of his actions. Eventually, he discovered that his evil nature had been isolated, not destroyed. From time to time, without any predictable pattern, it would surface and take complete control of his body.

Desmond listened in horror to Hiregaard's story. In-

stead of hatred or revulsion, he felt only pity for the tortured man. Eventually, Hiregaard brought his tale to a close with their encounter in his laboratory. He explained that his evil self, Malken, had lost control of their body as the fire spread. When he came to his senses, Hiregaard saw what had happened and was horrified. He extinguished the blaze and carried the dying Desmond into his operating theater.

The prognosis was not good. The entire left half of his body was being eaten away by the chemicals that had been splashed upon it. Even as he despaired of saving the young man's life, a horrible idea came to him. He had several fresh cadavers in the home for his experimental studies. Might they not be raided to replace the most badly damaged parts of LaRouche's body? Desperate to save his young friend's life at any cost, Hiregaard set to work, little realizing that this ghoulish inspiration had come from the deeply buried Malken.

When his work was done, Hiregaard turned away from Desmond. In a voice heavy with sorrow, he lamented the fact that he had not allowed the young man to die as nature demanded. With that, he released the young man and presented him with a mirror. The agonized scream which escaped Desmond's lips as he looked upon his new body was the most dreadful sound Hiregaard had ever heard.

Desmond left Kantora that night. He said not a word to Hiregaard, but simply walked out of his home and into the darkness. His last memory of the man who had been a second father to him was of a frail-looking old man shaking and sobbing on the floor.

From time to time, Desmond LaRouche has considered returning to Kantora to destroy the man who made him into a monster. Inside, however, he feels that letting him live with his curse is a far crueler fate. LaRouche has no desire to reveal Hiregaard's secret self. He recognizes the good that Hiregaard does to make up for Malken's evil and considers this to be a fair exchange.

Ecology: Desmond LaRouche now wanders the domain of Nova Vaasa. The revulsion that greets him whenever he encounters humanity has embittered him. He has been known to come to the aid of the defenseless, but generally he shuns all contact with mankind.

Desmond's unusual biology frees him from many of the concerns of daily life. He eats but one meal a day, sleeps for only an hour or so each night, and takes no notice of the hottest summer day or the coldest winter night.

Many aspects of LaRouche's life now might appeal to a druid character. He lives in the wild and, because it is his home, protects the land fiercely from those who would encroach upon it and his solitude.

Adventure Ideas: Word of a terrible man-beast stalking the countryside is generally more than enough to draw player characters from miles around. In the case of the half-golem, this sort of lure makes an excellent beginning for an adventure.

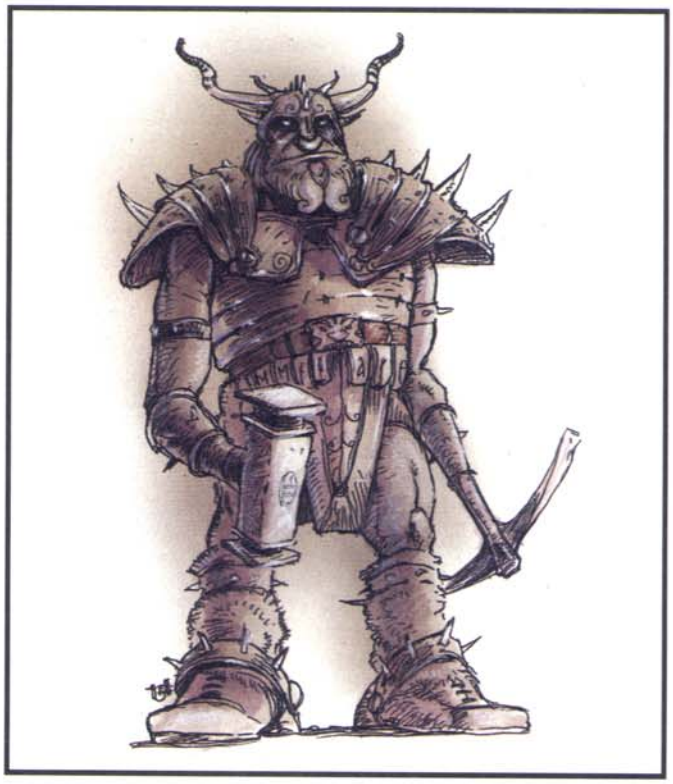
Initially the PCs might jump to the conclusion that LaRouche is evil because his form is monstrous. Because of all-too-frequent rejection, LaRouche has come to expect hostility from all he encounters. He will not initiate combat, but he will be wary of strangers. Once they prove their goodwill, his strange mix of abilities can make him a valuable ally.

Perhaps the most interesting use of Desmond LaRouche would be as a supporting character in an adventure involving Sir Tristen Hiregaard. It might be that the tortured doctor has discovered a process by which it might be possible to regenerate LaRouche's damaged half, leading Hiregaard to contact the player characters in hopes that they can track Desmond down and bring him back to Kantora.

This might indeed be the case. More likely, however, Malken has duped Hiregaard into believing that his process will work. In truth, the fiend plans to destroy LaRouche in order to protect the secret of his dual nature. After all, Desmond is the only person in Nova Vaasa who knows the truth about the mysterious killer who stalks the streets of Kantora.

Golem, Hammer

CLIMATE/TERRAIN:	Subterranean (dwarf kingdoms)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6, Br 6
HIT DICE:	14 (60 hp)
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d10/2d12
SPECIAL ATTACKS:	*Pounding force*
SPECIAL DEFENSES:	Spells immunities, +1 weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	L (9' tall)
MORALE:	Fearless (20)
XP VALUE:	13,000



The nightmare of orcs and other dwarf enemies, this rare golem is constructed by dwarf priests, using a process as rare and carefully guarded as the manufacture of the most powerful dwarven magical weapons.

A hammer golem stands about 9 feet tall and weighs about 2,000 lbs. It resembles a gigantic stone dwarf (beard included) covered in adamantite plate mail. Its forearms have been replaced by two weapons—a hammer on the right arm and a pickaxe or axe on the left.

A hammer golem moves heavily and slowly. When encountering orcs and their kin, it gives out a hollow roar as it attacks, but otherwise does not communicate in any way.

Combat: This golem attacks only if ordered to do so by its master, if it encounters orcs, or if it is kept from its assigned task. The latter condition allows it to attack if someone tries to get at what the golem is guarding, for example. The creature can remember as many commands as its creator wishes, but all commands may total up to no more than twice the creator's Wisdom in words.

When without a master, a hammer golem attacks anything in front of it until opponents flee, or they leave its charge alone, or they are dead. If the opponents are goblinoids, only their death or the golem's destruction will break off its attack.

This golem attacks first with its hammer hand, inflicting 2d10 points of damage, then with its pick for 2d12 points of damage. In addition, it can employ a special *pounding force* attack once per turn. This is similar to a *repulsion* spell, except that, in addition to the usual effects, it inflicts 4d6 points of damage. If the victim makes a successful saving throw vs. spell, only half damage is sustained.

While all golems are immune to mind-affecting spells, a hammer golem is virtually immune to every spell except for *wish*, which affects the golem normally, and *stone to flesh*, which acts as a *heal* spell on the hammer golem. In addition, a weapon of +1 or greater magical power is required to hit this golem. Of course, hammer golems are not affected by poison of any type.

Habitat/Society: As mentioned, hammer golems are made by dwarf priests, to be employed as guards, warriors, or massive miners (they can tunnel through solid rock at MV 6). While most hammer golems possess an axe on the left arm as described above, one designed specifically for mining has pickaxes on both appendages.

Ecology: Hammer golems contribute nothing to deep-earth ecology (or any other), except for the destruction of goblinoids and the mining of minerals.

	Iron Gargoyle	Mud
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d2	1
Armor Class:	–1	9
Movement:	3, Fl 9 (D)	9
Hit Dice:	16	8
THAC0:	5	13
No. of Attacks:	4	1
Damage/Attack:	1d8 (claw)/1d8 (claw)/(2d8) horn/ (1d10) tail	2d6 (smother)
Special Attacks:	Breath weapon, stun, crushing dive	Continuous damage
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (12' tall)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	19,000	2,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. These creatures can be made from almost any material—in these cases, iron and mud. Of course, the DM may feel free to create new types as desired.

Iron Gargoyle

Except for their great height (12 feet), iron gargoyles resemble normal gargoyles. Each of these craggy creatures is covered in iron scales, with numerous iron spikes protruding from its body. The iron gargoyle's red eyes gleam malignantly. In dim lighting conditions, flames visibly lick the edges of its grinning maw. Viewed by infravision, these monsters glow brightly from the heat their hulking bodies contain.

Combat: The iron gargoyle remains utterly unaffected by all forms of fire. However, any cold-based attack inflicts double damage on it. This creature is otherwise immune to spells and suffers damage only from weapons of +2 enchantment or better. It can cast *detect invisibility* within 60 feet.

An iron gargoyle is not a very agile flier, but in battle it often attacks initially from the air, attempting to crush its foe by landing on it. The intended victim of this attack can roll a saving throw vs. death to avoid it. Those who fail suffer 3d10 points of damage and, stunned, cannot act for 1d3 rounds.

In combat, the monster applies its two claws (1d8 damage each), horn (2d8 damage), and lashing tail (1d10 damage). Anyone the gargoyle's tail hits must make a successful saving throw vs. paralyzation or become stunned for 1d3 rounds. Every three rounds the gargoyle can breathe fire in a cone 30 feet long and 10 feet wide, causing 3d10 points of damage (halved by a successful saving throw vs. dragon breath).

Ecology: As unnatural creatures, iron gargoyles play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

These creatures are most often constructed and encountered in pairs, but a sole iron gargoyle may guard areas of lesser importance to its creator.

It costs 125,000 gold pieces to construct an iron gargoyle, and the process takes five months. Only a wizard of 18th level or greater can create one; the spells required are *wish, polymorph any object, geas, fireball,* and *fly.*

Mud Golem

A mud golem stands about 6 feet tall and is shaped like a muscular human fighter. This creature, made from dark mud, has almost non-existent features: no mouth and only two darker, faintly gleaming hollows for eyes. The construct emits a foul odor reminiscent of swamp gas.

Combat: A mud golem can walk on a surface of mud and quicksand without sinking. It also can remain submerged in these substances indefinitely without sinking, rising to the surface at will. Normally its creator has placed the golem so it can attack from such an advantageous position.

In battle, a mud golem attempts to throw its arms around its victim in a horrific, smothering hug. A successful attack inflicts 2d6 points of damage—and the golem hangs on. In each subsequent round, it causes 2d6 points of smothering damage, but the victim can struggle; a successful saving throw vs. paralyzation halves damage from the smothering attack. The saving throw does not apply against the initial attack, but the character can roll a new saving throw each round thereafter. The creature does not normally release a living victim, although some adventurers claim to have "played dead" to get a slow-witted golem to drop them.

The mud golem can sustain damage from normal and magical weapons, but suffers only half damage from blunt weapons. A *transmute mud to rock* spell confers the effects of a *slow* spell upon the mud golem for 2d4 rounds, but the construct remains otherwise unaffected by spells.



Ecology: Mud golems can exist anywhere, but priests usually create them to guard buildings and treasures within swamps, jungles, or other dank and muddy areas.

Materials for a mud golem cost 100 gold pieces, and construction takes one month. Only a priest of at least 11th level can make a mud golem; the spells required are *transmute rock to mud, animate object, raise dead, slow,* and *quest.*

Golem, Lightning

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	11 (66 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-32
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Fearless (20)
XP VALUE:	2,004



The lightning golem is an artificial being given animation, if not true life, by the infusion of an elemental spirit. It is created and controlled by powerful magics or with the aid of a *Manual of Golem Construction* (see the *Dungeon Master's Guide).* Like other magically animated creations it is often employed as a guard or ward by those powerful enough to fashion them.

Lightning golems are physically fairly simple. Their bodies are nothing more than a gold framework that is roughly humanoid in shape. The limbs of the creature are articulated, giving it the ability to move its arms and legs in much the same way that a man might. In fact, the "skeleton" of the creature has been likened to a mannequin or doll such as might be used by an artist in place of a model. What makes the construction unusual is the aura of electricity that constantly dances around it. Because of the energies used to empower the creature, it is alive with brush discharges, arcs of electricity, and a general haze of St. Elmo's fire. The shape of this aura is surprisingly man-like.

Lightning golems cannot speak, but obey simple commands given them by their creators. Their understanding is limited, however, making complex tasks beyond them.

Combat: The lightning golem moves much more quickly than one might expect an automaton to move. Because of this, it gains a +2 bonus to all initiative rolls that it is called upon to make.

When in close combat, the lightning golem lashes out with its metallic arms, trying to strike its enemies. Anyone hit by the being suffers 4d8 points of damage from the blow and its associated electrical shock. Anyone making a successful saving throw vs. spells or with some immunity to electrical damage suffers only half damage. Persons who fail their saves may be required (at the DM's option) to make saving throws for some or all of the items they are carrying.

If possible, the golem begins combat by unleashing a powerful stroke of *chain lightning* at its enemies. This attack is similar to that of the sixth-level wizard spell of the same name and has a range of 50 yards. The stroke inflicts 6d6 points of damage to the first target that it strikes.

Because of the inorganic nature of this being, the lightning golem is immune to all manner of life affecting magic or psionic powers. Thus, attempts to put it to *sleep* or *cause disease* fail. Spells and powers that influence the mind are similarly useless against this automaton. Attacks that depend upon heat or fire affect the golem normally, causing its golden skeleton to melt and deform. Those based on cold, ice, lightning, or electricity are ineffective. Spells and abilities that have power over metal, such as *crystalbrittle,* have their normal effects upon the lightning golem.

Lightning golems are considered greater golems, and are thus always under the control of their creator.

Habitat/Society: Because the lightning golem is an automaton, it has no society to speak of. From time to time, a truly powerful individual may assemble more than one of these beings, but golems do not have any social order or customs.

Ecology: The creation of a lightning golem is a task beyond any but a wizard of 18th level or higher. The labor begins with the manufacture of the construct's golden body from 2,000 pounds of gold. The gold itself, and the materials needed to fashion it into its new form, cost 150,000 gold pieces. The construction of the body requires 10 weeks. Once the body is completed, the enchanting can begin. This must be attempted in an open area during the height of a tremendous thunderstorm. When the storm reaches its peak, the wizard must cast a *wish, permanency, chain lightning, enchant an item,* and *geas* spell. As soon as the final spell is cast, a bolt of lightning is attracted to the body, striking it and infusing it with tremendous power.

Manuals of Lightning Golems construction exist, but such tomes are very rare. There is a 10% chance that any *Manual of Iron Golems* is actually a *Manual of Lightning Golems.*

Golem, Magic

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (3 known)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	18
HIT DICE:	8 (64 hit points)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	Absorbs magic, magical flare
SPECIAL DEFENSES:	Immune to most magic
MAGIC RESISTANCE:	100%
SIZE:	L (9′ tall)
MORALE:	Fearless (20)
XP VALUE:	8,000



A magic golem appears as a humanoid creature composed of iridescent yellow energy—pure magic. It is the unholy union of a human being and an area of wild magic. After the Time of Troubles, Zhentarim wizards began to catalog all of the areas of wild magic in an effort to study this phenomenon more closely. During an expedition to a remote wild magic area in the Hordelands, an unfortunate sequence of spells cast by one Zhentarim wizard turned another into a being of pure magic—a combination of the mage and untamed magical forces.

Combat: Magic golems absorb all magical energy within a 20-foot radius. Spells are instantly absorbed as they are cast. Running spells are terminated and absorbed at the end of one round, with the two exceptions noted below. Magical items lose one level of enchantment per round (a *long sword +2* changes to a *long sword +1*), and charged magical items lose 1d6 charges per round. Magical weapons do no damage to the creature, but normal weapons and those drained of all magic can hurt the golem.

The magic golem attacks its victims with blasts of pure magical energy causing 3d10 points of damage. These magical blasts have a range of 75 yards. The blasts ignore all magical adjustments to Armor Class (that is, Armor Class for a blast target is calculated only by armor type and Dexterity bonus). However, these blasts do not penetrate an *anti-magic shell* or a *prismatic sphere* until such spells are absorbed by the creature. It takes six rounds for a magic golem to dissipate an *anti-magic shell*, and seven rounds for it to disable a *prismatic sphere*.

Dispel magic has no effect on the creature, as the spell is instantly absorbed as it is cast. However, a *limited wish* will negate the creature's ability to absorb magic for one round per level of the caster, and a *wish* will do so for an hour. During this time the creature has no immunity to magic and magical effects.

Once per day a magic golem must release a *flare* of magical energy that is a result of its link to wild magic. This flare can be used as a conscious attack in addition to the golem's normal attack in a round. Roll 1d10 for the form the flare takes and consult the table below. All spell-like effects are at 16th level unless otherwise noted.

Habitat/Society: A magic golem is very stupid and easily controlled through force of will by any mage or wizard of 12th level or greater. If there is no mage of the required power to control the golem, the creature wanders aimlessly in search of a source of magic to absorb. If a magic golem happens to stumble upon another zone of wild magic, the creature remains in the area and slowly absorbs all of its wild magic effects. The wild magic zone is totally absorbed, a process taking anywhere from an hour to a month, depending on its size. When a magic golem absorbs a wild magic zone, the creature's Hit Dice and hit points are increased by 50%; the size of the area absorbed has no bearing on this increase. After this absorption process, the golem is uncontrollable, lashing out at all who possess or wield magic for at least a week before it can be again controlled by a wizard.

Wild Magic Flare Result

1d10	Result	1d10	Result
1	As per a *wand of wonder*	6	*Wall of fire* encircles golem
2	Magical blast (see above)	7	*Color spray* in a 360° radius
3	4d6 *lightning bolt*	8	*Fireball* centered on golem
4	Double-strength *light* spell	9	*Time stop* 100′ radius
5	*Dispel magic* 100′ radius	10	*Earthquake*

Ecology: The creatures need no sleep or sustenance, and as long as there is magic in the world they can continue to exist. It has been theorized that a dead magic zone, another product of the Time of Troubles, would instantly destroy a magic golem—that the dead magic area and the golem would eliminate each other, leaving a zone of normal magic function. Since magic golems are so rare to begin with, the Zhentarim have been unwilling to test this theory.

The magic golem was discovered, quite by accident, by the Zhentarim. A magic golem is formed when a mage of at least 12th level casts *detect magic*, *Rary's mnemonic enhancer*, and *anti-magic shell* in that order on himself or herself while standing in an area of wild magic. The spells themselves must escape any ill effects of the wild magic area and go off as normal. The caster then gains the ability to transform another wizard within the wild magic area into a magic golem. The victim receives no saving throw, although magic resistance applies. The new magic golem is under its creator's control, and the wild magic area is then dispelled (or, rather, it is absorbed into the golem during its creation).

The chances of a magic golem forming within a wild magic area are slim—less than 1%, given the effects of wild magic. Only three of these creatures are known to exist. All of them are under the control of the Zhentarim.

Golem, Maggot

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rotting flesh
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO.APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	8 (45 hp)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Smothering
SPECIAL DEFENSES:	Immune to edged weapons, half damage from blunt weapons, regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	S–M (3'–6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	5,000

A maggot golem at first glance appears to be a shambling, off-white mound that is vaguely humanoid but with a constantly shifting form. It walks upright on two legs and has two arms but these appendages are constantly changing in length and thickness, as are the dimensions of its torso. The maggot golem's head is also in flux, at times appearing as a mere nub on the shoulders, at other times having definite features such as eyes, nose, ears, and mouth.

The explanation behind this shifting is that this type of golem is constructed of living organisms, maggots, to be specific. These are constantly turning into flies which circle around the golem's head and return to the golem to lay eggs, completing the cycle by hatching more maggots. Some of the maggots drop from the golem and lie writhing in its wake, but these are replaced at a phenomenal rate.



Combat: A maggot golem is mindless in combat. It either follows the instructions of its creator and master or follows its own instincts, seeking to kill the fleshy creatures. It is emotionless and cannot be provoked. Once it has broken free of its master's control, however, it turns on the master, attacking anything in its path.

As a maggot golem is made up of hundreds of thousands of individual insects, it is almost impossible to damage. Edged or piercing weapons slicing through it have no more effect than if they were passing through water (the maggots simply knit together again after the sword has passed). Blunt weapons fare little better; they are able to smash off chunks of the body, but inflict only half their usual damage.

In addition, the maggot-to-fly-to-maggot cycle happens at a greatly accelerated rate, thus allowing the golem to continuously replenish itself. This results in the golem being able to regenerate at a rate of 2 hit points per round.

Just as a maggot golem is unlikely to be harmed by most weapons, it is also incapable of holding them. It attacks by hugging its victim to its body. This occurs whenever the golem makes a successful attack. The victim is then held and slowly smothered to death, losing 2d6 hit points per round.

During the round of the successful attack, the victim is held and suffers damage. At the start of each subsequent round, the victim can attempt a Strength check. Success means the victim breaks free and suffers no automatic damage that round. The maggot golem can still attack during that round, and can reestablish a hold on the victim.

The elemental spirit in a maggot golem is not bound strongly; it has a 1% cumulative chance per round of combat (calculated independently for each fight) that it will break free of its master. When this happens, the master has a 10% chance per round (cumulative) of regaining control. To do this, he must be within 60 feet of the maggot golem, and the creature must be able to see and hear its master, who need only talk to it forcefully and persuasively to convince it to obey.

Maggot golems are immune to most spells. Fire-based spells affect them normally, cold-based spells *slow* them for 2d6 rounds, *summon insects* heals 1d10 points of damage, and *repel insects* causes them to instantly lose half their current hit points. All other spells are ignored by these creatures.

Habitat/Society: The maggot golem is an automaton, artificially created and under the direct control of its creator. Typically one to four such creatures are created at once. These can obey simple instructions involving a single, direct action.

Maggot golems make poor servants because each facet of a task must be described as a separate command. They are generally used to guard valuable items or places. Since the maggots that make up the body of the golem need to continue to consume rotting flesh to survive, a maggot golem often can be placed as a guard with minimal instruction. It will, on its own, seek out fleshy creatures to kill, which it later consumes once rot has set into the corpse.

Ecology: A maggot golem is fashioned from a corpse that is thickly infested with maggots. The animating force is an elemental spirit from the plane of Earth, which is bound to the body. Eventually the body is consumed by the maggots, which are then held in a humanoid form by the elemental spirit.

The maggot golem is created using a refinement of the process used to create a flesh golem. Tradition states this refinement was first discovered in the city of Karg in the Demiplane of Dread. It is rumored that a further refinement exists, using rot grubs rather than maggots.

—*From* Requiem, #1146

Golem, Metagolem

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Electricity
INTELLIGENCE:	Very (11–12)
TREASURE:	See below
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	See below
HIT DICE:	9 (40 hp)
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spell immunities, invulnerable to electricity
MAGIC RESISTANCE:	See below
SIZE:	S to M (3'–6' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000–4,000



Metagolems are hollow, metallic humanoid constructs that have been given magical life. There are as many varieties of metagolems as there are metals, ranging from those made of copper to those made of platinum alloys. Like normal golems, metagolems are animated by elemental spirits. However, they are also given considerable intelligence and can speak.

Generally speaking, the more exotic the metal, the better the metagolem's armor, speed, and damage per hit. Statistics for metagolems made of common metals are given below:

Metal	AC	Move	Damage
Copper	6	3	1d10
Tin	5	4	2d10
Bronze	4	4	3d10
Iron	3	6	4d10
Steel	2	7	5d10
Silver	1	8	6d10
Electrum	0	9	7d10
Gold	–1	10	8d10
Platinum	–2	11	9d10

Combat: Metagolems are quite intelligent and employ sound tactics in battle. Aside from their limited selection of spells (see below), they never use weapons, preferring to rely on their fists instead. Despite their intelligence, they remain completely emotionless and can never be swayed from their goals.

Metagolems can cast *fireball, flaming sphere, fly, magic missile, stinking cloud,* and *web* spells, each once per day, at the 10th level of ability. They are immune to all illusion/phantasm, enchantment/charm, and alteration spells cast by wizards, and to all spells in the Charm sphere of priest magic. Further, they are not damaged by any attack involving electricity, but gain energy from such attacks instead (see "Ecology"). Like all golems, they are not affected by poison of any sort.

Habitat/Society: Metagolems are magical automatons created by powerful wizards to accomplish certain goals such as chasing down hated enemies, collecting treasure, and so forth. They have no society as such, but they do seem to bear a strange fondness for others of their kind. Occasionally, several metagolems can be found relaxing together on worlds particularly prone to violent lightning storms.

Metagolems have no free will, but always strive to fulfill the wishes of their creators. The methods of creating metagolems are not widely known, but only wizards of 18th level and above can make them. A metagolem has the alignment of its creator and an equivalent Strength of 15 for purposes of carrying and lifting items.

Often, a metagolem will join a party of adventurers if it is clear that doing so will accomplish its masters' goal. Although a metagolem makes a surprisingly amiable companion, it is usually mistrusted, for its companions never know when the metagolem's true instructions will interfere with their plans.

Ecology: As with other golems, metagolems can be created by only powerful wizards. However, unlike regular golems, metagolems occasionally require a supply of energy in the form of electricity to continue functioning. Hungry metagolems are known to insult powerful wizards for the sole purpose of making the mages so angry that they cast lightning bolts. Every hit point of damage from electricity powers a metagolem for one week, to a maximum charge of 100 weeks of continuous operation. Without this power, metagolems become dormant until given a new charge.

Golem, Naâruk

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6, Fl 24 (C)
HIT DICE:	12 (50 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Hit only by +2 or better magical weapons, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fearless (20)
XP VALUE:	11,000



Built by enduk priests in their grand temples, the Naâruk is a golem which looks like a 10-foot-tall winged bull. The Naâruk is usually fashioned of gleaming bronze with extremely lifelike workmanship. Naaruks stand dormant and still most of the time, appearing as statues. When active, however, a Naaruk's eyes glow a soft green color.

The Naaruks give the enduks the ability to rapidly reposition troops and support personnel. During a special religious ceremony, up to 10 enduk warriors or clerics of the same faith may meld (as per the Meld Legacy) into this golem and use it as a long range transportation device. While melded, all occupants remain unconscious, vulnerable only to things that damage the Naaruk. The Naaruk then flies back to its temple of origin after releasing all of its occupants.

The Red Curse: As created beings, Naaruks never acquire Legacies or require *cinnabryl*.

Combat: Like most other golems, a Naaruk is merely able to execute fairly detailed, linear instructions. They have difficulty handling conditional instructions.

A Naaruk has a Strength of 23 for purposes of breaking or pulling things, and opponents require +2 or better magical weapons to hit a Naaruk. The Naaruk is immune to most spells. A *gust of wind* spell slows the Naaruk for 1d4 rounds, and it ignores all other spells.

If the Naaruk gets a flying start of at least 60 feet, it charges, inflicting double damage. Naaruks count as +2 weapons for purposes of hitting creatures struck only by magical weapons.

Naaruks do not normally participate in battles, but they will defend themselves if attacked. These sacred creatures are reserved for holy wars. They will, however, attack creatures interfering with their goals. If necessary, a Naaruk can release some or all of its occupants to assist in defense. If destroyed, a Naaruk instantly releases all of its melded occupants.

Damage to the Naaruk may only be healed at its home temple. Repairing a Naaruk requires a *produce fire* spell and costs 100 gp in materials per hit point of damage repaired.

Habitat/Society: Most enduk temples keep at least one of these constructs as a guardian. Part of the duty of the enduk clergy is to keep the Naaruk in top-notch operating condition. Many a neophyte enduk priest has spent countless hours hand-polishing the gleaming bronze flanks of the temple Naaruk, learning humility, perseverance, and the honor of a task well-done.

Many enduks believe that the spiritual condition of the temple and the physical condition of the temple Naaruk are linked. To them, a shiny, well-maintained Naaruk indicates a healthy temple. Likewise, a Naaruk with a bit of tarnish or a hitch in its step indicates corruption in the temple.

Ecology: The Naaruk is a golem, a magical construct. As such, it plays no part in the world's ecology. A Naaruk does not eat, sleep, or drink, and "lives" only until its body is destroyed.

Only the enduk priests know the secret of constructing a Naaruk. It requires raw materials worth 40,000 gp and vestments worth 20,000 gp (which are not consumed) and requires a head priest of 16th level or higher. The head priest must have at least eight assistant priests, each of 8th level or higher. The ritual must be performed in a consecrated enduk temple.

	Necrophidius	Scarecrow
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	2	6
MOVEMENT:	9	6
HIT DICE:	2	5
THAC0:	19	15
NO. OF ATTACKS:	1	1 + gaze
DAMAGE/ATTACK:	1-8	1-6 + charm
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12' long)	M (6' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	270	1,400



The necrophidius and scarecrow are constructs like all other golems, but they are less powerful because of the magical shortcuts employed in their construction.

Necrophidius

The necrophidius, or "death worm," is built and animated for a single task, such as protection or assassination. It has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch. The necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A necrophidius is constantly moving with a macabre grace.

Combat: The necrophidius prefers to surprise opponents, and its silence imposes a −2 penalty to their surprise rolls. If the necrophidius is not surprised, it performs a macabre maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the *hypnotism* spell. This allows the necrophidius to attack without opposition.

Besides taking damage as indicated, a bitten victim must make a saving throw vs. spell or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by *dispel magic*; *neutralize poison* is useless.

This creature acts and reacts as if it had Intelligence 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.

Scarecrow

Statistics in italics above refer to conscious scarecrows.

Scarecrows are enchanted creatures made from the same materials as normal scarecrows. Though non-intelligent, they can follow simple, one- or two-phrase orders from the priest who created them. They do so to the best of their ability, without regard to their own safety.

Each scarecrow is unique, but all share several characteristics. Their bodies, arms, and legs are always made of cut wood bound with rope. Tattered rags cover the frame, and are sometimes stuffed with grass or straw. A hollow gourd with a carved face serves as head. Once animated, a fiery light burns in the scarecrow's eye sockets. Scarecrows are light but slow. Their leg and elbow joints bend both ways, so they move with an uneven, jerky gait, and the head spins freely.

Scarecrows do not speak, but cackle madly when attacking.

Combat: Once per round, a scarecrow can gaze at one creature within 40 feet. Any intelligent person meeting this gaze must make a successful saving throw vs. spells or be fascinated, standing transfixed, arms hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). The charm lasts until the scarecrow either dies or leaves the area for a full turn. The scarecrow's touch causes 1d6 damage and has an effect identical to the gaze (saving throws apply). A scarecrow attacks one victim at a time, striking the first person charmed until dead. While slaying its victim, the scarecrow uses its gaze attack to charm other opponents as possible. Scarecrows attack until destroyed or ordered to stop.

Scarecrows are vulnerable to fire. Fire-based attacks gain a +1 bonus to the attack roll and a +1 damage bonus per die.

The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

Conscious Scarecrows

Most scarecrows disintegrate when their creators die, but a few (10%) become conscious, gaining an evil alignment, average Intelligence (8-10), and great cunning. They gain a desire for self-preservation, so their morale drops to elite (13-14). They hide by day and stalk the night, committing acts of evil. Because scarecrows hate fire and are immune to cold, conscious scarecrows try to reach colder climes. During the trek they kill everything they encounter, including those who pose no threat. Conscious scarecrows hate all life and kill humans and demihumans whenever possible.

Monstrous ~ 1267 ~ Collection

Golem, Nyraala

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (See Below)
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	10
THAC0:	11
NO. ATTACKS:	3
DAMAGE/ATTACK:	2d8/2d8/1d10
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Golem Immunities, +1 or better weapons to hit, tentacle parry
MAGIC RESISTANCE:	70%
SIZE:	L (10')
MORALE:	Fearless (20)
XP VALUE:	9,000



Nyraala golems are a melding of humanoid flesh, psionically active illithid mucous, and a special form of Underdark fungus that can be harvested only once every ten years. From the waist up, the creature has a purple humanoid torso with two powerful humanoid arms. The skin is moist and gives off a faint odor of spoiled meat. In place of a neck and head is a very long, thick tentacle. Below the waist, these psionic creations are supported by three large tentacles in place of legs. Nyraala golems also have a second form; they can break down into mounds of seemingly inactive fungal growth. These mounds cannot move except to assume their golem form.

Nyraala golems never speak but can understand the mental commands of their mind flayer creators. When moving, their bodies make a sickening, liquid squishing sound.

Combat: Nyraala golems are effectively mindless, like other, lesser golems. However, the illithids' psionic engineering allows them to program the constructs to execute efficient, preset tactics in the heat of battle. When an enemy is detected, nyraala golems reanimate their bodies in a gory implosion of mucous and flailing limbs, imposing a –3 penalty to their opponents' surprise rolls. Opponents who survive this first encounter may recognize the distinctive appearance of nyraala fungal mounds in the future (with an Intelligence check at a –2 penalty). Much like brain golems, nyraala golems instinctively sense and focus their attacks on opponent spellcasters. They may strike each round with their fists to deliver two smashing punches and then whip their head-tentacles around for a powerful strike. When facing opponents with superior melee abilities, the nyraala golems are programmed to attempt to foil damaging close range attacks. They may forfeit the next rounds' tentacle strike and use their head-tentacles to parry any one melee attack. To do so, the golem must make an attack roll against their opponent. The roll is made after their attacker makes their own attack roll. If successful, no damage is done to the golem from that attack. If the golem's attack roll falls short by no more than four, only half damage is done.

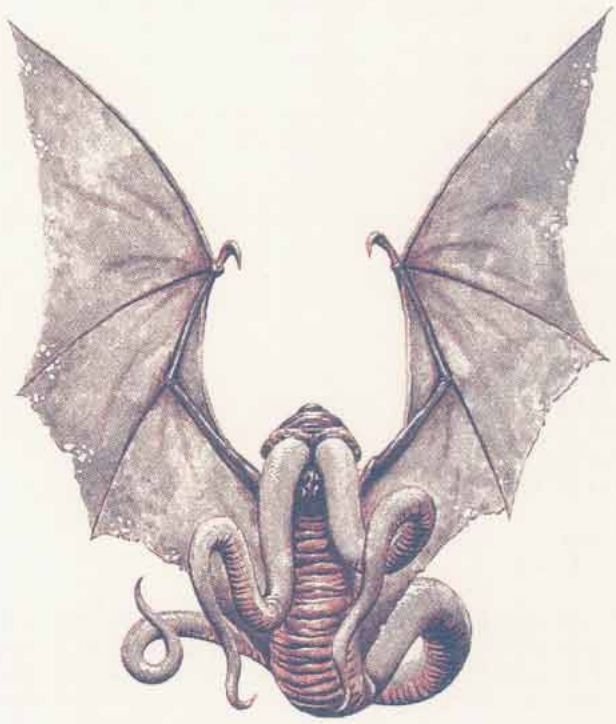
Nyraala golems are immune to poison, death magic, and all forms of mental attacks.

Habitat/Society: These automatons are popular with illithid communities for two reasons. One, they provide a level of protection almost equal to the enormously powerful brain golems (q.v.) without making it necessary to petition the elder brain for one and having it available for only one task. Two, nyraala golems can break their bodies down into a peculiar mound of fungal growth, providing them with a very effective form of camouflage. It is in this form that they are usually set to guard the dwellings and treasure chambers of their illithid masters. Nyraala golems have also been programmed to retrieve items from hostile areas, protect travelling mind flayers and the bodies of astral projecting ones, and capture specific targets. Programming any action into a particular golem takes at least a day, and each may be set to perform only one task at a time. The psionic programming process allows for only very specific actions to be set, and it is not unknown for a nyraala golem to stop and remain motionless when unforeseen circumstances complicate its currently assigned task.

Ecology: Nyraala golems are artificial lifeforms. They neither contribute to nor expend the resources of their environment. They do, however, provide a measure of status to their illithid owners as the cost in resources to create them is usually quite high and must be provided to a member the Creative Creed by their potential owner.

Golem, Phantom Flyer

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	3, Fl 24 (C)
HIT DICE:	11 (50 hit points)
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H (18' wingspan; see below)
MORALE:	Fanatic (19)
XP VALUE:	8,000



This magical creation offers swift and discreet service in the realms of the night. It can hide from prying eyes during the day until the disappearance of the hateful light. The shadowy, shimmering beast has a wingspan of 20 feet and two tentacles of a similar length. In fact, when it can be seen, it appears only as two wings, a horselike back, and two black tentacles. This golem flies silently, as swiftly as most dragons, and it can carry two fully-equipped man-sized creatures on its back. If need arises, the phantom flyer can lift a draft horse in its tentacles, or it can carry messages and retrieve property or people. The master of the golem always has a magical silver whistle with which the golem is summoned and controlled.

Combat: The phantom flyer is comfortable only in darkness; in torchlight or less, it is 90% undetectable. During the daylight, the flyer must remain hidden. A shadow of any size can conceal the phantom flyer, whether on the ground or under an object. If noticed in this form, the flyer seems to be a particularly dark shadow. While hiding in shadows this way, it can neither attack nor fly, but it can flow through existing shadows at its flying rate as long as an uninterrupted path exists. Only *truesight* reveals the golem in this form, but if magic is detected for in its area, a faint dweomer is evident.

The phantom flyer has the strength of an iron golem. It has two tentacles, with which it can attack each round. Each tentacle inflicts 2d8 points of damage.

Any type of *light* spell successfully cast onto this golem pinpoints its position. Fire or cold-based spells do no harm. A +3 or better magical weapon is required to damage this creation. A *darkness* spell cast upon the golem restores 1d8 hit points of damage; a *continual darkness*, 2d8+1 points.

Habitat/Society: Its rapid flight and ability to hide make the phantom flyer an excellent carrier of messages. They also are quite useful spies. For example, a wizard sends a phantom flyer out to spy on an adventuring party. It hides in the shadow of a war horse and overhears all the party's conversation during the day. At nightfall, the wizard blows the whistle and the phantom flyer flies back and repeats the conversation verbatim. The wizard either can use the phantom flyer to transport himself to the scene or tell it to go and fetch a party member to the wizard's black tower for who knows what eldritch ends.

The flyer is controlled by whoever possesses its silver whistle, which shows a faint dweomer. If the whistle is lost, the flyer will simply lurk in a shadow nearby until someone finds and sounds the whistle. While so lurking, the golem takes no action except to destroy light sources. As long as the whistle exists, the phantom flyer is the devoted servant of its master. Should the whistle be destroyed, the phantom flyer will fly off to the Demiplane of Shadow.

Ecology: As an artificial construct, the phantom flyer exists only to serve its master. Its essence comes from the Demiplane of Shadow; it is not known what form, if any, its animating force takes there.

This golem requires three months of construction time by a wizard of 18th or higher level; it costs 90,000 gold pieces. The creating wizard needs two large mirrors, enough molten silver to fill a large chalice, the pinions of a vrock (tanar'ri), and enough fresh spider silk to cover the pinions twice. The wizard must set the mirrors exactly eleven paces apart, facing each other squarely. The pinions and the silk are placed between the mirrors, with the chalice of molten silver directly before, the wing materials. Onto this area, the wizard casts *continual darkness, Evard's black tentacles, forget, fly, wish, disintegrate,* and *geas.* What will be left is the mere reflection of a creature, the victory of imagination over solidity; that, and the silver whistle that controls it.

Golem, Plush

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d2/1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall)
MORALE:	Fearless (19)
XP VALUE:	650

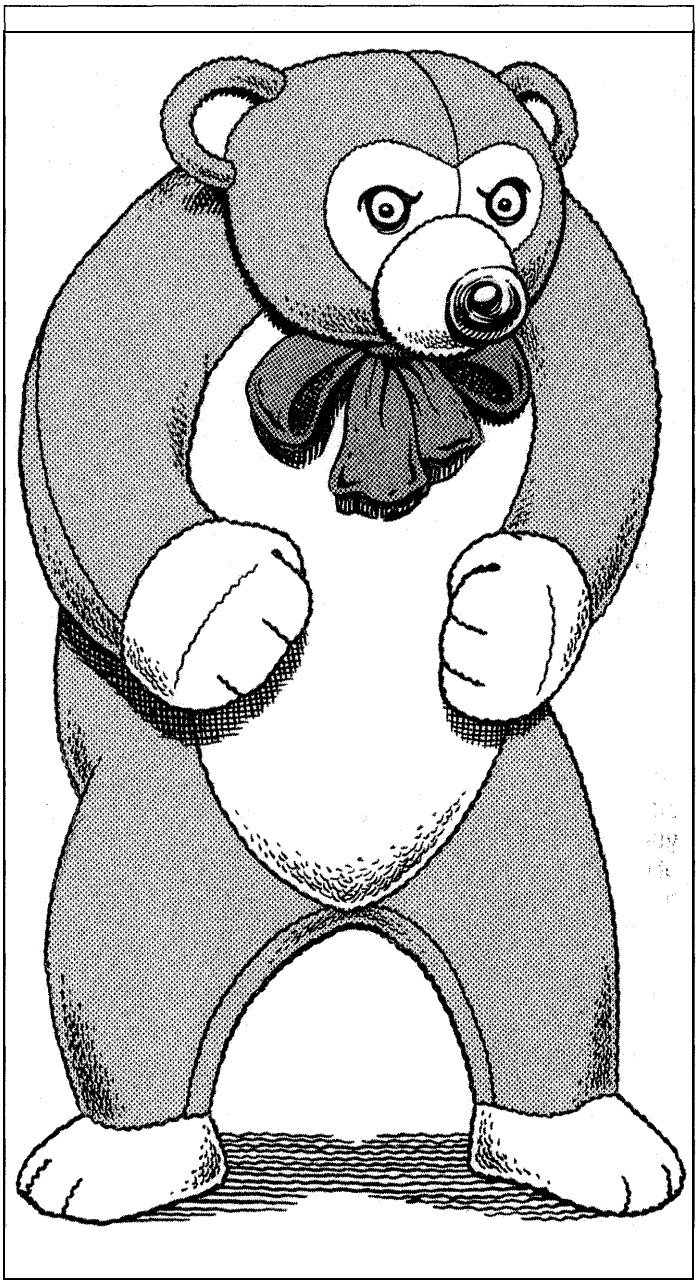
Plush golems are every parents nightmare. They are typically given as gifts to young children, usually by obnoxious aunts or uncles. Plush golems seem like ordinary stuffed animals at first, but eventually reveal their animated state of being to the children who own them. As the children treat their toy animals more and more like live creatures, the parents' frustration increases as the child insists that the toy be allowed to eat at the dinner table, go along on outings, and take part in other family activities to the nuisance of everyone.

Plush golems are finely crafted stuffed animals and may be made of velvet, cotton, or wool. They are usually stuffed with cotton batting, but are sometimes partly filled with dried beans. They may be created in realistic colors to represent a real bear, panda, lion, or tiger, or they may be fabricated into fantastic creatures such as pink elephants, purple rabbits, or lime green monkeys.

Of particular note are plush golems in the form of a large purple-and-green dinosaur. For some unknown reason, these have been seen in great numbers in recent years, and have an affect of aversion and fear in individuals over 12 years of age. Upon viewing such a creature, persons over 12 must roll a saving throw vs. paralyzation or be struck dumb for 2 rounds.

Also of note are plush golems in the form of a small striped tiger. These are far more rare than the purple dinosaurs. Children who receive the tigers as gifts suddenly seem to find themselves in more trouble with their parents than normal, find that no amount of cleaning will keep their bedrooms neat, and that they have trouble concentrating on schoolwork.

Combat: Plush golems never attack individuals under 16 years of age. They attack only when provoked or when the children of the household are threatened. They gain the element of surprise, since most adults never suspect the possibility of the creature's animation. Although they are weak in combat, they often provide enough distraction for a child to escape a dangerous situation.



These creatures are immune to *sleep, hold, paralysis,* and cold-based spells. They are immune to heat-based spells but suffer normal damage from fire-based spells. Plush golems suffer only half damage from bludgeoning weapons. They instinctively react to the commands of the children who receive them as gifts.

Ecology: Like all golems, the plush golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a plush golem through extensive ritual, preparation of the stuffed figure, and use of the following spells: *prayer, commune,* and *animate object.*

A wizard of at least 14th level must cast *fabricate, geas,* and *limited wish* following the construction of the stuffed figure and extensive preparatory rituals.

Golem, Radiant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (good)
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6
HIT DICE:	20 (90 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-60
SPECIAL ATTACKS:	Death aura
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (15' tall)
MORALE:	Fearless (19-20)
XP VALUE:	Special



The radiant golem is a unique creature that some claim is as old as the races of elves, gnomes, and dwarves.

In physical appearance, the radiant golem looks much like an iron golem. It stands somewhat taller, reaching a height of 15 feet and weighing roughly 6,000 pounds. It has been formed in the image of a powerfully built man with eyes that burn with a cool, blue light. The black body of the creature scintillates with an azure aura that fills the area around the creature with a smell of summer lightning.

The radiant golem is able to speak with almost any creature it meets via an innate telepathic power. This ability transcends linguistic barriers and falters only when the golem is attempting to communicate with truly unusual creatures, such as cloakers or clockwork horrors.

Combat: The radiant golem is even more deadly than its iron cousins. Were it not for the fact that the creature abhors violence in any form, it would certainly be among the most deadly monsters known in any crystal sphere.

In melee, a single blow from its mighty fist inflicts 6d10 points of damage. For the purposes of lifting and breaking objects, the radiant golem has a Strength of 25. The creature is immune to all weapons of less than +4 enchantment.

In addition, this golem radiates a magical *death aura*. All beings who spend at least one hour of any 24-hour period within ten yards of the golem must roll a saving throw vs. death magic. If they fail, they suffer a permanent loss of 1d6 hit points. No magic short of a *wish* can restore these lost hit points. The saving throw (and hit point reduction) occur at the end of the 24-hour period in question. The golem cannot turn this power off.

Magical attacks that are based on electricity cause no damage to the radiant golem, but they do slow it for one or two rounds. All other magical attacks are ignored, save for those of a fire- or heat-based nature, which restore 1 hit point to the creature for every die of damage they would normally inflict.

Whenever the radiant golem takes damage from an attack, it tries to flee the area. If retreat is impossible, it turns and attacks. While engaged in melee, it repeatedly offers its foes the chance to break off hostilities.

The radiant golem automatically regenerates 1d10 lost hit points at the end of any round.

Habitat/Society: One can best understand the radiant golem if one thinks of it as an orphan. Long ago, an unknown race created the mysterious creature in an attempt to improve upon the existing iron golems. They used a unique ore found on a lifeless asteroid to fashion the thing's body and wove magical spells never before crafted to breathe life into it.

Unlike iron golems, the radiant golem has intelligence. While it is certainly not an intellectual giant, it is fully self-aware and able to reason and imagine. Its creators found that the creature was not useful as a guardian or warrior, because it would never take action to harm another creature. By the time they had learned about the golem's gentle and friendly nature, however, they had fallen victim to another unexpected power—the death aura.

Since that time, the radiant golem has drifted from crystal sphere to crystal sphere in an attempt to find friends. It longs to have companions who do not flee from it or succumb to its deadly presence. As such, it often latches onto parties of adventurers and tries to join their ranks. The golem is helpful to such companions, offering advice, lifting heavy weights, and doing everything a servant might do to make their lives easier (but shorter).

The golem does not know about its death aura, and it will not understand or believe in the aura if told of its existence. Aware that it is almost immortal, the golem simply assumes that living things die very quickly. In fact, the golem often bemoans the fact the fate has made mortals so fragile. All it wants, as it will tell adventurers, is a friend.

Ecology: The radiant golem's death aura affects not only animal life, but plant life as well. In cases where the golem has set up a home for itself and spent a good deal of time in one area, the entire region is likely to become barren and lifeless. The aura does not affect unliving material, like stone and metal, or once living matter (like a wooden cart) in any way.

Golems are automatons created by the use of powerful magics. Ravenloft is home to varieties of golems unknown in other lands. The reason for this is simple enough to understand. While all common golems are animated by elemental forces, Ravenloft golems are given life by the dark powers of Ravenloft. Thus, they are inexorably tied to the land and are unable to exist in any other realm.

Background

The origin of the first golems created in Ravenloft dates back to a time when the land itself was young. Their story is tied to the "lives" of two of Ravenloft's most powerful lords.

In the land of Barovia, Azalin (the current lord of Darkon) was engaged in magical studies under the yoke of Strahd Von Zarovich. At Strahd's command, he was examining a number of Strahd's minions—undead zombies and skeletons—who had been slain in mysterious ways. Strahd demanded to know who had done this and by what means. Azalin was able to give Strahd the information he wanted, but also learned something more. He found that there was some essence of life left in these fragmentary remains.

For the next several weeks, Azalin locked himself away in his laboratory, experimenting with powers he had never dealt with before. When Strahd sought him out and demanded to know what he was working on, Azalin answered honestly (if incompletely) and said that he had found something unusual in the mystical fabric of this demiplane that needed more study. Strahd, satisfied that this work was related to Azalin's assigned duties of finding an escape from Ravenloft, bade him continue and left the lich to his work. Azalin never related to Strahd the fact that he had learned how to create two new species of golem using the essences of Ravenloft.

When Azalin assumed his place as Lord of Darkon, he brought with him the knowledge of these new possibilities. Although he now found it impossible to learn new magical spells, he had already laid out the process required to create his new breeds of golem. Before long, he had produced the first zombie and bone golems ever created in the land.

In the years since that time, others have learned the secrets first unearthed by Azalin and used them to create new golems. Each is unique to Ravenloft, and all require the creator to make a mystical pact with the dark powers that, for many, has led to their final demise.

Common Characteristics

There are eight known varieties of Ravenloft golem, each with its own strengths and weaknesses. While these are described in detail on the following pages, they all share some common characteristics.

Ravenloft golems can be damaged in combat only by magical +2 or better weapons. They are immune to all manner of mind- or life-affecting spells (such as *charm, sleep, hold,* or *finger of death*) and cannot be harmed by poisons of any sort. They are all vulnerable to the effects of a *dispel magic.* If the caster of such a spell is equal to the level of the golem's creator, then the monster will collapse, seemingly dead, and be inanimate for a number of turns equal to the caster's level. A *dispel magic* cast on a "stunned" golem will reveal that it still has an aura of power about it and that it is gradually growing stronger as the monster "recharges" itself. If the caster of the *detect magic* is of a higher level than the golem's creator, however, the golem falls inanimate and is slain.

Lastly, the creation of any Ravenloft golem requires such close contact with the dark powers that a Ravenloft powers check is required for each month of research into or actual work on the fashioning of such a creation.

Theory

The creation of any manner of Ravenloft golem is a dark and dangerous process for the creature's master. The creature must be created with loving care and special magical spells woven over the body to bring it to life. The exact materials and magics required to create each type of golem are detailed below.

As with traditional golems, those fashioned with the aid of the dark powers of Ravenloft have a great hatred of all living things. They are kept in check only by the will of their creator, who faces death at their hands if they ever escape his domination and become free-willed creatures. While the spells used to create the golem usually enslave it so that it cannot refuse to obey its creator, there is a 10% chance that any Ravenloft golem will break free of that control. Thereafter, it will devote all of its time and energy to the destruction of its creator. Once a golem is created, it is entitled to a saving throw vs. spell once per month (on the full moon). Failure indicates that it must serve for another month, while success indicates that it has become free-willed.

The rituals to animate the body once it has been built require one full month (from full moon to full moon) and cannot be interrupted in any way or the entire enchantment process must be started anew. In all cases, the spells used may come from any source (including devices or scrolls). If a spell is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the creature's intended master. There is no additional cost for these alterations.

Bone Golem

Only powerful wizards (of at least 18th level) can create these evil creatures. The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any manner of skeletal undead will do, from traditional skeletons to Strahd skeletons, but all must have been created and slain in Ravenloft. Only 10% of the bones from any given skeleton can be used, so the final product is a compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance.

Various spell components, costing a total of roughly 25,000 gold pieces, must be acquired and are consumed by the assembly process. The following spells are woven over the body: *animate dead, symbol of fear, binding,* and *wish.*

Doll Golem

Only a priest of at least 15th level can create a doll golem. These creatures resemble a child's toy—often a baby doll or stuffed animal. Doll golems can serve as either the guardians of children or as murdering things too foul to contemplate.

Construction of the doll's body takes only two weeks, but the cost of components and enchanted elements of the golem reaches 15,000 gold pieces. The spells needed to complete the animation are *imbue with spell ability, Tasha's uncontrollable hideous laughter, (un)holy word, bless,* and *prayer.*

The first known examples of this type of golem turned up in the land of Sanguinia in the hands of a traveling priest. While his name has been lost to memory, it is believed that he researched and built the doll to protect his wife and daughter as they traveled around this dark land. History does not record the final fate of that pilgrimage. It is rumored that the doll survived and still haunts the realms of Ravenloft today, but there is no solid evidence that this is the case.

Gargoyle Golem

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop a building, cathedral, or tomb. It is most similar to the stone golem, save that it is built only by priests of at least 16th level. The body must be carved from a single slab of granite (weighing 3,000 pounds and taking 2 months to complete) and prepared with components costing 75,000 gold pieces. Of this amount, 15,000 gold pieces pay for vestments that can be reused once, so a second golem could be created for only 60,000 gold pieces. The spells required to complete the process are *bless, exaction, (un)holy word, stone shape, conjure earth elemental,* and *prayer.*

The first gargoyle golem was fashioned at the command of Vlad Drakov, Lord of Falkovnia, as a means of defending his castle. Eventually, the secret of their construction leaked out and others began to build them. It is rumored that none of these creatures can attack Drakov, and even that they may all secretly serve him. This may or may not be true. Although none can report ever having seen Drakov challenged by such a creature, it seems unlikely, however.

Glass Golem

Fashioned by either priests or wizards (of at least 14th level), the glass golem is composed entirely of stained glass. Perhaps the most artistic of all the known Ravenloft golems, its creation takes 3 months and requires an outlay of 100,000 gold pieces. In addition to the materials required, the following spells must be used: *glassteel, animate object, prismatic spray, rainbow,* and *wish.* Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant.

While the origins of some types of Ravenloft golems are firmly established, the first appearance of glass golems is not recorded with certainty in any known record. It is believed that they were created by a spellcaster who fancied himself an artist (hence their eerie beauty), but the identity of that sorry individual cannot be guessed. Some say that he was the lord of a small domain (one of the so-called Islands of Terror) who died at the hands of a brave band of adventurers.

Mechanical Golem

A nightmare of technology, the mechanical golem is an intricate device that depends on both magic and machinery to operate. It is the only known manner of golem that can be built by any class of character, even those without spellcasting ability, if they meet the requirements listed below. Construction of the body requires a full year of work (with no more than 2 interruptions, each no longer than 30 days, permitted in that time) and an outlay of 125,000 gold pieces. Almost half of that money (60,000 gold pieces) is spent on the creation of a properly equipped laboratory, and additional golems may be built for only 65,000 gold pieces using this existing equipment. The person building the body must have an Intelligence score of not less than 16 and either experience with fine workmanship (training as a watchmaker) or a Dexterity score of not less than 17. In the animation of the golem, the following spells are required: *animate object, fabricate, grease, chain lightning,* and either *major creation* or *wish.*

The first of these horrors was created at the order of Easan the Mad, Lord of Vechor. A twisted man fascinated by technological devices, Easan is said to have foreseen the elements of this creature in a study of a falling star. While most doubt that this is anything but more proof of Easan's dementia, few can challenge the obvious conclusion that these evil creatures are a mix of sorcery and technology that must surely have come from the mind of a lunatic.

Zombie Golem

One of Azalin's two original Ravenloft zombies, these dark creatures can be created only by wizards of at least 16th level. They are fashioned from the body parts of animated corpses (zombies, animal zombies, Strahd zombies, etc.) that have fallen in combat. In many ways, they are similar to bone golems. As with bone golems, only 10% of any individual zombie's body will be suitable for reanimation, so the zombie golem will often be composed of parts from many types of zombies, making the construction look awkward and alien.

Sewing together the parts of the body requires a full month and an outlay of 50,000 gold pieces (all of which pays for items consumed in the animation process). The spells needed are *wish, polymorph any object, strength, control undead,* and *stinking cloud.*

Manuals of Ravenloft Golems

According to rumor, there are magical tomes that detail the procedures used in the creation of Ravenloft golems. Like the traditional *Manuals of Golems* found in other realms, each of these books describes how to fashion and animate one type of golem. In addition, the dark powers of Ravenloft favor the creation of these golems over their more mundane cousins, so that any *Manual of Golems* brought into Ravenloft has a 75% chance of transforming into a *Manual of Ravenloft Golems* when the tome enters Ravenloft. Such books do not revert to normal when removed from Ravenloft, but the creation of the golems they describe is not possible outside of that domain, making these tomes all but worthless in other lands. When a *Manual of Golems* is found in Ravenloft, roll percentile dice on the following table to determine the type of golem it can create:

Die Roll	Golem Type	Creator	Construction Time	GP Cost
01–20	Bone	Wizard	2 months	35,000
21–27	Clay	Priest	1 month	65,000
28–37	Doll	Priest	2 months	20,000
38–45	Flesh	Wizard	2 months	50,000
46–55	Gargoyle	Priest	4 months	100,000
56–63	Glass	Priest/Wizard	6 months	125,000
64–66	Iron	Wizard	4 months	100,000
67–76	Mechanical	Any	18 months	125,000
77–80	Stone	Wizard	3 months	80,000
81–00	Zombie	Priest	2 months	60,000

These works function as normal *Manuals of Golems* in all ways, except that the *Manual of Mechanical Golems* can be used by a character of any class so long as he meets the requirements listed in the "Mechanical Golem" text above.

Golem, Ravenloft, Flesh

Climate/Terrain:	Lamordia
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	6
Movement:	12
Hit Dice:	9 (40 hp)
THAC0:	11
No. of Attacks:	2 (fists)
Damage/Attack:	2d8 / 2d8
Special Attacks:	Strangulation
Special Defenses:	See below
Magic Resistance:	Special
Size:	L (8′ tall)
Morale:	Fearless (19–20)
XP Value:	5,000



While flesh golems of any sort are frightful in the extreme, those crafted amid the mists of Ravenloft are even more horrible than their kin from other realms.

Stitched together from the collected body parts of various corpses, flesh golems have a horrific appearance. Since they are composed of the body parts of many different people, they can have a variety of appearances. All are gruesome and ghastly.

Combat: Ravenloft flesh golems attack by battering an enemy with their powerful fists. Each fist can strike once in a combat round, inflicting 2d8 points of damage.

If the golem hits with both fists in the same round, it can begin strangling its victim on the next round. This is an optional attack, not required of the creature. Strangulation does 3d8 points of damage each round automatically. Because of the golem's physical might, the victim is unable to escape unless he has a Strength of 19 or greater. It is possible for two people to break the grip (one on each arm) so long as they each have at least a 17 Strength.

The Ravenloft flesh golems are immune to cold and electricity in any form. Cold or electrical attacks do half damage at most and none if the golem makes its saving throw. Electricity does not regenerate hit points for these creatures as it does for traditional flesh golems.

Spells may do damage to a flesh golem, but all other types of spell effects are ignored. This only applies to spells cast directly upon the golem, including area effect spells. It does not include the side effects of spells, such as a *wall of stone* falling on it. The golem does not eliminate the wall with its touch, and is still required to deal with it. However, spells like *charm person*, *sleep*, and *teleport others* will fail on golems. The golem does not see through illusions, unless directly cast on it, as in the case of a *phantasmal killer*, nor can it automatically see invisible creatures.

Although flesh golems are immune to normal weapons and physical attacks, they can be harmed by magical weapons with a +1 enchantment or better and attacks from monsters with 4+1 or more Hit Dice. Lesser attacks will not penetrate their skin.

Fire does normal damage to golems, as does acid. Indeed, only fire or acid can permanently destroy the body of a flesh golem. Anything less and it can be reanimated at a later date (see below).

In its own way, the flesh of the golem is alive. It is vulnerable to poison, level draining, gases, and other things that affect the average human. It has a high resistance to such attacks, however, and receives a +4 bonus to all saving throws it must make. The exception to this rule is that flesh golems are completely immune to disease.

The flesh golems of Ravenloft have unique regenerative powers. While a normal human heals 1 hit point for every day of full rest, the flesh golem recovers 1 point an hour whether or not it is resting.

If the golem is brought below 0 hit points, it no longer heals. However, the creature is not slain by this trauma. Rather, the body is incapacitated and the mind dormant. If the golem's wounds are stitched up and other physical damage repaired, a powerful electrical charge (such as a lightning bolt) can restore the creature to life.

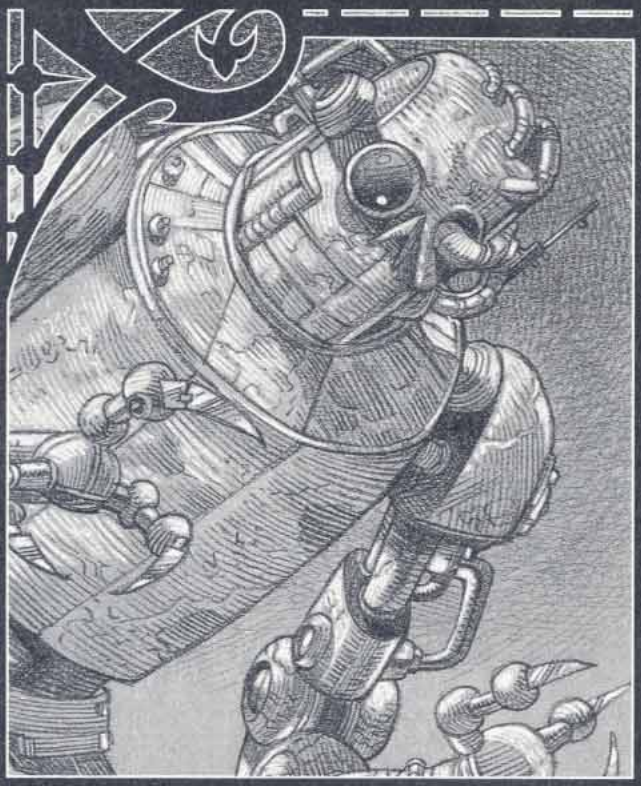
The flesh golem has one inherent weakness: its fear of fire. It must remain at least 10 feet from small flames (torches, candles, etc.) and at least 25 feet from larger flames (bonfires, housefires, etc.). In the case of a small flame, a golem may attempt to move past the fire or knock it from its holder, but only if a successful Fear Check is made. The Fear Check for flesh golems is normally an 8 but they have a –4 penalty when faced with fire.

Habitat/Society: Made to serve the selfish purposes of their mad scientist-creators, flesh golems long to be accepted as people. The inevitable rejection they suffer causes them to develop a hatred of living creatures.

Normal flesh golems are mindless automatons; Ravenloft flesh golems are not. The spirit that kindles life in the flesh of the golems is keenly aware of its existence. The spirit belongs to the brain used to make the golem. This spirit is usually damaged by the process of animation and is much more primitive and bestial than the original.

Ecology: Flesh golems are not natural creatures, and contribute nothing to the ecology of the world. Indeed, by denying the scavengers of the world their corpses, they might even be detrimental to it.

Golem, Ravenloft, Mechanical, Ahmi Vanjuko



CLIMATE/TERRAIN:	Vechor
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	12
HIT DICE:	13 (75 hp)
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d10
SPECIAL ATTACKS:	Electric shock
SPECIAL DEFENSES:	+2 or better weapons to hit; spell immunities; lightning aura
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (12)
XP VALUE:	15,000

Of all the tragic and misshapen creatures to survive the nightmare experiments of fiends like the wizard Hazlik or the mad butcher Markov, none is more dreadful than Ahmi Vanjuko. Once a ranger and great explorer, he has been imprisoned in a metal body powered by the sinister magic of Easan, the deranged lord of Vechor.

Prior to his transformation, Vanjuko was a strong and sturdy ranger who stood just over five and a half feet tall. His skin was a rich, earthy brown worn rough by his years of exploring the wilds of countless worlds, while his hair was coffee-colored and his eyes were the cool, crisp green of fresh mint leaves. His smile, it is said, could charm man and beast alike, while his charisma earned him the love of a thousand maidens in a hundred lands.

All that changed when Vanjuko was drawn into Ravenloft. Under the careful attention of the dark wizard Easan, his spirit has been implanted in the metal shell of a mechanical golem. Vanjuko's new body stands just over seven feet tall and looks more or less humanoid. It has long legs that might be likened to those of a bird and gangly arms that look vaguely apelike. The arms end in three-finger gripping devices that incorporate deadly razors into each digit. Atop the cylindrical body of the machine rests a head shaped not unlike a human skull. Despite its slender, framelike build, Vanjuko's mechanical body is far stronger than any known alloy.

Vanjuko is utterly unable to speak, although it may be possible to communicate with him via magical, clerical, or psionic means. If spoken to, he understands the Common Tongue of Oerth, the world of Greyhawk. During his travels in Ravenloft, he also learned the languages spoken in Barovia and Vechor, as well as a sprinkling of the Vistani tongue.

Combat: Vanjuko shuns humanity and has no natural enemies in the wilds of Vechor. As such, he is seldom called upon to defend himself. When he does fight, however, he is a deadly nemesis, for the mad Easan intended that his creation be a killing machine.

Like all of the mechanical golems created in Ravenloft, Vanjuko is immune to attack by weapons with less than a +2 enchantment. Similarly, he is immune to all manner of life-affecting spells (like *hold person*). He does not, however, retain the standard golem immunity to mind-affecting magics and can be *charmed* or the like as a normal man. He is immune to all manner of poisons and diseases. Vanjuko is vulnerable to *dispel magic*, which stuns him for a number of turns equal to the caster's level. During this time, he appears to have been slain. A *detect magic* or similar spell will reveal a magical aura lingering about the golem which grows stronger as he begins to recharge himself.

Vanjuko's primary attack is made with the retractable razorlike blades hidden in his "fingers." Each round he strikes with these weapons, he causes 4d10 points of damage to anyone unlucky enough to be hit by them.

Any natural roll of 20 on an attack made with his razors indicates that a powerful electrical current has been shunted into the victim's body. When this happens, the victim must make a saving throw vs. spell. If the save is failed, the victim takes 6d6 points of additional damage; a successful save results in half damage. In addition, the victim must make a successful saving throw vs. paralysis or be incapacitated for 2d4 rounds due to muscle spasms triggered by the discharge.

Any natural roll of 20 on an attack made against Vanjuko with a metal melee weapon indicates that he has been able to channel an electrical current through the

weapon and into the body of the attacker, who then suffers damage just as if he or she had been hit with the electrical attack described above. Again, a saving throw vs. spell reduces damage by half, and a successful saving throw vs. paralysis will allow the attacker to avoid incapacitation. Vanjuko still suffers normal damage from the attack.

On every third round of combat, Vanjuko can trigger a lightning aura that surrounds his mechanical body with a deadly electrical field. Any living creature within 20 feet of Vanjuko that round will be struck with numerous filaments of lightning for a total of 3d6 points of damage. A successful saving throw vs. breath weapons reduces this damage by half; no incapacitation check need be made in any case. Any exposed items carried by a character who fails his or her saving throw must save versus lightning or be destroyed.

As a ranger, Vanjuko had many useful powers and special abilities. In his new mechanical form, however, most of these have been lost. He retains the ability to cast some clerical spells, but only those he had memorized at the time of his transformation. Thus, he can use the following spells once per day: *entangle*, *pass without trace*, and *warp wood*. He casts these spells as if he were a 3rd-level cleric.

For their part, animals will have nothing to do with this unnatural construct. No creature will come within 50 feet of Vanjuko unless trained and held or *calmed*. Any animal, even the most devoted dog or warhorse, will refuse to come within 20 feet of him. If forced to do so, they will become violent and do whatever they must to free themselves and leave the abomination's presence.

Habitat/Society: Ahmi Vanjuko was born in the wondrous City of Greyhawk but quickly learned that urban life was not for him. Before he had reached the age of 10, he vanished into the wilds and started a new life among the animals of the green forest.

In time, he came to know every creature that shared his wilderness home with him. He learned to hunt and stalk like the wolf, to sing and play like the bird, and to lurk and pounce like the cougar. By the time he reached adolescence, the forest was very much a part of him.

One day, a strange figure came to the lands Ahmi called his own and began to build something. Although he resented this intrusion, Vanjuko took no action against this intruder. In time, the construction took the shape of an elegant manor house surrounded by a virtual wall of tangling vines laced with poisonous thorns. To anvone else, these thorns might have been a barrier. To Vanjuko, who knew the ways of the wild, they were nothing more than a challenge.

Determined to see what was going on behind this living fence, Vanjuko made his way through the thorns and into the lands beyond. To his horror, he found that the splendor of the forest had been decimated near the manor. Pools of deadly poisons littered the landscape, the plants were withering away in toxic soil, discarded trash lay everywhere, and the air carried an unnatural stench that made him retch. The animals trapped within the barrier's circuit were sick, dying, or dead.

Vanjuko vowed to see to it that the monster who had done these terrible things left the forest before it could do any more harm. Filled with righteous fury, he moved quickly to the manor's entrance and burst inside. He saw no immediate sign of the place's builder and began to search the house. At every turn, however, he was confronted with mechanical traps designed to kill unwanted intruders. In the end, these proved too deadly for him, and Vanjuko was forced to leave the building.

To his surprise, however, he found that the grounds outside had been engulfed with a rolling, macabre fog. Before he had traveled half the distance to the thorn barrier, Vanjuko was utterly lost and all but blinded by the blanket of mist. He settled down to wait for the passage of this heavy shroud. When it cleared an hour later, he found that he was no longer in his forest. Instead, he was in the domain of Kartakass.

Vanjuko began to explore the strange new land in which he found himself, hoping to uncover a way back to his native land and the forest he loved. From the domain of Harkon Lukas, he traveled north into Gundarak and then east into Strahd's own Barovia. For a time, he lived among the rustic folk of that mountainous domain, enjoying their simple way of life and learning their language.

While in Barovia, he met a young woman named Tanya, and the two fell deeply in love. She and her family were traveling performers who moved from city to city, entertaining the townsfolk before moving on. One night, Tanya came to him and told him that her people were leaving just before dawn. She kissed the ranger gently and bid him farewell, weeping at the thought that they might never meet again. Vanjuko pleaded with her to remain with him in Barovia and become his wife. She smiled, clearly tempted by the idea, but refused. Hers was the wanderer's life, she explained, and her people were the Vistani.

Despite the warnings of his newfound friends, Vanjuko decided that he would not lose the woman he loved. Shortly before sunrise, he went to the clearing where Tanya's family had camped, only to find that they had already left. He dashed off in pursuit, following their trail to the east. He caught sight of their wagons as they rolled into a bank of fog. Without pause, he spurred his horse to greater speed and dashed into the mists after them.

Emerging from the rippling vapors, Vanjuko found no trace of Tanya or her clan. Instead, he discovered that he had again been transported by the whims of Ravenloft's mists. This time, he was in the domain of Vechor. Attempting to get his bearings and learn what was going on, Vanjuko made his way to Abdok on the shores of the Nostru River. In the distance, high atop the Cliffs of Vesanis, he saw the elegant manor house where, he was told, the madman Easan lived. To his horror, Vanjuko realized that this was the same house he had seen in the wilderness of his native Oerth.

Blaming Easan for his original abduction by the mists of Ravenloft, the ranger began to plot revenge against the mad wizard. When he learned that he could not rally the people of Vechor to overthrow their foul lord, he left them and returned to his life among the plants and animals of the forest.

In Vechor's wilds, he found all manner of pathetic creatures that were unknown to him. The majority of these things, he learned, were the result of Easan's horrible experiments. He also learned that the mad wizard's machinations did not end with animals. He found countless species of plants, many evil and deadly, which were the result of no natural evolutionary process.

By far the most dreadful of the creatures that he encountered, however, were the twisted men and women who had survived Easan's experiments. Most were contorted and broken, tragic things known as broken ones. A few, however, emerged from the caverns at the base of the Cliffs of Vesanis with mechanical parts grafted onto their bodies. Most of these, thankfully, didn't live long. Those that did, Vanjuko mercifully destroyed to end their pain and suffering.

Vowing to end this madman's butchery once and for all, Vanjuko entered the labyrinth of caves and began to make his way upward to the manor house. The trek took him nearly two days, during which he fought countless creatures more terrible than any he had seen in the forests. By the time he neared the underground entrance to Easan's laboratories, he was sick with revulsion.

Steeling himself to face whatever foul things might lurk beyond, Vanjuko entered. As before, he found the place to be a maze of traps designed to keep intruders out—or perhaps to keep prisoners in. Try as he might, the ranger was no match for the terrible mechanisms and deadly spells that Easan had set up. Shortly after he began to explore the house, Vanjuko accidentally triggered the release of a cloud of toxic gas. Expecting nothing but death, he closed his eyes and collapsed.

Much to his surprise, Vanjuko awoke. He found himself strapped to a metal table in the center of a room that looked like a cross between a wizard's laboratory and a torture chamber. For a long time, he lay still and feigned unconsciousness as he looked about the place. He had hoped to spot some escape from the dreadful place, but instead he found himself speculating as to what many of the terrible devices around him might be used for. It wasn't long before he had his answer.

High overhead, two great metal spheres hung on slender poles. Without warning, a great surge of eerie blue-white light flooded the room as a steady stream of lightning began to flow between the mysterious globes. As Vanjuko watched in horror, the globes descended until they were suspended only a few feet above him. The electrical flow passing above his body crawled across his skin like stinging ants.

Then, as if from nowhere, Easan appeared. He was a short man, almost gnomish in his compact little features. His beady eyes reminded Vanjuko of the predatory gaze of a ferret. With a cruel smile, the wizard began to examine his prisoner's restraints. After a few minutes of this, Easan bent low over the ranger's face. His breath smelled like rotting fish, but Vanjuko's bonds were far too tight for him to turn away.

"Hello, my young friend," he hissed. His voice was slippery and hushed, barely audible above the cacophony of the lightning machine. "I'm so glad that you came to visit me."

Vanjuko tried to spit in the madman's face, but found that his mouth had gone dry. Easan found the gesture amusing and chuckled softly to himself. Turning away from his captive, he continued to talk while working with several arcane devices.

"For a long while, I have been planning to complete a great experiment. Time after time, I have attempted to conclude this great exploration of the soul and its ultimate origins, only to have the patient die before my work was completed. Indeed, I began to despair of ever finding someone who might have the stamina to help me draw this grand investigation to a close. Imagine my delight when I found an intruder in my own home who could survive exposure to one of my most deadly toxins. If you don't survive this experiment, I dare say that no one will."

With that, the shriveled man waddled over to a large winch and began to turn it. Slowly, a panel in the floor beside Vanjuko slid open and a second table rose. Whatever was on the table was covered with a white sheet.

With something of a flourish, Easan swept aside the cloth and revealed a metal body that, although roughly humanoid, was a mechanical nightmare. The wizard laughed when he saw the fear fall across Vanjuko's face.

"I shouldn't worry yourself," he chuckled. "When we are finished here today, I shall have transported your soul into this metal body. You will be the father of a new race! I trust that you appreciate the honor that I'm granting you. Ah well, let's begin, shall we?"

As Easan chuckled his weasel's laugh, the metal balls began to descend again. The lightning engulfed Vanjuko and the mechanical corpse beside him. The ranger cried out in agony as he felt the arcane energies ripping his body apart. The pain was more incredible than anything that he could have imagined. He tried to succumb to it, hoping to lose consciousness or even die rather than endure the seemingly endless torment. As blackness rose up around him, the echoing laughter of Easan rang above the roar of the lightning.

And then it was over. Vanjuko was exhausted. The pain was gone, but so was his strength. Unconsciousness claimed him.

Vanjuko had no idea how long he swam in the blissful darkness of catatonia. Finally, he came to himself and the blackness fell away. The ranger was momentarily confused to discover that he was on a metal table. He attempted to sit up, and found that he was strapped down. Then, slowly, the memory of what had happened returned to him.

Praying that this might be some dreadful nightmare, he turned his head and looked along the length of his arm. When he saw the mechanical limb that lay there, he tried to scream. No sound issued forth from the mute metal giant that was now Ahmi Vanjuko.

Enraged, he fought to free himself from the shackles, only to find them too strong. As he thrashed about, Easan returned. He was smiling, if the twisted grimace on his face could be called a smile, and paid little attention to Vanjuko's struggles.

"Ahhhhh," he hissed, sounding almost cheerful, "is it not as I told you?" Vanjuko tried to lunge at the wizard, but was held in check by the chains on his limbs. Easan

seemed genuinely surprised by his behavior. "Don't you understand?" he asked. "I have made you immortal. More than that, I have freed you of the burdens of life. You'll never grow sick or old. You should thank me for the great gift that I have given you!"

That was more than Vanjuko could bear. He tried again to break free, and this time the chains could not restrain him. Metal fragments shattered around the chamber, and Easan sprang back in surprise. Vanjuko sprang forward, his metal body moving smoothly and flawlessly in response to his thoughts. With a great lunge and a whirring of gears, he threw himself at Easan, determined to destroy the madman. When he reached the spot where the wizard stood, however, there was nothing there but smoke. Through some magic, Easan had fled.

Vanjuko tore the laboratory apart, vowing that he would destroy the beast's lair if he could not have the beast himself. Leaving the building a burning ruin, he fled into the tunnels and made his way back down to the forest.

Ecology: Easan has since rebuilt his home. Vanjuko has returned to living in the forest, but he no longer draws the happiness from it that he once did. All around him are vibrant living things, animals that now flee from him in terror and flowers that he can no longer smell.

As a mechanical creature, Vanjuko has no hunger or thirst and never sleeps. He lives in a cave hidden away beneath the cascade where the river Nostru tumbles off of the Cliffs of Vesanis.

Each day, he moves about the forests in a search for more products of Easan's twisted work with the black arts. He destroys them when he finds them, ending their suffering as quickly and mercifully as he can.

As mentioned in the Combat section of this entry, animals cannot bear the presence of Vanjuko. They recognize that he is not a natural thing and abhor him. This is perhaps the most tragic aspect of Vanjuko's life, for the love of animals meant as much to him as the embrace of his beloved Tanya.

Adventure Ideas: Vanjuko is a tragic figure. While he retains a good heart, he is bitter and angry about what has happened to him. He loathes his existence, feeling alone and alien in the world. If it were not for the fact that he feels compelled to destroy Easan and all his works, Vanjuko would certainly have taken measures to end his life long ago.

It is this very deep commitment to his task that can lead to excellent adventures. The people of Vechor have seen the mechanical golem moving through the woods from time to time. Not knowing its history or origins, they assume it to be evil.

Any group of heroes who come into the domain is likely to hear of the creature as well. With the villagers speaking of it as a deadly enemy, the player characters are likely to attempt to hunt down and destroy Vanjuko. If they discover the true nature of their supposed enemy, they might proceed along one of two lines.

First, they might choose to join Vanjuko and attempt to destroy Easan. Although a powerful ally in combat, Vanjuko's hulking form will make it difficult for the PCs to approach the dark lord's manor house without being seen. Vanjuko's knowledge of Easan's methods might be helpful as well. Further, he can act as a guide in the exploration of the tunnels that run from the forest to the plateau on which Easan's manor stands.

Alternately, they might begin a search for some technique which might return Vanjuko to a living body. One obvious solution might be the use of the Apparatus, a terrible artifact originally described in module I10, *Ravenloft II: The House on Gryphon Hill* and most recently seen in the adventure RQ2, *Thoughts of Darkness*, and the *Book of Artifacts*. With the help of this bizarre device, the player characters might be able to arrange for Vanjuko's personality to be implanted in another body. Of course, locating and recovering the artifact (which is the size of a house) will not be easy tasks. Finding a suitable body and deciding what to do with the life force that currently inhabits it might be problems in themselves.

Golem, Ravenloft, Mist



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	9
HIT DICE:	18 (90 hp)
THAC0:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (12′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	14,000

Mist golems are creatures of fate, brought into being accidentally by misguided wizards and priests who do not fully understand what they are doing. No one sets out to build a mist golem, but in a fool's rush to complete the building of some other automaton, tragic circumstance often takes a hand, and even the most dedicated of labors goes astray.

Mist golems look very much like swirling wisps of vapor and billowing clouds of steam mystically constrained in the shape of a 12-foot-tall man or woman. They often resemble the man or woman responsible for creating them. When moving through areas of fog, they are all but invisible, although they may be plainly seen whenever they wish to be.

Mist golems do not speak, but can create a mournful howl that can be heard as far away as a mile.

Combat: When in an area or mist or fog, these creatures often surprise their enemies. Anyone attacked by a mist golem in such a place suffers a –2 penalty on his surprise roll.

As mentioned above, mist golems are able to attack with their mournful howling. Indeed, the hearing of this sound is often the first warning that a group of adventurers will have that they are in the presence of such a creature. So dreadful is this keening that all those within 50 feet of the creature must make a fear check upon hearing it.

The mist golem may strike once per round with each of its two fists, doing 3d6 points of damage on any successful hit. So powerful are these blows that they function as battering rams when the creature employs them against structures (consult the demolition rules in the *DUNGEON MASTER Guide*).

On any natural Attack Roll of 20, the target of the golem's attack is infused with the creature's ethereal essence. If the damage generated by this attack is sufficient to kill the target, his body instantly dissolves away into mist and seemingly dissipates into nothing. In truth, the character has been transformed in a wandering mist horror (as described in the first *MONSTROUS COMPENDIUM: RAVENLOFT Appendix*). No attempt to restore life to the character will succeed unless his new form is sought out and captured somehow.

If the damage generated in the attack does not kill the target, a lesser transformation takes place. For the next ten rounds, the person infused with the golem's power becomes an ethereal being of mist and fog. Looking like a faintly projected image, the victim is unable to take any action. Wounds inflicted upon the golem while one or more transformed creatures exist do not affect the automaton. Instead, the infused being suffers them, a fact obvious to all who can see the incorporeal character. Attacks directed at the ethereal character will not harm him unless a +2 or better weapon is used. A character who dies while infused with the power of the mist golem becomes a mist horror as detailed above.

Whenever it wishes to do so, a mist golem may envelop itself in a shroud of vapor that fills an area some 15 feet about the creature. The cloud is magical in nature and can have one of ten different magical effects. Each effect can be manifested only once per day, so that the cloud could be created only ten times in any given day, each time with a different mystical property. If the golem is surprised, it instinctively releases this cloud, with the DM rolling 1d10 to see which effect it has. No matter which of the cloud's effects is chosen, characters caught in the mist are entitled to any saving throws and the like that they would normally receive. However, a –4 penalty is applied to all such checks because of the golem's great power.

1. *Cloudkill*
2. *Irritation*
3. *Blindness*
4. *Hold Person*
5. *Tasha's Uncontrollable Hideous Laughter*
6. *Otto's Irresistible Dance*
7. *Stinking Cloud*
8. *Silence, 15′ Radius*
9. *Vampiric Touch*
10. *Slow*

Regardless of past exposure to this cloud, a character must make a new check each and every time he is exposed to these magical vapors.

Because of the vaporous nature of the mist golem's body it is seldom hampered by physical objects. While it cannot fly per se, it can drift through even the smallest of apertures. Traps that are triggered by things like trip wires or pressure plates fail to go off when the virtually weightless mist drifts over them.

Like most of the automatons forged in the fires of Ravenloft, the mist golem cannot be harmed by any weapon of less than +2 enchantment. All other physical attacks directed at the creature pass through it without harm, although they do cause a slight rippling in the swirls of fog that make up its body.

Magic is all but useless against these creatures. They are immune to all manner of mind- or life-affecting spells and attempts to disrupt them with spells like *gust of wind* will have no effect upon them. On a similar note, magical and natural forces in and around the creature, like fire, cold, and so forth, do not harm it in any way. The casting of a *dispel magic*, which is so deadly to all other magical automata, has no effect upon a mist golem.

Magical attacks employed directly against the golem, like a *lightning bolt* or *magic missile* spell, do not harm the automaton. Indeed, if the creature has recently been injured it will employ the power of these magics to regenerate lost hit points at a rate of 1 for every 2 points of damage that the attack would normally have done to it. Thus, a 14-point *fireball* would supply the golem with enough energy to heal 7 points of damage.

When it is hard pressed by an enemy, a mist golem can escape into the vaporous fabric of Ravenloft. In order to do so, the creature must take no other action for one round. During this time, all attacks against the golem are made with a +2 bonus. On the next round, the creature appears to ripple away into nothingness, leaving no indication that it had ever been present save for a dense bank of fog that thins out gradually over the course of the next hour.

Habitat/Society: Mist golems are not social creatures. At best, only a handful of them have ever been created, and most of these wander to endless expanses of Ravenloft's vaporous clouds, avoiding all contact with the living. For the most part, they are encountered only when someone foolish seeks them out or attempts to control them. On rare occasions, however, they wander into a domain or one of the demiplane's islands, leaving a trail of destruction behind them until they are again consumed by the mists and vanish.

Like the Vistani, mist golems are able to navigate the mists of Ravenloft without effort. Whenever a golem uses its ability to escape into the mists, it can reappear anywhere else in Ravenloft after walking only a short distance. No matter how far the creature wishes to travel, its journey is always one of 99 steps. As soon as it takes the last of these steps, it materializes again in the real world. If the creature has no destination in mind, it need not leave the mists. If it wished to, the golem could wander forever among the swirling clouds of mist that make up this ethereal domain of the mist horrors.

The creation of any mist golem, accidental though it might be, also results in the manifestation of an unusual focus. No two of these objects are alike, yet all function in the same way. At the time of the monster's animation, when the physical body that was to have housed it fades away, some nearby object acts as a lens through which the animating power of the mists is concentrated, focused, and transferred upon the creature.

While it is impossible to say what object will be given this mantle of mystical energy, there are a few things that all known foci have had in common. First, a focus will always be within 50 feet of both the golem and its creator at the time of the transformation. Second, it will always be of great value (generally not less than 10,000 gold pieces). Third, foci are never very large, weighing at most 5 pounds and generally seldom more than half that. Lastly, the item must be bathed in direct moonlight at the time of the transmutation. As one might gather from the last point, mist golems are always created in the dead of a cloudless night.

From the moment of its creation, this focus is the bane of the golem's existence. Whoever holds the focus in his hand can command the golem to do for him no fewer than five tasks. So long as the golem's master keeps the focus on his person (either in hand, worn as an amulet, or so forth), the golem can do him no harm and must obey his instructions to the letter. As is often the case, of course, the intent of the orders or their ramifications may be perverted dangerously. As a rule, the first order is carried out exactly as its master wishes, with each additional one being more and more twisted. With the completion of the fifth task, the focus is consumed by the mists, vanishing to reappear somewhere else in Ravenloft. For its part, the golem becomes obsessed with the destruction of its former master.

Ecology: Unlike other golems, these mysterious creatures are not intentionally created. The first of them (and presumably all others since then) was manifested when an ancient sage attempted to animate a more traditional golem by tapping directly into the mists of Ravenloft. Aware that the land was held together by some mysterious power, but unable to fathom its true nature, the golem's architect fathered a creature more powerful and deadly than anything he could have imagined.

Invariably, the mist golem hungers for destruction and death. First it longs to see the one who sought to control it torn apart and then it begins an endless rampage in which any who encounter the ethereal creature become fair game. From time to time, it must obey a master who holds the focus that empowers it, but these occasions are fleeting and always end with the death of its would-be sovereign.



	Mechanical	Zombie
Climate/Terrain:	Any	Any
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non-(0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	–2	2
Movement:	12	6
Hit Dice:	13 (75 hp)	18 (60 hp)
THAC0:	7	4
No. of Attacks:	1	2
Damage/Attack:	4d10	3d6/3d8
Special Attacks:	Shock, lightning aura	Odor
Special Defenses:	See below immunity	Spell
Magic Resistance:	Nil	Nil
Size:	M (7' tall)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	15,000	17,000

Mechanical Golem

The mechanical golem is a nightmare combination of magic and technology first woven together in the mind of a madman. They come in many sizes, but are generally manlike in shape. In most cases, they have some manner of melee weapon built onto one of their arms.

A mechanical golem moves with a variety of whirs, clicks, and other mechanical sounds. It occasionally releases a hissing sound and a cloud of steam. Despite the creature's jury-rigged appearance, however, it is a smoothly functioning and deadly machine.

Combat: In melee combat, the mechanical golem attacks with whatever weapon has been built into it. In most cases, this weapon inflicts 4d10 points of damage, although examples of these creatures capable of inflicting greater or lesser injuries have been found.

When the golem's weapon strikes an enemy with a natural attack roll of 20, it delivers a powerful electrical shock. This attack inflicts an additional 6d6 points of damage (half that if a successful save versus spell is made). The victim of this attack is entitled to a saving throw versus paralysis to avoid being incapacitated for 2d4 rounds due to the effects of the electrical current on his muscles.

Anyone attacking the mechanical golem with a metal weapon (whether or not it is capable of harming the golem) suffers the same electrical attack upon rolling a natural 20 on their attack die. The same saving throw vs. paralysis is required to avoid incapacitation as well.

On every other combat round, the golem can engage its *lightning aura.* This field causes all those within 20 feet of the creature to be hit with small lightning bolts that inflict 3d6 points of damage. Saving throws vs. breath weapons are allowed for half damage and no paralysis is inflicted by this attack. Exposed items carried by anyone struck by the *lightning aura* must successfully save vs. lightning or be destroyed.

Zombie Golem

First created by Azalin from information he gleaned while in the employ of Strahd von Zarovich of Barovia, these foul creatures look much like flesh golems. Unlike those traditional golems, however, these creatures are composed of rotting body parts and carry the stench of death about them wherever they go.

Unlike flesh golems, which are able to emit a guttural roar when they engage in combat, zombie golems are utterly silent. They move slowly and without thought, attacking in a lackluster manner retained from their undead status.

Combat: The zombie golem attacks with its powerful fists twice per round, inflicting 3d6 points of damage each. Because of the creature's slow movements, however, it always acts last in any given combat round with no initiative check being required. Further, the zombie golem never attains surprise.

The odor of decay and corruption that surrounds a zombie golem is so strong that it causes all those who move within 30 feet of it to successfully save vs. poison or be overcome with nausea. Such individuals suffer a –2 penalty on all attack rolls and saving throws while within the area of the stench. Characters who save successfully are unaffected unless they move out of the area and then reenter it (in which case they must make another save).

Zombie golems are immune to most magical spells, although a *resurrection* spell will instantly slay them. On the other hand, an *animate dead* spell will restore them to full hit points as if it were some manner of healing magic.

Golem, Ravenloft, Snow



CLIMATE/TERRAIN:	Arctic lands and mountain tops
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2–24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (11' tall)
MORALE:	Fearless (19–20)
XP VALUE:	7,000

First discovered on the arctic island of Todstein (as described in the adventure *Ship of Horror*), snow golems are similar to greater golems. Like others of their ilk, they are usually employed to guard an important item or entryway.

A snow golem can be sculpted in any appearance, but is usually portrayed as a humanoid figure wearing armor and a helmet. It usually carries no weapons and does not use a shield. Their helmets are usually sculpted into bizarre, frightening shapes such as snarling animals or horrid, leering faces. Because they have been hardened beyond the consistency of snow, they resemble white marble statues. Indeed, they are often mistaken for such things or for snow-covered topiary figures.

Snow golems cannot speak, although the wind seems always to blow mournfully when they move, creating a haunting sound that can chill the heart as surely as the cold climate does the flesh.

Combat: Snow golems share the characteristics common to all Ravenloft golems, being damaged only by +2 or better weapons, immune to all manner of mind- or life-affecting spells (such as *charm*, *sleep*, *hold*, or *finger of death*), and taking no damage from poison or similar substances. They are likewise immune to all water- or cold-based attacks, and regain 1 hit point for every die of damage that such attacks would have caused.

If hit with an electrical attack while touching another creature, the attack is conducted through the body of the snow golem and does full damage to this being. If attacked in this way when not in contact with someone else, the golem seems unaffected. In actuality, it stores the charge, doing as much damage as it would have sustained to whomever it next comes into contact with.

Snow golems are able to breathe a *cone of cold* once every five rounds. This functions as if the spell of that name were being cast by a 10th level wizard.

In melee, they have two main modes of attack. The first (and favored) is to strike with their two massive fists for 2d12 points of damage each. In some instances, however, they will forego such attacks and attempt to grapple with their enemies. Such attacks are resolved using the normal rules for wrestling in the *DUNGEON MASTER Guide*. Snow golems have a Strength score of 19 for the purposes of unarmed combat.

Due to the extreme cold of their bodies, nonmagical weapons made of metal shatter when used against a snow golem. Even magical arms are not immune to this effect, having a 35% chance of being destroyed with each successful blow. This chance is reduced by 5% for every plus of the weapon above +2 (i.e. a +3 weapon has only a 30% chance of shattering).

Attacks employing magical fire harms them, but also release a cloud of scalding steam in a 20' radius. Anyone caught in this vapor must make a saving throw vs. breath weapon or be burned for half the damage sustained by the creature. A successful saving throw negates all damage.

Habitat/Society: Snow golems are automatons capable of following a few simple commands. They are under the complete control of their master unless they manage to break his domination. Normally, they have no society, although there are rumors that free willed snow golems are sometimes found in one another's company.

Ecology: A wizard of 15th or greater level can create a snow golem. The body is sculpted of snow, taking four weeks and costing 45,000 gold pieces for materials and components. Obviously, this lengthy process must be undertaken in a naturally cold or refrigerated area. Once the body is completed, it is animated with the casting of *wish*, *polymorph any object*, *cone of cold*, and *permanency* spells.

Golem, Ravenloft, Wax

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1–25
Armor Class:	4
Movement:	12
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5'–6' tall)
Morale:	Fearless (19–20)
XP Value:	5,000



Perhaps the most dreadful type of golem, these creatures can be made to exactly resemble a specific person. Often, the similarity between the two is so great that the golem can take the subject's place in society without raising even the slightest suspicion.

Because of the extreme care used in their creation, wax golems are easily mistaken for the person they have been crafted to resemble. Only an indepth examination of the creature will reveal that it is not what it appears to be.

Wax golems are able to absorb the memories of those they resemble and can speak the languages known by their living counterpart.

Combat: Wax golems are not generally used in combat situations. While other automata might be primarily intended as watchmen or sentries, these creatures serve as spies or agents to infiltrate and supplant local rulers or other important people.

When forced into combat, a golem will tend to employ the weapons that its counterpart was proficient in. The great strength of the creature gives it a +4 bonus on all Damage Rolls. If these are not available, it will attack with its fists, delivering a volley of powerful blows that do 2d6 points of damage.

The primary ability of the wax golem is its memory drain. From the moment that it is animated, the creature is instantly aware of the location of its model. Its first task is always to seek out that person and destroy him. Each successful blow landed by the golem on its living twin forces the victim to make a saving throw vs. death magic. If the roll is failed, the attack does no physical damage. Instead, the golem steals one experience level from the victim, acquiring for itself all the memories and abilities associated with it. Each additional blow repeats this process until the target is utterly drained of its memory and vitality, leaving only a comatose shell of a body behind. A person who escapes from the creature before losing the whole of his personality to it will have vast gaps in his memory and must make a madness check each week until the golem is destroyed.

Care must be taken that the body does not die once a golem has absorbed its mind. If this happens, the force animating the simulacrum is freed and the golem softens and melts, leaving behind only a pool of wax.

The golem uses the stolen memories and powers to assume the victim's place. Any valuables (including magical items) which the victim had are taken by the golem to aid it in its masquerade.

Wax golems have the powers and weaknesses common to all Ravenloft golems. They are immune to electrical and cold-based attacks. Magical fire melts their features, making them run and revealing them at once for what they are.

Habitat/Society: Unlike most golems, these creatures cooperate willingly with their creator and with any other wax golems in their plans to usurp authority or take the place of living beings.

A number of wax golems, working in concert, may be used to infiltrate a village, town, or stronghold, replacing those within while remaining undiscovered. They use their new positions to change laws, commit robberies, assume positions of power, and act as advance troops to prepare places for other wax golems.

Ecology: Wax golems are created from fine-quality wax that must be blended with mimic ichor, obliviax dust, and doppleganger blood. *Polymorph any object, limited wish, strength,* and *permanency* spells are then used to animate the golem. Wax golems are tremendously expensive to create, costing fully 75,000 gold pieces each in supplies and equipment.

	Rock	Silver
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Semi- (2–4)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d2	1d3
Armor Class:	–2	0
Movement:	6	30
Hit Dice:	16	12
THAC0:	5	9
No. of Attacks:	2	4
Damage/Attack:	2d10 (fist)/ 2d10 (fist)	1d8 (fist)/1d8 (fist)/1d8 (fist)/ 1d8 (fist)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (8'–10' tall)	L (8' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	14,000	9,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. The creatures can be made from almost any material, including rock and silver. The DM should feel free to invent new kinds of golems as circumstances dictate.

Rock Golem

Until activated, these constructs usually resemble irregular rock formations. Rock golems in the form of large human statues when carved with exceptional skill, occasionally can be mistaken for caryatid columns, a different form of magical construct.

Combat: Despite their slow pace, rock golems are fierce opponents. Each of their fists causes 2d10 points of damage. These golems use no other form of attack, but remain absolutely relentless and tireless in battle, following their master's instructions explicitly and mindlessly.

Only magical weapons can strike rock golems successfully. Any normal weapon that hits the creature automatically breaks on contact: Swords snap, axe heads shatter, etc. Enchanted blunt weapons will not break against the golem's rocky skin, but edged and pointed magical weapons might; enchanted edged and pointed weapons must make a successful saving throw vs. crushing blow with a –2 penalty or shatter. A weapon's magical bonuses apply normally to this saving throw.

Like other golems, rock golems are immune to poisons and to mind-affecting attacks. They remain unaffected by electrical, fire, and cold attacks, but can sustain damage from spells with other effects.



Habitat/Society: These automatons operate under the direct control of their creators—they have no society, no friends, and no relationships. They have no native habitat, either, and can exist anywhere their creator might have reason to put them. Obeying simple commands nearly exhausts their limited mental capacities. They are used almost exclusively as guardians, watching over great treasures or places of importance.

Ecology: As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

A rock golem takes one month and costs 50,000 gold pieces to construct. A wizard of at least 14th level can make such a creature using the following spells: *limited wish, move earth, stoneskin,* and *geas.*

Silver Golem

A silver golem is composed of a silver outer body filled with quicksilver (mercury) to grant the golem its great speed. The silver skin of these tall and lanky humanoids has such flexibility, it appears almost liquid in nature. The constructs usually possess quicksilver eyes as their only features.

Combat: A silver golem is the quickest of all known constructs. Its amazing speed enables it to attack twice with each fist (a total of four attacks) every round. In addition, a silver golem always gains the initiative (even over a *short sword of speed*). As with all golems, however, these creatures only follow the instructions of their creators, attacking when and how they are directed.

These constructs suffer damage only from weapons with a +1 or greater enchantment. Like other golems, they are immune to poison and to mind-affecting attacks. Magical fire-based attacks cause them to grow 1 Hit Die per level of the spell used against them, and magical cold-based attacks cause them to shrink in a similar fashion. Silver golems remain otherwise unaffected by spells.

Ecology: The remains of a defeated silver golem have great value. The silver composing the body weighs 100 lbs. and is worth 1,000 gold pieces.

Creating such a rare construct requires all the normal conjurings needed to create any golem. Additionally, the creator must find a sufficient quantity of quicksilver (50 lbs.) to animate the dread creation. The material cost to construct a silver golem totals 100,000 gold pieces. Only a wizard of at least 14th level can build one of these constructs, in a process that takes six months and requires these additional spells: *limited wish, haste, lightning bolt, domination,* and *major creation.*

Golem, Savage Coast

	Aelder (lesser golem)	Glassine Horror (lesser golem)	Golem, Red (greater golem)	Juggernaut, Hulean (greater golem)
CLIMATE/TERRAIN:	Mountains	Any	Any	Any settled
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5-7)	Very (11-12)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Q(x4)	Nil	A (+)
ALIGNMENT:	Neutral	Lawful neutral	Neutral	Neutral
NO. APPEARING:	2	1 (1d6)	1	1
ARMOR CLASS:	3	2	1	0
MOVEMENT:	18	9, Fl 36	6	9
HIT DICE:	9 (60 hp)	8 (60 hp)	18 (90 hp)	30 (150 hp)
THAC0:	11	13	3	Special
NO. OF ATTACKS:	2	1	2	1
DAMAGE/ATTACK:	2d6/2d6	2d10	2d12/2d12	10d10
SPECIAL ATTACKS:	Spells	Blinding, spells	Depletes *cinnabryl*	Crush
SPECIAL DEFENSES:	Near invisibility, spell immunities	See below	Need +2 weapon to hit, spell immunities	Spell immunities, special saves
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	H (see below)	L (12' tall)	G (30'x40'x40')
MORALE:	Fearless (19-20)	Average (8-10)	Fearless (19-20)	Elite (13-14)
XP VALUE:	2,000	4,000	14,000	21,000

The Savage Coast offers some unique variations on the standard golem design, in both form and material. Standard golems are slowly giving way to the new forms.

The Red Curse: Golems cannot gain Legacies, so they do not need *cinnabryl*.



Aelder

The ee'aar build these glassteel golems for the express purpose of guarding sacred burial places up in the high mountains. Only ee'aar priests can create them, and they are always constructed in pairs.

An aelder golem can be created in any of a dozen different formsÑincluding a spider, centaur, serpent, and gargoyle. The most common form chosen is a tall, slender spider. The eight segmented legs of this aelder rise 10 feet from the ground before slanting back down three feet to support the multifaceted body. The two forward legs end in pointed, serrated segments. Two spinnerets extend from the rear of the spider body.

Within the icy mountain reaches where the ee'aar make burial sites, the aelder golem is nearly impossible to see. Ranged attacks beyond 20 feet are impossible, and even up close, all opponents suffer a -2 penalty on anything but melee attacks. An aelder attacks with the end segments of its front legs, which act as piercing weapons and can strike targets up to 10 feet away.

Aelder are immune to any spells or spell effects which employ light or a gaze. These golems can invoke each of the spells *color spray*, *dancing lights*, and *hypnotic pattern* three times per day.

The spider golem can actually spin a web of glassteel, which is either applied thickly for concealment or spun so fine and brittle that it is essentially invisible. Attempting to walk through this web shatters it, alerting the aelder of intruders.

Aelder communicate with the ee'aar through a series of shrieks and screeches translatable only by priests. Mythu'nn folk are allowed to hide in aelder webs from predators, so long as they do not try to venture farther into the burial site.

Glassine Horror

Another construct of the ee'aar, the glassine horror was an attempt by ee'aar wizards to design a more intelligent golem. They succeeded only too well; the higher Intelligence brought with it a more independent spirit, including an inherent desire for self-preservation.

The glassine horror can assume three different forms. The first, from which it takes its name, is a sheet of crystalline substance with an area between 50 and 100 square feet (thickness varies from 1 to 6 inches). In this inactive state, it rests across a window or doorway until needed or until a trespasser is detected.

The second form is that of a roughly-shaped humanoid figure, approximately 15 feet tall and constructed of a scintillating, gemlike

material. As light glistens off the facets, it produces a dazzling effect. All opponents within a 10-foot radius must make a successful saving throw vs. spell or suffer -2 attack penalties. Besides its devastating punch, this form has three magical abilities: *crystalbrittle*; *create sunburst* (as per *wand of illumination*); and *continual light*. In this form, the glassine horror is immune to any spell effects employing light or electricity.

The third form is a whirling cloud of glistening sand. This cloud can move at a speed of 36 but cannot rise more than five feet above any surface. Any creature caught within this 100 cubic-foot cloud (indicated by a successful attack roll) takes 2d8 points of damage and must make a successful saving throw vs. spell or be blinded for 2d4 turns. This form is immune to all "wind" spells.

Though loyal to its master, the glassine horror also possesses the need for self-preservation. It never fights to its destruction, fleeing if it ever falls below 10% of its starting hit points. As a reward for good service, this golem expects to be given gems, which it can use to heal damage. The glassine horror absorbs them, healing 1 hit point per 50 gp worth of gems. Rest also heals the golem.

Glassine horrors, if commanded by the wizard who created them, are encountered in groups of 1d6 golems. However, most are encountered singly, far from the ee'aar lands. A glassine horror whose master dies is considered a free entity, usually leaving the vicinity. These creatures enjoy working as guards and will serve loyally for the price of a few gems. A glassine horror will adopt a new master with the same guidelines as before: It will not let itself be destroyed, and it expects to be rewarded.

Red Golem

Red golems resemble iron golems, but they are made entirely out of *red steel*. Also, these golems are tougher than the iron golem, while weighing only half as much (about 2500 pounds). These golems understand verbal commands and can even differentiate between opponents, attacking the most threatening one first.

A red golem attacks with two heavy punches (which must be aimed at the same opponent as long as that opponent is still standing). Red golems also radiate an aura that depletes *cinnabryl* within a 10-foot radius. The *cinnabryl* is depleted at a rate of one ounce per round, but this aura does not cause victims to enter the Time of Loss or Change. While red golems are immune to nonmagical weapons of less than +2 enchantment, weapons of less than +4 enchantment inflict only half damage. Magical electrical attacks merely *slow* red golems for 1d3 rounds, and magical fire actually heals 1 point of damage for each Hit Die of damage it was supposed to inflict. Red golems are immune to all other spells.

Red golems were also imbued with the ability to *taunt* their opponents (as per the wizard spell). When one of these golems is attacked with a nonmagical weapon or a spell that it is immune to, it uses this skill to mock its foes.

Red golems can also *shapechange*. A golem implements this ability only at the command of its master. By using this ability, the creature can alter its size and basic appearance. As its master wishes, the red golem can resemble a human or demi-ogre under a heavy cloak.

Juggernaut, Hulean

In pursuit of the ultimate war machine, the kingdom of Hule devised this juggernaut. Only the wizards of Hule know how this construct is given life.

The Hulean juggernaut is a giant stone building built on a platform with huge, iron-banded wheels. Dimensions vary,but it usually stands about 30 feet wide, 40 feet high, and 40 feet long. Battlements and archer slits are both common features, allowing the juggernaut to carry humanoid soldiers and, thereby, increase its deadly power. Many are also affixed with a battering ram.

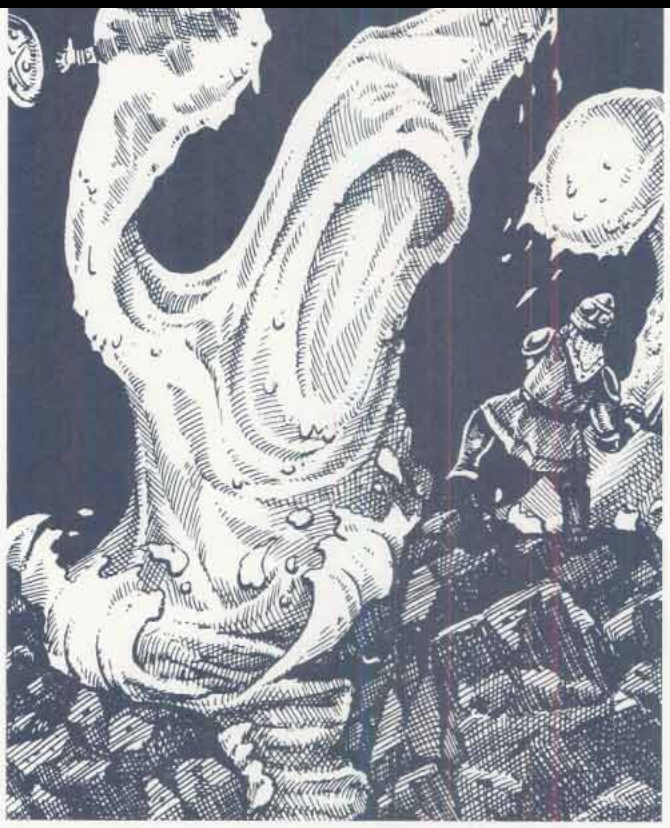
In combat, the juggernaut simply rolls over its opponents, crushing even small stone buildings beneath it. The battering ram demolishes things too large to simply roll over. The wide wheelbase allows the juggernaut to attack multiple targets at the same time. Anyone caught in front of this leviathan must make a successful saving throw vs. breath weapon to escape to the side or be crushed. Those inside the juggernaut can still attack those who manage to get out of its way. The juggernaut can stop, turn, or reverse in the space of one round, allowing it to attack creatures on any side from one round to the next.

The Hulean juggernaut is immune to magical and normal fire; *sleep*, *charm*, and *hold* spells; and nonmagical weapons. All of its saves succeed on 4 or better. Hulean juggernauts often have treasure inside them (as one of the safest places to store spoils of war), but the creature must be killed in order to gain entry. Only its master can command it to allow entrance.

The juggernaut's dependence on its master remains the weak point in its design. While the construct obeys simple verbal commands (like "defend this area," "attack that fortress," or "destroy that army"), it is still answerable only to its creator. If the juggernaut's master is killed, the creature may continue following its last orders indefinitely. Those inside are trapped, and the juggernaut could even turn on its own army now. Outside of Hule, juggernauts are most commonly found among ruins, waiting for further people and objects to crush.

Golem, Shaboath

CLIMATE/TERRAIN:	Aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6, Sw 12
HIT DICE:	11 (50 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10
SPECIAL ATTACKS:	Engulfing, *wall of ice*
SPECIAL DEFENSES:	Immune to paralysis, poison, acid, cold, gas, *caused* wounds; Strength or energy drain; *sleep*, *charm*, and *hold* spells; and water-based creatures, spells, and effects
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long/wide)
MORALE:	Fearless (20)
XP VALUE:	6,000



Shaboath golems are a unique creation by the Grand Savant Aboleth of the city of Shaboath. They are polymorphous watery creatures, not unlike water elementals in appearance (and are 90% likely to be mistaken for one). They are artificial watery constructs animated by a water elemental spirit, remaining under the control of the Grand Savant or another savant aboleth.

Combat: Shaboath golems are always encountered in water or on land within 60 feet of a pool or more sizeable body of water. They attack for 2d10 points of damage with a wavelike pseudopod protrusion from their amorphous bulk. The golem engulfs its target if it rolls either a natural 20 or at least +4 above the minimum required on the attack roll. An engulfed victim automatically suffers 2d10 points of drowning damage per round, minus 1 point of damage per point of Constitution above 12 (minimum damage 2 hp). A target protected by an operative *water breathing* spell or a *necklace of adaptation* will not suffer this damage, but an *airy water* spell provides no protection unless the golem fails its saving throw vs. spell (in which case the entrapped character can breathe normally, although the spell does not harm the golem). Engulfed creatures are subject to attack from the golem in melee, though it usually directs such attacks at other targets. A shaboath golem can engulf up to thirty tiny creatures (size T), ten small creatures (size S), four medium creatures (size M), or one large target (size L). Once per turn, a shaboath golem can create a *wall of ice*; it usually creates a horizontal wall in the air, dropping it on enemies not in water for 3d10 points of damage to each.

Shaboath golems are immune to all Elemental Water effects and cold-based spells, to paralyzation, poisons of all kinds, acid, *caused* wounds, Strength and energy drains, and gaseous attacks. They cannot be *polymorphed* since they are themselves almost formless. Like all golems, they are immune to any form of mind-affecting or mind-controlling spells. They do have some weaknesses, making all saving throws against fire-based attacks at a –2 penalty. A *transmute water to dust* spell will destroy a shaboath golem utterly if it fails a saving throw vs. spell; if it succeeds, the golem loses 3d6 hit points or half its current hit point total, whichever is the greater number. The golem is also immune to any and all attacks from creatures from the Elemental Plane of Water.

A shaboath golem never becomes uncontrolled in any manner, and in this respect it is similar to a greater (iron, stone) golem.

Habitat/Society: The shaboath golem is an automaton with virtually no independent volition or ability to make intelligent choices of action for itself, save for self-defensively attacking creatures attacking it. It is wholly under the control of its master. However, the golem can be given orders to guard or protect some area and to attack any creatures of certain types entering the area, provided such instructions are simple ("attack any non-aboleth" or "attack any non-aboleth or any non-illithid"). Complex instructions, or conditional ones ("attack any non-aboleth unless the creature is wearing a red robe and has gray hair"), will fail utterly. It is also capable of making rational combat choices and usually employs its *wall of ice* attack before entering melee.

Ecology: Golems neither eat nor sleep and play no part in the ecology of the world they occupy.

The shaboath golem is created by a unique process which involves use of the spells *animate water* (similar to the 7th-level priest spell *animate rock*, but the aboleth variant is a water-based wizard spell), *conjure (water) elemental*, *elemental aura* (water),* *wall of ice*, and *wish*. A *bowl of commanding water elementals* must be used in the creation of a shaboath golem, and this item is consumed during the manufacture of the automaton. Creation time is believed to be some 1d4+8 weeks, and the cost is some 60,000 gp. It is only possible for the Grand Savant Aboleth to create these unique water-based golems; other wizards only know the secrets of creation of golems crafted from Elemental Earth, making the production of this automaton a unique secret of the aboleth.

*This spell can be found in the *Tome of Magic*.

Golem, Spiderstone

CLIMATE/TERRAIN:	Subterranean (drow kingdoms)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	11 (55 hp)
THAC0:	9
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d12 (×4)
SPECIAL ATTACKS:	*Web spit*
SPECIAL DEFENSES:	Spell immunities, +1 weapon to hit, *spider climb*
MAGIC RESISTANCE:	50%
SIZE:	L (7′ tall)
MORALE:	Fearless (20)
XP VALUE:	8,000



Spiderstone golems, also known as obsidian golems, are the constructed servants of drow spellcasters. Unlike other golems, each of these is inhabited by the spirit of an unknown tanar'ri servant of the deity Lolth, ensuring that its use is not directed against Lolth or her servants. Because a spiderstone golem has a spirit that is not completely bound to its material form, it is considered to be a lesser golem.

Physically, this golem resembles a large statue of a four-armed drow carved out of glossy black obsidian. When inactive, no signs of animation are apparent, but when it activates, the golem's eyes glow a fiery red. It weighs about 1,000 lbs.

Combat: In combat, spiderstone golems attack with four fists or a *web spit*. This *spit* has a range of 90 yards and requires an attack roll. If it hits, anyone within 20 feet is affected as if they are the victim of a *web* spell; the being on which the web is centered gets no saving throw. If the attack roll fails, the "spit" splatters harmlessly (see the section on "Grenade-like Missiles" in the *DMG*) and dissipates in 1d4 rounds.

A weapon of at least +1 enchantment is needed to strike a spiderstone golem.

Spiderstone golems are able to use *spider climb* at will. They are immune to all spells except those of drow priests or invocation/evocation spells (though they still roll for magic resistance and gain a saving throw, if applicable).

Each week, there is a small chance for a spiderstone golem to "go wild." If commanded by a priest in the service of Lolth, the chance is only 1%. Otherwise, it varies from 5% to 100%, depending on what the golem is currently being used for: The chance is 5% if it's under the control of a wizard in the service of Lolth; 50% if it's being used to guard something of personal value to the master, but of no use to Lolth; or 100% if it is being used directly against Lolth.

When a spiderstone golem goes wild, it becomes more cunning, as its Intelligence rises to the Semi (2–4) category. It always seeks to kill its master first, then follows the commands of Lolth. In this mode, the golem is capable of designing simple traps, maximizing its abilities fully.

Habitat/Society: Spiderstone golems are most often used for such tasks as guarding a temple or hunting down enemies of the priesthood. They can be as useful to wizards as any golem as well, but their propensity for wildness makes them a dangerous servant.

When under mortal control, a spiderstone golem has as much intelligence as any golem, though the presence of the tanar'ri "overseer" gives it an evil alignment. However, it is able to follow one different command per round, as long as the command does not exceed four words for a wizard or six for a priest. This command may be changed from round to round.

Ecology: Except in the service of drow elves, spiderstone golems are similar to other subterranean golems in that they neither give nor take anything from the ecology. However, the powdered remains of this golem are useful in the creation of magical scrolls and items related to spiders, webs, and the abilities of spiders (e.g., *scroll of spider climbing, cloak of arachnida, arrow of slaying arachnids,* etc.). The eyes of a spiderstone are rubies that may fetch up to 10,000 gp apiece on the open market.

	Caryatid Column	Juggernaut	Stone Guardian
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-12	1	1-4
ARMOR CLASS:	5	2	2
MOVEMENT:	6	3-12	9
HIT DICE:	5 (22 hit points)	10-13	4+4
THAC0:	15	10 HD: 11 11-12 HD: 9 13 HD: 7	15
NO. OF ATTACKS:	1	Up to 6	2
DAMAGE/ATTACK:	2-8	2-12	2-9/2-9
SPECIAL ATTACKS:	Nil	Crushing	Nil
SPECIAL DEFENSES:	See below	Immune to fire	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7' tall)	L to H (8' to 20')	M to L (6' to 8')
MORALE:	Fearless (20)	Elite to champion (13-16)	Fearless (20)
XP VALUE:	420	10 HD: 3,000 +1,000 per additional Hit Die	420

These variant golems are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

Caryatid Column

The caryatid column is a beautiful and wondrous construct. Before activation, it looks like the classical architectural work it is named for, standing about 7 feet tall, and resembling a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be. Once constructed and animated, it is usually assigned to keep watch over a valuable object or special places. It does so, remaining motionless, until its preset activation conditions are triggered (these depend on the creator's instructions). As soon as this happens, the column moves to take action against those who have triggered it.

When activated, the caryatid column undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become light or dark flesh tones (depending on the nature of the carving), the eyes come alive with a gleaming white light, and the thin blade transforms into a fine weapon of gleaming steel.

In combat, the column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to saving throws, and all non-magical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due them. For example, a *long sword* +2 does not gain its +2 bonus, but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a *sword* +2 has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A *stone to flesh, transmute rock to mud, or stone shape* spell destroys the column instantly if it fails its saving throw.

When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

Juggernaut

The juggernaut generally appears as a huge, powerful stone vehicle of some sort, with wheels or rollers for locomotion.

A juggernaut is clumsy and slow moving, but it makes up for these handicaps by rolling right over opponents in a deadly crushing attack. A juggernaut has a movement rate of 3 in its first round of animation. This increases by 3 each round to a maximum of 12. A juggernaut is slow to turn, and can change direction only 90 degrees for every 30 feet of movement.

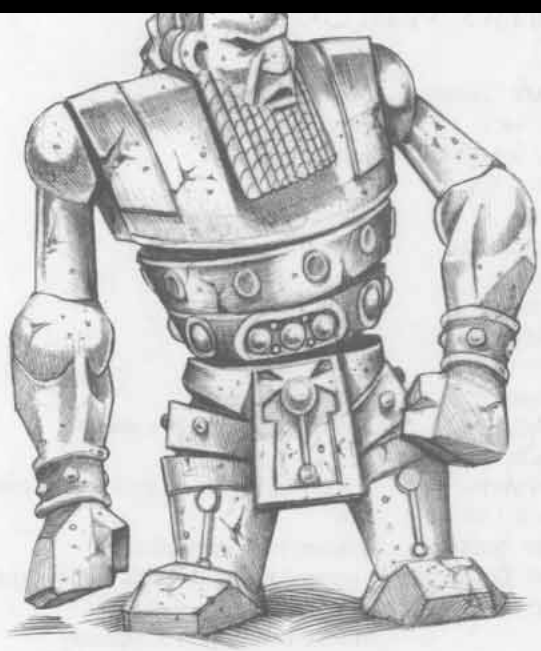
Anyone caught in the path of a juggernaut charge is run over by the thundering behemoth, though the juggernaut must make a normal attack roll if the victim can avoid the charge. A hit indicates that the victim is crushed, suffering 10d10 points of damage. In addition, every item carried by the victim must roll a saving throw vs. crushing blow to avoid destruction. A successful saving throw vs. death magic entitles the victim to only half damage, but it does not protect his equipment.

Some juggernauts are a unique crossbreed of stone golem and mimic. Once animated, these juggernauts can alter their shape as the mimics do. They can grow up to six limbs, each designed for current needs. For example, if it wishes to sound a warning, a limb may grow into a trumpet or horn. In combat, its limbs become maces or hammers that inflict 2d6 points of damage each, due to its great strength. A juggernaut can rarely bring more than two limbs to bear on a single opponent.

Stone Guardian

In combat, a guardian slams opponents with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian suffers only 1/4 damage from edged weapons and 1/2 damage from all cold, fire, or electrical attacks. Normal missiles cause no damage. A stone guardian can be instantly destroyed by a *stone to flesh, transmute rock to mud, stone shape,* or *dig* spell; it is not entitled to a saving throw.

Dwarf Crusher



Climate/Terrain:	Any Land
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	5
Movement:	6
Hit Dice:	14 (60 hit points)
THAC0:	7
No. of Attacks:	1
Damage/Attack:	3d8
Special Attacks:	+1 attack bonus vs. dwarves, *heat metal*
Special Defenses:	Immune to most spells and weapons, traps edged weapons, +2 bonus to surprise rolls
Magic Resistance:	Nil
Size:	L (7′ tall)
Morale:	Fearless (19-20)
XP Value:	8,000

The dwarf crusher is a specialized version of the stone golem specifically created to defeat dwarves, though any group of warriors would find it formidable.

At first glance, the dwarf crusher looks like a statue of a squat, ugly dwarf, crudely done. The head seems small for the massive body, and features two faces (one on each side) with ropy beards, slack jaws, beady eyes, jug ears, cob noses, and sloping brows. The chunky torso is made up of several flat, rotatable discs. The construct has sausage-shaped arms that hang down past its knees, and the legs are thick and stumpy. All the joints look bulbous, as though inflamed or arthritic. In fact, the joints allow the limbs to swivel in any direction.

The dwarf crusher seems to move with a ponderous waddle, but its swiveling joints make it surprisingly agile.

The creature's outer skin seems stony, but actually consists of very dense clay laid over a stone core.

Combat: The dwarf crusher is mindless and unrelenting in combat. It strikes at opponents with its massive fists. The construct's two faces and swivel joints allow it to attack in any direction; it has no rear. The dwarf crusher's all-around vision gives it a +2 bonus to its own surprise rolls. Once a turn, the dwarf crusher can send forth a wave of volcanic heat. The effect is equivalent to a *heat metal* spell from a 12th level caster. The construct can generate heat and make a physical attack. It always favors creatures engaged in melee against it to any other target. The dwarf crusher gains a +1 bonus to attack rolls when fighting dwarves of any type.

The construct is immune to all weapons except those of +2 or better enchantment. There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. Roll 1d4 along with the attack die; if the d4 shows a 1, the edged weapon is stuck in the dwarf crusher even if the attack missed (the weapon struck the construct, but inflicted no damage). When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder's hand. (A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.) To recover a stuck weapon, a character must make an attack roll vs. Armor Class 0 to seize the weapon, followed by a successful Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). If the dwarf crusher is destroyed, stuck weapons can be loosened in one turn with no risk of breaking them.

Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause direct damage. When the dwarf crusher is thus vulnerable, weapons cannot become stuck in it, and trapped weapons fall out.

Habitat/Society: The dwarf crusher is the brainchild of the evil wizard Tairdo, whose hatred of dwarves borders on the pathological. To date, Tairdo has created only a few dwarf crushers, and they guard his subterranean lair.

Ecology: Like all golems, the dwarf crusher does not eat, sleep, breathe, or reproduce. Barring destruction in combat, it is undying. Creating a dwarf crusher would require access to Tairdo's notes on its construction, 85,000 gold pieces for materials, and three months of work. The creator must be a wizard of at least 16th level, and must cast the following spells: *wish, polymorph any object, geas,* and *wall of fire.*

Climate/Terrain:	Dwarven delvings
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	5
Movement:	6 (but see below)
Hit Dice:	11 (50 hit points) per section
THAC0:	9
No. of Attacks:	1 per 5-foot section and see below
Damage/Attack:	2d8
Special Attacks:	Ignores magical defenses
Special Defenses:	Immune to most spells and weapons
Magic Resistance:	Nil
Size:	M (each section is 5′ square)
Morale:	Fearless (19-20)
XP Value:	6,000+ 1,000 per section

Tomb wardens are related to stone golems. Dwarf priests construct them to serve as tireless guardians for areas they cannot otherwise protect.

At rest, a tomb warden looks like a group of finely rendered figures of armed and armored dwarves carved in high relief on a seamless stone surface. When trespassers invade the area guarded by a tomb warden, the figures animate and attack.



Combat: Each figure in a tomb warden occupies a section of wall about 5 feet square. Most tomb wardens have at least four sections, but could have many more. The sections form a single, continuous carving. Each figure has its own hit point total and fights separately. If the creature's heart is intact, any section destroyed regenerates in one month.

An animated figure becomes three dimensional, but at least half of its mass remains embedded in the wall. As the figure turns to attack various opponents, different portions emerge from the wall and others meld back in. A figure can reach about 5 feet to attack.

A tomb warden has a crystalline heart buried within some portion of the construct. The heart has 25 hit points for each section in the original creature; for example, a tomb warden with four sections has a heart with 100 hit points. Attacking the heart requires digging through solid stone or some magical effect that can expose it. If disturbed, the heart produces four stony tentacles, each 5 feet long and capable of striking once a round, for 2d8 points of damage per blow. If the heart is destroyed, all the construct's sections stop functioning within 3d6 turns.

A tomb warden ignores all magical defenses, including protective magical items, invisibility, displacement, and *stone skin* spells. Magical armor and shields provide nonmagical protection. For example, a character wearing *platemail* +3 and carrying a *shield* +4 would still enjoy a base Armor Class of 2 (plus Dexterity adjustments). *Bracers of defense* or a *ring of protection* provide no protection at all (AC 10).

Tomb wardens are immune to all weapons except picks, mattocks, and blunt (type B) weapons of +1 or better enchantment. Only the following spells have any effect:

Stone to flesh renders the heart or a single section vulnerable to normal weapons for 1d4 rounds.

Transmute mud to rock heals all damage to any section (including the heart) in the area of effect.

Disintegrate renders one section inert for 1d6 rounds and causes 1d12 points of damage. If directed at the heart, a *disintegrate* spell inflicts 2d12 points of damage but has no other effect.

Passwall makes an opening in the wall containing a tomb warden. Nearby figures can attack creatures entering the passage. A *passwall* spell cast in the right area exposes a tomb warden's heart to attack.

Meld into stone allows the caster to enter a wall containing a tomb warden.

Habitat/Society: Tomb wardens are found only within dwarf-built subterranean complexes, usually guarding constricted areas where intruders cannot easily evade their attacks. A tomb warden cannot speak, but can obey simple instructions that include conditional phrases, such as: "Attack all orcs, and attack any other creature who does not speak the password."

Ecology: Tomb wardens do not eat, sleep, breathe, or reproduce. Lawful good dwarf priests of at least 12th level create them. Construction requires two months and 65,000 gold pieces worth of materials, plus an extra month and 10,000 gold pieces per section. For each section in the tomb warden, the priest must have one assistant priest of at least 7th level.

All the priests involved must participate in shaping the tomb warden's heart and in sculpting the figures. When the stonework is complete, the priests petition their deity for direct aid. The deity grants the favor only in cases where the dwarves involved have no reliable or practical way to protect whatever the warden is to guard. If the optional rules for quest spells in the *Tome of Magic* are in play, the divine favor can be considered a quest spell.

Golem, Vault Guardian

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	8 (50 hit points)
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Spell immunities, immune to fire and cold, partially immune to electricity, reduced damage by weapon type
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Fearless (20)
XP VALUE:	8,000



Vault guardians are simple but expensive creations of Zhentarim wizards. They are sold to lords of Zhentil Keep and beyond to guard their most precious treasures. Vault guardians are constructs of stone and metal that require incredible wealth to create, but are constantly alert and very effective at their job.

Vault guardians can appear as any type of creature, from dogs to people (though generally they appear as statues or other humanlike creatures no taller than 6 feet), but they always have two appendages, such as hands or claws, with which to attack.

Combat: The attack of a vault guardian is straightforward and consists of two punching attacks that inflict 1d10 points of damage per strike. What makes the vault guardian a troublesome foe are the creature's additional magical powers, which enable it to detect intruders and withstand magical attacks.

The vault guardian can perform the following at will: *detect magic, detect invisibility,* and *true seeing*. The attacks of the guardian can reach into the Astral and Ethereal Planes and can injure those struck only by magical, silver, or iron weapons. A vault guardian takes no damage from normal fire, magical fire, or cold-based attacks, and electrical attacks cause only one-quarter damage to the construct. *Charm* and *sleep* spells have no effect on the vault guardian, nor do other mind-affecting spells or any poisons.

Edged and piercing weapons inflict only one-quarter damage to the creature because of its durable construction. Blunt weapons such as maces and hammers do only half damage if the weapons are not enchanted to at least +1, but cause normal damage if so enchanted. The vault guardian is also extremely fast, and imposes a -3 penalty to all surprise rolls when defending its charges.

Because of its construction, the vault guardian is vulnerable to earth magic. A *rock to mud* spell inflicts 2d10 points of damage on the creature and stops it from moving for one round, and *earthquake* or *stone shape* instantly kills the construct (no saving throw allowed).

Habitat/Society: Vault guardians are found in treasure vaults. They are similar to stone or iron golems, and could be considered a combination of the two types. Vault guardians are slightly cheaper to *construct* than stone or iron golems, but take nearly a year to fabricate and require additional enchantments to empower.

Vault guardians were first created by wizards in the nation of Sembia to protect the vast riches of Sembian trading consortiums. Years later, Zhentarim wizards learned the process for creating them, and offered to create vault guardians for various lords of Zhentil Keep at greatly inflated prices.

To create a vault guardian, a wizard of at least 18th level must first be able to cast the following spells (from memory or by scroll use) over the course of the creature's creation: *statue, detect magic, detect invisibility, haste, wall of iron, fabricate, true seeing, permanency,* and either *wish* or *limited wish.* In addition, a breastplate from a suit of plate *mail* of etherealness must be fused into the creature, giving it the ability to strike those opponents that hover between planes of existence. If a wizard does not have access to these spells, the cost of construction of a vault guardian could exceed that of a stone or iron golem.

Dozens of intricate symbols must be carved across the forehead and forelimbs of the vault guardian, and rubies worth at least 500 gold pieces each are needed for its eyes.

During its creation, a vault guardian is given a certain key word that is used to control it. After creating the guardian, the wizard passes on this key word to the guardian's new owner so she or he may properly control the creature and instruct it to guard a certain place or thing. A guardian's key word can never be changed.

By the time construction of a vault guardian is complete, the total cost could range between 40,000 and 70,000 gold pieces, plus any added costs for spells. In turn, the wizard can sell the construct for up to three times the cost of fabrication. Many unscrupulous wizards have recorded the key words of their creations, using this knowledge at a later date to their advantage. The guardian can understand up to 100 command phrases in addition to its key word, and the key word must be spoken first when commanding it to any action.

Ecology: Vault guardians are not normal creatures, but are constructed through powerful spells. A vault guardian has no need to eat or sleep.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Scale
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	U
ALIGNMENT:	Lawful good
NO. APPEARING:	8
ARMOR CLASS:	−4
MOVEMENT:	Fl 48 (A)
HIT DICE:	18
THAC0:	3
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	H to G (25′ to 1,000′)
MORALE:	Fearless (20)
XP VALUE:	25,000

Though wildspace is fraught with mind-blasting perils, it also holds great beauty. The musical, pacifistic race known as the Gonnlingdaah (or the Gonn for short) brings much beauty to wildspace. These good beings float through wildspace creating hauntingly beautiful music and preserving life. Though blessed with brilliant intellect, they live a simple but extremely long life. Instead of speaking, they sing. The Gonn can sing in their own mysterious language and in Common.

The Gonn resemble gas giants: perfect spheres with bands of different colors decorating their bodies. To the novice sailor, the Gonn appear by a trick of perspective as far-off planets.

Combat: Though the Gonn do not consider combat their first option, they wisely realize that sometimes one must fight to preserve good. Before any combat, however, the Gonn attempt to negotiate with all but the most violent, life-hating beings. The Gonn offer to help foes change their violent ways. If the opponent rejects their offers of help and peace, the Gonn bring their full powers to bear with no hesitation.

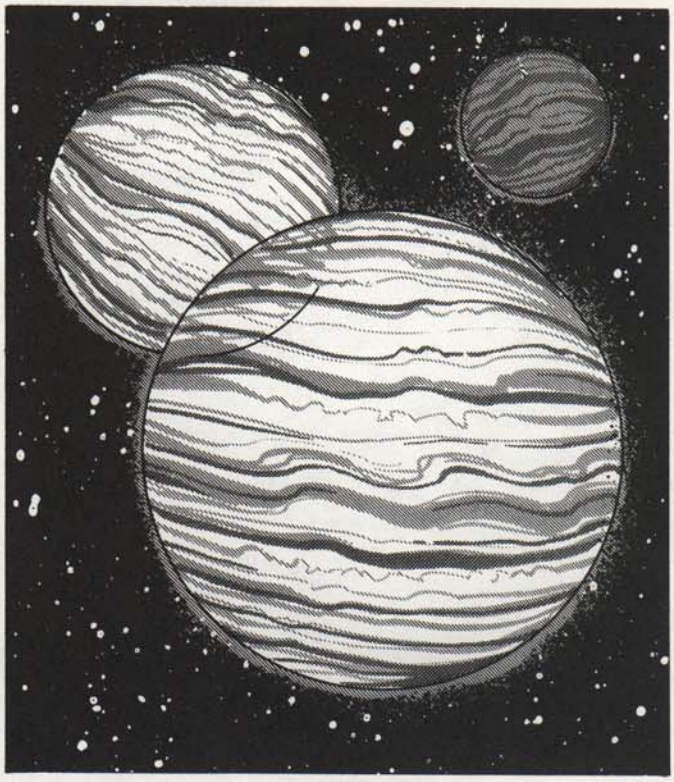
The Gonn's power is music, and their songs can accomplish amazing feats. Their most powerful song is a high-pitched keening that affects all enemies of the Gonn's choice within 240′. All targets take 10d10 sonic damage (save vs. breath weapon at a −2 penalty for half damage). Targets that fail to save must roll saving throws for their equipment vs. crushing blow, also at a −2 penalty. Due to the enormous power of this song, the Gonn are loathe to use it except against the most destructive foes.

Another destructive musical attack is a single shrill note. All non-living matter in 240′ must save vs. disintegration or shatter. Living beings of the Gonn's choice are deafened for 1d4 rounds.

The Gonn prefer a gentle, soothing song of pacification. All targets of the Gonn's choice must save vs. spell at a −1 penalty or immediately cease combat and relax, listening to the sweet music. In addition, 30% of victims fall asleep for 2d10 turns. Those who save are confused and can take no action for one round.

Gonn can cause magical spells within 240′ to cease functioning by singing a lilting ditty that acts as *dispel magic* at 9th level.

A Gonn can sing each of these songs three times a day. Gonn prefer to sing in groups of eight, called "scales." All Gonn in a scale must sing the same song. A Gonn sings solo only if it has no other choice. Such a song is diminished in power; saves are made without penalty.



Since Gonn music comes from their every pore, *silence* spells are useless against them. However, enemies in the circle of silence are immune to Gonn songs. Bard songs cannot counteract Gonn songs, since the behemoths sing so powerfully that they drown out any other sound.

Habitat/Society: In every scale, one Gonn is the leader, called the "conductor." The scale moves in formation, each Gonn singing one note.

Gonn live for up to six millennia, wandering wildspace, collecting songs and tales. Each Gonn's name is a long song that would take 1d20 hours to sing. Among shorter-lived races they adopt shorter melodies as temporary names.

Though the Gonn love to answer questions, the asker had best be ready for a long answer. They ramble on and on, singing instead of talking. Typically, one who seeks information from one of these singing sages must listen through 1d8 days of non-stop singing. Each day, there is a cumulative 10% chance the Gonn gives the information. The price of an answer is a song or story (make a non-weapon proficiency check to produce a successful song). Failing this, the Gonn accepts gems worth 500 gp instead.

Besides their attack spells, Gonn can also sing the following spells: *heal, restoration, raise dead, identify,* and *legend lore.* Costs for these spells are 1,000 gp in gems per level of the spell cast, plus a song or story. However, Gonn defend, rescue, and heal anyone that they see hurt by evil, without charge.

The Gonn wander often, and like the Fal (q.v.), they dislike intrusions by the same visitors more than once a year. It is practically impossible to find the same scale of Gonn one met before.

Ecology: Once a century, a scale of Gonn engages in a song of perpetuity, which takes 1d12 months and results in the birth of 2d4 immature Gonn. The young cannot sing for five years, when they reach maturity. Until then, they hum.

The Gonn try to preserve life any way they can. Some speculate that either Oghma or Apollo created them to bring beauty to the universe.

CLIMATE/TERRAIN:	Any underground
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (5%: 2 or more)
ARMOR CLASS:	7
MOVEMENT:	1 (12 on skeleton, 6 otherwise)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Paralysis, dissolving
SPECIAL DEFENSES:	Disguise, immune to electricity, resistant to cold
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ diameter)
MORALE:	Steady (11-12)
XP VALUE:	975



A goop ghoul is an amoeba-like creature similar to a black pudding or gray ooze. It is a translucent blob capable of only limited movement itself. However, when a goop ghoul flows over a skeleton (a normal one, not the undead type), it can attach itself to the bones like muscles and ligaments, and thus use the skeleton as a means of transportation. In this way the goop ghoul gains a movement rate of 12. A goop ghoul is usually encountered mounted on a skeleton, thus being 80% likely to be mistaken for an undead skeleton or deteriorated zombie (the stretched-out goop ghoul being seen as rotted tissue).

Combat: A goop ghoul attached to a skeleton is able to use simple hand-held weapons but cannot employ shields or metallic armor. In addition, the touch of a goop ghoul causes paralysis for 4-16 rounds unless a successful save vs. paralysis is made, Once a victim is paralyzed, the goop ghoul flows over him in one round, and its acidic secretions eat away flesh at the rate of 1d8 hp per round. This damage occurs only when a victim is totally engulfed, as the acid is rather weak in small quantities. For this reason, the goop ghoul cannot employ its acid as an attack in melee. If a victim regains movement before being dissolved, he may throw off the goop ghoul and flee, being immune to goop-ghoul paralysis for one full day.

As the flesh is eaten away from the goop ghoul's victim, the creature increases in size from its feast. By the time the skeleton has been picked clean, the goop ghoul will have doubled its size and be ready to split into two normal-sized goop ghouls, a process that takes only one round. Whichever of the two is closest to the freshly stripped skeleton will generally claim it for movement purposes. It takes one round for a goop ghoul to attach itself to a skeleton in such a way as to be able to manipulate it.

A goop ghoul is immune to electrical attacks. Cold-based attacks do only half damage, but a goop ghoul is very susceptible to fire and great heat (taking double damage), and shuns them. A goop ghoul engaged in dissolving the flesh off a paralyzed victim can be removed by applying flame. Similarly, a heal or cure ***disease*** spell also makes a goop ghoul withdraw from a victim, though such spells cause no harm to the monster.

It must be emphasized that as a goop ghoul is not undead, it cannot be turned by priests. However, it is possible for a goop ghoul to latch onto an undead, animated skeleton. In this case, the goop ghoul has no control over the skeleton's movement and is more or less just along for the ride. It would be possible for a priest to turn the undead skeleton, but the goop ghoul would be free to "abandon skeleton" and seek out a new source of transportation (probably the priest). Also, a goop ghoul is not confined to human or even humanoid skeletons; any two- or four-legged skeleton can be used, subject to size constraints of about 3′ to 9′, beyond which the goop ghoul is either too bunched up for fluid movement or stretched too thin. In any case, the movement rate when using any sort of skeleton remains 12.

On rare occasions, a goop ghoul can attach itself to sturdy rodlike objects that allow movement of the sort it is used to. Thus, several large sticks might be used as a "skeleton" of sorts, good enough for half-normal movement. Weapons might thus be held together by the goop ghoul, so that a party might encounter a pile of swords stumping its way toward them. These attempts are rare, as a goop ghoul prefers the use of skeletons above all else.

Any being slain and dissolved by a goop ghoul cannot be raised from the dead without the use of a ***wish*** spell, though the skeleton is fit for use with an ***animate dead*** spell.

Habitat/Society: Goop ghouls are found exclusively underground; they dislike sunlight as it slowly dries out their skins. They are solitary creatures, having no real social systems. If more than one are encountered at a time, more than likely it is because a large goop ghoul has just divided into two (or more, depending on the size of the victim-an ogre can provide enough flesh for a goop ghoul to split into three).

Ecology: Goop ghouls have no concept of money and so keep no treasure. They cannot dissolve metal, and metallic armor is too heavy for them to move around in. For this reason, they prefer to attack victims who aren't wearing metallic armor. Many valuables are often left behind when a goop ghoul acquires a new skeleton, as all the goop ghoul is interested in is the skeleton itself and maybe a hand weapon.

Goop ghouls are rare enough to be of little consequence unless a large number of them are present. They are fairly predatory but can go for days without eating, and they are also satisfied with scavenging. Ω

Climate/Terrain:	Any desert
Frequency:	Common
Organization:	Herd
Activity Cycle:	Day
Diet:	Carnivore (insects)
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	S–30 (Sd6)
Armor Class:	5
Movement:	15
Hit Dice:	l+1
THAC0:	19
No. of Attacks:	3
Damage/Attack:	ld3/ld3/2d4
Special Attacks:	Nil
Special Defenses:	Hypnotism
Magic Resistance:	Nil
Size:	S (3' long)
Morale:	Average (8–10)
Level/XP Value:	120
Psionics Summary:	Nil
Player's Option:	MAC 7

Goraks are herd beasts that are valued by most of the intelligent, meat-eating races of Athas for their flesh, their colorful hide, and their keen sense of smell. They are fairly common and can be found in any desert area.

Goraks are reptilian beasts that are 3 feet long and weigh approximately 150 pounds. Their skin ranges in color from red-brown to sandy-beige and they have a colorful fanlike dorsal fin that they extend to cool their bodies in the hot Athasian sun. Another less colorful fin surrounds the heads of the goraks. Their legs are short and end in small feet with extremely large claws for their size. The gorak's claws can be as long as 3 inches. Their eyes are slightly oversized for their relatively small heads. They are known for their good eyesight as well as their sense of smell. When excited they emit a loud hissing noise as a warning



Combat:

These creatures are relatively passive and prefer to avoid conflict if possible They can, however, pose a significant threat to the unwary and antagonistic If threatened, goraks fan out their dorsal fin and the fin that surrounds their head These are natural reactions intended to make the beast look bigger and more formidable in combat Goraks attack with their two claws and a bite, causing 1–3 and 2–8 points of damage respectively The creatures are deceptively fast, which contributes to their impressive AC

When in combat, the herd attacks with an almost single-minded sense of purpose. Their tactics resemble that of a swarm of bees, gathering about the target and darting in and out to attack. As many as eight goraks can attack a human-sized target per round. Targets of such attacks must make a successful save vs. paralyzation or become hypnotized by the chaotic and dazzling colors of the dorsal fins. This hypnotic state lasts for 1–4 (1d4) rounds. During this attack, the alpha male of the herd stands back from the melee as if he were directing the attack.

Habitat/Society:

Goraks are found both in the wild and in domesticated herds. Domesticated herds have been known to be as large as 50 beasts. However, in the wild they rarely have more than 20 individuals because of the scarcity of food throughout most of Athas.

Each herd of goraks is led by an alpha male who is identical to all other male goraks except for its unusual size. The alpha can grow to 4 feet and weigh as much as 300 pounds. Challenges for dominance are fairly common in wild herds and less common in the domesticated herds. These contests are savage and are always fought to the death. Usually the alpha wins such contests because of its larger size, unless the dominant male is sick or infirm.

Wild herds have no permanent homes, but roam over areas as large as 100 square miles. They travel by day, turning over rocks and digging into the desert sand in search of insects that make up the staple of the goraks' diet. Their keen sense of smell makes their foraging fairly fruitful and, as long as the herd is small enough, there is rarely starvation among its members. If food becomes scarce for some reason. the alpha male culls the herd of other males. Herds do not accept goraks from outside the herd and attack and kill outsiders on first contact.

Ecology:

Goraks are an integral part of the food chain on Athas and are hunted by most flesh eaters. Animal handlers have been known to train goraks to track using their uncanny sense of smell and their ability to hypnotize. Therefore, gorak eggs are treasured as both a food source and as a source of tracking beasts.

Gorak, Giant

The alpha male is the leader of the herd and is identical to other goraks except for its larger size. It has 2 HD and successful attacks cause 1–4 (1d4) points of damage per claw and 2–12 (2d6) points of damage per bite.

CLIMATE/TERRAIN:	Tropical/land
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore (scavenger)
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	3 (10 see below)
MOVEMENT:	1, Fl 18 (C)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6
SPECIAL ATTACKS:	Explosion
SPECIAL DEFENSES:	Immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ diameter)
MORALE:	Unreliable (4)
XP VALUE:	120



The gorbel is an odd creature, believed by some to be a distant cousin to the beholder, or perhaps the result of some mad wizard's experiments. They attack and eat practically anything that moves; only their explosive nature keeps them from overrunning their habitat.

The creature usually appears as a red globe of translucent, thin rubbery material. Equally spaced around the top of the spherical body are six tiny red eyes on short, retractable eyestalks. It eats, breathes, and gives birth through a tiny mouth-like opening, and uses its short, clawed legs while walking, or in attacks. Gorbels are a mere six inches in size when born, but rapidly grow to full size of 3′ diameter within six months. Like the rest of this creature, the mouth is rubbery, and can slowly stretch to fit food of up to 18″ in diameter. A multitude of tiny teeth around the edge of the mouth aid in holding onto larger, struggling prey while the mouth stretches to accommodate the meal.

Combat: Gorbels will attack and attempt to eat anything that moves. They have even been known to attack trees swaying in the breeze. An attack is initiated by rapidly drifting towards the target, then latching on with sharp claws. The gorbel's mode of propulsion is not completely understood, but is believed to involve magic similar to a *levitation* spell. Once attached to its prey, the gorbel's grip is so strong that it cannot be detached until either the gorbel or the victim is dead. Furthermore, once the claws have found their mark, they automatically hit the victim each round for 1-6 points of clawing damage. This aggressiveness is also the creature's undoing: once attached, it loses all dexterity bonuses and drops to AC 10.

A hit with a blunt weapon merely bounces off of the gorbel's rubbery hide. A successful hit with a piercing or slashing weapon bursts the gorbel's balloon-like body. A cloud of pyrophoric gas is thus released, and explodes for 1-4 points of blast damage to any creature within 5′ range. Magically-incurred damage (*magic missile*, etc) will also cause the creature to explode, regardless of damage actually inflicted.

Gorbels are not immune to the explosions of their herd-mates if in range; entire herds have been known to have destroyed themselves accidently in a chain-reaction explosion caused by damage to a single creature.

The pyrophoric gas is a result of the gorbel's unselective diet and unusual metabolic processes. A combination of green foliage, bark and a tiny amount of scrap metal or ore (to catalyze the process) is digested inside the creature. Ores containing fool's gold seem to be preferred. The gas so produced is substantially lighter than air, and is thus responsible for the creature's buoyancy. It also slowly leaks out, and must therefore be constantly replenished. The gas smells of rotten eggs; this smell may reveal the presence or approach of these creatures.

Habitat/Society: Gorbel herds are loosely organized groups, living on lush tropical vegetation or jungle rubbish and carrion. They have no set lairs, as the herd must move frequently when they have exhausted all of the foliage in one area. The size of the herd is not fixed; individual gorbels come and go as their own limited instincts determine. Occasional fights with other gorbels over food may occur, but these generally are little more than contests to bounce the aggressor away.

Gorbels are curious creatures, and tend to investigate anything in their local environment which is out of the ordinary, such as an adventurer's camp. Once in the camp, they will attack and attempt to eat the first thing that moves and thus catches their attention. When something has piqued its curiosity, a gorbel will begin a frantic mewing, not unlike a kitten.

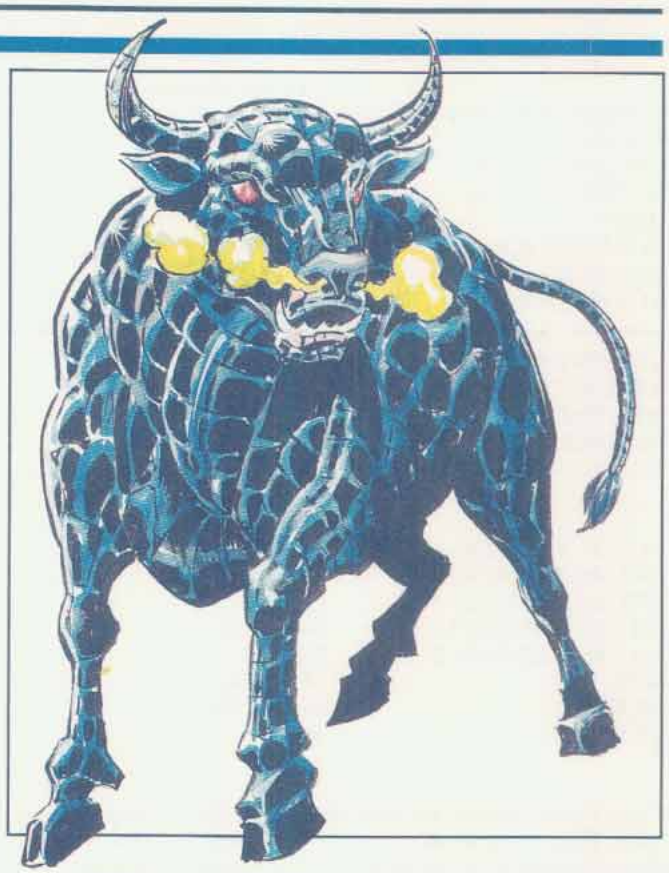
Ecology: Gorbels are no harder on the local foliage than any other herd animals: when the food is gone, the herd moves on. Little else is known about their lives or how they react with other creatures.

Some wizards have prepared *potions of fire breath* from the pyrophoric gas contained inside the gorbel's body. The eyes may be useful as components for *wizard eye* spells or similar magical effects, while the rubbery hide is said to allow the construction of a curious lighter-than-air craft. To obtain the hide intact for such purposes, it is necessary to kill the gorbel in such a way the body sac is not ruptured, thus preventing the pyrophoric gas from exploding.

Gorgon

CLIMATE/TERRAIN:	Temperate or tropical/ Wilderness or subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(E)
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Average (8-10)
XP VALUE:	1,400



Gorgons are fierce, bull-like beasts who make their lairs in dreary caverns or the fastness of a wilderness. They are aggressive by nature and usually attack any creature or person they encounter.

Monstrous black bulls, gorgons have hides of thick metal scales. Their breath is a noxious vapor that billows forth in great puffs from their wide, bull nostrils. Gorgons walk on two hooves, when necessary, but usually assume a four-hoofed stance. Despite their great size, they can move through even heavy forests with incredible speed, for they simply trample bushes and splinter smaller trees. Gorgons speak no languages but let out a roar of anger whenever they encounter other beings.

Combat: Four times per day gorgons can make a breath weapon attack (their preferred means of attack). Their breath shoots forth in a truncated cone, five feet wide at the base and 20 feet wide at its end, with a maximum range of 60 feet. Any creature caught in this cone must roll a saving throw vs. petrification. Those who fail are turned to stone immediately! The awareness of gorgons extends into the Astral and Ethereal planes, as do the effects of their breath weapon.

If necessary (i.e., their breath weapon fails) gorgons will engage in melee, charging forward to deliver a vicious head butt or horn gore. Gorgons fight with unrestricted ferocity, slashing and trampling all who challenge them until they themselves are slain.

Habitat/Society: It is believed that gorgons can actually devour the living statues they create with their breath weapon. Whether their flat iron teeth break up and pulverize the stone or their saliva returns the victim to flesh while they eat is a matter for conjecture.

Their primary prey are deer and elk, but gorgons won't hesitate to add other meats to their diet when hungry. Their sense of smell is acute and once they get on the trail gorgons are 75% likely to track their victim successfully. Once their victim is in sight, gorgons let out a scream of rage and then charge. Unless somehow evaded, a gorgon will pursue tirelessly, for days if necessary, until the prey either drops from exhaustion or is caught in the gorgon's deadly breath.

Gorgons have no use for treasure, hence gold and gems are often left petrified on the statue of the being that once wore them. Occasionally a gorgon in his haste will devour something of value; the items will later be left in the gorgon's droppings, somewhere near the entrance to its lair.

Gorgons are usually encountered in groups of three or four—one male bull with two or three females. Gorgon calves are raised by the females to the age of two, then the young bulls are turned out to make their own way. Females remain with the dominant bull.

About 25% of the time only a single gorgon is encountered. Lone gorgons are always rogue males in search of females.

The forest around a gorgon lair is usually a crisscrossing network of trails and paths they've made. Occasionally there are clearings where the grasses were trampled down in a battle and perhaps the shattered remains of a statue can be found.

Ecology: Gorgons have no natural enemies other than themselves. Bull gorgons are often called upon to defend their positions against rogue gorgons. These battles are not usually fatal, but even a gorgon can be felled by a well-aimed horn gore. The only other creature known to hunt these fierce predators is man.

Gorgon blood, properly prepared, can seal an area against ethereal or astral intrusion; their powdered scales are an ingredient in the ink used to create a *protection from petrification* scroll.

In addition, the hide of a gorgon can be fashioned, with considerable work and some magical enhancement, into a fine set of scale mail. This armor will provide the wearer with a +2 bonus to all saving throws vs. petrification or flesh-to-stone spells.



CLIMATE/TERRAIN:	The Gorgon's Crown/Anuire
FREQUENCY:	Unique
ORGANIZATION:	Solitary/Regent
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Supra-genius (19)
TREASURE:	Domain Treasure (over 100 GB)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0 (base); –10 in armor
MOVEMENT:	9
CLASS/LEVEL:	Fighter 25, Wizard 16
HIT POINTS:	170
THAC0:	–4 (base)*; –8 (Strength plus spec.)
NO. OF ATTACKS:	2 (fists) 5/2 (specialized weapon) 2/1 (ordinary weapon)
DAMAGE/ATTACK:	1d8 (fist) or by weapon; +8 Strength bonus.
SPECIAL ATTACKS:	Kick, gaze attack, weapon specialization
SPECIAL DEFENSES:	+2 or better weapon to hit, immune to gaze attacks
MAGIC RESISTANCE:	40%
SIZE:	L (10′)
MORALE:	Fearless (20)
BLOOD:	True (Azrai): 100+
BLOOD ABILITIES:	Alertness (minor), Bloodform (great), Divine aura (great), Heightened ability (great), Long life (great), Poison sense (minor), Regeneration-Std & Major (great)

S: 20 (+3, +8) **D:** 15 (0, 0, –1) **C:** 21 (+6)
I: 19 **W:** 18 **Ch:** 18
XP VALUE: 32,000

* Note that a roll of 1 always misses.

The Gorgon began life as Raesene, the oldest child of his father, the Lord of the First House of the Andu. From an early age, it seemed clear that he would help to shape the future of Cerilia. However, as a bastard child, the glory and attention went to his two legitimate half-brothers, Haelyn and Roele. Though his outward demeanor never betrayed him, Raesene envied them this attention and coveted it.

Nonetheless, he taught them what he knew of swordplay and horsemanship, and his tutoring gave them an excellent grasp of the fundamentals of warfare—fundamentals that would prepare them well and earn them praise. Raesene did not remain their teacher for long; as a man seven years Roele's senior, he hungered to see the world. On his sixteenth birthday, he left home to explore Cerilia.

Cardsheet 9

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When he returned, battle-hardened and scarred, his father gave him the title "the Black Prince" to reflect the bleakness inside Raesene. Still, Raesene served his father nobly, as well as his brother Roele when the Lord Andu passed away. But none could guess what lay in his heart.

Then Azrai came to Cerilia. He studied Raesene and saw the kind of heart that his lieutenant would need, so the two made a pact. While Haelyn and Roele gathered the armies of the Andu, Raesene began his betrayal, drawing aside conspirators to aid him in his plan. As the Andu retreated to Deismaar, Raesene sprang his betrayal. His loyal followers slaughtered thousands of the Andu and their allies, then joined the armies of Azrai. The rest, as they say, is history.

Raesene was in the height of battle with Roele when the gods destroyed themselves atop Deismaar. Raesene absorbed much of Azrai's essence—nearly as much as the Vos Kriesha and Belinik did. Raesene was the first to discover bloodtheft, and later the first of the awnshegh to discover that the abominations could grow more powerful through the rule of land.

Not long after Deismaar, he established his kingdom north of Anuire and began his generational harvest of the new bloodlines. He had spent many of the years since Deismaar cultivating and then destroying bloodlines, as well as raising army after army to sweep across Anuire. No one could know Raesene's mind, and those who have tried to learn have been destroyed, as are those who try to challenge him.

Though it has been said that the Gorgon (as he came to be called) stole the bloodline of Roele when he slew Michael Roele, this is not known to be true. Some regents of Anuire have whispered that Michael somehow managed to foil the Gorgon, sapping his strength, thus preventing the Gorgon from dominating Anuire.

The Gorgon most recently appears as a stony skinned humanoid with horns atop his massive head. Hooves and goatlike legs adorn his lower half, and giantish strength allows him to carry his heavy frame. Little trace of humanity is revealed in his features; he has become almost entirely a creature of evil.

Some say that Daen Roesone, the founder of modern Roesone, is distantly descended from this most fearsome of awnsheghlein.

Combat: The Gorgon was an excellent warrior as a human, skilled with most weapons and specialized in a few. Now, with a thousand and more years of practice, he has become specialized with nearly every weapon found in Cerilia. The DM must decide which few weapons the Gorgon has *not* specialized in.

As if his physical prowess were not enough, the Gorgon also has a potent gaze attack, effective to a range of 60 feet, which he can activate at will. By taking one round to concentrate on an opponent, he can either turn the opponent to stone or cause him to fall dead. The first application is allowed a saving throw vs. petrification with a –2 penalty, while the second requires a save vs. death magic. If a victim meets the Gorgon's gaze, he suffers an additional –2 penalty. If the victim is within 10 feet of the Gorgon, the save suffers another –2 penalty.

The Gorgon's legs can deliver a powerful kick to those foolish enough to stand behind him. He can deliver this attack while making an ordinary attack with a weapon, although his AC decreases by 2 points for that round. The kick causes 2d6 damage.

His defenses are as formidable as his offense. His stony skin gives him a base AC of 0. His giant-sized suit of *plate mail +5* (called Kingstopper), his *shield +5* (called A Gentle Word), and his magic resistance make him nearly invulnerable. In addition, he can be hit only by weapons of +2 or greater enchantment.

Habitat/Society: The Gorgon rules a huge expanse of land northeast of Anuire called the Gorgon's Crown. He also controls a goblin kingdom and the neighboring dwarves. A few decades ago, his hordes overran the Brecht realm of Kiergard, devastating it and leaving it desolate.

The Gorgon's Crown is a wasteland of mountains, valleys, and sheer cliffs that rain boulders down on the heads of unwary travelers. At the center of this land is a forest of pines that stays green no matter how noisome the fumes from the nearby volcanoes, and that stays firmly planted despite mild earthquakes that occasionally rock the region.

At the center of this pine forest sits Kal-Saitharak, the Gorgon's castle. From here he commands his hordes; from here, death wings forth to sweep across the lands of Anuire. The castle, made of black obsidian, is a mammoth affair, with towers rising into the clouds and dungeons extending deep into the heart of the earth. The throne room of the Gorgon is well appointed, with several tighmaevril weapons hanging within easy reach of the throne. Rumors tell (although this is impossible to verify) that the Sword of the Anuirean Empire hangs among them.

The Gorgon has ordered some of the mercenaries who serve him to kidnap miners and smelters, so that the iron mined in the Crown can be smelted into weapons. The lurid glow of these smelters mixes into the hazy air that constantly hangs over the Gorgon's Crown.

Ecology: As a singular creature, the Gorgon does not have a niche in the ecology, and no one knows what sort of uses might be derived from his hide. It is known that the creature is becoming more and more stony as the years pass, reflecting the granite hardness of his heart. Perhaps one day he will become a statue entirely, and thus remove this potent menace from Anuire.

CLIMATE/TERRAIN:	Temperate mountains/ subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	H
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9, Fl 18(E)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8 (×2)/1d12 (×3)
SPECIAL ATTACKS:	Tail capture, "wishboning"
SPECIAL DEFENSES:	Difficult to surprise
MAGIC RESISTANCE:	Nil
SIZE:	G (50′ long)
MORALE:	Steady (11–12)
XP VALUE:	2,000



The gorynych is unlikely to be mistaken for a true dragon if seen in good light. It has a long and supple body covered with tiny blue-green scales, and it has wings. However, it also has *three* wolfish heads and a multitude of tails, starting as three thick ones at the base of the spine, but eventually dividing out to as many as 12 whip-thin tails.

The gorynych is not well versed in speech and has no language of its own. If there is a race that is dominant in the regions around its lair, it will have a slight understanding of this race's tongue, no matter what it is, but that is the extent of the beast's linguistic knowledge. If its lair is in an empty tract of land, it has no language at all, as there would be no creatures with which to converse (and it doesn't talk to itself).

Combat: Although the gorynych has no breath weapon, it is a fearsome fighter. It first whips its flexible tails about in an attempt to entangle opponents, each tail striking as a separate attack. Then it uses two claws and three biting attacks on entrapped foes. The tails inflict no damage, but for every tail that holds a man-sized victim (smaller creatures are usually ignored), the gorynych gets a cumulative +1 attack bonus against that victim. Thus, if it wraps two tails around a fighter, the gorynych can attack at +2 that round, and if the fighter fails to eliminate or escape the two tails, it can wrap more tails around him at +2 to hit in the next round. Each tail sustains 2d6 damage before being severed, and none of these hit points are counted in the monster's hit-point total; even if rendered tailless, a gorynych will continue to fight if victory appears close. When first caught in one of these tails, the victim has a 10% chance of being held in such an awkward position that he can't attack the gorynych (25% on rare occasions when a smaller-than-man-sized creature is attacked).

Another attack form unique to the gorynych is called "wishboning." If the beast scores hits on a single opponent with at least two of its heads in a round, it will try to rip the victim in half between them, inflicting an additional 2d6 points of damage. It cannot do so automatically in subsequent rounds, as it must get a new grip (and make a new series of attacks).

The gorynych has only one personality divided between its three brains, and each one is capable of directing the entire body on its own. Thus, cutting off two of the heads will not disable its thinking or hinder its movements in any way.

Having six dragon-sharp ears to hear with, the gorynych is difficult to surprise, even when asleep; it gets a +2 bonus on all surprise rolls. In addition, since it has more than one head, it cannot be attacked from behind, as it peers in all directions.

Habitat/Society: The gorynych prefers windy and desolate regions. It lives in deep caverns, and the long, winding tunnels of its lair are full of evidence of its presence: scales scrapped off on the rocks, claw marks, the occasional coin or gem dropped from its mouth when stocking its hoard, and the rare bone that misses the periodic cleaning out of refuse. While the creature avoids areas where human incursions are frequent, it is intelligent enough to note any roadways, caravan paths, and isolated settlements within a few hours' flight of its cave, so it has little trouble finding food and treasure.

Gorynyches reproduce by laying eggs, but the young are forced out into the world as soon as possible after hatching. The young grow rapidly, attaining full growth in nine years and living for about 400 years total.

Ecology: Gorynyches are usually the most powerful carnivores in their local food chain. They rarely interact with other species, intelligent or not. However, they are often attacked by other highly competitive and magically powerful monsters such as dragons and beholders.

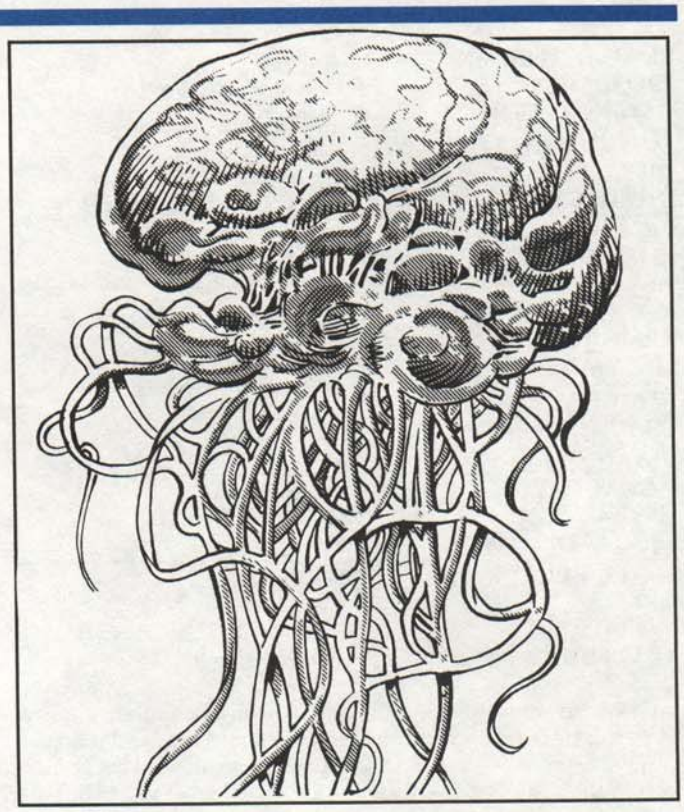
	Standard	Noble
CLIMATE/TERRAIN:	Space	Wildspace/phlogiston
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Shoal	Flotilla
ACTIVITY CYCLE:	Any	Any
DIET:	Scavenger	Carnivore
INTELLIGENCE:	Non- (0)	Animal (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	20-200	1-8
ARMOR CLASS:	10	4
MOVEMENT:	Fl 12 (D)	SR 4
HIT DICE:	1 hit point	58
THAC0:	19	8
NO. OF ATTACKS:	1	20
DAMAGE/ATTACK:	1d3	1d6(x20)
SPECIAL ATTACKS:	Poison stinger	Poison stinger
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (6" diameter)	G (120' to 250' diameter)
MORALE:	Unreliable (2-4)	Champion (15-16)
XP VALUE:	7	49,000

Gossamers are the spacefaring cousins of the jellyfish. They travel in groups known as shoals. Gossamers usually drift among the rocks of asteroid fields and the junk of space sargassos, though they occasionally venture into open space. They scavenge leftover prey, cleaning areas of organic junk.

Gossamer shoals offer beautiful color displays that communicate their moods. Contented gossamers are awash with waves of cool colors—green, blue and purple punctuated with bright flecks of yellow and orange. When danger threatens, waves of red and amber wash over the shoal from the point of contact. These displays lead some sages to theorize a group-mind among gossamer shoals.

Combat: Like the jellyfish, the standard gossamer grows stinging tentacles. These tentacles secrete a nauseating paralytic poison. A saving throw versus poison offsets the allergic reaction. Gossamers only attack prey smaller than themselves. If the offending object is larger than 1', the shoal immediately changes direction away from the offending critter. The gossamer may accidentally collide with and sting larger creatures, or foolish crewmen may touch a dead gossamer that has landed on a ship deck.

Ecology: Most of the gossamer's body consists of empty space, and depends on weightlessness to maintain its structural integrity. If introduced to a gravity plane, the gossamer collapses under its own weight and dies. Air also renders the gossamer's body liquid. Dead gossamers collapse in 1d3 minutes into viscous pools of evil-smelling liquid. The liquid is a solution of the enzymes that cause the gossamers to sting, and remains dangerous until it evaporates (one turn).



Gossamer Noble

Actually a colony of specialized life forms, the gossamer noble is 10d10' in diameter, with enormous sacs that act as sails, allowing it to navigate at spelljamming speeds. Cloudy currents and colorful lightning-like fashes fill its pearly, translucent body.

Hundreds of tentacles trail from the noble's base. These are long (50-500'), supple hawsers with wicked spikes that inflict 1d2 points each on exposed flesh. The gossamer noble uses 1d20 of these tentacles in battle. Victims must save at −4 vs. paralyzation, and the spikes' digestive enzymes inflict an additional 1d6 points of damage per round. These solitary predators live on spacefaring life forms (including smaller spelljamming ships) and are highly dangerous. They are the prey and natural enemy of gammaroids (q.v.).

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon (Elite: Rare)
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (6) (Elite: High (13))
TREASURE:	J (Elite: R (E))
ALIGNMENT:	Lawful neutral
NO. APPEARING:	6-60 (Elite: 1 per 30 miners)
ARMOR CLASS:	10 (Elite: 6 (10))
MOVEMENT:	9
HIT DICE:	3+1 (Elite: 5+1)
THAC0:	17 (Elite: 15)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Gravity reduction
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	S (3')
MORALE:	Steady (13) (Elite: Elite (14))
XP VALUE:	270 (Elite: 650)



Gravs are short, stocky humanoids who manipulate gravity. They mine ore and gems from unclaimed asteroids and moons.

A grav is short, squat and square, with a small head in comparison to the rest of its body. Gravs are as tall as dwarves but are wider at the shoulders. Miners wear dingy gray clothes and mining gear such as helmets, gloves, and belts.

The Elite are thinner than their worker minions but are still squat. They wear refined, foppish clothing and seldom sully their hands with manual labor. Some Elite wear leather protection under their showy clothing—hence the lower Armor Class.

All gravs are dense, with three times the mass of a being of a similar size. This increases their air envelope, allowing them more time to search wildspace for potential mining sites.

Combat: Gravs are a peaceful race, intent on their mining and leaving other races alone. If provoked, however, gravs retaliate by reducing gravity beneath a target (and thus its weight). A grav can only affect one target at a time, with a range of 60'. However, the target can contain many objects; for instance, after mining gems, the gravs move them into large crates and then float the crates aboard ship.

The grav can reduce the target's weight by 25% per round. After four rounds, the target begins to float. The grav can make the target hover or float away. When the target floats beyond the grav's range, it plummets to the nearest gravity plane.

The grav can just drop the target or gently lower it to the ground. If a grav's concentration is disrupted, as by a blow, the target drops immediately, taking normal falling damage.

Gravs use this power to intimidate and scare their opponents away. If confronted, a grav first demonstrates its power on an inanimate object. If this intimidation doesn't work, the grav suspends the opponent in the air, incapacitating it.

Though peaceful by nature, gravs hate silatics (q.v.), which eat metal. Even the Elite attack silatics on sight.

Habitat/Society: In the strictly heirarchical grav society, the Elite order the Miners (workers), who obey almost without thinking. Miners who question this centuries-old structure are promptly "brought in for questioning" and "moved to a position better fitting their talents"—servitude to some minor Elite on the homeworld. This is ultimate shame.

If characters try to subvert Miners against their overseers, the Elite politely ask the characters to leave the area. If they persist, the gravs remove them without harm.

Elite gravs can use spells and advance to 9th level. These wizards power the Argosy, the grav's standard ship.

Argosy

Built by: Gravs
Used primarily by: Gravs
Tonnage: 150
Hull Points: 150
Crew: 55/200
Maneuver Class: D
Landing—Land: Yes
Landing—Water: No
Armor Rating: 0
Ship's Rating: As for helmsman
Standard Armament:
2 heavy ballistae
Crew: 4 each
2 medium ballistae
Crew: 2 each
Cargo: 100 tons
Keel Length: 175'
Beam Length: 175'
Saves as: Stone
Power Type: Major helm

An Argosy resembles a small dwarven Citadel. The ship's stone surface is pitted like a moon; some craters are concealed portholes. One part is flattened, allowing it to land and take on precious cargo. (Most of the ship's interior is cargo space for ore and gems. Both Miners and their Elite overseers sleep in the cargo bays.) The Argosy's armaments are strictly for defense.

Ecology: The name and location of the grav homeworld are unknown. Conversations with Elite gravs reveal that their homeworld is divided into fiefdoms, each ruled by one Elite family. Family prestige depends on wealth.

Some say the scarcity of information about their homeworld represents the Elite's attempt to foil potential thieves. However, thievery is totally alien to the grav race. Any thought or suggestion of stealing merely puzzles a grav. The Elite may maintain secrecy to prevent outsiders from disrupting the social system that keeps them in power.

CLIMATE/TERRAIN:	Wildspace, asteroid fields
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Nil
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	8+1
THAC0:	13
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Gravity slam
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	None
SIZE:	M (6' diam.)
MORALE:	Steady (11-12)
XP VALUE:	3,000



The gravislayer is a navigational hazard hated by spelljammers throughout the Known Sphere. Its unremarkable body hides one of the most destructive forces known.

The gravislayer's body is a sphere of flesh roughly six feet in diameter, scarred and pitted from the rigors of deep space patrolling. There are no eyes, ears, or other features readily visible on its grayish surface; there is a large mouth that opens up only during feeding. A gravislayer feeds on the crushed flesh and bone of unsuspecting spacefarers that are smashed to bits by the creature's deadly command of gravity.

Combat: The gravislayer's weapon is its ability to change gravity. It can turn any single object within 150 yards into a powerful gravity source. That object may be a living being, an asteroid, or even a character. The object remains a gravity source for as long as the gravislayer concentrates.

The gravislayer's weapon relies on two things: the availability of objects to fall onto new gravity sources and how far those objects fall before impact:

Availability of Objects: Anything that falls for a period of time picks up great momentum and causes vast damage upon impact. A gravislayer usually turns its victims into gravity sources, hoping that asteroids will fall upon them to destroy them.

For purposes of gravislayer combat, asteroids are divided into three categories. Pebbles are stones weighing less than one pound. Boulders weigh in the neighborhood of 100-1,000 pounds. Finally, planetoids weigh more than 10,000 pounds. Note: Every object, be it an asteroid, piece of a spaceship, or a chest of gold, should be placed into one of these categories.

The numbers and sizes of asteroids available to a gravislayer depend upon its immediate surroundings.

Asteroid Availability—Numbers and Sizes

	Surroundings			
	Deep Space	Orbit	Rings	Asteroid Field
Pebble	1d4-2	1d4-1	2d6	2d6
Boulder	1d4-3	0	1d6	2d6
Planetoid	0	0	0	1d4-2

Falling Time: Each asteroid, regardless of size, takes 1d6 rounds to fall onto the target (roll for each asteroid). The damage caused depends on the asteroid size and on the number of rounds it fell. A successful saving throw vs. breath weapon negates all damage inflicted by pebbles and boulders and half damage from planetoids.

Hit Points of Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	3d4	6d4	10d4	15d4	21d4
Boulder	1d6	3d6	6d6	10d6	15d6	21d6
Planetoid	1d12	3d12	6d12	10d12	15d12	21d12

Hull Damage, By Rounds Fallen

	Rounds Fallen					
	1	2	3	4	5	6
Pellet	1d4	2d4	3d4	4d4	5d4	6d4
Boulder	1d6	2d6	3d6	4d6	5d6	6d6
Planetoid	1d12	2d12	3d12	4d12	5d12	6d12

If the gravislayer is destroyed before the asteroids strike the target, those asteroids are then much easier to avoid (roll a saving throw vs. breath weapon against each, with a bonus of 5, plus 2 for every round until impact). Common tactics for ship crews is to immediately locate gravislayers and destroy them as quickly as possible, then deal with the falling asteroids.

Habitat/Society: Gravislayers have no known planet of origin or societal inclinations. Shipboard tales speak of a cult of nebulords, wizards of tremendous power, who were enemies of the reigar. The nebulords created gravislayers for their own purposes, turning them loose throughout space.

Ecology: No gravislayers have ever been captured for examination, so their means of reproduction is uncertain. They may have none. A gravislayer is immune to the gravity that it creates. It is not, however, immune to naturally occurring gravity.

	Gray Philosopher	Malice
Climate/Terrain:	Any ruins	Any ruins
Frequency:	Very rare	Very rare
Organization:	Solitary	Cluster
Activity Cycle:	Night	Night
Diet:	None	None
Intelligence:	High (13–14)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral evil	Neutral evil
No. Appearing:	1	Special
Armor Class:	4	1
Movement:	Nil	15
Hit Dice:	9	1
THAC0:	Nil	11
No. of Attacks:	0	1
Damage/Attack:	Nil	1d10, 1d8, or 1d6 (bite)
Special Attacks:	Shriek of fear	Attack as 9 HD creature
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5'–6' tall)	T (1'–2' long)
Morale:	Fearless (20)	Champion (15)
XP Value:	2,000	120

A gray philosopher is the undead spirit of an evil cleric who died with some important philosophical deliberation yet unresolved in his or her mind. In its undead state, this creature does nothing but ponder these weighty matters.

The gray philosopher appears as a seated, smoke-colored, insubstantial figure swathed in robes. It always seems deep in thought. Flying through the air surrounding the philosopher are a number of tiny, luminous, wispy creatures known as malices. They have vaguely human faces, gaping maws, and spindly, clawed hands. These vindictive creatures are actually the philosopher's evil thoughts, which have taken on substance and a will of their own.

Combat: The gray philosopher cannot be turned by a cleric but has no attack of its own; it will not defend itself. Both the philosopher and its malices are immune to mind-affecting magic (*charm, phantasmal force,* etc.) and to attacks from nonmagical weapons.

Unlike the philosopher, malices constantly search for victims on which to vent their petty but eternal spite. Malices do not stray more than 100 feet from their philosopher but may pass through the narrowest of openings in their ceaseless flight.

When they find a victim, the malices immediately launch themselves at it. The creatures attack as 9 Hit Dice monsters, and the amount of damage their vicious bite inflicts depends on the victim's alignment: 1d10 for good characters (whom the malices especially despise), 1d8 for neutral characters, and 1d6 points of damage for evil characters. Clerics can turn malices as spectres. A malice normally attacks until destroyed or turned. However, all these creatures vanish instantly if their philosopher is destroyed.

Until that moment, the philosopher never breaks its concentration, even if attacked. However, in its final seconds, the philosopher looks up with an expression of malicious enlightenment on its face, then vanishes with a lingering shriek of evil delight. All those hearing this horrifying sound must make a successful saving throw vs. paralyzation or begin shaking with fear. Those characters so affected lose 1 point of Dexterity due to the tremors. This effect lasts until a *remove fear* or *remove curse* spell is cast on the character.

Habitat/Society: A gray philosopher never seems able to reach any sort of conclusion to the conundrum that has become the focus of its existence; instead, over the centuries, its evil thoughts have coalesced into the malices. A philosopher typically creates 2d4 malices for every century of its foul existence. It is unknown whether the philosopher is even aware of these *venal children of its mind.*

Gray philosophers are always found in isolated locations, especially the ruins of temples, libraries, monasteries, and other places of learning. The philosopher never takes an interest in its surroundings or anything else save its own evil contemplations. It does not even stir from its original place of thought for any reason; only its destruction can "move" a gray philosopher.

Ecology: Certain clerics and academicians speculate that any powerful evil cleric who, at death, becomes a gray philosopher may have been attempting to become one of the Immortals. Such sages theorize that a few of the creatures do manage to resolve the philosophical dilemmas upon which they ponder, which leads them to transcend their mortality finally to become *profoundly evil and immortal beings.* Although these theories propose that it takes a gray philosopher at least 1,000 years to reach such a terrible understanding, the sages urge those who discover these undead creatures to destroy them immediately, in case this frightening theory has merit.



CLIMATE/TERRAIN:	Wildspace, oceans
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Godlike (21+)
TREASURE:	See below
ALIGNMENT:	Lawful
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Sw 18, Fl 30(F), SR 18
HIT DICE:	72-144
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (10-20 miles)
MORALE:	Fearless (19-20)
XP VALUE:	61,000-133,000



These enormous spacegoing cetaceans are apparently responsible for the occurrence of whales and other cetaceans, both in space and on worlds with plentiful water. They travel through space in a spherical envelope of airy water, so large that weather patterns occur on its surface, creating the image of an immense elemental whale swimming through the cosmos. Within it swims the Dreamer's "entourage": 1-3 leviathans, their attendants, and 2-12 intelligent delphinid "knights" of 9-12 HD each. Statistics for entourage members are in the GREYHAWK® Monstrous Compendium (see "Whale") and the first SPELLJAMMER™ Monstrous Compendium (see "Delphinid").

Like the delphinid, the Great Dreamer is trilaterally symmetrical. Its three eyes, equidistant around the head, shine with reflected starlight.

Communication with the Great Dreamers is not difficult; their broad-band *telepathy* makes conversation easy within a range of 1,000 miles. Their "speech" can be circular, seemingly wandering from topic to topic in a stream of consciousness, but they invariably return to the subject at hand.

Combat: The Great Dreamers do not normally engage in combat; their great power speaks for itself. The aura given off by these beings is so powerful, opponents must save vs. spell at −4 or be caught up in the beauty of the Dreamers' existence.

Against those who do save and still have warlike intentions, a Great Dreamer can also contact the Elemental Planes of Water and Air, *summoning* 1d8 elementals of 12-16 HD to do its bidding. The elementals either wash or destroy an offending spelljammer; only when its entourage takes severe injury does a Dreamer order its elementals to kill an opponent.

If nothing dissuades an attacker, then he faces the onslaught of the Dreamer's entourage.

In addition to the listed abilities, the entourage members have a *sound lance* than can stun opponents within a 10-mile range. Targets must save vs. breath weapon or be stunned for 1d4 turns. The delphinids direct their sound lances against one opponent at a time. Larger whales aim at entire vessels, and can also change tones to resonate with a ship's hull, causing a ship to rattle itself to pieces (2d6 hull points of damage per round).

If necessary, the Great Dreamer uses its magical ability to project a giant waterspout from its water envelope. The waterspout has a range of 20 miles. The ship must save vs. crushing blow or be destroyed by the rushing wall of water. Ships that save take 2d10 hull points of damage.

A Great Dreamer's bite can inflict damage according to its Hit Dice. Dreamers of 72-83 HD inflict 3d4×2 hull points, those of 84-95 HD inflict 3d4×3 hull points, and those of 96-144 HD inflict 3d4×4 hull points.

If a Dreamer's attack roll is 2 more than needed to hit, it can swallow its opponent. It can either digest a victim or send him to a destination of its choice. A Dreamer's tail can deliver a crushing blow with damage equal to half its HD. (For example, a 72 HD Great Dreamer does 36d8 damage, or 36-288 hp.)

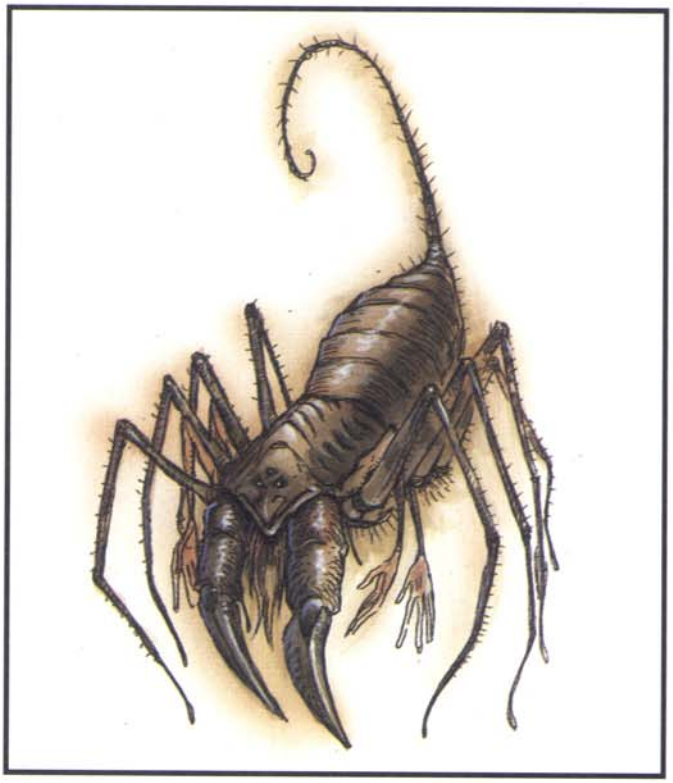
Habitat/Society: It is unknown whether the Great Dreamer generates its spherical envelope of water and air or opens a gateway to the Elemental Plane of Water. The envelope instantly responds to the Great Dreamer's commands.

These beings remain in the flow, traveling from sphere to sphere, attending to cetacean affairs on many worlds. Every 1000 years, the leviathans of each world receive an audience with the Great Dreamers to report on the events of the previous millennium. They remain for a year before returning to their homeworlds.

Ecology: Though they feel neutral toward humanoids, the Dreamers are always lawful in alignment. They preserve the abundance of life both in the seas and in the endless ocean of the flow. They perceive existence to be a continuous song, an endless paean to life itself. All members of a Great Dreamer's entourage continuously sing this hypnotic song.

Perhaps as a function of this guardianship of life, the Great Dreamers have one final ability: the power to grant immortality to one being, once per year. Usually the champion who receives this honor is a cetacean. Rarely, however, a humanoid who has greatly aided the Dreamers' subjects may receive this gift.

CLIMATE/TERRAIN:	Any underground/ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	15, Wb 21, Jp 3
HIT DICE:	6+12
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d3 (×2)/2d6 (×2)/2d4
SPECIAL ATTACKS:	Poison, webs, shadow magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (14′ diameter)
MORALE:	Champion (15–16)
XP VALUE:	4,000



Greelox are powerful, spiderlike creatures. In addition to eight spiny, spiderlike legs, greelox have two limbs that function as arms. Their two front legs end in scythelike blades. Greelox are gray and brown, with dull red eyes and black claws and mandibles.

Greelox speak their own language and those of any race that lives within 20 miles of their lairs. In addition, they may speak any other language they hear spoken for one hour or more.

Combat: Greelox attack with two of their spider legs (1d3 points of damage apiece), with their two humanoid arms (2d6 points of damage apiece), and they bite for 2d4 points of damage. They may wield weapons and shields in their humanoid hands, in which case damage is inflicted according to weapon type. The bite of the greelox is poisonous—it injects a variant of type F poison into the wound—and the victim must roll a successful saving throw or die in 1d4 rounds. Even if the saving throw is successful, the victim becomes nauseated for 3d4 rounds, imposing a –2 penalty upon attack rolls and a +1 penalty to Armor Class (due to slowed movement) for the duration of the effects. A victim whose bare flesh comes in contact with a greelox web suffers 1 point damage per round from the acidic coating secreted through the creature's skin and onto anything it touches. (The acid affects only organic material.)

A greelox may choose to forgo all its attacks for one round and spin webbing equivalent to a *web* spell cast by a 6th-level wizard. The monster can direct this sticky substance at any target within 90 feet. This may be done once per turn.

Alternatively, in any one round a greelox may forgo any attacks and manipulate the surrounding shadows to achieve a variety of effects, equivalent to a *shadow magic* spell cast by a 9th-level wizard. The greelox may also invoke *dimension door* through shadows at will. Of course, the greelox must have shadows present to perform this feat, but it may travel up to 210 feet in this manner. A greelox may hide in shadows as a thief does, with a 90% chance of success. A +2 or better weapon is required to hit a greelox, and it is immune to all forms of poison and acid.

Habitat/Society: Greelox are solitary creatures on the Prime Material Plane, but there are rumors of greelox cities in the Demiplane of Shadow: massive mazes of webs that take up acres of terrain.

Greelox young are born live and are abandoned soon thereafter. They grow rapidly, reaching full size in one year. Greelox live an average of 50 years.

Ecology: These creature serve little purpose within the Prime Material Plane, other than to consume wandering vermin and small monsters that wander into their lairs. Dried greelox webbing is useful to wizards in the preparation of *oil of acid resistance.*

	Worker	Philosopher	Patriarch
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Exceptional (15-16)	Supra-genius (19)
TREASURE:	U	W	H
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1-10	1-2	1
ARMOR CLASS:	5	5 (0)	10
MOVEMENT:	Fl 12 (D)	Fl 12 (D)	0
HIT DICE:	5	7	9
THAC0:	15	13	11
NO. OF ATTACKS:	11	11	0
DAMAGE/ATTACK:	1-4(×10)/1-6 or by weapon	1d4(×10)/1-6 or by weapon	0
SPECIAL ATTACKS:	Magical items	Magical items	See below
SPECIAL DEFENSES:	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (4' diameter)	M (4' diameter)	G (30' diameter)
MORALE:	Elite (13-14)	Champion (15-16)	Fanatic (17)
XP VALUE:	2,000	5,000	9,000

The grell is a fearsome carnivore that looks like a giant brain with a vicious beak and 10 dangling tentacles, each 6 feet long. Some grell are rogues, while others live in family units. The "civilized" grell is a hive or colony creature, much like an ant or a bee, but far more intelligent, arrogant, and dangerous.

Grell have a weird language composed of bird-like squawks and chirps, combined with tentacular motion and a limited telepathy with other grell. Other creatures cannot learn the grell language, and they would not deign to learn the language of "lesser beings" (a synonym for "food" in their language).

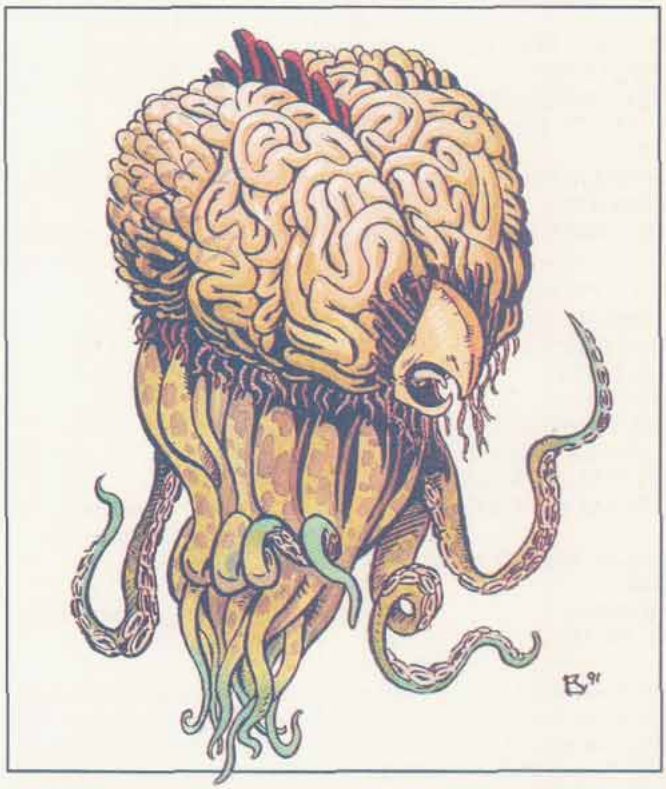
Combat: The grell's most common strategy is to use its natural levitation ability to hide in the upper reaches of large chambers. It can then drop silently on a victim, who suffers a −3 penalty to surprise rolls when attacked in this way.

A worker grell attacks with all 10 tentacles; each one that hits grips the opponent (the grip can be broken with a successful bend bars/lift gates roll). For each hit, the victim must roll a saving throw vs. paralysis, with a +4 bonus, or be paralyzed for 5d4 rounds. With two tentacles gripping the prey, the grell can lift it up toward the ceiling and devour the prey when desired. A grell automatically hits paralyzed prey each round.

Soldier grell often use weapons, including the tip-spear and the *lightning lance*. The tip-spear is an edged metal head which fits on the tip of a tentacle and is held there by suction; the weapon causes 1d6 damage if used to slash, 2d6 if used to impale. Victims hit by a tip-spear must make a saving throw vs. paralysis, as if hit by a tentacle. The *lightning lance* delivers 3d6 points of electrical damage to those hit with it, though a successful saving throw vs. spells halves the damage. A lightning lance starts with 36 charges; it can use one per round.

Any hit against a tentacle (AC 4) renders it unusable, but subtracts no hit points from the grell's total. Grell regenerate lost or damaged tentacles in 1-2 days, and are immune to electrical attacks.

Grell use strategy and tactics in their battles, and can attack more than one opponent each round. They are intelligent enough to allocate their tentacle attacks in an advantageous way. They use their beaks only against paralyzed prey.



Habitat/Society: Grell have a distinct hierarchy. Each hive is led by a patriarch, who gives orders to the philosophers, who direct the soldiers and workers in their every day tasks. A hive occupies an underground complex, or travels by ship.

Supposedly, all grell answer to a mysterious Imperator, a grell of great power who can unite all the grell for a common cause; to conquer a realm, a territory, or even a world.

A grell mates but once in its 30-40 year life span. The female later lays a clutch of 2d4 eggs. Young are born active and self-sufficient, but with only 1 Hit Die. They gain 1 Hit Die every two months until they reach adulthood.

Ecology: Arrogant and vicious, grell hunt their territories to exhaustion, then move on to more fertile places.

A grell's paralytic poison cannot be extracted from the creature's body, but parts of the monster's body can be used for spells or items relating to levitation or electricity.

Soldier/Worker: These are the common grell that form the bulk of a hive or a raiding party. Occasionally, a grell will become separated from its fellows; these become rogues. Rogues carry no weapons, collect no treasure, and avoid sunlight.

Philosopher: These grell serve as intermediaries between patriarchs and workers/soldiers. Some lead lesser grell in combat, and there is one philosopher for every 10 lesser grell encountered. Some philosophers (20%) wear powerful *rings of protection*, giving them AC 0. About 10% of philosophers can cast spells as 2nd-level wizards.

Patriarch: Each hive has a patriarch, a huge, sedentary mass of flesh that directs the lesser grell. If the patriarch is taken to a ship, it can dig its many tentacles into the ship and animate it, even make it fly to other worlds.

Gremishka



Climate/Terrain:	Ravenloft
Frequency:	Rare
Organization:	Swarm
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	Z
Alignment:	Chaotic evil
No. Appearing:	3–18 (3d6)
Armor Class:	4
Movement:	12
Hit Dice:	½ (1–4 hit points)
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1–3
Special Attacks:	Swarm
Special Defenses:	+4 on saving throws
Magic Resistance:	Nil
Size:	T (2′ tall)
Morale:	Unsteady (5–7)
XP Value:	35

Like their close cousins, the gremlins, these diminutive humanoids are parasites and nuisances. They live under buildings and steal from the inhabitants.

From a distance, a gremishka might be mistaken for a small dog or a large cat. It is furry, with pointed ears and a protruding muzzle. The fur can be of any color or pattern. The mouth is overly large for the face, as are the yellow eyes, which have vertical pupils like those of a cat. Unlike a gremlin, the gremishka has no wings. These creatures can manipulate any tool with their dexterous fingers. A gremishka rarely carries a weapon around for more than an hour before dropping it or hiding it, however. They wear no armor or clothing, although they understand the uses of both.

Gremiska speak the languages of normal gremlins as well as their own. It is not uncommon for one of these beasts to know a half-dozen or more human tongues as well.

Combat: Gremishka do not engage in hand-to-hand combat unless they are trapped or cornered. They are extremely fast and nimble, able to slip between legs or around their opponents. This speed gives them their unusually high Armor Class and a +4 bonus to saving throws caused by attacks with an area effect. They gain a +2 bonus on attack rolls against any opponent over 4′ tall, because such foes make nice, big targets.

As a group, gremishka employ a tactic of swarming. They climb onto an opponent en masse, biting and tearing at him for 1d3 points of damage each. They must make a successful attack roll to get a good grip, but each round after that, damage is automatic. Half the gremishka in the swarm will gnaw through straps, open clasps, or filch anything that is not tied down.

Anyone who attacks a swarming gremishka may harm the character beneath the creatures. If the attacker inflicts more damage than is needed to kill the gremishka, the character beneath the swarm takes the extra damage.

The gremishka's low morale may cause them to retreat if any great show of force is made. Anything the creatures manage to filch will be taken back to their lair.

Habitat/Society: Gremishka are not fond of sunlight, but it does not harm them. They live in basements and under buildings, usually large homes. If possible, they choose a lair that gives them easy access to many parts of the building.

Gremishka keep the spoils of their raids in their lairs. Treasure is always a random collection of stolen trinkets, some with real value. They love to take things, although their taste in treasure is dubious at best.

Gremishka seem to derive extreme pleasure from the rage and frustration of larger humanoids. They enjoy playing vicious, destructive pranks on their hosts. They recognize no leaders among their own kind. They may cooperate to cause mischief, however, and follow the cue and instructions of the gremishka that suggested a prank. Some of their traps get very elaborate, owing to their high intelligence. They hide in the walls and under floorboards to watch and listen for potential victims. When a victim discovers the prank or activates their trap, he often hears the gremishka's high, chittering laughter.

Ecology: Gremishka eat anything. They trap small creatures such as rats, cats, or dogs. They have been known to form a temporary attachment to children who are their size and live near their lairs. Gremishka are hunted by just about anything that can find and catch them, including large snakes, dogs, giant spiders, kobolds, and many more—especially humans.

	Gremlin	Fremlin	Galltrit	Mite	Snyad
CLIMATE/TERRAIN:	Any land	Any land	Any land	Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare	Very rare	Rare	Uncommon
ORGANIZATION:	Pack	Pack	Pack	Tribe	Family
ACTIVITY CYCLE:	Night	Day	Night	Any	Any
DIET:	Omnivore	Herbivore	Blood	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)	Low (5-7)	Low (5-7)
TREASURE:	Q, X	X	Q	K (C)	J (I)
ALIGNMENT:	Chaotic evil	Chaotic neutral	Chaotic evil	Lawful evil	Neutral
NO. APPEARING:	1-6	1-4	1-4	6-24	1-8
ARMOR CLASS:	4	6	2	8	−4
MOVEMENT:	6, Fl 18 (B)	6, Fl 12 (B)	6, Fl 18 (B)	3	21
HIT DICE:	4	3+6	2 hp	1-1	1-1
THAC0:	17	17	20	20	20
NO. OF ATTACKS:	1	1	1	1	Nil
DAMAGE/ATTACK:	1-4	1-4	1-2	1-3	Nil
SPECIAL ATTACKS:	Nil	Nil	Blood drain	Nil	Nil
SPECIAL DEFENSES:	+1 weapon needed to hit	+1 weapon needed to hit	Nil	Nil	See below
MAGIC RESISTANCE:	25%	Nil	Nil	Nil	See below
SIZE:	T (18")	T (1')	T (6")	T (2')	T (2')
MORALE:	Unsteady (5-7)	Unsteady (5-7)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	650	270	65	35	65

Often mistaken for imps, gremlins are small, winged goblinoids. There are many varieties of gremlins, and most are chaotic and mischievous. Their skin color ranges from brown to black to gray, frequently in a mottled blend. Their ears are very large and pointed, giving them a 65% chance to *hear noise*. A pair of bat-like wings enables them to fly or glide. Gremlins never wear clothing or ornamentation.

Combat: Gremlins are worthless in real combat; at every opportunity they flee rather than fight face-to-face. What gremlins like to do best is cause trouble. The angrier their victims are, the happier the gremlins. Their favorite tactic is to set up a trap to humiliate opponents and maybe even cause them to damage a valued possession or hurt a loved one. If the opponent gets hurt as well, that's just fine. For example, the gremlin may set a trip wire across a doorway that pulls down a fragile vase onto the victim's head. A building infested by a gremlin pack can be reduced to shambles in a single night.

In melee, gremlins have only their weak bite for attacks (1d4 points of damage). They can fly quite well (MC B), but they usually stay close to the ground or well over their opponents' heads, where they are difficult to reach. They can be hit only by magical weapons, and are 25% resistant to magic. Despite these defenses, they are cowards and fight only if cornered.

Habitat/Society: Gremlins are magical creatures that originated in an unknown plane of existence. They are highly susceptible to mutation and can interbreed with any goblinoid species. This has resulted in several different gremlin races, each with slightly different abilities and natures.

Gremlins travel in small packs, and they have a highly organized social order. Each gremlin knows who is above him in social rank, and who is below. As a rule, this is ordered by hit points, but an aggressive gremlin with lower hit points may be above larger gremlins in the social standing. Males and females are indistinguishable to all but other gremlins. Both sexes participate equally in all things. Offspring are left to fend for themselves from birth, which they are fully capable of doing. Within a month, the gremlin is a fully matured adult. Fortunately, they do not mate often.

These obnoxious creatures usually look for a building or estate to infest. Although they flee individual combat, they will not leave the building or grounds they infest until it is no longer fun (when everything is broken and the inhabitants have fled), or until their lives are in danger. Since the gremlins take great pains to not be seen, except as fleeting shadows, the inhabitants are frequently convinced that the place is haunted.

Ecology: Gremlins are not a natural part of the ecology. Their immunity to normal weapons protects them from normal predators. Unmolested, they live for centuries.

Fremlin

These friendly gremlins are quite harmless. They tend to be plump, whiny, and lazy, but otherwise look like small, slate colored gremlins. Occasionally, they become tolerable companions, if they take a liking to someone and are well fed and entertained. Even in this case, they never assist in combat and may in fact hinder it by giving away the location of hiding characters or making other such blunders.

Galltrit

These nasty little stone-gray creatures live in areas of dung, carrion, or offal. Because of their small size and coloration, they are detected only on a 1 in 8 chance (1 in 6 for elves). They attack anything that disturbs them. Galltrit attempt to gain surprise and bite (with a +3 bonus to the attack roll if they have surprise) somewhere unobtrusive. An anesthetic in their saliva prevents their victims from feeling the bite, rather like a vampire bat.

Once locked on, galltrits suck 1 hit point of blood per round for a full turn, if undisturbed. If challenged in any way, the galltrits flee. This loss of blood reduces the victim's Constitution by 1 point for every 4 hit points of blood lost. If the victim loses 3 or more points of Constitution, usually due to multiple galltrits, he faints from the sudden blood loss. It takes two full turns to awaken and two weeks to regain the lost Constitution points.

Mite

Mites are tiny, mischievous, wingless gremlins that waylay dungeon adventurers for fun and profit. Mites have hairless, warty skin varying in color from light gray to bright violet. Their heads are triangular, with bat-like ears and a long, hooked nose.

Male mites sport a bone ridge down the center of their skulls and short goatee beards. Many wear filthy rags stolen from previous victims. Their voices are high-pitched and twittery, conveying only the simplest ideas to each other; nongremlin races cannot make sense of their language.

Mites try to catch lone travelers and stragglers using pit traps (1d6 points of damage to the victim), nets (successful saving throw vs. paralysis or the victim is caught), and trip wires (successful Dexterity check or the victim falls prone). Mites swarm over prone or netted victims, and pummel them with weighted clubs (2% cumulative chance, per club, of stunning the victim, but only if the victim is in armor worse than splint mail). The mites bind their unconscious victims head and foot, and drag them into their lair. Once inside the lair, the victims are teased and chattered at for one to four days until the mites get bored. The mites then stun their victim again, steal all their possessions and deposit them at a random place—often one that causes the victims great discomfort or embarrassment.

Mite lairs consist of dozens of interconnecting corridors built above and below main dungeon corridors. Numerous entrances connect the mite tunnels to the dungeon, but all are hidden by carefully placed stones (check for secret doors to find a mite tunnel entrance). Mite corridors are tiny by human and demi-human standards; man-sized and larger creatures suffer a −4 attack roll penalty and a +4 Armor Class penalty when fighting in a mite tunnel.

Mites are small and quick. They scurry to and fro through their tunnels, stopping briefly to spy on the main tunnel, always chattering and twittering to themselves.

Deep inside the mite tunnel system is a single, large chamber with a low-ceiling. The mite king lives here, sitting on his tiny throne, dressed in baggy clothes stolen from previous victims. The mite king is a fierce (by mite standards) warrior with 1+1 Hit Dice. His bite causes 1d4 points of damage. Also in the chamber are 4d6 mite females and 4d6 mite children. The women have 1-2 Hit Dice and bite for 1-2 points of damage. The children are non-combatants.

The chamber itself is filthy and strewn with captured weapons, armor, and clothes. Coins and such are carelessly thrown about, but mites love bright, shiny gems. These are kept by the king, who is allowed to play with them anytime he wants. Mites are mischievous and curious. They pore for hours over every little stolen item, poking and prodding, bending and tasting, until either they grow bored, or, more likely, the item breaks. They delight in wearing clothes several dozen sizes too large. Mites are fond of bones, and they sometimes drag the skulls of great monsters into their lair.

Mites hunt vermin and other pests, but they love to eat iron rations which they consider a delicacy. Mites are viewed as bite-sized snacks by most monsters. Evil giants sometimes feature them as appetizers.

Snyad

Snyads are distant relatives of mites. Their love of treasure often compels them to steal from humans and demihumans. Snyads resemble mites, but they are slightly larger (2½ feet tall), have full, though messy, heads of hair, and are light brown in color.



Snyads speak no known language but seem to communicate with mites successfully. These two creatures sometimes team up, with the mites distracting the victim, while the snyads dart in and grab things.

Snyads steal with great skill, surprising their targets 90% of the time, often snatching items directly from a person's hand (the victim gets a successful Wisdom check to hold onto the item), then zipping back into their holes and hiding until the pursuers leave. Spotting the entrance to a snyad lair requires a successful search roll: a 1-in-3 chance for elves and a 1-in-4 chance for all others.

Snyads never attack, relying on their amazingly quick reflexes to escape combat. They are not particularly strong, and any human or demi-human character with a Strength greater than 11 can capture a snyad with a successful attack roll. Captured snyads kick and scream, squirming and twisting to get away, but never bite, (for fear that the captor might bite back). Because of their high Dexterity, snyads gain a +3 bonus to their saving throws vs. non-area-effect spells. Snyads live in immediate families, marrying for life.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (Genius cunning) (8-10)
TREASURE:	Per 10 individuals O, Q; in lair C, Q (x5), S, T
ALIGNMENT:	Neutral evil (slight lawful tendencies)

NO. APPEARING:	12-48
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1-4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 or 1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T(1'+)
MORALE:	Steady (12)
XP VALUE:	Normal: 15 Elder: 65



Jermlaine are a diminutive humanoid race that dwells in tunnels and ambushes hapless adventurers. They are known by a variety of names such as jinxkin or bane-midges.

Jermlaine appear to be tiny humans dressed in baggy clothing and leather helmets. In fact the "clothing" is their own saggy skin and pointed heads. The limbs are knottily muscled. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends in with natural earth and stone. When they wear rags or scraps as clothing, such items are also camouflage colored.

They speak in high-pitched squeaks and twitters. This speech may be mistaken for the sounds of a bat or rat. They can also converse with all sorts of rats, both normal and monstrous. Each jermlaine has a 10% chance to understand common, dwarvish, gnomish, goblin, or orc (roll separately for each language).

Combat: Jermlaine are cowards who have made an art of the ambush. They only attack when they feel there is no serious opposition. They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting strong, alert parties, although they may try to injure them out of sheer maliciousness. Jermlaine possess weak eyes and infravision that only extends for 30 yards, but their keen smell and hearing enable them to detect even invisible creatures 50% of the time. Jermlaine move silently and quickly, with a scuttling gait (this stealth causes opponents to suffer a -5 penalty to their surprise rolls). They are 75% undetectable, even if listened or watched for, unless the jermlaine purposefully reveal their presence.

Jermlaine typically arm themselves with needle-sharp darts; they can hurl these 120 yards for 1-2 points of damage. They also carry a miniature pike; these 1½-foot-long sticks with sharp tips inflict 1d4 points of damage. If the jermlaines are out to capture a victim, they are also armed with blackjacks.

The jermlaines' favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by camouflaged doors or string nets overhead. In more-traveled passages, the jermlaine stretch trip cords. When a victim falls afoul of a trap, the jermlaine swarm over him. Some pummel him with blackjacks while others tie him with ropes and cords. Such beatings have a cumulative 2% chance per blow of causing the victim to lapse into unconsciousness. If a victim is wearing splint, banded, or plate mail, these pummeling attacks are ineffective. Knowing this, the jermlaine attack well-armored victims with acid or flaming oil missiles.

Slain victims and 5% of subdued victims are later devoured by the jermlaine and their rats. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaine, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before fleeing back into the shadows. Such attacks are usually not noticed till 1d12 turns later, when the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.

When encountered, 25% of jermlaine are accompanied by 1d6 rats and 50% are accompanied by 1d6 giant rats (only one type of rat per group of jermlaine). Groups of 35 or more jermlaine are accompanied by an elder—a very old jermlaine with the magical ability to drain the magic from most magical items if he can handle such an object for 1d4 rounds. Artifacts and relics are immune to such attacks.

Jermlaine are treated as 4-Hit Die monsters for purposes of saving throws and magical attacks. Due to their diminutive size, they escape all damage from attacks that normally do half damage if the saving throw is successful.

Habitat/Society: Jermlaine are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They make a good living preying on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal. Jermlaine acquire a wide variety of treasure, although such items tend to be small objects.

The jermlaine life span is one third that of humans. Reproduction is identical to other humanoids, although cross breeding is impossible. Jermlaine females give birth to one or two babies at a time. Most (75%) of the offspring are male, although the dangers

of their hostile life reduces the male numerical superiority to an even male-female mix among the adults.

Jermlaine society is divided among clans whose members are united by blood. Each clan consists of 4d4 families. The clan chief is normally the strongest or most clever of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). The families center around the mothers, as the fathers may be unknown, off hunting, or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.

Jermlaine lairs are cunningly hidden and physically impassable by most humanoids, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow a short distance from a larger cavern complex. The only areas that can be easily reached by a human-sized being are the areas in which living captives are held and dead victims butchered for food. Access past this area is controlled by small, one-foot-high corridors or thin, normally impassable cracks in the rock walls. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.

Each jermlaine family has a personal section that half resembles a nest, half a junk yard. Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. No one larger than a jermlaine can reach such treasure chambers.

Jermlaine get along well with rats of all types. They can speak all rat-related languages. They are 75% likely to be accompanied by rats and 50% likely to share their lair with rats. This cohabitation extends to all forms of mutual cooperation and defense. There is a 10% chance that the jermlaine colony has a mutual cooperation pact with osquips rather than normal rats.

The diet is an omnivorous mixture of insects, fresh meat, carrion, fungi, and molds. Humanoids are a delicacy reserved for special occasions. Lizards form the bulk of the meat intake. Jermlaine cherish foods from the surface, even the hardtack and iron rations carried by adventurers. If the jermlaine can identify which of the adventurers' bags carry food, these are stolen as enthusiastically as the treasure pouches. Jermlaine have a fondness for rarities such as sugar, candy, and preserved fruits. Such items can be used to entice the normally malevolent jermlaine to leave an adventurer alone, at least temporarily.

Ecology: Jermlaine are opportunistic brigands who prey on unwary travelers in the subterranean regions. They are well aware of any such travelers, including a party's size, composition, and general condition. Jermlaine may be persuaded, for a suitable fee, to share such knowledge with adventurers.

Jermlaine may deal with "giants" (any race bigger than they are) if they are bribed or given access to a plentiful flow of victims or riches. They never ally themselves with truly good-aligned adventurers, although they may, in a moment of craftiness, pretend to enter such an alliance. Regardless of their spoken intentions, 75% of jermlaine eventually either lie to or turn against their larger "allies." They may make their lairs near the established territories of such races as drow, trolls, or troglodytes. Although they are careful to avoid direct conflict with such evil beings, the jermlaine happily prey on the victims of their neighbors, as well as scavenging the scenes of their neighbors' battles. Jermlaine may act as watchmen for their neighbors, provided suitable terms can be agreed upon.

They unintentionally act as garbagemen, cleaning the subterranean regions. Dead animals may be used as food or supplies, while dead humanoids are taken away to be searched for valuables or used as food. Because of this, adventurers seeking the remains of a slain companion may seek out the local jermlaines since they may be aware of where the remains are located.

Griffon

CLIMATE/TERRAIN:	Temperate or subtropical/ Hills or mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(C, S)
ALIGNMENT:	Neutral
NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	12, Fl 30 (C, D if mounted)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (about 9' long)
MORALE:	Steady (11-12)
XP VALUE:	650



Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin (hippogriffs, pegasi, and unicorns). This hunger for horseflesh often brings griffons into direct conflict with humans and demihumans.

Adult griffons stand five feet at the shoulder and weigh over half a ton. Their head, upper torso, and forelegs are like those of a giant eagle. This eagle half is covered in golden feathers from its wing tips to its razor-sharp beak. Their powerful forelimbs end in long, hooked talons. Wings, with a span of 25 feet or more, rise out of their backs. The lower half of a griffon is that of a lion. Dusky yellow fur covers the lion half's muscular rear legs and clawed feet. A lion's tail hangs down from the griffon's powerful rear haunches. Griffons speak no languages, but emit an eagle-like screech when angered or excited (usually by the smell of horse).

Combat: Griffons hunt in groups of 12 or less, searching the plains and forests near (within 20 miles) their lair for horses and herd animals. With their superior vision and sense of smell, griffons can spot prey up to two miles distant. If the prey is horse or horse-kin, griffons are 90% likely to attack even if the horses have riders. Griffons hunt only for food, so a rider who releases one or two horses can usually escape unharmed (though in all likelihood his horse won't). Any attempt to protect a horse brings the full fury of the attacking griffons on the protector.

When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons before landing nearby. Griffons always fight to the death if there is horseflesh at stake.

In aerial combat, griffons are equally fierce, lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp.

Habitat/Society: Griffons prefer rocky habitats, near open plains. Once griffons establish their territory, they remain until the food supply has been exhausted.

Griffons, like lions, live in prides, with each pride comprising several mated pairs, their young, and one dominant male. The dominant male is responsible for settling territorial disputes with other prides and choosing the direction the hunt will take.

Each pair of mated griffons in the pride has its own nest, located near the pride's other lairs. Griffon nests are usually situated in shallow caves, high along a cliff face.

The nests are made of sticks and leaves, as well as an occasional bone. Griffons collect no treasure, but their caves frequently contain the remains of unfortunate travelers who tried to protect their horses from the griffons.

During spring, female griffons lay one or two eggs that hatch in the late summer. For the first three months griffon young are known as hatchlings; thereafter, until they mature the young are called fledglings. Griffon young grow rapidly for three years until they are large enough to hunt with the pride. Adult griffons are extremely protective of their young and attack without mercy any creature that approaches within 100 feet of the nest.

Ecology: If trained from a very early age (three years or less), griffons will serve as mounts. The training, however, is both time-consuming and expensive, requiring the expertise of an animal trainer for two years. Once trained, though, griffons make fierce and loyal steeds, bonding with one master for life, and protecting him even unto death. A griffon mount knows no fear in battle, but attacks any horse or horse-kin in preference to other opponents.

Acquiring a griffon fledgling is a very dangerous venture as the adults never stray far from the nest and fight to the death to defend eggs or young. Any given griffon nest is 75% likely to contain one or two fledglings or eggs. Fledgling griffons sell for 5,000 gold pieces on the open market; eggs sell for 2,000 gold pieces each.

Grillig

CLIMATE/TERRAIN:	Any angled terrain
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 or 2–12
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2+1
THAC0:	19
NO. ATTACKS:	4
DAMAGE/ATTACK:	1–3/1–3/1–3/1–3
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to edged weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'–5' tall)
MORALE:	Fearless (19–20) or Unreliable (2–4)
XP VALUE:	175



Grilligs are small, scaled beasts with long arms and hunched legs. Their movement resembles a gorilla's, as the grillig uses its arms to propel itself along. All four of a grillig's limbs end in three talons, which are considered valuable spell components (see below). Grilligs are vicious pests and can be lethal if they encounter an expedition unprepared for them.

Legend has it that grilligs were born from two-dimensional angles; whatever their origin, they cannot be hurt by any edged weapon. Arrows, spears, swords, and other such weapons pass through a grillig harmlessly.

Grilligs can be found in almost any rugged, angular terrain. Chasms, caves, and mountainous areas have been known to run thick with them.

Combat: Grilligs prefer to weaken a target with ambushes and traps, then attack in groups until their prey is dead. In battle, they raise themselves on their forelimbs, then lash out with their foot talons, shredding the target with lightning speed.

Grilligs always gang up on victims. If all except one of the grilligs attacking a target is killed, the remaining Grillig will either immediately flee combat or join another group of Grilligs attacking another victim. If cornered before it can flee, the grillig hisses and gnashes its teeth, but it does not defend itself from attackers.

Habitat/Society: The bariaur call grilligs "pests that hunt their hunters." They have a pack mentality, and their society revolves around finding something larger and meaner than themselves, killing it, then moving onto a larger, meaner creature. If they can't find one, they will settle for lesser prey.

Usually, a grillig is encountered singly, scouting for a victim. If it finds one, it flees and gathers its pack, which then stalks the target. They soften their prey with ambushes or crude traps (pushing boulders off ledges, causing avalanches, stampeding other creatures over the victim, and so on). When it comes to these ambushes, grillig display cunning equal to an average human. There is evidence to suggest that these creatures simply live to hunt, favoring it over their own survival.

Although grilligs send out lone scouts in search of victims, grilligs never attack or kill alone—there is always more than one present. Some sages speculate this may have something to do with a need to have superior numbers, but one yugoloth scholar scoffed at this, claiming it's because it "takes more than one point to make an angle."

Ecology: It is not known how grilligs breed—more seem to appear when their numbers become too thin. The bariaur root out these pests whenever they find them, but no matter how many they kill, more appear in the later seasons. If actively hunted, the grillig lie low for a while, then emerge when the hunters relax their guard.

Grilligs are the reason why bariaur tribes on the Outlands carry bludgeoning weapons. Local myths claim that grilligs can appear through sharp angles in buildings or terrain, but this has never been confirmed.

Mages are seeking ways to skin grilligs and use their hides as proof against angled attacks. The protection is thought to be in the grilligs' nature rather than in their physiology, for no one has succeeded in preserving a grillig's skin after death. When a grillig dies, its lizardlike skin becomes brittle, eventually turning to dust. If a way to preserve a grillig's hide was found, grilligs would become the most popular prey in the Planes.

A grillig's teeth and talons are often used as spell components when enchanting magical armor, and they have even been used as arrowheads and spearheads for magical weapons. It is said that there are rituals for giving certain weapons the "speed of a grillig," allowing the wielder of the weapon to attack multiple times in a round. Perhaps their most popular use is as a spell component for the *shield* spell; when a grillig's teeth or talon is added to the casting (add 1 segment to the casting time), the spell gives the caster an additional –1 bonus to AC vs. edged attacks. Some mages wear necklaces of grillig teeth for just such occasions.



CLIMATE/TERRAIN:	Any Ravenloft
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (9)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS::	0
MOVEMENT:	18 (black dog), 21 (cat), or fly 36 (A) (owl)
HIT DICE:	4 + 3
THAC0:	17
NO. OF ATTACKS:	1 (black dog) or 3 (owl, cat)
DAMAGE/ATTACK:	2d8 (bite) or 2d4/2d4/1d4+1 (talon/talon/beak) or 1d2/1d2/1d4 (claw/claw/bite)
SPECIAL ATTACKS:	Howl, surprise, turns undead
SPECIAL DEFENSES:	Ethereal by day, never surprised, +1 or better magical weapon to hit, *protection from evil* aura, *detect evil*
MAGIC RESISTANCE:	25%
SIZE:	M (2´ tall at shoulder)
MORALE:	Fearless (20)
XP VALUE:	975

A grim is a guardian creature bound to a particular spot and charged with protecting it from all evil creatures. A grim never abandons its spot, even if it becomes dilapidated and desolate. It attacks any evil thing that enters its precinct, howling to warn of the approaching danger.

Grim can take three forms: that of a great black dog, a huge black cat, or a black owl. However, it must stay in the same form for an entire night, becoming ethereal at daybreak and waiting until nightfall before it can choose another form. Of course, in the Shadow Rift, sunrise never comes; hence any grim encountered here will be frozen in a single form. Of the three, the watchdog form is the most common and the cat the rarest.

Combat: While not as powerful as some creatures in the Shadow Rift, the grim is a determined opponent well able to drive off most trespassers. In dog form it can bite every round for 2d8 points of damage. In owl form it can swoop down, clawing and pecking at the faces of its foes; each talon does 2d4 points and the beak does 1d4+1. These attacks are generally aimed at the eyes of its opponent. In cat form it attacks with its front claws for 1d2 points each and bites for 1d4; if both claw attacks hit, then it rakes with its back claws for 1d3/1d3 additional points.

In addition to their physical attacks, grim are able to turn undead as if 9th-level clerics, gaining a +2 bonus to their rolls against evil extraplanar creatures. They can only be hit by magical weapons of +1 or greater bonus. Grim radiate a *protection from evil* aura with a radius of ten feet and can *detect evil* within seventy feet, even if disguised by some spell or magical item. Thus they are never surprised by evil creatures. Their semi-ethereal form and superior sense enable them to surprise opponents at double the normal chance of success. If it detects evil approaching, a grim gives voice with a ghostly but deep howl; evil creatures hearing this menacing yowl must check morale each round or flee.

Habitat/Society: Grim are solitary creatures so do not interact with others except in the pursuit of their duty. Most visitors to a site protected by a grim will never be aware of its presence. Those it saves find that it completely ignores them, although it will give warning if danger approaches and join in battle against any evil creatures who trespass. During daylight (in areas which have daylight, that is) they fade totally from view and become completely intangible, rematerializing the following sunset with any damage suffered the night before completely healed. The magic that summons and binds these creatures has long since been lost, and the sites most guard are now forgotten ruins. None are known to guard populated areas, and some have speculated that the constant presence of large numbers of people somehow breaks the spell that keeps these sleepless incorruptible guardians in place.

Ecology:
The grim exists only to fulfill its mission of ceaseless vigilance. It neither eats nor sleeps, and only harms evil creatures who trespass its boundaries. While heroes may find it a valuable unexpected ally, any interaction it has with others comes only when they impinge upon the rules that govern its existence.

Grimlock

CLIMATE/TERRAIN:	Any/Mountainous
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivorous (Human Flesh)
INTELLIGENCE:	Average (8-10)
TREASURE:	Individual K, L, M; B in Lair
ALIGNMENT:	Neutral Evil

NO. APPEARING:	20-200
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	2 (and see below)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-6, or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	M (5½'-6'
MORALE:	Steady (11) (and see below)
XP VALUE:	Normal: 35 Leader: 120 Champion: 175



Powerfully-built humanoids clad only in dark, filthy rags, these warlike subterranean creatures emerge from their deep caverns at night to search for unlucky humans to add to their larders.

Grimlocks have thick, scaly, grey skin and long, black, filthy hair. Their teeth are white and extremely sharp. Their eyes are blank white orbs.

Grimlocks are totally blind, but have highly developed senses of smell and hearing. Their sensitive ears and noses combine to allow them to distinguish objects and creatures within 20', just as well as if they were able to see.

Combat: Grimlocks are immune to the effects of spells which affect the vision. These include *phantasmal force, darkness, invisibility, mirror image,* and many others. However, spells such as *audible glamer,* or any loud, continuous noise will partially "blind" them. This reduces their ability to perceive opponents to a 10' range and makes them −2 on their attack rolls. Substances such as snuff or strong perfumes will have much the same effect if inhaled by a grimlock or thrown in its face.

Grimlocks attack fiercely, but with little or no organization, often stopping in the middle of battle to carry off fallen foes or comrades for food. For every 10 grimlocks encountered, there will be a leader of 3 Hit Dice and AC 4, for every 40 there will be a champion of 4 Hit Dice and AC 3. These exceptional individuals will usually be the only ones to show even the most elemental strategy, usually by allowing their followers to weaken opponents before entering battle themselves.

Grimlocks will nearly always attack in darkness if possible. While not adversely affected by light, they are intelligent enough to realize that in total darkness, their unique form of perception gives them a distinct advantage.

Though able to attack with their hands (for 1-6 hp damage), grimlocks prefer edged weapons and will usually (90% chance) be armed as follows: hand-axe, 20%; battle-axe, 15%; two-handed sword, 15%; bastard sword, 15%; broad sword, 15%; long sword, 20%.

Leaders or champions will always be armed with a battle-axe or two-handed sword.

Grimlocks, whether normal, leader, or champion, make all saving throws as 6th-level fighters. Grimlocks gain a +1 on surprise rolls, since their acute hearing allows them to communicate in voices too faint for other races to hear. In addition, their morale is raised by 1 for every leader or champion with the group.

Habitat/Society: Grimlocks lair in vast cavern complexes in mountainous areas. They are well adapted to these environs. In any rocky terrain they blend in so well that, while motionless, they are completely undetectable—unless one actually bumps into them. In any grimlock lair, there will be nearly as many females (1 Hit Die and AC 6) as males, and at least as many young (1 hit point, AC 6 and non-combatant). Grimlock leaders and champions do wield some control over these communities. However, this control is usually effective only as long as the leader who gave the order is around to enforce his will. It is nearly impossible for those of other races to tell one grimlock from another—although leader types may appear slightly larger—but they easily tell each other apart by subtle differences in scent and movement.

Extremely xenophobic, grimlocks rarely consort with other races. However, there is a small (10%) chance that they will allow medusae to share their lairs, and a 2% chance that any wandering group will be accompanied by 1-2 mind flayers.

Ecology: Grimlocks will only eat the raw flesh of humanoid creatures, vastly preferring that of humans to all others. Foraging parties often raid the homes of other subterranean races, especially those who keep large slave populations (such as drow). They are often on good terms with mind flayers since illithids have a large supply of humanoid bodies discarded after they have devoured the brains. Grimlocks are particularly hated by githyanki for this reason. Since the slave flesh the grimlocks often consume (raw) is frequently unwholesome, whole communities are often decimated by disease.

Grim Reaper

Climate/Terrain:	Any Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	Fl 9 (A)
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	M (7′ tall)
Morale:	Fearless (20)
XP Value:	4,000



The grim reaper (or death spirit) is a creature from the Negative Material Plane that appears only in Ravenloft. It is drawn to the ebbing life energies of a creature on the verge of death (i.e., at or below 0 hit points) and seems, in some way, to feed upon those essences. Despite its apparent nature, a death spirit is not undead.

A grim reaper has the appearance of a bleached skeleton well over 6 feet tall, shrouded in a dark robe. It always carries a scythe in its bony hands.

No death spirit has ever been known to speak to the living on their own terms, but rumors persist that such a creature can be contacted by the use of *speak with dead* spell. In such cases, language does not seem to be a factor.

Combat: A death spirit has little need to enter combat in most cases. Typically, it will be drawn into battle only when an attempt is made to prevent it from feeding on the spirit of a dying person. In such cases, its wrath is great, its power terrible.

When the spirit arrives to feed, it is invisible and can thus be attacked effectively only by those able to see invisible objects. In addition, it is hit only by +3 or better magical weapons and is immune to all mind- and life-affecting spells (including *sleep, charm, suggestion, fear, finger of death, cause light wounds,* etc.).

As already mentioned, the death spirit is not truly undead; it is, therefore, immune to any attempts to turn it as well as the effects of spells like *control* or *detect undead.* Similarly, it is immune to all manner of cold-, fire-, or electricity-based spells. A *negative plane protection* spell cast upon the intended victim of the death spirit prevents the feeding and damages the reaper normally.

When the death spirit attacks a creature other than the one it has come to feed upon, it does so in three ways. On the first round of any combat, it strikes with its scythe (if possible). This ethereal weapon hits as if it were a normal polearm, but inflicts only 1d4 points of physical damage. Anyone hit by this blade must, however, successfully save vs. death magic or be instantly slain. In the second round, it will fix its gaze on one of its attackers, forcing him to make a horror check or be overwhelmed by the creature's aura of death. On the third round, it strikes again with its scythe, this time using the shaft as if it were a quarterstaff. Anyone hit by this attack suffers 1d4 points of damage and is affected as if by a *feign death* spell. The effects of this spell fade if the creature is driven off. On the next round, this cycle begins again with the normal scythe attack.

If, at any time during the combat, the creature is able to strike at its intended victim, it does so with its scythe. No attack roll is required and no physical damage is done; rather, the life essence of the victim is drained away. As soon as this is done, the spirit fades away into the Mists of Ravenloft. Any attempt at *resurrection* or *reincarnation* of the victim is doomed to fail unless the powers attempting it are divine in nature.

If the reaper is reduced to 0 hit points, it is driven off. The intended victim benefits from this and instantly regains 10% of his original hit point score. Similarly, if healing magic is used on the dying person at any point during the encounter, he is rescued from the brink of death and the reaper is driven off.

Habitat/Society: According to some, death spirits are agents of the dark powers of Ravenloft and thwarting them earns the wrath of these mighty forces. No evidence exists to support that claim, but some connection between the two seems almost a certainty.

The chance that any mortally wounded individual (one reduced to 0 or fewer hit points) will attract the attention of a death spirit is equal to 5% per character experience level. Thus, a 15th-level character on his death bed has a 75% chance of being visited by a grim reaper.

Ecology: Being creatures of the Negative Material Plane, these nightmares seem to have no place in the physical world. Some, however, contend that they form a vital link in the balance between life and death that is central to all neutral-aligned philosophies.

Grippli

CLIMATE/TERRAIN:	Tropical/Swamps and jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to high (11-14)
TREASURE:	Qx4, I
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	9
MOVEMENT:	9, leap 15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (weapon)
SPECIAL ATTACKS:	−3 penalty to opponents' surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2½' tall)
MORALE:	Average (8-10)
XP VALUE:	Normal: 65 Mates: 175 Tribe mother: 270



Grippli resemble small, intelligent, humanoid tree frogs. They are have a primitive culture and are nonaggressive.

They stand 2½ feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with grippli outside of the village finds them wearing only thin belts or loin cloths to hold weapons or acquired items.

They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak either common, elvish, or some other jungle humanoids' language. When speaking any language but their own, they are barely understandable because of the croaking resonances in their speech.

Combat: Because of the grippli's coloring, opponents suffer a −3 penalty to their surprise rolls. Grippli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. Any metal weapons must be manufactured elsewhere for the grippli, so swords are rare. They can adapt to use any weapons, and they have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking the grippli prefer small weapons that don't get in the way of climbing.

A grippli can climb trees or non-sheer rock at its normal movement rate, thanks to its unusual hands and feet. When keeping still among vegetation, a grippli's natural camouflage causes a −3 penalty to its opponents' surprise rolls. They have infravision good up to 10 yards, which means they can operate at night almost as well as during the day.

They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Grippli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly colored baubles.

Habitat/Society: A grippli tribal village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the strong limbs of the trees. Each village is led by a tribe mother (AC 7, HD 3, 1d6+1 points of damage with a weapon). Once per day the tribe mother can emit a musk cloud, which is treated as a *stinking cloud* spell. She looks like any other grippli, except for being almost four feet tall. She has 1d3 mates of larger than normal size (AC 8, HD 2, 1d4+1 points of damage with poisoned weapons), standing three to three-and-a-half feet tall. The tribe mother is supposed to have a touch of the blood of their god in her.

A typical village has 5d6 males capable of defending it. There are an equal number of noncombatant females and 1d6 offspring, also noncombatants. They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their natural high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as good elves or the rare village of good humans in their area.

Ecology: Grippli's eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. They are in turn hunted by most large, ground- and tree-based predators. Giant snakes and spiders in particular are fond of grippli as meals.

Grippli are rare in the world, mostly because of their low birthrate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

CLIMATE/TERRAIN:	Any cavern or mountain
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral Good

NO. APPEARING:	2 or 2-24
ARMOR CLASS:	2 (-1)
MOVEMENT:	9, 12 (through stone)
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells, +1 or better weapon needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Steady (12)
XP VALUE:	1,400



Grivelings are creatures believed to be natives of the elemental plane of Earth. It is unknown, even to the grivelings, whether they wandered through a portal to this plane or were transported here by mages. The grivelings cannot plane travel, and therefore are bound to Oerth. They have not been seen outside the Barrier Peaks and the Valley of the Mage.

Grivelings are found either in pairs or in clans of 2d12. They have a humanoid form—two legs, two arms, and a head. In their normal state they do not possess the defined features of humanoids, such as distinctive muscles, fingers, ears, eyes, and mouths. However, grivelings that are used to dealing with or observing humans and demihumans alter their forms via a limited, yet natural, stone shape ability so they appear to have human-like facial features, digits, and clothes, mimicking the humans and demihumans they have seen.

Many of the grivelings that live in the Barrier Peaks have the visages of Zurt, Summerstorm, Endoble, the First Protector, and the various guises of the Exalted One. Often the grivelings are not able to duplicate a humanoid face correctly, and the result is unusual or humorous, with eyes placed below mouths or odd-shaped ears in incorrect locations. Males and females are indistinguishable.

The grivelings, like the humans and demihumans in the Valley of the Mage, are believed to serve Jason Krimeah, the Exalted One. Grivelings range between four and six feet tall and weigh 1,000 to 3,500 pounds.

Combat: Grivelings are not fond of fighting, preferring to find peaceful solutions to differences between themselves and others. However, when pressed to fight, they fight relentlessly, using their heavy stone fists to batter opponents into submission. Grivelings attempt to kill opponents only when their own lives seem in danger.

Because grivelings can see through rock and dirt as easily as others see through the air, they lie in wait inside the wall of a cave or other stone or dirt structure, and move part of their body out of the structure to fight, usually surprising opponents from behind or beneath. When grivelings remain attached to a stone wall, such as the side of a cavern, their Armor Class is -1. When they separate from the wall to engage opponents in melee or if they are attached to the earth, their Armor Class is reduced to 2.

When possible, grivelings use their surroundings to the utmost advantage during combat. For example, grivelings surprising their opponents often strike during one round of combat, and then move into the stone wall the next—only to emerge the following round from a different place in an attempt to surprise their opponents again.

Grivelings also use their spell-like abilities during combat. A griveling can perform any of the following, once per day: *stoneskin, transmute rock to mud, transmute mud to rock,* and *dig* as if it were an 8th-level wizard.

Because grivelings are not affected by the climate, they are not affected by normal cold or fire attacks or cold-based spells. However, magical heat and fire spells affect them. Further, because of their hard skins, +1 or better weapons are needed to injure them.

Habitat/Society: Grivelings dwell inside the stone walls of caverns and inside mountains. In addition, they can live outside these surroundings, such as in caves, wooded areas, or in other terrains, but they prefer to be surrounded by rocks or dirt. They are not affected by a change in climate.

Grivelings are friendly and curious, spending much of their time watching the creatures in the vale who travel next to the Barrier Peaks and questioning them about what is happening deeper in the valley. Because they have observed the occupants of the vale for so long, they have acquired the common tongue, which they speak in slow, gravely tones. In addition, they speak a smattering of mountain dwarf and their own language. When their curiosity gets the best of them, they travel from their rock homes and into the wilderness. These trips are short and infrequent.

Members of a griveling clan rarely act without consulting others, as grivelings respect each others' counsel. Grivelings are very protective of their peers and share all of their accumulated wealth.

A mated pair of grivelings produces one offspring every six to 12 years, with the sex of the offspring chosen by the parents.

Ecology: Grivelings eat very little because of their incredibly slow metabolisms. Their diet consists of minerals, such as iron, silica, lead, and magnesium, which makes them a bane to miners. The average life span of a griveling is 1,500 years.

Gromman

CLIMATE/TERRAIN:	Temperate and tropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	50% chance each of J, K, M (D in community)
ALIGNMENT:	Lawful good
NO. APPEARING:	10-120
ARMOR CLASS:	5 (10)
MOVEMENT:	9, 15 in trees
HIT DICE:	2+1 (males), 1+1 (females), or by class/level
THAC0:	By Hit Dice or class/level
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or spell type
SPECIAL ATTACKS:	Spells, missiles, and magical devices possible
SPECIAL DEFENSES:	Spells, missiles, and magical devices possible
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall; see below)
MORALE:	Elite (13-14)
XP VALUE:	Varies



Grommams are gorilla-like apes with heavy upper-body musculature. Their legs are short and their feet are roughly soled and their toes have a limited ability to grasp objects. Grommams have short, rough, copper-red fur all over their bodies except on their faces, the palms of their hands, and the soles of their feet. Their skin is a rich chocolate brown. Most grommams are five feet tall and have arm spans up to nine feet wide. Males weigh 350-500 lbs., while females weigh half as much.

Grommams use a gestural and finger-sign language. Body postures, facial expressions, and a variety of vocal hoots, screams, grunts, and calls add to the basic language, called "grommish" by other races.

Grommams prefer to wear loose, brightly colored clothing, particularly short-sleeved kimonos. They are fond of belts, arm straps, and leg straps, to which they attach weapons and tools that are tied down.

Combat: Grommams prefer to use weapons when attacking, though some enjoy wrestling and similar martial arts. Almost any melee weapon that a human can use can also be used by a grommam without change. Chain mail is used almost exclusively for its light weight and flexibility. Shields can be used, but most grommams take advantage of their ambidexterity and use a weapon in either hand.

Habitat/Society: Grommams are a close-knit people. Grommams make their homes in forests, but they enjoy the same sorts of climates as humans. They climb extremely well and some build treehouses, but most grommams are ground dwellers. A grommam family usually consists of one adult male, 1-2 adult females, and 1d4 children. One female generally cooks, cleans, and manages the children, while the other directs all household affairs such as finances, purchases, and dealings with other grommam families. The male performs heavy labor either for the family or for a local guild or business. Several dozen related families form a clan, the basic social unit, and 2d4 clans form a house, which is led by a demigod (see below). In most clans, only the "director" female is allowed to vote on political issues. Unmarried males form the backbone of the military forces, and more than a few become adventurers.

Like other races, grommams have gods—but their gods (of demigod level) openly live among the grommams themselves as their rulers and advisors. (Typical statistics for a demigod: AC 2; MV 12 (15 in trees); F15/T15/C12; hp 100; THAC0 5; #AT 1 or 2; Dmg by spell or weapon type; abilities near maximum levels; ML 18; AL LG.) These statistics vary widely by sex and among individuals. Grommams are highly religious and organized, and most are lawful good.

Though most adult grommams have a standard 2+1 Hit Dice, one in eight is able to adopt a character class. A fairly young race, grommams have limited options. Males may become fighters or thieves (up to 20th level), and both sexes may become clerics (up to 10th level); they cannot be multiclassed. All grommams can climb walls at 85%, +1% per class level to 99%. Being very antimagical, grommams have a 40% chance for magical-item malfunction, as per dwarves (2nd Edition *Player's Handbook*, page 21). Their characteristics are generated as for humans, though with modifications: Males have Strengths of 2d4+10 (18/00 maximum) and suffer a −2 penalty to all rolls for Intelligence and Wisdom; females have Strengths of 2d6+4 and gain a +2 bonus to all rolls for Intelligence and Wisdom (18 maximum). All grommams have their Charisma scores lowered by two when dealing with any races but their own and other ape-like species.

Grommam spelljammer ships (usually purchased from humans) are altered to appear powerful and dramatic, with bright colors and wild designs, but they work just like any other ships. Because grommams are so adept at climbing, they make heavy use of ropes, riggings, and swing bars.

Ecology: Grommams are omnivorous, eating almost any sort of fruits, vegetables, nuts, roots, and small game animals. They have no trouble eating the food of any human or demihuman race. Grommams have little effect on the affairs of other races.

Gronk

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or Herd (see below)
ACTIVITY CYCLE:	Day
DIET:	Unknown (see below)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 2–12 (see below)
ARMOR CLASS:	6
MOVEMENT:	12 (Charge 18)
HIT DICE:	4+2
THAC0:	17
NO. ATTACKS:	1
DAMAGE/ATTACK:	2–12
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Half damage from blunt weapons, sound-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	270



Huge, squat beasts with powerful legs and a thundering croak, the gronk are also known as "hopping rocks" or "stone frogs." The ill-tempered beasts pose a threat to the nomadic bariaur tribes that roam the Outlands, and the bariaur tribes occasionally mount hunting parties solely to thin the gronk's numbers.

According to the bariaur nomads, gronk have existed on the Outlands for as far back as five bariaur generations. Their numbers have not increased substantially during that time, mostly due to bariaur thinning gronk herds with their rites of passage. A number of planewalkers have sighted the gronk on several Prime worlds as well.

Combat: The gronk aren't subtle creatures. When a creature comes within their line of sight, they emit thundering croaks and hop toward the target and smash it to death with their spiked headplates. The gronk can perform a hopping-charge up to 180 feet, striking for 2–16 points of damage.

All gronk are nearly deaf. They gain a +4 bonus to saving throws vs. any sound-based attack or spell. (If the saving throw fails, they suffer only half damage from the attack.) Bright visual displays irritate gronk. Several wizards are known to cast *dancing lights* or *pyrotechnics* spells into gronk herds to drive them into a frenzy. This results in the herd turning on itself until nearly every member is dead.

Habitat/Society: The gronk are so ill tempered they can't even tolerate their own species. Despite their herd mentality, the strength of the herd depends on the gronk's emotional cycle; members of a new herd can survive for almost a week before becoming irritated with one another. Soon after, their natural hatred gives way to furious bouts of head-smashing. The herd then dissolves and reforms into new herds several months later. As a result, the gronk can be encountered singly or in groups, depending on their "hate cycle."

Gronk herds have been found in deserts, plains, mountains, and swamps and in almost any climate. They shun any terrain near a large body of water, such as an ocean or lake.

Ecology: Ironically, the gronk's hatred of each other propagates their species. The gronk's reproductive organs are located near their brains, in the spiked carapace over their foreheads. The ridged spikes that cover the gronk's brainplate are actually "buds." When smashed together with sufficient force, the buds are transferred between carapaces, and a new bud grows on the headplate within a few days. This new ridge either falls off or is knocked off when the gronk smashes its forehead into another creature. If this ridge touches dirt, sand, earth, or rock, it submerges a few inches beneath the ground, only to burrow forth a few months later as a tiny gronk.

The gronk have never been seen to eat; it is a mystery how they sustain themselves. A gronk's lifespan ranges from three to five years. As gronk age, their brainplates crack and flake off until the creature suffers brain failure and dies.

Gronk headplates are often sought after as shields and armor plating. Gronk shields provide a –1 bonus to AC against all crushing attacks (in addition to the normal shield bonus), but they weigh over 50 pounds. Characters with less than a 15 Strength suffer a –1 penalty to all Dexterity checks and attack rolls when using the shields in combat.

Gronk headplates have also been used as a covering for siege towers and for shield walls. One bariaur myth claims gronk headplates were once placed upon an enchanted battering ram—this ram was said to act as a *horn of blasting* upon any structure, but it was so heavy it needed twice the number of men to carry it as a normal battering ram.

The gronk have bladderlike glands along their necks and upper backs. If skinned with care, a hunter can remove gronk glands intact. When treated with the right resins and filled with acid, the gland sacs can be used as grenades. These bladder bombs are extremely effective against fiends, and Blood War patrols occasionally capture herds of gronk, keeping them in pens in the Lower Planes to be harvested for their glands.

Groundling

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any (nocturnal)
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	K, M (Nil)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2–8
ARMOR CLASS:	4
MOVEMENT:	6, Br 12
HIT DICE:	3+6
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d8
SPECIAL ATTACKS:	Tracking
SPECIAL DEFENSES:	+4 save vs. poison, wand, spell
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ and taller)
MORALE:	Elite (13–14)
XP VALUE:	175

Groundlings are assassins, magically altered by Zhentarim wizards. Originally of dwarven stock, they have been hideously transformed to a cross between dwarves and giant badgers. In appearance, groundlings are short and stocky, and can be easily mistaken for dwarves at a distance. Their stunted ears are buried in wild fur, and their eyes appear as narrow slits. A long, bristled snout replaces the dwarven nose, and large fangs protrude from the extended mouth. A groundling's hands end in powerful talons sharper than swords. They generally stink of spoiled meat.

Groundlings have an enhanced ability to track any creature by scent alone, once provided with an object the creature has handled. Groundlings are able to sniff out any clothing previously worn by the intended target and handled by no one else for more than a few moments. Balancing their keen sense of smell is weak eyesight. Groundlings dislike daylight and are typically encountered only at night, unless directly ordered out by their evil masters. Although groundlings rarely leave their tunnels, they can burrow at astounding speeds, even through hard-packed dirt (but not solid rock).

Most groundlings know at least a few words of the common tongue and can snarl out basic conversation.

Combat: In combat, groundlings will burrow below their victims and explode upward in a shower of rock and dirt. Any creature subjected to such an attack by a burrowing groundling suffers a –3 penalty to its surprise roll. Such burrowing attacks are made with a +2 bonus to hit. Bright lights dazzle and confuse groundlings; they have a –1 penalty to attack rolls in illumination of sunshine brightness or brighter.

In combat, a groundling grabs its victim with powerful claws and sharp fangs, then attempts to drag it below the surface. If a groundling successfully hits with any two attacks in one round, it will drag any victim of man-size or smaller into its burrow at the end of the round. Larger creatures can be dragged underground by more groundlings operating in concert. Creatures dragged into a groundling warren can attack only with small or natural weapons, and at a penalty of –2. Groundlings in their tunnels attack with a +2 bonus to hit and damage. Once pulled into a groundling tunnel, a trapped creature can be pulled out only with a combined Strength of 23 or greater, counting both the potential victim and any others helping the escape.



Habitat/Society: Groundlings are bound by highly structured guild rules laid down by their Zhentarim masters. They usually avoid killing creatures other than their assigned targets, unless interfered with. If ordered to bring back the target alive, groundlings attempt to subdue the victim; otherwise, they will kill and devour the unfortunate creature.

Other than the guild structure imposed by their creators, groundlings have no true society. Most groundlings resent their enslavement, but follow the orders of their guild except in the most unusual circumstances. It is the goal of many groundings to serve so long or so well that their masters will reverse their condition, although there is no reliable record that this has ever actually happened.

Groundlings are not very intelligent, but they can be extremely cunning. They are known to use ambushes, feigned retreats, and attacks converging from various directions against a quarry whose location is known. Even such clever measures as climbing a convenient tree might not delay their attack for long. They serve the Zhentarim by tracking down and destroying the enemies of their masters.

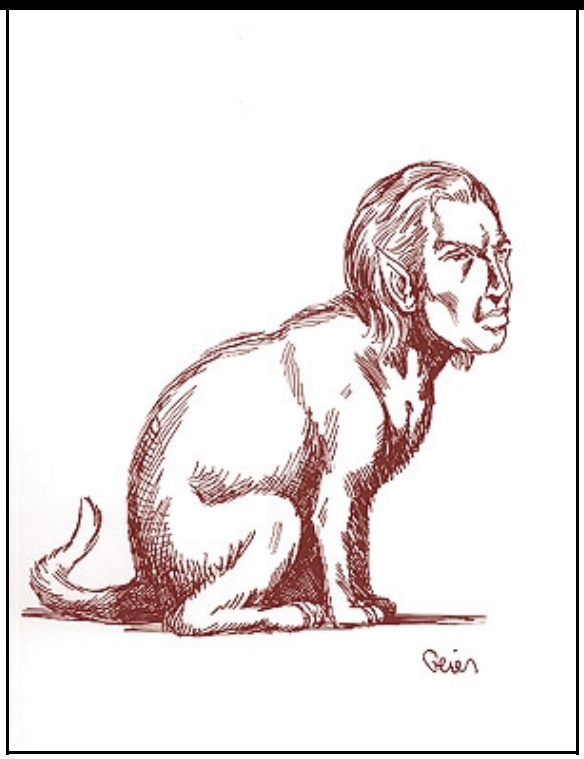
Ecology: Groundlings have voracious appetites; they are willing to eat almost anything, although they prefer meat. Groundlings have an extremely high metabolic rate, so they need tremendous amounts of sustenance to fuel their magically enhanced burrowing. It is not certain if this magical melding of dwarf and badger can be bred; reports are sketchy and conflicting. It is believed that they cannot, and instead have their origins in the foul laboratories of the Zhentarim.

When not based in the dungeons of the Darkhold, groundling assassins might be found just below the surface of the earth, where they dig small warrens in which to rest and wait for night.

Source: "The Family Business," by James Lowder, *Realms of Valor* anthology. First detailed in POLYHEDRON Newszine #93.

Grudling

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Family group
ACTIVITY CYCLE:	Dusk
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65 (120 w/Legacy)



These halfling-sized creatures have a combination of feline and human characteristics. Grudglings were originally created to serve as house pets and familiars to rakastas.

Grudglings heads are typically elf, human, or dwarf in appearance, though similarities to other races are not unknown. To most grudgling owners, elven ears and dwarven beards on their pets tend to be favorite features. A grudgling's body resembles that of a large cat, including the natural variations in fur color and thickness. Yellow-orange color and sleek pelts are the most common.

The Red Curse: Not all (about 50%) grudglings gain a Legacy, but those who do always require *cinnabryl* to ward off Affliction. If the grudgling possesses a combat-oriented Legacy, its morale increases to 8. Quite often, its master trains it to attack on command, withholding *cinnabryl* as punishment for fleeing. Even so, only one or two attacks can be expected before the grudgling takes flight.

If the grudgling possesses a Legacy that is not useful to its master, it is often left to fend for itself and perhaps die of the Affliction that follows. The few grudglings that withstand the Affliction are turned out into the wilderness where they lack the skills to survive.

Combat: Grudglings are clumsy, awkward beings until threatened or in some way provoked; even then, their low morale ratings usually send them running. When a grudgling does attack, it drops down to all four legs and springs with feline speed and grace. Their weak claws are little threat, but their large fangsÑset in an otherwise humanoid mouthÑdeliver a nasty bite. When a grudgling has a running start, its ability to quickly change direction grants it an additional -1 Armor Class bonus.

Habitat/Society: Grudglings were created by a talentedÑsome say insaneÑrakasta wizard to serve as familiars for the feline humanoids. However, their unsteady morale made them less suitable than desired. Now they survive almost exclusively as pets in rakastan households. Finding a grudgling outside of a rakastan home is very rare, and in the wild rarer still.

Though grudglings have a limited intelligence, these creatures try to assert themselves as being more humanoid than animal, clumsily walking about on their hind legs and using their front paws as hands. These pathetic attempts do appeal to some rakastas, however, who continue to raise and breed them. Despite their delusions, grudglings are almost completely dependent on their rakastan masters.

Ecology: Grudglings able to exist outside of domestic living are very rare. They invariably possess a Legacy which helps them to survive and are almost always Afflicted due to a lack of *cinnabryl*. These grudglings are often pitiful, intelligent enough to be unhappy with their plight, but not intelligent enough to do anything about it. A few wild grudglings can be found in the vicinity of most large rakastan settlements, living off refuse or begging for scraps.

	Chaggrin	Harginn
Climate/Terrain:	Any	Any
Frequency:	Uncommon	Uncommon
Organization:	Family	Caste
Activity Cycle:	Any	Day
Diet:	Mineral	Omnivore
Intelligence:	Low to Average (5-10)	Average to High (8-12)
Treasure:	Nil (C, Q×5)	Nil I × ½
Alignment:	Neutral evil	Neutral evil
No. Appearing:	2–5 (1)	2–8 (1)
Armor Class:	4	3
Movement:	12, Br 3	15
Hit Dice:	5+5	4+4
THAC0:	15	15
No. of Attacks:	2	1
Damage/Attacks:	1d4+2/1d4+2	1d4+4 or by weapon
Special Attacks:	See below	Spells, fire gout
Special Defenses:	+1 or better weapon to hit, spell immunity	*Blink*, spell immunity
Magic Resistance:	Nil	Nil
Size:	S (3′)	M (6′ tall)
Morale:	Average (8-10)	Champion (15-16)
XP Value:	1,400	650

Grues are underling creatures of the Elemental Planes, more important in the ecology than vermin but less intelligent than true elementals. They occupy a niche somewhat equivalent to animals, in other respects more like servants, that has no exact equivalent on the Prime Material Plane. Grues prey on vermin, serve as pets and guards for elementals on their native planes, and can be conjured to other planes by a magical summons.

The four known varieties of grue have type names (chaggrin, harginn, ildriss, varrdig), but planars usually refer to them as "earth grues," "air grues," and so on.

CHAGGRIN

The chaggrin, or *soil beast*, is a grue from the Elemental Plane of Earth. An earth grue can assume the shape of a large mole, hedgehog, or humanoid. The latter, its natural shape on its own plane, is lumpy, wet clay, with an asymmetrical and vicious face and small, feral eyes. On other planes it takes the form of a yellowish hedgehog with a skull-like head. Although only 3′ long, an earth grue weighs 140–210 pounds.

Combat: In its hedgehog form the grue can merge into surfaces of natural soil or stone, emerging suddenly to surprise opponents (–5 penalty to their surprise rolls). The only clue to its presence is a damp, dark outline, faintly perceptible to careful observation. An earth grue loves to torment its victim. It attacks by digging its razor-sharp foreclaws into its prey (1d4+2 damage) and then clinging (an additional 1d6+6 damage per round). In hedgehog form the grue inflicts 1d4 damage per round in contact with unprotected flesh.

Chaggrins are immune to earth-based/affecting spells such as *earthquake*, *passwall*, *transmute rock to mud*, *stone to flesh*, and the like. The mere presence of the grue within 40′ of such magic dispels the magic, even if the magic had been permanent. Magical items are not affected.

Habitat/Society: Chaggrin scratch out a living from mineral veins, which they eat. They live in extended families that cooperate in limited ways or feud. Mates are stolen in violent raids. A chaggrin leaving its family or exiled never returns, capturing a mate of its own.

Ecology: Earth grues eat valuable minerals. Higher elemental creatures exterminate them as vermin but sometimes enslave them as diggers or watchdogs. Some earth elementals eat them as delicacies.



HARGINN



The harginn, or *flame horror*, is a grue from the Elemental Plane of Fire. On other planes a fire grue usually appears as a human with flames in place of the lower torso and legs, but it can assume the shape of a bonfire, a column of fire up to 8′ high, or a bronze human statue. It moves rapidly in any form.

Fire grue features express leering evil and cruelty. In its native form a fire grue's eyes glow dark red, and its ever-changing body color takes on fiery hues such as scarlet and orange, crimson and purple-blue, or yellow and orange.

COMBAT: The fire grue attacks by shooting a gout of flame from its fingertips, 3′ wide and 6′ long, that does 1d4+4 damage to all within it.

A fire grue can *blink* (as the wizard's spell) and always does so in battle. Some harginn use weapons, such as cutlasses, billhooks, and crossbows that launch fiery missiles (1d4 damage + 1d6 hp fire damage).

Fire grues are immune to fire-based spells such as *pyrotechnics, wall of fire, fire storm, fireball, incendiary cloud*, and *meteor swarm*. The presence of a harginn within 20′ of such magic dispels the magic, even if previously permanent. Magical items are not affected.

HABITAT/SOCIETY: Harginn follow a loose social order based on guilds; guild membership determines status. Higher status guilds give orders; these are not always obeyed and mutinies are common. Female grues serve in scout, shepherd, gatherer, weaver, and hunter guilds; males serve in farmer, soldier, cook, scribe, and priest guilds. Both genders serve in the pariah guild, which performs disagreeable tasks such as burning waste and handling water.

ECOLOGY: Most fire grues serve the efreet, but are on poor terms with their masters and other elemental fire creatures. Some clans sail stolen efreet ships as pirates or slavers.

	Ildriss	Varrdig
Climate/Terrain:	Inner Planes	Inner Planes
Frequency:	Uncommon	Uncommon
Organization:	Solitary/band	Triad
Activity Cycle:	Day	Night
Diet:	Omnivore	Omnivore
Intelligence:	Low to very (5-12)	Semi- to average (2-10)
Treasure:	Q×2, X	F×½
Alignment:	Neutral evil	Neutral evil
No. Appearing:	1 (2-8)	1-3 (2-5)
Armor Class:	2	5
Movement:	3 as fog, fl 24 (A)	6, Sw 18
Hit Dice:	4	6+6
THAC0:	17	13
No. of Attacks:	1	2
Damage/Attacks:	3d4	1d4/1d4 or 4d4/4d4
Special Attacks:	Attacks first	See below
Special Defenses:	+2 or better weapon to hit, spell immunity	+1 or better weapon to hit, spell immunity
Magic Resistance:	Nil	Nil
Size:	S (3′ long)	M (6′)
Morale:	Champion (15-16)	Elite (13-14)
XP Value:	420	2,000



ILDRISS

The ildriss, or *wind terror,* is a grue from the Elemental Plane of Air. On other planes an air grue is either invisible or seen as a fog-like cloud with vaporous tentacles and three faintly gleaming red eyes. The latter is its natural form on its own plane, where it is generally gray, pale yellow, or (rarely) white. Eyes are pyramidal, ranging from dark orange through scarlet to maroon.

Combat: The ildriss can move invisibly on the ground or high up, so opponents' surprise rolls take a -3 penalty. The air grue attacks first in any round. It whisks about in the former guise, but to attack it must become more substantial. It forms as an entity of swirling mist, its fog arms shooting small particles. These strike like a sandblast (3d4 damage).

Their nebulous form makes air grues hard to hit (AC 2). They are immune to weapons of less than +2 enchantment and to air-based spells such as *lightning bolt, cloudkill, stinking cloud, cone of cold, invisible stalker,* and *wall of fog.* The presence of an air grue dispels all such magic within 50′, even permanent effects. Magical items are unaffected.

Habitat/Society: Ildriss form ever-shifting cliques within semi-stable tribes. They follow no chain of command; those with goals lead the rest in temporary alliances. They do not betray each other, though they may not cooperate. Most are servants or spies of Yan-C-Bin, an Elemental Prince of Evil.

Ecology: Outcasts on the Elemental Plane of Air, air grues are parasites and (hesitant) predators. They eat clouds, birds, and small creatures of elemental air. During mating season they defend their territories against interlopers; these territories are drifting bodies of cold dry air.

VARRDIG

The varrdig, or *fluid brute*, is a grue from the Elemental Plane of Water. A varrdig can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge makes it visible with careful observation. Its natural form is a globular, translucent, jelly-like blob with a fringe of small, clawed legs and pipe-like tubes radiating from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element.

Combat: A water grue uses its flexible hoses to attack, squirting water twice per round with considerable force up to 6′ away (1d4 stunning damage, 1 in 6 chance to blind the victim for 1–4 rounds). Any air-breathing creature reduced to 0 hp by stunning damage is unconscious and the grue can drown it in one round by thrusting a tube into a nostril. In water, the varrdig can jet rapidly to ram an opponent (4d4 damage). It can ram twice per round.

Water grues are immune to water-based spells such as *create water, ice storm, wall of ice, obscurement, airy water, lower water, purify food & drink*, and *water breathing*. All such magic within 30′ of the varrdig is dispelled, even permanent effects. Magical items are not affected.

Habitat/Society: Varrdigs often travel in packs of three, to assume their fused form if threatened. Varrdig triads seek out and claim territories that they defend from all others. When they (soon) depopulate the area, they move on to fresher waters.

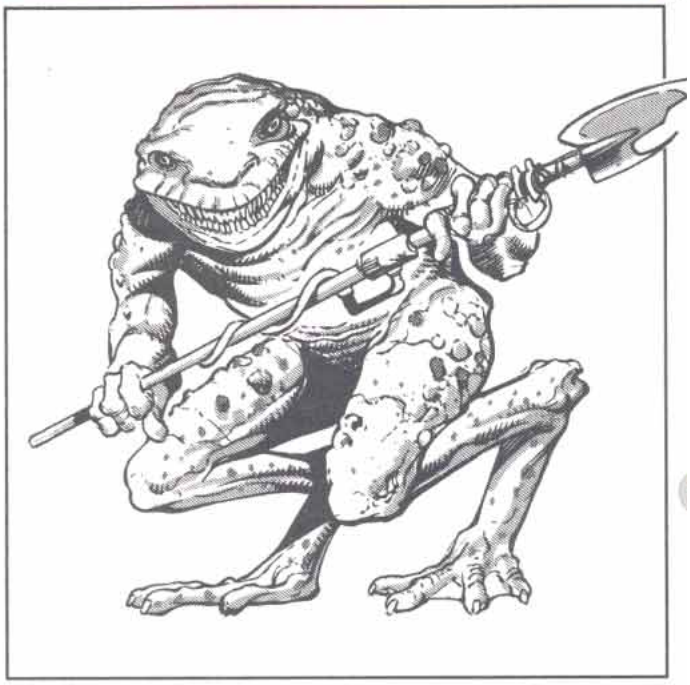
Ecology: Water grues are scavengers, and they also attack weak, diseased, and elderly creatures.

Varrdig Triads: A trio of varrdigs can fuse into a three-lobed entity that resembles a snowman; this takes 1-3 rounds. The combined creature has hit points equal to the sum of the individuals, THAC0 5, and Champion morale. The triad will have 3-6 tubes, each capable of projecting a stream with 10′ range and 1d6 stunning damage. Ramming attack damage increases to 4d6.



CLIMATE/TERRAIN:	Tropical and subtropical/Swamps
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-48
ARMOR CLASS:	7
MOVEMENT:	9, Sw 12
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3 (bite)/1-6 (weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Elite (13)
XP VALUE:	Normal: 120 Tadpole: 7 Juvenile: 35 Shaman, 1st or 2nd: 175 Shaman, 3rd: 270



Grung are highly territorial, toad-like humanoids that dwell in swamps and marshes.

Standing about three feet tall, grung have lower bodies that strongly resemble those of giant frogs or toads, with powerful legs and large webbed feet. Their upper bodies, however, are more developed, with muscular forelimbs, opposable thumbs, and smaller, more humanoid looking heads. They stand upright and move in rapid, short hops. They are incapable of the prodigious leaps and jumps of frogs, toads, or bullywugs.

While evolution has given them intelligence and forelimbs capable of using tools, it has taken away the prehensile tongues of frogs. In its place, the grung's wide mouths are full of the sharp teeth needed by carnivores. Grung have the slick, wet skin of other amphibians. Since they breathe through their skin, they must keep it moist. Their coloration is like that of bullfrogs—dappled green and brown on their backs, shading to white or yellow on their bellies. Their eyes—smaller than those of frogs and toads and protected by bony ridges—are red with black pupils. Males are slightly smaller than females.

Combat: Because they're small, grung prefer ambush to frontal assaults. Their favorite tactic is to lie concealed until their enemies—whether travelers or a party of grung from another tribe—have wandered well into range, then open fire with short bows and spears. These attacks are particularly deadly against non-grung, because the creatures invariably poison their arrowheads and spear tips. This poison is the sticky fluid constantly secreted by the grung's skin. Before using a weapon, the grung wipe the tip on their skin to rub on the poison. The poison is highly toxic; those who fail the saving throw die in four rounds (no damage if the saving throw is successful). The grung are immune to this particular type of poison (but not to other poisons). The poison breaks down within ten rounds when exposed to air.

Although they prefer to use their bows and spears, grung can deliver a nasty bite. Their saliva contains a weakened form of the same poison their skin secretes. The victim receives a +2 bonus to his saving throw, but he dies in six rounds if the saving throw fails.

Grung die if their skin dries out. They must immerse themselves in water at least once every three hours for a full round or they suffocate.

Habitat/Society: Grung are war-like, territorial creatures. They typically claim all territory within at least a mile of their tribal settlements. Anyone unwise enough to enter this territory is a target for immediate attack. Grung from other tribes are also fair game; nasty little border wars between neighboring tribes are the rule, not the exception. Most encounters with grung are with wandering war bands looking for trespassers. Grung are always hostile and cannot be negotiated with.

Grung settlements are untidy collections of crude shelters, sometimes concealed inside large dead trees. Tribes number 10d6 + 40 individuals, with young comprising 25% of that number (AC 10, Sw 12, HD 1/2, #AT 1, Dmg 1 [no poison], SA nil). Grung lay eggs, and their offspring go through a tadpole stage. For this reason, grung settlements are always next to open water. Within three months of hatching, the tadpoles absorb their tails, develop limbs, and climb out of the water and join the tribe as immature grung. These young grungs have 1-1 Hit Dice but otherwise have the same abilities as adults. They reach full maturity in another six months.

Grung tribes are matriarchal. War chiefs are all female, and the tribal chieftain is the strongest fighter among the war chiefs. Rising through the ranks is by duels to the death, with the victor getting the title. Each tribe also has a single female shaman of up to 3rd level. Her spheres are All, Animal, Combat, Healing (reversed spells only), and Plant.

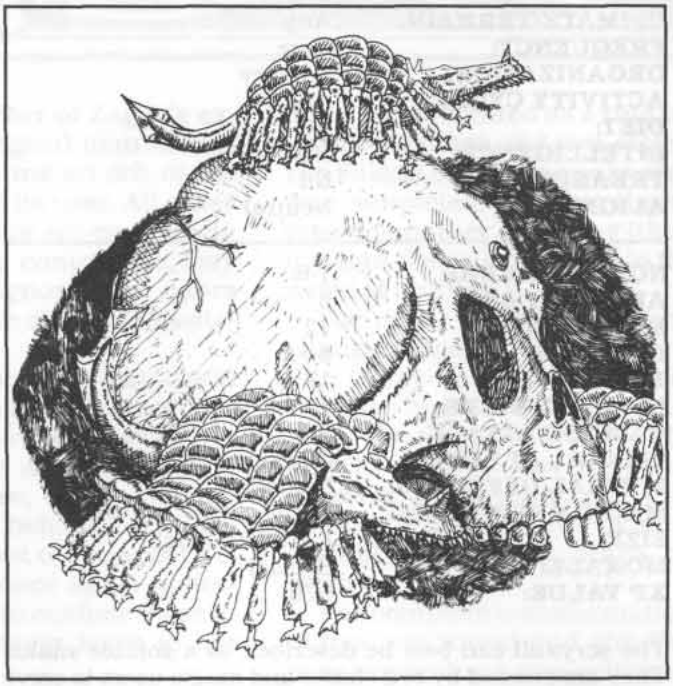
Ecology: Grung eat swamp-dwelling mammals, such as rats, unwary travelers, even other grung. They have few natural predators due to the toxicity of their flesh. Giant poisonous snakes are usually immune to grung poison and actively hunt grung.

The water around grung settlements is tainted by their poisonous secretions. Any non-grung drinking the water must roll a successful saving throw vs. poison (with a +3 bonus) or become nauseated for 2d4 rounds. Nauseated creatures fight with penalties of −1 to their attack rolls and +1 to their Armor Class.

Grung poison is almost impossible to bottle (as any exposure to air causes it to decompose in ten rounds).

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	10-80
ARMOR CLASS:	5
MOVEMENT:	1, Fl 9 (D)
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	10% cause disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6")
MORALE:	Unreliable
XP VALUE:	65



Grythok range in size from 2" to 6" long. Their soft bodies are oval-shaped and covered by a tough, leathery shell. All organs snd exposed areas are completely covered by the hemispherical shell.

Beneath the shell are the grythok's mouth, legs, and sensory organs. The mouth is circular and completely surrounded by sharp teeth. The 12 legs are short and sharp, barely functional for movement, but effective for digging in and holding on to any material softer than leather. These legs have adapted to allow the grythok to hold on to its food or prey in order for the mouth to successfully attach. The legs function as barbs and cause no damage if the grythok releases them willingly, as when it is finished with a food source and chooses to move on. However, the legs cause 1-4 hp if the grythok is forcefully removed from its victim.

Combat: These creatures generally cling to the walls, floor, and ceiling of underground caverns. When a creature approaches, the grythok is aroused by any aura other than evil that comes within 60'. It immediately takes flight and attacks with all the vigor of an animal in a feeding frenzy. As it does so, it emits a high-pitched shriek that is inaudible to humanoid ears but is a clarion call to other grythok. Its cousins will respond to this "dinner bell" immediately, arriving at a rate of two per round. The shriek is audible to other grythok only within 60', but as farther grythok respond, they emit their own shrieks and the call carries through tunnels and caverns in a ripple effect.

The grythok is able to smell flesh, whether warm or cold, and attempts to attach itself to any exposed flesh. It immediately digs in with its barbed legs and then attempts to sink its bite into its victim. A successful "to hit" roll by a grythok means that both its legs and mouth have dug into its victim's flesh. It will remain attached until it has finished feeding or has been forcefully dislodged.

The grythok then begins to take circular bites out of its victim, and slowly moves itself along to fresh areas of skin. Its many legs allow it to reposition itself without realeasing its iron grip. A single grythok will inflict a maximum of 30 hp before it is "full" and drops off its victim. If anyone makes successful THACO *and* Dexterity rolls, the grythok is dislodged at a cost of 1-4 hp to the victim.

One in ten grythok carry a disease due to their scavenging habits. This is not a result of a spell, but simply due to the filthy conditions in which they live. No saving throw is applicable.

Grythok may be destoyed by any normal means, but attacking a grythok attached to a character also presents a risk of injuring the victim. A successful attack on an attached grythok indicates equal damage to the victim; a miss on an attached grythok requires a "to hit" roll against the victim.

Habitat/Society: The grythok are underground scavengers that inhabit dark, musty, dirty places. They are found mainly in sewers, garbage dumps, latrines, and cesspools, but rarely anywhere else, since they require conditions of filth to survive. They will eat almost anything, but prefer meat and meat-like substances, including rodents, insects, worms, and snakes. They would make ideal garbage disposals if it were not for their vicious and frequent attacks.

Ecology: Lengthy evolution has rendered these creatures immune to most diseases, although they are carriers and transmitters of many forms of plague and disease. They reproduce via egg-laying twice per year, but their population growth rate is slow since they often accidentally devour their own eggs.

	Warrior	Horse
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Semi- (4)	Semi- (2)
Treasure:	See below	See below
Alignment:	Any neutral	Any neutral
No. Appearing:	1d10	1d10
Armor Class:	4	4
Movement:	9	15
Hit Dice:	5	5
THAC0:	15	15
No. of Attacks:	1	3
Damage/Attack:	1d12 (sword)	1d6 (hoof)/ 1d6 (hoof)/ 1d4 (bite)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	L (8' long)
Morale:	Fearless (20)	Fearless (20)
XP Value:	650	650

The guardian warrior and horse are ceramic constructs created to serve as protectors and bodyguards. Only those who discover the correct magic formula can animate these creatures.

Guardians are often a dull red in color. Their equipment and accouterments almost always reflect the fashions of a previous age. Their ceramic eyes and faces seem curiously expressionless, and the figures never bear intricate carvings or beautiful sculpture work. Whenever such guardians move along stone or marble flooring, both warriors and horses alike make eerie, hollow, clopping sounds.



Combat: In battle the guardian warrior attacks with its ceramic weapon, normally a broad sword. However, no matter what weapon the construct wields, it inflicts 1d12 points of damage with every successful attack. When commanded by an animator of similar alignment (see "Habitat/Society"), the guardian can obey simple orders, although it is not capable of following complex commands or attack plans.

Guardians are immune to fire-based attacks, although such assaults do cause them to emit a frightening, dull red glow for one turn. They also remain immune to acid, to mind-affecting spells such as *sleep* and *friends*, and—since they have no working eyes, as such—to spells affecting vision (*light, darkness,* etc.). Attacks from edged and piercing weapons inflict only 1 point of damage (plus any magical bonus), although the attacker thinks the weapon causes full damage. Blunt weapons do inflict full damage.

Habitat/Society: In their original form, guardian warriors and their steeds were simply ceramic figures sometimes used as symbolic guards of tombs or religious sites. Only a few know the mysterious animation formula; others may find it described on a scroll or on a set of beautiful jade tablets worth 1,000 gold pieces. Animating a ceramic guardian culminates with pouring a liquid over the lifeless statue. The kind of liquid used determines the alignment of the animated creature: saltwater for lawful neutral, pure water for neutral, and acid for chaotic neutral.

If a guardian warrior (or horse) has the same basic alignment as its animator (for example, a lawful guardian with a lawful animator), it diligently follows any instructions this figure gives it. If the basic alignments differ by one step (in other words, chaotic/neutral or neutral/lawful), the guardian ignores instructions, and if the alignments oppose each other (lawful/chaotic), the guardian violently attacks the hapless animator as soon as its creation is complete.

Ecology: Guardians usually serve as bodyguards or protectors of great treasures, temples, havens, etc. As constructs, they have no role in the normal ecology of Mystara.

Some 10% of all guardians (warriors and steeds) have gems in place of eyes. Such jewels, normally rubies or garnets, range in value from 100 to 600 gold pieces (1d6×100) each.

Horse

Guardian horses have the same basic immunities as guardian warriors and become animated by the same process. In battle, the steeds utilize their powerful, ceramic front hooves (1d6/1d6 points of damage) and wicked bite (1d4 points of damage).

Usually the number of these steeds, which serve as mounts for guardian warriors, equals the number of warriors found in any one site. An animator of the proper alignment may command the horses to allow other creatures (including the animator) to ride them.

The guardinals are the people of Elysium, just as the eladrins are the folk of Arborea or the tanar'ri are natives of the Abyss. Most resemble beautiful, muscular humans with noticeable animal traits – a thick, lionlike mane for hair, a flat muzzlelike nose and mouth, or pawlike hands. The degree of animalistic features varies between individuals, but guardinals frequenting the Beastlands appear most beastlike (and least human) of all.

The guardinals aren't a numerous race, even compared to the eladrins or the archons. In Elysium they live in small groups, watching the upper layers for any signs of trouble, or roaming the magnificent landscapes in nomadic bands. Guardinals are quick to laugh and slow to anger on Elysium; they're living embodiments of the peacefulness of the plane, and don't lightly disturb it.

While guardinals're peaceful enough in their home, they show a different face away from Elysium. They've got no tolerance for evil of any type and often journey into the Great Ring or the Outlands to seek out evil and confront it. Guardinals've even been known to mount lightning raids into the first layers of the Gray Waste, Carceri, or Gehenna just to strike back at the evil fiends living there. Unlike the eladrins, who respect mortals' freedom of choice as much as their right to live untroubled by evil, guardinals make no secret of who or what they are and take whatever steps're necessary to defeat evil wherever they find it.

Combat: All guardinals boast the spell-like powers of *detect illusion, detect invisibility, detect evil* with a 100' range, *dimension door, dispel magic, infravision*, and *protection from evil* in a 10-foot radius. Much like paladins, all guardinals can also *lay on hands*, healing a number of hit points equal to their own total every day. (This healing can be divided among several individuals as the guardinal sees fit.) Guardinals are affected by attack forms as noted below:

Attack	Effect
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Full
Fire (nonmagical)	Full
Gas (poisonous)	Half
Iron weapon	None*
Magic missile	Half
Poison	Half
Silver weapon	Full**

* Iron weapons inflict damage only if the guardinal can be hit by normal weapons. Otherwise they have no unusual effect.

** Silver weapons can hit a guardinal regardless of whether or not an enchanted weapon is required.

Guardinals have a special form of *telepathy* that allows them to communicate with intelligent, nonmonstrous creatures or natural creatures of any kind. A beholder or catoblepas wouldn't fall into these categories, but a human, dog, or giant eagle would. In addition, normal, nonmagical animals or giant animals will never attack a guardinal, even under magical compulsion.

Planar Travel: Guardinals're unrestricted in planar travel. They can leave Elysium by an innate ability resembling *probability travel*, which allows them to enter the Astral Plane with their physical bodies. They can also make use of any gate, portal, or conduit they find. In addition, guardinals can travel directly to the first layer of Bytopia, the Beastlands, or the Outlands from any point in Elysium.

Habitat/Society: Guardinals are basically unorganized; in Elysium there's little need for laws or orderly societies. A cutter traveling across Elysium won't find guardinal cities or fortresses scattered across the landscape. Instead, he'll find guardinals living wherever they feel comfortable – some can be found in the peaceful towns of Amoria, others prefer the solitude and beauty of Eronia or Belierin. Guardinals of any type tend to be solitary, introspective creatures who like being left to their own devices when the land's at peace. On the other hand, they're also capable of banding together with military discipline when evil threatens.

Although the guardinals don't have any real hierarchy or structure, they're led by the mighty leonals. These noble creatures are the most vigilant and powerful of the guardinals and act as gathering points for guardinal causes. A typical cause might be the defeat of a powerful evil empire on the Prime Material Plane, the recovery of a good artifact stolen from its rightful place by fiends, or the monitoring of a powerful organization that might begin to lean toward evil activities. The guardinals associated with a cause rarely abandon it, although they might temporarily turn aside to attend to a more immediate issue.

Guardinals are creatures of exceptional honor and integrity, and do not lie, cheat, or attack needlessly unless the cause at hand is in the direst jeopardy.

Talisid and the Five Companions: The mightiest guardinal is the leonal prince Talisid, a wise and ancient being who has survived uncounted confrontations with evil. He is accompanied by his Five Companions – the strongest and wisest of the avorals, the equinals, the lupinals, the cervidals, and the ursinals. Talisid's abilities and intelligence are on par with some quasi or demipowers, and the pantheons native to Elysium hold him in the highest regard. His companions have powers far beyond those typical of their type, and many songs are sung about their deeds in battle or their wisdom in peacetime.



Guardinal, Avoral

Climate/Terrain:	Elysium
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	1 (1–4)
Armor Class:	–1
Movement:	15, Fl 36 (B)
Hit Dice:	7+4
THAC0:	13
No. of Attacks:	2 wing buffets or 2 talons
Damage/Attack:	1d8/1d8 or 2d6/2d6
Special Attacks:	Dive, spell-like powers
Special Defenses:	Hit only by silver or +1 or better weapons
Magic Resistance:	40%
Size:	M (6½′ tall, 20′ wingspan)
Morale:	Champion (15–16)
XP Value:	8,000



Avorals're guardinals with the wings of mighty eagles. They're the scouts and skirmishers of their race, keeping watch over the peaceful skies of Amoria. No other guardinals can fly, so aerial vigilance falls to the avorals who confront any invaders who try that avenue. Avorals are born with a deep-rooted wanderlust that can take them on fantastic journeys through hundreds of worlds. Some leave Elysium and never return because they've just got to see what lies over the next hill or beyond the next sea.

Avorals have the bodies of tall, muscular men or women, but their arms are long, powerful wings and their lower legs feature strong talons and feathery vanes to act as a tail in flight. Their faces are more human than avian, but their hair seems to be a feathery cowl around their heads, and their eyes are bright and golden. Avorals' chests are exceptionally deep and powerful, anchoring their wing muscles; their bones are strong but hollow, so even the largest avorals weigh no more than 120 pounds despite their appearance.

An avoral's wings feature small hands at the midpoints. When its wings are folded beside its body, these wing-hands are carried about where a human's would be, and can do just about anything a human hand could do.

Combat: On the ground, the avoral can lash out with its wings and deliver powerful, punishing blows. Just as a swan can kill a man with its wings, an avoral is easily capable of defending itself while on the ground. However, this isn't its preferred mode of combat. The avoral'd much rather meet its foes in the air, where it can employ its rock-hard talons and make full use of its wonderful speed and agility in the air. (The avoral can't make wing-buffet attacks while it's flying; it's too busy using its wings to stay in the air, berk.)

If the avoral can dive 100 feet or more to attack a target standing on the ground, it gains a +2 bonus to hit, and its talons inflict double damage with each successful hit. Normally, the avoral requires a round to climb and circle before it can attempt to stoop on its enemy again. An avoral can carry bashers weighing up to 300 pounds in its talons; it has to hit with both talons in order to get a hold of its foe, and can climb at a rate of 120 feet per round while burdened with an enemy in its grasp. It has to be really angry to drop a nonevil creature from on high.

Avorals also boast several spell-like powers. Once per round they can use *blur, command, gust of wind, hold person, light,* or *magic missile* (4 missiles). Once per day they can cast an 8d6 *lightning bolt* or create *fear* in a 20′ radius. Their visual acuity is unbelievable; avorals can see detail on objects up to 10 miles away, and can employ *true sight* to a range of 100 feet by concentrating for one round. It's said the avorals can see the color of a cutter's eyes at 200 paces.

Avorals can be struck only by silver weapons or weapons enchanted to +1 or better.

Habitat/Society: Like most guardinals, avorals don't often gather together. They prefer to spend their time soaring on the winds of Elysium. Eronia and Belierin are their favorite layers, since they're particularly fond of the isolation of these wild places. On rare occasions, a family group may be encountered in a temporary aerie on some spectacular mountain peak.

Avorals are excellent hunters that enjoy stalking small game. They don't kill needlessly or just for sport, however, and prefer their dinners prepared in a civilized fashion.

Climate/Terrain:	Elysium
Frequency:	Common
Organization:	Family
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	High (11–12)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	1 (2–5)
Armor Class:	2
Movement:	18, Ju 3
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	2 hooves and 1 butt
Damage/Attack:	1d6+2/1d6+2/1d12+3
Special Attacks:	Charge
Special Defenses:	Negate poison or illusion
Magic Resistance:	20%
Size:	M (5½' tall)
Morale:	Elite (13–14)
XP Value:	3,000

Cervidals are the most common of the guardinals. They're the people of Amoria, the uppermost layer of Elysium. In times of war, cervidals and equinals form the backbone of any guardinal army; one-on-one, they're more than a match for the typical rank-and-file of a baatezu or tanar'ri force, even if they can't rival the numbers of a fiendish horde. Cervidals are the most peaceful of the guardinals and the last to join a fight, seeking physical violence only when no other solutions present themselves. However, once they're committed, cervidals won't be the first to walk away.

Cervidals bear a passing resemblance to a faun or satyr, but are more regal in appearance. They're slim but strong, and their bodies are covered in short, reddish-brown fur. Over their chests, faces, and upper arms the fur thins enough to reveal smooth, golden skin. A cervidal's head is crowned with magnificent horns or antlers, and his feet are small, hard hooves. The hands of a cervidal are backed by hooflike material, and make for effective bludgeons when closed in a fist, but their preferred weapons're their antlers.

Combat: Cervidals attack with two punches or kicks and a head-butt. Their effective Strength is an 18 (no percentage score), and they inflict 1d6+2 points of damage with their hard hooflike fists. The cervidals' remarkable antlers are the equivalent of a +3 weapon for both hit probability and damage.

A cervidal'll usually begin a fight by launching a determined charge, head lowered, that inflicts double antler damage (2d12+3) if it hits, although it can't attack with its hooves in the same round.

Unlike the other guardinals, cervidals don't have a special magical attack such as a whinny or roar. However, they do have three unusual abilities. First of all, the touch of a cervidal's antlers instantly negates the ill effects of any kind of poison or harmful substance such as acid or contaminated food or water. By touching an affected creature with its antlers, the cervidal gives it a chance to immediately attempt one additional saving throw with a +6 bonus. Illusions of any type're dispelled automatically by contact with the cervidal's antlers. Lastly, any *summoned, conjured,* or extraplanar creature wounded by a cervidal's antlers must survive an immediate saving throw versus spell or be returned to wherever it came from. (Of course, if the creature's native to the plane the cervidal's currently on, it's not extraplanar!)

In addition to the power of its antlers, cervidals can use the following spell-like abilities at will: *bless, command, detect poison,* and *light.* Once per day they can *hold person* (one target only), cast a *magic missile* (two missiles), or use *suggestion.* Cervidals can be damaged by any weapon.



Habitat/Society: Cervidals gather in small family bands in the forests and woodlands of Elysium. They typically select one area as their home and remain there, rarely moving or wandering away. Most cervidals remain with the same family group for their entire lives, leaving only to find a mate or to enlist in a leonal's cause.

Along with equinals, cervidals are the commoners of Elysium, but they're much shyer and more reclusive than their boisterous kin. They prefer to keep their own company and don't welcome strangers. In times of war, cervidals are light infantry, skirmishers, and auxiliaries. They'd rather fight a war of maneuver and skill than participate in a bloody slugfest.

	Equinal	Leonal
Climate/Terrain:	Elysium	Elysium
Frequency:	Common	Very rare
Organization:	Solitary (Band)	Solitary
Activity Cycle:	Day	Any
Diet:	Herbivore	Omnivore
Intelligence:	High (13–14)	Genius (17–18)
Treasure:	Incidental	Incidental
Alignment:	Neutral good	Neutral good
No. Appearing:	1–2 (3–18)	1
Armor Class:	0	–5
Movement:	24	24
Hit Dice:	6+3	12+6
THAC0:	15	9
No. of Attacks:	2 hoof-strikes	3
Damage/Attack:	1d8+8/1d8+8	2d4+9/2d4+9/1d8
Special Attacks:	Whinny	Roar
Special Defenses:	None	See below
Magic Resistance:	25%	50%
Size:	L (7½′ tall)	M (6′ tall)
Morale:	Champion (15–16)	Fearless (19–20)
XP Value:	5,000	18,000

I don't think you understood me. (Snort!) You're going to put that sword down and act nice, berk, or I'm gonna beat you like a drum. (Snort!) You're disturbin' the peace, and we don't care for that around here. Say, is that some tanar'ri blood I see in those pointy ears and glowin' eyes of yours? (Snort, whicker!)

– The equinal Drouhawhaa, to an unidentified tiefling

Equinals are one of the two most common types of guardinals. They resemble huge humans with some of the qualities of a draft horse. Their chests and shoulders're of truly heroic proportions, and their long arms end in thick, iron-hard fingers that make a creditable hoof when curled in a fist. The equinal's legs're even more horselike, with a reversed knee and true horse's hooves for feet. Its lower limbs are covered with short, bristly horsehair, and its face is long and narrow. A long, wild mane runs from the crest of their head down to the center of their backs.

Equinals enjoy each other's company and are more likely to be found together than other kinds of guardinals. Their home is the open fields and farmlands of Amoria, and they like to gather in small bands. (Call a group of equinals a "herd," and a body's likely to wake up with hoofprints where his nose used to be.) Equinals enthusiastically embrace any cause that allows them to stand hoof-to-toe with evil and beat it senseless.

Combat: Equinals are strong – very strong. The typical equinal's got the Strength of a stone giant (20), but an exceptional individual might be a shade stronger (21 or 22). In a fight, they disdain the use of weapons and wade in with a boxerlike routine of devastating jabs and uppercuts. A blow from an equinal's fist can splinter stone or crumple plate armor like paper.

In addition to attacking with its powerful fists, an equinal can *whinny* once per turn. This piercing shriek can *stun* creatures of 4 HD or fewer, or *deafen* creatures of more than 4 HD, if they fail their saving throw versus spell. The effects last 1d6 rounds, and the whinny affects any nonequinal within 20 feet. *Deafened* creatures suffer a –1 penalty to surprise checks and have a 20% chance to miscast any spell with a verbal component.

An equinal also has the following spell-like powers, usable once per round: *bless, command, fog cloud, light,* and *magic missile* (3 missiles). Once per day equinals can create a *wall of stone* or use *slow.*

Equinals can be damaged by any magical weapon, regardless of its degree of enchantment, or any silver weapon.

Habitat/Society: Equinals often settle down in a favorite meadow or glen, living there for months at a time before moving on. They're fond of athletic contests and games of skill, and while away many hours in such pastimes. They're good-natured creatures who welcome travelers, but they're often a little too boisterous and a basher ought to be careful about joining in equinal games. Equinals love a good brawl, and never back down from a fight – not even when any addlecove can see the equinal's outmatched.

In times of war, equinals are the heavy foot troops of Elysium. They're tough, tenacious, and courageous; once a number of equinals have it in their heads to do something, they'll make herculean efforts to achieve their objective. This can be a fault when equinals disregard new commands in order to doggedly pursue old ones to their conclusion.

Here I was in a dark alley of the Lower Ward, six abishai surroundin' me, the rest of my mates torn ta pieces. I was a deader fer certain, I said t'myself. Then this golden blur just appeared outta nowhere, slammed inta one of the abishai and took it apart. Me and the other abishai, we jus' blinked, and this golden fella straightened up. He had a wild mane of red-gold hair, and the green eyes of a lion or tiger, and his paws had four-inch gleamin' talons on 'em. He jus' looked *at those others and said, "Which of you wants to be next?" and those abishai turned tail and* ran. *That's the time I saw a leonal.*

– Guerrik the Old, retired dwarf adventurer

Leonals are the wisest and most powerful of the guardinals. They're chieftains and leaders when guardinals gather, but a leonal prefers to keep to itself when the forces of good allow it to rest. A leonal resembles a tall, muscular human with short, tawny-golden fur covering its body and a great red mane for hair. Its lower legs are formed like a great cat's, and its arms conceal steel-hard talons. The leonal's face is noble and terrifying at the same time; its mouth and nose meet in a subtle, flattened, lionlike muzzle, and a yawn reveals long, sharp fangs.

Leonals're at home in the wilds of Eronia, but they travel widely throughout Elysium. When they're not marshalling the guardinals against the threat of evil, they're often busy on some important mission or task. At rest, a leonal's a patient and regal creature; but when it confronts the forces of darkness, it's a remorseless and tireless warrior of good.

COMBAT: A word of advice: Don't pick a fight with a leonal. They're superhumanly strong, packing the power of a frost giant (21 Strength) in their compact, athletic frames. Their talons can inflict devastating damage, and their bite can be lethal. Leonals're incredibly fast and agile, and gain a –4 initiative bonus in any round they choose to make physical attacks. This agility allows them to dodge any missile or missilelike magical attack with a successful saving throw versus paralyzation. (This includes any thrown weapon, any missile fired by bow, crossbow, or sling, and spells such as *burning hands, flame arrow, Melf's acid arrow,* and other physical manifestations of magic except *magic missiles.*)



A leonal can roar three times per day. This roar affects a cone-shaped area 60 feet long and 20 feet wide at the end, and is the equivalent of a *holy word.* In addition, all creatures in this area suffer 2d10 points of damage and must successfully save vs. spell or be *deafened* for a day. (Deafened creatures suffer a –1 penalty to any surprise checks and have a 20% chance to miscast any spell.) Any evil creature within 200 yards must survive an additional saving throw vs. spell or be affected by *fear* for 2d6 rounds.

Leonals are surrounded by an aura of double-strength *protection from evil, 20' radius.* Once per round, they can use the following spell-like powers: *continual light, ESP,* cast a 10d6 *fireball, hold monster, know alignment, magic missile* (5 *missiles*), *polymorph self,* or create a *wall of force.* A leonal can *cure critical wounds, cure disease,* or *neutralize poison* three times per day, and once per day it can *heal other.* Once per year the leonal can grant a *wish.*

Leonals are never surprised, and can be hit only by +3 or better magical weapons.

HABITAT/SOCIETY: Even in peaceful Elysium, leonals are loners. They keep to themselves, roaming the forests and mountains of the more remote areas of the plane. Among other guardinals, leonals are considered to be nobility or royalty; at their command, other guardinals embark on missions or organize armies. The leonals use their authority carefully and only when they feel that a matter can't be attended to personally.

Leonals travel the planes extensively, keeping an eye open for trouble and dealing with it whenever they can. On rare occasions a leonal serves under a good power, acting as a proxy or adviser of some kind.



Climate/Terrain:	Elysium
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	1–8
Armor Class:	–2
Movement:	18
Hit Dice:	8+4
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d4+4/1d4+4/2d6
Special Attacks:	Howl, pull-down
Special Defenses:	Struck only by silver or +2 or better weapons
Magic Resistance:	35%
Size:	M (6′ tall)
Morale:	Fanatic (17–18)
XP Value:	9,000

The lupinals're the front-line troops of Elysium. Packs of 'em roam all over the plane, and often into the Outlands, Bytopia, or the Beastlands, searching aggressively for any hint of evil intrusion. While the other guardinals take their rest in Elysium, the lupinals hold themselves ready for battle at a moment's notice. Their organization and outlook are distinctly lawful at times, far more so than those of the other guardinals.

Lupinals are half-man and half-wolf. Their bodies are long, lean, and rangy. Their rear legs are bent like a wolf's, and they have long, pronounced muzzles with rows of sharp teeth. Lupinals are covered in short, fine, silvery-gray fur. At a distance, a lupinal could be taken for a werewolf in its hybrid form, but on closer inspection the lupinal is far less bestial and has a much more intelligent and expressive face — until it finds an evil quarry encroaching on its hunting grounds.

Like the equinals, lupinals are social creatures who often gather in small packs that hunt, play, and fight together. However, they're also comfortable being alone, and many lupinals prefer to keep their own company.

Combat: Lupinals are exceptionally dangerous in a fight. They are natural-born hunters and stalkers who use terrain, concealment, and ambush to great effect. When the time comes to break cover and join the fray, lupinals fight with a fierce animal savagery. Like leonals, they're very quick; they gain a –2 bonus to initiative rolls and can dodge normal, nonmagical missiles by making a successful saving throw versus paralyzation. Lupinals have exceptionally keen senses and are surprised only on a roll of 1.

The natural stalking abilities of a lupinal allow it to track by scent, move silently, or hide in shadows with a 95% chance of success in natural settings. In urban environments the lupinal's abilities are reduced to a 50% chance of success. Lupinals attack with their front claws and a powerful bite. Their rangy bodies are surprisingly strong; a lupinal's Strength is equal to 18/76. If a lupinal hits with its bite by a margin of 4 or more, it seizes its prey and forces its opponent to make a successful saving throw versus death magic or be dragged to the ground. The lupinal automatically hits with its bite each round thereafter until its foe is helpless or dead, or it's been seriously wounded.

The howl of a lupinal causes *fear* in any evil creature within 200 yards (unless the target survives a save versus spell, of course.) In addition, the lupinal can use the following spell-like abilities: *blink, blur, change self, darkness 15′ radius,* and *wraithform.* Three times per day the lupinal can *cure serious wounds, fly* for up to 3 turns (move 30, MC A), cast *magic missile* (4 missiles), or breathe a *cone of cold* 40 feet long and 10 feet wide that inflicts 8d4+8 points of damage. Once per day the lupinal can *cure disease* or *neutralize poison.*

Lupinals can be hit only by silver or +2 or better magical weapons.

Habitat/Society: Lupinals like to run in packs, but have little loyalty to any particular group. A lupinal might run with three different groups on three consecutive nights, or stay with the same band for months or years at a time. The most intelligent or wisest lupinal is always recognized as the pack leader, and the others obey him or her without reservation.

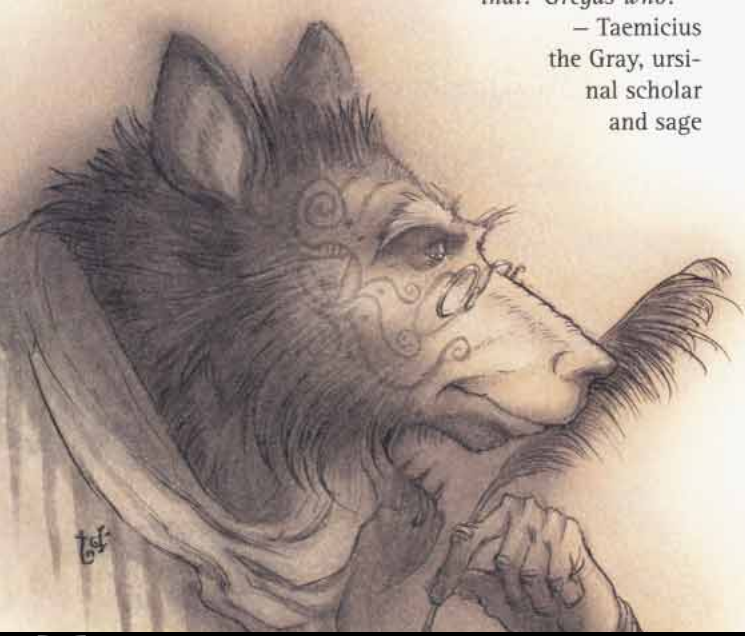
Lupinals're naturally suspicious of strangers and evaluate almost any creature they meet in terms of threat potential. They're wary of humans and the like, since they regard any mortal adventurer as a disaster waiting to happen. However, once the friendship of a lupinal is won, a body couldn't have a more loyal or steadfast companion.

Lupinals celebrate the hunt as a social gathering and bonding ritual. They never take sentient prey, but love the challenge and excitement of tracking a quarry that's trying to evade them. Lupinal packs are Elysium's first line of defense against invasion, and they take their responsibilities seriously.

Climate/Terrain:	Elysium
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	1 (1–2)
Armor Class:	–4
Movement:	12
Hit Dice:	10+5
THAC0:	11
No. of Attacks:	3
Damage/Attack:	2d6+7/2d6+7/1d10
Special Attacks:	Spell-like powers
Special Defenses:	Struck only by silver weapons or those of +3 or better enchantment
Magic Resistance:	45%
Size:	L (8′ tall)
Morale:	Fanatic (17–18)
XP Value:	14,000

Now, as you undoubtedly already know, Gregas was master of the sword known as Flamedancer. In elvish that's Illiaman, *of course. Illiaman was once the royal sword of Tuarhiviel, an elven domain that came to an end, oh, about 800 of your years ago. The last king of Tuarhiviel was Elnamien the Foreshortened of Years, whose daughter escaped the fall of the elf-kingdom and grew up practicing magic in the land of Zhared-Mai. A funny thing about the Zharedi; they eat only with their left hands, since in their culture it's considered a mark of respect for the host that the guest must be ready to defend himself at a moment's notice. Therefore their right hand rests on their hip, whether or not they're carrying a sword, you see – What's that? Gregas who?*

– Taemicius the Gray, ursinal scholar and sage



The scholars and philosophers of the guardinals are the ursinals, benevolent beings who resemble huge men and women with distinctive bearlike attributes. They're advisers to the leonals, and the record-keepers and magic-users of their race. Ursinals are open with their knowledge but love to digress endlessly and often free-associate through many iterations until they're holding forth on a subject with no relation to the original topic.

Ursinals stand 8 feet tall, with thick-set bodies. They're covered with light golden, red, or golden-brown fur that's long on their forearms, backs, and lower legs and too fine to see on their torsos and faces. An ursinal's face has a pronounced muzzle and high ear-tufts, but its expression is kindly. It's very difficult to move an ursinal to anger, but the powers pity the poor sod who manages the trick – it's said that a fighting-mad ursinal can tear his way through any three gehreleths.

Combat: Ursinals dislike combat and avoid physical confrontations until they become inevitable. However, a body'd be wise to watch out when the ursinal finally decides to stand his ground. An ursinal's as strong as a hill giant (Strength 19) and can dish out terrible damage with his sharp-clawed paws. If an ursinal hits an enemy with both paws, he can automatically hug his victim for an additional 2d10 points of damage and gains a +4 bonus to his bite attack against the hugged victim.

Ursinals're skillful mages and have the spell powers of a wizard of level 9 to 16 (d8+8.) They prefer spells of enchantment, misdirection, or divination, and rarely memorize many heavy-damage spells. Of course, under the right circumstances, an ursinal'll make use of any spell in his books. They're also fond of magical items such as rings, rods, or wands, and miscellaneous magic that enhances their spell-casting ability.

Like the other guardinals, ursinals have several spell-like powers that can be used once per round: *continual light, ESP, hold monster, know alignment, polymorph self, magic missile* (5 *missiles*), *sleep* (4d6 Hit Dice worth, affects creatures up to 7 HD), or create *solid fog*. An ursinal can *cure disease, heal,* or *neutralize poison* three times per day, and once per day he can speak a *holy word*. Once per year the ursinal can grant a *limited wish*.

Ursinals can be hit only by silver weapons or those that have been enchanted to +3 or better. They're never surprised in Elysium.

Habitat/Society: The advice of an ursinal is a much sought-after commodity. As librarians, scholars, and record-keepers, they carefully catalogue and sort all manner of information. They're especially knowledgeable about magical matters and also have a keen interest in prime-material histories and linguistics. In Elysium it's said that if an ursinal doesn't know something, he knows where to go to find out.

Ursinals are solitary creatures, but almost all are linked by constant correspondence and magical communications. They're also fond of the company of lesser guardinals or petitioners who can "benefit" from the ursinal's wisdom. Some bashers view ursinals as intrusive busybodies, but most of their advice is strikingly accurate and always well intended.

Gulguthydra

CLIMATE/TERRAIN:	Swamp or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE TYPE:	Nil (B)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2 tentacles, 6 heads
DAMAGE/ATTACK:	2d6/2d6/1d8+4 (×6)
SPECIAL ATTACKS:	Grab, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20')
MORALE:	Champion (16)
XP VALUE:	10,000



The gulguthydrae combine the worst attributes of the gulguthras (otyughs and neo-otyughs) and hydrae. Six misshapen hydra heads perch in a circle atop the hulking body of this hybrid, which also possesses the gulguthra's two ridged tentacles. The beast's skin is hard, almost rocklike, and its dingy gray to dusky brown coloration aids it in hiding within its chosen domains—dark swamps or caverns and dungeons. Three squat legs provide locomotion while the two tentacles constantly check the vicinity for edible materials. Gulguthydrae smell noticeably of rot and decay.

These creatures are so rare that it is unknown if they have any language of their own or if they are able to communicate with other creatures at all.

Combat: Gulguthydrae are always on the hunt, running their ridged tentacles over the ground and walls or trees, searching for food. When such is found, the tentacles lift the foodstuffs to the mouths of the hydrae. If the "food" resists, the tentacles strike, each inflicting 2d6 points of damage. If the gulguthra's attack roll is at least 4 greater than needed to hit, the prey is grabbed. A grabbed prey can attempt a bend bars/lift gates roll to escape every round after the first; the prey is constricted for 1d6+1 points of damage per round, and is lifted toward one of the hydra heads for consumption. A hydra head bites prey held by a tentacle with a +4 attack bonus and inflicts 1d8+4 points of damage (this attack occurs the first round after the victim is grabbed). Up to two heads can bite a target held in a tentacle, and the hydra heads also can attack on their own. Thus, a gulguthydra can attack up to eight creatures in a round (one for each tentacle, and one per hydra head).

Habitat/Society: Little is known of how these creatures interact with each other. Gulguthydrae consume any animal or vegetable matter, be it living or dead, fresh or rotted. Driven by its hunger, a gulguthydra will not pursue active prey if sufficient amounts (50 to 100 lbs.) of other, passive, foodstuffs are available.

Ecology: Gulguthydrae are perhaps the ultimate scavengers. Solitary creatures, the gulguthydra incessantly roams its swamp or underground domain for food to drive its massive bulk. A ferocious opponent, a gulguthydra seldom needs to retreat. Its slow movement rate does not contribute to speedy withdrawals in any case.

Their method of reproduction, if any, is unknown.

Gurik Cha'ahl

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–2
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Surprise, camouflage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3'–4')
MORALE:	9
XP VALUE:	65



The gurik cha'ahl (" ghost people") are the dangerous and unpleasant offspring of the Ilquar goblins of Taladas. They are the ill–favored who, driven out of the villages, have managed to survive in the forests against the odds. They look much like normal goblins, except for some abnormality that marks them.

Combat: The ghost people are not brave warriors and are never likely to be. Their survival has been due to their stealth, cunning, and deceitfulness, not their fierce combat prowess.

Gurik cha'ahl are quite stealthy. They move silently 70% of the time and have a natural ability to use camouflage and natural ter–ram. There is only a 25% chance they are spotted by casual observation This chance improves by 30% for close scrutiny and an additional 30% if the gurik cha'ahl is moving. (Thus there is a 85% chance of spotting a moving gunk cha'ahl if the character watches carefully.) While the ability to move silently applies to any type of terrain, the camouflage ability requires the presence of some concealing terrain, although it can be quite slight.

A gurik cha'ahl that moves silently imposes a –4 penalty to the party's surprise rolls. One that fails to move silently but is still unspotted causes a –2 penalty to character surprise rolls.

Once in combat, a gurik cha' ah1 will try to cause as much harm as possible, or steal something useful and escape as quickly as it can. The creatures have no desire to fight it out or battle superior odds. Thus most attacks by the gurik are against lone stragglers or solitary hunters. On rare occasions several gurik will operate together as a group.

Habitat/Society: The gurik cha'ahl are solitary dwellers. Rejects of the goblin tribes who live in the Ilquar Mountains, the gurik cha'ahl have managed to survive alone in the wilderness against the odds. Some have dim memories of their childhood, but most were abandoned at too young an age to remember. Nonetheless, the similarity in appearance between themselves and the goblins has not escaped their notice. They have developed an intense hatred of the goblins and delight in causing them harm.

The gurik cha'ahl are loners, without friends or communities. Because of their natures, they do not even trust each other– and classify other gurik with the goblins in general. The few times they do cooperate are when they are faced with a large incursion of goblins. Although they are spiteful and violent, their rage is directed mostly at the goblins. They attack other creatures for food and little else.

Ecology: The gurik cha'ahl act as predators and scavengers in their territory. Beyond this, their role in the local culture is strictly as a tool for mothers to scare children, a bogeyman to frighten them into being good or going to sleep.

Climate/Terrain:	Temperate plain or forest
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	K (W)
Alignment:	Chaotic good
No. Appearing:	2d4
Armor Class:	3
Movement:	15
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/2d4 (peck)
Special Attacks:	Sneeze
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S–M (3'–6' tall)
Morale:	Average (8)
XP Value:	120 270 (cockrobin) 1,400 (rooster)

Gyerians—excitable, birdlike humanoids—make their home in the grasslands and forests of Mystara. Although flightless, gyerians are migratory beings that travel in flocks, moving east to west every spring and returning in the fall.

The creatures usually stand 3 to 4 feet tall, but certain specimens may grow as tall as 6 feet. They all have bulging eyes and sharp, hooked beaks. Fine feathers ranging from light tan to deep brown cover their bodies, while their arms sprout longer feathers to give them the appearance of wings. Gyerians possess long, graceful, four-fingered hands and powerful, clawed feet.

Combat: The naturally nervous gyerians never seek out fights. Instead, they flee whenever the opportunity presents itself. However, when retreat seems impossible or when their young face a threat, the creatures attack by clawing with their powerful, three-toed feet and jabbing with their hooked, beaklike noses.

While fighting, a gyerian emits a series of loud squeals and cries. Others of its flock (2d4 total) within hearing distance (normally a half mile) come to the aid of their fellow in 1d4 rounds, as long as they make a successful morale check.

Additionally, a *very* nervous gyerian may emit a tremendous sneeze so powerful that anyone in front of the creature must make a Dexterity check or be bowled over for 1d4 points of damage. Any such unfortunates then must spend the next round recovering their footing. A gyerian may sneeze any time it feels particularly nervous (even when not in battle!), but it cannot use any other attack in the same round.

Habitat/Society: As social creatures, gyerians live in flocks of 10d4 individuals. Their settlements, simple affairs known as gyer, are composed of nesting huts woven from straw and branches and daubed with mud. Plains gyerians hide their dwellings among tall grasses, while those in the woods secrete them within tall bushes. They build these homes quickly each year, meaning them to last only until migration. Each flock has its own migratory patterns and settlement areas; a gyerian separated from its flock always can find its way back to one of its flock's nesting grounds.

The extremely shy gyerians generally avoid contact with other humanoids, particularly humans. However, they get along well with elves, and feel less nervous dealing with humans if elves are present.

Gyerians go through elaborate mating rituals in the early spring. For several weeks, males of the species grow feathers in vivid greens and blues over most of their bodies. During these weeks, the males put on complicated displays ranging from beautiful dances to sparring contests involving two to five creatures. Only during this time of year do male gyerians go out of their way to attack humans or other humanoids. This behavior ends when the mating season does.

Female gyerians lay 1d4 eggs, which they guard fiercely. The eggs hatch in late summer, producing young that quickly become mobile. The fussy gyerian mothers tend to keep their fledglings no more than a few wingspans from themselves.

Ecology: Gyerians are restless fishers and gatherers that remain constantly on the lookout for the berries, roots, insects, fish, and snails that make up their diet. A particularly hungry gyerian will resort to eating grasses or even hunting rabbits, giant rats, or other small game.

These creatures treasure gems and other shiny objects solely for their pretty appearance. They often fill their homes with such items, and the higher-ranking members of a flock adorn their bodies with shiny rings, necklaces, etc. Their fascination with such objects can become so extreme that, on occasion, a group of gyerians may enter human encampments in search of baubles.

Cockrobins

One of every 10 gyerians is a larger specimen known as a cockrobin, a foe more formidable than an average gyerian (AC 2; HD 5; damage 1d6/1d6/2d12; size 5+ feet tall).

Roosters

A flock of gyerians always follows a powerful rooster. These leaders are very tall (6 feet) and strong (AC 1; HD 7; damage 1d8/1d8/2d16), and less likely to flee combat (morale 12). With the rooster present, normal gyerians have a morale of 10.



Hadozee

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Company
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	G
ALIGNMENT:	Neutral
NO. APPEARING:	3-18
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Elite (13)
XP VALUE:	120



Called "deck apes," hadozee are indeed ape-like. Though taller and more slender than the typical ape, hadozee have brown hair covering their bodies, with a shaggy mane surrounding all of the head except for the face. The mouth is a protruding muzzle with several long fangs.

The most unusual feature of a hadozee is the membrane of skin that normally hangs loosely from the creature's arms and legs. When a hadozee raises its hands over its head, this membrane is stretched taut and the creature has a limited gliding ability, as explained below.

Hadozee are very nimble. They can climb trees, ropes, poles, and sheer surfaces as 10th-level thieves. Their feet are fully as dexterous as their hands, even to the extent of having opposable thumbs. Hadozee are tailless.

Hadozee are often hired as mercenary crews by spacefaring races, though they have no space travel capabilities of their own. Also, the race has a well-known capability for hard work, so they are most commonly encountered as hired crewmen on the vessels of others. They are especially popular with elves, both as crewmen and hired warriors.

Combat: Hadozee are born warriors, thoroughly at home in melee combat. They can use all weapons that humans can. Indeed, hadozee can wield a weapon in each hand—or in a hand and a foot—without penalty for two-handed combat. Their preferred weapons include long swords, spears, and halberds.

A hadozee can glide through the air by spreading the membranes on its wings, traveling one foot forward for every foot of height it loses.

In addition, hadozee have learned to exploit the gravity plane in their attacks against space vessels. Hadozee dive toward the enemy deck or hull, seeking a place to land and wield their weapons. If no place presents itself, they dive past the vessel and through the gravity plane. They then soar up a distance equal to three-quarters that from which they originally descended, and can maneuver around to dive back at the vessel from the other side of the gravity plane.

Habitat/Society: Hadozee of both sexes are eager to be accepted into the companies of sailors and mercenaries that sail among the stars. A group of young adults trains together, forming a company of up to 20 or 30 individuals. They then seek work for the master of a spacefaring vessel. The highest honor for a hadozee is to hire on as crew or warrior for elves.

Only when they grow too old for the life of activity and adventure do hadozee return to a world, where they mate and raise the next generation.

The hadozee relationship with elves goes back to the time of the Unhuman Wars, when the deck apes first showed a level of conscience and culture greater than the orcs and their kin, with which they had previously been grouped. The hadozee aided the elves in that war, and they have been allied ever since. The elves have willingly employed the talents of the hadozee, and have in return paid them well. The elves in no way consider the hadozee to be an equal race, however.

Ecology: Hadozee have the same sustenance and protection needs as humans. Their diets are a little more adaptable—they will eat grubs and insects, for example—and they like their climate warm to tropical. But they can dress for cold weather and eat human food without complaining.

	Annis	Green	Sea
CLIMATE/TERRAIN:	Any land	Any land or river	Any water
FREQUENCY:	Very rare	Very rare	Rare
ORGANIZATION:	Covey	Covey	Covey
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Average (8-10)
TREASURE:	(D)	(X, F)	(C, Y)
ALIGNMENT:	Chaotic evil	Neutral evil	Chaotic evil
NO. APPEARING:	1-3	1-3	1-3
ARMOR CLASS:	0	-2	7
MOVEMENT:	15	12, Sw 12	Sw 15
HIT DICE:	7+7	9	3
THAC0:	13	11	17
NO. OF ATTACKS:	3	2	1
DAMAGE/ATTACK:	9-16/9-16/3-9	7-8/7-8	7-10
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	20%	35%	50%
SIZE:	L (8' tall)	M (5'-6' tall)	M
MORALE:	Champion (15)	Fanatic (17)	Steady (11)
XP VALUE:	4,000	4,000	1,400

Hags are witch-like beings that spread havoc and destruction, working their magics, and slaying all whom they encounter.

Hags appear as wretched old women, with long, frayed hair, and withered faces. Horrid moles and warts dot their blotchy skin, their mouths are filled with blackened teeth, and their breath is most foul. Though wrinkled and skinny, hags possess supernatural strength and can easily crush smaller creatures, such as goblins, with one hand. Similarly, though hags look decrepit, they run swiftly, easily bounding over rocks or logs in their path. From the long, skinny fingers of hags grow iron-like claws. Hags use these claws (and their supernatural strength) to rend and tear at opponents in combat. Their garb is similar to that of peasant women, but usually much more tattered and filthy.

Combat: The combat abilities of hags vary with each type (see below for details), but all hags possess the following: 18/00 Strength or greater, some level of magic resistance, and the spell-like ability to *change self* at will. Hags use this last ability to attract victims, frequently posing as young human or demihuman females, helpless old women, or occasionally as orcs or hobgoblins. A disguised hag reveals her true form and leaps to the attack when weak opponents come near. Against well armed and armored parties, hags maintain their disguise and employ further trickery designed to place the intended victim in a more vulnerable position. This trickery can take any of several forms, including verbal persuasion, leading the victim into a prearranged trap, and so on.

The one weakness of hags is their arrogance. Hags have great disdain for the mental abilities of all humans and demihumans and, though hags are masterful employers of disguise, clever characters may be able to glean a hag's true nature through conversation.

Habitat/Society: Hags live alone or in coveys of three. They always choose desolate, out-of-the-way places in which to dwell. They sometimes coexist with ogres or evil giants. The former act as servants or guards for hags, but giants are treated with respect (for obvious reasons) and often cooperate with hags to accomplish acts of great evil against the outside world.

While individually powerful, hags are much more dangerous when formed into a covey. A covey is composed of three hags of any combination (e.g., two annis and a green hag, three annis, etc.). Coveys have special powers that individual hags don't possess. These powers include the following spells: *curse, polymorph other, animate dead, dream, control weather, veil, forcecage, vision,* and *mind blank*. Covey spells can each be used once per day, and take effect as if they were cast by a 9th-level spellcaster. To cast one of these spells, the members of the covey must all be within 10 feet of each other and the spell being cast must be in lieu of all other attacks.

Coveys never cast these spells in combat, instead these spells are used to help weave wicked plots against neighboring human or demihuman settlements. A common ploy by coveys is to force or trick a victim into performing some heinous deed. This deed usually involves bringing back more victims, some of whom are devoured by the hags; the rest are used on further evil assignments. Any creature fortunate (or unfortunate) enough to resist a covey is immediately devoured.

A covey of hags is 80% likely to be guarded by a mixture of 1d8 ogres and 1d4 evil giants. Coveys often use one or two of their ogres as spies, sending them into the world beyond after polymorphing them into less threatening creatures.

These minions frequently (60%) wear a special magical gem called a *hag eye*. A *hag eye* is made from the real eye of a covey's previous victim. It appears to the casual observer to be no more than a low-value gem (20 gp or less), but if viewed through a *gem of true seeing*, a disembodied eye can be seen trapped in the hag eye's interior. This hidden eye is magically connected to the covey that created the *hag eye*. All three members of the covey can see whatever the *hag eye* is pointed at. *Hag eyes* are usually placed on a medallion or brooch worn by one of the hag's polymorphed servants. Occasionally *hag eyes* are given as gifts to unsuspecting victims whom the hags want to monitor. Destroying a *hag eye* inflicts 1d10 points of damage to each member of the covey that created it, and one of the three hags is struck blind for 24 hours.

Hags commonly inhabit bone-strewn glens deep within forests. There is an 80% chance that hags are keeping one or two captives in a nearby earthen pit or *forcecage*. These prisoners are held for a purpose known only to the hags themselves, though it will certainly involve spreading chaos into the outside world. Prisoners kept in a pit are guarded by an evil giant or one to two ogres; those in a forcecage are left alone.

Ecology: Hags have a ravenous appetite and are able to devour man-sized creatures in just 10 rounds. They prefer human flesh, but settle for orc or demihuman when necessary. This wanton destruc-

tion has earned hags some powerful enemies. Besides humanity in general, both good giants and good dragons hunt hags, slaying them whenever possible. Still, hags multiply rapidly by using their *change self* ability to appear as beautiful maidens to men they encounter alone. Hag offspring are always female. Legends say that hags can change their unborn child for that of a human female while she sleeps. They further state that any mother who brings such a child to term is then slain by the hag-child she carries. Fortunately, such ghastly tales have never been proven.

Hags hoard fine treasure, using the jewelry and coins to decorate the bones of their more powerful victims, and the finer gems (500 gp value or higher) to manufacture magical *hag eyes*.

Annis

The largest and most powerful of all the hags, annis stand seven to eight feet tall. Their skin is deep blue in complexion, while their hair, teeth, and nails are glossy black. The eyes of an annis are dull green or yellow. Annis have normal infravision (60-foot range), but superior hearing and sense of smell. Annis are surprised only on a 1 on 1d10.

An annis attacks using its talons and teeth to inflict horrible wounds. In melee, annis tend to close and grapple. An annis that hits an opponent with all three of its attacks in one round has successfully grappled its opponent. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim uses some magical means to escape the hag. Otherwise, the annis will continue to hold the victim in its grasp, and deliver damage with its raking talons and sharpened teeth each round until the victim is slain.

In addition to normal attacks, annis have the ability to cast *fog cloud* three times per day. This spell is used to confuse resistance or to delay attack by a superior foe. Annis can also *change self* like all hags, appearing as a tall human, ogre, or even a small giant. These spells are cast at 8th level for purposes of determining spell range, duration, etc.

The skin of an annis is iron-hard; thus edged weapons cause 1 less point of damage when they hit these hags. Conversely, blunt weapons (including morning stars) cause 1 additional point of damage against an annis.

Annis speak their own language, as well as ogre, all evil giant tongues, and some common. Some of the most intelligent annis can speak common fluently and know a smattering of various demihuman languages. Annis are believed to live for 500 years.

Greenhag

These wretched creatures live in desolate countryside and amid dense forests and swamps. Greenhags, as their name implies, have a sickly green pallor. Hair color ranges from near black to olive green, and their eyes are amber or orange. Their skin appears withered but is hard and rough like the bark of a tree. Due to their coloration and their ability to move with absolute silence, greenhags impose a -5 penalty to an opponent's surprise roll when in a forest or swamp. They have superior hearing, smell, and sight, including infravision (90-foot range). They are only surprised on a roll of 1 on the 1d10 surprise roll.

Rock-hard talons grow from the long, slender fingers of greenhags. They use these talons to slash and rend their opponents. Smaller than their annis cousins, greenhags nonetheless possess Strength equivalent to that of an ogre (18/00). Because of their great Strength, all their attack rolls gain a +3 bonus and all hits receive a +6 damage bonus.

Greenhags can cast the following spells at will, one spell per round: *audible glamor, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing,* and *weakness*. Each spell is employed at 9th level of ability.

To lure victims, greenhags typically use their mimic ability. This enables them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help and crying are common deceptions employed by greenhags. They are also able to mimic most animals.



Greenhags speak their own language (a dialect of annis) as well as all demihuman languages and common. These are the longest lived of all hags—they can live for up to 1,000 years.

Sea Hag

These, the most wretched of all hags, inhabit thickly vegetated shallows in warm seas and, very rarely, overgrown lakes. Warts, bony protrusions, and patches of slimy green scales dot their sickly yellow skin. Their eyes are always red with deep, black pupils. Long, seaweed-like hair hangs limply from their heads, covering their withered bodies.

Sea hags hate beauty, attempting to destroy it wherever it is encountered. Sea hags can *change self* at will, and often use this ability to draw their victims within 30 feet before revealing themselves. The true appearance of a sea hag is so ghastly that anyone viewing one of these hags grows weak from fright unless a successful saving throw vs. spell is rolled. Beings that fail their saving throw lose 1/2 of their Strength for 1d6 turns. Worse still, sea hags can cast a deadly glance up to three times a day. This look affects one creature of the sea hag's choosing within 30 feet. To negate the effects of this glance, the victim must successfully save vs. poison. If the saving throw is failed, the victim either dies immediately from fright (25% chance) or falls stricken and is paralyzed for three days (75% chance). Few who survive the glance live to tell of it, for sea hags quickly devour their helpless victims.

Sea hags always use their deadly glance as their primary form of attack; they will melee, but only if they have the advantage of numbers. Unlike other hags, sea hags use daggers in combat, receiving a +3 bonus to their attack roll and a +6 damage bonus, due to their ogre-like Strength.

Sea hags speak their own language as well as common and the languages of annis, and sea elves, and live for 800 years.

Hag, Sea, Greater

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CLIMATE/TERRAIN:	Any aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	B, C, Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Swim 15
HIT DICE:	2-8
THAC0:	19 (2 HD) 17 (3 & 4 HD) 15 (5 & 6 HD) 13 (7 & 8 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+6 (dagger or claw) or 1d6+6 (short sword)
SPECIAL ATTACKS:	Ogre strength (+3 to attack rolls, +6 damage), *charm* gaze, ghastly visage, spells
SPECIAL DEFENSES:	*Change self,* immune to charms, spells
MAGIC RESISTANCE:	50%
SIZE:	M (3 foot tall plus 3-foot tail)
MORALE:	Champion (15)
XP VALUE:	2 Hit Dice: 975 3 Hit Dice: 1,400 4 Hit Dice: 2,000 5 Hit Dice: 3,000 6 Hit Dice: 4,000 7 Hit Dice: 5,000 8 Hit Dice: 6,000



One of the most dreaded denizens of the deep, greater sea hags are fortunately rare. They are thought by some to have descended from twisted servitor creations of Olhydra, princess of evil water creatures and ruler over the Plane of Elemental Water (which in turn argues that lesser sea hags, and perhaps all other hags, are merely degenerate descendants of greater sea hags). They appear as wrinkled, withered old crones with seaweed-green hair that covers their green-scaled bodies, iron-like claws, and fiery red eyes. Some can't be distinguished from lesser sea hags, but others are noticeably larger and more charismatic.

Combat: Though they lack the *death gaze* power of their lesser km, greater sea hags can work a powerful *charm* three times a day by making eye contact with an intelligent creature. Those so *charmed* remain in this state until the hag is killed or the *charm* is magically dispelled; victims do not get additional saves as time passes. Greater sea hags are themselves immune to all *charm, suggestion,* and other mind-influencing magics or psionics.

A greater sea hag can cast *change self* so as to resemble any sea creature, usually choosing one as beautiful as she is ugly, such as a mermaid or nereid. This disguise is often used to deceive seafarers into following a dangerous course—onto rocks, reefs, or other hazards—and causing their vessels to be wrecked. The hag then seizes any sunken treasure and devours the drowned seamen at will. The true appearance of a greater sea hag is so ghastly that anyone viewing it must make a saving throw vs. spell or lose half his or her Strength for 1d6 turns.

Greater sea hags are most greatly feared, however, for their magic use. They possess the spellcasting abilities of mages equal in level to their own Hit Dice. The following spells are ones typically used by greater sea hags, although they may know any spells of appropriate level listed in the *Player's Handbook.* DMs interesting in underwater spellcasting may wish to consult the appropriate chapter in DMGR9, *Of Ships and the Sea.*

1st level: *audible glamer, dancing lights, enlarge, expeditious retreat,* magic missile, phantasmal force, protection from good, shield, shocking grasp, sleep, taunt, tears of the crocodile,** ventriloquism.*

2nd level: *blindness, blur, darkness 15' radius, detect good, ESP, invisibility, know alignment, levitate, locate object, mirror image, ray of enfeeblement, shatter, stinking cloud, web.*

3rd level: *blink, clairaudience, clairvoyance, dispel magic, haste, hold person, lightning bolt, monster summoning I, protection from normal missiles, slow, spectral force, suggestion, tongues.*

4th level: *charm monster, confusion, curse, dimension door, emotion, enervation, Evard's black tentacles, improved invisibility, minor globe of invulnerability, monster summoning II, phantasmal killer, plant growth, polymorph other, polymorph self, shout, wizard eye.*

*spell from *PLAYER'S OPTION: Spells & Magic.*

**spell from *Of Ships and the Sea.*

A rare few greater sea hags are psionic wild talents. Such individuals always have unpredictable powers, not the abilities exhibited by a being who has developed personal psionic abilities in the usual manner.

If they must battle an opponent directly (something they tend to avoid), greater sea hags use daggers or short swords. When making any physical attack, their great strength (18/00) allows them a +3 bonus to the attack roll and a +6 damage bonus.

Habitat/Society: Greater sea hags usually lair in undersea caves filled with the spoils they have salvaged from sunken vessels; sometimes they claim captain's cabins of those ships if the chambers are lavish enough. Much of their time is spent grinding salt through the use of magical rock-crushing devices; greater sea hags derive essential sustenance from sea salt. When not grinding salt or hunting prey, greater sea hags seek to enrich their treasure hoards, often with the help of charmed helpers or evil aquatic creatures. They take pride in knowing their undersea surroundings well and can often spot concealed or magically disguised intruders or newly-arrived items by the change in familiar seafloor topography. On the other hand, greater sea hags won't hesitate to boldly strike forth into new territories, making long forays into strange seas. The waters of the Fire River, flowing out into the Sea of Fallen Stars, seem to attract greater sea hags. In general, they favor regions having "interesting" sea bottoms, such as reefs, underwater crags and rifts, and ship graveyards adorned with lots of wrecks.

Ecology: Greater sea hags are thankfully rare and seldom reproduce, being jealous and suspicious of all other life. They sometimes dwell with their lesser kin but never seem to take part in coveys. They can live for as long as a thousand years and speak the tongues of sea elves, their own language, and annis (the hag languages). Danger and strong foes seem to attract them, and they serve as the ultimate predator of human-sized or smaller opponents. Most sharks avoid sea hags, having learned the bite of their fell magic.

Hag, Bheur

CLIMATE/TERRAIN:	Cold regions (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	12, fly 48 (A)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6
SPECIAL ATTACKS:	*Staff of frost*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M
MORALE:	Fanatic (17)
XP VALUE:	6,000



The bheur, or *blue hag*, of Rashemaar legend is said to be the bringer of winter, capable of spreading deadly cold over a wide area. Rashemaar tales are uncertain whether there is only one bheur or many, but in all stories she is a powerful and malevolent creature who serves the useful purpose of helping to bring winter. She is invariably defeated and driven off each spring.

In most stories the bheur resembles a hideous, wrinkled old crone with pale blue-white skin and snow-white hair, wrapped in a tattered gray-blue shawl. She carries a gnarled gray staff taller than she is, and her voice howls of icy winds.

Some stories tell of the bheur and orglash (ice spirits) working in concert to mislead, attack, and devour travelers. No one knows whether these tales of cooperation between the blue hag and orglash are true; witnesses are unlikely to live to tell the tale.

Other legends speak of epic battles between high-ranking *wychlaran* (the Witches of Rashemen) and the bheur, and of the early onset of spring as a result of victory by the Witches. The Witches themselves believe that the bheur is a natural part of the land and serves a useful purpose, but they will fight the blue hag if she begins to act arbitrarily or cruelly. As the Witches say, winter is the best part of the year, but even winter pales in the month of Hammer.

Combat: The bheur fight by laying their cold palms upon victims, causing intense pain and 2d6 points of damage from pure frost. Flame-based creatures take double damage.

A bheur carries her *staff of frost*, which functions in the same manner as a *wand of frost* save that it never needs recharging. The staff functions only for a bheur; out of her hands, it is useless. If a bheur's staff is lost or destroyed, she must leave the Prime Material Plane for a year in order to regain a new one.

The bheur is entirely immune to all cold-based attacks and suffers only half-damage from fire-based attacks, but she sustains double damage from acid and electricity. The bheur is thus reluctant to engage wizards who use such spells in combat.

Habitat/Society: Some claim that the bheur themselves bring the cold, others that the cold draws the bheur.

As the skies turn slate-gray and snow swirls down from the sky, driven on howling winds, the Rashemaar shut their doors tightly, make certain that they have laid in enough wood and food for the winter, and cower in the terrible weather. During this time the bheur is abroad, and most Rashemaar fear her greatly.

Like the dreaded uthraki shapechanging spirits, bheur prefer to prey upon lone travelers, freezing them and devouring their frozen bodies. The bheur is also said to sneak into people's homes if the doors and windows are not properly sealed, where they snatch away young children or unsuspecting residents. Such stories are probably cautionary tales against leaving windows and doors open, but they usually do the job keeping young Rashemaar in line for fear of the blue hag.

Ecology: No one has ever seen two blue hags together, leading to a widespread belief that there is only one bheur in all of Rashemen. After freezing victims, the bheur dines on the icy corpses, and it is said that anyone who sees a bheur devour its victim may be struck blind or driven mad. Characters who witness such an act must successfully save vs. death magic or be blinded (75%) or driven insane (25%). Insane characters flee (50%), attack anyone nearby, friend or foe (30%), or collapse in a catatonic heap, incapable of speech or movement (20%). The madness lasts 2d6 days unless the victim receives a *cure disease* or *remove curse* spell.

Hag, Night

Climate/Terrain:	Lower Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	0
Movement:	9
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	Cause disease
Special Defenses:	Spell immunity, +3 weapons to hit
Magic Resistance:	65%
Size:	M (5′ tall)
Morale:	Average (8–10)
XP Value:	12,000

Night hags inhabit the Gray Waste and, practically speaking, rule it. They are wretched females with hideous dark blue-violet skin, jet black hair, and glowing red eyes; long, wicked claws on their hands and feet; and foul rotting fangs protruding from their dry, festering lips.

Night hags speak multiple languages, preferring those that help them in their dealings with evil beings.

Combat: Night hags, thoroughly evil, attack any good creature without cause if they feel they have a reasonable chance of victory.

A night hag can bite (2d6 damage and save vs. poison or contract a disease). Night hags also have a bewildering variety of spell-like abilities they can use one at a time, once per turn, at will: *know alignment*, *magic missile* (4 missiles, 5 times per day), *polymorph self*, *ray of enfeeblement* (3 times per day), and *sleep*. A night hag's powerful *sleep* spell affects selfishly evil monsters or characters up to 12 Hit Dice or 12th level unless the victim saves vs. spells. The hag strangles her sleeping victim and takes its spirit to the Gray Waste as a larva, where it becomes a macabre form of currency.

If the *sleep* spell fails, the night hag visits the evil victim nightly in ethereal form, which it can assume at will, intruding on the victim's dreams and riding on the victim's back until dawn. In this way the night hag hopes to drive the victim mad. The victim cannot remove the night hag, and each nightly ride permanently drains 1 from the victim's Constitution. When the victim's Constitution reaches zero, the victim dies, and the night hag returns to the Waste with the larval life force. The only way to defeat a riding night hag is to destroy it either in its normal or ethereal form. Both the *sleep* and dream intrusion work only against a mortal who displays selfish evil.

Night hags are immune to the effects of *charm*, *sleep*, *fear*, fire-, and cold-based attacks. A silver, cold iron, or +3 or better weapon is needed to harm them.

Habitat/Society: Night hags rule the Waste by default. They round up and herd larvae for barter with fiends of all types. Tanar'ri and baatezu alike require larvae for their quasits and imps, and some liches use larvae to maintain their undead condition.

Night hags are said to see the multiverse as a place of eternal conflict. They believe it is unwise to form permanent alliances, for those who rule today are apt to be slaves tomorrow. Nevertheless, their keen minds and perfect memories cause many to seek the hags for wisdom and counsel.

Night hags are always willing to trade for knowledge, magical items, and spirits. However, if those trading with them do not match or exceed the hags in strength, the hags later track them down and make them into larvae.

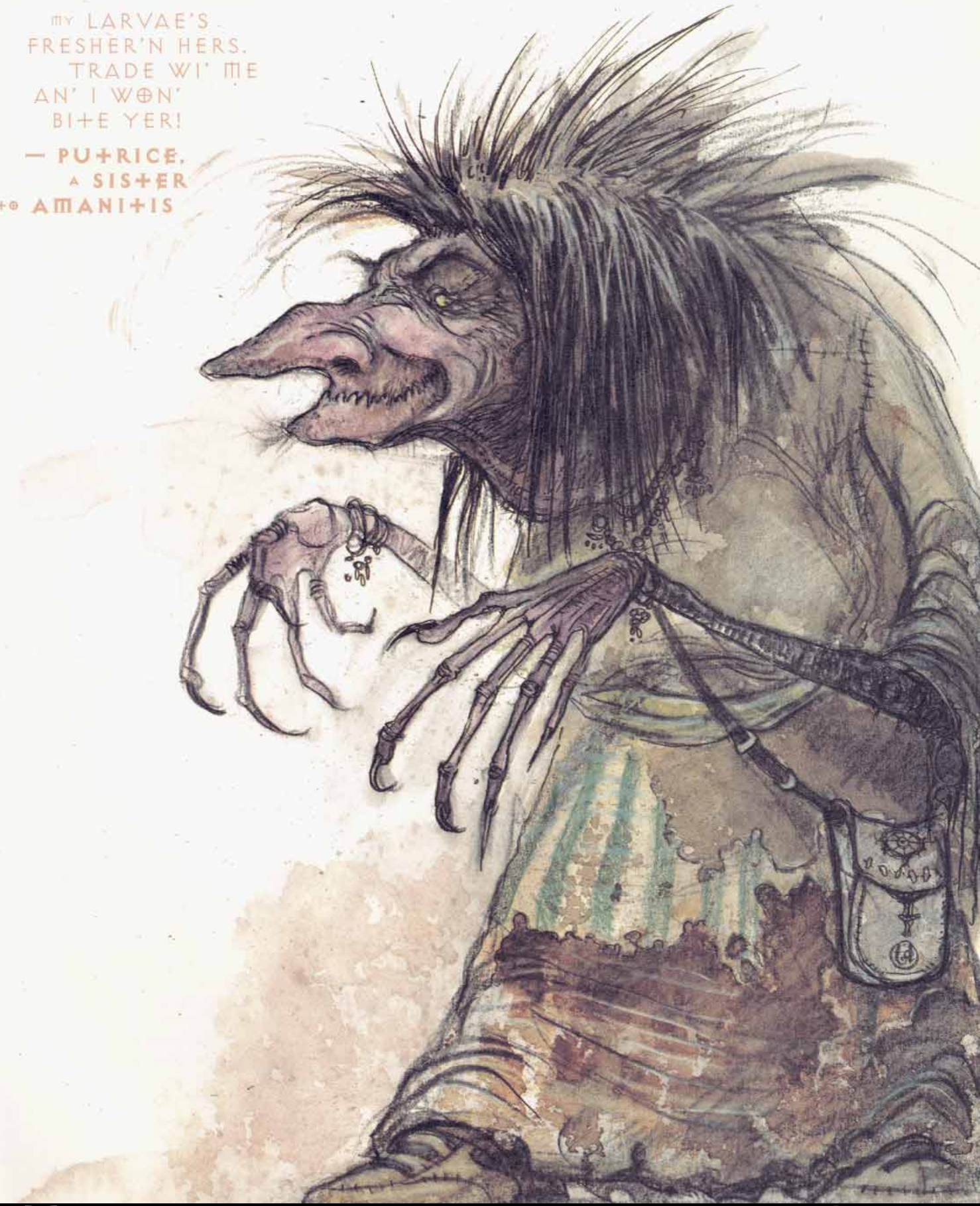
Some lords of the Lower Planes take night hags for wives. From such unions are only born more night hags, equal to others of their race and not partaking of the characteristics of their sire. It is said that occasionally hags travel to other planes, assume the forms of beautiful women, and become wives of powerful wizards, that they might thereby gain further secrets of the universe.

Hags have no particular hatred for any one race or type of beings, even their own. Their inability to form permanent alliances is probably the only thing that has kept them from wielding greater power on the Lower Planes. Likewise, the only thing that keeps a hag's cruelty in check is her burning desire to know all things. Certain human colleges were founded by night hags, and some research projects – even those carried out by the most moral of wizards – have been ultimately found to be financed by hag gold.

Very few beings have ever outwitted a hag. In such cases the hag spends years coming up with an intricate plot to outtrick the trickster. Night hags do remember any kindness shown to them, as well, but they appear less motivated to repay it.

Ecology: Night hags are the only lower-planar inhabitants that actually seek out humans and kill them for their spirits. They destroy any life form they can overpower. Night hags are mercilessly wicked.

Night hags carry a special periapt called a *charm of blackness*. Created by hags deep in the pits of the Waste, they instantly cure any disease the possessor contracts and gives a +2 bonus to all saving throws. If a good creature gains a *charm*, it functions but shatters after ten uses. Night hags lose their ability to become ethereal without their periapt, but the ability does not transfer to others. Hags go to great pains to retrieve lost periapts; it takes one month and 100 larvae to create another.


MY LARVAE'S FRESHER'N HERS. TRADE WI' ME AN' I WON' BITE YER!
— PUTRICE, A SISTER TO AMANITIS

Hag, Night, Styrix



Climate/Terrain:	Darkon
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Exceptional (16)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	0
Movement:	9
Hit Dice:	8 (40 hit points)
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	Disease; magical sleep
Special Defenses:	Spell immunities; cold iron, silver, or +3 weapon to hit
Magic Resistance:	65%
Size:	M (5' tall)
Morale:	Average (8)
XP Value:	16,000

From time to time, the misty tendrils of Ravenloft reach out into other lands and draw in unsuspecting beings. Often, these creatures are innocents, pulled in seemingly at random. Others are pulled in because of the evil things that they do. In rare cases, however, someone already trapped within the confines of Ravenloft reaches out to snare an outsider. Such is the case with the dreadful Styrix, a native of the lower planes. She was summoned into Ravenloft by one of the few people powerful enough to contain her: Azalin of Darkon. Desperate to escape, Styrix has created a device called the *Rift Spanner,* which, she hopes, will see her clear of Ravenloft's misty borders.

Styrix is a night hag, a member of the foul and horrible race that rules Hades. In her normal form, she appears as a withered old crone with tangled black hair, skin the color of a fresh bruise, and eyes that burn a bright red in the darkness. Her lips are puffy and blistered, giving her a sickly look. Her teeth and nails are sharp and pointed, though the former look crooked and uneven while the latter are cracked and broken.

Like all her evil kind, Styrix is able to *polymorph* at will, so few ever see her true form. The shape that she most commonly takes is that of an elderly, gnarled human woman. In this guise, she often passes herself off as a kindly old soul who is alone and without family. Those who seek to comfort or befriend this poor creature run the risk of a dreadful fate.

Styrix seems to be able to speak any language known to those she encounters. Whether this is an aspect of some magical item in her possession or the product of some enchantment is unknown.

Combat: In melee combat, Styrix generally attacks with a frenzy of ripping claws and biting fangs. This is taken as a single attack that inflicts 2 to 12 (2d6) points of damage. Anyone hit by her must make a successful saving throw vs. poison or be infected with a debilitating disease. This ailment is treated exactly as if it had been produced by the 3rd-level priest spell *cause disease.* While this disease runs its course, the victim's skin is mottled with patches of purple and black that look like open sores and bruises from a dreadful beating. Despite its vile appearance, the disease is not contagious.

In addition to her melee capability, Styrix is able to use many spell-like abilities. At will, she is able to employ *know alignment* and *polymorph self* (although the former is of limited use in Ravenloft because of the detrimental effect that the demiplane has on all detection spells).

As many as 5 times per day, she can release a volley of four *magic missiles,* each of which does 2 to 5(1d4+1) points of damage. Styrix usually targets all of the missiles at a single foe, hoping to destroy that opponent utterly and to cow his or her companions in one stroke. Thrice per day, she is able to project a *ray of enfeeblement.*

Perhaps her most dreadful ability is her power to cast an unusually potent *sleep* spell. This spell can be targeted at any person of up to 12th level (or any monster with up to 12 Hit Dice). A saving throw vs. spell is allowed, but failure indicates that the target has fallen into a deep magical slumber.

Once the victim is unable to defend himself or herself, Styrix will do one of two things. Most of her victims are simply consumed to satisfy her hunger for human flesh. When this happens, the life essence of her victim is torn from the body and transformed into a larva (as described in the *Monstrous Compendium Outer Planes Appendix*). In Styrix's home plane of Hades, these pathetic creatures are used as a sort of macabre currency. Be-

cause such things have no value in Ravenloft, Styrix employs them as mindless guardians. It is said that there are vast catacombs beneath her lair filled with these disgusting creatures.

Styrix's other victims are fed into her *Rift Spanner*, and this terrible device absorbs their life energy to power itself. Styrix plans to use the *Rift Spanner* to escape from Ravenloft as soon as it is fully charged.

Those who make their saves against the *sleep* spell will become targeted for special torment and destruction later on through her use of a special ethereal *dreamform*. This state is similar to that induced by the *wraithform* spell but actually allows her to enter the dreams of others.

When she does this, an otherwise normal dream becomes tainted by her foul presence and turns into the vilest nightmare. As soon as she enters the dream, she leaps upon the back of the victim and begins to ride him or her like a horse. Throughout the night, the merciless hag beats and pokes at her mount to keep him or her running until dawn. When at last she leaves the dream and the victim awakes, Styrix has permanently drained away 1 point of his or her Constitution. No natural healing occurs on those fitful nights when Styrix intrudes upon a dream, nor can spells be memorized or psionic strength points be regained from such uneasy slumber. Once someone's Constitution is reduced to 0 by this draining attack, his or her body dies and the spirit is transformed into a larva. The only way to halt this draining process is to destroy Styrix while the victim still has Constitution points left.

There is one restriction on the use of Styrix's *dreamform*: She cannot enter the dreams of anyone whose heart is pure. Thus, only those who have been forced to roll a Ravenloft powers check can be attacked in this manner. Whether or not the check was successful does not matter; only that the character committed some act which required the check in the first place.

Styrix wears a special amulet known as a *charm of blackness*, or *cob*. This periapt is made of dark iron cast in the shape of a 10-pointed star. This pendant has several magical powers and is Styrix's most prized possession. Anyone wearing the charm is instantly cured of any disease that he or she contracts. In addition, the periapt gives its wearer a +2 bonus on every saving throw he or she is required to make. Without her *cob*, Styrix is unable to assume her *dreamform* state. Curiously, the amulet does not bestow this power upon others who come into possession of it. Each time a good-aligned creature uses the *cob*, 1 of its 10 points will break off. When the last point cracks off, the amulet loses its power and becomes worthless. Creating a new *charm of blackness* requires one month of dedicated labor and the destruction of no fewer than 100 larvae.

In addition to her 65% resistance to any type of magic, Styrix is totally immune to any manner of *charm*, *sleep*, or *fear* spell, nor can she be injured by any fire- or cold-based attack, whether magical or mundane in nature. Most weapons are unable to harm Styrix as well, for only those cast from silver or cold iron, or those which have an enchantment of +3 or better, can "bite" on her withered skin.



Habitat/Society: In the lower planes, Styrix and her foul kindred are the *de facto* rulers of Hades. This is not through any plan or action of their own but is the result of their being the most numerous and most powerful natives of that plane.

Styrix was dragged from her comfortable home in Hades by the power of the lich Azalin. Knowing that the night hags frequently visited the Prime Material Plane seeking souls for the creation of new larvae, he realized that their knowledge of planar travel must be quite extensive—perhaps even sufficient to allow them to enter and leave the Demiplane of Dread at will. No longer able to learn new magics himself, Azalin hoped to cajole a night hag into helping him escape. With this in mind, the lich lord cast a potent spell and opened a gate to the depths of Hades and randomly drew one of the night hags into it.

Much to the surprise of them both, the night hag he summoned, Styrix, proved unable to escape Ravenloft. Like Azalin himself, she was now a prisoner of the demiplane. Although she was enraged by the lich's summoning, she dared not attack him; being an intelligent creature, Styrix recognized that she could not hope to defeat Azalin in a direct confrontation. Thus, she agreed to work with him in his attempts to escape from Ravenloft.

Unbeknownst to Azalin, Styrix made not one but two vows on the night she entered his service. The first was to devise a method by which she could escape from Ravenloft. The second and secret one was to see to it that Azalin both knew about her escape and was unable to follow.

Months passed, during which Azalin became less and less interested in Styrix's researches. It seemed quite clear to him that she was accomplishing nothing of any importance and that she was draining a great many resources in her efforts. At last, the lich tired of her and cast her out of his dark castle.

What Azalin did not realize was that Styrix had spent her time learning a great deal about the fabric of Ravenloft. Indeed, she had conceived of the design for a machine that might actually be capable of escaping the Demiplane of Dread. Day after day she conducted magical research and unearthed the carefully hidden secrets of the dark realms. In the end, she undoubtedly knew more about the composition of the demiplane than any other living creature.

Free of the lich's yoke, she traveled to the city of Martira Bay on the coast of the Sea of Sorrows. Here, she assumed the guise of an old woman and set up a lair in an old manor on the outskirts of town. For nearly a year, she labored away and built the mysterious *Rift Spanner*.

Recently, she completed work on the dark and terrible machine. It rests in a vast chamber deep beneath the manor house she lives in. The labyrinth of tunnels that encircles the central cavern is filled with larvae created in the months she has lived here. These foul



creatures serve as Styrix's guards, keeping intruders from exploring the caverns. Thanks to them, no one has yet discovered the night hag's true nature or the details of her labors.

Ecology: As a night hag, Styrix is eternally hungry. Each day, she must kill and consume one person. Such a high mortality rate would certainly be noticed were it not for the fact that Martira Bay's waterfront district has a highly transient population. When she hunts in this area, Styrix polymorphs herself into the shape of a comely harlot or a rugged sailor. In either of these forms she is able to move freely through the waterfront district and seek out victims either to satisfy her hunger or fuel her evil machine.

Adventure Ideas: Styrix's plan to escape Ravenloft requires that she fuel her diabolical machine with the life energy of roughly 100 people. This, in addition to her normal hunger, is certainly likely to attract attention. She will gladly claim higher-level characters to power the *Rift Spanner* because they provide correspondingly greater amounts of energy. If she can manage to feed ten 10th-level characters into the machine, for example, it will be fully charged.

Players anxious to find a means of escaping Ravenloft may well covet the *Rift Spanner* themselves. Of course, charging the machine is as evil an act as one is likely to commit. The number of powers checks that must be made to get the machine functioning ought to persuade any player that his or her character would be lost in the attempt to escape Ravenloft. If they come into possession of the charged machine, however, it might well be a fine means of egress.

Player characters can become ensnared in Styrix's activities if they somehow become aware of the disappearances in Martira Bay and search for the cause. Alternatively, they could hear vague rumors of the *Rift Spanner* and come to investigate.

The Rift Spanner

The *Rift Spanner* is a huge device which was designed and built to puncture the fabric of Ravenloft and allow escape from the Demiplane of Dread. Its ability to do this makes it one of the most powerful magical objects ever constructed. When it is fully charged, it can carry up to three human-size creatures across the misty fabric of Ravenloft's ethereal border and back to the Prime Material Plane. However, the very ties with the demiplane that give them their special powers prevents domain lords from being able to escape with this device. They are too firmly tied to Ravenloft, and would simply be left behind when it makes its way clear of the misty borders.

This magical contraption, triangular in shape, comprises a brass framework that stretches some eight feet on a side. The most obvious feature of the device is the great *Iridium Orb* that stands at its center. Fully five feet in diameter, this opalescent sphere glimmers and pulses with the tremendous energies trapped at its heart. Three brass seats, positioned at the corners of the triangular base, face toward the *Orb* with a small bank of controls before each. Leather straps on each seat can be used to secure an occupant.

Although it usually rests in an inert state, the *Rift Spanner* has two operational modes. The first is used to charge the device in preparation for travel. The second is engaged when the machine is ready to attempt transit across the planes.

Charging the *Rift Spanner* is a very difficult, time-consuming, and gruesome operation. In order to operate, the *Iridium Orb* must be charged with life energy. The more energy in the orb, the better the chance that the spanner will reach its intended destination. Anyone who is seated in one of the brass chairs when the spanner's recharging mode is activated will be instantly slain, drained of all life energy. If the victim is not strapped in, he or she may make a successful saving throw vs. death magic to leap out of the chair before being killed. When this happens, the victim is reduced to one half his or her current level (rounded down). If the victim is strapped in or otherwise unable to escape the brass chair, no saving roll is permitted.

Each level the device absorbs gives it a 1% chance of operating successfully when its transit mode is engaged. Thus, if the machine is able to drain ten 5th-level characters of life, it will have a 50% chance of functioning when engaged. Anyone overseeing the charging of the device must make a powers check for each life consumed by the machine.

The orb can hold up to 100 levels of life energy safely. As insurance against negative die modifiers, however, it can be overcharged. Each life energy level beyond the 100th creates a cumulative 1% chance per level of the device exploding when activated, however. If it is ever charged to 200 energy levels, the device will instantly explode. This detonation will be incredible, utterly annihilating everything within 100 yards (no saving throw) and forcing every creature or object between 100 and 1,000 yards to successfully save vs. breath weapons (or disintegration, for items) or be utterly destroyed.

Once the orb is charged, anyone familiar with its operation can set it to travel to a specific point on the Prime Material Plane. Activating the transit mode requires an operator in each of the three chairs to engage a specific control at the exact same time. Failure to trigger all three switches at once bleeds off the energy stored in the orb and forces the machine to be recharged before another travel attempt can be made.

There are three steps in any journey made with the *Rift Spanner*: dematerialization, transit, and rematerialization. Each of these requires a 1d100 roll against the energy level of the orb. Failure on any one of these three checks indicates that the voyage has been aborted. If this happens, the spanner and its occupants are returned to their starting point with the orb utterly drained of energy.

The journey across dimensions is quite perilous. Anyone who is not strapped in when the *Rift Spanner* begins its voyage has a good chance of being tossed clear during the voyage and lost somewhere between the planes. Each time that the dice are rolled to check on the machine's operation, an unsecured passenger must make a successful saving throw vs. death magic or be torn free of the buffeting spanner and lost.

Hag, Spectral

	Annis	Green	Sea
Climate/Terrain:	Any land	Any land or river	Any water
Frequency:	Very rare	Very rare	Very rare
Organization:	Covey	Covey	Covey
Activity Cycle:	Night	Night	Night
Diet:	Nil	Nil	Nil
Intelligence:	High (13–14)	High (13–14)	Very (11–12)
Treasure:	(D)	(X,F)	(C,Y)
Alignment:	Chaotic evil	Neutral evil	Chaotic evil
No. Appearing:	1–3	1–3	1–3
Armor Class:	0	–2	2
Movement:	15, Sw 12	15, Sw 12	15, Sw 15
Hit Dice:	8	9	6
THAC0:	13	11	15
No. of Attacks:	1	1	1
Damage/Attack:	1d8+6	1d8+6	1d8+6
Special Attacks:	See below	See below	See below
Special Defenses:	See below	See below	See below
Magic Resistance:	20%	35%	50%
Size:	L (8′ tall)	M (6′ tall)	M (6′ tall)
Morale:	Champion (15–16)	Fanatic (17–18)	Champion (15–16)
XP Value:	7,000	7,000	5,000



A spectral hag is the undead spirit of a hag who died during an evil ceremony. Returned to a mockery of the life she once knew, the hag is doomed to inhabit desolate places and seeks only to slaughter all she encounters. Though she retains many of her dread powers and is gifted with those of a spectre as well, she is a miserable creature who hates all life and light.

Spectral hags are translucent reflections of their living forms. All have scraggly hair, withered faces, blackened teeth, and flesh covered with moles and warts. They wear the tattered and filthy garb of peasant women.

As a rule, spectral hags speak common and one or two other languages.

Combat: Spectral hags have a Strength score of 18/00, adding +3 to their Attack Rolls and +6 to their Damage Rolls. Their chilling touch does 1d8 points of damage and drains two life energy levels from the victim of the attack. Any being totally drained of life energy by one of these foul hags becomes a full-strength spectre under the control of the crone. In general, any encounter with one of these creatures will also include 3d6 spectres who represent the past enemies of the shrew.

Spectral hags can only be hit by +1 or better weapons and are immune to all *sleep, charm, hold,* and cold-based spells. Similarly, poisons, disease, and paralyzation cannot harm them.

Being undead, these creatures are subject to the turning ability of priests and paladins. Holy water inflicts 2d4 points of damage per vial splashed upon them and a *raise dead* spell destroys the hag immediately if a saving throw vs. spell is failed and the creature's natural magic resistance is overcome. Daylight makes them powerless by weakening their ties to the Negative Material plane, although it does not actually harm them.

Habitat/Society: Although they are usually solitary creatures, there is a chance that any spectral hag who was a member of a covey in life will retain contact with her foul sisters. Indeed, if all were killed while engaged in an evil ceremony, the dark trio might all have attained undead stature and present an even more deadly force for adventurers to deal with. If one member of a covey was killed and later slew her sisters, she is the master and the other two are under her control.

Ecology: Though partially insubstantial, spectral hags still crave humanoid flesh. The fact that they can neither taste nor consume this vile delicacy causes them no end of suffering.

Annis

The spectral annis is certainly the most terrible of these creatures. In addition to all the powers she had when living, this undead horror has acquired the power to conduct a dark ceremony on the night of the new moon which transforms any single female captive into a living annis under her command. Being utterly evil, these hags use this power to cause as much suffering to the living as they can.

Green Hag

Like annis, green hags who become undead acquire the ability to preform a sinister ceremony by which they create more of their living sisters. In the case of these foul crones, the victim is a young elf woman and the ceremony must be held by the light of the full moon.

Sea Hag

As with the other dark sisters, spectral sea hags are able to transform the innocent into wretches like themselves. When a sea hag wishes to employ this power, she seeks out a halfling, gnome, or dwarf woman. When the moon slips into an eclipse, the sea hag holds her foul ritual and the helpless captive becomes like her, condemned to an existence of horror and misery.

Hai Nu

CLIMATE/TERRAIN:	Subtropical and tropical oceans
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	U
ALIGNMENT:	Lawful neutral
NO. APPEARING:	4-40
ARMOR CLASS:	7
MOVEMENT:	6, Sw15
HIT DICE:	1 to 4
THAC0:	1 HD: 19 3 HD: 17 2 HD: 19 4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to water attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	1 HD: 35 3 HD:120 2HD:65 4 HD: 175



The hai nu are a race of intelligent aquatic creatures. Though passive by nature, their close relationship with the Lord of the Sea can make them formidable enemies.

Hai nu are humanoids. Their lean, solidly muscled bodies are covered with soft fur in shades of green, blue, and yellow. They have webbed hands and feet, with short, blunt claws extending from their fingers and toes. Bony ridges encircle their sunken black eyes. Rows of thin gill slits extend the lengths of their necks. Hai nu can breathe underwater as well in the air above, but they cannot tolerate long periods on land.

Hai nu can speak the language of their own race and the court language of the Sea Lord.

Combat: Peaceful by nature, hai nu prefer solitude. They seldom attack surface vessels. However, they vigorously defend their hunting grounds and homes, fighting to the death if cornered or threatened.

When encountered, a school of hai nu bears the following arms: trident and speargun (treat as spear), 50%; short sword, 20%; trident and dagger, 20%; short sword and net, 10%. The humanoids have excellent relationships with sharks, porpoises, and whales; there is a 40% chance that 3-12 (3d4) of such creatures accompany any school of hai nu. In addition, 2-12 (2d6) tame sharks always defend a hai hu community.

When combat is required, hai nu fight as a team, coordinating their efforts for maximum effect. This typically means surrounding their enemies and attacking from all sides. Their sharks and other aquatic animal allies then attack stray opponents, while distracting and weakening others. Should the opponents surrender, hai nu typically allow them to leave–but not before securing a promise that the opponents will never come back. A hai nu's memory is long. If these opponents violate their promise and return, the hai nu will attack them mercilessly, pursuing them if need be, until the last enemy is destroyed.

Ordinarily, hai nu avoid direct confrontations. They prefer to discourage trespassers and other potential enemies by subtle means. For example, fishermen who ply the waters of the hai nu may find their lines cut and their nets fouled. Sailors may find small leaks in the bottom of their ships. Undersea explorers may find themselves trailed by a school of huge sharks. Should such actions fail, the hai nu may petition the Sea Lord for help, which can result in massive storms or the appearance of a typhoon dragon (tan mi lung), which drive away the hai nu's foes.

Hai nu are immune to all forms of water-based attacks, including water-based spells. They suffer twice the normal damage from fire-based attacks, including fire-based spells. From cold-based attacks, they lose 1 additional hit point per die of damage. In addition, they suffer 1 hit point of damage for each round spent totally out of water.

Habitat/Society: Hai nu live in the warm, shallow seas of subtropical and tropical regions. They spend their days gathering fish and attending the court of the Sea Lord. They make their simple communities in the hulls of sunken ships and amid strands of thick seaweed on the ocean floor.

A hai nu school typically consists of 4-40 adults. Their society is matriarchal, and 75% of any school is female. Each school is led by a matron with 6 HD and an Armor Class of 5. The school's female adults make decisions by consensus, but the matron reserves the right to veto any judgement with which she disagrees.

A female hai nu spawns about once every two years, laying 2-12 (2d6) eggs at a time, of which only 50% are fertile. Hatchling hai nu are virtually defenseless, as they are less than 6 inches long with 1-2 hit points and an AC of 10. The hatchlings reach maturity in about three years. Until then, they never stray from their mother's side; she will fight to the death to defend them.

Hai nu love bright treasures and have a particular affinity for gems and statuary. Half of all acquired treasure is deposited in crevasses in the ocean floor as a tribute to the Sea Lord. Hai nu gather their treasure from sunken ships, but when a tribute to the Sea Lord is overdue, they have been known to attack passing ships with the express purpose of stealing cargo.

Ecology: Hai nu eat nearly all types of sea life, favoring oysters, crabs, fish, and seaweed.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic (see below)
INTELLIGENCE:	High (13–14)
TREASURE TYPE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Absorbs magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (12' diameter sphere)
MORALE:	Elite (14)
XP VALUE:	2,000



A hakeashar appears as a red, misty sphere. Relatives of the nishruu, these weird, rare creatures are believed to be from another plane. Within the red mists comprising the body of the hakeashar are hundreds of grasping hands, probing eyes, and gaping, hungry mouths.

Combat: Hakeashar have no attacks. Fire and physical attacks affect them normally; hits are automatic if the attacker is enveloped by a hakeashar. Cold attacks do half damage, but magical fire and cold cannot form within a hakeashar and do no damage. If magical fire or cold contact the outside of a hakeashar's body area, they deal one round of damage and are then absorbed harmlessly by the monster. (No hit points are gained for absorbed cold- and fire-based spells.)

Hakeashar move fearlessly and relentlessly toward sources of magic, taking full damage from physical attacks. The unique structure of the hakeashar and its diet of magic have the following effects in combat:

- Mind-control spells and illusions have no effect on them.
- Damaging spells cast at a hakeashar are absorbed by it, having no effect except to give the creature hit points equal to the damage normally done by the spells (the exceptions are cold- and fire-based spells, as mentioned above).
- A nondamaging spell gives a hakeashar extra hit points equal to its spell level.
- Chargeable magical items are drained of 1–4 charges on contact with a hakeashar; if contact continues, 1d4 more charges are drained at the end of every second round.
- Nonchargeable magical items have their powers negated while in contact with this monster, and are negated for 1–4 rounds after contact as well.
- Potions or scrolls used while in contact with a hakeashar do not take effect until 1–4 rounds after contact is broken.
- Artifacts become nonoperational while in contact with a hakeashar, and remain inactive for 1 round after contact ceases.
- Spellcasters of all classes lose one memorized spell, determined randomly, at first contact with the hakeashar. Thereafter, they lose one random spell for each round they remain within the body area of the monster (whether partially or fully). Each time a spell is lost in this manner, the spellcaster must make a successful saving throw vs. breath weapon or be temporarily *feebleminded*; see the 5th-level wizard spell of the same name for effects and duration.

When a hakeashar is slain, its body dissipates, losing luminosity and hue, seeming to sink into the ground and drift away. Any magical items within its body area when it is slain, or any magical weapon slaying it, even if no longer in contact with the body, receives a magical bonus of 1d6 additional charges, or a second use in the case of one-shot items like scrolls or magical arrows. Potions, memorized spells, artifacts, and items that do not have charges are not augmented.

If a *rod of absorption* or a *ring of spell turning* is within the body area of a hakeashar, there is a 5% chance of instantly destroying the creature upon contact (regardless of the wishes of the owner). The magic-absorbing and -warping capabilities of the items interact with the magical substance of the hakeashar and fully absorb the creature. The items change color to a dusky red, but otherwise suffer no effect. If this doesn't occur upon contact, the items are affected as normal by the hakeashar.

Habitat/Society: Hakeashar are not native to the Prime Material Plane, and are suspected natives of one of the Outer Planes. On the Prime Material Plane, they appear to be solitary creatures.

A hakeashar has the ability to give 20% of the number of spells or charges absorbed within a turn to a person, but this is done very unwillingly; this is usually an action done on its original plane in exchange for transport to the Prime Material Plane (or vice-versa).

Ecology: Hakeashar feed on magic, and their bodies correspondingly pulse and glow as they drift about. The hakeashar can seep through openings as small as finger-width cracks, and they always move toward the greatest concentration of magic within 60 feet. If a hakeashar encounters a wild magic zone, it tends to stay within its environs due to the background magic (unless powerful magic sources draw it out of the area).

Climate/Terrain:	Any land
Frequency:	Rare
Organization:	Solitary or community
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average to High
Treasube:	Varies
Alignment:	Varies; see below
No. Appearing:	2–5 (ld4+1) or 4–40 (4dl0)
Armor Class:	7 (10)
Movement:	15
Hit Dice:	3+12
THAC0:	17
No. of Attacks:	1
Damage/Attack:	Id6 or by weapon +4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (l0′–12′ tall)
Morale:	Very steady (13–14)
Level/XP Value:	175 for normals 420 for leaders 975 for chieftains 2,000 for psionicists
Psionics Summary:	Varies
Player's Option:	MAC 8



The half-giant is an enormous creature who has learned to adapt to the harsh life under the Athasian sun. No one knows when, or even why the unlikely union between human and giant first occurred, giving birth to this unique species. The species has multiplied throughout the reaches of Athas. mostly near the shores of the Silt Sea.

Despite an impressive average weight of 1,600 pounds, the half-giant has managed to maintain much of its human agility. The half-giant's dour face appears human, with long. thick hair kept either in a single tail down the back or braided (a trend especially prevalent among the females).

Half-giants have no native language, but most can speak common. Most translations to the common tongue make the speech of half-giants sound dull and redundant. Many humans joke that this is because half-giants have trouble understanding any concept, whether giant, human, or otherwise.

Combat: Sheer stature alone makes half-giants dangerous opponents, armed or not. They can strike bare-handed for 1–6 (1d6) points of damage, or wield a weapon, adding +4 to any damage.

Half-giants have a 25% chance to possess psionic wild talents. See *The Complete Psionics Handbook* to determine what, if any, talent is present in a particular half-giant.

One half-giant for every 10 encountered in a group possesses outstanding attributes. These half-giants. who usually assume a role of leadership, have 5+20 HD. THAC0 15, AC 6 (10), and the ability to strike twice per round with fists or weapons. In communities of 30 or more half-giants, one of the leaders is powerful enough to become the chieftain and another is skillful enough to be classified a psionicist. Both have 7+28 HD, THAC0 13, and AC 6 (10). They can make two attacks per round. The level of the psionicist can be determined by rolling 1d4+2 Consult *The Complete Psionics Handbook* to determine the appropriate powers.

Habitat/Society: Highly valued as guards and mercenaries. half giants can be found from one end to Athas to the other. Such geographical diversity has led them to congregate into their own communities, especially near other centers of population. A relatively young race, half-giants possess very little cultural identity of their own and so are known for adopting the customs and beliefs of other cultures.

Half-giants routinely change their alignments to match whatever situation has most influenced them lately. When first encountered, the half-giants' fixed aspect of their alignment must be determined. Roll 1d6: 1–3 means the law/chaos aspect is invariable: 4–6 means the good/evil aspect is invariable. Next, determine the actual aspect by rolling ld6 again (1–2 = lawful or good, 3–5 = neutral, 6 = chaotic or evil). Then determine the current placement of the temporary aspect using the same 1d6 for law, chaos, neutrality, good, or evil. If the party encounters the same half-giants again, reroll the temporary alignment aspect to determine any possible changes. Any unusual situation can cause a shift in the half-giants' temporary alignment.

Ecology: Half-giants tend to be tremendous consumers. They require twice the materials for any possession they wish to acquire, including weapons and armor, leading to a commensurate cost increase. They also tend to destroy more objects through accident of size alone. Considerate half-giants camp outside city walls to avoid damaging anything inside.

Unlike muls. half-giants can reproduce, but were originally intentionally crossbred. Half-giants give birth to single offspring (twins and triplets are rare) no more than once per year. The longest living half-giants rarely pass age 220.

Half-giant, Horag

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	M, Q
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1 or 1-3
ARMOR CLASS:	6 (4)
MOVEMENT:	12
HIT DICE:	8+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (or by weapon +6)
SPECIAL ATTACKS:	+3 to hit
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (12′)
MORALE:	Elite (13–14)
XP VALUE:	2,000

The horag is a very rare crossbreed that arises from a union between an exceptionally large ogre and a relatively small hill giant. They associate with either hill giants or ogres, acting as somewhat more effective tacticians for the former and thundering damage-soaking behemoths for the latter.

A horag takes features from both of its parents, resembling a typical ogre in most cases but with a greater height, long arms, and stooped shoulders of a hill giant. Most horags weigh in at about 1,000 pounds, and almost 90% of them are male. A horag speaks ogre or hill giant, depending upon which group it was raised with. They live for about 100 years (only slightly longer than an ogre) and cannot use clerical or priestly magic. A horag's natural AC is 6, although the skins and piecemeal armor that most of them wear reduces this to AC 4.

Combat: A horag either uses its great fist to inflict incredible crushing wounds (1d12 damage) or uses ogrelike weapons such as huge swords or clubs (which inflict weapon damage +6 for Strength). They affect disdain for missile weapons, preferring instead to close with prey and destroy it with their bare hands or hand-held weapons. However, when a horag is advising a group of hill giants it will recommend that the giants strike with thrown rocks before moving in for melee; the truth is that horags are not quite strong enough to use boulders as an effective missile attack and hide this shortcoming by ferocity in melee.

Habitat/Society: Most horags will be found with either ogres or hill giants—their immediate relatives. Those that live away from their blood kin tend to be loners, and prefer medium-sized open caves in hilly areas. These caves will often be partially blocked by loose rubble and large stones, as the horag will take pains to conceal and protect its lair. As there are so few of their kind, most horags end up mating with ogres or hill giants, the offspring being a somewhat odd-looking but essentially normal member of the other parent's race.

Ecology: Horag are much like their giantish parents—omnivorous but preferring meat, occasionally raiding humanoid settlements or trading with another humanoid race. They have even been known to hire on as mercenaries to evil armies, although in those cases they only truly feel comfortable if ogres or half-ogres are present.

	Hairfoot	Tallfellow	Stout
CLIMATE/TERRAIN:	Pastoral	Hills, forests	Hills, mountains
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
TREASURE:	K (B)	K (B)	K (B)
ALIGNMENT:	Lawful good	Lawful good	Lawful good
NO. APPEARING:	2-12 (2d6)	2-12 (2d6)	2-12 (2d6)
ARMOR CLASS:	7 (10)	6 (10)	6 (10)
MOVEMENT:	6 (9)	6 (9)	6 (9)
HIT DICE:	1-6 hit points	1-6 hit points	1-6 hit points
THAC0:	20	20	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1-6 (weapon)	1- 6 (weapon)
SPECIAL ATTACKS:	+3 with bows and slings	+3 with bows and slings	+3 with bows and slings
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3)	S (4')	S (3)
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	35	35	35

Halflings are a hard-working race of peaceful citizens. Their communities are similar to those of humans, although they usually contain many burrow homes in addition to surface cottages.

Halflings average 3 feet in height, have ruddy complexions, with sandy to dark brown hair, and blue or hazel eyes. Their dress is often colorful but serviceable, and they like to wear caps or tunics. In addition to their own language, many halflings also speak the common tongue, gnome, goblin, and orcish.

Combat: Halflings will fight with great ferocity in defense of good or their homes. They are very skilled with both the sling and the bow (receiving a +3 bonus on all attack rolls) and use these weapons to great advantage in battle. Their tactics often involve feints to draw their attackers into the open where they can be subjected to a volley of fire from cover.

When equipped for battle, halflings wear padded or leather armor. A halfling force is usually armed with short swords and hand axes. In addition, two-thirds of the halflings will be carrying either a sling or short bow.

All halflings above normal level will have Armor Class 6, while those of 3rd or 4th level wear chain mail over their leather (AC 4). Higher level halflings have a 10 percent chance per level of having a magic weapon or armor.

As all halflings are naturally resistant to magic and poisons—they save at 4 levels above their actual level. In addition, halflings are exceedingly clever at quiet movement and hiding. In combat, their opponents receive a -5 on their surprise roll. In natural terrain halflings are considered *invisible* when they are hiding in vegetation.

Habitat/Society: Halfling villages will generally have between 30 and 300 (30d10) individuals living in them. For every 30 halflings in a particular community there will be two 2nd-level fighters and a 3rd-level priest. If more than 90 halflings are encountered there will be an additional leader of 3rd-level fighting ability. If more than 150 are encountered there will also be the following additional halfling warriors in the group: one 9th-level fighter, two 4th-level fighters and three 3rd-level fighters. Further, a community of 150 halflings will have a 5th-level priest.

Cheerful and outgoing, halflings, take great pleasure in simple crafts and nature. Their fingers, though short, are very dexterous allowing them to create objects of great beauty. Halflings shun water and extremes in temperature, preferring to settle in temperate pastoral countrysides. They get along well with humans and receive a +2 bonus to all their Reaction Rolls involving human NPCs.

Ecology: Halflings hunt occasionally, but prefer breads, vegetables and fruits, with an occasional pheasant on the side. They have a life expectancy of 100 years on the average.

Tallfellow

A taller (4' +) and slimmer halfling with fair skin and hair, tallfellows are somewhat rare among the halfling folk. Tallfellows generally speak the language of elves in addition to those listed previously and greatly enjoy their company. In combat, tallfellows often ride ponies and carry spears or small lances. Tallfellows of strength 17 or more can rise to 6th level fighting ability. They live 180 years on average. Like elves, a tallfellow can recognize a secret door on a roll of 1 on a 1d6. All tallfellows receive a +2 bonus to surprise rolls when in forest or wooded terrain.

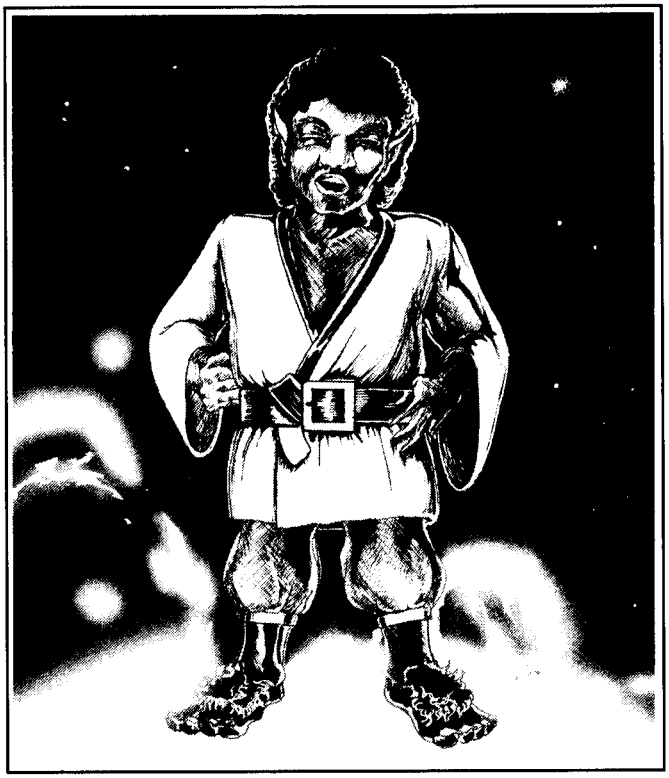
Stout

These halflings are shorter and stockier than the more common hairfoots. Stouts take great pleasure in gems and fine masonry, often working as jewelers or stone cutters. They rarely mix with humans and elves, but enjoy the company of dwarves and often speak their language fluently. Like dwarves, stouts have infravision (60'), a 75% chance to detect sloping passageways, and a 50% chance of determining direction when underground. Stouts with a strength score of 17 or better can work their way up to the 9th-level of fighting ability. Their ties with the dwarven folk have spilled over into their combat tactics, with many stouts employing hammers and morningstars in combat. Stouts also have no fear of water and, in fact, many are excellent swimmers. Stouts can reach an age of 140 or more years.



Halfling, Anadian

CLIMATE/TERRAIN:	Anadian polar regions
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVE CYCLE:	Any, but mostly day
DIET:	Omnivore
INTELLIGENCE:	Highly intelligent (13-14)
TREASURE:	K
ALIGNMENT:	Any
NO. APPEARING:	1d100
ARMOR CLASS:	6 (10)
MOVEMENT:	6 (9)
HIT DICE:	1-6 hit points
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATTACKS:	+3 with bows and slings
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3½')
MORALE:	Steady (11-12)
XP VALUE:	35



Anadian halflings are the epitome of extremes. When they like something, they love it, but when they don't like it, they abhor it. This extremist attitude is exhibited in everything they do or say. The southern halflings hate anything that is not part of their family unit, while the northern halflings hate anything that does not contribute to the law and order of their community.

Anadian halflings average 3½ feet in height and have dark, almost jet black skin. Their eyes and hair are very dark colored as well. Their clothing is usually white or any other light color that helps reflect the Sun's intensity away from the skin. The Anadian halflings have their own tongue which resembles common in many ways. This makes communication between Anadians and visiting spelljamming races possible, but excruciatingly slow.

Combat: Anadian halflings fight with great ferocity when in defense of their homes or beliefs. They are extremely skilled in the bow and the sling, giving them a +3 bonus on all attack rolls.

When equipped for battle, the halflings wear non-metallic armor because of the shortage of metals on Anadia—what metal is mined is used in the construction of defense walls for important buildings, or for heavy weaponry. When fighting hand to hand, the Anadians usually use hand axes, short swords, and daggers.

The Anadian halflings are very resilient to magic and poisons, so they gain a +4 to all saving throws. They are also clever and silent. In combat, opponents receive a -5 penalty to their surprise rolls, and in all types of natural terrain, the Anadian halfling is considered invisible when purposely hiding in vegetation.

Habitat/Society: Halfling counties in the Northern Polarate generally have 10 to 30 villages, with each village containing 50 to 500 or more halflings. There are a total of 13 counties in the Northern Polarate.

For every 30 halflings in a particular area, there are two 3rd-level fighters and a 4th-level priest. Every county contains at least ten 5th-level fighters and two 6th-level priests. The main government consists of a group of 39 men and women who are a mixture of 3rd- to 6th-level fighters and 2nd- through 6th-level priests. This group of halflings ensures that the county governments are not passing laws that could limit the freedoms of the people in any way.

The Southern Polarate halflings have no set governmental standard. Any single family able to take control from the current ruling family becomes the new law. This creates complete anarchy in many areas, because no family is able to maintain a sense of control over all areas for any amount of time. This also means that the southern halflings have a very short life span. Since every family is fighting everyone else, the life expectancy is only about 25 years.

A southern polarate family's most important possession is a fertile woman. To combat the incredible population losses from war, the survivors breed like rabbits. Not many of the halflings in the Southern Polarate enjoy life, but no one is willing to stop the fighting because no one can trust anyone else.

Halfling, Athasian

Climate/Terrain:	Forest Ridge
Frequency:	Common
Organization:	Tribe
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Varies
Alignment:	Lawful neutral
No. Appearing:	4–32 (4d8)
Armor Class:	7 (10)
Movement:	6
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d3 or by weapon
Special Attacks:	Nil
Special Defenses:	Special resistances
Magic Resistance:	Nil
Size:	S (3′–4′ tall)
Morale:	Steady (11–12)
Level/XP Value:	65 for normals 120 for hunter-chiefs 270 for forest-chiefs 2,000 for tribe-chiefs
Psionics Summary:	Varies
Player's Options:	MAC 7



Throughout the Forest Ridge reside the multitude of halfling tribes. Though small, halflings are numerous enough to support their claim to this territory.

Halflings stand an average of 3%′ feet tall, rarely straying from their 50 to 60 pounds. Proportioned like humans, they are quick and muscular, possessing a strength that belies their size. The hair, eyes, and skin color of halflings tends to be as varied as their human counterparts. Regardless of a halfling's stage in maturity, their faces look like those of human children.

The halfling language is comprised of a collection of mimicked animal sounds such as whistles, cawing, and chatter. Halflings can also speak the common tongue.

Combat: Strict carnivores, halflings tend to view all animals, including humans and their ilk, as lunch. Combat honor is a valueless concept to halflings. In battle, halflings resort to what others might call dirty tricks. Having strong ties to the land, halflings are likely to create their weapons from organic sources. A popular tenet among halfling warriors is that a weapon built from the same material as an opponent offers special advantages to the wielder. For example, a halfling jalath'gak slayer might construct a dagger from one of the bloodwing's talons.

Halfling weapons inflict 1–4 (1d4) or 1–6 (1d6) points of damage. All but the renegade halflings prefer small daggers, slings, and spears over forged swords. Halflings receive a +l attack bonus with any thrown or sling-type weapon. They often use live agony beetles as sling bullets. Halflings occasionally coat their weapons with a paralytic poison.

Halflings receive a +4 to all saving throws against magical attacks, poisons, and diseases. Consult the *Dark Sun Rules Book* to assign individual halfling bonuses based on their Constitution.

When entire tribes (from 20–200) are encountered, one halfling in ten is a hunter-chief, possessing 3 HD, THAC0 17, and minimal psionic powers (as per a 1st level psionicist). One in 50 is a forest-chief, having 5 HD, THAC0 15, and psionic or clerical abilities (50% chance of either) at two levels below his own HD. Every tribe has a 10 HD tribe-chief with THAC0 11, 5th-level clerical abilities, 1–3 magical items, and the possibility of psionics (30%) as a 6th-level psionicist.

Habitat/Society: Most halflings, except the chaotic and more brutal renegades near the Ringing Mountains, share a common outlook on life. This universal perception results in considerable racial unity despite geographical and political separations. It is rare that one halfing will shed the blood of another, even in extreme ideological confrontations.

Other races find halfing culture a difficult concept to understand. Ages of social and spiritual change from a plethora of inspirations have led to only one consistent conclusion—halflings value most the abilities of the inner self as it harmonizes with the environment and the halfling race. More common measurements, such as conquest and plundering. have no place with the halfling.

Ecology: Halflings are extremely conscious surrounding environment. They see the ruined land of the scapes and are sickened. They desperately try to avoid having similar circumstances devastate their homelands. This does not mean the countryside is unalterable, but simply that care must be taken to understand and respect what nature means to the life on Athas.

The halfling's meat-only diet means that halflings see all living creatures more as food than as equals. This perception leads them to expect other races to feel similarly. As a result, at no time is a halfling likely to trust any other member of any other species.

Halflings tend to live as long as 140 years.

Halfling, Renegade

CLIMATE/TERRAIN:	Temperate jungle/Forest ridge
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	P (D)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (3′ tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	Non-psionicist: 270 Psionicist: 420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	3/4/12	MT, EW, II/M-, MB, TW	15	130

Psychokinesis – *Sciences:* detonate, telekinesis; *Devotions:* control flames, levitation, molecular agitation, animate shadow.
Psychometabolism – *Sciences,* shadow form; *Devotions:* flesh armor, body weapon, heightened senses, double pain.
Telepathy – *Sciences:* tower of iron will, mindlink; *Devotions:* mind thrust, ego whip, id insinuation, mind blank, mind barrier, contact.

While most halflings found on Athas belong to the more or less civilized clans located in the Forest Ridge near the Ringing Mountains, there exist tribes of so-called "renegade" halflings.

Halflings are very short humanoids, standing about 3 to 4 feet tall. Weighing anywhere from 50 to 60 pounds, halflings live to be as much as 120 years old. While the bodies of halflings are very similar to those of humans (except considerably shorter), they have faces which resemble wise and beautiful children.

The language of halflings is a collection of hoots, howls, shrieks, and whistles that sounds more like the sounds of the forest than an intelligent language.

Combat: When tribes of renegade halflings are encountered, they will often be in groups ranging in size from 10 to 60 members. Most of these halflings carry short swords, daggers, or other small-to medium-sized weapons. These weapons are most often made of the bones of animals, but even humanoid bones are used as weapons occasionally. Renegade halflings usually wear leather armor and carry small shields as well. Being naturally gifted in the use of psionics, most of the halflings encountered (75%) will be the equivalent of at least 5th- or 6th-level psionicists. As such, many renegade halflings encountered will use their psionic powers more often than melee or missile weapons. Their natural talents in psionics grant them a +1 bonus when using psionic defense modes against non-halfling psionic users. Also, many renegade halflings encountered will be equipped with esperweed roots, allowing them to boost their already powerful psionic abilities to even higher levels.



Habitat/Society: The tribes of renegade halflings usually make their home in remote areas of the forests and jungles near the Ringing Mountains. Renegade halflings eat both plants and animals, but much prefer meat to vegetation.

Though renegade halflings share many characteristics with their more normal Athasian cousins, they are far more brutal. Where as most halflings of Athas share a common sense of racial unity, the tribes of renegade halflings do not. The only loyalty that renegade halflings will ever display is towards their own tribe and its members. Hence, even the presence of a fellow halfling will not deter a renegade tribe from hunting an adventuring party.

A typical tribe will contain from two to twelve families, with each family having from three to five members. The family units of a renegade halfling tribe live in large huts made from small trees and bamboo shoots, covered with ferns and fronds from the tropical plants which grow in the jungles near the Forest Ridge. All the members of a tribe must work towards the goals of the tribe, which are usually as simple as survival, but can also include raids on nearby villages and other halfling tribes. Those members who act against the tribe's interests are outcast; some are even sent into the jungle with only their own survival skills to support them.

Some renegade halfling tribes have developed a method of growing esperweed plants in large gardens, supplying an usually large amount of this rare plant for the tribe. This gives these tribes valuable trading commodities and also provides them with a powerful tool for dealing with encounters with enemies.

Ecology: All Athasian halflings, especially renegades, consider all other animal life a source of food. Most halfling tribes also assume that all other races view them the same way. Because of this attitude, any relationship with renegade halflings should be approached with a great deal of caution.

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halfling, shadow world

I had heard that the diminutive people we call "halflings" in Cerilia once dwelled in the land of shadows. If so, they were wise to flee.

Their counterparts back in the Shadow World are not a pleasant people. The evil that permeates the land has wrought ill effects on a race that once enjoyed life. Now, most of the natives have either given themselves over to the evil, or given up altogether. Their state is a sad one indeed to witness: that of a once proud people corrupted and consumed by darkness.

—Kaiana, 1377 HC

overview

Similar in many respects to the Cerilian halflings who escaped the escalating darkness, those halflings who stayed behind have been forever changed by their ever-worsening environment.

physical description

The appearance of a halfling varies with his or her social status (see "Habitat/Society," below). Domain lords have access to the best food and live easier lives than other halflings; they therefore stand taller (about 4 feet) and weigh more (typically exhibiting a paunch) than the others. They dress themselves in fine, brightly colored robes and show off their wealth in the form of rings, jewels, crowns, and other adornments.

Slaves barely sustain themselves on what they are given to eat. Further, their state of constant fear takes its toll on their health. Halfling slaves rarely grow taller than 3 feet. They have emaciated builds and haunted looks in their eyes. They wear very plain, purely functional clothes of rough homespun and drab colors.

Freedom fighters (see below), though challenged by the difficulties of life on the run, manage to keep themselves in better physical condition than either of the other two classes. They hunt for their food and train for battle, nourishing their bodies and toning their muscles. Most importantly, their eyes still sparkle with life, fight, and hope.

role in the campaign

Halflings account for the largest number of living, mortal Shadow World residents. Some, corrupted by evil, rule domains of their own. The vast majority have become a downtrodden, enslaved population forced into servitude for the Shadow World's many powerful denizens. But a few small bands exist who have not had their will beaten out of them. These individuals have become freedom fighters, and work for a day when good shall again triumph over evil and chase the shadows from their beloved homeland.

habitat/society

Once, halflings lived in pleasant, egalitarian, pastoral communities where they enjoyed the blessings of good food, warm hearths, and happy families. Now, however, the evil forces pervading the Shadow World have dramatically altered their existences. The life of a Shadow World halfling varies greatly according to what class he or she has fallen into (or chosen). And none know true peace.

Domain Lords

As happens with any population that experiences wrenching changes in its environment, some halflings took advantage of the rise of evil in the Shadow World to grab authority for themselves. Corrupted by Azrai and his minions, these halflings climbed to power on the bodies of their brethren—in many cases, literally.

Domain lords rule Shadow World realms of their own, in much the same way Cerilian regents do. Some have landed domains, while others command trade. But unlike most Cerilian regents (at least, those respected by their sub-

jects), the halfling lords of the Shadow World rule their domains as harsh dictatorships, using terror, intimidation, and violence to control their underlings. These tactics, once used out of fear of being overrun by the Shadow World's more powerful denizens, are now ingrained into the very nature of the halfling domain lords.

Slaves
Sadly, the majority of halflings left in the Shadow World are slaves. Some of them live under the corrupt regimes of the halfling domain lords, while some have been captured by other evil rulers and forced into servitude.

Halfling slaves live a silent, dreary existence. Their love of life has been beaten out of them, and the greatest goal they can imagine for themselves is simply to make it through another day without getting into trouble. They live in perpetual fear that somehow, without even knowing the means, they will incur the wrath—and the vengeance—of their cruel masters.

Freedom Fighters
Freedom fighters live in small bands scattered throughout the Shadow World. They work to liberate their brethren from the bonds of servitude and overthrow the evil domain lords who betrayed their people.

Freedom fighters often infiltrate slave communities. There, over a period of months, they work to incite rebellion. Few uprisings are successful—most rebellious slaves end up dead—but those who do survive and escape typically join the ranks of the freedom fighters.

A few freedom fighters have become caretakers of havens. Newly freed slaves are brought to these places of safety. There, some train as warriors to join the resistance movement; others work to support the fighters in their own way (fashioning weapons, sewing clothes, cooking, and so on).

Though they know that evil pervades the world and extends far past the tyranny under which the slaves directly toil, freedom fighters realize that a handful of renegades acting alone can't effect much change in a world where the shadows grow longer every day. If an opportunity arises to join forces with other champions, they may agree to lend their strength to the cause of greater good. Their primary focus, however, is improving the lots of their own kind.

ecology

Domain lords gain their power by giving themselves over to the Cold Rider, worshipping him as a god. In exchange for their loyalty, he invests these followers with a seed of evil: a sliver of his own essence that takes the form of a tainted bloodline.

Domain lords believe the world belongs to them. They drain the land's already-challenged resources for their own ends, without a care for the future.

In the few areas of the Shadow World suitable for raising crops and livestock, slaves farm the land. Most of their harvest, however, goes to their masters. Slaves also perform for their lords other tasks that affect the environment, such as hunting, fishing, and clearing terrain.

Freedom fighters live off the land, using only what they need. The wasteful extravagance of the domain lords sickens them—part of the reason they believe the selfish dictators should be overthrown.

variations

Shadow World halflings are, of course, related to Cerilian halflings. The two groups share little in common, however, except their ancestry. Those who left the Shadow World experience very different lives from those who stayed behind.

combat and other encounters

Combat training and abilities vary with each halfling's station in life.

combat

Their dexterity and short statures grant all halflings an

advantage when trying to gain surprise, provided they are not in metal armor. Nonhalfling foes suffer a –4 penalty to surprise rolls (–2 if a door or other screen must be opened).

Shadow World halflings have sturdy Constitutions that grant them a +3 bonus to saving throws vs. poison, wands, staves, rods, and spells. (The downtrodden slaves receive a bonus of only +2.)

Domain lords seldom do their own fighting, relying instead on 2d6 trained guards (AC 6, HD 2, THAC0 18) armed with crossbows and short swords. Should direct combat become inevitable, domain lords defend themselves with short swords (1d6 points damage), held or thrown daggers (1d4+1 points damage), spells, and the Seeming.

As worshippers of the Cold Rider, domain lords are granted priest spells. They can cast eight spells per day (3/3/2), choosing from the following: *curse (bless), command, cause (cure) light wounds, protection from good (evil), cause (remove) fear; charm person or mammal, enthrall, obscurement; animate dead, cause (cure) blindness or deafness, cause (cure) disease, speak with dead.*

Slaves fight for their masters if forced, but suffer a –1 penalty to attack and damage rolls because their hearts aren't really in the effort. If defending themselves or their families, they fight without penalty.

Masters generally do not allow slaves to own arms; they fight, therefore, with whatever makeshift weapons are at hand. These often include slings (1d4+1 points damage), knives (1d3, +1 if thrown), hand axes (1d6, +1 if thrown), and sickles (1d4+1).

Freedom fighters wear leather armor to provide relative ease and silence of movement. Their preferred weapons are the short bow (1d6 points of damage), sling (1d4+1) and thrown daggers (1d4+1) at missile range, and the short sword in melee (1d6). They are, however, very resourceful, and in a tight spot can make use of just about any weapon or object at hand—from clubs and slings to stools and frying pans.

Freedom fighters live dangerous lives, and have developed several roguish skills in order to survive. These daring halflings can backstab (as 5th-level thieves) for three times normal damage and also possess the following abilities:

Open locks	35%
Find/remove traps	35%
Move silently	70%
Hide in shadows	90%
Detect noise	50%
Climb walls	50%

peaceful encounters

Once per day, domain lords and freedom fighters can *dimension door* or *shadow walk* (at the 10th level of ability), moving along the edges of the land's shadows to cover great distances quickly. Freedom fighters, who use this ability often, know the terrain of the Shadow World better than any other native creatures (except, perhaps, the seelie faeries).

Living in the eternal twilight of the Shadow World has caused all native varieties of halflings to develop infravision (out to 60 feet).

perception and/or seeming

The most powerful halflings are those who have learned to use the Seeming to their benefit. Domain lords wield it to great effect and often use it to keep their subjects in line. They are not quite as good, however, at penetrating the illusions of others—their perceptions are skewed by years of seeing the world the way they want to see it and forcing it to conform to their wills.

Freedom fighters, by contrast, have had to learn to look past the Seeming in order to survive. They have not fully mastered manipulation of it (except those who once were slaves), but work to improve their understanding so they can use the Seeming toward more noble ends than do the domain lords.

	Domain lord	Slave	Freedom Fighter
Climate/Terrain:	Woodlands, hills,	Slave communities	Slave communities, forests
Frequency:	Rare	Common	Uncommon
Organization:	Solitary	Community	Band
Activity Cycle:	Day	Day	Nocturnal
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Very (11–12)	Average (8–10)	High (13–14)
Treasure:	W (G)	J (0x3, Q)	K, M (Px3, W)
Alignment:	Lawful evil	Lawful neutral	Chaotic good
No. Appearing:	1	1–10 (20–200)	1–12
Armor Class:	7 (10)	10	7 (10)
Movement:	6	6	6
Hit Dice:	6 (d6)	1 (d6)	4 (d6)
THAC0:	18	20	17
No. of Attacks:	1	1	1
Damage/Attack:	By weapon or spell	1d4	By weapon
Special Attacks:	Seeming	None	Backstab, Seeming
Special Defenses:	Seeming	None	Seeming
Magic Resistance:	None	None	None
Size:	S (4' tall)	S (3' tall)	S (3'6" tall)
Morale:	Elite (13–14)	Unsteady (5–7)	Champion (15–16)
Bloodline:	Azrai, tainted	None	None
Blood Abilities:	(1) Long life, Persuasion, or Resistance	None	None
Perception/Seeming:	Lesser/Greater	Slight/Slight	Greater/Lesser
XP Value:	2,000	65	650

Slaves, having grown up in a world permeated by the Seeming, possess a passing familiarity with it. They use their slight abilities as a means of escapism, a way to make their existences not quite so gloomy. Some domain lords turn a blind eye to the harmless illusions generated by slaves, such as the appearance of a feast to mask a meager meal. Others forbid use of any Seeming abilities, considering them a means of empowerment that must be denied on any level.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	None
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	2 (7)
MOVEMENT:	1, Fl 30
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Immaterial
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average (8-10)
LEVEL/XP VALUE:	120



Hama are spirit birds formed when the soul rises from the body in bird-form upon a person's death. This spirit bird normally then leaves the Prime Material Plane and makes its journey to the afterlife. Those who die by violence or with some important duty unfulfilled leave their hama tethered to the Prime Material Plane, seeking to right things before they leave.

Hama are unable to communicate with speech, but their songs and croakings sometimes offer clues to what they are seeking to accomplish before they pass on. A *speak with animals* spell is not effective in attempting to speak with a hama, though *tongues* is. A hama can understand all forms of speech.

The two most common forms of the hama are the owl and the eagle, but other bird forms are also possible. Sparrow, nightingale, parrot, falcon, peacock, and even vulture hama have been seen, and the form of a hama invariably reflects the alignment and personality of the soul that formed it. By day, hama appear to be ordinary members of their various species, though they may exhibit behavior unusual for their respective species. By night, hama are almost always semi-transparent, and their faint ghostly glow distinguishes them from other birds. Their eyes are full of bright fire.

Combat: Hama attack in a flurry of wispy claws, beaks, and wings, for a total of two effective attacks per round. The spirit forms of hama are difficult to hurt because they are only partially tethered to the Prime Material Plane, thus giving them AC 2. On the Ethereal plane, however, hama are AC 7.

In some ways, hama are similar to ghosts. Seeing one requires a morale check for henchmen and hirelings, and those who fail flee the area as if affected by a *fear* spell.

By concentrating, a hama may make its form immaterial, allowing it to pass through walls and other obstacles. It may do this three times per day, with each instance lasting as long as the hama can maintain its concentration. It may fly while concentrating, but any successful attack on the spirit bird disrupts its concentration and makes achieving its immaterial form impossible that round.

Hama rarely leave the area in which they are encountered. And, for purposes of turning by clerics, hama are considered lingering spirits rather than undead (they have no connection to the Negative Material Plane). Thus, they cannot be turned.

Habitat/Society: Hama are always solitary and always driven to accomplish some task, usually simple vengeance. There have been cases of hama who await the arrival of a beloved, the return of something that they have lost, or the proper disposal of an estate or inheritance; some simply watch over and protect children they could not bear to leave. The tasks that hold a spirit bird to the world are broad, but in most cases they are centered around a specific person or location.

Helping a good hama accomplish its task may result in the granting of a gift to the helpful party. A hama is always recognized as a spirit by hakima and mystics, and a hama may make it plain to such priests that it owes a debt of gratitude to someone. The help that the priests may render on the hama's behalf varies from good advice to restorative spells. In some cases, a hama may even delay its departure to the outer planes by several days to repay its obligation. In this case the hama may carry messages, act as a scout or lookout, or perform stunts to impress audiences on its benefactor's behalf.

Ecology: After their task is accomplished, hama depart for their final reward on the outer planes. Until then they only react to creatures related to their final tasks or creatures able to assist them with their goals.

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Hamster, Giant Space

CLIMATE/TERRAIN:	Temperate/Grassy plains and hills
FREQUENCY:	Common to very rare
ORGANIZATION:	Small pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	See below
ARMOR CLASS:	8
MOVEMENT:	9, Br 3 (hard earth)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to disease
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 9' long)
MORALE:	Unsteady (6) (if wild: Average (9))
XP VALUE:	175



Giant space hamsters are exactly what they sound like—cute but brown-bear-sized rodents with thick fur. They are found on worlds having colonies of Krynnish gnomes (gnomoi and minoi). Giant space hamsters come in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled but appear fat. A giant space hamster can store up to 200 lbs. of food in its cheeks.

Combat: Giant space hamsters normally have only one mode of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly. However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litters also have improved morale (9). Careless gnome handlers have sometimes been bitten and (on a successful attack roll of 19 or better) stuffed into a cheek pouch, from which the gnome may escape if he rolls a successful Strength roll to open doors on a subsequent round. Trapped gnomes are merely covered in hamster spit, and are eventually spat out like old chewing gum when the hamster sees food.

Habitat/Society: Giant space hamsters are normally kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include huge artificial burrows, and some gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (about six feet wide and 120 to 180 feet long) in hillsides.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meats; wild giant space hamsters especially enjoy large insects. One giant space hamster can easily put away 30 lbs. of food and ten gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

A small pack of giant space hamsters consists of 1d4 adults (select the sexes by starting with a female and alternating thereafter, so a pack of three hamsters consist of two females and a male), with a 20% chance per adult female of 1d4 young being present (AC 10, MV 3, HD 1, #AT nil, Size S 3' long) and another 20% chance per adult female of 1d4 juveniles being present (AC 9, MV 6, HD 2, THAC0 19, #AT 1, Dmg 1d4, Size M 6' long). Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22-year-long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and they grow to breeding adulthood in but two years. These creatures live 18 years at most, and remain fertile all their adult lives.

Ecology: Giant space hamsters easily fill the niche occupied by large browsing animals, such as the elephant and the rhino on Earth, though most of them lack any real means of defending themselves. In the wild, they often die out despite their extraordinary reproductive rate. They are preyed upon by large-and medium-size carnivores, but they are immune to all parasites and diseases, magical or not. Cold weather forces them to hibernate for up to six months until the weather improves.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. (Teams of gnomes formerly filled this job.) The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

Gnomes have found that the meat of giant space hamsters is quite tasty. Space hamster meat is called "spaham," and many gnomes eat large quantities of spaham with every meal. Many hamster ranches simply breed giant space hamsters as livestock.

Gnomish colonies without such ranches sometimes send forth whole expeditions of fearless Hamster Hunters, gnomes who drive through the cosmos on their sidewheelers, singing the praises of spaham as they go questing for their prey.

Variations

Possibly the worst aspect of the giant space hamster (aside from its ludicrous existence) is that enchanted substances from numerous other sorts of nonhuman monsters can be introduced into its reproductive processes, producing unbelievable (except to a gnome) new sorts of giant space hamsters. Some gnomish communities deliberately breed unique subspecies in competition with other communities to produce the most interesting varieties. Usually, the results are more or less like the normal sort of giant space hamster, such as the wooly, mottled, ochre, Oriental, Occidental, chartreuse, spotted, not-quite-so-spotted, only-a-little-spotted, plaid, cave-dwelling, three-toed, lesser, greater, greater lesser, lesser greater, albino, and flightless giant space hamsters. And then there are the really unusual varieties: such as the following:

* *Subterranean Giant Space Hamster:* This creature can dig through any material up to soft rock at MV 6; it attacks with its claws for 4d4/4d4.

* *Sabre-toothed Giant Space Hamster:* A nasty overbite lets this hamster attack for 2d8 points of damage with fangs (but it is still omnivorous).

* *Rather Wild Giant Space Hamster:* When confronted by nonhamsters, this one gains a morale of 19 and a +2 bonus to attack and damage rolls.

* *Invisible Giant Space Hamster:* This one can turn invisible at will once per day for 1d4+4 turns, remaining invisible even if it attacks.

* *Sylvan or Jungle Giant Space Hamster:* This hamster can climb at MV 9 up any nonslick surface with a 99% chance of success.

* *Miniature Giant Space Hamster:* Being the same size as normal hamster (AC 10, MV 1, hp 1, etc.), this creature is often kept as a pet.

* *Armor Plated Giant Space Hamster:* Furless and covered by a rhino-like hide (AC 3), this very aggressive (morale 16) critter is a hazard.

* *Yellow Musk Giant Space Hamster:* This yellow-furred hamster has a terrible odor. It emits a 30-foot-radius cloud of poisonous gas causing nausea (MV 3), blindness (-4 penalty to attack rolls), and weakness (reduce Strength by four levels) in anyone failing a saving throw vs. poison.

* *Ethereal Giant Space Hamster:* Not really ethereal, this one is translucent and its skeleton can be seen. The first sight of this beast produces fright, as per a *scare* spell.

* *Carnivorous Flying Giant Space Hamster:* A "regrettable if understandable line of inquiry" led to this bat-winged version (MV 9, Fl 24 (B); bites for 3d4 points of damage, two claws for 2d4 points of damage; Morale 15).

* *Two-Headed Lernaean Bombardier Giant Space Hamster:* "Well, we're certainly not likely to make this mistake again or at least not more than once again anyway." Each head can make a normal biting attack, it regenerates wounds at 3 hit points per round (but cannot regenerate lost body parts), and once per day it can belch so loudly that anyone within 30 feet must roll a successful saving throw vs. breath weapon or be stunned (unable to attack, defend, or move) for 1d4+1 rounds.

* *Fire-Breathing Phase Doppleganger Giant Space Hamster:* "We completely fail to see why everyone is so upset, especially since biology is such an inexact science and for every step we take forward there must be two steps backward but anyway we said we were sorry and we'd like our funding back so we can pay our bail and go home." This monster breathes a 30-foot-long cone of fire that is ten feet wide at its far end, three times per day for 3d8 points of damage (successful saving throw vs. dragon breath for half damage). The FBPDGSH suffers only half damage from fiery attacks. This species can also phase in and out of the Prime Material plane within a single round, just like a phase spider; it can do this up to six times per day with a −3 modifier to initiative. If this creature gains initiative by more than 4 points, it can breathe fire or bite, then phase out before being attacked. It can be attacked every round on the Ethereal plane with only a −1 modifier to its initiative. It can also change its shape in one round to appear to be any other sort of bear-sized mammal. Worst of all, it is intelligent (5-7) and has a morale of 14, and it quickly learns how best to use its talents.

* *Great Horned Giant Space Hamster:* This one has a rhino-like horn on its nose, with which it inflicts 1d12 points of damage if charging more than 30 feet.

* *Abominable Giant Space Hamster:* An albino version adapted to arctic weather, this one feeds on conifers. It suffers only half damage from cold-based magic and no damage from nonmagical cold.

* *Tyrannohamsterus Rex:* This immense space hamster has absolutely no attacks whatsoever, unless it runs in fright and steps on someone (AC 2; MV 9; HD 16; THAC0 5; #AT 2; Dmg 10d10; MR 90%; Size 25' high at shoulder, weighs 75 tons; Morale 3). Any display of magic, fire, bright light, loud noise, etc., frightens this beast, which then crashes through all terrain features for 1d4 miles in its panic to escape. The now-defunct gnome colony that first bred this species did so "because it was there."

* *Giant Space Hamster of Ill Omen:* This possibly legendary creature is an individual rumored to be of unusual size, even larger than a Tyrannohamsterus Rex. "Wooly Rupert" (as he is known among gnomes) is also said to be highly intelligent and to possess spellcasting and spelljamming powers. Tales say he is not well disposed toward gnomes of any sort, preferring to squash them with his titanic paws. Gnomes everywhere fear the wrath of Wooly Rupert, though they laugh nervously and claim otherwise.

Experience-point values for these and similar sorts of giant space hamsters should be awarded by the DM as he feels fit.



Handmaiden of Takhisis

CLIMATE/TERRAIN:	Abyss or subterranean caverns
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Supra-Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	15, Cl 18
HIT DICE:	16 (128 hp)
THAC0:	5
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	5-11/5-11 (claws), 7-19 (bite)
SPECIAL ATTACKS:	Slow, paralysis, poison, magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	M or H (50'-long spider)
MORALE:	Fearless (20)
XP VALUE:	85,000



The names of the great gods of Krynn are well known: Paladine, Takhisis, Gilean.

However, there are many entities, known to only a few, who prefer to allow the great gods to garner all the attention. Others, the minor personages of evil, have either been destroyed or enslaved by those who are more powerful than they. Among these latter entities are the handmaidens of Takhisis.

Jiathuli was the greatest of these handmaidens, and she had high honor in the court of the Abyss. Over the course of time, because of her cunning and her ability, she earned the title Princess of the Abyss. However, this honor was not enough for Jiathuli. She longed to replace the constellations of evil with her sign, the sign of the spider. She envied her mistress, the Dark Queen Takhisis. Eventually, she created the Deathdark, a demi-dimension she planned to use as a power base. There she bred the spider dragons in mockery of Takhisis and her dragons. When Takhisis discovered this, she was furious. She trapped Jiathuli in the Deathdark, sentencing her to permanent exile.

Combat: Jiathuli has two forms—that of a female drow of surpassing beauty and malevolence, and that of a giant spider. At the present time, she is trapped in the form of a giant spider. In either form, she has the following powers and abilities, as a 16th-level spellcaster (two of these are always active; the others she can use once per round, at will): *detect magic* (always active), *detect invisibility* (always active), *know alignment, read magic, dispel magic, web, telekinesis.*

Jiathuli is immune to fire, lightning, acid, and poison. A +2 or better weapon is needed to harm her.

Once she could change between forms at will, but the power of Takhisis keeps her in her spider form. In this form, she attacks with two claws and fangs. If she strikes an opponent with both claws in a round, the victim is automatically slowed (as the spell) for 3d4 rounds, and must roll a successful saving throw vs. paralysis or be paralyzed for 1d6 hours. If she bites an opponent, he must roll a successful saving throw vs. poison (with a –3 penalty) or fall into a comatose state for 1d4 days; if the saving throw is successful, the victim is slowed and attacks with a –3 attack and damage roll penalty for the duration of the battle. In her human form, she can cast spells as a 12th-level priest and a 16th-level wizard.

Habitat/Society: The handmaidens of Takhisis are servitors of the court of Takhisis. They are the pampered slaves of Takhisis, terrorizing those who have lesser social standing in the palace of Takhisis. Jiathuli has rejected the court of evil in order to become the absolute sovereign of her own domain; she is an absolute tyrant to the drow who serve her.

Ecology: As a princess of evil, Jiathuli has no place in a normal ecology. She is the ultimate predator, feasting on every morsel that is provided by her drow slaves.

Hannya

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or covey
ACTIVE TIME:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	X, Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	35%
SIZE:	M (7' long)
MORALE:	Steady (12)
XP VALUE:	2,000



A vicious variety of oriental hag, the hannya is a cross between a wretched old woman and a serpent with an insatiable hunger for human prey.

The upper portion of a hannya's body is that of an elderly human female. Her nose is long and hooked, her tongue long and forked, and her beady black eyes are covered with a milky film. Her body is lean and bony, her flesh a sickly green. Sharp yellow teeth line her mouth. Her black, greasy hair dangles in long curls over her hunched shoulders. Her long, thin fingers end in sharp claws. She wears the tattered clothes of a peasant, which are usually black or grey in color, and caked with filth.

The bottom portion of a hannya's body is that of a thick serpent. This serpentine segment is supple and well-muscled, enabling the hannya to grasp and constrict victims like a boa. Thin green or black scales cover her skin, and they feel cold to the touch.

Hannya speak languages that are common to the areas they inhabit, as well as the languages of yuan-ti and all reptiles. An excited or agitated hannya speaks in sputtering hisses, interspersed with long, high-pitched cackles,

Combat: The hannya is a devious, cruel fighter, preying almost exclusively on the weak and helpless. When confronted by an opponent of equal or greater power, she withdraws at the earliest opportunity. But when facing a weaker adversary, she attacks with unparalleled viciousness, relishing her victim's every scream.

The hannya can *polymorph self* at will and has continual *ESP* to a radius of 100 feet. Additionally, she can project a suggestion into the mind of an unwary character up to 100 feet distant. When she detects the presence of a suitable victim, such as a traveling priest or a lost child, the hannya's typical strategy is to *polymorph* into the form of an old lady with a kind face and pleasing manner. Using her *suggestion* ability, she plants an idea in her victim's mind. She suggests to her victim that a lonely old lady needs help or desires company, or can provide him with shelter and food. If the victim is drawn to her, the *polymorphed* hannya engages him in pleasant conversation, attacking as soon as the victim drops his guard.

The hannya attacks with her claws and bite. She also can constrict a victim with her tail to inflict 1-4 hit points. If the first attempt to constrict a victim suceeds, the victim is constricted automatically each round thereafter, suffering an additional 1-4 hit points of damage per round. Constricted humanoid creatures can free themselves from a hannya's coils with a successful "bend bars/lift gates" roll. If a companion attempts to free an encoiled victim by attacking the hannya with a weapon, the chance of accidentally striking the victim is 20%.

A hannya has an aversion to violets. She will not voluntarily enter a home or any other building surrounded by beds of these flowers. A character carrying a bouquet of violets is protected from hannya; a hannya will not physically touch such a character, nor can she affect such a character with her spells. In such cases, the hannya, *polymorphed* as an old woman, will sweetly ask the victim to put his flowers in a vase where she can admire them, or claim that she is allergic to such flowers and ask the victim to put them away. (Note that such requests are verbal appeals, not suggestions, because a victim with violets is immune to the hannya's spells.) If the victim complies, the hannya attacks.

Habitat/Society: Hannya are former human female wu jen or shukenja of evil alignment who have been outcast from their villages for crimes against the community. Seeking revenge, these bitter women make unholy pacts with dark spirits, pledging their loyalty and worship in exchange for assuming the powerful hannya form.

Hannya dwell in abandoned buildings or ruined temples, usually near the outskirts of human settlements. They usually live alone, but sometimes several join together in a covey, equally sharing in any prey they lure to the lair. Hannya collect coins and other treasure items to use as bait for greedy victims, alerting passers-by to the presence of treasure by *suggestion.*

Ecology: The ravenous hannya eat all manner of living creatures. They favor human and humanoid flesh. They seldom associate with other monsters, but occasionally align with yuan-ti for the purpose of attacking large groups of humans.

CLIMATE/TERRAIN:	Temperate, tropical land or coast
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R (C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	7
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6 or 1-3/1-3/weapon
SPECIAL ATTACKS:	Singing and charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Elite (13-14)
XP VALUE:	975



Harpies are wicked avian beasts that prey upon nearly all creatures but prefer the flesh of humans and demihumans.

Harpies have the bodies of vultures but the upper torsos and heads of women. Their human features are youthful, but hideous, with frayed unkempt hair and decaying teeth. A foul odor surrounds all harpies and that which they touch. Harpies never bathe nor clean themselves in any way. Their dress, if anything, is limited to tattered rags and shiny trinkets taken from previous victims.

The language of harpies, in contrast to their enticing song, is a horrible collection of cackles and shrieks. Although there are instances of harpies which could speak the languages of other creatures, these are few and far between.

Combat: The song of the harpies has the ability to charm all humans and demihumans who hear it (elves are resistant to the charm). Those who fail their saving throw versus spell will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.

It is impossible to fend off a harpy song simply by clasping hands over ears because the charm takes effect the moment the first note is heard. Characters making prior preparations to block out the sound, (wax in ears, etc.), are immune to the effects of the song. In addition, characters who make their saving throw are thereafter immune to its effect, until such time as they encounter a different group of harpies.

If forced to fight, harpies can do so quite effectively by delivering a vicious bite and raking simultaneously with their talons. About 50% of all harpies encountered will use weapons, usually a bone club (damage 1-8) which they wield surprisingly well.

The touch of a harpy upon a charmed individual has a similar, though somewhat less potent, effect. Those who are touched and miss their saving throw versus spell will stand mesmerized for 20+1d10 hours.

The effect of either charm is broken if the harpy is slain.

Habitat/Society: Harpies make their home upon coastlines in regions near shipping lanes and by well-traveled paths. There they use their song to lure travelers to their doom.

Their lair is usually a shallow cave, which they defile until no animal dare approach it. Here they remain unless hunting. Harpies often carry victims back to their lair to devour them in more familiar surroundings.

Harpies have little use for treasure, other than the shiny baubles which they often attach to their clothes. Other items, such as gold and weapons, are frequently interspersed amongst the filth and bones that litter the cave. This refuse can reach a depth of several feet in the oldest of harpy lairs.

A typical harpy lair houses about a half-dozen of these wretched creatures. No male harpies have ever been seen and it seems that harpies can reproduce at will by laying a single egg every other year. Harpies take no care of their young, which live off carcasses and cave vermin until they themselves are old enough to sing and hunt.

Harpies have no social structure, frequently quarreling over who gets what part of a victim and when to stop the torturing and start the feasting. Occasionally these quarrels will turn violent, so that more than one harpy feast has begun with the last minute addition of the losing harpy to the menu.

Harpies will occassionally agree to cooperate in evil acts with other humanoids.

Ecology: Harpies hunt all manner of beasts, remaining in an area for as long as the food supply lasts. They are despised and greatly feared by all creatures weaker than themselves.

Harpies have a voracious appetite, devouring all manner of man and beast. They take great delight in torture, and frequently kill for pleasure. Slain victims which harpies do not eat are simply left to rot.

Their life span is unknown but seems to be about 50 years.

	Harrier	Larvae
CLIMATE/TERRAIN:	Jungle	Jungle
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Nest
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore (carrion)	Carnivore (carrion)
INTELLIGENCE:	Low (5-7)	Non (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Evil
NO. APPEARING:	1-2	25
ARMOR CLASS:	6	9
MOVEMENT:	3, gliding 12	1
HIT DICE:	7+7	1
THAC0:	13	19
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	2-5/2-5/2-12	1-6
SPECIAL ATTACKS:	Poison, rear claws 2-5 each	Nil
SPECIAL DEFENSES:	Camouflage, spell immunity	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4' long)	T (1'-2' long)
MORALE:	Fanatic (18)	Fearless (20)
XP VALUE:	4,000	35



Harriers appear basically humanoid. They have two arms, two legs, and one head. They have somewhat pointed ears, glowing red eyes, and vicious beaks with sharp needle-like teeth spaced around the edges. Their beaks and their leathery skin are mottled green in color. They have no hair.

A thin membrane stretches between arm and body, ending at the knee. Their hands and feet have sharp claws, which are used for climbing trees as well as for combat. Using their arm-membranes as rudimentary wings, harriers glide from treetops to attack their prey. These foul creatures fortunately inhabit only the hottest jungle environments.

Combat: When motionless and against a background of green jungle foliage, harriers blend in well. In this case, opponents receive a -2 penalty to surprise rolls. Harriers attack by swooping quickly toward opponents and using their claws and beak. A beak hit has a 25% chance to inject a burning poison. This poison causes an additional 2-12 points of damage for one round. The pain results in the victim attacking with a -2 penalty. While the poison is in effect, Dexterity adjustments to Armor Class no longer apply. A saving throw reduces the damage to half and eliminates most pain effects, reducing the victim's attack penalty to -1. The effects of the poison last for 5-20 rounds after it is injected.

If a harrier hits with both its front claws, it attaches itself to its victim, and brings its rear claws to bear. Each rear claw causes 2-5 points of damage with a successful hit. Once the harrier has attached itself to a victim, it becomes difficult to dislodge, requiring the victim to make a successful Strength check to do so. While attached, the harrier automatically causes 1-3 points of damage per front claw per round. It addition, it receives a +2 bonus to attacks when it uses its beak and rear claws on a victim to which it is attached.

Dislodging the creature causes 2-5 points of damage per front claw. This damage applies even after the creature is killed, unless the victim spends one full round to remove each claw.

A harrier is immune to heat and fire-based spells.

Habitat/Society: Harriers have no formal society, meeting only for short periods for courtship rituals and mating. A female harrier lays 2-8 eggs about three weeks after mating. She digs shallow pits for nests, dividing the eggs into two or three groups located several feet apart. Predators, including adult harriers, prevent most of the eggs from hatching into larvae. A month after the eggs are laid, 2-5 larvae hatch and begin to forage on their own. Only 1-2 live to mature into harriers.

Ecology: The harrier is a vicious predator that attacks any living animal it sees, including large and aggressive creatures such as dragons. When live prey is scarce, they scavenge for food, eating any type of carrion, including their own dead. They have no natural predators, but have several enemies in the jungle.

A harrier egg could bring up to 1,000 gold pieces from the right buyer. A young harrier can be trained to recognize a master who feeds it during its larval stage. To fully train the creature and become recognizable to it, the master must spend at least an hour each day with the creature as it matures. Because parental care is not natural for the harrier, however, a harrier cannot be trained to do anything except recognize its master. Even then, the harrier is dangerous and somewhat unpredictable. Once it has been placed somewhere as a guard animal, it guards that area to its death.

Larvae: Harrier larvae are small, worm-like creatures with a transluscent, mottled brown skin. They hatch with a well-developed, toothless beak, which grows and develops as the larva does. A nearly mature larva has limbs and other organs visible just under its skin. The larva matures rapidly if enough food is available, shedding its skin after two months and emerging as a small, but fully-developed harrier.

CLIMATE/TERRAIN:	Any urban area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 15 (A)
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Emotion control
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (20)
XP VALUE:	5,000



Every culture has reports of unusual behavior by otherwise normal people. Perhaps a wife who has been true and faithful for many years suddenly seeks passion in the arms of a stranger. Maybe a man who has been good and kind his entire life suddenly lashes out and kills several of his best friends. Sometimes this sudden change is the result of natural psychological stress or madness, but often it is the work of the dreaded harrla.

The harrla is naturally and permanently invisible. Those capable of sensing invisible objects see it as a humanoid figure, the height of a man. Its edges shimmer and fluctuate, making it impossible to determine if the form is a man or a woman.

The harrla has no known language, and seems unable to communicate. Some scholars say that a harrla can communicate with others of its kind, but there is certainly no proof of this. As they are almost never encountered in pairs or groups, however, language is all but unnecessary for them.

Combat: The harrla does not enter physical combat the way that many creatures do. It has no capacity to inflict physical damage and takes whatever steps it must to avoid placing itself in danger of physical or mystical assault. Of course, it is aware that most material weapons and spells cannot harm it, so its judgment is affected by these considerations.

The main "attack" mode of the harrla is its ability to infuse a living creature with an overpowering emotion. Each harrla is able to project only a single emotion. Although there are, in theory, as many types of harrla as there are emotional states, some common examples include hate, passion, and fear.

Hate: This type of harrla is capable of inducing hate in its victims that causes them to be overwhelmed with the desire to kill and destroy. While they do not simply attack anyone that they see, the slightest provocation results in a violent outburst. Thus, someone at the breakfast table might go into a killing frenzy upon finding that his meal was improperly prepared.

Passion: Those infused with passion find themselves unable to control their romantic desires. They fall into the arms of the nearest person of the appropriate sex and behave in a most wanton manner. The effects of this infusion are similar to those of the *philter of love,* only more intense and of shorter duration.

Fear: Persons overcome with fear flee from anything that presents itself to them in a frightening manner. Because the victims lose control of basic common sense, however, even persons reaching out to or walking toward the characters will take on menacing overtones.

The harrla is naturally drawn to those who are struggling to keep the emotion that it generates in check. Once it finds such persons, it begins to stimulate the emotional centers of the victims' subconscious minds. Within a few seconds, the victims become consumed by the false emotions of the harrla and act purely according to their new emotional state. While in this condition, the characters are under the control of the Dungeon Master, just as if they were NPCs.

The victims have no memory of what they have done while under the influence of the harrla and are often shocked to learn what has transpired during the missing minutes of their life. The harrla's influence remains for 30 minutes, minus 1 minute per point of the victim's Wisdom score. A saving throw vs. spells is permitted to avoid the influences of this creature, with success indicating that the victims are safe for 24 hours. This save is permitted only when the harrla first attempts to dominate an individual.

Those under the influence of the harrla can be freed by a magical spell that counters the emotional effect of the creature. Thus, someone who was under the influence of a harrla that projected mindless happiness could be released by the casting of an *emotion* spell that induced sadness.

It is also possible to break the power of the creature through forceful persuasion and Charisma. In order for characters to drive out the influence of the harrla they must be a true and trusted friend of the dominated character. If this is the case, the individuals must try to convince the victims that things are not as they perceive them. The chance of this working is 1% per Charisma point of the person trying to break the enchantment.

Persons under the emotional influence of a harrla lose 1 point

of Charisma. This loss is permanent, remaining even after the victims throw off the effects of the harrla's emotion controlling power. When the victims' Charisma scores are reduced to 0, the victims lose all vitality and will to live, dying in 1-6 rounds. Only restoring lost Charisma points prevents death.

When a harrla is dominating a specific person, it cannot travel more than 75 feet away from him. The creature retains its natural ability to fly, however, and often drifts above him as he moves through crowds and the like.

As an example of the harrla's dark and evil power, consider the following situation. A cleric of lawful good alignment is walking along the street when he is confronted by several members of another faith. They exchange cordial greetings and some brief conversation. During the chat, the priest is offended by several of the comments made about his church. This causes him to subconsciously resent the others, but he does not wish to make a public scene and says nothing about the insults. A passing harrla that induces rage senses his buried anger and begins to manipulate the priest's psyche. Fifteen minutes later, the priest suddenly finds that he has slain half a dozen innocent men and is now a wanted criminal. The harrla has done its evil work well.

The harrla is composed of nothing but emotional energy and is immune to damage from any manner of non-magical weapon. Further, even magical weapons inflict only half their normal damage to the creature. Of course, the weapon gains the traditional bonuses associated with an invisible opponent (-2 surprise modifier, etc.).

Magical spells have a reduced effectiveness against the harrla, because of its unusual form. It is immune to all spells that inflict damage based on heat or fire, cold or ice, electricity or lightning, and those that affect a biological function, such as *sleep* or *cause light wounds*. Emotion controlling spells, such as *charm,* have been known to affect the creature, although it gains a +4 bonus to any saving throw it makes against them.

The harrla's energy nature gives it the ability to pass through any solid objects with ease. The only known barriers through which a harrla cannot pass are those of a magical nature, such as a *protection from evil* or similar spell.

When a harrla passes through an individual, it momentarily infuses the individual with the emotion of the creature. The harrla does not actually feed upon the character's emotional energy, and the victim is entitled to a saving throw vs. spells with a +2 bonus to avoid its influence. If the save fails, the victim is consumed by the emotion for 1d4 rounds. Because the creature is not actually feeding when it does this, the harrla does not drain someone of a Charisma point.

While the harrla is indeed a dangerous adversary, it is not without weaknesses. Experience has shown that each and every harrla has a special weakness related to the emotion that it projects. For example, one scholar, a noted authority on paranormal creatures, reports that he once encountered a harrla that induced an utterly consuming depression in its victims. This despair was so great as to be life threatening. Upon researching the local rumors, he found ancient writings that convinced him that the tears of one of its victims would be damaging to the harrla. Sure enough, when the sage sprinkled such tears upon the harrla, it let out an audible shriek of agony and fled the area, never to be "seen" again.

In addition to its special weakness, a harrla can be driven away for 10-100 days with a *dismissal* spell or utterly destroyed with a *banishment* spell. The harrla is also vulnerable to spells such as *trap the soul*. An emotion control spell cast upon the creature stuns it for 1d4 rounds, during which time it can attempt no actions at all and is utterly helpless.

Habitat/Society: The harrla is a strange and solitary creature. It has no social organization, but drifts like a hunting shark through the sea of humanity in search of a victim. When it finds a target, it strikes.

Harrla seem to develop some sort of psychological attachment to their victims. They become fascinated with the character's ability to "feel" and the intensity of its emotions. They tend to linger near past victims, waiting for a chance to dominate them again. It is not uncommon for an individual to fall into repeated periods of domination over the course of several days until, exhausted by the feedings of the harrla and drained of all Charisma, he dies.

On the average, a harrla drives its victims into a super-emotional state and feeds upon them once or twice a week. A harrla returns to a victim in its need to feed upon emotional energy every 2d4 days.

The harrla seldom remains in one place after exhausting a victim. It seems to be drawn to travel from place to place for some unknown reason. Those who would stalk these creatures are often placed in a situation where they must defeat it quickly or it escapes them. It is often possible, however, to track a harrla from town to town simply by keeping records of unusual events. For example, if a party of adventurers suspects that a hate-causing harrla is in their area, they might locate it by making a map and marking places where unusual acts of violence have occurred.

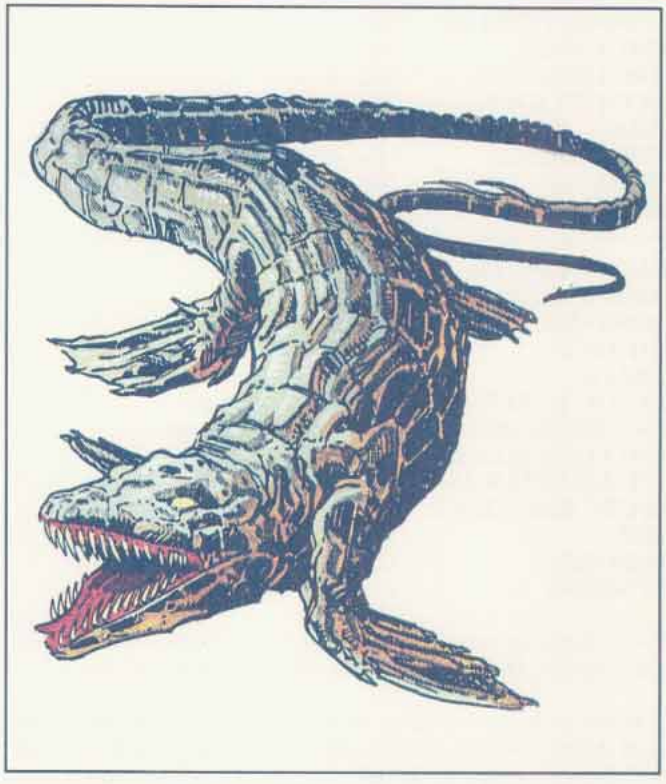
Of course, this method of tracking a harrla does not work for those that infuse less obvious emotions. A harrla that causes its victims to experience passion or fear, for example, might be much harder to track since reports of its activities would be far less likely to surface.

Ecology: The harrla seems to be a natural creature. While some speculate that it is undead or of extraplanar origin, there seems to be little proof of this. Most sages agree that the harrla is not a product of the negative material plane, as most undead are. It appears to be a natural creature that stalks mankind in much the same way that wolves might hunt sheep who have wandered from the flock.

Although little is understood about the harrla's need for emotional energy, several theories have been put forth to account for the creature's behavior. Perhaps the most convincing of these is that the harrla stimulates emotions in others because it lacks them itself. According to this school of thought, the harrla's soul is barren and without happiness. In order to experience the joys of emotion, such as the warm touch of a lover's kiss, the stimulating fury of an angry rage, or the vibrant excitement of terror, the creature must make use of proxies.

If true, this theory explains much, including the creature's apparent attraction to those who do not normally display the emotion that it stimulates, for it desires to share the thrill of these emotions with those who also, in its mind, lack them. Whether this is true or not, only further studies of the creature's tragic influence will tell.

	Lesser	Greater
CLIMATE/ TERRAIN:	Deserts	Deserts
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary/Small herds	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	U	U (x 2)
ALIGNMENT:	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1 or 2-5	1
ARMOR CLASS:	2	1
MOVEMENT:	15	12
HIT DICE:	1-5	6-20
THAC0:	Varies	Varies
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	3-18/1-12	3-36/2-24
SPECIAL ATTACKS:	Swallow whole	Swallow whole
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L to G (10' to 50' long)	G (60' to 200' long)
MORALE:	Average (9)	Steady (11)
XP VALUE:	Variable	Variable



Hatori, sometimes called the "crocodiles of the sands" are giant reptiles dwelling within sandy desert wastes. The hatori's hard, knobby hide ranges in color from gray-white to red-brown and is virtually indistinguishable from stone. Hatori use this semblance to great advantage, allowing the wind to partially bury them beneath the sands so that a casual observer may believe he is looking at rock outcroppings instead of behemoths of the sands.

Hatori are shaped like overgrown lizards, save that their legs have evolved into flat, flipper-like appendages that they use in conjunction with their massive tails to "swim" through the sands with astonishing speed and mobility. When forced to travel upon something more solid, such as a rocky plain, hatori move by awkwardly flopping and dragging themselves forward. Hatori eyes are normally concealed deep within dark recesses that look like small hollows. In the case of greater hatori (6 HD and over) these recesses sometimes look like cavern entrances.

Greater hatori are identical to lesser hatori in all respects save size and their ability to swallow larger prey whole (see below).

Combat: The only thing that can drive hatori into combat is hunger. Unfortunately, hatori have voracious appetites and food is rare in their home environment, so they never pass up an opportunity to make a meal out of a passing traveler—or even an entire caravan. The hatori's favorite hunting method is to position themselves along a well-used migratory trail or caravan route. When, believing the hatori to be no more than a rocky outcropping, a prospective meal passes nearby, the hatori spring into action.

Once the battle begins, hatori try to bite their victims with their toothy maws. Greater hatori swallow man-sized victims whole on a natural attack roll of 20. Such victims suffer 1d12 points of damage per round from the crushing and acid effects of the digestive tract. Swallowed victims cannot escape until the hatori is killed, for the muscular action of the esophagus prevents them from climbing out the throat.

Hatori use their bony tails to lash out at anyone attacking from the rear, or to attack fleeing victims while simultaneously trying to eat someone else.

Lesser hatori can swallow whole only opponents of kender size or less (on a natural attack roll of 20). Experience points earned for defeating a hatori depend upon its number of HD. See Tables 31 and 32 on page 47 of the 2nd Edition *Dungeon Master's Guide* to compute the XP values.

Habitat/Society: Hatori live in the sandy regions of large deserts. Because they are constantly searching for food, however, they tend to be found near migratory paths or along busy caravan routes. They stay in a productive area until food becomes scarce.

Hatori grow very slowly, at the rate of only 1-foot per year, but they keep growing throughout their lives. They accumulate Hit Dice at the rate of 1 HD every 10 years. Therefore, young hatori of 1 HD are usually 10 feet or less in length and 10 years old or younger, hatori of 2 HD are between 10 and 20 feet and between 10 and 20 years of age, etc.

Females care for their hatchlings until the young reach 50 feet in length (5 HD). This is the only time when they are commonly encountered in groups, for adult hatori are solitary creatures. Female hatori accompanied by hatchlings seldom exceed 10 HD, for they generally stop bearing young after their 100th year.

Every 10 years, male hatori and young females without any offspring migrate to the center of the desert. Here the males engage in ferocious battles to win the right to breed with the females. Although no civilized man has ever witnessed these mating rituals, certain desert tribes speak of a "time of thunder when mountains die." These legends may refer to battles occurring during the hatori mating season.

Ecology: Hatori eat anything, though they cannot digest gems or magical armor and weaponry. These items tend to accumulate in their stomachs over their long lifetimes. Hatori have no natural predators (save for each other at mating time), though it is rumored that certain kinds of dragons have been known to attack smaller hatori in times of hunger. Legends speak of a hidden hatori burial ground where ancient hatori go to die. If such a burial ground exists, it certainly abounds with gems and magical armor.

CLIMATE/TERRAIN:	Arctic ice pack and glaciers
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil, W
ALIGNMENT:	Chaotic (evil)
NO. APPEARING:	2-5 (1-4 + 1)
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	½ (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (8)
XP VALUE:	175

PSIONIC STRENGTH*:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
3	2/2/7	II/M-	= Int	120

- **Psychokenesis** – *Sciences:* telekinesis. *Devotions:* animate objects, inertial barrier.
- **Telepathy** – *Sciences:* mindlink. *Devotions:* aversion (to worms) contact, inflict pain, invisibility, repugnance.

(*) For use with the *Complete Psionics Handbook;* non-psionic alternatives are given in the Combat Section.

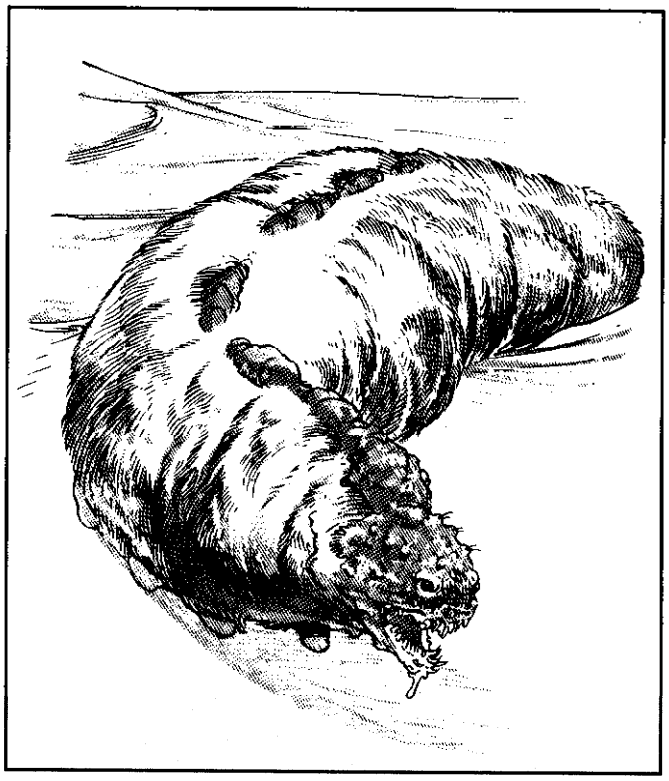
Hauns are chaotic ice worms with mental powers. They often parasite haundars (q.v.) which they use to travel outside their frozen tunnel lairs.

A haun looks like a furry gray maggot with occasional purple or black warts. Its small, slimy face is devoid of hair, and features two tiny black eyes and a mouth with serrated teeth. This fat worm undulates and jiggles like gelatin in order to move. Its internal organs create constant waves and swells visible underneath its skin. A haun often produces slight hums, growls, clicks, snaps, pops, and other chattering sounds, depending on its humor, which are its primary communication method. It can also use its psionic mindlink ability to communicate quietly.

A haun is only capable of a slow slither. However, once per turn it can compress its body, and release enough energy to leap up or forward. In this manner, it can leap forward up to 18 feet (3d6 feet) or upward up to 9 feet (1d6 +3 feet). A haun can burrow through ice at half its normal slithering speed.

Hauns are notorious parasites of the haundar. Haundar are huge slugs that hauns use, literally speaking, as moving fortresses. When one is found, a haun brood attempts to get closer and then leaps on its tail. From there, they can burrow under the haundar's thick armor. The brood usually carves out a hollow chamber under the thickest part of the armor on the haundar's back. This is done at no damage to the haundar, since this part of its body is mostly fat. The hauns cut out small slits into the carapace, in the manner of a fortress.

Hauns can spin silk to close off openings, fabricate warm, comfortable cocoons, or store food. Hauns are naturally incapable of making armor or using weapons or objects of any kind. They can, however, psionically animate objects.



Combat: The best hauns can physically do is force an opponent to fall over another haun strategically placed behind him, and try to bite him when on the floor. Hauns cannot bite anything higher than 2 feet above them because of their small size. Once per encounter, however, they may attack someone by leaping. Hauns always try to avoid getting personally caught in a melee. To attack foes, hauns much prefer riding inside their haundars. They direct the huge creatures to crush foes in their way.

As an alternative to psionics, hauns can once a day use *shield, invisibility, scare, suggestion,* and *telekinesis.* Otherwise, hauns use their psionic abilities to harm their foes. Initially, they remain invisible, and inflict pain or provoke repugnance among their foes. Otherwise, hauns activate their inertial barrier, and cause aversion while they attempt to flee.

Habitat/Society: Hauns live in tunnel networks in the ice. Several broods can share a large network. They are fiercely independent, and recognize no leader among them. Hauns are prone to incessant palaver and sudden, often short-lived quarrels that may or may not lead to a consensus decision (50% chance at best).

Hauns prey on sha'az (q.v.) eggs because they contain a substance reducing resistance to mental contact. The eggs allow automatic success for psionic contact and mindlink (except on a roll of 20), and so at half the required PSPs (Psionic Strength Points, rounded down) for a period of a week per egg. When inside the haundar, the parasites inject the egg's contents into the haundar's blood.

With these eggs, hauns easily establish and maintain a psionic mindlink with haundars and make it understand that if it does not obey, pain will soon follow. Haundar behavior ultimately changes after years of this treatment, and they become totally submissive. Owning a haundar is a status symbol among haun broods.

Ecology: Hauns feed on lichen and rotten flesh. They routinely slither through shallow tunnels, seeking carcasses left by predators.

CLIMATE/TERRAIN:	Icebergs, arctic valleys
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6, Fl 12 (D)
HIT DICE:	20
THAC0:	1
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-16 (2d8)
SPECIAL ATTACKS:	Spit acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long, 10' tall)
MORALE:	Elite (15)
XP VALUE:	12,000

The haundar is a gargantuan ice-slug. A very thick, flat shell covers most of the haundar's back and its head. It is articulated in order to ease the creature's movement. The shell and the remainder of the haundar's body are white, with a slight green shimmer.

Thick fur covers the part of the haundar's body that its shell does not protect. The creature maintains body temperature thanks to a very thick, nutritious blubber under its skin. The largest quantity of body fat is located under the thickest part of the creature's shell, about 10 feet away from the head.

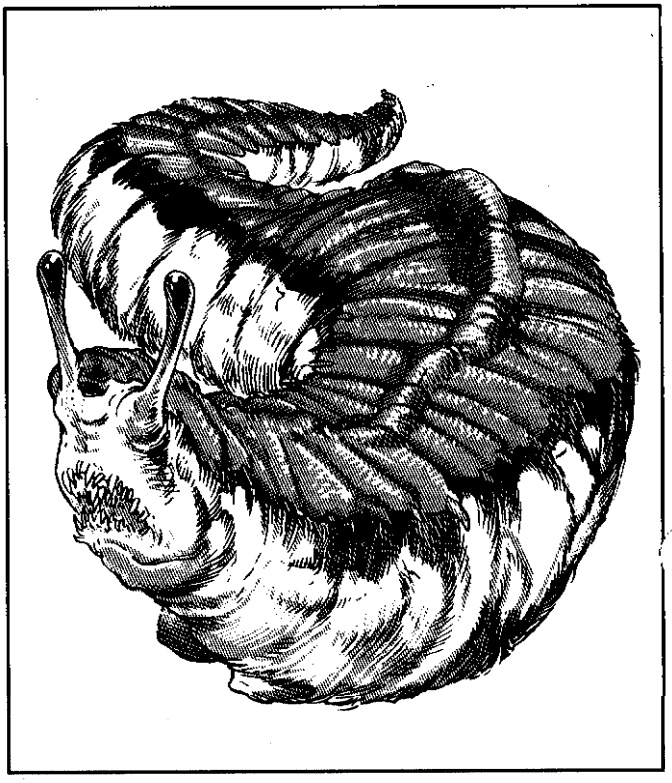
Like other common slugs, the haundar uses two retractile eyestalks, and two extra pseudopods to see and feel its way. Its mouth is located between the two lower pseudopods. The haundar's mouth is filled with an array of shark-like teeth that grow continuously. The haundar has infravision.

The haundar is capable of *levitating,* and moving through the air at a slow pace. It cannot fly in blizzard conditions.

Combat: The haundar fights primarily with its mouth, inflicting 2d8 points of damage per bite. Otherwise, it uses its acid spit which can reach a range of 12 feet. The haundar's acid strikes the target with an attack roll sufficient to hit Armor Class 0. The target consists of everything within a 10-foot radius from the point of impact. The acid causes 4d8 points of damage. A successful save vs. breath weapon allows the acid to cause only half damage. Victims who fail their saving throw must check all of their equipment to see if acid has affected any item.

The armored shell of the haundar is Armor Class 2. The unprotected parts of its body are Armor Class 6. If the haundar's eyestalks or sensory pseudopods are attacked, the haundar instantly retracts them to avoid wounds. It keeps them retracted until the end of the combat encounter. The haundar can rely on its sense of smell to fight, but would do so with a -3 attack penalty.

Exposed stalks are Armor Class 8. Any single attack causing 10 points of damage or more either severs or incapacitates one eyestalk or pseudopod. The haundar needs at least one eyestalk to travel and hunt. Without its eyestalks, the haundar eventually dies of hunger. The pseudopods are sensory organs that tell the haundar which direction it flies, and at which altitude and speed. It cannot fly without at least one pseudopod. The severed stalks regrow within a month.



Habitat/Society: The haundar lives in large rocky caves, huge cracks in the ice, or caverns dug into the ice. Its sleeps there, protects itself from blizzard conditions, and reproduces there. Occasionally, the lair connects with haun broods (q.v.). These worms are common parasites of the haundar.

The haundar is a migrating creature. If not hosting haun parasites, it travels the icy desert, trying to remain within a specific range of temperatures. In summer it moves north, while in winter it travels south. Migration patterns follow that of other beings, such as bears, seals, moose, and sometimes man.

When it is the farthest north and when food becomes scarce, it begins the mating season. Haundars are hermaphrodites, being both male and female. In order to begin the reproductive cycle, the haundar must fly almost continually for days. At last, it returns to its lair and lays 4d4 eggs. Exhausted, the haundar goes dormant for several weeks.

The eggs have little chance of hatching. Successful reproduction happens only once in a haundar's lifetime, for the hatchlings feed on the parent while it is dormant. As an average, two hatchlings become adults, and one successfully reproduces. Hatchlings grow at the rate of 1 HD (or 1½ feet a year) if properly fed. Haundars live as long as 60 years.

Ecology: The haundar is a dangerous predator. It feeds on almost anything that it can catch. The haundar is rare, since it is one of the main elements in the sha'az (q.v.) diet. Haundars indeed provide a very large, single source of meat that can feed an entire sha'az hive for weeks. Its blubber is used for oils. Its eyestalks are in demand for *potions of infravision,* and its lower pseudopods can be used as a potent ingredient in *potions of levitation.* The armor can be broken into smaller pieces and re-used as plate armor elements. A complete suit of armor made of this material weighs half its equivalent metal armor for the same protection, and is acid resistant. It also costs twice as much to build. Some northern knight orders may be willing to pay dearly for haundar shell pieces.

Haunt

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Individual
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Any

NO. APPEARING:	1
ARMOR CLASS:	0/victim's AC
MOVEMENT:	6/as victim
HIT DICE:	5/victim's hp
THAC0:	15
NO. OF ATTACKS:	1/1, as 5-HD monster
DAMAGE/ATTACK:	See below/by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	Champion (16)
XP VALUE:	2,000

(Note: Statistics separated by a slash: those to the left refer to the natural state, those to the right are for a possessed victim.)



A haunt is the restless spirit of a person who died leaving some vital task unfinished. Its sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from this world.

Haunts may assume either of two forms, at will: a hovering luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. In the later state, haunts look like groaning spirits, spectres, or ghosts, and are often mistaken for them. Transformation from one state to the other takes one round.

Combat: A haunt must remain within 60 yards of where it died, unless it takes control of a victim's body. This 60-yard radius is called the haunt's domain.

A haunt attacks mindlessly, and always targets the first human or demihuman that enters its domain. It will continue to attack until possession is achieved or the intended victim leaves the haunt's domain.

The touch of a haunt drains 2 points of Dexterity per hit. As the character's Dexterity is drained, he suffers not only the penalties of lowered Dexterity, but increasing numbness creeps over his body. If Dexterity reaches 0, the haunt slips into the body and possesses it. Once the body is possessed, Dexterity returns to normal.

The haunt uses the host's body to complete its unfulfilled task. The task need not be dangerous, although it often is. Once the task is completed, the haunt passes on to its final rest and the victim regains control of his body. When the haunt leaves a victim, the character has a Dexterity of 3. Lost Dexterity points are regained at the rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where that body was killed.

If the victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the victim using the victim's own hands. Unless the victim's arms are being restrained, the strangulation begins the round after the haunt takes control of the body. On the first round the victim suffers 1 point of damage, on the second 2, on the third 4, and so on, doubling each round until the victim is dead or the haunt is driven off.

Attacks on a possessed character will cause full damage to the character's body. If attacked, the haunt will use whatever weapons and armor the victim carries, but it cannot use any items that would require special knowledge (spells, scrolls, rings). The only safe way to free the victim is by casting *hold person* or *dispel evil* (*good*). If *hold person* is cast, the haunt must make a successful saving throw vs. paralyzation or be ejected from the body; *dispel evil* (*good*) destroys the haunt forever.

Haunts are linked to the sites where they died and therefore cannot be turned by priests. When in the natural state (i.e., not possessing a body) haunts may be struck only by silver or magical weapons, or by fire. Weapons cause only 1 point of damage, plus the magical bonus (if any). Normal fire causes 1 point of damage per round, but magical fire inflicts full damage. If a haunt is reduced to 0 hit points, it loses control of its form and fades away. The haunt reforms in one week to haunt the same location again until its task is completed.

Habitat/Society: The exact task to be accomplished varies, but the motives are always powerful—revenge, greed, love, hate. Often great distances need to be traveled before a task can be completed, and haunts will drive their hosts mercilessly toward the goal, ignoring the need for food or sleep.

A few haunts (10%) retain some knowledge of their former lives and can be communicated with. Often these haunts feel remorse at having to prey upon the living, but the force of the uncompleted task is too powerful for the haunt to resist.

Ecology: Haunts cling to this world by force of will alone. They have no treasure of their own unless it is connected to their quest. They prey only on humans and demihumans.

Haunt, Knight

CLIMATE/TERRAIN:	Any/Battlefield
FREQUENCY:	Very rare
ORGANIZATION:	Military
ACTIVITY CYCLE:	During Solinari full moon
DIET:	Nil
INTELLIGENCE:	Low (5–7)
TREASURE:	See below
ALIGNMENT:	Lawful good

NO. APPEARING:	1–8
ARMOR CLASS:	2 or better
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–8/1–8
SPECIAL ATTACKS:	Horror
SPECIAL DEFENSES:	Cannot be turned by LG clerics
MAGIC RESISTANCE:	10%
SIZE:	M (6′ tall)
MORALE:	16
XP VALUE:	2,000



A knight haunt is a floating suit of Solamnic armor, always accompanied by some sort of weapon. If the battle where the knight fell was one where more than 100 Solamnic knights died then it is always riding a suit of floating horse barding.

The armor is always mirror bright and its weapon is always in perfect condition. A faint golden haze can be seen, creating the form of the Knight who used to own the armor.

Combat: A knight haunt still has the inner fighting spirit of its former human form. It judges any conflict it encounters according to its Solamnic traditions and fights or withdraws exactly as a Knight would. It can sense the alignment of its enemies and always attacks evil and chaos before any other opponent. The creature never attacks Knights of Solamnia, but it defends itself and withdraws in an orderly manner when facing these opponents.

Knight haunts are immune to *sleep, charm, hold,* paralyzation, and mental control spells of any type, as well as cold-based attacks.

Breath Weapons/Special Abilities: A knight haunt can feel the power of magic in a 50–foot area. This enables it to find magical weapons from a battlefield and use these weapons for its own defense. This also enables it to attack the most magical enemy in a group if there is a decision as to which of two evil foes to attack.

All PCs and NPCs who encounter a knight haunt must roll a *horror check* upon first sighting it. The character rolls 1d20. If the roll is less than or equal to the combined total of character's Wisdom and experience level, the check succeeds and nothing happens. If the check fails, the character is horror struck and suffers a -4 penalty to all dice rolls for the duration of the battle with the knight haunt. These checks are also rolled for all characters every time the knight haunt kills a character.

The only way to end the menace is to kill the haunt and pour holy water on the armor afterward. If holy water is not used, the haunt reforms again, completely restored, at Solinari's next full moon phase.

Habitat/Society: A knight haunt is sometimes (5% chance) created when an especialiy lawful good Knight with a Wisdom of 17 or higher dies in battle. The haunt rises with the next full moon phase of Solinari. If its armor has been taken away, the power of the spirit can magically teleport the armor back to the site of the battlefield. If its armor has been destroyed, the power that creates the haunt can create an exact duplicate of the armor it wore.

When more than one knight haunt roams a battlefield, they) join into military groups and defend each other.

Ecology: The knight haunt rises with Solinari's full moon phase and roams for several miles around the battlefield. It is looking for a chance to do battle and will tight any intelligent creature it comes across.

The knight haunt does not battle defenseless beings, those with no weapons, or those trying to defend their homes. The undead spirit does not like to fight females and avoids such combat it there are others in the area to fight.

Young Knights of Solamnia often go hunting knight haunts. Although it is seldom talked about, it is considered very lucky to put a knight haunt spirit to rest and then use the haunt's armor.

H'Calos

CLIMATE/TERRAIN:	Tropical (Ixtzul)
FREQUENCY:	Very rare (Unique)
ORGANIZATION:	Singular
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (4)
TREASURE:	Hx3
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	- 3
MOVEMENT:	9 (6 burrow)
HIT DICE:	20
THAC0:	1
NO. OF ATTACKS:	1 o r 4
DAMAGE/ATTACK:	2-20 or 1-6/1-6/1-6/1-6
SPECIAL ATTACKS:	Swallow, fear
SPECIAL DEFENSES:	Immune to gas, fire
MAGIC RESISTANCE:	20%
SIZE:	G (100' long)
MORALE:	Fanatic (18)
XP VALUE:	20,000



H'Calos is a (hopefully) unique creature found in Maztica. It appears as a monstrous centipede with a black, chitinous shell. Its forward end is crowned by two glowing green eyes and a four-hinged jaw capable of swallowing any creature of size L or smaller. The forward two sets of legs have grown in the shape of a preying mantis's forelimbs, perfect for rending larger prey. The forward limbs also allow H'Calos to burrow through earth at normal speed, and through rock at one/third that speed.

COMBAT: H'Calos's favored method of attack is from below. It can sense vibrations through the earth and selects the loudest collection of individuals or people to attack from beneath. H'Calos emerges from the earth at high speed, taking one target with it, rising some forty feet above the ground. The target is subject to a swallow attack (see below-successful saving throw vs. breath weapon means he hasn't been swallowed, merely carried aloft), but even if he lives, he falls from that height unless he hangs on to his attacker.

H'Calos's rising from the ground causes fear (as for dragons) in all who witness it for the first time. Intelligent creatures of less than 1 HD flee in panic, with no saving throw. All others must make a saving throw against fear or fight at -2 to hit and damage for the next 10 rounds. The bacars are unaffected as long as the queen is alive, but if dead, the bacars are affected as normal monsters.

The round after rising from the earth, H'Calos plunges back down, trying to take another target with it in a swallow attack. If the original target is still alive, H'Calos tries to rend it with its forelegs instead, but crashes to the ground. H'Calos is unaffected by this maneuver. During its dive it is vulnerable to attack (its entire body must follow it down the hole). A target hit by two of the four claws is secured, and is dragged underground as well.

H'Calos can swallow its prey on a +4 or better attack roll (e.g., if the creature needs a 13 to hit and the roll is a 17 or better). Swallowed prey then takes 2-16 points of (stomach acid) damage each round, automatically, until dead. The prey may use small hand-held weapons in the creature's gullet, though slashing and blunt weapons inflict only 1 point per attack. H'Calos' insides are AC 10. Spellcasters attempting to use spells, wands, or magical items must first make a Dexterity check.

H'Calos's tunnels through normal soil last about 3-18 rounds before caving in. Tunnels carved through stone are permanent, but softer soils (such as swamp) fill in almost immediately.

H'Calos is immune to fire and gas-based attacks, including *cloudkill*.

HABITAT/SOCIETY: H'Calos lives to eat, period, and has spent the past 800 years in hibernation. He awakens with an all-consuming hunger, and eats until he is killed. He eats anything, but prefers animals, if only because they are easier to track through vibrations in the ground.

The breeding or creation of creatures such as H'Calos is unknown, although the idea of more than one of these creatures chills the blood.

ECOLOGY: H'Calos the Star Worm fell to earth about a thousand years ago, encased in a meteorite. Whether this spaceborn rock was his lair or his prison is unknown. His landing near the Vale of Ixtzul reverberated around the True World, and his coming may have closed off the last of the dwarven tunnels back to Faerun.

H'Calos' landing in the True World has had much to do with his long slumber. Without huge underground civilizations (as in Faerun), no delving society found him by accident. Also, without organized nations, Ixtzul was quickly forgotten. Those who did adventure into the valley of Ixtzul were dealt with by the bacars.

Should H'Calos be freed, he will be at full power, but hungry, such that entire towns and cities will vanish overnight under his assault.

Head, Arcane



CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	13
ARMOR CLASS:	3 (7)
MOVEMENT:	Fl 15 (C)
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (bite)
SPECIAL ATTACKS:	Bash
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	T (1' tall)
MORALE:	Elite (13)
XP VALUE:	270

Arcane heads are the severed heads of wanderers whose physical bodies die in the Nightmare Lands, specifically the Terrain Between. The heads are then magically animated by Mullonga, the aboriginal witch of the Nightmare Court. A flock of 13 arcane heads serve Mullonga, searching for physical wanderers traveling in the Nightmare Lands.

An arcane head looks much as it did in life, except that it has no body. Its eyes are empty and white, and a supernatural glow surrounds it. Its teeth are much sharper than those of a normal human, and its neck has been sewn shut where it was severed from its body. An arcane head moves through the power of magical flight, tracing mystical patterns in the air as it travels. When the mystic patterns of several heads are combined in a specific way, a portal opens through which Mullonga may travel to reach her ghastly servants.

The only sounds made by an arcane head are low, pathetic moans and the grinding of sharp teeth. It appears they can communicate with Mullonga in some way, but they do not speak or otherwise talk to their victims.

Combat: Arcane heads always attack in a flock, flying around their victims and darting in to bite or bash. On the first round of combat, the heads dive at a victim, trying to employ their special bash attack. A bash attack requires a successful attack roll. It is actually a magical attack that inflicts no physical damage. Instead, the victim must make a saving throw vs. spell or be stunned by the touch of the head's arcane aura for 1d4+1 rounds. Stunned characters suffer automatic bite damage every round from any arcane heads that attack them.

Each head bites for 1d6 points of damage. The speed and small size of each head accounts for its Armor Class. If held in place (such as by a *web* spell), a head only has an AC 7.

In addition to flight and the bash attack, the heads use their arcane powers to open a magical portal controlled by Mullonga. It takes at least five heads spinning in unison for 1d4+1 rounds to open the portal. Mullonga can step through the portal or use it to transport wanderers into a dreamscape.

Habitat/Society: When not prowling the dark hours on behalf of their mistress, the flock of arcane heads rests in one of the tenements in Mullonga's ever-shifting Ghettoes. There are never more than 13 heads in the flock. If any are destroyed, the witch makes an effort to replace them as soon as possible. The heads serve as Mullonga's spies throughout the Terrain Between, checking on the activities of dream spawn, wanderers, and even the other members of the Nightmare Court. The heads specifically search for wanderers so that Mullonga can use them in her arcane experiments. If she has no immediate use for a wanderer, he or she is cast into a dreamscape for safekeeping.

Ecology: As supernatural creatures, arcane heads have no place in the natural order. They feed on the flesh of physical beings, preferring the taste of live wanderers though they also sustain themselves with the flesh of lost souls created in the Terrain Between.

Mullonga

—From the Journal of Dr. Illhousen

"Mullonga appears as a hunched, leathery, brown-skinned witch dressed in animal skins and carrying a gnarled staff. Her eyes are clear and deep, peering out from the wrinkled folds of her dark skin. She may seem to be a primitive shaman of some sort, an aboriginal old woman who is so small as to be harmless, but she is neither of these things. She is evil and malicious.

This villainess thrives on fear and apprehension. Her dreamscapes are sinister, foreboding places, often devoid of other inhabitants save those with sinister intent. Dream seeds who suffer from terrible phobias are the fodder of Mullonga's voracious appetite.

There are many things to be afraid of across the land, but when that fear controls you, or paralyzes you even when not confronted by its source, you may fall prey to the machinations of Mullonga. Even such simple fears as the fear of common animals or speaking to crows may be twisted into a horrible dreamscape by this member of the Nightmare Court.

The witch puts her victims into bizarre, twisted dreamscapes filled with representations of whatever they fear the most. Worse, while the source of the phobia may be everywhere, it will likely be some time before the prey encounters it. Mullonga cackles gleefully while her victims fervidly hope to avoid the terrors they know are out there. This continues through several different dreams, the source of the fear drawing closer and closer each night. when the source finally reveals itself, it is almost a relief to the shivering shells of the dream seeds that remain. Among her favorite tools are the arcane heads.

In the center of the Nightmare Lands, in the City of Nod, Mullonga can be found in The Ghettoes, a section of Nod even older and more decrepit than the rest. The Ghettoes consist of ramshackle tenements with narrow streets and twisting alleys. It is a dark, confusing area, which rarely rests in one position long. The entire district roams Nod like a hungry predator, taking those within along for the ride. Unspeakable things stalk loathesome shadows, just slow enough to be caught from the corner of the eye. The very alleyways constantly shift to block the traveler's way or lead him deeper into the Ghettoes. And somewhere at the heart of the Ghettoes waits Mullonga."

Favored Powers: Alter perception, ego assault, polymorph, slow.



Climate/Terrain:	Ravenloft
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1–3
Armor Class:	3
Movement:	6, Wb 12
Hit Dice:	5 + 5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2–8 (2d4)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	20%
Size:	T (1' diameter)
Morale:	Very steady (13–14)
XP Value:	1,400

A head hunter is a horrid, spiderlike creature believed to have been created by the mysterious drow or some related, but even more sinister, race.

Head hunters look like long-legged spiders with human heads in place of bodies. First seen in the dread realm of Arak, they have recently been spotted in Arkandale, Borca, Darkon, and Dementlieu.

These frightful creatures can understand and speak drow, elvish, and several human tongues. It is almost certain that they have a language of their own, but if this is true it has never been heard by man.

Combat: Most encounters with a head hunter begin not with a sighting of the beast itself, but when some hapless soul wanders into its giant web. Spun in the same manner that a true spider would employ, the head hunter's web is fashioned from tremendously strong, sharp filaments. Those walking or running into the nearly invisible web have a 75% chance of lopping off one of their limbs. If such a loss is indicated, the DM should roll 1d10 to determine the exact nature of the injury. On a roll of 1–9, the victim has lost an arm or leg (determined randomly). Such a loss also inflict damages equal to one-quarter the character's base hit points, potentially killing a wounded character. If the roll was a 10, the character has been beheaded and is instantly killed. As one might expect, the head hunter can move freely in its web without any chance of injury.

Once the head hunter's web has done its work, the creature may resort to melee combat if the odds appear to be in its favor. They begin such combat by spitting type-N poison (contact, 1 minute, death/25) at one target up to 15 feet away. A head hunter can spit in this fashion three times per day.

If forced into direct physical combat, head hunters attack by biting for 2d4 points of damage. Those bitten by the head hunter are injected with its poison whenever the creature rolls doubles on its damage dice.

Head hunters are immune to all poisons and can easily walk on the webs of all other spiders. They are particularly susceptible to fire, taking one extra point per die of damage. They have poor eyesight past about 20' but are especially sensitive to vibrations, which allow them to track moving or speaking targets.

Habitat/Society: Head hunters hate all humans and demihumans, but particularly despise elves. Whenever possible, they will use their stolen bodies (see **Ecology**) to bring misery and suffering to the ranks of the fair folk.

Ecology: The most terrible aspect of the head hunter is not its combat ability, however. Once battle is done, the creature will gather up any corpses beheaded by encounters with its web and begin to transform them into vessels that can serve its dark schemes. Climbing atop the neck of the still-warm body, the head hunter slips its slender legs deep into the corpse and takes control of the body. Like the master of some organic machine, the head hunter can now cause the body to move about as if it were still alive. An animated corpse fights and makes saving throws as a 0 level human.

Over the course of the next week to ten days, the head hunter will feed upon the internal organs of the body. At the end of that time, it will abandon its host, leaving behind an empty shell not unlike the discarded skin of a growing snake. During that time, however, the head hunter will attempt to infiltrate human society and sow discord by passing itself off as a normal human.

In cases where more than one beheaded corpse is available to the creature, the head hunter will envelop those it does not intend to use in a cocoon of webbing. This quickly hardens, perfectly preserving the body within for up to 12 months. At any time during this period, the head hunter can recover and animate the corpse.

It is not uncommon for a head hunter to set up its lair within a human or demihuman city. As a rule, such places will have at least one secret chamber that houses several preserved bodies that will act as future vessels for the creature.

Hearth Fiend

CLIMATE/TERRAIN:	Open fires (Ravenloft only)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	See below
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	Firebolt & *Charm*
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	Varies
MORALE:	Elite (13–14)
XP VALUE:	Varies



Since the dawn of time, humankind has looked upon fire as a mixed blessing. It drives away the night and holds back the cold. Wild animals will not approach it, and much of civilization depends upon it. Still, there are times when the flames that have nurtured mankind from the Stone Age into an era of steel and magic turn upon him. Fires escape the confines of lanterns, and houses are burned to the ground. Someone reaching into a warm hearth stumbles and scorches his hand on the dancing flames within it. Often, this is just chance. Sometimes, however, a more sinister force is at work.

The hearth fiend is an evil creature from the elemental plane of fire. Similar in many ways to the water weird, it is brought into Ravenloft as an accidental side effect of certain magical spells. As soon as they arrive in the Demiplane of Dread, hearth fiends begin to do evil. Hearth fiends have been encountered on other planes of existence, usually unwittingly carried by adventurers escaping from Ravenloft.

A hearth fiend is found only in a source of open fire: the guttering flame of a candle, the stout radiance of a torch, the warming blaze of a campfire, and so on. Here, it is visible occasionally (5% chance if closely examined) as a malevolent face that flickers menacingly in the fire. If the creature wishes to, it can make its features obvious to all who look upon it, otherwise it can be seen only with a *detect magic*, *detect invisibility*, or similar spell.

Hearth fiends communicate with others of their kind through the flickering of their flames and the pops and crackles they emit. When they wish to, which is seldom, they can speak to those near them in the common tongue of men. In such cases, their voices are sharp and crackling with hissing, whispery overtones. There is a 75% chance that those who hear the voice of the hearth fiend will not recognize it as speech unless they are aware of the creature's presence.

Combat: Hearth fiends attack by releasing powerful bolts of flame from their bodies. One bolt can be fired per combat round, and the amount of damage it inflicts is based upon the size of the fire that hosts the creature (see **Ecology**). These firebolts have a range of 5 feet per Hit Die of the creature. A normal attack roll is made by the fiery monster when it employs this assault. Anyone struck by the flames must make a saving throw vs. breath weapon. Success indicates that only half damage is taken from the attack. Failure indicates that the creature takes full damage and that some or all possessions must make saving throws vs. magical fire or be destroyed. Items stored within other items need not save unless the item holding them is destroyed.

Those wishing to harm the hearth fiend by direct assault must employ magical weapons. Any nonmagical item employed against the creature inflicts no damage and must save vs. magical fire or be destroyed.

Magical attacks based on lightning, electricity, heat, or flames inflict no damage upon the creature. Spells that rely upon cold or ice to inflict injury cause half damage to the hearth fiend. Those spells that create water in large quantities can be used to smother the hearth fiend, inflicting ld4 points of damage per gallon of magically created water thrown upon the creature. Nonmagical water, including holy water, has no effect on the hearth fiend and may actually be burned and consumed by the creature just like any other material object that it comes into contact with.

Spells like *resist fire* and *flame walk* can be used to protect oneself from the ravages of a hearth fiend, although the creature is assumed to be composed magical fire. Spells that drive creatures back to their native planes or limit their actions (*dismiss fire elemental* or *protection from evil*, for example) affect the hearth fiend normally.

Those who hear the whisperings of the fire and recognize that it is speaking to them can be *charmed* by the creature, and it is in this way that the creature begins to spread its evil. Those who are aware that the fire is magical or know of its true nature are immune to the enchanting effects of the whispers. Thus, as soon as adventurers learn that a given flame is actually controlled by a hearth fiend, they become immune to its charm ability. The hearth fiend can charm only one individual at a time, so this power is limited.

Habitat/Society: Hearth fiends are solitary creatures that delight in causing mischief and evil. Once the monster takes up residence in a given fire, that flame cannot be extinguished by normal means. It continues to burn so long as there is fuel available. Because the magical fires of this creature can consume stone and water as easily as wood or coal, it almost always has something to consume. Hearth fiends have a taste for living flesh as a fuel source, however, and enjoy nothing more than the consumption of thrashing, screaming victims caught in their fiery embrace.

Thrice per day, the hearth fiend can release 2–12 (2d6) ember eyes. These appear as innocent embers, still smoldering from the heat of the fire, that drift out into the air. The eyes remain hot and glowing for 1d6 rounds, during which time they drift about at the speed of a walking man. The hearth fiend is able to see and hear all that comes to pass near the eyes, so it uses them to gather information about its surroundings. Ember eyes can be smothered by anything that would quench normal fire (a cup of water, etc.) or anything that robs them of their enchantment (like a *dispel magic* spell).

In addition to their use as sensory organs, the ember eyes can ignite anything they are directed to land upon. The object in question must make a saving throw vs. normal fires or begin to burn. If they land on a person, that individual must make a saving throw vs. breath weapon or suffer one point of damage.

Once the embers have ignited a fire, the hearth fiend can instantly transfer itself to these new flames. This takes but one round, during which time attacks on either the new or old location can affect the creature. As a rule, a hearth fiend will be reluctant to jump from a larger fire to a smaller one, for this diminishes its power. This is, however, the only way that a hearth fiend can move about on the Prime Material plane, so it is often forced to leap into smaller fires to escape destruction at the hands of adventurers.

As soon as a hearth fiend enters a new flame, it is fully healed of damage it might have suffered, and its hit points are rerolled based on its new size. Further, the old fire is no longer considered to be magical and can be extinguished normally, while the new fire now becomes enchanted.

Typically, the hearth fiend will wait for several days after entering a new fire before taking any actions that might reveal its presence to those around it. When it begins its evil doings, it typically does so by whispering to those who are not likely to guess at its origins: a young child, a bar maid, or a dim-witted bully.

It begins to promise things to this person in exchange for his help in spreading its evil. At first, the promises are innocent and even helpful ("I will keep your inn warm and brightly lit . . .") and the demands minimal (". . . if only you will bring me some tasty yew to feed upon.").

As time goes on, and the creature begins to acquire the trust and friendship of the fire's tender, the promises become more insidious and the demands greater. It might promise never to burn the evening meal, or even the family children, in exchange for a small animal being tossed into it once per month. Further, because the fire can see many things with its ember eyes that the tender cannot, it will begin to offer disturbing news. The intent of its efforts is to goad the person it speaks to into helping the hearth fire do more evil deeds.

For example, it might reveal to a housewife whose fireplace it inhabits that her husband has been having an affair with the serving girl. Of course, the fire will be only too happy to burn the girl's face, scaring her for life, the next time she comes near it. Because of the cruel nature of the fire, there may not have been any actual romance between the master of the house and his servant, but the wife may never learn that.

Eventually, the hearth fiend will demand great sacrifices from its host; perhaps intelligent beings lured near to it so that it can lash out at them with its firebolts or the transportation of its ember eyes to places where they will ignite and allow the creature potential refuge. Often, it will cloak these requests in terms that will make them pleasing to the person it has charmed.

For example, it might ask to have one of its embers transported to the hearth of a neighbor who has offended its tender. Once there, it vows to destroy the house, driving the inhabitants out and forcing them to seek a new home elsewhere. In actuality, of course, the creature will see to it that the neighbors are unable to escape the flames that engulf their home so that it may delight in the taste of their seared flesh.

Ecology: Whenever a wizard or priest employs a fire-based spell in Ravenloft, there is a 1% chance per level of the spell that it will cause a hearth fiend to appear. The creature will instantly be drawn into the nearest source of nonmagical fire, which it will enter. The power of the creature is based wholly upon the size of the fire that it inhabits, as indicated on the following chart:

Fire	HD	THAC0	Firebolt	XP
Candle or lamp	1	19	1d4	120
Torch or cooking fire	3	17	2d4	270
Campfire or fireplace	5	15	3d4	650
Large hearth	7	13	4d4	1,400
Bonfire	9	11	5d4	3,000
Burning house	11	9	6d4	5,000
Burning mansion	13	7	7d4	7,000
Burning fort	15	5	8d4	9,000
Forest fire	17	3	9d4	11,000

On their native plane, hearth fiends are lesser creatures. They drift about, always at the mercy of even the most minor inhabitants of the elemental plane of fire. The only thing that makes them unique and potent in any way is their ability to sense the use of magic that draws upon the elemental fire of their home dimension. Whenever a hearth fiend senses such a spell, it will latch on to the enchantment and leave behind the elemental plane of fire.

Once on the Prime Material plane, a hearth fiend is more powerful. Its fiery nature makes it dangerous and its intelligence makes it cunning enough to survive. Thus, hearth fiends are greatly reluctant to return to their plane of origin. If confronted with the possibility of banishment from the Prime Material plane, they will be more than willing to bargain and haggle for a chance to remain. Of course, they will lie and deceive those they must deal with in any way possible, planning all the while to destroy them at the earliest opportunity.

Just as the hearth fiend is drawn into the Prime Material plane by magic, so, too, can it be used to foster magic. It is known that Azalin of Darkon once harnessed the power of several of these creatures in a forge that is said to have burned hotter than any known before. Of course, in order to fuel the forge he was forced to cast living people, usually criminals from his dungeons and foolhardy adventurers, into it. However, this effort was rewarded with a device that proved unusually suited to the creation of magical items. There are those who say that each and every one of his dreaded Kargat vampires is armed with a weapon forged in the flames of this evil device. The means by which Azalin built this forge and contained the elemental creatures are unknown, but it is certain that the darkest of dark magics was involved.

Hebi-No-Onna

Climate/Terrain:	Rokushima Táiyoo and Sri Raji
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	U (A)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	0
Movement:	12, Sw 12
Hit Dice:	14
THAC0:	7
No. of Attacks:	3
Damage/Attack:	1–6/1–6/1 point
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (4'–5')
Morale:	Fanatic (17–18)
XP Value:	10,000



Hebi-no-onna, also known as *snake women*, are powerful spellcasters who can control snakes of all sorts. They often dupe normal men and women into forming cults dedicated to themselves in order to further their selfish and evil aims.

Hebi-no-onna have the bodies of exceptionally beautiful women with writhing serpents instead of arms. They have the skin tones, dark hair, elegant eyes, and delicate bone structure characteristic of oriental regions. Hebi-no-onna most often wear finely made kimonos, so that they may easily hide their arms within the voluminous sleeves. They adorn themselves with jewelry, especially that which features valuable gemstones.

They speak the common languages of several eastern realms and all reptilian tongues.

Combat: Hebi-no-onna prefer to cast spells and use their hypnotic gaze on opponents before engaging in close combat.

Hebi-no-onna have the magical ability of 14th level Enchanters, including their modified saving throws and bonus spells. They do not need material components, though they must be able to speak and gesture freely. Their most frequently used and favorite spells include *charm person, friends, ray of enfeeblement, hold person, suggestion, charm monster, confusion, minor globe of invulnerability, chaos, domination, feeblemind, hold monster, geas, globe of invulnerability,* and *teleport without error.* In combat situations, they prefer to englobe themselves in protective spells and then paralyze or control their foes. In this way, they hope to acquire prisoners who can later be turned into servants or slaves.

In addition to their magical abilities, hebi-no-onna have a hypnotic gaze that they use to great advantage. This functions like the first level wizard spell *hypnotism* except that even those who are wary or hostile receive no bonus to their saving throws. When the snake woman directs this attack at someone, her eyes change to the yellow, slit-pupiled orbs of a snake. The hebi-no-onna cannot engage in melee or cast spells in the same round that she uses this ability. Those who are aware of this power have a 50% chance of avoiding the creature's gaze, while others will find it impossible to elude.

The bite of a snake woman causes 1 point of damage and injects a terrible poison into the target's body. Known by the Vistani as *daigatu* (nightmare wine), this mysterious toxin causes anyone bitten by the creature to attempt a saving throw vs. poison or begin to suffer vivid and horrifying hallucinations for 1d10+2 rounds. Characters caught in the grip of these nightmares are unable to fight, defend themselves, or take any other action. Instead, they howl in terror and thrash about as their deepest fears torment them. After three bites, the hebi-no-onna is unable to use her poison for 24 hours, though her fangs still cause their normal damage.

Both of the snake woman's arms can strike in a single round of combat. These arms may appear to be any of several varieties of poisonous snakes. In order to determine the exact properties of the hebi-no-onna's arms, the DM should roll 1d8 on the following table four times. These indicating the type of snake, the damage done by its bite, the type of poison that it injects with its bite, and the lethality of the venom. The "Poison Strength" column refers to **Table 51: Poison Strength** in the *Dungeon Master Guide* and the "Poison Intensity" column is a modifier to the victim's saving throw vs. poison.

1d8 Roll	Snake Type	Bite Damage	Poison Strength	Poison Intensity
1	Asp	1d2	A	Diluted (+4)
2	Cobra	1d3	B	Weak (+2)
3	Mamba	1d3+1	C	Mild (+1)
4	Urutu	1d4	D	Average (+0)
5	Adder	1d4+1	E	Average (+0)
6	Pit Viper	1d6	F	Potent (–1)
7	Coral	1d6+1	O	Strong (–2)
8	Krait	1d8	P	Concentrated (–4)

Hebi-no-onna are immune to all venoms and poisons. In addition, they are immune to the gaze attacks of any reptilian creature (including other snake women) and to the ESP powers of

dark nagas.

Snake women are able to control all sorts of normal and giant snakes without using any spells to do so. So long as such creatures can hear the spoken commands of these sinister women, they will obey them. Because of this, there will always be 5–40 (5d8) snakes in a hebi-no-onna's lair, many of them poisonous. These obey her without question, even dying in her defense should she command them to do so.

The hebi-no-onna takes great care never to place herself where anyone not under her control can easily reach her. Foes must make their way through her guards while she casts spells or uses her hypnotic gaze from inside her *globe of invulnerability*. If she believes she is in real danger, she always attempts to use her *teleport without error* spell to save herself. Unless she has sustained heavy damage, however, she is usually too proud to flee.

Habitat/Society: Hebi-no-onna may live in vast underground cavern and tunnel complexes, old ruins, abandoned temples, or walled private residences. They revel in creating secret cults around themselves. These snake-worshiping cults dedicate themselves to doing evil in the hebi-no-onna's name, deferring to her as if she were a goddess. The cultists commit robberies to provide money for their temple, steal beautiful clothing or jewelry to adorn the hebi-no-onna, kidnap innocents for use in sacrifices, and desecrate shrines and temples to good deities. Those who discover signs of the cult's existence or their activities are forced to join or be killed.

Most of the hebi-no-onna's spells are used to dominate and control her most powerful servitors. She uses many different kinds of dominated and controlled creatures as guards and they will always be deployed to her best advantage. There will usually be 2d10 human and demihuman slaves in her lair. These are completely under her domination and fight until they are slain or the snake woman is killed.

In addition to their magically dominated guards, hebi-no-onna surround themselves with human or demihuman cultists. These are fanatically loyal people who have come to believe that the snake woman is some manner of deity. In many cases they have been brainwashed and do not recognize the nature of the creature they serve. Some of the followers, however, will simply be evil men and women who wish to serve the terrible hebi-no-onna. Cultists are usually 0 level humans or demihumans, though some may be higher level adventurers.

Hebi-no-onna occasionally associate with spirit nagas or dark nagas and keep feathered serpents as favored servants. Whenever they cooperate with nagas there is usually a power struggle. Eventually one or the other will be forced to leave or be killed by the other. Until this time they usually cooperate, using their skills to control whole villages. Both the nagas and the feathered serpents delight in constructing traps and when several traps are found in a hebi-no-onna's lair it is indicative of the presence of one or the other type of creature.

All hebi-no-onna are quite vain and acquisitive. They love artwork, jewelry, gemstones, and insist on the finest materials and most beautiful patterns in the kimonos they wear. Many of their controlled minions are used as personal body servants who help them dress, wash, arrange their hair in intricate designs, and apply their make-up and perfumes.

Though their lairs may be in ruins or caverns, snake-women refuse to accept anything but the best furnishings and most costly, comfortable decor in their private rooms. There are always several mirrors in a hebi-no-onna's lair as a tribute to her vanity.

They are particularly fond of faceted gems such as rubies, diamonds, sapphires, and emeralds, though fine jade and colored pearls also interest them. They prefer gold and platinum settings for jewelry, but occasionally take a liking to a particularly beautiful or finely worked piece made of ivory or coral. Hebi-no-onna have no interest in money for its own sake; what treasure they acquire must be beautiful. All other riches, whether trade goods, coins, or aesthetically displeasing treasures are used to further the aims of the cult.

Hebi-no-onna seek to manipulate others into doing their will and providing them with beautiful items. They gain great satisfaction from forcing others to do their bidding and from being admired and worshiped. They are totally selfish and do not truly care for anyone other than themselves. Their lives are dedicated to surrounding themselves with beautiful luxuries and fulfilling all their desires. They believe that they have the right to rule because they are stronger and more intelligent than any other creature. They cannot be forced to serve anyone else. If they cannot escape certain capture, they will die rather than being brought under another's dominance.

Ecology: There are no male hebi-no-onna. In order to produce offspring, the snake-woman must mate with a human, elven, or half-elven partner. When the hebi-no-onna chooses a prospective mate, she tries to select someone who is intelligent, strong-willed, healthy, and handsome in order to provide these advantages for her child. Such a prospect is often resistant to her charms, forcing the snake woman to capture him and then break his spirit. It may require several weeks of *conditioning* before her chosen mate can be convinced to cooperate.

Once his work is done, the mate is sacrificed in a grand ritual attended by all the cult members. Because of the stringent requirements for a prospective mate, hebi-no-onna often devise plans to manipulate adventurers into discovering their cults and maneuver them into ill-planned attacks that are foiled by unforeseen traps. The most promising male adventurer is then chosen as the hebi-no-onna's mate, while the others are conditioned to be guards or slaves.

The offspring of the union is always a hebi-no-onna. These are as helpless as human children until they reach maturity (at about age 12), though their snake arms cause 1–4 points damage and may cause those bitten by them to experience severe nausea (save at +3 to avoid). At that time, they develop their powers and are strongly encouraged to move on and find another lair far from their mother's territory. On rare occasions, a daughter hebi-no-onna is allowed to stay and take over her mother's place. Whenever this occurs, however, it is because the mother is in failing health.

The spellbooks of hebi-no-onna contain variations of normal spells that allow their casting without the use of material components. If a spellcaster devotes one month per level of spell to learning these spells, he may then cast them without material components.

Hej-kin

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	O (C)
ALIGNMENT:	Neutral evil
NO. APPEARING:	4-16 (4d4)
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	Small (4' tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	Warrior: 65 Priest: 175 Mage: 175



PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2 / 2 / 7	PsC/IF,TS	14	80

Psychometabolism – *Sciences:* life draining; *Devotions:* body equilibrium, heightened senses, biofeedback.

Telepathy – *Sciences:* mindlink; *Devotions:* intellect fortress, psychic crush, send thoughts, post-hypnotic suggestion, contact, thought shield.

Hej-kin are a race of vile-looking humanoids who inhabit the natural subterranean caverns and tunnels of Athas.

Hej-kin have round chubby faces which are accented by large noses and small, slanted eyes. The ears of hej-kin are pointed, short, and covered with a thick fur. The skin color of hej-kin varies greatly, from deep red to a dark mossy green. Most hej-kin clans will usually be all of the same color skin, and most tend to be reddish and orange colored. The skin of a hej-kin is thick and very tough, similar in texture to softened leather hide.

The language of the hej-kin is a combination of sign and verbal communication. Hej-kin speak in a low-pitched voice that resembles human mumbling in sound. Very few above-ground dwellers are familiar with the language of the hej-kin, for it is extremely difficult to learn. Characters attempting to interpret or speak hej-kin suffer a - 3 penalty to their language proficiency, due to the unique and difficult nature of the language.

Combat: Hej-kin travel underground by means of a unique psionic ability which allows them to phase through rock. Use of this ability slows their movement to only 3 while phasing.

Hej-kin are able to use this ability to surprise any opponents or travellers who threaten their homes. When hej-kin attempt to surprise their enemies, apply a -2 penalty to all surprise rolls.

When they engage in combat, hej-kin attack with both their hands, raking their opponent with their sharp claws. A successful attack does 1-4 points of damage to their victim. Being competent psionicists, hej-kin are also able to attack with psionic powers. Like many of the creatures of Athas, hej-kin have naturally developed psionic defense modes, making them more resistant to psionic attacks. These defense modes are considered always "on," meaning that even when making physical attacks, hej-kin are able to use their defense modes (providing they have enough PSPs to power the mode being used).

Habitat/Society: Most clans make their homes in caverns adjacent to underground streams providing the clan with an adequate supply of water. Unlike many other types of subterranean dwellers, hej-kin do not dig tunnels or caves, for doing so would disturb the earth, which they consider to be sacred.

The average hej-kin clan contains four to five families, each consisting of three to six members. A family's living area is usually a smaller cave connected by tunnel to the cavern occupied by the rest of the clan. Hej-kin mark their dwellings by runes on the outer cave walls.

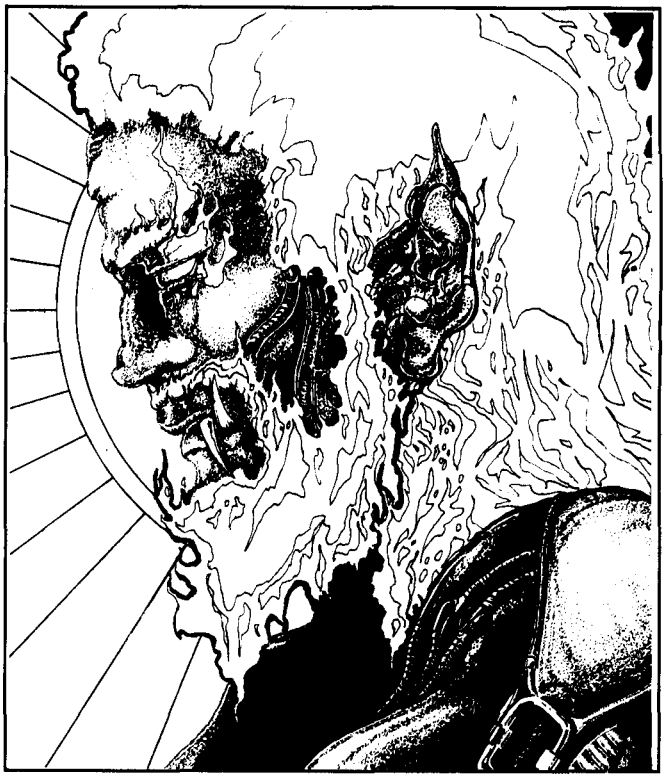
Hej-kin are omnivores, relying on both meat and vegetables as sources of food. Most of their food comes from subterranean plants and small underground creatures.

Within a clan of hej-kin, there exist examples of the warrior, priest, and mage classes. Warriors and mages rarely advance to high levels (7th or higher) due to the race's limited contact with other creatures. All hej-kin mages are preservers, due to their race's worship of the earth (see below). Priests, however, often reach very high levels of experience. All hej-kin priests worship the earth, as do all hej-kin. Hej-kin priests are the only members of their society who ever travel to the surface, usually to investigate some disturbance that threatens their home or the earth. Hej-kin are natural enemies to most other races, both surface dwellers and other subterranean races. This is due to the abuse and destruction of the earth perpetrated by other races.

Ecology: Hej-kin live an average of 40 to 45 years. Most clans stay in the same place for periods of up to ten years, at which time they migrate to a new area.

Dust from the withered eyeballs of dead hej-kin is usable by earth-worshipping priests as material components for many earthen spells.

CLIMATE/TERRAIN:	The Sun, elemental plane of Fire
FREQUENCY:	Very rare/uncommon
ORGANIZATION:	Tribe
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly intelligent (13-14)
TREASURE:	Nil
ALIGNMENT:	Any non-lawful and non-good
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	30
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Fire attack for 12d4
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	20% (base)
SIZE:	L (10')
MORALE:	Fearless (20)
XP VALUE:	10,000 each



These creatures are born on the elemental plane of Fire, formed from the union of the soul of a deceased follower of the fire elemental gods and the extreme heat of the plane. Helians are highly sentient creatures, but they do not retain the personal experiences of their former lives. They retain the intellect, the knowledge, and the wisdom gained throughout their lives, but they would not recognize friends, enemies, or even their spouses or immediate family members.

These creatures are made completely of living flame. They possess a quasi-metallic bone structure which the flames of their bodies cling to. Helians do have definite form, their eyes and other facial features being clearly visible. In fact, their skin appears to be elastic and smooth, even though it is made completely of semi-liquid flame. There is definition in the creature's musculature which makes it appear as though a helian were a very buff humanoid with reddish-yellow skin.

Combat: Helians have several different attack modes. The first type of attack is a strike with the fists, inflicting 3d4 points of damage with each blow. If the helian is able to strike someone in metal armor of any kind, this inflicts an additional 1d4 points of damage, because the residual heat takes longer to dissipate from metal than it does with living tissue, normal cloth, or leather.

The helian's second attack is very special and lethal. It is able to conjure a gelatinous ball of flame from the elemental plane of Fire and throw it at a target. This attack causes the same damage as a 12-die *fireball*, inflicting 12d4 points of damage. This ball of flame has been called "a piece of the Sun." It gained this name because the heat damage inflicted by this attack mode is much higher than that of the standard *fireball*.

The helian is also known to hug an opponent to death. This attack style inflicts 3d6 points of damage every round. A normal attack roll is needed to grip the opponent, but once contact is made, the only way to escape is to slay the helian. Weapons can be used, but healing spells cannot. Touching a character in the grips of a helian causes 1d6 points of damage immediately, and this is enough to halt all healing spells from working because the caster loses concentration.

The helian must roll to hit normally to strike its target. If it misses by 2 points or less, it still inflicts half damage. There is no saving throw for the damage inflicted by the helian, whether by its fists or by its attack with the glob of flame.

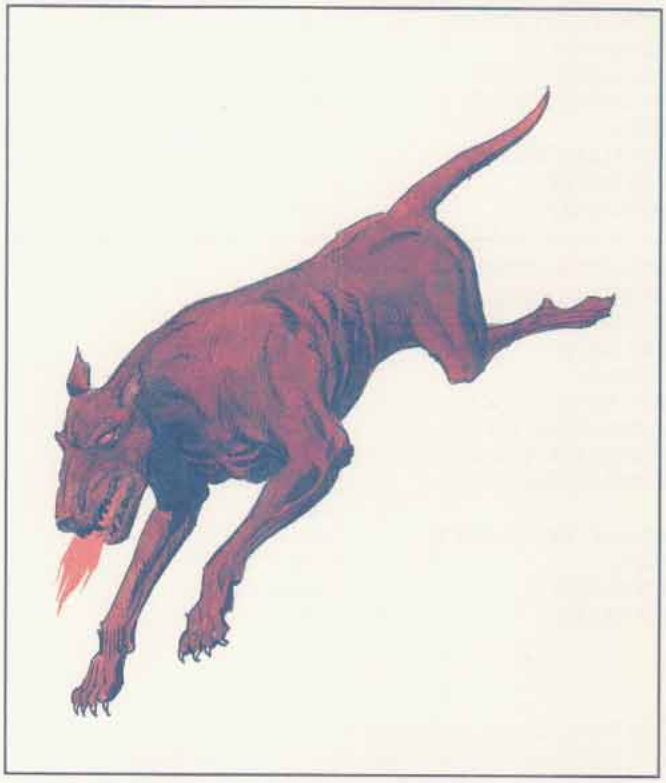
Habitat/Society: Helians tend to gather together in troops which they call tribes. They protect each other whenever they are attacked by an enemy of any sort. They do not blindly attack with no regard for return fire; they know when to back down to assure their survival. They live to fight the enemy another day.

All of this might give the impression that helians love to fight. Nothing could be further from the truth. They attack only when they feel threatened. For example, the helians living on the Sun in the center of Realmspace attack any ship that comes close to their domain, because they see what these races do to their own kind, and they witness the brutality thrown onto races that are not their own. This racism is an appalling factor they cannot bear; so to save their tribal members, they attack these spelljamming humans before the humans ever get a chance to attack them.

The helians that live on the Sun were the few that were able to flee from the persecution of the efreeti and the other fire-dwelling creatures that inhabit the elemental plane of Fire. That they are now free beings is one reason they hate the humans so much. They know how it feels to be persecuted.

Hell Hound

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4-7
THAC0:	4 HD: 17 5-6 HD: 15 7 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400



Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings.

A hell hound resembles a large hound with rust-red or red-brown fur and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder, and has a distinct odor of smoke and sulfur. The baying sounds it makes have an eerie, hollow tone that send a shiver through any who hear them.

Combat: Hell hounds are clever hunters that operate in packs. They do not bay like normal dogs while hunting. They move with great stealth, imposing a -5 penalty to opponents' surprise rolls. One or two of the pack sneak up on a quarry while the others form a ring around it. The first hell hound then springs from ambush, attacks the nearest victim, and attempts to drive the others toward the rest of the pack. If the prey does not run away, the rest of the pack closes in within 1d4+2 rounds. If hell hounds are pursuing fleeing prey, they might bay.

Hell hounds attack first by breathing fire at an opponent up to 10 yards away. The fire causes 1 point of damage for each of the hell hound's Hit Dice. A successful saving throw vs. breath weapon cuts the damage in half. The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim.

Hell hounds have a variety of defenses. They are immune to fire. Their keen hearing means they are surprised only on a 1 or 2 on 1d10. They can also see hidden or invisible creatures 50% of the time.

Habitat/Society: Hell hounds are native to those extradimensional planes notable for their hot, fiery landscapes. There they roam in packs of 2d20 beasts. The hell hounds on the Prime Material plane are summoned there to serve the needs of evil creatures. Most of them later escape to the wild.

Hell hounds may have 4 to 7 (1d4+3) Hit Dice. The more Hit Dice a hell hound has, the larger it is and the more damage it causes. Each pack is led by a 7-Hit Die hell hound. The leader drives off other 7 HD rivals, who form their own packs.

The diet of hell hounds is similar to that of normal canines. They roam a wide area of 1d10+4 square miles centered on their den. Pack territories may overlap.

They do not easily reproduce on the Prime Material plane. Only 5% of encounters include puppies. Such puppies are born in litters of 2d4. They burp flame uncontrollably at least once a day. The flames are harmless aside from the tendency to set fire to anything flammable in the area. Newborn puppies are at 10% of the adult growth; they quickly grow an additional 5% each month and reach full adult growth (4 HD) in 1½ years. While growing they can attack with their incendiary bite. Hell hound puppies up to two months old inflict 1 point of damage. Older ones add an additional 1 point for each additional six months of growth.

Prey is usually eaten where it is slain, though hell hounds occasionally haul a carcass back to their den for later meals. Hell hounds are also similar to normal canines in that they may act as retrievers. Some objects are specifically sought; this is especially the case in trained hell hounds. Other hell hounds are simply playful and use the retrieved items as toys. They especially like noisy bags and pouches filled with their late victims' treasures. Flammable containers eventually burn and spill their contents in or around the den. Parchments are rarely found here unless protected by nonflammable containers.

Ecology: Hell hounds have little place in the ecology of the normal world. They are dangerous annoyances prone to cause fires wherever they hunt. Hell hounds cause more forest fires than any other creature except for humanoids. Hell hounds have their uses, though. Because of their ability to easily detect hidden or invisible creatures, hell hounds make excellent watch dogs, especially for intelligent monsters such as fire giants.

Hell hounds can be domesticated if raised from puppies, but there is a 10% chance each year that domesticated hell hounds go wild.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	V
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	2
MOVEMENT:	12, Fl 12(E)
HIT DICE:	4+1 per level of the creator
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	M (6′–7′ tall)
MORALE:	Special
XP VALUE:	2,000



A helmed horror is empty, animated armor, capable of independent reasoning. It is neither undead nor a summoned creature. Often found as a guardian, this automaton appears to be a warrior completely clad in plate mail.

Combat: Helmed horrors can use all weapons allowed to fighters, and employ magical items that need no verbal commands or contact with living flesh to function (such as potions or ointments). Horrors cannot cast spells.

A helmed horror can see invisible creatures and objects up to 120 feet away, and it has infravision to the same range. Its senses permeate its entire form—a "dehelmed" horror fights on, although separated appendages cease to move. (If brought back into contact with a horror, they reattach. A horror can't collect lost pieces and reattach them, but others can.) A horror heals lost hit points at the same rate as a living, resting human, restoring linking energies and mangled armor.

Helmed horrors are able to stand through levitation. Thus, they can walk on air or function without any legs at all. This allows flight at the movement rate given above, but it doesn't allow riders. (A falling horror is always protected as if a *feather fall* spell were cast upon it.) They can carry up to 200 lbs. of living or nonliving matter when on foot, but only 100 lbs. of nonliving matter if "flying."

A helmed horror is fearless and cannot be controlled by magical or other means that work on the mind or senses. It can be contacted by means of *ESP* or similar spells, but it cannot be affected by illusions or enchantment/charms. Any mental contact with a horror allows it to read the current surface thoughts and emotions of the being contacting it, despite any defenses, which allows them to sense treachery and unerringly judge the sincerity of mentally encountered creatures.

Magic missile spells cast at a horror actually heal it by restoring its bonding energy. Excess hit points (above its maximum) are not gained by a horror, but are reflected back at the caster.

Habitat/Society: Horrors are seldom self-willed wanderers, but they continue to serve as guardians even after the deaths of their masters, operating continuously until destroyed. Some have been known to avenge a slain creator, following orders instilled in them. In some cases the horror's orders even allow it autonomy in the absence of commands.

Ecology: The process of creating helmed horrors remains secret, but it is known to require a priest of at least 7th level, some assistance from a wizard, and any nonmagical armor. The creator inputs a set of commands that govern its freedom, behavior, and limitations. The orders cannot be changed once given, and loopholes may put its loyalty in jeopardy; instilling orders in a horror is as delicate as wording a *wish* spell.

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

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

Battle Horrors

This appears identical to the helmed horror, but it can *dimension door* up to 180 feet once per day; *blink* for up to one turn once per day (it cannot cease blinking and start again, even if it hasn't used a full turn); and cast *magic missile* (two 1d4 + 1 missiles every three rounds, with a range of 70 yards). Battle horrors are lawful evil and have an XP value of 4,000.

CLIMATE/TERRAIN:	Desolate areas (temperate)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivorous, but prefer meat
INTELLIGENCE:	Average (8-10)
TREASURE:	All possible, but no silver
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	5
MOVEMENT:	6, Sw 18, Fl 15(C)
HIT DICE:	6+6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/1-3, or special
SPECIAL ATTACKS:	Drowning dive
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (14'-22' wingspan)
MORALE:	Fearless (18)
XP VALUE:	975



The heavily-bodied, fearsome, black hendar resembles a vast worm with bat wings and a horse-like head. It is a solitary hunter and is always encountered alone except during mating season. Hendar live in ruins, sea-caves, swamps, or atop moorland crags, preferring desolate places to well-populated areas, although they occasionally venture into populated areas to find food, especially when the hunting is bad in their territory. When they attack for food, they prefer humanoids to quadrupeds such as cattle and horses.

The creatures are black, with blue and purple iridescence when wet, and have fiery red eyes. When angered, hendar snort vapor from their nostrils and emit deep, rumbling roars. The manes of older individuals turn gray and then white with age. Hendar are thought to have a life span of hundreds of years.

Combat: Hendar can swim almost as fast as they can fly, by powerful beats of their tail and leathery wings. Although they prefer to hunt in shallow waters, they can survive at great depths. Their favorite attack is to crash into aerial targets, buffeting with their wings and/or tails for 2-8 points of damage, and biting for 1-3 points of damage. If an opponent irritates them, they grasp with their tail and jaws, and dive from the air, deep into the water to drown their foe. Conversely, if the foe is aquatic, the hendar bursts up from the air and flies toward land so that its foe expires from being out of water or suffers injury when dropped. An ungainly crawler on land, the hendar is a powerful but stodgy flier, bad-tempered and vain, often found gazing at its own reflection in still water. Hendar possess 120-foot infravision for use in night hunting.

Because of their great size, hendar fear almost nothing, and only stop an attack on foes when clearly outnumbered. Hendar never capitulate or cease an attack on a single enemy of size M or smaller. While they are of average intelligence, they cannot admit to themselves that any single creature smaller than themselves poses a threat.

Habitat/Society: Hendar have no society to speak of, since they usually cannot tolerate the presence of other hendar, except during mating periods. Even during this period, they are snappy and skittish near one another, and even go out of their way to attack other creatures.

They prefer to live in damp areas, for this keeps their skin strong and supple. If transplanted to another, drier area, their skin weakens, and they become Armor Class 6, and receive 1-4 points of additional damage per day because of the weakness of their skin. As well, extreme cold cracks their skin, causing similar results. Thus, they are only found in the middle reaches of the Sword Coast, usually never farther south than Amn or farther north than Luskan, and on the northern coast of the Sea of Fallen Stars.

Ecology: Hendar seldom mate, usually every thirty years or so. The parents cohabit for a year or so until the young achieve full strength and flight ability. Each mating typically produces 5-8 eggs, but only 2-4 usually hatch. Young hendar strike out on their own when they acquire their full powers at 3+3 Hit Dice size. The wing buffet attack of such a youngling causes only 2-6 points of damage. Although the hendar have no natural enemy, the young do not often survive for long because of lack of food. This accounts for the rarity of hendar in the Realms.

Hendar sleep during the winter months, for the cold slows them to half speed and could potentially make them easy prey for any target they chose to attack. When they wake in the spring, they are extremely ravenous, and often feed twice in a night. This behavior lasts for roughly a month, after which period they once again resume their ordinary once a week hunting schedule.

Hendar and perytons generally tolerate each other, but the hendar attempts to slay or drive out any other large predators, aerial or aquatic, living within a mile of their lairs.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or band
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Very to exceptional (12-15)
TREASURE:	N, P
ALIGNMENT:	Varies (usually Chaotic good or evil)
NO. APPEARING:	1-20
ARMOR CLASS:	10 (as unarmored human or biped; see below for animal form)
MOVEMENT:	12 (as human or biped; see below for animal form)
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (as human or biped; see below for animal form)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Human or biped: M (5'-6' tall) Animal form: S (2'-3' long)
MORALE:	Elite (13)
XP VALUE:	420



Hengeyokai are a race of intelligent shapechangers. Several subraces exist, each representing a different type of animal.

Hengeyokai can be shukenja, kensai, bushi, or wu jen. They can never be samurai or ninja, since they are not human. The minimum and maximum ability requirements for a hengeyokai are summarized on a table below.

A hengeyokai can *shapeshift* between three different forms: animal, biped, and human. Each hengeyokai can assume only one animal form. The most common are carp, cat, crab, crane, dog, drake, fox, hare, monkey, raccoon dog, rat, and sparrow. Each animal form has its own alignment restrictions and special abilities; consult the Hengeyokai Creatures table below.

When in animal form, the hengeyokai is indistinguishable from normal animals of its kind. The change in form is genuine. Hence, the animal form appears normal and real to a caster who uses spells that reveal illusions.

When in bipedal form, the hengeyoki looks like a humanoid animal. He stands on his hind appendages to the height of a normal man. The front appendages (wings, paws, or fins) change into hands, capable of gripping and using normal weapons. The rest of the body retains the animal's general appearance, including fur, feathers, wings, a tail, and other characteristic features.

When in human form, the hengeyokai looks like a normal human being. Like his animal form, the human form is genuine and cannot be detected by spells that reveal illusions. However, the human form always retains one or more distinctive features of the animal form. For instance, a sparrow hengeyokai may have a pointed nose, and a rat hengeyokai may have beady eyes and long whiskers. (The DM determines such identifying features.)

Hengeyokai have their own language, which is the same regardless of their animal type. They can speak this language in all three of their forms. Additionally, hengeyokai can converse with normal animals and speak the trade language, as well as the languages of humans in the area. Hengeyokai only can speak human languages when in their human or bipedal forms.

Combat: The ability to *shapechange* is natural to hengeyokai. They are not lycanthropes, and have none of the characteristics of lycanthropy. In other words, they are not limited by the cycles of the moon, are not especially susceptible to silver weapons, cannot transmit their power through wounds, and cannot heal their own wounds by simply changing form.

Each day, a hengeyokai can *shapechange* the number of times that equals his level. For instance, a 1st level hengeyokai can change from human to animal (or biped) only once in a given day. He must remain in that form until the next day, when he can shapechange again.

Changing form requires one complete round. The hengeyokai can take no other actions during that time. Armor and equipment do not change form; they simply drop to the ground. A hengeyokai has the same level and ability scores in each form. When he reaches 0 hit points in any form, he is slain.

Total hit points vary between forms. In animal form, a hengeyokai has only half the total he has in human or bipedal form (rounded up). Hit points lost in one form are carried over point for point when the creature changes form. In other words, if a hengeyokai normally has 23 points as a human, he has a maximum of 12 in animal form. If he loses 8 points in human form, and stays in that form, his current total will be 15 (23 - 8 = 12). If he changes to animal form, his total will drop to 4 (12 - 8 = 4). If a hengeyokai would be reduced to 0 hit points (or less) when changing to animal form, he cannot make the change.

Each form has advantages and disadvantages:

In animal form, hengeyokai have the movement rate, Armor Class, and damage range shown on the Hengeyokai Creatures table below. They also gain infravision at a 120-foot range and acquire the ability to speak with normal animals. Conversations with normal animals are usually limited to a few simple phrases and concepts, depending on the sophistication of the animal.

The animal form has disadvantages, too. As noted above, a hengeyokai has only half his normal hit points when in animal form. He cannot wear armor, use weapons or equipment, or cast

spells. He may be mistaken for—and hunted as—a normal animal. He cannot speak any languages other than those of the hengeyokai and normal animals, though he can understand any languages he knows.

In bipedal form, the hengeyokai can speak any language he knows (including human and animal languages), has infravision to a range of 120 feet, has his full number of hit points, can cast spells, and can use weapons, equipment, and armor.

However, the bipedal hengeyokai cannot use the special movement abilities of its animal form, regardless of its appearance. (For instance, a hengeyokai sparrow cannot fly in bipedal form, and a bipedal carp must use the normal swimming rules.) The movement rate for all bipedal hengeyokai is 12. Furthermore, the bipedal form is distinctive, and easily recognized as a hengeyokai.

In human form, the hengeyokai can cast spells, wear armor, and use weapons and equipment. He has his full number of hit points and can easily pass for a normal human being. However, he has no infravision and he cannot speak to animals, although he still can understand their speech.

A hengeyokai's choice of form depends on his situation:

• The animal form usually is used for reconnaissance and exploration rather than fighting, unless the animal form provides an especially advantageous attack or Armor Class. (For instance, if a dog hengeyokai in human form has neither arms nor armor, he probably would change to an animal to fight. As a dog, his AC is 9 and he can bite for 1-6 points of damage.)

• The bipedal form is most natural for the hengeyokai. It also is preferred for intimidating opponents, as well as for its language and infravision capabilities.

• The human form is most commonly used in combat. In this form, the hengeyokai attacks savagely and unrelentingly, *shapeshifting* to its animal form when necessary to escape from danger or to pursue a fleeing opponent.

Habitat/Society: Hengeyokai are found throughout the world, usually on the fringes of human civilization. Hengeyokai do not form communities or villages of their own, preferring to form loosely organized bands, dwelling in crude but sturdy shelters made of wood and stone.

In general, the hengeyokai are a secretive race. They prefer to avoid prolonged contact with humans. Unlike most other races, hengeyokai do not form clans. They have little desire for land or position and never establish formal families or strongholds.

Hengeyokai of good alignment sometimes become protectors of human families or villages. As protectors, they assume the responsibilities of defending the area from outsiders and see to the general well-being of the inhabitants. In return, the hengeyokai receive offerings of food, gifts, and services from those they protect. Such offerings cover all the hengeyokai's needs.

The majority of hengeyokai are of chaotic alignment and form no associations with humans. Humans who dwell in the same area as a hengeyokai band usually are aware of the different animal forms this race may assume, as well as the usual alignment of each. The humans act accordingly. For instance, a fox hengeyokai is usually evil, so humans avoid it.

A typical hengeyokai band seldom consists of more than 20 adult members. Males and females are equal in number, as well as in abilities. The band includes one 2nd or 3rd level bushi (50% chance of either), who serves as the leader. The leader may be male or female. There is a 20% chance that a band includes a 1st or 2nd level shukenja, a 10% chance of a 1st or 2nd level wu jen, and a 10% chance of a 1st or 2nd level kensai. The remaining hengeyoaki are 1st level bushi. A few hengeyokai are bushi, shukenja, wu jen, and kensai of levels higher than those noted above. Such higher-level creatures seldom belong to a band, preferring to strike out on their own.

Hengeyokai have little use for material possessions, They rarely accumulate more than a few coins as treasure. Whatever else they acquire is usually exchanged for practical items, such as food or weapons, or given away to needy recipients.

Hengeyokai strive to make their lives as simple as possible. They enjoy storytelling, horticulture, and all forms of physical recreation such as swimming, running, and climbing. Though suspicious of strangers, they make deep and lasting friendships with those who treat them with kindness.

Ecology: The hengeyokai diet is similar to that of humans. However, they tend to eat foods associated with their animal forms. For instance, a cat hengeyokai may be a strict carnivore, while a sparrow hengeyokai may eat only seeds and grain.

Not many hengeyokai are artisans, but a few have natural artistic talent and exceptional skill. They are especially noted for their nishiki-e and beautifully carved kongi rikishi. The nishiki-e, colored woodcuts, have been known to fetch as much as 1,000 ch'ien from art collectors. Kongi rikishi are guardian figures mounted at the entrances of temples.

Hengeyokai Creatures

Creature	Align.	Dmg	AC	MV	Modifications
Carp	Any good		7	SW 12	+1 Wis, -1 Str
Cat	Any chaotic	1-3	9	12	- 1 Dex, - 1 Wis
Crab	Any	1-3	8	3, Sw6	+2 Str, -2 Cha
Crane	Any good	1-2	9	6, F112 (C)	+1 Wis, -1 Dex
Dog	Any good	1-6	9		+1 Con, -1 Int
Drake	Any good		7	Yn 12 (C) Sw9	+1 Cha, -1 Dex
Fox	Any evil	1-3	6	15	+1 Int, -1 Wis
Hare	Any good		5	18	+1 Wis, -1 Str
Monkey	Any chaotic		6	12	+2 Dex, -2 Wis
Raccoon dog	Any evil	1-6	9	9	+2 Str, -2 Wis
Rat	Any evil	1-3	5		+2 Con, -2 Cha
Sparrow	Any good		3	3, Fl3 (C)	+2 Cha, -2 Con

Hengeyokai Abilities

Ability	Min.	Max.
Str, Int, Wis, Con	12	18
Dex	9	18
Cha	12	17

Notes

Alignment requirements are strict, and apply all three of a hengeyokai's forms.

Damage (Dmg) listings apply to animals with natural weapons, such as teeth or claws. Natural weapons can be used only when the hengeyokai is in animal form.

Armor Class (AC) applies only to the animal form, not the bipedal or human form. It cannot be augmented by armor or shields.

Movement (MV) indicates the hengeyokai's movement rate in animal form.

Modifications include changes to the hengeyokai's score based on its animal type. These modifications cannot increase a hengeyokai's scores above the racial maximums, but can make them lower than the minimums.

Heraldic Servant (General)

As a reward for a successful quest, sometimes Immortals bestow a heraldic servant to the head of a deserving noble family or a warrior in their service. The servant is incorporated into the design of the family coat of arms, remaining as part of the inheritance when the original bearer passes away.

These servants are highly intelligent, bestow special abilities on their bearers, and provide services as required. Twenty-one types of heraldic servants are known to exist. Some are noted only in legends and family histories, but 18 are currently serving bearers along the Savage Coast. More than one of each type of heraldic servant may be reported, but each servant is uniqueÑcreated by an Immortal for a particular family.

Heraldic servants each possess three forms: one inactive and two active. The inactive form appears on the coat of arms; it can be worked into the design however a person wishesÑas the central element on the shield, part of the crest, or as one of the supporters. For example, the Emperor of Eusdria displays his eagle servant as the main feature on his coat of arms. The eagle is fully spread out, its wings and tail dividing the field into three areas. Regardless of how many times a servant appears on the coat of arms, only one such creature can be summoned.

The primary active form of the heraldic servant is a man-sized version of the creature (regardless of original size). Perfectly formed, each has abilities and magical powers roughly comparable to their real world equivalents. All heraldic servants possess a High Intelligent or better.

The second active form is a humanoid one, retaining characteristics that relate to the natural form. For example, the humanoid form of the dragon is covered in scales, still possesses deadly claws, and retains facial features consistent with a dragon.

The Red Curse: Heraldic servants never acquire Legacies or become Afflicted.

Combat: Heraldic servants attack with natural weapons when in their true forms. Those who would seem to be out of their element, like the dolphin servant of Savaria's Baroness, are suspended in magical fields that allow them to approximate normal movement. Combat statistics such as AC and hit points never change between natural and humanoid form, but methods of physical attack might. All servants have special magical abilities of some type, from spell immunities to breath weapons; these are available in either form unless otherwise noted.

A heraldic servant will willingly wade into battle if its bearer so orders; if in one of its active forms, the servant automatically moves to defend the bearer unless specifically ordered not to interfere. However, because the heraldic servant is such an immense sign of prestige and because it can be killed, it is usually relegated to the safer activities of heralds or emissaries. Heraldic servants can only be killed when in active form.

Special Abilities: A heraldic servant may be summoned at any time by its rightful bearer. The rightful bearer is the person originally granted the heraldic servant, or the head of the family after the original bearer's passing. If three successive generations prove themselves unworthy according to the judgment of the Immortal, the servant will be taken away and not returned until two successive generations prove their worth.

A heraldic servant also acts as a familiar to its rightful bearer. When the servant is in active form, a telepathic link exists between it and the bearer, extending up to one mile. This link allows them to share thoughts and sensory impressions. The bearer gains the benefits of being one experience level higher in all respects, regardless of character class. The bearer also gains the spell immunities and an equivalent level of magic resistance that the heraldic servant naturally possesses. Other special abilities belonging to heraldic servants are covered in the individual descriptions.

If the servant is in its inactive form, the bearer gains the bonus experience level and magic resistance by personally carrying the coat of arms on which the heraldic servant rests. No other abilities are gained unless specifically mentioned in the individual servant descriptions. No penalties apply if the servant is out of range or the coat of arms is not being carried, but the death of a heraldic servant removes all bonuses and permanently drops the bearer two levels of experience. A deceased servant is withheld until that bearer passes on and a new generation assumes control of the family line, at which time it returns, appearing at the deathbed.

Habitat/Society: The heraldic servant is devoted to its bearer. They never entertain notions of freedom or treachery, and their alignments will either remain neutral or match those of the bearers. The creatures prefer their natural forms, but hold no resentment at being forced to become humanoid. Heraldic servants are magical creatures, requiring no food or sleep. A heraldic servant does not normally collect treasure, though it might be carrying valuables belonging to its bearer, and it never gains experience. A servant could appear in any climate or terrain, though bearers rarely allow their servants to range very far.

When taking on an active form, the heraldic servant seems to emerge directly from its position on the coat of arms. When returning, the servant must touch the coat of arms it is to become part of. In this manner, the servant may be transferred to a new coat of arms.

	Aurochs	Bear	Bee	Dolphin
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	4	5	5	4
MOVEMENT:	16	12	8, Fl 36 (C)	20, Sw 30
HIT DICE:	7+2	6+6	6+4	4+4
THAC0:	13	13	13	15
NO. OF ATTACKS:	1	3	1	1
DAMAGE/ATTACK:	1d6	1d10/1d10/2d8	2d6	2d4
SPECIAL ATTACKS:	Charge	Hold person, hug	Poison sting, fear	Spells
SPECIAL DEFENSES:	Spell immunity	Spell immunity	Nil	Special saves
MAGIC RESISTANCE:	25%	20%	35%	15%
SIZE:	M (4' long)	M (6 1/2' tall)	M (5' long)	M (5' long)
MORALE:	Champion (15-16)	Fearless (19-20)	Champion (15-16)	Fearless (19-20)
XP VALUE:	3,000	3,000	3,000	3,000

Aurochs

The aurochs looks very much like a buffalo or bison. Its body is covered in coarse brown hair, and it has horns and close-set, black eyes. The head of the beast is covered in black, shaggy hair that hangs down in a thick beard across its chest. Its humanoid form looks very much like a minotaur, only with aurochs coloring.

The aurochs attacks using its horns. With a running start, it can charge for double damage (2d6). On a successful charge, it also gains a trampling attack, which inflicts another 2d4 points of damage (with another successful attack roll). Trample victims who have not already attacked lose their initiative that round.

As a humanoid, the aurochs servant carries a large halberd, and it fights as a 7th-level warrior with a +2 damage bonus. It can also choose to use a halberd, battle axe, or lance (even a magical one) if given one by its master. Whatever weapon it holds when reverting to natural form is the weapon it will possess the next time it becomes a humanoid. The head of the aurochs is considered to have an AC of 0, and the creature is immune to any mind-affecting spells.

Baron Calturix of Nemausa is the only known bearer of the aurochs servant, though many consider him unworthy. In addition to the normal shared abilities, the bearer of an aurochs servant also gains a +2 damage bonus with each of the three weapons listed while in telepathic contact with the heraldic servant.



Bear

The bear servant is covered in dark brown fur with light brown highlights around its eyes and paws. It typically walks upright, especially in combat, but can drop down to all fours for a better movement rate (18). Its humanoid form is not so very different; it becomes a tall, stocky human with the pinched face of a bear, claws for hands, and a light covering of fur over its body. The humanoid form gains a normal movement rate of 18.

This creature possesses an 18/00 Strength and has razor sharp teeth, which together account for its ability to inflict massive amounts of damage. In both forms, this servant attacks with its front claws and a vicious bite. In its natural form, the bear can attempt a hug if either claw attack hits. This attack requires a successful attack roll and inflicts an additional 2d8 points of damage.

Three times per day, the bear can *hold person* as per the 2nd-level priest spell. This heraldic servant is also completely immune to all *charm* and *hold* spells. However, it is strangely susceptible to the *sleep* spell; if it fails a magic resistance check against this spell, the bear must return to its coat of arms (by normal travel) and spend one turn in its inactive form.

The only known bearer of this heraldic servant is the Count of Harstal. When carrying the coat of arms as a shield, the bearer gains an 18/00 Strength unless the creature is active and more than one mile away. The bearer does not gain the ability to *hold person* or the susceptibility to *sleep*, but all other magical defenses do apply.

Bee

This creature looks like a man-sized bumblebee. Its body has two segments, the thorax supporting six large legs and a pair of wings

with an 8-foot wingspan. The abdomen, which boasts the creature's large stinger, is much larger. The head has two manipulative feelers near its mouth and large, multifaceted eyes. Short, yellow, bristly hair covers most of the body, but the lower abdomen is striped with thick bands of yellow and black.

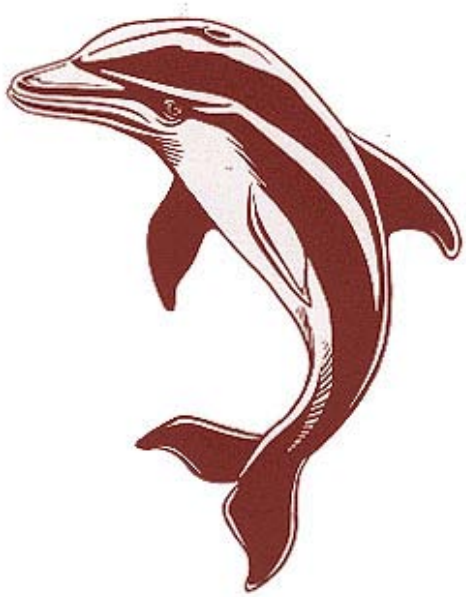
In humanoid form, the creature retains the wings and multifaceted eyes (movement rate now becomes 18, Fl 24 C). Otherwise, it appears human except for yellow and black striped, bristly hair. In both forms, the bee possesses 90-foot infravision.

In combat, the bee servant can sting for 2d6 points of damage. The victim must attempt a saving throw vs. poison with a -2 penalty. Success means the victim takes only another 2d6 points of damage. A failed saving throw indicates that the victim is paralyzed for one round and takes an additional 5d4 points of damage. The bee also has a 10-foot *aura of fear* that affects only its opponents.

In humanoid form the bee servant loses its stinger but can attempt to touch an opponent, thereby inflicting the poison effect. The bee in humanoid form can also wield a dagger with proficiency.

Magus Rex, Wizard King of Herath is the only known bearer of this heraldic servant. The bee does not impart the power of flight to its bearer. However, while in telepathic contact with the servant or carrying the coat of arms with the inactive servant inside, the bearer can use the poison touch at half damage three times per day and the fear aura once per day.

Dolphin



As one would expect, this heraldic servant looks like a large dolphin with tough, blue-gray skin, a white underbelly, and some light blue streaks along its sides. It can move with incredible speed, hovering a few feet off the ground and propelling itself as if swimming. In humanoid form, it appears mostly human with webbed fingers and toes, gills just under the jaw line, blue-gray skin, and no body hair. As a humanoid, its movement rate is reduced to 18 and its swimming ability to 16. The dolphin servant can still communicate with other dolphins while in this humanoid form.

The dolphin servant is a spellcaster, able to work magic as an 8th-level wizard regardless of active form. In its natural state it cannot use spells which require material components, but flipper motions and dolphin speech suffice for the somatic and verbal components. As a humanoid it is suitably robed, can carry material components, and often possesses two minor magical items (such as wands). The dolphin servant has no spell book but can be provided with one that will be magically absorbed when transforming into its natural form.

The dolphin servant uses a hard-hitting ram attack in its natural form. As a humanoid, it can wield any weapon available to the wizard class but retains a THAC0 of 15. This creature makes all saving throws as if it were an 8th-level wizard.

The Baroness of Savaria is the dolphin servant's only known bearer. While in contact with the heraldic servant or carrying the coat of arms, bearers gain the creature's saving throws (if better than the ones they already have). While in telepathic contact, the bearer can also breathe water and cast any 1st-level spells known by the dolphin servant.

Heraldic Servant

	Dragon	Eagle	Griffon	Horse
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	Exceptional (15-16)	Exceptional (15-16)	High (13-14)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	6	3	6
MOVEMENT:	12, Fl 30 (C)	6, Fl 48 (C)	12, Fl 30 (C)	16, Fl 16 (C)
HIT DICE:	7+7	5+2	7+2	5+2
THAC0:	13	15	13	15
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1d10/1d10/3d6	1d8/1d8/2d6	1d4+1/1d4+1/2d8	1d8/1d8/1d6
SPECIAL ATTACKS:	Breath weapon, tail	Dive	Spell effects	Kick
SPECIAL DEFENSES:	Nil	Majestic aura	Need +1 weapon to hit	Regeneration
MAGIC RESISTANCE:	15%	30%	25%	30%
SIZE:	M (6' tall)	M (6' tall)	M (7' long)	M (6 1/2' long)
MORALE:	Champion (15-16)	Fanatic (17-18)	Fearless (19-20)	Fanatic (17-18)
XP VALUE:	6,000	2,000	4,000	2,000

Dragon



This heraldic servant is a small dragon, standing six feet tall. This servant has iridescent green scales and the usual dragon features, including a large set of leathery wings.

As a humanoid, the dragon loses the wings, tail, and much of its mass. It is still covered in scales and possesses vicious, clawlike hands; bright, amber eyes; and an extended mouth filled with sharp teeth.

Similar to a regular dragon, the dragon servant attacks with its claws and teeth. It can tail slap anyone standing behind it for 2d6 points of damage, and three times a day, it can let loose a fiery breath weapon, inflicting 6d8 points of damage. The breath weapon is made in lieu of physical attacks and is also available in humanoid form. As a humanoid, the dragon servant fights as an 8th-level fighter, relying on its natural weapons (which are now reduced to 1d6/1d6/2d6) or wielding a two-handed sword. If desired, the dragon servant arrives with a *+1/+3 two-handed sword*, which is absorbed when it takes dragon form.

The only known bearer of the dragon servant is the King of Robrenn, who allows the dragon to spend a lot of time in natural form. The dragon servant is perhaps the most prestigious of the heraldic servants, truly rivaled only by the unicorn and the phoenix. The bearer of this servant gains two levels of experience instead of one and is immune to fire-based attacks when telepathically linked to the dragon.

Eagle

The eagle servant stands as tall as a man, with a wingspan of over 15 feet. The feathers are all dark brown with the hint of gold at their very tip, except for the snow-white head. The eagle servant's strong beak and claws can actually puncture plate-mail armor. In humanoid form, this servant could be mistaken for an ee'aar; it has a humanoid body with white feathers for hair, taloned feet, and two dark gold wings folded back behind it. In humanoid form, the servant's movement rate becomes 18/40 (B).

The eagle servant attacks with both its claws and beak. If it dives more than 50 feet to attack, it gains a +4 bonus to its attack roll and doubles its claw damage. These servants have exceptional eyesight and cannot be surprised except at night or in their lairs (1 in 10 chance). This heraldic servant radiates a *majestic aura* while in its natural form; opponents must make a successful saving throw vs. spell with a -2 penalty or be unable to harm it in any way. This saving throw must be made before every attack. However, if the eagle servant is attacking the opponent directly, the aura has no effect; the servant loses this aura when in humanoid form. As a humanoid, the eagle servant attacks with a long sword as a 5th-level fighter, or it can use its claws for 1d6 points of damage each. If diving, it still gains double damage for claw attacks.

The Emperor of Eusdria is the bearer of this heraldic servant. Bearers gain the superior eyesight (treat as *eyes of the eagle*), and 3 times a day, they can invoke *majestic aura* for 1 round. To gain either of these, the bearer must either be in telepathic link or carrying the coat of arms which contains the inactive eagle servant.



Griffon

Griffons are known as much for their fierce and tenacious approach to combat as they are for their haughty attitude; the griffon servant is no exception. Griffons possess characteristics from two different animals, both majestic in their own right. The griffon servant has the lower body of a lion, with powerful rear legs and a tail, all covered in dusky yellow fur. Its upper body is that of an eagle, including a powerful beak and a large set of wings. This servant stands seven feet tall, large enough to carry a rider (speed 15, maneuverability class D). Its humanoid form is several hundred pounds lighter and walks upright. Movement rate for the humanoid form is 16/30 (C).

The griffon has superior smell and sight, allowing it to generally identify other creatures up to a mile away. Once in combat, the griffon does not stop until it or its opponent lies dead, or until its bearer calls it back. The griffon usually attacks from the sky, making a raking pass with its claws before landing and attacking with its beak and both claws. Only a +1 magical weapon or better can damage this heraldic servant.

The creature can *enlarge* as per the spell (but with double duration and the ability to carry a rider at full movement). It may also use *whispering wind* and call upon a *gust of wind*, each three times per day. The humanoid form gets these same abilities.

There are two known bearers of the griffon: the Margrave of Zvornik and the Duke of Pachester. Both use the griffin as a ceremonial steed, decked out in gems and jewelry. The Duke has also outfitted his with a magical saddle and harness that allows a better maneuverability class (B or C depending). Bearers of this servant can only be hit by magical weapons while in telepathic contact with the griffon.

Horse

These heraldic servants are either the darkest black or the purest white. Though they are small for horses, humanoids around five feet tall or less can ride them with no difficulty. In humanoid form, they appear as white- or black-skinned humans, with a thin mane of long hair running from the brow to the base of the neck in the place of regular hair.

The heraldic horse fights as a warhorse would; as its rider attacks, it is able to rear up and use its teeth and front hooves. On any round it does not make a frontal attack, the horse servant can also kick any opponent standing behind it, inflicting 2d8 points of damage. In the servant's humanoid form, it magically produces a common, double-headed mace, fighting as a 5th-level warrior.

This heraldic servant possesses a magical form of flight, walking or galloping into the air as it would higher ground. The horse's flight works only while being ridden by its bearer, who must telepathically command it to do this. In both forms, the horse servant regenerates 1 hit point per round, but acid and fire inflict permanent damage, which must be healed by magical methods. The horse servant may wear barding to improve its armor class, which will magically change to fit its humanoid form.

The only known bearers of this heraldic servant are the Duke of Cimarron and the Baron of Mohesia. Bearers of the horse servant receive the regenerative ability while in telepathic contact with the creature.

Heraldic Servant

	Lion	Phoenix	Ram	Rooster
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Exceptional (15-16)	High (13-14)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	6	-3	6	7
MOVEMENT:	18	8, Fl 48 (C)	16	16, Fl 12 (D)
HIT DICE:	6+3	8+3	5+4	4+3
THAC0:	13	11	15	15
NO. OF ATTACKS:	3	3	4	1
DAMAGE/ATTACK:	1d4+2/1d4+2/1d10	1d10/1d10/2d8	2d4/2d4/2d4/2d4	2d6
SPECIAL ATTACKS:	Eviscerate, roar	Immolation	Head-butt	Crow
SPECIAL DEFENSES:	Surprised only on 1	Regeneration	Immune to blunt weapons	Special saves
MAGIC RESISTANCE:	20%	20%	30%	35%
SIZE:	M (6' long)	M (5' tall)	M (6' long)	M (5' tall)
MORALE:	Champion (15-16)	Fearless (19-20)	Fanatic (17-18)	Champion (15-16)
XP VALUE:	3,000	7,000	2,000	2,000

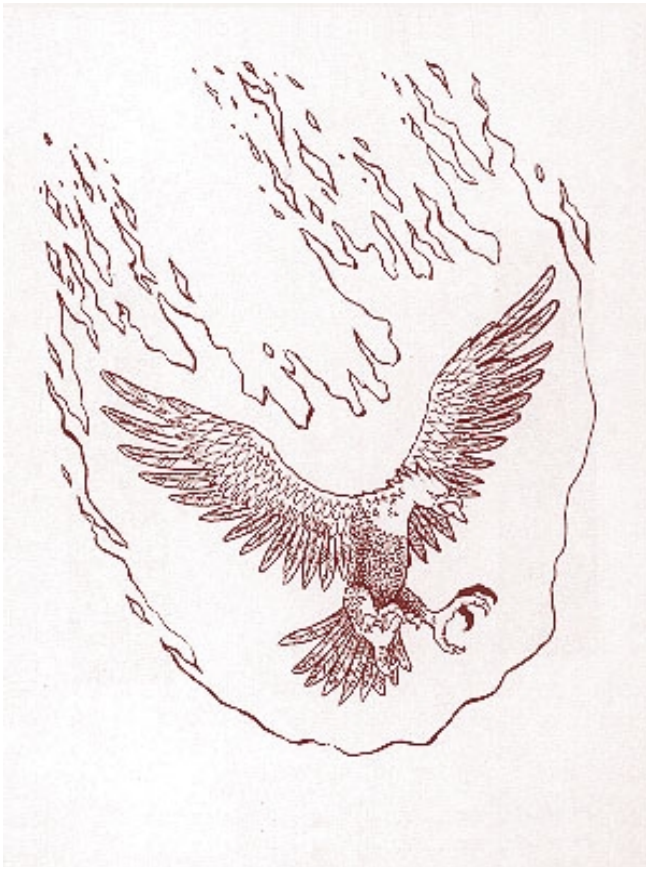
Lion

This servant is a fairly large version of a common lion, with dusky yellow fur, great claws, and a mouth full of sharp teeth. The male lion servant possesses a large mane of reddish-brown hair, but the female does not. In its humanoid form, this servant looks very much like a rakasta, with slightly more pronounced claws and a face that shows the strong characteristics of a lion.

This servant is a very alert creature and is able to move fairly stealthily, even through a battlefield. It is only surprised on a roll of 1, and it possesses the ability to move silently (75%) as per the thief ability. Striking from stealth when possible, it attacks with both a bite and its front claws. If both claw attacks are successful during the same round, the lion servant eviscerates its victim, leaping on and digging in with its powerful rear claws (additional 2d12 points of damage on a successful attack roll).

Once per turn, the lion produces a magical roar, stunning any opponent within 10 yards for 1d4 rounds unless a successful saving throw vs. paralyzation is made. The roar can be made with the lion's other attacks in place of the bite. In humanoid form, the servant possesses the same combat abilities except for the eviscerate, but it can wear armor.

The Queen of Bellayne, the Lord Governor of Le‹o a, and the Margrave of Hojah are all known bearers of this heraldic servant. Bearers in telepathic contact with the servant may act as if influenced by a *potion of super-heroism* three times per day. If carrying the coat of arms in battle and the servant is within one mile, all troops and allies fight with a +2 bonus to their morale.



Phoenix

This heraldic servant appears as a bird with beautiful violet,scarlet, crimson, and orange plumage. It has gemlike talons and a beak of sapphire blue, and its eyes glow a deep ruby. In humanoid form, its body is distinguished by winged arms which end in raking claws, a face with blue-gem beak, and ruby eyes. Its hair and wings retain their bright and violent colors. As a humanoid, its movement rate is 18/24 (B).

The phoenix attacks with talons and beak unless on the ground, in which case only the beak can hit. In humanoid form, the phoenix can fight with all three attacks.

Five times per day, regardless of form, this heraldic servant can forgo attacks and burst into living flame for one round. Anyone standing within 10 feet must make a successful saving throw vs. breath weapon or suffer the full effects of an 8d6 fireball; a successful save indicates half damage. Also, the phoenix servant regenerates 3 hit points per round as per troll regeneration (which means it can rise even after being slain). The phoenix is immune to fire-based attacks, but anything else can "kill" it, turning it to ashes. If a *limited wish* or *destruct* spell is not cast within one turn, the servant rises from the ashes as a bird of living flame (this free use of the power is not counted against the five) with whatever hit points it has recovered.

The Priest-King of Eshu (ruler of the enduks) is the bearer of the phoenix servant. Bearers gain two levels of experience instead of one while in contact with the servant. However, if the phoenix is

slain and prevented from resurrecting, the bearer permanently loses four experience levels.

Ram

The ram servant appears as a larger form of the mountain ram, with shaggy hair and a set of large horns. In its humanoid form, it is often mistaken for a goatman, with the shaggy hair, lower hooves, and head of its original form. Only the hands turn truly humanoid in form. The creature may move over rough or broken terrain at full movement regardless of form.

In its natural form, the ram attacks with a head-butt, and with a running start, it may inflict double damage (2d8). However, unless otherwise instructed this heraldic servant automatically adopts humanoid form for combat. As a humanoid, it attacks with a double-headed mace in each hand, giving it four attacks, each inflicting 2d4 points of damage. The servant automatically produces these weapons, reabsorbing them when shifting to natural form. It may wear armor, which must be acquired from its bearer; this can also be absorbed when changing form. In either form, the creature is immune to all magical and nonmagical, blunt weapons.

The Baron of Sedhuen is the only known bearer of this heraldic servant. The bearer shares the immunity to all blunt weapons if in contact with the servant or carrying the coat of arms which holds the inactive servant.

Rooster

This servant is simply the man-sized equivalent of the common barnyard animal, standing five feet tall. It can fly for only one round, after which it must remain on the ground for one round. In humanoid form, the servant appears as a red-haired, ruddy-faced human with only its pure black eyes and taloned feet giving it away. The humanoid form loses the power of flight, but it can jump up to 6 feet vertically and 12 feet horizontally.

The natural form of this heraldic servant only has one physical attack: its beak. It usually relies on its *crow*, which can imitate the effects of the following wizard spells: *feather fall*, *deafness*, *dispel magic*, *shout*, *chaos*, *conjure animals*, and *power word stun*. Each of these can be used once per day and do not require actual casting. The servant is considered a 12th-level wizard for purposes of determining any variable effects.

In humanoid form, the servant can carry a dagger, attacking with a THAC0 of 15, but it cannot wear armor. It also retains its *crow*. In both forms, this heraldic servant is immune to illusions, and it saves against all other magical attacks as a 12th-level wizard.

The rooster servant's only known bearer is the Count of Suerba. Its bearers gains the immunity against illusion and the special saves (unless theirs are better).



	Sea Horse	Sea Lion	Stag	Swan (black)
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	High (13-14)	Exceptional (15-16)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	2	5/3	6	7
MOVEMENT:	11, Sw 21	8, Sw 18	21	6, Fl 18 (C)
HIT DICE:	4+3	6+6	6+3	4+4
THAC0:	15	13	13	15
NO. OF ATTACKS:	2	3	1	1
DAMAGE/ATTACK:	1d4+1/2d4	2d4/2d4/2d6	4d6	1d6
SPECIAL ATTACKS:	Nil	Maul, roar	Charge	Charm, command
SPECIAL DEFENSES:	Fire shield (cold)	Nil	Protection from missiles	Need +1 weapon to hit
MAGIC RESISTANCE:	30%	20%	35%	40%
SIZE:	M (6' long)	M (5' long)	M (6' long)	M (5' tall)
MORALE:	Champion (15-16)	Fanatic (17-18)	Champion (15-16)	Champion (15-16)
XP VALUE:	2,000	3,000	3,000	2,000

Sea Horse

The sea horse is an aquatic animal with an equine head and a long, curled tail. They swim with a rocking motion as the tail straightens and then snaps back to provide thrust. Like the dolphin, this servant is suspended in a magical field when summoned on land, allowing it to swim in the air but never rising more than a few feet above the ground. The sea horse servant is covered in scaly plates that acts as field-plate armor. They can be any combination of brown or green.

As a humanoid, this heraldic servant retains the natural armor scales and its color. The fingers and toes are webbed (new movement rate of 16/16), gills adorn its throat, and it has a mane of stringy hair. This creature possesses 120-foot infravision.

In its natural form, the sea horse servant attacks with a head-butt and a heavy tail slap; in humanoid form it attacks with its fists, which each inflict 1d4 points of damage. In either form, the heraldic servant can generate a *fire shield (cold)* as per the 4th-level wizard spell. Three times per day the creature can *polymorph self*, also as per the 4th-level wizard spell, into any man-sized nonmagical creature known to it or its bearer, then attacking with that creature's natural weapons. Each change lasts for up to one hour.

The only known bearer of this heraldic servant is the Lord Governor of Tartaruga. The bearer gains 120-foot infravision and the ability to generate a *fire shield (cold)* at will, provided the bearer is in contact with the servant.



Sea Lion

This servant has the head and forepaws of a lion, and the body and tail of a fish. Like other aquatic servants, the sea lion gains the power of basic flight when traveling out of the water. It still moves by the thrust of its powerful tail,hovering a few feet in the air, but at a slower rate. In humanoid form, the sea lion servant looks the same as in its natural form except for large, webbed rear feet and gills located behind the ears. Its movement rate in this form is 12/8.

The Armor Class of the sea lion servant is considered AC 5 for the head and AC 3 for its scaly hide (except under special circumstances, all attacks hit the body). Its humanoid form possesses AC 5 and can wear armor. In combat, the sea lion attacks with claws and fangs. If both claws successfully strike an opponent in any round, that victim has been mauled and cannot make an attack that round if he has not done so already. When mauling, the sea lion gains a +4 bonus to its bite attack roll and inflicts double damage. In place of a bite (declared before any rolls are made) the sea lion can roar. If this happens, any enemy within 20 yards must make a successful saving throw vs. spell or be under the influence of a *fear* spell. The roar can be used only three times per day.

The bearer of the sea lion servant is the Lord Governor of Da Presa. If in contact or carrying the coat of arms with the inactive servant, the bearer gains the benefits of a *potion of heroism* when in combat and can breathe water.

Stag

This heraldic servant is a deadly version of the common herd animal. Though smaller, it possesses an impressive array of antlers actually edged and tipped with sharpened glassteel. In humanoid form, the stag servant appears fully human except for short, dark brown fur and a ridge of bone where its antlers would normally be. The humanoid version is very stocky and muscular.

The stag normally attacks with its antlers; if it charges, it inflicts

double damageÑwhich will kill most creatures. As a humanoid, the stag carries two *glassteel short swords +1* (these are a part of the servant and cannot be separated from it), attacking twice per round with each one. It also has a +1 damage bonus due to strength, giving it four attacks at 1d6+2 points of damage each. Unfortunately, it cannot wear armor without losing two of these attacks, but magical protection is allowed. In both active forms, the stag always has *protection from normal missiles*.

The bearer of this heraldic servant is the Countess of Morguen. A bearer who is in contact with the servant or carrying the coat of arms with the inactive servant gains the *protection from normal missiles* and the +1 damage bonus.

Swan, Black

This beautiful creature has glossy black feathers and a golden beak. It is very poised and graceful. Its humanoid form is always femaleÑwith enthralling, elven features; long black hair; dark eyes; and a beautifully feathered cloak. In this form, the servant still retains the power of flight as per the *fly* spell, which changes maneuverability to class A.

At will, the swan can exert a special *charm* ability on any person (once per day per person). All victims must make a successful saving throw vs. breath weapon to avoid being charmed; no creatures are immune to this (except Immortals). Magic resistance is merely added as a modifier to the saving throw: +1 bonus for every 10% resistance or fraction thereof. Total immunity to *charm* grants a +10 bonus. However, a roll of 1 always fails, no matter how many modifiers the person has. Once charmed, opponents can do nothing to harm the swan or its bearer. Those who successfully resist still require a +1 weapon or better to hit.

The swan can also direct a mental *command* (as per the 1st-level priest spell) at anyone already charmed. If the command word inspires negative emotion (such as "die," "surrender," "leave," etc.), the victim can attempt another saving throw to escape the effects of the *charm*. The humanoid form of this servant possesses the same powers and carries a dagger for physical defense.

The Count of Enom is the only known bearer of the black swan. If in contact with the servant, bearers gain the same protection against weapons of less than +1 enchantment and, three times a day, may *fly* as per the spell. Legends mention a white swan heraldic servant that has similar powers, but uses *suggestion* rather than *command*, so as not to inspire feelings of rejection.



Heraldic Servant

	Talbot	Tyger	Unicorn	Wyvern
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	High (13-14)	High (13-14)	Exceptional (15-16)	High (13-14)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	6	6	2	3
MOVEMENT:	24	12	24	6, Fl 24 (D)
HIT DICE:	6+2	8+1	6+6	7+7
THAC0:	15	13	13	13
NO. OF ATTACKS:	1	3	3	2
DAMAGE/ATTACK:	2d4	1d4/1d4/1d10	1d6/1d6/1d12	2d8/2d3
SPECIAL ATTACKS:	Nil	Rear claw	Charge, dispel magic	Poison, stealth
SPECIAL DEFENSES:	Invisible at will	20% attack evasion	Special saves	Nil
MAGIC RESISTANCE:	25%	Nil	15%	20%
SIZE:	M (5' long)	L (9' long)	M (6' long)	M (6' long)
MORALE:	Fanatic (17-18)	Elite (13-14)	Fearless (19-20)	Champion (15-16)
XP VALUE:	1,400	3,000	5,000	4,000

Talbot

This heraldic servant looks like a large dog with a smooth white coat, a broad mouth, and huge pendulous ears. It moves rather awkwardly but is actually quite strong and fast. Many people wrongly identify this heraldic servant's humanoid form as a lupin. It has the same general build and characteristics, but with white hair, floppy ears, and a slightly more canine face.

The talbot possesses superior senses of hearing and smell, which it can use to track enemies. It also can turn invisible at will, allowing it to attack with almost guaranteed surprise (+3 bonus). In its natural state, its bite inflicts 2d4 points of damage.

As a humanoid, the talbot has all the skills of a 6th-level ranger and can use any ranger weapon with proficiency. It must be outfitted by its bearer, but afterwards, it can absorb the gear when changing to its natural form. It retains its keen senses and the ability to turn invisible when operating as a ranger.

The talbot has several known bearers: the King of Renardy, the Duke of Ysembragne, the Baron of Br•goigne, and the Countess of Marmandy. Bearers gain the servant's keen senses and may turn invisible (three times per day) if in contact with the servant. If in telepathic contact or carrying the coat of arms with the inactive servant, the bearers also gain the ranger bonuses against giant-class creatures.

Tyger

The tyger servant has a dark orange pelt of long, soft fur, which is lighter on its stomach, but it does not have the stripes usually associated with regular tigers. Its eyes are jade green. In humanoid form, this servant is still covered with soft fur and retains the feline facial features that are often associated with rakastas. The rest of the body is fully humanoid.

In its natural form, the tyger attacks with two claws and a bite. If both front claw attacks succeed, the tyger may also attempt a rear claw attack. This special attack inflicts 2d6 for each claw. Uniquely, this servant has the ability to evade any attacks (even spells) that are not area affecting. It has a base 20% chance to do this, but it must not attack before its opponents. If successful, the tyger takes no damage and can still attack that round. If the attempt is unsuccessful, the tyger takes the damage inflicted and loses all attacks for that round. This ability is also used by the humanoid form, which uses fighting methods similar to those of far eastern monks. The servant can attack twice with each hand for 1d6 points of damage each, and may attempt to disarm its opponent (same chance as evade, but requires initiative and a successful attack roll).



No bearers of the tyger servant are known at this time. Bearers would receive the servant's ability to evade only if in telepathic contact with the tyger.

Unicorn



This heraldic servant is one of the most fantastic and beautiful creatures ever known. Its pure white hair is long and flowing, hinting at the unicorn's wild nature. Golden hair hangs from the mane and tail. Its hooves are yellow-ivory in color, and its eyes are usually a fiery pink or deep blue. A single, ivory horn extends from the center of its forehead. In its humanoid form, the unicorn servant appears as a young male or female knightÑwith flawless, snow-white skin, long white or golden hair, and blue or pink eyes.

The unicorn servant can sense a true enemy from 240 yards away. It attacks with forward hooves and its horn. With 30 feet of running room, it can charge in, attacking only with its horn but inflicting 3d12 points of damage. The horn always has a +2 attack bonus because of its magical nature.

The unicorn servant is immune to *charm* and *hold* magic and poison; it makes all other saves as an 11th-level wizard. The touch of a unicorn servant's horn acts as a *dispel magic* cast by an 11th-level wizard. Its humanoid form retains all the immunities and special saves.

This servant's humanoid form always appears dressed in immaculate, white chain mail, granting it an Armor Class of 3. If taken off, the armor disappears, and the servant must assume its natural form for one full turn before it can reappear in the chain mail. The humanoid servant also wields a *+2 long sword* with which it can attack twice each round. The sword has the same *dispel magic* power as the horn.

There are no known bearers of the unicorn heraldic servant. Legends indicate that this servant is always given to an elf or human maiden of fair and just reputation. If in contact with the unicorn, a bearer receives the servant's spell immunities and the ability to sense a true enemy.

Wyvern

The wyvern servant measures about six feet long, not counting its additional six-foot tail. It has a serpentine body covered in grayish scales and a head resembling that of a dragon. Unlike the dragon, it only has only the two hind feet. Two leathery, batlike wings extend from its back, and its tail ends in a deadly stinger. The wyvern servant communicates with hisses and deep-throated growls in its natural form.

As a humanoid, the wyvern looks much like a lizardman, losing the wings but keeping its basic features and coloration (movement rate of 18). Unlike all other heraldic servants, the wyvern cannot speak even in humanoid form; in both forms, telepathic communication is possible with its bearer, however.

The wyvern attacks with a vicious bite and its stinger, which inflicts type F poison. Those stung must make a successful saving throw vs. poison or die; even if successful, they still take 2d3 points of damage. The wyvern prefers to attack from the air, gliding in and imposing a -2 surprise penalty on its victim. In humanoid form, the wyvern loses the power of flight, but it gains two claw attacks, which each inflict 1d6 points of damage.

The Margrave of Slagovich is the only known bearer of the wyvern heraldic servant. Bearers gain the ability to *poison*, as per the priest spell (reverse of *neutralize poison*), three times a day. They do not have to be in telepathic contact or carrying the coat of arms for this ability.

	Larva	Adult
Climate/Terrain:	Any cavern	Any land
Frequency:	Rare	Rare
Organization:	Clutch	Clutch
Activity Cycle:	Night	Day
Diet:	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d6	1d3
Armor Class:	3	2
Movement:	12	12, Fl 15 (D)
Hit Dice:	6–12	13
THAC0:	6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9	7
No. of Attacks:	1	2
Damage/Attack:	2d8 (bite)	1d10 (bite)/ 1d6 (sting)
Special Attacks:	Acid	Acid, paralysis
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	L–H (10′–20′ long)	H (20′ long)
Morale:	Champion (15)	Champion (16)
XP Value:	6 HD: 420 7 HD: 650 8 HD: 975 9 HD: 1,400 10 HD: 2,000 11 HD: 3,000 12 HD: 4,000	7,000

Herex are giant, insectoid creatures with dangerous, acidic bites. Characters can encounter them in any of the three stages of their life cycle: egg, larva, or adult. However, only the latter two forms pose immediate danger to outsiders.



The spherical eggs measure about 3 feet in diameter, with hard, opaque white shells. When hatching time grows near, brave observers can see a glinting, shadowy form (the larva) shifting inside the shell.

Larva

The larval form of a herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, large head, and powerful mandibles. The mottled, dun-colored creature moves swiftly on its six short legs. Larvae range from 10 to 20 feet in length.

Combat: A herex larva seems continually ravenous, roaming the underground passages and caverns of its birthplace in search of prey. The larva uses its bite as its main attack. In addition to suffering normal damage (2d8), any creature it bites also becomes injured by its acidic saliva. The acid permanently reduces the efficiency of any normal armor it touches by a +2 penalty (for example, plate mail becomes AC 5 instead of AC 3) and inflicts a permanent +1 penalty to magical armor. Each successive bite has the same effect; if the armor reaches AC 9 or worse, it disintegrates. The acidic saliva does not affect magical protection devices (for example, *rings of protection* and *cloaks of displacement*). Victims wearing no armor suffer 1d10 additional points of acid damage from a bite.

Habitat/Society: Herex live solely to perpetuate their species. Lacking any quantifiable intelligence, they mindlessly go about their limited activities.

Unlike some insects, herex do not maintain any form of hive or group home. Although they often remain with others of their clutch, they are not particularly social creatures. Once they burst from their eggs, the larvae spend all their energy hunting, growing, and molting. When a larva reaches approximately 20 feet in length, it leaves its subterranean birthplace and digs its way to the surface, using its mandibles and saliva to tunnel through solid rock if need be. Once outside, the herex sheds its carapace a final time, emerging in adult form (13 Hit Dice). An adult herex flies about searching for both food and a mate. The male dies shortly after mating, while the female burrows into a deep cavern or dungeon to lay 1d6 eggs before dying. In four months, the cycle begins again when the new eggs hatch.

Ecology: The acidic saliva of the herex, if preserved in a ceramic container, can eat away almost any other material, including metal. Such acid also can be used to create *universal solvent*.

Adult

When mature, a herex has a body very similar to its larval form but with a smaller head and mandibles, four thin wings (like those of a dragonfly), and a 5-foot-long stinger at the end of its abdomen.

Combat: An adult herex always attacks from the air, sweeping down on its opponents from above. It lands only when it has rendered its foe immobile or dead. Although the bite of an adult herex seems less dangerous than that of the larva (1d10 points of damage), the effects of its acidic saliva mirror those of the larva's. An adult also can attack with its tail stinger, which causes 1d6 points of damage and injects poison that paralyzes victims for 4d8 rounds unless they make a successful saving throw vs. poison.

Heucuva

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2-4)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Hit only by silver or +1 weapons
MAGIC RESISTANCE:	See below
SIZE:	M (5'-7' tall)
MORALE:	Steady (11)
XP VALUE:	270



The heucuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel.

The heucuva appears to be a humanoid skeleton of normal size. The bones are covered by a robe that is little more than tattered rags.

Combat: The heucuva attacks by swiping with one of its hands; the sharp finger bones are capable of tearing into wood. A victim must roll a successful saving throw vs. poison or be afflicted with a disease. The victim suffers a daily loss of 1 point each of Strength and Constitution. A *cure disease* spell must be cast on the victim to prevent death and restore the lost points.

Heucuva are treated as wights on the Turning Undead table. They are resistant to all mind-influencing spells. Heucuva bones soon crumble once the monsters are destroyed.

Heucuva have a special hatred of priests. Once a priest uses his spells or tries to turn the heucuva, they will concentrate on attacking that priest. They may even ignore everyone else except for the priest and those defending him.

Heucuva are able to polymorph themselves up to three times a day. They may use this power to assume a nonthreatening shape in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Heucuva may assume the form of people they have met in the recent past, such as a past victim or a member of the party that encounters the monsters. If the heucuva are in their lairs, they may assume their old (living) appearances. Groups encountered on the surface may appear to be pilgrims in procession. Such disguises fool only those who view the world solely via visible light; heucuva appear the same as other skeletal undead if looked at with infravision. The heucuva are incapable of speech; they can only moan or wail.

Habitat/Society: Heucuva roam the dark places of the world. They can be found in subterranean realms, as well as most temperate or tropical regions. Cold seems to prevent heucuvan activity, for they are not found in high, desolate mountains or in any cold regions.

Legends tell that heucuva are the restless spirits of monastic priests who were less than faithful to their holy vows. In punishment for their heresies, they are forced to roam the dark. Their spirits, appearance, and holy powers have become perverted mockeries of their old selves. The tatters they wear are the unrecognizable remains of their monks' robes. Instead of healing, they can kill with a diseased touch. Instead of helping others, they seek to kill all who still live. Even their old power to turn undead is now used to help them resist the efforts of others to turn them.

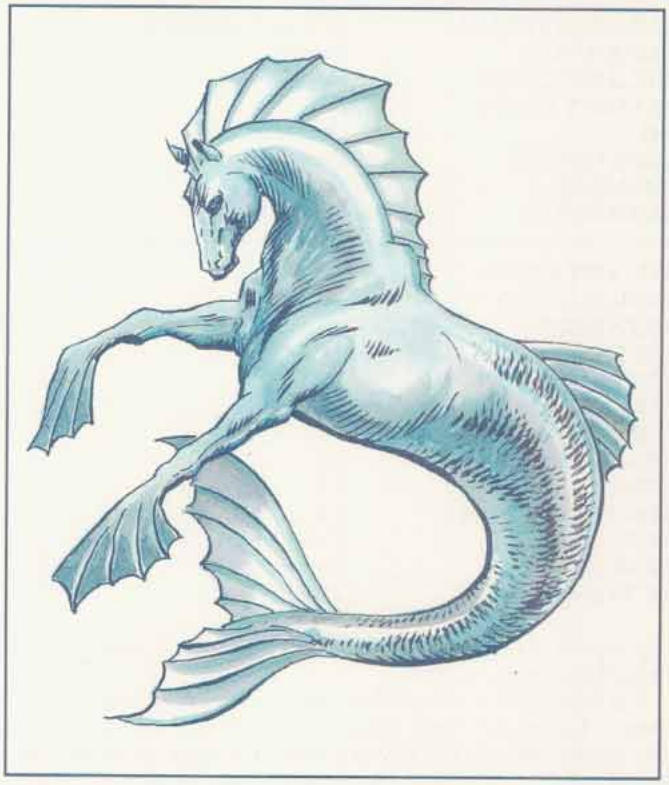
Heucuva retain dim memories of their old lives. Their lairs are decorated as grotesque mockeries of their old abbeys and temples. The corpses of past victims may be used to represent parishioners. These corpses may retain their original possessions, which may represent a large portion of the heucuvan treasure trove. Other accumulated treasures may be scattered around the mock altar as decorations or offerings. Such a mock temple is a chilling sight to most and an abomination that few good-aligned cleric can resist destroying.

Some heucuva are nomadic and constantly wander on a pilgrimage to nowhere. Even these are mockeries of real pilgrimages.

Ecology: Heucuva are malignant spirits that seek to destroy those who still live. They are used as examples to remind priests the fate that befalls those who stray from their devotion or use their religion as a mask to hide unpious deeds. Powdered heucuva bones may be used in the preparation of magical items intended to corrupt the spirits of living beings or to control undead.

CLIMATE/TERRAIN:	Fresh or salt water depths
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	Sw 24
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (18' long)
MORALE:	Steady (11-12)
XP VALUE:	120



The hippocampus is the most prized of the marine steeds, a creature that combines features of a horse and a fish.

The hippocampus has the head, forelegs, and torso of a horse. The equine section is covered with short hair. The mane is made of long, flexible fins. The front hooves are replaced by webbed fins that fold up as the leg moves forward, then fan out as the leg strokes back. Past the rib cage the body becomes fish-like. The tail tapers 14 feet into a wide horizontal fin. A dorsal fin is located on the rump. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Combat: Hippocampi are usually peaceful creatures. They do not attack unless cornered or if another hippocampus or an ally is threatened. They are fast enough to out-swim most anything that would want to attack them.

The hippocampus attacks with a strong bite. It suddenly extends its head, chomps down with a crushing bite, and then releases. Hippocampi do not hold onto their opponents.

Hippocampi also butt their heads against targets. Such attacks may stun an opponent or break his bones.

Their firm, powerfully muscled bodies provide a strong protection against attack. The blood coagulates quickly on exposure to water, thus minimizing blood loss that could both debilitate the hippocampus and attract sharks (sharks have only a 20% chance of going into a feeding frenzy if the only bleeding creature is a hippocampus).

Habitat/Society: Hippocampi are the prized steeds of the sea. They can be found in deep waters anywhere, in freshwater lakes and oceans. They are able to breathe fresh and salt water with equal ease. They can also breathe air but require frequent gulps of water to keep from drying out. They are unable to move out of water.

Despite their radically different environments, horses and hippocampi are very similar. They have approximately the same sizes, life spans, and personalities, although hippocampi are blessed with much higher intelligence.

Hippocampi are herbivores. They normally graze on seaweed and other soft vegetation. If their usual fodder is unavailable, their strong teeth can chew up mollusks and coral.

Wild hippocampi roam in herds of 2d4. These are usually a stallion, 1d4 mares, and the rest young hippocampi of either sex.

Hippocampus mares lay a single, large egg. After six months, the egg hatches a single foal. Twins are extremely rare (1% chance). The foals grow quickly in two years. The yearlings are physically the equals of the adults. Hippocampian tales speak of a "Great Herd" of hundreds or thousands of hippocampi that roams the uncharted reaches of the far seas. No non-hippocampi have ever seen this spectacle.

Hippocampi may be "domesticated" by water-breathing humanoids, especially tritons. In truth, the intelligent hippocampi cooperate with the humanoids. The hippocampi provide their services as steeds and allies while the humanoids provide protection. The benevolent hippocampi may assist surface dwellers who are visiting the aquatic world, whether voluntarily or by accident. Many a shipwrecked sailor has been saved from drowning by a passing hippocampus. Hippocampi are good judges of character; they will not assist an evil being or anyone who acts in a hostile manner toward them. Sometimes a hippocampus's offer of a ride can be more trouble than it is worth. Young hippocampi often forget that most surface dwellers breathe air, not water.

Hippocampi do not accumulate treasure. Most spurn even ornamental gifts such as collars or leg bands. They simply have no use for these gewgaws. They do appreciate delicacies, however, in the forms of tasty foods not available in the water.

Ecology: Hippocampi are one of the most successful of the intelligent, good-aligned marine monsters. They maintain ties with mermen and sea elves, as well as surface dwellers who make their living in the water. They provide valuable services as steeds, guides, and allies. Hippocampus eggs sell for 1,500 gp. Young hippocampi are worth 2,500 gp. However, surface dwellers who have been saved by hippocampi remain so grateful to their former rescuers that they may attack any merchant selling eggs or foals in a public market and attempt to return the hippocampi to the sea.

Hippogriff

CLIMATE/TERRAIN:	Unpopulated regions
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Q x 5
ALIGNMENT:	Neutral

NO. APPEARING:	2-16
ARMOR CLASS:	5
MOVEMENT:	18, Fl 36 (C,D)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Average (9)
XP VALUE:	175



Hippogriffs are flying monsters that have an equal likelihood to be predator, prey, or steed.

The hippogriff is a monstrous hybrid of eagle and equine features. It has the ears, neck, mane, torso, and hind legs of a horse. The wings, forelegs, and face are those of an eagle. It is about the size of a light riding horse. A hippogriff may be colored russet, golden tan, or a variety of browns. The feathers are usually a different shade than the hide. The beak is ivory or golden yellow.

Combat: The hippogriff attacks with its eagle-like claws and beak. Each claw can tear for 1d6 points of damage, while the scissor-like beak inflicts 1d10 points of damage.

Habitat/Society: Hippogriffs prefer the desolate sections of the temperate and tropic regions, especially rolling hills that enable them to get quickly airborne.

Hippogriffs are territorial. They have a preferred grazing and hunting area that covers 1d4 x 10 square miles. Somewhere in this territory is a naturally protected site that serves as the hippogriff nest. Here is where the young hippogriffs stay. The nest is always guarded.

The typical hippogriff herd includes 1-3 adult males, an equal number of mares, and the rest are immature young. There is a 25% chance that one or more of the mares is pregnant. Gestation takes 10 months. During the first five months, this occurs within the mare. Then she lays an egg that hatches in another five months. Twin births are rare (1% chance).

The foal is able to walk upon hatching. Its beak remains soft for the first two weeks; this enables the foal to nurse. Then its beak hardens and the hippogriff switches to regurgitated food from its mother. The colts learn to eat solid meat at four months, although they are clumsy killers (-4 penalty to attack rolls and damage). At six months they can fly (18, class D) and fight with a -2 penalty to attack rolls and damage. Yearlings are identical to adults, although they are unable to breed until they are three years old.

Wild hippogriffs are omnivorous. They feed on whatever is available, whether greenery, fruits, or wildlife. Hippogriffs are able to attack fairly large prey, such as bison, but they do not prey on carnivores. The exception is humanoids. Hippogriffs may, in the absence of other meat, attack small groups of people. Bodies are then carried back to the nest to feed the others; this is where the victim's possessions usually spill out. Hippogriffs are clean monsters; they dispose of carcasses and other debris by carrying them downhill. They like clear, sparkly things like glass, crystals, and precious gems. Males may amass a small trove kept covered by brush. As a mating ritual, he arranges these in a display to entice mares.

Ecology: Hippogriffs are closely related to griffons. Just as griffons are the result of crossing an eagle with a lion, hippogriffs resulted from the crossing of an eagle with a horse. Hippogriffs may have been created as a natural prey for the griffons. Fortunately for the hippogriff, its own formidable weapons give it a fighting chance. To make up for the griffon's superiority, hippogriffs gather in larger groups.

Hippogriffs are also related to pegasi. Because the hippogriffs eat meat, pegasi avoid their company.

Hippogriffs make excellent flying mounts. The maneuverability decreases to Class D, but their speed is unimpaired. They are less likely to eat the rider than a griffon is.

If a hippogriff is captured while still very young (under four months), it can be domesticated and trained to serve as a steed. Hippogriff eggs sell for 1,000 gp, young hippogriffs for 2,000-3,000 gp. It will probably have to be taught to fly. Domestic hippogriffs are also taught to recognize a limited number of species as food; humanoids of course are not on that list. Hippogriffs have difficulty breeding in captivity. Like flying, the wild hippogriff has to be captured before such skills are learned. Mature hippogriffs may be persuaded to voluntarily assist riders who can provide them with ample food or protection.

	Broodling	Soldier	Lieutenant	Mother	Controller
Climate/Terrain:	Any cavern	Any land	Any land	Any cavern	Any cavern
Frequency:	Rare	Rare	Very rare	Very rare	Very rare
Organization:	Colony	Colony	Colony	Colony	Colony
Activity Cycle:	Night	Night	Night	Night	Night
Diet:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Semi- (4)	Low (7)	Average (10)	Non- (0)	Exceptional (16)
Treasure:	O (I)	N, O, U (I)	N, U, V (I)	N, O, U, V (I)	N, O, U, V (I)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d10×10	1d10×10	2d4	1	1d4
Armor Class:	6	3	2	8	6
Movement:	12	12	12	1	3
Hit Dice:	As host+1d4 hp or 2+1, whichever is greater	3+1	5+1	12+2	6+6
THAC0:	As host or 19	17	15	9	13
No. of Attacks:	3 or 2	3 or 2	3 or 2	0	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d6 (bite) or 1d6 (bite)/by weapon	1d4 (claw)/1d4 (claw)/1d8 (bite) or 1d8 (bite)/by weapon	1d6 (claw)/1d6 (claw)/1d10 (bite) or 1d10 (bite)/by weapon	Nil	1d4 (claw)/1d4 (claw)/1d6 (bite)
Special Attacks:	Hivemind powers	Paralysis, hivemind powers	Paralysis, hivemind powers	Poisonous gas	Paralysis, hivemind powers
Special Defenses:		—— Immune to vision-affecting spells ——			
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	M (4½'–7' tall)	M (5' tall)	M (7' tall)	L (12' long)	M (7' long)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	270 or by host	420	1,400	4,000	4,000

Hivebroods are communities of insects somewhat similar to ant colonies. Unlike ants, however, the large, parasitic members of a hivebrood live by infesting other beings, controlling and eventually destroying the hosts in the process. For members of a hivebrood, individuals have no meaning or worth; only the interests of the hive matter.

Hivebrood insects have many specialized forms, each one performing a specific function for the hive. The five different functional types of hivebrood member are the broodling, soldier, lieutenant, mother, and controller.

A hivebrood also contains insects in a larval form that resembles a legless beetle about 6 inches in length. The larva has 1 hit point and AC 10 and cannot move or attack on its own. Another hivebrood member places a larva on a paralyzed humanoid victim; the immature creature uses its mouth to attach itself to the back of the victim's neck, where it bites into the spinal cord and begins altering the host's metabolism.

A humanoid altered by the parasitic larva becomes a broodling, the least powerful type of mobile hivebrood insect. Eventually, a broodling develops into a soldier. Broodlings and soldiers are the most common hivebrood members.

Broodlings and soldiers follow lieutenants, a stronger form of soldier. A controller (sometimes called the hivemind) transmits knowledge and abilities to broodlings, soldiers, and lieutenants—in effect, coordinating all the hivebrood's activities. A mother exists solely for reproduction.

All hivebrood members emit a sickly sweet chemical odor and make a wet clacking sound with their large mandibles. (Broodlings use their host's teeth to imitate this sound.) The following text details each type of functional hive insect.

Broodling
Broodlings are the altered hosts of parasitic hivebrood larvae. Outsiders can recognize them by the fibrous membranes that cover their eyes and by their chitinous skin. A broodling's insectlike way of moving adds to its frightening aspect.

Soldier
Though humanoid in appearance, soldiers have antennae, compound eyes, and a tough, chitinous exoskeleton.

Lieutenant
Larger, stronger, and more intelligent than the average soldier, a lieutenant otherwise resembles the hivebrood insects it leads.

Mother and Controller
These hivebrood members control the rest of the hive. Both forms have large, saclike bodies and insectoid faces. Although the controller can attack with its claws and bite, neither of these forms is very mobile.

Combat: In battle, all members of the hivebrood attack fearlessly, having no thought whatsoever for personal safety. The controllers guide combat; these very intelligent creatures willingly sacrifice any of their vast resources for the best advantage of the hive. All members of the hivebrood fight as well in darkness as they do in daylight, sensing the position of opponents by feel and smell. This ability makes them immune to the effects of spells such as *darkness,* although this type of spell cast in conjunction with *silence* confuses the creatures enough to give them a –2 modifier to all attacks. Hivebrood insects suffer double damage from fire- and heat-based attacks.

The attacks of each hivebrood type follow. Note that a controller can confer additional abilities upon any creature.

Broodlings do not make the best warriors, since their bodies are still undergoing metamorphosis, but they can attack with their developing bite and claws or with a bite and one weapon (often a spear or axe).

Even poorer warriors, mothers engage in combat only if the very center of the hive faces a threat. As their only form of attack, mothers emit a cloud of noxious chemicals within a 30-foot radius. They can spew this cloud up to three times a day; those caught in the spray must make a saving throw vs. poison at a –1 penalty or suffer 3d6 points of damage per round until making a successful saving throw against the chemical cloud.

Soldiers are the hivebrood's real workers. They attack in the same manner as broodlings, but their sticky, saliva-filled bite causes paralysis (unless a successful saving throw vs. poison counters it) for 2d8 turns or until a *neutralize poison, cure serious wounds,* or *haste* spell helps the victim recover. Soldiers almost never kill paralyzed victims immediately; instead, they bring them into the hive to serve as hosts for new broodlings.

Lieutenants command clusters of hivebrood soldiers with military precision. These "officers" of the hive give orders through chemical scent emissions in a 30-foot radius. They also can "store" up to five hivemind abilities (see below) and pass them on to the insects under their command.

Although controllers can attack with a soldier's claws and paralytic bite, their main ability, called hivemind, remains much more fearsome. Hivemind allows a controller to gain all the abilities of the creatures it eats, including any saving throws that improve on its own. It can pass on these hivemind abilities to any hivebrood member through airborne chemical emissions. If, for example, a controller has dined on a 3rd-level thief and a 6th-level wizard, it can send out chemical signals to all in the hivebrood that enable them to hide in shadows as 3rd-level thieves or cast any of the spells the wizard had memorized at the time the character was eaten. Thus, all the members of a hive could cast *fireball* spells, if a controller has eaten a wizard who knew and had memorized the spell!

Fortunately, the hivemind skill transfer has limits. The chemical emissions travel at a rate of only 60 feet per round and dissipate completely after three rounds. If hivebrood insects do not use a hivemind ability within three rounds of receiving it, they lose the ability (except lieutenants, which can "store" abilities, as mentioned above). Furthermore, a controller can activate only one hivemind ability at a time in a single hive. If it emits a second chemical scent before the first has vanished from the minds of the hivebrood members (six rounds), recipients become confused and unable to attack, although they remain able to defend themselves. If hivebrood insects receive two or more hivemind scents from different controllers, they can use them all, though only one at a time.



Once a controller emits a hivemind ability as a chemical scent, it "forgets" the ability, although it may keep an unlimited number in its mind at any one time. This collection can include duplicated abilities and spells, if the controller has eaten several individuals with similar abilities.

An "ability" is defined as one spell (of any level or type), a skill such as a thief's ability, an attack rank, or a fighter's option such as multiple attacks, smash, parry, or disarm.

A hivebrood member loses 1 hit point in the process of casting any spell. Yet the creature will suffer the loss—even die—to cast a spell for the good of the all-important hive.

Habitat/Society: Within the hivebrood, the members form a strict and distinct hierarchy, each doing its appointed task to the best of its ability to further the goals of the hive. Each hivebrood has one mother, the queen and living center of the hive. This large creature can barely move, but others in the hivebrood protect it with fanatical devotion. Besides laying eggs, it secretes a chemical-rich, foul-smelling jelly, which it applies to certain larvae to cause them to develop into lieutenants and controllers.

Not only do the controllers dispense hivemind abilities, they make most of the hivebrood's decisions, including telling the mother when to produce another mother egg and choosing where to send this egg (with a retinue) to start another hive.

Larvae force vast metabolic changes on their unfortunate hosts. Within one day, the host's body has developed a chitinous outer layer of skin and a fibrous coating over his or her eyes. Casting *cure disease* or *heal* on a victim kills the parasitic larva, but the host creature remains badly affected, suffering a permanent loss of 1d6 points from Intelligence, Wisdom, Dexterity, and Charisma due to the broodling's metabolic tampering. However, the host does gain a –1 bonus to Armor Class due to the chitinous nature of the new skin.

After 1d4+1 days, the broodling becomes dormant for 1d4+4 hours. During this time it sheds its outer skin and emerges as an adult soldier (or lieutenant or controller, if the larva received a gel treatment from the mother). It loses all the host's remaining characteristics and memories. At this point, no one can rescue the host from the hivebrood. The simple-minded soldier the broodling has become responds to its chemical orders, otherwise resorting to instinctive, violent actions.

Ecology: Hivebroods are almost always the dominant form of life in their area. If the creatures discover other forms of intelligence nearby, the controllers order soldiers to bring in specimens to serve as hosts and to get rid of the remaining "pests." Controllers also dispatch raiders to find adventurers and others who might possess special abilities they can "learn."

These creatures seem indifferent to any treasure that might lie in or near the hivebrood. Only items such as scrolls (readable by a controller that has eaten a literate spellcaster) prove relevant; other treasure the creatures ignore.

Alchemists prize the paralytic hivebrood saliva for its usefulness as a base in preparing a variety of magical potions; they will pay up to 100 gold pieces per vial.

Hobgoblin

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J, M, D, (Qx5)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-20 (2d10)
ARMOR CLASS:	5 (10)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6 1/2' tall)
MORALE:	Steady (11-12)
XP VALUE: Hobgoblin	35
Sub-chief	65
Chief	120



Hobgoblins are a fierce humanoid race that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing 6½' tall. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

Hobgoblins have their own language and often speak with orcs, goblins, and carnivorous apes. Roughly 20% of them can speak the common tongue of man.

Combat: Hobgoblins in a typical force will be equipped with polearms (30%), morningstars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%), or swords and whips (5%).

Hobgoblins fight equally well in bright light or virtual darkness, having infravision with a range of 60 feet.

Hobgoblins hate elves and always attack them first.

Habitat/Society: Hobgoblins are nightmarish mockeries of the humanoid races who have a military society organized in tribal bands. Each tribe is intensely jealous of its status. Chance meetings with other tribes will result in verbal abuse (85%) or open fighting (15%). Hobgoblin tribes are found in almost any climate or subterranean realm.

A typical tribe of hobgoblins will have between 20 and 200 (2d10 x 10) adult male warriors. In addition, for every 20 male hobgoblins there will be a leader (known as a sergeant) and two assistants. These have 9 hit points each but still fight as 1+1 Hit Die monsters. Groups numbering over 100 are led by a sub-chief who has 16 hit points and an Armor Class of 3. The great strength of a sub-chief gives it a +2 on its damage rolls and allows it to fight as a 3 Hit Die monster. If the hobgoblins are encountered in their lair, they will be led by a chief with AC 2, 22 hit points, and +3 points of damage per attack, who fights as a 4 Hit Die monster. The chief has 5-20 (5d4) sub-chiefs acting as bodyguards. Leaders and chiefs always carry two weapons.

Each tribe has a distinctive battle standard which is carried into combat to inspire the troops. If the tribal chief is leading the battle, he will carry the standard with him, otherwise it will be held by one of his sub-chiefs.

In addition to the warriors present in a hobgoblin tribe, there will be half again that many females and three times as many children as adult males.

Fully 80% of all known hobgoblin lairs are subterranean complexes. The remaining 20% are surface villages which are fortified with a ditch, fence, 2 gates, and 3-6 guard towers. Villages are often built upon ruined humanoid settlements and may incorporate defensive features already present in the ruins.

Hobgoblin villages possess artillery in the form of 2 heavy catapults, 2 light catapults, and a ballista for each 50 warriors. Underground complexes may be guarded by 2-12 carnivorous apes (60%).

They are highly adept at mining and can detect new construction, sloping passages, and shifting walls 40% of the time.

Ecology: Hobgoblins feel superior to goblins or orcs and may act as leaders for them. In such cases, the "lesser races" are used as battle fodder. Hobgoblin mercenaries may work for powerful or rich evil humanoids.

Koalinth

This marine species of hobgoblin is similar to the land dwelling variety in many respects. Koalinth dwell in shallow fresh or salt water and make their homes in caves.

Their bodies have adapted to marine environments via the evolution of gills. Their webbed fingers and toes give them a movement rate of 12 when swimming. Their bodies are sleeker than those of hobgoblins and they have light green skin. They speak an unusual dialect of the hobgoblin tongue.

They tend to employ thrusting weapons like spears and pole arms. Koalinth are every bit as disagreeable as hobgoblins, preying on every thing they come across, especially aquatic humanoid and demi-human races. They detest aquatic elves.

Hobgoblin, Norker

CLIMATE/TERRAIN:	Any/Non-arctic
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3-30
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 (weapon)/1-3 (bite)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	Normal: 35 Sub-chief: 65 Chief: 120



Distant relatives of hobgoblins, norkers are nasty little humanoids with a war-like disposition. They are intelligent and aggressive.

Norkers are small, wiry humanoids. Their skin is any shade from reddish brown to dark gray. Unlike their hobgoblin cousins, they have no hair, just tough, leathery skin. Their faces are a brighter shade of their skin color. The males have brightly colored blue or red noses. Norkers' eyes are yellow, as are their teeth. These are easy to see, because the two canines protrude three inches down from their upper lips. It should come as no surprise that they have foul-smelling breath. As you would expect, their bodies are equally odorous, smelling of stale sweat and years of avoiding any liquid with soap in it.

Armor is not worn by norkers, because their skin is as tough as most armor. For clothing they wear only loin cloths or other hip gear. Trophies and other adornments are hung from the belt. Norkers like red and blue over other colors.

Norkers do not have their own language, but speak a dialect of hobgoblin that is difficult, but not impossible, for even hobgoblins to understand. They also can speak with orcs, goblins, and such. Their voices are low and gravelly.

Combat: A typical force of norkers is armed with clubs or other bludgeoning weapon. They don't use shields or armor. When attacking, norkers swing their weapons and then bite with their fangs. Disarmed norkers have no effective claw or fist attack.

A band of norkers attacks using swarming tactics. They swing with their weapons and then leap in to sink their fangs into their victims. From there they cling if possible and keep on swinging and biting, eventually dragging their prey down by sheer numbers.

Habitat/Society: A tribe of norkers is a disorganized bunch of thugs. The strongest member rules, but only within the immediate reach of his arm.

A typical tribe of norkers has 2d10x10 adult male warriors. In addition, for every 20 warriors there is a leader norker of maximum hit points (10) that dominates them. Any tribe with over 100 warriors has a sub-chief of 3 Hit Dice and an AC of 1. Back in the lair there is a chief, who has 4 Hit Dice and an AC of 0. He usually has 2d4 sub-chief bodyguards and 3d4 leader bodyguards. In addition to the warriors in the tribe, there are 150% as many females and three times as many young as warriors.

Most (80%) norker lairs are underground or deep in old ruins. The rest are surface villages, usually taken by conquest and then fortified if necessary. Norkers cannot cooperate long enough to build more than a large fence around the village with a walkway at the top and a gate. While sunlight is not harmful to norkers, they dislike it and are most active after the sun goes down. These villages tend to stink, because the norkers do not understand sanitation.

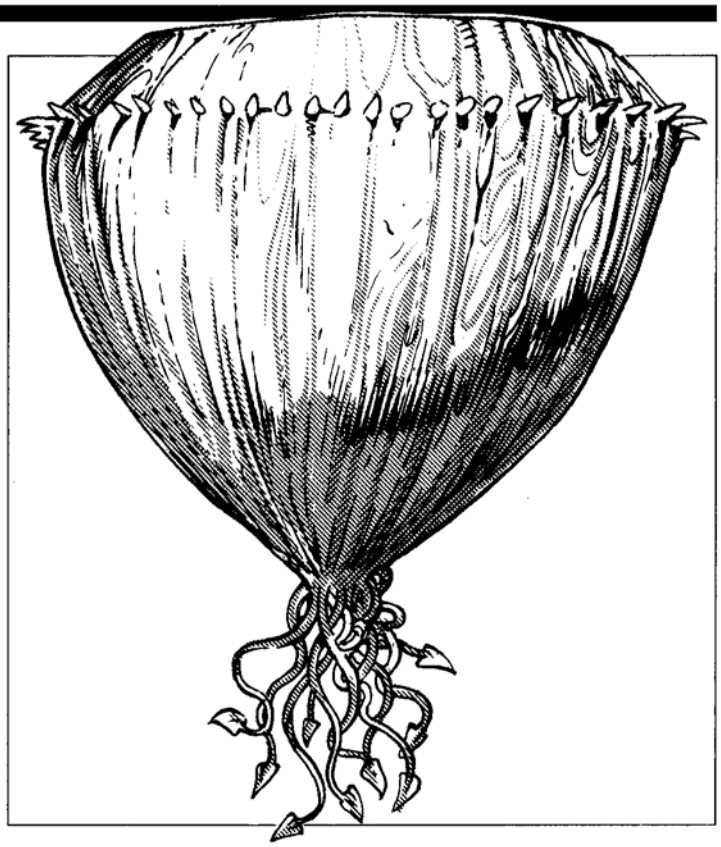
Norkers negotiate with strong parties, but always look for some way to double-cross. At best they are unreliable allies. Different tribes of norkers rarely meet each other, but when they do it is constant guerrilla warfare between them. Each side kills the individuals of the other whenever it can, keeping the fangs for trophies. However, they always stop short of all-out warfare.

Powerful, well-equipped bands of hobgoblins can command the dubious loyalty of a norker tribe for a while, as the norkers respect and fear their larger cousins.

Ecology: Norkers eat anything that moves or bleeds. If desperate, they can survive on grains or other edible plants. They dislike working to get their next meal and steal rather than hunt if possible. Norkers are hunted by the larger predators in their area. The hide is tough to get through, but the flesh is edible.

Holbag

CLIMATE/TERRAIN:	Third layer, Alabeth
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Aerial "plankton"
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	6
MOVEMENT:	Fl 2 (5) MCA
HIT DICE:	Special
THAC0:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-80
SPECIAL ATTACKS:	Lightning, ram
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	5%
SIZE:	G (see below)
MORALE:	Fearless (20)
XP VALUE:	1,000



Holbags are huge, gas-filled bags that float in the atmosphere of the third layer of Alabeth (refer to the description of that planet for details on layers, etc.). They are somewhat like onions in shape: circular when viewed from above, flattened on top, and tapering to a point beneath. This lower point is tipped with a dozen short tendrils. The largest circumference of the creature – which is just below the flat top – is ringed with 144 slender spines, each of which is equal in length to about one-twentieth the diameter of the holbag.

The size of a holbag is almost unbelievable for a living creature. Mature specimens measure between 3 and 5 miles in diameter, and exceptional specimens up to 10 miles in diameter have been spotted. This means that the equatorial spines are between 750 and 1,350 feet long on an average specimen, and almost 3,000 feet long – more than half a mile – on extreme specimens. The shorter tendrils attached at the creature's lower tip are about half the length of its equatorial spines.

Holbags float slowly about the atmosphere of Alabeth. They are lighter than air because they secrete gas much lighter than air into a huge internal cavity, and then heat it to generate even more lift. In effect, holbags are massive natural dirigibles. Their bodies are thick and muscular, and very rubbery in texture.

The amount of damage that can be absorbed by a typical holbag is absolutely immense. Their muscular walls are a hundred yards or more in thickness, and it would take upwards of 300 hit points – all inflicted on exactly the same spot – to puncture one. Such a puncture will cause the creature to deflate slowly, sinking downwards into the cloud deck below, where it dies. With a single puncture, it will take an average holbag 20 turns to lose enough gas to start to descend. (Since the creatures regenerate rapidly, an enemy would have to work to keep a puncture from closing.)

Holbags have no eyes or optical organs, and operate solely on senses other than sight. They seem to respond to pressure changes caused by large objects – i.e., those over 50' in size – moving nearby, but can also detect large motionless creatures at a range of 500 yards or more. Some sages speculate that the holbags detect the slight electrical fields created by all living things.

Combat: Holbags defend themselves against natural enemies – most importantly, sky scavvers (cf.) – with magical lightning. They can fire a single lightning bolt every 5 rounds. The bolt extends straight outward from any one of the holbag's equatorial spines, to a maximum range of 500 yards. These bolts always strike their targets, and inflict 4d20 points of damage on impact (save vs. breath weapons for half damage). A holbag can use its lightning against a spelljamming vessel, inflicting 4d2 points of hull damage; the vessel receives a saving throw vs. lightning for half damage. There is no limit to how many times a holbag can fire its lightning. (Note: This damage and range figure reflects an average individual. Exceptionally large holbags might have a maximum range of 750 yards, and inflict up to 8d20 hit points, or 8d2 hull points, of damage.)

Although they move very slowly, adult holbags can do significant damage by ramming a spelljamming vessel. (The creatures don't have precise enough senses to detect

any creature smaller than about 50' in length or diameter.) Use the standard rules for ramming and crashes on page 65 of the *Concordance of Arcane Space*

Because of their rubbery, muscular structure, holbags cannot be harmed by blunt or bludgeoning weapons (note that this includes blunt rams). Piercing and slashing weapons do normal damage. Holbags are totally immune to lightning; fire- and cold-based attacks do normal damage. Since holbags have no mind in the normal sense of the word, they are immune to *charm*, illusions and other mind-affecting magic.

Holbags regenerate, at a rate of 2 hit points per round. This means that a puncture will eventually close unless an attacker makes a conscious effort to keep it open.

Habitat/Society: Holbags are usually solitary creatures. Under normal circumstances, adult holbags won't approach within one mile of each other. Every 10,000 standard days or so (about 27 standard years), however, holbags enter their mating season. When this happens, adult holbags "pair up." For several days, pairs of the massive creatures enact great and cumbersome aerial "dances" around each other. Then the two holbags approach each other slowly until the come into contact. The great equatorial spines of each creature sink into the flesh of the other, and they remain locked together like this for as many as 50 standard days. During this period, the creatures' senses are extremely sensitive, and they can detect the approach of a possible enemy at almost twice the normal range. If anything is foolish enough to approach two mating holbags, both of the great creatures will attack the interloper with their lightning bolts. Bonded holbags can each fire a lightning bolt only every 10 rounds (1 turn), but these bolts have double range and inflict double damage.

After about 50 standard days, the two holbags separate, and return to their standard behavior (i.e., never approaching within one mile of each other). Five hundred days later, one of the holbags gives birth to an immature creature. (Sages have found no way of predicting which individual in a mated pair will actually give birth to the offspring.) The offspring emerges from an orifice at the lower tip of the mature creature.

Immature Holbags: At birth, a holbag is tiny compared to its parent: no more than 250 yards across. In appearance it resembles its "parent": the relationships between diameter and spine length are the same as with adults. Immature holbags are considerably faster fliers than their parents: a movement rate of 5 rather than 2.

Immature holbags are much less resilient than their parents. A newly-born holbag can sustain only 25 hit points or so inflicted in the same spot before it is punctured. The young creatures regenerate at the same rate as their parents, however.

A young holbag can fire lightning bolts, but only to a range of about 75 to 100 yards. These bolts inflict only 1d20 hit points of damage, or 1d2 hull points, on a target (save for half damage).

Immature holbags grow slowly, taking about one mating cycle – 10,000 standard days – to reach full size and maturity. While it's young and undersized, a holbag will usually stay close to its parent, often snuggling up right against it, so the "baby's" equatorial spines are sunk into the flesh of its parent.

Unlike the adults, which seem totally insensitive to pain, immature holbags react strongly to pain, particularly heat. They will move rapidly away from a strong source of heat. The elves who dwell atop the mature holbags will often use this characteristic to control immature specimens. A group of elves will climb aboard a young holbag, and then will apply heat – usually magically-created – to the margin of the creature directly opposite to the direction the elves want to go. The holbag will move to avoid the heat, allowing the elves to control its movements.

Ecology: Holbags subsist entirely on the "aerial plankton" that drifts down from the second layer of Alabeth. They absorb these microscopic creatures through pores in their great bodies, and through the orifice in their undersides. The holbags have only one significant natural enemy: sky scavvers (described below). These monstrous creatures risk the damaging attacks of the holbags' lightning to dart in and rip huge mouthfuls of flesh from the floating gas bags. These attacks rarely puncture, let alone kill, an adult holbag.

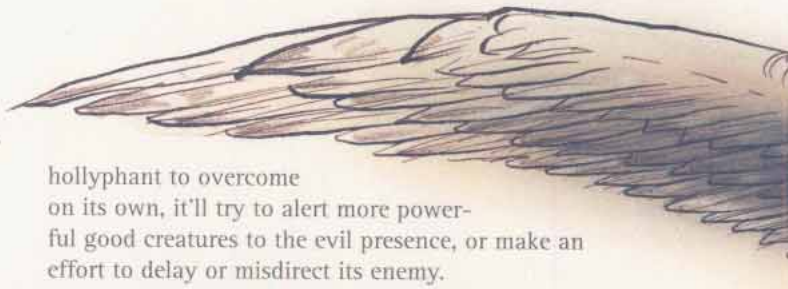
Although sky scavvers will attack mature holbags – often to their detriment – they prefer to harry the small, immature specimens. When these smaller creatures stray too far from their parents, they are relatively easy targets for the "sky sharks." Sky scavvers seem to understand instinctively about the young creatures' response of moving away from a source of pain. Thus the sky sharks will always make their first attack on a young holbag on the side closest to the creature's parent. In response to the pain of the attack, the young holbag will move further from the protection of its parent, lessening the risk of a lethal attack from the mature holbag. This technique is very effective, and the mortality rate for young holbags is high – approaching 95%.

Holbags are extremely long-lived. An average specimen might live through 20 mating cycles – 200,000 standard days, or almost 550 standard years – and exceptional specimens have been said to be considerably older than this. The population of holbags on Alabeth seems to be remaining roughly constant.

Holbags seem totally unaware – or at least unconcerned – that their topsides are home to Alabeth elves and other creatures. The relationship between these smaller creatures and the holbags is pure commensalism: the elves and others receive benefits, while the holbags receive neither benefit nor detriment from the relationship.

Hollyphant

Climate/Terrain:	Any Upper Plane
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Genius (17–18)
Treasure:	Incidental
Alignment:	Neutral good
No. Appearing:	1 (1–3)
Armor Class:	–4
Movement:	9, Fl 36 (B)
Hit Dice:	6+6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d3/1d3
Special Attacks:	Trumpet, psionics
Special Defenses:	See below
Magic Resistance:	60%
Size:	S (2′ long)
Morale:	Steady (11–12)
XP Value:	9,000



What, that little basher? Ya gotta be peelin' me! Why, I could take 'im apart with one claw and one eye. See? Aww, isn't that cute? He's goin' ta trumpet at m – urkh!!

– Last recorded words of the barbazu Bloodtaker

Hollyphants are servants of the powers of good, found throughout the Upper Planes. They're the messengers and helpers of the various good pantheons, acting as couriers or advisers to mortals the powers've got an interest in, or working as assistants to more powerful proxies.

A hollyphant looks like a tiny, golden-furred elephant only 2 feet long, with a pair of shining white wings sprouting from its back. Its coat shimmers and gleams, and its eyes dance with a rainbow of colors. Some sages speculate that hollyphants're really spirits or manifestations of some kind, since nature would never've given birth to such a silly-looking creature. Hollyphants seem sincerely offended by this view and may take steps to teach a vocal detractor a lesson.

Adventurers are likely to run across a hollyphant any time they're about the business of a good power. Hollyphants are fond of keeping an eye on mortal heroes doing their patron's work. Hollyphants can also be encountered transiting the Astral or Ethereal Planes, since many of their tasks involve journeying to the prime material. Of course, any trip to the Upper Planes is likely to result in an encounter with a hollyphant in its home.

Combat: Hollyphants automatically *detect evil* within a 20-yard range, and go to great lengths to avoid fights with good-aligned or even neutral creatures. Evil creatures are another matter entirely; a hollyphant'll look for ways to harass or hinder an evil creature unless its mission is so pressing that it can't spare the time. Even if the evil is too powerful for the hollyphant to overcome on its own, it'll try to alert more powerful good creatures to the evil presence, or make an effort to delay or misdirect its enemy.

In physical confrontations, the hollyphant's at a distinct disadvantage. It strikes with its small tusks for only 1d3 points of damage each. While hollyphants've got minimal physical combat abilities, they do possess a number of magical powers with which they defend themselves. Three times per day a hollyphant can trumpet, choosing one of three effects: a blast like that of a *horn of blasting;* a call that acts as *drums of deafening* in a cone-shaped area 70 feet long by 30 feet wide at the end; or a fan-shaped shower of *sun-sparkles* 50 feet long by 20 feet wide. *Sun-sparkles* are motes of positive energy that inflict 8d6+8 points of damage to fiends, undead, and other creatures of supernatural evil. (Damage is halved with a successful save vs. breath weapon.)

In addition to their trumpet-calls, hollyphants can use the following spell-like powers, one at a time, at will: *bless, cure serious wounds* (twice per day), *light, protection from evil* (twice per day), and *teleport without error.* Once per day they can call a *flame strike, heal, raise dead,* and use *banishment.* Hollyphants are considered 16th-level for casting purposes.

The magical tusks of a hollyphant protect it from all disease and poisons. Its shimmering coat functions as a *globe of invulnerability,* and it can be hit only by +1 or better weapons. Hollyphants can attempt to open a *gate* with a 50% chance of success; there's a 70% chance that another hollyphant responds, and a 30% chance that a deva appropriate to the setting shows up (an astral deva for a hollyphant on the Outer Planes, a monadic deva for one on the Inner Planes, or a movanic deva for a hollyphant on the prime material).

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/3/8	EW PB MT/All	14	120

Hollyphants have the following psionic powers:

- Clairsentience – Sciences: aura sight, precognition. Devotions: danger sense, know direction, know location, poison sense, spirit sense.
- Telepathy – Sciences: mindlink. Devotions: ESP, identity penetration, invisibility, post-hypnotic suggestion.

Habitat/Society: Hollyphants're usually found alone, since they're often pursuing the tasks of some power or another. On



their native planes, they can occasionally be found in small family groups of 1 to 3 individuals. Hollyphants live on all good planes, but they're especially common on Bytopia, the Beastlands, and Mount Celestia.

As proxies of good powers, hollyphants often are given missions that bring them into contact with mortal adventurers and heroes. In these situations, hollyphants act as advisers and aid their charges by helping them to defeat evil themselves instead of doing it for them.

Hollyphants have a surprisingly strong sense of mischief and love a good prank or jest. Sharp bloods've pointed out that anything that looks like a hollyphant shouldn't take itself too seriously, and hollyphants generally don't. (Cutters had best remember, though, that a hollyphant's definition of humor doesn't include jokes about its origins.)

Ecology: It's pretty clear that hollyphants're creatures that exist outside of nature. They're highly magical and don't even really need to eat or sleep, even though they do so anyway to make those around them feel more comfortable. When they do ingest food, hollyphants favor nuts, berries, and young shoots.

If removed, a hollyphant's tusk can be ground into a magical powder that transforms water or wine into an *elixir of health*. 'Course, hollyphants take a real dim view of some basher hunting them for their tusks.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	See below

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Bite causes sleep
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T(18" tall)
MORALE:	Elite (13-14)
XP VALUE:	270



Homonculi are small mystical beings created by magicians for spying and other special tasks.

The average homonculous is vaguely humanoid in form. It is 18 inches tall and its greenish, reptilian skin may have spots or warts. They have leathery, bat-like wings with a span of 24 inches and a mouth filled with long, pointed teeth that can inject a potent sleeping venom.

Combat: The homonculous is a quick and agile flyer which uses this ability to great advantage in combat. It can dart to and fro so quickly that any attempt to capture it short of a net or *web* spell is almost impossible.

In combat, the homonculous will land on its chosen victim and bite with its needle-like fangs. In addition to doing 1-3 points of damage, the creature injects a powerful venom. Anyone bitten by the homonculous must save vs. poison or fall into a comatose sleep for 5-30 (5d6) minutes.

The creature's saving throws are the same as those of its creator. While most attacks against either the homonculous or creator do not affect the other, there is one exception. Any attack which destroys the homonculous causes its creator to suffer 2-20 (2d10) points of damage. Conversely, if the creator is slain, the homonculous also dies and its body swiftly melts away into a pool of ichor.

Habitat/Society: Homonculi are artificial creatures created by wizards as living tools. The process by which one is created is long, complicated, and expensive. Any wizard who desires a homonculous servant must first locate and hire an alchemist. The wizard must provide one pint of his own blood and 500-2,000 (1d4 x 500) gold pieces. The blood becomes the basis for the creature's body while the money pays for a variety of other supplies and the alchemist's time. The alchemist requires 1-4 weeks to transform the blood into the necessary magical base. The wizard is then sent for and required to cast *mending*, *mirror image*, and *wizard eye* spells upon the fluids. As the last of these spells is worked, the fluids spontaneously coagulate and form the body of the homonculous.

The homonculous is telepathically linked to its creator. It knows everything that its master knows and transmits everything it sees and hears to him. The creator can telepathically control the actions of the homonculous at a range of up to 480 yards. The homonculous will never willingly travel beyond the limits of contact with its master, though it can be removed from that region by force. As soon as it loses contact with its master, the creature panics and will do anything to regain contact. Contact between the two cannot be maintained across planar or dimensional barriers. If either the creator or homonculous is on another plane, the homonculous will remain near the point where it was last in contact with its master.

Homonculi are a reflection of their creator. They have the creator's alignment, basic intelligence, and even physical mannerisms. They are mute but can write if the creator is literate. They may assist their creator in a variety of tasks including magical endeavors, although they cannot themselves cast spells.

Homonculi lairs are in the homes of their creators. Indulgent wizards may provide a specially built bed, nest, or living chamber. Otherwise, the homonculous simply perches wherever it can.

Ecology: Homonculi are nothing more than tools. They have no place in the natural world and are not part of any ecological system. They provide the wizard who created them with a variety of useful services. Commonly, a homonculous is called upon to act as a spy, scout, messenger, or emissary. Because of the potential harm which the death of a homonculous inflicts on its master, they are seldom employed as body guards or living weapons.

Although they are magical creations, homonculi possess the same biological functions as non-magical creatures. They must rest and require food and drink in order to survive. When eating, they share the tastes of their masters and generally consume about as much as a typical cat.

There are rumors of magical means by which non-wizards can acquire their own form of homonculous. Although these are not widely believed to be valid, there are those who report having seen the process or its results first hand. If such a procedure exists, it would be quite valuable to its discoverer.

	Breather	Skin
Climate/Terrain:	Varies	Varies
Frequency:	Varies	Varies
Organization:	Nil	Nil
Activity Cycle:	Any	Any
Diet:	None	None
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	8	10
Movement:	Nil	Nil
Hit Dice:	1d3 hp	2
THAC0:	N/A	N/A
No. of Attacks:	Nil	Nil
Damage/Attack:	Nil	Nil
Special Attacks:	Nil	Nil
Special Defenses:	Immune to one element	
Magic Resistance:	Nil	Nil
Size:	T (3″ tall)	M (6′ tall)
Morale:	N/A	N/A
XP Value:	15	65

"I don't know why folks don't just leave well enough alone. For instance, why do they gotta go traipsing off to the Inner Planes all the time? Don't they know they don't belong there? Why, a body'll get sent to the dead-book quicker'n a deva in Baator there. Nothing for a basher to do but burn or drown or some other thrice-damned thing. Barminess. Sheer barminess — that's what it is. Why go somewhere where you can't even breathe? Why not stay where you're born? That's where a body belongs, don't you know. The powers put you where they put you for a reason. Don't go hoppin' through some blasted portal and endin' up where you ain't supposed to be. If a body's got to go somewhere, go somewhere nice, like the Outlands or Elysium. At least you don't choke or burn away like on the quasi-para-ele-mental plane of some powers-be-damned thing like slime or fog or something.

"Ah, do what you want, you won't listen to me."

— Yviris Kun, a shopkeeper in Sigil

WHAT'LL THEY THINK OF NEXT?

— VASIL THROPE, PLANEWALKER

As planewalkers cope with the problems presented by travel on the Inner Planes, more and more solutions present themselves. Sometimes those solutions come from the most unlikely sources. In one case, a conclave of evil wizards working for a secret society called the Tacharim created a version of homunculi that could be used by the group's members to help them breathe on a mission to the quasi-plane of Ash. These little creatures were "built" to breathe in ash and breathe out clean air. Held close to the mouth, these homunculi enabled a body to breathe safely in an otherwise hostile environment. 'Course, it wasn't long before the secret of the process leaked out, and other wizards and alchemists modified the homunculi to help folks breathe in all sorts of environments, particularly those of the Inner Planes.

But the bloods didn't stop there. Using the inspiration and knowledge gleaned from these advances in homunculus creation, another wizard developed a magical process that produced a man-sized creature resembling a strange suit of leather armor. This homunculus, when "worn," allows the wearer to share the homunculus' immunity to the particular element designated by the creator. This skin homunculus covers a cutter's entire body, but offers no protection other than immunity to one element (that is, it doesn't serve as armor).

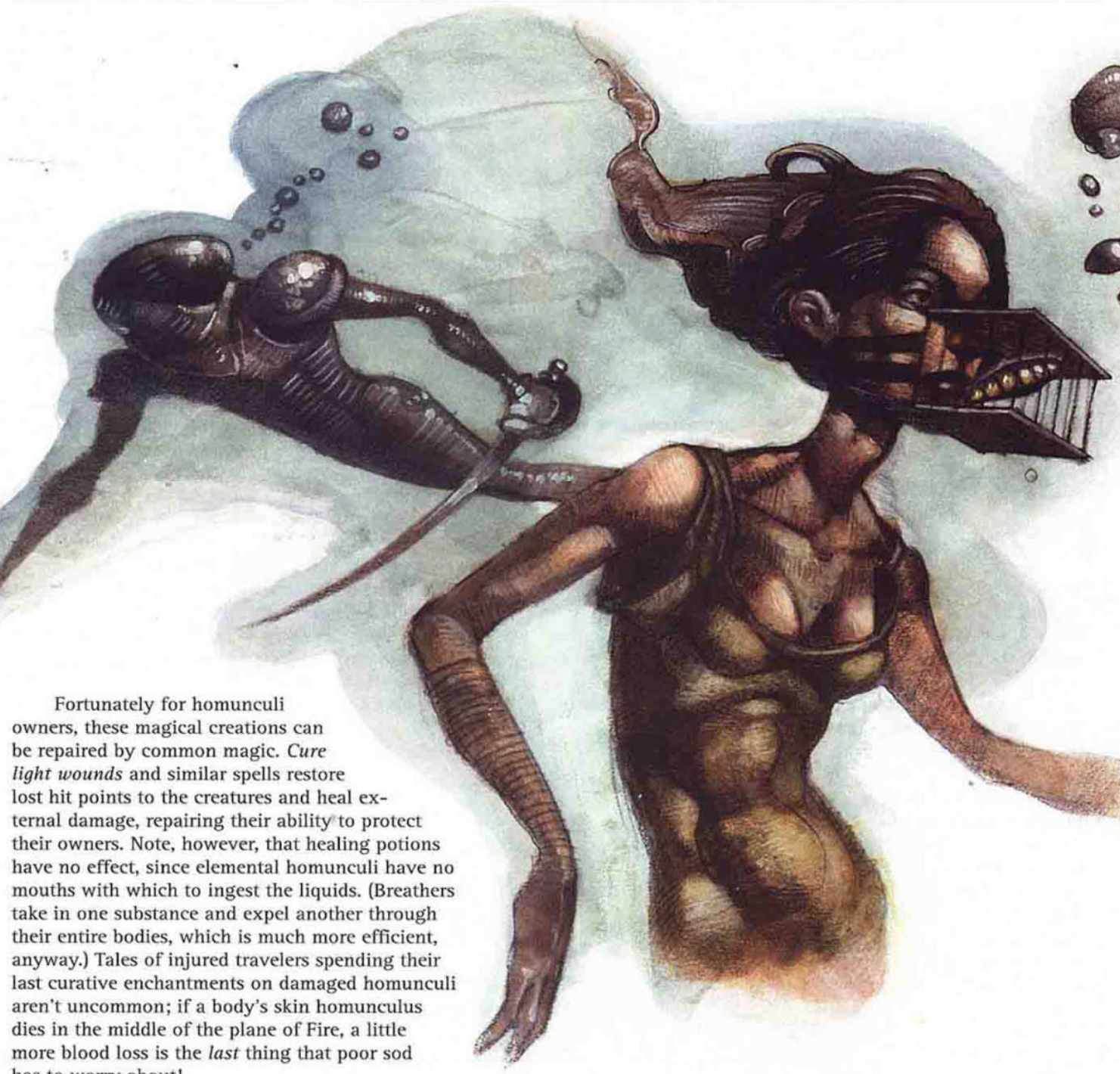
Now, creation and use of these creatures is somewhat commonplace. Examples of both types keyed to virtually every element exist, and breathers can even be modified to provide substances other than air; for example, a fire creature could — for a hefty price — obtain a homunculus that inhales air and produces fire. Breathers can even exude air when there is no environment to transmute, as in the planes of Positive Energy, Negative Energy, and Vacuum. These odd creations allow beings of one element to exist in virtually any other.

Combat: Neither of these types of homunculi can engage in combat. In fact, neither is even ambulatory. They resemble inanimate objects more than creatures.

Nevertheless, both can sustain damage and be killed. Though they're immune to their keyed element, these creatures can be wounded and slain by any other normal means. And when put in the dead-book, elemental homunculi cease providing any protection at all. Thus, breathers are often housed within protective cages of some sort, usually hung by a harness in front of a cutter's mouth or built right into a helmet (which gives the creatures an AC of 8).

Skin homunculi, since they surround a basher's entire body, always take damage intended for the wearer before the wearer does. Thus, in battle the skin dies quickly, leaving the wearer unprotected. To avoid this, a basher can wear the skin underneath his armor. The armor's AC then protects the homunculus skin (as opposed to its own AC 10). When worn underneath armor, the wearer and the skin each suffer half the total damage from any attack. (For example, if an attack inflicts 10 points of damage, the wearer suffers five points and the skin suffers five points, deducting the damage from its hit point total like any creature.) The elemental skin may still die more quickly than the wearer would probably like — especially considering the amount of jink he spent on the thing! — but not as quickly as if it were worn outside and unprotected.

Note, however, that armor outside the homunculus skin is not protected against the element(s), and may be damaged or destroyed depending on the situation. Canny bloods always avoid combat, but those wearing elemental skin homunculi are far more likely to give a fight the laugh.



Fortunately for homunculi owners, these magical creations can be repaired by common magic. *Cure light wounds* and similar spells restore lost hit points to the creatures and heal external damage, repairing their ability to protect their owners. Note, however, that healing potions have no effect, since elemental homunculi have no mouths with which to ingest the liquids. (Breathers take in one substance and expel another through their entire bodies, which is much more efficient, anyway.) Tales of injured travelers spending their last curative enchantments on damaged homunculi aren't uncommon; if a body's skin homunculus dies in the middle of the plane of Fire, a little more blood loss is the *last* thing that poor sod has to worry about!

HABITAT/SOCIETY: As magical creations, elemental homunculi are more likely found in a wizard's laboratory than a natural lair. Mages or alchemists sell these beings for 100 to 500 gp (for breathers) or 300 to 1,000 gp (for skins). The price depends on the situation, the element keyed to the homunculi (the more dangerous, the more expensive), and the bargaining skills of those involved. In Sigil, a body's very likely to come across a wizard or a merchant selling one or more of these homunculi near a portal to an Elemental Plane.

ECOLOGY: Since they're examples of magical, artificial life, elemental homunculi don't require any sort of food or water to survive. Breathers don't even *need* to breathe; they just do so when presented with the appropriate element.

Further, these creatures don't reproduce in any way. Only the proper spells, materials, and processes can create one. Rumor has it that some of the required ingredients include the essence of an elemental, the flesh of a mephit, and the blood of a dragon, giant, genie, or other creature – each associated with the appropriate element.

Hook Horror

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	P
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Steady (11-12)
XP VALUE:	175



The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demi-humans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances, much like the sonic radar of a bat.

Combat: Hook horrors have acute hearing and are surprised only on a roll of 1. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hit automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged.

The eyesight of the hook horrors is very poor. They are blinded in normal light. They use their extremely acute hearing to track and locate prey. Since their eyesight is so poor anyway, they suffer no combat or movement penalties if blinded or in complete darkness. They attack silenced opponents with the penalties others suffer when attacking blind.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. They can move at normal speed up vertical surfaces that are not sheer. Their great weight means that they cannot hang from the ceiling like other insects.

Habitat/Society: The obvious penalty for having hooks instead of hands is that hook horrors cannot use weapons or tools. They can only pick up items in their beaks. This severely restricts their ability to amass large treasures.

A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.

Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans.

Hook horrors have poor relationships with other races. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Their simple language does not even have a term for these concepts. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.

Ecology: Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.

The hook horror's exoskeleton dries and becomes too brittle for use after a month or so.

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Collective being
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	2d4 (patrol) or 1d100×10
Armor Class:	3
Movement:	15
Hit Dice:	3–21
THAC0:	Varies by Hit Dice (see below)
No. of Attacks:	1
Damage/Attack:	Varies by Hit Dice (see below)
Special Attacks:	Telekinesis
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S–H (3'–21' long)
Morale:	Fanatic (17)
XP Value:	Varies by Hit Dice (see below)

Hit Dice	THAC0	Bite Damage	Size	XP
3	17	1d6	S	420
4	17	1d6	S	650
5	15	1d8	M	975
6	15	1d8	M	1,400
7	13	1d10	M	2,000
8	13	1d10	L	3,000
9	11	2d6	L	4,000
10	11	2d6	L	5,000
11–12	9	2d8	L	6,000
13–14	7	3d6	H	7,000
15–16	5	3d6	H	7,000
17–20	3	4d6	H	10,000
21	3	5d6	H	11,000

Hordes are frightening life forms native to the Elemental Plane of Earth. Each single horde entity comprises hundreds of separate, insectlike bodies united by a single mind.

The bodies of a particular horde consciousness all look alike, and different hordes often feature their own distinct body types. The bodies of one horde might resemble huge, golden praying mantises, while another horde's bodies might look like small black beetles with glowing red antennae. The size of the individual bodies within a horde varies; each body's length corresponds to its Hit Dice (one with 3 HD measures 3 feet long). The above statistics describe individual horde bodies.

Combat: The horde attacks other creatures whenever it finds such an action in its own best interest. Hordes do not consider any other life forms intelligent and have no compunctions against destroying others. Small patrols (of 2d4 bodies each) guard the outer limits of the area the horde claims; typically, all the bodies in a patrol have an equal number of Hit Dice (therefore, the same size).

In battle, the horde quite willingly sacrifices its individual bodies to further its cause; the bodies automatically fail any required saving throws. However, if the horde loses more than 10% of its bodies in a single activity (one battle, for example), the creature either decides to resolve the problem peacefully (by negotiating or fleeing) or calls another horde for assistance.

In combat, the horde's bodies normally bite foes, overpowering any resistance with sheer numbers. A horde entity can cast *ESP* and *telekinesis* (up to 200 lbs.) up to once per round; use of this spell-like power does not interfere with the activities of individual bodies. The horde communicates among its bodies by *telepathy*; it can easily handle dozens of conversations at once. Though bodies are immune to mental assaults (*charm, sleep, hold,* etc.), physical attacks can hurt them.

A horde dies only if *all* its bodies are destroyed. If any body escapes, the horde immediately begins to rebuild. It can create a replacement body (or increase the size of a physically inactive body) at the rate of 1 Hit Die per turn. The horde cannot use *ESP* or *telekinesis* while creating or increasing a body's size.

Habitat/Society: Sages speculate that a horde life force can control practically limitless numbers of members, perhaps up to 10,000 Hit Dice of bodies. Fortunately, the largest individual horde component body ever seen on Mystara boasted only 21 Hit Dice; some suggest that a horde can have larger component bodies on its home plane. The entity has no controlling body, such as the queen of an insect hive; its mind and life force occupy all component bodies evenly. However, the horde life force can control bodies only within an area 100 miles across. If one of the horde's bodies is taken outside this range, that body becomes a mindless thing and dies in 1d10 days.

Each horde has its own name. All the bodies of a single horde will respond to this name, which can cause confusion among those dealing with a horde.

The extremely lawful hordes will sacrifice as many bodies as needed to reach a goal. A horde does not recognize any other form of life as worthy of respect—even another of its own kind. When a horde needs more room, it simply tries to take it, without regard for other creatures; thus, most consider these creatures evil. Hordes often battle each other for living space.

Ecology: All other intelligent creatures fear and hate hordes. Horrific tales abound of whole lands overrun by a single horde and stripped of all vegetation and native creatures, save for a few "herds" of humanoids raised for food.

The hordes' particular enemies include krysts, erdeens, and undines. Krysts and erdeens, both from the Elemental Plane of Earth, particularly loathe the hordes that have taken over so much of their home plane.



Climate/Terrain:	Gray Waste
Frequency:	Common (Prime, rare)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- to average (2–10)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1–6 (Prime 1)
Armor Class:	3, 2,1, or 0
Movement:	6, 9, 12, or 15 (D with wings)
Hit Dice:	6+3, 7+2, 8+1, or 9
THACO:	6+3 HD: 15 7+2 and 8+1 HD: 13; 9 HD: 11
No. of Attacks:	By hordling type
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	0%, 5%, 15%, or 30%
Size:	S, M, or L
Morale:	Unsteady (5–7)
XP Value:	Varies by hordling

Hordlings are the uncounted hordes of the Gray Wastes. They form the majority of the population of that plane. They vary widely in size and appearance. Some are large, some small; some humanoid, some animal-like, some amorphous; some have wings or tentacles. No two look exactly alike, and they have no standard means of communication.

Combat: Choose each hordling's characteristics as the situation requires. These tables present traits that pertain to combat and flight. Other tables (below) give the appearance of individual hordlings. Choose AC, movement rate, Hit Dice, magic resistance, and size from this table, or roll 1d4 for each characteristic:

Roll	AC	MV	HD	MR	SZ
1	3	6	6+3	0	S
2	2	9	7+2	5%	M
3	1	12	8+1	15%	L
4	0	15	9	30%	H

Choose physical attributes as desired; the lists below suggest typical attributes. Some attributes enhance combat ability, and are labeled with a parenthetical lower case letter, further explained in the Combat section.

Arms 1 (1), 2 (2-5), 4 (6)	
1	multi-jointed
2	telescoping (doubled reach)
3	short, thick
4	long, thin
5	trunk-like
6	tentacles

Legs 2 (1–4) 3(5) 4(6)	
1	long, thin
2	short, bowed
3	short, massive
4	springing (20' range)
5	hopping (10', any direction)
6	telescoping (can add 50% height)

Hands/extremities	
1	large, thick-fingered (g)
2	clawed (h)
3	taloned (i)
4	pincered (j)
5	barbed (k)
6	knobbed (l)

Feet/extremities	
1	prehensile toes, long
2	full hoofed (m)
3	splayed hoofed (n)
4	clawed (o)
5	suckered
6	full webbed (swim at normal speed)

Back	
1	humped
2	hunched
3	knobbed mane
4	bristle-maned
5	fan-winged
6	bat-winged

Tail	
1	long, prehensile
2	short
3	long
4	long, clubbed (j)
5	long, barbed (k)
6	none

Fan-winged hordlings fly 18 (maximum ground speed 9). Bat-winged hordlings fly 12 (maximum ground speed 12). Hordlings with hands, tentacles, or prehensile toes or tail can use weapons.

Strength	Mouth (large(1-4), huge(5-6)
1	17 (+1/+1) protruding tusks (a)
2	18 (+1/+2) many small fangs (b)
3	18/50 (+1/+3) long canines (c)
4	18/75 (+2/+3) small tusks (d)
5	18/00 (+3/+6) crushing teeth (e)
6	19 (+3/+7) saw-toothed (e)

Having created a hordling, assign its attacks according to its mouth, arm, tail, and leg attributes. The following table provides examples.

Attack Table — Damage

a	tusks: small 1d4; large 2d4; huge 2d6
b	fangs: small 1d6; large 1d8
c	long canines: large 1-6; huge 1-8
d	small tusks: large 1-8; huge 1-10
e	crushing teeth: large 1d4+2; huge 1d4+3
f	saw-toothed: large 1d3 (1d4 per round thereafter) huge 1d4 (1d6 per round thereafter)
g	blow: one hit 1-4 + strength; two hits strangle for 2d4 + strength
h	claw: 1d4+1
i	talon: 1-6
j	pincer: 1d4
k	barb: 1 per round and stuck fast (Strength check to escape)
l	knob or club tail: 1d3
m	full hoof: 1d2
n	splayed hoof: 1d3

For example, a hordling with two claws, crushing teeth, and a strength of 18/00 would attack at +3 and do 2-5+6/2-5+6/3-6+6.

A hordling may also have special attacks (10% chance) or defenses (20% chance). These tables list the abilities; roll randomly or choose:

Special Attacks Table

1 Breath works as a small *stinking cloud* vs. one opponent in a 3′ range.
2 Gaze works as a *ray of enfeeblement* vs. one opponent in a 5′ range.
3 Legs can trip one opponent in melee as a *trip* spell.
4 Sound emanation works as a *fumble* spell against one opponent in a 5′ range.
5 Double attacks for 1 round once per turn.
6 Acidic spittle missile once per turn (10′ range, 2d4 damage)

Special Defenses Table

1 Hit only by +2 or better magical weapons.
2 Immune to fire and acid attacks.
3 Immune to cold, gas, and poison attacks.
4 Immune to electrical and *magic missile* attacks.
5 Unaffected by illusions and mental attacks (*charm*, etc.).
6 Regenerates 1d4+1 hp per turn.

Hordlings have infravision to 120′. Treat hordlings as having 5 Hit Dice for purposes of clerical turning of undead.

Habitat/Society: There are an infinite number of hordlings on the infinite layers of the Abyss. They have no purpose or organization.

Hordlings are petty and vile. They roam the Gray Waste, attacking those weaker than themselves. They sometimes serve under strong leaders, but few leaders maintain hordlings for long, for they are unruly, untrustworthy, and chaotic.

Occasionally, evil mages summon hordlings to do their bidding. Normal summonings always produce a single hordling. The only known way to summon more than a single hordling into the Prime Material Plane is the *Bringer of Doom*, a strange device created by arcane magic during the Age of Doom.

The Bringer of Doom: *So distant in the past is the Age of Doom that it cannot even be conceived of by mortals. This was a time of great lamenting, for the beings of that age had discovered magic and sciences too powerful to handle. Their passions overcame their sense and, in a wave of power, the race destroyed itself, leaving behind no remnant, save one.*

The *Bringer of Doom* is a small box with a strange, circular red gem set in its lid. If the gem is touched and depressed, the box itself explodes in a blinding flash. So great is the force of the blast that everything within 100′ (including the user and the item itself) is destroyed utterly.

The explosion opens a temporary, one-way rift to the Gray Waste from which 100–1,000 hordlings pour forth and destroy everything they encounter. Rarely (10% chance) some other, greater fiend comes through the rift as well. The *Bringer of Doom* always reforms, to be discovered some time later.

One account of the *Bringer* comes from a scrap of parchment found in the Desert of Yin, near the blasted tower of the evil mage Althabazzerid.

"We have set up magical circles of protection, but we don't know how long we can keep them up. I hope that my observations may be of help to my fellow researchers of the Mages' Guild of MakBran. The assault against the black tower went well, the eleven archers easily destroying Althabazzerid's undead army while we dealt with his dragon allies. We had closed in and were in the midst of magical combat when Althabazzerid himself appeared on the tower's battlements, protected by a multicolored sphere of light. He raised a small box in his left hand, and perhaps pressed a button on it — hard to tell from our vantage point.

"At once there was a deafening blast, and the wizard and his tower were destroyed. A huge hole in space opened, and we could see into the dismal spaces of the Gray Wastes. A great crowd of horrid beings — a more fantastic mix of humans, beasts, and fiends cannot be imagined — began moving into our world. Some walked, some hopped, some dragged their deformed bodies along. They gibbered and screamed. Some spat fire, or gas, or acid. Some were horned, others bore tentacles. More and more came, destroying the elves by sheer press of numbers. They attacked without plan or strategy, yet their horrid deformations allowed them many advantages.

"Then a great fiend flew out from the darkened sky of the Gray Wastes. It has assaulted unceasingly since then. Soon our magics will fail, and we will die either at the hands of the fiend or the press of the horde of darkness. . ."

Ecology: Hordlings devour whatever they destroy, usually other hordlings. That there is otherwise no readily available food supply on the Lower Planes makes the endless, relatively weak hordlings common prey for more powerful beings.

The physical appearance of a hordling may become important in play. The following list offers typical features, but many others are possible.

Color	Head	Head Adornment
1 black-brown	1 wedge-shaped	1 bald
2 russet-red	2 conical	2 mane
3 orange-yellow	3 discoid	3 frills
4 olive-green	4 spherical	4 lumps
5 blue-purple	5 cubical	5 spikes (2-8)
6 gray-white	6 ovoid	6 horns (1-4)

Neck	Nose
1 thick	1 wide, protruding
2 thin	2 slits only
3 long	3 hanging snout
4 thrust forward	4 long, pointed
5 snaky	5 large, many warts
6 none apparent	6 beaked

Ears	Overall Visage
1 large, pointed	1 gibbering, drooling
2 small, pointed	2 glaring, menacing
3 drooping	3 twitching, crawling
4 large, fanlike	4 wrinkled, seamed
5 huge, humaniod	5 hanging, flaccid
6 none	6 rotting, tattered

For an illustration of hordlings, see page 60.

Horg

CLIMATE/TERRAIN:	The Grinder
FREQUENCY:	Very Rare
ORGANIZATION:	War-bands
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Individual: J, K, L, M, (B)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	3–18
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (B), also in a vacuum
HIT DICE:	4+4
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–8/2–20/2–20
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	M (7')
MORALE:	Fanatic (18)
XP VALUE:	1,600



Horgs are strange sentient lifeforms perfectly adapted for life in the asteroid belt of the Grinder. At a distance, they look like winged humanoids, standing about 7' tall. Their long, membranous wings, with a maximum span of about 12', replace their arms; each is tipped with a single, scimitar-like claw more than a foot long and scalpel-sharp. Their torsos are longer than a human's, while their muscular legs, tipped with three-taloned feet, are shorter.

On closer inspection, they have obviously evolved along lines very different from humanoids. They have seven eyes, arranged in a ring around their heads. These eyes are a pus-like yellow-white with no discernible pupils. Because of the arrangement of the eyes, it is impossible to sneak up on a horg's blind side. Although the rest of the body is bilaterally symmetrical, the bulbous head is asymmetrical, with no obvious analogues of ears or nostrils. The creature has a circular, tooth-filled mouth th at opens like the iris of a camera, positioned on the top of its head. Its back is flexible enough that it can lash forward with its upper body and bite a creature standing in front of it or behind it.

They are unrelieved black in color, with a dry, dusty texture. They have no hair or scales, just dry, flexible skin. Vital areas of their bodies—their chests, backs and groins—are protected by built-up layers of skin, almost like rock-hard calluses. They have no evident or overt genitalia.

Horgs can walk clumsily on their hind legs. They are much more comfortable in the air, or flying through the vacuum of wildspace. When they fly, they beat their wings like a bat—even in space, where there is no air for their wings to act upon. They are highly maneuverable. The positioning of their mouth indicates that they evolved to feed on the wing, when their mouth will be pointing forward. Presumably there is some organ in the horg body that allows them to "fly" in a vacuum. For reasons disc ussed later, this organ has never been investigated.

Horgs have no spoken language. In fact, they seem to have no sound-producing organs at all. The only sound they ever make is the dry rustling of their wing membranes when they fly.

Combat: Horgs are born warriors. Even a newborn horg can shred any but the best human fighter. They attack by biting and by clawing with the long, curved talons on their wingtips. Although the claws on their feet look threatening, they never seem to use them in combat. The creatures secrete a highly corrosive, poisonous liquid from their teeth and from pores at the tips of their wing talons. Any creature wounded by either teeth or claw suffers the toxic effects of this liquid. Each round after the successful hit, the victim suffers 2d10 hit points of damage (save vs. poison for half-damage). This damage continues for 10 rounds, or until the victim dies. Note that this damage is cumulative from attack to attack.

What makes the creatures even more lethal is their ability to phase in and out of the Prime Material Plane like phase spiders. They can phase in, attack, and phase out, all in a single round. This gives them a −3 modifier on initiative roll. If the horgs win the initiate roll by more than 4 points, they attack and phase out before their opponents get a chance to strike back. Also, horgs frequently phase in behind their opponents so they get the +4 modifier for attacking from behind. On the Ethereal Plane, horgs get only a −1 modifier on initiative and can be attacked every

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round, regardless of the initiative result. Although horgs can flee to the Ethereal Plane when outmatched, they rarely do so.

Horgs seem to have an innate understanding of small-unit tactics. Even though they never seem to communicate with one another, they always coordinate their actions perfectly. They never seem to attack a group too powerful for them to overcome. If they misjudge the situation, however, and thereby suffer some unpredictable setback or see their foes reinforced, they rarely retreat from combat. It is almost as if conceding the combat to their foes is unacceptable in their eyes—even more unacceptable than death from combat.

When a horg is killed, its body immediately phases out and vanishes from the Prime Material Plane. (This is why so little in known about horg physiology—no corpse has ever been available for study.) Normally, when a horg phases out it can be pursued by someone with access to the Elemental Plane. On the creature's death, however, it phases to another plane—not the Elemental Plane. Nobody has been able to determine what plane this is. (This final phase-out has led some sages to suspect that horgs are not native to the Prime Material Plane or the Elemental Plane, and that, on death, their bodies return to their plane of origin.)

No horg has ever been captured. Normal attempts at confinement do not work because the creatures can phase out and escape on the Elemental Plane. If a horg *is* somehow successfully confined, however, it invariably commits suicide by apparently just by willing itself to die—and its body phases out and vanishes.

Horgs are totally resistant to mind-altering magics of all kinds. They are highly resistant to cold-based and electricity-based spells, receiving a +3 bonus to their saving throws against these attacks. Even though there is some suspicion they are extra-planar creatures, they are unaffected by *(un)holy words* and other banishing magics.

Habitat/Society: Effectively nothing is known about the society or habitat of horgs. They have never been observed except when they choose to attack a ship or asteroid settlement. Nobody knows where they live between such attacks. Perhaps they dwell on the Elemental Plane or some other, or within one of the asteroids of The Grinder, but these are just guesses.

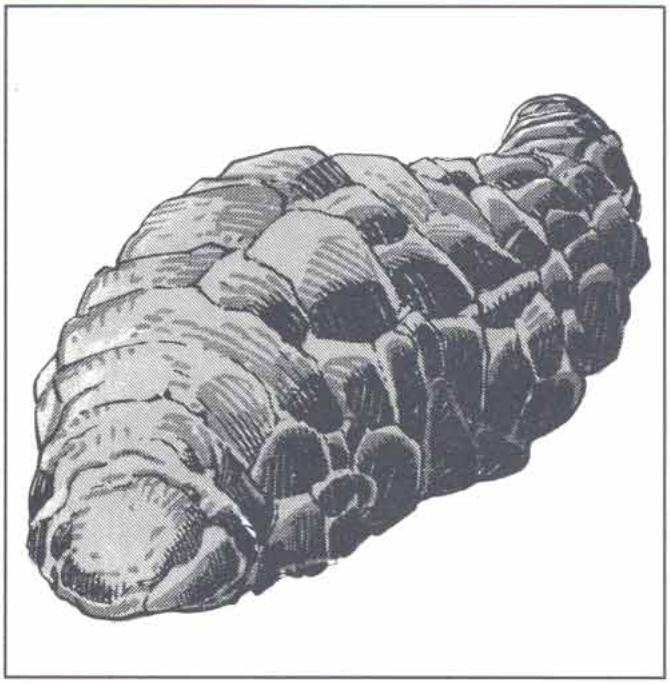
Horgs do not seem to be sexually differentiated. This could mean several things. Perhaps the race *has* no sexual differentiation (raising questions about just what their reproductive cycle *is* like); or perhaps the differences between sexes, whether two or more, is simply not obvious to the casual observer; or perhaps only one sex participates in their attacks. No immature horg has ever been spotted.

No horg has ever been seen to use a tool or weapon. This could be by choice, or because the creatures, although evidently intelligent, have no tendency to create or use tools.

The preceding paragraphs describe what is *not* known about horgs. What *is* known is all too little. They are highly aggressive, attacking without provocation or warning. Attempts to correlate the frequency of attacks with a particular region of space, or perhaps with proximity to a particular asteroid, have all failed. No spacefaring race has escaped the predations of the horgs. While all races hate and fear them, the neogi hate them the most—probably because the horgs are even mor e evil and rapacious than they are!

Ecology: Nobody knows what the horgs eat, or even if they eat at all. When they kill foes in combat, they do not eat the bodies nor carry the corpses off with them. If they have any natural enemies that prey upon them, these predators have never been detected. With the current level of knowledge, it appears that horgs lie outside the normal food chain and ecology of Greyspace.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rocks or earth
INTELLIGENCE:	Semi (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−10 (head is AC 0)
MOVEMENT:	3
HIT DICE:	30 to 100
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	20-80
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Intense heat
MAGIC RESISTANCE:	Nil
SIZE:	G (30'-100' long)
MORALE:	Fearless (19-20)
XP VALUE:	30 HD: 26,000 (add 1,000/HD above 30)



This immense and powerful creature eats its way through solid rock, creating tunnels, passageways, and caverns in its wake. When not in motion, a horgar resembles a lava formation. In motion it looks like a giant, black rock slug. It is an oblong lump with a thick skin of true stone (five feet thick in an adult). Great cracks in the skin divide it into large plates that shift and slide when the horgar is moving. The only exposed part is the head, located at one end of the oblong, which is just a lump of softer-looking stone.

The horgar smells like the super-heated acid that it secretes from between its rock plates, somewhat like ammonia. These gases make other creatures' eyes water and irritate their mouths and nasal passages. The only sounds it makes are the grinding of its skin against the tunnel walls and the hiss of acid and heat melting rock.

Combat: The horgar is not an aggressive creature. The main problem is that it does not recognize most living creatures at all. If unprovoked, it goes its own way, whether or not somebody is in the way. If attacked, it tries to leave. The tunnels it leaves behind are dangerously hot for the first three hours, causing 2d10 points of damage if touched by bare flesh. Wood or paper that comes in contact with a hot wall ignite instantly; metal that is in contact with the wall for one turn can cause 2d10 points of burn damage. The walls are still hot, but not dangerous, for a full 24 hours after the horgar passes. The tunnel is also littered with pools of acid, which cause 1d4x10 points of damage to bare flesh. Other objects must roll successful saving throws vs. acid or be destroyed.

This creature is immune to acid, fire, and electrical attacks. Striking it with physical weapons is like hitting a granite boulder. Edged weapons cause only half damage and must roll saving throws vs. crushing blow. All weapons must roll saving throws vs. acid, which means edged weapons must roll two saving throws for each hit. Failure of either saving throw means the weapon is destroyed, either shattered or dissolved.

If the horgar can't run away from attackers, it turns and fights. Its only weapon is to squirt acid from its head up to 20 feet away. At the first opportunity, it again tries to flee. Horgar are so hard to hurt, and so dangerous, that most creatures just leave them alone.

Habitat/Society: Horgar live in the deep, hard-rock regions of the earth. On rare occasions they can be found closer to the surface or in softer rock. They do not have any society of their own, but they have affected many other societies. The name horgar is dwarvish, while the gnomes call them storgin; both names translate loosely to stone-eater.

For all the ages that the horgar have been tunneling in the Underdark, thousands of miles of tunnels and caverns are left behind. Other natural conditions, such as running water, have eroded most of them, giving them a natural look. These caverns have become homes to many races.

Some of the more primitive races of the Underdark worship the horgar as gods. Others, such as the dwarves, duergar, drow, gnomes, and the deep gnomes use them as work beasts. The horgar are kept in reinforced, glass-lined pits. They can be driven by slipping thin, glass-sheathed spears between the plates of their skin. This causes no damage, but irritates them sufficiently to make them move away from that side. The handler, called horgarin in dwarvish, must be skilled and quick to avoid having his spear snapped by the sliding plates of the skin. The dwarves have a saying, "as unlucky as a horgarin without a spear."

Every 500 years, a horgar splits off 2d10 small parts of itself in a deep, hidden cave with only a single entrance. Each egg that is laid subtracts 1 Hit Die from the horgar. They radiate heat and slowly ooze acid. In the next two years the eggs mature into 30-Hit Die infants and become active, hungry, and mobile. After that they grow 1 Hit Die per year until they reach adulthood at 100 Hit Dice. Horgar are roughly one foot long for each Hit Die.

Ecology: The horgar are vital to the ecology of the Underdark. The byproducts of the stone-eaters are breathable gases, acids and other fluids, and various mineral deposits. Without the tunneling horgar, life would not be possible in the Underdark. The bodies of the horgar provides nothing of value, except to wizards—some parts of it are used for spells involving earth, stone, digging, and molten heat.

	Draft	Heavy	Medium	Light	Pony	Wild	Riding	Mule
CLIMATE/ TERRAIN:	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountai nous	Any non-mountainous
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1	1	5-30(5d6)	5-50(5d6)	1
ARMOR CLASS:	7	7	7	7	7	7	7	7
MOVEMENT:	12	15	18	24	12	24	24	12
HIT DICE:	3	3+3	2+2	2	1+1	2	3	3
THAC0:	17	17	19	19	19	19	17	17
NO. OF ATTACKS:	1	3	3	2	1	1	2	1 or 2
DAMAGE/ATTACK:	1-3	1-8/1-8	1-6/1-6	1-4/1-4	1-2	1-3	1-2/1-2	1-2/1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L	L	L	L	M	L	L	M
MORALE:	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)	Unsteady (5-7)
XP VALUE:	65	120	65	35	35	35	65	65

Horses are large quadrupeds often used for transportation, or as pack and draft animals, by human and demihuman races. They are frequently bred for their speed and for their beauty.

A horse can be solid white, gray, chestnut, brown, black, or various reddish tones; its hide can instead show a variation or combination of these colors. Some of the more interesting variations include the piebald, which has a coat of large, irregular patches of black and white; the palomino, with its rich yellow-gold coat and white mane and tail; and the dapple gray, which is dark gray with flecks of lighter color on the chest, belly, and hindquarters.

In addition to the coat's color, the horse may have markings of various sorts. The long hairs of the mane and tail can be lighter, darker, or of the same color as the body of the horse. Possible markings include socks (meaning the leg from the hoof, halfway to the knee, or hock, is white); a white muzzle; a blaze (a wide band of white from the top of the horse's head to the tip of its nose); and a star (a white, diamond-shaped patch set on the horse's forehead, right between its eyes).

Horses are measured in "hands." One hand equals 4 inches.

Combat: War horses will fight independently of the rider on the second and succeeding rounds of a melee. Other breeds fight only if cornered. Most attack twice per round by kicking with their front hooves.

Unless specially trained, horses can be panicked by loud noises, strange smells, fire, or sudden movements 90% of the time. Horses trained and accustomed to such things (usually warhorses) panic only 10% of the time.

Habitat/Society: The horse's gestation period is about 11 months. Mares (female horses) usually give birth to a single foal (young horse). Twins do occur, but only about 10% of the time (or less). Even triplets are possible, but are extremely rare. The foal is weaned after six months. It is mature after two to three years, and is considered adult at age five. The usual life span of a horse is 30-35 years, though rare exceptions have lived to age 50, and hard-worked horses rarely live past age 12.

Only 10% of ponies and wild horses can be trained to serve as warhorses. Of all the breeds and varieties listed here, only mules are agile enough for use in mountainous or subterranean environments.

Ecology: Modern horses evolved in temperate plains and grasslands. Domestic breeds can be found anywhere people live (even in the high mountains, if the local roads are good).

Horses can carry great weights for long periods of time, but not without tiring. The table below shows the maximum weight a horse can carry; as illustrated, greater weights cause the horse to move at slower movement rates.

Horse Table 1.

	Maximum weight in pounds at		
Type of Horse	Full speed	Half speed	One-third speed
Draft	260	390	520
Heavy war horse	260	390	520
Medium war horse	220	330	440
Light war horse	170	255	340
Pony	160	240	320
Wild	170	255	340
Riding	180	270	360
Mule	250	375	500

A horse can also move at speeds higher than those given as their base movement rates, as shown on the table below. The horse's normal movement rate is considered a trot.

Horse Table 2.

Type of Horse	Walk	Trot	Canter	Gallop
Draft	6	12	18	24
Heavy war horse	6	15	21	27
Medium war horse	9	18	27	36
Light war horse	12	24	36	48
Pony	6	12	18	24
Wild	12	24	36	48
Riding	12	24	36	48
Mule	6	12	18	24

As noted in Chapter 14 of the *Player's Handbook*, in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate. A horse's overland movement rate can be improved by pushing it to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but the horse must be walked for an hour before its

speed can again be increased. For the effects of increasing a horse's speed enough to affect its overland movement rate, see Chapter 14 of the *DMG*.

A horse will not gallop when loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal (see Horse Table 1).

Draft Horse

Draft horses are large animals bred to haul very heavy loads, and are usually trained to be part of a dray team. Muscular but slow, these ponderous animals haul freight over long distances without complaint, and are frequently used by traders.

War Horse

Warhorses are bred and trained to the lance, the spear, and the sword. They have higher morale than other horses, and are not as skittish about sudden movements and loud noises. The choice of knights and cavalry, these are the pinnacle of military horses. There are three varieties; heavy, medium and light.

Heavy war horses are similar to draft animals. Large and muscular, they are relatively slow. Their size and powerful legs allow them to be armored in plate, and to carry a warrior in plate, as easily as a pony carries saddle bags. A good heavy war horse, fully trained, costs 400 or more gold pieces.

Medium war horses are lighter and smaller than their heavy cousins. They can be encumbered with leather or light plate armor and carry a rider wearing leather or light plate. The advantage of the medium war horse is its increased speed. The price of a medium war horse is 200 gp or more.

Light war horses are the fastest of the breed. They can carry warriors in leather armor, but are rarely armored themselves. They make excellent mounts for raiding parties, light cavalry, and thieves. Light war horses cost 150 gp or more.

Pony

Small horses used primarily for transportation and occasionally farm work, ponies are a lively breed. They are more excitable than the larger horses, but frequently more gentle, as well. They are sometimes trained and used as war horses by several of the smaller demihuman races. Prices vary depending on training and size, but most cost around 500 gp.

Wild Horse

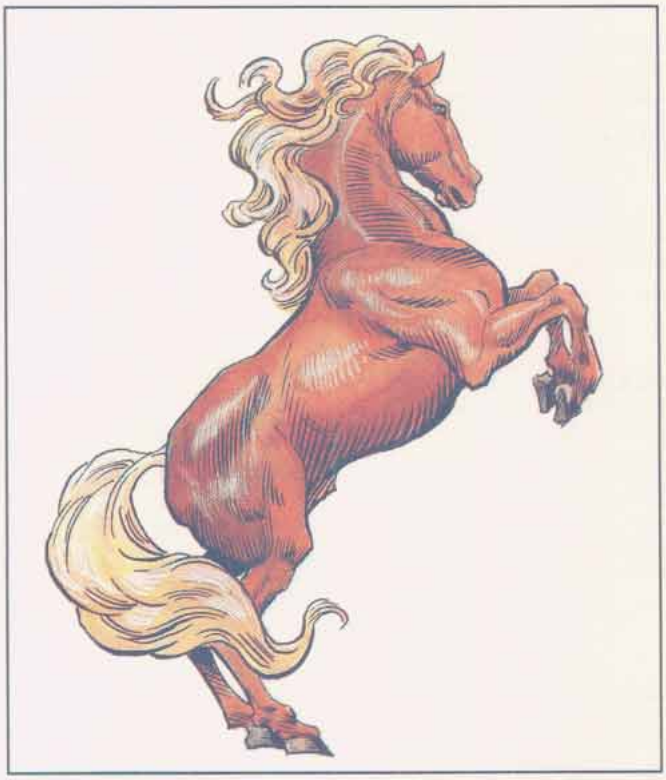
Wild horses can be captured and trained to serve as mounts or work ponies. Training usually takes twice as long as training a domestic horse. Wild horses are hardy but jittery, and difficult to catch in the wild. They are sometimes hunted for food by human and demihuman tribes.

Riding Horse

Riding horses are bred to the saddle. Perhaps the most common of all horses, they are ridden, worked, and raced by humans and demihumans alike. The price of a riding horse will vary, depending on its bloodlines, training, and appearance. Fast and agile, this breed is a good choice for personal transportation and general use.

Mule

Sterile hybrids of horses and donkeys, mules are very sure-footed and exceptionally stubborn. They can be ridden by patient handlers who know how to control them, but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions. The price of mules depends on how much grief they have given their current owners.



Steppe Pony

A steppe pony is not attractive, graceful, or large, but its homely, ungainly appearance disguises an animal of great endurance, speed, and strength. A steppe pony looks like a cross between a horse and a pony, but is a breed unto itself. They are small, averaging 13 hands (4'4") at the withers, and they have short necks, large heads, and heavily boned bodies. Their winter coat is shaggy and gives them the appearance of being "half-wild." They are most commonly colored copper or bronze, with a light yellow stripe running down their backs.

These horses are tough, hard to kill, and aggressive in battle. They have most of the same characteristics as a light war horse, with a few exceptions. It attacks three times per round, its third attack being a bite which causes 1-3 points of damage. The steppe pony's thick, shaggy coat and tough hide gives it an AC of 6. Its short legs are powerful and can carry horse and rider swiftly, over long distances; its small back is also very strong and it can carry as much as a medium war horse (220/330/440). The steppe pony is even-tempered and steady in battle; its morale is average (8-10), and it panics very rarely (5% chance) due to such things as fire and loud noises.

The steppe pony has remarkable endurance. It can survive by grazing alone and does not require feeding and handling by its rider, so separate supplies of grain are not needed. It can be ridden for long distances without tiring or faltering. A +3 modifier is applied to the pony's saving throws for lameness and exhaustion checks when travelling overland.

In spite of all its qualities, the steppe pony is not sought after or considered valuable. It is most commonly ridden by nomadic tribes. Outside the steppes, the animal is almost completely unknown and does not command high prices at auction. Only breeders who know the steppe pony's qualities, and who seek strength and stamina in their own horses' bloodlines, are likely to consider the steppe pony as valuable.

	Nars	Raurin	Semphari	Steppe	Sosser
CLIMATE/TERRAIN:	Temperate	Arid	Arid	Steppe	Temperate
FREQUENCY:	Uncommon	Rare	Very rare	Uncommon	Uncommon
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-5	1-3	1-3	3-30	2-20
ARMOR CLASS:	7	7	7	6	6
MOVEMENT:	18	24	24	24	18
HIT DICE:	3+3	2+3	3+3	4+3	4+3
THACO:	17	17	17	15	15
NO. OF ATTACKS:	3	3	3	3	3
DAMAGE/ ATTACK:	14-6/1-6/1-3	1-4/1-4/1-3	1-4/1-4/1-3	1-4/1-4/1-3	1-6/1-6/1-3
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	L (7'-8')	L (7'-8')	L (7'-8')	M (5'-7')	M (5'-7')
MORALE:	Average (8-10)	Unsteady (5-7)	Unsteady (5-7)	Average (8-10)	Average (8-10)
XP VALUE:	120	65	120	175	175

To the untrained eye, a horse is a horse and there is little difference between a riding horse, light horse, warhorse, and draft horse. To the trained eye, however, there are great differences in breeds of horses. This is true in the Forgotten Realms just as much as anywhere else.

The different breeds of horse described here are the most notable types found in and around the lands of the Endless Waste.

Nars

The Nars breed is famous throughout the North. The breed has the reputation for combining strength, speed, and a placid nature. The Nars is a popular breeding stock in Almorel, Nathoud, Narfell, Rashemen, Damara, Vaasa, and Impiltur.

The Nars averages about sixteen hands (5' 4" —a hand equals 4 inches) at the withers, making it a large animal. Its coat is normally a chestnut color, although golds and blacks are also found. It is strong in the harness, such that its movement rate is not reduced when hitched to a cart or wagon. For its size and strength, it has a fast gait, moving at the pace of a medium horse. It can carry as much as a heavy warhorse (260/390/520). The Nars has a good disposition and is less likely to be spooked by sudden shocks. For these qualities, the Nars is popular with the northern nobility and yeoman farmers alike. The Nars breed is a staple of the horse markets of Nathoud.

Raurin

The Raurin is found mainly in the Raurin Desert and surrounding lands. It is an ancient breed and has been the well-spring of many other bloodlines. Bred first when the desert was a green land, the Raurin survived the drastic change to arid desert. In surviving, it grew tough and sturdy. For centuries it lived wild and free in the desert lands. Then, as men returned into the desert, they tamed the Raurin and began to cultivate the breed.

The Raurin is a fine, strong animal, about 15 hands high. Its legs are long and slender. Overall, the horse is slimly built, so that it has the general proportions of a light warhorse. The Raurin are almost always golden, dun, or gray in color.

The breeders have capitalized on the Raurin's strength and stamina. Through careful management, they have bred the line for speed. The Raurin has all the qualities of a light warhorse and then some. In addition to speed, the Raurin is noted for its sure-footedness and stamina. It is stronger than a light warhorse and hardier. It can survive on fodder alone, and does not need to be fed grain. It can also last for one to three days without water.

It is speed that makes the Raurin famous, however. its supporters boast that there is no faster horse in the world. It certainly is one of the fastest, and the breed is popular among the horse racers throughout the region. It can triple its speed for short spurts (no more than 1 or 2 miles). After this it must be cooled down (walked for a turn) and then allowed to rest. If this isn't done, the horse must make a saving throw vs. shock or collapse from exhaustion.

The Raurin breed is rare in the desert and virtually unknown in distant lands. The breed is seldom recognized in distant lands. Although the horse is valuable in the lands where it is known, commanding prices of 1,000 gp or more, it is hard to sell elsewhere. Foreigners must be shown the Raurin's talents, usually in a horse race. If the demonstration is convincing, the price can be as great as 5,000 gp. In these cases, it is commonly bought to improve the stock of the local breed.

Semphari

One of the closest relations to the Raurin is the Semphari, a magnificent animal. Of the known breeds, there is none that can rival the Semphari for grace and beauty. These, combined with its fine stamina, sure-footedness, and intelligent nature, have made it one of the most valuable of all horses.

The Semphari, so named for the land of its origin, is a smallish, light horse. It stands an average of 14 hands (4'

8") at the withers. Its body is light, and its muscles are lean and trim. Like the Raurin, the legs are long and slender, giving it a graceful look. The coat is almost always chestnut or white, fading to gray near the rump. The mane and tail are long.

The Semphari is prized for more than just its good looks. it is a hardy horse, able to endure more hardship than its appearance would suggest. This stamina gives it the hit dice of a heavy horse, while it still retains the speed of a light horse. It is nimble and sure-footed, so that all Riding proficiency checks made by its rider are improved by one. Likewise, any saving throws the horse must make that involve dodging are improved by one. Thus, both the horse and rider would have a slightly better chance of springing out of the area of a dragon's breath at the very last second.

By far the most desirable traits, however, are the keen senses and intelligence of the breed. It has good sight and hearing. Wild Semphari mounts have a +1 applied to their surprise die.

Tame horses are easily trained. Learning general tasks takes half the normal time required (see the Animal Training proficiency). The Semphari can learn more specific tricks, from 2 to 12. Because of its nature, all Animal Training proficiency checks are one better than normal when dealing with the Semphari.

The Semphari is not a widespread breed, found mostly in Semphar and Murghom. There, the lords and nobles keep breeding stables and vie to produce the finest horses. Elaborate pedigrees are maintained and traded with each sale. An average horse of the breed sells for 1,000 to 3,000 gold. A Semphari stallion with an illustrious father can easily command double or triple the normal price.

Outside this area, the Semphari is less well known. However, unlike the Raurin, the Semphari's qualities are easy to see. in foreign markets, the Semphari can still fetch a high price. Pedigrees, while impressive, have little bearing on such sales. Most of the horses are sold to kings and nobles as breeding stock. The prices average 1,000 gold, but finding the breed is almost impossible.

Steppe

This beast looks like a cross between a horse and a pony. It is not a graceful or attractive mount, nor large and powerful. Its homely appearance disguises a horse of great endurance and strength.

The steppe horse is small, averaging 13 hands at the withers (4' 4"). The neck is short, and the body is heavy-boned. The head is large. The overall effect is of a small, ungainly mount. Add to this the shaggy winter coat of the breed, and the appearance is such that the Steppe is often called a "half-wild." The coat is normally copper or bronze with a lighter yellow stripe down the back.

Beneath the surface, however, is a remarkable mount. The steppe horse is tough and hard to kill. its thick coat and hide give it a good armor class. For all its short legs, the steed can go swiftly for long distances. Its small back is strong and can carry as much as a medium warhorse (220/330/440). It is even-natured, making it steady in battle.

The most remarkable of its qualities is its endurance. The steppe horse survives on grazing alone. It does not need separate supplies of grain. It can be ridden for long distances without faltering. A +3 modifier is applied to the saving throw for lameness and exhaustion checks when traveling overland.

Still, the steppe horse is not valuable or sought after. it is most commonly ridden by the nomadic tribes. Outside this region, however, the horse is almost completely unknown, nor will it command high prices at auction. Only those breeders seeking strength and stamina for their own bloodlines are likely to consider the steppe pony worth greater than normal sums.

Sosser

The Sosser is a mix of steppe horse and other breeds. It is not a glamorous animal, but it is not as homely as its cousin the steppe horse. It is valued for its sure-footedness, strength, and ability to resist the cold.

The Sosser is a smallish horse, about 14 hands, though not as barrel-chested as the steppe horse. The neck is long and the head narrow. The hooves are broader than most. In general, it has the proportions of a light horse. The coat is normally chestnut or copper and grows long during the cold season.

The Sosser is bred to endure the cold weather of the far northern mountains and to serve as a work animal. it has greater-than-normal hit dice and a better armor class than most. It is not a fast horse for its size, but can carry as much as a medium warhorse (220/330/440). Like the Nars, it is good in the harness. its movement rate is not reduced when pulling carts or wagons.

The Sosser has admirable resistance to cold weather. it has a saving throw bonus of +1 against cold-based attacks and suffers one point less per die of damage from such attacks. Conversely, it has less endurance to heat, and saving throws against heat exhaustion are made at a -1.

With the Nars, the Sosser is favored by the farmers of the far north. The horse can commonly be found in the lands of Sossai, Narfell, Vaasa, Damara, and Thar. It is not considered particularly exceptional and can usually be bought for only a little more than the average price.

Horse, Pennig (Halfling Pony)

	Riding Pony	War Pony
CLIMATE/TERRAIN:	Halfling inhabited	Halfling inhabited
FREQUENCY:	Rare	Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	Variable	Variable
ARMOR CLASS:	7	7
MOVEMENT:	12	12
HIT DICE:	2+2	3+3
THAC0:	19	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1–2	1–4/1–4
SPECIAL ATTACKS:	Nil	Rear kick (2–8)
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M	M
MORALE:	Average (10)	Average (10)
XP VALUE:	35	65



The halfling pony is famous for its tenacity and toughness. The breed is said to come from wild mountain stock, which accounts for its endurance and sure-footedness. The halfling breed is also much more affable than its wild ancestors and more at home in the rolling hills and open plains. Their halfling name, *pennig*, is simply the halfling word for pony.

Halfling ponies come in various colors, although the majority are a warm chestnut brown. Their coats are shaggy and need frequent brushing to look their best. In harsh conditions, however, their shaggy coats provide excellent protection against the elements. Their mane and tail are quite long, and their forelocks spread out over their foreheads, concealing their eyes. Halflings never trim their ponies, allowing the mane and tail to grow to the ground, though these are often braided.

Halfling ponies make superb mounts, as they are hard workers and unlikely to bolt in the face of danger, sometimes to their detriment. Some critics of the pennig say that they are too stupid to be afraid, although halflings claim that the pony's loyalty and bravery are the reasons.

Combat: The halfling pony attacks with a bite or by slashing with its hooves; either attack inflicts 1–2 points of damage. Riding ponies are not trained to attack while carrying a load.

The halfling war pony is a much more dangerous animal, with two hoof attacks against opponents at its front, each inflicting 1–4 points of damage. Any enemy unlucky enough to be facing the war pony's posterior might find himself or herself on the receiving end of a nasty kick. Using both hind legs, the war pony gains a +2 bonus to hit and causes 2–8 points of damage. The war pony can use either the front hooves or hind hooves in any round, but never both in the same round.

Habitat/Society: Although it was originally bred from wild mountain pony stock, the halfling pony is normally found in rolling hills or grasslands. There are occasional feral herds that can be captured and broken, but most halfling ponies are found in towns and cities. Halfling war ponies are harder to find, however, as the breed's agreeable nature makes them difficult to train for combat. Halfling ponies are usually trained as war ponies by special order through halfling breeders. This takes at least 2 years, as combat training starts when the pony is a foal. This is rarely undertaken simply to sell the pony on the open market, and few adventurers who have invested the time and money into acquiring one of these mounts would be willing to part with it for any price. Only in a large city stable would one have a chance of finding a halfling war pony for sale, and its cost is typically twice that of a normal war pony. Such ponies usually come up for sale only if their original owner dies, and it's a rare war pony that doesn't die with its owner.

Halfling ponies live about as long as their mundane cousins, and their birth rates and gestation periods are about the same. The one main difference is that hard work does not seem to lessen their lifespan by any appreciable amount, or even tire them much. The halfling pony is capable of carrying more weight than the average pony. It can move at full speed while carrying 180 lbs., half speed at 265 lbs., and one-third speed under a burden of 350 lbs.

Ecology: Because of its nimble-footed ancestry, the halfling pony can move over mountainous terrain or narrow bridges that might hamper other ponies or horses. They are also quite willing to follow their owners into dungeons or caverns, being used to the underground homes of their halfling breeders.

CLIMATE/TERRAIN:	Plains, meadows (elven lands)
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average to very (9–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	5–20
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immunity to undead powers
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15)
XP VALUE:	270



Moon-horses, also known as *teu'kelytha*, are a race of highly intelligent, magic-using horses that are unique to elven lands. These magnificent animals vary from white to silvery-gray in color, with manes ranging from white to black. A moon-horse's eyes are deep and highly intelligent, and its facial expressions reflect a wide variety of moods.

Moon-horses are similar in temperament to the elves whom they serve. They roam freely, but voluntarily serve as elven cavalry mounts when there is great need.

Although they do not speak elvish, they do understand it and can respond intelligently.

Combat: Moon-horses are tough fighters, and far less flighty than ordinary horses. Each moon-horse has the ability to cast one magical spell per day, as determined by rolling 1d10 and referring to the table.

Moon-horses are completely immune to special attacks by undead creatures, including but not limited to aging, charm, fear, level drain, paralysis, possession, poison, and Strength loss. They still take normal damage from physical attacks, including chilling touch (as by a shadow), and spells cast by undead creatures.

Habitat/Society: Moon-horses normally travel in herds of as many as 20 individuals. These are mostly foals and mares, led by a stallion. However, some moon-horses—especially young stallions—associate voluntarily with elves, serving as companions and mounts.

The horses' association with the elves is a very old one. Ancient legends tell of heroes who rode wise and mighty moon-horses into battle, and of moon-horses who saved their masters at the cost of their own lives. The alliance between the two continues to this day.

Ecology: Moon-horses are quite long-lived, with a lifespan of 200 years or more. However, the breed suffers from low fertility. A typical mare will bear but one or two foals during her entire lifetime. Because of the rarity of foals among the moon-horses, a new birth is a momentous event, celebrated by moon-horses and elves alike.

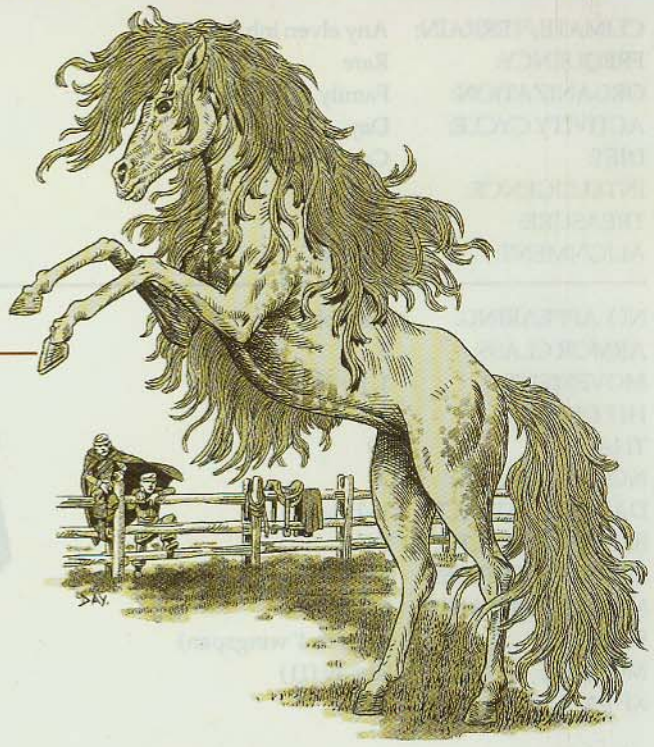
On Toril, the last herds of moon-horses were transported to Evermeet during the elven retreat from the mainland, and most continue to run free through the island's forests and meadows, serving the riders of Queen Amlaruil as needed.

Magical Abilities of Teu'kelytha

Die Roll	Spell
1	*Color Spray*
2	*Magic Missile*
3	*Shield*
4	*Sleep*
5	*Wall of Fog*
6	*Knock*
7	*Ray of Enfeeblement*
8	*Stinking Cloud*
9	*Summon Swarm*
10	*Web*

Horse, Yyllethyn (Elven Horse)

	Riding Horse	War Horse
CLIMATE/TERRAIN:	Elven inhabited	Elven inhabited
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low to average (5–10)	Low to average (5–10)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	Variable	Variable
ARMOR CLASS:	6	6
MOVEMENT:	30	24
HIT DICE:	2	3+3
THAC0:	19	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1–2/1–2	1–4/1–4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Beauty	Beauty
MAGIC RESISTANCE:	10%	15%
SIZE:	L	L
MORALE:	Steady (12)	Elite (14)
XP VALUE:	120	270



Raised by gray elves for millennia, this particular breed of horse has been brought to what many feel is the pinnacle of grace, elegance, and speed. The gray elves call this animal *yyllethyn*, which means "sun follower."

Elven horses are most often white, though some lines are dapple gray, golden, or rarely black. With the exception of the dapple gray, these colors are always uniform, without the common socks, stars, or blazes that mark mundane horses. The elven horse is also slightly longer in the leg, neck and nose than its common cousin, giving it an almost delicate appearance. Its mane and tail are long and flowing, and its hooves are a pale, silvery pink. Their eyes are invariably blue-green.

The elven horse can move through grassland or forest as silently as an elf, even when encumbered by a rider, though any saddle, reins, or barding must be muffled or removed to avoid incidental noise.

Because of their refined bloodlines, elven horses are much more intelligent and more easily trained than other horses. They respond to commands not so much out of training as from personal choice. Rarely is such a horse given to a non-elf, and they would never be sold, nor could they be stolen. The horse-thief would find the animal hostile and aggressive, ready to bolt back to its owners at the first opportunity. If captured and unable to escape, an elven horse sickens and dies within a week.

Combat: The elven warhorse, like the common warhorse, continues to fight independently of its rider. It attacks with its front hooves and fights even if its owner is killed or incapacitated.

Elven horses do not panic at loud noises or fire as easily as mundane horses. Elven riding horses panic only 40% of the time. Elven warhorses do not panic in any circumstances.

Elven horses have also been bred to have a slight resistance to magic. Elven riding horses have a 10% resistance to magic, whereas the elven warhorse has a 15% resistance.

Their extreme, almost ethereal beauty makes it difficult for an intelligent opponent to attack the elven horse. Any opponent of semi- or higher Intelligence must make a saving throw vs. spell when deciding to attack an elven horse. Failure means the opponent just can't muster the wickedness to injure such a beautiful animal. If the elven horse causes any damage to the opponent, however, the charm is broken.

Habitat/Society: Elven horses are longer lived than their mundane relatives. The average pregnancy for an elven mare lasts 13 months, after which a single foal is born. The foal is weaned after 8 months and matures after 5–6 years. The typical life span of the elven horse is anywhere from 60 to 90 years, though some have been rumored to be immortal.

Elven horses form small family groups rather than herds. They mate for life and become melancholy if taken away from their mates. Although they have no language of their own, elven horses understand the languages around which they were raised. These bloodlines are usually bred for elven royalty, their ancestors having served as mounts for some of the most famous elven heroes.

Ecology: Elven horses have been bred from common horse stock over countless eons. They have since become a separate species and cannot interbreed with common horses. They do not exist in the wild and are never used as beasts of burden, other than as mounts or war steeds. They are most commonly found in gray elf communities, though some high elf communities boast the occasional herd, and there have been rumors of a sylvan breed.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral (Lawful good)
NO.APPEARING:	1 or 1d6+1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (MC: A)
HIT DICE:	8+2
THAC0:	13
NO. OF ATTACKS:	By form, see below
DAMAGE/ATTACK:	By form, see below
SPECIAL ATTACKS:	By form, see below
SPECIAL DEFENSES:	By form, see below
MAGIC RESISTANCE:	30%
SIZE:	T (1′ globe)
MORALE:	Fearless (19)
XP VALUE:	3,000



The hound of law is a form of will o'wisp that the wind dukes (the *vaati*) use as trackers, guards, and messengers. In its natural form, a hound of law is a faintly luminous sphere that sheds no more light than a firefly. The sphere can produce buzzing sounds by vibrating rapidly; this allows them to speak in a limited fashion.

Hounds of law can assume the forms of normal animals, which allows them to go about their missions unobtrusively. Hounds in animal form seem trim and muscular, but they can appear well-groomed, filthy, or anything in between.

Combat: A hound's keen senses give it a +1 bonus to its own surprise rolls and allow it to detect invisible creatures 50% of the time. A hound of law can move to the Astral or Ethereal plane or become invisible at will. A hound on the Ethereal or Astral plane can materialize and attack creatures on the Prime Material plane, imposing a –5 penalty on opponents' surprise rolls.

Hounds of law cannot attack in their natural forms. When assuming animal forms, they can employ the form's attacks. Hounds in animal form have better ratings than normal animals.

A hound can assume a new form once a round; each change takes only a few seconds, and the hound is free to move and attack after changing form. If a hound reverts to its normal form and remains in it for 1d4 rounds, it regains 10–60% of any damage it suffered in its previous form.

Hounds of law are unaffected by all spells except *protection from evil (good), magic missile,* and *maze.* Hounds of law gain a +1 attack bonus when fighting chaotic creatures, and chaotic creatures suffer a –1 attack penalty and a –1 penalty to each die of damage inflicted (minimum one point per die).

A hound can track creatures by sight and scent; use the tracking proficiency. The hound's base tracking score 16, and it ignores vision-based penalties (such as poor lighting or attempts to cover tracks).

If a creature a hound is tracking uses flight or teleportation magic of any kind, the hound can use the residual magic energies to automatically follow the creature. To determine success, make a tracking roll at a –2 penalty; adjustments for the trail's age apply, but other adjustments do not. If the roll fails, the hound cannot follow the creature. If the creature the hound is following died or was entrapped in a solid object or on another plane as a result of a teleport, a hound that has made a successful tracking roll senses the disaster and need not follow. When following a teleporting creature, a hound can carry 250 pounds of additional weight.

Habitat/Society: Hounds of law are found only in the company of vaati. They might be encountered anywhere that the vaati have interests. Lone hounds are nearly always performing some mission for their masters, at least one of whom will be nearby.

Ecology: Hounds of law come from a breeding program developed by the vaati. The few hounds of law bred by vaati "wanderers" (the *wendeam*) are lawful good like their masters.

—*From* The Rod of Seven Parts, #2145

Form	AC	MV	#AT	Dmg
Dog	0	15	1	2d4+2
Elephant	0	18	5	2d8+2/2d8+2/2d6+2/2d6+2/2d6+2
Hawk	0	3, Fl 36 (C)	3	1d3/1d3/1d2[1]
Horse	1	21	2	1d6+2/1d6+2
Panther	0	15, Cl 3	3	1d4+2/1d4+2/1d6+2
Rat	1	18, Sw 6	1	1
Shark	0	Sw 27	1	3d4+2
Snake	0	12, Sw 12	2	1d2/1d6[2]

[1]Can dive for a +2 attack bonus
[2]Can constrict after the first hit for 1d8 points of damage each round.

Climate/Terrain:	Pandemonium
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Low
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	5 (3)
Movement:	24
Hit Dice:	6
THAC0:	15
No. of Attacks:	1 bite, 1 quill
Damage/Attack:	2d8
Special Attacks:	Quills
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Elite (13–14)
XP Value:	975

What is the pitch? Do you know the pitch, Galzar?

Howlers are the keening brood-hounds of Pandemonium, the singers of dementia who cluster around the great rocky spires in those plunging caves. In that eternally night-lit plane the howlers are drawn to shriek their madness to the moonless heavens.

Can you break the code?

The howlers are gigantic beasts, four-legged, with the burly backs of oxen and scales glinting through their matted red fur. This fur spreads into a thick ruff of trembling quills that frames their simian faces. Their front claws are the clotted knots of coarse fingers too long crushed under the beastly weight, their back feet are hooved. When they cry, they rock back until they almost stand and throw their muzzled faces toward the missing sky. Lips pursed into a perfect O, they howl the voices of madness.

Don't look at the words, don't believe the words, Galzar! Words are only representations of the truth, lies without the image of the objects they are. Words hide the real truth, steal the reality of the senses and hide it behind a wall of abstracts. Can you break the code, Galzar? There are secrets hidden in the sentences, phrases that silently unleash themselves in our skulls and gnaw like mites at what we know. Is tree more real than diqpdk? Break the code. Look beyond the words, Galzar. Learn the pitch in the secret songs of the howlers.

Combat: Although brutish and cruel, howlers aren't particularly aggressive beasts. Scavengers by nature, they seldom attack groups larger than their own numbers or any that seem more capable of defending themselves. When a howler pack does attack, it usually singles out a weak victim, while trying to hold the rest at bay. If this proves impossible, the howler pack breaks and flees.

Tell me the pitch, Galzar! Don't try to hide it from me!

This doesn't mean, however, that howlers are weak opponents. Far from it – their own cowardice makes them formidable opponents. When a howler pack does attack, it is determined and ruthless. All energy is devoted to bringing down the prey.

road glass trembling the night sweats – this is the lyric of one of their songs. I need the pitch, the code broken to free me from them. I hear them in every wind, inside shuttered rooms where the candle flickers in a single draft. What are they doing to my skull?

In actual battle, howlers can choose from several attack forms. Normally they rush in on the first round of combat, attempting to get within biting distances as soon as possible. The rush and the round that follows are the two most dangerous moments of any howler attack. As they rush forward, their neck bristles rise to form a spined shield, reducing their Armor Class to 3. If the howlers move 120 feet or more in the charge, they gain a +2 bonus to their chance to hit and their damage is doubled for carrying the charge through. Finally, while in their frenzied charge, the howlers are immune to all morale checks.

How did they sing the secret code of the wind – words I can't understand? Their voices burn me. Where is the promised release? What is the pitch that breaks their song? TELL ME!

Once in combat, howlers fight by snapping their powerful jaws and savagely slashing with their erect neck quills. The quills can only be used on those at the creatures' forward flanks and aren't particularly accurate (–2 on the chance to hit). Each successful hit jabs the person with 1d4 quills, and each quill causes 1d4 points of damage. Creatures struck by the quills must make a saving throw versus breath weapon for each quill. For each save that is failed, the quill remains embedded in the victim. The victim's attack rolls are reduced by 1. Removing quills takes 1d6 rounds and causes an additional 1d3 points of damage.

If you tell me the pitch, there are secrets to learn. Teach their notes, Galzar. Give me their power. Make them stop howling in my skull!

Habitat/Society: Howlers are beasts native to the tunnels of Pandemonium and are not naturally found on any other plane. Even within Pandemonium they aren't found everywhere. They stay far from the settled regions and the small tunnels, preferring the larger curved passages that pass for plains and grasslands. On these plains they hunt in packs, for they are carnivorous scavengers.

There is no hard and fast size for a howler pack, as is the way of the animal kingdom. Packs range from 2 to as many as 20 members. This number includes bulls, females, and kits. (Of a pack, it is the bulls who defend the others, hence the small number met in a normal encounter.) The packs scour the land, searching for anything edible. As news of their migrations travels through the tunnels, other dwellers in Pandemonium brace themselves for the agony that is sure to come.



If you tell the pitch, Galzar, I'll stop hitting you. Answer, why don't you answer?

Howlers are aptly named, for their howls cut through the whistling wind with the pitch of madness. Their cries have the same effects as the winds of Pandemonium, gradually driving those who hear them to insanity. Whenever a howler lets loose its cry, all within hearing distance, whether indoors or out, must make a check as if they were exposed to Pandemonium's winds. A howler's cry lacks the full strength of the winds – their keening pitch can never push a character beyond Stage 3 (Hysteria). Characters who have already reached Resignation exhibit all their tics and twitches when the howlers sing. Even on other planes, a howler's effect travels with it.

It is fortunate that howlers don't bay all the time. In that regard they are more like common dogs. They howl and keen occasionally, when the circumstances are right. As pack animals, they howl when they are lonely – kept in the stables apart from their masters, for example. They howl during the rutting season and when their territory is challenged. They howl when cornered. The DM has final say over when the beasts bay to the blackness.

ECOLOGY: Howlers would be just another another bane of Pandemonium were it not for those in the tunnels who can capture and tame the beasts to be good riding and pack mounts. A howler has the carrying capacity of a draft horse, and is far better adapted to traveling the twisted tunnels than a simple horse.

Some wizards claim the howlers sing secrets of the planes, a code concealed in their pitch and their keening. Others think these wizards have been howled mad by their studies.

I know what you want, Galzar – the secret for yourself. I won't let you! I suffered for it. I need the pitch to read their code. You can't hide in death, Galzar.

Hsiao

Climate/Terrain:	Temperate forest
Frequency:	Rare
Organization:	Household
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	O (I)
Alignment:	Lawful neutral or lawful good
No. Appearing:	1d4
Armor Class:	5
Movement:	9, Fl 21 (C)
Hit Dice:	4–15
THAC0:	4 HD: 17 5–6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9 13–14 HD: 7 15 HD: 5
No. of Attacks:	3
Damage/Attack:	1d6 (claw)/1d6 (claw)/ 1d4 (beak)
Special Attacks:	Spells
Special Defenses:	Allies
Magic Resistance:	Nil
Size:	M (5' tall, 15' wingspan)
Morale:	Champion (15)
XP Value:	
4 Hit Dice: 420	10 Hit Dice: 4,000
5 Hit Dice: 650	11 Hit Dice: 5,000
6 Hit Dice: 975	12 Hit Dice: 6,000
7 Hit Dice: 1,400	13 Hit Dice: 7,000
8 Hit Dice: 2,000	14 Hit Dice: 8,000
9 Hit Dice: 3,000	15 Hit Dice: 9,000



The hsiao (sh-HOW), or guardian owls, are a race of peaceful philosopher-priests inhabiting the woodlands of Mystara.

Hsiao look like giant owls with broad-feathered wings and large golden eyes. Many observers explain that the hsiao seem to radiate an aura of comfort and intelligent understanding. Guardian owls are silent fliers, whose call brings to mind a dove's coo more than the questioning hoot of a normal owl. Hsiao can speak, but never to outsiders unless the occasion strongly warrants it. They do not carry weapons.

Combat: As peaceful creatures, the hsiao shun combat when possible. However, they do not shirk their duty in the face of an unavoidable battle.

A hsiao's only physical weapons are its sharp beak (1d4 points of damage) and two large claws (1d6 points of damage each). Normally, however, the creature uses its spells in battle before resorting to physical combat. A hsiao can cast priest spells with the ability of a cleric of the same experience level as the hsiao has Hit Dice. Most of these avians are 4th level (4 Hit Dice), while 25% of them have achieved higher levels (maximum of 15th level).

The hsiao's other option in combat is to call for aid. These birds know and work closely with many of the forest's denizens (including actaeons, centaurs, dryads, elves, treants, and unicorns) and may call on them for assistance. In 50% of the cases where a hsiao cries for help, some woodland creature(s) answer the call, arriving in 1d4 rounds. The DM should determine which woodland denizen(s) come to the hsiao's aid either by simply choosing or by rolling on the Woodland encounter table.

Habitat/Society: Hsiao reside in the deep forests, making their homes in the highest trees—most often ancient oaks. The guardian owls build their nests, called households, of earth and leaves. Some extraordinarily elaborate nests feature large earthen tunnels that lace through a number or trees to connect many different chambers far above the forest floor. Other forest creatures often adopt abandoned hsiao households as their own lairs. Tasloi and wood imps in particular enjoy taking over these dwellings.

The eldest female usually heads the hsiao's small family groupings. Since these families are matrilineal, two hsiao that have bonded for life (in a ceremony known as the Moon's Flight), reside in the female hsiao's household. Guardian owls seldom have more than two offspring in the course of their lives. The female broods over a solitary, golden egg for three months before it hatches and a chick emerges. Young hsiao can fly within six months of hatching.

Once of age (able to fly), hsiao begin a rigorous process of schooling that can last up to 10 years and involves priestly teachings and continual questioning by elders.

Hsiao goals include the preservation of woodland wilderness against intrusions by dangerous humanoids. The owls often remain friendly with local druids, working in tandem with them and occasionally exchanging favors.

Guardian owls will not interfere with player characters who inflict no damage to the woodlands or its inhabitants, but they will attempt to correct any PCs who harm their beloved forest.

Ecology: It is uncertain how the hsiao came to be; given their alignment and priestly powers, rumors call them the mortal offspring of a powerful lawful Immortal.

The hsiao's most important ecological role involves protecting the forest and its inhabitants.

Hu Hsien

CLIMATE/TERRAIN:	Temperate plain, forest, hill, and mountain
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pack
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	I, S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	4,000



Lesser spirits who are cousins of the hengeyokai, the hu hsien are a race of shapeshifting foxes—cunning, clever, and capable of endless mischief.

A hu hsien has two basic forms, and can *shapechange* freely between them. Its primary form looks like a normal fox with rust-colored or silver fur. Unlike a normal fox, however, a hu hsien fox can walk on its hind legs and hold items in its front paws. The hu hsien's second form is that of a human maiden. She has exceptional beauty and grace (18 Charisma). Her hair is long and flowing, and she wears long, silken robes. But unlike a normal maiden, the hu hsien's human form has a foxlike tail. The lovely hu hsien usually takes care to hide the tail beneath her robe.

The hu hsien can speak all languages common to the area she inhabits, as well as the language of animals.

Combat: Hu hsien delight in their ability to manipulate and torment hapless humans. They are noted for their trickery, and a character who scoffs at their existence is among the hu hsien's favorite victims.

A hu hsien can employ the following spell-like effects at will, once per round: *become invisible, polymorph self, disguise, chameleon, know history, hypnotism, read magic, comprehend languages, ventriloquism, apparition, ESP,* and *hypnotic pattern.* Once per day, she can use *possess, servant horde,* and *major creation.* Three times per week, she can use either *reward* or *ancient curse.* When in human form, she has the power of *fascination.*

The hu hsien can be hit only by + 3 weapons or better. She has limited regeneration, healing at the rate of 2 hit points per hour. She is immune to fire and takes only half damage from cold-based attacks (no damage on a successful saving throw). She suffers double damage from electrical-based attacks. She greatly fears thunderstorms, since the Celestial Emperor sometimes sends the Thunder God to punish the hu hsien for her wicked ways.

The hu hsien sustains herself by draining the life force of human victims. To do so, she must assume human form and trick a human into spending time with her, generally by using her *fascinate* power to cause the victim to fall hopelessly in love. Thereafter, each day the victim spends with the hu hsien results in the loss of one experience level, similar to the effects of an *energy drain.* The victim, totally blinded by love, is not aware of what is happening and does not realize what has befallen him. Once this process begins, the victim only can be saved if the hu hsien is driven away or destroyed by others.

Habitat/Terrain: Hu hsien typically make their lairs near the outskirts of human villages. They sometimes occupy abandoned houses, using their magical powers to create the illusion of great wealth and luxury. Occasionally, their lair is a normal fox den, but the enchanted interior looks like a great mansion. Many times an unfortunate traveler has dined and slept in a grand hall, only to awaken in the cramped space under the floors of an old house, the guest of a hu hsien.

Hu hsien are not entirely cruel and ungrateful. They have been known to reward people who show them generosity or treat them kindly. Such rewards usually involve success at examinations, good fortune, or rescue in a moment of great danger.

Hu hsien are particularly attracted to scholars, both as allies and victims. A scholar who befriends a hu hsien, usually with regular tributes of gems and coins, may sometimes petition the lovely fox-creature's help in matters of academic research. The scholar lights sticks of incense in his study, then leaves the room for the night. When he later returns, the scholar will discover a particular volume protruding from the stacks on his shelves, or a particular document displayed on his desk. This volume or page contains the information he sought, courtesy of the hu hsien.

Hu hsien value wealth, and frequently acquire great treasure caches. Because of this, some wealthy people attribute their own material success to the worship of this lesser spirit. Near their mansions, they construct clay shrines in honor of the hu hsien, bearing the image of a fox embracing an ornately-dressed human. Tributes of gems, coins, and prayer are offered daily at these shrines.

Ecology: Though hu hsien obtain all sustenance from human victims, they have a weakness for wine of any type. Once intoxicated, they revert to their primary fox form.

	Aborigine/ Caveman	Adventurer	Bandit/ Brigand
FREQUENCY:	Rare	Very rare	Common
TREASURE:	Nil	By class	J, N, Q
ALIGNMENT:	Neutral	Any	Chaotic evil
NO. APPEARING:	10-100 (10d10)	1-8	20-200 (20d10)
ARMOR CLASS:	8	Varies	10 to 6
HIT DICE:	1-6 hp/ 2 HD	Varies	1-6 hp
THAC0:	20 (19)	Varies	20
MORALE:	Average (9)	Varies	Average (9)
XP VALUE:	15 (35)	Varies	15

	Barbarian/Nomad	Berserker/Dervish	Farmer/ Herder
FREQUENCY:	Rare	Rare	Common
TREASURE:	L, M	Nil	Nil
ALIGNMENT:	Any	Neutral/L. good	Neutral (good)
NO. APPEARING:	30-300 (30d10)	10-100 (10d10)	1-20
ARMOR CLASS:	10 to 6	10 to 6	10
HIT DICE:	1-6 hp	1-6 hp	1-6 hp
THAC0:	20	20	20
MORALE:	Average (9)	Fearless (20)	Average (9)
XP VALUE:	15	15	15

	Gentry	Knight	Mercenary
FREQUENCY:	Common	Very rare	Rare
TREASURE:	J,K,L,M,N,Q	L,M	L,M
ALIGNMENT:	Any	Any lawful	Any
NO. APPEARING:	1-20	1-4	10-100 (10d10)
ARMOR CLASS:	10	4 or 2	7 to 4
HIT DICE:	1-6 hp	2+	2-8 hp
THAC0:	20	19 or less	20
MORALE:	Average (9)	Elite (14+)	Steady (11-12)
XP VALUE:	15	Varies	15

	Merchant Sailor/ Fisherman	Merchant/Trader	Middle Class
FREQUENCY:	Common	Common	Common
TREASURE:	10-60 sp	10-1,000 gp	J,M,N
ALIGNMENT:	Any	Any	Any
NO. APPEARING:	4-80 (4d20)	30-300 (3d10 × 10)	2-40 (2d20)
ARMOR CLASS:	10 to 8	10 to 5	10
HIT DICE:	1-6 hp	1-6 hp	1-6 hp
THAC0:	20	20	20
MORALE:	Average (9)	Average (9)	Average (9)
XP VALUE:	15	15	15

	Peasant/ Serf	Pilgrim	Pirate/ Buccaneer
FREQUENCY:	Common	Uncommon	Common
TREASURE:	Nil	I	J,M,N,Q
ALIGNMENT:	Any	Any	Any evil
NO. APPEARING:	1-100	10-100 (10d10)	30-300 (30d10)
ARMOR CLASS:	10	10 to 8	10 to 6
HIT DICE:	1-6 hp	1-6 hp	1-6 hp
THAC0:	20	20	20
MORALE:	Average (9)	Average (9)	Average (9)
XP VALUE:	15	15	15

	Police/ Constabulary	Priest	Sailor
FREQUENCY:	Uncommon	Very rare	Common
TREASURE:	10-60 sp	J,K,M	L,M
ALIGNMENT:	Any lawful	Any	Any
NO. APPEARING:	2-20 (2d10)	1-8	4-80 (4d20)
ARMOR CLASS:	7 to 4	Varies	10 to 8
HIT DICE:	1-6 hp	1-6 hp	1-6 hp
THAC0:	20	20	20
MORALE:	Steady (10)	Varies	Average (9)
XP VALUE:	15	Varies	15

	Slaver	Soldier	Thief/Thug
FREQUENCY:	Common	Uncommon	Common
TREASURE:	Nil	I	J,M,N,Q
ALIGNMENT:	Any	Any	Any evil
NO. APPEARING:	1-100	10-100 (10d10)	1-8
ARMOR CLASS:	10	8 to 4	10 to 8
HIT DICE:	1-6 hp	1-6 hp	1 to 3
THAC0:	20	20	20
MORALE:	Average (9)	Steady (10-12)	Varies
XP VALUE:	15	15	Varies

	Tradesman/ Craftsman	Tribesman	Wizard
FREQUENCY:	Common	Rare	Very rare
TREASURE:	1-100 gp	Nil	L,N,Q
ALIGNMENT:	Any	Any	Any
NO. APPEARING:	2-12 (2d6)	10-100 (10d10)	1-8
ARMOR CLASS:	10	8	10
HIT DICE:	1-6 hp	1-6 hp	Varies
THAC0:	20	20	Varies
MORALE:	Average (8-9)	Average (9)	Varies
XP VALUE:	15	15	Varies

Aborigine/Caveman

These primitive humans are found in otherwise uninhabited regions. For every 10 aborigines there will be a 3rd-level fighter. Aboriginal tribes are always led by a chief (a 5th-level fighter) and 1-4 subchiefs (4th-level fighters). For every 10 aborigines encountered there is a 10% chance that they have a shaman (3rd-level priest) with them.

Most encounters (60%) will be with predominantly male war or hunting/gathering parties. There is a 40% chance that an encounter will be in or near their lair. Aborigines make their lairs in natural shelters such as caves or forest groves. The number encountered above is for males; there will usually be an equal number of females and children in the lair.

Aborigines are typically armed with stone axes, spears, and clubs.

Adventurer

These are NPC counterparts of the PC's band, groups of fighters, thieves, priests, and wizards who band together in search of fame, fortune, and power. Typical adventuring bands consist of between two to eight members. Solitary adventurers may be separated from their group, lost, advanced scouts, or sole survivors of decimated groups.

After determining the base size of the group encountered, determine which class each belongs to:

d10	Class
1-4	Fighter
5-6	Cleric
7-8	Thief
9-10	Wizard

Determine the level of the party of adventurers; low, medium, high, or very high, and roll for each member on the table below.

Level	Level Range	Die
Low	1-3	(1d3)
Medium	4-7	(1d4+3)
High	7-12	(1d6+6)
Very high	9-20	(1d12+8)

A high level adventurer will have attracted followers who will accompany the party—1-100% of them. This can swell an encountered band's size to that of a small army.

Clerics and wizards will have 1-100% of their full spells at the time the encounter occurs (round down).

Higher level fighters and clerics will usually have plate mail and shields, and ride unbarded medium warhorses. Each level an adventurer has attained gives a cumulative 5% chance for magical items as shown below. Roll for each item marked "Y." Reroll if a cursed or otherwise undesirable item occurs, but only one reroll is allowed for each category. If no usable item is indicated, the adventurer has no item in that category.

Item	Fighter	Wizard	Cleric	Thief
Armor	Y	N	Y	N
Shield	Y	N	Y	Y
Sword	Y	N	N	Y
Misc. Weapon	Y	N	Y*	Y
Potion	Y	N	Y	Y
Scroll	N	Y	Y	N
Ring	N	Y	N	Y
Wand/Staff/Rod	N	Y	N*	N
Misc. Magic	N	Y	Y	Y

*If there is no usable miscellaneous weapon, roll again for possibility of a wand/staff/rod. If one is indicated but is unusable by a priest, there is no such item present.

In addition, such adventurers have ordinary treasure. Fighters have type L and M; clerics J, K, and M; wizards L, N, and Q; and thieves J, N, and Q.

Bandit/Brigand

Bandits are rural thieves who openly prey on travelers and isolated dwellings. They travel in groups of 20-200, usually led by high level fighters, rogues, wizards, and priests. For every 20 bandits encountered, there will be an additional 3rd-level fighter. If 100+ are encountered, the leader will be at least 8th level. Bandits are typically armed with swords, spears, and small shields. Up to 20% may be armed with bows. Bandits may wear no armor (50%), leather (35%), padded (10%), or ring mail (5%). Brigands are better equipped and will have higher morale.

Barbarian/Nomad

Barbarians belong to primitive cultures that possess rudimentary skills such as animal husbandry and simple manufacturing (weaving, carving). They may live in villages of simple buildings or in portable structures like tents, tepees, yurts, or wagons. In aquatic regions, they may live on watercraft like canoes or rafts.

Barbarians are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and chestplates. They tend to be hostile toward unfamiliar wizards. Barbarians are adept at surprising opponents; such opponents have a −5 penalty on their surprise rolls.

Berserker/Dervish

Berserkers are violent war parties prone to manic behavior in battle. When encountered, berserkers drive themselves into a battle frenzy that raises their fighting skills and morale. Berserkers attack twice per round, or once at +2. Many use leather armor and shields, giving them Armor Class 7. Berserkers need never make morale checks.



Dervishes are highly religious nomads. Due to their fanatical nature, dervishes add 1 to their attack rolls and damage dice. They never check morale in combat.

If encountered during a peaceful period, berserkers may be indistinguishable from normal warrior bands; dervishes may be mistaken for armed pilgrims.

Farmer/Herder

These are simple people involved in the production of agricultural goods. About 65% of all encounters will be with farmers tilling their land. Encounters with herders may occur anywhere there is grazing land or a market for their herds. Encounters with herders also involve the herd animals, whatever they are.

Gentry

These are the upper classes. They are not the ruling nobility, but their wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by 0-3 guards (d4-1) and 1-6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight as 0-level fighters, but are more likely to panic. The gentry themselves might be armed with daggers and short swords.

Knight

Knights are armored, mounted fighters directly serving their lord. They may be on a quest, a specific mission, or simply patrolling their lord's realm. Knights may be accompanied by their squires, hirelings, and other followers (50%). Knights are armed with sword, lance, mace or flail, and dagger. Armor includes a shield and either plate or chain mail. A knight rides a medium or heavy warhorse, usually a barded mount.

About 5% of encounters will be with a vanquished knight. Being stripped of arms and armor, the knight may be mistaken for any non-warrior class. The knight may even support this deception, at least until weaponry becomes available.

See *Adventurer* to determine level and special possessions.

Mercenary Soldier

These are groups of low level fighters who hire themselves to the highest bidder. When encountered, there is an even chance they may be already hired and on their way to a war, meeting with a prospective employer, open for employment, or on their way home and not willing to take on a new task just yet.

See *Adventurer* to determine level and special possessions.

Merchant Sailor/Fisherman

Men of the sea are usually found on or near open waters. If encountered inland, sailors may be ferrymen on streams or rivers. Fishermen will either be putting out to a fishing site, fishing, or returning with their catches. Sailors may be armed with knives, short swords, cutlasses, or belaying pins (1 point of damage).

Merchant/Trader

Merchants and traders deal in goods and services. Those encountered in the wild are traveling in caravans in search of new business. Only 10% of the number encountered are actually merchants: 10% are drovers and the rest are mercenary guards. The guards are led by a fighter (6th-11th level) and a lieutenant one level lower. Each leader is accompanied by 12 guards of 2nd level. For each 50 people in the caravan there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level), as well as a 15% chance of a thief (8th-10th level) accompanied by 1-4 thieves (3rd-7th level). All such leaders, guards, and special characters are in addition to the number of merchants, drovers, and normal guards.

The treasure is mostly in trade goods (90%). The caravan has 10 pack animals or one wagon per 5,000 gp value.

Middle Class

These are travelers journeying on personal business. They are found primarily in civilized regions, although pioneers may be encountered in relatively peaceful frontier regions. Middle class travelers may be armed with knives, daggers, and short swords.

Peasant/Serf

Peasants are farmers, herders, and simple tradesmen of low social class. Unlike serfs, peasants are freemen.





Serfs are totally subject to the local lord; they are the lowest of the social classes. They farm and perform the brute labor functions on large agricultural holdings. Serfs, really, are little more than slaves.

Both peasants and serfs may be armed with daggers, clubs, quarterstaves, and farming tools. They never have any treasure except under the rarest of occasions when they are able to hoard scavenged goods.

Pilgrim

Pilgrims are groups of the devout on their way to or from a holy place. They can be found anywhere.

A group of pilgrims will always be accompanied by priests and other character classes. These people may be acting as leaders, guards, or pilgrims. Groups of pilgrims always include one to six 2nd-level priests, one to four 4th-level priests, one or two 6th-level, and one 8th-level priest (accompanied by one 3rd- and one 5th-level assistant). For every 10 pilgrims, there is a 10% chance of one to eight fighters (1st-8th level) and 1-6 thieves (2nd-7th level). There is a 5% chance per 10 pilgrims of a wizard of 6th-9th level. If the pilgrims are lawful good, the fighters will be paladins; if the pilgrims are chaotic good, the fighters will be rangers. If the party is neutral, the priests will be druids. If the pilgrims are lawful evil, they all fight as berserkers, although armed only with daggers.

Pilgrim alignment is determined below:

d100	Alignment
01-35	Lawful good
36-55	Chaotic good
56-65	Neutral
66-85	Lawful evil
86-00	Chaotic evil

About 75% of pilgrim bands encountered are on foot. There is a 5% chance that a high level priest will be carrying a religious artifact, carefully hidden and protected by traps and magic.

Pirate/Buccaneer
These are seafaring thieves and fighters. Pirates are always led by a captain of 8th or 10th level—8th if fewer than 200. The captain will have a 6th- or 7th-level lieutenant and four mates of 4th level. For every 50 pirates encountered, there will be a 3rd-level fighter, as well as a 15% chance for a cleric of 12th-15th level and a 10% chance for a wizard of 6th-9th level. For every 100 pirates, there will be a 5th-level fighter. All of these are in addition to the pirates already indicated by the dice.

Pirates wear leather armor; leaders wear chain mail. All are armed with knives, swords, and polearms. Some will be armed with crossbows, either light (20%) or heavy (10%). In addition their ships may be equipped with ballistae or catapults.

Buccaneers are similar, but are neutral with evil tendencies.

Police/Constabulary
These are the duly appointed representatives of the local government, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. If constables are encountered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%). Constables are the equivalent of fighters of 1st-4th level. Wilderness encounters include a 25% chance that the constables are accompanied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as 0-level fighters.

Priest
These are typical NPC priests traveling on personal business or on a mission. The number encountered refers to the number of actual priests. If they are of high enough level, they might also have followers accompanying them (50%).

See "Adventurers" to determine level and special possessions.

Sailor
Nonmerchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. Each ship is commanded by a captain (6th-level fighter) and a first officer (5th-level fighter). Sailors are armed with swords, knives, bows, and polearms. They may also be armed with heavier weapons such as catapults and ballistae.

Slaver
Slavers are usually found in control of a band of captive slaves; if no slaves are present, the slavers may be mistaken for mercenaries or brigands. The slavers' leader might be a thief, fighter, or fighter/thief (6th-11th level), assisted by a lieutenant one level lower. Each leader is accompanied by 1-12 guards of 1st or 2nd level. For each 50 slaves and slavers, there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level); these work for the slavers.

There are 10 slaves present for each 1-10 slavers. Slaves are treated the same as serfs. They may be recently acquired captives being taken from their homelands or long-time slaves being moved to a new market. Such slaves will be on foot and linked together in strings of 10-100 by ropes or chains. They will be willing to help any adventurers who try to rescue them, although they will be limited in the help they can provide. Slaves may be any class or type, but only 1% of captives belong to one of the character classes.

Soldier
These are organized militia engaged in the defense of their home region. Soldiers are led by a captain (6th level or higher) and a lieutenant (1-4 levels lower). Each leader is accompanied by 1-12 soldiers of 1st or 2nd level. Most soldiers are engaged in routine patrols of the homeland. If local wars are occurring, there is a 50% chance that the soldiers are either heading off to the war or returning from it. There is a 5% chance of a cleric (5th-7th level) for each 50 soldiers present.

See "Adventurers" to determine level and special possessions.



Thief/Thug
These are low level rogues who, if not already engaged in a crime, may attempt to rob wealthy or weak-looking adventurers. Thieves may be armed with concealed weapons such as knives, darts, blackjacks, and short swords.

See "Adventurers" to determine level and special possessions.

Tradesfolk/Craftspeople
People engaged in the trades and crafts will be about their business when encountered. They may be operating a shop, acquiring materials for their business, or traveling to or from a client's location. They are willing to do business with adventurers, provided they are properly paid. They will not attack except to defend themselves. Note that 1% of all tradesfolk may be retired adventurers. Tradesmen may be armed with knives, quarterstaves, and tools.

About 90% of their treasure is merchandise or equipment.

Tribal Culture
Tribal societies are the heart of primitive cultures; people hunt, fish, and farm near their simple villages. They are found in any climate.

For each 10 tribespeople, there will be an additional 3rd-level fighter. Tribes are led by a chief (a 5th-level fighter) and 1-4 subchiefs (4th-level fighters). For every 10 encountered, there is a 4th-level priest with them, and for each 30 tribespeople encountered, a 6th-level priest. The tribe has a shaman (8th-level priest). Tribal priests tend to be druidical in nature.

Tribal villages are made of local materials (grass, bamboo, mud, ice). In addition to the males encountered, there will also be an equal number of women and a 75% chance of 20-50 slaves.

Tribesmen's weapons are typically clubs, knives, spears, and bows. Armor is limited to shields.

Wizard
These are typical NPC wizards. They may be engaged in personal business, gathering materials, or traveling. The number encountered refers to the number of actual wizards. They may be accompanied by 0-3 (1d4-1) servants and guards for each wizard. Guards are fighters 1-4 levels lower than the wizard they protect.

See "Adventurers" to determine level and special possessions.

	Ice Folk	Knights of Solamnia	Plainsmen	Rebels
CLIMATE/TERRAIN:	Arctic/Plain, hill, and mountain	Tropical, subtropical, and temperate/Plain, hills mountain and urban	Tropical, subtropical, and temperate/Plain, swamp, hill, mountain, and forest	Any/Urban
FREQUENCY:	Very rare	Very rare	Rare	Rare
ORGANIZATION:	Tribe	Solitary or patrol	Tribe	Band
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Varies (3–18)	Varies (7–18)	Varies (3–18)	Varies (3–18)
TREASURE:	Q, V	See below	See below	K, L
ALIGNMENT:	Lawful good	Lawful good	Varies	Lawful good
NO. APPEARING:	20–200	1 or 2–12	1 or 2-8	2–20
ARMOR CLASS:	5 (10)	4 (10)	10	See below
MOVEMENT:	6 (9)	9 (12)	12	12
HIT DICE:	1	Varies	1–6 hp	1–6 hp
THAC0:	19	Varies	20	20
NO. OF ATTACKS:	1	1	1	
DAMAGE/ATTACK:				
SPECIAL ATTACKS:	Nil	See below	Nil	Nil
SPECIAL DEFENSES:	Nil	See below	Nil	Nil
MAGIC RESISTANCE:	Nil	See below	Nil	Nil
SIZE:	M (6′ tall)	M (6′ tall)	M (5′–6′ tall)	M (5′–6′ tall)
MORALE:	Steady (12)	Champion (15–16) or higher	Average (8–10)	Elite (13–14) or higher
XP VALUE:				

The men and women of Krynn exist in a variety of different groups, each characterized by distinct customs, moral codes, and philosophies. Though the membership of a group may change, its values remain constant; some of Krynn's more primitive societies have remained unchanged for thousands of years.

Several such groups are detailed below, selected to illustrate Krynn's cultural diversity. Each group's hierarchy, attitudes, and other characteristics are explained, but many variations are likely to exist. For instance, all members of these particular groups are presumed to be human, but it is likely, for instance. that elven tribes or dwarven rebels exist. The ice folk and Knights of Solamnia, however, are exclusively human.

Assume that both sexes are represented in all groups; though there is not an abundance of women in the Knights of Solamnia, there is no by-law that specifically excludes them. Note that primitive groups, such as the more unsophisticated tribes, are notoriously sexist, and one is unlikely to find women in positions of leadership, except in matriarchal societies.

Ice Folk

The ice folk are a race of rugged warriors inhabiting some of the most desolate arctic regions of Krynn.

Ice folk are tall, heavyset humans with leathery skin and long, flowing hair, usually red or light brown. They wear white fur parkas and boots to protect them from the bitterly cold weather. They are fierce and proud.

Combat: Ice folk are peace-loving by nature; however, aggressive actions from opponents spark the ice folk to fight to the death. Ice folk arm themselves with clubs, maces, battle axes, and special weapons called *frostreavers*.

A *frostreaver* is a *heavy battle axe* +4 made out of ice. It can be created only by the Revered Cleric of each tribe and requires a month to make. A *frostreaver* can be wielded only by a character with a Strength of 13 or greater. Temperatures above freezing cause the *frostreaver* to melt, rendering it worthless.

Ice folk use iceboats, huge vessels with canvas sails and wooden runners, to glide along the surface of the ice at speeds much faster than a man can run. A typical iceboat carries about 15 riders.

Ice folk seldom wear metal armor, but their bulky furs give them an effective AC of 5.

Habitat/Society: An average ice folk tribe includes about 100 members. The wisest and strongest member, a 12th–level or higher fighter, serves as chief. The chief has 1d6 personal guards (10th– to 12th–level fighters) who inflict 1d8 + 4 points of damage with every successful hit. The tribe's highest–level cleric (5th level or higher) serves as the Revered Cleric, he has 1d4 acolytes (1st– to 3rd–level clerics). The rest of the tribe is equally divided between lst– to 4th–level fighters and level 0 workers, children, and elderly.

An ice folk village is a collection of circular huts covered by bulky white furs, making it almost invisible against the snow. Each hut houses a family of as many as 20 members. Furnishings are simple, little more than a fire pit for heat and cooking and fur rugs for sleeping. Ice folk villages are often protected by large snow fences made from the rib bones of gigantic creatures. The ice folk are nomadic, settling in one place for about a year, and moving on when the fish supply reaches dangerously low levels

Ecology: The ice folk are fishers and hunters, ice bears being a favorite source of meat and fur. They keep tubs of slimy grease made from walrus blubber for cooking and for lubricating the runners of their iceboats. Aside from the ice bears, they have few natural enemies, except for on–going territorial conflicts with the thanoi. The ice folk seldom have the opportunity to engage in trade.

Knights of Solamnia

The Knights of Solamnia are the noblest of Krynn's heroes. Their philosophy is best summed up by the oath to which all Knights subscribe: My Honor is My Life.

Since the time of Huma, the Knights of Solamnia had stood as symbols for all that was good. Rut following the Cataclysm, when the common people cried out for aid, the Knights were

powerless to help. The people blamed the Knights for their perceived inaction. 'The Knights fell into disgrace, and their temples and fortresses were besieged.

The Knights who remained were forced to roam the countryside in secret, fearful that they would be discovered by an angry citizenry. Still, the Knights held true to their ideals and did what they could to tight the evil in the world. To this day, the only sizeable group of Knights exists on the distant Sancrist Isle. The rest operate covertly, concentrated in the villages and cities of Solamnia, a sprawling realm in northwest Ansalon.

Hierarchy: The Knights of Solamnia are organized into three Orders: the Knights of the Crown, the Knights of the Sword, and the Knights of the Rose. Individual cells of Knights, called Circles, have been established throughout Ansalon. These Circles exist permanently in many townships and in virtually every major city in the continent. The Circles exist to give aid to all local Knights. Some of these Circles, especially the ones in Solamnia and Sancrist, operate openly and are easy to find. In places where the Knighthood is still viewed suspiciously, these Circles exist clandestinely and their meetings are held in secret.

The Knighthood is ruled by the Lord of the Knights. However, this position has remained vacant since the time of the Cataclysm due to the difficulties in calling together a Grand Circle of Knights in sufficient numbers to elect a Lord from the eligible candidates. The position must be filled by either the High Warrior, the High Clerist, or the High Justice (see tables below), and at least 75% of the established Circles must send two representatives to vote.

The will of the Lord of Knights is carried out by the High Knights throughout their respective orders, The High Warrior commands the Order of the Crown, the High Clerist commands the Order of the Sword, and the High Justice commands the Order of the Rose. These are nominated and elected by members of their own Orders without influence from the other two Orders. A Knightly Council, a group responsible for matters of pressing importance, must be held by a contingent of three ranking knights, one from each of the Orders.

Knights of the Crown are sworn to protect, serve, and give aid to any kingdom on the List of Loyalty. This list is maintained by the three High Knights and is updated periodically. The Knights are not required to follow the commands or laws of these kingdoms should they violate the standards of the Knights' personal code.

All those who wish to become Solamnic Knights must first enter into the Knighthood as squires of the Knights of the Crown. This is true regardless of what Knighthood they will eventually serve. Specific requirements and abilities of each Order are given below. Solamnic Knights are variants of paladins as described in the 2nd Edition *Player's Handbook.* However, there are many important differences, and the following material should be read carefully.

The Solamnic Knight Ability Table lists the minimum scores for each Order. Since all Knights begin as Knights of the Crown, note that a Knight with the minimum scores is unable to progress into the higher Orders. Levels, titles, and Hit Dice for each Order are summarized on the Solamnic Knight Level Table.

Solamnic Knight Ability Table (Minimum Scores)

Ability	Crown Knight	Sword Knight	Rose Knight
Strength	10	12	15
Dexterity	8	9	12
Constitution	10	10	15
Intelligence	7	9	10
Wisdom	10	13	13
Charisma	None	None	None

Solamnic Knight Level Table

Lvl.	Hit Dice (d10s)	Crown Title	Sword Title	Rose Title
1	2	Squire of Crown	—	—
2	3	Defender of Crown	—	—
3	4	Knight of Crown	Novice of Swords	—
4	5	Scepter Knight	knight of Swords	Novice of Roses
5	6	Shield Knight	Blade Knight	Knight of Tears
6	7	Shield of Crown	Knight Clerist	knight of mind
7	8	Lord of Shields	Abbot of Swords	Knight of Heart
8	9	Lord of Crown	Elder of Swords	Knight of Roses
9	10	Master Warrior	Master of Swords	Keeper of Roses
10	10 + 2	Lord Warrior	Lord of Swords	Master of Roses
11	10 +4	High Warrior *	Master Clerist	Archknight
12	10+6	—	Lord Clerist	Lord of Roses
13	10+8	—	High Clerist *	Master of Justice
14	10+10	—	—	Lord of justice
15	10+12	—	—	High justice *
16	10+14	—	—	
17	10+16	—	—	
18	10+18	—	—	

* There is only one High Warrior, High Clerist, or High Justice in each Order. All other Knights who have enough experience points to reach these levels retain the title of Lord Warrior, Lord Clerist, or Lord of justice, until such time as they are elected to High W'arrior, High Clerist, or High Justice.

Knights of the Crown: All Knights begin in this Order with training in the virtue of loyalty Candidates must be presented to a Knightly Council and be sponsored by a Knight in good standing from any of the Orders of Knighthood A candidate must swear an oath to the honor of the Knighthood and to the causes of the Crown, and swear allegiance to the Order and the ideals of the Knights of Solamnia. If there is no dissent from the Knights, and no question of honor regarding the candidate is presented, then the candidate is accepted into the Knighthood as a squire

Knights of the Crown begin with three weapon proficiencies and two nonweapon proficiencies, adding one of each for every two levels of advancement. They are allowed to use weapon specialization, but they do not gain any of the special abilities of the paladin listed in the 2nd Edition *Player's Handbook.*

Knights of the Sword: A Knight can attempt to enter this Order only after first rising to Defender of the Crown and only if he has the minimum acceptable ability scores The candidate is brought before a Knightly Council at which a Sword Knight of no less than 7th level is one of the three presiding Knights. It there is no question of honor brought up, the candidate is assigned a complex quest to test his compassion, his wisdom, his generosity, and his combat skills. If successful, the Knight becomes a Novice in the Order.

Knights of the Sword begin with three weapon and two nonweapon proficiencies (in addition to the proficiencies already obtamed as a Crown Knight), adding one nonweapon and two weapon proficiencies for every two levels of advancement Sword Knights gain all of the special abilities of the paladin listed in the 2nd Edition *Player's Handbook.* A Sword Knight also gains spells as follows, requiring one half hour of meditation per spell level to gain a spell (a Knight can never meditate more than six hours once a week):

Sword Knight Spells Table

Knight Level	Clerical Spell Level 1	2	3	4	5	6	7
6	1	–	–	–	–	–	–
7	2	–	–	–	–	–	–
8	2	1	–	–	–	–	–
9	3	2	–	–	–	–	–
10	4	2	–	–	–	–	–
11	4	2	1	–	–	–	–
12	5	3	1	1	–	–	–
13	6	4	1	1	1	–	–
14	7	5	2	1	1	1	–
15	8	6	3	2	1	1	1
16	9	7	3	2	2	1	1
17	9	8	4	3	3	2	1
18	9	9	5	4	3	2	1

* These are the maximum number of spells that a Sword Knight can have at any one time.

Knights of the Rose: Once a Sword Knight has risen to 4th level, he can petition the Order of the Rose to be accepted into the Knights of the Rose, if he has the minimum acceptable ability scores. The candidate is brought before a Knightly Council at which a Rose Knight of no less than 9th level is one of the three presiding Knights. If there is no question of honor brought up, the candidate is assigned a complex quest to test his compassion, his wisdom, his generosity, and his combat skills. If successful, the Knight becomes a Novice in the Order.

Knights of the Rose begin with three weapon and two nonweapon proficiencies (in addition to the proficiencies already obtained as a Crown and a Sword Knight), adding one nonweapon and two weapon proficiencies for every two levels of advancement.

Combat: Solamnic Knights are fighters of unparalleled courage and honor. Their highest ideal is to meet a noble death against overwhelming odds in the cause of justice. They retreat only if they can be persuaded that a larger interest is at stake.

The Knights employ a variety of weapons. The most frequently used are bows and swords of all kinds, lances, battle axes, and spears. Crown Knights of 6th level or higher have a 10% chance of having a magical weapon. Sword Knights of 6th level and Rose Knights of 5th level have a 10% base chance of having a magical weapon: for Sword Knights, this chance increases 10% per level above 6th, up to a maximum of 40%, and for Rose Knights the chance increases 10% per level above 5th to a maximum of 70%. All Knights wear a variety of armor, but chain mail with a shield is the most common.

Habitat/Society: Though a Circle may comprise 50–100 or more members, it is rare that an outsider encounters this many Knights at any one time. More commonly, a solitary Knight or a patrol of 2d6 is encountered. This usually occurs within 4d10 miles of a village or large city.

When an encounter with Solamnic Knights is indicated, roll 1d6. On a roll of 1–4, a solitary Knight is encountered. On a roll of 5–6, a patrol of 2d6 is encountered. To determine the Order and level of a solitary Knight or a patrol leader (the rest of the patrol is of the same Order as the leader, but a mixture of lower levels), roll ld6 again to determine which column on the Knight Encounter Table to consult; add 1 to the roll if the Knight encounter occurs within the vicinity of a large village, or add 2 if it occurs within the vicinity of a major city (the DM is free to vary these modifiers as he sees fit). On a modified roll of 1–3, use column A; 4–5 = column B; and 6 = column C. Then roll 1d8 and cross-index the result with the appropriate column.

Solamnic Knights seldom carry treasure or other valuables. Most are required to forfeit most or all of their monetary gains to the greater Knighthood, then draw according to their needs.

Knight Encounter Table

D8 Roll	A	B	C
1	Crown 2nd	Crown 6th	Crown 9th
2	Crown 3rd	Crown 7th	Sword 9th
3	Crown 5th	Sword 6th	Sword 10th
4	Crown 5th	Sword 7th	Rose 6th
5	Sword 3rd	Crown 8th	Rose 9th
6	Sword 4th	Rose 4th	Crown 10th
7	Sword 5th	Rose 5th	Sword 12th
8	Rose 5th	Rose 8th	Rose 14th

Ecology: Few Knights operate openly. They cannot be hired, but they can be recruited for missions to further the common good. Though many are fine metalsmiths and armorers, they seldom sell their wares

Plainsmen

The plainsmen of Krynn consist of a number of tribes organized into self-contained communities. Most tribes share common ancestry with the plainsmen of Que-shu.

Most plainsmen tribes live in areas of Krynn that are otherwise uninhabited; in fact, many tribes have virtually no contact with any other cultures. Tribal life is basic and uncomplicated, with most resources devoted to the day-to-day problems of survival.

Lahutians:

This is a tribe of cannibals living in the tropical forests of central and northern Ansalon. The Lahutians are short, stocky race whose pink skin is covered with fine, blond hair. They wear grass and silver necklaces decorated with human finger joints and other small bones They never venture from the forests, traveling in groups of 2d4 to prey on wild animals and unfortunate travelers. They have their own language, an obscure tongue that only 10% of characters with an Intelligence of 15 or higher have a chance of comprehending.

With their special fondness for human flesh, Lahutians attack all humans on sight. Half of an encountered group is armed with spears. The other half wields short bows whose arrows are dipped in a special poison made from sundew sap. This poison causes 1d4 points of damage to victims who fail their saving throws vs. poison. Lahutians wear no armor their AC is 10.

A Lahutian tribe typically comprises about 40 members; half are fighters of 4th level or less, and the rest are level 0 workers, children, and elderly. The Lahutians lack the talent for magic; hence, there are no priests or wizards. The strongest Lahutian rules the tribe by declaring himself to be a god. The ruler demands sacrifices and worship from the other members.

The Lahutians produce no products of value. Their treasure, if any, is seldom more than a small collection of semi-precious stones.

Lor-Tai:

The Lor-Tai are members of a primitive, docile tribe that inhabits hillside caves in the northern tropics. All have dark skin, fair hair, and almond eyes They are sweet-tempered, nonviolent, and not particularly bright. They are open and friendly to strangers and share their food and homes as long as a visitor cares to stay.

The Lor-Tai are inept fighters and always flee from an opponent if given a chance. If cornered, they feebly defend themselves, with staves, the only weapons the tribe employs About 50% are armed with the staves, which inflict 1d6 points of damage. Lor-Tai wear no armor, but their resilient bodies given them a natural AC of 9.

A tribe usually has 20–50 members. No more than 10% are 1st-level fighters; the rest are level 0. Lor-Tai spend their time tending

to their sizeable herds of cows and goats. They have an uncanny rapport with nature; all have a natural ability to *speak with animals* as per the spell. Some are skilled artists, painting colorful portraits of their favorite animals on the wails of their caves. Others are talented musicians, playing beautiful music on stringed instruments made from goat bones and cow gut.

Though the Lor-Tai have no wizards among their number, they have a remarkable aptitude for creating magical potions. If a Lor-Tai tribesmen is given a magical potion to examine, there is a 25% chance he can duplicate it by combining various herbs, roots, and other natural ingredients. This process takes 2d4 days to complete.

Nomads:

This term refers to all of the various plainsmen groups with no permanent settlements, including those refugees left homeless by war or natural disasters. Some roam the countryside in search of new homelands, others have adapted to the nomadic way of life and drift from place to place.

A group of nomads consists of 2d10 members.

About half are level 0, the rest are usually fighters. No more than 10% are higher than 2nd level; a group of ten or less has a single 1st-level fighter, the remainder are level 0. There is a 10% chance that any nomadic group has a single lst- to 3rd-level thief or renegade wizard. Decisions are made by consensus.

Nomads have few possessions. What they own is usually carried on their backs or hauled in crude wagons. There is a 50% chance that any given nomad is armed, usually with a club, a dagger, or—rarely—a short sword. Armor is used only 5% of the time, most commonly leather or padded. Though nomads seldom have anything for trade or sale, they can be good sources of information.

Rebels

Krynn rebels are small, mobile groups of fighters using guerilla tactics to further the causes of freedom. Rebel groups flourish wherever injustice and oppression prevail.

Because secrecy is vital to a rebel band's success, members do not wear uniforms or any other distinctive garb, although members of a rebel band may communicate with one another with secret signs or passwords. Since rebels are recruited from all walks of life, they share no common physical traits. However, rebels all tend to exhibit exceptional courage, idealism, and perseverance.

Combat: Since their lives depend on their fighting skills, rebels are superb combatants. Rebels with a year or more of guerilla experience gain a +1 bonus to their attack roll when using melee weapons.

Rebel weaponry depends on whatever a group can scrounge. Roll 1d20 and consult the following table to determine a rebel's primary weapon.

D20 Roll	Weapon	D20 Roll	Weapon
1-5	Short sword	14-15	Long sword
6-7	Dagger	16	Blowgun
8-11	Crossbow	17-18	Mace
12-13	Sling	19-20	Battle axe

Armor is particularly hard to come by for rebels; 20% have shields, and an additional 30% have armor of the armored rebels, 40% have leather or padded armor, 40% have studded leather (or leather or padded armor with a shield), 10% have chain mail, and 10% have chain mail and a shield.

Habitat/Society: Rebels have no permanent base of operations. If their identities are known by local officials, they seldom sleep in the same place twice, using caves, abandoned buildings, or the homes of sympathetic friends.

Rebels try to keep their groups as small as possible rarely having more than 20 members. The group is split equally into 1st- to 4th-level fighters, 4th- to 6th-level fighters, and 7th-level or higher fighters. There is no more than a 5% chance that a rebel is fortunate enough to acquire a magical weapon About 20% of the time, a large rebel group has a varying number of wizards, rogues, and priests; it is rare for more than 10% of a group to come from these classes.

Rebels carry little or no money. Any treasure they acquire goes immediately to purchase weapons or medicines.

Ecology: Master survivalists, rebels can live off the land for Indefinite periods of time.

	Wako (Sea Pirate)	Frost Barbarians
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate oceans and coasts	Arctic mountains
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Band	Tribe
ACTIVE TIME:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average to very (8-12)	Average (8-10)
TREASURE:	A	C
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	30-180	20-80
ARMOR CLASS:	See below	See below
MOVEMENT:	12	12
HIT DICE:	1 (2-7 hit points)	1 (2-7 hit points)
THAC0:	20	20
NO. OF ATTACKS:	1 (at +2)	1
DAMAGE/ATTACK:	By weapon +1	By weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See below
SIZE:	M (5'-6' tall)	M (4'-5' tall)
MORALE:	Steady (11)	Average (10)
XP VALUE:	Varies	Varies



Of all the men of Kara-Tur, few are more feared than the wako and frost barbarians. Wako are merciless pirates, preying on all who travel the seas. Frost barbarians are savage tribesmen of the arctic mountains, renowned for their brutality.

Wako

The wako are a loosely organized band of men of low class who have fled their homelands or have been hired by powerful lords. They ply the warm seas, boarding ships and raiding coastal towns. They are desperate and dangerous, and even the fierce western pirates regard them with fear.

Wako speak the trade language. They also speak the languages of many lands bordering the oceans upon which they sail.

Combat: Wako are virtually fearless in combat. Knowing that their capture means torture and death, the wako fight to the last man, no matter how hopeless the situation. Negotiation with wako is seldom an option. These pirates take no prisoners, but they may take slaves, who will be sold or kept for personal use in the wako's secret coastal settlements.

Because of their fearlessness, all wako gain a +2 bonus to their attack rolls and a +1 bonus to damage rolls. A typical force is equipped as follows: hara-ate-gawa and sword (50%); do-maru and sword (15%); sword and bow (10%); kote and spear (10%); haramaki, sword, spear, and bow (10%); kote, do-maru, sword, and bow (5%). All leaders and high-level wako wear o-yoroi and usually carry swords and bows.

Habitat/Society: The wako lair is a permanent settlement in a secluded and easily defended coastal area. Wako sometimes establish their settlements on the lands of their sponsoring lords. In any case, a wako settlement is surrounded by high stone walls and is constantly patrolled.

For every 30 wako encountered, there is a 5th level bushi. For every 60 wako, there is a 7th level barbarian. (These are in addition to wako indicated by the dice.) A wako band is always led by a 10th level samurai, who is aided by a barbarian lieutenant of 8th level and 1-3 bushi mates of 6th level. For every 30 wako present, there is a 5% chance that a 6th- to 9th-level wu jen is present. (To determine this wu jen's level, roll 1d4 and add 5.)

Ecology: Unless their sponsoring lords decide otherwise, ships from all countries are equally susceptible to wako attacks. Rival wako bands sometimes battle for control of a particular region, but for the most part, wako bands give each other wide berth.

Frost Barbarians

The frost barbarians are warlike tribesmen who live in primitive villages in remote, mountainous arctic regions. They are short and stocky, with matted hair and beards, and chalky skin. Though they speak their own language, tribal leaders usually are conversant in the trade language.

Frost barbarians ambush and attack anyone who ventures within 20 miles of their villages. Small barbarian groups occasionally travel far from their homes while hunting. Most often, these barbarian hunters also attack everyone they encounter, presuming them to be competitors for the same game.

Frost barbarians are armed as follows: club (30%); spear (20%); stone axe (20%); stone axe and spear (20%); long sword (10%). All wear heavy furs, which give them an effective AC of 9. Frost barbarian leaders wear leather armor (AC 8) and carry long swords and stone axes. The arctic animal furs worn by frost barbarians, along with their naturally pale skins, makes them nearly impossible to see against the snow and ice. This camouflage gives their opponents a -5 penalty to surprise.

For every 20 tribesmen encountered, there is one 3rd level barbarian. For every 40 tribesmen, there is a 4th level barbarian. As the numbers increase to 80 or more, a tribe includes one 7th or 8th level barbarian. All other tribesmen are 1st level barbarians. The highest ranking barbarian serves as leader.

Human, Abber Nomads



Climate/Terrain:	The Nightmare Lands
Frequency:	Common
Organization:	Tribe
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	10–40 (10d4)
Armor Class:	8 (10)
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d2 or by weapon
Special Attacks:	Nil
Special Defenses:	Resist illusion
Magic Resistance:	Nil
Size:	M (6½' tall)
Morale:	Average (8–10)
XP Value:	65

The Abber nomads are a stoic and proud people who dwell in the dreaded Nightmare Lands. Considered by outsiders to be barbarians, the Abber nomads have an unusually sophisticated outlook on life that, not surprisingly, is almost as alien as the bizarre realm that they inhabit.

The typical Abber nomad male stands roughly 6½ feet tall, the typical female being only an inch or so shorter. They are generally well muscled survivors, as befits their nomadic society and the harsh land with which they must contend.

The language of the Abber nomads is absolutely unique; no scholar has ever been able to liken it to any tongue spoken by any other race in any known land. Further, there seems to be little in their culture to link these people with any other human race, making them seem all the more outcast and alien to the visitor.

Combat: When hunting or making ready for battle, Abber nomads paint their faces and bodies with traditional symbols that they feel will give them power over the animals they are stalking or the enemies they are confronting. Most wear tanned skins and carry wooden shields that provide them with AC 8 protection. In all regards, save the following, they fight as normal men.

In melee combat, they employ long, slender, stone-tipped spears that function as javelins. These weapons could be thrown, but the nomads seldom use them in that manner and make no effort to balance them for flight.

In missile combat, the Abber nomads use short bows. They often coat their arrowheads in a mild toxin (Class C, 2 to 5 minutes, 25/2d4) to aid in hunting larger animals. As a rule, 1 in 3 nomads will have poisoned arrows in any encounter.

The Abber nomads live in a wild land of chaos and uncertainty. Because of this, they have developed a natural immunity to all manner of illusions and hallucinations. Any spell designed to fool any of an Abber nomad's senses has a 25% chance of failing. Even if the spell manages to get past their inherent resistance to it, they are entitled to a +4 bonus on any saving throws required to negate enchantments of this type.

Habitat/Society: The Abber nomads, as their name implies, make no permanent structures. They travel about from place to place in search of the basic elements of survival. They work no metals but are skilled at woodworking and have some interest in stone carving (usually for the design and construction of minor tools and hunting implements).

While the Abber nomads might seem to be a fairly typical aboriginal culture, nothing could be further from the truth. Their strange surroundings have convinced them that the universe is a wild and unpredictable place—leaving them with no understanding of science or the traditional concepts of cause and effect. In the Nightmare Lands, a device or spell that works one day might cease to function the next.

Because of the strange happenings of the Nightmare Lands, the nomads have developed a philosophy that, greatly paraphrased, says that anything they cannot perceive themselves does not exist. Thus, someone who walks out of their sight ceases to exist until they are again visible. While this can make outsiders uncomfortable and efforts to deal with the nomads very difficult (the nomads will make no long range plans or commitments), it enables them to cope with life in a wild place that seems oblivious to the natural laws that rule the rest of the universe. In addition, the nomads have no faith in the permanency of anything, including ideas or memories. In short, they accept what is and make no efforts to change it or participate in it. They are, perhaps, the universe's most withdrawn and disinterested occupants.

Each tribe of nomads will be composed of 10 to 40 adults (roughly half male and half female). In addition, there will be another 25% of this number who are young children that do not fight or hunt. Among adults, men and women hunt and share all labors equally. One in ten of the adults will be a leader with 5 HD (THAC0 15). There may be more than one leader in any given tribe. None of the Abber nomads will employ any manner of spells, for they practice no magic.

Ecology: As the Nightmare Lands have no natural ecosystem, any judgment about the nomad's place in it is difficult to make. Still, it is clear that, even if the wild lands about them were not constantly in flux, they would have little impact upon them. They are a simple people who survive as hunters and gatherers.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8 (10)
MOVEMENT:	12
HIT DICE:	3
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6½ feet tall)
MORALE:	Steady (12)
XP VALUE:	270



Abber shamans are the holy men and women of the Abber nomad tribes. The shamans, like the rest of the Abbers, dwell in the dread Nightmare Lands, specifically in the Forest of Everchange. However, the mad paths that the shamans walk make them outcasts among outcasts, cut off from the rest of Abber society.

Abber shamans look like any other Abber nomads. They are tall and well-muscled, forged in a harsh land and tempered by the madness around them. Shamans dress in hides taken from fantastic dream creatures and horrifying nightmare beasts, giving them a surreal appearance. They wield weapons made from wood and stone such as spears, and decorate the few possessions they carry with colorful feathers.

The shamans speak the same unique and alien language as the rest of the Abbers. Many shamans also learn more comprehensible languages from the dreamscapes they study, thus allowing them to communicate with wanderers and dreamers.

Combat: Abber shamans are priests. They have the same abilities and spells as other types of priests. Abber shamans, however, cannot turn undead. Instead, they have the ability to banish dream spawn. Use the Hit Dice portion of the Turning Undead table from the *Player's Handbook* to determine a shaman's chances of banishing a dream spawn. A "D" result not only drives a dream spawn off, but it causes it to revert to its natural form (if it was wearing a memory-form pulled from a dreamer's mind).

In addition to weapons and priest spells, Abber shamans have a few special abilities. These are gained through level advancement as described below.

Detect Dream Spawn: At 3rd level, a shaman gains the ability to identify a creature as either a dreamer, a wanderer, or a dream spawn. The base chance is 25% plus 2% per level. In the case of dream spawn, the shaman also has a chance of knowing its strengths and weaknesses (10% plus 2% per level).

Create Dreamcatcher: At 7th level, a shaman develops the skill to build a *dreamcatcher*, the magical talismans that locate paths through the nether portals of the dreamscapes. See the rules book for more information on these devices.

Dreamwalking: At 9th level, a shaman gains the ability to enter a deep trance and send his dream-self into the dreams of those sleeping in the waking world. A successful Wisdom check with a –4 modifier is required to accomplish this. Dreamwalking can be attempted once per day. The trance lasts for 1 turn per level of the dreamwalker. While in this type of trance, a shaman's body is vulnerable to any terrors of the Nightmare Lands that come across it.

Habitat/Society: While Abber nomads reject the reality of everything around them, Abber shamans seek to embrace the madness and discover the truth of the world. For this obvious rejection of Abber culture, shamans are never allowed to live within Abber communities. Their curiosity and bizarre habits attract too much attention from the denizens of nightmare for the rest of the tribe to feel safe.

Ecology: Like all Abbers, shamans survive in the bizarre environment as hunters and gatherers. Unlike their fellows, Abber shamans seek to understand the madness and learn about the world around them.

Human, Amazon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5–18)
TREASURE:	M, Q (R, S, X)
ALIGNMENT:	Neutral
NO. APPEARING:	5–30
ARMOR CLASS:	By type
MOVEMENT:	15
HIT DICE:	4 or more (d10)
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 (weapon) or 1d6 (unarmed)
SPECIAL ATTACKS:	High Strength and Dexterity (possible), specialization
SPECIAL DEFENSES:	Constitution (possible)
MAGIC RESISTANCE:	Nil
SIZE:	M (6′–7′ tall)
MORALE:	Elite (13–14)
XP VALUE:	Variable



These barbarian warrior women are, in effect, heroines all. They are exceptionally tall human women. They tend to be fine-looking, but are hard-eyed (and hard-hearted) too. The exact territory from which they come indicates what sort of weapons they will use and their skills: horsemanship, small water craft, and so on.

They speak the common tongue, and some clans may have a language of their own as well.

Combat: Amazons will not be surprised except by invisible attackers. Amazon warriors are barbarian fighters who typically wear light chain mail (though this varies) and carry the weapons typical of barbarian cultures; spears are most common, also a variety of swords, axes, and bows. Young amazons are often skilled with the sling.

Amazons have Strength ratings between 15 and 18 (18/00 is possible), and Dexterity and Constitution ratings between 13 and 18. If unarmed, an amazon can use blows, kicks, nails, teeth, and so on to inflict 1d6 points of damage per round.

Habitat/Society: An amazon party of 10 or more will have an additional leader of 5th- or 6th-level, and a witch-doctor of 2nd level. A party of 20 or more will have a captain of 7th or 8th level. Whenever 30 or more are encountered, there is a 30% chance they are one of 2 to 5 raiding parties in the area. In this case, their "lair" will be a ship, or a pack train or wagon train as applicable. The other groups will always be within 5 miles of the party initially encountered.

In their "lair," amazons will have a full 30 barbarian warrior women of 4th level, four leaders of 5th- to 6th-level, one leader of 7th to 8th level, and a Queen—a barbarian of 9th to 12th level. A male witch-doctor of at least 4th-level wizard ability will be present. There are twice as many (normal) males as female warriors, about half of them equal to men-at-arms, and armed and armored as their amazon mistresses. The others will have the care of 2 to 12 children. The queen will have four male guards of 2nd- or 3rd-level, and two female guards of 5th- to 6th-level.

Individual amazon warriors may be encountered from time to time, serving in various mercenary forces. These may retain the weapons of their original clan or adopt unusual weapons, armor, or fighting styles to which they have been exposed.

Amazons of less than 4th level are no older than the young adult age (15–19). Those failing to meet the harsh standards expected of amazon warriors by the age of 20 are banished and not be allowed to rejoin the clan except under the most extraordinary circumstances. On the other hand, a worthy female warrior of 4th level or higher might be adopted into an amazon clan following a period of initiation, training, and questing. The procedure varies from clan to clan, but the initiate must master the clan's skills and weapons.

Amazons of the plains and flatlands employ war chariots. These are light, two-horse chariots with a driver and a warrior, having a movement rate of 18 and a supply of javelins and war arrows. Amazon chariot riders are armed with powerful composite short bows, which they can fire from a moving chariot as if standing stationary on firm ground.

Amazons of the steppes are skilled horse archers. Their mobile communities are based on great wagons that can be circled into a fortified camp. These amazons are reputed to have almost supernatural skill in horse handling.

Island-dwelling amazons build light, maneuverable galleys, which they use for trading and occasional piracy. All amazons from this culture can swim and all have exceptional small boat skills. Their base will be a walled city with a large marble temple to their goddess; the witch-doctor is replaced by a priest-magician of equivalent skill. Island amazons are exceptionally skilled with the long bow.

Ecology: Larger amazonian societies tend to be reclusive or nomadic. Often considered barbarians, regardless of their level of culture, they are viewed with distrust and suspicion by others. In return, they are wary and suspicious of outsiders. Far too often, other warrior cultures have assumed that a band of female warriors would be easy looting. All, thus far, have discovered how costly a mistake that can be.

—*From* POLYHEDRON Newszine #22

Demihuman Amazons

Elf amazons are nomadic woods-dwellers using the spear and long bow. Unicorn cavalry is possible. *Dwarf amazons* use axes and war hammers, and ride giant boars. *Gnome amazons* use the throwing axe and short sword. Though lacking mounts, they have exceptional survival skills and can track like rangers. *Halfling amazons* use the javelin and sling. They are famous for their snares and their remarkable endurance.

Human, Cursed, Jacqueline Montarri



Climate/Terrain:	Barovia
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Varies
Treasure:	(F)
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	10
Movement:	12
Hit Dice:	5 (20 hp)
THAC0:	15 (12) or better
No. of Attacks:	1
Damage/Attack:	1d8+3
Special Attacks:	Decapitation
Special Defenses:	Regeneration
Magic Resistance:	50%
Size:	M (5'10" tall)
Morale:	Fanatic (19)
XP Value:	Varies (2,000+)

The quest for eternal youth has driven many to deeds of great heroism and terrible despair. For some, it is a noble calling that leads to the discovery of great medical advances. For others, it is an obsession that leads to the most heinous of crimes. In the case of Jacqueline Montarri, it has become the basis for a series of crimes as horrible and bizarre as any in Ravenloft's whole sordid history.

Jacqueline maintains a collection of some three dozen severed heads. She is able to remove the head she is currently wearing and replace it with one from her collection at will. Because she changes heads with every shift in her moods, her facial features are constantly changing. She no longer has her own original head, so her true appearance is long forgotten.

Jacqueline changes her clothes as frequently as she changes heads. Her vanity dictates that she wear only the finest garments, always chosen to complement the head she is currently wearing. The only consistent feature in her attire is a ribbon of crimson velvet worn around her neck. Because this magical item secures her various heads to her body, she is never without it. In cases where it clashes with her clothing or chosen head, she covers it with a scarf or jewelry.

Jacqueline's native language is Balok, the common tongue of Barovia. Each of her heads knows one or more other languages, making it easy for her to communicate with almost any visitor.

Combat: Jacqueline's favored weapon is *Ironfang*, her *vorpal sword*. *Ironfang* was fashioned ages past from meteoric iron by the drow of Arak, from whom she stole it long ago. She is able to use this weapon even when wearing the head of a wizard or other character class which might normally be unable to employ such a sword. This weapon functions in all ways as described in the Dungeon Master *Guide*. Jacqueline has made it a practice to "harvest" new heads only with this blade.

This is not to say that she has no other weapons at her disposal. Indeed, whenever she dons a new head, she gains the class and level abilities formerly associated with it. Thus, if she opts to wear the head of a psionicist, she gains its mental powers. In the case of spellcasters, she cannot master new spells but can cast any known to the wizard or priest from whom she took the head. In each case, the spells are assumed to be freshly memorized each time she puts on the head.

The curse of eternal life under which Jacqueline lives has given her many special abilities. For instance, she regenerates lost hit points at a rate of 1 per turn, even after death. The only way in which she can be wholly destroyed is by the incineration of her original head. Because no one, not even Jacqueline herself, knows where it is hidden, she seems in little danger at present.

In addition to her regenerative powers, she is immune to any manner of poison, disease, or magically induced paralysis. Thus, spells such as *cause disease*, *hold*, or *sleep* have no effect upon her. Spells and items that affect the mind, like a *charm* spell, affect her normally. Jacqueline is not undead, so attempts to turn her or the use of spells designed to combat such horrors have no effect upon her. These immunities are in addition to the 50% magic resistance that the magical energies with which she has been infused give her.

Whenever Jacqueline is called upon to make a saving throw, she does so as the class and level of the head she is currently wearing. Thus, when wearing the head of a 10th-level fighter she saves as a 10th-level fighter.

It takes Jacqueline a full round to change heads. So long as she wears her crimson ribbon, the head remains fully attached to her body—that is, it cannot be pulled or

knocked off. If the ribbon is removed (it is impervious to all damage and cannot be destroyed), the head instantly rolls off and Jacqueline loses access to its powers.

Even without a head in place, Jacqueline's body is able to move and act normally; the curse she suffers enables her to see and hear (but not speak) when headless.

Habitat/Society: Jacqueline was born in the domain of Barovia some 200 years ago. She grew up in the village of Krezk, learning the craft of thieving from her parents, both of whom were master thieves, but she soon surpassed her teachers. By the time she was 16 years old, she had become one of the most skilled rogues in the domain—and one of its most beautiful women.

Like so many others of Barovian blood, Jacqueline found her beauty began to fade slightly as she entered her late twenties. Tiny lines began to appear around her eyes, and the first few white hairs showed in her raven tresses. To Jacqueline, who had been so proud of her beauty and the power it gave her over men, this change was unbearable.

In an effort to find some means of preserving her beauty, Jacqueline traveled to the Vistani compound on the banks of the River Ivlis. She sought out Madame Eva, the matriarch of Barovia's Vistani population, and begged for some means to remain eternally young and beautiful. When the old Vistani refused, Jacqueline offered to buy the secret from her, promising to steal anything that the other might need. Again, Madame Eva refused, telling Jacqueline that the secrets of the Vistani were not for sale.

This enraged the desperate thief. In a flash, she grabbed the elderly Vistani and held a knife to her throat. As a thin trickle of blood ran from Madame Eva's neck, Jacqueline demanded her help. Calmly, Madame Eva told her there was a way to ensure her beauty would never fade, but she would be wiser not to seek it. When Jacqueline insisted, the old woman said that she would find what she wanted waiting for her in the library of Castle Ravenloft.

Relief flooded through the thief from Krezk at the thought that the object of her desire was within reach. The fact that she would have to sneak into the castle of Barovia's sinister lord to gain it meant nothing to her. In order to ensure that the old woman would do nothing to betray her, Jacqueline drew the blade across Madame Eva's throat. Leaving the body on the ground, she slipped her knife back into its sheath and vanished into the deep Barovian night. Had she bothered to look behind her, she might have noticed an evil grin on the dying woman's face.

Jacqueline wasted no time in making her way to the ominous Castle Ravenloft. Not fully comprehending the terrors that dwelt within the great stone structure, she scaled the outer walls and crossed the parapets, entering the keep itself through the belfry. As she explored the darkened halls of the great castle and searched for the library, she failed to notice the silent shadow that haunted her steps.

At last, the thief found what she was looking for. Cautiously, she slipped into the library and began to examine the tomes and manuals that lined the walls of the great room. But as she reached out her hand to take a book from the shelves, she froze at the sound of evil laughter behind her.

Whirling, she found herself face to face with Strahd Von Zarovich. Panic-stricken, she turned and dashed for an exit, but the vampire was upon her before she had gone more than a few feet. Screaming in horror, she felt her life being drained away to satisfy the hunger of the foul master of Ravenloft. As the numbing cold of his touch spread throughout her body, blackness folded itself around her and Jacqueline lost consciousness.

When her eyes opened, she found herself in a great cage that was rocking back and forth. As her senses gradually returned, she realized that she was weak and fatigued, but that the vampire had left her alive. The cage around her proved to be mounted on a wagon which was heading down the narrow road from Castle Ravenloft to the village of Barovia.

The wagon came to a halt in the center of the town. A tall, dark man dropped down from the driver's seat and sounded a loud, mournful call on an iron horn. As the people of the village gathered around, the driver brandished a scroll. "Let it be known," he read, "that this woman was found trespassing in the halls of Castle Ravenloft. By the order of Strahd Von Zarovich, master of Barovia, she is to be put to death. Let others who might be foolish enough to consider such a course of action take heed of her fate."

With that, the man opened the cage and dragged Jacqueline out. She struggled to break free but was far too weak from the vampire's life-draining attack to offer any effective resistance. Sobbing and begging for mercy, she was forced to her knees and her head forced down onto a wooden block. As the people of Barovia watched, a great axe was brought forward and Jacqueline Montarri was beheaded.

As the silent crowds began to disperse, a representative of the Vistani stepped forward. She told the tale of Madame Eva's death and asked that the body of the thief be turned over to the murdered woman's kin. On behalf of Strahd, the driver agreed, and the Vistani carried away the mutilated corpse.

For several days, the Vistani wove intricate magics over the corpse. Then, one week after she died, Jacqueline was restored to life.

When awareness returned to her, Jacqueline found that she was locked in the back of a great Vistani wagon. The clothes she had died in, the leather tunic and dark cotton pants that she favored when on a thieving expedition, were gone. Now, she was dressed in the wild colors and ruffles of a Vistani woman. Her hair had been drawn back and tied with a red cord, a wide band of crimson velvet encircled her neck, and the heavy odor of exotic perfumes hung thickly about her.

To her horror, Jacqueline realized that these were the same clothes Madame Eva had worn when Jacqueline killed her. There was no sign of blood upon them, but the patterns and decorations sewn on them were unmistakable.

Her mind hazy, Jacqueline tried to recall the events that had brought her to this place. She remembered her

meeting with Madame Eva and her attempt to burgle Castle Ravenloft. With a shudder, she recalled her capture by Strahd Von Zarovich and the chilling touch of the vampire. Then, as a wave of cold fear swept through her, she remembered the events that followed. She saw the carriage, the executioner, and the townsfolk of Barovia. She even remembered the falling axe and the burning darkness that followed it.

Jacqueline knew that she must be dead. There was no way for her to have survived the beheading. Somehow, the Vistani must have restored her to life—but was it life? Terrified, she considered the possibility that she might now be among the ranks of the foul undead. A quick check revealed both pulse and respiration to be normal, so she set aside fears that she might no longer be truly alive.

Certain that whatever fate the Vistani had in mind for her would be terrible, she decided to escape, drawing on her experience as a thief to ease open the wagon's door and slip quietly out into the night.

To her surprise, she was quite alone. There was no sign of the reception committee that she had expected to find outside the carriage. Instead, a broad clearing spread out around her. The Vistani had been here—that much was obvious from the burned-out campfires and such—but they were long gone.

Relieved, and more than a little confused, Jacqueline left the clearing behind in the event that the Vistani might return. She quickly came across the Old Svalich Road and discovered that she was not far from her home. With a lighter heart, she quickened her pace and made for Krezk.



The streets of Krezk were all but empty, and Jacqueline made her way to the front door of her home without difficulty. She slipped inside and bolted the door behind her.

Trying to forget the nightmares of the past several days, she stoked a fire and set about heating some washing water. She decided to take one last look at the outlandish Vistani dress she wore before removing the thing and burning it in the fire. She stepped in front of a silvered glass and let out a scream of terror that some say can still be heard in the back alleys of Krezk.

In the mirror, she saw the lithe figure that she was accustomed to. Her long, slender arms and legs, as fit and smoothly muscled as those of any athlete, were flatteringly accented by the gypsy costume she wore. Her face, however, was shriveled and old. Indeed, the head upon her body was none other than that of Madame Eva.

Disgusted, Jacqueline tore off the bright clothes, ripping buttons and hooks in her haste. She pulled the cord from her hair, and found that the dark rolling tresses she was used to had been replaced with the wiry gray of old age.

It was only when she pulled the ribbon from her neck that the true enormity of the Vistani punishment was revealed. As soon as the crimson band fell away from her neck, the room seemed to tilt wildly around her. She had the sensation of falling and tried in vain to catch herself. When she could focus again, she saw her new head seeming to grin up at her from the floor, while above her neck she could feel nothing at all.

It is a tribute to the iron will of Jacqueline Montarri that she did not lose her sanity then and there. Instead, she tried to calm herself and learn to understand the curse that was upon her. For instance, she found that she could control her body normally even without a head. When she lifted the shriveled head of the old Vistani and placed it upon her neck, it fell to the floor again. Only when she placed the head on her neck and bound it with the velvet ribbon did it remain secure.

When Jacqueline had at least come to accept what had happened to her, she vowed to undo the curse. She sought out the Vistani camp again and demanded to know what they had done to her. From most, her only answer was laughter and mocking.

One old woman, who claimed to be Madame Eva's daughter, deigned to speak with her. She was bitter, as one might well expect, and seemed delighted with the agony burning in Jacqueline's soul. She told the thief that her only chance to be free of the curse was to find her own head and restore it to its place. If this was done, she explained, the girl's desire for eternal youth and beauty would be granted. When Jacqueline demanded to know where her head was, the old woman only laughed and walked away. Despite the centuries that have passed since that encounter, Jacqueline has never been able to locate her original head.

In the long years that have passed since that day, Jacqueline has learned a great many things about her curse and its subtle ramifications.

The most important of these, perhaps, is that she can wear the severed heads of others as well as that of Madame Eva. Indeed, she has found that she begins to

develop terrible headaches if she wears any single head for more than three days in a row. Because of this, she has accumulated a great library of heads collected in a series of brutal murders over a period of many decades.

Whenever she wears a head, she gains the class and abilities associated with it prior to beheading. Thus, if she were to don the head of a 10th-level wizard, she would gain the spellcasting ability of such a character. The variety of heads she owns gives her a great assortment of skills and abilities.

Most of Jacqueline's heads are chosen not for their special abilities, but for their physical attractiveness. The same vanity that lead her to challenge Castle Ravenloft has caused her to assemble a collection of the most beautiful heads one could imagine. She spends countless hours making them up, changing their hair styles, and primping them.

Jacqueline has experimented with her special ability over the centuries. She has discovered that she cannot wear the heads of anything but human females. Males, and females of other races (like elves and even half-elves), are of no use to her. She prefers to claim new heads with her *vorpal sword* (due to the neatness of its cut), but this is by no means a requirement of her curse.

Ecology: Every day that Jacqueline spends wearing a given head ages it one year. When the head is not on her neck, it does not age. This rapid aging causes even the most beautiful head to quickly waste away. Because Jacqueline's vanity demands that she wear only the most beautiful heads, she is constantly seeking to replace her old heads with new ones.

Rather than destroying the heads that she no longer uses, Jacqueline simply tosses them into a great basement beneath her lavish home in Krezk. Because these heads do not die and remain fully aware, this chamber has become a pit of suffering as black as any found in the Abyss. Heads discarded here are kept in glass cases and stacked in row upon row as if they were crates in a great warehouse. The room is filled with an endless cacophony of screams, moans, and sobs as madness gradually claims the minds of those trapped here. Persons entering this foul area and gazing on the hundreds of eternally living and tormented heads must make a fear check at the very least. Spotting a friend's head among the heads is call for a horror check.

Neither Jacqueline nor her many heads has any need to eat or drink. Jacqueline herself still does so in the company of others, however, as this helps to maintain the illusion that she is a normal woman.

Adventure Ideas: Jacqueline's quest to recover her original head makes a fine focus for an adventure. She will welcome any information which might lead to its discovery and might well commission a company of adventurers to locate it for her.

Of course, her unending quest for new and beautiful heads might well bring her into conflict with a group of player characters. She could set her mind to claiming the head of a comely PC for herself. If this is not the case, she might also prove to be a threat to a PC's romantic interest or henchman.

Characters called upon to investigate her home will find it to be a macabre and gruesome place. While the vast majority of the mansion might seem normal enough, the "library" where she keeps her selection of heads will be more than enough evidence that they have stumbled upon something truly terrible.

The PCs might also discover Jacqueline's original head quite by accident while on some other adventure. Its location has deliberately not been specified here in order to enable the DM to place it anywhere in Ravenloft—that is, wherever it would best fit into his or her campaign. It could even be inserted into an existing module. For instance, the adventure RQ3, *From the Shadows* makes mention of several disembodied heads kept by Azalin of Darkon; Jacqueline's could easily be among them.

Of course, once the PCs have Jacqueline's head, she will stop at nothing to get it back. Because it can be used to destroy her, she will consider anyone who holds her head to be a deadly enemy.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13)
TREASURE:	L, M, U
ALIGNMENT:	Any

NO. APPEARING:	2–12
ARMOR CLASS:	4 or better
MOVEMENT:	12
HIT DICE:	2+
THAC0:	19 or better
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ to 7′ tall)
MORALE:	Elite (13)
XP VALUE:	
Slayer Warrior (2 HD):	270
Slayer Knight (7 HD):	5,000
Slayer Mage (5 HD):	4,000



The dragon slayer is a human warrior specially trained to battle dragons. Some dragon slayers consider themselves to be on a holy mission of one sort or another, while others are simply part of an order of knights dedicated to protecting humanity from one or more types of dragons.

A dragon slayer is easy to recognize. Warriors and priests wear specially crafted armor designed to protect them from the weapons of dragons—claws, teeth, and breath. The armor often makes the slayers look like the great wyrms they battle, with helms shaped into dragon heads, plate mail inlaid with a pattern of scales, and spiky protrusions jutting from the shoulders, elbows, and knees. Slayer mages wear cloaks of dragon scales with hoods fashioned from dragon skulls.

Dragon slayers speak the common language of the land they live in, as well as the language of one group of dragons (metallic, chromatic, or gem).

Combat: The traditional weapons of the dragon slayers include any weapons that inflict great damage on large creatures. Favorites include the long sword, heavy and medium horse lance, awl pike, bardiche, bastard sword, two-handed sword, and trident. Some slayers employ *long sword +2, dragon slayers* (25%). Mages wield daggers of dragon teeth and staves of dragon bone.

The slayers of 4th level or higher wear enchanted armor. In battle with dragons, the armor glows and adds a protection bonus of +1 to +5. Only warriors above 9th level who have been true to their cause can hope to gain the highest enchantment. Dragonslayer mages wear specially crafted cloaks that provide a +1 protective bonus. At 5th level, a mage's cloak becomes enchanted against dragons and provides an additional +1 protection bonus. By 12th level the bonus can be as high as +5.

Dragon slayers are immune to the effects of dragon *fear*. Warriors receive a +2 bonus to attack rolls made against all dragons, and a +4 bonus against one type of dragon. When fighting dragons, slayers get damage roll bonuses equal to their levels. Because of their training, slayers save vs. breath weapon for half or no damage. Some slayers (60%) use mounts of heroic proportions (either war horses or flying creatures). These creatures receive the same fear immunity, attack bonuses, and breath weapon defenses as their masters.

Dragon slayer warriors learn special attacks as part of their training. They receive one of these attacks upon reaching 1st, 4th, 8th, and 12th level.

Dazzle: This ability confuses a dragon and hinders its ability to cast spells or use its innate powers. The slayer twirls his or her weapon in such a way as to captivate or disorient the dragon foe. The twirling weapon disrupts the dragon's concentration, making it impossible for the dragon to gather the merest thoughts necessary to activate a spell or innate ability.

Wing Attack: Aimed at a dragon's wing muscles, this attack is made with a –3 penalty. In addition to normal damage, this attack keeps a dragon from flying for 1 round per point of damage inflicted in the attack.

Breath Stun: Aimed at a dragon's gullet, this attack disables a dragon's breath weapon. It is made with a –4 penalty. In addition to normal damage, the breath weapon is disabled for 1 round per point of damage inflicted.

Great Blow: This attack uses everything a slayer has and may be aimed at any part of the body. A slayer expends hit points and receives a –4 penalty. If successful, the dragon takes normal damage plus loses as many hit points as the slayer expended.

Habitat/Society: The most common orders of dragon slayers are holy knights who worship a dragon god but hate all mortal dragons, or warriors dedicated to battling evil dragons. They study dragons intensely to learn how best to defeat them. All travel the land, seeking their eternal foes.

Ecology: Except for their fascination with all things draconic, slayers are otherwise normal humans.

Human, Draxand

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CLIMATE/TERRAIN:	Valley of Dust and Fire
FREQUENCY:	Uncommon
ORGANIZATION:	Clan or Patrol
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	Individual K, M, N
ALIGNMENT:	Varies (Lawful evil)
NO. APPEARING:	1-12 (Patrol 2-16)
ARMOR CLASS:	Varies (5)
MOVEMENT:	12
HIT DICE:	3d10
THAC0:	Varies (18)
NO. OF ATTACKS:	Varies (1)
DAMAGE/ATTACK:	By weapon (1d6)
SPECIAL ATTACKS:	Psionics or spells
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Standard
SIZE:	M (5-6′)
MORALE:	Champion (15)
XP VALUE:	Varies (270)



PSIONICS SUMMARY

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/0/1	nil/nil	12	30

Wild Talent: Roll 1d12— **1:** danger sense; **2:** ballistic attack; **3:** adrenalin control; **4:** displacement; **5:** graft weapon; **6:** ESP; **7:** invisibility; **8:** dimension door; **9 through 12:** no significant talent.

Draxans are the citizens of Ur Draxa, the City of Doom within the Valley of Dust and Fire. From birth they are trained as warriors, psionicists, templars, or defilers. They are the lords of the Valley and aggressively attack most intruders. Draxans are human, but centuries of martial training have made them into a cruel, fierce people.

When Draxans are encountered, half are average Draxans who conform to the statistics in parentheses above. They fight and save as 3rd-level fighters, and may have a random wild talent. The rest are unique individuals. Half of these are warriors of level 3-10 (1d8+2), 20% are psionicists of level 2-12, 20% are templars of level 3-12, and 10% are defilers of level 3-12. Draxans are frequently accompanied by 0-2 slaves per Draxan.

Combat: Draxans fight according to their class. Defilers and psionicists hang back and use spells and psionic abilities, whereas warriors engage the enemy. Templars choose one of these two strategies. Slaves cower out of the way.

Standard Draxans are effectively 3rd-level fighters in all respects. They are equipped with fine chitinous hide armor and a long shield, and they carry short bows of horn and spears and short swords of fine steel. Draxans are paranoid and often go about their city armed to the teeth; in their homes, or wherever a fight would be unexpected, they are unarmored and equipped with daggers.

All Draxans are trained in the keshai, the Draxan martial art of strikes and throws, as children. Every Draxan can make unarmed attacks on the martial arts table given in *The Complete Fighter's Handbook*. If you do not use martial arts in your campaign, allow Draxans to punch and wrestle at +1 to hit and +1 on damage and knock-out rolls.

Some Draxans may have exceptional ability scores that affect their combat abilities. Roll one d6: 1-3, the Draxan has no exceptional ability scores; 4-5, one; 6, two. The abilities affected are noted in the descriptions below. Each exceptional ability has a score of 14 + 1d6 and corresponding benefits.

Fighters: Draxan warriors use three principal armors: studded leather, hide, or banded. Banded mail is usually reserved for high-level Draxan fighters. Most unique Draxan fighters have specialized in a favored weapon, gaining the additional attacks, hit bonus, and damage bonus of a specialist. Unique Draxan fighters have a 10% chance per level to own magical arms or armor of +1 to +3 value and half that chance to own a miscellaneous magic item usable by fighters.

Exceptional ability scores for Draxan fighters are found in Strength, Dexterity, and Constitution. Draxans favor short swords, large shields, spears, javelins, and bows.

Psionicists: Draxan psionicists progress as normal NPC psionicists. Generating NPC psionicists can take a long time; develop a couple of standard psionicist templates to save time. Psionicists usually wear hide or studded leather armor and prefer short swords. They have a 5% chance per level to own magical arms or armor of +1 to +3 value and

twice that chance to own a miscellaneous magical item.

Exceptional ability scores for Draxan psionicists are in Wisdom, Intelligence, or Constitution.

Templars: Draxan templars usually wear black, chitinous hide armor and carry short swords and spears on duty. Otherwise, they wear studded leather armor. Templars have a spell selection appropriate to their level. Templars have the same chance to own magical weapons and miscellaneous magical items as a fighter.

Templars may have exceptional ability scores in Wisdom, Intelligence, or Strength.

Defilers: Draxan defilers are limited to robes, but often are trained in weapons foreign to most wizards. If desired, use the Militant Wizard kit from *The Complete Wizard's Handbook* as a guide. Otherwise, treat Draxan defilers as normal mages who can wield the short sword as one of their weapon options. Defilers have spells memorized appropriate to their level and have a 5% chance per level to own an offensive magical item such as a *wand of fire, wand of frost,* or *wand of magic missiles.*

Defilers may have exceptional ability scores in Intelligence, Constitution, or Dexterity.

Draxans are persistent, aggressive foes who do not hesitate to carry the fight to the enemy. Warriors fire a volley or two of arrows, then draw their swords and attack the weakened enemy. Templars, psionicists, and defilers make early and effective use of their most powerful abilities and spells.

The Dragon Warriors: The most exalted Draxan fighters, the Dragon Warriors patrol beyond the Great Ash Storm. Dragon Warriors wear banded mail and carry shields, lances, composite short bows, and a melee weapon. They are warriors of 10th to 15th level (d6+9) and usually ride rocs.

Habitat/Society: Only a few Draxans ever leave their mighty city. The Draxans are a feudal clan society and are all considered nobles and landowners. The work of the city is performed by a massive slave population the Draxans oversee. Draxans are by nature competitive and settle their differences through ritual duels and intense feuds.

A Draxan Glossary

Chardra. A city company; a company of the Draxan Army sponsored by the city. They range in size from 60 to 400 Draxan warriors and are often supplemented with templar and Vizier detachments.

Chardraga. A legion of the Draxan army, composed of both tsaidra and chardra. There are four chardraga. Each is led by a kaisharga (Dead Lord) and is headquartered at the Hall of Glory.

Kaidar. The ritual duelling arena of the Draxans, used to settle differences and insults. Duels are often to the death.

Kaisharga. A Dead Lord, one of the powerful lich-like creatures that serve the Dragon as advisors and bodyguards. There are about 20 kaisharga altogether. See the "Kaisharga" monster entry.

Kardakyla. The estate of a tsai, or clan. A kardakyla is usually one-eighth to one-third of a kardan. All slaves and property within a kardakyla belong to the tsai. Each kardakyla is ruled by a tsaishar, or lesser clan lord.

Kardan. One of the great sectors of the city of Ur Draxa. Each of the nine kardans is ruled by a tsaisharga, or clan lord.

Keshai. The Draxan martial art of throws and strikes, taught to all young Draxans. Some Draxans continue to study keshai throughout their lives.

Shai. The Draxan patriotic or martial spirit. To a Draxan, the shai represents all that is good and wholesome about the city.

Tsai. A Draxan clan of many extended families. A tsai can range from 10 to 1,000 Draxans. All clans are considered greater or lesser clans, depending on their hereditary station.

Tsaidra. A clan company; a company of the Draxan army sponsored by a tsai. They range in size from 30 to 500 Draxan warriors.

Tsaishar. A lesser clan lord, ruler of one tsai and its associated kardakyla. Tsaishar are the leaders of their families.

Tsaisharga. A clan lord, ruler of his or her tsai and the associated kardan. In addition, the clan lord commands the allegiance of all the tsaishar (vassals) in the kardan.

Human, Ka'Ardani

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CLIMATE/TERRAIN:	Valley of Dust and Fire
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	Nil
ALIGNMENT:	Any (Chaotic neutral)
NO. APPEARING:	2d6
ARMOR CLASS:	10 (6)
MOVEMENT:	12
HIT DICE:	Varies (2d10)
THAC0:	Varies (19)
NO. OF ATTACKS:	Varies (1)
DAMAGE/ATTACK:	By weapon (1d6-1)
SPECIAL ATTACKS:	Psionics, magic use
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Standard
SIZE:	M (5-7')
MORALE:	Steady (11)
XP VALUE:	175

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/0/1	nil/nil	9	20

Wild Talent: Roll 1d12—1: danger sense; 2: ballistic attack; 3: adrenalin control; 4: displacement; 5: graft weapon; 6: ESP; 7: invisibility; 8: dimension door; 9 through 12: no significant talent.

The ka'ardani (Draxan for "outlanders" or "exiles") are residents of the outer valley, a people descended from escaped slaves, lost travelers, and exiled criminals. They survive where few creatures can—in the hellish volcanic waste of the Valley of Dust and Fire. Every day of their existence is a struggle to find food, water, and shelter.

When the ka'ardani are encountered, half are average 2nd-level fighters conforming to the statistics given in parentheses above. Half of the rest are rangers, 20% psionicists, 20% clerics, and 10% preservers.

Most ka'ardani are human, but significant numbers of dwarves, elves, and half-elves (one in six) are found among them. As a rule of thumb, allow dwarves a +2 bonus on damage and hit points, and allow elves a -2 bonus to their Armor Class. If they are unique individuals, use the racial ability score modifiers instead.

Unique ka'ardani are of level 3-12 and have a chance to possess exceptional ability scores. Roll 1d6: 1-3, no exceptional scores; 4-5, one; 6, two. They have only a 2% chance per level to own a magical item that is appropriate to their profession.



Combat: Ka'ardani make do with whatever materials they can. Weapons are made of bone or stone, and armor is usually skins (AC 9) or hide (AC 6). They carry large wicker or hide shields. Ka'ardani use spears, clubs, and bows in combat and brew type A, B, and O poisons. They are consummate hunters and are familiar with the lands they live in. They gain a bonus of -1 on their opponents' surprise rolls.

Habitat/Society: The ka'ardani gather in small tribes of two to three dozen, for the ravaged land of the Valley cannot support larger groups. The tribes are ruled by the strongest and wisest warrior, but even the most well-liked leaders must be prepared to face a challenge to their leadership at any time. The ka'ardani are survivors, and when a chief no longer leads well, they replace him. Similarly, sick or old individuals are often sent away when they become a burden to the tribe.

	Lost Ones	Madmen
Climate/Terrain:	Any Ravenloft	Any urban
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any (usually night)
Diet:	Omnivore	Omnivore
Intelligence:	Low (5–7)	Average (8–10)
Treasure:	Nil	Varies
Alignment:	Neutral	Chaotic evil
No. Appearing:	1	1
Armor Class:	10	Varies
Movement:	6	9
Hit Dice:	1–1	2
THAC0:	20	19
No. of Attacks:	1	1
Damage/Attack:	1d2 or by weapon	1d3 or by weapon
Special Attacks:	Rage	Surprise
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6' tall)
Morale:	Unsteady (5–7)	Average (8–10)
XP Value:	15	35



Lost Ones

In a land as filled with nightmares and unspeakable horrors as Ravenloft, there are persons who have seen more evil than they can possibly bear. These shattered and broken souls are know throughout the demiplane as "the lost ones."

Almost mindless, the lost ones have no interest in the outside world. They often stay in a single place where they feel safe and spend most of their time in an almost catatonic state. The enormity of the things they have seen is written in their tortured features and the blankness of their eyes, which seem to have lost the very spark of life.

Lost ones seldom speak or communicate in any way. They often emit nothing more than muttered warnings or periodic cries of alarm and terror.

Combat: Lost ones will take no actions to defend themselves from attack and will not normally engage others in combat. The only time they have been known to do so is when they are reminded of the terrors they have seen. For example, a woman who has seen her children destroyed by a vampire might go into a berserk fit and attack someone who looks much like the monster that took her family (and sanity) from her. In such cases, they attack with whatever weapons are nearby (usually just their hands). The ferocity and suddenness of their rage, however, imposes a –1 penalty on their opponents' surprise rolls.

Habitat/Society: Lost ones can be found anywhere in Ravenloft. As a rule, their wanderings will carry them to towns and villages where they become pitied and shunned creatures who survive only by the kindness of others. The only known way to return a lost one to sanity is to force him to confront the horrors that destroyed him. If a lost one witnesses the death of the thing that drove him to mental destruction, there is a 25% chance that he will be able to begin the recovery process—a process that may take many months. Because of the special link these people have with the dark powers, they are immune to magical attempts to cure them.

Ecology: Lost ones have given up all links with reality. As such, they produce nothing useful and play no important role in the world.

Madmen

For some, the horrors of Ravenloft are too much to bear. While those too weak to cope with the things they have seen are destroyed (see Lost Ones), others are driven into absolute madness. Twisted to evil, they prowl the night looking for fresh victims—often their own friends and neighbors—to slaughter.

Combat: Typically, madmen will depend on smaller weapons—knives, hand axes, garrotes, etc.—that they can conceal until they strike. Madmen normally present a pleasing front that lures their would-be victims into a false sense of security before they strike. When a madman strikes in this fashion, he imposes a –2 penalty on his victim's surprise roll. In addition, those surprised by the madman's attacks take triple damage as if they had been backstabbed by a 5th-level thief. If confronted with actual resistance to their attack, the madman will generally flee.

Habitat/Society: In many cases, madmen appear normal. They may even lead a normal life and go about in public without notice. Thus, their dress and behavior are dictated by their surroundings. When something sparks the insanity that burns within them, however, they transform into brutal killers who seek to drive the horrors from their memory in a torrent of blood.

Some madmen have special "calling cards" to mark their kills. In this way, they begin a dangerous game of cat-and-mouse with the local constabulary. A madman's calling card might be anything from a particular style of murder (cutting the throat, a single wound to the heart, etc.) to an unusual item left behind at the scene of each killing (a crimson silk handkerchief knotted about the wrist, perhaps). The subconscious mind of these twisted murderers often causes them to leave clues to their identity or that of their next victim in their "calling cards."

Ecology: In many cases, madmen continue to lead normal lives, interacting with society just as before witnessing the horrors that drove them over the edge.

	Ex-slaves	Herdsmen	Dune Traders	Ex-gladiators	Nobles	Templars
Climate/Terrain:	Any land	Any land	Any land	Any land	Any land	Any land
Frequency:	Common	Common	Uncommon	Uncommon	Uncommon	Common
Organization:	Tribe	Douars	House/guild	Tribe	Varies	Varies
Activity Cycle:	Day	Day	Day	Day	Day	Day
Diet:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	Average (8–10)	Average (8–10)	Very (11–12)	Average (5–10)	Average (8–10)	Very (11–12)
Treasure:	Nil	Nil	W	Nil	M	W
Alignment:	Neutral	Lawful neutral	Neutral	Neutral	Neutral	Lawful neutral
No. Appearing:	4–24 (4d6)	3–36 (3d12)	1–4 (ld4)	2–8 (2d4)	1–4 (ld4)	2–7 (Id6+1)
Armor Class:	8	9	7	6	8	7
Movement:	12	12	12	12	12	12
Hit Dice:	2+2	3+2	5	5	3	5
THAC0:	19	19	19	16	19	18
No. of Attacks:	1	1	1	1	1	1
Damage/Attack:	By weapon	By weapon	By weapon	By weapon	By weapon	By weapon
Special Attacks:	Nil	Nil	Nil	See below	Nil	Spells
Special Defenses:	Nil	Nil	Nil	See below	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil
Size:	M (6′ tall)	M (6′ tall)	M (6′ tall)	M (6′ tall)	M (6′ tall)	M (6′ tall)
Morale:	Steady (11-121	Average (8–10)	Average (8–10)	Elite (15–16)	Average (8–10)	Elite (15–16)
Level/XP Value:	35	35	35	65	65	120
Psionics Summary:	Varies	Varies	Varies	Varies	Varies	Varies
Player's Option:	MAC 10	MAC 10	MAC 8	MAC 9	MAC 9	MAC 8

Ex-slaves

Slavery is an integral part of the Athasian culture and crucial to the continuing economic success of the cities and villages of Athas. Slaves do most of the physical work, from common labor, such as fixing a wagon wheel, to more creative labor, such as the arts, that most freeman appreciate but view the creation as beneath them. Though slavery has become so important to the freeman, it doesn't mean these indentured individuals are well-treated. Many slaves would rather take their chances in the barren wilds than continue in the servitude of their often cruel masters. Most ex-slaves either die from dehydration or starvation or find their way to one of the hundreds of slave tribes inhabiting the Athasian wilds.

Combat: The slave tribes include individuals with many diverse skills. Most, however, have been trained in the basics of combat The weapons used are as diverse as their skills Each ex-slave is likely to have the following weapons:

	1d10	Damage (S-M/L)
Club	1–2	1db/1d3
Obsidian-tipped spear	3–4	1d6/1d8
Impaler	5–6	1d8/1d8
Obsidian long sword	7–8	1d8/1d12
Bone battle axe	9–10	1d8/1d8

For every 10 ex-slaves encountered, there is one 5th level fighter with AC7, THAC0 16, and a 50% chance of minimal psionics (as 1st level psionicist) that acts as their sergeant. In addition to standard weapons, the sergeant carries 1–6 (1d6) throwing spears. For every 50 slaves there is also a 7th level gladiator with AC 5, THAC0 14. and with a dejada (1d8/1d6, *The Complete Gladiators Handbook)* in addition to any two of the above weapons. In tribes of 100 or more, there is one 10th level gladiator with AC 3. THAC0 11, and a 75% chance of possessing a psionic wild talent. This individual is the general or chief of the tribe. There is also a 75% chance of the tribe having an 8th level preserver with AC 8. THAC0 18, and Dmg 1–6 (staff), and an 8th level psionicist with AC 8 and THAC0 16.

Habitat/Society: The slave-tribes are likely to have completely different cultures. Some tribes survive by farming and hunting in villages of 50–500 people. Others raid nearby villages and cities in bands of 4–24 raiders. Yet others sell their services to local cities and towns for food and equipment. Their hierarchy can be rigid with strict codes of conduct or they can be less structured with a more democratic system of politics. However, they all share the goal to survive and prosper in spite of the harsh environments they are often forced to inhabit.

Slave tribe leaders usually have a military background. Some have been soldier-slaves, and others, gladiators. Ex-slaves are drawn to the natural leadership ability of such military types. These leaders usually possess both combat ability and strategic military thinking If the tribe starts to falter or

enters long-term hardship as a result of poor leadership, the general will probably be challenged by another powerful military type. Assuming such combat is not to the death (a giant leap of faith in these often savage tribes) a chief so deposed does not remain with the tribe, but takes his chances alone in the wilderness.

There are few hard and fast laws that govern all slave tribes. Slave tribes relish their freedom. Slaves tend to live for the moment, taking enjoyment and pleasure where they can find it. They are known to have feasts as frequently as the cruel geography allows a bountiful harvest, hunt, or raid. Though they might appear a little carefree by Athasian standards, they are ever watchful of those who would take their freedom away. Trust is given only to those individuals who have earned that trust. Strangers wandering into a tribal village are either killed immediately or taken captive and killed later.

One attribute that tribes share is that individuals sublimate their own wants and desires to achieve the greater good of the tribe. Individuals not adhering to this code damage the tribe's ability to survive and are punished or cast from the tribe, depending on the severity of the offense.

Most tribes share a common method of settling disputes. Since the leadership of all tribes has its roots firmly entrenched in military thinking, most disputes are settled with swords and fists.

Herdsmen

Herdsmen are nomadic people organized into douars or clans that consist of no more than a dozen or so families. Generally, they herd erdlus, a large flightless, featherless bird, though mekillot, kanks, z'tal (small upright lizards). and jankx (small, furred mammals) are also frequently herded. Each clan has only one type of animal in its herd and has no expertise with other herd beasts.

Combat: While one might assume that herdsmen are an easy opponent in combat, nothing could be farther from the truth. Herds are frequently the target of raiding parties and thieves and these nomadic herdsman have learned to protect their livelihood the hard way—through experience. In combat, herdsmen generally use obsidian-tipped spears (1db/1d5 damage) These spears can be either thrown or used in close combat. Herdsmen usually carry a herding staff that can double as a weapon in combat (1d6 damage).

These tribes maintain a number of combat-trained herd beasts that respond to the commands of the herdsmen. No more than 36 HD of these attack creatures are maintained by the douar as more than that might make the beasts too independent and combative. The number of beasts depends on the type of beast being herded (2–12 erdlu, 1–3 mekillot, 3–18 kanks, 3–18 z'tal, or 6–36 jankx). The creatures attack as a unit similar to an intelligent creature because of the commands of the trainer. If the trainer is killed, silenced, or rendered unconscious, the herd beasts flee in unison in a random direction. Any being in combat must successfully save vs. petrification or be trampled by the herd, receiving 3–2 (3d4) points of damage.

The douar has a leader, a 7th-level preserver, who lends support using spells and missile weapons. There is a 30% chance the clan has a shaman, a 5th-level elemental priest who lends spell support.

Habitat/Society: Herdsmen spend their entire lives among the herd and have developed a culture that centers around the beasts. The language of a douar, while resembling the common tongue, always contains words, phrases, sounds, and semantics that to the outsider are alien and primitive. These forms of communication often send very sophisticated and complex messages. Often there exists no translation to the common tongue of the messages sent by the herdsmen. These dialects vary from douar to douar, even among the clans that herd the same beasts. The douar also wear the hide. bone, hair, or shell of their herd beasts as clothing. To outsiders. the herdsman scent is offensive, as they use the musk of their beasts to mask their human nature from the herd. Herdsmen exude a very primitive and bestial appearance.

The herdsmen have ceremonies and celebrations of almost religious significance. They have an extreme reverence for nature and the land, on which all their beliefs are based. The herdsmen recognize no land ownership. The land can't be owned as it will be there long after the youngest die.

The clan is headed by a 7th-level preserver. This chief has a 50% chance of possessing psionics as a 3rd-level psionicist. There is also a 30% chance the clan has a shaman (a 5th-level elemental priest) who acts as an advisor to the chieftain. as well as healer and diviner.

Because of the herdsmen's reverence of the land, they respect and welcome druids. preservers, and others who tend and nurture the land. However, those who cause destruction to the land, such as defilers. are greeted with enmity and scorn. Few defilers leave the presence of a douar alive.

Dune Traders

In a land as desolate and brutal as Athas, getting goods from one city to another is often a trying and dangerous task. This is the role that the dune traders have taken upon themselves. These traders are organized into hundreds of merchant houses that deal in legal and illegal contraband. While the peasantry and working classes often view the traders as kind-hearted and praise their arrival, the sorcerer kings and their templars believe the houses are threatening to their power. Most of the ruling class, though, tolerates the traders as a necessary evil since the health and happiness of their subjects often rely on the goods brought to market by these traveling merchants.

Combat: Dune traders avoid conflict if possible. The traders have learned to treat all courteously. However, there are many both in the wilds of Athas and in the more "civilized" cities that would take their goods from them by force This would not be in anyone's best interest Therefore, as a necessity of life, the traders have learned to defend themselves and their wares

Traders always carry small, concealed weapons In cities and villages this is frequently the only form of weapon carried as they don't wish to attract any undue attention or give others the impression that they are carrying valuable cargo. Therefore, a trader might be proficient with one of the following weapons

Weapon	1d10	Damage (S—M/L)
Dagger	1–2	1d4/1d3
Dart	3–4	1d3/1d2
Whip	5–6	1d2/1
Puchik (complete gladiator)	7–8	1d4+1/1d4+1
Wrist razor	9–10	1d6+1/1d4+1

When traveling through the wilds, traders also carry larger weapons to protect themselves and their wares from raiders and brigands. A trader usually carries one of the following

Weapon	1d4	Damage (S-M/L)
Spear	1	1d6/1d8
Long sword	2	1d8/1d12
Trident	3	1d6+1/3d4
Footman's pick	4	1d6+1/2d4

Also, these traveling merchants always carry some form of missile weapon, generally a long bow or light crossbow

If forced into combat, dune traders usually fight to incapacitate, not kill. There are few instances where killing makes for a conducive trading atmosphere and so it is generally avoided There is a 75% chance that any puncturing or slashing weapon carried by a trader is treated with a paralyzing poison intended to incapacitate opponents. A victim successfully hit by a weapon treated in such a manner must make a successful save vs. poison or be incapacitated for 1–12 (1d12) rounds.

Dune traders have 3rd level thief abilities (for attacks, use the Thieves Table). They usually wear leather armor (AC 8).

Habitat/Society: Athas has come to rely on the coming and going of the dune trader. The ruling classes are threatened by the power of the merchant houses The commoners, though, greet the traders with open arms for the treasures and news they bring from far-off lands.

Every merchant house adheres to different rules and customs, but there are several codes of conduct that the houses generally have in common. Traders must forsake all citizenship to cities—their families are the merchant houses, and traders must take an oath of allegiance. Traders must deal honestly and fairly and in the best interests of the house. These merchants must obey the laws and customs of the city where they are stationed and must avoid bringing the law to the house. Finally, traders must cooperate with other merchants, even of other houses, and make life difficult (expensive) for those who wrong another merchant. A trader who disobeys these codes faces the possibility of expulsion from the merchant house.

Dune traders have learned to accept and deal with all intelligent life on Athas. Humans, elves, half-giants, dwarves, thri-kreen, gith, and even halflings are all traded with equally and fairly. A trader never passes an opportunity to make a profit for himself and his house.

In the eyes of the houses, business extends far beyond the transaction. In small villages where the citizens can rarely pay in equal trade for the necessities of life, traders have been known to make deals in exchange for food, lodging, or a safe haven in the more remote areas of Athas. As far as these traders are concerned, this is just good business. One day these people may be in a position to return the favor. In a savage land such as Athas, eventually such methods are bound to pay off.

Ex-gladiators

The gladiatorial arena is the premier form of entertainment on Athas. Some gladiators are slaves, others have been bred and trained for the purpose, and a few do so as a personal choice. Regardless of the reason they are there, the survivors are frequently pampered and provided for. As a result, the standard of living for gladiators is far higher than that of the average Athasian. Yet it is not uncommon for long-term survivors of the arena to grow bored or even contemptuous of the senseless brutality and lack of purpose behind these contests. Many gladiators to escape their lives in the hopes of finding some higher purpose to their existence.

Combat: Ex-gladiators are among the most talented and skilled warriors on Athas. Their training goes far beyond the skills of weapon and fist. They have been trained in all aspects of combat. Ex-gladiators generally use the tools of the arena in combat though they can use any weapon and suffer no penalties. Weapons of choice to ex-gladiators include any two of the following:

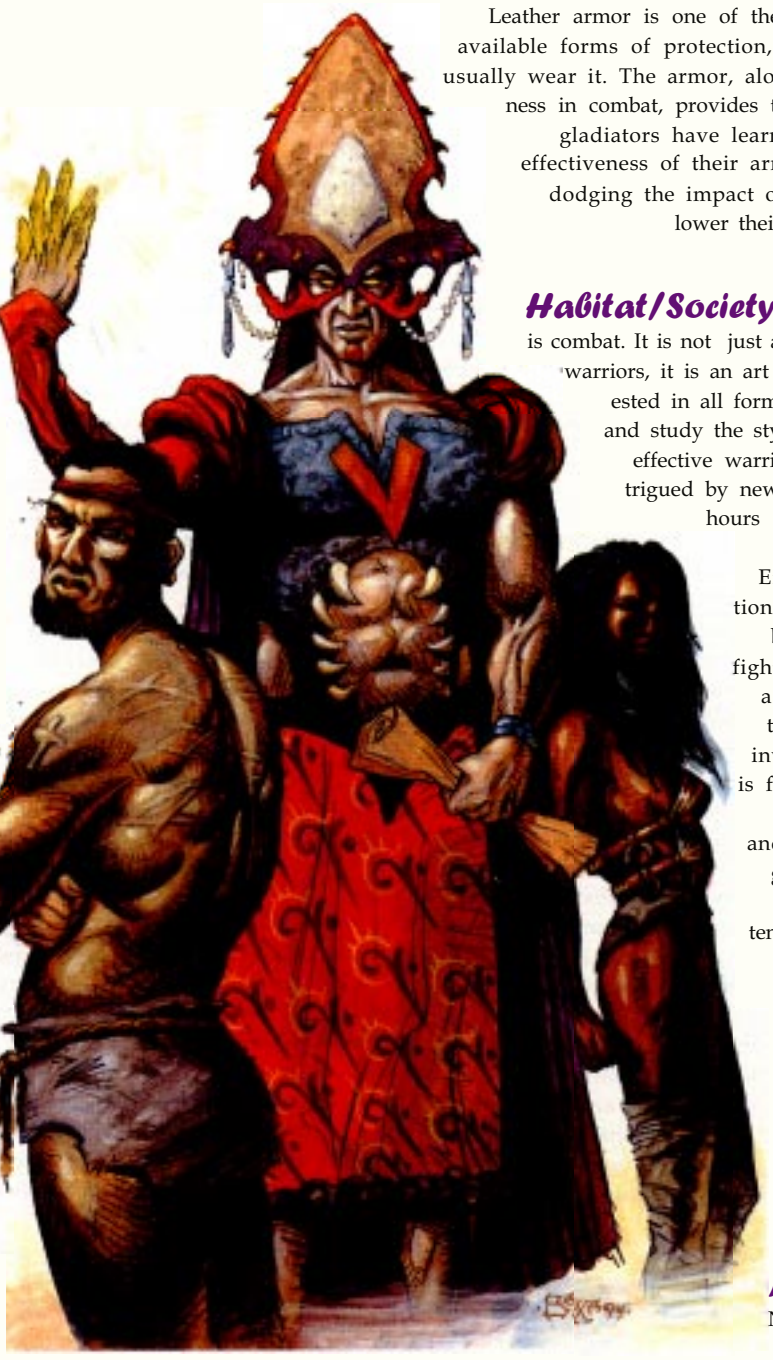
Weapon	1d12	Damage (S-M/L)
Carrikal	1–2	1d6+1/1d8
Dejada	3–4	1d8/1d6
Double-bladed spear	5–6	1d8/1d8
Lotulis	7–8	1d10/1d12
Quabone	9–10	1d4/1d3
Wrist razor	11–12	1d6+1/1d4+1

Any attack made by ex-gladiators with weapons of their choice is made at +1 because of the skill attained in the many combats fought in the ring.

In unarmed combat gladiators gain a +4 bonus to all punching and wrestling attack rolls. This bonus can be used as a plus or a minus after the attack roll is made. Consult the *Player's Handbook* punching and wrestling tables before making this decision.

Ex-gladiators frequenty resort to dirty tricks to give themselves an edge. The type of trick varies from individual to individual. Some may throw sand in their opponent's face, while others may feign injury more severe than actually incurred. A successful dirty trick allows ex-gladiators to accomplish things otherwise not possible against more attentive opponents. Opponents must make a successful Wisdom check at –2 or fall for the ruse. If successful, the trick allows gladiators a +l to initiative, attack, or damage, or it allows a –1 to be applied to their opponent for any of the aforementioned. For each successive trick attempted against the same opponent, the Wisdom check is made at a cumulative +2.

Ex-gladiators have learned to identify the weaknesses of their foes. A roll of 10 or less on a 1d20 allows gladiators to identify their target's weakness. whether it be in an awkward fighting style, damaged armor, or some other reason. For one round only, ex-gladiators can make a called shot (+1 initiative, –4 to attack) and if successful, all damage that round is doubled. After that round, most intelligent creatures mask that weakness from exposure. It is possible, however, that multiple gladiators attacking one opponent could exploit the weakness several times at the DM's discretion.



Leather armor is one of the most readily available forms of protection, so ex-gladiators usually wear it. The armor, along with their quickness in combat, provides them with AC 7. Ex-gladiators have learned to maximize the effectiveness of their armor. By moving and dodging the impact of weapons, they can lower their AC by 1 full point.

Habitat/Society: A gladiator's life is combat. It is not just a way of life for these warriors, it is an art form. They are interested in all forms of combat and war and study the styles and forms of any effective warrior. They are also intrigued by new weapons and spend hours practicing with them to become proficient. Ex-gladiators' fascination for combat goes far beyond man-to-man fighting. They also have a deep respect for the tactics and strategies involved in warfare. It is frequently this desire for something more and grander that leads gladiators to flee the arena. Ex-gladiators tend to seek some purpose to which they can apply their greatly honed skills. It is common to find these individuals performing pivotal roles in the slave tribes and villages of Athas.

Nobles

Nobles are the "ruling classes" of the city states on Athas. They control the farmlands and water that support life in these places. They are usually easy to identify as they generally travel with an entourage of personal bodyguards and are dressed in silks and finery not usually afforded to the masses.

Combat: Nobles avoid combat at all costs. They find it distasteful and beneath them. If forced into combat, nobles usually use a short sword to protect themselves. There is a 50% chance the noble possesses psionics as a 3rd-level psionicist.

When traveling, members of nobility are generally accompanied by 2–12 (2d6) members of their slave armies that act as body guards. These guards are 3rd-level fighters that carry long swords and shields (AC 7) and wear leather armor. One of the guards is a sergeant (5th-level fighter equipped with a long sword and a light crossbow, wearing chainmail and carrying a shield [AC 5]). These guards fight to the death to protect their master, not out of love or respect, but out of fear of what would happen if their liege were injured or even killed.

Habitat/Society: The noble families are among the few legitimate landed classes in the city-states and one of the few classes of people permitted to openly display knowledge of reading and writing. They control the flow of produce and water to the city-states. There are few precedents in history in which new nobility is created. Only in extreme service to the sorcerer king can an individual loin the ranks of the "ruling class. " Such a service would need to be legendary in magnitude. Even if this were the case, a king is as likely to execute such an individual, viewing him as a threat to the crown. The nobility is a hereditary class that perpetuates land ownership from sire to offspring.

Each noble family elects one member to sit on the parliamentary council. In theory, this council's purpose is to act in an advisory capacity to the king. In reality, the council does little more than attempt to maintain the status quo. It is a rare occasion that a member of council will object to a royal edict and then only when the desires of the monarch would disrupt the influence of nobility. Nobles care little for the desires of the commoners and are only concerned with issues that effect their families or their wealth. When nobles do oppose the ruler it is not uncommon for a series of convenient accidents or assassinations occur to those opposed to the king

It is always in the best interest of nobility to protect the city and their own interests. They can be counted on to dedicate all their resources to that end, so nobles are permitted to maintain personal armies of slaves. In emergencies the king can enlist the services of these armies in defense of the city. Because of the intrigues and political insurrection that accompany day-to-day life in the cities, these armies are often used against other noble houses or templars, but never against the sorcerer king or his troops.

Templars

Templars are the clergymen devoted to the sorcerer-king of their city. While similar to elemental clerics (the templar is granted spells for devotion and worship), templars draw their mystical power from magical energies of their sorcerer king, not from the elemental planes. Because of the significant amount of energy that spell granting drains from the liege and the surrounding land, templars ask for and are granted only a few spells in relation to other clerics.

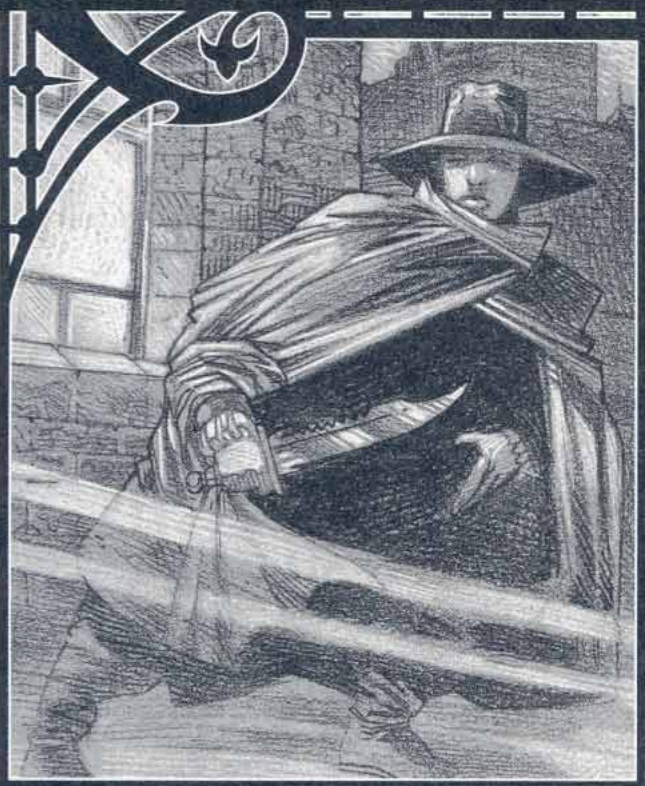
Combat: Templars use both their spell abilities and weapons in combat They prefer to avoid combat personally, so unless surprised, most templars cast spells intended to incapacitate their opponents. Such spells as *hold person* or *charm person* are often used to subdue "criminals" in order to bring them to trial, convict them, and sentence them to the arena. This brings pleasure to their king and prestige to themselves.

Templars have, however, been educated in the art of combat. Before their years of devotion to the order, all templars are required to undergo intense physical training. Templars are not restricted as to weaponry or armor, but most wear leather armor (AC 8) and are equipped with short swords (1d6/1d8). There is a 25% chance that templars are accompanied by 3–12 (3d4) soldiers (AC 8, 2 HD, #AT 1, Dmg 1–8) and a sergeant (AC 5, 5 HD, #AT 1, Dmg 1–8).

Habitat/Society: As agents of the sorcerer-kings' will, templars are feared and despised by common city-dwellers. These priests are known for their abuse of power and blindly enforce the laws of the king. Often their punishments are unjust and unwarranted. The most powerful and influential individuals have the power to investigate, arrest, accuse, and convict a suspect. This suspect can be as lowly as a slave or as important as a noble. Templars are also corrupt and can be bought by the highest bidder. Complaints of this corruption tend to get lost in the administrative bureaucracy.

Templars, like nobles, are permitted to know the arts of reading and writing. With religious zeal, they enforce the laws preventing other classes from attaining this knowledge. They perceive knowledge as power and if others can attain this knowledge, the power of the templars is diluted.

Human, Madman, The Midnight Slasher



Climate/Terrain:	Invidia (Karina)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	8
Movement:	12
Hit Dice:	5 (17 hit points)
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Triple damage on backstabs
Special Defenses:	Hide in shadows 90%
Magic Resistance:	Nil
Size:	M (6'2" or 5'8"; see below)
Morale:	Unsteady (7)
XP Value:	650

The city of Karina lies nestled in a wooded valley carved by the sparkling waters of the Musarde River. Its cobblestone streets are kept clean and in good repair, flowers decorate window boxes throughout the town, and the weather is generally mild and pleasant.

One night each month, however, a thick fog boils from the river and flows through the streets. When this happens, people fear to leave their homes. They hide behind locked doors until the sun rises and burns off the hated mists. From behind barred windows, they peer nervously into the night and listen for the chiming of the great clock in the center of town. Almost without exception, the last bell of midnight is followed by a scream of terror somewhere in the city. As the echoes of this cry fade into the fog, people make holy signs and offer thanks that the Midnight Slasher has chosen someone else as his victim that night.

Though few have caught more than a fleeting glimpse of the Slasher, there are enough scattered reports of sightings to piece together a fair description of the fiend. The Slasher is tall, rather over six feet in height, and slender. He wears a wide-brimmed hat and a billowing cloak of some black fabric that seems to drink up the light, making him hard to see. The lower half of his face is obscured by a black cloth, above which maddened eyes stare out from a narrow band of pale skin. When he strikes, he uses a long, razor-sharp blade.

None have ever spoken with the Slasher, so it is not known what languages he might speak. The folk of Karina assume he is a native of Invidia, and thus understands the local language, although a few insist this fiend is a foreigner, probably one of those sinister Vistani outcasts known as darklings.

Combat: The Midnight Slasher is not a man who likes to stand for a fair fight. However, when he is able to strike with surprise, he is a deadly assassin. The black cloak that he wears was crafted by the drow of Arak and is said to have been fashioned from darkness itself. When the Slasher wears this cloak, he is able to hide in shadows with 90% effectiveness. In addition, he wears drow *boots of elvenkind* which enable him to move silently with a 95% chance of success. Both of these items work only in darkness; together, they give the Slasher triple the normal chance for surprise. If he attains surprise, the Slasher's attack roll is made with a +4 bonus and inflicts triple damage. In addition, the Slasher has the following thiefly skills: Pick Pockets 50%; Open Locks 42%; Find & Remove Traps 42%; Move Silently 40% (95% with boots); Hide in Shadows 31% (90% with cloak); Hear Noise 20%; Climb Walls 90%.

The Slasher limits his attacks to individuals foolish or unlucky enough to be caught outside when the hour of midnight arrives. He never attacks groups of people nor anyone who looks as if he or she may pose a serious threat. If he fails to attain surprise, the Slasher will usually flee, using his drow cloak to vanish into the night.

Habitat/Society: The Midnight Slasher's greatest secret is that "he" is in fact a woman—a fact which the good folk of Karina do not even begin to suspect. Part of the reason for this is that the cloak, hat, and boots not only hide her features but also make her appear taller than she really is. Another is that they cannot conceive that the shy and silent sneak thief they scoff at and curse by day and the brutal murderer they so fear by night could be one and the same.

The story of the Midnight Slasher begins not with the young woman herself, but with her parents. She was barely five years old when her father, a strong and

handsome woodsman, drew the attention of the lord of Invidia, Gabrielle Aderre. After her first chance encounter with him, she learned that he was married with a wife and daughter to whom he was utterly devoted. Aderre vowed that his happiness would be destroyed and began to visit the woodsman regularly. Eventually, the temptress lured him into her arms with her unnatural charms.

As she toyed with the entranced woodsman over the next several weeks, she saw to it that his wife learned of her husband's infidelity. The tension that was growing between the young couple culminated when the wife and daughter returned home early from errands about town and discovered the lovers together. As Aderre stood by and watched with mocking laughter, the young couple plunged into a violent fight. With the prompting of the beautiful but evil witch, the argument grew into something that neither could control. In the end, husband and wife killed each other, utterly consumed by their overwhelming rage.

Aderre left the bloody scene well satisfied with the tragedy she had wrought. She paused in her departure only long enough to kneel beside the almost catatonic child and kiss her gently on the forehead. From that moment on, the young girl's sanity was destroyed.

For the next several years, the young orphan lived as a beggar on the streets of Karina. She stole food and clothing when she could, starved and shivered when she could not. She found shelter in the darkest sections of the city, a neighborhood inhabited by criminals, beggars, and harlots. She saw the latter as kin to the vile woman who destroyed her parents and began to develop a burning hatred for them. Gradually, she became more and more detached from the human race.

Years passed and the girl grew to adulthood on the streets. She spoke to no one, hid from others, and was all but invisible in the heart of Karina. One night, when a thick fog had rolled in from the river to fill the night with misty shapes, she happened across a traveling adventurer in the arms of a trollop. The scene reminded her so much of the one that she and her mother had walked in on that she flew into a wild rage. Over and over she tore at the woman with her dagger as the adventurer fled into the night. When she finished her butchery, the young thief stood over her kill and listened to the distant chiming of the city's great clock tower. As the last echoes faded, the Midnight Slasher was born.

Ecology: The Midnight Slasher lives in the darkness, just as she always has. She moves about the city; hiding, watching, and stalking her next victim. She survives by stealing food and drink. Her knowledge of the city's darkest corners—its dank alleys, abandoned buildings, and forgotten culverts—is unmatched, making her as deadly as any spider in its web.

Adventure Ideas: A Dungeon Master who plans to present the Midnight Slasher in his or her RAVENLOFT game must be very careful. With a foe of this type, the line between horror and gore can be difficult to judge. If the Slasher is presented simply as an insane killing machine who leaves a trail of bodies behind her, then the atmosphere of gothic horror which distinguishes the Ravenloft game has been lost. Instead, the DM should take care to play up the Midnight Slasher as a stalking, macabre character. By using her knowledge of the city and her magical cloak, she can strike and then seem to vanish into thin air.

The most logical adventure to center around the Slasher would be one of detective work. The PCs are called upon to investigate the mysterious killings which have haunted the people of Karina for many years. The best hook to begin this adventure with would be a killing of someone important to the PCs.

I am the night.
I am the fog.
I am the knife.

You cannot hide from me.
You cannot run from me.
You cannot escape me.

The darkness is mine.
The anger is mine.
The vengeance is mine.

I live in your city.
I lurk in your nightmares.
I strike in your sleep.

Let those who live in filth tremble.
Let those who walk the streets weep.
Let those who hurt the children die.

—An assortment of verses found written in blood near the bodies of the Midnight Slasher's victims

Human, Pygmy

CLIMATE/TERRAIN:	Jungle or tropical island
FREQUENCY:	Uncommon
ORGANIZATION:	Village
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8—10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	11–20 (village: 20—50)
ARMOR CLASS:	10 or better
MOVEMENT:	9
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Surprise, poison, missiles +2
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (3′–4′ tall)
MORALE:	Average (8–10)
XP VALUE:	35



Pygmies are small humans who live in the deepest jungles or on isolated tropical islands. They were once widespread, but competition with taller neighbors has forced them into small pockets of wilderness unclaimed by others. Pygmies look like small versions of other natives, with brown or black skin, dark eyes, and tightly coiled black hair. They wear little more than loincloths made of animal skin; the tails of these skins are often left intact to dangle behind them. This has led to the rumor that they have tails.

Pygmies have their own language and also speak the trade talk of the area.

Combat: Pygmies combine the woodcraft of elves with the stealth of halflings. They conceal themselves in thick jungle foliage so well that they are considered *invisible* in their home terrain (though magic will detect them). If they have prepared an ambush for their enemies, opponents have a –4 penalty to their surprise rolls.

Pygmies arm themselves with these weapons: short bow (flight arrows), club, knife, spear, or machete (this is only available through trade, treat as a short sword). When using short bows of their own making, pygmies have a +2 bonus to hit. If the pygmies have no access to metal, their weapons will be made of wood, stone, or bone. Some tribes use blowguns instead of bows, using them with equivalent skill.

If attacked by superior numbers, pygmies use guerrilla tactics. Like elves, they can move, fire a bow once, and move again, all in the same round. They move quickly and quietly though the foliage, leaving no trace of their passage (as the 1st-level priest spell *pass without trace*). If they have time to prepare, pygmies string nets across trails to impede movement; when intruders stop to cut these down, the pygmies attack from ambush. They will prepare snares and pits; some set with wooden spikes. If forced to fight in their village, the pygmies will use shields.

Habitat/Society: Pygmies live by hunting and foraging, having no domesticated animals or plants. They have no metallurgy; they get what metal tools and weapons they can by trading with other native tribes.

They live in villages of up to 50 inhabitants, which they freely abandon when food in an area is exhausted. As they have no agriculture, this occurs fairly often. A nomadic pygmy tribe might have several different village sites that they travel between on a regular basis. Pygmy huts are quickly constructed structures of wood and bark.

The pygmy population in a tribe is evenly divided, roughly one-third adult men, one-third women, and one-third children. For every 8 adult males, one will be a fighter of 2nd–4th level. Each tribe has a chief who is a fighter of 5th–8th level and 1–2 priests of 1st–8th level. Further, there is a 50% chance that one pygmy in the village is a ranger of 1st–8th level. Pygmies are mostly neutral or neutral good; few turn to evil.

They do not allow strangers to disrupt the ecology of their lands. Those who come with peaceful intentions are 75% likely to be met with friendliness; otherwise, the pygmies simply demand that the intruders leave. Strangers who refuse are attacked. This will not be a frontal assault, but sustained guerrilla warfare and raiding until the intruders leave. The best way for outsiders to be accepted is to approach openly and offer gifts to the chief. This action practically guarantees a friendly reception, provided the guests behave themselves.

Ecology: Pygmies are omnivorous, eating any food they find: wild game, insect larvae, eggs fowl, and wild fruit. They respect the forest, neither hunting more game than they need, nor cutting down living trees. Moreover, they do not willingly live in isolation, and carry on a lively trade with their taller neighbors. Pygmies offer meat and hides in exchange for salt, metal tools and weapons, and cloth.

—*From* DUNGEON Magazine #56

Pygmy Hunting Poison: Pygmies have a special poison made from beetle larvae, which they use to bring down larger game animals. The poison is used only on arrowheads or blowgun needles. A creature hit must make a saving throw vs. poison at a –2 penalty. Success means the poison has no effect. Failure means that the next round the victim is *slowed* (as the 3rd-level wizard spell) and the following round is *paralyzed* for 1–4 turns (in this time the animal is hunted down and killed). The poison breaks down in one hour, leaving the dead game safe to eat.

Human, Vistana

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (9-16)
TREASURE:	J, K, M (A)
ALIGNMENT:	Neutral

NO. APPEARING:	5–50
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	Evil eye
SPECIAL DEFENSES:	Prognostication
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	15



The Vistani (singular, *Vistana*) are a mysterious nomadic people resembling gypsies in manner, dress, and custom. Although their origins are lost in the distant shadows of their oral history, their legends agree that the Vistani fled the place of their origin to escape a terrible shadowy enemy, which still seems able to threaten them.

The Vistani are swarthy and dress in vibrant clothing; their hair is generally black, though some are born with amber tresses. Their eyes are black and luminous, and a few tribes have features that suggest the Orient.

In addition to the common tongue, the Vistani have a secret language of their own, which has special trail signs and much in common with thieves' cant.

Combat: Many Vistani are skilled as warriors and thieves. Spellcasters are rarer and usually women. Vistani typically arm themselves with swords, daggers, cudgels, light axes, and similar weapons. Missile weapons are uncommon; longer distance weapons tend to be light crossbows or slings, while throwing daggers are popular for short ranged work.

Many Vistani have a gaze attack called the *evil eye*. This focuses powerful negative emotions—hate, anger, jealousy, —against a creature meeting their gaze. The attack is usable thrice per day, and can manifest in one of five ways. The most common are a *hold* (person or monster) or a *curse* (though *fear, charm,* and *suggestion* effects are not unknown). To avoid the effect, the target creature must make a successful saving throw vs. paralyzation. Failure against any except the *curse* afflicts the creature for 2–5 rounds; failing against the *hold* by 4 or or more inflicts disabling convulsions upon the victim for three rounds. The *curse* effect is similar to the reverse of the 4th-level wizard spell *remove curse*. It can affect either a creature or an item, but the curse itself must be spoken.

Habitat/Society: The Vistani are vagabonds, wandering from land to land, seldom pausing for more than a week in any one place. A Vistani caravan has 5 to 50 members, and is usually an extended family. The leader is a woman, called a *raunie*, and she is assisted by a man, called a *captain*. Caravans of 30 or more will be led by a raunie of at least 5th level and a captain of 4th level, while those of the greatest size will have a raunie and captain of at least 8th and 7th level, respectively.

Non-Vistani are called *giorgios*. While these individuals may be befriended or guided (or swindled), they will not be considered part of the Vistani fellowship.

The Vistani pursue a number of occupations. All caravans have at least some fortune tellers and entertainers, and characters of nearly any rogue or warrior class (except paladins) may be found among them. While the Vistani do not have clerics or priests of an organized religion, this role is fulfilled by individuals who function as shamans, mystics, healers, or oracles. Most of these are Vistani women.

Most Vistani live in traveling wagons. The typical wagon, called a *vardo*, is small wooden caravan wagon with a high arching roof and a door at the back. The driver sits at the front in an outdoor seat. Vardos are painted in vivid colors and might even have tiny windows of tinted glass, if the owner is prosperous. The vardo travels with a menagerie. Horses and faithful mongrel dogs trot along side. Crates of chickens may be strapped to the sides or beneath the wagon, and a tethered ox or goat may bring up the rear. Sometimes a trained bear accompanies the caravan, ready to amaze and entertain villagers at the next stop.

The campfire is the center of Vistani family life. Each night, the men build roaring fires and play their violins as young women dance and recount the oral history of the family. Older members recall important legends at these nightly gatherings.

Beyond the independent caravans, the Vistani clans are loosely united into a number of "tribes." The tribes are further united into three great Vistani "nations," called *tasques*. While each "nation" has its own manner of dress, appearance, and traditions, they all recognize each other as fellow Vistani. Each nation has certain crafts and services in which its members traditionally excel. The three distinct nations of the Vistani are the Kaldresh, the Boem, and the Manusa.

Kaldresh

The Kaldresh are "camp followers:" tinkers, smiths, animal trainers, and healers. They pride themselves in their ability to supply armies, trade caravans, adventurers, and others with the proper tools needed to defeat enemies, as well as needed healing after a battle. The Kaldresh have been known to supply both sides in a conflict, not really caring about the disputes of non-Vistani, but more interested in making a living. Tribes include the Kamii, Equaar, and Vatraska.

Boem

The Boem are consummate entertainers. Their camps are rife with bards, dancers, musicians, and con men. They seem to have the ability to turn even the most hostile audience into an adoring crowd, and frequently a charming Boem can convince an entire village to gamble away months of savings on a rigged game with a smile and a few well-placed words. They have a darker side; they also hire out as smugglers, kidnappers, and assassins, using their innate charm to circumvent obstacles that stymie others. Like the Kaldresh, the Boem might accept such assignments from all sides in a conflict, performing what they view as necessary, preordained tasks. Tribes include the Naiat and the Corvara.

Manusa

The Manusa are the rarest of the major tribes and are seldom encountered in numbers larger than a single family. They are the most mysterious and reclusive of the Vistani and the ones closest to the oldest legends of the race. They are tinkerers in the arcane: amulets, charms, potions, and lore. Rumor says they have the power to bend time and space to their will, and that they know much of ancient evils and how best to ward off or escape them. It is believed they guard the other Vistani from the return of their age-old enemy. Tribes include the Canjar and the Zarovan.

Ecology: The Vistani diet consists of roasted meat, goat's and mare's milk, berries and other fruit, and strong coffees.

They are a passionate people who value their arts and their families above all else. While they may befriend or defraud giorgios, they value their freedom, and also value honesty and loyalty among their own. They may join others against ancient and enduring evils if convinced the evil is a personal threat to the Vistani, or they may just move away. Only rarely will a Vistani become a true servant of evil, and these are invariably outcasts.

The Vistani earn their living in various ways, mostly through services, minor arcana, fortune telling, and entertaining, though they have a reputation for thievery. They occasionally hire out as guides. They have a knack for guiding parties safely to wherever they wish to go. (In these cases the Vistani perform exactly according to contract, not going beyond the letter of the agreement, but not falling short of it, either). They are not adverse to negotiating a new contract if the other party wishes. They are clever, and always find ways to honor their agreements, even if these have been made with conflicting sides.

Other Vistani

Unity with the caravan and tribe and their nomadic lifestyle is so central to the Vistani character that if one breaks from the tribe, a distinct transformation occurs in his or her personality. These solitary Vistani include several distinct types:

Darklings

Darklings are Vistani who have been cast out of the fellowship for unforgivable crimes against other Vistani (such as murder). While they appear much as other Vistani, their features are generally sunken and starved, and their eyes burn with hatred. They believe the world has done them a great wrong and now owes them a great debt. Thus, they take what they feel they need, without regard for the consequences. Darklings often lead or are found in bands of ruffians or bandits. They have no fortune telling abilities, but still possess their *evil eye* ability. The death of a darkling will be sensed by any nearby Vistani caravan; they will arrive on the scene to give the darkling a proper Vistani burial. Without such a service, they darkling will rise as an undead creature to continue extracting the payment the world owes him.

Dukkar

The dukkar is the product of a cursed union, and is fated to be an agent of the Vistani's shadowy enemy. He is a male Vistana born with the power to see into the future, and he will commit great atrocities in his lifetime. The dukkar is a blind spot in the Vistani ability to foresee the future, and any Vistani precognition is unreliable or fails outright when he is involved. Often, a dukkar will be immune to the Vistani *evil eye*. The Zarovan tribe has the duty to locate and destroy any dukkar before he reaches adulthood. If they fail, the dukkar will cause great upheaval and tragedy. Legend say that the dukkar's dark powers will increase in strength and number as he survives; these are unpredictable and unique to the individual.

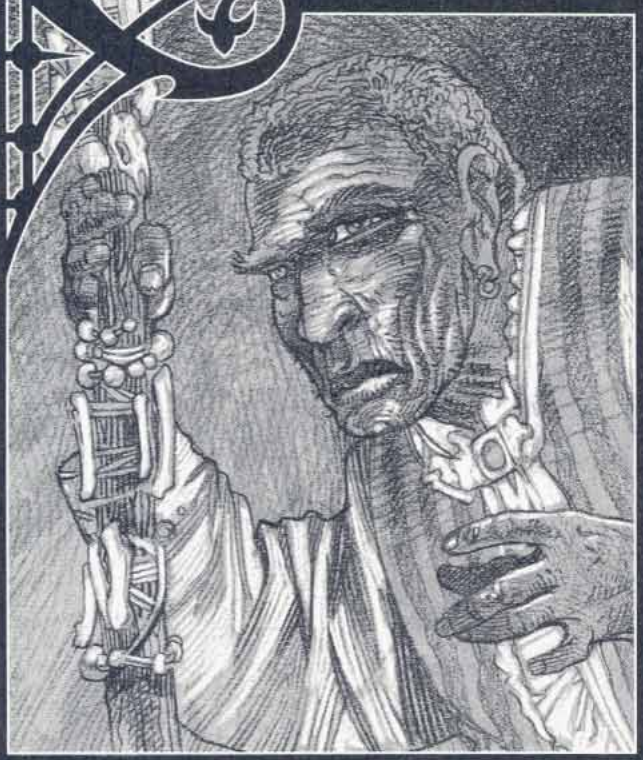
Mortu

Vistani who give up the nomadic life to live among settled peoples are called *mortu*. They soon lose their powers of foresight and emerge as nervous, suspicious individuals who demand solitude on a regular basis. Some live by faking the talents of true Vistani, others join thieves' guilds or become adventurers. They are driven by a yearning for their former life and community, but are somehow never able to recapture it. In combat, they often fight wildly and ruthlessly, driven by a desperate despair.

Fahtah

The reclusive fahtah, often called a witch or a hag by non-Vistani, is a woman of the Vistani who has left her tribe to spend her days communing with spirits. Now she cackles gleefully at the shadows that flit past her campfire, as she speaks in long-dead languages to spirits that only she can see. Fahtah are loved by the spirits with which they commune, and any attack upon one will subject the attacker to a swarm of noncorporeal undead, as well as curses great in both number and power. A fahtah often retires from Vistani life because of some great tragedy, curse, or madness that has afflicted her or her immediate family.

Human, Voodan, Chicken Bone



Climate/Terrain:	Souragne
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Exceptional (16)
Treasure:	S, V
Alignment:	Lawful neutral
No. Appearing:	1
Armor Class:	10
Movement:	6
Hit Dice:	1 (3 hit points)
THAC0:	See below
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Voodan rituals
Special Defenses:	Voodan rituals
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Average (8)
XP Value:	120

The Voodan are a race of humans who are found only in the misty domains of Ravenloft. Some say they are an offshoot of the Vistani, but there is no real evidence to support this claim. Little is known about them, because they keep to themselves and never reveal anything of their pasts.

Chicken Bone is an old man who lives in the domain of Souragne. His real name is lost to the mists of history and none now speak it. When the people of Souragne speak of him now, they do so in hushed tones, for Chicken Bone is a Voodan—a master of dark and mysterious forces that most would not dare to contemplate, let alone attempt to control.

Chicken Bone looks for all the world like any other shriveled old man. His hair is cut short and frazzled, looking as if it has never seen a comb. His gray eyes are set back beneath protruding brows and divided by a long, straight nose. He has no beard or moustache, save that his wrinkled chin is covered with a scattering of wiry whiskers. He wears bright, colorful (some would say gaudy) clothing. He may or may not be typical of the Voodan; so few of them have been encountered that it is impossible to say.

Chicken Bone walks with the aid of a long staff which he leans on heavily. Countless bones dangle from this staff. Despite his name, these bones come from many types of small animals, including lizards, chickens, squirrels, chipmunks, fish, and snakes.

Chicken Bone speaks in the language of the common folk of Souragne. Further, he claims to know the language of the dead and can *speak with dead* (or undead) at will. If there is a language native to the Voodan, Chicken Bone probably speaks it, but this is impossible for outsiders to judge.

Combat: Chicken Bone is exactly what he appears to be, a half-crippled old man. As such, he is hardly suited to melee combat. If forced to defend himself, he strikes with his staff, hitting only on a natural roll of 20 and inflicting merely 1 to 2 (1d2) points of damage with each blow.

However, this old man is able to call upon the forces of the undead to defend him. At any time, he can call 2 to 12 (2d6) zombies to come to his aid. These creatures will be normal zombies (85%), monster zombies (10%), or ju-ju zombies (5%). The ritual to summon these defenders requires 1 hour to perform, so it is of little use if he is caught unawares by danger. However, if he is attacked in sight of any undead creature with no higher than Low intelligence, that monster will come immediately to Chicken Bone's aid.

Chicken Bone is able to employ a number of magical spells. In order to invoke any given power, however, he must complete a complex ritual. Given enough time, the old man can cast any spell from the schools of Necromancy, Enchantment/Charm, or Greater Divination. The ritual required to invoke these spells is quite involved and requires no less than 1 hour per level of the spell. During this time, the Voodan must be left undisturbed. The rituals by which Chicken Bone invokes his spells require him to set alight numerous candles, burn certain incenses, and offer up the lives of one or more small animals as sacrifices—to what, he will not say. In addition to whatever material components the actual spell might require, Chicken Bone must have a sympathetic token from both the person hiring him to cast the spell and the person to be hindered or harmed by it. These tokens can range from things like a lock of hair, some nail clippings, or a drop of blood to personal possessions like a favorite weapon, a wedding ring, or an important lucky charm. Range is not a considera-

tion, for the use of the sympathetic token negates all such concerns.

Neither of the sympathetic items are destroyed in the casting of the spell and Chicken Bone retains them afterwards as part of the contract for his services. In this way, he is able to cast spells on his patrons if they later threaten or refuse to pay him.

Habitat/Society: As has been said, Chicken Bone's origins are utterly unknown. Indeed, it is said that he himself no longer remembers them. So far as Souragne is concerned, the story of this gnarled old man begins some 20 years ago.

It was a cold night and the last full moon of the year hung in the sky like a great jaundiced eye when word spread through Souragne that a strange man had appeared in the swamps west of Port d'Elhour. He had assembled a shack of sugar cane, bamboo, and reeds on an island in the center of Lake Noir. At the same time, a rickety raft appeared near the shores with a long pole that could be used to navigate the open water and reach the island.

Word quickly spread that this old man was a master of strange spells. For a price, it was said, he would use these powers to strike down enemies. As payment for his services, he required only that supplicants perform some service for him. As a rule, these services were minor. On rare occasions, however, the task required might be quite extreme. The severity of the required payment seemed to have no relationship to the action that Chicken Bone performed.

Those who failed to repay their debt to the old man soon fell ill and died. No magical or natural healing seemed able to save them. Once dead, these sorry souls are said to have risen anew as ju-ju zombies who now wander the marshes around Lake Noir. They are now the minions of the Voodan, repaying their obligation with an eternity of servitude.

When someone hires Chicken Bone to cast a spell, the task that he requires of them should be decided upon ahead of time by the Dungeon Master. Like so many aspects of Ravenloft, this seemingly random event ought to be controlled to promote the overall flavor of the game and to drive the plot forward. It is important to note that the old man does not reveal his price until after his ritual is completed and the spell cast. The price for his services, he insists, comes to him during the ritual.

Ecology: The Voodan are an unusual people. They seem to have no homeland, instead settling in many diverse places. There are reports of them living atop mountain peaks, in remote caves deep beneath the surface of the earth, or at the heart of impassible swamps. Wherever they dwell, however, they make their homes difficult to reach. While they are not selective in their customers, those who wish to employ their services must prove their desire by surmounting whatever obstacles might stand between them and the Voodan. Chicken Bone is no exception; the swamps around him are alive with deadly monsters. Reaching his island home can be an adventure in itself.

It is worth mentioning that Chicken Bone seems to have some immunity to the horrors living in the swamp around him. None of the terrible creatures that lurk near him, whether they be magical or mundane, will attack him. Indeed, most will come to his aid if he is attacked. Thus, while it is impossible to say for certain, it seems likely that anyone who kills the old man will stand little chance of escaping the swamps of Souragne alive. In addition, rumor has it that a major curse will strike anyone who harms the Voodan; the truth of this rumor, and the nature of the curse, is up to the Dungeon Master.

Adventure Ideas: Seeking out Chicken Bone to have him cast a spell upon one's enemies is generally not something any group of player characters will want to do. After all, such actions may well require them to make Dark Powers checks. Further, they will then have to leave some sympathetic token in the old man's possession and do him a service, probably not something the average PC will find palatable.

On the other hand, someone might well use the old man's powers to hamper the efforts of the PCs. If this happens, the adventurers may find themselves forced to seek out the hermit and confront him to learn the nature of their enemy. It might also be necessary for the party to recover the sympathetic token(s) used against them. In addition to the fact that Chicken Bone will be very reluctant to part with the items he has acquired, the PCs may find it difficult to locate the specific thing they are searching for, as the old man's home is cluttered and strewn with a bizarre assortment of things.

The land of Souragne is featured in the novel *Dance of the Dead* and in the module RQ1, *Night of the Walking Dead*. Dungeon Masters running that adventure might find Chicken Bone an interesting addition to it. He could serve as an ally to the player characters, providing them with useful information and magic if they are having too tough a time with things. Conversely, he could aid the forces of darkness if the adventurers are finding the adventure insufficiently challenging.

Human, Wonderseeker

CLIMATE/TERRAIN:	Any space or city
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies: 11-18 (10 + 1d8)
TREASURE:	J,K,Q,S,V,X (A,B,H)
ALIGNMENT:	Any (usually chaotic neutral)

NO. APPEARING:	1
ARMOR CLASS:	Varies (10)
MOVEMENT:	12
HIT DICE:	Varies; usually 7-12 (6 + 1d6)
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	By weapon type (plus possible strength bonus)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Varies; usually Elite (13-14)
X.P. VALUE:	Varies



"Wonderseekers" are spacefaring humans who roam space in search of entertainment, conducting elaborate games among themselves in which other beings may become unwitting accomplices or pawns.

Wonderseekers are nothing like "Seekers," who quest after knowledge. Rather, they are dilettantes, dabbling unpredictably in other's lives and affairs for personal satisfaction alone. They may aid or inform others, or attack or torment them.

Wonderseekers favor frilly, fantastic garb, with cloaks, gems, and body adornments. They often carry magical *gemswords* (see "Personal & Ship Equipment") and *wands of paralyzation.* They use elaborate, courtly manners and flowery speech, and have a taste for wild adventure coupled with innate wanderlust.

Combat: Wonderseekers may appear bored and effete, but all are warriors (66%) or rogues (67-77% thief; 78-90% bard; 91-99% dual-classed, wizard and one of the classes already listed; 00% dual-classed and having an inherited spell-like innate magical natural ability).

Wonderseeker magical abilities are usually small-scale alterations of their own person. All are usable once per turn, but only 3-6 times in a day. The most common abilities are *dimension door, fly, invisibility, levitate, spider climb* and *telekinesis.* No wonderseeker ever has more than one ability. Such powers may be used on a whim or to escape danger, but are never advertised or revealed without reason.

Wonderseekers are proficient in the use of long swords and in a variety of other weapons, usually hand crossbows, throwing axes, darts, and daggers. If fighters, wonderseekers specialize in long sword use. They use wits and tongue to avoid needless combat—it's messy and brings trouble with local authorities. Most pursue duelling as a hobby.

Habitat/Society: Wonderseekers are misfits who go their own ways to seek their own pleasures and achievements. Decadent and bored, most achieve satisfaction in fulfilling personal wants through sheer time, persistence, and devising or acquiring magical items. They feud among themselves, but also share mutual honor and respect—and will aid even hated rivals against neogi, illithids, and other monsters. They rarely duel another wonderseeker to the death—but instead favor "The Death of Seven," a ritual in which one anonymously hires seven assassins to slay another.

Each assassin must work alone, making a single attack at least one day after a previous attempt. Each must leave a clue as to their sponsor's identity (the sponsor devises and supplies these clues). The terms of the ritual stipulate that a wonderseeker can never try another Death of Seven against anyone surviving all seven attempts, and that the survivor should have received clear clues to know exactly who sponsored the Death against him.

To become a wonderseeker, one must have access to *potions of longevity,* find a way into space, and survive. Most are adroit traders, thieves, and explorers, and have acquired magical wands, potions, and such mundane but useful magical items as a *decanter of endless water* and a *Murlynd's spoon.*

The DM must decide what magic a wonderseeker has hidden on his person, ship, and in treasure caches. A wonderseeker usually carries 2-5 personal magical items. Small, portable items are favored, especially those that can be worn or concealed. Popular items include *bracers of defense, lens of detection,* various *figurines of wondrous power,* and *necklaces of missiles.* Several specialize in making unique (DM-devised) forms of *Quaal's feather tokens* to surprise and confound foes.

Wonderseekers often seem calm and uncaring in the face of great danger. Following them or their advice can be deadly; to them, entertainment is all. They always seek novelties and experiences, and battle all who would impose order on them or others.

Ecology: Wonderseekers are essentially gadflies and parasites. They serve as wild cards working unpredictably against other power groups, such as the Arcane, slavers, pirates, and all others who seek to rule by might or to impose authority. Many wonderseekers are invaluable to adventurers as allies, informants, hired rescuers, and fences of stolen property.

	Anurien (Knight)	Brecht (Tradesman)	Khinasi (Soldier)	Rjurik (Berserker)	Vos (Mercenary)
FREQUENCY:	Rare	Common	Common	Uncommon	Common
TREASURE:	L, M	1–100 gp	I	Nil	L, M
ALIGNMENT:	Any lawful	Any	Any	Neutral	Lawful neutral
NO. APPEARING:	1–20	2–12	10–100	10–100	10–100
ARMOR CLASS:	2 or 4	8	8 to 4	8 to 6	7 to 4
HIT DICE:	2+	1–6 hp	1–6 hp	2–7 hp	2–8 hp
THAC0:	19 or less	20	20	20	20
MORALE:	Elite (14)	Steady (11)	Steady (10)	Fearless (20)	Steady (12)
XP VALUE:	Varies	15	15	15	15

This is a short guide to the humans of Cerilia, home of the BIRTHRIGHT setting. As characters from this setting venture forth, they might be encountered nearly anywhere, particularly if interworld gates or far-ranging spelljamming is common. Nearly all of the general types of humans listed in the *MONSTROUS MANUAL* Tome exist in Cerilia.

Anuirean

These people are native to the southwest portion of Cerilia. The ancient Anuireans were a fair-skinned, red-haired people, but they have mixed with the other Cerilians over the centuries, so that blond, brunette, and black-haired Anuireans are at least as common as the original stock.



Their culture is semi-feudal and based on a class of free farmers and craftsmen. Local rulers are usually titled nobles. The Anuireans respect nobility and look to their leaders to protect them from the barbarians and savages who surround the states of the old Anuirean Empire.

Wizards are in general mistrusted, though one in the service of a noble is tolerated. Bards enjoy the role of herald and lore-keeper, and are welcomed and well-respected. A lively rural tradition includes robber barons and infamous outlaws.

Commoners identify strongly with their lords, and the dealing and alliances of the noble families are topics of continuous discussion throughout Anuirean lands. While the squabbling feuds of petty lords prevent a return to the Anuirean's lost imperial greatness, their armies of mounted knights, well supported by men-at-arms and court mages, are difficult to beat.

A typical Anuirean field force has 25–40% knights, 30–50% professional infantry (mostly pike or spear-armed, though up to half might have longbows), and 25–40% feudal levy infantry. Both paladins and rangers might be found in such a force, though not in particularly great numbers.

Brecht

These short, stocky, dark-haired people live in north-central Cerilia. Early in their history, they were under the rule of Anuirean governors. During this time, Brecht nobility declined drastically in power and importance. When the Empire fell and the Brechts gained independence, the guilds and merchants came into power. The current nobility is weak, and several states have declared themselves republics. Many Brechts are seafaring traders.



The magical arts are mistrusted, most often finding an outlet in scholarly disciplines such as alchemy or the fabrication of more mechanical inventions. Bards are viewed as wastrels, whose works are pretty, but ultimately frivolous and lacking solid value. They are tolerated, but considered a bad example for the young.

The Brechts believe in free enterprise, and Brecht society revolves around wealth. The Brechts have a fierce love of independence and a tradition of self-reliance; they don't wait for their lords or rulers to solve problems for them. Commerce and trade are expressions of this belief, and Brecht commoners owe their first loyalty to guilds and companies.

The Brecht are conservative and pragmatic, preferring to bargain their way out of trouble if possible. While not entirely cold to the needs of others, they tend to weigh the costs and benefits of their actions; they are not given to heedless generosity or wild gambling. They are comfortable with their own lifestyle, and slow to adopt the ways of others.

A typical Brecht field force has 10–20% knights, 40–50% professional infantry armed with pike or crossbow, and 20–30% militia. The leaders and front ranks of pikemen are the most heavily armored, and Brecht foot soldiers are generally steadier than their Anuirean counterparts. Paladins are rare, but rangers are rarer. The strength of such a force is often in its masses of pikes, though lighter raiding forces might be landed by sea to harry the coastal towns and farmlands of a foe.

Khinasi

These people come from the region called Khinasi and speak a language called Basarji. They are tall and lanky, with aquiline features and dark eyes. Their complexions range from a light coffee to a dark brown.

Men wear loose-fitting breeches of light colored linen or silk, a broad sash of colorful fabric, and a tight-fitting high-collared shirt with half- or three-quarter length sleeves. Colorful vests are common and wealthy men wear lavishly decorated shoes. Women's dress is similar, but cover the legs to the ankle and arms to the wrist for decency. It is considered improper for either gender to appear in public without a head covering, generally a cap, scarf, turban, or light veil.

Unlike the other human cultures of Cerilia, the Khinasi have no fear of magic. The study of magic is considered the noblest of callings, but raising or communicating with the dead is strictly forbidden.

Khinasi bards are not respected, being mostly poor wanderers of dubious honesty. They lack the status of Anuirean bards, and are commonly considered vagrants and thieves. Professional storytellers, however, are highly respected.

Thieves' guilds are vigorously rooted out by Khinasi city governments, though some operate successfully. The culture has a long tradition of hidden cults and guilds of assassins, though most Khinasi view their activities with horror.

Like the Brechts, Khinasi commoners are traders and merchants, but an individual's decorum, hospitality, conduct, and ability to entertain lavishly are far more important than wealth. Piety, politeness, and eloquence mark high breeding and wisdom, and Khinasi disputes are marvels of suggestion. Khinasi aggressively assimilate aspects of other cultures they find useful, yet maintain a core lifestyle that is their own.

Many Khinasi sprinkle everyday speech with brief prayers for success in routine ventures, blessings on passing strangers, and invocations of divine favor for great enterprises. Swearing in a deity's name is a horribly crude and barbaric act. Slavery is unknown; a person of skill might rise without limit with hard work and a little luck. Khinasi rulers are skilled in diplomacy and subtle. The highest noble titles include emir, satrap, sultan, and khan.



In war, the nobles fight as mailed cavalry mounted on medium horses, armed with lance, scimitar (or saber), and javelins. Khinasi professional warriors wear chain mail and carry scimitars, while Khinasi militia is generally unarmored. Typical militia weapons include spears, clubs, daggers, and composite bows. Seafarers and herders typically wear leather armor and might carry a cutlass or short sword, sling, or dagger.

A typical Khinasi field force has 30% medium cavalry, 20–30% light cavalry, and 40–50% split between spear-armed militia levies, archers, and irregular light troops such as hillmen or marines. Paladins are as common as in Anuirean armies, rangers tend to be from hills or deserts instead of forests.

Rjurik

These tall, broad-shouldered people live in the forests and highlands of northwestern Cerilia. They have blond or red hair and fair complexions. Men and women most commonly wear their hair in long braids.

The Rjurik are stubborn individualists who don't swear fealty to anyone but their own kin; the family is the most important part of Rjurik life. The local rulers are jarls, though druids hold the real power.

The Rjurik are suspicious of wizards and outland priests and may treat them roughly or subject them to crude pranks if given cause. Bards are called *skalds*, and are the keepers of history and lore. A bard can find a ready hearth in all but the meanest of Rjurik halls.

Most Rjurik follow the god Erik, a druidical power, and druids are revered throughout Rjurik society as teachers, leaders, and advisers. All Rjurik have a deep respect and love for Cerilia's wilds, and carefully avoid over-hunting or clearing virgin forest.



A typical Rjukik force has 20–25% elite warriors under the overall chieftain, 25–40% experienced warriors trained to fight in close order, 25–30% irregular warriors with light weapons, and up to 25% light archers. The war chief, war band leaders, and their immediate retinues have the best armor, usually chain mail, and the war axe is a favored weapon. There may be a scattering of berserkers, but no rangers or paladins.

Vos

The Vos are a barbaric race from the cold mountains and forests of northeastern Cerilia. They are a tall, thick-boned people with flat features, light eyes, and sallow skin. Male warriors are fond of shaving their heads and wearing long, drooping mustaches. Their dress is rough, often quilted, and heavy furs are worn against the bitter cold.

The Vos have a rigid code of face and honor that demands blood for even unintentional insults. Their leaders are warchiefs known as *tsarevos* who are advised by the priests of the grim Vos gods. Almost all Vos men are warriors and hunters—other professions are considered unmanly. Vos women are by custom greatly limited in their freedoms, although a few women have succeeded as warriors or *tsarevas*.

Magic is the prerogative of the nobility—wizards are feared by the people. However, no noble would throw away a peasant skilled in magic who could be useful against his enemies.

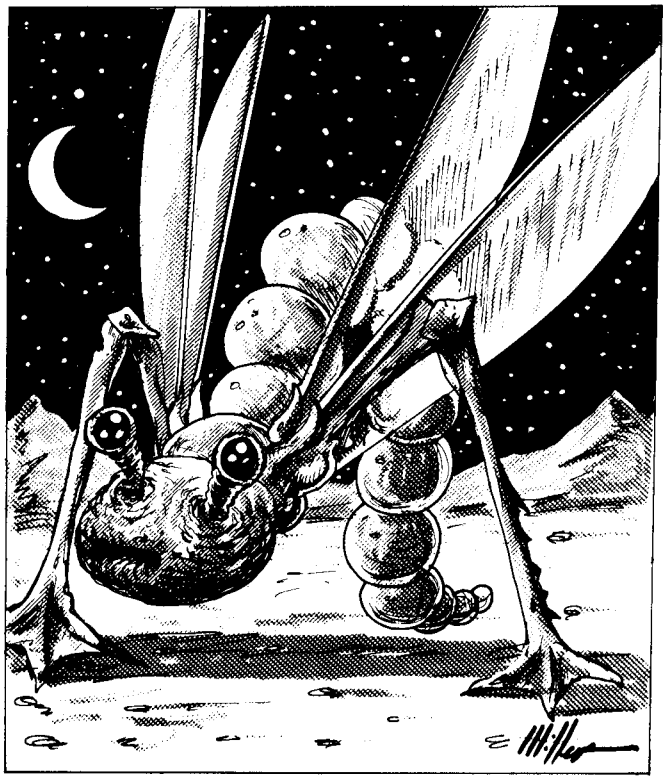
Vos live in lands bitterly contested by orogs and similar humanoids, and harsh conditions have bred a harsh people. Their rulers are visionary priests of dark and bloody gods who encourage continual warfare against each other and the enemies surrounding them. Though the Vos don't believe in mercy, they understand compassion—while they hunt their enemies ruthlessly, true friends are treasured.



A typical Vos field force has 25% lizard riders (exceptionally mobile in snow), 50% close order footmen, and the rest archers or irregular light infantry. Because paladins and rangers are nearly unheard of and wizards and priests are rare, Vos war leaders compensate by becoming masters of stratagem and treachery. Two key strengths of the Vos are the stoic capacity to function in spite of extreme privation—lack of food, shelter, warmth, and equipment—and an extraordinary discipline and march endurance. It is not unusual for a Vos army to outmarch a conventional force of cavalry, and more than one encamped Vos army has slipped away in the night without alerting vigilant enemy scouts.

Hummerfly

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVE TIME:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	See below
HIT DICE:	1 + 1
THAC0:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	Nil
SIZE:	T (6" long)
MORALE:	Irregular (6)
XP VALUE:	120



The hummerfly is a docile insectoid creature whose pleasant sound and sweet aroma makes it a welcome presence in most civilized areas. Clever spacefarers also take advantage of the hummerfly's sound-eating ability to transport messages across the vast distances of wildspace.

A hummerfly's body resembles a string of rubbery purple beads, each bead about a half-inch in diameter. Two pair of hinged metallic wings, each about a foot long, extend from its back. When the hummerfly is at rest, it folds its wings into tight packets, flush against its body. Two spindly legs ending in suckers enable the resting hummerfly to attach itself to any smooth surface. When resting, a hummerfly's whiskers vibrate continuously, creating a soothing lute-like hum.

The creature's head is the size of a plump grape. A spherical mouth opens in the center of its head, and two black eyes at the end of short stalks rise from the top. Inch-long whiskers, similar to those of cats, grow on either side of the head.

The hummerfly has a body odor that smells like fresh vanilla. The aroma of a single hummerfly can keep the air sweet in a 10′ × 10′ room.

Combat: The hummerfly shuns combat. When threatened, a hummerfly withdraws, flying away as fast as it can. Its normal movement rate is Fl 6 (B), but if it has the space to fly in a straight line for three uninterrupted rounds, it can reach a speed of Fl 36. Once it reaches this speed, a hummerfly is able to *teleport without error* for an unlimited distance. After *teleporting*, the hummerfly instantly resumes its normal Fl 6 speed, but if it has the space to accelerate, it can *teleport* again. It can repeat this process indefinitely.

If a hummerfly is cornered or its eggs are threatened, it vibrates its whiskers to create a high-pitched shriek. All creatures within a 20-foot radius who fail to make a successful saving throw vs. paralysis are stunned for 2d4 rounds and become deaf for 1d2 hours, suffering a −1 penalty to surprise during that time (affected spellcasters have a 20% chance of failure when casting a spell with a verbal component).

Habitat/Society: Hummerflies have no formal lairs or nests. Instead, they spend their time clinging to various ceilings, mountainsides, and other smooth surfaces. Since hummerflies subsist on sound waves (see below), they prefer locations that are active and noisy, such as a classroom or a factory. Homebodies in the strictest sense, hummerflies never voluntarily stray from within 100 yards of the nest.

The hummerfly has a life span of about ten years. During the last month of its natural life, the hummerfly abandons its lifelong home and *teleports* to a randomly chosen location, perhaps millions of miles away. There, it lays 2d4 eggs, which hatch a few weeks later. In this way, the hummerfly population has spread throughout the multiverse.

Docile and friendly, the hummerfly is comfortable around all non-violent creatures and has a special affinity for humanoids. A hummerfly passively allows a humanoid with whom it is familiar to pluck it from its resting place and attach it elsewhere. Housekeepers, for instance, often move hummerflies from room to room to freshen the house.

Ecology: The hummerfly does not breathe, nor does it require water or organic food. Instead, the hummerfly derives all nourishment from sound waves. The hummerfly sleeps for approximately 15 minutes once per day, and during this time, its mouth opens to absorb all of the sound in the immediate area. The body bead just below its head swells to about two inches in diameter as it fills with sound. When the hummerfly awakens, it "feeds" on the trapped sound waves throughout the day, which reverberate repeatedly inside the swollen body bead. If a person holds the hummerfly against his ear, he can hear the trapped sounds inside.

Spacefarers sometimes take advantage of the hummerfly's feeding habits to send messages over long distances. For instance, if a hummerfly is removed from its natural habitat, a spacefarer might wait until the hummerfly is asleep, then speak a message near the creature's body. The sound of the words is absorbed into the hummerfly's body bead. If the spacefarer releases the hummerfly when it awakens, the hummerfly instinctively returns home. Once it arrives, a companion of the spacefarer can hold the hummerfly to his ear and hear the spacefarer's message reverberating inside the body bead.

A hummerfly deprived of sound eventually dies of starvation. If it is not exposed to sounds for more than two consecutive days, it loses hit points at the rate of 1d4 per day.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Very (11)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	3
Movement:	Fl 3 (D)
Hit Dice:	3–7
THAC0:	3–4 HD: 17 5–6 HD: 15 7 HD: 13
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Spells
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T–M (2'–5')
Morale:	Fearless (20)
XP Value:	3 HD: 650 4 HD: 975 5 HD: 1,400 6 HD: 2,000 7 HD: 3,000

Huptzeens are lesser magical constructs animated by a combination of arcane rituals and the cooperation of an inhabitant of the Outer Planes.

Unlike most constructs (such as living statues or golems), a huptzeen has no limbs and bears no physical resemblance to any living creature. Instead, they are crafted in the form of ornaments, pieces of jewelry, or other richly fashioned objects notable for their breathtaking beauty, fine lines, and exceptional craftsmanship.

Combat: In battle, huptzeens have only one method of attack: casting spells. Each day one of these constructs can cast as many spells as a wizard of an experience level equal to its number of Hit Dice. (For example, a 4 HD huptzeen can cast the same number and type of spells as a 4th-level wizard.) However, a huptzeen can never have more Hit Dice than its creator has experience levels.

The set of spells available to any huptzeen is fixed at its creation and can never be altered. The huptzeen's creator may select the spells the creature will wield only from among those he or she knows. Although the construct normally cannot speak or gesture, it still manages to cast spells that require verbal or somatic components.

Huptzeens are smarter than most constructs; they can hear sounds, respond intelligently to changing circumstances, and plan attacks sensibly. Their use of spells demonstrates their superior Intelligence. Since a huptzeen often looks like a piece of jewelry or a curio, the target of its attack may at first have trouble spotting the assailant. Realizing this, the constructs often begin their attack using subtle spells with no obvious origin (like *phantasmal force*).

Huptzeens are immune to mind-affecting spells such as *sleep, charm, hold,* etc. Nonmagical weapons inflict only half damage upon them. When a huptzeen falls to zero or fewer hit points, it explodes, causing 1d6 points of damage to anyone within 10 feet (plus 2 points of damage per unused spell). A victim who makes a successful saving throw vs. dragon breath suffers only half damage from the shattering spray.

Habitat/Society: Huptzeens are created to protect temples, treasures, and other places or items of importance. A wizard usually has chosen a particular guardian's form specifically to make it seem innocuous in its setting (a large piece of jewelry in a treasury, an ornate incense burner in a shrine, or a decorative lectern in a wizard's workshop).

Occasionally, people have been known to use a huptzeen as a bodyguard by wearing the construct (in the form of a large belt buckle, ornate amulet, etc.) or carrying it around (as a rune-covered staff, for example). A huptzeen can move independently only via its slow, magical flight. This pace normally poses no problem, since the creature usually can fulfill its role as a guardian without moving much.

Huptzeens, more intelligent than the majority of constructs, require only general instructions from their creators. They understand the common tongue and can even communicate if they possess a spell such as *whispering wind.*

Ecology: As huptzeens are constructs, created to perform specific functions, they play no part in the natural ecology of Mystara. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

A huptzeen's construction requires materials costing at least 5,000 gold pieces per Hit Die. However, when a huptzeen is destroyed, the remaining fragments recoup only 1d4×50 gold pieces per Hit Die of the construct.

An intact huptzeen can be sold for as much as 2,000 gold pieces per Hit Die, but the construct will serve a new master only if its creator tells it to do so.



Hurdu

CLIMATE/TERRAIN:	Temperate or tropical forest, mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-11)
TREASURE:	None
ALIGNMENT:	Lawful evil

NO. APPEARING:	3d6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6, 1d8, or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	L (7'-8' tall)
MORALE:	14
XP VALUE:	100
Chieftain:	250



COMBAT: Hurdu are physically powerful fighters who favor weapons that they can use with two hands, taking full advantage of their reach and height to land smashing blows. In the Steamwall region they are often equipped solely with warclubs or spears; those who wander into other lands have developed a liking for two-handed battle axes and glaives.

However, even without weapons a hurdu is not unarmed. If necessary he can bite with his fangs, inflicting 1d6 points of damage. If he does not attack with a weapon during a combat round, he may instead lash out with his five-foot-long tail. This is a bludgeoning attack inflicting 1d8 points of damage.

Hurdu wear armor when it is available but are comfortable without it, relying on their natural body armor for a minimal degree of protection. They fight well as a unit, with those of lesser rank unquestioningly following the instructions of their leader. Left to their own, hurdu are good tactical fighters. Operating with the advice of a sesk draconian, a hurdu raid party leader is capable of inspired sneak attacks and treacherous strategic moves.

HABITAT/SOCIETY: Hurdu are cousins of the bakali, the lizard men of Blackwater Glade whose ancestors once roamed all the waterways of Taladas. These lizard men have taken on the aspect of other twisted, vicious things which live in the tortured Steamwall region. Those in the Steamwall Mountains live along the less poisoned waterways in small villages of 20 to 30 individuals.

Hurdu society is much like that of the bakali of Blackwater Glade. The lizard men live in tribes organized along a strict basis of dominance. The strongest holds firm rule; all others obey his command. Unlike their more passive swampland cousins, however, hurdu are given to violent rages and displays of brutish atrocity. They commonly torture prisoners, and show no mercy or sympathy to the weak or ailing.

They are fewer in numbers than bakali; though more hardy in their physical attributes, they do not live as long as a result of poisons in the Steamwall environment. Hurdu hunt, trade with sesk draconians, and compete with hobgoblins for living space in the Steamwall region. They despise kender, who sometimes clash with their hunting parties, and avoid the dwarves of the high mountain peaks, who usually best them in combat.

Food is more difficult to find in the poisoned Steamwall mountains than in the southern swamplands, so hurdu are forced to hunt with frequency and skill. It is these forays which bring them most often into conflict with hobgoblins and other mountain inhabitants. Hurdu expect an accomplish warrior to be an accomplished hunter as well, and scorn those who are not. A male who cannot gain dominance in his tribe often leaves and travels far afield, gaining experience and fighting prowess so he can eventually return and successfully challenge his fellows for position and rank.

ECOLOGY: Hurdu are cold-blooded reptilians. They prefer to live in hot climates and are most active during the daytime, when they hunt and conduct most of the business of daily life. They stand seven to eight feet tall when standing upright, but tend to walk hunched over on all fours. Their alligator-like skin is yellow-green to orange-yellow in color, a natural camouflage which permits them to blend into the ill-favored foliage of the Steamwall Mountains.

When generating statistics for significant hurdu characters, these lizard men are +1 ST, +1 CN, -1 IN and -1 CH. They are predominantly fighters, although some are shamans dedicated to Ussk (Morgion). All male hurdu start with Hunting proficiency.

	Priest	Warrior	Other
Climate/Terrain:	Temperate mountains or ruins	Temperate mountains or ruins	Temperate mountains or ruins
Frequency:	Very rare	Very rare	Very rare
Organization:	Town	Town	Town
Activity Cycle:	Night	Night	Night
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Very (11–12)	Average (8–10)	Average (8–10)
Treasure:	S (I)	S (I)	S (I)
Alignment:	Lawful neutral	Lawful neutral	Lawful neutral
No. Appearing:	1d4+1	1d4+4	1d10
Armor Class:	7 (10)	6 (10)	10
Movement:	9	9	9
Hit Dice:	2	1+1	1
THAC0:	19	19	20
No. of Attacks:	1	1	1
Damage/Attack:	1d6+1 (mace)	1d6 (sword/spear)	1d4 (club)
Special Attacks:	Spells	Nil	Nil
Special Defenses:	Move silently (20%)	Move silently (20%)	Move silently (20%)
Magic Resistance:	Nil	Nil	Nil
Size:	M (6′ tall)	M (6′ tall)	M (6′ tall)
Morale:	Steady (11)	Steady (12)	Average (9)
XP Value:	65	15	7

The Hutaakans are a haughty, callous race, dominated by their priests.

The tall, slender, humanoid Hutaakans have jackal-like heads but otherwise resemble ascetic humans with narrow hands and feet. Hutaakans often decorate or carve their heavy, clawlike nails to represent their rank and station in life. Even the most simple and unassuming of these creatures wears long, somber robes, with the occasional addition of a simple piece of jewelry. They speak in fluting, mellifluous tones using a complex language possessed of a haunting, musical quality.

Combat: The Hutaakans are not a boldly aggressive race—they consider themselves above physical combat with the lesser mortal races (including humans and other humanoids). They will, however, fight without mercy when forced to do so. Hutaakans prefer strategies involving ambush, and they attack with missile weapons when possible.

Hutaakans other than trained warriors rarely fight. Priests are loath to sully themselves in combat and rarely do battle, save when directly attacked. Instead, they prefer to cast spells and call out instructions from a safe distance. Most priests have 2 Hit Dice and can cast spells like a 2nd-level priest. However, the most powerful Hutaakan priests can achieve higher experience levels (up to 11th), with corresponding Hit Dice, spells, and experience point values. These higher-level priests lead Hutaakan society.

In combat, warriors tend to use spears, short swords, and sometimes slings; they typically wear studded leather armor and carry a shield. Priests wear leather armor and carry a shield; they prefer as weapons elaborately carved maces dedicated to one or more of their Immortals. Although other Hutaakans are not skilled at fighting and wear no armor, they can defend themselves adequately with clubs.

All Hutaakans have infravision (60-foot range) and a 20% chance to move silently (as a thief).



Habitat/Society: In Mystara, the Hutaakan empire once covered much of what is now the Kingdom of Karameikos. Today, the few surviving Hutaakans speak vaguely of a great catastrophe that decimated their brilliant race; the remaining examples of their species live in small, isolated communities scattered throughout the Known World. Hutaakan priests rigidly control these communities and the destinies of the survivors.

In general, the creatures consider themselves a sensitive, civilized, intellectual people forced to suffer as the result of the barbarous world's cruel dominance over their cultured nature.

Ecology: Hutaakans often keep valuable coins, potions, gems, and items of rare beauty on their persons and in their homes.

These people pride themselves on both their good taste and their lack of involvement with the rest of the world.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	W
ALIGNMENT:	Any lawful or neutral
NO. APPEARING:	2d100
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	4 or by 2 weapon types
DAMAGE/ATTACK:	2-5 (x4) or by 2 weapon types
SPECIAL ATTACKS:	−5 on opponent's surprise roll
SPECIAL DEFENSES:	Permanent Invisibility
MAGIC RESISTANCE:	Special
SIZE:	M (5′ to 6′ tall)
MORALE:	Elite (13-14)
XP VALUE:	1,400

A hydden is a humanoid creature possessing two standard human legs that are used to propel the creature across ground. It also has four arms which it can use independently. The fingers are actually dexterous claws that can grip weapons to wield, or to use as a claw attack. The creature is permanently concealed within naturally-occurring invisibility, which can never be turned off. The hydden invisibility does not allow other beings with infravision to see them either.

Their heads are larger in the crown than human heads, and the skull is much thicker. The brain is about one-half the size of a normal human brain, but there are just as many neural pathways. This does not make them any smarter that humans, but they are able to think faster, since signals have a shorter distance to travel.

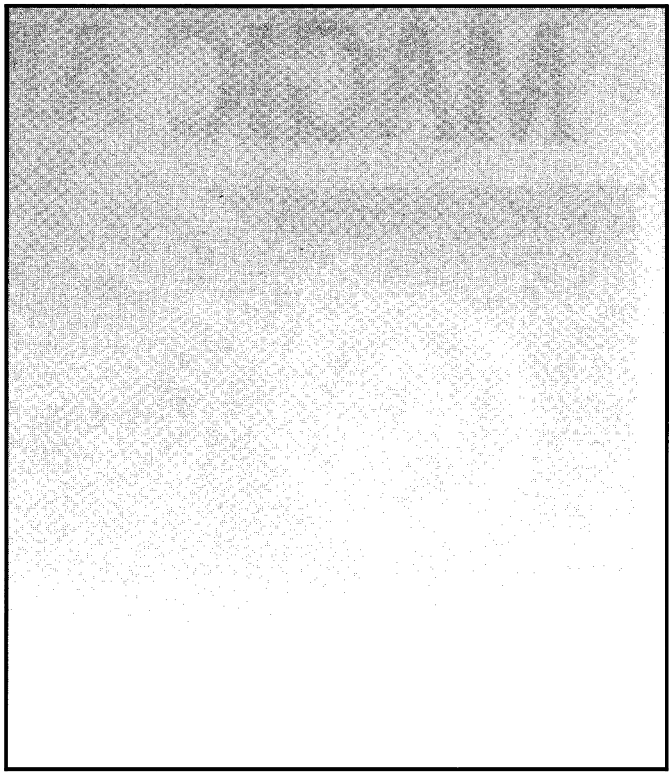
The bone and musculature structure of the hydden is very similar to their human counterparts, except for the additional pair of arms and the three extra pair of floating ribs.

Combat: The hydden are able to wield two completely different weapons if they so choose. They do not receive a penalty to their attack roll when striking even with two radically different weapons. This is due to the hydden's complex mind's capacity to work each arm independently.

The hydden's main attack, however, is with its four claw-like hands. Its fingers are made of a dexterous fibrous material that allows the claws to bend like fingers, while still maintaining the rigidity to be used as weapons. These sets of claws cause 1d4 + 1 points of damage per strike.

The hydden often carry magical weapons and items that they commonly steal from unwary prey. These items, once they leave the hands of the hydden, become visible once again. The hydden are immune to a variety of spell types. Spells that cause electrical effects or light, or any other energy-type spells, such as *magic missile, fireball, Melf's minute meteors*, are ineffectual on them. Spells that have an area effect that do not cause energy-type damage have their normal effect.

Should opponents of the hydden cast the *clairaudience* spell upon themselves, or other hearing-improvement spells, or use magical items that improve the hearing greatly, they gain a +3 bonus to strike against the hydden.



Note that while the hydden's actual AC is 8, its invisibility effectively lowers this to 4.

Habitat/Society: The hydden are commonly categorized into different classes, just as humans and humanoids are within their cultures. These classes are identical to the character classes listed for the humans in the Introduction of this booklet. Black Wizards, Warriors, Rogues, and even White Wizards all exist in their society. This makes them very tough opponents for unwary adventurers.

Overall, the hydden society is lawful and good. When a hydden adventurer is found, however, he is usually in the hire of evil or chaotic humans. This is very curious when one views their culture. It seems that the hydden youth, want very much to be chaotic and reckless. This aspect of hydden youth has given the whole race a bad name.

Once a group of hydden leave the company of a human because of his vile mannerisms, that human never gets hydden henchmen again. The hydden leave their former teacher with a marking that is discernable to the eyes of other hydden.

Ecology: The hydden, for the most part, live in the high mountains of the Elder Ones. They are omnivorous creatures that often cultivate the lichen and the small game animals that are used in their diets.

Hydden communities live in relative peace with other communities of their kind. They have their own language, which contains many clicks and teeth gnashing sounds. This gives their language a very barbaric sound. The hydden are also known to speak Common, but their accent is very harsh.

One alchemical genius once discovered that the spinal fluid of the hydden can be used as an alternative material component in the *improved invisibility* spell. The duodenal fluids are also a cure for insanity.

Hydra

	Hydra	Lernaean	Pyrohydra	Cryohydra
CLIMATE/TERRAIN:	Any swamp or subterranean	Any marsh, swamp or subterranean	Any marsh, swamp or subterranean	Any arctic
FREQUENCY:	Uncommon	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	5	5	5	5
MOVEMENT:	9	9	9	9
HIT DICE:	5-12	5-12	7-8	5-8
THAC0:	See below	See below	See below	See below
NO. OF ATTACKS:	5-12	5-12	5-8	5-8
DAMAGE/ATTACK:	See below	See below	See below	See below
SPECIAL ATTACKS:	Nil	Extra heads	Fire	Cold
SPECIAL DEFENSES:	Nil	Extra heads	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (30' long)	G (30' long)	G (30' long)	G (30' long)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	2,000	3,000	3,000	3,000

Heads	THAC0	Damage	Heads	THAC0	Damage
5	15	1-6	9	12	1-8
6	13	1-6	10	10	1-8
7	13	1-8	11	10	1-10
8	12	1-8	12	9	1-10

Hydrae are immense reptilian monsters with multiple heads. For each Hit Die the hydra has, it will have one head. The chart above lists the THAC0 value for hydrae, the number of heads and the damage that they inflict each time they bite.

Hydrae are gray-brown to dark brown, with light yellow or tan underbellies. Their eyes are amber and their teeth are yellow-white. Hydrae have between 5 and 12 heads (1d8 +4).

Combat: Hydrae always have 8 points on each of their Hit Dice and all heads must be severed before the hydra dies. A hydra can bring up to four heads into action against a single foe, biting once with each of them.

Each time a hydra takes 8 points of damage, one of its heads is assumed to have been severed. When this happens, a natural reflex seals the neck arteries shut to prevent blood loss.

Hydrae attack according to the number of heads they have. Therefore, a 10-headed hydra continues to attack as a 10 HD monster even after several heads have been slain.

Attacks on the body have no effect unless a single attack inflicts damage equal to the hydra's original hit points.

Habitat/Society: Hydrae are solitary creatures who prefer dismal surroundings. They gather only to mate.

Ecology: Despite the hydra's size and multiple attacks, they are often preyed upon by dragons. They are impossible to train.

Lernaean Hydra

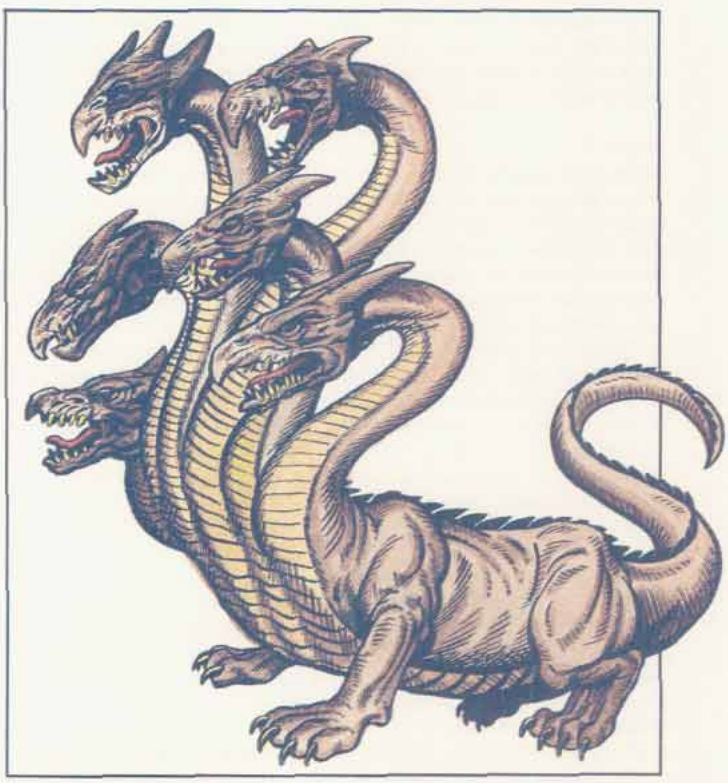
Although similar to a normal hydra, Lernaean hydrae will regenerate two heads for each one that is severed. A maximum of 12 heads can be grown. New heads form in 1-4 rounds and can be avoided only by the prompt application of flame to the neck following the attack which destroyed the first head. This hydra's body is immune to all attacks.

Pyrohydra

These reddish hydra have 7 or 8 heads which are able to breathe a jet of fire (5' wide and 2' long) twice per day. This attack does 8 points of damage, halved if a save vs. breath weapon is made.

Cryohydra

Each head of this purplish-brown hydra is able to breathe a stream of frost 10 feet wide and 20 feet long which does 8 points of damage. A save vs. breath weapon is allowed for half damage.



	Aquatic Lernaean Hydra	Lake Radruundar Monster
Climate/Terrain:	Fresh water	Lake Radruundar
Frequency:	Very Rare	Unique
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Carnivore	Carnivore
Intelligence:	Semi- (2-4)	Low (5)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	5	3
Movement:	6, Sw 18	6, Sw 18
Hit Dice:	5-12	18 (144 hp)
THAC0:	Variable	3
No. of Attacks:	5-12	18
Damage/Attack:	Variable	3d8
Special Attacks:	Extra heads	Extra heads
Special Defenses:	Regeneration, cold resistance	Regeneration, cold resistance
Magic Resistance:	Nil	Nil
Size:	G (30′ long)	G (200′ long)
Morale:	Elite (13-14)	Fearless (19-20)
XP Value:	variable	22,000

A bizarre hybrid between a lernaean hydra and a great sea serpent, the Lake Radruundar Monster and its lesser spawn combine the worst aspects of both creatures. The Lake Radruundar Monster sports eighteen flat, oval serpent heads, each with cruel, black eyes like spheres of onyx. The creature's necks are about a hundred feet long and as thick as tree trunks; these join a serpentine body almost 10 feet thick and also a hundred feet long. The heads are ultramarine blue, which gives way to alternating bands of greenish gray and ultramarine on the necks and body. The colors give the creature excellent camouflage when gliding over a lake's choppy surface.

The creature's lesser spawn have the same general body structure. They are blue, sea green, or black, with bands or spots of a lighter color, usually gray, ochre, or olive.

Combat: Aquatic lernaean hydras prefer to lie in shallow areas and snatch creatures passing by on land or the surface.

Like land-based hydras, these creatures have 1 Hit Die with 8 hit points per head. Each time the creature suffers 8 points of damage, one head is slain and two new ones grow back in 1d4 rounds unless fire is promptly applied to the stump. The creature can never have more than eighteen heads.

To prevent a head from growing back into two, a flame of at least torch size must be applied to the stump before the new head appears. This requires a successful called shot (–1 penalty to initiative, –4 attack penalty). Directional fire-based attacks, such as *burning hands*, can scorch the stump automatically. A *flametongue* sword can scorch a stump, but the wielder must attempt a separate called shot attack to do so.

The creature instinctively keeps to the water to avoid fire. It submerges any stump until new heads appear. Unless the monster ventures onto land or opponents can use fire underwater, a stump must be scorched on the same round the head was severed. Otherwise, it submerges.



Area-effect spells slay one head per 8 points of damage inflicted. If the damage is not evenly divisible by 8, leftover damage is divided evenly among the surviving heads. Heads killed by fire do not form two new heads. The creature rolls only a single saving throw against an area spell. Spells such as *finger of death*, *slay living* and *disintegrate* slay the creature outright if they succeed, and prevent any regeneration.

Attacks on the creature's body have no effect. After a battle, the number of heads gradually returns to normal. Extra heads fall off and burned heads grow back at the rate of one per day.

Aquatic lernaean hydras are unaffected by nonmagical cold.

An aquatic lernaean hydra has a number of attacks, THAC0, damage, and XP values that vary with its initial number of heads, as on the following table.

Heads	Attacks	THAC0	Damage	XP Value
5	5	15	1d6	1,400
6	6	15	1d6	2,000
7	7	13	1d8	3,000
8	8	13	1d8	4,000
9	9	11	1d8	5,000
10	10	11	1d8	6,000
11	11	9	1d10	7,000
12	12	9	1d10	8,000

Habitat/Society: These creatures spend most of their time floating on the surface, waiting for prey to happen by. They sleep on the lake bottom. They are fiercely territorial, driving out other large predators.

All aquatic lernaean hydras trace their lineage back to the Lake Radruundar Monster, and at present their range is limited to those bodies of water that connect to the lake in some fashion. Considering their ability to travel overland, however, they could live almost anywhere.

Ecology: These creatures eat only freshly killed meat. They can go months without a meal, but eat voraciously when they get the opportunity. They breathe in both air and water with equal ease. The creatures mate once in their lives and bear 6–8 live young a year afterward. They live about 300 years.

The Lake Radruundar Monster: This creature is the progenitor of its race. It can have up to twenty-four heads.

CLIMATE/TERRAIN:	Any land or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Family Pack (10% solitary)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil (except as guardian)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1–8
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8 (×4 claws)/2d8 (bite)
SPECIAL ATTACKS:	Fire breath
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	40%
SIZE:	G (40'+ long)
MORALE:	Special
XP VALUE:	5,000

Ibrandlin, or *lurkers-in-darkness,* as they are formally called, are creatures created from fire lizards by human clerics of the god Ibrandul (see Ecology below). They look like fire lizards with long, thick tails, in other words: elongated, wingless red dragons. Ibrandlin have gray-scaled bodies, with red-and-brown mottled backs and reddish undersides. Hatchlings are light gray all over, their scales darkening with age.

Combat: Ibrandlin attack with a lethal combination of raking claws and a vicious bite. Their serpentine bodies rear up on their tails to enable them to use all four claws, and they can simultaneously claw and breathe fire. Their fire breath is usable every fifth round: a cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long. The breath inflicts 2d6 points of flame damage upon all creatures it touches, half damage if a successful saving throw vs. breath weapon is made. Although an ibrandlin does not use its bite attack in the same round that it breathes fire, the bite attack roll is used in one special case. A being right in front of the creature's maw when it breathes (and not immune to fire) suffers full flame damage—12 hit points, no save allowed—if a bite attack roll is successful. Ibrandlin are naturally immune to fire-based attacks.

Ibrandlin can climb, albeit slowly (MV 6), can pry open doors, and carry prey or objects. They lack the intelligence or precise control to wield magical items, but can duplicate an action they have just seen performed, such as hurling a *javelin of lightning* or throwing a missile from a *necklace of missiles.* An ibrandlin throwing an item has a –3 penalty to its attack roll. If the attack misses, roll an additional 1d10 to decide how far in feet the impact location is from its intended target.

Ibrandlin can pin creatures with a successful THAC0 roll. This replaces 3 claw attacks during the round, and means that the creature has rolled its massive bulk atop a foe, using its legs to distribute most of its weight. Pinned creatures that lie quietly (verbal-only spellcasting possible) will be unharmed. Creatures that move or fight will



Sect of Ibrandul

Ibrandul, whom most adventurers have probably never heard of, is the "God of the Dry Depths," (called "The Skulking God" by nonworshipers) a god of caverns and dungeons and the Underdark. Worshippers in Calimshan and other areas of The Shining South claim that Ibrandul watches over humans who must venture into hostile underground areas, aiding and guiding those who serve him, when they are in need.

This small, chiefly chaotic neutral sect is expanding, its power steadily growing since the Time of Troubles. Thalandar, the high priest of Ibrandul, is famous in Tashluta for his impassioned "Who will lead you in the darkness?" sermons. He is trying to establish Ibrandul's worship as a powerful and respected faith in Waterdeep, located as it is over a vast and famous dungeon of underground rooms and powers. Player characters will begin to hear his proselytizing message, second or third-hand, in the taverns of the City: "Ibrandul guides you in the dark ways, drives away some dwellers in the darkness who would do you harm, and from time to time reveals great treasures to those who venture into the depths."

Unknown to all the worshipers, Ibrandul was killed by the hand of Shar. She always jealously guarded her portfolio of darkness and her worshippers, and when Ibrandul was weakened tremendously during the Time of Troubles, Shar killed him for daring to subvert followers of the dark away from her worship. After the gods ascended to the heavens, Shar acquired the power and portfolio of Ibrandul.

She keeps watch over the sect of Ibrandul and grants the clerics their spells. She is pleased with their work and uses her power to help the ibrandlin breed true. She is currently influencing Thalandar to spread the word of Ibrandul to Waterdeep, appearing to him in dreams. Shar's guise as Ibrandul is quite useful to her, allowing her to subvert the worship of her hated enemy Selûne without drawing attention to her most faithful worshipers, the nightbringers. Waterdeep is one of the seats of Selûne's power, and Shar/Ibrandul enjoys the delicious irony of secretly eroding the power of the Lady of Silver. Whether they call her Shar or Ibrandul, she values her worshipers of the night. The ibrandlin are her gift, guardians of the night's faithful.

find the ibrandlin's full weight on them will take crushing damage of 1d4 points each round. Trapped creatures can move slightly but incur a penalty of –3 on attacks and damage. A single ibrandlin can pin and entrap up to five man-sized creatures.

To escape a lurker's pin, a successful Strength check and a successful Dexterity check in the same round are both required, even if the ibrandlin is dead; the Strength check allows the character to lift the creature's bulk away, and the Dexterity check gives the chance to roll free from under the monster. A *held* or paralyzed ibrandlin's flesh hardens: add a +10 penalty to the ability check rolls of a would-be escapee.

Habitat/Society: These creatures are trained from birth to revere and protect men and women wearing the vestments of Ibrandul—dark purple robes or tunics with four interlocked silver circles—and to guard a lair, usually a temple, against intruders.

Always used as guard lizards, ibrandlin are found wherever priests of Ibrandul place them. The lizards themselves prefer subterranean lairs or dark interiors of buildings and usually sleep 50% of the time. They can tolerate wide extremes of temperature, and they also react instantly to any situation when awakened. Hatchlings are always taken from the birthing area by priests for training.

Ibrandlin do not hoard treasure. They form family groups with all inhabitants of a temple, working as a team to guard the common items and splendors of their home lair. An ibrandlin removed from its lair, if it remains on the same plane, will always know the direction home, and will slowly, doggedly travel back. Ibrandlin who lose their masters will aggressively defend their lair, even if it is in ruins. If new individuals arrive clad in the familiar vestments of Ibrandul, the lost lurkers will readily accept new masters. Ibrandlin are trained to understand both one word verbal commands and gestures: "Attack!" "Defend!" "Eat" "Don't Eat" and "Stand Guard" (that is, don't let this creature move) are by far the most common.

Ecology: The god Ibrandul imparted secret breeding processes and transformation spells to his most faithful followers over the centuries, enabling them to create loyal temple guardians from captured fire lizards. Priests of Ibrandul are very excited: after hundreds of years, their artificially-created "lurkers-in-darkness" are beginning to breed true, producing ibrandlin rather than hatchling fire lizards.

Ibrandlin ordinarily eat cows, lame horses, and other livestock that priests procure, and seem immune to diseases, poisons, rot grubs, and other parasites. They can be fed meat that would otherwise be buried or burned. They have no real enemies, although wyverns and dragons have been known to attack them. Their eggs are worth 5,500 gp, hatchlings 8,000 gp—both purchases carry the enmity of all priests of Ibrandul, who will try to seize them by all possible means.



Ice Vampire

CLIMATE/TERRAIN:	Temperate and subtropical/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, Sw 18
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Magic, charm
SPECIAL DEFENSES:	+1 or better weapon to hit, immune to cold attacks, vampiric regeneration
MAGIC RESISTANCE:	40%
SIZE:	Variable
MORALE:	Champion (15)
XP VALUE:	2,000



Not true vampires, ice vampires are the spirits of Kagonesti women who have drowned themselves in grief. They take two forms: a female Kagonesti surrounded by mist, or a pool of water (of varying size). Ice vampires feed off the warmth of living creatures, preferring humans, elves, and other intelligent warm-blooded creatures.

Combat: In their human form, ice vampires can manipulate cold, which gives them the following powers, each usable once per day: *ice storm, cone of cold,* and *wall of ice,* as 7th-level spellcasters. Their touch drains 2d4 hit points of warmth, which are added to their hit point total, to a maximum of 50 points above their normal hit point maximum. These extra hit points fade away after 24 hours.

In their pool form, if they position themselves under a waterfall, they can enthrall one creature within a 240-foot radius; this includes creatures that are normally immune to charm (such as elves). The creature targeted must roll a saving throw vs. spell; if the roll fails, the creature is drawn to touch the water, losing 2d4 hit points per round until he dies or is pulled away by others (these hit points vampirically restore the hit points of the ice vampire, as above). It takes a round for the ice vampire to change forms.

Habitat/Society: The ice vampire is a creature of evil and does not have any social interaction. It prefers to live near waterfalls and pools. An unnatural chill can often be felt within a half mile of an ice vampire.

Ecology: The ice vampire is a spirit, and not part of the normal ecology.

Id Fiend

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	5 + 5
THAC0:	15
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	1-6/1-6/1-8 or 1-8/1-8
SPECIAL ATTACKS:	Fear attack (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (10′ long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/4/12	EW, MT, PB, PsC/ M-, TS, MB, TW	16	140

Clairsentience – *Sciences:* aura sight; *Devotions:* combat mind, danger sense, poison sense.
Psychometabolism – *Sciences:* death field; *Devotions:* biofeedback, double pain, flesh armor, heightened senses.
Telepathy – *Sciences:* mindlink, psionic blast, tower of iron will; *Devotions:* aversion, ego whip, inflict pain, life detection, mental barrier, mind thrust, mind blank, psychic crush, thought shield, contact.

The id fiend is a psionic predator whose greatest weapon is its ability to draw images of its victims' fears from their minds.

The id fiend is very much like a gila monster or large lizard in appearance. It has a large, thick, stocky body supported by four muscular legs. All of the id fiends legs end in four clawed digits, three pointing forward and one backward. The torso of the id fiend usually ranges from 3 to 4 feet in length, ending in a long, tapering tail which is often up to four feet long. The head and neck of the id fiend measure two feet long, with its jaws making up about one foot of that length. The id fiends skin has a tough leather-like texture, varying in color from light brown and tan, found on specimens encountered in the desert, to a dark olive green, found on specimens encountered in the forests and jungles.

Combat: As stated above, id fiends are predators. Before an id fiend will engage in actual combat with a victim, it will first stalk its victim using its psionic fear attack. The id fiend uses this attack when it first locates its prey. The creature can affect up to 15 Hit Dice of creatures, within a range of 60′. All creatures affected must roll a saving throw against paralyzation at a base penalty of -5. For every two experience levels beyond 5th level, this penalty is decreased by 1 (-4 at 7th level, -3 at 9th level, etc.). Those succeeding at their saving throw are unaffected. Those who fail are tormented by their greatest fears, creating a significant impediment to their combat abilities. All affected creatures add + 1 to their initiative rolls and suffer a -2 penalty to all attack and damage rolls. Mages affected by the fear power of the id fiend must make a successful Intelligence check in order to successfully cast any spells, while affected priests must pass Wisdom checks when spell casting. All of the above effects last for 5 rounds.



Once engaged in actual melee combat, the id fiend is still difficult to face. The creature is able to attack 3 times, using both its front claws and its teeth. Each claw attack does 1-6 points, and its bite does 1-8 points. The id fiend can also attack with its tail. When employing its tail, the creature cannot use its claw attacks, but can still bite. A tail lash from an id fiend does 1-8 points of damage.

The id fiend is also a powerful psionicist. The creature can use any of its offensive psionic powers instead of its normal physical attacks in any round. In addition, any of the id fiends psionic defense modes can be used in any round, whether the creature is using its other psionic powers or its physical attacks. Of course, the creature must have enough PSPs to power the defense mode being used.

Habitat/Society: Id fiends can be encountered in virtually any terrain on Athas. Some live in the forests and jungles near the Forest Ridge, while some make their homes on the flat Tablelands that surround the Sea of Silt.

Though active at all times of the day, id fiends are more commonly encountered at night than during daylight hours. These creatures have learned that their natural fear inducing ability is much more effective at night, and thus prefer to stalk their prey in the dark. Though id fiends do not have infravision, they are able to see adequately in natural darkness.

Id fiends mate yearly, and females bear their young in litters of a single offspring. A new born id fiend is able to digest solid food at birth, and the mother will most often leave the youngling to fend for itself.

Ecology: Dried id fiend blood is used in the creation of a potion concocted by psionic researchers; the potion allegedly increases the imbiber's psionic abilities for brief periods of time.

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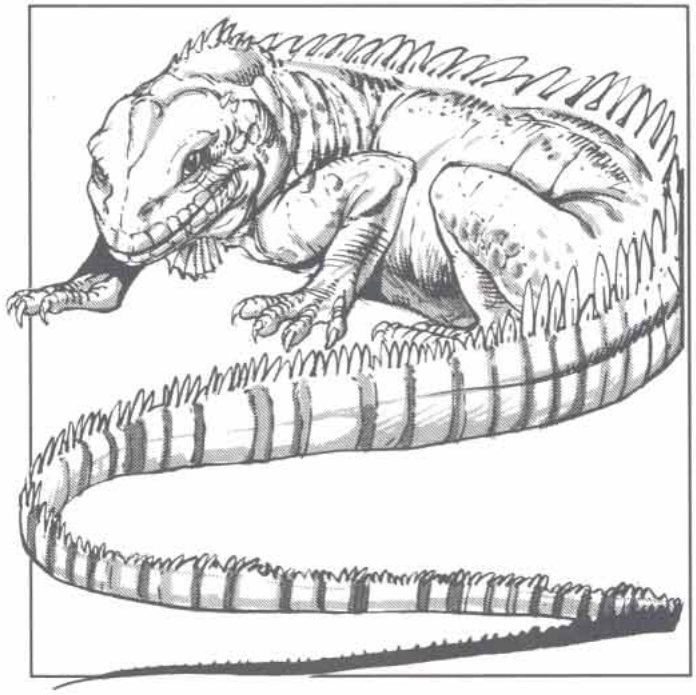
CLIMATE/TERRAIN:	Temperate and subtropical/Forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 2-12
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Swallows whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10' long)
MORALE:	Average (8-10)
XP VALUE:	420



The giant iguana is a large, omnivorous reptile found in wilderness forests.

This large lizard looks just like a normal iguana, except that it is eight to ten feet long in the body with a long, thin tail ten to 15 feet long. It is green and black in color, and more or less spotted and barred. The neck and back bear a high, serrated crest, and there is a large sac under its chin. The long-toed feet have strong talons, which are used for climbing and running but not combat.

Combat: The giant iguana attacks only if cornered or hungry. It can stand in any position unmoving for great lengths of time. Even its breathing is not noticeable. Its coloration provides camouflage in darkened undergrowth, where it causes a −3 penalty to opponents' surprise rolls. Any attacks to its tail cause pain, but inflict no damage on the lizard. The tail can even be severed clean off. This is unpleasant for the iguana, but it grows a new one at the rate of a foot a month.

The lizard's wide mouth inflicts only 2d4 points of damage because it has only a few teeth. On a natural roll of 20 it can swallow any man-sized creature whole. A 19 or 20 enables it to swallow any smaller sized creature, such as a dwarf or halfling. The iguana always goes for the smallest creature in a group. Once a meal is swallowed, it turns and runs away. It can swallow only one creature per week, unless they are small animals.

Any creature swallowed has to get out before it suffocates (for a character this is a number of rounds equal to 1/3 Constitution, rounded up). The stomach lining is the same Armor Class as the outer skin, but only small motions can be made in such tight quarters. Any edged or pointed weapon under a foot in length can be used normally; the attack roll is used to determine if the arm can be moved to attack. Blunt weapons are useless and all other weapons cause only 1 point of damage per successful attack.

Habitat/Society: Giant iguanas are solitary hunters, but they gather in groups for sunning or to find a mate. Such groups are rarely dangerous, and there is only a 1 in 6 chance of an unprovoked attack. They prefer to hunt in the darkened undergrowth of a forest and then bask in the sun to digest. Even standing in the open under bright sunlight, it is possible to not notice the completely immobile iguana.

Unlike their smaller, herbivorous cousins, giant iguanas eat both meat and plants. They prefer insects to mammals, although they hunt both, and prefer grasses to bushes or tree leaves. They do not need to eat very often, only once every other day.

The giant iguana can climb any slope up to 60 degrees that has reasonable grip at normal speed. It can even climb large trees if necessary. Unlike the smaller variety, the giant iguana cannot leap.

Ecology: Iguana meat is tender and tasty to most humanoid creatures. Some plainsmen even keep small herds, although they are much more trouble than placid cows and sheep. Fences and even rock walls are not much of an obstacle to them, and they are much more dangerous than cows.

The giant iguana can rarely be domesticated, or used as a pack animal. However, an ingundi (see next page) can ride them with little trouble. The ingundi do not use a saddle; they just push the spines of the iguana's back flat and sit on them. This would be uncomfortable to anything with a tender hide.

Horned Iguana

The giant horned iguana is just like the regular giant iguana, except for the three two-foot-long horns on its head. It does not attack with these horns, but it can move them to intercept a rush or charge. Interception requires a successful attack roll; the horns cause 3d6 points of damage to the charging enemy. This occurs just before the attack, even if the horned iguana loses the initiative roll. If it attempts to intercept the charge, that is its only attack that round.

Other Species

There are many different species of giant iguana. They may look quite different, but all have basically the same statistics. They have different coloration, smaller tails, independently moving eyes, different numbers of toes on the foot, etc. Despite these differences, they still have the same Hit Dice, Armor Class, THAC0, etc.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Ability drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	Nil
MORALE:	Nil
XP VALUE:	7,000



A projection of the evil thoughts of a living person, the ikiryo is a lesser spirit that obsessively pursues its victim until either it or the victim is destroyed.

An ikiryo springs into existence as a manifestation of intense jealousy or hatred, which is directed toward a specific person. Only a human or humanoid can create this spirit; monsters cannot. No one can intentionally create an ikiryo. The person who generates this deadly spirit is seldom, if ever, aware of its existence.

Once created, the ikiryo has a will of its own. It seeks out the object of its creator's dark emotions, and attempts to erode the victim's abilities until he dies. The ikiryo's creator cannot negate, command, or control the spirit in any way. An ikiryo never does what it does on behalf of the person who created it.

The ikiryo has no physical form of any kind; it is only experienced as a presence of psychic energy. As such, it cannot be seen or detected by *detect invisibility* or *detect life*. A *detect evil* spell reveals an aura of evil surrounding the victim it is trying to destroy. A *detect harmony* spell reveals that something about the victim and his surroundings is out of place, but it does not specifically reveal the ikiryo's presence.

Only a *true sight* spell (or its equivalent) causes the ikiryo to appear. In this case, it looks like a shimmering, ghostly image of the person who created it.

Combat: An ikiryo always has a specific living character as its target. After its creation, the ikiryo travels unerringly in the direction of that victim, moving at its full movement rate. The ikiryo can locate its victim anywhere in the world, although it cannot seek him out on other planes of existence. Should its victim be on another plane at the time of the ikiryo's creation, the ikiryo dissipates within 24 hours, unless the victim returns to the Prime Material Plane during that time.

When an ikiryo finds its victim, it stays with him until either it or the victim is destroyed. Once an ikiryo has contacted its victim, it can follow him anywhere, including other planes of existence. Each day the ikiryo stays with the victim, the victim loses 1 point from every ability score. The loss occurs at the end of each 24-hour period. The victim also loses the use of any attributes that depend upon those scores. (For instance, if a wu jen's Intelligence drops from 10 to 9, he cannot cast his 5th level spells.)

Unless the victim has detected the presence of the ikiryo by one of the methods described above, he probably won't realize exactly what is happening to him. He will feel disturbed and restless, and even the freshest air will seem stagnant. He will tire easily and feel exhausted. But he may not realize his ability scores are dropping, or how much. If any ability score is reduced to 0, the victim dies, and the ikiryo blinks out of existence.

If a victim survives the drain, he only can recover ability points when the ikiryo is banished or destroyed. At that time, lost ability points return at the rate of 1 point per ability, per day.

An ikiryo is extremely difficult to thwart. A *protection from evil 10' radius* spell temporarily keeps the ikiryo at bay, but the spell does not harm it. *Invisibility to spirits* prevents the ikiryo from locating its victim, but as soon as the magical effects fade, the ikiryo is back on track. *Summon spirit* causes the ikiryo to instantly take the form of the person who created it, complete with all of the creator's strengths, weaknesses, and other attributes. If this summoned form is destroyed, the ikiryo is likewise dispelled. An *exorcism*, if successful, banishes the ikiryo, forbidding it from ever returning.

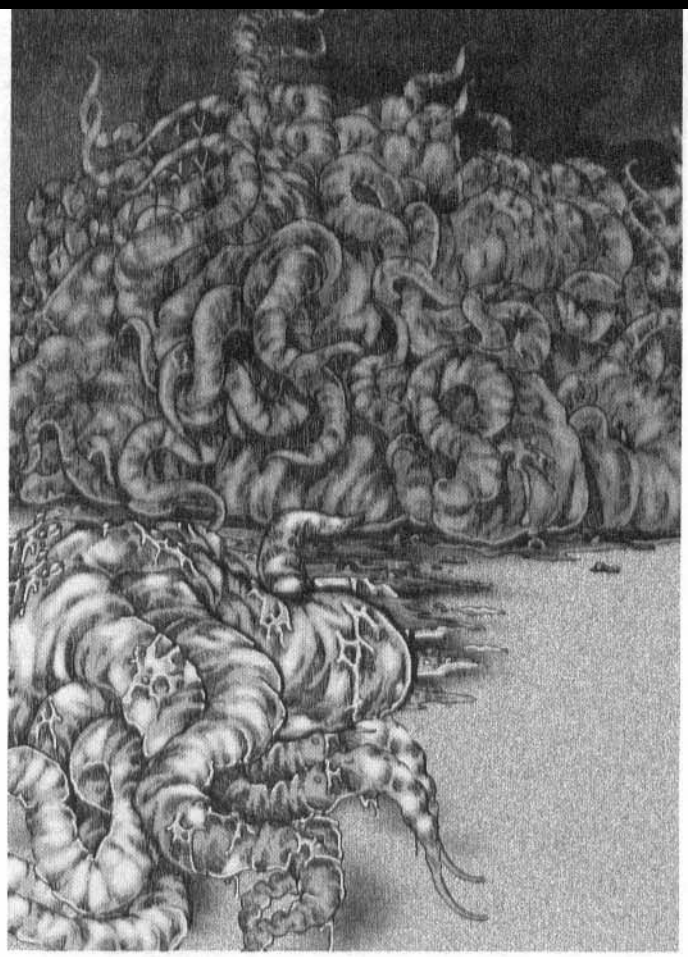
Perhaps the easiest way to destroy an ikiryo is to seek out the person who generated it. If this person is confronted with the existence of the ikiryo, the creature vanishes forever, regardless of whether the person accepts responsibility for the spirit's creation.

In game play, either an NPC or PC may create an ikiryo, and either may be its victim. The DM determines when the formation of the spirit is appropriate. As DM, you may know of an NPC who harbors secret resentments against a PC; the ikiryo can attack that PC.

Habitat/Society: Ikiryo have no lairs. They do not collect treasure or organize themselves into formal groups.

Ecology: Primitive villagers shun those who have been attacked by an ikiryo, believing them to be harbingers of bad fortune.

CLIMATE/TERRAIN:	Subpenumbra: The Nethermost
FREQUENCY:	Common
ORGANIZATION:	Mass
ACTIVITY CYCLE:	Any
DIET:	Psychosphere radiation
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	N
NO. APPEARING:	3d10
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	4 (tentacles)
DAMAGE/ATTACK:	1 ×4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	¼x damage from acid
MAGIC RESISTANCE:	25%
SIZE:	S (4' long)
MORALE:	Elite (14)
XP VALUE:	



Illithocytes are squirming subpenumbran lifeforms that subsist on random psychic energy alone, but whose lashing tentacles are capable of delivering painful stings to those that encounter them.

Mucous-coated eyeless slugs, illithocytes are mottled violet and brown, pushing their way through darkness with four long tentacles. Illithocytes are four feet long with tentacles comprising one fourth of that length, but they generally move only in groups of 3 to 30 individuals, entwining bodies and tentacles in an undifferentiated mass of squalid flesh, leaving behind a wide track of slowly drying mucous.

Though only of animal intelligence and lacking any language, illithocytes are able to telepathically sense living creatures within a 30-foot radius, and other illithocytes within a 100 foot radius.

Combat: Though not a carnivorous species, illithocytes are quite aggressive. Because they are the chief source of nutrition for ravening neothelids, illithocytes attack before being attacked, attempting to drive off all possible threats. Though not always successful, sometimes these aggressive tendencies cause a predator neothelid to move on in search of smaller illithocyte masses on which to dine. Though it hasn't happened yet, it's possible that enough illithocyte masses could bring down a neothelid.

In melee, illithocytes work together against a single target. Seeking to swarm a foe, illithocytes flail with their tentacles, inflicting only 1 hp of damage with each successful hit. Singly, illithocytes are not too dangerous, but in their customary masses, these size S creatures can concentrate on a single foe to deadly effect (up to eight of the creatures can simultaneously attack a foe of size M).

Illithocytes have developed some resistance to the neothelid flesh-dissolving breath weapon, and as such are equally resistant to more common acids, taking 1/4 damage from all such exposure. Unfortunately, their bodies prove particularly susceptible to fire, suffering double normal damage from flame.

Due to their ancient illithid kinship, illithocytes possess a residual 25% magic resistance.

Habitat/Society: Since the fall of the illithid empire, what were once tadpoles have evolved into an entirely self-contained species. Forced to adapt or die, a minuscule population of bereaved illithid tadpoles managed the former. Illithocytes divorced themselves from the need to swim through liquid, and instead squirm in family masses across the bare substare. In fact, these family masses are made up of members that have budded from other members: illithocytes are not illithid tadpoles, but in fact are an entirely new species able to reproduce in their own limited fashion.

An illithocyte is ready to bud once it has achieved its full length of four feet. Then, after entering a 24-hour period of torpor in which the illithocyte gorges itself on psychospheric radiations, it begins to bud off a new illithocyte. The actual budding process takes 48 hours, at the end of which time the "parent" illithocyte has lost about 25% of its mass, while the "daughter" illithocyte is only 1 foot long. With sufficient nutrition, the new illithocyte can expect to reach full length in about 360 sleep periods (approximately one Penumbran year).

Ecology: Forced by the extremity of starvation, illithocytes feed from the penumbran "psychosphere" just like the more primitive mosses do, turning the undirected energy into nutrition for growth and development. In turn, illithocytes serve as the only food source for the few neothelids living within the disc of Penumbra.

Because the intensity of psychosphere radiations wax and wane according to several random factors, illithocyte masses constantly migrate through the bare tunnels of Penumbra's Nethermost passages. No natural access exists between the Penumbra's two surfaces and the realm of the creatures that were once illithid tadpoles; illithocytes are fated to remain forever within the moist darks of the Nethermost.

Climate/Terrain:	Paraplane of Ice
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	High to exceptional (14–16)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	12
Hit Dice:	10+3
THACO:	9
No. of Attacks:	3
Damage/Attack:	1d8+1/1d8+1/2d4+2
Special Attacks:	Poison, words of power
Special Defenses:	Immune to cold, bladed weapons inflict half damage
Magic Resistance:	25%
Size:	L (8′ tall)
Morale:	Fanatic (17–18)
XP Value:	8,000

Words are power. It's been said many times, and each time it's the truth. It's also been said that on the Paraelemental Plane of Ice, the air is so cold that a cutter's words freeze the minute they're spoken. That's never been taken as a literal fact, but it's just as true a statement.

The frost-rimed immoth, giant native of the plane of Ice, knows the dark of where the frozen words go. It gathers them and taps the power inherent within. No one else has been able to fathom these secrets, but those who've encountered an immoth have no doubt that the chant about these creatures is true.

DON'T. SAY. ANYTHING.
YOU'LL. ONLY. MAKE.
IT. WORSE.
— TARSHEVA LONGREACH
TO HER COMPANION,
AS THEY PASS THROUGH
IMMOTH TERRITORY

A giant made of icy crystals and encrusted with gemlike nuggets of ice, the immoth is both beautiful and terrible to behold. The creature is essentially humanoid but for the long tail that sweeps along the icy ground and the cruel talons that gleam at the end of its hands. Its sparkling, semitransparent body shimmers in the dim light of the plane of its origin. A beard of frost grows long on the face of the giant, marking its age. Mortals know no other means of distinguishing one immoth from another except by the length of the creatures' beards.

Each of the thousands of ice nuggets adhered along the immoth's body holds a frozen word gathered from a hidden place deep within the plane of Ice, a locale so utterly cold that everything freezes – even a body's speech. All words spoken on the Paraelemental Plane of Ice end up in this forbidden place to freeze for all eternity.

Immoths speak their own language and some speak planar common as well.

Combat: Physically imposing, an immoth can inflict grievous wounds with its icy talons (inflicting 1d8+1 points of damage each). Worse, however, the giant can also strike an opponent with its whiplike tail (causing 2d4+2 points of damage). Although the tail appears blunt, it's coated with a virulent contact poison secreted by the immoth. This strange venom, which appears as a partially frozen brown syrup, imparts a multistage affliction upon those who're struck and fail their saving throw.

The first stage of the poison's effects begins almost immediately. The victim collapses and suffers a –2 penalty to all actions. The poor sod then begins to suffer 1d3 points of damage every hour. Not long after – 1d100 rounds after the first stage begins – the second stage sets in, as the victim begins to lose his words. The poor sod finds himself helplessly babbling away, speaking whatever words come to his mind. Strangely, once he uses a particular word, he cannot ever use it again – it is purged from his memory. Even as he loses his words, the victim continues to rattle his bone-box until every bit of language he knows is gone. In 24 hours, if the sod is still alive, the poison finally finishes him off.

Further, the immoth can use the frozen words encrusted all over its body. Tapping into some inherent power, it can cause any of the ice crystals to shatter, releasing the word and a spell-like effect. An immoth casts spells as a 12th-level wizard, both in the power of its magic and in the number of spells it has available from the crystals. The immoth isn't restricted by the usual limitations on magic imposed by the nature of the plane of Ice; it essentially has an innate spell key to avoid any such conditions. Regardless, an immoth never conjures forth magic that generates heat or fire or summons other creatures. Instead, it prepares spell-like abilities that inflict pain or misfortune (such as *fumble, hold person,* or *magic missile*), that give it useful abilities (*fly, haste, passwall,* or *teleport*), or those with an icy nature (*cone of cold, ice storm,* or *wall of ice*). It can also manipulate spell effects to better control its frozen environment (*ice shape* rather than *stone shape, transmute ice to slush* rather than *transmute stone to mud,* and so on) as the DM allows.

Immoths are immune to cold attacks. Due to their hard crystalline nature, they suffer only half damage from bladed weapons. However, magical weapons are not required to strike them.

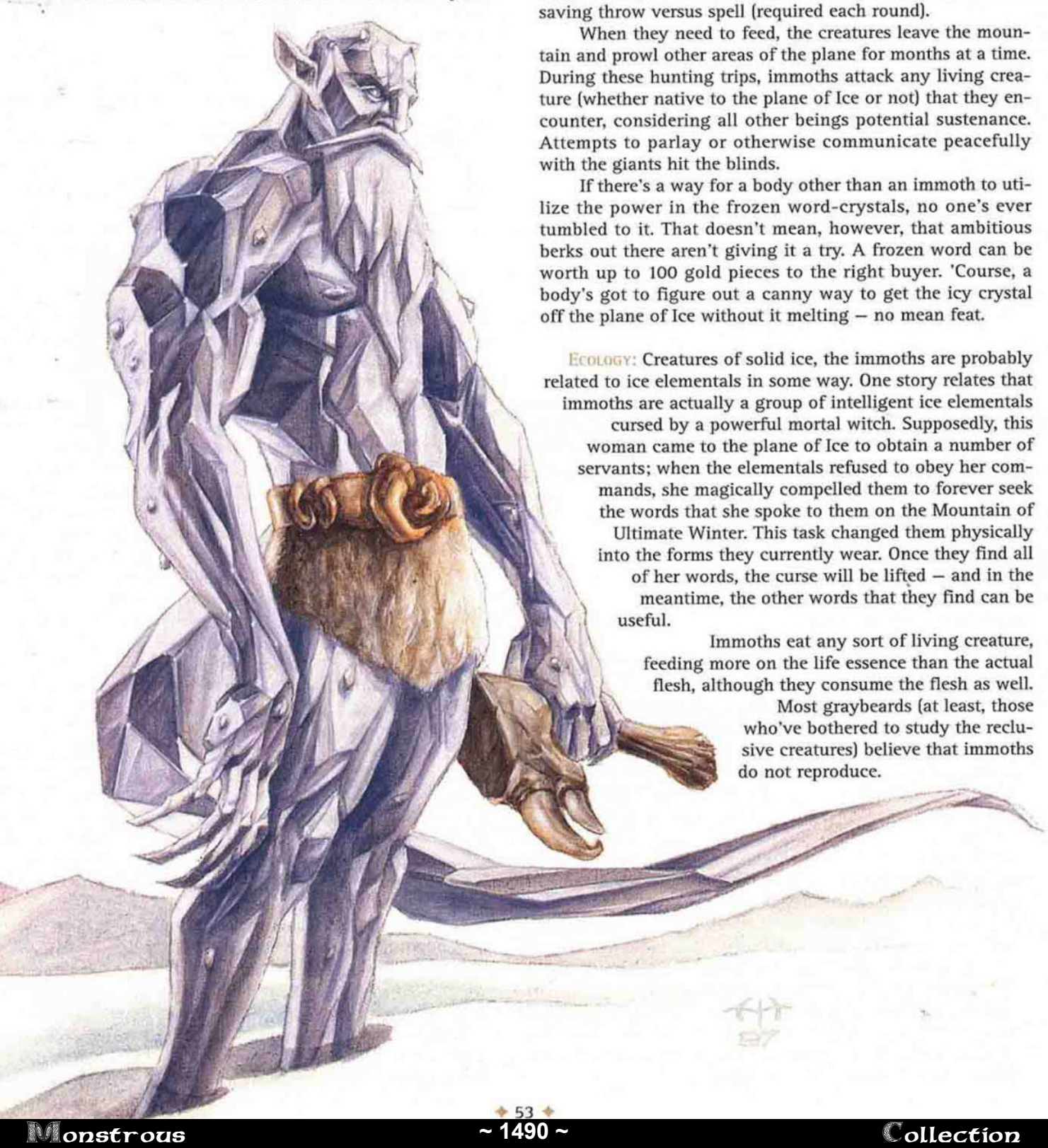
Habitat/Society: Immoths are solitary creatures that keep to themselves. No one knows how many of these creatures live on the plane of Ice, but the number seems to be small.

Although reports claim the existence of a particular immoth that has a number of frost salamanders *charmed* and under its control, it seems that most of the time the icy giants disdain the presence of other creatures.

When the immoths gather, they do so in a hidden locale somewhere in the Paraelemental Plane of Ice. This mysterious place lies somewhere near the fabled Mountain of Ultimate Winter. Here, chant has it, ideas, concepts, emotions, and words freeze forever in the incredible cold. Immoths scour the mountain for useful words trapped in the frozen ice. This area of the plane is said to be even colder than the rest, freezing non-natives solid in 1d4 rounds if they fail a saving throw versus spell (required each round).

When they need to feed, the creatures leave the mountain and prowl other areas of the plane for months at a time. During these hunting trips, immoths attack any living creature (whether native to the plane of Ice or not) that they encounter, considering all other beings potential sustenance. Attempts to parlay or otherwise communicate peacefully with the giants hit the blinds.

If there's a way for a body other than an immoth to utilize the power in the frozen word-crystals, no one's ever tumbled to it. That doesn't mean, however, that ambitious berks out there aren't giving it a try. A frozen word can be worth up to 100 gold pieces to the right buyer. 'Course, a body's got to figure out a canny way to get the icy crystal off the plane of Ice without it melting – no mean feat.

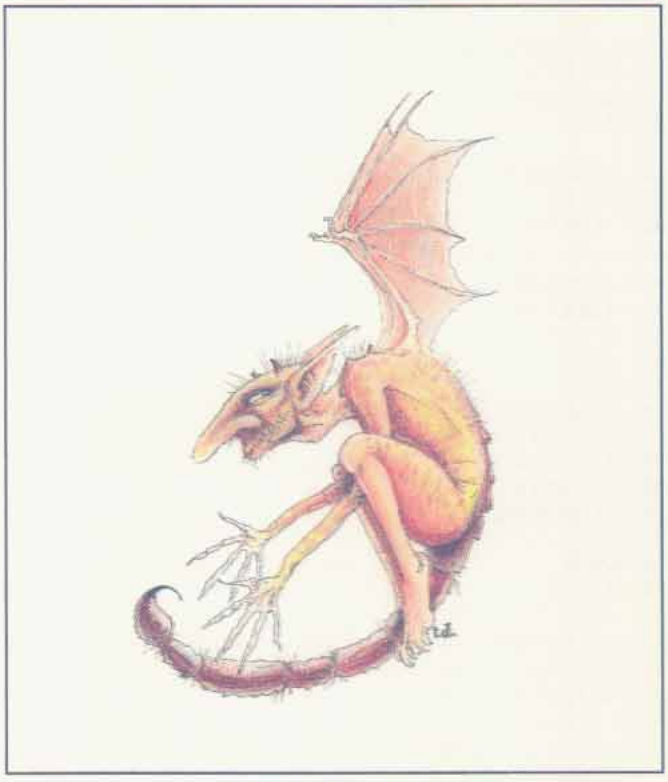


ECOLOGY: Creatures of solid ice, the immoths are probably related to ice elementals in some way. One story relates that immoths are actually a group of intelligent ice elementals cursed by a powerful mortal witch. Supposedly, this woman came to the plane of Ice to obtain a number of servants; when the elementals refused to obey her commands, she magically compelled them to forever seek the words that she spoke to them on the Mountain of Ultimate Winter. This task changed them physically into the forms they currently wear. Once they find all of her words, the curse will be lifted – and in the meantime, the other words that they find can be useful.

Immoths eat any sort of living creature, feeding more on the life essence than the actual flesh, although they consume the flesh as well.

Most graybeards (at least, those who've bothered to study the reclusive creatures) believe that immoths do not reproduce.

	Imp	Quasit
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average	Low
TREASURE:	O	Qx3
ALIGNMENT:	Lawful evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	6, Fl 18 (A)	15
HIT DICE:	2+2	3
THAC0:	19	17
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1-4	1-2/1-2/1-4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	25%
SIZE:	T (2' tall)	T (2' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	1,400	2,000



Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

The imp can *polymorph* itself into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.

Combat: In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1-4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save versus poison are instantly slain by it. When it is *polymorphed*, the imp attacks with the natural weaponry of its adopted form, though the goat and raven forms lack damaging attacks.

The imp can use its special magical abilities no matter what its form. All imps are able to *detect good*, *detect magic*, or become *invisible* at will. Once per day they can use a *suggestion*.

Imps are immune to attacks based on cold, fire, or electricity and resist all other spell attacks as if they were 7 Hit Die creatures. They can be harmed only by silver or magical weapons and are able to regenerate one hit point per melee round.

Habitat/Society: Imps are beings of a very evil nature who originate on the darkest of evil planes. Their main purpose on the Prime Material plane is to spread evil by assisting lawful evil wizards and priests. When such a person is judged worthy of an imp's service, the imp comes in answer to a *find familiar* spell.

Once they have contacted their new "master", imps begin at once to take control of his actions. Although imps maintain the illusion that the summoner is in charge, the actual relationship is closer to that of a workman (the imp) and his tools (the master).

Although an imp's body can be destroyed on the Prime Material plane, it is not so easily slain. When its physical form is lost, its corrupt spirit instantly returns to its home plane where it is reformed and, after a time, returned to our world to resume its work.

While they are technically in the service of their master, imps retain a basic independence and ambition to become more powerful someday. They may acquire treasure from those they slay, and will often pilfer valuables encountered during their travels.

The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp's sensory impressions, including its infravision. The master also gains the imp's inherent 25% magical resistance and is able to regenerate just as the imp does. If the imp is within telepathic range, the master acts as if he were one level higher than he actually is. Conversely, if the imp is more than a mile away, the master acts as if he were one level of ability below his actual rank. If the imp is killed, the master instantly drops by four levels, though these can be regained in the usual manner.

Ecology: Imps are the errand boys of the powerful evil beings who command the darkest planes. They often act as emissaries and agents, but their primary task is to enhance the spread of evil in our world.

Quasit

Quasits are chaotic evil counterparts to imps. The chaotic evil priests and wizards which quasits "serve" gain the same benefits and disadvantages that an imp's master does. Like imps, each quasit can assume two other forms. Those most commonly chosen by quasits are bats, giant centipedes, frogs, or wolves. They can use their magic in any of their forms.

The quasit attacks with its clawed hands (doing 1-2 points each) and its deadly bite (doing 1-4 points). The quasit's claws are coated in a toxin which causes anyone struck by them to save versus poison or lose one point of dexterity for 2-12 (2d6) rounds. The effects of multiple wounds are cumulative.

Quasits can turn *invisible*, *detect good*, or *detect magic* at will. They regenerate 1 hit point per round and can unleash a blast of fear with a 30 foot range radius once per day. Once each week the quasit can *commune* with the lower planes (asking up to 6 questions).

Quasits can only be harmed by cold iron or magical weapons. They are able to resist magic 25% of the time, save as if they were 7 Hit Die monsters and are immune to cold, fire, and lightning.

Imp, Assassin



CLIMATE/TERRAIN:	Any Ravenloft
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (night)
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	O
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	T (1' tall)
MORALE:	Average (8–10)
XP VALUE:	975

The assassin imp is a clever and evil creature that, like the more common quasit or traditional imp, serves the cause of darkness.

Assassin imps are tiny creatures, seldom standing over 1 foot in height. Their coloration, normally black, varies in some individuals to as light as slate gray. Two batlike wings fan out from the creature's back and enable it to fly, while a long, slender tail dangles behind it. The tail, which is almost constantly in motion, ends in a scorpionlike stinger. Its keen eyesight is augmented with 60-foot infravision.

Assassin imps are able to communicate with others of their kind by means of a language that some describe as purely evil in sound and expression.

Combat: As its name implies, the assassin imp often strikes without warning. The spell-like abilities of the imp are obviously useful in such practices. At will, an assassin imp can become *invisible, detect magic,* or *find traps.* Three times per day the imp can employ a *knock* or *cause light wounds* spell, and once per day it may cast a *command* spell.

When an assassin imp attacks a target that has not yet detected it, it imposes a –3 penalty to that creature's surprise roll. Often, the imp avoids detection by remaining *invisible* until its victim draws near and then diving at them from above.

Assassin imps generally try to kill their victims in some way that is linked to their professions. Thus, a weaponsmith might be impaled on one of his own swords or a thief could be slain by a poisoned needle cleverly concealed in his own home.

An assassin imp's stinger is not nearly as dangerous as that of a true imp. While it inflicts the same 1d4 points of damage with each successful attack, the poison it injects does not cause death. Rather, it forces those who fail to save against its effects into a deep state of hibernation (as a *feign death* spell) that lasts for 2d4 days. Assassin imps often linger near the body of an affected individual in hopes of seeing them buried alive by their companions. When this happens, the imp always arranges for the character's friends to discover what they have done after it is too late.

Assassin imps are immune to all fire-, cold-, or electricity-based attacks. They have a basic 50% immunity to all other spells and save as if they were 7 HD monsters. They can be hit only by magical weapons of +2 or better enchantment and are immune to all poisons and toxins. They regenerate lost hit points at the rate of 1 per melee round.

Habitat/Society: Whenever a wizard of lawful evil alignment employs a *find familiar* spell in Ravenloft, there is a base 10% chance per level that he or she will receive an imp as a servant. If that individual has already failed at least one Ravenloft Powers check, then the imp is an assassin imp.

The imp serves its master faithfully, but cannot leave Ravenloft. If its lord leaves Ravenloft causing it to remain behind, it is instantly slain (invoking the normal penalties for losing a familiar). As with a normal imp, however, the assassin will attempt to lead its master into greater and greater acts of darkness. Its final goal in all this is to cause the wizard it serves to fall to the dark powers and (with luck) to become another lord in the Domain of Dread.

The master of an assassin imp is telepathically linked to it whenever the two are within one mile of each other. This enables the wizard to receive all the sensory input from his familiar (including infravision). The master also acquires the imp's natural magic resistance (50%) and, when within one mile of the creature, can cast spells as if he were 1 level higher than he actually is. When the imp moves beyond this range, the wizard reverts to his normal level. The death of an assassin imp causes its master to instantly lose 4 levels of experience (in addition to all other penalties for losing a familiar).

The assassin imp will ruthlessly kill those that it feels are a threat to its master—whether or not its master desires it to do so. Thus, the creature will often act on its own in "defending" its lord and may actually draw unwanted attention to its master. Thus, a wizard may well find that everyone (including his loved ones) who has dangerous information about him has become a target for the murderous attentions of his familiar.

Ecology: The assassin imp is a tool of the dark powers of Ravenloft that seeks to lead the already evil into acts that will eventually trap him in the Demiplane of Dread forever.

Imp, Blood Sea

CLIMATE/TERRAIN:	Tropical and subtropical Ocean
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11)
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10–40
ARMOR CLASS:	4 or 1 (in mist form)
MOVEMENT:	12, F124 (A), Sw 6
HIT DICE:	5 + 3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6 or 1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	See below
SIZE:	T (2′ tall)
MORALE:	Steady (11)
XP VALUE:	975



Blood Sea Imps, also known as vapor imps, are hateful, vicious creatures dwelling in tropical oceans They delight in tormenting all those who dare enter their waters.

A Blood Sea imp can freely *polymorph* between two forms (polymorphing from one form to the other takes a full turn). One form is that of a cloud of red mist; two blazing red eyes hover in the center of the cloud. The Imp's physical form is that of a bright red humanoid two feet tall with a protruding belly, clawed feet and hands, and a pointed tail. It has long ears, curved horns, and a huge nose that droops over a grinning mouth filled with tiny teeth. Its skin and eyes are bright red, and red mist continually oozes from the pores of its body. In both its physical and mist forms the Blood Sea imp continually cackles, screams, and groans. A Blood Sea imp can telepathically communicate with other Blood Sea imps, but it will not communicate with its intended victim.

Combat: When severe storms rock the sea at night, Blood Sea imps rise from the ocean floor to ambush passing ships. Sailors are first alerted to the presence of Blood Sea imps by the sounds of high-pitched screaming and cackling mingling with the shrieking winds. Those staring into the water notice the waves transforming into a mass of grinning faces, clawed hands, and sharp tails, all enveloped in a growing cloud of red mist. The imps begin to push the ship, causing it to pitch and shiver. During the next hour, the imps transform into their mist forms to overwhelm the ship.

When an imp is in its physical form, it attacks with a chilling touch that causes 1d6 points of damage (no saving throw), however, it cannot fly in this form and its AC is 4. In its mist form, it can fly, its AC is 1, and all attack rolls against it are made with a –2 penalty, however, it can take no physical actions (such as pushing a ship or throwing a sailor overboard) and opponents contacting it receive only 1 point of chilling damage. The imp much prefers its physical form when attacking, as it can cause much more mischief. Blood Sea imp attacks are always accompanied by nonstop screaming, cackling, and groaning.

When a ship is surrounded by red mist, the vaporous imps flow through doorways and ooze into portholes, then *polymorph* back to their physical forms. Small misty imps emerge from the vapor, swarming up the masts, jerking the rigging, and loosening cargo ropes. The imps always first attempt to disable the ship, then murder the crew. If any crew members interfere with the rampaging imps, the imps try to throw them down the hold, lock them in a cabin, or toss them overboard. Imps have a Strength of 4, and they can only move a character if the total Strength points of the attacking imps exceeds the character's Strength. The character is dragged one foot per round for every point that the imps' combined Strength exceeds the character's Strength.

Blood sea imps can only be attacked with magical weapons other attacks pass harmlessly through them. Blood sea imps can not be turned, and they are unaffected by *sleep, charm,* or cold-based spells. They are likewise unaffected by paralysis or poisons.

If struck by a lightning bolt, either natural or magical, there is a 10% chance that the imp spontaneously generates a copy of itself the copy appearing in its vaporous form.

Habitat/Society: As their name implies, Blood Sea imps reside primarily in the Blood Sea. but some also exist in other tropical and subtropical oceans. Schools of 10d4 imps live together in shallow lairs on the ocean floor; these lairs are lined with rotten vegetation and other debris. The imps sleep in their lairs all day long, emerging only at night to search for ships battered by ocean storms. Treasure items are also stored in their lairs: imps aren't interested in the value of treasure, but they keep various baubles as souvenirs from ships they have plundered.

Ecology: Blood Sea imps arc oblivious to other sea life, though they tight fiercely it attacked. The imps do not eat, drink, or breathe. They are invigorated by exposing themselves to the thunder and lightning generated by an ocean storm

Imp, Chaos

CLIMATE/TERRAIN:	Limbo or any
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2–12
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Chaos
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Fearless (19)
XP VALUE:	175

Chaos imps are small, perverse creatures, native to the wild and turbulent forces of Limbo. They are rarely more than two feet tall and monkeylike in proportion. Beyond this, little is consistent in the appearance of these creatures. Their noses and ears are huge or small, sometimes lop-sided on the same imp. Face and expression change with the creature's fancy. Over time, travelers have confused them with mites, mephits, gremlins, and a host of other equally small and pestiferous creatures. The only sure identification comes too late, after the imps have wrought their harm.

Combat: Combat seems hardly a fair description when a nest of chaos imps attack. Chaos imps are hardly interested in their opponents at all. The imps don't want to fight; they only want to infest an individual's gear. Chaos imps can meld with nonliving objects so that imp and object are one. This power works only on non-Limbo matter and only on inanimate objects. Objects imbued with an intelligence or a spirit, such as an intelligent sword or an iron golem, cannot be infested. A tree formed from the primordial soup of Limbo by a character's will can't be infested by a chaos imp; a plain *sword +1* from elsewhere can. Chaos imps naturally sense the differences between materials, always choosing stable matter over unstable.

As a matter of taste, the imps prefer substantial objects—swords, shields, pots, spikes, and armor—over flimsier articles such as clothing, cloaks, boots, and scrolls. They are always drawn to magical items, however, and seek to meld with these in preference to other things.

To infest a nonmagical object, the imp needs only touch it for one round. Magical items have a saving throw of 14, improved by one for every +1 or additional power the item has. At the end of the round the imp is absorbed into the item, its essence flowing like water into it. The merging causes no change in the physical properties of the item: mass, shape, density, and function all remain the same. Even the magical power of an item remains unchanged. Infested items don't radiate magic (unless already magical) and behave no differently as long as the item remains in Limbo. Only when a chaos imp believes it is off the plane will the creature reveal itself.

Whenever possible chaos imps attack by stealth, slipping into objects when the characters are distracted by other things. If forced or discovered, they make a direct attack. They have no ability to physically harm a character, but fighting them is still difficult and dangerous. Normally if forced to fight, the whole lot of them swarms a single character, one attempting to distract while the others complete their infestation. Even battling an imp is risky, since any blow may allow the imp to infest the character's weapon. Since the contact is fleeting, the item is allowed a base saving throw of 10 to avoid the effect.

The chaos imp has the power to transform its host on a whim. For all practical purposes, the character is actually carrying a little bit of Limbo's chaos-stuff with him. When a fighter reaches for his sword he might draw an empty snakeskin or a bowl of pudding. Transformed objects are roughly the same mass, but that is the only limitation. Unless the character maintains mental control over the object's form (the same as he would over Limbo), it unexpectedly transforms. The imp can also speak from within the item.

There are two ways to get rid of a chaos imp. The first is to destroy the item; this causes the imp to flee. For example, drinking an infested potion would cause the imp to suddenly spring from the bottle. The second is to cast an *abjure, animate object, banishment,* or *dismissal* on each object. This forces the imp from the item, although it instantly attempts to merge with the nearest object. A *dispel magic* forces out all imps within the spell's area of effect in addition to its normal operation. Once "de-imped," characters should run. Distance is the best protection.

Habitat/Society: Chaos imps on Limbo are always encountered in nests—these are nothing more than inert bubbles. Only when a host comes with range do the imps actually take form and attack. Chaos imps don't reproduce by any known means; it is quite likely that they spontaneously appear throughout the plane. Off Limbo, the imps eventually dissipate if driven from their host and bereft of any other object to inhabit.

Chaos imps are mischievous and clever, and appear to have two main goals. The first is to escape their plane, but they can leave Limbo only within an object. Thus, they lie dormant in infested items until they believe they are off Limbo. Experienced Limbo travelers try to trick infesting imps into revealing themselves by pretending to be off the plane. The image of another plane must be imposed on Limbo (requiring a check to impose one's will). The DM then secretly makes another check (again using the character's skill) to see if the image is convincing to the imps. If it is passed, the imps reveal themselves in 3d6 turns. Otherwise, they are not fooled by the attempt.

Second, as befits their origin, they delight in creating chaos and confusion at every chance. It is quite probable that they are carrying out the will of the powers of Limbo in spreading the dominion of chaos.

Ecology: As impractical as these creatures are, there are those who find a use for them. Certain planar factions (particularly the Anarchists and the Xaositects), various fiends, and tricksters enjoy bestowing infested "gifts" on their enemies.

(Chaos imp illustration to left)

Mephits are nasty messengers created by powerful planar creatures to perform evil missions. The 16 known types of mephit draw their substance from the Elemental, Paraelemental, and Quasielemental Planes: fire, radiance, water, ice, magma, ash, mineral, steam, air, smoke, earth, ooze, dust, salt, lightning, and mist. (The Quasielemental Plane of Steam provides both steam and mist mephits. Alone among the Elemental Planes, the plane of Vacuum holds no life, not even mephits.)

Mephits are thin, 5′ winged humanoids. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff of their home plane: Fire mephits burn, magma mephits drip lava, and so on.

Mephits speak a common mephit tongue, and each speaks the language of its creator, if any. Most learn the common tongue to perform their duties.

COMBAT: In battle, mephits attack with either their clawed hands or breath weapon. Damage varies by type of mephit encountered; see the following entries for details. Unless an attack lists a saving throw, no saving throw applies.

All mephits can *gate* in other mephits once per hour. The number and type *gated* varies by mephit type, but all mephits have a 25% chance of success.

HABITAT/SOCIETY: Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They puff away at foul-smelling tobacco or pipeweed. They give themselves pompous, impossibly long names, such as "Garbenaferthal, Sprite-slayer, Greatest of All Steam Mephits, Favorite of the Lower Planes."

Mephits assume a groveling, craven, yes-master stance to their bosses, an air of arrogant superiority toward victims and each other. Mephits of the same type usually maintain a polite camaraderie. Different types often settle disputes with a friendly game of tug-a-demihuman.

Mephits spend their time delivering messages, picking up packages on the Lower Planes, retrieving particular persons, delivering special magical items, or just spreading general mayhem (so folks don't forget the Lower Planes are still there). Insufferable on missions, they fancy themselves important emissaries.

ECOLOGY: Evil powers on the Lower Planes create mephits using a variant of *monster summoning IV* that incorporates aspects of *contact other plane*. They use the substance of an elemental plane to create a servant, usually as a stopgap or a substitute for less loyal underlings. Mephits do not betray their creators but do seem to irritate them, and so they lead brief, troublesome lives. Quickly created and destroyed, they have no predetermined life span.

On some Lower Planes spellcasters use live mephits as signals in vendettas. Presenting one's enemy with a mephit connotes a message, its nature indicated by the mephit's type. The gift of a fire mephit indicates displeasure at the enemy's action; an ice mephit means the enemy is forbidden to enter one's home; a radiant mephit is a truce offering, and so on. The recipient destroys, employs, or frees the mephit as desired. Mephits are never given to friends, as anyone who has met one understands.

Mephits usually need no food or drink. Unless otherwise noted, all mephit types can regenerate 1 hp per turn in contact with the stuff of their substance, or an appropriate environment (fire mephits in open flame, ice mephits in cold, and so on). Regeneration ceases when the mephit reaches 0 hp and dies. Mephits cannot heal by other means.



FOOLISH HUMAN! KNOW YOU NOT
THAT I AM FEARED AMONG MANKIND?
BOW DOWN AND COWER!

— ABERNATHANORIAL, DITCH QUEEN,
DOOM OF DRYADS, DEARTH OF LIGHT,
MEPHIT OF DARKEST SMOKE



YEAH, RIGHT.

— ZAEBOS, A MEMBER OF THE
DARK EIGHT, UPON
RESUMING
HIS TRUE PIT-FIEND FORM



	Air	Smoke
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Special
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	N	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1-10	1-10
Armor Class:	4	4
Movement:	12, Fl 24 (A)	12, Fl 24 (B)
Hit Dice:	3	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d3/1d3	1d2/1d2
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420

AIR MEPHIT

Most maneuverable in flight of all mephits, air mephits are flighty in personality as well. Fickle, untrustworthy, and empty-headed, these mephits make excellent messengers and couriers – for their first mission. Thereafter they flee their creators to explore the planes, attach themselves to whomever looks interesting, and make entertaining trouble.

Air mephits look like pure white muscular humanoids from the waist up and white tornadoes from the waist down. Unlike most other mephits, they have no wings but fly on their airstreams; they display astonishing agility. They are bald with broad grins and small ears, and they often wear one gold earring.

Combat: Air mephits favor sudden ambush attacks and quick escapes. An air mephit attacks with two claws (1d3 damage each). To use its breath weapon, the mephit inhales sand, dirt, or other particles in the vicinity and then blows the grit at high velocity at one target within 10′ (hits automatically for 1d6 damage). The mephit can blow once every other round without limit, as long as it finds sufficient grit in the vicinity.

Once per hour air mephits can cast *blur* on themselves at 3rd level of magic use. Once per day they can cast *gust of wind*.

Once per hour an air mephit can attempt to *gate* in another air mephit. They avoid this unless pressed, because they dislike one another.

Air mephits are immune to air and gas attacks of all kinds. They regenerate 1 hp per turn automatically. They die instantly and vanish in a vacuum.

Ecology: A confined mephit can freshen and cool the air in stuffy rooms. Spellcasters unaccustomed to hot weather sometimes bring them along on trips to hot Lower Planes.

SMOKE MEPHIT

Smoke mephits are crude and lazy. They spend most of their time sitting around invisible, smoking pipeweed, telling bad jokes about their creators, and generally shirking their responsibilities.

Combat: A smoke mephit's two clawed hands cause 1d2 damage each. Its breath weapon consists of a sooty ball usable every other melee round, an unlimited number of times per day. This sooty ball automatically strikes one creature of the mephit's choice within 20′ (1d4 damage and blinded for 1–2 rounds), no saving throw.

Smoke mephits can cast *invisibility* and *dancing lights* once each per day. Once per hour, they can attempt to *gate* in 1–2 other mephits, fire, magma, smoke, or steam. If two mephits arrive, they are the same type.

Contact with any kind of smoke lets a smoke mephit regenerate 1 hp per turn. When a smoke mephit dies, it disappears in a flash of flame. This flash causes 1 hp damage to all creatures within 10′.

Ecology: Lower-planar beings traditionally dispatch a smoke mephit as a gift to enemies, a gesture of insolence and contempt that amounts to a declaration of vendetta.



	Earth	Ooze
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	N	N × 2
Alignment:	Neutral	Neutral
No. Appearing:	1-10	1-10
Armor Class:	5	6
Movement:	12, Fl 24 (C)	12, Fl 24 (B)
Hit Dice:	3+2	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d4/1d4	1d3/1d3
Special Attacks:	See below	*Stinking cloud*
Special Defenses:	See below	None
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Irregular (5-7)
XP Value:	420	420



Earth mephit

These heavy, rocky mephits have stolid, humorless personalities. Stubborn and immune to insult, they look like small, thin earth elementals, with stony skin, glittering eyes, and rigid wings of dull metal. Their wings, which never flap, seem to play no role in the mephit's magical flight. Earth mephits fly clumsily and smell like dirt.

Combat: Earth mephits have two fist attacks (1d4 damage each). Once per day, they can grow to a height of 10′ for one turn; their fists do 2d6 damage at this size.

Three times a day an earth mephit can spit a rock at one target within 15′, hitting automatically (1d6 damage). Additional uses of this attack beyond the third cost the mephit 2 hp apiece from its current total.

Once per hour an earth mephit can attempt to *gate* in 1-2 other mephits, either earth or magma. If two arrive, they are the same type.

Earth mephits regenerate 1 hp per round they spend buried in earth to at least waist level. *Passwall* and *transmute rock to mud* spells destroy them instantly.

Ecology: Earth mephits need no food or drink to survive, but they enjoy the taste of gems and jewelry. To gain these they pursue money-making schemes, always with single-mindedness but also singular ineptitude.

Ooze mephit

These unctuous creatures sidle up to strangers and, in purring, sibilant voices, use flattery to ingratiate themselves. "Oooh, what *sssplendid* armor! You know, you wear that armor with sssuch, sssuch *authority*, I feel myssself quite overwhelmed." After a few minutes of this, or as much as the target can stand, the mephit asks for "a loan" of 100 gold pieces.

Ooze mephits are made of ochre muck, just like their home plane. They have a rough humanoid form but no clear joints, and their wings are transparent green bubble membranes that seldom break. They have dark green eyes and mouth with a mooning expression, and they smell absolutely terrible in a 30′ radius. Contact with an ooze mephit stains clothing permanently.

Combat: Ooze mephits attack with two claws (1d3 damage each), but avoid combat when possible. Their breath weapon, usable every other round without limit, is an invisible cloud of gas that works as a *stinking cloud* (no range, 10′ radius) cast at 3rd level of magic use. Other mephits are immune.

Once per hour an ooze mephit can *gate* in another ooze mephit. Ooze mephits are immune to cutting or impaling damage and to fire and water attacks of all types, but *transmute mud to rock* destroys them instantly. They regenerate 1 hp per round in stagnant water.

Ecology: Ooze mephits are created to clean sewage lines, maintain garbage dumps, and carry out other necessary but unpleasant duties. They quickly desert and become beggars. With the money they beg, ooze mephits hire wizards to transform them into more desirable forms: humans, elves, dwarves, even kobolds.

Imp, Mephit

	Fire	Radiant
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Nil
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	N	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1-10	1-10
Armor Class:	5	4
Movement:	12, Fl 24 (B)	12, Fl 24 (B)
Hit Dice:	3+1	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d3+1/1d3+1	1d3/1d3
Special Attacks:	See below	*Color spray*
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Irregular (5-7)
XP Value:	420	420



FIRE MEPHIT

The most mischievous of all mephits, these fiends play terrible pranks on other mephits, such as pushing magma mephits into water and watching them harden.

Fire mephits are small, wiry humanoids with bright red skin and bat-wings. Some fire mephits affect a mustache, goatee, and tiny horns on their forehead, but these are always faked.

Combat: Touching a fire mephit causes 1 hp heat damage. Its two clawed hands rake for 1d3 damage each plus 1 hp heat damage per hit.

Fire mephits can use their breath weapon three times a day. In one form it is a flame jet 15′ long and 1′ wide that automatically hits one chosen target (1d8+1 damage; save vs. breath weapon for half damage). The second form, a fan of flame, covers a 120° arc in front of the mephit to a distance of five feet. Any creature in the arc suffers 4 hp damage (no save).

Fire mephits can also cast *magic missile* (two missiles) and *heat metal* spells once each per day. Once per hour a fire mephit can attempt to *gate* in another mephit, either fire, magma, smoke or steam.

Ecology: Fire mephits sometimes prove useful heating forges, warming bedclothes, or lighting cigars.

RADIANT MEPHIT

Prone to non sequiturs and glazed looks, radiant mephits appear permanently, blissfully dazed by the glories of the quasi-plane of Radiance. They peer fixedly at people and say things like, "Have you too seen the majesty of the Ultimate Light? Oh, look at that amazing reflection on your armor there! Nice . . . Sorry, was I talking?" They take overblown names as do other mephits, but never remember them.

Radiant mephits have silvery bodies that perfectly reflect their surroundings like a mirror, large black eyes, and thin prismatic wings. They have wide mouths, but their faces are usually expressionless, except during their sudden fits of crazed giggling.

Combat: Radiant mephits can attack with two claws (1d3 damage each). They can cast *color spray* once per turn at 6th level of magic use. However, unless directly attacked, they usually become distracted and forget their opponents.

Once per hour a radiant mephit can attempt to *gate* in another radiant mephit.

Radiant mephits are immune to all spells that affect or work through vision, including *color spray* and visual illusions, but they receive no saving throws against mind-affecting magic. They have infravision to 120′. In strong light they regenerate 1 hp per turn.

Ecology: Radiant mephits lack the attention span to carry out missions. They are created primarily because some powerful beings of lawful alignment find their *color sprays* (dim recreations of the plane of Radiance) soothing or mesmerizing.

	Water	Ice
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Any liquid	Nil
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	N	N
Alignment:	Neutral	Neutral
No. Appearing:	1-10	1-10
Armor Class:	5	5
Movement:	12, Fl 24 (B)	12, Fl 24 (B)
Hit Dice:	3	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d3/1d3	1d2/1d2
Special Attacks:	Acid stream	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5' tall)	M (5' tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420

WATER MEPHIT

These thin, finny humanoids are covered with sea-green scales, and webs of skin connect the spines of their ears, toes, and wings. They have fishy, staring eyes and fish lips. An odor of brine accompanies them, and they drip salt water.

Manifesting an irritating joviality, water mephits make remarkably tactless comments on their companions' actions and situations: "Buck up, you can handle these fiends. Or if not, you'll make good dretches." They attach themselves to adventuring parties (unasked) out of an appetite for novelty.

Combat: Water mephits can attack with two claws (1d3 damage each), but they prefer their breath weapon, a stream of acidic greenish water (2d4 acid damage for two rounds; one save vs. breath weapon halves damage on both rounds). The mephit can breathe every other round, automatically hitting one target.

The semi-liquid forms of water mephits are immune to cutting or impaling damage from nonmagical weapons and to fire damage (including magical fire), but they take double damage from cold attacks. Of course they can breathe water, and they can drink any liquid, such as mercury or poison, without damage. They regenerate 1 hp per round spent only drinking liquid.

Water mephits can attempt to *gate* in one other water or ice mephit once per hour.

Ecology: Captured water mephits stand watch in kitchens, ready to put out fires, or maintain aquaria for the wealthy.

ICE MEPHIT

Ice mephits are angular, with translucent, ice-blue skin. They live on the colder Lower Planes and thus never mix with fire, magma, smoke, or steam mephits. Ice mephits act aloof and cruel, surpassing other mephits in torture and wanton destruction.

Combat: Ice mephits attack with two clawed hands (1d2 damage each). In addition, their chilling touch reduces the victim's attack rolls by 1 per hit. These effects are cumulative and last three turns, or until the victim is healed to full hit points, whichever comes first.

Ice mephits can breathe a volley of ice shards every other melee round, up to three times per day. This volley automatically hits a single victim within 15' (1d6 damage, save vs. breath weapon for half damage).

Once per hour an ice mephit can attempt to *gate* in one other mephit, either mist or ice.

Ice mephits are of course immune to all cold-based attacks, but take full damage from fire- or heat-based attacks.

Ecology: Confined ice mephits chill small rooms for the cold storage of perishables.



	Dust	Salt
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Nil
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	Nil	N
Alignment:	Neutral	Neutral
No. Appearing:	1-10	1-10
Armor Class:	6	5
Movement:	12, Fl 24 (B)	12, Fl 24 (B)
Hit Dice:	3	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d2/1d2	1d3/1d3 + stun
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420

DUST MEPHIT

These ghoulish things find death morbidly fascinating. They pose as tragic yet fashionable victims of a gloomy fate, heroically holding out against utter insanity. They favor lines like "A dust mephit I am, lest dust I become!"

Gaunt even by mephit standards, dust mephits have dusky brown skin, eyes, and wings. Unlike other mephits, they prefer to wear clothing (always black), altered so as not to interfere with flight.

Combat: Dust mephits attack with two weak claws (1d2 damage each). Three times a day they can breathe a 15′-radius cloud of irritating glassy dust (range 0). Those who fail to save vs. breath weapon can avoid the effect by scratching for one round. Otherwise the itching lowers AC by 4 and attack rolls by 2 for three rounds. Other mephits and creatures with thick or insensitive skins (elephant, scaly, buffalo) are immune.

Once per hour a dust mephit can attempt to *gate* in 1-2 other dust mephits, usually to share their tragic alienation. They regenerate 1 hp per turn in dusty, waterless areas. They take half damage from cutting and impaling weapons and are immune to heat and fire damage of all types, but take maximum damage from liquid- and wind-based attacks.

Ecology: In the complex social code of some lower-planar spellcasters, the gift of a dust mephit symbolizes a subtle threat, with the connotation that the giver has recognized some plot of the recipient against him.

SALT MEPHIT

Salt mephits look like grainy white humanoids with wings made of cubical white crystals. They have large red eyes and gaping, grinning mouths. They have no odor unless they get wet, which causes them excruciating pain and makes them smell briny. The sarcastic and acidulous wit of salt mephits lowers their life expectancy dramatically.

Combat: Salt mephits attack with two claws (1d3 damage each); if any claw damage penetrates armor, the pain of the salted wound requires a save vs. petrification or the victim is stunned for 1-2 rounds. Similarly, the salt mephit's breath weapon is a shower of salt crystals against a single enemy within 15′ (damage 1d4, save vs. petrification or be stunned 1-2 rounds).

Once per day a salt mephit can *taunt* (as the 1st-level wizard spell); this taunting can be made to originate within 10 yards of the mephit. A salt mephit can contaminate any amount of water up to a barrel by touch, turning it into undrinkable brine.

Once per hour a salt mephit can attempt to *gate* in another salt mephit. Salt mephits are immune to fire and heat damage of all kinds, but take maximum damage from liquid-based attacks, and even ordinary water does 1 hp damage per round of contact. They regenerate 1 hp per turn automatically, as long as they stay dry.

Ecology: Spellcasters who deliver a nasty, foulmouthed salt mephit to an enemy thereby declare open warfare.



	Lightning	Mineral
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary/band	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Nil
Intelligence:	Average (8–10)	Avg (8–10)
Treasure:	Nil	N
Alignment:	Neutral	Neutral
No. Appearing:	1-20	1-20
Armor Class:	4	4
Movement:	12, Fl 36 (C)	12, Fl 24 (C)
Hit Dice:	3	3+2
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d3/1d3	1d4/1d4
Special Attacks:	*Lightning bolt*	*Glitterdust*
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420



LIGHTNING MEPHIT

A lightning mephit's torso and limbs are thin, jagged bolts of black lightning; its hands and feet are oversized, bulbous, and white. Its earless head smells like ozone and glows with a permanent *light* spell-like effect that cannot be dispelled; this expires when the mephit dies.

A lightning mephit has no wings. It races through the air like a lightning bolt, the fastest of all mephits. Unfortunately, it maneuvers poorly.

Lightning mephits are energetic, even hyperactive, with an incessant curiosity and desire for activity. They talk very, very fast, with many mistakes, false starts, and malapropisms.

Combat: Lightning mephits dislike combat and prefer to befriend opponents. They have no claws but have the spell-like ability to cast a *lightning bolt* three times a day. Unlike the wizard spell, this *bolt* does 3d6 damage automatically to one target within 80′. A mephit can cast additional *bolts*, but each extra bolt damages the mephit (2 hp from its current total per bolt cast).

Once per hour a lightning mephit can attempt to *gate* in 1-4 more lightning mephits.

Attacks with nonmagical metal weapons on a lightning mephit do it no harm but, may harm the attacker (save vs. paralysis or take 1d3 shock damage). Lightning mephits are immune to fire, heat, and electrical damage of all kinds, but dousing with liquid (at least a gallon) destroys them in a flash (3 hp damage to everyone in a 5′ radius).

Lightning mephits instantly regenerate all damage on contact with an electrical source, such as another mephit's *lightning bolt*. This reinforces the mephit's natural desire to congregate with others of its kind. A force of mephits that can recharge one another is unstoppable by anything short of a glass of water.

MINERAL MEPHIT

These thickly-built mephits look like earth mephits. Their skin and wings glitter with ground mica. The rigid metallic wings have no obvious function in the mephit's magical flight. Like their earthy kin, mineral mephits are clumsy in flight. They have no odor.

These suspicious, greedy, and self-righteous mephits show an attitude common in their native plane of Minerals: They style themselves guards of all treasure, whether or not they own it.

Combat: Mineral mephits attack with two claws (1d4 damage each). Their breath weapon works as *glitterdust* (no range, 10′ radius) three times a day at 3rd level of magic use. They can move through stone walls less than a foot thick as though insubstantial.

Once per hour, mineral mephits can attempt to *gate* in 1-2 other mephits, either earth or mineral. If two arrive, they are the same type.

Mineral mephits do not breathe and are immune to gas attacks of all kinds. Vacuum and nonmagical impaling weapons do no damage. *Passwall* or *transmute rock to mud* destroys them instantly.

Mineral mephits regenerate 1 hp per turn in contact with stone. Gems and jewelry also restore hit points but are consumed in the process, 10 gp of value lost per hp restored.

	Magma	Ash
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Low (5-7)	Average (8-10)
Treasure:	N	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	6	5
Movement:	12, Fl 24 (C)	12, Fl 24 (B)
Hit Dice:	3	3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1d8+1/1d8+1	1d3/1d3
Special Attacks:	Breath, heat	*Belaborment*
Special Defenses:	Regenerates	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420

MAGMA MEPHIT

Magma mephits, or *lava mephits*, are the least intelligent of all mephits and hence the brunt of fire mephit jokes. They are sensitive to these insults and anger easily when offended, but otherwise they are passive and less temperamental than other mephits. They generate extreme heat that can be felt 30′ away.

Combat: Magma mephit claws are small and soft, causing only 1 hp damage when they hit, but each hit inflicts an additional 1d8 heat damage and automatically melts or burns most nonmagical materials. The rate of destruction varies from three rounds (melting plate armor) to one hour (burning through an inch of wood).

Their breath weapon, usable once every three rounds, is a blob of lava that automatically hits one target within 10′ (1d6 damage). A magma mephit can use this weapon eight times, then must recharge for one hour in a lava pool. Mephits in lava regenerate 2 hp per round.

Magma mephits can shapechange into a pool of lava 3′ in diameter and six inches deep. This maneuver does not recharge their breath weapon. They take damage normally in pool form.

Once per hour a magma mephit can attempt to *gate* in 1–2 other mephits of fire, magma, smoke, or steam. If two arrive, they are the same type.

Water in large quantities (a barrel or more) causes the magma mephit to harden, halving its movement. However, this releases large quantities of sulfurous steam, necessitating a save vs. poison for any creatures within 10′. Failure causes dizziness and nausea for two rounds, and the victim takes –2 on attack rolls.

ASH MEPHIT

Profoundly depressed and lugubrious, ash mephits make adequate sentries and messengers, but they impose upon passersby with endless tales of their sorrows, boredom, and frustrations.

Ash mephits have powdery gray skin and wings ("You're so lucky not to have wings, they get fouled in everything and it's not like I ever *asked* to fly"), no external ears ("And even so I hear this persistent ringing, a *ringing*, you know, it *just never stops*"), and a nasal whining voice ("Am I boring you? I'd *haaate* to think I was *boring* you"). Scholars suppose that lower-planar beings can create ash mephits more easily than those of other types; why else would anyone create one?

Combat: Ash mephits cannot claw or bite, but they can spray a cloud of choking ash in a 10′ radius at a cost of 1 hp from their current total (1d6 damage, save vs. breath weapons for half damage).

Once per day an ash mephit can harangue good and neutral creatures with a lengthy recitation of its woes. This works as *Leomund's lamentable belaborment*. (It does not work on evil creatures, who care nothing for the mephit's troubles.)

Ash mephits are immune to nonmagical cutting and impaling weapons, to fire, heat, and cold (magical and nonmagical), and to poison. They take double damage from liquid-based attacks, and wind-based attacks inflict maximum damage. They do not breathe.

Once an hour an ash mephit can *gate* in another ash mephit (usually to commiserate).



	Mist	Steam
Climate/Terrain:	Any	Any
Frequency:	Common	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Special	Special
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	N	N × 2
Alignment:	Neutral	Neutral
No. Appearing:	1–10	1–10
Armor Class:	7	7
Movement:	12, Fl 24 (B)	12, Fl 24 (B)
Hit Dice:	3+2	3+3
THAC0:	17	17
No. of Attacks:	2	2
Damage/Attack:	1/1	1d4+1/1d4+1
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Average (8–10)
XP Value:	420	420

Both mist and steam mephits originate on the Quasielemental Plane of Steam, the only known plane that has spawned two varieties of mephits. Possibly for this reason, the two varieties have developed an intense rivalry bordering on hatred. They insult one another constantly and fight inconclusive skirmishes.



Mist Mephit

Mist mephits fancy themselves spies of the highest caliber. They quickly report other mephits who show mercy or other treasonous behavior, and they seldom engage in idle banter with other mephits.

Mist mephits can see clearly in fog or mist. Their skin is pale green.

Combat: Mist mephits seldom engage in melee unless trapped. Their soft claws inflict 1 hp damage. They can breathe a sickly-green ball of mist every other round, up to three times an hour, that automatically envelops one victim within 10′ (save vs. poison or take 1d4+1 points of choking damage and blinded for 1–4 rounds).

Mist mephits can create a *wall of fog* once per day, as a 3rd-level wizard. They can also assume *gaseous form* once per day, and often do so to spy on others or escape combat. Once per hour, a mist mephit can attempt to *gate* in 1–2 other mephits, either ice or mist. If two arrive, they are the same type.

Powerful winds, including a *gust of wind* spell, cause mist mephits to flee in confusion.

Steam Mephit

Bossy and hypersensitive, steam mephits are the self-appointed overlords of all mephits and, in their own minds, lords of the quasiplane of Steam. Mist mephits refuse to obey them, and this disobedience has led to a millennia-long rivalry between the types.

In addition to the hissing steam that escapes from their pores, steam mephits leave a trail of near-boiling water where they walk.

Combat: Unlike other mephits who delay attacking as long as possible, steam mephits, ruled by oversized egos, ambush even large, well-armed parties. They strike first with their boiling rainstorm, then concentrate their breath weapons on the nearest wizard or priest.

The mephit's two hardened claws cause 1d4 damage each, plus 1 hp heat damage per touch. In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

Steam mephits can breathe a scalding jet of water every other round with a 20′ range, automatically hitting one target (1d3 damage, with a 50% chance of stunning the victim for one round).

Once per day a steam mephit can create a rainstorm of boiling water over a 20×20′ area. This storm inflicts 2d6 damage to all victims in the area of effect. Steam mephits can also use *putrefy food & drink* (reverse of *purify food and drink*) once per day to contaminate water.

Once per hour a steam mephit can attempt to *gate* in 1–2 other mephits (fire, magma, smoke, or steam). If two arrive, they are the same type.

Steam mephits are immune to fire and heat damage.

Ecology: Steam mephits heat confined areas or power small engines.

Imp, Wishing

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Unique
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	O
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	6, Fl 18 (B)
Hit Dice:	3 (20 hit points)
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1–2
Special Attacks:	Disease
Special Defenses:	See below
Magic Resistance:	100%
Size:	T (1' tall)
Morale:	Fearless (19–20)
XP Value:	5,000



The wishing imp is an imp that has assumed the form of a small statuette. It grants wishes to its owner, though these are always twisted and perverted to evil in some way. When alone with its master, the imp may move around and even fly, but usually remains completely still, with a lifeless appearance on its face when around others.

The wishing imp looks like a small, deep black, bat-winged figurine with a slender, barbed tail. It has pointed ears, granitelike skin and a set of small horns. Strangely, its face is quite attractive, looking like that of an innocent child, with appealing deep brown eyes and a sweet smile.

The wishing imp communicates telepathically, but will seldom speak to anyone except their owner. Language does not appear to be a barrier to conversation with this sinister creature.

Combat: Luckily, the wishing imp is not usually met in combat. When called upon to fight, this deadly creature uses the barb on its tail against its foes. Though this stinger does only 1–2 points of damage, those struck by it must save vs. death magic or contract a disease that is fatal in 2d4 days unless cured through magical healing.

The wishing imp is completely resistant to all types of magic and cannot be hit by any weapons, mundane or magical, unless they are made of stone. Flint or obsidian arrowheads, throwing stones, sling stones, stone-tipped clubs, even swords pried from the hands of statues will all harm the imp, doing a maximum of 1d4 points of damage with each successful hit. When the imp takes enough damage to kill it, it falls and shatters, only to reform within 24 hours and return to its owner.

The only way to rid oneself of the wishing imp is to sell it or give it away. In either case, the new owner of the imp cannot be deceived about the powers of the creature. He must be told that the item he is receiving will grant him wishes, but that these will come only at a dire cost. Of course, many are those who feel that they can escape the dreadful power of the imp. They long to see their wishes granted and are certain that no ill-effects will befall them. Indeed, it is the avarice of man that seems to delight and somehow sustain this mysterious imp.

For some unknown reason, the wishing imp is anchored to the misty domains of Ravenloft. If its owner somehow escapes from the Demiplane of Dread, the creature will be left behind. Since it still belongs to that person, however, it will do whatever it can to draw its master back into Ravenloft.

The wishing imp can only be slain by a stone weapon that has been specially blessed by a priest for just that purpose. The person landing the blow that destroys the wishing imp will earn himself the creature's dying spell, a foul enchantment that is the equivalent of a lethal curse. The exact nature of this wizardry will be tailored to the individual upon whom it is cast.

Habitat/Society: Though it might seem a great benefit when first acquired it, the wishing imp is soon exposed as a truly horrific creature. The imp is able to grant its owner one *wish* each day, subject to the normal limitations of that spell as described in the *Player's Handbook*, but these are always perverted in some fashion. Usually, the spell causes the loss of something very dear (whether an item or a person) to the one wishing even as it grants the actual *wish*. Furthermore, it tries to fulfill the *wish* in such a way that it creates a need for its owner to request more wishes, most often in an attempt to undo something an earlier *wish* caused.

The only way to rid oneself of the wishing imp without incurring more trouble is to escape from Ravenloft, sell it to someone, or give it to someone who willingly takes possession of it.

Ecology: The wishing imp is a magical creature of unknown origin. Since it first appeared in Ravenloft some centuries ago, however, the fiend has caused nothing but heartache and misery. Passed from owner to owner, it has been in every domain or island at one time or another.

For some reason, it seems impossible for the wishing imp to leave the Demiplane of Dread. Countless theories have been put forth to explain this, but none has been substantiated to date.

	Wood	Bog	Garden
Climate/Terrain:	Temperate forest	Any swamp	Any garden
Frequency:	Rare	Rare	Very rare
Organization:	Tribe	Tribe	Solitary
Activity Cycle:	Night	Night	Night
Diet:	Carnivore	Carnivore	Omnivore
Intelligence:	Average (8–10)	Average (8–10)	Very (11–12)
Treasure:	S (C, N)	O (A)	R
Alignment:	Chaotic evil	Chaotic evil	Chaotic neutral
No. Appearing:	1d8	2d6	1
Armor Class:	6 (10)	7 (10)	8 (10)
Movement:	9	9	9
Hit Dice:	1–6 hp	1–1	1
THAC0:	20	20	19
No. of Attacks:	1 or 2	2 or 1	1
Damage/Attack:	1d3 (bite) or 1d4 (arrow)/ 1d4 (arrow)	1d3 (claw)/1d3 (claw) or 1d2 (darts)	1d3 (bite)
Special Attacks:	Poison, surprise, snares	Poison, surprise, snares	Summon insects
Special Defenses:	Nil	Camouflage	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	T (1½'–2' tall)	T (2' tall)	S (2½' tall)
Morale:	Steady (11)	Steady (11)	Elite (13)
XP Value:	65 120 (leader) 175 (chief) 270 (shaman)	120	120

Imps are nasty, diminutive creatures that roam the world causing mischief to all they meet. Three forms of imp inhabit the wilds of Mystara: the wood, bog, and garden imps.

Wood Imp

Wood imps are small, evil humanoids that live in dark forests. These green-skinned creatures stand 1½ to 2 feet tall and always seem to have numerous twigs and leaves tangled in their wild, wood-brown hair. Their little faces are quite round, each bearing a gaping slit of a mouth filled with needle-teeth. Wood imps normally dress themselves in stolen scarves and strips of bark.

Combat: Wood imps hate to enter battle head-on, instead relying most often on guile and trickery. Because of this imp's protective coloration, opponents suffer a –2 penalty to their surprise rolls.

The creature's bite causes 1d3 points of damage and often leaves a lingering—although nondamaging—rash. The creatures rarely use this attack, however. Instead, they lay ambushes near traps they have set—usually they favor concealed pits and snares. Victims who fail a saving throw vs. paralyzation (with a –2 penalty) find themselves caught in a trap; the imps then either capture them or slay them with poisoned arrows (see below).

As well as laying ambushes, wood imps also actively hunt those foolish enough to enter their territory, driving the intruders straight into their traps. When hunting, wood imps ride large spiders. Their special saddles allow them to stay mounted even while the spiders cling to the undersides of tree branches.

Wood imps most often attack with short bows, which they can fire even when upside-down. The arrows inflict 1d4 points of damage; an imp can fire two shots per round. It might choose to spend a round coating an arrowhead in spider venom it retrieves from its mount. Characters the arrows hit must make a saving throw vs. poison with a +2 bonus; those who fail become sluggish for 2d4+2 rounds. Sluggish creatures roll for initiative with a penalty of +3 and move at half speed until the effects wear off. The nonfatal poison has no cumulative effect. If the arrows are not fired the round after they are coated in venom, the poison evaporates and must be reapplied.

If forced to enter melee, wood imps drop out of the trees still astride their spiders and attack opponents with their small two-handed swords (damage 1d6), while the spiders attack with their bites.



Habitat/Society: These tribal, petty creatures get along well only with their large spiders—occasionally with each other, too. For every 10 wood imps, there lives one leader with 1–1 HD. However, these leaders rarely wield much control over their people, often resorting to violence or bribery to get a group to act in concert. An entire tribe follows a chief with 1 HD. If these chiefs are slain, wood imp morale drops to 7. Fifty percent of tribes also have 1d4 shamans (priests of 1st to 4th level).

Ecology: Wood imps keep their prisoners and fresh food in lairs among old and rotted trees. The captives usually consist of 2d6 creatures varying from small humanoids (like kobolds) and humans to forest creatures.

Bog Imp

Bog imps, cousins of the wood imps, live only in the deepest swamps and fens and have adapted well to their wet surroundings.

These wizened creatures have dark, gnarled skin, wide mouths, and slightly protruding eyes. Their grasslike hair grows from the top of their matted, greasy heads clear down the backs of their legs. A bog imp has long, dexterous fingers and can sound a cry akin to that of a puppy.

Combat: As with their woodland cousins, bog imps avoid direct combat. They hide very effectively in their natural environment, curling into small "grass-covered hummocks." They become effectively invisible to the eye (although not to infravision), but remain vulnerable to trackers that can scent them. Their camouflage causes opponents to suffer a –4 penalty to surprise rolls.

When forced to attack head-on, the creatures tear at their enemies with their sharp claws (1d3 hit points of damage each), aiming for very vulnerable areas such as the nose and eyes.

Normally, however, bog imps attack by luring their victims to the edge of a standing pool or fen, beside which they have laid snares. The creatures are adept with these snares; an opponent can avoid them with a successful saving throw vs. paralyzation, modified by a -2 penalty due to the imps' skill. The creatures attempt to pull ensnared victims underwater in hopes of drowning them; those caught in one of these snares must make a successful saving throw vs. paralyzation or lose their footing and fall into the water, where more imps wait with weighted ropes and nets to hold them under. Once underwater, victims can drown, as explained in the swimming rules in the *Player's Handbook*. A successful bend bars roll allows a character in the water to break away from the creatures unaided.

Bog imps also enjoy firing darts from reed blowpipes at intruders. These darts cause 1d2 points of damage and are coated with a poison that causes weakness (as the spell of the same name). Victims who fail a saving throw vs. poison lose 1 point of Strength for 1d6+1 turns. Effects of the poison are cumulative.

Habitat/Society: Bog imps make their homes in caves or under hollowed logs in fetid swamps and fens. Their lairs always lie near the stagnant pools of water they use with their snares. They seem less organized than wood imps and have no leaders *per se*. Instead, the creatures solve internal quarrels by fighting (usually attempting to drown one another) until either they reach a resolution of some sort or a more interesting activity comes along. Bog imps hate other humanoids and love to catch and kill them in their snares.

Ecology: The waters surrounding the lairs of a bog imp tribe often contain a great deal of treasure, the belongings of the imps' past victims.

Garden Imp

Garden imps, though not quite as nasty as either of their previously described relations, still can prove utterly selfish, dangerous creatures. These mottled, greenish-brown imps usually stand 2½ feet tall and have pointed faces with large brown eyes and elflike ears. Strange, lilylike flowers often grow in a garden imp's soft brown hair in the spring and summer months.

Combat: Garden imps, as with others of their kind, prefer to attack with guile. Each of these imps knows its particular garden intimately and prepares a variety of traps, pits, and snares to which it can lead annoying visitors. One favorite trick of this monster involves leading the victim to the top of a small rise, under which the imp has hollowed out a pit. The victim must make a successful saving throw vs. paralyzation (with a –4 penalty) or suffer 1d6 points of damage from a fall into the pile of thorny bushes the imp has placed in the pit beneath the rise.

These imps also can attack using swarms of tiny insects that obey their commands. Such swarms have the same characteristics as those created by the 3rd-level priest spell *summon insects*. Finally, garden imps can bite opponents, inflicting 1d3 points of damage.

Habitat/Society: These solitary creatures prefer to live in lush gardens that have been either abandoned or allowed to grow somewhat wild. An imp will keep watch over any dwelling attached to its garden. It normally treats the owners of such a home normally fairly, only bothering them if they attempt to drive it out or change its garden.

Ecology: The flowers from the hair of the garden imp can be used in the creation of a *potion of vitality*.



Impersonator

Climate/Terrain:	Any wetlands or subterranean
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Blood
Intelligence:	Semi- (2–4)
Treasure:	Varies
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	8
Movement:	3
Hit Dice:	5 + 2
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (4′ diameter)
Morale:	Average (8–10)
XP Value:	13,000



The strange life form known as an impersonator lurks in swamps, wetlands, and caverns, waiting for its chance to drain the blood from a living creature.

In its natural form, an impersonator appears to be nothing more than a pool of thick, stagnant water. In actuality, it is far more dense than water and its body has the viscosity of heavy oil. When the creature decides to attack, however, it assumes the form of one of its past victims.

In their natural forms, there is no evidence that these creatures can communicate with each other or with outsiders in any way. When they assume the form of another being, however, they communicate by any means available to the victim whose shape they have taken.

Combat: An impersonator usually uses its power of *replication* to assume a form that will make it welcome among others. It then lures one or more individuals into a situation where they feel safe and are either helpless or asleep. It then returns to its true form and attacks them. While the impersonator can engage in battle in its assumed form, it is loath to do so. For one thing, damage inflicted on its victims in this state means less blood to be consumed later. In addition, the assumed form has only the statistics of the impersonator. Thus, while it may appear to be a powerful knight in field plate, it is actually only a 5 HD monster with AC 8. Any attack from the impersonator in its assumed form inflicts 1d4 points of damage. The impersonator does not gain any of its form's special abilities (like infravision or magical spells), although it does have access to all of the knowledge that its new form possessed.

The impersonator feeds by drawing blood out of its victims. However, the process it uses to do this is quite slow and, therefore, the creature must first immobilize its prey. This is accomplished by physical contact with its natural form. Anyone who touches the impersonator while it is in its true form must successfully save vs. poison (with a +4 bonus to the roll) or become unable to move. The effect of this toxin wears off 1d4 rounds after contact with the creature is broken.

While its victim is helpless, however, the impersonator flows over him and begins to siphon off his blood. Each round, the victim suffers 1d4 points of damage. Although the blood drain itself is painless, the victim eventually begins to feel a bone-numbing cold as death draws ever closer.

Impersonators seldom have the chance to attack in their natural forms, so they use their special ability of *replication* to lure victims near. This power allows an impersonator to assume the form of any creature whose blood it has tasted. It takes one round to assume the new form; once this is done, it can remain in that state for 1 turn (10 minutes) per point of damage it inflicted on that particular victim. Thus, if it had drained 50 hit points from a 9th-level fighter, it could assume the form of that fighter for 50 turns (8.3 hours) before reverting to its natural form. The impersonator can abandon its disguise at any time by taking 1 round to melt back into its true state. An impersonator can assume a form of a victim only once per feeding; in order to take that shape again, the creature must effect another blood drain on that victim. However, the typical impersonator will have from 3 to 12 (3d4) forms available to it at any given time, and the order in which it fed upon victims has no bearing on the order in which it assumes their forms.

Habitat/Society: The impersonator possesses an unusually evil and cunning nature. While not truly sentient, it has a natural ability to sense the least offensive forms (among those available to it) to take on before entering a new feeding area. Thus, it never appears before a band of elves in the form of a growling orc.

Once the impersonator has located a rich feeding ground (say, near a small village) it attempts to attack and kill an unsuspecting member of that community. Then, using the form it has just acquired, it will move into that group and begin to seek new prey. By constantly assuming new forms as it feeds, it is often able to stay one step ahead of those who would kill it, leaving a trail of pale, bloodless bodies behind.

Ecology: The origins of the impersonator are unknown. If it is a natural creature, which most sages doubt, then it is possibly a relative of the mimic. The majority of scholars, however, believe that the impersonator is either a creature from the lower planes or the result of twisted magical experiments.



Climate/Terrain:	Any plane
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	See below
Intelligence:	Exceptional
Treasure:	Nil
Alignment:	See below
No. Appearing:	1
Armor Class:	0
Movement:	Fl 18 (A)
Hit Dice:	10 (4)
THAC0:	11 (17)
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (1′ diameter)
Morale:	Champion (15–16)
XP Value:	5,000 (650)

(Information is for major incarnates; statistics of minor incarnates appear in parentheses.)

Incarnates are sapient embodiments of the pure energy of abstract principles. For instance, an evil incarnate is formed of pure living evil energy, and a courage incarnate is the living energy of pure courage. An incarnate is completely invisible. If magically viewed by spell or device, it appears as a multicolored ball of light.

Incarnates inhabit many of the Outer Planes, primarily the upper and lower. They gravitate toward planes and planar layers that suit their individual alignments and temperaments.

Incarnates are divided into major and minor types. The major classification holds only two: good incarnates and evil incarnates. The 14 minor incarnates are divided into good and evil groups. The good-aligned minor incarnates are charity, courage, hope, faith, justice, temperance, and wisdom. The evil-aligned minor incarnates are anger, covetousness, envy, gluttony, lust, pride, and sloth.

Combat: Incarnates are attracted to energy sources similar to their own substance — good incarnates to sources of goodness, anger incarnates to anger in a creature, the courageous attract courage incarnates, etc. Incarnates attack and attempt to take over a victim (called the host) in order to feed on that energy.

The touch of an incarnate drains 2 points of Constitution per hit. The host suffers not only the penalties of lowered Constitution, but also feels an increasing weakness in mind and body. If the host's Constitution reaches zero, the incarnate can take over the host's body. The host receives a system-shock roll (based on original Constitution); if the roll is made, the incarnate cannot take over the host. The host's Constitution immediately returns to normal if incarnate takes over, or if the system-shock roll is successful. In addition, if the incarnate ceases the attack for any reason (killed, captured, driven off, etc.) before it takes over the host, the victim's Constitution returns to normal at the rate of 2 points per turn. (Monsters without Constitution scores can be assumed to have a default value of 12.)

Once in control, the incarnate can use the host body as it desires. The incarnate and host can communicate through a telepathic link established when it takes over. The incarnate can control all speech, actions, and spellcasting by the host. However, not all incarnates use this control. Good-aligned incarnates take over a host but rarely attempt to interfere with the host's behavior; control allows the incarnate to feed on the courage, hope, etc., of the host. (As detailed below, good incarnates avoid taking over hosts who will be harmed by their presence. Evil incarnates are not so choosy, and they care nothing for their hosts except to get as much energy from them as possible.) Incarnates gift their hosts with special powers during the time of control.

Only one incarnate can take over a host at any one time. Also, control by any incarnate prevents the host from being taken over by other creatures, such as a ghost or haunt, or even a wizard using a *magic jar* spell. The host is also immune to many mind-affecting spells, as if the host had a Wisdom score of 25.

Incarnates can be driven from their hosts or victims only by the appropriate spells (see below) or by the death of the host body. Attacks against those controlled by an incarnate affect only the host's body and not the incarnate. This includes energy draining, spell, and weapon attacks. The host is a buffer between the incarnate and these attacks. However, this does not render the incarnate completely immune to all spells. Minor incarnates can be dislodged from a host by *dispel evil/good* or a *limited wish* spell. The spells *abjure*, *exaction*, *holy/unholy word*, and *wish* drive out both major and minor incarnates. Once an incarnate leaves a host, it can be attacked physically. Physical attacks require a +1 or better magical weapon to hit. Also, incarnates are immune to heat, cold, and electrical attacks.

Ecology: Major incarnates cannot take over creatures of less than 10 HD without completely destroying them. Victims of less than 10 HD are simply incinerated by the force of the major incarnate's pure energy.

Creatures of greater than 10 HD, but of an alignment differing from the major incarnate's, take damage from the control. Damage is a base 10d8, minus 1d8 per level of the host above 10th. For instance, if a 15th-level good or neutral fighter is taken over by an evil major incarnate, the fighter takes 5d8 in damage; at 20th level or greater the fighter takes no damage. After damage (if any) is assessed, the host's alignment immediately and temporarily changes to that of the incarnate.

Good major incarnates: Good incarnates are lawful good in alignment and dwell in Chronias, the seventh layer of Mount Celestia. They are sometimes found on Solania, Mertion, and Jovar, the fourth, fifth, and sixth layers. Here good incarnates use only sword and tome archons as hosts. They prefer to take over only lawful-good beings, such as paladins, lawful-good clerics, and gold and silver dragons.

The relationship between the good incarnate and its host is synergistic – that is, the two form a whole greater than the sum of their parts. The host gains the following abilities: *detect evil* and *protection from evil, 20' radius* (both always active); turn undead as a 5th-level cleric (or at five levels higher than normal if the host can already turn undead); Wisdom and Strength raised by 1 each; and Charisma raised by 3 (maximum 19). Major incarnates have none of the above abilities unless in control of a host.

Evil major incarnates: Evil incarnates make their home in the darkest, vilest layers of the Abyss. They are chaotic evil and prefer to take over those in positions of power. The host of an evil major incarnate gains these abilities: *detect good* and *protection from good, 10' radius* (both always active); control undead and turn paladins as a 5th-level evil cleric (or at five levels higher than normal); Wisdom falls by 1; Strength rises by 2 (maximum 19); and Charisma falls by 3 (minimum 3). Major incarnates have none of the above abilities unless in control of a host.

Minor incarnates: Control by minor incarnates may adjust some of the host's ability scores. Adjustments apply immediately upon success. They never raise an ability score above 18 or reduce it below 3.

Unless otherwise noted, both good and evil minor incarnates will take over neutrally aligned hosts, but abandon them as soon as possible for a more appropriate individual.

Good minor incarnates never force a host to behave a certain way nor remain in a host if the control threatens the host's well-being.

The following descriptions of the good-aligned minor incarnates list alignment; preferred planes; ability score adjustments, if any; and effects on role-playing.

Charity: Lawful good; Mount Celestia and Bytopia; Wisdom and Charisma increased 1 point each; host immune to greed, envy, or berserk rage; incarnate leaves if host fails for any reason to spare the life of a surrendering foe.

Courage: Neutral good; Upper Planes; Constitution and Charisma increase 1 each; host becomes immune to magical *fear* and becomes fearless but not stupid or reckless; incarnates leaves if host changes to evil alignment.

Hope: Chaotic good; Upper Planes (most numerous of all incarnates); Charisma increases 1, +1 bonus to all saving throws; host immune to despair or hopelessness.

Faith: Lawful good; Upper Planes; Strength increases 2, Wisdom 2, Charisma 1 (incarnate prefers only paladins or lawful-good clerics as hosts); hosts immune to magical alignment change.

Justice: Lawful good; Mount Celestia (fewest in number of good minor incarnates); increases Wisdom, Intelligence, and Charisma 1 each; incarnate leaves if host takes unjust action (cheating, stealing, or lack of fair play).

Temperance: Neutral good; Mechanus, occasionally Beastlands and Mount Celestia; host gains +2 on all saving throws vs. *charm*, *confusion*, *emotion*, *fear*, *spook symbol*, and *taunt* spells; do not take over evil hosts.

Wisdom: Neutral good; Mount Celestia; increases Wisdom 1; do not take over evil hosts except as a last resort.

Evil minor incarnates prefer hosts of good alignment. They care nothing for their host's health and enjoy forcing hosts to commit reprehensible and repugnant acts. Hosts can resist being forced to act against their will, lowering the body's physical Dexterity by 2.

The following descriptions of the evil minor incarnates give alignment; preferred planes; ability score adjustments, if any; and effects on role-playing.

Anger: Neutral evil; Lower Planes; increases Strength 1, decreases Intelligence and Charisma 2 each; a tame or timid creature suddenly rages and tries to kill anything near it.

Covetousness: Neutral evil beings; Gehenna and the Gray Waste; Wisdom and Charisma decreased 2; host develops "gold fever" or turns into a miser.

Envy: Chaotic evil; Lower Planes (least in number of the incarnates); Wisdom and Charisma decreased 2; no obvious signs that a host is controlled, but host begins a slow, devious campaign of rumor and backbiting against fellows; perpetually jealous of others' abilities and treasure; secretly tries to lose, ruin, or destroy prized treasure of others.

Gluttony: Neutral evil; most Lower Planes; Wisdom and Charisma decreased 2, and host gains 2d4+4 lbs. per week (Dexterity, Strength, and Constitution reduced 2 each for every 100 pounds gained); hosts overindulge in food and drink; begs, borrows, or steals food (or money to get food).

Lust: Chaotic evil; the Abyss; Charisma increases 1, Intelligence and Wisdom decrease 2 each; host knows only desperation of unfulfilled desire.

Pride: Lawful evil; Baator; Wisdom decreases 1, Intelligence and Charisma decrease 2 each; host is vain and haughty in the extreme and tends to treat everyone as a lowly servant; angry with anyone who fails to act servile.

Sloth: Neutral evil; Lower Planes; Strength, Dexterity, and Wisdom each reduced 2; incarnate takes over any host available (too lazy to choose); host becomes lazy and slipshod, shirks duties, sleeps on guard duty, and neglects equipment and weapons. If a wizard, host skips memorizing spells; if a priest, neglects meditations and prayers.



CLIMATE/TERRAIN:	Fire-based worlds, volcanic vents, dim solid stars
FREQUENCY:	Rare
ORGANIZATION:	Kiln or subject citizens
ACTIVITY CYCLE:	Any
DIET:	Molten rock or metal, and flammable items
INTELLIGENCE:	Average (8-10)
TREASURE:	Y (x 3), V (armor and weapons only)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	10-100
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon type (see text), or 2-8/2-8
SPECIAL ATTACKS:	Bear-hug flame damage, magma missiles, fireteam advantages, spells possible
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Elite (14)
XP VALUE:	650 (more for magicians and leaders as appropriate)



Infernites are a race of intelligent humanoids inhabiting many known fire-based worlds. They are fire-based themselves, and some are proficient in the use of magic and spelljamming craft. Infernites are the same size as humans, more powerful but of comparable intelligence. Socially, they are more rigid, structured, and single-minded of purpose than any humans.

Combat: To an earth-based creature, a single infernite is a formidable opponent. It is of great power and skill, and its hot, flaming body can roast most creatures. If that were not bad enough, infernites rarely engage in combat in groups of less than five, all of them being highly trained soldiers accustomed to close combat, missile fire, and military discipline. Such a military group is known as a ***kiln.***

An infernite can also throw off chunks of molten rock and metal from its own body, each missile causing 2d4 points of damage at a range equal to that of a thrown dagger (1/2/3); two such missiles can be hurled per round. However, each time an infernite throws a chunk of itself as a missile weapon, it loses 1 hit point. "Magma throwers" will no longer use their inherent missile weapons once they fall to 10 hit points or below.

Infernite weapons are the same as those commonly found on earth-based worlds (except that the metals won't melt). Most individuals have swords that cause 1d8 points of damage plus 2d6 points of additional flame damage. The members of a kiln are armed with other weapons, as noted later.

Also, the intense heat of infernite bodies does 2d6 points of damage per round to creatures in physical contact with them. Realizing this, infernites are known to engage in bear-hugs to kill their foes (to-hit roll at +2 required, which can be broken by victim if a roll to open doors is made, once per round).

Cold is especially effective against infernites, doing double the normal damage. Even in temperatures that humans consider comfortable (up to the boiling point of water), infernites suffer 1d3 points of damage per round. Water causes 1d10 points of damage per gallon poured onto an infernite.

One infernite in six is a magician, able to cast spells as a mage of level 1-10, Ironically, infernite magicians are well versed in the use of cold spells; until they reached wildspace, infernites fought only each other. Typical spells include affect ***normal fires, chill touch, chilling hands*** (the cold version of ***burning hands), ice storm, wall of ice,*** and ***cone of cold.*** All infernite magicians have an inherent ability to create ***improved phantasmal force*** once per day (at their mage level of ability) in addition to all other powers.

A group of infernites, whether on the ground or in wildspace, will be organized into kilns of five infernites each. Kilns are typically organized in one of these four fashions:

Pike team: Four armed with pikes (1d6 +2d6 points of fire damage) and one magma thrower.

Close combat team: Two armed with swords, two magma throwers, and one magician.

Magical ***team:*** Three magicians, one magma thrower, and one using a sword.

Missile team: Four magma throwers and one charged with resupply.

The pike team is often used in large battles; a few hundred such teams are organized into a phalanx. Close-combat teams and magical teams are more frequently used in piracy and boarding actions. The missile team is a support team designed to enhance any combat situation, the resupplier carrying additional material to replenish the other members (see "Ecology").

When in their formations, teams provide both a +1 to hit for each member and a - 1 to their Armor Classes. A team loses these benefits if it is reduced to three or fewer members.

Infernites are able to manipulate their fluid bodies to flow through cracks and around obstacles. They can pass through any cracks or holes that are at least 6" across at their normal movement rate. Also, when body material such as hot coals or lava presents itself, infernites have the ability to bond with it and regenerate 1 hit point every other round given no interruptions (see "Ecology").

Habitat/Society: Fire-based worlds are difficult for earth-based creatures to imagine. Physically, such a world offers many of the

same challenges to its inhabitants. For instance, there is *no* need for infernites to wear clothing or construct buildings to protect them from the elements on their worlds, and they make no territorial claims because of the flowing of their molten lands. Whereas human culture grew diverse in relatively static environments, infernite cultures developed very unyielding structures on turbulent, everchanging worlds.

Infernite communities contain 10-100 individuals. One leader is in addition to this number and has maximum hit points, maximum wizard abilities, and the ability to cast a *plane shift* spell once per day, taking up to 50 infernites in physical contact with it. Spelljammer crews have the normal number of crew, with the ships' captains being leaders and all crew being organized into kilns.

The individual infernite has very little freedom of choice, nor does it expect any. The offspring of each parent take on that parent's role in society, be it soldier, leader, administrator, or worker. Leaders enjoy the absolute confidence of those under them. Once working for a particular leader, an infernite is bound to that leader for life; when that leader dies, its subjects cease taking on nourishment and quickly perish as well. Interestingly, infernite leaders nearly always disagree on some point of policy, leading to ferocious battles between their followers until one leader and all his followers die—a frequent occurrence that limits their otherwise fast-growing population.

Infernite leaders and mages have spelljamming capabilities, and leaders sometimes order large metallic spelljamming vessels to be built. The metal of the hulls is forged to withstand the great temperatures generated both within and without. To a human, the outside of an infernite ship is as hot as a cookstove, and its interior like a volcano's core (ships in this state are hereafter referred to as "hot," though infernite crews often complain because their ships are kept too "cold"). A ship has a single leader; if that leader is lost, the ship is left to cool in the icy cold of space. Originally, infernite spelljammer ships used the same designs as were used for ships that sailed their molten seas, but they have since adopted common for their spelljamming vessels. Use common ship statistics for their vessels; all statistics apply except "save as" which should be thin metal. Infernite spelljamming ships cause an additional 1d3 points of hull damage when ramming, from their intense heat, and will automatically set ablaze any wooden ship or rigging it comes in contact with. The q'nidar (from MC7) are a race of creatures despised and hunted by the infernites.

When a leader divides (see "Ecology"), it divides its subjects between its offspring. By whatever agreement, one leader then leaves with its subjects, more often than not to travel to another world by spelljamming ships or *plane shift.* Infernites have colonized many known fire-based worlds by traveling through interplanar gates opened by their leaders, since they cannot cross the Phlogiston (see "Ecology"). They also enjoy such places as volcanic vents, world cores, hot gaseous worlds, and dim red stars.

When encountered, infernites rarely do business with creatures from earth-based worlds. Their pirates often raid in search of hardened metals or magical items that can withstand the heat of their bases. They defend what is theirs tenaciously.

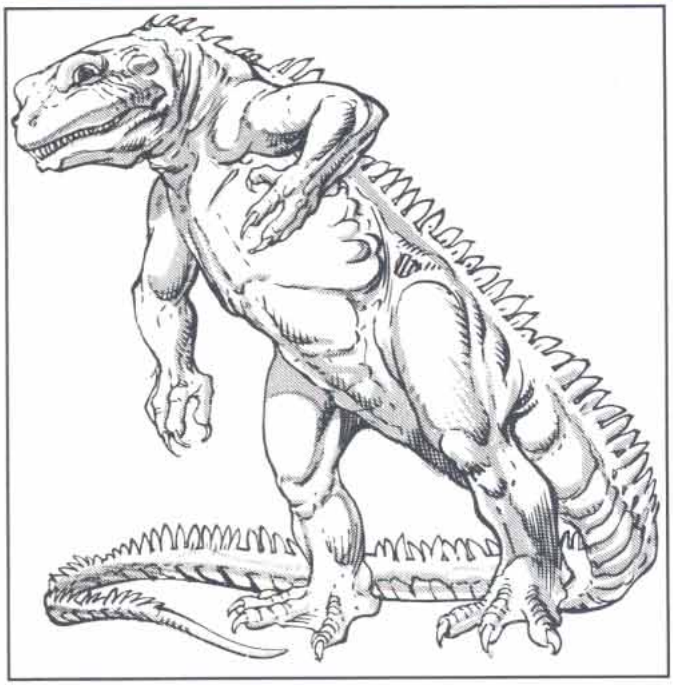
Infernites do not venture into the Phlogiston, as the heat from their ships is magnified and the infernites "burn out." A "hot" infernite ship that enters the Flow causes a 100'-radius explosion for 30d6 points of damage to non-fire-based beings (see page 10 of the *Concordance of Arcane Space* in the SPELLJAMMER™ boxed set). Infernites themselves must save vs. death magic at -4 each round they are in the Flow, or die.

Ecology: Infernites are beings of molten metal and rock, somewhat akin to fire elementals. Their bodies are rather fluid but maintain a humanoid appearance virtually all the time. There is only one sex; reproduction is accomplished through a long process of fission. Each infernite divides itself in a week-long ritual once every four months. However, reproduction can be highly accelerated when the community, be it a world, colony, or starship crew, is either threatened or is preparing for war. In such an instance, the community consciousness naturally takes over, forcing individuals to seek out sources of body material and begin reproducing once per day. Since leaders divide their power when they divide, they will try to avoid reproduction indefinitely. Body material is drawn from the surface of a dim star, the volcanoes of an earth-based world, the surface of a fire-based world, or from huge kilns stoked by the infernites themselves. The infernites literally become one with the new body material and force themselves to divide more often. This process can continue as long as there is still a perceived threat to the community or until the body material runs out. In a short time, the infernites can create whole armies to perpetuate their race and their ambitions.

In a similar process, infernites can heal damage done to themselves. If there is a source of body material at hand, they can heal one point of damage every other round by bonding with it. For instance, in a missile fire team, the missile users stick their hands into a vat of molten material to gain back hit points and continue firing. Fighting infernites on their own worlds is always a costly venture.

On their own worlds, infernites tend to eat just about everything. On earth-based worlds they can eat anything that normally burns: wood, coal, oil, etc., but eating "cold" food brings their body temperatures down gradually—those that have been forced to live on earth-based worlds for extended periods of time eventually cool down and die. Water-based worlds are shunned by infernites, and air-based worlds exhaust their fuel quickly, burning them out.

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	2 claws, 1 bite
DAMAGE/ATTACK:	1-6/1-6/1-12
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Average (10)
XP VALUE:	420



The ingundi is an intelligent humanoid reptile that can cloak itself in illusion to fool its prey.

In its true form, the ingundi is similar in appearance to a small lizard man—a lightly built, bipedal reptile standing five to six feet tall, with a tail that balances its upper body. Its mouth is wider than a lizard man's, however, and is filled with sharp, rending teeth. Its forelimbs, though slimmer and weaker, bear long and hideously sharp claws. Ingundi skin color ranges from a light green on the back to a pale yellow on the creature's belly. Its small eyes are yellow with large black pupils. The ingundi wears no clothes or ornaments of any kind.

Ingundi have no language, but they communicate telepathically.

Combat: The ingundi rarely appears in its true form. It has a powerful form of *ESP*, a well-developed *change self* power, and typically appears as some other, more innocuous, creature. It can be any creature from the size of a large dog to that of a bear. It can disguise itself this way twice a day; the disguise lasts for 1d10+10 rounds.

When hunting humans or demihumans, it takes on the appearance of an attractive individual of the same race as its victim but of the opposite sex. The physical details of the illusion are picked right out of the mind of its prey. It always picks out a figure greatly desired, but frequently unattainable, by the victim. The *ESP* power can be blocked by magical spells, such as *mind blank*. With intelligent creatures there is always the danger of appearing as somebody who would not reasonably be there.

In this form, the ingundi approaches its victim and tries to engage him or her in flirtatious conversation. In the case of animal prey it uses courtship rituals. Unknown to the victim, the ingundi's side of the conversation is all telepathic. Anybody else witnessing the two hears only a one-sided conversation.

During the talk the ingundi casts a powerful, telepathic *charm person* or *monster* (as the case may be) spell. The victim gets a saving throw vs. spell with a −2 penalty. If the *ESP* ability cannot read the victim's mind, the ingundi cannot *charm* him. If it is successful, the ingundi leads the victim away from prying eyes, where it convinces its victim to remove all armor. During the first round, it attacks with a +4 bonus to its attack roll and automatic surprise. After this initial round, the charm is dispelled, the bonus is lost, and its victim can strike back. If anything goes wrong, such as a failed charm or somebody intervening, it flees. It fights only if cornered.

Habitat/Society: An ingundi typically makes a small lair inside a dead tree or among exposed tree roots. Individuals approach each other only to mate, once a year during the depths of winter. The single egg the female lays is hidden and forgotten. Twelve weeks later it hatches. The newly hatched ingundi has full powers, but it hunts only small animals until it is full grown six months later.

The normal prey for ingundi are forest animals of a size that it can imitate through illusion, such as deer. It is not afraid of humans and hunts them if they are the nearest prey. It usually hunts only once every few days, a single kill being enough to feed it for that long.

Ingundi have no known culture or civilization.

Ecology: The ingundi is a highly efficient predator. It has no natural enemies. Its magical abilities are used defensively, the *ESP* warning it of stalkers. When one is detected, it merely changes into a creature that the hunter would not hunt, or even into a similar creature of the opposite sex. In this case the hunted becomes the hunter.

The ingundi produces nothing of value for humans or animals. Some ingundi take giant iguanas, *charm* them, and use them as mounts. They are controlled telepathically and obey their rider completely. Ingundi are believed to be responsible for many myths and legends about evil creatures that hunt wicked people. This is a common rationale when folk disappear without a trace and no natural cause can be found.

CLIMATE/TERRAIN:	Urban, subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil (W)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d4
SPECIAL ATTACKS:	Fear, paralysis gaze, disease, torture
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	3,000



Created by evil wizards centuries ago, inquisitors are shambling, rotting, undead abominations. Each inquisitor is an ancient expert in torture and information extraction, an artist who works in screams and agony. Those without masters dwell in dark places where they can take prisoners and ask impossible questions that let them further perfect their techniques. Some inquisitors are themselves imprisoned by more powerful beings and forced to work their trade on demand, longing for the day they put their masters on the rack.

An inquisitor might easily be mistaken for a zombie or other undead creature. Often, nearly half its flesh has rotted away, exposing tendons and yellowing bones. Many inquisitors wear black hoods; those who don't display foul-smelling mucous dripping from their eyes and mouths. The inquisitor wears tattered pants and shoes, but no shirt or gloves. Its hands are charred from years of using red-hot implements of torture, and thick, yellow nails poke menacingly from its fingers. One is seldom encountered without its whip in hand.

Combat: The inquisitor's horrifying appearance requires those who see it to make a saving throw vs. paralyzation. Failure means the victim flees in fear for 1–6 rounds. Once the victim fails this saving throw, his attacks against the inquisitor have a –2 penalty, even after he stops fleeing.

The inquisitor can meet the gaze of one opponent each round in addition to its physical attacks. The opponent must make a successful saving throw vs. paralyzation or be paralyzed for 1d4 turns. Success means that the victim is immune to the gaze of that inquisitor thereafter.

Each round, the inquisitor can claw with its nails for 1d6 points of damage and lash with its whip for 1d4 points of damage. Anyone struck by the nails must make a successful saving throw vs. poison or contract a wasting disease. The disease reduces Strength and Constitution by one point each per day until cured. If either ability score reaches zero, the victim dies. Only a *cure disease* can rid the character of the affliction. Ability scores are each restored at the rate of one point per day.

When the inquisitor captures a victim, it chains and shackles him to a table and gleefully begins its torture. The torture causes considerable pain and disfigurement. At the end of each day of torture, the victim must make a successful saving throw vs. paralyzation or become insane. While insane, a character may still try to escape or defend himself, but cannot distinguish friends from enemies or recognize familiar places or situations. Time is the only cure; 1d4 weeks are required. In any event, the tortured character loses one point of Charisma. This can be restored only by magical means, such as a *heal* spell cast for this purpose alone.

An inquisitor is immune to all mind-affecting spells, such as *charm*, *geas*, or illusions.

Habitat/Society: Each inquisitor has its own torture chamber that it uses as a lair. This might be in a dungeon or cave, in a secluded wilderness locale or ruins, or even in the town square. Its devices vary, including but not limited to racks, vices and clamps, thumbscrews, iron maidens, or even such exotic devices as large helmets filled with hungry insects or rats. When screaming victims offer bribes to lessen their punishment, the inquisitor often keeps these for itself instead of turning them over to its master. This treasure is hidden in or near the inquisitor's lair. Of course, no bribe will stay an inquisitor from its task.

The inquisitor strays from its chamber only to search for new victims. If supplied with ample subjects for its artistry, an inquisitor may not willingly leave its chamber for years, or even centuries, at a time. While a solitary creature, the inquisitor may employ lesser beings to do its bidding. Evil creatures such as orcs and goblins may sell captives to an inquisitor.

Ecology: Inquisitors were cursed hundreds of years ago to forever cause pain and extract information. If denied the opportunity to mercilessly torture victims for long periods of time, they slowly waste away. Each year an inquisitor is denied victims, it loses one hit point permanently. The threat of denying it victims is often used by a powerful master to keep an inquisitor in check.

—*From* MC11, Forgotten Realms Appendix II, #2125

Insect	#AP	AC	MV	HD	THAC0	# of Att	Dmg/Att	Morale	XP Value
Ant, Giant	1-100	3	18	2 or 3	16	1	1-6 or 2-8	Average (9)	Worker: 35 Warrior: 175
Ant Lion, Giant	1	2	9, Br 1	8	12	1	5-20	Average (8)	1,400
Aratha	1	3	11	9	11	4	1-10(×4)	Elite (16)	6,000
Aspis, Cow	1	7	3	10	11	1	3-18	Elite (13-14)	2,000
Aspis, Drone	2-20	3	15	6	15	2	1d4 or weapon	Elite (13-14)	650
Aspis, Larva	6-60	6	1, Sw 6	2 to 5	2 HD: 19 3-4 HD: 17 5 HD: 15	1	2-7	2-3 HD: Steady 4-5 HD: Elite	2 HD: 65 3 HD: 120 4 HD: 175 5 HD: 270
Assassin Bug	2	5	6, Fl 18 (C)	1+1	20	1	1-4	Unsteady (5-7)	120
Bee, Worker	1-10	6	9, Fl 30 (D)	3+1	17	1	1-3+poison	Steady (11-12)	175
Bee, Soldier	1	5	12, Fl 30 (C)	4+2	15	1	1-4+poison	Champion (15-16)	270
Bumblebee	1	5	6, Fl 24 (E)	6+4	13	1	1-6+poison	Elite (13-14)	650
Cave Cricket	1-8	4	6, Hop3	1+3	20	Nil	Nil	Unreliable (2-4)	15
Dragonfly, Giant	1-6	3	3, Fl 36 (B)	7	13	1	3-12	Steady (11-12)	1,400
Dragonfly, Larva	1	3	9, Sw 3 jet 24	6+1	15	1	3-18	Steady (11-12)	650
Ear Seeker	1-4	9	1	1 hp	20	1	See below	Unsteady (5-7)	15
Firefriend	1-4	4	3, Fl 18 (B)	1+4	20	1	1-2	Unsteady (5-7)	35
Fly, Bluebottle	1-10	6	9, Fl 30 (D)	3	19	1	1-8	Unsteady (5-7)	65
Fly, Horsefly	1-4	5	6, Fl 27 (D)	6	17	1	2-16	Unsteady (5-7)	270
Fyrefly	1	5	Fl 18 (A)	1 hp	15	1	1	Steady (11)	175
Horax	3-30	3	15	4	17	1	2d8	Average (10)	Adult: 270 Young: 15
Hornet, Giant	1	2	6, Fl 24 (B)	5	15	1	1-4	Average (8-10)	650
Pernicon	4-200	3	12	1 hp	20	1	1-10	Unreliable (4)	15
Praying Mantis	1-2	5	15	2 to 12	2 HD: 19 4 HD: 17 6 HD: 15 8 HD: 13 10 HD: 11 12 HD: 9	3	2-4 HD: 1-2/1-2/1-4 6-8 HD: 1-4/1-4/1-8 10 HD: 1-6/1-6/1-10 12 HD: 1-8/1-8/1-12 Fearless (19-20) Fearless (19-20)	Fearless (19-20) Fearless (19-20) Fearless (19-20) Fearless (19-20) 10 HD: 1,400 12 HD: 2,000	2 HD: 35 4 HD: 120 6 HD: 270 8 HD: 650
Termite, Giant Harvester									
King	1	5	6	6+6	15	1	3-18	Unreliable (2-4)	975
Queen	1	4	3	8+8	13	1	5-30	Unsteady (5-7)	1,400
Soldier	3-18	2/8	9	2+2	19	1	1-4	Elite (13-14)	120
Worker	6-60	2/10	9	1+2	20	1	1-2	Average (8-10)	35
Tick, Giant	3-12	3	3	2 to 4	2 HD: 19 3-4 HD: 17	1	1-4	Average (8-10) 3 HD: 65	2 HD: 35 4 HD: 120
Wasp, Giant	1-20	4	6, Fl 21 (B)	4	17	2	2-8/1-4	Average (8-10)	420

Insects are the heartiest and the most numerous of creatures. Normal insects are found almost everywhere. The giant variety, many of which are listed here, with added brawn and power, make tough opponents.

Ant, Giant
Both worker and warrior ants fight. If a warrior manages to bite, it also tries to sting for 3d4 points damage. A successful save reduces damage to 1d4. The queen has 10 HD but does not move or fight.

Ant Lion, Giant
The ant lion builds tapering pits in loose sand and waits for prey to fall in. Once the ant lion hits, all additional attacks are automatic.

Aratha
Aratha grasp and hold prey with their 8-foot clawed tentacles that can lash out 20 feet. An aratha does not bite opponents, but chews flesh torn from prey by its tentacles.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	3/1/7	PsC,MT,PB/All	13	202

Psychokinetic - *Devotions:* molecular agitation.
Psychometabolism - *Devotions:* body equilibrium, suspend animation.
Telepathy - *Sciences:* psychic crush. *Devotions:* attraction, empathy, mind thrust, psionic blast.

Aspis, Cow
Aspis cows exude a dangerous corrosive that coats the body and adheres to the walls and floor of the chambers. This corrosive causes damage every round her opponents stay in her chamber.

Aspis, Drone
Most combat situations are handled by aspis drones. They rise on two rear legs, leaving the other four limbs to wield two weapons and two shields, increasing its AC to 2. All aspis are immune to cold and electrical damage; fire-based attacks cause only half damage.

Aspis, Larva
Aspis larvae attack with their perpetually ravenous jaws.

Assassin Bug
The male assassin bug attacks first with the female close to the battle. Those bitten must save vs. poison or that part of the body is paralyzed for one hour. The female attacks that same location the following round to inject 1d6+6 eggs. In 1d12+12 hours, the eggs hatch, and each larva causes 1 point of damage per hour. After two weeks, the larva emerge as adults. Only powerful spells like *wish* and *limited wish* will erase the infestation.

Bee, Worker
Worker bees use their stinger in combat. The victim must save vs. poison or suffer and additional 1d4 points of damage. Bees lose their stinger after one use and die in an hour. If encountered at the hive, there will be 20 times the normal number of bees.

Bee, Soldier
Soldier bees are identical to worker bees, except their sting causes more damage, and the victim must save with a −1 penalty.

Bumblebee
Bumblebee poison causes an additional 1d6 points of damage unless a save vs. poison (with a −1 penalty) is made. If encountered at or near the nest, there will be 1d6+6 bumblebees, and a combative queen. The queen has 8d4 HD and a sting that causes 1d8 points of damage. The poison from her sting causes an additional 2-8 points of damage if a save vs. poison at a −2 penalty is failed. Bumblebees do not lose their stingers after use.

Cave Cricket
If a group of people are within 20 feet of a chirping cave cricket, the noise drowns out all speech and vocal spell casting. The noise inhibits the victim's ability to hear approaching predators and enemies.

Dragonfly
Giant dragonflies gain a −3 bonus to initiative rolls and a +4 Armor Class bonus against missile weapons. A dragonfly scoops tiny- and small-sized creatures into its leg basket and devours them in midair. When captured, its victim is attacked automatically. When attacking man- or large-sized creatures, the dragonfly darts in to bite with its mandibles, and backs up, always facing its opponent.

Dragonfly, Larva
These larva surprise their prey 50% of the time. Their mandibles are covered with a rubbery organ when not in use; so even before the attack, they appear to be inoffensive, toothless creatures.

Ear Seeker
The ear seeker needs warm places to lay its eggs, favoring locations like ears. The creature lays 8+1d8 eggs that hatch in 4d6 hours. The larva eat the surrounding tissue, deafening the victim. Constantly burrowing deeper into the victim's head where food and warmth are plentiful, the host has a 90% chance of dying in 1d4 days. After this time, the ear seekers emerge from the infested ear as adults. A *cure disease* removes the infestation but does not return the loss of hearing.

Firefriend (Giant Firefly)
In addition to its mandibles, the giant firefly can brighten its abdomen once every turn, creating a beam of greenish light that causes 5d4 points of damage; one-half damage if a save vs. wands is successful.

Fly, Giant Bluebottle
This breed of giant fly prefers carrion, offal, and the like. They are, however, attracted to sweet odors, and creatures covered with blood or open wounds.

Fly, Giant Horsefly
The largest of all giant flies, the giant horsefly alights on any creature to attack for blood with its tuberous mouth. After biting, the giant horsefly causes an equal amount of damage the next round by drawing blood, unless driven off.

Fyrefly
When a fyrefly contacts flammable objects, these items must save vs. normal fire or be consumed. Persons in burning clothing suffer 1d6 points of damage. Hits that do not strike burnable material, cause 1 point of damage to the victim.

Horax
Horax attack in packs, gaining a −1 bonus to initiative rolls. Once a horax scores a hit, it maintains its hold, causing damage every round.

Hornet, Giant
The solitary giant hornet swoops down on its prey, holding with its legs while its stinger repeatedly stabs the victim. A failed save vs. poison causes an additional 5d6 points of damage and 2d6 hours of paralyzation. Hornets do not lose their stingers when they attacks.



Pernicon
Pernicons attack by swarming victims and tearing at exposed flesh with their huge mandibles. Able to worm their way under clothing and armor, no one is completely safe from these creatures. When the swarm hits, the victim suffers 1d10 points of damage and 1 point of Constitution. If the Constitution dips below 3, the victim falls unconscious; below 1 and the victim dies. One point of Constitution is recovered per day, regardless of healing methods.

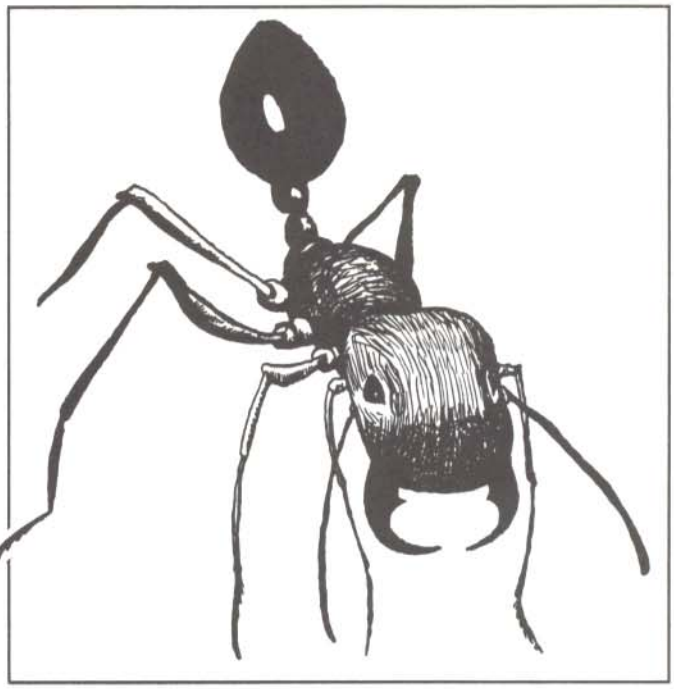
Praying Mantis, Gargantuan
The gargantuan praying mantis grabs prey, that inadvertently comes too close, with its front spiny arms. Besides its two claws, it bites with its strong mandibles, removing and chewing flesh with each unerring strike.

Termite, Giant Harvester
Groups of 30 or more worker termites are accompanied by soldiers. Soldier termites can spit an irritating liquid like kerosene once per turn at a range of 10 feet. This flammable liquid blinds creatures, for 5d4 rounds, that do not save vs. poison. If ignited, termite spittle causes 4d4 points of damage. King termites have double range spittle and can use this attack every other round, but the queen lacks this ability. Both the queen and king (and the eggs) are guarded by twice the number of workers and soldiers encountered normally, and who attack with a +1 to hit and a +5 bonus to morale rolls.

Tick, Giant
These creatures drop on victims from trees, stalactites, or rock formations. After the initial hit, the tick drains 1d6 hit points of blood every round until its drain total equals its hit point total. A victim has a 50% chance of contracting a fatal disease that kills the host in 2d4 days unless a *cure disease* is cast.

Wasp, Giant
These cooperative insects attack with both their bite and stinger. The venom carried by wasps is identical to that held by the giant hornet. Wasps do not lose their stingers when they attack.

	Giant	Swarm
CLIMATE/TERRAIN:	Temperate/Forest, hills, and plains	Tropical/Forest, hills, and plains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Colony	Colony
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Q (x 3), S	Nil
ALIGNMENT:	Nil	Nil
NO. APPEARING:	1-100	See below
ARMOR CLASS:	3	10
MOVEMENT:	18	6
HIT DICE:	2 (worker), 3 (warrior)	1 hp per 10 ants
THAC0:	16	See below
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 (worker), 2-8 (warrior)	See below
SPECIAL ATTACKS:	Warriors have poison sting	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' long)	See below
MORALE:	Average (9)	Unsteady (6)
XP VALUE:	35 (worker), 175 (warrior)	See below



Giant ants form cooperative colonies in tropical regions. They are normally docile, but they can be fierce fighters if their nest is threatened.

Giant ants are black, red, or brown. A giant ant's body is covered with by a thick outer skeleton that serves as protection and prevents the body from dehydrating. Two thin antennae sprout from the head and are used for smelling and feeling. An ant's scissor-like mandibles can cut, carry, or dig. Six long legs covered with fine bristles grow from the thorax, while the abdomen contains most of the internal organs.

Combat: Both worker and warrior ants will fight. If a warrior ant manages to bite, it will also attempt to sting for 3d4 points of damage. A successful saving throw vs. poison reduces the sting damage to 1d4 hp. The queen ant has 10 Hit Dice but neither moves nor attacks. If she is killed, the remaining ants become confused (as if affected by the spell) for six rounds, then scramble from the nest.

Habitat/Society: A giant ant colony makes its nest underground in a series of rooms and passages. Mounds of dirt and twigs mark the entrances. The passages may reach a depth of 16 feet, and the entire nest may be spread out over an area exceeding several thousand square yards.

When encountered in the wilderness, there is a 90% chance that all of the ants are workers. Encountered in their colony, there is usually one warrior ant for every five workers; a typical colony consists of 100-200 workers, 20-40 warriors, and a single queen. The warriors are responsible for guarding the queen and defending the nest. All other duties are divided among the workers. Some gather food, some clean the nest, some attend to the developing larvae. Others suck nectar from flowers and produce honey. Storage ants, a special type of worker, swallow the honey until they are too fat to move or work. In times of scarce food, the storage ants expel the honey from their mouths to feed the rest of the colony.

The queen has no responsibilities other than to lay thousands of eggs per week. Her chamber also contains the colony's treasure, usually shiny jewels the workers collect on hunting expeditions. Nurse ants care for the young in an egg chamber; the larvae hatch and develop into adults in just a few weeks. From 5-50 workers and 5 warriors guard the nursery chamber.

Ecology: Giant ants prefer to eat seeds and grasses, but they will also eat meat if given the opportunity. Neither giant ants nor their eggs have any commercial value, though some gourmets enjoy their honey. In a pinch, giant ants are a good source of protein.

Swarm

There is no sight more fearsome than a swarm of red or golden army ants on the march through a tropical forest, steadily consuming everything in their path. The individual ants resemble smaller versions of giant ants, red or golden in color with powerful mandibles. The swarm is a mobile colony of 3/4"-long workers numbering in the thousands (to determine the number of ants in the swarm, roll 1d10 and multiply the result by 1,500). A single queen, identical to the workers except for her sex and tiny unusable wings, marches in the center the swarm. If the queen is killed, the swarm dissipates.

The swarm moves in a straight line as a solid block of ants (about 150 ants per square foot). The ants eat all organic matter in their path, including any creatures too slow to get out of their way. If the ants approach a river or other obstacle, they turn 90 degrees and continue their march. They will not go out of their way to attack and are therefore easy to avoid. Any creature in contact with the swarm has a 90% chance per round of suffering 1d6 points of damage from bites; if bitten, the creature must roll a successful saving throw vs. poison or suffer an additional 1d2 points of damage from the mild poison. Check for bites and poison for each round the creature is in contact with the swarm. Each point of damage inflicted on the swarm kills 1d20 ants. Ants may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the surviving ants attempt to scatter and hide; since the ants scatter equally in every direction, this actually increases the possibility a creature in the vicinity may be attacked. If an entire swarm is killed, award 975 experience points per 1,500 ants.

Insect, Ant Lion, Giant

CLIMATE/TERRAIN:	Tropical and temperate/ Mountains, hills, and plains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Br 1 (in loose soil)
HIT DICE:	8
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Average (8)
XP VALUE:	1,400



The ant lion is a huge, vicious insect that lurks in the bottom of deep pits, feeding on creatures unlucky enough to fall in. Ant lions live in badlands, desert fringes, and other areas with loose soil and sand.

The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil. The ant lion's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from it's mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey.

Combat: The ant lion seldom stalks or pursues prey. Instead, it digs deep, tapering pits about 60 feet in diameter, buries itself at the bottom beneath a covering of sand, gravel, and stones, then patiently waits for falling victims. About 50% of the time, the entrance to the pit looks like a funnel lined with sand. The rest of the time it looks like the entrance to a cave or lair. A creature coming within three feet of the edge of the entrance has a 20% chance of slipping in the loose soil and sand and sliding into the pit. A creature entering the pit has a 50% chance per round of sliding to the bottom. A character who takes precautions when approaching or entering the pit, such as securing himself to a tree with a rope, will not slip into the pit.

When a victim lands in the bottom of the pit, the ant lion bursts from its covering of sand and stones and attempts to grab its victim with its mandibles. If successful, the ant lion will not release its prey until either it or the prey is dead. The ant lion impales its victim with its barbs, crushes with its mandibles, then grinds its mandibles back and forth in a sawing motion, automatically inflicting 5d4 points of damage each round after the initial hit.

Habitat/Society: Ant lions mate once per year in mid-summer. The male ant lion is drawn to the female by aromatic secretions she releases when entering her mating cycle. Only ant lions can smell these secretions. Once a male enters the female's lair, she stops secreting, and the couple begin clicking their mandibles at each other. This ritual clicking lasts for three full days, during which time the couple neither sleeps nor eats. The clicking has a trance-like effect on the ant lions; even if attacked, it takes the ant lions 1d4 rounds to break their trance and respond to an intruder. At the conclusion of the clicking ritual, the male fertilizes the female, then leaves her nest. Within a week, the female lays between one and four eggs and buries them in a hole in the floor. The young ant lions hatch in about six months, immediately burrowing away to construct lairs of their own. A young ant lion has 4 Hit Dice, but otherwise has all the abilities of an adult. It reaches full maturity in about a year.

The ant lion's lair typically consists of its pit trap and a narrow passage leading to a large chamber where the ant lion sleeps and eats. Another passage, winding from this chamber to the surface, is used as an escape route. The ant lion also drags the remnants of its meals through this passage and conceals them outside; this is usually the only opportunity to encounter an ant lion out of its lair. Although ant lions do not collect treasure, there is a 30% chance that 1d4 of the following items will be found in a lair from previous kills (roll 1d20 to determine randomly):

1-6	10-40 gp
7-10	5-20 pp
11-13	Shield *
14-17	Metal weapon *
18-19	Jewelry *
20	Miscellaneous item *

* 10% chance the item is magical. Roll on the appropriate table in the *Dungeon Master's Guide* or assign an item of relatively low value.

Ecology: Ant lions near civilized regions are considered dangerous predators. Rewards are often available for proof of their destruction. Ant lions eat any creature that falls into their pits, though they prefer giant insects, usually eating one or more giant ants per day. Ant lions have no commercial value, though farmers of some primitive cultures use their mandibles for plows.

	Drone	Larva	Cow
CLIMATE/TERRAIN:	Any/Subterranean		
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Non- (0)	Low (5-7)
TREASURE:	F	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	6-60	1
ARMOR CLASS:	3 (2)	6	7
MOVEMENT:	15	1, Sw 6	3
HIT DICE:	6	2-5	10
THAC0:	15	2 HD: 19 3-4 HD: 17 5 HD: 15	11
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6' long)	S (1½' - 3' long)	H (15' long)
MORALE:	Elite (13-14)	2-3 HD: Steady (11-12) 4-5 HD: Elite (13-14)	Elite (13-14)
XP VALUE:	650	2 HD: 65 3 HD: 120 4 HD: 175 5 HD: 270	2,000

Aspis are a race of insectoid creatures that dwell in underground nests not far beneath the surface. The majority of encounters with these unique beings are with the adult male drones; contact with or sightings of the larvae and cows are all but unheard of.

Aspis drones look much like giant weevils. They have hard, chitinous bodies that are gray or off-white in color and provide excellent protection from harm. Their heads have two multifaceted eyes, a pair of short, blunt antennae, and a long proboscis. Drones have six legs, each of which terminates in a cluster of fine manipulatory claws.

Aspis do not speak in the way that humanoid races do, although roughly 5% of them have been able to master a rough form of the common tongue. Among themselves, they have no spoken or written language; they communicate via a unique language of scents. The human olfactory system is wholly unable to detect the subtle changes of odor used by aspis in their conversations.

Combat: Almost all combat situations are dealt with by the drones, who are charged with protecting the nest and defending the larvae. If fighting to defend their cow, aspis warriors never check morale and fight to the death against any odds.

When an aspis drone does battle, it rises up on its rear two legs, leaving the other four limbs free to wield two weapons and hold two shields. When an aspis does this, its Armor Class is improved to AC 2.

The most common weapons employed by aspis in combat are short swords and hand axes. Although the structure of their bodies prevents them from using bows, they have been know to employ an unusual form of light crossbow in missile combat and are sometimes found with javelins and other throwing weapons.

The aspis is a very hardy creature, immune to attacks that use cold or electricity to inflict damage. In addition, fire-based attacks cause only half damage to an aspis.

When called upon to defend their nests, aspis drones place numerous traps in any area they are forced to withdraw from. Even if they are caught off guard, the regions of the hive that surround the cow's chamber and the larvae rooms are always trapped as a precaution against trespassers. As a rule, aspis traps involve rockfalls, pits, and other crude devices. Delicate traps, like poisoned needles, are not encountered in aspis lairs.

Habitat/Society: Aspis drones have no sense of individuality, lacking even unique names or personalities. They are nothing more than cogs in the machine that is the hive itself. Despite their high intelligence, they take no actions on their own unless instructions from the cow are impossible to obtain.

An aspis nest is a collection of underground chambers connected by low tunnels bored out of soft rock or earth. A lair or nest always contains one to three egg chambers and as many as six grub hatcheries, which are inhabited by 1d10 larvae each. In order to feed the hive, there are also two to four granaries.

At the heart of each aspis lair is a huge central chamber in which the cow lives. The walls and floor of this room are covered with a thick, white liquid that is highly acidic and eats through metal or wood in a single round. If it comes into contact with living flesh, it inflicts 1d8 points of damage each round until washed off. As might be expected, all types of aspis are immune to this fluid.

The aspis knowledge of scents, musks, and perfumes is second to none. They are able to formulate and mix concoctions that simulate almost any odor; they use these compounds for many purposes. For example, a town that has taken action against a nearby aspis hive may find that its walls have been splashed with liberal doses of a sticky, yellow liquid that smells somewhat like chlorine. Imagine the surprise of the watch when they find that this substance not only attracts giant rats and similar rodents, but it also drives them into a wild fury. Such examples of aspis vengeance are not common, but they are numerous enough to be taken seriously by those who would molest the aspis.

Ecology: Because of the ferocity with which aspis drones defend their nest and its cow, this race has few natural enemies. They generally prefer to keep to themselves as much as possible. Most encounters with the aspis occur when hard times force a colony to begin raiding nearby human settlements for food and other supplies.

The acid that is secreted by the cow is highly prized by alchemists. In addition to its obvious uses as a corrosive agent, it is important in the preparation of magical inks and potions that relate to acids and corrosion.

Aspis are true omnivores as they eat almost anything. Their digestive systems are very efficient and they can derive nourishment from virtually any organic matter.

Aspis are able to domesticate other forms of giant insects via chemical cues and scents. The most common creatures they take as guardians are giant ants. In the average aspis lair, there are 1d10 such creatures, while on occasion (10%) there are ten times that many ants. It is not know for sure if the aspis are able to acquire control over other semi-intelligent insectoid races (like the cave fisher or giant hornet), but current wisdom speaks against this.

Larvae

All aspis begin their lives as larvae. In this state, they resemble giant maggots or grubs, being white or pale pink in color. Their soft skin is easily cut through by swords and similar edged weapons. Aspis larvae are blind and deaf, but they sense potential food by vibrations in the ground and scents in the air. Aspis larvae can attack only with their jaws.

Aspis larvae have incredible appetites and are always eating. As a rule, they are kept only in the grub hatcheries of the nest, which resemble nothing more than vast sewage pits. Food scraps and other waste products are dumped into these chambers and form a sort of soup in which the larvae swim and feed. The stench of a grub chamber is so vile that non-aspis who enter it must roll successful saving throws vs. poison or become violently ill until removed from the odor.

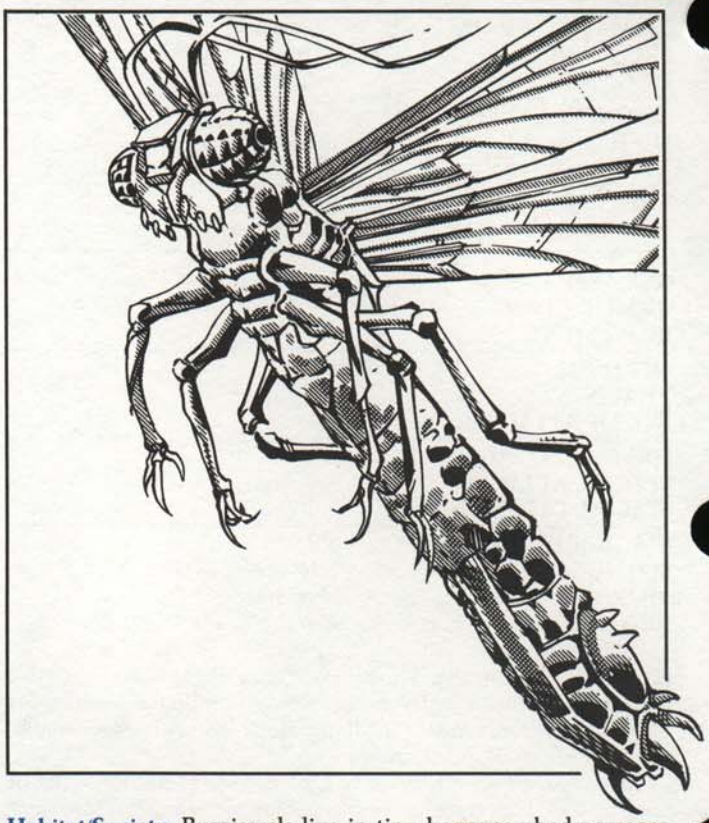
Cows

Once in a great while, an aspis larva is selected by the drones of a nest and separated from its siblings. Fed a special diet and nurtured carefully, this larva does not mature into an adult drone, but instead becomes a cow.

Aspis cows look like huge larvae, reaching lengths of 15 feet when fully mature. They exude a dangerous corrosive that coats their bodies and adheres to the walls and floor of their chambers. Although they are slow and not at all agile, their great size makes their bite very dangerous.

Insect, Buzzjewel

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Gems
INTELLIGENCE:	Animal (1)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	10-60
ARMOR CLASS:	−3
MOVEMENT:	3, Fl 24 (A)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 + poison
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	45%
SIZE:	T (6" long)
MORALE:	Unreliable (2)
XP VALUE:	650



Buzzjewels are inoffensive insects native to wildspace. They travel through space in beautiful multi-colored swarms. They are attracted to light sources, much like moths. Sailors can always tell when a swarm of buzzjewels approaches, due to the loud droning noise from the insects' wings and the cloud of multi-colored light reflected from their bodies.

Buzzjewel bodies are partly gemstones, with opaque coloration ranging from ruby red to emerald green to aquamarine blue. When a buzzjewel dies or is killed, its organic body shrivels away, leaving a small ornamental gemstone of 5 gp value, the remnants of the mineral meals it consumed. One buzzjewel in a thousand produces a fancy, precious, or gem/jewel gemstone.

Like other insects, buzzjewel bodies have three segments: the head, thorax, and abdomen. Buzzjewel eyes are multifaceted and quite sensitive to light. Each buzzjewel has two pairs of translucent wings similar to the dragonfly's, and three pairs of legs, which it draws close to its body during flight.

Combat: Though buzzjewels swarm around light sources, they are timid around living creatures. Not easily angered, a swarm of buzzjewels passively tolerates 1d4 rounds of attack. After this the buzzjewel swarm, finally infuriated, attacks the offender and everyone else in sight.

All buzzjewels have tiny sharp teeth. Since buzzjewels have no taste for living flesh, they bite, then quickly let go. They attack in swarms of 10 or 20 against one opponent (10 vs. halflings, dwarves, and other small opponents). A single attack roll determining the swarm's chance to hit. The swarm overwhelms its victims; thus, the defenders get no Dexterity bonus to AC.

Each swarm of 10 buzzjewels causes 1d8 damage. For each point of damage the swarm does, there is a 10% chance that Type N poison is injected into the wound. The poison's onset time is one round. A failed saving throw vs. poison inflicts 4d8 damage; a successful save reduces this to 2d8 damage.

The buzzjewels' magic resistance sometimes reflect spells back at the caster. If the spell fails due to the insects' magic resistance, the spell is reflected back at the caster. If the spell fails because the buzzjewels saved against it, they don't reflect the spell.

Habitat/Society: Buzzjewels live in tiny honeycombed passages just under the surface of asteroids. They instinctively avoid worlds with humanoid populations. Buzzjewels do not require air to survive.

As a rule, buzzjewels live on asteroids high in gemstone content. Gems are their chief source of food, though the insects can eat any mineral or rock if pressed. Interestingly, pearls are poisonous to buzzjewels. A poisoned buzzjewel turns black and does not become a valuable gem.

Buzzjewels communicate by body movements, as bees do. When a buzzjewel swarm finds a new source of gems, it returns to its old lair and does a dance that tells the swarm where the new strike is. Dwarven sages have long tried to decipher the dance so they can obtain the gems, so far to no avail.

Buzzjewels can be called by various insect summoning spells; if summoned, they behave as groundling insects. Note, however, if the insects are summoned to be killed for their gems, the caster loses control over them, and the enraged swarm attacks instantly.

Ecology: Buzzjewels contribute nothing to the ecosystem. In fact, races that mine gemstones strongly dislike the little gem-eaters. The gnomes call buzzjewels "gembane," and the only printable name that dwarves use is "baublebiters."

Due to the unpredictable poisonous bite of the buzzjewels, most wise folk resist the idea of catching the bugs and killing them for their gems in a get-rich-quick scheme. The low value of the dead bodies does not make it worth the risk.

The dohwar actually use live, caged buzzjewels as currency, much to the horror of some of other civilized races. It is rumored that the dohwar are also experimenting with buzzjewels, feeding them fancy gems to see whether, once a buzzjewel dies, it leaves behind a more valuable gem.

	Adult	Larva (Nymph)
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Jungles, forests, and swamps	Tropical, subtropical, and temperate/Fresh water
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or swarm	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	1
ARMOR CLASS:	3	3
MOVEMENT:	3, Fl 36 (B)	9, Sw 3 (jet 24)
HIT DICE:	7 (8+2-8)	6+1 (7+2)
THAC0:	13 (11)	15 (13)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12 (4-16)	3-18 (4-24)
SPECIAL ATTACKS:	Initiative bonus	Surprise bonus
SPECIAL DEFENSES:	Darting	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'-8' long)	M (4½'-6')
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	1,400 (2,000)	650 (975)

Giant dragonflies, like their smaller counterparts, are swift and deadly aerial hunters. While their smaller cousins are generally beneficial, the giant variety is a dangerous predator that attacks any creature its size or smaller.

Adult giant dragonflies are famous for their brilliant metallic colors; common hues are green, blue, and gold. Stripped and spotted individuals have been reported. All adult giant dragonflies have two identical pairs of transparent wings that show dark veins in an sparkling amber membrane. A dragonfly's six legs are long and delicate, so the insect can at best balance lightly on a tree branch or other perch. The legs are tightly bunched where they join the body, but spread out at angles so the dragonfly can clench them together to form a large basket.

Combat: A giant dragonfly's four wings enable it to hover and to dart with blinding speed. They gain a −3 bonus to all initiative rolls; if they win initiative, they can dart into melee and zip out of range before their opponents can make return melee attacks. A darting dragonfly also can avoid missile attacks. When a giant dragonfly has initiative, missile attacks directed against it suffer a −4 penalty. Even when the dragonfly loses initiative, missile attacks against it suffer a −2 penalty. When attacking creatures of tiny or small size, a dragonfly scoops its victim into its leg basket and devours it in midair. Once caught in the basket, the creature automatically suffers bite damage each round until completely devoured. When attacking larger creatures, a dragonfly darts in to bite with its mandibles.

Habitat/Society: Since they tend to attack and devour anything they see, giant dragonflies do not form organized groups. Nevertheless, several of them hunting in the same general area may attempt massed attacks against less agile opponents. After such a gang attack, however, any crippled dragonflies are likely to become the next victims.



Ecology: Giant dragonflies mate and breed on the wing and near water, where they prefer to hunt. However, they are strong fliers and often are encountered over dry land, miles from water. Generally, they prey on other flying giant insects, but they take warm-blooded prey when they can get it. Giant dragonflies cannot tolerate freezing temperatures, but they are found in nearly every non-polar climate except deserts. In tropical areas, giant dragonflies tend to be even bigger. These larger specimens use the statistics in parentheses.

Giant dragonfly eggs hatch in 12-20 days, depending on the temperature. Once hatched, a dragonfly remains in larval form for about a year. In temperate climates, the larvae hibernate through the winter, emerging as adults the next spring.

A giant dragonfly's wings have no special value, but its glittering, metallic skin is highly prized in some areas for use in apparel and decoration. Magically preserved skin can bring up to 600 gp per square foot (a typical specimen yields six square feet of skin; tropical specimens can yield about eight square feet).

Larvae

Dragonfly larvae are sometimes called nymphs. These creatures are every bit as voracious as the adults, but they are flightless and completely aquatic. They are poor swimmers, however. Instead they lurk on the bottoms of lakes or ponds, hiding in burrows, weed beds, or fallen debris and waiting to ambush prey. Their abdomens are equipped with organs that can expel a powerful jet of water once every two rounds. When jetting out of cover to the attack, a nymph surprises victims 50% of the time. Dragonfly nymphs are armed with mandibles even more formidable than those of adults. Furthermore, these mandibles are covered by a rubbery, lip-like organ when not in use; so even if the nymph is spotted before the attack, it often appears to be an inoffensive, toothless creature.

Insect, Flea of Madness



CLIMATE/TERRAIN:	Temperate or tropical lands
FREQUENCY:	Rare
ORGANIZATION:	Infestation
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	Hundreds
ARMOR CLASS:	N/A
MOVEMENT:	3
HIT DICE:	N/A
THAC0:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Madness
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T
MORALE:	Nil
XP VALUE:	270 per infestation

While the normal flea is a parasitic pest that has plagued mankind since the dawn of time, its Ravenloft cousin is a terrible curse. By comparison, the mundane flea is a blessing.

Fleas of madness resemble any other flea: tiny (smaller than a grain of rice), black, and difficult to get rid of once an infestation has occurred. Like normal fleas, they feed on blood and usually reside within the fur or hair of mammals. They transfer themselves from one creature to the next by leaping to any new host who touches the fur or hair of the original. They also lurk in carpets and bedding, where they can go without food for several days while waiting for a new host to infest.

As one might expect, these minute creatures have no ability to communicate.

Combat: The bite of a flea of madness is almost insignificant. The victim may feel a slight sting and afterward develop a small red welt, but otherwise takes no real damage. The danger lies not in the bite, but in the magical disease these fleas carry.

For each hour (or portion thereof) spent in an infested area (or in the company of an infested creature), there is a 75% chance of suffering 1d4 flea bites. Each bite has a 25% chance of immediately causing the victim to experience effects similar to either the 2nd level wizard spell *Tasha's uncontrollable hideous laughter* or the 8th level wizard spell *Otto's irresistible dance.*

In addition, the victim must make a saving throw vs. poison for each bite suffered. Failure of any saving throw means the victim slips into madness over a period of 1d4 days.

If the victim is an animal (or is only semi-intelligent), the madness takes the form of simple delusions. The animal believes itself to be some other creature with which it is already familiar. Alternatively, an animal may believe itself to be human and may attempt to walk about on its hind legs and perform many of the activities humans do.

If the victim is a human, hallucinations result. A victim might see a setting different from the one that actually exists (for example, a jungle as opposed to a stone corridor), might see fellow humans as monsters, or might see creatures or items that do not actually exist. Erratic, inexplicable behavior results.

Note: Once madness has set in, the victim no longer needs to make additional saving throws vs. poison, as no intensification of the madness takes place. The victim is, however, still susceptible to the effects of *Tasha's uncontrollable hideous laughter* and *Otto's irresistible dance* with subsequent flea bites.

The madness caused by the fleas can be cured by magical means. Effective wizard spells include *limited wish* and *wish*; effective priest spells include *cure disease, heal, heroes' feast,* and *restoration.* The psionic science psychic surgery can also be used to cure madness.

Once the victim is cured, however, there is a good chance that the madness will recur with further flea bites. The only way to ensure safety is to deal with the infestation itself. Wizards might act as exterminators, using such spells as *stinking cloud, cloudkill,* or *deathfog* to fumigate a building. Priests can use the spells *anti-vermin barrier* or *repel insects* to cleanse an individual. Psionicists can offer similar protection with an inertial barrier devotion. The spell-like effects of the flea bites (magical laughter and dancing) can be eliminated with a *dispel magic* spell.

Habitat/Society: Fleas of madness are insects that are unique to the Demiplane of Dread. They appear in scattered locations throughout the Ravenloft world, infesting one area for a summer, then dying out in the winter months and reappearing somewhere else the next summer. On occasion, they are carried indoors during winter by household pets or vermin. When this happens, individual households or towns might be afflicted with the madness the fleas carry, while neighbors are not.

Ecology: There is much speculation as to how fleas of madness originated. Those who study science say these are ordinary fleas that carry a disease and believe there might be a natural plant or chemical substance that can counteract the madness the fleas induce. Others point to the fact that two of the effects produced by the fleas resemble wizard spells, and believe the fleas of madness have a magical origin. They speculate that the fleas may be the result of a wizard whose curse tainted a *summon swarm* spell. Still other sages speculate that the fleas might be the work of an evil priest who combined a *summon insects* or an *insect plague* spell with the madness-inducing spell *mindshatter.*

Insect, Fyrefly

CLIMATE/TERRAIN:	Any Tropical, Sub-tropical, or Temperate
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Herbivore/Scavenger
INTELLIGENCE:	Average (9)
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1 (but see below)
ARMOR CLASS:	5
MOVEMENT:	Fl 18 (A)
HIT DICE:	1 hp (Attacks as 5 HD)
THAC0:	20 (15)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Starts Fire
SPECIAL DEFENSES:	Immune To Fire Attacks
MAGIC RESISTANCE:	Nil
SIZE:	T (1")
MORALE:	Steady (11)
XP VALUE:	175



The fyrefly is a large, slow-moving black insect with red wings and reddish eyes. It is normally a benign insect which flits from plant to plant, eating leaves and rotting vegetation. For most of its life, it causes no harm to anyone. It is during the creature's reproductive cycle when it becomes dangerous to other creatures.

Combat: When a fyrefly is doused with water or hit with a cold-based spell, it falls into dormancy. It appears dead, but will awaken in 24 hours and begin its feeding process again.

When a fyrefly comes in contact with a flammable object, there is a chance it will burst into flame. To determine this chance, first determine the flammability of the object in question. On an average fighter, for example, perhaps only 10% of his/her attire would be flammable, while on a wizard almost 90% would be. On any hit, roll percentile dice to see if the fyrefly hit a flammable object. Any flammable object hit by a fyrefly, adult or larval, must save vs. normal fire or be set ablaze. Persons in burning clothing suffer 1-6 hit points of damage per round until the fire is extinguished. Hits that do not strike burnable objects are assumed to hit flesh, causing 1 hit point damage.

The fyrefly will only attack living creatures while it is in its larval stage, immediately after it has reproduced (see below.) At this time, it becomes frenzied, and will seek to set fire to any living creature. When the fyrefly is in this agitated state, it becomes extremely aggressive, and attacks as a 5 HD monster (THAC0 15). Because of its extreme quickness, it becomes much more difficult to hit, with an effective Armor Class of 5. (If, for some reason, a larval fyrefly is resting, its Armor Class falls to 9.) During its aggressive phase, it flies at anything that moves, believing itself to be invincible.

When in its larval state, the fyrefly is immune to fire and fire-based attacks, but cold-based attacks will immediately cause the creature to fall dormant. Water splashed on a larval fyrefly will also cause dormancy if the insect fails a saving throw vs. paralysis.

Larval fyreflies will swarm, and area of effect spells will have a reasonable chance to take out most of the creatures, but 10% of the creatures will always survive such an attack. Remember that larval fyreflies usually swarm around a creature, and an area of effect spell will undoubtedly affect that creature, also.

Habitat/Society: The adult fyrefly is a solitary insect, which lives in forested areas. Fyreflies spend most of their time gathering food and sleeping, waiting until the day they are to reproduce. Fyreflies voluntarily avoid others of their species, moving off into their own separate feeding areas. They sleep during the day, and feed constantly at night, pausing only to move to another leaf.

A swarm of larval fyreflies are born from one fyrefly which has fed constantly for two months. The fyrefly will seek out a fire to fly into in order to reproduce. The 'fly is not killed by the fire, but rather reverts to its larval state to reproduce. It metamorphoses into a small, insect-shaped mote of extremely hot fire. This may be noticed by a much brighter area inside the fire into which the fyrefly has flown. At this time, it begins a process of division, which, if left unchecked, will produce dozens of tiny balls of flame. If the fire is quenched while the parent fyrefly waits to split, the fly will be unable to reproduce, and will burn out in 10 minutes. If the fyrefly is undisturbed, it will produce two larval fyreflies after 10 minutes in the fire. The original 'fly dies, but its two offspring remain in the fire. For each succeeding round, each will generate two offspring, after which they leave the flame. So, two rounds after the first split, 2 fyrefly larva leave the main fire, 4 the following round, then 8, then 16, then 32, and finally 64. The final 64 fyreflies are incapable of producing any more offspring at this time. After a larval fyrefly leaves the fire, it burns until it is killed or sent into dormancy, or until 10 rounds have elapsed, when it falls dormant on its own and begins its transition to adulthood. This transition takes 9 days.

Ecology: Fyreflies are the creation of the mad wizard Grebdews, who accidentally allowed his "pets" to escape into the world.

Fyreflies would pose no problem to mankind were it not for their peculiar breeding habits. They are prized for use in many fire-based potions.

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Insect, Horax

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (D)
ALIGNMENT:	Neutral

NO. APPEARING:	3d10
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	–1 initiative, crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' long)
MORALE:	10
XP VALUE:	270
Young	15



The horax are insectoid creatures, as ferocious as they are mindless. They are long with 12 legs, small but powerful mandibles, and tough chitinous plates that cover the back. Horax are long and low to the ground. Their legs end in strong grippers, able to hold firmly to nearly any surface. They are very dark in color, blue–black to pure black and are not easily seen, even by those with infravision.

Combat: The horax almost always attack in packs. They rely on numbers and speed to make their kills. Although they appear short and stocky, they are surprisingly quick, making them difficult to fight. They gain a +1 bonus to their chances of being surprised and a -1 bonus to all initiative die roils.

The horax have exceptional climbing ability and can cling and attack from almost any surface and any angle. It is not unusual to find horax packs scouring underground tunnels, some moving along the floor while others cling to the ceilings and walls. This can make them dangerous and difficult to fight for the unwary.

Horax attack with their mandibles. Though these are small, they are strong enough to crush bones. Once a horax scores a hit, it maintains its lock. Each round this lock causes 1d6 points of additional damage. No attack roll is needed for this. A horax's lock can be broken by a character (whether the attacked character or another) who spends an entire round working to dislodge the beast. The character attempting must still roll for the attack. If successful, he has pried the beast's jaws open.

Being insectoid, horax are vulnerable to cold. While ice– and cold–based attacks do not cause any additional damage, they have the effect of a *slow* spell. This effect lasts for 2d6 rounds.

Habitat/Society: The horax are communal creatures, living in small colonies of 30 + 1d10 individuals. There is no distinction between male and female horax. Each colony is located underground in a series of chambers. There are several communal chambers connected to a central egg chamber. Normally, there are 3d6 young among the eggs (HD 1, AC 7, Dmg 1d6). Other chambers are used to store food dragged back to the lair by the horax. These are kept for later use, preserved by the dry air of the tunnels. These chambers contain whatever treasure the horax have accidentally collected. Magical items found are most often weapons or armor from the 'bodies of dead warriors slain and brought back by the foragers.

Ecology: Although subterranean, the horax do venture to the surface when prey is scarce in the tunnels underground. They venture onto only the surface in the hours of dusk, after the hot desert sun has cooled, but before the chill night air makes them sluggish. Although they prefer fresh kills, they also scavenge. They do not seem to have preferences for prey, although they seldom attack other insectoid creatures.

The back plates of the horax can be fashioned into a lightweight and durable armor (AC 4) by armorers experienced at handling the stuff. The Glass Sailors of Taladas are among the best in the world at this art.

	Hornet	Wasp
CLIMATE/TERRAIN:	Any forest or cave	Any forest or cave
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Hive
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Q(x20)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-20
ARMOR CLASS:	2 (4)	4
MOVEMENT:	6, Fl 24 (B)	6, Fl 21 (B)
HIT DICE:	5	4
THAC0:	15	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-4	2-8 (2d4)/1-4
SPECIAL ATTACKS:	Poison and paralysis	Poison and paralysis
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' long)	M (5' long)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	650	420



Giant hornets are nothing more than fantastically enlarged versions of normal insects. Unlike their more common cousins, they are often hostile and aggressive.

The giant hornet has a 5' long body and a 10' wingspan. Their chitinous exoskeleton is marked by shiny, parallel stripes of black and yellow. The abdomen is tipped by a retractable stinger.

Combat: Giant hornets are solitary creatures who will attack on sight. It swoops down onto its prey and takes hold with its legs while its stinger stabs into the victim's body. In addition to inflicting 1-4 points of damage, the stinger also injects a potent toxin. If a saving throw versus poison is not made, the toxin does 5-30 points of damage and paralyzes the victim for 2-12 (2d6) hours.

Smoke and flame are powerful weapons in any battle against these giant insects. Smoke causes them to become somewhat tranquilized, invoking a -2 penalty on its attack rolls. Flame frightens them greatly, and they will suffer a -4 on their attack rolls against anyone who is using it to defend himself. The hornet's wings are especially vulnerable to flame and will be consumed by any form of fire-based attack in one round. Although this does no physical harm to the hornet, it does render it flightless until its wings grow back in 2-12 (2d6) weeks.

The giant hornet is a very noisy flier and the buzzing of its wings can be heard up to 150' away. Underground, this range is halved by each wall or closed door between the monster and the listener.

Habitat/Society: Giant hornets are believed to be the result of magical experiments gone awry. Save for the fact that they are much more aggressive than the common hornet, their gigantic size has not changed their instinctual behavior.

Once per month, female hornets will prepare a nest and attract a male for mating. Together, the two create an egg chamber in some out of the way place. Egg chambers can be established in pits, abandoned buildings, caves, or any similar area. The walls of the chamber are coated with a mixture of mud, cellulose, and hornet saliva which hardens into rock. The construction of the chamber takes between 1 and 6 days, depending on its size.

When the chamber is completed, the couple mates. The male departs shortly afterwards, but dies within a day from exhaustion. The female leaves the chamber in search of a victim which it paralyzes and carries back to the chamber. Once in the chamber, the hornet uses its mud-like compound to bind its prey and injects it with 2-4 (2d8) eggs. It leaves promptly thereafter, pausing only to seal the egg chamber (which takes 1-6 hours). Mere hours later, the eggs hatch and the larvae within begin to feed on the body around them. The six inch long larvae do 1 point of damage each per turn. After devouring the body, the young hornets break through the wall of the egg chamber by dissolving it with their saliva and fly off to begin their lives in the wild.

Although hornets do not keep treasure troves, their egg chambers may be a source of valuables in the form of victims' possessions.

Ecology: The giant hornets are the result of deliberate tampering with nature. They roam the world mindlessly following their primal instinct to reproduce.

Hornet toxin decays quickly when removed from the body. It can be used to coat blades and such only if the toxin is less than two days old. The toxin may also be used in the preparation of anti-paralysis potions and antidotes.

Giant Wasp:

These insects are very similar to giant hornets but live in swarms of as many as 20 individuals. Giant wasps are cooperative insects who build and maintain immense hives. Constructed of a thick paper-like substance, giant wasp hives are home to 21-40 (1d20+20) adults and 100-400 (1d4x100) eggs, larvae, and pupae. Their hives may surround a large tree or fill a vast chamber in the earth.

A giant wasp first attacks with its powerful bite (2d4 points of damage), then stabs with its stinger (1-4 points). Failure to make a save against poison means that any victim hit by the stinger has been injected with a poison similar to that employed by the giant hornet. Paralyzed victims are carried back to the hive and placed in the communal egg chamber where they are quickly consumed by the hungry young.

CLIMATE/	Velvet Ants	Grasshoppers and Locusts
TERRAIN:	Tropical, subtropical or temperate/Forest, hills, and plains	Tropical and subtropical/Forest, hills, and plains
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	See below	See below
ARMOR CLASS:	8	8, FL6 (A)
MOVEMENT:	6	6, Fl 18 (C)
HIT DICE:	See below	1 hp/20 insects
THAC0:	See below	See below
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	Poison	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	Individual: T (1" long); Swarm: see below	T (2" long); Swarm: see below
MORALE:	Unsteady (6)	Unsteady (6)
XP VALUE:	See below	See below

As individuals, velvet ants, grasshoppers, and locusts are relatively harmless. But in swarms, these insects can cause immense damage to fields and forests, as well as threatening the lives of all creatures in their path.

Velvet Ants

The velvet ant resembles a plump version of the common ant, except for the soft fuzz that covers its entire body. The fuzz is usually red or black, but it can also be yellow, brown, or orange.

Combat: A velvet ant swarm eats everything in its path, animal matter as well as vegetation. To determine the size of a swarm, roll 1d100 and multiply the result by 1,000. There are about 100 ants per square foot; therefore, a swarm of 10,000 ants forms a block about 10 feet per side.

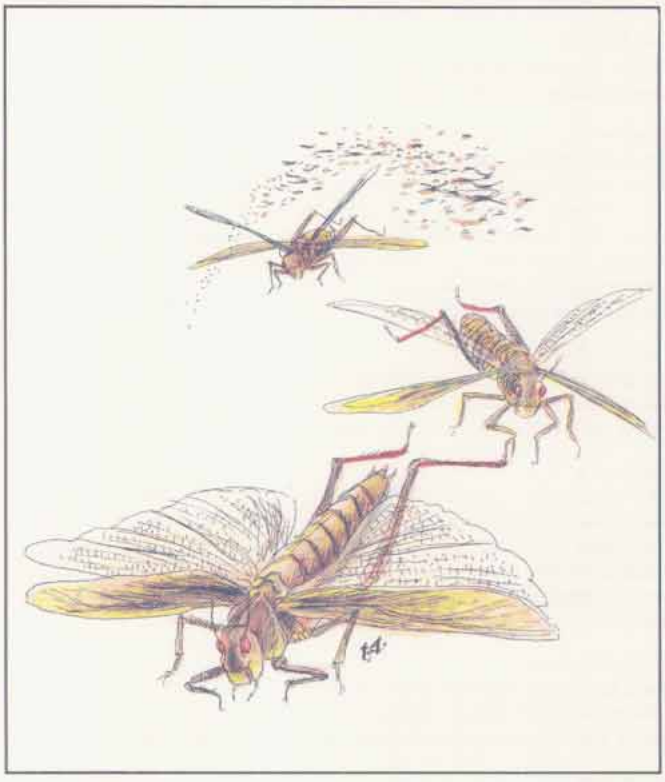
If a swarm comes in contact with an obstacle, it turns 90° and continues. A victim in contact with a swarm has an 80% chance per round of being bitten and suffering 1d4 points of damage.

The victim must roll a successful saving throw vs. poison or suffer intense pain for the next 2d4 turns, making all attack and damage rolls with a -2 penalty during this time.

Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter and hide. If an entire swarm is killed, award 975 experience points.

Grasshoppers and Locusts

The grasshopper is about 2 inches in length and is usually green or brown in color. The grasshopper can make leaps of about four feet. Locusts are a type of grasshopper, with shorter antennae. They can rub their hind legs against their wings to produce a distinctive chirp.



Combat: Grasshopper and locust swarms fly from place to place in search of lush fields on which to settle and consume. These swarms move in straight lines and are easy to avoid.

To determine the size of a grasshopper swarm, roll 1d100 and multiply the result by 10,000. Multiply this result by 2 when determining the size of a locust swarm. There are about 20 grasshoppers or locusts per square foot (for convenience, assume there are 20 insects per cubic foot when approximating the size of flying swarm).

A victim in contact with a grasshopper or locust swarm has a 90% chance per round of being bitten and suffering 1 point of damage. Additionally, victims within a cloud of these insects have their vision reduced to 2d4 feet.

Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter. If an entire swarm is killed, award 2,000 experience points.

Habitat/Society: Insect swarms are migratory, sleeping at night wherever they happen to be. Females lay up to 100 eggs every year. These insects have no leaders or any specialized workers. They do not collect treasure.

Ecology: Velvet ants eat seeds, grasses, and meat, especially enjoying carrion. The poison of velvet ants renders them inedible to carnivores.

Grasshoppers and locusts prefer seeds and grains. Snakes, mice, birds, and spiders are among these insects' numerous natural enemies. Grasshoppers and locusts can be eaten by carnivores.

Insect, Swarm, Athasian

	Locusts	Mini-kanks
CLIMATE/TERRAIN:	Any plains	Any plains
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2,000-5,000 (1d4 + 1 x 1000)	2,000-5,000 (1d4 + 1 x 1000)
ARMOR CLASS:	10	10
MOVEMENT:	Fl 18 (A)	Fl 15 (A)
HIT DICE:	1 per 10 insects	1 per 15 insects
THAC0:	Special	Special
NO. OF ATTACKS:	See below	See below
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	See below	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8″)	T (5″)
MORALE:	Average (8-10)	Average (8-10)
LEVEL/XP VALUE:	65 per 10 insects	65 per 10 insects

The insects of Athas are of a hearty breed, and insect swarms are among the most deadly plagues that this world has ever been subject to.

There are two insect breeds which form swarms in the deserts of Athas. The first type is a variant of the common locust, while the other is a smaller version of the kank.

Locusts

The locusts of Athas are approximately 8 inches in length and look very much like large, brown grasshoppers. They have five-inch-long wings which grant them extremely fast flight speeds and excellent maneuverability.

Combat: There is little to nothing that can withstand an attack by a swarm. Encountered individually, these insects are dangerous enough, but when massed in the thousands, they are devastating. When encountered individually, a single locust can attack three times, with its fore claws and its mandibles. Each successful attack does 1-2 points of damage. Each locust has 1 hit point and will die if struck by any weapon.

When in a swarm, however, these insects are much more deadly. When a swarm of Athasian locusts encounter a creature in their path, the creature is virtually covered from head to toe with the insects, which will attack the creature until it has been picked clean to the bone. When a creature is caught by a swarm of locusts, roll 1d4 and multiply the result by 20 to determine the number of locusts that will attack it. The locusts attack with a THAC0 of 10. Make three attack rolls and determine how much damage is done to the victim. Then multiply this number by one-half the number of locusts attacking the creature. This is the total number of hit points of damage done to the creature in that round. Once a creature has fallen dead, its carcass will be cleaned to the bone within 3 rounds. Any creature or character caught in a swarm has its movement rate cut to 3.

Habitat/Society: Swarms gather together very rarely, usually only one time every three or four years. Those most affected by these swarms are the nomadic herdsmen, who often lose entire herds of kank or erdlus to these terrible insects.



From afar, a locust swarm appears as a small dark cloud which moves quickly across the desert. The swarm usually covers an area of approximately 100 square yards.

Aside from the danger that these swarms present to the population, Athasian insect swarms also devastate miles and miles of vegetation and plant life.

Ecology: Despite their devastation, the insect swarms do produce one useful side effect —they kill large numbers of the rodents and small mammals breeding on the Athasian deserts.

Mini-Kanks

The other type of swarming insect is a small species of the kank. This small cousin of the kank is about five inches in length and sports three-inch-long wings on its back.

Combat: Swarms of mini-kanks are similar to swarms of locusts in the numbers of insects in a swarm, but are different in terms of how they attack their prey. While locusts chew their victims until nothing but bone remains, mini-kanks are blood-suckers. When a swarm of mini-kanks attack a creature, 10-40 (1d4 x 10) will usually combine to kill it by sucking its blood. Each single mini-kank can drain up to 3 hit points from a victim, one per round. Creatures attacked by a swarm of mini-kanks must make a saving throw vs. paralyzation or lose a number of hit points equal to the number of insects attacking. A successful saving throw means the creature loses only half that number of hit points. This continues for three rounds at which point the mini-kanks attacking will fly off. If the creature survives, a new number of mini-kanks will attack on the very next round, repeating the process outlined above, until the victim is dead. Like swarms of locusts, swarms of mini-kanks slow the movement rates of attacked creatures to 3.

Habitat/Society: Swarms of mini-kanks are slightly smaller (75 square yards) than swarms of locusts, but move more quickly across the desert.

Insect, Jalath'gak

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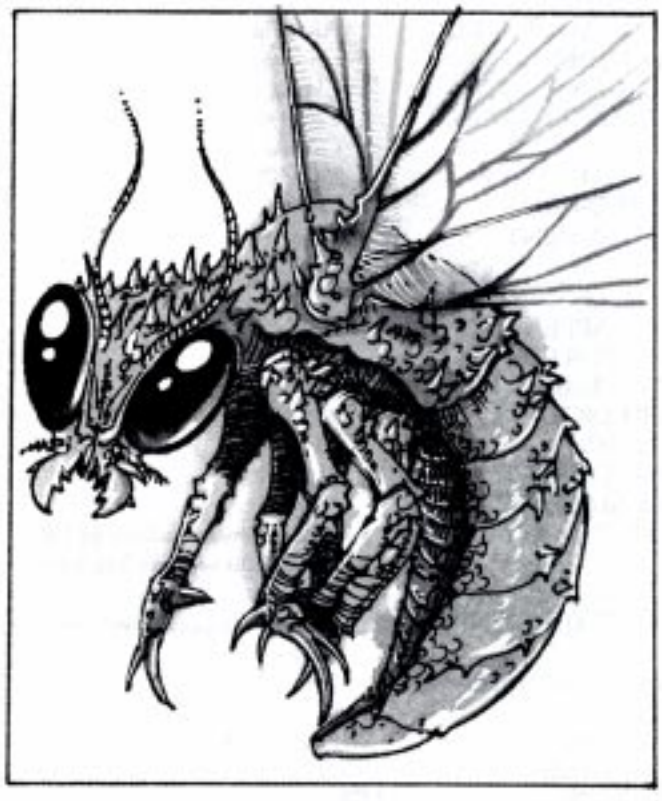
CLIMATE/TERRAIN: Scrub plains, sandy wastes
FREQUENCY: Uncommon
ORGANIZATION: Swarm
ACTIVITY CYCLE: constant
DIET: Omnivore (nectar, blood)
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 3d10
ARMOR CLASS: 5
MOVEMENT: 9, fly 24 (D)
HIT DICE: 8 + 8
THAC0: 11
NO. OF ATTACKS: 7
DAMAGE/ATTACK: 1d4×6 (claw)/1d8 (bite)
SPECIAL ATTACKS: Blood drain (2d6)
SPECIAL DEFENSES: Stink cloud (15′ rad.)
MAGIC RESISTANCE:
SIZE: H(13′ long)
MORALE: Elite (13–14)
XP VALUE: 4,000
NEW PSIONICS SUMMARY:
Dis–/Sci–/Dev–; #AT 0; MTHAC0–; MAC 7; Att–; Def–; PSPs 0



First domesticated by the kreen of the distant North, wild jalath'gak are the scourge of herdsmen throughout the Tablelands. It is an enormous winged insect, 13 feet long, with a wingspan of nearly 20 feet.

The head is long and narrow so that it may fit into smell areas to collect blood or nectar. Its mandibles are extremely strong, end are hollow to draw nourishment. Long whiskers on the top of its heed detect pheromones and other odors; these are always moist, end are drawn beck against the head during combat The creature's exoskeleton is firm but brittle.

The creature's six limbs join to its thorax, and sport long dagger-like talons. The thin wings, also attached to the thorax, fold close against the creature's side when not in use, extending a few feet behind the creature. When spread, the fragile-looking wings are transparent.

The jalath'gak's abdomen stores blood and nectar. When the insect has recently fed, the abdomen bulges, becoming a deep red or yellow. If the insect hasn't fed in a few weeks, the abdomen sags, limp and gray. The rest of the insect's coloring is a pattern of black and bright blue.

Jalath'gak communicate with each other with pheronomes. Thri-kreen end other insects can communicate with them in a rudimentary fashion with their own pheronomes, but complex ideas cannot be conveyed. Other intelligent creatures can communicate with jalath'gath through psionics or magic.

Combat: The jalath'gak can always attack with its mandibles and six legs. It can either hover and attack, or land and rear back on its abdomen, bringing all of its legs into action. Each leg inflicts 1d4 hit points of damage, and the mandibles 1d8.

The round after the mandible hits, and each round thereafter, the jalath'gak drains blood. The opponent is pinned and cannot attack 2d6 points of blood are drained each round *and* the jalath'gak can attack with all of its legs. A pinned creature try to break free each round by making a saving throw vs. paralyzation. A jalath'gak that slays a victim by blood drain will remain attached to the body for another 1d3 rounds before moving on. One that has drained 50 points of blood in one combat is gorged end will not use further blood drain attacks.

If reduced to 10 hit points or less, a jalath'gak will release a stink cloud from its mouth. The cloud covers a 15-foot-radius sphere directly to the creature's front. Those in the stink cloud must save vs. poison or be incapaciteted for 1d6 rounds. A jalath'gak can release up to three stink clouds a day.

Habitat/Society: In the wild, these insects live in large swarms. Unlike hive insects, jalath'gak don't cooperate. Their eggs are simply dropped from the ever-flying swarm into the hot desert sends. Although only one egg in 1,000 hatches, this is sufficient to maintain the numbers of the Swarm.

Some thri-kreen packs have domesticated the jalath'gak, and use them to pull heavy loads during migration. At great need the abdomen can be cut off to provide food or water, or to pull an exceptionally heavy load. Wthout its abdomen, a jalath'gak will function normally for 36+ 1d6 hours, end then die.

Attempts to harness the jalath'gak for flight have been unsuccessful. It cannot carry much weight, and its wings and legs are prone to damage when harnessed. Also, the most common domestication techniques render them flightless.

Ecology: The abdomen yields 16 gallons of water and enough blood/nectar plasma for 32 common meals, for the hardy. Jalath'gek wings are sought by the artists of Raam and Draj as canvasses. An undamaged set of wings can be sold for 50cp.

Rumors exist of giant jalath'gak. These creatures are rare, but may grow upward of 20 feet in length, with increased capabilities. Their mandibles pierce thri-kreen chitin with ease. These insects don't so much fly as make wing-assisted jumps, end have little control of their direction once they are airborne.

Insect, Kank, Wild

CLIMATE/TERRAIN:	Stony barrens, tablelands
FREQUENCY:	Common
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	50-500
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	l or 2
DAMAGE/ATTACK:	1-6 or 1-6/1-8
SPECIAL ATTACKS:	Crush/Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	175



Not all kanks on Athas are maintained by the nomad herdsmen. Many herds of kanks roam wild across the Tablelands.

Kanks are large, docile insects with black, segmented, chitinous exoskeletons, covering their head, thorax and abdomen, Kanks grow up to eight feet in length, four feet in height, and can weigh as much as 400 pounds. At the front of their head, kanks sport a pair of sharp pincers which they use for both feeding and fighting. The thorax of a kank has six legs. Each leg has a strong claw at its end, allowing the creature to grip the surfaces it walks upon. Like most insects, the kank's abdomen has no appendages and is supported by the rest of its body.

Combat: When kanks engage in combat, it is usually the soldier type that is involved, as they are the best suited to fight. A soldier kank will strike with its pincers, doing 1-8 points of damage on a successful attack. Any victim hit by a soldier kank is also injected with Class O poison (save vs. poison or be paralyzed in 2-24 rounds). If the attack roll against a foe is 15 or higher and that is a hit, the victim is also grappled; each round thereafter the victim suffers an extra 1-6 points of crushing damage in addition to the normal 1-8 points of damage and poison attack in the first round. Breaking free from the grapple of a kank requires a Strength roll at a -2 penalty. Companions of the victim may attempt to free him by attacking the kank's pincers. A total of 5 points of damage is all that is required to loose the victim.

Habitat/Society: Being insects, wild kanks organize themselves into hives, each consisting of soldiers, food producers, and brood queens. The soldiers serve as the hive workers, collecting materials which can be used to build nests for the brood queens, as well as the protectors of the queens and food producers. Soldiers also gather food for the adult members of the hive. This food takes the form of most types of leaves and fronds, and an occasional animal.

Food producing kanks secret large, melon-sized globules of green honey which is used to the feed the young of the hive. These globules are stored on the abdomens of the food producers, and when food is sources are limited, are used to feed the older members of the hive as well as the young.

Brood queens are the members of the hive that produce eggs, usually in batches of 20 to 50. Once the brood queens have laid their eggs, it is the soldiers duty to fiercely defend the area until the eggs hatch.

Wild kanks generally choose an area for egg laying where there is an abundant amount of available vegetation for food.

Ecology: The honey globules produced by food-producing kanks are very sweet and fetch a high price when used in trade and barter. They can sustain a man for several days with no other means of nourishment.

Kank exoskeleton can be used as armor when cleaned, but is very brittle and has a 20% chance of breaking whenever hit by a weapon. A much more common use of kank exoskeleton is in the construction of chitin golems, automatons created by powerful defiler wizards.

Insect, Mason-Wasp, Giant

CLIMATE/TERRAIN:	Tropical/Plains or desert
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Incidental
ALIGNMENT:	Neutral good
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	6, Fl 21 (B)
HIT DICE:	6+1
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-16/1-4
SPECIAL ATTACKS:	Poison and fire breath
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Steady (11)
LEVEL/XP VALUE:	3,000



Giant mason wasps are enlarged versions of the normal variety, which is found throughout Zakhara. Both kinds are viewed as messengers of the gods and bringers of good fortune.

The body of a giant mason wasp is 6' long, with a 12' wingspan. Its hard exoskeleton is a lustrous, jet black, but its front mandibles and mouth glow cherry red with heat. In addition, the abdomen is tipped with a retractable stinger.

Combat: Giant mason wasps rarely attack humans or demihumans, preying mostly on the animals, reptiles, and evil monsters that roam the plains and deserts of Zakhara. If faced with a single opponent, it will swoop down and grab the victim with its legs. The wasp will then bite with its red-hot mandibles and attempt to impale the victim with its stinger.

The vicious bite of a giant mason wasp inflicts 2-8 points of damage. Creatures not immune to fire take an additional 2-8 points of damage from the mandibles' searing heat.

The wasp's sting inflicts 1-4 points of damage and injects a victim with a powerful and deadly toxin. Those not successfully saving vs. poison lose consciousness in 1-4 rounds and are wracked by a burning fever. Victims must make two system shock rolls: if the first is successful, the victim awakes from the fever after 1-3 days. If the first roll is failed but the second is successful, the victim awakes from the fever after a week, but loses 1 point of constitution permanently. A victim with two failed rolls will die after a week of fever unless they receive the benefit of a *cure disease* spell in the interim; they still lose 1 point of constitution permanently.

Giant mason wasps are immune to fire and all fire-based attacks. If faced with more than one opponent, they can also breathe a cone of fire (5 feet wide at the mouth, 15 feet wide at the end, and 20 feet long) up to three times per day. The breath inflicts 6-30 points of damage (save for half damage).

Finally, it is considered very bad luck to kill a giant mason wasp. At the DM's discretion,whoever participates in their destruction must roll a saving throw or be afflicted with the *evil eye.*

Habitat/Society: In the wild, giant mason wasps are solitary creatures. Their name is derived from the female's tendency to create large above-ground structures out of a mixture of dirt sand, and saliva called dhilva, which hardens into a rocklike substance.

Once a month, the female will seek a male and mate. The pair then hunt for a large animal or evil monster, paralyze it with their poison, and carry it back to the female's den, where the victim is immobilized with more dhilva. The female then lays 1-3 eggs on the victim and seals the entrance to the den with dhilva. Upon hatching, the larvae consume the host, dissolve the dhilva with their own saliva, and fly away to establish their own hunting grounds and dens. Although giant mason wasps do not hoard treasure, some incidental treasure might be found in a mason wasp's den.

Giant mason wasps are often friendly to humans and demihumans. They make excellent pets and guardians if a common mode of communication can be established. Priests, who can use spells to speak with animals, and rangers who have a natural affinity for animal handling, are among those most frequently encountered with a giant mason wasp as a pet or guardian. They might also be found as guardians in mosques.

Ecology: In both the wilderness and city, giant mason wasps can be found as protectors of good and the opposers of evil. Their arch-nemesis is the vishap (q.v.), who break into their dens and consume wasp eggs as a sugared delicacy.

There are many useful derivatives that can be made from a mason wasp. Since killing a giant mason wasp can bring bad luck, most people wait until one of the insects dies from natural causes before using their remains in a potion. Their fire glands can be used to make *potions of fire breath,* while their exoskeleton, if powdered, can be used to make either *potions of fire resistance* or *oil of fire elemental invulnerability.* Insinuative poison can be obtained from their poison sacks, which are located in the abdomen near the stinger. This poison (Type O) loses its potency if not used within a week; it can also be used to make powerful poison antidotes.

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Insect, Moth, Deathglow

Climate/Terrain:	Forest/mountain
Frequency:	Very Rare
Organization:	Pack
Activity Cycle:	Nocturnal
Diet:	Carnivores
Intelligence:	Animal (1)
Treasure:	Incidental
Alignment:	Neutral
No. Appearing:	1d20
Armor Class:	6
Movement:	6, Fl 12 (C)
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attacks:	1d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	S (3')across
Morale:	Steady (11)
XP Value:	175



Deathglow moths are a magical mutation, similar to the owlbear and the stirge. These moths have a 3' wingspan, the typical feathery antennae, and a translucent abdomen. Their coloration varies from a brown, bark-colored body and wings the color of tree moss to an almost albino species that matches the bark of birch trees. Regardless of the body and wing coloration, when a deathglow moth goes hunting at night, its abdomen glows a sickly yellow-green; males tend to have a greener tint while in females yellow predominates.

Combat: Deathglow moths fly from their secluded roosts high in the largest trees the region has to offer and flutter their way along, looking for suitable prey. The deathglow moth only attacks from the air. Its small mouth causes only 1d4 points of damage, but that is not the worst damage a deathglow moth can inflict.

Every round that a creature is within 10' of the deathglow moth's abdomen, the creature must save vs. Death Magic or lose 1d3 points of Strength. If a character's Strength falls below zero, the character dies, and the deathglow moth settles in to feed. Lost Strength can be recovered at the rate of one point per hour of rest. Feeding moths are easy to slay for their glow is extinguished. Their deadly glow dies when they do and can not be harvested by intrepid hunters.

Habitat/Society: Deathglow moths live only in the deepest forests and highest mountains of Jakandor, where packs of the flying creatures attack everything from birds to small mammals such as rabbits, and if it is hungry enough even humans. These creatures live in colony roosts like bats. These roosts are usually at least 30' above the forest floor. Deathglow moths instinctively seek out a tree that matches its camouflage pattern on which to roost.

While not a natural creature, deathglow moths occupy an admissible role in its habitat. Its relatively low speed allows faster flying creatures to escape, and its deathglow affects the sickest or the weakest target first, thus helping to thin populations allowing the healthier specimens to survive and propagate the species.

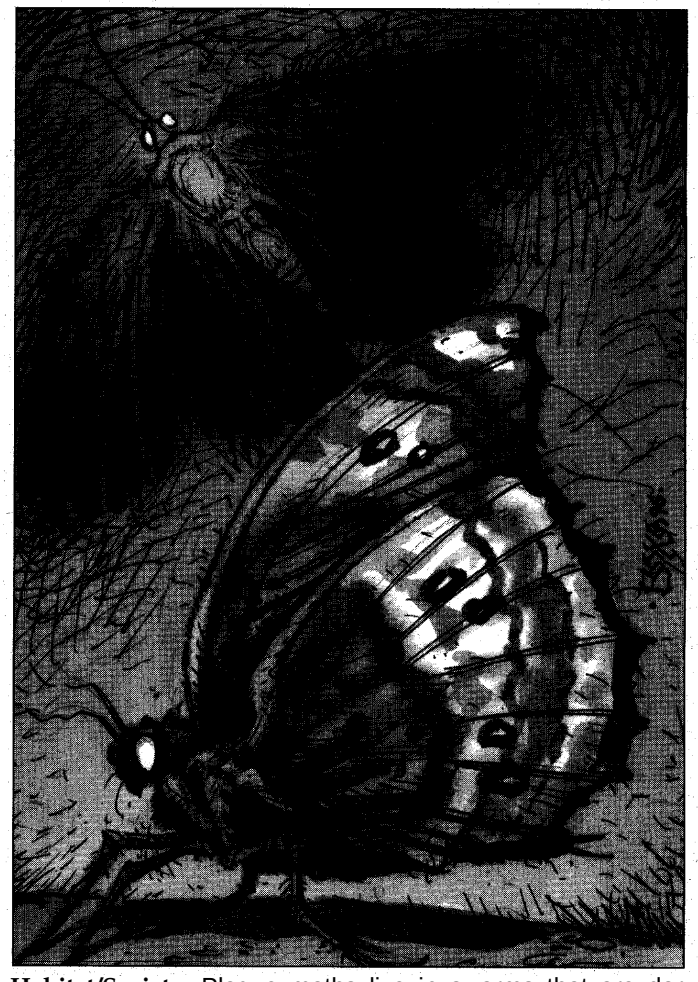
Ecology: While the deathglow moth is far from the largest or the fastest predator in forest or mountainous regions, its unique ability protects it from most predators. Little is known of the lifespan of a deathglow moth, and even less is known of the creature's procreative habits. It is surmised that deathglow moths and its eggs and larvae are immune to the detrimental effect of the creature's deathglow.

Charonti scholars have raised many questions over the abundance of so many creatures that seem to have been magically evolved from a natural creature. The presence of purely magical beasts such as the bulette or the leucrotta is to be expected in a place where magical energy is existent. Some scholars speculate that the Wasting Plague may have triggered some latent factor in these creatures, which, over the intervening centuries, created the creatures of today. If this hypothesis is true, it begs a question: Did the Worldender Plague destroy the ancient Charonti, or was there a latent element in the Charonti ancestors' bodies that the Wasting Plague merely awakened? And is that element still with them?

Insect, Moth, Plague

CLIMATE/TERRAIN:	Sewers
FREQUENCY:	Uncommon
ORGANIZATION	Swarm
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-20 (special)
ARMOR CLASS:	6
MOVEMENT	Fly 15 (MC B)
HIT DICE:	1+4
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Venom
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	
SIZE:	T (1' wingspan)
MORALE:	Average (8)
XP VALUE:	420



These peculiar creatures were created by the wizard in an attempt to manufacture potions "naturally." The moths turned out less than perfect, with a tendency to produce bad potions and an intense craving for blood. They are huge gray moths with luminescent green eyes. They feast on blood much as do stirges, but their magical venom slays more often — and more spectacularly — than does their physical attack.

Combat: Plague moths typically attack in large swarms, but no more than three moths assault the same target — the others seek out other victims rather than fight over the same prey. While plague moths are agile and nearly immune to magic, their greatest asset is a magically venomous bite. Each moth has its own venom, equivalent to a randomly-determined potion from Table 89 in the *DUNGEON MASTER® Guide.* Treat any result of *potion of healing,* any oil, or any potion with an XP value of 300 or higher as a *potion of delusion* (of *extra healing, giant strength,* or some other beneficial effect). The most dangerous result of a plague moth attack comes when a victim is bitten by more than one moth; then the victim must roll on Table 111: Potion Compatibility, ignoring the rule that makes a *potion of delusion* compatible with all other potions. Plague moths are immune to the venom of all of their kind. Note that unlike stirges, plague moths typically wait until their prey is dead before feeding.

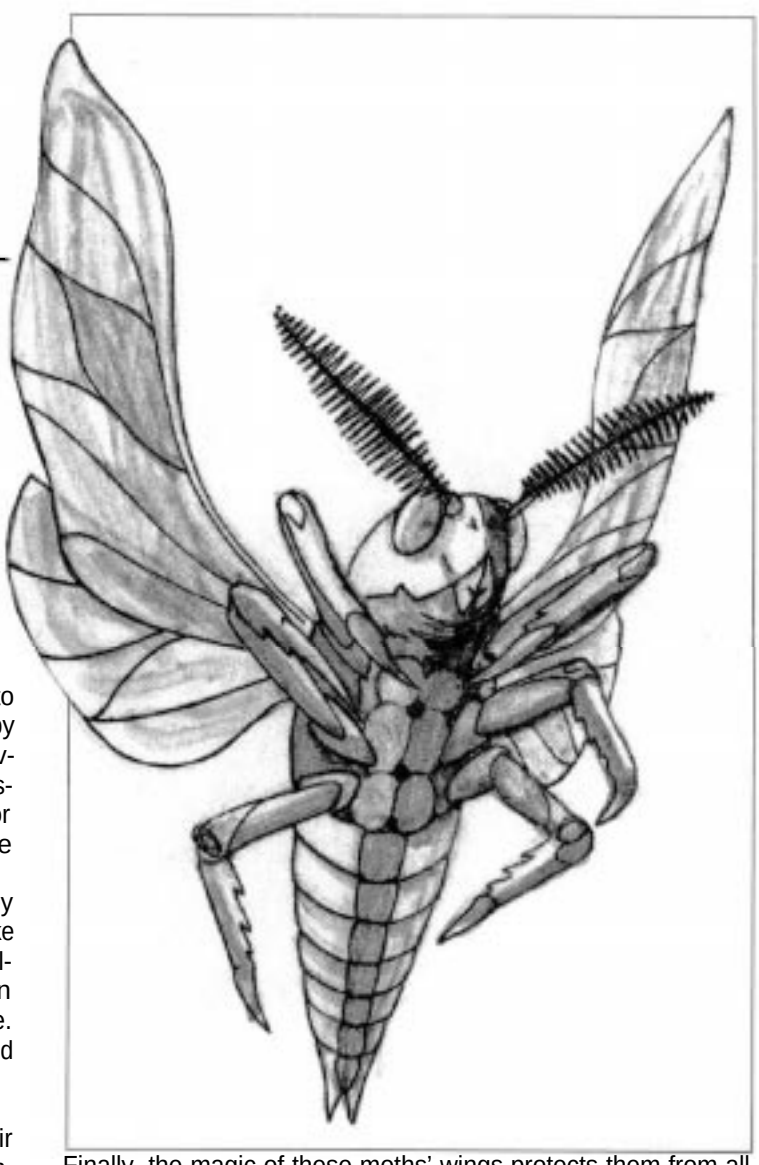
Habitat/Society: Plague moths live in swarms that are dormant half the time, hunting the other half. As they live in the sewers, day and night have no meaning to them. On the very rare instances in which plague moths have emerged from the sewers, they have been active only at night.

Ecology: As a blood-drinking predator, the plague moth tends to attack all living things and therefore has a huge impact on the food chain. However, being fairly weak, they are easily killed by other monsters and have so far failed to overrun the sewers. The more intelligent sewer creatures have learned not to eat the plague moths after witnessing or experiencing first-hand the dangerous and unpredictable effects of their venom. Attempts to harness their potion-generation ability have thus far failed by those few who have managed to capture one alive, as the moths soon wither and die in captivity.



Insect, Moth, Whispering

CLIMATE/TERRAIN:	Any Underdark
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY/CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral Evil
NO. APPEARING:	20-200
ARMOR CLASS:	10
MOVEMENT:	1, Fly 14
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS	1 as swarm
DAMAGE/ATTACK:	
SPECIAL ATTACKS:	Swarm, Insanity
SPECIAL DEFENSES:	Reflect spells
MAGIC RESISTANCE:	Standard
SIZE:	T (4" wingspan)
MORALE:	Unsteady (5-7)
XP VALUE:	175



Whispering moths are to the deep Underdark what bats are to the surface world; insectivores who serve a useful function by spreading seeds and distributing fertilizer throughout the cavern systems they inhabit. Despite their benefits to the ecosystem, whispering moths are more often cause for alarm than for joy, because they drive most sentient creatures to bizarre behavior and even permanent insanity.

Individual moths are about 2" long, with a 4" wingspan; they gained their name because of the soft, slithery noise they make in flight, a sound that seems always on the verge of being intelligible. Their wings are glittering, opalescent blurs when in motion, and they glow with their own light on the top surface. The moths are dark and almost invisible when they are perched on cavern walls with their wings folded shut.

Combat: Whispering moths are individually weak but gain their strength in numbers. They can attack physically as a swarm, More importantly, the dizzying blur of their glowing wings has magical power and can cause insanity when combined with the sussuration of their wings. Any creature viewing them in darkness must make a saving throw vs. death magic or become raving killers, possessed by bloodlust for a number of hours equal to 24 minus the creature's Wisdom. Creatures caught in the center of a swarm make the saving throw at -1; any creature viewing them near a mirrored surface (such as a still lake or any highly-polished metal) makes the saving throw at a -3 penalty.

This insanity effect cannot occur under lighted conditions; as long as creatures remain within the circle of illumination of any light source, they need not make a saving throw. As soon as they step outside the light's protection, they must make the saving throw normally.

Whispering moths are drawn to any source of fire and magical light, even in the middle of combat; however, rather than being destroyed by these lights or fires, a swarm always manages somehow to magically douse it, restoring darkness. Even permanent light sources such as *continual light* spells or magical weapons are extinguished by the power of the moths.

Finally, the magic of these moths' wings protects them from all spells targeted at them directly; these spells are reflected back at the caster, as if the moths were wearing *rings of spell turning.*

Society/Habitat: Whispering moths always travel in groups, never leaving the safety of the fluttering swarm. When resting, they all cover the ceiling or walls of a moist cavern drinking the water from the cave wall.

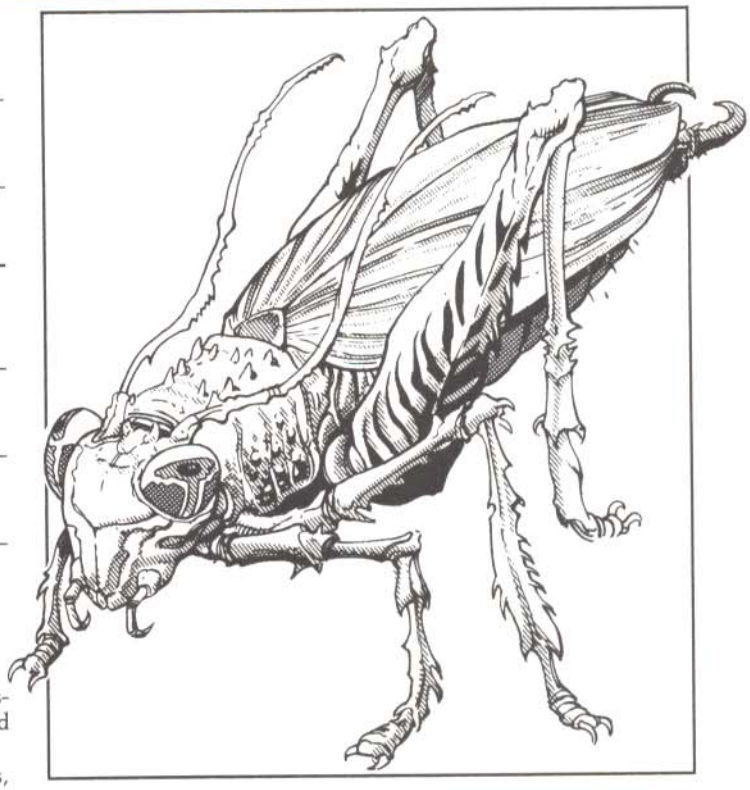
Ecology: Swarms of whispering moths feed on fireweed blooms, fungal spores, and small insects, especially cave crickets, small spiders, and cave fisher young. They are believed to be related to gloomwing moths.

The dried wings of whispering moths as useful in the ink for symbols of confusion and in the construction of *rings of spell turning.* They are valued at 50 gp/moth or more.

They lay their eggs in water, where the young go through a larval stage before hatching into adults. A swarm of whispering moths hatching from the surface of an underground lake looks like nothing so much as a layer of light peeling off the surface of the water; the doubled reflection is a sight few creatures survive.

Insect, Pernicon

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	U, Y
ALIGNMENT:	Neutral
NO. APPEARING:	4-200 (in lair 300-3000)
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	1 hit point each
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Constitution drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2" long)
MORALE:	Unreliable (4)
XP VALUE:	15



The pernicon is a brightly colored insect that resembles a grasshopper. Its coloring is an odd mixture of red, yellow, ocher, and blue.

This species of insect dwells in the outer regions of deserts, and is much in demand by desert nomads and other sentient indigenous life for its powers of water divination.

Combat: As a rule, the pernicon is an inoffensive creature, but it will attack in large numbers if disturbed.

Pernicons form swarms when attacking. They leap upon their victims and grip exposed flesh with the pincers located at the rear of their abdomens. Pernicons are quite capable of worming their way under clothing or through joints in armor, so protective clothing or equipment is not complete proof against them. It takes at least ten pernicons to mount an effective attack, and each swarm of ten makes one attack each round. No more than five swarms can attack a single man-sized creature at once. For larger creatures, one additional swarm can attack per size class larger than man-sized; for smaller creatures, subtract one swarm per size class.

Attacks with blunt weapons do normal damage to a pernicon swarm. Each point of damage inflicted will kill one insect. Piercing and slashing weapons can kill only one insect per successful attack. When one or more pernicon in a swarm are killed, any additional pernicons in the area immediately join it to bring the number back up to ten.

When a swarm "hits," the victim suffers 1-10 hit points of damage (per swarm) from the pincers. In addition, the pernicons drain water and other bodily fluids from the target, causing the loss of one point of Constitution. Each round thereafter, this drain will continue automatically (no roll required).

If a victim's Constitution falls to three or lower, the victim collapses into unconsciousness. If the Constitution falls to zero, the victim dies. A *raise dead* spell will recover 50% of a slain victim's Constitution, while *resurrection* will recover 75%. If the victim survives, he/she will recover lost Constitution points at his/her natural healing rate for lost hit points.

Spells such as *fireball* will kill every pernicon in the area of effect. A flaming torch or *Flame Tongue* sword will kill 2d4 pernicons each round; a pool of flaming oil will kill 2d8 pernicons on the round it ignites, but the insects will avoid the area thereafter. Strong winds, including a *gust of wind* spell, will disperse all swarms in the area of effect.

Habitat/Society: A colony of pernicons settles in conical-shaped mounds of dirt, sand, and silt ranging from 3'-5' high. The surface of the cones is dotted with exit holes, which the pernicons use to get the swarm out quickly. Colonies are usually spaced apart at intervals of no less than three miles, and different swarms have been known to compete for the same living space.

Normally, pernicons leave their mounds at dusk, looking for moisture and dew on plants and rocks. The pernicons' antennae are sensitive to water, vibrating and giving off a low hum when within 12 miles of a large quantity of water, such as a lake, oasis, or river. Some pernicons will even change their coloration when they are within 90' of a body of water of any kind.

Pernicons lay eggs during the rainy seasons, generally twice a year in the desert. One pound of eggs are laid per 300 pernicons.

The rear legs of the pernicon create a clacking noise when rubbed together. Some scholars speculate that this is a language, but there is no conclusive evidence of this. Sometimes, pernicon hunters home in on the insects by the noise.

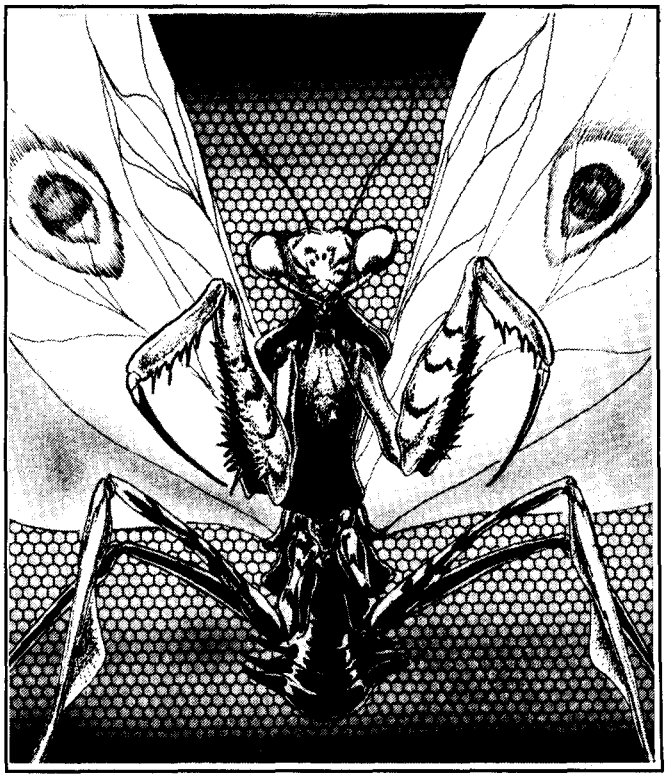
Ecology: Merchants sell live pernicons for up to 10 gp per insect, claiming them to be expert water finders. Many desert creatures, such as brass dragons, sandlings, and lamias, savor the pernicons as an excellent meal, and treat pernicon eggs as a delicacy similar to caviar. The more cultured desert tribes also savor the eggs in this way, and will pay the equivalent of up to 50 gp per pound.

The pernicon is so saturated with water, that eating a dozen or so of the raw insects not only provides a human-sized diner with a meal's worth of protein, but also gives the eater the equivalent of a quart of water. This has earned the pernicon the nickname "walking cactus" by some nomadic tribes, many of whom have extensive recipes for preparing pernicon.

Alchemists and wizards use pernicons in their formulae for creating *decanters of endless water*, or in experimental water divination spells or items.

Insenct, Praying Mantis, Gargantuan

CLIMATE/TERRAIN:	Karpri
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	2-12
THAC0:	2 HD: 19 4 HD: 17 6 HD: 15 8 HD: 13 10 HD: 11 12 HD: 9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-4 HD: 1d2/1d2/1d4 6-8 HD: 1d4/1d4/1d8 10 HD: 1d6/1d6/1d10 12 HD: 1d8/1d8/1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2-5')
MORALE:	Fearless (20)
XP VALUE:	2 HD: 35 4 HD: 120 6 HD: 270 8 HD: 650 10 HD: 1,400 12 HD: 2,000



This creature is a courageous but stupid predator, appearing identical to the praying mantis found on the planet Toril, only larger—much larger. It has a soft, almost translucent, green color which allows the creature to blend well with its natural surroundings, successfully hiding 45 percent of the time. Its large forearms are covered with huge bristles which trap prey in a grip difficult to escape from. For every two Hit Dice that the gargantuan praying mantis has, anyone captured must roll a Dexterity check at −1 to escape.

The creature has a tough exoskeleton which gives it a natural Armor Class of 5. However, for every two Hit Dice over two, the Armor Class improves by one; thus, this monster would have an AC of 0 at 12 Hit Dice.

Combat: This creature prefers to allow its prey to approach it, whereupon it can pounce with complete surprise. The gargantuan praying mantis clutches its quarry in its front spiny arms, inflicting the first two damages listed above. It then bites for the third damage listed above. Each size of praying mantis inflicts a different amount of damage.

When injured for half or more of its original hit points, the gargantuan praying mantis retreats immediately, to search for an easier meal. Even if the target creature is nearly dead, the mantis still retreats. Until that time comes, though, the creature never retreats and never checks for morale.

Habitat/Society: These monsters are solitary creatures who ferociously protect their hunting grounds from others of their kind. Never are two of these creatures found fighting together to bring down a large prey. In fact, mantises have been known to actually lay prey down to fight one of their own kind in order to protect their boundaries.

The only time that more than one get together in non-combative terms is when a male and female come together to mate. Even then, males fight among themselves for the mating rights to a female. Once courtship is complete, the female immediately leaves to lay her eggs. In a single laying, these female gargantuan praying mantises are known to lay more than 10,000 eggs. Out of these 10,000, nearly 8,000 are eaten before they have a chance to hatch. Out of 2,000 left, only ten are believed to make it to maturity, because they die from the territorial wars of older mantises. Out of the original 10,000 eggs laid, only three might live long enough to mate the next year.

Insect, Pulp Bee

CLIMATE/TERRAIN:	Scrub plains
FREQUENCY:	Rare
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	
MOVEMENT:	Fl 18 (B)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Paralysis/Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	2000



Pulp bees are large wasps which inhabit the plains along the edges of the Athasian deserts. Pulp bees secrete a pasty substance which hardens into a material similar in texture and consistency to wood.

Pulp bees are usually two feet long, have four legs, and a sharp, stinger tail. Pulp bees are capable of flight, due to the two pairs of foot-long wings located on the creature's back. Like many insects, pulp bees have the natural ability to cling to vertical surfaces (walls, rock ledges, etc.). The chitinous body of a pulp bee is black in color and is segmented from its head to its abdomen. The thorax and limbs of a pulp bee are colored bright red, making identification of this creature fairly easy.

Combat: Pulp bees attack any who threaten their hives, where the queen and her eggs live. When threatened, pulp bees attack with their stinger, through which they are able to inject a paralytic poison into their victims. The actual sting itself does 1d6 points of damage, but those successfully attacked must save vs. poison or suffer an additional 4-24 (4d6) points of damage. Any creature that fails the poison save must then save vs. paralysis or become paralyzed after 2-24 rounds. This paralysis lasts for 2-12 hours, after which time the victim will remain very weak for another 10-12 hours (-2 strength).

Habitat/Society: Like most insects, pulp bees gather in hives. Pulp bees make their homes on the plains which surround the deserts of Athas. Pulp bee nests are made of a substance which they secrete. It is a paste-like material which hardens to a near wooden consistency. The bees use this material to form their nests. Nests made of this material offer very good protection against any intruders.

Within a hive, there are three different types of pulp bees: fighters/builders, food gatherers/producers, and the queens. The queens are responsible for laying and hatching eggs, which produce more members of the hive. Food gatherers/producers are responsible for providing food for the hive. They go out and gather food from nearby plants and flowers, and return with it to the nest. Once there, they break down the food into a mushy paste, which they ingest. This paste serves as raw material for the food-producing bees, who then secrete a sweet liquid which, when it hardens, is the main source of food for the hive. Fighters/builders perform the same functions as soldiers and workers in other insect hives. They guard the nest while the queens' eggs are incubating, and they are the ones who build the nest itself. All members of the hive are identical in appearance, though the queen is generally a much larger specimen.

Aside from living in the wild, pulp bees are also cultivated by some Athasian cultures as a source of building material. Clans of both humans and elves have been known to raise pulp bees, often within a city or oasis village.

Economy: The wood-like substance secreted by pulp bees is sought after by many cultures as a source of building materials. Also, the liquid secreted by food-producing bees is very tasty and nutritious. One quart of this liquid alone is capable of sustaining an adult in the desert for two days. When hardened, it looses some of its nutrition, but can still sustain an adult for up to one day.

	Worker/Water Fetcher	Soldier	Brood Queen
CLIMATE/TERRAIN:	Tablelands	Tablelands	Tablelands
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Brood	Brood	Solitary
ACTIVITY CYCLE:	Continuous	Continuous	Continuous
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	W
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	10-200	Special	1
ARMOR CLASS:	7	7	4
MOVEMENT:	6	6	6
HIT DICE:	2	2	5
THAC0:	19	19	15
NO. OF ATTACKS:	1	2	2
DAMAGE/ATTACK:	1-4	1-4/1-4	1-6/1-6
SPECIAL ATTACKS:	Nil	Poison	Egg Implant
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6')	M (6')	M (7')
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	65	120	270
PSIONICS:	Nil	Nil	Nil

Wezers are enormous flying insects that make underground hives in the desert tablelands. Though of animal intelligence, they are highly social creatures, structured into several distinct classes by both social function and physical characteristics.

Water fetcher, worker, and soldier wezers all have wings, multifaceted eyes, and six thin limbs extending from their abdomen. Soldier's are slightly larger than the menials, and are colored a shade of yellow brighter than their fellows. The brood queen is much larger—she, too, has wings, but they are insufficient to lift her into flight. The brood queen has a huge abdomen for laying the hive's eggs.

Combat: Water fetcher and worker wezers each have a single stinger attack that inflicts 1d4 points of damage. A soldier can attack with its stinger twice per round, each hit inflicting 1d4 points of damage and requiring the victim to save vs. poison to avoid being paralyzed by its venom. The paralyzation will take effect 2d6 rounds after the failed save and will last for 2d4 days.

The brood queen can attack twice per round with her stinger and each hit causes 1d6 points of damage. A successful hit by the queen's tail injects an egg into the victim's stomach, causing an additional 1d6 points of damage. The victim may save vs. poison, if successful the egg dies and will not hatch, although the victim still suffers the injection damage. If the save fails, the egg begins to grow. Unless it is removed surgically (causing an additional 1d10 points of damage) or a *cure disease* spell is cast upon the character, the. egg hatches in five days. As the emerging larva feeds, it permanently reduces its host's Constitution score by 1d4 points each day. Once the victim dies, or the larva has fed for ten days, it leaves its host's body via the ulcerous injection wound, and attempts to continue feeding on him from without. Eggs and larva have no attacks and can easily be destroyed.

Habitat/Society: Wezer's build colonies beneath the sands where they protect the brood queen and allow her to lay eggs. From the surface, their hives appear to be a series of domes that vary from three to eight feet tall, but that are all about five feet in diameter. The domes are constructed by the workers, made from sand glued together with a bonding resin they secrete. Only one dome actually has an entrance from the surface that leads into the rest of the tunnels.

There is 50% chance that the inside of any dome reeks of decay and contains a slain creature. The dead beast is bloated and foul, with an ulcerous wound in the abdomen. A single white wezer larva feeds on the body. Every chamber has a four-foot tunnel leading down, hidden beneath a six-inch plug of sand and wax (treated as a hidden door).

The colony tunnels are cool, humid, and six feet in diameter, just large enough for half-giants to crawl through. Humans, muls, thri-kreen, elves, and half-elves suffer a -2 penalty on their attack and damage rolls in the tunnels. Half giants suffer a -6. Halflings and dwarves suffer no penalty.

Beneath the ground is a series of chambers connected by these tunnels. Chambers are used to store larva and additional food. The brood queen spends all of her time in the brood chamber.

Water gatherers fly in the vicinity of the colony in search of water. They either store water directly in wax balls, or they use water to create honey that they store the same way. They hang both types of wax balls in the colony chambers to feed the rest of the adults and to nurture the young. Each sphere contains one gallon of either honey or water. The contents are apparent by the shade of the sphere (water is light, honey is dark).

In addition to any other treasure found in a wezer lair, there are usually about 35 one-gallon wax balls of water and 20 balls of honey hanging from the honey-combed ceiling of the brood chamber. Any character can carry three spheres with him. The wax lasts one full day outside the hive before melting and spilling. Each day that a character eats at least a quart of the honey, he heals 1d8 points of damage.

Ecology: Workers are charged with construction and maintenance of the domes, chambers, and tunnels of the colony. Water fetchers must collect water and store it as either water or honey for the others. The soldiers use poison to fetch live creatures for the queen to lay eggs in. The brood queen herself is the matriarch of the colony. She is mother to all the colony's members, and as such is protected to the bitter end. If the colony moves, it moves on the brood queen's command only.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (12)
TREASURE:	W (A)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 (weapon)/1d2/1d2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	20%
SIZE:	M (6')
MORALE:	Elite (16)
XP VALUE:	420



Insectare are a humanoid race rumored to be the descendants of a magical union of elves and insects. The insectare's goal is to rule the spaceways, but they wage this campaign subtly, trying to play one race against another. While instigating these problems, the insectare try to stay in the background.

These humanoids are immediately recognizable by their lime-green skin and the two eight-foot antennae that sprout from behind their elven ears. For this reason, they wear heavy, concealing clothes such as large robes with hoods pulled in close. That way, an insectare can hide its antennae by slipping them down its back or coiling them in the folds of a loosely-fitting robe.

Close examination of an insectare's eyes reveals that they are slightly multifaceted. Getting that close may prove difficult, though, as insectare do not ordinarily allow other races near them. From five feet away, the eyes look normal.

No one has ever reported seeing a female insectare, but for that matter, not many people have even seen a male insectare without a hood. Therefore, they could have been dealing with a female and not noticed.

Insectare can communicate with each other by touching their antennae together. They also have their own language, a clicking, lilting tongue that is a mixture of the common tongue and the insects' original language. Characters who understand the common tongue have a 30% chance of catching the general idea of a conversation between two insectare, but cannot provide a comprehensive translation for others.

Most insectare stand 6' or taller and are heavily muscled beneath their tough exoskeleton. Most insectare encountered outside their home sphere are fighters, wizards, thieves, or any combination of the three.

Combat: Insectare are ruthless in battle. Once a fight has begun, they never give up until the enemy is completely defeated. They chase fleeing foes to exact surrender, and they execute survivors who refuse surrender.

Insectare use a long sword and their two antennae, which attack as whips (1d2 damage). Often, one antenna entangles the opponent's weapon hand (with an attack roll of 18 or better) while the other antenna and sword attack. An entangled limb cannot attack; to disentangle the limb, the character must make a Dexterity ability check.

In combat, the insectare's chitinous exoskeleton provides an Armor Class equivalent to plate mail, without restricting movement. The exoskeleton has no known weak points.

Insectare wizards jealously guard their magic, relying on their martial skills to bring them through a battle. The insectare obviously have magical ability, since they can spelljam, but the limits of insectare power remain unknown. Insectare wizards never reveal information without overwhelming reason. (The threat of death doesn't qualify.)

Habitat/Society: Insectare live in a closed society. They forbid outsiders to set foot on their secret homeworld. Captured interlopers can expect a harsh interrogation, to find out if any other beings know of the world's location, and then public execution. Insectare do not believe in keeping prisoners.

Insectare live in large hollowed-out mountains that rise out of the endless forests of their homeworld. These mountains are said to be honeycombed with dwellings. Not much is known about these community homes, but they are probably a remnant of their insect heritage.

The two major classes of insectare society are the wizards and the priests. The wizards are the explorers, forever searching wildspace for more magical power. The priests stay on their planet, diligently serving their god, Klikral.

The insectare mages' goal, after learning spelljamming, was to acquire magical knowledge and power from other races, without drawing attention to their goals. Consequently, insectare prefer to work subtly among foreigners.

Some insectare are proficient thieves, despite the aversion to thievery on their homeworld. Insectare thieves are only interested in magic; gold, jewelry, gems hold no attraction. When an insectare steals a powerful magic item, it often leaves at least one misleading clue, pointing at another known thief (such as a player character).

Insectare priests rarely leave their homeworld, for they prefer not to venture far from Klikral. If a priest is found offworld, its mission must be highly important to the insectare race. Klikral

grants insectare priests who reach 2nd level one special ability: They can summon insects from the surrounding area and send them against any one opponent. This swarm of insects arrives in one round, inflicts 1d8 points of damage per round, and remain for one round per level of the spellcaster.

Unlike other insectare, priests have normal humanoid eyes. No explanation has been found for this difference. The symbol of one multifaceted eye with two antennae off the two corners means that the owner or creator is an insectare wizard, fighter, or thief; a similar symbol, with a regular eye and two antennae, represents an insectare priest. These two symbols, obviously signatures of some sort, appear on stolen insectare documents.

Multiclass options for insectare are wizard/fighter, wizard/thief and wizard/fighter/thief. Priests never engage in another profession. Insectare can reach 11th level in all classes except wizard, where they reach 14th level.

Ten ancient insectare priests on the insectare homeworld serve as high priests of Klikral. They are all 11th-level priests and never leave the planet. They are twice as large as the usual insectare, and can communicate directly with Klikral.

The insectare travel space in their own distinctive ship, the klicklikak. The sleek ship resembles a grasshopper head with two long antennae trailing behind it. The name means "service to Klikral."

Insectare Klicklikak

Built by: Insectare
Used primarily by: Insectare

Tonnage: 20 tons
Hull Points: 18
Crew: 10/20
Armor Rating: 6
Maneuver Class: C
Landing—Land: Yes
Landing—Water: No
Saves as: Thick wood
Power Type: Major or minor helm
Ship's Rating: As for helmsman
Standard Armament:
1 heavy ballista
Crew: 4
Cargo: 10 tons
Keel Length: 80'
Beam Length: 30'

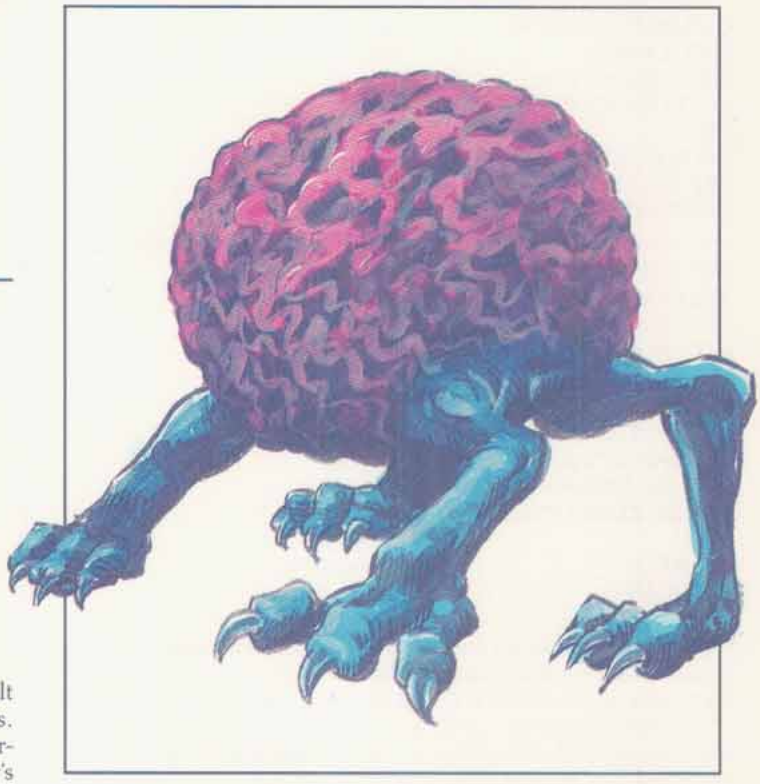
The insectare power the klicklikak with a special spelljammer helm consisting of a shiny copper sphere with two holes. To propel the ship through space, the spelljammer inserts its two antennae. Only insectare can use this helm; conversely, insectare cannot use other kinds of helm.

Rumors have it that a new, larger version of the klicklikak roams the spaceways, but no sightings are confirmed.

Ecology: Spacefaring peoples shun the insectare, especially elves. Elves vehemently deny any suggestion that they are related to the insectare. Insectare, aware of this discord, go to great lengths to remain inconspicuous while among elves and other foreigners. Although other races don't know much about the insectare master plan, they note the insectare's secrecy and deviousness, which puts many people on guard.

A good weaponsmith can work the outer skin of an insectare, which is a hard exoskeleton, into a +1 shield, and can fashion an antenna into a short rope or whip. However, insectare consider this practice abominable, and anyone who uses such a weapon or shield earns every insectare's instant hatred.

	Adult	Larva
CLIMATE/TERRAIN:	Any subterranean or dark areas	Dark, moist areas
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	During darkness
DIET:	Mental energy	Emotions
INTELLIGENCE:	Very (11-12)	Not ratable
TREASURE:	D	Qx1d20
ALIGNMENT:	Chaotic evil	Neutral (evil)
NO. APPEARING:	1-2	1-3
ARMOR CLASS:	4	5
MOVEMENT:	15	9
HIT DICE:	6+6	3+3
THAC0:	13	17
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4	2-5 (1d4+1)
SPECIAL ATTACKS:	Psionics, stalking	Psionics, poison
SPECIAL DEFENSES:	+3 weapon needed to hit; see below	Psionics
MAGIC RESISTANCE:	Nil (see below)	Nil
SIZE:	T (6" long)	T (6" long)
MORALE:	Fanatic (17-18)	Unsteady (5-7)
XP VALUE:	6,000	650



The term "intellect devourer" refers only to this creature's adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The ustilagor's body is soft and moist and usually covered with a gray fungus; it has a 3-foot-long tendril at the front, and its legs are spindly and coral-like. Though both forms are about brain-sized, the adult can use psionics to alter its size.

Combat: The ustilagor attacks by striking with its flexible tendril. The tendril secretes an alkaline substance which causes 1d4+1 damage on a successful hit, as well as another 1d4+1 damage the following round, unless the victim makes a successful saving throw vs. poison. The creature is quite agile, and can jump and dart quickly.

The ustilagor can also attack psionically, first making contact with a victim's mind. It uses aversion to give a victim an aversion to fungus or to a certain area; id insinuation to effectively paralyze the victim; or telempathic projection to increase an opponent's dislike or distrust of companions.

Despite its psionic prowess, the ustilagor cannot be attacked mentally (magically or psionically) except by psionic blast. Its fungal growth interferes with and prevents mental attacks, protects the ustilagor from drying out, prevents cerebral parasites from attacking, and makes the creature immune to fungal attacks and any power that reads or affects an aura.

The adult form also prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but they do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to damage from normal and magical fires, and takes only one hit point per die of electrical damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has psionic sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them. A *death spell* has only a 25% chance of success, but *power word: kill* is effective. A *protection from evil* keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes uses reduction to enter the body, devour the brain, and occupy its place. It reads the victim's mind as it devours it, then animates the body from within, using it to find other minds to attack and devour.

Psionics Summary:

	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
Larva	2	2/1/5	II/M-	10	150
Adult	6	3/3/11	EW,II/M-,TS,IF	= Int	200

Intellect devourers have the following psionic powers; ustilagor have only those powers marked by asterisks:

- **Psychometabolism - Sciences:** ectoplasmic form*. **Devotions:** body equilibrium*, chameleon power, expansion, reduction.
- **Psychoportation - Devotions:** astral projection.
- **Telepathy - Sciences:** domination, mindlink. **Devotions:** aversion*, contact*, ego whip, ESP, id insinuation*, telempathic projection*.

Habitat/Society: Intellect devourers dwell beneath the ground or in dismal wilderness areas. Their reproductive method is unknown. The intellect devourer rarely protects its young, and may even devour them. Ustilagor develop a symbiotic relationship with a bizarre fungus which feeds on residual thought emanations from the ustilagor's victims. An ustilagor becomes an adult by consuming the brain of a psionic creature.

Ecology: Mind flayers raise intellect devourers, treating the ustilagor as culinary delights, and using adults as watch dogs. Both forms of the creature can be used as components in items and potions related to ESP and mind control.

Invisible of Stardock

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CLIMATE/TERRAIN:	Stardock
FREQUENCY:	Very rare
ORGANIZATION:	Kingdom
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Avergage-High
TREASURE:	Q (D)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–6 (30–300)
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	Nil
SIZE:	M (5–6′ tall)
MORALE:	Champion (16)
XP VALUE:	120



The invisible race of Stardock has inhabited their inaccessible kingdom for many centuries. Their origin is uncertain though the ice wizard Khahkht may have had some role in their creation. They may even be related in some fashion to the transparent-fleshed Nehwon ghouls. They are a secretive and evil race.

Invisibles have been known to leave Stardock, riding on the backs of the invisible rayfish. They are allied with Khahkht in his quest for power.

Combat: Invisibles fight with ordinary weapons, which remain visible. The Stardockers never wear armor, but all attacks upon them are at –4 to hit. They often fight from the backs of their invisible rayfish and are fond of flying past enemies, loosing missile weapons, then vanishing with a maniacal laugh.

Stardockers have a natural ability to see invisible objects and individuals and fight invisible opponents without penalty.

Habitat/Society: The xenophobic invisibles scrupulously avoid other races except when helping Khahkht in another one of his plots against civilization. Stardock is a monarchy, ruled by the stern and merciless Oomforafor and his demented son, Faroomfar.

The invisibles are served by a captive tribe of ice gnomes. The gnomes are well treated and respectful (but still slaves).

Stardock society is old and decadent. The sterility of invisible males has led to a severe decline in population and threatened the entire kingdom with collapse and extinction. Oomforafor has reluctantly decided to experiment with human-invisible crossbreeding, but the results of these experiments are not known.

Stardock currency is in the form of strange gems, visible to non-Stardockers only in the dark. These gems are worth 1,000-6,000 gp each to collectors.

Ecology: Stardockers possess a humanlike physiology and—when they reveal their true form through the use of cosmetics—are entirely human-appearing. Their shape is malleable through magic; Faroomfar has a pair of wings given him by the ice wizard.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Fl 12 (A)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16 (4d4)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	30%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000

The invisible stalker is a creature from the elemental plane of Air. Those encountered on the Prime Material plane have almost always been summoned by wizards to fulfill a specific task.

The true form of the invisible stalker is unknown. On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold.

Invisible stalkers understand the common speech of men, but can not speak it. They can converse only in their own language, which sounds much like the roaring and whooshing of a great wind storm.

Combat: Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4-16 (4d4) points of damage. Such attacks affect a single victim on the same plane as the invisible stalker.

Due to their invisibility, these creatures impose a −6 penalty on the surprise rolls of those they choose to attack. Similarly, all opponents who are unable to see or *detect invisible* foes are at a −2 on their attack rolls. Although they are fully *invisible* on the Prime Material plane, their outlines can be dimly perceived on the Astral or Ethereal planes.

Invisible stalkers can only be killed on the elemental plane of Air. If attacked on another plane, they automatically return to their home plane when their total hit points are exceeded by the damage they suffered.

Habitat/Society: Little is known about the lives of these creatures on their home plane. It is assumed that they are similar to normal air elementals when encountered there.

Those present on the material plane are there as the result of a conjuration by some wizard. This magic causes the creature to serve its summoner for a time. The conjurer retains full command of the stalker until it either fulfills its duties or is defeated and driven back to its home plane. Once given a task, an invisible stalker is relentless. They are faultless trackers who can detect any trail less than a day old. If ordered to attack, they will do so with great fury and will cease their efforts only upon their own destruction or the direct orders of their master. Once their mission is accomplished, the creature is free to return to its home plane.

The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labors may be seen as something of a diversion and thus undertaken with little resentment. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful wizard. An invisible stalker may look for a loop hole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the elemental plane of air and leaving him there in a well hidden location.

Each day of the invisible stalker's indenturedness there is a 1% cumulative chance that the creature will seek a means to pervert its commands and free itself of servitude. If no option is open, the creature must continue to serve.

Ecology: Invisible stalkers are a species unwillingly transplanted to the Prime Material plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids traveling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of elemental Air are far less hazardous than they might otherwise have been.

Invisible stalkers only obey those who actually summon them and few wizards can be commissioned to summon such a being on another's behalf. Some mercenary wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5,000 and 10,000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end.

Iron Cobra

CLIMATE/TERRAIN:	Any
FREQUENCY:	Extremely rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Steady (12)
XP VALUE:	420



An iron cobra appears somewhat similar to a normal poisonous snake, yet it is a programmable, magical automaton, constructed of an unknown metal by some ancient wizard, or perhaps even a minor deity.

The body of the iron cobra is divided into segments. The largest segment is about 3" long, and just behind the head. The remaining segments taper in size closer to the tail. The creature's body color was determined by the wizard who created it, and often closely resembles a deadly poisonous snake such as a cobra or copperhead. Its construction required the use of two specially-enchanted emeralds (value of at least 500 gold pieces each) for the eyes; this fact often reveals the true nature of these creatures. Iron cobras were created with painstaking detail, and often include features such as functioning rattles, small forked tongues, or a hood such as a true cobra possesses.

Combat: An iron cobra has no mind, so spells which affect the mind (*charm monster, sleep, hold monster*, etc.) do not effect it. Furthermore, webs (natural or magical) do not stick to the metal from which these robots are constructed. Nonmagical weapons inflict only half damage on an iron cobra.

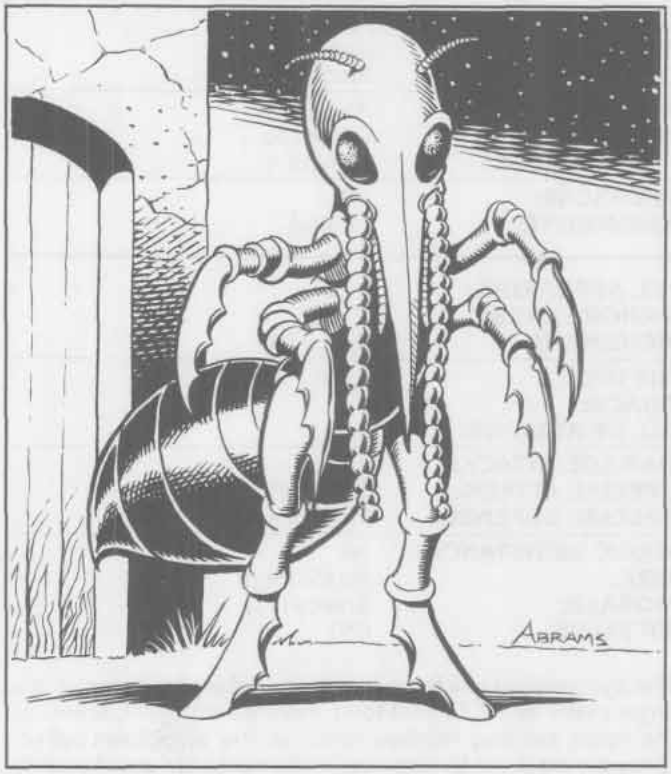
The iron cobra can hide in shadows well (85% chance), and saves versus magical attacks as its creator (usually at least 12th level). Iron cobras emit no body heat, and thus are invisible to infravision. Once per turn, an iron cobra can move for one round in absolute silence, attempting to move up behind a victim to attack. The fangs deliver 1-3 points of piercing damage, and inject a dose of whatever is in the iron cobra's fluid reservoir. Most iron cobras were supplied with a deadly poison, which requires a saving throw versus poison at −2 to avoid death. Other iron cobras were outfitted with paralyzing poison (2-5 rounds), sleep-inducing (no Hit Dice limit; 1-4 rounds), hypnotic (as per the wizard spell *hypnotism*, for 2-5 rounds), or other drugs (normal saving throw versus poison applies in these cases). Regardless of the effect, the fang reservoir holds enough liquid for three injections only. Once the reservoir has been depleted, the fangs still deliver their piercing damage. Recharging the fangs would require only two rounds—if the creator of the iron cobra were present. However, one iron cobra was believed to be able to regenerate the contents of its poison reservoir in 24 hours. Note that a dose refers to the amount of injected poison which will affect one human-sized creature. Poison durations and saving throws must be adjusted with consideration of the size and mass of the victim.

Habitat/Society: An iron cobra may have been created to guard a special treasure, or simply to act as a bodyguard. Alternately, these automatons could be programmed to track down and attack any creature whose true name is known, within a one mile range. The iron cobra relentlessly tracks its intended victim by homing in on its psychic vibrations, which are related to the victim's true name. The victim can defend himself by blocking these emanations with a *mind blank* or similar magic effect or spell.

Programming can consist only of a few, simple commands, as an iron cobra has but a small memory. These commands serve to activate, program and deactivate the iron cobra, and were determined by the wizard when the creature was initially constructed. The commands understood by these unusual creatures are simple and few in number, and might include guard, attack, hide, come home, track, etc. Once programmed, the program cannot be changed until the iron cobra is deactivated (*dispel magic*, etc), and reprogrammed by its creator. There is a small chance (10%) that electrical attacks, such as *shocking grasp* or *lightning bolt*, will scramble an iron cobra's programming, and thus render it impotent.

Ecology: Iron cobras do not eat, sleep, or breathe. The methods for the construction of these automatons have been lost many centuries ago. The study of ancient lore has revealed that only a few iron cobras were ever constructed, perhaps a few dozen total. Modern wizards value a deactivated but functional iron cobra at 2000 gold pieces, if the command words are known. Iron cobras created by more powerful beings, such as minor deities, are more accurate reproductions of nature, and thus it may be difficult to ascertain the true nature of these creatures until it is too late.

	Warrior	Queen
CLIMATE/TERRAIN:	Underground	Underground
FREQUENCY:	Very rare	Unique
ORGANIZATION:	Hive	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low	Low
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	50-200	1
ARMOR CLASS:	5	8
MOVEMENT:	15	3
HIT DICE:	2	8
THAC0:	19	13
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1-8/1-8	1-12
SPECIAL ATTACKS:	Acid	Nil
SPECIAL DEFENSE:	Hive mentality, parry	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12'+ tall)	H (20')
MORALE:	Special	Special
XP VALUE:	120	975



Isopterites are semi-intelligent, bipedal termites that live beneath the ground or in trees in giant hives.

The typical isopterite appears to be a large insect with a great bulbous head and six appendages (two of which are legs). The do not wear clothing or armor, nor do they carry any weapons. Their tough hide and strong, chitinous arms are all the arms and armor these powerful creatures need.

Combat: The isopterites are very quick and agile. The creatures are part of a hive mentality which aids them in coordinating their attacks against intruders in their lair. The isopterites that arrive at the scene of intrusion and begin combating the enemies are constantly sending a limited telepathic report to other members of the hive. In this manner, additional reinforcements can be most effectively deployed. This has the effect of overwhelming the enemy, inflicting attacks from vulnerable rear and flank areas.

The isopterites are also very quick in hand-to-hand combat. They attack twice each melee round with rapid strikes from their bone-hard appendages, inflicting 1-8 points of damage per attack. They can also parry one frontal attack each melee round without sacrificing their normal attacks. The parry gives the attacker −3 on his attack roll.

Once per turn, a warrior isopterite can squirt a highly acidic, chemical deterrent at its enemy. This is done in place of the hand-to-hand strikes. The insect can squirt the acid with deadly accuracy, gaining +1 on its attack die. The acid inflicts 2d12 points of damage on a successful hit. There is a 25% chance that the acid will be aimed at the eyes of the target (unless he is wearing protection over the eyes). In this case, the eyes will become highly irritated and blindness will ensue. The blindness last for 1d6 turns if flushed with water (2d6 turns if not treated).

Isopterites will generally fight only in defense of their lair, but they will fight tenaciously and with regard for their own lives. Thus, the creatures never make morale checks when defending the lair.

If the queen is killed, however, the insects go into confusion. They begin to wander around aimlessly, fighting only if attacked, but attempting to flee even then.

The queen is capable of combat, but only in her own personal defense. She is so large and nearly immobile that often when she begins her egg laying cycle, she will not move for the duration of her life. But if she is attacked, she is capable of dealing a powerful strike with one of her arms, inflicting 1-12 points of damage.

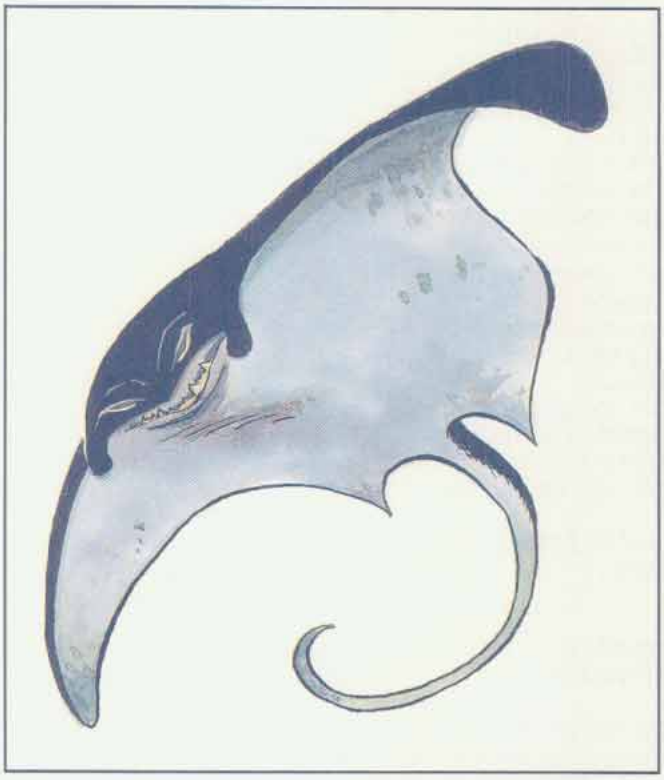
Habitat/Society: The isopterites are hive-oriented creatures. Their hives are usually dug deep under the ground. They live in large colonies and are divided into "castes," each representing individuals with specific duties to perform. There are warriors to defend the colony (they are identical to the standard isopterite, but have the ability to squirt acid); workers to construct the nest and perform domestic tasks; and kings to fertilize the queen.

Isopterites live partly underground and partly in huge nests (called termitaries) which they build on the surface. These vary greatly in size and shape, and the exteriors solidify as hard as rock. The termitaries are often hundreds of feet tall! Inside are innumerable galleries, nurseries, fungus-gardens, a royal apartment, and other chambers.

Ecology: The isopterites' chitinous, hard appendages are suited for combat, though they are not a war-like species. The creatures are wingless. They feed on fungi and decaying organic matter, some of which is generated within the colony.

Reproduction is the occupation of the kings and queens. After fertilization, the queen's abdomen swells until it becomes an enormous bladder. She becomes merely an egg producing machine, and will lay an egg every few minutes for several years. At any one time, her abdomen may contain up to 4,800 eggs in various stages of development, and they are carried off to the nurseries by queues of workers as quickly as they are laid. Since the queen in nearly immobile, she is groomed and fed by special worker attendants.

CLIMATE/TERRAIN:	Shallow tropical waters
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	P, R, S (in lair only)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	5-12 (1d8+4)
ARMOR CLASS:	6
MOVEMENT:	Sw 12
HIT DICE:	1+1 to 4+4
THAC0:	1+1 and 2+2 HD: 19
	3+3 HD: 17
	4+4 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12
SPECIAL ATTACKS:	Spells, see below
SPECIAL DEFENSES:	Spells, see below
MAGIC RESISTANCE:	Nil
SIZE:	S-L (3'-8' wingspan)
MORALE:	Elite (13)
XP VALUE:	35
1+1 HD priest	65
2+2 HD priest	120
3+3 HD guardian priest	270
4+4 HD high priest	420
2+2 HD vampiric	420
8+8 HD greater vampiric	4,000



Ixitxachitl are a race of intelligent, aquatic beings that resemble small manta rays with barbed tails. They have an evil disposition and worship evil powers; they love to hunt marine humanoids, and then sacrifice or devour their catch.

Ixitxachitl is both singular and plural; it is properly pronounced ish-it-SHACH-itl, though many refer to them as icks-it-ZACH-it-ul or even icks-it-zuh-chit-ul.

Combat: A favored tactic of ixitxachitl is to hide in the sand of the ocean floor, wait for prey to pass by, then spring up and bite them. The creatures are not very stealthy, and this tactic gives them normal chances to surprise their prey.

Some ixitxachitl act as priests, learning special versions of spells which have only verbal components, from the following spheres: Charm, Divination, Elemental (Water), Necromantic, Healing, Protection, and Sun (Darkness only). For every 10 ixitxachitl encountered, there is one ixitxachitl with the abilities of a 2nd-level priest. For every 20, there is an individual with the powers of a 3rd-level priest. For every 50, there is one with 2+2 Hit Dice and the abilities of a 5th-level priest.

When more than 50 are encountered, they are led by a high priest with 4+4 HD and 8th-level ability. The high priest is accompanied by two guardian priests, each with 3+3 HD and 6th-level ability. Guardian and high priests often have treasure type U, with magical items that can be used without hands.

For every 20 ixitxachitl encountered, there is a 50% chance they will be accompanied by a vampiric ixitxachitl. One in one hundred of these are greater vampiric ixitxachitl, but these are rarely encountered outside a city.

Habitat/Society: Though they are occasionally encountered in rivers, ixitxachitl live in shallow ocean depths. They usually have a community of 10-100 individuals, which lives in a maze of corridors inside a coral reef. A community usually has 20-200 humanoid slaves to do heavy labor for them, such as carving corridors. The community's entrance is hidden.

Large communities that have strong leaders, like a greater vampiric ixitxachitl, are sometimes built on the ocean floor. These large cities hold pyramids and other buildings which serve as lairs for small groups of the creatures. Rumors tell of ixitxachitl cities with populations in the thousands. The strongest ixitxachitl in the community leads its religious hierarchy, which controls the lives of the populace.

Ecology: Ixitxachitl have no natural predators, though they have many enemies, ranging from sahuagin to humans. They are vicious predators who prey on almost any living creature; they often over hunt a region, eliminating all life forms, forcing the ixitxachitl to find new hunting grounds.

Vampiric Ixitxachitl

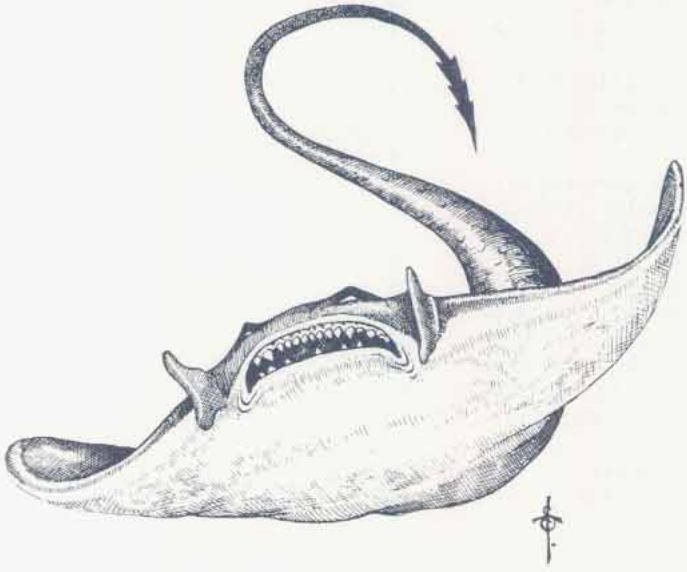
These rare creatures are even more dangerous than the others. Each has 2+2 HD and regenerates 3 hp per round. In addition to its normal damage, the bite of a vampiric ixitxachitl drains one life energy level. They look no different than other ixitxachitl, and often serve as guards for their leaders.

Greater Vampiric Ixitxachitl

These creatures are rare indeed; they achieve greater status only by being bitten by an existing greater vampiric ixitxachitl. These creatures have 8+8 Hit Dice. They drain two life energy levels with a bite (except when the bite is performed on another vampiric member of their race). A greater vampiric ixitxachitl is the center of the large cities of its kind; it is their tyrannical ruler, and they worship it as the incarnation of a greater power. Captives are brought to it to be drained of life.

Ixitxachitl, Ixzan

CLIMATE/TERRAIN:	Underdark lakes
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any (day)
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	Nil (P, R, S)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3–10 (1d8+2) or 20–101 (9d10+11) in lair
ARMOR CLASS:	4
MOVEMENT:	3, swim 12
HIT DICE:	1+1 to 6+6
THAC0:	1+1, 2+2 HD: 19 3+3 HD: 17 4+4, 5+5 HD: 15 6+6 HD: 13
NO. OF ATTACKS:	1 (2)
DAMAGE/ATTACK:	1+1 to 3+3 HD: 2d4 (+1d8) 4+4 to 6+6 HD: 3d4 (+1d10)
SPECIAL ATTACKS:	Nil (see below)
SPECIAL DEFENSES:	Half damage from blunt weapons (unless +3 or above), +4 saving throw bonus against illusions and Elemental Water
MAGIC RESISTANCE:	Nil
SIZE:	1+1 to 3+3 HD: M (5′ wingspan) 4+4 to 6+6 HD: L (7′ to 10′ wingspan)
MORALE:	Champion (16)
XP VALUE:	1+1 HD: 65 2+2 HD: 120 3+3 HD: 175 4+4 HD: 270 5+5 HD: 420 6+6 HD: 650+ (see below)



Ixzan are a freshwater offshoot of the ixitxachitl race. They are intelligent, evil creatures who resemble manta rays with barbed tails. They are variable in coloration, with most having gray underbellies and mottled, brown-gray upper surfaces. They are semi-amphibious and can survive out of water for one full turn before needing to return to it to breathe. If forced to remain out of water after one turn, they begin to suffocate (see the "holding your breath" rule in the *Player's Handbook;* treat Ixzan Constitution scores as 8+1d6). On land, they move in an awkward undulating manner, but because their skins are thick and rubbery they can traverse even relatively rocky terrain without undue discomfort, though they cannot negotiate walls, boulders, and like obstacles.

Ixzan are vicious, brutal creatures with better organization than their alignment might suggest. They worship the evil Power Ilxendren and enjoy stalking, sacrificing, and eating all manner of underdark races. They are especially fond of svirfneblin flesh, though by no means adverse to giving surface gnome a try. Their lifespan is variable, with high mortality among the young: those who survive to adulthood generally live from 40 to 70 years. Mutant types live shorter lifespans, spellcasting types longer ones. Vampiric Ixzan are effectively immortal. Ixzan communicate in water by a form of sonar but cannot converse out of water since they cannot vocalize. They have good infravision (90-foot range).

Ixzan communities are more isolated than those of their seawater cousins and, as a result, they are more variable in nature, with a higher proportion of exceptional or unusual types.

XP Note: Variant Ixzan are noted below. For purposes of determining XP rewards, count priests and wizards as one XP category higher than their HD alone would indicate if of 1st to 4th level, two XP categories higher if of 5th to 8th level, and three XP categories higher if of 9th or higher level. Vampiric types are always treated as three XP categories higher than their HD totals. Mutant Ixzan count as one XP category higher for each special attack they possess (poisonous tail, corrosive slime, automatic damage, etc.). All these bonuses are cumulative. If the category goes off the scale given above (for example, a 6+6 HD Ixzan with the abilities of a 7th-level wizard), consult the XP award table in the *DUNGEON MASTER Guide.*

Combat: The normal Ixzan attack mode is its bite; those with other attacks will certainly use them, as Ixzan spellcasters are wily and use their spells to best effect. Ixzan use ambush tactics much as do their ixitxachitl cousins, except that they are capable of using them more effectively due to their superior spell use (especially *fly* and *invisibility*). Those able to cast *levitation* are fond of pressing themselves against ceilings in the manner of a lurker, thus ambushing prey from an unexpected direction.

Ixzan make saving throws against all illusion/phantasm spells and all Elemental Water spells with a +4 bonus. They are permitted saving throws (with no bonuses) against spells of these schools even when no saving throw would normally be allowed. Ixzan suffer only half damage from blunt weapons below +3 enchantment, due to the hard, rubbery nature of their skins. Note that Ixzan spellcasters are not inconvenienced by a *silence 15′ radius* spell since they do not vocalize during their spellcasting.

Priests form some 10% of any Ixzan community. Their spellcasting level is determined by rolling 1d4 and adding their HD total, to a maximum of 8th level. They can use spells from the following spheres: all, charm, combat, divination (minor access only), elemental earth, elemental water, healing, necromantic, protection, sun (reversed forms only), and weather

(minor access only). Priest Ixzan do not gain bonus spells for high Wisdom scores, but they do gain the regular saving throw bonuses for superior Wisdom. A typical Ixzan priest has a Wisdom score of 12+1d6.

Wizard Ixzan form some 5% of the total Ixzan population. These rare creatures have innate spell-like abilities. They do not require spellbooks, nor do they memorize spells. Spell-like powers are usable one per round, once per day each. Casting time is equal to the casting time for the spell, less 2 segments (to a minimum casting time of 1 segment). The spellcasting level of these wizards is determined by rolling 1d6 and adding the Ixzan's HD, to a maximum of 12th level. The number of spell-like powers is equal to the number of spells memorizable by a normal mage of the same experience level. Wizard Ixzan have Intelligence scores of 14+1d4. These spellcasters seem able to use any school of spells, but the most commonly reported are divination spells and those of the following list: *charm person, cone of cold, fly, haste, ice storm, invisibility, invisibility 10' radius, levitation, magic missile, mirror image, slow,* and *stoneskin*. Many have the power of *air breathing* (the reversed form of *water breathing*). Note that priest and wizard skills are incompatible in the huge majority of cases. Only exceptionally rare individuals are priest-wizards.

Mutant Ixzan form only 2% of the population. They display a variety of abnormalities of form, determined by rolling 1d12 and consulting the table below:

1d12	Mutation
1–6	Barbed tail, additional attack (1d8 or 1d10, depending on HD)
7–10	As above, but + poison (a failed saving throw indicates 1d6+6 additional points of damage)
11	Mutant has a thick ridge of jaw bone and can inflict a crushing bite (4d4) and then hold victim in its jaws for 3d4 automatic points of damage per round thereafter.
12	The mutant's body secretes a thick, corrosive slime. Out of water, a successful attack from such a mutant splashes the victim with acidic slime (1d6 hp of damage) which then coats the victim for 1d4+2 rounds (1d4 automatic damage per round). An oil- or alcohol-based solvent will remove this slime in one round.

Mutant Ixzan are neither priests nor wizards. Other, very rare, types of mutation may also occur, such as freakishly thick skin (AC bonus, but the Ixzan may be blind and unable to orient itself except when underwater where it can use sonic detection effectively), natural magic resistance, or more than one tail.

Vampiric Ixzan are also rare, some 3% of the Ixzan population. Their bite causes the victim to lose one experience level or HD, with no saving throw permitted. Vampiric Ixzan may be priests (25% chance) or wizards (25% chance), but mutation seems to negate vampirism. Vampiric Ixzan regenerate 3 hp per round in combat. Greater vampiric Ixzan, akin to greater vampiric ixitxachitl rulers, are rumored to exist, but there are no reliable reports of them. Certainly, no form of vampiric Ixzan is ever encountered outside of a major lair or city.

Habitat/Society: Ixzan communities, encountered only in sizeable Underdark lakes, are some 20 to 100 strong. Both magic and charmed slaves are used to construct the peculiar pyramidal structures the Ixzan favor (these have significance for their reverence of their patron Power). Lakes may even be deepened or extended, and underground passageways feeding water into them widened and their courses changed to bring extra water to the lakes.

Ixzan communities tend not to be dominated by a single exceptional leader-type but by an oligarchy of the most powerful of their priests and wizards. Vampiric ixitxachitl almost always rise to important positions within such ruling elites, due both to their power and their innate longevity, unless killed off by vampiric rivals who want to sequester power for themselves.

Ecology: Ixzan have no natural predators. On the other hand, they may have many enemies, although there is no particular race for which they have especial animosity, and rivalries vary from place to place. In one Underdark domain, Ixzan might get on well with drow, whereas in another hundreds of miles away they might be deadly enemies. Ixzan have natural affinities with aboleth and kuo-toa. Aboleth are very much the dominant party in any aboleth/Ixzan alliance, while Ixzan dominate kuo-toa in turn (regarding them as essentially rather stupid—strong, excellent guards, but stupid nonetheless). Ixzan will often be found living with kuo-toa, as their respective Powers (Blibdoolpoolp and Ilxendren) are known to be on good terms with each other. In such communities, Ixzan and kuo-toa dwell in separate areas, with the Ixzan guarding the entrances to their central pyramid (if they have one) zealously. Ixzan wizards use their spell powers to assist kuo-toa in battle, while allowing the gogglers do the meleeing and take most of the risks.

Kuo-toa sometimes use Ixzan in a ritual designed to weed out the weaker of their young. Young kuo-toa who have reached semi-maturity may be flung *en masse* into a great pool filled with Ixzan and forced to negotiate their way through an underwater maze while the Ixzan gorge themselves on the flesh of those who are not fast, strong, or ruthless enough. Since the kuo-toa spawn vast numbers of young, this ritualized weeding-out is regarded wholly dispassionately by them. Young who have not survived this ritual are not perceived as kuo-toa by their own kin; only afterwards are they regarded as individuals and adults.

Ixzan are likewise careless of their young. Ixzan are born neutral, and only acquire their chaotic evil alignment as the result of a gruelling process designed to make them as strong and ruthless as possible; those who fail to survive are neither mourned nor missed. The only exceptions are the fledgling wizards; other spellcasting Ixzan can intuitively sense when a young Ixzan has this ability and protect it fiercely, inculcating their own morality into it through a regimen designed to instill a sense of absolute self-worth along with contempt for "lesser" beings.

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Unique?
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–10
MOVEMENT:	15, fly 15 (C)
HIT DICE:	15 (99 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	*Burble*, eyebeams, fear aura, grasp, flurry attack
SPECIAL DEFENSES:	Immune to non-vorpal weapons
MAGIC RESISTANCE:	80%
SIZE:	G (30' body, 25' tail)
MORALE:	Fearless (20)
XP VALUE:	25,000

The jabberwock is a curious creature found only in dense, virgin forests. In appearance it resembles a dragon in its general outlines but lacks a breath weapon or any treasure-hoarding instinct. It is, however, fiercely territorial and attempts to slay and devour any intruders it finds prowling about in its woods.

Due to the creature's *burble* attack (described below), accurate descriptions of the jabberwock are difficult to come by, as dazed survivors often retain only a confused impression of parts and not the whole. However, the sage Ludovicus Humphrey made a careful study of the beast before his untimely demise on a recent research trip and reported that it has a stout draconian torso with sturdy hind legs, long forearms each ending in four feathery talons (each talon being some four feet long and fully prehensile), a long sinuous neck ending in an enormous head, a pair of elegant wings, and a long thin tail. The creature can rear up on its hind legs and actually take a few steps in biped fashion if the need occurs (say, to retrieve a quarry who has climbed a tree), beating its wings for balance. It can fly but rarely does, as it prefers to keep to the shelter of the trees. The baleful yellow eyes have red pupils and actually emit beams of light—said to be an unnerving sight when spotted approaching in a dark forest. Moss fills the tiny cracks between its scales, and it's possible that the "feathery" appendages hanging from its claws are actually parasitic growths similar to Spanish moss. The scales themselves are tawny, the color of tarnished gold (if gold could tarnish), darkening to brown at the extremities (the wings and claws).



Combat: The jabberwock is a fearsome opponent, more for its relentlessness pursuit of a target than any other factor. Once a jabberwock has chosen a target, it concentrates all its attacks on him or her (or it) until the victim is killed (and devoured), until the jabberwock itself is slain (a very unlikely event), or until the target escapes via *teleportation* or some similar means. Note that like true dragons the jabberwock has exceptionally keen senses and can detect *invisible* or hidden opponents; so long as the chosen target remains within its forest, the jabberwock will pursue it.

The jabberwock's preferred method of attack is a straightforward bite with its huge front teeth; its snaky neck enables its head to dart out and attack targets a surprising distance away. However, it has several special attacks which make its task easier and the victim's life harder (and, often, shorter). First, it constantly mutters or *burbles* to itself—a low, rumbling bubbling sound that carries up to 200 feet. Anyone who hears this sound must make a saving throw vs. spell at a –4 penalty or become *confused*. A jabberwock's *confusion* is more potent than the wizard spell of the same name, lasting as long as the victim is within range and able to hear the noise; in addition, it distorts perception, causing hallucinations and strangely skewed judgment of distance: objects, or parts of objects, may appear much closer or further away than they actually are (this translates into a –3 penalty on the attack roll of anyone suffering from this confused warping of depth perception). A curious side effect of the burble is that it acts as a sort of *babble* spell (a reversed *tongues*): the victim's words slide, shift, and blend, producing odd hybrids that make communication very difficult.

In addition to its burble, the jabberwock also has several other special attacks. Its eyebeams act as the rays from a *wand of paralysis*, freezing in place any target who fails a saving throw vs.

paralyzation. The jabberwock also shares the *fear* aura of true dragons. While its normal attack is a simple bite with its enormous incisors, it can also grasp prey in its great talons, holding a man-sized creature helplessly immobilized in either forepaw (it then gains a +2 bonus to bite a target so restrained—+4 if the victim is held by both forepaws). If seriously inconvenienced (that is, if attacked by a large party of well-armed and well-coordinated adventurers), it will go into a flurry of activity, striking out in all directions like a hurricane with swipes of its forepaw claws (1d10/1d10), wing buffets (2d10/2d10), hind leg stomps (2d6/2d6), bite (3d10), and tail lash (2d8). Each of these attacks is at a –2 penalty on the creature's attack roll; those struck must make a saving throw vs. paralysis or be knocked down or driven back (50% chance of either), enabling the jabberwock to refocus its attack.

The only effective means of attacking a jabberwock is with a vorpal weapon; its extremely tough scales repel all other blows (all non-vorpal weapons inflict only nonlethal subdual damage). Even its eyes—traditionally a vulnerable spot in armored creatures—are protected by tough semitransparent inner eyelids. Its superior magic resistance prevents most spells from being effective as well.

Habitat/Society: The jabberwock is a solitary creature that apparently treats all other beings it meets as prey. The only exceptions to this rule are druids, which the jabberwock ignores, and sylvan creatures such as dryads, treants, forest gnomes, and the like, who can sense its approach and discreetly withdraw in order to avoid a confrontation. It is generally believed that, like the tarrasque or phoenix, only one jabberwock exists at any one time; certainly only one will be encountered in any one forest.

The sage Ludovicus Humphrey maintained that the jabberwock was created by the forest itself as a sort of *genius loci*, a manifestation of the woodland designed to protect it from intruders. In theory, then, more than one jabberwock could exist, each in its own primal forest, although no duplication has ever been recorded. It must be a large and ancient forest to manifest a jabberwock, which then acts as a sort of antibody to repel or destroy interlopers. Should the jabberwock be destroyed, it will reappear within a generation, either in the same forest (unless it has been too badly damaged in the interim by logging or settlement) or in a far-distant one. No immature jabberwock has ever been sighted, and the creature does not appear to age, although there are some indications that it continues to grow throughout its long life.

Ecology: Despite its unwavering ferocity, the jabberwock serves a very important function for the forest it inhabits. In essence, it is the woods' protector, its very presence serving to keep away most of those who would exploit or destroy the woodlands. It is doubtful that the jabberwock is aware of, or cares about, the purpose for which it was created; it simply fulfills that function by its sheer efficiency as a predator.

JABBERWOCKY

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.

"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"

He took his vorpal sword in hand:
Long time the manxome foe he sought——
So rested he by the Tumtum tree,
And stood awhile in thought.

And, as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One, two! One, two! And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

"And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!"
He chortled in his joy.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.
by Lewis Carroll

Jackalwere

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 (2d4)
SPECIAL ATTACKS:	Gaze causes sleep
SPECIAL DEFENSES:	Hit only by iron and +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long) as a jackal M (6' tall) as a human or hybrid
MORALE:	Steady (11-12)
XP VALUE:	270



The jackalwere is a terrible and savage creature which preys on unsuspecting travelers and other demihumans that it can ambush. Its ability to alter its shape at will makes it a most dangerous foe.

The jackalwere can be found in any of three forms, showing no preference for any one over the others. The first of these is that of a normal jackal. In this form it will often run and hunt with jackal packs. Its second form is a six foot tall, half-human/half-jackal hybrid which stands erect. In its third form, the jackalwere is physically indistinguishable from normal human beings. The exact physical characteristics of the jackalwere's human form varies according to the desires of the monster.

Combat: In its jackal form, the monster conforms to the statistics presented elsewhere in this volume. A careful observer, however, will find that the creature does not act in the manner typical of a normal jackal, for it is far more aggressive.

In its hybrid form, the jackalwere can attack with either its bite or with any weapons in hand. Because it has a great thirst for the blood of humans and demihumans, the jackalwere will use its bite whenever possible. Still, it will not avoid the use of weapons that will insure its victory in combat.

In its human form, the jackalwere can only attack with weapons. Although it may employ any manner of weapon, it greatly enjoys those which will cut and tear the flesh of its victims. In some cases, a jackalwere has been known to feed on the bodies of fallen enemies without reverting to its jackal or hybrid form.

In all forms, the jackalwere possesses a magical gaze. If an unsuspecting victim meets the monster's gaze, the victim must save versus spell or fall deeply asleep; the effect is identical to that of the *sleep* spell. Note that hostile, scared, or excited people are not considered to be unsuspecting.

The jackalwere's special defenses also function in all three forms. Only +1 or better magical weapons or those forged from cold iron will cause any damage to the jackalwere. Jackalweres revert to their jackal form after death.

Habitat/Society: When the jackalwere locates a victim it will assume human shape and approach its prey. It will seek to ease the suspicions of its target, often pretending to be injured or otherwise in need, until it can employ its gaze attack. If this fails and the jackalwere is confronted with forceful resistance it will decide whether to flee or press the attack based on its estimation of its victim's strength.

The jackalwere spends its life hunting and killing any humans and demihumans it comes across. They roam the world in either the jackal or human form, seeking humanoids to kill, eat, and rob. They are sly creatures and masters of deceit.

Jackalweres are able to mate only in their jackal form. They may produce offspring either by mating with true jackals or other jackalweres, but only those young who were not of mixed blood will be jackalweres themselves. The children of a jackal and jackalwere mating will be jackals, although they will be unnaturally aggressive.

Female jackalweres give birth in five months to a litter of 1-4 pups. These are identical to jackal pups although they initially have 1 Hit Die. The pups grow quickly and add an additional Hit Die each year. Their jackal forms reach full growth at three years and pups are locked in that form for their first two years. At age two they gain the ability to assume their hybrid form and at age three they gain the ability to assume a human form which is apparently nine years of age. The human form grows at triple the normal human rate. If a parent in human form is discovered with its pups, it will often try to pass them off as pets.

Jackalweres may (20%) travel in the company of 1-6 normal jackals. Although these jackals are normal in every regard, the influence of the jackalwere tends to make them more fierce than normal. Jackals under the influence of a jackalwere will be hunters instead of scavengers.

Ecology: Jackalweres will not serve any but the most evil of humanoids, and even then only if they have the opportunity to slay more humans and demihumans than they could on their own.

Jack Frost

Climate/Terrain:	Arctic lands & mountain tops
Frequency:	Rare
Organization:	Flurry
Activity Cycle:	Any
Diet:	Body heat
Intelligence:	Low (5–7)
Treasure:	B
Alignment:	Neutral evil
No. Appearing:	3–30 (3d10)
Armor Class:	0 or 5
Movement:	12, Fl 18 (C)
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2d4 or 1d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (3'–4' tall)
Morale:	Elite (15–16)
XP Value:	3,000



A jack frost is a malicious ice spirit that lives on mountain tops or in arctic terrain. It delights in tormenting helpless creatures and subsists on the body heat that it drains from its victims. Jack frosts travel in groups called flurries. Though they are referred to by a masculine name, individual jack frosts may appear to be either male or female.

Jack Frosts have several forms and can change from one to another at will. They may appear as a flurry of beautiful and intricately patterned snowflakes, a vaporous white cloud, or as small, pale blue humanoids with silver eyes and white or silvery icicle-like hair. Even in the heaviest snow or coldest region, they wear only gauzy white clothing and go barefoot. Those who might be identified as males wear tunics and trousers, while those regarded as females prefer gowns.

They all have mischievous, beguiling smiles, and speak only their own language.

Combat: In their snowflake forms, jack frosts are so beautiful that anyone viewing them falling from the sky and tumbling about must save vs. spell or be hypnotized by their loveliness (as per the *hypnotic pattern* spell). Once they have gotten close to their victims through this ruse, these ice spirits change form into a cloud of freezing vapor ten feet in diameter. It is not uncommon for several frosts to combine and create a larger cloud. In this form they are able to sweep across their victims, causing 5d6 points of cold damage. A save vs. breath weapon is allowed for half damage.

After the initial attack, they change into humanoid form and reach out to individual targets to touch them with chilling grasps or to nip them with freezing, numbing bites. A jack frost's touch sends a searing, freezing shock through its victim's body, causing 2d4 points of cold damage and draining some of his body heat.

A bite from the creature causes 1d6 points of damage, also from loss of body heat, but renders the part bitten numb as well. Favored targets for a jack frost's bite are the lips, nose, ears, fingertips and (if they can somehow reach them) the toes. They always attack these parts in preference to any other, and suffer no penalties to their attack rolls when they do so.

A jack frost's nip causes frostbite. If the injured region is not properly tended to within the hour through gentle warming, *healing potions*, or the like, there is a 75% chance that the part will have to be amputated as gangrene will set in.

While in either snowflake or cloud form, they are AC 0 and can only be hit by +2 or better weapons. In humanoid form they are AC 5 and can be hit by any weapons. While in nonhumanoid form, they are immune to all spells except *gust of wind* or *weather summoning* and *control* spells (which cause them to flee). In humanoid form, they are susceptible to all spells except those that rely on cold to inflict damage.

Habitat/Society: Jack frosts wander the arctic landscape seeking nourishment in the form of body heat and amusement in the torment of mortals. They possess several powers that endanger travelers in the regions they inhabit.

They have no true society as such, existing to play elaborate games. Their thought processes are completely alien to mortals, being composed of strange yearnings and sly, incomprehensible ploys to "win" the latest game, whatever it may be.

Ecology: Jack frosts have no true sexes and reproduce by warming to the point of melting and reforming as two creatures. They often take treasure gained from former victims and strew it about to attract other prey to their current wandering grounds. Other than this, however, they have no use for such trinkets.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low-very (5-12)
TREASURE:	D
ALIGNMENT:	Any evil
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 + 7 or by weapon (2-12 + 7) or 2-6/2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	4000



These monstrosities were spawned by Zaltec on the Night of Wailing, though they did not make their appearance until later. While normal warriors became orcs, and jaguar knights were transformed into ogres, certain high level jaguar knights became especially large ogres, which were later changed into jagres.

A jagre is a huge, brutish humanoid with cruel features. All jagres bear the mark of the Viperhand, a red brand in the center of their chests. They wear armor made from displacer beasts, which allows them to transform themselves into displacer beasts. The latter form has the tentacles and six legs common to displacer beasts, but its coat is usually a reddish brown with dark spots, like a jaguar's.

COMBAT: A jagre is as likely to enter combat unarmed as with a weapon. Those that prefer weapons usually (75%) carry huge *macas,* while others wield clubs. A jagre may transform itself into displacer beast form at will, gaining its attacks and special abilities. In its cat-like shape, a jagre attacks with two tentacles, inflicting 2d4 points of damage on its victims. If pressed, it may attack with two claws and a bite for damage of 1-3/1-3/1-8, but is more likely to attempt to escape or switch back to humanoid form.

In beast form, a jagre has the same armor class, hit dice, hit points, and saving throws as its humanoid form. It gains the beast's displacement ability, however, making it appear to be three feet from its actual location. Anyone attacking the jagre's beast form receives a -2 on his attack roll. In addition, the creature makes saving throws at +2 while in this form.

HABITAT/SOCIETY: Jagres are leaders of the beasts of the Viperhand which now inhabit the Valley of Nexal. They are huge variations of Viperhand ogres, having been rewarded with special powers for their service to Zaltec. The special displacer beasts armor they wear, imbued with hishna magic, allows them to change shape.

At present, there are only male jagres. To increase their numbers, they sometimes invite especially strong and smart ogres to join their ranks. They also mate with some of the few female ogres in the Valley of Nexal, producing ogres as offspring. When one of these offspring reaches maturity, or when an ogre is invited into the ranks of the jagre, that individual must obtain the skin of a displacer beast. In a special ceremony, the ogre and the skins are then imbued with the power of hishna, creating a jagre. If the jagre loses its armor, it is stripped of the power to change forms, though it retains all other jagre abilities.

Some jagres take things a step further, going through a special unholy ceremony which bonds the armor to their skin so that it can not be removed. Maztican displacer beasts often have colorations different from their eastern cousins, and jagres often choose a pelt of a color that appeals to them.

Jagres are recognized as authorities by all inhabitants of the Valley of Nexal. They answer only to Hoxitl and his personal servants, the Beast Leaders.

Jagres often lead companies of other Viperhand beasts. Some 50% will be accompanied by 10 ogres, while 25% lead 20 orcs, 15% lead a mixed group of orcs and ogres, 5% lead 2-5 trolls, and 5% lead a company of ogres, orcs, and trolls. Jagres are sometimes encountered when they are off duty, and will not be accompanied by anyother Viperhand beasts.

ECOLOGY: Jagres are some of the most powerful creatures in Maztica, and they have no natural enemies. Because they are relatively new to the world, their impact on the local ecology has not yet been fully determined. It is known that they eat any form of meat, though they seem to prefer that of humans, demihumans, and humanoids.

Jagre lairs often hold treasure recovered from the ruins of Nexal. When determining treasure for a jagre, substitute Maztican valuables for coinage. Magical items will also be Maztican, with most being *talismans* of hishna.

The displacer beast armor, if taken from a jagre, will not allow other creatures to make the transformation.

CLIMATE/TERRAIN:	Valley of the Mage and surrounding area
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 better than the form assumed
MOVEMENT:	Per form assumed
HIT DICE:	18 (90 hps)
THAC0:	3
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Per form assumed
SPECIAL DEFENSES:	Immune to enchantment/charm spells
MAGIC RESISTANCE:	+2 to saves vs fire and electrical attacks
SIZE:	Variable
MORALE:	Champion (15)
XP VALUE:	15,000



The jakar (pronounced ye-kare), or changer, is similar to a lycanthrope in that it can change from a human to an animal form. However, the jakar can assume any animal form and can appear as a human of any age.

The jakar, a creation of Jason Krimeah, the Exalted One, possesses a *polymorph self* ability that enables it to take on the form of a mammal, avian, or reptile, ranging in weight from 8,000 pounds to 1/4 pound. The jakar possesses the physical attacks of the assumed form, such as a dragon's claw and bite attacks, but not its breath weapon. Because of this unique ability, a jakar is virtually impossible to detect.

Combat: The jakar's fighting skills are based on the form it has assumed, employing to the fullest all the physical attacks of the form. If the jakar knows it will be in combat, it frequently assumes the form of a large ape or a great cat because of the damage these forms can inflict, the movement rate allowed it, and its ability to travel through the terrain.

The jakar assumes the mannerisms of the form it has taken; in a cat form, it stalks its opponents and sometimes plays with them before dealing a killing blow.

The jakar can be unnerving to its targets during a fight because of its hit points and unusual Armor Class; its Armor Class is always 5 better than the form it has chosen. For example, an elephant has an AC of 6, but a jakar in elephant form has an AC of 1.

Habitat/Society: Only one jakar is known to exist, and it has been seen only within the Valley of the Mage. The jakar was once a human hierophant druid who made his home in the vale, finding the company of animals more to his liking than humans. The druid spent little time in his human form. The druid, called Jakar Whitewing, encountered Jason Krimeah after the mage appointed himself ruler of the valley. A violent confrontation ensued between the pair, as Jakar was tired of humans pretending to control nature. However, Krimeah and Jakar emerged from the incident unscathed, and the pair became as close to being friends as either of them would permit.

Krimeah, obsessed with experimenting with magic and intrigued by the druid's preoccupation with animals, offered to work on a magical item that would enable Jakar to change form more often than his class allowed. In exchange the druid agreed to add his might to protect the valley. Jakar was confident that if anything went awry he would be able to dispel the effects of the magical item.

It took Krimeah a little more than a year to fashion a collar of chain mail imbued with a special polymorph self ability. The collar permits Jakar to change into any animal or human form up to 24 times a day, fully assuming all the physical abilities of the shape selected. Jakar cannot assume the form of an unnatural creature, such as an owlbear; the form must be of a natural animal. It is believed Krimeah made more than one of these collars, and some suspect that he gave them to others to create more jakar.

The druid was pleased with Krimeah's "gift," and promptly pledged his life in defense of the vale and the mage. The druid donned the collar nearly three decades ago and has not seemed to have aged since. Jakar is at peace, moving more freely in the animal kingdom than he ever believed possible, and rarely selecting a human shape because he thinks of himself as an animal. He did not mind the side effects of the potent magical item; the druid cannot remove the collar and cannot cast druidical spells while wearing it. However, he has retained the following druidical abilities, which he can use in any form: identify plants, animals, and pure water; pass through undergrowth without leaving a trail; immune to charm spells cast by woodland creatures; +2 bonus to saving throws vs. all electrical and fire attacks.

It is believed other jakar would have different abilities, based on the class they had in their human form.

Ecology: The jakar lives alone or with other animals of the form it has assumed. It is omnivorous, eating whatever the animal's form it has assumed prefers. The jakar's treasure consists of the items it owned at the time it became a jakar and any additional items it acquired from the creatures and people it killed. Its lairs can be found in inaccessible spots, such as high on a mountain peak, or deep in a cavern, to prevent others from obtaining its treasure. The jakar speaks the language of the animal form it has assumed; in human form it speaks any languages it knew at the time the collar was placed on it.

The life span of the jakar is unknown.

Jaleeda Bird

CLIMATE/TERRAIN:	Any temperate or subtropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any, usually night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 (1-4)
ARMOR CLASS:	4
MOVEMENT:	15, Fl 24 (C)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-12
SPECIAL ATTACKS:	Snatch, cry
SPECIAL DEFENSES:	Immune to *charm* spells
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-9')
MORALE:	Unsteady (7)
XP VALUE:	2,000



A jaleeda bird is a bizarre creation of Jason Krimeah, the Exalted One. It was a by-product of his research to create a jakar. The bird, developed utilizing the theories that created the owlbear, is a hideous cross between a great ape and a giant eagle. It is named after Krimeah's uncle, whom the mage despised. The creature is mean and ravenous, and possesses a cruelty unmatched by any other animal in the vale. Its behavior is believed to stem from its unnatural condition. Krimeah created a dozen of these birds, none of which he could control. He released them into the valley, where tales of their appearance has been added to the reported monster sightings that keep common folk from trespassing into his land.

Jaleedas are covered with a mix of thick, black hair and brown and white feathers, which give them their Armor Class. The ugly creature has taloned, ape-like hands at the end of its great wings, which also are covered with hair and feathers. Its feet end in large, powerful talons. It has a large maw that is both ape- and bird-like—a jagged yellow beak and a mouth full of teeth. Jaleedas range in height from eight to nine feet, and have a 30-foot wingspan. They have piercing red, deep-set eyes. The birds have little sanity, as the process that created them ripped away their reason.

Combat: A jaleeda fights with little provocation, rapidly going after creatures and people it believes has invaded its territory. The bird usually announces itself with a shrill cry that sounds like a great ape in pain; the cry is so loud and terrifying that creatures of less than 5 Hit Dice that hear it must roll successful saving throws vs. petrification or run in fear for 1d6 rounds. The bird usually attacks three or fewer creatures, having enough sense not to tackle too many foes. A jaleeda attacks a large group of creatures or people only if its cry has caused some of them to scatter. The bird prefers to pursue creatures affected by its cry so it can attack them from behind.

The jaleeda apparently has no combat strategy, for the bird wildly plunges at its target or targets. It can attack with the claws on its wings and its bite, or with its taloned feet and its bite. If the bird successfully attacks a victim with both of its feet, it has in effect *snatched* the victim and can carry him aloft. The bird has been known to drag a victim across the tops of trees or along the sides of mountains to kill him before tossing him to the ground where it devours him.

Because the bird has such a low intelligence and little sanity, it cannot be charmed.

Habitat/Society: Jaleedas nest at the tops of lowly crags or high in the branches of large trees. They establish a territory around their lairs and attack creatures entering the territory.

If a jaleeda is encountered alone, it is likely a young bird, one to three years in age; birds older than that mate with others of their kind, mating for life and producing 1d6 eggs every six months. Only one jaleeda hatchling survives. The first to hatch devours the unhatched eggs. The young jaleeda stays with the parents until it is time for the next clutch of eggs to hatch; at this time it is sent out on its own.

At one time the population within the vale was estimated at nine dozen, but the valley elves and tree people have reduced that number by about two-thirds. It is unknown how many jaleeda birds exist outside the valley. The elves and tree people have little trouble dispatching a bird that has established its territory near one of the settlements. The elves and tree people routinely set up a dummy in a clearing within the bird's territory and hide in the foliage with their bows ready. Because the bird is stupid, it usually flies at the dummy and is brought down by a volley of arrows. Although the bird has keen senses of hearing and eyesight, it has a poor sense of smell and no common sense.

Ecology: Jaleeda birds are omnivorous, eating plants, animals, and humans and demihumans. They do not like water and therefore refrain from eating fish and creatures that live on river banks. Their preferred diet is monkeys and large birds, which they seem to envy and detest.

Jaleedas' covet treasure, collecting items from their prey and hiding these in their nests. They especially enjoy shiny objects and regularly inventory their horde to make sure creatures invading their territory have not stolen from them.

Jaleedas are believed to live about 50 years and are able to lay eggs through the first 40 years. They seem to have no language, but communicate with each other through horrid-sounding caws and wing gestures.

Jammer Leech

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or cluster
ACTIVITY CYCLE:	Any
DIET:	Parasite
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	S (1' high)
MORALE:	Steady (11-12)
XP VALUE:	650



Resembling the barnacle-like immature krajens, jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace and the phlogiston. They can be very dangerous if mishandled, and they always cause the ships they infest a great deal of trouble.

A jammer leech has a hard shell, which grows to be a foot tall. The shell can be of almost any color, though it closely matches that of the hull of the ship it is attached to. (This makes spotting the leech very difficult from casual observation alone.) Inside, the leech is reddish-purple in color, with a body much like that of a snail. It has a single, watery eye at one end. It also possesses a sharply spiked tentacle, which is the same color and consistency as its body.

Combat: In most situations, the jammer leech uses its tentacle for protection. The sharp spikes on the end of the foot-long arm cause 1d4 points of damage. That is often enough to discourage most creatures from harassing the parasite.

In a situation where a hard swipe from a tentacle doesn't discourage a predator, the jammer leech uses magic. As it rests upon the hull, close to the spelljammer helm, the leech draws magical energy from the wizard or priest powering the ship. For every ten days of jamming, the leech absorbs one spell—of any level—at random from the spellcaster's mind. On a trip that takes 30 days, for example, the leech would be able to absorb three spells. Luckily, jammer leeches can hold only four spells at a time. However, when more than one leech attaches itself to a ship, they each draw spells from the spelljammer. Spellcasters who are preyed upon by jammer leeches forget the spell absorbed by the parasite and must regain it in the normal manner. However, the wizard or priest notices the missing spell only if he attempts to recall it; otherwise, the loss goes undetected.

In combat, the jammer leech discharges the spells it has stolen at random. The parasite uses all the magic it has stored, one spell per round, to drive away its assailant. The spell is cast at the level at which the victimized spellcaster would cast it. If more than one mage or priest powered the helm during the ten days, the average level is used.

There are only two effective ways to deal with a magic-laden jammer leech: kill it with a single strike or cast a separate *dispel magic* spell on each parasite to disarm it before striking. However, the leech has 25% resistance to magic, so attacking the creature is always a risky business. Once its magic reserve is gone and the parasite's hard shell is cracked, it is an easy target.

It is important to note that leeches will use their spells to ward off any physical attack. They frequently discharge their spells during any battle in which their section of the hull is repeatedly struck. Sometimes this works in favor of the leech's host ship, but more often it proves to be disastrous.

Habitat/Society: Since a jammer leech does not need air to survive, it can be found almost anywhere there are spelljammers. Beginning as a spore, the jammer leech attaches itself to the hull of a ship, at a spot close to the spelljamming helm. The spore digs into the hull, then draws food and nutrients from the ship's surface at a rate of 1 hull point a month. After only one week on the ship, the spore develops a hard shell that roughly matches the color of the hull itself. The shell is attached to the ship by a strong, glue-like substance secreted by the leech, making the task of scraping it from the hill time consuming and tedious.

These parasites are found in small groups of four or less. If more than two leeches are encountered, there is a 10% chance they are a mated pair that produces 1d6 spores once per month. Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

Ecology: Jammer leeches have few intelligent natural predators, for most creatures quickly learn that attacking these parasites is painful, if not deadly. Some omnivores, such as zards, try to eat leeches as they would anything else, but the parasites can usually warn these creatures off with a sharp swipe of their tentacle.

The glue that the leeches secrete to hold their shells to a hull is extremely strong and highly prized. The gooey purple substance is waterproof, fireproof, and even slightly magic resistant (5%). The dangers involved in collecting live leeches and maintaining them limits this market, however, and the glue is rare and very expensive.

Jarbo

CLIMATE/TERRAIN:	Any desert
FREQUENCY:	Common
ORGANIZATION:	Flock/colony
ACTIVITY CYCLE:	Varies (usually night)
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	7
MOVEMENT:	24
HIT DICE:	½ (1d4 hp)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2′ tall)
MORALE:	Unreliable (2–4)
XP VALUE:	7



The jarbo is a hardy rodent that resembles the kangaroo rat, but it's larger, reaching a mature height of 2 feet at the shoulder. Its coat is typically sand colored or tawny, but pelt markings vary, the better to blend with their home terrain.

Jarbo species differ in appearance in other ways, mainly in ear size or number of toes. All share the round, furry body, stubby forelegs, very long hind legs, and a long tail. In some species the tail is furred, in others not, but all use it for balance as they skitter on their hind legs at enormous speed across the desert sand.

The jarbo has a psionic ability to sense water across great distances, independent of wind currents. This works as a variant of heightened senses (see *The Complete Psionics Handbook*), a psychometabolic devotion that applies to the Jarbo's sense of smell, and for sensing water only. A teaspoonful of water can lure a flock of jarbos from 100 yards, a sealed barrel can draw them from a mile away, and an oasis brings them in from anywhere throughout an entire region.

Combat: Jarbos fear larger creatures and flee from any conflict. They run with blinding speed, their chief defense. The only aggressive jarbos are those who see their masters (if they have one) threatened. Though loyal companions, they are ineffective as protectors; their sharp teeth inflict only 1d3 points of damage.

Jarbos are not prone to disease, but in rare cases a "foaming sickness" like rabies strikes one and drives it mad. The insane jarbo attacks any creature in sight, fighting to the death. Victims must make a successful Constitution check to avoid being infected with a serious disease (as per the common rat—see the MONSTROUS MANUAL tome).

Habitat/Society: Jarbos live in migratory colonies (flocks) that travel by night from one source of water to the next, running ahead of their many predators. On arrival at a new site, the colony locates a dry stream bed or the foot of a cliff and digs two dozen or more nests, each a long tunnel, a foot wide, and leading to a burrow 3 feet in diameter. The flexible jarbos easily squeeze through the winding tunnels.

After a few nights or a week, predators usually locate this rich source of food, so the jarbos move on with the next moonrise, keeping, as always, a few steps ahead of those who would eat them.

Ecology: Virtually all predators dine on jarbos. The rodents are an important link in many desert food chains.

Jarbos, themselves, feed on seeds, grass, and insects. They often attract travelers' interest and envy because they can survive on very little water. An adult jarbo can thrive on a few tablespoons of water per day, or go up to a week between major waterings. For the most part, their diet provides them with enough fluid. Their ability to sense water serves to help them locate the concentrations of edible vegetation and insects that cluster around what little water there is to be found.

Jarbo pelts are too thin for the fur trade, but the small skins are sometimes used as decorations on ceremonial garb or furniture. A good jarbo pelt is worth up to one gp in some regions.

Jeanne Witherspoon

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Climate/Terrain:	Boston
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Nocturnal
Diet:	Special
Intelligence:	Very (12)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	3/See below
Movement:	Fl 15 (A)
Hit Dice:	5+5 (35 hp)
THAC0:	15
No. of Attacks:	3/2
Damage/Attack:	1–4+1
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5′)
Morale:	Elite (14)
XP Value:	2,000

The cities of London and Boston have much in common, and they have something new to share: they have both felt the sting of the killer known as Jack the Ripper.

In reality, Jack the Ripper was not some deranged man, but the jealous Jeanne Witherspoon seeking to remove possible rivals for her husband's affections. The murders were designed to drive away those who would trifle with her husband; she never intended to terrify the populace with the seemingly pointless murders. When she died, her spirit lived on, anchored to her ashes. Her husband carried these ashes to America.

In her spirit form, Jeanne appears to be a wisp of mist, a slender bit of fog cut from the night. On closer observation, the fog appears to possess the features of a once-beautiful woman. When encountered on foggy nights, observers must make a successful Wisdom check with a –6 penalty to see her. Even on clear nights, an unmodified Wisdom check must be made to notice her.

Combat: Jeanne's primary weapon is her ability to dominate individuals of lesser spirit; she may enter a body and use it to carry out her bidding. Although she is becoming ever more experienced in dominating such bodies, she still has difficulty controlling them with the same level of detail that the owner might. Thus, any body she controls moves unsteadily. Since most of the bodies she borrows belong to drunks and tramps—individuals already perceived as stumbling fools—she almost never attracts notice while inside them.

Jeanne requires one round to enter a body and one round to establish control. She can accomplish this feat *only* in individuals having Wisdom scores of 8 or less. The owner of the body is allowed a save vs. spell to avoid possession. Persons who are intoxicated fall prey to her more readily than those who are sober; drunken individuals suffer a –2 penalty to saving throws. Jeanne cannot dominate animals or objects. She can, however, manipulate objects in her lair.

Each time Jeanne takes control of a body, her first priority is to find a knife with which to kill anyone she feels has wronged her. She has become quite proficient with knives, and this carries over into any body she inhabits. No matter what blade she wields, she causes damage as if from a dagger.

While inhabiting a body, Jeanne's psyche suffers all the same effects inflicted on the host. She is able to use all the senses of the host. She is treated as the same Armor Class as the host and suffers damage accordingly. However, when the host body is incapacitated or killed, or when she chooses to vacate it, she recovers all lost hit points, and is treated as AC 3. To vacate a body, Jeanne must simply pour herself from the nose and mouth, becoming the wispy creature of fog.

Unfortunately for these unwilling servants, the experience of hosting Jeanne's spirit is usually fatal. The only way to prevent a dominated individual from dying is to render that person unconscious before she exits. She can be forced out of a body by casting a *remove curse* spell on the victim.

When attacking in her wispy form, her misty arms transform into sharp knives. These knives cause damage as ordinary daggers. In this form, she can be harmed only by enchanted or silver weapons. Even when she loses all her hit points

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(whether inside a host or in her wispy form), she is not destroyed. She is simply forced to retreat to her lair for 1d2 days. There, she must heal her psyche and regain her power.

The only way to utterly destroy Jeanne is to scatter her ashes. The ashes must be spread in an area of at least 100 square yards or onto water (such as a river or lake—a bathtub is not sufficient). If this is not done properly, a wind will swirl the ashes together and Jeanne will come after her attackers with a vengeance.

Habitat/Society: Jeanne grew up the only child of poor French immigrants in London. Her lot was a brutal one; the other children of the neighborhood beat her regularly. Her parents were always busy working, so Jeanne received little guidance or care from them. Though they worried about their daughter, their main concern was in keeping the family fed, and this required that both parents work long hours in the factories. Jeanne therefore learned to take care of herself, believing that no one else could.

When she met Charles Witherspoon, she was working as a singer; although her voice and appearance were first-class, her attitude was not. She had a reputation that made managers and owners reluctant to hire her. Charles, however, was instantly attracted to her tough yet vulnerable facade. At last, she thought, she had found someone to take care of her, someone she could rely on for the first time in her life. His offer of marriage was like a dream come true, and she found herself suddenly surrounded by wealth. She was determined that this would always last.

When Charles opened his practice in Whitechapel, Jeanne hardly gave it a second thought. When she recalled the sorts of women who frequented that area, however, jealousy washed over her. The resulting wave of terror that gripped London in November of 1888 was her doing, and it did not end even with her own gruesome and untimely death. She had left an indelible mark on the collective spirit of the city, and had given the Red Death another servant.

Ecology: Jeanne's lot is a strange one. None can say whether she was actively twisted by the Red Death to become Jack the Ripper, or if she fell into the role on her own. Whatever the case, the Red Death found a way to manipulate her once she had made the choice to kill.

Tainted by the kiss of the Red Death, Jeanne's spirit cannot venture outdoors during the day. She is immobile, trapped within her urn until nightfall. If she is outside Witherspoon's sitting room when the sun rises, she is instantly transported to her lair. Even if she is underground or hidden indoors where the rays of the sun cannot reach her, she must relinquish control of a body once the sun has risen.

Her lair is Witherspoon's sitting room, where her urn rests atop the mantlepiece. She can manifest herself here at will, but rarely does so, fearing to alert Charles to her presence. Her lair conforms to all the rules found in the Villains of Gothic Earth appendix in *A Guide to Gothic Earth*.

Anyone with hostile intentions who enters the sitting room will find that Jeanne has absolute control of the small items in the room, and can transform them into a flurry of flying knives. This gives her 3 attacks per round for 10 rounds, in addition to her personal attacks. The knife attacks are rolled as if Jeanne were wielding the knives.

Jeanne's curse restricts her to the streets and public places of Boston. Buildings that are regularly inhabited by people, such as those used for legal trade or business, are off-limits to her. She can enter abandoned buildings with impunity, but cannot enter hotels or hovels used as living quarters, no matter how destitute. Jeanne is able to throw rocks and other objects through windows at her enemies, however.



Jellyfish, Giant

	Marauder	Death's Head	Galley
Climate/Terrain:	Nonarctic ocean	Nonarctic ocean	Nonarctic ocean
Frequency:	Uncommon	Rare	Rare
Organization:	School	School	School
Activity Cycle:	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)	Non- (0)
Treasure:	Nil	U	Nil
Alignment:	Neutral	Neutral	Neutral
No. Appearing:	1d10	1d4	1d6
Armor Class:	9	6	8
Movement:	Sw 1	Sw 3	Sw 12
Hit Dice:	4	6	5
THAC0:	17	15	15
No. of Attacks:	40 (1d4/target)	24 (1d6/target)	16 (1d4/target)
Damage/Attack:	1d10 each (tentacle sting)	1d12 each (tentacle sting)	1d8 each (tentacle sting)
Special Attacks:	Paralysis, surprise	Poison	Spit venom
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	10%	Nil
Size:	L (10' diameter)	H (14' diameter)	L (12' diameter)
Morale:	Average (10)	Average (10)	Average (10)
XP Value:	975	2,000	975

Each variety of these huge, nearly transparent creatures possesses stinging tentacles up to 100 feet long. The tentacles look like weeds hanging down in the water, but these giant jellyfish can manipulate their tentacles to attack prey.

Giant jellyfish stay afloat by storing air in one or more large bladders, which make up the majority of their bodies. They float on or near the surface of the ocean.

Marauder

The marauder measures 10 feet across and has 40 tentacles. Its body is almost transparent, making it nearly undetectable (–5 to opponents' surprise rolls). The marauder can use only 1d4 tentacles against each opponent, but it can engage up to 10 at once.

Each tentacle causes 1d10 points of damage. The creature stung must make a saving throw vs. paralysis or be paralyzed for 1d10 rounds. Paralyzed opponents are automatically hit by 1d4 tentacles each round the paralyzation remains in effect. The marauder draws its paralyzed victim toward its mouth and can devour all flesh from a man-sized morsel in 3d4 turns.

A tentacle can be severed with a single point of cutting damage, but only hits scored on the creature's body count toward its hit point total. Tentacles regenerate in several days.

Death's Head

The death's head takes its name from a pattern on its body that resembles a skull. The jellyfish measures 14 feet across and has 24 tentacles. Its body is midnight blue, and the characteristic death's head mark ranges from yellow to fluorescent green.

This aggressive jellyfish initiates attacks. It can bring 1d6 tentacles to bear against an opponent, with each tentacle inflicting 1d12 points of damage. The sting is fatal; any creature stung by a tentacle must make a saving throw vs. poison or die. A successful saving throw means the opponent makes all rolls at a –4 penalty for 1d3 turns; penalties are not cumulative for subsequent hits. This jellyfish can engage four foes at once.

Many sailors harbor a superstitious fear toward the death's head. If they spot one at night, they consider it a sign that someone is going to die.

Galley

So named because it is both a fast swimmer and a deadly surface combatant, this multicolored jellyfish measures 12 feet long and is shaped like a flattened oval. It uses the optical sensory organs on its body and its tentacles to detect prey. The galley has 16 tentacles. It can aim four tentacles at a single opponent, and can attack up to four targets at once. Each tentacle inflicts 1d8 points of damage.

The galley's deadliness stems from its poison delivery. Using its sensory organs, this creature can sense the presence of a foe on the surface; using specialized, tubelike tentacles, it shoots a stream of venom up to 20 feet away (requiring an attack roll). A creature struck by the stream must make a successful saving throw vs. paralysis or be paralyzed for 2d4 rounds. Paralyzed opponents are hit automatically by any tentacle attacks.

A venom attack roll 4 higher than the number needed to hit means the venom has struck the opponent's eyes. In this case, the opponent is blinded for 3d4 rounds and must make a successful saving throw to avoid paralysis.

Galleys instinctively follow ships and often attack objects or creatures tossed overboard.



Jellyfish, Giant, Portugese Man-o-War

CLIMATE/TERRAIN:	Tropical ocean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–10
ARMOR CLASS:	9
MOVEMENT:	1
HIT DICE:	1 to 4
THAC0:	1-2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Transparent
MAGIC RESISTANCE:	Nil
SIZE:	S to L (2½'–10')
MORALE:	8 to 12
XP VALUE:	1 HD: 65 3 HD: 175 2 HD: 120 4 HD: 270



Portugese men-o-war are giant jellyfish that float in warm sea waters, trailing their deadly tentacles below. They most often float at or just below the surface of the ocean, and often wash up on beaches during storms. Some types are are nearly transparent; it is 90% probable that these will be undetected unless the creature encountering them is able to detect invisible objects.

Combat: The portugese man-o-war is a drifting hazard with no perceptible intelligent control of its movements except an instinctive reaction to avoid pain. Any creature touching the tentacles takes damage from their poison and must make a successful saving throw vs. paralyzation or be paralyzed for several hours. Paralyzed creatures will be drawn up by the tentacles and devoured in 3d4 turns.

Each portugese man-o-war has 10 to 40 tentacles. Their number and length is a function of the creature's size; for each Hit Die, the tentacles are 10 feet long. The diameter is also a function of Hit Dice. A 1 Hit Die portugese man-o-war is 2½ feet in diameter and has 10 tentacles that are 10 feet long. A 2 Hit Dice portugese man-o-war has a 5-foot diameter and 20 tentacles of 20-foot length. A 3 Hit Dice creature has a diameter of 7½ feet and 30 tentacles of 30-foot length, and a 4 Hit Dice creature has a diameter of 10 feet and 40 tentacles that trail downward 40 feet.

Each tentacle requires but a single hit point to sever, but this does not damage the creature. Only hits on the creature's body will kill it. Severed tentacles regenerate in several days.

Habitat/Society: Adult portugese men-o-war are solitary drifters, borne on warm ocean tides, though chance may well bring them together in larger numbers. They are most common in tropical shallows, and are rarely found deeper than light can easily penetrate (about 30 to 40 feet).

Occasionally storms wash portugese men-o-war up onto beaches, where their tentacles become partially buried in the sand and hard to see. This might result in a nasty surprise for a creature walking barefoot on the sand or digging by hand. Of course, scavengers like small crabs and sea birds make short work of the beached jellyfish.

Ecology: Certain types of small fishes seem to be immune to the paralytic poison and take refuge from larger predators among the tentacles, effectively luring such predators to the man-o-war. Some primitive tribes use the tentacles of portugese men-o-war in crude traps, and might construct crude scourges of short-lived effectiveness from the tentacles.

Sea Swarm

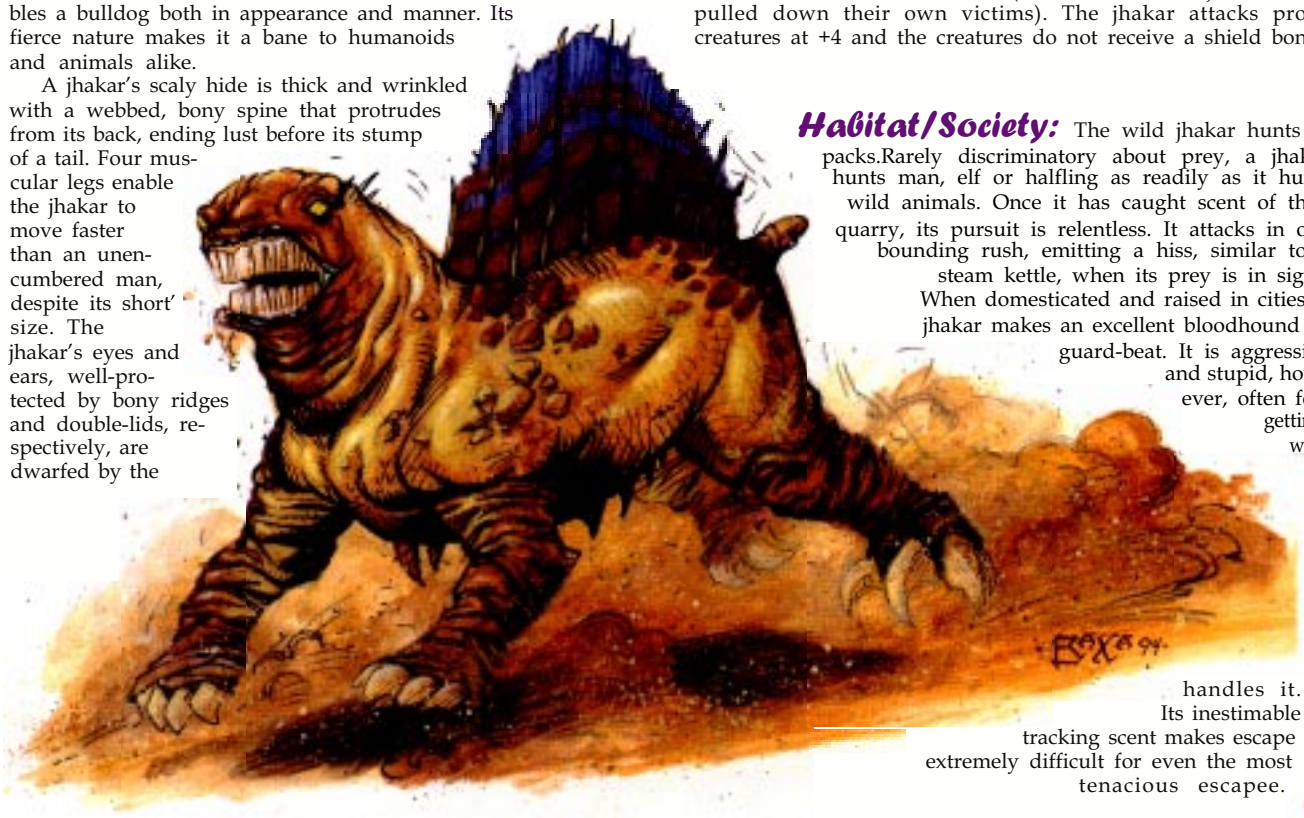
Immature portugese men-o-war are occasionally found in great swarms in tropical seas. They are attracted to light and vibration, and can deliver nasty stings to the unprotected. Being caught in such a swarm can be dangerous. The swarm as a whole is treated as a single creature of 2 Hit Dice; exceptionally large gatherings can be treated as multiple swarms. Each swarm as a whole has one attack per round, inflicting 1d4 points of damage and requiring a saving throw vs. paralysis. As such swarms move slowly and erratically, it is unlikely that a creature will suffer more than one attack unless the swarm is magically controlled. These jellyfish are too small to devour all but the smallest creatures they paralyze; however, they will feed on the scraps left by predators who tear apart their victims. Sea swarms can appear as a result of aquatic monster summoning.

Climate/Terrain:	Any (Tablelands)
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. **Appearing:**	2–8 (2d4)
Armor Class:	4
Movement:	15
Hit Dice:	2+3
THAC0:	17
No. **of Attacks:**	1
Damage/Attack:	2d4
Special Attacks:	Seizing bite
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (2′ high, 4′ long)
Morale:	Steady (11–12)
Level/XP Value:	120
Psionics Summary:	Nil
Player's Option:	MAC 7

The jhakar is a powerful reptilian predator that resembles a bulldog both in appearance and manner. Its fierce nature makes it a bane to humanoids and animals alike.

A jhakar's scaly hide is thick and wrinkled with a webbed, bony spine that protrudes from its back, ending lust before its stump of a tail. Four muscular legs enable the jhakar to move faster than an unencumbered man, despite its short' size. The jhakar's eyes and ears, well-protected by bony ridges and double-lids, respectively, are dwarfed by the mouth The bulk of the body is a rich, sandy-brown color, darkening at the snout and claws.

In the wild, the jhakar hunts in packs organized to quickly overcome and ravage prey Better known is the domesticated lhakar, designed to guard valuable assets and track down escaped slaves.



Combat: The jhakar is notorious for its tenacious clamping onto a prey's extremity until the prey or the jhakar lies dead. A successful hit means the attacking jhakar has caught hold of its opponent. The hold (effective Strength of 18/00) causes 2–8 (2d4) points of damage. Each subsequent round, the victim automatically receives another 2–8 (2d4) points of damage. Only after a jhakar is reduced to one-fourth of its original hit points does it let go of its captive.

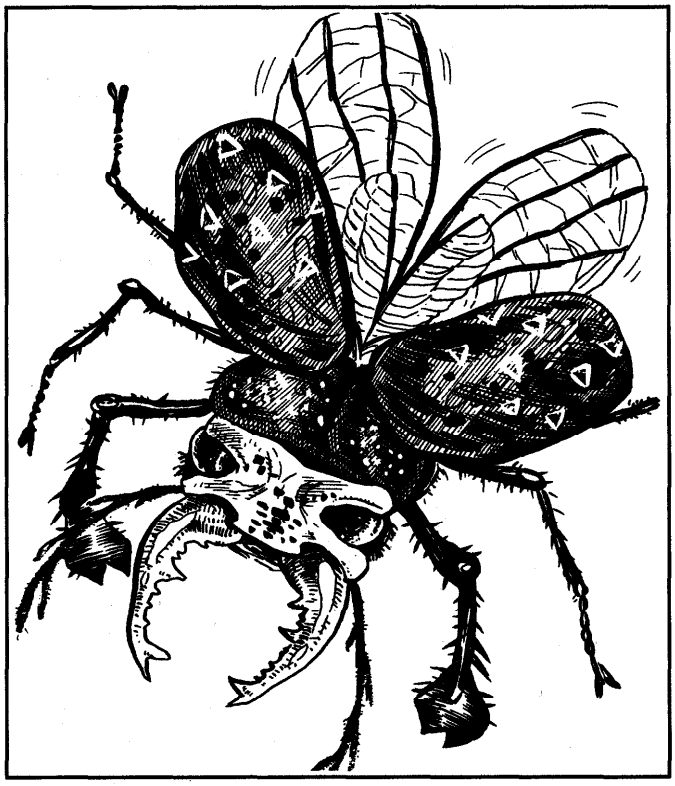
Once a jhakar has put its prey in its vice-like grip, it can attempt to overbear or drag down its victim. This occurs simultaneously with the continuing bite damage. The intensity and forcefulness of its attack allows it to overbear as a medium-sized creature. The attack to overbear is made at the jhakar's normal THAC0 (17), with a +4 if attempted against a small-sized creature and a –4 if attempted against a large-sized creature In addition, multi-legged creatures face an additional –2 penalty per leg on the attempt For example, against a thri-kreen, the jhakar would suffer a –4 to the overbearing chance. Conversely, multiple jhakar that have latched on increase the overbearing chance by +1 per additional jhakar.

A successful overbearing attack means the victim is pulled down and must fight prone until the victim or the jhakar are dead. Once prey is forced to the ground, the rest of the pack flocks to the fallen creature (unless the other jhakar have pulled down their own victims). The jhakar attacks prone creatures at +4 and the creatures do not receive a shield bonus

Habitat/Society: The wild jhakar hunts in packs.Rarely discriminatory about prey, a jhakar hunts man, elf or halfling as readily as it hunts wild animals. Once it has caught scent of their quarry, its pursuit is relentless. It attacks in one bounding rush, emitting a hiss, similar to a steam kettle, when its prey is in sight. When domesticated and raised in cities, a jhakar makes an excellent bloodhound or guard-beat. It is aggressive and stupid, however, often forgetting who handles it. Its inestimable tracking scent makes escape extremely difficult for even the most tenacious escapee.

Ecology: The jhakar selects vast and diverse areas as hunting grounds. The ferocity of a jhakar pack is far greater than the sum of its individuals. Few creatures are foolish enough to ignore an entire pack, giving wide berth to recognized jhakar hunting territories. Tembo, which are larger and fearless, are the mortal enemies of the jhakar.

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	9, Fl3 (D)
HIT DICE:	5+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Tremor
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (W-10' long)
MORALE:	Average (8)
XP VALUE:	420



The jishin mushi is a giant carnivorous insect. Also known as the earthquake beetle, it is capable of generating tremors of extraordinary magnitude.

The jishin mushi has six legs and a plump body. A tough, blue-green carapace covers its back, while thick gray plates protect its underside. Its legs are covered with black bristles and end in flat, bony hooks. These hooks are useless as weapons but helpful for digging.

The earthquake beetle's carapace conceals a pair of wing sheaths. When it takes flight, the beetle raises the sheathes to expose four wings. The two smaller wings near the head help the creature maneuver. The two larger wings behind propel the insect through the air, beating so rapidly they nearly become invisible. When the beetle lands, it withdraws all four wings beneath the sheaths to keep them protected.

Two antlerlike feelers extend from the top of the creature's head. Both are covered with tiny hairs. The feelers are the beetle's primary sensory organs, providing a powerful sense of smell. With them, a jishin mushi can smell prey up to 100 yards distant.

A pair of bulbous black eyes sit atop the beetle's head, and two strong mandibles curl out from its mouth. The jagged mandibles are well suited for crushing and tearing food, as well as for attacking enemies.

Combat: The jishin mushi is not aggressive by nature, attacking only to defend itself and to kill edible prey. Its powerful mandibles can inflict 2-16 (2d8) hit points of damage per bite. The mandibles also are used to grasp and drag victims back to the privacy of the forest. However, the mandibles are poorly designed to clamp objects, and most grasped victims easily can slip free. For this reason, the jishin mushi will ordinarily continue its attacks until its victim is dead or unconscious before dragging him off to eat.

The creature's most dangerous weapon is its ability to create tremors in the earth. By striking its abdomen on the ground, the jishin mushi generates a small tremor, which grows in intensity with repeated blows. The effects of these tremors over successive rounds are as follows:

- Round 1: Any creature within 5 feet of the jishin mushi must make a successful saving throw vs. breath weapon or be knocked to the ground.
- Round 2: Any creature within 10 feet must make a successful saving throw vs. breath weapon or be knocked to the ground.
- Round 3: The radius of the tremors extends to 15 feet. Those within 5 feet of the creature are thrown violently about, suffering 1-6 hit points of damage and losing the opportunity to make an attack that round.
- Round 4: The radius extends to 20 feet. Those within 10 feet suffer 1-6 points of damage and lose the opportunity to attack.
- Round 5: The radius extends to 25 feet. Those within 15 feet suffer 1-6 points of damage and lose the opportunity to attack. Cracks in the earth begin to appear within 5 feet of the creature.
- Round 6: The radius extends to 30 feet. Those within 20 feet suffer 1-6 points of damage and lose the opportunity to attack. The area within 10 feet of the creature suffers the effects of an earthquake spell. At this point, the jishin mushi must take to the air to avoid the consequences of its own deeds.

Habitat/Society: Jishin mushi establish lairs in the deep woods, beneath piles of decaying vegetation, in crevasses, or–in especially large forests–in the trunks of rotting trees that have fallen to the ground. Occasionally, the beetles will burrow tunnels if the earth is soft enough. In any case, a jishin mushi's lair is only temporary. The creature spends all waking hours prowling the forests in search of food. After a strenuous night of hunting, it rests in the nearest suitable lair.

Ecology: A jishin mushi eats all types of meat. It is particularly fond of oxen and sometimes attacks these animals as they work in a farmer's fields.

The ichor of the jishin mushi is greatly prized by incense makers, fetching as much as 2 tael for a flask. Certain primitive tribes consider larval jishin mushi a delicacy.

Jolly Roger



CLIMATE/TERRAIN:	Sea of Sorrows
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9, Sw 12
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Spell immunity, +2 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	2,000

A jolly roger is the undead spirit of a pirate or buccaneer who died at sea. These foul creatures were usually captains or officers while living, and retain their taste for command after death. They are often found as captains of vessels crewed by sea zombies.

Jolly rogers look quite similar to the zombies they command, resembling human corpses that are bloated, discolored, and dripping with water and bits of sea weed. They generally wear the remains of once-garish pirate garb (pants, vests, cutlasses, eye patches, scarves, etc.), and may be peg-legged or have a hook for a hand. Though they may carry weapons, they do not use them in combat. Invariably, jolly rogers have terrible, frozen grins on their faces that make them look both gruesomely affable and chillingly insane. They are ever so slightly transparent, causing some people to mistake them for ghosts. Their eyes are bright pin points of crimson within otherwise empty sockets; they smell of fish and brine.

The jolly rogers' only communication with the living is a rasping chuckle that escapes from between their grinning teeth, an unnerving phenomenon that gives rise to their name. They communicate with their crew via telepathy and do not communicate with the living at all.

Combat: Those viewing a jolly roger's grin and hearing its crazed, nerve-grating chuckle must make a saving throw vs. spell or be affected as if by a *Tasha's uncontrollable hideous laughter* spell that lasts for 1d4 rounds. The creature prefers to attack those who fall prey to its spell, leaving others to its zombie crewmen.

Advancing on its victim, a jolly roger attempts to touch him or her. A successful touch requires the victim to save vs. death magic or be slain. A +3 bonus is allowed on this roll. If the save is not made, the victim dies of laughter within 1d4 rounds unless a *dispel magic, remove curse,* or similar spell is cast on him before that time. Those making their saves receive 1d6 points of damage. Those who fail their saving throw but are magically saved from death will suffer 1d6 points of damage per round between the touch and the casting of the spell that saved them.

Those slain by a jolly roger's touch will rise as sea zombies in 24 hours unless their bodies are blessed and then committed to the deep in a traditional burial at sea. *Raise dead, resurrection,* or *wish* will also counter this if used carefully and promptly. Newly created sea zombies are under the control of the jolly roger.

Jolly rogers are immune to *sleep, charm,* and all illusion or mind-affecting spells. They take half damage from fire or fire-based spells and are unaffected by water or cold-based spells. If *raise dead* or *resurrection* is cast on them, jolly rogers must save vs. spell with a –2 penalty or be utterly destroyed. If a jolly roger is successfully turned, (as a vampire), any sea zombies under its command are turned as well, though the zombies are usually immune to such. Jolly rogers can only be hit by +2 or better weapons.

Habitat/Society: Like those they command, jolly rogers are driven by hatred for the living. Though they do not need to eat, they rend and chew the flesh of those they slay, probably to cause fear. Their smiles never waver as they chew.

Jolly rogers are only rarely discovered alone. They are usually found aboard broken and decaying ghost ships. These spectral craft are raised from the bottom of the sea and set sailing (though they are not at all seaworthy) by a strange power of the jolly roger. Anyone living who attempts to board the jolly roger's ship must save vs. death magic or be transformed into a sea zombie. If they make this roll, they may explore the ship freely. However, each turn they have a 30% chance of falling through rotting planks or otherwise injuring themselves.

Jolly rogers may lead their crewmen on raids against ships at anchor or into towns along the sea coast when the fog rolls in.

Ecology: Jolly rogers are evil, undead creatures native to the demiplane of Ravenloft. For some reason, they are tied to that region and are never encountered elsewhere. If one were to somehow escape from the misty confines of Ravenloft, it seems likely that the spirit would simply cease to be.

Jorri

CLIMATE/TERRAIN:	Saltwater
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Fish
INTELLIGENCE:	Average (8-10)
TREASURE:	(Q)
ALIGNMENT:	Neutral
NO. APPEARING:	1d4+1
ARMOR CLASS:	5
MOVEMENT:	10, Sw 18
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d2/1d2/1d2/1d2/1d3
SPECIAL ATTACKS:	Lock jaws
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' long)
MORALE:	Average (8-10)
XP VALUE:	175



Resembling nothing so much as otters, these creatures can be found in the seas and along the shoreline of the Savage Coast. They can also be a great source of information to those who treat them well and are often quite helpful a crisis.

Jorries are small, ranging from two to four feet in length, with stubby legs for such long bodies. The two rear legs end in large feet with long, webbed toes that can spread wide for stronger paddling. A jorri's crescent-shaped tail and back feet work together in single thrusts to move the jorri through the water quickly.

The front claws of a jorri are long and sharp, perfect for prying food out of shells or defending itself. Short, oily fur covers the entire body of the jorri, appearing dark gray with black spots. Jorries have bristly, white whiskers for feeling their way through dark places.

This fairly intelligent creature can speak a broken version of the common tongue. Its vocabulary contains many nautical terms and colorful expressions, indicating an obvious verbal rapport between jorries and sailors.

The Red Curse: Jorries hardly ever (10%) acquire Legacies. However, if a jorri does acquire a Legacy, it will require *cinnabryl* to fight off Affliction. Most simply become Afflicted rather than constantly seek this magical metal.

Combat: Jorries would rather avoid combat, but they will fight if threatened, sometimes even coming to the aid of others.

When attacking, a jorrie will charge in with a fierce bite and a scrabbling attack of claws, each front claw getting two attacks. If the bite is successful, the jorri locks its jaws and cannot be dislodged without a successful bend bars roll (assuming the creature can get its hands on the jorri's jaws).The bite does no further damage, but it does negate any AC adjustment for Dexterity. The jorri simply rides along and continues to tear at its opponent with its front claws. Jorries are smart enough to recognize vulnerable areas, and they try to attack spots their opponents might not be able to reach easily (such as the underbelly of a horse).

Habitat/Society: Jorries live and travel in family groups. A jorri couple might have up to three young each year for several years. They make a den along the seashore, padding it with dried rushes or flat grasses. Jorries tend to feed on small fish and mollusks. Borrowing a tactic from their distant cousin, the otter, many jorries also use rocks for cracking the shells of more well-protected food.

Jorries are often seen riding waves or sunning themselves on the beach. They love stormy weather, playing out where the water is roughest and along reefs where turbulence makes their diving more exciting. The pleasure they take from such weather does not blind them to its danger for others, however. Jorries will try to warn any ships they see approaching dangerous water; if they can, they will rescue swimmers in trouble or victims of shipwrecks. Some jorries can see through the subterfuge of the sea hermit and will warn potential victims. Though not often, jorries might ask a small service from someone they have saved.

Ecology: Jorries are beneficial to the sea life surrounding the Savage Coast. They assist those in trouble and feed on creatures in plentiful supply. The jorri population is kept down by echyans and a few other large sea predators. Jorries have beautiful pelts, but hunting them is thought to be in very bad taste; sailors actively defend jorries against any hunters.

CLIMATE/TERRAIN:	Tablelands and Hinterlands
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Very (14-15)
TREASURE:	U
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon -2 or 1d4/1d4
SPECIAL ATTACKS:	Uses magical items & spells
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	10%
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense Score	PSPs
4	2/2/9	EW,PB/IF,TS 14	80

Psychoportation— *Sciences:* banishment. *Devotions:* dimensional door, time shift, time/space anchor, teleport trigger.

Telepathy— *Sciences:* contact. *Devotions:* ego whip, psionic blast, intellect fortress, thought shield, mind bar.

Spells- 1) *detect magic, cure light wounds, detect poison, locate animals or plants, magical stone;* 2) *silence* 15' *radius, hold person, flame blade; 3) locate object, dispel magic.*

Standing about four feet tall, the jozhal is a small, two-legged reptile with a skinny tail, a long flexible neck, and a narrow, elongated snout. Its mouth is filled with needle sharp teeth, and its lanky arms end in small, three-fingered hands with an opposable thumb. Although the lozhal's hide is covered with scales, they are so small as to be unnoticeable at first, and it appears to more akin to a man's skin or a baazrag's rough hide. The jozhal can change the hue of its skin at will, either to match the color of its environment, or to stand out against it.

Combat: Generally, the jozhal prefers to avoid combat. It attempts to flee, then use its ability to change skin color to hide from pursuers (they must roll their Wisdom or less on 1d20 to find the jozhal). Should the pursuer get too close to the jozhal without actually seeing it, the jozhal will attack. The victim must make a surprise check with a -2 penalty.



During the actual fight, the lozhal attempts to defend itself first with psionics and magic, then with any magical items it currently possesses (roll on Table 88 in DMG, results calling for armor, shields, or weapons count as no magical item in iozhal's possession). If that fails, it will bite with its teeth for 1d8 points of damage, or strike with any weapon available to it (with a -2 damage modifier.)

Habitat/Society: The jozhal live in small family groups of four to five creatures. They are extremely intelligent and cunning, but regard humans or demihumans as foolish, dangerous creatures and will rarely tolerate them.

Jozhals are attracted to magic of all sorts, and whenever they see humans or demihumans passing they track the party down and attempt to cast a *detect magic* spell on the group. If the spell reveals any magical items, they will try to sneak into camp and steal them.

Ecology: Jozhals forage for food (roots and tubers), and eat almost any sort of small reptile, snake, or insect. Their magic is akin to that of elemental clerics, and is therefore not destructive to the environment around them.

The jozhal clan's intellect is best reflect in its relationship to the world around it. They are very careful never to destroy the life-giving world in which they live, always making use of every bit of scrap and refuse that they find. They carry this to extremes, even practicing cannibalism and using the bones of their dead to construct weapons and tools.

Juhrion

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	W, X, Y
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	12 (18)
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Maul
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'+ tall)
MORALE:	Elite (13-14)
XP VALUE:	650



These huge, bearlike creatures are completely hairless, covered with a tough, reddish, leathery skin that is actually the detrimental effect of an Armor Legacy. They possess large teeth and short, harpoon-shaped claws. The juhrion normally travels about on all four feet, but it can rise up on its hind legs if it so desires. A juhrion's powerful growls and roars are very raspy and dry, rarely to be mistaken for those of another creature.

The Red Curse: Juhrions become Afflicted with the detriments of the Armor Legacy without ever gaining the actual powers. While *cinnabryl* could ward off the Affliction, they are seldom able to acquire this metal.

Combat: A juhrion will attack when defending its hunting area or hunting for food; they also attack Inheritors on sight. Though they move rather quietly for creatures of their bulk, the juhrion disregards further attempts at stealth and charges in to attack when a potential victim is in sight and is less than 10 yards away. Its movement rate increases from 12 to 18 for the short periods of fighting, allowing it to close the final distance quickly and possibly still surprise its victim.

These creatures attack with both claws and a bite, all three of which do considerable damage. The juhrion's claw attack also has a 50% chance of infecting the victim with vermilia (see the "Parasite" entry). They also employ a mauling attack, pinning another creature under its immense bulk while continuing to slash and bite. While the juhrion is using this attack, the victim no longer gets an AC bonus for Dexterity and cannot wield anything larger than a dagger against it. All spells are fouled, but Legacies function normally if movement is not required. The maul attack occurs if the juhrion successfully hits with both claws in a single round.To escape a mauling attack, the victim must make a successful bend bars roll.

Habitat/Society: Juhrions can roam an area as large as 10 square miles when hunting is sparse, but they do not usually range more than a few miles from their den. Juhrions will eat roots and berries, but only in times of dire need. They prefer rodents, cinnavixens, and voats. When possible, they seek out caves to live in, but they can make do with a hollowed out bed in a thicket.

After its second year, a juhrion takes mate; usually the male joins the female on her hunting grounds. They produce one or two young per season, always in the spring, keeping the cubs with them for one year. During the second year, the young are turned out to find their own hunting grounds.

Juhrions have a special hatred for Inheritors, whom they can smell up to a mile away. Juhrions seem to realize that Inheritors have a control over their Legacies that these creatures themselves lack, driving them into a frenzy of resentment. *Cinnabryl* might ease the resentment they hold for Inheritors, but few Inheritors will waste any of this precious metal on a juhrion.

Ecology: Juhrions are hunted by some humanoids for their skin, which makes a fine leather. The blood of a juhrion can also be made into a potion that will heal the effects of vermilia.

Cardinal ticks plague the juhrion like so many other animals. Juhrions often develop a symbiotic relationship with the Sarag—n Lyra bird, possibly the only creature that can safely approach the huge beasts. Juhrions are immune to vermilia, but their claw attacks often infect other creatures with this deadly bacteria.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Exceptional (15–16) or better
Treasure:	E,S,T,V (×2)
Alignment:	Any evil
No. Appearing:	1(1–3)
Armor Class:	As in life, or 0
Movement:	12
Hit Dice:	As in life, minimum 10 HD
THAC0:	As in life, or 11
No. of Attacks:	As in life, or 1
Damage/Attack:	1d10 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	5% per HD
Size:	M (6′ tall)
Morale:	Fanatic (18)
Level/XP Value:	22,000 + 2,500 per HD over 10
Psionics Summary:	Dis 4/Sci 6/Dev 17; PS 18; PSPs 100 Att: all; Def: all
Player's Option:	#AT 3/2; MTHAC0 9; MAC 4

Clairsentience: *Sciences*– detection; *Devotions*– psionic sense, spirit sense.

Psychokinetic: *Sciences*– telekinesis; *Devotions*– control body, control wind, levitation, soften.

Psychoportive: *Sciences*– teleport; *Devotions*– dimensional door, dimension walk, time/space anchor.

Telepathic: *Sciences*– domination, ejection, mindlink, psionic blast (ultrablast); *Devotions*– awe, ego whip (aversion), contact (conceal thoughts), id insinuation (identify penetration), mind thrust (ESP), life detection, psychic crush (psychic messenger), send thoughts.

The kaisharga are a class of Athasian undead similar to the liches of other worlds. They have sought undeath, unnaturally extending their lives past the endurance of their mortal frames. Unlife gives them many terrible powers. Kaisharga appear as a gaunt, wasted humans with grayish, thinly stretched skin. They wear the trappings they preferred in life and their eyes burn with a green fire.

Combat: The change to undeath raises the kaishargas' effective Strength, Dexterity, and Constitution scores to 20. Kaisharga gain +5 hp per die for Constitution and can reroll a 1. Kaisharga gain the psionic abilities listed above if they were formerly wild talents, if they were psionicists, they may recalculate their power scores to reflect their new ability scores. Wizard, psionicist, and templar kaisharga attack rolls are 1d8, and warrior kaisharga attack rolls are 1d10.

Kaisharga are immune to charm, *sleep, enfeeblement, polymorph, cold, electricity, insanity,* and *death spells*. They can only be struck by +1 magical weapons or by creatures of 6 HD or more. Kaisharga possess an aura of *fear* that forces any living creature within 60 feet to successfully save vs. spells or flee for 5–20 rounds. Characters of 8th level or 8 HD are immune to this aura of fear. The touch of the kaisharga inflicts 1d10 points of damage from their deathly cold and paralyzes the victim unless the victim makes a successful save vs. paralyzation.

Kaisharga have magical items appropriate to their class. Warriors usually have magical weapons and armor and wizards have rings and wands. All skills and knowledge remain with the kaisharga after their transformation to unlife, so wizards and templars may cast spells and warriors may have weapon specialization.

Habitat/Society: Kaisharga are seldom encountered. They live in shadowy places, directing other undead and living beings to work their schemes for them.

Ecology: The kaisharga is a dreadful creature that has turned its back on the rightful order of things, trading life for power. It has no place in the living world. If encountered outside the Valley of Dust and Fire, the kaishargas tend to be a solitary mage. Within Ur Draxa. The Dragon confers undeath on any of its servants who prove exceptionally capable, loyal, and efficient.

Jagmargal

Human male C19 (fire); AC 2 (*hide armor* +3, shield); MV 12; hp 88; THAC0 10; #AT1; Dmg 1d6+2 (*obsidian wrist razors* +2): SZ M; ML Fanatic (17); AL NE
S 16, D 11, C 18, 115, W 23, Ch 14
Spells: 1st level— *endure heat, faerie fire, command* (×2), *detect good, fear, sanctuary;* 2nd *level—flame blade* (×2), *heat metal, produce flame, resist fire,* enthrall, *obscurement;* 3rd level— *flame walk, protection from fire, pyrotechnics, animate dead* (×2) *continual light, dispel magic;* 4th level —*produce fire* (×2), *protection from* good, 10′ *radius, tongues, imbue with spell ability, divination, abjure;* 5th level— *flame strike* (×3) *wall of fire* (×2); 6th level— *fire seed, blade barrier, word of recall;* 7th level— *fire storm* (×2)
Special Kaisharga Powers: accelerate aging, cause disease, increased attribute (wis 23), increased psionic strength (+51 PSPs)
Special Kaisharga Weaknesses: none

Jagmargal was a great hero of ages past. While he was a great priest, he was better known as an explorer. He was captured by Hrutghel, a powerful kaisharga who was Jagmargal's greatest enemy, and was transformed into a kaisharga himself.

Jagmargal managed to escape from Hrutghel's clutches, but he is still cursed as a kaisharga and he now wanders the world seeking release from his miserable condition. He fears death in his present condition, believing he will become a disembodied tortured spirit.

Jagmargal uses adventurers as pawns. He pays them handsomely to track down legendary spell scrolls, magical artifacts, and even creatures of myth that can release him from

his present state. However, he also betrays them if it is to his advantage. He has no love for the living and will kill adventurers only to turn those who are useful to him into undead.

Xontra

Dray female defiler 21; AC 2 *(ring of protection* +3, *cloak of protection* +2); MV 12; hp 84; THAC0 14; #AT 1; Dmg 1d4+2 *(dagger* +2); SZ M; ML Fanatic (18); AL CE
S 11, D 17, C 15. I 19. W 15, Ch 24

Spells: 1st level— *charm person, comprehend languages, dancing lights, hypnotism, phantasmal force, spider climb;* 2nd level— *alter self;* ***forget,*** *levitate, web, blindness;* 3rd level— *dispel magic* (×2), *fireball, lightning bolt, slow;* 4th level— *charm monster, confusion, fumble, phantasmal killer, shadow monsters;* 5th level— *chaos, domination, feeblemind, magic jar, shadow door;* 6th level— *chain lightning, death fog, disintegrate, globe of invulnerability, mass suggestion;* 7th level— *finger of death, reverse gravity, vanish;* 8th level— *maze, prismatic wall, trap the soul;* 9th level— *foresight, monster summoning VII*

Special Kaisharga Powers: cause despair, drain attributes, increased attribute (Cha 24), increased hit points (42 hp added), regeneration

Special Kaisharga Weaknesses: can't cross running water, energy susceptibility (fire)

Xontra was once a servant of Dregoth, the sorcerer-king. The powerful dragon kaisharga transformed her into a kaisharga using the same secret methods he had used upon himself. At first Xontra was pleased with her new life, believing it to be immortality.

Over time she grew insane with her newfound power and the evil inherent in her undead nature. She was forced to consume human flesh in order to survive. Her great desire for beauty even in undeath was so powerful that she sought out the most beautiful women in New Giustenal as her first victims. Over time, anyone remotely attractive by dray standards became the victims of her deranged obsession.

Dregoth realized she had become useless to him and so he attempted to have her assassinated, but failed. Fearing her master, she escaped the city and, through her magic, remains in hiding near the ruins of the City by the Silt Sea.

She prefers to remain very secretive, but she is always on the lookout for attractive people whom she might have as meals. Insecure in her own beauty, she tries to seduce all powerful male adventurers of any race she encounters.

Neltor

Human male gladiator 23; AC 0 *(leather armor* +3, armor optimization); MV 12; hp 133; THAC0 1 (Str +2); #AT 3; Dmg ld8+9 each *(bronze impaler* +3, Str +5): SZ M; ML Fanatic (18); AL LE; *S 22,* D 15, C 16, I 17, W 15, Ch 18

Special Kaisharga Powers: cause weakness, fangs, improved saving throws (+1 to all saves), increased movement rate (12)

Special Kaisharga Weaknesses: code of honor, must eat flesh from corpses, rotten stench



Neltor was a former gladiator who was a little past his prime. He was recently transformed in to a kaisharga by the Dragon, Lord of the Ring of Fire. He is currently charged with spying on various sorcerer-kings and the activities within their cities.

Neltor maintains a false identity as the head of a merchant house. He oversees a number of living and undead spies who work as his assistants in the merchant house.

Neltor might cross paths with adventurers if they are ever involved with the sorcerer-king of a city he is in, whether they are working for or against the sorcerer-king.

Neltor might be willing to work with those who wish to eliminate the magnate, while he attempts to kill those who work for the magnate, should they ever discover his true identity.

	Cave Kala	Earth Kala
CLIMATE/TERRAIN:	Arctic hills, mountains, and plains	Arctic hills, mountains, and plains
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Pack
ACTIVE TIME:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	0	P
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-10	1-12
ARMOR CLASS:	- 1	2
MOVEMENT:	9	6
HIT DICE:	8	6
THAC0:	1 3	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-8/1-8 or by weapon	1-6/1-6 or by weapon
SPECIAL ATTACKS:	Pain	Disease
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Steady (12)	Steady (11)
XP VALUE:	1,400	650



The kala are a primitive spirit race of ferocious flesh-eaters and cannibals found in icy wastelands.

Two varieties exist: the cave kala and the earth kala. The cave kala are slightly more common. Physically similar to humans, cave kala have elongated heads that narrow to points. They're usually bald. Their skin is pale yellow and cold to the touch. They have dull black eyes, big ears, and long snouts that dangle over their upper lips. Razor-sharp talons grow from their fingers. Their feet are broad and flat, enabling them to move easily over snow and ice. Kala are inured to the cold; regardless of weather, they don no more than a loincloth of leather or fur.

Kala speak their own language as well as the language of human and humanoid tribes in the immediate area.

Combat: Kala are always hungry, and all warm-blooded creatures are potential meals. The kala attack victims on sight, pursuing relentlessly. On occasion, a ravenous band of kala will raid human camps and villages for food.

All kala are expert trackers and hunters. They can follow any trail that's up to 48 hours old, with an 80% base chance of success. This chance drops 10% for each additional day the trail has grown cold. (For instance, if a trail was made 3 days–or 72 hours–ago, kala have a 70% base chance of following it.)

These vicious carnivores attack with their clawed hands or wield primitive stone axes. They hold one axe in each each hand, and each weapon inflicts 1-8 hit points of damage. Assume that half a kala band carries these axes.

The bite of a kala (make a normal attack roll) inflicts no damage, but it injects a terrible toxin. The venom causes progressive pain unless the victim makes a successful saving throw vs. poison. These pains begin slowly and build in intensity. On the first round of effect, the victim notices discomfort similar to a strong headache. On the second round, the pain spreads, causing the victim to suffer a -1 penalty on his attack and damage rolls, and a +1 penalty on all saving throw rolls. By round three, the pain is quite strong, increasing the penalties to -2/ +2. By round four, the pain is excruciating, and the penalties are -4/ +4. By round five, the pain is so great that it incapacites the victim; he cannot move, attack, or take any other actions. From the time of the initial bite, the pains last for 1-3 turns.

Kala are immune to all types of cold-based attacks.

Habitat/Society: Cave kala make their lairs in mountain caves in the most desolate reaches of frigid wastelands. They live in family groups of 2-8 (2d4) males, an equal number of females, and a number of immature kala equal to 25% of the adults. The largest male serves as the group's leader.

During the yearly mating season, males often engage in fierce battles for the most desirable females. The losing males are banished from the group. Bitter and humiliated, these solitary kala are especially dangerous.

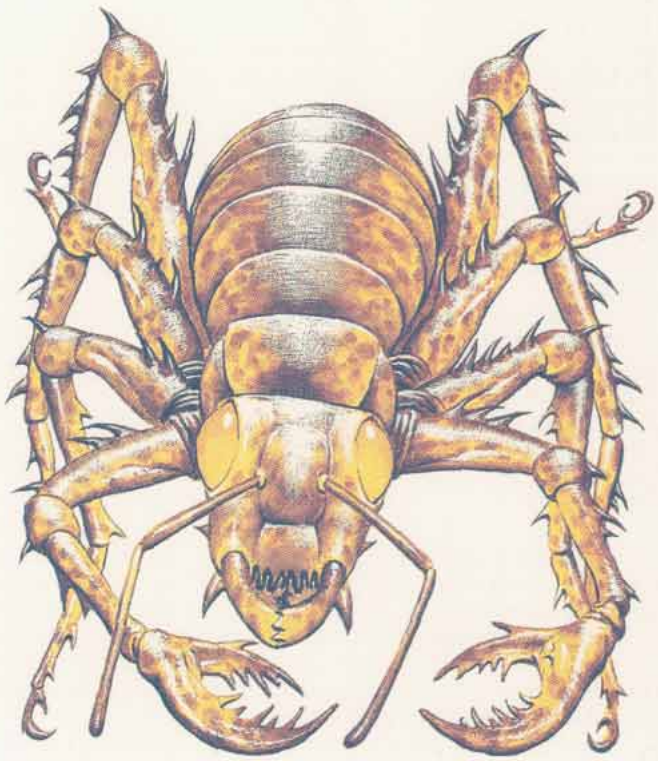
Ecology: Kala eat all types of meat, consuming carrion and occasionally each other in times of scarce game. Villages near kala territory sometimes offer sizeable bounties for the creatures' heads (or similar evidence of their destruction).

Earth Kala

Earth kala are a smaller and slower species of kala who have no permanent lairs. They are nomads, moving their camps according to the season and the supply of game. Physically, they resemble cave kala, but the earth kala's skin is rosy pink and they have blonde or dark brown hair.

Earth kala share the outlook and abilities of their cave-dwelling cousins. Like the cave kala, they can wield stone axes in each hand. Earth kala cannot inject poison with their bite. Instead, they can use their breath to cause disease to all who fail their saving throw vs. death. This breath has a range of 5 feet, a width of 2 feet, and can be used three times per day. The breath disease slowly weakens its victim, causing him to lose 1-6 hit points per day. While so diseased, the victim cannot heal or benefit from a *potion of healing* or from *cure light wounds* or similar spells. Only *cure disease* or a similar spell can negate the effects.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1–6
ARMOR CLASS:	5
MOVEMENT:	18, Cl 9
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/2d6
SPECIAL ATTACKS:	Suprise, grapple
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Fanatic (18)
XP VALUE:	650



Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottled brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles that look to be able to snap a small horse in half. Its sharp-edged forward limbs can make deadly slashing attacks, and the kalin are equally at home on horizontal or vertical surfaces.

Combat: Each kalin can emit a sticky strand, like a spider's web, from its abdomen in order to lower itself from a cave ceiling to the ground below. Kalin often use this ability to surprise foes (–2 to opponents' surprise rolls). Kalin that strike from above with surprise and hit cause double damage in the first round of combat.

A kalin attacks three times per round. Its two slashing limbs attack like swords, causing 1d10 points of damage with every hit. Its crushing mandibles deliver 2d6 points of damage. In addition, if the bite hits, the kalin grapples its victim and holds it tight (causing only 1d6 points of crushing damage per round). The next round, the grappled victim is hit automatically by both slashing limbs and the crushing attack. A grappled individual can break free of the mandibles by making a successful open doors roll (creatures without a Strength rating save vs. breath weapon). If the victim doesn't break free, the slashing and crushing attacks hit again automatically each round, until the victim escapes or is killed.

A kalin ignores attacks made against it in favor of dealing with a victim grappled by its mandibles. However, if reduced to less than half its total hit points, a kalin releases a grappled creature in order to defend itself.

Habitat/Society: In the wild, kalin live in subterranean tunnels and caves as nomadic, solitary predators. As they are only slightly less aggressive than wall walkers (see Wall Walker), only a few live in close proximity to each other.

Mating season occurs in the late summer or fall. At this time, a mated pair will establish a nest and prepare to lay eggs. Kalin females lay eggs once per year, averaging 10 offspring per season. Eggs hatch three months after being laid, and the male remains with the eggs throughout their incubation period. After the eggs hatch, the parents and offspring go their separate ways. Kalin reach maturity in about six months' time and live to be about five years old.

Ecology: Kalin compete for food and living space with wall walkers. Kalin eat meat, hunting giant beetles, spiders, tunnel worms, and the occasional humanoid.

Some primitive cave-dwelling cultures use the chitinous plates of the kalin to fashion crude armor, weapons, and tools. They rarely kill kalin for this purpose, but instead will search the nearby tunnels for wild kalin that have expired.

Kalin Riders

Some cultures tame kalin and use them for mounts. "Tame" is a relative term: The kalin are difficult to handle and must usually be separated from other mounts and each other to avoid trouble. A special saddle and tack are necessary for the rider, if the kalin is to be ridden up walls and across ceilings.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts; a kalin and its rider can both attack the same foe in the same round of combat. Trained riders also receive the kalin damage bonus when dropping from above with surprise. Elite units may have other bonuses due to their extremely aggressive attack style.

One such unit, the templars of New Giustenal in the *Dark Sun*® setting, has four squadrons of 25 riders, each led by an 8th level captain who is assisted by a defiler mage of at least 7th level. All riders are wild talent psionics, and are armed with magical weapons.

Kalmari

Cassana's creature

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare; Rare in Acheron
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average
TREASURE: Nil
ALIGNMENT: Lawful evil
NO. APPEARING: 1
ARMOR CLASS: -6
MOVEMENT: 6
HIT DICE: 3+3
THAC0: 17
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 1d10/1d6
SPECIAL ATTACKS: Swallow, entangle
SPECIAL DEFENSES: +2 or better weapons to hit; Slain only by consumed & rejected magical item
MAGIC RESISTANCE: 100%
SIZE: M
MORALE: Champion (16)
XP VALUE: 2,000

In its natural state, a kalmari is an amorphous being with a smoky, mistlike consistency. It appears as an inverted teardrop, with a 3'-long prehensile tail. The beast has two unblinking yellow eyes that it can move to different parts of its surface in order to follow multiple foes. The most striking feature of the kalmari, however, is its inordinately large, tooth-filled maws which seem to stretch all the way around its body. When the creature opens wide its jaws, the mouth appears to cover the majority of the kalmari's body. The kalmari also can possess the body of a living being without affecting that being's appearance.

Combat: A bite from the kalmari's jaws inflicts 1d10 points of damage and the tail can whip a target for ld6 points of damage. When a natural 20 results from the tail's attack roll, no damage is done but the victim is entangled. An entangled victim is allowed one Bend Bars/Lift Gates roll to escape; otherwise only severing the tail itself by inflicting 10 points of damage there on a called shot (see the DMG for details) frees the entangled victim.

The kalmari's most fearsome ability is that, on any attack roll (for the creature's mouth) that is 4 or more higher than the number required to hit that target, the target is swallowed whole. For instance, if the kalmari needed to roll a 12 or better to hit a target, any natural roll of 16 or greater would mean that the target had been swallowed whole by the creature. Swallowed creatures will be digested in a number of rounds equal to their experience level/Hit Dice. Swallowed victims are helpless. After this time, the victim is gone forever and cannot be raised or resurrected. The kalmari will not attempt to swallow a second target until the first victim is dead.

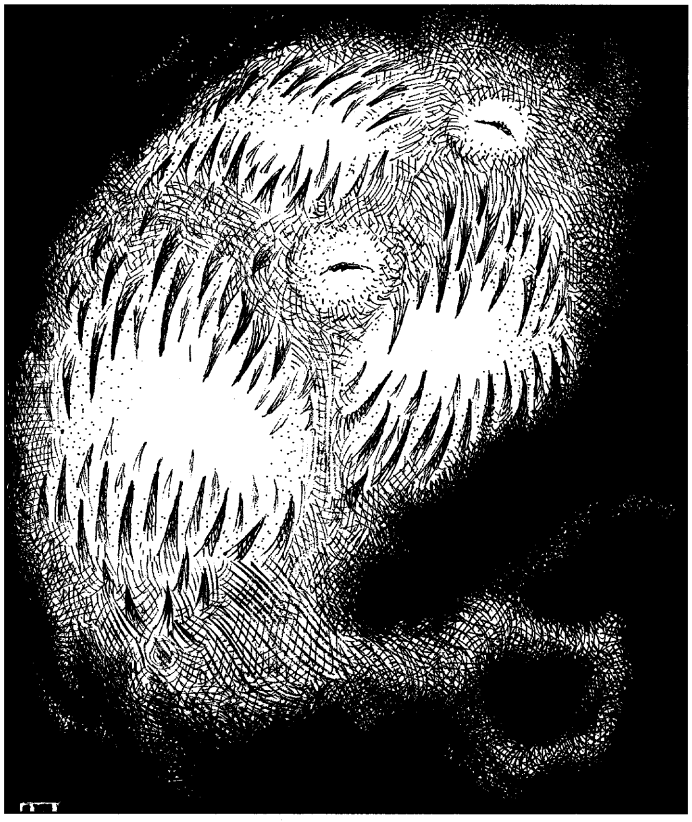
The kalmari can be struck only by +2 or better magical weapons and is 100% immune to spells. While sufficiently enchanted weapons can damage the beast, even they cannot kill it. If reduced to 0 hp by such weapons, the kalmari is simply banished back to its home plane of Acheron—bearing a great grudge against those who sent it home against its will.

The only vulnerability a kalmari possesses is that it cannot digest magic in any form. This is related to its immunity to magic spells; the nature of the beast and the nature of magic in the Realms are simply incompatible. All magical items worn or carried by a victim the kalmari has swallowed are regurgitated by the beast the round after ingestion. Offensive magical items such as weapons, wands, staves, and so on are then capable of damaging and destroying the beast regardless of their enchantment. Weapons are granted an additional +2 bonus both to attack and damage rolls vs. the creature and the spell-like effects of wands, rods, staves, rings, etc., now inflict damage on the kalmari normally; the beast's Magic Resistance no longer applies to those items. If, for example, the kalmari ingests and rejects a *wand of fire, fireballs* from that item can kill the kalmari. *Fireballs* from any source other than that *wand* still do not harm the creature.

Note that any items swallowed and rejected by one kalmari do not gain these benefits against any other members of the species.

Habitat/Society: Little is known of the habits of the creature on its home plane, but in the Realms a kalmari is normally summoned by a mage to act as a guard for some important item, person, or place.

To remain on this plane or an extended period of time (see Habitat/Society below), a kalmari must have a body composed of material native to the



plane. This material can be either a living being or an inanimate vessel that allows the creature movement and a means to manifest its jaws and eyes. A kalmari within a host body can exist in the Realms indefinitely, but once the creature leaves a host, it has only 10 minutes to find another or be compelled to return to Acheron. A host body retains its normal Armor Class, but can withstand only 10 hit points of damage before it is rent asunder as the kalmari erupts from it, killing the host. The noise made by an emerging kalmari is that of 1,000 snakes hissing at once. A living target of a kalmari's possession must be willing, though that decision could be coerced (through force, blackmail, or magic).

Ecology: Once free of a host body, the kalmari must find another within 10 minutes or be banished back to Acheron. As a rule, these creatures seem to enjoy the power they wield in the Realms and are loath to leave. Their lawful nature also contributes to their "stubbornness" in this matter and also is part of the reason they are chosen as guardians of important mountain passes, potent magical items, fabulous treasures, and secret passages. How kalmari reproduce is unknown, though fission is most likely. Whether fission is possible in the Realms or only in the beast's home plane of Acheron is also unknown at this time.

History: Only one instance of a kalmari existing in the Realms for any length of time is recorded at this time. The creature apparently was summoned from Acheron by the wicked sorceress CASSANA to serve as a "pet." The first open encounter between natives of the Realms and the kalmari occurred in the year 1357 DR during a period where Cassana had lent use of the creature to an illicit mercantile group known as the Iron Throne. The kalmari was placed in a human shell (a minor Iron Throne functionary unaware of the true costs involved) for the mission. The Iron Throne planned to use the beast to tighten its grip on Shadow Gap, an important mountain pass.

When the functionary publicly announced the closing of the pass and admitted to the murder of a contact of a local group of adventurers, a member of the group attacked the man. The warrior's blow (with his enchanted sword) split the body wide open, allowing the kalmari to escape. The creature promptly swallowed the warrior whole, sword and all. The kalmari rejected the sword, which was left untouched by the fleeing crowd.

The sword was recovered by a band of heroes that included Alias the tattooed swordswoman. Alias saw the above-described events in a dream. During their time in Shadow Gap and not long after Alias's dream, the kalmari entered their camp and attacked. Alias used Cassana's sigil, tattooed on her arm, to hold the sorceress's creature at bay until the halfling bard Olive Ruskettle retrieved the late warrior's sword. Olive and the saurial paladin Dragonbait then used the ingested-and-rejected weapon to destroy the beast.

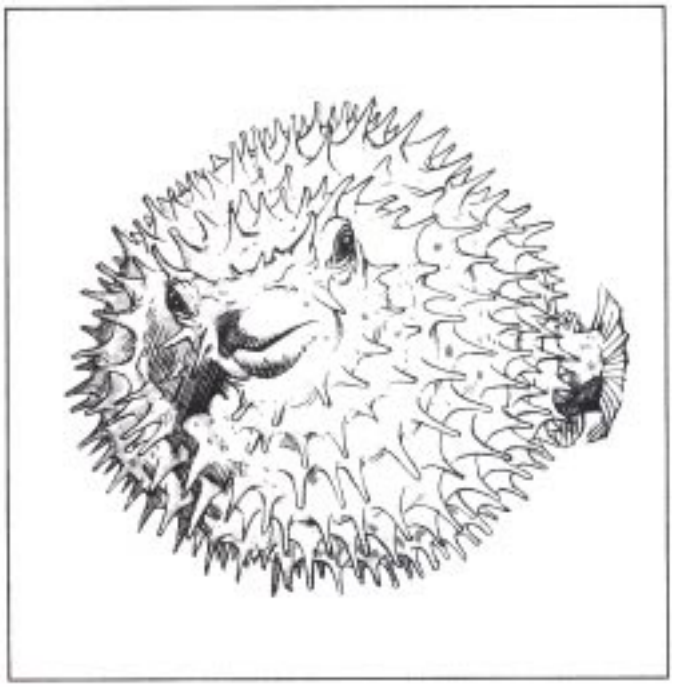
Even though Cassana herself has perished, the secret of summoning such beasts will likely find its way to other unscrupulous wizards' hands.

Sources: *Azure Bonds.*

Kalothagh (Prickback)

CLIMATE/TERRAIN:	Any/Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Q (x 3)
ALIGNMENT:	Neutral

NO. APPEARING:	2–12
ARMOR CLASS:	7
MOVEMENT:	Sw12
HIT DICE:	4 + 4
THAC0:	15
NO. OF ATTACKS:	1 or 4
DAMAGE/ATTACK:	1–2 or 1–6 (x 4)
SPECIAL ATTACKS:	Shoots spines
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Average (10)
XP VALUE:	270



The kalothagh, also known as the prickleback, is an aquatic version of the manticore. Though sluggish and not particularly aggressive, the kalothagh is a known man-eater, which makes it a creature to be avoided.

The kalothagh is a plump fish resembling a pin cushion. Its body is covered with four–foot–long spines. Its scales are mottled with dull splotches of green and brown. It has small black eyes that bulge from the top of its head, translucent fins, a dark, fan–like tail. and a smooth, pink belly. Its sharp teeth protrude from its mouth to form a small beak.

Combat: The kalothagh is 80% undetectable when hiding in seaweed. If the kalothagh is 'badly damaged (that is, if it loses 75% or more of its hit points), it inflates a special bladder running the length of its body, then floats belly-up to the surface. It deflates when the danger has passed.

The kalothagh's primary weapons are its spines. It has a total of 32 spines and can shoot up to four spines per round at targets up to 90 feet away. A volley of spines is always directed to the same target, but the target can be in any position relative to the kalo–thagh except directly under it; thanks to the location of its eyes, the kalothagh can see in all directions. Once a spine has been fired, a new one grows in its place in 1d6 weeks.

When a victim is struck by a spine, there is a 20% chance that the spine becomes lodged in his flesh. The spines are covered with small curved barbs resembling fishhooks, making it difficult to pull the spines free. When a spine is pulled from the victim's flesh, the victim suffers an additional 1d4 points of tearing damage. The creature also has a weak bite that inflicts 1–2 points of damage.

Creatures or characters engaged in melee combat with the kalo–thagh must roll a Dexterity check (with a +2 bonus applied to the Dexterity score) for each round of combat. A creature or character who tails the Dexterity check has been impaled on one of the kalothagh's spines and suffers 1–2 points of damage. The impaled victim has a 50% chance per round of freeing himself if he takes no actions other than attempting to pry himself loose; if successful, he risks suffering additional tearing damage from the hooked barbs as described above. If he does not free himself, he suffers an additional 1–2 for each subsequent round he remains impaled on the spine.

The spines of the kalothagh contain a weak poison; those struck by the spines roll saving throws vs. poison with a +4 bonus. If the victim fails the saving throw, he suffers an additional 2 points of damage from the attack, and a +2 penalty to his Armor Class for the next 2d6 hours A victim can only be affected once by the poison of a particular kalothagh within the same 24–hour period.

Though kalothagh are not devoid of intelligence, they seldom make coordinated attacks. They avoid potential enemies that are excessively large or appear to be especially ferocious. Because of their passive nature, kalothagh do not fight among themselves for prey; all kalothagh that bring down a victim share in the feast

Habitat/Society: Kalothagh can be found in all the oceans of Krynn, though they prefer warm waters to cold They make crude lairs in underwater caves or depressions in the ocean floors and line them with shiny gems collected from sunken ships or stolen from the treasure caches of other ocean dwellers. Kalo–thagh seldom stray more than a mile or so from their lairs

Thanks to their spines, mating always ends in the death of the male. Females lay 10d6 spiny eggs at once a process that always ends in the death of the female.

Ecology: The kalothagh has little commercial value-in fact, sailors consider a belly-up kalothagh floating on the surface to be an omen of economic disaster. Because of the weak poison that permeates its body, the kalothagh is inedible. Certain primitive tribes carefully snap the spines from dead kalothagh and use them for weapons. Some have attempted to use their air bladders as containers for liquids, but the bladders tend to decay within a few weeks after removal. The carnivorous kalothagh subsists on all varieties of prey.

Kaluk

CLIMATE/TERRAIN:	Temperate hills and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	11
THAC0:	10
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (9' tall)
MORALE:	Elite (13)
XP VALUE:	6,000



A greater spirit, the kaluk is a manifestation of human avarice and a scourge of the greedy.

The kaluk resembles an elephant that walks on it hind legs. Its frame is thinner than an elephant's, and it has a huge, protruding belly. A sparse layer of short silver hair covers its thick black hide, which has the texture of leather and smells like rotting meat. The beast has the legs and feet of an elephant, but its arms are those of a human powerhouse. Its fingers are blunt stubs that cannot effectively manipulate tools or weapons. It has ears like a hare, a trunklike snout, and two huge, bulging violet eyes with black pupils. Two crimson tusks extend from its mouth, curving outward to a length of 5 feet. It wears a sparkling cape of golden scales that brushes the ground when it walks.

The kaluk speaks the languages of all animals. It also speaks the trade language, and the languages of any humans common to the area it inhabits.

Combat: The kaluk is motivated by an insatiable lust for wealth. It continually seeks out human victims to rob. When a kaluk encounters a victim, it demands that he give up all of his gems, coins, and other treasure. The kaluk has no interest in weapons, unless they are made of precious metals or are encrusted with jewels. The beast has no interested in magical items, either, except enchanted jewelry or gems, such as a *pearl of the rising tide.* Victims who offer even token resistance are attacked without mercy.

The kaluk can make two goring attacks per round with its tusks, inflicting 2-12 (2d6) hit points of damage each. It can use *ESP* and *detect invisibility* at will. Three times per day, it can use *suggestion* and *steam breath,* as per the spells. It can envelope itself in a *stinking cloud* three times per day, extending to a radius of 10 feet. Once per month it can place an victim in *temporal stasis* (suspended animation) by touching the victim with its hand. There is no saving throw. The effects last until the magic is removed by *dispel magic* or the *temporal reinstatement* (the reverse of *temporal stasis).*

The kaluk is immune to all *charm, sleep,* and *hold* spells.

Habitat/Terrain: The kaluk has no permanent lair, roaming the hills and forests that border human settlements in search of victims to rob. Fearful of retaliation, it enters villages or cities only when wilderness victims are especially scarce.

Kaluk are asexual and do not reproduce biologically. When a kaluk nears the end of its 500-year life span, it seeks out a human who has led a life of greed and avarice. Sometimes a representative of the Celestial Bureaucracy will suggest a suitably greedy human to an aging kaluk. The kaluk tracks down its victim, places him in *temporal stasis,* and carries him to a secluded wooded area. The kaluk chants and dances around the immobile body for a full day. At the end of the day, the kaluk removes its horns and attaches them to the human's head. This triggers a transformation; the human becomes a new kaluk.

When the new kaluk appears, the old kaluk dies. Its aged flesh crumbles from its body, leaving only a pile of black bones. The new kaluk is obliged to bury the bones, digging a deep grave in the earth with its tusks.

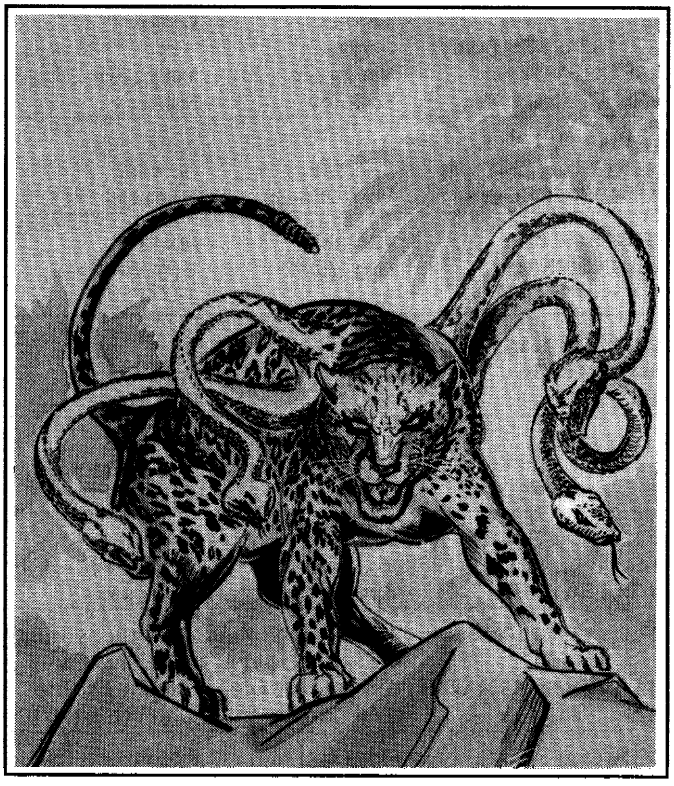
Humans can bribe a kaluk to leave them alone by presenting an offering of joss-paper. Joss-paper is a piece of parchment about 4 inches square, made from bamboo wood pulp and imbedded with pieces of gold leaf. If a kaluk who has ambushed a human is offered a section of joss-paper, the beast will accept the joss-paper and attach it to his cape. The kaluk then immediately loses all interest in the human and seeks out a stream or other reflective surface so that he can admire the new addition to his cape. Joss-paper is extremely difficult to manufacture; only characters with the paper-maker proficiency are able to make joss-paper of a quality that is acceptable to kaluk.

Ecology: The kaluk eats all the treasure it acquires, including coins, gems, jewelry, and magical items. All items are digested immediately. A defeated kaluk's body holds no treasure.

Many people consider the kaluk to be symbol of excess and self-indulgence. They sometime engrave a kaluk head on eating utensils, amulets, and pottery as a reminder to avoid gluttony.

A kaluk's arm or leg bone can serve as a *club +2.* If any tree branch is rubbed in the powdered tusk of a kaluk, it will function as a *divining rod* as per the spell for the next 1-4 days. A kaluk's golden cape may fetch as much as 10,000 ch'ien from collectors.

	Kamatlan	Kamadan
CLIMATE/TERRAIN:	Any tropical	Tropical jungle or forest
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (2-4)	Low (5-7)
TREASURE:	Nil	C
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4	4
MOVEMENT:	15	15
HIT DICE:	5 + 2	4 + 2
THAC0:	15	17
NO. OF ATTACKS:	7	9
DAMAGE/ATTACK:	1-3/1-3/1-8/ 1-4 (x4)	1-3/1-3/1-6/ 1-4 (x6)
SPECIAL ATTACKS:	Poison	Breath weapon
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (6'-7' long)	L 5′-6′ long)
MORALE:	Steady (11-12)	Average (8-10)
XP VALUE:	975	975



Kamatlan resemble large jaguars with two snakes growing from each shoulder. They are very likely related to displacer beasts.

A kamatlan's coat is generally medium yellow in hue, and is covered with dark spots. The snakes extend about three feet from its shoulders, and are sandy colored with a diamond pattern. A rattle, much like that of a rattlesnake, tips the kamatlan's tail, and rattles when the beast is frightened or otherwise agitated.

COMBAT: A kamatlan stalks its prey cautiously before attacking, though its rattle sometimes betrays its presence. The kamatlan is a fearsome opponent, hissing, growling, and rattling during battle. When it attacks, it uses its front claws and its bite, as well as the bites of the snakes. Victims bitten by a snake must make saving throws against poison at +3 or contract an incapacitating illness which has an onset time of 1-4 turns and lasts for 2-8 days.

HABITAT/SOCIETY: Kamatlan are relatively new additions to Maztica, having appeared in various places during the Night of Wailing. Presumably, they were spawned in some manner by Zaltec.

Kamatlan prowl the uncivilized parts of Maztica, and may be found in jungle, desert, or mountains. They climb and swim superbly, and spend a great deal of time in tree tops when in a forested area. They often stalk their prey for hours before pouncing.

Kamatlan are solitary and territorial, and they come together only rarely and briefly to mate. Mating may take place at any time of year. Two months after mating, the female lays 1-4 large, leathery eggs, which she buries in a shallow hole. The eggs hatch two months later, producing half-sized young with only 2+2 Hit Dice but all the attack abilities of an adult. The young mature in about six months.

ECOLOGY: Kamatlan have little to fear from other predators, except for those much larger like dragons and giants. Being a mixture of snake and jaguar, however, they provide excellent materials for hishna magic, and almost any part of a kamatlan's body can be put to use by a hishnashaper. Men, therefore, hunt them whenever they are discovered.

Kamadan: A relative of the kamatlan, the kamadan lives in parts of Toril other than Maztica. A kamadan resembles a large leopard, with a long body, a tawny coat, and rosette-shaped spots. Three green snakes, about three feet long each, sprout from each shoulder. A kamadan's tail is like that of any large cat.

The kamadan attacks much like its Maztican cousin, with claws, a bite, and its snake heads. The bites of a kamadan's snakes are not poisonous, but the creature does have a formidable breath weapon. Three times per day, a kamadan can breathe a cloud of sleep gas 20′ long and 10' wide. The effects of the cloud are much like those of a wizard's *sleep* spell; creatures with 4+3 or more Hit Dice are unaffected, and the cloud puts creatures totaling 2d4 Hit Dice to sleep. No saving throw is allowed against this effect, though it only affects those within the area of the gas cloud.

Kamadans hunt and reproduce much like kamatlans, with similar mating times and gestation periods. They seldom dig holes for their eggs, preferring to hide them under foliage.

These beasts are seldom prey, but have more enemies than their Maztican relatives. Their tongues make useful components for *sleep potions.*

Kani Doll

CLIMATE/TERRAIN:	Rural societies of any terrain or climate
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	As per the enchantment
DIET:	Nil
INTELLIGENCE:	Nil (0)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-12
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Continuous attacks
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6" tall)
MORALE:	Fearless (never checks)
XP VALUE:	35



In their usual form, kani dolls are created by members of primitive tribes to serve as simple good-luck charms; they have no life of their own However, when enchanted by evil forces, they become chillingly relentless killers.

Kani dolls are crude representations of humans and animals, most commonly constructed from wood, cloth, feathers, grass, and other cheap, easily available materials. A doll's form indicates its alleged charm—a rabbit doll, for instance, supposedly gives speed to its owner's legs, while a raccoon supposedly improves its owner's dexterity. The dolls are quite detailed; kani dolls in the shape of a bird are covered with hundreds of tiny feathers meticulously sewn into the cloth, while kani dolls in the shape of a rabbit are covered with actual rabbit fur.

In most cases, a kani doll has no actual magical properties and is no more useful than any other superstitious totem. However, it is possible to enchant the dolls to grant the charms represented by their forms. The power of enchanted kani dolls is directly related to the artistry of its creation. Many people can make attractive, authentic-looking dol!s, but the rituals required to actually charm a doll are known only to a few wizards in Krynn's most remote tribes. It takes about a month for a skilled creator to make a kani doll.

Certain tribal mages are able to enchant the dolls with evil forces. When a kani doll is perverted to evil, it attacks that which it has been charmed to enhance. Thus, a rabbit doll might try to chew its victim's hamstrings while a raccoon doll might mutilate its victim's hands Normal kani dolls are harmless and inanimate; the statistics listed above refer to the animated perversions.

The enchantments of kani dolls activate them at specific times. For instance, a cat doll might activate seven nights after it was given as a gift while a rabbit doll might activate only during a full moon

Combat: A kani doll always attacks with its mouth or beak. If it scores a hit, it inflicts 1d4 points of damage, then continues to chew, causing an additional 1 point of damage per round until it is destroyed or its purpose is achieved. Certain kani dolls might be instructed to protect a particular area from intruders, while others might be instructed to attack the first person or creature they see, pursuing if necessary. Since a kani doll has no mind, it knows no tear. Thus, it never checks morale, always pressing relentlessly to its target

The movement and Armor Class statistics listed above do not necessary apply to all kani dolls. These statistics can vary according to the craftsmanship of a particular doll and the materials from which it was made. A well-crafted rabbit doll might have a movement rate of 12, while a hawk doll made of feathers might be able to fly at a movement rate of 6 (B). A turtle doll might have an AC of 9, but crawl at a movement rate of 2.

Following are some typical dolls, their typical movement rates, and their ACs. Each doll's alleged charm is also listed (but the dolls don't actually have these properties).

Kani Doll Characteristics

Form	Alleged Charm	Movement	AC
Rabbit	Speed	12	10
Turtle	Safety	2	9
Hawk	Sight	Fl 6 (B)	8
Cat	Stealth	12	10
Great cat	Courage	15	9
Dove	Love	FI 3 (B)	8
Bear	Strength		8
Owl	Wisdom	FI 3 (B)	8
Raccoon	Dexterity	9	10
Human	Luck	12	10

Habitat/Society: Kani dolls can be found in the villages of primitive tribes throughout Krynn. The vast majority of dolls are harmless and inactive, when tribesmen discover the existence of evil dolls, they are immediately burned, burled, or cast into the sea. However, submerged or buried kani dolls remain active, ready to strike at anyone unfortunate enough to encounter them

Ecology: Aside from their use as good luck charms, some primitive cultures use kani dolls as toys for their children, or bury them with their dead to offer protection in the afterlife. Wealthy collectors have been known to pay vast sums for specific kani dolls to complete their collections.

Kappa

	Common Kappa	Kappa-Ti	Vampiric Kappa
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers	Tropical, subtropical, and temperate lakes and rivers	Tropical, subtropical, and temperate water
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Family	Solitary	Solitary
ACTIVE TIME:	Any	Any	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low to average (5-10)	Low to average (5-10)	Average (8-10)
TREASURE:	D	D	D
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1-6	1	1-2
ARMOR CLASS:	3/-2	3	0/-2
MOVEMENT:	6,Sw18	12,Sw36	9,Sw18
HIT DICE:	4	8	7+7
THAC0:	17	13	13
NO. OF ATTACKS:	2	2	3
DAMAGE/ATTACK:	5-10/5-10	10-20/10-20	5-10/5-10/1-6
SPECIAL ATTACKS:	Nil	Nil	Strength drain
SPECIAL DEFENSES:	Regeneration	Regeneration, camouflage	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' tall)	M (4'-5' tall)	S (3' tall)
MORALE:	Steady (11)	Steady (11)	Steady (12)
XP VALUE:	270	1,400	2,000

The kappa are a race of amphibious humanoids who live in freshwater lakes, ponds, rivers, and streams.

They are small creatures, standing about 2 feet tall and weighing about 20 pounds. All kappa have bent backs and a crouched posture. At a distance, they're often mistaken for small monkeys. A hard shell covers their backs.

Kappas are covered with scales–usually dark green with yellow splotches, but occasionally dull blue with yellowish brown accents. Both males and females have protruding pot bellies. They also have pouches near the base of their abdomens, like kangaroos. The kappa's feet resemble those of a snapping turtle, each with three webbed toes ending in hooked claws. Their hands are similarly webbed. Long, razor-sharp talons extend from their fingertips. Their heads are flat and plump, and their broad mouths are filled with multiple rows of hooked teeth. Their round, bright eyes are usually red or yellow. A transparent lid covers the eyes, enabling the creature to see clearly underwater. Most kappa have long noses resembling a bird's beak, but some have shorter, more humanlike noses.

Like other amphibians, kappa are cold-blooded. They are clammy to the touch, and smell vaguely of fish. With their unique lungs, kappa can breathe both water and air.

The top of a kappa's head is concave, forming a small bowl. The kappa fills the bowl with water from his or her home (a lake, river, or pond). This water is the source of a kappa's strength; if the fluid is spilled, he or she loses vitality. In emergencies, kappa can refill their head-bowls with fresh water from any source. A thin ridge of hair encircles the base of the kappa's head-bowl. The hair is usually cut short, but scholarly and artistic kappa let this hair grow long to symbolize their intellectualism.

Kappa speak their own language. Most adult kappa also can speak the language common to the area they inhabit.

Combat: Generally, a kappa's behavior is unpredictable and extreme. They delight in the discomfort of others, but they are usually polite at first, even to potential prey. So self centered are kappa that potential victims sometimes can placate them by complimenting their manners, appealing to their egos, and offering money and valuables. But if the kappa is insulted, hungry, or just plain ornery, it shows no mercy. In many areas of Kara-Tur, kappa are a major cause of drowning, since they enjoy ambushing unsuspecting victims and dragging them beneath the water.

Despite their small size, all kappa boast incredible Strength (18/00), which grants them a +3 bonus to their attack and damage rolls. In combat, they fight with their clawed hands, viciously rending their victims. Kappa prefer not to use most weapons, but may attack with daggers and darts if they're available. Some kappa arm themselves with rocks.

With their supple bodies, kappa move fluidly on both land and water. Their ease of movement and tough scales provide an admirable defense. They are difficult to harm from behind, since their protective shell gives them an AC of -2 for rear attacks.

Each kappa family has developed and mastered its own style of martial arts, including 1-6 special maneuvers in that style. These maneuvers commonly involve grappling and holding. They also include techniques that throw an opponent off balance and inflict maximum damage. Typical special maneuvers are Feint, Concentrated Push, Crushing Blow, Eagle Claw, and Great Throw.

Kappa are so proud of their prowess as hand-to-hand fighters that they often offer a victim the chance to wrestle. If the victim wins, the kappa will grant him free passage. If he loses, the kappa will drag him underwater and eat him.

One of the kappa's favorite contests is finger wrestling. The kappa and the victim link their smallest fingers while standing on the shore, then attempt to pull each other into the water. To simulate this contest, the kappa and the victim each attempt a "bend bars/lift gates" roll. The kappa uses his Strength of 18/00. If both wrestlers succeed or fail in a particular round, nothing happens. If the victim succeeds and the kappa fails, the victim wins and is allowed to go on his way. If the kappa succeeds and the victim fails, the victim has been pulled underwater.

About 10% of adult male kappa can cast spells. This talent is innate; the spellcaster does not have to memorize the spells. However, the kappa only can cast spells while he is within one mile of his home. The creature casts spells as if he were a wu jen whose level equals the kappa's Hit Dice. For example, a vampiric kappa with this ability has 7 HD; he casts as 7th-level wu jen. Kappa have access to any of the wu jen spells listed in the *Oriental Ad-*



ventures book, but they favor the water-based magic. All kappa are immune to water-based spells.

Kappa can regenerate 1 hp per round. Although a kappa cannot regrow a severed limb, he can rejoin it to his body if he is left undisturbed to rest for a period of 4-7 (1d4 + 1) weeks.

The kappa's most vulnerable point is his head-bowl. If this bowl is emptied, the kappa's powers are severely diminished. His Strength becomes normal; typically, that means it drops to 10. He also loses his ability to regenerate damage, and loses 2 hit points per round until the water is restored.

Emptying the head-bowl is not as likely as it may seem. Although kappa occasionally can be tricked into bowing (and spilling the water), the majority are too clever for this. In combat, the water can be spilled if the opponent makes a successful "bend bars/lift gates" roll for this purpose, or if he executes an appropriate martial arts maneuver.

About 5% of all kappa release a *death curse* when they die. The *death curse* is cast by the kappa's spirit on the opponents who defeated him in his final battle. Up to four opponents can receive the *death curse*. Each affected opponent must save vs. death magic exactly four rounds after the kappa's death. Those who fail their saving throws acquire a permanent -4 penalty to their attack and saving throw rolls; additionally, everyone within a 30' radius of a *cursed* character suffers a -2 penalty to their attack and saving throw rolls for as long as they remain within that radius. The *death curse* only can be lifted by a *remove curse* spell cast by a shukenja of 10th level or higher.

Habitat/Society: Kappa live in bodies of fresh water, making their lairs under rocks and bridges. They have an extreme aversion to salt water, and exposure to salt water for extended periods of time usually is fatal.

A kappa lair is often marked by a large stump or flat rock near the surface of the water. Usually, the landmark is concealed by a circle of high weeds or marsh grass. The kappa uses this stump or rock as a sunning spot. Under the water, a large rock or pile of stones conceals the entrance to the actual lair, which opens into a tunnel that leads to a small, water-filled cavern. A hole in the cavern floor contains the kappa's treasure, which comprises coins, jewelry, and magical items taken from victims. The treasure hole is concealed by a large stone.

A kappa family consists of 2-6 adult males with an equal number of females. The number of children equals the total number of adults. Mating is initiated by the females, who vigorously pursue the male of their choice until the male submits. A female lays 1-6 eggs every year, about half of which actually hatch. The mother keeps the eggs hidden in her pouch, and carries the young in her pouch for up to a year after they hatch. A young kappa grows quickly, reaching full maturity in about five years. They can walk, swim, and speak as soon as they hatch, however. Kappa live to be about 100 years old.

These creatures are oblivious to the problems and concerns of others–even members of their own families. A kappa rarely will come to the aid of endangered kin unless he himself would benefit. Before he will act, his own safety must be reasonably assured and he must be fairly confident that his efforts will lead to personal gain–such as treasure or food.

Humans who share an area with a kappa learn to throw food and trinkets into his water as an offering. These humans write the names of their family members on the gifts, so the kappa is aware of their source. On rare occasions, a kappa acquires a deep respect for a particular human who is especially helpful, deferential, or threatening; in such cases, the kappa may offer to teach the human some of its skills.

Ecology: Kappa eat humans, cows, and sheep when they can get them; otherwise they content themselves with fish. They are especially fond of horseflesh, and often attempt to drag these animals to their doom. Kappa also enjoy cucumbers and melons.

Kappa-Ti

Kappa-ti are larger, faster, stronger versions of the common kappa. Their Strength is 19 (+ 4 to combat rolls) and they grow to a height of 5 feet. They lack a protective shell. Common kappa find them repulsive. Kappa-ti always are encountered alone or in mated pairs. Their natural camouflage gives them a 75% chance of avoiding detection in the wild.

Vampiric Kappa

Vampiric kappa resemble common kappa in behavior, but they differ physically. Vampiric kappa are somewhat taller and weigh slightly more, and their eyes glow with a red fire. Their scales are tougher and more resilient. On dry land, the agile vampire is significantly faster. Vampiric kappa also tend to be more intelligent.

Vampiric kappa share the strength and cunning of common kappa, as well as their spellcasting abilities. In addition, vampiric kappa can make biting attacks. Once a successful bite has been scored, a vampiric kappa retains its grip, draining 1 point of Strength each round (but causing no further damage). This grip can be broken in three ways: by slaying the vampiric kappa, emptying its head-bowl, or making a successful "bend bars/lift gates" roll. If the victim's Strength reaches 0, he is slain.

Any victim of the kappa's bite has a 50% chance of contracting a debilitating disease. This disease causes the loss of 1-3 Strength points per day until cured, or until the victim dies. If the disease is cured–by *cure disease* or a similar spell, for example–the victim recovers 2-3 Strength points per day of rest.

Vampiric kappa seldom live in families with children. They dwell alone or with a mate. They prey on any living creatures they encounter, including other kappa.

Kazgaroth

Minion of Bhaal

CLIMATE/TERRAIN: Any (Moonshaes)
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High
TREASURE: See below
ALIGNMENT: Chaotic evil
NO. APPEARING: 1
ARMOR CLASS: 0
MOVEMENT: 15
HIT DICE: 16 (120 hp)
THAC0: 5
NO. OF ATTACKS: 4
DAMAGE/ATTACKS: 1d12(×2)/3d10/1d8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 60%
SIZE: G (18′ tall, 50′ long)
MORALE: Fearless (19)
XP **VALUE:** 19,000

In its true form, Kazgaroth resembles a huge tyrannosaur with forelimbs that, while still short, match the rest of its body and allow the Beast to run on all fours if it wishes. When traveling in this manner, consider Kazgaroth's movement rate to be 18.

The Beast possesses a broad, powerful, scaly body and tail with a maw that drips mildly acidic saliva (the acid is taken into account in the bite's damage). Its massive hindlegs end in heavy, clawed feet. In this form (and in other forms if the Beast loses self-control), Kazgaroth's beady eyes glow a fierce red.

Combat: While the Beast prefers to engage its foes through trickery, deceit, and the use of mortal pawns, Kazgaroth revels in the bloodlust of combat when it arises. In this form, the Beast attacks with its two clawed forelimbs and its vicious bite. Further, the Beast uses its tail to attack anyone it finds itself in melee with; damage from the tailslap is 1d8. Any being struck by the tail must make a Dexterity check with a -5 penalty or be knocked off his feet. The prone figure can regain his footing in the following or subsequent rounds, but can take no other actions during that round.

Kazgaroth can be struck in combat only by magical weapons of +2 enchantment or better. The Beast's Magic Resistance applies to all wizard and priest spells, except those cast by neutral clerics whose powers concern maintaining the balance of nature. For example, spells cast by druids or priests of Chauntea would affect Kazgaroth normally.

The Beast can *shapechange* at will. Kazgaroth has been known to assume forms such as a bull, a snake, and a gargoylelike creature. Kazgaroth also can assume the form of specific, well-known individuals, such as it did with the Northmen king Thelgaar Ironhand, after the Beast consumes the original being. Kazgaroth cannot assume the form of any creature larger than itself-but then, it really doesn't need to.

Kazgaroth also possesses several special abilities, the first of which is the ability to constantly *detect magic* and *detect invisibility* within 100 yards of itself, limited by vision. The second ability is to *cause lycanthropy* with its bite. The breed of lycanthrope matches the ethical element of the victim's alignment (lawful, neutral, or chaotic), but is always evil. Therefore, lawful (good, neutral, or evil) victims could become wererats, neutral (good, true neutral, or evil) might become werebats, and chaotic (good, neutral, or evil) individuals may become werewolves (or werefoxes if the victim is female and has elf blood). Kazgaroth can cast a *permanent charm* on one victim within 10′ of itself. A side effect of this charm is that once per week, the charmed being must successfully save vs. spell or permanently lose a point of Charisma (to a minimum score of 3), due to the effects of the Beast's vile magic on the being. Once per week, the Beast also can cast a death spell.

Kazgaroth's final offensive power is perhaps its most insidious. A corrupted form of the *mass charm* spell, this ability transforms a troop (up to 500 persons) of living beings into the undead minions of Bhaal known as the Blood Warriors. See their entry in this section for more details on their most recent incarnation, the Blood Riders.

Kazgaroth is an integral component of the Moonshae Isles (see "Ecology" below) and if slain, returns in 3d6 years. Only the now-lost *sword of Cymrych Hugh* could permanently kill the Beast.

Habitat/Society: Kazgaroth is unique to the Moonshae Isles. With his *shapechange* ability, the Beast can assume forms that allow him to travel any-



where in the Isles quickly and unobtrusively.

Kazgaroth is venerated by the firbolg giants of the Isles. These variants of "traditional" firbolgs use the normal statistics for their race, but they are chaotic neutral in alignment and are misshapen and unrelentingly ugly. Under the Beast's leadership, these powerful creatures did much evil to the good Ffolk of the Moonshae Isles (see "History" below).

Ecology: As a supernatural creature, Kazgaroth draws power from the death, decay, and corruption it causes. In its most recent appearance, this power was mainly derived from a Bhaal-corrupted Moonwell, one of the sites sacred to the Earthmother and her druids. It is from this same Darkwell that Bhaal's avatar later entered the Realms, only to be defeated by Tristan Kendrick, Newt the faerie dragon, and the other heroes of the Moonshae Isles. Beyond this link to the mortal world of the Realms, the Beast plays no role in the life of the Moonshaes beyond being a tool with which to upset the Balance of the Earthmother's domain.

History: The origin of Kazgaroth the Beast lurks in the long-lost past of the Moonshaes, nearly as distant as that of the Earthmother herself. Over the centuries, Kazgaroth has arisen many times to upset the Balance and wreak havoc across the Isles.

In 1345 DR, the Beast made his last recorded appearance. Born again into the Realms from the Bhaal-corrupted Moonwell (now called the Darkwell), Kazgaroth set his plans into motion. Calling upon the firbolgs to begin depredations of their own, Kazgaroth became wise in the ways of the Ffolk, using his shape-shifting ability to pass unnoticed amongst them.

Making his way to Myrloch Vale, the Beast corrupted the druid Trahern of Oakvale, making the hapless mortal a minion of Bhaal. Through the druid, Kazgaroth was able to learn the druids' plan to counteract the Beast's own plans to destroy the Balance. The Beast first killed and took the form of a woman named Meredith, then used this attractive shape to seduce and infect the guardsman Erian with lycanthropy. The werewolf that Erian would now become also would serve Kazgaroth and Bhaal.

Next, the Beast viciously killed and began impersonating Thelgaar Ironhand, the mightiest king of the Northmen that lived on the Isles. Now in the role of this leader, Kazgaroth revoked Ironhand's previous peace-loving policies and built the assembled Northmen into a conquering army bent on ravaging the island of Gywnneth, home of the Kendrick line of kings. Kazgaroth also used its corrupting mass charm ability to transform the Northmen's only cavalry unit, the Blood Riders, into his pawns. Meanwhile, the Beast's firbolgs fed tons of coal into the Darkwell, further polluting it. The giants also captured Kamerynn, one of the Earthmother's Children.

Kazgaroth, as Ironhand, sailed forth with its Northman army in specially modified longships. Each vessel now carried a heavy, piercing ram on its bow, for the Beast knew another of the Earthmother's Children, the Leviathan, would sense its presence and seek to end the blight Kazgaroth's presence brought. Indeed, the great aquatic mammal sunk a full third of Kazgaroth's duped Northmen fleet, but eventually succumbed to the rams and a huge harpoon hurled by Ironhand/the Beast itself. Power flowed into Kazgaroth from the destruction of the Leviathan, and the Beast now fought to control the human form which was barely capable of holding such potency.

Kazgaroth/Ironhand sailed on while part of the Northman fleet sailed a different route, landing on

Gwynneth and looting and pillaging, driving a great mass of refugees before them. Part of the Beast's plan was for a portion of the Northman army to use mountain passes (guided by Trahern) to get ahead of the refugees and slaughter them all between the two Northman groups.

Meanwhile, Erian the werewolf fought and defeated the leader of the Earthmother's Pack, a gathering of all the wolves of the Isles. Erian then used this collective Child of the Earthmother against her. Soon, Kazgaroth landed his fleet at Corwell, laying siege to both the town and Caer Corwell that overlooked it.

Kazgaroth could sense the presence of the heroes within the Caer, especially Robyn, the young woman who was discovering her considerable druidic powers. The Beast attacked, but the young druid, a cleric named Friar Nolan, and Prince Tristan Kendrick forced Kazgaroth to flee. Tristan Kendrick's moorhound, Canthus, blessed by the Earthmother, managed to defeat and kill Erian and he led the Pack on a long trek to Corwell.

Now, the Northmen, the firbolgs, the Blood Riders, and Kazgaroth worked to bring Corwell to its knees. The heroes of the Moonshaes, however, stood firm. The heroes turned back the firbolgs at the Caer's gatehouse and, enraged at the sight, Kazgaroth's control snapped. Resuming his true form, the Beast slew the fleeing giant-kin with a blast of magic, then managed to regain Thelgaar Ironhand's form. As the Pack led by Canthus fiercely attacked the Northmen army, Tristan Kendrick and Kazgaroth/Ironhand met in battle. The Beast could not stand the touch of the *sword of Cymrych Hugh* and fled the field while one of the Blood Riders made off with the young druid, Robyn, whom he intended to sacrifice to his dread lord, Bhaal.

The heroes pursued the Blood Riders and managed to prevent the sacrifice, defeating them in the process. Reunited, the heroes tracked the Beast back to the Darkwell where they engaged him in battle. Strengthened by the Darkwell, Kazgaroth killed most of the heroes before Tristan, wielding the sword of *Cymrych Hugh,* destroyed the Beast.

The Earthmother returned all but one of her heroes to life after the battle, but the Beast too lived on, after a fashion. The *heart of Kazgaroth,* a black, stonelike object of potent magical powers was recovered by Trahern and eventually found its way into the hands of HOBARTH, a powerful cleric of Bhaal.

CLIMATE/TERRAIN:	Tropical to subarctic/Forests
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	15 (6 climbing)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11-12)
XP VALUE:	650



Kech are forest fiends that prey on humans and demihumans.

A kech is monkey-like in gait and appearance, with a fang-filled mouth, protruding lower jaw, and fiery blue eyes. The frame is slim and finely muscled. Kech are equally at home in trees or on the ground. Their toes are long and prehensile, enabling them to grasp limbs and swing from branch to branch. In trees kech move 60 feet per round. On the ground, kech run like baboons, using their knuckles and back legs to spring after opponents. Their skin is tough and leathery, with leaf-like wrinkles and a natural green camouflage coloring. Kech have average intelligence but are cunning and crafty. They speak their own language, common, and a smattering of local tongues.

Combat: Kech are wily hunters. They move through forests with a 50% chance of absolute silence. This, combined with their natural coloring, imposes a −5 penalty to opponents' surprise rolls.

They prefer traps to outright attacks, constructing pit falls, snares, and so forth, to catch unwary travelers or weaken large parties of adventurers. Kech speak common clearly and sometimes fake cries for help to attract their victims. In melee, kech deliver a vicious bite while raking and tearing with their two front claws.

Kech respect but do not fear humans and demihumans. They prefer lone targets but will attack a large, well-armed party at night. During combat, kech usually concentrate on one or two members of the party (most likely the guards), trying to dispatch them quickly before the others awaken. The kech then disappear into the forest dragging their kill with them.

Kech pass through the forest almost without a trace. There is only a 50% chance, at best, of a ranger being able to follow a fresh kech trail (-25% per hour).

Habitat/Society: Kech bands roam all woodlands from tropical rain forests to subarctic pines. A band contains 2d4 adults and 1d3 young (noncombatants).

Kech prey on human and demihuman forest settlements, which they find by tracing trails and paths back to their sources. When a kech band finds a village, they immediately build a tree nest three to five miles away. At night, kech adults leave the nest, prowling along the trails leading into the village, and setting up snares. Their victims are usually lone workers, wandering elderly, or young couples out on late-night strolls.

Kech hunt an area until they make four or five kills, then move on before armed resistance develops. The kech band follows one of the roads leading from the settlement in hopes that it leads to another village.

Young kech cling to the backs their elders while traveling. At night, when the adults hunt, the young stay hidden in carefully camouflaged tree nests. Tree nests are 90% invisible from the ground, so kech rarely leave a guardian behind.

Most kech bands live evil lives. These beasts kill and maim deliberately, terrorizing nearby settlements and tormenting their victims for pleasure before killing them. Occasionally several evil bands join together to rampage through a settlement. These attacks always occur on cloudy or moonless nights. Rampaging bands show no mercy and sometimes slay entire villages.

A few kech bands (10%) may be neutral instead of evil.

Ecology: Neutral kech prey on humans, elves, and half-elves. If starvation is imminent they'll also eat orcs. Evil kech eat all of the above along with monkeys, gorillas, carnivorous apes, and other kech.

Kech bands keep their numbers small, to match the food source in the area. A band that grows too large will split into two smaller units.

Kech are not deliberately hunted by any carnivore because they are too elusive to provide a steady food source. Still, humans and demihumans sometimes kill kech for their leathery skin. The skin of a kech, when carefully tanned, makes an especially thick and durable set of leather armor (treat as AC 7).

Kech keep no treasure, but their nests sometimes contain items from previous victims. They live 40 years on average.

Climate/Terrain:	Any, the Outlands
Frequency:	Very rare
Organization:	Group
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	Individual K,L,M
Alignment:	Lawful neutral
No. Appearing:	3–6 (d4+2)
Armor Class:	6
Movement:	15
Hit Dice:	4+4
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d8+2
Special Attacks:	Poison, thief abilities
Special Defenses:	Spell immunities
Magic Resistance:	40%
Size:	M (5′–6′ tall)
Morale:	Fearless (19–20)
XP Value:	1,400

Who are the keepers? What is it they want? The scholars of the planes've been baffled by these questions for centuries. It seems every tout's got a chant to rattle about the keepers, but none of 'em really know the dark. All any basher knows for sure is that the keepers show up in the oddest places at the strangest times, demanding information or issuing orders of silence to people just going about their business. It's said that sometimes the keepers do more than rattle their bone-boxes; every now and then a sod who gives the keepers the laugh ends up lost where he won't ever come back.

Here's a tale told about the keepers: A long time ago, a high-up Guvner learned something about the multiverse that no one should ever know. It doesn't really matter what the dark of his knowledge was — depending on who's telling this story, it could've been just about anything, but most versions claim that the Guvner learned how to *find* entire new universes just by thinking about them. It was something dangerous and accessible to anyone who had the dark of it, so this Guvner decided to make sure that he was the only blood who ever knew how to pull off the trick. So he *found* a universe where the keepers existed and brought them back to set them after his enemies and rivals.

At first, the keepers did just what he wanted them to. After all, the Guvner'd just about invented these cutters out of whole cloth, and they were grateful in their own way. But this Guvner got careless with his orders. "Make sure no one ever discovers how you got to be here," he told them, and the keepers obliged by killing him.

When this Guvner disappeared, he'd already called over hundreds or maybe thousands of keepers and set them to doing his work. Each one had been given a different job. See, this Guvner was using the keepers to find things out for him, and to make sure that things he wanted kept dark stayed that way. So after the keepers'd killed him, they were stranded here with nothing but their old commands to tell 'em what to do. People say the keepers're still running on those ancient orders as if on some sacred mission, seeking knowledge and then silencing anyone else as tumbles to it.

Keepers look human enough at first glance, but their skin's grayish and too shiny, and their movements and gestures are all off. It's as if their bones're put together differently, jointed in the wrong places. Keepers always wear heavy, voluminous clothing that reveals nothing but their hands and faces. They're also noted for wearing dark-lensed spectacles or eye shades of some kind, as if they can't stand bright light.

If a cutter were ever to get a look at what's under the lenses and clothes, he'd find that a keeper's body is disturbingly rubbery and malleable, without any features whatsoever. Toenails, fingernails, body hair, musculature — nothing shows. It's all smooth, gleaming gray skin. Underneath their lenses, their eye sockets are blank flesh.

Keepers have a disturbing, abrupt manner to them. They don't understand human customs or etiquette very well, and are either too polite or disgustingly rude. When trying to acquire information from a cutter, they're overbearing and insistent, and can try anything from threats to bribery to theft of items that interest them. When they're trying to suppress information, they'll commonly add murder to their tactics.

Combat: Keepers like to develop a tactic and stick to it. If they've previously decided to talk their way through an encounter, they'll continue attempting to communicate and avoid physical conflict long after most cutters would've given up. If they've decided that fighting's called for, they strike without warning and do everything in their power to silence their chosen target permanently. Keepers'll try and try again until destroyed rather than contemplate a change in strategy.

Keepers are surprisingly strong (base 18 Strength), despite their soft and slightly amorphous musculature. In combat, they're able to effect rudimentary changes in their bodies to mimic weapons such as maces or swords. In battle, a keeper's arm might elongate and develop a steel-hard edge, striking like a long sword, or it might transform into a mace-like knot of dense muscle and bone around the fist. Whatever the weapon form, it strikes for 1 to 8 points of damage, +2 for the keeper's Strength bonus.

Keepers have the ability to spit mild poison to a distance of 20 feet. This requires a normal attack roll, and if the target is hit, it must make a successful saving throw versus poison or be effectively *slowed* for 2d6 rounds. (The victim isn't really *slowed* per the spell, but the combination of nausea and nerve spasms has a similar effect.)

Despite their lack of eyes, keepers see perfectly in any light conditions. A keeper's as skilled as a true knight of the post in some of the stealthy arts. It has the following thief ability scores, and can backstab surprised or unaware opponents for triple damage.

PP: 40% OL: 35% MS:75% HS: 75% CW:95%

One last thing a cutter ought to know about keepers: Don't expect to take one prisoner. If the creature's about to be captured, or loses control of its faculties, its body discorporates. In one round the keeper's nothing but a greasy pile of gelatinous lumps on the floor. Keepers save at +4 versus any mind-affecting spell such as *command, charm,* or *domination;* if they fail their save anyway, they discorporate as noted above.

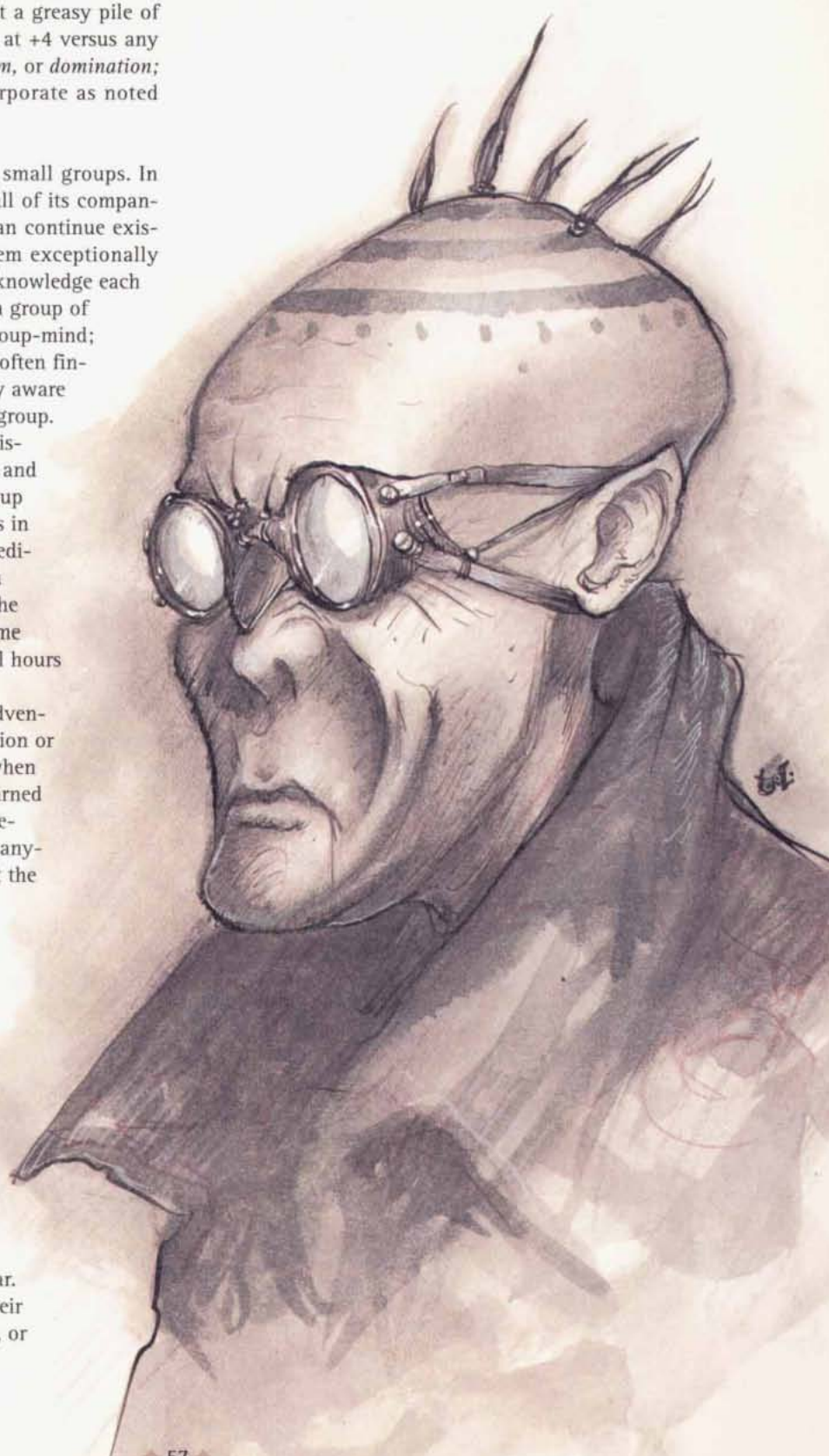
HABITAT/SOCIETY: Keepers always appear in small groups. In fact, a keeper who's survived the death of all of its companions is 50% likely to discorporate rather than continue existence alone. Despite this, keepers don't seem exceptionally attached to each other, and in fact barely acknowledge each others' presence. Some sages speculate that a group of keepers possesses some form of telepathic group-mind; this seems to be a good guess, since keepers often finish each other's sentences and seem instantly aware of events that befall other members of their group.

Keepers appear to live only for their "mission" (presumably the pursuit of knowledge) and ignore all other forms of socialization. A group of keepers visiting an inn will eat their meals in total silence and retire to their quarters immediately afterwards. It's unnerving to look in on keepers in the middle of the night and find the whole group sitting absolutely still in the same poses and relative positions they held several hours before.

Keepers're likely to get involved with adventurers when the PCs stumble across information or events the keepers're trying to suppress, or when the keepers decide that the PCs may have learned something they need to know. They can be remorseless enemies, but a keeper's interest in anything ceases absolutely once it's decided that the matter doesn't relate to its mission anymore.

ECOLOGY: Clearly, keepers originated on some world where the rules were different. Their body structure and strange mind processes are indications of their unusual derivation. Most of their normal life functions are performed in a crude attempt to "blend in" with the population around them, but they often don't get it right. For example, a keeper might observe some people drinking ale in one corner of a tavern, and then drink in imitation — whether its mug holds ale, lamp oil, or hot tar.

No one knows how keepers replenish their numbers. No one's ever seen a young keeper, or even a female keeper. Questions directed at keepers are likely to be answered with a flat, silent stare.



CLIMATE/TERRAIN:	Tropical subtropical, and temperate/Plains, forests, jungles, hills, and mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (6–18)
TREASURE:	Varies (typical individual: O, X; typical lair: P, M, Q, X)
ALIGNMENT:	Varies, but usually lawful or chaotic neutral

NO. APPEARING:	1–20
ARMOR CLASS:	8 (10)
MOVEMENT:	6 (9)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3′–4′ tall)
MORALE:	Fearless (20)
XP VALUE:	Varies



Kender are diminutive humanoids who are insatiably curious and utterly fearless, with an uncanny knack for getting into trouble.

Kender resemble human children, though more heavily muscled. Males are typically 3′ 7″ tall and weigh 75 pounds; females are slightly smaller. Adult kender rarely exceed four feet tall or weigh more than 100 pounds. Kender have distinctive pointed ears that give them an elven appearance. They have sandy blonde, light brown, dark brown, copper-red, or red-orange hair, usually worn long with many varieties of braids and ponytails. Feathers, ribbons, flowers, and other colorful items are often woven into their hair. Kender are fair–skinned, but they tan quickly, becoming dark brown by mid–summer. Their eyes are variously pale blue, olive, light brown, and hazel.

Kender have been called wizened because of the fine network of lines that creases their faces beginning at age 40. Their facial expressions are quite intense; no one seems as happy as a joyful kender or as miserable as a weeping one

Kender clothing varies widely, but tends to be colorful and bright. Soft leather is a particularly favored material for clothing, especially if dyed bright colors and tooled with designs. Kender carry a mind–boggling assortment of small items in their pockets and belt pouches, such as bird feathers, animal teeth, rings, string, handkerchiefs, small tools, pet mice, oddly shaped twigs, foreign coins, and bits of dried meat. Anything that conceivably could hold a kender's attention for more than a few seconds will likely find its way into his pocket, with or without the actual owners permission.

Combat: Kender fight hard and relentlessly, sometimes coming up with unexpected tactics that can carry the day for their companions. They are immune to all forms of fear, including magical fear, and make saving throws against spells and poison with a +4 bonus. When alone and not outfitted in armor, kender cause a -4 penalty to opponents' surprise rolls.

The kender's most effective defense is their ability to enrage opponents by taunting them with verbal abuse. Any creature taunted by a kender for one full round must roll a successful saving throw vs. spell or attack wildly for 1d10 rounds at a -2 penalty to attack rolls and a +2 penalty to Armor Class.

Kender employ a variety of weapons, and receive a +3 attack roll bonus when using slings or bows. Their favorite weapon is the hoopak, a special combination of a bo staff and staff sling. Made from resilient wood, one end of the hoopak is forked like a slingshot and has a leather pocket mounted between the forks. The other end is pointed and shod with metal or hardened by fire. When used as a sling, it causes 1d4 + 1 points of damage against small opponents and 1d6 + 1 points of damage against large opponents. When used as a staff, it causes 1d6 points of damage against small opponents and ld4 points of damage against large opponents

Most kender do not tolerate armor any heavier than leather or padded. Some may use ring mail or studded leather, but only for short periods. If an adventuring party is lost in the wilderness, kender have a 50% chance of determining the correct direction to

Habitat/Society: The basic unit of kender society is the family consisting of parents and their children A kender child stays with his parents until his early 20s, at which time he becomes subject to wanderlust. A kender experiencing wanderlust is overwhelmed by his natural curiosity and desire for action he is compelled to wander the land as far as he can go. Wanderlust may last until the kender reaches his 50s or 60s, at which time he enters a life–phase called rooting—a compulsion to settle down with a mate and raise a child or two. This cycle of wanderlust and rooting is responsible for spreading kender communities across the continent of Ansalon.

Kender seldom have more than two offspring. A second child is never conceived until the first leaves home with wanderlust. Thus the parents give their undivided attention to each child.

An entire kender family lives in the same house, usually no more than a single room, comfortably furnished with stuffed cushions and wooden furniture. Building materials include whatever is available; kender have developed quite a knack for creating attractive homes from odd collections of stone, wood, brick, and thatch. No kender home contains locks of any kind.

Kender communities are democratic to the point of anarchy–every citizen is more or less allowed to do whatever he pleases. Kender see no reason to impose their views on anyone else. Since

evil kender do not exist, there is little need for laws or a formal government. When an emergency arises that requires cooperation from the kender, they do so naturally; with minimal preparation, they can become a formidable, unified group.

This is not to say that the idea of government is totally without its appeal for kender. They have experimented with every conceivable form of government and are more than willing to give any new type a chance. They also follow any leader for as long as he remains interesting. Owing to the kender's low tolerance for boredom, a new government or new leader seldom holds their attention for more than a few days.

There has never been a standing kender army. The occasional invaders attempting to occupy a kender village quickly became discouraged: not only were the kender tearless fighters, there was nothing much of interest in the village worth plundering, and the kender made hopelessly inept slaves. In fact, most kender find an enemy occupation to be a tremendous boost to the local economy, since the invaders always bring such interesting things for the kender to "handle."

Though always welcome, non-kender visitors seldom stay longer than a week in a kender village—life among the kender is just too frustrating. It is not uncommon for a visitor to be relieved of all of his possessions within a few hours. Visitors are pelted by a constant barrage of questions and rambling, pointless stories.

Kender can be endearingly charming or shockingly vulgar. They are natural extroverts and enjoy making new acquaintances.

Though most are personable and friendly, they can also be obnoxiously talkative and nosy. Since kender do what they want when they want to do it, they resent being given orders. At the same time, kender are quite sensitive and can be easily hurt by indifference or intentionally cutting remarks.

Kender treasure their friends; if a kender's friend is injured or slain, the kender is usually overcome with grief and despair. Death is only meaningful to a kender when it comes to one whom the kender knows and loves, such as a family member or an adventuring companion, or when it strikes innocents, such as the victims of warfare or a natural disaster. In these cases, the anguish felt by the usually cheerfully kender is heart wrenching to behold—the depression lingers for days or even months after the event.

The concept of delayed gratification is alien to kender. They thrive on excitement and yearn for new adventures. Some kender believe that evil creatures are condemned to an afterlife where they will be bored for all eternity.

The kender's innate fearlessness gives them remarkable confidence. They remain calm and carefree even in the most life-threatening situations. The combination of fearlessness, uncontrollable curiosity, and impulsiveness invariably gets them into trouble, as they are forever peeking into dark corners and forging ahead into unexplored places. Kender often allow their curiosity to overcome what common sense they possess, especially when encountering an unusual monster. When a kender displays an uncommonly sensible attitude in a dangerous situation, it is probably because he realizes that death means never doing anything interesting again.

Kender have a unique approach to personal property and theft. Their intense curiosity feeds their desire to know how locks can be opened, how to listen in on other's conversations, and how to reach into pockets to find interesting things to look at. Thieving comes naturally to kender, and they see nothing wrong with it; what others might call "stealing," kender call "handling." Kender do not steal for the sake of profit, since they have little concept of value; they are just as happy with a chunk of purple glass as they are with a glittering diamond. Often they pick up an item out of curiosity and forget to return it. If caught red-handed with another's property, they offer an amazing range of excuses: "I forgot I had it. " " I found it." "I was afraid someone else would take it." More often than not, kender believe their excuses to be the truth Ironically, kender dislike the idea of someone deliberately taking an item without the owner's permission; to be called a thief is considered a base insult.

Kender cannot learn to cast wizard spells because of their innate magical resistance, a legacy of their creation

No evil kender are known to exist.

Ecology: Most races shun kender, finding their personalities and societies hard to tolerate. On the other hand kender have no prejudices and welcome the opportunity to socialize with outsiders, finding their customs and habits to be quite fascinating.

Kender are as curious about food as they are about everything else, and they consume anything that looks remotely edible. They are actually quite skilled chefs, and two of their recipes account for their only tradable goods. One is called dew drink, an alcoholic beverage distilled from sundews, gold in color with the flavor of honey. The other is called kender pak, a nutritious sweetbread made from six different grains, which tastes like caramel and cinnamon. A loaf retains its freshness for two months and is equal to two weeks rations. Since kender are notoriously poor businesspeople, they seldom receive more than a few worth less trinkets in exchange for these products

Kender are fond of pets, the more unusual the better Cats dogs, and small birds are common but so are worms beetles, and toads. Kender rarely use mounts, preferring to walk even over long distances.

Kender Class Limits

Class	Max. Level
Warrior	
Fighter	5 *
Ranger	5 *
Paladin	N/E **
Solamnic Knight	N/E **
Wizard	
Mage (Renegade)	N/E **
Illusionist (Renegade)	N/E **
Wizard of High Sorcery	N/E **
Priest	
Cleric (Heathen)	6
Druid (Heathen)	5 *
Holy Order of the Stars	12
Rogue	
Thief	Unlim
Bard	N/E **

* Kender who manage to gain 17 Strength can reach 6th level.

** N/E means not eligible for that class.

Kender initial ability rolls are modified by a -1 penalty to Strength and a +2 bonus to Dexterity. Kender who are not thieves have a base 5% chance to perform any thieving skill except reading languages (no chance) and climbing (base 40% chance); these chances never improve except for Dexterity and racial modifiers (kender are treated as halflings with regard to climbing). The minimum and maximum ability scores for kender are as follows:

Ability	Minimum	Maximum
Strength	6	16
Dexterity	8	19
Constitution	10	18
Intelligence	6	18
Wisdom	3	16
Charisma	6	18

Kenku

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (D)
HIT DICE:	2-5
THAC0:	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	M (5'-7' tall)
MORALE:	Elite (13)
XP VALUE:	2 HD: 175 3 HD: 420 4 HD: 650 5 HD: 975



Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races.

The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack. Height ranges from 5 to 7 feet. The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Combat: All kenku have the skills of 4th-level thieves. They are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws (two attacks for 1d4 points of damage apiece) and their beak (1d6 points of damage). If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe. All kenku have well-developed disguise skills. They have a 50% chance of passing for human, although their disguises often have telltale large noses.

A 3-Hit Die kenku has one 1st-level wizard spell, usually *magic missile*. Once each 30 days a kenku can shape change and retain that shape for up to seven days. A 4-Hit Die kenku has an extra 1st-level spell, often *shocking grasp*. They gain the innate ability to become invisible with no limitation on duration or frequency of use. A 5-Hit Dice kenku leader gains an additional 2nd-level mage spell, usually *mirror image* or *web*, and the innate ability to *call lightning* (the same as the 3rd-level priest spell).

Habitat/Society: Kenku are a secretive race that lives among the human and demihuman races without the bulk of the population ever being aware of their presence.

If a group of kenku is encountered, the group's size determines its composition. A group of five or fewer contains two 2-Hit Dice and three 3-Hit Dice kenku. A group of six or seven has a leader with 4 Hit Dice, three kenku with 3 Hit Dice, and the rest have 2 Hit Dice. A group of eight kenku adds a supreme leader of 5 Hit Dice.

Kenku do not speak; although they may give out bird-like squawks, these are gibberish. Kenku apparently communicate with each other telepathically. They are adept at symbols, sign language, and pantomime.

Kenku may appear to be friendly, helpful, and even generous. They freely give treasure to humans and demihumans, but it is rarely genuine and crumbles into dust within a day. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided. As a rule of thumb, kenku have only a 5% chance of actually helping people.

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities, including individuals of 6 Hit Dice or more and with greater magical powers.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1-Hit Die kenku. At this point they can begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku (3 Hit Dice or less) are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshipers's offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humans and demihumans as a source of revenue.

Ecology: Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

Kercpa

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average to High (8–14)
TREASURE:	Nil
ALIGNMENT:	Neutral to Chaotic good

NO. APPEARING:	3–12
ARMOR CLASS:	3
MOVEMENT:	9, Cl 15
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 weapon or 3 bow
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Surprise (–5), +4 with bows
SPECIAL DEFENSES:	Surprised only on 1, save as 7 HD (Dex 19 bonus); dodge missiles
MAGIC RESISTANCE:	Nil
SIZE:	T (1'–1½' tall)
MORALE:	Steady (12); with elves Elite (14)
XP VALUE:	1 HD: 65
	2 HD: 120 Shaman 1–4: 175
	3 HD: 175 Shaman 5th: 270
	4 HD: 270 Wizard: +1 HD



The kercpas, a reclusive race of intelligent squirrel-folk, inhabit dense forests far from human civilization. Shy of most races except elves, and skilled at remaining undetected, these small archers are rarely seen, even when their homes are nearby.

Only a foot to eighteen inches tall, kercpas look like large red squirrels (*sciuridae tamiasciurus*), complete with bushy tails that help them keep their balance as they move along slender tree branches. Their eyes are brightly intelligent and green or hazel, though blue is not unknown. Their garb is similar to that of wood elves—green, russet, tan, and dark brown—enabling them to blend in with their surroundings. They do not cover their hands or feet, for this would impede their climbing. In the trees, they are as nimble and acrobatic as normal squirrels, running and leaping from branch to branch astonishing grace and ease.

Kercpas speak their own chattering language, and many speak the languages of other forest races: sylvan or wild elvish, treant, pixie, and so on. About one in ten know at least a little of the common tongue. Among themselves, kercpas can signal (using system of whistles and bird calls) to 100 yards distance.

Combat: Kercpas are peaceful by nature. However, they are quite able to defend themselves, their homes, and their elven allies with a skill that belies their small size and rather harmless appearance. If motionless in forest terrain, they are 90% likely to remain unseen. Their great stealth in woodlands imposes a –5 penalty on others' surprise rolls. Their own keen senses mean they are surprised only on a roll of 1.

Though they never wear armor, their size and phenomenal agility combine to give kercpas an excellent Armor Class of 3. They make all saving throws as 7 Hit Die creatures—adjusted, when applicable, as if by a Dexterity of 19 (–4). Further, a kercpa can try to dodge any missile directed at it, provided that it could see the attack launched. A successful saving throw vs. death magic (modified by Dexterity) means the kercpa successfully dodged the attack, regardless of the attack roll. A kercpa can dodge up to two missiles per round in this way.

If forced into melee, kercpas wield tiny swords and spears that inflict only 1d3 points of damage. Aware of the disadvantage they suffer in hand-to-hand combat against most foes, kercpas prefer to use their tiny, toy-like bows. Though these have only half the range and damage potential of a short bow (range: 25/50/75 yards; damage: 1d3), kercpa skill honed by intense training makes them formidable weapons; a kercpa can fire three times per round, with an attack bonus of +4.

A typical kercpa strategy is to take to the trees, surround the enemy and, darting in and out of concealment, rain a relentless barrage of stinging missiles from all sides. They usually are content to wound, discourage, and drive off intruders who do not press them. It is not uncommon for a band of orcs, gnolls or other forest marauders thus assaulted to believe themselves under attack by scores of the creatures when they are faced by only a dozen or so. The kercpas do their best to encourage this mistaken impression.

Should their opponents be too numerous to drive away, the kercpas try to lead the intruders out of their territory, goading them to the chase with taunts and jeers. The kercpa hope to fragment a larger band, get them hopelessly separated and lost in the woods, and then deal with the smaller groups one at a time. Some tribes, particularly those dwelling in or near enemy-infested lands, will lead pursuers into an area of the forest rigged with concealed pits, deadfalls, and other traps. If this fails, the kercpas send runners to alert the nearest elves.

Kercpas coordinate and their tactics with a simple signaling system of whistles and bird calls (range: 100 yards). While limited in its range of expression, this system is an invaluable advantage in combat relying on cunning, stealth, subterfuge, and deception.

Throughout kercpa territory, the squirrel-folk stash caches of arrows and other supplies (in hollow branches, etc.), eliminating the need to return to the village to restock. All adults are intimately familiar with their home areas. Except in unusual cases—a quarry able to fly, *pass without trace*, or *dimension door*,

for example—kercpas can track enemies in their home area like rangers. Kercpas with spellcasting ability use magic to support these tactics. Favorites include *ventriloquism, taunt, wall of fog,* and *mirror image.*

Habitat/Society: A typical kercpa tribe consists of 100–300 adults, and a number of young equal to 20% of this number. Male and female kercpas are equally skilled fighters, while the young are noncombatants. The two key elements of kercpa society are the defenders and the shamans.

Defenders: One in every 20 kercpas is an exceptional individual with 2 Hit Dice. For every 100 in a community, one is a leader of 3 or 4 Hit Dice. As the most skilled fighters, the defenders organize patrols, maintain the village's defenses, and lead the tribe in attack, retreat and, if necessary, evacuation. They take their duties seriously, and will not hesitate to sacrifice themselves for the tribe if the situation warrants.

The base THAC0s, and base saving throws of defenders increase with their Hit Dice; for example, a 3 HD defender has a THAC0 of 17 and the base saving throw of a 9 HD creature.

Through trade with pixies, any defender is 25% likely to have 1d4 *sleep* arrows (save vs. poison or sleep 1d6 hours). These will not be wasted on enemies that can be defeated by other means.

Shamans: All kercpa tribes are led by a shaman of 4th or 5th level. For every 50 kercpas in the tribe, there will be 1d2 lesser shamans of 1st to 3rd level. Shamans receive an additional 1d4 hit points for every level they possess beyond the first, and fight as if having an additional Hit Die for every two levels they possess. They can cast spells from the following spheres: all, animal, creation, divination, healing, plant, sun, and weather. Kercpa shamans are skilled herbalists and can treat numerous ailments. A typical kercpa healing potion restores 1d4+1 hit points; any kercpa traveling far outside the village is 75% likely to have one.

Kercpa shamans are responsible for preserving the tribe's health, providing advice and spiritual guidance, and presiding over ceremonies. In theory, the shamans govern all internal tribal matters, but in actuality kercpas are by nature cooperative, working together for the common good of the forest community. Internal and intertribal strife is unknown.

Most of the tribe's defenders are male, while most of the shamans are female. This is by no means the rule, and exceptions are not uncommon. The genders are in all ways equal (and difficult for outsiders to tell apart). Kercpas marry for life, and mates are fiercely protective of their young and of each other.

Some adult kercpas, as many as 5%, dabble in magic, perhaps due to their close relationship with elves. These cast spells as wizards of up to 4th level. They rarely learn spells of an offensive nature, and never those involving fire.

Kercpa villages consist of many small buildings located high among the branches, usually spread out among several trees. An elaborate highway of vine ladders and bridges connect their buildings. A village is difficult to see from the ground; even observant outsiders have but a 5% chance to notice it. Actively scanning high into the trees increases the chance to 10%. Villages in deciduous trees are more easily spotted in winter; the base chances are 15% and 50%, respectively. In practice, the kercpas' vigilant scouts make it impossible for an intruder to come within a mile of one without their knowledge.

The squirrel-folk live by foraging. Dozens of small bands strike out daily from early spring to late fall to gather food, water, and other necessities. Surplus is stored away for the winter. Unlike true squirrels, kercpas do not hibernate. They are less active in the winter, and often sleep for much greater lengths of time. At least a third of the tribe remains active at all times in the event of a threat. Kercpas are strictly vegetarian; despite their archery skill, they do not hunt. Foraging expeditions rarely take them more than 10 miles from the village. If a tribe becomes too large for the immediate area, a group, mainly younger couples, breaks off to found a new village. Tribes in the same region meet on an annual basis (usually summer solstice) for a great festival. These celebrations last several days. The tribes renew familial ties, hold council on matters of mutual concern, introduce young adults to possible mates, and exchange goods and information. Music, song, dace, story-telling, friendly contests of archery, tumbling and speed, as well as an overabundance of food and blackberry wine, round out the festive nature of the gathering.

The simple kercpa religion pays homage to a single deity, an earth goddess. The goddess, while said to be able to take any form in nature, is usually depicted as a vast oak tree. Religious ceremonies are few compared to those of most other races, and pious obligations are fulfilled simply by living in harmonious accord with nature.

Faced with ethical dilemma, kercpas seek precedent in the fables of Rititisk the Clever—the mythical patriarch of the race—and try to emulate his example. Besides being entertaining stories of adventure in their own right—tales of Rititisk thwarting monstrous evil spiders, outwitting oafish giants (humans), questing to the ends of the earth for enchanted ever-striking arrows and the like—the fables contain lessons to guide the kercpas through all aspects of life. They are essential to every young kercpa's education.

Strangers traveling through kercpa lands will be trailed and their actions scrutinized (ideally without the kercpas revealing their presence) and allowed to pass unhindered if they do not cause harm to the forest. This remains the case even with obviously evil creatures such as orcs and goblins. The only exceptions to the kercpas' reclusiveness include certain sylvan neighbors who share an interest in preserving the woodland. Kercpas have ties of friendship and alliance to elves, sprites, and treants. They are indispensable to their elven neighbors, as they convey messages between camps, run errands, and keep them up to date on the latest happenings of the greater forest. In exchange, the elves serve at times as guardians and mentors for the squirrel-folk's children. Young kercpa delight in the company of these elegant, graceful beings, running amok through their homes and pestering their elven friends with endless questions and requests for tales of "olden times." Most elves seem to genuinely enjoy the kercpas' company as well.

On infrequent occasions, some human rangers and druids have made contact with and befriended (and been befriended by) the kercpas. A few bolder kercpas have been known to befriend parties of good-aligned adventurers, especially those containing elves, acting as guides and otherwise helping with their knowledge of the wilderness. Such examples of eccentric behavior are uncommon.

Ecology: The presence of kercpas is virtually unnoticeable; forests inhabited for twenty generations appear as virgin woodland even to careful scrutiny. As even the concept of money is unknown to kercpas, they have produced and amassed little that others are interested in acquiring. This has not prevented evil creatures from hunting them out of sheer malice, however.

Frequent threats to the kercpas include giant spiders of all types, ettercaps, stirges, and even some raptors (such as giant owls). Kercpas are usually born singularly, though twins and triplets are more common than with humans. They become mature at 15 and usually marry soon thereafter. Kercpas have an average life expectancy of 60 years.

—From DRAGON Magazine #214

Climate/Terrain:	Any (especially harsher regions)
Frequency:	Uncommon
Organization:	Flock
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	3–30 (3d10)
Armor Class:	6
Movement:	l/24 FL (C)
Hit Dice:	1 + 2
THAC0:	1 9
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Flock attack
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (1' tall)
Morale:	Irregular (5–7)
Level/XP Value:	35
Psionics Summary:	Varies
Player's Option:	MAC 7



The scourge of the Tablelands, kes'trekel are vile avian creatures that feast upon desert carrion. Although they are weak and cowardly in small groups, kes'trekel can become a devastating force in larger numbers.

Kes'trekel are fairly scrawny in appearance, with black plumage graying from the constant exposure. The only spot of appreciable color is found on the head, where the vivid crimson stands out like the blood it resembles. Standing barely a foot tall on short, taloned feet, kes'trekel are extremely vulnerable on the ground. In the air however, their 3-foot wing span is more than enough to carry it aloft.

Kes'trekel communicate among themselves through calls and guttural squawks. They make no attempt to learn other languages.

Combat: Alone, kes'trekel are more nuisance than threat. Their claws, made more for rending already rotting flesh than fresh meat, cause 2–5 points of damage. Opponents who are moving tend to scare them off.

In groups kes'trekel are more fearsome. For every two kes'trekel present more than five, they gain a +l to their Morale. Multiple kes'trekel are able to swarm about their targets like insects, making deadly strafing attacks. Instead of an attack roll for each individual kes'trekel, make a single attack roll and a single damage roll for the group. Every two kes'trekel present more than five confer an additional +l to the attack and damage rolls. For example, a character attacked by a flock of 25 kes'trekel would be hit at +10 and receive 12–15 points (1d4+11) of damage and each kes'trekel would fail a Morale check only if a 13–15 is rolled.

In groups of 20 or more, the kes'trekels' minuscule brains can link together to produce the telepathic psionic effect of aversion. The flock maintains this power as a group, having a combined PSP total equal to the number present, with a power score of 10. For every kes'trekel in the group more than 20, the power score increases by one point.

A kes'trekel is extremely territorial, using its aversion power to scare trespassers from its nest areas. Also, each kes'trekel receives a +4 to its Morale check when defending its home.

Habitat/Society: Kes'trekel congregate in flocks. adopting mates only long (enough to reproduce. A female lays 3–6 eggs each year. She stays with the nest for one month until the eggs hatch and two more months while the young mature.

Kes'trekel flocks are not migratory, preferring to inhabit their particular region for centuries if the elements allow. The nests they build in the available crags and trees are temporary, used but once per set of offspring.

When defending their home regions, kes'trekel cooperate as a flock, raining a veritable torrent of pecks and scratches upon any who dare invade.

Ecology: Wild kes'trekel are impossible to domesticate Those hatched from stolen eggs make excellent watch birds. In such cases, the kes'trekels' cowardly nature loses out to their defensive nature. Many merchants rely on the squawked warnings of their avian sentinels. In Nibenay, kes'trekel eggs are considered a delicacy, provided the eggs are procured and eaten within two weeks of being laid. As expected, such versatility makes kes'trekel eggs an expensive commodity.

Kes'trekel detect prey with a dual combination of senses. The stench of death carries far across the blistering desert winds. Kes'trekel olfactory glands are more than adequate to pick up the scent. Once airborne, they depend on keen eyesight to locate their decaying meals. Some barbaric customs in the Ringing Mountains involve eating the eyes of recently dead kes'trekel to imbue the consumer with better vision. Such rituals are ineffective, but sometimes myth and tradition are stronger than logic.

Feral kes'trekel have a life span of approximately 15 years. Domestic kes'trekel sometimes live as long as 25 years.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Band
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	B, individual J,K,L
Alignment:	Chaotic neutral (evil)

No. Appearing:	6–24
Armor Class:	5 (2)
Movement:	9
Hit Dice:	3+3
THAC0:	17
No. of Attacks:	1 weapon and 1 bite
Damage/Attack:	By weapon +1/1d6
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	None
Size:	M (6′–7′ tall)
Morale:	Steady (11–12)
XP Value:	175

The khaasta are raiders, slavers, and smugglers who plague the Outlands and the chaotic planes. They're vicious, unreliable cutthroats and cross-traders who'll turn stag on a cutter who soon as look at him. Only two things really matter to a khaasta: prestige and wealth. Wealth is fairly easy to accumulate and display, but the khaasta code of prestige is a convoluted and twisted set of rules of conduct that rewards back-stabbing, conniving, and deceit. To a khaasta, there's nothing so wonderful as peeling a powerful enemy and living to give him the laugh.

Khaasta bear a passing resemblance to lizardmen of the Prime Material Plane. They're humanoid in form, but their bodies are covered with tough, small scales, and they have long, powerful tails. A khaasta's face has a blunt, lizardlike snout and its head is crowned with a flaring crest. A khaasta's colorful scales create intricate, unique patterns that're never repeated from individual to individual. Unlike their more primitive relations, khaasta dress in bronzed plate armor and wield exotic weapons.

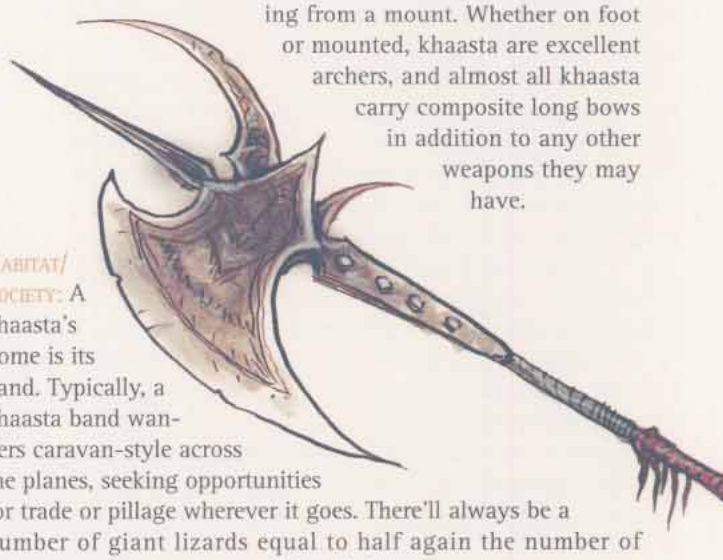
Khaasta typically travel in roving trader-bands, although the trade of any particular group can turn to extortion, kidnaping, or smuggling at a moment's notice. Since they have no innate planewalking abilities, khaasta are forced to walk the Great Road to get from plane to plane and must rely entirely on portals or conduits.

Combat: All khaasta, both male and female, consider themselves warriors and hold themselves ready for a fight at any time. Their tough scales provide a natural AC of 5, but khaasta typically wear bronze breastplates, greaves, and half-helms that improve their AC to 2. Khaasta are capable of delivering serious damage with their bites, and typically wield a large two-handed sword, halberd, or battle axe; their considerable Strength gives them a +1 to damage rolls. They can both bite and attack with a weapon in the same round.

Khaasta often use giant lizards as mounts and prefer to fight mounted whenever possible. Fighting mounted gives the khaasta a +1 bonus to hit characters on foot, and also provides them with the additional combat power of their mount. Giant lizards are described in the Monstrous Manual, and their stats are summed up below:

Giant Lizard: AC 5; MV 15; HD 3+1; THAC0 17; #AT 1; Dmg 1d8; SA double damage on attack roll of 20; SZ H (15′ long); ML average (8-10); Int non; AL N; XP 175.

Note that a khaasta cannot use its bite attack while fighting from a mount. Whether on foot or mounted, khaasta are excellent archers, and almost all khaasta carry composite long bows in addition to any other weapons they may have.



Habitat/Society: A khaasta's home is its band. Typically, a khaasta band wanders caravan-style across the planes, seeking opportunities for trade or pillage wherever it goes. There'll always be a number of giant lizards equal to half again the number of khaasta present as mounts and pack-beasts.

Khaasta bands are notoriously chaotic and disorganized. They believe in the rule of the strong, and there are constant challenges of authority and schemes for advancement among the khaasta. Long ago they learned to resolve these differences by ritualistic, nonlethal combat; in ancient times the race almost dueled itself to extinction.

While dealing with a khaasta band is a dicey thing, it doesn't always have to turn out badly. Khaasta can be excellent sources of information, muscle, or illicit goods, as long as a cutter can meet their price and demonstrate (forcibly) that he's too tough to challenge or turn stag on. See, the khaasta code demands that they just take from the weak instead of dealing with 'em, and if a khaasta perceives itself to be in a position of strength it'll try to take what it wants.

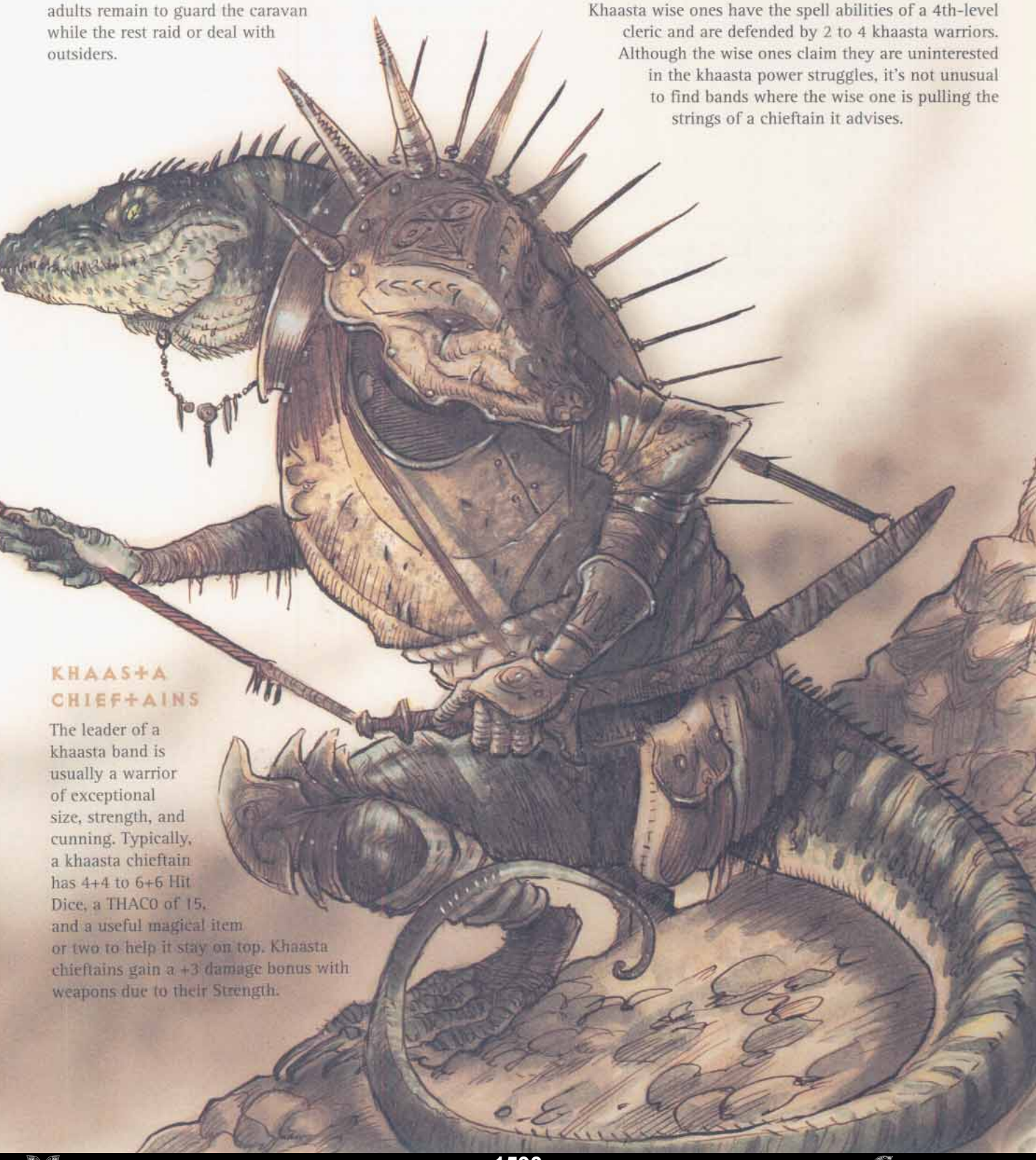
One last note: Never assume that a khaasta's going to do what it promised it would. Another part of the khaasta code is the challenge of the strong by any means available. Even if a khaasta doesn't think it can take a basher on today, it's likely to plan an ambush or stack the odds somehow in a fight tomorrow.

Ecology: Khaasta don't have many friends out on the planes, and in some of the places they travel they're the low sods on the food chain. Consequently, they take any opportunity to live well today. There's nothing too good for a khaasta cookpot, including fellow travelers or the local natives if that's the easiest meal at hand.

Khaasta young are carefully guarded by their parents until they reach 7 to 10 years of age. In an average band, a group of young equal to half the number of adults can be found tending the pack lizards or acting as noncombative scouts and sentries. Usually, about half the adults remain to guard the caravan while the rest raid or deal with outsiders.

KHAASTA WISE ONE

A band of 15 or more khaasta may have a wise one among them (50% chance). Wise ones are counselors and shamans to the khaasta chieftains, existing outside the code of challenge. Khaasta wise ones have the spell abilities of a 4th-level cleric and are defended by 2 to 4 khaasta warriors. Although the wise ones claim they are uninterested in the khaasta power struggles, it's not unusual to find bands where the wise one is pulling the strings of a chieftain it advises.



KHAASTA CHIEFTAINS

The leader of a khaasta band is usually a warrior of exceptional size, strength, and cunning. Typically, a khaasta chieftain has 4+4 to 6+6 Hit Dice, a THAC0 of 15, and a useful magical item or two to help it stay on top. Khaasta chieftains gain a +3 damage bonus with weapons due to their Strength.

Climate/Terrain:	Elemental Plane of Earth
Frequency:	Common
Organization:	School
Activity Cycle:	Any
Diet:	Minerals
Intelligence:	Low (5–7)
Treasure:	See below
Alignment:	Neutral
No. Appearing:	1d8
Armor Class:	–3
Movement:	15 (3 out of element)
Hit Dice:	6
THAC0:	9
No. of Attacks:	3
Damage/Attack:	Nil (arms), 3d6 (bite)
Special Attacks:	Surprise
Special Defenses:	Immune to heat and cold
Magic Resistance:	Nil
Size:	S (3 ½′ long)
Morale:	Elite (13–14)
XP Value:	1,400

There is always movement.

Even on a plane where immobility is virtually a way of life, where all seems solid and stable, things move. On the Elemental Plane of Earth, it would appear that nothing ever shifts or changes. However, some of that plane's inhabitants tell a different tale. When asked about movement on the plane, a genasi named Fahdred Inthemonioun answered:

"Hmmm. Yes . . . I think . . . yes. You cannot see it? The movement? Layers upon layers of rocky strata . . . is it not beautiful? Waves of earth. Yes . . . I suppose . . . it moves too slowly for eyes such as . . . those which you possess. My eyes, they see the slower movements. The slow, majestic, grand movements . . . hmmm. They are always the most pleasing, do you not think? Yes. If you cannot see the . . . waves, surely you can perceive the . . . motion of the khargra? Yes, the little creatures ride the . . . shifts of the strata."

I SUPPOSE NEXT YOU'LL TELL ME TO STICK MY FISHING POLE BY THAT BIG ROCK, HUH?

— A CLUELESS FISHERMAN ABOUT TO MEET A KHARGRA

Fahdred would never make the comparison (in fact, he probably could not comprehend the similarities), but khargra swim through the earth, riding geological movements like a fish swims through the water by riding the currents. Some berks even call khargra "earth fish," but the name's really not any more accurate than calling birds "air fish."

Mature khargra reach a length of about 3–4 feet, their bodies roughly conical in shape and narrower toward the rear. Positioned around the front are two eyes and three tiny sheaths that hold the khargra's thin arms. These arms can extend up to 3 feet from the pocketlike sleeves.

The khargra's 1-foot-wide mouth is filled with tiny curved metallic teeth that open like an iris. This constantly working maw draws in earth, absorbing required elements and expelling the rest, propelling the creature further ahead. Canny bashers can thus always tell where a khargra's passed, for threads of softer, churned earth wind through the solid rock. Most folks can't spot such subtleties unless their eye's been trained to catch them.

Combat: As the khargra passes through stone and earth, it maintains a phased state not wholly the same as most matter. Unless a basher can somehow perceive a khargra's approach through the solid rock, victims attacked by one of the creatures suffer a –5 penalty to their surprise rolls. A khargra attacks only those who possess refined metals or large amounts of valuable ores. Normally, such victims are found in air-filled bubbles or tunnels that infrequently occur on the plane. In these cases, the khargra leaps out of the stone (up to 10 feet) to attack.

All three arms of the khargra strike at a victim, each as a 12-Hit Dice monster. The arms themselves inflict no damage, but at least one must strike the target before the khargra can use its bite attack. Once it grasps an opponent, the creature uses its surprising strength to drag the victim toward its always-gaping maw. The victim may make a bend bars/lift gates roll to attempt to escape the creature's grip. If the sod fails the roll, he is bitten in the same round in which he is grabbed.

The khargra's horrible irising mouth, designed to crush stone, inflicts appalling damage upon flesh (3d6 points). On an attack roll of 16 or better, the khargra also destroys a metal weapon or piece of equipment in the possession of the poor sod it's attacking — even if the weapon is being used against it. (Only magical items are granted a saving throw versus this attack.) Some planewalkers have reported seeing a khargra bite a man in full plate armor completely in half by tearing into the sod's midsection.

Due to its speed, stony skin, and semi-intangible nature, the creature is difficult to harm. It's not a matter of magical protection; unlike many planar beasts, the khargra is an entirely natural creature (well, natural for the plane of Earth, anyway). Thus, a basher doesn't need enchanted weapons to fight a khargra — fact is, a canny cutter'll hide his magical metal weapons for fear of having them chewed up in the attack. Heat and cold to any degree don't bother the khargra. Chant has it that some have even been found swimming through the paraplane of Magma.

Travelers to the Inner Planes and those who've met khargra on the Prime have discovered a few of the beasts' weaknesses. A *phase door* spell cast upon a khargra as it passes from an air-filled environment back into its native stone slays the creature. Likewise, a *stone to flesh* or *transmute metal to wood* spell sends the beast directly to the dead-book. *Heat*

metal always inflicts maximum damage despite the creature's immunity to fire, and *move earth* stuns it for 1d3 rounds. Lightning inflicts full damage.

Khargra eyes can "see" through earth and stone as a normal creature might see through open air. Some think the beast is blind outside of its element, but no one's ever actually proved this.

HABITAT/SOCIETY: Common throughout the plane of Earth (rare on Mineral, extraordinarily rare anywhere else), khargra pass blissfully through the element, usually ignoring all other creatures. They travel in small schools, although occasionally a particular individual separates from its fellows for a time.

The khargra life cycle seems to consist of three steps: hatching from an egg, growing to maturity on the plane of Earth (and spawning there), and finally traveling to the quasiplane of Mineral, which they seem to regard as some sort of final reward. (Even in the Inner Planes, the Rule of Threes holds sway.) No one knows what eventually becomes of the khargra that eventually meet this goal, for though khargra are occasionally found on Mineral, there aren't enough to account for the vast numbers that pass into that plane.

Some say that the creatures' bodies become the minerals found on the plane in a sort of cosmic cycle that's slowly transferring all high-grade ores from Earth to Mineral. 'Course, some say they become bloated gluttons that quickly die from overeating.

A basher might hear a bit of chant claiming that khargra are larval forms of xorn and xaren, transforming into these mature forms on the plane of Mineral and then making their way back to the plane of Earth. While xorn and xaren are similar to khargra in nature and diet, and while they're all sometimes encountered near one another on either plane, the theory seems to rely on a significant leap in logic that is – at least with the information possessed currently – unwarranted.

ECOLOGY: Khargra feed on high-grade ores. If presented with the opportunity, however, they might attack travelers with refined metallic objects in their possession. These, apparently, are delicacies to the beasts. If a group of planewalkers offers such items willingly, the khargra won't attack – they have no care for flesh.

A dead khargra always has 1d6×100 gp worth of tiny bits of valuable minerals inside its gullet.



CLIMATE/TERRAIN:	Forests, elven lands
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1–6
ARMOR CLASS:	0
MOVEMENT:	Fl 24 (A)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Bad luck
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	25%
SIZE:	M (6' tall)
MORALE:	Average (8)
XP VALUE:	650

The kholiathra are cunning spirits, usually unseen, who keep watch on elven lands. They protect native elves, ward off lesser evils that stray too close, and avert minor accidents. Most elves are unaware of the kholiathra's existence, but these creatures are largely responsible for the good luck and happy existence of elven lands. In their natural state, kholiathra are slender and transparent humanoids with wispy, glassy outlines.

They normally shun the company of others than themselves, but can speak elvish and the common tongue.

Combat: Kholiathra can become completely *invisible* at will. They move as easily through the air as they do on the ground, and can fly without effort.

A kholiathra's main power is the ability to provide either good or bad luck to those nearby. The presence of a kholiathra may either add or subtract 4 (at the kholiathra's discretion) to the roll of any individual within 20 feet. Only one roll per round is affected, but this may include attack rolls, damage rolls, saving throws, and reaction and ability checks.

Otherwise, kholiathra generally do not fight, preferring to turn invisible and flee. If forced to fight, they can buffet enemies with invisible masses of force, causing 1d10 points of damage. Enemies striking at invisible kholiathra have a –4 penalty to their attack rolls.



Habitat/Society: Kholiathra tend to be found in small groups, often in association with elven communities.

As enchanted beings, kholiathra do not require food, drink, or other sources of mortal nourishment. They gain sustenance from sunlight, and often gather in meadows or other sunny areas. During these times, kholiathra are playful and carefree, cavorting and flying about. The sight of these beautiful creatures floating gracefully through the air, dancing and pirouetting, is a sight not easily forgotten.

They are positively inclined toward elves. Kholiathra enjoy living near elven groups or bands and using their powers to bring luck to chosen individuals.

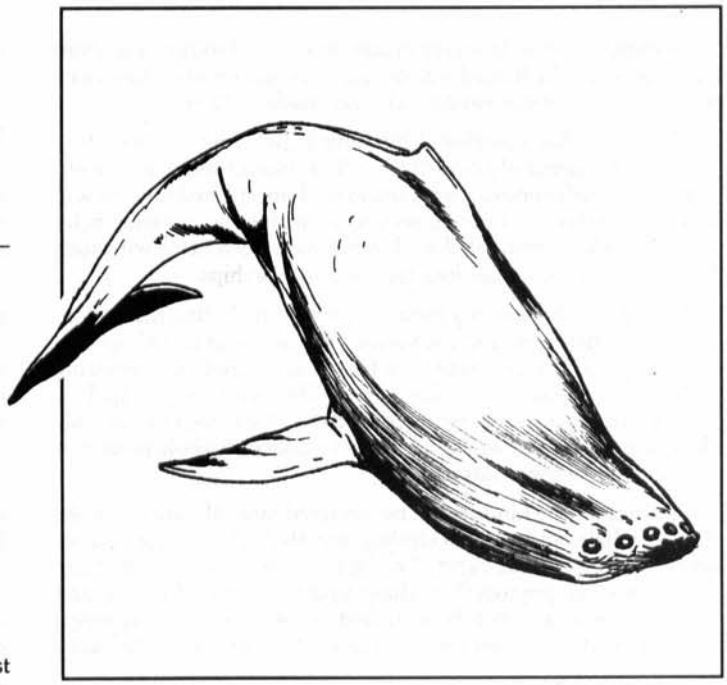
Ecology: Some claim that kholiathra are the spirits of departed elves returned to serve their communities. Elven gods are said to send kholiathra to provide luck at births or during battles. It is certain that the island of Evermeet on Toril is under their protection.

Kholiathra are also found in numbers on the outer plane of Arborea, serving Sehanine and other Seldarine deities.

Kindori (Space Whale)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Pod
ACTIVE CYCLE:	Any
DIET:	Light
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	20
THAC0:	3
NO. OF ATTACKS:	1 (tail)
DAMAGE/ATTACKS:	3-30
SPECIAL ATTACKS:	Blinding
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	5%
SIZE:	G (80')
MORALE:	Elite (13)
XP VALUE:	11,000



Kindori are called *space whales*, and they are among the largest living creatures found in space. They resemble aquatic whales in general shape and are mammals as well. However, they lack any noticeable mouth, and the leading edge of their fishlike bodies is dotted with small eyes.

Combat: The kindori tend to be peaceful except when threatened. In normal conditions, this usually means a direct attack, but during herding periods (see Habitat/Ecology below), any individual approaching the herd is seen as a danger.

The kindori's main physical weapon is its massive tail flukes, which it uses to batter its opponents. While kindori recognize the presence of humans, beholders, and other small creatures, they direct such attacks first and foremost against the ships that are almost their size. The kindori work together to batter a single attacker to bits, then go to the next one, until all assailants are defeated.

The leading eyes of the kindori can emit a concentrated blast of light. This light is projected as a cone in the direction of the kindori's choice, with a 500-yard range and a base of 400 yards. All those within the cone must save vs. breath weapon or be blinded for 4-16 rounds. The kindori will use this form of attack against individuals they cannot beat, using the confusion it creates to escape.

Habitat/Society: The kindori travel in small groups, called pods, of 2-8 members. For large (7-8 member) pods, there will be a bull of maximum hit points present. This bull will be the forward line of defense if the pod is attacked.

Every so often (roughly annually, depending on the sphere), several pods will gather together into a larger herd of 3-30 members. There will be 3-6 bulls present in such a herd, and during this time, any ships that pass near the herds will be attacked.

During herding the male kindori are particularly violent, engaging in tail-slapping contests with other young males (and often with ships that come too close). These tail-slappings create a pecking order within the herd, which in turn determines the mating rights of the various members. The oldest bulls always have first rights among the females, followed by the more powerful young.

The kindori young gestate for six months and are born live in space. A herd will be extremely protective during this time, since the young are prey to scavvers and other attackers.

With these exceptions, kindori are generally peaceful and have been domesticated by a number of spaceborne barbarians. Such groups either travel short distances, such as within an asteroid belt, cluster, or ring; or are far-ranging space nomads making long voyages. The kindori is large enough to maintain its own gravity plane and air envelope, and has no need for air of its own.

The size of the kindori is such that mosses, molds, and other parasites nest on their large backs, which in turn brings other predators to clean them off. A kindori might (20% chance) have 3-18 gray or brown scavvers working over the growing population on their sides.

Some kindori that have been domesticated (see below) later go feral as their masters die or let them loose. These kindori sometime have the ruins of old buildings (generally called howdahs) on their backs, along with more terrestrial plant and animal life. Such structures and life survive only on the back and sides of the kindori.

Ecology: A kindori does not eat as do most other creatures of space. It instead soaks in the rays of the sun, stars, and other shining bodies in its area of space. The "belly" of the kindori is dotted with tiny white patches, each of which sends energy deep within the creature, to be stored within its large mass.

Keeping this belly clean of parasites is a common act of herd behavior, as the great creatures rub each other to flake off old skin and parasites. They are less concerned with their backs, which is why small islands of life often spring up there.

An extremely old or sick kindori can be spotted by the overgrowth of vines and vegetation on it. Such creatures are near death, and often fall prey to the larger scavvers and other creatures.

Even in death kindori are powerful creatures, as their skeletons do not break up when parasites destroy their flesh. Undead creatures such as liches and vampires often use skeletal kindori as

their ships for slow, leisurely invasions of new lands (the undead have forever). Such dead kindori have 15 hull points, plus whatever modifications (weapons, etc) are made to them.

There have been stories of hitching a spelljamming helm to a kindori. It is generally agreed that the action of moving at spelljamming speeds spooks them, and even domesticated kindori will head off for parts unknown, seeking to scrape the irritating helm from their flesh. Some skeletal kindori have been fitted with such helms by undead marauders and used as warships.

The kindori have many natural enemies, including the krajen, the radiant dragons, and the various humaniform races. Beholders and mind flayers, sensitive to the creature's light-emitting eyes, have a particular dislike of them. The former will avoid kindori whenever possible, while the latter will engage in wholesale slaughter of them, massing armadas to take out whole pods that lie too close to their outposts.

The flesh of the kindori can be rendered into oil, much like the aquatic whale, and it is this kindori flesh that is the source of most greek fire for various races. The lizard men, who use greek fire regularly, often put together whaling parties to hunt kindori, and are working on a mobile base, towed in pieces by multiple wasp-class ships, that can render the flesh of the creature in the field.

Domesticated Kindori

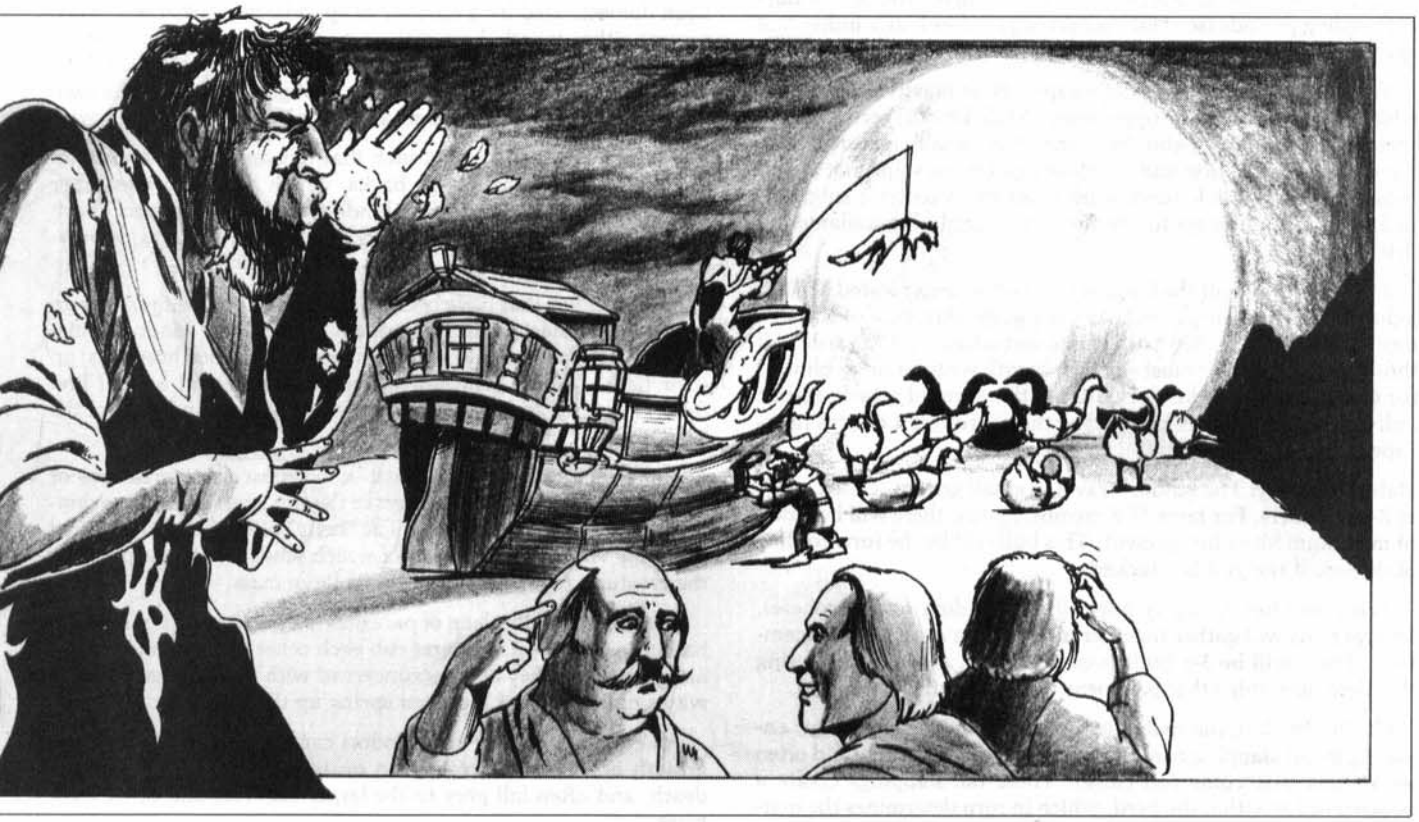
Savage races in space will often use the kindori for short-range travel, usually in the period before they gain enough savvy and trading goods to deal with the arcane on a regular basis. These "savage races" vary from empires ruled by philosopher kings, to degenerate standard races, to savage marauders who will attack everything in sight.

The kindori can be domesticated, but the savage races will operate in them in pod or herd groups, and will not split the kindori family groups. Only old solitary bulls will be found on their own, and then usually on exploration duty.

The savage races (which can be human, dwarf, elf, gnome, or even halfling) do not cut into the flesh of the kindori, but rather secure buildings, weapon platforms, and the like with short hooks that lightly snag the thick hide of the beast. The savage races will often maintain farms and herd terrestrial beasts on the backs of such creatures, since the kindori have no need of the atmosphere around them.

A typical kindori/savage race group will number some 2-8 kindori, each with a crew of 10-20 warriors. Dress and weapons vary from place to place, from bone spears to bronze armor and short swords. There will be at most one light catapult per kindori, save for the bulls, which can carry heavy catapults. The crew arrangements will be an extension of the savage's native group, with a captain or shaman or chieftain leading the herd.

The savages will trade with spaceborne races (if they are peaceful), but do not like or trust spelljammer helms, which make their mounts mad.



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CLIMATE/TERRAIN:	Sky
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	I, S, T
ALIGNMENT:	Lawful good

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	24, Fl 48 (B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/3-18
SPECIAL ATTACKS:	Magic use
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	H (13' long)
MORALE:	Fanatic (18)
XP VALUE:	11,000

Level	Dis/Sci Dev	Attack Defense	Power Score	PSPs
9	4/5/18	All/All	= Int	200



The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Ki-rin speak their own language. Since they are telepathic, they are able to mentally or verbally converse with virtually any living thing.

Combat: The ki-rin can physically attack with its powerful hooves (2d4 points of damage each) or a unicorn-like horn that gains a +3 bonus to its attack roll and inflicts 3d6 points of damage.

They can employ spells as if they were 18th-level mages. Each day they may use nine 1st-level spells, eight 2nd-level spells, seven 3rd-level spells, etc., all the way to one 9th-level spell.

The ki-rin's telepathy enables them to read conscious thoughts and are thus nearly impossible to surprise. The ki-rin also possess a variety of magical powers that can each be used once each day. They can create nutritious food and beverages for 2d12 people, as well as 32 cubic feet of soft goods or 18 cubic feet of wooden items. These are permanent creations. The ki-rin can create metal items with a total weight of up to 2,000 gp weight, but such items have very short life spans. In general, the harder the substance, the shorter the life span; for example, adamantite lasts an hour, while gold lasts 1d4+1 days.

The ki-rin can also generate illusions with audial, visual, and olfactory components. These illusions last without further concentration until the illusion is either magically dispelled or disrupted by disbelief. The ki-rin can assume *gaseous form*, *wind walk*, *summon weather*, and *call lightning* as well. When a ki-rin conjures things of the sky or things that involve the air, the creature or magic produced is at twice normal strength, including hit points and the damage inflicted by its attacks. They can enter the Ethereal and Astral planes at will.

Habitat/Society: The ki-rin are a race of aerial creatures that rarely set hoof on solid ground. Only the males ever approach the ground. No encounter with a female ki-rin has ever been recorded, although it is certain such beings exist. Likewise no young ki-rin has ever been encountered, thus details of their reproduction are unknown. Ki-rin are reticent about these topics.

Ki-rin come to the aid of humanoids if asked properly or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the most dire of circumstances.

Ki-rin sustain themselves by creating their own food and drink. They are highly imaginative with their creations. They may establish a lair high atop a mountain or plateau. Such sites are virtually impossible to reach without resort to flight or climbing. The lairs may have an stony exterior crafted from local materials. It is enhanced by magically created wood and stout cloth. The interiors tend to be luxurious. The ki-rin are able to craft fine cloth, tapestries, pillows, and other comforts. An occupied lair is kept clean by carefully controlled winds that sweep out debris.

Although ki-rin are generous and not avaricious, they still tend to accumulate treasure. These may be their own creations, gifts from friends and allies, souvenirs of past travels and exploits, fines levied against malefactors, or booty taken from vanquished foes.

Ecology: Ki-rin spend most of their time pursuing their own affairs. They often monitor the activities of powerful evil creatures and beings. If such beings become too malevolent, the ki-rin act against them.

Ki-rin may reward allies or needy individuals by creating food and valuables.

The intact skin of a ki-rin is worth 25,000 gp. Possession of such a item is dangerous, due to the retribution that may be visited upon the possessor by other ki-rin, sympathetic humanoids, or intelligent lawful good monsters.

Climate/Terrain:	Arcadia
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Supra-genius (19–20)
Treasure:	H, I
Alignment:	Lawful good
No. Appearing:	1
Armor Class:	–8
Movement:	24, Fl 48 (A)
Hit Dice:	16
THAC0:	5
No. of Attacks:	3 (two hooves, horn)
Damage/Attack:	1d10/1d10/2d10
Special Attacks:	Awe, spell use
Special Defenses:	Never surprised
Magic Resistance:	90%
Size:	H (13' long)
Morale:	Fanatic (17–18)
XP Value:	28,000

T'uen-rin are a powerful race of good servants that dwell in the peaceful skies and plains of Arcadia. They're related to the ki-rin of the Prime Material Plane, but they're even more intelligent, capable, and noble than their "lesser" kin. T'uen-rin keep their distance from prime-material affairs, concentrating on the task of battling evil around the Great Wheel. However, from time to time the requirements of their endless war on evil send them to the worlds of the prime.

T'uen-rin resemble their more common counterparts. Their bodies are horselike, but their coats are covered with fine golden scales that scintillate with impossible shades of color. Their thick manes and tails are deep, dark gold, and their hooves and horn are pinkish-ivory. The t'uen-rin's face is wise and beautiful, and its eyes are liquid orbs of deep violet. Lots of berks say there's no more beautiful sight in the multiverse than a t'uen-rin galloping across the sky at sunrise, and they might be right.

T'uen-rin can understand and speak any human tongue, and can also communicate by *telepathy* or *empathy*. No natural, nonevil animal'll ever offer harm to a t'uen-rin. Flowers spring up where their hooves touch the earth.

Combat: Although t'uen-rin are peaceful and good, they'll fearlessly attack evil wherever they encounter it. A t'uen-rin's a match for even a greater baatezu or true tanar'ri, and the noble creature'll never hesitate to engage such an opponent. The t'uen-rin attacks physically with two blows of its mighty hooves and a thrust of its great horn. Its natural attacks're considered the equal of +5 weapons for purposes of harming creatures struck only by enchanted weapons. T'uen-rin enjoy dealing with evil opponents in a direct, physical approach and often choose this option over the use of spells or their *awe* power.

T'uen-rin can cast wizard spells at the 20th level of ability. Each day, they may use 15 1st-level spells, 14 2nd-level spells, 13 3rd-level spells, on up to 7 9th-level spells. They're especially fond of the schools of illusion and enchantment but won't hesitate to use extremely powerful spells such as *symbols*, *wishes*, or *power words* against very powerful evil entities.

The t'uen-rin's *telepathy* ability enables them to monitor conscious thoughts nearby, making them impossible to surprise. This also allows the t'uen-rin to *know alignment* and *detect lie* without error. Each day, the t'uen-rin can *create* nutritious food and beverage for 10d10 people, as well as 100 cubic feet of soft goods, 50 cubic feet of wood, and 20 cubic feet of stone or metal items. These creations are permanent.

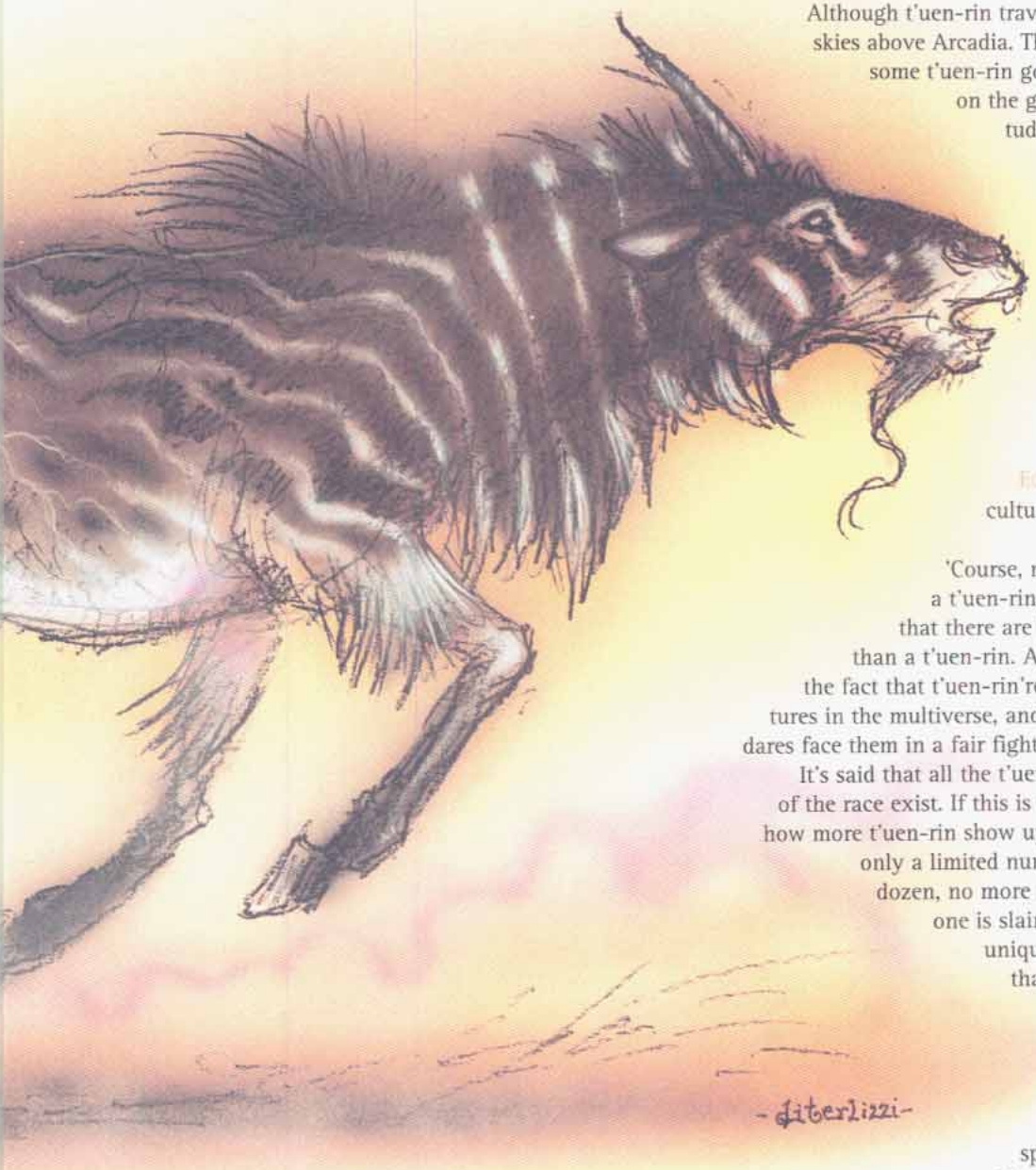


T'uen-rin can assume *gaseous form*, become *invisible*, *summon weather*, and *call lightning* at will. They can freely enter the Ethereal or Astral Planes. Creatures of elemental air don't attack a t'uen-rin unless compelled by an evil force at least as powerful as the t'uen-rin.

Once per day, a t'uen-rin may create an aura of divine *awe*. Any being of a nondivine nature within sight must survive a saving throw versus spell at –6 or be *awed*. *Awed* beings stand motionless for a number of rounds equal to 20 minus the creature's Wisdom score. For example, a character with a Wisdom of 12 would be *awed* for 8 rounds. *Awed* creatures recover after a 1-round delay if attacked physically. If the t'uen-rin chooses, it may follow up the *awe* with a special *suggestion* or *emotion* spell that affects every *awed* creature. A t'uen-rin could use this power to inspire an entire army to courage, or put a legion of evil creatures to flight. Normally, t'uen-rin don't attack creatures they've *awed* unless the creatures are evil and must be destroyed to deter them from their purpose.

HABITAT/SOCIETY: T'uen-rin're motivated purely by the pursuit of good. They often use their great powers to aid people of good heart wherever they find 'em. Naturally, a t'uen-rin'll seek out and destroy evil if at all possible. T'uen-rin are superhumanly intelligent, and they've got a good idea of when it's time to back off – they might consider a tanar'ri roaming the Astral to be fair game, but they won't follow that same tanar'ri into the Abyss.

Although t'uen-rin travel widely, their true home's the skies above Arcadia. They live among the clouds, and some t'uen-rin go centuries without setting foot on the ground. Unfortunately, this attitude's rubbed off on the t'uen-rin; there's a dark seed of arrogance and superiority in the hearts of many of these noble creatures, and there's some bloods who say that the t'uen-rin may be headed for a fall if they keep distancing themselves from mortal concerns.



ECOLOGY: In some prime-material cultures, the t'uen-rin're seen as the ultimate embodiment of good. 'Course, no planar'll ever say that about a t'uen-rin. Any cutter with a clue knows that there are high-ups even more important than a t'uen-rin. All that aside, there's no dark to the fact that t'uen-rin're some of the most gifted creatures in the multiverse, and that nothing short of a power dares face them in a fair fight.

It's said that all the t'uen-rin are female, that no males of the race exist. If this is the case, a body might wonder how more t'uen-rin show up. Some bloods say that there's only a limited number of t'uen-rin – a couple of dozen, no more than that – and that each time one is slain, the universe loses something unique and irreplaceable. Others say that the male t'uen-rin is actually the ki-rin (or vice-versa, depending on how a cutter looks at it), and that the two "races" are actually one divided species. The t'uen-rin themselves avoid questions of this nature.

CLIMATE/TERRAIN:	Forest ridge
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1-4/1-4/1-6/1-8/1-4/1-4/1-6
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (8' long)
MORALE:	Very Steady (13-14)
LEVEL/XP VALUE:	650

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/2/10	PB, II, PsC/TS, IF, TW	15	100

Psychokinesis—Sciences: project force; **Devotions:** soften, levitation.
Telepathy—Sciences: psionic blast, tower of iron will; **Devotions:** awe, psychic crush, id insinuation, thought shield, intellect fortress, life detection, contact.

The kirre is one of the more vicious animals of the forests and jungles of Athas. Resembling a tiger in many ways, the kirre is a beast not to be trifled with.

At first glance, the kirre looks like a great cat, but upon closer examination, the differences quickly become clear. The kirre is 8 feet in length and has eight legs, each ending in paws which sport very sharp claws. The kirre also has large horns on either sides of its head and a sharp barbed tail spike often used as a weapon. The mouth of the kirre is large and has sharp, canine teeth, which are used mostly for tearing food that has been killed. The kirre is a fur-covered animal with coloration similar to a tiger (both are striped). But where are a tiger is striped in black and orange, the kirre is striped in brown and grey. This coloration is consistent all over the kirre's body, with the exception of its face, which is all grey. The yellow eyes of this creature against the dark grey fur of its face create a fearsome appearance.

Combat: Being predators by nature, kirre are very well equipped for combat. This creature is very quick in melee combat, and therefore receives a −1 modifier to its initiative rolls. If the DM is using the "Optional Modifiers to Initiative", kirres are treated as small creatures, receiving only a +3 modifier, instead of the normal +6 for large creatures.

During each round of combat, a kirre can attack up to seven times, using its limbs, teeth, horns, and tail as weapons. It first attacks with its foremost claws, followed by its bite and horn attack. It then attacks with its secondary claws and its tail. Each claw does 1d4 points of damage, both the bite and tail do 1d6 points, and the horn attack does 1d8 points.



Like many of the creatures of the Athas, kirres have natural psionic powers. Instead of its multiple attacks, each round the kirre can use one of its psionic powers as can any normal psionic creature. Also, the kirre has natural psionic defense modes that are always considered to be "on." These provide the creature it with a powerful defense against psionic opponents (assuming the kirre has enough PSPs to power the defense mode being used).

Habitat/Society: Kirres are normally solitary creatures, until the approach of their mating season, at which time a male and female will join and produce offspring. Kirre litters number from three to five young. Kirres are mammals, and females produce milk for their young. Young kirres survive on milk for the first five months, at which point they begin to eat solid food such as small forest animals and other mammals.

When the female is ready to give birth, both she and her mate will make a den in a remote area of the forest where they will be unlikely to be disturbed. During the first five months after birth, both the male and female protect their den ferociously, attempting to kill any creature who threatens their young.

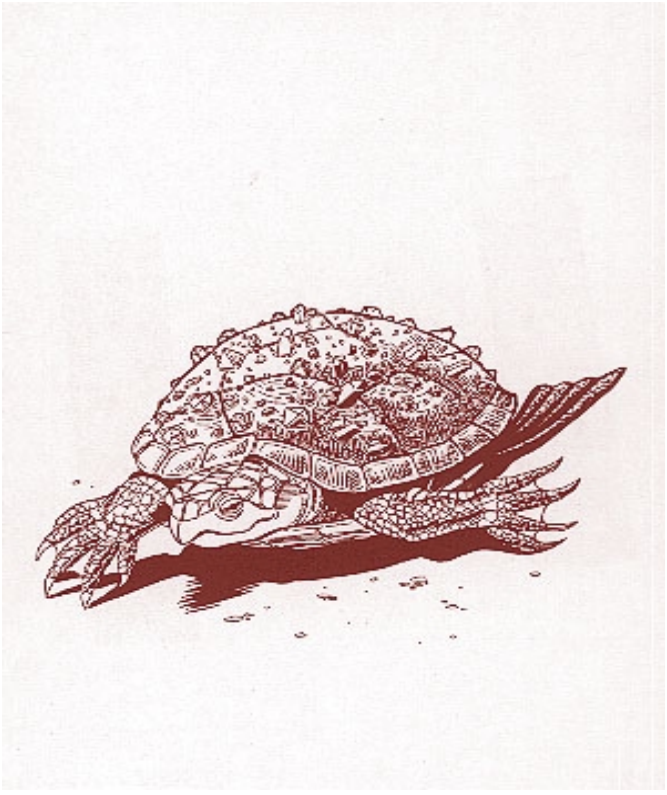
Ecology: Kirre are a favorite game of many hunting tribes of races who live in the forests of Athas. The meat from kirres is some of the finest on all of Athas, and it is sought after by many. Aside from a source of food, the kirre also has other uses when killed. The creature's horns can be cut off and used as spear heads; in some cases, they can be carved into ornate daggers. Also, the tail of a kirre has a sharp, bone spike at its end that can be fashioned into either an arrow head or a dart.

Kla'a-Tah

	Kla'a-Tah	Cläu-rin
CLIMATE/TERRAIN:	Temperate waters and coastline	Temperate and tropical waters
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	High (13-14)	High (13-14)
TREASURE:	Q(x4)	M(x50), Q(x5), (G)
ALIGNMENT:	Neutral good	Neutral evil
NO. APPEARING:	1	1
ARMOR CLASS:	-1 (-3)	0 (-2)
MOVEMENT:	6, Sw 18	3, Sw 24
HIT DICE:	7+1	8+3
THAC0:	13	11
NO. OF ATTACKS:	2 (claw/bite)	3 (claw/claw/bite)
DAMAGE/ATTACK:	2d4/2d12	1d8/1d8/4d8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Shell, +2/+4 Saves	Shell
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12'+ long)	L (10'+ long)
MORALE:	Champion (15-16)	Elite (13-14)
XP VALUE:	2,000 (+ 1,000 per Legacy)	2,000 (+ 1,000 per Legacy)

This highly intelligent turtle is primarily a sea creature, occasionally seen wandering the shores of the tortle people. Its behavior is very similar in manner to that of a good dragon - solitary in nature, though sometimes preventing catastrophes about to befall tortles. For this reason, the kla'a-tah is referred to as the Tortle Guardian.

The kla'a-tah boasts a huge, colorful upper shell, often studded with uncut gems. The undershell is pink and extremely hard. The legs and head of the kla'a-tah are a dark red, and the skin looks plated. Its rear feet taper back into two giant flippers, and the front feet have very sharp-edged toenails. The creature's head resembles that of a turtleÑwith large, deep set eyes and a sharp, powerful horned beak. When out of the water for more than a few minutes, the kla'a-tah coughs with a deep, booming bark.



The Red Curse: A kla'a-tah gains at least one Legacy; many of them (25%) gain two or more. These Legacies vary from one creature to another, but someÑBlend, Phase, Sight, Stone Shape, and CureÑshow up often enough to be considered regular. Kla'a-tah do require *cinnabryl* to ward off Affliction. Tortles provide most of this magical metal for them, but where they get the rest is unknown. No one has ever reported an Afflicted kla'a-tah, however.

Combat: A kla'a-tah attacks with front claws and a powerful bite. Because of its girth, it can only bring one claw to bear at any particular target in a given round. However, the attack is powerful enough that even the powerful sea glutton fears this creature.

With the protection its shell offers, a kla'a-tah rarely retreats from combat. If necessary, this giant turtle can pull in its legs and head, partially retreating into its lower shell. This seals off the leg openings and protects (but does not seal off) the head, giving the creature an Armor Class of -3. The kla'a-tah can make extremely quick snapping attacks for a creature its size, extending its neck to get a decent range of motion around the front of its shell. It does not worry too much about rear attacks, as its thick shell is nearly impervious.

Special Abilities: Besides the improved Armor Class, the kla'a-tah shell provides some other benefits. The creature has an automatic +2 bonus to all saving throws, and if withdrawn into its shell, the kla'a-tah gains a +4 bonus to all saving throws, including ones for mental attacks. If no saving throw is normally allowed, the kla'a-tah gains one if withdrawn, but without the +4 bonus.

Kla'a-tah have 90-foot infravision, which works in or out of the water. They have a natural ballast system that allows them to float on the surface or submerge for as long as needed. These creatures are completely amphibious and can survive indefinitely in both water and air.

Habitat/Society: No more than one kla'a-tah is ever seen at one time, so not much is known about their society. Different kla'a-tah have been seen helping the same tortle community, though, so they must move around. Kla'a-tah are thought to live in deep trenches along the ocean floor. They have been seen sunning themselves on the surface while eating seaweed or the carcass of a freshly-killed sea glutton.

It is known that kla'a-tah have a language of their own. They have been observed conversing with tortle shamans, but whether they will talk to others is unknown. Certainly they have never spoken to any-

one but the tortles, and the shamans keep most others away from the large creatures. The tortle people do collect *cinnabryl* for the kla'a-tah, which the shamans deliver, but they do this out of gratitude rather than payment.

Ecology: Kla'a-tah work to keep the sea gluttons from achieving a dominant position in the Western Sea. They can survive on seaweed alone, but they would consider it wasteful not to eat a creature they have taken the effort to kill. Kla'a-tah never overhunt an area. Their population is actually quite small, making them a valuable part of the ecosystem with no need for a larger predator to keep them in check.

Legend: Tortle legends have a lot to say about the kla'a-tah, much of it contradictory. One legend claims that the kla'a-tah are indeed Tortle Guardians, set in place by the Immortals to watch over the simple tortle race. Another claims that tortles who master the Red Curse are made into kla'a-tah by the Immortals, to watch over others and lead them down the same path. However, this last one poses a few questions, since kla'a-tah still have Legacies and require *cinnabryl*.

Other legends about the kla'a-tah relate to the Monoliths of Zul, ancient ruins that the tortles claim were built by their ancestors (much debated by sages). According to these legends, certain tortles achieved enlightenment and grew into the guardians of the rest of the tortle race, helped by the behind-the-scenes work of certain Immortals.

Cläu-rin

Cläu-rin protect the evil snappers (see the "Tortle" entry). A clŠu-rin is a bit smaller and sleeker than a kla'a-tah, allowing it to bring both front claws to bear on a victim as well as its bite. These creatures guard the snappers' waters against intrusion by other races or large sea creatures, such as the sea glutton. Though rarely, they will sometimes come up on shore to attack enemies of the snappers. Cläu-rin are extremely protective of their territory, defending it against other cläu-rin as well.

However, the cläu-rin's protection is not so benevolent as that of the kla'a-tah. It demands that treasure be thrown into the ocean, later collecting it and moving it to its lair. Even if the snappers do not wish protection, a cläu-rin demands tribute. Snappers have learned better than to argue. The cläu-rin also gain Legacies and require *cinnabryl*, which they demand from the snappers as part of their regular tribute. The snappers comply readily, because an Afflicted cläu-rin is a snapper's worst nightmare.

Climate/Terrain:	Mekillot Mountains
Frequency:	Rare
Organization:	Family
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1 – 2
Armor Class:	2
Movement:	15
Hit Dice:	11+2
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d8+1/1d8+1/1d10
Special Attacks:	Crushing hug
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (9′ tall)
Morale:	Elite (16–17)
Level/XP Value:	6,000 for adults 650 for young
Psionics Summary:	Dis 3/Sci 3/Dev 11; PS 12; PSPs 45 Att: EW, MT, PsC; Def: IF, MB, MBk
Player's Option:	#AT1; MTHAC0 15; MAC 5

Psychokinesis: *Sciences* – telekinesis; *Devotions* – ballistic attack, control body, control sound, inertial barrier.

Telepathic: *Sciences* – domination, mindlink; *Devotions* – contact (life detection), ego whip (inflict pain), invicible foes, mind thrust (psionic inflation), psychic crush (synaptic static).

Psychometabolic: *Sciences* – nil, *Devotions* – cause sleep, photosynthesis.

The klar looks much like a large kodiak bear with a head that seems a little too large for the body. Its back is covered with a chitinous plate It has a thick, stump of a tail that aids its balance when it stands erect.

The klar is large, towering over most Athasian fauna when standing fully erect. Its thick, sandy-colored fur grows as much as six inches long. The klar moves about on all four massive paws Its long arms reach the ground when erect.

Klars communicate with each other through loud growls, though they use their psionics when they wish to be silent or contact each other over great distances. They have never attempted to speak with humans or demihumans, assuming them to be too stupid to understand a klar. The few who have bothered to investigate the town of Salt View are beginning to change their views about the humans and their kind. Several psionicists have contacted klar and were able to communicate before being ripped to shreds.

Combat: The klar readily uses its psionics in battle, preferring to scare opponents by employing *invincible foes or ego whip.*

In melee combat, a klar buffets and slashes with its two paws, inflicting 2–9 points of damage with each. Two successful hits in one round means that the target is caught in a powerful hug with which the klar means to crush its victim. The hug is an automatic hit, causing 2–20 (2d10) points of damage plus one point for each point of the victim's AC (negative AC means less damage). A victim that makes a successful Strength roll receives only half damage. The klar is fond of playing with its food, so it often releases its victim after a single crush and tries again the next round. A klar that is losing its battle maintains its hold until it or the victim is dead. A held character can attempt to break free of the grab by making a successful Bend Bars/Lift Gates roll. The klar's final attack is a vicious snap with its laws that causes 1–10 (1d10) points of damage if it connects.



If encountered in its lair, the klar is likely to have 1–2 young present (but never more young than adults). These young have 3–8 HD (1d6+2), cause only half damage with any given attack, have no hug attack, and do not possess enough psionic potential to use their abilities in combat. The klar fight ferociously to protect their young.

The klar's AC is a result of its long, twisting hair and chitinous plate Some protection also comes from experience in combat. Young klar have an AC 4.

Habitat/Society: The klar is not particularly territorial. It is confident enough to know it can find a home anywhere in the mountains by killing other cave-dwellers. In the first several years of a klar's life, its intense psionic potential tends to overpower its young, untrained mind. An adolescent klar occasionally annihilates its own brain. As a result, the klar grow particularly fierce when trespassers invade while the young are maturing. The klar fears that moving the den will upset the youth.

The life span of a klar ranges from 60–100 years.

Ecology: Most creatures prefer to avoid klar caves for obvious reasons. Those that are brave enough to face a klar, and powerful enough to slay it, can earn quite a sum by taking the skin to a tanner. The klar's fur, though less effective when not actually attached to the user, is AC 5, slightly better than most hide armor. Its chitinous shell is impossible to shape without magical aid and is of little use.

CLIMATE/TERRAIN:	Mud flats
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	2 (8)
MOVEMENT:	12, burrow 12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ long)
MORALE:	14
XP VALUE:	270
PSIONICS:	Nil



Kluzd are snake-like reptiles that inhabit mudflats and other muddy areas. They are about ten feet long and two to three feet in diameter. They can swallow a grown man whole, although this results in a strange, almost comical, bulge in the center of their bodies.

Male kluzd have a distinctive turquoise and white coloration about their head and neck area. Females do not share these bright colors; their bodies are sandy brown flecked with black along their entire length. All kluzd have a series of elongated, feather-like scales around the back of their heads. These flare out to form a large fan when the creature is angered, a primitive mechanism to make it appear larger to its animal opponents.

Kluzd have mere animal intelligence. They can communicate with each other only in a most rudimentary fashion or through magical or psionic means.

Combat: When a kluzd senses something moving along the surface of its mud-patch, it swims toward the object and attacks with needle-sharp, barbed teeth. A kluzd can burrow through mud quickly. It cannot burrow through dry dirt or sand.

A successful attack by the creature inflicts 1d8 points of damage. Also, in each round a kluzd will attempt to grapple, attacking whatever portion of the target is beneath the surface of the mud-in the case of a man, this is usually a leg. The victim must save vs. paralyzation or be grappled. Once grappled, the victim must make a bend bars/lift gates roll each round. If the roll is failed, the victim is pulled or kept under the surface of the mud for the entire round. If the roll is successful, the victim doesn't manage to break free, but does reach the surface of the mud to take a breath. If the victim rolls below half his normal bend bars/lift gates number, he breaks free and can flee through the mud for that entire round.

A victim that is held under the mud must hold his breath; the character can hold his breath up to 1/6 of his Constitution score in rounds (rounded up). While attempting to hold his breath beyond this time, the character must roll a Constitution check each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character suffocates. The victim is unable to defend himself with normal weapons or attacks while being held beneath the mud, although he can employ psionic powers. Once the first victim dies, the kluzd will swallow it whole, then submerge to the bottom of the mud and leave any other creatures alone while it feeds.

Habitat/Society: Most often, the kluzd is well-protected by its muddy environment; few native predators can submerge themselves in the thick muck to hunt them. Kluzd will only leave the safety of their mud pools when these areas dry out completely. The creatures are far more vulnerable when forced onto the surface of the mud flat. A kluzd will travel in a straight line away from its evaporated burrow in search of a new one-those that don't locate a new mud hole within four days will themselves dry out and perish.

Ecology: Kluzd mate when their mudflats dry across the surface to become a broken, hard crust. The female lays a clutch of eggs (1d8 in number) that will hatch and grow to full size in six weeks. Until the young leave the mud pond, their parents will protect them. The young do not hunt. Rather the parents attack creatures that cross the dried surface of the mud flat, dragging them under to feed their children.

Climate/Terrain:	Quasiplane of Steam
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	4
Movement:	Fl 12 (A)
Hit Dice:	4
THAC0:	17
No. of Attacks:	4
Damage/Attack:	1d6 (×4)
Special Attacks:	Surprise
Special Defenses:	Shadow form, immune to heat, needs no air to breathe
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Steady (11–12)
XP Value:	650

Over 30 years ago, the well-known explorer Rit'ha of the Fraternity of Order traveled to the Quasielemental Plane of Steam and tracked down one of the elusive klyndesi. Using a magical device that allowed her to record the conversation verbatim, she was able to provide the Guvners' record-keepers with a transcript of her dialogue with the creature. A portion of that transcript follows:

Rit'ha: You are a klyndes?

Creature: [Hrummss] A? Klyndes? Your mouth-sounds am strange upon my mind.

Rit'ha: What are you, then?

Creature: Are? I are the focus of light between the wisps of vapor. [ssshhhss] I know no klyndes.

Rit'ha: Hmmm. Well, fine. What about the others of your kind?

Creature: Others? Kind? [hsssaass] Again I hear things that have no meaning to my mind.

Rit'ha: So, you're the only one.

Creature: There are only one darkness, one light, so only one shadow. [ssssaass]

When light filters through the constant haze of the quasiplane of Steam, it creates strange shadows cast upon nothingness. Lacking surfaces on which to form, the shadows nevertheless rise and fall again upon nothing but more steam and other shadows. These impossible steam shadows occasionally coalesce into a creature called a klyndes.

Klyndesi are composed of wispy darkness, existing only in between the water and the air that makes up the vaporous atmosphere of the plane of Steam. They are intelligent beings, but they exist in complete isolation – they don't interact with others of their kind in any way whatsoever. In fact, it would seem that they do not even exist in each other's mind. Each klyndes believes itself to be the only such creature, a completely unique being, and there's no convincing it otherwise.

The voice of a klyndes is the hissing of steam. It has no reason to learn the languages of other beings, so all communication with a klyndes must be through spells or magical items.

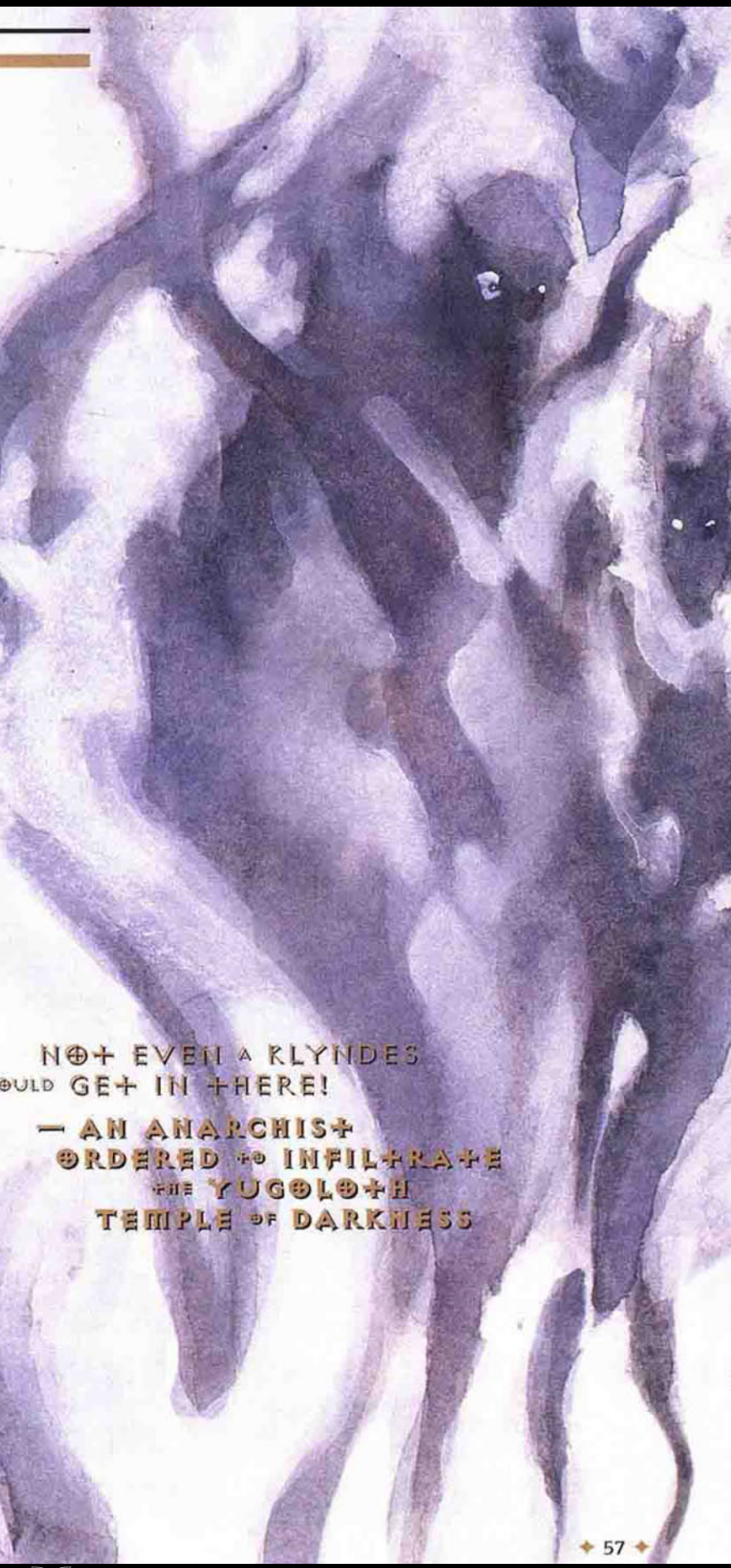
Combat: The klyndes is a dangerous creature, for it preys upon flesh for its sustenance. To find prey, it can slip in and out of a shadowy, nebulous state of being between the bits of vapor on the plane of Steam. While in this misty state, the klyndes can move and watch its surroundings, but it cannot interact with objects and creatures of a more physical nature. It can neither touch nor be touched, harm nor be harmed. Adopting this shadowy nature, a klyndes can pass through even the most secure constructions by slipping through the spaces between the tiniest bits of matter composing all things. Only magical barriers such as a *wall of force* can keep a klyndes in shadow form at bay.

The klyndes almost always attacks with surprise, inflicting a –2 penalty to opponents' surprise rolls as it abruptly leaps out of its shadowy state and the impossibly small spaces among the steam. The klyndes requires a full round of inactivity to alter its state from shadow to solid (or vice versa). Taking on a physical form, the klyndes lashes its prey with four long, whiplike limbs ending in razor-sharp blades (inflicting 1d6 points of damage each). In this more "real" state, the creature is vulnerable to attack, and so it lashes out only when it feels confident of attaining a good meal.

Even in this vulnerable form, the klyndes is immune to attacks based on heat – magical or otherwise – and requires no air to breathe. Magic that affects water (such as *part water, water to dust,* and other similar spells) inflicts 1d4 points of damage upon the creature for every three levels of the spellcaster by removing the water vapor from around the klyndes. This weakness is evident no matter what form the klyndes currently takes, for as both shadow and solid it relies upon the spaces between the minuscule portions of water vapor in the air to support itself.

Habitat/Society: As previously mentioned, each klyndes believes itself to be the only one of its kind. There is no society of klyndesi, and there never can be.

Each klyndes sequesters itself deep within the steam – dark, wet places far from any other creature. It has no "lair" per se, but it always moves its resting place away from the



presence of other beings. A klyndes spends at least half of its time at rest in a trancelike state, dreaming its alien dreams. The rest of the time it prowls the plane, seeking prey.

ECOLOGY: The klyndesi are the only known predators on the plane of Steam. They feed mainly upon creatures called fabere, the docile, gas-filled balloonlike beasts that feed upon the steam itself. 'Course, when the klyndesi find different prey — like visitors to the plane — they're likely to jump at the chance to consume a more exotic meal.

It's not common, but occasionally those of other races develop a working relationship with the klyndesi after convincing them not to attack. (The steam creatures are very intelligent, after all, and aren't immune to reasonable arguments.) Such klyndesi might become well-paid assassins or spies, since they're able to use their special powers even away from the plane of Steam. However, klyndesi cannot abide an atmosphere devoid of water vapor, so desert climates are extremely unpleasant to them and voids like the plane of Vacuum instantly slay the creatures.

Cold-blooded alchemists will tell a body that the brain of a klyndes contains certain liquids and unguents important in the making of a *potion of breathing steam* — a mixture similar to a *potion of water breathing,* but one that allows a basher to breathe fire, steam, or water.

Kizoku

Climate/Terrain:	Rokushima Táiyoo
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Life energy
Intelligence:	Exceptional (15–16)
Treasure:	Z
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	0
Movement:	12, Fl 18 (C)
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d10
Special Attacks:	Energy drain & spell use
Special Defenses:	Reanimation
Magic Resistance:	20%
Size:	M (6' tall)
Morale:	Fanatic (17–18)
XP Value:	9,000



A kizoku is an oriental creature that assumes the form of an irresistibly handsome man. He courts beautiful women, leading them to betray and murder their lovers or husbands. This foul deed done, the fiend claims the woman's spirit and devours her life force.

Kizoku look like extremely muscular and handsome oriental men. Their hair is thick and luxurious, their demeanor noble, and their taste in clothing and personal adornment is impeccable. They always seem rich, confident, and trustworthy. Most kizoku appear to be powerful samurai or other warriors, though a few prefer to disguise themselves as wizards or priests. The only clue that might give away the identity of the kizoku is a small, inky black mole shaped like a crescent moon that is always located somewhere visible on his body (usually the face or hands).

When a kizoku consumes a woman's essence, he gains the ability to speak any languages she knew. Because of this, most of these creatures have a plethora of tongues at their disposal.

Combat: Although kizoku carry the traditional weapons of a samurai (or an ornate dagger or staff if they appear to be some other class), they prefer not to use these weapons in combat, avoiding melee combat all together if possible. If attacked themselves, they will attempt to flee before resorting to direct violence.

Whenever they must fight, they utilize spells designed to facilitate their escape from the situation or to *hold, charm,* or *confuse* their adversaries. They can cast the following spells each once per day at will: *audible glamer, change self, charm person, friends, hold portal, hypnotism, alter self, darkness 15' radius, forget, improved phantasmal force, hold person, slow, wraithform, confusion,* and *dimension door.*

Kizoku possess natural *infravision* to 90' and have the ability to *fly* and become *invisible* at will.

For purposes of lifting and throwing, opening doors, and bending bars, kizoku possess 18/00 Strength. Unlike vampires, however, they do not receive the normal attack and damage bonuses associated with their exceptional strength.

They are slain beyond hope of reanimation only by piercing them through the heart with a wooden stake made from the wood of a weeping willow tree. Any other attack that drives the creature to 0 hit points does not truly kill the kizoku. Even if its body is destroyed, the creature will reform and rise again after 24 hours.

Habitat/Society: Kizoku are solitary monsters. They do not associate with one another or have normal families. Their homes are made at the heart of man's cities, where they can find an endless supply of victims to corrupt and feed upon.

Once he has chosen a victim, the kizoku secretly visits her whenever possible, bringing her gifts, encouraging her in whatever talents she possesses, and lavishing compliments on her. The kizoku may also bring a woman he is trying to seduce to his home to show her all his fine treasures, promising to make them hers if she will forswear her husband or betrothed and become his.

Time is meaningless to a kizoku once he has chosen a victim. Even if he is driven off by her protectors, the creature will return later to continue his corruption of the innocent maiden.

Through his manipulations of her emotions and desires, the kizoku causes a sort of euphoria in his chosen victim. Whenever she is with him, she feels almost intoxicated with love, vibrant energy, and attractiveness. Conversely, whenever he is away, she feels depressed, unsatisfied with everything in her life, and drab.

Though he does not force his mistress to take any steps to rid herself of her husband or lover, he whispers suggestions to that effect in her ear whenever she seems weakest in her resistance to his pleas for her love. Only by killing her lover or husband can she be truly his, the fiend argues.

Once she agrees to the betrayal and kills her lover, the kizoku claims his new "bride" and takes her to his lair. As their lips meet for a passionate kiss, he claims her spirit and draws her life force out of her body.

Ecology: Scholars are undecided as to whether the kizoku is akin to the vampire. Though it may be slain only by a stake through the heart, the kizoku is not itself an undead creature. It lives, breathes, and is warm to the touch. Nevertheless, it feeds off the life energy of living creatures much as a vampire drains energy or blood.

Climate/Terrain:	Any ocean
Frequency:	Common
Organization:	Tribe
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	P (A)
Alignment:	Neutral good (80%) or neutral evil (20%)
No. Appearing:	2d10
Armor Class:	5
Movement:	Sw 15
Hit Dice:	7
THAC0:	15
No. of Attacks:	1 or 3
Damage/Attack:	By weapon or 1d4 (claw)/ 1d4 (claw)/1d3 (bite)
Special Attacks:	Nil
Special Defenses:	Skin protects against fire, blunt weapons
Magic Resistance:	Nil
Size:	L (10'–12' tall)
Morale:	Elite (14)
XP Value:	975

A kna (pronounced NAH) is an aquatic humanoid well known for its strength. These creatures live exclusively in saltwater and cannot breathe air. They vary in occupation from peaceful traders to dangerous pirates.

Knas stand 10 to 12 feet tall and have very muscular builds. Prominent features include large fins on their backs and heads, clawed hands, and bulging eyes. Their orange skin looks scaly but has a rubbery texture. They speak Common and their own tongue and also can communicate in a special silent language.

Combat: Knas usually (70%) arm themselves with special bone spears made for underwater use. Some (30% of those armed) also wield light crossbows designed specifically for underwater combat. Unarmed knas attack with their claws and sharp teeth. All knas boast 120-foot infravision.



Due to the knas' rubbery skin, blunt weapons inflict only half damage on them. Their skin also gives them a +1 bonus to saving throws vs. normal fire.

Knas cannot breathe air. A kna taken out of the water suffocates in 2d4 rounds.

Habitat/Society: Knas live in tribes made up of several family groups (typically 3d4 families per tribe). Each family contains 4d4 adults and half as many noncombatant offspring. Kna children reach maturity in six months.

Like fish, knas reproduce by laying eggs. All females within a tribe share the same fertile period; autumn is the most common egg-laying season. A female kna lays an annual clutch of 3d6 eggs, 2d6 of which actually hatch. Two knas are appointed as the children's full-time guardians for six months. During this time, the guardians teach the hatchlings everything they need to know to enter the adult world. If players encounter guardians with their charges, each guardian's morale increases to Fearless (20) in combat situations.

Kna tribes dwell in shelters built into large, bargelike platforms that float 20 to 30 feet above the sea bed. The knas construct these platforms from the light internal shells of giant squid and decorate them with bright shells and colored stones. Each tribe has its own distinctive decorative pattern.

Many knas live as peaceful traders, enjoying a prosperous relationship with other intelligent sea races as well as air breathers living along the shore. Sometimes trade between knas and humans is conducted by intermediaries, such as sea elves, who feel at ease in both environments.

Unfortunately, some tribes that have seen their territories usurped by ships of surface dwellers resort to piracy. These tribes, called the *uyagh* in their own tongue, wreck surface ships on reefs, overcome the crews, and plunder the cargo. Depending on the tribe's temperament and the victims' behavior, the uyagh might spare or slaughter a crew. (Expect the latter if the surface dwellers killed a kna while resisting.) Knas take no prisoners. Peaceful kna tribes, while disapproving of their pirate brethren, do not raise arms against them.

Besides their normal racial language, knas have a special system of hand gestures and body movements that allows them to speak silently, conveying simple concepts like "retreat," "attack," "help," and "friend." Surface dwellers can learn this sign language using a nonweapon proficiency slot.

Knas tame sea creatures for use as watch animals and beasts of burden. Uyagh use larger sea creatures to help tow surface vessels onto reefs. A kna lair has a 60% chance of containing 2d6 domesticated sea creatures, especially hippocampi (15%), narwhals (25%), common whales (20%), dolphins (20%), and sea lions (20%).

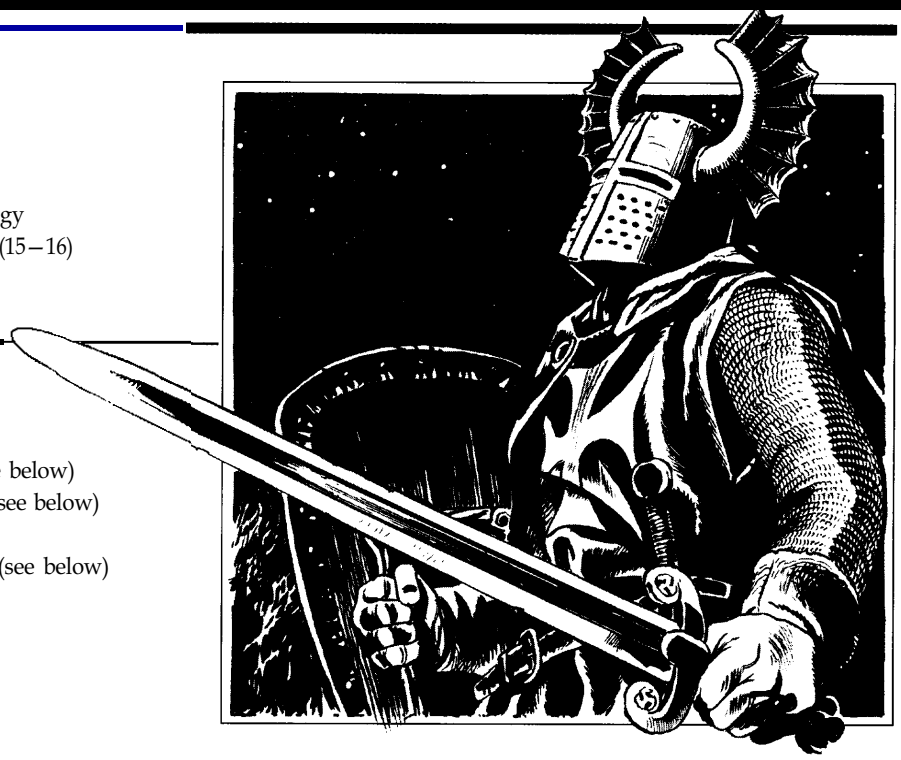
Knas and koprus (see next page) are sworn enemies, as they compete for the same food supply and habitat. Their constant bickering keeps both races' numbers down.

Ecology: Knas hunt many sea creatures that humans consider predators, reducing the population of sharks, manta rays, lampreys, and the like.

Unscrupulous alchemists have discovered how to use kna blood as an ingredient for *potions of water breathing*. These alchemists occasionally have been responsible for devastating raids on communities of good and peaceful knas.

Knight Terror

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Hierarchy
ACTIVITY CYCLE:	Any
DIET:	Mental energy
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	W (Y)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1–3
ARMOR CLASS:	5 (10)
MOVEMENT:	9 (12)
HIT DICE:	By level (see below)
THAC0:	By hit dice (see below)
NO. OF ATTACKS:	
DAMAGE/ATTACK:	By weapon (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	See below
XI' VALUE:	Variable



Knight terrors are once-human creatures that drain mental energy. Formed from knights whose fanaticism led them from the path of good, they live among their former companions, feeding on their wills and emotions. They appear as they did before their transformations, at least when they are well-fed.

Combat: Knight terrors have all the class abilities they possessed as humans, usually powerful warriors or priests. In addition, they gain the following abilities: *cause fear* 3/day, *charm person* 3/day, *suggestion* 2/day, *phantasmal killer* 1/day, and *emotion* 1/day. They can also use a special mental attack once per round, instead of a physical or magical attack. The knight terror unleashes a bolt of mental energy with a range of 10 feet, rolling against his normal THAC0. The target's Armor Class for purposes of this attack equals his Wisdom score subtracted from 20. If the attack is successful, the knight terror drains one point of Wisdom from the victim. Lost Wisdom returns at the rate of one point per day.

The drained Wisdom feeds a knight terror, improving its physical and psychic strength. A knight terror's Wisdom score is ordinarily 10–12. Drained Wisdom boosts this score, but every 12 hours the knight terror loses one point of Wisdom, causing the creature to grow "hungry" for more. A knight terror's current Wisdom score affects its power in many ways, as shown on the table below. The knight terror's appearance also varies. When sated, it looks like a strong, healthy warrior; but when starving it is withered and pale. When hungry, the knight terror becomes increasingly fearful and paranoid, jumping at shadows and suspicious of everyone. When full, however, the knight terror is a model of courage, lending its morale to its followers as it leads them bravely into battle.

Habitat/Society: Knight terrors remain a part of the hierarchy to which they belonged before their transformation. They are generally leaders in their orders, as they are driven by ambition, and they gradually corrupt their followers while deriving strength from their mental fortitude. In this way, entire branches of knightly orders have been distracted from their original purposes and led down paths of evil.

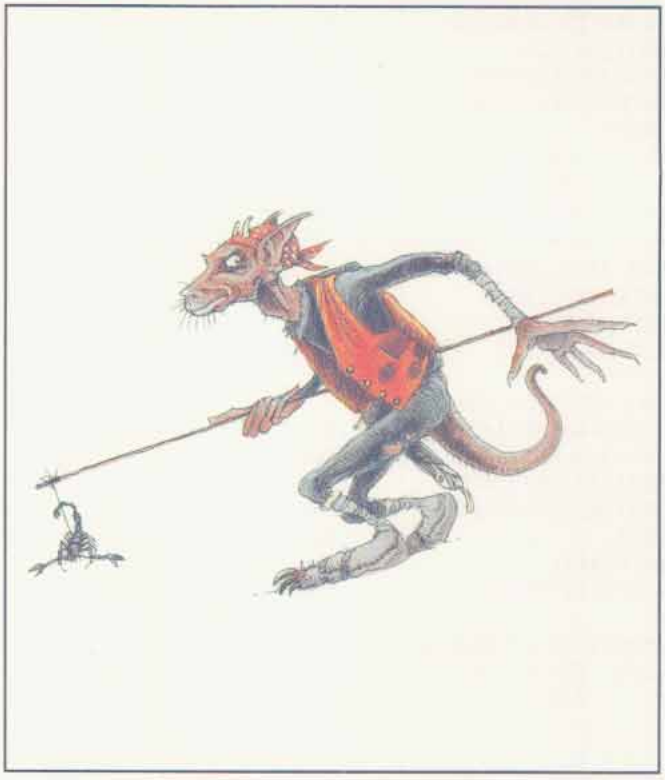
Knight terrors continue to function as part of human society according to their normal roles. They do not reproduce.

Ecology: Knight terrors have been removed from the ecological system, much like undead. However, like vampires or ghouls, they must feed in order to maintain their existence. Sages theorize that their means of sustenance is a curse of divine justice. In their human lives, knight terrors were so lacking in willpower that they succumbed to of evil. In their transformed state, they must sap the wills of others to survive. They have no hesitation about feeding from allies if enemies are not available. If a knight terror's Wisdom score ever falls below 3 for lack of feeding, the creature is destroyed.

Knight-Terror Attack Results

Wisdom	Strength	Hunger	HP/Die	Morale
3–6	5	Starving	1	Unsteady (7)
7–9	7	Hungry	3	Average (10)
10–12	17	Normal	4	Steady (12)
13–15	18	Fed	6	Elite (14)
16–18	18/00	Sated	8	Fanatic (18)

	Kobold	Urd
CLIMATE/TERRAIN:	Any land	Temperate to tropical/Hills and mountains
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Gens
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)
TREASURE:	J,O (Q × 5)	J (Q × 5)
ALIGNMENT:	Lawful evil	Neutral evil
NO. APPEARING:	5-20 (5d4)	3-300
ARMOR CLASS:	7 (10)	8
MOVEMENT:	6	6, Fl 15 (C)
HIT DICE:	½ (1-4 hit points)	2-5
THAC0:	20	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)	1-3 or 1-4 (weapon)
SPECIAL ATTACKS:	Nil	Rock bomb
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Average (8-10)	Unsteady (7)
XP VALUE:	7	2 HD: 35
Chiefs/guards	15	3 HD: 65 4 HD: 120 5 HD: 175



Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Kobolds speak their own language; some (75%) speak orc and goblin.

Combat: The kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.

Kobolds attack in overwhelming waves. Should the kobolds be reduced to only a three to two ratio in their favor, they must make a morale check. Kobolds are wary of spellcasters and will aim for them when possible.

This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.

Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom metal, but are normally wood or wicker. Chiefs and guards tend to have the best weapons available.

Kobolds have 60-foot infravision but do not see well in bright sunlight, suffering a −1 on their attack rolls.

Habitat/Society: Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.

The average kobold tribe has 40 - 400 (4d10 × 10) adult males. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1−1; hp 4 each; damage 1-6). In a lair there will be 5-20 (5d4) bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30-300 (3d10x10) eggs. There will also be a chief and 2-8 guards (AC 5; HD 1+1; hp 7 each; damage 1-8). Further, there is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; damage 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; damage 2d6 bite and blood drain). There may be one or more shamans.

Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves.

Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner.

Ecology: Perhaps kobolds are so cruel because they are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous kobold-goblin wars have kept the number of goblins down to a safe level.

Kobolds can live 135 years.

Urd

Urds are distant relatives of kobolds. Three feet tall, with short ivory horns, their bodies are frail and covered with mottled yellow to brick red scales. Their leathery, batlike wings span 8 feet.

Urds have 60-foot infravision and prefer to hunt at night, dropping jagged stones (2-3 pounds each) from the air. Unsuspecting victims are AC 10 for the attack roll. Actively dodging opponents are considered AC 2 before modifications to Dexterity. Rocks cause 2d4 points of damage. Some urds (25%) carry light sprears (1d4 damage).

A band of 20 urds is accompanied by a subchieftain (AC 7, 7 hp). Urd flocks of 100 or more include the chieftain (10 hp, 50% have magical leather armor). Urd lairs contain 1d6 shamans able to speak with bats as per *speak with animals*.

Urd life spans can exceed 100 years, but they rarely live past 50.

Kobold, Dragon Mountain

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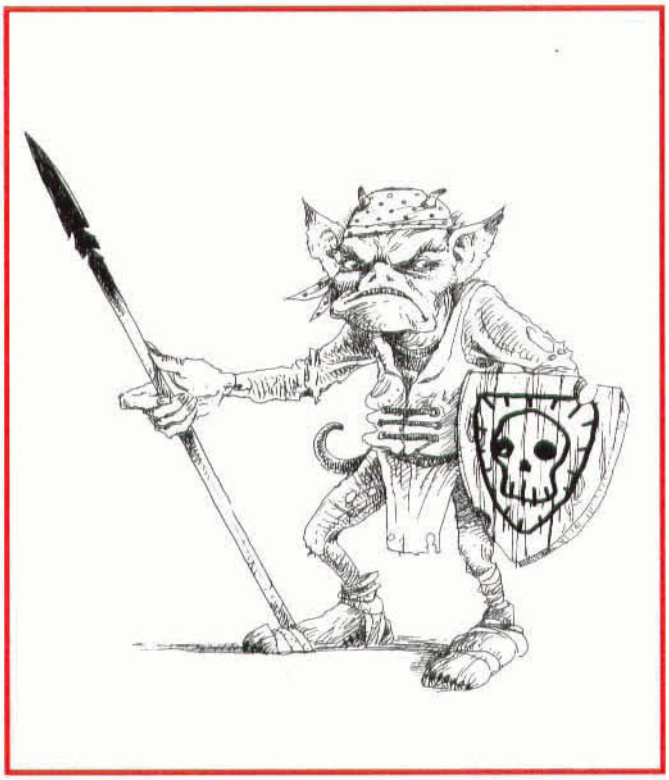
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J, O (Q x5)
ALIGNMENT:	Lawful evil
NO. APPEARING:	5-20
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1/2 (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Average (10)
XP VALUE:	7
Chiefs/Guards	15
Shamans/Witchdoctors	35



The kobolds of Dragon Mountain are well off compared to their more mundane cousins. They live a prosperous life and are well protected by the dragon Infyrana. Having adapted their lifestyle to the halls and passages of the dwarven stronghold, they are cunning creatures who use their knowledge to outwit opponents. The kobolds of Dragon Mountain are a force to be reckoned with.

Combat: The kobolds of Dragon Mountain have adapted to their surroundings so well that they have learned to use many of the old dwarven weapons and traps that were left after the dragon took power. They utilize their resources to the fullest extent possible, and they acquire additional supplies and so forth from the various villages and towns that they raid and plunder. The kobolds understand that they are heavily overmatched in toe-to-toe fights, so they almost never combat enemies this way if they can avoid it. Instead, they try to lure invaders into specially prepared traps where they can bombard the enemy with flaming oil, deadfalls, poisonous arrows, and so forth. Following are some of the kobolds' favorite battle tactics:

A witch doctor casts a *web* spell to entrap enemies and then a large force of warriors fires large quantities of arrows or jabs repeatedly with spears at them; enemies are lured into an area with a pit trap or some low-lying area from which there is no escape, and a *stinking cloud* spell is cast; a shaman casts *heat metal* on the armor of any warrior while the rest of the force attacks with ranged weapons. a shaman casts *silence, 15′ radius* on spellcasters; shamans use any type of *charm* or *hold person* spells to take control of members of adventuring parties. In addition to spellcasting, kobolds in Dragon Mountain like to entrap adventurers with nets and ropes that pin them down while the kobolds attack.

When kobolds do attack face to face, they do not simply jump out and run at adventurers, swinging their weapons. (They know this is the best way to a quick death.) Instead, they prefer to gain surprise through ambush and then swarm over characters, attempting to overbear them. The following additions to the standard overbearing rules in the *Player's Handbook* (and the *DUNGEON MASTER™ Guide*) should be taken into account, due to the kobolds' smaller size but greater tenacity and ferociousness.

When determining the chance of success for a group of kobolds attempting overbear an opponent, assume that up to 10 kobolds can swarm a single human-sized opponent, while six can swarm a dwarf, gnome, or halfling. When determining effective Armor Class, do **not** consider the base AC of any armor worn; only take into account the magical protective bonuses from armor, rings, and bracers, along with the natural Dexterity adjustment of the individual from the base AC of 10.

For example, A human male fighter in *plate mail* +2 and with a Dexterity of 16 has a normal AC of –1, but for the purpose of the kobolds overbearing him, his effective AC is 6 (magical bonus from the armor is +2 [down to 8] and Dex bonus is –2 [down to 6]). Thus, if 10 kobolds swarm the fighter, they have a base chance of 9 to overbear him (A base THAC0 of 20 to overbear an AC of 6 gives a 14, but there is a –4 penalty due to the difference in size, so the adjusted number is 18. The nine additional kobolds participating add a +9 bonus, for a final of 9). Once overbearing is accomplished, more kobolds are required to tie the character up or to strip armor or magical items away. Until extra kobolds arrive, the original 10 must make successful overbearing checks each round to keep the warrior pinned.

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Habitat/Society: Kobold society within the mountain is heavily supernatural, and therefore the clan leadership descends from the chief to the witchdoctors and shamans.

Kobold shamans are primitive priests, far more concerned with the well-being of their communities (and own aggrandizement) than the typical priest. They take spells from the priestly spheres by praying for them as a priest would. They use their spells for punishment, fortune-telling, and the clan's benefit. Kobold shamans can advance as high as 5th level.

The spheres from which they can take their spells include All, Charm, Combat, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning, Sun (reversed), War, and Wards.

They might take part in hunting, war, and spying, but almost never adventure. They perform minor divinations for their people, and even seize control of their clans when they feel the chief is not acting in the tribe's best interests.

The witch doctors are much like the shamans, except that they also combine minor mage spells with their clerical allotment, and are therefore much more rare than the shamans. They may use spells from only one school, though they are not specialist wizards in any way. Unlike shamans, witch doctors can only attain 4th level. They need spellbooks to rememorize their spells. They can use any magical item allowed to wizards.

Kobold witch doctors serve their clans as advisors to the chief, scholars, and in times of battle, that extra punch needed to sway the fight. Like the shaman, witch doctors might participate in special activities such as spying or battles, but they never wander off alone—their presence within the clan is much too important. Witch doctors are also likely to be sent to negotiations with witch doctors from other clans, in addition to, if not in place of, a clan chief.

There have been cases within Dragon Mountain of warring clans sending out secret strike forces for the sole purpose of eliminating enemy shamans and witch doctors in order to demoralize the clan. Because of this type of behavior, it is rare to see a shaman or witch doctor without an escort of at least six (and more often 10) kobolds for protection.

For both witch doctors and shamans, the spell level limit that can be memorized (prayed for) and cast is one-half their level rounded up. Thus, a 4th level witch doctor can cast 2nd level spells, while a 5th level shaman can cast 3rd level spells.

The kobolds of Dragon Mountain have as diverse a society as the dwarves before them, and one that is, perhaps, even more complex. Their stratified society allows those at the top to focus on their pursuits without having to work too hard for their labors. Those on the bottom, on the other hand, must constantly toil for their survival. The various clans of the mountain continually struggle with each other in efforts to better their living conditions, or to maintain those that they have achieved through similar in-fighting.

However, despite their differences, the kobolds can come together with amazing alacrity to combat any intruders in the mountain. Though the various clans might take advantage of the distractions caused by invaders to better themselves, they will not press the advantage too far. They know that there is no point in bettering themselves at the price of losing the whole mountain.

At the top of the heap is the king. However, his power is only theoretical, obeyed by the clans when it suits them. The true power is in a council of kobold leaders, who make important decisions and pass them along to the king for ratification. If he disagrees with said policy, they ignore him and implement it anyway. The chieftains are not equal in power; those leading the more powerful clans naturally have a greater say in the policies of Dragon Mountain than those who lead the weaker clans. Those in power propagate their power through decisions that favor them, though they do not abuse this to the point that the rest of the mountain suffers.

Below the chieftains are the shamans and witch doctors, and below them are the general populace. The "underkobolds" (as they are called by those above them), while downtrodden, are fiercely devoted to their leader, their tribe, their family, and the mountain, in that order. Though there are, of course, some exceptions, the normal kobold will sacrifice its life for the well being of these. The sacrifice for the tribe is one that many make in daily confrontations with the enemies of their tribes, but the majority of Dragon Mountain kobolds need not worry about making these sacrifices where outsiders are concerned. With some mild modification, the dwarven stonework makes an ideal setting for numerous traps. Indeed, most of the mountain can be seen as a trap, with the kobolds as the architects. The Dragon Mountain kobolds have perfected several versions of traps, including the chute trap, the pit trap, and various traps involving needles and other sharp objects. All of these play havok with the unwary.

Ecology: The kobolds are intricately intertwined with the ecology of Dragon Mountain. They practically rule the entire mountain, and as long as none of their activities violate the dragon's desires, they have free rein to do whatever they wish. They have no natural and overpowering enemies in the mountain, although there are several monsters within that make kobolds a regular part of their diet. However, most kobolds can avoid this fate. Only the foolish ones suffer.

Kobolds reproduce as do most humanoids, requiring both male and female partners. A pregnant kobold typically births four-to-five children, though smaller and larger litters are not unheard of.

The kobolds of Dragon Mountain are not scavengers, instead earning their sustenance by raiding towns near Dragon Mountain. They supplement this by raising a few crops and herds of animals. However, their main diet comes from the supplies of raided towns.

Kobold, Urd

CLIMATE/TERRAIN:	Temperate to tropical/ Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Gens
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J (Q x 5)
ALIGNMENT:	Neutral evil

NO. APPEARING:	3-300
ARMOR CLASS:	8
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	2-5
THAC0:	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3 or 1-4 (weapon)
SPECIAL ATTACKS:	Rock bomb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Unsteady (7)
XP VALUE:	2 HD: 35 3 HD: 65 4 HD: 120 5 HD: 175



These aggressive, flying humanoids are distantly related to kobolds.

Urds stand three feet tall and have short ivory horns, red-rimmed eyes, and flattened noses. Their bodies are thin, frail and covered with mottled yellow to brick-red scales. Leathery, bat-like wings sprout from their backs. When flying, these wings stretch eight feet or more across. Urds are quick and maneuverable in the air, capable of gliding for long distances or pulling up sharply. On land, urds slouch to counterbalance the wings on their back and move with an awkward half-walk, half-hop gait. Urds wear minimal clothing, but many tribes decorate their bodies with paints made from berries and ground bone.

Urds speak their own language, as well as kobold, and a smattering of common.

Combat: Urds hunt in great flocks at night, using their infravision (60-foot range) to spot prey on the ground below. Urds attack by dropping stones upon their victims. These "rock bombs" weigh two to three pounds apiece and are covered with jagged edges and protrusions. Urds drop these rocks with great accuracy. Unsuspecting victims are treated as AC 10 for the attack roll. Actively dodging opponents are considered AC 2 before modifications for Dexterity. Each rock that hits causes 2d4 points of damage. About 75% of the urds encountered carry one rock bomb apiece. The remaining 25% carry light spears, which can be used either as spears or as javelins. These light spears cause 1d4 points of damage per hit.

Urds are unreliable in large battles. They are easily startled, particularly by bright lights, such as fireballs, or by large flying creatures. Urds avoid melee unless they outnumber their opponents by 10 to 1 or more; even then urds attack only if their victims are unarmored and no larger than man-size.

Habitat/Society: Urds live in extended families called gens. A single gen may contain 300 or more adult males and females, plus a number of young and eggs equaling 50 percent of the total adult population. Each gen is controlled by a hereditary chieftain that can be of either sex.

Urds usually make their lairs in isolated mountain caves or, when no mountains are near, in carefully concealed underground caverns. An urd lair comprises one main chamber plus a number of smaller chambers for the young and eggs. Urds often (70% chance) share their homes with giant bats (70%), keeping them as pets and guardians.

On the whole, urds are unintelligent and easily frightened. They are quick to attack weaker foes, such as kobolds and goblins, and readily submit to more powerful creatures. Urd gens often swear fealty to wizards or dragons, especially if promises of food are made. Units of mercenary urds are sometimes employed by larger armies as scouts or messengers.

For every 20 urds encountered there is one subchieftain with 7 hit points and an AC of 7. Urd flocks of 100 or more are always accompanied by the gen's chieftain. The chieftain is an exceptional urd with 10 hit points and is 50% likely to be wearing magical leather armor. The urd lair always contains 1d6 shamans who, in addition to their other abilities, can speak with bats as per the spell *speak with animals*.

Ecology: Urds place little value on gold and other heavy metals, since these are difficult for urds to fly with. They prize finely made leather armor and gladly trade for such items.

The diet of urds varies dramatically from gen to gen, depending upon what (or who) is available and upon the ferocity of the gen. Some gens live on fruits and small animals, others hunt larger game, and a few of the more aggressive gens live almost exclusively on goblins, men, elves, etc.

Urds are hunted by a variety of the avian carnivores, including hippogriffs, manticores, and dragons. Their life spans can theoretically exceed 100 years, but few urds survive past the age of 50.

Kopru

Climate/Terrain:	Tropical oceans and swamps
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	I, N
Alignment:	*Chaotic evil*
No. Appearing:	1d3
Armor Class:	3
Movement:	3, Sw 15
Hit Dice:	8+4
THAC0:	13
No. of Attacks:	4
Damage/Attack:	1d4 (claw)/1d4 (claw)/ 1d4 (bite)/3d4 (tail lash)
Special Attacks:	Tail crush (3d6), charm
Special Defenses:	+2 saving throw vs. magic
Magic Resistance:	Nil
Size:	M (6'+ long)
Morale:	*Elite* (13)
XP Value:	3,000

Koprus are a degenerate race of heat-loving amphibians. Though they possess intelligence and power, their civilization has been in decline for generations.

The kopru, a man-sized creature with a humanoid upper body, has a smooth head, large eyes, and a tentacled, sphincteral mouth. Its two arms end in webbed, clawed hands, and its sinuous lower body splits into three flukelike, prehensile tails, each capped with a sharp hook. Kopru skin, light tan at the creature's hatching, gradually turns to olive in adulthood and fades to a sickly brown in old age.

Combat: A kopru eschews weapons, instead attacking with a bite and claws that cause 1d4 points of damage each. A kopru also can use its tails in combat; all three tails attack as one and cause 3d4 points of damage on a successful strike, as the hooks on the tails dig in and hold. The round after hitting an opponent with its tails, the creature draws the victim closer, wrapping its tails around the opponent and beginning to crush. On this and subsequent rounds, crushing automatically causes 3d6 points of damage, though a kopru can choose simply to hold an enemy fast with its tails, inflicting no damage. While the tail crush generally has enough power to kill a victim, a kopru also can bite a held victim automatically.

The creature seldom uses claws on a held victim, because it needs them to stabilize itself or to attack other opponents. If it does claw a held victim, the kopru gains a +4 bonus to its attack rolls. A victim held by the tails cannot wield weapons or otherwise move except to struggle; a successful bend bars roll frees a held victim. On land, the kopru needs its arms for locomotion, so it cannot attack with them. It can use its tails to hit only targets behind it while out of the water.

The kopru's most insidious assault is the *charm* spell it can cast instead of attacking physically. The beast may direct this power at any one opponent within a 30-foot radius. A victim who fails a saving throw vs. death magic becomes totally obedient to the kopru's mental commands. If the target makes a successful saving throw, no other kopru of that pack can charm the character successfully during the encounter.

This charm differs from the spell *charm person* in that the subject acts normally in day-to-day affairs, but obeys the kopru immediately when mentally compelled to do so. The kopru that cast the spell receives immediate mental access to the victim's thoughts and memories. A character can be controlled by only one kopru at a time. Once the creature establishes control, distance does not limit the spell's effects. A kopru can manipulate a charmed mind so the victim acts under its compulsion, then resumes normal life again, unaware of being controlled. A caster can maintain this arrangement indefinitely.

The charm remains in effect until dispelled with a *dispel magic* or *wish* spell or the creature dies. (For purposes of *dispel magic*, call koprus 9th-level casters.) Because of their affinity to magic, koprus gain a +2 bonus to saving throws vs. magic.

Koprus hate all intelligent air breathers, especially elves, due to their resistance to *charm* spells. These creatures take special delight in killing elves; their logic tells them that if one cannot control something, better to kill it than let it go free.

Habitat/Society: Koprus enjoy making lairs in very hot, wet environments, seeking out quiet grottos and underwater caves.

In their lairs, koprus live in packs of 3 to 24 (3d8), led by a dominant female. Of all the females in the pack, only the leader lays eggs, twice a year. A clutch includes 2d6 eggs, though only 1d4 immature offspring make it to the hatchling stage.

Evidence suggests that koprus once boasted a powerful undersea civilization. They mastered magic and psionics and built an extensive culture. But climactic shifts or increased competition from other marine races started these creatures on a descent into barbarism that continues to spiral. Adventurers tell of finding ruined kopru cities on the ocean floor, filled with exotic treasures and occupied by nightmarish marine life.

Scholars guess that the kopru ability to read a charmed creature's thoughts may be the last remnant of the psionic abilities so common during their days as a civilized power.

Koprus view humans as brutes to toy with and control. They stalk strangers that wander into their realm, then attack at the victim's most vulnerable moment. Koprus and knas—natural competitors—still fight constantly. Some sages suggest kopru are related to mind flayers as mermen are related to humans.

Ecology: Wizards can use a certain gland of the kopru brain to create a *ring of human influence* and possibly, if they treat the gland differently, to construct protections from charms.



CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOUR CLASS:	4
MOVEMENT:	12
HIT DICE:	11
THAC0:	12
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or l–6/1-6
SPECIAL ATTACKS:	By type, elemental transfusion
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	20%
SIZE:	M (5–7 feet tall)
MORALE:	Champion (15)
XP VALUE:	5,000, +600 for magma krags
PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12; PS 13; PSPs 50
	Att: all; Def: all
PLAYER'S OPTION:	#AT MTHAC0 14; MAC 5

Telepathy: *Sciences* – mindlink, psionic blast (ultrablast); *Devotions* – contact (awe), ego whip (conceal thoughts), id insinuation (ESP), mind thrust (inflict pain), psychic crush (life detection).

Clairsentience: *Sciences* – clairvoyance, *Devotions* – all-round vision. combat mind, dangersense, radial navigation.

Psychokinesis: *Sciences* – telekinesis; *Devotions* – animate object, animate shadow, ballistic attack.

Krags are undead created when a cleric aligned to an element or paraelement dies in the medium diametrically opposed to his own. The anguish and trauma of dying to the very force he devoted his life to opposing is sometimes enough to transform a cleric into a wicked and bitter undead. The elemental lords of the new power quickly enslave such an undead cleric to their service.

Not all elements and paraelements have opponents in this sense, but a general rule is that if one element can destroy or change another, the two are diametrically opposed. Of the eight, water is the element with the most powers aligned against it. The entries should be read both ways. If fire is opposed to water, then water is opposed to fire, as shown on the following table.

Element	Opposition	Element	Opposition
Earth	Magma	Silt	Water
Air	Sun	Sun	Water, air, rain
Fire	Water	Rain	Silt, sun
Water	Fire. sun, slit, magma	Magma	Water, earth

Krags look much like the individuals they were created from, except that they also take on the appearance of the element that killed them. A silt-krag, for instance, would have dry leathery skin and choking dust would constantly fall from its mouth, nose, and ears. A magma-krag, on the other hand, would be a mass of dripping, molten earth.

Combat: Krags can use weapons or their claws in melee. They can also deliver an elemental transfusion through their bite which poisons the victim's blood with the krag's element. The bite causes 2d6 points of damage if it hits. A bitten character must make a saving throw versus death, or his blood will slowly turn into the krag's element. As the blood changes, the victim suffers 1d4 additional points of damage per round. If death results, there is a 45% chance that the victim will become a kragling in 1d4 days. This infection counts as a poison or a disease for purposes of countering, so sweet water or even a *cure disease* spell will halt the process instantly.

Krags also gain complete immunity to their element. They can't be affected or harmed by it in any way. Twice per day, the undead can exercise control over its element This is limited to 1 cubic foot of material per Hit Die of the krag. Each element may be manipulated however the krag desires, but the attacks listed below are the most common:

- *Magma jet:* The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end. Anything hit by the magma takes 11d6 points of damage. The victim takes 10d6 on the next round, 9d6 on the third, and so on until he is either incinerated or the molten earth is extinguished or removed. This damage is halved if a character makes a saving throw versus breath weapon.
- *Sun beam :* A sun beam is 22 feet long and can strike targets in a straight line from the creature's hand to the end of the beam Anything in the path must make a save versus breath weapon. Failure inflicts 11d6 points of damage and may set combustible materials on fire. A successful save halves this damage.
- *Silt storm:* Silt krags generally use cunning and traps instead of direct attacks A favorite tactic is to create a storm 22 feet in diameter around potential prey, then attack in the confusion with claws and bite. Anyone caught in a silt storm receives a –2 penalty to attack, damage, save, and initiative rolls.

- *Lightning bolt:* Rain krags use lightning as their weapon of choice. This acts exactly as *a lightning* bolt spell, causing 11d6 points of damage to anyone hit by it (half if save is successful).
- *Flame strike:* A swath of flame leaps from the krag's mouth and bathes anyone within its cone in elemental fire for 11d6 points of damage. The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end.
- *Water jet:* Water krags have the ability to create water inside a victim's lungs. The krag can affect up to 11 individuals, and each must make a save versus death magic. Failure means that they have failed to expel the fluid and drown in a number of rounds equal to 1/3 their Constitution (round up). Only *cure* spells or magic that can remove water' will save a character.
- *Shower of stone:* Earth krags can form huge chunks of rocky earth out of the land and use them to slam into opponents. Every victim in an 11-foot radius of the shower's center takes 11d6 points of damage, half if a save versus breath weapon is made.
- *Cyclone:* Air krags typically create a cyclone with an 11-foot radius. The cyclone can attack aerial creatures. It whips up debris and causes 11d6 points of damage. A save versus breath weapon halves this damage.



Any attack form consisting of a krag's original element does double damage. A silt krag that once served the plane of water, for instance, would take double damage from any water-based spell. Also, a cleric of the krag's current power gains +2 to turn them, though they may never control them. Priests of the original power are at –2.

Habitat/Society: Krags haunt the area they were killed in and remain only to harm those who enter their lands. Most will actively seek to make an army of kraglings to keep them company, especially if they can bring down a creature of the same race as they were in life.

Ecology: Krags are rare on Athag, though they are more common around places such as the Silt Sea. They can also be found wherever one element threatens another and clerics are sent to protect their patron.

Climate/Terrain:	Special
Frequency:	Very rare
Organization:	Band
Activity/Cycle	Any
Diet:	Nil
Intelligence:	Low to Average
Treausre:	Q
Alignment:	Chaotic evil
No. Appearning:	1-12
Armor Class:	6, 8
Movement:	12
Hit Dice:	3, 5
THAC0:	17, 15
No. of Attacks:	3
Damage/Attack:	1–4/1-4/1-10, 1–6/1-6/2-20
Special Attacks:	Elemental transfusion
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S–M (3–7 feet tall)
Morale:	Steady (11–12)
XP Value	175, 420
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 9; PSPs 30 Att: EW, II; Def: MBk, TS
Player's Option:	#AT1; MTHAC0 18; MAC 8

Clairsentience: *Sciences* – precognition; *Devotions* – feel light, feel sound.

Telepathy: *Sciences* – mindlink; *Devotions* – attraction, contact (life detection), ego whip (inflict pain), id insinuation (invisibility), sight link.

Kraglings are creatures who have perished from the elemental transfusion attack of a krag. Anything that dies in this manner has a 45% chance of coming back as a kragling in 1–4 days Kraglings, like the krags who created them, are undead creatures. They come in two versions lesser kraglings and greater kraglings. Both types are described below.

Kraglings look like skeletal versions of their living forms, though they also take on the appearance of their maker's element. Sun kraglings have baked and brittle-looking bones that reflect any ambient light, while rain kragling's bones are covered with slimy fungus or dripping molds. Other types should follow a similar type of appearance, based on the controlling element or paraelement.

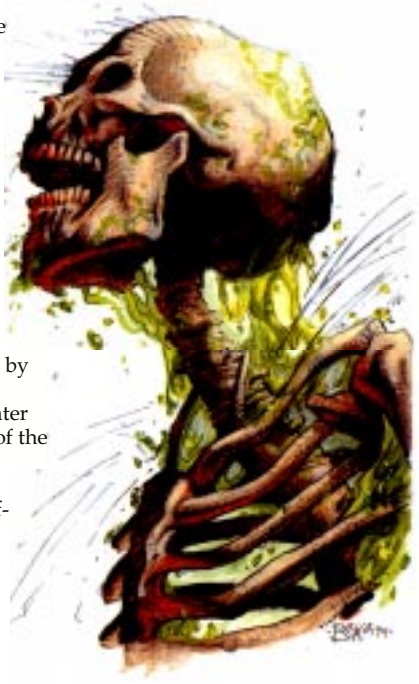
Any creature can become a kragling if it was killed by the elemental transfusion of a krag Silt spawn, humanoids, demihumans, humans, and even nonhumanoid monsters are all subject to the transfusion attack and thus can become kraglings. What type of kragling and how powerful it is depends on the creature's Hit Dice.

Greater kraglings are created when creatures with more than 4 Hit Dice are killed by a krag's elemental transfusion. Lesser kraglings are created via the same process, though the creatures must have less than 4 Hit Dice to fall into this weaker category.

Kraglings can communicate with beings of their new element and can also speak whatever languages they knew in life. They can communicate with the krags who created them through a special psionic link.

Combat:

Kraglings attack by claws or whatever other natural appendages they might have. Even creatures who did not have claws in life will develop them when they become kraglings. Lesser kraglings cause 1d4 points of damage with each successful claw strike, while greater kraglings cause 1d6 points of damage. Greater kraglings may occasionally use weapons, though those of magma or fire will not, since their touch eventually destroys most materials.



The kragling's special attack is a lesser version of the krag's elemental transfusion delivered with the monster's bite. The effects of the elemental transfusion are in addition to the normal damage caused by the bite (1d10 for lesser kraglings, 2d10 for greater kraghlings). In the case of the kragling, the elemental transfusion produces much more of a local effect. A magma kragling's bite, for instance, leaves a steaming wound spattered with molten stone. The bite of a water kragling causes the wound to swell and burst with excess moisture. They can't create other kraglings using this attack.

The elemental transfusion of a kragling has the following affect, depending on whether or not the victim made a saving throw versus death magic. For a lesser kragling, a save means that no additional effect is evident, while a failed save causes 1d4 points of additional damage from the transfusion. For a greater kragling, the transfusion causes 1d6 points of additional damage. A successful save cuts the damage in half.

Kraglings have no control over the elements they are tied to. They are immune to their patron element and are adversely affected by diametrically opposed powers (just like the krags who created them). As with krags, priests receive a +2 bonus to turn kraglings of the same element.

When destroyed by the turning ability of a cleric, a kragling collapses into a pile of bones and the element it is tied to. In this case, the kragling is completely destroyed. When destroyed by spells or combat, a kragling will reform in 1d12 days and return to the service of its krag master.

Habitat/Society:

Kraglings of low intelligence tend to mimic the actions they performed when they were alive. Kragling zhackals, for instance, continue to roam about the krag's lair and hunt for food, even though they no longer need to eat. Kraglings with more intelligence know what they are and remember their painful deaths. Though they are aware of their actions and may even be opposed to them, the krag exercises complete control over the minds and bodies of the kraglings it created, and can command them at any time. Typical directions given to kraglings by the krags who control them include protecting the region around the krag's lair and the lair itself, seeking out other victims ripe for transformation into kraglings, and watching for signs of powerful intruders—especially intruders aligned to a krag's opposite element.

Ecology:

Kraglings don't need to eat or sleep, though many will continue to pass food through their skeletal ribs in a-pathetic mockery of their former lives. When not stalking prey, a kragling will almost always be found in the vicinity of its master, and more times than not in the company of other kraglings.

	Immature	Adult
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Very rare
ORGANIZATION:	Colony	Solitary
ACTIVE CYCLE:	Any	Any
DIET:	Scavenger	Omnivore
INTELLIGENCE:	Non- (0)	Semi- (2)
TREASURE:	Nil	G
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	10-100	1
ARMOR CLASS:	9	3
MOVEMENT:	3	18
HIT DICE:	1/2	12
THAC0:	20	9
NO. OF ATTACKS:	1	1 + 12
DAMAGE/ATTACKS:	1-3	3-18 and 1-3
SPECIAL ATTACKS:	Paralysis	Paralysis, crush
SPECIAL DEFENSES:	None	None
MAGIC RESISTANCE:	None	30%
SIZE:	S (1' high)	G (40' high)
MORALE:	Unsteady (7)	Elite (13)
XP VALUE:	35	8,000



The krajen develops in three stages: small spaceborne spores, a barnaclelike immature stage, and the huge, adult krajen that is the bane of the shipways. In its adult stage, the krajen can grow longer than most ships, and resembles a gargantuan aquatic squid. Its tubelike body is dominated at one end by a thick central tentacle, the base of which is surrounded by a cluster of smaller tentacles.

Combat: Adult krajens are holy terrors, attacking anything that comes within comfortable distance of them with a huge central tentacle and a cluster of twelve lesser tentacles. The krajen's central tentacle can crush objects of more than huge size, inflicting either 3-30 hit points or 1-3 hull points of damage, depending on the target. On a hit of 18 or better, the central tentacle has looped around the target and can crush each round thereafter automatically. Even when not crushing the life out of a victim, the central tentacle can inflict up to 3-18 points of damage in combat.

The smaller tentacles that ring the large central tentacle are called sentries, and act to protect the main shaft. They are thin, snakelike members, tipped with a paralysis poison that causes those hit to save vs. poison or be paralyzed for 3-30 rounds. The adult krajen can use all its tentacles at one time, though no more than two tentacles will engage a man-sized target.

A common krajen tactic is to snare a ship and crush it with the central tentacle, while the smaller sentries deal with the crew and other creatures trying to attack it. Only after all the attackers are paralyzed or slain will the krajen feed, crushing the paralyzed survivors. The krajen will feed over several days, fall into slumber for a few months, then move off for new conquests.

Habitat/Society: The krajen has no real social organization. The monstrous adult krajens are solitary creatures, and should one encounter another, it will treat it as any other creature and probably attack. The krajens are immune to their own paralysis poison and that of their young, and will destroy ships that are carrying their young and consume them as readily as not.

Ecology: In the krajen's youngest form, its spores are harmless, and can be slain by such simple spells as *cure disease*. They drift like windborne seeds in the void, waiting for the approach of a ship or other solid body. They are so small that a spelljamming ship can pass through a cloud of them without stopping and without its crew noticing. It is only when the spores take root in the hull of the ship that they are noticeable.

Krajen spores can take root in any solid object, including asteroids, ship hulls, and large living creatures. Once planted, the base of the spore widens and digs into the surface, while the outer surface hardens into a shell similar to a barnacle's. The central tentacle is nested in an opening at the top of this shell. In case of normal attacks on the immature krajen, the tentacle can whip out to attack enemies in the area, lashing out at random. When dormant, the tentacle is tucked inside the top of the shell.

Immature krajens can survive without air, and in fact prefer the stale air of bad air envelopes over the healthy air of areas replenished by green plants. They do need a solid surface to draw nutrients from, though each one can also absorb nutrients from dead bodies that it and the rest of the colony have destroyed.

When the immature krajens have pulled the equivalent of 2 hull points of material from a surface (i.e. in about two months), they disengage and float into space. At this point the gripping base closes and the sentry tentacles appear. Feeding on the stored, concentrated energy, the krajen attains its adult size and goes hunting. Large groups of immature krajens often hunt other krajens, until only one member of the group survives and reaches full size.

Adult krajens grow throughout their entire lives, such that legends of particularly huge individuals surface from time to time. Krajens feed on ships almost accidentally, as their main prey are kindori, radiant dragons, and other large creatures.

One rumor that has appeared in a number of spheres is of a lesser race of human barbarians who have tamed the krajens through use of alchemic mixtures. They have traded these mixtures to the arcane in exchange for lifejammers, which they have hooked up to the relatively mindless krajen. Using the lifejammer-driven krajen, this lesser race is suddenly appearing as a major menace to shipping, often preying on other pirates and marauders.

Immature Krajen

Immature krajens are a bane of shipping, as their continued growth destroys the surface they are moored to. This is particularly dangerous if the surface is a ship hull. Resembling a giant barnacle, a single krajen can inflict about 1 point of hull damage in a month of growth. Immature krajens come in large colonies, however, and with each krajen inflicting similar damage, a krajen colony can break up a ship in short order. Wood and stone are subject to this type of damage, but living material (such as the kindori) and the ceramic hulls of the elven butterfly ships take no significant damage.

As a result of the destructive activities of immature krajen, ship crews must often scrape the undersides of their ship hulls, where the krajen tend to nest. This is made more difficult by the fact that the krajen's main tentacle is tipped with a paralyzing poison that causes an individual hit to be paralyzed for 2-8 rounds. During this time the krajen will either continue to strike the attacker with its tentacles (if riled or if some of the colony have been slain) or, more likely, shuffle off to a new piece of the ship.

When part of the colony is threatened or attacked, the damaged/dying member releases chemicals that aggravate the other members of colony, so that attacking one immature krajen affects all other krajens in that same air envelope.

Carefully done, freeing a hull of immature krajen is an unpleasant and time-consuming task. Crews will wipe out krajen colonies even on asteroids and other areas, if for no other reason than to prevent them from becoming full-fledged krajens.

Immature krajens have no intelligence, and their colonies grow together by chance rather than as a result of any cogent thought. They grow together because they take root together.



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CLIMATE/TERRAIN:	Tropical, subtropical, temperate oceans
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Special
INTELLIGENCE:	Genius (17)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18, SW 12 (females: Fl 12) Tentacles: 12
HIT DICE:	50
THAC0:	7
NO. OF ATTACKS:	7 (tentacles), 2 (fists)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Trample, spit, mist
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (80-100')
MORALE:	Fanatic (17)
XP VALUE:	45,000



Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful demon spirit with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior.

The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red. Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease.

The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, many observers to mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

A master of language, the krakentua is conversant in the tongues of all lands and creatures of Kara-Tur.

Combat: A male krakentua typically has 200-250 hit points, while the average female boasts 350. The male attacks with its tentacles, using them like whips to inflict 1-4 hp of damage each. If a tentacle makes a successful hit, it can grab its victim too, inflicting 1-10 hp of crushing damage in each subsequent round. The tentacle has the following chances of pinning its victim's arms: one upper limb, 50%; neither limb, 25%; both limbs, 25%. The victim cannot free himself unless the tentacle is severed. Each of the seven tentacles has 15 hp (which is in addition to the hit points of the body). A krakentua commonly wields weapons in some of its tentacles, preferring katana and wakizashi.

A male krakentua can attack with his fists for 1-10 hp of damage each. He also can trample victims who fall underfoot for 1-100 hp of damage. He can spit a stream of cherry milk at any single victim up to a distance of 100 feet; the victim must save vs. poison or be blinded for 2-12 segments. He can belch a cloud of foul red mist 50 feet in diameter; victims within the mist cloud must save vs. poison or suffer 1 hit point of damage.

A female krakentua is considerably more powerful than the male. Her tentacles strike for 1-8 hp of damage and inflict 2-12 hp of constriction damage per round. In addition to all of the male's abilities, she boasts continual *ESP, clairaudience, detect lie detect evil,* and *detect good.*

In intelligent victims, a female can induce dreams so lifelike that they are indistinguishable from reality. While her victims dream, the krakentua can imprint their mental aura, which allows her to track them later. The more energy the victims expend in their dreams (e.g., by fighting for their lives in the dreamworld), the stronger the imprint. The stronger the imprint, the greater the krakentua's ability to find them later. Creating the dreams is extremely stressful for the krakentua. She cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

Unlike males, female krakentua have a limited ability to fly, hovering through the air as if levitating. The female can fly for up to 10 hours before she must immerse herself in sea water for a full day. When flying, she sheds a mysterious "trail" of dead octopi. The octopi seldom exceed 3 feet in diameter. It is thought that the krakentua *gates* in octopi from the ocean, and absorbs their lifeforce to power her flight.

Habitat/Society: Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell off-shore near civilized coasts.

Krakentua reproduce asexually. The female has an eighth tentacle that functions solely as a reproductive organ. When the female reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new krakentua.

Krakentua have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves, who must worship and honor them. Human slaves are preferred.

Ecology: Krakentua consume any type of vegetable matter. In particular, they relish cherries and cherry tree milk.

CLIMATE/TERRAIN:	Wildspace, jungle
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Carnivorous
INTELLIGENCE:	High (13–14)
TREASURE:	A (N)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	10–40
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon or 1–4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard, +4 vs. illusions
SIZE:	M (5–6′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	1,400



The k'r'r'r are sentient spiders that developed in deep space. Unfettered by a dependency on gravity, the k'r'r'r are not locked into the two-dimensional thought processes that seem to affect other races. Their homes and ships can be built of three-, four-, or five-sided designs to suit their needs.

The k'r'r'r are firm in their belief that their place is at the apex of creation. The rest of the Known Spheres is a larder for their kitchens and a quarry for their constructions. It is their destiny to exploit all the resources that their gods have made available to them. The k'r'r'rs' duty is to organize themselves so that they may fully grasp that destiny.

The k'r'r'r look like thin spiders resting on stiltlike legs. Whereas most spiderlike beings are relatively horizontal with bodies held close to the ground, the k'r'r'r are upright with torsos held 2 feet off the ground. This disparity is attributed to a superior design granted by the gods.

The k'r'r'r come in shades of black and dark blue. A sky-blue strain is a natural mutation, and they are considered touched by the gods and treated with inordinate respect.

Combat: The forward pair of legs are smaller than the other six, and they end in delicate claws used for manipulating tools and weapons. The head is multieyed but dominated by two primary orbs. The multiple eyes coupled with high intelligence provide the race with a +4 to saving throws versus illusion/phantasm spells. The head also has great jaws that allow the k'r'r'r to bite if it is weaponless.

K'r'r'r prefer spears, pole arms, and other piercing weapons to the shorter weapons such as maces. They are physically hampered when using weapons that require slashing strokes, such as swords, and they suffer a −1 to hit penalty with them. K'r'r'r do not use bows, but they can use specially modified and mounted crossbows and starwheel pistols, though each weapon takes an additional round for the k'r'r'r to load. In combat, the k'r'r'r who have such weapons fire the first round then use their pole arms thereafter. Those without a secondary weapon will bite for 1–4 points of damage.

One k'r'r'r in 10 has exceptional abilities. Half of these are higher level fighters, with additional 1–6 HD. The other half are specialist priests of levels 3–12. These specialized priests have limited access to spells (All, Guardian, Protection, and Sun spheres only), and they are used primarily as helmsmen for exploration and colonization vessels.

Habitat/Society: The k'r'r'r believe they have the right to colonize and exploit the remainder of the universe. Their logic to support this philosophy is straightforward: Other races in space apparently come from one groundling society or another—they have no more purpose in space than does a fish on land. The k'r'r'r, however, were born to the void.

To that end the k'r'r'r are expanding their infiltration of various spheres through use of their unity fleets. These fleets are like caravans to the stars, identical ships being constructed and sent out one after another. The ships are modular, and once they arrive on the scene they can link up to form larger, more powerful ships to defeat an enemy. The peculiar nature of the k'r'r'r allows their ships to move quickly on a tactical scale, even if the ships have linked together and exceed the normal 100-ton limit. It is a combination of the k'r'r'rs' mindset and their specialized helms that allows them to pull off this maneuver—a maneuver that other races, even with k'r'r'r helms, have not been able to duplicate.

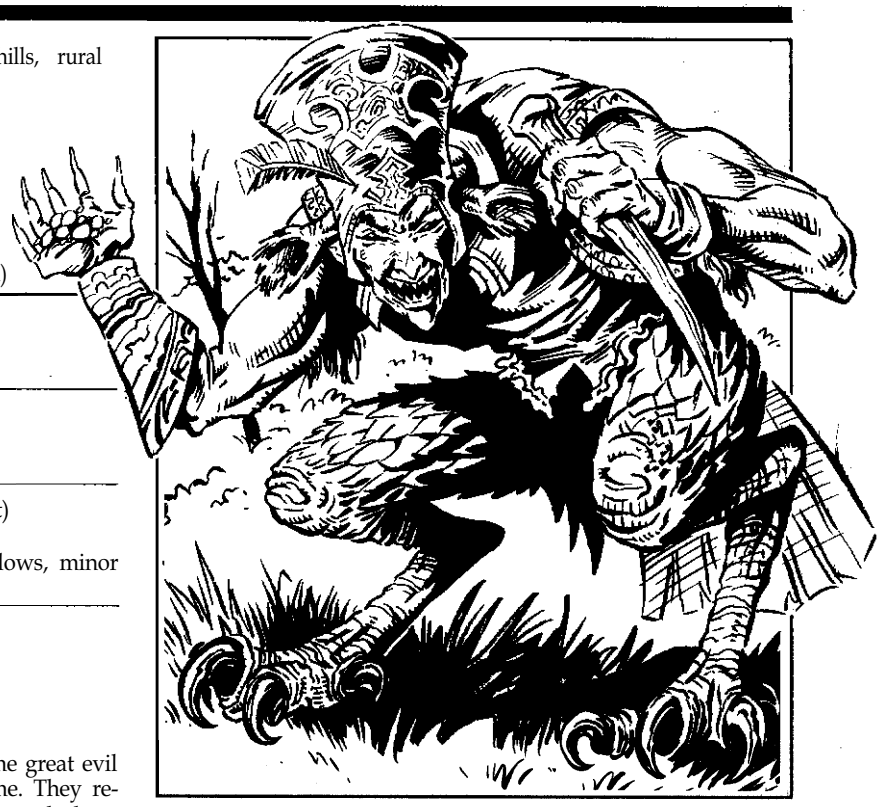
The k'r'r'r are led by their strongest fighter, supported by priests. The fighter and priests are likened to empty vessels that must be filled by the k'r'r'r spider-god called the Wise Queen. Her body is jet black, and she has a humanish mold to her face. The k'r'r'r consider her superior to all other gods just as the k'r'r'r are superior to all other creatures.

There is a disturbing similarity between the k'r'r'r Wise Queen and the Dark Elves' Llolth. The drow goddess is extremely chaotic and utterly evil—could she be advising and providing spiritual leadership for a group of neutral but primarily lawful spider-creatures? The answer is unknown.

Ecology: The k'r'r'r are carnivores and will eat any creature, including their own dead, in order to survive. However, they are extremely efficient feeders and do not need to eat often, and a single meal will hold a k'r'r'r for two months or more. There will be dried meats of unknown origin on k'r'r'r ships.

Kruel

CLIMATE/TERRAIN:	Temperate/Forests, hills, rural
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very
TREASURE:	W x ½
ALIGNMENT:	Chaotic evil (neutral)
NO. APPEARING:	2-5
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	1+8
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	ld4 +4/1d4 (see text)
SPECIAL ATTACKS:	Missiles, set fires
SPECIAL DEFENSES:	Resist fire, evade blows, minor spells
MAGIC RESISTANCE:	10%
SIZE:	M (5′ tall)
MORALE:	Steady (11)
XP VALUE:	270



These creatures were once good sylvan folk, but some great evil blighted their race and gained them their new name. They reportedly still have dealings with pixies and some wood elves, and it is known that they do not wantonly destroy woodlands with their powers, so perhaps some traces of their original nature remain. Even so, kruels are now undoubtedly evil and spiteful monsters in most respects, and they cause much suffering in rural communities. They speak Common and a smattering of woodland tongues.

Kruels appear as sharp-featured elves from the waist up, with long bony fingers, large cowlike ears, and eyes that are (except for the pupil) startlingly blood-red. Their legs are birdlike and green scaled. They prefer bright green, lilac, and scarlet garb, also wearing tall hats, each set off with a red feather.

Combat: Kruels fight only the apparently weak, preferring to harass more powerful opponents from a distance. Any pebble they hurl becomes magically empowered for that round, burning like a red-hot coal. They can throw two pebbles a round at +2 to hit, at a range of 40 yards (no range penalties apply). The stones cause 1-4 hp damage if they hit. The stones will ignite combustibles (item saving throws vs. normal fire are required) but cease burning themselves after one round.

Kruels can use the spell flame blade at will, and they enter melee with this spell and a dagger, striking once per round with each with no penalty. They are quick, agile, and unpredictable in combat; if they win initiative, they have a 30% chance that round to evade each blow struck at them that would have otherwise hit, regardless of the attacker's roll.

Kruels can cast both *cantrip* and *alter self* twice per day at the 1st level of magic use, but since their eyes retain their distinctive coloration in any form, the latter power is commonly used for escape (flying or swimming) rather than disguise. They naturally *resist fire* as the spell, and they are intelligent enough to take advantage of this in combat if the situation permits.

Habitat/Society: Kruels usually dwell on the fringes of civilization, where they prey on farmers and their cattle, occasionally firing a hayrick or barn. Kruels would never destroy a whole year's crops or burn down an entire village—the fun would be over much too quickly. They often use their magical abilities to frighten or attack passing travelers, especially the seemingly helpless. A captive is sometimes taken for torture; victims are not always killed, but few recover completely from the experience. Kruels roam far from their lairs in search of an evening's "entertainment." Like most faerie-kin, they are unpredictable and may consistently raid a distant farm, ignoring one close at hand.

Their preferred lairs are woodland caves, always difficult to find, where they keep their treasure in individual caches. They live in small groups that split up or change members with other groups of kruels on a random basis. Mating is infrequent and results in a clutch of eggs that take a few weeks (and a fair amount of heat) to hatch, whereupon the young kruels grow to adulthood within a year or two. There is a 20% chance that a group will have a pyrolisk as a pet, as they get along well with such creatures. This and their form may indicate some distant kinship between the two species.

Ecology: Kruels prey on others. They steal produce and livestock from farms and goods from travelers when they can, otherwise hunting small animals and gathering nuts and berries in the forest. It is thought they trade with unscrupulous creatures for the things they cannot plunder. They enjoy finery but produce nothing of worth themselves.

Farmers and villagers in regions frequented by these creatures would be overjoyed if adventurers sought out and slew kruels for body parts that were vital components in some spell or potion, but so far no use has been found for them.

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CLIMATE/TERRAIN:	Aquatic subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High and up (13+)
TREASURE:	L, M, N (Z)
ALIGNMENT:	Neutral evil (with chaotic tendencies)

NO. APPEARING:	2-24
ARMOR CLASS:	4
MOVEMENT:	9, Sw 18
HIT DICE:	2 or more
THAC0:	19
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-5 and/or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (higher levels L)
MORALE:	Elite (13)
XP VALUE:	Normal: 175 Captain: 3,000 Lieutenant: 1,400 Whip: 420 Monitor: 975



Kuo-toa are an ancient race of fish-men that dwells underground and harbors a deep hatred of surface dwellers and sunlight.

A kuo-toan presents a cold and horrible appearance. A typical specimen looks much like a human body, albeit a paunchy one, covered in scales and topped with a fish's head. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and an opposing digit, partially webbed. The legs and arms are short for the body size. Its coloration is pale grey, with undertones of tan or yellow in males only. The skin has a sheen from its slimy covering. The color darkens when the kuo-toan is angry and pales when it is badly frightened. A strong odor of dead fish follows it around.

It wears no clothing, only leather harnesses for its weapons and gear. Typically, a kuo-toan warrior carries daggers, spears, shields, harpoons and weighted throwing nets.

Kuo-toa speak the strange subterranean trade language common to most intelligent underworld dwellers. Additionally, they speak their own arcane tongue and have empathic contact with most fish. Their religious speech is a corruption of the language used on the elemental plane of Water; if a kuo-toan priest is in a group of kuo-toa, it is 75% unlikely that a creature native to the plane of Water will attack, for the priest will request mercy in the name of the Sea Mother, Blibdoolpoolp.

Combat: These creatures normally travel in well-armed bands. If more than 20 kuo-toa are encountered, it is 50% likely that they are within 1d6 miles of their lair. For every four normal warriors encountered there is an additional fighter of 3rd or 4th level. For every eight normal fighters there is an additional fighter of 5th or 6th level. For every 12 normal kuo-toa in the group there is a cleric/thief of 1d4+3 levels each. If more than 20 normal fighters are encountered, the group is a war consisting of the following:

One 10th-level fighter as Captain
Two 8th-level fighters as Lieutenants
Four 3rd/3rd-level fighter/thief Whips
One Monitor (see below)
One slave per four kuo-toa

The whips are fanatical devotees of the Sea Mother goddess of the kuo-toa. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

It is 50% probable that any kuo-toan priest above 6th level is armed with a pincer staff. This is a 5-foot-long pole topped by a three-foot-long claw. If the user scores a hit, the claw has closed upon the opponent, making escape impossible. The weapon can be used only on enemies with a girth range between an elf and a gnoll. It is 10% probable that both arms are pinned by the claw and 40% probable that one arm is trapped. If the victim is right handed, the claw traps the left hand 75% of the time. Trapped opponents lose shield and Dexterity bonuses. If the weapon arm is trapped, the victim cannot attack and the Dexterity bonus is lost, but the shield bonus remains.

The harpoon is mostly used only by higher level fighters. It is a wickedly barbed throwing weapon with a 30 yard range. It inflicts 2d6 points of damage, exclusive of bonuses. Victims must roll a successful saving throw of 13+ on 1d20 to avoid being snagged by the weapon. Man-sized or smaller beings who fail this saving throw are jerked off their feet and stunned for 1d4 rounds. The kuo-toan, who is attached to his weapon by a stout cord, then tries to haul in its victim and slay him with a dagger thrust.

Kuo-toan shields are made of special boiled leather and are treated with a unique glue-like substance before a battle. Anyone who attacks a kuo-toan from the front has a 25% chance of getting his weapon stuck fast. The chance of the victim freeing the weapon is the same as his chance for opening doors.

Hit probability for kuo-toa is the same as that of a human of similar level, but males also gain a +1 bonus to both attack rolls and damage rolls when using a weapon, due to Strength. When fighting with a dagger only, kuo-toa can bite, which causes 1d4+1 points of damage.

When two or more kuo-toan priests or priest/thieves operate together, they can generate a lightning stroke by joining hands. The bolt is two feet wide and hits only one target unless by mischance a second victim gets in the way. The bolt inflicts 6 points

of damage per priest, half that if a saving throw vs. spell is successful. The chances of such a stroke occurring is 10% cumulative per caster per round.

The special defenses of these creatures include skin secretions, which gives attempts to grapple, grasp, tie, or *web* a kuo-toan only a 25% chance of success. Despite their eyes being set on the sides of their heads, they have excellent independent monocular vision, with a 180-degree field of vision and the ability to spot movement even though the subject is invisible, astral, or ethereal. Thus, by maintaining complete motionlessness, a subject can avoid detection. Kuo-toa also have 60-foot infravision and have the ability to sense vibrations up to 10 yards away. They are surprised only on a 1 on the 1d10 surprise roll.

Kuo-toa are totally immune to poison and are not affected by paralysis. Spells that generally affect only humanoid types have no effect on them. Electrical attacks cause half damage, or none if the saving throw is successful; magic missiles cause only 1 point of damage; illusions are useless against them. However, kuo-toa hate bright light and suffer a -1 penalty to their attack roll in such circumstances as daylight or *light* spells. They suffer full damage from fire attacks and save with a -2 penalty against them.

Sometimes kuo-toa are encountered in small bands journeying in the upper world to kidnap humans for slaves and sacrifices. Such parties are sometimes also found in dungeon labyrinths that connect to the extensive system of underworld passages and caverns that honeycomb the crust of the earth. Only far below the surface of the earth can the intrepid explorer find the caverns in which the kuo-toa build their underground communities.

Habitat/Society: Kuo-toa spawn as do fish, and hatchlings, or fingerlings as they call their young, are raised in pools until their amphibian qualities develop, about one year after hatching. The young, now a foot or so high, are then able to breathe air and they are raised in pens according to their sex and fitness. There are no families, as we know them, in kuo-toan society.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood as priests, priest/thieves, or special celibate monks. The latter are called "monitors" whose role is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or kill. A monitor has 56 hit points, attacks as a 7th-level fighter and has the following additional abilities: twice the normal movement rate, AC 1, and receives four attacks per round—two barehanded for 2d4 points of damage (double if trying to subdue) and two attacks with teeth for 1d4 + 1 points of damage. One hand/bite attack occurs according to the initiative roll, the other occurs at the end of the round.

Subdued creatures cannot be larger than eight feet tall and 500 pounds. Subduing attacks cause only half real damage, but when the points of damage inflicted equal the victim's total, the creature is rendered unconscious for 3d4 rounds.

Kuo-toan communities do not generally cooperate, though they have special places of worship in common. These places are usually for intergroup trade, councils, and worship of the Sea Mother, so they are open to all kuo-toa. These religious communities, as well as other settlements, are open to drow and their servants, for the dark elves provide useful goods and services, though the drow are both feared and hated by the kuo-toa. This leads to many minor skirmishes and frequent kidnappings between the peoples. The illithids (mind flayers) are greatly hated by the kuo-toa and they and their allies are attacked on sight.

The ancient kuo-toa once inhabited the shores and islands of the upper world, but as the race of mankind grew more numerous and powerful, these men-fish were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding mankind, their sworn enemies. Some kuo-toa sought refuge in sea caverns and secret subterranean waters, and while their fellows were being slaughtered, these few prospered and developed new powers to adapt to their lightless habitat. The seas contained other fierce and evil creatures, however, and the deep-dwelling kuo-toa were eventually wiped out, leaving only those in the underworld to carry on, unnoticed and eventually forgotten by mankind. But the remaining kuo-toa have not forgotten mankind, and woe to any who fall into their slimy clutches.

Now the kuo-toa are haters of sunlight and are almost never encountered on the earth's surface. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and acquired new powers. However, they have also become somewhat unstable, possibly as a result of inbreeding, and insanity is common among the species.

If a kuo-toan lair is found, it contains 4d10 x 10 2nd-level males. In addition, there are higher level fighters in the same ratio as noted for wandering groups. The leader of the group is one of the following, depending on the lair's population:

A priest/thief king of 12/14th level, if 350 or more normal kuo-toa are present, or
A priest/thief prince of 11/13th level, if 275-349 normal kuo-toa are present, or
A priest/thief duke of 10/12th level, if fewer than 275 normal kuo-toa are present

There are also the following additional kuo-toa in the lair:

Eight Eyes of the priest leader—6th- to 8th-level priest/thieves
One Chief Whip—6th/6th-level fighter/thief
Two Whips of 4th/4th or 5th/5th level (see whip description)
One Monitor per 20 2nd-level kuo-toa
Females equal to 20% of the male population
Young (noncombatant) equal to 20% of the total kuo-toa
Slaves equal to 50% of the total male population

In special religious areas there are also a number of kuo-toan priests. For every 20 kuo-toa in the community there is a 3rd-level priest, for every 40 there is a 4th-level priest, for every 80 there is a 5th-level priest, all in addition to the others. These priests are headed by one of the following groups:

One 6th-level priest if the group is 160 or fewer, or One 7th-level and one 6th-level priest if the group is between 161 and 240, or
One 8th-level, one 7th-level, and one 6th-level priest if the group numbers between 241 and 320, or
One 9th-level, two 7th-level, and three 6th-level priests if the group numbers between 321 and 400, or
One 10th-level, two 8th-level, and four 6th-level priests if the group numbers over 400

Though kuo-toa prefer a diet of flesh, they also raise fields of kelp and fungi to supplement their food supply. These fields, lit by strange phosphorescent fungi, are tended by slaves, who are also used for food and sacrifices.

Kuo-toan treasures tend more toward pearls, gem-encrusted items of a water motif, and mineral ores mined by their slaves. Any magical items in the possession of a kuo-toan are usually obtained from adventuring parties that never made it home again.

Ecology: Not much is known to surface-dwelling sages about this enigmatic, violent, subterranean race, but some of the more astute scholars speculate that the kuo-toa are but one-third of the three-way rivalry that includes mind flayers and drow. It is partially because of this continuing warfare that none of the three races has been able to achieve dominance of the surface world.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Nil
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	See below
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	18
HIT DICE:	3 to 6
THAC0:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Possession
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (5'-6' tall)
MORALE:	Elite (14)
XP VALUE:	3 HD: 1,000 4 HD: 2,000 5 HD: 3,000 6 HD: 4,000



A lesser spirit of the dead, the kuei is a manifestation of a human or humanoid who died by violence unavenged or with a purpose unfulfilled. The spirit's former body was not buried.

The kuei looks exactly as it did at the time of death, wearing the same clothes and appearing to be the same age. The spirit looks solid, but cannot be touched; objects pass harmlessly through it.

A kuei speaks the same languages it did in life, but its voice is flat, emotionless, and monotone.

Combat: The powers of a kuei depend on its Hit Dice. These powers are summarized on the table below. The approximate chance of encountering any particular kuei is as follows: 3 HD (10%), 4 HD (20%), 5 HD (40%), 6 HD (20%). The DM is free to make exceptions to these chances if a kuei is derived from a particular character; for instance, if derived from an exceptionally powerful character, the kuei probably would have 6 HD, while a kuei derived from a relatively weak character would have 3 HD.

Kuei can become *ethereal* at will. They also have the ability to *possess;* this power can be used three times per day. They are immune to *ESP* and all *charm, enchantment, illusion,* and water-based spells. They suffer no damage from normal fire and cold attacks; magical fire and cold attacks cause only half the normal amount of damage.

When encountered, a kuei normally attempts to *possess* a victim, usually the person who appears to be the most healthy and formidable opponent. If the kuei succeeds in inhabiting its victim's body, the spirit's own form disappears. The kuei then uses the physical body of the victim to complete whatever task still binds it to the Prime Material Plane. While in control of a victim's body, the kuei uses its own powers and its abilities; it cannot use the abilities of its victim.

The kuei's *possession* can be broken by three means: the death of the victim, fulfillment of the spirit's task, or an *exorcism* spell (or a similar spell intended to drive out spirits). Once the *possession* is broken, the victim returns to his normal self with no knowledge of what has transpired.

Habitat/Society: The alignment of a kuei depends on the nature of the task it must fulfill. Typical tasks include seeking vengeance on its killer, fulfilling an oath, or arranging for the temple ceremonies that are necessary for its release. While attempting to fulfill an oath, a kuei can inhabit its victim's body indefinitely. For example, a kuei who must complete an oath of marriage might inhabit a bride's body and reside with her husband until the ruse is discovered–which may take years if he's inattentive.

Kuei roam the world endlessly. They have no permanent lairs, nor do they collect treasure. They usually appear within a few miles of the site at which they died, but they literally can be encountered anywhere–from the frozen wastelands of the arctic to the hottest desert sands. Although kuei are not affected by sunlight, they are most active at night.

Ecology: Kuei neither eat nor sleep; their inactivity during the daytime is more akin to meditation than rest. If they are inhabiting a victim, however, they may go through the motions to avoid being discovered.

Kuei rarely associate with other creatures, though they sometimes accept the advice of evilly-motivated characters who direct them to suitable victims.

Kuei Attack Statistics

HD	Weapon Needed to Hit	THAC0	Damage
3	+1	17	1-6
4	+2	17	1-8
5	+3	15	1-10
6	+4	15	1-12

Kupuk

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CLIMATE/TERRAIN:	Arctic (Great Glacier)
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pack
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 4-16 (4d4)
ARMOR CLASS:	4
MOVEMENT:	9, Sw 15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-8 or 1-12
SPECIAL ATTACKS:	Tail strike
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' long)
MORALE:	Champion (16)
XP VALUE:	420



Trustworthy, dependable, and easily domesticated, the dog-like kupuk is one of the most valuable creatures to the tribes of the Great Glacier, both as a pack animal and loyal companion.

The kupuk has a thick body and the hairless, leathery hide of a walrus, colored tan, dull yellow, or light gray. Its round head resembles that of a husky, with a long muzzle, black eyes and nose, and upright ears. Soft fur, the same color as its body, covers its head, and two six-inch-long tusks protrude from its mouth. It has four strong legs with broad flat feet and sharp claws, enabling it to move easily in the snow and on icy surfaces. An able swimmer, the kupuk uses its flat feet to propel it in the water.

The kupuk's most unusual feature is its long tail, a snake-like appendage about six inches thick and five feet long, covered with fur and typically coiled on the creature's back so as not to drag in the snow. Powerfully muscled, the tail functions as both a weapon and a tool; for instance, the kupuk can uproot a small tree by wrapping its tail around the trunk, or smooth a snowy surface by sweeping its tail from side to side.

The kupuk's mournful howl is easily mistaken for that of a wolf. It can understand simple commands from human companions, and can distinguish scents from up to 100 yards away.

Combat: Kupuk are as vicious towards their enemies as they are loving to their friends. They can attack with their claws and bite, but prefer to lash at opponents with their tails, inflicting 1-12 hit points of damage with the retractable spike in their tail tip, assuming they can maneuver to position their opponents behind them. A successful tail-lash is followed by a loud howl, with the kupuk raising its muzzle triumphantly towards the sky.

Kupuk are particularly fierce when protecting their eggs or pups. In such situations, the kupuk whips itself into a frenzy, gaining a +1 to its attack and damage rolls. The bonus remains in effect until the opponent is killed or withdraws.

Kupuk are immune to all ill effects of cold, including cold-based spells and magically-generated cold effects (such as white dragon's breath).

Habitat/Society: In the wilderness, kupuk make no permanent lairs, instead roaming in packs in search of food. A typical pack consists of about 12 adults and half as many pups. The largest female serves as leader; she's usually the one with the strongest sense of smell, and the most able to locate prey.

More commonly, kupuk live among Ulutiuns, with whom they share a mutually beneficial relationship; the kupuk serve as workers and protectors, while the humans furnish food, shelter, and medical care. Though Ulutiuns typically raise their own kupuk, wild kupuk are easily tamed. An offer of food and a few gentle words are usually all it takes it earn their friendship. Once a bond of trust is established, a kupuk remains fiercely loyal to its human companions, willingly sacrificing its own life to protect them.

Kupuk make excellent pack animals, easily carrying up to 500 pounds of weight on their backs, though they balk at carrying human passengers. A single kupuk can pull a sled of up to 1,000 pounds for an entire day without tiring. With a natural affinity for human children, kupuk are superb babysitters. Once a kupuk gently encoils its tail around an infant, parents can rest assured that their child is safe and comfortable.

A kupuk reproduces about once a year by digging a shallow hole in the snow, laying from 1-4 eggs, then covering them with a layer of snow about 3 feet deep. The eggs resemble lumps of gold, each about a foot across, with the texture of soft metal. Explorers unfamiliar with kupuk sometimes mistake kupuk eggs for real gold; their excitement at their discovery disappears when they find themselves suddenly faced with a snarling kupuk mother, tail erect, crouched to kill the interloper who dared disturb her nest.

Ecology: Kupuk are meat-eaters, preferring a diet of fish and seal. In turn, kupuk count white dragons and tirichik among their natural enemies. Though kupuk eggs are not, in fact, made of gold or any other precious metal, egg fragments are highly prized by collectors in lands south of the Great Glacier, fetching as much as 500 gp each. Transport problems, however, prevent kupuk eggs from reaching many collectors, since the egg fragments melt into liquid at temperatures above freezing.

Kyrie

CLIMATE/TERRAIN:	Tropical and subtropical Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	2–12
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	M (7′ tall)
MORALE:	Steady (11)
XP VALUE:	1,400



Kyrie are an ancient race of bird–men. Small in numbers, their primary holdings are a few high, steep-walled valleys along the main mountain ridge of Mithas, homeland of the minotaurs.

Resembling a bizarre mix of hawk and human, a mature kyrie stands upright on long wiry legs ending in bird–like claws. Its arms are actually wings, though it they have human hands with long, thin fingers ending in talons. The back and wings of a kyrie are covered with brown feathers; the chest is covered with soft, golden fuzz. The kyrie has a human torso and a human head with a small nose, thin lips, and tiny eyes, usually light blue or yellow.

On the average, kyrie are taller than humans, though much lighter. With a hollow bone structure and thin but wiry musculature it is rare for one of these creatures to reach 100 pounds in weight. Kyrie are nimble fliers with powerful wings. They can climb in the air at a rate of 3.

In addition to their own language, 80% of kyrie speak the common language. They speak in a clipped and precise, but understandable, fashion.

Combat: Normally, kyrie are peaceful and passive. But they are fierce and proud, with a low tolerance for trespassers and no tolerance for aggressors. They do not allow themselves to be taken prisoner, in all cases preferring death to subjugation.

A kyrie can make one claw attack per round to inflict 1d6 points of damage, but they more often use simple weapons. For instance, a kyrie often carries one or two fist–sized stones when flying. A favorite combat tactic is to drop these stones on an opponent, one per round, for 1d8 points of damage with each successful hit. After a kyrie has attacked with its stones, it lands and melees with the lightweight stone axe carried by all adult kyrie. The axe inflicts 1d6 points of damage.

Kyrie are also capable of casting spells as 3rd–level druids. The most common spells used by kyrie are *animal friendship, invisibility to animals, predict weather, charm person or mammal, warp wood,* and *hold animal.* However, kyrie are not limited to just these particular spells. In tact, all 1st– to 3rd–level spells available to druids can be by kyrie.

Habitat/Society: Kyrie originally inhabited numerous islands around the periphery of Ansalon. They migrated from island to island, completing a circuit of the world over the course of several decades. Their long, soaring fights over the expansive oceans of Krynn were made possible by a magical device called the North–stone that enabled their leaders to keep track of direction. By depending on this device, kyrie gradually lost the ability to navigate on their own. A few years ago, they lost the Northstone to the minotaurs, effectively stranding the kyrie in their primary homes in Mithas. Though they eventually recovered the Northstone, they chose to remain on Mithas. in spite of the minotaurs' hostility, defiantly claiming they had as much right to the island as the minotaurs.

Kyrie lairs, called aeries, are located in caves high on the most inaccessible mountain peaks or mid-way on sheer cliffs. An aerie is a clean and pleasant nest of twigs and branches, offering a spectacular view of the surrounding mountains. Each aerie contains as many as 3d6 mature kyrie, equally split between males and females, and 4d6 kyrie young. They have little in the way of possessions, except for their stone axes and a supply of rocks to use as missiles or bombs. They enjoy coins and gems, which they collect more for beauty than value.

Ecology: The mortal enemies of kyrie are minotaurs. Kyrie sometimes raid isolated minotaur mining villages and supply caravans, killing them ruthlessly and stealing their food and weapons. The minotaurs retaliate by assaulting the kyrie's aeries.

Kyrie eat rodents, seeds, and fruit. They have a special fondness for wine and other strong drink, which they steal from the minotaurs. Most creatures find the tough kyrie eggs to be inedible, but minotaurs mix the yolks with mutton fat to make a thick soup.

CLIMATE/TERRAIN:	Any (Baator)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5)
TREASURE:	See below
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–8
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Chain snag
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	M (6' tall)
MORALE:	Fanatic (17)
XP VALUE:	6,000



Kytons are a race of creatures inhabiting the city of Jangling Hiter on the third layer of Baator. Kytons are humanoid, though it's hard to tell if they are human. They wear chains in lieu of clothing and armor, using this "apparel" as weapons. The body, arms, and legs are all tightly wrapped with smaller chains. When a kyton raises its arms, it reveals dangling ropes of metal—chains studded with barbs, welded scraps of iron, and other small sharp implements. The kyton's head is also wrapped with chains, covering where the hair, eyes, ears, and nose would be on a normal humanoid. The only visible features on a kyton are its throat, its grimacing mouth, and occasionally one gleaming eye. The kyton can assume the features of a departed loved one or friend—or sometimes that of a much-feared enemy—though all one can see is the lower part of the face. No one knows whether this is an illusion, or if it is actually the dead person come to horrible "life." Regardless, anyone viewing a kyton's features must make a successful Wisdom check or suffer a –1 penalty to initiative for 1d3 rounds from the shock.

Combat: The approach of a kyton is heralded by tinkling chains and a malicious titter. Kytons are, above all, brutal and cruel. They attack in ways calculated to induce as much terror as possible in their victims. If this means a cold, direct stalking, that's what they'll do. If it means fleeting shadows and the faint music of chains clashing, then that's their method.

A kyton's typical attack is to swing both chain-covered arms at its victim per round, using the barbs to lash the target into submission. However, a kyton has a far more frightening ability, one it uses in times of great need or to inspire great fear. It's called the "gift of chains."

Within a 20-foot area, kytons can control any chains near them. (Interestingly, if two kytons attempt to control the same chain, nothing happens until one kyton establishes dominance over the other; this takes 1d4 rounds.) Further, kytons can move along these chains like a spider tripping across its web. Their domination includes shaking chains, rattling them, and making them dance like snakes before a charmer. Kytons can also make chains grow 15 feet and sprout barbs and honed blades. A kyton attacking with these chains gets two attacks per round. Survivors of this type of attack speak incoherently of sprouted blades and quivering masses of blood—that used to be comrades—left behind.

Kytons cannot be harmed by weapons of less than +2 enchantment, and they are immune to cold. They don't bleed, and if a limb is severed with a nonmagical weapon, it reattaches itself within five rounds. Kytons regenerate lost hit points at a rate of 1 hit point per round. The only way to permanently damage kytons is to strike them with blessed or magical weapons. Kytons recover from blessed wounds half as quickly as an ordinary person (that is, at a rate of 1 hit point every 2 days); they recover from damage caused by magical weapons as would an ordinary wounded person. Kytons will flee from blessed weapons, though they will fight against magical weapons.

Habitat/Society: While native to Baator, the kyton have been encountered in increasing numbers on other planes, and might very rarely be found on the Prime Material Plane. On Baator, all kytons are equal in Jangling Hiter, the City of Chains. They are the city's constabulary, ferreting out transgressors. They don't disagree over standing, though they sometimes squabble over choice scraps of their victims. These fights are short-lived and usually end with the victor claiming the morsel. The loser fades (flees, really) into the metal jungle of the city.

The only treasure a kyton has is that of its victims. That hoard can vary widely, depending on the kyton's power and the resources of its quarry.

Ecology: Kytons are the police force of Jangling Hiter, enforcing the city's edicts and trampling those who don't live by them. It's rumored that they eat their victims, though it's been put forth that what the kytons really consume are the spirits of those they hunt. These sages speculate that kytons survive on the anguish of the screaming spirits they catch.

This is conjecture, for kytons have never been studied in depth. It is known that a captured kyton can kill itself simply by willing it. A dead kyton dissolves, leaving behind an acrid stench and a greasy puddle of chains and ichor—nothing much there to study.

CLIMATE/TERRAIN:	Ruins or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Low (5–7)
TREASURE:	1 with type Q (25%)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1—3
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Fear, disease, worms
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Champion (15–16)
XP VALUE:	1,400



Sons of Kyuss are horrible worm-ridden undead beings that convert the living into cursed undead like themselves. Sons of Kyuss look like zombies and are 75% likely to be mistaken for them at a distance. Putrefying flesh hangs loosely from their bones. Their skulls are completely devoid of skin, with only a few strands of hair and mold remaining. Writhing green worms crawl in and out of every skull orifice. Their clothing is usually filthy, tattered rags, but recent converts occasionally have fine garments.

Combat: Sons of Kyuss are surrounded by a spherical zone of *fear*, 30 feet in diameter. Those entering this zone or allowing the sons of Kyuss to approach this closely must make a successful saving throw vs. spell or flee, with a 60% chance of dropping any held item. The sons of Kyuss travel in pairs or threes, stalking ruins or dungeons in search of victims. They use their *fear* ability to scatter their victims, then hunt them down individually.

Priests can turn sons of Kyuss as if they were mummies.

Sons of Kyuss regenerate 2 hit points per round. Their limbs regenerate even if severed. Sons reduced to 0 or fewer hit points collapse as if destroyed, but continue to regenerate; they stand up to fight when their hit points reach 1 or more. Damage caused by fire, lightning, acid, and holy water does not regenerate. Pouring holy water into its wounds or touching the wounds with a holy symbol stops a son of Kyuss from regenerating; this destroys the creature if undertaken while the son of Kyuss is at 0 hit points or less.

Sons of Kyuss are exceptionally strong. They attack with a double-handed flailing of their fists that inflicts 1d8 points of damage. Each hit has a 25% chance of inflicting the hideous *mummy rot* disease on the victim. Until countered with a *cure disease* spell, this affliction negates any *cure wound* spell later cast on the victim, and reduces natural healing to 10% of normal. If untreated, the disease will progress and the victim permanently loses 2 points of Charisma every month; the disease is fatal in 1d6 months.

When a son of Kyuss is fighting in melee, one worm per round will try to jump onto the opponent. This requires a successful attack roll, at the THAC0 of son of Kyuss. If successful, the worm can still be killed on the very next round by the touch of cold-wrought iron, holy water, or a *blessed* object. If it is not killed, the worm will burrow into the victim. After penetrating the skin, the worm will reach the victim's brain in 1d4 rounds. During this time a *remove curse* or *cure disease* spell will kill the worm, while *neutralize poison* or *dispel evil* will delay it for 1d6 turns. Once the worm reaches the brain, the victim dies instantly and becomes a son of Kyuss. Decay and putrefaction set in without further delay. Anyone voluntarily touching a son of Kyuss will be attacked by 1d4 worms. Each worm receives an attack roll.

A *cure disease* or *remove curse* spell delivered by touch to a son of Kyuss will destroy the worms and make the son into a normal undead zombie. Of course, 1d4 worms will attack the caster as the spell is delivered.

Habitat/Society: The sons of Kyuss are unpredictable. Some stalk the dungeon or ruin where they died, others conceal themselves within crypts, still others walk abroad, attacking whomever they meet. Rumors persist that high-level evil clerics, sometimes use sons of Kyuss to spread terror, promising them eternal rest for their cooperation.

Ecology: Kyuss was an evil high priest who created the first of these creatures with a special curse, under instruction from an evil deity. Since then, the number of sons of Kyuss has grown steadily.

The worms are tied to the curse, but exactly how remains a mystery. It is known that the worms cannot survive apart from a victim or a son. Worms that fail to burrow into a victim die as soon as they touch the ground. Any worm removed from a son of Kyuss dies within one round of the separation. When a son of Kyuss is destroyed, the worms die with him. Some sages have proposed that the worms might not be living creatures, but incarnations of the curse. Sons of Kyuss keep no treasure hoard, but areas inhabited by sons of Kyuss often contain items dropped by fleeing and past victims. Some sons of Kyuss still wear precious items that they carried when they were transformed.

Lacunae Ghost

CLIMATE/TERRAIN	Volcanic ruins
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Special
DIET	Seismic energy, energy of living beings
INTELLIGENCE	Low (5–7)
TREASURE	I
ALIGNMENT	Neutral evil
NO. APPEARING	1–100
ARMOR CLASS	0
MOVEMENT	9
HIT DICE	10
THAC0	11
NO. OF ATTACKS	1
DAMAGE/ATTACK	1–6
SPECIAL ATTACKS	Constitution drain
SPECIAL DEFENSES	See below
MAGIC RESISTANCE	Immune to electricity and mind-affecting spells such as *sleep* or *charm*
SIZE	Varies (Usually M)
MORALE	Fearless (19–20)
XP VALUE	7,000



This creature appears only as a thin gray outline of a person killed in an ashfall or pyroclastic surge. Not strictly a ghost, these creatures are host spirits animated by parasitic creatures from the Plane of Vacuum. These parasites occasionally travel on the Prime Material Plane through the hearts of volcanoes, where they wait to be ejected onto the surface.

Many lacunae ghosts lie dormant for thousands of years, only to awaken when someone disturbs the ashfall from the eruption that killed the creature's host. When awakened, the lacunae ghosts seek out active volcanoes, because the parasite must feed on a seismic energy source.

Lacunae ghosts are silent, but they sometimes try to speak. Someone viewing a lacunae ghost in profile can read its lips with a successful Reading Lips proficiency check (or an Intelligence check at a –6 penalty) if the observer understands the ghost's language. The words it repeats are generally the last words of its host, often ending in terrified screams. *Speak with dead* yields better communication and gives the ghost a harsh voice with which it speaks the language of its host. Under the influence of this and similar spells, lacunae ghosts speak mainly of their search for seismic energy, considering other matters unimportant. The spell yields communication with the parasite, not the original victim.

Combat: Lacunae ghosts can be harmed only by weapons made from materials of volcanic origin. Obsidian weapons gain a +2 attack and damage bonus against them. Anyone struck by the creature in combat suffers 1d6 points of damage and must make a successful saving throw vs. paralyzation or lose one point of Constitution. Lacunae ghosts are immune to the effects of *charm*, *sleep*, *hold*, and electricity-based spells. Holy water and *dispel evil* spells do not affect them, but they are vulnerable to cold-based spells. "Killing" a lacunae ghost only stops it from walking for 1 month. After that time, it reconstitutes and seeks out the one who woke it. Lacunae ghosts can be turned, but the effect is also only temporary.

Habitat/Society: As lacunae ghosts awake, they seek out and attack the creature that disturbed their rest. Once awakened, the only people whom lacunae ghosts won't attack are the living descendants of their hosts. This qualm is thought to be the last vestige of the original victims' will: their refusal to kill their own progeny. For this reason, locals often believe that lacunae ghosts are a curse on foreigners. There is usually no treasure found near lacunae ghosts, but there is a 30% chance of finding a Treasure Type I cache and a 5% chance for the art objects to have survived intact.

Ecology: On its own, the vacuum parasite is weak. It becomes powerful by attaching itself to a spirit of the Prime Material plane and borrowing its strength. It draws seismic energy through the void left by the victim's physical body in the ashfall, even though it might wander far from that site. The only way to prevent the lacunae ghost from walking is to find the "mold" it has made in the ash and fill it with some porous substance (such as plaster or viscous clay). This works because the vacuum parasite needs a void through which to draw the seismic energy it needs to live. Anyone can fill the mold; it requires no special ceremony. Because finding the exact mold is difficult, local people knowledgeable about the phenomenon are a great asset to hunting down the creatures.

	Laerti	Stingtail
CLIMATE/TERRAIN:	Temperate dry	Temperate dry
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Low (5–7)
TREASURE:	O (D)	O (Q,R,U)
ALIGNMENT:	Lawful evil	Neutral evil
NO. APPEARING:	6–48	2–13
ARMOR CLASS:	5	3
MOVEMENT:	18, Br 8	14, Br 10
HIT DICE:	3+3	7
THAC0:	17	13
NO. OF ATTACKS:	3	4
DAMAGE/ATTACK:	1d2 (or by weapon) ×2/ 1d6 (bite)	1d4+1 (or by weapon) ×2/ 1d6+1/2d4 (tail)
SPECIAL ATTACKS:	Nil	Poison (tail)
SPECIAL DEFENSES:	Nil	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall, 9' tail)	L (12' tall, 14' tail)
MORALE:	Champion (15)	Fanatic (18)
XP VALUE:	120	1,400



Also called *asabis*, these desert-dwelling reptilian humanoids are superficially like the lizard men of the swamplands. Laertis tend to be brown or gray in hue, with dun or light green underbellies. They have yellow, egg-shaped eyes so bright that they flash in darkness, with horizontal slit pupils. Laertis can run on all fours or stand upright, but their tails are not prehensile.

Laertis resemble the tiny lizards of the sands; unlike lizard men their limbs protrude from their sinuous bodies at right angles, and they move with quick, ungainly gestures. Their narrow skulls have sloping foreheads that end in protruding brows and swing from side to side atop thin, awkward necks. They touch and smell partially with their flicking tongues, and have rough pebbly skin, with gashes for ears and noses. They wear only leather armor, and their sexes appear identical to human eyes.

They speak their own sharp, chattery language.

Combat: Laertis hire themselves out as mercenaries to surface beings or they hunt desert nomads and less intelligent creatures on their own. They use any sort of one-handed sword they can fashion or capture, and crude crossbows (equal to light crossbows) which they carry slung on their backs. Laertis are quite cunning and enjoy ambushing prey. By strict rule, they do not fight among themselves.

Laertis can readily burrow into and out of the sand, rising silently from buried concealment to strike down foes. They can run swiftly on all fours, their serpentine tails twitching behind (their speed increases their effective Armor Class to 4 against missile weapons). At will they can rise upright on their rear legs to fight, or leap up to 20 feet horizontally or 15 feet upwards.

The same poisons affect laertis as affect humans, except that laertis are immune to stingtail poison.

Habitat/Society: On the surface of desert lands, laertis are only encountered at night. They spend the day hiding from the sun, either burrowed a few feet beneath the sand, in a cave, or huddled in a rock crevice. Their body temperatures prohibit them from activity in the hot sun; more than 2 to 5 turns of enforced marching or carrying in the sun will cause a laerti to collapse.

Left to themselves, laertis dwell in tribes under the rule of a council of elders and a war-leader. They may ally themselves with dark nagas and other evil creatures for mutual gain, or even adopt these into the tribe. Every laerti tribe has at least 2d8 stingtail members. Laertis have tunnels everywhere under the desert and often emerge by night to raid surface locales.

Ecology: Laertis eat the internal organs ("soft parts") of humans, camels, and other prey, tearing open the bodies and leaving the rest for the vultures. They also eat certain subterranean fungi, such as lichens, mushrooms, and myconids, and certain taproots that enter the depths from the surface world above.

Stingtail

A rarer, larger variety of laerti, stingtails live peacefully with their laerti brethren. The two species are cross-fertile, 10% of the young being stingtails and the rest laertis. Stingtails are less intelligent, but larger and stronger, and usually content to follow the orders and aims of laertis. Stingtail color tends to be brown or dark reddish-brown.

Stingtails employ the same sorts of weapons in battle; however, their tails are prehensile and can slap for 2d4 points of damage or wield weapons. A stingtail making a successful tail slap can choose to release a spray of liquid poison through its pores (at will, up to 6 times per day). This caustic, vinegar-scented secretion causes victims to be *confused* for the round of striking and the following round, and the victim must save vs. poison or take type M poison effects (20/5, onset 1–4 minutes). Stingtails are immune to their own poison and to all known magics of the enchantment/charm school.

Lakshu

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Division
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	0 (7)
MOVEMENT:	12
HIT DICE:	5
THAC0:	(See below)
NO. OF ATTACKS:	One by weapon and by shakti
DAMAGE/ATTACK:	By weapon and by shakti
SPECIAL ATTACKS:	Shakti
SPECIAL DEFENSES:	Shakti
MAGIC RESISTANCE:	20%
SIZE:	M (5'6"-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	2,000



Lakshu are tall, beautiful, well-muscled, green-haired amazons. These teeth-gritting, armored harridans have laid waste to a thousand worlds, all in the name of their masters, the reigar. Lakshu have a fondness for tattoos, body paint, and ornate raiment (when not in battle dress). Their physical appearance is virtually identical; the only identifying marks are their tattoos, and their individual tastes in off-duty clothing. The principle form of identification comes from their individual shaktis (see entry on Reigar for complete shakti information). Consequently, each lakshu is known by her totem animal (e.g., Phoenix, Manta, etc.).

Combat: Lakshu are deadly in combat, exhibiting extreme proficiency in their weapon of choice. They are equally skilled in armed and unarmed combat, having been adapted by the reigar expressly as bodyguards/shock troops and shakti repair experts. Lakshu enter a berserker rage (morale 20, lasting until no opponents remain standing, +2 to attack and damage rolls) when reduced to half their hit point total.

In battle, each lakshu can call and command up to three helots (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by *sleep* and *charm* spells; helots do not have any special abilities or spell-like abilities their organic forms may possess). These helots are used by the reigar in coordination with the lakshu as organized fighting units, in addition to serving as crew members on the reigar esthetics.

Habitat/Society: It is not known how the association of the reigar and the lakshu came to be, but for as long as either race can remember they have been partners of sorts. The most accepted theory is that a raiding party of lakshu landed on the reigar homeworld with intent to dominate, little knowing what awaited them. (They had heard about these namby-pamby artistes, but nothing was said to them about the lengths to which these artistes would go in their search for the ultimate experience.) As soon as the lakshu saw the shakti devices, they realized that an alliance was the best possible move for them. By accident it was discovered that the lakshu also had an affinity for shakti repair, which suited the reigar. (Repairs are not part of the reigar style—they are repetitious and mundane, two concepts that are foreign to the reigar.)

The reigar liked the lakshu's war-like temperament, and they were likewise pleased at the lakshu's ease with the shaktis. So the reigar set about appropriating the lakshu as a work of art. This entailed creating a uniform appearance for their race, in keeping with the reigar ideal of a single work of art. In this case, that meant re-creating the appearance of the lakshu as a whole, to gain the currently uniform height, weight, body mass, etc.

Lakshu are now the elite troops of the reigar, and they serve as crew members on esthetics, in which capacity they are in charge of the daily operations of the crafts. In return for their services, lakshu receive room, board, travel, and (for those who are especially favored or who perform above and beyond the call) sometimes even gifts, uniquely created for them by their commanding reigar. And, of course, they are given personal shaktis that function in the same way as the reigar's.

Their society, such as it is, is military in structure. Whenever two or more lakshu are present in one place, one must be superior to the others. A strict hierarchy is maintained, so that each lakshu knows her place and does not aspire to elevate herself.

Lakshu reproduce via parthenogenesis. At specific times they give birth to a young lakshu, who is raised in a creche with the other offspring.

Ecology: Since their alliance with the reigar, the lakshu have become dependent on the esthetics for all their food needs. Their war-like raiding has been controlled as well; no longer are they laying waste at will. Now they lay waste when told to by their masters.

	Lamia	Lamia Noble
CLIMATE/TERRAIN:	— Deserts, caves and ruined cities —	
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	High (13-14)
TREASURE:	D	D
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	3	3
MOVEMENT:	24	9
HIT DICE:	9	10+1
THAC0:	11	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 (weapon)	1-6 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	30%
SIZE:	M	M
MORALE:	Elite (14)	Elite (14)
XP VALUE:	3,000	4,000



Of all the hazards that the desert presents, few can compare with the cruel race of flesh-eating creatures known as lamias. These half-human, half-quadruped beast hybrids use deceit, speed, and spells to entrap the foolhardy adventurer who dares wander into their ruins.

Their upper torsos, arms, and heads resemble those of beautiful human women, while their lower bodies are those of beasts, such as goats, deer, or lions, with the appropriate coloration. This hybrid configuration makes lamias very fast and powerful. They are usually armed with daggers, which they use to carve up their prey for the feast. Lamias sometimes smell like perfume flowers, so as to attract unwary victims. They wear no clothing or jewelry. In communicating, they use the common tongue.

Combat: A lamia is able to use the following spells once per day: *charm person, mirror image, suggestion,* and *illusion* (as a wand). For purposes of duration, effect, etc. assume that the lamia casts its spells at 9th-level spell ability. These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour at its leisure.

The lamia's touch permanently drains 1 point of Wisdom from a victim, and when his Wisdom drops below 3, he willingly does whatever the lamia tells him do. These orders often involve having the victim attack his compatriots while it continues whittling down their ranks. If it has a chance to drain the Wisdom of more than one victim, it will certainly do so. It may even use its *charm* spell to supplement its control over party members.

Among a lamia's favorite illusions to cast upon itself are the following: a lovely damsel in distress, a tough but beautiful female ranger, or an elf maiden. At times, it simply may cast an illusion of a lost child in distress or a group of peasants being attacked by a large beast, while hiding itself, awaiting the right moment to attack from the rear.

Habitat/Society: Lamias dwell in ruined cities or caves, places situated in desert or wasteland areas. These evil creatures are solitary beasts, sustaining themselves on the flesh of those who walk too close to their territories. During lean times, they supplement their diet by stalking game animals. Lamias hardly ever venture more than 10 miles from their lairs.

Ecology: Lamias are legendary monsters that prey upon travelers or guard hidden places or objects of power. They are mysterious creatures that seem devoted to the spreading of chaos and evil in their dwelling places.

Lamia Noble

These beings rule over the lamias and the wild, lonely areas they inhabit. They differ from the normal lamias in that the lamia nobles' lower bodies are those of giant serpents and their upper bodies can be either male or female. It is rumored that the normal female lamia is born from the union of two nobles.

The males wield short swords and have 1d6 levels of wizard spells, plus the inherent spells *charm person, mirror image, suggestion,* and *illusion*. The females are unarmed and only attack with magic; they are more experienced magically and have 2d4 levels of wizard spells plus the usual inherent spells.

Like normal lamia, lamia nobles have the Wisdom-draining touch.

All lamia nobles are able to assume human form. In this guise they attempt to penetrate human society and wreak evil. They speak all of the languages of humans and demihumans. When in human form, they are recognizable as lamias by humans and demihumans only if the characters are of 7th level or higher, with a 5% cumulative chance per level above 6th. Priests and paladins receive an additional 15% chance (i.e., a 10th-level priest has a 35% chance). Lamia nobles are given to outbursts of senseless violence.

	Lesser	Greater
CLIMATE/TERRAIN:	— Warm, with visits to other climes —	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pride	Solitary (Pride)
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Genius (17-18)	Supra-genius (19-20)
TREASURE:	R, S, T	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2-8	1-2
ARMOR CLASS:	6	3
MOVEMENT:	12, Fl 24 (C)	15, Fl 30 (B)
HIT DICE:	7+7	12+7
THAC0:	13	7
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-6/1-6	2-12/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	40%
SIZE:	L	L (5' high at shoulder)
MORALE:	Elite (14)	Champion (16)
XP VALUE:	4,000	8,000



The lammasu, a winged leonine figure with a human head, aids and protects lawful good persons. They are generally kind and friendly to all good creatures.

Lammasu resemble golden-brown lions with the wings of eagles and the heads of men with shaggy hair and beards. Their formidable appearance is softened by their regal, compassionate, and beneficent expressions. They communicate in their own tongue, in common, and through a limited form of telepathy.

Combat: Since lammasu are concerned for the welfare and safety of good beings, they almost always enter combat if they see good creatures being threatened, in the way least likely to cause harm to the good beings.

Lammasu are able to become invisible or dimension door at will. They radiate a *protection from evil, 10' radius* (-2 penalty to all evil attacks, +2 bonus to saving throws against evil attacks). Additionally, they are able to use priest spells up to 4th level, at 7th-level proficiency. Lammasu can employ four 1st-level spells, three 2nd-level spells, two 3rd-level spells, and one 4th-level spell. They have *cure serious wounds* (4d8+2) and *cure critical wounds* (6d8+6), and 10% of lammasu can speak a *holy word* as well.

If all else fails, lammasu can attack with their two razor-sharp front claws, inflicting 1d6 points of damage each. If they choose to swoop down from the sky on a target, this damage is doubled.

Habitat/Society: The lammasu have a very structured and lawful society, reflecting their alignment. They are organized in prides, just like lions. They dwell in old, abandoned temples situated in warm regions. These temples have not lost their consecration, and in some way, the lammasu are the self-appointed resident guardians of these high and holy places. As a rule, only one pride of lammasu is ever found in a 25-mile area; they spread themselves out so they can respond quickly to any evil outburst.

Lammasu females fight as effectively as the males; for every four lammasu encountered, one is a female. When found in their lair, there are young equal to 25% of the adult population. Female lammasu have the heads of women, with long, hair.

Once a month, the pride leaders gather together to consort about how the war on evil goes. This grouping is called the Whitemoon, since it takes place on the first night of the full moon. There are usually 6d6 lammasu and 2d4 greater lammasu, with the latter presiding over the meeting. Such a gathering of lawful good causes the entire temple where they meet to glow in a pure light, until it breaks up at dawn. There is perhaps no safer place in all the world that night.

Though they dwell in warm areas, they occasionally visit every clime. They speak their own tongue as well as common. At times they use a limited form of telepathy.

Good-aligned strangers are always well received. Neutrals are watched carefully, but are treated politely unless the outsiders begin causing trouble. Evil beings are firmly asked to leave, and if they fail to do so, they are attacked by the pride. In case of trouble, there is a cumulative 10% chance per turn that a neighboring pride picks up a telepathic summons and come to help out the original pride. Lammasu harbor an especially strong dislike for lamias and manticores. Some foolish people confuse lammasu for manticores, which does little to improve the lammasu disposition toward them.

Ecology: Lammasu keep the wastelands from being completely overrun by evil creatures. Their aid to frontier settlements is beyond measurable value.

Greater Lammasu

These creatures are slightly larger than a lesser lammasu and one or two may be found dwelling with a pride of six or more lesser lammasu. Greater lammasu can travel the Astral and Ethereal Planes, become invisible, teleport without error and dimension door, all at will. They radiate *protection from evil* in a 20' radius (-4 penalty to evil attacks and +4 bonus to saving throws) and have the curative powers of their lesser cousins. Their priest spells consist of five 1st-level, four 2nd-level, three 3rd-level, two 4th-level, and one 5th-level spell. Fifty percent of greater lammasu can speak a *holy word* as well. They cast spells as 12th-level priests.

Greater lammasu have empathy, telepathic communication, and speak their racial speech and the common tongue. Despite their greater stature, these lammasu are just as gentle and humble as their lesser brethren.

Lammasu, Celestial

CLIMATE/TERRAIN:	Olympus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15, Fl 26 (C)
HIT DICE:	20 (144 hp)
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Dive attack, spell use
SPECIAL DEFENSES:	Spell use, regeneration, +3 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (12' long)
MORALE:	Champion (15-16)
XP VALUE:	108,500



Celestial lammasu are close relatives of the lammasu native to the Prime Material plane. These, however, make their homes among the wilderlands of Olympus. Celestial lammasu are sometimes also known as the "lions of the Mount," referring to Mount Olympus, in whose shadow they so often are found.

As might be expected, a celestial lammasu has the body of a large, powerful lion. Extending from its back are great wings with long, beautiful feathers. Its head has the face of a human with keen, intelligent eyes and a long, flowing mane. Each individual has a very majestic appearance, projecting its power and belief in ultimate goodness.

Celestial lammasu pride themselves on the number of languages they speak—they will use their *tongues* ability if necessary.

Combat: Celestial lammasu are creatures of tremendous power and prowess in battle. They will readily enter any combat where creatures of good alignment are being threatened by evil. At times, the Lions of the Mount will even come to the aid of nonevil neutrals warring against evil.

The celestial lammasu's physical attack consists of two huge, raking paws that inflict 2-12 points of damage per hit. Due to the nature of the celestial lammasu, their claw attacks can damage creatures normally only hit by magical weapons. A celestial lammasu can also—when flying—dive down on its opponent with two claw attacks gaining +2 on its attack roll and inflicting double damage (4-24 per claw).

These outer planer denizens also have considerable spell power. They may cast priest spells as if they were 15th-level priests with major access to all spheres. In addition, they have the spell casting ability of a 12th-level wizard. They need not maintain spell lists as does a mortal wizard. Instead, they request their wizard spells daily from any school except necromantic.

In addition to their spell casting abilities, celestial lammasu have the following spell-like powers that can be used once per melee round, one at a time, at 20th level effect:

- *cure light wounds*
- *cure serious wounds*
- *dispel evil*
- *dispel magic*, 7 times per day
- *holy word*, 3 times per day
- *plane shift*
- *protection from evil*, triple normal strength, extends around all good creatures within sight of the celestial lammasu
- *teleport without error*
- *tongues*, always active
- *wish*, 1 time per day, only in times of dire need

Celestial lammasu are immune to damage from nonmagical weapons and magical weapons of +3 or lesser enchantment. They naturally regenerate 4 hit points per melee round.

Habitat/Society: Celestial lammasu dwell in the layers of Olympus from which they wage constant war on evil throughout the outer and inner planes. They take special interest in lammasu on the Prime Material plane—the celestial lammasu provide guidance and occasional support to their mortal cousins. There are 36 celestial lammasu known to exist, each with its own true name.

Once every 10 years, one of the celestial lammasus will attend a special meeting, called a Whitemoon, with certain lammasu of the Prime Material plane. In attendance are the leaders of all the lammasu prides for hundreds of miles around. The leaders discuss their efforts against evil with each other and with the celestial lammasu. During the night of this Whitemoon, the lammasu temple glows a brilliant white that can be seen for many miles—it becomes a scintillating focus of goodness. Any evil creature that comes within one mile of the temple is destroyed outright and any nonevil neutral that approaches within one mile of the temple is put magically to sleep for the duration of the night.

One important note is that celestial lammasu do not directly serve a deity or power like the aasimons do. Although their actions serve the interests of the powers of good alignment, they are concerned only with their own personal wars on evil.

Ecology: Celestial lammasu are above and outside the normal ecological cycle. They have absolutely no natural predatorial enemies. Too, they never feed on other life forms for sustenance; rather they draw nutrients directly from the goodness of the upper planes.

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Fl 12(A)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1 plus special
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Spells, *drain magic*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	L (10′ diameter)
MORALE:	Champion (15–16)
XP VALUE:	2,000



The laraken is also known as a "magic-drainer" because it feeds on magical energy.

The creature appears as a shining yellow sphere that can wink out at will, reappearing elsewhere in a moment. It has a pair of yellow tentacles which protrude from opposite points on the sphere. The laraken is a distant relative of the nishruu (q.v.), but it is for the most part confined to swamplands, for its body must stay wet or it becomes very uncomfortable.

Laraken speak no known languages.

Combat: The laraken is capable of lashing out with one tentacle, once per round, inflicting 1d4 + 1 points of damage per hit. A successful attack also drains a spell from any spellcaster, or a charge or a "plus" from a magical item. As it drains these, it gains the power it has absorbed. For example, if the creature attacks and hits a magical *sword* +2, it drains one of the 2 "pluses" from that weapon and then receives a +1 bonus to hit and damage from then on. Also, if the laraken strikes a wizard, it drains a spell from him or her and then it is able to cast that spell.

The laraken prefers most to drain memorized spells, then charges from magical items with spell-like effects, then pluses from magical items. When draining spells from a wizard, it steals the highest-level spell that the spellcaster has memorized. If the victim possesses two or more spells of the same level, the drained spell is randomly chosen. As the draining occurs, the wizard must immediately make a successful saving throw vs. death magic, adjusted for Wisdom, or fall unconscious for 1d10 turns.

The laraken's tentacles can each sustain 10% of the total hit points of the creature before being severed. (Note that a weapon which hits the tentacle is subject to the effects of the touch, even if the attack severs the appendage.) These tentacles can be regenerated. To do so, the laraken directs one absorbed spell level per lost hit point to the stump—when 10% of the creature's total hit points have been regenerated with the spell energy, the tentacle has fully regrown. The laraken does not receive any bonuses or spell effects for the levels it channels into regeneration.

Habitat/Society: Laraken hate all intelligent life and always attack when they find a party that possesses spellcasters or magic, which they can sense from 200 yards away. However, they will not attack or follow a party on dry land.

Laraken were brought here when a great conjurer summoned them from some unknown alternate Prime Material Plane. On their own plane, they lived in a very wet and swampy country. They are uncomfortable in areas with a humidity of less than 95%, so even a jungle can sometimes seem a very dry place to a laraken.

Ecology: Laraken feed only on magic. They attack merely because of the intense hatred for those who summoned them to this plane, which they consider to be anything of roughly humanoid shape.

Laraken use stored magical energy to maintain an open gate to the Elemental Plane of Water, which is their primary source of food. Should this gate be closed, the creature will starve unless it can absorb enough energy to cast *gate* within a week. If it can be drawn or dragged away from its wet habitat, it will die in 24 hours.

Laraken reproduce by absorbing a *regenerate* spell and growing a new creature from a severed tentacle. It is thought that they had other means of reproducing on their own plane, but those conditions do not exist here. This means, thankfully, that laraken are very rare, and are likely to remain so. Laraken need to absorb the equivalent of three spell levels per day.

Larva

Climate/Terrain:	Lower Planes
Frequency:	Common
Organization:	Masses
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Any evil
No. Appearing:	10–100
Armor Class:	7
Movement:	3
Hit Dice:	1–1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Wounding, disease
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' long)
Morale:	Unreliable (2–4)
XP Value:	35



Among the odder treasures of Castle Neutomas is a branding iron bearing a letter from an alphabet of the Lower Planes. Famed planar traveler Mordeia the Great tells how she got it in her *Signs and Wonders: A Planar Tour.*

"We had managed to go undetected in the Gray Wastes by disguising ourselves as a lich and its court. Our plan seemed to be working well. Then we heard a great liquid sound that brought to mind the sound of dogs retching. From across the plain came a vast herd of larvae, driven by mephit drovers at the command of three night hags riding nightmares. The mephits flew above the (almost liquid) herd, driving them along with sprays of fire and salt. We estimated that perhaps three or four thousand of the creatures wormed their way along, covering the plains in a sticky foul smelling slime. One of the mephits spotted us and flew our way, bearing greetings from its mistress and inquiring if we were interested in buying any of the herd.

"Not wanting to give ourselves away, we expressed casual interest, but asked how we could be sure the herd belonged to these hags? The mephit whistled, and two of its kind pulled one of the great sticky worms from the mass and flew it our way. They showed us clearly that the larva had been branded.

"I said that we would indeed be interested in looking over the stock (thinking that, if need be, we could escape using our cubic gate). The hags joined us. For a time we made small talk, and I asked if I could see a branding operation. The mephits pulled forth an unmarked larva, a new arrival that had just materialized among the others. A lava mephit began to heat the iron. I walked over and picked up a cold branding iron (they had three, one for each hag). I sauntered back to my party, and we activated the cubic gate.

"That branding iron now ranks among my favorite trophies from my many travels."

Larvae, evil dead from other planes who led especially selfish lives, are now doomed to spend their wretched existences serving evil on the Lower Planes. Larvae are horrifying 5'-long worms, sickly yellow and covered with viscous, foul-smelling fluid. Instead of a worm's head, they have distorted faces resembling the mortals they were in life.

Larvae communicate with one another through instinctive body movements that cannot be interpreted by others.



COMBAT: Larvae have no will of their own and simply lie in giant, quivering masses on the grounds of the Gray Waste. However, when commanded by a greater power – that is, just about anything in the Waste – larva will attack *en masse*.

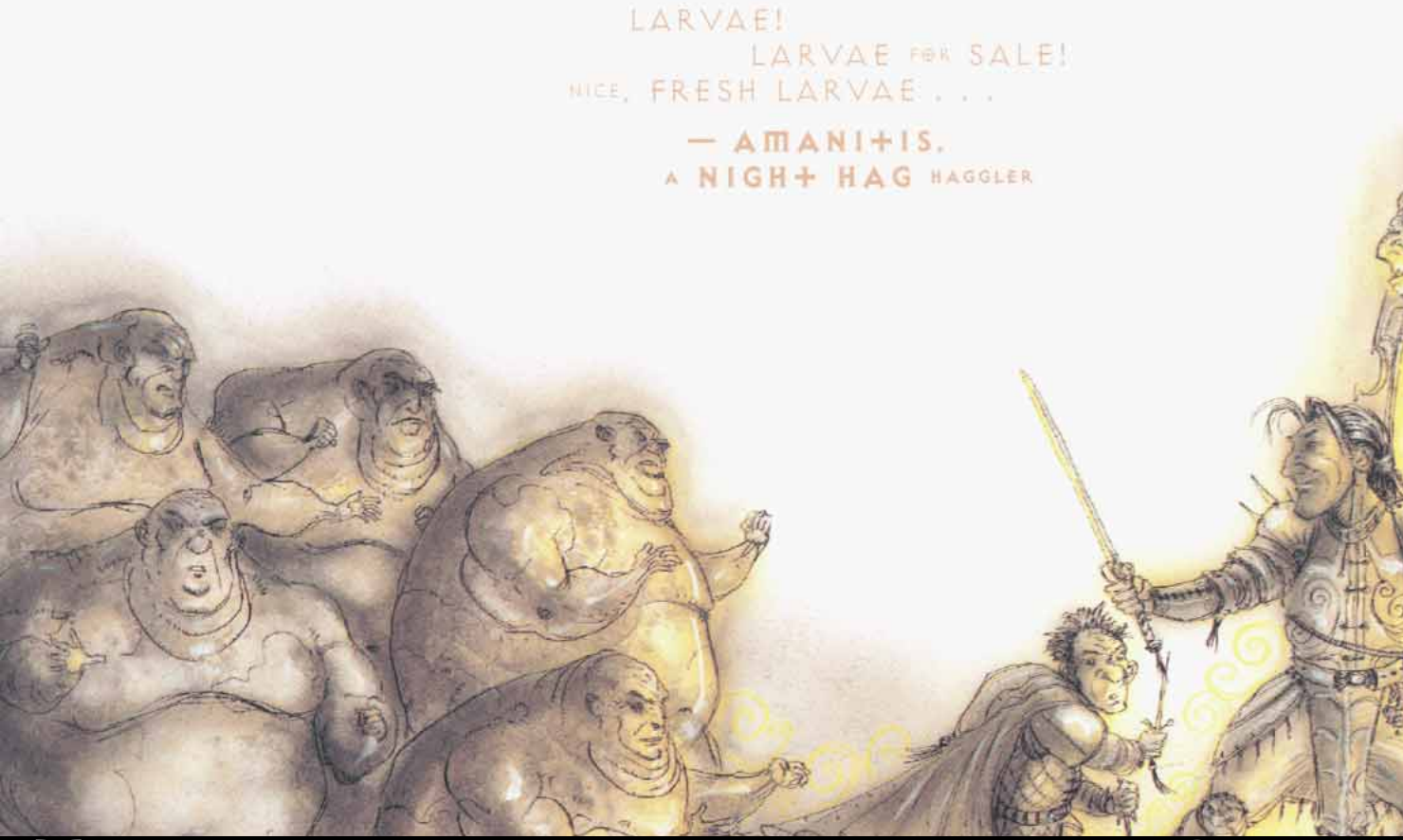
These foul creatures bite (1d4+1 damage) that bleeds for 1 additional hp damage per round until bound. In addition, anyone bitten by a larva must successfully save vs. poison or contract a rotting disease. Those contracting the disease develop a painful skin rot. After three weeks, they lose 4 hp a day unless they lie absolutely still. After one month, they die. A *cure disease* spell destroys the disease.

HABITAT/SOCIETY: Night hags herd larvae to use them as bargaining chips in the Gray Waste. Lower planar powers use the larvae to form quasits and imps, and in return they agree not to enter night hag territories. Powerful liches feed on larval energies to maintain their undead immortality, and in return the liches destroy creatures who refuse to trade with the hags. The complex bartering system is sustained by the growing numbers of lower planar inhabitants.

Few rumors exist of the fortress/palace of Malsheem on Baator's ninth layer. The most powerful baatezu do speak of one future event: The Bringing. The Dark Eight plot The Bringing to ensure the destruction of their hated enemies, the tanar'ri. The ceremonies to invoke The Bringing will be long and dangerous (although whatever could endanger a pit fiend can only be guessed at), and titanic magical energies will be released. To fuel the great spell, the life forces of a million larvae must be utterly destroyed. Although the rumor's truth is uncertain, the baatezu have been acquiring larvae from the night hags at an unusually rapid pace.

ECOLOGY: Larvae are the sole means for creating imps and quasits. Because imps and quasits later advance to become greater fiends, larvae are the foundation of the population of the Lower Planes.

Because all larvae are equally lowly, fiends select them randomly to transform into other types of creatures are needed. How the larvae become higher creatures depends on the fiends that transform them. The baatezu, for example, cast the larvae into pools of flame, where the larvae suffer for 11 days before emerging as cruel new creatures. Other fiends have different ways to promote larvae.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Any
ACTIVITY CYCLE:	Any (usually day)
DIET:	Carnivore
INTELLIGENCE:	Very (11-12) to Highly (13-14)
TREASURE:	Z (per 10 individuals)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-250
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1 per 10 years of age
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6/1d6/1d8 or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Immune to *sleep, hold, charm*
MAGIC RESISTANCE:	Nil
SIZE:	M (4-7′ tall)
MORALE:	Elite (13-14)
XP VALUE:	Special



The lebendtod are a greatly feared form of undead, once believed to exist only in rare and isolated instances. Reports of them have increased suddenly, however, and many experts now fear that the lebendtod are more common and widespread than previously believed. The ability of the lebendtod to mask their true nature has apparently kept their existence secret for decades, perhaps centuries.

Lebendtod exist as they did in life. They maintain family units, occupations, and skilled trades. They continue their lifestyles they did before, except that they are at the beck and call of the necromancer who created them (or their "ancestor"). If the necromancer is killed and becomes a form of undead, they continue to serve him. If the necromancer dies normally, they switch their loyalty to the first powerful mage who declares himself their leader.

Entire villages of lebendtod have been reported, since the lebendtod can continue to exist normally for years and decades. Lebendtod have the ability to hide their undead nature. Twice per day, they can will themselves to resemble their former selves before their death. This change lasts until the lebendtod chooses to cancel it or until the lebendtod is struck by a magical weapon or spell. When this occurs, the lebendtod is instantly transformed to his or her undead appearance (similar to that of a ghast), to the shock and horror of all who witness the change.

The first lebendtod were created by a powerful necromancer. Thrilled with his new servants, he gave his creations the ability to turn their victims into lebendtod in order to propagate the "species." Any lebendtod can create another lebendtod by killing a victim and breathing into its mouth as the victim breathes its last breath. The victim must then be isolated and left undisturbed for 72 hours. If these conditions are met, the victim awakens as a lebendtod. If the body is disturbed any time before 72 hours have elapsed, the victim awakens as a ghast. If the victim breathes its last breath before the lebendtod can breathe into the victim, the victim dies normally. Only a *wish* spell can restore a lebendtod to normal life.

Combat: Lebendtod can attack with claw/claw/bite or with a weapon they wielded in life. Damage is normal for the type of weapon used, but the lebendtod receive no Strength bonuses.

Lebendtod also have the ability to detach and reattach their limbs and head at will. They sometimes do this to frighten their enemies, sometimes to use the severed part as a weapon, and sometimes to remove a severely damaged limb. Rumors exist of evil wizards disassembling lebendtod, packing them in crates, and shipping them into a city or castle, where the lebendtod reassemble themselves and attack the inhabitants.

Lebendtod are immune to *sleep, hold,* and *charm* spells. Cold-based attacks slow lebendtod for 2d4 rounds. Lebendtod suffer half damage from normal weapons and full damage from magical weapons.

Habitat/Society: Lebendtod maintain the lifestyles they followed in life. They age extremely slowly, appearing to age only one year per decade. A lebendtod gains 1 Hit Die per 10 years of actual age. Thus, a person who dies at age 30 then lives 50 years as a lebendtod will appear to be 35 years old. Lebendtod do not gain Hit Dice beyond 100 years of age.

Lebendtod retain the skills and abilities they had in life, but with reduced effectiveness. A person who becomes a lebendtod subtracts 2 points from all ability scores and his level of ability is cut in half. Thus, a 10th-level fighter whose ability scores are all 15 becomes a 5th-level fighter whose ability scores are all 13, when he is transformed into a lebendtod. The character's experience points are reduced to the halfway point between his new level and the next level (e.g., 24,000 XP for the fighter discussed above). The character can continue to advance in levels but needs double the normal number of experience points to do so.

Ecology: Lebendtod can be created by high-level wizards or by the lebendtod themselves. They do not reproduce in the manner of living demihumans.

Note: Due to the potential variety of Hit Dice and abilities of the lebendtod, the DM must determine experience points individually using Tables 31 and 32 in the *DMG.*

	Giant	Throat	Swarm
CLIMATE/TERRAIN:	Temperate/Swamps and marshes		
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Group	Group	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	4-16	1-6	200-500
ARMOR CLASS:	9	10	10
MOVEMENT:	3, Sw 3	1, Sw 1	Sw 1
HIT DICE:	1-4	1 hp	Special
THAC0:	1-2 HD: 19 3-4 HD: 17	20	NA
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-3	Special
SPECIAL ATTACKS:	Drain blood	Choke	Drain blood
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S to M (2'-5')	T (1")	L (10' wide)
MORALE:	Unsteady (7)	Unsteady (6)	Unsteady (5)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270	35	15

Giant leeches are horrid, slug-like creatures that dwell in wet, slimy areas and suck the blood of warm-blooded creatures.

These disgusting parasites range from 2 to 5 feet long. Their slimy skin is mottled brown and tan with an occasional shade of gray. Two antennae protrude from atop the head.

Combat: Leeches wait in the mud and slime for prey. The initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per Hit Die of the leech. There is only a 1% chance that the victim is aware of the attack if it occurs in the water. The leech has anesthetizing saliva, and its bite and blood drain are not usually felt until weakness (the loss of 50% of hit points) sets in and makes the victim aware that something is amiss.

They can be killed by attack or by salt sprinkled on their bodies. There is a 50% chance that the bite of one of these creatures causes a disease that is fatal in 1d4+1 weeks unless cured.

Habitat/Society: These creatures are found only in the waters of swamps and marshes. Giant leeches range from 1 to 4 Hit Dice in size; various sized creatures usually are found in a group.

Throat Leech

This leech is about one inch long and resembles an inconspicuous twig. It is found in pools, lakes, and streams.

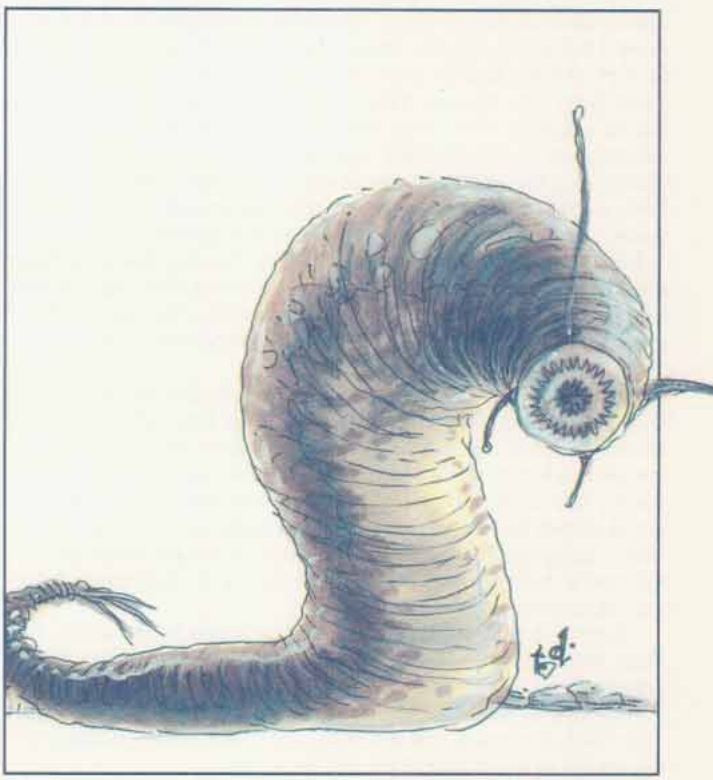
Anyone drinking water containing a leech has a 10% chance of taking it into his mouth unless the water is carefully filtered (such as through a sheet of gauze) before drinking. The leech sucks blood at the rate of 1-3 points of damage per round, until it becomes completely distended. After ten rounds of sucking, the leech is bloated and will not suck any more blood.

Each round that the leech is in the victim's throat, there is a 50% chance that the victim chokes, causing an additional 1d4 points of damage. A victim who chokes on three successive rounds dies on the third round.

Apart from magical means that may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object, such as a wire, into the bloated leech; the hot metal causes the leech to burst and no further damage is inflicted on the victim.

Leech swarm

This is merely a massive swarm of small leeches, found only in the water. They move in a cloud 10 feet in diameter. Anyone caught in the swarm receives 1d10 points of damage per round from blood drain. Area-effect attacks that inflict 10 or more points of damage will disperse the swarm.



Leech, Legacy

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Legacies
INTELLIGENCE:	Supra-Genius (19-20)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	As per weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (7' long)
MORALE:	Fearless (19-20)
XP VALUE:	6,000



A legacy leech is the essence of a tanar'ri that has been banished to the Prime Material Plane. The legacy leech looks like a slug with writhing tendrils along its tail and head and no discernible eyes or facial features. However, no one is likely to see it in this form. Instead, the legacy leech takes on the appearance of a single *red steel* weaponÑeither a *+1 rapier*, a *+1 dagger*, a *+1 magical hook*, or even a *+1 pistol*. It will remain in one of these forms, waiting to be grasped by an intelligent creature.

The Red Curse: When found, a legacy leech is expected to have already acquired 1d4+1 Legacies. These creatures never require *cinnabryl*.

Combat: Before it is grasped, the legacy leech (in weapon form) can move about and attack on its own. Its one attack per round inflicts damage as per the weapon shape it assumes. Once it is grasped, the creature attacks with the wielder's weapon abilities. In times of need, a leech may allow its host to call upon a Legacy it has previously absorbed.

Habitat/Society: It is not known why these tanar'ri were banished. What is known is that they have found a way to gain the power necessary to break their banishment. By absorbing Legacies, a legacy leech can accumulate enough power to regain its natural form.

The legacy leech requires an intelligent creature to work through. Still, if a priest of good alignment holds on to the weapon, it will violently twist and shake, skittering across the room away from the priest (treat as Strength 20). Likewise, a legacy leech will never choose the host of a heroic spirit; two such spirits would be forced to fight for control, with the leech at a disadvantage. Strangely, a paladin can grasp the leech, though the weapon does radiate an aura of evil.

When the weapon form of a legacy leech is grasped, it grows tendrils that penetrate the owner's flesh (no saving throw allowed), becoming one with the host. When this happens, the leech disappears completely into the host's body, reappearing as needed. It can reappear as any of the weapons listed above as its host desires, forcing the host to drop anything being held in that hand.

The creature steals Legacies by changing into a blade and forcing its host to plunge it into a victim's heart immediately after death. A host can attempt to refuse any demand by the leech, but must make a successful Wisdom check to do so. The Wisdom check blocks the leech for one hour or until a new conflict arises. A leech can only drain Legacies which it does not yet possess; during this process, the host can attempts a saving throw vs. spell (with a -1 penalty for each Legacy the leech has absorbed) to expel the leech. If a leech steals at least 15 Legacies while in the same host, that host immediately dies.

Once the leech has absorbed at least two Legacies per Hit Die (20+), it possesses enough energy to break its banishment and return home. For two rounds, the tanar'ri will attack anyone present before being automatically gated to its plane of origin. In tanar'ri form, it gets two claw attacks per round (4d4 points of damage each) and casts as a 9th-level wizard. It is also immune to cold, fire, electricity, poison, and charm.

Ecology: For the most part, a legacy leech interacts only with its host, so most of its effect on the ecology is actually brought on by the host's desires and actions. The leech, itself, merely requires victims with Legacies.

Leech, Magical

Climate/Terrain:	Ravenloft wetlands
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Magical energy
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	5–30 (5d6)
Armor Class:	10
Movement:	0, Sw 3
Hit Dice:	1 hit point
THAC0:	20
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Magic drain & energy burst
Special Defenses:	Magic resistance
Magic Resistance:	99%
Size:	T (1" long)
Morale:	Steady (11–12)
XP Value:	15



In the wet grasses of some realms lurk strange leeches capable of draining a wizard's magical essence. They are a bane to any magic-wielding creature or those who depend on spellcasting in combat. When feeding, they disrupt incantations, drain spells from the minds of wizards or priests, and are even capable of rendering magical objects useless and mundane.

Magical leeches look no different from normal ones, save that they occasionally emit tiny sparks of purplish energy from their grotesquely bloated bodies.

As one might expect, these creatures have no language and do not communicate with other creatures in any way.

Combat: Magical leeches do not need to make physical contact with their victims to feed—simply being within 1 yard allows them to draw forth the tendrils of sorcery that feed them. This makes magical leeches difficult to detect, for there is often nothing for the victim to feel.

The very presence of a leech makes it harder for spellcasters to activate their powers. Whenever one or more of these creatures is within one yard of them, a spell user must make a successful Ability Check on Intelligence or Wisdom (as appropriate) to cast a spell. If the check is failed, the spell simply peters out and does not take effect.

Magical leeches may also drain memorized spells from the minds of wizards or priests. The chance that a spell will be drained each round is 10% plus 1% per leech within 1 yard. Magical leeches drain a caster's highest-level spells first, with the exact enchantment lost being randomly determined. The absence of the spell is noticed only when the wizard or priest attempts to cast it.

Magical leeches can also feed on the energy of a magical object, although they prefer the taste of energy drained from the humanoid mind instead. Every round that leeches are present, there is a 5% chance, plus 1% per leech, that one power, function, or plus of a magical object is destroyed. The exact effect of the leech's feeding is determined randomly.

Removing a magical leech is a painful task. When touched, magical leeches release a fraction of the energy stored in their bodies as an electrical discharge that causes 1–2 points of damage. For every spell, ability, or other essence the leech has consumed within the last 8 hours, the burst causes an additional 1 point of damage.

Habitat/Society: Magical leeches live in swamps or even tall wet grasses. They never leave their habitat under their own power. Anyone who walks through an infested area is likely to pick up 1d6 of the creatures, though there are usually 5–30 actually present at a particular site.

Ecology: After draining its host of magical energies, the leech drops off as soon as its host enters a swamp or similar wetland in which it can spawn. The magical energies ingested by the leech allow the filthy creature to give birth to 1–6 new leeches in 3d4 days.

Leech, Psionic



Climate/Terrain:	Ravenloft wetlands
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Psionic energy
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	5–30 (5d6)
Armor Class:	10
Movement:	0, Sw 3
Hit Dice:	1 hit point
THAC0:	20
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Psionic Drain
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (1')
Morale:	Steady (12)
XP Value:	15

These disgusting leeches lurk in ponds, swamps, or other wet areas, waiting to drain the mental energies of any psionicists unlucky enough to wander into their midst.

Physically they look little different from their magical or natural cousins, save for a distinctive bluish tinge to their rubbery black hide and the faint aura of crimson light that can be seen to surround them in darkness.

Psionic leeches do not have ability to communicate with other creatures.

Combat: Psionic leeches drain mental energy in much the same way that magical leeches drain the mystical powers of wizards and priests. Because psionic energy is much less common than magical energy in the realm of Ravenloft, psionic leeches have become very efficient parasites. Every leech can drain 1 Psionic Strength Point per turn from any creature within 1 yard.

Detecting a psionic leech is difficult as their slow absorption of energy isn't likely to alert most victims. The percentage chance that a character will notice the drain is equal to the number of psionic points stolen by the parasites. The victim should be allowed to attempt this check once per turn.

Once alerted, the host will still have to find the creatures if the drain is to be halted. This can be difficult as the foul creatures crawl into the wrinkles of clothing, downturned cuffs, boots, or even the joints of armor. Finding each leech requires an Intelligence check and takes 1 round.

Removing the creatures from their chosen hiding place is even more difficult than finding them. When touched, psionic leeches release their energy in the form of a psychic blast that causes 1 point of damage for every PSP stolen by the leech in the last 8 hours. Mental defenses such as *tower of iron will* or *mindblank* can reduce the draining effects of the leech or the damage caused by its psychic blast by half.

Psionic leeches are able to sense the mind of a psionicist even when he has expended all of his PSPs. This does not deter the creatures from attempting to feed upon that mind. When this happens, the target must make a madness check each round. Only one check is required, no matter how many leeches are attempting to feed upon his depleted mind.

Habitat/Society: Psionic leeches have no communal structure, but are generally found in groups of 5–30 (5d6) members. They prefer wetlands like swamps and marshes, but can also be found in open ponds, wet grasses, or slow-moving streams. Anyone passing through one of their nests will pick up 1d6 of the parasites.

Psionic leeches have tiny hooks along the edges of their flat bodies that catch on clothing or fur. This allows them to cling to their host tenaciously, dropping off only when the psionic powers of the victim have been exhausted or a better source of food comes along.

Ecology: Psionic leeches bloat with stolen energy until they become too large and fall from their host. At this point they slowly crawl to the nearest wetland and give birth to 1–6 more leeches in 3d4 days.

Climate/Terrain:	Outlands (any plains)
Frequency:	Uncommon
Organization:	Pride
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	None
Alignment:	Neutral
No. Appearing:	2–12
Armor Class:	4
Movement:	15
Hit Dice:	6+2
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6+1/1d6+1/1d10
Special Attacks:	Rear claws, knock-down
Special Defenses:	Camouflage, immune to *magic missiles*
Magic Resistance:	None
Size:	L (6′–7′ long)
Morale:	Average (8–10)
XP Value:	1,400

The realms of the Great Road don't always answer to the same natural laws that hold sway on the Prime Material Plane. From place to place, local ecologies are dictated by the high-up cutters who rule there. Exotic combinations or artificially stocked regions are common everywhere out here. Even Clueless travelers tumble to this little dark real fast: If physical laws can change on the planes, why can't ecologies and food chains?

'Course, with that said, it's also important to remember that living creatures need to find themselves a niche of some kind, or they won't survive. Here's where leomarhs come into the picture. They're completely natural predators who've escaped the artificial realms of the powers and now exist anywhere some high-up isn't in charge. They're most common in the Outlands, but a cutter shouldn't be too surprised to run across a pride of leomarhs in the dusty plains of Avernus or the meadows and forests of Amoria. After all, leomarhs are planars now, just like any basher born and raised in Sigil, and they can see portals too.

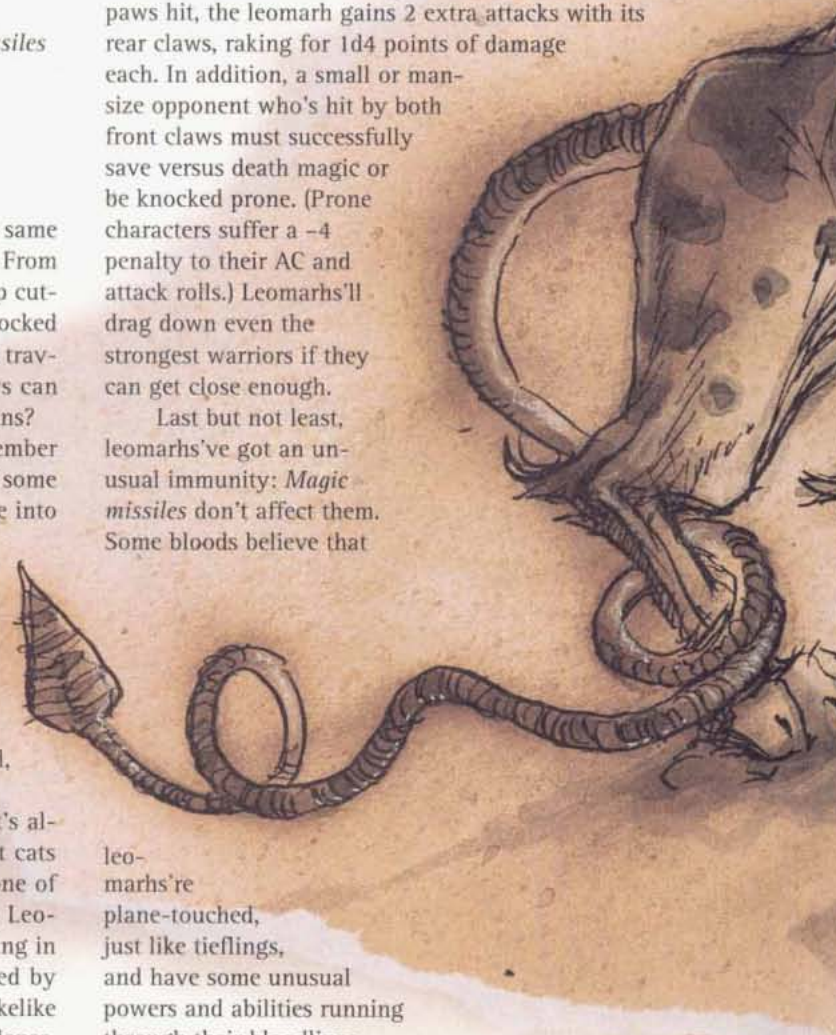
Leomarhs appear to be much like lions – in fact, it's almost certain that they evolved from lions or other great cats that were brought to the plains or created out here by one of the powers. But there are some important differences. Leomarhs have larger forequarters than hindquarters, resulting in a slight hyenalike slope to their bodies. They're covered by fine scales rather than fur, and their tails're long and snakelike with a bladed spade at the end. Leomarhs' manes are dense, golden-brown fur, and they've got small beards and tassels of the same color along their legs and feet.

Leomarhs're much smarter than a typical lion, even if they still don't speak or show signs of true sentience. It's a fiend's cunning they have, and a pride of hunting leomarhs sets expert ambushes and uses hit-and-run tactics with remarkable skill. Most importantly, they're smart enough to have a real good idea of how tough armed humans can be, understand that some creatures can call on magical energy as a weapon, and leave the bigger foes alone.

Combat: Leomarhs have exceptionally keen senses and are surprised only on a roll of 1. They've got a natural ability to change the color of their bodies to match their surroundings. If the leomarh holds still, it's 90% *invisible* until it pounces. Generally, this gives the leomarh's prey a –4 penalty to surprise checks. On the move, a leomarh gains no advantage from its camouflage. These creatures have mastered the tactic of dividing their pride and using several obvious attackers to drive their prey toward motionless, camouflaged ambushers.

When they strike, leomarhs attack with their large, powerful front claws and a dangerous bite. If both front paws hit, the leomarh gains 2 extra attacks with its rear claws, raking for 1d4 points of damage each. In addition, a small or man-size opponent who's hit by both front claws must successfully save versus death magic or be knocked prone. (Prone characters suffer a –4 penalty to their AC and attack rolls.) Leomarhs'll drag down even the strongest warriors if they can get close enough.

Last but not least, leomarhs've got an unusual immunity: *Magic missiles* don't affect them. Some bloods believe that leomarhs're plane-touched, just like tieflings, and have some unusual powers and abilities running through their bloodlines.



Habitat/Society: Despite their unusually high intelligence, leomarhs are still animals. They've got a complex system of communication among themselves, but they don't interact with intelligent races or monsters. A sod shouldn't think that a leomarh'll ever look at him as anything but a potential meal or



threat to its offspring, and either premise is a poor one for approaching the leomarh's lair.

Leomarhs live and hunt in small bands known as prides. A pride usually settles in one area, selecting a dense thicket or small cave as its lair. From this lair, small hunting groups of 1 to 4 individuals range out in search of prey. Leomarhs're extremely defensive of their young and aggressively attack anything barmy enough to approach their lair.

Generally, a number of cubs equaling 10% to 60% of the number of adults in a pride will be found in or near the lair. Leomarh cubs have only 1 HD and attack with a THAC0 of 20, their claws doing 1 point of damage, their bite only 1 to 2. A cub's camouflage ability is fully developed at birth, and its instinctive response to danger is to lie still and keep out of sight.

Ecology: Leomarhs prey on the scattered normal creatures inhabiting the Outlands and some regions of the Outer Planes. Typically, goats, deer, and bison or wild cattle are the preferred prey of leomarhs, but in some areas they'll attack lesser fiends or local peasants if that's the most plentiful supply of food. Leomarhs can be a significant danger to travelers in the wilder areas of the planes, since they're willing to attack just about anything smaller than an elephant.

On rare occasions, leomarhs may appear as the companions of rangers, druids, or other such characters who're likely to have an affinity with the local wildlife. The creature's strength, loyalty, and intelligence make it an outstanding friend or ally, but it can't be tamed.

Leomarhs are often hunted on the Outlands because of the threat they pose to domestic animals and travelers.

CLIMATE/TERRAIN:	Temperate/Green lands, sylvan glens
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	1-20
ARMOR CLASS:	8
MOVEMENT:	15
HIT DICE:	2-5 hp
THAC0:	20
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	T (2' tall)
MORALE:	(Steady) 11
XP VALUE:	270

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief.

Rumored to be a cross between a species of halfling and a strong strain of pixie, leprechauns are about 2 feet tall. They have pointed ears, and their noses also come to a tapered point. About 30% of all male leprechauns have beards. Pointed shoes, brown or green breeches, green or gray coats, and either wide-brimmed or stocking caps are the preferred dress of the wee folk. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

Combat: These fun-loving creatures of magical talent are by nature noncombative. They can become invisible at will, polymorph nonliving objects, create illusions (with full audio and olfactory effects), and use *ventriloquism* spells as often as they like. Their keen ears prevent them from ever being surprised. Being full of mischief, they often (75%) snatch valuable objects from adventurers, turn invisible and dash away. There is a 75% chance that the attempt is successful. If pursued closely, there is a 25% chance per turn of pursuit that the leprechaun drops the stolen goods. The chase never leads to the leprechaun's lair.

If caught or discovered in its lair (10% chance), the leprechaun attempts to mislead his captor into believing that he is giving over his treasure while he actually is duping the captor. It requires great care to actually obtain the leprechaun's treasure.

Habitat/Society: Leprechauns live in families of up to 20, though they call this unit a clan. They use first names and surnames, and it is fairly certain that these names are a good indicator of which clan one is dealing with. A lair usually consists of a warm, dry cave with a hearth, rugs, and furniture. Strangely, word travels fast between clans of the same surname, and a clan that a group of adventurers runs into may already know the adventurers' names from another clan the party encountered several days prior.

There is a rumor that a King of the Leprechauns exists, but there seems to be no official political hierarchy. There are no communities or villages of leprechauns.

It is rare to see leprechaun offspring, but they do exist, born with the full magical powers of an adult. For every 10 adults encountered in a lair, one child will be found.



Leprechauns enjoy eating the same sorts of foods that humans and demihumans eat, with a special fondness for wine. This weakness may be used to outwit them.

Gold is the one treasure found in every leprechaun's hoard. If an intruder secures this treasure, a leprechaun will bargain and beg to get it back. As a last desperate measure, he will grant the intruder three wishes (very limited), but only if the intruder gives over the treasure first. When this is done, the leprechaun will indeed grant the three wishes. After all three wishes, the leprechaun will flatter the intruder and declare that the three wishes were so well-phrased that he will give a fourth wish. If the fourth wish is pronounced, the leprechaun will cackle with glee, the results of all the wishes will be reversed, and the intruder plus his group will be teleported (no saving throw) to a random location 2d20 miles away. No member of that party will never be able to find that particular leprechaun again.

Leprechauns are naturally distrustful toward humans and dwarves, since these races have greedy tendencies. They get along well with elves, gnomes, and halflings.

A leprechaun will not sit idly by while a helpless creature is attacked, since they have a soft spot for weaker creatures. In general, if a leprechaun senses that a stranger means no harm, he can be quite civil, but he will not bring visitors to his lair. If the leprechaun finds someone hurt, he might take the victim to his lair, but only after making sure that the stranger is not followed and cannot see where he is being taken.

Ecology: The best times and places to observe leprechauns are called borderlines. Dawn and dusk (which are neither all light nor dark), the shore (which is neither all earth nor all water), or the equinoxes and solstices (which are neither one season nor another), are the best times and places to see leprechauns and their ilk frolicking and celebrating.

CLIMATE/TERRAIN:	Any Urban
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Wine
INTELLIGENCE:	None
TREASURE:	See below
ALIGNMENT:	Chaotic (50% Neutral, 25% Good, 25% Evil)
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Control liquids
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	T (2' tall)
MORALE:	Average (8-10)
XP VALUE:	



Clurichauns are relatives of leprechauns. They are spirits who inhabit wine cellars of inns and other such establishments. They are mischievous little creatures who love nothing more than fine wine. They appear as tiny elves dressed like innkeepers.

Combat: When forced into melee, a clurichaun uses small weapons, usually daggers; however, clurichauns have a much more dangerous ability. Clurichauns can control up to 10 gallons of any liquid (usually wine) through telekinesis. In doing so, they can make bottles squirt fluid with the force of a *decanter of endless water.* They can also *create wine or water* twice per day (as the *create water* spell). If hard pressed, a clurichaun can create a *watery double,* once per day, but using wine rather than water.

Habitat/Society: A clurichaun's behavior depends mostly on its alignment. A good-aligned clurichaun may help an innkeeper by making sure spigots are tightened and no wine is wasted. An evil clurichaun might slurp up all the supplies, forcing the innkeeper out of business.

Regardless, a clurichaun can become nasty when drunk. It smashes bottles, scares pets, and makes a general mess of things. More than one innkeeper has hired adventurers as clurichaun-exterminators.

Ecology: A clurichaun lives entirely on wine, of any style or vintage. They don't drink to excess, taking only about a bottle a week, though individual clurichauns have been known to drink heavily.

Clurichauns collect no treasure, though all of them know the location of great riches, or at least interesting rumors of treasure hoards. Naturally, these caches are often well guarded by powerful monsters—a fact a clurichaun conveniently leaves out if interrogated rather than questioned politely.



Leprachaun, Wicked

CLIMATE/TERRAIN:	Dense forests
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore (see below)
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	T (2' tall)
MORALE:	Elite (14)
XP VALUE:	420



Wicked leprechauns are probably the result of the same form of evil magics that turned a race of brownies into quicklings. While these creatures were once playful and mischievous, they are now vile, deadly monsters.

Wicked leprechauns appear similar to thelr more common kin, but they always wear black and gray, disdaining the colorful garb of their relatives. They inhabit haunted forests and glens.

Combat: Wicked leprechauns flght wlth pixie-sized daggers, garrotes and stilettos when they choose to reveal themselves, Lacking any type of honor, they often poison these weapons with various venoms.

These creatures possess most powers of the normal leprechaun. They can turn invisible, *polymorph* nonliving objects, create illusions, and use *ventriloquism* as often as they like. They often use these powers to set deadly traps for victims. For example, one might wait at a bridge for someone to cross, and then turn the rungs into sand, sending the victims plummeting. They cannot, however, grant wishes or enact Leprechaun Law (teleporting victims away).

Once per turn, a wicked leprechaun can cast an *evil grin* spell that duplicates the effects of a scare spell. Once per day he can cast *Tasha's uncontrollable hideous laughter* on 1-4 victims.

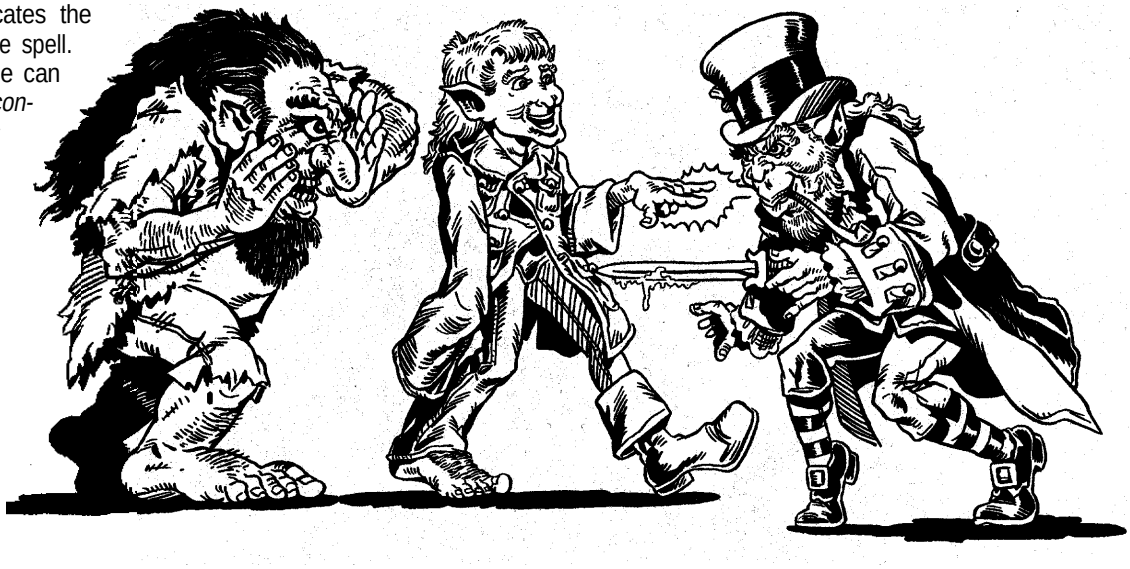
Wicked leprechauns can communicate with hornets, wasps, and similar insects. They often send the pests to torment humans and horses. They can also command a single giant insect of this type, often using one for a mount,

Habitat/Society: Wicked leprechauns aren't a normal part of fairy-kind and often disrupt ecosystems instead of filling a place in them.

These creatures get along with other evil fairies, such as quicklings and spriggans.

Ecology: Wicked leprechauns eat normal food, but instead of savoring wine, they have the habit of drinking the blood of their victims.

These fairies are, If anything, even greedier than normal leprechauns, and they hoard large amounts of treasure.



CLIMATE/TERRAIN:	Any large forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	M (x10)
ALIGNMENT:	Neutral Good

NO.APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon + possible Str bonus
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES.'	Spells
MAGIC RESISTANCE:	40%
SIZE:	Varies
MORALE:	Champion (15)
XP VALUE:	**2,000**

Leshies are magical protectors of old and ancient forests. There, is always only one leshy per forest, and they can never go more than 100' from their domain, as they are tied to it as a dryad is bound to her tree.

Leshies look comical, appearing as young elflike men in green and red clothes. Their coats are always buttoned wrong, and their shoes are always on the wrong feet.

A leshy's size depends on where he is in his forest. At the forest edge, he is tiny, merely 1' tall. In the forests center, he is as tall as a hill giant and has the Strength to match. In between, his size varies; the closer to the center, the bigger he is.

Combat: A leshy can blend in with his surroundings by standing perfectly still, effectively invisible. A druid or ranger has a 5% chance per level of spotting a leshy. It is impossible to surprise one.

Leshies do not normally carry weapons. They may, at their largest size, use tree trunks as clubs, inflicting double club damage plus the Strength bonus (2d6 + 7 hp damage). They may also, at this size, hurl rocks up to 200 yards for 2d8 hp damage, as a hill giant. They rarely use this attack, however, as they consider it barbaric.

Leshies have the spellcasting ability of a 12th-level druid. They prefer spells dealing with plants. They can also call *woodland beings* once a day, calling creatures who fight to the best of their ability. Also, no good- or neutral-aligned forest creature will ever harm a leshy.



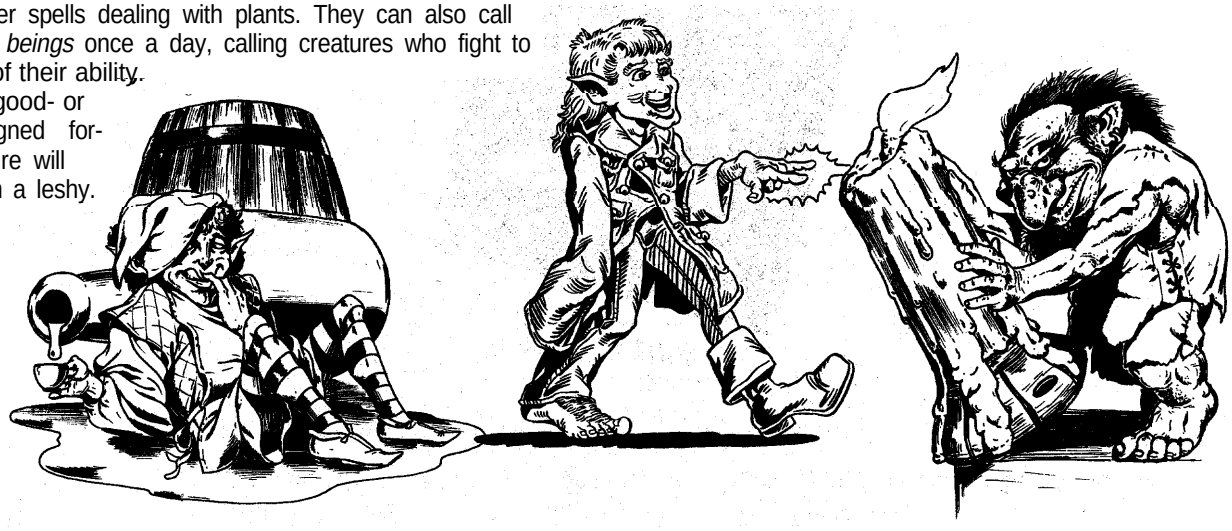
Habitat/Society: Leshies are protectors who act in maintenance and defense of their forests at all costs. A leshy will die if his forest is destroyed (a rare event, as they inhabit only the largest of forests).

Leshies know every detail of the forest they inhabit and may make excellent guides if they can be persuaded. Leshies help only good creatures and drive away any evil ones.

Ecology: Leshies can live to be 1,000 years old, retaining a youthful appearance throughout their lives. If one dies, a new one appears by some unknown occurrence.

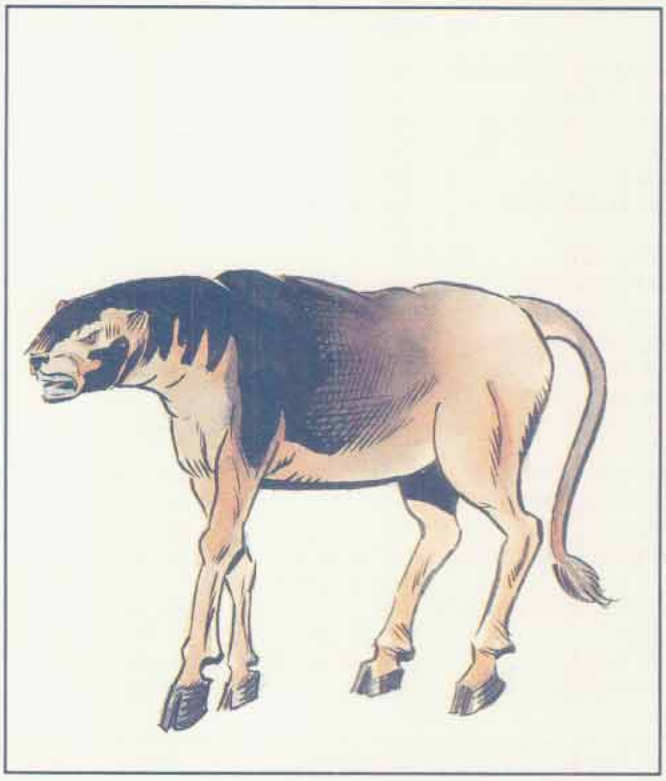
Leshies are vegetarians, subsisting primarily on berries, fruit, roots, and tubers.

Gold and silver have no value to leshies, but they often keep small amounts of wealth to use for bartering purposes.



CLIMATE/TERRAIN:	Temperate/Wasteland, broken terrain
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	6+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Kick in retreat
MAGIC RESISTANCE:	Nil
SIZE:	L (7' at shoulder, 9' long)
MORALE:	Elite (14)
XP VALUE:	975



The leucrotta is a creature of ugly appearance and temperament that haunts deserted places in search of prey.

The average leucrotta stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of animals, decomposing on a hot humid day follows the leucrotta, and its breath is especially bad.

Combat: This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demihumans, humanoids, and even other animal predators. Leucrotta are intelligent and can speak their own language as well as the common tongue.

Leucrotta attack by biting for 3d6 points of damage. It is rumored that their bony ridges and jaws are so powerful that they can even bite through metal. If a leucrotta scores a hit against someone with a shield or armor, the target must roll a saving throw vs. crushing blow for the shield. If the roll fails, then in addition to scoring the regular damage, the beast managed to also bite through the shield. Once the shield is gone, the armor must go through the same routine with subsequent successful bites.

Once an opponent is rendered helpless, a leucrotta will leave its prize and attack any other intruders if the melee is still going on. It will give chase to an enemy, but will never pursue beyond sight of any prey it has managed to already capture.

When a leucrotta retreats, it turns its back on its opponent and kicks with its hind legs, causing 1d6 points of damage with each hoof.

Note to trackers: It is almost impossible to identify leucrotta tracks, since they look exactly like a stag's.

Habitat/Society: This ugly creature haunts deserted and desolate places because most other creatures cannot bear the sight of it. Its ugliness is legendary. Leucrotta lair in treacherous ravines and rocky spires, because they are as surefooted as a mountain goat. Caves, old abandoned towers, or a hollowed out deadfall are the preferred lairs for this disgusting beast.

For every four leucrotta found in a lair, there is a 10% chance that an extra one, an immature leucrotta of half strength, is also present. Leucrotta are not a very family oriented species, as their nasty tempers extend sometimes to each other. The beasts range over a 20-mile area.

Since the leucrotta is not a very social creature, all strangers are nothing more than sources of food. Sometimes, a powerful chaotic evil person may entrap a leucrotta and force it to serve as a guardian, but such beasts rebel at the first opportunity.

Those brave enough to venture into a leucrotta lair must first roll a successful saving throw vs. poison with a -1 penalty, due to the horrendous stench, or gag helplessly for 1d4 rounds. Once inside, the money and possessions of past victims await.

Though the leucrotta prefer freshly killed meat, they are not above eating carrion. This serves to enhance their already bad reputation.

Ecology: Leucrotta distance themselves from the grand picture of nature, preferring to lurk on the fringes. They serve no practical use and one would be hard pressed to find a druid that would try to protect a member of this species. Some sages speculate that the leucrotta is an unnatural abnormality, an aberration spawned by some demented power or archmage.

Still, some mages prize the leucrotta hide for creating *boots of striding and springing*, hoping that the surefootedness of the beast passes down to the boots themselves. There are rumors that leucrotta saliva is an effective antidote to love philters, but so far there have been no volunteers to test this theory.

Leucrotta, Greater

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE TYPE:	Nil (D, Q×3)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	4
MOVEMENT:	18, or as current form
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1; see below
DAMAGE/ATTACK:	3d6; see below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M or L (variable)
MORALE:	Champion (15)
XP VALUE:	2,000



Greater leucrotta, also commonly called *changesteeds*, are ugly in looks and temperament in their base forms; like the common leucrotta, the changesteed is 7 feet tall at the shoulder and is 9 feet in length, with the body of a stag, a badger's head, a lion's tail, and the cloven hoofs of a goat. Whereas the leucrotta is tan and black in coloration, the greater leucrotta is covered in gray fur that darkens to black along its shoulders and head; its teeth are razor-sharp and are a revolting shade of greenish-gray, while its eyes are milky-white and empty of any emotion or heart.

This monster can, like a regular leucrotta, imitate a range of noises and voices (like human adults, children, or animals in pain) to lure prey into approaching within attacking distance. With this ability, greater leucrotta can speak common, their own language, and at least one other language if exposed to it regularly.

Combat: Changesteeds, in their base forms, attack with their ferocious bite for 3d6 points of edged damage; once it bites down, it can either let go and bite other foes, or it can maintain its bite, continuing its 3d6 points of damage until it relinquishes its hold or is killed. (Pulling free of a greater leucrotta's bite only requires a Strength check at a –2 penalty, but doing so still inflicts damage equal to its normal bite.) If the greater leucrotta successfully bites someone with a shield, the target must roll a saving throw vs. crushing blow for the shield or the shield is rendered useless, fully bitten through. Once the shield is gone, checks are made for any armor on later successful bites.

The ability that gives the changesteed its name allows it to alter its shape into any quadrupedal creature of size M or L that it has observed for more than one turn. Most greater leucrotta only shapechange into horses or stags, but some can change their forms into watchdogs, griffons, hippogriffs, and even owlbears. During these shapechanges (which take one round each), the changesteed's base form is visible for about 15 seconds between one form and the next.

While in altered forms, the greater leucrotta appears like the animal it imitates in all ways save one: Its teeth remain the same (as does its bite attack THAC0 and damage). In all other respects, the changesteed's strength, speed, AC, and movement style changes to reflect the form it wears; this allows it swifter escapes than normal, either with a horse's running speed or a griffon's flight. . . .

Most animals do not react to the presence of greater leucrottas, but cats somehow sense that something is amiss, and actively avoid them in any form. Spells that check intelligence or alignments (like *true seeing*) and psionics can detect changesteeds in any forms; however, few check to see that animals are what they seem (suspecting trouble only from people).

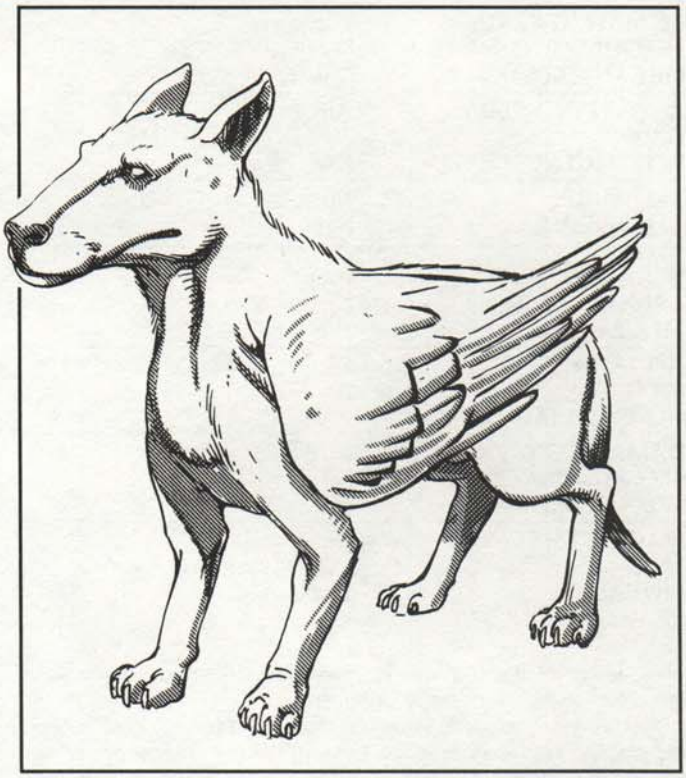
Habitat/Society: With the added abilities to camouflage itself among normal creatures, greater leucrotta can be found in nearly any temperate areas rather than just secluded ruins. It also works with creatures rather than just preying on them; one most effective alliance has greater doppelgangers and greater leucrottas wandering in the midst of a great city disguised as paladins on war horses.

The eating habits and lairs of changesteeds are far better than normal leucrotta; while they still prefer freshly killed meat, changesteeds take care to keep the charnel stench of carrion from their breath and their lair (as it would nullify any disguise).

Ecology: With their added intelligence and shapechanging abilities, greater leucrotta are not considered or treated as outcasts like the normal leucrotta. If changesteeds are flattered and carefully swayed with sound motivations, they can become good allies for intelligent thieves or other less-than-noble types. Greater leucrotta only allow folk to ride them as steeds when they feel they are equal or greater partners in any bargains; their allies play this up often, since the monsters seek only food (leaving the treasures to them).

Like the leucrotta, changesteed hides are useful in creating *boots of springing and striding*; in addition, their shapechanging abilities grant the hide special properties that can, with proper preparation, duplicate those of a *cloak of elvenkind*. Lastly, greater leucrotta hooves are especially sought after as heels for *boots of varied tracks*, allowing wearers to create prints of dogs, goats, horses, stags, and wolves.

	Common	Lesser	Greater
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Semi-(2-4)
TREASURE:	D	Nil	W
ALIGNMENT:	Neutral	Chaotic neutral	Chaotic good
NO. APPEARING:	1-12	1-8	1-6
ARMOR CLASS:	2	3	4
MOVEMENT:	9, Fl 12 (B)	9, Fl 12 (B)	9, Fl 12 (B)
HIT DICE:	1+1	3+3	5+5
THAC0:	19	17	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d2	1d8	1d6
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	45%	30%	15%
SIZE:	S (1' high)	S (3' high)	M (5' high)
MORALE:	Irregular (5)	Fanatic (17)	Steady (11)
XP VALUE:	120	270	650



The lhee are canine pranksters of wildspace, more of a nuisance than anything else. Their behavior swings wildly from acting like regular groundling dogs to being irresponsible imps.

Although there are three types of lhee, they all share certain physical characteristics. All lhee have a pair of dextrous humanoid hands instead of front paws. Each type of lhee has a pair of great, snowy-white dove wings mounted just behind the shoulder blades. All lhee speak a language of yaps, growls, and woofs. They can also speak with blink dogs.

The three types of lhee resemble different breeds of dogs. Lesser lhee resemble dachshunds, chihuahuas, and miniature poodles. Common lhee look like pit bull terriers, doberman pinschers, and rotweilers. Greater lhee appear as great danes, St. Bernards, and sheepdogs.

Combat: The common lhee's bite does 1d8 damage. The common lhee actively look for fights. All lhee can cast *invisibility* (at will), and *audible glamer, dancing lights, blur,* and *darkness 15' radius* three times a day each. Common lhee function as 3rd-level spellcasters.

Habitat/Society: The lhee have a definite heirarchy. The bigger lhee bully the smaller. A pack of lhee consists of all one type, though not necessarily all one breed. Each pack has a leader that the others follow, if they feel like it.

A pack of lhee lairs inside caves or hollows in small moons or planetoids. Common lhee chew everything they find to small bits; consequently, they have no treasure.

The life of a lhee consists of racing comets, eating, chasing spelljammers, eating, and annoying sailors. And eating. They exhibit some groundling dog habits such as a love for chasing felines, and a strong attraction to trees, wizard's staves, ship masts, and the like.

Common lhee are the most violent, aggressive, and downright nasty lhee. They enjoy pulling pranks, though their jokes tend to be violent. ("Hey, let's push that torch-wielding halfling through that portal into the phlogiston!") They tend to be stupid, and the lesser lhee are forever tricking them.

Lesser Lhee

What the lesser lhee lack in size and ferocity, they make up in brains and mischief. They enjoy pestering spelljamming sailors by pulling little innocent pranks on them. Lesser lhee are the most intelligent type of space canine, and they prefer to wriggle out of combat situations by spell use. Lesser lhee have 50% skill in picking pockets. Lhee love to steal little things and commit small acts of sabotage on spelljammers.

In addition to the spells available to the common lhee, the lesser lhee can cast *grease, spook,* and *phantasmal force* three times a day at 2nd level.

Lesser lhee bite for 1d2 damage. These small animals avoid battle if at all possible.

Greater Lhee

Greater lhee act like big, friendly dogs. They exhibit many traits of groundling dogs, such as loyalty, frantic displays of happiness at seeing humans, a fierce love of playing, and a gullibility that shocks even the lesser lhee. For instance, a greater lhee will fetch a burning stick tossed into the phlogiston. Like other lhee, greater lhee love to play jokes on spelljamming sailors, though they believe the sailors want them to!

Greater lhee have the same spell capability as the common lhee, casting spells at 6th level.

The greater lhee's bite does 1d6 damage, and they are not reluctant to fight. They feel fights are part of a dog's life.

Ecology: Each pair of lhee encountered is a mated pair. There is a 10% chance that the pair have a litter of 2d4 puppies. These puppies have no powers or abilities until they reach adulthood at six months old.

Lhee are difficult to train, though it is possible if the trainer can get a puppy no older than three weeks. Training takes a full year.

Trained lhee are sometimes used as watchdogs, but this does not always work, since the dogs have a horrendously limited attention span.

Lhiannan Shee

CLIMATE/TERRAIN:	Subarctic to tropical woodlands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average to very
TREASURE:	K, M, N, U
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	8 in darkness; 5 in strong firelight or *light* spell; 2 in sunlight or *continual light* spell
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	*Charm touch, draining kiss*
SPECIAL DEFENSES:	*Selective invisibility,* various spell immunities, struck only by +1 or better weapons
MAGIC RESISTANCE:	90%
SIZE:	M
MORALE:	Special (always flees if attacked, but returns later)
XP VALUE:	4,000



Rare in the extreme, the lhiannan shee (LAN-an SHE) is an undead vampiric spirit with an affinity for men of high Charisma and strong poetic ability—bards. The lhiannan shee looks like a stunningly beautiful female human, elf, or half-elf. It is thought to be the undead spirit of a woman who killed herself for the unrequited love of a bard or other artistically talented and desirable, but unobtainable or callous man.

Like many undead, the lhiannan shee is ultimately motivated to destroy those who fall into its hands. Because of its seductive nature, however, its victims would often trade their fate with no other. Bards whisper of such creatures with a mixture of muted fear and a death-wish desire.

Combat: This undead creature is naturally *invisible,* but it possesses the power of *selective invisibility* and can become visible to victims at will, with no chance of being detected by anyone nearby who lacks the use of magic. Anyone using a *detect invisibility* spell or power has a 1% chance per round, per level of the spell-user, of detecting the lhiannan shee. For example, a 7th-level wizard has a 7% chance of detecting the presence of a lhiannan shee each round he searches. The same chances apply to anyone using similar spells and powers, such as *detect enemies, detect evil, detect undead,* and so forth. This spirit is instantly aware of any divination spell cast within 120 feet of it, and it always seeks to avoid detection.

Because they are so rare and so attracted to bards, lhiannan shee are almost never encountered anywhere except in the presence of bards. In regions where lhiannan shee are known to dwell, a male bard has a 1% chance per month, per level of ability, of encountering such a creature. The lhiannan shee, once it detects a possible victim, silently follows and observes the bard for a period of at least one month before making its presence known. It follows the unknowing victim everywhere it can possibly go, learning all that it can about him. This foreknowledge, combined with this creature's unusual cunning and powers, makes this undead creature's methods particularly potent.

The spirit invariably appears to its victim when he is alone and no one else is around to confirm or deny its presence. It then uses every wile at its command to gain its victim's interest, from subtle flattery and coyness to blatant propositioning, assuming any and every role from dignified musical student to charmed trollop. All the lhiannan shee desires at this point is to have the bard voluntarily touch it or allow himself to be touched, an act that dooms him almost at once when he feels its cold, silken skin.

This spirit's physical body and clothing appear perfectly solid and real when it has materialized, though its physical appearance and dress never change. It always seems to be freshly bathed, no matter what environment it inhabits. Some bards have reported that each lhiannan shee also has a particular perfume, usually a flowery scent. At night, a lhiannan shee can pick up physical objects with an equivalent Strength rating of 8. However, the lhiannan shee casts no shadow in light and makes no sound when it walks or touches any object. During full daylight or a *continual light* spell, lhiannan shee are unable to affect physical objects, so they avoid daytime except for brief encounters in shadowed areas. Daylight and *continual light* spells do improve its Armor Class, however, by making it less material, and harder to strike.

The lhiannan shee can *charm* its victim by touch, a power that works only once each night between dusk and dawn, giving the bard a -6 penalty to his saving throw. If the bard fails this saving throw (Wisdom bonuses apply), he regards the lhiannan shee as his beloved, giving up all other mortal lovers in order to pursue his passion for this unearthly and pitiless spirit. Only a *remove curse* or *dispel magic* spell cast by a 10th-level or greater spellcaster, or a *wish* from a scroll, device, or spell, can break the hold of the lhiannan shee's *charm* on the victim at this point.

Upon capturing a lover, the lhiannan shee has the bard visit it every night thereafter, always in secluded places away from sight of other mortals. The bard does not willingly reveal why he must leave each night or where he is going, keeping the supernatural affair as much a secret as he possibly can. Each night it is 95% likely that the lhiannan shee wants the bard to kiss it, an act that a *charmed* bard cannot refuse. Only one such kiss is taken each night. This act automatically and permanently drains 1 hit point

from the bard's hit point total, transferring that hit point to the lhiannan shee's own hit points, up to its maximum total of 40 hit points. This is the only method by which the lhiannan shee can "heal" damage done to it. Hit points so lost by the bard cannot be recovered except by *wish* spells that restore 2-5 hit points per spell, or *heal* spells that restore 1 hit point per spell.

A bard who is drained in this manner never notices the hit point loss, though he becomes noticeably paler and weaker and perhaps seems dazed and distracted to his companions. This hit point loss does not affect the bard's current level, and he can continue to gain experience points and new Hit Dice, though he is not likely to survive more than a month or two of such treatment. Once the bard's hit points drop to zero because of this *draining kiss,* the bard dies. Only a *resurrection* spell cast by a priest from a spell, device, or scroll, or a *wish* spell, can then restore the bard to life and normal sanity again.

A man under the spell of the lhiannan shee, however, does everything in his power to resist any attempt to break the spirit's control over him. Bards have even been known to attack their closest friends and allies if they suspected that the latter were preparing to take action against the spirit or to undo the *charm* cast over the bard. A man who sees his "beloved" undergo a direct attack strikes out at the spirit's assailants with every weapon and spell at his command, seeking to slay his new "enemies" and gaining a +1 attack bonus on all physical attacks until his "beloved" has either safely escaped or has been destroyed, which breaks the *charm* spell.

The lhiannan shee is affected by magical items giving protection from undead, such as certain scrolls, and it can be turned or destroyed by clerics as a wight. Magic resistance does not negate turning, and turning can be attempted even if a lhiannan shee is merely suspected but is not seen. Holy water causes 1-4 points of damage per vial. Only weapons of +1 or greater enchantment can harm the lhiannan shee, but it must be seen to be so attacked. No one has ever made a potion of *lhiannan shee control,* nor is this likely, because of their rarity.

The lhiannan shee is undead so it is immune to all paralysis effects, poisons, cold-based and death-magic spells, *charms, holds, sleep, fear,* and insanity. Electrical attacks cause half damage and cause the spirit to flee for the night. A *raise dead* or *resurrection* spell destroys a lhiannan shee if it is cast directly on it by a cleric who can see the creature. The lhiannan shee's magic-resistance rating must first be overcome if it is attacked directly by magical spells or powers, with the exception of turning.

Habitat/Society: Lhiannan shee are solitary and never found working in partnership with any other being, living or undead. They react only to their own desires and whims, ignoring all else but their victims unless they are attacked or detected. Because of their love for beautiful places, these spirits usually enjoy springs, running water in natural surroundings, and unspoiled woodlands. Their treasures are merely pretty baubles they have found on the bodies of their victims, objects they mindlessly play with when otherwise unoccupied. They approach civilized areas only if following their victims, and return to their woodlands once their victims have died or have escaped their control.

The bard Mintiper Moonsilver speaks of these spirits as "the ghosts of obsession." Strangely, there is very little poetic or musical lore about lhiannan shee. Bards who might know about them are reluctant to speak of them at all, out of fear of attracting them or an inability to confront their longing for a lost "love." Lhiannan shee do not return such devotion. Mintiper has claimed that the faithless lhiannan shee does not remember any of its past victims once it has found a new one. Each new victim is like the creature's first love. Priests usually serve as the main source of information on these beings, but priests know very little about them that is accurate or useful, saying that such spirits are the just rewards of imprudent bards. Some bards and sages in Waterdeep have begun to speak of them more often these days in hopes of warning others of their peril. Such warnings are not as effective as hoped.

Despite the terrifying powers of the lhiannan shee, they do offer perverse benefits to their victims in that the mad passions bards feel for them actually improve the bards' talents. As long as a bard is under a lhiannan shee's influence, he causes all who listen to his music or poetry to make saving throws vs. paralyzation at a penalty of -1 for every two experience levels of the bard. Those failing the save have their reactions modified by two levels as per the Encounter Reactions table on page 103 of the *Dungeon Master's Guide.* Those making their saving throws feel acutely uncomfortable with the bard's performance, finding it somehow disturbing and unnatural. Their reactions are modified by two levels in the direction opposite that which was intended.

A bard controlled by a lhiannan shee also has doubled effects when using his music and poetry to inspire or rally others. This results in either a +2 bonus to the attack rolls of all allies, a +2 bonus to the saving throws of all allies, or a +4 bonus to allied morale. These bonuses can affect allies in melee and come into effect after three full rounds of singing or reciting before a battle begins. Because of the tragic nature of the liaison between the undead being and its victim, the bard is also capable of singing and *lowering* Morale scores by 4 points, if he so desires, instilling deep depression in all who hear him. These effects apply within a range of 10 feet per experience level of the bard.

Furthermore, the *charmed* bard causes all listening beings to take an additional penalty of -2 on all saving throws against the effects of musically based magical items such as pipes, drums, horns, lyres, harps, or chimes. Characters within 60 feet of a performing bard are also rendered immune to the effects of songs and poetry used as magical attacks, such as the singing of harpies or other bards.

Ecology: Like all undead, lhiannan shee are predators who return nothing to living ecologies. Their effects are ecologically minuscule, since they prey only on bards, but they are feared far out of proportion to their numbers. Lhiannan shee are known only from the lands of the Forgotten Realms, though some have now been reported roaming the islands of the plane of Ravenloft.

	Lich	Demilich
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	See below
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (19-20)	Supra-genius (19-20)
TREASURE:	A	Z
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	0	See below
MOVEMENT:	6	See below
HIT DICE:	11 +	See below
THAC0:	9	9
NO. OF ATTACKS:	1	See below
DAMAGE/ATTACK:	1-10	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+1 or better magical weapon to hit	See below
MAGIC RESISTANCE:	Nil	See below
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	8,000	10,000



The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoints of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards of at least 18th level.

Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

Combat: Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.

The aura of magical power which surrounds a lich is so potent that any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save vs. spell or flee in terror for 5-20 (5d4) rounds.

Should the lich elect to touch a living creature, its aura of absolute cold will inflict 1-10 points of damage. Further, the victim must save vs. paralysis or be utterly unable to move. This paralysis lasts until *dispelled* in some manner.

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more Hit Dice and/or magical properties. The magical nature of the lich and its undead state make it utterly immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* or *death* spells. Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.

Defeating a lich in combat is difficult indeed, but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a *magic jar* spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

Habitat/Society: Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a lich's interest in the world at large may be reawakened by some great event of personal importance.

A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt.

When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of *animating* a force of undead troops to act on its behalf. If such is the case, the lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.

Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, liches of a most unusual nature can be found which are of any alignment.

The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few liches call themselves by their old names when the years have drained the last vestiges of their humanity from them. Instead, they often adopt pseudonyms like "the Black Hand" or "the Forgotten

King." Learning the true name of a lich is rumored to confer power over the creature.

Ecology: The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence.

In order to become a lich, the wizard must prepare its phylactery by the use of the *enchant an item, magic jar, permanency* and *reincarnation* spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the wizard. Once this object is created, the would-be lich must craft a potion of extreme toxicity, which is then enchanted with the following spells: *wraithform, permanency, cone of cold, feign death,* and *animate dead*. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a transformation into its new state. A system shock survival throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

Demilich

The demilich is not, as the name implies, a weaker form of the lich. Rather, it is the stage into which a lich will eventually evolve as the power which has sustained its physical form gradually begins to fail. In most cases, all that remains of a demilich's body are a skull, some bones, and a pile of dust.

When it has learned all that it feels it can in its undead life, the lich will continue its quest for power in strange planes unknown to even the wisest of sages. Since it has no use for its physical body at this point, the lich leaves it to decay as it should have done centuries ago.

If the final resting place of a demilich's remains are entered, the dust which was once its body will rise up and assume a man-like shape. In the case of the oldest demiliches (25%), the shape will advance and threaten, but dissipate without attacking in 3 rounds unless attacked. Younger demiliches (75%) still retain a link to their remains, however, and will form with the powers of a wraith. This dust form cannot be turned. In addition, it can store energy from attacks and use this power to engage its foes. If the dust form is attacked, each point of damage which is delivered to it is converted to an energy point. Since the demilich will fall back and seem to suffer injury from each attack (though none is actually inflicted), its attackers are likely to press on in their attempts to destroy it. Once the demilich has acquired 50 energy points, it will assume a manifestation which looks much like the lich's earlier undead form and has the powers and abilities of a ghost, but which cannot be turned.

If anyone touches the skull it will rise into the air and turn to face the most powerful of the intruders (a spell user will be chosen over a non-spell user). Instantly, it unleashes a howl which acts as a *death ray*, affecting all creatures within a 20' radius of the skull. Those who fail to save vs. death are permanently dead.

On the next round, the demilich will employ another manner of attack. In order to attain the status of a demilich, a lich must have replaced 5-8 (1d4+4) of its teeth with gems. Each of these gems now serves as a powerful magical device which can *trap the soul* of its adversaries. The physical body of someone hit with the demilich's spell collapses and rots away in a single round. Once it has drained the life essence from the most powerful member of the party, the skull sinks back to the floor. If it continues to be challenged, the demilich can repeat this attack until all of its gems are filled. An *amulet of life protection* will prevail over the gem, but the character's body will perish regardless.

In addition to the attacks mentioned above, a demilich can also pronounce a powerful *curse* on those who disturb it. These can be so mighty as to include: always being hit by one's enemies, never making a saving throw, or the inability to acquire new experience points. Demilich *curses* can be overcome with a *remove curse*, but the victim loses one point of charisma permanently when the curse is removed.

The skull of a demilich is Armor Class −6 and has 50 hit points. It can be affected by spells in only a few ways: a *forget* spell will cause it to sink down without attacking (either by howling or draining a soul), a *dispel evil* will do 5-8 (1d4+4) points of damage to it, a *shatter* spell will inflict 3-18 (3d6) points of damage to it, a *holy word* pronounced against it will deliver 5-30 (5d6) points of damage, and a *power word kill* spell cast by an ethereal or astral wizard will cause the skull to shatter (destroying it).

Most weapons will be unable to harm the skull of a demilich, but there are exceptions. A fighter or ranger with a *vorpal sword, sword of sharpness, sword +5*, or vorpal weapon can inflict normal damage on the skull, as can a paladin with a vorpal or +4 weapon. Further, any character with a +4 or better weapon or a *mace of disruption* can inflict 1 point of damage to the skull each time he strikes it.

Upon the destruction of the skull, those who have been trapped inside the gems must make a saving throw vs. spell. Those who fail are lost forever, having been consumed by the demilich to power its magical nature. If the character survives, the gem glows with a faint inner light, and *true seeing* will reveal a tiny figure trapped within. If the throw is made the soul can be freed by simply crushing the gem. A new body must be within 10 yards for the soul to enter or it will be lost. Such a body might be a clone or simulacrum. (See spells of those names.)

If the fragments of the destroyed skull are not destroyed by immersion in holy water and the casting of a *dispel magic* the demilich will reform in 1-10 days.

Archlich

From time to time, sages have heard rumors of liches having alignments other than evil, and even lawful good liches apparently have existed. There have even been reports of priests who, in extreme circumstances, have become liches. These reports have recently been verified, but the archlich is as rare as Roc's teeth.



Lich, Archlich

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	A,T,V
ALIGNMENT:	Any good

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	11+
THAC0:	10
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
X.P. VALUE:	9,000



Archliches are a *very rare* form of undead. They are transformed human spellcasters of *good* alignment who have deliberately and carefully accomplished their own transformation into undeath. These caring individuals do so to serve a cause or protect a loved being or place, and devote their undeath to the furtherance of their purpose.

Nevertheless, archliches resemble liches. They appear as gaunt, skeletal humans who radiate a menacing chill, and wear tattered, once-fine robes (25% of which are magical).

Their eyesockets contain only twinkling lights; magical eyes that are unaffected by light, but can see in the deepest darkness as keenly as they saw in normal light, in life. Archliches were formerly wizards or priests of at least 18th level, or bards of at least 24th level.

Combat: Archliches like to avoid direct combat if possible. Unlike liches, they are immune to clerical turning or disruption. Their strength of will combined with the process through which they attain lichdom renders archliches immune to all mental magic (*enchantment/charm* and *illusion* spells and effects). They can therefore never be magically controlled or influenced by another being.

Archliches exude an aura of power that causes creatures of less than 5 hit dice or 5th level to flee in terror for 4d4 rounds. Their touch chills living things for 1-10 hit points of damage, and causes instant *paralysis* to victims that fail their saving throws. Such paralysis lasts 2-5 turns, unless magically *dispelled.*

An archlich can, by touch and will, *repel undead*—this power compelling even the most powerful undead creatures. Archliches are themselves immune to poison, disease, and all energy- and ability-draining undead attacks.

An archlich can *animate dead* by touch and will, to raise skeletons and zombies to serve it. If it so wills, its touch can give it the same control over existing wights and lesser undead as it has over the undead it animates. Such things are usually done in battle. An archlich has no interest in raising armies to serve it, nor in controlling others by force or fear.

Archliches can be hit only by magical weapons of +1 or greater power, by magical spells and item effects, and by monsters having 6 or more hit dice or levels, and/or magical properties.

Polymorph, paralysis, petrification, cold, electricity, death, and *insanity*-causing spells and effects have utterly no effect on an archlich. *Raise dead* and similar spells will do an archlich 1 hit point of damage per level of the being casting them.

An archlich is able to employ spells and magical items just as it did in life. It still requires the use of magical components, spellbooks, and the like—with nine exceptions (see below). Archlich bards retain their musical abilities. Many have composed haunting, melancholy ballads in their undeath, and are known to roam dungeons, ruins, and desolate moors or bogs at night playing and singing the tunes of the past.

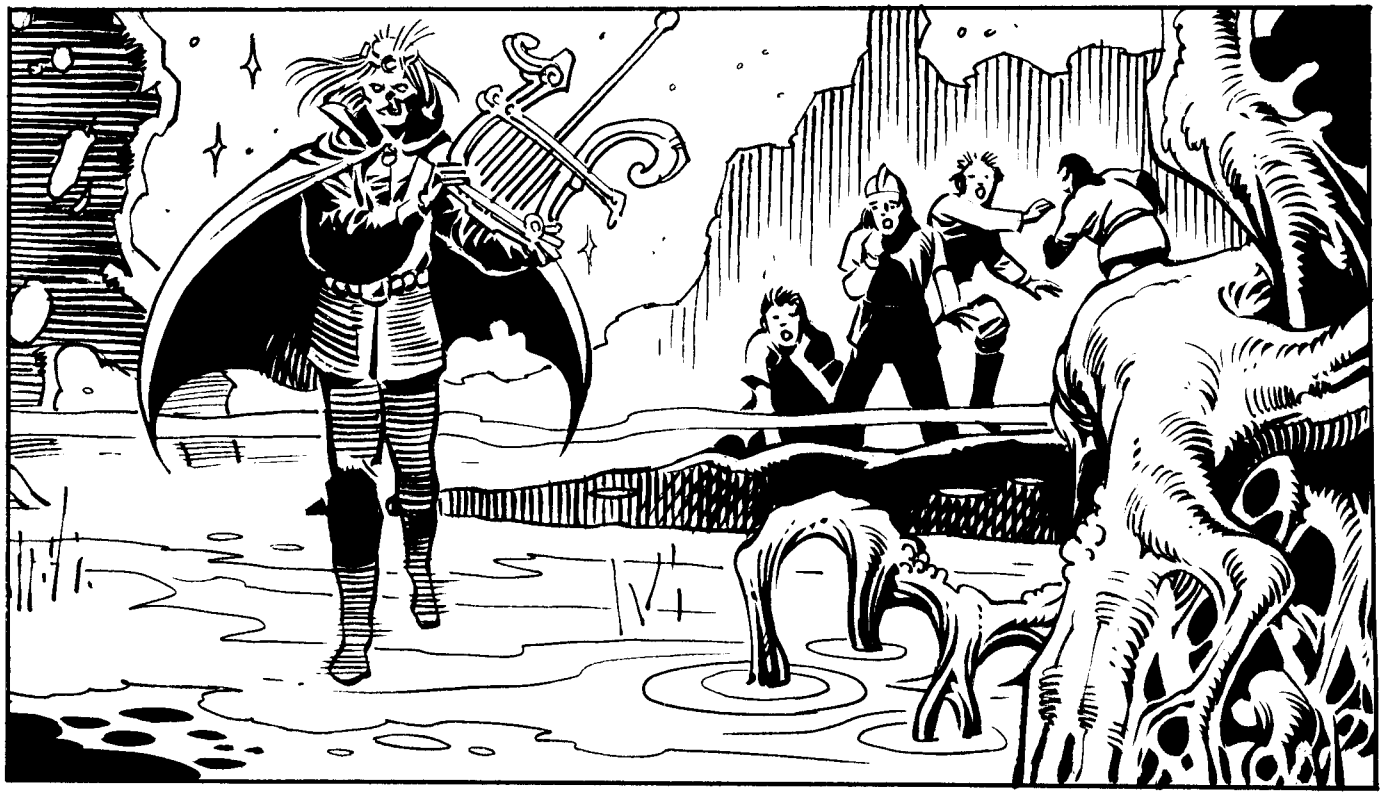
Each archlich can choose nine spells that it knows at the time of achieving undeath, and retain them in memory. When each is later cast, it is forgotten, but regenerates spontaneously in the archlich's mind 144 turns later. Typically *dispel magic, fly, invisibility, teleport* and a few offensive spells are retained by archliches in this manner.

Habitat/Society: Unlike liches, archliches have no phylacteries. They enshrine their life forces in a usable magical item (see below).

Archliches are usually solitary. They prefer to work behind the scenes, in study, contemplation, and (through servant creatures and allies) manipulation of other beings, to achieve their own ends. A few archliches exist to further their own mastery of magic, but most exist to serve a kingdom or royal family, a particular hero or organization, or to exact revenge or complete a goal left unfinished at death.

Archliches make their homes anywhere, but tend to conceal their presences or natures from living men, to avoid continual attack. They have the endless patience and cunning of their more evil counterparts, liches, and can make deadly foes.

Archliches, unlike liches, do not forget. This is both a blessing and a curse. They may grow very weary with the passing years and seek to end their own existence, but they never spurn their own names or former friends.



Archliches will often work with the living—rangers, bards, and wizards in particular—to achieve a common goal. Archliches have even been known to love living beings, tend the wounded, or tutor living wizards. However, they can never achieve true life again, short of divine means.

Knowing an archlich's name gives a creature no power over it, but archliches can hear their names spoken anywhere on the same plane, and sometimes (06% of the time) come curiously, to investigate.

Archliches can *water walk* (as the third-level priest spell) as a natural ability, at will. Those who live on islands or in marshes or rivers are often seen walking silently along where a living creature would plunge into the depths. Archliches always move silently unless they will themselves to do otherwise.

Ecology: To become an archlich, a living spellcaster must create a magical item of some sort. By tradition, for most wizards this item is a miniature spellbook into which they put the nine spells they seek to carry forever in undeath.

A potion must then be created and enchanted with the spells *animate dead, chill touch, contingency, pass without trace, permanency, teleport, trap the soul,* and *wraithform.* The would-be archlich drinks the potion while touching the chosen magical item, which must be anointed with at least one drop of the would-be archlich's blood.

A single, secret spell is then cast, and the being either dies (07% chance) or enters undeath (83% chance), collapsing into a death-like slumber that lasts 4-16 turns. When the being awakes, it will be an archlich forevermore.

The potion may be created and the lichdom spell cast by the would-be archlich or by another being; i.e., a prospective archlich may achieve undeath through the magical assistance of another. The process cannot, however, work on an unwilling creature (its death will always result). The would-be archlich may also have aid in creating the magical item that stores its essence, but must take an active part in its creation.

Should an archlich be destroyed, whatever remains of it is instantly *teleported,* even across vast distances or many planes, to touch the magical item containing its essence. The archlich will then begin to slowly re-form, gaining 1 hp per day, until it is whole once again. Until it has regained at least one-quarter of its hit points, the archlich will be immobile, yet will be able to speak.

It will regain one of its nine spells per day until it has them all (and once regained, each will return again a day after being cast). The immobile lich can cast these spells while still otherwise helpless, and need not remain in the vicinity of its magical item to further recover.

Whenever this process occurs, whatever items the archlich is wearing or holding when slain come with it, but all memorized spells are lost.

If the archlich's magical item is physically destroyed, the archlich is also instantly and irrevocably destroyed. Merely exhausting the charges of such an item, or dispelling its magical powers, will not harm the archlich; destruction is required.

Archliches need not eat, drink, or breathe. Their bodies never change, sweat, blush, ache, or grow hair as those of living humans do. They can eat, drink, smoke, and so on if they wish to do so.

Lich, Bardic, Andres Duvall



Climate/Terrain:	Any in Ravenloft
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Magical energies
Intelligence:	Genius (17)
Treasure:	W
Alignment:	Neutral good
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	9 (45 hit points)
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Magic absorption
Special Defenses:	+1 or better weapon to hit; *fear* aura
Magic Resistance:	Special
Size:	M (6' tall)
Morale:	Champion (16)
XP Value:	13,000

Throughout the domains of Ravenloft and in countless other worlds, there are few creatures more terrible than the lich. In most cases, these diabolical creatures sought out the means by which they attained undead status, willingly sacrificing their humanity in the quest for forbidden knowledge and unchecked power. In rare cases, the curse of eternal life has been thrust upon someone quite accidentally. Such tragedies are few and far between, but sadly they do occur.

Combat: Andres Duvall is not a true lich. Still, his powers resemble those of these foul undead so strongly that it seems best to classify him among their number.

Like a true lich, Duvall radiates an aura of magical terror that causes all creatures of fewer than 5 Hit Dice (or 5th level) to make a successful fear check or flee in terror for 5 to 20 (5d4) rounds.

In melee combat, Andres strikes with a chilling touch. This effect is somewhat less potent than is common in true liches. As such, it inflicts only 2 to 8 (2d4) points of damage. Anyone struck by Duvall must make a successful saving throw vs. paralysis or be unable to move for a number of rounds equal to the number of damage points inflicted. This paralysis can be dispelled normally. In addition to his chilling touch and the paralysis it causes, Duvall can drain the magical energies of spellcasters in the manner described in more detail below.

Duvall is immune to injury by weapons which are not of at least +1 magical enchantment. He is immune to all manner of *sleep, charm, hold, cold, enfeeblement, polymorph, lightning, insanity*, or *death* spells. Duvall can be turned as any other 9 Hit Die undead.

As a 9th-level bard, Duvall has the use of some magical spells. On any given day, he can employ three first-level, three second-level, and two third-level spells, with the following being his favorite choices: *color spray, phantasmal force*, and *sleep*; *glitterdust, improved phantasmal force*, and *pyrotechnics*; *fireball* and *wraithform*. Duvall also has the thieving abilities to Climb Walls (80%), Detect Noise (50%), Pick Pockets (50%), and Read Languages (45%). He has lost his ability to influence crowds, inspire friends and allies, or counter magical songs, but does retain his 45% chance to know the history or lore of any magical item he comes across.

Because of the unusual way in which Andres Duvall became undead, he does not have a phylactery or similar vessel containing his life force.

Duvall's transformation resulted in the creation of a special ability unknown among true liches. Magical energies directed at him do not affect him in any way. Rather, these energies are absorbed and serve to strengthen his life force. When Duvall is injured, he does not regain hit points through normal healing or any form of regeneration. Rather, he must absorb spell energy. He can do this in two ways. The first, and easiest, is through spells cast at him. Any spell, regardless of its nature, will have no effect upon him other than to restore 1 lost hit point per level of the spell. Thus, a 5th-level spell like *magic jar* cast upon him will restore 5 hit points. Spell effects from objects work the same way, with the DM having the final word in deciding the effective level of any such spells.

Alternatively, Duvall can absorb spell energy by touching a wizard, cleric, or other spellcaster. In combat, this requires an attack roll; in other situations (such as if the victim is sleeping or unconscious) it might not. As soon as the victim is touched, the highest level spell he or she (or it) had memorized is lost and Duvall gains its energy in the form of regenerated hit points. If more than one spell of the highest level is available, the one absorbed should be determined by a random die roll.

Duvall is able to absorb spell energy even when he is at his maximum hit point total, but he gains no additional hit points from this process.

Habitat/Society: Andres Duvall was a half-elf born in the domain of Darkon some 150 years ago. He was born to an elf mother and a human father in the community of Sidnar, south of Lake Korst. The status of his parents was great enough that he was accepted by the community. Indeed, the young Duvall was so sweet a child that he was cherished and loved by all the elves. Duvall loved the elves in return. He learned their songs, their stories, and their legends. As a young man, their love of beauty and magic drove him to wander the world, seeking out its majesty.

As he traveled, Duvall mastered his skills as a bard. He learned many things, most bright and happy, some dark and sinister. It was his unending search for new stories and songs that brought the terrible curse of undeath upon him.

While visiting the elves of Neblus, he came upon the fragments of an ancient tome. This mysterious document told the tale of a young wizard who sought greater and greater power. At first, he found the story distracting. As he read more, he found it engrossing, though horrifying. In the end, he knew that he had found an account detailing the process by which Azalin, the Lord of Darkon, had become a lich.

Unable to believe what he had read, he destroyed the book and tried to forget it. His soul, however, had been tainted by the evils he had studied. Every night, terrible visions haunted his dreams. Every night, he awoke in a trembling fit with the image of Castle Avernus searing his mind.

At last, he traveled to the terrible fortress where Azalin dwelt. Timidly, he approached the door and, to his surprise, it swung open to admit him. All but entranced, he wandered in and the door slammed shut behind him.

For the next week, Andres was both a prisoner and a guest in Castle Avernus. By Azalin's command, he told stories and sang songs, lightening the dark mood of the domain's master. In return, the lich told him the tale of his life and his years in Ravenloft. It seemed to Duvall that Azalin found it almost a relief to tell another his morbid story.

Duvall was certainly fascinated by the story of Azalin's life, death, and unlife. He was also convinced that the dark lord was not telling him all that there was to know. He decided that he must learn more and slipped quietly into the lich's inner sanctum.

As Duvall explored this terrible place, Azalin discovered his trespasses and confronted him. Enraged at this violation of his hospitality, the lich unleashed a stroke of magical lightning at the bard. Reacting quickly, Duvall attempted to shield himself with the great book he had been about to examine. The lightning struck the tome, which happened to be one of Azalin's most potent books of spells, and a terrible explosion shook the castle. Showers of blazing fragments ignited fires around the room and thick, acrid smoke boiled into the air.

Dazed, but amazed that he had survived at all, Duvall fled. Azalin, intent on saving his magical laboratory, did not pursue. Thus, Duvall escaped and went into hiding.

As the days passed, it became more and more clear to Duvall that the accident in the laboratory had made some great change in his body. To his horror, he found that his heart no longer beat and that he did not breathe. He had not survived the attack, after all. Gradually, Duvall's appearance began to change as well. His skin dried and stretched tight across his bones. He began to look more and more like the withered Azalin. Within a week, he was so horrible to look upon that most folk fled from him in terror at first sight.

Ecology: Duvall survives by feeding upon magical energies. Each day, he must absorb a minimum of one level of spell energy to satisfy his hunger.

Adventure Ideas: Despite his transformation into an undead creature, Duvall remains a force for good in Ravenloft. He is one of Azalin's most hated enemies, for he knows many of that lord's secrets from his time in Castle Avernus. As such, any group of heroes planning to confront the dread master of Darkon might well find a powerful ally in Andres Duvall.

On his own, Duvall recognizes that he can not hope to survive a direct confrontation with the lich lord. Because of this, he wanders the domains and islands of Ravenloft looking for allies and weapons that he can turn against his nemesis. It would not be out of character for Duvall to act as a patron of the PCs in any manner of adventure that might require the discovery of lost secrets or the recovery of an ancient weapon.

Although he is not mentioned in either RQ3, *From the Shadows* or its sequel RM1, *Roots of Evil*, Duvall could easily be inserted into either of these modules. His hatred of Azalin has led him to side with the enemies of Darkon many times over the years, so he just might even be able bring himself to strike some bargain with Strahd Von Zarovich if he thought it might enable him to finally destroy his foe.

Lich, Defiler

Climate/Terrain:	Athas or Ravenloft
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Supra-Genius (19–20)
Treasure:	R,X (E)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	6
Hit Dice:	11+
THAC0:	9
No. of Attacks:	1
Damage/Attack:	By weapon or 1d10
Special Attacks:	See below
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	Nil
Size:	M (6′)
Morale:	Fanatic (17)
XP Value:	8,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/5/15	all/all	15	120

Telepathy - Sciences: domination, ejection, mindlink. **Devotions:** aversion, awe, contact, conceal thoughts, ESP, life detection, send thoughts.
Psychokinesis - Sciences: telekinesis. **Devotions:** control body, control wind, levitation, soften.
Psychoportive - Sciences: teleport. **Devotions:** dimension door, dimension walk, time / space anchor.



Though there is nothing more loathsome than the foul undead, the defiler lich raises even this putrid circle of fiends to new levels of destruction and malevolence. Some that tread across the blasted domains of these creatures have heard them called by another name: *kaisharga.*

Defiler liches look like gaunt and skeletal wights or mummies. Tiny green points of light float in the blackness of their empty eye sockets and their bony fingers can quickly flay the flesh from the bones of an unarmored man.

All liches are arrogant creatures, so most dress in the clothes of local nobility or elaborate garb reminiscent of the profession they held before their transition to unlife. Even the fanciest of garments does little to hide their true appearance, however. Defiler liches emanate an aura of atrophy that slowly rots their clothes and anything around them. Cloaks begin to tatter, sleeves fray, and fruit at the same table as the defiler will quickly turn brown and spoiled.

Combat: Like other liches, defilers rarely engage in melee combat with their foes. If forced, however, the lich is more than able to stand up to all but the strongest opponents. The effective Strength, Dexterity, and Constitution scores of a *kaisharga* rise to 20 at the moment it assumes its undead state. In addition, any psionic powers that the defiler might have had in life are greatly magnified.

Simply approaching a defiler lich is enough to test the mettle of most opponents. Any creature of less than 5 Hit Dice (or 5th level) who sees the defiler must make a saving throw vs. spell or flee in terror for 5–20 (5d4) rounds.

The touch of a defiler lich is slightly different from that of its cousins. Those touched by the thing feel their magical essence drawn from the very marrow of their bones. Nonspellcasters suffer 1–10 points of damage from this attack. spellcasters (wizards and priests) are much more sensitive and lose 2–20 hit points per touch.

Liches can only be hit by weapons of at least +1 enchantment, magical spells, or by monsters with at least 4+1 Hit Dice or magical powers of their own. The magical nature of the lich and its undead state make it utterly immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* or *death* spells. Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.

Of course, the most powerful ability of the defiler lich is its vast repertoire of spells. Defilers have the same spell casting ability as a living wizard of equivalent Hit Dice. They often have spells never before seen by other eyes, however, as well as a plethora of magical weapons, devices, and potions. Liches have usually had centuries to create the magical artifacts that surround them, so their effects and abilities are often well suited to the creature's environment, lair, and temperament.

What truly sets the defiler lich apart from its cousins is the strange effect its spellcasting, and indeed its very presence, has on the environment around it. Defilers draw their energy from the living things of the world. It is a quicker and dirtier process that makes casting easier, but at the expense of the land and beings in the area. This process literally turns plant life to ash. Its effect on the living is less traumatic, though extremely painful.

The radius of this effect depends upon two things: the abundance of vegetation in the area, and the level of the spell cast.

Defiler Magical Destruction Table

Terrain Type	Spell Level								
	1	2	3	4	5	6	7	8	9
Stony Barrens	10	14	17	20	22	24	26	28	30
Mountains, rocky	10	14	17	20	22	24	26	28	30
Seashore, beach	10	14	17	20	22	24	26	28	30
Seashore, grassy	3	4	4	5	5	5	5	6	6
Forest	1	1	2	2	2	2	2	3	3
City	10	14	17	20	22	24	26	28	30
Village	3	4	4	5	5	5	5	6	6

The number shown is the radius, in yards, around the defiler where all vegetation is turned to ash. The effect is instantaneous with the casting of the spell.

If a defiler casts more than one spell from the same location, the radius of destroyed vegetation expands around it. Consult the Defiler Magical Destruction Table for the highest level spell cast from that location, then add one yard for every other spell cast. Spells equal to the highest level spell are treated as additional spells.

Though usually only plants are destroyed within this radius, living creatures suffer great pain. Any being in the radius of a defiler lich's magic suffers an immediate initiative modifier penalty equal to the level of the defiler spell cast. No matter how high the resulting initiative roll, though, the pain can never keep a character from performing an action during a round. The initiative penalty only postpones when the action occurs.

Animate plants in the area of effect, such as undead treants or lashweeds, suffer greatly from defiler spells. Only their high level of innate magical energy keeps them from being destroyed outright. Any plant rated with Hit Dice takes 1d4 points of damage for every level of the spell that affects it. Thus, a patch of lashweed in the destruction radius of a fifth level spell would take 5d4 points of damage each.

Any plant-based spell components within the area of effect are ruined.

Habitat/Society: In life, defiler liches were spellcasters of great power who learned to garner their magical energies from the very land around them. Trees, grasses, and the very essence of all living things provide fuel for their infernal spells.

No one seems to know where the first defiler lich came from. With the many gates and portals existing in the demiplane, it is most likely that the foul things came from some other place far removed from Ravenloft. Rumors abound that the world of their origin was blasted into desert by their ilk, but thus far no proof has been offered of this theory.

What is evident is that the rich forests of the Ravenloft realms provide a virtually unlimited power source for their small numbers. Of course, this very same advantage can often be the first clue that such a creature has entered an area. If once lush forests suddenly turn to lifeless gray ash, few will doubt that there is a defiler in the land.

Due to the very nature of a defiler's magic, its lair is normally devoid of vegetation. Underground lairs may lie beneath blasted heaths, ruined keeps have none of the typical ivy growing up the side, and any haven is likely to lie in the midst of a gray and dusty plain. Defilers will often use illusions to cover their abodes, but an astute adventurer will notice the dusty film that covers his gear and collects in his throat and eyes.

The ash created by defiler magic is black and gray, completely devoid of life or life-giving elements. Nothing will grow in an area of ash for one year. The ash itself is very light and usually blows away, leaving behind a lifeless, circular scar on the ground. Even with the ash gone, though, the defiler's magic has leeched all life-giving nutrients from the soil, so that a defiled area may take many years to recover, if it ever does.

There are rumors that many of the defiler liches chased from places like Barovia or Falkonovia have migrated to the more familiar environment of Bluetspur. Some even say that several of these fiends have stricken unholy alliances with the illithids that live there. If this is true, it is likely that the defilers will use their allies to push their way back into lands with more flora to power their ruinous magical arts.

Ecology: Defilers have the same basic goals that other liches have; the eventual ascension to demilich status and even transcendence to other planes and forms of existence. In the meantime however, these undead fiends have thousands of years in which to wait impatiently for some condition or circumstance. During this period their evil plots often grow far beyond the comprehension of mere mortals.

Defiler liches gain their status in the same way that other liches do. This includes the construction of a phylactery and its enchantment. Adventurers seeking to battle such a creature would do well to locate the fiend's phylactery and focus their efforts on it.

Demi-Defilers

Defiler demiliches gain the same benefits and invulnerabilities as others of that ilk. The major difference between the two is the nature of the demilich's *curse* ability. All demiliches can pronounce a single *curse* on anyone who disturbs them. This can be incredibly powerful, such as always being hit by one's enemies, never making a saving throw, or never being able to wield magical items.

In addition to this however, the curse of the defiler dooms one to an aura of entropy that kills all plant life in a radius equal to the character's level, in feet. The effect isn't as sudden or dramatic as that of the defiler's own spellcasting, but it can be devastating nonetheless. Within one minute, all flowers, leaves, or other light vegetation turns brown and begins to wilt. Within one turn, light vegetation is withered and dead. Trees and other larger plants develop dark blotches of disease-ridden bark or stems. In one half hour, light vegetation crumbles to dust. Trees and the like rot and may collapse, turning to ash one hour later. Animated plant-based lifeforms take 1d4 points of damage per round spent within the cursed character's aura of entropy. Spell components and similar organic things must make a saving throw vs. disintegration or crumble into dust.

Optional Rule: Druids and rangers are very sensitive to the land and cannot tolerate the presence of such a blasphemous creature in their midst. Should either of these character types enter the blasted realm of a defiler lich or demilich, they should stop at nothing to find the source of the contagion and eliminate it. Those that turn their back on the situation will forever feel haunted, and their deities may disfavor them. The Dungeon Master should deny the druid or the ranger the use of some ability formerly granted to them by their patron. A druid might lose a granted power or a ranger may lose his ability to becalm wild beasts.

If the druid or the ranger takes part in defeating the *kaisharga*, the DM should award them an extra 10% of the creature's experience point value including minions and henchmen.

	Drow	Drider
Climate/Terrain:	Subterranean	Subterranean
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	Nil	Nil
Intelligence:	Supra-genius (19–20)	Genius (17–18)
Treasure:	U (G)	Z (G)
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1	1
Armor Class:	0	–1
Movement:	12	12
Hit Dice:	11	11
THAC0:	9	9
No. of Attacks:	1	1
Damage/Attack:	1d10	1d4
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Varies	Varies
Size:	M (6' tall)	L (9' tall)
Morale:	Elite (13–14)	Elite (13–14)
XP Value:	9,000	9,000



Drow liches are perhaps the most terrible of these undead horrors. They are found in three varieties (wizard, priest, and drider), each with its own unique and ghastly powers.

Wizards and priests look much like other liches. They have a tall, skeletal form with dark skin stretched tight over their long bones. Their skin is, of course, a pale black, here and there spotted gray with decay and age. Mages tend to wear dark red robes with loose folds and numerous pockets in which to secret their spell components. Priestly liches often wear garb emblazoned with the image of their patron, the spider goddess Lolth.

Driders are much stranger creatures, and much more rare as well. In drow society, individuals who fail to please Lolth are either slain or transformed into driders by priestesses of the spider goddess. Driders have the upper torso of a drow (almost always male) and the lower half of a giant spider. The vast majority of driders are driven into battle by their kin and live short, violent lives. A very few have escaped to continue their studies, and perhaps even to seek revenge on those who twisted their bodies into their present state. Of these, a few have eventually pursued their black arts into the realm of lichdom. Drider liches are now macabre combinations of mummified torsos attached to the deteriorating carapaces of skeletal legs and abdomen.

All manner of drow liches speak the numerous languages they knew in life. In addition, they have a natural ability to converse freely with any manner of arachnid.

Combat: All drow and drider liches have the standard abilities of other liches, including an aura of magical power that surrounds the beast. Any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save vs. spell or flee in terror for 5–20 (5d4) rounds.

Their touch is icy cold and delivers 1d10 points of damage to anyone who feels their evil caress. The victim must also make a saving throw vs. paralysis or become unable to move or act until a *dispel magic* or similar spell is cast upon them.

Liches can only be hit by weapons of at least +1 enchantment, by magical spells, or by monsters with 4+1 or more Hit Dice. The magical nature of the lich and its undead state make it utterly immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* or *death* spells. Priests of at least 8th level can attempt to turn a drow lich, as can paladins of no less than 10th level.

Drow liches are able to use spells as they did in life, but each type has special abilities or powers that can affect this. All retain the natural drow ability to cast *dancing lights, detect magic, faerie fire, darkness, levitate,* and *know alignment* once per day.

One of the natural abilities they retain in unlife is their phenomenal resistance to magic. Drow liches have 50% magic resistance plus 2% per Hit Die.

Drow Wizard Liches

Drow wizards who transform themselves into liches are smoldering powder kegs of sorcerous energy threatening to destroy anything in the area. Though their thoughts may be cold and calculating, their fiery tempers often win out over logic.

These dark creatures hoard and covet magical items. Besides those found in the thing's treasure cache, every such lich will have a magical weapon such as a *staff of power, wand of fireballs,* or some other suitably powerful device. In addition, the creature will have some form of magical defense such as *bracers of defense.*

Mage liches have often imbued their raiment with other properties as well, such as the ability to render the wearer *invisible* three times per day. By combining such magical clothing with rings and other magical objects, the drow lich can unleash a terrible barrage of sorcery upon those who disturb them.

Mage liches frequently maintain nests of hairy spiders about their lair. These creatures swarm over anything that walks through their territory, often including the lich (though they can do this walking corpse no harm).

Drow Priestess Liches

Devout followers of the drow spider-goddess, Lolth, are sometimes rewarded with immortality through the transformation into

lichdom. Although highly sought after by the followers of that sinister deity, it is a mixed blessing at best. Drow liches of this type are always female.

Though they are not magic hoarders like wizard liches, they still maintain a deadly arsenal of staves, weapons, and protective devices.

The real power of the priestess lich lies in her command of the undead and the magical abilities granted to her by Lolth. Lolth grants her priestess liches the ability to control and *transform* spiders. With this power the lich can transform up to twenty normal spiders into a like number of large spiders, transform ten normal spiders into a single huge spider, or transform twenty normal spiders into one gargantuan spider. This power may be used three times per day. The duration of the transformation is a number of hours equal to the priestess' Hit Dice, usually 11+.

Priestly liches can control undead in the manner described under "Evil priests and the Undead," in the *Dungeon Master Guide*.

Drider Liches

Driders are the forlorn of Lolth. Years ago these pathetic wretches failed the cruel tests of their spider goddess and were sentenced to a lifetime of suffering in the miserable half-form of spider and drow. A few of these creature's fates were tragic enough to attract the attentions of the Demiplane of Dread, and there the pitiful driders found a home. A very few of these continued in their magical research and eventually mastered the magics that made them liches.

Perhaps the strangest aspect of the driders, both in their normal state and as a lich, is that priests who become driders maintain their spell casting ability. Why the spider-goddess continues to bestow failed worshipers with her power is anyone's guess. Perhaps the goddess enjoys the strife and grief that her forsaken create among their own race. Whatever the case, the powers of Ravenloft seize upon this miserable condition with rapacious enthusiasm. For the minuscule number of driders that are capable of continuing their magical research to the point of lichdom, there seem to be a relatively large number of them within the Demiplane of Dread. Perhaps the powers that be find their tragic existence appealing in some sinister way.

Drider liches can be either mages or priests, but gain none of the advantages described above for either. Instead, the mists of Ravenloft have granted these bizarre creatures other abilities instead.

Most liches can control any undead with half or less of their own Hit Dice. Drider liches have similar control, but cannot command humanoid undead through innate abilities (they may control them through spells or magical items, however). The undead minions of the drider lich are made up of insectoid skeletons, generally the animated carapaces of giant spiders and other creatures that lived near the drider's lair.

Another of the drider lich's powers is the innate ability to cast a strong and sticky web from its thorax three times per day. This functions exactly as the second level wizard's *web* spell.

Drider liches are also able to communicate with and control all spiders within a number of yards equal to its Hit Dice. Most maintain nests of hairy spiders throughout their lairs to deal with intruders.

Habitat/Society: There are very few drow in the realms of Ravenloft. It is the unfortunate luck of the people that live in the demiplane that, of the few that are present, a relatively high number of them have discovered the secrets of lichdom. It is highly possible that the dark nature of the race encourages the quest and hastens the process, but the powers of Ravenloft seem also to welcome them with open arms.

Drow liches, both wizard and priests, tend to live near large villages or cities where they can easily find victims for their terrible experiments. They often interact with the surrounding populace much more than once-human liches, perhaps because their devious and arrogant nature enjoys fooling those around them.

Driders are much more solitary, mostly because their appearance is harder to disguise, but also because they often resent society and blame others for their miserable condition. Their lairs are always underground and filled with thousands of hairy spiders waiting hungrily for intruders.

Ecology: Both drow and drider liches are created in the same manner as their human cousins, including the creation and enchantment of a phylactery. Like all liches, these foul creatures are offensive to all natural things and will cause all animals within 100 yards to become jittery and nervous.

Drow Demiliches

Wizard and priest drow may become demiliches in the usual manner. They gain the new abilities of demiliches and retain the additional powers of their type. Drider liches have never been known to make the ascension to demilich. Whether this is because no one has yet discovered such a creature and lived to tell about it or because Lolth enjoys allowing the things to quest for the unattainable is unknown.

Lich, Elemental

Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Supra-Genius (19–20)
Treasure:	W (C)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	6
Hit Dice:	11
THAC0:	9
No. of Attacks:	1
Damage/Attack:	By weapon or 1d10
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fanatic (17–18)
XP Value:	25,000



Elemental liches are diabolical wizards who studied and mastered the use of Ravenloft's strange elements before or during their undeath. Now the fiends continue their practices near the boneyards of the realms, conjuring massive monsters of bone, blood, fire, and mist to sow terror in the hearts of the innocent.

Elemental liches take on the likeness of their profession. Their skin is gray and ashen like that of the dead, their white hair blows in gentle wisps like the mists, their robes whip and snap in the wind like fire, and their rotting skin constantly seeps heavy drops of thick, crimson blood.

As one might expect, these creatures retain any linguistic abilities they might have had in life. In addition, however, they are also able to converse freely with any creature from the elemental planes.

Combat: Few liches like to engage in hand-to-hand combat with their foes, but elemental liches are a rare exception. Their usual tactic is to surround themselves with elementals of all types and undead minions, then wade into the fray to deliver their deadly *touch of the grave, pyre, blood,* or *mist.* A lich may use each of these attack forms once per day, per target. After this it attacks as a normal lich, doing 1d10 points of damage but without the ability to paralyze its victims.

The *touch of the grave* is the lich's most deadly attack. On a successful hit, the victim must make a saving throw vs. death magic. If successful, he takes 1d10 points of damage but may continue to fight normally. If the save is failed, the victim is wracked with pain as the very bones in his body crack and attempt to rend their way out of their screaming shell. Unless a *heal* spell is administered within one round, the adventurer dies. If a *heal* spell is cast in time, the victim must make a System Shock roll or die anyway from the trauma of having his body sundered and repaired so quickly.

The *touch of the pyre* is another deadly attack form of the elemental lich. On a successful hit, the victim suffers a smoldering wound that does 1d10 points of damage. In addition, his clothing or armor must make a saving throw vs. magical fire or burst into flame. This magical flame burns the wearer for 1d10 points of damage each round and can be extinguished only by a *dispel magic, control flame,* or other magical methods, but not by immersion in water or other normal means. Luckily, this fire does not spread and will vanish once it has reduced the burning object to ash (in 1d4 rounds).

The *touch of blood* is a foul and evil power that the lich uses to drain the very life essence from a character. If the creature successfully hits its target, the victim takes 1d10 points of damage and must make a saving throw vs. paralyzation. If the roll fails, blood begins to ooze from the victim's every pore. The bleeding causes 1d4 points of damage per round until *dispelled* or magically healed. If a character loses 12 or more hit points to bleeding damage (not counting the normal 1d10 points caused by the lich's touch), he loses one level of experience. This reduces Hit Dice, class bonuses, spell abilities and so forth exactly as does the touch of a wight.

Elemental liches use the previous three attack forms when directly confronting their opponents. The *touch of mist* is often used in more subtle and diabolical situations. This touch causes no damage, but those who are hit and fail a saving throw vs. spell are infused with evil. This changes the victim's alignment to chaotic evil and puts him in the direct service of the lich. The lich can communicate with his pawn telepathically over a number of miles equal to his Hit Dice. In order to regain their original alignment and break the lich's control, infused characters must receive a *remove curse* spell cast by an individual of their true alignment.

Besides its various magical touches, a lich may conjure a single Ravenloft elemental of each of the four types per day. These are always of the grave, pyre, blood, or mist varieties with 8 Hit Dice.

Elemental lich's cannot control undead as most others of the kind do.

Like other liches, the elemental variety has an aura of power about it that causes creatures of 5 Hit Dice or less to make a saving throw vs. spell or flee in terror for 5–20 (5d4) rounds.

Elemental liches can only be hit by weapons of at least +1, by magical spells, or by monsters with 4+1 or more Hit Dice. Its magical nature renders it immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* or *death* spells. Elemental liches are not immune to the attacks of Ravenloft elementals, but those creatures will not attack an elemental lich unless controlled by a character of higher level than the lich, or unless they were conjured by a rival elemental lich.

Like any other lich, elementals have spellcasting ability appropriate to their Hit Dice. They almost always carry as many *conjure elemental* spells as possible. The things love to surround themselves with their creations in combat to lessen the risk to themselves and give them the freedom to use their multiple *touch* attacks.

Priests of at least 8th level can attempt to turn an elemental lich, as can paladins of no less than 10th level.

Elemental liches who have their physical form destroyed will retreat into a phylactery in the same manner as other liches. This is similar to a *magic jar* spell. To truly annihilate the lich, its phylactery must be destroyed as well as the creature's physical form.

Habitat/Society: Elemental liches seem to seek the same dark power that others of their undead kind do. The main difference seems to be the path they use to get there. Where most liches control hordes of undead minions, elementalists control the very spirits of the elements themselves.

The *touch of mist* power of the lich makes it easy for the creature to control large segments of a local population. Usually this is a town, hamlet, or some other place where the folk aren't likely to recognize the work of a lich and seek help in having it destroyed. The lich uses its magically controlled minions to sow discontent and death, but not in so overt a manner as to attract any do-gooders that happen to wander by.

Ecology: Elemental liches commune daily with the demiplane's elemental powers. Whether they are servants, peers, or masters isn't known, but there are certain conditions that the creatures must fulfill to maintain their powers. An elemental lich's phylactery must first be buried in a nearby grave. Then a great fire of burning bones is ignited on that spot. Blood is then poured over the ashes and allowed to soak into the ground. If the elemental powers decide to grant the lich its powers, the mists of the demiplane will roll in and obscure the site from prying eyes.

This means that finding an elemental lich's phylactery is both easier and harder for those who would slay the vile thing. Knowledgeable adventurers will know that their prey's phylactery will be in the ground near a misty area, such as an old graveyard, burial mound, or even an isolated clearing in a deep dark forest. The mists maintained by the elemental powers are infused with the power to cause *confusion* in anyone who cannot make a saving throw vs. spell. Every turn spent in the mists requires a successful save. Those who fail are confused for 1d10 turns as per the 4th level wizard spell.

If the earth is penetrated directly above the phylactery, the elemental powers will telepathically warn the lich of the danger. The creature usually arrives 1d10 rounds later prepared to slay any living thing in the immediate vicinity.

Demi-Elemental Liches

Elemental liches can become demiliches, but benefit from a few minor changes due to their close ties with the elemental planes of Ravenloft.

The teeth of the elementalist demilich are made of 1d4+4 gems that cast a *trap the soul* spell. If the saving throw to resist that spell is failed, the target's life force is trapped within the gem. Unlike other liches, however, the body of the victim immediately transforms into a 16 Hit Die elemental of a random type (1-grave, 2-pyre, 3-blood, 4-mist) under the demilich's control. The body of the victim is completely consumed by the process, so only a *wish* spell can bring them back to life. The elemental remains under the demilich's control for a number of months equal to the summoner's Hit Dice. For obvious reasons, the lairs of the elemental demiliches are filled with the burnt and broken bones of those who sought to slay them.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (17+)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 36 (D), SR 4
HIT DICE:	16+
THAC0:	4
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	16d6
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	40%
SIZE:	L (18' long)
MORALE:	Fearless (19)
XP VALUE:	10,000

Firelichs are high-level evil mages whose bodies were prepared for lichdom upon their death. Such mages, either through ignorance (such as in casting fire spells) or spell failure, exploded in the phlogiston. The lich-preparation spells in their bodies turned them into living fireballs of undeath, racing through wildspace, screaming in eternal pain and looking for something to collide with, as a way to extinguish the flames.

A firelich resembles a comet of yellow, orange, and red flames. The "head" of the comet has a skull-like face with a mouth that appears locked in a perpetual scream. The "head" measures 6' in diameter, with a fiery tail 18' long trailing behind it. It has no limbs.

Combat: Unlike its groundling brethren, a firelich goes out of its way to find confrontation. Its blazing eyes always seek spelljamming ships, in the same way that a person on fire would look for water or a blanket.

The first sign that a firelich is in the area is its luminous, fiery appearance, followed by an ear-splitting shriek of pain. Viewers must save vs. spell at −2 (wisdom bonuses allowed). Those who fail are frightened as though by *fear*. Those who succeed still take −2 to their attacks for the rest of the encounter.

The firelich attacks by plunging headlong into the ship in a screaming dive. It makes an attack roll to hit. Treat the initial impact as a greek fire attack (*Concordance of Arcane Space*, p. 57).

After the initial damage, the ship's deck must make an item saving throw vs. magical fire. If the deck succeeds, see below. If the deck fails, the firelich has crashed below deck, creating a hole 2d6+6 feet in diameter. The firelich flies downward, striking the ship's inner hull. If this hull fails another saving throw vs. spells, the firelich has made another hole and flown clear through the ship, its fire still burning strongly. In frustration, the firelich shrieks and flies off.

Any time a natural 1 is rolled on the ship's saving throw, a *wall of fire* (as the 4th-level wizard spell, cast at 16th level) has sprung up on the affected deck, surrounding the hole made by the firelich. The ship also suffers a Critical Hit (*Concordance of Arcane Space*, p.59).



If a deck's save succeeds, the firelich fails to penetrate and explodes as a *fireball* cast at 16th level. On the round after the explosion, the firelich's life-force recreates its comet-like body outside the ship, and the entity flees frantically through space, screaming in renewed frustration.

Since a firelich is undead, it can be turned. It is considered a Special undead.

Although it is a lich, the firelich cannot cast spells known in its previous existence. It has no limbs for the somatic components of a spell, and it cannot mouth words for the verbal portion.

Habitat/Society: It is unknown how the wizard gets from the phlogiston to wildspace. Since the only wizards that can become fireliches are the ones that had made previous preparations for lichdom, some guess that the arcane lich ceremonies tear a temporary hole into wildspace. The energy to create this tear may come from the explosion that created the firelich. If this is true, the hole certainly closes immediately after the firelich enters wildspace.

Fireliches are solitary, shunning even those who share their suffering. Due to their pain and probable madness, fireliches are not communicative, though some observers have managed to coax a few fireliches to reveal their identities.

Ecology: Fireliches are an aberration in any healthy ecosystem. If it perishes, only wisps of smoke remain. Its spelljamming ability is innate and cannot be harnessed.

A story has circulated through wildspace about a group of pirates that captured a firelich and tried to connect it to their spelljammer helm. The firelich overloaded and exploded. As the ship burned, the bits of firelich reincorporated and flew off, screaming.

Lich, Inheritor

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Supra-Genius (19-20)
TREASURE:	A
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Touch, Legacies
SPECIAL DEFENSES:	Spell and Legacy immunities, hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	19,000



These vile undead creatures are the remnants of high-level Inheritors who sought to increase their power. Through arcane, alchemical processes, they transform from living beings into powerful undead creatures. Fortunately, Inheritor liches are extremely rare; only two are known to existÑone in the Savage Baronies (the Doomrider) and one in Renardy.

The appearance of an Inheritor lich varies widely. The basic visage is that of a skeletal humanoid, but individuals from a number of non-human races could also choose this evil path. Each creature then adopts a unique form, warped by the detrimental effects of its Legacies. Thus, an Inheritor lich with Armor, Sight, Burn, Projectile, Growth, and Weapon Hand could have scales; bony eyestalks; red glowing eye sockets; skin that is hot to the touch; flames issuing from its mouth; a hollow, open-ended horn in the center of its forehead; arms twice as long as normal; and one hand elongated into the shape of a bony sword.

An Inheritor lich is usually dressed in clothing reminiscent of its former lifeÑarmor for warriors or robes for wizards. The materials are generally of high quality, though roughly used. As the most ancient Inheritor lich is no more than a decade old, its possessions show little sign of decay but might be frayed from travel or combat.

The Red Curse: Inheritor liches were once 15th-level Inheritors, possessing seven Legacies before transformation. No Inheritor lich of greater or lesser power has been reported. Some sages speculate that such a creature's power is limited by the transformation process, but others claim that the reason a more powerful Inheritor lich has not been encountered is because no Inheritor of greater power has attempted the transformationÑyet. The DM should determine which Legacies an Inheritor lich possesses before it is encountered because its Legacies will determine its appearance.

Combat: Unlike other liches, an Inheritor lich has no qualms about entering battle. Also, it is likely to have servants and alliesÑsome undead, some monstrous, and perhaps even a few normal humans or humanoids. Inheritor liches lack the magical aura that forces low-level creatures to flee in terror; still, their ghastly appearance causes many intelligent, low-level beings to flee anyway.

An Inheritor lich prefers to attack with its Legacies when possible. Further, an Inheritor lich is immune to the offensive effects of any Legacies that it possesses. For example, an Inheritor lich with the Burn Legacy cannot take damage from that Legacy when used by another creature.

The Inheritor lich also retains character class abilities from its former life. A lich that was once a priest, wizard, or bard can cast spells; a former thief can move silently, hide in shadows, and backstab. The Inheritor lich possesses these abilities as a 15th-level character of that class. Finally, the Inheritor lich might even carry arms and equipment from its former life. Wearing armor does not improve a lich's Armor Class, but the lich does receive any magical bonuses the armor might have. Also, Inheritor liches are not vulnerable to *smokepowder* in the same way that living Inheritors are, so they may carry wheellock pistols.

In addition to Legacies and class abilities, an Inheritor lich also has a lethal touch. If an Inheritor lich touches an opponent, that touch inflicts 1d10 points of damage. In addition, the victim must make a successful saving throw vs. death magic or suffer the effects of one day in the Time of Loss and Change. It does not matter if *cinnabryl* is actually being worn, if the target has ever worn it, or even if he is required to. A target who fails a saving throw loses 1 point from the appropriate ability score (or scores) and changes according to the detrimental effects of his Legacy or Legacies (see "The Curse and the Legacies" chapter of *The SAVAGE COAST Campaign Book* for descriptions). If the target does not have a Legacy, determine one randomly. A character with multiple Legacies suffers the Time of Loss and Change for all Legacies simultaneously, losing several points and undergoing major physical changes. For this reason, Inheritor liches try to first target Inheritors with this touch. This attack does not actually deplete a target's *cinnabryl*; it bypasses the metal completely.

This touch automatically kills any individual who has one or more attribute scores (with the exception of Charisma) reduced to 0 or less. The next night, however, that victim will rise as a cursed one. The lair of an Inheritor lich might hold several cursed ones, remnants of former victims. As an Inheritor lich has no need for *cinnabryl* and cannot be harmed by a cursed one, it may feed them *cinnabryl* to hasten its transformation into *red steel*.

Recovery from Affliction caused by this attack differs from standard recovery in two ways. First, reversal begins immediately after

victims receive a *remove curse* spell, provided that they are still wearing *cinnabryl*. Second, a system shock roll is not necessary to reverse the transformation. Victims can always recover completely from this forced Affliction.

An Inheritor lich also has formidable defenses. Besides immunity to Legacies which it possesses, an Inheritor lich is immune to all nonmagical weapons. These creatures also have the standard lich immunities to *charm*, *hold*, *sleep*, *enfeeblement*, *polymorph*, *insanity*, and *death* spellsÑas well as cold-based and electrical attacks. Inheritor liches are turned as normal liches.

While it is difficult to defeat an Inheritor lich in combat, destroying it is harder still. An Inheritor lich protects its life essence in a *red steel* item hidden in its lair. The item might be a depleted *cinnabryl* amulet or it could be a *red steel* weapon or piece of armor. To completely annihilate the Inheritor lich, both its body and that item must be destroyed. Melting it is not sufficient; it must be subjected to a *disintegrate* spell or similar power. (The Detonate Legacy fragments an item enough that it is considered destroyed.) If the item is merely melted and reforged, the life essence remains in whichever new piece contains the largest percentage of the original item. Inheritor liches take advantage of this by hiding these items very well or, sometimes, by placing their essence in magical *red steel* weapons that the characters might be loathe to destroy.

Habitat/Society: Inheritor liches are solitary creatures. They create lairs in fortified places such as a fortresses, mountains, or caverns. The Inheritor lich, having been an adventurer once, realizes that it will be sought out by other adventurers and will try to keep the location of its lair a secret.

Still, in its burning desire for power, an Inheritor lich will sometimes spread rumors into the nearby area, hoping to encourage parties of low-level adventurers to come after it so it may rob them of their possessions and life force. Often, the lich will try to meet the adventurers somewhere other than its lair in case it needs to retreat. An Inheritor lich might even create a web of intrigue around itself, using spies and subtle manipulations to exert control over the people and events of a given region.

The two Inheritor liches known to currently exist also spend a great deal of their time studying the Red Curse. After all, knowledge is another form of power. If it is persuaded to talk, or if its journal can be located, an Inheritor lich can be a great source of knowledge concerning the Red Curse, the Legacies, and the associated magical substances.

The attitude of an Inheritor lich depends on its former life and subsequent undeath. The creature might hate living Inheritors or might feel nostalgic when meeting a member of its former order.

Like living Inheritors, these liches often have nicknamesÑbut with a morbid twist. The two existing Inheritor liches are known as Death Flame, who was one of the first Inheritors, and Doomrider, a former Inheritor wizard who now has a nightmare for a mount. An Inheritor lich has little respect for life, doing whatever is necessary to accomplish its goals. While it is remotely possible that an Inheritor lich of good alignment could be created, the ambitions that lead a character to such an existence are not usually conducive to any alignment but evil.

Ecology: While an Inheritor lich has left its natural existence behind, it still has a profound effect on the local ecology by gathering riches, killing others, and causing destruction. While it does not consume or produce in a natural manner, it does create and destroy, doing so to extend the reaches of its power.

To become an Inheritor lich, an Inheritor must first construct the item that will hold his life essence. This must be done by the prospective lichÑnever by a second party. Ideally, the *red steel* used in the creation of the item was worn as *cinnabryl* by the Inheritor. The Inheritor must also personally create a difficult alchemical preparation. This potion is something like *crimson essence*, but also contains *steel seed*, finely ground *red steel*, herbs, blood, and miscellaneous arcane and costly items. The exact formula is known only to a few, but it might be found in the journals of those who have attempted the process. Like *crimson essence*, the potion must be bathed in the magic of depleting *cinnabryl* for several weeks. When ready to become a lich, the Inheritor imbibes the potion; he must then make a successful system shock roll or die. If the roll is successful, the Inheritor becomes an Inheritor lich and immediately enters the Time of Change, transforming according to the Legacies possessed. However, no points are lost from ability scores during this process, and any that were subtracted previously are gained back.

CLIMATE/TERRAIN:	*Spelljammer*
FREQUENCY:	Unique
ORGANIZATION:	Leader
ACTIVITY CYCLE:	Continuous
DIET:	Nil
INTELLIGENCE:	Genius (17–18)
TREASURE:	H×4
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	−2
MOVEMENT:	6, Fl 12 (C)
HIT DICE:	13
THAC0:	8
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3–18 (or by weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (5½′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	15,000

The master lich is a variation of the standard lich developed from a combination of incantations, potions, and promises made to dark, extradimensional powers. An undead creature becomes a master lich until such time as it must pay the price of the promises given to the dark powers.

The master lich resembles a normal lich in many ways, save that its flesh is not rotted. Rather, the body is dessicated, the skin pulled back like leather over the skull and bones. It retains the standard lich's deep-set, black eye sockets, with burning white pinpoints of light dancing deep within the recesses.

Combat: A master lich will not enter into direct combat unless he has no other choice or unless his target is helpless and easy to slay. If he chooses to avoid physical combat, he uses his ability to animate the dead to create an army of undead skeletons and zombies to fight in his stead.

The undead are under the master lich's full control, and all their actions can be manipulated by the lich. He can see through the remains of their eyes and hear through the remnants of their ears. Any living creature killed by or through the master lich's hand can be reanimated in this fashion.

In addition to retaining the abilities gained when alive, the master lich can paralyze on touch. Those failing a saving throw versus paralyzation will be immobile for 4–24 rounds.

The master lich cannot be affected by enchantment/charm or necromantic spells, including those that allow others to control the undead. He is also unaffected by polymorph, poison, cold, insanity, and electricity magic. The master lich can be turned, however, except when he is on his home grounds; treat this lich as a special undead for purposes of turning. (The home grounds of the master lich known as the Fool are located in the warrens of the *Spelljammer*, and he is the only known example of a master lich. However, given the vastness of space, there is no telling whether another master lich may already be created—or when another may occur.)

Unlike normal liches, the mere appearance of a master lich does not cause fear, and he may be struck with normal weapons. The master lich does regenerate 1 point/round and will do so even if the body is destroyed and separated. As such, he is truly undead.



This lich is not restricted to humans and humanoids when creating undead. Long-dead creatures become skeletons, humans and humanoids become zombies, and all other large creatures become monster zombies. In addition to his regular zombies and skeletons, the Fool has created a pack of undead rats (1 HP, AC 9, MOVE 6, all other stats as per normal rats). These rats serve as his eyes, scouting the warrens for potential targets or enemies.

Habitat/Society: The master lich is not as solitary as are his lichling counterparts. Rather, he prefers to be at the apex of an undead society, typically of his own creation. He commands his skeletons and zombies without question and imposes his will on other undead through the force of his personality or through threat if need be. Any type of less-powerful undead may be under the command of a master lich, excepting only liches, arch liches, and demiliches. Vampires and other sentient undead will be treated as uneasy allies at best.

Since the master lich exists in part because of his eluding some dark bargain, he seeks safety in numbers. In particular he seeks protection from those who might seek to take the master lich to his final death.

Ecology: The master lich is undead, and with his regenerative properties can survive until he falls under the one true death. This will only happen if either of two events occur: if a dark power shows up to collect the lich's immortal spirit in payment, or if the lich is captured and dragged to a power's home plane. The master lich fears the dark powers that helped make him more than anything else in the world, for they are the ones who will prove to be his undoing.

Occasionally a master lich will fixate on a particular place, event, or person, and he will work to the best of his undeadly ability to control that place, event, or person. This becomes an overriding obsession with the master lich, eventually negating all other needs.

Lich, Psionic

CLIMATE/TERRAIN:	Ravenloft or Athas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Psionic energy
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	A
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	9+18
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+2
SPECIAL ATTACKS:	Psionics, mind strike, & psionic draining
SPECIAL DEFENSES:	Psionics, spell immunity, & +1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	16,000



PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
20	6/10/25	all/all	18	82

Clairsentience—Sciences: aura sight, object reading; **Devotions:** spirit sense.
Psychokinesis-Devotions: animate shadow.
Psychometabolism—Sciences: death field, life draining, shadow-form; **Devotions:** aging, cause decay, displacement, ectoplasmic form.
Psychoportation—Sciences: teleport; **Devotions:** astral projection, dimensional door, dream travel.
Telepathy—Sciences: domination, mindwipe, psychic crush, tower of iron will; **Devotions:** contact, ego whip ESP, id insinuation, inflict pain, intellect fortress, mental barrier, mind bar, mind blank, mind thrust, psionic blast, thought shield.
Metapsionics—Sciences: empower; **Devotions:** psionic sense, psychic drain, receptacle, wrench.

Note: These are the powers common to psionic liches, but it is not unusual for some to have different abilities.

There are few who dare to argue that the power of a master psionicist is any less than that of an archmage. Proof of this can be found in the fact that the most powerful psionicists are actually able to extend their lives beyond the spans granted them by nature, just as powerful wizards are known to do.

Psionic liches look much like their magical counterparts. Their flesh has mummified, pulling it tight over their bones and giving them a gaunt, skeletal appearance. Their eye sockets are empty and burn with crimson pinpoints of light. Often, a psionic lich will be found in the clothes it favored in life. Because this can be anything from the grand robes of nobility to the plate armor of a mighty knight, it is impossible to spot these creatures by their garb. (Metallic armor, if worn, will lower the lich's psionic power score, as per *The Complete Psionics Handbook;* small shields will not do so.)

Psionic liches retain the abilities that they learned in life: languages, proficiencies, thieving skills, etc. Further, a psionic lich who was human may actually have been a dual-class character in life, and thus be able to employ psionic powers plus magical or clerical spells. Creatures with such abilities are rare, thankfully, but are truly terrible opponents.

Combat: Psionic liches seldom engage their foes personally, as they surround themselves with legions of minions. Hence, many adventurers never learn the true nature of their enemy. When forced to take part in direct combat, however, psionic liches are among the most deadly opponents that any band of heroes is ever likely to face.

The emanations of power that shroud a psionic lich are detectable even by those without psychic abilities. Those who come within 50 yards of such creatures will be affected by this aura, requiring them to save vs. spell or become mind struck. Such characters make all attack and damage rolls at a –2 penalty and must double the casting time of any spells (which allows saving throws for victims at a +2 bonus). The effects of this aura can be countered by any spell or psionic power that would diminish or remove fear or inspire bravery.

If the lich is able to deliver a touch attack in combat, the malignant aura of psionic power that encircles it rips at the opponent's life force, causing 1d8+2 points of damage. In addition, psionic characters will find their PSPs drawn away. Each physical blow will strip the victim of a number of PSPs equal to twice the number of points of damage the blow inflicted. This loss is not permanent, and the PSPs can be regained through normal means.

Just as normal liches have spent decades or even centuries in the research of new and unique magical powers, so too do the undead masters of the mind have powers undreamed of by mortal men. It is not at all uncommon for adventurers who come across these dreaded creatures to be confronted with psionic powers that have never been documented elsewhere. These new powers will conform to the general standards established in *The Complete Psionics Handbook* for function, damage, area of effect, range, etc., but may differ greatly from standard powers in terms of their

effects. Insight into the creation of new psionic powers can be gleaned from the section on spell research in the *DMG*. Further Information can be gained from the *Forbidden Lore* boxed set or the *RAVENLOFT* campaign setting.

Further, liches are able to employ magical items just as they did in life and may have quite a formidable collection of enchanted trinkets to use against adventurers.

It is important to note that psionic liches differ from the traditional ranks of the undead. Because the force sustaining them is mental and not mystical, they are far more resistant to spells, spell-like powers, or psionic sciences and devotions involving charm, fear, or the like. Dungeon Masters should treat them as having the equivalent of a 25 Wisdom for purpose of determining what spells they are resistant to (see the *Player's Handbook*, Table 5). Spells like *sleep* or *finger of death*, which base their effects upon a biological function in the target, also do not affect psionic liches; again, psionic powers similar to these spells are also ineffective (e.g., *life detection*).

Psionic liches can be turned by priests, paladins, and similar characters, but since they are not magical in nature, they are more resistant to this power than are other undead. Thus, they are turned as "special" creatures.

Psionic liches are immune to harm from normal weapons but can be struck by weapons of +1 or better enchantment. Lesser weapons can not pierce the aura of power that hangs about the lich.

Spells or other powers based upon cold have no effect upon them. Other spells inflict normal damage on the lich. Psionic liches can be attacked in normal psionic combat, except as noted before.

In order to protect itself from destruction, a psionic lich employs a special form of phylactery (see "Ecology") that houses its life force. Although a lich may be defeated in combat, it cannot be truly destroyed unless its phylactery can be found and obliterated. As most liches will take great care to protect these vital objects from the prying hands of heroes, this can be quite a challenge.

Habitat/Society: Psionic liches are powerful espers who have left behind the physical demands of life in pursuit of ultimate mental powers. They have little interest in the affairs of the living, except as they relate to the lich's search for psychic mastery and knowledge. Those who encounter the lich usually do so when the creature feels that it must leave its self-imposed isolation for a time.

Psionic liches often hide themselves away in some place that feels safe to them. Since most of them can sense the auras and emanations of the world around them quite keenly, their judgment is usually sound. For the most part, however, these creatures will reside in places associated with death or learning. If the two can be combined in some way, all the better. For example, an ideal lair for a psionic lich might be the great library of a castle that was buried in a volcanic eruption long ago. Not only does the location bear the taste of death about it, for everyone in the castle was slain by the disaster, but it also has a solid foundation of knowledge for the lich to pursue research into the secrets of the mind.

When it comes out into the world, a psionic lich generally assembles a great network of minions. Curiously, these followers are seldom undead themselves. More often than not, they are young espers who seek to learn from an obvious master. What they often do not understand is that their leader has little interest in them apart from their role in his immediate plans. Once the master's goal has been accomplished, be it the retrieval of some ancient tome on psionic powers or the testing of a new psionic defense mode, the followers will be cast aside without thought. Those who do not simply leave when the lich demands it will probably find themselves mercilessly slain.

The first psionic lich encountered in Ravenloft was reported on the fringes of Bluetspur, the dread domain of the mind flayers, in the land of Kartakass. There is some evidence that the creature was challenged and destroyed by Harkon Lukas, the master of that domain. Many scholars agree, however, that it seems probable that the lich escaped and survives to this day. Additional sightings of these horrible creatures leads one to believe that at least three more psionic liches have come into existence at various points in Ravenloft.

Ecology: Being undead, psionic liches have no place in the natural world as we know it. Although the power that transformed them is natural (not supernatural, as it is with other liches), the extent to which psionic liches have pursued their goals is not natural. By twisting the powers of their minds to extend their existence beyond the bounds of mortal life, psionic liches become exiles. Cast out from the land of the living, these creatures sometimes lament the foolishness that led them down the dark path of the undead.

By far the most important aspect of the existence of the psionic lich is the creation of its phylactery. To understand this mystical device, it is important to understand the process by which a psionicist becomes a lich. Before a psionicist can cross over into the darkness that is undeath, he must attain at least 18th level. In addition, he must be possessed of a great array of powers that can be bent and focused in ways new to the character.

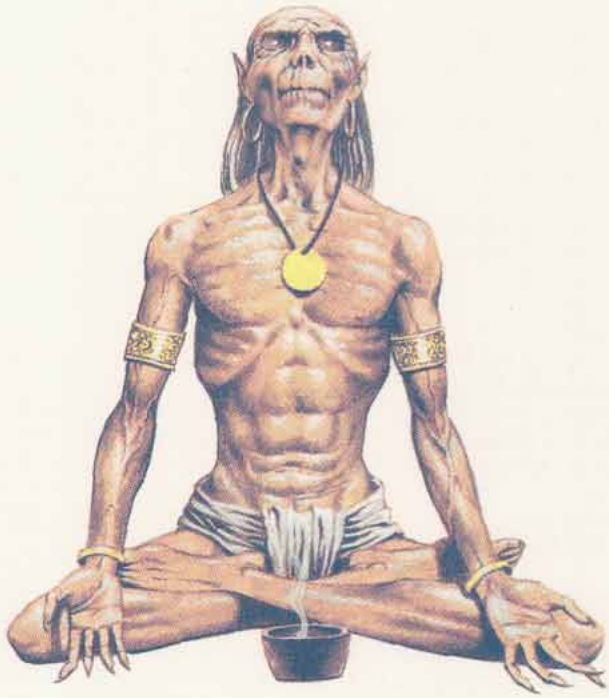
The first step in the creation of a phylactery is the crafting of the physical object that will become the creature's spiritual resting place. Phylacteries come in all shapes, from rings to crowns, and from swords to idols. They are made from only the finest materials and must be fashioned by master craftsmen. Generally, a phylactery is fashioned in a shape that reflects the personality of the psionicist. The cost of creating a phylactery is 5,000 gp per level of the character. Thus, a 20th level psionicist must spend 100,000 gp on his artifact.

Once the phylactery is fashioned, it must be readied to receive the psionicist's life force. This is generally done by means of the metapsionic empower ability, with some subtle changes in the way the psionicist uses the power that alters its outcome. In order to complete the phylactery, the psionicist must empower it with each and every psionic ability that he possesses.

Although an object cannot normally be empowered with psychic abilities in more than one discipline, the unusual nature of the phylactery allows this rule to be broken. However, before "opening" a new discipline within the object, the would-be lich must transfer all of his powers from the first discipline into it. For example, if a character has telepathic and metapsionic abilities, he must complete the empowering of all of his telepathic powers before he begins to infuse the object with his metapsionic ones. Once a discipline is closed it cannot be reopened.

During the creation of the phylactery, the psionicist is very vulnerable to attack. Each time that he gives his phylactery a new power, he loses it himself. Thus, the process strips away the powers of the psionicist as it continues. Obviously, the last power that is transferred into the phylactery is the empower ability. The effort of placing this ability within the phylactery drains the last essences of the psionicist's life from him and completes his transformation into a psionic lich. At the moment that the transformation takes place the character must make a system shock survival roll. Failure indicates that his willpower was not strong enough to survive the trauma of becoming undead; his spirit breaks up and dissipates, making him forever dead. Only the powers of a deity are strong enough to revive a character who has died in this way; even a *wish* will not suffice.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius
TREASURE:	P, Q (A)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	As host (7)
MOVEMENT:	As host (12)
HIT DICE:	15+
THAC0:	16
NO. OF ATTACKS:	1 touch + paralysis
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Death gaze (under 3 HD paralyzed if save), paralysis touch, ignores armor, touch destroys items
SPECIAL DEFENSES:	+1 or better weapon to hit; immune to 1st and 2nd level spells, mind-affecting spells, and death magic
MAGIC RESISTANCE:	1% per Hit Die
SIZE:	M (5'-6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	10,000 + 1,000/level above 15th



These powerful wizards endure the centuries by transferring their life forces from one human host to the next.

The host of a Suel lich appears as a human with coarse, leathery skin and eyes that glow an ominous black fire. As the Suel lich grows in power, its skin becomes a thick hide, and the fire in its eyes becomes more pronounced. At the host body's venerable age, the Suel lich is little more than wrinkled husk whose entire head is bathed in black fire. While without a host body, the essence of the lich appears as a human shadow of fiery black energy.

Combat: Although it normally doesn't go looking for a fight, the Suel lich revels in combat against weaker foes. Any creature with fewer than 3 Hit Dice that gazes into the fiery eyes of the Suel lich must save vs. death magic at +3 or die of fright. Those who make their saves are paralyzed with terror for 1–4 turns, and are at the mercy of the evil creature. Creatures with 3 or more Hit Dice are unaffected.

The touch of a Suel-lich causes black flame to erupt from the body of any creature touched. This attack ignores all armor; creatures suffer 1d10 points of damage upon contact, and any item touched in this way must successfully save vs. magical fire or be damaged. Also, any living creature touched must make a saving throw vs. paralysis or be unable to move. The paralysis lasts until dispelled or until 24 hours pass.

The Suel lich can be hit only by magical weapons of +1 or better enchantment or by monsters with 7 or more Hit Dice. In addition to its natural magic resistance, the Suel-lich is immune to all mind-affecting spells, death magic, and all wizard and clerical spells below 3rd level. Because of its unique connection with the Negative Material Plane, a Suel lich touching a creature protected by a *negative plane protection* spell takes 5d10 points of damage unless its magic resistance blocks the effect.

A Suel lich casts spells as it did before its transformation, but its spells do not require material components.

A Suel lich is turned as a special undead.

Habitat/Society: When the empire of the Suel was destroyed by the Rain of Colorless Fire more than a millenium ago, some of the few creatures to survive the destruction were the Suel liches. Several migrated from Oerth to other worlds. Some of these liches still roam, questing for wealth and power, while others exist in hidden strongholds, continuing their ageless research. Regardless of its intentions, a Suel lich always attempts to hide its true nature. Since little knowledge (written or oral) survived the Colorless Fire, only a handful of sages and loremasters have even heard of such creatures.

Ecology: The Suel lich is an unholy amalgamation of the human body and energy from the Negative Material Plane. Upon transformation into a Suel lich, the essence of the wizard is converted to negative energy that needs a human body to inhabit. The essence of the lich ages the body at three times the normal rate, burning it out after a short time. Each time a Suel-lich gains a level, burns out a host, or is reduced to zero hit points, it must find a new body.

At this time, the essence of the lich must take a host with Hit Die or levels at least equal to the lich's level minus 15. For example, a 19th level Suel lich requires the body of at least a 4th level human. If the victim is unable to resist or gives his or her body willingly, no saving throw is allowed against the transformation. If the victim is able to resist, a saving throw vs. death magic at –1 is allowed to resist the takeover. Failure displaces and utterly destroys the life force of the victim; it cannot be *raised*, *resurrected*, or even restored by a *wish* spell. If the host body is destroyed, the lich has one hour to inhabit another body or its spirit disperses into nothingness. While in this form, a *dispel evil* or *holy word* can destroy it forever.

	Young	Mature
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary or horde	Solitary
ACTIVE TIME:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Animal (1)	Semi-(2)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1 or 10-100	1
ARMOR CLASS:	1	2
MOVEMENT:	3, Fl 24 (B)	9, Fl 18 (C)
HIT DICE:	2+2	20
THAC0:	19	5
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1d6 (bite)	2d10/2d10/4d6
SPECIAL ATTACKS:	Nil	Bone spew
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	T (6" long)	G (80' long)
MORALE:	Fearless (19)	Fearless (20)
XP VALUE:	270	12,000

The lichling is a vicious, insect-like terror spawned from the body of a demilich.

The lichling resembles a 6"-long black cockroach with spindly human arms and legs, a pair of ragged gauzy wings, and a grinning human skull for a head. Razor-sharp hooked fangs line its mouth. The chitinous body is greasy to the touch and smells faintly of rotten meat. Lichlings make no sounds except in an attack, when they clack their teeth and hiss like serpents.

Combat: A lichling attacks any living creature, soaring in a straight line toward the most vulnerable area of the victim's body, such as the neck or other area of exposed flesh. A hit means that the lichling has sunk its powerful fangs into the victim, inflicting 1d6 damage. So powerful are the lichling's jaws that it can chew through a tree trunk.

Once it hits, the lichling inflicts an automatic 1d6 damage each round thereafter until it lets go or is killed. If a lichling is killed, it remains attached to its victim; the victim suffers 1 point of damage per round, thanks to the deep wounds inflicted by the creature and an anti-coagulant produced by the fangs.

Removing the corpse is a delicate procedure. A lichling corpse does not respond to fire or prodding. If the corpse is forcefully removed (which can be accomplished easily), the hooked fangs rip the victim's neck, inflicting 2 hit points of damage. If the lichling corpse is carefully detached (requiring a Dexterity check for the character removing the corpse), the corpse is removed without inflicting any additional damage to the victim; if the check fails, the victim suffers an additional 1 hit point of damage.

Lichlings can only be struck by + 1 or better magical weapons. They are immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, fear, insanity,* and *death* spells.

Habitat/Society: Using arcane and complex magical procedures, certain demiliches are able to transform their original bodies into immense incubating husks. Infant lichlings are spawned from the brain cells of the husks, nurtured by substances generated within the husk. Following a period of 1d4 decades of dormancy, the lichlings become fully active.

Active lichlings have no permanent lair. They sometimes travel in loosely organized hordes that number as many as 100 members.



Ecology: Active lichlings don't consume organic food. Instead, they are nourished by the fear of their victims, along with the emotional trauma generated by victims suffering physical damage. In ways not fully understood, lichlings are able to assimilate fear and emotional trauma and transform it into nourishing energy.

Though they are perfectly capable of inflicting damage and causing victims to feel fear, lichlings can also assimilate fear and trauma caused by other sources. For instance, lichlings sometimes linger near battlefields to assimilate the fear and emotional trauma that combatants inflict on each other.

Lichlings show unwavering loyalty to the demilich who spawned them. If that demilich is destroyed, the lichlings may be pressed into service by an evil wizard or other powerful entity.

Mature Lichling

A lichling matures in 100-1,000 years. The mature lichling resembles an 80'-long version of a young lichling, with long claws on its hands used to supplement its biting attacks. The mature lichling can also spew a stream of sharp bone fragments at any single target up to 100' away (make normal attack roll) to inflict 6d6 damage; it can make this attack once every other round. Mature lichlings share the same diet and special defenses as young lichlings.

Lich's Blood

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE	Exceptional
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT	3
HIT DICE:	4+2
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Drain spells
SPECIAL DEFENSES:	Immune to weapons and all magic
MAGIC RESISTANCE:	Special
SIZE:	M
MORALE:	Fearless (20)
XP VALUE:	1,400

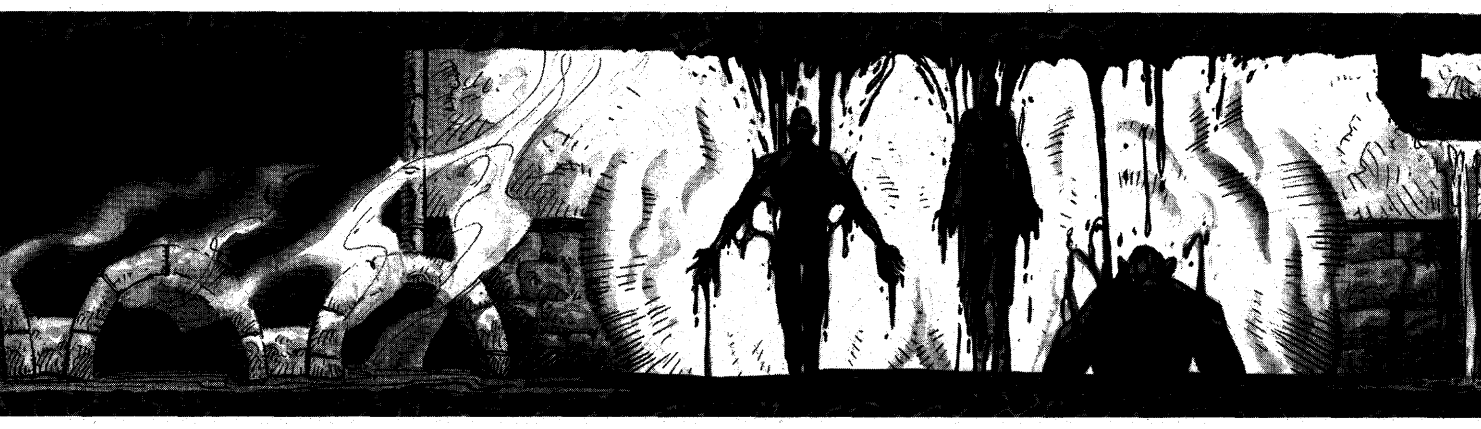
The lich's blood is an artificial monster created by the necromancers final experiment. Fittingly, the first monster slew its maker before slinking off to find more of his kind, planning to take out its vengeance on all of its creator's ilk. Thus, this creature is a menace to all wizards. Lich's blood looks like a pool of animated blood that slowly oozes or drips around, searching for wizards and magical items.

Combat: Lich's blood attempts to coat a wizard, running down his throat, blocking his nostrils, and suffocating him as it drains his spells. This suffocation takes the form of 1d4 hp damage per round, with no attack roll needed to hit after the first successful attack. Each round the victim is coated, he must save vs. spells or lose 1d4 spells from his memory, starting with the highest-level spells memorized. Even after the victim is devoid of spells, the lich's blood continues to coat him, draining every last bit of magic from his body. Only after five rounds have passed after all spells have been drained does the lich's blood leave the victim alone. Because of its liquid state, lich's blood is immune to all weapon-based attacks. Thanks to its magic-draining nature, all spells cast on it are absorbed harmlessly. The only way to kill a lich's blood is to use nonmagical acid, fire, or the deprivation of magic. A *dispel magic* spell cast on lich's blood causes 1d6 hp damage per level of the caster; an *anti-magic* shell cast on one destroys the creature immediately.



Habitat/Society: Lich's blood has no society, working individually. These monsters heed magic as a human needs water. A lich's blood can survive indefinitely by coating a permanent magical item, living off the magical emanations of the object. However, the best source of such sustenance is a wizard, and a lich's blood will never miss an opportunity to attack such a being. Upon feasting on a wizard of 6th level or higher, lich's blood divides much as an amoeba does. The separate entities then go their own ways, each to seek out more sustenance alone. Lich's blood may exist in any environment, but it prefers the darkness of underground setting. Sunlight is painful but not damaging to the creature.

Ecology: Lich's blood has no natural predators and no prey other than spellcasters.



	Climbdog	Darkstrike	Protector	Shieldbug	Watcher
CLIMATE/TERRAIN:	Tropical cliffs	Tropical cliffs	Tropical cliffs	Tropical cliffs	Tropical cliffs
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	None	None	None	None	None
ACTIVITY CYCLE:	All	All	All	All	All
DIET:	Special	Special	Special	Special	Special
INTELLIGENCE:	Semi- (2–4)	Non (0)	Animal (1)	Animal (1)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	Varies	Varies	Varies	Varies	Varies
ARMOR CLASS:	4	5	6	6	10
MOVEMENT:	6	Nil	8	24	Nil
HIT DICE:	2	2	3	1 hp	1
THAC0:	19	19	17	Nil	Nil
NO. OF ATTACKS:	3	1	3	Special	None
DAMAGE/ATTACK:	1d3/1d3/1d4	1d8	1d4/1d4/1d6	Special	None
SPECIAL ATTACKS:	Nil	Poison	Nil	Special	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Special	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	S (3′ long)	S (4′ long)	M (5′ long)	T (6″ long)	S (3′ long)
MORALE:	Special	Special	Special	Special	Special
XP VALUE:	65	65	120	7	35

The life-shaped creations of Athas are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from a special nutrient solution rather than food and do not need the attention and care of real animals.

Life-Shaped Creations: Guardian

Climbdog

These canine beasts have wide, grasping paws and extremely flexible legs, allowing them to climb even sheer slopes. On Athas, they accompany halfling climbers, giving them protection and aiding them with their keen sense of smell, hearing, and sight. These senses are all at least twice as good as the average halfling's. In times of danger or combat, they sacrifice themselves without hesitation to protect their masters. Climbdogs attack with two claws and a bite, suffering no penalties if attacking while climbing but being limited to only one claw attack instead of two.



Darkstrike

These guardian creatures look like snakes with large bulbous nodules at the end of their serpentine bodies. The nodules secrete an adhesive so that they can be attached to walls, doors, or other surfaces. Their dark flesh allows them to blend into the shadows, becoming 90% invisible in dim light. Usually, they are placed in nooks, alcoves, or around corners so that they can hide, waiting to pounce. Foes' surprise rolls are modified by a –2 when first attacked by a darkstrike. When a preselected condition is met, the serpentine creature strikes at any available target with its fearsome bite. Poison nodules often accompany darkstrikes so that their bite carries with it a virulent poison. A darkstrike can sense motion even in the dark by sonar, similar to bats, so attack conditions are usually based on movement. Other conditions include the detection of movement based on the amount of light (day or night), the number of figures passing by the creatures at the same time, the size, race, or species of figures passing, or similar criteria.



Protector

These feline creatures have the grace and power of large cats. They can be instructed to recognize intruders and attack them. The protectors flawlessly discriminate between those they are to protect and those who present an obvious threat. They attack with two huge claws and a tooth-filled maw that rend and rip their foes. Unlike predatory cats, however, these life-shaped creations do not eat their kills or attack out of hunger.



	Ber-ethern	Yihn-eflan	Gon-evauth	Dhev-sahr
CLIMATE/TERRAIN:	Tropical cliffs	Tropical cliffs	Tropical cliffs	Tropical cliffs
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	None	None	None	None
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	Varies	Varies	Varies	Varies
ARMOR CLASS:	4	5	10	7
MOVEMENT:	Fl 45 (A)	Fl 32 (C)	Fl 24 (B)	18
HIT DICE:	4	6	9	4
THAC0:	17	15	11	17
NO. OF ATTACKS:	1	2	Nil	1
DAMAGE/ATTACK:	1d4	1d4+1/1d4+1	Nil	1d6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6′ long)	L (8′ long)	H (20′ long)	L (7′ long)
MORALE:	Special	Special	Special	Special
XP VALUE:	120	270	975	120



Shieldbug

These wasp-like creations are 6 inches long and can fly up to 30 miles an hour. Singly they are virtually useless, but in a swarm they can be a formidable defense. A swarm comprises 50 to 100 of these creatures. They accompany the protected creature (usually resting on a mount until needed), flying up and around their master, screening out intruders and repulsing attacks. When a ranged attack (magical or missile) would otherwise hit the protected creature or his mount, the shieldbugs have a percentage chance equal to the number in the swarm that the attack strikes one of the insects instead of the protected one. The attack automatically kills the bug, reducing the number in the swarm by one. A shieldswarm cannot protect against area of effect attacks, although all of the bugs within the area of effect are slain. Against melee attacks, windriders surrounded by swarms have their AC improved by 2 places due to the swarm obscuring them and fouling the enemy's attacks.

Offensively, the swarm can be commanded to attack and harass the protected one's foes in battle. Every round within the hostile swarm, an enemy takes 1 point of damage and must make a saving throw vs. paralyzation to be able to take an action other than defending against the bugs.



Watcher

A watcher is a reptilian-plant creature with large, bulbous eyes possessed of virtually 360 degree vision. If a watcher observes a specific sight preselected by its master, it lets out a loud keening sound. It makes no attacks and never moves.

Ecology: The life-shaped creations are grown and used by the Rhul-Thaun, the halfling windriders of the Jagged Cliff region of Athas. The Rhul-Thaun also have developed the cam-rahn nutrient solution these creatures require.

These life-shaped creations of Athas are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from a special nutrient solution called *cam-rahn* rather than food, and do not need the attention and care of real animals.

Life-Shaped Creations: Transport

Ber-ethern

Breeze sprites (which is what ber-ethern means) are the smallest mounts used by the windriders of Athas. They are insectoid flyers with room to carry one halfling rider and 25 pounds of cargo. They can fly up to 75 miles per hour fully loaded. Their long, thin wings are twice their body length, allowing them to fly with not only great speed but superb control. Ber-ethern can hover, pivot, and move straight up and down. Designed expressly for rapid, controlled movement, ber-ethern can move with speed and grace unequaled in nature. Their attack is with a small, poisonless stinger.



Windriders choose this mount for quick trips or for operating in situations where maneuverability is essential. They can fly through narrow crevices and hover next to the cliff face, allowing a rider to harvest plants from a vertical forest.



Yihn-eflan

Yihn-eflan are windriding mounts whose name means *gust climber*. Larger than breeze sprites but smaller than soar whales, the yihn-eflan is an avian creature with huge, oversized wings. Their bodies are covered with feathers, and their heads have hawk-like beaks. Their only method of attack, however, is to rake foes with their large talons. One to three riders can rest safely on its back or 200 pounds of cargo and a single rider can be carried. Fully loaded, a gust climber can reach speeds up to 50 miles per hour.

This is the medium windriding mount, still very fast but able to carry more weight than a ber-ethern. These are chosen mounts of windriders who know they are going into battle, for yihn-eflan dives upon foes with a terrible ferocity and rake with their talons besides its rider's attack.

Gon-evauth

This windrider mount is also called a *soar whale*, and sometimes (usually by outsiders who see them from afar) an airship. Gon-evauth are huge, balloon shapes, able to keep themselves aloft in the winds of the cliffs by filling their large inner cavities with hot, moist air. Windriders ride either atop the floating beasts or in gondolas attached beneath the beasts that can carry up to eight halflings or one windrider and one ton of cargo (2,000 lbs.). Fully loaded, a soar whale moves at a top speed of 30 miles per hour. It has no means of attack or even self-defense, and if it takes more than 25% of its hit points, it must descend—its air sack has been punctured.

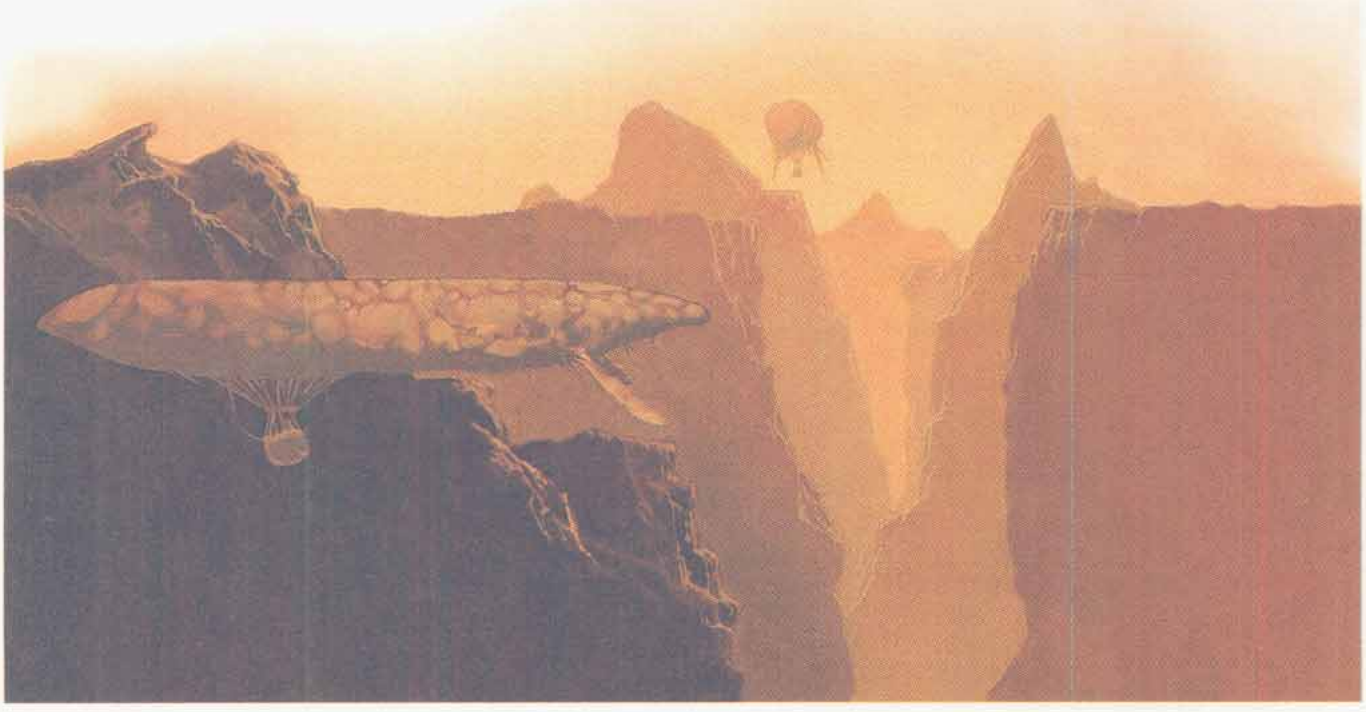
This is the most common windriding mount, chosen when speed can be sacrificed to move great amounts of cargo or many passengers. Additionally, for extremely large and heavy loads, several soar whales can be hooked together and flown in teams. Due to their slow, gentle movements, they are good for vertical forest harvesting, and their undercarriages provide excellent steady platforms for hunters with spinethrowers and lightning generators.



Dhev-sahr

The dhev-sahr is the only land-based mount made by the life-shapers. Its mammalian, hair-covered body is round, its head resembles that of a camel. The creature's four stilt-like legs allow it to move very quickly at what appears to be an awkward gallop. Despite appearances, however, dhev-sahr are graceful and steady. Two halflings can ride comfortably on top, and the creature can carry up to a 120-pound load.

Ecology: The life-shaped creations are grown and used by the Rhul-Thaun, the halfling windriders of the Jagged Cliff region of Athas. The Rhul-Thaun also have developed the cam-rahn nutrient solution these creatures require.



Lillend

CLIMATE/TERRAIN:	Ysgard, Arborea, Limbo
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil (A)
ALIGNMENT:	Chaotic neutral or chaotic good
NO. APPEARING:	2–12
ARMOR CLASS:	3
MOVEMENT:	9, Fl 27 (C), Sw 15
HIT DICE:	7 + 14
THAC0:	13
NO. OF ATTACKS:	1 tail and 1 weapon
DAMAGE/ATTACK:	2d6 and by weapon type
SPECIAL ATTACKS:	Dropping in flight, spells, crush
SPECIAL DEFENSES:	Spells, immunities, +1 or better magical weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	L (human torso with 20' body)
MORALE:	Champion (15–16)
XP VALUE:	9,000



Lillendi are natives of Ysgard, though they can travel astrally to the Prime and also may be found on the planes of Arborea and Limbo. On the Prime Material Plane, they prefer to dwell in temperate or tropical woodlands. They are peaceful and delight in song and conversation—and far from harmless. Those who offend lillendi may receive harsh treatment at their hands, and even blameless individuals are subject to their pranks. Lillendi are particularly hostile toward those who seek to impose civilized order on the wilderness.

A lillend has the torso, arms, and head of a comely man or woman, but also has broad, powerful, feathered wings and a stout serpentine body from the waist downwards. Though the humanlike portions of a lillend are of unremarkable hue, the feathered and scaled parts of its anatomy are brightly colored and strikingly patterned. Each

individual has a unique color combination and is quite proud of it. Lillends wear no clothing but sometimes wear jewelry. They always carry weapons and musical instruments.

Lillendi do not mate or marry. They reproduce parthenogenically, giving birth to offspring that resemble the mother in most respects. Lillendi with male human torsos are biologically female, though they follow male human patterns of dress and customs.

A lillend can understand any intelligent communication, including writing or sign language. All lillendi have infravision to 120 feet. Lillendi speak their own language and the languages of giants, bariaur, and githzerai.

Combat: Lillendi can cast spells, charm with music, affect morale, determine the history of legendary magical items as 7th-level bards, and they can use any magical items that bards can use. In addition to their bardic abilities, they can cast *darkness, hallucinatory terrain, knock,* and *light* each 3 times per day. Once per day they can cast *fire charm, Otto's irresistible dance, pass plant, polymorph self* (into humanlike form only), *speak with animals, speak with plants,* and *transport via plants.*

Lillendi can breathe water and can move swiftly on or under the surface, wings folded tightly against the body when they snake their way across the surface. When they dive underwater their wings beat slowly to propel them forward, like enormous diving birds.

They are immune to poisons, noxious gases, normal fire, the effects of the Positive and Negative Energy Planes (including level draining and enervation), and to any musically based magical effect, such as harpy song or satyr piping. They are unaffected by all enchantment/charm spells, and only +1 or better weapons can strike them.

Lillendi have 17 Strength and 16 Dexterity for their human torsos, with attendant bonuses in combat. Their weapons, sometimes magical, are usually long swords, great spears, or powerful long bows with war arrows. A lillend catching an opponent in her serpentine coils inflicts 2d6 points of damage that round and constricts each round thereafter for 2d6 points of damage as she crushes the life out of her prey. Any creature held in a lillend's coils suffers a –3 penalty to attack, damage, and saving throw rolls. When a lillend attacks prey caught in her coils she does so at +1 to attack and damage rolls.

Lillendi carry particularly unpleasant enemies in flight for up to 10 rounds, then drop them for a maximum of 20d6 points of falling damage. Falls that inflict more than 50 points of damage require a saving throw vs. death magic to avoid instant death from massive damage, regardless of the character's remaining hit point total. Lillendi cannot constrict while flying, and they cannot carry more than 250 pounds aloft.

Those who go into battle to meet death fight more fiercely to make the best possible impression on the power they serve. Lillendi entering the Silent Hour (see below) strike in a calm, focused fury, always winning initiative and attacking at +4 for doubled damage, but they always perish at the end of the allotted span.

Habitat/Society: Lillendi serve the gods of the moon in the realm called Gates of the Moon, which lies on the plane of Ysgard. They only travel to the Prime when ordered to do so by their Powers. Of all the proxies of Ysgard, the lillendi are the least involved in the affairs of others.

Lillendi are said to be able to choose the hour of their death, the Silent Hour, when they grow weary of life and service to the moon. This knowledge is either a gift from the gods of the moon, or a curse from the powers of Law, whom the lillendi are said to have served long ago and then abandoned. Shortly before her death, a lillend makes her farewells. As she dies she is absorbed into her power's realm, disappearing in a misty fog that acts as a combination *moonbeam* and *chaos* spell.

Lillendi who haven't yet chosen the Silent Hour can still die through accident or violence, but in death their faces are always wracked with despair, for the legends say that those who do not pass through the Silent Hour are never joined with the power they serve.

Lillendi social status depends on a simple system of initiations into mysteries and the ownership of certain totem masks. The mysteries are akin to secret societies, and each mystery is a specific kernel of wisdom passed on from one generation to the next. The more societies a lillend is a member of, the greater her status. Each society is devoted to particular musical forms, songs, instruments, and weapons, so a group of lillendi usually uses the same instruments, weaponry, and spells.

The masks are tangentially related to the societies, since each mask design belongs to a specific family, and long ago each family lived in a single lodge and wore a single type of mask. Things have gotten a little more complicated since then, but the masks still roughly indicate status and family affiliations.

Ecology: Lillendi devour both material food and magical essences. They can sustain themselves on moonbeams and the elemental essence of the wilderness (mountain breezes, gentle rains, raging rivers, and forest fires), though they prefer more substantial fare. If they gorge themselves on meat, they often remain in a torpid digestive state for hours or even days. This torpor doubles their spellcasting times, halves their constriction damage, and causes a –2 penalty to initiative. The lillendi enjoy this sluggishness, though they are wise enough not to go into such torpor alone and unguarded.

Lillendi are known for broad tastes: They eat meat, vegetables, hay, grains, or spell components with equal abandon. Their digestion is complete and efficient; they excrete nothing, though some say that the lillendi merely transmute matter into magical energy. Hunters and rangers have never found scat or markings in lillendi territory. It may be that anything indigestible is transformed into the fog that lillendi sometimes breathe out. Who knows?

Lillendi feud with the petitioners of Ysgard from time to time, but more often keep to themselves. They are rivals of the asuras, devas, and valkyries. They usually avoid the clumsy *fensir* (Ysgardian trolls) easily. They are deadly enemies of the baatezu and modrons.

Climate/Terrain:	Gehenna (any)
Frequency:	Rare (very rare)
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average to very (8–12)
Treasure:	M
Alignment:	Neutral evil

No. Appearing:	3d8 (or 1)
Armor Class:	4
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d3 or by weapon
Special Attacks:	Backstab
Special Defenses:	Spell use
Magic Resistance:	5%
Size:	S (3 feet tall)
Morale:	Average (8–10)
XP Value:	420

Linquas are short, squat humanoids native to Gehenna. Though they appear male, they are actually sexless, being more construct than creature. Their pale, pocked flesh is broken by tufts of bristlelike green hair.

Combat: Creatures created through godly magic, the linquas are able to draw power from their deity in a manner similar to the way that priests receive spells from their patron. While in the service of their creator Sung Chiang, linquas have access to the following powers, each usable once per day: *detect lie, detect magic, free action, know alignment, spider climb, stone shape,* and *tongues*. Linquas are also able to summon great strength from their lord, giving them a Strength score of 19 for up to 10 rounds each day (these rounds need not be consecutive).

Tempered with the stuff of Gehenna itself, linquas are immune to the horrible conditions of its four terrible furnaces. Away from Gehenna, they take half damage from fire, cold, and acid.

Like thieves, linquas inflict twice normal damage with a backstabbing attack. For such actions they use long, serrated daggers. In more forthright combat they use short swords, hand axes, or spiked maces. When necessary, they arm themselves with pole arms, for despite their height they can wield the long weapons without difficulty. When the need for ranged weapons arises, they prefer the use of slings, light crossbows, and sometimes javelins. They never wear armor but occasionally employ shields, lowering their Armor Class by 1 to AC 3.

Linquas were born and bred in dark, shadowy chambers where subterfuge and guile were necessary to survive. For this reason, they operate as 2nd-level rogues with the following skill percentages: pick pockets 40%, open locks 25%, find/remove traps 20%, move silently 50%, hide in shadows 55%, detect noise 20%, climb walls 65%, read languages 0%.

Habitat/Society: Scampering about the layer (volcano) of Gehenna known as Khalas, linquas dwell in caves and underground caverns that they carve out of the blistering rock. Those currently favored by Sung Chiang live with the power in his Teardrop Palace. These linquas serve their master as guards and servants. Servants of Sung Chiang are cared for and well fed. If they displease their lord, however, Sung Chiang's patience is short and his mercy nonexistent. At best, a disobedient linqua will be exiled into the open, rocky ledges of Gehenna. Utter destruction is even more likely. Sung Chiang can always bring in more linquas from the caves and wilds outside the palace as replacements. If he cared to, he could also certainly make more.

Linquas that do not dwell in the palace are free to do what they will in the misery that is Khalas. They gather in loose-knit groups without organization or leader. Though not directly the servants of Sung Chiang, they still serve as a perimeter defense, keeping those foolish enough to wander about Gehenna far from the power's home. These linquas are still subject to the deity's whim and will, and must always do as he commands should he send an avatar out to speak to them or conscript them into more direct service.

Though most by far dwell on Gehenna, directly serving Sung Chiang, a few linquas have escaped or simply left his service and fled to other planes. Since the evil power most certainly has the prerogative to destroy his creations at a whim, one can only assume that Sung Chiang does not mind that some of his creations leave – even moving on to serve other powers. Perhaps it is part of some sort of scheme brewed in his Teardrop Palace. Perhaps he is just surprised and impressed by the willpower of these individuals and their ability to resist the pull of the power he offers. Most linquas become "addicted" to the energies of an actual power flowing through their body, and would never think of cutting themselves off from their source. Even those that do break away from Sung Chiang sometimes regret their decision, feeling the loss as a painful deprivation of a vital need.

Newly free linquas often go to Sigil to enjoy their autonomy. Often they have no idea how to handle their liberty, acting rashly and irresponsibly. These linquas usually fall victim to strong drink (to which they are unaccustomed) and poor judgment – and occasionally to the less reputable figures within the City of Doors.

Some independent linquas eventually begin to long for the power that they had in the service of their deity. Assuming that Sung Chiang is angry at their escape, the linquas approach other powers and offer their services. Once in a while, they are actually accepted into such service. Presumably, such a linqua eventually changes its alignment to match that of its new master. It is also likely that the set of powers gained from this new master would differ from those received from Sung Chiang.

In certain circles, a tale is told regarding the first linqua, which, incidentally, was also the first linqua to ever leave Gehenna to obtain his freedom. This linqua, whose name was Runnisimon, had served Sung Chiang directly for many years, along with others among the power's "first batch." One day, for reasons known only to himself, the power told his servant

of a portal which lay within a section of the palace the linqua had never visited. Beyond it, said Sung Chiang, lay wonders and miracles.

Curiosity getting the best of him, the linqua sneaked to the portal. Though he knew that he would be betraying his creator and master, he left the Teardrop Palace through the magical doorway and found himself in Sigil. He also discovered that the portal worked only one way. He couldn't return to his master through that door even if he wanted to.

Runnisimon wandered the dirty streets of the Cage. He saw sights he'd dreamed of, and he learned what it was like to breathe air that did not burn his lungs and walk upon stone that did not singe his feet. Yet at the same time, he felt the loss of the divine power which had coursed through his veins since his "birth."

He tried many things to supplant this loss. He found drink, which threw him into many misadventures, but he thought it no substitute. He sought love, which also thrust him into strange exploits, but still he longed for the touch of the power. He tried friendship, wealth, self-improvement, philosophy, religion, and other distractions, but nothing could fill the void left by the immortal energies that he was created to house. Finally, he decided to find another portal back to Gehenna and plead for his master's forgiveness.

WANT TO LOOK INTO THE EYES OF A GOD, BERK? THEN LOOK INTO MINE.

— GRISGONATH, A LINQUA



When the prodigal linqua returned, it is said that Sung Chiang smiled. As he smiled, the evil power destroyed his creation with a flash of fiery pyrotechnics. While many linquas have left their deity's service since, not one has ever returned.

ECOLOGY: The linquas are the creations of the power Sung Chiang. When not fed scraps at his Teardrop Palace, they eat the flesh of whatever beast they can get their tiny hands on. Though linquas fear the other lower-planar powers and fiends that make their way through the realm from time to time, they look upon quasits, imps, hook spiders, and whatever else presents itself as food.

Linquas do not age, being immortal creations of an immortal power. The free will that they (or at least some of them) seem to possess suggests that they are imbued with independent spirits. Nevertheless, they cannot procreate, nor do they produce anything of value or creative merit. Linquas are naive and unsophisticated, unless sophistication is forced upon them. They know no concepts such as love, mercy, or kindness. Linquas instead are motivated by fear, respect, greed, and despair.

Climate/Terrain:	Any (Tablelands)
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2–12 (2d6)
Armor Class:	5
Movement:	15
Hit Dice:	5+2
THAC0:	1 5
No. of Attacks:	
Damage/Attck:	1d4+1/1d4+1/1d10
Special Attacks:	Roar, rear claws (1d6+1/1d6+1)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4′ high, 6′ long)
Morale:	Very steady (13–14)
Level/XP Value:	420
Psionics Summary:	Nil
Player's Option:	MAC 7

The lirr is a large, warm-blooded reptile that resembles a large lion. It possesses bright, multi-colored plumage that it uses for silent communication.

The lirr has a long, sleek, dark gray body. Its scales are small and fine, almost like those of a snake's. Around its neck and at the end of its tail sit rings of a weblike membrane. Colored brilliant red, yellow, and orange, these rings normally lie flat against the creature's scales. When prey is sighted, however, the membrane fills with air, puffing up to alert other lirr that quarry is nearby. The lirr's four muscular legs grant a powerful spring, giving it the ability to outrun most prey.

Combat: The lirr's first offensive move is not to slice its target with claws or teeth, but to render its victims immobile. Once aware of a potential meal, the lirr lets go with a forceful roar. The roar has a devastating effect for all creatures (with the capacity to hear) within a 40-foot by 10-foot path directly in front of the lirr. Creatures must successfully save vs. petrification to avoid being stunned for 1–4 rounds. Characters who stuff wax or similar material in their ears save at +4 and those within the area of affect of a *silence* spell suffer no ill effects from the roar. Lirrs can combine efforts to increase the chance of stunning prey, each additional lirr's bellow resulting in a –1 to the victim's chance/to be stunned. A stunned creature can perform no action (including psionics) and attacks against it have a +4 bonus. This makes a large pack particularly dangerous.

Once the lirr is close enough to strike, it lashes out with its two front claws, inflicting 2–5 points of damage with each hit. If both claws connect in the same melee round, the lirr can effectively support itself on its target to bring its rear claws to bear. Each rear claw that hits causes 2–7 points of damage. Regardless of other strikes, the lirr can also bite, causing 1–10 (1d10) points of damage.

When needed, the lirr is capable of leaping great distances, over ridges and up to ledges. With a running start, a lirr has a vertical leap of 15 feet or horizontal leap of 30 feet. From a standing position, however, the lirr's horizontal lump distance is halved.

Habitat/Society: Lirr live and hunt in packs. Males hunt and females raise the young, but both genders protect the pack as a whole. When food and water are scarce, though, the lirr are intelligent enough to split up. Lirr that are not currently parenting offspring leave the region in search of better sources of sustenance.

Lirr packs are exceptionally quarrelsome. Particularly intelligent quarry might be able to escape one pack by leading pursuers into the lair of another.

Ecology: A female lirr produces 2–8 (2d4) eggs every two years, which hatch in approximately three months. Lirr spend about nine months developing into adults and can live as long as 45 years. Though only the birth mother is concerned for her eggs, any female will protect the pack's young once they have hatched.

Mountain Lirr

Some smaller lirr packs seem to prefer the rockier terrain of the mountain ranges, finding a modicum of comfort in the cooler cave temperatures. There is little physiological difference between the lirr and its mountainous cousins. The only deviation is that the lirr's characteristically bright colors are absent from this variation's ringed membrane. The muted coloring and smaller hunting packs (2d4 members) make mountain lirrs considerably more difficult to spot, giving prey a –2 to surprise.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLES:	Darkness night
DIET:	Hair, fur
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–6/1–6
SPECIAL ATTACKS:	Strangulation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M
MORALE:	Champion (15–16)
XP VALUE:	975



A person who is extremely vain concerning the appearance of his hair can create a living hair creature. Such a person must use strands of his hair as material in the creation of a curtain or rug, and the rug must contain certain magic sigils as part of the design.

Sages suggest that the old folk tales about corpses growing hair after death, sometimes enough to fill the coffin, are actually accounts of living hair forming spontaneously. Once having grown in the womb of the grave, living hair can trickle out through the merest cracks and reach the surface world.

Combat: Living hair appears as a humanoid mass of matted hair. It can break up into individual fibers and pass through cracks and under doors, but it requires 2–8 rounds to reform its manlike shape, so it tries to hide in a dark corner or nook until ready to strike. It can move silently (90%), hide in shadows (80%), detect noises (50%), and climb walls (95%).

In battle, living hair strikes with its two shapeless fists. If discovered before it has fully formed, it can fight but causes only 1 hp damage per blow on the first round, 1–2 points on the second, 1–3 on the third, 1–4 on the fourth, and finally it reaches its full strength of 1–6 hp per blow.

If living hair strikes with an attack roll of 18 or higher, it begins strangling the victim for an automatic 2–8 hp per round. This is not simply a matter of seizing the victim by the neck—wads of hair actually enter the nostrils and windpipe! The victim—or other characters—must roll under his or her Strength on 1d20 to yank the monster loose.

These monsters regenerate at the rate of 2 hp per round. Blunt weapons cause only half-damage, but fire-based attacks inflict double damage to the creature. Even if killed, it is possible that the living hair grows back in 2–20 days, unless care is taken to destroy every strand of hair forming it

"It was in the attitude of one that had crept along the floor on its belly, and it was, so far as could be recollected, a human figure. But of the face which was now rising to within a few inches of his own no feature was discernible, only hair."

-- "The Diary of Mr. Poynter"

Habitat/Society: These monsters are loners, mostly due to their rarity but also because they carry a residue of vanity from the humans or demi-humans who gave them birth. This vanity has soured into a general hatred of all humanoid races, and they actively try to destroy characters with higher than average Charisma. They inhabit artificial structures like castles, manors, and dungeons—another memory of their "parents."

Ecology: Although not natural beings, living hair creatures have stepped into an almost untapped ecological niche: they can utilize cast-off hair and fur in their bodies, materials that most creatures find difficult to digest.

Bits of living hair are used by wizards in the creation of magical ropes, such as those of climbing, constriction, and entanglement.

	Animal	Death	Elemental	Healing
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Sacrifices	Sacrifices	Sacrifices	Sacrifices
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
TREASURE:	Incidental	Incidental	Incidental	Incidental
ALIGNMENT:	LN	NE	CN	NG
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	4	4	4	4
MOVEMENT:	6	3	Nil	3
HIT DICE:	9	16	12	12
THAC0:	3	3	3	3
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	4-32	4-32	4-32	4-32
SPECIAL ATTACKS:	Charm	Charm	Charm	Charm
SPECIAL DEFENSES:	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (10-12' tall)	L (10-12' tall)	L (10-12' tall)	L (10-12' tall)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
LEVEL/XP VALUE:	9,000	16,000	12,000	12,000

Living idols are moving stone statues, each with one particular power and defense. The remnants of ancient, forgotten empires and religions, they often inspire strange cults which are opposed by even the most pragmatic of modern faiths.

Living idols appear to be very large stone statues. They can be of any shape, either monster, animal, human, or demihuman. One feature common to all of them is their incredible age. All show signs of heavy weathering and erosion, their once smooth surface riddled with small cracks, pock marks, and holes. Some living idols are no longer completely intact, missing an arm, leg, or other appendage. A few are so ancient as to be little more than weathered standing stones.

The magic of these idols is so strong that it is not dispelled until the entire statue is reduced to small fragments. Until that time, the largest surviving chunk retains the enchantment.

Idols with two or more appendages still intact are capable of moving at a rate of 6; those with one appendage drag themselves along at a rate of 3. Depending upon the amount of decay, an idol will have from 9 Hit Dice (a featureless hunk of rock) to 18 Hit Dice (hardly affected by the ravages of time).

Living idols exist for one purpose and that is to be worshipped as a deity in their own right. They draw power from the number of sacrifices made in their honor and can perform a potentially beneficial side effect in return for a weekly sacrifice. The nature of the beneficial power and sacrifice varies, however; the idols with the most beneficial powers require the most costly sacrifices.

All living idols can communicate using empathy. They make it immediately clear to worshippers whether or not they find a particular sacrifice pleasing and appropriate.



Combat: While not entirely sentient, all living idols are imbued with a strong instinct for self-preservation and have several powerful mechanisms to help insure their survival.

Living idols are immune to any weapon of less than a +3 or better enchantment. Most spells have absolutely no effect on a living idol, with the following exceptions: *rock to mud* inflicts 6-36 points of damage (the idol is entitled a save for half damage); the reverse of the spell, *mud to rock,* restores 6-36 points of damage and may (50% chance) regenerate a lost limb, provided one is missing; *stone to flesh* makes the idol vulnerable to any normal attack or damage-inflicting spell for a single round; *disintegrate* inflicts 10-100 points of damage on the idol (no save).

All living idols must consume at least one sacrifice a week in order to be satisfied. So long as the weekly sacrifice is maintained, the powerful magic of these enchanted statues has a side effect on the surrounding area unique to each individual living statue. In addition to the weekly sacrifice, another is required in

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order for the idol to perform its major power (see the sample idols below for examples).

Living idols can also *charm* creatures that approach nearby, although the manner in which the enchantment is administered may vary (see the sample idols section below). If the idol is attended by a cult and has been nourished by frequent sacrifices, targets of the *charm* receive a -4 penalty on their saves (in addition to any penalties described below).

Finally, if physically threatened, living idols can physically attack if they possess at least one appendage. They can deliver a crushing blow each round with their stony fist or claw, inflicting 4-32 points of damage. Living idols fight as automatons, with little strategy beyond eliminating any opponents capable of harming them.

Sample idols and their cults

Long-forgotten, ancient religions are thought to be responsible for the creation of living idols. Now these religions are reduced to small cults, existing only because of the idols' ability to charm passers-by.

In the most general of terms, cults are known to worship either animals, death, elemental forces, or healing. The DM should feel free to create personalized cults for his campaign.

Animal Cults

These cults are centered around an animal-shaped living idol, usually a common pest or vermin, such as the rat or scorpion. The alignment of these idols is strictly lawful neutral, and they typically charm any creature who approaches within 100', compelling the being to join in its worship. These idols require a small and slightly valuable sacrifice of gold, gems, or jewelry (usually of no more than 25 gp value).

The side effect is an aura of protection against the type of animal depicted by the idol; for instance, a scorpion idol radiates a *protection from scorpions* aura in up to a one-mile radius. The major power also relates to the type of animal depicted by the idol; for instance, a rat idol will cure disease. Living animal idols cannot perform their major power more than once per day.

These are perhaps the most common of living idols, fostering small- to medium-sized cults of 20-200 worshipers. They are strictly a local phenomena, at most the hushed secret of a small, desert village. Since the idol's charmed worshippers accurately believe that the idol is protecting them from a particular type of animal or vermin, they will protect the idol at every opportunity and violently oppose any who seek to destroy it. The major power of the idol is thought to be a sacred boon to the village or congregation, not to be shared with outsiders or nonbelievers.

Death Cults

These cults are centered around a horrible and grotesque idol, usually in the form of a man-eating monster (a great ghul or silat) or undead skeleton. The alignment of these idols is neutral evil. They only *charm* creatures that physically touch them, although the mind control exerted by these idols is extremely strong (save at -4). Charmed beings will serve the idol and seek out human and demihuman victims to add to the cult. At least once per week, an outsider will be sacrificed to the idol. A low-ranking member of the cult may be sacrificed instead.

The side effect of joining the cult is that all members cease aging for as long as the idol is satisfied. The major power of these idols is to endow the cult "priest" with the ability to cast a powerful necromantic spell once per week (either *resurrection, regeneration,* or *restoration,* or their reverse). Typically, a death cult's "priest" will be the highest-ranking cult member and is not necessarily a cleric.

The death cults are universally hated and feared by civilized Zakharans. Organized religions and local rulers seek to stamp them out whenever they surface. As a result, these cults are now restricted to the wilderness of Zakhara, where the cults can operate with impunity, gathering victims through planned raids on caravans, isolated villages, and wandering tribes. Large, established death cults (200-500 + members) tend to attract sentient undead, especially vampires. These quickly rise to the "priest" position within the cult and use cult members to feed their own, and the idol's, appetites.

Elemental Cults

These cults are centered around a living idol crafted in the shape of a faceless man. The alignment of these idols is chaotic neutral. Using their empathic ability to screen the emotions of all creatures who approach within 30', these idols will attempt to *charm* (save at -2) only those beings fostering an intent to harm or destroy them. The substance of the sacrifice (100 gp value) and the idol's protective side effect (which covers the area in a one-mile radius surrounding the statue) depends on the element represented by the idol.

Element	Sacrifice	Aura of protection from:
Earth	Gems	Earthquakes
Fire	Rare woods	Uncontrolled fires
Water	Aromatic oils	Tidal waves and flooding
Air	Exotic perfumes	Whirlwinds and sandstorms

The major power of these statues is to summon a 12 HD elemental of the appropriate type from the inner planes, one per week, to perform a specific task for the individual who made the sacrifice. (There is no chance of the summoned elemental turning on the summoner.) Refer to the "Elemental" entry in *MC1* for more details about elementals.

These types of living idols do not generate charmed cults, but are catalysts for chaos in the society around them. Desert sheiks, for instance, have been known to fight over a particular elemental idol for generations. Elemental wizards are drawn to these idols like iron filings to a magnet, seeking to destroy them. (They are interested in keeping a monopoly on controlling the elements; these idols are a threat to that goal.)

Healing Cults

These cults seek to promote healing and growth. The idols themselves are neutral good, representing a kind, gentle figure; statues of young girls and old men are the most common. Like the elemental idols, these will only attempt to *charm* (save at -2) those beings fostering harmful or destructive intentions. These idols thrive on a sacrifice of beauty, praise, and thanksgiving, feeding on the positive energy generated in worship.

As a side effect, these statues radiate *protection from evil* in a 100' radius. The maiden statues are known to heal, while the old men statues can control weather. (Usually this power is used to summon rain in times of drought.) A living idol of this type can perform its major ability once per day.

Ecology: Living idols have no function or role on Zakharan society and ecology outside the cults and social disruption they often inspire. Living idols are considered savage and unenlightened by most Zakharans. Even the kahin, who draw their power from the oldest of idol-worshipping faiths, usually consider worshipping a living idol anachronistic or outmoded. Almost all modern religions despise living idols for their mind-controlling ability, which is antithetical to most organized religions in Zakhara. Moralist and ethoist priests will seek to destroy the idols at every opportunity, though a pragmatic priest might see the benefits of the healing idols.

Although many priests like to foster the image that living idols are very rare, nomads tell a completely different story. The nomads sometimes discover them in abandoned ruins, recently uncovered by a sandstorm. Most believe many more living idols are still buried beneath the desert's shifting sands.

CLIMATE/TERRAIN	Volcanic areas
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Constant
DIET	Everything in its path
INTELLIGENCE	Semi- (2–4)
TREASURE	Special
ALIGNMENT	Chaotic evil
NO. APPEARING	1
ARMOR CLASS	3
MOVEMENT	See below
HIT DICE	8
THAC0	13
NO. OF ATTACKS	1
DAMAGE/ATTACK	2–20
SPECIAL ATTACKS	Suffocate
SPECIAL DEFENSES	Unaffected by edged weapons
MAGIC RESISTANCE	30%
SIZE	G (25–100' wide, 25–100' long, 1–25' tall)
MORALE	Fearless (19–20)
XP VALUE	7,000



Lahars are the flows of seething black mud that boil down the side of an erupting volcano. They are frequently caused by ice at the mountaintop that is melted by the heat of thermal energy or when an eruption disrupts a crater lake full of hot, sulfurous water. Some of the worst volcanic destruction is caused by lahars. Lahars typically travel at high speeds and pick up boulders and other deadly debris as they go.

In rare cases, the seismic energy involved transforms them into living entities. As such, they are creatures of malevolent intelligence, rushing to feed on anything before them. Freed from the constraints of gravity and their own momentum, a living lahar can travel where it wishes.

Combat: When it is born, a lahar is oddly silent. As it first boils down the side of a mountain, it automatically surprises its victims. Later, lahars are noisy and sound of rushing water and moving boulders, so there is normally no chance for a living lahar to surprise its victim. If someone is standing in a place where a normal lahar could not travel, uphill for example, the living lahar has a normal chance to surprise the individual.

Living lahars travel at almost unimaginable speed (MV 45). Over time, they begin to slow and might finally die through inaction. With each passing turn, the living lahar loses one point of movement until it finally reaches zero.

Living lahars travel close to the ground and attack by subsuming everything in their way. Objects in the creature's path must make a successful saving throw vs. crushing blow at a –2 penalty or be destroyed. Living beings must make a successful saving throw vs. death magic or perish. Those surviving the saving throw suffer 2d10 points of damage from the hot mud avalanche. Edged weapons, magical or not, cause no damage to a living lahar and must make saving throws vs. crushing blow or be destroyed. Strong barriers such as *walls of iron* can stop living lahars' movement.

Habitat/Society: Living lahars are born from volcanic eruptions caused by the work of magic. They live on seismic energy (absorbing 1 SFP per turn). If all seismic energy in its path is depleted, a living lahar stops moving. It also stops if its speed is reduced to zero, and it is theoretically dead. It can be animated again through the use of magic, but the spells that would do this have been (fortunately) lost or destroyed.

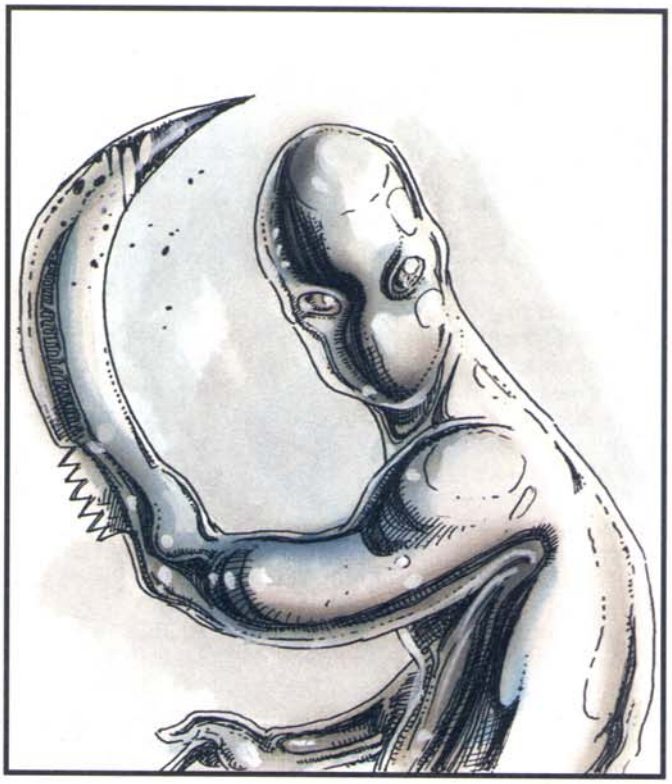
Living lahars rarely encounter each other. They never reproduce but attain life spontaneously from unusual bursts of seismic energy. Their communication is limited; some sages claim to have learned their language, only to realize that the living lahars had nothing to say. Living lahars can travel under the ocean, where they carve deep submarine trenches that later might be inhabited by deep sea creatures. The action of digging these trenches creates great tidal waves on the surface.

Ecology: A living lahar consumes almost everything in its path, including seismic energy. After a region is scoured by a living lahar, it is out of danger from seismic events for a time.

A living lahar enriches the soil by depositing volcanic minerals on any land over which it passes. These minerals may be worth 10–1,000 gp if properly collected and separated, but the greater value is in the bountiful crops (twice normal yield) for 1d6 years. Additionally, clay particles from living lahars (known as quick clay) are valuable to wizards, as they provide alternate components for such spells as *transmute rock to mud*, *disintegrate*, *move earth*, and others.

Legend holds that galeb duhr are eventually born out of the remains of living lahars, but the galeb duhr deny this utterly.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Metal
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	12 Sw in metal 36
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10 (×2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (6′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	5,000



Living steel usually appears as a humanoid mass of pure, shining steel, almost liquid in its motions. It reflects bright light and absorbs heat; to those with infravision, it appears as a cold blue lump. Although it is not normally an aggressive opponent, living steel can be ferocious when aroused, and it will track its enemies mercilessly until it or they are dead.

Combat: Living steel is completely immune to weapons of less than +2 enchantment. Any attacks by other weapons slide right through its form and serve only to irritate it. It simply reforms around the place where the weapon passed.

Living steel's most dangerous weapon is its ability to change shape at will. Although it cannot change its color and therefore is easily spotted, its form can include virtually anything. It can become a coursing steel hound or a human with blades for its lower arms. However, the form it adopts does not confer the powers of that form. For example, it cannot fly in bird form, nor does it gain the sense of smell dogs have when it takes that form, nor would it gain poison or magical immunity should it take another shape. Finally, it cannot assume the form of something with a larger or smaller mass. It must maintain its own body weight at all times. Thus, unless it was very large, the steel could not reproduce the form of a dragon, nor could it split to become a mosquito. However, it does gain the speed associated with the form it takes. It also can fit through tiny cracks by reforming its body. This shapechange takes a round to accomplish, and the living steel can do it at will.

During the time of shapechange, the steel cannot make any attacks, nor can it defend itself. At this point its AC becomes 5 and it may be hit by ordinary weapons. For this reason, the steel rarely changes form during combat.

Living steel is immune to electricity- and fire-based attacks, unless they inflict more than 55 points of damage. The electricity otherwise flows directly through the steel and the fire simply liquefies it, actually allowing it to change form and attack within the same round. If these attacks cause more than 55 hit points of damage, the steel suffers full damage and must spend two rounds regaining the pieces of itself that were blown away by the force of the explosion.

Cold-based attacks, on the other hand, serve to slow both the movement of living steel (Move of 6, only 1 attack) and its shapechanging abilities (two rounds are required to change form under these circumstances). Cold attacks also enable its opponents to cause double damage for two rounds following a successful attack, as well as enabling those without magical weapons to harm it.

Habitat/Society: Living steel has no known society. Solitary creatures all their lives, they reproduce asexually. If two living steels encounter one another, they battle to the death. The one with the most inventive and damaging shapes is usually the victor, consuming the loser and adding the vanquished creature to its own mass.

These creatures lair in small nooks in the rock, usually with only a thin crack as access. Only in their lairs do they relax the forms they have chosen, and here they appear as formless blobs of fine steel.

Ecology: Living steel survives only through a diet of iron. It is therefore generally found only near veins of iron ore or in regions where iron is otherwise avaliable in abundance. Most of the iron is burned off to power the creature's movements, but the steel drops a small, refined portion of it in its lair at the end of each day. This mass is an embryonic living steel, and it becomes sentient and mobile after one year of this refining, provided the steel has daily access to a vein of ore.

	Dark Man	Living Spear	Panther	Raven	Winged Snake
CLIMATE/TERRAIN:	Nightmare Lands	Nightmare Lands	Nightmare Lands	Nightmare Lands	Nightmare Lands
FREQUENCY:	Very rare	Rare	Rare	Rare	Very Rare
ORGANIZATION:	Bonded	Bonded	Bonded	Bonded	Bonded
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:					
INTELLIGENCE:	Low (5–7)	Animal (1)	Semi- (2–4)	Very (11–12)	Average (8–10)
TREASURE:	Nil	Nil	Nil	Nil	Feathers
ALIGNMENT:	Chaotic neutral	Neutral	Neutral	Neutral good	Neutral
NO. APPEARING:	1	1–2	1	1	1
ARMOR CLASS:	7	1	6	6	5
MOVEMENT:	12	Nil	15	1, Fl 36 (B)	12, Fl 18 (B)
HIT DICE:	3+3	2+2	3+2	2+2	4+4
THAC0:	17	19	17	19	17
NO. OF ATTACKS:	1	1	3	1	1
DAMAGE/ATTACK:	2–5	2–7 (1D6+1)	1–3/1–3/1–8	3–6 (1D4+2)	1–4
SPECIAL ATTACKS:	Strength drain	Poison	Surprise, rear claw rake	*Detect lie*	Poison, spark shower
SPECIAL DEFENSES:	+1 or better Spell immunity	+1 or better Spell immunity	+1 or better Surprised on 1	+1 or better Resist illusions	+1 or better Resist electricity
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (6′)	M (4′–5′)	M (5′–6′)	S (3′)	M (4′–5′)
MORALE:	Steady (11–12)	Steady (11–12)	Steady (11–12)	Elite (13–14)	Elite (13–14)
XP VALUE:	420	420	270	420	975

One of the most worthy and stalwart companions found in the Land of the Mists, a living tattoo is actually a spirit convinced to leave the swirling chaos of the Nightmare Lands for a more stable existence in the mystically prepared shelter of a magical tattoo. Only the Abber nomads have mastered the process by which these spirits are lured and captured.

Living tattoos come in many varieties, but the powers of the creature and the role that it is to play in its owner's life are always reflected in the shape of the tattoo. For example, a hunter who desires a tattoo that will help him track prey might have one fashioned in the image of a wolf or keen-sighted eagle.

Even while separated, both the bearer and the tattoo are instantly aware of each other's thoughts and feelings and can act almost as one in battle. If either bearer or tattoo is wounded, the other feels the pain as well. The tattoo is able to communicate in whatever way a natural creature of its type would and also has mastery of the languages that its bearer speaks.

Combat: A living tattoo will always work with its bearer, aiding the character to the best of its ability and even fighting to the death if necessary. Because the tattoo is a free-willed creature, it is responsive to the wishes and commands of its master, but not under any magical obligation to obey them.

A living tattoo can separate from its bearer at will, becoming a distinct, three-dimensional physical being. A living tattoo can only use its abilities when in full physical form.

The exact nature of a living tattoo's combat abilities vary with the design of the creature. Exact details on some of the more common types are provided at the conclusion of this entry.

No matter what form they take, living tattoos can only be hit by magical weapons of +1 or better enchantment.

Once bonded to a living tattoo, the character's life force is fundamentally tied to the spirit's. If the tattoo dies the character must make a system shock check or perish as well from the terrible psychic shock of his spirit-companion's death.

When a living tattoo loses hit points a character can will the creature one of his own. This process, however, is irreversible. Once the character gives up a hit point it is lost to him forever. Such a sacrifice immediately raises the living tattoo to full hit points. Note that this process does not grant the living tattoo an additional permanent hit point.

Habitat/Society: The living tattoo is utterly bonded to its bearer. It cares nothing for other people or beings except to note how such individuals and beings affect its partner.

Only the shamans of the Abber nomads know the secret of calling and bonding living tattoos. No Abber nomad has ever told the secret of this process to an outsider, although these shamans can occasionally be persuaded to bond one of the spirit beings to an outsider. Normally, the outsider must perform some service for the Abber nomads in order to earn such an honor.

The form a living tattoo can take is limited only by the creative and artistic skills of the shaman who designs it. The role the living tattoo is meant to play in the life of its bearer often determines the

design. A hunting companion may not make a good guardian, while a guardian may not serve well as an advisor. The Abber nomads view the bearing of a living tattoo as both an honor and a responsibility.

Once the design has been determined the shaman carefully cuts into the skin of his subject with an ink filled thorn or sharpened bone. The process is painful and laborious and the larger tattoos can take up to twelve hours to create. Once the design is complete the subject joins the shaman on the shifting plains of the Nightmare Lands. There the two call to the spirits, importuning one to take up residence in the tattoo. During such prayers the character promises to value the spirit's life as he does his own.

The character's entreaty will be answered within one day or not at all. The character must make either an Ability Check on either his Wisdom or a Strength, whichever is higher. If this is successful a spirit answers the character's summons and takes up residence in the tattoo. Failure indicates no spirit has answered the call; although the character will always have the tattoo, it will never house a spirit.

There is a 5% chance that an evil spirit will enter the tattoo. This spirit has all the abilities of a normal living tattoo, however it will betray its bearer at the first opportunity. Such tattoos are not truly bonded to their bearers and are merely freed upon the bearer's demise. The DM should make a separate, secret roll to determine if the spirit entering the tattoo is of this type.

Ecology: A living tattoo can spend up to one month detached from its bearer. The tattoo will fade away and die if it remains away any longer, as the spirit-being requires contact with its bearer's spiritual essence in order to survive. This contact is the only food a living tattoo requires.

Whenever a living tattoo is away from its bearer the only sign of the tattoo's presence is a slight tracing of scars that form the outline of the tattoo. Should the bearer survive the death of a tattoo, the entire area of the tattoo blackens and burns, leaving an angry red scar in its place.

Dark Man

The dark man is almost identical in powers, appearance and abilities to a shadow. It is not evil, however, reflecting only the outward aspects of a true shadow and not its spiritual depravity.

The physical tattoo of a dark man is designed by pricking a series of gray and black dyes into the subject's skin. The tattoo covers the bearer's entire back, from the crown of his head to the backs of his heels. Many bearers of this tattoo keep the back of their head shaved out of respect for their companion spirit.

Except in bright light, the dark man is 70% undetectable due to its shadowy appearance. The dark man most often attacks from behind, attempting to grab its opponent and drain his strength. Every time the dark man scores a successful hit it does 1d4+1 points of damage and drains 1 point of strength. The dark man is immune to *sleep, charm,* and *hold* spells.

Living Spear

The physical tattoo of a living spear is normally drawn across either the bearer's back or chest. It is possible for a character to bear two living spears, although this is a rare honor accorded to only the noblest of warriors or huntsmen.

Although living spears can be thrown in battle, they prefer to remain in the hands of their bearer. Living spears enjoy battle greatly. A living spear does 1d6+1 points of damage per hit. In addition, three times per day the spear can excrete a small amount of poison. Anyone hit by a poisoned spear must make a saving throw vs. poison. Anyone failing this roll suffers a –2 penalty on all attack rolls and saving throws for the next 2d6 rounds as his body is wracked with pain. Living spears are immune to all mind-affecting spells.

Panther

This tattoo is normally drawn across the bearer's back, with the front paws of the panther draped across the bearer's shoulders and its tail trailing around the bearer's waist. The panther is most often considered a hunting spirit.

In battle, the panther attacks as a normal giant cat, using its claws and sharp teeth, doing 1d3, 1d3, and 1d8 points of damage respectively. If both its forepaws hit the panther can rake with its two rear claws doing another 1d4 points of damage each. Panthers are alert creatures who can only be surprised on a 1.

More than other tattoos, panthers prefer to remain physically separate from their bearer. This is due to their desire to guard their bearer. Panthers trust no other living being save their bearer.

Raven

The raven tattoo is always drawn across the bearer's chest, with one wing swooping across the lower part of his face. This positioning represents the wisdom of head and heart the raven brings the bearer. The raven can *detect lie* at will and is ever-vigilant in protecting its bearers from the falsehoods of others.

The raven is a knowledge-spirit, yet it will fight to protect itself and its bearer. The raven attacks with its sharp beak doing 1d4+2 points of damage.

The raven-spirit is immune to illusionary magic of all kinds. The bond between the living tattoo and its bearer conveys this immunity to the bearer as long as the raven can witness the illusion, and thus see through it.

Winged Snake

The winged snake is a beautiful, multi-colored tattoo that normally is placed along the bearer's back with the snake wrapping around one arm or leg.

In battle the winged snake receives a –3 bonus to its initiative due to its speed. The poisonous bite of a tattoo-snake does 1d4 points of damage. The next round its acidic poison does an additional 1–8 points of damage to its foe. The winged serpent can also attack with its breath weapon, a small shower of burning sparks. The sparks do 2d4 points of damage to anyone within ten feet of the serpent. The winged serpent can use this attack only once per turn. Winged snakes are immune to electrical attacks.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Assimilation (see below)
INTELLIGENCE:	Variable (3-18)
TREASURE:	Variable
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	8 (Base)
MOVEMENT:	Nil
HIT DICE:	8 (Base)
THAC0:	Variable
NO. OF ATTACKS:	Variable
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L to G+(Rectangular area)
MORALE:	Fearless (20)
XP VALUE:	2,000 to 100,000+

Living walls appear to be normal walls of stone or brick, although they radiate both evil and magic if detected. Infravision will not detect any peculiar patterns. However, a character who casts a *true seeing* spell or who peers through a *gem of seeing* will see past the illusion: the wall actually consists of greying and sinewy flesh—of faces, hands, broken bones, feet, and toes jutting from the surface. Characters within 5 yards of the wall can hear low moans of horror, pain, and sorrow issuing from it. Even if a silence spell is cast, the moans still rise.

A living wall contains the melded bodies of humanoids and monsters who died within 100 yards of the wall since its creation. Those who die fighting a living wall are absorbed into it and actually strengthen it. Characters and monsters captured by the wall retain all the abilities they had in life; as part of the wall, they become chaotic evil and fight any creature that approaches it to the best of their abilities.

If a wizard becomes melded with a living wall, his spellcasting abilities are retained and can immediately be used for attacks. The wizard retains any spells that were memorized at the time he was absorbed into the wall; these are renewed each day. If a warrior loses his life in combat with a living wall, his fighting abilities and his weapons come under control of the beast: the weapons are hidden within the wall until the wall attacks, then are pushed through the mass of graying flesh to the surface. A hand attaches itself to the weapon, and eyes jutting from the wall guide the attack of the weapon. If the wall absorbs characters with ranged weapons, the weapons become useless once arrows, quarrels, or other necessary projectiles are expended.

Combat: A living wall never initiates combat, except against its creator, whom it despises. When such a wall is attacked, every creature that is part of the wall returns one attack, per strike against the wall. If a wall is made up of 12 creatures and one creature lands a blow on the wall, the attacker is subject to a dozen return blows from the wall.

All creatures in the wall fight according to their normal attack modes. These attacks can be magical, physical, or mental in origin. The type of attack and its damage often depend upon who or what is melded into the wall.

If a 10th-level fighter and a 6th-level fighter are absorbed into the wall, the wall attacks as one 6th-level fighter and one 10th-level fighter. For every mage or priest absorbed, the wall gains spell attacks. The only spells that can be used, however, are those that the mage or priest had memorized (and had material components for) at the time of absorption. Each of these spells may be cast once per day. The material components of the spells are not consumed. If one absorbed mage has three *fireball* spells memorized and a second mage has one *fireball* in memory, the living wall can attack with four *fireballs* per day. If the wall assimilates a paladin or a lawful good priest, all his special powers are reversed (e.g., *detect good* rather than *detect evil*, *harm* by laying of hands rather than *heal*, etc.).

Magical items absorbed with characters grant the wall their spell effects, though items that grant AC improvements are less effective because of the wall's size. The wall gains 1 point improvement in Armor Class for every 3 points of magical improvement to AC. Thus, a *ring of protection* +3 lowers the wall's AC by 1.

When a character is absorbed, his hit points, at full health, are added to the wall's base hit point total of 64.

Nonmagical armor, packs, and purses are lost by absorbed characters. The piles of loot at the base of the wall often attracts bystanders, bringing them close enough to be seized by one of the wall's hands.

Though a living wall will not initiate an attack, characters who come within 2 feet of the wall may be weakly grabbed by its many beseeching hands, tugging at them and imploring them for deliverance. (Any character, regardless of Strength, may break the hold.). Sometimes PCs who hear voices imploring, "help me! pull me free, help me!" grope about until they grab a hand. In this case, the character must roll a save vs. spell or become absorbed. If another character is holding onto the first character, he must also roll a saving throw vs. spell or become absorbed into the wall. If the save vs. spell succeeds, the character is able to break free. A character who views the absorption of any creature into the wall must make a horror check.

Once absorbed, characters are lost forever. A *wish* spell, worded carefully, can remove one or more trapped characters.

Passwall spells do not allow individuals to go through a living wall. Characters must either cut through or blast through using magic. This, however, allows the wall to return attacks. When cutting or blasting though the living wall, the stench that rises from the exposed underflesh is nauseating and horrifying. A saving throw vs. poison is required to avoid passing out from the smell. A successful saving throw indicates the character is only nauseated.

Living walls are immune to all planar and temporal spells. *Speak with dead*, *ESP* and similar spells reveal a cacophony of tortured minds and voices. The caster learns nothing and must make a horror check.

Habitat/Society: Living walls never reproduce and always remain active until they are killed. Living walls encountered in the lairs of malevolent creatures often serve as part of a torture chamber, or to cover the true openings to secret passageways or corridors.

No one knows whether these monstrosities are limited in size or longevity. Walls as large as 15 feet high, 30 feet long, and 10 feet thick have been reported. Living walls do, however, seem to be limited to one section of wall. Thus, a cemetery or castle could not be surrounded by one large living wall.

Nor can a wall section spread beyond itself: a house with a living wall in its basement will not slowly become a living house.

The wall desires, above all else, to slay the creature who created it. If it does so, or the creature meets its end within 100 yards of the wall, the corpse of the hated creator is assimilated and the beings trapped in the wall are freed to return to the peace of death. The wall reverts to being a structure of stone, with the corpse of its creator entombed within.

Ecology: Chaotic evil mages occasionally create these monoliths. The exact method is unknown, but several years of preparation and spellcasting are required. A minimum of three corpses are necessary for the spells.

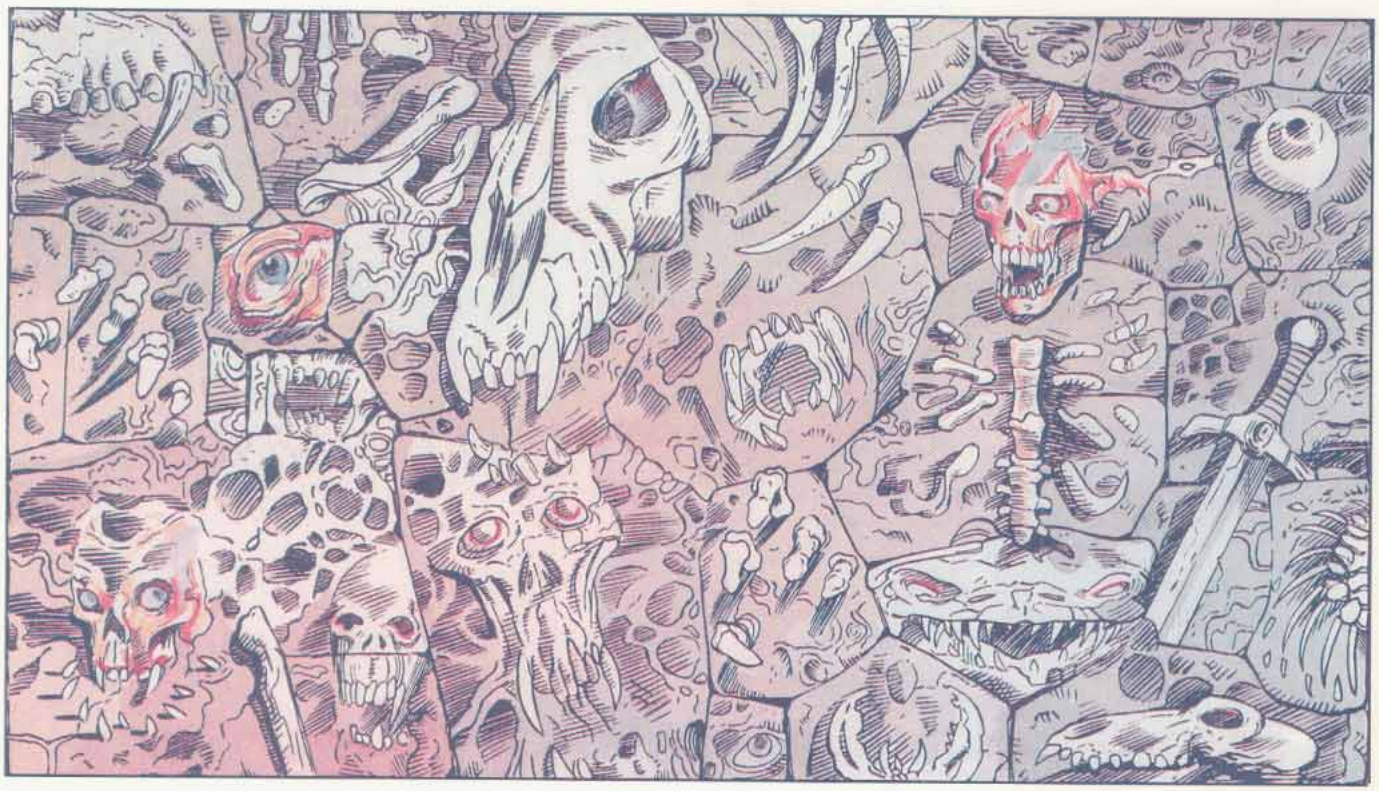
A fact known only to one or two inhabitants of Ravenloft, is that living walls also arise as rare manifestations of Ravenloft's power, as responses to despair and dread. These walls are born in curses, midwived by death, and nursed on massacre.

The seed for such a living wall is planted when one sapient creature willfully entombs another in a wall. The hapless victim may be bound and walled alive in a rock niche on a windswept mountain trail, a sill in a fetid catacomb, a corner in an asylum, a cave wall, a mausoleum facade, or any other stone or brick wall. Once entombed, the victim will suffocate, dehydrate, or starve in utter darkness and solitude. But even this agony is not sufficient to wake the land's attention—the entombed creature, in his terror, must curse his slayer, screaming loudly enough for his voice to carry beyond his tomb of stone. Only then does the land hear his agony.

When the victim dies, his life force is trapped within the wall. As he struggles to escape, his life energy becomes soiled by the soot of his screams and curses, which thickly coat the inside of his stone sarcophagus. In a matter of days, madness corrupts the trapped life force, changing it to chaotic evil.

At this point, the bodies of any creatures that have died within 100 yards of the wall within the last month rise, shamble to the wall, and meld into it. Even corpses that have been buried will dig their way to the surface and converge upon the wall. Although the wall retains its previous appearance, it is no longer stone, but a gray and rotting bulwark of limbs, ribs, hands, bones, and faces, twisted and fused together. Bodies of any subsequent deaths occurring within 100 yards also rise and wander to the wall for assimilation.

Most cultures, and all good-aligned characters, attempt to destroy these creations wherever they are found. But many of these assaults merely strengthen the wall with deposits of more corpses.



	Fire	Giant	Minotaur	Subterranean
CLIMATE/TERRAIN:	Any warm land	Any warm land	Tropical hills and mountains	Any subterranean
FREQUENCY:	Very rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	B, Q (x10), S, T	Nil	J-N, Q, C (magic)	O, P, Q (x5)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	2-12 (2d6)	1-8	1-6
ARMOR CLASS:	3	5	5	5
MOVEMENT:	9	15	6	12
HIT DICE:	10	3+1	8	6
THAC0:	11	17	13	15
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1-8/1-8/2-16	1-8	2-12/2-12/3-18	2-12
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G(30')	H(15')	G(40')	H(20')
MORALE:	Steady (11-12)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	3,000	175	975	650

Fire Lizards

Fire lizards resemble wingless red dragons and are sometimes called "false dragons." They are gray-colored with mottled red and brown back and reddish undersides. Hatchlings are light gray in color, and darken as they age.

Combat: Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2-12 points of fire-based damage (half if saving throw vs. breath weapon is made). Fire lizards are immune to fire-based attacks.

Habitat/Society: Fire lizards prefer subterranean lairs but come out every fortnight to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow moving and sleep 50% of the time. Their lairs may have 1-4 eggs (10% chance, market value 5,000 gp each). Hatchlings immediately leave to hunt on their own. Shiny objects attract fire lizards; gems and metals form the bulk of treasure found in their dens.

Ecology: Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real dragons avoid these "false dragons," which live to be 50-100 years old. Fire lizard eggs are worth 5,000 gp, hatchlings 7,500 gp.

Giant Lizards

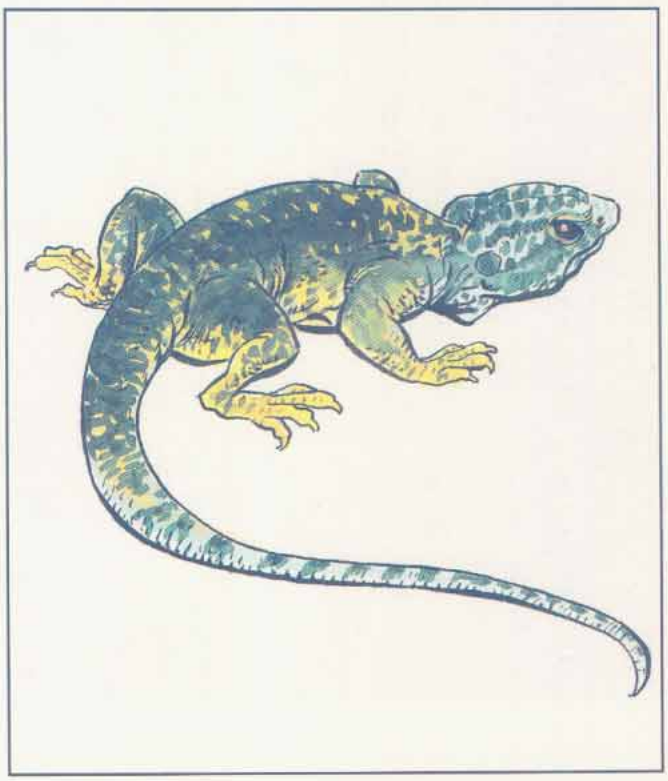
This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2-16 points). The giant lizard inflicts 2-16 points of damage each round thereafter. Giant lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

Minotaur Lizards

This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat—rather, they are believed to be a means of attracting a mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes; others are -5 on their surprise roll. An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3-18 points of damage each round thereafter until the victim escapes or dies. The victim is unable to attack the following round. Minotaur lizards are found in tropical hills and mountains near copper and red dragons.

Subterranean Lizards

This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4-24 points). The victim automatically suffers an additional 2-12 points of damage each round thereafter. These lizards never leave their caves voluntarily. Some species are albino; these shun light and attack at -1 in daylight or its equivalent. Other species have tongues up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn into the mouth and bitten the next round unless a *bend bars* roll is made.



	Draco	Footpad (giant)	Gecko (giant)	Horned Chameleon	Lava	Rockhome	Tuatara (giant)	Xytar
Climate/Terrain:	Temperate forests and hills	Temperate hills and subterranean	Temperate forests and urban	Temperate forests and hills	Volcanic subterranean caverns	Nonarctic subterranean caverns	Dry temperate plains	Subtropical or tropical desert
Frequency:	Uncommon	Rare	Uncommon	Uncommon	Very rare	Common	Uncommon	Rare
Organization:	Pack	Pack	Pack	Pack	Solitary	Pack	Pack	Pack
Activity Cycle:	Any	Any	Night	Day	Any	Any	Night	Day
Diet:	Carnivore	Omnivore	Carnivore	Carnivore	Carnivore	Omnivore	Carnivore	Carnivore
Intelligence:	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2–4)	Semi- (2)	Semi- (4)
Treasure:	U	Nil	U	U	Nil	Nil	V	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d4	1d3	1d6	1d3	1	2d4	1d2	1d6
Armor Class:	5	6	5	2	3	5	4	3
Movement:	12, Glide 15	12, Cl 6	12, Cl 6	12	9	15	9	12
Hit Dice:	4+2	2+1	3+1	5	4	3	6	5+1
THAC0:	17	19	17	15	17	17	15	15
No. of Attacks:	1	1	1	2	1	1	1	1
Damage/Attack:	1d10 (bite)	1d6 (bite)	1d8 (bite)	2d4 (bite)/ 1d6 (horn)	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d10 (bite)
Special Attacks:	Surprise	Nil	Surprise	Surprise, tail sweep	Heat	Nil	Nil	Breath weapon
Special Defenses:	Nil	Climb walls	Climb walls	Nil	Weapon melt, fire immunity	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Size:	M (6′ long)	L (8′ long)	M (5′ long)	L (7′ long)	M (6′ long)	L (9′ tall)	L (8′ long)	L (8′ long)
Morale:	Average (9)	Average (9)	Average (9)	Average (10)	Champion (15)	Average (10)	Average (8)	Elite (13)
XP Value:	420	120	270	420	420	65	270	650

Many types of lizard and giant lizard live on Mystara, ranging from the harmless to the deadly. Some species can be trained for use as mounts by a character with the animal training non-weapon proficiency who has chosen to train lizards.



Draco Lizard

With its scaly skin and fearsome face, the 6-foot-long draco lizard looks draconian—its appearance explains how this creature got its name. Its head is bright red; this coloration fades to yellow at the neck, then gradually becomes green toward the rear. While the draco lizard lacks wings, it does have wide flaps of skin between its legs, with which it can glide through the air like a flying squirrel.

The draco lizard is a carnivore, and it favors unintelligent prey. Nonetheless, a hungry draco may drop from a high perch to attack a human or demihuman morsel. (Such a victim suffers a –3 penalty to surprise.) Draco lizards can be trained for hunting and guarding but will not carry riders.

Giant Footpad Lizard

The giant footpad lizard is an 8-foot-long, slender reptile with slate gray coloration and small ridges on its back. The lizard's body seems rather flat, compared to other specimens.

Long, spindly legs characterize this lizard, as do its long toes that end in round, sticky pads. These pads, combined with the creature's agility and low body weight, make the footpad lizard an excellent climber. The creatures can cope with all but the smoothest surfaces, at any angle up to vertical.

If captured and trained while young, footpad lizards can make excellent mounts or pack animals. Subterranean races such as gnomes prize these giant lizards for their surefootedness in precarious cavern environments.

While bearing a rider, a giant footpad lizard cannot climb slopes steeper than 60 degrees. The lizard can carry as much weight as a pony (maximum 320 pounds).

Some wizards and alchemists use giant footpad lizard hides to help create *gauntlets of swimming and climbing*.

Giant Gecko

The 5-foot-long giant gecko is pale blue with orange-brown spots. The creatures find giant insects and spiders quite tasty; in fact, these lizards are common only in areas frequented by giant arthropods. Preferring to hunt their quarry at night, geckos have natural adhesive pads on their toes that help them climb trees or walls rapidly, then drop onto prey. Geckos employing this tactic penalize victims' surprise rolls by –2.

Giant geckos can learn to work as guard animals.

Horned Chameleon

The horned chameleon, a 7-foot-long lizard with a tail another 10 feet long, changes color to blend in with its surroundings. Opponents suffer a –5 penalty to their surprise rolls.

A very aggressive lizard known to attack people with no provocation, the horned chameleon enjoys employing its sticky tongue, which can shoot out up to 5 feet. A successful hit means the chameleon has pulled the victim into its mouth and bitten, inflicting 2d4 hit points of damage.

The creature also attacks with its horn, causing 1d6 points of damage. Further, it can use its tail to knock down attackers within 10 feet. A tail strike requires a successful attack roll for each victim. While such "knock-downs" cause no damage, victims lose their next round of attacks.

Lava Lizard

A strange reptile, the lava lizard lives in subterranean caverns amid pools of bubbling magma. The creature has a rocklike outer shell that helps maintain the high body temperature it needs to survive.

Most lava lizards have reddish brown hides. Bright red lumps on their outer shells resemble hot coals, and their eyes glow pale yellow. A smoky odor hangs about them.

A lava lizard attacks by biting with its quick but relatively weak jaws. A bitten creature suffers 1d6 points of damage and must make a saving throw vs. breath weapon. Failing the save means that the lizard holds the victim fast in its jaws for that round, inflicting an additional 1d6 points of heat damage. Magical means of fire resistance, such as rings, potions, and spells, can reduce this extra damage. Lava lizards remain immune to normal and magical fires.

Whenever a lava lizard is struck by a nonmagical metal weapon, the attacker must make a saving throw for the item using the "magical fire" category of the item saving throw chart. A failed saving throw means the weapon melts due to the lizard's intense heat. The melted weapon still causes damage on that round, but becomes useless afterward.

Although these creatures dwell in hot subterranean caverns, they can wander several miles away from the life-sustaining heat the lava pools produce. They cannot stay away for long, however. Stories tell of lava lizards found frozen like statues, presumably having strayed too far from their heat sources.

Rockhome

The rockhome lizard is a gentle creature commonly found in subterranean colonies of dwarves or gnomes. Possibly an ancestor of the lizard man, it stands on two legs and seems roughly as intelligent as a domesticated dog.

All rockhomes can run very fast. They have long forelimbs for catching prey and strong jaws. Coloration varies from pure white to whitish hues of green and blue.

As they thrive in captivity, these reptiles can learn to perform simple tasks. They catch rats, carry riders, pull wagons or carts, and run in large wheels to power machines.

Unfortunately, rockhome lizards do not get along well with horses: The species seem to scare each other. In addition, they die if exposed to sunlight, suffering 1d6 points of damage per hour of exposure until dead.

Giant Tuatara

An 8-foot-long lizard that looks like a cross between an iguana and a toad is the giant tuatara. White spikes along its back protrude from olive-colored, pebbly hide. Tuataras have a temperature-sensitive membrane over their eyes which, when lowered, allows the lizards to "see" in darkness (90-foot infravision).

Tuataras love to hunt small animals at night and sleep during the day. They aggressively attack people who wander too close to their lairs.

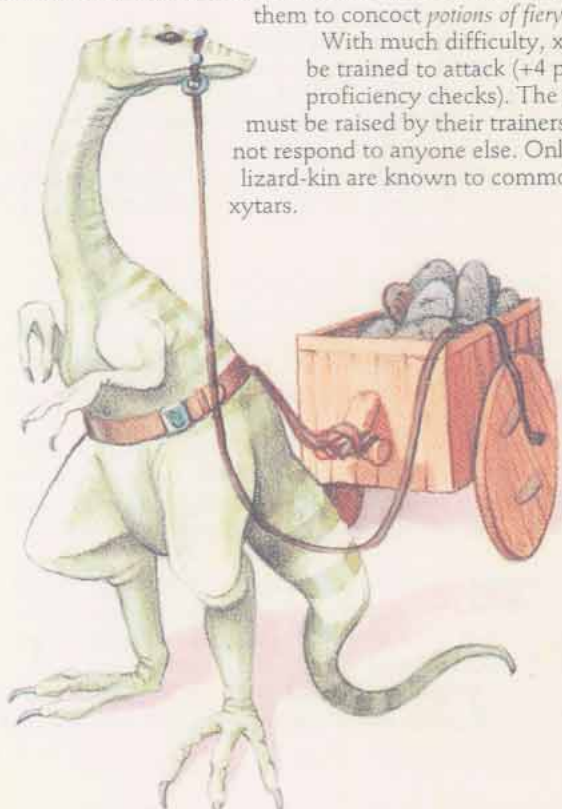
Although these lizards can be trained to attack, the spines along their backs make them poor mounts.

Xytar

Because of xytars' fiery breath, inexperienced travelers sometimes mistake these 8-foot-long lizardlike creatures for dragons. Xytar hides, though predominantly yellow, bear red and orange mottling along the back. Xytars have six legs and long, toothy jaws. They dwell in hot desert areas and can go without water for weeks.

The carnivorous xytars hunt in packs, often targeting passing caravans and settlements on the fringes of deserts. Xytars attack either with their strong jaws or their breath weapon. They can breathe a cone of fire 30 feet long and 10 feet wide at the base, causing 10d4 hit points of damage; creatures in the area of effect take only half damage if they make a successful saving throw. A favorite xytar tactic involves first breathing fire to "soften up" the victims, then closing in to snap and bite in melee. Alchemists seek out the throat sacs that create the lizards' the fire, using them to concoct *potions of fiery breath*.

With much difficulty, xytars can be trained to attack (+4 penalty to proficiency checks). The creatures must be raised by their trainers and will not respond to anyone else. Only sis'thik lizard-kin are known to commonly raise xytars.



Lizard, Gladiator

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CLIMATE/TERRAIN:	Bleak Shore
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–4
ARMOR CLASS:	–3
MOVEMENT:	15
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–10
SPECIAL ATTACKS:	Mental link (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	None
SIZE:	L (8′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	1,400



The two creatures which emerged in the gathering dusk held enormity even for the Mouser's drugged mind. Shambling things, erect like men but taller, with reptilian heads boned and crested like helmets, feet clawed like a lizard's, shoulders topped with bony spikes, forelimbs terminating in a single yard-long claw. In the semidarkness they seemed like hideous caricatures of fighting men, armored and bearing swords. Dusk did not hide the yellow of their blinking eyes.

—From "The Bleak Shore"

This extremely rare creature is only found naturally on the Bleak Shore of Nehwon. Eggs of the gladiator lizard may occasionally be taken from the Bleak Shore and the hatchlings used as guards or in zoos.

Combat: Gladiator lizards fight with extreme agility, attacking twice per round, once with each claw. When encountered in pairs, they are always brood mates. Brood mates have a mental link that allows them to coordinate attacks, giving the second gladiator lizard to attack in a round a +1 to hit.

Habitat/Society: These dangerous monsters are solitary (except when defending eggs) and extremely aggressive. They may rarely be found in other locations throughout Nehwon, usually as guardian creatures for especially rich or sacred treasures.

Ecology: Gladiator lizards appear to be of magical or alien origin. They seem never to need food or other nourishment.

The lizards are normally solitary. They mate once every five or six years and stay together until the eggs have hatched, which may take two years or more. A female gladiator lizard lays 1–4 eggs.

Young lizards emerge from their eggs fully grown. Their lifespan seems to be considerable—two decades or more. This is especially useful when they are used as guardians, since they cannot be tamed or otherwise civilized. In such cases, there is always a fail-safe device that can cage or otherwise restrain the gladiator lizards if the owner wishes to visit his valuables.

Lizard, Ice

CLIMATE/TERRAIN:	Any arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	G
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	9, Fl 15 (C)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80% (but see below)
SIZE:	S (3' long)
MORALE:	Very Steady (14)
XP VALUE:	1400



In its natural form, the ice lizard is a snow-white lizard, some 3' long, and strikingly similar in appearance to a very young white dragon. Its scales are tinged in places with a dull silver or palest blue. It lives in the same kind of icy, frigid wastelands favored by white dragons. Only those who are well-studied in dragon lore and biology will notice the slight differences in scale color between ice lizards and their larger cousins: a hatchling white dragon has scales of a mirror-bright pure white; it is only the much larger, older white dragons which have varicolored scales.

Combat: Ice lizards tend to surprise opponents who know nothing about them, as they can *polymorph self* into white dragon form twice per day (two-hour duration each time). The ice lizard's dragon form is similar to a young adult white dragon, but without the special attacks (breath weapon and spells) possessed by the dragon. Reversion to ice lizard form heals 10-60% of the damage the creature has suffered.

Ice lizards possess a high degree of magic resistance (an astounding 80%), but their low Intelligence and Wisdom make them very susceptible to *charm* and *hold* magic (−2 to saving throws for each). They can cast *fear* and *sleep* spells twice per day each, but only when in ice lizard form. Ice lizards are also susceptible to fire damage: all saving throws vs. fire are at −2, and damage is +1 point per die.

In melee, the ice lizard, in either form, can use its own frigid breath weapon once per round every three rounds, up to three times per day. The breath weapon is a cone of frigid air, 10' diameter at the base and 30' long, and can inflict 2-16 points of damage. Some adventurers have said that the breath weapon is so cold that the very air freezes whenever an ice lizard breathes on an opponent.

When not using its breath weapon, the ice lizard will attack with two claws (1-3 points of damage each) and bite (1-6 points of damage). An ice lizard is too small to make effective use of the other attack modes inherent to true dragons (wing buffet, tail slap, etc).

Habitat/Society: Like their true dragon cousins, ice lizards are susceptible to flattery. They are not inclined to grant favors, and guard their territory fiercely. However, if approached in the proper manner, they can be made to listen—or perhaps even cooperate, if they can be convinced the plan is to their advantage. Such coercion requires gifts of particularly valuable gems or magic items. Ice lizards tend to be more impressed with quantity than with quality. Thus, 10,000 gold pieces will hold more sway over the dragon's decision than would a similarly-valued flawless diamond or emerald. Ice lizards may also occasionally be tricked into accepting false treasure, but deal very harshly with such deceit if they discover it.

Adult ice lizards generally live by themselves in underground ice caves. These caves are too small to hold the ice lizards while in white dragon form. Each male ice lizard stakes out and defends a territory of about 100 square miles. No other male ice lizards are tolerated in this territory, but it may be within the territory of a white dragon, with which it is occasionally seen. Because they can adopt two forms, ice lizards consider themselves to be superior to white dragons, while white dragons tolerate ice lizards as minor pests.

Mating may occur at anytime, but only once per year. To indicate his interest, a male ice lizard will give a portion of his hoard to the female he feels is strongest. The gift will consist of up to 40% of the total number of objects, not total value, of the male's hoard. A pair of ice lizards who are mated or have a clutch of eggs will live together until the eggs have hatched. A clutch consists of 1-3 eggs, which require 3 months to develop and hatch. During this time, the male will defend the female and eggs from other males who would seek to kill the pair and destroy the eggs in order to expand their territory and take more treasure.

Ice lizards do not have the voracious appetites possessed by their larger cousins. They prefer small game (snow hares and the like) but will eat carrion if nothing else is available.

Ecology: Wizards have experimented with substituting ice lizard parts for the rarer white dragon parts in magical potions and constructs, but without much useful effect. If an ice lizard is hatched and raised in captivity, it may be trained to serve as a pet or guard.

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Lizard, Imbul

CLIMATE/TERRAIN:	Rocky plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (3-7; 2d3+1)
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	2
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5
SPECIAL ATTACKS:	Poison, surprise on 1-4
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unsteady (7)
XP VALUE:	45

The Falx imbul, or rock lizard, is a large, heavy lizard, about 3 feet long (4-5 feet including tail), resembling a pugnacious iguana. Its color ranges from dusty grey to dark brown, and its remarkably thick skin is very similar in texture to rock. When the creature remains immobile, it is very difficult to spot (80% chance of not being noticed).

Its eyes are small and red, and protected by protruding ridges of bone. It has a crest atop its head which normally lies flat along the back of its neck, but which it can erect as a threat display. It has stubby legs, but moves rapidly for all that. Its wide mouth doesn't have teeth, as such; instead, the creature bites and chews its prey with bony ridges.

Combat: The imbul's primary attack is its bite. The bone ridges within its mouth are jagged and sharp, and can inflict terrible wounds. In addition, the imbul's saliva is highly toxic. Anyone bitten by the creature suffers an additional 3-18 points of damage (a successful save vs. poison decreases the damage to a flat 2 points). There is no limit to the number of times an imbul can inflict this poison. The imbul itself is totally immune to this poison.

The imbul has another attack form which it uses only as a last resort to save its life. Once per day, the creature can regurgitate its highly toxic digestive fluids and expel them in a cloud of poisonous mist. This cloud takes the form of a cone, originating at the creature's mouth, that is 15 feet long and 6 feet in diameter at its widest point. Any creature that inhales this cloud of mist must save vs. poison or die instantly from heart failure. Holding one's breath is no sure protection against this mist, although it does decrease the damage potential. The toxic liquid can be absorbed through the skin, as with a green dragon's breath weapon, and inflicts 4-24 points of damage (save vs. breath weapon for half damage). Use of this "breath weapon" is highly painful for the imbul, and so it will use it only if the alternative appears to be death. Also, the poison mist causes tissue breakdown in its victim which makes the target inedible for the imbul. Thus the creature will never use this weapon when hunting for food.

In personality, the imbul is a bully, preferring to attack creatures smaller than itself. It will attack larger creatures, but only if it can do so with surprise. If faced with determined opposition, it tries to escape. (This personality trait is reflected in the creature's low morale score.) The only exception to this is in the case of adult imbuls accompanied by young. In this situation, both parents will give their own lives if necessary to protect their offspring; their effective morale score increases to 20.

Imbuls are partially resistant to heat and fire. Attacks based on fire or heat do only half damage. Electrical attacks do normal damage, and cold-based attacks do double damage. Imbuls are totally resistant to acid.

Habitat/Society: Imbuls are generally solitary predators. Every spring, however, adult imbuls seek mates. It is the females that perform most of the courtship rituals, and non-lethal fights are common between females contesting for mates. During the mate-seeking period in early spring, female imbuls will challenge anything that moves with a threat display. This involves erecting the head crest, hissing and making mock charges. (Obviously, this cuts down the number of females somewhat, since making a mock charge at a tarrasque has predictable and unpleasant consequences.) Once a pair has mated, they remain bonded until their offspring reach maturity. After impregnation, the female lays 1-4 eggs, which hatch in 60 days. The newborn imbuls are 1/2 HD, with no attacks. They grow rapidly, though, and reach maturity by fall. At this time, the family group splits up and the individuals go their separate ways.

During summer, there is a 50% chance that any encounter with imbuls is with a family group of 2d3+1 creatures. Two will be adults, while the others are immature young, 10-80% grown.

Ecology: Imbuls are by preference predatory carnivores, hunting other lizards across the hot, flat terrain of Falx. During the winter, imbuls are omnivorous, and will attack each other. If no live game is available, however, the imbuls will feed on the carpet mosses that cover the landscape. They rarely kill these great colony organisms, however, preferring to tear off mouthfuls as they get hungry.

In turn, imbuls are prey for tarrasques and larger lizards.

	Gila Monster	Rough-skinned Newt
CLIMATE/TERRAIN:	Temperate Forest/ Savannahs	Temperate Savannahs
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Diurnal
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	N	N
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-2
ARMOR CLASS:	8 day/4 night	7
MOVEMENT:	6 day/9 night	3
HIT DICE:	2+3	1-1 (1-2 hps)
THAC0:	19	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-7 (1d6+1)	Nil
SPECIAL ATTACKS:	Poison, latching bite	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2-3" long)	T (2-4" long)
MORALE:	Average (9)	Average (9)
XP VALUE:	270	65

Gila Monster (heloderma suspectum)

One of the few poisonous lizards, the gila monster is a slow, sluggish creature with a terrible, painful bite. Though small in stature, the gila monster is incredibly strong for its size.

This lizard has a massive head, tiny legs, and a short, stout tail. It has brightly colored, bead-like scales that form gaudy patterns across its body. The gila's scales do not overlap like those of a snake, and are rough in texture.

Combat: The jaws of the gila monster are extremely strong, and it can hold its tight grip for up to 15 minutes. An Open Doors roll is needed to remove the creature — or its death. The gila monster has 35 poisonous teeth that it uses to introduce lethal doses of venom. The teeth are not hollow, but grooved. Venom flows from sacks in the mouth, down the grooves, and into the victim.

The longer the gila monster is attached, the more chance there is for a victim to become poisoned. Following an initial saving throw vs. poison a penalty of -1 is applied for every round the gila monster remains attached, saving each round as more venom is introduced. The poison of the gila monster is hemotoxic, elevating the victim's blood pressure.

Failing a saving throw means the venom has entered the bloodstream, causing extreme pain followed by sweating, vomiting swelling, and an unbearable ringing in the ears. Symptoms become gradually worse until death in 1-2 turns.

Habitat: The gila monster is found in temperate zones ranging from savannahs to light jungle regions. This creature is shy by nature, and does not attack humanoid creatures unless provoked. They seek shelter under rocks or in small burrows, which it often takes over from other animals.

Ecology: Gila monsters are nocturnal and very sluggish during the day. They feed on birds, eggs, and small mammals. The gila monster can go for months without food, living on fat stored in its tail.



Rough-Skinned Newt (taricha granulosa)

This newt is often mistaken for a small lizard, salamander, or other non-dangerous creature. The rough-skinned newt has warty skin, four clawless toes, and a tail that is longer than its body.

Combat: The rough-skinned newt is non-aggressive to all but its natural prey, and it's small teeth could barely scratch a normal human's skin. What makes the newt dangerous is its touch. The creature's embryos, skin, and eggs contain a powerful poison. This poison is tetrodotoxic, a contact poison that acts on the nervous system of the victim to prevent nerve cell functions. The poison is a milky substance secreted in the tail region. One newt contains enough poison to kill a grown man unless he makes a saving throw vs. poison.

Failing a save against the newts poison causes numbness and weakness throughout the body within 1-4 rounds, incapacitating the victim. Unconsciousness occurs 1-2 rounds later, with death occurring in 1-4 turns. There is no known natural antidote to this poison (making the herbalism proficiency useless against it); it is curable only by magic.

Habitat: Males prefer wooded areas, while females remain near the water, where they lay their eggs.

Ecology: Like many amphibians this newt can regenerate amputated parts such as a tail, leg, or even portions of their head. They feed on worms, slugs, snails, insects, and frogs. Unlike other newts, the females lay only one egg at a time, rather than large masses.

Lizard, Riding

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Common
ORGANIZATION:	Solitary or pack
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (except as carried)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	16, Sw 20
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-12/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (stands 12′ high; tail is another 8-10′ long)
MORALE:	Elite (13-14)
XP VALUE:	975



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Riding or "mount" lizards are light, sleek reptiles, able to run swiftly on their hind legs when unencumbered. Unknown on the surface, they take the place of the horse as the general steed of intelligent races in the Underdark.

Combat: Riding lizards are darting, alert beasts who hunt prey aggressively when 'in the wild,' preferring small snakes, centipedes, and—best of all—the small scurry rat of the Underdark. Riding lizards also eat lichens and fungi. Their diets make them immune to the poisons of centipedes, insects, arachnids, and fungi—and also immune to all known fungi spore effects.

In combat, a riding lizard bites for 2d4 damage, and can kick with either or both of its large hind legs in a round, doing 2d6 damage with each one. Those same legs propel it on prodigious leaps, of up to 30′ upwards, and 50′ horizontally, and it can descend, without harm, up to 80′ in a single bound (with a rider mounted on it, reduce these three 'safe' distances by 10′). It uses its leaps, and its ability to cling to any solid surface that it strikes—such as a stalactite, halfway across the roof of a vast cavern—to cross "uncrossable" chasms, or to reach remote rock ledges where prey lairs.

Riding lizards have keen balance and infravision (effective up to 160′ away, unless within sight of a fire or magma-flow, when it is reduced to half range). When it has been trained by drow, and is magically compelled (e.g. by the use of spells or house insignia) by a drow who is present, the effective morale of a riding lizard rises to "Fearless" (20).

The movement rate of a riding lizard carrying a single M-sized rider and gear (a drow warrior with weapons and provisions, for example), is reduced to 15. Riding lizards carrying two such beings move at only 13; one equipped with a pack-lizard-style cargo-harness can leap only short distances, and downwards (up to 30′), with out harm, and moves at only 11. Any leaping and clinging movements, encumbered or unencumbered, force a Dexterity Check on the lizard (see below for effects).

Riding lizards regenerate 1 hit point of physical damage every 5 turns. Heat- and fire-based attacks inflict only half damage on them, but cold-based attacks do them an extra point of damage per die.

Riding lizards have sticky pads on their three-toed feet, exuding an adhesive that they can neutralize instantly with another secretion. These allow them to trot or even run in utter silence along the floors, ceilings, and walls of caverns and structures, retaining their grip even when laden (riders who are not strapped in must take care to hold on, with a successful Strength Check, when their mount leaps or is upside down—or they'll fall out!).

Riding lizards run lightly on their back legs or on all fours, and can scale stone as easily as a spider. Left to themselves, they take an irregular route, using leaps, passage ceilings, walls, and dry, non-slippery stalactites and stalagmites more than floors, to avoid being tracked by predators of the Underdark who possess infravision.

Habitat/Society: Riding lizards are typically captured by means of spells, and trained for most of a year, to make them fully obedient to more than one rider. Most drow communities capture lizards only to acquire new bloodlines; they breed and raise their lizard stock from previously-captured sires.

In the wild, riding lizards run in large, loose packs, the stronger individuals of either sex serving as sentinels and guards for the others. They mate often, but do not form families; the defense and feeding of a pregnant female is the common responsibility of all. Female riding lizards typically give birth to a 'litter' of 1d8 live young once every 7 months or so.

The young are born able to run and leap as their parents do. They run and hunt with their parents from the outset, joining the pack, and are AC 7; MV 16, Sw 16 (unable to carry even a S-size rider); HD 2; THAC0 19; #AT 3; Dmg 1-4/1-4/1-6; SD poison immunities, regeneration; SZ M (body 4′-6′ + tail of up to 4′); ML 13; XP 120.

Ecology: Eaten by many predators, riding lizard meat is a staple of duergar diet. Drow only eat those that perish through misfortune. A good trained mount can fetch up to 1,000 gp (most go for 600—700); untrained young sell for 200-500 gp.

Pack Lizard	
CLIMATE/TERRAIN:	Any
FREQUENCY:	Common (subterranean); rare (surface)
ORGANIZATION:	Solitary or packs
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Q (stomach) + whatever carried
ALIGNMENT:	(Lawful) neutral
NO. APPEARING:	1-4 (domesticated: 1-20)
ARMOR CLASS:	3
MOVEMENT:	9, Sw 15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (15′ + long, tail an additional 8-12′)
MORALE:	13
XP VALUE:	1,400

Pack lizards resemble giant iguanas, except that they are a dull, mottled olive-gray in hue, and are unusually broad of body (averaging 22-24′ in overall length, they are always around 10′ wide). As their name suggests, they are used as draft animals by all intelligent races traveling in rocky or underground terrain.

Combat: Pack lizards are placid, slow-moving beasts who seldom attack anything unless attacked first. They will eat anything, including carrion, and seem especially fond of snake-flesh and the various yellow-petaled flowers that grow in meadows (such as dandelions, sunflowers, buttercups, and sunstars). Pack lizards have long, sticky probing tongues, and in battle bite down with crushingly-powerful jaws (if their teeth were larger, sharper fangs, they would do far more damage). They have been known to bite through armor and wooden doors, if hungry enough, and given time to think about it. If a pack lizard bites down in such a way that a metal or wooden object is at risk (a flat surface usually is not, but one that sticks up, or has a projecting corner certainly is), the item should make a saving throw vs. crushing blow. If the lizard deliberately attacks the item (i.e. to bite the head off a spear that is jabbing it, or to get through a cell door to food beyond), the saving throw is made at -2.

Pack lizards are immune to most known poisons, and regenerate physical damage at the rate of 1 hit point every 3 turns. Heat- and fire-based attacks inflict only half damage on them, but cold-based attacks do them an extra point of damage per die.

Pack lizards have sticky pads on their splay-toed feet. These flexible, vulnerable digits are covered by claw-like, horny protective sheaths—but pack lizards do not in fact have claws, and cannot rake anything in combat for damage. Their sticky feet allow them to travel on cavern (and room!) walls and ceilings just as they do on floors, retaining their grip even when carrying heavy loads.

Pack lizards able to knock down and put a foot on a M-sized or smaller opponent can hold on, so that bite attacks are automatically successful (no attack roll necessary; roll only for damage).



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On the round that follows, the lizard does not bite, but does 4d4 crushing damage. Allow the pinned victim (who can attack only at -3) a Strength Check (at the usual 4-point penalty) to wriggle free of the crushing weight; success on any round means only half damage is taken. The lizard typically goes on crushing, at 4d4 damage per round, for 6 to 8 rounds (or until it successfully makes another Intelligence Check), when it stops to see what's left—and bite it.

Habitat/Society: Left to themselves, pack lizards tend to be lazy, placid beasts who lie about in grassy meadows devouring grass and carrion at leisure, crawling into burrows or cave-refuges to escape biting winter cold, and who venture down into the depths when breezes bring them the reek of much carrion—after a large battle in the Underdark, for instance.

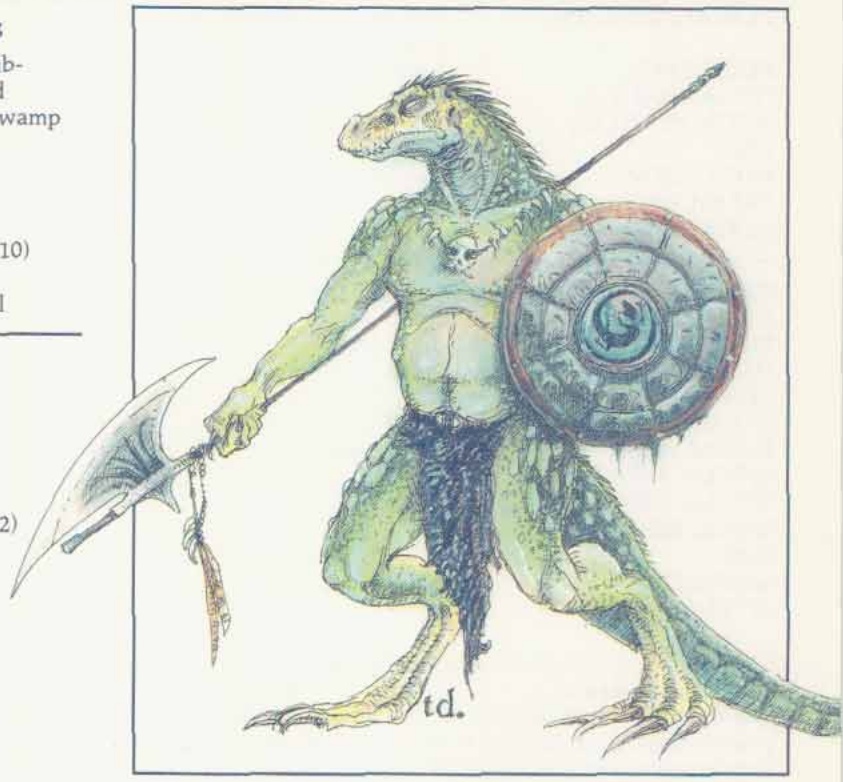
However, they seldom, if ever, are left to themselves. Faster, more intelligent creatures are always hunting them down for food, or enslaving them. Few are left aboveground, these days, save in the remotest desert areas. Instead, they dwell in burrows and caverns around volcanic areas, basking in the heat of the earth, and eating whatever they can find (such as violet fungi, gelatinous cubes, and other plants or creatures that most beings find poisonous or corrosive). Pack lizards mate seldom, but remain together in stable pairs for years when they do, raising litters of 2d4 young at a time from rubbery-shelled eggs, and having new litters twice or thrice a year.

Ecology: Pack lizards can haul awesome loads in quite cold and damp conditions, so long as they have sufficient time to soak up the heat of the full sun (in surface-world deserts or on sun-baked mountain rocks, for example), or that of deep, close-flowing lava.

Their flesh, which resembles the densest, whitest pork, is eaten by many creatures, including drow and humans, and is especially prized by orcs. Pack lizard ichor is a prized ingredient in *potions of vitality,* and the essence derived from their boiled feet is valued in the making of *sovereign glue.*

Lizard Man

	Lizard Man	Lizard King
CLIMATE/TERRAIN:	Tropical, subtropical and temperate swamp	Tropical, subtropical and temperate swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	D	E
ALIGNMENT:	Neutral	Chaotic evil
NO. APPEARING:	8-15 (1d8+7)	1
ARMOR CLASS:	5	3
MOVEMENT:	6, Sw 12	9, Sw 15
HIT DICE:	2+1	8
THAC0:	19	13
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-2/1-2/1-6	5-20 (3d6+2)
SPECIAL ATTACKS:	Nil	Skewer
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	14	16
XP VALUE:	65	975
Patrol leader	65	
Subleader	120	
War leader	270	
Shaman, 3rd	175	
Shaman, 5th	650	
Shaman, 7th	975	



Lizard men are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by fishing and gathering.

Adult lizard men stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and other barbaric ornament. Lizard men speak their own language.

Combat: In combat, lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee, lizard men tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape. They occasionally take prisoners as slaves, for food, or to sacrifice in obscure tribal rites.

For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (17 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd-level priest. If one or more tribes are encountered, each tribe will also have a war leader of 6 Hit Dice, two subleaders with 4 Hit Dice, and a shaman of either 4 or 5 Hit Dice (50% chance of each). Any group of two or more tribes has a 50% chance for an additional shaman of 7 Hit Dice. Furthermore, each such group has a cumulative 10% chance per tribe to be led by a lizard king. If a lizard king is present, a shaman of 7 Hit Dice will always be present, and all patrol leaders from each tribe (i.e., 10% of the male warriors) will be combined into a single fanatical bodyguard for the lizard king.

Habitat/Society: Lizard men are typically found in swamps, marshes, and similar places, often (35%) dwelling totally underwater in air-filled caves. A tribe rarely numbers more than 150 individuals, including females and hatchlings. It is not uncommon for several tribes in an area to forge an informal alliance against outsiders, including other lizard man tribes.

Lizard men are omnivorous, but are likely to prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and capture the survivors, and take the lot back to their lair for a rude and horrid feast.

Ecology: Lizard men have few natural enemies. They prey on human, demihuman, or humanoid settlements if these are nearby. Lizard man eggs are bitter and inedible, as is their flesh, but their skin is sometimes worked as scale armor (Armor Class 6). Lizard men produce no art, artifacts, or trade goods.

Advanced Lizard Men

About 1 tribe in 10 has evolved to a higher state. These lizard men dwell in crude huts, use shields (thus Armor Class 4) and hurl barbed darts (30 yard range, 1-4 points damage) or javelins (1-6 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 2-8 points damage), and the leaders may use captured swords or other weaponry. The chance of these advanced lizard men having a lizard king is doubled, i.e., 20% cumulative chance per tribe.

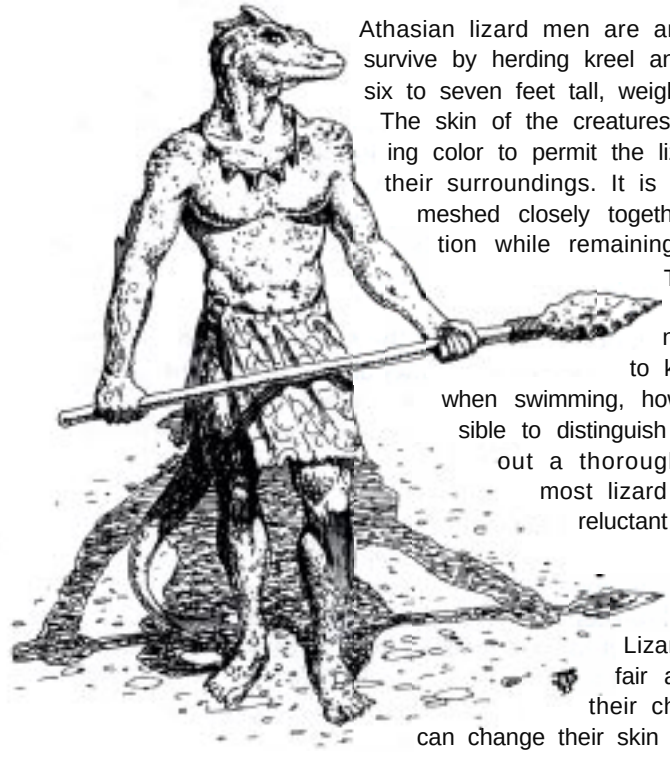
Lizard King

A lizard king is a lizard man of above average height and intelligence, leading one or more loosely organized tribes of lizard men. The lizard king is most often armed with a great trident, which it wields with great skill and ferocity. In the hands of the lizard king, the weapon inflicts 5-20 (3d6+2) points of damage. If the attack roll is 5 or more greater than the score needed to hit, the lizard king inflicts double damage (with a minimum of 15 points).

A lizard king usually demands two humans each week. If no humans are available, demihumans and other humanoids will be sought. If none are available, two of the lizard king's bodyguards will be killed and eaten instead.

Lizard Man, Athasian

	Lizard Man	Lizard King
Climate/Terrain:	The Last Sea	The Last Sea
Frequency:	Rare	Very Rare
Organization:	Tribal	Tribal
Activity Cycle:	Any	Any
Diet:	Omnivore	Omnivore
Intelligence:	Average (8-10)	Very (12)
Treasure:	D	E
Alignment:	Neutral	Neutral
No. Appearing:	8-15 (1d8+7)	Unique
Armor Class:	4	3
Movement:	6, Sw 12	9, Sw 15
Hit Dice:	2+1	8
THAC0:	19	13
No. of Attacks:	1	1
Damage/Attack:	2-7	5-20 (3d6+2)
Special Attacks:	Nil	Nil
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	M (7' tall)	L (8' tall)
Morale:	11 (Steady)	13 (Elite)
XP Value:	65	975
Patrol leader	65	
Subleader	120	
War leader	270	
Psionicist, 3rd	175	
Psionicist, 5th	650	
Psionicist, 7th	975	
Player's Option:	MAC 8	MAC 6



Athasian lizard men are amphibious humanoids who survive by herding kreel and by fishing. Adults stand six to seven feet tall, weighing 200 to 250 pounds. The skin of the creatures is chameleonlike, changing color to permit the lizard men to blend in with their surroundings. It is composed of thin scales meshed closely together which provides protection while remaining flexible.

The tail of a lizard man is three to four feet long, but not prehensile. It does help to keep the creature balanced when swimming, however. It is nearly impossible to distinguish between the sexes without a thorough inspection, something most lizard men (and women) are reluctant to let strangers attempt.

Lizard man clothing usually consists of a simple kreelskin loincloth. Lizard men actually have a fair amount of control over their changing coloration. They can change their skin to match just about any color of the spectrum. Normally, they let their reflexes automatically cause them to blend into their environment, but during special ceremonies, they can actually will their skin to color itself in intricate patterns, each with a special symbolic meaning.

While these creatures have their own language, most of them (especially their king Nelyrox) have at least a rough command of the common tongue. This helps them negotiate in their infrequent encounters with those who dwell along the shores of the Last Sea.

Combat: In combat, Athasian lizard men are ferocious fighters. They temper their bloodlust with cunning, however, and they are not ashamed to fall back from a fight they are losing, at least until reinforcements arrive. They are more intelligent than traditional lizard men, able to follow fairly complicated battle plans and intricate schemes.

For every 10 lizard men encountered, one of them is a patrol leader with maximum hit points (17 hp). There is also a 50% chance that one of them is a 3rd-level psionicist. If more than one of the three Last Sea tribes is encountered, each tribe has a war leader with 6 Hit Dice, two subleaders with 4 Hit Dice and a 5th-level psionicist, with a 50% chance of an additional 7th-level psionicist by the name of Mobji. If Nelyrox is present (50% chance), Mobji is automatically there, and the patrol leaders form an elite body guard for their king.

Habitat/Society: The lizard men of Athas are a bit more civilized than the typical sort. Although they didn't start out this way, circumstances have forced them to adapt. After all, the traditional lizard man meal of human flesh was frowned upon by the Mind Lords, so in Marnita, if the creatures couldn't find another source of food, they were doomed to extinction. As their hunting grounds were severely limited the Barrier of Guardians, they took the only option open to them and domesticated the local kreel, becoming a society of kreelherders. As such, its rare to see more than a dozen or so lizard men together at a time outside the lizard man city deep in the center of Marnita.

Athasian lizard men are advanced enough to use shields and weapons. They tend to prefer tridents with wooden shafts and heads carved from three long bones. On more formal occasions, they wear full kreelskin togas, but these are rarely used on a daily basis, as they hamper underwater movement.

Ecology: Athasian lizard men have few natural enemies. Sharks and dolphins alike tend to give them a wide berth, but it is not unheard of for a lone lizard man to be attacked and killed by a roaming school of sharks. The only true threat to lizard men in general is the squark, the behemoth with which they share the Last Sea. Once every so many years, on a more or less unpredictable basis, the squark attacks the lizard man city of Nesthaven. The walls of Nesthaven are strongly fortified against the creature, but they can only hold so long against its monstrous onslaught. Dozens of lizard men are killed each time the monster attacks.

Other than that, though, the lizard men generally live fairly sedate lives. They farm the kelp beds and tend their flocks of kreel and have wonderful underwater festivals. These are sometimes so amazing that the lights under the waves can be seen even in distant Saragar.

The lizard men have a great deal of respect for the Mind Lords and their children (as the lizard men think of the shore dwellers). After all, the Mind Lords saved them from hated Keltis, the lizard-man executioner. Without their help, the people (as they call themselves) would sure have been scoured from even the floor of Marnita.

The Lizard King

Nelyrox the lizard king is a wise and generous ruler, and he has the full support of the vast majority of his people. Those under the command of Xhenrid, one of Nelyrox's three war leaders, are more loyal to their leader than their king, but the royal reptilian has managed to keep his old rival and her people in line so far.

Nelyrox stands a full eight feet tall and weighs over 250 pounds. In battle, he arms himself with a great trident which inflicts 3d6+2 points of damage. If the attack roll is 5 or more greater than the score needed to hit the target, Nelyrox's attack scores double damage (with a minimum of 15 points inflicted).

As a leader of a civilized people, no Athasian lizard king has demanded a sacrifice of a sentient's flesh for centuries. In fact, the killing of sentients for any reason other than self-defense is held to be this society's most heinous crime. This is enforced by both the lizard man tribal government and by the lawkeepers from Saragar if need be.

	Jarak-Sinn	Bakali
CLIMATE/ TERRAIN:	Tropical, subtropical, and temperate/ swamp	Tropical and subtropical/ Swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5–7)	Average (8–10)
TREASURE:	D	J, K
ALIGNMENT:	Neutral (evil)	Neutral (evil)
NO. APPEARING:	10-40	1–10
ARMOR CLASS:	5	7
MOVEMENT:	6, Sw 12	9, Sw 9
HIT DICE:	2+1	2+1
THAC0:	19	19
NO. OF ATTACKS:	3 or 1	3 or 1
DAMAGE/ATTACK:	1–2/1–2/1–6 (claw/ claw/bite) or 1–4 (tail) or by weapon	1–2/1–2/1–6 or 1–4 or by weapon
SPECIAL ATTACKS:	Venom	Squirt blood
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7′ tall)	M (6′–8′ tall)
MORALE:	Elite (13)	Champion (15)
XP VALUE:	270	175



Jarak–sinn are a vile race of lizard men devoted to the worship of Chislev. All civilized races avoid associating with the vulgar, vicious, foul jarak–sinn. The bakali are the forefathers of the jarak–sinn; though not as numerous as the jarak–sinn, a few communities of bakali still remain in Ansalon, with more in Taladas.

Jarak-Sinn

Jarak–sinn are stoop-shouldered, thick-bodied creatures covered from head to toe with thin, green scales. A bony ridge extends from their broad snouts, between their eyes, and runs down their spines. They have whip-like tails, which average four to five feet long. They have sharp, hooked teeth and long claws on their hands and feet. Their small eyes are either red or pink in color, and their eyelids are clear, giving them the appearance of always having their eyes open. Thick pink tongues nearly two feet long dangle limply from the sides of their mouths: unlike snakes and other reptiles, their tongues have no sensory functions.

Jarak–sinn wear few clothes. The king, knights, and priests wear thick leather collars, respectively studded with gems, copper bands, and chunks of bone to distinguish them from the rest of the tribe. Many jarak–sinn wear bone necklaces and bracelets. Others etch crude tattoos into their scales using red-hot dagger blades.

Their language consists of short bursts of hisses, growls, and rasps. About 15% of the jarak–sinn can understand common language, and about 5% can make themselves understood to other intelligent races, albeit on a rudimentary level.

Combat: Jarak–sinn love combat and eagerly embrace every opportunity to engage in bloodshed. Though jarak–sinn pride themselves on their combat skills, they are by no means sophisticated fighters. A typical assault amounts to little more than a forward charge followed by fierce melee. If jarak–sinn face clearly superior opponents, they may refrain from charging, lurking in the shadows or other cover until they can ambush their victims from behind.

In addition to their claw and bite attacks, jarak–sinn use a variety of weapons, short swords and long swords being their favorites. They also use daggers javelins, and clubs studded with sharp pieces of bone (to cause 2d4 points of damage). They never wear armor, but occasionally employ small shields to raise their AC to 4.

The jarak–sinn's spittle is a thick, acidic venom that inflicts burns on all creatures other than lizard men They sometimes coat their weapons with this venomous spittle, victims struck with a spittle-coated weapon must roll successful saving throws vs. poison or suffer an additional 1d4 points of damage. Since they lack the necessary jaw muscles, jarak–sinn are unable to spew their spittle at opponents

A jarak–sinn can strike opponents from behind, using its tail like a whip to inflict 1d4 points of damage. A jarak–sinn can detach this appendage at will; if an opponent grabs his tail, the opponent may find himself struggling with a writhing tail while the jarak–sinn flees to safety A new tail can be grown in 1d4 + 8 weeks.

About 15% of jarak–sinn have two loose flaps of skin on either side of their necks that they can inflate to the size of three-foot-diameter balloons, these swellings are sometimes effective in discouraging predators. About 25% of jarak–sinn tan emit loud hisses to frighten opponents; although most intelligent opponents are not impressed with these sounds, unintelligent animals often associate the sounds with those made by poisonous snakes or small dragons, thus making them think twice before attacking

Jarak–sinn occasionally ride grant lizards into battle. The notoriously uncooperative lizards obey only the simplest of commands, but they are effective mounts when jarak–sinn are attacking opponents the lizards perceive as edible. The lizards relentlessly pursue such opponents, gobbling them up as soon as they run them down.

Habitat/Society: When the gods created the dragons, the elves, and other races at the dawn of time, Chislev decided to create his own race for the specific purpose of worshiping him. Thus were born the bakali, a race of loathsome lizard men that crawled from

the Great Moors of northern Ansalon and proceeded to establish small colonies in swamps and tropical regions throughout the land. The other races of Krynn, however, did not take kindly to the bakali; though not particularly aggressive, bakali habitually kidnapped innocent citizens to sacrifice to Chislev. Bakali were no match for the more intelligent and better-armed races. They were eventually forced to withdraw to Ansalon's most desolate swamps, from which they ventured only rarely.

Adding to the bakali's problems were their diminishing numbers. While the other races grew and flourished, the bakali population could barely sustain itself; war and disease both took their toll. Additionally, bakali females produced only a single egg every five years. Desperately, the bakali petitioned Chislev for help. Chislev responded by creating a new species of lizard men he called the jarak-sinn; for the next 50 years, all offspring of female bakali were members of this more prolific species.

When they matured, female jarak-sinn gave birth to their own offspring at the rate of 10-20 per year. The number of jarak-sinn soon matched, then exceeded, the number of bakali.

But as the population of jarak-sinn grew, so did conflicts with the bakali. The first jarak-sinn leader of note—an ambitious, scheming male named Krazak—organized a revolt against the bakali. All bakali the jarak-sinn could find were rounded up and systematically executed. Some bakali managed to escape, fleeing in crude boats to the open sea. Eventually these last remnants of the bakali race came upon the continent of Taladas. Once there they quickly established themselves in Blackwater Glade and began to grow in numbers in the relative safety of that dismal swamp. Rumors persist that there are still some bakali yet alive in Ansalon, as the rulers of the less-intelligent jarak-sinn recognize their usefulness as advisors.

Jarak-sinn settlements have few of the elements normally associated with a civilized society. There are no formal laws-all decisions are made by the king, whose judgments can be as arbitrary as they are cruel. Homes are little more than mud pits or filth-strewn caves, which the jarak-sinn share with snakes, rats, and other vermin. Jarak-sinn lack the ambition to master any useable skills aside from those that are combat-related; consequently, a jarak-sinn settlement has no craftsmen, merchants, or artists.

A king seldom reigns more than a few years before he is assassinated; his assassin becomes the new king. The king always surrounds himself with 1d4 + 6 bodyguards, referred to as knights; knights are selected for their strength (they have a minimum of 15 hit points) and trustworthiness, although kings are usually assassinated by one of their own knights.

The community's shamans are in charge of conducting services in the name of Chislev. A shaman always has the spellcasting abilities of a 3rd-level shaman and has 1d4 acolytes with the spellcasting abilities of 1st-level shamans. There is usually one shaman for every 20 members of a tribe.

Tribal members who are not knights, shamans, or acolytes are all considered members of the community militia—all children capable of wielding a weapon (age 10 and up with a minimum of 5 hp) are considered mature enough to fight.

Jarak-sinn spend most of their time eating, sleeping, or cooling themselves in mud pits. When the dark moon of Nuitari is in High Sanction (full moon), which occurs for a seven-day period every month, the shamans lead the jarak-sinn in elaborate worship services to Chislev, involving chants, prayers, and numerous slave sacrifices.

Ecology: Though few know of the existence of the jarak-sinn, those who do despise and fear them. The shadowpeople, who occupy many of the underground caverns coveted by the jarak-sinn, especially hate them.

Jarak-sinn eat small mammals, algae and fungus, human flesh, and each other. They can unhinge their jaws to swallow large prey, such as sheep, though this process is time-consuming (up to four hours to swallow a sheep) and somewhat painful. Their sour flesh is inedible, as are their gelatinous eggs: hence, jarak-sinn are avoided by predators. Their hides can be re-worked by skilled armorers to make scale armor (AC 6).

Bakali

Bakali range from slightly shorter than most jarak-sinn to slightly taller. Their hides vary from yellow-green to mottled brown in color. Otherwise they are similar in appearance to the jarak-sinn. Although the bakali are the more intelligent species, the jarak-sinn consider them inferior in every respect.

Bakali are distrustful and suspicious by nature. They tend to keep to themselves and seldom leave their territories. To others they seem savage and cruel; as a race, they have no compunctions against violence, though individuals may hold more tolerant views.

Though frequently hostile to humans, bakali have a strong sense of honor. They remember both the good and the ill done to them, and they treat others as others treat them. They place great store in friendships, both among their own kind and with those of other races.

A player can choose to have a bakali player character, if the DM allows this and the campaign is based in Taladas.

Bakali Class Limits

Class	Max Level
Warrior	
Fighter	10
Ranger	N/E *
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	N/E *
Priest	
Cleric (Heathen)	8
Druid (Heathen)	N/E *
Holy Order of the Stars	N/E *
Rogue	
Thief	N/E *
Bard	N/E *

* N/E means not eligible for that class.

Although they are warm-blooded, bakali are vulnerable to cold and suffer 1 extra point of damage per die of damage caused by a cold-based attack. Their tough hides serve as the equivalent of AC 7. They are able to move equally well in the water and on land. Bakali do not possess infravision. They do have special nictating membranes that can quickly shield their eyes from harm. Thus they gain a +1 bonus to all saving throws against effects that involve blinding or dazzling of the eyes.

Because of their sturdy builds, all bakali gain a +1 bonus to their Strength and Constitution scores. But their lack of education and mental discipline cause a -1 penalty to their Intelligence score, while their appearance gives them a -1 penalty to their Charisma score. The minimum and maximum ability scores for bakali are as follows:

Ability	Minimum	Maximum
Strength	9	19
Dexterity	3	15
Constitution	8	19
Intelligence	3	15
Wisdom	3	15
Charisma	3	12

	Cayman	Chameleon Man	Gator Man	Sis'thik
CLIMATE/TERRAIN:	Temperate or sub-tropical swamp or forests	Nonarctic woods, plains, or caverns	Tropical or sub-tropical swamp	Tropical or sub-tropical desert
FREQUENCY:	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Village	Clan	Village	Tribe
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Omnivore	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)	Low (5–7)	Average (8–10)
TREASURE:	K	E (Q, S)	M	A
ALIGNMENT:	Neutral	Neutral	Chaotic evil	Neutral evil
NO. APPEARING:	10d6	2d4	1d6	3d6
ARMOR CLASS:	7	10	3	5 (4 with armor)
MOVEMENT:	9	12	12, Sw 18	9
HIT DICE:	2	2	7	3+3
THAC0:	19	19	13	17
NO. OF ATTACKS:	1	1	2	1 or 3
DAMAGE/ATTACK:	1d3 (bite) or by weapon	By weapon	2d4 (bite) and by weapon +2	By weapon +2 or 1d6 (claw)/ 1d6 (claw)/1d3 (bite)
SPECIAL ATTACKS:	Surprise	Dimension door	Nil	Nil
SPECIAL DEFENSES:	Stealth	Nil	Nil	Fire resistance
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1′ tall)	M (7′ tall)	L (8′ tall)	M (6′ tall)
MORALE:	Average (9)	Average (10)	Champion (15)	Elite (13)
XP VALUE:	65 175 shaman	120 175 bodyguard 420 leader	420 650 leader	175 270 bodyguard 650 shaman 975 queen

The lizard-kin of Mystara share an ancient lineage. The chameleon men are the oldest of these races; some believe that caymen, gator men, sis'thik, and standard lizard men all descend from a common ancestor related to chameleon men. Relations between lizard men and the four lizard-kin races, however, range from indifferent at best to hostile at worst.

Cayman

These reptilian humanoids stand about a foot tall, with bodies sheathed in rough brown or green skin. Their black, pupil-less eyes boast infravision with a 90-foot range.

Caymen are intelligent and sociable, dwelling together in villages. Their native language sounds like simple hisses and chitters to other creatures. Fortunately, caymen also speak Common. In addition, some may know the languages of subterranean creatures living nearby.

Combat: Caymen usually avoid conflict, except in self-defense or when protecting their villages, territory, or food sources. When pressed, they use bone weapons, usually small javelins and large daggers. Each weapon inflicts 1d6 points of damage.

In general, caymen dislike frontal assaults. They prefer to surprise an opponent, make a few quick attacks, then flee.

All caymen can move silently and hide in shadows with a 40% chance of success. They use these skills to evade combat, or to surprise foes with whom they must fight; those attacked by a concealed cayman suffer a –2 penalty to surprise rolls.

Habitat/Society: Caymen build underground villages of tunnels and chambers 1 to 2 feet high. They protect these lairs with palisades of packed dirt and woven reeds. The walls have many entrances, all of them the equivalent of concealed doors.

Each cayman village includes 10d6 adults, and half that many noncombatant offspring. Immature caymen reach adulthood in one year. Villages are led by a shaman, equivalent to a priest of 5th to 7th level. These shamans live longer than the average cayman (60 years, as opposed to the normal 40-year life span), so their hides grow tough and improve their Armor Class to AC 6. With a shaman in a cayman party, the creatures' morale increases by 1 point.

Not only do the better warriors use bone weapons and tools, they wear bone and feather headdresses. The more elaborate the headdress, the greater the warrior—though these caymen avoid wearing such adornments in battle, not wishing to alert the enemy to their superior abilities.

These lizard-kin get along well with gnomes and tolerate lizard men. However, due to the caymen's small size, evil subterranean races often take them as slaves.

Ecology: Caymen enjoy eating giant-sized reptiles and amphibians but sometimes fall prey themselves to large predators. They make reliable guides in swamps.

Chameleon Man

The reclusive chameleon men possess a bit of dragon ancestry. In their homes far from human and demihuman civilizations, they generally can avoid contact with strangers.

Chameleon men stand 7 feet tall, and their spindly arms and legs make them look quite thin. They move with a stride that other races find gangling and awkward. Chameleon men have multicolored, somewhat scaly skin with stripes of many colors: red, blue, green, yellow, brown, orange, black, and white (though few chameleon men have every possible hue). The colors seem to shift and swirl when the creatures walk (a trick of the light as it plays off their scales).

Combat: Chameleon men usually arm themselves with light weapons: daggers, spears, or clubs. They never wear armor, as

it interferes with their natural abilities; they would rather blend in with the scenery than fight openly.

By far the most useful feature of the chameleon men remains their vanishing ability, which they use to avoid combat or to surround opponents. Each round, a chameleon man can vanish and reappear up to 120 feet away. This ability essentially mirrors the wizard spell *dimension door,* with a 120-foot range limitation. The creatures wield such precise control over this ability that they never reappear in midair or inside solid objects. Of course, a chameleon man cannot appear in the exact spot as someone or something else. These lizard-kin cannot attack in the round that they use this ability.

Chameleon man leaders—or Lords of Shade and Hue—have 4 Hit Dice and 1d20+10 constant bodyguards with 3 Hit Dice. Leaders can blend in with any natural background and have a 90% chance to remain undetected while unmoving. Lords and their bodyguards have a morale of Average (9).

Habitat/Society: All chameleon man settlements feature a magical site called a *tookoo.* The tookoo of a cave-dwelling clan might be a special grotto that glistens with arcane crystals. Forest dwellers might revere an ancient tree of strong magic. These sites always radiate magic and enable chameleon men to fight at a +2 bonus to attack and damage rolls. When fighting for their tookoos or homes, their morale rises to Fearless (20).

Once a year chameleon men shed their skin, much as a lizard does. They save the skin for a vital purpose: reproduction. As this race has no female gender, chameleon men reproduce by placing their old skins in their clan's tookoo. The offering has a 60% chance of magically transforming into a young chameleon man, which grows to maturity in just eight weeks.

Ecology: Chameleon men enjoy watching over old woods and caverns, maintaining the harmony of nature. They are sometimes hunted by lizard men, who fear their ability to vanish. These lizard-kin subsist on crops they cultivate and fish. Less scrupulous wizards prize a chameleon man's skin as a component for making *robes of blending.*

Gator Man

Gator men—horrible, lizardlike humanoids—result from magical experiments on lizard men that went awry. The escapees have thrived, expanding their ranks into a new race.

These lizard-kin stand 7 to 8 feet tall, their bodies covered in dark green scales. They have alligator heads and mouths with prominent, sharp teeth. Slitlike black pupils split their red eyes.

Gator men speak Common and the language of lizard men. They refuse to negotiate with strangers, preferring instead to attack unwary parties of humans and demihumans.

Combat: Gator men possess formidable Strength (18), and their bite causes 2d4 hit points of damage. Many carry large, crude swords, which they wield with a +1 bonus to attack and +2 bonus to damage rolls.

A huge specimen, the village chief can cause 3d4 points of damage with its bite. A chief wields a sword with Strength 19, gaining a +3 bonus to attack and a +7 bonus to damage rolls.

Habitat/Society: During experiments in which evil mages tried to fuse lizard men and alligators, several specimens managed to escape and fled into the swamps. Once there, they reproduced rapidly, overcoming all predators and competitors.

Some tribes of gator men reportedly follow shamans with spellcasting abilities equivalent to those of 7th-level clerics.

Ecology: Gator men consider themselves the mortal enemies of lizard men, usually attacking them on sight in an effort to drive the lizard men away from gator man homeland.

Raiding parties of gator men often make sweeps of isolated settlements for fresh human meat to supplement their diet of lizards, alligators, and other animals native to swampland.

Sis'thik (Desert Scourge)

In burning deserts live nomadic humanoids called Sis'thik, a proud race of reptilian warriors that fear nothing.

Sis'thik have thick, leathery light tan skin that lets them blend in with the arid terrain. Their nostrils can seal out dust, and transparent eye screens allow them to see in sandstorms.

Combat: Female sis'thik use scimitars in combat and sometimes employ shields (boosting their AC to 4). These females boast great strength, inflicting a +2 bonus to damage rolls using melee weapons. Males, if forced, attack with claws and bite.

Normal fires do not affect sis'thik; plus, these lizard-kin suffer only 1 point of damage per die of magical fire damage.

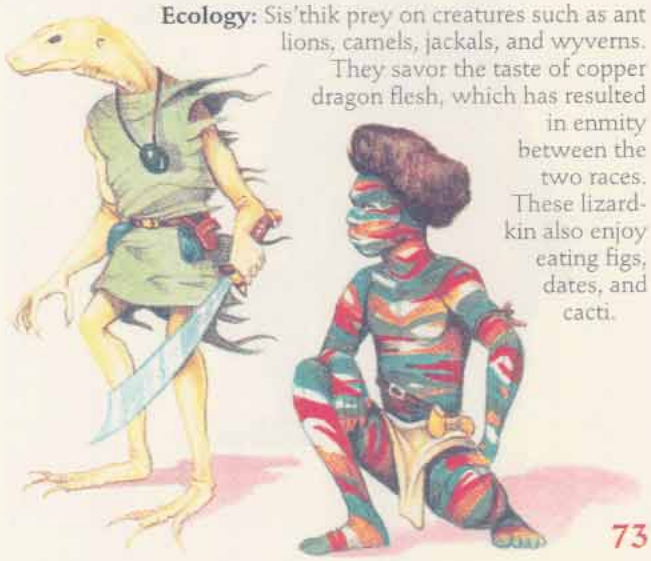
Habitat: Sis'thik tribes have 3d6 × 10 adult members, plus 4d6 noncombatant children. Female sis'thik control the tribes and do all the fighting. The males seem slow and stupid, existing only for mating and drudge work. Females do not reproduce often, considering how much other work they have to do. Most lay a clutch of 2d4 eggs every other year.

Each sis'thik tribe follows a queen with 8 Hit Dice, who receives a +3 bonus to damage rolls. The queen is accompanied at all times by 2d4 bodyguards, each with 4+1 Hit Dice. Each tribe also includes 1d4 shamans of 1st to 8th levels.

Some sis'thik tribes breed xytar lizards as mounts; two sis'thik can ride a single xytar. In addition, these lizard-kin have been known to cooperate with blue dragons.

Each sis'thik tribe has its own territory. Any who wish to cross it must debase themselves before the queen and shower the tribe with gifts of wine, food, and metal items. Sis'thik sometimes build shelters of mud brick, usually near oases and other resting places. They do not appreciate others using these structures without permission.

Ecology: Sis'thik prey on creatures such as ant lions, camels, jackals, and wyverns. They savor the taste of copper dragon flesh, which has resulted in enmity between the two races. These lizard-kin also enjoy eating figs, dates, and cacti.



	Cayma	Gurrash	Krolli	Shazak
CLIMATE/TERRAIN:	Temperate to subtropical swamps and forests	Bayou	Hill or mountain	Temperate to subtropical swamps and forests
FREQUENCY:	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Village	Village	Community	Tribe
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)	Average to Very (8-12)	Average (8-10)
TREASURE:	K	M	M (A)	K (A)
ALIGNMENT:	Neutral	Chaotic evil	Any	Neutral
NO. APPEARING:	10d6	1d6	1d20	3d6
ARMOR CLASS:	7	5	3 (2)	5
MOVEMENT:	9	12, Sw 18	10, Fl 18 (C)	9
HIT DICE:	2	3	3	3
THAC0:	19	17	17	17
NO. OF ATTACKS:	1	3	3(4)	3
DAMAGE/ATTACK:	1d3 (or by weapon) or by weapon	1d4/1d4/2d4 (or by weapon)	1d8+1/1d8+1/1d6+1 (or by weapon)	1d2/1d2/1d6 (or by weapon)
SPECIAL ATTACKS:	Surprise	Tail slap, drown	Airborne attack	Nil
SPECIAL DEFENSES:	Stealth	Nil	Acute senses	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1' tall)	L (8' tall)	L (7'-8' tall, 17'-20' wingspan)	M (6' tall)
MORALE:	Average (8-10)	Elite (13-14)	Elite (13-14)	Elite (13-14)
XP VALUE:	65 (120 w/Legacy)	420	270 (420 w/Legacy)	65 (120 w/Legacy)
5 HD Shaman	420 (650 w/Legacy)	(650 w/Legacy)		270 (6 HD Leader)
6 HD Shaman	650 (975 w/Legacy)	650 (Leader)		
7 HD Shaman	975 (1,400 w/Legacy)			

The lizard kin of the Orc's Head Peninsula were created by the Herathians about 1700 years ago, using captured wallaras as raw material. The lizard kin were created to serve as soldiers and slaves, but none of the three races were suitable. The shazaks and caymas were set free, while the savage gurrash escaped from Herathian control. Now the great marsh known as the Bayou and the surrounding regions are home to three distinct races of lizard kin: the shazaks (much like the lizard men described in the MONSTROUS MANUAL tome), the more barbaric gurrash (also called "gator men"), and the diminutive caymas.

All lizard kin speak a variant of the shazak tongue, which has a written form that shazaks and a few gurrash mages understand. Fluency with one dialect gives a basic understanding of the other two. A few lizard kin also speak common, although this ability is very rare.

Lizard kin are slow to show the coloration changes wrought by the Red Curse. It might take several years for a lizard kin to acquire red skin or scales.

The Red Curse: Most lizard kin do not normally venture into the cursed regions of the Savage Coast, but those who do are susceptible to the effects of the Red Curse. They can all acquire Legacies, requiring *cinnabryl* to ward off Affliction.



Cayma

These reptilian humanoids stand about 1 foot tall, with green or brown skin and black eyes. They have infravision with a range of 90 feet.

Intelligent and sociable, caymas live together in villages, herding aurochs (large, shaggy bison) and trading auroch meat and *cinnabryl* with the shazaks. Aurochs are about 6 feet tall at the shoulder, so the caymas have some interesting herding techniques. A cayma herder usually rides an auroch, using sticks with metal hooks on the end to tug on the auroch's ears, thereby directing it. Caymas have also domesticated small lizards (2 to 3 feet in length), which they use to pull their war chariots and as beasts of burden.

Combat: Caymas generally avoid combat except in self-defense. They prefer to surprise opponents, make a few quick attacks, and then flee. They use large (for them) bone daggers (which inflict 1d2 points of damage), small javelins called boks (which inflict 1d6 points of damage), and special grenades manufactured by cayma Wokani. Refer to *The SAVAGE COAST Campaign Book* for more information on cayma weapons.

All caymas move silently and hide in shadows with a 40% chance of success. Those attacked by concealed caymas receive a -2 penalty to surprise rolls.

Caymas are incredibly tough for their size; this is a deliberate feature incorporated by their Herathian creators.

Habitat/Society: Caymas build haphazard villages of tunnels and chambers protected by rickety palisades of mud, sticks, and any other material they can obtain. The villages have many entrances, all of them the equivalent of concealed doors. The caymas are inordinately proud of these structures and refuse to see any flaws in the designs, no matter how blatant.

Each cayma village includes 10d6 adults, and half that many noncombatant offspring. Immature caymas reach adulthood in one year. Each village is led by a shaman, equivalent to a priest of 5th to 7th level. These shamans live longer than the average cayma (60 years, as opposed to the normal 40-year life span), so their hides grow tough, giving them an Armor Class of 6. With a shaman in a cayma party, the creatures' morale increases by 1 level.

Not only do the better warriors use bone weapons and tools, they wear ceremonial bone and feather headdressesÑthe more elaborate the headdress, the greater the warrior. However, these caymas avoid wearing such adornments in battle, not wishing to alert the enemy to their superior abilities.

Caymas tolerate shazaks and are afraid of gurrash. Caymas are not necessarily hostile but are very leery of the "big" races. Often, caymas have been taken as slaves by larger, evil races.

Ecology: Caymas are just beginning to develop more complex lifestyles, and they have even begun to develop a simple monarchy. Caymas enjoy eating giant-sized reptiles and amphibians but sometimes fall prey to large predators. They make extremely reliable guides in swamps.

Gurrash

The savage gurrash stand about 8 feet tall and weigh almost 300 pounds. They have deep green scales and heads like alligators, with prominent sharp teeth and slitted red eyes.

Gurrash consider themselves the mortal enemies of shazaks, usually attacking them on sight in an effort to drive the shazaks away from gurrash homeland.

Combat: Gurrash make formidable warriors. The bite of a gurrash causes 2d4 points of damage, and its prodigious strength gives it a +2 bonus on any weapon damage it inflicts. A gurrash can either use its claws to attack or it can wield a weapon; it can even use a weapon and bite in the same round. Gurrash are very warlike, protecting their territories from all trespassers. They are also naturally savage and difficult to control, often (10% chance per melee round) going berserk when crossed or wounded. A berserk gurrash gains an additional attack, a +1 bonus to hit and damage, and can fight to -7 hp.

Gurrash also have several special unarmed combat moves. If an opponent is behind a gurrash, the gurrash can make a *tail slap* attack in addition to its other attacks, inflicting 1d8 points of damage. To use its special *drowning* attack, the gurrash must successfully attack with both front claws. If this happens, the gurrash drags its opponent underwater. The victim will then drown in 1d3+1 rounds. The DM should treat this as a wrestling unarmed combat maneuver.

In most cases, the village chief will be noticeably larger than the other gurrash in the tribe. Gurrash leaders must show extreme ferocity during their raids or face displacement through ritual challenge. The village chief causes 3d4 points of damage with its bite and possesses a 19 Strength, gaining a +3 bonus to attack rolls and a +7 bonus to damage rolls with a weapon.

Habitat/Society: Gurrash hunt and make war; they are survivors in an unforgiving environment. They refuse to negotiate with strangers, preferring instead to attack unwary parties of humans and demihumans. When their population depletes the available resources, the shamans call for raids to keep the gurrash from feeding on each other.

Gurrash worship the Immortal Goron, the embodiment of gurrash evil and destruction. As the reptilian queen of evil and water, she made the gurrash brutal and bloodthirsty, causing them to revolt against the Herathians. For the gurrash, Goron is the patron of victory.

Ecology: Not originally a naturally occurring species, gurrash are at the top of the food chain in their bayou homes.

Gurrash subsist on lizards, alligators, fish, and the occasional shazak. Still, raiding parties of gurrash have sometimes been known to make sweeps of isolated settlements for fresh human meat to supplement their diet.

Krolli

Krolli are a strong race of warm-blooded, winged lizardmen native to the Arm of the Immortals. Krolli are usually 7 to 8 feet tall and are quite lightweight (150 to 180 pounds) for their size.

Combat: Krolli are short-distance, high-speed fliers. A flying krolli can carry up to 30 pounds unencumbered, or 45 pounds encumbered. An unencumbered krolli must attempt a saving throw vs. paralyzation for every 15 minutes of flight. If it fails, it must rest 1 hour for each previous 15 minutes of flight. An encumbered krolli must attempt a saving throw every 5 minutes.



A krolli's unfeathered wings are AC 7. Only those taller than the krolli can attack the wings while standing in front, but back attacks are always made against the wings. Krolli that have lost 50% or more of their hit points cannot fly.

Krolli have superhuman Dexterity, phenomenal Strength, and extremely acute senses. All krolli undergo rigorous training from youth. A krolli warrior can attack with a vicious claw/claw/bite attack when standing, or with a claw/claw/rear claw/bite (1d8+1/1d8+1/1d10/1d6+1) attack when airborne. They can also attack standing opponents while airborne. Few krolli (30%) attack with weapons, but many use shields.

Fully 95% of all krolli are fighters capable of attaining up to 7th level. The remaining 5% of the population are likely to be priests of their patron Immortal, Ka the Preserver.

Habitat/Society: Krolli prefer to have their communities far from humans and their ilk. They form solitary communities, or eyries. Each eyrie contains 3d20 krolli, with one 7th-level fighter for every ten krolli. An eyrie also contains young (1/2 HD), equal to about 10% of the number of adults.

While they do not relish the company of humans, they appreciate the wealth to be had in dealing with men, and they will sometimes venture forth to trade. Krolli will occasionally be encountered among men, either trading or employed as mercenaries. In short, wherever profit is to be had, there will be krolli.

Ecology: Female krolli lay 2d4 eggs per year. Of these, only about 25% actually hatch. Krolli eggs are very tough, and krolli society strictly forbids helping the young out of their shells, which they believe helps to keep the race strong. Outsiders are sometimes horrified by this harsh and pragmatic attitude. A krolli that reaches maturity can live as long as 125 years, although warriors seldom live that long.

Shazak
The shazaks are peaceful primitives. They stand about 6 feet tall and have dark green or brown scaly skin and slitted gold eyes. Shazaks sometimes serve as mercenaries for Herathian nobles. They have developed a written language, art, and trade since establishing their own society. They are ruled by a monarch known as the Shaz.

Combat: Though not as ferocious as the gurrash, shazaks are strong, hardy, and far more dependable. They can choose from many different weapons, ranging from spears to swords. They have domesticated large bats (mobats) which serve as mounts for the important members of the tribe and for the beast-riders among them.

Habitat/Society: Shazaks are survivors. When they were turned out by the Herathians, they adapted to the bayou. Chased from that habitat by the gurrash, they adapted to their woodland home. They pursue peaceful callings like pottery and fishing, but they also serve Herathians in times of war. They must defend their homes often from both gurrash raids and rakastan invasions from Bellayne.

Ecology: Shazaks are to some extent the caretakers of their woodland homes. They cull old trees and trade the rare woods to Herath and keep the plant and animal populations within bounds. Shazaks have no widespread effect on the rest of the Savage Coast and the Orc's Head Peninsula.

Lizard-kin, Agrutha

CLIMATE/TERRAIN	Temperate swamp
FREQUENCY	Very rare
ORGANIZATION	Tribal
ACTIVITY CYCLE	Any
DIET	Carnivore
INTELLIGENCE	Low (5–7)
TREASURE	D
ALIGNMENT	Neutral
NO. APPEARING	1–8
ARMOR CLASS	5
MOVEMENT	6, swim 12
HIT DICE	4+3
THAC0	17
NO. OF ATTACKS	3 or 1
DAMAGE/ATTACK	1–4/1–4/1–6 or 1–10
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	Nil
MAGIC RESISTANCE	Nil
SIZE	M (7'–8' tall)
MORALE	Champion (15–16)
XP VALUE	120
Leader	175
Shaman	175



Agrutha are huge, brutish versions of the normal lizard man. They have the snouts, powerful jaws, thick scales, and lashing tails of their animal ancestors, plus a pair of stubby legs and long, apelike arms. Agrutha ordinarily stand almost 8 feet tall and are hugely muscled. They wear no clothing and carry only what they need for the moment.

Combat: Agrutha prefer to attack by ambush. Like normal alligators on the hunt, they submerge themselves up to their eyes in muddy water and wait for a chance to spring. While doing this they can easily pass for logs or regular alligators to the casual eye. Though usually sluggish, agrutha are capable of short, sudden bursts of speed. Despite their size, they have a good chance of catching anybody by surprise who is not looking out for them. If enraged or unable to ambush, agrutha charge headlong into the midst of their enemies, bellowing the whole time.

Agrutha fight with their massive fists and a crushing bite. If attacked from behind or given enough room, they swing their tails around for 1–10 points of damage. Agrutha occasionally use weapons, preferably crude spears or clubs they made themselves, or else finer weapons taken from past opponents. Agrutha have a natural 18/76 Strength, which gives them a +2 attack bonus and a +4 damage bonus to weapon attacks.

A group of seven or more includes a tribal alpha leader with maximum hit points and 18/00 Strength. The leader usually (75% chance) has a weapon. If the tribe is large enough to have an alpha, there is a 25% chance that a shaman is in the group. Agrutha shamans are usually 1st or 2nd level and are never higher than 3rd unless they are player characters.

Habitat/Society: Agrutha live in the deepest marshes and swamps. They ordinarily associate in loose tribes, staking out a territory in a small lake, river bed, or similar place. The tribal alpha is the biggest and strongest agrutha in the area. Even if they are a part of a tribe, agrutha tend to hunt singly or in pairs. Females lay eggs once a year in 2–3 egg clusters. They dig a large hole out of the mud in a secluded spot and line it with reeds and branches. The females fiercely protect the eggs and young until they have grown enough to fend for themselves. They stay in the nest, letting the males hunt for them, and they gain a +2 attack and damage bonus while defending the nest.

Because they live in the same areas and have similar outlooks, agrutha are the most likely of all the sub-species to associate with common lizard folk. If the two peoples live close to each other, there is a good possibility the agrutha hunt and protect the territory along side their smaller cousins. Lizard kings and leaders enjoy using them as berserker shock troops.

Ecology: Agrutha eat the meat of whatever animal gets close enough to them while they are hunting, including humans. They will not, however, go out of their way to attack settlements unless they are goaded into doing so by other lizard folk. They typically subsist on deer, fish, bears, and whatever else they can get their jaws on.

Monstrous ~ 1714 ~ Collection

	Brute	Master
CLIMATE/TERRAIN	River beds	Temples, cities
FREQUENCY	Very rare	Very rare
ORGANIZATION	Solitary or tribe	Solitary or tribe
ACTIVITY CYCLE	Any	Any
DIET	Carnivore	Carnivore
INTELLIGENCE	Low (5–7)	Very (11–12)
TREASURE	D	K
ALIGNMENT	Neutral	Chaotic evil
NO. APPEARING	1 or 2–7	1 or 2–7
ARMOR CLASS	5	5
MOVEMENT	9, swim 12	9, swim 12
HIT DICE	5	3+2
THAC0	15	17
NO. OF ATTACKS	2	1
DAMAGE/ATTACK	2–8/1–12 or by weapon	2–8 or by weapon
SPECIAL ATTACKS	Nil	Spell casting
SPECIAL DEFENSES	Nil	Spell casting
MAGIC RESISTANCE	Nil	Nil
SIZE	L (8' tall)	M (6'–7' tall)
MORALE	Elite (14)	Elite (14)
XP VALUE	175	270
High priest		420



Crocodilians are much like agrutha except they are larger and even more ferocious. Full-grown crocodilians can reach up to 15 feet in length from nose to tail tip.

Combat: Crocodilians fight with long jaws and sledgehammer tails. Some use weapons, but these are always taken from or traded with others, as their natural weaponry is formidable. If they wield weapons, they are usually large—two-handed swords, halberds, or battle-axes. A crocodilian with weapon in hand can bite or tail strike in the same round, but not both. Brute crocodilians have Strengths of 18/76–18/00. A few (10%) have Strength 19.

Habitat/Society: Crocodilians are more solitary than their alligator brethren. While agrutha live in groups, crocodilians tend to stay away from each other. If they meet, they are likely to fight for dominance. Crocodilians sometimes build mud-and-straw huts but are just as likely to live in the water with whatever regular crocodiles are in the area. They hunt wherever other crocodiles might be found.

Crocodilians congregate in small tribes if near a large number of crocodiles, the hunting is good, or a strong leader appears. Such crocodilians live in a small hut village, abandoned buildings near the water, or underwater caverns. There is a 50% chance that 1–4 giant crocodiles live near them, too.

Though short-tempered and frightening in battle, they are more likely to talk with humans and demihumans than agrutha are (unless, of course, they are very hungry). While not terribly bright, crocodilians consider themselves the equal of other sentient races and might exchange goods or information. Crocodilians are highly territorial, though, and it is not a good idea to invade their hunting grounds without their consent.

Ecology: Brute crocodilians have little to fear from others. They eat meat and are big enough to take down pretty much any prey they desire. Crocodilian females lay eggs once a year during the wet season.

Master Crocodilians: The masters (as they refer to themselves) are smaller, evil versions of crocodilians. They take malicious glee in killing and eating humans. They fill their days and nights with mirth borne of vile acts, laughing incessantly with guttural chuckles. The masters retain their crocodilian jaws, but their tails are shorter (only 2–3 feet long) and cause no damage. Masters typically fight with weapons and make up for their small size with spellcasting ability. They are all at least 5th-level priests of Set, Anubis, or another evil deity.

Masters typically set themselves up in the sewers or a hidden temple in a large city where they can hatch their loathsome plans. While solitary by nature, they sometimes congregate in small sects. If there are five or more masters together, one of them is a high priest who has been granted 7th-level spellcasting ability and the physical size and combat ability of a brute. Brute crocodilians do not like the masters, but the latter have a knack for manipulating the brutes. Master crocodilians enjoy the company of mummies, jackalweres, and spirit nagas. They often have a pit of normal or giant crocodiles in the depths of their lairs for sacrificing victims.

Master crocodilians are scholars of history, religion, and evil magic. On the other hand, they never learn the spoken languages of warm-blooded sentients. To their ears, human speech is nothing more than the bleating of sheep.

CLIMATE/TERRAIN	Tropical, subtropical or urban
FREQUENCY	Very rare
ORGANIZATION	Tribal
ACTIVITY CYCLE	Nocturnal
DIET	Carnivore
INTELLIGENCE	Average (8–10)
TREASURE	D
ALIGNMENT	Neutral good
NO. APPEARING	1–8 or 2–20
ARMOR CLASS	4
MOVEMENT	12, climb 12
HIT DICE	1
THAC0	19
NO. OF ATTACKS	1
DAMAGE/ATTACK	By weapon type
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	See below
MAGIC RESISTANCE	Nil
SIZE	M (5'–6' tall)
MORALE	Steady (11–12)
XP VALUE	35



Small, quick, brightly-colored, and curious, geckonids are the friendliest of the lizard peoples. Soft, interconnecting scales of green, blue, red, and brown cover their skin. Most stand around 5 feet tall (except the tokays—see below). Their limbs are short and thin, their tails short and stubby. The most striking features of the geckonids are their eyes: huge, bulbous orbs on either side of their faces. Most interesting, though, are the suction cups on their fingers and toes that allow them to climb walls and ceilings as if they were floors.

Combat: Geckonids would rather run away than fight, since their teeth and claws are too small to cause damage. If forced to fight, they use speed and climbing to their advantage.

Since they can stick to almost any surface and leap up to 30 feet, geckonids often have the advantage of surprise. In combat they run along walls to throw off their opponents, dodge blows by leaping to the ceiling, and—if things go badly—scamper up a steep surface. If fighting in an area where there are a lot of surfaces (indoors, urban streets, forest or jungle, or similar environments), they have the AC given above. While fighting in the open, they can still rely on their natural speed and dexterity, but their AC drops to 7. Immobilized geckonids are AC 10.

Geckonids can see invisible creatures and objects. They do not realize the things they see are invisible and, if associating with others, assume that everybody else notices the invisible person or object as well. They can all Climb Walls (95%), Hide in Shadows (50%), Move Silently (75%), and Backstab, which is their favored method of fighting. Geckonids have mild chameleon abilities. Their skin color changes slightly according to their mood and surroundings.

Habitat/Society: Geckonids live in small communal tribes and prefer small villages in steaming jungles and forests.

Geckonids are driven by an insatiable curiosity. They love to explore, and they frequently wander into nearby cities, which they consider treasuries of unending interest. After exposure to civilization, geckonids often become thieves (up to 12th level) or even mages (up to 7th level), with a corresponding increase in Hit Dice. They do not feel avarice. Rather, they steal as an excuse to poke around in others' belongings. It amuses them to dodge the law by running up the sides of buildings and peeking over the edges to see the looks on the guards' faces.

Geckonids are generally friendly, cheerful, and polite in their own odd manner. They have a different way of thinking. They like to observe conversations, interjecting only to make a strange comment or tell a joke only they understand. For instance, a geckonid might loudly croak in someone's face, then pretend the speaker had said something important in the geckonid's own language. Or, a geckonid might hold open his mouth for several minutes. If asked why, the geckonid claims to be waiting for the birds to come out. Geckonids play bizarre, harmless pranks on their friends when they are bored.

Ecology: Geckonids live on birds, small animals, and insects. In the wild, the small, weak geckonids have much to fear from predators. Were it not for their speed and climbing abilities, the species would have vanished long ago.

Tokays: The dark side of normal geckonids, tokays are large, strong, and ill-tempered. Tokays stand almost 6 feet tall and have teeth large enough to bite for 1d4 points of damage. All have pink scales with gray dots. Tokays tend toward neutral or neutral evil. If they take a class, they usually become thieves to steal and cause trouble. They have the same odd outlook as other geckonids but with a rude, cruel bent. The loud croak of a tokay geckonid sounds somewhat like a dog barking.

CLIMATE/TERRAIN	Tropical or sub-tropical
FREQUENCY	Rare
ORGANIZATION	Tribal
ACTIVITY CYCLE	Any
DIET	Omnivorous
INTELLIGENCE	Low to average (5–10)
TREASURE	D
ALIGNMENT	Neutral

NO. APPEARING	2d10+12
ARMOR CLASS	7
MOVEMENT	12, climb 9, swim 12
HIT DICE	1+1
THAC0	19
NO. OF ATTACKS	3 or 2
DAMAGE/ATTACK	1–3/1–3/1–4 or by weapon
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	+2 to saving throws vs. poison
MAGIC RESISTANCE	25% (see below)
SIZE	M (6'–7' tall)
MORALE	Steady (11–12)
XP VALUE	35
Shaman, 3rd	175
Shaman, 5th	650
Shaman, 7th	1,400



Iguana people, or iguanids, are tall, thin, enigmatic creatures. They stand 6 feet tall or more, their heads and throats adorned with large frills. They have long talons on their hands and feet for climbing and fighting.



Iguanids are immensely adaptable and the most prolific of the lizard peoples. They change easily to meet the needs of their surroundings. The most common iguanids are the large tree-dwelling tribes, marked by their long tails and bright green scales. The northern rock iguanid tribes have dull gray or brown coloration, stronger limbs, and shorter tails. Island iguanids make their homes on rocky shores and can breathe water as well as air. They have heavy, lumpy bodies and heads and hard, brownish-green scales.

Iguanids wear little clothing, but they enjoy body painting, jewelry, tattoos, and other adornments. There is much to be read in the coloration and detail of an iguanid's face paint, which displays the individual's social status.

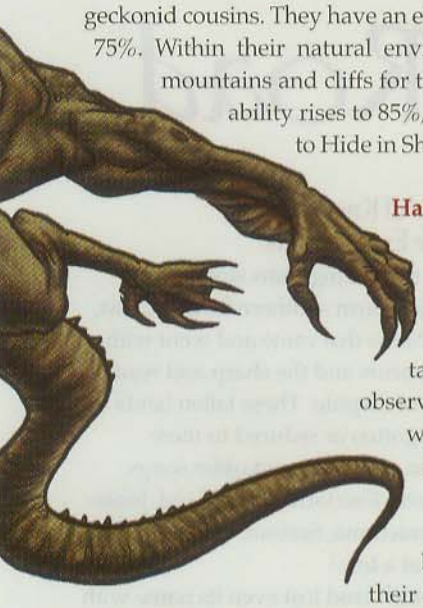
Combat: Iguanids are largely peaceful and prefer to keep to themselves. They avoid combat unless their homes or young are threatened. As iguanids are not ordinarily given to fighting without reason, they have little grasp of tactics. They swarm out from hiding and try to take down their opponents by sheer numbers. If that fails, they flee and relocate.

Iguanids usually fight with weapons, preferring spears, javelins, and darts. Their long, sharp talons are built for climbing but make effective weapons in a pinch. They can also whip opponents with their tails. Iguanids can whip with their tails and strike with either a weapon or claws in the same round.

Iguanids are deeply religious. For every ten iguanids, there will be a 3rd-level druid shaman. For every thirty, there is a 5th-level druid shaman. Each tribe is led by a druid of at least 7th level.

Much like dwarves, iguanids have an inherent resistance to magic. Iguanids must roll for failure even if they cast spells, read scrolls, or use magical items that require activation (not magical weapons and other permanent magic). The chance of failure is 20%. This effect applies only to wizard spells and items, not to priest spells and divine effects. Iguanids' own druidic powers are unrestricted. They also gain a +2 saving throw bonus vs. poison.

Iguanids are excellent climbers, though not the equal of their geckonid cousins. They have an effective Climb Walls ability of 75%. Within their natural environments (trees for greens, mountains and cliffs for the rock tribes) their climbing ability rises to 85%, and they have a 40% chance to Hide in Shadows.



Habitat/Society: Iguanids base their lives around a worship of natural forces. Their priests are all druids. They follow a strict series of taboos, holidays, and religious observances. Iguanids reflect their worship in face painting and personal adornment.

The common green iguanids live in villages built among the tree tops of their hot jungle homes. Since they are such good climbers, they do not need to connect their homes with bridges, ladders, or ropes. Their tribes are loose theocracies ruled by shamans who oversee their people's simple lives of hunting, gathering, and religious observance.

The rarer rock iguanid tribes make their homes among the cliffs, craggy hills, and deserts to the north of the jungles. They usually set up their village in a cave network but sometimes build simple hut villages if there is nothing available. The same goes for the sea iguanids, who are likely to live in seashore huts or air-filled, underwater caverns.

Most iguanids are rather stupid. They are happy to follow the dictates of the more intelligent iguanids who lead the religious ceremonies and control tribal life. Iguanids spend most of their time sitting in packs, sunning themselves, and contemplating the world around them. They rarely speak.

On the other hand, iguanids have an uncanny knack for making friends with natural creatures. They always have at least 1–6 giant iguanas around as guards (treat them as giant lizards) and mobs of regular iguanas as pets. There is a good (50%) chance that various other local animals, such as jaguars and giant snakes, frequent their villages.

The only exception to the general peacefulness of the iguanids is during the mating season. During this time, the males become aggressive and violent as they vie for the attentions of the females. Iguanid males rarely fight or kill each other, but their contests do make for a lot of loud croaking, wrestling, and head-bobbing. They do not allow outsiders near their villages during the mating season.

Iguanids are the only lizard people who retained their ancestors' ability to lose their tails. If an iguanid's tail is grabbed and strongly jerked, such as by a predator, it comes off. The tail grows back shorter and darker within a few weeks. Iguanids do not consider themselves to be adults until they have lost their tails at least once. An iguanid male might brag about how many tails he has lost in an attempt to prove that he has experienced a great deal of danger.

Ecology: Iguanids are the only lizard people who enjoy eating fruits and vegetables, though they frequently supplement their diet with birds, eggs, insects, and small animals. Iguanid tribes get along well. They do their best to avoid other lizard folk with the exception of geckonids, whom they do not mind. Varanids especially enjoy tormenting iguanids, whom they consider a weakling aberration of the lizard folk.



CLIMATE/TERRAIN	Tropical
FREQUENCY	Very rare
ORGANIZATION	Tribal
ACTIVITY CYCLE	Any
DIET	Carnivore
INTELLIGENCE	Average (8–10)
TREASURE	D
ALIGNMENT	Neutral
NO. APPEARING	1–6 or 8–15 (1d8+7)
ARMOR CLASS	7
MOVEMENT	15,
HIT DICE	2
THAC0	19
NO. OF ATTACKS	4 or 3
DAMAGE/ATTACK	1–3/1–3/1–4/2–5 or by weapon
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	Nil
MAGIC RESISTANCE	Nil
SIZE	M (6'–7' tall)
MORALE	Champion (15)
XP VALUE	65
Lasher/war leader	120
Commander	270
Sshistak	650
Shaman, 3rd	175
Shaman, 5th	420



The natives of certain tropical islands live in fear of the reptilian warriors who strike in the darkness to take their children and plunder their villages. Fast, lithe, agile, and vicious, varanids are a warrior race of bipedal komodo dragons. When not on the hunt, they are a quiet, harsh, emotionless people. In combat, though, they are bereft of fear or mercy.

Combat: Varanids have a full array of natural weaponry: talons, teeth, and a 6'-long whiplike tail ridged with razor-sharp scales. They also enjoy using weapons, and they often enter combat with a strange array of curved axes, swords with blades at both ends of the pommel, double-headed spears, barbed nets, and star-shaped punch daggers, all of their own bizarre design. They have a natural affinity for weapons and quickly learn to use whatever weapons they find. Almost every member of the race is ambidextrous, and warriors usually fight with two weapons and strike with their tails in the same round. They never use shields, which they consider to be for the weak, and they wear only small pieces of armor.

For every ten warriors present, there is a 3-HD "lasher" whose task is to whip the warriors into battle fury and kill any who dare to flee. In small parties, one of the lashers acts as the war leader. For every three lashers there is an additional 5-HD commander. Every tribe has a 7-HD warrior-king (or *sshistak*) and a shaman (5th-level priest). The priest has 1–4 3rd-level acolytes. Varanids worship a minor pantheon of reptilian gods.

As ferocious as they are, varanid warriors are wily, cunning fighters. They use every dirty trick and guerrilla tactic without reservation. Because varanid minds are so alien, human opponents can never be sure what to expect. Hit-and-run attacks, sudden ambushes, night fighting, decoys, snares, spoiler runs, and even terror tactics are all part of their strategy.

Habitat/Society: Varanids live in dense jungles, on tropical islands, or amid wide savannas. They typically gather in tribes of about 100–150 individuals, including their young. They tend to build hut villages around natural formations.

Varanids live to prove themselves in war. The best warrior, in their minds, makes the best leader. Ironically, when not fighting they are a reserved, peaceful species. They rarely fight among themselves and spend their days spear fishing, swimming, repairing huts, and sunning themselves on rocks. If carefully approached, they are not averse to talking or trading. Varanids speak a highly developed dialect of the common Lizard Man tongue that warm-bloods can learn with practice.

Varanids live by a stoic philosophy of strength and ability. To them, there is no excuse for failure. Unavoidable accident is one thing; allowing yourself to fall for a trick is another. They feel that their defeated enemies wanted to be beaten. If not, why did they not make themselves stronger than the varanids?

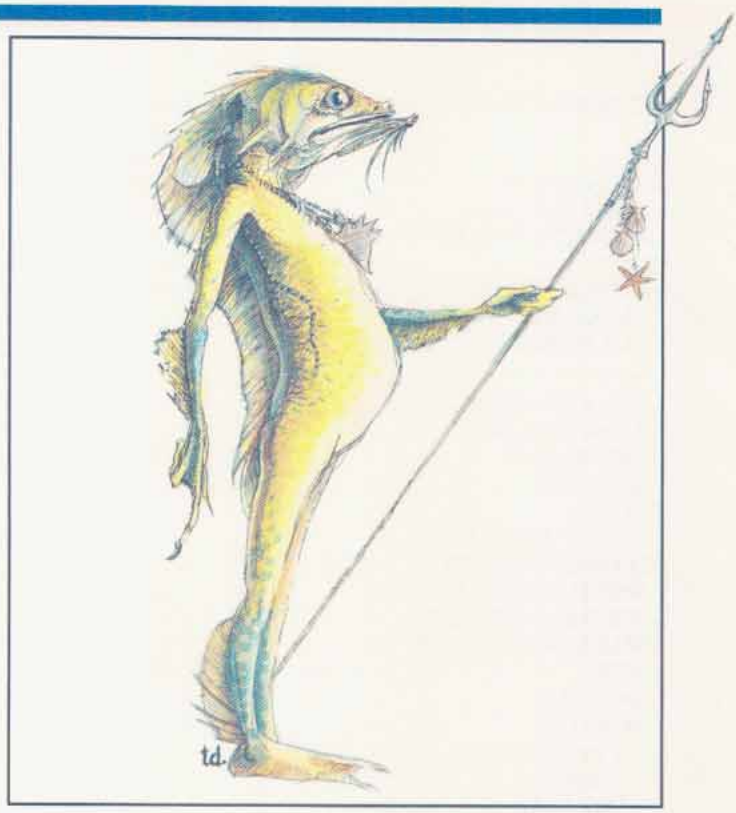
From time to time, varanid warriors wander off to prove themselves on other battlegrounds. Singly or in small groups, they drift into civilized territories where they offer themselves as mercenaries or assassins. They do not like to work as bodyguards, though, as standing around waiting for a fight to happen is against their nature. They are predators, not protectors.

Ecology: Varanids live by a strict meat diet. They generally prefer fish, birds, and eggs but will eat anything that bleeds. Varanids actively search for new settlements to raid and new fights to pick.

Locathah

CLIMATE/TERRAIN:	Tropical and subtropical/ Coastal waters
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	A
ALIGNMENT:	Neutral

NO. APPEARING:	20-200
ARMOR CLASS:	6
MOVEMENT:	1, Sw 12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' + tall)
MORALE:	Average (9)
XP VALUE:	35



The locathah are a humanoid race of aquatic nomads that roams warm coastal waters.

A typical locathah stands 5 to 6 feet tall and weighs 150 to 200 pounds. The skin is covered in fine but tough scales. The scales vary in color from a ivory yellow on the stomach and neck to a pale yellow on the rest of the body. The fins of their ears and spine are ocher. The ear fins enhance hearing while the large eyes are designed to enhance underwater vision. The only way to distinguish males from females is a vertical ocher stripe marking the egg sac. On the surface, locathah have a typically fish-like smell. They speak their own language; 10% also speak merman, koalinth, or other aquatic languages.

Combat: The intelligent locathah have developed tactics that enable them to beat their deadlier rivals. They always operate in teams, the larger the better. Furthermore, when away from their homes they ride giant eels that act as both mounts and allies.

A typical locathah force is armed as follows:

Lance	20%
Crossbow	30%
Trident	30%
Short sword	20%

Since a locathah lacks claws or teeth, it cannot do damage if it is disarmed. If that happens, it will either grapple a foe (if armed locathah are present), look for weapons, or flee. Locathah only battle to the death if cornered or if their home is threatened.

Habitat/Society: Locathah have developed a society similar to that of surface humans. They have a well-developed hunter-gatherer society and a strong sense of territory. Locathah make their lairs in rocks carved into castle-like strongholds. These aquatic castles are very similar to their surface counterparts. Openings are protected by stout doors, shutters, or coral bars. Often 4d4 moray eels are used as guardbeasts. There is a 50% chance that Portuguese man-o-war jellyfish may be used as traps. A herd of giant eels is kept at the edge of each stronghold.

Locathah have a communal society organized in tribes of 20 to several hundred. Each band of forty locathah has a leader (18 hit points, treat as a 4th-level fighter) and four assistants (14 hit points, treat as 3rd-level fighters). Clans of more than 120 locathah are led by a female chieftain (22 hit points, treat as a 5th-level fighter) accompanied by 12 guards (12-14 hit points, treat as 3rd-level fighters).

Clan chieftains are prolific egg layers. Eggs are gathered into well-guarded nurseries where they hatch after five to six months. Hatchlings are raised communally but each is assigned a "parent", a nonwarrior adult that takes personal responsibility for that hatchling.

Locathah shamans are priests of up to the 3rd level.

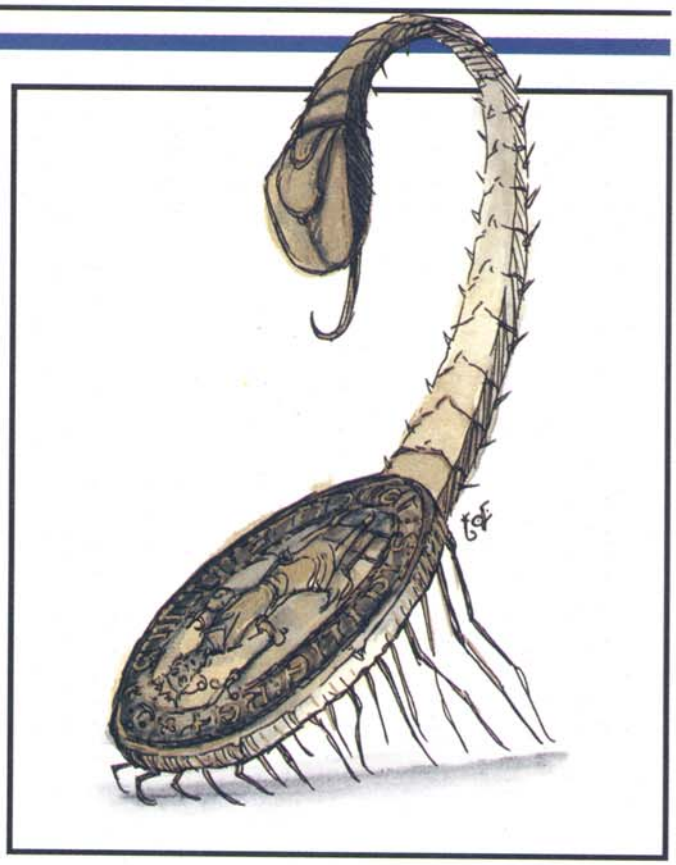
Ecology: Locathah are omnivorous. They have both aquatic farmers and hunter-gatherers that provide a varied diet for their clan brethren. The locathah's stone-age technology is limited to manufacturing weapons, tools, and ornaments from available materials. More advanced or magical items are scavenged from sunken wrecks, invaders, and drowning victims. Although they defend their territories against hostile invaders, locathah cooperate with nonhostile visitors, especially traders. Locathan coral carvings and jewelry are highly valued by art collectors and are traded for forged metals, ceramics, and durable magical items. Locathah can be hired to assist travelers in their realm. They also collect tolls from fishermen using locathah territorial waters.

Locathah never voluntarily leave the water. They are almost helpless on land. They are limited to slow crawls because they are unused to supporting their own weight. The use of magic to fly or levitate will negate this helplessness. They risk swift suffocation as their gills dry out; after ten turns, a surfaced locathah suffers 1 point of damage each round. If the locathah immerses itself in water, the damage is halted.

Locathah always try to recover captive locathah or their bodies. If such are detected aboard a ship, other locathah might first demand the return of their kin or simply sink the boat by carving into its bottom.

Lock Lurker

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 (bite) or 1d4+5 (sting)
SPECIAL ATTACKS:	Paralyzing venom
SPECIAL DEFENSES:	Partial etherealness
MAGIC RESISTANCE:	Nil
SIZE:	T (1" diameter, 1'-long tail)
MORALE:	Elite (13–14)
XP VALUE:	175



The tiny lock lurker is the bane of thieves and is often placed as a guard against such infiltrators. It looks like a coin—a cold, hard, coppery or bronze disk (25% are silver or golden). It has two rows of tiny, retractable legs on its underside, surrounding a razor-sharp iris of teeth, and a lightning-fast stinger that can be up to a foot long, but this stinger is usually on the Ethereal Plane, invisible to observers on the Prime Material.

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

Combat: A lurker's teeth can bite through hide, hair, or leather armor, but not metal. The stinger can attack creatures in the Ethereal Plane and materializes on the Prime Material Plane only when the lurker launches an attack; that strike is powerful enough to pierce any armor and stun opponents of less than man size for 1–2 rounds. It inflicts damage and injects a venom into the victim's bloodstream which *slows* him (per the wizard spell) on the round following the strike. During that round, the victim's body reacts to the poison, prompting a saving throw. If the save is successful, the victim is slowed for a second round, then recovers fully. If the save fails, the victim is immediately paralyzed for 1d6 hours, passes into a 1d2–round slowed state, then recovers. This paralysis is a rigid muscle lock affecting all extremities. A victim cannot be easily manipulated and can easily be hurt if moved. The lurker can sting 40 + 2d4 times per day without exhausting its poison. Venom and any food ingested by a lurker are both held in expandable body sacks on the Ethereal Plane, transferred to and from the Prime Material in a way not fully understood.

The stinger can be attacked on the Prime Material only if materialized there. On the Ethereal, all parts of a lurker can be attacked unless it fully enters the Prime Material (requires one round, allowing an ethereal creature an unchallenged attack).

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

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

Lurkers are hermaphroditic; whenever two adults meet, they mate and go their separate ways. One to four months later, each lurker lays an egg sack of 1d12 × 10 tiny eggs, 60% of which are fertile. Untended, these hatch in 1d6 weeks, typically producing 3d6 offspring. These eat the unhatched eggs (and sometimes each other) until they are fully mobile, then wander off in search of food. They never fight other lurkers, and they mature within seven years.

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

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

Lost Soul

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5)
TREASURE:	O
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4+4 × 4
SPECIAL ATTACKS:	Bite, fear
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6-feet tall)
MORALE:	Steady (12)
XP VALUE:	975



Lost souls are the animated mortal remains of wanderers who die in the Nightmare Lands. Different types of lost souls can be encountered in both the Terrain Between and in the dreamscapes.

When a wanderer dies in the Terrain Between, there is a chance (40%) that the innate power of the land will cause the remains to rise as a zombie-like being called a lost soul. Once a lost soul is created, it immediately searches for others of its undead kind. When it finds them, it merges with them to become a single entity made up of the tangled, rotting bodies of many dead wanderers. The faces of the dead wanderers peer out from the central mass, looking wretched and as pained as the moans they emit. Once merged, the individual wanderers are subsumed into the newly created lost soul. Physical lost souls cannot enter dreamscapes.

A wanderer who dies in a dreamscape has a chance (60%) to become a somewhat different type of lost soul. A lost soul animated in a dreamscape is more insubstantial, more ghostlike. Like the zombie lost soul, the dream lost soul seeks out others of its kind and merges to form a mass of writhing, moaning spirits. Insubstantial lost souls can move from one dreamscape to another, but they cannot survive in the Terrain Between. For every hour that an insubstantial lost soul remains in the Terrain Between, it must make a save vs. death magic to keep from waning away. Each hour beyond the first, a cumulative –2 penalty is applied to the save. Thus, after three hours the save would be made at –4.

These are the only differences between physical and insubstantial lost souls. They are the same in all other respects.

Lost souls do not communicate. A lost soul does produce an eerie groan that consists of many voices merged into one. These groans induce fear in those who hear them.

Combat: A lost soul fights with two claw attacks. If both claw attacks hit the same target in the same round, it makes a third attack roll to try to bite (1d6 damage). Physical lost souls cannot harm dreamers, and insubstantial lost souls cannot harm wanderers.

A lost soul regenerates hit points every round; 1 hit point is regained for every undead wanderer the lost soul consists of. As few as 2 or as many as 8 undead can merge to form a single lost soul (2d4).

For each undead wanderer inside a lost soul, increase the Hit Dice by 1+1, damage by +1, AC by 1, THAC0 by 1, and number of attacks by 1. Therefore, the most powerful lost soul has 8+8 HD, inflicts 1d4+8 damage per attack, has an AC of 3, a THAC0 of 13, and makes 8 attacks.

Habitat/Society: Lost souls roam the Nightmare Lands, seeking living wanderers to add to their tangled masses until they reach their maximum expansion (8 wanderers). While each tortured member of a lost soul has a fleeting memory of its previous existence, the undead creature has a single mind full of chaotic images and hatred of the living.

Ecology: Lost souls have no place in the ecology. They go into a frenzy when they see living beings, seeking to reclaim the warm spark of life that they have lost. Physical lost souls are hunted by arcane heads, who require flesh to sustain themselves.

CLIMATE/TERRAIN:	Temperate, tropical grasslands
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to exceptional (5–16)
TREASURE:	U (Z)
ALIGNMENT:	Neutral
NO. APPEARING:	10d6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6 (×2) or by weapon
SPECIAL ATTACKS:	Trample, berserker rage
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Champion (15–16)
XP VALUE:	650 (Fithik—975, lox-fithik—2,000, tunnuk—varies)



A loxo appears to be a humanoid elephant. Its skin is bluish-gray and wrinkled, with rough, sparse hair. It has thick round limbs, flat feet, and short, stubby fingers. Large ears grace its head, and tusks protrude from its face. Its most striking feature is the pair of trunks that grow from its face. Each is about 2 feet long and has three fingerlike digits at the end.

These creatures wear simple, rustic clothing, favoring cloth with patterns such as circles and diamonds.

Combat: Loxoth are peaceful, but males defend their territory and families with great tenacity. They prefer melee to long-range combat, and use few missile weapons. Preferred melee weapons are dirks, clubs, and footman's maces. Fully 60% of loxoth carry iron maces, and half of those also carry shuriken. Another 20% also carry a heavy melee club and two throwing clubs, while 10% use dirks and shuriken. The remaining 10% carry only a footman's mace and iron-shod club.

If threatened, half the loxoth males defend the females and young while the other half attacks. They use their trunks to throw shuriken, and can do so in the same round during which they attack with a melee weapon. If charging man-sized or smaller opponents, the loxoth may make a trampling attack that inflicts 2d8 points of damage. If a loxo's family is threatened, there is a 10% chance per round (noncumulative) that it enters a berserkerlike rage, affording an extra attack per round, a +2 bonus to attack rolls, and 10 temporary hit points. The berserker rage lasts until the danger to the loxo's family has passed. A berserker loxo never attacks another loxo.

For every 10 loxoth encountered, there is one 5th-level fighter, called a *fithik,* or lieutenant. Each herd also has one *lox-fithik,* or chief, a 7th-level fighter. Half of all herds have a *tunnuk,* or wizard, which may advance as high as 20th level.

Habitat/Society: The loxoth are seminomadic, traveling grasslands in small clans consisting of 1d6 small family units as well as in groups of unattached males. Each family unit is made up of one male, 1d3 females, and 3d4 young. The unattached males number 6d4. All members of a clan use the same pattern in their clothing. When a herd becomes too large, it splits into two parts, with the younger leader taking his herd to a new territory, but all herds of a given clan remain friendly.

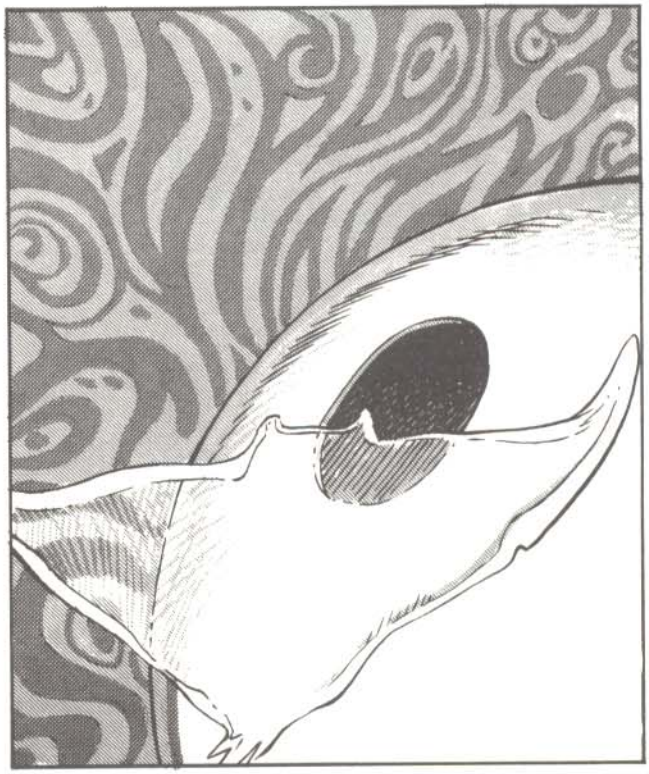
Male loxoth are dominant both politically and militarily, taking as many mates as they can defend from other males. Loxoth may mate at any time, but take as mates only those of the same clan. After a gestation period of 18 months, the female bears one or two calves. Loxoth may live as long as 200 years. If a male sees his family die or murdered, he may (95%) enter the berserk state, attack any nonloxo he finds, and threaten any loxo who approaches. He remains in this state, losing 1d6 hit points per day, until he dies from exhaustion.

Some loxoth work with wood, metal, and ivory from the tusks of their dead. Loxoth make their own weapons, using their strong, clumsy hands to form dirks and blunt weapons and their weaker, more dexterous trunks for finer work. Ivory is carved into religious figurines and kept as heirlooms, while wood is shaped into various decorations. Because of their physical limitations, loxoth can produce only very crude or very fine metalwork, with nothing in between; they can make maces and jewelry, but swords are beyond their ability.

Ecology: Loxoth eat a great amount of plant material, often as much as 100 pounds per day each, yet they work diligently to preserve their grazing lands. They travel to different areas periodically and plant fruit trees and grains in all the areas they frequent so they might have a variety of food.

Loxoth use their fine artwork for trade. Loxoth tusks are worth up to 250 gold pieces each, but stealing, buying, or selling them is considered the highest crime among the loxoth.

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Unknown
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	20
THAC0:	—
NO. OF ATTACKS:	—
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	G
MORALE:	Fanatic (17)
XP VALUE:	9,000



The lumineaux are vast, diaphanous creatures that inhabit the flow. Some sages liken them to the giant mantas of earthly seas. To others, they are like white cells gliding through the lifeblood of the cosmos, filtering potential impurities.

Lumineaux seek out portals to the crystal spheres, and then wrap themselves over the shell like a patch on a ball. They are virtually invisible to spacefarers. Phlogiston within their cells creates a rainbow-colored camouflage for their semitransparent body.

Combat: Lumineaux feed on memories. They actively channel life forms through a convoluted series of permeable membranes, slowly draining away levels of experience. The drain is only temporary, but among the uninitiated, it can prompt hasty and foolish responses.

To extract memories, a lumineaux appears to create a kind of telepathic link with any intelligent life form passing through its body. When fixed on an intriguing memory, the lumineaux deadens that portion of the mind and "copies" the information. As a result, the victim loses 1 experience level per turn of drain. The victim may sense some confusion, but it must roll a successful Wisdom check to realize that memories and experience are waning. Of course, spellcasters whose levels are dropping may notice more immediate results when they find their available spells reduced in accordance with their loss in level. Other penalties to abilities that are based on experience level also apply. The lumineaux usually does not intend to kill its captives, and it drains them to a minimum of 1 level.

Lumineaux can absorb travelers who are entering or leaving a crystal sphere. Normal passage through the creature lasts 2d4+2 turns. The speed or size of the ship is not a factor. The ship is reduced to combat speed and can perform combat maneuvers, but such maneuvers have little effect on the duration of the trip through the creature's strange digestive tract. Only one maneuver alters the trip: in full reverse, a ship with an SR above 6 can effectively stall itself. As the ship nears the lumineaux's outer membrane, the creature forcefully expels it.

Just as humans are mostly water, lumineaux consist mainly of the phlogiston's mysterious, flammable ether. As a result, any incendiary attack, magical or otherwise, has the same fiery effect as such assaults have in the phlogiston itself.

Attempts to form a spiritual link with the creature are also dangerous. Any attempt to read the creature's mind or detect its alignment calls for a saving throw vs. paralyzation (at the character's current level). A failed saving throw means the character is overwhelmed by the barrage of thoughts, and he suffers 2d10 points of damage.

Other spells and attacks work normally against the lumineaux. The best defense, however, may be no defense. The drain in experience level is only temporary; levels return at the rate of 1 per day as soon as the ship leaves the lumineaux.

More dangerous than the lumineaux itself are the scavengers that may lie in waiting in the phlogiston, hoping for easy, low-level prey. A crew with scavvers traveling in its air pocket has similar cause for worry. Scavvers are not intelligent enough to be weakened by the lumineaux's attention. Larger scavvers, which are aggressive, may attack the ship when its crew is most vulnerable.

If viciously attacked, a lumineaux tries to consume its attacker repeatedly, draining experience levels until its attacker no longer poses a threat. If that means killing its opponent, so be it.

Habitat/Society: Not much is known about the lumineaux. They are even rarer than the portals they guard. Sages who believe that greater divine forces govern the known gods offer the most plausible concept. They propose that the ultimate celestial powers may use the lumineaux as sentries, whose purpose is to monitor the activities within a crystal sphere.

Nearly every encounter with a lumineaux to date has involved a solitary creature. Occasionally, however, two have been known to guard a portal. Sages suggest that such junctions indicate a definite mating cycle.

Ecology: Because their cells are filled with phlogiston, lumineaux are found only in the flow.

Lupasus

CLIMATE/TERRAIN:	Any steppes
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d4
ARMOR CLASS:	6
MOVEMENT:	18, Fl 36 (C, D mounted)
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long, 16' wingspan)
MORALE:	Elite (13-14)
XP VALUE:	420 (650 w/Legacy)



These huge winged wolves are native to the Yazak steppes. Lupasi come in various colors and breeds, much like horses or dogs. The Lupasaner breed from the Louvine Royal Kennels are especially renowned for their distinctive pure gray color and their ability to perform highly complex precision maneuvers. Other noteworthy breeds include the strangely patterned Lupaquins, the two-colored Lupintos, and the stocky Appalupas.

An adult lupasus measures up to 8 feet in length, not including the tail, and may weigh up to 1,000 pounds. A typical lupasus is gray (with black patches above and white below), powerful teeth, a bushy tail, and round pupils.

The Red Curse: Lupasi that live in the cursed areas acquire Legacies and require *cinnabryl*. However, although few ever acquire this magical metal, lupasi tend to manifest very mild forms of Affliction.

Combat: Lupasi can fly while carrying a man-sized creature outfitted with light armor, a shield, and several weapons. Still, the total weight carried by the lupasus cannot exceed 200 pounds. Unencumbered lupasi must make a saving throw vs. paralyzation for each hour of flight. If the saving throw fails, they must rest a half hour for each 2 previous hours of flight. A lupasus with a rider drops one maneuverability class level and must make a saving throw every half hour.

Lupasus wings are covered with fine, soft fur (not feathers) and are no more or less vulnerable to fire than the rest of the body. Lupasi that have lost 50% or more of their hit points cannot fly, but they can glide until 75% or more hit points have been lost. Lupasi often prefer to attack from the ground, not using their wings at all, so being forced from the air is not a huge concern.

Habitat/Society: Wild lupasi are most often found roaming the steppes and the skies of Yazak, north of Renardy. Lupasi are equally at home on prairies, in forest lands, and on all but the highest mountains.

It is extremely difficult to tame or capture lupasi. Wild lupasi generally try to avoid humanoids, although they will occasionally associate with solitary lupins. Lupin knights sometimes befriend lupasi, in which case they accompany the knights out of friendship, not servitude. To do this, a lupin knight must live with a pack of lupasi for 1 full year.

The den of a lupasus may be a cave, a thicket, or a hole in the ground. The breeding season is in the spring, and the female has a litter of three to nine cubs. The cubs normally stay with the parents until the following winter, when they start to fly. Parents and young constitute a basic pack, which establishes and defends a marked territory. Larger packs may also assemble, particularly in the winter. Packs will always have designated leaders.

Ecology: Wild lupasi usually prey on small animals and birds. When lupasi hunt more dangerous animals, they always hunt in packs, with a close degree of cooperation.

Lupasus pelts are thick and beautiful, often bringing high prices (in excess of 100 gold pieces in good condition) on the black market. Except in self-defense, killing a wild lupasus is against the law in Renardy, and possessing a lupasus pelt (however obtained) is a hanging offense.

Lupin

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Any (usually good)
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Detect invisibility
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Average (8Ñ10)
XP VALUE:	65 or per level (120 w/Legacy)



Lupins are canine humanoids. While a few sages believe the creatures descended from a cross between gnolls and humans, many others argue that they are an offshoot of true werewolves (although lupins abhor all types of lycanthropes). Once nomads in the Yazak Steppes, lupins have established a fairly advanced civilization in the kingdom of Renardy.

Lupins look like furred humans with canine heads. Their short fur ranges from tan to black, with rare instances of white. An individual lupin's fur is usually one color, perhaps with some small touches of another lighter color around the muzzle, hands, and feet, but a few individuals have spots. Like humans, lupins have comparatively long hair on their heads. This is often a shade darker than the lupin's body fur, though it turns gray or white with age. Lupins usually wear their hair long and straight, though braids are not unusual.

Lupins are built much like humans, and their eyes resemble human eyes, with irises of blue, brown, or green. They also have short tails, about 2 feet long. A lupin's limbs are human in appearance, though the hands are furred on the back and have dark, leathery palms, and the feet are furred on top and have leathery soles.

Lupin personalities range widely, but most tend to be loyal to friends and somewhat rude to strangers, testing their tolerance. They are usually of good alignment, though some are neutral, and a few are evil.

The lupins of Renardy have two native languages. Renardois is spoken by all but the lowest classes in Renardy. The lupin racial language, known as Lupin, consists of barks and howls. This language is spoken mostly by peasants in Renardy.

The Red Curse: Lupins acquire Legacies, and they require *cinnabryl* to ward off Affliction.

Combat: Like humans, lupins usually attack with weapons, also using the same range of arms as humans. A lupin often carries weapons made with silver or *red steel* in case it should run into a lycanthrope. Wheellock pistols are common among lupin warriors.

Warriors and priests are common in lupin society, but wizards and rogues are not unusual. A lupin ranger always chooses some kind of lycanthrope as its hated enemy, usually werewolves. Most of Renardy's nobles and knights are Beast Riders, who are all considered knights of the kingdom. Lupin Beast Riders have either dire wolf or lupasus mounts. A beast Riders almost never uses a wheellock, both because the noise from the weapon tends to startle its mount and because most consider such weapons dishonorable.

Lupins with pure white coats are often natural spellcasters. Those gifted in this way are nearly always adopted by mages or priests and taught the appropriate craft.

Special Abilities: Lupins have infravision with a range of 60 feet. They also have excellent senses, giving them six special abilities: detecting lycanthropes, detecting invisible or ethereal beings, blind-fighting, tracking, odor recognition, and noise detection.

A lupin has a 99% chance to recognize a werewolf in any of its forms, and a 15% chance to recognize other lupins in unusual forms.

When confronted with invisible creatures, a lupin receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the DMG). A lupin automatically gets a saving throw (with the bonus) when an invisible creature approaches within 10 feet, and for each round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby. Locating it requires other clues. A lupin can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of etherealness*. The lupin recognizes the difference between ethereal and invisible creatures, but it gains no special attack or defense capabilities against ethereal beings.

Lupin characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. They also have the tracking ability, with a score equal to half their Wisdom (rounded up). A lupin character who spends slots to take the tracking proficiency gains the ability at full Wisdom rating, like rangers of other races. Lupin rangers have the ability at a rating equal to their Wisdom score with a +6 bonus.

Lupins can also recognize the smell of a person or creature they have encountered before. Recognition of a particular race is automatic, but the lupin must make a successful Intelligence check to recognize a particular individual by smell. Perfumes or strong odors in the area can give the lupin a -1 or -2 penalty to this ability, depending on the strength of the odors.

A normal lupin has a 35% chance to detect noise as thieves do. This chance increases by 2% per level after the first. Lupin thieves begin at 35% as well (which is the normal 15% of thieves, plus a 20% racial bonus), and gain their races' bonus of 2% per level; they can also improve upon this ability by adding percentage points from the 30 points per level that thieves receive.

Because of their acute senses, lupins receive a -2 penalty on all saving throws against attacks based on odor (such as those made by ghasts or *stinking cloud* spells) or sound (such as a banshee's wail or a harpy's song).

Lupins are repelled by wolfsbane. The substance is poisonous to them (even more so than it is to humans). Wolfsbane ingested by a lupin acts as Type J poison. (A failed saving throw vs. poison indicates death, while success indicates the loss of 20 hit points.) Fortunately, the keen senses of a lupin nearly always alert it in time to avoid ingesting the substance. If wolfsbane is somehow injected into a lupin's bloodstream, it acts as Type P poison. (A failed saving throw causes a 50% drop in all ability scores for 1d3 days.)

Habitat/Society: The lupins of Renardy have long imitated the humans of the Savage Baronies, mimicking their arts, nobility, hereditary laws, and philosophies. Like the humans of the Savage Coast, the lupins have a fair level of civilization and technology. The kingdom of Renardy is a merchant power with a large middle class and much diversity among its people. Most commoners are farmers and herders.

Though lupins once roamed the steppes and plains in nomadic bands, except for wandering adventurers, they are now a settled people. Some traditions still remain from nomadic days, however, such as Beast Riders, who are now considered part of the upper classes, if not actual nobility. The country has a strong feudal government, and it can raise an army for national defense within a matter of days.Renardy's borders are carefully patrolled for goblinoid incursions.

Towns in Renardy are typically wood or stone houses surrounding a central keep or castle. At one time, all towns were small enough that the people could flee to the castle in times of trouble, but this is no longer the case. Refugees from recent wars have clustered around the remaining keeps, which would now have a hard time defending all who now live nearby.

Lupin family life is similar to that of humans. Adults usually marry before having children, who are then cared for by both parents until they reach adulthood. Young lupins usually have some freedom in choosing their mates and professions, but the family can influence both choices. Nobles occasionally marry outside their class, but the middle class tends to reject marriages of nobles to peasants.

Ecology: Lupins are great producers of wine, grain, dairy products, cloth, wool, and works of art; they also extract amber and sapphires from their mines. A great deal of their exports channel through the Free City of Dunwick, a city of merchants located at the heart of the sacred tortle lands.

Lupins are on friendly terms with humans, elves, and dwarves. They do have occasional territorial disputes with the rakastas, but otherwise they bear them no animosity. They dislike phanatons, whose screeching hurts their ears, and they view caymas, shazaks, gurrash, and tortles as savages of varying degrees. Lupins dislike goblinoids and hate all evil canines, especially werewolves.

	Lurker	Trapper	Trapper, Forest
CLIMATE/TERRAIN:	Subterranean	Subterranean	Forest
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Highly (13-14)	Highly (13-14)
TREASURE:	C, Y	G	G
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1-4)	1	1
ARMOR CLASS:	6	3	4
MOVEMENT:	1, Fl 9 (B)	3	3, Br 6
HIT DICE:	10	12	10
THAC0:	11	9	11
NO. OF ATTACKS:	1	4+	See below
DAMAGE/ATTACK:	1-6	See below	See below
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' diam.)	H (20'-30' diam.)	H (20' diam.)
MORALE:	Steady (11)	Steady (11)	Steady (11)
XP VALUE:	2,000	3,000	3,000

The lurker is a carnivorous scavenger found only in subterranean settings. It resembles a large manta ray; its grayish belly is textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect (only 10% chance) unless actually prodded.

Combat: Lurkers are slow-moving creatures that must wait for their prey to come into range. Lurkers wait on the ceiling, then drop and wrap themselves around their prey. Lurkers cause a -4 penalty to opponents' surprise rolls. The constriction causes 1d6 points of damage per round and suffocation within 1d4+1 rounds, regardless of the damage suffered by the victim. This damage is automatic each round unless the victim breaks free or the lurker dies. Lurkers do not stop attacking until dead. Prey can only fight with short weapons that were in hand when the lurker attacked.

Habitat/Society: Lurkers are solitary creatures. The females lays eggs in a glutinous clutch near the ceiling. The hatchlings fall to the ground and feed on vermin until they become large enough to fly. Young resemble rectangular patches of moss.

Ecology: Lurkers are opportunistic feeders that make do with whatever wanders by. The lurker flies by means of gases generated into sacs. These gases may be used in the preparation of a *potion of levitation*. Lurker eggs or hatchlings may be sold as living defenses for those who want them. Lurker, trapper, and miner eggs can all be sold for 900 gp, hatchlings for 1,100 gp.

Trapper

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box. A trapper is difficult to detect (95%) once it has settled into a disguise. When prey wanders into the trapper's center, the creature's edges rise up and wrap around the victim. The victim suffers damage per round equal to 4 points plus his Armor Class (a victim with AC 2 suffers 6 points of damage per round). The constriction prevents breathing; victims smother in six rounds regardless of the damage suffered. A trapper does not release a victim unless the trapper is reduced to 1 hit point or killed.

Trappers are immune to heat- or cold-based attacks. Trappers remain wrapped in a ball for 1d8 hours while digesting a victim. The remains of their victims are excreted below and form the trappers' treasure troves. A typical trapper can cover about 400 square feet, while large ones can cover up to 600 square feet.

Eggs are laid in a pebble-like mass. Hatchlings resemble flat rocks. Trapper skin may be used to make nonmagical +1 leather armor.

Forest Trapper (Miner)

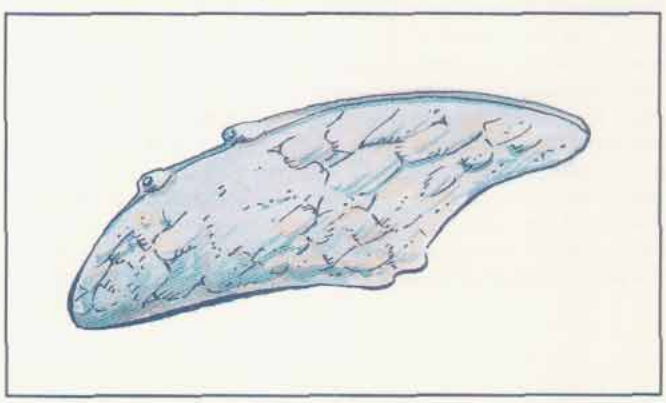
The forest trapper, or miner, resembles a tailless manta ray mottled brown or green-brown. Its frontal and dorsal ridges are hard bone.

It preys primarily on small forest animals but traps larger creatures by burrowing beneath paths or roads, then extending the 1d20+5 poisonous, twig-like barbs on its back through the surface. Passers-by have a 25% chance (75% if surprised) of unknowingly stepping on one. If not surprised, druids or rangers have a 5% chance per level of spotting and identifying the barbs. Victims must roll successful saving throws vs. poison or be paralyzed for 2d20 turns. A miner will not surface until all surface movement stops. Then it attacks in the same manner as a subterranean trapper.

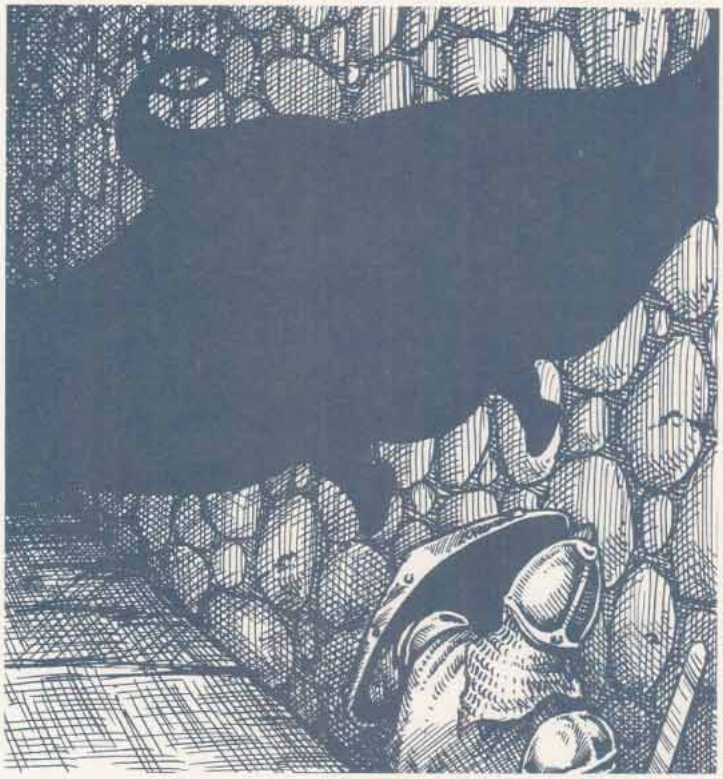
Miners travel slowly on the surface by rippling like a snake. Burrowing is faster but travel is limited to soil, sand, and gravel.

Because a miner is always underground unless attacking, it is rarely attacked. The miner's toxin is located in sacs at the base of the barbs. The toxic barbs can be used in a blowgun or as a hand weapon by small creatures, provided the grip is wrapped.

Eggs are laid in a clutch several feet below the surface. The young feed on burrowing animals for their first year.



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Fl 9 (B)
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	H (20' square)
MORALE:	Champion (15)
XP VALUE:	1,400



Shadow lurkers appear similar in shape to normal lurkers, a large manta-ray that skulks along ceilings and walls, though it is less distinct or material—it is, as its name suggests, a dark shadow in the shape of a lurker. Though its silhouette would normally be quite effectively hidden in a shadowy dungeon, they can be detected easily since any shadows cast by light sources (including those of the PCs) are pulled toward the shadow lurker, pointing out its presence by directional movement. Where shadows move in the light of a flickering torch the only nonmoving shadow is likely to be this monster.

Combat: The shadow lurker is a slow creature that waits for its prey to come to it. When creatures are underneath or beside it, it can attack 1 to 3 man-sized opponents within 20 feet. During its initial attack, the area appears to be filled with a thick dark mist for 1 round. When it envelops its victims, their skin and clothing turn jet black; sages describe it like a thin coating of black ink. The shadow lurker is only paper-thin, and wraps tightly around its victims.

Those within its body take 2d4 points of damage from the numbing cold and also lose 1–2 points of Strength per round; victims are killed when either their Strength scores or hit point totals reach 0. Enwrapped victims can attack the shadow lurker from within if they had a weapon in hand and they can make a successful bend bars/lift gates roll to move against the monster's constricting attack. Any attacks against the shadow lurker from without have a chance of also damaging its engulfed victims. Weapons attacks do full damage to one victim on a 75% chance (roll at random if more than one character is enveloped) as the shadow lurker can pull its own prey into the area of attack. Area effect attacks do half damage (or quarter damage with successful saving throws) to all enveloped victims.

A shadow lurker moves very slowly, but it can manipulate its body to fit through any crevice. It flees by flying to the nearest crack (like a doorway or crack in the stone), retreating in this manner if reduced to 30% or fewer hit points. Shadow lurkers store the Strength points absorbed from victims; when they absorb and store 50 or more Strength points, they split to become two creatures. As a solitary creature, the new shadow lurker immediately leaves the vicinity to find its own hunting grounds apart from its parent.

Shadow lurkers are immune to all sleep, charm, or hold spells. They are also immune to damage from cold-based attacks. While *faerie fire* and *light* do not bother the shadow lurker beyond their normal effects, *continual light* spells paralyze shadow lurkers for a number of rounds equal to the spell-caster's level. *Color spray* does not affect this creature normally; it inflicts 2d6 points of damage to the shadow lurker with no effect on its trapped victims. Despite its name and abilities, the shadow lurker cannot be turned by clerics.

Habitat/Society: Aside from brief contact after creating another shadow lurker, these monsters shun all contact with others of their kind. They can detect the presence of other shadow lurkers from hundreds of yards away and will immediately leave if they wander into the area controlled by another of their kind. They also can sense the presence of shadows as well, and the two hate each other fiercely, always attacking if they are within 50 feet. They have no apparent goals or purpose other than to feed and multiply. It is unsure how or even if they communicate. Given their solitary nature, it seems unlikely.

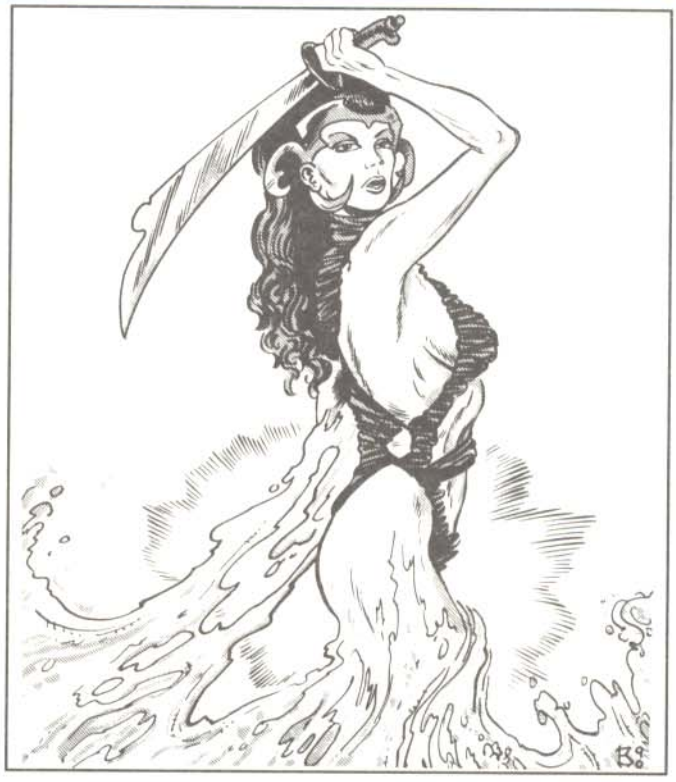
Ecology: Shadow lurkers gladly attack and slay any living creatures and even some undead (like shadows). However, their slow movement rate and the ease with which they are detected makes them a risk only to the unwary.

Shadow lurkers completely destroy the physical remains of their prey. Their victims dissolve into insubstantial shadows and are absorbed into the lurker's body. Only the victims themselves are absorbed; all possessions are left behind. Using a *wish* to restore a person's body after its absorption into a shadow lurker merely creates a shadow in the form of the departed person, and it immediately attacks.

Save for the fallen equipment of their latest victims, shadow lurkers gather no treasure. When an area becomes too filled with equipment from past victims, the monster leaves to find a new location lest the remains make new prey wary.

Lutum (Mud-Woman)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	P, Q (individuals); D (in lair)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1-8
ARMOR CLASS:	7 (base)
MOVEMENT:	12, 18 (rolling)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	By weapon or 1-6/1-6/1-8
SPECIAL ATTACKS:	Smothering, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall) to L (7′ tall)
MORALE:	Elite (14)
XP VALUE:	2,000



In their true forms, the malicious lutums appear to be amorphous beings of tan, gelatinous clay that move by rolling. They fashion limbs for themselves as needed to aid in locomotion or combat. Lutums are able to sculpt themselves into bipedal and quadrupedal forms; with few exceptions they choose humanoid female shapes. Most lutums prefer these forms to their own.

Furthermore, because all lutums have an innate ability to cast *alter self* four times a day, with a duration of four hours for each spell, they can so closely resemble female humans, half-elves, and elves, including drow, that others cannot tell their true nature. These women appear nearly perfect in form and have beautiful, striking features. The lutums have learned that imitating attractive women—rather than plain ones or males—helps them further their goals. Because of their other spell-like abilities, many pose as wizards or druids.

Some lutums prefer to take on the images of existing humans and demihumans. This enables them to be automatically accepted in certain circles, and their behavior usually causes much embarrassment for the people they mimic.

Combat: In humanoid form, lutums posing as spellcasters usually attack with their spell-like abilities and magical items first. If they are forced to melee, they prefer to attack with weapons, further adding to the ruse that they are humans or demihumans. However, if pressed or if their true forms are revealed, lutums attack with two clay-like arms and with their large maws. If a victim is struck with all three of these attacks, he is considered caught in the gelatinous clay mass and will smother in 1d4+1 rounds.

All lutums are able to cast the following spells: *alter self* four times a day, *ESP* twice a day, and *friends*, *stoneskin*, *passwall*, *stoneshape*, and *clairaudience* once a day.

A common combat tactic of a lutum is to lure a male victim close by using its feminine charms, cast *friends* to keep him off guard, and then attack with surprise in an attempt to smother him. If the lutum is planetside, it uses *stoneshape* to catch the victim, and then pummels him to death. Its *passwall* ability is usually held in the event it needs to escape. In addition, one out of ten lutums can study magic and rise to the status of a 4th-level wizard.

Lutums are immune to *transmute rock to mud*, *stone to flesh*, and both spells' reverses. They suffer full damage from blunt weapons, but only half damage from edged weapons. An *earthquake* spell instantly kills lutums, and a *move earth* spell incapacitates them for 1d6 turns.

Habitat/Society: Lutums prefer to act on their own. Their greed is so overpowering that they would rather not share anything with others of their kind. However, some lutums have learned that when they combine forces they can gain more power and wealth. In such lutum clans there is always a leader, usually the largest lutum.

Lutums desire to gather the most magic and wealth possible, and to do so by assimilating themselves into human and demihuman societies. Lutums especially love magic that enables them to retain their human and demihuman forms longer.

Lutums are also power-hungry. Some have been known to rise to important positions in human and demihuman governments by marrying the leaders, killing them, and then inheriting control, or simply by marrying the leaders and pulling their strings. In democratic societies, lutums prefer to rise to power on their own merits, campaigning for office and frequently winning because of their beauty, poise, and ruthlessness.

Lutums enjoy traveling from planet to planet, acquiring power and wealth. They usually find passage on ships by appearing as beautiful women in dire need of transportation. A few lutums who have used their charms on the crew have been taught how to operate the ships, and they have subsequently taken them over.

Ecology: The origin of lutums is a mystery. Some believe a mad wizard experimenting with earth elementals gave them life. Others think that they are a variety of mimic from the plane of Ooze. Lutums must eat rocks, minerals, and a variety of clay compounds to gain nourishment.

Lutums are asexual. They reproduce by splitting in half, but only when they feel a need to increase the power of their race; this usually occurs when one or more lutums in a clan die. The new lutums are born as adults with full abilities.

Lycanthropes are humans who can transform themselves to resemble normal animals or monsters. The term "lycanthrope" is actually a misnomer, coming from the roots *lycos* (wolf), and *anthropos* (man). A more correct term is "therianthrope," from *therios* (animal) and *anthropos*. However, since werewolves are the most common therianthropes, the term lycanthrope has gained much more popularity, and more common usage.

To further confuse the issue, there are creatures like the wolfwere and jackalwere, animals which can assume human form. These creatures ("antherions" for lack of a better term) pass on their condition genetically (that is, by having offspring), not by biting and infecting other creatures. Other differences between the two classes of creature include their vulnerabilities: antherions can be struck by cold iron, lycanthropes by silver. Antherions hate lycanthropes, and always attack their counterparts (wolfweres attack werewolves, etc.). Likewise, most lycanthropes feel enmity for antherions, and attack on sight as well.

In addition, there are many subspecies of some lycanthropes, beyond the differences in animal type. For instance, there are three distinct subspecies of werewolf, differing in their secondary form: one has fangs, a furred body, a tail, wolf-like legs, and lupine features (but without the snout); another has a very wolf-like face and body, with human hands, and is easily mistaken for a wolf when down on all fours; and the third secondary form is that of a huge wolf, as big as a bear.

The condition of being a lycanthrope, often referred to as a curse, is called lycanthropy. A distinction must be made between true lycanthropes and infected lycanthropes. True lycanthropes are those to whom lycanthropy is a genetic trait; they breed with other lycanthropes and produce baby lycanthropes. Only true lycanthropes can infect others with lycanthropy. Infected lycanthropes are those whose lycanthropy results from being wounded by a true lycanthrope.

There are also creatures known by some as "induced lycanthropes," whose shape changes are effected by magical items; these creatures cannot infect others with lycanthropy, though the magical items can be transferred to new owners. Some of the items are cursed, so that once they are worn, they cannot be removed without the application of a *remove curse* spell. Induced lycanthropes include swanmays and anyone using a *cloak of the manta ray*.

Finally, there are "cursed lycanthropes" created by a certain spell, *curse of lycanthropy* (see boxed text).

True lycanthropes and induced lycanthropes seldom hate their "curse." They see themselves as being like any other creature, with the same right to survival. Those bitten and infected, or those affected by the *curse of lycanthropy* spell, are generally unhappy with their fate. These unfortunates seek cures and occasionally try to hunt down the lycanthrope who infected them (or the wizard who cursed them).

Description: Most lycanthropes have three forms; some have only two. See the individual descriptions for more details. The first form is always the natural humanoid form, which over time becomes more and more reminiscent of the lycanthrope's animal form. The second form is a hybrid, combining both animal and humanoid features; the size of this hybrid tends to lie between the humanoid size and the size of the creature replicated. The third form of the lycanthrope is externally identical to that of a normal creature of the replicated species; the only visual clue is that the eyes may glow in the dark. A slain lycanthrope always reverts to its natural humanoid form within one round of being killed.

Curse of Lycanthropy (Necromancy, Alteration)
6th-level Wizard spell

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Negates

This spell causes a temporary case of lycanthropy in the victim touched by the caster. A normal attack roll is required for the wizard to touch the victim, who must then roll a saving throw vs. spell. Failure indicates that the victim is affected by lycanthropy. Every month, the victim's condition manifests with the full moon; after each attack, the victim can make another saving throw vs. spell to see if the spell's effects wear off.

Almost any type of standard lycanthropy can be induced with this spell. By using the blood of a normal animal as a spell component, the wizard can cause the victim to assume that were- form.

Lycanthropy manifests the night of the full moon, as well as the night immediately before, and the night immediately after, the full moon. During those nights, the character gains no benefits from sleep or normal healing, and loses all memory of events which happen while in animal form. In all respects, the character gains the abilities, immunities, defenses, and bloodlust of an infected lycanthrope; it cannot transmit lycanthropy. When the three-night attack is over, the victim can make another saving throw, with a −3 penalty, to throw off the spell's effects.

A *remove curse* allows the character to roll a saving throw vs. polymorph; success means the curse is broken. A *wish* also dispels the curse. No other spells can remove the curse.

Contracting lycanthropy: Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. This chance equals 1% per point of damage caused by the lycanthrope. Some lycanthropes transmit their affliction only through their bite, others through any natural attack, and some even through the weapons they use. For ease of bookkeeping, if a character suffers 24 points of damage (from all attacks) from a true werewolf, the character has a 24% chance to become an infected werewolf.

If the character eats belladonna within an hour of the attack, there is a 25% chance this will cure the affliction; it definitely incapacitates the character for 1d4 days. Note that only a sprig of belladonna need be eaten, and it must be reasonably fresh (picked within the last week). If too much is eaten, the character may still be cured, but is incapacitated for 2d4 days.

The only other way to lift the affliction is to cast a *remove curse* on the character, on the night of a full moon, or the night immediately preceding or following the full moon. After *remove curse* is cast, if the character makes a successful saving throw vs. polymorph, the curse is broken. Otherwise the changes take place and the spell has no effect. *Cure disease* and other healing spells and abilities have no effect against lycanthropy.

Only infected lycanthropes can be cured. To a true lycanthrope, lycanthropy is as natural as breathing, and the condition cannot be altered. True lycanthropes have complete control over their physical states; they are not affected by darkness, phases of the moon, or any of the other situations which traditionally affect infected lycanthropes.

Combat: In human form, the lycanthrope uses weapons to attack. They tend to use natural attack abilities in other forms.

In lycanthrope form, the monster can be struck only by silver or magical weapons. Wounds from any other weapon heal too quickly to cause actual damage. Damage from spells, acid, fire, and other special effects apply normally. Because of their vulnerability to silver, some lycanthropes have a psychological aversion to the metal and refuse to handle it; in some cases, the psychosomatic effect is so great that touching silver actually burns the lycanthrope.

Habitat/Society: True lycanthropes can change shape at will, regardless of the time of day or phase of the moon. Infected lycanthropes are usually humanoid during the day. When darkness falls on the night of a full moon, or on the night immediately preceding or immediately following a full moon, the infected lycanthrope unwillingly changes shape and is overcome by bloodlust. During this time, an infected PC is beyond the player's control; the DM takes over the character.

The character's Strength increases temporarily to 19. Armor Class, number of attacks, movement rate, and immunities, become identical to those of the type of lycanthrope that bit the character. The transformed character wants only to hunt and kill, and usually selects either personal friends or enemies as victims. The werecreature makes no distinction between friends and enemies; all that matters is the Strength of the emotion binding them.

When the character returns to normal form, 10% to 60% (1d6 × 10) of any wounds suffered while in animal form heal instantly. The character also has hazy, haunting memories of performing terrible acts.

Each type of lycanthrope has its own language as well as its humanoid language; some may be able to speak the languages used by the animals they imitate.

True lycanthropes tend to avoid human society unless attacking or on an errand. Lycanthropes travel alone or in packs. The packs are usually of similar lycanthropes, but may also include normal animals or monsters whom the lycanthropes resemble. Some lycanthropes have the ability to summon such creatures.

Ecology: Lycanthropes fit a variety of roles, depending on the type of creatures they become, scavengers act as scavengers, predators as predators. See individual descriptions for more details.

Designing New Types of Lycanthrope

Described here is a process for creating variant lycanthropes, either as true lycanthropes, one-shot opponents, or for the results of a *curse of lycanthropy*.

Animal Type: Virtually any predator between the size of a small dog and a large bear can be the basis for a type of lycanthrope. Most (but not all) true lycanthropes are mammals; most (but not all) are carnivores. An animal type used by the DM to create a race of true lycanthropes should be a carnivorous mammal with animal Intelligence (1), or rarely, a reptile, bird, or even fish with animal Intelligence. There has never been a reliable report of a were-amphibian of any type.

Induced lycanthropes, by spell or item, can be created using a wide variety of animal types, and even monstrous creatures.

Appearance: In humanoid form, the lycanthrope has subtle indications of the curse, ranging from hair color like that of the animal, to general facial type, to voice and actions. In animal form, the lycanthrope resembles a large version of the normal animal (but not so large as to be immediately noticeable). On close inspection, the animal form's eyes show a faint spark of unnatural intelligence, and often glow red in the dark.

The lycanthrope may also have a third form, part human and part animal. This form is usually humanoid in general shape, and the body has the same covering as the animal (usually fur, sometimes scales or feathers). Facial features and body shape change somewhat, gaining more characteristics of the animal (fangs, whiskers, claws, animal leg structure, etc.).

Statistics and Attributes: To determine the new lycanthrope's statistics, extrapolate from those of the base animal and from existing lycanthrope types. If the base animal is more powerful than a wolf, the new lycanthrope should have more Hit Dice than a werewolf; if the base animal is similar to a giant rat, the new werecreature should have about the same Hit Dice as a wererat. In almost every case, the new lycanthrope should have at least 1-2 Hit Dice more than the base animal.

The lycanthrope gets the same attack forms as the base animal type, such as claws, bite, tail slap, head butt, or whatever. The damage should be very similar to that caused by the base animal. Many lycanthropes associate with animals of their base type, and the werebeast should be able to dominate such a group.

Armor Class depends on the base animal's natural toughness, speed, and dexterity. The lycanthrope should have a slightly better AC than the base animal, perhaps by 1 or 2 places.

Movement rate should be the same as that of the base animal, as should diet and habitat. Morale should be about one category better than that of the base animal.

The creature's alignment tends to be an extrapolated version of the base animal's alignment. Since most base animals are neutral, the DM must look at the animal's tendencies. If the animal is a vicious predator and a strong fighter, the lycanthropic version is probably evil; it tries to stay out of the way of other creatures, it may be good or neutral. If the animal is very independent, the lycanthrope should be chaotic; if the animal is very methodical and has regular habits, the lycanthrope is probably lawful.

Vulnerability: True lycanthropes share a vulnerability to silver weapons, possibly because of the metal's mystical relationship with the moon, or the inherent qualities or powers of the metal itself. Extremely rare variants might have no such vulnerability, but instead may have developed a weakness for another precious metal (gold and copper being the most likely), or perhaps for bronze, obsidian, or even wood.

Special Abilities: In addition to their abilities of shapeshifting, calling normal animals to their aid, and so forth, some lycanthropes have other special powers. These should not be rolled randomly for a new lycanthrope type, but chosen to fit with the attitude and style of the base animal. A few samples are listed below.

- Thief skills, level 1-6
- *Charm person* by gaze or voice
- Regeneration (except for damage from silver weapons)
- Wizard spells, casting level 1-6
- *Cause fear*
- Psionicist abilities, level 1-6
- Cast *sleep*, once per day
- Poison

Lycanthrope, Loup du Noir

CLIMATE/TERRAIN:	Boreal forest or plains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any (night)
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d6
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 or by weapon
SPECIAL ATTACKS:	Seize throat
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ long)
MORALE:	Elite (13–14)
XP VALUE:	1,400



The loup du noir, or skinchanger, is a lycanthrope that transforms by donning the skin of a wolf. In ancient times, some human hunters learned to assume the shape of a wolf to better stalk and kill their prey, and the practice eventually became a heritable trait. A few skinchangers still linger in the world today, people with a dark and sinister ability to assume the form of a savage, murderous beast.

Loup du noir have only two forms: human or wolf. In their human form they possess a normal character class and abilities. The wolf form is as large and foul-tempered as a dire wolf, and it possesses several special abilities.

A loup du noir must have a special pelt that it can use to perform its skinchanging transformation into wolf form. If the loup du noir cannot put on its wolf skin, it is unable to become a wolf.

Combat: In human form the loup du noir wears armor, uses spells, and attacks with weapons as a normal person. In wolf form the loup du noir attacks with a powerful bite for 2d6 points of damage. On a natural roll of 20, the loup du noir seizes its victim's throat and inflicts double normal damage.

The dark sorcery that allows the loup du noir to assume its bestial form also protects it from many forms of attack. The lycanthrope is immune to all *charm* and *hold* effects, and it receives a +4 bonus to saving throws vs. any other mind-affecting spell. It suffers damage from silver weapons or weapons that have had a *bless* spell cast upon them, but wounds from normal weapons heal too quickly to cause any damage. Magical weapons can harm the loup du noir, but unless they are made of silver or have had a *bless* spell cast upon them, they only cause half damage.

Habitat/Society: The loup du noir is a solitary creature, but it is possible for several people (for example, all the members of a family or a band of hunters) to have learned the magic necessary for the skinchange. In human form, the loup du noir is often a hunter or outdoorsman.

Loup du noir are unusual because they have brought their condition upon themselves. Whatever their motivation, they soon find themselves seduced by the power of their new shape. Once a character has tasted of the wolf's strength, the desire is strong to repeat the transformation. A character resisting the urge to transform must roll a saving throw vs. spell with a cumulative –1 penalty for each day that has passed since the last transformation. Failure indicates an irresistible urge to change.

In wolf form, a loup du noir retains full human intelligence. This makes it a cunning and dangerous opponent. However, its human judgment is clouded by an intense bloodlust that can turn it against any creature it encounters, even innocents or friends. If the loup du noir is driven to attack someone or something it might not want to, the creature may roll a saving throw vs. spell to attempt to resist. There is a cumulative –1 penalty to the roll for each day that the loup du noir has not killed something; eventually, the creature must give in to its murderous urges.

Ecology: The loup du noir is not a natural predator, and it kills indiscriminately despite its human intelligence. In wolf form the loup du noir can spread lycanthropy by wounding its victims; there is a 1% chance per point of damage that a character wounded by a loup du noir becomes infected. The loup du noir is not considered to be a master lycanthrope and cannot induce the transformations of its victims or control their actions, however.

The curse of a loup du noir is passed to its children. Offspring born in wolf form are wolfweres, while its human-born young have the potential to become loup du noir.

	Lowland	Mountain
Climate/Terrain:	Temperate forests & hills	Temperate hills & mountains
Frequency:	Very rare	Very rare
Organization:	Pack	Pack
Activity Cycle:	Night	Night
Diet:	Carnivore	Carnivore
Intelligence:	High (13–14)	High (13–14)
Treasure:	K,M	R
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	2d6	1d10+2
Armor Class:	4	3
Movement:	12, 15, or 18	12, 15, or 18
Hit Dice:	5+4	7
THAC0:	15	13
No. of Attacks:	3 or 1	3 or 1
Damage/Attack:	1d4/1d4/2d4 or 2d4	1d4/1d4/2d4 or 2d4
Special Attacks:	Surprise	Surprise
Special Defenses:	Hit only by +1 or silver	Hit only by +1 or gold, regeneration
Magic Resistance:	20%	40%
Size:	M (6'–7' tall)	M (6'–7' tall)
Morale:	Elite (13–14)	Elite (13–14)
XP Value:	2,000	4,000



Loup-garous are powerful cousins of the common werewolf. Like most true werewolves in Ravenloft, they can assume three forms: human, man-wolf, and wolf. The human form is completely normal.

The loup-garou always looks the same in its human form, just as it looks the same in its wolf or man-wolf form. In this shape, the beast has a movement rate of 12.

As a man-wolf, it stands about 7' tall and is extremely muscular. The body is fur-covered and has a short tail, canine legs, and a wolf's head. The creature walks erect and can manipulate things with its hands. In this form, the creature can talk, although its voice is low and raspy. The man-wolf shape is also faster than its human guise, having a movement rate of 15.

As a wolf, a lowland loup-garou looks just like a worg wolf while its mountain cousins are larger. The creature is swiftest in this form, having a movement rate of 18, but cannot handle tools or weapons, and cannot talk.

Combat: The tactics and weapons that a loup-garou employs in combat depends wholly upon the shape that it employs. The creature needs a full round to change from one form to another.

The human can belong to any character class and may have any experience level, although most loup-garous tend to be warriors or thieves. The experience level never affects Hit Dice or hit points. Werewolves without a character class are treated as 1st level fighters. In this form, the creature depends upon weapons to defend itself.

In man-wolf form, the loup-garou can attack 3 times per round, once with each clawed hand and with a bite. It can use a weapon, but then only gets one attack per round. The creature has a Strength of 18/00 in this form, and gains the appropriate combat bonuses (+3 on attacks and +6 to damage).

In wolf form, a loup-garou can attack only once each round by biting. This form has the advantage of speed and surprise, however. Because of its keen senses, a loup-garou in wolf form imposes a –2 penalty on its enemies' surprise rolls. The wolf form is also less conspicuous than the man-wolf, appearing as a normal animal rather than a supernatural creature.

In any form, the lowland loup-garou has some natural resistance to magic. Its mental capacity remains the same regardless of shape.

The creature can be harmed only by silver or magical weapons. Silver weapons do normal damage, but magical weapons only do as much damage as their bonus. For example, a *sword +1* can inflict no more than 1 point of damage per successful hit, regardless of the damage roll. A character's Strength bonus does not apply. A blessed weapon (or other specialty weapon with a bonus) inflicts 1 point of damage per hit.

Habitat/Society: Lowland packs wander the Ravenloft domains in search of prey, preferably humans. In the wild, lowland packs often use a cave or ruined building as a den. They also have been known to travel as humans and stay in inns. They hate other lycanthropes and especially wolfweres (see the *Monstrous Manual*).

Ecology: The werewolf's most fearsome aspect is the infection its bite can cause. Any infected human or humanoid can become a werewolf when the condition is triggered (frequently by the 3 days of a full moon). The infected werewolf can be controlled by the true werewolf that infected him. In animal form, the infected creature is a semi-intelligent (2–4), raging beast. It takes a full turn for an infected werewolf to change from man to wolf or vice versa.

Mountain Loup-garous

This larger species is as big as a dire wolf when in wolf form. It can only be hurt by gold or magical weapons. It is more magic resistant than many types of werewolves, and can regenerate 1 hit point per turn. Mountain loup-garous are more likely to hunt alone than other forms of werewolf.

Lycanthrope, Lythari

CLIMATE/TERRAIN:	Forests (elven lands)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average to very (9–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 or 2–12
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 (bite)
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Hit only by silver or enchanted weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (10′ long)
MORALE:	Irregular (7)
XP VALUE:	420

The reclusive lythari, known among the wood elves as *silver shadows*, are true lycanthropes: good-aligned elves able to take lupine form. The details are for wolf form (no hybrid form).

In wolf form, lythari are beautiful, with pale gray or silver fur and intelligent blue or brown eyes. A wolf-lythari leaves no impression of danger or ferocity, but rather seems friendly and companionable. An adult is the size of a small pony and might carry a man-sized ally if the need is great.

In the rare times they assume elf form, the lythari are beautiful and otherworldly, even for elves. They dress in furs, hides, and other natural garb, decorating themselves with feathers, bone jewelry, and similar objects in a fashion more ancient than the oldest wood elf tribes. Tall and pale skinned, they have light blue or green eyes and silver hair.

In wolf form, lythari communicate in the manner of wolves. In elf form, lythari speak elvish; some can speak Common, also.



Combat: Lythari, like elves, can pass through natural surroundings, wood or forest, silently and nearly invisibly (opponents have a –4 surprise modifier). Lythari are 75% likely to avoid contact with strangers under normal circumstances.

Lythari dislike combat and prefer to flee rather than fight. If they aid in warfare at all, they serve as scouts and messengers, for physical combat is abhorrent to them. If cornered or defending their kin, they will fight with great skill (their morale becomes Elite, 13). In wolf form, their preferred form for combat, lythari attack by biting.

In the same manner as ordinary lycanthropes, lythari can be hit only by silver or weapons of at least +1 enchantment when in wolf form. Magic that affects lycanthropes also affects them. In both forms, lythari are 90% resistant to *sleep* and *charm* spells and are immune to ghoul paralyzation. Lythari have complete freedom over their ability to change form, the transformation taking about half a round. A lythari slain in wolf form reverts to elf form in one round.

Habitat/Society: Unlike most lycanthropes, the lythari are a gentle, benevolent species. Although they hunt and kill in the same manner as wolves, they neither inflict wanton violence nor attack intelligent species.

The typical encounter with lythari is with a single hunter or pack. The larger tribal community might be as large as 30, with up to a dozen or so members too young to hunt. Most lythari live between worlds, not dwelling on the Prime Material plane, but living in forested places that can be reached only through special gates known only to themselves. They are a shy race, preferring to remain far from civilization and even from other elves. Their small bands are anarchic, communal societies, with no real leaders, and complete equality for all members.

The lythari do not produce metal objects of any sort. They build nothing more elaborate than brush shelters. Spellcasters are rare, mostly specialty priests of woodland deities. Lythari revere Rillifane Rallathil and other wilderness Seldarine deities.

Lythari are interfertile and reproduce among themselves. They can also create new lythari from among normal elves in a special ritual of bonding that leaves a permanent scar resembling a wolf bite. Lythari status can be conferred upon another elf only if both lythari and elf agree to the transformation, and only if the secret initiation is performed.

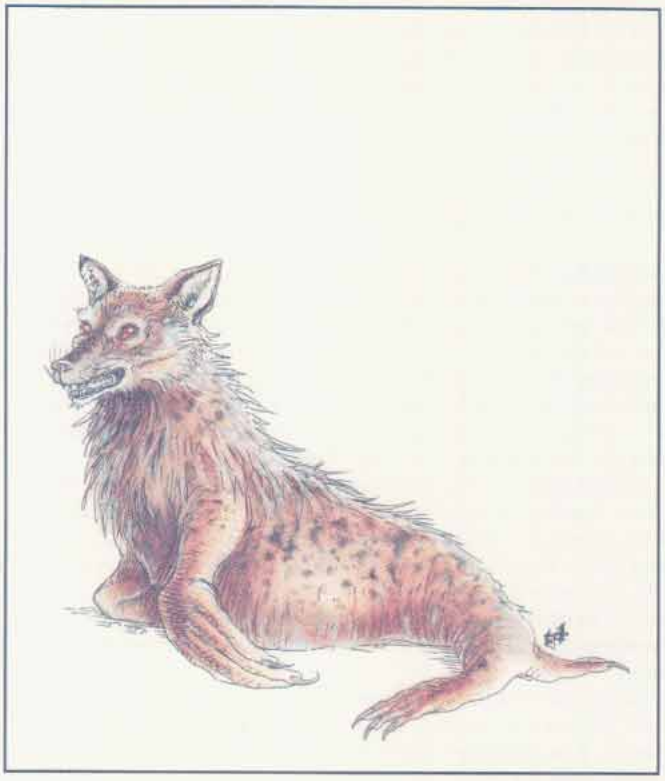
If lythari run with normal wolves in wolf form, they are accepted as pack members and treated with deference, while remaining outside the normal wolf pack hierarchy. Evil wolves and like creatures, such as worgs and werewolves (and most antherions, such as wolfweres) sense their difference and will try to drive them off or slay them.

Ecology: Small independent bands of lythari live in the forests of Evermeet; some still linger in Faerûn. Most lythari, however, live in magical faerielands that touch only lightly upon the Prime Material plane.

In both their elf and lupine forms, lythari are hunters, preferring to hunt deer, rabbit, and wild boar. They are as rarely seen by wood elves as wood elves are seen by humans. Only twice in the history of Faerûn have lythari taken part in greater events. The harper Arilyn Moonblade has a gift, a magical whistle, that can call the lythari Ganamede across vast distances.

Source: *Silver Shadows* by Elaine Cunningham. Original game details from *Elves of Evermeet*, #9430

	Lesser	Greater
CLIMATE/TERRAIN:	Saltwater	Saltwater
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Low to high (5-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Chaotic evil
NO. APPEARING:	3-18	4-16
ARMOR CLASS:	6 (7)	5
MOVEMENT:	Sw 12, 30	Sw 27, 9
HIT DICE:	2+2	9+2
THAC0:	19	11
NO. OF ATTACKS:	1 (3)	1 or 2
DAMAGE/ATTACK:	2d4 (1-2/1-2/1-4)	3-12 or 1-2 and by weapon type
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Hit only by silver, cold iron, or +1 or better magical weapons
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M(6'-7')	L(12'-15' long) or M
MORALE:	Steady (11-12)	Elite (13-14)
XP VALUE:	120	1,400



The seawolves are humans who can assume a form combining aspects of a seal and a wolf. Their packs roam the seas in search of ships to attack.

The monstrous form of the lesser seawolf has the 6 to 7 foot long body of a seal. The head and shoulders are those of a wolf. In human form the lesser seawolves stand 5 to 6 feet tall. All are thickly muscled and have tiny ears and long hair that covers their head and shoulders like a mane. The lesser seawolf has a hybrid form of a wolfman, a humanoid shape that retains the seawolf's teeth, claws, and fur; statistics for this form are given in parentheses above.

Combat: Lesser seawolves approach a ship in seawolf form, then change into the hybrid form and climb aboard. There they use their teeth and claws to kill their opponents. If the ship looks too heavily defended, the seawolves may gnaw holes in the hull in order to sink the ship.

Unlike most other lycanthropes, lesser seawolves have no special protection against normal weapons. Dead seawolves revert to their human form in a single round.

Habitat/Society: Most seawolves were formerly fishermen or sailors; as such, they also tend to be male and human. They travel in packs with those of their own kind. Their fierce hatred of their former coworkers drives them to seek to kill them or pass on the lycanthropic curse. Victims who acquire the disease become seawolves in 2-5 days. Once night falls, the new seawolf slips into the water and goes off in search of a pack.

Seawolves are nomads constantly roaming the cooler sections of the seas. They neither build lairs nor keep treasure. During the day, they sleep on beaches or in caves or appropriated houses. If surprised on a beach, they pretend to be shipwreck victims, then kill the intruders and take their clothing. If at sea, the seawolves are still able to sleep during the day by floating on their backs; in this case they may be mistaken for a cluster of drowning victims. If a ship moves close to investigate, the seawolves wait for the best opportunity to attack and take over the ship.

Seawolves breathe air. They can remain submerged for 17-24 (1d8+16) minutes. Failure to surface after that time causes them to suffer 1-6 points of damage each round until they drown.

Female seawolves give birth to single cubs. These may appear to be human infants during the day or baby seals at night. Seawolves lack parental feelings and abandon the cubs. Although the cubs are able to swim and hunt from birth, they have difficulty keeping up with adults and often drown during the day if they are at sea. Only 5% of cubs reach adulthood. The offspring of a seawolf and a human are good swimmers who feel mysteriously drawn to the sea, but few (25%) become seawolves upon reaching adolescence.

Seawolves may ally themselves with other evil aquatic lycanthropes. They hate selkies, whom they consider allies of the humanoids. Lesser seawolves attack selkies on sight.

Their diet includes a variety of foods, such as shellfish, fish, seabirds, sea mammals, and anyone they can sink their teeth into. Occasionally, packs may wander into a town and take over a tavern for a round of drinking and wenching.

Seawolf personalities are a twisted version of their original, human personalities. It is as if the seawolf persona is a savage, magnified version of all the original person's bad traits. Seawolves periodically return to their original home port. This may be a subconscious longing for their old life or a means to renew their hatred of those still humanoid. If a seawolf spots his old self's mate or child, he may attempt to make contact.

Ecology: Seawolves are the sworn enemies of any humanoid who makes his living in the sea. They live to destroy shipping, spread terror, and spread their curse further.

Greater Seawolves

The monstrous form of the greater seawolf has a 12 to 15 foot long body, but is otherwise identical to the lesser seawolf. In human form, greater seawolves stand 6 to 7 feet tall.

Combat: Greater seawolves assume their human forms to get close to their opponents. The typical plan is to bite or strangle one or two deckhands, take their weapons, and begin a general assault.

In seawolf form, greater seawolves can be harmed only by silver, cold iron, or magical weapons of +1 or better. Steel weapons have no effect. Dead seawolves revert to their human form in one round.

Lycanthrope, Werebadger

CLIMATE/TERRAIN:	Temperate hills/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	M,Q,V
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6, Br 3
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6 (×2)/1d4 or by weapon
SPECIAL ATTACKS:	Berserk frenzy
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ tall)
MORALE:	Elite (13–14) or fearless (19–20)
XP VALUE:	650 (975 with magical weapon)



Werebadgers are dwarves that can transform into giant badgers or dwarf-badger hybrids. In humanoid form they appear to be normal dwarves with a silver stripe in their hair or beards (not an uncommon trait among dwarves). In hybrid form they stand upright, but have the features of a badger: thick fur, enormous claws, and a badger's head. In beast form the werebadger simply appears to be a giant badger; transforming into this shape rips apart any clothing the creature wears.

The werebadger's claws are so large that they "clack" together when not flexed or clenched.

Combat: This monster attacks with its foreclaws, followed by a bite. Unlike the giant badger, the claws are actually more fearsome than the bite, but only the bite can transmit the curse of lycanthropy.

Unlike most lycanthropes, the werebadger has no qualms about using weapons. Their natural weapons are so potent, however, that only a magical weapon is of notable improvement. They favor axes and war hammers, and there is a 75% chance the creature owns a weapon (25% chance that it is magical). In animal form werebadgers cannot use weapons. Werebadgers are harmed only by silver or magical weapons. The oil of the poppy seed is poisonous to them.

During each round of combat, the werebadger has a 25% chance to enter a berserk frenzy (roll before each round). When this occurs, the beast froths at the mouth, its claw attacks gain a +1 attack bonus, and its bite attack gains a +3 bonus. Once in a frenzy, it will not break off the attack until either it is dead or until all its opponents have fled or died. To make matters worse, during the frenzy, all bite attacks have double the normal chance to transmit lycanthropy.

Habitat/Society: Werebadgers tend to live on the fringes of society (when they choose to live among others at all). They choose professions that allow them to be alone or excuse bursts of violent anger. For example, many become scouts or skirmishers in dwarf armies. Werebadgers dislike physical labor as a rule. They typically do not work stone or metal.

Werebadgers dislike other forms of lycanthropes, but do not hate them. Those that avoid dwarf society tend to be loners, living in caves and tunnels, preying upon the unsuspecting. If one encounters another werebeast, the werebadger would fight only to defend its territory.

On rare occasions a werebadger will be found with a mate and young. Treat the young as common badgers with lycanthropic immunities. Any sign of hostility on the part of intruders will immediately throw both parents into a berserk frenzy (no die roll necessary).

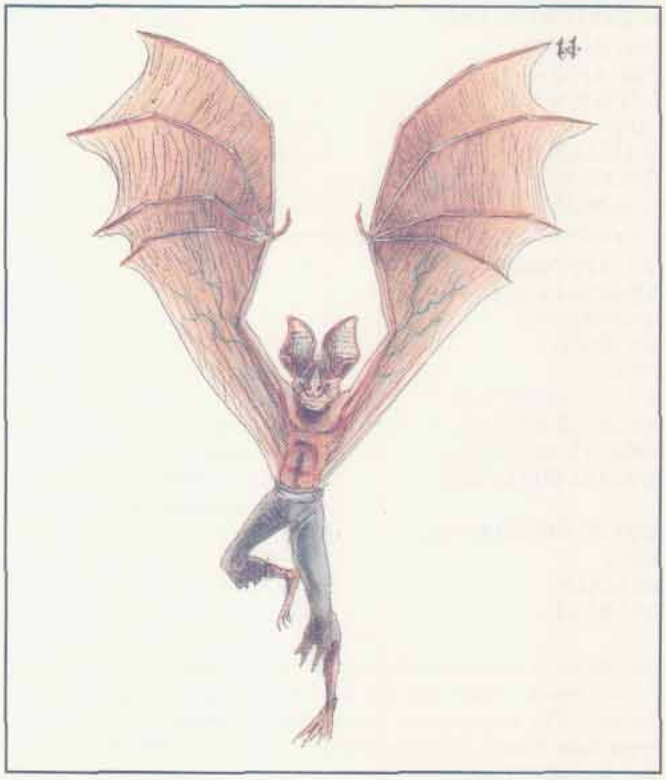
Ecology: This lycanthropy affects dwarves more readily than other forms of humanoids. Gnomes, goblins, orcs and other underground dwellers are half as likely to be infected as dwarves. Humans, elves, and other surface dwellers are only 25% as likely to be infected.

Werebadgers do not live as long as dwarves. If allowed to die of natural causes—a rarity for the species—they can live to be 80 or 90 years old. Dwarves or other long-lived races that are infected with this form of lycanthropy have the remainder of their life spans halved. A prematurely old dwarf or gnome is sometimes suspected of being a lycanthrope.

Lycanthrope, Werebat

CLIMATE/TERRAIN:	Temperate woodlands
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9, Fl 15 (D)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	420



Like the other species of lycanthrope found in Ravenloft, two varieties of werebat exist—natural (or true) and infected. True werebats are those creatures who have been born to werebat parents. The parents may be either true or infected werebats themselves, but the offspring of any two werebats is a true werebat. In those rare cases when a child is born with one werebat and one human parent, there is a 50% chance that it will be a true werebat and a 25% chance that it will be an infected werebat.

True werebats have three forms: normal human, vampire bat, or hybrid. In the first form, it is marked by bat-like features and traits (an aversion to bright lights, keen night vision, a taste for blood or raw meat, etc.). In its vampire bat form, it looks just like a common vampire bat. By far the most feared of its forms, however, is that of the hybrid. In this form, it retains its humanoid shape but takes on the added features of a bat. The arms extend to become willowy and leather wings form under them, the teeth sharpen into deadly fangs, and the snout protrudes from the face. The nails stretch into deadly claws and the eyes spawn an inner glow when light hits them.

Infected werebats have only two of the three forms listed above. Most (75%) have a human and hybrid form, while the rest have only a human and true bat form.

Combat: The type of attacks employed by a werebat depend upon its form. In human form, it will depend upon weapons to inflict damage, for its bare hands inflict but 1d2 points per attack. If at all possible, the creature will avoid combat in this form.

In bat form, they attack just as if they were bats. Each round, they may attack once and inflict but a single point of damage with any successful strike. The bitten victim, of course, stands a chance of contracting lycanthropy (see below), even from this meager wound. Opponents of a werebat in this form will find that it is unusually resilient, for it has its full human-form hit points.

In hybrid form, the werebat does not have the manual dexterity to employ weapons effectively. However, its deadly sharp claws and needle-like teeth make it far from helpless. In each round it may strike twice with its claws (inflicting 1d4 points of damage each). If both of these attacks hits, it may follow with a vicious bite that does 2d4 points of damage. Werebats can fly in their hybrid form and often use this ability to their advantage in combat.

Anyone who takes damage from a werebat's natural attacks stands a chance of contracting the disease of lycanthropy and becoming an infected werebat. Every point of damage done indicates a flat 2% chance per point that the victim will become infected. The procedures for curing an infected lycanthrope are given in Chapter 5 of the *Ravenloft Boxed Set*.

Werebats can be harmed only by silver or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted, hinting at the creature's true nature.

Habitat/Society: Werebats favor caves in lightly wooded, temperate regions as their homes. From here, they can fly out and seek prey from which they can draw the blood necessary to satisfy their thirst.

Werebat caves are commonly home to only one family of werebats (two parents and 1-4 young). The young remain in true bat form until they reach 3 years of age. A this time, they mature into adults and, within a single year, become fully grown. This time of transformation brings out a great hunger in the creature, which forces it to spend most of its time hunting and feeding. Human villages near a werebat cave will certainly lose many citizens to the feasting of the ravenous creature at this time.

In addition to the werebat family, each cave will contain 20-200 (20d10) common bats and 1-10 giant bats. All of these lesser are under the command of the adult werebats and will act as their sentinels and companions.

Ecology: Although werebats favor humans and demihumans as prey, they have been known to feed on the blood of other mammals (like cattle and horses) when preferred prey is not available. Interestingly, such animals seem to be immune to the lycanthropy that these dark creatures spread.

While werebats do look upon humans and demihumans as animals to be devoured, they are not cruel or evil in their attacks. They simply regard such beings as having a lower place in the food chain. Werebats will, typically, refer to themselves as "predators of the night."

CLIMATE/TERRAIN:	Cold or temperate regions
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Exceptional (11-12)
TREASURE:	R, T, X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/2-8
SPECIAL ATTACKS:	Hug for 2-16
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9')
MORALE:	Elite (13-14)
XP VALUE:	1,400



Werebears are humans who can transform themselves into large brown bears. They are the best known good-aligned lycanthropes. The ursine form most often resembles a brown bear. Some have blond, reddish, black, or ivory fur (the latter is common in frozen regions).

In human form they are large, stout, well-muscled, and hairy. Their brown hair is thick; males usually wear beards. Some have reddish, blond, ivory, or black hair; this matches the color of the ursine form. They dress in simple cloth and leather garments that are easily removed, repaired, or replaced.

Combat: In human form, the werebear uses available weapons, preferring axes, spears, and knives, since these have practical applications suitable for woodland life. If attacked in daylight, the werebear usually remains human unless death is likely. The shapechange renders the werebear helpless for a round. In ursine form, the werebear attacks with two swiping claws and a bite. If both claws hit, during the next round the werebear can hug for an additional 2-16 points of damage. This subsequent damage continues automatically each round thereafter.

Like those of other lycanthropes, the werebear's defenses function only in the bear form. Weapons used against the werebear must be either silver or magical weapons of +1 or better. Werebears can summon 1-6 brown bears within 2-12 turns, provided such animals are within one mile. Werebears heal at three times the normal human rate and can *cure disease* in another creature in 1-4 weeks if they so desire.

If a werebear dies, he reverts to his human form in one round.

Habitat/Society: Werebears are normally solitary creatures. As humans, they build cabins far from settled areas, preferably in a deep forest near well-stocked waters. Werebears do not marry although they may have preferred mates they meet on a very irregular basis. Females bear 1-2 children in human form. Such children are very stout and grow quickly. Within eight years they gain adolescence and the ability to change into werebears. Shortly after, the mother drives the children out and seeks a mate to start the cycle anew. The newly independent young are discreetly guided and assisted by older werebears. Despite their apparent isolationism and rugged individualism, werebears have a sense of community. They never attack each other and aid any werebear threatened by another lycanthrope species.

Werebears are closest to forest-dwelling classes like rangers, druids, and wildlife-oriented priests. They rarely enter villages and never enter cities except in dire emergencies or to help other good-aligned people, especially those threatened by evil lycanthropes. Werebears hate wererats and werewolves.

The average werebear claims a territory 1 to 4 square miles in size. Fishing areas are open to all werebears. A werebear feels a close bond to its home region, acting as a game warden to protect its territory and the animals therein from the ravages of intruders.

Werebears do not travel a great deal. Only the rare individual (usually young) can be coaxed into joining a band of adventurers. Werebears may join an adventuring group as guides, provided the money is right and the job is agreeable.

Treasure is usually limited to small, valuable commodities like gold, platinum, gems, and jewelry. Werebears rarely carry any treasure and instead hide it near their homes. They also collect scrolls, potions, and other magical items, often as fees or rewards for past services. Werebears destroy any magical items that specifically affect lycanthropes or bears, since such items might be used against themselves.

Ecology: Werebears are omnivorous, preferring fish, small mammals, and a honey-rich mead. This mead is extremely intoxicating to normal humans. Werebears have few natural enemies. Their closest enemies are the werewolves who share their preferred wilderness regions.

Lycanthrope, Wereboar

CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B, S
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Silver or +1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	650



Wereboars are humans who are able to transform themselves into a form combining human and boar features. Their tempers are as ugly as their features.

In human form wereboars tend to be stocky, muscular people of average height. Their hair is short and stiff. They dress in simple garments that are easy to remove, repair, or replace.

The boar form stands slightly taller than the human form, but the hunchbacked posture thrusts the head forward. The head is identical to a boar's head, complete with short tusks. The torso's diameter is doubled, the neck shortened, and the feet become hoof-like. Stiff, black hair like wire bristles covers the skin.

Combat: The wereboar combines his hands and tusks for deadly effect. The wereboar seizes a target and pulls it toward his head. He stabs his tusks into the victim, then pulls his victim to one side while swinging his head in the other direction, which tears the wound further. He then tosses the victim aside and attacks someone else. A wereboar will gladly wade into the center of a group of opponents and then fight his way out.

In human form the wereboar attacks with whatever weapon he has. Wereboars prefer bludgeoning or chopping weapons, such as axes and maces, rather than stabbing or missile weapons such as swords, spears, or bows.

In either form the wereboar is immune to damage from nonmagical and nonsilver weapons. Such wounds are little more than scratches that quickly heal.

Habitat/Society: Wereboars are ill-tempered, easily angered, and almost as prone to attack their few friends as they are to attack an enemy. As humans they are rude, crude, and vulgar. However, they are invaluable allies in a fight. A wereboar does not give his friendship easily, but when he does it is a special bond he will not break. The problem is, due to the wereboar's peculiar personality, it is difficult to tell whether he is being friendly or hostile.

Wereboars prefer dense woodlands, ideally far from towns and cities. Like werebears, they live in caves or build cabins for their homes. Their homes tend to be ill-kept and slovenly. Wereboars don't repair things, they replace them.

Despite their personalities, wereboars have close-knit families. Females give birth to litters of 1d4+2 offspring. Newborns are very small by human standards but are strong and able to crawl hours after birth. The offspring mature quickly. When they reach adolescence at eight years, they gain the ability to become wereboars themselves. A wereboar father appears to be distant and aloof, but a staunch protector who will attack any foe who threatens his family, no matter how uneven the odds. Females are aggressive when defending their young (+2 bonus to attack roll). Neither males nor females check morale when defending their young.

The diet is a mixture of small game, vegetables, and fungi. Their favorite food is the subterranean fungus called truffles; even in human form they can detect the truffles growing several feet underground. Wereboars aren't very good gardeners. A typical garden is a cleared field strewn with a variety of seeds and bulbs in the hope that something edible will grow. Wereboar cuisine is equally haphazard; it can be summed up as burned meat and stews.

Wereboars avoid normal hogs and boars. They are suspicious of strangers. Wereboars assume everyone is hostile. In human form they may wait for the first attack, but when in boar form they usually (75% chance) chase the intruders away and attack any who defend themselves.

Ecology: Wereboars produce little of value, whether trade goods or services. Their main desire is simply to stay away from everyone else. In the wild, they defend their territories against any intruders. Wereboars fit into orcish society as well as they do into human society, and might sometimes assist or ally themselves with orcish forces. Wereboars can tolerate half-orcs.

Lycanthrope, Werecrocodile

CLIMATE/TERRAIN:	Desert, swamp
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3
ARMOR CLASS:	1
MOVEMENT:	3, Sw 12
HIT DICE:	5 + 5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/1d8
SPECIAL ATTACKS:	Control 1d3 crocodiles, infection
SPECIAL DEFENSES:	Hit only by silver or magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6' human), L (8'–12' crocodile)
MORALE:	Elite (13–14)
XP VALUE:	650
Priest 1st–4th	975
Priest 5th	1,400

In their human form, werecrocodiles are tall, thin creatures with sharp features, a long nose and chin, and a thin face with a noticeable overbite. In their crocodile form, they are very long, big, and powerful monsters. They speak the common tongue and can speak with crocodiles at will. Those native to Toril speak Mulhorandi as well.

Combat: In combat, werecrocodiles prefer their human form. They try to trick their prey into assuming they are harmless. Werecrocodiles are infamous for playing on people's sympathy by pretending to be grieving. Once the prey is in close range, they changed to crocodile form and attack. They can bite with their huge jaws and sharp teeth for 2d6 points of damage, and lash out with their tails for 1d8 points of damage.

Werecrocodiles have the equivalent of an 18 Strength. They sometimes use this to grab their opponents, drag them deep underwater, change to crocodile form, and try to drown them.

The bite of a werecrocodile might infect an opponent with their lycanthropy. Every point of damage received from a werecrocodile bite equals a 1% chance of turning into a werecrocodile at the next full moon (a victim who takes 20 points of bite damage in an encounter with werecrocodiles has a 20% chance of contracting this strain of lycanthropy).

Werecrocodiles are able to summon 1d3 normal crocodiles, which arrive in 2–12 rounds and obey their every command.

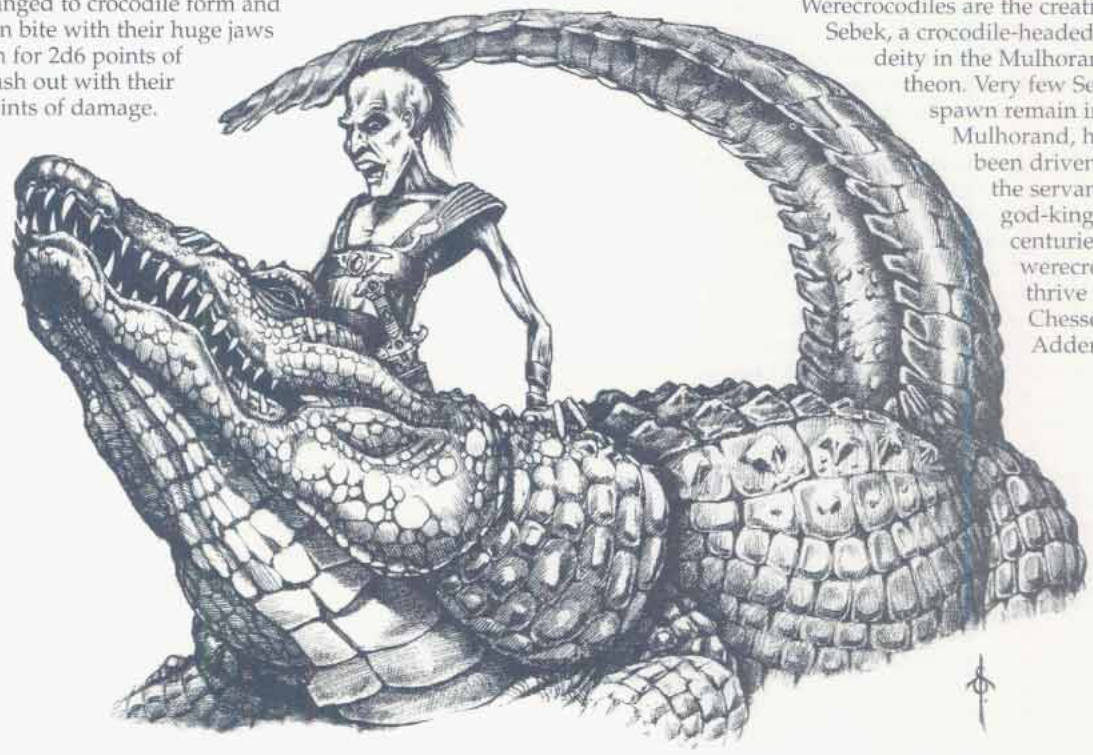
Habitat/Society: Werecrocodiles live in small family groups. The mother is usually the leader of the family pack. Mating occurs with their own kind, and werecrocodiles are born live from the mother's womb. The young attain the ability to transform at the onset of puberty.

Werecrocodiles usually live in mud shacks by the edge of rivers or in swamps. They stay away from populated human settlements and do not collect treasure or possessions. They usually assume crocodile form to find prey, then assume human form at night to sleep. They are very territorial and attack any human, demihuman, or humanoid who enters their territory, though they will try to be as subtle as possible before springing their trap.

Werecrocodiles of Toril worship the god Sebek, who created them, and can become clerics or specialty priests of Sebek. Clerics are limited to 5th level, but specialty priests of Sebek have no limit. Werecrocodile priests of both types receive 1d4 extra hit points per level as priests of Sebek.

Ecology: Werecrocodiles are biologically identical to humans, except for their lycanthropy. They prey on both warm-blooded creatures and fish native to the swamps. They eat any wererats native to the swamps. They do not particularly enjoy killing humans, but humans are too tasty to resist. No one preys on werecrocodiles except humans, so werecrocodiles try to have as little conflict with large bands of humans as possible.

Werecrocodiles are the creation of Sebek, a crocodile-headed minor deity in the Mulhorandi pantheon. Very few Sebek-spawn remain in Mulhorand, having been driven off by the servants of the god-kings five centuries ago, but werecrocodiles thrive in Chessenta's Adderswamp.



Lycanthrope, Werefox (Foxwoman)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	E, Q (x5), S
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (see below)
ARMOR CLASS:	2, 4, or 6
MOVEMENT:	24, 18, or 12
HIT DICE:	8+1
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2, 2-12, or by weapon
SPECIAL ATTACKS:	Charms, spells
SPECIAL DEFENSES:	Silver or +1 weapons to hit
MAGIC RESISTANCE:	Special (see below)
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	2,000



A foxwoman is an elven-appearing woman who is able to transform herself into a silver fox form or a silver-furred humanoid (vixen) form with a fox's head. They are extremely self-centered.

The female elven form of the foxwoman is extremely beautiful. She has silver or silver-streaked hair, including a widow's peak. She dresses attractively in loose garments. A pouch holds valuables and spell components.

The vixen form is a hybrid of elven and fox-like features. The body and limbs are those of the elven form but covered with silvery fur. The head and tail are fox-like. The vixen may wear elven clothing. The vixen can run very quickly (18).

The silver fox form appears to be a normal, large fox. It moves extremely fast (24), can *pass without trace*, and is 90% undetectable in undergrowth if it passes out of view for a moment.

Combat: The silver fox's bite inflicts 1-2 points of damage but is otherwise harmless. The vixen's more savage bite causes 2d6 points of damage. Human or elven women who are bitten by a vixen for 50% or more of their hit points become foxwomen within three days unless both a *cure disease* and a *remove curse* spell are cast upon the victim by a priest of at least 12th level.

In elven form, the foxwoman relies on weapons. She gains a +1 bonus with bow or sword. Her best weapon is her incredible beauty. Any human, humanoid, or demihuman males whose Wisdoms are 13 or less are effectively caught by a *charm* spell. Those whose Wisdoms are 14 or greater are not charmed but still find the foxwoman extremely attractive. In elven form, the foxwoman has magic use as a wizard of level 1d4. She is 90% resistant to *sleep* and *charm* spells.

In any form, the foxwoman is able to see by infravision (60-foot range). They can only be harmed by silver or +1 or better magical weapons. Scars from nonfatal wounds vanish within a month.

Habitat/Society: Foxwomen dwell in lonely woodlands far from humanoid communities. Their homes may be hidden cottages or comfortably furnished cave complexes; in either case their homes are filled with typical human comforts. Foxwomen are solitary in regard to their own kind. They are self-serving, vain, and hedonistic. Foxwomen serve their vanity by enslaving humanoid males. Those males become servants and companions.

Werefoxes do not keep dwarves, gnomes, or halflings; such males are slain quietly as soon as the opportunity arises.

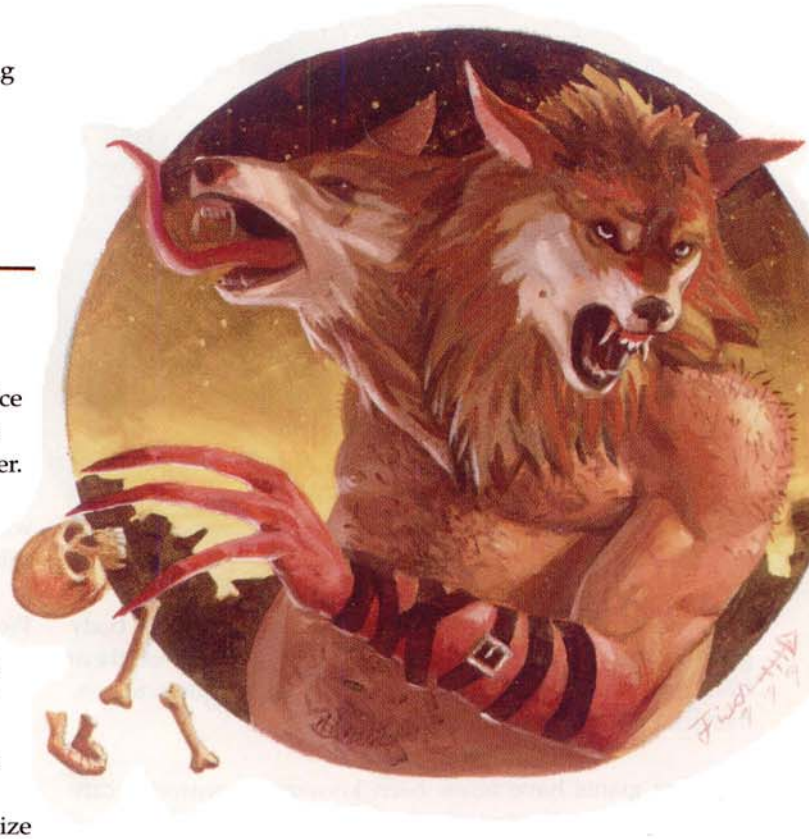
Each foxwoman is always accompanied by 1d4+1 charmed males. At least one of the males is a fighter (70%) or ranger (30%) of level 1d4+1. There is a 50% chance that any one of the other males is also a fighter of level 1d4. There is a 10% chance that one of the remaining males is a cleric (10%), druid (45%), mage (10%), thief (25%), or some other class (10%) of level 1d4. Of her elven or half-elven companions, 25% are multi-class characters. All males who do not fit into any of the above categories are 0-level fighters and elves or half-elves of 1 Hit Die. The males may use such magical items as they possessed prior to being charmed into the foxwoman's service.

Foxwomen are barren. They must kidnap or adopt their children. There is a 10% chance that a foxwoman has a "daughter." The foxwoman has stolen an elven girl, infected her with lycanthropy, and is raising her as a foxwoman. Such a child is be 1d8+5 years old. If she is 12-13, she is treated the same as a normal foxwoman; otherwise she is a noncombatant.

Non-elven women who are afflicted with lycanthropy undergo a slow transformation that alters their normal form. Over a period of one to two years, such women turn into elven women; only their faces and odd marks (tattoos, birthmarks) provide faint proof of their old identities.

Ecology: Foxwomen are unique among the lycanthropes. They have no major goals or desires aside from pampering themselves and feeding their vanity. They have little contact with other foxwomen (whom they see as rivals), real foxes (irrelevant beasts), or other lycanthropes (crude, unattractive, and uncharmable).

CLIMATE/TERRAIN:	As giant type
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Full moon, and nights preceding and following it
DIET	As lycanthrope type
INTELLIGENCE	As giant type
TREASURE	As giant type
ALIGNMENT	As lycanthrope
NO. APPEARING	1
ARMOR CLASS	As lycanthrope
MOVEMENT	As giant type
HIT DICE	Either normal giant type Hit Dice or double the Hit Dice of lycanthrope type, whichever is greater.
THAC0	As giant or lycanthrope, whichever is better, with a +1 bonus
NO. OF ATTACKS	As lycanthrope
DAMAGE/ATTACK	Double the damage of comparable lycanthrope attack
SPECIAL ATTACKS	As lycanthrope type
SPECIAL DEFENSES	As lycanthrope type
MAGIC RESISTANCE	As giant and lycanthrope types
SIZE	As giant type; some (10%) will experience a 20% reduction in size
MORALE	As lycanthrope type
XP VALUE	The value of the giant type, plus the value of the lycanthrope type



The statistics above refer to the giant werecreature in its "hybrid" form. While in giant form, giant werecreatures follow standard statistics for their giant type; when in animal form (where applicable), giant werecreatures follow all the rules for "Giant Mammals" listed under the "Mammals" entry in the *Monstrous Manual* tome.

Giant lycanthropes are enlarged versions of their werecreature cousins, the result of an attack from a smaller lycanthrope type; they are typically "infected" or "cursed" lycanthropes, subject to the phases of the moon just as normal infected lycanthropes. Giant lycanthropes usually have some telling features (besides size) that mark them as members of a certain giant type; these are detailed below. Only certain giants—usually those designated "giant-kin," smaller and more humanoid—can contract lycanthropy; any giant with 15 or more Hit Dice is susceptible to it. Outside of this limitation, giant lycanthropes can entail a wide variety of combinations, from firbolg wererats to voadkyn seawolves and every combination in between; the various types are listed below, along with individual rules and restrictions.

Cyclops and Cyclopskin: The smaller cyclopskin are susceptible to all forms of lycanthropy, and their stats in werecreature form echo that of the lycanthrope type exactly. The larger cyclopes generally find themselves inflicted with either bear or bat lycanthropy, because the caves in which they prefer to make their homes most commonly attract those creatures. Other types of lycanthropy are rare but possible; however, a cyclops cannot contract fox, tiger, or seawolf lycanthropy, nor any of the more exotic types. Cyclopskin or cyclopes in hybrid or animal forms are easy to identify because of the distinctive single eye, which they maintain in their transformed shape. This single eye does not hinder the hybrid or animal forms. In addition, a cyclops werebat cannot change into a giant animal form; it is limited to the hybrid form, and in this state it cannot fly; the cyclops still grows wings, however, and can glide through the air if it drops from a height.

Cyclops "communities" (such as they are) tend to drive out those afflicted with lycanthropy, since the creatures feed on the flocks cyclopes keep. Usually, giant werecreature cyclopes encountered by PCs represent such outcast creatures.

Desert: Desert giants already suffer under the burden of a curse, one that slowly turns them to stone. This curse apparently supercedes lycanthropy, making them immune to the affliction. Presumably, if a desert giant managed to break its curse, it might become susceptible to lycanthropy, though to which forms and to what degree remains unknown.

Ettin: Ettins can contract wolf, rat, or boar lycanthropy only, and they suffer from one restriction:They cannot assume a full animal form. This seems to be a result of their multiple heads; a

lycanthropic ettin retains its two heads in hybrid, which limits the change its body can make. These twin heads also make the lycanthropic ettin a true danger—an ettin werecreature with a bite attack gains two such attacks each round, each with the ability to pass on its dread affliction.

In some (10%), the lycanthropy affects one, but not both, of the ettin's heads. In these instances, the unaffected head (usually the "less dominant") loses control of its body to the affected head. It is often as afraid—if not more so—than those the affected ettin terrorizes.

Firbolg: The normally noble firbolg are especially susceptible to lycanthropy due in part to their extreme physical similarities to humans. Firbolg can contract nearly all possible forms of lycanthropy except raven, and they gain all the forms and abilities of the lycanthrope type. Infected firbolg are objects of extreme pity in firbolg communities; if an infected firbolg is discovered, the community will rally around the victim, pooling all their resources to seek out a cure.

Formorian: Formorian giants are a warped pastiche of body parts and body types. This condition apparently protects them from lycanthropy; no formorian has ever been known to contract the curse.

Fog: Fog giants have never been known to contract lycanthropy, possibly due to either their Huge (24'+) stature, their close relation to the immune cloud giants, or both. Whether it is possible for fog giants to contract the affliction remains to be determined.

Frost: The bitter lands the frost giants inhabit are hospitable to only two form of lycanthrope—bear and seawolf—and the frost giant is susceptible to both. A frost giant seawolf is a notoriously dangerous predator in the iceberg-filled waters of many northern realms, and most captains will go out of their way to assure they do not sail on the night of a full moon. Frost giant werebears change into a giant white polar bear. Frost giants are also one of two giant types known to have true lycanthropes among their ranks; these also shift only into the form of giant polar bears. (See the Lycanthrope, Giant Werebear entry.)

Hill: Hill giants are fully susceptible to most kinds of lycanthropy, excluding raven. Most commonly they contract wolf, boar, rat, or bat. Hill giant lycanthropes tend to be overly broad and awkward, and as such they suffer a –2 penalty to their movement rates in both hybrid and animal forms.

Jungle: The jungle giant is susceptible to any form of lycanthropy found within its environment, especially fox, tiger, and bat, as well as most feline forms of lycanthropy, like the wereleopard and werecheetah (both of which are detailed in the MONSTROUS COMPENDIUM®: RAVENLOFT® III Appendix). In fact, jungle giants afflicted with some form of feline lycanthropy should be considered only "Rare," in relation to all other forms of lycanthropy, appearing twice as often in infected jungle giants as any other type. The jungle giant's unusually thin figure, while amply appropriate for the lithe feline forms it normally changes into, hinders its hybrid forms , causing a 2-Hit-Dice reduction to the hybrid form of all types of jungle giant werecreatures.

Stone: Though less than 15 Hit Dice, the stone giant is as solid and resilient as its namesake, and as such stone giants are immune to all forms of lycanthropy.

Verbeeg: The verbeeg, like the firbolg, are very human-like, and like the firbolg share their susceptibility to lycanthropy. Verbeeg, therefore, can fall prey to any form of lycanthropy, excluding raven. Verbeeg tend to react violently to infected lycanthropes among their ranks; where cyclopes tend to drive victims away and firbolg band together to seek a cure, verbeeg will actively seek out and destroy such creatures within their tribe.

Wood: The voadkyn, being related to elves, share the elves' susceptibility to all forms of lycanthropy. In addition, voadkyn are the only giants (besides frost giants) who share their ranks with true lycanthropes; these are the feared and hated shadkyn. (See the Lycanthrope, Giant Werebat entry.)

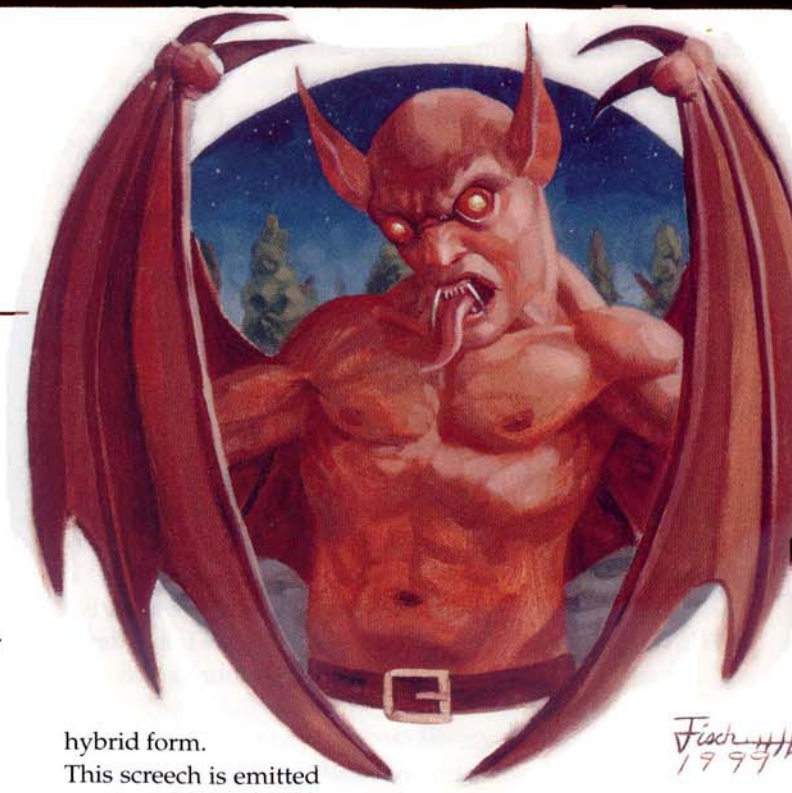
Combat: Generally, a giant lycanthrope will employ all the same methods of attack normal lycanthropes do, and causing double the damage. In addition to this, the giant lycanthrope's Large or Huge size allows it some additional forms of attack against Medium and Small creatures. One of these is a grabbing attack, which any Huge giant werecreature can employ against a size Small target. In lieu of a claw attack, the giant may attempt to grab a Small opponent for no damage, but with the option of biting the captured creature automatically the next round (no THAC0 roll required). Small creatures can break free of the grab with a successful Bend Bars/Lift Gates check. Against Medium-sized creatures, the move can be employed, but the giant lycanthrope needs to grab the target creature with both hands to successfully bite the next round.

Curing Lycanthropy: All the normal means of curing lycanthropy apply to giants and giant-kin as well, though some things must be modified to account for the giant's size—specifically, a giant werecreature must eat a much larger amount of belladonna within 24 hours of contracting the disease to cure it than a normal humanoid would require. In addition, giants with 10 or more Hit Dice have a slim chance of "curing" themselves of lycanthropy during every full moon; as they feel the effects of the lycanthropy taking over their bodies, they can try to resist with a 5% chance of success. If a giant cures itself this way, it usually retains some small measure of the lycanthropy inside of it, manifesting in extra body hair or animalistic features—in effect, taking on a slight physical resemblance to the animal type, much like true lycanthropes.

Lycanthrope, Weregiant, Werebat (Shadkyn)

CLIMATE/TERRAIN	Hilly woodlands/caves
FREQUENCY	Very rare
ORGANIZATION	Flock
ACTIVITY CYCLE	Nocturnal
DIET	Carnivorous
INTELLIGENCE	Average to very high (8–16)
TREASURE	D, U
ALIGNMENT	Chaotic evil

NO. APPEARING	1–4
ARMOR CLASS	5 (7 in bat form)
MOVEMENT	12, fly 15 (D)
HIT DICE	8+4
THAC0	12
NO. ATTACKS	3
DAMAGE/ATTACK	2–8/2–8/3–12
SPECIAL ATTACKS	Sonic screech; –4 penalty to opponent's surprise rolls.
SPECIAL DEFENSES	Hit only by silver or +1 or better weapons; resist spells as elves.
MAGIC RESISTANCE	Nil
SIZE	L (9–10')
MORALE	Steady (1112)
XP VALUE	1,800



Shadkyn are the dark cousins to the good voadkyn, or wood giants. They are true lycanthropes who can change form at will into giant werebats.

Shadkyn can assume three forms: voadkyn, mobat, and hybrid. In voadkyn form, they look like tall, thin, pale wood giants. They wear loose clothing that comes off quickly if they need to shift forms quickly. In mobat form, the shadkyn takes on all the attributes of the species, with the added benefits of 8 Hit Dice (instead of the usual 4–6) and a a +2 bonus to the mobat's THAC0. The shadkyn hybrid's flesh is a smoky color, with short black hairs sprouting on shoulders and legs; the arms elongate into giant wings, with a 12–16' wingspan. The hybrid form includes a pair of long, vampirish fangs.

All true shadkyn can take on all three forms. Infected shadkyn have a 75% chance to assume only two of the three forms—either humanoid and hybrid, or humanoid and mobat.

Combat: The shadkyn can fight in any of their three forms, though they prefer their hybrid form for battle. In giant form the shadkyn can fight with any weapon. They tend to tip their weapons with poison. In mobat form, the shadkyn fights as that species (see *Monstrous Manual* entry, Bat, Huge).

Their most vicious attacks come in their hybrid form, where shadkyn can utilize their elongated claws (2–8 points of damage per claw) or their bite (3–12 points of damage). Each point of damage brings the werebat's 2% chance of infecting the victim with lycanthropy; this applies to all humanoids, though the shadkyn prefer to infect voadkyn. Voadkyn infected in such a way become shadkyn; other humanoids become common werebats with the smoky coloration of the shadkyn.

Shadkyn can, once per turn, emit a piercing screech while in hybrid form. This screech is emitted at the beginning of the round and does not count as an attack. All those within hearing lose initiative for that round, allowing the shadkyn to attack first; in addition, all who hear the screech must roll a saving throw vs. breath weapon or be stunned for 1–4 rounds.

Habitat/Society: Shadkyn society is tribal. A typical group of shadkyn live in a mountain cave, with 1d12 + 3 males, twice as many females, and 2d6 children. One of these shadkyn lords over the flock in what can only be described as a despotic rulership; this shadkyn is bigger and more powerful than the others, fighting with a +1 to THAC0 and +2 to damage, and gaining 1 extra Hit Dice. The group lives only to breed and feed. There is a 60% chance that a flock of shadkyn includes 1–10 normal werebats who act as scouts and servants.

Shadkyn parents produce only one child per union. This child is always shadkyn, with a few (5%) being born without the ability to change into one of the three forms (most often that of the mobat), and a very few (2%) being born with no shapeshifting abilities at all; these shadkyn are usually turned out of the flock to become bitter recluses. A shadkyn mating with a voadkyn has a 50% chance of producing a shadkyn offspring; if the child is born voadkyn, there is another 50% chance the child will be an infected lycanthrope.

Ecology: Shadkyn fill a similar niche as their voadkyn cousins, although their lifestyle is not quite as sophisticated and their tastes run much more toward meat; cattle and other large herd animals are rare in areas near shadkyn lairs. The shadkyn have no natural enemies, other than the voadkyn, but their war is one of hatred, not survival. The only other enemy to shadkyn are other shadkyn, as they have been known to cannibalize weak or elderly members of the flock when food is scarce.

Lycanthrope, Weregiant, Werebear (Polarwere)

CLIMATE/TERRAIN	Arctic lands
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Nocturnal
DIET	Carnivorous
INTELLIGENCE	Low to average (5–10)
TREASURE	Z
ALIGNMENT	Neutral evil
NO. APPEARING	1
ARMOR CLASS	1
MOVEMENT	12
HIT DICE	14
THAC0	6
NO. ATTACKS	3
DAMAGE/ATTACK	3–13/3–13/2–20
SPECIAL ATTACKS	Crush for 3–30; hug Large- or Huge-sized creatures for 4–16
SPECIAL DEFENSES	Hit only by silver or +1 or better weapons; impervious to cold.
MAGIC RESISTANCE	Nil
SIZE	H (21')
MORALE	Very Steady (13–14)
XP VALUE	8,400



Giant werebears are frost giants born with the ability to change into giant polar bears. Unlike their good-aligned lycanthrope cousins, polarweres are bitter, selfish creatures who care only for their next meal and a warm lair in which to sleep.

In giant form, the polarwere looks like a frost giant, albeit an especially broad-shouldered, hairy one. The polarwere rarely assumes this form, as frost giants are tribal and stand-offish. In ursine form, the polarwere resembles a giant polar bear, 10 feet tall at the shoulder and 20 feet tall when rearing on its hind legs.

Combat: Polarweres do not like combat and rarely attack unprovoked. When they fight—usually to feed—it is in bear form. Should a polarwere desire to fight in giant form, it usually wields weapons common to frost giants (throwing stones and battle-axes). In bear form, the polarwere attacks with two swiping claws and a devastating bite. Creatures of size Medium or smaller hit by the polarwere's claws must also roll a successful Dexterity check or be knocked down; creatures of size Medium or smaller bitten by the polarwere's bite must roll a Dexterity check at a –2 penalty or be snatched up in its jaws and crushed between its teeth every round thereafter for 3–30 points of damage. This attack requires saving throws vs. crushing blow for equipment and clothing. Unlike most lycanthropes, polarweres do not pass on their affliction to injured creatures unless the creature is a frost giant; frost giants suffer the normal 1% per hit point of damage chance of contracting the disease.

Polarweres share the typical lycanthropic immunities to normal weapons (in bear form only) and can be harmed only by silver or +1 or better magical weapons. Polarweres cannot summon normal bears like their smaller lycanthropic cousins, but they do share the werebear's ability to heal at three times the normal human rate. Polarweres are impervious to all forms of cold. They revert to bear form at death.

Habitat/Society: Polarweres mingle briefly with the tribal societies of frost giants. Indeed, some have lived among frost giant tribes for years, but normally they are solitary. They prefer to find huge caves hidden in arctic mountain ranges, far from even frost giant settlements; they are happiest when the only other living things they see are the ones they are about to eat. Mating occurs on a haphazard basis, and only one young is ever produced from such an encounter. Females care for the young only until they can fend for themselves, at which time they either leave or are turned out by the mother.

Adventurers encountering polarweres can never be sure what to expect; the bear's reaction often depends on whether or not it is hungry, and whether or not the PCs look appetizing, but normally an unprovoked polarwere will not attack. A polarwere is extremely protective of its lair, however, and will chase invaders several miles across the arctic wastes if it catches them inside or nearby.

Ecology: Polarweres are at the top of their food chain. Their only natural enemies are the frost giants, who covet the huge pelts a dead polarwere provides, but a hungry polarwere will attack a frost giant if it is hungry enough. The land a polarwere hunts tend to be even more devoid of life than arctic areas normally are, as it takes a lot to fill a 21'–long bear; for this reason, polarwere territories tend to be many miles in radius, often taking the polarwere several days to roam them.

Lycanthrope, Werehyena

CLIMATE/TERRAIN:	Tropical/Deserts and plains
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	Qx10 each
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-12
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Iron or +1 weapon to hit, immune to enchantment/ charm spells
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6′ tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	1,400



Werehyenas are humans, usually male, who can transform themselves into hyenalike forms. Their packs roam the plains and deserts of Zakhara looking for prey.

The human form tends to be tall and sinewy, with long, shaggy hair usually tied back over their neck. The long hair conceals a second mouth at the base of the head, which mimics the lip movements of the primary mouth but makes no sound. They take great pains to keep this second mouth hidden. In their human forms, werehyenas tend to be gregarious and charismatic, many possessing a loud, resounding laugh.

The canine form appears to be a large hyena, over 6′ long from snout to tail, with golden fur on its back and black fur on its belly and feet. While in this form, they can *pass without trace*.

It is not uncommon for a pack of these creatures to be followed by 2-12 normal hyenas. The normal hyenas are attracted to the lycanthropes, although not under their direct control.

Combat: In its human form, a werehyena will attack with a weapon appropriate for its assumed identity. However, in this form, a werehyena's best weapon is its charming personality, which it uses to gain others' confidence. Once per round, at will, a werehyena can bring into effect a *friends* spell (assume that it has a Charisma of 14-15 before the spell is cast) as if the spell were cast by a 12th-level wizard. This spell-like ability is not memorized or learned; it comes naturally to the creature and is triggered by thought.

In its hyena form, a werehyena attacks with its vicious bite, which inflicts 2-12 points of damage. On a natural attack roll of 19 or 20, the werehyena has locked its jaws on a victim. This has two effects: first, the victim will be automatically subject to damage from a bite attack on subsequent rounds (no further attack rolls needed for the werehyena); second, the weight of the creature will slow the victim down, reducing his or her movement rate by 6 (cumulative). After it has locked its jaws on a victim, a werehyena will release its bite only after suffering more than 10 points of damage.

In either of its forms, a werehyena can only be affected by magical or iron weapons. Other types of weapons initially appear to inflict damage, but the wound closes by the end of the round. Werehyenas are immune to enchantment/charm spells.

All werehyenas have a primal fear of fire, preferring to make appearances and attacks during the day. A flaming torch is enough to keep one at bay; over six points of fire damage will send one howling off into the wilderness. If cornered by fire, however, they will fight to defend themselves.

Habitat/Society: Werehyenas travel in close-knit packs of up to a dozen creatures, most of whom are males. The pack is run by a dominant male, who makes all important decisions, reinforcing them with an occasional, savage bite. Newly infected lycanthropes are welcomed into a pack only if the newcomer agrees to accept the pack leader's orders to the death. If not, a fight for dominance usually ensues, with the victor becoming the new pack leader.

Among themselves, they can be playful and capable of lasting intimacy. They mate for life, but only with other members of the pack. From one to four cubs are born with each litter; 75% of them are male.

Werehyena packs scour the desert and plains in human form, seeking human settlements to infiltrate. A favorite ploy is for a single lycanthrope to enter a town or village and use its *friends* ability to win its way into the hearts of the people. Some are even known to shower gifts on "a long-forgotten sister" or relative. The gifts are typically small gems which it gathers for this purpose. The lycanthrope then lures the victim out of town to a trap, where the rest of the pack lies in wait.

Ecology: Werehyenas are covert hunters, preying on gullible humans whenever possible. However, like their normal cousins, they are excellent scavengers, capable of eating just about anything in order to survive. Although their numbers are great, they are too widely scattered to have any profound effect upon the ecology of Zakhara.

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Lycanthrope, Werejackal



Climate/Terrain:	Har'Akir
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Average to High (10–14)
Treasure:	K
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	5
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d10
Special Attacks:	See below
Special Defenses:	Hit only by +1 or better weapons
Magic Resistance:	Nil
Size:	M
Morale:	Steady (12)
XP Value:	True: 975 Cursed: 420

Werejackals originated in the ancient land that gave birth to the island domain of Har'Akir. There, they were priests of a strange god called Anubis. Once in Ravenloft, the jackals sought out followers to worship their now-distant deity.

The werejackal resembles a tall, thin humanoid with a dog like face locked in a perpetual sinister smile. Behind the evil grin is a row of sharp ebony teeth. Its hands and feet are long paws tipped with black nails capable of rending an unarmored man.

Werejackals have two forms. The first is that of a normal human while the second is a humanoid shape with the fur, head, and claws of the jackal. When in human form, the creature generally seems surly and snarls at insulting comments. His nails are long and darker than usual. The creature's clothing remains unaffected by the change to either form.

Werejackals speak the language of Har'Akir, but are also said to know a secret tongue sacred to the god Anubis. The latter is said to sound much like the barking and howling of wild dogs, but this may be only rumor.

Combat: Werejackals rely on their minions and fearful spells more than their own natural weaponry. When pressed, the fiends can defend themselves with slashing claws and tearing teeth. The werejackal's claws cause 1d6 points of damage each. If either of these hits is successful, the lycanthrope has drawn close enough to attempt a bite with its black teeth, causing 1d10 points of damage if it hits.

True werejackals can cast priestly spells as if they were 6th level priests with a Wisdom of 18. During day to day activities, the priest tends to pick spells that will awe his followers and keep them happy, or terrify rebellious and as yet uninfected villagers into acquiescence. *Call lightning, cause disease, plant growth* (used on crops), *summon insects,* and *water walk* all fit this description. If the werejackal is aware of imminent confrontation and has time to prepare, his spells tend toward controlling poisonous snakes via *snake charm* or *sticks to snakes,* or any of the above that might still be appropriate.

As priests, werejackals can control undead as described under "Evil Priests and Undead" in the *Player's Handbook.* Strangely, werejackals don't tend to like taking advantage of this power. They prefer to let their armies of lesser werejackals and followers prove their devotion instead. Only in the direst circumstances or when undead are used against them will werejackals attempt to exercise this ability.

As is the case with all lycanthropes, werejackals can only be hit by +1 or better weapons. While most lycanthropes can be hit by silver weapons, these are no threat to the cursed priests of Har'Akir. Their weakness lies in a vulnerability to things made of bronze, for all weapons of that type can harm them.

Jackals have a natural cowardice that the Dark Powers have twisted into a dark curse on their lycanthropic namesakes. When confronted by an obviously superior force, the cowardly werejackal must make a Morale Check every round. Failure indicates that the creature must retreat for 5–20 (5d4) rounds. The werejackal will usually not return, but begin to plot some fiendish scheme of retribution instead.

Habitat/Society: A true werejackal tries to transform a small population of beings into cursed versions of itself. Once infected with lycanthropy, the new werejackal must make a saving throw vs. spell at –4 or become permanently enslaved to his creator's will. This link is not telepathic, so the priest will have to verbally command his lesser minions. Those that remain free-willed are still under the werejackal's control whenever they assume their humanoid form. Troublesome resisters are usually slain after a single incident raises the priest's ire.

One of the first tasks the werejackal demands of his pack is the creation of a temple dedicated to Anubis, the god he serves. The minions practice the priest's religion routinely, gradually becoming enthralled by the werejackal's tales of the mysterious god's deeds and goals.

Ecology: Werejackals are cunning and cold. They seek to dominate all those around them by creating a state of fear and helplessness. Then the true savagery of the lycanthrope emerges as they cruelly taunt their foes through a long and agonizing death.

Lycanthrope, Werejaguar

Climate/Terrain:	Jungle
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to high (10–14)
Treasure:	Nil (I)
Alignment:	Lawful neutral
No. Appearing:	1, 3–18 (3d6)
Armor Class:	5
Movement:	18
Hit Dice:	5
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6
Special Attacks:	Nil
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	Nil
Size:	M
Morale:	Elite (14)
XP Value:	True: 650 Cursed: 420



Werejaguars lurking in the darkest hearts of jungles, usually living in and around old ruins long ago forgotten by locals. They venture from their secluded homes only to hunt and patrol their wilderness territories.

Werejaguars have but a single form, that of a hybrid humanoid / jaguar. This allows the creature to walk upright like a man or on all fours for running. Their pelts are spotted like their namesake and fur covers all areas but the face and palms. Their clothing tends to be strange to most of Ravenloft's denizens, featuring brightly covered loincloths and wraps that cover a single shoulder and the chest area. Werejaguars often use tools of obsidian, but prefer their teeth and claws in combat.

In addition to the common tongue of men in their area, werejaguars speak a growling, hissing language of their own.

Combat: Werejaguars are silent, deadly hunters. They move through even the thickest of brush with hardly a sound and strike without warning. Because of their natural hunting prowess, anyone attacked by a werejaguar in a jungle or similar setting suffers a –3 penalty on his surprise check. Further, the creature's own keen senses of smell, hearing, and eyesight make it impossible to surprise without magical aid of some sort.

The fearsome claws of these deadly beasts are employed in a pair of slashing attacks that inflict 1d4 points of damage each. In addition, the creature can bite its enemies for 1d6 points of damage. Because they are not true cats, werejaguars have no raking attack.

As with other lycanthropes, werejaguars are immune to weapons of less than +1 enchantment. They are unafraid of silver, however, for their bane is the hard wood of the ebony tree. Weapons fashioned from this material are able to strike the creature even if they are not enchanted in any way.

Werejaguars are unusually vulnerable to fire, suffering 1 extra point of damage per die of any such attack. As such, they greatly fear flames used against them in combat. Werejaguars confronted with torches or similar flames must make a successful saving throw vs. paralysis to attack. Larger flames or multiple sources force the creatures to save with a –4 penalty. Failure prevents the creature from coming within 10 feet of the fire. If a werejaguar suffers damage from flames, it must make an immediate Morale Check with a –4 penalty or flee for 5–20 (5d4) rounds.

Habitat/Society: Werejaguars form tightly knit communities carefully hidden from the eyes of humanity. They do not normally hunt intelligent creatures, even those of an evil nature, but will kill those who threaten their pack without mercy.

When outsiders enter their lands, werejaguars will often hunt them for sport. A victim will be toyed with, catching only fleeting glimpses of the lightning quick cats as they dart to and fro in the jungle. This torment can continue for hours or day, depending upon how fearful the prey is. Only when the cats tire of their fun will they move in for the kill. When that happens, they strike quickly and without mercy.

Werejaguar groups of 10 or more always have a 6-Hit-Die leader. There is a 20% chance that the leader is lawful evil. If that is the case, the pack will tend to roam far outside of its territory, hunting down all sentient species it comes across.

Ecology: Werejaguars live on a diet of meat, usually taken from the dense jungles in which they live. In truth, many of the lycanthropes dislike the taste of sentient flesh. They say these creatures taste bitter and unhealthy.

As territorial as they are, werejaguars serve as the custodians of their jungle homes. Much as a druid or ranger character might oversee an expanse of forest or wilderness, they strike quickly against any force that might upset the balance of nature around them.

Lycanthrope, Werejaguar

Climate/Terrain:	Jungle
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low to very (5–12)
Treasure:	U
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4
Movement:	18
Hit Dice:	5+2
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d8 (bite)
Special Attacks:	Rear claws (1d6 each), leaping
Special Defenses:	Hit only by silver or +1 or better weapons, surprise
Magic Resistance:	Nil
Size:	M (6′ tall in human form)
Morale:	Elite (13)
XP Value:	2,000

Lycanthropes in Mystara

A lycanthrope is a human who can change into a beast; the most common example is the werewolf. Lycanthropes normally wear no armor, since it interferes with their shapechanging.

Some animals (such as horses) do not like the smell of lycanthropes, and will react to them with fear. To a casual observer, the animal looks "spooked," pawing at the ground, trying to distance itself from the lycanthrope, making noise, etc.

A person attacked by such a creature could become a lycanthrope; the chance is equal to 1% per point of damage suffered from the lycanthrope's attacks. A character infected with lycanthropy can be cured with the application of a *remove curse* spell, followed by a successful saving throw vs. polymorph. A lycanthrope returns to human shape at death.

Werejaguars

Mystarans know werejaguars as the scourge of tropical rain forests: solitary, extremely effective hunters. The werejaguar has three forms: completely human, a human-jaguar hybrid, and a jaguar with glowing red eyes.

In their human form, werejaguars are generally lithe, athletic folks, with long limbs and very sharp hearing. Their mood varies between quiet but alert contemplation of their surroundings to a harsh, controlled, predatory rage. In this form, werejaguars act impatient and short-tempered in cities.

In their hybrid form, werejaguars boast elongated and very muscular legs. Their torsos remain human, but also grow much more muscular. Hybrid forearms end not in human hands, but in prehensile claws. The feet feature claws, too (not shown here), enabling the creature to rake an enemy. In this catlike humanoid form, a werejaguar can walk upright or run on all fours. The hybrid has a jaguar's head—one still capable of human speech and facial expressions.

The pure jaguar form cannot speak, but does retain human mental faculties, plus the animal's hunting instincts. Only the glowing eyes indicate its lycanthropic nature.

Combat: Werejaguars do not simply rush headlong into attacks. Rather, these hunters stalk their prey in the wilderness and choose a moment of weakness to attack.

In their jaguar state, these lycanthropes can climb quite well; they scale trees and cliffs as thieves climb walls, with a 95% success rate. Because of their feline stealth and natural camouflage in rain forests, opponents suffer a –2 penalty to their surprise roll. A werejaguar also gains a +1 bonus on its initial attack roll when leaping from above onto prey.

In combat, the werejaguar can rake a victim with its two rear claws automatically for 1d6 hit points of damage apiece if both front claws strike successfully that round. The creature can use this attack form in both its pure jaguar and hybrid states.

The creature can summon 1d2 normal jaguars that will arrive in 1d4 rounds. In some cases (25% likelihood), 1d4 jaguars will be with a lycanthrope when a party encounters it. Like other werebeasts, werejaguars are hurt only by silver weapons.

Habitat/Society: Werejaguars have no interest in seeking out or working with their own kind. Each has its territory and almost always meets a fellow werejaguar in trouble with indifference.

True werejaguars (born to lycanthropy, not infected with it) mate only once. After producing a litter (1d8 kittens), the two split up again. The female spends a year caring for the young.

Contrary to popular lore, true werebeasts change form at will, unaffected by phases of the moon. Only infected lycanthropes unwillingly change shape during the full moon. True werejaguars cannot be "cured" of lycanthropy.

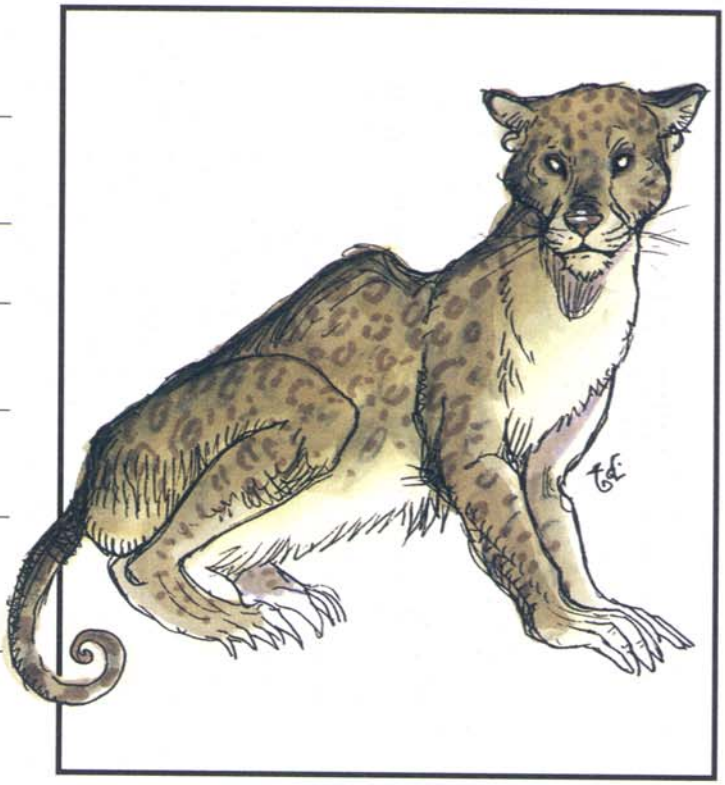
Some rain forest tribes fear werejaguars, revering them as minions of evil Immortals. Rumors tell of savage werejaguars able to cast clerical spells; these cats, witch doctors in hidden villages, devour victims in service to their Immortals.

Ecology: Werejaguars hate weretigers with a passion, loath to share hunting ground with another feline lycanthrope. In the twilight, they enjoy hunting game, from animals to humans.



Lycanthrope, Werejaguar

CLIMATE/TERRAIN:	Tropical/subtropical jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	D
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d3 (×2)/2d4 or by weapon
SPECIAL ATTACKS:	Rear-claw rake
SPECIAL DEFENSES:	Hit only by obsidian weapons, or by +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6′–7′ long)
MORALE:	Elite (13–14)
XP VALUE:	975



Werejaguars are humans (or demihumans) who can transform into three distinct forms: that of a human, a large jaguar, and a hybrid form that combines the features of both human and jaguar. The creature's human form is fairly unremarkable, although its hair might be sandy and streaked with black or vice versa, and its movements generally are fluid and graceful. The animal shape resembles a large jaguar perhaps 7 feet long from nose to rump. The hybrid aspect combines animal and human features: broad snout, black-marked sandy pelt, wide paws that retain opposable thumbs, and a long, expressive tail.

Combat: In human form the werejaguar can wield normal weapons. In man-beast form it can use a weapon or attack using a claw/claw/bite routine. In animal form it cannot use a weapon. In either hybrid or animal form, if a werejaguar successfully bites a victim, it can then rake with its rear claws for an additional 1d4/1d4 damage. Rake attacks receive a +4 bonus because the victim is partially immobilized.

In their animal and hybrid forms, werejaguars can be harmed only by magical weapons or by those made of obsidian. Wounds from all other weapons heal so fast that they inflict no effective damage on the creature. Mercury—even in trace amounts—is immediately fatal when ingested.

If a werejaguar dies, it reverts to human form in one round.

Habitat/Society: If they live in the wilderness, werejaguars are usually solitary creatures. When the occasional family group is encountered, it will contain two adults and up to two offspring that are 1d6 × 10% grown. At 50% of full growth, offspring fight as adults; otherwise, the adults protect their young with their lives, and they avoid encounters with adventurers and other hostiles.

Some werejaguars enjoy living in villages or small towns, but they are commonly uncomfortable in larger settlements (towns with a population of over 100, for example). Bearing this loose limitation in mind, they frequently prove very adept at infiltrating human society. In town, werejaguars can easily set aside their solitary tendencies and cooperate with others for as long as necessary. However, a werejaguar who has infiltrated human society will increasingly yearn to seek out an isolated area in which to relax and be alone.

Werejaguars do not marry, but they do have preferred mates. Females typically mate only with other werejaguars. Males often impregnate human females and leave the area before the women realize the fell nature of the children they carry.

Ecology: Werejaguars are pure carnivores, and they subsist only on freshly killed meat. Although they greatly prefer the flavor of human and demihuman flesh, they can subsist on animal prey if necessary.

Lycanthrope, Wereleopard



Climate/Terrain:	Arid prairies and mountains
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low to high (5–14)
Treasure:	K (I)
Alignment:	Lawful neutral to evil
No. Appearing:	3–18 (3d6)
Armor Class:	5
Movement:	18
Hit Dice:	5
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6
Special Attacks:	Hamstring
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M
Morale:	Steady (12)
XP Value:	True: 650 Cursed: 420

Wereleopards are a race of ferocious hunters. They tend to keep to themselves until led by the paka, an intelligent race of humanoid cat people. Under the influence of that evil race, they are often involved in sinister acts against the folk of the realm.

Wereleopards have only one form, almost a direct cross between a feline and a human. The creature can fight from all fours or upright as it chooses. Either way, its terrible claws can rake foes while its powerful jaws lock in on the prey's throat. They dislike clothing, but have a thick spotted coat that protects them from the elements. Female leopards are almost exclusively black with slightly lighter spots throughout. Males have orange fur with black spots.

Wereleopards speak their own language, a growling tongue almost impossible for men to learn, as well as that of the paka. They disdain the languages of men and never learn to speak them.

Combat: Wereleopards are faster than other lycanthropes, and they use this speed to great advantage in combat. Their favored attack form is to race behind a fleeing foe and bite at the tendons in the back of the leg. When it strikes in this way, the creature receives a +4 bonus to its attack roll (in lieu of the normal +2 for a rear attack). Any modified roll of 18 or better which strikes the target indicates that the victim becomes painfully hobbled until healed. While so injured, the victim can move at only half its normal rate. Whether or not the victim was hobbled, the attack does its usual 1d6 points of damage.

Once the prey has been slowed, the wereleopards circle as a pack and try to herd them in one direction or another. As the targets become separated and confused, the creatures close in for a quick and violent kill. Only after the entire group of prey has been slaughtered will the pack allow itself to return for the feast.

Wereleopards can only be hit by silver or magical weapons of +1 or better, or by magic, acid, fire, or other special attacks.

If unable to employ its preferred method of attack, the wereleopard will tend to avoid combat. If that is not possible, the creature slashes with its claws, making two attacks for 1d4 points of damage each, and bites at its victim, inflicting 1d6 points of damage with a successful attack.

Their only real weakness is their fear of lightning. When confronted with natural or magical lightning, they must make an immediate Morale Check with a –4 penalty or flee for 5–20 (5d4) rounds. Loud noises that resemble thunderclaps also frighten them and require a Morale Check, although a +4 bonus is allowed in this case.

Habitat/Society: Wereleopards come from a hot, arid place where stark mountains rise majestically above vast plains. In Ravenloft, they usually settle in areas similar in appearance and temperature. On their world, the creatures were true leopards who were led into acts of evil by an unknown creature. When they made their way to the Demiplane of Dread, they were cursed with lycanthropy and their shapes forever twisted. Only 40% of wereleopards are true lycanthropes, and only they are capable of transmitting lycanthropy to their victims.

Cursed wereleopards, those who are not true lycanthropes, are often created by the pride to help defend against a particular local threat, such as settlements, adventurers, or even the evil creatures that sometimes threaten them. After the curse takes effect, the victim develops near-animal intelligence and strictly follows the orders and whims of the true lycanthropes that rule the community. Unfortunately for members of this worker class, when their usefulness is at an end, so is their life.

When the full moon rises across the plains, cursed wereleopards transform back into their human shape until the sun rises the next morn. After transformation, the victim is dazed and confused. He remembers both his wereleopard pride and human life and usually attempts to flee to sort the conflicting emotions of loyalty. The leaders of the pride exploit the moment of weakness and bring them down with savage delight. The transformed humans do not last long naked and unarmed against the ferocious felines. Not all of the transformed are eaten, but most are. Some may even be allowed to escape as the others know they'll come back when the sun rises and the transformation reverses itself.

Ecology: Wereleopards eat strictly meat, preferably freshly killed. Their catlike origins show in every aspect of their life. They lounge in the limbs of tall trees, lick their fur clean, and even roll in the grass with the innocence of kittens. When it's time to hunt, however, few can mistake their true natures.

Lycanthrope, Werelion

CLIMATE/TERRAIN:	Subtropical/Plains, villages, jungles
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, U
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	15, Jp 6
HIT DICE:	6+6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Leap, rear claws (2-8 each)
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapon, -2 on surprise rolls
MAGIC RESISTANCE:	Standard
SIZE:	M or L (6' long)
MORALE:	Elite (14)
LEVEL/XP VALUE:	2,000



Werelions are humans able to assume lion form. They are efficient, communal predators, dangerous not only because of their individual skill but also because of their ability to stalk their prey as a singleminded group.

In their human form, werelions tend to be thin and sinewy, with a whiplash speed and agility. Their voices are deep and melodious. Male werelions generally have long, curly yellow or golden brown hair which they tie back as ponytails or tuck under turbans, while females keep their hair cropped uncharacterisically short, even to the point of appearing almost shaven. They are always deeply tanned and muscled. In their lion forms they lose all vestiges of humanity, appearing as preternaturally large lions with unusually bright eyes and a deeper roar than most normal lions. Werelions have no half-human form.

Werelions can speak with all felines, though this does not mean that all cats are friendly toward them. They can even communicate with feline monsters. They are rarely found with real lions and prefer human company to the company of animals.

Combat: Werelions generally drive or lead their prey into ambushes, as they are masters at stealth and deception. Each pride is led by a female; prides of more than six are usually split into two hunting groups, one led by the werelions' matriarch and one by her chief consort. These two groups can communicate in wereform by their roars, though generally a two-group pride will always have one set of hunters in human form (except for nights with a full moon). All leader werelions and 1 in 10 of the members in any pride have the abilities of a 4th- to 9th-level thief or ranger in their human form (roll d6+3 to determine a werelions' level). Werelion mages have been reported, though they are exceedingly rare and almost never reach a position of leadership. They rarely exceed 5th level.

If werelions hit with both front claws on any attack sequence, they can rake with both their rear claws for 2-8 points each.

In their wereform, werelions can leap up to 60' from concealment when ambushing prey. This attack counts as a charge; leaping werelions gain +2 bonus to their attack roll and a +1 bonus on damage but suffer a penalty of -2 to their initiative and -1 to their Armor Class. A leaping attack allows the werelion an automatic raking attack sequence, regardless of whether the front claws both hit.

Habitat/Society: Werelions are social lycanthropes, willing to work as a team to better their chances of catching prey and avoiding detection. A pride of werelions usually numbers from 1-6 females and 1-4 males. They generally appear as a tribe of nomadic herdsman, pilgrims, or tinkers of one stripe or another. Occasionally, they assume the role of mercenaries in their human form.

A pride of werelions is always ruled by a woman whose authority is unquestioned. The males may brag, may be lazy in combat or in the hunt, or may even insult their female companions, but they never disobey their pride's ruler.

The males are particularly protective when the female werelions have recently given birth, and a litter of 1-4 lion cubs is not uncommon. It does put the whole pride on edge, and any hint of threat is met with deadly force until the cubs are weaned. They grow very quickly and are able to assume human form within a year. They reach maturity in three years, with a size and appearance matching that of a 15-year-old human.

If werelions mate with humans, the offspring resemble humans until they reach the age of 15, at which point transformations to lion form begin.

Ecology: Werelions occasionally serve in the retinue of lion lords. They have also struck bargains with desert centaurs and cities on the edges of great plains which profit both groups. Generally they serve as caravan guards or elite military scouts in exchange for guaranteed hunting privileges in choice rangelands. Unlike the great cats, werelions can and will commonly attack humans.

Werelions are great rivals of weretigers and rarely tolerate their presence for long.

Lycanthrope, Werepanther

CLIMATE/TERRAIN:	Tropical hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Pride, tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (C)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–2 (2–8, lair)
ARMOR CLASS:	4
MOVEMENT:	12 (15 cat)
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	2 weapons (2 claw/1 bite cat)
DAMAGE/ATTACK:	By weapon (1d3/1d3/1d6 cat)
SPECIAL ATTACKS:	Scarring (rake 1d4/1d4 cat)
SPECIAL DEFENSES:	Silver or +1 weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Elite (14)
XP VALUE:	420
Panther Lord	3,000+



Werepanthers are a rare variety of lycanthrope found mainly in tropical mountains. The result of ancient juju rituals to marry the power and senses of a wild beast to a man, werepanthers serve their creator, the shaman panther lord.

Werepanthers have a panther form, a human form, and a humanoid form. The panther form is much like a mountain lion, only coal-black in color. The human form is dark-skinned and powerful, with exceptional strength and dexterity. The principal form is the humanoid form: the face is feline, the body is covered with black fur, the amber eyes are intelligent and piercing, and the fangs are sharp. This form is more massive than the human form, but lithe, and the humanoid werepanther moves with a slinking, predatory walk.

Werepathers in humanoid form can speak, but find the human tongue difficult; they tend to snarl. They can also communicate with each other and other great cats in a feline language of snarls, growls, roars and coughs.

Combat: In panther form, a werepanther attacks with two claws and a bite. If both claws hit, it makes two raking attacks with its rear claws. None of these attacks inflict lycanthropy.

In humanoid or human form, werepanthers typically carry cruel, black maces of jet, fashioned to resemble a clawed panther's paw (1d8 damage), a wickedly curved knife of the same material (1d4+1) and, if overseeing slaves, a short, barbed whip (scourge: 1d2). If a natural 20 is rolled with the scourge, the weapon strikes the opponent's face, with a 70% chance of *scarring* (–1 to Charisma) and a 10% chance of blinding one eye. The humanoid form's strength adds +1 to weapon damage.

Werepanthers can be hurt only by silver weapons or magical weapons of at least +1 enchantment. Silver weapons inflict half damage, while magical weapons cause normal damage. At death a werepanther reverts to human form.

Habitat/Society: In panther form, werepanthers conform to the behavior of great cats. This form is taken for hunting and recreation. They rarely take human form, except when living among or near humans. The preferred form is the humanoid form, which they take when living in their own communities far from men. Werepanthers in all forms tend to be proud, arrogant, and somewhat unapproachable.

Werepanthers are deadly night hunters. They are catlike in their habits: aloof, mysterious, clean, clever, and cruel in playing with their prey. They are led by an individual of exceptional power, a true lycanthrope with the abilities of a shaman or witch doctor (see below).

Werepanthers live in isolated settlements of crude huts, surrounded by a wooden palisade if huge or gargantuan predators frequent the area. Werepanthers are slave-takers, and raid for captives to do menial labor. The typical settlement will have two to three times as many slaves as werepanthers. The werepanthers are cruel masters. They use their scourges freely to discipline and punish their slaves, rather than as weapons of war.

Ecology: Werepanthers are meat eaters, preferring their food uncooked and bloody. They prey upon human and humanoid tribes in their territory and claim werejaguars, weretigers, and wemics as bitter enemies. Strong opponents may be captured and taken back to the settlement to become werepanthers themselves.

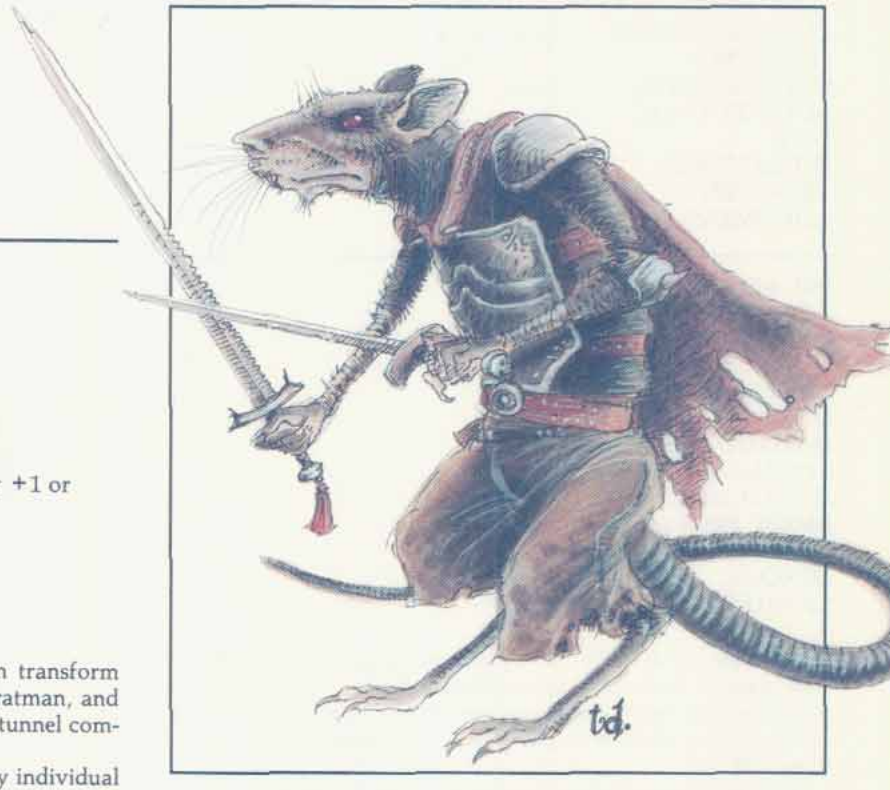
Panther Lord

This is the most powerful werepanther of the tribe, and the only one whose bite transmits lycanthropy. This individual has at least 8 Hit Dice and the powers of a shaman or witch doctor as well. The panther lord can command domestic cats and great cats of mountain lion size or less. Upon the death of the panther lord, all werepanthers of the tribe permanently revert to their human form.

When the panther lord bites an individual, on the next full moon, that individual goes through horrible convulsions as the disease takes its course. The victim's face and body change so that former associates do not recognize him. His face darkens to an umber hue, and he grows stronger and more agile. After three hours, the victim's alignment changes to lawful evil and he gains the powers of a werepanther.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-24 (4d6)
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3'-6')
MORALE:	Steady (11-12)
XP VALUE:	270



Wererats, also called ratmen, are humans who can transform themselves into three forms—human, human-sized ratman, and giant rat. They are sly and evil, and usually inhabit tunnel complexes beneath cities.

The wererat's human form tends to be a thin, wiry individual of shorter than average height. His eyes constantly dart around, and his nose and mouth may twitch if he is excited. Males often have thin, ragged moustaches.

The ratman form is somewhat shorter than the human form. The head, torso, and tail are identical to those of a rat, but the limbs remain human.

The third form is that of a giant rat 2 feet from nose to rump. This form is identical to that of the giant rat (q.v.). This is the preferred form for travel and spying on potential victims.

Wererats are often followed by 1-6 mice or rats that are instinctively drawn to them but are not controlled by them.

Combat: In all three forms, wererats rely on weapons for their attacks, preferring shortswords and daggers. Anyone who is injured by a true wererat has a 1% chance per point of damage of becoming a wererat. In their ratman and giant rat forms, wererats can be hurt only by silver or magical weapons.

Wererats prefer to attack from ambush. A favorite tactic is to assume human shape and lure unsuspecting victims into a trap. This is the only time wererats are voluntarily alone. Victims are then robbed, held for ransom, or eaten.

Each wererat is able to summon and control 2-12 giant rats.

Habitat/Society: Wererats live in packs, regardless of form, never being alone if they can help it. Solitary wererats are either sole survivors or engaged in mischief. They do not form interpersonal bonds like love or marriage. In fact, wererats rarely mate with their own kind. Offspring of a wererat and a human woman are human, although they are small, like their fathers. Offspring of a female wererat resemble giant rats with human-like paws. These ratlings grow to maturity in two years and gain the ability to transform themselves into human children with an apparent age about three times that of the ratling's actual age.

Wererats prefer subterranean lairs hidden among the sewers and catacombs beneath cities. Nothing can pass through the sewers and escape their attention. Unfortunately for the wererat, the sewer's stains and smells do not vanish when it assumes human form. This effectively limits wererats to the less savory sections of town as well as reducing the number of humans who might unknowingly mate with a wererat.

Wererats see cities as their hunting grounds. They delight in matching their superior intellects and meager physical skills against the more powerful and numerous humans. But they are no fools; they will not attack unless they are sure they can win. If a battle is going against them, wererats will scatter, transform to rat form, and head for the sanctuary of the sewers. They won't even defend their own lairs. Their attitude is that since they had stolen most of their belongings in the first place, they can always replace them.

Wererats are greedy and collect anything they think might have worth. The resulting trove usually has more junk than treasure, but a thorough search may reveal a wide variety of valuables.

Wererats frequent sleazy taverns, both for the cheap alcohol and to follow drunks into the streets to drag them away for the next day's meal.

Ecology: Wererats are parasites. They recognize that they are physically weaker than most species that dominate the surface. They have found and exploited the one niche where they have a chance to dominate, the world beneath the cities. They feed on humans and steal their riches. Humans unknowingly protect the wererats from both surface dwelling creatures and those who might burrow up from far below. Besides, the humans pay for the upkeep of the wererat's sewer realm.

Psychologically, wererats remind humans that no matter how strongly defended they think they are, monsters can still get in. Mothers describe wererats as bogeymen to scare unruly children.

Lycanthrope, Wererat, Lord

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Scavenger
INTELLIGENCE:	High to genius (13–18)
TREASURE:	C, I
ALIGNMENT:	CE
NO. APPEARING:	4–24
ARMOR CLASS:	6 or better
MOVEMENT:	12
HIT DICE:	3+1 or better
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE::	S–M (3'–6')
MORALE:	Elite (13–14)
XP VALUE:	varies

Wererat lords are the aristocracy of their genotype and as such are capable of much more than ordinary lycanthropes. They generally live longer than others of their genotype who regard them as something near divine. Some wererat lords live as long as 200 years. Other lycanthrope lords are certain to exist, but their discovery has yet to be recorded.
In appearance, the wererat lord is pretty indistinguishable from ordinary wererats.

Combat: Wererat lords differ from normal wererats in one major respect: they have no upper limit to class or Hit Dice level (except that normally dictated by race and/or class). Most wererat lords are thieves (75%) and on occasion mages (mage 10%, thief/mage 5%). Their Hit Dice and class level advance at the same rate, thus a 16th-level human wererat lord thief would attack as a 16th-level rogue in human form and as a 16 Hit Dice monster in man-rat form.

As with their mundane cousins, wererat lords prefer cold steel in combat to tooth and claw. Even better, they prefer to use missile weapons from a safe distance, or else set traps and ambushes.

Wererat lords infect their victims with the lycanthropic virus in the same way that ordinary wererats do. However infected victims of the lords are treated in the same way as ordinary lycanthropes; they cannot advance in level as the lords do. Wererat lords are born, not made, and must be sired by two wererat lords. The chance of being infected with the lycanthropic virus by a wererat lord is much higher than normal, being 2% chance per hp damage inflicted by the lord.

Wererat lords are usually lead by a clan leader who as head of his or her particular group is heir to several abilities. A clan leader can summon a pack of giant rats and can control all of the common wererats infected by him. This control is an ability to trigger the infected wererats transformation into their manrat form, but they must be able to see him to achieve this.



Habitat/Society: Wererat lords live in closely knit packs trusting no one but their own immediate clan. Clan family members may conspire against each other, but they are always united against any outside enemies.

Wererat lords are attracted to cities where they can thieve and murder in comfort. They generally try to surround themselves with devoted followers such as ordinary wererats or infected victims. These followers are rarely selected for their intelligence, as they are merely expendable pawns to do the lords' dirty work. Once a city has yielded up its treasures, or becomes too hot to hold them, the wererat lords move on to the next town.

Ecology: Wererat lords are parasites on the parasites. Not only do they feed off humankind and steal their riches, they use their own common kind to do it. Like cuckoos, they will infest the lair of a clan of wererats or a thieves guild to provide themselves with a comfortable nest to live in. While initially beneficial, this usually spells doom for the hosts in question; the lords are only interested in themselves and think nothing of sacrificing their followers to protect their own miserable hides.

Lycanthrope, Wererray

Climate/Terrain:	Sea of Sorrows
Frequency:	Uncommon
Organization:	School
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	(D)
Alignment:	Chaotic evil
No. Appearing:	3–18 (3d6)
Armor Class:	5
Movement:	Sw 12
Hit Dice:	5
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d6/1d8
Special Attacks:	Sting
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	Nil
Size:	M
Morale:	Steady (11–12)
XP Value:	True: 650 Cursed: 420



Wererays live in the warm and salty waters of the Demiplane of Dread. They prey on fishermen and others who wander too close to the surf and sting them with their long, whiplike tails. The terrible creature then watches as its paralyzed victim drowns, feasting on the remains only after enjoying its agonizing death.

Wererays are one of the strangest lycanthropes. From the top, they look much like giant manta rays with mammoth wings of rubbery gray skin. Underneath is the humanoid portion of the beast. The creature has arms and legs, but the legs are seemingly attached to the winged shell by tenuous membranes. The arms are free and can be used to manipulate tools or weapons. The head and the rest of the body are attached to the shell like the legs and cannot separate. The skin of the creature's head and belly is a sickly, glistening white, while the arms, legs, and sides are the same rubbery gray as the shell. The tail of the thing is long and gray, but ends in a jet black barb. Its eyes are similarly black with two dull slits of yellow for pupils.

Cursed wererays, those created by true lycanthropes, are only transformed when the moon is full. During other times, their skin takes on a slight grayness and seems rubbery and tight. The iris of the eye is always black after infection.

Wererays have no language of their own, but often speak one or more human tongues.

Combat: Wererays are one of the most malicious of all lycanthropes. They enjoy cursing others with their terrible condition, so only 40% of wererays encountered are true lycanthropes. The rest are stricken fishermen, unfortunate swimmers, or even unlucky sailors who happened to garner the attentions of these lurkers.

Wererays often lurk beneath a thin layer of sand, making them effectively *invisible* unless a careful search is made for the creature. When an unsuspecting victim disturbs the ray, it strikes with its whiplike, barbed tail. Anyone hit by this attack suffers 1d6 points of damage and must make a saving throw vs. poison. Failure indicates that the character has been injected with a deadly neurotoxin that not only paralysis the victim for 1d4 turns but also causes excruciating pain. A paralyzed victim will usually be left to drown. Only after it has enjoyed watching the poor creature die in this way will the wererray return to devour it.

The wererray can also deliver a dangerous bite that inflicts 1d4 points of damage. However, it seldom uses this form of attack, preferring to rely upon its deadly tail and stinger.

Like other lycanthropes, these creatures are immune to injury from weapons with less than a +1 enchantment. Arms fashioned from silver pose no special threat to them, but those made from coral or sea shells will harm them even if not enchanted in any way.

Habitat/Society: Wererays live in packs of 3d6 creatures in caves deep below the surface of the sea. These caverns are often filled with the bones and treasures of their prey.

They are less intelligent than most other lycanthropes, but their cunning more than makes up for it. From time to time, they construct artificial reefs and the like to wreck ships and bring them new victims.

Ecology: Wererays prefer to eat humanoid flesh, but fish and other sea creatures are their usual diet. Capturing prey from the surface usually consists of burying themselves beneath the sand in a shallow area and stinging anyone who ventures too close.

CLIMATE/TERRAIN:	Temperate Woodlands
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Qx10
ALIGNMENT:	Neutral good

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	6
MOVEMENT:	1, Fl 27 (C)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (2d6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	420

Wereravens are a race of wise and good-aligned shapechangers who seem to have migrated to Ravenloft from another realm (probably Greyhawk) centuries ago. While they are no longer found on their plane of origin, they have managed to survive in Ravenloft.

Natural wereravens have three forms, that of a normal human, a huge raven, and a hybrid of the two. Infected wereravens can assume only two of the above forms. While all infected wereravens can take the human form, roughly half are able to turn into hybrids while the others can transform into huge ravens.

The hybrid form of these creatures looks much like that of a werebat. The arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form.

Combat: Wereravens are deadly opponents in close combat, although they seldom engage in it. Because they can be hit only by silver weapons or those with a +2 or better magical bonus, these creatures do not fear most armed parties.

When in human form, a wereraven retains its natural immunities to certain weapons, but has no real attack of its own. If forced to fight unarmed, it inflicts a mere 1-2 points of damage. For this reason, wereravens in human form often employ weapons, doing damage appropriate to the arms they wield.

In raven form, the wereraven attacks as if it were a common example of that creature. Thus, it inflicts but 1-2 points of damage but has a 1 in 10 chance of scoring an eye peck with each successful attack. Any eye peck will cause the target to lose the use of one eye until a *heal* or *regeneration* spell can be cast on the victim. Half-blinded persons (those who have lost 1 eye) suffer a −2 on all attack rolls. A second eye peck results in total blindness until the above cure can be affected.

In hybrid form, the wereraven's arms have grown into wings, making them almost useless in combat. However, the muscles in their mouths/beaks strengthen, giving them a savage bite. Each attack made with the creature's beak inflicts 2d6 points of damage.

Anyone bitten or pecked by the wereraven has a 2% chance per point of damage inflicted of becoming an infected wereraven. Infected lycanthropes are discussed in the *Ravenloft Boxed Set*.



Wereravens are strong flyers and often use this ability to their advantage in combat.

Habitat/Society: A wereraven family will be found only at the heart of a dense forest. Here, they live in the hollowed out body of a great tree. Entrance to their lair is possible only from above (if one does not wish to cut or break through the trunk itself). Curiously, the wereravens are able to keep the tree in which they nest from dying even after they have hollowed it out, so it is difficult to distinguish from the normal trees around it.

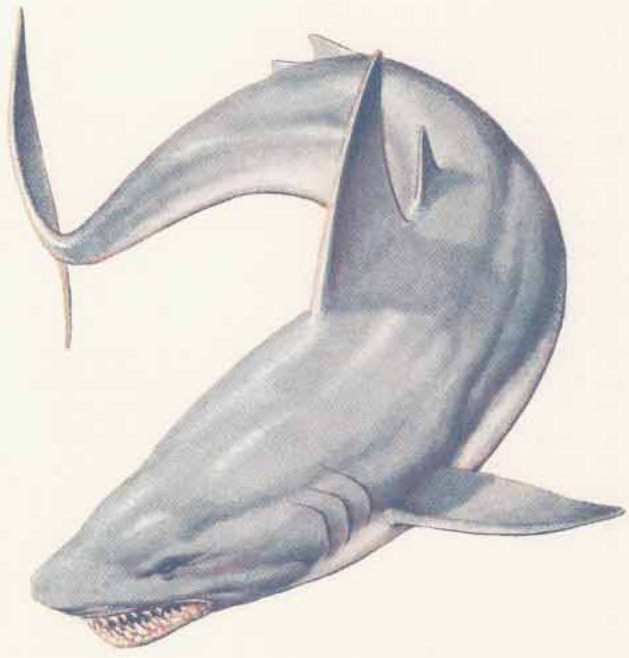
Wereravens recognize that they are bastions of good in a land dominated by evil. They have managed to survive by avoiding large populations or overt acts of good that would draw the attention of the reigning lords to them. Thus, a wereraven flock will generally have no more than 2-8 adults in it. Of course, such groups have young with them (1-4 per 2 adults), but these are seldom encountered for they remain in a true raven state until they are old enough to fend for themselves. In addition, a typical wereraven lair will draw 10-100 (10d10) common ravens to nest in the trees about it. These wise birds will serve the wereravens, doing their bidding and striving to protect them from harm.

Wereravens are not opposed to helping out the cause of good in Ravenloft, but they do so reluctantly. This is not because they do not wish to do good, but because they fear the wrath of the Dark Powers. It is said that the wereravens have come to the aid of endangered Vistani clans on several occasions and that close ties exist between these two races, but neither will admit this openly.

Ecology: Wereravens are omnivores who prefer to maintain a vegetarian diet. They enjoy berries and nuts, but will eat carrion or kill for fresh meat from time to time in order to maintain good health.

CLIMATE/TERRAIN:	Any ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Exceptional (5–16)
TREASURE:	Nil (W; see below)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Sw 18
HIT DICE:	10+3
THAC0:	9
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	5d4
SPECIAL ATTACKS:	Surprise, swallow
SPECIAL DEFENSES:	Silver or +1 weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (20′ long)
MORALE:	Steady (11)
XP VALUE:	4,000



The wereshark is an avaricious hybrid of man and shark. These huge predators destroy large caches of fish (and fishermen) and have been known to attack nearly any form of aquatic life, including the intelligent races such as tritons, sea elves, and mermen.

The wereshark is a huge, muscular brute when in human form, and it takes the form of a great white shark when transformed. Cruel and arrogant in its human form, a wereshark is even more vicious in its shark form.

Weresharks can communicate with and command ordinary sharks (35% chance).

Combat: In human form, weresharks tend to use their inordinate strength (18 to 18/00) to savagely attack people hand-to-hand; with an attack roll of 20, weresharks can rip an arm off grappled opponents (those held for one round). If outnumbered by more than three to one or attacked with weapons, weresharks create distractions and quickly abandon the encounter, fleeing toward water and transforming to shark form for an easy getaway.

When entering combat in the water, a wereshark swims beneath its opponent to have a clear attack on its victim's legs. The wereshark knows its enemies will find this attack nearly impossible to predict or defend against (surprise rolls at –6). Wereshark bites cause 5d4 points of damage and result in a number of severe gashes. Weresharks do not lock their jaws on their prey, but either gnaw and bite at their leisure or swallow their prey whole.

If the attack is successful and exceeds the minimum roll to hit by 5 or more, the wereshark engulfs its victim in its jaws and swallows him or her whole; for example, a wereshark needs an attack roll 5 to hit a selkie (AC 5) and can swallow it whole with an attack roll of of 10 or more. In its stomach, a swallowed creature suffers 15 points of damage per round; if armed with an edged weapon, the victim can attempt to cut himself or herself free (attacks at cumulative –1 penalties per round until free or dead) but the wereshark must lose more than 50% of its hit points before the victim is free.

A wereshark is affected only by silver or enchanted weapons. All others are either deflected off the skin or slice harmlessly through the outer skin, causing a flesh wound that heals immediately. Attacks from within (by swallowed victims) can be made with any edged weapons, but the difficulty of movement within the wereshark's stomach still makes THAC0 rolls necessary against an Armor Class of 5.

In human form, weresharks can breathe underwater for one hour. If they do not get air after this time, they suffer 1d10 points of damage per round until they drown, breathe real air, or transform into their shark forms.

Habitat/Society: Human weresharks are primarily solitary creatures in either form. Occasionally, they might cooperate on a limited basis with each other, with sahuagin, or with priests of various evil sea gods, but these instances are quite rare. Weresharks are, first and foremost, individualists out for their own gain.

The wereshark typically has an entourage of several common sharks, which attack in concert with the wereshark. In heavily shark-infested waters, the scent of blood often brings swarms of sharks and whips them into a feeding frenzy. Weresharks, out of cruelty, often make passing attacks at victims simply to entice other sharks into attacking them while it waits to collect any treasures, such as magical weapons and items.

Ecology: Weresharks in human form tend to be maimed in some way (missing limb, eye, severe scars, or other disfigurement), though these marks are not evident when they are in shark form. Weresharks are fiercely territorial, staking claims on sunken ships or undersea caves and defending them to the death. They often plunder these areas so they can use the treasures found for their own gain above the waves.

There are also persistent rumors among the sea-dwellers of sahuagin weresharks that are treated as holy warriors and are larger than any known human weresharks (12 Hit Dice).

Lycanthrope, Werespider

CLIMATE/TERRAIN:	Forest, urban
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	M, human form; (B)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Wb 18
HIT DICE:	5+5
THAC0:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (1d4)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall) or L (8′ diameter)
MORALE:	Steady (11–12)
XP VALUE:	650

Lycanthropic spiders are extremely rare; the *curse of lycanthropy* spell only invokes mammalian forms, not insects or arachnids. Regardless of their true origin, there exist humans who can assume the alternate form of a huge spider, and also a monstrous hybrid shape mixing both human and arachnid attributes.

In human form, there is often little to physically differentiate a werespider from his or her fellows, although some possess long spindly fingers good for grasping and climbing. When completely transformed, the werespider's body is suspended 6 feet above the ground by eight legs of sinister aspect. From 3 to 8 dull black eyes are clustered above a vicious mandibled maw designed for carnivorous eating. The bulk of its 8-foot-diameter dark body is a bloated sack covered with a coarse black fur. The hybrid form of the werespider can vary from manifestation to manifestation. A very few look normal but can manifest some spider-like abilities, but most who take on the hybrid form of these creatures grow three or more spidery eyes on their human heads while their mouths become a drooling set of mandibular monstrosities.

Combat: The type of attacks employed by a werespider depend upon its particular manifestation. In human form these lycanthropes utilize standard weapons to inflict damage. Often, these weapons have been pretreated with the werespider's own poison (either Type A or Type F).

In hybrid form, werespiders have a poisonous bite (Type A: save vs. poison or take 15 points of damage within 15 minutes), can cling to walls and ceilings like a normal spider, and can create webbing from spinnerets at a rate of 1 foot per round. Victims caught in the webs require 1 round per point their strength is below 19 to break free (those with 19 Strength are unaffected). In hybrid form, the strength of the werespider is greatly enhanced, such that those fighting weaponless still inflict 1d4 hit points of damage from a blow or bite, and receive a +2 bonus to hit and +4 damage bonus if using weapons.

When completely transformed into a spider, these creatures can move at a rate 18 on webs of their own manufacture. The webs a werespider spins in full spider form are stronger than the hybrid version; a successful bend bars/lift gates roll is required regardless of Strength to break free (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller). Their bites do 1d12 hit points of damage, and they secrete Type F poison



(save vs. poison or die immediately). Those who are bitten and successfully save vs. poison from a werespider's bite (whether hybrid or spider form) are at risk of being injected with lycanthropic eggs (see Ecology).

Werespiders can be harmed only by silver or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted with briefly visible web-like sutures.

Habitat/Society: Werespiders tend to live as solitary hunters of either woodlands or urbanscapes. In woodlands, their homes are often suspended high up in the boles of a large tree, securely lashed in place with sturdy web-lines. The werespider nightly checks a series of traps (huge spider webs) it has set in strategic places within the forest. For the most part, only woodland animals are caught in these traps. The occasional human caught within the sticky strands is kept or released according the wiles of the particular werespider. In cities, solitary werespiders hunt in the same fashion as their woodland counterparts, however, they specifically prey on humans. Those who penetrate these creatures' homes find bewebbed halls containing cocooned humans hung for "curing."

Ecology: Those who survive a werespider's poison stand a 30% chance to be injected with a very small egg from the werespider's egg glands, which are located in its mouth. These eggs are undetectable without a specific probe of the injury. If allowed a two-week gestation period, the egg hatches, bursting within the flesh of the victim. This releases a viscous ichor that quickly permeates the victim's blood: another werespider has just been born. Those so afflicted may not at first realize their condition, but stand a 1% cumulative chance per day thereafter to spontaneously transform. After this often traumatic experience, the werespider is able to control its transformation between human and spider forms.

Climate/Terrain:	Any forest, swamp, or urban
Frequency:	Uncommon
Organization:	Herd
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	C
Alignment:	Chaotic evil
No. Appearing:	1d3
Armor Class:	3
Movement:	18
Hit Dice:	9
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d6 (tusks) or by weapon
Special Attacks:	Charm
Special Defenses:	Hit only by silver or +1 or better weapons
Magic Resistance:	Nil
Size:	M (6′ tall in human form)
Morale:	Champion (15)
XP Value:	2,000

Existing on the fringes of human settlements, wereswine appear either as huge hogs with tusks or as grossly fat humans. These lycanthropes would seem almost ridiculous if not for their voracious hunger for human flesh and the homicidal ferocity they display in satisfying this appetite.

In their human form, wereswine are extremely fat by choice. Their appearance helps lull would-be victims into a state of incautious behavior. In this form, the males have bald heads and no facial hair. At will, some wereswine can extend their ears and tusks to appear more piggish, as shown in the illustration below. (This parlor trick is about as commonplace as wiggling ears and rolling tongues among humans.)

In pig form, wereswine look like pink, smooth-skinned hogs of large girth. Only when victims get close enough to the mouth of such a beast do they realize it has fangs.

Wereswine take no hybrid form. Although they can shapechange freely during the night, unaffected by the moon cycle, they must keep one shape throughout the daylight hours—usually their human form.



Combat: Wereswine prefer indirect means of combat, relying on ambushes to throw their victims off balance. If a wereswine has gone without food for too long (two days), it casts aside all sense of tactics, rushing headlong at victims to sate its ravenous appetite.

Whether in pig or human form, all wereswine can cast a *charm person* spell three times a day. A saving throw vs. spell, though allowed, receives a –2 penalty. The creature usually resorts to this spell to snag prey quickly. As a rule, each wereswine controls 1d4–1 charmed humans at any given time.

In general, a wereswine in human form avoids combat, its bulk making it unsuited to fighting. In this form, a wereswine prefers to outwit its prey or even employ poisons. If pressed, however, a creature in its human form can fight with clubs, daggers, and other small weapons that do not require great force or skill to wield.

In pig form, wereswine use their large tusks to rend flesh. A favorite tactic makes good use of their low-slung profile: They lay low in dense underbrush and attack when prey walks by.

Habitat/Society: Wereswine fit the stereotypical role of the dirty, greedy, lazy pig. In their human form, they tend to be slow, unkempt, avaricious, and always hungry.

Many wereswine once lived as merchants or farmers, ambushed on the outskirts of towns or attacked on their farms and infected with lycanthropy. Those who used to be merchants still can keep their businesses going, using their charmed victims as loyal lackeys and spies.

Wereswine feel obsessed with creature comforts such as rich food, plentiful wine, soft beds, nice furniture, and the like. They make their lairs in comfortable cabins and manors a bit removed from the bustle of towns and cities, but close enough to civilization to keep them well fed.

The life of a wereswine is filled with decadence, and the creatures wallow in it. In fact, wereswine prefer to stay in their human state, changing into pigs only to attack or mate.

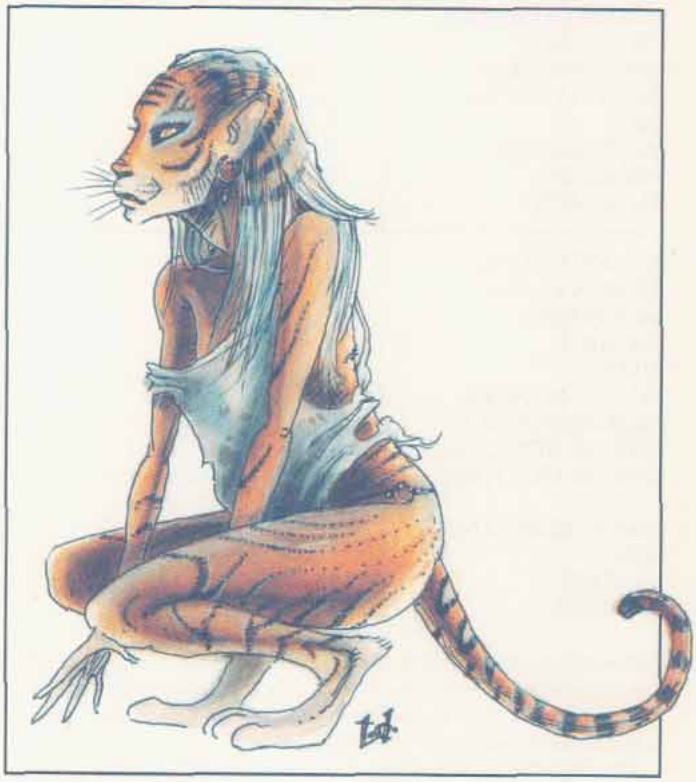
Wereswine must be in pig form to mate. The average litter consists of 2d4 piglets. The young can shapechange at six months, taking the form of fat human adolescents.

If a wereswine has been infected with lycanthropy (not born a were-creature), a special situation triggers its change into pig form. The creature must make an Intelligence check to resist. This trigger might be something like watching someone eat a large meal.

Ecology: Wereswine and wereboars are tenacious enemies; when in animal form they attack each other on sight. Each of the two porcine lycanthrope types can sense the other in human form and is likely to become belligerent. Wereswine and wereboars enjoy hunting each other for food.

Lycanthrope, Weretiger

CLIMATE/TERRAIN:	Any wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, Q(x5)
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-12
SPECIAL ATTACKS:	Rake for 2-5/2-5
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Standard
SIZE:	M or L (6'-9')
MORALE:	Elite (13-14)
XP VALUE:	975



Weretigers are humans, usually female, that have the ability to transform into tigerlike forms. They have a strong affinity for all felines.

The human form tends to be sleekly muscular, taller than average, and very agile. The voices of weretigers are husky and they tend to roll their r's.

The weretiger form is a hybrid between a human and a tiger. It is about 25% larger than the human form, and is covered by tiger-striped hide. A 3-foot tail extends from the spine. The legs are more feline than human; this form walks on its toes. The head is also a mixture of features. The ears, nose, muzzle, and teeth are tigerlike, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The fingernails grow into claws. Despite the changes, the hybrid form can pass for human at a distance if properly disguised.

The third form is that of a fully grown tiger without any trace of human features.

Weretigers speak the languages of all feline breeds, so normal felines, including the great cats, have a 75% chance of being friendly toward a weretiger. Even feline monsters have a 25% chance of being automatically friendly. However, weretigers are rarely found in the company of real tigers, being only 5% likely to be accompanied by them.

Combat: In either tiger form, the weretiger attacks with a variety of punches, raking claws, and bites. The weretiger's punches are so strong that they cause 1-4 points of damage. Otherwise the claws can be raked across an opponent, causing 2-5 points of damage. The teeth are the most dreadful weapon. They can tear a victim apart or crush a windpipe. Weretigers usually bite only in their full tiger form.

In human form, the weretiger uses a wide variety of weapons with which it is adept. A weretiger is also good at unarmed combat; it retains its deadly punch in this form, as well as an enhanced sense of smell and night vision.

Habitat/Society: For various reasons weretigresses outnumber weretigers five to one.

Weretigers travel alone or in small prides. They do not marry but have preferred mates, which may be either humans or tigers.

Weretigers give birth to one or two cubs. The cubs are the hybrid form; they look like fuzzy human babies with tails. Cubs mature quickly. They can crawl within days, walk within a month, and hunt within a year. Their physical size matches that of a human child of three times the same age. At age six, they reach adolescence and gain the ability to transform into a fully human form. At age 12, they gain the ability to assume a full-tiger form; this is considered the mark of adulthood.

If a male weretiger mates with either a real tigress or human woman, the offspring initially has the same appearance as the mother. Lycanthropic transformations do not begin until the hybrid reaches adolescence.

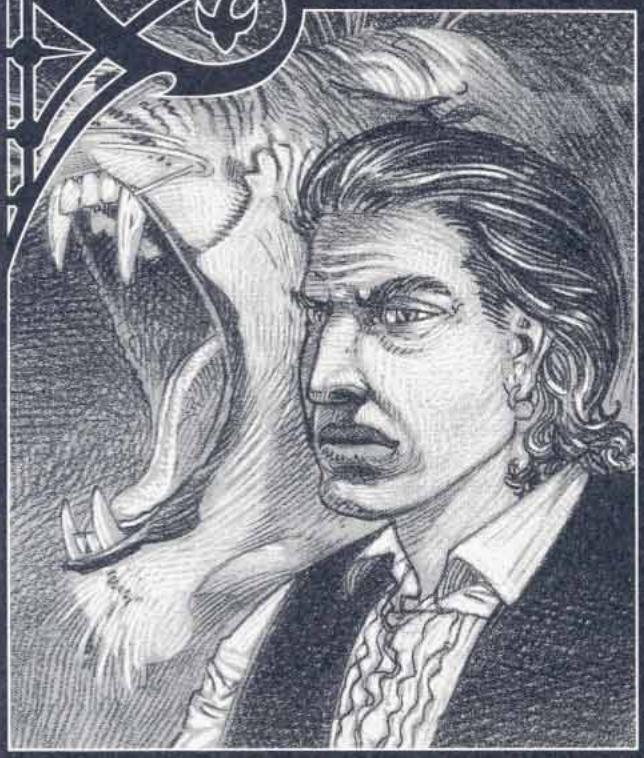
Weretigers are omnivorous. In the wild they roam a territory of 7-10 (1d4+6) square miles. Their homes are usually near human settlements. These tend to be well kept cabins with small herb and vegetable gardens. The only livestock will be a variety of cats and some poultry.

Weretigers rarely live in confined settings such as cities or large towns because their lycanthropic nature would be hard to conceal. If found in such a setting, one or two weretigers in human form will be on an errand, such as a mission, a revel, or a simple shopping trip. In any form, weretigers are very confident and not prone to attack unless provoked.

Treasure varies widely, acquired as payment for past services, plunder from past adventures, or scavenged from the remains of past opponents. Weretigers have an affinity for gems and often keep a small cache hidden somewhere near their homes.

Ecology: Weretigers are the most adaptable of the lycanthropes. They are equally at home in human, feline, or monster company.

Lycanthrope, Weretiger, Jahed



Climate/Terrain:	Sri Raji
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Any (Commonly night)
Diet:	Carnivore
Intelligence:	Exceptional (15)
Treasure:	Q×5 (D)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	6+2 (42 hit points)
THAC0:	15
No. of Attacks:	3 or 5
Damage/Attack:	1d4/1d4/1d12 (1d4+1/1d4+1 if rake attack)
Special Attacks:	Forces morale check by shapeshifting
Special Depenses:	Hit only by silver or magical weapons
Magic Resistance:	Nil
Size:	M (5'10" tall)
Morale:	Fanatic (18)
XP Value:	2,000

Jahed came into Sri Raji as a young adult. At that time, he was a specimen of physical fitness blessed with strong limbs, keen senses, and a quick mind. In the years that have passed since his arrival, the rigors of life in Ravenloft have left their mark on him. His once gentle and laughing features have hardened and become cruel. His green eyes smolder with an anger that is constantly ready to erupt into acts of physical violence. The flowing mane of copper hair that he sported as a lad has been replaced with a savagely cropped crew cut.

Jahed prefers to wear dark clothes, for they enable him to move about in the shadows and alleys without being seen. He has spent some time in the lands of Kara-Tur, and his garb is based loosely on that of the ninjas that he met there. He carries no weapons, being well able to defend himself without them.

Jahed speaks the common tongues of the FORGOTTEN REALMS campaign setting, Kara-Tur, and Sri Raji, having learned the last since his arrival in the domain.

Combat: Jahed will almost always revert to his weretiger form before engaging in combat. In this shape, he strikes with his deadly front claws (1d4/1d4), bites with his keen fangs (1d12), and rakes with his rending rear claws (1d4+1/1d4+1). His combination of intelligence and brute force makes him a deadly opponent indeed. Jahed himself is immune to attacks made with weapons that are not silver or at least bearing a +1 enchantment.

In those rare cases where Jahed is forced to engage in combat while in his human form, he will seek to disengage as quickly as possible, falling back to buy himself the time to transform into a tiger.

Jahed uses his shape-shifting ability as something of an attack in itself. When fighting untrained or easily spooked people (that is, the average peasant or green guardsman), he makes certain that his enemy sees him transform. In most cases, such people must make a morale check, if not a fear or horror check.

Jahed seldom travels anywhere without a pair of body guards. Like himself, these two will be deadly weretigers.

Habitat/Society: Jahed is a stranger in Sri Raji. He was born to a tribe of wanderers in the Dalelands of the Forgotten Realms. His parents were skilled entertainers and not a little bit larcenous at heart. Because he knows all the tricks and sleight of hand that they use to appear mystical and mysterious, Jahed places no stock in stories of Vistani power. On those few occasions when he meets these folk, he treats them with scorn and contempt.

Jahed's father, Mercurio, was a cruel and prying man. He delighted in the suffering of those they passed in their travels and, whenever it was convenient, took a hand in making such circumstances even worse. Jahed's mother, Antelucia, was timid and sickly, having been battered into submission by her abusive husband long before Jahed's birth.

When Jahed was still a teenager, he met and fell in love with a girl named Milissa. Because Milissa was an elegant young lady, Jahed was careful to avoid letting her know of his family's lowly status.

Mercurio, however, noticed his son's secret departures from their camp and decided to find out what the youngster was up to. He followed Jahed's path into the heart of a thick forest and there found the embracing lovers. Furious, he charged forward and struck Jahed with his heavy walking stick. The boy was sent spinning away from Milissa and fell to his knees.

With his son too dazed to interfere, Mercurio turned his attention to Milissa. At first he verbally abused her,

questioning her virtue and demanding that she leave his son alone. He drifted into insults, calling her a tramp and a harlot, and then struck at her with his cane.

Much to his surprise, the girl nimbly avoided the blow and sprang at him. In mid-leap, she became a snarling tigress. Landing fully upon Mercurio, she snapped powerful jaws down on his windpipe and tore his abdomen open with her raking claws, killing him almost instantly.

Jahed, hearing his father's dying cry, recovered his senses enough to realize that some creature was attacking his father and rushed into the fray. Still somewhat dazed from his father's blow, he had no idea that the monster before him was actually his beloved. Drawing his slender dagger, Jahed stabbed at the tigress.

Instinctively, Milissa whirled about and ripped at him with her claws. Badly wounded, Jahed collapsed and lost consciousness. Hours later, he awoke to find himself lying beside a stream that trickled along under the stars of a cloudless autumn night, his wounds carefully tended. Nearby he found a note from Milissa explaining that she would never be able to see him again.

Jahed, whose life had been one of broken promises and harsh punishments, took the heartbreaking news well. The traumas of his life had been such that he assumed she had simply considered their love a dalliance.

In time, his wounds healed and he returned to the traveling life that he had always known. He thought no more of his lost love and devoted himself to caring for his mother. With Mercurio dead, Antelucia began to brighten and take an interest in the world around her. When she died nine months after her husband, Jahed buried her with a remorse he never felt for his father.

Three months after his mother died, on the anniversary of Mercurio's death, a strange transformation came over Jahed. He had become a weretiger. Once he overcame his surprise, over the course of the next several months Jahed fought to understand the strange legacy of his first love.

With time and effort, he found that he was able to control the metamorphosis and become a tiger whenever he wished. However, he also found that he would transform every year on the day of Mercurio's death and that nothing could cause him to resume his normal form save the taking of a human, demihuman, or humanoid life.

Over the years, Jahed's personality changed. The occasional harshness which he had inherited from his father took on a more calculating edge. Recognizing the wild and chaotic nature of Mercurio's life, he sought to give his own a sense of order. While he was unable to throw off the burden of cruelty and wickedness that was his legacy from years of mistreatment, he lifted himself above his father's brutality.

Years later, traveling through a region of thick jungles in search of an ancient treasure said to lie hidden there, Jahed came across a ruined temple and entered it. Inside, he found tiger mosaics, figurines, and other items that led him to believe that this place had once been sacred to others like himself.

He felt strangely awed by the ruins. Here, he felt, was a home such as he had never known in the lands of normal men. Jahed quickly made up his mind to make this place his den from that day forth. He swore to restore it to its former glory and spend the rest of his days in this tropical land.

The first night that Jahed spent in this temple, he had an unusual and terrifying dream. He found himself in the company of Ravana, the rakshasa god to whom the temple had been sacred. The god charged him with the task of hunting down and destroying Arijani, the god's own son who had become a traitor to his people. The idea of serving another greater than himself had never occurred to Jahed before, but—impressed by the sheer power that seemed to engulf this ancient god—Jahed eagerly agreed and vowed not to die until the betrayer was repaid for his crimes.

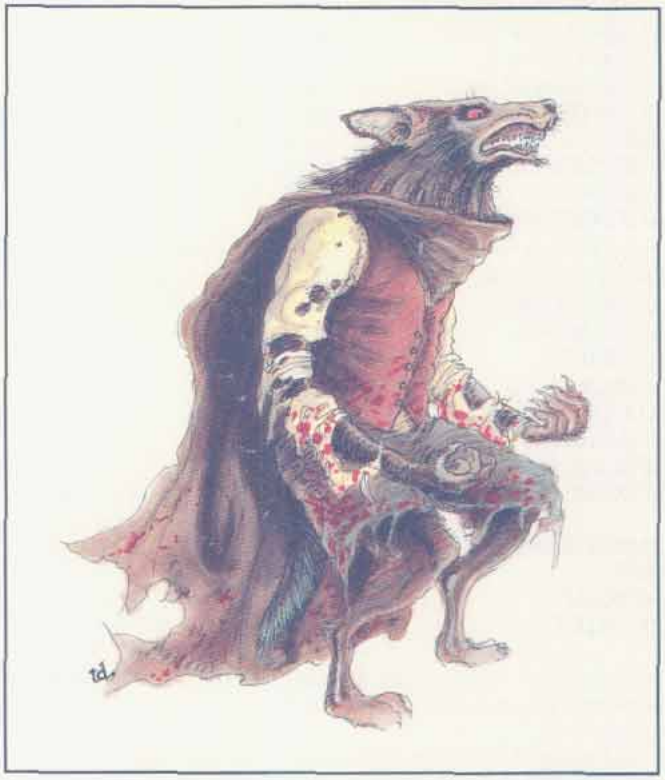
He awoke to find himself in Ravenloft, in Arijani's own domain of Sri Raji. When he began to explore his new home, Jahed found himself hunted by the priestesses of Kali, allies of Arijani who seek to destroy any visitor to the realm. Lucky to escape alive, he was forced to flee into the jungles as his temple was razed.

Jahed found survival difficult at first, even for someone with his great powers. Eventually, however, he learned to blend in with the natives of the domain and sought for ways to carry out his mission. For the past several years, he has devoted himself to the creation of The Stalkers, a secret society devoted to bringing down Arijani's reign. By spreading lycanthropy to a select few, he has built up a small but powerful group united by a common hatred of Kali's priestesses.

Adventure Ideas: Jahed is featured in the module RM3, *Web of Illusion*, which details his latest attempt to destroy the rakshasa lord Arijani. Because he is both evil and opposed to the lord of a domain, Jahed can be cast as either a friend or foe to the adventurers. Any scenario that involves him should center around his efforts to defeat Arijani or thwart some plan of the dark lord.

Lycanthrope, Werewolf

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3-18 (3d6)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Standard
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	420



Werewolves are the most feared of the lycanthropes, men who can transform into wolflike beasts. They should not be confused with *wolfweres* (q.v.)—wolves who turn into men. Great enmity exists between werewolves and wolfweres.

The human forms of werewolves have no distinguishing traits. The werewolf form is equally varied. Many have a bipedal form that is a hybrid of human and lupine features. These creatures are about 1-foot taller and stronger than their human forms. The bodies are fur-covered and have short tails, wolflike legs, and heads that are combinations in varying degrees of human and lupine features.

A second form of hybrid is more wolflike, and may be mistaken for a large wolf when it runs on all four legs. This hybrid can also walk erect and has humanlike hands.

Another type of werewolf (about 20%) looks exactly like a large wolf about the size of a bear. This creature has no human features, although the eyes may glow red in the dark.

Combat: In their human forms, werewolves attack with a variety of weapons, generally those common to their human identity and class. In the werewolf or wolflike forms, the creature attacks with its fearsome teeth. If the form has hands, the werewolf may grab its prey for a better bite.

In the wolf form, the werewolf can be harmed only by silver or magical weapons of +1 or better. Wounds from other weapons heal too quickly to actually injure the werewolf.

Werewolves attack in packs; packs including females and young drive the adults to hit harder. If the female is attacked, the male fights at +2 to hit and does full damage with each blow. If the young are attacked, the female attacks at +3 to hit and does full damage. Cubs with 60% full growth are -4 to hit, cubs with 70% are -3 to hit, and so on. All cubs inflict 2-5 points of damage.

Habitat/Society: Werewolf packs roam the wilderness in search of human or other prey. True werewolves tend to be nomadic, although infected werewolves often continue to live the life to which they were accustomed. Werewolves retreat to their dens during the winter months or the years when the females are raising the helpless cubs. As humans, werewolves do not build homes, although they may take over existing dwellings, sometimes the home of past victims. Caves and burrows are the dens most commonly used in the wild. These sparsely furnished retreats are used mostly as a sleeping area and a place to store their human possessions. Many werewolf families roam the countryside in wagons, much like gypsies. In fact, this has caused many gypsies to be accused of being werewolves.

Werewolves live in packs, generally related by bloodlines. Werewolf packs of five to eight individuals are single family groups consisting of a male, female, and three to six cubs, six to nine years old. Cubs under six years old are kept in secluded dens and never encountered by hostile humans.

When pregnant, the female retreats with her mate and an older female who will act as midwife. In a very secluded area they prepare a special den that will be home for the mother and her cubs for the next six years. The female gives birth to a litter of 5-10 cubs. The cubs are born in the hybrid form; they resemble fuzzy human babies with wolflike faces. Infant mortality is high; 2-4 cubs of each litter never reach 60% growth. Cubs grow at the same rate as humans for their first five years. By the sixth year they attain 60% of their full growth. At this point they develop the ability to transform into their other forms. Each following year brings an increase of an additional 10% growth. Werewolves are considered mature at age 10.

If a werewolf mates with a woman, the offspring is completely human. The temperament reflects the father; such children are violent, combative, and prone to mental illness. There is a 10% chance each year from the onset of adolescence that such a child will spontaneously transform into a true werewolf.

Ecology: Werewolves are a peculiar hybrid of human and lupine personalities. They are savage killers, yet they are devoted to their close-knit families. Werewolves are hostile toward lycanthropes who oppose them, especially werebears.

Lythlyx

CLIMATE/TERRAIN:	Any remote land or water
FREQUENCY:	Rare
ORGANIZATION:	Solitary or group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 or 3d6
ARMOR CLASS:	1
MOVEMENT:	6, Fl 12(A), Sw 8
HIT DICE:	5+6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (14'–21' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000

PSIONIC SUMMARY:

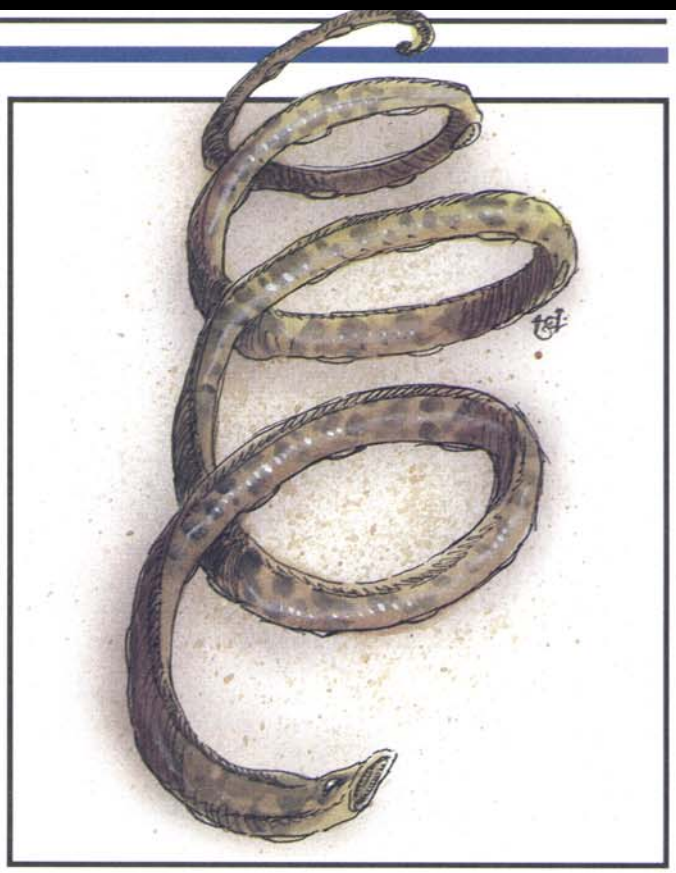
Level	Dis/Sci/Dev	Att/Def	Score	PSPs
9	4/4/12	PsC,II,MT,PB/M,IF,TW	10	210

Psychokinesis—*Sciences:* create object; *Devotions:* animate object, control flames, control sound, create sound, molecular agitation.

Psychometabolism—*Devotions:* body equilibrium, suspend animation.

Psychoportation—*Sciences:* summon plant creature, teleport; *Devotions:* teleport trigger.

Telepathy—*Sciences:* psychic crush; *Devotions:* id insinuation, mind thrust, psionic blast, telepathic projection.



These strange, eel-like creatures are sometimes called "spirals" because of their appearance. They are almost always found in remote areas, dancing in midair or underwater. When moving they resemble spinning corkscrews, and they often dance in a particular place for years at a time. Lythlyx have long, worm-like bodies about as thick as a human thigh. Their skin is rubbery, oily, and flexible, and is a mottled green and black.

Combat: Lythlyx are aggressive, but attack apparently at whim, sometimes ignoring easy prey and going after stronger or more numerous creatures. They use their bodies as whips (2d6 flailing damage), or drop their coils about prey with lightning speed and constrict (3d6 damage per round), or drain blood (1d4 damage per round per mouth). A lythlyx may use only one of these attack modes in a round, although (size and situation permitting) it may use its chosen attack mode against several opponents. There are 20 sucker mouths along the body of a lythlyx. It reaches satiation when it has absorbed double its maximum hp-worth of blood, at which time it pulls away from a victim.

Blood taken in is converted to energy within two rounds, which is used to heal and regain lost hit points at the rate of 1 per 4-hp worth of blood ingested. A lythlyx that heals itself diately feed up to satiation level again. Lythlyx killed violently often explode, spraying blood about.

Lythlyx will flee more powerful foes if an opportunity exists, but will fight to the death if cornered. They use their psionics only if they lose over half their total hit points, or if psionics are used within 90 feet of them (note that their powers can whisk them away from most dangers). Lythlyx are immune to *charm, command, fear, hold monster,* and *sleep.*

Lythlyx are not found on the ground by choice, and they thrash about if forced to earth. In the air they spin 50 or more times per round and can hover while spinning. They can also dive (fall) at twice their listed speed (MV 24), spinning to steer with great accuracy. If the spinning of a lythlyx is ever stopped, it falls helplessly to the ground. Air resistance turns and slows a frozen lythlyx so it suffers only 1 point of damage per 10 feet fallen when it hits the ground.

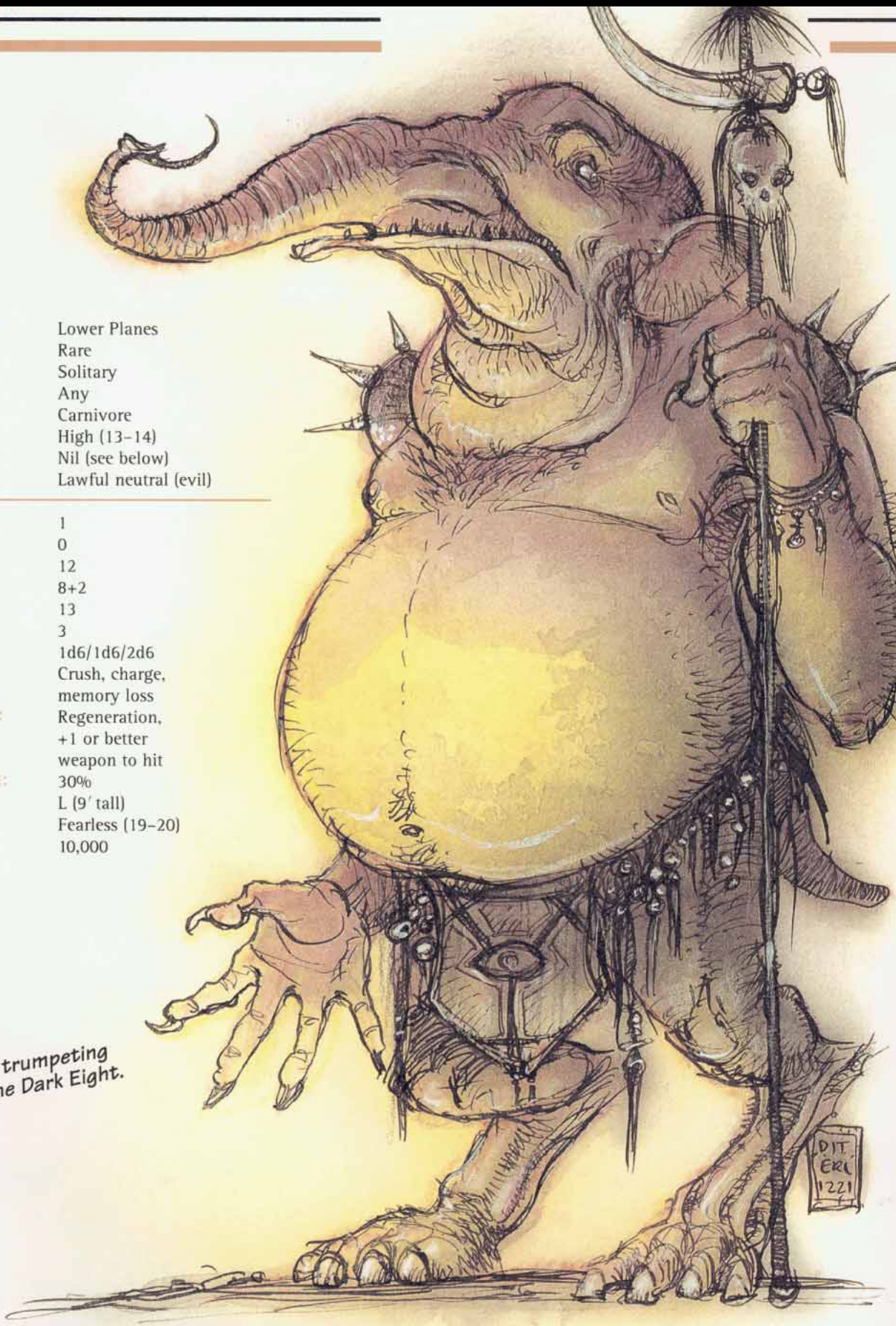
Lythlyx have no distinct head or eyes, but can see with 90-foot-range infravision through sensitive areas scattered over their body surface. They seem unaffected by pressure extremes.

Habitat/Society: Lythlyx cannot speak and seem to be bisexual, giving live birth to young who swarm with the parents, feeding voraciously until full grown, whereupon they usually go their own way. Lythlyx seem to live for hundreds of years. Some sages believe that they are a stage in the life cycle of tentacled monsters such as tentamorts, ropers, or gibbering mouthers, and others believe them to be related to couatl, or to be part of the cyclical existence of certain dragons.

Ecology: A lythlyx absorbs sunlight and moisture through its skin and is able to go without a blood meal for long periods of time. The oil distilled from its flesh is used in the manufacture of certain magical inks and oils. The taste and odor of lythlyx seem to make them a last-resort meal for most predators.

Maelephant

Climate/Terrain:	Lower Planes
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	Nil (see below)
Alignment:	Lawful neutral (evil)
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	8+2
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d6
Special Attacks:	Crush, charge, memory loss
Special Defenses:	Regeneration, +1 or better weapon to hit
Magic Resistance:	30%
Size:	L (9′ tall)
Morale:	Fearless (19–20)
XP Value:	10,000



A maelephant trumpeting the arrival of the Dark Eight.

The frightening but fascinating maelephants guard the Lower Planes. They are large, roughly bipedal creatures with huge pachyderm heads that have a viciously barbed trunk.

Maelephants speak their own language, and many know the common tongue, as well.

I'M LOOKING FOR A MAELEPHANT. ANYONE SEEN ONE AROUND?

— PORATIUS TERVO ("P.T.") BARNUM, A PRIME NEW TO SIGIL

COMBAT: Maelephants are immune to attacks from nonmagical weapons. They are never surprised and have infravision to 240′. Their senses of hearing and smell are double human norm. They regenerate 2 hp per round. When guarding, a maelephant need never roll morale checks. It fights to the death.

Maelephants attack with two claws (1d6 damage) and their trunk-spike (2d6 damage). If both claw attacks hit in the same round, the opponent is held fast (1d3 crushing damage per round and subsequent spike attacks automatically hit). *The victim breaks free with a successful Strength check with a* –5 penalty, or if the maelephant takes more than 12 hp damage while holding it.

Maelephants can charge into combat. This increases their movement to 18 and gives them +2 on all attack rolls for the first round of combat only.

Three times per day, a maelephant can breath a cloud of noxious vapor 10′ wide and 30′ long. Anyone caught within this cloud must successfully save vs. poison or suffer complete memory loss. The loss lasts until cured by a *neutralize poison* spell (*slow poison* has no effect). Because the gas must contact the skin to work, anyone wearing clothing that covers at least 50% of the body gains a +2 bonus to the save.

Maelephants have an array of spell-like abilities they can use one a time, once per round: *alarm*, *bind*, *blade barrier* (3 times per day), *entangle*, *gust of wind*, *light*, *polymorph other* (3 times per day), *true seeing*, and *warp wood*.

HABITAT/SOCIETY: Powerful lower planar creatures strike a bargain with a maelephant to guard an item or area, typically for a 100-year term. Most maelephants adhere with absolute loyalty to the terms of their agreement.

ECOLOGY: Originally, the Dark Eight, the rulers of Baator, created maelephants as servants. The Eight considered obedience paramount, and bred it into their behavior more powerfully than all other considerations. How these creatures multiplied and left the exclusive service of the Dark Eight is unknown. In the Lower Planes, when beings of power want something important looked after, they seek a maelephant.



YOU KNOW, A HERD OF MAELEPHANTS MIGHT BE JUST THE THING I NEED. . . .

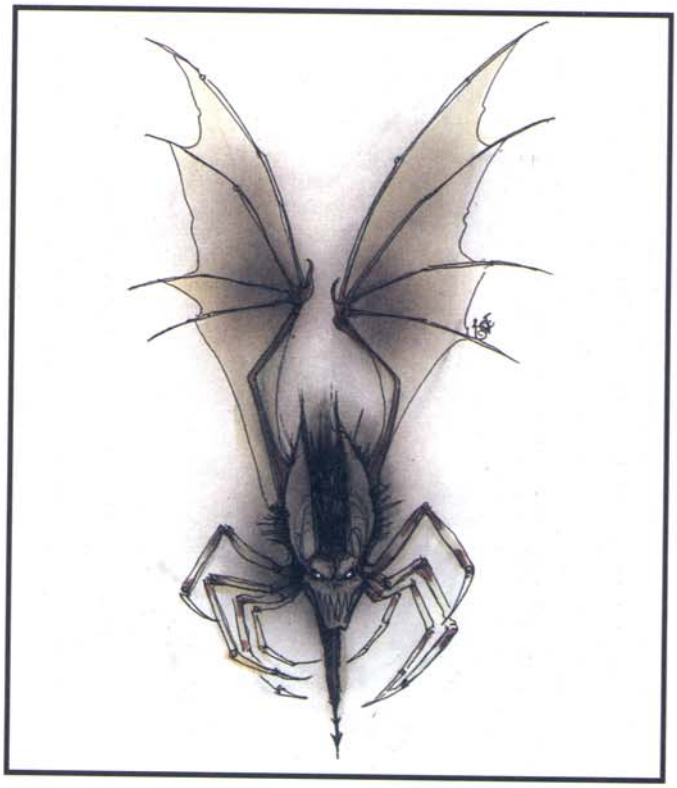
— FACTOL HASHKAR OF THE GUVNERS, PONDERING HOW BEST TO INSTITUTE LAW AND ORDER IN SIGIL



YER KNOW, A HERD OF MAELEPHANTS MIGHT BE JUS' WHOT WE NEEDS. . . .

— SNIPPET OF CONVERSATION BETWEEN TWO ANARCHISTS OVERHEARD IN THE STYX GARSMAN TAVERN

CLIMATE/TERRAIN:	Tombs, ruins, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magical energy
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	6, Fl 12(A)
HIT DICE:	2+4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+2
SPECIAL ATTACKS:	Tail whip
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (1½' long, 3' wingspan)
MORALE:	Elite (13–14)
XP VALUE:	



These mysterious creatures inhabit tombs, ruins, and caverns. They resemble large black bats with needlelike barbed tails and cold, blue, glowing eyes. Their bodies are amorphous, but always have 10 or more long, spidery black claws on the undersides. They feed on magic and attach themselves to powerful spellcasting individuals, to whom they soon become almighty nuisances.

A magebane is immune and invisible to psionics (which it in turn cannot detect), but it can see magical auras and cast spells up to 160 feet distant. A magebane is normally invisible to all beings except its chosen spellcaster.

A magebane shadows its chosen mage, flitting about nearby and usually behind him. Whenever the wizard casts a spell, there is a 60% chance the magebane will rob the spell of either all (1 or 2 on 1d6) or part (3–6 on 1d6) of its energy. If all of the energy is drained, the spell is lost and has no effect (similar to the effect of a *rod of absorption*). When only part of the energy is drained, the spell takes effect with lessened force, having one or more of the following modifications: the spell has minimum duration; the spell inflicts minimum damage; targets of the spell gain a bonus of +2 or more on their saving throws; the spell affects a lesser area or volume of matter. Spells of 7th level and greater are largely immune to the feeding of most magebanes, being only partially drained with a roll of 1 on 1d6, and being otherwise unaffected.

Magebanes are silent and do not seek to reveal themselves to their chosen spellcaster (as they are most easily seen and slain by that being), so their presence may be unknown to the chosen one and any companions for some time.

Combat: Magebanes never attack their chosen ones, instead taking an interest in their safety. A magebane may swoop down invisibly to rake anyone menacing its chosen one with its claws (its usual attack) or slash with its razor-sharp tail (for 2d4 damage). It fades momentarily into view as it's striking and then vanishes again.

The Armor Class of a magebane is 5 to the spellcaster and others who can see it (by means of a *true seeing* spell); to others, the unseen magebane is AC 1 (at the moment of its striking in combat). A magebane is 75% resistant to all magic cast at it, except by its chosen spellcaster—it is 100% resistant to the magic of its chosen being. A magebane seems unable to anticipate even obvious spell effects, read the intentions of a spellcaster, or recognize any spell by its casting process. It may be affected by a non-attack, area-effect magic launched by its chosen one (such as darkness), if it does not happen to absorb the spell.

Habitat/Society: A magebane may choose another spellcaster if it encounters a more powerful one than its present chosen being. Otherwise, it must be slain for a chosen spellcaster to be free of it. A magebane seldom moves from one member of an adventuring band to another, even if the ranks of a party include a far more powerful wizard than the one it's presently attached to, for they seem to shun the presence of former chosen ones.

Magebanes seem to absorb and require only moisture, light and heat, and magical energy. They live only to accompany or search for chosen ones. They reproduce seldom, when they encounter another magebane, whereupon both abandon their chosen ones to enter a month-long process that results in each bisexual parent bearing 1d3 live young four months later.

Ecology: Predators that eat bats also prey upon magebanes if they can detect or catch them. Alchemists and mages use magebane flesh in many magical and experimental processes, and will pay 400 gp or more for a largely intact carcass.

Magedoom

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	18, Fl 18 (C)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d8/3d8
SPECIAL ATTACKS:	Spell drain
SPECIAL DEFENSES:	*Anti-magic shell*
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fearless (19–20)
XP VALUE:	11,000



A magedoom is a magical horror that seeks out wizards destroys them. It resembles a large, cone-shaped mound of yellow and brown sludge that glistens with moisture, crowned with a withered, eyeless human head. Two heavy arm-like appendages hang near the top of the mound. The golem exudes a distinctive tang of ozone, like that of a lightning strike during a rainstorm crossed with the essence of citric acid (something like a rotten electric grapefruit).

Combat: A magedoom attacks by swinging its heavy clublike appendages for 3d8 hit points of damage each. It always attacks wizards first, then priests, then any others.

The most insidious attack occurs only against wizards. When a wizard spell is cast within 180 feet of a magedoom, the golem locks in on the source and begins tracking its prey. Once the magedoom reaches melee range, a slimy tentacle tipped with a bloodshot, withered eyeball erupts from within the creature's slimy body mound and touches the mage on the forehead—this requires a successful attack roll. If it hits, the effect is similar to a level drain, but only in regard to what spells a wizard can cast. Thus, an 11th-level wizard who was hit by the appendage would cast spells as a 10th-level wizard. Spells that are now too advanced for the wizard to cast flee the victim's mind. Wizards who survive this attack recover one level of spellcasting ability per hour, but must relearn the spells they lost. This drain does not effect wizards' saving throws, THAC0, or hit points.

Magedooms are blind, tracking targets by their unerring sensitivity to magic as well as by small sensory organs in the strands of slime that coat their bodies and attacking appendages. As a result, they are immune to illusions or to spells that require the victim to have sight.

Magedooms also radiate an *anti-magic shell* in a 3-foot radius. Thus, a fighter with magical armor and a *flametongue* sword effectively fights a magedoom with normal armor and a normal long sword. Once the items are taken out of the field, their magic returns.

When a magedoom is killed, all of the magical energy trapped within it exits in an explosive magical wave of wild magic that behaves as if every being within a 15-foot radius were a wild mage who had evoked a wild surge (see the *Tome of Magic*). This effect lasts for five rounds; each round, roll on the Wild Surge Results table in the *Tome of Magic* for each being except the slain magedoom, treating "the caster" in the results as the target being rolled for. Results that make no sense mean nothing unusual happens. (Alternately, the DM might treat every being in the 15-foot radius as the target of five successive discharges of a *wand of wonder*, one each round for five rounds.)

Habitat/Society: Magedooms are created from living wizards whose bodies and spirits have been transformed by a rare, forbidden spell. A magedoom is under the partial control of the archmage who cast the spell that created it. The archmage is able to order the creature to do certain tasks, and the magedoom has a wide breadth of discretion as to how it accomplishes them. If the archmage dies, the magedoom becomes a rogue, and no wizard is then safe.

Magedooms are solitary creatures. There are rumors that if two magedooms come within 10 feet of each other, they set up a resonating field that explodes in 1d4 rounds, creating a 40-foot-radius dead magic area that lasts for a month, while annihilating the creatures. Some rumors further speculate that there is a tiny chance (1%) that, instead of a dead magic area, a *sphere of annihilation* is created.

Ecology: Magedooms were created by the wizards of Zhentil Keep for one reason alone: to kill non-Zhentish spellcasters. The process of their creation is a closely guarded secret. The goddess Mystra, the god Azuth, and their priesthoods loathe magedooms. High-level priests of Mystra or Azuth sometimes charge those who have acted against their faiths with a *geas* or a *quest* to destroy one of the creatures. High-level specialty priests of Azuth who serve him well are rumored to receive a special spell that allows them to destroy magedooms.

	Demos	Caldron	Galvan	Hypnos
Climate/Terrain:	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Any
Diet:	Nil	Nil	Nil	Nil
Intelligence:	Average (9)	Average (9)	Average (9)	Average (9)
Treasure:	C	V	C	U
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	2d6	1d4	1d3	1
Armor Class:	7 or armor type	5	3	7
Movement:	12	12	12	12
Hit Dice:	3+2	4	5	2
THAC0:	17	17	15	19
No. of Attacks:	1	1	1	1
Damage/Attack:	By weapon	By weapon	By weapon	By weapon
Special Attacks:	Nil	Entanglement, acid	Lightning bolt	Charm
Special Defenses:	Spell immunities	Spell immunities	Spell immunities	Spell immunities
Magic Resistance:	30%	40%	50%	20%
Size:	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	120	175	420	175

Magens (pronounced "MAY jens," originally *gens magica,* or "magical people") are constructs created by wizards of at least 12th level by means of complex conjurations and strict and obscure alchemical formulas. The procedure for creating a magen varies depending on its type; some magens require extra work. In general, a wizard must anticipate a large expenditure of time and money.

Wizards construct magens out of a magically charged gelatin using shaped molds. Magens usually resemble perfectly formed humans, though some vain wizards fashion the magen faces to mirror their own. Wizards never shape them to resemble animals or monsters, but sometimes give them bestial features. The creatures typically look grayish white, unless they are painted or otherwise decorated. Their smooth bodies can gain texture or the semblance of hair through the work of a skilled artisan. Magens feel warm to touch, with a consistency similar to that of human flesh. While these creatures might look alive, sages do not consider them living beings; they do not sleep or eat, nor do they have emotions or free will.

When created, a magen automatically knows how to speak one language its creator knows and has chosen for it. It can learn one or two other languages later, if taught.

A magen follows its creator's commands without question, even to the death; it makes an ideal guard. Unlike most other constructs, these creatures can follow detailed commands and learn complex procedures to the same extent as a human of average intelligence. Magens even can be instructed in making simple decisions, if given criteria by which to judge events.

While the magens here represent all known types, experimentation continues—powerful wizards might create new types at any time.

Combat: A magen can be taught to use one or more weapons and employ them most frequently in attacks. Caldrons, galvans, and hypnos also have special attack forms.

Demos magens use armor and weapons to serve their masters. Their creators give them the skill to use one type of melee weapon and one type of missile weapon; they can be taught more types later. If they wear armor, they enjoy the benefit of the appropriate Armor Class, provided it exceeds their natural AC 7. No other type of magen uses armor.

Caldrons have the ability to stretch their arms and legs up to 20 feet. They do not attack with their legs, but can stretch them to reach otherwise inaccessible places. Caldrons attempt to wrap their arms around victims and can use both arms in the same round, attacking one or two opponents. After a successful attack roll, the caldron holds the victim and secretes a powerful acid that causes 1d10 points of damage per round until the victim is freed. Breaking free requires a successful open doors roll or the death of the caldron. Note that the acid can destroy a victim's items unless saving throws are made for them.

Galvans have the ability to store static electricity, which they discharge as lightning bolts 60 feet long and 5 feet wide. Those in the area of effect suffer 3d6 points of damage, though a successful saving throw vs. breath weapon halves the damage. Galvans can discharge up to three bolts a day.

Hypnos, physically the weakest magen, possess a subtle power that makes them very useful, especially considering how hard it is hard to tell magen types apart. Hypnos can attempt to use *charm person* once per round; a victim who fails a saving throw vs. spells believes the hypnos to be a valued friend. One who makes a successful saving throw against the enchantment remains forever immune to the charm power of that particular magen. Once per round, the hypnos can contact a single charmed victim telepathically and use a *suggestion* spell; a target may attempt a saving throw vs. spell to avoid following the *suggestion,* but if the saving throw fails, the victim follows any reasonable course of action the magen suggests. The hypnos bases its suggestions only on instructions from its creator.

All magens are immune to *charm* and *fear* spells, as well as to most other mind-affecting spells that affect emotions. The creatures can fall victim to *hold* and *sleep* spells.

When a magen reaches 0 hit points, its body dissolves suddenly in an acrid burst of multicolored flame and smoke. One round later, no traces of the creature remain—even the odor has faded. It seems almost as if such a being was never there at all.

Should a magen's creator die, the construct almost always goes mad, launching itself on a rampage of senseless destruction until it is destroyed.

Habitat/Society: Magens have no society of their own. However, they are reasonably intelligent and can speak; some lonely wizards teach them to respond to conversation and to act in a polite manner, too. Since they have no will of their own, magens never truly become part of society, except perhaps as slaves. While the constructs have no emotions, they can be taught to emulate them in certain instances.

Demos are the most common type of magen. Their lack of special powers makes them good choices as aides in polite company; wizards generally use only this type as domestic servants and consider them excellent bodyguards as well.

One hardly ever sees caldrons used as messengers or domestic help, because of their slight acidic smell and their unsettling ability to stretch their limbs.

Ecology: The ageless magens exist purely through magic and do not need air, water, food, or sleep. As constructs that consume nothing, magens have little impact on their surroundings, except as potentially destructive forces.

Most scholars and sages agree that magens were developed by an impatient wizard or wizards who wanted to make a construct, but did not want to wait to gain the considerable power needed to create a golem. Certainly, magens are not as powerful as golems, and it takes less effort, money, and experience to create them. Some believe wizards developed magens merely as practice before attempting to create golems. Magens have greater intelligence than golems, however, and sometimes can pass for human.



Some speculate that the Immortals of Mystara handed down the knowledge of creating magens to early wizards, but this theory cannot be confirmed.

All magens are composed of the same basic material: a liquid suspension charged with magic—think of a magically charged gelatin. The liquid's actual composition varies, but all ingredients prove exotic and hard to come by, except in a large city with a well-stocked mage's guild, alchemical college, or components store.

The wizard creating a magen must have a fully stocked laboratory at his disposal, including 1,000 gold pieces worth of special tools and equipment needed to create magens. In addition, a mold must be fashioned of electrum; most wizards hire a metalsmith or sculptor to help with it. Building the mold takes at least six weeks (more for finer work) and materials and labor worth 15,000 gold pieces (or as low as 10,000 gold pieces if the wizard has the appropriate facilities and skills to help in the task).

To make a magen, the wizard also must purchase 3,000 gold pieces worth of chemicals and obscure components for the suspension. The liquid takes two weeks to prepare, and during that time the wizard concentrates so steadily on enchanting and mixing it, he can do nothing else save eat, sleep, and rest.

Once the wizard has prepared the suspension, he must add certain unique ingredients, depending on the type of magen desired. To prepare a demos, the wizard must add the melee and missile weapons he wants the completed magen to know how to use. To form a caldron, the creator adds a pair of tentacles from a roper or choker. Building a galvan requires a part of any creature that can generate electricity or lightning bolts. Finally, to create a hypnos, the wizard must liquify a scroll holding a *charm person* spell and pour it into the mixture.

The wizard transfers the prepared liquid to the mold and casts the following spells rapidly in this order: *lightning bolt, fabricate, transmute mud to rock, stone to flesh, domination* and *lightning bolt* again. The tremendous energy of the spells interacts with the gel; roll 1d20 and check the following table for the outcome.

Roll	Result
1	*Lightning bolt* spell reflects back at the caster. Failed.
2–3	Mixture and mold explode, causing 4d6 points of damage to everyone in a 10-foot radius. Failed.
4–6	Nothing happens. Wizard must create a new gelatin. Failed.
7–19	A magen is born! Success!
20	A magen is born! What the wizard does not know, however, is that an evil intelligence from the Outer Planes has possessed its body and eventually will turn the creature against the wizard.

The equipment, tools, and mold can be reused after the first construction. If a wizard tries to use the mold to create a different type of magen than it previously produced, the attempt automatically fails. Each reuse of a mold requires a saving throw vs. lightning. Failure indicates the mold breaks during the final spellcasting. If breakage occurs, yet the 1d20 roll indicates success, there is a slight (5%) chance that the magen emerges perfectly formed—and fully self-aware, not subject to the wizard's command! But usually, a broken mold results in a misshapen magen that dissolves into nothing within a few minutes.

Climate/Terrain:	Paraelemental Plane of Magma
Frequency:	Very rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Elemental
Intelligence:	Low
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	2d12
Armor Class:	6
Movement:	9 (6)
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	3d8
Special Attacks:	Combustion touch
Special Defenses:	+1 or better weapon needed to hit; immune to fire-based attacks
Magic Resistance:	Nil
Size:	S (3′ tall)
Morale:	Unsteady (7)
XP Value:	120

Magmen are creatures of the Paraelemental Plane of Magma. They stand 3 feet tall and are glowing, humanoid creatures, much like fire-cloaked gnomes or goblins. Small puffs of flame constantly burst from their skin, as if they are perspiring kerosene that ignites when enough accumulates. Magmen radiate heat like small bonfires, rendering the area near them quite uncomfortable to most nonfire-loving creatures. Their faces are almost always twisted with malicious glee.

Combat: Magmen are not really interested in fighting, but they are capricious little creatures who cause havoc by their very natures. Whenever they encounter an unfamiliar creature, which – their being from the plane of Magma – is almost anything else, they try to set it on fire, just for fun. Perhaps they do not understand that others fear their flames, or perhaps they do and don't care. Any attempt to reason them out of this course of action is almost certainly doomed to fail. At best, a creature might bribe them off with another target or a choice bit of burning food.

In combat, they attack simply with a touch. Their flaming fingers ignite the flammable items (clothing, hair, etc.) of any creature they hit, inflicting 1d8 points of damage per round for 1d4 + 2 rounds. Note that extraordinarily flammable carried items – flasks of oil and the like – must successfully save vs. normal fire or they, too, will ignite and cause their own, additional damage. This check is made once per round until the flames are out or the victim discards the item. Also, combustible magical items (scrolls, etc.) must make their own successful saving throws or be destroyed. Again, the check is made once each round unless the item is discarded.

Magmen aren't fighters and, if attacked and actually hurt, their first choice is to run away – not too far away, but far enough to be out of immediate danger. Once safe, they are curious and foolish enough to return. If cornered, magmen will defend themselves, striking with a molten fist and inflicting 3d8 points of damage upon a successful hit. Fire-resistant creatures, including those protected by magic, suffer only half damage from such an attack.

Magmen are not easy to hurt, however. A weapon of +1 or better enchantment is required to hit them. In addition, weapons of less than +2 enchantment must save vs. magical fire upon every successful hit. If the save is failed, the weapon melts into useless slag. Not surprisingly, magmen are immune to all fire-based attacks. Conversely, cold-based attacks inflict double damage and prompt morale checks.

Habitat/Society: Magmen are creatures of the Paraelemental Plane of Magma, and as such they have no society on other planes. When they appear outside their own fiery lands, their sole preoccupation seems to be with having fun . . . by *their* standards. Magmen love flame and are fascinated with burning things. Were it not for the damage their curiosity causes, their childlike pleasure might almost be touching or amusing. Somehow, it never occurs to these creatures (or if it does, they perversely ignore it) that other creatures might actually be hurt by their actions. Having come from an environment of fire, the panic-stricken reaction of Prime Material creatures who are set afire seems merely comical to them, almost slapstick. Perhaps this is because the association of pain and fire is utterly foreign to their kind.

On their own plane, magmen live as hunter-gatherers. They band in small tribes, organized around a single extended "colony." (Colony is the only apt word, for magmen have no sexes, reproducing by simple division as they grow.) Each tribe is led by the eldest magman. They scour the molten plain, looking for choice bits of flaming minerals or hunting other elemental creatures.

Occasionally, magmen pass into other Inner Planes or the Prime Material Plane through gaps created by the excessive heat and pressure of subterranean lava. These portals have a strong lure to the magmen, for the molten stone of such gaps has a different "taste" than that of their home. Magmen enter into the vortex to sample the essence, and they are invariably drawn through the portal and into the other plane. Some sages speculate that the strange minerals of these portals may have an intoxicating effect on the little creatures. This

would certainly account for their frivolous behavior outside of their plane.

Magmen can reach the Outer Planes only if they are summoned. Their mischievous and destructive natures provide perverse amusement to tanar'ri and baatezu, and these fiends sometimes keep magmen captive in special molten pools. Magmen are sometimes summoned into the midst of enemy ranks in the Gray Waste, Gehenna, and Carceri, providing diversionary attacks in the never-ending Blood War. Militarily, they are good for little more than this, since their flightiness and cowardice make them unsuitable for pitched combat.

Magmen especially like to swim around in active volcanoes, for when these erupt, the magmen are released to engage in their favorite sport of igniting all the combustible materials they can reach. Magmen can remain out of lava or some other fiery habitat for a maximum of six hours before they stiffen and become immobile. They rarely remain away from their environment for more than two or three hours at a time, as they consider anything below 1,000°F to be uncomfortably cold.

Magmen speak their own and no other languages.

ECOLOGY: Most sages and travelers guess that magmen eat choice morsels of molten rock, although it is possible that they absorb much of their nutrients directly through the skin.

Upon occasion, a wizard will summon a magman to fire a furnace for a magical procedure, but wise wizards return the little troublemakers as soon as the need has passed. Some are tempted to trap the creatures and let them cool, since magmen statuettes are sometimes collected as garden ornaments for the wealthy. However, imminent death makes the little beings hostile and dangerous, and more than a few city blocks have been destroyed in their attempted escapes.



Climate/Terrain:	Ethereal Plane
Frequency:	Rare
Organization:	School
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Low (5–7)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1d3 (or 3d6)
Armor Class:	3
Movement:	18
Hit Dice:	12
THACO:	9
No. of Attacks:	1
Damage/Attack:	3d8
Special Attacks:	Hypnosis, swallow whole
Special Defenses:	*Invisibility*
Magic Resistance:	Nil
Size:	H (20′ long)
Morale:	Average (8–10)
XP Value:	8,000

"Then we sunks ourselves down inta the deep, dark Ee-thereal," Thiggish said.

"What was you after downs there?" Wilv asked, his face wrinkled with doubt.

"Why, we's after big game. You know how I mean — them big bashers."

"Them fishes?"

"Well, don't go wigwagging 'bout fishes ta me. They ain't really fishes, so ta say."

"Than whats are they?" Wilv asked, more doubtful than ever.

"I don't know. What am I, some kinda book-learned berk? I know this, though: They ain't no fishes like I ever seen." Thiggish paused over-dramatically, then continued. "They gots this thing that'll put a charm on a body, then they come visible and tear ya twain."

"Aw, you ain't been to no Ee-thereal. You ain't never been nowheres." Wilv waved his hands in the air and left the tavern.

Thiggish leaned back in his chair and pushed the table away from him, knocking over the empty mugs.

"Was so," he said to himself, pulling a pulsing, golden sphere from the deep pocket of his cloak.

AS UNTRUSTWORTHY AS A MAGRAN.
— A NATHRI SAYING

Magran are huge creatures that dwell on the Ethereal Plane. The common chant refers to them as fish, and their general appearance certainly is fishlike: multifinned sleek bodies with multiple eyes, large mouths, and a tendril ending with a little light that dangles in front of their faces. Any berk knows that appearances deceive, however, especially on the planes — the magran're actually large reptiles.

Combat: A magran hunts other creatures on the Ethereal using a special lure. A long tendril extends from between the magran's eyes, from which the creature dangles a glowing sphere that can be seen from 200 feet away or more. The magran hopes that the light will attract a creature's attention, bringing potential prey closer to it. The membranous organ pulses hypnotically, and any sod who gets within 30 feet of it falls into a trancelike state. While a creature is mesmerized, the magran moves in close and devours it with its mighty jaws (which inflict 3d8 points of damage per bite).

Essentially, the magran's pulsing light has the effect of a *hypnotic pattern* spell, able to affect up to 24 levels or Hit Dice of creatures at a time. Victims are affected only if they fail their saving throw versus spell, but they must make a new save each round while in the area of effect (anywhere within 30 feet of the creature). Such victims are held transfixed by the pulses until they are attacked by the magran or until they can no longer see the glowing sphere (perhaps due to comrades covering their eyes or removing them from the area of effect).

While its prey approaches the transfixing lure, the rest of the magran's body waits invisibly. The magran can become invisible at will, so it can be seen only right after it attacks — it disappears again immediately afterward. If the creature so wishes, even the pulsing organ can be made invisible, hiding the entire beast. Otherwise, potential victims see only the hypnotizing, glowing sphere. Between the victim's charmed state and the magran's own invisibility, the creature gains a +4 attack bonus. The poor sod it attacks receives no AC bonus from Dexterity.

Not only is the horrid maw of the monster filled with long, spiny teeth, but it's big enough to swallow foes whole (on an attack roll of 19 or 20). The magran's gullet, however, is small — a swallowed victim can't move around or try to free himself unless he is size S and has a size S weapon handy. If he is and does, the trapped sod can make attacks from the inside. (The magran's gullet has the same AC as its exterior.)

Regardless of whether swallowed berks can move or not, they suffer 1d12 points of damage per round from digestive acids, and, unless freed, suffocate and die in 2d4 rounds. Due to some strange aspect of its power of invisibility, living creatures swallowed by the magran remain visible inside the beast, so those outside can see them struggling for life within the otherwise unseen creature. When the swallowed sods die, they become invisible like the rest of the magran.

Habitat/Society: The magran can be found exclusively in the Deep Ethereal, never traveling to the Border and never venturing into another plane. Normally, a magran hunts alone, although in any particular area of the Deep Ethereal up to three may hunt in close proximity. However, at rare times

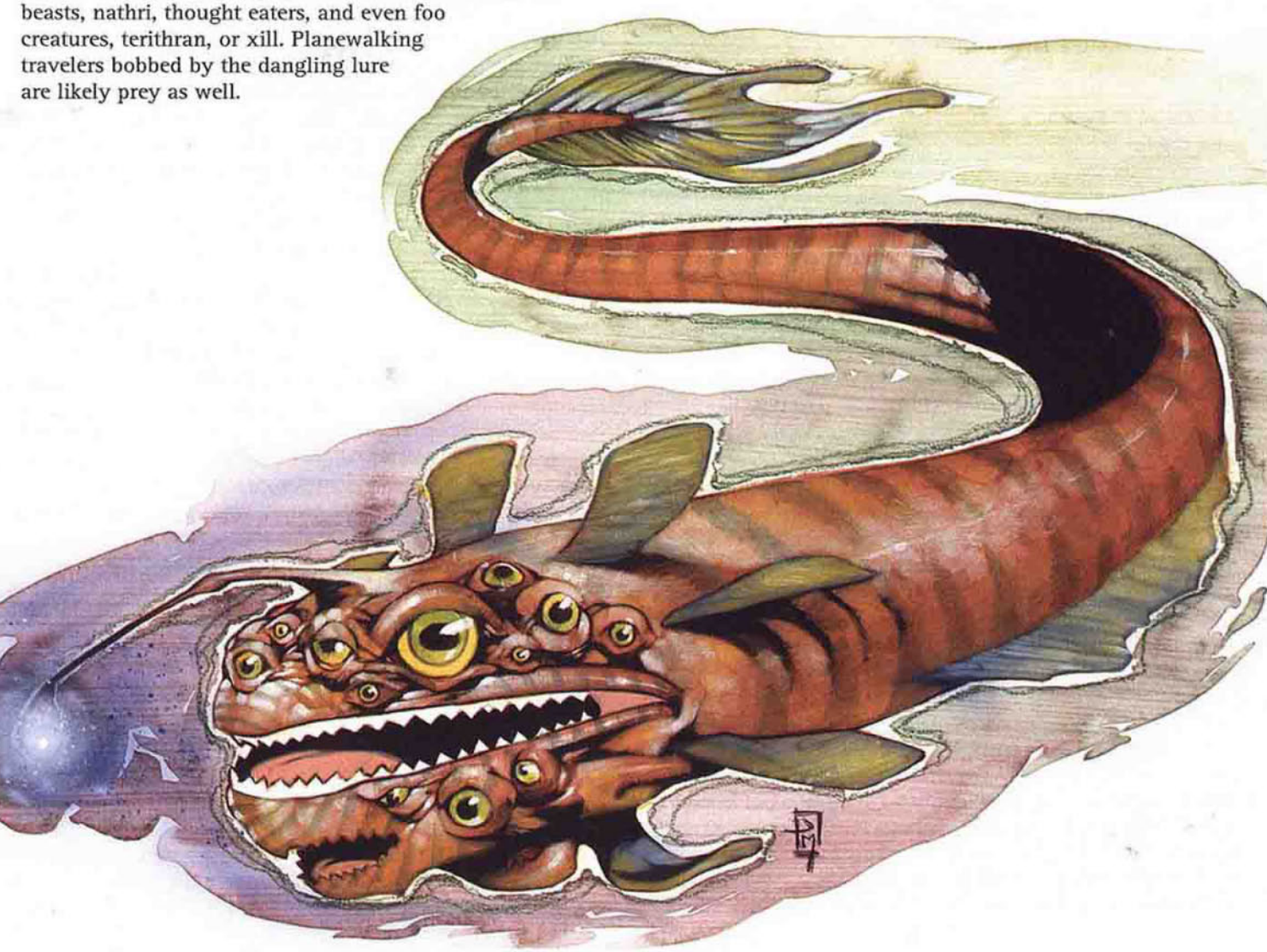
the creatures gather together in large groups to spawn. These periods last 4d6 days, and during this time, the entire group acts almost as a singular entity, much like a school of fish. Though they do not hunt during the spawning time, they are so peery of outside threats that they attack any creature that approaches the school. Since all members of the group attack together, this is a very dangerous situation for a planewalker to find himself in. Canny bloods avoid magran schools at all costs.

When the young hatch at the end of the spawning time, the adult magran leave them to their own fates. This usually means that the larger young feed on the smaller ones until they've reached a size where they can take on other prey. (Planewalking scavengers and hunters take note: Unlike those of some monsters, magran eggs are worth nothing — don't bother with them.)

ECOLOGY: Magran aren't finicky about what creatures they feed upon. Anything attracted by their lure is fair game. Most often, a magran's prey consists of minor ethereal beasts, nathri, thought eaters, and even foo creatures, terithran, or xill. Planewalking travelers bobbed by the dangling lure are likely prey as well.

More than one canny basher's learned that the phosphorescent organ of the magran doesn't dim once the beast is dead. If carefully removed, the sphere (about 8 inches in diameter) can be used to generate a *hypnotic pattern* spell, although DMs should keep the following guidelines in mind:

- Everyone within 30 feet must make saving throws, regardless of who the wielder wishes to affect.
- The power within the sphere lasts only 1d4 weeks after the magran's death.
- The owner, although immune to the transfixing effects, is automatically so enchanted with the sphere that he'll never let it out of his possession (even after it's lost the hypnotizing glow) and within 1d6 months will give up all possessions in favor of the sphere. This effect lasts until a *remove curse* is cast upon the wielder. If such a spell is used, the sphere instantly loses all power.



Malfera

CLIMATE/TERRAIN:	Any (prefers jungle)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d2)
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	9
THAC0:	11 (8 w/pincers)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10+8/1d10+8/1d6
SPECIAL ATTACKS:	Acid slime, poisonous breath
SPECIAL DEFENSES:	Hit only by magical or *red steel* weapons, immune to acid and poisonous gas
MAGIC RESISTANCE:	30%
SIZE:	L (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	6,000



The malfera is a foul creature summoned from the Dimension of Nightmares, where many bad dreams are bred and released into the minds of sleeping people. A malfera appears only through acts of powerful mortal magic or through the will of an Immortal.

A malfera has a large, elephantlike face and a short prehensile trunk, flanked by large fangs. Its head is topped by large crescent-shaped ivory horns. The chest is a mass of slimy, short tentacles resembling tube worms, and its long, muscular arms end in large, jagged pincers. Its black skin is wrinkled and leathery, much like the skin of an elephant, and it has a prominent weblike network of red veins running all over its skin. Its eyes glow a deep crimson.

The Red Curse: As an extradimensional creature, the malfera does not acquire Legacies or require *cinnabryl*.

Combat: In combat, a malfera attacks with its pincers and fangs. The malfera has an effective Strength of 20 and gets appropriate strength bonuses with its pincers. If both pincers successfully hit a single target, the malfera drags the victim to its chest during the next round, automatically trapping it in the tentacles. The tentacles are coated with a thick, acidic slime which does 2d6 points of damage each round. The victim is entitled to a saving throw vs. poison each round; if successful, the victim takes no poison damage that round.

If the victim has a Strength of 15 or less, the victim can be freed only when the malfera is killed. With a Strength of 16 or greater, the victim can wrestle free with a successful bend bars check. A victim can attempt this only once.

In addition, the noxious, rancid breath of a malfera is equivalent to type J ingested poison with an onset time of 1d4 minutes. Each time the malfera succeeds with a bite attack, its victim must make a successful saving throw vs. poison with a +3 bonus or die. Even if the saving throw succeeds, the victim still takes 20 points of damage.

Malferas are immune to acid and poisonous gas and can be struck only by magical or *red steel* weapons.

Aside from its combat abilities, a malfera can *detect invisibility* at will, and it opens all doors as if it had a permanent *knock* spell.

Habitat/Society: While on the Prime Material, malferas are loners. They are also rapacious and wasteful carnivores. A malfera will often kill intelligent humanoids, eating only the heart and leaving the rest of the body to waste and rot. Malferas also take trophies from their victims.

Ecology: Malferas are not part of the natural world and exist on the Prime Material only at the whim of some powerful creature. Luckily, a malfera must return to its hideous home once it has accomplished its mission.

The malfera is a jungle nightmare, preferring to stalk in hot areas overgrown by jungle. These creatures are firmly entrenched in the myths of the inhabitants of the Orc's Head Peninsula, especially among the orcs of the Dark Jungle.

For some unknown reason, malferas will never attack wallaras. This may be because malferas are nightmare creatures, and the wallaras are often protected by wallaran spirits, powerful beings that dwell in the Dreamworld.

A malfera may be summoned to the Prime Material by an evil mage using a spell like to the 5th-level mage spell *conjure elemental*. An evil priest may also summon a malfera by using a variant of the 6th-level priest spell, *conjure fire elemental*.

Mammal	#AP	AC	MV	HD	THAC0	# of Att	Dmg/Att	Morale	XP Value
Ape, Carnivorous	2-8	6	12, 9 in trees	5	15	3	1-4/1-4/1-8	Steady (11-12)	175
Baboon, Wild	10-40	7	12, 12 in trees	1+1	19	1	1-4	Unsteady (5-7)	35
Badger	2-5	4	6, Br 3	1+2	19	3	1-2/1-2/1-3	Average (8-10)	35
Banderlog	4-24	6	6, 12 in trees	4	15	1	2-5	Average (8-10)	120
Bhaergala	1	6	15	4+4	15	3	1-6/1-6/1-8	Elite (13-14)	650
Boar, Wild	1-12	7	15	3+3	17	1	3-12	Average (8-12)	175
Chattur	2-24	7	12	1-1	20	1	1-4 (or weapon)	Average (8-10)	15
Cooshee	1-8	5	15, sprint 24	3+3	17	3	1-4/1-4/2-8	Steady (11-12)	270
Dakon	6-60	5	6	1+1	20	2	1-10/1-10	Champion (15-16)	65
Debbi	1-8	7	15, climb 6	1+1	19	1	1-4	Unsteady (5-7)	65
Goat	5-20	7	15	1+2	19	1	1-3	Average (8-10)	35
Gorilla	1-4	6	12	4+1	17	3	1-3/1-3/1-6	Average (8-10)	175
Hsing-sing	2-20	6	6, Sw 9	2+1	19	1	1-6 (or weapon)	Average (8-10)	65
Hyena	2-12	7	12	3	17	1	2-8	Unsteady (5-7)	65
Jackal	1-6	7	12	1/2	20	1	1-2	Unreliable (2-4)	7
Losel	3-30	7	6, 9 in trees	2	19	3	1-3/1-3/1-4	Unsteady (5-7)	120
Monkey Spider	20-60	6	18, climb 18	1hp	18	1	1	Fanatic (17-18)	1
Porcupine, Black	1-2	6	9, climb 2	1/2	20	1	1-3	Unreliable (2-4)	15
Porcupine, Brown	1-2	6	9, climb 2	1/2	20	1	1-4	Unreliable (2-4)	15
Rothé	2-20	7	9	2	19	3	1-3/1-3/1-8	Elite (13-14)	35
Skunk	1-6	8	12	1/4	20	1	1	Unsteady (5-7)	35
Sleek	1-10	3	36	2+1	19	3	1-4/1-4/2-12	Steady (11-12)	65
Stag, Wild	1-4	7	24	3	17	1 or 2	1-3/1-3 or 2-8	Unsteady (5-7)	65
Stench Kow	15-60	2	15	3+3	17	1	2-8	Average (8-10)	175
Taer	10-40	4	18	3+6	17	3	1-6/1-4/1-4	Steady (11-12)	270
Tyrg	1-10	5	18	5-8	5-6 HD: 15 7-8 HD: 13	1	1-12	Elite (13-14)	5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975
Warthog	1-6	7	12	3	17	2	2-8/1-8	Average (8-10)	120
Weasel	1-2	6	15	1/4	20	1	1	Steady (11-12)	7
Wolverine	1	5	12	3	17	3	1-4/1-4/2-5	Steady (11-12)	120

Mammals are the most common of the vertebrate. Generally born alive, mammals possess hair. Warm-blooded, mammals maintain a single body temperature, regulated by an internal thermostat. Most mammals are harmless to humanoids and they are often trained to perform a specific function.

Ape, Carnivorous: Carnivorous apes gain a +2 to their surprise rolls. They eat anything they can kill.

Baboon, Wild: Wild baboons are large, herbivorous primates that are characterized by long arms and legs, large dog-like muzzles, and sharp canine teeth.

Badger: Badgers are vicious little creatures that prefer to run from danger than fight. If cornered, the badger will fight, attempting to bite the tender throat of its opponent.

Banderlog: Banderlogs resemble baboons with green skin and brown fur. They throw retch plant fruit or coconuts at enemies. Coconuts cause 1d4+1 points damage while retch plant fruit splash a 5-foot radius area with nauseating fluids. Those caught in the splash, retch for three rounds and their Strength is reduced by half for the next hour + no saving throw allowed.

Bhaergala: This predator jumps its prey from great heights. It can drop from as high as 60 feet, causing maximum damage plus 1d6 for every 10 feet dropped. This beast heals 2 hit points every day and gains a +3 to all saving throws vs. poison. Four times a day, the bhaergala can turn spells as the *ring of spell turning*.

Boar, Wild: Wild boar continue to attack until they are reduced to −7 hit points. The giant boar is often called an alothere.

Chattur: Chatturs, called space bandits, are small mammals that exhibit traits of both primates and rodents. Not very combative, they fight in defense of their nests, kin, or friends.

Cooshee: Known as elven dogs, they only bark to warn their elven masters of danger. They can strike bipedal opponents with front paws to knock man-sized or smaller creatures down.

Dakon: Dakons are intelligent apes with a reasonable grasp of the common tongue. When attacking it gains a +2 bonus.

Debbi: This desert scavenger, a baboon-hyena crossbreed, can *cause fear* by stamping its feet in a slow, rhythm and calling forth magical power that makes its fur crackle and spark. This fear lasts for two rounds.

Goat: When a goat charges, it gains a +2 attack bonus and does an additional 1-2 points damage.

Gorilla: The gorilla is non-aggressive and shy, but fights fiercely when threatened or cornered.

Hsing-sing: The hsing-sing are a recluse ape-like race believed to personify the principles of pacifism and harmony with nature. However, once a year, for 2d6+4 days, the males gather into raiding bands and complete the "war season." Their bands attack humanoid settlements on the edge of their territory. Such attacks are impartial; pillaging good and evil creatures alike. To maximize the advantage of surprise, the hsing-sing rarely attack the same settlement two years in a row.

Hyena: Often confused as a canine, the hyena taunts enemies with its nervous, high-pitched howl.

Jackal: Jackals are timid scavengers that run from the threat of other predators. When attacking, the jackal darts in to bite its victim and quickly retreats to a safe distance. If more than one jackal is trying to down an animal, they attack in a haphazard fashion with little or no coordination of effort.

Losel: An arboreal orc/baboon cross, losel resemble primitive humans in many respects. They can throw stones up to 20 yards for 1d4 points damage.

Monkey Spider: Measuring 1-inch in length, monkey spiders fight creatures their own size, avoiding combat with larger creatures. If forced to battle such creatures, the monkeys jump and bite at an eye. The bite causes extreme pain and the victim must hold his eye and take no other action for a round, giving the monkey a chance to run away. Monkey spiders can jump 10 feet down or 5 feet forward and can climb anything a typical spider can.

Porcupine: Porcupines are covered with long barbed quills. The creature is unable to throw its quills. Generally, a predator who chases the fleeing creature gets a mouthful of quills which causes the damage cited above.

Rothé: The rothé (pronounced "roth-AY") is a musk ox-like creature with an aversion to light. It prefers to live underground near lichen and moss.

Skunk: Anyone within a skunk's 10x10x10-foot cloud of musk must save vs. poison or be nauseated for 1-4 rounds, losing 50% of Strength and Dexterity.

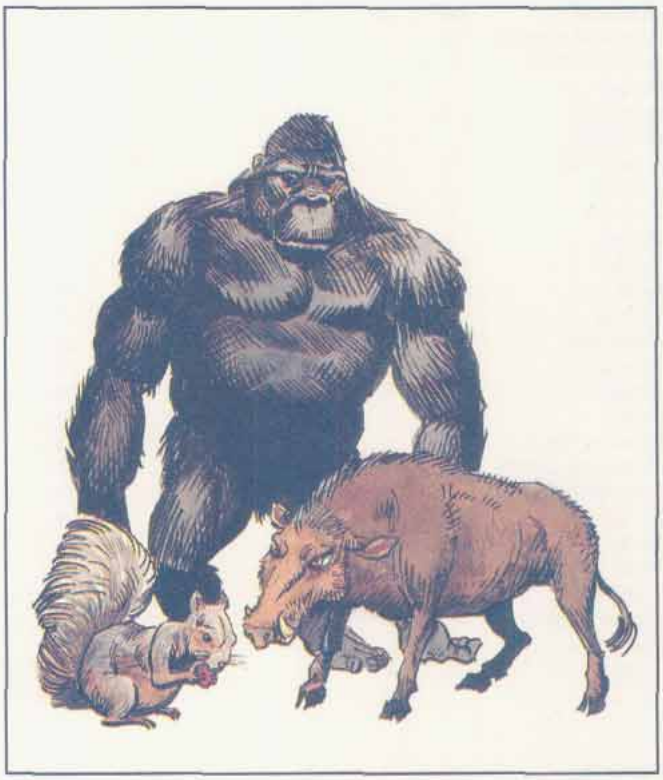
Sleek: This ermine-like mammal surprises opponents on 1-5 on 1d6. On an attack roll of 19 or 20, the sleek opens a major vein, causing 2d6 points of damage. Every round thereafter, the victim suffers 1d6 more points damage until the wound is wrapped with a tourniquet, direct pressure, or magical healing.

Stag, Wild: Wild stags are the aggressive males of the deer herds. Normally docile and passive, they defend their herds against all but the most fearsome opponents.

Stench Kow: Stench Kine are the cattle of the lower planes. They are immune to all forms of cold, fire, and poison. In close quarters, their breath and bodies are so foul, a save vs. poison must be made or the character is affected as if struck by a *stinking cloud* spell. The save must be made every three rounds of exposure.

Taer: These vile primates live in cold mountain caves. They throw spears before closing in for hand-to-hand.

Tyrg: When in melee, tyrgs emit fierce howls that mildly stun their victims (+2 penalty to initiative and −2 penalty to attack rolls) for the next three rounds + no saving throw allowed. These are tiger-dog crossbreeds that move silently 75% of the time and have a +2 bonus to avoid surprise.



Warthog: The warthog is so aggressive, it continues to attack until it reduced to −7 hit points.

Weasel: Weasels, related to minks and stoats, are common predators, though they are hunted for their pelts, or for pets.

Wolverine: When engaged in battle, the wolverine becomes a most fearsome adversary, giving it a +4 bonus to its attack roll.

Minimal Mammals: Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives, although most are not dangerous. Minimals generally have one-half the number of Hit Dice with a corresponding drop in THAC0, a +2 Armor Class penalty, and a −2 Morale penalty. The damage caused by a minimal is one-half that of the full-sized relative.

Giant Mammals: Giant mammals are double-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives. These giants generally have double the number of Hit Dice, a corresponding rise in THAC0, a −2 AC bonus, and a +2 Morale bonus. The damage caused by the attacks of a giant mammal is twice that of the full-sized relative.

Mammal, Ape, Carnivorous

CLIMATE/TERRAIN:	Tropical/Forest, hills, and plains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	6
MOVEMENT:	12, 9 in trees
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Rending
SPECIAL DEFENSES:	+2 bonus to surprise roll
MAGIC RESISTANCE:	Nil
SIZE:	L (7' +, very broad)
MORALE:	Steady (11)
XP VALUE:	175



The carnivorous ape is a larger, stronger, and more aggressive relative of the gorilla. It lives in tropical jungles and plains, sometimes lairing in tall trees.

Carnivorous apes have broad shoulders, thick bodies covered with black hair, long arms, and short legs. Hooked black claws grow from their fingers and toes. They have light brown faces, flaring nostrils, and mouths full of long sharp teeth for shredding and ripping flesh from prey. Carnivorous apes walk on all fours, using the knuckles of their hands for support. They can also swing through the trees at 75% of their normal movement rate.

Combat: Carnivorous apes have a fair intelligence and are very cunning. Owing to their keen senses, they gain a +2 bonus to their surprise roll. They typically hide in trees and stalk their prey for miles, dropping down to attack when their victim pauses to drink from a stream or is otherwise off-guard. In plains or other areas devoid of trees, they hide in tall grasses and thick bushes, leaping at a victim from behind. Carnivorous apes attack by rearing on their hind legs, flailing with their massive arms, and snapping with their powerful jaws. If an ape strikes its opponent with both hands in the same round, it inflicts an additional 1d8 points of rending damage. When a carnivorous ape defeats an opponent or wishes to frighten an intruder, it stands on its hind legs, beats its hands against its chest, and bellows thunderously. The sound of a bellowing ape has been known to panic the timid.

Habitat/Society: Carnivorous apes live in families ranging from two to 20 members with about twice as many females as males. A pregnant female gives birth in about nine months. An infant never leaves its mother for the first three years of its life, clinging tightly to her long hair and riding on her back wherever the family goes. The largest male serves as the leader, establishing the daily routine and defending the family from danger. The leader is occasionally challenged by younger males, the challenge resolved by a brutal but non-fatal wrestling match. The loser leaves the family in humiliation; a defeated challenger eventually joins another family, but a defeated leader remains alone, living out the rest of his life in bitterness.

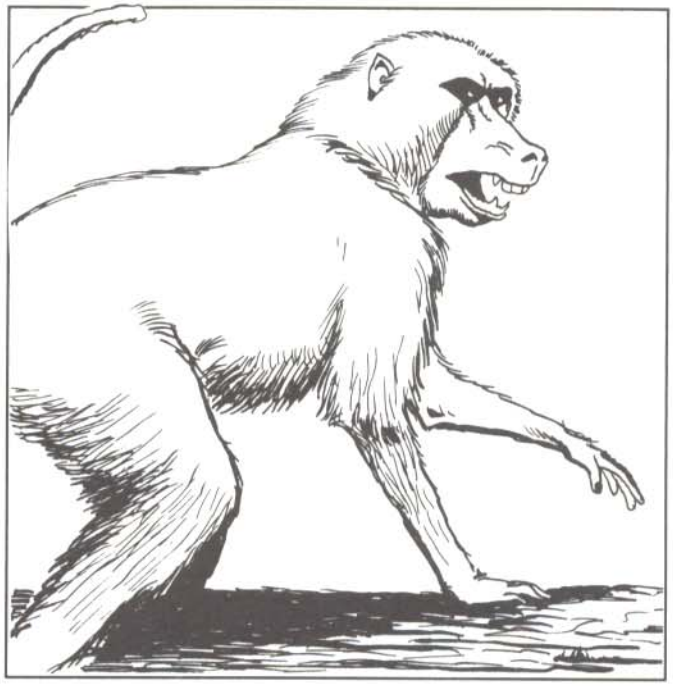
Families do not have permanent lairs, but instead roam from place to place in their home range, an area of 10-20 square miles. The leader marks the boundaries of a family's home range by scratching crude symbols in tree trunks or by spraying them with musk secreted from glands under his tongue. A family wanders constantly, never spending two consecutive nights in the same place. They keep the jewels, coins, and other treasures gathered in their travels in hollow trees or other secure locations.

A family eats its first meal of the day shortly after sunrise. The adult males do the hunting, dragging their prey back to the family for all to share. The meal is followed by a long nap for the adults and play time for the youngsters. The family has a second meal before sunset, then shortly after dark goes to sleep in a secluded meadow or in a communal nest constructed in the branches of the tallest trees.

Ecology: Though aggressive by nature, carnivorous apes normally kill only for food or in defense of their families. They enjoy fruit and nuts, but most of their diet consists of rodents, small reptiles, eggs, and fish, as well as the occasional giant insect or carrion. Wild game supplements the family menu; antelope, buffalo, deer, and horses are among the apes' favorite prey. In areas densely populated with wild game, carnivorous apes must sometimes compete with lions and other predators. It is not unusual for a pride of lions to violently challenge a family of carnivorous apes for hunting rights in disputed areas; the apes will usually relocate rather than risk the lives of their families.

The carnivorous ape's reputation as a man-eater is overrated. Although it is true that some eat humans exclusively, raiding villages and attacking hunting expeditions for prey, such families are rare. More common is the solitary man-eater, usually a frustrated ex-leader who attacks humans as much out of anger as hunger. Carnivorous apes are a favorite target for human sportsmen, who hunt them for trophies (pelts, hands, and heads). Additionally, certain primitive tribes mandate the killing of a carnivorous ape as a rite of passage.

	Wild Baboon	Banderlog
CLIMATE/TERRAIN:	Tropical and subtropical/ Forests, mountains, and plains	Tropical and subtropical/Forests
FREQUENCY:	Common	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	See below
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	10-40	4-24
ARMOR CLASS:	7	6
MOVEMENT:	12, 12 in trees	6, 12 in trees
HIT DICE:	1+1	4
THAC0:	18	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	2-5
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Climbing	Climbing
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' tall)	S (4' tall)
MORALE:	Unsteady (5)	Average (9)
XP VALUE:	35	120



Baboons are large, herbivorous monkeys. They usually live in the trees of tropical and subtropical jungles, but tribes are sometimes found in tropical mountains and plains.

Baboons have dark brown fur, long arms and legs, and large heads with dog-like muzzles and sharp canine teeth. Most baboon tails are short and stubby, but some are as much as two feet long. A collar of gray fur encircles the necks of the largest males.

Combat: If the tribe's home territory is entered, the baboons will try to drive the invaders off, but it is 90% likely that a baboon tribe will flee if threatened or surprised, hiding in trees or behind ground foliage until the danger has passed. Extremely agile, baboons can climb at twice their normal movement in five-round bursts when fleeing from an enemy. However, if cornered or if an infant is endangered, baboons can be vicious fighters, particularly the larger males. Baboons attack by dropping on their victims from above or charging and leaping, biting with their sharp teeth for 1d4 points of damage. The tribe is led by 2d4 large males that serve as the first line of defense and receive a +1 damage bonus to their attacks. Male baboons sometimes attempt to discourage intruders by baring their fangs and screeching.

Habitat/Society: Baboons live in tribes of 10-40, though some tribes include as many as 100 members. About half the tribe are juveniles or infants; the remainder are adult males and females. The young will not attack, and females generally attack only if their children are threatened. Females give birth to one child every year.

Baboons eat in the morning, nap during the afternoon, then rest at night after a final meal, sleeping in tree branches or on rocky cliffs. Though the males may roam several miles searching for food, they always return to the tribe before sundown, carrying fruit, nuts, and other food in pouches in their cheeks. Baboons are among the more intelligent primates, with excellent memories and an insatiable curiosity. They do not collect treasure.

Ecology: Baboons eat fruit, seeds, grass, roots, and leaves. They also enjoy bird eggs and insects. When food is scarce, baboons will eat live prey, such as mice and frogs. Groups of large males have been known to chase down and kill small antelope and leopards, though this is extremely unusual. Given the opportunity, most predators will eat baboons. Since jungle baboons spend most of their time in the high trees, they are generally safe from attacks. Giant snakes are their most feared natural enemies. Mountain baboons have a harder time of it; their enemies include mountain lions, sabre-tooths, and wolf packs.

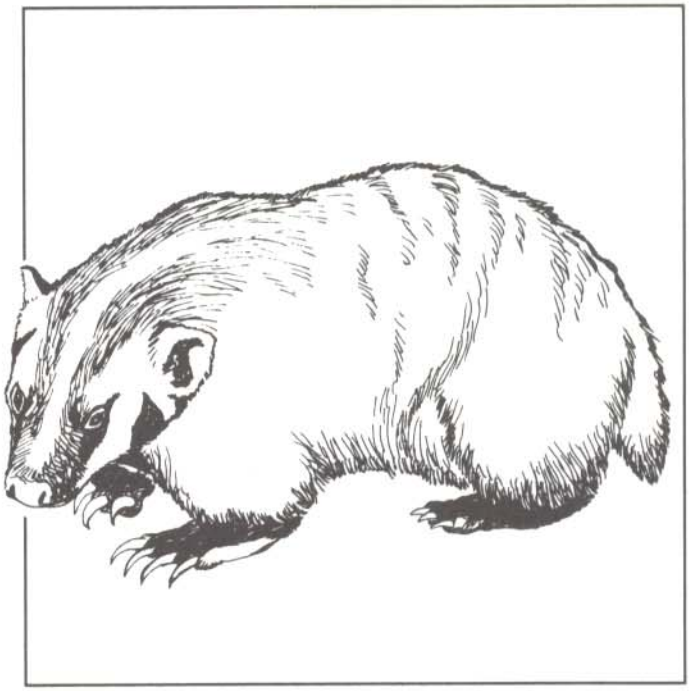
Men hunt baboons for their furry pelts and chewy but succulent meat. Baboon teeth are sometimes used for necklaces and other simple jewelry. If captured when young, baboons can be tamed as pets. Some primitive cultures consider baboons to be sacred and worship them as emissaries of the gods.

Banderlog

Banderlogs resemble baboons with green skin and brown fur. They are somewhat stronger than baboons and are able to communicate in a simple language of chatters and grunts. Not as panic prone as baboons, banderlogs attack at close quarters with their long canine teeth for 1d4+1 points of damage, but are more likely to use coconuts or retch plant globes (the purple membranous fruit of retch plants, also know as globe palms) as missile weapons. Banderlogs will cling to tree branches with one hand and hurl missiles with the other at targets up to 30 feet away. Coconuts strike for 1d4+1 points of damage and retch plant globes burst to splash nauseating fluid over a five-foot radius with a 25% chance for splash contact at a distance of 1d6+3 feet (splashed creatures vomit and retch for three rounds, and their Strengths are reduced by half for the next hour; no saving throw allowed). Like baboons, banderlogs can climb for short bursts at twice their normal movement allowance.

Banderlogs are organized into small tribes led by one or more large males with 6-8 hp per die (+1 damage to attacks). They live in communal nests made of leaves in the highest branches of palm trees. They normally do not collect treasure, but there is 5% chance that a tribe has a piece of jewelry or some other random valuable item in their nest. Their diet is similar to that of baboons, occasionally supplemented by rodents and large insects. Lions and other carnivores prey on banderlogs, while hunters kill them to make furs from their pelts and jewelry from their teeth.

	Common	Giant
CLIMATE/TERRAIN:	Temperate/ Forests, plains, swamp, and mountains	
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-5	2-5
ARMOR CLASS:	4	4
MOVEMENT:	6, Br 3	6, Br 3
HIT DICE:	1+2	3
THAC0:	19	17
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-2/1-2/1-3	1-3/1-3/1-6
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2' long)	M (4' long)
MORALE:	Average (8)	Average (8)
XP VALUE:	35	65



Badgers are carnivorous burrowing animals that live underground and hunt at night. Badgers are quick-tempered and courageous; if threatened, badgers will unhesitatingly attack creatures many times larger than themselves.

The badger's plump body is about two feet long, covered from head to toe with long thick fur. From a distance, the badger appears to be silver or gray in color, but a close examination reveals that each shaft of hair is actually a combination of several colors, usually gray, black, white, and brown. A white stripe about one to two inches thick begins at the badger's nose and runs between its eyes and down its back. Black patches of fur adorn each side of its face. The badger gets its name from these "badges" of color.

The badger's short legs are extremely strong, ending in sharp claws that enable it to burrow through the rockiest soil and effectively defend itself from predators. When attempting to catch scents in the air, the badger perches on its hind legs like a gopher. It waddles when it walks, making it look awkward and clumsy as its body slowly shifts from side to side. But the badger actually can move quite fast when necessary; in fact, its speed accounts for its relatively high AC rating. The badger has sharp senses of smell, hearing, and sight. It also gives off an unpleasant aroma similar to human sweat.

Combat: If a badger is encountered away from its lair, it normally attempts to run away and hide. However, if disturbed in its lair or if cornered, it fights with surprising viciousness, regardless of the size or strength of its opponent. The badger attacks by baring its sharp teeth and lunging at its opponent, attempting to bite and claw. Snapping, chewing, and slashing, the badger goes for its opponent's throat if within reach, otherwise it assaults the opponent's abdomen; any exposed areas of an opponent, such as face or arms, are also likely targets of a badger's attack. A badger snarls and salivates while attacking, and in most cases fights to the death.

Habitat/Society: Badgers are extremely skilled burrowers. They prefer to dig their dens in the soft earth of forest floors and farmlands, but they can also thrive in mountains and hillsides. The entrance to a badger den is a circular hole about one to two feet in diameter, surrounded by a ring of soil from the original excavation. The tunnel angles gently into the earth, is usually about four to six feet long, and ends in a chamber that can be as small as four feet wide or as large as 10 feet wide, depending on the size of the family. The floor of the den is typically littered with remnants of previous meals and beds of leaves and grass for sleeping. Badgers are not particularly good housekeepers; if a den becomes excessively filthy, the family may relocate to a nearby area and dig new living quarters.

Badgers are not social animals, but they are extremely loyal to their mates and their families. Badgers are most typically encountered as either solitary creatures or as a mated pair. If more than a pair is encountered, the rest are the pair's offspring. A family reacts aggressively toward any strangers, including other badgers, invading the immediate territory of its den.

Male badgers hunt at night while the females remain in the den to care for their young. If a mated pair has no young, they often hunt together. Badgers bring captured prey back to their den and usually devour the entire creature, bones and all. When not hunting, badgers stay home. Badgers living in cold climates hibernate for most of the winter. Badgers do not collect treasure.

Ecology: Badger flesh is greasy, tough, and not particularly appetizing. Because of their vicious nature, hunting badgers is not worth the trouble for most predators, although a hungry wolf or fox can occasionally be seen pawing the entrance to a badger den. Badgers eat rodents, squirrels, gophers, and other small animals.

Badger fur is sold commercially to make coats, gloves, and mufflers. A quality pelt brings as much as 10-30 gold pieces. Badger hair can be made into brushes.

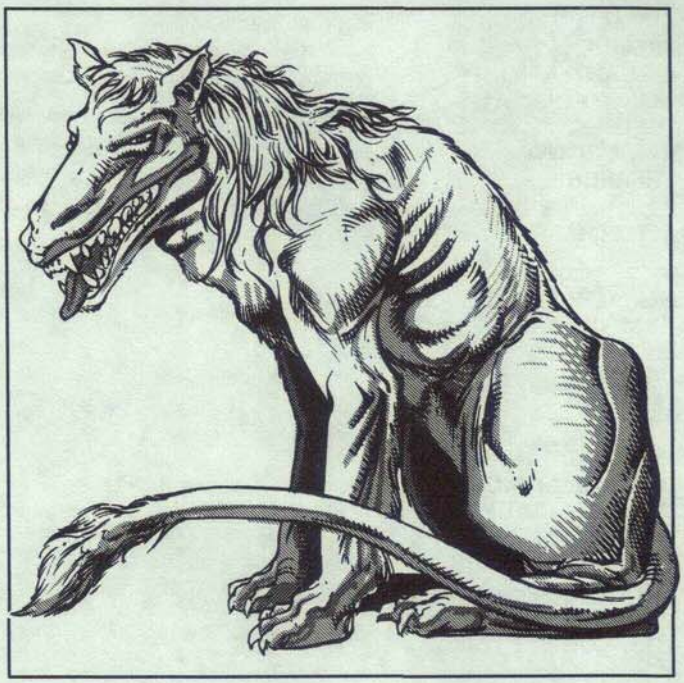
Giant Badger

There is a very rare variety of badger found in remote forests that grows to about twice the size of the common badger (about four feet long). It inflicts more damage when attacking, and it tends to be more aggressive. Its statistics are otherwise identical to those of the common badger. Its pelt is also more valuable.

Mammal, Bhaergala

CLIMATE/TERRAIN:	Temperate or tropical jungles and forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2 claws and 1 bite
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Pounce
SPECIAL DEFENSES:	Poison resistance, spell turning
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Elite (13-14)
XP VALUE:	650



The bhaergala is a large predator that roams temperate and tropical jungles or woodlands in search of prey. It is greatly feared by travelers because of its fondness for human, elven, and satyr prey.

A bhaergala looks something like a cross between a wolf and a lion, although it is clearly not related to either creature.

The fur of a bhaergala gives off a faint but unmistakable odor, which has been described as smelling like fresh bread or biscuits.

The bhaergala can mimic the speech and songs of men and elves with great skill. When hunting, it often uses this power to lure them into an ambush. Most bhaergalas can speak the common tongue of men.

Combat: A bhaergala usually attacks unsuspecting victims by pouncing on them from a great height. The superior agility of the bhaergala enables it to drop from as high as 60 feet without sustaining damage. After that, it suffers 1d6 points of damage (up to a maximum of 20d6) for every ten feet it falls.

When it pounces on a victim, the bhaergala can strike only with its claws during the first round. If these hit, however, they inflict their maximum damage.

In normal combat, the creature lashes out with its two front claws and tears at its foes with its powerful jaws. The bhaergala is fearsome in combat and often rips great pieces of flesh from an enemy, which are then dropped for later consumption. The bhaergala has been known to keep ripping apart a body that has long since ceased fighting back.

The great constitution of a bhaergala enables it to regenerate 2 points of damage per day and gives it a +3 bonus to all saving throws vs. poison. Further, the creature has a 99% chance to survive a severe system shock.

The bhaergala has a limited ability to protect itself from magical attacks as well. Up to four times per day, the creature can *turn* a spell that has been directed against it. In these instances, the power acts just as would a *ring of spell turning*. It is important to note, however, that this is not an innate ability; it requires the bhaergala to focus its attention and prevents it from taking any other action that round.

Habitat/Society: The bhaergala is a solitary creature that stalks its prey from the dense underbrush common to jungles and sylvan woodlands. It normally moves in on its prey from downwind so that its distinctive scent does not give it away before it can strike.

When a bhaergala is encountered in the wilds, there is a chance that it will not attack. The bhaergala are known for their great love of song and music and can often be lulled to sleep by a talented singer or musician. The chance that a bhaergala can be sedated in this manner depends upon its own belief that it is safe and free from any threat of attack. The base chance to sing a bhaergala to sleep is 25%. This is increased by 5% if the singer is alone, by 5% per point of the singer's Charisma over 16, and by 15% if the singer is a professional or talented performer. If the bhaergala feels threatened, has been recently injured, attacked, or is hungry and on the hunt, then any attempt at calming it is doomed to fail.

If lulled to sleep, the bhaergala naps for only 1d10 rounds, as they never sleep for longer periods of time. When it awakes, it will likely give chase to the singer if it finds that he has gone.

Ecology: Bhaergala seek out others of their kind only to mate. When they do find a partner, they mate only in sandy areas (river banks, sandbars, and so forth). Six months later, the female bhaergala gives birth to a litter of 2d4 cubs.

The parents remain together for just over a year to raise their progeny. As soon as the cubs make their first kill, they are turned out from their parent's den and must go their own way. At this point, they have all the powers and abilities of adult bhaergalas, but have only 2+2 Hit Dice. Further, their attacks cause only half the usual damage. When the last of the cubs is gone, the parents also part company, never to meet again.

An adult bhaergala usually sleeps in the boughs of tall trees, returning to its lair only rarely. This well-hidden den is often in a caves, ruin, or similar place of desolation and serves as a storage area for whatever items the bhaergala has collected over the years. As a rule, there is little if any true treasure in the lair of a bhaergala. It often collects musical instruments and noisemakers, which are usually broken, from the bodies of its victims. From time to time, an unusual or even magical instrument has turned up in the lair of a bhaergala.

	Wild	Giant *(Elothere)*	Warthog
CLIMATE/TERRAIN:	Any land	Any land	Tropical land
FREQUENCY:	Common	Uncommon	Common
ORGANIZATION:	Family	Family	Family
ACTIVE TIME:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Nil	Nil
NO. APPEARING:	1-12	2-8 (2d4)	1-6
ARMOR CLASS:	7	6	7
MOVEMENT:	15	12	12
HIT DICE:	3+3	7	3
THAC0:	17	13	17
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	3-12 (3d4)	3-18 (3d6)	2-8 (2d4)/2-8 (1d8)
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3′ at shoulder)	M (5′ at shoulder)	S (2½′ at shoulder)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	175	650	120



Boars, a type of wild swine, are the ancestors of our domesticated hogs. Boars are, of course, more aggressive than the barnyard animal, and an unexpected encounter with a family of these creatures or one large individual can be fatal.

Boars look much like hogs, but have slightly shorter snouts, coarser and darker hair, and straighter tails. Some varieties have small tusks at each side of the face.

Combat: Boars are dangerous foes when angered. They have a vicious bite and those with tusks can employ them to rip at unprotected flesh with great effectiveness.

The boar will fight for 2-5 (1d4+1) melee rounds after reaching 0 to -6 hit points but dies immediately at -7 or fewer hit points.

Habitat/Society Boars live in family units as a rule. If more than one wild boar is encountered the others will be sows (3 hit dice, 2-8 (2d4) hit points damage/attack) or sounders, with a 1:4 (sows:sounders) ratio. Thus if 12 are encountered there will be 1 boar, 3 sows, and 8 young.

Ecology: Boars are true omnivores who will eat virtually anything. While eating a variety of foods is generally considered healthy, in the case of the wild boar this can lead to problems. A small roundworm, *Trichinella spiralis*, is a parasite that can inhabit a boar's body. This creates a problem when a human eats the boar without cooking it properly, as trichinosis, the disease caused by this parasite, is easily transmissible to humans. Once infected with the parasite, the host suffers fever, sweating, and sore muscles until a *cure disease* spell is cast.

Whether domesticated or not, the boar provides a number of products useful to man. All three varieties listed here are edible. Boar lard can be used interchangeably with domesticated swine lard. Leather from the wild species can be used for gloves and comfortable leather armor. The stiff bristles can be used for brushes.

Giant Boar

This prehistoric forerunner of the wild boar is also very aggressive. If 3 or more are encountered there is only a 25% chance that there will be young (2-6 hit dice, 1-4/2-5 (1d4+1)/2-7 (1d6+1)/2-8 (2d4)/3-12 (3d4) points of damage/attack) numbering from 1-4 of the total herd. The boars and sows fight equally, and either will fight for 1-4 melee rounds after reaching 0 to -10 hit points but die immediately upon reaching -11 or fewer hit points.

Warthog

These tropical beasts are aggressive only if their territory is threatened or if cornered. They make two slashing attacks with their large tusks. Male and female fight equally. If more than 2 are encountered the balance will be young (1-2 hit dice, 1-3/2-5 (1d4+1) points of damage/attack). The warthog will continue to fight for 1-2 melee rounds after reaching 0 to -5 hit points but at -6 or fewer points it dies immediately.

Climate/Terrain:	Outlands, Acheron, Baator
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Semi- (2–4)
Treasure:	None
Alignment:	Neutral

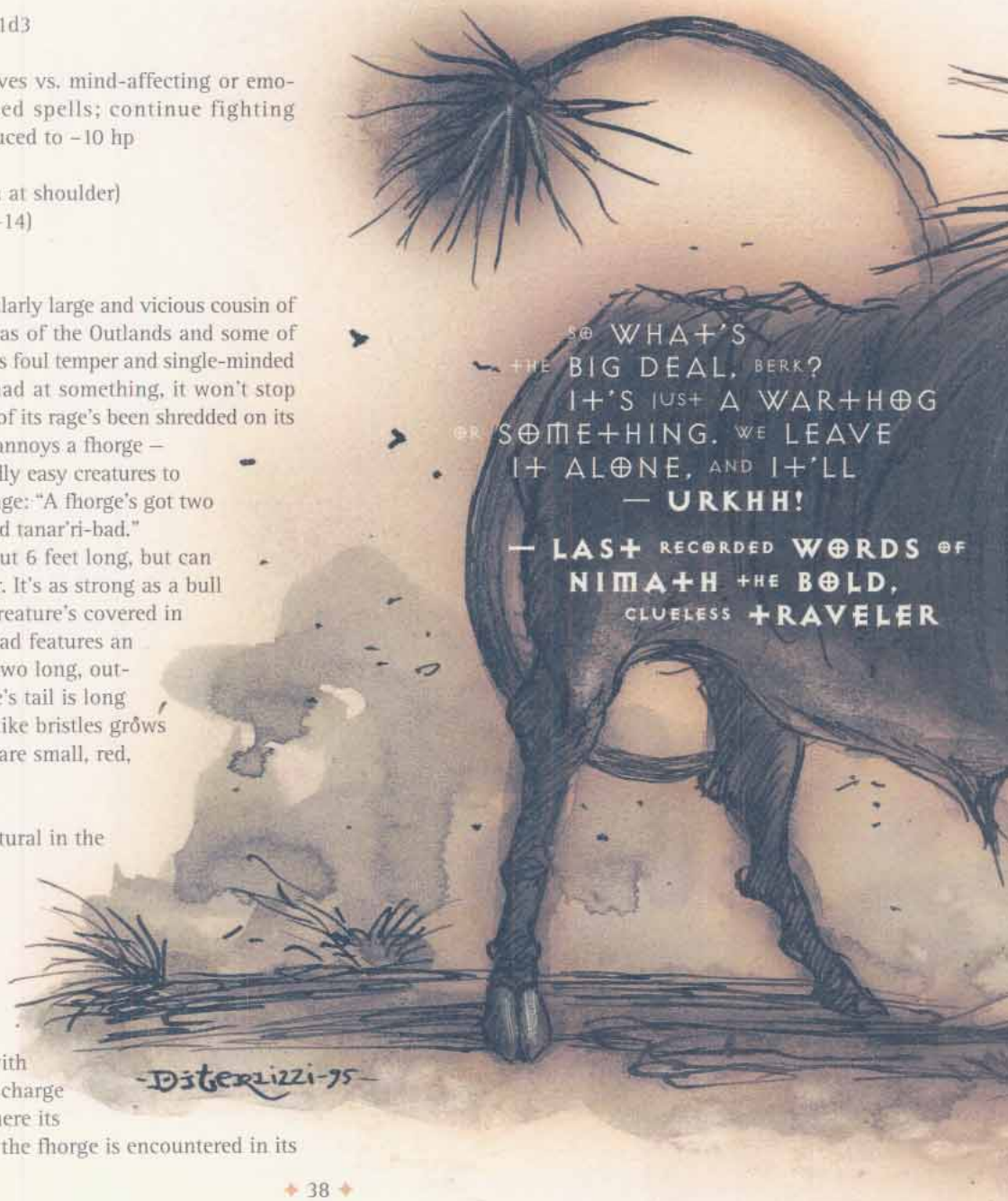
No. Appearing:	1 (2–8)
Armor Class:	6, head 3
Movement:	15
Hit Dice:	5+5
THAC0:	15
No. of Attacks:	1 and 1
Damage/Attack:	3d6 and 1d3
Special Attacks:	Charge
Special Defenses:	+2 on saves vs. mind-affecting or emotion-based spells; continue fighting until reduced to –10 hp
Magic Resistance:	None
Size:	L (5′ high at shoulder)
Morale:	Elite (13–14)
XP Value:	1,400

The fhorge (FOUR-jay), a particularly large and vicious cousin of the boar, lives in the wilder areas of the Outlands and some of the Outer Planes. It's noted for its foul temper and single-minded tenacity: once a fhorge gets mad at something, it won't stop until it drops dead or the target of its rage's been shredded on its tusks. No sod in his right mind annoys a fhorge — the trouble is, fhorges are cursedly easy creatures to annoy. There's a saying in Ribcage: "A fhorge's got two sides to its personality — bad and tanar'ri-bad."

A full-grown fhorge's about 6 feet long, but can stand 5 feet tall at the shoulder. It's as strong as a bull and about the same size. The creature's covered in short, tough bristles, and its head features an exceptionally thick skull with two long, outward-curving tusks. The fhorge's tail is long and strong, and a tuft of spinelike bristles grows in a clump at the end. Its eyes are small, red, and baleful.

Combat: A fhorge isn't supernatural in the least, but a cutter wouldn't know that by watching it go after some poor sod. The creature displays a fiendish bloodlust in a fight, and embarks on murderous rampages at the slightest provocation. It likes to open battle with a surprisingly fast, determined charge — usually from dense cover where its enemies can't see it waiting. If the fhorge is encountered in its favored terrain of scrub, thickets, or woodlands, its enemies suffer a –1 penalty on their surprise checks.

When a fhorge charges, it gains a +2 bonus to its attack roll and inflicts +1 damage on each die, for a total of 3d6+3 points of damage. If its attack roll result exceeds the required number by 4 or more, its opponent must successfully save versus paralyzation or be knocked prone. For example, if the fhorge charges a cutter in plate mail (AC 3) it needs a 12 to hit. A roll of 16 or better may knock the sod down. The fhorge tends to trample and slash savagely at anything it knocks down, gaining a +4 bonus to its attack rolls until the sod stands up or the fhorge is driven away by the victim's friends. The fhorge's armor-plated head protects the rest of its body in a charge, and it's AC 3 to any frontal attacks.



Any time it can, the fhorge attacks victims on the ground. After that, it prefers to charge opponents; it needs at least 20 feet of room to build up speed. Its least favorite tactic is slashing at and scrapping with a standing opponent it can't charge. If an enemy gets behind the fhorge, the beast can lash out with its quill-covered tail, but it suffers a –4 penalty to any attacks against opponents behind it.

One last thing a body should know about fhorges: They're harder to finish off than a Mercykiller on the trail of a fugitive. Their natural fighting rage gives them a +2 bonus to saves against any mind-affecting or emotion-based spells. They can also fight until reduced to –10 hit points. Fhorges're just too mean to know when they've been killed.



Habitat/Society: Fhorges typically travel in packs based around 1 dominant male, 2 to 4 sows, and young fhorges equal to twice the number of sows. The sows are monsters of 3+3 Hit Dice that inflict only 2d6 points of damage with their smaller tusks; other than that, everything noted above in "Combat" is true for them, too. The young have 1+1 to 2+2 Hit Dice and tusks that inflict 2d4 points of damage, but they generally avoid anything man-size or larger.

Fhorges gather only in the evening and morning hours; for most of the day, they split up to forage. The young stay with the sows, but it's unusual to run across an old bristleback anywhere near his family during daylight hours. Sows ferociously attack anything that might even think about threatening their young, and are every bit as aggressive as the bristleback males.

Ecology: If a basher's got "the appetite of a fhorge," it means he'll eat anything and like it. Fhorges mostly eat roots, tubers, and insects, but on occasion they'll eat carrion. One of the more interesting things about a fhorge's diet is the fact that it heartily enjoys razorvine. It's about the only thing in nature that can eat the stuff. The fhorge's thick bristle-coat and bone-plated face easily protect it from the razorvine's thorns.

Fhorges are hunted for their meat and their hides, which can be tanned into tough, supple leather. Most people find fhorge meat somewhat gamy, but there are those who enjoy the taste. In many areas of the Outlands and the Lower Planes, fhorge-hunting is a social activity, providing an excuse for folk of privilege to gather and gossip. However, it's a good idea not to forget about the fhorge itself – many would-be hunters have died beneath its tusks.

Roast Fhorgling with Garlic and Pepper

Take one young fhorge, cleaned and dressed, and season liberally with crushed black pepper. Stuff body cavity with onions, garlic bulbs, and hot peppers. Skewer and set over a medium fire for 4 to 6 hours. Turn every half hour, brushing with melted butter or herb-infused oil. Brush powdered garlic and black pepper into the meat each time it's turned – use a good stiff brush. The fhorgling's done when the juices run clear when the thickest part of the meat (usually the haunch) is pricked with a dagger, and the skin is cracked and browned.

Mammal, Boar, Space Swine

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9, Fl 12
HIT DICE:	4+4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at shoulder)
MORALE:	Steady (11)
XP VALUE:	420



The space swine are a species of boar, custom-bred by the mercantile dohwar (q.v.) for a variety of uses. They serve primarily as trackers, since they have uncanny senses.

Standing three feet at the shoulder and six feet long, the space swine also sport a pair of huge grey wings, resembling a pigeon's. The wings span about eight feet. A single blunt horn juts out six inches from the space swine's thick skull. The normal space swine coloration is a dirty or mottled brown. Space swine of remarkable lineage or belonging to influential dohwar may be pure white or black. Space swine grunt like pigs and sometimes coo like pigeons. Judging by the dohwar's irritation, some speculate that the pigs are not supposed to coo.

Besides tracking, space swine also serve as beasts of burden, food, and (rarely) mounts. Though the dohwar are proud of their porcine creations, the other intelligent races consider the pigs an insane idea and nickname them "star pork."

Combat: Despite their odd appearance, space swine are fierce fighters, as ill-tempered as wild boars. The space swine's nasty bite does 2d4 damage.

As a war mount, the space swine is trained to attack with its horn. If a space swine and his dohwar rider have at least 120' between themselves and their foe, the space swine can make a high-speed dive. During the dive, the space swine emits a piercing war-squeal that rises in pitch as it nears the target. Make an attack roll for the space swine to hit its target. If the space swine hits, its 500-pound weight does 2d10 crushing damage, and its horn impales for an additional 1d10 damage. After a hit, the space swine save vs. breath weapon or drop unconscious for 1d4 rounds with a light concussion. The riding dohwar, of course, is thrown.

A space swine war mount can follow up to a dozen commands. These commands can be sign language or simple phrases. Though the space swine cannot speak, it recognizes its given name and its rider. If a space swine loses its rider in battle but has a chance to rescue the rider, the pig flies away fast (though it feels really bad about this and misses its rider terribly).

Habitat/Society: Space swine are raised in herds. A litter of space swine consists of 3d4 sucklings. Only the strong become war mounts. All space swine are rather good-natured, and do not pick fights, though adult space swine band together to defend sucklings from predators.

Space swine are clean animals, preening their wings to keep them in good shape and airworthy. On hot planets, space swine enjoy rolling around in mud to cool off.

Muscular animals, space swine can bear 400 pounds of weight with no encumbrance penalty. Despite their bulk, they are sure-footed. A space swine retains enough air for itself for 24 hours, or 18 hours with a rider.

Space swine are uncanny trackers. If allowed to sniff a piece of a person's clothing, or a sample of some sort of material, the space swine can track the person or material in question with a Tracking proficiency level of 18. The material can be anything from gold to silver to water to truffles. Once on the scent, the space swine tracks relentlessly to the source; nothing stops it but fatigue, injury, or trickery.

In wildspace, a space swine can find a scent up to 48,000 miles away. This distance drops by 2,000 miles for every hour of the scent's age. Thus, if a dohwar wished to track down a particular vessel that passed within 10,000 miles of the dohwar 12 hours ago, the space swine could pick up the scent. To determine success, use the space swine's Tracking proficiency level of 18.

Space swine also taste delicious, roasted with applesauce on the side.

Ecology: Space swine can eat anything, and they manage to fulfill some small role in gobbling up space garbage tossed by passing ships. Other than this, the space swine have no real use except to the dohwar.

The dohwar try to market space swine as an all-in-one animal for the knowledgeable explorer, but apparently those explorers have enough knowledge not to believe this. The only ones who purchase space swine in great numbers are the tinker gnomes, who think that space swine are "a brilliant idea."

In desperation, the dohwar also try to sell space swine to space-going halflings, billing them as "dependable mounts, strong beasts of burden, and they make a tasty mid-afternoon snack." Thus far, the strategy has failed.

CLIMATE/TERRAIN:	Woodland/Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−2
MOVEMENT:	18
HIT DICE:	9 (72 hit points)
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5′ tall at shoulder)
MORALE:	Fanatic (20)
XP VALUE:	5,000

As explained in this adventure, the white boar was specially created by the Celtic deities to house the spirit of a godlike avatar sent to destroy Shivnar and his monstrous creation, the bulette-mutation. It resembles a huge member of the boar family, though it remains a solitary creature and normal boars will have nothing to do with it, even attacking their keepers to run away from it if necessary.

Combat: The white boar attacks in the manner of its form, biting and ripping with its tusks, though it does not share the wild boar's ability to fight into negative hit points. However, it requires a +2 or better magical weapon to cut through the monster's hide, so it is somewhat better off than the creature it was modeled after. It uses its human-like intelligence to progress toward its goal—the destruction of Shivnar's creation—and the DM should play it accordingly when the PCs encounter it.

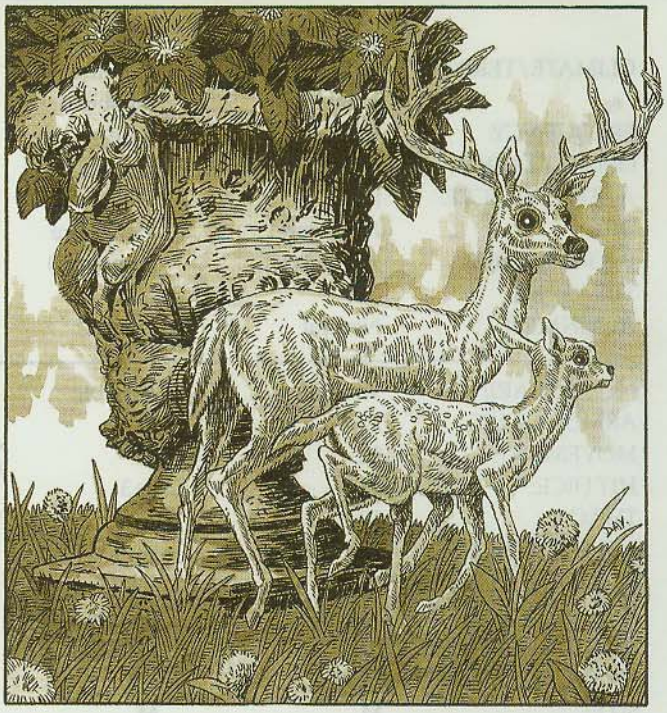
Habitat/Society: The white boar remains a solitary creature in this adventure. If the spirit inhabiting its body has another social order on its own plane, that is a matter beyond the scope of this module.

Ecology: The white boar, being a unique creature, exists only as long as the bulette-mutation remains alive, or until the boar itself is slain in combat. It has no place in the natural order of the forest.

Mammal, Byut (Fey Deer)

CLIMATE/TERRAIN:	Any elven inhabited
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi- (2)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	Variable
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Camouflage, musk
MAGIC RESISTANCE:	Nil
SIZE:	S (1' tall)
MORALE:	Unreliable (3)
XP VALUE:	35



The fey deer was a favorite elven pet in centuries past, but their numbers have dwindled. Now they are found only in the houses of elven royalty or the very wealthy. Their name, *byut*, is an old elven term of endearment usually reserved for mischievous children. Bred for their diminutive size and gentle nature, this animal resembles its larger cousins in many respects. The adult male fey deer has a full rack of antlers that can reach a spread of up to 6 inches across. Its hooves are softer than those of the mundane deer, having a spongy texture, and its eyes are unusually large.

Its most striking feature, however, is made obvious when the animal is frightened. Its normally light gray coat changes color to blend in with its surroundings. When thus concealed, the fey deer is impossible to spot in natural surroundings and has a 90% chance of blending in with any other type of setting, even in bright light.

Combat: The fey deer avoids combat at all costs, fleeing if possible, vanishing if necessary. If discovered and cornered, male fey deer can attack with their antlers for 1–2 points of damage. The fey deer can also release a strong musk, usually used in mating, from glands in its neck. This musk is inhaled by any breathing creature within a 6-foot radius. Anyone inhaling this sweet musk must make a saving throw vs. poison or stand entranced in a euphoric state for 1–6 rounds. The fey deer always uses the time gained by this maneuver to escape its enraptured foe.

Habitat/Society: The fey deer is a domesticated animal. No members of the species exist in the wild, and their numbers are few. There are rumors that secluded gray elven communities have secret glades that house small herds of these precious animals, but this information has never been verified.

Female fey deer can give birth to one or two fawns every three years in the spring. Given their delicate nature, however, birthing becomes more dangerous for older females. Because of the high risk involved, elves rarely breed fey deer past the age of ten, and the average doe will give birth to only 3–4 fawns in her lifetime. The typical life span of a fey deer is only twenty years, though some owners use spells and potions to prolong their adored pet's life as long as possible.

Ecology: The fey deer was bred to live in the main hall or garden of elven owners, and there are few who would doubt that in the wild, despite its camouflage ability, this species would die out completely. There have been a number of attempts to reintroduce the species into the wild, though these have universally met with dismal failure. Even under the best circumstances, these pampered animals are not sturdy enough to live long in the wild, and the herds are gradually whittled down by disease and accidental death. Most elven communities have given this up as a lost cause, though the rumors of hidden herds still circulate.

Another rumor is that long ago an elven ranger dedicated his life to reintroducing the fey deer into the wild and was successful. If this is true, there may be a herd of feral fey deer living quietly somewhere in a verdant forest. Most elves scoff at this notion, although even the most ardent skeptic admits that the animal's natural camouflage makes this rumor difficult to dismiss completely. There has even been the occasional "feral fey deer" sighting. Though this is usually a case of mistaken identity or an outright fabrication, there are some reports that have never been verified one way or another. Those who dedicate their lives to chasing down these elusive phantoms have so far met with frustration.

Hair combed from fey deer can be woven to help make *cloaks of elvenkind*.

	Desert	Mountain	Racing	War
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Common	Common	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal to Semi (1-4)	Animal to Semi (1-4)	Animal to Semi (1-4)	Animal to Semi (1-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-12	1-12	1-6	1-12
ARMOR CLASS:	7	7	7	7
MOVEMENT:	21	21	24	21
HIT DICE:	3	3	2+2	3+3
THAC0:	17	17	19	16
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	1-4	1-4	1-4	1-4/1-6/1-6
SPECIAL ATTACKS:	Spitting, trample	Spitting, trample	Spitting, trample	Spitting, trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (8′ tall)	L (8′ tall)	L (8′ tall)
MORALE:	Steady (12)	Steady (12)	Unreliable (3)	Elite (13)
LEVEL/XP VALUE:	65	65	75	95

Camels are the ships of the desert, and they carry a lifeline of trade and commerce in the caravans crossing the sands from city to city. Camels can withstand the rigors of desert terrain well but require careful, experienced handling. A camel's humps allow it to go without food or water for up to two weeks.

Camels are tall, spindly mounts, with padded feet and awkward saddles perched before their humps. Their fur varies from white to pale tan to deep brown and from short, desert hair to shaggy mountain camel fur. The rarer white camels bring 2-5 times the usual price, as they are considered lucky. Desert, racing, and war camels are all of the one-hump variety; mountain camels have two humps.

Combat: Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them as pack animals. The victim of a spit attack has a 25% chance of being blinded for 1-3 rounds.

If frightened, there is a 25% chance that a herd of camels will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of camels trampling the exposed creature. Trampling causes 1-4 points of damage per camel. Trampled opponents cannot regain their feet until the stampede passes.

Habitat/Society: Breeding camels of all types are especially valued. Camels bear only a single offspring each year, and strong and well-tempered animals are pampered to produce as many as possible before their breeding days are done.

Like horses, camels can have grades of quality as described in the *DMG,* page 36.

Ecology: Camels eat grass, grains, and shrubbery. They can carry heavy loads for long periods of time. The following chart shows the camels' carrying capacity in gold pieces under various loads. Camels are loaded while kneeling, and they often refuse to get up under more than their encumbered load.

	Normal	Encumbered	Fully Encumbered
Desert	250	400	520
Mountain	240	380	500
Racing	150	280	340
War	200	300	400

War Camel
Suitable for most types of warfare, these animals are trained not to shy away from blood and mayhem. They attack with their bite (1d4) and with their hooves, which cause 1-6 points of damage each. If successful, the hoof attacks force the opponent to remain prone. War camels are usually culled from the strongest members of a group of desert camels and then trained intensively for several years. In some cases, however, they are bred exclusively from retired war camels, thus improving the line.

Desert Camel
With their wide, padded feet and fat-rich, watery humps, desert camels are ideal mounts for traveling through the wastes. They are slow but steady animals, capable of taking heavy loads through difficult climates and terrain. They sway more and have a longer, more rolling gait than horses.

Mountain Camel
Mountain camels are common in the hills and mountains where they serve as pack animals. They are not useful in the desert.

Racing Camel
Bred for speed rather than temperament, racing camels are the most expensive and least likable camels. They are aggressive and spit often, even at their trainers and riders. Their small hooves and long, thin legs give them incredible speed, but they are usually trained to accept only a very limited set of riders. A good racing camel costs at least twice as much as a war camel, and may cost much more.

Mammal, Chattur

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (or by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	S (1'-2' tall)
MORALE:	Average (10)
XP VALUE:	15



Chattur are small mammals that exhibit traits of both primates and rodents. They are slender and quick and have very dexterous front paws that are equipped with claw-tipped fingers and an opposable thumb. Their faces are wide and their eyes seem even wider, with an innocent stare that many humans find very appealing. A band of black fur surrounds the eyes of these creatures, much like the "mask" of raccoons. It is for this reason, and not for any inherent sense of maliciousness, that chattur have been dubbed "Space Bandits."

They can be found living on many spacefaring vessels—often without the knowledge of the crew. Usually their presence is tolerated when they are discovered—at least, if the discovery is made by a neutral or good-aligned crew.

Superstitions about chattur abound. Their presence on a vessel is supposed to bring good luck. Ill treatment of a chattur will reportedly rebound against the abuser at some future time. Most significantly, if chattur are seen to be leaving a vessel, that is considered a dire warning about that vessel's immediate fate.

Chattur have their own language, which sounds much like the chirping of excited chipmunks. Many of the adults have learned to speak common from a lifetime of eavesdropping.

Combat: Not a very combative race, chattur fight only in defense of their nests, kin, or friends. The combination of their claws and bite accounts for the 1d4 points of damage. Chattur attempt to trip opponents, wrap them in nets or rope, and otherwise harass them during combat. They are ingenious at making the most of their opportunities.

After some training, large chattur can learn to use short swords, javelins (which they use as thrusting, not thrown, weapons), or tiny crossbows (1d4 points of damage, range 3/6/9, one bolt/round). Generally, about 20% of the chattur in a given den are capable of this armed combat.

Habitat/Society: Chattur do not gather in exceptionally large communities; to find 100 together is very rare. However, their clans and warrens can be found just about everywhere. They center around a patriarch or matriarch. Sex roles are indistinguishable except for childbirth; the females share the ranks of the trained fighters with the males in more or less equal numbers.

They are specialists at sneaking aboard ships and finding places to live where they can remain undiscovered for weeks, months, or years. They arrange very comfortable quarters, scavenging whatever items they can from around the ship.

Though chattur can live on a crowded ship in the midst of great activity, they rarely interfere with the operation of a vessel. This is one reason their presence is tolerated so good-naturedly, though their penchant for scavenging has brought them trouble on more than one occasion.

Chattur often fall victim to the attacks of the malicious wrybacks. While no single chattur is a match for a wryback, the chattur's social structure enables them to band together. Often, a chaotic wryback can be lured into a trap and dealt with by a group of chattur.

Ecology: Chattur can thrive in all climes. They eat a variety of foods and readily adapt to new diets and surroundings. They have the ability to breed enough chattur to comfortably occupy whatever living space they have, without overpopulating.

When a given warren is comfortably populated, pairs of young adult chattur branch out on their own, trying to stow away aboard a spacefaring vessel or find a sheltered den on a world or asteroid.

CLIMATE/TERRAIN:	Tropical and subtropical/desert
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Scavenger
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-8
ARMOR CLASS:	7
MOVEMENT:	15, Cl 6
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Induce fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	65



The debbi is an unusual breed of desert scavenger capable of forcing creatures much larger than itself into flight from watering holes and from their prey because of its ability to instill magical fear. They are hateful and selfish creatures with not an ounce of mercy in them.

Smaller than most useful dogs, the two-foot tall debbi is a hairy creature halfway between a baboon and a hyena. It has the snout, head, and powerful jaws of a bone-cracking scavenger, with large ears and the body of a nimble monkey. They have sharp fangs but use them only for fierce grimacing displays, not for biting. Their small hands are capable of manipulating tools.

Combat: A debbi has the power to put all other animals and men around it to flight through its primitive magical abilities. The debbi can create fear by stamping its feet in a slow rhythm and calling down magical power which makes its fur crackle and spark. The chill in the air and the magical unease that it conjures up seep into all nearby animals. The result is that any creatures within 20 yards of a debbi when it begins its screeching and stamping are affected as per a *fear* spell once per turn. This fear lasts for two rounds per debbi in the pack. Usually all the debbi in a pack bring on their fear effects at the same time, forcing multiple saving throws by all nearby creatures and thus bettering their odds of driving every creature away. If a creature makes its saving throw versus a particular debbi, it will not be affected by its power for at least the next hour; thereafter, it must save again normally. The debbi uses this ability to drive other creatures away from recent kills and from watering holes so that it may eat and drink what they have worked for. All debbi are immune to all forms of magical fear, and they are very aware of when the effect of their magic wears off.

If forced into melee, a debbi uses a simple club, striking for 1-4 points of damage on a successful hit. Generally, however, they attempt to flee if faced with serious opposition. Almost all debbi are cowards at heart; their magic is bluster. They are excellent climbers and generally flee for the palms when in doubt. They throw rocks and other missile weapons from their treetop vantage point, but they don't have the strength to hurl anything large or dangerous enough to do damage to human-sized creatures. These missiles may distract a spell-caster, however.

Habitat/Society: All other desert creatures despise the debbi, for it takes what they have worked for and leaves them fleeing across the hot sands. Debbi live a precarious existence, however, because they have trouble defending themselves from predators at night, when the debbi rest. Although all might benefit from cooperation in watching for danger then, they are too selfish to look out for their fellow pack members, but they are also too weak to escape a determined stalker like a cheetah or lion. As a result, debbi are often slain at night, when they can be taken unawares by the predators they stole from during the day.

They will also harass campsites at dawn and dusk, trying to get mounts to scatter, searching packs for food, and even making off with meals left unattended for an instant when the campers flee the debbi's crackling magical fear aura. Even if there is no readily available food, the pack delights in tearing up anything it can before the owners return.

Debbi packs are regulated by a strict pecking order. The strong take what they want from the others and abuse them mercilessly. The young are often mistreated by their elders if their mothers are not constantly watchful.

Debbi are too barbaric to understand the value of treasure of any kind. They value nothing they can't eat. They can, however, sometimes be bribed with food.

Debbi who have taken over a rich hunting area or a clear watering hole then proceed to dirty their home with refuse, uneaten kills, and offal. Debbi always foul an oasis just before leaving. Drinking from these polluted waters forces characters to make a Constitution check at -4 or suffer from intestinal parasites.

Ecology: The hair of this creature may be made into a talisman and enchanted to cause others to fear the wielder as per a *fear* spell once per day. For this reason they are often hunted by desert shamans and even wizards from the great metropolises. The unblemished hide of a debbi can fetch up to 200 gp in the marketplace.

Mammal, Hsing-sing

CLIMATE/TERRAIN:	Subtropical mountains and forests
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	6,Sw9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Average (10)
XP VALUE:	65



The hsing-sing are a race of reclusive ape-like humanoids. Many scholars consider the hsing-sing to personify the principles of pacifism and harmony with nature.

Hsing-sing have bulky bodies covered with thick white fur. As they age, their fur darkens to rich, golden tones. Their long arms extend nearly to the ground. When swimming, their large, flat feet propel them through the water with ease. Their hairless faces look almost human, with bright blue or brown eyes, small noses, and smooth skin. However, their teeth are much longer and sharper than human teeth, resembling the fangs of carnivorous apes.

Their long fur offers natural protection against the elements, and hsing-sing do not wear clothing. However, tribal leaders sometimes wear armbands made of intricately woven vines as a symbol of authority. Females sometimes weave wild flowers into the fur of their arms and legs.

Hsing-sing speak the trade language and the language of their own race.

Combat: Hsing-sing are normally passive, friendly creatures, preferring flight to confrontation. But once a year, usually at the onset of spring, adult males instinctively complete a "war season." This season lasts for 6-16 (2d6 + 4) days. During that time, male hsing-sing become extremely savage and aggressive. They organize raiding bands of 4-20 (5d4) members, and attack human and humanoid settlements on the edge of their territories. Such attacks are impartial; the hsing-sing pillage good and evil creatures alike. To maximize the advantage of surprise, the hsing-sing seldom attack the same settlements two years in a row.

A raiding band of hsing-sing are armed with blowguns (50%), spears (30 %), and parangs (20 %) . Additionally, 50 % of the band carries specially constructed wicker shields. (Like any shield, it raises their Armor Class to 5.) Hsing-sing are quite adept at using poison, and their blowgun darts are always dipped in noxious concoctions. They have two principal poisons. The first type of poison causes death in 2-5 rounds if the victim fails his saving throw vs. poison. If the save is successful, the poison still causes 1-8 hit points of damage. The second type of poison is a strong muscle relaxant. If the victim fails his save, the poison paralyzes him for 2-12 (2d6) turns. If the saving throw is successful, the poison slows him (as per the spell) for 1-6 turns.

Habitat/Society: A hsing-sing tribe consists of 2-20 (2d10) males, an equal number of females, and a number of children equal to 50% of the total number of adults. Females have 1 hit die and fight from the branches, hurling clubs and stones at attackers. Children have 1-2 hit points and cannot make attacks. The oldest male member of the tribe serves as its leader.

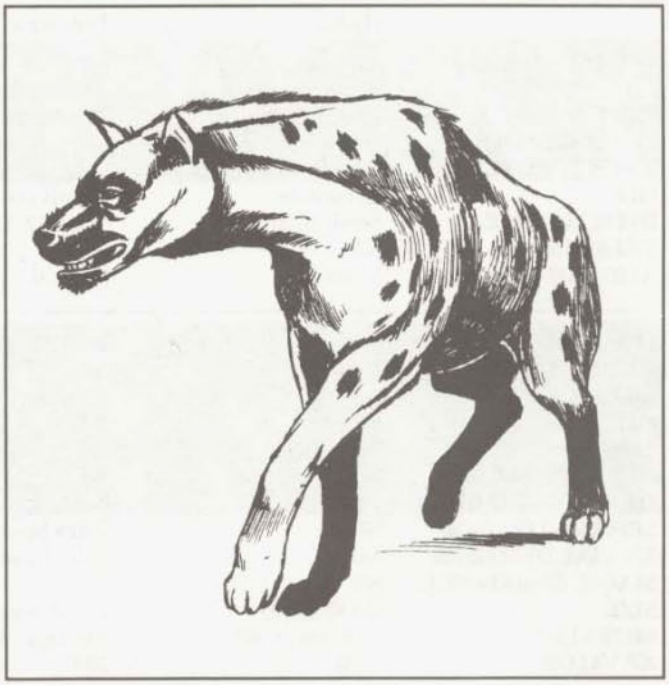
A hsing-sing lair is a simple sleeping platform perched in the highest branches of a tall tree. A thatched roof offers some protection from the elements. Each family shares a single platform. Because of their love of nature, hsing-sing often keep rabbits, parrots, and other small creatures as pets.

Hsing-sing lead a simple existence. They spend most waking hours hunting for food, frolicking in the trees, and telling stories. Aside from making wicker shields, weapons, and simple tools, they practice no crafts. Though hsing-sing have no desire for material wealth, they collect small amounts of treasure, which they use for trade with humans. They usually stash their treasure in a hollowed-out branch near their sleeping platforms.

Ecology: Hsing-sing eat fruits and grains indigenous to the areas they inhabit, supplemented with small amounts of fish, deer, and other wild game. Because of their weakness for strong drink, they occasionally come to human villages to trade. On these trips, they bring rare treasure from the hidden enclaves of the forest, such as parrots, rare bird feathers, scented roots, and exotic fruits. In exchange, they take forged metal, pottery, rice, and wine.

Human hunters sometimes track down and kill hsing-sing for their fur. The golden fur of an elder hsing-sing is especially prized.

	Hyena	Hyaenodon
CLIMATE/TERRAIN:	Warm plains	Warm plains
FREQUENCY:	Common	Very rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-12 (2d6)	2-8 (2d4)
ARMOR CLASS:	7	7
MOVEMENT:	12	12
HIT DICE:	3	5
THAC0:	17	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8 (2d4)	3-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' long)	L (8' long)
MORALE:	Unsteady (5-7)	Average (8-10)
XP VALUE:	65	175



Hyenae are canines who roam warm grasslands and plains. They are primarily scavangers, but will hunt small game on occasion. Their powerful jaws give them a nasty bite.

Hyenae are ugly animals. Roughly the size of a large dog, the hyena's body is covered with a light brown or golden fur. Its feet, markings, and belly are black. The hyena's shorter rear legs make it look clumsy—an illusion which is quickly dispelled when it attacks.

Combat: Hyenae are cowards. They do not attack unless their prey is helpless, outnumbered, or dead already.

Hyenae surround a victim and rush in at it from all sides, attacking with a strong bite that does 2-8 (2d4) points of damage. A natural attack roll of 20 indicates that the hyena has locked its jaws onto the victim. Once this happens, the animal will not let go until it suffers 2 or more points of damage. Such holding bites do not do additional damage but can slow the victim down because of the hyena's extra weight. Each hyena reduces a victim's movement rate by 6. The number of hyenae which can lock onto a victim is determined by its size. One hyena can lock onto a tiny animal, two to a small one, and so forth.

Habitat/Society: Hyenae roam the open plains of warm, grassy regions. They are usually found within sight of a herd of animals like zebra and antelope. Generally, there will be 1 hyena for every 10 herd animals being followed. A typical hyena pack can survive on one man-sized animal every three days. If they attack and kill an animal, they will strip it to the bones in short order. Any carrion which they encounter will also be consumed.

Hyenae are instinctively aware of their place in the animal hierarchy. They defer to larger or more powerful predators like lions. If such an animal makes a kill they will sit 50' to 100' away and patiently wait for the predator to finish and leave. If given the chance, they have been known to try to snatch portions of the carcass and run. They may openly challenge other, less powerful or numerous, predators.

Hyenae travel in packs composed of an even mixture of adult males, females, and young. Although they do not mate for life, a hyena couple will remain together for several years. The male assists in caring for the 2-4 cubs which are born in each litter. The young do not nurse, but are fed regurgitated food in a manner similar to that employed by many avian species.

During their first year of life cubs will not attack. They are one Hit Die animals who run for the protection of their parents and the pack if threatened. During the second year, the cubs gain an additional Hit Die and begin to hunt alongside the adults. Hyenae become fully mature in three years.

Ecology: Hyenae are active scavengers who feed on the carrion left behind by other, larger predators. They are also able to take living prey, although they normally restrict their hunting to small, young, old, or sick animals. They have strong constitutions and digestive tracts that enable them to safely digest even diseased meat.

Hyenae produce few useful byproducts. The skins make poor leather, the fur tends to fall out, and the meat has a decidedly rancid taste. Cubs are difficult to domesticate as they usually revert to the wild upon hitting maturity. However, they may be found as companions of nomadic, aboriginal people.

Hyaenodon

Although the hyaenodon resembles a giant hyena it is actually not related at all. It is a survivor of prehistoric times, a predator that evolved into a canine-like form. Hyaenodon markings are similar to those of hyenae, although the dominant fur color is a lion-like gold. Despite their genetic differences, they are very similar to hyenae in temperament and behavior. Hyaenodon females give birth to litters of 1-4 cubs. These mature within 4 years.

Its savage bite does 3-12 (3d4) points of damage and it can lock onto its victims just as smaller hyenae do. If the hyaenodon does this, the victim's movement rate is cut by 12 for each hyaenodon that attaches itself. Hyaenodon packs will devour one man-sized victim per day. Because of their larger size, they are able to take large prey such as elephants, oxen, and buffalo. If a giant hyena suffers 2 or more points of burning damage, it immediately flees the area in search of a spot to tend its wounds.

Mammal, Losel

CLIMATE/TERRAIN:	Nontropical forest
FREQUENCY:	Rare
ORGANIZATION:	Tribe/troupe
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (Type Ox10)
ALIGNMENT:	Lawful (neutral) evil
NO. APPEARING:	3-30
ARMOR CLASS:	7
MOVEMENT:	6, 9 in trees
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Climbing
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Unsteady (5)
XP VALUE:	35
Leader	120



Losels are an arboreal orc/baboon cross. They resemble a primitive human in some respects, most obviously in torso shape and size, and are strong-shouldered. They can walk upright, although they typically have stooped posture, and prefer traveling in trees on all fours. They have a low, jutting forehead; their faces are somewhat orclike, with thrust-out jaws and very prominent canine teeth. Losels possess fairly sparse dark brown fur and somewhat elongated limbs. Their tails are invariably short and stubby. Their eyes are large, but are set well back into the face; they possess infravision to 10 yard range. Losels do not naturally wear clothing.

Combat: Losels are primitive and cowardly fighters, attacking with their clawed paws and a bite attack. Losels that have been trained (see below) can throw small rocks up to 20 yards for 1-4 points of damage, and are also capable of using simple hand weapons such as clubs (but not swords or axes, for example).

In nature, losels will normally fight only to defend their territory against an invading losel tribe, to ward off some dangerous predator, or to attack a sick or wounded creature that they can eat. They are fairly cowardly creatures, except toward beastmen, for whom they have a great antipathy. Tribes or troupes of losels are 75% likely to have a dominant male leader, with 3+3 HD, and rarely, a leader of unusual size or strength will lead a larger or combined tribe of 6-60 losels that will show unusual aggressiveness toward other species.

Habitat/Society: Losels are tribal creatures that keep largely to themselves. They can speak a crude form of orcish that is difficult even for speakers of that tongue to comprehend. Tribes are always male-dominated, and males typically hunt small mammals and like prey, while females collect fruits, nuts and tubers, and guard the young. Losels have no recorded religion and their tribes have no shamans or witch doctors.

Tribes are loosely territorial and use scent marking and scratchmarks on the bark of large trees to demarcate their territories. Competing tribes may fight each other, but more often, a ritual confrontation between tribal leaders, with much feigned aggression and exchange of insults, will lead to resolution of competing claims to territory.

Some tribes of losels have been captured and trained by humanoids, especially in the Vesve Forest, and by servitors of Iuz. Losels make poor troops because of their weak morale, but they can make useful guards due to their infravision and acute sense of smell.

Ecology: Losels have a natural lifespan of some 20-25 years. They have a gestation period of 6 months and produce 2-5 offspring per birth. Infant mortality is very high, with only one young typically surviving to maturity (three years of age). Losels are omnivores, but they will not eat carrion.

Losels hate beastmen and plan attacks on any they encounter. They also hate and fear elves, for wood elves frequently attempt to eliminate the orc-apes from their woodlands. Losels are also hunted and eaten by kech.

The origins of this ape-orc cross are uncertain. They were not reported in the Flanaess until ca. CY 500, and some claim that Iuz is responsible for creating them. This remains a matter of conjecture.

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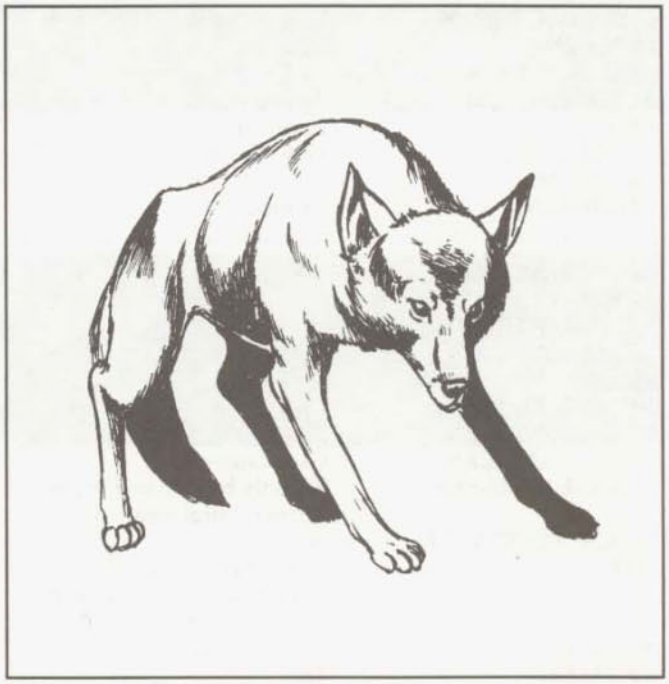
Mammal, Jackal

CLIMATE/TERRAIN:	Warm plains and deserts
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	½ (1-4 hp)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unreliable (2-4)
XP VALUE:	7



Jackals are small, canine scavengers that roam the warm grasslands of the world. They are neither fierce nor brave, but are quite common. There are three known species of jackal in the world: asian, black-backed, and side-striped. Except for their markings, these animals are very similar.

The typical jackal has a narrow head and a sharp, pointed snout which looks very similar to that of a fox. In its other characteristics, however, the animal is much like a wolf or dog. Its fur is typically a tawny buff in color and quite grizzled. The tip of the animal's bushy tail is much darker, often shading to black.

Combat: As a rule, any jackal will flee if charged or threatened by another predator. In fact, they will even abandon their efforts at hunting if their prey turns out to have more life left in it than they expected.

When a jackal does attack, it will do so by biting. Although this is not an especially fierce attack, it serves the animal well enough. Often, jackals will dart in to bite a victim and then quickly retreat to a safe distance to examine the effects of their attack. If more than one jackal is trying to bring down a particular animal, they will attack in a haphazard manner with little or no coordination of their efforts.

Habitat/Society: Jackals inhabit plains, deserts, and grasslands throughout the warmer regions of the world. During the day, when the sun is too hot for their tastes, they remain in holes which they have dug in the ground.

At night, they come out to hunt. Although they usually search for prey in pairs, they can be encountered in small groups of up to six individuals. Jackals are loath to attack healthy animals who might be able to harm them. Rather, they will stalk only those too feeble (either old, young, sick, or injured) to put up much of a fight. Carrion is a regular part of the jackal's diet, as are occasional pieces of fruit.

Whenever a jackal is afoot, it habitually utters its piercing cry. Known as a *pheal*, this frightening sound can be heard for quite a distance and is often far more terrifying than the animal itself. Herbivores (including domesticated ones) will tend to become frightened by the pheal of a jackal. There is a 10% chance per jackal that the howling will cause a herd of herbivores to panic and attempt to flee. Horses and similar animals can be calmed by their keepers, cutting the chance for panic in half.

Despite its less-than-dangerous nature, the jackal plays a dark and mysterious role in the mythoi of various human cultures. Their place as carrion eaters and killers of the defenseless has earned them a reputation for cruelty and evil deeds which is wholly undeserved. Jackal attacks on men and other demihumans are few and far between. In many regions which are frequented by jackals, numerous horror stories will be told about the doings of jackals but, oddly enough, further investigation will usually show that these are second hand reports of questionable origin.

Ecology: Jackals are reluctant predators and their position in the food chain is that of a scavenger rather than a hunter. By hunting and killing sick or weak animals, they play an important part in the process of natural selection. In addition, the carrion which they consume, would otherwise rot and become a potential health hazard and breeding ground for disease.

Jackal pups mature quickly and in just over a year they are able to fend for themselves quite well. They live for 12 to 15 years in the wild.

In those places where they share territory with men, it is quite common for jackals to interbreed with domesticated dogs. Further, both the pups born to such a mating and adult wild jackals are easily domesticated. Thus, although they are not fierce enough to act as guards or hunting animals, they are often found in human communities near their lands as pets.

Young, wild, or domesticated jackals are seldom available on the commercial market, however, and are worth little when offered for sale.

Mammal, Monkey Spider

CLIMATE/TERRAIN:	Tropical rain forest, southern cities
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Frugivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	20-60 (In wild)
ARMOR CLASS:	6
MOVEMENT:	18 (climb)
HIT DICE:	1 hp
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 point
SPECIAL ATTACKS:	Eyebite
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	T (1" long)
MORALE:	Fanatic
XP VALUE:	1



Though an ancient species in the Forgotten Realms, monkey spiders' tiny size and harmlessness have kept them unnoticed until now. Measuring only an inch from their simian noses to their prehensile tails, these gangly creatures have been swatted for years, mistaken as spiders. Eventually a southern sage who swatted one counted its limbs, discovering the breed.

But for their size, monkey spiders look exactly like monkeys. They are gaunt and fur-covered, with gangly limbs, a prehensile tail, and have strikingly human-like faces and hands. Because of their size, they look like spiders from any distance greater than two feet.

Combat: Though they are fierce combatants against creatures such as wasps and bees, monkey spiders avoid battling anything larger than they are. If forced to battle such creatures, though, a monkey spider tries to leap down and bite the eyes of its assailant. If successful, the monkey spider does not blind the character, but its saliva stings fiercely enough that the character must stop all action for one round to rub his eyes. In that time, the monkey spider makes an escape.

If a monkey spider cannot attack a character's eyes, it bites whatever is within reach causing 1 point of damage. The caustic saliva in the wound raises a small welt.

Monkey spiders can jump up to five feet upward or 10 feet down, and can climb anything a typical gray spider can climb.

Habitat/Society: In the wild, monkey spiders roam the jungles in tightly-knit family groups that number about 40. They consist of five families of eight members each. A male prime and a female prime, the oldest members of each gender, make decisions for the group. The male and female primes communicate these decisions through a complex language of sibilants, chirps, hoots, and gestures. Sages who study monkey spiders believe this language to be as sophisticated as Common.

As a family group moves through the jungle, the male prime releases a "long call," a cry that can reach 20 yards, to tell other monkey spider groups that a new family has entered the area. Male primes of opposing groups avoid each other rather than fight. However, if forced into confrontation, male primes must fight to the death. These contests are usually quite lack-luster, though, because male primes are generally the oldest and feeblest members of their packs. Such battles often end in exhaustion, at which time the female primes bear up their counterparts and lead their family groups off in opposite directions.

Monkey spiders build no nests, sleeping upon most any broad leaf, and using a second leaf to provide protection from rain.

Ecology: As frugivores, monkey spiders spend most of their days questing for berries, dates, bananas, and other fruits as well as mounting occasional raids on honeycombs. Their chief natural enemies are all insect-eating birds, rain-forest ants, who are competitors for food, and rain-forest savages, who consider monkey spiders a delicacy when roasted until crunchy.

With their discovery, monkey spiders have found their way into southern cities in the Realms, becoming very handy familiars for wizards, or animal companions for rangers and druids. In addition to their native intellect, good alignment, and loyalty to friends, monkey spiders make good companions because of their ability to learn Common. The only problem is that monkey spiders must use their "long calls" to be heard at any distance.

The popularity of monkey spiders as companions has produced odd ramifications in some southern cities. In the regions of Samarach, Thindol, Lapaliiya, Halruaa, Dambrath, and Estagund, filthy slave auctions of the tiny creatures have arisen in back alleys and even some market places. Some monkey spiders, once purchased, escape their masters. Rumors tell that in southern regions, escaped monkey spiders have united to form an underworld of powerful, though diminutive, despots. Purportedly, monkey spider spies listen in on every critical council and court, then relay their knowledge to monkey spider kings. These rulers in turn enlist the aid of human and demihuman sympathizers to exert their influence, even in the highest courts of the land.

	Black	Brown	Giant
CLIMATE/TERRAIN:	Temperate/Forest		
FREQUENCY:	Common	Common	Uncommon
ORGANIZATION:	Family	Family	Family
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1-2	1-2	1-2
ARMOR CLASS:	6	6	5
MOVEMENT:	9, Cl 2	9, Cl 2	6
HIT DICE:	1/2	1/2	6
THAC0:	20	20	13
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-3	1-4	2-8
SPECIAL ATTACKS:	Nil	Nil	Shoot quills
SPECIAL DEFENSES:	Quills	Quills	Quills
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2 1/2'-3' long)	S (2' long)	L (7' long)
MORALE:	Unreliable (2)	Unreliable (2)	Unsteady (6)
XP VALUE:	15	15	650



Porcupines are large rodents native to temperate forested areas. There are many species of porcupines that differ only in minor details. Porcupines are timid, panic-prone creatures with one very nasty defense mechanism—stiff, sharp hairs known as quills.

There are two distinct families of porcupine: black and brown. Brown porcupines are the smaller of the two, about two feet long, but with quills that grow up to one foot long. The black porcupine is between 2 1/2 and three feet long with a thick muscular tail, but has shorter quills (three inches long). Porcupines weigh between 35 and 50 pounds.

Combat: Contrary to some popular legends, a common (black or brown) porcupine doesn't throw its quills, but it can readily detach them when they strike an enemy. These herbivores do not attack unless they feel threatened, and even then only when they cannot safely run away. Porcupines smash an attacker with their tails, dislodging quills. Black porcupines inflict 1-3 points of damage with their barbed quills, while the longer quills of the brown porcupines cause 1d4 points of damage. Creatures that try to touch a porcupine automatically suffer damage from their quills. Because of their overlapping barbs, porcupine quills are extremely difficult to remove, and cause painful swelling.

Habitat/Society: Porcupines live in heavily wooded areas. They are excellent tree climbers. They are not anti-social creatures, but seem to prefer a mate and young for their only company.

Ecology: Porcupines feed on the bark and leaves of trees; their appetite has sometimes killed the trees on which they feed. They also feed on fruits and are especially fond of salt. Few creatures attack the porcupine. There are no known potions or spells that use porcupine components.

Giant Porcupine

Giant porcupines are larger versions of the common woodland porcupines. They are identical in appearance to their smaller cousins, the brown porcupines, except that the white streaks of their quills are more obvious. They inhabit wooded areas. They are stupid and nonaggressive, but can defend themselves.

A giant porcupine can bite for 2d4 points of damage, but uses this attack in only the most desperate defense (if it is brought down to less than half its hit points). Its main defense is its ability to shoot 1d8 quills from its tail, each of which inflicts 1d4 points of damage. This attack has a range of 30 feet. As its quills are up to three feet long, any attacker that comes within six feet of the giant porcupine receives 1d4 quills from the porcupine's defensive movements. There are over 80 quills in its tail and over 300 in its body.

The giant porcupine views any approach within 30 feet as a threat. If a creature approaches it at that distance, it crouches in a defensive posture and issues a warning hiss, giving the creature one round to leave before it attacks. As with normal porcupines, there are no known uses for giant porcupine components.

Mammal, Rothe, Deep

CLIMATE/TERRAIN:	Any/subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-3/1-3/1-8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4' high)
MORALE:	Average (10)
X.P. VALUE:	65



Rothe (pronounced "roth-AY") are squat, strongly-built creatures who resemble musk oxen—with curving horns, cloven hooves, and long, shaggy coats of thick hair. They have evolved into two very similar strains: the smaller, magically-gifted subterranean or "deep" rothe, and the larger "surface" rothe.

Rothe have dirty brown coats, darkening to almost black on the legs and underbelly, and have dark green or black hooves and horns (ivory color if freshly broken off or growing back). Their eyes tend to be yellow or pinkish, and they communicate with snorts, grunts, and sniffs. "Ghost" rothe have white coats, and can employ temporary silence (see below). Rothe regularly regenerate lost horns, and can even, over time (usually a season or so), regenerate lost limbs. The sexes appear identical unless the rothe have been sheared.

Combat: Rothe bite for 1-8 points of damage ("ghost" rothe do 2-8), and slash with their horns (those of deep rothe do 1-3 each, those of their surface cousins 2-5 each, and ghost rothe deal 2-8 each). The curvature of the horns makes goring with them almost impossible, except against opponents above the rothe's head (such as stirges, would-be riders, reckless folk attempting to slay the rothe with a dagger, and so on). If a rothe scores an attack against a foe in such a position, it will gore, doing maximum possible horn damage.

Rothe are not particularly intelligent, but have an instinctive wariness of being surrounded or penned in. Beings who try to surround them, herd them, or raise nets and barriers around them learn that rothe instinctively react to any observed encircling movement (and there are always rothe on watch) by drifting away from such traps, while grazing. Rothe always scout the areas in which they graze—they know where precipices and gorges are to be found, and unlike buffalo, cannot easily be stampeded into killing falls.

If panicked by harrying attacks or successful entrapment, rothe will try to break free of creatures who are harrying or herding them by outrunning them. If this is impossible, the rothe always turn to face those working against them, and charge in a solid wedge of packed flesh. The impact of such a charge has been known to shatter stone walls, uproot trees, and do creatures standing against it 2d4+1 points of impact damage per rothe involved in the charge. Rothe have such strength and determination, when panicked, that the destruction or immobilization of the frontrunners in a charge will not turn the charge aside or end it. Those behind trample their disabled comrades and continue on. The charge of a herd of 8 or more rothe automatically hits, unless targets can get out of its way.

The charge of a lone rothe requires at least a straight, level or descending path or route at least 60' in length. It counts as an extra attack, delivered at THAC0 13, and does 2d4 shock damage per current hit die of the rothe (round down). A rothe, even if it runs onto impaling spears or the like in its charge is never stunned by the force of its own impact. Even if it is dying from the damage it has taken in that round, the rothe gets its usual three attacks, all at +1 to hit.

The churning hooves and weight of a charging rothe do 4d4 hp damage (surface rothe) or 2d4 damage (deep rothe). Victims are allowed to save for half damage.

Rothe have minds of such determination that *charm, sleep, hold* and similar magics directed against them, even if successful, require 1d4+1 rounds to take effect. A wizard rarely has time to *charm* a rothe charging against him, and turn it away!

Habitat/Society: Rothe dislike bright light, and normally make their lairs in caves, overhangs screened by dense thickets, or subterranean cavern networks. They are nimble rock-climbers, leaping from ledge to ledge with skill

and uncanny balance. They will often escape up a cliff face from pursuers, sometimes galloping across loose scree to deliberately start a rockslide. Such slides typically carry pursuers backwards/downhill 6d10 feet in a round. Victims caught in the slide suffer 6d6 rock-impact damage (or 2d6 mud-and-stones damage), half that if a Dexterity Check succeeds.

Although rothe depend on the presence of abundant water to support the mosses, lichens, and ferns they so like to eat, they do not enjoy swimming or immersion in water—and creatures who keep herds of domesticated rothe often confine them on islands, knowing that the water will prove a strong ally in keeping a herd from wandering.

Rothe always band together with others of their kind to form a herd. They never fight with others of their own kind (unlike cattle, rothe bulls never fight for dominance). Rothe work together in herds, the stronger escorting and guarding the weak and the young. Some individuals remain alert and on watch at all times, while others feed or sleep. Rothe sleep standing up, and if caught in severe weather or conditions (such as a blizzard on the surface, or a mudslide underground), they stand together in a solid wedge of flesh.

Rothe young are AC7; MV 10 (deep) or 15 (surface); 1 HD; #AT 3; 1/1/1-4; THAC0 19; and are visibly smaller than adults. They tend to be more inquisitive, but are seldom left unescorted—and will always obey the grunts and head-gestures of their adult escorts.

Ecology: Rothe are raised by many subterranean races as food.

Those who hunt rothe prize not only their beef-like flesh, but make their shaggy hides into tents, cloaks, and other garments that provide warm protection against bone-chilling cold and biting winds. Some traders in the North call rothe hide, with its thick fur or hair still attached, "shield-against-the-winds-fur."

Rothe-bone is tremendously strong and durable, but slowly dries out to become brittle; in hard usage, bone implements rarely last more than six years. Boiled or steamed rothe bones become temporarily flexible and can be woven into iron-strong frameworks, to form a base for shields or tents (whose fabric is often rothe hide, interwoven with what wood or metal scraps the barbarians can salvage). Rothe horns, cleaned and polished, can serve as drinking-jacks or hunting horns. Large, splendid ones are highly prized in the North.

When trained, rothe can serve as steeds for dwarves and smaller beings. They are raised for their meat, and to serve as beasts of burden by merchants and farmers, in all areas where they are found.

Training a rothe to simple ploughing or hauling tasks is a process of leading and rewarding (with sweetgrass, berries, and flowers, their favorite foods), which takes about a "ride" (ten days). Training a rothe to serve as a steed takes four to seven rides, depending on the number of commands and manoeuvers it is expected to master. Training times will be lengthened if the rothe becomes ill or seriously upset (by seeing another rothe or other livestock violently killed, or being confined near a large fire) during the process.

Rendered rothe fat is an alternative ingredient in the making of potions of *vitality.*

Deep Rothe

The staple diet of many drow and duergar communities, these herd animals of the Underdark are small, standing only 4' high at the shoulder when fully grown. They are powerfully built, being on average just as wide as they are tall.

Deep rothe have 90' infravision, and eat fungi, lichens and mosses. They are immune to all known mold and fungi spore or contact effects. The cold damp of even the deepest ice-locked caves of the north is as nothing to them. Used to attacks by blood-drinking bats and stirges, rothe are adept at rolling or ramming their shoulders and heads into rocky walls with sudden speed to crush and/or dislodge such opponents; half charge damage applies, with no damage-lessening saving throws allowed.

Each deep rothe can manifest *dancing lights* to signal its fellows twice per day, 140-yard range. This is used to signal its location, the presence of food, danger, and so on. Different messages are communicated by subtle differences in the hue and movement of the lights. These lights are often mistaken by adventurers for will o' wisps or the work of unseen mages.

	Normal	Giant
CLIMATE/TERRAIN:	Temperate or subtropical forests	Temperate or subtropical forests
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Solitary or family	Solitary or family
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1-6	1 or 1-4
ARMOR CLASS:	8	7
MOVEMENT:	12	9
HIT DICE:	1-2 hit points	5
THAC0:	20	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-6
SPECIAL ATTACKS:	Squirt musk	Squirt musk
SPECIAL DEFENSES:	Squirt musk	Squirt musk
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' long)	M (6' long)
MORALE:	Unsteady (5)	Average (9)
XP VALUE:	35	270



Skunks are forest-dwelling omnivores found in most temperate and subtropical regions. They are easily recognized by the long white stripe running from their faces, down their black-furred backs, to the tips of their tails.

Combat: Skunks react to any serious threat by backing toward the opponent. If the other creature does not quickly get beyond range, the skunk discharges a vile cloud of stinking musk at it.

The cloud of a normal skunk is 10'x10'x10'. Any creature unfortunate enough to be caught in a skunk's cloud must first save versus poison or be nauseated (lose 50% of Strength and Dexterity) for 1-4 rounds and retreat and retch. Anyone who makes the first saving throw, but chooses to remain within the cloud, must make an additional save versus poison each round he stays. After the results of the first saving throw have been determined, a second save versus poison must be made to determine whether or not the vile musk has gotten into the victim's eyes, thereby blinding the unfortunate creature for 1-4 rounds.

The stench of the musk seems almost impossible to get rid of. All normal cloth materials must save versus acid or rot and become useless. All other items (i.e., flesh, leather, metal, etc.) must be washed and aired repeatedly for several days to remove the horrid stench. Washing the items in vinegar will remove the smell in only a few washings, while certain spells and magical items can accomplish the task quite nicely. A potion of *sweet water* poured carefully over the items to be cleaned will neutralize the musk in the garments of 2-5 people (depending on the quantity of gear and the care used in applying the fluid). Despite washing, any cloth that fails its saving throw—including magical items—will rot and become useless.

If cornered, skunks can bite, but usually loose their combination offense/defense musk cloud immediately. If two or more skunks are encountered, the DM should make careful note of where their clouds go. While skunks are immune to the nausea effects of other skunks, they can still be blinded by the acid musk just like any other living creature.

Habitat/Society: Skunks are wandering scavengers and have no social structure. They prefer to eat the leftovers of larger predators and always dwell deep in the forest.

Ecology: As mentioned above, skunks will eat almost anything, usually the remains of other kills. Their musk is secreted from a small posterior sac which is heavily muscled to permit the expulsion of the fluid. The fluid forms a heavy mist which lingers in an area for up to a week or more, depending on the prevailing winds and area filled. If the skunk is surprised and killed quickly, there is a 50% chance that the musk will be recoverable. A giant skunk killed in this way can be a prize worth close to 200 gp to a sage or alchemist, as the musk is a valued alchemical component (for *stinking cloud* scroll ink, smoke bombs, etc.).

A skunk pelt is relatively worthless as a luxury fur. Skunk meat is bitter and must be heavily seasoned to be palatable.

Skunks can be raised in captivity and make wonderful pets and combination low-cost garbage disposals/house guards.

Giant Skunks

Giant skunks are simply huge versions of the normal variety. Their musk clouds tend to be larger and more noxious than those of their cousins. The cloud is 20 feet wide by 20 feet high by 60 feet long and all saving throws against the musk of a giant skunk are at a penalty of -4.

Mammal, Sleek

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	36
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d6
SPECIAL ATTACKS:	Sever vein on 19-20
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1-3′)
MORALE:	Steady (12)
XP VALUE:	65



Sleeks are ermine-like mammals with bright, black eyes. Antennae on their muzzles aid them in gauging both the size and distance of their prey. Though independent, they occasionally seek human and demihuman companionship.

Combat: The sleek's speed and silent motion make it all but invisible (surprise on 1-5 on 1d6). In combat against man-sized or larger adversaries, the sleek uses its antennae to sense vital areas in an opponent, then attacks with its claws and razor sharp teeth. The sleek's claws do 1d4 points of damage. Man-sized or larger targets suffer 2d6 points of damage.

A roll of 20 indicates that the sleek has opened a major blood vessel, causing a halfling-sized or larger victim to lose 1d6 hp per minute through bleeding. First aid, such as a tourniquet or direct pressure, stops this hp loss, as does healing magic. Smaller targets must save vs. death. Failure means the victim dies immediately, its spinal cord severed.

Their fast metabolism, coupled with an extremely powerful and efficient digestive tract, renders sleeks immune to poison. This also lets them consume poisonous or exotic flesh—even flesh golems are not safe!

Sleeks sometimes act in concert against large prey. This ability to cooperate, combined with their berserker-like battle frenzy (+4 to hit), makes them formidable enemies to shipboard "pests."

Habitat/Society: Sleeks inhabit cargo holds and small ship passageways. If coaxed with food they can be domesticated (30% chance).

Their large, bright eyes, silvery-white fur, and sensitive antennae mark them as onetime cave dwellers, but their adaptations pose no handicap to them in the light. Sleeks mate for life, producing litters of 1d4 young once a year. A family of sleeks may occupy a "territory," but conflict between sleek territories is rare.

In lean times sleeks also exact "tribute" from ship crews. Instead of helping themselves to foodstuffs, they play tricks, steal clothes and precious items, and generally make nuisances of themselves until the crew formally offers food. Simply leaving food for them is not good enough; the "insulted" sleeks demand a show of submission. For instance, the captain must roll on his or her back in full view of the sleeks. Only then is the sleeks' honor satisfied. This behavior earns them the name "pirate-masters."

Ecology: Sleeks live about 20 years. Young stay with their parents for two years, whereupon they leave to establish territories of their own. Those individuals who adopt humans remain with them for life as staunch allies.

	Wild Stage	Giant Stag	The White Stag
CLIMATE/TERRAIN:		Temperate/Forest, plain, hill, and mountain	
FREQUENCY:	Common	Rare	Unique
ORGANIZATION:	Herd	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Highly (13–14)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Lawful good
NO. APPEARING:	1–4	1-2	1
ARMOR CLASS:	7	7	-5
MOVEMENT:	24	21	24
HIT DICE:	3	5	10
THAC0:	17	15	11
NO. OF ATTACKS:	1 or 2	1 or 2	3
DAMAGE/ATTACK:	l–3/1–3 or 2-8	1–4/1–4 or 4–16	1–12/1–6/1–6
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (4′–5′ tall, excluding antlers)	L (7′ + tall, excluding antlers)	M (7′ tall, excluding antlers)
MORALE:	Unsteady (7)	Unsteady (7)	Champion (16)
XP VALUE:	65	175	2,000

Wild stags are the aggressive males of a deer herd.

Wild stags have reddish-brown or light gray coats in the summer, turning dark in the winter. The bottoms of their tails are white. when running, their tails straighten to reveal these white areas. Their long, powerful legs end in sharp hooves. They have tapered heads with sensitive noses, huge dark eyes, and large ears that are capable of moving in any direction to pick up sounds.

Stags have two branching antlers growing from the top of their skulls Stag antlers are hard and bony, covered with a velvety fuzz The antlers are primarily used as a symbol of leadership, but are also used when dueling for mates or fighting off enemies. Some stags living in colder climates shed their antlers in the winter, growing new ones the following spring.

Combat: Normally, wild stags are docile and passive, but when challenged, they defend their herds against all but the most fearsome opponents. A stag usually attacks by charging head down, butting opponents with his antlers. He can also attack by lashing out with his sharp fore hooves His antler attack inflicts 2d4 points of damage, while his fore hooves inflict ld3 points of damage each.

Habitat/Society: Stags are found in temperate forests and meadows in all parts of Krynn. They have no permanent lairs, grazing from field to field in search of food or to avoid predators. Though some migrate for hundreds of miles, most herds remain in the same general area throughout their lives. They spend their days foraging for food and basking in the sun, and their nights sleeping among bushes or tall grasses. For each wild stag in a herd, there are 2d4 fawns and does. A doe gives birth to one or two fawns in a secluded area; the fawns remain hidden until they are old enough to run with the herd.

Ecology: Stags eat grams, fruits, seeds, and twigs. They are often the victims of wolves, hunters, and other predators. Wild stags are domesticated by Kagonesti elves who use them as mounts. The gods of good use the white stag to guide or otherwise assist favored characters.

Giant Stags

Giant stags are larger versions of wild stags, often topping seven feet in height and weighing in excess of 1,500 pounds A giant stags antler attack inflicts 4d4 points of damage, while his fore hooves inflict 1d4 points of damage each Otherwise, the giant stag conforms to the general characteristics of the wild stag.

The White Stag

The white stag is an enchanted wild stag chosen by the gods of good to serve as their messenger. The white stag resembles a giant stag, but its coat is pure white. At night, its coat radiates a soft glow of white light. When angered, its eyes burn fiery red. The white stag can communicate telepathically; it only communicates with creatures of good alignment, however.

The white stag makes attacks similar to those of the wild stag, though its superior strength and size enables it to inflict significantly more damage. Additionally, the white stag has special abilities that it uses to assist creatures of good alignment. It can cast *find the path* at will; it uses this ability to help friendly characters avoid dangers or to show them the most direct routes to their destinations. The white stag can also cast *speak with animal* at will to learn information that it sometimes telepathically passes along to befriended creatures. Finally, the white stag has the ability to cast a bless spell three times per day. The white stag has habits similar to those of the wild stag, but he is often active at night, sleeping during the day.

The white stag cannot be captured: if necessary, it fights to the death. If the white stag is killed, its body immediately disappears. Dark thunderclouds form over the heads of the killers, hovering there for the next seven days. During that time, the killers must add +1 to their Armor Class.

Mammal, Stag, The White Stag

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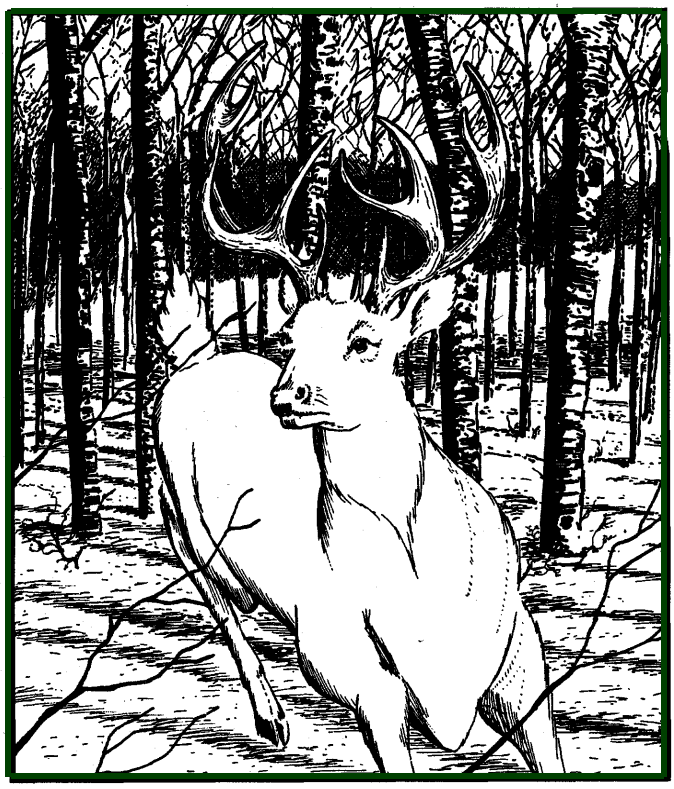
CLIMATE/TERRAIN:	Forest (Evermeet)
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	36
HIT DICE:	6 (48 hp)
THAC0:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/1-4/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Mislead
MAGIC RESISTANCE:	10%
SIZE:	L
MORALE:	Fearless (20)
XP VALUE:	650



The White Stag of Labelas Enoreth is the special servant of the elven god of longevity. Physically, it is a huge, snow white animal, with massive muscles and red, glowing eyes. Observers say that the creature's divine aura is literally tangible and felt by all those who see it. The stag's appearance is considered to be an omen of great events, for it invariably leads any who follow it to a place where a vision or direct divine message is given.

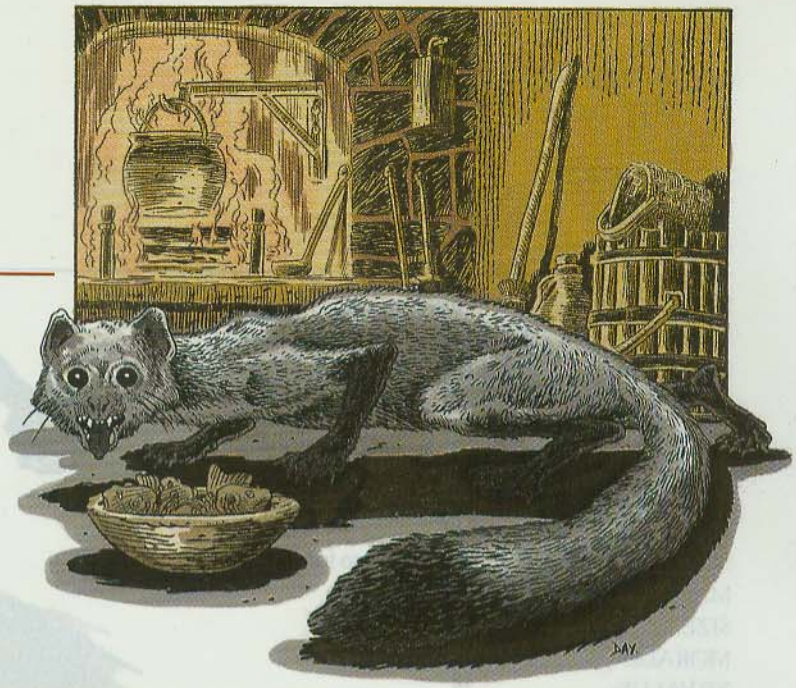
Combat: The stag fights normally, goring with its horns and kicking with its front hooves. As a divine being, the stag is in no danger on Evermeet, but should the unthinkable ever happen, and the beast be pursued by enemies, it is fully capable of defending itself.

Habitat/Society: The white stag appears wherever elves are in need of guidance and wisdom. Some claim that it spends the remainder of its time on the plane of Olympus, and is sent to the prime material plane only when elves are in danger or require its services. As a supernatural creature, the stag has no real role in the ecology of the worlds it visits.

Mammal, Stoght (Forest Gnome Fisher)

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	Variable
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	2–4 (1d3+1)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Musk
MAGIC RESISTANCE:	Saves as 4th-level fighter
SIZE:	S (3' long)
MORALE:	Champion (16)
XP VALUE:	35



The forest gnome fisher is a domesticated version of the animal of the same name. The forest gnome name, *stoght*, sounds more like a cough than a word and means "guardian" or "warrior." The fisher, is a member of the weasel family and has been bred by forest gnomes for its fierceness and loyalty.

The fisher looks like a large ferret or small fox and can measure up to 3 feet long, one third of which is its bushy tail. No one knows how it earned its name, as fish play only a small role in its diet. It has the short legs and slender body of the weasel clan, and its silky, sleek fur can range from gray or dark brown to almost black. The feet and tail tip are always black, and some areas are peppered with white-tipped hairs that give the animal a frosty look. Its fur is much valued by trappers, and forest gnomes play a large part in keeping these animals from being hunted to extinction.

Fishers are remarkably quick and agile, and the kind bred by forest gnomes are clever as well. Their senses are keen, so they are rarely caught by surprise (roll of 1 on 1d10). Fishers are also as comfortable in the trees as on the ground, where, with their high agility and ability to make tremendous leaps (up to 18 feet), they can travel as quickly as they do on land. Stoghts are also strong swimmers. Young forest gnomes sometimes take turns riding on the family fisher, but adult gnomes are much too big for that activity.

Combat: As a fighter the fisher is impressive. Reports of fishers defending forest gnome families against all sorts of large creatures are not exaggerated. Natural animals, even those much larger than the fisher, are frightened by its ferocity. The fisher snarls and hisses, arching its back and stamping its feet. Faced by this display, any natural animal must make an immediate morale check at a –2 penalty. Failure means that the animal is intimidated and chooses to flee.

The fisher's tremendous speed in combat makes it difficult to hit, and its high Dexterity gives it a –2 modifier to its initiative rolls. Although it has only a bite attack, a stoght can attack twice per round. If the situation requires, the fisher can also use its musk. The fisher rolls to hit, ignoring armor; if successful, the target must make a saving throw vs. poison or be incapacitated for 1–4 rounds. The fisher usually uses this time to renew its attacks with added ferocity.

If defending its young or a forest gnome family, the fisher fights to the death.

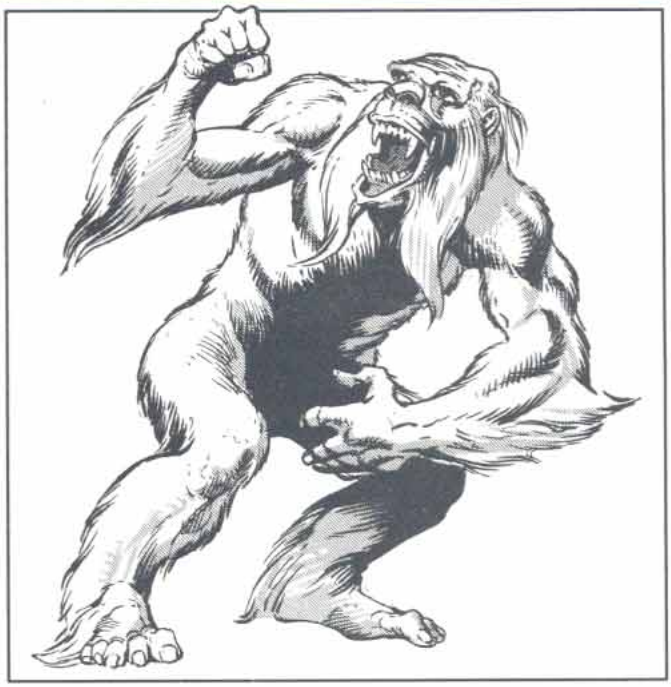
Habitat/Society: The fisher is a solitary animal, though some forest gnome families keep more than one as pets or guards. It lives in most forests, although the animal is quite rare, especially the wild variety. It prefers the coniferous forests that grow at high altitudes, but it also likes lowland deciduous forests, as long as they are dense.

A stoght's diet consists of rabbits, rats, weasels, birds, mice, raccoons, fish, and the occasional nuts and berries. It also eats carrion, either stored or a dead animal it has happened upon. A fisher especially loves to eat porcupine, which it flips over on its back, attacking the soft underbelly. Forest gnomes usually let their fishers hunt for their own meals.

The gestation period is actually delayed after mating, and the stoght cubs don't appear for a full year. The litter ranges from one to five cubs. They are weaned at 7 weeks, hunting at 3 months, and on their own at 6 months.

Ecology: The fisher is a rare animal, and if not for the forest gnomes would be rarer still. It is prized for its fur, the female more than the male, although her pelt is nearly half the size. Any trapper foolish enough to kill a fisher, however, runs the risk that a vengeful forest gnome will be laying for the trapper the next time he or she enters the forest.

CLIMATE/TERRAIN:	Arctic and subarctic/Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (see below)
ALIGNMENT:	Neutral
NO. APPEARING:	10-40
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	3+6
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-6/1-4/1-4 or by weapon +3
SPECIAL ATTACKS:	Odor (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



Taer are a race of shaggy humanoids that live in cold mountain regions. Taer look like a cross between cave men and apes. Their bodies are thick and barrel-chested. Long, powerful arms reach down to their ankles, ending in great wide hands. Thick, oily, matted fur, snow-white to grey in color, covers their entire body. The head is large but has virtually no forehead. Like many snow-creatures, taer possess a second transparent eyelid that enables them to see clearly even in heavy snowstorms without risking eye damage. Tear speak a crude language that consists of guttural grunts and body slapping.

Combat: Most taer shun weapons, though a few (25%) hurl huge stone spears before closing to melee. Any spear hurled by a taer gains a +1 bonus to the attack roll and a +3 bonus to damage, due to a taer's great strength. In melee, taer attack using kick/punch/bite.

Taer pores excrete a fatty substance that coats their fur. The odor of this substance is extremely vile. All creatures within ten feet of a taer must roll a successful saving throw vs. breath weapon or suffer disorientation and nausea for 1d4+1 hours. Attacks by disoriented creatures suffer a −2 penalty to attack rolls and a −1 penalty to damage. This same fatty substance protects taer from cold, including magical cold.

Taer are both cunning and fierce when defending their territory. They are very knowledgeable of their home mountains and always use this to their advantage. Common ploys include deliberate avalanches, hurling down rocks upon unsuspecting victims, burrowing into the snow alongside mountain trails, and covering a crevice in the mountainside with snow to create a pit trap.

Habitat/Society: Taer live in nomadic clans that consist several interrelated families. These clans number 10d4 individuals. The clans skirt the edges of high mountain ranges, moving back and forth two to three miles a day within a predetermined territory.

During daylight hours, adult male and female taer venture down the slopes to the bottom of the snow line to search for food. Taer's gather and eat just about anything, including lichen, grubs, seeds, tree bark, bird eggs, and mountain goats. Taer never hunt humans or demihumans for food, preferring to drive off intelligent creatures with a show of strength and much hooting and hollering.

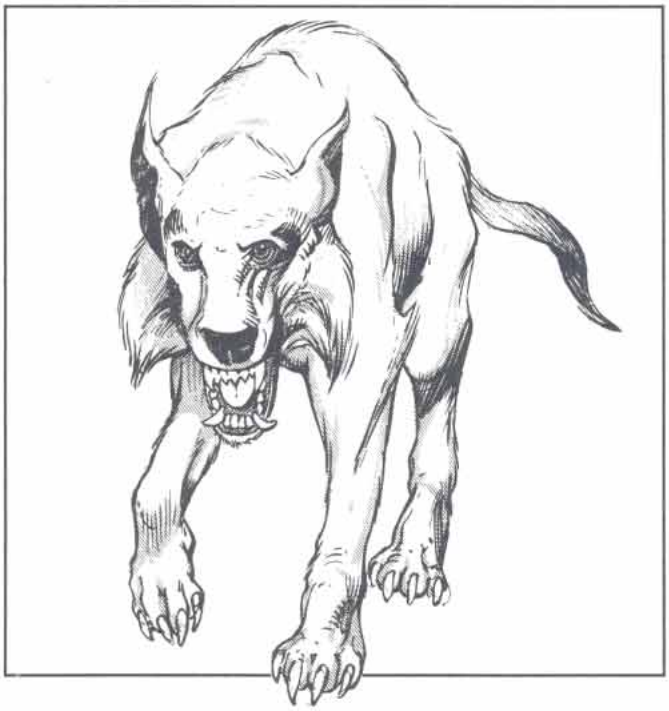
Taer are superstitious by nature, distrusting iron and metal. They avoid any creatures who wear cloth to keep warm, apparently attaching some supernatural significance to the presence of outer clothing. Taer worship their own guardian snow-god, asking for good hunting and snow to hide within. Clans carry a crudely fashioned stone guardian idol to protect them. Taer believe the size of the statue relates to the magical protection bestowed upon them. Some guardian statues weigh as much as 2,500 pounds and require several male taer to lift.

Taer have no lairs, per se, sleeping at night within deep snow banks or among rocky outcroppings. Before the gatherers leave each morning, the nursing females, young, and guardian statue are placed inside the nearest available cave. The adults then camouflage the entrance to the nursery with rocks, snow, and ice. Outside the eldest male hides himself. This male will try to distract any creature coming within 20 feet of the nursery during the day. Any attempt to open the nursery causes the male to charge. When defending the nursery, the eldest male gains a +2 bonus to his attack roll and +2 additional damage. His attack is designed to hurt and scare off the intruders more than to kill.

Even when a taer has a human or demihuman disoriented, the taer is more likely to leave the intruder injured and unconscious than to actually slay him.

Ecology: Taer adorn themselves with polished teeth and horns but keep no real treasure. Clans sometimes (25%) carry a single metal item taken from an unfortunate traveler. The item is 10% likely to be a magical weapon. The item is always wrapped in leather so that the taer do not have to touch it directly. Carrying this metal has religious significance for taer as a protection against metal-using humans. Taer fear humans because the creatures are sometimes hunted for their glands that secrete the oily substance in their fur. These are worth 500 gold pieces on the open market and can be used to fashion a *protection from cold* potion.

CLIMATE/TERRAIN:	Any/Mountains or hilly forests
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-10
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	5-8
THAC0:	5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Stunning howl, paw rake
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9' long)
MORALE:	Elite (13-14)
XP VALUE:	5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975



The tyrg is a cross between a dog (in watchfulness) and a tiger (in stalking ability).

A tyrg stands three feet tall at the shoulder and varies in length from six to nine feet. Its overall coloring is white with gray, black, and tan splotches. The tyrg's sleek stance while hunting is reminiscent of a cat, but its powerful jaws, containing many fangs, demonstrates its relation to the world's dogs.

Combat: When tyrgs engage prey in melee, they emit fierce howls that serve to mildly stun their victims (+2 penalty to initiative, −2 penalty to attack rolls) for the following three rounds. There is no saving throw for these howls. Note that the effects of this stunning are not cumulative, and only after the first three rounds of stunning have worn off can those affected be stunned again. After howling, tyrgs attack. Their powerful jaws full of massive teeth cause 1d12 points of damage with every vicious bite. If an opponent is overborne, or otherwise finds himself prone on the ground, the tyrg's raking forepaws can inflict 1d4 points each on the already besieged victim.

Tyrgs can move silently 75% of the time and are surprised only on a roll of 1 due to their superior senses.

Habitat/Society: Little is known about tyrgs, as they have been encountered only relatively recently. What has been gathered has been from wholly unreliable observation carried out by completely inexperienced information gatherers (i.e., adventurers). Tyrgs have been reportedly sighted in roving packs, leading one to believe they lean heavily to the wild dog branch of their ancestry. However, the few lairs that have been breached successfully tend to support the idea that the female tyrgs do the majority of the hunting. This observation tends to suggest the pride-like nature of tigers and lions.

Combining the two observations is difficult, but a suitable hypothesis has been proposed. Pending verification by trustworthy sources, it is believed that tyrgs travel in roving, almost nomadic, packs across the wilderness. Every few seasons, or perhaps years, the current lair is abandoned, and the pack moves on (under the leading male's guidance). However, when the pack is stationary, having chosen a suitable lair, the tyrgs settle back and form a new pride.

Females, after giving birth to their young, forage out to seek food. The males remain behind, guarding the lair and the young, and proceeding to test the strength and power of the other males, thereby reestablishing or reorganizing the ruling hierarchy.

If tyrgs are encountered in their lair (usually a cave or deep hole in the ground), there are 1d4 young present (20-70% grown). These fight with the adults to preserve the lair. All others in the lair are adults.

Ecology: It is important to note that the sexes cannot yet be told apart from afar, because of a lack of general knowledge regarding these hounds. Coloration notes or behavioral anecdotes might provide a clue.

Otherwise, tyrgs are straight-forward predatory carnivores. They have no natural enemies, other than monsters even nastier and hungrier than they are, and have no natural allies. Even related species, like wild dogs and tigers, are dealt with on a case-by-case basis, meaning that sometimes they are greeted, sometimes they are attacked. Again, no obvious behavioral patterns have been observed.

Mammal, Weasel

	Wild	Giant
CLIMATE/TERRAIN:	Subterranean or forest	Subterranean or forest
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Nil	Nil
NO. APPEARING:	1-2	1-8
ARMOR CLASS:	6	6
MOVEMENT:	15	15
HIT DICE:	1/4	3+3
THAC0:	20	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	2-12
SPECIAL ATTACKS:	Nil	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' or less)	M (7' long)
MORALE:	Unsteady (7)	Average (10)
XP VALUE:	7	175



Weasels are abundant throughout the world's temperate forests and in many subterranean settings. There are numerous species, but they are all similar in appearance and habits.

The weasel is a lithe animal with a slender body and a long neck. The animal's head is small and triangular with a pointed snout and a mouth full of needle-sharp teeth. The various breeds of weasel range from five to 16 inches in length. Nearly all varieties are brown with white undersides, although the furs of those in colder climates turn white in winter.

Combat: As a rule, common weasels do not attack unless they are cornered or surprised. When they do strike, however, their great speed and darting movements can make them somewhat dangerous. In most cases, however, they bite once and then flee before their adversary recovers.

Habitat/Society: Weasels are solitary creatures that stalk rodents and similar small animals for food. When two animals are encountered, they are often a mated pair.

Ecology: When hunting, the weasel usually attacks animals that are larger than itself. A common target in settled regions are domesticated poultry and similar fowl. Despite this, the common weasel does a great service for farmers by feeding on small animals that might otherwise damage or destroy their crops.

Weasel pelts are highly prized and can fetch prices as high as 100 gold pieces if they are in good condition. It is for this reason that in many regions weasels have been hunted to the brink of extinction, despite their roles as rodent killers and their importance in the food chain of the forest. The most valuable pelts are those of the weasels that inhabit colder regions, as they have a very pleasing texture and are bright white in color.

Female weasels make their nests out of straw, leaves, and moss in hollow trees or crevices in the ground. Here they give birth to a litter that generally contains four or five young.

Weasels that are taken when they are young can be trained to serve as hunting animals or tamed and kept as companions. Generally, however, they are too temperamental to make satisfactory pets.

Giant Weasels

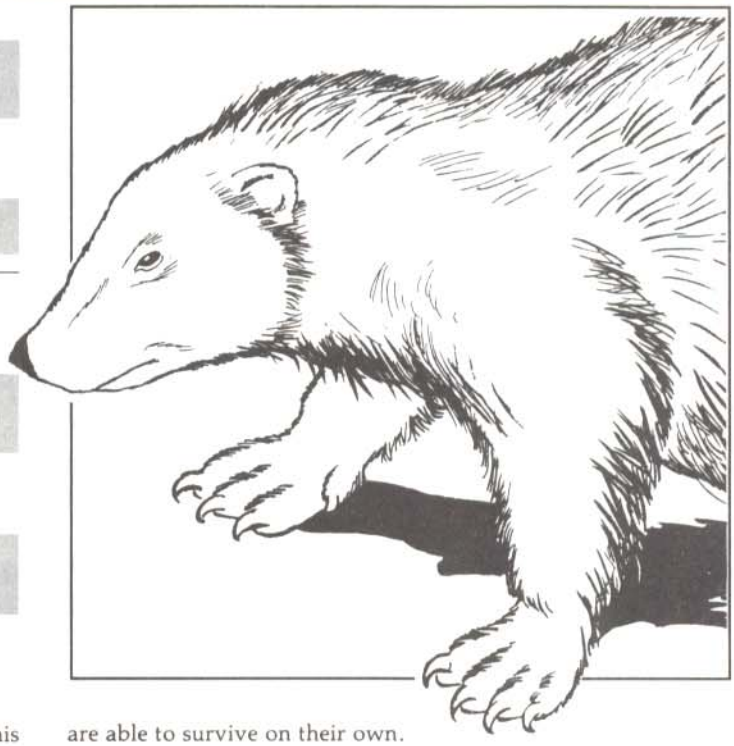
Giant weasels are giant-sized versions of this species that, although similar in many respects to normal weasels, are much more vicious and aggressive. Perhaps the most obvious difference is their tendency to live and hunt in packs. They attack men as often as any other prey and are relentless adversaries.

When a giant weasel bites, it locks its jaws onto its victim and refuses to let go. Instead, the weasel begins to suck the blood from its prey. Agents in the animal's saliva not only prevent the victim's blood from clotting, but actually promote the bleeding of the wound. The resulting blood loss is so rapid that it causes 2d6 points of damage per round. After the initial hit is scored, further rolls to inflict damage are not required.

When the lair of a pack of giant weasels is found, it often contains a minimum of four animals. There are young equal to the number of adults in the lair; the young are from 10% to 80% grown. They attack just as the adults would, inflicting damage appropriate to their degree of growth. If taken before they are half-grown, there is a 25% chance that giant weasels can be trained to serve as hunting or guard animals.

The pelts of giant weasels are valuable, as are those of their smaller cousins, and an intact one can fetch from 1,000 to 6,000 gold pieces on the open market. As a general rule, the most valuable pelts are those of the northern species, which are wholly white in color, or those of the rare black weasels.

	Normal	Giant
CLIMATE/TERRAIN:	Arctic/Forest	Arctic/Forest
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral (evil)	Neutral (evil)
NO. APPEARING:	1	1
ARMOR CLASS:	5	4
MOVEMENT:	12	15
HIT DICE:	3	4+4
THAC0:	17	17
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/2-5	2-5/2-5/2-8
SPECIAL ATTACKS:	Musk	Musk
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2'-4')	M (4'-7')
MORALE:	Steady (11)	Steady (11)
XP VALUE:	120	270



Known also as the carcajou, quickhatch, and glutton, this fierce animal has been the scourge of many arctic cultures since the dawn of time.

The wolverine is closely related to the weasel, but in habit and physiology it has much more in common with the badger. The body of a wolverine is heavyset with short, thick legs. Its claws are long and curved, making it a very dangerous hunter. The wolverine's head is blunt and rounded with wide-set eyes and a short sharp snout. Its body has a coat of brown fur with a light stripe running down each side. Its skeleton carries the head and tail low with an arch in the back.

Combat: When engaging in battle, the wolverine becomes a most fearsome adversary. Its great speed makes it difficult to strike (thus its decent Armor Class) and gives it a +4 bonus on its attack roll.

The wolverine normally attacks with a combination of its wicked claws and needle-like teeth. Its great speed enables it to strike once with each of its front claws and then follow that up with a ripping bite.

Enemies who are behind the wolverine are subject to attack by its musk gland. Like a skunk, this animal can release an oil that is disgusting to most other life forms. This spray takes the form of a cloud 10 feet wide by 10 feet high and 30 feet long. A victim of the musk must roll a successful saving throw vs. poison or be blinded for 1d4 hours. Even if the saving throw is successful, the victim instinctively draws back from the animal by half of its normal movement rate and loses 25% of his Strength and Dexterity for 1d4 turns due to nausea. Anyone who comes into the slightest contact with the wolverine's musk is tainted by its foul stench and is shunned by all animals until he can be thoroughly cleansed.

Habitat/Society: Wolverines are loners that range throughout the forests of colder climates. Occasionally they are found in more temperate woodlands as well. Sometimes two wolverines may be encountered together, but they are almost always a mated pair that will go their own ways before long.

Female wolverines who have mated generally give birth to one to four pups in the late winter or early spring months. These animals are nurtured by the mother and remain with her until they are able to survive on their own.

Ecology: For the most part, wolverines are carnivores that take small mammals and rodents as prey. In times when food is short, they feed on carrion if unable to make their own kills. In addition, wolverines are clever, adept at looting the traps set for them by men.

In many regions where wolverines co-exist with man, they are hunted to the brink of destruction. The reasons for this are twofold. Primarily, the animals are seen as a threat and as competitors for small game. Secondly, the pelt of a wolverine is exceptionally resistant to cold and frost, making it very useful in the manufacture of winter clothing.

Giant Wolverines

These fiendish creatures are vicious beasts that, like their more common cousins, take whatever prey they can. Unlike common wolverines, the giants often attack human travelers.

Creatures subjected to the creature's musk find that it is even more fearsome than that of the common wolverine. Because of its more vile nature and the greater quantity released, the musk of a giant wolverine is twice as potent as normal wolverine musk. For example, the cloud formed is 20 feet by 20 feet by 60 feet and those in it may be blinded for 1d8 hours. In addition to these effects, however, the oil has several other properties that must be taken into account. The victim must retreat at full speed for one round, and he loses 50% of his Strength and Dexterity for 1d8 turns. All cloth items contacted by the spray rot and become useless in a matter of hours (including magical cloth or parchment items that fail their saving throws vs. acid).

Name	#AP	AC	MV	HD	THAC0:	#AT	Dmg	ML	SA	XP
Badger, giant	2–5	4	6, Br 3	3	17	3	1d3/1d3/1d6	Steady	Nil	65
Beaver, giant	4–40	6	6, Sw 12	4	17	1	4d4	Average	Nil	120
Boar, giant	2–8	6	12	7	13	1	3d6	Steady	Special	650
Hyena (hyenodon)	2–8	7	12	5	15	1	3d4	Average	Nil	175
Porcupine, giant	1–2	5	6	6	15	1	2d4*	Unsteady	Shoot quills	650
Otter, giant	2–5	5	9, Sw 18	5	15	1	3d6	Average	Nil	175
Skunk, giant	1	7	9	5	15	1	1d6	Average	Musk	420
Weasel, giant	1–8	6	15	3+3	17	1	2d6	Elite	Drain blood	175
Wolverine, giant	1	4	15	4+4	15	3*	1d4+1/1d4+1/2d4	Elite	+4 to hit, musk, intelligence	975

Badger, Giant
These semi-intelligent, burrowing mammals are typical solitary. Their speed accounts for their high armor class rating. They are fierce fighters and will staunchly defend their territory. If more than one is encountered, it will be a mated pair (and young). Giant badgers are sometimes found as guard animals in gnomes lairs (20% chance for 3 to 12 giant badgers in a lair). Giant badgers grow to twice the size of their smaller cousins (to size M).

Beaver, Giant
These docile animals, of low to average Intelligence, are about 6 feet long when fully grown (size M). They normally flee any attack, but will fight fiercely if cornered or if their huge lodge is attacked. They live in a lake created by their vast dam, and in its center is their lodge, a veritable castle of mud and logs with walls not less than 5 feet thick. The entire community lives in this single dwelling, and when the alarm is sounded (a tail slap in the water), all beavers rush to this place to defend it and the young. For every adult, there will be a young one. Giant beavers sometimes trade, and if coins or other valuables are offered, they can sometimes be persuaded to undertake the building of dam-like constructions if there is water near the building site for them to work from. They prize highly certain barks and tender twigs, notably birch, aspen, and willow.

Boar, Giant
This large prehistoric forerunner of the wild boar has animal intelligence and is very aggressive. An adult stands about 5 feet at the shoulder. If three or more are encountered, there is a 25% chance for 1 to 4 young (2 to 6 HD, Dmg 1d4, 1d4+1, 1d6+1, 2d4, or 3d4). Boars and sows fight equally, and will fight for 1 to 4 rounds after reaching 0 to –10 hit points, dying immediately at –11 or more hit points.

Hyena, Giant (Hyenodon)
These prehistoric pack animals dwell on warm plains. They are large hunter/scavengers with very strong jaws and are aggressive if hungry. They have animal intelligence. Gnolls sometimes use giant hyenas as guard animals (20% chance for 2 to 12 hyenodons in a lair).

Otter, Giant
These large creatures dwell in lakes and rivers. They are semi-intelligent and basically non-aggressive, but if threatened or cornered they can fight fiercely. Giant otters love to play—sliding and tag are favorite pastimes. If such play is in progress when they are encountered, these creatures might panic horses, overturn wagons, accidently break carts, etc. In water, similar danger exists with regard to boats and other small craft.

If discovered in their lair (10% chance), there will always be 5 otters—2 adults and 3 young (40%–70% grown). The parent animals will always attack in this case. The young will defend themselves.

Porcupine, Giant
Giant porcupines are found primarily in wooded areas. They are stupid (even for animal intelligence) and non-aggressive, but if threatened, they are able to defend themselves with ease. These large creatures view any approach within 30 feet as a threat. The creature's main defense is its ability to shoot 1 to 8 quills from its tail, up to 30 feet, each inflicting 1d4 points of damage. Also, as the quills are 3 feet long, any attacker coming within 6 feet of the creature will suffer damage from 1 to 4 quills as a result of the giant porcupine's defensive movements. There is no practical limit to the number of quills available to the porcupine. The creature can also bite with some effect, but only in the most desperate defense (10% chance per round of biting when the creature is more than 50% damaged).

Skunk, Giant
Giant skunks are forest-dwelling omnivores, not adverse to raiding human camps for food. These man-sized creatures will react to any serious threat by backing towards the foe, and if the other creature does not quickly get beyond 60 feet distant, the giant skunk will release a spray of vile musk in a cloud 20 feet wide by 20 feet high by 60 feet long. Any creature in the area failing a saving throw vs. poison will be blinded for 1 to 8 hours. In any event, the musk causes the creature to retreat a full move and lose 50% of both Strength and Dexterity due to nausea for 2 to 8 turns. Further, any creature touched by the skunk's musk will have a disgusting stench. Other creatures will shun it. All cloth material will rot and become useless, including magical garb that fails a saving throw vs. acid. Creatures and non-cloth garments and equipment must be washed and aired for several days to be completely free of the stench. Giant skunks have animal intelligence.

Weasel, Giant
Giant weasels hunt prey aggressively, and will attack until destroyed. They favor woodlands, but also roam subterranean places. They have animal intelligence and are man-sized. In addition to its bite, the giant weasel drains blood, for on the melee round after it successfully bites, it does not release its prey, but instead sucks the blood from the victim at a rate of 2d6 points of damage per round.

If taken before half-grown, and carefully trained, giant weasels can sometimes (25%) be used as hunting animals and guards. When encountered in the lair (15%), there will be 4 or more giant weasels—2 parents and the rest young from 10% to 80% mature. The young also attack, inflicting damage appropriate to their development.

Wolverine
Giant wolverines inhabit only colder regions. They are vicious, destructive carnivores that kill wantonly. Bears and wolves respect these creatures' ferocity. Their speed is partially responsible for their high armor class, and their ferocity gives their attack rolls a +4 bonus. An opponent to the rear can be squirted with its disgusting musk, which acts like that of a giant skunk (see above).

A giant wolverine will purposefully destroy food or human goods of any sort by spraying musk upon the unwanted items. Although only semi-intelligent in most things, the giant wolverine is exceptionally intelligent with regard to hunting and combat.

	Camel	Cattle	Buffalo	Antelope	Sheep
CLIMATE/TERRAIN:	Any land	Any land	Tropical and temperate plains	Tropical and temperate plains	Any land
FREQUENCY:	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal to semi- (1-4)	Semi- (2-4)	Semi- (2-4)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Neutral	Nil	Nil	Nil
NO. APPEARING:	1-12	20-200	4-24 (4d6)	4-24 (4d6)	10-100
ARMOR CLASS:	7	7	7	7	7
MOVEMENT:	21	15	15	24	12
HIT DICE:	3	1-4	5	2	2
THAC0:	17	17	15	19	19
NO. OF ATTACKS:	1	1	2	1	1
DAMAGE/ATTACK:	1-4	1-4	1-8/1-8	1-4	1-4
SPECIAL ATTACKS:	Spitting	Stampede	Charge	Stampede	Charge
SPECIAL DEFENSES:	Nil	Nil	Head is AC 3	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (8' long)	L (5' at shoulder)	M (5' tall)	M (5' long)
MORALE:	Unreliable (3)	Unreliable (4)	Average (10)	Unreliable (3)	Unreliable (3)
XP VALUE:	65	15-120	175	35	35

Herd animals live in all climates and terrain, from freezing tundra (bactrian camel) to temperate hills (wild cattle) to tropical plains (antelope). Though normally passive, herd animals can be dangerous when angered or frightened.

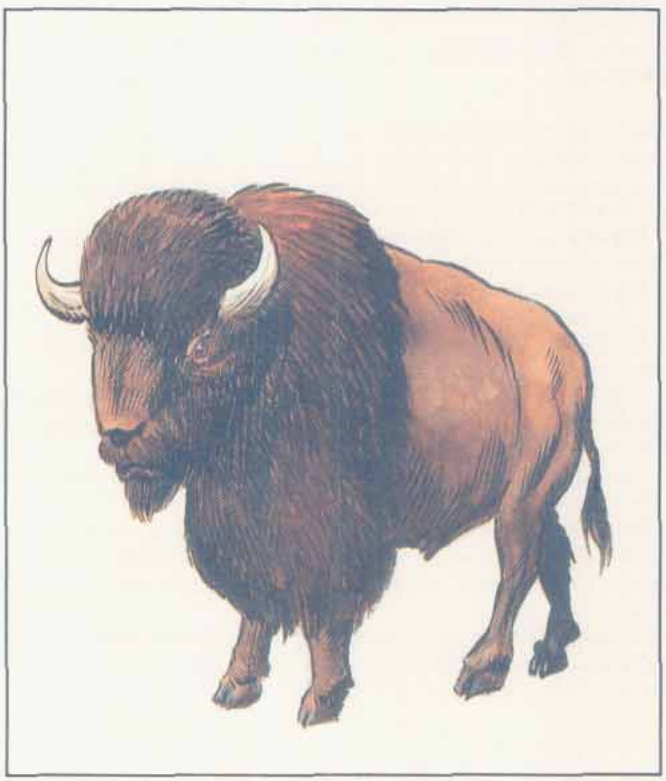
Herd animals are four-legged hoofed mammals covered with hair—thick fur for buffalo, curly wool for sheep, and short, coarse hair for camels, antelope, and sheep. Male cattle, buffalo, antelope, and sheep have sharp horns. A camel's humps (one hum for dromedaries, two for bactrian) enable it to go without food or water for up to two weeks.

Combat: Most herd animals attack by biting. Buffalo defend themselves with their horns, usually attacking if approached too closely (6' or less); if charging from a distance of at least 40', a buffalo does 3-18 hp of impaling damage plus 1-4 hp of trampling damage. Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack has a 25% chance of being blinded for 1-3 rounds. Cattle, antelope, and sheep generally flee from danger, but will attack if cornered or threatened. A male antelope or sheep defending his herd will charge, inflicting 1-4 hp of butting damage if charging from at least 40'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.

If frightened by intruders, there is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. Trampling causes either 1-4 hp of damage (camel, cattle, antelope, and sheep) or 1-6 hp of damage (buffalo) per herd animal trampling.

Habitat/Society: Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four buffalo to a commercial flock of 1,000 sheep. The largest and oldest male usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

Ecology: Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including lions, tigers, and dragons. Man often domesticates herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel.



Name	#AP	AC	MV	HD	THAC0:	#AT	Dmg	ML	SA	XP
Bull (wild ox)	1–20	7	15	4	17	2	1d6/1d6	Average	Charge	175
Caribou	2–16	7	21	3+2	17	1	2d6 (1d3/1d3)	Unsteady	Nil	120
Goat, giant	1–12	7	18	3+1	17	1	2d8	Unsteady	Charge	175
Hippopotamus	2–12	6	9/12	8	12	1	2d6 or 3d6	Average	Special	975
Llama	1–12	7	15	2	19	1	1d3	Unreli.	Spit	65
Ram, giant	2–8	6	15	4	17	1	2d6	Average	Charge	175
Rhino., 1-horn	1–6	6	12	8	13	1	2d4	Unsteady*	Charge	975
Rhino., 2-horn	1–6	6	12	9	11	1	2d6	Unsteady*	Charge	1,400
Stag, wild	1–4	7	24	3	17	1 (2)	2d4 (1d3/1d3)	Unsteady	Nil	65
Stag, giant	1–2	7	21	5	15	1 (2)	4d4 (1d4/1d4)	Average	Nil	175

* See description

Bull
This category includes wild aurochs, oxen, and yaks. Bulls are dangerous, being aggressive and easily aroused. A typical bull is semi-intelligent and large, standing about 5 feet at the shoulder. If approached within 80 yards, there is a 75% chance it will attack. A bull charging at least 30 yards inflicts 3d4 hit points of damage, plus an additional 1d4 points of trampling damage. When a herd is present, there will be several bulls to defend it.

Caribou
These herbivores inhabit subarctic steppes and tundra. They are generally similar to stags, except as noted. They have animal intelligence and are large, standing 4 to 5 feet at the shoulder and weighing about 700 pounds. Herds may have up to 100 animals. They are important to tribal cultures in their region: it takes about 12 skins to make a complete winter suit or a kayak, 5 to 6 hides to make a sleeping roll. Their fat is burned in oil lamps and their antlers are used for tent pegs, tool handles, chair frames, and so on.

Goat, Giant
These reclusive herbivores dwell in hilly country. They are semi-intelligent and stand 5 feet or more at the shoulder. If more than 7 are encountered, the remainder will be young. They will aggressively defend themselves against any threat. They have one attack, a butt with two sharp horns. A giant goat charging at least 30 yards adds +4 points of damage when it hits. In rare cases, these animals have been tamed as steeds.

Hippopotamus
Hippopotomi are found in the lakes and rivers of tropical regions. They are large creatures of animal intelligence. Although they are herbivores, they will aggressively defend their territory. A hippo bites with exceedingly strong jaws; a bull will inflict 3d6 points of damage. There will be 1 to 4 bulls in the herd, one for every 4 animals. If a boat or canoe passes over submerged hippopotomi, there is a 50% chance that a bull will emerge under it and tip the craft over. Hippopotomi travel underwater by running along the bottom (at a rate of 12), and can stay submerged for 15 minutes.

Llama
These sure-footed herbivores are used as pack animals in some mountainous regions. They are about 4½ feet high at the shoulder and weigh about 300 pounds. They spit like camels when annoyed (50% chance, blinds for 1d3 rounds), and are prone to bite. They generally refuse loads over 50 pounds.

Ram, Giant
These are giant sheep found only in hilly or mountainous regions. They have animal intelligence and are large, standing about 6 feet at the shoulder. A flock will consist of a ram, four ewes, and the balance will be lambs. All full-grown specimens will conform to the statistics. Males that charge to attack will deliver a butt of double damage. They are not normally aggressive, but if they believe the flock is threatened, they will defend it to the death.

Rhinoceros
These are aggressive herbivores, found in tropical savannahs. They are large and of animal intelligence. A few types are less aggressive and will run away if they feel threatened, but most will charge. A rhinoceros that fails a morale check will charge 50% of the time. Rhinoceros have poor eyesight, but good hearing and smell. If more than half the possible number are encountered, 1 or 2 will be young.

A charging rhino inflicts double damage. It will also trample any creature low enough for this action, attacking twice with its forefeet and inflicting 2d4 points of damage with each successful hit.

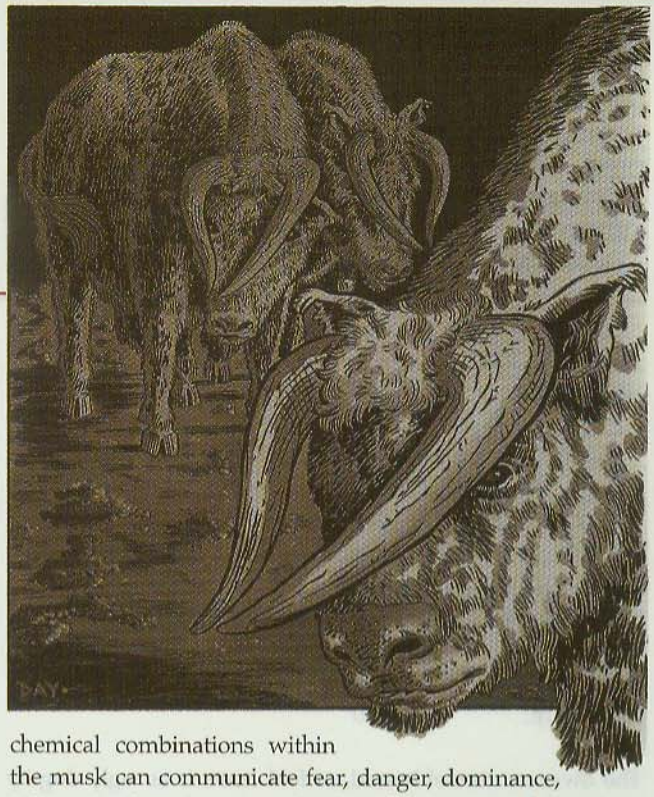
Stag, wild
Stags are herbivores found in temperate forests and meadowlands. They are the aggressive males of a herd that numbers 4 to 8 times the number of stags encountered. They are large creatures of animal intelligence. The stags will defend the herd against all but the most fearsome opponents, attacking with their branching horns or lashing out with their sharp forehooves.

Giant Stag
These are simply exceptionally large stags. A typical giant stag is 7 feet tall at the shoulder and weighs over 1,500 pounds.

Mammal, Herd, Guttar (Dwarven Ox)

CLIMATE/TERRAIN:	Any dwarven inhabited
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Variable
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	20–60
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10
SPECIAL ATTACKS:	Charge or stampede
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long, 5' high at shoulder)
MORALE:	Average (10)
XP VALUE:	175



Dwarven oxen are bred to live in the underground tunnels or halls that the dwarves call home. Their dwarven name means "thunder" because of the rumbling echoes the herds make as they move through the dwarven tunnels. They have short, coarse hair and large, rugged bodies. Both males and females have horns that curve forward over their noses and come together in the front, a formation bred into them to avoid snagging the horns on narrow tunnel walls.

Combat: In melee, the dwarven ox slashes or butts with its horns, causing 1–10 points of damage. If charging from a distance of at least 40 feet, it can cause 2–12 points of impaling damage plus 1–6 points of trampling damage. If a large herd of oxen are frightened, they might stampede, and woe betide whoever stands in their way. Anyone unable to avoid the stampede is hit by the first ox as in a charge (2–16 + 1–4 points of damage), and then trampled by 2–8 of the rest of the herd, causing 1–6 points of damage each. A well-known battle tactic of dwarves is to stampede a herd of oxen through a tunnel full of orcs or goblins, then saunter in to clean up whatever remains, which usually isn't much.

Habitat/Society: Dwarven oxen have been bred to live in the subterranean halls and tunnels of their dwarven masters. They shy away from bright sunlight and do not willingly venture outside into broad daylight, although light from a torch or fire does not bother them at all. Their eyesight is limited to a weak form of infravision (30 feet), and they rely mostly on their keen sense of smell to find their food.

Their sense of smell is also important in communication within the herd. Because echoes in the dwarven tunnels can be deceiving, the dwarven ox uses a musk to relay emotional states rather than vocalization. Depending on the situation, different chemical combinations within the musk can communicate fear, danger, dominance, calm, or a desire to mate. Dwarves have learned how to use extracted versions of this musk to help control their herds.

Dwarven oxen graze on subterranean fungi and plant life, even those usually hazardous to other animals, and are immune to most of their attacks. There is a 95% chance that any special attack by a subterranean fungus or plant has no effect on a dwarven ox, which then happily munches it up.

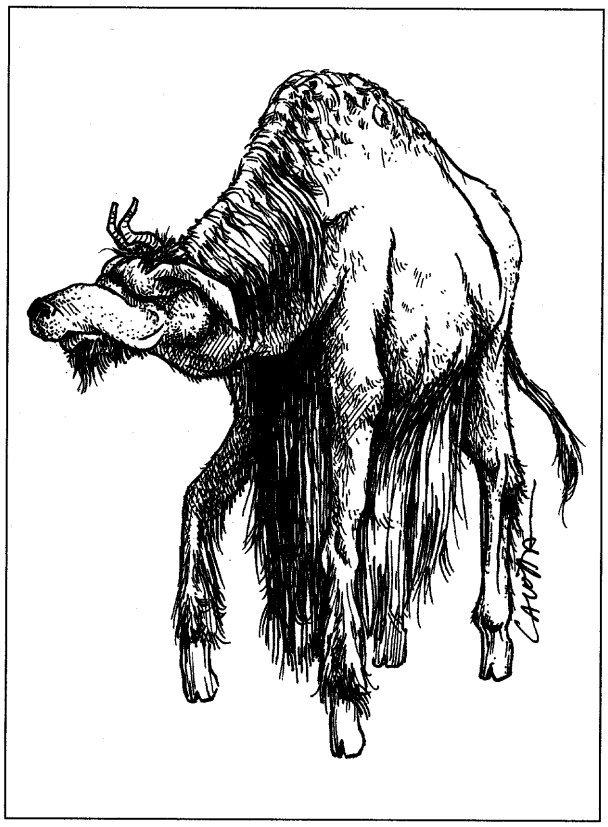
Herd size varies depending on available grazing. Herds can be as small as ten animals, whereas some of the larger dwarven halls boast herds numbering hundreds. Conflicts over grazing rights have even started wars between neighboring dwarven settlements. Some non-dwarven villages have awakened to find their hills stripped bare of fodder.

Ecology: Dwarven oxen provide dwarves with meat and milk. Their coarse hair can be used to make rope or rough cloth, and their hide makes a tough leather, good for metal-working aprons, gloves, or leather armor. Delicate carvings are often made from the horn of the dwarven ox and given as tokens of love or friendship. Ox horn is also a popular choice of materials for use as hilts for forged weapons and is commonly found in dwarven smithies. The manure of the dwarven ox is also dried and used as fuel for forges or hearth fires. The dwarves believe strongly in using every part of the ox. Even the hooves are boiled for glue or used as chew toys for tunnel hound pups.

Dwarven oxen are also used as beasts of burden, carrying supplies, pulling mining carts, or turning the gears for some large contraption like a mill or mining lift. Sometimes they are even used as mounts by more eccentric dwarves like battleragers, though they are too stupid to serve as war mounts. However, just the sight of a battlerager mounted on a dwarven ox has sent units of goblins fleeing for their lives.

Krotter

CLIMATE/TERRAIN: Ice Spires, arctic
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Animal (1)
TREASURE: None
ALIGNMENT: Neutral
NO. APPEARING: 4d10
ARMOR CLASS: 3
MOVEMENT 6
HIT DICE: 4
THAC0: 17
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1d4/1d4/1-3
SPECIAL ATTACKS: Stampede
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Nil
SIZE: L (6′ at shoulder)
MORALE: Average (10)
XI′ VALUE: 80



Krotter are heavy, well muscled herd animals resembling large yaks. They sport thick, stringy fur that hangs down off their bodies so far that it nearly touches the ground. Atop their heads are two small, jagged antlers (useless in combat), their hooves are cloven and smaller than one might expect, and their backs are sharply humped. Krotter's eyes are thin and tucked within several layers of fat to protect them from the snow glare and the blowing debris during snowstorms.

Most krotter are a dirty ivory color, though some are brown, black, even dull red. Whenever their herds pass an obviously living creature they all emit a characteristic high pitched whine in series (each krotter whining as it spots the creature) as a warning. Other than these few outbursts, the creatures are generally totally silent save for the occasional grunt or snort.

Combat: Although their bodies are adapted to blistering arctic temperatures and therefore armored in thick hide and fat, krotter are poorly adapted to combat. If threatened the beasts can do little more than kick at their foes with their powerful forelimbs and attempt an occasional bite with their strong, pulling jaws. Given enough space, a krotter might charge an opponent, increasing its movement rate to 12 and doubling its kick damage, but the beasts' incredible bulk makes it impossible for them to perform this manuever more than once.

Although krotter are not particularly intelligent, they do have a sort of strange instinct that protects them against the kinds of attacks commonly employed against them by the predators who try to trap or kill them. Pack hunting tactics, snare and lure techniques, and common

herding tactics typically fail to snare them.

The one real danger krotter pose lies in their thundering stampedes. Any time one of the beasts suffers damage in combat, there is a 25% chance of triggering a stampede. During such these mad rushes, the creatures instinctively herd together and thunder in the general direction of their nearest adversary. Unless the target can outrun the herd (the krotter's movement jumps to 15 during a stampede), it is automatically hit and truck for 2d10 points of damage (successful save vs. breath weapon cuts damage in half), provided the herd consists of 12 or more animals. Smaller herds inflict only 1d12 points of damage. After a stampeding herd runs roughshod over its target, it generally keeps running until it reaches safety, never turning around to attack again.

Habitat/Society: Although they are remarkably stupid beasts in almost all other respects, krotter have the aforementioned abilities to warn each other in times of potential crisis and avoid common traps.

Krotter survive by locating the scant vegetation capable of surviving in the arctic environment. In fact, travelers who find themselves lost amidst snow storms often follow any stray krotter they stumble across, knowing the beasts will eventually lead them back to a landmark.

Unlike other forms of cattle, krotter do not battle for dominance amongst themselves. In fact, at times, the creatures are remarkably cooperative. At night, they sleep standing up in tight clusters to conserve body warmth and provide additional protection.

Krotter reproduce and grow and an almost incredible rate. Nearly every cow in a typical herd gives birth to single calf almost every year, and these calfs grow to almost half their final size by the end of that year — yet another adaptation necessary for survival in harsh arctic environments.

Ecology: Although the taste of their flesh is perhaps below human standards (though many humans eat it), krotter are herded and tendered by a wide variety of artic cultures, among them almost all of the various Jotunbrud tribes of the Ice Spires. In fact, the large krotter herds that roam through the valley between the Ice Spires are so important to the various giant settlements in the region that the giant population tends to vary in perfect proportion with that of the krotter. Any disease or other calamity that runs through the herds is ultimately reflected in dead giants back at the steadings.

Most of the races that tend krotter herds also craft parkas, tents, and other cold weather gear from their thick hides. Similarly, krotter fat makes an ideal fuel for lamps and campfires.

Minimal	HD	THAC0	No. of Attacks	Damage/ Attack	XP Value	Notes
Ape, Gorilla	1	19	3	1/1/1-2	15	No rending
Ape, Carn.	1+2	18	3	1/1/1+3	35	Rending for 1-2
Baboon	1/4	20	1	1	7	—
Badger	1/4+1	20	1	1-2	7	—
Bear, Black	1-1	20	3	1/1/1-2	15	No hug
Bear, Brown	1+3	18	3	1-2/1-2/1-2	35	Hug 1-3
Bear, Cave	2+2	16	3	1-2/1-2/1-3	65	Hug 2-5
Boar, Wild	1-1	20	1	1-4	15	—
Boar, Warthog	1-1	20	2	1-2/1-2	15	—
Buffalo	1+2	18	2	1-2/1-2	35	—
Bull	1	19	2	1-2/1-2	15	—
Camel, Wild	1-1	20	1	1	15	—
Dog, War	1/2+1	20	1	1-2	7	—
Dog, Wild	1/4	20	1	1	7	—
Elephant, African	2+4	16	5	1-4/1-4/1-3 1-2/1-2	65	—
Elephant, Asian	2+6	16	5	2-5/2-5/1-4 1-3/1-3	65	—
Hippopotamus	1+2	18	1	1-4 or 3-6	35	—
Horse, wild	1/2+1	20	1	1	7	—
Hyena	1-1	20	1	1-2	15	—
Jaguar	1	19	3	1/1/1-2	15	Surprised only on 1; rear claws 1/1
Leopard	1	19	3	1/1/1-2	15	Surprised only on 1; rear claws 1/1
Lion	1+3	18	3	1/1/1-3	35	Surprised only on 1; rear claws 1/1
Lion, mountain	1-1	20	3	1/1/1-2	15	Surprised only on 1; rear claws 1/1
Lynx	1/4	20	1	1	7	Surprised only on 1
Mammoth	3+4	16	5	3-6/3-6/2-5 1-3/1-3	120	—
Rhinoceros	2+1	16	1	1-2 or 1-4	65	Charge 2-4 or 2-8
Stag	1-1	20	1 or 2	1-2 or 1/1	15	—
Tiger	2+1	16	3	1-2/1-2/1-3	65	Surprised only on 1; rear claws 1-2/1-2
Wolf	1/2	20	1	1-2	7	—

FREQUENCY:	Very rare
ALIGNMENT:	Neutral (chaotic)
NO. APPEARING:	As full size but 50% likely for twice the number rolled
ARMOR CLASS:	As full size +2 (worse)
MOVEMENT:	2/3 of full size (round up)
NO. OF ATTACKS:	As full size or fewer (see below)
SPECIAL ATTACKS:	+1 to surprise for carnivores
SPECIAL DEFENSES:	-1 to attacker's surprise
MAGIC RESISTANCE:	+2 to most saves; +4 vs. charm effects; no bonus vs. poison, death
MORALE:	Unreliable to Average (2-10)

Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits as their full-sized relatives, although most are not as dangerous.

Combat: Minimals fight in the same manner as the normal breeds. Some of the carnivores are even more aggressive.

Habitat/Society: Minimals (the popular contraction for "small animals") were created by means of spells similar to those used to create giant reptiles, insects, and the like. Minimals tend to be found only in isolated or enclosed regions. There they are 80% likely to be the only types of mammals around. They seldom exist in areas with large carnivores, since they would be quickly wiped out.

Any type of minimal is 50% likely to be found with greater frequency than that given for normal-sized species. Their smaller size decreases their Armor Class by 2 and the movement rate by 1/3 (rounded up). The species listed above are the most commonly known. Other minimals probably exist in other isolated areas.

Minimals are sometimes found with small humanoids (brownies, pixies, etc.). This is more likely if the locale is isolated.

Minimals that can be domesticated are valued by short humanoids, such as halflings, as pets of this size are easier for them to control.

Ecology: Minimals are the result of deliberate tampering with nature by magical means. Aside from their smaller size, they have the same characteristics and needs as their normal-sized kin. Unlike most enlarged monsters, the diminutive minimals have increased usefulness and survivability since they require less food and territory. Minimal hides and skins are worth 2/3 that of the normal-sized species.

Mammal	HD	AC	No. App.	No. of Attacks	Damage/ Attack	Mv	XP Value	Notes
Beaver	1-4 hp	9	10-40	1	1	4,Sw 12	7	
Chipmunk	1 hp	7	1-6	1	1	12, Br 1	0	
Ermine	1	6	1-2	1	1	15	15	
Ferret	1	6	1-2	1	1	15	15	
Fox	1	7	1-2	1	1-3	15	15	
Gopher	1-3 hp	8	1-20	1	1	12,Br 2	7	
Hedgehog	1-2 hp	8	1-2	nil	nil	4	7	
Mink	1	6	1-2	1	1	15, Br 1	15	
Mole	1 hp	10	1	nil	nil	1, Br 1/2	0	
Monkey	1+1	8	1-50	1	1	9	35	
Mouse	1 hp	7	1-100	nil	nil	15, Br 1/2	0	
Muskrat	1-3 hp	10	1-2	1	1	4	7	
Opossum	1-3 hp	10	1-8	1	1	4	7	
Otter	1-1	5	1-4	1	1-2	12, Sw 18	7	
Otter (sea)	1+1	5	1-4	1	1-3	12, Sw 18	35	
Otter (giant)	5	5	2-5	1	3-18	9, Sw 18	175	
Pig (domestic)	2	10	1-20	1	1-4	12	35	
Pig (wild)	2	9	1-8	1	1-4	12	35	
Rabbit	1-3 hp	6	1-12	1	1	18	7	
Raccoon	1-6 hp	9	1-4	1	1-2	5	7	
Squirrel	1 hp	8	1-6	1	1	12	0	
(Flying)	1 hp	8	7	1	1	12, Fl 15 (E)	0	Gliding
(Giant black)	1+1	6	1-12	1	1+3	12	35	
Woodchuck	1-6 hp	9	1-2	1	1	5, Br 2	7	

CLIMATE/TERRAIN: Various
FREQUENCY: Common
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
MAGIC RESISTANCE: Nil
MORALE: Unreliable to Average (2-9)

Most small mammals are harmless to humans. Some have useful traits or abilities. Most animals have only rudimentary languages that humanoids cannot use except with the aid of magical spells. All have THAC0 20, except where noted below.

Beavers quickly chew trees and construct homes in ponds. Adult pelts are worth two gp.

House cats are small, domesticated breeds.

Chipmunks have excellent hearing and eyesight.

Ermines are related to weasels. The white, spotted pelt is worth four gp.

Ferrets are related to weasels. If captured as cubs or raised domestically, ferrets may be trained to perform simple tricks, retrieve objects, or hunt small burrowing game.

Foxes have superb vision, hearing, and noses. Their pelts are worth three to five gp.

Gophers live in large colonies burrowed into the soil of the plains. They have acute senses of hearing and smell. For each gopher encountered, another 1d10 are hiding in the burrows nearby.

Hedgehogs are covered with sharp but harmless quills.

Moles have an excellent ability to detect tastes and vibrations, but very poor vision.

Monkey refers to a variety of small, non-hostile species (rhesus, spider, tamarind, lemurs, and others). THAC0 19.

Mice infest virtually any human structure.

Minks are related to weasels. The pelt is worth three gp.

Muskrats have a moderately valuable pelt worth five sp.

Opossum are woodland marsupials with good hearing.

Otters are fast runners (12) and swimmers (18). They are friendly and only attack if cornered or if their young are threatened. Pelts are worth two to three gp. Giant otters are identical except for their size (10'-15' long). Pelts are worth 1,000-4,000 gp. THAC0 19 (sea and giant otters).

Pigs may bite or attempt to stun, then crush a victim by butting. Domestic pigs are normally harmless unless angered or magically controlled. Wild pigs are domestic pigs that have escaped to the wild. They are smaller (2 feet long) and nonaggressive unless provoked. THAC0 19.

Rabbits are difficult to surprise or catch due to their sensitive eyesight, hearing, nose, and natural paranoia.

Raccoons only attack if cornered or rabid (10% chance). The pelts are worth one gp.

Squirrels have good vision and hearing.

Flying Squirrels have furry membranes that enable them to glide five feet for each one foot they drop.

Giant black squirrels are 2-foot-long residents of evil-dominated forests. They steal loose, small valuables (rings, gems, vials) to decorate their nests. THAC0 19.

Woodchucks are capable of quickly gnawing through trees or wood. The pelts are worth 1 gp.

	Chimpanzee	Hippo	Giant Hippo	Pygmy Hippo
CLIMATE/TERRAIN:	Jungle	Tropical rivers	Tropical rivers	Tropical rivers
FREQUENCY:	Uncommon	Common	Rare	Rare
ORGANIZATION:	Troop	Herd	Herd	Solitary
ACTIVITY CYCLE:	Day	Any	Any	Any
DIET:	Omnivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Low	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	5–20	1–100	1–20	1–4
ARMOR CLASS:	7	6	6	6
MOVEMENT:	12, Climb 9	9, Swim 12	9, Swim 12	9, Swim 12
HIT DICE:	2	8	10+5	4
THAC0:	19	13	11	17
NO. OF ATTACKS:	3	1	1	1
DAMAGE/ATTACK:	1–2/1–2/1–4	3–18	6–24	1–8
SPECIAL ATTACKS:	Nil	Charge	Charge	Charge
SPECIAL DEFENSES:	Nil	Nil	Ni	Ni
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
MORALE:	Unsteady (5–7)	Steady (11–12)	Steady (11–12)	Poor (6–7)
XP VALUE:	65	975	1,600	175

Chimpanzee: These are small apes that live in troops dominated by the largest male (15–16 hp). They look comical, but adults are irritable and aggressive. Chimps have tan or brown skin, black hair, and long canine teeth; they eat meat as well as plants. They are mature at eight years, and can live up to 40 years. The largest males reach 5′ tall and weigh 175 lbs.

Chimps fight with their hands and teeth, but usually flee from danger into the trees. They will not attack large groups of humans. However, lone humans are fair game.

Chimpanzees live in tight troops within a distinct territory. Where two territories overlap, the troops may fight over the disputed ground. Intruders are greeted with a "smile" that exposes the canines. This is a warning, not a friendly gesture.

Chimps eat fruit, insects, small game, bushpigs, and eggs. Large predators will kill straggling chimps, but most avoid facing the whole troop. Humans sometimes capture young chimps as pets. Playful and docile when young, adult chimps become dangerous and aggressive.

Hippopotamus: These huge pachyderms have wide jaws, tusks, and short tails. They are common on the rivers of the Dark Continent and spend much of their time in the water. They are irritable and unpredictable. They are infamous for coming up under boats on rivers, capsizing them and attacking the swimmers. Coming between a hippo and water prompts an immediate attack.

Hippos use their powerful jaws in combat. Males cause 3–18 hp damage, females 2–12 due to their smaller tusks. If able to charge at least 50′, the four-ton body knocks prone any man-sized opponent, who is then trampled for 2–11 hp damage for each front foot that hits.

Hippos live in loose herds that meander along the rivers. One may encounter one hippo one day, and dozens the next. Intruders prompt the hippos to yawn, exposing their tusks. This is an aggressive warning, not sleepiness. Hippos must roll in mud or water daily, as their skins dry out quickly.

Hippos eat large amounts of grass and water plants. Their actions and wastes are important in maintaining the ecology of the rivers. Adults are usually safe from predators, but young fall prey to crocodiles and lions. Humans hunt hippos for their hides (10–40 gp) and tusks (20–120 gp each).



Giant Hippopotamus: Sometimes called behemoths by northerners, these are a prehistoric relative of the common hippo. They look and live much like their smaller kin. Males cause 6–24 hp damage, females 4–16. Their trampling damage is 3–18 per foot. Their hides (20–50 gp) and tusks (40–240 gp each). Giant hippos live only in isolated lakes and rivers.

Pygmy Hippopotamus: These are smaller versions of the common hippo, but still reach 600 lbs. They are shy and solitary animals, rarely found in large groups. Males cause 1–8 hp damage, females 1–6 hp damage. Humans do not value their hides or tusks.

Climate/Terrain:	Wizards' laboratories
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Water and soil nutrients
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	12
Hit Dice:	1–4 hp
THAC0:	Nil
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Shriek
Special Defenses:	Melding, hide in shadows
Magic Resistance:	Nil
Size:	T (10" tall)
Morale:	Unsteady (6)
XP Value:	120

The manikin, a tiny humanoid with gray or brown rubbery skin, smells of freshly turned earth. It does not speak or write.

The creature comes from a rare plant called a mandragora. The plant's 10-inch-long root has a gnarled humanoid shape, with a few leaves growing at the top. Wizards familiar with the mandragora (such as those with the herbalism proficiency) can use arcane methods to turn the root into a manikin.

Combat: The manikin cannot fight effectively, so it avoids combat. The creature seems quite fast for its size. In addition, it can meld into wood and move within it at a rate of 10 feet per round. It also can meld with stone, though it moves through it at only 5 feet per round. In addition, the manikin can hide in shadows with a 65% chance of success.

The manikin wreaks vengeance on any who would slay it, emitting a horrible shriek when it dies. The individual who killed it must make a successful saving throw vs. death or fall dead, as if affected by a lethal poison.

When a manikin dies, its creator permanently loses a number of hit points equal to the creature's. A manikin expires instantly when its creator dies.

Habitat/Society: A wizard can enchant as many manikins as he wants, as long as he can find enough mandragora roots.

The manikin's creator can read the little creature's mind as clearly as if it were a book. The wizard mentally controls the manikin and often uses it as an assistant when working in his laboratory. When the wizard is performing a complex experiment, the creature automatically senses its master's needs and performs the necessary task, such as fetching tools or handling poisonous substances. Using manikins as help when making potions or other magical items increases the success chances by 3% per manikin used, to a maximum of 12%.

A wizard must designate a specific point of his laboratory as the manikin's spiritual tether (any unmovable item will suffice). This location can never change, and the manikin must remain within 100 feet of this point until either it or its creator dies. Often, the manikin's tether point is a large pot holding soil.

The manikin must spend at least an hour each day in soil, absorbing the nutrients and water it needs for survival. A manikin denied soil and water loses 1 hit point per day until it dies, at which time it releases its shriek to affect whoever prevented it from gaining the substances required for life.

Ecology: The manikin has no real effect on the environment, except as it helps its creator. A manikin's body can be used in the same ways as a mandragora root (see below).

Mandragora Root

The rare mandragora roots grow only in temperate forests; one mandragora almost never grows within 20 miles of another. A successful herbalism proficiency check allows a person to recognize signs and determine if a mandragora root grows in a given forest (or section of a large forest). Finding the root requires hours of searching. Provided mandragora root grows in the area, a person with the herbalism nonweapon proficiency has a 1-in-10 chance each hour of finding the root; someone without herbalism has a 1-in-20 chance each hour of locating it.

The mandragora root feels warm to the touch and sometimes twitches slightly. However, the root cannot travel by itself and has no combat abilities. Like the manikin, though, the mandragora has a spectacular defense: If pulled up, the root oozes a bloodlike sap and shrieks horribly. The creature uprooting it must make a successful saving throw vs. death or die in agony as the plant shrieks. Looping a rope around the plant and pulling it out does not spare one from the dire effects, nor does deafness. It seems as if the plant wants to avenge its death, and no defensive measure can stop it.

Mandragora continues to be harvested, nonetheless. Evil wizards have been known to tie the plant to a dog or other small animal; the animal dies in the process of uprooting it, but the wizard can then safely pick up the root. Most wizards find the *unseen servant* spell useful in harvesting this plant.

Eating raw mandragora root necessitates a saving throw vs. poison. Success means the taster falls ill for 1d6 hours and lies helpless with stomach spasms; failure results in death.

Knowledgeable alchemists can treat the mandragora root to produce various compounds, such as poisons, soporifics, anesthetics, aphrodisiacs, or medications that improve fertility. The root is also a major component of *philters of love* and *potions of invulnerability, heroism, treasure finding,* and *plant control.* Only one compound or potion can derive from each individual root. To create a manikin, a wizard enchants the mandragora root with a *monster summoning I* spell, followed by *permanency.*



CLIMATE/TERRAIN:	Temperate forest and steppe
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Dusk
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	P (Y x2, W)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	9, FL 18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 and by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5')
MORALE:	Unsteady (5-7)
XP VALUE:	65



The manni, also known as kara or "black ones," are a pestiferous and evil race that haunt the bleak and wasted corners of the steppe. They are fond of decay and death and are often found near grave mounds and in ruins.

The manni looks like a humanoid, long-beaked crow or raven. It stands on two bandy bird legs. The body is completely covered by black feathers, hence its nickname. It has long wings instead of arms. The feathers hide three long fingers that allow the manni to grasp and use items. It does not speak any human tongue, but communicates in a series of clacks and whistles.

Combat: The manni is a furtive and cowardly creature, preferring to avoid combat when possible. However, since it must eat and it cannot always rely on the kills of others, the manni is sometimes forced to fight. When it must make a kill, the manni prefers to attack from ambush at times when it is certain to win uninjured. To this end, it will build snares along game trails, lurk on the edges of encampments, and attack with an entire flock, overwhelming by sheer numbers.

In combat, the manni fights with its sharp beak and a weapon. Most often this is a spear, the easiest item for the manni to use with its awkward wings. In some cases a club is favored. Swords are not used by the bird men, as these are too difficult for the creatures to manage.

In addition to its beak and weapons, the manni can also use its wings to buffet an opponent. Generally, this is a tactic of last resort, since it requires the creature to get very close to the enemy and places it at risk of being grappled. Buffeting causes little damage, only 1-2 points, but can disorient and confuse an opponent long enough for the manni to fly away. Creatures buffeted must make a saving throw vs. spells or be stunned for one round.

Habitat/Society: The manni are a fairly loathsome and disgusting race of creatures. Not noble, brave, or trustworthy, they live as scavengers on the steppe.

The manni form together in flocks of 10-30 individuals. Of these no more than one-fourth are males. The remainder are females and young. In combat there is no difference between the males and females, and the young are too helpless to fight. Any hatchling old enough to bear weapons is treated as an adult.

The flock lives in a poor imitation of a village. It is usually located in a sheltered stand of woods or hollow. Here the manni make their nests, simple domed huts of woven grass and branches. These are carefully camouflaged with branches, moss, grass, and dead leaves. The huts are not particularly weatherproof, but they do provide some protection from the elements.

As scavengers, manni are far from the cleanest of creatures. Their villages are rank with decay and pollution. In times of famine, the manni dig up burial mounds, tear apart wind burials, and have even been known to eat their own dead.

The manni have no liking for humans. They fear the "wingless ones," and because they fear, they hate the humans. The humans care no more for the manni, either, and nomads usually attempt to kill them on sight.

The manni speak their own tongue and no other. Although they can learn to understand human languages, it is impossible for their beaks to speak human words.

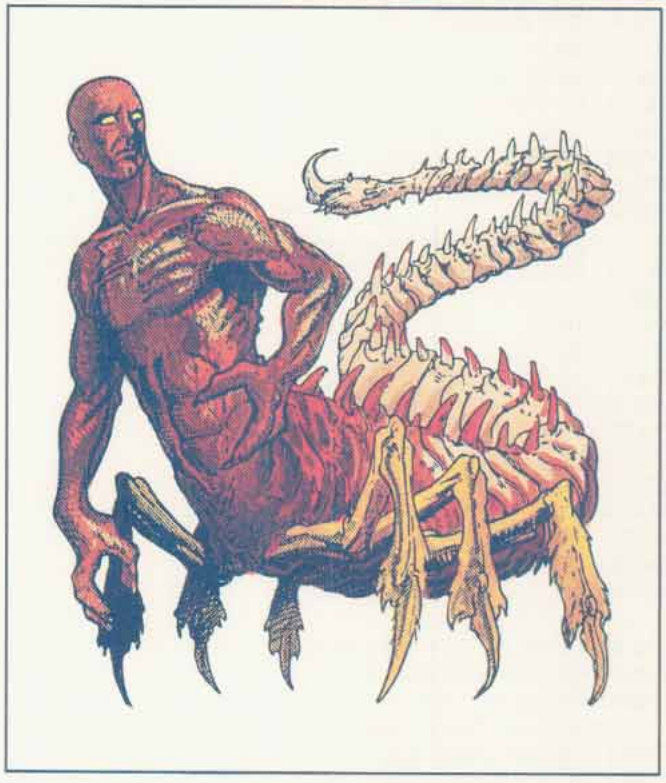
Ecology: As scavengers, the manni fill a clear-cut niche in the ecology of the plains. Their own weaknesses, cruelties, and cowardice keep them from dominant roles in the land and so they have been surpassed by others.

Manni feathers are used for decorations by some of the nomadic tribes. Merchants have also been known to buy the feathers for sale in exotic markets.

Manscorpion

CLIMATE/TERRAIN:	Tropical or subtropical desert or caves
FREQUENCY:	Rare
ORGANIZATION:	Squad, swarm, and city
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to genius (5-18)
TREASURE:	J, K, M, Q (F, Ux10)
ALIGNMENT:	Neutral evil

NO. APPEARING:	8 or more
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8-12
THAC0:	8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/1-4 (claw/claw/tail), or by weapon and 2-5/1-4
SPECIAL ATTACKS:	Poison, possible spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	L (6' tall, 4' long plus 10' tail)
MORALE:	Champion to fanatic (15-18)
XP VALUE:	4,000
9 HD squad leader: 5,000	11 HD noble: 7,000
9 HD squad spellcaster: 6,000	11 HD sorcerer: 9,000
10 HD swarm leader: 6,000	12 HD king or queen: 8,000
10 HD swarm spellcaster: 8,000	12 HD high cleric: 10,000



These horrors, sometimes called *tlincallis*, are part human and part scorpion. A manscorpion has a dark-skinned human torso, its abdomen is protected by bony plates, and its ribs and backbone protrude from the body. Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes which have no pupils.

The creature's torso sits atop a 4-foot-long, bony-plated, arachnoid body which is supported by six legs. Bony plate completely covers the strong legs. The protruding spine continues along the abdomen and forms a tail 10 feet long. The lower body, legs, and tail are usually sand-colored, and blend easily with the desert. Observers rarely see anything but the muscular human torso until the manscorpions are close.

The origins of these creatures is thought to lie in an ancient curse placed on evil humans. They speak their own language, and 20% also speak some locally spoken tongue.

Combat: Most manscorpions have low to average intelligence; they patrol their territory in squads of six warriors. A squad leader and a spellcaster, each with 9 HD and greater intelligence, are also present. The spellcaster has the abilities of a 4th-level cleric or mage. Fully 50% of them carry obsidian-studded clubs (treat as a battle axe) and bolas or javelins. The rest use only their natural weapons.

When directed by the squad leader, manscorpions attack in an organized manner. They use long-range attacks before closing for melee. In close combat, they attack with weapon, claw, and tail, or with tail and two claws. The tail can strike anywhere nearby, including in front of the creature. When not being used for attack, the tail sweeps the area behind the manscorpion, checking for obstacles and assailants. Anyone struck by the tail's spur must make a successful saving throw vs. poison or die in 2d4 rounds. Victims suffer weakness for one round (−2 attack penalty), start to shake in the next round (−3 attack penalty and no Dexterity bonus to AC), then convulse (AC 10 and no attacks possible) until they die.

Common manscorpions lose organization and their morale is reduced without a leader. When morale is reduced to 1 or 2 hit points, common manscorpions go into a stinging frenzy, making two tail attacks per round, but no other attacks.

Patrols are more common near the manscorpion lair, which is guarded by a swarm consisting of three squads. A swarm leader and a spellcaster, each with 10 Hit Dice, accompany a swarm. The spellcaster is the equivalent of a 7th-level priest or wizard. These leaders stay out of combat, directing the action and casting spells. Swarms are sent on patrol in times of trouble.

For every two swarms, there is a noble and a sorcerer. They stay near the lair unless an army of manscorpions is marching, then they will lead two swarms. These leaders have 11 HD, and sorcerers cast spells at 9th-level ability.

Finally, every lair has a king or queen, or both, with 12 Hit Dice. A high cleric, also with 12 HD, aids these rulers with the abilities of an 11th-level priest. They always remain in the lair and will only fight if directly threatened.

Habitat/Society: Manscorpions live under the desert sands in burrows connected by tunnels, all situated above underground cities of 40-400 individuals. These often mirror great human cities, with pits instead of buildings, and great chasms like inverted pyramids.

Manscorpions often hold humans and dwarves as slaves, using them to mine and create weaponry. A manscorpion's fingers are not very dexterous, but they are fine sculptors with hammer and chisel, and many sculptures decorate their cities.

Ecology: Manscorpions eat practically any meat, including carrion. No normal creatures prey on them.

Manscorpion, Greyhawk

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to average
TREASURE:	J, K, M (x2), V
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-12
ARMOR CLASS:	1
MOVEMENT:.	24
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Weapon/1-10 + poison
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15-16)
XP VALUE:	1,400



Manscorpions are a horrific race created by an ancient curse. The scourge of the Bright Desert, mans-corpions possess a deep hatred of other living things, and attempt to slay anyone they encounter. They fight constantly with the human and centaur nomads of the desert, and are a major thorn in the side of Rary the Traitor's soldiers.

Combat: Manscorpions are terrifying in combat, attacking their enemies while voicing horrific shrieks and corrupt remnants of their ancient language. They attack with one weapon, often a polearm such as a glaive or halberd, and with their poison sting. Victims of the sting must successfully save vs. poison (type F) or die the next round. As with normal scorpions, manscorpions reduced to I or 2 hit points go into a stinging frenzy, stinging everything in range, and gaining two sting attacks per round in addition to their normal weapon attack.

Habitat/Society: The degenerate descendants of the ancient people of Sulm, manscorpions live in loose bands of 1-12, roaming the desert, searching for food, attacking any living thing they encounter. Manscor-pion bands have no leaders. Theirs is an "every monster for itself" society, in which the strong survive and the weak are eaten (manscorpions are not above cannibalism).

Bands of manscorpions often take shelter in ruins or oases. These locations are treated with special caution by wary desert nomads.

Ecology: The effect of manscorpions on the environment has only been negative. Many other species have been wiped out by their depredations, and the human tribes of the region have been severely depleted. The only real positive function that the manscorpions serve is as scavengers, a niche already adequately filled by raptors such as the vulture.

Manscorpion, Nimmurian

CLIMATE/TERRAIN:	Tropical or subtropical deserts or caves
FREQUENCY:	Rare
ORGANIZATION:	Squad or city
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	J, K, M, Q, (F, Ux10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	8 or more
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6-12
THAC0:	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	3 (claw/claw/tail)
DAMAGE/ATTACK:	1d4+1/1d4+1/1d4 (or by weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall, 4' long plus 10' tail)
MORALE:	Champion to Fanatic (15-18)
XP VALUE:	6 HD: 975 (1,400 w/Legacy) 7 HD: 1,400 (2,000 w/Legacy) 8 HD: 2,000 (3,000 w/Legacy) +1,000/additional HD



These part-human, part-scorpion creatures are sophisticated and civilized, while still cruel and self-serving. Welcomed by the original Nimmurians (winged minotaurs called enduks), the manscorpions betrayed their trust, drove them out, and assumed their cultural identity.

A manscorpion has a human torso and a bony-plated arachnoid body with eight legs and a long tail tipped with a wicked stinger. Its hands have two thick fingers and a thumb. Originally dark-skinned and hairless, the Nimmurian manscorpions were cursed by Idu (an Immortal) to burn in sunlight. Due to a long sojourn underground, they have become translucent, making their internal organs visible. They cover their bodies with make-up, both to cover the awful sight and to protect them from the sun's rays. When outside, all manscorpions wear masks with terrible grimaces. These cover their faces and provide protective dark lenses for their sensitive eyes.

The Red Curse: Any manscorpions who wander into the cursed lands are susceptible to the Red Curse. They acquire Legacies and require *cinnabryl*.

Combat: A manscorpion claws at opponents in front and swings its tail, striking on any side. The poison of a 6-8 HD manscorpion causes those who fail their saving throws vs. poison to fall asleep for 2d8 rounds. Poison from a 9-10 HD manscorpion causes 3d8 points of damage on a failed saving throw vs. poison. Poison from an 11 HD or greater manscorpion is deadly, instantly killing any victim that fails a saving throw vs. poison with a -2 penalty.

Manscorpions have 60-foot infravision. Also, if a manscorpion wears armor of AC 7 or worse, its AC is improved by only 1 point. Manscorpions cannot swim; water dissolves their protective make-up in 1d4 rounds.

If caught in direct sunlight without make-up, a manscorpion suffers 1d6+2 points of damage per round until pulled underground or make-up is completely applied; its Dexterity and Morale also drop to 3, it moves at half speed, and it automatically loses initiative. After one turn of continuous exposure, it bursts into flames and dies. Reflected sunlight (moonlight or mirror reflections) inflicts 1d3 points of damage to any manscorpion not wearing make-up; Dexterity and Morale drop to half normal. A manscorpion with partial make-up (50%-99% of body covered) caught in direct sunlight suffers as if caught in reflected light.

Habitat/Society: Nimmurian manscorpions are organized and efficient. Most manscorpions, even those ostensibly living on the surface, have underground lairs to which they retreat.

Greedy, treacherous, and self-serving, the leaders of the various dominions constantly seek ways to weaken their rivals. They hate all other life and seek to dominate and subjugate other creatures. Enduks are particularly mistreated.

Nimmurian manscorpions have two Immortal patrons: Atzanteotl—the corrupter of civilizations, who seeks to destroy all surface life; and Nin-Hurabi (Nyx)—the lady of darkness, who wants undead to take over the world.

Ecology: Manscorpions eat practically any meat, including carrion. No normal creature preys on them.

CLIMATE/TERRAIN:	Temperate and tropical/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	1, Fl 18 (A)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 and special
SPECIAL ATTACKS:	Sting
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' wide)
MORALE:	Average (8-10)
XP VALUE:	120



Mantari bear a close resemblance to marine rays, and in fact may be related to them. Mantari have flat bodies about 3' long and 4' wide, and are generally black or dark gray in color. A long, whip-like tail tipped with a stinger trails from the ends of their bodies. Two eyes are located at the front of the head and a mouth on the underside of the body.

Combat: Mantari usually prey on giant rats and other vermin found in dungeons and caverns, but they are just as likely to attack larger prey if the opportunity arises. They attack by flying quickly over their victims and slashing with their tails.

Though slow-moving on the ground, these creatures can take off suddenly and reach maximum speed very quickly. Mantari have an innate, magical flight ability. They are very agile fliers and can change direction quite quickly, using their "wings" to maneuver. They usually maintain a flying height at which the tips of their tails can still strike, but the mantari themselves are difficult to hit.

The mantari's tail causes 1-4 points of damage per hit, and stings the victim. Unless the victim makes a successful saving throw vs. poison, he/she loses two points of both Strength and Dexterity at each successful strike, with all combat scores adjusted appropriately. This loss is temporary, and if the victim lives, one point each of Strength and Dexterity will be recovered each turn, up to the victim's original total. If either Strength or Dexterity falls below three, the mantari's prey can no longer move. Once its prey is no longer moving, a mantari will land and begin to feed.

Mantari's mouths are ineffectual in combat, and are used primarily to suck up the remains of their prey. Feeding causes one hit point of damage per round.

Habitat/Society: Mantari enjoy damp, dirty places frequented by vermin. They usually live in dark places with stone floors, where they lie in wait, looking somewhat like a pool of brackish water. They do not make nests or lairs of any kind.

Mantari live in packs and hunt together. The strongest mantari (male or female) leads the pack.

Mantari have a mating season twice a year, during which the males compete in aerial maneuvers and races to impress the females. Generally, 2-5 young are born in the air about six weeks after mating. Young mantari cannot fight effectively, but mature rapidly, reaching adulthood in just under two months. Their parents keep close watch over them, becoming very aggressive towards all intruders.

Ecology: Mantari serve a necessary function in caverns and dungeons, keeping vermin populations under control. Their favorite food seems to be rats, but they also feed on giant insects and spiders, as well as other creatures which happen to wander through their territories. They are great enemies of bats, and are generally unwilling to share their airspace.

Mantari are often hunted by intelligent inhabitants of their caverns or dungeons, not for food, but in self-defense. The flesh of a mantari has a very earthy taste to it, and is somewhat poisonous. Any creature eating the flesh of a mantari must make a successful saving throw vs. poison or become nauseated and incapacitated for 2-5 rounds.

If captured within a week after its birth, a mantari can be trained as a loyal pet. If treated well by a patient and skilled animal trainer for a period of at least a month, a mantari can be taught to attack on command and to guard an area against intrusion by anyone but its master. A young mantari can bring as much as 200 gp on the open market, from someone who wants a loyal guard animal or pest killer.

There has been much speculation about the origins of the mantari. While some sages believe them to be a magically enhanced form of sting ray, others believe them to be closely related to cloakers, trappers, miners, and lurkers above.

Great mantari

Rumors persist of a very large variety of mantari, just as fast and aggressive, but with a wingspan of nearly 10'. These giant mantari are said to be more clumsy in flight (maneuverability class C), but stronger (5+5 HD) and more dangerous (1-6 damage from each tail hit). These flying horrors are said to haunt the deepest portions of the Underdark in great numbers, frequenting the same areas as trappers and their kin.

Manticore

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12, Fl 18 (E)
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-8
SPECIAL ATTACKS:	Tail spikes
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15')
MORALE:	Elite (13-14)
XP VALUE:	975



The manticore is a true monster, with a leonine torso and legs, batlike wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh.

The manticore stands 6 feet tall at the shoulder and measures 15 feet in length. It has a 25-foot wingspan. Each section of the manticore closely resembles the creature it imitates. The leonine torso has a tawny hide, the mane is a lion's brown-black color, and the batlike wings are a dark brown with sparse hair. All manticores have heads that resemble human males; the mane resembles a heavy beard and long hair.

Combat: The manticore first fires a volley of 1-6 tail spikes (180 yard range as a light crossbow). Each spike causes 1-6 points of damage. The manticore can fire four such volleys each day (the spikes regrow quickly). Next, the manticore closes with its prey and attacks with its front claws and sharp teeth. In an outdoor setting, the manticore tries to stay in the air to minimize its chance of being attacked. It is a clumsy flier, however, and cannot use its teeth in the air.

Habitat/Society: Manticores are found in any climate but prefer warm lands to cool ones. This reflects the wide climate range of their favorite food, humans. A manticore's territory may cover 20 or more square miles and includes at least one human settlement. Such territories usually overlap with those of other manticores and other man-eating predators like dragons.

Manticores mate for life. The male remains with the female during gestation and hunts for her. Manticores bear one or two cubs which grow rapidly to adulthood in five years. Cubs are born with 1 Hit Die and gain an additional one each year. In their first year, cubs lack flying ability, but they are still small enough for an adult to grasp in its forelegs. There is a 20% chance a shemanticore's lair holds cubs under one year old. Cubs up to two years inflict one point of damage per front paw and 1-2 points with their bite. Cubs 3-4 years old inflict 1-2, 1-2, and 1-6 points of damage.

Manticore cubs can be caught and trained to assist evil humans. Such training is difficult and dangerous, especially since domesticated adults have an 80% chance of reverting to a wild state. Manticores will not allow themselves to be used as mounts. Wild adults may voluntarily ally themselves with evil humans, provided such allies can provide them with a steady, ample food supply.

Manticores normally eat their prey where they kill it. Males sometimes haul slain prey back to their mates or drag still-living prey to their lairs for the cubs to practice killing.

Manticores collect their victims' valuables for a variety of reasons, including curiosity, emulation of other monsters who collect treasure, the man-scent on the things, or because they know humans value the things and therefore might come looking for them. Their lack of real hands prevents most manticores from using what magical items fall into their possession. However, manticores that have allied with evil humans may possess magical items designed specifically for their use. Examples include magical collars or bracelets that are, in effect, oversized magical rings.

Ecology: Manticores are wide-ranging carnivores that have successfully survived in every region inhabited by humans, whether in the wilderness or underground. They are nightmarish opponents but invaluable allies if conditions are right. A manticore's pelt is a mark of the most powerful hunters and warriors. An intact, cured manticore hide complete with wings is worth 10,000 gp.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (E)
ALIGNMENT:	Black: CE; Blue: LE; Green: LE; Red: CE; White: CE; Brown: NE; Yellow: CE
NO. APPEARING:	1d2
ARMOR CLASS:	Black: 1; Blue: 0; Green: 0; Red: -3; White: 1; Brown: 2; Yellow: 0
MOVEMENT:	12, Fl 18 (E)
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d3/1d3/1d10 (claw/claw/bite)
SPECIAL ATTACKS:	Breath weapon, tail spikes
SPECIAL DEFENSES:	Immune to breath weapon of dragon parent and like attacks (spells, etc.)
MAGIC RESISTANCE:	Nil
SIZE:	H (25 feet long)
MORALE:	Elite (13-14)

XP VALUE:

Black	3,000	White	3,000
Blue	4,000	Brown	3,000
Green	4,000	Yellow	4,000
Red	4,000		

The mantidrake is the offspring of a manticore and an evil dragon. It looks like a scaled manticore, with dragonlike wings and a dragon's head instead of a manlike one. When seen at a distance or by an inexperienced observer, it could well be mistaken for a normal manticore or for a Kara-Tman li lung (earth dragon).

The mantidrake has the same lionlike mane around its head that a manticore has. Its coloration is a blend of the color of its dragon parent and the tan and brown of a normal manticore, with its head, wings, hindquarters, face, and belly scales generally reflecting the dragon parent's coloration and the remainder of the beast being shades of tan and brown, sometimes with stripes or spots of the dragon parent's color.

Wild mantidrakes speak the language of the parent that reared them (usually their mother), with some halting knowledge of the language of their other parent if that parent was involved in their upbringing. Those mantidrakes raised from birth by the Cult of the Dragon normally know common and the language of their dragon parent.

Combat: The mantidrake opens combat (preferably from ambush or from the air) with a volley of 1d6 tail spikes (180-yard range, as a light crossbow): Each of these spikes causes 1d6 points of damage. This attack can be used four times per day, since the spikes regrow quickly. Then the mantidrake closes for melee, using a claw/claw/bite routine.

Its breath weapon is the most potent attack form of all, but the mantidrake generally does not use it unless the need is vital, as it inherited enough sense from its draconic parent to know when not to waste its effects. Damage done by the mantidrake's breath weapon is equal to the beast's normal hit point total, and it can use its breath weapon up to four times a day. Breath weapon damage does not vary as the beast is wounded or healed over time, and magical effects that artificially boost hit points do not make the breath weapon more powerful.

The mantidrake is immune to attack forms that resemble its breath weapon. Finally, mantidrakes do not suffer any additional damage or effects from weapons or items specifically designed to kill dragons.

Because it is such a clumsy flier, the mantidrake avoids aerial combat if possible, or at least restricts itself to long-range attacks with its breath weapon and tail spikes.

Dragon Parent	Breath Weapon
Black	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Blue	Bolt of lightning 5 feet wide, 100 feet long; save for half.
Green	Cloud of chlorine gas 50 feet long, 40 feet wide, and 30 feet high; half damage if save is made vs. breath weapon.
Red	Cone of fire 5 feet at mouth, 90 feet long, 30 feet wide at cone's widest; half damage if save is made.
White	Cone of frost 5 feet wide, 70 feet long, 25 feet wide at cone's widest; half damage if save is made vs. breath weapon.
Brown	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Yellow	Blast of scorching air and sand 50 feet long, 40 feet wide, and 20 feet high; half damage if save is made vs. breath weapon.



Habitat/Society: Like their manticore parents, mantidrakes can be found in any climatic region, though they prefer warm lands to cool ones. Among other things, this means that its dragon parent is likely to be a warm-weather-loving dragon, such as a blue, brown, or yellow dragon.

Those mantidrakes that have escaped the control of the Cult of the Dragon are solitary brutes in the wild, with each individual having a hunting territory of at least 25 square miles. Besides having a ravenous appetite, they also like to collect treasure, a habit inherited from their dragon parents. When more than one mantidrake is encountered in the wild, they are a mated pair. Mantidrakes, like manticores, mate for life.

Mantidrakes can be trained by Cult of the Dragon members only if taken from their parents shortly after birth. (The only relationship wild mantidrakes may develop with other creatures is a partnership, and even that lasts only if the partnership results in plenty of food and treasure for the mantidrake.) They often serve to protect the area of a Cult cell, hide-out, or lair. They also prove to be a distraction for any curious people who venture too close to what the Cult is seeking to protect or hide.

Ecology: A wild mantidrake lives much as its manticore parent would. It favors human flesh above all others, though it will eat any living creature in order to survive. If a mantidrake has to live in an area smaller than 25 square miles, that region is soon devoid of large animal and human life, as those creatures not killed and eaten flee. Cult mantidrakes can be stabled for use as (clumsy) mounts. The curiously supple hide of a mantidrake is worth 5,000 gp.

Mara (Great Walker)

CLIMATE/TERRAIN:	Variable
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	3-12/3-12/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (20′ tall)
MORALE:	Elite (13-14)
XP VALUE:	5,000



Mara are chaotic evil spirits that inhabit great bodies of stone. In this form they walk the cold regions at night, slaying all who cross their path. At dawn they are gone, their inexorable passage marked by great swaths of uprooted trees, crushed undergrowth, and huge trails studded with deep imprints that lie fully nine feet apart.

Mara are reputed to be 20 feet tall or more, gray-green in color, like weathered stone, and of hulking humanoid shape. Their most dangerous features include two massive stony arms that end in rending claws, and a hooked beak that can crush and tear. It is reported that their eyes glow red when they are tracking a quarry.

Mara communicate among themselves with bird-like cries, whistling, and calls. They can understand, and may respond to, simple mental commands.

Combat: The mara stoops to attack with rending claws and hooked beak. If both claws hit the same target, the bite hits automatically, inflicting double damage. A mara can be affected by any weapon, but has a 25% resistance to magic.

Bright, direct sunlight immobilizes a mara's "body" and renders it unfit for the mara's spirit. This effectively defeats the creature, driving the spirit into painful exile on an outer plane. Many mara have been trapped by the sun, and their abandoned stone bodies form circles and groups of standing stones to this day.

Magical and man-made light, such as fire or lantern light, have no effect on the mara, nor does light from such creatures as will o' wisps. At night or in stormy, overcast, or foggy conditions, mara roam at will. They can sense the presence or coming of daylight, and instinctively move to a place of concealment where they can survive until the next night.

They can walk under or through water without harm, but if entangled or mired and then exposed to sunlight they are destroyed. If covered, or too deep for light to reach, mara are unaffected by sunlight, which makes deep ponds and other bodies of water possible lairs for mara.

Mara are unaffected by *charm, sleep, hold,* and similar mind-affecting magic, or by cold-based attacks. A *holy word* drives the spirit of a mara from its stone body, but if the body stands where light cannot reach, a mara spirit may later return.

Habitat/Society: Mara are huge fey creatures that roam cold regions, hunting all creatures in their paths. Dormant in shadowed lairs by day, the mara rouse themselves at night to stalk the countryside. They walk the countryside singly or in small groups, thus, their nickname "great walkers." Crashing through underbrush and forested areas, they shake the ground with their tread, and even deep snow does not hinder them. A mara plows a trail or swath up to six feet wide with its body. Mara-trails often afford the only passage through the snowfields of the frozen north.

A mara is very slow, but very strong and fearless. Its keen senses let it track its quarry by scent, with the same chance of success as a ranger. However, the creature has little or no mind. It cannot comprehend someone leaping a gap or from one tree to another. If the prey takes refuge in a structure or faces a mara in open battle, the mara is a deadly foe. It can effortlessly uproot trees and crush undergrowth, and the icy grip of its stone claws can crush armor, flesh, and bone alike.

Ecology: Mara are subservient to tanar'ri and other powerful lower planar creatures of like alignment. Further, they can sense the presence of such creatures within a day's ride and move to aid or join them if possible. The creatures cannot gate mara in, however. If more than one chaotic evil lower planar creature is present, the mara obeys the most powerful. Typical simple commands that mara might receive from their master include orders to search here and there, to find and slay, or hold, a certain creature, and include a mental picture of the quarry or places to search for it.

The exact mechanism by which mara occupy their stony bodies, and the way in which their spirits make their way from the lower planes to the Prime Material Plane is unknown.

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CLIMATE/TERRAIN:	**Any**
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Triggered (see below)
DIET:	None
INTELLIGENCE:	Exceptional (15)
TREASURE:	Nil
ALIGNMENT:	LE
NO. APPEARING:	1
ARMOR CLASS:	-2/4 (see below)
MOVEMENT:	9, Fl 30 (B)
HIT DICE:	9 (69 hp)
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Aging touch (1d4x15 years), keening (death range 30')
SPECIAL DEFENSES:	Hit only by +2/+1 or better weapons (see below)
MAGIC RESISTANCE:	**30%**
SIZE:	M (5' 8" tall)
MORALE:	Champion (16)
XP VALUE:	14,000

On that horrible night years ago, when Marble's life blood spewed onto Kartak's reconstructed corpse, she willed herself to avenge her murder. So strong was her hatred of the lich and her brother Chardath, so powerful was her will, that she actually recreated herself into a unique ghost of tremendous power.

Marble is a mutable ghost. Her consciousness can manifest structural firmness in selected limbs. In other words, she has substance on demand and can pick up objects, fight, and use touch abilities. She can also become incorporeal at will, gliding through walls and doors or simply vanishing before startled eyes.

Marble is anchored to the castle until her death is avenged—whether by herself or someone else. Afterward she will be free to leave or to find the peace of the grave. Unless the PCs interfere with her mission or anger her, she will not turn on them. Should the heroes do something to enrage her, however, they will have made a powerful enemy.

Marble appears as she looked on the night of her betrayal. Her long white gown is stained with blood that flowed from the gash on her neck. The stain and the wound still look as if they have just been made.

Trigger: Though Marble's consciousness has permeated Castle Spulzeer since her death, she can materialize as a ghost only when Chardath and Kartak are both in the castle at the same time, for a period long enough to enable her to coalesce (approximately an hour). Such an event has never happened—until the day the PCs arrive. Once materialized, however, she stays so until her death is avenged.

Combat: Marble has an Armor Class of either -2 or 4, depending upon the situation. She is AC -2 when ethereal and being attacked by nonethereal foes like the PCs; under these conditions, only +2 or better magical weapons can hit her. She is AC 4 when corporeal or if attacked by a foe who is also ethereal; in these circumstances, she can be hit by +1 or better magical weapons.

Marble attacks with her icy touch. Victims who fail a saving throw vs. spell age 1d4x15 years. Priests at or above 9th level are automatically succeed the saving throw. Other characters at or above 11th level receive a +2 bonus to their savings throws. Should she actually attempt to strike someone, her blow does a mere 1d2 points of damage.



The most formidable weapon in Marble's arsenal is her keening ability. Twice per day she can emit a horrendous, unearthly screech that causes feeblemindedness (like the spell), in all creatures within 30 feet who fail a saving throw vs. spell. Because of her passionate hatred for Kartak, this focused ability does affect the lich.

She can become invisible at will, and is able to focus her energies to affect changes in physical objects and her surroundings. (This ability functions like a hybrid of the *polymorph object* and *illusion* spells. She needs only to think about the desired change: No components are required; duration lasts for as long as she is present.)

Marble is immune to all spells that affect biological creatures. She also has the ability to rejuvenate. That is, she can heal her own wounds instantly, but then must rest for 20 minutes before using any other ability except for becoming incorporeal again.

Vulnerabilities: One of the most effective weapons against Marble is holy water, which causes 1d6 points of damage per vial. An attack roll is required (always against AC 4).

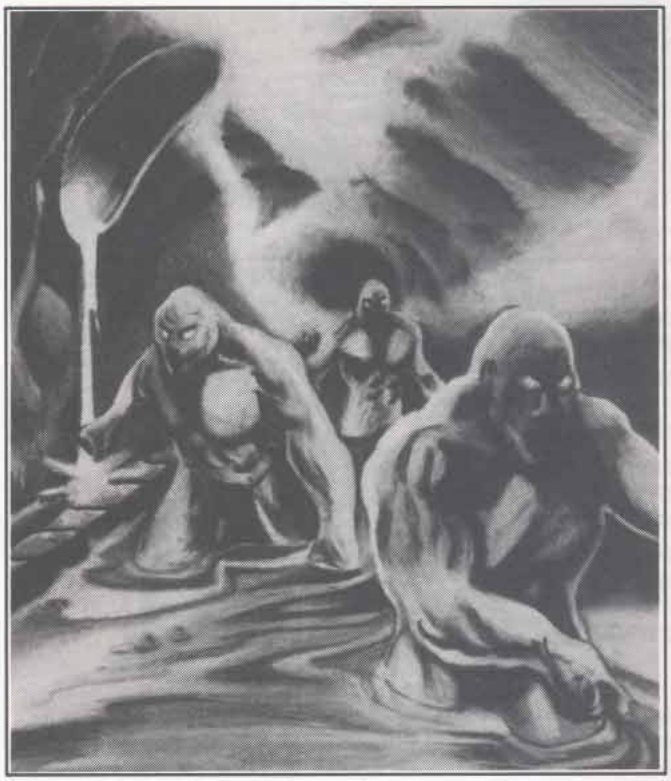
Marble can be turned by priests, but with a -1 penalty to the cleric's 1d20 turning roll. If other undead are present, the roll to determine how many Hit Dice worth of undead creatures are affected also receives a -1 penalty.

Holy symbols are useless against her.

Allergen: *Aggarath,* the knife which took Marble's life, still lies in the ceremonial room **(area 41)** of Kartak's lair beneath the old dungeon level of the castle. Marble cannot come within 10 feet of the dagger, which is missing its hilt-stone, a 12-sided blood-red ruby.

Once the hilt-stone is replaced, however, Marble can touch and use *Aggarath.* Though it remains a powerful weapon against her, it is also the most powerful weapon she can use against Chardath and Kartak. (For a complete description of *Aggarath,* see page 59.)

CLIMATE/TERRAIN:	Sewers and catacombs
FREQUENCY:	Common
ORGANIZATION:	Pack/hive
ACTIVITY CYCLE:	Night
DIET:	Carnivore/fear
INTELLIGENCE:	Low (5-7)
TREASURE:	A, B, F (lair only)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-20
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	3+2
THAC0:	16
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See following
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7 feet tall)
MORALE:	Elite
XP VALUE:	420



Although marikith are common enough in the domain of Timor, they are only rarely seen, for they slide through the shadows, exposing themselves only when their victim has no chance of escaping. By the time the city guard arrives, summoned by the shrieking of the marikith target, there is nothing left.

The marikith are hulking, musclebound humanoids covered with a tough, black, leathery skin. This skin does not impede their movement in any way, but seems to aid them in their motion through the slippery sewers and catacombs. Their glowing red eyes allow others to see them, but the marikith can veil these eyes at will, unveiling them only when it is the best moment to strike.

Combat: Marikith never enter into combat alone, preferring to overwhelm their foe by sheer numbers. However, if their companions are slain, they fight to the death. They never retreat from a combat unless they are ordered to do so by their Hive Queen. If they must flee, they grab as many of their dead as they possibly can, for they do not wish to expose themselves to the world.

They fight with their sharp claws and incisors, tearing their victims to pieces. They prefer to snatch their unfortunate prey from the streets and drag them into the underworld where they may devour them at will. Even if their quarry fights back, the marikith's skin protects them from the brunt of attacks from blunt weapons. They receive only half damage from bludgeoning weapons.

The marikith prefer to fight in darkness, for their whole lives are spent in the murk of the sewers or in the night of the upper world. They suffer a −4 penalty if fighting in bright light, −2 in dim light, −1 in minute amounts of light. Their 120-foot infravision allows them to see others perfectly well in the darkness. Those using infravision to spot the marikith see only faint, blurry outlines of the creatures. Their leather skin diffuses most of the heat that emanates from their bodies. There is only a 25% chance that somone with infravision can see a marikith in the dark.

The marikith prefer the darkness, for it allows the victim's terror to build. Slithering noises and strange scufflings force their target to reevaluate their night fears. By the time the marikith are ready to strike, the victim will most likely have worked himself to a fever pitch of terror. Their targets must make a successful save vs. spells or attack at −2, because of the fear they feel.

Habitat/Society: Marikith live in a communal hive hollowed from beneath the city of Timor. Their society is under the command of the Hive Queen, an ancient evil beast. She appears as a spider-like creature, bloated and maleficent. She orders her brood about with some form of hive telepathy, effective for about a 5-mile radius.

Marikith society has only two classes, the hunters and the Queen. There is only one Queen per hive, but currently there is only one known hive in existence. The Queen seems to exist only to feed herself and reproduce. The hunters bring her food and tend to the babies she produces. She mainly spawns hunters, but occasionally a baby queen is born.

Ecology: Timor appears to be the only place marikith have ever been seen, although there exists the possibility that some of the Hive Queen's brood have been exported from the domain. Perhaps the fate of her young queens is decided somewhere outside Timor and she is directed to destroy them. If Timor is destroyed, the eggs are transported out of the land, but it is not known where. The marikith appear to enjoy a relationship with Timor, having survived as long as the city has stood.

The marikith feed on both the meat of their victims and their fear. Some sort of fear energy seems to be necessary for the marikith to sustain themselves.

It is rumored that the marikith were once humans who followed the directives of their Queen, hunting and slaying the defenseless and weak. They revelled greatly in the fear they created and soon became dependent on both the food of fear, as well as their ordinary food. They became totally subservient to their mistress and their dreary existence holds no joy.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	120



A markeen, or genie double, is a lesser form of genie exiled from the majority of their kind. Each genie double is cursed at birth to be the spitting image of a human from Zakhara. The genie double is not magically linked to or even necessarily friendly toward that person; they don't share thoughts, memories, place of birth (though they are always born at the same instant), or any other traits besides their outward appearance. The confusion that results when the genie double of an important personage finds out who it resembles can be monumental.

A genie double superficially appears to be entirely human. They are born, live, and die in the same period of time that a normal human passes through life, and their apparent age always matches that of their human double (unless the human has somehow been magically altered to appear younger or older). A genie double may outlive its human double, but may also die before its human double does; the two are not spiritually linked in any way. Not everyone has a genie double. Generally only famous, wealthy, beautiful, gifted, holy, or utterly villainous individuals have genie doubles.

It is commonly believed that genie doubles are the result of a genie rebellion which ended in the losers being forced to live forever as humans, with only tiny traces of their former power.

Combat: Once per day, a genie double may use each of the following spell-like abilities: *flame blade, dust devil, invisibility,* and *gust of wind.*

Although they rarely use the ability near humans, genie doubles also retain geniekind's ability to fly, and they will escape from awkward situations this way. At other times, they will impersonate mages so as not to arouse suspicion. In all other respects, genie doubles fight with the tactics of humans. Their preferred weapons are scimitars, spears, and crossbows.

Habitat/Society: The markeen are merchants, tinkers, sailors, and horse traders, living by their wits in small communities that are isolated socially to prevent the discovery of their identities. Despite (or because of) the knowledge that they are genies and thus superior to those around them, the markeen are affable, friendly, and perfectly willing to live among humans without a trace of outward patronizing or haughty behavior.

Genie doubles form shadow societies within the human settlements of Zakhara with their own sets of beliefs, leaders, and rituals. Two of the most important rituals are "the search" and "the memory." The search is a traditional coming-of-age ritual in which each young genie double sets out on an extended quest to find his or her human counterpart. These trips last from a month to a year, but the young markeen are not really expected to find their double. The purpose of the ritual is simply to expose the adolescents to the world and broaden their horizons. Actually finding the double is seen as flouting established traditions, since decades often go by between successful searches. However, it is possible for a markeen to take the place of his or her double, once found. The only difficulty they may have is a lack of knowledge of their double's life and skills.

The ritual of memory is common among the older markeen. As genie doubles age, they tell younger markeen the stories of how they were cast out from the rest of geniekind and how they have tricked, befuddled, and swindled humans for generations. The story of exile is told, and other genies are always described in an unflattering light. The ritual of memory is always held in secrecy.

There is a subgroup of the genie doubles called the hayan, who are doubles of bards and poets. They inhabit distant lands, but if they can be found they can inspire their double to write immortal poetry.

Ecology: Markeen trade with humans constantly, though there is no knowledge of this on the part of most humans. Markeen avoid all other genies and distrust them at best.

Genie doubles will go to great lengths to silence anyone who uncovers the secret of one of their communities.

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CLIMATE/TERRAIN:	Temperate or tropical swamps and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to Very (8–12)
TREASURE:	R
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	6
MOVEMENT:	6, Sw 24
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	3 to 8
DAMAGE/ATTACK:	1d2+4 each or by weapon +4
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Immune to charms, mental attacks, and psionics
MAGIC RESISTANCE:	Nil
SIZE:	G (40′ long)
MORALE:	Elite (14)
XP VALUE:	6,000



Marls are giant aquatic snakelike creatures with hoods like those of cobras. Three to eight arms sprout from a marl's long body, each about three feet long and ending in a hand like that of a human. These creatures are usually brown, with white underbellies, though those that live in especially verdant swamps often have green splotches. Their arms have the same colors as their bodies, and are covered in fine scales.

Marls, sometimes called *slime devils*, can be found in the wild, in swamps or along rivers. They are often willing to serve as guardians or mercenaries, especially for snake-like creatures such as yuan-ti or ophidians. A marl usually speaks the language most common to its home region.

Combat: Marls are immensely strong and very aggressive. They float in water until prey gets very close, then attempt to strike with surprise. There is one exception: marls become frenzied at the sight of any type of bird, attacking without planning, ignoring morale and attacking until all birds in sight are dead, or until slain themselves.

Marls never attack with a bite, instead using their fists. A marl has 1d6+2 arms, each of which ends in a hand that can make a fist, ranged along its body. On occasion, marls use weapons, usually improvised clubs, but sometimes weapons from previous victims. Marl mercenaries are often given good weapons by their employers. Wild marls never use missile weapons, though they can be taught how to use them by a patient instructor.

Marls receive a bonus of +4 damage to each of their melee attacks, armed or unarmed, as listed above, because of their great strength. A marl can attack several opponents at the same time, if they are ranged along the creature's length; the marl's body is supple enough that it can quickly whip around to bring more arms to bear against several opponents clustered at its head.

A marl can also constrict an opponent. To do so, it must first grab the opponent with at least one hand; this requires a normal attack roll and causes no damage. The creature must then make a second attack roll in the same round; if this succeeds, the marl wraps one or more coils of its body around the victim, constricting for 6d6 points of damage per round until the victim is freed or killed. A victim can get loose by making a successful bend bars/lift gates roll, with a –20% to normal chances. A marl can make no other attacks in the first round of constriction, but can thereafter use all or most of its arms to attack other opponents, depending on where those opponents are.

Marls are immune to mental attack, including psionic attack, as well as *charm* spells of all types. *ESP* and similar spells are ineffective on marls.

Habitat/Society: Marls have no real culture of their own. Though a few of them might be found in the same area, they have little commerce with one another (except for mating). They do not build, nor do they engage in art or crafts. Marls live to hunt and to lie in the warmth of the sun.

While marls in the wild are loners, they adapt readily to other societies. When hired as mercenaries they are usually paid in food and shiny trinkets. They learn rapidly; marls adopted into other cultures sometimes exhibit strong talents for artistic endeavors such as painting.

Marls mate in the late winter, producing eggs about three months later. The eggs hatch after another five months, producing cobra-like snakes about two feet long. Over the next two years, these young grow rapidly; their arms begin to grow after about a year. Marls can live for 20 years.

Ecology: Marls are dangerous predators that feed primarily on water birds, though mammals of human-size or smaller are also considered prey.

These creatures are said to have been created through magical experimentation, possibly by yuan-ti, though some sages suggest that the creatures originated on a faraway plane of existence, said to be a world completely devoid of magic.

CLIMATE/TERRAIN:	Jungle/desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carrion
INTELLIGENCE:	Average (8–10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d3
ARMOR CLASS:	5
MOVEMENT:	12, Fl 27(B)
HIT DICE:	7
THAC0:	13 (12 with missile weapons)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2 (×2)/1d6 or by arrow type
SPECIAL ATTACKS:	Missile weapons, disease
SPECIAL DEFENSES:	Immune to missile attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Average (8–10)
XP VALUE:	2,000



The marrashi (plural: *marrash*), or winged archer, is an evil spirit of pestilence that sometimes agrees to serve a wizard or evil genie in exchange for treasure and the opportunity to spread contagion. It has the dark wings of a vulture, the arms and body of a human, the claws of a parrot, and the head of a jackal. Its voice cracks and screeches. A marrashi is always armed with a bow and arrows.

Combat: On the ground a marrashi is a weak fighter, attacking with each clawlike hand for 1d2 points of damage and its beak for 1d6 points of damage. Marrash prefer to use their bows while airborne, by holding the bow with their talons and pulling back the string with their hands. This gives them additional power in each shot. It also gives them an odd, tumbling style of flight when shooting. Marrash can fire two shots per round, and they never suffer range penalties.

Marrash arrows may be barbed or diseased. Barbed arrows inflict 1d8 + 2 points of damage each. Diseased arrows cause 1d6 + 2 points of damage and require a saving throw vs. petrification. A failed save means that the victim has contracted a fatal disease and will die in 1d20 days unless treated by a *cure disease* spell, cast by a cleric of 7th level or higher, or a character with the healing proficiency makes a successful check at a penalty of –5. Any person exposed to the infected character must make a successful saving throw vs. petrification each day or also become infected until the affliction is cured.

Marrash can increase their numbers by firing *taklif* arrows. These special projectiles infect their victims with a disease that appears to be identical to the one spread by the diseased arrows described earlier, although the course of the disease is always much swifter—the victim of a *taklif* arrow dies in a day if untreated. *Bless*, *cure disease*, and *dispel evil* in combination are required within six hours to heal the afflicted victim. After six hours, the course of the disease is irreversible, short of a *heal* or *limited wish* spell (these also cure the disease completely in its earlier stages). A marrashi never has more than one *taklif* arrow at a time, and these are almost always used on human or demihuman targets; marrash bred from other races rarely survive.

The spirit of a victim struck by a *taklif* arrow is devoured by a growing marrashi presence, and when it is entirely eaten, the victim dies and the new marrashi begins to slowly transform the corpse. Victims of a *taklif* arrow cannot be brought back with a *raise dead* or *resurrection*, though a properly worded *wish* is effective. If simply buried, the body becomes a new marrashi in 1d6 days. The marrashi, having fed on the spirit of the transformed body, sometimes retains some of the memories and personality of the deceased. Its alignment, if not already lawful evil, shifts to that alignment in stages over the next 1d3 weeks. If cremated, the embryonic marrashi dies.

Habitat/Society: Marrash are usually confined to the Outer Planes, but they can be summoned to the Prime Material by wizards knowledgeable in the art of commanding their service. Once summoned, they always seek to increase their numbers without the knowledge of the mage who conjured them so that the newborns may, in time, avenge their parents' servitude. These newly created marrash are always the result of *taklif* arrows, and they must fend for themselves from the moment they shed their hosts' skins. They grow quickly and nourish themselves to maturity in desolate places, stealing carrion from vultures and ambushing lone travelers to create more of their own kind.

Ecology: Marrash are servitor creatures on the Prime Material Plane and have few effects on any ecology there, except when their plagues decimate city populations.

Climate/Terrain:	Mechanus (and Upper Planes)
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Lawful neutral
No. Appearing:	1–6
Armor Class:	0
Movement:	15
Hit Dice:	15
THAC0:	5
No. of Attacks:	1
Damage/Attack:	8d10
Special Attacks:	See below
Special Defenses:	+3 weapons to hit, regeneration
Magic Resistance:	10%
Size:	L (12′ tall)
Morale:	Elite (13–14)
XP Value:	17,000

Maruts are the servants of the powers throughout the Upper Planes. They go forth from Mechanus and spread the powers' will across the Outer Planes.

In his book *Magic and Mystery of Ind*, Vimalanda Rey tells a legend of the marut.

"In the Plague Year, Rudra visited death upon the once-mighty city of Dharaputta.

"Prince Rajavahana claimed that with his wealth and power he could deny death, dismay Rudra, and lock out the plague. He locked himself in his high-domed palace. Guards kept away all sickness, and even the healthy who would see the Prince were bathed in strong smelling herbs and given magical treatments to insure their health. The sages of Rajavahana warned him that he could not avoid the maruts, but he paid wizards vast amounts to set certain powerful seals upon his doors that would keep the onyx giants from entering his palace.

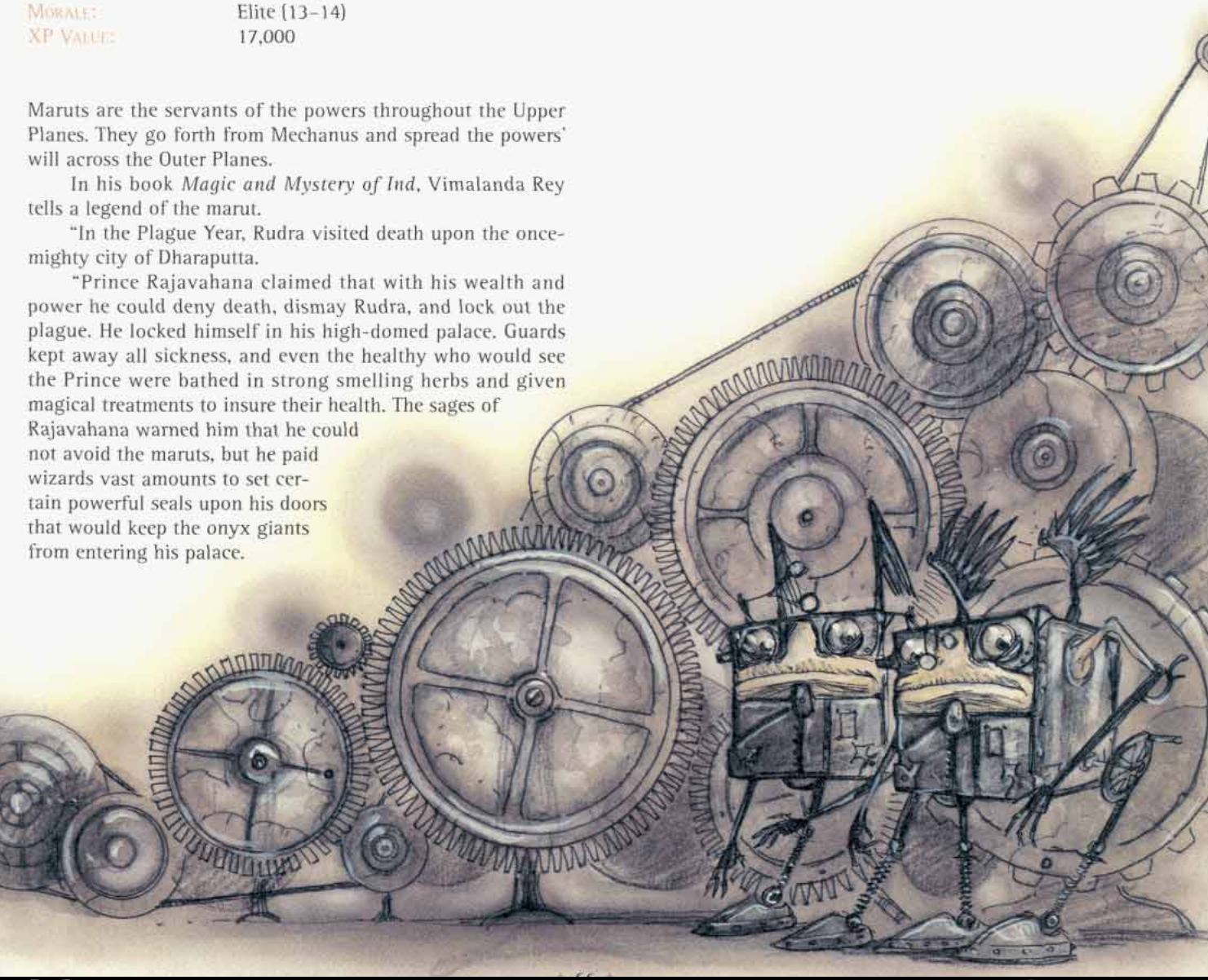
"As the plague reduced his great city to ruin, the prince amused himself by parties and dances. One day he organized a trip to the treasure room of his great-grandfather. There he found a statue of a marut. For a moment he felt afraid, but the oldest dwellers of the palace assured him that the statue had been there since his grandfather's time. He had the statue taken to his ballroom to show his victory over Rudra.

"During his next feast, with all his guests around, Prince Rajavahana stood in front of the figure and taunted it. To his horror, the statue spoke! 'Know, O Prince, that the decrees of fate are set aside by no man. Patiently I have waited since the time of your grandfather to bring you this.' Whereupon the Marut breathed out a silvery breath.

"Coughing, the Prince cried, 'What of my guards? What of my spells?'

"'Spells and guards are as naught to fate.'

"In an instant all had died the Silvery Death, and the marut, unhampered by spells to prevent its leaving, returned to Mechanus."



Maruts look like red-eyed, unliving giants carved from a single piece of polished stone with no discernible joints or seams. Maruts wear golden armor with wide plates on the shoulders and armbands.

Maruts speak only in response to direct questioning, save when relaying messages given to them. They understand all languages.

COMBAT: Maruts are awesome opponents. Their punch alone can fell all but the most powerful opponents (8d10 damage).

Maruts have the following spell-like powers: *animate object*, *blink*, *cause disease* (against any one target within 60'), *continual light*, *control minds* (3 times per day), *deafness*, *earthquake* (once per day), *hold person*, *lightning bolt* (8d6 damage), and *shades*.

Maruts are immune to attacks from weapons of less than +3 magical enchantment. They regenerate 5 hp per round. Maruts are immune to acid-based attacks. They take half damage from cold and fire-based spells. *Trap the soul* and related magics do not affect the maruts. They also are immune to *death* spells.

HABITAT/SOCIETY: Maruts spread the will of the power they serve, whether a god of disease, love, or magic. They interact with others only if it directly involves the service they are currently performing or if hindered from performing that service. Otherwise they seem oblivious to what occurs around them. However, nothing could be further from the truth. Maruts are highly intelligent and keenly alert to their environment.

Although maruts seem evil, they are only servitors who obey the will of their masters to the absolute letter. When the situation warrants it, their masters may even send them to aid a power of another alignment. Of course, when the maruts' actions no longer serve their master's will, they leave the scene immediately.

ECOLOGY: Maruts are enchanted constructs that the god of disease, Rudra, has imbued with intelligence and sentience. The marut body itself is made of pure onyx and is worth hundreds of thousands of gold pieces.

Maruts exist only to spread the will of their masters or to serve those their master has chosen. They spread the will of their master even when assigned other tasks.

All maruts were created directly from the will of Rudra but have changed hands many times since. Because Rudra spreads disease, his own maruts harm their environment by causing disease in plants, animals, and sapient creatures. The god has given maruts to fellow powers as gifts for services rendered. In fact, at times it serves Rudra's ends to assist the causes of good. In those times, his maruts directly serve a good deity.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	None
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	10-40
ARMOR CLASS:	2
MOVEMENT:	9, fly 18 (C)
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (18)
XP VALUE:	65

The Masgai are tall and long-limbed insect humanoids. They walk upright on spindly legs, and their thin arms extend almost to their knees. The outer surface of their entire body is covered by a dark chitinous layer, acting as natural armor plating. Their faces are elongated, with two eyes set wide apart, a prominent jaw, and sharp teeth.

Masgai are highly advanced tool makers, and their clothes are mass produced. While the clothing is of high quality, there is very little variety in fashion, so most Masgai have a uniform appearance. The Masgai do not have wings, as they are distantly related to air elementals and have the innate ability to fly at will.

The Masgai are empire builders who are slowly spreading their influence from world to world. The Masgai's capital city of Rig-Veda is hidden on a remote world, its location jealously guarded by both mundane and magical means.

The Masgai have developed a systematic approach to their dominion of other worlds. They begin by establishing trading enclaves in the most powerful cities of each world, entering into trade alliances that give them both financial and political power. When they determine the time is right, they establish a minor settlement on the edge of the frontier, helping the indigenous races keep any humanoid, giant or monster populations at bay. Once they have been accepted, they slowly increase the size of their settlement until they can challenge for political, economic and military supremacy.

The Masgai are perfectly content to wait for centuries for their plans to come to fruition. They prefer to establish control without military conquest, but they engage in battle without hesitation whenever necessary.

Masgai warriors can advance to an unlimited level as warriors. They have no clerical magic, though, and their wizards can advance only as far as fourth level.

Combat: The Masgai way of life of has created exemplary warriors. They are disciplined in battle, responding flawlessly to a hierarchy of commanders and sub-units. Attacks are coordinated and well-planned. Their assaults are always carried out for a very specific purpose. The Masgai do not form rigid battle lines or commit themselves irrevocably to attack. They usually approach in a loose, flexible formation, trying to attack opponents at their weakest points. The front ranks of Masgai attackers usually carry 12' spears that are used to thrust at non-flying warriors, and secondary ranks are typically armed with both bows and short swords.

If strongly resisted, the Masgai withdraw, hoping to coerce the enemy into breaking ranks and overextending themselves to counterattack. Once an opponents discipline has broken down, the Masgai mass to attack isolated groups, engaging in melee combat only when the battle is clearly in their favor.

Ecology: The Masgai are an ambitious, powerful race. They plan for the long term and are extremely patient in dealing with other races. Masgai population centers tend to be very large, and they are a great drain on the natural resources of the surrounding lands. The Masgai need to expand their population base due to a short life-span forces them to go farther and farther afield for food and materials. Their largest empires have actually drawn on the resources of numerous worlds, all connected by sophisticated teleportation portals.

The Masgai jealously guard their magical advances, which are centered on group benefits rather than individual applications.

Habitat/Society: Masgai are builders of the highest order. They live in vast cities that are built with magic the Masgai have tamed for domestic use. Since they can fly, they choose sites that are easily defensible and of little value to creatures who can't fly. They use sophisticated agricultural techniques to produce large yields from their fields, and they create immense transportation networks to bring supplies from outlying regions.

War is central to the social structure of the Masgai. A military hierarchy wields economic and political power, and all citizens are expected to serve at least two years in the standing army of each Masgai city. The response of most Masgai warriors to the strain of constant war-making is a fierce adherence to a strict code of honor that stresses personal service to the state above all else. This strict warrior code has led to the establishment of various military orders, membership in which is the measurement of social status in the Masgai hierarchy.

The Masgai wage war as an extension of their political power; they do not waste resources without the prospect of some type of gain. They see conquest as a means to gain riches and power, planning immense campaigns for the annexation and consolidation of power. They are ruthless and terrifying in battle.

Roleplaying Notes

Beyond the surface of their strict adherence to a militaristic society, most Masgai are individualists at heart. Advancement within Masgai society is often based on personal achievement, and one of the fastest ways to rise to the ranks of the powerful is to be either financially or militarily successful outside the borders of the empire. Those individuals able to strike out on their own and make a name for

themselves are rewarded with a heightened position in Masgai society when they return. Those that fail in the outside world, though, fail completely. They are never able to regain their position in Masgai society.

Masgai are quick to make friends and allies; however, most relationships are viewed as temporary conditions that can swiftly change as circumstances change. Masgai are opportunistic and rarely risk themselves personally without the chance of a significant gain. If they perceive a specific goal as worthwhile, though, they pursue it with all the means at their disposal.

Masgai work well with others, and—although arrogant—are quick to grasp and follow orders. They respect power and authority and take pains not to break local laws. When they are given authority themselves, they expect complete obedience and have little patience for dissension and debate.

Masgai player characters find that they are not completely trusted by those who they meet in their travels. First, their alien features clearly set them apart from most demihumankind, unless they have a means of disguising themselves. Second, most nations are wary of the ambitions of Masgai empires, and often view individual Masgai as advance scouts for possible conquests. Local officials often keep a close eye on the actions of any Masgai once they are identified.

Masgai Magical items

Earth Arrows

Earth arrows are among the most powerful magical items created by the Masgai for battles against other flying races. *Earth arrows* have a +2 attack and damage bonus, and any flying creature hit must make a save vs. spells or lose the ability to fly for three hours. These arrows only affect creatures not using magical means of flying. Because of their power (hitting a flying creature in flight is deadly), earth arrows will never be found in quantities of more than 1-3.

XP Value: 250 **GP Value:** 750

Cloak of the Masgai

The Masgai have developed enchanted cloaks that are quite common among warriors of the race. The cloaks have two special properties, both tied closely to defense against *earth arrows.* First, the cloak enables the wearer *fly* 1/day for one turn. Also, if the wearer is already flying and loses consciousness, the cloak immediately levitates the wearer, and then slowly lowers him to the ground. The cloaks do not radiate magic until one of their special properties is activated. All *cloaks of the Masgai* are extremely well crafted, if not especially unique in design.

XP Value: 700 **GP Value:** 1,500

Iberc's Ring

Iberc's Ring allows the wearer to fly at twice the normal speed, regardless of whether the flying ability is innate, natural or magical. The ability can only be used once a day, for up to ten turns. For each turn that the ability is used, the wearer suffers 3 hp damage. When using this ability, the wearer gains a -3 Armor Class bonus.

XP Value: 1,500 **GP Value:** 3,000



CLIMATE/TERRAIN:	Any tropical land
FREQUENCY:	Rare
ORGANIZATION:	Tribes
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	P (C)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2-40
ARMOR CLASS:	5 or 0
MOVEMENT:	9 (as animal) or 0
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or by weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Shapeshifting
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (13)
LEVEL/XP VALUE:	975
Lore mistress or witch doctor:	3,000



Maskhi are humanoids capable of transforming into an animal, tree, or stone. They dwell in small, xenophobic tribes in the wilderness, far from Zakharan civilization.

In their original form, maskhi appear to be lean and wiry man-sized humanoids. Their faces have elongated features, but still appear remarkably human, many with wide, cerulean or green eyes. All have blond, sun-bleached hair, tied back in long flowing manes or braids down their backs. Their tanned skin is covered with short, light hair, lending their skin a fuzzy, peach-like appearance. Maskhi have six-fingered hands and six-toed feet, their digits ending in talon-like claws. Their agility and tough skin lend them a natural AC of 5.

Each maskhi is capable of assuming a single animal form that reflects their personality. Many choose the shape of a small mammal or bird. In this shape, their AC is still 5 and they receive the form's normal movement rate.

Their plant form is usually that of a small tropical tree (from 8-12' tall) common to the region in which a maskhi tribe dwells. A maskhi can only assume the form of one type of tree. Maskhi are AC 0 and stationary while in their arboreal form.

Finally, their stone form is roughly man-sized. Although an individual maskhi can only assume one type of rock (i.e., basalt, obsidian, quartz, marble, etc.), they can change their shape to look like a boulder, standing stone, or an outcropping of a larger rock formation, as desired. Most maskhi choose a form of stone common to the region in which they dwell. They are AC 0 and stationary in this form as well.

Maskhi communicate only in their own language, although there is a 10% chance that a member of a Maskhi tribe may know Common if they have had any interaction with the other races of Zakhara through raids or trading.

Combat: In their humanoid form, Maskhi prefer to fight with weapons, preferably the spear, short bow, and jambiya. Although some tribes may have managed to acquire steel weapons, either by trade or raiding, many (50%) use blades and arrow heads crafted out of bone, which are -1 on damage and may break (2 in 6 chance) on a natural attack roll of 1. If disarmed, they can attack with their sharp claws.

Maskhi use their shapeshifting abilities to aid them in ambushing, hiding, and fleeing. A common tactic is to wait at an oasis in their tree or stone forms and ambush those who arrive for a drink. They can change shape quickly, so that their opponents have a penalty of +4 on surprise.

In their tree and stone forms, they are indistinguishable in smell and texture from real trees and stones. They can fool even highly intelligent adversaries, provided the maskhi were not seen while shapeshifting into their new form. Despite their similarity to natural trees and rock formations, spells and potions that affect plants and stones (e.g., *potion of plant control, charm plant, transmute rock to mud, pass wall,* etc.) have no effect on a transformed maskhi.

When it is not possible to hide and transform unobserved into a tree or stone, maskhi shapeshift into their animal form, which has a greater movement rate, in order to flee.

The leadership of a maskhi tribe with more than 20 individuals is directed by a lore mistress and a witch doctor, each with 33 hit points. The lore mistress is female, with the powers of a 5th- to 8th-level kahin priest. The witch doctor, a male, has the powers of a 6th- to 9th-level sorcerer wizard. Maskhi witch doctors typically choose sand and wind as their specialization.

Habitat/Society: Maskhi are fearful of "civilized" Zakharans. They dwell in isolation in the wilderness, living in temporary shelters made from animal skins stretched over light wooden frames.

The typical tribe consists of a loose confederation of up to 40 maskhi. Males and females have equal status, although none share any lasting commitment to each other. Even when an infant is born, only a temporary family is established until the child learns to shapeshift, after which the parents go their separate ways, looking for new mates.

Ecology: All maskhi have a reverence for the land and the environment. They hunt only out of necessity, never pleasure.

Most tribes are peaceful, but if their niche is threatened or encroached upon, they will fight tenaciously to protect it.

	Desert	Black
Climate/Terrain:	Desert	Mountain
Frequency:	Uncommon	Uncommon
Organization:	Solitary	Pack
Activity Cycle:	Any	Any
Diet:	Carnivore	Carnivore
Intelligence:	Animal (1)	Low (5–7)
Treasure:	D	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1–3 (1d3)	5–20 (5d4)
Armor Class:	0	0
Movement:	15	12
Hit Dice:	12	8
THAC0:	9	13
No. of Attacks:	4	3
Damage/Attack:	1d10/1d10/2db/1d6	1d6/1d6/2d4/3d4
Special Attacks:	Poison	Poison
Special Defenses:	Regeneration, immune to blunt weapons	See below
Magic Resistance:	Nil	Nil
Size:	M (5'–6')	S (3' long)
Morale:	Steady (11)	Very steady (13)
Level/XP Value:	10,000	3,000
Psionics Summary:	Nil	See Below
Player's Option:	MAC 7	MAC 4

The mastyrial lives in the desert regions of Athas, spending most of its time hibernating beneath the sands. It resembles an oversized scorpion. The creature propels itself using its six legs and has large jagged claws and a tail that makes up most of its length. The mastyrial is deep brown to orange-red and has a striped pattern on its back that resembles drifting sand when viewed from a distance. This affords the beast a form of camouflage if gusting wind uncovers its top while in a deep state of sleep. The mastyrial sometimes lacks any pigment at all.

The mastyrial has two areas of darker skin on its head that resemble eyes. Its real eyes are smaller and farther forward on the creature's head. The mastyrial spends most of its life underground and relies on its other senses, particularly its hearing. Similar to bats, the mastyrial emits clicking sounds that allow it to determine the direction and distance of the nearest prey. Other than the clicking sounds and the sounds made when in motion, this fell beast is completely silent and seems almost supernatural in combat.

Combat: Mostly, the mastyrial lies asleep in a state of hiberation. But if the creature detects prey within striking distance, it bursts from its resting place and attacks. The victim is easily detected if moving across the sand as the mastyrials' hearing can detect the distance and direction of a victim below ground more accurately than above ground. The first attack made by a submerged mastyrial is made at +2 because of this accuracy, however the beast gets no tail attack during the first round because it is the last part of the creature to emerge.

The mastyrial attacks using its two pinchers (1d10 points of damage each), a bite (2d6 points of damage). and its tail (1d6 points of damage). The tail causes poison damage in addition to the 1–6 (1d6) points of standard damage. A victim successfully hit by the tail of the creature sustains 30 points of damage, 15 points of damage if a successful save vs. poison is made. Such saving throws are made at –1 because of the potency of the venom. If the tail hits with a natural 20, the victim is impaled on the tail and receives 2d6 points of damage in addition to the poison damage.

The tough, chitinous shell of the mastyrial gives the beast a naturally tough AC. It also gives the beast an immunity to any blunt or crushing weapon such as clubs, maces, or flails. The beast regenerates 3 hp per round. If the mastyrial is reduced to fewer than 25% of its maximum hit points it tunnels under the sand to nurse its wounds and lie in wait for prey less likely to fight back.

Habitat/Society: Mastyrials are solitary creatures and are generally found in small groups of 1–3. They tend to live underground or in crevasses or ruins.

The male of the species is smaller than the female. Mastyrials mate just once in their lives. After mating, the female stings the male with its venom and ingests him. The male makes no attempt to escape even if the sting doesn't kill him outright. Each lair has 4–20 mastyrial eggs.

Ecology: The mastyrial's natural diet usually consists of giant spiders, giant ants, and other giant versions of Athasian insects and arachnids. The mastyrial acts as a form of pest control in the deserts of Athas. The beast rarely eats anything that it didn't kill and never eats the carcass of any animal that was killed more than an hour prior.

The chitinous shell of the mastyrial is valued by warriors for its protective qualities and its ventilation. The shell is frequently used as material in shields and armor. The poison is also highly sought by both defilers and assassins.

Black Mastyrial

Psionics Summary: Dis 2/Sci 2/Dev 7; Ps 9; PSPs 30
Att: EW, II; Def: IF, TS

Player's Option: #AT1; MTHAC0 18; MAC4

Clairsentient: *Sciences* – clairvoyance; *Devotions* – feel light, hear light, know direction.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (attraction), ego whip (invisiblity), id insinuation (synaptic static) send thoughts.

The black mastyrial makes its home in the mountainous regions of Athas. The creature spends most of its time in a state

Meazel

CLIMATE/TERRAIN:	Marshes, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	M (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4′–5′ tall)
MORALE:	Steady (11–12)
XP VALUE:	120

The meazel is a vicious, malevolent creature that preys on other subterranean dwellers or anyone else in the area. The meazel is slightly smaller than a human. Its skin varies in color from light gray to dark green. Most meazels (85%) have irregular patches of angry red color: these are the result of a noncontagious skin disease peculiar to meazels. The patches give the creature a leprous appearance. The eyes are jet black and the thick, waxy hair is dark green-gray. The toes are partially webbed. Males and females are nearly identical.

Combat: Meazels attack with their clawed hands, each hand inflicting 1d4 points of damage. They might use a cord to strangle a victim seven feet tall or shorter, if they can approach from the rear and surprise the victim. If they try this, a successful attack roll means the cord has wrapped around the victim's throat; the victim will die in two rounds unless the meazel relaxes its grip or the victim breaks the cord or pulls it free of his throat. Meazels only relax their grip if they are dead or forced to defend themselves from another attack.

Meazels possess the following natural thieving abilities:

PP	OL	F/RT	MS	HS	DN	CW	RL
45%	37%	35%	33%	25%	15%	88%	20%

They rarely attack openly. They prefer to hide, sneak up from the rear, and then either strangle stragglers from behind or pick pockets in search of gold.

Habitat/Society: Meazels are hostile hermits, rarely encountered away from their lairs. They prefer marshes, caverns, or other cold, dark, dank places as sites to build their squalid homes. Such homes are appallingly dirty. Each meazel's possessions are gathered into a pile that also serves as the creatures bed. Rats and insects overrun the mess, polish off the leftovers, and also serve as snacks.

Only two things make meazels congregate willingly: the need for cooperation against a foe, and the infrequent urge to mate. Meazel females give birth to one or two whelps. The whelps are independent at three years and mature in six years. The whelps are incapable of being tamed: even if captured at birth and raised in a kind environment, the whelps still grow malevolent—although probably more intelligent and cunning.

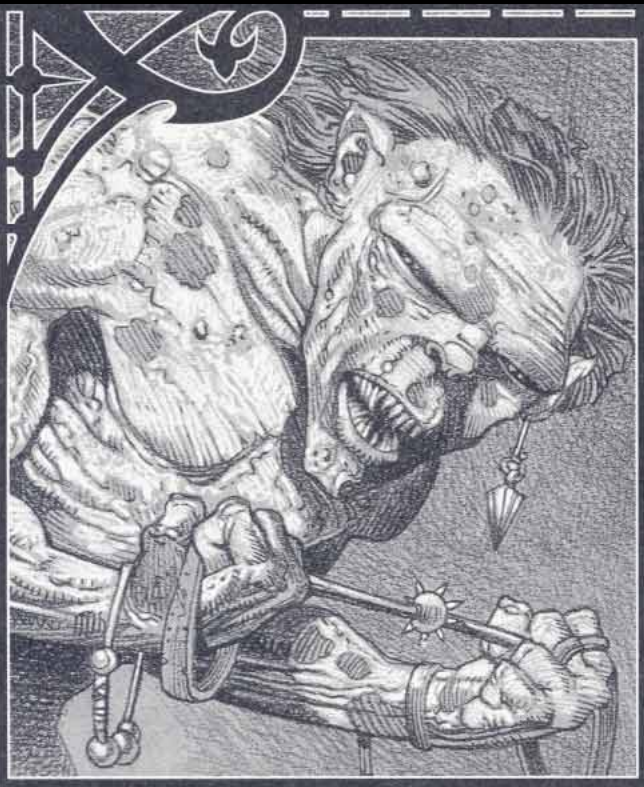


Meazels are too mean-spirited to make reliable allies. However, they occasionally can be duped into acting as unwitting pawns or recruited against a common foe.

Meazels are greedy and will strip a corpse of anything they find valuable. However, they either do not understand or recognize magical items as valuable, hence such items are not generally found in meazel hoards. On the other hand, they might grab items that they are unable to use properly, such as human armor or large weapons. The bones of past meals are often stored in sacks near the meazels' lair. The sacks also contain any gems that the creatures may have found among their victims' possessions. Meazels do not recognize gems and semiprecious stones as treasure, hence they throw these away. Most of their treasure is coinage, silver and gold.

Ecology: Meazels prey on anything that roams the subterranean realms. They are carnivorous and prefer humanoid flesh. Meazels prey mainly on orcs and kobolds, although they gladly attack anyone else who is available. Because of this, almost any subterranean dwellers attack a meazel on sight. Meazels are unique in that hatred of them unites virtually all other subterranean travelers.

Maezel, Salizarr



Climate/Terrain:	Darkon
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (6)
Treasure:	(B)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	8
Movement:	12
Hit Dice:	4 (13 hit points)
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d4/1d4
Special Attacks:	Strangulation; disease; thief abilities
Special Defenses:	Thief abilities
Magic Resistance:	Nil
Size:	M (4'6" tall)
Morale:	Steady (11)
XP Value:	270

People have always feared the darkness, often with good reason. After all, there are things in the black shadows of night more horrible than any vision that might come to a person in sleep. When this dread is combined with the creeping anxiety that comes with travel underground, it becomes a gnawing terror that quickens the pulse of even the stoutest hero. In the dread domain of Darkon, in the maze of sewers beneath the great city of Il Aluk, this horror has a name: Salizarr.

Salizarr is a meazel, one of a sly and murderous race. His skin is rough and olive green in color, marked here and there by angry red patches of blisters and sores. His black hair, thick and wiry, juts away from his head as if blown back by a great wind, framing his triangular face. His jet-black eyes are set in narrow slits and gleam as if they were cut from black marble. His mouth is thin and angular, vanishing almost completely when closed but opening to reveal a frightening array of needlelike teeth. Although this terrible creature wears no clothing, he does adorn himself with a piece of jewelry, a dangling earring that connects by a chain to a jeweled nose stud; this is somewhat unusual, as his kind do not generally value such things.

Salizarr speaks the hissing, guttural language of his people, as well as the Common Tongue of Darkon. The latter, however, is heavily accented and can be quite difficult to understand. It is said that he can speak with the rats of sewers, but this may be myth.

Combat: In close combat, Salizarr is a deadly enemy. Like all meazels, his speed and strength give him a better THAC0 than would normally accrue to a monster of his Hit Dice. His ripping claws can strike twice per round, inflicting 14 (1d4) points of damage each. As if this were not enough, the filth of the sewers has collected on his talons. Thus, everyone who is hit by Salizarr's attack must make a successful saving throw vs. poison (with a +4 bonus) or contract a debilitating disease as described under the 3rd-level priest spell *cure disease*.

Salizarr is fond of strangling lone victims who are under seven feet in height. When he does this, he employs a knotted cord that not only cuts off the air flow of the victim but may actually crush the windpipe. Salizarr only employs his strangulation attack when he is attacking with surprise and from behind. Because of his thieving skills and knowledge of the sewers, he is frequently able to catch his victims unawares, gaining a bonus of +4 on his attack roll.

In order to loop his deadly cord about the neck of a potential victim, Salizarr leaps onto his target's back and rolls his attack. If successful, once the line is in place the meazel applies his considerable (18/50) Strength to it. If he is not dislodged within two rounds, the victim's windpipe has been crushed and death by suffocation is unavoidable.

Forcing Salizarr to release his grip is not easy; he will not willingly loosen his strangling line once it is in place except to defend himself. A player character wishing to break free of his deadly embrace must do so in accordance with the unarmed combat rules described in the *Player's Handbook*. Thus, a successful throw, gouge, or hit with a weapon is required, and a victim wearing armor suffers a penalty of anywhere from –1 to as much as –10 on his or her attack.

The meazel's natural agility and knowledge of the sewers gives him some useful expertise similar to that of a master thief. Thus, he has the following special abilities: Pick Pockets (45%), Open Locks (37%), Find/Remove Traps (35%), Move Silently (33%), Hide in Shadows (25%), Hear Noise (15%), Climb Walls (88%),

and Read Languages (20%).

If a combat seems to be going against Salizarr, he will attempt to flee. In general, he is fast and agile enough to do this with ease. If he is pursued, he will attempt to lead his enemies into deadly danger. While he does not set traps or similar hazards to protect his lair, he knows where there are patches of green slime or puddles of gray ooze. With his enemies generally unaware of these dangers, he can frequently dodge them while his opponents stumble right into them.

Habitat/Society: Salizarr lurks in the great maze of sewers that curl beneath Il Aluk. No one knows how extensive this labyrinth is, for there is no record of its construction. It may well be that this underground complex was fashioned by the magic of the lich lord Azalin or even some other, darker power. Whoever or whatever the architect of this great place was, there is no doubt that Salizarr is its master now.

Salizarr is a relative newcomer to Ravenloft, having come into the Demiplane of Dread roughly one year ago. Before that time, Salizarr lived in a series of catacombs not far from the city of Suzail in the Forgotten Realms. One day, a stranger wandered into his underground realm and Salizarr attacked him. The man broke free of his grip and bolted away into the shadows. Enraged and ravenous, the meazel pursued him. After countless twists and turns, Salizarr had to concede that his victim had escaped him. He slowed from a run to a trot and then realized that he had no idea where he was.

The natural complex of caverns that had been his home for so many years was gone. Now, he found himself moving through a series of man-made sewers. After several days of trying to find his way home, it became obvious that his efforts were futile, so he determined to make this new place his own.

At that time, the sewers were home to a tribe of kobolds, living in an alcove near a nexus of two major tunnels. It wasn't long before Salizarr had hunted them down and destroyed them all, one by one. Once they had been removed, Salizarr claimed their quarters for his own, scattering the previous occupants' bones around in various geometric patterns by way of decoration. He has since forgotten his original home, and now believes that he has always lived in these sinister tunnels.

Salizarr collects the gold and silver carried by his victims, but has no interest in accumulating other treasures. He wears an unusual earring, but keeps no other jewelry or art objects. What this or any other meazel plans to do with his hoarded treasure is anybody's guess.

Whenever Salizarr makes a kill, he strips the body of coins. Items that he does not deem valuable, including weapons, armor, and magical items, he carries to a nearby pit and tosses in. At the bottom of this 80-foot hole is a foot-deep pool of green slime. In this horrible bath, not even magical items can survive for long. However, because green slime is unable to dissolve them, dozens of valuable gems are likely resting at the bottom of the pit. Anyone capable of defeating the slime and recovering them might find this quite a valuable treasure.

Ecology: As a meazel, Salizarr seems to hunger constantly for the flesh of humans, demihumans, and humanoids. Because such folk seldom come into the sewers, however, he is forced to subsist on a diet of rats and similar vermin. When this unsatisfactory board becomes too bland for him, he ventures out of the sewers to strike at the folk of Il Aluk. On those dark nights, the screams of his victims can be heard as he drags them back into the sewers to torture and destroy.

Adventure Ideas: Salizarr lurks like a bogeyman in the sewers. Stories about this terrible creature abound, though many people do not believe that he really exists. Few have seen him, and those who have are troubled by nightmares of his evil visage for the rest of their days. The player characters will find him a cunning adversary, and the sewers in which he dwells a horrible lair. Exploring these dreadful tunnels can be quite an adventure.

The PCs might be introduced to Salizarr when one of their henchmen vanishes, dragged into the sewers to satisfy the meazel's carnal hunger. Because of his craven nature, Salizarr is not above stalking children as well. It could be that the PCs will be called upon to rescue some young innocent who has been taken by the fiend.

Once the PCs are in the sewers, they will find themselves in a hostile, alien domain. These tunnels are littered with vermin, slimes, and other disgusting menaces. While Salizarr is not an overly intelligent creature, he is shrewd and has come to know his new home quite well. He will use his familiarity with the sewers and the menaces that dwell there to lead the player characters into dangerous places.

	Mechanus	Translator
Climate/Terrain:	Mechanus	Upper Planes
Frequency:	Very rare	Common
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	None	None
Intelligence:	Genius (17–18)	High (13-14)
Treasure:	Nil	Nil
Alignment:	Lawful neutral	Neutral
No. Appearing:	1	1
Armor Class:	5	8
Movement:	Fl 9 (A)	Fl 64 (A)
Hit Dice:	3	5
THAC0:	17	Miss only on 1
No. of Attacks:	1	1
Damage/Attack:	2d12	Stun
Special Attacks:	See below	Spell erasing
Special Defenses:	See below	Deific intervention
Magic Resistance:	90%	Nil
Size:	M (5′ diam)	S (3′′diam.)
Morale:	Average (8–10)	Fearless (19-20)
XP Value:	See below	1,400

Mediators are proxies of the powers of neutrality.

Mechanus Mediator

Mechanus mediators, the balancing forces found in the Clockwork Universe, ensure that all things, light and darkness, liquid and solid, maintain perfect balance and harmony. They look like clusters of geometric shapes made of strange green crystal. They are roughly spherical in shape, prickling with protuberances: squares, triangles, trapezoids, and spheres of all sizes stick out in all directions.

Unlike their lesser kin, the translators (see below), Mechanus mediators communicate through empathy. They cannot communicate with undead.

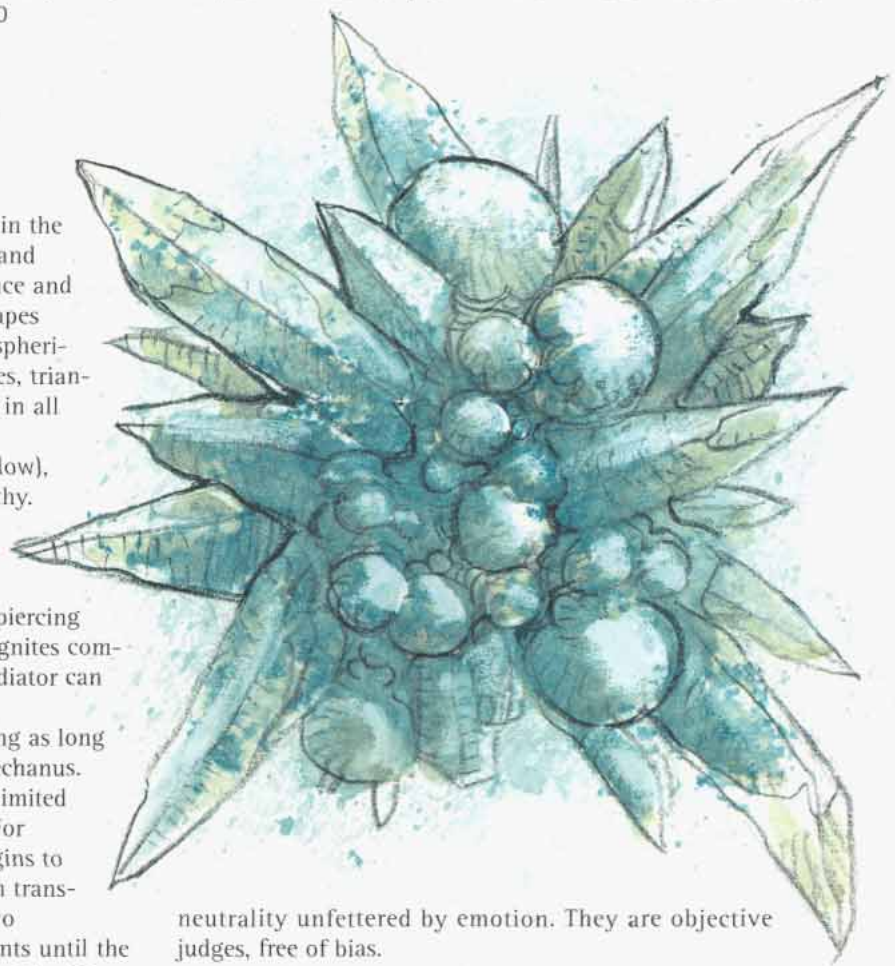
Combat: Mediators rarely enter combat except to balance an ongoing battle. They attack with a piercing green ray of light that inflicts 2d12 damage and ignites combustibles. The ray has no range modifiers; the mediator can attack anything it can see.

Mechanus mediators can create or do anything as long as it directly relates to maintaining balance in Mechanus. For game purposes, this means that they have unlimited *wish* spells, but only for the purpose of balance. For example, if the amount of liquid in Mechanus begins to exceed the amount of solid matter, a mediator can transform liquid to solid until balance is restored. If two groups battle, the mediators can destroy combatants until the sides are equal or even telekinetically stop the battle. Given their omnipotent power, it is perhaps fortunate that only three mediators exist in Mechanus.

Because their own destruction is the greatest possible threat to balance, Mechanus mediators use their *wish* ability to save themselves from danger. Without conscious effort mediators can affect any attacker, no matter where or in what manner the attack is launched. The attacker immediately undergoes an alignment shift to absolute neutral and, therefore, ceases its attack. Simply put, a mediator cannot be killed, so they have no experience point value.

Habitat/Society: The sole purpose of the mediators is to maintain balance. It is irrelevant whether the balancing is of good and evil, light and darkness, liquid and solid, etc. The mediators are heedless of anything except this symmetry of existence, even of sapient life. This causes some to view them as evil and uncaring, but mediators are certainly not evil in this respect. Rather, they are amoral in their drive for perfect equilibrium.

Mediators have gained an almost godlike reputation in Mechanus. They are rarely seen, and when they appear it is generally to effect tremendous change in the name of equilibrium. Even those beings of true neutral alignment are not beyond slight error or deviation. Neutrality tends to be inhibited, in some cases, by emotion. The mediators, however, are neutrality unfettered by emotion. They are objective judges, free of bias.



Ecology: A legend of the mediators, its origin and truth lost in the mists of time, claims that eons ago when the Outer Planes

were first forming, the powers of creation divided space among them. They created planes of certain alignments as homes for the corresponding powers. Intense arguments between powers of the same alignment but slightly differing viewpoints led to the creation of 17 individual planes for the nine alignments.

When the Outlands were created, they were to be the home of the neutral powers. From there they could send out their influences to maintain balance and order. But the neutral powers bickered because they disagreed how to organize and construct the inner areas of the plane. Each tried to exert individual influence, causing the plane to become unbalanced.

When the powers of creation saw what had happened, they cast the powers of neutrality out of the Outlands, thus closing it off to all beings. They created Mechanus with its perfect harmony and giant clockwork, and sent the powers of neutrality there to live. In order that the neutrals not corrupt Mechanus as they had done with the Outlands, the powers of creation made the mediators and gave them great power and influence over balance. Three mediators were made, one for each of the Lights of Balance that shine now at the center of the Outlands.

Translator

Messengers of the powers of neutrality (and occasionally of other powers), translators travel the planes at tremendous speeds, relaying important messages. These speedy couriers look like spheres of shining silver 3′ in diameter. They pulse with an inner yellow light when carrying a message. They have no apparent "front" or "back" and apparently no corporeal form.

Translators can speak any language audibly and do not use telepathy. It takes one approximately 30 seconds to pick up a new language. Note that the translator need not hear the language spoken; in the presence of creatures who speak an unknown language, it picks up that language magically.

Combat: Translators fight only when directly prevented from delivering a message or when they cannot outrun an attacker. With their impressive speed and maneuverability, translators can usually outdistance anything, and avoid combat when they are not delivering a message.

In combat translators attack with a shining silver beam of light. This almost always hits, missing only on a roll of 1. Anyone struck by the beam is stunned for 1d12–3 rounds; no save is possible. If the result is zero or less, the beam did not carry sufficient power to stun its target. Those stunned cannot move or think for the duration of the effect. The target is, in effect, in suspended animation. Even more devastating, the beam also wipes spellcasters' minds clean of memorized spells.

The gods of the Upper Planes take special care of the translators. These beings carry the plans and will of the gods from plane to plane. Therefore, if a translator is attacked while delivering a message, the sending deity always becomes aware of this and sends aid. In such an instance, roll d100. If the result is 99 or less, the deity sends an aasimon servant to help. If the result is 00, roll again. If the second roll is 99 or less, the deity sends 1d6+1 aasimon servants. If the result is 00, the deity itself appears. Aid of this type arrives in 1d10 rounds after the translator is attacked.

Habitat/Society: Translators are the prized messengers of the powers. They are quiet and unassuming creatures, but carry great importance with them.

Translators do not have a society. They are content in their absolute servitude, though they are not rewarded in any way. A translator's entire existence consists of either delivering a message or waiting patiently for one.

A translator does not intentionally alter a message. The courier relays it with the greatest accuracy possible, maintaining not only the words but, where possible, the spirit of the message. Sometimes incompatibilities between languages, particularly those of widely differing planes, prevent a completely accurate translation, and the translator advises listeners of this situation.

Ecology: Translators derive their sustenance from the energy of the planes. They do not eat, drink, or sleep. If they were not intelligent, translators might be mistaken for mere automatons. As intelligent beings, translators can evaluate situations and conduct themselves in a manner appropriate to completion of their mission.



	Medusa	Greater Medusa
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11- 12)
TREASURE:	P, Q(x10), X, Y	P, Q(x10), X, Y
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1-3	1-3
ARMOR CLASS:	5	3
MOVEMENT:	9	12
HIT DICE:	6	8
THAC0:	15	13
NO. OF ATTACKS:	1	1 + weapon
DAMAGE/ATTACK:	1-4	1-4
SPECIAL ATTACKS:	Petrification, poison	Petrification, poison
SPECIAL DEFENSES:	Nil	Poisonous blood
MAGIC RESISTANCE:	Nil	20%
SIZE:	M (6'-7')	M (6'-7')
MORALE:	Elite (13-14)	Elite (13-14)
LEVEL/XP VALUE:	2,000	4,000



Medusae are female humanoids with hair of swarming snakes. They are hateful creatures that can petrify any creature that meets their gaze.

The typical medusa has a pale-skinned, very shapely woman's form. It stands 5 to 6 feet tall with the snakes adding up to another foot. At distances farther than 30 feet, the medusa is easily confused with a normal woman. Its red-glowing eyes are visible up to 30 feet. At distances of 20 feet or closer, the medusa's true nature is revealed. Its face is horrible—the snakes writhe constantly, especially if the medusa is excited.

Medusae wear human clothing such as loose dresses or robes. They seldom wear armor and cannot easily wear helmets. Medusae may carry a knife, dagger, or short bow. Medusae speak their own tongue and the common one.

Combat: The medusa tries to get close to a victim before it reveals its true nature. It will use its attractive body to lure males nearer while staying in the shadows. Once the medusa is within 30 feet, it strikes, trying to get its victim to look into its eyes. Any creature within 30 feet must make a saving throw versus petrification or turn instantly to lifeless stone. If an opponent averts his eyes, the medusa rushes up so that its serpentine growths can attack. The range of such attacks is only 1 foot, but the victim must save versus poison or die.

The medusa is able to see creatures in the Ethereal and Astral planes, and its petrifying gaze is equally as effective against creatures there. It retains its petrifying gaze after death. Creatures looking at a freshly-dead medusa's head make a saving throw at +1. The saving throw increases +1 each day the head decays.

If the medusa cannot easily use its normal tactics, it may resort to normal weapons such as knives and shortbows.

Habitat/Society: Medusae dwell in dark caves or the lower regions of large abandoned buildings. They arrange the lighting such that their homes are filled with flickering shadows.

The presence of petrified victims is a sure indicator of the occupant's true nature. For this, aesthetic, and other reasons, the medusa usually removes most of its victims. Those that resemble interesting statues may be retained; the rest are often broken into unrecognizable (and unrevivable) chunks.

The one form of treasure never found in a medusa's lair is a mirror. If a medusa sees its own reflection in a mirror, it turns to stone itself. Reflection in nonmetallic reflectors such as water or polished stone have no such effect. Medusae are immune to the petrifying effect of another medusa.

Medusae are infrequently driven to mate with humanoid males. The act always ends in the male's death, usually by petrification when the medusa reveals its previously hidden visage. Two to six eggs are laid one month later and hatch eight months after that. The female hatchlings appear as baby girls with stubby green tendrils. The hatchlings are revolting to look at but cannot petrify. Medusae grow at the same rate as humans. At about age two the serpentine hair becomes alive and gains its poisonous bite. The medusa can petrify with the onset of adolescence.

Greater Medusa *(Serpentine)*

Rare medusae (10%) have serpentine bodies in place of the lower torso and legs. The entire body is covered with fine scales and measures 10 to 20 feet. The poison of these medusae is so deadly that saving throws are made at -1, and they are known to use bows and poisoned arrows. Their blood is so poisonous, in fact, that even after one has been killed, touching its body still requires a saving throw versus poison. They seldom venture far from their lairs, since they are immediately recognizable. Greater medusae have a morale bonus of +1.

Medusa, Althea



Climate/Terrain:	Lamordia (Demise)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11)
Treasure:	P, Q×10, X (Y)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	5
Movement:	9
Hit Dice:	6 (27 hit points)
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1 or 1d6
Special Attacks:	Petrification; poison; blindness
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Elite (13)
XP Value:	3,000

Northwest of the domain of Lamordia, beyond even the terrible Isle of Agony, lies a small island known only as Demise. Those who pass near the island have reported hearing songs of great beauty drifting out across the waves. Sailors who travel to this island seldom return, however, for the only thing to be found of the island of Demise is death at the hands of Althea.

Althea is a medusa, one of that terrible race of women who sport tresses of deadly vipers instead of hair atop their heads. Like all her kind, Althea's body is that of a slender, even shapely human woman. Her countenance, however, is dreadful, having the general features of a human face but possessing the scales and texture of a reptile. Her eyes are nothing more than black beads, her mouth but a lipless slit through which her forked tongue slips in and out to taste the air for odors.

Althea's senses are, on the whole, similar to those of a normal human. However, her eyes are somewhat weaker and are bothered by bright light. Her sense of smell, conversely, is far better than a human's. These two tend to balance out, making modifications to surprise rolls and the like unnecessary.

It is impossible to say with certainty which languages Althea does or does not know. While she seems to know the language of Lamordia, she speaks it with a pronounced accent. What her home language is, or where she might have originated, is unknown.

Combat: Althea's primary weapon is, of course, her petrification attack. Anyone who looks into her snake-like eyes is instantly transformed to stone unless he or she can make a successful saving throw vs. petrification. This attack can affect a single enemy per round and has a maximum range of 30 feet.

The power of Althea's gaze is so great that it extends even into the Astral and Ethereal planes. Indeed, she is able to see creatures moving about in these nether regions as plainly as she sees those on the Prime Material Plane.

Even death does not instantly halt the effect of this deadly gaze. Looking into the eyes of a slain medusa still requires a saving throw, although this is made with a +1 bonus per day that has passed since the creature died. Indeed, because any natural roll of 1 is an automatic failure on this saving throw, this gaze weapon still has a 5% chance of functioning for centuries after the actual death of the creature.

Althea is vulnerable to her own petrifying gaze. For that reason, she abhors mirrors and similar objects. Any brightly polished metal surface can be used to turn her gaze back upon her, forcing her to save or be petrified. Nonmetal reflectors will not serve to destroy her; the *gaze reflection* spell is similarly impotent. The gaze of another medusa cannot petrify her, but that of a different type of creature (like a basilisk) can. If she is turned to stone, looking upon her petrified remains no longer carries the risk of death.

The snakes atop her head are able to attack each round. Althea's asps can bite for a single point of damage, but anyone bitten must make a saving throw vs. poison or die instantly.

In addition to this bite, Althea's snakes can spit their venom at a range of up to 10 feet. Each combat round, every enemy within this range will be attacked in this manner and must make a successful saving throw vs. breath weapons. Failure to make this save indicates that the snake has scored a hit on the target's eyes, permanently blinding him or her. The victim is unable to see, with all the penalties and disadvantages that might normally be associated with such a state, until he or she receives a *cure blindness* or similar spell.

In melee combat, Althea attacks with a slender-bladed short sword. This weapon does inflicts 1d6 points of damage against medium targets and 1d8 points of damage to large ones. While it is quite ornate and valuable (being worth some 500 gold pieces), it is not magical in any way. Althea has also been known to employ a short bow in combat, attacking targets as far as 150 yards away and causing 1d6 points of damage per arrow that strikes its mark. From time to time, Althea will use her asps' poison to make these weapons more deadly.

Habitat/Society: Demise, the island on which Althea lives, is far from hospitable. Indeed, it is little more than a great outcropping of rock amid the gray-blue expanse of the Sea of Sorrows. Those who approach by sea will find no safe anchorage near the rocky cliffs that pass for Demise's shore. A small boat might reach the coast safely, but only the most experienced seaman would stand much chance of surviving such an attempt.

The first report of Althea's appearance dates back about 50 years. The *Doma Ordana*, a small merchant ship running north from Ludendorf to Martira Bay, found itself caught in a terrible storm which hung above the sea south of The Finger. In an effort to avoid the brunt of the storm, the ship's captain, a Lamordian named Johan Wehner, decided to sail around the Isle of Agony rather than risk the turbulent channel.

All went well until the voyage was half-over, when the ship rammed something beneath the waterline and split open. Most of the crew died when *Doma Ordana* vanished beneath the storm-tossed water. Wehner and five of his men managed to cling to floating debris and make their way to the shores of a rocky island. They found the coasts utterly inhospitable, being nothing but rocky cliffs and crushing surf. With some effort, they managed to come safely ashore, becoming, so far as they knew, the first men ever to step upon the island known as Demise. Wehner's records of his exploration of the island were found adrift in a wooden keg several months later.

His account begins with the scaling of the cliffs. At the point where he and his men went ashore, this formidable climb was no less that 50 feet. Further, the rock was broken and loose, making it a very dangerous ascent. Good luck was with them, however, for the entire company completed the climb safely.

Wehner described the surface of the island as resembling a rocky plateau or region of badlands. One of his men had spent some time in Kartakass and likened the area to the neighboring region of Bluetspur. Those familiar with that foul domain will certainly understand the unflattering image that such a comparison conveys.

The explorers reported no vegetation of any merit on the island, and the only fresh water they found were pools and puddles from the recent storm. Determined to find food and drink, they headed farther inland.

Again, luck was with them. The center of the island was a great depression, hinting at possible volcanic origin. Within this large crater, life had indeed taken hold. Springs of hot water boiled up from deep underground, filling the air with a thick sulphurous steam. Plants had taken vigorous hold here, transforming the region into a rich, tropical jungle. Animal life, however, seemed nonexistent, a fact which troubled Wehner and his crew greatly.

For two days, the castaways found life in the caldera of that ancient volcano pleasant, if dull. They ate and drank, recovering from the abuses of the storm and their trek across the rocky island. When they were well again, they began to explore their temporary home. While his men began to build the boat that would carry them back to the mainland, Wehner set about exploring the place.

Near the center of the great forest, he came across a strange structure. Built of some incredibly hard white stone, it seemed endless as he walked along its perimeter. At last, however, he came upon an arch in this mysterious barrier. Runes unlike any he had seen before adorned the portal, and he decided to proceed no farther on his own.

The next day, Wehner returned to the portal with his men. They had fashioned spears to defend themselves and carried the knives they had brought with them from the ship. None of them could make anything of the inscription. Together they entered the large, flat structure.

Inside, they found the place to be a great maze of featureless halls. It wasn't long before the company had gotten turned around and become hopelessly lost in this labyrinth. Once again, the men found themselves wandering and without adequate provisions.

From time to time, they came across fine statues of men, women, and demihumans. In every case these were so lifelike and intricate that Wehner and his men thought they might suddenly come to life. The statues seemed to represent a great variety of explorers, adventurers, and sailors. Despite their many differences, they all had one trait in common: Without exception, the faces of the statues were twisted in horror and revulsion. Wehner thought the sculptor's taste and technique odd, and wondered what mortal hand had crafted these ghastly icons.

When Wehner estimated that they had spent ten hours exploring the web of white stone, he called for them to hold up and make camp. His men were tired and further exploration was likely to yield nothing without rest. One of the men stood watch while the others slept soundly.

When Wehner awoke, he saw that some horror had come upon them in the night. The guard had been transformed into a statue. Like all the others, his face bore the unmistakable mask of someone whose last thoughts had been consumed with nightmarish fear and dread. Unable to do anything for their lost companion, Wehner and his crew redoubled their efforts at escape.

For several days this sad company wandered the labyrinth. From time to time they caught sight of some dreadful shadow flashing across the smooth walls. Not long after such a sighting, one of the men would let out a cry of agony and become petrified. In the end, only Wehner himself remained.

Wehner made ready to face the thing that was stalking him. He tied a band about his eyes so that he could not look above the creature's waist. When it came to destroy him, however, Wehner was surprised to find that it did not charge forward like a mad beast. Rather, the

medusa spoke to him, her words ringing softly off the walls of the labyrinth.

"You need not fear me, brave sailor," the husky, seductive voice sang. "I shall not harm you. I, Althea, have chosen you above all others. You and I are meant to be together. Look upon me—am I not attractive in your eyes?"

Wehner's blindfold allowed him to see Althea from the waist down. The perfection of her body was greater than that of any woman he had ever seen. When combined with the sheer perfection of her voice, the temptation was almost more than he could bear. In his heart, a sudden passion burned that called for him to pull away his blindfold and look upon the woman.

Althea stepped closer and Wehner could see that she was holding out her arms to him. Only then did he hear the hissing of asps and regain his conviction. Blindly, he struck at her with his blade. The cry of agony that echoed through the labyrinth was more than enough to tell him that his aim had been true.

Although wounded, however, Althea was not defeated. She grabbed at Wehner, ripping the blindfold from his face. Before he could look away, the asps upon her head spat their deadly venom into his eyes, leaving him blind.

Althea hissed at him, vowing that he would die slowly and in great pain. Wehner, his nerve shattered by the horror that he had faced, turned and fled. He didn't know how badly he had wounded Althea, but she did not pursue him. He hoped that his attack would prove fatal, but something in his heart knew better.

To his surprise, the blinded Wehner found his way out of the labyrinth. He surmised, correctly, that the place was built as much of illusion as of stone. Without his eyes to guide him, he was far less vulnerable to the labyrinth's magic.

Wehner's account ends with his escape from the labyrinth, and his ultimate fate is unknown to the outside world. Most assume that he died trying to escape the rocky Demise or that he returned to the labyrinth and fell victim to the deadly Althea.

No one can say for certain how Althea came to be in Ravenloft. It seems certain that she is not a native of the Demiplane of Dread. The architecture of the labyrinth is classical in nature, calling to mind images of the Acropolis and similar structures. The runes above the entrance have no meaning in any known language; even magic has failed to reveal their hidden message.

Among the sailors who travel through The Finger and along the coast of the Sea of Sorrows, the story of Demise and its lone inhabitant is told with many variations. Some common threads have emerged, however, and may well be bits of Althea's true story gleaned by scrying and scholarly investigation.

Whatever Althea's original home, she seems to have been cast out from it. Indeed, the volcanic nature of the island clashes so greatly with the rest of the northwestern lands that Demise itself may be a relic of this unknown world. Some of the oldest charts in Lamordia do not show the island, a fact that lends credence to this theory.

As for the medusa Althea, she is very much a prisoner of her labyrinth. It seems certain that she did not build it, nor did she design the enchantments described by Johan Wehner. Presumably, however, she has acquired some degree of wealth over the years. Who can say what treasures might have been brought to Demise by explorers and castaways, only to fall into the hands of this terrible she-devil?

Althea's isolation has driven her mad. She desires freedom and, if the stories are to be believed, a mate.

I know now the nature of the beast that stalks me. After the petrification of Varshon, I knew that I must confront the thing or die myself. Escape, it seems, is no longer an option.

I hold no illusions about my fate. I have little chance of overcoming this dreadful creature, but I must try. The souls of my men have been lost; can their captain do less than seek vengeance for them? I think not.

It is death to look into the eyes of this creature; that much I have surmised. To that end, I have bound my eyes. I have left myself some vision, but I can see nothing above the level of my waist. With luck, I shall be able to see enough of my enemy's movements to defend myself somewhat. What weapons it may have beyond this gaze I cannot say.

I have my knife, the blade that was my mother's, and I cannot help but think that it will not fail me. The creature comes for me now; I can hear its footfall. I must make ready to strike.

Heaven guide my knife that I might end the life of this horrible creature once and for all.

—From the journal of Johan Wehner

Indeed, the account of Captain Wehner may well lend credence to this assumption. It seems that Althea always selects a single individual from among any party that enters her lair. All others in the group are then treated as prey, to be stalked and killed at her whim. The chosen one, however, she desires as a mate. It seems certain that anyone who might succumb to the charms of this woman would soon die.

Ecology: The island on which Althea lives is indeed a wonder of nature. From the sea, it looks like a cone of rough black stone rising out of the waves. Newly landed mariners will find its shores bleak and desolate.

Ascending the cone, however, will bring one to the lip of a great caldera. Looking down into this crater will reveal a thriving jungle of plants, hot springs, and rolling banks of steam. Exploration of the jungle will undoubtedly lead to the discovery of the labyrinth at its heart. The lack of animals larger than insects is further proof of this place's unnatural history.

A fact not known to the outside world is that Johan Wehner still lives. Over the years, he has regained the ability to distinguish light from dark, but he cannot make out shapes. He lives in a cave near the sea, where he survives by fishing. He will offer what help he can to those who visit Demise—besides being familiar with every inch of the island, he knows that Althea cannot leave her maze. Those who encounter him will certainly think of him as a mad hermit, for decades of isolation have left him a broken, tragic figure.

Adventure Ideas: Demise is an excellent place for the creative Dungeon Master to stage a shipwreck adventure. The player characters begin the scenario aboard a boat, *either in or out of Ravenloft*. Through some mishap, they come across the dreadful island and are forced (or choose) to go ashore.

Once on the island, the heroes might encounter Wehner, from whom they will learn much about the creature at the heart of the island. For his part, the old hermit has lost touch with reality and the information he provides might be hidden in riddles, sea chanties, or vaguely coherent reminiscences.

Exploring the labyrinth, which is liberally treated with illusion and similar magics, will be a dangerous and baffling task. Althea will, as mentioned above, pick one of the characters as a would-be mate and then proceed to destroy the others. She takes great delight in tormenting her victims, so she will use hit-and-run tactics whenever possible. She knows the maze well, knowledge that makes her an even deadlier enemy.

Those who survive to reach the center of her maze will find Althea's lair waiting for them. This is a magnificent place with fountains of sweet water, gardens of fruit, and luxurious furnishings. It is also, however, a *place of deadly peril. Althea will be quick to deal with* intruders who delve this deeply.

Because the labyrinth is a prison designed to contain Althea, her death may result in its partial destruction. Dungeon Masters might want to rule that the entire building crumbles into ruin, leaving the player characters to scramble for safety amid the chaos. Less spectacularly, the magical illusions that serve to make exploration of the place so difficult could fail, leaving it simply a maze of stonework. The DM might also wish to rule that the building remains unchanged, leaving it like a great spider's web that waits to trap the unwary at the heart of the island.

I have been blinded. I do my best to write this clearly so that others might read it, but I must rely on the memory of my hands in the making of these letters. I had expected to die in battle with the creature, but this is far worse.

Still, the deed is done. I have met the creature and survived. My knife struck true, for the blade is slick with blood. I managed to avoid meeting its gaze and have been spared the fate of my companions.

Curiously, I was able to escape the maze fairly easily after losing my sight. It could be that some magic made things appear differently inside the structure; without my eyes, such enchantments could have no effect upon me. Whatever the case, I am back in the jungle.

I must sleep now, for I am exhausted. Thank the Sea Goddess that there are no beasts in this place so my sleep should be undisturbed. When I awake, I shall make my way to the top of the caldera, if I am able. From there I shall descend to the edge of the island and commit this journal to the sea.

Once that is done, I do not know what will become of me.

—The final excerpt from the journal of Johan Wehner

	Maedar	Glyptar
CLIMATE/TERRAIN:	Subterranean	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Not applicable
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	P,Q(x10),X,Y	See below
ALIGNMENT:	Lawful Evil	Lawful evil
NO. APPEARING:	1	1
ARMOR CLASS:	5	5
MOVEMENT:	9	Fl 9 (A)
HIT DICE:	6	1-4 hp
THAC0:	15	See below
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2-8/2-8	1 hp or by animated weapon
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7')	T (under 6")
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	975	65



Maedar

Maedar are male counterparts to medusae, though they lack the petrifying gaze of the females.

The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic.

Combat: Maedar attack with powerful fists that each cause 2d4 points of damage. One every three turns, the maedar can turn stone to flesh by touch. Maedar can pass through stone at their normal movement rate. They require one round of concentration before this; no other activity can be undertaken that round. Maedar struck by a *phase door* spell while passing through stone are killed instantly.

Maedar are immune to petrifaction and paralyzation (including related spells, such as *hold* and *slow*). They are immune to the poisonous bite of a medusa's serpentine hair. In addition, maedar can see into and extend their stone into flesh power into the Astral and Ethereal planes.

Habitat/Society: Maedar are the little-known male version of the medusae. They are extremely rare, however (far more rare than the frequency would indicate), and few medusae ever find a maedar spouse. Most medusae typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into medusae. The cross insures the continuation of the medusae species.

When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born of these matings are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.

The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the Maedar's rarity and natural reclusiveness, even most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims, then transforms them into meat.

Ecology: Maedar may cooperate with lawful evil creatures, such as kobolds and orcs, in exchange for security or reward. If forced to aid another creature, maedar seek revenge at the first opportunity.

Glyptar

Glyptars are rock crystals animated by the spirits of maedar. When a maedar has foreknowledge of his death, he can transfer his life force into the rocks. An extremely evil maedar retains his consciousness as it drifts through the ground. When such a life force encounters gemstones, such as feldspar or amethyst, it is trapped within and cannot leave voluntarily. Eventually the maedar goes mad. (Note that once a maedar is trapped within a glyptar crystal, his life force cannot be trapped in a second crystal.)

If this glyptar is removed intact from the ground, the maedar's spirit is now able to animate the crystal and anything inorganic attached to it. Thus if the glyptar is set in the eye of a stone statue, the maedar's life force animates it as a golem. This can affect a maximum of 1,000 pounds.

Similarly, if the glyptar is set in the pommel of a sword, the sword can be animated to strike as though it were wielded by the living maedar. The weapon gains a +1 bonus to its attack roll, strikes as if it were wielded by a 6th-level fighter, and gains a +2 bonus to its damage roll. Note that the glyptar's *stone to flesh* power enables the weapon to sink harmlessly into stone as the glyptar uses its power.

The glyptar retains its other powers as well. The glyptar and its attachments may pass through stone at will at the normal movement rate. It is immune to *phase door* spells. Once every three turns the glyptar can perform a *stone to flesh* attack against a target touched by the glyptar or its setting. Glyptars remain immune to paralyzation and petrification attacks of all sorts.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night (any if tracking)
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–5
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Fear, paralyzation
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Steady (11–12)
XP VALUE:	650



Meanlocks are shadow-dwelling, bipedal creatures that use gruesome tortures to transform humans and demihumans into monsters like themselves. They are seldom seen, for they shun light. Meenlocks are squat, two feet tall, and covered in shaggy, black fur. Their bent arms end in nasty, clawed hands. Their heads are white and hairless, with small, toothsome mouths, flat noses, and large yellow eyes devoid of pupils. Meenlocks have a powerful telepathic ability that enables them to send messages to any creature within 300 feet. Their speech is limited to low guttural growls.

Combat: Intelligent creatures with 4 or fewer Hit Dice that see a meenlock collapse from fear for ld4+4 rounds (half this if a saving throw vs. spell is successful).

Meenlocks flee bright light if they can; they use considerable ingenuity to extinguish light sources.

In melee, meenlocks rake with their clawed hands. Each hit inflicts ld4 points of damage. Any creature struck must roll a successful saving throw vs. paralyzation or be paralyzed for ld6 turns. They may also use a limited *dimension door*, 60-foot range, every other round. Opponents attacking a meenlock the round it teleports suffer a –4 penalty to their attack rolls. Meenlocks cannot use this ability while carrying a victim. Three meenlocks are required to carry a paralyzed victim.

Any human or group of humans who open a meenlock lair without killing the monsters or replacing the stone exactly as they found it will be tracked and attacked that night. The tracking meenlocks follow at a discrete distance and use their telepathic ability to send messages to one character in the group (no saving throw). This victim should be a paladin if one is present; if not, the meenlocks choose a human, elf, or other demihuman in that order.

The messages convey the general impression to the victim that horrible monsters are in pursuit and they want to make him one of them. As the day wears on the victim becomes aware of stealthy movements all around him. Companions of the victim probably detect nothing (meenlocks are 95% undetectable when tracking). This mental harassment continues throughout the day. The victim loses 1 point of Dexterity, Intelligence, Strength, and Wisdom per hour from distraction. Maximum reduction is to half the original value. In addition, a character being harrassed by meenlocks is so distracted that he suffers a –1 penalty to his attack rolls or if he is a spellcaster the targets of his spells gain a +2 bonus to their saving throws.

Meenlocks attack after their victim beds down for the night. They're surprisingly quiet and are 80% likely to surprise even watchful guards (100% against sleeping victims). The meenlocks use their fear ability and paralysis to stun any guards then drag away their chosen victim. Meenlocks kill guards and companions if needed. They do not attack their victim unless absolutely necesary, preferring to drag him off to their lair. Once inside, after a short hideous ceremony, the victim becomes a meenlock.

Habitat/Society: Meenlocks dig their homes in desolate, rocky forests, covering the entrance with a large flat rock (treat as a secret door). This stone opens to a twisting vertical passageway that winds downward for 100 feet or more to the meenlock lair. The ceiling, floor, and vertical passageway of the entire lair are covered by a dank, spongy moss unique to meenlock lairs.

Meenlocks use this moss to climb up and down the vertical passage. Anyone opening the lair senses powerful emanations of evil coming from below. In addition, anyone peering into the blackness is greeted by the smell of rotting corpses. Both of these sensations are telepathic warnings from the meenlocks below.

The meenlocks live in a dreary chamber at the bottom of the vertical passageway. Decorations consist of dirty sleeping furs, a number of wicked curved knives hanging on the walls, and a jumbled pile of bones.

Ecology: Meenlocks delight in transforming humans and demihumans into monsters like themselves. Little is known about the procedure but apparently it involves a reduction in the victim's bulk followed by quick application of the meenlock moss.

A meenlock band contains a maximum of five individuals. If a sixth human is transformed, then the band splits. The three largest meenlocks (those with the most hit points) remain in the lair, while the three smaller meenlocks leave to construct their own lair.

Mek

CLIMATE/TERRAIN:	Ruins or any	
FREQUENCY:	Very rare	
ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Any	
DIET:	Nil	
INTELLIGENCE:	Non- (0)	
TREASURE:	Nil	
ALIGNMENT:	Neutral	
NO. APPEARING:	1	
ARMOR CLASS:	–4	
MOVEMENT:	9	
HIT DICE:	11–16	
THAC0:	11–12 Hit Dice: 9	
	13–14 Hit Dice: 7	
	15–16 Hit Dice: 5	
NO. OF ATTACKS:	2	
DAMAGE/ATTACK:	5d6+10 (fist)/5d6+10 (fist)	
SPECIAL ATTACKS:	Paralyzing breath	
SPECIAL DEFENSES:	Spell immunity	
MAGIC RESISTANCE:	Nil	
SIZE:	L or H (15'–25' tall)	
MORALE:	Fearless (20)	
XP VALUE:	11 HD 12,000	14 HD 15,000
	12 HD 13,000	15 HD 16,000
	13 HD 14,000	16 HD 17,000

Meks (possibly a derivative of the word "mechanical") are huge metallic creations, fabricated by a long-dead race of inhuman, insectlike sorcerers. Most meks resemble their creators, having barrel-like chests; and long, barbed, double-jointed arms and legs. However, meks resembling giants, lizards, and other creatures have been found, too.

Meks usually serve as guardians and only attack beings who intrude into the area they protect. However, characters might encounter one of the few wild meks that wander as marauders.

These unintelligent creatures do not communicate, but follow the simple, verbal orders their creators gave them long ago. Rumors state that on rare occasions, a powerful individual has learned how to usurp control of a mek—at least for a while.



Combat: Meks vary in power. To randomly determine the number of Hit Dice of a given specimen, roll 1d6 and add 10.

A mek responds to motion; it cannot see a creature that remains perfectly still. The best defense against a wandering mek is to remain stock still, out of its path, and wait for it to pass by. This requires a character to remain motionless for approximately 1d3+1 rounds, enough time for the mek to move out of range. In order to remain motionless, a character must make a Dexterity check each round.

Meks attack by striking with their heavy, metallic limbs, inflicting 5d6+10 points of damage with each of their two mighty fists. So great is a blow from one of these monstrosities that a creature hit by both fists in one round must make a saving throw vs. paralysis. A failed saving throw means the mek has knocked the victim off his feet, stunned for 1d4–1 rounds. If the saving throw succeeds, the target still falls prone.

These creatures use their effective Strength of 22 to great effect by grabbing opponents with a successful attack roll, lifting them off the ground, and hurling them 1d6 × 10 feet away. Victims suffer 1d6 damage for every 10 feet thrown, plus the mek's Strength bonus of +10 to damage.

Once each turn, a mek can exhale a cloud of paralyzing gas. This cloud, a 10-foot-radius sphere centered around the creature, does not obscure vision and remains stationary if the mek moves away. Each creature within it must make a saving throw vs. breath weapon for each round spent inside; failure indicates the victim becomes paralyzed for 1d3 turns. The gas dissipates in 2d4 rounds.

Meks are immune to most enchantments. Cold-based spells cause them no damage but have the effect of a *slow* spell on them, and *disintegrate* spells destroy meks that fail their saving throws. Poison and attacks directed at a creature's mind have no effect on them.

Habitat: Meks were created long ago to guard ancient insectoid wizards and their underground strongholds. (A few of these fortresses lie on the surface, in remote, desolate areas.) Meks encountered within ancient strongholds served a master at the time of their entombment. Most of the time (90%), the creature's final order was to guard a particular chamber, item, or even an entire floor. In rare cases, its master ordered it to kill anyone who entered the stronghold.

Sometimes the elements expose a buried stronghold, and a mek manages to escape and wander the countryside, attacking most creatures it encounters and leveling any structures in its path. Such meks apparently had no master at the time they were sealed up in the stronghold. These masterless creatures, lacking in magical compulsions and safeguards, prove the most dangerous.

The secret of creating meks has been lost—for now.

Ecology: Except for the ruin the few wild, uncontrolled meks inflict on the landscape, most meks have no effect on their immediate environment. Some mages and sages speculate that a relationship exists between meks, iron golems, and *Apparatuses of Kwalish.*

	Gendruwo	Common Memedi
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVE TIME:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	High (13-14)	Semi- to high (2-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic neutral or chaotic good	Neutral
NO. APPEARING:	1-3	1
ARMOR CLASS:	5	6
MOVEMENT:	24	24
HIT DICE:	3	1
THAC0:	17	19
NO. OF ATTACKS:	1	Nil
DAMAGE/ATTACK:	By weapon type	Nil
SPECIAL ATTACKS:	Fear	Fear
SPECIAL DEFENSES:	+1 or better weapon to hit, invisibility, etherealness	+1 or better weapon to hit, etherealness
MAGIC RESISTANCE:	35% (see below)	Nil
SIZE:	M (5'-6' tall)	S (3'-4' tall) or M (5'-6' tall)
MORALE:	Steady (11)	Average (9)
XP VALUE:	650	35



The memedi include a broad variety of lesser spirits. They are responsible for many of the strange phenomena that frighten and perplex the living.

Common memedi are incorporeal beings found most often on Bawa and other southern islands, although they also have been reported elsewhere in Kara-Tur. Common memedi include djim, djangkong, panaspati, setan gundul, uwil, and wedon.

Memedi who attract the most attention are gendruwo. These playful spirits delight in causing mischief and harassing humans. Gendruwo can change their appearance at will. They have been encountered in the forms of dogs, peacocks, cattle, and lizards. Their favorite form is that of someone known by (or related to) the victim of their mischief. In their natural form, which they seldom assume, gendruwo are featureless humanoids made of shimmering, multi-colored mist.

Gendruwo, as well as all types of common memedi, speak archaic forms of the local languages in short, clipped phrases.

Combat: Any character who sees a memedi must make a successful saving throw vs. wands. If he fails, he responds as if he has been affected by a *fear* spell. In other words, the victim turns and moves at his fastest possible speed away from the memedi, for six rounds. Common memedi have no other attacks or special abilities. They are, in fact, quite harmless.

Gendruwo share the common memedi's dislike of physical combat. However, in a desperate situation–e.g., if cornered or seriously threatened–gendruwo may use any available weapon to defend themselves. As soon as the danger has passed, they dispose of such weapons. Gendruwo find the use of human weaponry demeaning and distasteful.

Kidnapping is the gendruwo's most dangerous ability. The spirits can enter the Ethereal Plane at will, and they can take one human victim with them to the border ethereal. In order to kidnap a victim from the Prime Material Plane, the gendruwo must offer him a morsel of food, such as a bit of meat or a piece of kastera (sweet sponge cake), usually presented on a silver tray. If the victim accepts the food, the gendruwo can then whisk him away to the border ethereal, far from friends, home, and family. A kidnapped victim cannot escape the grasp of a gendruwo, and no saving throw is allowed. Once in the border ethereal, the victim is released while the gendruwo returns to the Prime Material Plane to continue its harassment of humans. The kidnapped victim must find his own way home.

Gendruwo have a magic resistance of 35%. However, this does not apply to spells specifically intended for spirits. For instance, gendruwo are resistant to *hail of stone* but not to *abjure*.

Habitat/Society: Gendruwo have no permanent lairs, though they take refuge on the Ethereal Plane when threatened or harmed. Gendruwo are solitary by nature, but sometimes congregate in small groups to execute especially devious pranks. Most often they appear after dark, in lonely, secluded places.

The pranks of gendruwo usually are annoying but harmless. For instance, they may give travelers the wrong directions or appear unexpectedly to startle the inattentive. If a gendruwo's prank possibly could result in harm–e.g., if false instructions lead a traveler into a valley of monsters–the gendruwo may appear later to inquire about the victim's health and offer assistance.

When a gendruwo is in a dark or devilish mood, however, its pranks tend to be mean-spirited if not downright dangerous. For example, it may appear before a human in the form of a trusted friend and proceed to tell vicious lies, such as "your wife has left you" or "your brother has been murdered."

Ecology: Gendruwo eat all kinds of food and drink. Fearful humans sometimes leave generous offerings of food on the outskirts of their villages in hopes of keeping gendruwo away. Gendruwo also consume all types of paper and parchment. They enjoy annoying humans by eating crucial documents and books.

Djim

Djim are spirits of deceased priests, typically appearing as elderly, bald men wearing long prayer robes. Djim never make eye contact with humans or communicate with them directly. Instead, djim continually mumble chants and prayers in an archaic form of the local tongue.

Djim attend the funeral services of nobles and other wealthy men, to ensure safe passage of the deceased to the spirit world. However, they appear at the funeral only if the ceremony is performed exactly as prescribed. Local custom may dictate certain variations, but in general, djim prefer that the family follows these steps:

• After the deceased has drawn his final breath, the body is laid out on a special tatami mat upon which a living person has never set foot. The body is then covered by a silken shroud with the head exposed.

• The eldest son places a coin in a bowl, covers it with a silken cloth, then takes it to the nearest stream or pool. He throws a lighted candle and a handful of rice into the water, removes the cloth, and throws in the coin. Now having "purchased" the water, he fills his bowl from the stream.

• The eldest son uncovers the feet of the body, washes them with the "purchased" water, then covers them with the shroud.

• The entire household, along with the deceased's friends and associates, bare their feet, and express their sorrow by chanting, wailing, and moaning for a period not less than one hour.

• The shroud is removed. A twig is placed in the body's right hand and a fan is placed in the left hand; these are to sweep away evil spirits. The family places rings, bracelets, and other jewelry on the deceased, so that he makes a good impression when he enters the afterlife.

• The eldest son prepares several pieces of spirit money, called fang lu ch'ien. Each fang lu ch'ien is a round piece of paper in the shape of a coin, usually blue in color. On the day of the funeral, the fang lu ch'ien are scattered behind the procession. The sound of chanted mumbles heralds the arrival of a djim, who appears several yards behind the procession, collecting the scattered fang lu ch'ien. The appearance of the djim and his acceptance of the fang lu ch'ien ensures that the deceased's passage to the spirit world will be a safe one.

Djim are neither violent nor malicious. If attacked, they simply vanish, never to return to that particular area.

Djangkong

Djangkong take the form of a human skeleton with translucent bones and teeth made of black glass. When a human of good alignment is buried in an isolated area, djangkong sometimes appear in order to keep the deceased from becoming lonely.

Djangkong choose their haunts carefully. The ideal spot is a well-constructed crypt far from human settlements, preferably sheltered by tall trees. To attract the djangkong, carvings of animals native to the area should be placed in a line that leads to the crypt. Each corner of the crypt should be marked by a small stone bearing the name of the deceased; these markers, called tse' stones, define the area as a home for the dead.

The crypt itself should have the shape of a box or pyramid. It should contain a large grave marker made of granite or marble, and the marker must be in the south side of the crypt. Two arm chairs made of stone should stand side by side, their backs to the grave marker. The djangkong sits in one of these stone chairs, and the spirit of the deceased sits in the other.

To keep a djangkong happy, the family of the deceased must make a special offering at the crypt each year, during the first two weeks of April. The offering must include a variety of meats and vegetables, a sack of gold and silver coins, a bundle of incense sticks, a broom, and hoe. The djangkong will use the broom and hoe to rid the area of weeds and keep it clean. As long as the djangkong stays happy and remains in the crypt, the area bounded by the tse' stones is permanently charmed by *protection from evil.*

Panaspati

The panaspati is a grotesque memedi resembling a human body with its head between its legs. The creature walks on its hands and breathes fire. The fire appears to be normal, but it generates no heat and causes no damage.

Humans pften summon a panaspati to frighten or intimidate their enemies. Two adult humans must summon the spirit creature; one alone will not suffice. If the panaspati appears (10% chance per day) and both humans resist its *fear* (i.e., they don't run away), the panaspati asks for an offering of food and coins. If the panaspati rejects their offering, it vanishes, and the humans lose all their body hair. (It will grow again normally, however.) If the spirit accepts the offering, it asks the humans whom they wish to frighten. The panaspati will then harass the selected victim for a full day, after which it disappears.

Setan Gundul

The setan gundul appears as a small child whose head has been completely shaved, except for a topknot. This spirit is the only type of memedi that cannot speak.

Setan gundul can be summoned only by an unmarried woman who is at least 80 years old. The woman summons the spirit by falling into a trance for two full days, after which the setan gundul appears. The spirit holds a brass mirror in its hands. Any person who resists the setan gundul's *fear* attack, and then gazes into its mirror, sees an omen of his future (e.g., a violent death, rich treasure, or great honor). The setan gundul seldom stays for more than a day, usually arriving after sunset and leaving before dawn. However, it may linger for longer periods if it receives tributes of food and is treated with kindness.

Uwil

Uwil are derived from the spirit of dead sohei. They are the most intelligent of all memedi, and also cooperate most fully with humans. Men often seek their advice. Uwil always walk with their heads held downward because their brains are so heavy.

Uwil reside far from human civilizations, usually in caves and underground tunnels. They always are accompanied by 1-4 pure white bats, which offer companionship. The uwil's bats are like normal bats in every respect, except they eat only stalactites. Uwil will converse with a human who treats them with respect, especially if he brings special food for the bats, such as gem-encrusted stalactites.

Wedon

Wedon resemble humans who are covered in white silken sheets from head to toe. These spirits are perhaps the most feared of all memedi, as they are considered to be omens of death, destruction, and misery. The appearance of a flock of sparrows or loons usually foreshadows the wedon's arrival. Wise humans respond to these omens by moving to another location, seeking the aid of a priest or other holy man, or by praying to the gods for redemption. However, should the birds linger in the area or pursue any fleeing humans, the arrival of a wedon is inevitable. Any person who sees a wedon must make a successful save vs. wands or flee.

Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	High to genius (14–17)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	–4
Movement:	18
Hit Dice:	9
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d4+4
Special Attacks:	Disintegration
Special Defenses:	Struck only by +1 or better weapons, immune to elemental attacks
Magic Resistance:	45%
Size:	L (10′ tall)
Morale:	Champion (20)
XP Value:	8,000

WITHOUT BORDERS, THERE CAN BE NO DEFINITION.
— A SAW ATTRIBUTED TO A MENGLIS (THOUGH THE ACTUAL SOURCE IS DISPUTED)

The Outer Planes and the Inner Planes differ in many, many ways. One of the most striking differences is that on the Inner Planes, it's possible for a body to walk (or swim, or whatever) from one plane to another. While each plane is infinite, it also borders many of the other planes. Some theorize that all of the Inner Planes border all of the others, and that not all the borders have been discovered. Most graybeards think, however, that only certain planes border others. (See the diagram/map in the Planescape® *Campaign Setting* boxed set.)

The places where one plane fades into another are strange indeed. The conditions of one environment begin to subtly change until, before a body has tumbled to it, he's crossed over into the neighboring plane. Well, these strange areas have spawned a strange inhabitant. This creature, found only in places where two Inner Planes meet, is the menglis.

An elemental spirit unlike any other, the menglis is born of opposition. In those places where fundamental concepts and conditions clash, the menglis thrives. It is essentially invisible, but if a body's able to see those things that others can't, he'll see the menglis as a 10-foot-tall humanoid spirit, colorless and somewhat amorphous. While the menglis is not overtly hostile, it's dangerous nonetheless.

Solitary beings, the menglis do not have their own language but can communicate with other creatures through telepathy.

Combat: Menglis are not aggressive or predatory creatures. Nonetheless, a canny planewalker takes steps to avoid these spirits, because their mere presence can cause a body great harm.

The menglis has the ability to separate an object into its component elements. Fact is, anything within 30 feet of the creature is rendered into its most basic compounds. Beings must make a saving throw versus petrification to resist the deadly power. If a sod fails the saving throw, his body turns into elemental substances in 2d6 rounds. As each round of this transformation passes, the victim suffers 2d8 points of damage. This process can be halted only by one of the following spells: *cure disease, heal,* the various *hold* spells, or a *remove curse* appropriate to the creature. Damage inflicted by the partial transformation must then be healed normally.

All objects, including any equipment a character might have, must also make a saving throw (versus disintegration) to avoid being broken down into their basic elements. A spear's metal head, for example, would change into bits of stone and minerals, while the wooden shaft would melt into water after giving off a brief burst of positive energy. Objects break down more quickly than living beings; the process takes only 1d4 rounds. An *item, mend,* or *remove curse* spell halts and even reverses the process, but only if cast before the object has completely disintegrated. The disintegration can also be stopped by leaving the menglis' area of effect.

Once a creature or object has made a successful saving throw versus this effect, no further saving throws versus that particular menglis' power are required for the rest of that day.

'Course, the death of the menglis also halts the transformation process. Because of this, it has learned to defend itself against attackers. It can lash out with a savage corporeal blow, inflicting 2d4+4 points of damage. For the most part, however, it is a noncorporeal spirit, difficult to harm. It is immune to nonmagical weapons (+1 or better to hit), and no elemental-based magic or attack can affect it.

The menglis can "turn off" the disintegration effect if it so wishes (to talk with other creatures, for example). However, this requires great concentration and the menglis can't repress the effect for long. In any case, it rarely has reason to do so.

Habitat/Society: Aside from the borders between two planes, menglis can also be found (albeit rarely) in places where one element is incongruously found within another, such as the rare pockets of air within the plane of Earth or the odd clouds of steam a body might find on the plane of Fire.

No one has ever seen two or more of these creatures together. They have no society or association. Each menglis lives alone within an elemental border zone, somehow sustained by the transition of one element to another. Yet they



are also prisoners of their own environments, for they cannot leave the in-between areas of the planes. If a menglis is somehow forced out of the area it inhabits, or if the area is somehow altered or destroyed so that there is no transition, the creature ceases to be.

ECOLOGY: Menglis do not feed, breed, or willingly interact with other beings in any way. However, the new threat of the entropes to the menglis' essential environment may drive them to contact other beings to stop the entropes' ravages.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	
MOVEMENT:	12 Fl 12 (A)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5-12 (1-8+4)/5-12 (1-8+4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
SIZE:	L (8' tall)
MORALE:	Champion (15)
XP VALUE:	4,000



Men-shen are greater spirits who serve as guardians. They protect a place or person against intruders, evil spirits, or similar threats.

The men-shen appears as an oversized human with a grim countenance and golden skin. His eyes may be black, blue, or red. He may be bald or have long, flowing hair, which spills over his shoulders. Some men-shen wear a single topknot, which is braided with flowers and hangs to the middle of their backs.

Men-shen don the regalia of an army general. Their clothing is pressed and spotless, their medals and buttons polished and sparkling. Each men-shen carries a large red sword.

Men-shen speak the languages of all inhabitants of Kara-Tur, as well as the language of the Celestial Court.

Combat: If a men-shen has been assigned to protect a place or person, or if he has agreed to perform any other service, he will faithfully discharge his duties to the death.

The men-shen is exceptionally difficult for opponents to strike. He commands continual *ESP* with a 30-foot radius, and no opponent within 30 feet can surprise him. He can fly, and also can become *invisible* at will. Furthermore, he can attack while *invisible*, as per *improved invisibility*. Finally, a men-shen can *become astral* at will and *polymorph self* twice per day. When *polymorphed*, the men-shen usually takes the form of an oni (or a similarly fearsome creature) in order to frighten away skittish opponents. The fierce countenance of the men-shen acts as an *apparition* spell on his victims (+1 bonus to men-shen's surprise; creatures of 1 HD or less must save vs. spell or flee for 1-3 rounds).

The men-shen primarily attacks with its sword, which grants him a +4 bonus to attack and damage rolls. No other creature can use a men-shen's sword. If a men-shen is destroyed, his sword will crumble to dust. In order for a sword to retain its potency, the men-shen must return daily to the Celestial realms. Each day spent away from these realms causes the sword to lose 1 point from its attack bonus; its damage bonus is unaffected.

The men-shen is immune to *fear charm*, and *hold* spells of all types. He suffers half damage (or no damage) from spells that cause the loss of hit points.

Habitat/Society: The first two men-shen were originally famous generals of a good emperor. When the emperor fell ill due to the nightly visits of an evil dragon, these generals volunteered to stand watch at his door. For several nights, nothing happened; still, the generals never deserted their posts, remaining alert at all times and shunning sleep. Concerned for the well-being of the generals, the emperor ordered that paintings of the two men be rendered on the door posts. So effective had been their vigilance that even the paintings kept the dragon at bay.

To this day, mortals paint the images of men-shen on the door posts of their homes, hoping to frighten evil spirits. Any painted image of a men-shen may be occupied by an astral men-shen; the chance is 5%. Homeowners rarely are aware of the existence of these astral spirits.

The Celestial Emperor sometimes assigns tasks to men-shen, but more often these spirits are invoked or summoned by mortals. The men-shen generals consider each request for assistance; if the generals deem such requests to be worthy, a men-shen (or men-shen couple) is dispatched. Such requests usually involve guarding tombs, shrines, or treasure vaults. Requests for men-shen to intervene directly in mortal affairs–e.g., an attack upon a human's enemies–usually are ignored by the generals. When assigned as a guardian, a men-shen's duties normally extend from dusk to dawn, allowing him to spend the rest of the day in the Celestial Court.

Ecology: Men-shen do not eat or drink. Instead, they are refreshed and energized merely by attending the Celestial Court.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Genius (17–18)
Treasure:	B, E, H
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	0 or better
Movement:	12
Hit Dice:	As in life, minimum 10 HD
THAC0:	As in life, minimum 11
No. of Attacks:	As in life, or 2
Damage/Attack:	By weapon type, or 1d6+6/1d6+6
Special Attacks:	See below
Special Defenses:	+1 magical weapon or better to hit
Magic Resistance:	25% (see below)
Size:	M (6' tall)
Morale:	Fearless (19–20)
Level/XP Value:	20,000 + 2,000 per HD over 10
Psionics Summary:	Dis 4/Sci 6/Dev 17; PS 15; PSPs 80
	Att: all; Def: all
Player's Option:	#AT 3/2; MTHAC0 9; MAC 0

Clairsentience: *Sciences* – clairvoyance; *Devotions* – danger sense, psionic sense.

Psychometabolism: *Sciences* – life draining; *Devotions* – cause decay, displacement.

Psychoportive: *Sciences* – teleport; *Devotions* – astral projection. dream travel, dimension door, teleport trigger.

Telepathy: *Sciences* – domination, mindlink, psionic blast (mass domination); *Devotions* – awe, contact (ESP), ego whip (inflict pain), id insinuation (life detection), mind bar, mind thrust (amnesia), psychic crush (identity penetration), send thoughts, truthear.

Meorties are undead guardians from the Green Age who continue to watch over their ancient domains and enforce their ancient laws. These long-forgotten domains once covered the Tyr region and beyond in the time when psionics was the power of the day and great forests spread across the face of Athas. In most cases, all that remains of these domains are the meorty crypts and the memories of these undead guardians. Meorties emerge only to punish those who violate the ancient laws.

Meorties are gaunt, mummified corpses that are either wrapped in moldy cloth or wear rotting burial clothing befitting their station. They are always adorned with ancient jewelry of elaborate workmanship, and they usually carry the weapons they wielded in life. Their eyes glow with bright green embers and they move with regal grace.

Meorties have deep, reverberating voices but seldom speak except to announce the crimes for which they are about to punish trespassers. They speak only the ancient languages they knew in life.

Combat:

A meorty usually teleports somewhere near those who have violated its ancient laws and approaches in a calm manner. It calmly informs the offenders of the laws they have violated and asks them to accept their punishments with honor. Those who refuse to allow themselves to be slaughtered at the hands of the meorty are attacked. A meorty uses its psionic powers against opponents, especially domination. If physical violence is required, a meorty attacks with the weapons it wielded in life or with its fists (causing 1–6 (1d6) points of damage, plus a 6 point bonus for their great strength).

Meorties can only be hit by a +1 or better magical weapon, by spells or psionics, or by creatures with more than 6 HD or magical properties. Meorties are immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity,* and *death magic.* Meorties have 25% magic resistance.

Meorties retain the powers and abilities of their character class in life. Most of these ancient guardians are psionicists. though they can also be fighters. As they come from the age before magic, there are no meorty wizards.

Meorties have the power to control other ancient undead as 15th-level clerics.

Habitat/Society:

Meorties were created long ago through the necromancies of high priests and through the use of long-lost psionic abilities for the purpose of serving as the protectors of various Green-Age domains. Each domain selected a guardian to be turned into a meorty, thus creating a protector to enforce the laws for all time. It no longer matters that the domains and the laws that governed them are so much dust. The meorties continue to serve the territories they were bound to by undeath.

Though evil by the nature of their existence, meorties take no initiative in harming others. They prefer to rest in peace. They are bound by their state of undeath to enforce the ancient laws of their long-forgotten domains, however, and will emerge from their eternal slumber to pass judgment on those who violate the laws.

No records of the ancient laws or the boundaries of the ancient domains remain, so it is impossible to know exactly what is considered a violation where. Most travelers learn that it is safer to follow the local customs when they're far from the city-states, especially the more bizarre ones, as they are most likely observations of ancient laws.

Meorties reside in secret subterranean tombs of elaborate design. These tombs are massive and intricate in design, filled with countless undead and ancient treasures. No living beings are permitted to enter the tombs. Those who trespass are hunted down relentlessly and destroyed by the offended meorty and its undead minions, as is anyone else who learned about the tomb and its location.

Ecology: Meorties possess information concerning the ancient history of Athas, especially of the Green Age, before the Time of Magic and the Cleansing Wars. However, living beings are rarely in a position to question a meorty about its knowledge. If a living being makes contact with a meorty, it's almost always because the living one somehow violated the laws that the undead meorty enforces. The crypts of meorties are rumored to contain valuable psionic items, metal, and other riches from the Green Age.



Proctor Drelto of Antalus

Human male F 20; AC –2 (field plate, shield), MV 15, hp 112; THAC0 1 (Str +1), #AT 3, Dmg 1d8+4 *(long sword* +3, Str +1), SZ M, ML Fearless (20), AL LE
S 17, D 17, C 15, I 16, W 15, Ch
Special Undead Powers: claws, increased movement rate
Special Undead Weaknesses: spell susceptibility, sunlight susceptibility
Proctor Drelto was once a feared and powerful law-keeper in the long-forgotten province of Antalus. He was voluntarily transformed into a meorty so that he could continue to defend Antalus for eternity

Drelto almost never emerges from his tomb in the mountains north of the Lost Oasis unless the major laws of ancient Antalus are broken. The laws include the murder of children and the elderly, traveling on nights when both of Athas's moons are absent from the sky, and using psionics within public halls. (As no public halls from Antalus remain, Drelto considers the public buildings in nearby Fort Melidor to be part of his domain The residents of the fort keep this custom to appease the ancient undead .)

Drelto makes a study of the history of Athas His tomb holds a vast collection of books and items of historical significance from the Green Age up to the present day, and he can often behave lenienty toward those who add to his collection. His lair is guarded by a number of lesser undead which he controls.

Odrela, 5th Law-Keeper of Bodach

Human female F15, AC 2 *(chainmail* +2, shield) MV 12; hp 94; THAC0 6; #AT Dmg 1d6+1 *(short sword +1);* MR 15%; SZ M; ML Fearless (19); AL LE
S 15, D 15, C 15, I 16, W 18, Ch 16
Special Undead Powers: cause fear, drain attribute, enhanced senses
Special Undead Weaknesses energy susceptibility (normal damage from cold-based attacks)

Odrela was one of the most respected law-keepers in the history of ancient Bodach. When the time came to select a new meorty to administer to the domain, she accepted her fate and joined the ranks of the undead protectors. However, Odrela was always quick to find a merciful solution to any transgression. This doesn't mean she disregarded the laws and statutes of Bodach, but that she sought punishments less severe than death whenever possible.
As a meorty, however, crimes and punishments are much more rigidly defined. She is bound by her undead nature to carry out her duty whether she likes it or not. The bloody task of executing sentences has taken its toll on Odrela. She has gone quite mad over the centuries, and how she reacts to those who enter her territory depends on which part of her mind has dominance on any given day.
There is a 60% chance that Odrela's merciful side will be dominant at any particular time. If this is the case, she ignores living beings unless they break any of ancient Bodach's laws. She appears before law-breakers to inform them of their transgressions. then orders them to leave the area immediately. If her vengeful nature is dominant, then all living beings who enter her domain are considered to be law-breakers. It doesn't matter if they break a law or not, Odrela seeks to punish them as long as they remain in the area she oversees.

The laws Odrela keeps watch over include codes against harming priests and domestic animals, stealing, and the wearing of red on the holy days of ancient Bodach.

CLIMATE/TERRAIN:	Hyper-reality
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (family)
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-Genius (19–20)
TREASURE:	None
ALIGNMENT:	Neutral
NO.APPEARING:	1 [1–6]
ARMOR CLASS:	–2 [0]
MOVEMENT:	15 [30]
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8+1/1d8+1 [2d8+2/2d8+2]
SPECIAL ATTACKS:	Mental blast, borrow form (rogue only), [wish]
SPECIAL DEFENSES:	Regeneration [+1 or better magical weapon to hit]
MAGIC RESISTANCE:	20%
SIZE:	M (5′–6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	9,000 [26,000]

Items in brackets reflect hyper-reality.

Mercurials are an intelligent race of humanlike beings from a higher reality, called *hyper-reality*. They occasionally visit the Prime Material out of curiosity or on missions for their deity. In rare instances, one might be banished to normal reality.

A mercurial is indistinguishable from a normal human. Only the eyes mark them—these resemble orbs of liquid metal—fiery gold, scintillating silver, or shifting bronze. Where mercurials truly differ from humans is in their ability to step out of their skin and bones; their inner flesh and organs can exist apart from the rest of their bodies. In their home realm, this is a physical and symbolic abandonment of their corporeal anchor to commune with their deity, a being of pure, unencumbered thought.

Mercurials can vocalize any language, but prefer to simply project and receive thoughts.



Combat: Most mercurials are pacifists, refusing even to defend themselves. When forced into battle, a mercurial can use a mental blast or strike with both fists in a single round. If a mercurial has shed his skin and bones, both inner flesh and organs and outer skin and bones have the mercurial's total hit points. While the inner flesh can be damaged, it can regenerate as long as the outer skin and bones exist. Its special powers include:

Mental Blast: If necessary, a mercurial can project a powerful blast of pure thought at an enemy. The mental blast inflicts 1d12+2 points of damage (save vs. rod for half damage).

Regeneration: A mercurial's inner flesh regenerates at 3 hit points per round. If merged with the skin and bones, both regenerate in this manner. If the skin and bones (or the merged mercurial) is reduced to 0 hit points, it dies.

Hyper-reality Powers: In hyper-reality, a mercurial's every thought can become real. This is reflected in their ability to mentally "cast" a *wish* spell once per turn. In this setting, a mercurial can be damaged only by weapons of +1 enchantment or better.

Habitat/Society: Mercurials are native to a state of existence called hyper-reality. In hyper-reality, everything has more vitality: colors are brighter, scents are stronger, sounds are more intense, and emotions are more stirring. To a mercurial, creatures of lower realities—and these realities themselves—are less real, pale reflections of the true life of hyper-reality. This affects the way they regard and interact with creatures of normal realities.

Form Borrowing: Not only can a mercurial shed its skin and bones, but it can merge its inner flesh with another being. Mercurials most likely borrow another's form to experience life through that being's senses. Only rogue mercurials borrow a form without permission, and only they stay long enough to cause serious harm. An unwilling host gets a saving throw vs. petrification to resist the merge. In a successful merge, the host loses 1d4 points of Constitution per turn and must make a saving throw vs. petrification when the mercurial sheds the host form. A successful saving throw means that the host recovers the lost Constitution points at a rate of one point per day. A failure indicates that the reduction in Constitution is permanent (unless restored through magical means). A host reduced to zero Constitution points dies. The merged flesh takes damage only after the host body is reduced to 0 hit points. Damage taken by the host below 0 is also taken immediately by the mercurial, who must immediately abandon the host body. At no time does the regeneration ability of the mercurial benefit a host.

Ecology: Mercurials can eat most vegetables and meats, while in the own realm they draw nourishment by shedding their bodies and communing with the mental force of their god.

Beldaari: Mercurials are known to come from the realm of Beldaari, accessed from a corner of Mount Celestia. Beldaari shines with an intensity that is blinding to the lesser beings of the multiverse. Here, an unnamed power of pure thought contemplates ideas and concepts unfathomable to the greatest sages of normal reality. Beldaari is a huge forest designed by this power to be a refuge of peace where all inhabitants can contemplate and reflect on pure thoughts. The mercurials contemplate separately, but come together in family units whenever they return to their skin and bones. Mercurials in Beldaari are usually encountered in the act of contemplating some great thought or another, resting beside a river or beneath the shade of a tree. Most simply *wish* themselves away from any trouble that develops. In Beldaari, movement rates and damage rolls of all beings are doubled; range, duration, effect, and the area of effect of all spells are doubled; and experience points are calculated at double the normal rate.

—*From* Doors to the Unknown, #2626

Mercurial Slime

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	3, Fl 48 (E), SR 2
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10+' diameter)
MORALE:	Fearless (20)
XP VALUE:	420

The mercurial slime is widely feared by wildspace sailors as a mindless, swift, and deadly organism.

A colony of mercurial slime resembles a large blob of silver liquid drifting aimlessly in space. Several colonies can be found together, though no closer than 30' apart. As a result, only one colony at a time attacks a ship, though other mercurial slimes may block escape routes.

Mercurial slime has no sensory organs, but it can follow sound waves to their source. It is also attracted to light. When the slime is in an atmosphere, it can sense motion by disturbances in the air.

Combat: Mercurial slime is pervaded with strong acid that works much like blood and digestive fluids do in a human, dissolving nutrients and carrying them to individual cells. If the acid contacts living flesh, it dissolves the skin, causing 5d10 damage. All inorganic matter must save vs. acid at a −2 penalty. Weapons that hit the slime must save before they roll damage. If a weapon fails, it dissolves, causing no damage.

Mercurial slime is most hazardous when it contacts a spelljamming ship. Should a vessel touch mercurial slime, it must save vs. acid. If the ship fails, the mercurial slime makes a standard attack roll. Its acid damages the ship like a heavy ballista.

Sometimes the slime's silver surface catches starlight and reflects it back in lovely color patterns. Anyone staring at this display is mesmerized as if by *hypnotic pattern* cast at 4th level. Nothing frees the mesmerized viewer except a violent shaking for one round.

Mercurial slime is not organic. Thus it cannot be affected by spells that control nature, such as *charm plant* or *charm animal*. Fire, cold, and electrical attacks have no effect. However, mercurial slime is susceptible to *magic missile* spells.

Habitat/Society: Mercurial slime is unintelligent and has no society or organization beyond the colony. It merely drifts through space, seeking to feed. It cannot communicate.



Ecology: The organism reproduces by fission while it is dissolving living tissue. There is a straight 1% chance that the slime reproduces after each hit against an organic target. The slime splits into two creatures, the victim takes an extra 5d10 damage, and the two creatures reach full size instantly.

Mercurial slime converts light, including starlight, into propulsive energy. It can attain spelljamming speeds. Mercurial slime does not need air to survive, but it cannot land on planets, since gravity breaks it up into a fine mist which dissolves rapidly into nothing.

Enterprising folk have attempted to use the slime as an organic spelljamming source. The big problem with this plan: The mercurial slime attacks any container holding it, requiring a saving throw at −2 (cumulative) vs. acid each round.

Alchemists have tried in vain to collect mercurial slime to create a powerful acid, but the stuff keeps eating through vials and containers.

Some sages theorize that mercurial slime is in fact nothing more than a groundling slime or jelly carried into space and somehow altered. Others call it a plague sent by deities who do not wish to see the races ply the spacelanes. It is interesting (and reassuring) that no clerics endorse this theory. Some elven scholars guess that mercurial slime may be a weapon from the Unhuman Wars.

Merman

CLIMATE/TERRAIN:	Temperate/Oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average-Very (8-12)
TREASURE:	C, R
ALIGNMENT:	Neutral

NO. APPEARING:	20-200
ARMOR CLASS:	7
MOVEMENT:	1, Sw 18
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Grapple ship
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Average (10)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650 Shaman: 420



Mermen are marine-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish.

Mermen were once human but were transformed by unknown powers into their current forms. They live by herding fish, but during times of need they attack other sea-peoples or ocean-going vessels. They live underwater but surface to sun themselves on large rocks.

Adult mermen are 5 to 6 feet long (tall) and weigh between 150 and 225 pounds. Their skin tone is fair to tan, hair color is usually dark brown (occasionally fair), while their scale color ranges from green to silver. Females, also known as mermaids, are 6 inches shorter than the males and weigh between 100 to 150 pounds. Mermen adorn themselves with coral and shell decorations. Mermen speak their own language (with different dialects spoken by communities that are separated over wide distances), and 50% of all communities also speak locathah.

Combat: Mermen communities are well-armed. The arms used by mermen are as follows:

Trident, dagger (50%) *
Crossbow, dagger (30%)
Javelin, dagger (20%)

* 20% of all trident wielders are also armed with a hook and grappling line (50 feet long).

Mermen crossbows have a range of 30 yards underwater. They use grapples to attack ships; the grapples can be thrown up to 50 feet. Each grapple held by 10 mermen slows a ship by 1. Once stopped, the ship is attacked and a hole is knocked in its hull in 4d4 rounds, after which the ship slowly sinks, to be looted by the mermen.

Merman suffer double damage from fire attacks.

Habitat/Society: For every 20 mermen encountered, there is a patrol leader (2-3 HD) and 1-3 barracuda (AC 6; Move 30; HD 3; #AT 1; Dmg 2d4). For every 40 mermen, there is a leader (4 HD). For every 120 mermen encountered, there is one chief (6 HD) and two guards (4 HD). For every ten mermen, there is a 10% chance of a shaman (3 HD, with the spells of a 3rd-level priest).

Mermen have regular undersea communities, usually a reef or cliff honeycombed with passages. Rarely (10% of the time) they construct a village from sea shells and coral. An average community has between 100 and 600 males. Females and sub-adults each equal 100% of the males in a village. The communities are usually guarded by 3d6 trained barracudas.

Mermen society is heavily patriarchal. They prefer to be left to themselves and usually reject proposals of friendship or trade. They have strong territorial instincts and, while closely related to humans, they have no love for them. Males hunt and herd fish and protect their territory. Females raise children and tend to domestic affairs. Mermaids are also known for their creativity, and they produce works of art for the community (shell carvings, seaweed tapestries, and songs).

Ecology: Mermen are omnivorous, but they prefer a diet of fish, lobster, crab, and shellfish. They do not cook these creatures, but must fillet them before eating. They can survive out of water for one hour before they begin to dehydrate. When dehydrated, they lose 2 hit points per hour and will die when they reach zero; immersion in fresh or salt water immediately restores these lost hit points.

Mermen have an average life expectancy of 150 years. Mermen have many natural enemies but particularly hate the sahuagin and ixitxachitl. They often clash with tritons over territory.

Merman, Ningyo

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate ocean
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	I
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	Sw 18
HIT DICE:	2 to 5
THAC0:	2 HD: 19 4 HD: 17 3HD:17 5 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (6' long)
MORALE:	Average (10)
XP VALUE:	2 HD: 120 4 HD: 270 3-HD:175 5 HD: 420



Eastern relatives of mermen, ningyo are a reclusive, peace-loving race of intelligent sea-dwellers.

Ningyo have slender human torsos, which are covered with pale yellow or light blue skin. They also have the scaly tails of fish, which are deep green or dark blue in color. Wide fins at the end of their tails help propel the ningyo through water. Their eyes are silver or gold. Male ningyo are about 6 feet long; females measure about 5 feet.

These creatures have flaming red tresses. Males wear their hair to their shoulders. Females have hair that flows to their waists. Many ningyo adorn themselves with necklaces and bracelets made of colorful shells, strung on lengths of woven seaweed.

Ningyo can breathe both water and air, but being away from the water debilitates them, and they seldom surface while swimming. Sailors and beach-combers occasionally have spotted ningyo sunning themselves on flat rocks near the ocean shore. Sometimes they leap upward through the surface of the water, spinning and twisting through the air before splashing back into the sea.

Ningyo speak the Lord of the Sea's language, as well as the trade language. They also can converse with all types of fish.

Combat: Ningyo are generally passive, and prefer to avoid violent confrontation. However, if forced, they will fight with whatever weapons are available, swimming to safety as soon as the danger has passed or an opening presents itself.

Ningyo normally do not carry weapons, but when armed, they have either spears or tridents. Typically, 60% of an armed ningyo force carries tridents, and 40% have spears.

Ningyo have the spellcasting abilities of a shukenja and wu jen whose level equals their Hit Dice. Thus, a 3 HD ningyo has the spellcasting abilities of a 3rd-level shukenja and a 3rd-level wu jen. Typical spells employed by ningyo include *bless, cure light wounds, deflection, know history, comprehend languages, ghost light, hypnotism,* and *animate water.*

Ningyo cannot survive out of water for any length of time. Each round they spend above the surface, they suffer 1 hit point of damage.

Habitat/Society: Ningyo do not form permanent settlements. Instead, they roam with the currents and follow the schools of fish upon which they feed. They sometimes construct temporary shelters by lining underwater ledges with seaweed; such shelters are commonly used for spawning females.

A ningyo school comprises 1-10 males, an equal number of females, and a number of children equal to 50% of the adults. For every 10 adults, there is a leader with 2 or 3 Hit Dice. For schools with 20 or more adults, there is a chieftain with 4 or 5 Hit Dice (in addition to any leaders). Schools with 20 or more adults have a 25% chance of being accompanied by 2-8 (2d4) dolphins, who serve as the ningyo's guards and aides.

Female ningyo give birth to 1-4 infants about once every 10 years. The infants grow quickly, reaching 3 feet in length (1 HD) within the first year. Following a season in which the females have been especially prolific, a ningyo school may split into two schools, each school going their own way. A ningyo has an average life expectancy of 200 years.

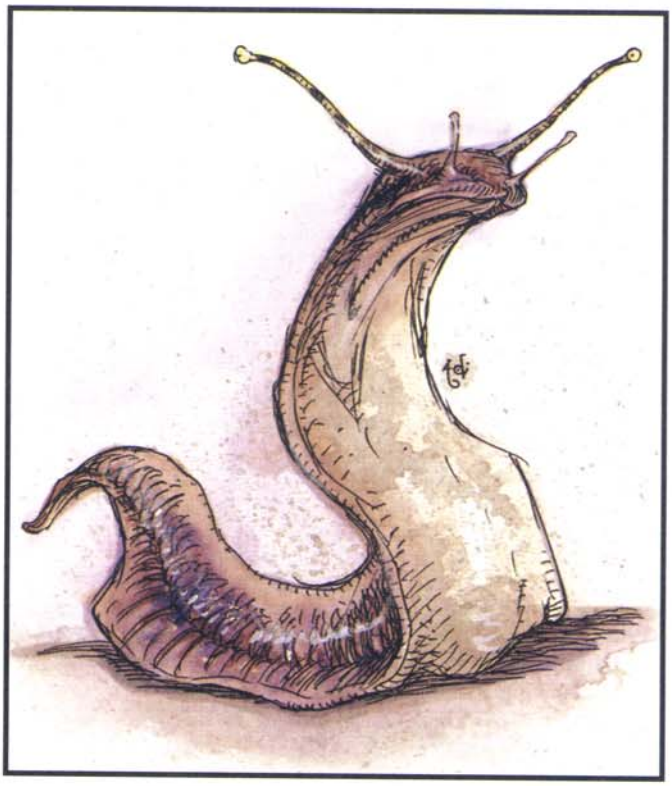
Ningyo show little interest in the surface world, preferring instead to serve the Lord of the Sea. Unlike the sea spirit folk, they are under no obligation to obey him. But the ningyo have a long tradition of loyal service, and rarely ignore the Sea Lord's summons or requests. Despite their apathy towards the affairs of men, ningyo feel kindly towards humans and often help them. Sailors consider ningyo to be protectors, and sometimes make offerings to them, especially during great storms.

Ecology: Ningyo have an affinity with all sea creatures who share their philosophy of peace. In addition to dolphins, ningyo have been known to align themselves with sea spirit folk, particularly when engaged in service to the Sea Lord.

Ningyo eat all varieties of small fish, enjoying an occasional oyster or crab. They supplement their diets with seaweed and plankton.

Metalmaster (Sword Slug)

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or hunting group
ACTIVITY CYCLE:	Any
DIET:	Carnivore, scavenger
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 or 1d4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4 to 6+6
THAC0:	15 (4+4 or 5+5), 13 (6+6)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Magnetism
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12'–25' long)
MORALE:	Elite (13–14)
XP VALUE:	650 (4+4), 975 (5+5), 1,400 (6+6)



The metalmaster is a large, leathery-skinned sluglike monster, dull purple to rust-red in hue (rarely, smoky-gray or black), with large sawlike teeth that can bite through metal.

A sword slug can mimic vocal sounds previously made in its presence. It uses these to lure prey, but its low intelligence often causes it to emit the wrong sound for the situation.

Combat: A metalmaster generates powerful magnetic fields at will, effective to 30 feet (60 feet if affecting an existing magnetic field). It affects enchanted and normal metal equally, but does not influence traces of metal in rock or unrefined ores. In one round the metalmaster can attract or repel, then instantly stop or switch between attraction and repulsion at the round's end.

Attraction draws small, unsecured metallic objects toward the slug (small, secured objects may be taken if the devices holding them fail to save vs. crushing blow). Attracted objects smaller than a sword or medium-sized shield are pulled at the rate of 20 feet per round; larger unsecured objects are dragged 5–10 feet per round, and if secured (or are as massive as a large anvil or a metal throne), can't be shifted. Magically held or secured objects can't be moved, and magical barriers (such as a wall of force) stop moving items.

Repulsion deflects even partially metallic missiles so they don't hit intended targets. Metal-armored beings must make a successful Strength check each round or be forced at least 10 feet away from the slug; those who only wear or carry metal weapons, coins, belt buckles, and the like also must make a successful Strength check (with a bonus to the roll determined by the DM) or be likewise affected. Grasped metallic items suffer –4 attack penalties while repulsed, and the wielder must make a successful Strength check or the object tears free.

A metalmaster's power can't be avoided by the use of *blink*, *jump*, or similar spells, and it extends into the Ethereal Plane (though *dimension door* and similar magic does allow escape). The slug's magnetic field causes no damage by itself, but affected weapons often strike unintended targets.

Attracted objects never strike its body, but orbit around it. In the 10 feet closest to a slug's body (and up to 30 feet away), a whirling storm of metal rages, akin to a *blade barrier* spell. Creatures in this area suffer 4d6 points of damage each round unless they are magically shielded. A successful Dexterity check allows them to sustain only 2d6 points of damage.

A metalmaster's teeth can shear through hardened armor, but it does not otherwise harm metal. Metal pieces accidentally ingested do it no harm, but a sword slug doesn't eat metal.

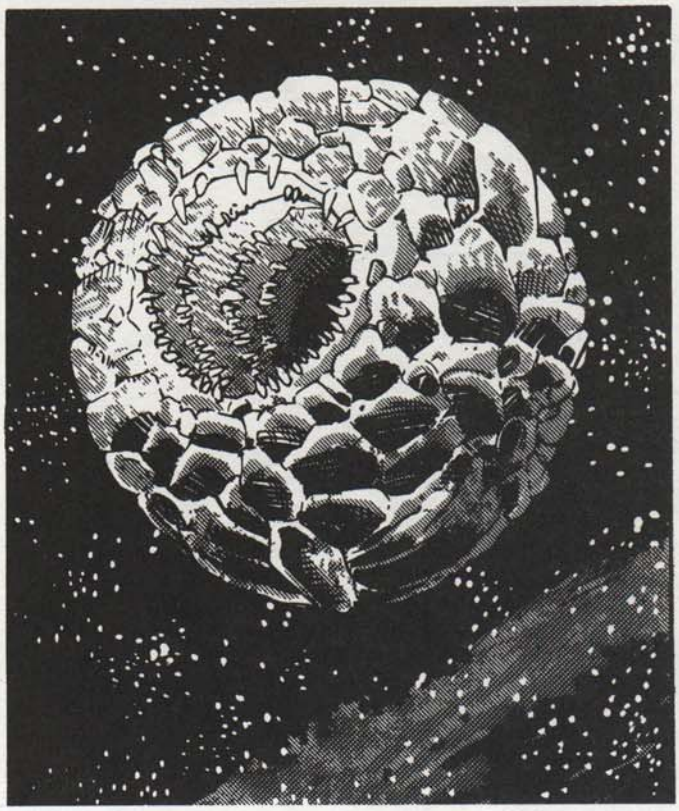
Metalmasters can climb steep grades (but not vertical walls or smooth inclines), can see with 90-foot infravision, and they can sense the direction and approximate distance of fist-sized or larger pieces of metal up to 40 feet distant. Given sufficient food, they regenerate rapidly. Lost hit points are regained at the rate of 1 per turn, and a severed eyestalk might regenerate in a day or two.

Habitat/Society: Metalmasters have been known to live a century or more. They are usually solitary, banding together to hunt in dangerous areas and withdrawing into deep tunnels or muddy bogs to mate, choosing inhospitable places so that few will disturb them. Sword slugs lair near metal if they can, and favor small, narrow tunnels. They often lurk near hoards of metallic treasure, which attracts prey and provides the metalmaster with ready-made missiles for combat.

Ecology: Metalmasters prefer to eat large, red-blooded prey (such as livestock and adult humans), but in a pinch will eat almost any living creature or carrion. The flesh of a metalmaster is so bitter that only carrion-eaters will feed upon it. Alchemists and mages have experimented with metalmaster ichor and flesh, but have not thus far found a use for them.

Meteorspawn

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rocks and minerals
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	Fl 6 (E)
HIT DICE:	19
THAC0:	2
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (100+' diameter)
MORALE:	Steady (11)
XP VALUE:	11,000



For as long as the human race has been in space, sages have wondered what creates meteors. The meteorspawn is not necessarily the only source, but its presence certainly explains the reason for some of these flying rocks.

Meteorspawn are huge globes of living rock. The smallest meteorspawn measures at least 100' in diameter; some specimens are rumored to reach diameters of thousands of feet. The meteorspawn has a circular mouth that measures 1/4 the spawn's diameter. Two other holes lie opposite each other on the left and right rear quarters. These holes, waste orifices, and are no wider than one tenth the spawn's diameter. The meteorspawn's coloration ranges from black to earth brown to slate gray.

Despite its great size and big mouth, the meteorspawn has no interest in eating spelljamming sailors nor their vessels. It drifts placidly, eating rocks and minerals.

Combat: Meteorspawn avoid fighting until they have lost 25% of their total hit points. Only this much damage makes the thick-skinned, unintelligent meteorspawn realize it is under attack.

The meteorspawn's only real attack is the meteors that it shoots out of its two opposing holes at extremely high speeds. If the meteorspawn is less than 1,000' in diameter, it can rotate its body and bring both holes to bear on an enemy. Meteorspawn wider than 1,000' can only bring one hole to bear.

Any unfortunate caught in the line of fire gets hit by 1d4 meteors, each doing 3d10 damage. In ship combat, treat the meteors as heavy catapult shots. Whether or not a meteor hits, the shot flies out of the combat into wildspace. Another meteor is born!

The meteorspawn's mouth does not bite, though if a ship collides with the mouth, it gets sucked in. The ship must make a saving throw vs. spell, or the part of the ship stuck in the meteorspawn's mouth is destroyed as though by a *disintegrate* spell. The ship's bow is normally the part which ends up colliding with the mouth. Each sailor in the affected area must make also save or suffer disintegration.

Habitat/Society: The meteorspawn is a solitary drifter. Chunks of rock and mineral floating through wildspace make up its diet. The meteorspawn scoops up its food the way a whale scoops up plankton. Using extreme pressure, it crushes the rock for mineral nutrients.

Waste material in the form of boulders is stored in two sacs deep behind the mouth. When these sacs are filled, the meteorspawn shoots boulders of waste rock out into space at great pressure and speed.

In rare (5%) instances, meteorspawns get close enough to planets to pull some atmosphere along with it. Since the meteorspawn does not need air to survive, this atmosphere remains until it is taken by grateful spelljammers.

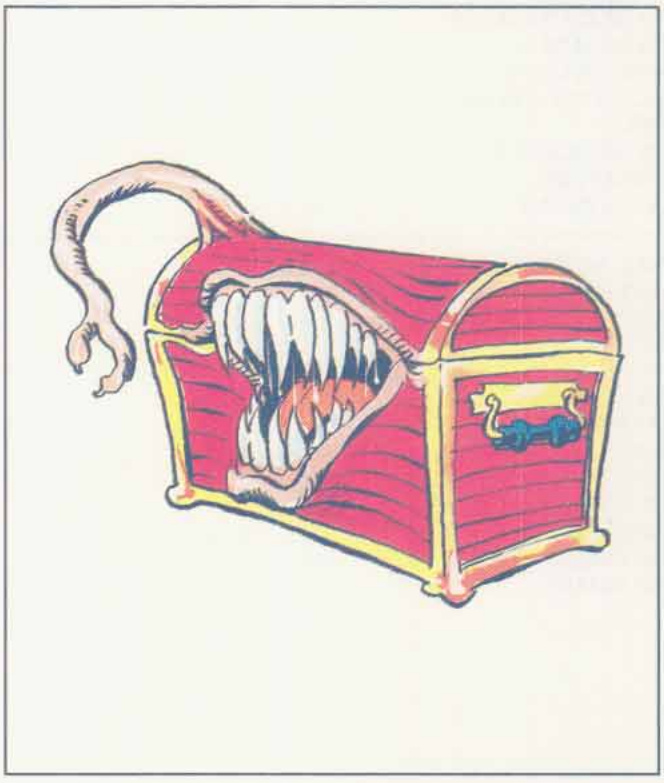
Ecology: Most meteorspawn live for several centuries. During this time, the meteorspawn gestates 1d4 young. At the end of its life, it breaks up, and—a rare and wondrous sight—the young emerge. There is a 1% chance that any meteorspawn encountered is about to give birth.

The initial size of the young depends on how many are born. If four are born, each is a quarter the size of the parent. If three are born, each is a third the size, and so on.

Meteorspawn are a mixed blessing. On one hand, they clear away loose rock and debris that poses a navigational hazard. On the other hand, they create new hazards, high-velocity meteors that crash through ships. The only consolation is that the meteorspawns create less matter than they consume, so at least the overall volume of rocks and minerals in a given area is reduced.

Some mariners consider the birth of a meteorspawn to be a sign of good luck, seeing the symbolism of renewed life from death. In addition, when the parent breaks up, sailors can retrieve enough ammunition for 2d10 shots for each catapult on board. The size of the catapult does not matter; there are plenty of rocks of all sizes to choose from!

	Common	Killer
CLIMATE/TERRAIN:	Subterranean	
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Semi- (2-4)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral (evil)
NO. APPEARING:	1	1
ARMOR CLASS:	7	7
MOVEMENT:	3	3
HIT DICE:	7-8	9-10
THAC0:	13	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12 (smash)	3-12 (smash)
SPECIAL ATTACKS:	Glue	Glue
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L	L
MORALE:	Champion (15)	Elite (13)
XP VALUE:	7 HD: 975 8 HD: 1,400	9 HD: 2,000 10 HD: 3,000



Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests. There are two varieties, the smaller, more intelligent common mimic, and the larger, less intelligent killer mimic.

Mimics are large. Common mimics occupy about 150 cubic feet (a 3' x 6' x 8' chest, or a large door frame). Killer mimics occupy about 200 cubic feet. Mimics' natural color is a speckled grey that resembles granite. Mimics can alter their pigmentation to resemble varieties of stone (such as marble), wood grain, and various metals (gold, silver, copper); it takes one round to make the desired alteration. They cannot lose mass in this transformation (they must remain the same size, though they may radically alter their dimensions).

Common mimics have their own tongue (corruptions of the original language spoken by their wizard creators) and can also be taught to speak in common and other languages. Killer mimics are incapable of speech.

Combat: A mimic can surprise its victims easily (-4 penalty to victims' surprise rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make an open doors roll to break free. Only one attempt may be made per character, and no other action, offensive or defensive, may be performed during the round that the attempt is being made. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by molds, green slime, and various puddings.

Habitat/Society: Mimics live underground, where they can avoid sunlight. They are solitary creatures; this is to ensure that each mimic has a large grazing area. They have no culture; their primary concerns are survival and food. Common mimics are quite intelligent and will gladly offer information in exchange for food. Killer mimics attack regardless of attempts at communication. Mimics have no moral code and no interest in culture or religion. Wizards who use them as guardians have sometimes found them to be less than enthusiastic about obeying their commands.

Ecology: Mimics were originally created by wizards to protect themselves from treasure hunters. A good meal (one or two humans) can sustain them for weeks. They reproduce by fission and grow to full size in several years. Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal. Their skin is covered with optical sensors that are sensitive to heat and light in a 90-foot radius, even in pitch darkness. Any powerful light source can easily blind them, including direct sunlight. Along with glue, they can excrete a liquid that smells like rotting meat; this attracts smaller, more common prey (usually rats). Mimic ichor is useful in the creation of *polymorph self* potions, and their glue and solvent sacs can be sold to alchemists. Other internal organs are useful in the manufacture of perfumes. The mimic's internal organs are considered tasty delicacies in some cultures.

Mimic, Greater

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to High (12–14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 internal (2 external)
MOVEMENT:	1
HIT DICE:	15 or 16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6d4
SPECIAL ATTACKS:	Surprise, glue
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	10%
SIZE:	H (1,000+ cu. ft.)
MORALE:	Fanatic (17)
XP VALUE:	7,000–8,000

Greater mimics are presumed to be either common mimics that have survived for a century or more and grown to great size, or mimics altered by the strange magics of the dungeon and its wizardly denizens. Like their more common cousins, greater mimics have a hard, rock-like outer shell surrounding a mass of soft inner organs; however, greater mimics have a higher Intelligence and a limited magic resistance. Greater mimics are also vastly larger, occupying 1,000 cubic feet (or more!), and can cover whole rooms or small buildings like crypts. The largest known specimen covered as much as a 30–foot by 30–foot by 30–foot area.

While common and killer mimics alter their pigmentation to resemble stone, wood, or metals, the greater mimic can alter its coloring and shape to imitate a vast number of textures, colors, and shapes at once. Common mimics imitate chests and doors; with its intelligence and augmented abilities, the greater mimic can create entire rooms of furniture, treasure, and tapestries. A greater mimic rarely disguises itself as only a mound of treasure, as that still offers adventurers and other food the chance to escape; by blocking a corridor and altering its shape to become a room with entrance doors on either side, its prey walks directly into it and guarantees easy capture. In larger caverns or halls, the greater mimic shapes itself into a burial alcove or a cave against a rocky wall. Regardless of its exterior, the "interior" disguise always has simulated treasure, furniture, and other enticements to lure in prey.

Combat: Greater mimics surprise their victims easily (–6 to victims' surprise rolls). Intelligent and patient, they wait until an entire group is inside the "room" before attacking. Then they release natural adhesives across all surfaces, holding their victims fast while they attack by slamming their "walls" together, causing 6d4 points of damage to all creatures trapped inside (to unknowing adventurers, it seems like the room implodes on them!). The greater mimic's adhesive can be weakened by alcohol in 3 rounds. If any creatures remain outside the mimic, it closes all its "openings" and seals its dense outer hide (AC 2 vs. external attacks). Its internal Armor Class is 5.



Habitat/Society: Greater mimics live in subterranean caverns. They are almost immobile due to their great size and seldom move at all once they have chosen a living place. They are intelligent enough to make pacts with any groups of creatures within the same area, and often exchange treasure (which they cannot digest) for food. It is often worthwhile for a group of adventurers to bribe a greater mimic rather than slay it, as it has likely gathered a great deal of information about the surrounding area over. Adventurers can often persuade these creatures to trade their incidental treasures and information for food.

Ecology: Greater mimics have prodigious appetites, but can sustain themselves on little or no food for long periods of time. This is not a preferred choice, however, and they do not practice conservation if a steady food supply is at hand. They are intelligent, efficient predators.

Though common mimics were created by wizards as guardians, the greater mimic is rarely used as such. This, quite simply, is due to the fact that few wizards can get these creatures to obey them.

One in five greater mimics can develop a limited illusory ability allowing it to display creatures inside the "rooms" it simulates. These monsters can even portray intelligent creatures and pretend to speak through their mouths. Observers need to roll under half their Intelligence to realize that the words are actually coming from the walls around them.

	Young	Adult	Ancient
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2–4)	Low (5–7)	Average (8–10)
TREASURE:	Nil	J,K,L,M	(J,K,L,M,N,Q)×10,S
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1d4	1d6	1d4
ARMOR CLASS:	0 (shell), 6 (tentacles and tongue)	0 (shell), 6 (tentacles and tongue)	0 (shell), 6 (tentacles and tongue)
MOVEMENT:	3	3	3
HIT DICE:	10	15	20
THAC0:	11	5	1
NO. OF ATTACKS:	3	3	1d4+2
DAMAGE/ATTACK:	2d6	3d6	4d6
SPECIAL ATTACKS:	Mimicry, continuous damage	Mimicry, continuous damage	Mimicry, continuous damage
SPECIAL DEFENSES:	Camouflage, heat and cold resistance	Camouflage, heat and cold resistance	Camouflage, heat and cold resistance
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10′ tall)	H (15′–20′ tall)	G (30′–40′ tall)
MORALE:	Elite (13–14)	Champion (15–16)	Fanatic (17–18)
XP VALUE:			

House hunters are large relatives of mimics. They have lost some of the latter's camouflage versatility, but they have gained the ability to live above ground.

House hunters form hard shells that look like stone, wood, or thatch, lending the appearance of a building. Young house hunters look like smaller structures such as outhouses and sheds, adults are the size of cottages and small houses, while ancient creatures are larger still, with elaborate shells that can resemble inns, temples, or ruined towers. All three sizes of this monster can produce dim, flickering light (bioluminescence), resembling candle or lantern light, at any body opening, and they can imitate domestic noises (muffled voices, clucking hens, the tolling of a temple bell, etc.).

Bony plates resembling doors and shutters cover the shell openings, protecting and hiding their mouths, eyestalks, and huge tentacles—each specimen has a tongue that is 2 feet long per Hit Die, two eyestalks that are 6 inches long per Hit Die, and two tentacles that are 1 foot long per Hit Die. The bony plates are opened and shut by the use of strong muscles that function like those of clams. These apertures can be forced open by making a successful open doors roll. There is a wide variety in the locations of these openings: Some of these creatures have them all along the fronts of the "buildings," while others have mouths and eyes at the front, but tentacles at the left and right sides. Ancient house hunters often have extra tentacles, which may be arrayed on all sides of the structure.

Adult and ancient house hunters can talk, but they only speak a crude form of Common. Sages speculate that they communicate telepathically within a 10-mile range.

Combat: A house hunter attacks by extruding its tongue and limbs and wrapping those appendages around nearby victims (one appendage per victim). Each extremity makes a separate attack roll, suffering a –2 penalty if it is on a side that lacks an eyestalk. A successful hit indicates the member has caught its target, whereupon it will inflict damage at the end of that and each ensuing round, continuing to do so until the victim appears to be dead or breaks free. The caught character must immediately roll a successful Dexterity check to avoid having his or her arms trapped too—if the roll fails by more than 4, both arms are pinned to the sides of the victim's body and no counterattacks are possible. If only one limb is caught, the DM must roll to determine randomly which arm has been pinned down, and thence whether counterattacks are possible.

The creature's tongue and tentacles are covered with a musty-smelling adhesive slime; those caught by any of those appendages must make a successful Strength check in order to break free. The victim may either attempt to escape or attack (depending upon whether his weapon arm is free) in a single round, but not both.

An unresisting opponent is assumed dead by the captor house hunter, and the victim will be dropped after five additional rounds of constriction. Once all adversaries have been dealt with, the bodies are picked up by the house hunter's tongue and pulled into its mouth at the rate of one per round. Victims lying along the blind side of the monster are taken in first, followed by those along the sides with eyestalks. Anyone pretending to be dead suffers one more round of constriction damage as he is picked up, but he still has one last chance to pull free in that round before being dragged inside the house hunter.

Once inside the monster, only small, hand-held stabbing weapons—the size of a short sword or smaller—may be used to attack (consider the creature's insides to be AC 10). If any



damage is inflicted, the house hunter uses its appendages to eject the person from its shell and then constricts him again until he ceases to resist for five rounds, escapes, or the monster dies. Bodies within a house hunter are fully digested and unrecoverable after 1d4 turns.

Note that the tongue, eyestalks, and tentacles of the house hunter are actually pseudopods; if any member is amputated in combat, it regrows in 1d4 turns, and all damage sustained by that appendage is returned to the creature's hit point total.

House hunters aren't damaged by sunlight, but they don't like to expose their flesh and eyes to it. Hence, they prefer to travel by night, and they delay their attacks until after dusk if possible. If forced to fight by day, they make all attacks with –2 penalties.

House-hunter shells are thick enough to reduce both normal and magical heat and cold damage by 1 point per Hit Die of damage. If one's hit point total falls below 10, it pulls in all of its appendages, shuts all openings, and attempts to move away from its attackers.

Habitat/Society: House hunters are pack animals, cooperating to capture their prey. Young house hunters rarely attack until an adult has taken the initiative. They all have good hearing and can sense the vibration of footsteps of man-sized and larger creatures that are 120 yards away. They are also intelligent enough to delay their attack until they can reap the maximum reward. For example, they won't attack a single scout if there is a large party approaching behind.

The reproduction of these monsters remains a mystery, though an adult has been seen digging a large hole in the earth with its foot, then depositing its single live young in the hole. The creature subsequently made its way out of that hole and followed its mother. Shells apparently grow in size with their owners, and they are shaped over long periods of time to resemble particular buildings that the house hunters have probably seen in their limited travels.

Ecology: Treasure is usually found inside a house hunter's shell, either within the stomach or embedded in the shell wall. Such treasure consists of the undigestible remains of the monster's victims, including coins, gems, and similar small items. Some treasure may be encysted in layers of shell, like pearls, but these lumps have no jewel value. Occasionally, a magical item or rare antiquity may be found within the monster. A *cursed* item is especially possible, since those characters carrying truly powerful weapons or items would be much more likely to successfully repel the attack of a house hunter and escape. Assume that adult house hunters have a 5% chance to contain a magical item and that ancients have a 10% chance. Further, such items found in either type are 60% likely to be magically *cursed*.

The underside of a house hunter has no armor. It is a slippery foot resembling that of a snail, though it isn't especially adhesive. When the creature moves, the outer shell raises slightly to allow movement over open ground, debris, etc.

If cleaned out thoroughly, a house hunter's shell can be converted into a crude dwelling.

Mimic, Space

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	V (U)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12 (smash)
SPECIAL ATTACKS:	Glue
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (varies)
MORALE:	Champion (15)
XP VALUE:	5,000



Mimics are the result of a magical experiment. Despite their very thick, resilient hide, these creatures have the ability to change their shapes and colors at will in order to fool nearby victims, which they then feed on. Space mimics sometimes pass as ship debris floating in wildspace, as an ornate chest, or as an elaborate wizard's desk with books and scrolls in an abandoned ship.

Space mimics have two eyes, which normally remain hidden under thick eyelids. In addition, space mimics can sense heat and light within 90 feet.

Space mimics are about the same size as their planetside counterparts, about 150 cubic feet (a 3′ x 6′ x 8′ chest for example or a small lifeboat). The natural skin of the space mimic is pitch black, with small specks of twinkling light, imitating a space background. The space mimic can change its shape and color in one round to resemble a piece of furniture made of any variety of wood, stone, or metal (either plain or carved). Like the common mimic, the space mimic must retain its normal size, but can otherwise radically alter its shape.

The space mimic speaks its own tongue and often another three or four. The languages it is most likely to understand are neogi (01-20), the arcane tongue (21-40), human common (41-70), beholder (71-75), elven (76-90), or illithid (91-95). On a roll of 96+, the space mimic is eager to learn a new language.

Combat: Mimics use their shapechanging abilities to surprise their victims (-4 penalty to the victim's surprise roll). If attacked, a space mimic lashes out with a pseudopod that inflicts 3d4 points of damage. The mimic is also covered with a strong glue that can hold anyone or anything coming in contact. A victim can be pulled free in three rounds only if the glue is weakened with a flask of alcohol. The space mimic can dissolve its glue anytime it so desires, and can control which areas of its hide are covered with the glue. Mimics are immune to acid, molds, green slime, and various puddings.

Space mimics have the ability to cast the spells available to a 4th-level illusionist. This is an innate ability, and thus the spells do not require components. Space mimics do need to locate spell books or scrolls in order to acquire the spells initially. Once they have acquired a spell, they may use it as a 4th-level illusionist. Space mimics also need rest to recover spells previously cast. A common spell mix for space mimics might include the following: *audible glamer, cantrip, spook, Nystul's magical aura, hypnotic pattern, improved phantasmal force,* and *invisibility.*

Space mimics are as much interested in food as they are in magic. When visitors approach, the space mimic stays invisible to study the party. If it finds out there is a wizard, the space mimic tries to lure the spellcaster somewhere alone, and then hypnotizes him while it steals books, scrolls, or magical items. After eating a victim, the mimic goes into hiding. If the party remains, the undiscovered mimic may attempt to lure yet another member when it hungers again.

Habitat/Society: Space mimics live in wildspace. They are solitary creatures that enjoy spending time reading space lore, tomes on magic, and other arcane volumes. Unlike their common cousins, space mimics have various cultures, usually based on their readings. These mimics are intelligent; they exchange books they already read for food or other books. Space mimics have neither religious beliefs nor any morals.

When food is scarce, the mimic turns invisible and goes dormant for up to two to three years, after which time it will die unless it feeds. A good meal (one or two humans) sustains a space mimic for 1d4+4 months. Space mimics can levitate at will, which enables them to slowly travel across wildspace.

Ecology: Mimics were created by wizards to protect their treasures. This strain was created for long voyages, but they soon proved unreliable servants. After being discarded, mimics survived, reproducing by fission. Along with their glue, space mimics exude an odor that attracts rodents, space vermin, and occasional monsters as well.

Body parts of the space mimic are as useful as that of its common cousin. In addition, the space mimic often keeps some treasure (usually books or scrolls) in a pocket under its belly.

Mind Flayer (Illithid)

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore (brains)
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, × (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8+4
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2; see below
SPECIAL ATTACKS:	Mind blast, see below
SPECIAL DEFENSES:	Magical powers
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Champion (15) + special
XP VALUE:	9,000 (7,000 for psionic version)



The illithid, or mind flayer, is an evil and feared creature of the Underdark; its powers are formidable and it feeds on the brains of any creature it encounters. Using arcane powers, it enslaves or destroys its foes, which include such powerful creatures as drow and kuo-toa.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Illithids have infravision. They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of their tentacles. Mind flayers dress in flowing robes, often with high, stiff collars, adorned with symbols of death and despair.

Combat: A mind flayer's preferred method of attack is the *mind blast*, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw vs. wands or be stunned and unable to act for 3d4 rounds. The illithid tries to grab one or two stunned victims (requiring normal attack rolls if others try to prevent this) and escape with them.

The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it inserts its tentacles into the victim's skull and draws out its brain, killing the victim in one round. A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim. A tentacle which hits causes 2 hp damage and holds the victim. A tentacle does no damage while holding, and can be removed with a successful bend bars/lift gates roll. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in one round. If preferred, the DM can simply roll 1d4 for the number of rounds required to kill a struggling victim.

A mind flayer can also use the following arcane powers, one per round, as a 7th-level mage: *suggestion, charm person, charm monster, ESP, levitate, astral projection,* and *plane shift*. All saving throws against these powers are made at a −4, due to the creature's mental prowess.

If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

Habitat/Society: Mind flayers hate sunlight and avoid it when possible. They live in underground cities of 200 to 2,000 illithids, plus at least two slaves per illithid. All the slaves are under the effects of a *charm person* or *charm monster*, and obey their illithid masters without question.

The center of a community is its elder-brain, a pool of briny fluid that contains the brains of the city's dead mind flayers. Due to the mental powers of illithids, the elder-brain is still sentient, and the telepathic union of its brains rules the community. The elder-brain has a telepathic range of 2 to 5 miles, depending on its age and size. It does not attack, but telepathically warns the mind flayers of the presence of thinking creatures, so a mind flayer within its telepathic radius can be surprised only by non-intelligent creatures. The range of the elder-brain determines the territory claimed and defended by the community, though raiding parties are sent far beyond this limit.

Mind flayers have no family structure. Their social activities include eating, communicating with the elder-brain, and debating on the best tactics to conquer the Underdark. For amusement, they inflict pain on their captives and force slaves to fight in gladiatorial games.

Mind flayers are arrogant, viewing all other species only as cattle to be fed upon. They prefer to eat the brains of thinking creatures.

Ecology: Mind flayers live about 125 years. They are warm-blooded amphibians, and spend the first 10 years of life as tadpoles, swimming in the elder-brain pool until they either die (which most do) or grow into adult illithids. On an irregular basis, adult illithids feed brains to the tadpoles, which do not molest the elder-brain. Illithids are hermaphroditic; each can produce one tadpole twice in its life.

Mind flayer ichor is an effective ingredient in a *potion of ESP*.

Psionic Illithids

Psionic flayers, considered the only true illithids by some (including themselves), have most of the same statistics and abilities as other mind flayers. Instead of magic-based abilities, however, theirs are purely psionic. Psionic mind flayers have a beak-like mouth and disdain the stiff-collared robes preferred by their cousins.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/5/15	EW, II/All	= Int	1d100+250

Illithids use psionics for attack, mind control, and travel. All psionic illithids have at least the following powers:

- **Psychokinesis - Devotions:** control body, levitation.
- **Psychometabolism - Sciences:** body equilibrium (their only psychometabolic power).
- **Psychoportation - Sciences:** probability travel, teleport. Devotions: astral projection.
- **Telepathy - Sciences:** domination, mindlink. Devotions: awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.

Mind Flayer, Alhoon (Illithilich)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Community or solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	S, T, V×6 (×6 in lair), X
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8 + 4
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4 + special
SPECIAL ATTACKS:	Mind blast, spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	9,000
PSIONICS SUMMARY:	Dis 4/Sci 5/Dev 14; PS =Int; PSPs 250 + d100 Att: EW, II, MT; Def: All
PLAYER'S OPTION™:	#AT 1; MTHAC0 18; MAC 5

Psychokinesis: *Devotions*—body control, levitation.
Psychometabolism: *Sciences*—body equilibrium (their only psychometabolic power).
Psychoportation: *Sciences*—probability travel, teleport; *Devotions:* astral projection.
Telepathy: *Sciences*—domination, mindlink; *Devotions*—awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.
Other Powers: Various; two sciences, five devotions.

Alhoon look like living mind flayers (mauve-skinned, octopus-headed beings with four mouth-tentacles, and three-fingered hands). The only visible difference between illithids and illithiliches is that an alhoon's skin is dry and often wrinkled, never glistening with slime.

Combat: Alhoon attack with four tentacles, as living mind flayers do. Once a tentacle hits, it inflicts 1d4 points of damage per round as it bores into the victim's body. Attacks on a tentacle (AC 7) inflicting 5 points or more points of damage in a single round cause it to recoil. It draws out of the victim's body, later striking at a new spot; an attack roll is required. If the victim's head is hit, boring time to the brain is 1–4 rounds, at which point the victim dies. Tentacles striking elsewhere than the victim's head inflict damage for 4 rounds, then withdraw; they are not long enough to reach the brain.

Illithiliches have the *mind blast* it had in life (cone 60 feet long, opening from 5 to 20 feet; save vs. wands or stunned 3d4 rounds) and psionic abilities common to all true mind flayers (the equivalent of a 7th-level psionicist—4 disciplines, 5 sciences, and 14 devotions). Alhoon additionally attack with *mind thrust*, and individual abilities are possessed as well (consult *PHBR5 The Complete Psionics Handbook*).

In addition to their tentacles and psionic abilities, illithiliches can cast spells as 9th-level wizards (spells: 4, 3, 3, 2, 1). Typically, they use a wide variety of spells seized from human wizards, spellbooks found in tombs, and the like—and always avidly seek more, driven by their hunger for power. An alhoon cannot use other attack froms in the same round as psionics.

Alhoon gain no special undead attacks (such as a human



lich's touch), but do have standard undead immunities to *sleep, hold,* and *charm*-related magics. They cannot be turned by priests, and are not harmed or impeded by holy water, *protection from evil,* sunlight, or cold-wrought iron or silver weapons—but are subject to spells specifically affecting undead.

Habitat/Society: Alhoon spurn illithid societies ruled by elder-brains, and do not hesitate to take living mind flayers as thought-controlled slaves (just as they took all other creatures as slaves when alive—a process continued in lich state). They usually live alone in the surface world, often slaying a human wizard and taking over his remote tower. In the Underdark, they cooperate for mutual survival, sharing spells and aid freely to overcome drow, duergar, cloakers, aboleths, and living mind flayers alike. Alhoon regard true liches and beholders as their greatest rivals, and accordingly destroy them whenever prudently possible.

Ecology: Alhoon have no need for sustenance, but their bodies adapt only imperfectly to lich state; many steps of most lich-creation processes used by others fail on a strongly magic resistant mind flayer body. Alhoon are plagued by ongoing skin wrinkling and tissue desiccation, which they counteract by bathing or by drinking water, soup, alcohol, and other liquids. Nutrients need not be ingested; poisons absorbed in this way will harm an alhoon (lowering its hit points no further than a minimum of 6 hit points and not killing it). The illithilich state neutralizes most poisons (restoring all damage done by them) in 2d4 turns.

Illithiliches enjoy devouring brains just as they did in life, but do not need to do so. Sometimes (3 in 12 chance), devouring a brain gives an alhoon mental glimpses of 1d12 thoughts that the brain held, either a random or (if the alhoon concentrates on a topic such as magical items, written spells, or treasure locations), thoughts most closely related to a chosen topic.

Essence of alhoon brain is an exotic ingredient in spell-writing inks, and can be employed to great advantage in the crafting of magical items that affect the minds of creatures.

Mind Flayer, Ulitharid (Noble Illithid)

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Brain tissue
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	S,T,Z (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	11+8
THAC0:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Spells, mind blast
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	95%
SIZE:	L (7½' tall)
MORALE:	Champion (15–16)
XP VALUE:	11,000



Ulitharids are the elite of mind flayers, favored by their god the elder brain and free to exercise their will upon lower illithids and all other humanoids that fall under their power.

Ulitharids tower over their lesser kin by more than a foot, standing 7½ feet tall. They are colored similarly to other illithids, but they are darker than normal mind flayers. They have six writhing tentacles surrounding their mouths, not four like their common underlings, which are filled with sawlike teeth. Like most mind flayers, ulitharids dress in robes that cover their grotesque bodies from the ground to the neck, and high-crowned headdresses are not uncommon.

With their incredible intellect, ulitharids can understand the spoken languages of many races, but their mouths are ill-suited for speech. Of course, they can communicate freely with any creature through the use of their innate telepathy.

Combat: The ulitharid's six faceted tentacles are much stronger than those of normal illithids, so the monster requires only 1d3 rounds to reach a victim's brain, once the tentacles have taken hold of the victim's head. Each tentacle inflicts 1d4 points of damage upon a successful hit (at which point the tentacle has seized the victim's head unless the DM rules otherwise), and only three tentacles are needed to establish a grip that allows the creature to begin boring into the opponent's head in quest of his brains.

A ulitharid's mind blast is also much more deadly than its common counterpart. It has the same area of effect as a normal mind blast—a cone 60 feet long, 5 feet wide at its point of origin, and 20 feet wide at its terminus—but those who fail to save vs. spell with a –4 penalty become *feebleminded* (as per the 5th-level wizard spell). Ulitharids also have the following spell-like powers which they can employ, one at a time, once per round, as a 10th-level wizard: *astral projection, charm person, charm monster, ESP, eyebite, forget, legend lore, levitate, plane shift, suggestion, telekinesis,* and *true seeing.* All saving throws vs. these powers are rolled with –4 penalties. Ulitharids can also heal up to 25 points of personal damage per day. This process requires a full round to occur, during which the ulitharid must pause and concentrate fully upon healing.

Habitat/Society: Ulitharids are the noble folk of illithid society. About one in every 25 illithid tadpoles matures into a ulitharid. The ulitharids become caretakers for the community's elder brain, ambassadors to other illithid cities, and leaders of small illithid villages or outposts. A few sages believe that they answer to even more powerful illithids, although none of these beings have ever been seen by surface dwellers.

Ecology: Ulitharids live twice as long as normal illithids, or about 250 years. They also spend twice as much time in the tadpole state. Ulitharids are among the most feared creatures of the subterranean world, and few creatures will challenge them.

Mind Flayer, Yaggol

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	U (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1d6
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d6+4/1d6+4, Special
SPECIAL ATTACKS:	Mind blast
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	50%
SIZE:	M (7′)
MORALE:	15
XP VALUE:	4,000



The yaggol are a degenerate sub-race of the evil and terrifying mind flayers Degenerate, in this case, does not mean more debased or decadent (mind flayers are already decadent in the extreme). Rather, the yaggol have culturally regressed, and their once formidable mental powers have atrophied and are forgotten.

In appearance, the yaggol are almost identical with their cousins. They are larger, standing about seven feet tall, and have greater physical power. They have the same uncanny resemblance to malevolent octopi, including the four long tentacles that hide their mouth. Their skin is chameleonlike, shifting in color and pattern to match the background. The possible color changes range from brilliant rich green to a scarlet orange, encompassing various shades of browns, greens, and yellows. They possess three fingers on each hand, weirdly jointed so that any one can oppose the other two. The older members of their community dress in flowing robes, while the youths often wear nothing more than simple loincloths.

Combat: Although they have lost much of the intelligence of their ancestors, the yaggol are still incredibly dangerous and cunning in combat. They are extremely hard to spot if hidden against a natural background—one that falls within the color range of their powers. Elves have a 50% chance of noticing them, all others have a 20% chance. The yaggol must be within 30 feet before they can be spotted. If not detected, the yaggol automatically attack with surprise.

Once in combat, a yaggol attacks with its fists, delivering powerful blows. In addition, it can attack with its long tentacles. As with the mind flayer, any tentacle that hits will worm its way to the victims brain in 1d4 rounds. It then sucks the brain out and eats it Each round these attached tentacles cause an automatic 1d6 points of damage. Victims can tear free if they roll a successful Strength check, but doing so causes 1d10 points of damage per attached tentacle.

The yaggol have lost nearly all the great mental powers of mind flayers. Thus they have no innate spell ability and possess only a simple mind blast. This affects those within a radius of ten feet around the creatures. All within the area must roll a successful saving throw vs. wand or suffer 3d6 points of damage from the intense mental agony the creatures radiate. Their own kind (including the more advanced illithids) are immune to this effect. The mind blast places a great strain on the creatures; they must wait an hour before attempting it again. Furthermore, it dazes them for the round immediately after. They can take no actions as they recover their wits.

The yaggol are extremely savage and ferocious. At the same time, they are not so stupid as to fight against hopeless odds. They freely retreat from battles that go against them, even leaving their own kind behind. When they can, they take slaves (dinner for a later date). Failing this, they seek to kill as many as possible to provide a large quantity of fresh meat for the tribe.

Habitat/Society: The yaggol are descended from the more powerful and numerous race of mind flayers, a stellar race from the dark, cold reaches of space. According to their legends, which are extremely garbled, the yaggol once inhabited the stars but are now confined to the earth after offending some powerful being. Much more likely is that they are the survivors of a failed colonization attempt on Taladas, a failure caused by the destruction of the Cataclysm. They speak yaggol and whatever the local tongue is—cha'asi on Taladas. Originally a race that loved only darkness, the yaggol have adapted to surface life, although they still favor the comforting gloom of the jungle. They do not venture beyond the humid warmth of the jungle.

Ecology: The yaggol have a lifespan of no more than 60 years. spending the first five in a tadpole state. During this time there is the distinct possibility of being eaten by their elders in times of famine. Birth rates are accordingly high to adjust for the low chances of survival to adulthood. As a race they are asexual and in conversation freely refer to themselves as both he and she, having no understanding of the difference in the two words.

Minion, Divine

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CLIMATE/TERRAIN:	Desert, arid, cities, Outer Planes,where summoned
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Herbivore, omnivore, or carnivore,as fits the deity served
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	As the deity served
NO. APPEARING:	1d20
ARMOR CLASS:	–2
MOVEMENT:	12 or as animal form
HIT DICE:	6
THAC0:	11
NO. OF ATTACKS:	3/2 or as animal form
DAMAGE/ATTACKS:	1d12 or by weapon typeor as animal form
SPECIAL ATTACKS:	Attack as a 10th-level fighter, change form, special attacks of animal form
SPECIAL DEFENSES:	Save as 10th-level fighter, immune to magic that creates fear or doubt
MAGIC RESISTANCE:	10%
SIZE:	M (6½ feet tall) or as animal form
MORALE:	Fearless (20)
XP VALUE:	2,000

Each divinity of the Mulhorandi pantheon has a number of magical servitors known as minions. Each minion is a fanatical follower of the deity and serves his or her ends at all costs.

Divine minions serve as messengers of the deities. They appear as great, well-muscled male or female warriors well over 6 feet tall and dress in bronze plate armor that is decorated with the symbol of their deity. They wield huge khopeshes, scimitars, or two-handed swords. Minions of Set also serve as assassins and provide military assistance for the Lord of Evil's mortal worshipers. Minions of Set favor khopeshes or broad swords and dress in black, scaly plate mail armor.

All divine minions are empowered with the ability to change into one or more animal forms. The specific forms allowed are specified in each deity description. The transformation is complete, including clothing and weapons, leaving no traces of their human guises behind.

Combat: The weapon of a divine minion counts as a weapon of +2 magical enchantment for the purposes of what sorts of creatures it can hit, but inflicts only 1d12 points of damage to all it strikes, no matter what the apparent form of the weapon and no matter what the target's size.

A divine minion typically begins combat in human form, unless it is already in animal shape. Changing to animal form is normally done only when absolutely necessary. Most minions prefer not to disclose their shape-shifting abilities, since once these are discovered their usefulness to their deity is compromised. In human form, 25% of them use magical weapons fashioned in the Outer Planes, though none are greater than +2 enchantment.

Should a battle go badly or the need be great, however, divine minions transform themselves into fearsome animal forms. The transformation takes less than a single round, having an initiative modifier of 5. When in animal form, Armor Class, Hit Dice, and hit points remain the same as the minion's human form, while it acquires the movement rate, attacks, and special attacks of the new form. (See the full entry for these animals in the MONSTROUS MANUAL tome for additional details.)

The minion's form also affects its tactics in coordination with other minions. Bears, hawks, scorpions, and snakes fight independently without coordinating their tactics. Crocodiles and ibises attack in swarms, while lions and jackals coordinate their attacks in complex strategies involving ambushes and other tactics.

Divine minions are utterly devoted to their power, never check morale, and are immune to magic that creates fear or doubt such as *cause fear*, *scare*, *phantasmal killer*, or *doubt* spells. All minions, regardless of form, have a 10% magic resistance and save as 10th-level fighters.

Habitat/Society: Divine minions are creatures touched by divine power. They serve the deities of the Mulhorandi pantheon; hundreds live in each deity's avatar's primary residence, whether it be a tower in Skuld, the Raurin desert, or on the Outer Planes. With the exception of those of Set, all minions are willing volunteers to divine service; they forfeit mortal life in return for the honor of working for their deity throughout all eternity. All divine minions have the same alignment as their patron deity.

Set's minions usually are not volunteers to his service, as his touch can transform victims into minions of Set. However, once transformed, they serve him faithfully. Minions of Set are by far the most active divine minions, as the others prefer not to be noticed by mortals unless specially called by magic (such as the 7th-level priest spell *summon divine minion*).

Ecology: Divine minions are supernatural creatures. They need not eat or drink. Their armor and all their possessions disappear when slain, and they carry no treasure. Divine minions tend to radiate a faint field analogous to their alignment and the portfolio of their deity that affects the reactions of animals they encounter. For example, minions of Set produce instinctive dislike in most animals, which try to flee them. On the other hand, minions of Hathor produce inherent trust, and pregnant, hurt, or panicked animals seek them out and calm instantly at their touch. Divine minions killed in the Prime Material Plane are reformed by their deities in the Outer Planes.

Animal Form	Deity Served (Alignment)	Move	#AT	Dmg	SA
Baboon	Thoth (LN)	12, 12 in trees	1	1d4	Nil
Brown bear	Osiris (LG), Set (LE)	12	3	1d6/1d6/1d8	Paw hit of 18 or better gives additional hug damage (2d6)
Cave bear	Geb (N)	12	3	1d8/1d8/1d12	Paw hit of 18 or better gives additional hug damage (2d8)
Cat, wild	Bast (CG)	18, Cl 9, 9 in trees	3	1d2/1d2/1d2	Rear claw rake (2×1d2) if both forepaws hit; –3 penalty to opponent's surprise roll; surprised only on a 1 or 2
Cobra, giant	Nephthys (CG)	15	1	1d3	Poison bite (save vs. poison at a –2 penalty for only 10 points of additional damage or [if failed] die in 2d4 rounds)
Cow, horned	Hathor (NG)	15	1	1d4	Trample for 1d4 if in a group of cattle and stampeding
Crocodile	Nephthys (CG), Sebek (NE), Set (LE)	6, Sw 12	2	2d4/1d12	–2 penalty to opponent's surprise roll
Crocodile, giant	Sebek (NE)	6, Sw 12	2	3d6/2d10	–2 penalty to opponent's surprise roll
Hawk, large	Horus-Re (LG), Isis (NG), Nephthys (CG), Osiris (LG)	1, Fl 33 (B)	3	1d2/1d2/1	Dive from at great height (100 feet or more) for +2 attack bonus and double talon damage; 25% of eye hit (1d10 rounds blinded and 10% of permanent eye loss) with successful beak strike
Ibis	Thoth (LN)	Sw 6, Fl 12 (C)	1	1d3	Nil
Jackal	Set (LE)	12	1	1d2	Nil
Lion	Anhur (CG), Bast (CG), Horus-Re (LG)	12	3	1d4/1d4/1d10	Rear claw rake (2×1d6+1) if both forepaws hit; surprised only on a 1; leap up to 30 feet
Leopard	Bast (CG)	12, Cl 9, 6 in trees, Sw 6	3	1d3/1d3/1d6	Rear claw rake (2×1d4) if both forepaws hit; –3 penalty to opponent's surprise roll; surprised only on a 1; leap up to 20 feet upward or 25 feet forward
Scorpion, huge	Set (LE)	12	3	1d8/1d8/1d3	Poison sting (save vs. poison or die the next round); successful claw attack causes 1d8 points of damage and victim is gripped in pincer for an automatic 1d8 points of damage per round; victims held in a pincers can be automatically hit by the tail sting
Snake, giant poisonous	Set (LE)	15	1	1d3	Poison bite (save vs. poison or die the next round)

Climate/Terrain:	Baator
Frequency:	Uncommon
Organization:	Hierarchy
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1d20
Armor Class:	–2
Movement:	12
Hit Dice:	6
THAC0:	15
No. of Attacks:	3/2 or by form
Damage/Attack:	1d12 (snake bite), by weapon, or by form
Special Attacks:	See below
Special Defenses:	Saves as 10th-level fighter
Magic Resistance:	10%
Size:	M (6′ 6″ tall)
Morale:	Fearless (20)
XP Value:	1,400 Shadow Priest: 2,000

Minions of Set are proxies of Set (of the Egyptian mythos). In their natural form, the minions appear to be warriors wielding broad swords and dressed in black, scaly plate mail armor. Sometimes they are mistaken for adventurers, since these are people they most closely resemble, yet they are far from human.

The minions of Set are endowed with the power to change into an animal. The second shape is most often that of a giant snake, but a few are able to assume the forms of cave bears, giant crocodiles, giant hyenas, or giant scorpions. The transformation is complete, including clothing and weapons, leaving no traces of their human guises behind.

Combat: A minion of Set typically begins combat in human form unless it's already in animal shape. Changing to animal form is normally done only when absolutely necessary. Most minions prefer not to disclose their capabilities, since once discovered their usefulness to their deity is compromised. As humans, 25% of them use magical weapons fashioned in Baator, though none are greater than +2 enchantment.

Should a battle go badly or the need be great, however, the minions of Set transform themselves into their fearsome animal forms. The transformation takes less than a single round, having only an initiative modifier of 5. Thus, a character could battle an armored fighter one round, only to discover himself facing a giant snake the very next. The Armor Class of the minion does not change because their armor is actually an integral part of their form, but the number of attacks and damage caused varies according to the creature form assumed.

Form	Damage
Cave bear	1d8/1d8/1d12
Giant crocodile	3d6/2d10
Giant hyena	3d4*
Giant scorpion	1d10/1d10/1d4**
Giant snake	1d12**

* A roll of 20 indicates the hyena has locked its jaws around its adversary. The held victim suffers –2 penalties to initiative and attack rolls, and moves at half his or her normal rate.

** Victims struck by the scorpion's tail or the snake's fangs must successfully save vs. poison or die. Those who save still suffer 2d4 points of additional damage.

The minion's form also affects its tactics. The most common – those who are giant snakes – fight independently, without coordinating their attacks. Those in cave bear form are likewise loners in battle, but are fearsome in their determination. Minions able to take giant hyena form usually fight in packs, concentrating their efforts on a single victim. Ideally, one will lock its jaws on the target while the others tear it to shreds. The remaining two types, giant scorpions and giant crocodiles, normally attack en masse, though not with the coordination of the giant hyena type.

Minions of Set, utterly devoted to their power, never check morale and are immune to magic that creates fear or doubt, such as *cause fear, scare, phantasmal killer,* or *doubt* spells. All minions, regardless of form, save as 10th-level fighters. For magical attacks, the saving throw takes place only if the minions' magic resistance (10%) rolls fail.

Habitat/Society: As is clear by their name, the minions of Set are the agents of that evil power. They are his special proxies. Once petitioners from the plane of Baator, Set imbued them with special powers needed to carry out his will. Since they rose from petitioner stock, minions of Set cannot be raised, reincarnated, or even spoken to after death. At that point, their essences are forever lost to oblivion.

Although evil, Set is a lawful power. He is not one of those creatures from the Abyss, so he will never destroy one of his proxies on a whim, as might Juiblex or other chaotic powers. In return, Set demands absolute and utter loyalty from his minions, which they willingly give. The minions are a fanatical lot, who will follow Set's instructions even to their own deaths. They devoutly believe that even the slightest whim of Set is more important than all of their lives put together.

Nevertheless, the minions are not fools or automatons. They are fully intelligent beings, capable of sophis-

ticated strategies, who act as go-betweens for Set and all other creatures in the multiverse. They command Set's forces during those times when he is drawn into the Blood War, watch over his petitioners, and even carry out his will on the Prime Material Plane.

They are also implacable enemies. To defy the will of Set, as defined by the priests, is to embrace a death sentence unless every minion with knowledge of the defiance is destroyed. An offended minion of Set is tantamount to an entire sect of enemies for life.

ECOLOGY: Within the twisted ecology of Baator, the minions of Set are predators. When not carrying out the wishes of their master, the minions steal larvae away from the baatezu to add to their own hordes.

SHADOW PRIESTS: Out of approximately every 20 minions created, Set finds one of exceptional ability. This individual is elevated to the ranks of Set's *shadow priests* — sinister commissars of the deity.

In addition to the shapechanging ability of regular minions, shadow priests have all the clerical abilities of a normal priest of Set. They have major access to the spheres of All, Astral, Combat, Guardian, Necromancy, and Summoning, and they enjoy minor access to the spheres of Healing and Protection. They can memorize and cast spells as if they were priests of 6th to 9th level (1d4 + 5). The shadow priests also have the ability to backstab like a thief (at the same level as their spellcasting abilities), and they are immune to all poisons and gases. Shadow priests are able to command undead if a successful attempt to turn is made. While on Baator, all such command attempts gain a +2 bonus.

As noted, the shadow priests are Set's enforcers. They punish any minion headstrong enough to oppose Set, and lead large forces in battle against Set's enemies. Shadow priests are often sent to other planes to punish adventurers who have angered Set.



Minion in advanced stage of transformation

minion of the lost

Riders emerged out of the twilight. As they came closer, I thought I recognized them as orogs mounted on their hideous lizards. But as they neared, I realized they weren't like any orogs I had ever seen in Cerilia.

—Kaiana, 1377 HC

overview

More than two millennia ago, even before the first Adurian tribes fled to Cerilia's shores, Azrai hand-picked twelve vile humans and instructed them in the arts of dark sorcery. These most exalted of the Evil One's servants fought on his side in the battle at Mount Deismaar. The force of that cataclysm blasted the sorcerers into the Shadow World. In Cerilia, where no one knew what had happened to them, these wizards became known as the Lost.

The minions of the Lost are former humans, humanoids, and demihumans transformed into new races. These races exist solely to serve their evil creators.

physical description

While each race of minions has its own unique appearance, all minions retain characteristics of their former races (human, elven, goblin, giant, etc.). Some of these attributes are physical, such as build or acute senses. Some are mental, such as intelligence. All minions speak the language of their race of origin.

The minion races are too numerous to list here in full, but they include the following:

Halfling Spawn

Many evil denizens of the Shadow World have enslaved the native halflings, but only the Lost have monstrously mutated the race. Several members of the Lost have created their own unique breeds of halfling spawn. Those of Macchius sport monkey tails, unusually long and sinuous arms, and clawed paws that allow the halfling spawn to swing from trees and move quickly through the dense, gnarled forests of the Shadow World.

Masetian Spawn

The Mount Deismaar cataclysm obliterated most Masetians from the face of Cerilia, but some found themselves in the Shadow World. One member of the Lost found this race ideal as servants—with a few adjustments. Masetian spawn retain their human bodies and swarthy coloring but bear the heads, agility, and senses of Siamese cats. (Ironically, these minions came into being accidently when their creator's familiar strayed into a magical experiment the spellcaster was conducting on a Masetian. The resulting feline humanoid exhibited such superior senses and stealth that the wizard bred dozens of litters to serve as spies.) Masetian spawn can sneak through the Shadow World's murky twilight better than many native races.

Orog Spawn

When a raiding party of Cerilian orogs charged right through a portal and into the Shadow World, several members of the Lost found the vicious, battle-minded race worth studying. In the years since, several varieties of orog minions have evolved, including one that crosses the orogs with their signature mounts. These centaurlike spawn have the upper torsos of orogs and the bodies of giant lizards.

role in the campaign

The Lost are among the strongest and most important denizens of the Shadow World. They have had 2,000 years to amass power, knowledge, and followers. The first, they seized; the second, they researched. The third, they created for themselves.

The minions of the Lost are those creatures who—willingly or unwillingly—serve the twelve evil wizards. A party might encounter them on their own as they complete a task for their master, or characters might have to battle their way through the minions to get to the master.

habitat/society

Minions live in small communities, usually within their masters' compounds (as some of the Lost have found their way back into Cerilia, they have brought their minions with them). They are monitored by an overseer or warden; sometimes this individual is a member of the minions' own race who has gained the trust of the wizard.

An individual member of the Lost may have multiple races of minions as servants. Occasionally, fights break out among the different races—but punishment is swift and memorable enough that such incidents are rare.

ecology

The first minions were the result of magical experimentation. Each member of the Lost sought to create his or her own followers, and tried different approaches on different creatures until each developed the "perfect" minion to suit individual taste.

Once a significant number of minions of each race were created, they began to breed. Each race's population now supports itself, under the watchful eye of its creator. Like any slavemaster, the wizard encourages enough reproduction to provide a steady supply of servants, but keeps the population small enough to prevent uprisings. The harsh life of enslavement to an evil master serves as its own population check, as it results in a low life expectancy: about one-fifth that of the minion's race of origin.

Most minions are omnivores. Those generated from races that have more limited diets (such as vegetarian elves or carnivorous goblins) retain those dietary restrictions.

variations

Shades (see separate entry) are another type of Lost minion. Unlike the "spawn" minions, shades may be used by any member of the Lost, and cannot reproduce. The Lost also summon monsters from this plane and beyond to do their bidding.

Other types of creatures, such as the awnsheghlien, also create and/or enslave minions.

combat and other encounters

Encounters with minions of the Lost vary depending on the type of minion involved.

combat

Halfling spawn wear leather armor to provide enough freedom of movement to swing from tree branches. This choice of armor also enables them to gain the advantage of surprise in many encounters: Opponents suffer a –4 penalty to surprise rolls.

These minions attack with slings and thrown missiles from a distance, and with their claws at close range. Like ordinary halflings, the spawn gain a +1 bonus to attacks with missiles. In melee, these minions swipe with their claws for 1d4 points of damage each.

During hand-to-hand combat, halfling spawn attempt to strangle their opponents with their long, muscular tails. A successful "hit" means the minion has wrapped its tail around a victim's throat. Each round that the choke hold remains in effect, the victim suffers 1d8 points of damage and must succeed at a saving throw vs. paralyzation or lose consciousness for 1d4 turns.

Halfling spawn enjoy a +2 bonus to saving throws vs. poison, wands, staves, rods, and spells.

Masetian spawn have acute senses that allow them to be surprised on only a 1 or 2. In addition, opponents suffer a –3 penalty to surprise rolls. These minions can use any missile or melee weapon ordinary Cerilian humans do. They can also bite for 1d6 points of damage.

The natural agility of Masetian spawn enables them to move silently (50%), hide in shadows (45%), detect noise (45%), and climb walls (90%) per the thief abilities.

Orog spawn have thick, hairy hide instead of ordinary skin

	Halfling Spawn	Masetian Spawn	Orog Spawn
Climate/Terrain:	Cerilian or Shadow World forests	Shadow World	Shadow World
Frequency:	Uncommon	Rare	Rare
Organization:	Community	Community	Community
Activity Cycle:	Day	Day	Any
Diet:	Omnivore	Omnivore	Carnivore
Intelligence:	Average (8–10)	Very (11–12)	Low (5–7)
Treasure:	J (O, P)	K (M, P)	J (O)
Alignment:	Neutral evil	Lawful evil	Chaotic evil
No. Appearing:	3–24 (10–100)	3–24 (10–100)	3–24 (10–100)
Armor Class:	6	8 (10)	3 (armored torso), 5 (lower body and unarmored torso)
Movement:	6, 12 in trees	12	12
Hit Dice:	2	3	4+4
THAC0:	19	18	17
No. of Attacks:	1 (missile) or 3 (melee)	1	1
Damage/Attack:	By weapon or 1d4/1d4/1d8	By weapon or 1d6	By weapon +2
Special Attacks:	Strangle	Bite	Nil
Special Defenses:	Resists poison	See text	Nil
Magic Resistance:	See text	Nil	Nil
Size:	S (3' 6" tall)	M (6' tall)	H (7' tall, 20' long)
Morale:	Average (8–10)	Steady (11–12)	Elite (13–14)
Bloodline:	None	None	None
Blood Abilities:	None	None	None
Perception/Seeming:	Middling/Lesser	Lesser/None	Slight/None
XP Value:	270	175	270

on their torsos, which grants them an Armor Class of 5 on their upper bodies that matches the AC 5 of their lizard lower bodies. Most orog spawn wear armor, however, to bring their upper body Armor Class to 3.

These minions favor axes, crossbows, heavy long swords, maces, and polearms. Their strength grants them a +2 damage bonus to attacks made with these weapons. Bright sunlight blinds and nauseates orog spawn, inflicting a –3 penalty to attack and saving throws.

Other types of minions can enjoy a range of special abilities and defenses, depending on the type of acts their creator wishes them to perform. Such attributes can include character-class-specific abilities such as spellcasting, thief skills, or weapon specialization. They can also include special attack and defense modes (poison, paralyzation, regeneration, etc.).

peaceful encounters

Because minions of the Lost tend to be intelligent creatures, it is possible to converse with them. Minions, however, know little of their masters' plans beyond the immediate task assigned to them.

perception and/or seeming

Minions of the Lost generally develop at least some ability to penetrate the Seeming. Only minions based on native Shadow World races, however, have any ability to manipulate it.

CLIMATE/TERRAIN:	Temperate and subtropical labyrinths
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore (man-eater)
INTELLIGENCE:	Low (5-7)
TREASURE:	(C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 or 1-4/by weapon type
SPECIAL ATTACKS:	Grapple, charge
SPECIAL DEFENSES:	+2 bonus on surprise roll
MAGIC RESISTANCE:	Nil
SIZE:	L (7½' tall)
MORALE:	Elite (13) +Special
XP VALUE:	1,400
Elder	3,000



Minotaurs are either cursed humans or the offspring of minotaurs and humans. They usually dwell in underground labyrinths, for they are not confused in these places, which gives them an advantage over their prey.

Minotaurs are huge, well over 7 feet tall, and quite broad and muscular. They have the head of a bull but the body of a human male. Their fur is brown to black while their body coloring varies as would a normal human's. Clothing is minimal, usually a loin cloth or skirt.

Combat: Minotaurs are very strong (equivalent human Strength of 18). Against man-sized opponents (minimum 6 feet tall) they may butt for 2-8 points of damage. Against smaller opponents, they bite for 1-4 points of damage. If a minotaur is 30 feet or more from its opponent, it can lower its head and charge against any creature that is at least 6 feet tall. If successful, the charge causes double head-butt damage. In addition to these attacks, most minotaurs also carry weapons—a huge axe (treat as a halberd) or flail, with which it inflicts normal damage +2.

Minotaurs are not particularly intelligent, but are extremely cunning and have excellent senses. They have a +2 bonus on their surprise rolls, have infravision, and can track prey by scent like a ranger, with 50% accuracy. They always pursue an unfamiliar scent. Minotaurs are immune to *maze* spells. They attack any intruder without fear, and will retreat only if the creature is obviously beyond their ability to defeat (+3 to morale score in combat).

Habitat/Society: Minotaurs live in communities of up to eight members. If the community contains more than six minotaurs, one will be an elder minotaur with 18/50 Strength and 8+4 Hit Dice. The minotaur elder is the clan leader; he remains in the center of the labyrinth and raises young minotaurs while others hunt. He is always encountered in the center of a labyrinth.

A minotaur's labyrinth is rarely natural. Often an evil wizard or a tyrant will construct a labyrinth and place the minotaur family there, feeding it prisoners and slaves on a regular basis.

Occasionally this tyrant will be killed and the minotaurs forced to fend for themselves; since creatures rarely enter a labyrinth on their own accord, these minotaurs will usually be ravenously hungry.

Minotaurs speak their own primitive language and are 25% likely to speak a halting form of common. They have little culture; their lives resemble animals more than humans. Their culture venerates physical strength above all else and particularly strong human fighters have been known to earn their respect. They worship crude gods and have weak clerics (maximum 3rd-level shaman). Rumors persist of more intelligent minotaurs with developed societies.

Ecology: The curse which creates minotaurs is unknown, but sages suspect it involves "crimes against the natural order." Minotaurs are always male. It is also said that the first minotaur was originally a great and ill-tempered human fighter; he wanted to be as strong as a bull and his wish was granted in the most hideous manner possible. Minotaurs breed with human females to produce offspring, which are male minotaurs. Minotaurs have a lifespan of 200 years. They can live without food for years at a time, but are always hungry unless they are fed regularly. They are meat-eaters, but their curse causes them to prefer a diet of human flesh. Those transformed into minotaurs by curses may be restored to human form by a *wish*, but those who were born as minotaurs cannot be made human. Gnolls are their natural enemies; they will kill each other on sight.

Minotaur components are sometimes used in spells and potions, and might be used in magical items involving strength, location, and misdirection.

Minotaur, Blood Sea

	Blood Sea Minotaur
CLIMATE/TERRAIN:	Tropical and subtropical/ Islands and seacoasts
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (5–18)
TREASURE:	L, M; (C)
ALIGNMENT:	Varies, but usually lawful evil

NO. APPEARING:	Patrol: 1–8; Settlement: 20–400
ARMOR CLASS:	6 (5)
MOVEMENT:	12
HIT DICE:	6 + 3
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2–8/1–4 (horns and bite) or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (7′–8′ tall)
MORALE:	Elite (13)
XP VALUE:	Varies



The minotaurs of Krynn are a highly organized warrior race primarily occupying the remote islands of Mithas and Kothas. Huge and brutish, the minotaurs believe their destiny is to conquer and enslave the world.

Most of Krynn's minotaurs are informally known as Blood Sea minotaurs, named for the treacherous ocean area in which they are commonly encountered.

The hulking minotaurs exceed 350 pounds in weight and seven feet in height. Short fur covers their massive bodies; a thin fuzz covers their faces and forearms. Their fur ranges from red-brown to near black. Their bullish faces are brutish and ugly, with broad snouts and wide-set eyes. Sharp, curving horns grow from their foreheads to a length of 6–12 inches for the females and one to two feet for the males. Minotaurs have long, wide hands with thick fingers ending in short claws.

Minotaurs usually wear harnesses and skirts made of leather. The harnesses have loops and pockets to carry weapons, and are decorated with military awards and insignia. Some minotaurs wear rings of steel or other precious metals through their noses and ears.

Minotaurs were an oppressed race for much of their early history. They spent many years as slaves of ogres, and another long period as slaves of mountain dwarves. They were enslaved by the Istar Empire until the onset of the Cataclysm, which the minotaurs saw as divine intervention on their behalf.

After the Istar Empire sunk beneath the ocean the minotaurs sailed to the islands of Mithas and Kothas and claimed them for their own. With their new homes separated from the mainlands of Ansalon by the Blood Sea, the minotaurs believed they were at last in a position to become a world-class power.

Minotaurs believe it is their destiny to bring the rest of Krynn under their control. They will go to any lengths to achieve domination. They believe that the weak should perish and that the strong should rule. Minotaur armies are legendary for their ruthlessness. Their laws are harsh and merciless.

However, minotaurs are by no means mindless killers. Many are thoughtful and sophisticated. Some are even gentle. Though dedicated to their own goals, minotaurs will ally with the forces of good if convinced that it best serves their purposes.

Combat: Minotaurs are trained from youth for strength, cunning, and intelligence. Minotaurs are violent, brutal fighters, bent on slaughtering their opponents to the last man. Minotaurs view surrender as weakness, and unless they desire slaves or need prisoners for negotiating purposes, opponents who surrender are usually executed on the spot.

The minotaurs' favorite weapons are double-edged axes (dmg 1d10), but they also use flails (+2 damage bonus when used by a minotaur), daggers, and whips. Especially strong minotaurs (those with Strengths of lo or higher) have been known to use a broad sword in each hand. Armor is leather and use of shields is rare.

Minotaurs can also butt an opponent who is at least six feet tall to inflict 2d4 points of damage. They can bite opponents shorter than six feet to inflict 1d4 points of damage. Minotaurs have excellent senses and can track prey by scent with 50% accuracy when following a trail that is one day old or less. For each day after the trail was made, this chance is reduced by 10%.

Habitat/Society: The fundamental principle of minotaur society is that might makes right. The minotaurs are lead by an emperor who resides in the city of Nethosak on the island of Mithas. Under the emperor is a Supreme Circle of eight minotaurs. The Supreme Circle advises the emperor and handles the day-to-day administration of the government. These positions are decided in armed confrontation in the Circus, a combat arena Where rivals for the same office fight to the death. Minotaurs claim to have the only truly classless society, since anyone is eligible to become emperor, providing he or she defeats the current emperor in Circus combat. Minotaur clerics worship Sargas, known as Sargonnas to the Solamnics.

Families are the foundation of minotaur society, and the honor of one's family is held supreme above all other considerations. Minotaurs make conscientious parents, supervising the training and education of their offspring from an early age. Female children are offered the same opportunities as males, though females are vastly outnumbered; because of a genetic quirk, three minotaur males are born for every female. When a child reaches the age of 15, he or she engages in non-lethal combat in the Circus, a contest that serves as the minotaur's rite of passage into adult so-

ciety. Government elders observe the performances of the young minotaurs, then evaluate their aptitude for various sciences and crafts based on a series of oral examinations. The young minotaurs are then assigned roles in their communities to according to their abilities.

Each minotaur community maintains a sizeable number of slaves most slaves are humans obtained from captured though a few elven, dwarven, and ogre slaves are also in evidence. Virtually all of a minotaur city's manual labor is performed by slaves. Slave laborers are treated harshly, though not with the wanton cruelty common to draconian or ogre masters.

Minotaur justice is equally harsh, with floggings and beatings common for most minor infractions such as theft, infidelity, and assault for more serious crimes, such as murder the quality is sentenced to death in the term of gladiatorial combat in their cus. Every month prisoners light a series of battles in the circus with the winners earthing the right to live until the next month's contests personal disputes among minotaurs are also settled in the circus; minotaur law forbids the killing of one minotaur by another unless it takes place in the circus.

Most minotaurs are strong and also workers they are particularly tine seafarers. Minotaurs have developed shipbuilding a line art. Their sturdy through somewhat sluggish) vessels are a common sight on the waters of the Blood sea some vessels carry cargo between Mithas and Kothas others are used for fishing and still others are commissioned as cargo vessels by human customers though minotaurs have no particular affection for humans, they willingly accept money from them.

Piracy is also a common activity for the seafaring minotaurs. They use sleek, light longships plundered from other races for catching and overcoming their victims, since minotaur-made vessels lack the necessary speed and maneuverability.

Advancement in the minotaur navy is dependent in part on the number of plundered ships claimed by a minotaur officer.

To the eyes of an outsider, minotaur cities are crude are p pressive places, The streets care paved with dirt that always seems to have and the consistency of mud; even in dry seasons the rutted lanes and filly alleys consist of a gooey mire most buildings are made of wood, crudely assembled and always unpainted. wooden foundations are left to rote when a building collapses, another is constructed in its place.

Most buildings are small clanholds that house families of 3d6 members. Each clanhold has one central room used for eating and other daily activities. The central room contains a large water trough used for both bathing and cooking. Adults have private sleeping areas, separated from the central room by a hanging curtain.

Every block of a minotaur city contains at least one tavern or inn where eating and drinking goes on at all hours of the day and night. Large central shopping districts are the liveliest areas of a city during the daylight hours. Numerous shipyards line the shores of seacoast cities. Most shipyards are manned by dozens of slaves overseen by minotaur masters.

Minotaurs not fortunate enough to live in city dwell in small villages. Villages are haphazard collections of shabby huts centered around a few stone buildings. Some of the stone buildings are temples for the worship of evil gods. The largest stone building is, the residence of the local chieftain, who is referred to by the commoners as "Lord." The huts arc the hovels in which the commoners live and work.

Ecology: Minotaurs frequently battle with various races on the high seas. They have only one natural enemy, the kyrie, whom the minotaurs consider to be trespassers. Battles between these races have raged for centuries, with the minotaurs slowly gaining the upper hand.

Minotaurs produce a variety or products among the them smoked and canned fish weapons and armor (particularly leathers armor and shields), wool and woven goods and time silver jewelry. They are fairly active traders with their solidly constructed war ships in especially high demand. The most commons import is lumber which is always in demand for construct ion of minotaur ships and buildings. Minotaurs eat a variety of food bet they have a special taste for fish, mutton, and raw rains they also enjoy strong ales and beers.

Thoradorian Minotaurs

Thoradorian minotaurs live isolated villages on tine southwest ern coasts of Mithas. Thoradorian Minotaurs are considered to be an inferior class of minotaur—lazier, clumsier, and less intelligent than their blood sea cousins. Since all of the Thoradorian over tures for acceptance have been rejected by the bleed sea minotaurs, the Thoradorian minotaurs have been tell to their own devices.

Thoradorian minotaurs are seldom visited by traders or tray elers, as they have little of value to trade then primary industry is hip building. Through their ships are notable for their size and seaworthiness similar ships are available from the Blood sea minotaurs at much lower prices.

Most Thoradorian buildings are crude stone structures or caves dug into the mountains owing to their love or labyrinths, many homes contain winding passages leading from one room to the next Natural cavern labyrinths serve as Thoradorian versions or the circus.

Minotaur Class Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	8
Paladin	N / E*
Solamnic knight	N / E*
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	14
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	10
Rogue	
Thief	N/E*
Bard	N / E*

* N/E means not eligible for that class.

The initial ability rolls of blood sea minotaurs are modified by a -2 penalty to wisdom and charisma and a +2 bonus to strength and Constitution. (The ability rolls of Thoradorian minotaurs are modified by –3 penalty to wisdom and Intelligence and +1 bonus to Strength and constitution The minimum and maximum ability scores for minotaurs are as to follows:

Ability	Minimum	Maximum
Strength	12	20
Dexterity	8	18
Constitution	12	20
Intelligence	5	18
Wisdom	3	16
Charisma	3	16

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Magical energy
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	12 (through any medium) (or SR 5)
HIT DICE:	5
THAC0:	N/A
NO. OF ATTACKS:	1 (for entire pack)
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Injured only by spells
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	Unsteady (7)
XP VALUE:	975



When a party encounters a pack of misi, always roll 1d6 to determine the number present, as the number of misi encountered may have a serious effect on any combat that follows.

Misi do not exist in three of the four dimensions that humans and humanoids are capable of sensing. They have no physical manifestations in terms of length, width, or height. Instead, they exist solely in the fourth through sixth dimensions. Consequently, they cannot be injured by any form of physical attack, although they can be contacted and affected by magic.

Occasionally, misi can be glimpsed in the spacial dimensions as rainbow-colored scintillations of indistinct shape, but for no more than a few moments at a time. Such appearances can occur anyplace—on the surface of a planet, in the depths of wildspace, or even out on the phlogiston ocean. However, misi are almost always seen near spelljammer ships, for they are attracted to the magical emanations associated with the spacefaring craft.

Combat: The misi have no direct means of inflicting physical injury on ordinary beings. Instead, the misi rely on an indirect method to defend themselves—interfering with any magic being used at the time, especially magic powering the spelljammer ships.

When the misi attack, they always do so as a group, making a single attack no matter how many of them are involved. Their attack comes in one of two forms: They either interfere with spelljammer navigation, or they try to alter any spell being cast at the time. In either case, to see if the misi's attack is successful, roll an Intelligence check for the character casting the spell or using the spelljammer helm. If the user/wearer passes the check, he has repelled the misi attack. Otherwise, the misi are successful. To determine the results of a successful misi attack, consult the following table in the next column:

The misi cannot be injured by any sort of physical attack, including those made with magical weapons. They are vulnerable only to damage from spells, and then only if an individual misi can be located to have the spell cast at it.

Characters attempting to locate a misi have a percentage chance equal to three times their Intelligence score of spotting a misi's scintillating body for one round. For example, a character with an Intelligence score of 10 has a 30% chance of spying a misi, and a character with a Intelligence of 18 has a 54% chance. Misi cannot be detected by means of a *detect invisible* spell, but they can be located by use of a *locate animal*, *locate object*, or *ESP* spell.

No. of Misi	Effect on Spell or Caster	Effect on Spelljammer Ship
1	Negates spell	Drifts off course
2	Spell affects random PC	Stops dead
3	Caster takes any spell damage	Accelerates toward hazard (planet, asteroids, star)
4	Caster loses magic for 1 day	Ship loses gravity
5	Caster suffers 5d10 damage	Ship's air becomes deadly
6	Caster dies; save to negate	Ship explodes and breaks up, crew suffers 1d12 damage apiece

Habitat/Society: Misi live in small family groups in the fourth, fifth, and sixth dimensions. They cannot see into the first three dimensions any better than the PCs can see into the fourth, fifth, and sixth. They are aware of PCs only as vague shadows. They have absolutely no interest in characters inhabiting the first three dimensions, save when those characters are using magic.

Ecology: Misi feed on magical emanations and are therefore attracted to spelljamming ships. When misi attach themselves to a ship, they flit about the rudder, rigging, and decks, occasionally becoming visible as scintillating manifestations of light. They feed for 1d10 turns. During this time, the spelljammer's SR is reduced by 1 per round (that's right, per round!) of feeding. When the SR drops below 1, the ship drops out of spelljamming speed and is stranded until the misi finish feeding.

Miska the Wolf-Spider

Climate/Terrain:	Any (currently Pandemonium)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8)
Treasure:	See below
Alignment:	Chaotic evil
No. Appearing:	Unique
Armor Class:	–7
Movement:	18, Wb 15, Cl 9
Hit Dice:	24, hp 50 (100)
THAC0:	–3
No. of Attacks:	7
Damage/Attack:	2d10/2d10/1d8+10/1d8+10/ 1d8+12/2d4+10/2d4+10
Special Attacks:	Poison, webs, and see below
Special Defenses:	Webs, immunities, harmed only by +3 or better weapons, regeneration
Magic Resistance:	70%
Size:	H (15' long)
Morale:	Fearless (19)
XP Value:	36,000

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska is an enormous, armored spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive human arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as a moonless night. His spider body is blue-black, like a knife blade discolored by a flame, and marked with bands of gray, silver and blue. His arms are as white as bleached ivory.

Combat: Miska's wolf heads can deliver cruel bites. When bitten, an opponent must save vs. poison or immediately fall into a stupor. The victim can attempt a Constitution check every 2d8 hours to awaken, but the venom is corrosive and inflicts an additional point of damage every 30 minutes.

If the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d10 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point and an additional hit point every 30 minutes. A *neutralize poison* spell ends the damage, but does not heal it. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores. Victims cannot benefit from magical healing until the venom is neutralized.

Miska cannot attack the same opponent with both heads in a single round unless the foe is huge or gargantuan. However, the rest of his melee attacks—from his multiple arms—are not restricted in how they attack; anywhere from one to four foes can be engaged.

Miska attacks with his four arms, which are as strong as a hill giant's (after he is restored with the *Rod*, his Strength increases to 24, equal to that of a storm giant). He is armed with a *scimitar of speed +3* (which allows him to attack twice a round with that arm, always striking first), a *scimitar +5* that *disintegrates* lawful opponents (a successful saving throw vs. spell negates the effect), and two *morning stars +3*. As noted, Miska can direct these attacks as he likes.

Miska has the standard tanar'ri spell-like abilities. His infravision has a 120-foot range, and his gate ability allows him to summon 1d4 raklupises three times a day with a 100% chance of success. He can cause *fear* (as a *wand of fear*) at will. Three times a day he can cast *mirror image, slow, chaos,* and *shape change*. Once an hour, Miska can converse with the Queen of Chaos, receiving advice and instructions for up to 10 minutes. Miska regenerates 5 points of damage each round. All spell-like abilities function at 14th level.

Miska has an effective Charisma score of 18. If he is *shape changed* into a humanoid form he has a Charisma of 20 toward humanoids who are unaware of his true nature; those aware react with horror and fear, but are not subject to Miska's unnatural charms. Miska can imitate almost any noise or voice, provided he has heard it before. He is sly enough to use this ability to mislead enemies.

Miska has all the silk-producing abilities that raklupises have.

Miska cannot be trapped in webs of any kind. Sensory hairs on his arms and snouts allow him to detect invisible creatures within 90 feet. The ability is always active and is not foiled by *non-detection* spells or items that block divination spells. Miska never suffers melee or movement penalties for darkness.

While the *Rod of Seven Parts* exists, Miska cannot be permanently slain (see the **Ecology** section). Ironically, the power of the *Rod* and the link between it and Miska act to prevent the Wolf-Spider's demise. His regeneration power will eventually restore him, even if he is reduced to dust. If he is temporarily slain, his weapons disappear, re-forming when he recovers.

Blunt weapons tend to bounce off Miska's body, and he suffers only half damage from type B weapons. Slashing weapons affect him normally, but characters attacking him in melee with such weapons run the risk of getting splashed with his foul blood. If a type S weapon inflicts more than 5 points of damage in a single blow, the attacker must save vs. poison or die. Adjustments for magical armor and Dexterity defensive bonuses apply to the save. Piercing weapons are even more dangerous to use against Miska. Any melee hit with a type P weapon releases a stream of revolting ichor, inflicting 1d6 points of damage on the attacker. The attacker must save vs. poison as above or die instantly, and the weapon must save vs.

Miska the Wolf-Spider

disintegration or be destroyed. Even the *Rod* is subject to this effect. Rather than being destroyed, the *Rod* will shatter into its component segments and travel to another plane. Miska is immune to any weapon of less than +3 enchantment, even iron and silver weapons.

Habitat/Society: Miska is confined in a fortress somewhere in the depths of Pandemonium. The citadel is shrouded in a cocoon of pure Law, built by the Wind Dukes of Aaqa after Miska's defeat at the battle of Pesh. For centuries his location was unknown to all, but in the many years of his imprisonment, the Queen of Chaos managed to locate him in Pandemonium. Now he spends his days communing with the Queen of Chaos and yearning to resume the war against Law. He has a special desire to revenge himself on the vaati which crippled him.

All spyder-fiends defer to Miska when he is present. Willing or no, they must obey his order, and they cannot attack him. The raklupises revere Miska much as a god and strive constantly to free him from his prison so he can lead them in war again.

Ecology: Miska exists in his prison without food or water. Although he receives all the sustenance he needs, he is ravenously hungry and eager to hunt.

A portion of Miska's essence is bound up in the *Rod of Seven Parts*. While his essence is fragmented, he cannot be permanently slain, even by a *wish*, but he is reduced to half hit points and suffers from diminished physical strength and intellect. If his lost essence is restored, Miska's hit points double, to a maximum of 100. His Intelligence rises to exceptional (15), and he becomes as strong as a storm giant (+12 damage bonus instead of his previous +7).

The portion of Miska's essence contained in the *Rod* can be transferred back to him if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's* power of *resurrection* is used on him. Miska can handle the *Rod* without suffering any ill effects; his own essence protects him from the Law in the *Rod*. When Miska draws his essence out of the *Rod* the clash of Law and Chaos propels the *Rod* from Miska with the force of a siege engine. The *Rod* remains unstable even after Miska is restored, as it still is tainted by Chaos.

Once restored, Miska can be slain just as any other tanar'ri can, but his foes must contend with his increased strength and powers. Also, with his own essence restored, the cocoon of Law can no longer bind him, and he is free to pursue the plans of conquest that he has fostered since the battle of Pesh.



Mist, Crimson Death

CLIMATE/TERRAIN:	Bogs, swamps
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Z
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0 (4)
MOVEMENT:	Fl 12, Fl 6 after feeding (B)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-30
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	95%
SIZE:	M (6')
MORALE:	Champion (15-16)
XP VALUE:	9,000



The crimson death is a malevolent, vaporous creature that feeds on the bodily fluids of its victims.

The body of the crimson death is a humanoid-shaped cloud of pale color. It is difficult to distinguish if seen against fog and nearly invisible to infravision. During this time, the creature has an initiative bonus of +4. When the creature is fed, it develops a crimson flush that is easily visible by normal or infravision. The cloud possesses humanoid features. The fingers elongate into tentacles when it is feeding. Because of its behavior, sages believe that a Crimson Death Mist is the result of the actual death of a vampire.

The crimson death's language is a barely audible series of whispers. It can communicate with other vaporous beings such as air elementals. It communicates with humanoids only if it is their captive.

Combat: The monster attacks only to feed or defend itself. It surrounds its victim with vaporous tentacles. Whenever it hits, the tentacles drain bodily fluids and cause 3d10 points of damage.

The creature is normally immaterial (AC 0) and can be struck only by magical weapons of +2 or better. After feeding, the creature attains solidity (AC 4) for six turns. At this time the creature turns red, moves more slowly (Fl 6), and can be struck by magical weapons of +1 or better.

When a crimson death dies, it immediately dissipates into the air while its undigested fluids fall to the ground in a grotesque shower.

The crimson death is able to carry loads by levitating anything surrounded by its vaporous mass. Despite its vaporous nature, the crimson death possesses strength equal to a normal human. It is able to carry a passive weight equal to an adult human. If it attempts to pick up a struggling victim, it must make a successful attack roll for each round it carries the person. Failure means the person drops to the ground (suffering damage appropriate to the height of the fall).

Habitat/Society: The crimson death dwells in the bogs and marshes where chill and damp prevail. The creature is nearly invisible in its native habitat.

The crimson death is a secretive creature. It prefers to feed on solitary beings, since these are easy to sneak up on and have no allies to lend them support. If several people are present, the crimson death tries to pick off the guard while the others sleep; it then feeds on the others at its leisure. In order to conceal its presence, the crimson death disposes of corpses in its lair or a deep bog.

It maintains a lair in a thicket, undercut bank, or a hollow space under a windfall. There the monster stores the valuables it collects from its victims. These can be used as bribes for humanoid allies or bait for intended victims. The lair may also contain the remains of past victims.

The crimson death prefers to feed on humanoids. It normally requires one victim per week. If more people are available, the monster may feed continuously until destroyed or driven off.

Legends tell of a connection between crimson deaths and vampires. One tale suggests that, when an undead vampire is destroyed, its spirit is transformed into a crimson death. Another tale suggests that, when a vampire is created, the monster's lost soul is reborn elsewhere as a crimson death. This legend also suggests that a vampire may be restored to normal life if it is rejoined by its crimson death counterpart. A third legend says that extremely evil air elementals are condemned and cast out into the Prime Material plane in the forms of crimson deaths.

Ecology: The crimson death is a dangerous predator that roams the swamps like a living ghost. A crimson death can be collected and imprisoned in an airtight container. This does not harm it. A crimson death in such a container may be mistaken for, or mislabeled as, a bottled djinn or magical vapor. If someone releases the crimson death, the starving creature immediately attacks its unwitting rescuer.

Crimson deaths are aware of the advantages of alliances. They may agree to cooperate with evil humanoids who can provide them with a steady supply of victims. They make excellent allies for those dwelling in or near their lairs.

CLIMATE/TERRAIN:	Temperate and subtropical/Mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Non- (0)/Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	Swarm of 200 + 1d100
ARMOR CLASS:	7
MOVEMENT:	Fl 6 (A)
HIT DICE:	50 hp
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Light beams
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1' diameter)
MORALE:	Steady (11-12)
XP VALUE:	2,000



Crystalmists are interesting and unusual hive entities. Individual crystalmists look much like snowflakes, drifting about in the air and absorbing sunlight to power their crystalline structures. At the heart of each crystalmist is a pulsating pinpoint of light that gradually changes colors throughout the day.

When most people speak of a crystalmist, however, they are referring to the shape the swarm takes on when it is threatened. At such times, the various individuals drift together to form a sphere roughly one foot in diameter. The sphere throbs with a deep, ominous sound and radiates a shimmering white light. The statistics provided above are for this configuration; individuals are non-intelligent, AC 10, have 1 hit point (thus there are 50 individuals in a crystalmist community), no effective attack, and a movement rate of 18.

Individual crystalmists are not intelligent enough to have any language per se, but they are believed to have a rudimentary form of communication within their species based on color modulation.

Combat: While individual crystalmists have no combat capabilities, they can quickly form into a community being that is very dangerous. Coalescing into the larger form requires only one round, during which time the crystalmist can be attacked with impunity.

The globular crystalmist community can unleash a powerful beam of light each round, using the energy stored in the bodies of its component creatures. The beam has a range of 20 feet, beyond which limit it is too diffuse to cause injury. A normal attack roll is required for the crystalmist to hit a target with its beams. Each successful strike inflicts 1d6 points of damage.

If the crystalmist fails to hit its target, but still rolls above a 3 on its attack die, then the beam of light is assumed to have struck the target, but been deflected by armor, a shield, or some other object on the target's person (if possible). DMs should determine at random what has been hit, taking into account relative sizes and positions of objects.

Any flammable object (such as a wooden shield or padded armor) hit by the light ray must roll a successful saving throw vs. magical fire (see *DMG* page 39) or instantly ignite. Persons wearing clothing that bursts into flames suffer 1d4 points of damage each round until they can extinguish the fire or remove the burning garb. Objects (such as lanterns) that contain very flammable materials may actually explode (10% chance), doing damage as the DM sees fit.

In addition to its light powers, the crystalmist is immune to a number of spells. It cannot be affected by *sleep, charm, illusion,* or other mind-altering spells. If the crystalmist is fighting in the presence of a bright light source (such as a *continual light* spell), the damage done by its beam is doubled to 2d6 points.

When a crystalmist suffers 10 points of damage, it fragments into its individual components. Each point of damage inflicted upon the community destroys one individual (thus 12 points of damage means the community fragments into its 38 remaining individuals). The remaining individuals cannot form another community for five rounds.

Habitat/Society: As the individual crystalmists that make up a crystalmist community have less intelligence than the average grasshopper, they have no recognizable society. Still, they do have a basic natural drive to remain with others of their kind and form communities of several hundred individual crystalmists.

Crystalmist individuals reproduce rarely, by binary fission like unicellular creatures.

Ecology: Crystalmists do not hunt, nor are they hunted. From time to time they may be scooped out of the air by a passing bat or avian in search of a few minerals to balance its diet, but as a rule they are ignored by the animals around them.

It is believed that the mysterious *timeglass of the mage* was crafted with ground crystalmists. While this has never been confirmed, it may indeed be true as the unique physiology of the crystalmist makes it very valuable to those who have an interest in arcane devices.

Other uses for the crystalmist include the creation of high quality *smoke powder* and *dust of illusion*. It is also rumored that the priceless *oracles of Greyhawk* are fashioned from crystalmist colonies captured and trapped forever by powerful magic.

Mist, Mist Horror



	Common	Wandering
Climate/Terrain:	Ravenloft mists	Ravenloft mists
Frequency:	Common	Uncommon
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Low (5–7)	Average (8–10)
Treasure:	Nil	Nil
Alignment:	Neutral evil	Chaotic evil
No. Appearing:	1	1
Armor Class:	2	0
Movement:	15	15
Hit Dice:	5	5
THAC0:	15	15
No. of Attacks:	2	2
Damage/Attack:	2d6/2d6	2d6/2d6
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	50%	50%
Size:	Varies	Varies
Morale:	Steady (11–12)	Steady (11–12)
XP Value:	3,000	5,000

Mist horrors lurk in the swirling banks of fog that encompass all of Ravenloft. Any creature who lingers too long in the mist is sure to draw the attentions, and earn the wrath, of these horrid creatures.

While their presence is often sensed as they move by a party just outside of visual range—an unusual ripple in the vapors to one side, a strange sensation of some lurking presence—they do not allow themselves to be seen until they attack. When they do make their presence known, their forms can be greatly varied, though they always appear to be made of mist. While a horror is generally man-size, it can take any shape it desires, usually taking on a form that it knows (from an empathic probe of the victim's mind) will cause terror. Thus, persons afraid of wolves would find themselves facing a six-foot-long wolf composed of billowing fog.

Mist horrors appear to be able to communicate telempathically with anyone moving through the Ravenloft Mists. Thus, when they are about to attack or are stalking someone, they will send feelings of dread and fear into their minds. In addition, they often use this power to entice persons outside of the mists to enter them. Communication in this manner consists of feelings and impressions rather than solid understanding. Someone being called into the mists by these foul spirits might begin to feel an mild fascination with the billowing clouds of vapor. Eventually, this interest grows into a consuming need to enter the mists.

Combat: It takes a mist horror some time (generally 1d4 turns) to assemble its physical form and attack someone traveling through the mists. Thus, those who keep moving are safe from harm as a mist horror is very restricted in its own movement and must remain within a small area. A mist horror will often use its telempathic powers to make travelers feel that they are safe and can rest without danger. Once they stop moving, of course, it attacks.

When a mist horror attacks, it is likely to catch its victims off guard. This is largely due to the fact that it can spring out of the swirling vapors (in which it is treated as if it were invisible) without warning. Once a mist horror assumes its combat shape (whatever form that may be), it is easy enough to detect, although it can, at will, break off from combat and return to the mists, effectively becoming invisible again. When a mist horror opts to do this (or before it assumes a combat form), it is protected from any attack as its essence disperses through the mists. However, it requires 1d4 turns to reform.

When in combat, the horror will attack in whatever manner seems appropriate for its form. Because of the mystic nature of this being, however, the number of attacks it is entitled to and the damage it inflicts remain constant (two attacks at 2d6 points each.) Thus, if the horror appears as a vast, six-tentacled creature only two of its limbs would strike each round.

Because of its almost insubstantial nature, the mist horror can be hit only by +2 or better magical weapons. Further, it has an innate magic resistance (50%) that not only protects it, but radiates into an area 20 feet around it, canceling the effects of all spells cast in its presence. Because this magic resistance takes the form of a mental wave that affects the minds of spell casters and upsets their ability to properly direct magical influences, it has no effect on magical items. Thus, a *fireball* spell directed at a mist horror has a 50% chance of failure, while a *wand of fireballs* will work normally. Magical effects already in place (such as infravision) do not falter when they enter this aura. Spells cast within the aura must overcome both the magical resistance of the target and the effects of the spell disruption field.

Mist horrors are, in a sense, a form of undead. They can be turned as if they were "special" creatures by high-level priests and paladins. They suffer no damage from spells designed to affect undead (*negative plane protection*, for example) and are immune to the effects of holy water. They cannot be charmed or controlled in any way and have no physical forms to be affected by spells like *cause blindness* or *cause light wounds*.

Habitat/Society: Mist horrors are the spirits of evil beings who, while not foul enough to receive their own domain, attracted the attention of the dark powers with their diabolical acts during life. Upon their deaths, their spirits leave their

bodies to enter the mists. Throughout Ravenloft, there is a superstition that anyone buried on a foggy day will become a mist horror. This may or may not be true, but the Vistani themselves seem to take this belief very seriously and that lends great credence to it in the eyes of many.

Once it becomes a mist horror, the evil spirit is unable to move about freely. Like the various lords scattered throughout Ravenloft, the mist horror must remain in one area. As a rule, this region is very small. Thus, as mentioned earlier, the time required for the horror to assume a dangerous form makes it possible for explorers moving through the Ravenloft Mists to avoid attack if they do not linger too long in any one place.

Because mist horrors know that they were judged to be less important than the lords of even the smallest domain, they envy them their comparative freedom and power. This hostility burns within them, making them more and more evil as time goes by. Thus, when a mist horror is encountered, it is a foul and spiteful spirit that seeks only to cause pain and suffering. If a party traveling through the mists is bearing wounded, infirm, or otherwise defenseless beings with them, these will often be the first target of a mist horror's attack. By destroying the persons who have entrusted their well being to the might of other party members, the horrors hope to shatter the morale of the entire group.

Ecology: As mentioned above, mist horrors are the spirits of evil beings who did not merit a place as lord of their own domain. The Vistani say they serve a vital role in maintaining the structure of Ravenloft and that the very land itself could not exist without their lingering presence. Whether this is true or not, no outsider can say.

Wandering Horrors

The wandering horror is an even more dangerous, though thankfully rarer, version of the mist horror. Unlike the traditional mist horror, it is not rooted in a given place and can travel through the Ravenloft Mists at will in search of victims. When it attacks, it is every bit as evil and malicious as its kindred spirit.

Wandering horrors appear as dark shapes that can be seen as they move through the mists. Unlike mist horrors, they are locked into a single shape: one that is based on the evil deed they did in life. For example, a cruel baron who ordered those he considered disloyal beheaded might well appear as a wandering figure without a head while a woman who murdered her lover with a poisonous spider might appear as a giant black widow. The wandering horror looks much like a heat mirage, for its body seems to ripple and shift from second to second. This effect is a reflection of its spiritual nature and the twisted shape of its soul.

Wandering horrors employ the same telempathic communication used by their lesser cousins but are also able to use this power to implant a *suggestion* (once per day) in the minds of their victims. In order to be affected by this power, the target must be within 120 feet of the horror.

Combat: When moving through the mists in an effort to position itself for an attack, the wandering horror is 75% unlikely to be detected. Once it attacks, however, it is fully visible to all its opponents. If it wishes to break away from combat, it may do so by attempting to vanish into the mists again (75% chance of success). Thereafter, it returns to its virtually undetectable state. When a wandering horror attacks a person that has not detected it, it imposes a –3 penalty on the victim's surprise check.

In combat, the wandering horror has the same attacks and defenses as the traditional mist horror (two attacks for 2d6 points of damage each). It can also send out a *wave of fear* with its telempathic power. While this can be attempted only once per day, it causes all those within 120 feet to make a fear check. Since a failed *fear check often has the result of scattering a party* that might otherwise destroy the wanderer, it will always use this power (if possible) on the first round of combat (or the second if it makes a surprise attack).

The wandering horror can only be hit by +2 or better magical weapons and has the same magical resistance as the mist horror. This magic resistance functions in the same way, affecting spell casters but not magical items, except that it has a greater area of effect (30 feet).

A wandering horror can be turned by priests and paladins as if it were a "special" undead creature. If a character attempts to turn it and fails, however, they are subject to a special telempathic backlash that causes them to make a fear check at a –2 penalty.

Wandering horrors suffer no damage from spells designed to affect undead (*negative plane protection* for example) and are immune to the effects of holy water. They cannot be charmed or controlled in any way and have no physical forms to be affected by spells like *cause blindness* or *cause light wounds.*

Habitat/Society: The wandering horror is an evolutionary step above the mist horror. In essence, a mist horror is the evil soul of a being foul enough to draw the attention of the dark powers, but not so evil as to be rewarded/cursed with their own domain. After a period of time as a mist horror, however, this spirit may have caused enough fear and suffering (in short, done enough evil) to be elevated to the status of wandering horror.

Wandering horrors share the same vile and sadistic mannerisms as their lesser brethren. If anything, in fact, they are far more evil and dangerous as they generally hope to prove themselves dark and foul enough to earn their own domain and escape the limbo in which they now dwell.

Ecology: Wandering horrors seem to be as much a part of the fabric of Ravenloft as mist horrors. There are those who say that the destruction of a wandering horror weakens all of the evil things in Ravenloft slightly. Of course, as evil things are constantly dying and becoming mist horrors, this less-than-significant drop in power is quickly replenished.

Pseudo Horrors

In addition to the true mist horrors that lurk in the boiling vapors that surround Ravenloft, there are the pseudo horrors. These are simply beings traveling through the mists for one reason or another. In most cases, they have wandered in through a portal from some other land and are seeking escape. Because the temporary, one-way entrances to Ravenloft often appear near an evil thing, and then close again behind it, the number of pseudo horrors in the mists can be quite large.

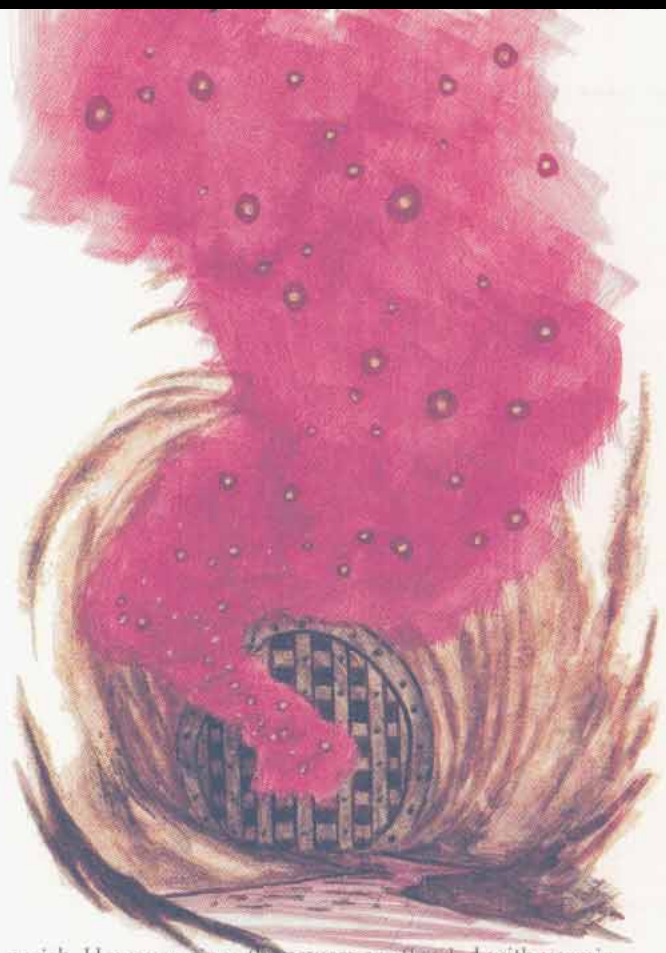
A pseudo horror is, therefore, not a distinct creature but rather any monster that has become trapped in the Ravenloft Mists and is seeking either prey or escape. Most often, they are spectral things (like ghosts, wraiths, and shadow fiends) although occasional physical monsters (ghouls, vampires, mind flayers, and the like) are encountered. As a rule, nearly all (85%) of the things a party of explorers encounters in the Mists of Ravenloft can be assumed to be evil, for such creatures are naturally drawn into the demiplane of terror. Those creatures that are not evil, however, are almost certain to be hostile to or wary of strangers, for one seldom comes across friends in the dreaded Mists of Ravenloft.

Mist, Scarlet Dancer

CLIMATE/TERRAIN:	Swamps/sewers
FREQUENCY:	Rare
ORGANIZATION:	Cluster
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil (S)
ALIGNMENT:	Neutral

NO. APPEARING:	10–100
ARMOR CLASS:	1 (8 after feeding)
MOVEMENT:	Fl 24 (A) (12 (B) after feeding)
HIT DICE:	1 per 10 present
THAC0:	1 HD: 19 (varies by HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 per HD
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2" diameter)
MORALE:	Champion (15–16)
XP VALUE:	

10 dancers:	35	60 dancers:	420
20 dancers:	65	70 dancers:	975
30 dancers:	120	80 dancers:	1,400
40 dancers:	175	90 dancers:	2,000
50 dancers:	270	100 dancers:	3,000



A scarlet dancer is similar to a crimson death mist, but is much smaller in size. While it appears as a miniature version of the crimson death, this creature lacks an outward humanoid appearance (such as a face with the look of intelligence). Some sages theorize that scarlet dancers are immature versions of the malevolent crimson death. Scarlet dancers gather together in clusters of 10 to 100.

Combat: Clusters of scarlet dancers can sense the presence of warm-blooded creatures within a 100-foot radius. The red mist that surrounds the dancers draws the blood from their victims, using tentacles of scarlet mist. The amount of blood drained depends on the number of dancers present—the more dancers in a cluster, the more blood is drained from the victim each round. For each 10 scarlet dancers present, the cluster has 1 HD (and appropriate THAC0) and drains 1d3 hit points on a successful hit.

Because these creatures are partially mist, metal and leather armor do not protect an intended victim from a cluster of dancers—their misty tentacles permeate the cracks in the armor, seeking out the victim's skin. Only Dexterity adjustments and magical protection can hinder the attack of the dancers.

Before 10 dancers (1 HD) feed, they have an Armor Class of 1, but after draining 7 hit points of blood they are slower and their Armor Class drops to 8. A cluster of 10 scarlet dancers can absorb up to 14 points of blood before the cluster stops attacking to digest its spoils.

Having evolved in the sewers of Zhentil Keep, scarlet dancers cannot stand the light of the sun. Though sunlight does no physical damage to them, the dancers instinctively flee from it to the safety of darkness.

Habitat/Society: The dancers are neither mean nor malicious, but do what they need to in order to survive, as would any animal in need of food. Scarlet dancers need small amounts of blood on a daily basis to survive. If a cluster goes for more than three days without feeding, the dancers of that cluster perish. However, since the sewers are flooded with vermin and other nasty monsters, finding potential sources of food is seldom a problem.

Most scarlet dancers live in the sewer tunnels below Zhentil Keep. The dancers live in clusters that float throughout the sewers in search of food. The only time they are not flying is when they have consumed their maximum daily allotment of blood (14 hit points per 10 dancers). Then they seek an out-of-the-way place to rest for 1d4 hours.

The shadowy forces of Zhentil Keep know the locations of five clusters of scarlet dancers in the city sewers. These areas have been marked on certain maps and have gained notoriety by word of mouth. However, Zhentil Keep's sewers are not the only home of the dancers, as many of them live in small clusters throughout the tunnels honeycombing the ground beneath the Keep—and their numbers are greatest in the deepest tunnels.

Ecology: Since only the foolish come down into the sewers beneath the city, scarlet dancers feed mostly on mice, rats, and other warm-blooded denizens living in the bowels of Zhentil Keep. The favorite food of the dancers is humans, since their reproduction requires human blood. While scarlet dancers need human blood to reproduce, any kind of iron-based blood will suffice for nourishment.

The creature's origins are unknown. Some believe that scarlet dancers are but another Zhentarim experiment gone bad. The truth may lie deep underground beneath Zhentil Keep. The similarities between scarlet dancers and crimson deaths are unnerving, especially to the lords of Zhentil Keep, who are fearful of a possible outbreak of crimson death mists throughout the city. In fact, crimson deaths and scarlet dancers are in no way biologically related.

CLIMATE/TERRAIN:	Non-arctic/Swamps and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	(D)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	4 (8 when substantial)
MOVEMENT:	12 (6 when substantial)
HIT DICE:	3
THAC0:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-8' tall)
MORALE:	Elite (13-14)
XP VALUE:	270



These gaseous monsters prey on all living creatures, enveloping them with their gaseous tendrils, then draining their blood for food.

Vampiric mists appear as thick, billowing clouds, 5 to 8 feet in diameter. Color ranges from pale pink when hungry to crimson red when sated. Vampiric mists speak no language, but they communicate through a limited form of telepathy. These creatures reek of old blood and are often smelled before seen.

Combat: Vampiric mists automatically sense the presence of any warm-blooded creature within 50 feet. Hungry mists take the shortest route possible to the victim, navigating by touch, flowing easily over water or through narrow cracks. Their path can be blocked by nonporous obstacles, but vampiric mists are intelligent and if any reasonable path exists they will find it.

All vampiric mists have maximum hit points (8 per die) when full, but they are almost never encountered in this state. For each 12 hours a mist goes unfed, it loses 1 hit point. Vampiric mists whose hit point totals reach 0 due to starvation die. To regain hit points, vampiric mists must drain fresh blood from living victims (hence the mist's name). For each 2 hit points of blood drained, the mist regains 1 hit point.

A vampiric mist may attack one victim per round by reaching out with a gaseous tendril. Targets of a vampiric mist are treated as AC 10. Modify this number by the victim's Dexterity, and by the magical protection worn (+1, +2, etc.) but ignore magical shields. The touch of a vampiric mist drains 1d8 points of blood. A hit 4 above the needed to hit number means the mist has enveloped its victim. Enveloped victims are automatically hit each round until either the mist dies, finishes feeding, or retreats. Attacks by other characters against an enveloping vampiric mist divide their damage evenly—half against the mist, half against the victim. Only the enveloped victim may attack the mist without harm to himself, However, because of the disorienting effect of rapid blood loss, enveloped victims may not use any spells or magical devices that require concentration.

While blood draining is mainly used to feed, the ability can also be used in defense by sated vampiric mists. Extra blood is simply dumped upon the ground.

Normally, a vampiric mist is damaged only by magical weapons or by spells that effect air. *Lightning bolt* and *magic missile* are also effective. However, immediately after reaching maximum hit points a vampiric mist takes on substance. This substantial stage last 1d6 turns. During this time the mist's movement rate slows to 6, its AC drops to 8, and it may be hit by normal weapons.

Blood draining is not a form of regeneration; a mist that loses hit points in combat must heal those points normally. Keep track of a mist's current hit points and its maximum possible for that combat (this total starts at 24 and goes down with damage caused to the mist). Each time the mist is wounded, reduce both the current hit points and the maximum. If the current hit point total ever reaches 0, the mist dies. Hit points gained by draining blood are added to the current hit points, which cannot exceed the maximum total (24 minus damage to the mist). Hit points lost due to starvation are subtracted from the current hit points only. The current hit points may never exceed the mist's maximum hit point total. (After the current battle is over, the maximum hit point totals for any surviving mists return to 24.)

Habitat/Society: These dread monsters inhabit both swamps, where they creep along mixing in with morning and night fog, and subterranean caverns, where they stalk prey in absolute darkness. Vampiric mists attack at night or early morning, flowing over the ground in search of warm-blooded victims. They prefer lone victims, but hungry mists sometimes raid towns at night, slaying livestock and draining victims in their sleep, before slipping out at dawn.

Ecology: First thought to be immature forms of crimson death, it is now known that these fiends were deliberately created by a powerful vampire wizard.

Vampiric mists reproduce via division. A mist is 10% likely to divide during its substantial stage immediately after feeding. The two mists created have 3 Hit Dice each, but only 4 hit points per die (thus they are born ravenously hungry).

Vampiric mists prey on all warm-blooded creatures. No animals hunt vampiric mist deliberately, though stirges, leeches, and other bloodsuckers are sometimes drawn (fatally) to their smell. Vampiric mists have no known life span. They live until they starve, are slain, or reproduce.

Mist Ferryman



Climate/Terrain:	Mists and fog banks
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Foggy days or nights
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d8
Special Attacks:	Disease
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Average (8–10)
XP Value:	420

Some call these spectral ambassadors of Ravenloft grim reapers, confusing them with those sinister creatures (see *Monstrous Compendium, Ravenloft Appendix*).

The mist ferrymen are frightful beasts, appearing as skeletal parodies of normal humans. Their mouths are full of sharp incisors which often have bits of rotting flesh caught between them. An unwary traveler can almost never see their full form, because swirling clouds of mist hide the shape of the creature, allowing only glimpses of its horrifying figure.

Mist ferrymen seem unhindered by language, apparently having the ability to speak with any sentient creature they encounter. Their hollow, sinister voices give an instant impression of death, however, which none can deny.

Combat: Mist Ferrymen are foul creatures of the Ravenloft Mists, haunting the Misty Borders of the Core and the Islands. They prey on the travelers in the mists, occasionally cooperating to bring down the more powerful specimens. They are mostly solitary creatures and attack any interlopers in their territory, including other Ferrymen and even an occasional Vistani tribe.

When one of these creatures needs help to defeat an invader it issues a strange, ululating howl, sounding like the sobbing of a frightened woman. This attracts all other ferrymen within 2 miles (usually 1d8 + 1). These arrive in five rounds, traveling through the mists with preternatural speed.

Their method of travel is somewhat unclear, as no one has ever seen one in transit. Perhaps they assume the form of fog and speed through the mists which surround them, re-forming when they reach their destination. They never use this ability in combat, so there is no proof they use this method of transit.

When they appear, they fall upon their victims, tearing at them with their sharp claws and powerful teeth. Any who receive damage from these must successfully save vs. poison or suffer from a debilitating disease. The victims lose 1 point of Constitution per week unless a *cure disease* spell is cast upon them. Lost Constitution points are regained at a rate of 1 point per day. If a victim reaches 0 hit points, he becomes a mist ferryman himself after three days.

Ferrymen attempt to keep their victim alive as long as possible, for they relish the flow of the living blood as well as the flavor of the struggling flesh and muscle. They often attempt to overbear their victims, overwhelming them with sheer numbers, at which point they take turns eating.

Mist ferrymen can be turned as ghasts and have the usual undead resistance to spells like *charm*, *sleep*, and *hold*. Holy water does not harm them but contact with a lawful good holy symbol will inflict 1d4 points of damage to them.

Habitat/Society: Although usually solitary creatures, mist ferrymen occasionally band together for hunting purposes.

It seems that they have somehow acquired the ability to travel anywhere they desire in the Mists, but it is not known just what gives them this power.

If one subdues a ferryman in combat, it is possible to force the creature to lead the way to a desired destination within Ravenloft. There is no way to make a ferryman take someone out of the demiplane, although there are those who say that the secret of escape from Ravenloft is known to these undead creatures.

Ecology: It is sometimes said that mist ferrymen are manifestations of the Mists themselves, lesser forms that sometimes serve the whims of the lords. Their ability to cause the mists to work for them lends credence to this theory, but there are many factors that count against it as well.

Moat Cat

CLIMATE/TERRAIN:	Aquatic (usually moats)
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary or family group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	15, sprint 30, swim 12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	Surprise, rear claws 1-4/1-4
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' long)
MORALE:	Average (8-10)
XP VALUE:	175



Moat cats are magical crossbreeds of newts and large cats such as cheetahs or mountain lions. Amphibious, they must keep their skin wet, and thus make perfect guardians for a wizard's castle moat.

Coloration differs from animal to animal but generally follows that of the newt used in the creature's creation. Black, red, and brown are common colors for moat cats, but in each case there is often a series of spots of contrasting colors—white mottling on a black-skinned moat cat, for instance, or black mottling on a red one. Gills are located on either side of the head, just behind the jaw. The eyes of a moat cat are in almost all cases cat-like: green, with vertical pupils.

Combat: Moat cats have kept the standard cat-like physiognomy, except for their tails, which are thicker and generally more lizardlike, and their skin, which is sleek and smooth. They attack with their teeth and front claws. If both front claws hit, they may rake with their back claws for an additional 1d4 hp damage each. Moat cats, able to breathe water or air with equal ease, often stay completely submerged, then spring up to attack intruders. Opponents suffer a penalty of -3 to their surprise rolls when this occurs.

Those that flee the moat for the safety of dry land are in for a surprise, as moat cats are not restricted to the water. In fact, they are quite mobile on land, able to reach a speed of 30 for three rounds before tiring. However, after three rounds of sprinting the moat cat must rest up for a full three turns before sprinting again.

Habitat/Society: Since moat cats must remain near water, they are unlikely to travel far from the moats where they are placed. They usually stray only a mile or so, and then only to hunt, returning to the moat to feed and sleep. This inadvertent loyalty keeps the creatures near the wizard's moat.

Perhaps because of their amphibious nature, moat cats do not need to feed as often as would a great cat of a comparable size. Each adult moat cat requires a sheep or similarly sized creature every other week or so. They are gluttonous during feasting but then become somewhat lethargic during the next day while they digest. One way to try to get past a moat cat is to provide it with food, but this tactic isn't always successful, as moat cats prefer to hunt down their own food rather than be fed by others. An intruder dumping a slain goat into a moat cat's moat in the hopes of slipping past it while it eats will probably find the creature ignoring the proffered meal in favor of the intruder himself.

Ecology: Besides being able to breathe water and requiring moisture on their skin to prevent them from drying up (moat cats take 1d6 hp damage every full hour they are out of water), they also lay jellylike eggs in the water. These eggs will hatch into 20-50 (1d4+1 x 10) moat cat cubs, over half of which will end up being devoured by the adults. Usually only 1-4 of a given litter survive to full adulthood.

The "cub" stage of a moat cat's development is similar to that of the "tadpole" stage of most frogs and toads. As a cub, the moat cat has no limbs, but swims by means of its powerful tail. Moat cat cubs have 1 HD, swim at a speed of 6 and bite for 1-3 hp damage. After a year, they gain another hit die, grow legs, and begin to move about on land. At this point, they will be taught how to hunt by the parents, and by two years of age they will have achieved full adult status. Moat cats have a life span of about 12 to 15 years.

Like true amphibians, moat cats cannot survive in salt water. They will occasionally make their homes in rivers, lakes or ponds, but wizards who create moat cats make them specifically as guard animals for their castle moats. Moat cats can be trained to some degree, but training must begin at a very early age in order for it to take effect. Most wizards have a few *charm monster* or *hold monster* spells ready for use when dealing with their moat cat guardians, to prevent them from attacking expected guests.

It should be noted that moat cats are silent creatures. Like the newts that are used in their creation, they make no vocalizations, so no great cat's growl or roar will alert prey to the moat cat's existence. More often than not, intruders first become aware of the aquatic predator when it pounces up at them—and by then, its usually far too late.

	Monodrone	Duodrone	Tridrone	Quadrone	Pentadrone	Decaton	Nonaton	Octon
Frequency:	Common	Common	Uncommon	Uncommon	Rare	Rare	Rare	Rare
Organization:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
Activity Cycle:	Any	Any	Any	Any	Any	Any	Any	Any
Diet:	Special	Special	Special	Special	Special	Special	Special	Special
Intelligence:	Semi	Low	Average	Very	Very	High	High	Excep.
No. Appearing:	12d12	1d12	1d4	1d4	1	1 (of 100)	1 (of 81)	1 (of 64)
Armor Class:	7	6	5	4	3	2	0	1
Movement:	6, Fl 18(D)	9, Fl 9(E)	12	15, Fl 15(D)	18	15, Fl 3(E)	18	9, Fl 9(B)
Hit Dice:	1+1 or 1–1	2+2	3+3	4+4	5+5	10+10	11+11	12+12
THAC0:	19 or 20	19	17	17	15	11	9	9
No. of Attacks:	1 or nil	2	3	4 or 2	5	10	9	8
Damage/Attack:	1d4 or weapon	1d4+1 (×2) or weapon	1d4+2 (×3)	1d4+3 (×4), 1d5+5 (×2), or weapon	1d4+4 (×5)	1d4×10	1d6×9	1d8×8
Special Attacks:	Nil	Nil	Nil	Attacks as if 8-HD	Paralysis gas	Spells	Spells	See below
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	10%	20%	30%
Size:	S	S	M	M	M	M	L	L
XP Value:	1–1 HD: 35 1+1 HD: 120	175	270	650	2,000	9,000	10,000	12,000

	Septon	Hexton	Quinton	Quarton	Tertian	Secundus	Primus
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare	Unique
Organization:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
Activity Cycle:	Any	Any	Any	Any	Any	Any	Any
Diet:	Special	Special	Special	Special	Special	Special	Special
Intelligence:	Excep.	Genius	Genius	Supra	Supra	Godlike	Godlike
No. Appearing:	1 (of 49)	1 (of 36)	1 (of 25)	1 (of 16)	1 (of 9)	1 (of 4)	1
Armor Class:	–1	–2	–3	–4	–5	–6	–10
Movement:	9	12, Fl 12(C)	6, Fl 6(C)	12, Fl 24(B)	12	18, Fl 18(B)	24, Fl 24(A)
Hit Dice:	13+13	14+14	15+15	16+16	17+17	18+18	220 hp
THAC0:	7	7	5	5	3	3	1
No. of Attacks:	7	6	5	4	3	2	1
Damage/Attack:	1d10 (×7)	1d12+1 (×6)	2d8+1 (×5)	2d12+2 (×4)	5d8 (×3)	6d12 (×2)	20d8 + special
Special Attacks:	See below	See below	See below	See below	See below	See below	See below
Magic Resistance:	40%	50%	60%	70%	80%	90%	100%
Size:	M	L	L	L	L	L	L
XP Value:	13,000	14,000	15,000	16,000	18,000	19,000	36,000

Climate/Terrain:	Mechanus
Treasure:	Nil
Alignment:	Lawful neutral
Special Defenses:	See below
Morale:	Fearless (20)

What's a mortal to make of the modrons, those strange creatures of absolute order who whir and click on the plane of Mechanus? Theirs are not like other lives – even the infinitely subtle baatezu are more comprehensible than these thronging drones. To an outsider it appears the modrons have no existence other than as a whole. Indeed, there is a saying: "To look at one modron is to look at all of them."

It is only logical, as it is with all things modron, that they are native to the orderly plane of Mechanus. The two, plane and modrons, probably would not exist without each other – modron society defines the plane, just as the plane shapes them. To understand the modrons, a being must stop thinking like a person, like an individual. Only then can anyone hope to comprehend the patterns of modron life.

Modrons are strictly divided into fourteen castes. Castes are hardly unique, but the modron approach to them is. Not only does each rank have its own functions, but each also has its own body shape, so the rank of any modron can be readily identified by the creature's appearance.

Ruling over the castes is Primus, the One and the Prime. It and the plane are one in thought and deed; as Primus turns, so do the wheels of Mechanus.

COMBAT, GENERAL: Regardless of rank, all modrons possess certain abilities and immunities, but because of rank, certain modrons – the hierarchs – possess additional abilities. Whether any of these immunities and powers exist as properties of their race or from association with the plane of Mechanus, no one knows. Most scholars think these powers are natural to the race, as none are lost by modrons operating off the plane of Mechanus.

All modrons are unaffected by any illusions or magic that affects the mind, such as *beguilement*, *charm*, *domination*, *hold*, *hypnosis*, and *sleep*. *Fear* and other emotion spells are similarly ineffective against a modron, as are attacks drawing upon the Positive and Negative Energy Planes (including life-draining powers). All modrons save vs. cold, fire, and acid attacks with a +1 bonus, and they suffer damage from such attacks with a –1 modifier per die.

Modron hierarchs are never surprised, and their precision of order always allows them to determine their specific place in the initiative sequence of all attack rounds. Thus, they never roll for initiative, and the DM chooses when they will act. Typically, this comes at the most effective moment, just before the swordsman's blade arcs through the air or the wizard utters the final word of a spell, and so on. The elite modrons also can perform the following spell-like abilities, once per round, at will: *clairaudience*, *clairvoyance*, *command*, *dimension door*, *teleport without error*, and *wall of force*. They also are capable of traveling on the Astral and Ethereal Planes, but will never do so unless ordered by Primus.

All hierarchs can communicate telepathically, and the range of this power is as follows:

RANK	MILES
Decaton	44
Nonaton	63
Octon	80
Septon	190
Hexton	216
Quinton	238
Quarton	384
Tertian	405
Secundi	420
Primus	All Mechanus

HABITAT/SOCIETY: To understand modron society, one must abandon all understanding of the self. In such forgetting comes knowledge, so with the surrender victory is gained. Should the scholar retain the slightest glimmer of who he is, his words are tainted and his observations lies. It is said that those able to strip their souls so bare become modrons, themselves, and their spirits become different from their shells.

It is a fundamental property of the modrons that each rank can only comprehend the existence of the rank directly above and below it. For example, the monodrones obey the will of the duodrones, but they cannot even conceive of the existence of the tridrones. When a monodrone sees a tridrone, it does not see a modron, and it could not even say what it sees. Some aphasia apparently breaks the link between the sight of the higher modron and what it actually is. This blindness leads to an interesting conclusion, as each rank believes that those immediately above it are the highest form of life and the fountainhead of supreme logic. Thus, Primus's lordship is secret from all modrons but the four secundi, who pass his edicts on to the nine tertians, who in turn pass these to the quartons (who have no knowledge or understanding of either the secundi or Primus), and so on.

There *is* an awareness of all ranks below a modron's station, yet communication is exclusively limited to adjacent ranks. It would seem that the monodrone is almost as alien to the tridrone as the tridrone is to the monodrone. This is not the result of elitism. Rather, the strict order observed by the race completely negates the slightest necessity for communication beyond immediate inferiors and superiors.

A modron's perception of its immediate superiors should not be mistaken for deification, either. What others might call a god, the modrons cannot imagine, for they are unable to conceive of such an individual existence. Instead, all life and direction spring from a pool of logical action – all that is right happens because it must inescapably be, and all that is wrong is that which must *not* be. These metal limitations make dealings with modrons a challenge. Within each rank there is no individuality, either in form or thought. All modrons call themselves "we," and a character has no way of knowing if the pentadrone he spoke to today is the same as the one who held the same post yesterday. This would be minor if the modrons weren't so bureaucratically driven, requiring strangers to appear and reappear before clerks, courts, and boards. Some travelers solve the problem with a brush and paint, marking modrons with runes simply to tell them apart. Unless instructed to remove these marks, a modron may wear a splash of color or a strange sigil for the rest of its life, for they don't seem to notice the markings themselves.

Even the size of modron society is rigidly fixed. In each rank there are only a set number of modrons. Should a modron of any rank die, an available candidate from the next lowest rank is promoted, and then the gap in the lower rank is filled by promoting from the still lower rank. This continues until the rank of monodrone is reached. With no lower ranks, the creatures at this level reproduce by fission, as one of their members mysteriously divides into two. (Given this, the claim that all modrons are one might be truer than it first seems.)

Promotion occurs seemingly by accident. As soon as a vacancy occurs, the nearest modron of the next lowest rank is recruited to ascend. Since they have no individuality, there's no point in trying to promote the "best and the brightest"; all modrons of a given rank are deemed equal. Promotion is traumatic – not only does the chosen modron undergo a wrenching change of shape to the new rank's form, but it suddenly gains an understanding of a world previously veiled to it: the existence of a yet superior rank. Imagine the shock of a duodrone, who knew only of monodrones, duodrones, and tridrones, when it suddenly discovers those inexplicable creatures around it are quadrones and members of its own race! On the other hand, the newly promoted modron seems to adapt to its new form instantly, and it is the humanoid observer who is often most shaken by the experience.

From greatest to least, the castes of the modrons are listed below. Numbers are not given for the modrons, since no scholar has yet produced the definitive organization chart of these creatures. After each name is a brief description of that rank's duties in their realm of Mechanus.

Primus: Absolute ruler of all modrons

Hierarch Modrons

Secundi:	Viceroys of the four quarters
Tertians:	Judges
Quartons:	Rulers of the four regions of the four quarters
Quintons:	Bureau chiefs and records keepers
Hextons:	Generals of the armies of modrons
Septons:	Inspectors
Octons:	Governors of the four sectors of the four regions of the four quarters
Nonatons:	Police supervision
Decatons:	Physical welfare of base modrons

Base Modrons

Pentadrones:	Lesser police, law enforcement
Quadrones:	Multiple complex tasks, supervision
Tridrones:	Multiple tasks, minor supervision
Duodrones:	Complex tasks
Monodrones:	General laborers

The realm of the modrons occupies 64 of Mechanus's coglike wheels, called sectors, and each is governed by an octon. The sectors in turn are grouped into four-sector regions, overseen by the 16 quartons, and each group of four regions, called quarters, is supervised by one of the four secundi. And, of course, all of it is ruled by Primus.

Born through parthenogenesis, modrons have no family, tribe, or clan. Instead they live in rigid numerical units called, for lack of a better word, battalions. This makes them sound more warlike than they really are, although modrons have standing armies that are not to be trifled with.

Although some less-informed scholars state that no modron acts except by the orders of a superior, this is not perfectly accurate. In general, a modron can act and react to a situation on its own, *provided* the situation falls within the range of its purpose. Thus, monodrones, who can only fulfill a single task at any given time, are rightly seen as incapable of reacting. As one moves higher through the ranks, the range of choices and reactions available to any given modron increases. Even so, modrons are notorious for their predictable and rigid reactions to events.

It should be no surprise that the goal and purpose of every modron is to organize Mechanus in the most orderly fashion possible, but their goal is not limited to only their 64 wheels or even Mechanus itself. Given the opportunity, they would spread their rigid pattern of organization over the entire multiverse. Fortunately for the rest of the planes, order is constantly challenged by chaos, even in the clockwork vastness of Mechanus. Since even the slightest imperfection to order is enough to disturb the harmony modrons seek, they seldom find the time or resources to carry their crusade to other realms or planes.

Modrons speak their own precise, mathematical language, but those of duodrone or greater can manage at least some of the trade tongue found throughout the planes.

Ecology: Modrons fulfill many roles within Mechanus. They maintain parts of the sphere and are maintained by it. They make war with their enemies and trade with their neighbors. Together, they are one living social entity. Those few that venture outside their plane (on orders from their superiors) will always attempt to bring order out of chaos, sense out of nonsense.

Modrons are not completely without their uses to the rest of the multiverse. Their single-minded pursuit of order has a certain usefulness in some fields. On rare occasions, nonmodrons can hire members of this race for particular tasks. The process is never simple, since the potential employee can never make the decision itself – all requests must be approved by its superiors.

Usually the request has to pass through several ranks before an answer is given.

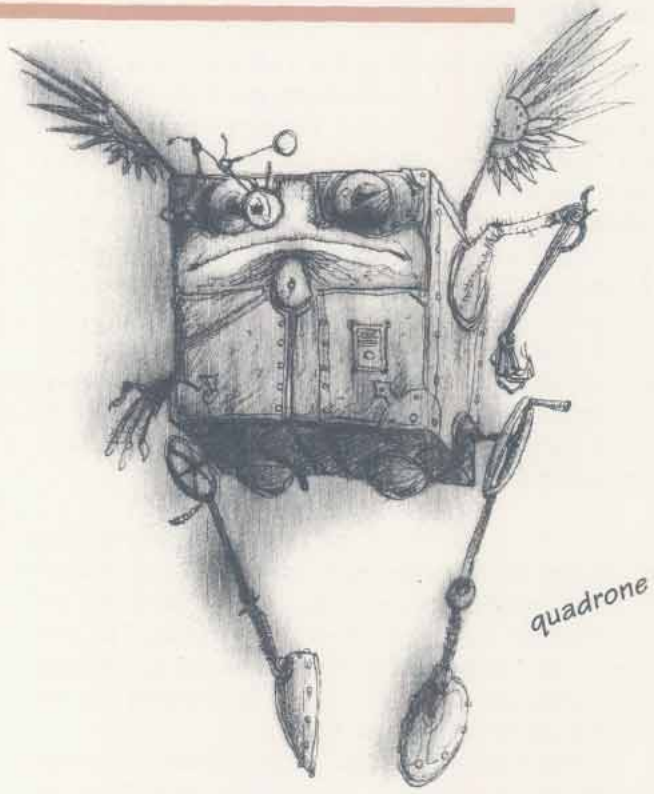
If permission is granted, some wizards find modrons to be amazingly useful as librarians, and merchants may retain them as bookkeepers, although such modrons must always be watched for overzealousness. Sometimes their understanding of order, far deeper than that of most other beings, defies human understanding. In one library, all the books might be arranged by subject, in another by the first letter of the first word, and in yet a third by the page where the last diagram appears. All three might be vital keys in the overall order of the modron universe. Order, after all, does not necessarily need to be understandable.

The bodies of modrons slain anywhere immediately disintegrate. It is suspected that whatever energies were trapped within the creature's mortal form find their way back to Mechanus and merge with the energy field of the plane. This field is what sustains the modron race. Although modrons eat physical food, it is not the substance that sustains them, but the energy essence contained therein. So long as the modrons are able to draw upon this essence, they can continue to split and perpetuate their kind. In fact, it is speculated that the only means to truly crush this race is to cut it off from this energy pool. Given the impossibility of this feat, it is fortunate that modrons are not a particularly aggressive race. Who, after all, could withstand a single-minded army that constantly regenerated itself?

Monodrone (Base Modron): These creatures make up the bulk of Mechanus's population. They are small spheres with a single eye, wings, and two arm/legs. Monodrones are single-function modrons, assigned to simple labor or service in the regiments of the modron army. Thousands of the spherical monodrones, armed with spears, fouchards, and crossbows are impressive when marshaled against a foe with their unswerving, single-minded performance. They exist only for their work.

Monodrones are barely intelligent. They are unable to speak or read, but can understand commands spoken in the tongue of their race (although they will heed only a duodrone). Monodrones are capable of just one action at a time. Tell them to attack and they do so until slain, even if that means attacking each other after the enemy has been obliterated. Order them to guard and they guard without food or sleep. It is fortunate that they feed on the very substance of air around them; otherwise, it would be necessary to order them to eat every day.

Duodrone (Base Modron): Duodrones are bifunctional modrons that supervise 12 units of monodrones or perform complex tasks beyond the abilities of the monodrones. They are blocky, rectangular creatures of great strength Like all modrons, they are absolutely loyal to the commands of their immediate superiors.



Capable of interpreting two commands at once, duodrones serve in the forces of the modron army as corporals and sergeants, or as special shock troops armed with thrusting and crushing weapons. Typically, they are given only a single command at a time, allowing them the limited ability to react. If ordered to attack, for example, they will do so until the enemy is slain and then seek out a new enemy, rather than attacking each other. Duodrones have limited conversational ability, but they can report their operations and observations clearly and completely. Duodrones have 90-foot infravision.

Tridrone (Base Modron): Tridrones appear as three-sided pyramids with spidery arms and legs. They supervise squads of 12 duodrones, who in turn pass their orders to the monodrones. Tridrones can carry out multiple-task projects on their own. Typically, they receive a general order, which they divide into smaller tasks to be fulfilled by the duodrones. In the modron army, tridrones serve in special companies, equipped with three javelins per being, which they hurl before entering melee.

Tridrones are capable of reporting actions and observations and actually planning limited objectives on the battlefield. They speak their own language and the trade tongue of the multiverse.

Quadrone (Base Modron): The cubic quadrones comprise the upper level of worker modrons. They serve as field

officers, and each battalion has a special "dozen-unit," containing nothing but quadrone warriors. With their four arms, they are capable of wielding two bows at the same time. Some quadrones are winged (the wings replace one set of arms and negate the use of one bow) which are used for special missions or for aerial combat. As four-function creatures, quadrones can report actions and observations, make plans, react to unexpected occurrences, and act to remedy them.

All quadrones have senses equal to 150% of normal human standards. They enjoy 180-foot-range infravision. Equipped with sensory organs on all six sides of their cubic bodies, quadrones are never surprised under normal circumstances.

Pentadrone (Base Modron): The highest of base modrons, pentadrones serve as the police of the base population and as intermediaries between the base modrons and the godlike (in their view) decaton hierarchs. The pentadrones receive instructions passed down by the rules of Mechanus and see that they are implemented by the quadrones, policing them as necessary.

As five-function beings, these creatures can communicate, operate, monitor, plan, and manage. They can also react to unplanned situations. In the armies of the modrons, a dozen of them are always assigned to each regimental headquarters as an elite unit, while others actually command the regiment.

These five-armed creatures resemble starfish on thin, stiltlike legs. In addition to powerful arm attacks and an effective 18/00 Strength score, pentadrones have a paralysis gas which they emit in a stream 2 feet in diameter and 5 feet in length. Any creature caught within this stream must successfully save vs. paralysis or remain immobile for five rounds. Pentadrones can use this gas stream no more than once every five turns, with a maximum of five uses per day. Alternately, the pentadrones can use this gas to levitate (as 5th-level wizards).

Pentadrones can survive virtually any environment, withstanding temperature extremes from 210 degrees to -100°F without discomfort. Cold, fire, and acid attacks receive a -2 modifier per die of damage. They are immune to illusion and mind-affecting magic, and only weapons of +1 or better enchantment will harm them.

Pentadrones have double human senses and double normal infravision (180-foot range).

Decaton (Hierarch Modron): The decatons are the lowest order of officials found in modron society. These creatures appear as 10-tentacled spheres on stumpy legs. They are the overseers of the physical welfare of the base modrons, the voice of the great power to the working class. One decaton is assigned to each sector of the realm, while the remaining 36 serve on the staffs of the 36 legions of the modron army.

Decatons have spell ability equal to that of a 10th-level cleric, but they lack the ability to turn undead. They also have the following spell-like powers, which apply only to other modrons: *cure* 1 point of damage for all modrons within 144 feet, *cure disease* in a 12-foot radius, *heal* by touch up to 10 modrons per round, and *remove paralysis* by touch for up to 10 modrons per round. These powers are usable one at a time, at will, once per round. Curiously (as are most things modron), the powers affect all modrons whether the decaton recognizes the rank or not.

The spherical decatons fly by generating a light gas within their bodies, rendering them lighter than air. Generally they only rise into the air in order to get an overview of the situation when commanding modron armies.

Nonaton (Hierarch Modron): There are at least 81 nonaton posts identified in modron society, and there may be more. These cylindrical modrons act as commissars and chief inspectors of the modron universe. Nine nonatons carry the orders of the octons, 64 regulate the actions of the decatons on the 64 wheels of the realm, and eight monitor the loyalties of the decatons of the army. Each nonaton has ten decaton lieutenants, who in turn have five pentadrones to serve them.

Nonatons have the spell powers of 11th-level clerics, plus the following spell-like abilities, usable at will, once per round: *ESP*, *mirror image*, *slow*, *web*, *detect good/evil*, *detect lie*, and *detect charm*. They may use *power word, stun* once per day.

Nonatons usually head investigations of rogue modron units and handle small-party invasions from other planes. In the latter case, they first attempt to detect the invaders' intentions, then act accordingly.

Octon (Hierarch Modron): There are at least 64 octons, one in charge of each sector of the plane in the modron realm. These creatures govern the wheels and can command any armies stationed there. The lesser modrons of each cogwheel are considered wards of the octons, who guard their sectors quite rigidly and see that regulations are obeyed, routine is observed, and reports are invariably correct.

An octon moves through air and water by means of a circular collar at shoulder level which is part of the octon's body. It forces air or liquid through the collar, giving the creature lift, propulsion, and a high amount of maneuverability. Eight tentacle-arms are attached to the outside of this collar.

Octons use spells as 12th-level clerics. They can also employ the following spell-like abilities at will, once per round, one at a time: *water walking* (as the ring of that

name), *haste*, *detect good/evil*, and *telekinesis* (3,500-gp-weight maximum). They are immune to psionics.

Each octon has a personal staff of one nonaton, who in turn commands one decaton, who controls five pentadrones, then 16 quadrones, 81 tridrones, 256 duodrones, and 1,728 monodrones through the chain of command. These forces maintain towers which are smaller versions of the towers of the quartons, the secundi, and Primus, although they do not understand who built those structures.

Septon (Hierarch Modron): Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferral of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

Septons appear as humanoids with large bald heads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them through the air, they provide excellent transport underwater.

In order to assure the proper performance of their duties, each septon has seven senses which operate continuously: hearing, sight, smell, taste, touch, *ESP* (30-foot range), and *detect magic*. They also are powerful spellcasters, having the abilities of a 13th-level priest *and* a 12th-level wizard.

Septons, as with all hierarchs that do not have psionic ability, are completely immune to psionic attacks and combat.

Hexton (Hierarch Modron): The hextons fulfill several roles in modron life. First, they are the generals of the 36 modron armies. Second, six are attached to each of the wheels of the realm, where they maintain the chain of command in modron life. Another six serve at the tower of Primus, although they are not aware of his existence. There are undoubtedly more hextons, although no one has ever logged all their posts.

Hextons appear as humanoids with six arms – two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.

Hextons use spells as 14th-level priests, but they have no special spell-like abilities other than those noted for all hierarch modrons. They are immune to all psionic attacks.

There is a 75% chance that any hexton will be accompanied by its personal guard: a staff of one septon, two octons, three nonatons, five decatons, and 25 pentadrones, all fanatic in their dedication to their orders.

Quinton (Hierarch Modron): Quintons are the major bureau chiefs and records keepers of Mechanus. Each has a sexton assistant, seven septons, and one octon as its staff. There are bureaus in each of the sectors and quarter towers, five main bureaus in Primus's tower at the capitol, and each of these bureaus is headed by a quinton.

Quintons look like tall, stocky humanoids with four flexible arms jutting out from the shoulders. Prehensile tails serve as the creatures' fifth arms. They have fanlike wings similar to those of the hextons. As a symbol of rank, the quintons have a diamond inscribed in their foreheads.

Quintons are capable of casting *legend lore* as if the questioned object or person were at hand (1d4 rounds). They may *detect good/evil* at will and may cast spells as 15th-level priests.

Quarton (Hierarch Modron): Quartons administer the 16 sectors of the modron realm and oversee the operation of the bureau, sector governors, and army units attached to their regions. Each quarton has a personal staff of those hierarchs assigned to his command, plus 36 pentadrones that act as a guard unit. (These pentadrones can only be told to guard the object resembling the quarton, without ever understanding its role or purpose in their lives.)

Quartons are 12-foot-tall humanoids with four jointed arms and fanlike wings. They cast spells as 16th-level priests.

Tertian (Hierarch Modron): Trial, judgment, and sentencing of all creatures in the modron realm is the province of the nine tertians. They supervise the quartons and hear all crimes brought against the rigid orthodoxy of the realm. For the bulk of the modron population, the tertians are alien and unfamiliar, the ultimate impartial judges. If presented with a case against a duodrone, the base modron can only imagine (if it can imagine at all) the tertian to be some incomprehensible manifestation of the supreme logic – a "super-tridrone" so to speak.

Most judgments deal with modron rogues, i.e., any modron who strays from the proper order. In addition, the tertians pass on the orders of the secundi, to whom they all report.

Tertians look fairly human, except for their 12-foot height, the horns jutting from the sides of their bald heads, and their long prehensile tails that end in a macelike ball. Anyone struck by this ball must successfully save vs. paralysis with a –4 penalty to the roll or fall paralyzed until the tertian releases them. In addition, tertians may cast spells as 17th-level priests and 20th-level wizards. As with other hierarchs, they cannot use psionics, but they are also immune to them.

Secundus (Hierarch Modron): The four secundi, viceroys of the quarters, are the virtual rulers of Mechanus, reporting only to Primus. Each secundus has a staff of two tertians, who in turn command other heirarchs.

The secundi appear as incredibly thin and tall humanoids with long, narrow faces and deep-set eyes. They cast spells as 18th-level priests and 20th-level wizards. If a secundus's attack roll exceeds the number needed to hit by 5 or more, the victim is stunned until the secundus releases him, unless the victim is of demigod or higher status.

The secundi live in great towered cities near the centers of their quarters. They always live in harmony with one another, except during those extremely rare times when a new Primus must be chosen (see below).

Primus (The One and the Prime): Primus is the ruler of all the modron realm. It and it alone understands the whole structure of the modron race, since it sits at its pinnacle. From there it decrees what is order, writes the laws, and establishes the rules and regulations. All other modrons exist to carry out the plans and obey the rules of Primus. Failure to meet this powerful creature's standards will result in a modron being declared rogue and sentenced accordingly.

Primus is a huge being who rises from an energy pool in the central part of its great tower at the center of the plane (although Primus also may appear as a normal androgynous human). In giant form Primus's hands are unseen, for the right one is swathed in bright rainbow hues and the left is covered with inky dark clouds.

Within Mechanus, Primus has the status of a greater power, except it is possible for Primus to die, albeit only under near-impossible conditions. Its sole concern is for the modrons. It does not send avatars to other planes or even take part in the normal bickering and wars of the planar powers. All modrons with priestly powers gain their spells directly from it.

The death of Primus does not break the link in modron society, for like all gaps, the vacancy is filled by promotion of the one of the secundi. However, the process usually creates turmoil since, without a Primus, chaos is allowed to enter into the perfection of modron society. Some scholars have mistakenly interpreted this chaos as civil war within this orderly race. The first act of the new Primus is to return order to its race, a process which can take some time.

ROGUE UNITS

Even in the perfect modron world there is disorder, and sometimes this disorder strikes at the very fabric of the modron society. When this happens, a modron may go rogue. This is most common in the base modrons, although there are cases of a few hierarchs being affected this way (but certainly never any hierarch of quarton status or higher!). Rogue modrons do not act in accordance with Primus's wishes and directives, but break laws, disobey orders, and sometime become violent. These rogues are hunted down, usually by the pentadrones under the command of the nonatons.

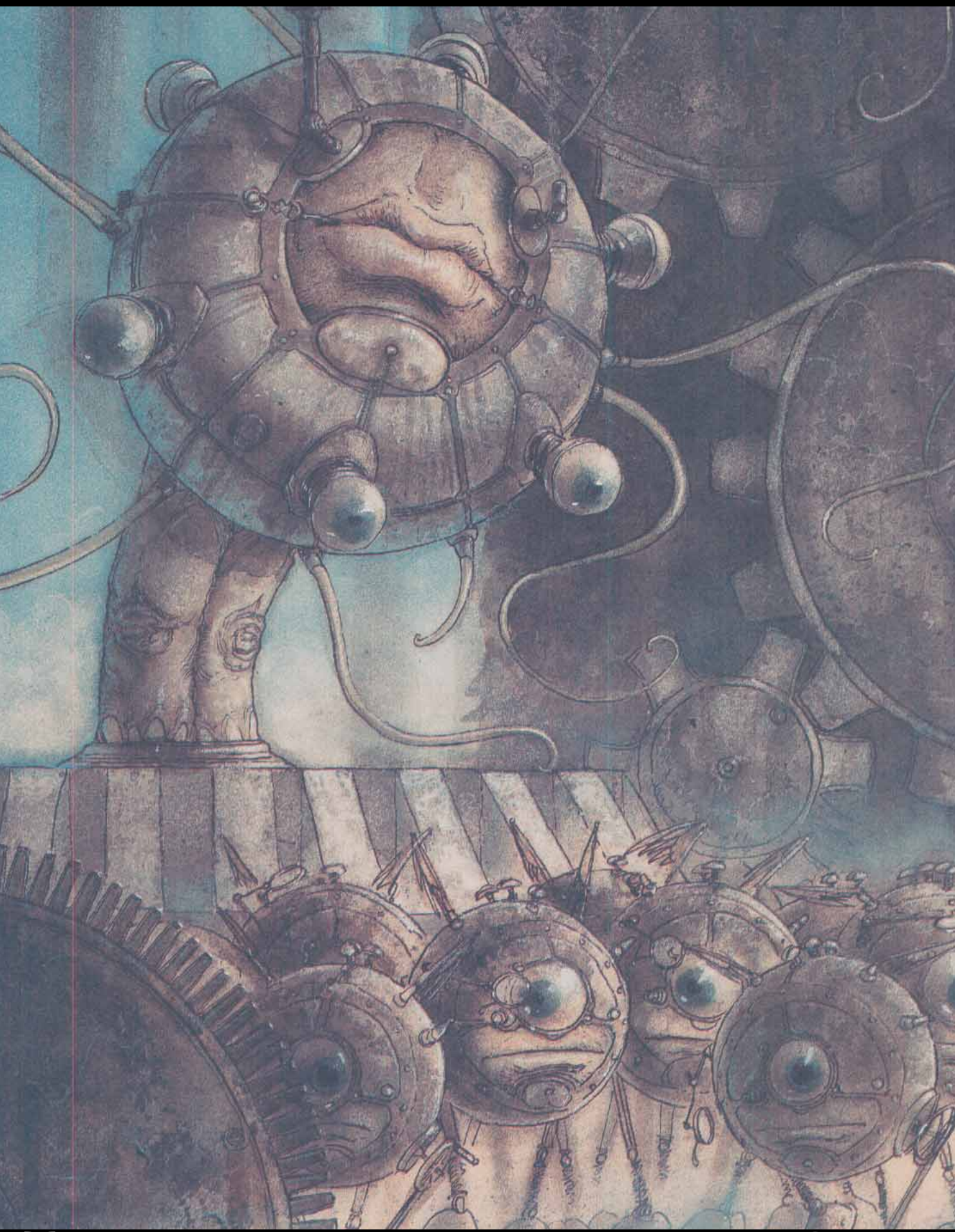
Once captured, the rogue is tried and sentenced according to the laws of Primus. For a lowly base modron, this is a bewildering series of events, as strange beings (hierarch modrons) describe the crimes committed and the punishment that is due. It can only seem like the judgment of angels upon a hapless mortal, and many sages would dearly love to know just what modron theology makes of the whole thing.

THE ARMIES OF THE MODRONS

There are 36 great armies in the realm of the modrons, each a powerful fighting force. Each of the 16 regions of the plane has its own army, and the secundi have two armies each, in addition to their regional forces. The tertians have three to aid in law enforcement and punishment. The final nine armies are stationed outside of Primus's tower and serve as a reserve force, should they be needed.

Each army is commanded by a hexton and is comprised of four corps. Each corps is led by 40 pentadrones in a telepathic hook-up with the hexton general. Each corps has two divisions commanded by 20 pentadrones, and each division has four brigades led by 10 pentadrones. Each brigade has four regiments, each one being the standard tactical unit, led by five pentadrones. There are 70 officers, 192 NCOs, 252 messengers, and 2,628 line troops in a brigade, for a total of 3,142.

A regiment consists of two "battles" plus a squad of winged monodrone messengers and a special squad of 12 pentadrones. Each battle is led by four quadrones and consists of six companies of monodrones, two companies of duodrones, a special company of tridrones, a squad of quadrones, and another squad of messengers. The eight regular companies are each divided into two wings plus a headquarters unit. Each company consists of 12 squads and three officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops," and the like may be attached to the headquarters' units of brigades, divisions, and corps.



Climate/Terrain:	Mechanus
Frequency:	Rare
Organization:	Patrol
Activity Cycle:	Any
Diet:	Nil
Intelligence:	See below
Treasure:	Nil
Alignment:	Lawful neutral
No. Appearing:	1d4
Armor Class:	0
Movement:	See below
Hit Dice:	2 + 2
THAC0:	Automatic
No. of Attacks:	1
Damage/Attack:	1d20
Special Attacks:	Paradox attack
Special Defenses:	Immune to physical attacks; reconstruction
Magic Resistance:	Nil
Size:	T (1 foot tall)
Morale:	Fearless (20)
XP Value:	2,000

uR2B², 4uR≠ [not equal to] *or* ∫ [integral] 2∞ [infinity]. πBr*f* [function]; πBr∪ [logical sum and union]. uR<∞, ∴ [therefore] uR≡ [not identical with] π. uR2B² ∵ [because] uR<π.

Translated from the Moignese:

You are to be squared [Moignese slang for "killed"], for you are not equal to or integral to infinity. *pi* be our *function*; *pi* be our logical sum and union. You are less than infinity, therefore you are not identical with *pi*. You are to be squared because you are less than *pi*.

Moignos are bizarre, two-dimensional creatures that roam Mechanus. Their tiny bodies are nothing more than strings of equations given form and shape by the plane itself. They have no visible sensory organs, and a berk can see through all but the oldest moignos (the older they get, the more their equations create *if then* syllogisms and loop back on themselves).

These mathematical constructions work in conjunction with modrons and gear spirits. While modrons oversee activity on the plane and gear spirits perform the actual work on the cogs and wheels, it is the moignos who execute all the necessary calculations on gear rotation rates, interaction intervals, acceleration and deceleration frequencies, and the like. Without the moignos' split-second calculations, the modrons could not easily create any additional cogs or wheels to expand Mechanus or even keep such a gargantuan structure moving.

Moignos perform these highly necessary duties with a methodical plodding that could be construed as resentment. Indeed, there's often a palpable annoyance emanating from the moignos' small bodies. Though they perform their problem-solving with efficient speed, their very beings quiver with the desire to perform their true function: to find the finite value of *pi*, a transcendental number with presumably no ultimate value. Of all the truisms in the multiverse, there is none more solidly grounded than this one: Moignos are obsessed with finding *pi*.

Moignos are two-dimensional except when reaching out to communicate, which they do with a string of symbols, mostly mathematical. Although modrons and gear spirits communicate with moignos intuitively, few others are capable of carrying on a conversation with a moigno. Gorad Drummerhaven, a sage noted for his rather inaccurate observations on wildlife, once attempted contact with a moigno. He used the telepathic science mindlink and actually did make connection with the moigno. Unfortunately, Drummerhaven couldn't handle the images he received and was in shock for two weeks.

Combat: Moignos don't engage in combat *in the typical*, physical sense, partly because they are capable of instant teleportation. They are also entirely immune to physical attacks, for hitting their visible form simply disrupts *their equations for a nanosecond before they reform into* a new routine. Although they can be injured, they are rarely ever destroyed, for injured moignos will merge with another to reconstruct a single new, stronger *moigno that then divides into numerous subroutines*, each forming new moignos. All this takes place instantaneously to the typical human.

Psionic attacks and spells that disrupt thought processes (such as the telepathic devotion mind thrust and *feeblemind*) can damage moignos, slowing them to a movement rate of 12 and preventing them from reconstructing. Interestingly, moignos are extremely susceptible to the psychokinetic devotion molecular manipulation; should they encounter a psionicist using such an effect, all moignos within the area will instantly vanish for 1d4 turns. Moignos can slip from the third dimension to the second at will.

Moignos do have the capability of attack. In their search for *pi* they have been forcibly confronted with living beings. Some of these have sought to harm the moignos, and the formulas retaliated (being somewhat aggressive little creatures) by developing their *paradox* attack.

Once per round, a moigno can automatically invade any creature and create a paradox within its internal system. This attack effectively "shorts out" the body, inflicting 1d20 points of damage. A character who makes a successful saving throw versus petrification suffers only half damage.

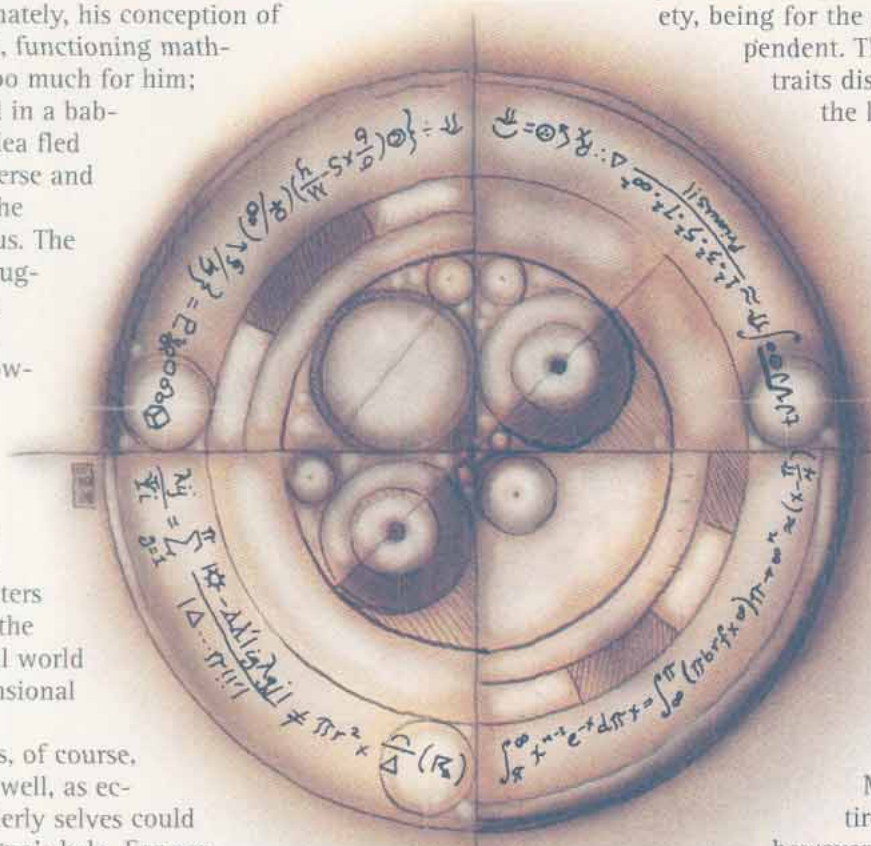
Intelligence in moignos is a difficult thing to gauge. In game terms, their rating is an overall 6 (low) because of their lack of understanding of this dimension. (This rating also explains how the modrons have been able to dominate the moignos.) However, in terms of mathematical application, the moignos are beyond 21+ (godlike).

Habitat/Society: Moignos were created less than a millennium ago (which is a relatively short time in the multiverse) by a brilliant mathematical theorist named Moigno. Unfortunately, his conception of multidimensional, functioning mathematics proved too much for him; Moigno collapsed in a babbling heap. His idea fled across the multiverse and found refuge in the plane of Mechanus. The modrons were struggling to maintain and expand their plane, and the now-sentient thought saw an opportunity to function there. It strung together a stream of parameters and crossed into the three-dimensional world with a two-dimensional mind and body.

The modrons, of course, were ecstatic (er, well, as ecstatic as their orderly selves could be) with the moigno's help. For perhaps two minutes, while the first moigno struggled into existence and calculated its work and the subsequent needs of the plane, the relationship between the two creatures was harmonious. Then the moigno spun off its *if then* parameters, created the necessary subsets (additional moignos), and promptly proceeded to rework the plane.

The modrons nearly lost control of Mechanus then, and might have done so had they not stumbled upon one exceedingly important fact: The mathematician Moigno, for all his brilliance, had been unaware of the existence of *pi*. By introducing the mathematical conundrum *pi* to the moignos, the modrons were able to focus the equations' impulses. The moignos are now obsessed with *pi*, determined to find its ultimate value. Of course, it's entirely possible the moignos may actually *find pi*. . . . After all, a millennium's worth of work performed by an infinite number of moignos at instantaneous calculations . . . The mind boggles.

Moignos have no particular hierarchy or society, being for the most part entirely independent. They have no personality traits discernible to humans and the like, though moignos do give themselves names based on the value to *pi* they have calculated. Of course, since moignos continuously calculate that value, their names continually change. Moignos rather unwillingly perform the bidding of modrons, which they do out of an odd gratitude for having been given *pi* to pursue. The chores moignos perform for Mechanus are almost entirely done on subroutines, however, so that they can devote as much energy to finding *pi*.



Ecology: Moignos consume nothing, nor do they die or reproduce in the typical sense. Since the introduction of *pi*, no moigno has ceased to function, though some have faded and disappeared. As moignos age, they gain more subtle nuances of mathematics and often set up subroutines to deal with mundane work. These subroutines frequently spin off to form new, individual moignos.

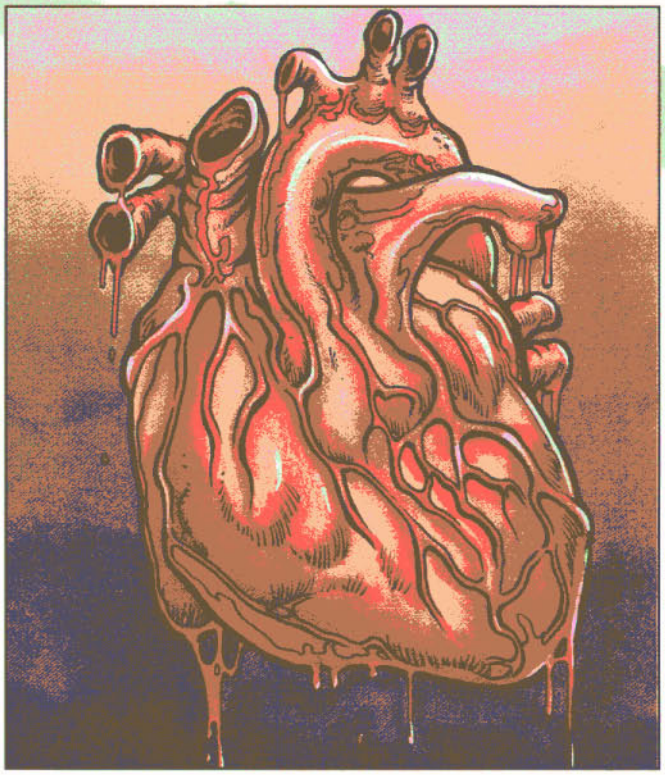
U R ≠ π. ... [+HEN] U R ∈ [A PAR+ ⊕F] I {=} [EQUA+I⊕N].

— M⊕IGN⊕ π×10^(10×100),

SPEAKING REMARKABLY G⊕⊕D PLANESPEAK

Moilian Heart

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral Evil
No. Appearing:	1
Armor Class:	10
Movement:	Nil
Hit Dice:	3
THAC0:	Nil
No. Of Attacks:	None
Damage/Attack:	None
Special Attacks:	Life drain, frost
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	S (heart sized)
Morale:	Fearless (20)
XP Value:	975



A moilian heart is an example of a previously undiscovered class of undead creatures created by the dissolution of the lost city of Moil. Moilian undead of all types are usually cloaked in a thin layer of hoarfrost, so it is hard to get a good look at them before they animate. Breaking away the rime reveals a disembodied humanoid heart trailing arteries and veins in a sinister tangle. A moilian heart beats only when it can drain life.

Combat: If deprived of living creatures to supply it with life force, the heart sinks into quiescence. It does not beat, nor does it regenerate; it appears utterly lifeless. No matter how long the heart exists in this condition, it revives if any living creature comes within 20 feet. The heart then drains life to vitalize its own dead flesh. Each round, living creatures in range must make special saving throws to avoid damage. Success requires a roll of 12 or better on 1d20. A character's hit point adjustment from Constitution applies to the roll (characters of all classes can claim the warrior adjustment for purposes of the roll). Failure results in the loss of 1d10 hit points. The heart transfers drained hit points to itself, up to its maximum (excess hit points are simply lost). The hit points drained by the heart do not heal naturally; the stolen life force can only be returned through magical healing. If any being reaches 0 hit points through draining, it dies. Anyone slain in this manner stands a 13% chance of animating as a moilian zombie within 24 hours of death.

A moilian heart beats for as many days as it has hit points. The heart loses one hit point a day until it reaches 0, at which point it lapses into quiescence.

A moilian heart is sessile and has no physical attacks. However, the heart can project a wave of frost at all opponents within 30 feet, inflicting 2d6 points of damage. A successful saving throw vs. spell negates the effect. Cold attacks cannot occur until the heart begins regenerating.

Only consumption by flames, dissolution in acid, or similar means will permanently destroy a moilian heart.

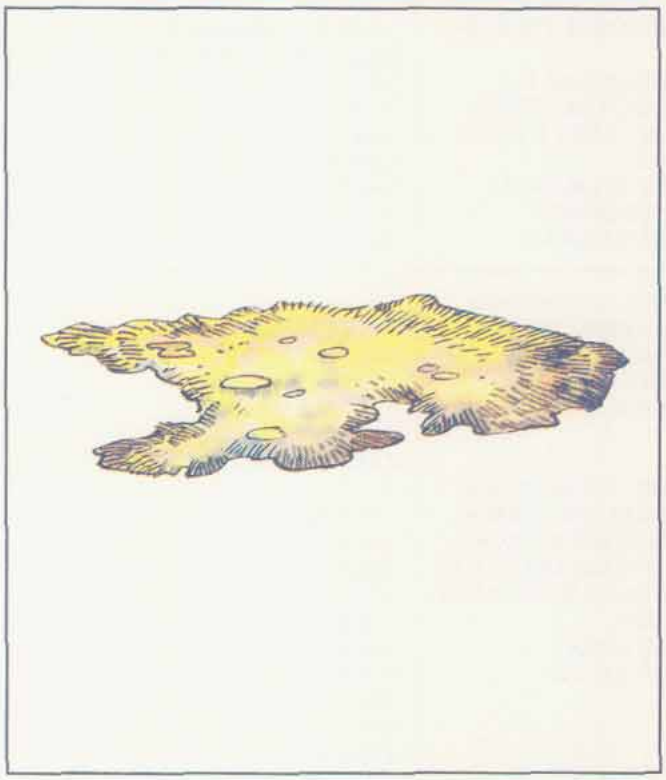
Moilian hearts can be turned as mummies. Being immobile, they do not run away if turned, but cease attacking when successfully turned, unless attacked themselves. Moilian hearts are immune to *charm*, *hold*, *sleep*, cold, poison, and death magic.

Habitat: Moilians are not directly linked to the Negative Material plane during phases of quiescence. A conduit to the Negative Material Plane springs into existence while a moilian drains hit points, but the conduit fades as soon as this feeding ceases. In the absence of a permanent Negative Material connection (like standard undead possess), moilians remain animated only for as long as they have stolen life force to sustain them.

Ecology: The moilian heart is an entirely artificial monster, created by dark necromancy. Moilian hearts only exist where they have been placed by their creators, as they cannot move on their own.

The artificial animation of moilian creatures involves a very rare spell researched and codified by the necromancer Drake of the Black Academy, who has discovered the unique undead creatures of Moil, the City That Waits. The moilian heart represents the necromancer's first essay into this new avenue of the Dark Arts, but certainly not his last.

	Brown	Russet	Yellow
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY	Very rare	Very rare	Uncommon
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Heat	Moisture	Mental Energy
INTELLIGENCE:	Non- (0)	Non- (0)	Not Ratable (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 patch	1 patch	1 patch
ARMOR CLASS:	9	9	9
MOVEMENT:	0	0	0
HIT DICE:	N/A	N/A	N/A
THAC0:	N/A	N/A	N/A
NO. OF ATTACKS:	0	0	1
DAMAGE/ATTACK:	N/A	N/A	N/A
SPECIAL ATTACKS:	Freezing	Spores	Poison Spores
SPECIAL DEFENSES:	Absorb Heat	Immune to weapons, cold, fire	Affected only by fire
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	S-L	S-L	S-L
MORALE:	N/A	N/A	N/A
XP VALUE:	15	35	65



Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. While most molds are harmless, there are (at least) three varieties of monstrous molds that pose a deadly threat to adventurers: brown, russet, and yellow mold.

Brown Mold

Brown mold is found in damp subterranean areas, such as caverns and caves. It is light to golden brown in color. Brown mold feeds by absorbing heat, even body heat; where brown mold grows, the temperature is below average. Direct sunlight or ultraviolet light kills it.

If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat equal to 4d8 points of damage from its victim, per round. A *ring of warmth* provides complete protection against this attack. Brown mold grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and fireball-type spells cause it to grow eight-fold.

Brown mold is not fed by cold light sources (e.g., *light, faerie fire*). The only magic that affects it are *disintegrate* (which destroys it), plant-affecting magic, and cold spells. Ice storms or walls of ice cause it to go dormant for 5d6 turns. A *cold wand*, white dragon breath, or a *cone of cold* kills it. Brown mold does not affect cold-using creatures such as white dragons, winter wolves, ice toads, etc.

Russet Mold

Russet mold is golden-brown to rust red in color. It has a lumpy texture similar to cold porridge; it is covered by short, hair-like growths that stand upright and wave as if they were in a cold breeze. It resembles rust at distances beyond 30 feet (70% chance of error). It is immune to weapons and most spells; it is affected only by alcohol, acid, and salt, which kill it; a *cure disease* or a *continual light* spell also destroys it.

Russet mold continuously emits a cloud of spores in a three-foot radius. All creatures in this cloud suffer 5d4 points of damage (per round in the cloud) and must roll a successful saving throw vs. poison or become infected with spore sickness. Victims of spore sickness are instantly paralyzed and die in 5d4 minutes unless a *cure disease* spell is cast on them.

Anyone who dies from spore sickness undergoes a transformation and begins to sprout russet mold growths; when completely covered in mold (1d4 + 20 hours), he becomes a mold man or vegepygmy. A *hold plant* spell will halt the growth of the mold for the duration of the spell, while a *cure disease* spell destroys it within an hour after death; after that, a *wish* is necessary to destroy it.

Yellow Mold

This mold is pale yellow to golden orange in color. If touched roughly, it may (50% chance) emit a cloud of spores in a 10-foot radius. Any creature caught in this cloud must roll a successful saving throw vs. poison or die. A *cure disease* spell and a *resurrection* spell within 24 hours are necessary to restore life.

Fire of any sort destroys yellow mold. A *continual light* spell renders it dormant for 2d6 turns.

Yellow mold colonies of over 300 square feet are sometimes sentient (1 in 6 chance). These molds sense creatures within 60 feet, and may project their spores that distance. Twice per day, they may use a *suggestion* on someone within that radius; in addition to the saving throw, the victim must successfully roll an Intelligence check or lose 1 point of Intelligence permanently (it is devoured by the mold).

Level	Dis/Sci Dev	Attack Defense	Power Score	PSPs
1	2/0/2	II/Nil (special)	15	1d10 × 5

Telepathy: mindwipe, id insinuation.
Metapsionics: psionic sense (1d100 + 20' range, no cost).

Only sentient yellow molds (1 in 6 chance) have psionic powers. Such creatures are also immune to psionic attacks unless the creature is being aided by one who aan communicate with plants.

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Uncommon
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 patch
ARMOR CLASS:	Nil
MOVEMENT:	0 (Special)
HIT DICE:	2
THAC0:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	*Fascination*, spore infestation
SPECIAL DEFENSES:	Immune to nonfire attacks
MAGIC RESISTANCE:	Nil
SIZE:	S to L
MORALE:	N/A
XP VALUE:	175 (Sonic: 270)

Chromatic mold is a spore-producing fungus that grows in warm, damp caverns such as exists in the twisted passages of the Underdark. The fungal growth has a thick, furry texture and appears dark brown in color to normal sight. Due to its unusual method of reproduction, chromatic mold is rarely found in large colonies; however, individual patches of mold can grow to 12 feet in diameter.

Infravision reveals a totally different picture of the fungus. Chromatic mold emits a complex pattern of varying heat signatures. These patterns register as swirling shades and colors to the eyes of infravision users.

Combat: Although not a predator in the common sense of the word, chromatic mold is potentially lethal. The mold's swirling heat signatures exerts a strong *fascination* effect upon those who view it with infravision. Any such creature must make a successful saving throw vs. paralyzation or be helplessly drawn toward the fungus.

When any creature of small size (size S) or larger approaches within three feet of the chromatic mold, it sends out a cloud of spores in a 10-foot radius. Anyone caught in the cloud must make a saving throw vs. poison. Failure indicates that the victim breathes in the mold spores and begins to wander aimlessly as if under the effects of a *confusion* spell. The spores incubate within the victim's body, rapidly consuming the creature from within. Within 10 hours, the creature dies and a new patch of chromatic mold bursts forth from the victim's body, completely consuming the carcass in another 12 hours.

A *hold plant* spell halts the spores' incubation for the duration of the enchantment; after that, however, the infestation progresses as normal. *Cure disease* permanently kills the spore infestation if cast within the first 10 hours of affliction. After this period, however, the spell destroys both the mold and the victim.

Fire is a useful weapon against chromatic mold, consuming it at the rate of 1d4 rounds per 10-foot patch. A cold-based attack inflicts no damage, but negates the *fascination* effect and prevents the normal release of spores. Forceful contact with the mold (even a *magic missile* spell) causes the reflexive release of spores.

Habitat/Society: Chromatic mold is a nonmobile hazard of the Underdark and warm subterranean settings. It may appear by itself or, more rarely, in the presence of other types of mold and fungi. It is not uncommon for intelligent creatures, such as drow, duergar, and deep gnomes, to routinely put an entire cavern complex to the torch if even one cave exhibits signs of infestation.



Ecology: Chromatic mold is exceptionally dangerous to most humanoids, but seems to have little effect on certain scavengers of the Underdark. Some creatures, like burburs (cf. *MC Annual Number Three*, eat vast quantities of this mold with no apparent ill-effect.

Sonic Mold

This more dangerous variant of chromatic mold also infests caverns and labyrinthine underground complexes. Though sonic mold shares the physical characteristics of chromatic mold—including the emission of swirling heat patterns—the latter exhibits an even stranger adaption to its underground environment.

Besides the heat emissions, sonic mold vibrates at various pitches, producing eerie and compelling patterns of sound. These tones snare creatures who can hear as effectively as chromatic mold snares those using infravision. A master bard lucky enough to survive an encounter with this rare mold reports that the mold's complex tonal "phrases" weave up and down traditional and unorthodox scales by a series of weirdly disquieting "half-steps."

Although potentially audible for miles in the echoing passageways of underground complexes, the *fascination* effect occurs only within 60 feet of the mold. Creatures with normal human hearing in this radius must make a successful saving throw vs. paralyzation or be inexorably toward the mold. Creatures with enhanced hearing have a –1 penalty; those using echo-location have a penalty of –3.

Once a creature of at least small size (size S) approaches within 3 feet of the mold, the deadly growth releases its cloud of spores to a 10-foot radius. Anyone failing a saving throw vs. poison is rendered *confused* as the spores incubate inside the victim's body. The onset time is only 8 hours, after which the mold erupts from the victim's body, and death follows in only 8 hours more. Priests can slow or destroy sonic spores in the same way they slow or neutralize chromatic mold spores, and burburs merely eat them.

—*From* DRAGON Magazine #227 *(sonic mold new)*

	Deep Mold	Gray Mold	Death Mold
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 patch	1 patch	1–3 patches
ARMOR CLASS:	9	9	9
MOVEMENT:	0	0	3
HIT DICE:	n/a	n/a	n/a
THAC0:	n/a	n/a	n/a
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	Special	1d6	1d8
SPECIAL ATTACKS:	Spores, Strength loss	Spores	Spores, paralysis
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	20%	35%	Nil
SIZE:	S to L	S to L	S to L
MORALE:	n/a	n/a	n/a
XP VALUE:	35	65	175

These deadly molds are spore-producing fungi that grow in decaying organic materials. Like all molds, these have a fuzzy, harmless appearance. However, they can be deadly if disturbed, and they are hard to get rid of.

A typical patch of mold covers from 30 to 60 square feet. Patches can be found on walls, ceilings, and floors, and are eaten by a variety of underground dwellers. Molds wither in sunlight or dry conditions, and magics such as *sunburst* or *sunray* will kill a patch immediately.

Deep Mold

More plentiful than gray mold and death mold, deep mold appears in various shades of green and blue. Its pleasing appearance, coupled with its inviting fragrance, often lures subterranean animals in for the kill.

If anything touches the mold, whether a curious finger or a weapon, a spore cloud is released: 20 feet wide, 20 feet high, and 30 feet deep, centered on the point of contact. Those caught within the cloud must make a successful saving throw vs. paralyzation or suffer 1d10 points of damage and lose 1 point of Strength for 1d10 rounds; those who are successful suffer only half damage and don't lose Strength. Each patch of deep mold can release three spore clouds a day.

Deep mold is immune to all weapon attacks and has a natural magic resistance. Magical spells that overcome the mold's resistance have several effects. Cold-based spells stun the mold for 3d6 rounds; during this time, no spores can be released. Heat-based spells stun the mold for 4d4 rounds. Acid (such as *Melf's acid arrow*) kills the mold at the rate of 10 square feet per vial (2d4 damage). A *cure disease* spell kills an entire patch without triggering the spores.

A creature infected by deep mold spores (an unsuccessful saving throw) takes an additional 1d10 points of damage per day until dead. A *cure disease* spell can excise the spore infection. Otherwise, a day of complete bed rest combined with continuous exposure to bright sunlight prevents spore damage for that day and allows natural healing to occur.

Gray Mold

This mold, which grows primarily on floors, has a fuzzy light gray to dark gray color. Often overlooked in subterranean caverns, the mold releases its spores when it is stepped on or attacked. It can create a cloud of spores every 6 rounds.

A cloud of gray spores is 30 feet deep by 15 feet wide and 15 feet high. Living creatures caught within the cloud suffer 1d6 points of damage and must make a saving throw vs. poison. Those who do not save have inhaled 1d6 spores—each causes 1 point of damage per round until either the creature is dead or a *cure disease* spell kills the spores. Those killed by gray mold spores become part of the mold, a man-sized creature increasing the size of a patch by 10 square feet. The spores do not harm non-living matter.

Gray mold is immune to weapons and to fire-based attacks. In addition, it has a natural magic resistance. Cold-based spells that pierce its resistance make the mold dormant for 1d8 turns, while *ice storm*, *wall of ice*, and similar spells (of 4th level or higher) kill the mold outright.

Death Mold

Death mold appears as a large mold patch colored in swirls and spots of green, gray, and brown. Those who see it often confuse it with other types of mold. Death mold can move, slowly inching its way along cavern floors and walls in search of food. It often lurks on ceilings, waiting to release its cloud of spores on victims below.

When death mold touches a victim, it releases a cloud of spores that is 40 feet deep by 60 feet long by 60 feet wide, centered on the point of contact. This semi-intelligent mold can emit the cloud of its own volition, and can release a spore cloud once a turn, up to six times a day. Those within the cloud suffer 2d8 points of damage. In addition, those within the cloud must make a successful saving throw vs. poison or fall down helplessly, coughing and wheezing for the next 1d4 rounds. Once victims are down, the death mold moves toward them or drops on them from its ceiling perch. Prey engulfed by the mold takes 1d8 points of poison damage each round the mold remains in contact.

Death mold is immune to all wizard spells. Priestly *cure wound* spells stun the mold for the number of rounds equal to the number of hit points that would have been healed. *Slow poison* causes the mold to lie dormant for 1 full turn. A *neutralize poison* or *heal* spell instantly kills the mold.

Mold Man (Vegepygmy)

CLIMATE/TERRAIN :	Tropical or subtropical moist forests and caverns
FREQUENCY:	*Very rare*
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O, P
ALIGNMENT:	Neutral
NO. APPEARING:	6-24 or 30-300
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1 to 6
THAC0:	1 or 2 HD: 19 3 or 4 HD: 17 5 or 6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2'-4½')
MORALE:	Average (8-10)
XP VALUE:	1 HD: 120 2 HD: 175 3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 2,000



Mold men, sometimes derogatorily called vegepygmies or even moldies, are short, bipedal fungus creatures. They have sharp, thorn-like claws, and leaf-like tendrils form a fringe on their shoulders, abdomens, and limbs. A topknot of these tendrils sits at the apex of a vegepygmy's head.

The coloration of mold men matches their surroundings; forest mold men have brown skin and green tendrils, while those found underground might have gray skin and black tendrils. Mold men are 1½ feet tall, plus 1/2-foot per Hit Die.

Although they do not have a spoken language, vegepygmies are capable of vocalized cries. They normally communicate by tapping on their chests and on trees or stones.

Combat: Parties of mold men hunt near their lairs. In their home territory, mold men blend into their surroundings, so opponents receive a −2 penalty to surprise rolls.

Mold men will attack any form of animal life for food. Though capable of using their natural camouflage for ambush, they seldom use other tricks or traps, preferring direct assault.

Half of the mold men in a group have 1 HD, while 25% have 2 HD. The rest are 3 or 4 HD (equal chances). For every 50 mold men, there is a subchief with 5 HD and 1d4 + 1 bodyguards with 3 HD each. Each tribe of mold men is led by a chief with 6 HD and 2d4 bodyguards with 4 HD each.

Half of the mold men encountered carry spears, while the others use clubs or go without weapons (equal chances).

Chiefs also attack with spores; victims must make a saving throw vs. poison or be paralyzed, dying in 5d4 minutes unless treated by a *cure disease* spell. Victims who die in this manner are reborn 1d4 + 20 hours later as mold men with 4 HD. These individuals generally become the chief's bodyguards.

Attacks from piercing weapons cause only 1 point of damage to mold men. They are immune to electrical attacks, as well as all charm spells except those which affect plants. Mold men always receive saving throws vs. enchantments, even if one is not normally allowed.

About half of all of their hunting parties are accompanied by a pack of thornies as well. Mold men settlements always hold 1-4 packs of thornies (see thorny, under Plant, Dangerous).

Habitat/Society: Mold men form primitive, settled tribes. Their lairs are usually found in warm underground areas, though some tribes have lairs in the underbrush of deep, dark forests and jungles. Tribes are very territorial.

Mold men co-exist well with plant and fungus life. They often use shriekers to guard their lairs, and mold men native to the lair can pass by those shriekers unnoticed. Russet mold is usually found in the vicinity of a mold man lair as well.

New mold men are created by russet mold, by their leaders' spore attacks, or by budding. The latter occurs only if food is plentiful. Russet molds produce 5 HD mold men, while leaders create 4 HD mold men, and normal budding produces 1 HD mold men.

Mold men have been known to associate with myconids, which view them as rustic cousins.

Ecology: Mold men live by scavenging and hunting. They will eat meat in any condition, from fresh to carrion. In times of great need, they have been known to eat other mold men, or even myconids, though they seldom attack members of their own or an allied tribe.

Mongrelman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (5-10)
TREASURE:	(C)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-100
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	1-4
THAC0:	1-2 HD: 19 3-4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (1 HD), 1-6 (2 HD), 1-8 (3 HD), 1-10 (4 HD) or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Camouflage, Mimicry
MAGIC RESISTANCE:	Nil
SIZE:	M (5' to 7' tall)
MORALE:	Steady (12)
XP VALUE:	1 HD: 35 2 HD: 65 3 HD: 120 4 HD: 175 Leader: 270



Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others. Their appearance varies greatly, combining the worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers. They have no distinct tongue of their own, but speak a debased common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

Combat: Mongrelmen have three special abilities that help them to survive: mimicry, pickpocketing, and camouflage.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms (groaning spirits' death wail, for instance), which they cannot imitate.

Pickpocketing enables them to acquire items that they could not otherwise obtain (they have a 70% chance of success).

Camouflage enables them to hide themselves and their items with great skill. The base chance of being unnoticed is 80%, and it requires one turn for camouflage to be performed. Each additional turn spent preparing the camouflage increases the chance by 1%, to a maximum of 95% (after 16 turns). Successfully camouflaged persons or items are not noticed unless they are moved or touched (or move themselves, in the case of creatures). Camouflaged buildings are usually unnoticeable or unrecognizable at ranges greater than 50 feet (this varies with size and type of structure).

Mongrelmen normally fight with clubs and swords, but 5% of the members of any group encountered are armed with blowguns and poison or paralyzing darts.

Habitat/Society: For every 10 mongrelmen encountered, there is at least one with 2 Hit Dice; for every 30, there is one with 3 Hit Dice; and for every 40, there is one with 4 Hit Dice. In a community where they are not held as thralls, there are usually a leader (AC 4, Move 12, HD 5, Dmg 1d12, +1 bonus to attack roll) and five bodyguards (HD 4).

Because of their appearance, mongrelmen are seldom welcome in any lawful or good society, and are usually enslaved or abused by evil or chaotic groups. Thus mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war. A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).

Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

Ecology: Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (possibly extinct)
ORGANIZATION:	Small groups
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	See below
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Shapechange
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (14)
XP VALUE:	270

Much as dopplegangers, infiltrators were (and possibly still are) created by wizards as servitors. They have the ability to shapechange into various humanoid forms, but their original form is that of an emaciated, hairless being with a somewhat oversized head. Large black eyes cover nearly half of the face, which has no discernible nose and only a thin slit of a mouth. Skin color tends to be a dusty white.

Combat: Infiltrators can adopt a variety of humanoid forms (see "Ecology" for details). While in their natural forms they can attack only with a weapon, but infiltrators spend time practicing armed combat and are usually proficient in a wide variety of combat arms. In addition, some of the shapes they can adopt provide them with natural combat abilities, such as a lizard man's claw/claw/bite routine. Infiltrators have all of the natural combat abilities of whatever form they adopt, with the exception of skills which must be learned (such as proficiency with a flind's flindbar or a lizard king's great trident). When wearing a different humanoid's form, they gain that creature's armor class and hit dice (add 4 hp per additional hit die of the assumed form—these "extra" hit points are the first lost in combat, and disappear when the infiltrator reverts to its normal form). An infiltrator assuming the form of a humanoid with fewer hit dice retains its own hit points.

Habitat/Society: Created by wizards, infiltrators live to serve them in the role of spy, messenger, and occasionally interpreter. All infiltrators have an innate ability to comprehend languages that they hear, and can speak those languages as well. Infiltrators are fiercely loyal to the wizards that create them, treating them with a devotion often reserved only for the divine. An infiltrator whose wizard is slain often seeks out a new wizard to serve, for it is service to a master of the magical arts that an infiltrator feels secure.

Infiltrators generally have no treasure of their own, as any that they acquire is turned over immediately to their masters. However, because of the infiltrators' devotion, wizards often entrust them with the use of magical weapons or helpful items. Infiltrators can use any magical items usable by warriors.

Ecology: Infiltrators have an adaptable set of vocal cords, allowing them to speak just about any language they hear. They also have the ability to absorb genetic material through the flesh they consume. This process, called "feasting," allows the infiltrator to break down the organic material in a separate stomach-like organ and use the genetic material gained therein to restructure their own bodies into a perfect physical simulacrum of the type of humanoid whose flesh they consumed. Gender has no bearing in the flesh being "feasted" upon; a male infiltrator "feasting upon the flesh of a female hobgoblin could thereafter shapechange into a male hobgoblin. He could not, however, become a female hobgoblin, as gender remains a constant no matter what form is assumed. Additionally, the assumed form will not be an exact replica of the being "feasted" upon—an infiltrator cannot pose as the specific individual whose flesh he ate, merely as a member of the same race. Only the genetic material of humanoid races from 4' to 9' can be successfully "feasted" upon, as these are the size limits of the infiltrators' shapechanging abilities. Animal forms or humanoids outside the size limits listed above cannot be adopted.

Once "feasting" is complete (the process takes about an hour), the infiltrator can thereafter assume the form of that type of humanoid. Shapechanging into a new form takes a single round and heals the infiltrator of 1d4 hp damage. Naturally, it is in the infiltrators best interests to "feast" upon as great a variety of humanoids as he can, in order to widen the selection of forms he can adopt.

Shapechanging affects only the infiltrators body, not his clothing or armor. For this reason, infiltrators prefer to wear no clothing while in their natural forms. (They have no taboo against nudity, probably because male and female infiltrators are virtually indistinguishable while in their natural forms.) Once taking on an assumed form, they will usually don clothing, armor, and weapons appropriate to that form.

The biggest drawback to an infiltrator's life is its inability to pass on its characteristics to its next generation. Infiltrators cannot bear young with other species, even when assuming their forms, and the offspring of two infiltrators is always a mongrelman, bearing the physical characteristics of the various types of humanoids upon which the infiltrators had previously "feasted."

The original infiltrators have long since died out, leaving behind the mongrelmen as their only legacy. However, it is possible that the secrets to the creation of the infiltrator race might someday be rediscovered (if it hasn't been already) or independently researched by some wizard exploring the possibilities of magical shapeshifting.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Patrol
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	D
ALIGNMENT:	Lawful good
NO. APPEARING:	4-7
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (A), Sw 9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2 or 3
DAMAGE/ATTACK:	1d10 (weapon) +1 (strength bonus) or 1d8/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Elite (16)
XP VALUE:	8,000



The monitors are benevolent beings who patrol the farflung reaches of wildspace and the phlogiston. However, space is quite large, and the monitors' forces are spread thin. Understandably, not everyone feels comfortable around monitors. Their absolute, black-and-white code alarms beings who compromise or bend rules to accomplish things.

Monitors manifest in two different ways. In a crystal sphere or on the Outer Planes, they appear as gold-skinned, winged centaurs. Their eyes and hair blaze as if made of red flames. In the phlogiston (only), monitors appear as silver-skinned pegasi, with icy blue eyes and manes. Both forms have the same movement rate.

Monitors speak their own complex language, Common, and all of the tongues of evil races native to wildspace and the phlogiston.

Combat: Monitors are not averse to combat when necessary, though they usually give opponents a chance to surrender before starting hostilities.

In their centaur form, monitors wield two-handed *flame tongue* swords. The swords strike twice per round, inflicting 1d10 hp on small or man-sized opponents, and 3d6 hp on larger opponents. *Flame tongues* are +1 swords, +2 vs. regenerating monsters, +3 vs cold-using, flammable, or avian creatures, and +4 vs. undead. Monitors have Strength 17.

In pegasus form, monitors can breathe a *cone of cold* three times a day at 10th-level ability.

In addition, either of the monitor's forms may strike with the two forehooves, doing 1d8 damage each. This, however, is a last-ditch measure, as the monitors consider it undignified.

Besides their normal magic resistance, monitors are immune to all spells from the school of enchantment/charm.

A monitor reduced to 0 hp falls and dies in 1d4+1 rounds. Before the monitor expires, it makes a loud keening noise. This special distress call relays who is dying, where they fell, and the descriptions of those who committed the deed. Any monitors in the same crystal sphere immediately receive the report. Satisfied, the monitor dies, its body and sword becoming a puff of golden smoke.

Habitat/Society: Monitors travel in patrols with a rotating leader, giving all squad members the chance to command. The squads wander everywhere, enforcing the tenets of their lawful good alignment: punishing evil, rescuing the helpless, and protecting all innocent life from harm or malice. They personify goodness, raising the alignment of lawful good almost to an art.

Monitors are unselfish, just, brave, unswervingly loyal to their ethos, and dedicated to their mission of eradicating or reforming evil. They are not intimidated by anything and calmly face overwhelming odds. One tale tells of a monitor who was surrounded and outnumbered by a horde of Pirates of Gith (see the first SPELLJAMMER™ Monstrous Compendium). When asked for her last words, the monitor replied, "You are all charged with murder, piracy, and threatening a monitor. Surrender now, and things will go easy for you." The scary thing is, after the dust of battle settled, she had won.

Unfortunately, monitors are not the greatest diplomats. They have a black-and-white view of right and wrong. Compromise is repellent. As they say, "Shades of gray may feature a bit of white, but they also harbor a bit of black." In some cases, monitors have rescued halfling thieves from the clutches of illithids, then turned the thieves over to the proper authorities for incarceration.

With all the evil races such as the neogi, illithids, and beholders in wildspace, other races are reluctant to alienate a powerful race of good beings who try to stem the tide of evil. Monitors are the butt of many complaints, jokes, and grumblings, but people turn to them first when a great evil arises.

Ecology: Though monitors appear as beautiful male or female centaurs, they do not reproduce. Young monitors have never been seen. Some scholars guess that monitors are the spirits of deceased paladins, rewarded by various good deities with these powers and responsibilities. Some cynical observers believe the opposite: paladins who were not "good enough" have been stuck with the task of policing space.

Monitors do not require air, food, or drink, though they sometimes eat food to make other beings feel at ease. Even so, they are strict vegetarians.

the monkey king

CLIMATE/TERRAIN:	Any subtropical or tropical land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (18)
TREASURE:	Nil (E, S, Z)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15, Cl 18
HIT DICE:	15 (120 hp)
THAC0:	5
NO. OF ATTACKS:	1 (2 in trees)
DAMAGE/ATTACK:	1d10 (or by weapon +6)
SPECIAL ATTACKS:	Drunken luck, tail, taunting
SPECIAL DEFENSES:	Danger sense, polevault
MAGIC RESISTANCE:	50%
SIZE:	M (5'+ tall)
MORALE:	Champion (15–16)
XP VALUE:	18,000



Exiled from the Beastlands for his constant chaotic trickery, the Monkey King goes by many names—Hanuman, Bacchus, Agent of the Celestial Bureacracy—but he prefers to be called "Monkey King."

In human form, the Monkey King is a master of disguise and merriment, often dressed in the bright mottled colors of a clown or jester. In animal form, he often wears jewelry or a crown. In either form, he carries a long staff (see the *Sceptre of the Monkey King*).

Combat: He attacks without weapons in a wobbling, completely unpredictable manner. This form of combat allows him to strike twice each round for 1d6 points of damage per attack, and he can attempt to Pick Pockets on a successful strike. In trees or when otherwise hanging above the ground, the Monkey King can use his remarkably long and flexible prehensile tail to attempt to Pick Pockets or to trip an opponent.

Taunting: If the Monkey King is allowed to hoot and jeer for 1 round, the taunting has the same effect as a *taunt* spell. During the taunting, the Monkey King throws scraps of food and offal and grimaces at the target.

In human form, the Monkey King uses his staff sceptre, striking once per round for 2d6+4 points of damage.

The Monkey King has a natural telepathy that is always active, making him impossible to surprise or deceive. In mortal danger he is 90% likely to have a "bad feeling" and 25% likely to know exactly what will happen.

He has the spell-like abilities *anti-magic shell* (3 times per day), *charm person* on anyone affectionate to monkeys, *plane shift*, and *teleport*.

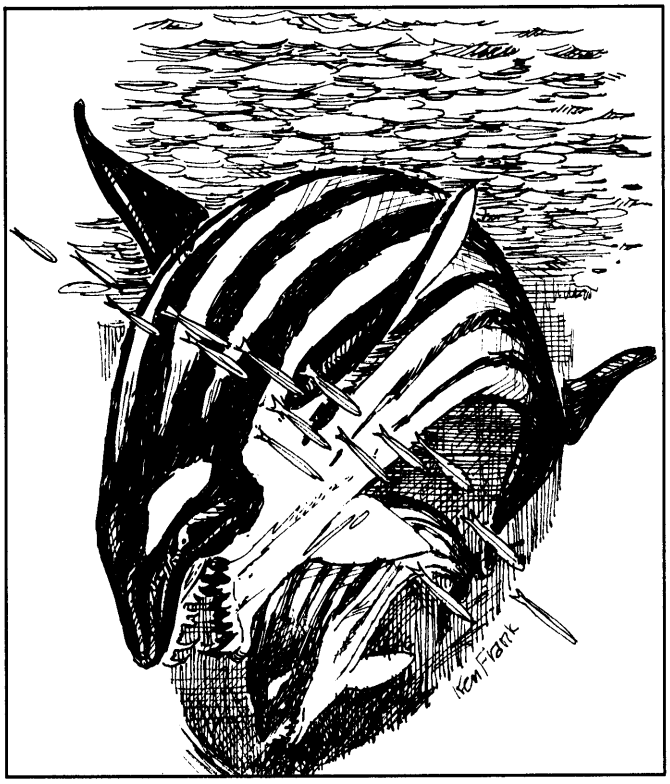
The Monkey King is immune to all charm-related spells, including spells that can compel action (for example, *geas*). He can summon 2d6 monkeys three times per day with 100% chance of success. He has a superior sense of smell and remarkable simian speed and balance.

The Monkey King can perform all thieving abilities—including Read Languages and Read Magical Scrolls—at a 95% chance of success. He climbs walls at a 100% chance of success.

Habitat/Ecology: The Monkey King tends to the affairs of monkeys throughout the planes and worlds. He protects tribes of monkeys threatened by humans. The Monkey King prefers warm weather, sweet fruit, and lazy days. However, whenever he finds a pleasing place he soons grows restless. In addition to food and shelter, he requires adventure, pranks, and trickery. These have driven him to leave many safe havens for the wilds of the world.

The Sceptre of the Monkey King:
Though it takes many forms, the Monkey King is never without his sceptre, a magical rod that allows him to pole vault over all obstacles and that lifts him up into the sky to ride the clouds (as the air walk spell). The sceptre can become a wand, a staff, a cane, a spear, a shovel, or any other long, partially wooden tool. If stolen (and only the most impudent would steal from the Monkey King), the sceptre functions normally for the thief for one day (long enough for the Monkey King to track down the sceptre, as long as it has not left the plane where it was stolen). Thereafter, it ceases functioning until again touched by the Monkey King.

CLIMATE/TERRAIN	Deep Waters
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	−1
MOVEMENT:	21
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/1d6
SPECIAL ATTACKS:	Electrical
SPECIAL DEFENSES:	Strategy
MAGIC RESISTANCE:	Standard
SIZE:	G (50′ Long)
MORALE:	Elite (13)
XP VALUE:	5000



The monolisk is a large, water breathing mammal that hunts schools of fish. It electrically charges the water to stun these creatures, so that it can then scoop them into its huge maw. Its diet consists of any flesh (sea-dwelling or otherwise), up to and including creatures larger than itself. What it cannot swallow whole, it eats in as few bites as necessary. It does not hunt in packs as sharks or many other water dwelling carnivores do, which is very convenient for fishermen. The creature's smooth skin is mainly shiny black, with gray stripes from nose to tail.

Combat: These creatures do not intentionally harm other life forms, except when feeding. The monolisk uses its electrical generative capabilities to electrify the water in a 30-foot radius around itself. When it does this, everything in the water is shocked and stunned for 2d4 rounds and floats to the surface. A successful saving throw versus spell banishes the stunning effect. It can shock the water once every hour.

If this creature is attacked, it retaliates reflexively. It can bite an opponent for 2d4 points, or it can attack with a tail swipe for 1d6 points of damage. It cannot attack the same opponent with both attack forms, although it can attack two separate opponents at one time. The tail always attacks at a −4, because the monolisk cannot see beyond its normal peripheral vision.

For every twenty points of damage the creature takes, it must roll a morale check. If it fails, it turns tail and swims away.

This creature has a natural advantage over land creatures when they are in its element, as it can attack from any side as well as above and below a target. Targets must remember that a monolisk can dive at them or ram them from beneath, as well as attacking from the front, back, or sides.

Habitat/Society: These creatures usually hunt in solitary, unless one is aiding a sick or injured companion. They usually even fight among themselves over a feeding area. Monolisks have even been known to fight over an area that was completely void of prey.

Ecology: These creatures live approximately fifty years, and breed only ten times. The incubation period is three years, and they litter only one pup at a time. Twins kill the birthing mother 90% of the time. The young stay with the mother for two years, and then are sent off on their own. These creatures are one of the few water-breathing mammals in all of Nehwon. They are a favorite food of the kraken, which have been known to hunt a single monolisk for weeks.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Per prime-material monster
Treasure:	G, Z x 2
Alignment:	Per prime-material monster

No. Appearing:	1
Armor Class:	0 or better (–6)
Movement:	Per prime-material monster (18, Fl 30 D)
Hit Dice:	75–150 hit points (120 hp)
THAC0:	5
No. of Attacks:	Per prime-material monster (3)
Damage/Attack:	Varies (4d6/4d6/2d10)
Special Attacks:	Varies (roar)
Special Defenses:	Varies
Magic Resistance:	Special (80%)
Size:	Varies (H, 12′ tall)
Morale:	Fearless (19–20)
XP Value:	Special (35,000)

Note: Parenthetical statistics refer to a legendary sphinx. See text for details.

Hydras, chimaeras, gorgons, medusae – any number of bashers have encountered these creatures in the Prime Material Plane, but there aren't so many of 'em out on the Great Ring. In fact, there's usually just one, and that's the archetype for all monsters of that sort, the one they made up all the stories about. Creatures of this type're known on the planes as monsters of legend; they're found throughout the Great Wheel, in places where mighty heroes can try to best them. The hills and gorges of Olympus, the first layer of Arborea, are home to unique examples of each of the creatures above. Similar examples for almost all pantheons can be found in their own celestial or infernal realms.

A monster of legend's very similar to its terrestrial counterpart, but it's usually got even more of what makes its lesser kin dangerous. It's bigger, stronger, meaner, and tougher than any normal member of its species. In most cases, it has enhanced variations of the creature's normal powers or special immunities; for example, a legendary hydra might grow two heads each time one's cut off, or a legendary lion might be completely invulnerable to all slashing and piercing weapons, or the stare of a legendary basilisk might be able to petrify characters who aren't even looking at it. Naturally, this makes a monster of legend a downright dangerous beast to tangle with unless a cutter knows what its special vulnerability is.

Monsters of legend're never randomly encountered or just blundered into. Player characters run across one only when they're seeking it out or it's after them. A PC party might be ordered by a power to retrieve a legendary monster's treasure, or they might need the creature's blood or whatever as an ingredient for a magical mixture. Similarly, a berk's got to find a way to make a power angry to get one of these on his trail.

Combat: Monsters of legend are *tough*. They're unique creatures, gifted with special powers and attack modes. The DM should create each one individually and assign it appropriate numbers and abilities. The numbers in parentheses above reflect the stats of a legendary sphinx, guarding an oracle of forbidden knowledge. It's intended as an example of how the DM might stat out a monster of legend.

Armor Class: At least four places better than a terrestrial equivalent. Normally an androsphinx is AC –2, so this legendary sphinx is AC –6. The DM decides that's pretty tough.

Movement: The monster's movement rate should be equal to its lesser counterpart's unless there's a good justification for a change. The androsphinx's movement stays the same.

Hit Dice: Monsters of legend have a flat hit point total that should be at least equal to the maximum possible hit points for a normal creature of that type. An androsphinx has 12 Hit Dice, so at a minimum the legendary sphinx should have (12×8) 96 hit points. The DM assigns it 10 hit points per die for 120 total.

THAC0: Divide the hit point total by 5 to come up with an approximate number of Hit Dice for the monster of legend. In the example above, the legendary sphinx is effectively a 20-Hit-Die monster. Its THAC0 and saving throws should be calculated from this total. Table 39 in the DMG lists the THAC0 for a 16 HD+ monster as 5.

Number of Attacks: Generally the same as a normal member of the species, although a creature such as a hydra or kraken might have more heads or tentacles than normal. In the example of the sphinx, the DM decides that it attacks with two claws, just like an androsphinx, but that it also gains a bite attack since some other varieties of sphinx do.

Damage/Attack: Double or triple the base damage of the monster's attacks to reflect the superior size and power of a creature of legend. The androsphinx normally claws for 2d6 points of damage, so the DM doubles it to 4d6 and assigns an arbitrary bite for another 2d10.

Special Attacks: As per the base creature, but possibly enhanced or slightly modified. Androsphinxes have the ability to cast spells as a 6th-level priest, so the DM decides that the legendary sphinx can cast spells as a 9th-level priest and use some of the gynosphinx's spell-like powers to boot. The second special ability of an androsphinx is its roar; the DM decides that the roar of a legendary sphinx has the effects of the third and most powerful roar of an androsphinx, but causes double normal damage and acts as a *horn of blasting*.

Special Defenses: Any special defenses possessed by the normal monster'll be present in the legendary variety, possibly in enhanced form. Even if the creature doesn't normally have any special defenses, a legendary monster almost always has defenses of an unusual nature. Some examples:

- Complete invulnerability to slashing and piercing weapons, like the Nemean Lion: Hercules slew the beast by strangling it since nothing could pierce its hide.
- Blood so corrosive or poisonous that any edged weapon damaging the creature must survive an item saving

throw versus acid or be destroyed: Blood splashed on a hero fighting the monster might force a saving throw versus poison to avoid death! Or, optionally, drops of blood spilled on the ground might turn into scorpions, snakes, or some other complication.

- A coat of shining scales that reflects any magical attack onto its caster, or that *blinds* any hero who gazes on the creature.
- Complete immunity to a category of attacks: A creature immune to attacks of earth suffers no damage from stone or metal weapons and is immune to elemental earth spells.
- Invulnerability or complete regeneration while a certain condition persists: For example, a monster might constantly regenerate damage while it's in contact with the earth, but if it's lifted into the air it can be damaged normally. Another monster might be immune to physical damage while the sun is in the sky, and so on.

The DM can be creative, but it's only sporting to leave some weakness or vulnerability for a clever hero to exploit. The search for a means to deal with an apparently invulnerable monster could be quite a challenge for a group of PCs! The DM decides that his legendary sphinx possesses a visage so incredibly beautiful that a hero who sees its face must successfully save versus spell or be *fascinated* and helpless for 2 to 12 rounds. The defense against this special power is a veil of gauze or some other thin fabric worn over the eyes.

Magic Resistance: Usually legendary monsters are immune to all spells except those that exploit a certain weakness or vulnerability in the creature. A legendary medusa may be affected by *gaze reflection*, while a legendary hydra might be damaged only by a spell that could physically remove one of its heads – for example, *flame blade* or *disintegrate*.

Since the sphinx is a creature of the desert, the DM rules that it can be damaged only by spells capable of harming or affecting stone or sand – *stone shape, passwall, transmute rock to mud*, and the like. He decides that the sphinx suffers 1d6 points of damage per level of the caster when struck by such a spell. Otherwise magic is useless against the creature.

Size: As per the normal variety of monster, but slightly larger. An androsphinx is size L (8′ tall), so the DM decides that a legendary sphinx is size H (12′ tall).

Morale: Monsters of legend are generally fearless (20). Otherwise, they wouldn't be legendary.

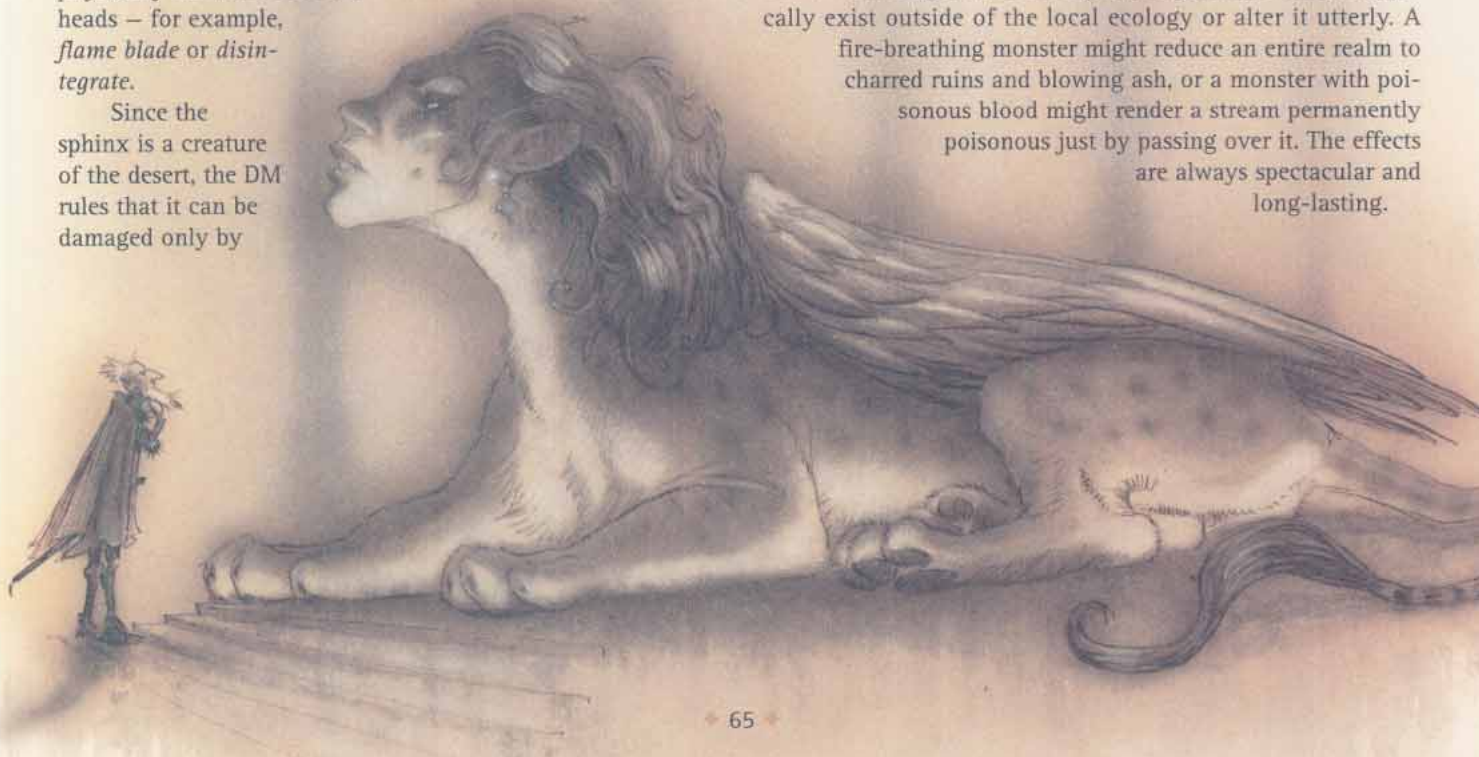
XP Value: Generally, about 5 to 10 times the value for the base monster is probably appropriate, depending on how difficult it is to figure out the monster's vulnerability. In the case of the sphinx, the DM multiplies the XP value of an androsphinx by 5 to arrive at a value of 35,000 XP.

Habitat/Society: Monsters of legend are closely associated with various pantheons and powers. As often as not, a legendary monster was created by a power to serve some specific purpose. A legendary serpent might be responsible for guarding a magical garden, or a legendary gorgon might have been ordered to destroy a particular realm and then left there to haunt the ruins after its task was accomplished.

Consequently, slaying a monster of legend can be a chancy affair. Even if the heroes are successful, it's possible that the act might attract the attention of the power that placed the beast where it was. Hades'd be profoundly irritated if a band of mortal heroes came along and managed to slay Cerberus, and he'd be likely to look for ways to punish them.

'Course, slaying a monster of legend can win a character great renown, fame, and fortune as well. That's the stuff that stories are made of.

Ecology: As larger-than-life figures, legendary monsters typically exist outside of the local ecology or alter it utterly. A fire-breathing monster might reduce an entire realm to charred ruins and blowing ash, or a monster with poisonous blood might render a stream permanently poisonous just by passing over it. The effects are always spectacular and long-lasting.



CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal to low (1-7)
TREASURE:	Nil (incidental)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3, Fl 18 (D)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1, Special
DAMAGE/ATTACK:	1-10, Special
SPECIAL ATTACKS:	Paralyzing spines
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H to G
MORALE:	Steady (11)
XP VALUE:	9,000



The rogue moon, a wandering monster the size of a whale, earned its name from the fact that it resembles a ball glowing in the dark. It dwells in the more remote regions of wildspace where, from a distance, it may be mistaken for a moon.

The rogue moon has a roughly spherical body covered with scales that are orange to bright yellow. The scales form a thick, flexible armor. The rogue moon has two stalks and a large mouth on one side, and small openings regularly spaced about the rest of its body. The stalks are flexible and move constantly. The rogue moon's teeth are well adapted for a variety of different foods. Dozens of spikes lie flat on the scales, pointing away from the stalks and the mouth area.

Combat: Over the centuries, the rogue moon developed the uncanny ability to fool those who travel through wildspace. Unwary travelers and occasional monsters tend to move toward unknown sources of light. When the prey comes within several hundred yards, the rogue moon stops glowing and slowly drifts forward in the dark.

If the rogue moon gets within 30 feet of a prey, it suddenly increases its size tenfold, erecting its spikes. As it enlarges, the rogue moon sucks smaller prey toward it, unless they make a successful Dexterity check (success means they managed to grab onto their ship). Victims automatically impale themselves on the spikes when falling, suffering 1d12 points of damage. They must roll a successful saving throw vs. poison at the beginning of the next round or remain paralyzed for 1d6 turns.

Even a ship can be affected by the rogue moon's inhalation. Generally, a very large object, such as a ship, will hit the rogue moon one round after smaller objects, such as passengers. The rogue moon can avoid the ship by moving to one side. Otherwise, the impact causes 1 point of hull damage to the ship, 1d10 points of damage to all passengers (including those who impaled themselves on the moon's spikes), and 5d8 points of damage to the rogue moon itself.

If attacked, the rogue moon uses its sharp teeth to fight back, inflicting 1d10 points of damage per successful attack. After combat, the rogue moon returns to its normal size, shakes off any paralyzed prey, and devours them.

Habitat/Society: The rogue moon is by nature a wandering monster. It lives in the darker regions of wildspace, moving about erratically. The rogue moon generally drifts in space, covering several hundred miles in a month.

The rogue moons are solitary creatures. They do not mate, but have a peculiar way of reproducing. Every five years, a rogue moon exudes moonspawn, a thin, glowing cloud consisting of gases and microscopic eggs. The moonspawn does not dissipate into wildspace, as its cohesive properties enable it to stay together. The moonspawn then drifts away from the rogue moon. The smell of moonspawn can attract another rogue moon from thousands of miles away. When it reaches the moonspawn, the other rogue moon is fertilized. A year later, the "mother" casts away a dozen 1-HD rogue moons that immediately wander away in space. If anything or anyone else comes in contact with moonspawn, the moonspawn is wasted.

Rogue moons can move by compressing air out of the openings in their scales. They can retain air found in occasional pockets of air in space or around large objects. This how rogue moons move in combat, or leave the surface of larger objects. If a rogue moon accidentally lands on a large ship, it would use the air on that ship to propel itself away. They also can "walk" by slowly moving their spikes in the manner of sea urchins. In total vacuum, they are stranded, helpless against attackers, and would eventually perish. Rogue moons do not need to breathe air.

Ecology: Rogue moons can live without food for months. If starving, they go into a state of lethargy that lasts up to ten years or until they sense something or someone approaching. Beyond ten years, rogue moons wither and die.

The liver of rogue moons makes an excellent component for *reverse gravity* potions. The glands producing their venom can be used as an ingredient in various soporific drugs. (These glands are located at the base of the spikes, under the scales.) Treasure belonging to previous victims may be found inside these creatures, provided it was made of, or encased in, acid-resistant material.

Moor Man

Climate/Terrain:	Moors
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	M (I)
Alignment:	Chaotic evil
No. Appearing:	4–24 (4d6)
Armor Class:	8
Movement:	12
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M
Morale:	Unsteady (5–7)
XP Value:	270



Moor men are a race of wild humanoids that live in the most dismal fens of Ravenloft. They hunt by ambushing unwary travelers by night and feasting on their steaming remains.

Moor men look like short humans with oversized eyes. They are completely hairless, and wear little more than a loincloth, or, for females, leather shirts made from the skins of their victims. Males very rarely wear shirts, preferring to decorate their bare flesh in tattoos made of mud, the blood of small animals, or any other ready stain.

Combat: Moor men have an acute sense of infravision that allows them to see heat emitting targets up to 300 yards distant on the cold moors. Unfortunately for them, this fantastic ability makes bright sunlight extremely painful. Moor men discovered in daylight or exposed to *continual lights* or other illumination of high intensity are blinded until the source is removed, and fight with a –4 to all Attack and Damage Rolls.

Most moor men (50%) use short swords taken from their past victims. Another quarter (25%) use axes, and the rest use clubs or daggers. Ten percent of the tribe will have short bows as well.

Moor men decorate themselves in a variety of tattoos that give them temporary abilities or powers. The tattoo is actually an amalgamation of several designs painted on key parts of the body, so no moor man can ever have more than one tattoo in effect at one time. When moor men are encountered, the DM should roll to see which tattoo each individual is wearing. The tattoos can not be made permanent, and must be replaced after any sort of combat or strenuous engagement.

1. **Defense.** This tattoo contains images of shields and mystical symbols. It gives the wearer a +1 to all saving throws, and imposes a 1-point penalty on the Attack and Damage Rolls of any enemy.
2. **Luck.** The designs of this tattoo are made of various flowers and other symbols that speak of good luck to the moor men. This allows the moor man to reroll a single die roll once per round, though the second roll supersedes the first.
3. **Veil of Darkness.** This tattoo is always black and contains images of eyes and suns. Moor men who wear it do not suffer from sunlight or other bright light.
4. **Invulnerability.** This tattoo automatically repels the first successful attack to hit the wearer in any given round, regardless of its nature. The design of this tattoo is the most distinctive. The moor man must draw a skeletal figure over his flesh that mimics his own. The coloration of the stain is always white.
5. **Berserking.** This tattoo shows axes and swords. During combat, it drives the wearer into a frenzied state that doubles the number of attacks he makes and his hit points. A moor man is mortally wounded when he loses his original hit points; the tattoo simply keeps him from realizing it.
6. **Bedazzlement.** These spiralling designs capture the attentions of anyone who gazes at the moor man and fails a saving throw vs. spell. The effect continues until the moor man or target is slain. A bedazzled victim may attempt an additional saving throw every round to shake off the effect. While under the tattoo's spell, a character cannot attack and loses any Dexterity bonuses to Armor Class.

Habitat/Society: Because of their aversion to sunlight, moor men spend most of their time in a state of quasi-hibernation buried in shallow pits by grasses, limbs, or other natural camouflage. As the sun sets, the clan emerges from its lair and members begin marking themselves with ceremonial tattoos. When that is done, the clan roams the moors looking for anyone unfortunate enough to cross their path.

Ecology: Moor men eat the meat of their prey. Usually they have to settle for marsh rats, raw fish, and the like, but it is humanoid flesh that they crave. Since few men dare to venture outdoors at night, the moor men's desire for this meat often overwhelms their fear of superior numbers or even their aversion to light.

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CLIMATE/TERRAIN:	New Giusetenal
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	V, Y
ALIGNMENT:	LE
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	17 (97 hit points)
THAC0:	10
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 or 1-8+5
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	10,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/2/4	—/All	12	150

Psychometabolism— *Sciences:* complete healing, metamorphosis; *Devotions:* aging, body weaponry, cause decay, displacement.

When Dregoth the undead dragon king decided it was time to appoint a new High Priest, he chose the powerful templar Absalom. Of course, Dregoth wanted someone special to oversee his quest for true godhood. He wanted a High Priest made in his own image-a dray. At the time, which was shortly after Dregoth's death and Guistenal's destruction, the dragon king had not yet perfected the dray transformation process. Only in death did the transformation stabilize. So to become Dregoth's High Priest, Absalom had to die.

Absalom underwent the imperfect transformation process, mutated into a perfect dray, then was killed to halt the process from changing him further. Death was not the end, however. Dregoth brought Absalom back as a *morg,* an undead creature similar to the greater mummies of other worlds. Now he wears the ornate robes of Dregoth's High Priest, though the finery does little to hide his mummified, dead-gray features. (Absalom is not wrapped in rotting strips of cloth.) He stands seven feet tall and looks like a well-preserved second generation dray who died thousands of years ago but continues to walk around. He wears the latest version of Dregoth's holy symbol around his neck-a metal disc bearing the image of a roaring dragon head inside a crimson circle.

The High Priest communicates as he did in life, speaking the language of ancient Giustenal. He can talk to others using the *tongues* spell.

Combat: Absalom strikes with a powerful blow, using his sharp claws to inflict 3d6 points of damage. He also carries a metal *long sword +3.* The ancient weapon's point was broken off long ago, but when Absalom grips the hilt the ghostly image of the sharp point appears. The long sword causes 1d8+ 3 points of damage, plus an additional 2 points due to Absalom's great strength.

Like all morgs (though very few of the entities are known to exist on Athas), Absalom can only be harmed by magical weapons. *Sleep, charm, hold* and heat-based spells have no effect on him. Cold-based spells cause normal damage.

As Dregoth's High Priest, Absalom has access to templar spells. He receives the following number of spells: 7 1st level, 7 2nd level, 7 3rd level, 7 4th level, 5 5th level, 3 6th level, 2 7th level. He also has a limited amount of psionic powers to call upon.

Habitat/Society: Absalom serves as High Priest of New Giustenal, indoctrinating the dray in the religion of the undead dragon. He preaches daily in the Temple of the Dragon, teaching about Dregoth's rise to godhood and the coming Coruscation. Every dray in New

Giustenal respects the High Priest, and all flock to listen to him sing the praises of Dregoth.

The High Priest takes is position very seriously. He truly believes that Dregoth is a god. However, while he agrees with most of Dregoth's proclamations, Absalom takes exception to a vital point. Absalom believes that all dray are Dregoth's children-even the banished dray of Kragmorta. Over the centuries, Absalom has made a habit of administering to the first generation dray's needs, even though Dregoth has forbidden any contact with the banished ones. He often travels to Kragmorta to teach them and see how they are faring.

Recently, Absalom discovered Dregoth's deception of the Spirit of Kragmorta. He found out too late, however, to save over 300 first generation dray from being converted into undead warriors. Absalom hopes to find a way to save the remainder of Kragmorta's dray before more march into Dregoth's trap. He doesn't want to do anything directly or openly, as he doesn't want to appear to be challenging Dregoth's plans. Any visitors to the under-regions who help sway the dray from following the advice of the Spirit of Kragmorta receive Absalom's gratitude—and perhaps even his assistance.

As the High Priest of New Giustenal, Absalom is an imposing and awe-inspiring figure. He can't mingle with the common folk, for he is too easily recognized. To remedy that, Absalom uses his metamorphosis psionic power to take on the form of Akrag, owner of the public baths. Akrag is a cantankerous and seedy second generation dray who constantly watches and listens to gauge the mood of the general public. He also keeps an eye on the Blackjaw River, watching the comings and goings of the templars charged with the disposal of the dead. Absalom knows that Dregoth is building an undead army in a cave located along the river, and as Akrag he keeps count of just how large and powerful it is becoming.



Ecology: Morgs can only be created by the sorcerer-kings of Athas. The creation of so powerful an undead servant requires an expenditure of personal energy and the life forces of 1,000 loyal citizens. Absalom was created in this way, after being subjected to an early version of the dray transformation process. As a morg, Absalom plays no further part in the natural ecosystem. He does not require food or water, though he rejuvenates himself with a small portion of every blood sacrifice made to Dregoth.

CLIMATE/TERRAIN:	Plains or steppe
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Dusk
DIET:	Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	(Z)
ALIGNMENT:	Neutral
NO. APPEARING:	3-12
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-2 each
SPECIAL ATTACKS:	Swarm
SPECIAL DEFENSES:	Burrowing
MAGIC RESISTANCE:	Nil
SIZE:	S (1'-2')
MORALE:	Special
XP VALUE:	120



The morin is a dangerous, but rarely seen, creature of the steppes. However, when it does appear, its ferocity, speed, and numerous attacks make it dangerous.

The morin is a small creature, oblate in shape. The head and rear are difficult to distinguish, except for the beaklike mouth. The creature's eyes are small and weak. It has six short legs that end in thick claws good for burrowing and slashing. The creature is dirty mauve, pale and sickly in appearance. It is almost hairless.

Combat: The morin is a pack animal and is never encountered singly. Individually, it is not a fearsome creature, although its numerous attacks do pose a threat.

When attacking, the morin springs at its target. The creature can only leap 3 feet, but this is sufficient to take down most of its prey. In the first round of combat, it attacks with all six legs, becoming a miniature whirlwind of claws. If four or more attacks hit, the creature grips its target and thereafter automatically causes 1 point of damage per gripping claw each round. It retains its hold until someone—it or the victim—dies. Those encumbered by a gripping morin suffer a -1 on their chance to hit for each creature. Thus, a warrior with three of the beasts clinging to him has a -3 modifier on his rolls to hit.

What makes the morin truly fearsome, however, is the swarm. Whenever eight or more morin are encountered, the creatures are swarming. A swarm will attack any living creature the size of a horse or less. The entire swarm attacks a single target. Instead of calculating each attack individually, a single roll is made for the entire swarm (THAC0 17 for their ferocity). The swarm attack causes 2 points of damage for each creature in the swarm. Thus, a swarm of 11 creatures causes 22 points of damage. If the target is not killed in the first attack, 2-12 morin cling to it. These creatures cause an automatic 4 points of damage per creature in subsequent rounds. Once the victim is slain the morin immediately begin burrowing, taking their prey with them.

Perhaps once in a score of years, the morin gather into a great swarm of 100 or more creatures. They are the stuff of terrifying tales when they appear. When this happens, there is little for normal folk to do but leave the area. Such swarms eventually disintegrate through attrition and natural events.

Morin normally have a morale of 12. However, while swarming they never make morale checks.

Habitat/Society: The morin are burrowing pack creatures, living in colonies known as pods. During most of the day they live in colonies beneath the surface. These are collections of tunnels, dens, bolt holes, and storage chambers. On the surface, a morin colony looks very much like a prairie dog town—mounds built up around holes. One or two morin are always on watch, although they have few predators to fear.

The morin are exceptionally fast diggers, using this ability to hunt, lying in wait just below the surface. More often they rely on their speed to run down their prey.

The morin are adapted to life in the plains in other ways. They breed quickly, producing litters of two to five young every year. They drink little, getting most of their moisture from their kills. During times of drought the morin hibernate in large underground nests, sealed off from the surface. All the members of the pod hibernate in a single chamber. When the rains return, the morin surge forth and immediately swarm in search of food. The chance to encounter morin increases after a thunderstorm, making such times dangerous on the steppe.

Ecology: The morin are predators and scavengers. While they prefer to make their own kills, the pack will also scavenge carrion on the steppe. They normally hunt small mammals and antelope and only attack humans or larger targets when they are swarming. They are a plague on shepherds, since sheep are a favorite prey.

Morkoth

CLIMATE/TERRAIN:	Any aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	(G)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Sw 18
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Hypnosis
SPECIAL DEFENSES:	Spell reflection
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Elite (14)
XP VALUE:	1,400



Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the "wraith of the deep", the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths. Morkoths have infravision with a 90-foot range. They speak their own language.

Combat: A morkoth attacks by snapping with its squid-like beak, which inflicts 1d10 points of damage. A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one size M creature may enter at a time, and no size L). As a victim passes over a tunnel, he is drawn in by a hypnotic pattern, which leads him toward the central chamber. As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a successful saving throw vs. spell with a -4 penalty or be charmed. A charmed victim is devoured at the morkoth's leisure. If the morkoth doesn't charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

A morkoth is highly resistant to magic. It reflects any spell that is cast at it back to the caster, including spells with an area of effect. If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a saving throw vs. the dispel.

Habitat/Society: Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their "allies" at the most opportune moment.

Morkoths rarely leave their tunnels. The tunnels are originally natural, but are slowly carved over the course of centuries by the morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.

Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

Ecology: According to the most popular theories, morkoths are a species of fish with human and squid influences. Sages are unsure if this species occurred by chance or design. Morkoths are carnivorous and will eat nearly any sea creature. Their usual diet is deep-water creatures such as sharks, octopi, kuo-toans, and sahuagin. The life spans of male morkoths are about 80 to 100 years, while females die after egg-laying.

Once every ten years, a morkoth leaves its tunnels and wanders the seas searching for a mate, leaving a distinctive odor trail that is easy for morkoths to identify and follow. After mating, the male morkoth returns to its tunnels and the female lays a clutch of about 25 eggs, which she buries in the ocean floor. She then dies. The eggs hatch in two months, and the immature morkoths struggle to survive, instinctively searching for vacant tunnels. Most hatchlings die on this journey.

After six months, a young morkoth is mature enough to survive (it now has 2 hp/HD, for 14 hit points). It grows into a full-sized, exceptionally intelligent morkoth adult by its fifth year.

Climate/Terrain:	Beastlands
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Godlike (21+)
Treasure:	None
Alignment:	Neutral good (chaotic)
No. Appearing:	1
Armor Class:	-5
Movement:	Fl 48 (A)
Hit Dice:	20
THAC0:	5
No. of Attacks:	1 (special)
Damage/Attack:	10d6 (special)
Special Attacks:	Wind magic
Special Defenses:	Immune to weapons
Magic Resistance:	80%
Size:	G (undetermined dimensions)
Morale:	Fearless (19-20)
XP Value:	25,000

Mortai are a mystery of the Beastlands, enigmatic creatures of immense intelligence and power. They keep their own darks close to the chest, but they're glad to help a cutter out with just about any problem he might bring before 'em. Mortai specialize in issues of philosophy, but a clever blood can often direct the conversation the way he'd like it to go and get some useful information out of a mortai.

Also known as the "faces in the clouds," mortai are creatures of the air. They appear as great clouds spanning the horizon, covering miles from side to side and towering thousands of feet into the air. In fact, a basher who doesn't know what he's looking for'll walk right under a mortai without even realizing that the creature is just drifting along a half-mile or so over his head. Most of the time, mortai are happy to remain unnoticed, and can imitate a natural cloud perfectly. But when they want a basher to know they're present, the mortai begin to pulsate with a golden glow, crackling with immense power like a lightning storm. When a mortai reveals itself this way, great faces of wisdom and beauty begin to appear on the surface of its clouds.

Mortai speak with booming voices of wind and thunder, when they bother to speak at all. They know all languages. Mortai are generally pacifistic creatures, and they'll usually just leave if a mortal tries to pick a fight with 'em. However, they're not so generous with creatures of evil alignment and might decide to teach a nasty sod a lesson.

Combat: If a mortai is somehow driven to combat, it can attack once per round with a great bolt of lightning 10 feet in diameter and possibly miles in length. Any creature in the path of the bolt suffers 10d6 points of damage (a save versus spell for half damage applies). A creature standing on the ground when struck by a bolt must make an additional successful saving

throw versus spell or be stunned for 2 to 20 rounds. Mortai can throw lightning bolts all day long if that's what it takes to get their point across to their antagonists.

For most nonfliers, just getting in position to injure a mortai's a serious challenge. Mortai can hover a few hundred feet above the ground, or they can float at altitudes of 20,000 feet or more. Their superior speed and maneuverability almost guarantee that they can leave a situation whenever they want. Mortai are so huge that no physical weapon wielded by a mortal can injure them; a *vorpal sword +5* just waves through cloud-stuff even if a blood gets close enough to wield it. Only magical spells, dragon breath, or similar effects can cause actual injury to a mortai.

It's not widely known, but mortai have a secret core — a place where their power's collected in one spot, a glowing nimbus of light no more than 10 feet across in the heart of the cloud. This nucleus is vulnerable to enchanted weapons, although it is AC –5. 'Course, finding a sphere 10 feet across in a cloud encompassing a couple of cubic miles wouldn't be an easy feat, especially if the mortai were throwing lightning at the bashers trying to find the needle in the haystack.

Mortai can command the atmosphere around them with perfect control and precision, duplicating the following spells: *control weather* (3/day), *control winds*, *dust devil*, *fog cloud*, *gust of wind*, *ice storm*, *whispering wind*, and *wind wall*. They can also call upon their innate magical abilities to use the spell-like powers of *aerial servant*, *air walk* (cast on another creature), *call lightning* (given to another), *conjure air elemental*, *rainbow*, *rainbow pattern*, and *wind walk*.

Habitat/Society: Mortai are seemingly godlike in their position, answering to no higher powers. They don't interfere in the lives of mortals and hold themselves apart from affairs on the ground. While a mortai won't initiate contact with humans or the like, it's not averse to aiding a mortal by answering questions or providing information if the cutter approaches it with a bit of respect and asks nicely. To this end, a mortai can use a *legend lore* at will that is always accurate. Mortai occasionally conceal their advice in riddles or provide only part of the answer, but only when revelation of the entire dark'd do the mortal less good than learning some of it himself.

Mortai are known to favor practical jokes, especially on creatures that take themselves too seriously. These pranks're always nondamaging (except to a cutter's pride). Their favorites're creating a small raincloud to follow a sod around for a few days, or plaguing a body with a trailing wind that keeps blowing his hat from his head.

Ecology: There are three theories about what a mortai really is. The first theory's simple, if mind-boggling: Mortai are just manifestations or emanations of the Beastlands, a sentient life-force of the entire plane. The second theory states that mortai are demipowers of air, subservient to sky and storm gods across the Upper Planes. The most likely theory's that mortai are collections of slightly chaotic good spirits. Some bloods claim that a cutter who talks to a mortai long enough'll hear laughter and voices within the cloud, as if unseen presences were listening in.

Mortai don't seem to eat or drink anything, nor do they seem to affect the weather of the Beastlands unless they want to. Mortai've been seen appearing as several different types of clouds, including dark and foreboding storm clouds. Mortai can rain heavily when they want to, and often do so if they're bothered by a particularly obnoxious groundling.

CLIMATE/TERRAIN:	Space/Non-moon, non-planet
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Constant
DIET:	Organic debris & solar energy
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	1-100
THAC0:	20
NO. OF ATTACKS:	1-6 per foe
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Sting
SPECIAL DEFENSES:	Withdraw into tubes, webs
MAGIC RESISTANCE:	Nil
SIZE:	Varies (2" to 6' long)
MORALE:	Fearless (20)
XP VALUE:	Varies



Mortiss are called the "termites of wildspace," though scholars draw a closer analogy to aquatic coral. Mortiss are a colony of wildspace worms that bore through vegetable and mineral matter. They are a hazard to the hulls of all spelljamming ships. The gravity planes and oppressive air envelopes of moons and worlds prove fatal to the worm after a month of continued exposure.

Mortiss young are about two inches long, while adults may grow to a length of six feet. Mortiss are unsegmented roundworms with a dorsal and ventral rib. They are eyeless, sensing by smell and vibration. They have a collar of feathery tendrils ringing their head. In addition, they have a poisonous stinger on the top of their heads and can extrude two pairs of opposing jaws to latch onto and suck blood from prey.

Combat: Mortiss infestation may occur from a collision with egg casings, from bringing mortiss-infested artifacts on board, or from docking near a mortiss-infested asteroid or ship for several hours. Mortiss cause 1d3 points of hull damage per week, and they may also infest the upper decks and lower hold through the hulls. Burrow tubes begin to appear within three to four weeks, always on the side of the ship that receives the most light. As with termites, burrows weaken the decking and superstructure, causing breakthroughs when excessive weight is applied to the undermined deck. Mortiss infestations may be destroyed by fire; a *cure disease* spell destroys a 10'x10' nest of mortiss.

Mortiss any creatures that try to destroy their burrows. They may sting the invading creatures with their head spines, causing 1 point of damage per sting. Victims must roll successful saving throws vs. poison (with a −2 penalty) or suffer 1d6 additional points of damage and a delusional side effect. Deluded individuals start to see dangers as greater or lesser than they really are, or they may experience hallucinations of being elsewhere, shutting out reality altogether. Victims suffer the delusion for 1d6 hours. A deluded victim may roll Intelligence checks to disbelieve an aspect of his delusion each round, but he suffers a +1 penalty per poisoned sting suffered.

Mortiss also may lunge at a victim and latch onto him with their jaws, draining 1 point per round. Up to six mortiss can attack for every five-foot-square area the intruders enter. Each mortiss has 1 Hit Die; the number of worms in the colony equals the total number of Hit Dice. A mortiss colony increases by 1d6 Hit Dice for every point of hull damage it causes.

Habitat/Society: Mortiss generally do not get along with other life. However, certain wildspace denizens seem to coexist with mortiss just fine, such as scavvers, krajens, kindori, and elmarins. Indeed, one effect of a mortiss colony is to replenish the air envelope. Thus wildspace denizens often lair among mortiss, waiting for prey to wander near.

Mortiss have the magical ability to convert light energy into magic, enabling them to burrow through wood and rock as if it were soil. The digested material is converted into a clay that is used to construct coral castles atop their burrows. Early infestations of mortiss may go undetected, until the stone-like tubes appear on the hull. Left to their own, mortiss will encase a ship within a year with their constructions, destroying the hull. Scholars hypothesize that many asteroids, and perhaps even some smaller moons, may contain some hidden structure at their heart, thanks to the mortiss' endeavors.

Mortiss are hermaphroditic and mutually fertilize each others egg casings. Casings are then deposited on spelljammer hulls to hatch within a week of laying. Mortiss egg cases resemble geodes.

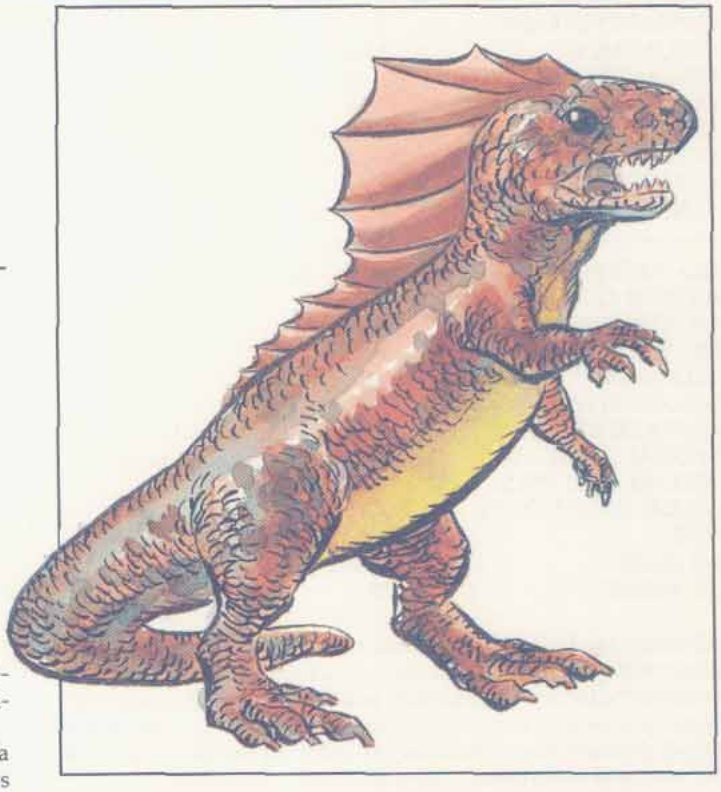
Ecology: Mortiss can burrow through wood and stone at a rate of one yard per turn. They must expose themselves to light for up to one hour before they can burrow for an equal amount of time. They cannot store more than one hour's worth of energy and must return to the surface after an hour of burrowing to soak up more light energy.

A colony covers a five-foot-square area for every Hit Die. In addition, for every 4 Hit Dice, the colony erects one ten-foot-square castle to a height of 1d6 feet.

Spelljammers should be warned to regularly check their hull, and periodically make landfalls of a month or more to rid their vessels of these parasites.

CLIMATE/TERRAIN:	Temperate or tropical/ Swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average
TREASURE:	Q, (J, K, L, M, N)
ALIGNMENT:	Lawful evil

NO. APPEARING:	5-20
ARMOR CLASS:	6
MOVEMENT:	3, Sw 12
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Water jet
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1' high)
MORALE:	Average (10)
XP VALUE:	15



Muckdwellers are a species of small intelligent bipedal amphibians that lurks in swamps, marshes, or still, mud-bottomed waters. They have been known to serve lizard men and kuo-toa.

Muckdwellers are only 1-foot tall and resemble upright gila monsters with large, partially webbed rear feet. Their forepaws are prehensile, but very small and weak. Their backs are colored a mottled gray and brown, and their underbellies are yellow. They have short tails that are used for swimming and keeping their balance on land. They speak their own hissing language and possibly (50% chance) the lizard man tongue.

Combat: Muckdwellers use ambush techniques. Packs of muckdwellers wait for a victim; when one arrives, several squirt water (at up to a ten-yard range) into the victim's eyes, which temporarily blinds it (a successful saving throw vs. wands negates this, but surprised creatures get no saving throw). A blinded victim cannot act in that round, loses all Dexterity bonuses, and all attacks against the victim gain a +2 bonus to the attack roll. Furthermore, if the muckdwellers lure the victim into knee-deep muddy waters, the victim loses all Dexterity bonuses and fights with a -1 penalty to its attack roll, due to unsteady ground. If the water is waist-high, the penalty increases to -2; if the water is chest-high, the penalty is -3. A *ring of free action* or equivalent magic negates these penalties. These disadvantages do not apply to the amphibious muckdwellers. Usually, a muckdweller fights only if it is cornered or if it is certain it can score an easy kill.

Habitat/Society: The lair of these creatures is underwater, but they always have a muddy, above-water area for resting, sunning themselves, and eating. There are 5d4 muckdwellers in each lair. They keep shiny-things (gold, gems, etc.) in hoards in their above ground lairs. If 16 or more monsters are encountered in this lair, they have double the given type Q treasure.

Muckdwellers are an intelligent species, but they have very little culture. They have a very primitive nature worship that emphasizes the supremacy of water over land. They like shiny things because they gleam like the sea. Due to the weakness of their hands, they do not use or produce tools and use their back paws for burrowing and their teeth for cutting. They occasionally build tiny rafts of cut reeds and mud to float on the surface of the water, and propel themselves quickly with their hind legs (movement 18). They infrequently build crude shelters of reeds, twigs, and mud. These shelters are designed to protect them from predators, not to shelter them, as weather doesn't bother them very much.

Because of the size difference between muckdwellers and lizard men, muckdwellers consider lizard men to be a superior species and occasionally serve them. Muckdwellers believe in the "survival of the fittest" and have no room for love, mercy, or compassion. Scoring the deathbite on a much larger creature gives the individual elite status in the community, while being killed by a bigger creature is a mark of shame, for it demonstrates poor hunting ability.

Ecology: Omnivorous muckdwellers will eat plants, insects, and aquatic animals, but fresh, warm-blooded meat is their preferred diet.

Muckdwellers are amphibians that spend their larval stage in the water but their adult stage on land. Their average life span is 9 to 12 years. It takes three years to grow to full-size. Muckdwellers in temperate climates hibernate during the winter months. Their natural enemies are snakes and certain giant carnivorous fishes. A muckdweller community has a hunting range of about two miles' radius.

Mudman

CLIMATE/TERRAIN:	Any pool
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Dweomer
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Mud-throwing, suffocation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' high)
MORALE:	Special
XP VALUE:	175



Mudmen are formed in pools of mud where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are creatures of magic, mudmen are sometimes called *dweomerlings*. Mudmen are unintelligent life forces with but one goal—to protect their pools against intruders.

When aroused into a physical form, mudmen take on the appearance of animated mud in a stocky humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool, and are not usually visible. Their eyes are pools of jet black shadow.

Mudmen speak no languages and are incapable of communicating with any living creature.

Combat: In their dormant state, mudmen wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a mudmen will still affect it, although damage is divided evenly among all the mudmen in the pool (the entire group counts as one creature for these effects, and fractions are rounded down). When a creature enters the pool the mudmen immediately sense its presence and take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a mudmen can be harmed by magical weapons.

Mudmen attack by hurling mud at their opponents, who are considered AC 10 (modified by Dexterity) for the purpose of determining hits. Mud hardens on impact and slows the creature's movement rate by 1 if it hits. While hurling mud, a mudman will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim. A sucessful hit means the death of the mudman, but slows the victim's movement by 4. A miss means the mudman must spend the next round re-forming in order to attack again.

Once a victim's movement is brought to 0, he becomes immobilized and suffocates, suffering 1-8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in five consecutive rounds unless rescued. Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 1 per five rounds.

If the creature flees the pool, the mudmen will not pursue, as their senses do not extend beyond the pool. Instead, they sink into the depths, return to their dormant state, and wait until the next time someone enters the pool.

Mudmen are affected by all spells that cause damage to living creatures (e.g., *cause light wounds, magic missile, fireball, flame strike*). *Dispel magic* and *dig* act as *fireballs* cast at the same level as the mage.

Transmute mud to rock kills all mudmen within its area of effect, with no saving throw allowed.

Mudmen are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., *hold, charm,* and *sleep*).

Habitat/Society: Mudmen have two states: rest and activity, the latter of which solely involves killing intruders. A mudman's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls.

Ecology: Mudmen are not natural creatures and not part of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies. Over a long period of time they absorb flesh, wood, and bone, extracting whatever dweomer they can get from it, so they rarely possess any treasure—only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a mudman's mud, it is logical that mages would not ignore its magical properties.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	E
Alignment:	Chaotic evil
No. Appearing:	1d4
Armor Class:	4
Movement:	12
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	By weapon +6/by weapon +6
Special Attacks:	Fear
Special Defenses:	Disguise
Magic Resistance:	Nil
Size:	M (5'–7' tall)
Morale:	Elite (13)
XP Value:	2,000

Mujinas are magical creatures created to plague the human race. In their natural form, mujinas look like humans (of either sex) except that they have no faces. Where the eyes, nose, ears, and mouth should be, there is nothing; the face looks smooth as an eggshell. However, a mujina may create an illusion to give its face any appearance it desires.

These creatures speak Common and their own racial language, which consists of a series of oddly pitched hollow moans and howls—quite unpleasant to the ears of normal humans, demihumans, and humanoids.

Combat: The mujinas' great strength (Strength 18/00) allows them to handle any two-handed melee weapon in one hand (except for a lance or polearm). They can attack with two weapons, one in each hand, with no penalties.

A mujina can cause its true face (a blank) to appear at will. Any creature with 5 or fewer Hit Dice or levels who sees the blank face becomes unnerved and automatically runs in fear for 1d3 rounds at top speed. Creatures with more than 5 Hit Dice or levels get a chance to resist the effect by making a saving throw vs. wands. The mujina's true face can be revealed by a successful *dispel magic* as well; the spell's target resists as an 8th-level spellcaster. Revealing the blank face in this manner still causes fear in observers.

Mujinas often surprise opponents, thanks to their disguise abilities. Also, they have special magical defenses against certain detection spells. If someone casts a *detect evil* or *detect magic* spell on a mujina, the creature gets a saving throw vs. spell; if successful, the mujina eludes detection.

Psionics, however, can spot a mujina mind easily, so members of this sinister race spend much time and effort killing psionically gifted individuals and collecting items that guard the mind. By the same token, mujinas try to lose or destroy magical items that can ruin their cover, such as *medallions of ESP*, or a *gem of true seeing*.

Habitat/Society: An unknown power created mujinas to bring trouble to the races of Mystara. Some priests call them a plague brought on by angry Immortals. These creatures, physically and emotionally identical to all others of their kind of the same gender, exhibit vicious hatred toward all species that have individual traits. They especially hate humans, the most diverse of all the races on Mystara. The faceless creatures most commonly stay in large human cities, where they can blend in at will with little fuss.

Mujinas often pose as human hirelings, retainers, henchmen, and the like. One may serve faithfully for a long period, biding its time. It exercises an enormous amount of patience and self-restraint, waiting for the right time to attack and kill its companions.

However, not all mujinas are such cold-blooded killers; many simply want to rob people. Once again, a mujina waits for the right time; it prefers to strike while everyone sleeps, so victims will not realize they have been robbed until long after it has gone. Some mujinas take simple pleasure in frightening humans, especially lone travelers.

Mujinas have no society as humans define it. They sometimes travel together for mutual aid, but never stay together for more than a week if they can help it. On rare instances, several mujinas will hire on as a squad of mercenaries.

These asexual beings apparently do not reproduce. Many sages believe a malicious Immortal continually adds to the mujina population by cursing followers who never strive to stand out from the crowd, making them literally faceless.

Ecology: Some scholars have guessed at a possible link between mujinas and dopplegangers, citing similarities in methods of operation and attitudes.

Mujinas serve no useful purpose in local ecologies, unless one believes the dubious theory that they were placed on Mystara to trim the human population.



CLIMATE/TERRAIN:	Any land (mainly urban)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Varies
ALIGNMENT:	Any neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	1+4
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 or by weapon +2
SPECIAL ATTACKS:	Strength bonus
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′–7′ tall)
MORALE:	Elite (15–16)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 7

Muls became common shortly after the Cleansing Wars about 2,000 years ago. They were intentionally bred by the sorcerer-kings for use in the armies and gladiatorial arenas of their respective city-states.

Muls are the product of crossbreeding a human and dwarf parent to create offspring who have the best physical characteristics of both races. Once grown, muls retain the incredible endurance and raw strength of their dwarven heritage and the agility and long limbs of their human side. Such strength combined with dexterity and leverage makes muls very powerful humanoids. Adult muls are 6 to 7 feet tall They weigh 250 to 275 pounds, but some particularly strong muls weigh as much as 300 pounds.

Muls are always lean, their metabolisms devoted to muscle growth and near-continuous activity. Their skin is usually fair, though is occasionally the coppery color of their dwarven parent. Their faces are very human, though subtly altered. Their foreheads set off larger-than-normal eye ridges and their ears are pointed and swept back against the side of the head. Almost all muls, male and female, are bald. Slave muls are tattooed at an early age to denote ownership, occupation, parentage or, in the case of mul gladiators, to denote teams, weapon preferences, or victories.

A mul raised by both parents speaks either human or dwarf and has an 80% chance to speak the other fluently. If the mul was reared without his original parents, as is often the case, his language is the common language of slaves, and his command of it is dictated by how important his owner thought language skills would be to his function.

Combat: Muls are very often born into the gladiatorial pits. Slave owners order the union of a human and dwarf for the express purpose of bearing a mul to become a gladiator. As infants, muls can bring a great price on the block. Their incredible strength and speed make them excellent warriors, and the mobs in the cities adore their mul champions.

Armed muls fight with a variety of weapons—spears, swords, impalers, and quabones are the favorites. In the arenas, muls using wrist razors are crowd pleasers. No matter the weapon the muls use, their great strength makes tham a force to be reckoned with. Muls receive a +2 damage bonus when attacking with hand-held or thrown weapons.

Unarmed muls are also ferocious fighters. When using the Punching and Wrestling Results table from the Player's Handbook, muls automatically gain a +l damage bonus and their %K.O. number is raised 5% for every hit.

Roughly half of all muls possess some a psionic wild talent. Slave owners spend many anxious years waiting for their young muls to grow and mature, hoping for outstanding wild talents that make them more valuable. Check for each mul encountered to see if he has a wild talent (50%) and, if so, consult *The Complete Psionics Handbook* to determine the wild talent the mul possesses.

Muls can outperform any human laborer and can continue without stopping for days at a time. When performing heavy labor, such as stone work construction or running, muls can work continuously for as long as 24 hours. Medium labor such as jogging, climbing, mining, light construction requires less energy and can be kept up for 36 hours straight. Lighter labor, such as training or walking, does not affect muls until after 48 hours have passed. Once such a feat of endurance has ended, muls must sleep, though just eight continuous hours of uninterrupted sleep will dispel any nonmagical exhaustion. Irregular schedules are straining to muls' longevity, so rest is always desired. Muls adopt a human 16 hours awake to 8 hours of sleep schedule whenever possible.

Habitat/Society: Muls have no racial history or culture. They are sterile so they have no cause to gather into family groups or communities. And since most muls live out their lives as slaves, they aren't allowed to congregate outside their specific function. These conditions make the muls' existence, even free muls, isolated and lonely.

Mul slave trade is very profitable. A single mul can have many owners in his life, sometimes bought back and forth among many households in a single city. Free muls who allow themselves to be captured by slavers are easily sold into bondage again. A slave trader can make as much on the sale of a mul as he might with a dozen humans.

Once born into slavery, the mul's difficult life is just beginning. Often the parents of the mul child resent the act they were put through and shun the child. These outcasts live a hard existence for the first few years of life, left without attention to grow

wild and savage. Eventually the mul child is taken from the general slave population and raised in a secluded environment. There the child is nourished and minimally educated. By adolescence, the child begins training in the profession chosen by its master, usually combat or heavy labor. The latter are given specific instruction in construction techniques and the management of other slaves. Construction muls are eventually returned to the general slave population. Those destined for the arena, however, receive far different treatment.

A successful mul gladiator is a money maker for his owner. An owner of a mul gladiator with a few victories wants to keep the success alive, treating his property like he would any other good investment. A winning mul gladiator might have a complete retinue of other slaves to tend his every whim, oiling his body, bringing him food and drink on command. The line between owner and slave becomes somewhat blurred, but the mul is never allowed to forget that he is wholly owned. "Pampered like a mul is an expression often bandied about common folk, but it burns in the ears of the muls who have lived it.



Mul head tattoos can have a variety of meanings and there are several messages that can be gleaned from a mul's highly decorated head. The basic design denotes the mul's ownership. For instance, the centered three-eyed skulls are the marks of the guard slaves of the templars of Urik, while swirling ram's horns indicate the Merchant House of Tsalaxa. Specific weapons can also be tattooed, showing the gladiator's favorites. Weapon handlers need only look at the mul to see what weapon he might need in the coming match. Hash marks at the base of the skull, lust above the neck, denote victories, while pictograms in the same spot usually portray beasts or monsters the gladiator has killed in the arena. Enslaved muls tend to accept their tattoos as a part of their existence. Free muls hate them and what they represent. Mentioning their tattoos might cause free muls to fight to defend their honor.

Fewer than 20% of all muls are free. Even then, they are always in danger of being captured by slavers and returned to servitude. so they disappear from the well-traveled lands. Most free muls barter their fighting skills for coin, but many turn their backs on combat and seek the ways of the priest, psionicist, or even merchant.

The elf tribes have some respect for muls, as well, noting their incredible endurance as more elf like than human. A mu1 who finds himself among the Sky Singers or other elf tribes may do better passing their tests and initiations.

A solitary free mul is likely to have few possessions. just the essentials for survival in the life of a wanderer. He usually has food and water enough to sustain him for a few days or weeks, plus basic clothing and protection against the elements. A former gladiator might have metal weapons from his arena days, plus other weapons fashioned using his technical skills. One out of four has a crodlu or kank as a mount, and might have additional pack animals carrying other possessions or trade goods. Such a mul has a variety of goods, from the mundane skins or grain, to the more exotic metal or potion fruits. He also has money, but this is hidden and he protects it carefully.

Ecology: Muls can only be born to human and dwarf parents. It does not matter which parent is male and which female. Conception is difficult, sometimes requiring months. Once achieved, carrying the child to term takes a full 12 months, endangering the mother's life the entire time. The moment of birth is also very difficult. as the mother's body struggles to let go of the unnatural child she has been carrying. A human her is only 40% likely to survive the pregnancy and 40% likely to survive the birth. A dwarf mother is stronger and better able to survive, she is 60% likely to survive the pregnancy and 60% likely to survive the birth. The child survives pregnancy if the mother does, but has only a 75% chance of surviving the birth regardless of the mother's race. An experienced wet nurse who has assisted in the birth of a mul child gives both mother and child a +10% bonus to their chances of surviving both the pregnancy and the birth. Such women are known as "mul-mothers" and are very valuable to the breeding slave owner

Muls often take humans and less often, dwarves. to be lifelong mates These childless couples are apt to take orphans into their households, and the harsh climate and wars of Athas provide a seemingly endless stream of orphans. Emotionally, muls are unfettered, subject to the full range of happiness and despair, love and rage.

Muls live an average of 90 years.

Mul, Wild

CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Common
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	L (C)
ALIGNMENT:	Any
NO. APPEARING:	2-7 (1d6 + 1)
ARMOR CLASS:	8 (10)
MOVEMENT:	9
HIT DICE:	5 + 5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon) + 1 (strength)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	270

PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	MT/M-, TS	13	80

Psychokinesis – *Sciences:* telekinesis; *Devotions:* levitation, control body
Telepathy – *Sciences:* mindlink; *Devotions:* conceal thoughts, inflict pain, mind thrust, mind blank, thought shield, contact, invisibility.



Muls are a cross-breed of dwarf and human that are raised for the gladiatorial games often played on Athas. While all are born into captivity, some escape and make their homes in the plains and oasis of the Athasian deserts.

Muls are stout humanoids, averaging 6 to 6½ feet tall, and weighing up to 300 pounds. While their height comes from their human side, muls also have strong, stocky bodies, an obvious trait from their dwarven parentage. Muls are light skinned, sometimes having a copperish skin coloration. Muls have a face that is undeniably human looking, though their ears are swept back and mildly pointed. All muls, both male and female, have no head or facial hair of any kind.

Combat: Wild muls will often end up in combat situations during the course of their life. Muls are commonly tracked by bounty hunters hired by the templars and noblemen who operate the gladiatorial games. When a wild mul engages in combat, they are most effective fighters.

Most muls encountered wear leather armor, it being the most common type found on Athas. This is usually the same armor worn by the muls at the time of their escape, and it provides adequate protection (AC 8). Many times they also carry a small- to medium-sized shield, an additional carry over from their gladiatorial days.

Most muls are armed with long swords, though occasionally some are found with either short swords (less often) or polearms, flails, or maces (more often). Most muls encountered will have either bone or stone weapons, and wild muls have been known to carry obsidian and even metal weapons. When using any weapon, a wild muls receives a +1 bonus to their damage rolls due to unusual strength.

Additionally, like many creatures of Athas, muls are naturally psionic. Most muls (75%) are wild talents, possessing only one or two psionic abilities. Some (25%), however, are full-fledged psionicists, able to use a variety of psionic powers.

Habitat/Society: Wild muls seldom form large groups, preferring to gather in small clans (ranging in size from two to seven members). These clans will often consist of muls who manage to escape together and remain together for mutual protection. Clans of wild muls usually settle in the rocky barren areas of Athas, near where the plains and the deserts of the Tablelands meet. With plant life being as scarce as it is, many muls have turned to animals, and even other humanoid races, as a source of food. This behavior causes most other races to greatly fear wild muls. This feeling is reciprocated by the muls, as they are particularly paranoid that any who find them are hunting them for the templars and noblemen of the gladiatorial games. Clans of muls are very unlikely to trust any who encounter them, except adventuring parties that have a mul among them. Even then, mul clans are overly suspicious, believing that they can trust no one.

All muls are born sterile, and no clans have offspring among them. The only time that young muls are found in the wild is when they escape with a group of adults. Since by definition, wild muls are escaped slaves, they very rarely enter cities once they have escaped. Any wild mul discovered within the walls of an Athasian city would be captured and, most likely, publicly executed as a discouragement to any muls who might consider escape in the future.

Ecology: Just as muls occasionally hunt and eat other humanoid races, they are hunted themselves. Some thri-kreen tribes hunt wild muls, which serves to foster an animosity between these two races.

CLIMATE/TERRAIN:	Desert subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	P, (D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (15)
XP VALUE:	3,000

Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.

Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong.

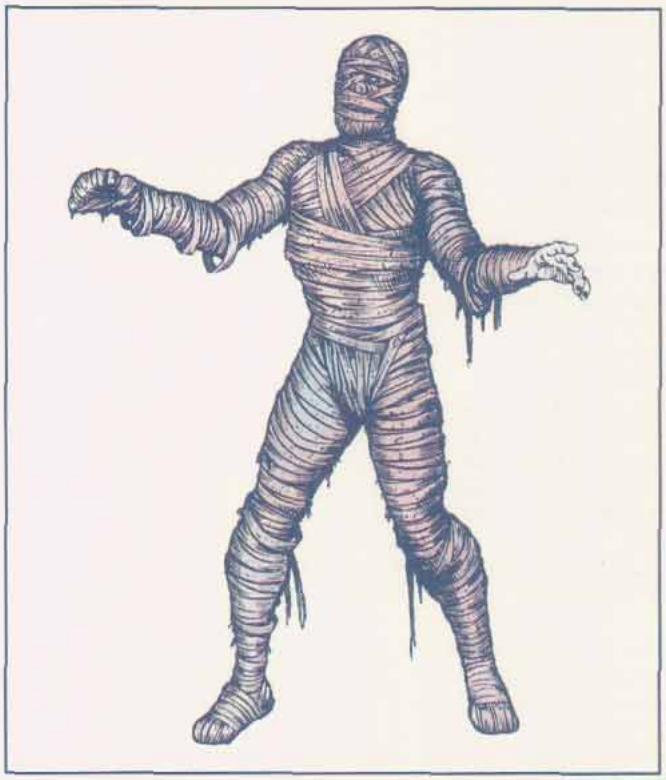
Combat: Mummies are horrific enemies. A single blow from one's arm inflicts 1-12 points of damage, and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a *cure disease* spell. *Cure wounds* spells have no effect on a person inflicted with mummy rot and his wounds heal at 10% of the normal rate. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease.

The mere sight of a mummy causes such terror in any creature that a saving throw versus spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.

Mummies can be harmed only by magical weapons, which inflict only half damage (all fractions round down). *Sleep, charm, hold,* and cold-based spells have no effect. Poison and paralysis do not harm them. A *resurrection* spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* will also restore a mummy to human form but a *remove curse* will not.

Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1-3 points of damage. A flask of burning oil inflicts 1-8 points of damage on the first round it hits and 2-16 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2-8 points of damage per direct hit.

Any creature killed by a mummy rots immediately and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast within six rounds.



Habitat/Society: Mummies are the product of an embalming process used on wealthy and important personages. Most mummies are corpses without magical properties. On occasion, perhaps due to powerful evil magic or perhaps because the individual was so greedy in life that he refuses to give up his treasure, the spirit of the mummified person will not die, but taps into energy from the Positive Material plane and is transformed into an undead horror. Most mummies remain dormant until their treasure is taken, but then they become aroused and kill without mercy.

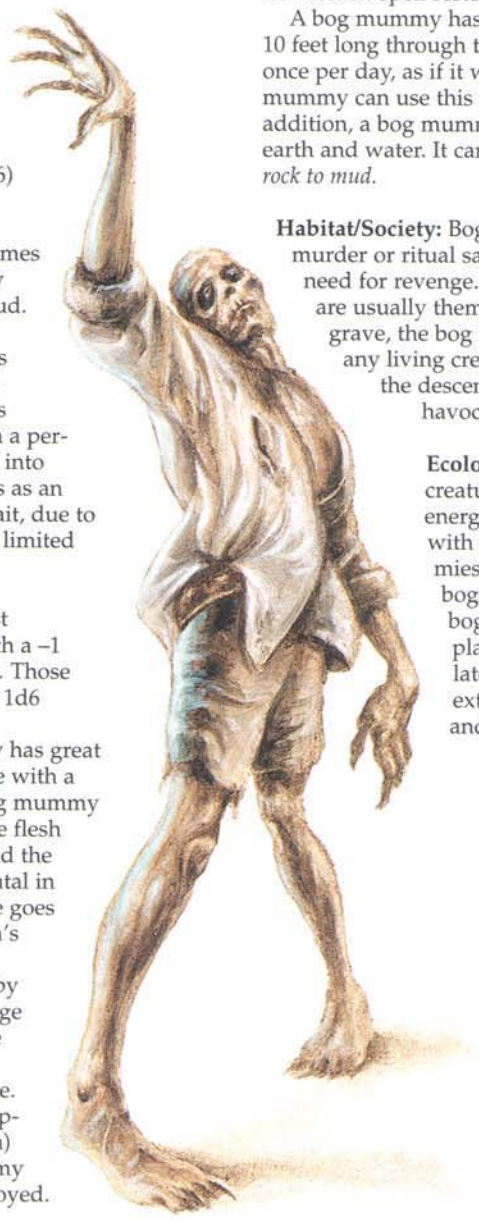
A mummy lives in its ancient burial chamber, usually in the heart of a crypt or pyramid. The tomb is a complex series of chambers filled with relics (mostly nonmagical). These relics include models of the mummy's possessions, favorite items and treasures, the bodies of dead pets, and foodstuffs to feed the spirit after death. Particularly evil people will have slaves or family members slain when they die so the slaves can be buried with them. Because of their magical properties, mummies exist on both Prime and Positive Material planes.

Ecology: To create a mummy, a corpse should be soaked in a preserving solution (typically carbonate of soda) for several weeks and covered with spices and resins. Body organs, such as the heart, brain, and liver, are typically removed and sealed in jars. Sometimes gems are wrapped in the cloth (if the treasure listing for the mummy indicates it possesses gems, a few may be placed in the wrappings). Mummies are not part of the natural ecosystem and have no natural enemies.

Mummy dust is a component for rotting and disease magical items.

Mummy, Bog

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO.APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	Immune to *charm*, *sleep*, poison, paralysis and normal fire; half damage from copper weapons and magical fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000



Bog mummies are formed when a corpse comes to rest in a marsh or swamp and is naturally mummified by being coated in a layer of mud. Eventually, the body takes on the dark coloration of the earth and becomes as tough as tanned leather. The clothing is partially preserved and sticks to the corpse in patches, as does hair. The facial features are distorted in a permanent grimace and the hands are stiffened into clawlike hooks. When the corpse at last rises as an undead creature, it walks with an uneven gait, due to the stiffness of its limbs. A bog mummy has limited infravision, with a range of 30 feet.

Combat: Those sighting a bog mummy must make a successful saving throw vs. spell with a –1 penalty to withstand the mummy's *fear aura*. Those who fail this roll are paralyzed with fear for 1d6 rounds.

Despite its shambling gait, a bog mummy has great strength. It can inflict 1d12 points of damage with a single blow. Any wounds produced by a bog mummy inflict a peculiar form of *bog rot*, in which the flesh stiffens and darkens in spotty patches around the wound. Unless treated, the disease proves fatal in 1d12 weeks. For each month that the disease goes untreated, it permanently reduces the victim's Dexterity and Charisma by 1 point. Like mummy rot, bog rot can be countered only by a *cure disease* spell or equivalent. Also, damage cannot be cured by magical means while the victim is afflicted with bog rot, and natural healing occurs at only 10% of the normal rate.

A bog mummy is immune to normal weapons, but suffers half damage (rounded down) from weapons made of copper. A bog mummy reduced to 0 hit points is permanently destroyed. If only damaged, the bog mummy may retreat to a bog. After resting in the bog for two full days, an injured bog mummy begins to rejuvenate at a rate of 6 hit points per hour.

Unlike other mummies, it retains moisture and thus is not at all affected by normal fire. Even magical fire inflicts only half damage upon a bog mummy. It is instead vulnerable to cold, which can cause ice crystals to grow inside its tissues causing its body to rupture. Cold-based spells thus inflict double the normal amount of damage.

A bog mummy is immune to *sleep* and *charm* spells, poison, and paralysis. A *resurrection* spell will turn the creature into a normal human (a 6th-level fighter) with memories of its former life, particularly of its death, but will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* spell will also restore a bog mummy to human form, but a *remove curse* will not.

Any creature killed by a bog mummy immediately stiffens and petrifies and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast upon it within six rounds. A *resurrection* spell restores the victim completely.

A bog mummy has the special ability to create a passage up to 10 feet long through the waterlogged soil of a swamp or marsh once per day, as if it were using the spell *phase door*. Only the bog mummy can use this passage, and it can be used only once. In addition, a bog mummy has limited control over the elements of earth and water. It can, twice per day, cast the spell *transmute rock to mud*.

Habitat/Society: Bog mummies are often the former victims of murder or ritual sacrifice and are driven by an overwhelming need for revenge. Because those responsible for their deaths are usually themselves decades or even centuries in the grave, the bog mummy instead takes out its rage upon any living creature. If the bog mummy learns that any of the descendants of its slayers are alive, then the havoc that it wreaks will be terrible, indeed.

Ecology: A bog mummy rises as an undead creature when a powerful burst of positive energy causes the dead person's spirit to rejoin with a body preserved by the bog. Bog mummies might be created by a priest or another bog mummy from a fresh corpse taken into the bog. They might also be the result of the interplay of a powerful positive energy source and latent traumatic emotional forces. It is extremely chaotic and exists only to terrorize and harass the living.

—*From* Requiem, #1146

Mummy, Bog

CLIMATE/TERRAIN:	Temperate Wetland
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	P (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	6
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10 or by weapon type +3
SPECIAL ATTACKS:	Fear, suffocation, and see below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (15)
XP VALUE:	3,000



The skin of the bog mummy is leathery, tanned by the mild acid of the peat bog. It is clothed in tattered rags, and the remains of the thongs that bound its hands and the strangling cord that bit deeply into its neck dangle from its body. It may carry and use any weapons or magical items that went into the mere with it. Any weapons it uses cause an additional +3 damage as the result of the monster's great strength. Although capable of using any weapons it could use in life, the mummy prefers to garotte its victims when it can do so without attracting the attention of other living beings. Death by strangulation takes two rounds. To escape the garotte, a victim or his rescuer must make a successful Bend Bars/Lift Gates roll in either of the two rounds.

Combat: The bog mummy is eyeless but capable of sensing sentient life as far as a mile away. Although it hates all living beings, it reserves its greatest animosity for priests, especially druids, who sent it to its doom. The bog mummy stalks prey with infinite patience and great stealth. Virtually without intelligence, it practices a simple cunning to keep itself safe and to bring itself upon its prey when that person is alone. Nevertheless, it is not without its protections and weapons.

As a result of its extreme pliability, the mummy suffers no damage from blunt weapons such as maces and staves. Thrusting and edged weapons cause only half damage.Water has no adverse affect on bog mummies, and they take advantage of this by lurking in pools, lying in wait in the shallows at the edge of a stream, or blending with the dark water of a wayside swamp or marsh. It can rise from its hiding place without a sound and moves with silence wherever it goes. Although the chill of cold water does not harm it, cold-based spells may immobilize a bog mummy by freezing its constituent water. The soggy monster is not affected by normal fire and suffers only half damage from magical fire, saving for no damage. Protected against fire and water by the very nature of the bog from which it comes, and resistant to most weapons, it is fearless. Anyone seeing the mummy, however, must save vs. spells or be affected as by the fear effect of a normal mummy.

A single blow from the fist of a bog mummy causes 1-10 hp damage. If both hands strike, the mummy has grabbed its opponent and causes an additional 2-8 hp damage for each round the victim remains in its grasp. The opponent must also save vs. poison or be suffocated to death in 1d4 rounds.

Ecology: The bog mummy is created through an intricate set of events. The death that causes one is never natural. Bog mummies are the product of a ritual killing. The victim is strangled with a garotte to avoid spilling blood and offending the gods. The body is then cast, while still alive, dying as the leather thong or cord cuts off its breath. Perhaps the victim was a criminal or other evil individual. Perhaps he was some feared enemy captured in battle who was sent back to his gods with all of his possessions. Whatever the circumstances, as life ceases, undeath begins.

Too strong-willed to die, the bog mummy lies waiting for the day when it is freed from the peat. Then, as one of the undead, the monster seeks revenge on all sentient living creatures. As the product of a druidic culture, the bog mummy may have a golden torc around its neck, just below the strangling thong. It may have a distinctive jeweled brooch holding together the tatters of its cloak or a great silver buckle attached to its ancient belt. Disturbed by peasants cutting peat for fires, the bog mummy rises to begin its reign of terror. Night after night, fear grows as the humble, superstitious peasants wait to see who will be gone in the morning.

Surely tales of such disappearances travel far, and fear takes hold in any boggy region. Disappearances in the bogs are often attributed to the bog mummy, even where none exists.

Mummy, Creature

	Animal	Monster
CLIMATE/TERRAIN:	Arid, arctic, barren	Arid, arctic, barren
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	None
INTELLIGENCE:	Low (5–7)	Avg (8–10)
TREASURE:	Nil (R)	Nil (I)
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1–8	1–4
ARMOR CLASS:	6*	3*
MOVEMENT:	12	9
HIT DICE:	+1 HD+3 hp	+2 HD+3 hp
THAC0:	Varies	Varies
NO. OF ATTACKS:	By type	By type
DAMAGE/ATTACK:	Varies +1	Varies +2
SPECIAL ATTACKS:	Fear, disease	Fear, disease, curse, special
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S–M	Varies
MORALE:	Elite (13)	Champion (15)
XP VALUE:	Base +5 levels	Base +6 levels

Creature mummies are undead whose bodies are preserved, then animated by their restless spirits. They draw their power from the Plane of Positive Energy. Most creature mummies are dessicated, dried corpses preserved from rot with spices, protective wrappings, and an arid environment. However, some may be preserved by baking or freezing the body, by airless interment in tar, by the use of salves or alchemical baths, or by preservative magics or curses.

All creature mummies are fixated on a single purpose for their existance, whether this is a hatred of the living, a consuming need for revenge or a mystical geas to act as a guardian or an agent for some mission. Animal mummies are often the minions of powerful mummies or other undead. Monster mummies may have been created to serve as an undying guardian of some ancient secret or treasure.

Creature mummies vary in appearance. Most are swathed in bandages or have withered flesh dyed green, ochre, blue or violet with an herbal or salve preservative tincture; other hues such as black and russet may occur. Some creature mummies may look skeletal or alive, with or without funerary wrappings. Often vital organs, such as the heart, brain, liver, or pancreas have been removed and preserved in separate jars. The creature may be invulnerable to destruction without the destruction of these parts as well.

Many creature mummies have a distinctive odor due to the preservation process. Variations on odors run from spices: cinnamon, ginger, saltpeter, roses, myrrh, frankincense, lye and pomegranates, to scents of the grave: fresh earth, vegetable rot, and decaying flesh. Occasionally mummies exude surprising odors, such as the smell of fresh bread (yeast), wine, vinegar, and roast viandes.

Mummy animals can see in the dark, having infravision to 30 feet; monsters see to 60 feet. Animals may have other heightened senses based on the type. Creature mummies are supernaturally strong; the more powerful have strength rivaling that of a vampire.

Only creature mummies with average intelligence or better and a tongue and lips can speak in their native language, though haltingly.



Combat: The sight of a creature mummy is horrifying: the living who see one must save vs. spell or be paralyzed for 1d4 rounds. More powerful creature mummies penalize the saving throw by –1 to –4, and their aura causes *fear* (as the spell) or *dread* (–2 penalty to all rolls). There is strength in numbers for the living; for every 6, each saving throw is improved by +1. Humans have an additional +2 bonus to this saving throw.

Creature mummies attack using natural weapons—ragged claws, snarled teeth, tusks and hooves—inflicting bloody wounds. The type of attack is determined by the animal or monster the mummy is derived from. Successful natural attacks require a saving throw vs. poison to avoid infection with a dread disease, most commonly *mummy rot*. Other diseases include *deadeye* (blindness), *heartsting* (cardiac disease), *deathbite* (virulent poison), and *palsy* (involuntary muscle spasms causing action penalties and exhaustion). Weapons wielded by creature mummies do not transmit disease.

Cure wound spells will not heal a diseased creature, though normal rest will restore 1 hit point per 10 days. Mummy rot reduces a victim's Charisma by 2 points, and drains 1 point of Strength and Constitution each week until fatal. Other mummy afflictions become progressively worse if left untreated, eventually killing the afflicted. A *cure disease* spell can cure the victim.

Creature mummies may retain a special attack from their mortal form: mummified serpents may be venomous, sphinxes may have a fearsome roar, birds may fly, ettercaps may spin webs, shamans may still cast spells, and so on. But the most diabolical ability is the innate cunning of creature mummies, since undead creatures are traditionally viewed as dull and slow-witted.

Only magical or special weapons can harm a creature mummy. Magical weapons inflict half damage; any special weapons the creature is vulnerable to (one of cold iron, silver, an arcane metal, special wood, etc.) inflict only half damage.

More powerful creature mummies may be immune to damage from special weapons and suffer only half damage from magical weapons.

Creature mummies possess many of the immunities of other undead. *Sleep, charm, hold*, poison, paralysis and cold attacks cause no damage. More powerful creature mummies may be immune to a second form of elemental energy. Unlike other undead, healing magic will rejuvenate the damaged form.

Most creature mummies are vulnerable to fire. A torch inflicts 1d3 points of damage and an oil flask causes 1d8 points on the first round and 2d8 the second round. Magical fires cause +1 per die of damage.

Creature mummies are turned by priests and paladins according to their Hit Dice, treating bonus hit points of 4 or more as another Hit Die. More powerful creature mummies may cause a penalty of –1 to –4 to the turn roll. If the turn attempt is successful 2d6 creatures are turned minus the power of the mummy's penalty.

Holy water dissolves a creature mummy's flesh, inflicting 2d4 points of damage if thrown on the creature, though the more powerful ones may be resistant to this damage.

Creature mummies are able to *rejuvenate* their damaged form through their connection to the Positive Material Plane. While weaker ones may be destroyed by physical damage, the more powerful ones can reconstitute their forms even if completely destroyed.

Habitat/Society: Creature mummies tend to either dwell on their past or rail against the loss of their life for this unending torment of unlife. Most remain dormant for long periods of time, lying within their tombs until intruders invade it or threaten their charge or mission. Then they become cunning, unstoppable juggernauts intent on bringing down their opponents so that they may return to their rest.

The true tombs of creature mummies are hidden from grave robbers through a series of false chambers and traps in the heart of a crypt. Often the final resting place contains funerary treasures and possessions from its previous life—foodstuffs, bodies of slain comrades, tools, and riches. Often these items, if removed without deference and a series of proper rituals will trigger a curse that may haunt the robber unto death.

Ecology: Creature mummies may be created in a variety of ways. Their reanimation may result from intense death throes coupled by a will to live, invocation from dark priestly rituals, or creation by a necromancer or some powerful undead creature.

Creature mummies rarely eat, but might consume some substance, elixir, or energy in order to retain their vitality or rejuvenate or repair their form. The greatest need for most of them is to fulfill their guardianship or task.

Besides the (often cursed) treasures that they guard, a destroyed creature mummy may provide valuable materials in the form of its dust or ceremonial wrappings, which are considered valuable by scholars and alchemists for concocting restorative, regenerative, and rejuvenating salves, powders, and other magics.

Animal Mummy

An animal mummy's statistics are determined by its abilities in life. Its Hit Dice are the same as those in life, plus 1 HD + 3 hp. Movement is its natural speed to a maximum of 12 (flying 24), depending on how well the physical form is preserved. Armor Class is the natural armor class, but no worse than 6.

Animal mummies retain any natural abilities they had in life, if they retain an non-skeletal form. Skeletal form mummies lose any hiding, flight, swimming, scent and sighting abilities. Instead, they gain an inate cunning, beyond the norm.

In combat, animal mummies retain their natural damage plus a bonus of +1 damage due to their extraordinary strength.

Typical Animal Mummies

	MV	AC	Base Dmg	Typical Specials
Baboon	12*	6	1d4	Tool user
Bull	12	6	2d6	Charge: 3d4
Dog	12	6	2d4	Detect invisible
Eagle/hawk	1, Fl 24	6	1d2/1d2/1	Dive: Dmg×2
Lizard, giant	12	5	1d8	On 20: Dmg×2 (continuous)
Snake, g. constr.	9	5	1d4/2d4	Constriction

* includes tree movement (brachiation) of 12

Monster Mummy

A monster mummy's statistics are determined by its abilities in life. Add 2 HD + 3 hp to the base Hit Dice. Movement is the monster's natural speed, to a minimum of 9. Armor Class is monster's natural Armor Class, with a minimum of 3.

Monster mummies retain any natural abilities they possessed in life if their form and flesh is intact. Abilities may be lost as a result of decay or lost body parts. They may retain one or more special abilities, and have a special ability to *curse* those who profane their graves or sacred duty. Possible curses include: blindness, insanity, phobias, geases, weaknesses and vulnerabilities, hallucinations, debilitation, and bad luck.

Monster mummies are very strong, adding +2 to damage caused by natural or non-missile weapon attacks.

	MV	AC	Base Dmg	Specials
Beetle, g. scarab	9	3	5d4	Passage
Centaur	18	3	1d6x2/wpn	Weight control
Dragonne	15 Fl 9	3	1d8x2/3d6	True seeing
Gnoll	9	3	2d4	Command undead
Manscorpion	12	3	1d4+1 x2/1d4	Summon horde
Sphinx	15 Fl 24	–1	2d4x2/1d10	Resist magic
Yuan-ti	9	3	1d10/1d6	Alter self

Special abilities

Alter self allows the mummy to change its appearance.

Command undead allows the mummy to command undead as if a priest of a level equal to its Hit Dice.

Create undead allows the mummy to *animate dead* as a priest.

Elemental command grants the power over one element so that the mummy may create an attack, control the element, resist the element, and if powerful enough, summon an elemental.

Fascinate allows the mummy to stun animals, monsters or people whose Hit Dice total equals twice the mummy's Hit Dice or less.

Illusion allows the mummy to create illusionary sights.

Passage gives the mummy the ability to pass through solid matter, such as stone walls or wood.

Resist magic grants a 10% to 40% magic resistance.

Summon horde grants the mummy the power to summon an horde of small creatures that incapacitate and injure foes.

Symbiosis makes the mummy a host to a slime, ooze, or infestation of insects, rot grubs, or fungus.

Weight control allows a mummy to cross any surface, while more powerful ones may *levitate* or even *fly*.

Father Bernadette's Mummy

CLIMATE/TERRAIN:	Village of Barlox
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Very High (16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6 (48 hit points)
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	1-12/1-12
SPECIAL ATTACKS:	Fear, Disease
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	20%
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	5,000



Father Bernadette's mummy is an undead creature created by an evil deity in response to a prayer by a frustrated villager. Its purpose is to cause calamity to the Muslich winery of Barlox.

The body of the monster was Father Bernadette, a cleric murdered by an agent of the Muslich family. Although undead, the mummy recalls much of its natural life, such as the layout of the village, its murderer, and who its friends and enemies were.

It retains the appearance it had in life, a 6' tall man, but several features have changed. Because its tomb is a huge vat of brandy, it exudes a sickly-sweet liquor odor and its skin is amber-stained. Unlike most mummies, it is not wrapped in bandages. It wears the clothing it wore on the day Father Bernadette was murdered: clerical robes, sandals, and a holy symbol (which does not harm it).

Combat: This mummy is extremely powerful. Its two attacks each cause 1d12 hp damage. It recalls its sinking, choking death in the brandy cask, and it exacts poetic justice by drowning its victims. Anything handy will work: a bathtub, stream, rain barrel, pot of soup, etc. If nothing is available, it will try to drag the victim to the river.

The mummy's touch causes an unusual disease: it transmutes the victim's blood into alcohol. Anyone struck by the creature is entitled to a saving throw vs poison. Failure indicates that the person is infected and falls into a drunken stupor. Symptoms include purplish bruises, a cloying scent of strong, sweet wine, and sluggish, slurred speech. If a *cure disease* or *neutralize poison* spell is not administered within 12 hours, the victim dies.

Like other mummies, Father Bernadette's mummy causes such terror that creatures viewing it must make a saving throw vs. spell or become paralyzed with fright for 1d4 rounds. For every six creatures present, the saving throw is improved by +1. Humans get an additional +2 bonus to their saving throws. After slaying a victim, Father Bernadette's mummy can cast *animate dead* to create a skeleton or zombie once per day.

Like other mummies, this one can only be harmed by magical weapons, which inflict only half damage. Mind-affecting spells, cold, poison, and paralyzation have no affect. Normal fire is also ineffectual, for it wears a *ring of fire resistance*. Even when reduced to 0 hp, its spirit is still restless. It regenerates and reemerges from its tomb to continue its mission. The only way to destroy it is by use of a special holy formula.

Tactics: The mummy typically strikes between 10 PM and 5 AM, and it will always attack someone who was involved in Father Bernadette's murder. Before it strikes, it sends out its zombies to create a diversion. After its attack, it escapes through the vineyards with its victim's corpse. Where others are slowed to half speed, the mummy moves at its full speed (9') around the grape fields. It always picks the rockiest ground it can find and leaves no tracks. If out of sight for more than 2 rounds, it has a 70% chance of remaining hidden in shadows (although its smell might give it away). Being undead, it is invisible to infravision.

Once the mummy reaches the Barlox river, it dives in and swims downstream underwater, reemerges later, and makes its way back to its tomb. This removes some of its brandy scent, often foiling the keen noses of tracking dogs.

Habitat/Society: Father Bernadette was drowned in a huge cask of brandy in the Smedling Winery, and it has entombed itself there. The skeleton of Father Bernadette's wife guards this cask. Any zombies it has animated also dwell there. If wounded, it can regenerate 6 hp a day in its tomb after 12 hours of rest.

CLIMATE/TERRAIN:	Any desert or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	V (Ax2)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8+3 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8,000 See below



Also known as *Anhktepot's Children*, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and are able to communicate just as they did in life. Further, they have an inherent ability to telepathically command all normal mummies created by them. They have the ability to control other mummies, provided that they are not under the domination of another mummy, but this is possible only when verbal orders can be given.

Combat: Greater mummies radiate an *aura of fear* that causes all creatures who see them to make a fear check. A modifier is applied to this fear check based on the age of the monster, as indicated on the Age & Abilities table at the end of this section. The effects of failure on those who miss their checks are doubled because of the enormous power and presence of this creature. The mummy's aura can be defeated by a *remove fear, cloak of bravery,* or similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magic granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of damage per attack.

Anyone struck by the mummy's attack suffers the required damage and becomes infected with a horrible rotting disease that is even more sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself (see the Age & Ability table at the end of this entry for exact details). The disease causes the person to die within a short time unless proper medical care can be obtained. Twenty four hours after the infecting blow lands, the character loses 1 point from his Strength and Constitution due to the effects of the virus on his body. Further, they lose 2 points of Charisma as their skin begins to flake and whither like old parchment. No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting or memorization impossible for the character. Only one form of magical healing has any effect—a *regenerate* spell will cure the disease and restore lost hit points, but not ability scores. All others healing spells are wasted. A series of *cure disease* spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability score points is not possible through any means short of a *wish*.

The body of a person who dies from mummy rot begins to crumble into dust as soon as death occurs. The only way to *resurrect* a character who dies in this way is to cast both a *cure disease* and a *raise dead* spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) are lost forever.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat; however, the older the mummy, the harder it is to overcome in this fashion. Once again, the details are provided on the Age & Abilities Table. They are immune to damage from holy water, but contact with a holy symbol from a non-evil faith inflicts 1d6 points of damage on them. Contact with a holy symbol of their own faith actually *restores* 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were priests in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 20th level (see below) and will have the same spheres available to them that they did in life. Greater mummies receive the same bonus spells for high Wisdom scores that player characters do. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts. For those using *Legends & Lore* in their games, greater mummies are most often priests of Osiris, Set, and Nephythys. For those using *The Complete Priest's Handbook*, they are usually associated with

the worship of ancestors, darkness, death, disease, evil, guardianship, and revenge. (If neither of these works is being used in the campaign, simply assign the mummy powers as if it were a standard high-level cleric.)

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones. Even if a weapon can affect them, however, it will inflict only half damage because of the magical nature of the creature's body.

Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving electricity; all spells of that nature inflict half again their normal damage. In addition, older mummies develop a magic resistance that makes even those spells unreliable.

Greater mummies, like vampires, become more powerful with the passing of time in Ravenloft. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

Age & Ability Table

Age	To Hit	AC	HD	THAC0
99 or less	+1	2	8+3	11
100-199	+1	1	9+3	11
200-299	+2	0	10+3	9
300-399	+2	-1	11+3	9
400-499	+3	-2	12+3	7
500 or more	+4	-3	13+3	7

Age	Align	Wis	Magic	Disease
99 or less	LE	18	Nil	1d12 days
100-199	LE	19	5%	1d10 days
200-299	LE or CE	20	10%	1d8 days
300-399	CE or LE	21	15%	1d6 days
400-499	CE	22	20%	1d4 days
500 or more	CE	23	25%	1d3 days

Age	Level	XP	Fear	Mummies
99 or less	16	8,000	-1	1d4
100-199	17	10,000	-2	2d4
200-299	18	12,000	-2	3d4
300-399	19	14,000	-3	5d4
400-499	20	16,000	-3	6d4
500 or more	20	18,000	-4	7d4

Notes:

To Hit indicates the magical plus that must be associated with a weapon before it will inflict damage to the mummy.

AC is the Armor Class of the monster.

HD are the number of hit dice that the mummy has. Greater mummies are turned as if they had one more Hit Die than they actually do, so a 250 year old (10+3) is turned as if it had 11 Hit Dice. Any mummy 300 years old or older is turned as a "special" undead.

THAC0 is listed for the various Hit Dice levels of the mummy to allow for easy reference during play.

Alignment As the mummy grows older, it becomes darker and more evil. In cases where two alignments are listed, there is a 75% chance that the mummy will be of the first alignment and a 25% chance that it will be of the second. Thus, a 300 year old mummy is 75% likely to be chaotic evil.

Wisdom is the creature's Wisdom score. When employing their spells, greater mummies receive all of the bonus spells normally associated with a high Wisdom. Further, as they pass into the higher ratings (19 and beyond) they gain an immunity to certain magical spells as listed in the *Player's Handbook*.

Magic is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.

Disease is the length of time it takes for a person infected with the mummy's rotting disease to die.

Level indicates the creature's level as a priest. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.

XP lists the number of experience points awarded to a party for battling and defeating a greater mummy of a given age.

Mummies indicates the number of normal mummies that the creature will have serving it when encountered.

Fear indicates the penalty to those making fear checks due to the evil influence of the greater mummy's foul aura.

Habitat/Society: Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil priests. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified priests served non-evil god in life and are still granted the powers they had in life from those gods.

Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world—bringing a dreadful shroud of evil down upon every land they touch.

When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 12-18 hours (10+2d4) and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally *held* or *charmed* so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

Ecology: The first of these creatures is known to have been produced by Anhktepot, the Lord of Har'akir, in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepot in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepot. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepot can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.

Mummy, Greater, Senmet



Climate/Terrain:	Har'Akir
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Genius (17)
Treasure:	V (A×2)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	2
Movement:	9
Hit Dice:	8+3 (45 hp)
THAC0:	11 (10)
No. of Attacks:	1
Damage/Attack:	3d6
Special Attacks:	*Fear* aura; disease
Special Defenses:	Immune to normal weapons; half-damage from magical weapons; immune to cold, nonmagical fire
Magic Resistance:	Nil
Size:	M (6′ 3″ tall)
Morale:	Fanatic (18)
XP Value:	8,000

The so-called Children of Anhktepot are a horrible and sinister lot. Most were created by the dread lord of Har'Akir himself and are wholly loyal to that vile creature. Senmet, however, was given his power and undead stature by Isu Rehkotep, a priestess who stumbled upon a magical scroll. Now free to act as he will, Senmet has vowed to bring down Anhktepot and replace him as the lord of Har'Akir.

Like all mummies, Senmet is a desiccated corpse wrapped in funereal cloth and bearing an unholy symbol on a chain around his neck. An odor of spices and herbs lingers in the air about him. In places Senmet's wraps have fallen away, revealing withered brown flesh stretched tightly over a skeletal frame. It is impossible to distinguish Senmet from a normal mummy.

Senmet is highly intelligent and speaks many languages in addition to that of Har'Akir. Further, he has a natural ability to command all normal mummies that he might encounter. This power is telepathic, requiring neither words nor motions, and functions on any mummy of whose presence Senmet is aware.

Combat: Senmet is a terrible enemy. Like all greater mummies, he radiates an aura of fear that forces everyone who sees him to make a *fear* check at a –1 penalty. If this check is failed, the normal results are doubled due to the great power with which Senmet has been infused. Spells like a *cloak of bravery* or *remove fear* can enable adventurers to overcome this power.

When Senmet attacks in close combat, he does so by striking with his powerful fists. This allows him to make a single attack (at +1 bonus) that delivers a staggering 3d6 points of damage with each blow that lands.

Anyone hit by Senmet will contract a terrible rotting disease that will prove fatal in 1d12 days. On the day after the disease is contracted, the victim begins to suffer uncontrollable shaking and tremors, making spellcasting and feats requiring fine Dexterity impossible. Further, the victim loses 1 point of Strength and Constitution from the debilitating effects of the disease and 2 points of Charisma as his or her skin begins to flake and wither away. Ridding oneself of this disease is only possible through use of a *regeneration* spell. A stricken character without access to regenerative magic can be kept alive with *cure disease* spells, one for each day that has passed since the disease was contracted. Note, however, that this merely halts the rot from progressing, and the disease remains in the victim's system until a permanent cure is effected.

In most cases, a diseased person crumbles into dust when he or she dies. If Senmet chooses, however, he can convert someone infected with his rotting disease into a unique breed of zombie or an actual mummy. In either case, the newly created horror is completely under Senmet's control.

When he wishes to create a zombie, Senmet strangles his victim. Within 8 hours, the body rises from the dead as a desert zombie. These creatures are described fully in the adventure RA3, *Touch of Death*. For those who do not own that product, desert zombies are similar to common zombies except that they are faster (MV 9) and do not suffer initiative penalties. Desert zombies are able to burrow through sand at a rate of 6 feet per round; their favorite method of attack is to hide beneath the sand, grab passing characters (who are considered AC 10 for purposes of this attack; Dexterity bonuses do apply), and drag them to their doom. Desert zombies resemble desiccated corpses.

In order to create a mummy, Senmet captures someone infected with his disease and takes his victim to his hidden temple. Here, he mummifies the person alive (a

terrible and gruesome fate, to be certain). When the process is completed, the victim dies and promptly rises again as a mummy.

Unlike other greater mummies, Senmet is unable to employ clerical spells, having sacrificed this ability for the power to make and control desert zombies. The means by which he made this exchange is unknown and may well tie into Isu Rehkotep's dark worship of the evil Set. If any have learned this secret, they did not live long enough to share it with the world.

Senmet is immune to attacks made with nonmagical weapons, while magical weapons inflict only half their normal damage. Spells and other attacks that depend upon cold, ice, or nonmagical fire to inflict damage do not harm him at all. However, Senmet is very vulnerable to lightning-based attacks, which do half again their normal damage when used against him.

Like all undead, Senmet is immune to *charm, hold, sleep,* or similar spells and cannot be harmed by poisons or disease. He is further immune to damage from holy water, although contact with a nonevil holy symbol burns him for 1d6 points. Contact with an unholy symbol of Set actually restores 1d6 hit points per round. For this reason, Senmet always wears a coiled cobra medallion around his neck and regenerates 1d6 hit points per round so long as it remains in place.

Habitat/Society: Long before the domain of Har'Akir was drawn into Ravenloft, Senmet was a priest who served the powerful Anhktepot. An ambitious man, he was not content with his servitor's role and began to plan the downfall of his master. When Anhktepot discovered Senmet's treasonous plotting, he had him mummified and entombed alive. In order to provide the illusion that his reign was unchallenged, Anhktepot buried Senmet with full honors and cast him as a martyr who died to support his pharaoh.

Centuries later, long after Anhktepot's evil earned him a domain in Ravenloft, a young priestess named Isu Rehkotep discovered a magical scroll. She saw at once that it was the process by which Anhktepot created his dreadful greater mummies.

As a noble priestess of the god Osiris, Rehkotep attempted to destroy the scroll, recognizing that it had great power for evil. Her attempts failed, for the magic of the thing would not let it be so easily cast aside. Anxious to see that none should find and use so terrible a treasure, Isu hid it away, naively thinking that it would be lost forever.

Over the years, the power of this evil began to gnaw at her heart. She began to study the works and teachings of Set, the blackest of the dark gods. At first, she believed that she did this only to learn how to recognize evil and thwart it. Gradually, these sinister writings began to take their toll on her. In the end, she began to worship Set as devoutly as she had venerated Osiris.

Now a minon of evil, Rehkotep recovered the mysterious scroll that she had hidden away so long ago. She began to study it and to make plans for its use. What Rehkotep did not fully understand at the time was that her scroll fragments were incomplete. She was able to awaken Senmet, but not to exercise complete control over his actions as she had expected. Still, she does have a limited power to force her will upon Senmet, commanding him for 2 to 8 (2d4) rounds each day. The rest of the time, Senmet is free to do whatever evil deeds he pleases.

Once he was reanimated, Senmet set about plotting to destroy Anhktepot and claim Har'Akir for his own.

Ecology: Unlike all of the other greater mummies that guard Har'Akir's temples and tombs, Senmet was not created by Anhktepot. As such, he cannot be commanded by the lord of Har'Akir.

Adventure Ideas: Senmet is featured in module RA3, *Touch of Death*. It is quite possible that he will survive the end of that scenario, although his foul plans will have been thwarted. Being a creature of great determination and ambition, however, Senmet will look upon any defeat as nothing more than a set-back.

His desire to rule a land of his own may lead Senmet to travel beyond the domain of Har'Akir. He would certainly find the land of Sebua or Kalidnay (as presented in RR1, *Dark Lords* and the *Forbidden Lore* boxed set) to his liking.

Because he seeks to destroy the lord of Har'Akir, player characters might be inclined to help and even trust Senmet. Those who do will quickly learn that they have made a dreadful mistake: The sinister machinations of this undead fiend have no place for mercy or kindness. Senmet is a harsh and cruel creature whose hunger for absolute power makes him as deadly a foe as Anhktepot himself.

As his evil continues to grow, Senmet will become more and more interesting to the dark powers. Indeed, it may not be long before the Mists reach out to grant him his own domain, no doubt to the dismay of PCs who thought him destroyed. If she survived the events of *Touch of Death*, Isu Rehkotep (P8, LE, 35 hp) will accompany him to his new domain; if she perished, she might still be encountered in undead form.

Mummy, Ice

CLIMATE/TERRAIN:	Mountain glacier
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	High to genius (11-18)
TREASURE:	P (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	7
THAC0:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12 or by weapon type +1
SPECIAL ATTACKS:	Fear, breath weapon, withering touch, spell use
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Champion (15)
XP VALUE:	4,000



Leathery, desiccated brown skin is drawn tight over the bones of an ice mummy. The hair and clothing remain intact but show the effects of centuries of entombment. The clothing and weapons are ancient, perhaps including a flint knife, a copper-bladed ax, a spear with a stone points, or arrows with obsidian heads. The eyes are sunken and opaque, though open and visible, filled with a blank hatred. The ice mummy's mouth is agape in an eternal scream.

Combat: The ice mummy is intelligent as well as cunning. It creates false trails to lead travelers onto fragile snow bridges over crevasses. The only warning of its attack may be the brief glimpse of a figure traveling through the fog on a glacier. When the figure staggers and falls, travelers may go to its aid, only to stumble into its ambush. The ice mummy seldom fights at a disadvantage. When it has its intended victims isolated, it strikes. If the fear it generates has not sent all of the ice mummy's prey into a trap, it uses magic or resorts to its breath weapon, a *cone of cold* that blasts from the hideous, gaping mouth. It then moves away to wait for the cumulative effects of the magical cold and the natural cold to take their toll. If any brave souls are still able to pursue, so much the better.

Although ice mummies are so rare that one can spend a lifetime traveling the high mountains and never encounter one outside of old songs and stories, most of them have the power to work magic as a 9th-level wizard, except that the mummy can employ only spells of 3rd level or lower. Furthermore, ice mummies can never use spells that involve fire as a weapon. Thus, an ice mummy can cast *affect normal fires* to reduce the campfire lit by a group of travelers, but the monster cannot cast a *fireball* spell to attack them. Ice mummies are known to use the following unique spells as well as those commonly employed by human wizards: *slippery slope, ice shatter,* and *call blizzard.*

If forced into melee combat, an ice mummy uses weapons. Its inhuman strength lends a +1 bonus both to THAC0 and to damage rolls. Missile weapons used by an ice mummy, usually barbed arrows, also enjoy a +1 THAC0 bonus and also cause 2 hp damage for each round they remain embedded in the victim, because of the supernatural cold with which they are imbued. Removing the barbed arrow of an ice mummy without the help of a character with the healing proficiency inflicts an additional 1d6 hp damage. A *dispel magic, limited wish,* or *wish* spell negates the chill effect completely.

If encountered without weapons, an ice mummy can strike for 1d12 hp damage with its cold fists, which also cause damage as per a *staff of withering.* Three times a day, an ice mummy can breath a blast of cold that inflicts 4d6 hp damage to all within its area of effect, a 20' long cone that is 10' wide at its base.

The supernatural cold exuded by an ice mummy numbs all warm-blooded creatures that come within 25' of the creature. Non-magical weapons used against the creature must save vs. crushing blow each time they hit the creature or freeze so cold that they shatter. Additionally, those who remain within 25' of the ice mummy suffer 1d3 hp damage per round from severe frostbite. Finally, ice mummies cause fear as do normal mummies.

Ecology: Ice mummies are the freeze-dried remains of travellers who lost their way in the icy wastes of the mountains. Bitter and afraid, they died alone, hating those who never came to their rescue. At every opportunity, they seek to punish those who mock their demise by traveling the same dangerous terrain that once ruined them.

Murdakus



CLIMATE/TERRAIN:	Empire of Iuz
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	See below
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	–4
MOVEMENT:	15, fly 18 (D), sprint 30
HIT DICE:	18
THAC0:	7
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2–12/2–12/3–30/3–30/2–24
SPECIAL ATTACKS:	Death frenzy, severing, breath weapon
SPECIAL DEFENSES:	Immunities, regeneration, absorb heat
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long, 45' tail)
MORALE:	Fanatic (17–18)
XP VALUE:	25,000

These behemoths are more than 90 feet long when fully grown and vaguely resemble dragons. They have six powerful legs, a pair of batlike wings, and a long prehensile tail tipped with a scythelike stinger. A triple row of spines extend from the base of their thick necks to the stinger. Murdakus have two separate sets of saurian jaws filled with razor-sharp teeth as well as two eyes on each side of their horned heads.

Combat: A murdakus attacks five times per round and can split these attacks among separate attackers. Two of the creature's attacks are bites from its twin jaws for 3d10 points of damage each. It can also rear up on its hind four feet, allowing attacks with its claws for 2d6 points of damage each. Finally, the murdakus can strike at anything within 45 feet with its tail blade, inflicting 2d12 points of damage on a hit and severing a random limb from the target if it scores a natural 20.

Against creatures beyond melee range, a murdakus has only one attack: its breath weapon, usable once per turn. This consists of a pair of narrow beams of intense heat that lance forth from each of its jaws. The murdakus must aim these twin beams in different directions in up to a 90 degree arc; creatures of size L or smaller can be hit by only one beam. Each beam causes 12d6+24 points of damage to all creatures in its path (120 feet long and 5 feet wide). The murdakus loathes to use this attack, however, since it loses the ability to regenerate for the next turn as its body heat replenishes. If reduced to less than 1 hit point, a murdakus goes into a frenzy, gaining double its normal amount of attacks for 1 round. At the end of this round, it loses a further 3d8 hit points and drops to the ground.

The murdakus regenerates damage at the rate of 1d4 hit points per round as it draws heat from the surrounding environment to magically repair its wounds. Whorls of fire and shimmering radiance play over the body of a regenerating murdakus; anyone touching a regenerating murdakus must make a successful saving throw vs. breath weapon or suffer 1d4 points of heat-based damage. A murdakus cannot regenerate damage caused by acid or negative energy. A sure way to slay a murdakus permanently is to reduce it to negative hit points within a turn of its use of its breath weapon.

The murdakus is immune to mind-affecting attacks and suffer half damage from poisons that do not slay outright. Fire attacks heal damage on a point-for-point basis. Although resistant to natural cold, it suffers normal damage from magical cold.

Habitat/Society: Murdakus are ravenous; just one of them can depopulate all life within 2 square miles in less than a day. Luckily, they have terribly inefficient metabolisms. After 1d3 days of activity, a murdakus must rest for 2d4 weeks. Until it rests, it suffers a +4 penalty to its AC, a –4 penalty to its THAC0, and a 50% reduction to its movement. A very hot fire (like dragon breath or a *fireball*) revitalizes a murdakus for 1d3 days.

Ecology: During the dark times of the Greyhawk wars, the Bonehart decided to create a chimerical monstrosity to devastate their enemies. Their first attempt spawned a lesser form of murdakus that functioned for a short period of time before collapsing into a fatal coma. Seeking to improve their creation, the Bonehart infused the beast with the ability to metabolize heat. Unfortunately, the murdakus quickly built up an immunity to magical control and rebelled against their allies, causing great damage to Iuz's forces before retreating into the northern wilderness. Iuz was angered at the turn of events, and ordered the deaths of all those who knew the secrets of murdakus creation and destroyed all of their notes. Since then, no new murdakus have been created, and none have been known to breed.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	0
MOVEMENT:	Fl 12 (E)
HIT DICE:	50
THAC0:	5
NO. OF ATTACKS:	1-3
DAMAGE/ATTACK:	5-50 each
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	G (1-600 miles diam.)
MORALE:	Champion (16)
XP VALUE:	51,000

Murderoids, so named by travelers because of their aggressive, evil nature, are perhaps the largest denizens of space. These living asteroids are fierce rock creatures that possess their own gravity and atmosphere and move about systems in search of food. Their air envelope is 1d4 miles thick. They attack all creatures smaller than themselves.

Most murderoids are 100 miles long, or longer, and their weight ranges from billions to trillions of tons. Murderoids have a coarse, rock-like skin that is several feet thick and ranges in color from dark brown to dark gray. Their sensory organs, similar to eyes and ears, appear as craters and small hills. They speak no language, but they are able to communicate their emotions to other murderoids by changing the color of their skin. Lighter shades represent satisfaction and pleasure, darker shades represent hunger and anger.

Combat: Murderoids can sense creatures up to 60,000 miles away. They attack by luring living creatures to land on their rock-like skin. Once a creature is on its surface, the murderoid uses spells and its physical attacks to prevent the creature from leaving.

Each murderoid can cast *grease*, *dig*, *hallucinatory terrain*, *stone shape*, and *earthquake*, as a 14th-level spellcaster (though only three times a day). The range of the spell is the murderoid's surface and air envelope.

Murderoids usually begin their assault by casting a special *hallucinatory terrain* spell to make their surfaces appear to be paradise. Once a ship or creature has landed, the murderoid casts *stone shape* to form a part of itself around the ship or creature to prevent its escape. Additional tactics include casting *grease* or *dig* spells so creatures cannot stand, or *earthquake* so ships are damaged. After its spell assault, the murderoid attacks physically by opening up a "mouth" on its surface and biting its victim. A murderoid can create up to three mouths in each one-square-mile area, and 12 mouths over its entire form. A mouth can sustain 30 points of damage before being destroyed. It takes 30 minutes to regenerate a mouth.

Murderoids are immune to *earthquake* spells. However, *move earth* stuns a square-mile area of the creature for 1d6 rounds, and *stone to flesh* stuns a square-mile area for 1d4 turns.



Habitat/Society: Murderoids live to eat and continuously hunt for food. They consider all living things smaller than themselves fair game. They have no established territory, forever wandering space in search of food.

Murderoids are solitary creatures; only in extremely rare circumstances is a group encountered. Such groups contain juvenile murderoids, each of which is less than 50 miles long.

From an early age, murderoids learn that status is important. And status is usually measured by the number of ships a murderoid has gathered. While the bulk of a captured ship is consumed, a murderoid usually leaves a section of the ship on its skin to display to any passing murderoids. The oldest murderoids usually have the most trophies. Unfortunate spacefarers have discovered that occasionally the section of a ship which is being used as a trophy transmits a distress beacon; this beacon lures yet more spacefarers to their doom. Such beacons include flashing lights or magical items that transmit light or energy.

Murderoids mate once every 50 years. A mating results in one egg, which is laid on a small asteroid. The infant murderoid eats the asteroid and takes its place—much to the chagrin of space travelers who thought that body to be a lifeless rock. In infant stage, the murderoid is a 10-Hit Die creature and can generate only three mouths over its entire body. Infant stage lasts five years, then the creature is considered a 50-Hit Die adult.

Murderoids live to be about 6,000 years old, generally growing at a rate of one mile in diameter for every 100 years.

Ecology: Murderoids' favorite food are kindori and radiant dragons. Their natural enemies are spacefaring dwarves. Evil humanoids have been known to hunt infant murderoids, which they attempt to charm for their own malign purposes.

The skin of a murderoid can be used as spell components for *stone shape* and *hallucinatory terrain* spells.

Climate/Terrain:	Pandemonium
Frequency:	Very rare
Organization:	Colony
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Variable
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d4 + 1
Armor Class:	2 (variable)
Movement:	12
Hit Dice:	7
THACO:	13
No. of Attacks:	1
Damage/Attack:	2d12
Special Attacks:	Hold for 2d6
Special Defenses:	Immune to charms and gases, 1/2 damage from fire
Magic Resistance:	Nil
Size:	L (8' long)
Morale:	Fearless (18)
XP Value:	1,400

"Am I the friend you sent out into the night to check on the howlers, howlers that screamed so deliciously in their stables? They are silent now – did you notice? I quieted them well.

"It was not kind of you to send me out into the night. I had to endure the winds of Pandemonium while all of you were safe. Things lurk in the darkness that make even the walk from the inn to the stable unsafe. Sending me outside was not kind, not the act of friends.

"Why won't you let me in? That's not kind, either. Can't you see it's me standing at the window? Or do you no longer know who I am? Perhaps you fear this body is a husk, holding something terrible within it – that eventually the energies will build and tear through this feeble shell.

"You think I'm a murska, one of the great beetle beasts out on the plains. You've seen their tracks today, the molted shreds of skin they leave behind. Now you fear the friend you see has become one of them, that he is only the last unmolted remains of the beast's dinner. I know – you fear that below this window-sill my human flesh ends in shreds and tatters as the hardened carapace of the murska erupts from within. You imagine its shell still glistening and fresh as it flickers green and gold in the windowlight. Even now it might hunger outside the door.

"Or maybe I'm me and the murska's hunting out here. Let me in, you berkzzz, before it's too late!

"What'zzz wrong? It's only the wind that makes my voice buzz like an insect's. Why are you staring at my face? Izzz zomething happening?"

Combat: The murska is a ravenous hunter in Pandemonium, made all the more dangerous by its special powers and cooperative hunting habits. Murskas are almost never encountered singly. It is far more common to meet three to four of these foul beetle things. When initially encountered, murskas attack in a coordinated fashion. Typically one blocks the forward path while the others circle the prey to strike on the flanks. The beetle beasts seldom fight to the death. They are hunting, not slaughtering, so a murska attack ends as soon as a victim can be seized and dragged off, to be killed and eaten later.

A murska attacks by seizing its target in its powerful eating mandibles. Only after the victim has been seized does the beast gnaw at the held victim with a small series of razored teeth. Its grinding mandibles cause 2d12 points of damage. Furthermore, victims seized by the mandibles can be held without further attack rolls. In subsequent rounds, a held victim can be gnawed for 2d6 points of damage. No attack roll is needed for this since the mandibles hold the victim in place.

Those held by a murska are severely limited. Breaking free of a murska's grasp requires all of a held creature's efforts, along with a successful open doors die roll (to pry the mandibles apart). Just as with a door, others can help in the attempt, but they automatically suffer 1d6 points of damage as the murska thrashes about in their grip. Regardless of the success or failure of the effort, the held victim still suffers 2d12 points of damage that round. A person can voluntarily forgo an attempt to break free in order to use a mental or innate power, but spells, magical items, and weapons cannot be used.

Like its appearance, the Armor Class of these creatures can vary. In its true insectoid form, the murska has an Armor Class of 2. The murska is very seldom met in its pure form, however. Each time the murska feeds, it assumes some of the physical properties of its latest dinner. Constantly growing and shedding old skin, the murska assumes the form of its latest meal. Having eaten a horse, the murska's carapace gradually molts to reveal the dapple-gray hide of a horse beneath. Mane and head form, misshapen and blobby, stretched awfully over the cursed insect's shell. In time the horsehide peels back to reveal the beetle beneath once more. Thus, a murska looks like the grotesque parody of anything it can eat. As time passes between meals, the assumed skin itself is gradually replaced by the murska's true form. In its molting skin, the murska's carapace is not as firm, reducing its effective Armor Class to 4.

In addition to their formidable attacks and hideous appearance, murskas have several special defenses and immunities. Although they adopt many of the mental features of their repast – particularly wit and memories – murskas are always considered mindless. They cannot be charmed or controlled through mental dominations. They are immune to gases (not that these are effective in the winds of Pandemonium) and suffer only half damage from fire-based attacks. They are vulnerable to cold, with a -2 penalty on their saving throws versus such attacks.

Habitat/Society: Unlike many other insectoid creatures, the murska has no nest or fixed territory. It follows its prey – virtually any creature of man or larger size. About the only beast of size it does not attack are howlers, probably due to the

howler's irritating quills. In times of famine, murska have even been seen devouring each other.

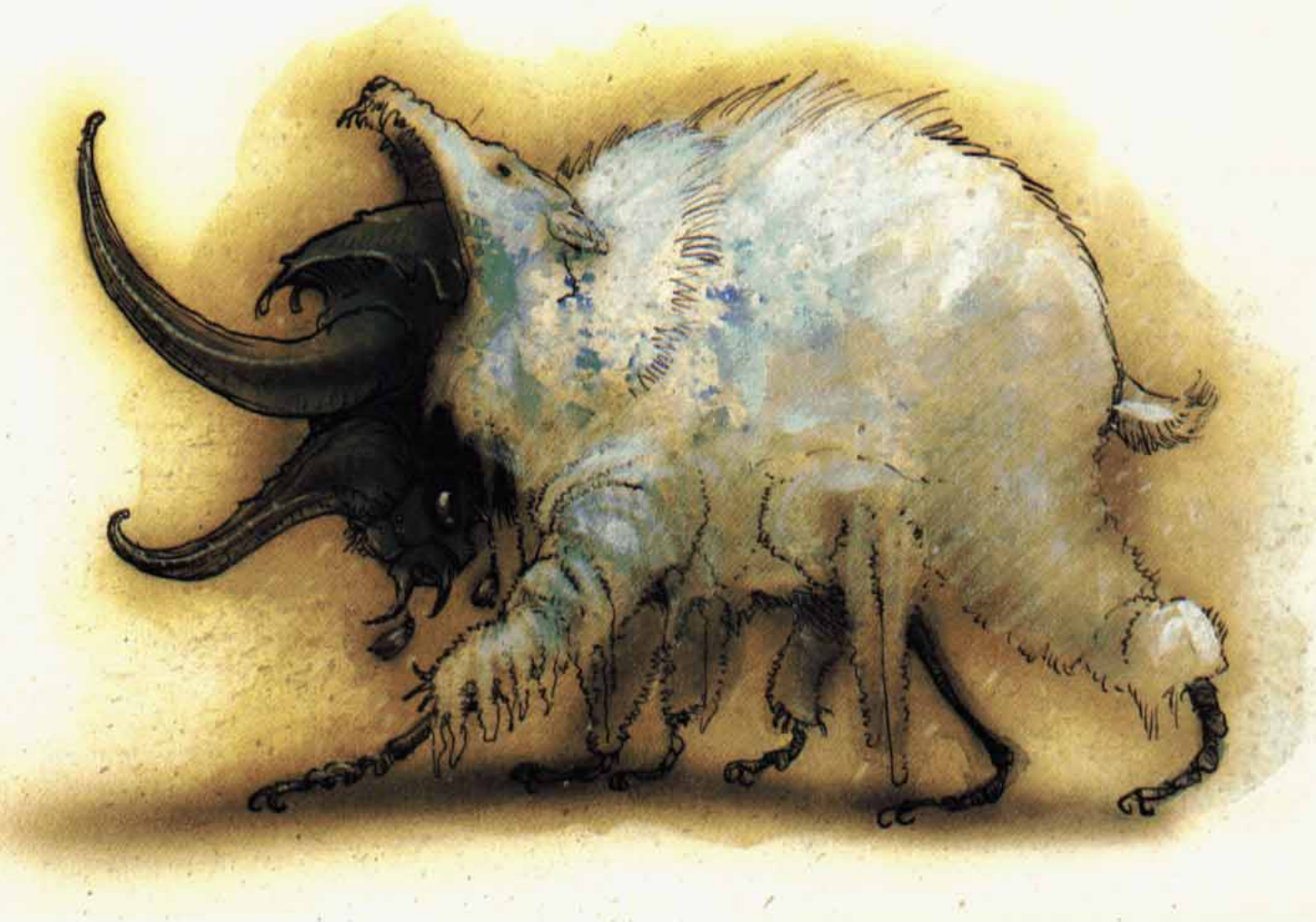
Fortunately, the murska does not need to feed continually. Like certain other species of creatures, the beetle periodically gorges itself and then withdraws until hunger forces it to hunt again. Since the creature grows and then molts the form of its latest meal, it is possible to estimate just how hungry a given murska might be. Those nearly completely covered in their stolen skin are well fed. As time passes, more of the beetle shell breaks through, and the greater the beast's hunger. A murska in pure beetle form is starving and therefore the most dangerous.

One great variable in all murska attacks is their cunning, because murskas do not just assume the skin of their victims. Some of the intelligence, memories, and nature of their last meal is also absorbed. While these fade just as the skin peels, in the meanwhile murskas use the knowledge they have gained. Their behavior becomes a horrid mixture of both the beetle and its dinner. For example, a murska that ate a character's horse might follow the party, invade stables, and otherwise behave like that horse. As time passes, the memories weaken and the beast's true nature asserts itself.

More dangerous is the murska that eats an intelligent creature, for then the beetle beast becomes intelligent. It gains no spells, proficiencies, class, or psionic abilities from its victim, but it does possess all the creature's native cunning. It can speak and often uses its stolen memories to lure others to their doom. An intelligent murska is often no longer content to eat and gorge, but may attempt to build a larder of new victims.

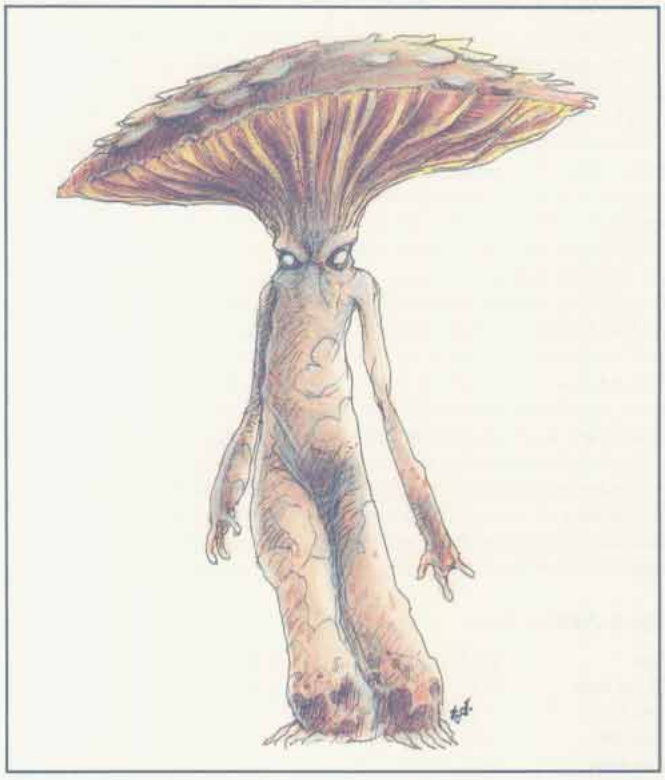
There are rumors within Pandemonium of murskas who, having tasted the fruit of intelligence, continually seek it out. They have become aware of what they are and now use the minds of others to sustain their own, newly intelligent selves. This may be nothing more than the howling of madmen, borne on the winds of the plane.

Ecology: Like so many other oddities of Pandemonium, no one has yet fathomed the true role of the murskas in the multiverse. Revolutionary League legend holds that the beasts are the spirits of their lost brethen, forever assuming the identity of others. Desperate Anarchists sometimes bring their concerns to the "revolutionaries who have been" in hopes the god-beetles will grant them aid.



Myconid (Fungus Man)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Communal
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	S (x2)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-12; 20-200 in lair
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	1-6
THAC0:	1-2 HD: 19 3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 x HD
SPECIAL ATTACKS:	Spore Clouds
SPECIAL DEFENSES:	Poisonous Skin
MAGIC RESISTANCE:	Nil
SIZE:	T-L (2' per HD)
MORALE:	Steady (12) to Elite (13)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650



Myconids, or fungus men, are a race of intelligent fungi that live in the remote reaches of the Underdark. They are cautious creatures that deplore violence; myconids have no desire to conquer anybody and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side. Myconids' Hit Dice determine their social status and abilities. They have no spoken language.

Combat: Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1-Hit Die myconid inflicts 1d4 points of damage, a 2-Hit Die myconid causes 2d4 points of damage, etc., up to the 6-Hit Dice king that inflicts 6d4 points of damage on a hit.

Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3-HD myconid (6 feet tall) can spray three types of spores, and it may use each type three times per day. These spore types include the following:

Distress: This spore type is used to alert other myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1-Hit Die level.

Reproducer: These spores are only emitted at the proper time for growing new myconids so the population can be rigidly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2-Hit Dice level.

Rapport: These spores are primarily used in the melding process. However, they can be used by the myconids to communicate with other species, since the fungus men do not talk. A small cloud of spores is aimed at one person; if the person fails a saving throw vs. poison (it can choose to fail), it can go into telepathic rapport, speaking mind-to-mind with the myconid as if it were normal speech. The range of this effect is 40 feet. The duration is a number of turns equal to the Hit Dice of the myconid. This ability is gained at the 3-Hit Dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails its saving throw vs. poison, it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any action even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the myconid. This ability is gained at the 4-Hit Dice level.

Hallucinator: This type of spore is usually used in the melding ritual, but a myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its saving throw vs. poison, it suffers violent hallucinations for a number of turns equal to the Hit Dice of the myconid. Hallucinating creatures react as follows (roll 1d20):

D20 Roll	Reaction
1-10	Cower and whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Try to kill the closest creature

The range of this effect is 40 feet. This ability is gained at the 5-Hit Dice level.

Animator: This ability is gained at the 6-Hit Dice level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (AC 10, Move 9, HD 1, hp 4, #AT 2, Dmg bony claws for 1-3/1-3). It is not undead and cannot be turned by priests. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their

functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4 +1 weeks before it decays. Animated creatures will follow simple orders given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.

A myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

Habitat/Society: Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1-5 Hit Dice (i.e., four 1-HD, four 2-HD, etc.). Each community consists of 1d10 circles.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6-Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat; humanoids see myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them. Given population pressures in the underworld in which the myconids live, further conflicts seem inevitable. If the myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.

Myconids live in Underdark regions, which are large cavernous underground areas that range in size form a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas. These communities will usually be near water, for they like dampness. Work details sometimes patrol the Underdark, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only myconids that will be found outside of their lair. A myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead myconid kings are buried with honor beneath the mounds, while dead myconids are buried near the gardens.

Ecology: Myconids are an unusual species of fungi. They grow fungi, which later decay, and the myconids feed from these soil nutrients.

A myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1-Hit Die myconid is four years old, a 2-Hit Die myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a myconid to reach 6 Hit Dice (king).

A myconid king has the ability to brew magical potions from fungi. In addition to standard magical potions, a myconid king can brew the following:

Potion of Fungus Growth: This is used in times of population shortage, when myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a myconid once in its lifetime; repeated doses have no effect.

Potion of Fungus Healing: This potion only works on fungi. It heals 1d6 +1 lost hit points.

Potion of Decay: This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must roll a successful saving throw vs. poison or die, replaced within 1d4 +1 days by a fungal intelligence friendly to the myconids, which lasts for 1d4 +1 weeks before permanently decaying. A *cure disease* spell will prevent the victim's death if cast within three minutes of the infection. The combination of a *cure disease* spell and a *raise dead* spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.

Powders of Hallucination: This is used when hallucinatory spores are in short supply due to the death of 4- and 5-Hit Die members of the circles. It is also used as a defensive measure when myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.

Potion of Anointment: This is the special regimen that enables a 5-Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a myconid only once. It is poisonous to humans (successful saving throw vs. poison or die).

There is always one *potion of anointment* in the community. If other potions are indicated, consult the following table:

01-10	Another *potion of anointment*
11-20	*Potion of fungi growth*
21-30	*Potion of fungus healing*
31-40	*Powder of hallucination*
41-45	*Potion of decay*
46-00	Roll on standard potion table

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

Mythuínn Folk

CLIMATE/TERRAIN:	Any arctic or mountain-top
FREQUENCY:	Rare
ORGANIZATION:	Village
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (A)
ALIGNMENT:	Any good
NO. APPEARING:	2d4
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility, *dimension door*
MAGIC RESISTANCE:	Nil
SIZE:	T (6'-9' tall)
MORALE:	Steady (11-12)
XP VALUE:	65



Mythuínn folk look like cute, shaggy teddy bears, roughly the size of a human hand. They have big, deep-brown eyes and white, brown, or black fur. They are ice-dwellers who live high in the mountains surrounding the ee'aar kingdom on the Arm of the Immortals.

Mythuínn folk have a completely different name for themselves, but no outsider can pronounce it. They have their own language, but their voices are too high pitched and fast for humanoid hearing. Some mythu'nn speak the ee'aar dialect, which they must speak very slowly. Any man-sized or larger humanoid must make a successful hear noise check to understand the speech of the mythu'nn.

The Red Curse: Few mythu'nn inhabit cursed lands; those who venture there never acquire Legacies or need *cinnabryl*.

Combat: Mythuínn folk avoid combat if at all possible, using their ability to become invisible or cast *dimension door* at will. If hard pressed, they fight with tiny javelins and bows, which inflict 1d2 points of damage.

Mythuínn are very hard to catch due to their size and extremely high Dexterity. It is difficult for a humanoid to even see one of the mythuínn, unless it makes a special effort to stand still for inspection. The tiny folk move so fast that most people see only a blur or feel a slight breeze. However, because they do have trouble covering long distances, their overall movement rating is low.

Mythuínn also bring good luck to their friends, allowing them to reroll a failed saving throw or ability check once per day, provided that the mythuínn is in physical contact with the person at the time.

Any encounter with the mythuínn is likely to be a role-playing rather than combat encounter. The DM should award experience points to anyone who has a significant interaction with the mythu'nn.

Habitat/Society: Most mythuinn are extremely curious, wanting to see everything - and the sooner the better. Mythuínn sometimes even accompany adventurers of good alignment for brief periods of time. Such adventurous mythu'nn quickly learn the language of their "Big Folk" friends so that they can communicate. Ee'aar travelers often carry mythuínn for good luck.

Mythuínn are sociable and dwell in icy caves high on the mountain-tops. Their wondrous villages are carved and shaped from the ice-miniature fairy-villages, sparkling like cut diamond in the light. Mythu'nn protect their villages with patrols, each carrying a horn to sound an alert if necessary. A village can contain several hundred mythuínn.

Individual mythuínn carry little or no treasure. However, their villages contain at least a full treasure type A.

Ecology: Tyminids prey upon mythu'nn, pursuing the tiny folk relentlessly. Mythuínn folk sometime hide in aeldar webs to elude these predators.

Mythuinn live fast - about ten times as fast as most humanoids. A one year sojourn to see the world with a "Big Folk" friend seems like a decade to one of the adventurous mythu'ínn. They live eight to ten years, although to them it seems like 80 to 100 years.

Mythuínn mate for life; if one partner dies, the other partner then sickens and dies. A mated pair of mythuínn will have three to five offspring during their fertile years. Twins are fairly common.

	Guardian	Spirit	Water
CLIMATE/TERRAIN:	Any land	Subterranean	Freshwater
FREQUENCY:	Very rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Exceptional(16)	Highly (13)	Very (11)
TREASURE:	X (H)	X (B,T)	X (D)
ALIGNMENT:	Lawful good	Chaotic evil	Neutral
NO. APPEARING:	1-2	1-3	1-4
ARMOR CLASS:	3	4	5
MOVEMENT:	15	12	9, Sw 18
HIT DICE:	11-12	9-10	7-8
THAC0:	9	11	13
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-6/2-8	1-3	1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' long)	H (15' long)	L (10' long)
MORALE:	Champion (15)	Elite (14)	Steady(11)
XP VALUE:	7,000	5,000	3,000

Possessing high intelligence and magical abilities, naga are snake-like creatures with human heads. They prefer warmer climates and tend not to wander far from their lairs.

The cold-blooded naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise. Occasionally, naga fashion a pouch to carry items under their chins. Both land types have a distinctive smell that pervades their lair and nearby areas.

Naga can usually speak four or more languages.

Combat: Naga often set traps to snare trespassers. Magical spells are always attempted first, since naga have few melee skills. Once their magic is expended, naga rely on their poisonous bites—only the largest of these creatures can actually constrict victims like a giant snake.

Habitat/Society: Naga live solitary lives, hunting or foraging over an area usually only a quarter mile square. They favor dwelling in a deep hole, but sometimes are found curled up in ruins or in a darkened room. While the sexes are impossible to tell apart, there is a 10% chance that an encounter includes one or more mates. These matings are temporary, as a pregnant naga quickly leaves the male to hide her eggs in a secluded spot. Young naga resemble giant snakes until they reach adulthood; then their human-like head emerges after a long and painful molting.

Ecology: While naga do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts for centuries. Their hides can be fashioned into *scale mail* +2, and their eyes and teeth have been sold for use in arcane spells.

Guardian Naga

Surrounded with a flowery sweet scent, the guardian naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. This naga always warns off trespassers, and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range, and the poison kills all who fail their saving throws vs. poison. In addition to a poisonous bite and constriction, these naga have the ability to use priest spells as 6th-level priests.

Spirit Naga

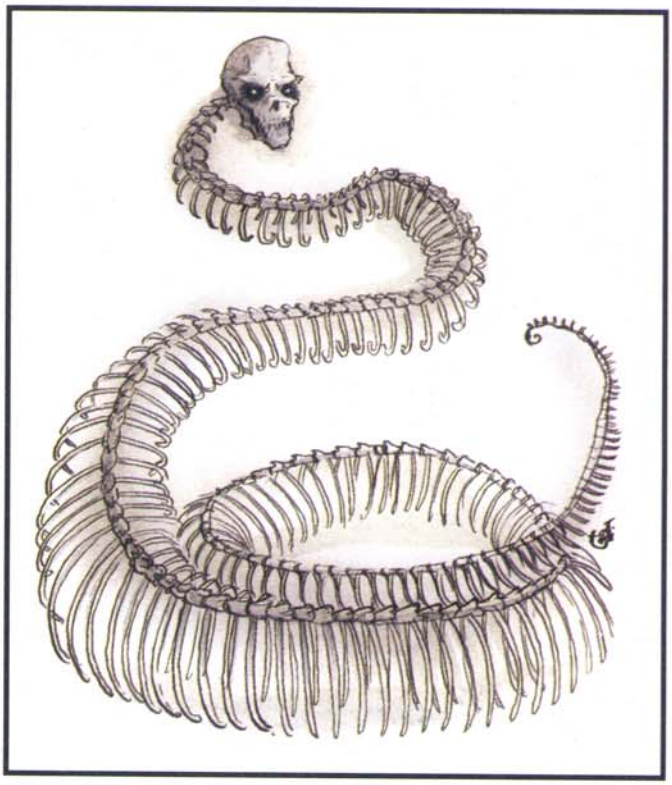
These black-and-crimson-banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food! Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to constrict their prey, they have a poisonous bite, a gaze that charms (as a *charm* spell) all those who look into their eyes and fail a saving throw vs. paralyzation, and can use wizard spells at 5th-level ability and priest spells at 4th-level ability.

Water Naga

The beautiful water naga are emerald green to turquoise in reticulated patterns with chocolate brown and pale jade green or dark grey and olive, and their spines have red spikes that raise like hackles when they are angry. Their eyes are pale green to amber. These naga are found in clear, fresh water. Curious but neutral in attitude, water naga seldom attack unless threatened. In addition to their poisonous bite that inflicts 1d4 points of damage, these naga have 5th-level wizard spell abilities. They never know spells that deal with fire.

Naga, Bone

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or groups (guardians)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1d12
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 plus special/3d4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12′ long)
MORALE:	Fearless (19–20)
XP VALUE:	4,000



Bone nagas are created undead. They appear as skeletal worms with humanlike skull heads that appear larger than one would assume to be usual for their bodies. Their empty eye sockets glow with the hatred of fell unlife. Created by dark nagas (see the MONSTROUS MANUAL tome) and a few evil mages to serve as guardians, these spellcasting worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity.

Bone nagas do not speak. They have limited (60-foot range) telepathy, with which they communicate with their creator. Though they can broadcast thoughts for others to receive, they cannot use this as any sort of attack, and most of the time they prefer to shield their thoughts from others, retreating behind a screen of mental chaos whenever they feel another mind.

Combat: In battle, bone nagas bite with their long fangs for 1d4 points of damage, plus the victim must successfully save vs. spell or suffer an additional 1d4 damage and lose 1 Strength point. (Creatures not rated for Strength suffer a –1 penalty to subsequent attack rolls.) Lost Strength returns at the rate of 1 point per hour. Bone nagas also sting with their powerful barbed tails, inflicting 2d4 points of physical damage plus 1d4 points of chilling damage (no save allowed).

In addition to their physical attacks, bone nagas can cast one spell per round. They work magic as a 6th-level wizard (4/2/2), but these spells are cast by silent force of will and do not require verbal, material, or somatic components. A bone naga's spells are set when it is created and cannot be changed, but whenever one is cast, it returns without study exactly 20 hours later. Bone nagas can't normally employ magical items, but one may be fitted (by another creature possessing the necessary limbs to do the work) with protective magical items that are worn.

Typically chosen spells are *magic missile* (×4), *blindness*, *flaming sphere*, and *lightning bolt* (×2).

Like most other undead, bone nagas are immune to *charm*, *death* (related), *hold* (and related), *sleep*, and cold-based spells. They are also immune to poison, but they suffer 2d4 points of corrosive damage per vial of holy water that strikes them. Acids and venoms do not harm bone nagas, and they are also immune to the effects of gases and other attacks that affect the respiratory system.

Bone nagas attack creatures with psionic powers whenever they recognize such ability, and they cannot be compelled by anyone except their creator(s) to cast spells. Attempts to do so psionically will result in temporary confusion on the part of the bone naga, coupled with great anger at the source of the mental assault.

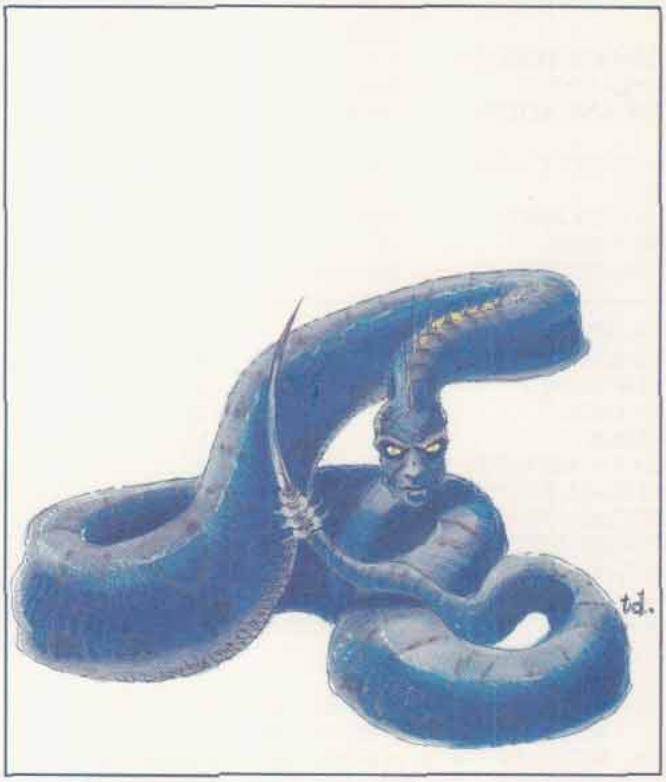
Habitat/Society: Bone nagas are usually created by the *nagara* (evil nagakind, or dark nagas) to be guardians, especially of young nagas and nonmagical treasure. If their creators are destroyed or abandon them, their loyalty ends and they travel freely in the world. Such rare bone nagas may be found in ruins, subterranean areas, and deep woods, often surrounded by lesser undead they have gathered around them.

Ecology: Bone nagas eat nothing and fill no niche in any life cycle, save that they sometimes kill large, aggressive natural predators (including humankind) for sport or to practice with their spells. Some mages have found uses for their powdered bones in magic involving telepathy. Bone-naga powder can also be used as a substitute for powdered iron (by wizards) or unholy water or smoldering dung (by priests) when making the circle for a *protection from good spell* (without altering the spell's casting or effects in any way).

Naga, Dark

CLIMATE/TERRAIN:	Any except arctic/any land
FREQUENCY:	Very rare
ORGANIZATION:	Trios, pairs, alone or work with other lawful evil creatures
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	S, T, W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-3 (usually 1)

ARMOR CLASS:	6
MOVEMENT:	13
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Champion (15)
XP VALUE:	4,000



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

Combat: Dark nagas have natural *ESP* powers (80' range), and use this ability constantly.

Dark nagas have a (non-poisonous) bite and a poisonous tail-sting; the barbed stinger does physical damage, and any struck being must save vs. poison or take 1-2 hp additional damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).

The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th-level wizard (4,2,2), and employs only verbal spells. It may learn these spells from dragons, Phaerimm, or other creatures who can cast spells with but a word or thought (act-of-will spells, as opposed to spell-like natural powers, can easily be altered into verbal-release magics . . . but the devising of a verbal-only version of a spell that normally has somatic and material components is not nearly so simple a matter). It may devise new spells, or verbal-only spell versions, itself by means of experimentation. Either means of acquiring new magics is slow and expensive, and this can often force dark nagas into servitude to a stronger evil creature or anyone who hires them, or into the life of an adventurer.

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

In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is quite intelligent enough to direct attacks at multiple opponents, even attacking foes in front of and behind it, simultaneously, if caught between them in a narrow passage.

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

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

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

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

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

Nagpa

Climate/Terrain:	Nonarctic desert, ruins
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	I
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	9
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d8 (staff)
Special Attacks:	Spells
Special Defenses:	Nil
Magic Resistance:	15%
Size:	M (5'–6' tall)
Morale:	Elite (13)
XP Value:	3,000

Nagpas resemble dried, withered humans with the heads of vultures. They are intelligent, magical creatures that shun the company of other races.

Nagpas stand 5 to 6 feet tall. Their skin is brownish and similar to mummified human skin, and their joints appear to be gnarled with age. A strange odor surrounds them; it smells like a combination of bird droppings, mustiness, dust, and old chemicals left on a wizard's shelf too long.

Nagpas speak the Common tongue as well as their own language called *Nag* (pronounced NAWG). Nag consists of squawks, caws, and shrieks, and is definitely not a language suited for whispering or polite conversation.



Combat: As a rule, nagpas shun contact. They prefer to hide or flee rather than contend with outsiders. When forced into combat, nagpas use long-range spells first to try to end the fight as quickly as possible. If the opponents are not driven off, nagpas increase the deadliness of spells or enter melee combat.

These highly magical creatures use spells that are equivalent to the spells of a 9th- to 12th-level mage. Before an encounter with a nagpa, the DM rolls 1d4+8 to determine the creature's spell level, then chooses the nagpa's spells. Nagpas cast spells just like normal wizards; that is, the spells must be memorized, and the spells use verbal, somatic, and material components.

In addition to their spells, nagpas have innate powers, each of which can be used up to three times per day:

- *Create flames* causes one flammable object within 60 feet of the nagpa to burst into flames and burn for 1d3 rounds, inflicting 2d6 points of damage per round to all creatures within 5 feet of the flame source. Victims who succeed a saving throw versus spell suffer only half damage.
- *Paralysis* forces all creatures of lawful alignment to make a saving throw vs. spell. Those who fail are paralyzed for 1d4 rounds.
- *Corruption* causes one nonliving object within 60 feet of the nagpa to decay or rot into an unusable condition at the end of 1 round. Magical items are allowed a saving throw vs. acid to avoid all damage.
- *Darkness, 15-ft. radius* and *phantasmal force* take effect as the spells of the same name. These spells function at the level of the nagpa's spellcasting ability.

If forced into physical combat, nagpas can swing their heavy staffs as melee weapons. A nagpa's staff is made of an odd combination of iron and wood; both elements appear to be swirled together in a smooth mixture. The staff causes 1d8 points of damage in the capable hands of a nagpa. If used by anyone else, the staff inflicts only 1d6 points of damage (the same as a normal quarterstaff).

The nagpa's staff also functions as a *ring of spell storing.* It can store a total of three spells of levels 1 through 3. This function can be used by creatures other than the nagpa. Spells are cast from the staff at the 8th level of ability.

Though the attack is not noted above, nagpas bite with their beaks as a desperate last resort. The bite inflicts 1d8 points of damage with a successful attack.

Habitat/Society: No one has ever seen a nagpa offspring or a nagpa family, and with good reason: there are none. Perhaps half a dozen people in the world know the truth about these odd creatures. Nagpas are, or rather were, human or half-elven mages cursed with this disfigurement and set loose to wander the length and breadth of Mystara. Certain Immortals inflict this curse upon especially selfish mages who disdain the company of others. The curse cannot be removed by any spell less powerful than a *wish.*

As part of their curse, nagpas instinctively know if they are being talked about anywhere within a 100-mile radius. They can track such gossipers as long as the speakers remain in range. A nagpa's ears suffer a burning sensation that grows hotter as the nagpa gets closer to the individual who spoke about the race. Items such as *amulets of nondetection* protect speakers from the cursed detection of the nagpas. So great is the nagpas' shame that they are determined that none should ever know their horrible secret. When a speaker is found, he or she is immediately killed by the nagpa. It then wanders away, consumed with feelings of guilt, remorse, relief, and joy.

Ecology: These cursed creatures cannot eat, sleep, laugh, reproduce, or take part in any other activity enjoyed by living humans. Some evil mages use the skin of nagpas as parchment for scrolls of certain powerful necromantic spells.

Narek (The Thing in the Shaft)

Climate/Terrain:	The Library of Kas (Tovag)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Highly (14)
Treasure:	Nil
Alignment:	Neutral Evil
No. Appearing:	1
Armor Class:	6
Movement:	6
Hit Dice:	14 (94 hp)
THAC0:	7
No. of Attacks:	2d6
Damage/Attack:	1d6 each
Special Attacks:	Constriction
Special Defenses:	Immune to fire and some spells
Magic Resistance:	Nil
Size:	G (25′ across)
Morale:	Elite (13)
XP Value:	9,000



Alas, poor Narek! One of the many bastard children of Kas the Destroyer, he—it—now resides forever in a prison forged of betrayal and jealousy. Kas the Bloody, Kas the Wicked, Kas the Warlord sired a son and called him Narek. Narek had great talents for the sorcerous arts. Even Kas's master was impressed with the youth. Narek was too young to have learned never to outshine Kas in his master's eyes. Kas imprisoned the young man in a tomb, trapping him there for all eternity with his magical books.

Narek, filled with not quite enough skill and a little too much confidence, attempted a spell that was beyond him. Its energies transformed him into an unspeakable monstrosity. Now Narek is nothing more than the Thing in the Shaft. Nameless, soulless, loveless, the son of Kas seeks nothing but the pain and suffering of others.

Combat: The Thing in the Shaft is a horrible slimy mass with hundreds of tendrils. It attacks with 2d6 of these tendrils each round, which grasp and lunge for any and all victims. The Thing can attack up to four different targets in a round, and the tendrils can stretch to strike at targets up to forty feet away.

If a foe is hit with four or more tendrils in the same round, the ropy appendages grasp and snare the victim, who is now immobilized. Characters so grasped suffer 2d6 hp of constriction damage. The Thing draws grappled victims in close to it at a rate of ten feet per round. It does not eat its prey, however (since it does not even have a mouth) but merely continues to squeeze the drawn-in victim into its mass until it is dead. Slain foes are haphazardly tossed aside. To break free, the tendrils holding the victim must be severed (each can sustain 4 hp of damage) or the victim must make a successful Strength check for each constricting appendage.

Due to the slime and ooze that covers the Thing, it cannot burn and is thus immune to fire. No *charm* spells or magic of a controlling or form-altering nature (such as *polymorph* spells) can affect it.

Habitat/Society: The Thing in the Shaft dwells alone in its prison. If freed, the creature would begin a silent reign of terror and madness as it lurked in dark places large enough to accommodate it (dark alleyways, wide wells, cellars, and so forth), striking out at anyone who would dare to come near.

Ecology: If a sage learned in the ways of monstrous biology ever got the chance to examine the Thing, it is likely that he might suggest that it possesses many characteristics similar to the monster known as the roper. Perhaps this has something to do with the spell Narek attempted and failed so long ago.

The Thing needs no nourishment, sustained merely by its own hatred and chagrin. It attacks others out of cruelty and rage, not hunger or need.

CLIMATE/TERRAIN:	Isolated strongholds and ruins
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	M (Q, D)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	3-30
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2+2
THAC0:	17(19)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type +5
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Iron or magic weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Steady (12)
LEVEL/XP VALUE:	270



Nasnas are humanoid with only half a body: one arm, one leg, half a face and half a torso. They are the creation of evil priests and wizards desiring vigilant guardians to secure their strongholds.

Nasnas look like normal human fighters, except that the right or left half of their body is missing. Their skin has a grayish tinge to it, and their single eye glints with evil insanity. They move about by hopping on their single leg. Although this may appear awkward, they can achieve a reasonable movement rate (9). They are tireless warriors, needing very little food and sleep to survive. They are loyal to the wizard or priest who created them and follow their creators to the death.

A few variants have been encountered with a small, black, bat-like wing protruding from their single shoulder. This wing merely contributes to their fearsome appearance (and perhaps their balance as well). Even with a wing, these nasnas are incapable of flight.

Although nasnas can understand Midani perfectly, they never speak themselves, since they are missing half their vocal cords. Nasnas are only capable of uttering a strange, high-pitched, hooting noise, which can be terrifying to hear. Depending on the volume and tone of the hooting, one can discern the nasnas's current emotipnal state.

Combat: Nasnas usually wear armor, which reduces their AC to 6, and rely on weapons for their attacks. Most nasnas (75%) wield scimitars, but some have been known to fight using battle axes (15%) or maces (10%) instead. All nasnas have extraordinary Strength in their single arm (18/95), giving them a bonus of +2 on their attack rolls and +5 bonus on damage.

In combat, their hoots and screams can cause a chilling fear in all opponents within a 10' radius. Those hearing a nasnas's hooting screams must save vs. spells or stand paralyzed with fear for 2-5 rounds.

Because of their supernatural origins, nasnas can only be hit with iron or magical weapons.

Habitat/Society: Nasnas are vicious guardians and are typically found in the strongholds of evil priests and wizards or near ruins.

Nasnas are the product of depraved magic. First, a special potion is required, which can only be made by an evil wizard or priest of 9th level or higher. The concoction is relatively easy and cheap to make once the formula has been researched. A drop of the wizard's or priest's blood poured into the magical brew creates a magical bond between the spell-caster and the nasnas after it is born. A few shady alchemists have been known to make the potion if offered the right price (the buyer must still supply his own blood).

After the potion has been concocted, it must be injected into a succulent fruit, which is then sliced in half. If the spell-caster can somehow convince a woman to eat one of the halves (methods range from conventional trickery to magical coercion), the woman will conceive and in nine months give birth to a nasnas. The mage usually arrives soon afterward to claim his creation.

One nasna can thus be created from each half of an enchanted fruit. However, a woman can only bear one nasna at a time. Evil spell-casters, intent upon creating an army of nasnas, usually have 10-100 innocent women languishing in their strongholds.

However, the depravity of creating nasnas en masse does not usually go unnoticed for long. Women talk, word gets around, people make visits to the ruling caliph, and pretty soon paladins are dispatched to put an end to this evil. As a result, nasnas are most often used as guardians in remote, isolated strongholds.

Ecology: Nasnas are sterile. They mature quickly and live a relatively short life. The twisted magic used in their creation renders them quite insane for the duration of their lives, although, in the interim, they are quite obedient servants. Most find a way to kill themselves before they reach the age of 30.

Nasnas have little or no role in the world's ecology, living only to protect and serve their creator. If their creator should ever die, they lose their reason for existence. In such a situation, over half choose suicide, throwing themselves off the nearest cliff or drowning themselves in the closest ocean. The rest wander about the wilderness, supporting themselves by hunting and scavenging for the remainder of their short, tragic lives.

	Einsaung Nat	Hkum Yeng Nat	Lu Nat
CLIMATE/TERRAIN:	Tropical jungle	Tropical jungle	Tropical jungle
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic good	Neutral	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	2	0	- 2
MOVEMENT:	12	12, Fl12(C)	9
HIT DICE:	2	4	8
THAC0:	19	17	13
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-6	1-6/1-6	1-8/1-8/1-4
SPECIAL ATTACKS:	Nil	Fear	Disease
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	10%	30 %	10%
SIZE:	S (3' tall)	M (4' tall)	S (6' tall)
MORALE:	Steady (11)	Elite (13)	Elite (13)
XP VALUE:	975	3,000	8,000

The nats are a group of lesser spirits who resemble small, squat humanoids. They have brightly colored skins–usually red, blue, or yellow. Their hair is wild and tangled, and their hands end in long, clawed fingernails. All have sharp fangs.

Nats speak the language of their own kind, as well as the languages of wu jen who are common to their area.

Combat: All nats can use following abilities at will: *become invisible, levitate, ESP, comprehend languages, deflection, dream vision, possess animal, detect shapechanger, quickgrowth, passwall,* and *dancing blade.* They are immune to poisons and diseases, and suffer half damage from electrical and fire-based attacks (no damage if the saving throw is successful).

Einsaung

An einsaung is the most common form of nat. In addition the combat abilities above, it can do the following at will: *become ethereal, beneficence, know history, slow poison, detect curse, protection from evil 10-foot radius,* and *polymorph self.* Once per day, it can *cure disease* and divine an *omen.* Once per week, it can *dispel evil* and *possess* victims. The einsaung radiates an aura which acts as a *bless* spell on the owner and family of the house it occupies. The radius of this aura completely covers the house and all its grounds. Only magical weapons with a +1 or greater bonus can hit an einsaung.

The einsaung is extremely shy, preferring to remain *invisible* and ethereal. When the family of the house it occupies is threatened, the einsaung uses *possess* to inhabit a person and act through his body. Einsaung most often aid their households by providing advice, information (both of which mysteriously appear), and good fortune.

If a family offers food and small treasures to encourage it, an einsaung will move into the family's house and act as a protector. If the spirit is not honored and fed regularly, it may decide to leave. (The family will consider this loss a sign of bad luck to come.) The nat's "home" is always the southern cornerpost of the house. Although its actual lair is on the Ethereal Plane, the einsaung always centers its activities around this post.

Though shy, einsaung sometimes reveal their true forms in order to play with small children, whom they adore. The spirits enjoy all types of food, especially fruit and nuts.

Hkum Yeng

In addition to the powers common to all nats, hkum yeng have the following abilities. Once per round, at will, they can use *purify food and drink, create spring, snake summon, dispel magic, castigate, oath, hail of stones, fire ruin, elemental burst,* and *become ethereal.* Three times a day, they can use *animate fire* and *animate wood.* Once per day, they can *quell* and *remove curse.* Once per week, they wield the power of an *ancient curse.*

A hkum yeng radiates an aura of fear with a 10-foot radius. Those who enter this aura and see or detect the spirit must make a save vs. spells. A failed save means the victim flees in panic for 2-5 rounds. Hkum yeng only can be hit by weapons of +2 or better.

This lesser spirit protects an entire village–usually a village of fierce savages. The hkum yeng takes up residence at some central point, such as the head stakes of a headhunting tribe. If the villagers neglect their offerings or otherwise offend the spirit, the hkum yeng brings misfortune and death.

Lu Nat

This nat is single-mindedly malicious, seeking to cause harm whenever and wherever possible. It makes its lairs in graveyards and can be appeased by offerings of food. In addition to the powers of all nats, alu nat can cast *apparition, transfix, melt, fire shuriken,* and *stinking cloud* three times per day. Once per day, it can use *water to poison* and *wood rot.* Only +1 or greater weapons can hit a lu nat.

An *invisible cloud of disease* with a 10-foot diameter surrounds this spirit. Each round that victims spend in this cloud, they must save vs. death. If they fail, they become infected with a rotting disease. The disease causes the loss of 1-10 hit points per round until cured. An infected victim cannot heal naturally or benefit from healing spells.

Climate/Terrain:	Ethereal Plane
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Low to high (7–13)
Treasure:	K
Alignment:	Chaotic neutral

No. Appearing:	2d20 (rarely, 2d100)
Armor Class:	6
Movement:	18
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4 or by weapon
Special Attacks:	Poison
Special Defenses:	+1 to saves vs. *charm*
Magic Resistance:	Nil
Size:	S (4′ tall)
Morale:	Steady (11–12)
XP Value:	120

Color, sound, movement. Touch, feel, see. The ether is all around. The ether is all.

You are born of the ether. You bathe in its glory, feeling the sounds and watching the textures. The things of the center world (what some of the strangers call the Prime) are not for you: They are drab, lifeless, mundane. You have seen that and rejected it. You have seen the worlds of fire, water, air, and the other elements (for the ether touches all), but they are too focused and one-dimensional.

You and your people delve deep into the ether (deeper than even the magran go) to make your homes and find your food. What's down there? Only you know. The strange half-worlds and demiplanes are yours to explore.

The nathri are 4-foot-tall humanoids with dark greenish skin and long, unruly black hair. Fierce and wild, they nevertheless wear clothes and use weapons, so they're not totally barbaric. They normally speak only their own language, but the most intelligent nathri have learned to speak planar common as well.

Combat: Nathri attack in swarms. They're aware that they don't amount to much alone, but their great numbers make them formidable indeed. They strike at opponents with a small but sharp barb on the backs of their right hands; the barbs inflict 1d4 points of damage and require the targeted sods to make saving throws versus poison. If they fail, the victims fall prey to the mild venom coating the barb. This poison makes them dizzy and disoriented, imposing a –1 penalty to attack rolls, ability checks, and saving throws for 2d10 rounds. Subsequent barb attacks and failed saving throws can extend the duration, but not the overall effect (the penalty is not cumulative).

Despite this natural attack ability, many nathri adopt the use of weapons. These are scavenged from other cultures, and therefore vary greatly. Nathri never use weapons longer than 5 feet long, however, so (for example) a basher won't find one wielding a polearm.

Nathri are divided into essentially two types: warriors and rogues. Non-nathri can't tell the difference between the two, but nathri warriors gain a +1 to attack and damage rolls when using weapons, while rogues have the abilities of 4th-level thieves. Neither sort ever wears armor.

Should they ever happen to leave the Misty Shore, nathri can see into the Ethereal Plane from its adjoining planes and the demiplanes. Additionally, these fiercely independent creatures gain a +1 to saving throws versus *charm* and similar spells.

Habitat/Society: Nathri clans are groups linked by familial ties (although some are very distant). These bashers roam the Deep Ethereal like nomads, slipping in and out of the demiplanes by means of paths only they know. They wander through these tiny worlds scavenging food, weapons, and anything else they might need.

Demiplanes with intelligent inhabitants are their favored targets. Typically, a few rogues first infiltrate an area about to be raided, scouting out the place and determining what can be taken. Rich or poorly defended areas are hit again and again by nathri raids. If the demiplane has no civilizations, the nathri take whatever they can use or eat and move on, probably not returning again.

These bloods know the dark of the demiplanes. The nathri know where most of the demiplanes lie, and what can be found within them. However, this isn't a secret that they'll part with easily. They know the chant, but they're not willing to lann just anybody without good reason.

Negotiating with the nathri can be difficult. They would rather take things than trade for them, so offering gifts or services in exchange for information about a certain demiplane usually fails – and often provokes an attack, as the nathri attempt to seize the proffered gifts. Only nathri clans in dire need (those that are particularly hungry, beleaguered by a powerful foe, or in some other desperate circumstance) stoop to barter.

Each clan has a single leader, no matter how big or small the group. This leader, called a targai, is a 3-Hit Dice nathri who often wields a magical weapon or other item that the clan has procured. Small clans (consisting of 20–30 members) are more common than the larger clans (which sometimes have well over 100 members). Not surprisingly, the larger the clan, the more power and prestige the targai possesses.

ECOLOGY: These tiny humanoids can eat virtually anything organic. This makes their scavenger lifestyle easier. However, they prefer more sophisticated foodstuffs, so nathri often steal their food from the intelligent inhabitants of various demiplanes.

Within the demiplanes, the nathri are despised as thieves, scavengers, and vermin. On the Ethereal Plane, they serve as the lower end of the food chain for large predators like magran or xill. Nathri spend most of their time in the very deep Ethereal, supposedly deeper than most creatures go. Their trips to the demiplanes or even the other inhabited portions of the Ethereal Plane are brief. "Get in, take what you need, and get out" is the nathri way.

THE DEMIPLANES, AS YOU CALL THEM, ARE OUR GARDENS AND OUR PASTURES.

— FEK, A NATHRI



Nautilus, Giant

CLIMATE/TERRAIN:	Any sea
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–3 (shell) or 3 (body)
MOVEMENT:	Sw 18
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	21
DAMAGE/ATTACK:	1d8 (×20)/5d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	G (50'+ diameter)
MORALE:	Champion (15–16)
XP VALUE:	15,000



The giant nautilus is a native of the Elemental Plane of Water. It has also been encountered on Thalasia, a layer of Elysium; the ocean Lunia, on the first layer of Mount Celestia; and on Arborea, in the depths of Poseidon's realm. On the Prime Material Plane it wanders the depths of the deepest oceans.

In appearance the giant nautilus seems to be but a gigantic version of its diminutive cousin. The creature is often called the "druid of the deep" because of its neutral alignment and insistence upon maintaining balance in the underwater world. The giant nautilus considers a sunken ship a terrible eyesore and actively helps in its removal, usually by protecting those removing the ship from the fearsome predators of the depths. The creature is uninterested in treasure of any kind, but it is not completely naive; it has a basic understanding of avarice and greed. Therefore, the nautilus demands that sunken vessels carrying more mundane cargo be removed before it allows the removal of a sunken treasure ship. It also demands the removal of the entire ship, not just the cargo.

The giant nautilus has a form of telepathy that allows it to communicate with any intelligent creature, regardless of language barriers.

Combat: Twenty strong tentacles encircle the creature's mouth. It can grab and constrict opponents with these tentacles while bringing the unfortunate victims into its huge mouth. The mouth is large enough to swallow a man-sized creature whole on a natural attack roll of 18 or better. The mouth can also bite for 5d4 points of damage.

Depending on the attacker's size, the nautilus can bring all 20 tentacles to bear on a single opponent or it may elect to attack 20 separate targets. It generally uses three tentacles per man-sized target. Any character constricted by a tentacle may have one arm (01-50%), neither arm (51-75%), or both arms (76-100%) pinned down. A constricted character cannot cast any spells, but can strike the constricting tentacle with a –3 attack penalty (one arm free) or a –1 penalty (both arms free). Each rubbery tentacle cannot be broken by force and requires 15 points of damage from a sharp or edged weapon before severing. (Severed tentacles regenerate in about one week.)

The nautilus can drag a small ship below the water and can stop the movement of a larger one after one turn of winding its tentacles around the ship and dragging. If six or more tentacles squeeze a hull for three consecutive rounds, the vessel suffers damage as if it had been rammed and begins to sink.

This creature uses the following spell-like powers, one per round, at will: *charm person or mammal; conjure water elemental* (3 times per day); *control temperature, 10' radius; detect evil/good; detect magic; know alignment* (always active); *locate fish or plants; lower water; monster summoning I, II, and III; part water; wall of coral* (*stone*).

Habitat/Society: The giant nautilus is a solitary wanderer of the depths and maintains no lair. It has a natural life span of 3,000–4,000 years. Sages speculate the creature uses magic to return at times to the plane of Water, to reproduce.

The nautilus is on good terms with most of the underwater races, including the sahuagin and ixitxachitl. In fact, the giant nautilus is often used by the tritons, mermen, and locathah as an impartial judge to mediate disputes. For all its peaceful intent, the giant nautilus puts a stop to anyone overfishing a particular location or polluting the sea, first through negotiation, then by warning, and finally through force.

Ecology: The giant nautilus preys on huge crustacea such as giant crabs and lobsters. It has no natural enemies, but is sometimes in conflict with the kraken (see the MONSTROUS MANUAL tome). The shell of the giant nautilus is a great prize. It can be converted into a roomy, virtually crush-proof submarine.

Nawidnehr (Sharkwere)



Climate/Terrain:	Temperate and Tropical Ocean
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High to Exceptional (13–16)
Treasure:	(J, K, W)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–2
Movement:	12, Sw 24
Hit Dice:	12+1
THACO:	9
No. of Attacks:	1
Damage/Attack:	5d4+5
Special Attacks:	Roar, swallow whole
Special Defenses:	Hit only by +1 or iron weapons
Magic Resistance:	Nil
Size:	H (30' long)
Morale:	Fanatic (17–18)
XP Value:	7,000

The nawidnehr (NAH-widd-near) is a great shark capable of assuming humanoid form. This powerful marine predator has an insatiable desire to kill. Also called the roaring shark, or sharkwere, the nawidnehr uses its shape-shifting abilities to pursue its prey onto land or insinuate itself into an unsuspecting party for a surprise attack.

In their natural forms, nawidnehrs resemble great white sharks. Nawidnehrs, however, boast much more complex coloration. Specimens dwelling in cooler waters tend toward dark blue, with dots or bands of gray or muddy yellow. Some cool water specimens are brown overall, with red and tan speckles. Warm water specimens tend toward brighter colors—such as blue-green or yellow—with yellow or white spots, or stripes. All nawidnehrs have pale underbellies, usually a lighter shade of the prevailing color on their upper bodies.

All nawidnehrs speak the common tongue of humanity. Each individual sharkwere speaks several (1d4+1) other demihuman racial tongues as well.

Combat: Nawidnehrs relish battle. They usually begin attacking with a roar. In shark form, this roar is a thunderous boom that fills a cone 5 feet wide at the creature's mouth, 50 feet long, and 25 feet wide at the far end. Creatures within the cone suffer a shockwave that renders them unconscious for 2d4 rounds—unless they make successful saving throws vs. breath weapon.

When in humanoid form, the creature's roar takes the form of a haunting song. All listeners within 50 feet must make a saving throw vs. spell. Failure leaves the listener paralyzed with fright for 1d4+4 rounds.

Sometimes the creature decides not to roar when attacking in its natural form. Rather, it lunges at swimmers from below, imposing a –3 penalty to its opponents' surprise rolls.

In melee, a nawidnehr's jagged teeth and powerful jaws can tear away huge chunks of flesh, producing wounds that bleed profusely. A nawidnehr can swallow a man-sized or smaller creature whole on any attack roll that exceeds the minimum number required by 5 or more. For example, if a nawidnehr attacks a sahuagin (AC 5), it swallows the sahuagin whole on a roll of 9 or higher.

A nawidnehr's stomach can hold two man-sized creatures at once, or the equivalent volume of smaller creatures (about four small or eight tiny creatures). Swallowed victims suffer 15 points of damage each round they remain inside the sharkwere. A swallowed creature can wield natural claws or small-sized slashing weapons (type S) normally against the creature's internal Armor Class of 5. Larger weapons inflict only 1 point of damage per attack, plus any modifier for enchantment. No other damage bonuses apply. Victims escape after inflicting 20 points of damage; only one half of this damage total actually applies against the nawidnehr's hit points.

A nawidnehr is harmed by only +1 or better magical weapons, or by weapons forged from cold iron. A swallowed victim can cut his way free with normal weapons, but no damage accrues to the nawidnehr in the process.

Nawidnehrs can transform themselves into any humanoid creature they have seen. However, the assumed form cannot be greater than huge size. Each change requires but a moment; the creature can attack during the same round as it changes—though it can make only one change each round. The assumed form can be of either gender.

When nawidnehrs use their shape-shifting ability to fool humanoid victims, they try to lure the victim into the water before attacking. They usually leap into the sea, dragging paralyzed victims with them. However, sharkweres will grapple with an opponent and enter the water with a victim in their grasps. Nawidnehrs have effective Strength scores of 18/00 or 19 for this purpose.

Habitat/Society: Nawidnehrs hunt victims every waking moment; they can't stand to leave any other creature in peace. Even the sahuagin fear these powerful predators. Sharkweres swim the oceans, seeking prey as any natural predator. However, these crafty beasts often pose as fishermen, marooned sailors, or friendly natives to attract victims. When encountered under the sea, there is a 40% chance that 2d4+1 large sharks (7–8 HD) accompany a nawidnehr.

Nawidnehrs and weresharks hate each other and will attack each other on sight.

Ecology: Nawidnehrs will happily deplete the fish stocks in an entire area before moving on to ravage another locale. Though they require food, destruction remains their true goal.

CLIMATE/TERRAIN:	Space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2/4/7
MOVEMENT:	Fl 3 (E); see below
HIT DICE:	15 to 25
THAC0:	See below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Swallowing
SPECIAL DEFENSES:	Convulsion
MAGIC RESISTANCE:	Nil
SIZE:	H (200′ + long)
MORALE:	Nil
XP VALUE:	10,000



The nay-churr (the name is singular and plural) are members of a very rare and widely dispersed species whose origin is lost in antiquity. These creatures ply the swirling eddies of the phlogiston, although they are occasionally found inside a crystal sphere. They can exist in any environment.

Body types vary slightly, but all nay-churr have certain physical properties in common. The dominant feature of the body is a rock-hard—but still flexible—stomach in the shape of a tapered cylinder when it is empty. At the end of the creature is a mouth-like opening (called the maw) that is roughly the shape of an oblong rectangle when at rest. When the creature is feeding, the maw expands to several times its normal size; in the largest varieties, the maw can be as much as 500 feet in diameter.

Differences in size (and Hit Dice) run roughly according to this pattern:

Hit Dice	Length	Maw Diam. (expanded)
15-17	200′	150′
18-21	300′	200′
22-24	400′	350′
25	500′	500′

Combat: The nay-churr does not engage in combat per se; it is virtually mindless and doesn't know anything about attacking. (A normal attack roll still applies, to see if the creature hits anything it comes into contact with.) However, it can certainly be dangerous to travelers.

The nay-churr spends its lifetime cruising through whatever environment it occupies, taking in any object or substance it happens to run across, as long as the object is small enough to fit in its maw. The object is not damaged by being swallowed; characters and ships—to name two examples of things that can be swallowed—can be carried around inside the creature's stomach for an indefinite length of time and then disgorged intact and unharmed. The creature's treasure consists of whatever it happens to be carrying around at the time, ranging from rocks and wreckage to undamaged and still useful items—up to and including entire ships.

The most effective way to fight a nay-churr is to simply avoid it; fortunately, because the creature moves very slowly and is very poor at changing direction, this is generally pretty easy to do. If combat is desirable or necessary (for instance, if a disabled companion is trapped inside the nay-churr), then the best approach is to strike at the sensitive area around the maw. If a nay-churr is reduced to 0 hit points by a series of hits on its maw, it immediately expels the contents of its stomach and becomes inert, neither moving nor swallowing, for a period of up to several weeks.

A nay-churr attacked in this fashion is not dead. The only way to kill the creature is to strike exclusively at the stomach until it is reduced to 0 hit points—whereupon the stomach explodes 1d6 rounds later, killing the nay-churr but also causing 10d10 points of damage to anyone or anything inside it and 5d10 points of damage to anything else within 200 feet. (From the standpoint of someone inside the creature, this sort of cure be worse than the disease.)

Trying to escape by hacking through the stomach from the inside can have disastrous consequences. If the inner wall of the stomach is damaged even slightly by an attack, the nay-churr will go immediately into a state of instinctive panic and convulsion—moving forward at a rate of 18 and thrashing violently from side to side as it does so. Any objects or creatures inside it are thrown around with such force that further attacking is impossible, and the victims suffer 1d10 points of damage per round from impacts with other objects or debris.

A nay-churr does voluntarily disgorge the contents of its stomach on occasion: whenever the creature happens to be inside the air envelope of some object that it isn't capable of swallowing, such as a planet or a large ship (100 tons or more). The result is a rain of debris in the direction of the gravity plane of the planet or ship.

Habitat/Society: Nay-churr are native to the phlogiston, and this is where they are the happiest (if such a term can be used). There they can cruise endlessly, sucking up a never-ending and never-filling supply of the ether. However, they have been known to drift into wildspace through a portal in a crystal sphere (nay-churr cannot penetrate a crystal sphere on their own).

Ecology: Aside from their mindless, chaotic propensity for swallowing anything they encounter, nay-churr play no part in the ecology of the multiverse. However, if a sufficiently large piece of the outer stomach wall of a nay-churr can be salvaged after an explosion, it can be formed into a breastplate that retains its Armor Class of −2.

Necromantic Sludge

CLIMATE/TERRAIN:	Sewers
FREQUENCY:	Uncommon
ORGANIZATION	Pack
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE	Low
TREASURE:	C (incidental)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1-6
ARMOR CLASS:	10, 8 as zombie
MOVEMENT	1, 6 as zombie
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+2 and poison, 1d8 as zombie
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See Below
SIZE:	M (4' diameter)
MORALE:	Elite (14)
XP VALUE:	975

Necromantic Sludge is a black puddle of vile goo, an accidental byproduct of the necromancers experiments in the pursuit of extended existence. Rather than creating potions that could transform him into an undying lich, the necromancer ended up with this foul mess, which he dumped into the sewer.

Combat: Necromantic sludge can sense sentient humanoid life within 100 yards, and it attacks relentlessly with little regard for its own safety, seeking to feed on the life energy of its victims, This keen perception makes it impossible to surprise the monstrous goo. Necromantic sludge is poisonous to the touch, and casual contact inflicts 1 hp damage per round. In melee, the sludge lashes out with a pseudopod, inflicting 1d4+2 hp damage per successful strike. If the sludge slays an opponent, it attaches itself to the body to be absorbed through the skin, which turns dark gray within one round, regardless of the victim's original skin color. The body becomes a zombie in all respects, under the control of the sludge. After a few months, the decaying zombie body is discarded, unless a fresh body is encountered earlier. Necromantic sludge reflects spells as a *ring of spell* turning, except that it reflects 100% of a spell's or magical item's effect. The sludge is vulnerable to normal weapons, but magical attack and damage bonuses are not counted. In zombie form, the sludge sometimes employs a weapon, but like normal zombies, it inflicts 1d8 hp damage regardless of whether it uses a weapon.



Habitat/Society: Necromantic sludge exists only in the sewers, close to the old necromancer's lair, but lately some has been

because of their singular behavior, but some speculate that they attack because of some nameless necromantic urge to destroy life. Others suggest that necromantic sludge attacks because of an urge to fulfill its "purpose" of bestowing undeath on its creator. Groups of necromantic sludge display some intelligence in the way they interact. They employ crude tactics sometimes, with one sludge lying still upon a sewer floor while in zombie form, with the others lurking nearby to attack when foolish intruders investigate the "corpse."

Ecology: These monsters have little place in the noisome food chain of the sewers, since they can subsist only on humanoid lifeforce. They never bother mundane animals or other monsters, unless attacked. Since they are composed of magical, inedible slime, they are not themselves preyed upon by other spawn of the sewers.



Neh-thalggu (Brain Collector)

CLIMATE/TERRAIN:	Any (Far Realms gate)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (in this dimension)
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (in this dimension)
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Elite (14)
XP VALUE:	2,000



Brain collectors (or *neh-thalggu* in their own language) are a race of creatures from the Far Realm who are only occasionally able to cross the barriers separating their dimension from this one. Only near sources of great magical energy, where the fabric of time and space is twisted, can they find small gateways. They do not think like any known creature, but are driven to collect the brains of intelligent creatures.

Brain collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crablike legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. The head may also have up a number of distinctive lumps (up to twelve), each one containing the brain of another intelligent creature.

Neh-thalggu speak their own tongue. They can also speak and comprehend the languages known by any creatures whose brains they've swallowed.

Combat: The brain collector's method of attack is a powerful bite with its razor-toothed jaws, inflicting 1d10 points of damage with each bite that hits.

Each brain collector can cast spells, depending on how many brains it has collected. (Roll a 1d12 to determine how many transplanted brains the monster already has in its head.) Each transplanted brain can hold a single wizard spell, no higher than 3rd level (these can be chosen by the DM or randomly determined by dice roll: 1d3 for level and then according to with wizard spell lists).

A brain collector can attack with its bite or with a single spell in a given round. Although the nature of its intelligence is unfathomable, brain collectors display considerable tactical cunning in combat; they will use their available spells to the best possible effect.

A brain collector takes great care as it fights to avoid doing damage to the cranium of its opponent. As its name suggests, the brains of sentient foes are very precious, indeed.

Habitat/Society: Once a brain collector reaches this universe, it begins immediately acquiring as many brains in as short a time as possible. A brain collector can store up to 12 brains at any one time.

When these creatures slay humans, demihumans, or humanoids, they carefully cut away the top of the head with surgical tools to expose the brain, and then swallow it. The brain then moves into one of several pockets within the brain collector's own head, forming a distinctive lump in the head of the monster. For each brain collected, the creature gains the ability to use one wizard spell of 1st to 3rd level once per day.

When a neh-thalggu has collected its 12 brains, it immediately seeks to return to its home dimension. Fortunately, perhaps, few 12-brain neh-thalggu have been encountered; since they can collect no more brains, they are more eager to move along than to engage opponents. One theory holds that with 12 collected brains, these monsters can, in certain locations, reopen the link to their native world. Whether these creatures are planning a full-scale invasion is unknown.

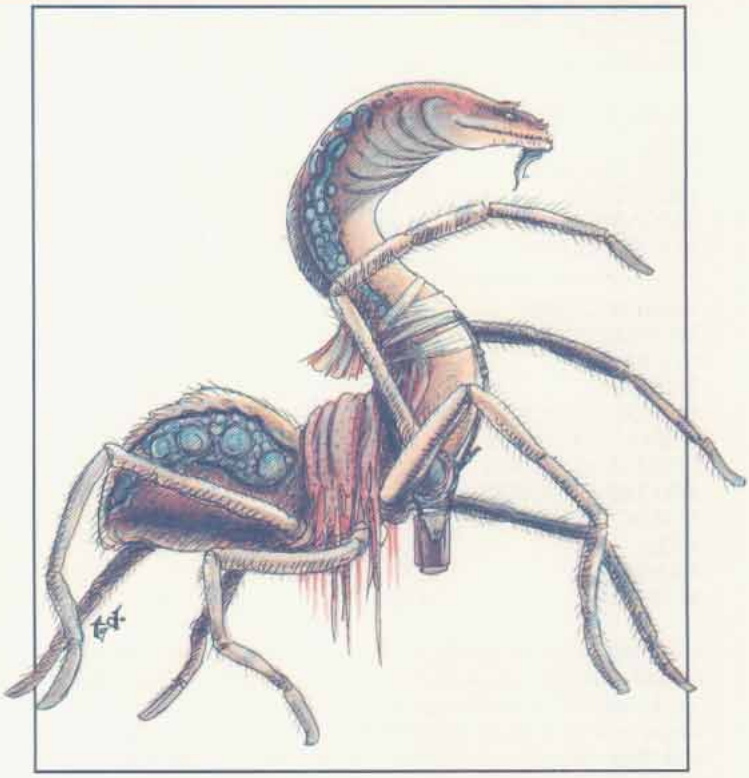
Ecology: Brain collectors are beings from the Far Realm. In their own place, brain collectors hold a mythic position, like that of dragons in human tales, of power, cunning, and inscrutability. "Chaotic neutral" is the alignment that best describes these beings. The neh-thalggu do not have hostile intentions as such; rather, they do not seem to regard human beings as persons in the same way that one of their own might be. Brain collectors have no interest in treasure of any kind; denizens of the Prime Material plane are curious objects for dispassionate study and ruthless harvesting—cattle, in the brain collectors' eyes.

On the Prime Material plane, a brain collector prefers ruins, caverns, and other places with little light and infrequent disturbances. It may also be found wandering the planes, for interdimensional rifts sometimes connect the Far Realm with the Astral, Ethereal, and other planes.

—*From* Gates of Firestorm Peak, #9354
(*Adapted from* MYSTARA MC Appendix, #2501)

Neogi

	Neogi	Great Old Master
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Solitary plus feeders
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Highly (13-14)	Low (5-7)
TREASURE:	Q	Nil
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1-8	1
ARMOR CLASS:	3	5
MOVEMENT:	6	3
HIT DICE:	5	20
THAC0:	15	Nil
NO. OF ATTACKS:	3	0
DAMAGE/ATTACKS:	1-3/1-3/1-6	0
SPECIAL ATTACKS:	Slowing poison	Digestion, young
SPECIAL DEFENSES:	Possible magic	Young
MAGIC RESISTANCE:	Nil	10%
SIZE:	S (3' high)	H (20' high)
MORALE:	Steady (12)	Unsteady (6)
XP VALUE:	650	14,000



The neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi grows, the more colorful its hide becomes.

The neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race.

Neogi can communicate in their own language and in Common. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly.

Combat: The neogi have a number of defenses, the first, and most obvious being their enslavement of umber hulks (see entry). Each neogi has a personal umber hulk slave who is a combination bodyguard, manservant, and useful set of hands. Second, the bite of the neogi is poisonous. Those bitten and failing a saving throw vs. poison are affected as by a *slow* spell for 1d8 rounds. Multiple bites will extend this period by an additional 1d8 rounds per bite. Lastly, 1 in 10 neogi has some magical ability, equal to human spell use of levels 1-8.

Habitat/Society: The hated neogi are only found in very remote locations, deep beneath the earth, or among the farthest stars. Their lives revolve around their communities and their slaves.

Neogi are a slaving race with an inborn sense of property: all is either owned or owner, slave or neogi. Even neogi are slaves to other neogi, but slave-neogi may have their own slaves. The neogi tattoo their non-neogi slaves with symbols of ownership, usually on the left shoulder in the front and back.

Captive umber hulks are trained from birth to follow their "small lords," caring for their every need. Any neogi can command another umber hulk (the effect of this command is akin to the effect of the *charm monster* spell).

The neogi world view of "own or be owned" has resulted in a paranoid outlook that borders on xenophobia, and their relentless attacks on other races result in their being universally hated.

The only "normal" race with ties to neogi are the mind flayers, who make a profit on the neogi slave trade.

Ecology: As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may choose to poison the older one at once. The different poisons moving through its body overload the old neogi's system, and it begins its change into a Great Old Master.

The neogi making the transformation swells to 20 feet in height and a similar girth. Its legs and arms become useless, and its intelligence fades; it now lives only to eat. Live flesh is preferred, but the dead will sustain it. A Great Old Master inflicts 1d12 points of damage per round to any creature it is fed.

After 2 months of eating, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient at birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out, only about 3-6 survive. These are considered slaves of the community, until such a time as they claim an umber hulk as their personal slave.

If a Great Old Master is attacked and its flesh pierced, it releases 2d4 neogi to defend itself. These are taken from the future brood, and are not replaced. Blunt weapons will not pierce the skin and therefore do not bring forth young. Edged or piercing weapons, or magical spells that pierce or burn, will produce this defensive reaction.

Reaver

These rogue neogi have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. Rogue neogi are little better than their fellows, and are, if anything, more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

Neogi, Undead Old Master

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil (see below)
INTELLIGENCE:	Highly (13-14)
TREASURE:	Any
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	3
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	Chill touch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3' high)
MORALE:	Elite (13-14)
X.P. VALUE:	3,000



Certain cunning, magic-using neogi who grow old resist their coming transformation into great old masters, and flee neogi society to achieve undeath through their magic.

Strong-willed and ruthless, such individuals transcend the limits of their living fellows and become fell, self-sufficient predators, preying on all weaker creatures.

Undead old masters are similar to living neogi: hairy, brightly-colored spiders with eel-like heads and necks. With time, their flesh shrivels, their pelts fade, and they exude a smell of carrion.

An undead old master's eyes are sockets lit by ghostly lights rather than the black, glistening orbs of living neogi. These "night neogi" (as they are sometimes called) are crafty, paranoid planners. They move slowly, but in spell use and anticipating enemies, they are very, *very* quick.

Undead old masters whose magic runs to illusions tend to disguise themselves to appear alive—grander than they ever were in life. One such disguise is shown on page 49 of the *Concordance of Arcane Space* in the SPELLJAMMER™ boxed set.

Combat: Undead old masters always move in utter silence, avoiding combat when possible. They use their spells without hesitation to lash out at foes, and can fight with their claws and teeth like their living fellows.

The undead state of these creatures causes them to stop producing poison. However, the touch of their claws and jaw-mandibles *chills* living targets in a similar way that the touch of a lich does.

Whenever an undead old master physically attacks, the victim suffers an additional 1-2 points of cold damage, and must save vs. Paralysis or remain motionless on the following round. This temporary *"hold"* lasts only a single round, but if the undead neogi strikes the victim again during that round, it must save again to avoid being *paralyzed* on the next round, and so on.

Their particular undead state renders undead old masters immune to *sleep, charm, fear, hold,* and *death* magics. They are also immune to poison and paralysis effects. Attacks based on cold or electricity do them only half damage. Undead old masters are unaffected by diseases (although they can carry and transmit them) and insanity. They turn as "Special," and cannot be disrupted.

Undead old masters retain the spellcasting abilities they had in life, and in fact can increase them by study, practice, and the acquisition of new spells. Most encountered undead old masters are the equivalent of 8th-level wizards (to find an individual's level of spell use, roll 1d8+4).

Those who manage to retain the slaves they had in life do not lose them in attaining undeath. Most encountered undead old masters will have a bodyguard of 3d4+1 umber hulks (see the AD&D® *Monster Compendium*).

Habitat/Society: Undead old masters hate all other beings, including neogi. They trust nothing and no one, and exist only to gather slaves and treasure, and use these to acquire more slaves and treasure, controlling all they can. What they cannot control, they lust to destroy.

They tend to lair in dark, uninhabited caverns or ruins—or in space, aboard derelict ships.

Ecology: Undead neogi can devour things, but no longer need to eat, drink, or breathe, and can now see in the dark. They serve to weed out the weak and the servile in all societies near which they lurk, and on occasion may dominate and shape societies from behind the throne, controlling lesser beings by awe, fear, clever manipulation, and their magical powers.

Neothelid

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare (possibly unique)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Brains
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1 (bite) or 4 (tentacles)
DAMAGE/ATTACK:	6d6 or 3d6 (×4)
SPECIAL ATTACKS:	Breath weapon, psionics
SPECIAL DEFENSES:	Nil
SPECIAL WEAKNESS:	Nil
MAGIC RESISTANCE:	45%
SIZE:	G (120' tall)
MORALE:	Fearless (20)
XP VALUE:	20,000

A slime-covered worm of dragonlike proportions, a neothelid leaves a poison trail of mucous in its wake. It brings its prey down with flesh-corroding exhalations that dissolve all but the fatty brain, an essential component of its diet. An adult reaches 10 feet in diameter, but its wormlike body grows longer throughout its existence—reaching lengths in excess of 120 feet.

Four 20-foot-long tentacles sprout from an adult's eyeless "face," thrashing around a circular maw large enough to swallow man-sized prey whole. Dangerous psionic talents round out what may be the underdark's most fearsome predator.

Its mauve coloration has caused some to mistake neothelids for purple worms at a distance; thankfully, both creatures are rare.

A neothelid senses its world via innate telepathy with a radius of 360 feet. Within this radius, the neothelid is aware of all non-psionically shielded sentient beings and can communicate with intelligent creatures via telepathy—even through solid rock.

Combat: When a neothelid corners its prey, it first resorts to its flesh-dissolving breath weapon. This weapon is not an acid, but rather an enzyme that liquefies most organic tissue. A neothelid can use its breath weapon twice per day, affecting a cone-shaped area 5 feet wide at its origin, 60 feet in length, and 20 feet wide at its extreme edge. Living creatures caught in the blast take 12d12+6 points of damage (successful saving throws vs. breath weapon reduce damage by half) as their flesh sloughs away. Any creature killed by the breath weapon completely melts, save for its clothing, possessions, and exposed brain.

Neothelid Psionic Summary

Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
9	4/2/8	EW,II, MB/All	=Int	1d100+350

Players Option: #AT 1; MTHAC0 11; MAC 5
Psychokinesis—Devotions: control body, telekinesis.
Psychometabolism—Devotions: body equilibrium.
Psychoportive—Devotions: dimension walk.
Telepathy—Sciences: domination; **Devotions:** awe, ESP, post-hypnotic suggestion, taste link.



Any prey that survives a breath weapon attack must face the neothelid's impressive physical arsenal. An attacking neothelid coils and strikes with its gargantuan body from sufficiently large subterranean caverns—much like a surface python. If its attack is successful, the creature bites for 6d6 points of damage or flails with its four 20-foot-long tentacles for 3d6 points of damage each. If a neothelid needs to, it will brings its psionic abilities to bear on its victims.

A neothelid's body glistens with poisonous mucous; a slime trail marks its passage. Those who come in contact with the mucous must make a successful saving throw vs. poison or face death in 1d10 turns (mind flayers are immune to this poison).

Habitat/Society: In the remarkably rare event that mind flayer tadpoles develop in the absence of illithid adults, a small number survive long enough on their own to develop into neothelids. These creatures indiscriminately hunt any illithids they may chance upon. Illithids, in turn, respond to the news of neothelid emergence with utter disgust, and they quickly organize hunting parties to exterminate the abominations.

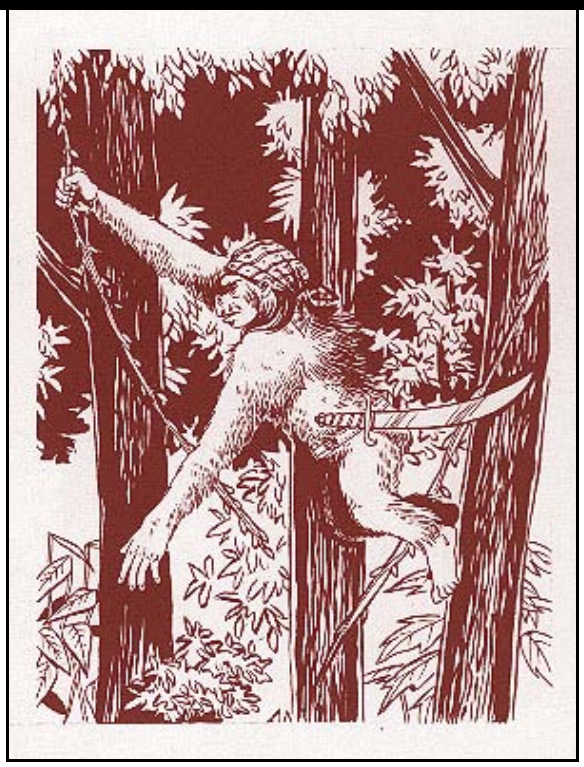
Ecology: An illithid tadpole that fails to undergo ceremorphosis gradually grows into a neothelid—assuming it survives its first 100 years as a mindless slug eking out a living on subterranean vermin. Once a tadpole is powerful enough to be called a neothelid (triggered by the eating of its first sentient brain), it becomes a terrible danger, hunting all other living creatures (including illithids) with an insatiable, insane hunger.

Unlike some other large predators of the underdark, neothelids are unable to burrow through solid rock, forcing them to hunt naturally or previously delved tunnels and caverns. When a local subterranean ecosystem is exhausted, neothelids may move to "greener" tunnels via their psychoportive abilities.

The existence of the neothelids engenders a host of unanswered questions regarding the actual nature and true origin of illithids—a mystery even to the illithids themselves.

Neshezu

CLIMATE/TERRAIN:	Tropical or subtropical forest
FREQUENCY:	Common
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	L (C, O, Qx10, S)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d10x10
ARMOR CLASS:	6 (10)
MOVEMENT:	6, 15 (brachiating)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon) + 1 (Strength bonus)
SPECIAL ATTACKS:	Uses poison
SPECIAL DEFENSES:	Forest cover
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5' tall)
MORALE:	Steady (11-12)
XP VALUE:	65
3 HD	175
5 HD	420
8 HD Priest	3,000



Neshezues resemble large orangutans, with slight orc and goblin features. An adult male attains a height of about 5 feet and a weight of about 175 pounds. Females are about three-quarters of this size. All neshezues have thick reddish-brown hair and an orclike facial structure. Neshezues are almost exclusively arboreal, with limbs adapted to swinging through trees; their extremely long arms can have a span exceeding 7 feet. Their legs are short and ill-suited for walking or running. Neshezues are evil, cunning, and intelligent.

The Red Curse: Neshezues do not acquire Legacies or require *cinnabryl*.

Combat: Some neshezu warriors (about 10%) carry wheellock pistols in addition to more conventional armaments. Neshezues favor scimitars, daggers, and other traditional pirate weapons. Neshezu warriors coat their weapons with poison as a matter of course, usually type O or P injected poison.

Neshezues are night creatures of the deep, shadowy forest. They dislike bright light and suffer a -1 penalty to their attack rolls in sunlight. Neshezues have infravision with a range of 60 feet. Because of their derivation from orangutans, all neshezues are extremely strong, receiving a +1 damage bonus due to Strength on all melee attacks.

Neshezues can climb trees at MV 12 and can brachiate from limb to limb or vine to vine at high speed (MV 15).

Neshezues favor ambushes in combat, using a variety of vines and nets to entangle their enemies. They prefer to strike from cover with hit-and-run tactics. In the forest, a neshezu not directly engaged in melee combat has an AC of 2.

For every 25 neshezues in a tribe, there will be a 3 HD leader who fights as a 3rd-level fighter. The leader will have three assistants, each with 8 hit points and a wheellock pistol. For 150 or more neshezues, there will be a 5 HD chieftain who fights as a 5th-level fighter and his six 2 HD bodyguards, each with a wheellock pistol and a +2 damage bonus on melee attacks. There will also be one shaman (maximum 8th-level priest) for every 100 neshezues.

Habitat/Society: Neshezues form loose clans in the western Herathian forest, and the Herathians have tried unsuccessfully to rid their forests of these hairy beasts. The neshezu organization resembles that traditionally found among seagoing pirates. Leadership in the clans is based upon brute strength, cruelty, deceit, and betrayal.

Neshezu villages are built high in the treetops on platforms of wood and woven vines. Travel requires swinging on vines, balancing on narrow branches, and gripping "safe" points that are too far apart for most humanoids to reach.

The ancestors of neshezues had a patriarchal society with little use for females other than bearing children and doing hard work. This has changed for the neshezu, since the female neshezues possess the deadly poison lore. Female neshezues are particularly fond of subtle, multi-part ingested poisons. Victims will be unaware that they have been poisoned until it is far too late. The poison lore preserves an respectful truce between the two sexes. Many a neshezu leader has earned (and kept) his position because his wife was particularly skilled with poisons.

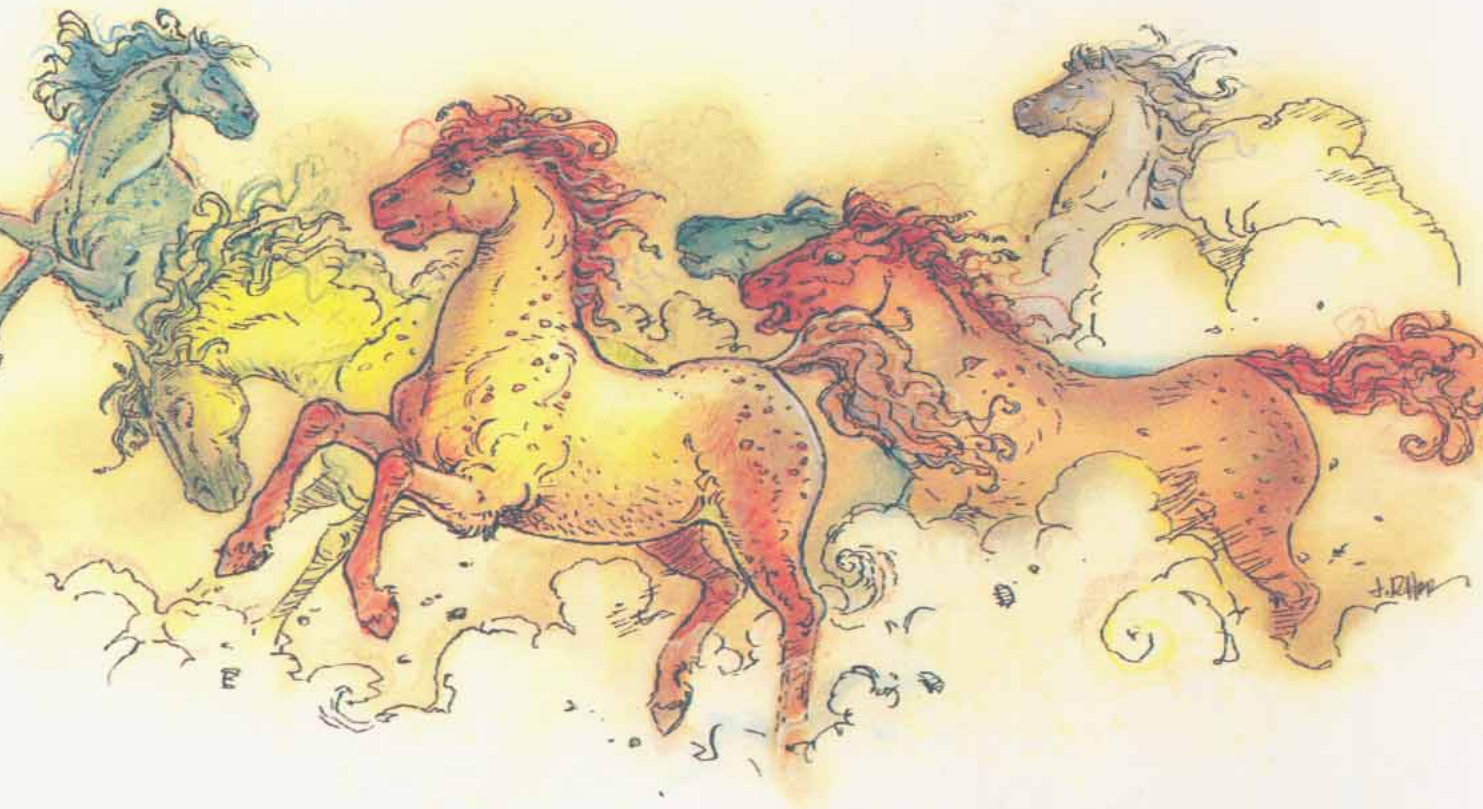
Ecology: Neshezues have an average life span of about 30 years. Although they prefer to eat raw, fresh meat, neshezues will eat just about anything.

Climate/Terrain:	Any plane
Frequency:	Very rare
Organization:	Solitary or herd
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Exceptional (15–16)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1 or 5d10
Armor Class:	2
Movement:	24
Hit Dice:	7
THAC0:	13
No. of Attacks:	3 (hoof/hoof/bite) or 1 (back kick)
Damage/Attack:	1d8/1d8/1d4 or 3d8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	30%
Size:	L
Morale:	Champion (15)
XP Value:	2,000

Nic'Epona, also known as Epona's daughters, are among a few creatures with the ability to move between the planes at will. They are, rumor says, direct descendants of the horse-goddess Epona, and they derive their power from her. They are the defenders of her realm, Tir na Og (on the Outlands), and they ride in massive waves to overwhelm those who would threaten her.

The nic'Epona resemble ordinary horses almost exactly, although there is a sparkle of intelligence behind their eyes that belies the aspect of a common animal. They can appear in any color of the rainbow (stories are told of those whose color is beyond the deepest violet or above the brightest red), and they have an innate ability to change their coloration at will. Usually they adopt one color or color-pattern as their favorite, but they can change their hide to any hue as the mood takes them.

Combat: The nic'Epona, as the defenders of Epona's realm, are naturally fierce foes in combat. Each uses her hooves and her powerful teeth to good effect. They willingly bite those foolish enough to come close without permission, and their sharp forehooves can strike as powerfully as a battle axe. If there is an opponent behind



her, a nic'Epona may choose to deliver a powerful kick with her hind legs. (However, this means the nic'Epona forgoes any other attack that round, as she spends the round bracing and balancing herself for the delivery of this mighty blow.) A nic'Epona attacks as though her entire body were a +2 weapon, allowing her to hit those beings that take damage only from magic or silver. Note that the nic'Epona do not actually gain the +2 bonus to hit or damage, but merely have the ability to hit creatures immune to lesser weapons.

When in a herd of 20 or greater, the nic'Epona can also create a *stampede* to sweep over their enemies. The stampede is 20 yards wide and at least two nic'Epona deep (one nic'Epona every two yards). Each additional group of 10 nic'Epona widens the stampede by 20 yards or adds another rank of the creatures – they spread out according to the number of opponents arrayed against them. The steeds charge without fear and never need to check Morale in a stampede. They require 50 yards to build up good speed, at which point anyone in their path suffers 10d6 points of damage per round for a number of rounds equal to the number of ranks of nic'Epona, divided by 4 (round up). For example, if there are three ranks of nic'Epona, anyone in their path suffers 10d6 points of damage for a single round. If there are eight ranks, opponents suffer 10d6 points for two rounds. Victims are allowed a save vs. spell for half damage.

The nic'Epona also boast an impressive defense. They can be hit only by weapons of +2 or greater power, or by those whose innate abilities allow them to strike as a +2 weapon, like themselves.

They are also completely immune to *charm*-related spells, and they're aware of it when someone attempts to use magic to gain their trust. Even magical items that charm animals have no effect on the nic'Epona, for they are not normal horses. However, since this immunity is not widely known, the nic'Epona delight in pretending to fall under the sway of such magic, then abandoning the caster on an unfriendly plane, often in a bad situation.

The most striking feature of the nic'Epona defense is their ability to *plane shift* (as the spell) at will, requiring but a few steps in which to work the magic. They can travel to any point in any of the Outer Planes that they have seen, although realms of unfriendly powers are closed to them unless they're specifically invited. If combat is not going her way, a nic'Epona takes a few steps back, charges at her foe, and plane shifts just before contact, leaving a rainbow silhouette that fades after a few moments. Her hooves glow with a faint purple fire when she activates this power.

Finally, nic'Epona are able to keep their footing on any surface, from water to quicksand to air. Their hooves create an momentary causeway upon which they gallop, giving the impression that they are flying, running across water, or performing some other apparently impossible feat. They can even run up vertical surfaces, treating the transition from horizontal to vertical as just another step. (This can be a bit jarring for riders who are unused to it.) The nic'Epona can activate this "fleeting causeway" for one turn/hour; when they do so, their hooves flare with a bright blue flame. No creature other than the nic'Epona can use the causeway (except a rider).

HABITAT/SOCIETY: Though they appear to be solitary creatures, nic'Epona gather in great herds in the realm of Tir na Og, on the Outlands. Though they have free rein through the planes, they call Tir na Og home because it is the home of their patron power, Epona. When they are at home, they have little to do with the planars, primes, and petitioners who come to them for favors or transport through the planes. Since they have the company of their own kind in Tir na Og, they do not need that of ordinary mortals. They break this rule only for those they call friends, or for those whom they owe a debt of honor.

ECOLOGY: Nic'Epona are all female, despite persistent rumors of male nic'Epona. They are produced by the union of a nic'Epona with a male equine (a horse, pegasus, or unicorn). The offspring of such a union are nic'Epona if female, but take after the father if they are male. The herd is extremely protective of its foals and will turn en masse on anyone who attempts the theft of one, harrying the thief through the planes if necessary.

Epona's daughters are gregarious, enjoying the company and attentions of other beings. Occasionally they will come into contact with adventurer-types, engaging them in conversation in an attempt to learn interesting gossip and places to travel. If treated well and entertained, each nic'Epona may offer to carry a person from one plane to another.

Those who would ride one of Epona's daughters should have fine gifts and flattering words to court her affections. They must first win her trust, for if she has faith in the rider, she will provide transport – one time and one time only – to the destination of the rider's choice. If the rider does something to betray this trust, the nic'Epona can easily deposit the rider in some inhospitable plane. Baator is a favorite stopping point for nic'Epona burdened with irksome riders.

If the nic'Epona is particularly well-treated, or learns devotion for a being, she will allow that being to name her. Thereafter, she will respond to the name, treating it as a summons up to three times (more at the DM's discretion, though DMs should be advised that even three times is an exceptional number). She will arrive within 1d10 rounds, galloping across the planes to bear her friend away from whatever danger menaces.

Night Rider

CLIMATE/TERRAIN:	Any (guardian)
FREQUENCY:	Rare
ORGANIZATION:	Solitary or group
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	V (magical weapons possible)
ALIGNMENT:	Lawful Evil

NO. APPEARING:	3-24
ARMOR CLASS:	7
MOVEMENT:	10
HIT DICE:	As in life
THAC0:	As in life
NO. OF ATTACKS:	As in life
DAMAGE/ATTACK:	1-8 or by weapon type
SPECIAL ATTACKS:	Chill touch
SPECIAL DEFENSES:	*Protection from good, darkness*
MAGIC RESISTANCE:	Special
SIZE:	M
MORALE:	Very Steady (13)
LEVEL/X.P. VALUE:	650 (varies)

These undead are created by Myrkul and a few liches and evil clerics. They are usually found as guardians or servants, and resemble zombies or (more rarely) skeletons or partially skeletal corpses. They are more powerful than both of these types of undead, and their intelligence makes them far more dangerous.

Although utterly silent in movement, night riders usually chuckle or cry out in triumph when they strike an opponent. They are so profoundly evil that they can create a *protection from good, 10' radius* at will. Night riders are turned as shadows.

Combat: Night riders may use all sorts of weapons, but because of their relative clumsiness, they are -1 to hit with missile weapons. Unlike zombies, night riders do not necessarily strike last in a round (being faster than zombies, night riders suffer only -1 on initiative rolls).

Most night riders in the service of Myrkul are armed with *scythes of wounding +1* (treat as a *sword of wounding),* which deal a base damage of 2-8 +1.

Night riders can create *darkness* in a 15' radius at will. Their touch chills all non-undead for 1d4 hp damage, and causes a (cumulative) hour-long 1-point Strength loss.

Night riders cannot use spells, potions, or magic items requiring a living touch. They suffer only half damage from edged and piercing weapons, and are unaffected by *sleep, charm, hold* and *cold-* based magics.

Healing spells and potions actually do damage to night riders. Such magics diminish their unlife energy, causing the loss of hit points equal to the points of healing the magic would have done to a living being. (A partial or splash hit from a potion does 1-2 hp damage.) Holy water does a night rider 2d4 damage per vial.

Habitat/Society: Night riders are created for a purpose, and go where commanded. They have no societal organization, but are most often found with other undead—particularly gaunts (see below), normal zombies, and skeletons. They retain something of the intelligence they had in life, and seem drawn to areas they frequented when alive.

Ecology: Night Riders eat nothing, and serve no ecological niche. They may serve Myrkul or the greater undead.

Gaunt

AC 7; MV 24 (leap 20'); HD 2 + 2; #AT 2; Dmg 1d4; SZ L; AL LE; Morale 12; XP value 975.

Many night riders have as companions only their undead horses called gaunts. These skeletal steeds, also known as deadmounts, are rare. Some believe them to be created only by Bane and Myrkul.

Gaunts appear as skeletal horses, some with manes, tails, and even tatters of withered flesh still attached. They are of all sizes, and although their bones are as brittle as most dry bone, their unlife gives them strong and supple joints. They gallop and leap as swiftly and surely as living horses. Gaunts are turned as ghouls.

Gaunts fight anything that their rider attacks, or as commanded. In battle, gaunts lash out with their hooves for 1d4 damage per attack.

Their breath has a chilling effect. Living creatures within 10' must make a Constitution check every round. Failure means 1d4 hp damage and causes a (cumulative) one-point Strength loss lasting one hour.

Any living being foolish enough to mount a gaunt must save vs. paralyzation every round or be paralyzed. Such paralysis can only be broken by a successful saving throw on a subsequent attempt. On the first round, the save is made at -6; on the second round, at -5; and so on. On each round of paralysis, a rider suffers an automatic 2 hp of chill damage. Helpless living riders are usually taken on a ride over a cliff. Anyone who can reach a paralyzed rider can readily pull him or her off.

Gaunts suffer only half damage from edged or piercing weapons, and are unaffected by *sleep, charm, hold* and *cold-* based magic. Holy water does a deadmount 2d4 damage per vial.

Some gaunts, who have lost riders far from anything that can command them, wander alone and in small bands in wilderness areas. They may even join and run with wild horses, who ignore or fear them.

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Night Terror, Mandalin

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CLIMATE/TERRAIN:	Clinic in Egertus
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (15)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8+2/1d8+2
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	10%
SIZE:	M (5 1/2-feet tall)
MORALE:	Steady (12)
XP VALUE:	6,000

The night terror called Mandalain has two distinct forms. Both of these forms have ghostly qualities. The first form is that of a beautiful young woman with long brown hair and dressed in a nurse's uniform. This is how the real Mandalain looked in life. The second form is more terrifying. Her uniform becomes stained and tattered. Her hair turns wild and white streaks appear within it. Her eyes, once big and expressive, become empty pools of shadow. Her long, slender fingers take on the most dramatic change; they become surgical scalpels.

This Mandalain isn't the ghost of the real nurse. This is a night terror constructed by the Nightmare Man from the images in Dr. Illhousen's nightmares. The creature's sole purpose is to enter the waking world and torment Illhousen as it haunts his clinic.

The night terror never speaks, but it sometimes screams with such pain and agony that it sounds like Mandalain is being killed again.

Combat: Mandalain's scalpel hands inflict 1d8+2 points of damage when they hit, and both hands can strike in the same round. Any victim hit for maximum damage (10 points) must make a save vs. death magic or Mandalain drains 1 experience level.

The night terror can turn incorporeal at will unless in the light of the rose of midnight (see below). While incorporeal, it can't make any attacks, but neither can it be attacked. In all cases, only weapons of +1 or better can harm it. As it is not a true ghost, it can't be turned.

Habitat/Society: When the real Nurse Mandalain was slain by a patient at the clinic, her friend Dr. Illhousen was plagued by terrible nightmares. Some of these stemmed from the fact that the nurse had been killed with his own scalpels. The Nightmare Man took images from the nightmares and created this night terror. It has one purpose—to break Illhousen's will. It has one weakness—the rose of midnight.



Ecology: The night terror Mandalain has no place in the ecologies of either the waking world or the Nightmare Lands. It is a special construct designed by the Nightmare Man. It does require power, however. It gets this power by using its energy drain ability on living beings. It returns to the Nightmare Lands every day, only prowling the waking world in the middle of the night.

The Rose of Midnight: All night terrors have a special weakness. If the weakness isn't exploited, a night terror can't truly be destroyed. Mandalain's weakness is a special flower that grows in only one place in the Nightmare Lands. It's called the rose of midnight. The rose grows in the middle of an empty lot situated between two tenements in Mullonga's Ghettoes. When the moon reaches the highest point in the sky each night, the rose of midnight blooms.

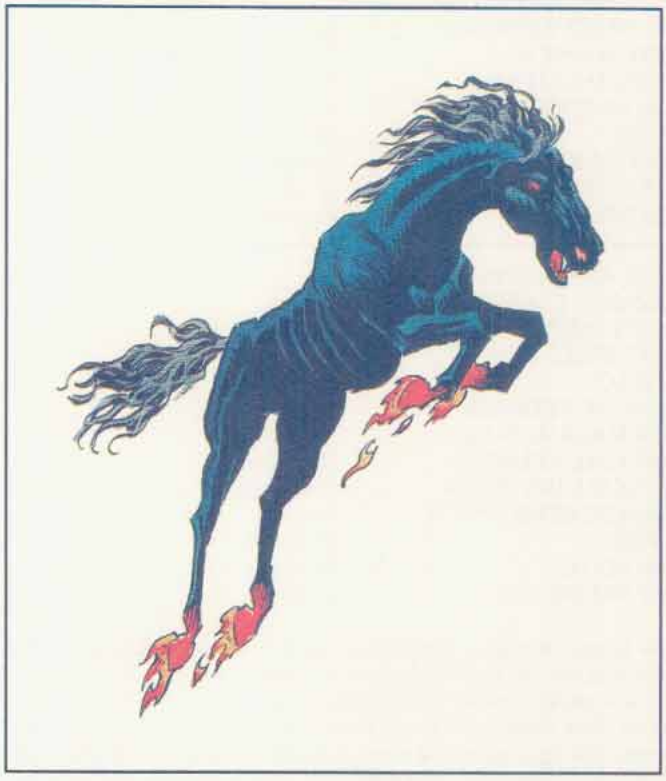
When the flower blooms, its open petals release a bright, cleansing light. The light reaches for 30 feet in all directions, and anything within the light is affected by the equivalent of a *protection from evil* spell. In addition, the light causes members of the Nightmare Court to flee for 1d6 turns. The rose remains in bloom for one hour, then its petals close for another night.

Once picked, the rose continues to function in the same manner for 1d6+1 days. Then it dies. A new rose grows in the lot 1d4+1 days after the rose dies.

As Mandalain's special weakness, the rose's light has an additional power. While the light shines upon Mandalain, the night terror can't turn incorporeal. The night terror can be destroyed while the light shines upon it. This is the only way in which Mandalain can truly be defeated.

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	−4
MOVEMENT:	15, Fl 36 (C)
HIT DICE:	6+6
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	4-10/4-10/2-8
SPECIAL ATTACKS:	Burning hooves
SPECIAL DEFENSES:	Paralyzing cloud
MAGIC RESISTANCE:	Nil
SIZE:	L (6' at shoulder)
MORALE:	Elite (13-14)
XP VALUE:	2,000



Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, night hags, liches, and powerful undead lords.

They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.

Nightmares can understand commands from evil riders. They communicate among themselves by empathy.

Combat: Nightmares are hateful of material life. They will often attack any non-lower planar creature they encounter (and will sometimes attack the lower planar creatures, too). They have vicious fangs that inflict 2-8 points of damage on a successful bite. Their burning hooves each inflict 4-10 (1d6+4) points of damage per attack and will set any combustibles on fire.

During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a saving throw vs. paralyzation or be at a −2 penalty on their attack and damage dice.

Although they have no wings, nightmares are able to magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal planes at will.

Habitat/Society: Nightmares are the servitor steeds of many lower planar creatures. They are intelligent, however, and cannot be treated as casually as a simple horse. They will willingly and gleefully serve as a mount for any mission involving evil. However, for the unwary rider, a nightmare's own ambitions can prove to be insurmountable. These hateful steeds will often do what *they* want rather than follow the wishes of their "master." In many ways, nightmares pose the same problems as magical weapons with large egos.

Anyone on the lower planes who is not a native thereof can attract the attention of a nightmare to secure it as a mount. The process involves several spells, as well as an offering for the creature's service. The summoning requires a mage or specialist wizard of at least 5th level. The following spells must all be cast by the same spell-user. First, the mage must cast a *mount* spell. This conjuration is used to attract the attention of the nightmare. Next, a *monster summoning III* spell must be cast to bind the nightmare into service. When that is complete, a *wall of fog* spell is cast. If all of this is done properly, the nightmare will come galloping through the fog, nostrils flaring and eyes gleaming, ready to perform in the service of evil. Lastly, an offering is required. This may be given by anyone, not just the spell caster. The offering must be oat-like flakes made from platinum that the nightmare will eat. The flakes must be of at least 200 gp value. Whoever feeds the oats to the nightmare will be its master for 72 hours.

Creatures of the lower planes do not perform these steps to summon a nightmare. It is unknown what dark agreement they make for a nightmare's service.

Once per decade, on the plane of Hades, there is a dark and sinister time called *Gloom Meet*. At this time the various lower planar denizens will meet and decide how they will spread their will for the next decade. The nightmares play a special role in *Gloom Meet*, for they spread the word that the meeting is about to begin. As the *Gloom Meet* approaches, there is a higher concentration of nightmares and their frequency changes from very rare to uncommon. This is the first indication that *Gloom Meet* is to occur, and lasts for approximately two weeks. Immediately prior to the meeting, the nightmares ride the planes in a terrifying charge that notifies all that the *Gloom Meet* has started.

Ecology: Nightmares are the wild steeds of the planes. It is their place in the lower planes to act as mounts for missions of evil and dread. They have no biological link to true horses. A nightmare is merely a foul minion of evil, without need of food or air, that through some unknown pact has taken the form of a huge, terrible steed. Nightmares are listed as carnivores, based solely on their habit of eating fallen foes whenever possible. However, there is nothing to indicate that the nightmares derive any of their sustenance from the flesh of animals—they more likely gain all their strength through their service to evil.

Nightmare Beast

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2-12/2-12/2-20/2-20/4-40
SPECIAL ATTACKS:	Psionics and Spells
SPECIAL DEFENSES:	+1 or better to hit (see below)
MAGIC RESISTANCE:	20%
SIZE:	Gargantuan (30' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	16,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/4/11	PB, MT, EW, II, PsC/ M-, TS, MB, IF, TW	17	180

Psychokinesis – *Sciences:* disintegrate; *Devotions:* ballistic attack, molecular agitation, molecular manipulation.
Psychometabolism – *Sciences:* Nil; *Devotions:* biofeedback, double pain.
Psychoportation – *Sciences:* summon planar creature, teleport; *Devotions:* teleport trigger.
Telepathy – *Sciences:* psionic blast, tower of iron will; *Devotions:* ego whip, id insinuation, intellect fortress, mental barrier, mind blank, mind thrust, psychic crush, thought shield, and contact.

Of all the creatures that roam the planet Athas, none except the Dragon is as feared, or as dangerous, as the nightmare beast.

Nightmare beasts have one immediately identifying characteristic, that being their immense size. All are nearly 20 feet tall and weigh close to 4,000 pounds each. Nightmare beasts are four-legged creatures; all these legs end in sharp claws, enabling them to climb quite well, despite their size. All nightmare beasts have similar skin coloration and texture. The skin of this creature is extremely thick and tough, very similar to that of an alligator or crocodile, but even more durable. Though usually a dark blue/grey in color, sometimes a beast's skin will be more purple. Nightmare beasts have large red eyes, which actually glow in the dark. A nightmare beast's teeth are very long, reaching eight inches in length, and are sharp, pointed canines capable of chopping a victim in two with ease. Two pairs of a nightmare beast's teeth are nearly twice as long as the rest; one is set in the lower jaw, one in the upper. These two pairs extend outside the creature's mouth and are exposed even when its mouth is closed. The lower pair is closer together and fits inside the upper pair. Nightmare beasts have large tusk-like horns on their heads, used by the creatures to rend their victims.



Combat: Nightmare beasts are very dangerous combatants, capable of defeating small armies of humans by themselves.

Though huge in size, nightmare beasts are capable of fairly quick movement, allowing them to close with opponents very rapidly. Their speed on land, combined with their great weight provides them with the ability to smash through nearly any obstacle, including city walls, trees, and small natural rock formations. When a nightmare beast attempts to smash through a wall, or fortification, the DM should roll 1d20 on "Table 52: Structural Saving Throws" (see the *DMG;* use the *screw or drill* line). If the roll is lower than the number on the table, the wall loses ¼ of its structural integrity. Each subsequent successful attack reduces the integrity of the wall further, until it crumbles into rubble at the beast's feet.

When engaged in melee combat, a nightmare beast is absolutely devastating. When they attack, nightmare beasts raise up onto their hind legs, enabling them to attack with their front limbs. A nightmare beast on its hind legs is approximately 35 to 40 feet tall. Nightmare beasts are capable of up five attacks per round. They attack first with their two front clawed limbs, doing 2d6 points of damage per successful attack. The beast then attacks with both its horns, each capable of inflicting 2d10 points of damage. Finally, its massive bite can cause 4d10 points of damage.

The extremely thick skin of a nightmare beast provides it with incredible protection against attack (AC -5). In addition, only +1 or better weapons have any affect on the creature. Nightmare beasts also have a small degree (20%) of magic resistance, and spells or spell-like abilities used by creatures of 4 hit dice of less do only half damage. Thus, a spell cast by a 4th-level mage that gets past the creature's magic resistance will still only do half damage. Spells which save for half damage would do ¼ damage when cast by characters with four or less Hit Dice.

It is believed that nightmare beasts were created through use of defiler magic, and it is known that all of its spell abilities are

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similar in effect to defiler magic. A unique adaptation of defiler magic's life draining effects has produced the nightmare beast's ability to drain life energy from its victims. Instead of using its normal attacks in a given round, a nightmare beast can drain life energy from a victim, resulting in the victim losing 1 experience level. When a nightmare beast uses this attack, it gains the same number of hit points lost by the victim. A nightmare beast can use this its energy drain ability only three times a day.

Nightmare beasts are also capable of magical and psionic attacks. Each round, a nightmare beast may attack normally, and use either one of its spells or one of its psionic powers. The creature is able to use the following spells, twice a day, once per round: *fireball, lightning bolt, chain lightning, dispel magic, wall of fire, incendiary cloud, death fog,* and *cloudkill.* A nightmare beast is immune to the effects of it own spells and all its spells are cast at 10th level of experience. All spells used by nightmare beasts are considered use of defiler magic.

The nightmare beast is also an extremely powerful psionic using creature, capable of feats usually performed only by the eldest and most experienced psionicists of Athas. As stated above, a nightmare beast can use one of its psionic powers each round that it doesn't employ one of its spells. Also, the nightmare beast has strong psionic defense modes, all of which are considered to be always "on." Thus, any psionic attack launched at a nightmare beast is automatically defended against with the most effective defense mode. However, defense still depends upon whether or not the beast has sufficient PSPs to power the defense mode it attempts to use.

A nightmare beast will often employ the most direct and brutal attack forms it has at its disposal. Among its psionic powers, it will often favor use of its psychokinetic discipline, as it allows the creature to destroy weapons as well as buildings which may be in its way. It will frequently use its psychoportation discipline too. The teleport devotion allows the creature to instantly appear before its enemies and to vanish if it feels threatened. It will employ its summon planar creature science to summon creatures to further its destructive rampage. When it has sufficient PSPs, it will summon creatures from the outer planes first, then from the other planes as needed.

One other unique psionic ability of the nightmare beast is its "nightmare" attack. With this ability, a nightmare beast can enter the dreams of its victims and prey on their subconscious minds. This ability is used in two distinctly different manners. The first is used against future victims, those which the beast is either stalking or is intent on attacking. The beast uses this ability when these victims are sleeping. Any intended victims must save vs. spells (at -2) or suffer from nightmares of extreme horror (in which the victim is stalked, hunted, and killed by the nightmare beast). These dreams are so vivid that they prevent the victim from properly resting. The victim does not naturally heal any hit points previously lost and suffers from fatigue. Victims of fatigue suffer a -1 to all rolls, and they have their movement rates lowered as though they were "moderately encumbered". These penalties are in effect for three days, or until a heal spell is cast upon the victim.

The other manner in which a nightmare beast uses its "nightmare" attack is during combat. When used in combat, this ability is treated as a normal psionic ability; it can be used in the same round as the beast's melee attacks. When this ability is used, all creatures within a 50′ radius of the nightmare beast must save vs. spells at -2. Those who make their saves are unaffected. Those who fail are affected the next time they go to sleep. While they sleep, victims of this attack have dreams as described above, in which they are stalked, hunted, and killed by the nightmare beast. The effects of these dreams are the same as those described above. They will also last for the same duration (three days) or until a heal spell is cast. Use of the "nightmare attack" ability in either manner costs the nightmare beast 50 PSPs and requires a psionic check to be employed.

Habitat/Society: Nightmare beasts can be encountered in virtually any terrain on Athas. Fortunately, there are very few of these creatures. Some historians think that once there were as many as a hundred of these beasts roaming the world. Now there are believed to be only half a dozen remaining.

Nightmare beasts live in their lairs for long periods of time (up to one year). After that time, they will roam the desert until they find a suitable area in which to make their new lair. When a nightmare beast settles into a new lair, it will most often settle near ancient ruins of the former civilization that once inhabited Athas. No matter where they make their lairs, nightmare beasts do so in a consistent manner. All beast lairs are very defensible and well-protected. The nightmare beast will always choose a lair that is difficult to attack from both land and air.

Nightmare beasts only rest in their lairs for short periods, usually no more that 6 hours at a time. The rest of their time is spent roaming the area near their lairs and feeding. These beasts will normally rotate between resting and roaming in 6-hour time periods. This activity cycle is maintained for days and sometimes weeks at a time. (The only time that a beast will change this cycle is when it is preparing for battle.) When resting in its lair, a nightmare beast will often use a unique variant of the psionic danger sense devotion. This ability functions as described in the *Complete Psionics Handbook* except that its range extends to cover the entire lair and the PSP cost is only 5 per hour (instead of the normal 3 per turn).

When a nightmare beast roams the area surrounding its lair, its main purpose is to feed itself. These creatures eat nearly anything, both animal and vegetable. Entire herds of erdlus and kanks have been killed when a nightmare beast has come across them while feeding.

There are certain creatures that a nightmare beast will not attack, even when it is searching for food. Nightmare beasts will not attack drakes or megapedes, for example, nor would one ever try to fight the Dragon.

Ecology: As stated above, nightmare beasts eat almost every type of food available on Athas. However, they are unsuitable as a food source because their bodies decay rapidly after death. It is thought that this is because the magic which has sustained their lives vanishes when they die, causing an unnatural rate of decay. However, the horns, claws, and teeth of a nightmare beast make excellent weapons and are usually used in arrowheads, daggers, and (sometimes) darts. Also, the horns of a nightmare beast can be ground and mixed with water to create a paste. When consumed, the paste produces an effect similar to esperweed, though much less powerful. The paste grants the consumer 30 additional PSPs and two wild talents. Its effect lasts for 5 rounds.

Nightshade

CLIMATE/TERRAIN:	Any forest or cave
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Blood and bones
INTELLIGENCE:	Average (8–10)
TREASURE:	B,X
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4 or 3d10
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1+4
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 or by weapon
SPECIAL ATTACKS:	Spells, poisonous sap
SPECIAL DEFENSES:	Spells, immune to wooden weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ tall)
MORALE:	Elite (13–14)
XP VALUE:	270



Nightshades, or *wood woses*, are elemental spirits of poisonous plants like mistletoe, hemlock, foxglove, and belladonna. They live in dark, unhallowed forests and caverns.

Nightshades oddly resemble sylvan dwarves with dark brown skin. They are stocky but supple and as flexible as reeds or willows. Their thick beards and thatchlike hair are full of vines and leaves. They wear only kilts and vests of woven fibers, and they carry weapons of beaten copper or bronze.

Nightshades speak their own tongue, the languages of plants and fungi, and the language of quicklings.

Combat: In combat, nightshades wield bronze spears or short swords. They are immune to wooden weapons like clubs, bo sticks, and staves; even magical shillelaghs or enchanted staves are useless. Nightshades suffer double damage from fire.

Wood woses use their sap to poison blades, though the poison becomes inactive after 10 rounds of contact with air. It takes one round to poison a blade, and unless a victim makes a successful saving throw vs. poison, the substance reduces the victim's Dexterity by 1 per hit. When a victim's Dexterity drops below 3, he is rendered immobile. When it reaches 0, he dies and becomes a nightshade following the next full moon.

Nightshades can cast *speak with plants* and *pass without trace* at will as well as *entangle* and *plant door* once per day. In groups of six or more, there is always a nightshade mage who has the spell powers of a 5th-level druid. A group of seven or more nightshades can summon a shambling mound once per month; to recite the magical words of the summoning spell, the wood woses must first drink blood. The summoning takes six turns, and thereafter the nightshades command the shambling mound all night.

Habitat/Society: Nightshades in the wild are elusive nighttime hunters. By day they retreat into hollow logs, caverns, or other dark places to hide from the sun. They mate for life, though most mated pairs produce no more than two offspring.

Nightshade outposts take the form of dark, echoing groves. They dwell in small foraging groups and are seminomadic, leaving their groves when the forest is silent. They grow rings of poisonous plants, twist trees, and clog forests with mistletoe.

Wood woses are cold and uncaring creatures. They capture trespassers for sacrifices to their high queen, and particularly dangerous prisoners are kept sedated. Nightshades are not greedy; gold and gems mean little to them. Magical potions and poisons, however, are greatly prized.

Nightshades are only active during the growing season. During fall they become sluggish, eventually crawling into dark lairs where they hibernate all winter.

The nightshades' high queen is Ainecotte, the oldest and most intelligent one of them all. She has the powers of a 7th-level druid and rules through terror and blackmail.

Ecology: Nightshades eat the blood and bones of living creatures. Their numbers rarely increase naturally—usually they are created by druids or by priests dabbling in necromancy and the dark arts of venom and unnatural growth, as well as through the transformation of poison victims.

Nightshades' only enemies are treants, druids, and rangers, who root them out like weeds. No natural predator will eat a nightshade after the first bite (except hook horrors). Nightshades are on good terms with korred, needlemen, and evil myconids. They trade poisons to the quicklings in exchange for weapons.

	Nightcrawler	Nightwalker	Nightwing
Climate/Terrain:	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary
Activity Cycle:	Night	Night	Night
Diet:	Nil	Nil	Nil
Intelligence:	Supra-genius (19–20)	Supra-genius (19–20)	Supra-genius (19–20)
Treasure:	U	U	U
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil
No. Appearing:	1	1	1
Armor Class:	–4	–6	–8
Movement:	12, Br 24	15, Fl 6 (C)	3, Fl 24 (B)
Hit Dice:	25	21	17
THAC0:	4	5	5
No. of Attacks:	2	2	1
Damage/Attack:	2d10 (bite)/2d4 (sting)	3d10 (fist)/3d10 (fist)	1d6+6 (bite)
Special Attacks:	Surprise; see below	Surprise; see below	Surprise; see below
Special Defenses:	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil
Size:	G (100′ long)	H (20′ tall)	G (30′ long)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	19,000	18,000	17,000

Nightshades are powerful beings from the Negative Energy Plane who seek to spread death and destruction everywhere. Similar to undead, they are found on the Prime Material Plane only if summoned by powerful sorcerers for dark purposes.

All nightshades are jet black. The air around them is cold and smells like an open grave in winter. These creatures have no visible eyes and apparently sense their surroundings magically. They see invisible objects and *detect magic* at will.

Nightshades can read all magical writings and languages, although they cannot speak. They communicate with each other and their summoners telepathically. Nightshades never speak to their victims. Any creature that is not a nightshade or a summoner is considered a victim.

Combat: These aggressive monsters attack all strangers. They are usually encountered at night or in darkness. Natural daylight inflicts a –4 penalty on a nightshade's attack rolls, but light causes no other ill effects.

Because of their coloration and stealth abilities, nightshades have an increased chance to surprise opponents, as detailed in the paragraphs on each type below. This ability can, however, be negated by the chilling aura of a nightshade's presence; a nightshade noticeably chills the air within a 60-foot radius regardless of weather or temperature conditions. The chill of a nightshade is something no adventurer forgets, and an individual who has encountered a nightshade has the normal chance of being surprised by one in the future (thus, surprise penalties usually associated with the creatures are negated). The chill aura permeates solid substances, so that the aura will be felt by victims on the other side of a stone wall or above ground over a burrowing nightcrawler.

The nightshade's chilling presence spoils all consumable items within 60 feet. This affects rations, food, water, holy water, and magical potions, oils, and ointments. No saving throws are allowed for these items. Such materials do not become poisonous, but become so desiccated as to be useless.

The touch of a nightshade is poisonous. A victim successfully hit by a nightshade's natural attack (bite, sting, or fist) must roll a saving throw vs. poison with a –2 penalty. Failure results in instant death.

All nightshades can use the following spells at will, one per round: *charm person, invisibility, haste, confusion, cloudkill, darkness, hold person, cause disease,* and *dispel magic.* Once per day, nightshades can cast *finger of death.* The nightshade's spellcasting level is equal to its Hit Dice. If a nightshade uses a spell ability, it cannot make a melee attack that round.

Nightshades can summon undead once every four hours, with a 75% chance of success. The undead creatures arrive in 1d10 rounds. To learn the type of undead that responds, roll 1d8 and consult the following table:

1d8 Roll	Undead
1–3	1d4+1 shadows
4–5	1d2 wraiths
6	1 spectre
7	1 ghost
8	1 spirit (hand druj)

Nightshades can be harmed only by weapons of +3 or greater enchantment, or by spells of 6th level or greater. They are immune to all forms of poison, petrification, illusion, *charm, hold,* and *cold* spell effects.

Nightshades are partially vulnerable to dragon breath and suffer only half damage from such attacks. If nightshades roll successful saving throws, they suffer only one-quarter damage, rounded up.

Nightshades are turned as "special" creatures.

Habitat/Society: Nightshades dwell on the Negative Energy Plane, which provides them with life-sustaining energy. They can travel to the Ethereal Plane at will, but must be summoned in order to enter the Prime Material Plane.

Nightshades are all extremely clever and wise, with both Intelligence and Wisdom scores of 19. This great mental capacity is a combination of the nightshade's own wiles and the knowledge from the mind of the spellcaster who summoned it.

The creature can use its summoner's knowledge to function better on the Prime Material Plane. All people, places, and objects that the summoner knows are also known by the nightshade. A nightshade uses its great intellect to plan and scheme, and to invent plots using servants (usually undead).

As solitary creatures, nightshades do not associate in packs, families, or even with mates. Nightshades have an affinity for undead. Some sages suggest that when numerous undead beings are destroyed, the energies released on the Negative Energy Plane coalesce to form a nightshade. Others speculate that nightshades are related to blackballs, and that blackballs are some sort of larval or metamorphosed form or perhaps nightshade "eggs."

Whatever their origin, nightshades can be summoned to the Prime Material Plane by use of a powerful, complex spell. Certain evil wizards of at least 16th level know this spell, but guard the secret closely. Only one nightshade can be summoned with the spell. The spell must be cast in complete darkness; summoning usually takes place deep underground or during the dark of the new moon.

Ecology: These unnatural, extraplanar creatures seldom interact with the environment. However, when on the Prime Material Plane, a nightshade is a destructive force capable of greatly disrupting a local ecology; a nightshade always causes death and often drives normal life forms away.

Nightshades always have treasure of great value; they swallow their treasure in order to carry it. They scorn coins, favoring instead gems, jewelry, art objects, and magical treasures. Nightshades collect treasure from their victims after a battle.

Nightcrawler

Nightcrawlers are similar to purple worms in appearance, and measure about 100 feet long and 10 to 15 feet wide. Nightcrawlers are pitch black in color.

These creatures can approach an opponent by burrowing underground and attacking from below. If this is done, a -2 penalty is added to the victim's surprise roll (unless the nightshade's chill aura negates the penalty).

A nightcrawler's bite inflicts 2d10 points of damage; like any successful attack from a nightshade, the victim must succeed a saving throw vs. poison with a –2 penalty or die immediately. In addition, a nightcrawler automatically swallows its victim if the attack roll is an unmodified 19 or 20. A swallowed victim loses one level of experience per round due to the nightshade's negative energy, though a *protection from evil* or *negative plane protection* spell prevents this drain.

The nightcrawler's tail stinger causes 2d4 points of damage on a successful hit. A victim of the sting must roll a saving throw vs. poison; however, the stinger is so potent that the saving throw is made with a –4 penalty instead of the –2 penalty associated with other nightshade attacks.

Once per turn, the nightcrawler can *reduce* one opponent to 20% of original size (as if casting the reversed *enlarge* spell at 8th level). The nightcrawler cannot attack physically in the same round that it uses the *reduce* power. The victim can roll a saving throw vs. spell to avoid the effect. A nightcrawler swallows a *reduced* victim whole on an attack roll of 15 to 20.

Nightwalker

A nightwalker is a 20-foot-tall, jet black, giant humanoid. It lurks in dark areas; opponents suffer a –2 penalty to surprise rolls. The nightwalker never carries weapons or other items; it attacks with its two massive fists each round, causing 3d10 points of damage with each successful hit. In addition, a victim must roll a saving throw vs. poison or die.

A nightwalker's attack can crush an opponent's shield or armor. Such damage is applied first to a victim's shield (if any); once it is destroyed, damage is then applied to armor. The item in question avoids the crushing effect if a successful saving throw vs. crushing blow is made; magical armors and shields add their magical bonuses to the saving throws (the bonus equals the item's bonus to Armor Class).

A nightwalker can automatically destroy any weapon or magical item simply by picking it up and smashing it flat between its hands. It cannot harm artifacts in this manner. If the item is held by an opponent, the nightshade must make a successful attack roll to grab it. No saving throw applies against this crushing effect. The nightshade cannot use its hands for anything else in the same round.

Once per round, a nightwalker can gaze at one opponent up to 60 feet away. The victim must make a successful saving throw vs. spell to avoid the gaze. If the saving throw fails, the victim is *cursed*, suffering a –4 penalty to all attack rolls and saving throws until a *dispel evil* or *remove curse* spell is cast on the victim; *remove curse* is ineffective if performed by a caster of less than 15th level. The nightwalker can use this gaze as often as it wishes, although it cannot attack while attempting the gaze. A victim can be affected by the gaze only once (until the curse is removed; after that, a victim could fall prey to the gaze again).

Nightwing

The nightwing is a giant, jet black bat with a 50-foot wingspan. Its initial attack is usually a dive. It gives a –6 penalty to the victim's surprise roll (though the surprise penalty can be negated if victims recognize the nightshade's chilling aura). The dive is treated as a charge, granting the nightshade a +2 bonus to attack rolls and a +1 penalty to Armor Class, but giving opponents a –2 bonus to initiative.

Nightwings do not carry the poison effect of other nightshades. However, any victim hit by a nightwing must make a successful saving throw vs. spell or be transformed into a giant bat as if affected by a *polymorph other* spell. Anyone turned into a bat is *charmed* and will obey the nightwing. These effects last until dispelled.



A nightwing can attempt to strike a victim's magical items. It may target only shields and weapons. It suffers a –4 penalty to the attack roll. If the attack succeeds, the item is drained of one point of magical bonus (thus, a +2 sword becomes a +1 sword). The stolen magical bonuses can be restored by a *dispel evil* spell, but the spell must be cast within a number of days equal to the dispelling caster's level.



Climate/Terrain:	Bytopia
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1d8+1
Armor Class:	5
Movement:	Fl 18 (A)
Hit Dice:	5
THACO:	15
No. of Attacks:	3 or 1
Damage/Attack:	1d3/1d3/1d4+1 or 1d6 + special
Special Attacks:	Tail fling
Special Defenses:	Immune to gravity changes
Magic Resistance:	Nil
Size:	M (5 feet long)
Morale:	Steady (11–12)
XP Value:	975

The propensity for creatures to adapt to environments both dangerous and varied is remarkable. No creature offers a better example for this than the ni'iath. Planar explorer Guias Philbai writes:

" . . . were not able to hold on. The force of gravity itself was shifting, and our perspectives were forced to change. Up suddenly became down. For a moment, it seemed as though there was no longer an up, only two downs. Do I blather on like a simpleton? No. For such are the strange ways of Bytopia.

"The creatures that hounded us did not seem affected by this gravity change. While we tried to reorient ourselves, they moved in to attack. Reglof, my bariaur friend, was the first to be brought down by the floating creatures. With claw, tooth, and tail the ni'iaths (as we later learned they were called) relentlessly tore him apart.

"With a strength or power that must be somehow magically enhanced, they tossed Hiv, my halfling henchman, into a tree sixty feet away. Hiv did not rise from that blow. Later, after Mera and I escaped, she said that she believed that the creatures were manipulating gravity somehow. At the time, I did not believe her – things of that sort don't live on Bytopia, right? I had a lot to learn about the planes. . . . "

Ni'iaths are long, wormlike creatures with vicious mouths and four narrow eyes spaced equidistantly about their heads. Small arms with four clawed fingers sprout from either side of the beasts, and their long, narrowing tails end in a whiplike barb. They are completely immune to the effects of gravity, and use the two fanlike fins on either side of their head to "swim" through the air. They have no grasp of the concept of "up" or "down," being able to orient themselves in either vertical direction without flipping themselves around.

Combat: The ni'iath swoops in to attack its foes, usually attempting to maintain a position in the air that is difficult for its foe to reach yet still enables the ni'iath to make attacks of its own.

The most terrifying attack that the ni'iaths have at their command is the "tail fling." On a roll of 4 or more over the required number to hit a target with its tail attack (which inflicts 1d6 damage), the victim is caught by the barb and flung by a whipping of its tail. Worse, those flung are affected by a special type of *reverse gravity* which makes them "fall" in whatever direction they are flung by the ni'iath's tail.

This effect lasts until the victim strikes something or has fallen 100 feet. If the victim strikes a hard surface or object before the effect ends, 1d6 points of damage are inflicted. Either way, when the effect ends the normal pull of gravity takes over from wherever the victim is at the time. Further falls from that position also inflict normal damage. For example, if a ni'iath flings a foe 100 feet to the right, but when the effect ends the victim is only 10 feet off the ground, only 1d6 damage is inflicted. If a foe is flung 100 feet straight up, however, that is another matter entirely. Falls and flings in the area of gravity shifting between the layers of Bytopia can be tricky business, so close attention should be paid to the position of the combatants and the location of the gravity change. Flinging a foe upward may force him to cross the boundary between layers, meaning that he would continue to fall "up" in relation to the rest of the combat, even after the effect wore off.

As a general guideline, DMs can roll 1d12 to determine which direction a ni'iath flings its victim.

1–2	left
3–4	right
5–6	backward
7–8	straight ahead
9–10	upward
11	straight down
12	into the victim's nearest companion (both take falling damage)



Note that ni'iaths always prefer to throw a foe into a nearby object, and they never throw their prey so that they might lose it (over the side of a cliff or into a thick fog, for example).

After a foe is flung, the ni'iath flies to it to either finish it off with its claws and teeth (claw/claw/bite attacks which do 1d3/1d3/1d4+1 points of damage) or carry it away to its lair to feed upon it later.

Needless to say, ni'iaths are immune to *reverse gravity* spells. They are subject to wind changes, however, so conjured gusts may keep them at bay.

HABITAT/SOCIETY: Ni'iaths can be found throughout both layers of Bytopia, but they prefer the crossover areas where gravity shifts between the layers. It is in these places that the ni'iaths developed, and it is here that they flourish, using the disorientation of other creatures to their advantage.

Ni'iaths resemble wolves in mentality. They prefer to hunt in packs, bringing down their chosen prey as a group. Ni'iaths also purposefully hound their prey, tiring it out by chasing it until it is too tired to run or fight.

Within the pack the creatures vie for dominance, with a male of the species usually gaining control of the entire pack. The young of the pack are always well guarded by the rest of the ni'iaths, although they normally stay within the pack's lair.

Ni'iaths lair within high mountain caves, deep crevices, or on unreachable ledges. Young ni'iaths, which have 1–3 Hit Dice, are never left alone.

ECOLOGY: Ni'iaths hunt and kill any and all other creatures, but they prefer large animals like moose, deer, and cattle. They prey upon smaller creatures, such as rabbits, birds, and even ethyks. Ni'iaths, in turn, are hunted and trapped by the humans and gnomes that inhabit Bytopia. Though many believe that there must be a magical "flight" organ within the creature that could be utilized in some way, none has ever been found. In truth, the ni'iaths do not fly – they simply ignore gravity in a manner still misunderstood.

Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Varies
Alignment:	Chaotic neutral
No. Appearing:	10–100 (1d10×10)
Armor Class:	8
Movement:	10
Hit Dice:	3
THAC0:	18
No. of Attacks:	1 or 2
Damage/Attack:	By weapon or 1d4/1d4
Special Attacks:	Acid spit
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Steady (11–12)
Level/XP Value:	175
Psionics Summary:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: PsC; Def: MB
Player's Option:	#AT1; MTHAC0 20; MAC 8



Telepathy: *Sciences* – mindlink; *Devotions* – contact (ESP), sight link, psychic crush (sound link).

The nikaal are a mysterious race of lizard like humanoids. They are far-wandering traders and explorers. Though their origin is shrouded in mystery, some Athasians believe there is a nikaal homeland beyond the Ringing Mountains.

The nikaal are 5 to 6 feet tall and weigh 150 to 250 pounds. Although their facial features are similar to humans, their scales and eyes set them apart. Their bodies are covered with fine, purple scales that regulate the body temperature in the searing desert sun and prevent evaporation of vital fluids. Nikaal need half as much water as humans, and they have twice the endurance while exposed to the harsh environment of Athas. Nikaalian eyes have a distinctly serpentine shape and color.

Combat: As traders, nikaal try to avoid unnecessary combat. When provoked, nikaal can be savage.

Nikaal rarely use armor as it disrupts their natural thermostats. If the situation warrants, individuals may use wooden breast plates or hide armor but never metal armor. Wearing any armor doubles the nikaal's water needs and metal armor quadruples water requirements. Frequently, nikaal use a small to medium-sized shield.

Nikaal can use any weapons, but are known to prefer blowguns, javelins, spears, clubs, swords, and polearms. The nikaal have a weapon that is unique among their race, a polearm with a circular, jagged blade called a "tkaesali" (12 pounds, size L, type S, MV 8, Dmg l-8/1-12). Tkaesali are reserved for celebrated warriors, tribal elders, and shaman. They are frequently decorated with totems and war trophies. Nikaal carrying tkaesali are treated with reverence by other nikaal. If an individual loses his tkaesali. he is ostracized until he finds his prized weapon. If it is in the possession of a member of another race, that individual must be defeated in personal combat to regain stature among the tribe.

Nikaal frequently go into combat without the benefit of weapons. In such situations, the creatures attack with two claws for 1–4 (1d4) points of damage each. Nikaal also have the ability to spit acid. This attack causes 2–8 (2d4) points of damage and can be made once every third combat round. Victims can save vs. breath weapon for half damage. This acid attack is in addition to any other melee attack the nikaal receive.

Habitat/Society: The nikaal are a nomadic tribal race led by an elder council. Nikaal tribes range from 10–100 members. Tribes usually travel between major urban areas of Athas, trading goods acquired from other towns and in their journeys.

For every 10 nikaal in a tribe there is an elite warrior with 5 HD. If there are 30 or more, there is also a captain (AC 5 and 7 HD) that leads the tribe in combat.

The tribal shaman is a cleric that worships any one of the elemental planes. Rarely do these clerics reach higher than 5th level and never higher than 8th.

Ecology: Nikaal live an average of 50 years. Because they are nomadical tribes rarely stay in one place for more than a week except during a tribal crisis, such as the appointment of a new elder.

Nikt'oo

CLIMATE/TERRAIN:	Forest, shorelines
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 (6)
MOVEMENT:	6, Sw 18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Sever hand or foot
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'-12' long)
MORALE:	Average (8-10)
XP VALUE:	270



These large, turtlelike creatures serve as mounts for the more intelligent tortles. Nikt'oos are amphibians, and their shells are just hard layers of leathery skin underlaid with large, bony plates. The skin of a nikt'oo is usually olive, and its back is spotted with brown and yellow. Their large, round eyes are deep black in color. Nikt'oos are longer and stronger than horses, though only half as high. An adult female nikt'oo will often weigh more than 2,500 pounds.

Their feet make nikt'oos slow land creatures, though they can swim faster than many fish (above or under the water). These strong creatures can run for days without rest and, at half their normal movement, swim indefinitely (eating and even sleeping while they move, waking just long enough to make course corrections). A nikt'oo can carry up to 600 pounds without slowing, up to 900 pounds at half speed, and up to 1,200 pounds at 1/3 normal movement speed.

The Red Curse: Nikt'oos acquire Legacies and require *cinnabryl*. Because most nikt'oos cannot acquire this magical metal, they have a high percentage of Affliction.

Combat: A nikt'oo can deliver a vicious bite, and on an unadjusted roll of 20, it severs the hand or foot of an attacking man-sized or smaller creature. These giant creatures are usually quite passive, not biting unless severely provoked. However, they can be trained to bite on command. Evil snappers often train their mounts to behave this way.

Because nikt'oos do not have shells, they cannot their head and limbs for protection. They have bony heads and backs, which are AC 5. The legs are the most vulnerable parts (AC 6 instead of AC 5). Opponents near the extremities of a nikt'oo are assumed to strike these vulnerable areas.

Habitat/Society: Most nikt'oos are domesticated and can be found in the company of tortles or snappers. The small number of wild nikt'oos tend to be very skittish of humanoids, fleeing if given an opportunity. During mating season, all nikt'oos become aggressive and bad tempered.

Sailing ships sometimes encounter nikt'oos far out in the ocean. Nikt'oos out in the ocean seem to be more relaxed and will sometimes swim parallel to a sailing ship. Sailors believe that a major curse will befall anyone who kills such a nikt'oo.

A properly trained female nikt'oo can be used as an amphibious beast of burden, capable of carrying goods in the water and on land.

Ecology: Wild nikt'oos who reach adulthood live for about 90 years, while domestic nikt'oos often live as long as 150 years. Female nikt'oos each lay 5d6 eggs every year, burying the eggs above the tide line on a warm beach. Hatchlings are extremely vulnerable to disease, ecological contamination, and sea predators. In the wild, less than 5% of nikt'oo offspring survive to reach adulthood.

Male nikt'oos spend most of their lives in the water; they weigh so much that they dislike leaving the water. They will leave the water if the female is threatened while egg-laying. Out of water, they suffer a -2 penalty to hit and suffer 2 points of damage per round from the dryness.

The male and female nikt'oos bellow to each other while the eggs are being laid, providing constant reassurance. Otherwise, the nikt'oos never make any vocal sounds.

For the most part, nikt'oos subsist on jellyfish, mollusks, and seaweed. They are not edible by most humanoid races, but snappers sometimes eat them.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Absorb magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (12'-diameter sphere)
MORALE:	Champion (15–16)
XP VALUE:	2,000



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

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

Combat: Aside from their effects on magic, nishruu inflict no damage to objects or beings. Physical attacks and nonmagical fire affect this creature normally, and hits are automatic if an attacker is enveloped by a nishruu. Magical cold- and fire-based attacks inflict half damage when launched from *outside* the monster, but they cannot form *within* a nishruu. Furthermore, those magical attacks from outside the nishruu are absorbed after inflicting just one round of damage.

Nishruu ignore physical attacks, moving fearlessly and relentlessly toward sources of magic. Mind-control spells and illusions do not affect them. Any spell (other than those mentioned above) cast at a nishruu is absorbed by it, having no effect except to give the creature life energy equal in hit points to the damage the spell normally inflicts. A nondamaging spell gives a nishruu extra hit points equal to its spell level.

Chargeable magical items are drained of 1d4 charges upon contact with a nishruu, and if contact is continuous, the drain occurs again at the end of every second round. Nonchargeable magical items have their powers negated for 1d4 rounds after contact. If used when in contact with a nishruu, the effects of potions and scrolls suffer a delay of 1d4 rounds *after contact ceases.*

Artifacts become inoperational at all times while in contact with a nishruu, and for one round after contact ceases. Spellcasters of all classes who are enveloped by a nishruu lose one memorized spell (determine randomly) at first contact and one per round of contact thereafter. Each time a loss occurs, the spellcaster must make a successful saving throw vs. breath weapon or become feebleminded (as the spell) for 1d4 rounds.

Habitat/Society: Nishruu are solitary creatures that are not native to the Prime Material Plane. They cannot voluntarily transfer magical spells or charges to another being. Salt, both rock and sea, is deadly poisonous to nishruu—a handful of flung salt typically inflicts 2d10 points of damage upon a nishruu. Salt can therefore be used to confine or herd such creatures, for they will not willingly come into contact with it.

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

When a nishruu is slain its body dissipates, losing luminosity and hue and appearing to sink into the ground. Any magical item within its body area when it is slain, or any magical weapon slaying it, even if no longer within the body, receives a magical bonus of 1d6 additional charges (or a second use in the case of items that can normally be used but once, such as arrows and scrolls). Potions, memorized spells, artifacts, and items that do not have charges will not be augmented.

Climate/Terrain:	Mount Celestia
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Dusk, night
Diet:	Carnivore
Intelligence:	Supra-genius (19–20)
Treasure:	G
Alignment:	Lawful good
No. Appearing:	1
Armor Class:	1
Movement:	1, Fl 36 (C)
Hit Dice:	5
THAC0:	15
No. of Attacks:	3
Damage/Attack:	2d4/2d4/1d4+1
Special Attacks:	Swoop, surprise
Special Defenses:	Invisibility
Magic Resistance:	30%
Size:	M (20′ wingspan)
Morale:	Champion (15–16)
XP Value:	3,000

Noctrals are creatures of Mount Celestia who act as advisers and sages to the other residents of the plane. They're an avian race, resembling great owls with golden eyes. Noctrals delight in showing off their remarkable intelligence, and they can be invaluable sources of information if a cutter doesn't mind being talked down to a little bit.

Noctrals' plumage ranges from dove gray to deep black. In twilight, their feathers cloak them in soft, silent shadow. A noctral stands about as tall as a full-grown man, and its wings span a distance of 20 feet or more. 'Course, a noctral's much lighter than a human of the same height – like all birds, their bones are hollow. Noctrals' faces are heart-shaped, like a barn owl's, and their large eyes have protective inner eyelids.

Noctrals can be found near places of knowledge or power in Mount Celestia. They often befriend archons, aasimon, or exceptional petitioners and spend much of their time providing their companions with the benefit of their advice. This'd grow annoying quickly if it weren't for the fact that noctrals are extremely intelligent – and right more often than not.

Combat: Noctrals avoid combat where possible, since they're peaceful and kindly creatures by nature. Although they're physically a match for a minor fiend or a two, noctrals are intelligent enough to realize that powerful fiends or groups of skilled adventurers are far too dangerous to engage directly. When a noctral's confronted by a powerful enemy, it'll almost always retreat to muster help from nearby archons or aasimon and return leading its allies to the fight.

If a noctral does become involved in a physical fight, they're well-equipped to handle it. Like owls, noctrals are powerful and stealthy predators. They fight from the air, using their talons and hooked beak to deal with most foes. If the noctral has 50 feet of room, it can make a swooping attack once every 2 melee rounds (devoting every other round to maneuvering). When a noctral swoops, it forfeits its beak attack, but gains a +2 attack bonus with its talons and inflicts double damage with a hit. In addition, a swooping noctral is more difficult to strike, and its effective AC drops to –1.

Noctrals have the following special spell-like powers: *invisibility, legend lore* 3 times per day (at 15th level of ability), *speak with animals,* and *tongues.* They have a natural *telepathy* ability that they use to communicate with most mortal creatures, with a 1-mile range. The noctral's intelligence allows it to effectively *detect lie* when telepathically conversing with a human or demihuman.

Noctrals are well adapted for night hunting. In total darkness, they see as well as a human does by daylight, and their hearing is about 4 times better than an elf's. Noctrals cannot be surprised in normal nighttime conditions, and are surprised only on a 1 or 2 in full daylight, even when sleeping. Noctrals, like the prime owls they so closely resemble, fly in total silence; their enemies suffer a –6 penalty to their surprise checks if the noctral is aloft and it's dusk or night.

Habitat/Society: Here's the chant about noctrals: They're likely to know anything. Knowledge is power, after all, and noctrals know the dark of a lot of things. In Mount Celestia, they're the keepers of lore and the knowers of history. Any decent basher in Mount Celestia can go ask a noctral for help with almost any question. Noctrals are 80% likely to know any historical fact pertaining to Mount Celestia, and 20% likely to be well versed in the history of another plane.

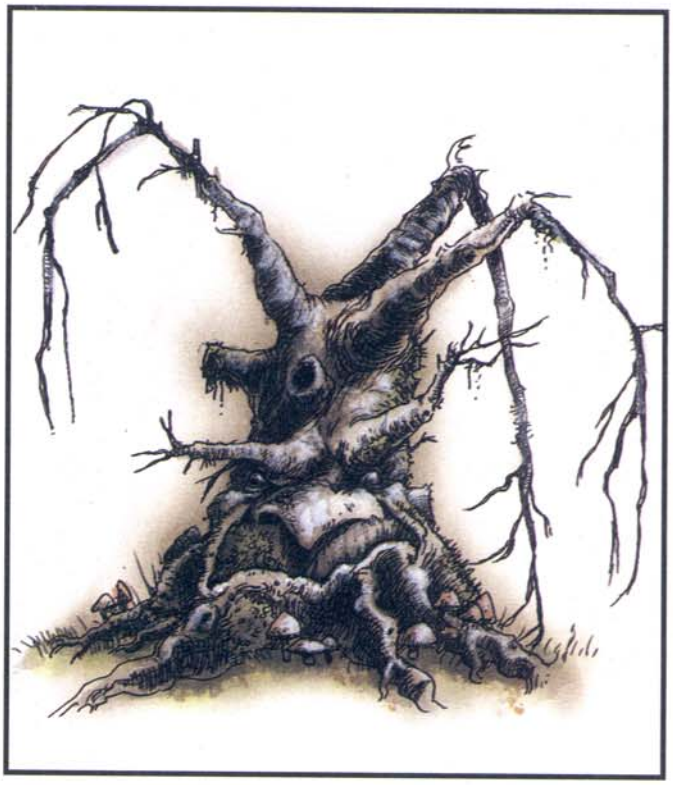
In addition to their knowledge of history, noctrals also have areas of expertise, such as mathematics, astrology, magic, and so on, just like a sage. (In fact, most noctrals've got two or three areas of expertise – their hunger for knowledge is insatiable.) They're 80% likely to know any particular fact in their areas of expertise. As noted above, noctrals love to "help" mortals by sharing their extensive knowledge, so as long as a basher's reasonably polite and patient he's likely to find out what he needs to know. On the other hand, noctrals never share their information when it's clear that it might be turned to evil purposes.

Many noctrals act as advisers to the various powers or celestial stewards of Mount Celestia. Even a power might need a little insight on some esoteric matter every now and then, and noctrals are more than happy to oblige. As a result, some noctrals are under the protection of one of the good powers. A sod as harms one of these noctrals is 50% likely to provoke the direct retribution of the noctral's patron. If the noctral's patron intercedes, it's 95% likely that he or she sends a powerful good servant such as a deva or planetar to the noctral's aid.

Ecology: Don't be fooled by the noctrals' manners and sophistication – they're still predators and need to hunt for their food. Naturally, they hunt only nonintelligent prey, and only when hunger demands it; noctrals don't kill for sport or pleasure. It's not uncommon for a stately noctral to excuse himself from a discourse on some arcane matter and swoop down upon a nearby rabbit, resuming his lesson while he dines.



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3
HIT DICE:	9+5
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 (×2)
SPECIAL ATTACKS:	Projectiles
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	L (11′ tall)
MORALE:	Champion (15–16)
XP VALUE:	2,000



The noran, although a rather ridiculous-looking creature, is one of the more fearsome monsters one can find underground. It looks like a sickly, petrified treant, with knots and holes covering its entire surface and a face hidden in the trunk. It has two long, whiplike prehensile branches with which it can pick up small items. Finally, it has a cavity on its top that extends down into its main body, which narrows until it ends in a knothole.

Normal dungeon creatures leave the noran's area alone, moving away if one comes into the area. By keeping careful watch on it and keeping themselves hidden, the creatures can slowly return after it passes on to greener pastures.

Noran speak a rudimentary form of Common and can also communicate haltingly with other forms of tree, including treants.

Combat: Obviously, the noran's prehensile arms pose a threat, for they can strike at a range of up to 10 feet with frightening speed. However, the noran's arms should be the least of any opponent's worries, for the creature carries a far more devastating weapon concealed in its body.

The knothole just below the noran's mouth can open and close and fire fist-sized rocks at frighteningly high speeds. It feeds these rocks to itself by picking them up with its prehensile arms and dropping them into the cavity on top. Rocks fired this way inflict 2d8 points of damage. It can fire one rock per round, provided it forgoes other attacks. The range for an accurate spit rock is 60 feet. However, it can store up to 10 rocks in its cavity before combat. If it has done so, it can both fight with its arms and spit rocks at its opponents. If it so desires, it can fight two opponents within reach and fire a rock at a third.

Because it is made of a petrified material, the noran suffers normal damage from fire-based attacks, but it doesn't continue to burn like other, ordinary wooden monsters would. However, it suffers double normal damage from bludgeoning weapons.

Habitat/Society: The noran is a solitary, nomadic creature. Since most prey flees the area when a noran arrives, it must constantly be on the search for more food. It therefore stays in an area only as long as other creatures stay, and moves on when they do.

Despite the fact that they are solitary, norans will not fight others of their kind they meet. Instead, they usually take the opportunity to reproduce. How they do this is unknown, but both norans leave the encounter bearing an acorn. For one year after this takes place, the noran cannot fire rocks, but after that time the noran ejects an infant, which must then fend for itself. It has all the statistics of an adult noran from the point it is born.

Ecology: It is surmised that norans are distant relatives of the treant, although how they came to occupy the underground is an explanation best left to a trained sage.

As noted, the noran is carnivorous. It eats any fleshy creature it can kill. It prefers its food bruised and bloody, making it more tender and thus more easily digestible when the noran shuffles over it. The proteins of living flesh are the only ones concentrated enough to nourish a noran. The ordinary diet (for a plant) of sunlight, soil nutrients, and water is simply lacking in the ingredients necessary for a noran to survive.

Any treasure or undigestibles left on a victim's body when consumed by the noran are spit out and left to lie on the dungeon floor. Those retracing a noran's steps can often find useful items along the way, though they might have to fight other dungeon scavengers for said treasures. Some creatures actually prosper by following in a noran's footsteps. However, they all too often find that this course leads to doom if the noran decides to retrace its own steps.

Nuckalavee

CLIMATE/TERRAIN:	Temperate or subarctic coastal waters, ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Sw 36
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d8 (claw)/3d8 (claw)
SPECIAL ATTACKS:	Death aura, fear, breath weapon
SPECIAL DEFENSES:	Regeneration, immunities, possible spellcasting
MAGIC RESISTANCE:	20%
SIZE:	H (7′ tall at shoulder)
MORALE:	Champion (15)
XP VALUE:	11,000 12,000 (spellcaster)

Nuckalavee are evil amphibious creatures, related distantly to centaurs. These hideous beings are friendly with all types of undead. Living creatures, however, are things to be hated and exterminated.

A nuckalavee is shaped similarly to a centaur, but it has an enlarged, hideous head. The creature's skin is transparent. The resulting visibility of white ropy muscles, yellow veins, orange arteries, black blood, and odd pulsating organs is quite horrible.

A putrid odor of decay wafts about these creatures. The stench is so strong and oppressive that it can be felt and tasted.

Nuckalavee speak Common and their own guttural language, and can communicate freely with all types of undead. The nuckalavee language is composed of gurgles, slurps, and clicks, and sounds harsh to the ears.

Combat: This creature's existence is an affront to all living things. As a result, a nuckalavee's presence slays all normal insects and other small creatures with 2 hit points or less (small birds, squirrels, rabbits, chipmunks, etc.) within a 120-foot radius. Familiars are not killed by this death aura, but they feel ill when near a nuckalavee. The nuckalavee need not concentrate to produce this effect, and the creature cannot prevent it.

A nuckalavee also radiates *fear* in a 50-foot radius; any creature that enters the area must make a saving throw vs. paralysis or flee for 2d6 rounds. A character who makes a successful saving throw against the *fear* effect resists it. Another saving throw must be made if a comrade dies in combat with a nuckalavee; deaths caused by this creature are truly horrible to behold.

The nuckalavee's favorite attack is its *cone of cold*, which it can breathe once every three rounds. The cone is 60 feet long, 10 feet wide at the base, and inflicts 6d6 points of damage to victims in the area of effect. Each victim caught in the icy blast is allowed a saving throw vs. breath weapon; success means only half damage is taken.

Nuckalavee attack in melee with both claws, each causing 3d8 hit points of damage.

Some nuckalavee are spellcasters. Their spell abilities range from those of 2nd-level clerics to wizards of 1st through 4th level.

In addition to magic resistance of 20%, the nuckalavee is immune to poison and fire. It regenerates 3 hit points per round until killed. The creature cannot cross flowing fresh water.

Unintelligent undead never attack nuckalavee unless rigidly controlled. Self-willed undead are usually on good terms with nuckalavee.

Habitat/Society: These hideous creatures are solitary beings that have no desire to congregate with others of their kind. Reproduction is accomplished once every five years, when nuckalavee take mates long enough to conceive.

Once conception occurs, the nuckalavee go their separate ways. A birth results in 1d3 offspring that resemble transparent, malformed centaur foals with gills and bulging eyes. Nuckalavee foals mature in five weeks. Though they cannot use their claws or breath weapon until they reach maturity, they still radiate fear auras.

Some sages profess that nuckalavee are in fact corrupt centaurs that fled to the oceans to get away from their good brethren. Many centaur elders deny this, however, claiming that nuckalavee are hideous parodies of centaurs created by some mad creature of great power. Other centaur elders, and many other sages, reject any true relationship between nuckalavee and centaurs, attributing the similarities to coincidence.

Nuckalavee lairs are great underwater cages composed of the bones of their victims. These lairs are built just offshore in oceans and saltwater lakes. The tops of the cages barely break the water's surface.

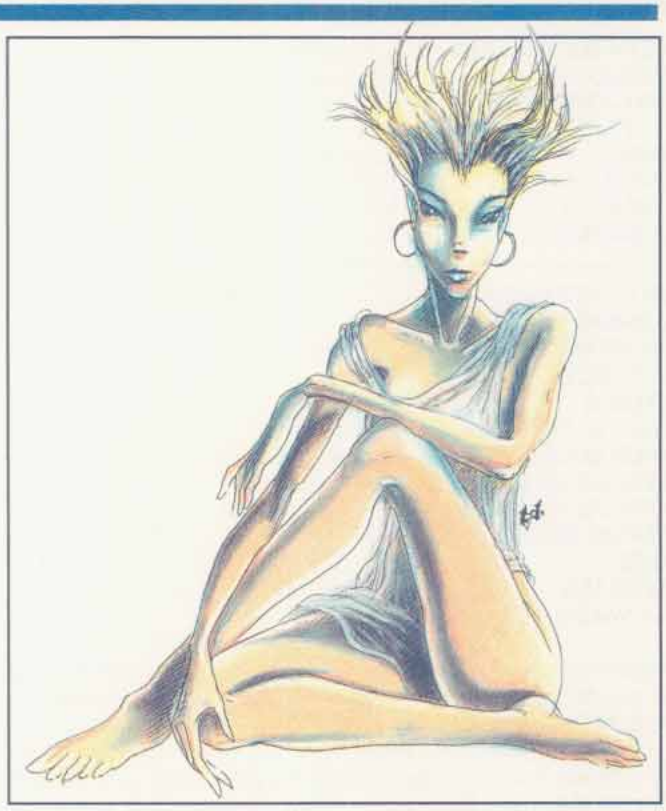
Ecology: Nuckalavee are a threat to the environment around them, and are often hunted by druids and good creatures. They subsist on living flesh, but nuckalavee simply enjoy hunting and slaughtering all types of animals and birds. They are as destructive and careless about the environment around them as centaurs are conscientious.



Nymph

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Q (Qx10, X)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (4'-6')
MORALE:	Unsteady (7)
XP VALUE:	1,400



So beautiful that a glimpse can blind or even kill a man, the nymphs are the embodiment of loveliness, a triumph of nature.

A nymph's beauty is beyond words—an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the common tongue.

Combat: Neutral in their alliances and cares, nymphs do not fight, but flee if confronted by an intruder or danger. Nymphs are able to cast *dimension door* once per day, and can employ druidical priest spells at 7th ability level, giving a nymph four 1st, two 2nd, two 3rd, and one 4th level spell once per day. Looking at a nymph will cause permanent blindness unless the onlookers save versus spell. If the nymph is nude or disrobes, an onlooker will die unless a saving throw versus spell is successful.

Habitat/Society: These beautiful females inhabit only the loveliest of wilderness places, clear lakes and streams, glacier palaces, ocean grottoes, and crystalline caverns. Nymphs prefer a solitary existence, but very occasionally a few will gather together in a place of spectacular charm, though these rendezvous seldom last for more than a few months. Animals of all types flock to a nymph to be petted and caressed, forgetting their natural enemies to gather around the lovely creature.

There is a 10% chance that a nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph, by calling or other prior notice. On the other hand, if a nymph sees a human male with 18 Charisma and good alignment before he sees her, it is 90% probable that the nymph will be favorably inclined toward the man. It is still necessary to make saving throws upon sighting the nymph.

Nymphs hate ugliness and evil and sometimes will help to defeat it. Any treasure they possess has usually been given to them by some lovesick man.

Ecology: Like a druid, a nymph believes in the sanctity of nature and her environment and will try to keep her lair safe and pure. She will heal wounded animals and mend broken trees and plants. Sometimes she will even help a human in distress (5% chance). Since nymphs live for many generations, they can provide a wealth of information on the history of an area and often know secret places, hide-outs, and entrances long forgotten. If a man is kissed by a nymph, all painful and troubling memories are forgotten for the rest of the day—this may be a boon to some and a curse to others. A lock of nymph's hair can be used to create a powerful sleeping potion or, if enchanted and woven into a cloth and sewn into a garment, will magically add one point to the wearer's Charisma. The tears of a nymph can be used as an ingredient in a *philter of love*. If a woman bathes in a nymph's pool, her Charisma is increased by two points until she bathes again.

Nymph, Grain

CLIMATE/TERRAIN:	Farmland
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1–2
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Intoxication, marking
SPECIAL DEFENSES:	Animal friendship
MAGIC RESISTANCE:	50%
SIZE:	M (4'–6' tall)
MORALE:	Unsteady (7)
XP VALUE:	975

Grain nymphs are related to their woodland sisters, but have adopted cultivated fields for their homes. Like other nymphs, they are extraordinarily beautiful, possessing great appeal for most males. Like certain other faerie creatures (kilmoulis, dobies, etc.) they have adapted to the encroaching humankind. They are also, in every sense of the word, intoxicatingly beautiful.

Grain nymphs speak elvish and common, can *speak to animals* at will, and can *summon insects* (or *repel* them, depending on the needs of the field).

Combat: A grain nymph does not fight when confronted by an antagonist. Rather, she tries to draw the would-be attacker into her domain, the field of grain. When a grain nymph leads an enemy on such a chase, the pursuer must make a successful saving throw vs. spell at a –2 penalty or fall under her influence, which resembles intoxication.

When under the nymph's influence, a creature weaves rather than walks. His speech is slurred and incoherent, and his reflexes are exceedingly poor (–4 to hit, –4 penalty to AC). This condition persists for 2d8 rounds, at which time the creature must make a Constitution check. Failure means the enemy falls into a drunken stupor from which he will not awaken for 1d6 hours. Upon awakening, he will have a splitting headache, an aversion to loud noises, and penalties of –2 to hit and –2 to AC for 1d6 hours. After this, the influence of the grain nymph wears off.

This assumes the enemy survives the stupor, for while he sleeps, the grain nymph will call any large farm beasts within a 1-mile radius to attack the sleeper. They arrive within a turn and begin biting, kicking, or trampling the sleeper. The sleeper wakes only after sustaining 8 hit points of damage, or half his total, whichever is less. At this point, he will be allowed to flee to safety, with the herd animals running close behind. Thereafter, no farm animal (excluding horses) will ever be friendly to that person again, for he has been marked by the nymph. No magic short of a full *wish* can cure this.

A grain nymph can be killed by burning or razing her field and then sowing it with salt, or by using any other method that renders the land unfit for cultivation, along with the more conventional method of killing her physically (if one can get close enough to do that). Since the nymph cannot migrate to another field before spring, she perishes with her field.



Habitat/Society: Grains nymphs live only in the fields of farmers who treat their fields with love and care. In return, the nymph lavishes her bounty upon the grain, causing it to spring full and strong. A grain nymph in a field can double the usual harvest. Further, a field under the care of a grain nymph will not suffer the effects of natural drought or flooding.

All herd animals, especially farm animals are friendly to a grain nymph, and will even sacrificing their lives for her. If the nymph is threatened in their presence, they will rush to her defense, until the attacker flees or has slain them.

The health of the field and the health of the nymph reflect and and one another in various ways. A rich field may attract a nymph, an ailing nymph might produce a poor crop, or an unnatural interruption of the natural cycle of the field might affect the health of the resident nymph.

After the harvest, the grain nymph sinks into the soil of her field to become inactive for the winter. After three years of protecting a field, the nymph must travel to another deserving field. If she does not find one within a 50-mile radius, she will die. She cannot return to a field in which she has dwelt until 9 years have passed.

Grain nymphs are actively sought during times of festivals of planting and harvest, when farmers offer sacrifice and make promises to keep the earth in exchange for her presence at a gathering. Mild intoxication effects may be granted (–2 to hit, –2 to AC), but no stupor or hangover will result.

Ecology: Grain nymphs appear when wooded areas are cleared to make room for farmland. The nymphs have adapted to the changed situation, melding with the fields, and offering life and bountiful harvests to those who till the earth.

Grain nymphs do not get along too well with nymphs of the woodlands, who consider grain nymphs to be snobbish. The grain nymphs see themselves as sophisticated and "cultivated." Grain nymphs dislike birds that come and steal the grain, and drive them away by any means possible.

—*From* Taladas: The Minotaurs, #9344

Nymph, Unseelie

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Q (Q×10, X)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	*Charm*, withering
SPECIAL DEFENSES:	*Dimension door*
MAGIC RESISTANCE:	50%
SIZE:	M (4'–6' tall)
MORALE:	Average (10)
XP VALUE:	2,000

These spiteful, evil creatures are fey and twisted relatives of other nymphs. Unseelie nymphs delight in the perversion and corruption of everything that is good and beautiful in the natural world.

Despite their foul hearts and evil spirits, these creatures possess the almost supernatural beauty of their more beneficent relatives. Unseelie nymphs resemble slim, full-bodied women, with delicate features. Thick, resplendent hair, full, pouty lips, and smooth-as-silk skin accentuate their triumphant beauty. Only a brief, calculating smile or an occasional hard glint from their piercing eyes betrays the evil nature of these creatures. Few people, however, can see beyond the unearthly beauty of an unseelie nymph into the corrupt heart of the evil creature. These nymphs prefer loose-fitting robes that sparkle with multicolor hues as they gracefully move.

Unseelie nymphs are extremely intelligent and speak their own language, as well as the language of faeriekind. In addition, these creatures can speak the common tongue and communicate with all evil faerie spirits (baelnorns and nightshades, for example).



Combat: Although unseelie nymphs do not possess physical weapons, these creatures use their stunning beauty and corrupting influence to devastating ends. Anyone (male or female) who sees an unseelie nymph must save vs. spell with a –2 penalty or fall completely in love with the creature. This *charm* effect is so powerful that even elves and half-elves receive a –15% penalty to their normal resistance to *charm* spells. Smitten creatures consider the unseelie nymph as the center of their respective universe and will do anything short of ending their own life—or directly violating a basic tenet of their ethos—to please their beloved.

Those who make a successful saving throw can see the nymph's evil nature. However, such a creature will have a very difficult time convincing any charmed companions of this truth. Charmed creatures do not willingly leave the unseelie nymph's side and will fight to defend the nymph from danger.

An unseelie nymph exudes a corrupting influence that gradually corrupts its natural surroundings. This influence can completely corrupt 5 square miles of territory within 4 months. Areas corrupted in this way become twisted, horrifying versions of their former beauty. Nothing grows in these areas—even after the unseelie nymph moves on; such affected territories become barren wasteland. Only a *limited wish* or *wish* spell can restore such areas to their former beauty; however, if a hierophant druid (level 16 or higher) makes the territory his home, the corrupting effect will be reversed in 2d6 months.

An unseelie nymph's corrupting influence spreads to those creatures who spend too much time by her side. Every week that a character spends with an unseelie nymph causes the individual to lose 1 point of Charisma and 1 point of the prime requisite ability score (for example, warriors lose Strength) as the nymph's power stoops him with age, disease, and other wasting effects. While only a *limited wish* or *wish* spell can restore an affected individual to his former vigor, a *restoration* spell can restore 1d4 Charisma points and 1d2 points of the prime requisite immediately.

By nature, unseelie nymphs avoid combat, allowing their charmed companions to defend them against threats. If faced without the benefits of charmed defenders, an unseelie nymph will attempt to escape using its *dimension door* ability. This ability, and the nymph's considerable magic resistance, make her hard to defeat.

Habitat/Society: Unseelie nymphs hate beauty and goodness, and they strive to pervert these attributes in the natural world. These creatures inhabit the most beautiful of places in an effort to systematically corrupt and destroy them. Once an unseelie nymph completely destroys an area, it searches for a new bastion of beauty to corrupt.

Unseelie nymphs usually live solitary lives, keeping their charmed companions merely for protection and amusement. Occasionally, 2d4 unseelie nymphs will band together in order to corrupt the work of a particularly powerful druid or druidic circle.

Ecology: If left unchecked, unseelie nymphs can have a devastating effect on the natural world around them. Thus, they are the sworn enemies of druidic circles, rangers, and the priests of nature deities.

New

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE TYPE:	Nil (Any as guardian)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	Fl 18 (A)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Magic missile
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	44%
SIZE:	S (2'–4' diameter)
MORALE:	Fanatic (17)
XP VALUE:	4,000



Often mistaken for the eerie will o' wisp, the nyth is a rare predator. It appears as a glowing sphere of light, which it can alter in hue and intensity just as its more famous relative does. Nyth speak and usually know common; they also communicate in the "flickering light" language of will o' wisps.

Combat: Nyth fly silently about by means of natural levitation, hunting birds, rodents, large insects, and other small creatures they can slay. On sunny days, they often drift with the sun behind them, unseen against the glare until they can pounce.

Nyth bite prey that they can hit, but their major weapon is a naturally-generated *magic missile*, which is identical to that created by the 1st-level wizard spell. A nyth can fire this missile, which causes 1d4+1 points of damage, every other round.

Against powerful opponents, nyth dodge to avoid attacks, using their intelligence to discern spellcasters and magical items, and concentrate on foiling such attacks. Nyth will also try conversation to lead hostile beings astray into nearby pitfalls, swamps, traps (if serving as a guardian), and the like. Like will o' wisps, nyth are able to blank out their radiance entirely (for 2d4 rounds at a time) in order to steal away from an encounter or to approach their prey; during this time, the nyth can only be seen by those who can see invisible creatures. A nyth that fires a *magic missile* pulses brightly, appearing and remaining visible for the entire round.

Nyth can be hit by any sort of weapon. Fire, electricity, and other raw energy discharges of any sort aid rather than harm a nyth. The points of damage normally dealt by such attacks are added to the nyth's hit point total; this is permanent until lost to further attacks. Thus, nyth cannot be harmed by *fireballs, lightning bolts,* and similar magics. It cannot, however, absorb *magic missiles*; instead, it reflects them back upon the caster or item wielder. Nyth do not heal with rest and often seek out wayfarers' fires and forest blazes to replenish their energy and essence in the blazes.

In addition to their natural magic resistance, the uniquely chaotic, multilayer minds of nyth are immune to all enchantment/charm spells and like magical effects.

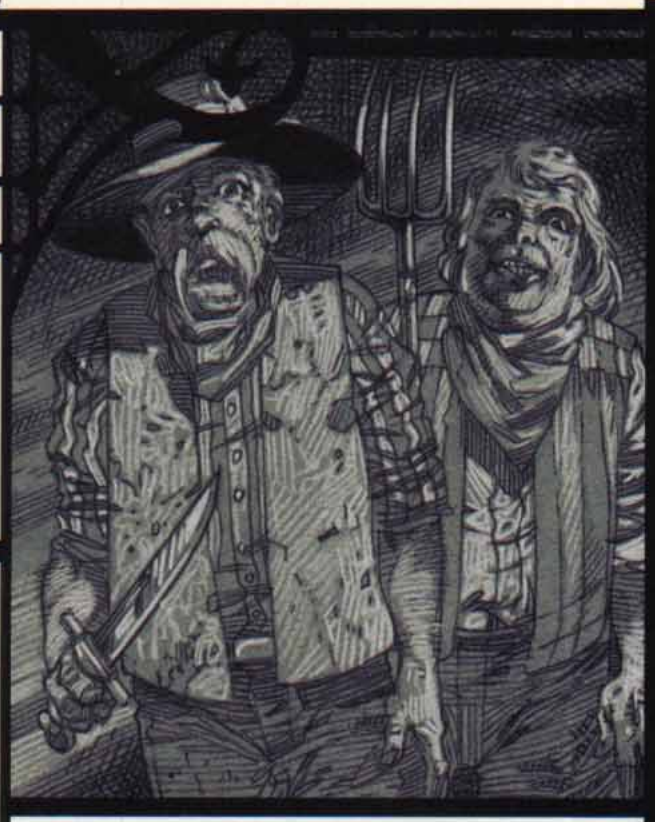
Habitat/Society: Nyth are almost always found as solitary, wandering hunters, without a specific territory or a lair. They do have favorite hunting spots, and often drift in desolate areas or ruins where their radiance will not attract the attention of foes.

Nyth have never been observed to fight will o' wisps or each other. In the wild, they keep to themselves, reproducing by splitting into two nyth when reaching a certain size (absorbed up to or more than 60 hit points); this spectacular process of explosive bursts of light and discharges of *magic missiles* in random directions (living creatures within 30 feet subject to 1 to 3 *missiles* each) creates two nyth of 7 Hit Dice. Some barbarians call nyth "wildfire" and believe them to be evil spirits. Most merely avoid them and are, in turn, avoided by nyth.

The powers of the nyth make them ideal guardians, and the swift flight, invisibility, and wary avoidance of wild nyth make these guardians the only nyth that most folk ever see. Nyth can get lonely, and acceptance by other creatures, and the designation of a particular area (room, cave, crypt, crossroads, etc.) as its home delights a nyth. If given clear instructions and regular food (fire and energy, not just live prey), a nyth will take pride in defending its home against specified intruders; guardian nyth take on all attackers with guile and wit, retreating only if faced with certain destruction.

Nyth can communicate telepathically with most creatures and may speak any language with which they have frequent contact.

Ecology: Wild nyth prey on small creatures of the woodlands and coasts, birds in particular, and go their solitary ways without altering the lands in which they dwell. No specific magical use has yet been found for their essence, but wizards are confident that it will prove useful in devising fire- and *magic missile*-related spells and items.



CLIMATE/TERRAIN:	Dementlieu
FREQUENCY:	Common
ORGANIZATION:	See below
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to high (10–15)
TREASURE:	M
ALIGNMENT:	See below
NO. APPEARING:	1
ARMOR CLASS:	10 (by armor type)
MOVEMENT:	12
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (14)
XP VALUE:	Varies

The Obedient are those unfortunate souls who have been mesmerized into lifelong servitude by the lord of Dementlieu, Dominic d'Honaire. They help their evil master hatch plots against their neighbors and keep nosy outsiders from discovering too much about their cursed land.

The Obedient are normal townspeople living in and around the land of Dementlieu. Many of them are the wealthier and more influential persons about town, for Dominic finds their positions useful in fulfilling his complex schemes.

All members of the Obedient speak the elegant language of Dementlieu. Those among them who have traveled or are well educated will know other tongues as well.

Combat: Most of the Obedient are simple fishermen, shopkeepers, and the men and women who work at the inns, taverns, stables, and other places where visitors are likely to stop. Dominic has often provided these persons with poisons to kill or render unconscious anyone he suspects of causing trouble. If forced into direct conflict, the Obedient wield a variety of weapons from long swords to simple daggers. Characters who realize that the Obedient are under the control of another but opt to slay them anyway are subject to a powers check.

Escaping the control of d'Honaire is a difficult thing without outside help. Spells such as *command*, *emotion*, or the like can be used to shatter the hypnotic blocks that the lord of Dementlieu has established. If one of the Obedient is freed from the influence of the master hypnotist, however, Dominic will know immediately. The former servant will despise d'Honaire for enslaving his mind and usually help a party defeat him if possible.

Habitat/Society: The primary purpose of the Obedient is to inform Dominic d'Honaire about current events in the villages of Dementlieu. One of the most powerful servants is Lord-governor Marcel Guignol. In public, Dominic pretends to be the Lord-governor's adviser, but in truth, Guignol is the hypnotist's puppet. Other important persons under Dominic's control are the constables in the towns of Port-a-Lucine and a Chateaufaux, most of the wealthier merchants, and even the captains of Port-a-Lucine's fishing fleet.

Characters operating within Dementlieu will not go unnoticed by these servants, and word will reach d'Honaire's ears within hours of any strangers' arrival. Particularly powerful visitors, especially warriors and wizards, might attract Dominic's personal attentions as he attempts to mesmerize them and gather them to his flock of guardians and protectors.

Female characters with high Charisma scores (14 or better), will almost certainly attract Dominic's attentions, and may even be invited to dinner at the adviser's elegant chateau. Characters aware of Dominic's weakness for beautiful women may use this as a way to get to the hypnotist, but if they should discuss their plans while in Chateaufaux or Port-a-Lucine, there is a strong chance that they will be overheard by the Obedient and relayed to their master. Dominic has turned the tables on do-gooders more than once, transforming a dinner at his chateau into a deadly trap for his guests.

If visitors to town are particularly vocal about their attitudes toward Dominic or even the Lord-governor, the hypnotist will dispatch several of his more powerful servants to do away with the troublemakers. These servants are typically of the same average level as the character party, and are made up of two warriors, a wizard, and a priest. If extra villains are needed, Dominic can send more warriors of 1–2 levels lower than the party's average to fill the ranks. The DM should generate the characters as an NPC party of the appropriate levels, including the possibility of magic items and so forth.

Though d'Honaire often uses brute force as described above, most of the Obedient are everyday folk who live and work in the villages of Dementlieu. When not delivering messages to the hypnotist's minions, they go about their everyday lives exactly as if nothing was going on.

A member of the Obedient's alignment is normal until he must report to his master or take some action to protect him. At that point it switches to lawful evil, returning to normal only after the task is complete.

Ecology: The Obedient live, eat, and sleep like normal men and women. Dominic prefers human servants over elves, dwarves, or other humanoids, because other races aren't usually trusted anyway, and the illusion of trust and normality is an important facade for the Obedient.

Octopus, Blue Ring

CLIMATE/TERRAIN:	Any Underdark waters
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY/CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (8-14)
TREASURE:	None
ALIGNMENT:	Neutral Good

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	2, Swim 12
HIT DICE:	3-5
THAC0:	3-4 HD: 17 5 HD: 15
NO. OF ATTACKS	7
DAMAGE/ATTACK:	1-2 (x6)/1-4
SPECIAL ATTACKS:	Poison, constriction
SPECIAL DEFENSES:	Ink, camouflage
MAGIC RESISTANCE:	Standard
SIZE:	L (4'-6' long, 4'-10' tentacles)
MORALE:	Elite (14)
XP VALUE:	3 HD: 650 4 HD: 975 5 HD: 1,400 Shaman 1-4: 4,000 Shaman 5-7: 5,000

These very intelligent, shy creatures live in the cracks and crevices of Underdark's oceans, constantly struggling to escape the notice of the more powerful aquatic races. Their bodies are covered with hundreds of blue circles, giving them their name; they have large golden eyes, a greenish-brown beak, and can change their skin color from dark grayish-brown to a dirty white.

Combat: Though they almost always strive to avoid combat, when forced to stand and fight they are remarkably skilled fighters. Initially, most blue-rings depend on evasive tactics. Blue-ringed octopi, just like other octopi, have chromatophores embedded in their skin that allow them to change color at will, giving them perfect camouflage against the sea floor. These chromatophores even alter the way the octopus reflects light that allows creatures to see via infravision or ultravision.

When spotted, blue-rings wait for an opponent to approach to within 10' or so, then release their poisonous, milky-white ink. This ink fills a 20' radius sphere, and allows the blue-ring to jet away at high speed, seeking protective cover again. The poison affects only creatures breathing the water through gills or through a magical means, such *as* a *water breathing* spell. These creatures must make a saving throw vs. poison or suffer 4-24 hp damage and be blinded for 1-6 turns.

In melee, blue-rings hold nothing back, attacking with six tentacles and a bite. The tentacles are almost pure muscle, and are able to constrict their prey. Each hit has a chance to secure a single limb of humanoid prey (roll 1d8): 1=right leg, 2=left leg, 3=right arm, 4=left arm, 5=head (blinded), and 6-8=torso or other non-binding hold. A victim may choose to attempt to break a tentacle's hold; this takes the place of all other actions for the round and requires a successful Open Doors roll.



Worse than constriction, however, the tentacles suffuse their victims with the same poison as their ink; each round that a victim is held it must make a saving throw with a -2 penalty or suffer 4-24 hp damage. A victim held by multiple tentacles must make multiple saving throws but suffers only one set of poison damage/round.

Habitat/Society: When captured by aboleth or kuo-toa, they are well-treated and bred for use as a servitor race; many blue-rings are kept in captivity their entire lives. However, keeping blue-ringed octopi always; other octopi always somehow learn of this captivity and seek to free their comrades. This has led to some wild speculation that the blue-rings are telepathic or mages of some kind, though no evidence has ever confirmed this.

Ecology: The blue-ring octopi are a nomadic race that strives to avoid conflict. They live everywhere from the shallows to the deepest trenches; they have found underwater connections to the oceans of the surface world and have sometimes been found living in the colder waters of the surface world, where they are allies of the tool-using tako and the locathah.

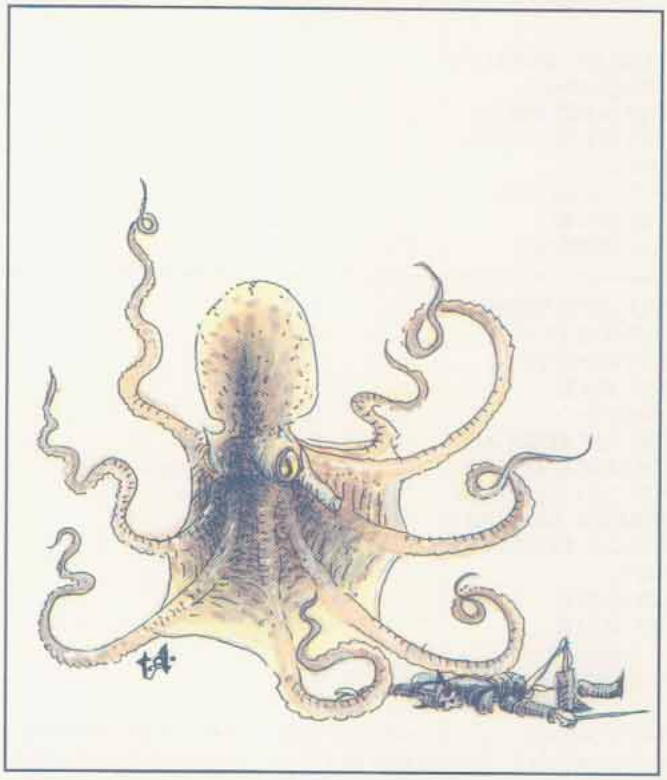
Red Shamans

A few octopi from every spawning have rings of ox-blood red; these young are protected and cared for far more than any other blue-ring young, growing much larger than other blue rings (8 HD). They are sheltered and jealously guarded because they grow up to be shamans, capable of reaching 8th level of ability as priests. In addition, the poison of shaman blue-rings is more potent than that of their fellows, inflicting half damage even with a successful saving throw. However, the chromatophores of shamans are always either weak or non-existent; they cannot camouflage themselves, so they often spend their entire lives deep within narrow cleft of rock, where other members of their tribe bring them food and seek their help and advice.

Octopus, Giant

CLIMATE/TERRAIN:	Any salt water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(R)
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-3
ARMOR CLASS:	7
MOVEMENT:	3, Sw 12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1-4 (x6)/2-12
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Ink, color change
MAGIC RESISTANCE:	Nil
SIZE:	Large (9'-12' across)
MORALE:	Elite (13)
XP VALUE:	2,000



The dreaded "cuttlefish" are the scourge of ocean-going sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships, sinking smaller craft and stealing crew members from the larger ships.

Giant octopi change their color to blend into their surroundings, and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once camouflaged, there is only a 10% chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown, and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

Combat: An octopus will readily attack swimmers or small vessels in order to eat the crew. Several have been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns.

A giant octopus generally attacks with six of its eight tentacles, using two to anchor itself. Each striking tentacle causes 1d4 points of damage, but unless the member is loosened or severed, it constricts for 2d4 points of damage every round after striking. If a victim is dragged close enough to the beak, the monster can bite for 2d6 points of damage.

Any victim under 8 feet tall or long can be struck by only one tentacle at a time, and the chance that both upper limbs are pinned on a successful strike is 25%, while the chance that both upper limbs are free is also 25%. When both upper limbs are held, the victim has no attack; if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e., the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 18/20. Any creature with a Strength equal to or greater than 18/20 can grasp the tentacle and negate its constriction. This does not free the victim, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed; this requires 8 points of damage. (These hit points are in addition to those the octopus gains from its 8 Hit Dice.)

Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, ejecting a cloud of black ink 40 feet high by 60 feet wide by 60 feet long. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.

Habitat/Society: While octopi cooperate to attack a food source, they live a solitary existence, preferring to shelter in warm water of medial to shallow depth. Lairs are made in wrecked ships and undersea caves; any treasure found there is just an incidental leftover from previous meals. Consummate hunters, these monsters have great patience and cover a very small area, waiting for their food to come to them. Mating season comes every spring. Like most marine animals, octopi leave their eggs in a reef to fend for themselves.

Ecology: When prey is scarce, or if it has been wounded, an octopus turns to scavenging, eating everything from small crustaceans to seaweeds. Survival is paramount with this monster. It prefers to hunt at night, and often a man missing during the late night watch has been grabbed by a giant octopus, pulled quickly over the side, and eaten.

Giant octopi's leathery hide is tough and waterproof, and it is worked into fine rain ponchos by sailors lucky enough to catch and kill one. Another byproduct of these monsters is their ink—they are most often hunted for this commodity. Giant octopus ink can be used to pen magical scrolls.

	Octo-jelly	Octo-Hide
CLIMATE/TERRAIN:	Ocean depths	Ocean depths
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–2	1
ARMOR CLASS:	10	8
MOVEMENT:	Sw 9	Sw 12
HIT DICE:	8	10
THAC0:	13	11
NO. OF ATTACKS:	1	1 or special
DAMAGE/ATTACK:	1d6+1d10	2d6
SPECIAL ATTACKS:	Smother	Cold generation
SPECIAL DEFENSES:	Luminous cloud	continuous damage, luminous cloud, immune to cold
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9′ long, 5′ across)	H (20′ across)
MORALE:	Fearless (19) (see below)	Fearless (20) (see below)
XP VALUE:	2,000	4,000

This deep-water predator is a bell-shaped octopus with a pair of swimming fins protruding from its body. Its tentacles appear to be very short, as they are connected by webbing for nearly their entire length, creating a fleshy bag in which to trap prey. Further, the creature is effectively blind, using touch and sensing vibration to pinpoint its prey. While it can instinctively change color in an instant to match the ocean floor, the lack of light in the depths makes camouflage largely irrelevant.

Combat: Moving in the manner of a jellyfish or sculling slowly along the ocean floor, the octo-jelly's hunting method is to position itself directly above its intended prey and then drop down, enfolding the prey completely in its webbed tentacles. The octo-jelly has two attacks against the trapped prey: a bite with its horny beak that inflicts 1d10 points of damage and a *smothering* attack in its clammy mass, which causes another 1d6 points of damage. Once a prey is trapped, no further attack rolls are necessary, both types of damage are inflicted each round until the prey escapes or is consumed. A trapped prey can free itself at the beginning of any round with a successful saving throw vs. petrification (at a –1 penalty). Because the octo-jelly is so soft, all attacks directed at it cause full damage to anyone trapped inside its mass.

Although fragile, it has virtually unshakable morale. An octo-jelly will not retreat until it has lost 75% of its hit points; under absolutely no other circumstances will it ever retreat. When attacked by a stronger foe, the octo-jelly can release a luminous cloud of glowing blue-green particles. Anyone caught in this cloud (20 feet high by 30 feet wide by 30 feet long) is blinded for one full turn, losing all initiative and defending against any attacks at a –2 penalty.

Habitat/Society: The octo-jelly is solitary, due largely to the difficulty of finding a stable food source for even a small gathering in the ocean depths. No more than two (a male and a female) will be found together, and then only during the mating season. When the creature's eggs hatch, the young live for a short time within the mother's protective tentacle bell, but they soon disperse in search of food. These creatures rarely come to the surface, unless driven upward by some major undersea disturbance or cataclysm.

Ecology: The octo-jelly eats any animal it has a chance to kill. In return, it is eaten by anything that can catch and kill it, meaning virtually all of its neighbors; there are few clear-cut distinctions between predator and prey in the ocean depths.

Because it is softer than octopi that live near the surface, the skin of the octo-jelly is useless for commercial purposes. It is edible, however. If its ink particles can be collected, they might be used as an ingredient in the ink used to creating such spell scrolls as *light, continual light,* and the various prismatic spells. An octo-jelly carries enough particles to provide sufficient ink for one written spell.

Octo-Hide

The octo-hide, a relative of the octo-jelly, is a bottom-dwelling octopus of the deepest oceans. Enormous in size (20 feet or more across), with comparatively short, webbed tentacles, it might be of any color and changes hues frequently.

The octo-hide will try to get close enough to bite the prey. To disable prey so it can close in for the kill, each round it can generate a *cone of cold* 10 feet wide and 30 feet long that inflicts 3d6 points of damage (save vs. spell for half). The octo-hide itself is immune to all cold-based attacks. The beak inflicts 2d6 points of damage. On a beak hit, the octo-hide's tentacles wrap around the prey so that no further attack rolls are necessary.

The octo-hide is ferocious, but if the battle goes against it (the creature loses 75% of its hit points), the octo-hide retreats, releasing any prey and covering its withdrawal with the same sort of blinding cloud as the octo-jelly (lose initiative and –2 on defense for one full turn). The octo-hide's cloud is 40 feet high by 60 feet wide by 60 feet long.

Octo-hides are solitary, due to the difficulty of finding a stable supply of food for more than one octo-hide in a small area. The octo-hide mating season is brief, and the eggs are abandoned as soon as they are laid. The octo-hide preys on both swimmers and bottom-crawlers. Its ink is used in much the same way as that of an octo-jelly, and has the same value as a scroll-ink ingredient.

—*From* DRAGON Annual #1

Odem

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Very (13–14)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	N/A
Movement:	9
Hit Dice:	N/A
THAC0:	N/A
No. of Attacks:	1
Damage/Attack:	Nil
Special Attacks:	Domination
Special Defenses:	Immune to physical damage
Magic Resistance:	See below
Size:	N/A
Morale:	Fearless (19–20)
XP Value:	1,000



An odem is an undead spirit that moves into living bodies and takes control of them.

This creature is invisible to normal sight. Characters who can perceive ethereal objects see the odem as a white vapor when it is outside a body. When it is inside a body, they see a white aura about the face, which is concentrated at the eyes and mouth. The creature also appears as a white vapor on the ethereal plane.

Odems do not speak except when in control of a host. When that happens, they know the languages that they did in life, but not necessarily those of the host.

Combat: When it is outside a living body, the odem does not fight. In this state, it is invisible, ethereal, and immune to any form of physical or magical attack. Any spells designed to force extraplanar creatures to retreat or leave the prime material plane (*banishment, dismissal,* etc.) will indeed function normally. In the demiplane of Ravenloft, these spells only drive it from the host body and make it flee the region. This assumes that the person casting the spell can see the odem. An odem cannot be turned by a priest.

The odem inhabits a body by entering an orifice such as the mouth, nose, or ear. It can inhabit any living humanoid creature. Once inside the body, the odem is immune to any spell except *wish* or *magic jar,* which can drive it from the host body and repel the wizard's spirit back into the receptacle.

The inhabited body is quite vulnerable to harm while inhabited by the odem. Since the mind in control is that of the odem, spells affecting the mind don't work. If the host body is killed, the odem flees the body and must find a new victim.

An odem can pass through any physical object, but not through a magical restraint. A spell such as *trap the soul, temporal stasis,* or *imprisonment* will trap the odem in its current host.

Habitat/Society: The odem wanders the border of the ethereal plane, and peers into the Prime Material plane. It searches for victims with great potential for fear, anger, or hate.

An odem does not kill its victim or deaden his or her thoughts. If the victim's body were a coach, and the mind its driver, the odem would bind and gag the driver and take the reins himself. Like the poor driver who sits bound and gagged in the coach, the person whose body has been hijacked is completely aware of everything the odem is doing. He simply is helpless to act. He can even communicate telepathically with the odem if he wishes. If the odem is driven out, the character returns to normal.

Ecology: The odem is an evil undead spirit. Vicious or murderous characters of great willpower may become odems when they die.

The goal of the odem is always to cause mayhem and destruction. It feeds on the fear, anger, and hate of those around it. Since it is not harmed by the death of its host, it considers the host quite expendable. Typically, it attempts to start fights with insults or even physical abuse. It also may steal from one person and plant the goods on another.

Ogre

	Ogre	Ogre Mage	Merrow
CLIMATE/TERRAIN:	Any land	Any oriental land	Any water
FREQUENCY:	Common	Very rare	Uncommon
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (8)	Average to exceptional (9-16)	Average (8-10)
TREASURE:	M(Q, B, S)	G (R, S, magic)	M (A)
ALIGNMENT:	Chaotic evil	Lawful evil	Chaotic evil
NO. APPEARING:	2-20 (2d10)	1-6	2-24 (2d12)
ARMOR CLASS:	5	4	4
MOVEMENT:	9	9, Fl 15 (B)	6, Sw 12
HIT DICE:	4+1	5+2	4+4
THAC0:	17	15	15
NO. OF ATTACKS:	1	1	3 or 1
DAMAGE/ATTACK:	1-10 (or by weapon +6)	1-12	1-6/1-6/2-8 (or by weapon +6)
SPECIAL ATTACKS:	+2 to damage	Magic spells	See below
SPECIAL DEFENSES:	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Large (9'+)	Large (10½')	Large (9')
MORALE:	Steady (11-12)	Elite (13-14)	Steady (11-12)
XP VALUE:	270	650	420
Leader	650	—	650
Chieftain	975	975	975

Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls. They mingle freely with giants and trolls.

Adult ogres stand 9 to 10 feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their warty bumps are often of a different color—or at least darker than their hides. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, they care for their weapons and armor only reasonably well. It is common for ogres to speak orc, troll, stone giant, and gnoll, as well as their own guttural language. A typical ogre's life span is 90 years.

Combat: In small numbers, ogres fight as unorganized individuals, but groups of 11 or more will have a leader, and groups of 16 or more usually include two leaders and a chieftain. Ogres wielding weapons get a Strength bonus of +2 to hit; leaders have +3, chieftains have +4. Females fight as males but score only 2-8 points of damage and have a maximum of only 6 hit points per die. Young ogres fight as goblins.

Habitat/Society: Ogre tribes are found anywhere, from deep caverns to mountaintops. Tribes have 16-20 males, 2-12 females, and 2-8 young. Shamans, if present, will be of 3rd level, and have access to the spheres of combat, divination, healing, protection, and sun (darkness only). Ogres live by raiding and scavenging and they will eat anything. Their fondness for elf, dwarf, and halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or food (75%). Extremely avaricious, ogres squabble over treasure and cannot be trusted, even by their own kind.

Ogre Leader

When more than 11 ogres are encountered, a leader will be present. He is a 7 Hit Dice monster with 30-33 hit points and Armor Class 3. He inflicts 5-15 (2d6+3) points of damage per attack, +6 with weapon.

Ogre Chieftain

If 16 or more ogres are encountered, they will be led by two patrol leaders and a chieftain. The chieftain is a 7 Hit Dice monster with 34-37 hit points and Armor Class 4. He inflicts 8-18 (2d6+6) points of damage per attack, +6 with weapon. Chieftains are usually the biggest and smartest ogres in their tribes.



Ecology: Ogres consistently plague mankind, lusting for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join with other monsters to prey on the weak and favor overwhelming odds to a fair fight. Ogres make no crafts nor labor.

Ogre Mage

The oriental ogre has light blue, light green, or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in ogre magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Ogre magi are taller and more intelligent than their cousins and they dress in oriental clothing and armor.

Combat: Ogre magi can perform the following feats of magic: *fly* (for 12 turns), become *invisible*, cause *darkness* in a 10-foot radius, *polymorph* to a human or similar bipedal creature (4 feet to 12 feet tall), and *regenerate* one hit point per round (lost members must be reattached to regenerate). Once per day they can do the following: *charm person*, *sleep*, assume *gaseous form*, and create a *cone of cold* 60 feet long with a terminal diameter of 20 feet, which inflicts 8-64 (8d8) points of damage (save vs. spell for half damage). Oriental ogres attack with magic first and resort to physical attacks only if necessary. They are +1 on morale.

In battle, ogre magi prefer the naganata (75%) or scimitar and whip (25%). Those found in oriental settings might (25%) possess ki power or have mastered a martial arts form. As ogre magi are intelligent, they will not fight if faced with overwhelming odds, but will flee to gather their forces or hide.

Habitat/Society: These monsters live in fortified dwellings or caves and foray to capture slaves, treasure, and food. Ogre magi priests of up to 7th level have been reported. Tribes are small, with 2-5 females and 1-3 children that will not fight, but rather seek to escape in *gaseous form*. These monsters are extremely protective of their young and will battle with savage abandon to save one's life. If a young ogre mage is captured, these creatures will pay high ransom for its return, but they will seek revenge and will never forget the insult of the kidnaping.

If encountered in their lair, ogre magi will be led by a chief of great strength (+2 on each Hit Die, attacking and saving as a 9 Hit Dice monster). Treasure is divided by this chief and his trove is always the richest. The tribe will have their own clan symbol typical to the oriental lands, and this symbol will be stitched on its war banners and flags as well as on armor and headdresses. The chief will often have the tribe's symbol tattooed on his forehead or back.

Ogre magi speak the common tongue, their own special language, and the speech of normal ogres.

Ecology: Ogre magi magical armor is too large to fit a man. This monster's lair is usually a powerful structure that can be expanded into a mighty fortress if it can be rid of its original owners.

Merrow (Aquatic Ogre)

Faster and fiercer than their land kin, the freshwater merrow are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. Merrow have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed. About 10% grow ivory horns, especially the more powerful males.

Aquatic ogres are very fond of tattoos, and females may have their entire bodies inked with scenes of death and destruction as a sign of status. Merrow speak their own dialect and the language of other ogres.



Combat: Using their green coloration, aquatic ogres can hide, becoming effectively invisible 10-80% of the time, depending on terrain. They attack from cover, so others are -5 on their surprise roll. Merrow typically attack with a large piercing spear (inflicting 2-12 points of damage) in a swimming charge at +1 to hit, followed by melee with talons and teeth.

Habitat/Society: A typical merrow tribe consists of:
1 chief, AC3, 6+6 Hit Dice, +2 on damage
2 patrol leaders, AC3, 5+5 Hit Dice, +1 on damage
2-24 standard merrow
2-24 females, AC5, 3+3 Hit Dice, 1-2/1-2/1-6 damage
1-12 young, AC6, 2+2 Hit Dice, 1-2/1-2/1-4 damage
1 shaman of 3rd level ability

Merrow dwell in caves in shallow, fresh water (50-250 feet deep), often with scrags (see Troll). They can live out of water for about two hours, so they often forage on land. Merrow usually control an area with a radius of 10-15 miles, hunting and foraging throughout this territory. In times of scarcity, or when the lure of treasure becomes too great, a war party will attack the coastal villages of man. Merrow prefer gold and jewels and often overlook dull magical items in search of glittering prizes. The goals of a merrow chieftain rule the tribe, and these power-hungry monsters seek to completely control their "kingdoms," often leading to attacks on intruding ships.

Ecology: Merrow are ignorant and superstitious and have no skills but plundering and murder. Areas of the freshwater lakes and seas where they have influence are avoided by sailors and fishermen. These monsters are carnivores, preying on all who enter their regions, often emptying the seas of life with their voracious appetites.

	Half-Ogre	Ogrillon
CLIMATE/TERRAIN:	Any/Land	Any/Land
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Semi- to High (3-14)	Low (5-7)
TREASURE:	B, M (Q, B, S)	M (B, S)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1-4 (5-30)
ARMOR CLASS:	5 (9)	6
MOVEMENT:	12	12
HIT DICE:	2+6	2+4
THAC0:	17	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-8 (by weapon)	2-7/2-7
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-9' tall)	M (6'-7' tall)
MORALE:	Steady (12)	Average (10)
XP VALUE:	270	175



Half-Ogre

When adventuring companies journey into the wilderness they often run into ogres: big, ugly humanoids. Occasionally, an ogre party will include one or two individuals that are a little shorter, but significantly smarter, wielding a weapon with more skill than might have been expected. They have a better understanding of their opponents, and they grunt commands that anticipate the adventurers' moves. In this way half-breeds, the issue of ogres and humans, earn the respect of their kind.

Half-ogres range from 7 to 8 feet in height and weigh from 315 to 425 pounds. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Teeth and nails are always orange. Most half-ogres have human-like eyes, though about one in five have the white pupils common to ogres. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. The half-ogre traditionally wears heavy skins and furs, bringing his Armor Class up to that of his ogre brethren, but rare individuals have the ability to make a shirt of chain-mail, for an AC of 3. Half-ogres speak common (more clearly and unimpeded than ogres), ogrish, orcish, troll, and one other, usually human, language. They live about 110 years.

Half-ogres posses infravision out to 60 feet. Their sense of smell is better than an ogre's, but it falls short of a human's.

Combat: Half-ogres of any sort suffer −2 penalties to their attack rolls against dwarves and −4 against gnomes, since those smaller races are so skilled at battling bigger folk.

Half-ogres in combat are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre that concentrates assaults on characters it recognizes as spellcasters, and teaming up against skilled fighters. Ambushes are better-planned and more carefully baited.

To earn command privileges, particularly when ogre leaders are present, a half-ogre must show himself quick to battle and fierce in combat. Half-ogres' usual weapon of choice is a huge sword (use the statistics for a two-handed bastard sword, save that half-ogres can employ it one-handed, with a large shield in the other), or a war spear capable of causing 2d4 points of damage. A half-ogre inflicts an additional 2 points of damage, due to his mass.

Half-ogres sometimes gather together to form their own tribes. In this case, they will be encountered in bands of 2d10 and will expend as much energy choosing and preparing an ambush as on the combat itself.

For every five half-ogres in an encounter, there is an additional veteran with 5+3 Hit Dice. For every 10 half-ogres, there is a kader with 6 Hit Dice. If more than 15 half-ogres are encountered, they will have a shaman, a fighter/priest with 5 + 3 Hit Dice and the spells of a 4th-level priest, and two acolyte shamans, with 4+6 Hit Dice and the spells of a 2nd-level priest.

Half-ogres are inclined to intimidate others. A broad, fang-filled smile and perhaps a slamming fist, often encourages an NPC to suddenly remember appointments, or perhaps faint dead away. Kobolds will clutch their spears and cringe in unison when 7'6" of solid muscle smashes their door to splinters and storms in; even larger monsters have serious reservations about attacking half-ogres. They will also terrify local human populations into leaving a half-ogre and his companions alone.

Habitat/Society: Half-ogres have no society of their own. If they live with ogres, they are the quick-thinking members of the tribe, ever on their toes to prove themselves worthy. If a half-ogre is reared in a human community, he learns to live with suspicion and fear, and often turns to a military or solitary occupation.

Occasionally, half-ogres join with half-orcs, orogs, ogrillons, and other humanoids. These communities are small (5-200 residents) and usually isolated, but can appear in virtually any terrain. Half-ogres fill a middle niche—more powerful than half-orcs or orogs, but smarter than ogrillons, trolls, and other humanoids. As a whole, these communities are chaotic evil, with neutral tendencies stemming from the level of cooperation necessary in a "half-caste" situation. They prefer others of their own kind, and are tolerant of orcs and ogres. Enough of them have human blood that they regard humans with neutrality. Indeed, chaotic evil humans often find their most enthusiastic followers in such a hybrid tribe. They also tolerate monstrous humanoids

such as trolls and giants, but all other races are treated with undisguised hostility.

Hybrid settlements raid civilized territories for prisoners and loot. A settlement may be found holding prisoners. It is also likely for treasure to be found in a hybrid camp. Half-ogres are usually cheated out of most of their rightful treasure shares by the more cunning orogs and half-orcs.

Ecology: Sages have expressed much concern over the years, wondering why ogres can interbreed with humans but not with elves or halflings. When the actual answer was discovered, the sages' concerns proved unfounded. The explanation had nothing to do with any supposed common origin of humans and ogres, but rather in a unusual characteristic that ogres share with orcs: rapidly adaptive biology. Just as orcs and ogres can adapt quickly to any terrain, from forests to the highest mountains, their genetic construction allows them breed with any humanoid race.

This ability to breed easily is frequently passed on to their progeny. Half-ogres can also breed successfully with most other humanoid races. If this process continues for many generations, the result is a horrible hybrid known as a *mongrelman*. Many mongrelmen have strong strains of orc and ogre in their bloodlines, which may account for their chaotic evil attitudes.

The half-ogre shares the ogre's place in the ecosystem: that of a plague upon demihumans and humans, lusting for treasure and making neither crafts nor good labor. The beginnings of half-ogre poetry have been around for many years, but it is exceptionally ugly and disturbing.

Half-Ogres as NPCs or PCs

Half-ogres may be NPCs or even PCs, with DM's consent. If so, they have statistics determined in the following fashion. Strength is 1d6 +13, with a roll of 6 being treated as 18(00) strength. Characters with a Strength roll of 5 (18 strength) should roll normally for extraordinary strength. Dexterity is 3d4. Constitution is 1d6 +13, with a roll of 6 being treated as an 18. Intelligence is 3d4. Wisdom is 2d6. Charisma is 2d4, doubled for effective Charisma with respect to ogres, half-ogres, orcs, orogs, and other humanoids. Half-ogres reared outside of the tribes do not gain the languages mentioned earlier. Player character half-ogres may not be exclusively priests, but may practice any other class allowed half-ogres. Starting Hit Dice are doubled at 1st level, progressing normally at 2nd level and above.

As NPCs, shaman half-ogres are fighter/priests. Also possible are half-ogres that function solely as priests, rising to 8th level, and rarely seen fighter/thieves (3+9 Hit Dice with the skills of 1st- or 2nd-level thieves). Half-ogre thieves are always self-taught, and accept the following racial adjustments: Pick Pockets -20%, Open Locks +5%, Find/Remove Traps +0%, Move Silently -5%, Hide in Shadows +5%, Detect Noise +0%, Climb Walls -30%, Read Languages -25%.

Ogrillon

The ogrillon is a fiercer species of the half-ogre, being the fruit of a union between ogres and orcs. The ogrillon displays the general tendencies of its larger cousin with some exceptions. It is even more brutish and violent, and it normally learns to speak only ogrish and a handful of words in common.

The ogrillon is the size of an orc, and closely resembles one. One in every ten is born with features and coloration very similar to those of ogres: purple eyes with white pupils, black teeth, yellowish skin with dull, dark green hair. The skin of an ogrillon of either type is covered with small horn plates, giving it a superior Armor Class and enabling it to fight without weapons. An ogrillon disdains armor and most other material items, retaining only a handful of gold pieces as treasured belongings. It is uncertain why they would keep gold, except perhaps as good luck charms.

They love mayhem. In combat they disdain weapons and plunge in with both fists. Due to their great strength and horn-reinforced fists, each punch delivers 1d6+1 points of damage. An ogrillon out of combat is restless and troubled, but it will be seen chuckling merrily to itself during a good fight.

Because of their single-mindedness, ogrillons are often approached by orcs when they need good fighters against some enemy. Ogrillons are happy to join and fight, sometimes for the love of combat and destruction, but often for more lucky gold pieces. In combat, there is only a 10% chance that a typical ogrillon can be distinguished from an orc. Ogrillons that resemble ogres, of course, clearly stand out.

Ogrillons are the issue of a female orc mated with a male ogre. Thankfully, it is sterile. The union of a male orc and a female ogre yields an orog, a better class of humanoid monster detailed in the "Orc" entry.

Ogre, High (Irda)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Plain, forest, swamp, jungle, hill, mountain
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Varies (5–20)
TREASURE:	Individual: L, M; Family: Q (x 5), F
ALIGNMENT:	Varies, but usually neutral or lawful good

NO. APPEARING:	1–10
ARMOR CLASS:	8 (10)
MOVEMENT:	6 (9)
HIT DICE:	4 + 1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10 (weapon)
SPECIAL ATTACKS:	+2 to damage
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6′ tall)
MORALE:	Steady (12)
XP VALUE:	Vanes



High ogres, also known as Irda, are a handsome and gentle race of ogres inhabiting an idyllic island located far from the civilized lands of Ansalon.

Irda are tall, slender creatures, averaging six feet in height and weighing about 150 pounds. Females tend to be as tall and as heavy as the males. Although slender, they are quite strong, as evidenced by their firm muscles. Their skin tones range from midnight blue to a deep sea green. Their hair is usually black, but it can also be silver or white. Irda always wear their hair short and keep it carefully combed. Their drawn faces and drooping eyelids give the false impression that they are bored or uncaring. Their eyes are silver. They are long-lived, commonly reaching the age of 500 ycars.

Irda wear simple, Lightweight clothing, such as linen smocks or silken gowns, in shades of beige, light blue, and other pastel colors. They refuse to wear wool, leather, or any other material derived from animals. Their wardrobes are occasionally enhanced by a modest piece of jewelry, such as an emerald pin, a pearl ring, or a thin steel necklace.

Irda move with a fluid motion so graceful that it is a joy to watch. Their voices are extraordinary—rich, melodic tones that are among the most beautiful sounds heard on Krynn.

Irda have innate shapechanging abilities and can disguise their size and true form in many ways. They can change their height by as much as two feet in either direction, and can duplicate the features of any humanoid race: they are especially convincing as elves, half–elves, and humans. The Irda's shapechanging ability requires several years of practice to perfect. Usually, an Irda masters shapechanging into a particular form, then uses that form over and over.

The Irda are a peaceful people who mean no harm to the rest of the world. They are gentle, soft-spoken, and thoughtful, repulsed by the violence that periodically rocks the nations of Krynn.

Though they bear no animosity toward other races, Irda have never been fully accepted in any other culture, thanks in large part to the superstitions developed about them over the years. Tales are told of the terrible, ancient ogres who would return one day to bring death and destruction. Since the Irda are descended from the original ogres, many assume that they are the rumored harbingers of doom. When an Irda's true race is revealed, invariably it is hunted down and killed by a superstitious populace.

Combat: Irda have no natural aptitude for fighting, and combat skills are uncommon among them. Given the option, lrda would rather gracefully retreat than engage in a bloody melee. They see nothing noble about combat; in fact, following a physical engagement with an enemy, Irda undergo a cleansing ceremony to rid themselves of the spiritual corruption inherent in any violent confrontation.

Thanks to their ogre heritage and superior strength, Irda are capable of inflicting 1d10 points of damage with a typical veapon attack. However, because of their aversion to physical contact, they are poor melee combatants; when Irda attempt to use any melee weapon, including swords, maces, daggers, and staffs, they do so with a –1 penalty to the attack roll. For that reason, Irda are more likely to use bows, slings, or other missile weapons.

The Irda's preferred weapons are those of their own design. such as vine bolas (four-foot-long vines weighted on both ends with hook-shaped stones that entangle a victim up to 25 yards distant and inflict 1d4 points of damage; an entangled victim can free himself if he succeeds in a Dexterity check with a -2 penalty) and cluster balls (balls of dried clay imbedded with sharp thorns containing a mild poison; these cause 1–2 points of damage and an additional 1d4 points of poison damage if the victim fails a saving throw vs. poison).

Irda also create powder bombs from hollowed–out eggs containing various mixtures of herbs and natural poisons. A burst powder bomb affects all those within a ten-foot radius. The various types include sleep powder bombs (victims must roll successful saving throws vs. poison or receive the effects of a *sleep* spell), paralysis powder bombs (victims must roll successful saving throws vs. paralyzation or be paralyzed for 2d4 rounds), and blindness powder bombs (victims must roll successful saving throws vs. poison or receive the effects of a *blindness* spell for 2d4 rounds).

Those Irda capable of using magic employ spells instead of weapons whenever possible. Since magic-using Irda have a clearer understanding of the workings of magic than most other races, Irda clerics and wizards gain one additional spell of the

highest level they can use. Irda who are Changer Adepts or Changer Savants (see below) use their superior shapechanging skills to frighten their opponents (by changing into a minotaur or death knight) or to escape from them (by changing into a mouse or a bird).

Irda feel awkward in armor and wear it only in the most extreme circumstances. They prefer the lightest armor, such as padded armor, and, of course, refuse to wear leather armor or any other protective clothing made from animals.

The Irda's relatively low Constitution makes them more vulnerable to the effects of poison than most other races. Whenever Irda must save vs. poison, they do so with a –1 penalty.

Habitat/Society: The *Irdanaiath,* an ancient text held sacred by the Irda but unknown among the other races of Ansalon, explains the origin of the high ogres. Though it is commonly believed that elves were the first race to awaken in the Age of Dreams, the *Irdanaiath* suggests that the ogres were the first. In the dawn of the world, the ogres were the fairest of all the races. Their dark grace and savage beauty were unsurpassed, yet their hearts were cold and bent toward evil.

When ogres walked the world as its dominant race, they had occasion to interact with humans. In their dealings, the humans unwittingly gifted a great and powerful ogre clan leader named Igrane with free will. Igrane began to look upon the world with new eyes.

The gift of free will spread among Igrane's clansmen, who came to be called the Irda, until they all saw the debasement that would inevitably result from their evil ways. They tried to convince other ogre clans of their folly, but their pleas were curtly dismissed. Civil wars erupted among the ogres, wars fought in places hidden from the eyes of men.

In time, the Irda removed themselves from contact with the rest of the world. They found haven on an island they named Anaiatha. This refuge was located in the northern oceans of Ansalon, far from all other civilized areas. Here the Irda could live undisturbed. The ogres who did not foresee their debasement eventually fulfilled Igrane's prediction, becoming uglier and more misshapen until their appearance matched the evil in their hearts.

The onset of the Cataclysm upset the Irda's life of pastoral bliss on Anaiatha. The forces of evil, whose power had blossomed in the wake of the Cataclysm, discovered the Irda's island and attacked. Though the evil forces were eventually repelled, many Irda were captured and taken to Ansalon.

When the forces of evil were eventually defeated in the War of the Lance, the surviving captive Irda were freed. These Irda still wander the lands of Ansalon in disguise, desperately trying to find a way back to their homeland of Anaiatha. The Irda are usually alone, but occasionally small groups of 1d10 Irda are discovered roaming the countryside. Families may be encountered; the parents' fondest wish is to find a way to their island home, if not for themselves, then for the sake of their children.

A variety of magical powers protect Anaiatha from discovery, including a permanent *hallucinatory terrain* spell that makes the island appear to be a calm stretch of ocean. However, wandering Irda can hear the telepathic call of their homeland during the High Sanction (full moon) of Solinari, the most distant of Krynn's three moons. During these times, which last for a period of nine days once every 36 days, the Irda can find their way across the ocean to Anaiatha, assuming they have a ship or other means to make the journey. Unfortunately, the journey lasts far longer than the duration of High Sanction, and few lost Irda are ever able to return to Anaiatha on their own.

Anaiatha is a tropical paradise, filled with lush vegetation and friendly animals. The Irda have no permanent dwellings, making their homes in caves and valleys, and relocating as the spirit moves them. They acquire few possessions, although they are fascinated by the beauty of gems and jewelry Most have accumulated small caches of coins and other treasure, to be used if necessary to bribe or otherwise buy off unwelcome intruders.

The Irda are governed by a king who rules as the absolute monarch. All Irda kings can trace their lineage to lgrane. A king rules until the age of 400, at which time one of the king's progeny succeeds to the throne. A king can be either male or female and is usually the oldest of the former king's children.

Irda give birth to 1d4 children every 50 years. Irda are conscientious parents, beginning instruction in all of the arts and sciences within the first few weeks of a child's life. Of all their lessons, the most important is the art of shapechanging. With diligent practice, most Irda have mastered basic shapechanging by the age of 20, enabing them to disguise themselves as humanoids at will. An Irda with an Intelligence of at least 16 can study to become a Changer Adept once it reaches the age of 50. Learning to be a Changer Adept takes at least ten years of study, but once mastered, a Changer Adept can shapechange, as per the 9th–level wizard spell, up to three times each day An Irda with an Intelligence of at least 18 can then study to become a Changer Savant when he reaches the age of 100. This requires at least 50 years of practice A Changer Savant can shapechange at will.

Ecology: Irda strive to live in perfect harmony with nature. An Irda will not intentionally harm a living creature unless his own life is at risk. For these reasons, Irda do not wear or use leather, wool, or any other products from animals. They are strict vegetarians, enjoying all varieties of fruits, grains, and vegetables. Not only do they avoid meat, they also refuse to eat eggs or drink milk. Irda have no taste for alcoholic beverages of any kind

Irda do not engage in trade, nor do they create products of any value to other races. Outsiders occasionally seek them out for information about exotic plants or animals. Irda usually trade such information in exchange for the safe return of a lost friend or relative still wandering the lands of Ansalon.

High Ogre Class/Level Limits

Class	Max. Level
Warrior	
Fighter	Unlim
Ranger	Unlim
Paladin	Unlim
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wizard of High Sorcery	Unlim
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of the Stars	Unlim
Rogue	
Thief	Unlim
Bard	N/E *

* N/E means not eligible for that class.

The initial ability rolls of high ogres are modified by a -2 penalty to Constitution and a +2 bonus to Dexterity, Intelligence, and Charisma. The minimum and maximum ability stores for high ogres are as follows

Ability	Min	Max	Ability	Min	Max
Strength	12	18	Intelligence	5	20
Dexterity	8	20	Wisdom	10	18
Constitution	12	16	Charisma	15	20

Ice Spire Ogres

CLIMATE/TERRAIN: Ice Spires, arctic
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average
TREASURE: M (Q, B, S)
ALIGNMENT: Chaotic evil
NO. APPEARING: 2d10
ARMOR CLASS: 4
MOVEMENT: 12
HIT DICE: 5
THAC0: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d12 (or weapon +6)
SPECIAL ATTACKS: Mist, blood dance
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Nil
SIZE: L (10')
MORALE: Elite (13-14)
XP VALUE: 420
Leader 975
Priest 1400



Ice Spire ogres are bigger, smarter, and generally more dangerous than their more common cousins found elsewhere in Faerûn. Spire ogres are approximately 10' tall and weigh between 500 and 600 pounds. Their skin color ranges from yellow to black-brown, their hair is dirty gray, and their eyes gleam purple. The odor of Spire ogres is even more repellent than that of their common cousins, smelling something akin to rotting flesh.

Combat: The ogres of the Spire are highly disciplined combatants capable of implementing a wide variety of combined manuevers when fighting in large groups. Their powerful limbs give them +2 attack bonuses and damage bonuses of +6. Any group of 11 or more ogres includes a leader who receives a +3 attack bonus. Groups of 16 or more include a chieftain with a +4 attack bonus. Female ogres fight as males, but inflict only 2d4 points of damage and receive a maximum of 6 hit points per Hit Die. Young ogres fight as goblins.

Also, the ogres of the Spires are incredibly well adapted to their icy environment. When operating in this environment, they receive a +2 bonus to their surprise rolls. Spire ogres also have a 30% chance to move silently when operating in their native lands.

Habitat/Society: Most of the Spire ogres inhabit a vast cave network located high in the mountains. Access to the caves is gained via a complex series of stairs and stepladders built for maximum flexibility in defending the complex from outside incursion. Permeating the caves themselves is a thick, choking mist that

causes nausea in all who are unused to its effects (save successfully vs. poison or fight at -3 for 1d3 turns) and limits visibility throughout the complex. The ogres who live in the caves are particularly adept at ducking in and out of the mists to surprise invaders (+4 bonus to surprise rolls while operating in the caves and a 50% chance to move silently or hide in shadows).

The ogres that inhabit the cave network are followers of Vaprak the Destroyer, the great ogre god. As such, they are aggressive and fond of combat. From time to time they ritualistically bash each other with clubs to establish their might and sort out the social hierarchy.

Another tribe of ogres found in the Ice Spires inhabits an icy chasm known as the Dour Fissure. At Baphomet's bidding, they occasionally enter into a trance state and carve hideous friezes outside the fissure to ward away intruders. Anyone staring at these friezes for more than three rounds is affected as though the target of a confusion spell. Anyone making any sort of detailed investigation of the friezes must save successfully vs. spell or undergo a subtle shift to the chaotic evil alignment for a period of 1d4 days. The influence of Baphomet has taken a poweful toll on these ogres in many other ways. Many of them are incapable of any action save fighting and eating, spending their time in a frightening, lethargic trance state.

One strange custom of all Spire ogre shamans is to completely consume the body of any creature they kill in combat. The ogres believe that this gives the shaman control over the creature's spirit.

Blood Dance: From time to time, under Baphomet's influence, the ogres of the Fissure enter into a state of killing frenzy known as the Blood Dance. While in this strange state of fury, the ogres receive a +2 bonus to all attack and damage rolls, but always keep fighting until they are dead or their rage is quenched. While under the influence of the Dance, an ogre does not stop fighting until it has reached -10 hit points (though it sustains enough damage to die when it reaches 0 hit points).

Once the dance begins, it generally lasts for 2d10 turns. Even the ogres find it impossible to predict when the dance will strike.

Ogre Shaman: If six or more ogres are encountered, they are accompanied by a shaman with the Hit Dice, AC, damage/attack, etc. of a normal ogre, but all the abilities of a 3rd-level priest as well. If 16 or more ogres are encountered they are accompanied by an ogre shaman of the 5th level.

Ogre Chieftain: If 16 or more ogres are encountered, they will be led by an ogre chieftain. The chieftain is a 9-Hit-Die monster with an Armor Class of 3. He inflicts 2d8 + 7 points of damage per attack, +7 with weapon.

CLIMATE/TERRAIN	Ogre	Orughi
	Tropical, subtropical, and temperate/ Plain, swamp, forest, jungle, hill, mountain, subterranean	Tropical and subtropical, Forest, hill, and mountain
FREQUENCY:	Common	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Low (5–7)
TREASURE:	Individual: M x 10; Tribe: Q, S, B	Individual: Q; Tribe Q x 10
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	2–20	2-12
ARMOR CLASS:	5	5
MOVEMENT:	9	9, Sw 18
HIT DICE:	4 + 1	4 + 1
THAC0:	17	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK;	l–10 (weapon)	l–6 (weapon)
SPECIAL ATTACKS:	+ 2 to damage	+2 to damage
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7′–9′ tall)	M (4′-5′ tall)
MORALE:	Steady (11)	Unsteady (7)
XP VALUE:	175	175

The ogres of Krynn are bloodthirsty, savage brutes. They are feared and despised by all intelligent races.

Krynn ogres physically resemble the ogres of other worlds. They are taller than most humanoids, with thick and solidly muscled bodies. They have large heads with blunt noses, pointed ears, and high foreheads. A bony ridge covers their beady eyes, which are colored dull gray or blood red. Long, greasy hair grows from their lice-ridden scalps, dangling over their shoulders in matted tangles. Their dry skin, whose color ranges from dark brown to orange-yellow, is crusted with scabs and filth, and often covered with hairy warts. Krynn ogres have rows of sharp brown teeth, caked with grime. Black claws grow from their fingers and toes. Females resemble the males, though they are shorter and less muscular.

Krynn ogres wear the skins and furs of animals they have killed. These are made into loose smocks, long breech cloths, and heavy capes. These skins are not tanned or otherwise treated before they are made into clothing, making them stink like rotting meat. Ogres do not wear gloves or shoes of any kind-their thickly calloused soles provide protection and traction. Some wear stone necklaces, others paint their bodies with crude pigments.

Few creatures are as violent and cruel as ogres. With their low intelligence and flaring tempers, murder, vandalism, and abuse are commonplace in their societies. Greedy and covetous, ogres love treasure almost as much as they do bloodshed.

Krynn ogres speak their own language. Ogre chieftains and leaders usually speak common; 10% of tribesmen other than chieftains and leaders also speak common.

Combat: Like the ogres of other worlds, Krynn ogres are extremely dangerous. Not only is violence their common response to most problems, they are perfectly willing to fight to the death over the most trivial conflicts. An ogre is too dull-witted to utilize complex tactics: instead, it engages in brutal melee until either it or its opponent is dead. So intense is their violence that ogres must be restrained from pummeling their opponents long after they have been killed. Strangers are attacked mercilessly, including members of other ogre tribes. An ogre often would rather beat a stranger into submission than waste time speaking with him.

Ogres use spears, battle axes, maces, clubs, and similar melee weapons. These are either stolen from dead victims, or assembled from stone, wood, and other common materials. Though crudely made, ogre weapons are just as effective as their more carefully crafted counterparts. Ogres seldom use bows, slings, or other missile weapons; not only do they find them clumsy to use, they deny the ogres the physical satisfaction of beating and chopping their victims.

Ogres rarely wear armor, mainly because it is difficult to locate armor pieces large enough to fit them. Large ogres sometimes wear thick layers of furs and skins imbedded with chips of stone to give them an effective AC of 4.

Ogre leaders and chieftains are stronger than their followers and inflict significantly more damage. A leader is AC 3, has at least 30 hit points, attacks as a 7–HD creature, and gains an additional +1 damage bonus to his weapon attacks. A chieftain is AC 4, has at least 34 hit points, attacks as a 7–HD creature, and has an additional +2 damage bonus to his weapon attacks.

Immature ogres-those between the ages of 5–20 years--have no more than 3 hit points per Hit Die. They attack with their fists to inflict 1d4 points of damage. They can use simple weapons, such as clubs and axes, with a -3 penalty to inflicted damage.

Habitat/Society: Legend has it that the ogres were the first race to awaken on Krynn. The original ogres were graceful and attractive creatures, though they had an inclination toward evil. Their tribes flourished in all corners of the world. An early ogre clan leader named Igrane tried to convince the other tribes that if they failed to renounce their evil natures, they would be doomed to a future of conflict and destruction. The ogres rejected this prediction. Igrane abandoned them to their folly, taking with him a band of enlightened followers who came to be known as the Irda (see the "Ogre, High" entry for details).

Igrane's prediction, of course, came true. The rise of competing races brought about the end of the ogres' domination of Krynn.

They were hunted and slaughtered by the elves and dwarves, driven into exile by the humans, and betrayed and enslaved by the minotaurs. Additionally, the various ogre tribes warred constantly with each other, reducing their numbers even further. In the end, the ogres were forced into the most remote reaches of Krynn, where they remain to this day. The good races avoid them, while the evil races see them as just another exploitable resource.

Ogre tribes make their homes in the grimmest of lands, where the grass is withered and brown, the earth is cracked and dusty, and the waters are foul and stagnant. Though ogre cities exist, most ogres live in small settlements. A typical ogre settlement is a collection of crude stone huts centered around a large water hole. Each hut is the home of three or four ogres. The tribal leader and chieftain (assuming the tribe is large enough to have both) live in private huts. A hut has no furnishings aside from old furs used for sleeping and the family's weapon collection. Outside of each hut are large racks supporting strips of meat that are drying over smokeless charcoal fires. A typical village also includes a treasure hut and a games pit that holds several wolves, bears, or snakes; ogres enjoy dumping weaker tribesmen into the pit, then watching them try to scramble out.

An ogre family consists of a mated pair and one or two children. Females give birth to a single child once per year. When ogres reach the age of 20, they move into their own huts to start their own families, though they still remain with the tribe. Elderly ogres—those too old to hunt, bear children, or serve the tribe in any other way—are slain.

A tribe of ten or more members has one leader. In tribes of 20 or more, there is also a chieftain; in these cases, the leader serves as the chieftain's deputy. No more than half of the tribe are females. Ogres view females as inferior in all respects, useful only for menial jobs and for bearing children. The chieftain (or leader, in the case of smaller tribes) keeps careful track of the number of females in the tribe. If the number of female children exceeds the number of male children, the excess female children are killed.

Each tribe also keeps a number of slaves, equal to about 20% of the tribal population. Most of the slaves are human, but a few are elves or dwarves. Ogre tribes are constantly in need of new slaves, since tribesmen kill them for sport and eat them when they are too lazy to hunt.

An ogre hunting party usually consists of a leader and about six adult males, all heavily armed. A hunting trip lasts anywhere from a few days to several weeks, depending on the needs of the tribe and the scarcity of game. The leader treats his followers cruelly, for instance, using the weakest one as bait to lure hungry game. Followers sometimes arrange for the unfortunate demise of the leader on hunting trips. On their return, they report the loss of the leader to the tribe, then one of their number claims the leader's position.

Ogre leaders and chieftains are absolute rulers of their tribes. Crimes against the tribe include betrayal, theft, unjustified murder, and cowardice. Punishment for all such crimes is death, usually a lingering and painful one. Criminals might be hung upside down on a cliff to be roasted alive in the sun's rays, sealed in a bag with poisonous snakes and thrown into the sea to drown, or sunk in a quicksand bog while the tribe watches and cheers.

Ogres are required to bring all treasure taken from defeated victims back to their village. The chieftain (or leader in smaller tribes) claims half for himself. The ogres who retrieved the treasure are given a small share, usually no more than 10%, and the rest is placed in the treasure hut. The chieftain (or leader) awards treasure to tribesmen for special achievements, such as defeating powerful enemies; invariably, the chieftain presents most of these special awards to himself.

Ecology: All intelligent races go out of their way to avoid ogres. However, evil races occasionally employ ogres in their armies. The ogres are too stupid and undependable for complicated missions, but they willingly accept all manner of dangerous and distasteful tasks if the price is right. Some minotaur communities keep ogres as slaves.

Ogres hunt wolverines, wolves, and other woodland creatures for food, but they are also fond of human, elven, and dwarven flesh; kender and gnome meat is considered a delicacy. Ogre fishermen scavenge the shorelines for dead fish, since this is easier than catching them, and dead ones are just as tasty as live ones. No other races trade with ogres, but ogre tribes occasionally trade with each other. Such transactions often erupt in violence. One tribe, for instance, might trade animal skins and ale for a second tribe's gems and weapons. When the second tribe becomes drunk from the strong ale, the first tribe slits their throats and takes what they want.

Orughi

The orughi are an ogre race dwelling on remote islands north of Ansalon. They are shorter, tatter, and duller than most ogres, but they are no less aggressive. They have stringy golden hair, oily gray skin, and webbed hands and feet, enabling them to swim at twice their land movement rate.

Though good fighters, the orughi are not as strong as other ogres and are more prone to panic. When possible, orughi try to lure their opponents into the sea; because of their swimming skill and the fact that they can hold their breath for 20 rounds, they are dangerous opponents in the water. Orughi use battle axes and daggers and also carry special weapons called tonkks. These weapons, resembling iron boomerangs connected to long metallic cords, are used by the orughi to capture birds. The tonkks inflict no damage but can be used to ensnare victims up to a distance of 30 yards (they cannot be used in the water)

Because of their skill with these weapons, orughi attacks with tonkks are made with a +3 bonus to the attack roll (non-orughi use tonkks with a -2 penalty). The cord of the tonkk rapidly wraps itself around a successfully attacked victim; once per round, the victim can attempt a Dexterity check with a -2 penalty If he succeeds, he has untangled himself. If he fails, he must roll a Strength check with a -4 penalty. If the Strength check falls, the victim is pulled ten yards closer to the orughi who entangled him.

Orughi live in crude wooden shacks on the shores of their islands; they spend most of their time hunting and flshing. They worship Zeboim, the evil Queen of the Sea, and build elaborate shrines in her honor near the water's edge. These shrines, resembling cylindrical towers of stone, can be seen from miles away; experienced sailors recognize them as a sign of an orughi settlement.

The orughi have no formal government. The eldest males of each family collectively rule the tribe. Disagreements are settled by combat. Orughi collect less treasure than other ogres. Their treasure caches seldom contain magical items, but usually include an ample supply of pearls and other gems recovered from the ocean floor.

Ogre, Mischta

CLIMATE/TERRAIN: Tropical, subtropical, and temperate/Plains, forests, swamps, jungles, hills, and mountains
FREQUENCY: Very rare
ORGANIZATION: Family
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Varies (5-20)
TREASURE: Individual: L, M
Family: Qx5, F
ALIGNMENT: Varies, but usually neutral or lawful good

NO. APPEARING: 1-10
ARMOR CLASS: 8 (10)
MOVEMENT: 6
HIT DICE: 4 + 1
THAC0: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10 (weapon)
SPECIAL ATTACKS: +2 to damage
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
SIZE: M (6' tall)
MORALE: Steady (12)
XP VALUE: Varies

Once the Mischta were the great Irda, the First Born, among the noblest and most powerful of all of the humanoid races. But pride caused the Cataclysm to strike against them, and now they are Twilight Irda.

In appearance, the Mischta are almost identical to Irda—they are tall, slender creatures, averaging six feet in height and weighing 150 pounds. Females tend to be as tall and as heavy as the males. Although slender, they are quite strong, as evidenced by their firm muscles. Their skin tones range from midnight blue to a deep sea green; midnight blue is most common. Their hair is usually black, but it can be silver or white.

The Mischta are known for their fluid, graceful movements and for their song-like voices.

Combat: Mischta hate fighting; when they do engage in combat, they suffer a -1 penalty to their attack rolls.

The Mischta have developed two special weapons: bolas and cluster bombs. Bolas are thrown up to a 25-yard range. They inflict 1d4 points of damage, and the victim must free himself (must roll a successful Dexterity check with a -2 penalty) before he can take any other action. Cluster bombs are hollowed-out eggs that contain combinations of natural herbs and poisons. These bombs, when dropped, affect all targets in a ten-foot radius and force them to roll successful saving throws vs. poison or fall victim to one of the following effects: sleep, paralysis, or blindness (depending on the type of bomb). These effects last 2d4 rounds.

The Mischta feel awkward in armor, and thus they wear it only in extreme circumstances. They prefer the lightest armor (padded) and never wear armor made from animals, such as leather.

The Mischta's relatively low Constitution makes them vulnerable to the effects of poison (-1 penalty to their saving throws).

Habitat/Society: The Mischta are ruled by a king who is descended from the great Igrane himself. The current king is the granddaughter of the king who was killed in the Cataclysm. A king retires at the age of 300, leaving his oldest offspring (either male or female) to become the new king.

Almost all the Mischta live in the tropical paradise of Selasia, though a few of them searched for lost Anaiatha and ended up settling on other islands. On Selasia, they live in intricate structures created from straw, bamboo, and palm fronds. In spite of their dwellings' elaborate designs, the Mischta will occasionally relocate when the spirit moves them.

All Mischta master the art of shapechanging by age 20, enabling them to disguise themselves as humans. A Mischta with an 18 Intelligence can learn to become a Changer Adept once he reaches the age of 100.

Learning to be a Changer Adept takes 20 years, but once the training is mastered, a Changer Adept can shapechange, as per the 9th-level wizard spell, up to three times per day.

Ecology: The Mischta try to live in perfect harmony with nature. They never intentionally harm a living creature except in self-defense. They are strict vegetarians.

Mischta Class/Level Limits

Class	Max Level
Warrior	
Fighter	10th
Ranger	15th
Paladin	10th
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wiz. of High Sorc.	15th
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of Stars	15th
Rogue	
Thief	10th
Bard	N/E *

* N/E means Not Eligible for that class.

The initial ability rolls of the Mischta are modified by a -2 penalty to Constitution and +2 bonuses to Dexterity, Intelligence, and Charisma. The minimum and maximum ability scores for Mischta are as follows:

Ability	Min.	Max.
Strength	12	18
Dexterity	8	20
Constitution	12	16
Intelligence	5	20
Wisdom	10	18
Charisma	15	20

Ogre, Nzunta

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Plains, forests, swamps, jungles, hills, and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Varies (5-20)
TREASURE:	Individual: L, M Family: Qx5, F
ALIGNMENT:	Varies, but usually neutral or lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon)
SPECIAL ATTACKS:	+2 to damage
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6′ tall)
MORALE:	Steady (12)
XP VALUE:	Varies

There is a legend that the First Born, the ancient ogres, will one day rise up and try to dominate Krynn, as they did in the ancient days. Some scholars laugh at these legends; all of the ancient ogres are debased, bestial creatures.

These scholars are wrong. Hidden on remote islands are the children of the First Born, and age has only deepened their malevolence. They are the Nzunta.

The Nzunta are almost identical in appearance to Irda, their hated brethren; they are tall, slender creatures, averaging six feet in height and weighing 150 pounds. Females tend to be as tall and as heavy as the males. Although slender, they are quite strong, as evidenced by their firm muscles. Their skin tone is a deep blue, almost black, which matches the color of their hair. They have drawn faces with drooping eyelids, which give them a dispassionate look.

The Nzunta move as gracefully as the Irda and their voices are also beautiful, but in a deeper, sinister way. They wear clothing that has been tailored from animal skins; in combat they cover themselves in thick leather hides.

Combat: The Nzunta are eager fighters, but they prefer to battle their enemies with magic. Their ogre heritage and superior strength enables them to strike for 1d10 points of damage with a typical weapon attack. They often use deadly sea snake venom on their weapons (victims must roll successful saving throws vs. poison, with a -3 penalty, or die instantly. Even if the roll succeeds, the victim suffers 1d6 points of damage and is slowed for 1d4 rounds).

The Nzunta are able magicians. They have a clearer understanding of the workings of magic than most races, thus nzunta clerics and wizards gain one additional spell of the highest level they can use.

Nzunta wizards have set up a Black Robes Order. They live under their own principles and make no contact with the Towers of High Sorcery in Ansalon.

Habitat/Society: Because they have a policy of strict racial purity, the number of Nzunta are quite small; there are less than three hundred in all of Krynn. They prefer to rule through their slaves, the Orughi, while they remain behind the scenes.

All Nzunta master the art of shape-changing by the age of 20, enabling them to disguise themselves as humans. Nzunta with Intelligences of 16 or more can begin studying to become Changer Adepts at age 75. This study takes 15 years, but once mastered, Changer Adepts can shapechange; as per the 9th-level wizard spell, up to three times per day. Those with 18 Intelligences can learn to become Changer Savants once they reach the age of 150. Learning to become Changer Savants takes 75 years of intense training, but once the course is finished, Changer Savants can shapechange at will.

The Nzunta have a luxurious existence, thanks to their Orughi slaves. These ogres serve as their troops, their house servants, and their worshipers (the Nzunta believe that the other orders of ogres exist to serve and worship them). They are known for their poetry and their philosophy, but their arts and their sciences tend to be dark and brooding.

There are rumored to be several large colonies of Nzunta in space. These ogres use spelljamming engines to further their plans of conquest.

Ecology: The Nzunta have life spans of about 600 years, with 500-year-old Nzunta not uncommon. They give birth to 1d2 pure Nzunta children per century, until they reach the age of 400. There are other births, but many of these offspring have the characteristics of Orughi and are slain; unlike other ogres, the Nzunta practice strict standards of racial purity. Nzunta are meat-eaters; they eat their slaves in times of famine.

Nzunta Class /Level Limits

Class	Max Level
Warrior	
Fighter	Unlim.
Ranger	N/E *
Paladin	N/E *
Solamnic Knight	N/E *
Wizard	
Mage (Renegade)	N/E *
Illusionist (Renegade)	N/E *
Wiz. of High Sorc.	Unlim.
Priest	
Cleric (Heathen)	N/E *
Druid (Heathen)	N/E *
Holy Order of Stars	Unlim.
Rogue	
Thief	15th
Bard	N/E *

* N/E means Not Eligible for that class.

The initial ability rolls of the Nzunta are modified by a -2 penalty to Constitution and +2 bonuses to Dexterity, Intelligence, and Charisma. The minimum and maximum ability scores for Nzunta are as follows:

Ability	Min.	Max.
Strength	12	18
Dexterity	8	20
Constitution	12	16
Intelligence	5	20
Wisdom	10	18
Charisma	15	20

Orughi

These small, fat ogres are the slaves of the Nzunta. They are described in the ***Monstrous Compendium, Volume 4.*** For those without that book, use the regular statistics for ogres, with the following changes: Orughi inflict 1d6 points of damage with weapons (+2 because of their strength), and they move at a rate of 9 (and swim at 18 with their webbed feet and hands).

ogre, stonecrown

CLIMATE/TERRAIN:	Mountains, hills
FREQUENCY:	Common
ORGANIZATION:	Tribe or company
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Common low (8–10) Leader/Captain average (11–12)
TREASURE:	C, Y
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–20
ARMOR CLASS:	Common 5 Leader/Captain 3
MOVEMENT:	9, Cl 6
HIT DICE:	Common 4+3 Leader 5+4 Captain 6+6
THAC0:	15
NO. OF ATTACKS:	1 (2 in battle-rage)
DAMAGE/ATTACK:	Common 2d6 Leader 2d8 Captain 2d10 (or by weapon +6)
SPECIAL ATTACKS:	Battle-rage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (9'+)
MORALE:	Elite (13–14)
XP VALUE:	Common 420 Leader 975 Captain 1,400



Stonecrown ogres run to fat, not surprising considering how much of their time they spend eating. They are crude but powerful, and take a simple joy in killing and destruction. Their rank odor is composed of equal parts grease, filth-ridden garments, and unbathed foulness mixing into a stench like powerful sour milk.

When bored, the creatures are fond of ornamenting themselves with earrings, nose-rings, and other piercings; Stonecrown ogres find these attractive, and sometimes compliment other creatures that share their tastes. They speak their own language, and leaders and mercenaries often speak the goblin, orog, or common tongues.

Combat: In mass combat, Stonecrown ogres form club-, axe-, or mace-wielding forces that are effective through brute strength. Despite their simple combat style, their enormous strength gives them a +7 damage bonus with any weapon they use. With arduous training, Stonecrown ogres can keep remarkable discipline in battle, until the *battle-rage* strikes them. The battle-rage is a blood frenzy triggered when the ogre's blood is first shed. This frenzy allows them to attack twice each round.

Units of Stonecrown ogres that have worked and trained together for long periods can control their battle frenzy, raging only when they deem it appropriate. The sight of an entire company of ogres going into battle-rage at once has routed more than one army.

Alone or in the wilds, Stonecrown ogres are voracious hunters with little discipline and no great cunning. They can climb sheer stone faces through force of willpower alone, often reaching a mountaintop with bloodied hands.

Stonecrown ogre leaders always have maximum hit points and superior armor, generally a form of chain. Mercenary captains have superior armor and often carry Stonecrown arbalests, a type of rock-hurling heavy crossbow. The 10 lb. stones that these arbalests hurl can crack skulls and breastplates; their range is 30/60/120, and their damage is 1d10/2d6, plus an equipment saving throw vs. crushing blow for shields and armor.

The Blackwater Guards

The most famous of the Stonecrown ogres mercenary companies is the Blackwater Guards—a virtual nomadic kingdom. Founded by Blackwater Baromeg, an especially disciplined and ambitious ogre, the company made a sterling name for itself during the invasion of Kiergard. Baromeg's insistence on the use of proper armor, missile weapons, and polearms helped the unit survive his death.

Disagreements among the company's sergeants and Baromeg's sons led to the fragmentation of the Blackwater company's resources, and scattered groups of skilled mercenaries call themselves the True Black Water Guards or derivative names such as the Black Wyrm Company or the Black Griffon Riders. Each of these scattered bands has grown over time, and the ogres may rule a domain of their own if they can ever set aside their differences.

Ogre, Zakharan

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CLIMATE/TERRAIN:	Any land
FREQUENCY:	Common
ORGANIZATION:	As other nearby races
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Any
NO. APPEARING:	1-4 (Al-Hadhar) or 1-20 (Al-Badia)
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	Strength bonus to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (9-10 ft. tall)
MORALE:	Steady (11-12)
XP VALUE:	175

In most lands, ogres are big, ugly, greedy humanoids who live by ambushes, raids, and theft; not so in Zakhara. While still big and ugly by human standards, and sometimes greedy, Zakharan ogres are respected members of civilized society.

Adult ogres stand as tall as ten feet and weigh 300 to 350 pounds. Their skin colors tend to be on the yellowish side, though a few individuals have a violet tinge to their skin, possibly indicating an ogre mage in their ancestry. Their eyes are purple with white pupils; they usually have orange claws and teeth. Hair color ranges from blackish-blue to dark green, and the hair is carefully tended and often braided. Even the curdled milk odor common to other ogres is but a subtle undertone usually masked with other scents.

Zakharan ogres usually speak Midani, but several also know their ancestral ogrish tongue and have expanded its vocabulary far past that used by their less intelligent cousins. Rightly so, they consider ajami ogres to be quite barbaric, and their language similar to that of a child.

Zakharan ogres have the same life span as regular ogres, with most able to live 90 years, and a few for over a century.

Combat: Even the most pampered and civilized ogres are quite strong. To determine strength, roll 1d10 and consult the following chart, then apply attack and damage bonuses as indicated in the *Player's Handbook.*

Roll	Strength	Roll	Strength
1	16	8	18/00
2	17	9	19
3-5	18	10	20
6-7	18*		

* Roll percentage dice for exact Strength.

Most Zakharan ogres carry weapons. Because of their size, they can use large Weapons (such as a great scimitar) in only one hand, with full benefits. They can wield even larger weapons two-handed. Ogres cause damage according to their weapon type and strength bonus. Even unarmed, an ogre can cause 1d10 damage plus Strength bonus.

Though not tactical geniuses, Zakharan ogres can fight in an organized manner, even without a leader present.



Habitat/Society: Zakharan ogres adapt their culture to the type of society nearby. Those in the cities live as Al-Hadhar, while those in the desert live as Al-Badia. Though not all consider ogres one of the ins, or Enlightened races, many ogres follow the Enlightened way and are as civilized and as honorable as any of their neighbors.

All Zakharan ogres share a few traits. They generally dislike ogre magi, though they follow the demands of honor and give them a chance to prove worthy of respect. Most shun ogrima, the offspring of ogre and ogre mage, for they are uncivilized brutes (described in *Golden Voyages).* Even violet-skinned ogres are outcasts because of their association with ogrima.

At the DM's option, Zakharan ogres can be PCs or NPCs, using the kits provided in *Arabian Adventures.* See the *Golden Huzuz* book of this box set for more information.

Al-Hadhar ogres have most of the same traits as other Al-Hadhar. These ogres tend to be calm and rational, and they are greatly prized as workers and warriors because of their strength. Many are members of mamluk societies. Others are similar to merchant-rogues or, rarely, sha'ir or pragmatists.

Al-Badia ogres are also similar to other Al-Badia, roaming the harsh areas of Zakhara, but living as free people. Al-Badia ogres must occasionally deal with prejudice from other races, for there are still occasional tales of ogres carrying away children. Thus, these ogres tend to be less social than other ogres. This attitude adds to the rumors.

In addition, some of the more brutish Al-Badia ogres interbreed with ogre magi or ogrima. To compensate for this, and to prevent even more rumors of evil ogres, the more civilized Al-Badia ogres raid ogrima tribes, trying to kill them.

Ecology: Zakharan ogres have the same impact on the world around them as humans, dwarves, or elves do. Very few have any crafting skills.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low-average (5-12)
TREASURE:	M (Q, B, S)
ALIGNMENT:	Chaotic or lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Regenerate
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ - 9′)
MORALE:	Steady (12)
LEVEL/XP **VALUE:**	Common: 420 Chieftain: 650 Clan chief: 975

Found only in the lands where both ogre and ogre mage dwell, the ogrima is a half-breed resulting from the intermingling of blood between the other two races, although by now the ogrima qualify as a separate race. Thus, the ogrima have inherited a combination of the best and worst features of their parents.

An ogrima stands eight- to nine-feet tall and has skin colored a sickly bluish-green or yellow. Its head is covered with thick, greasy hair from which juts a nascent horn, and one's eyes may range from bright blue to dark red. Their fingers end in cracked and thick nails, wicked looking but ineffective in combat. Likewise, their mouths are filled with jutting and broken fangs more fearsome than useful.

Ogrima typically dress in brilliant colors, although they are forced to rely mostly on ill-matched clothing and gear taken as booty.

Combat: Although far from being the brilliant tacticians the ogre magi are, the ogrima are not combatants to be underestimated. They possess the strength of ogres, but have more cunning than that race. Worse still, they have limited spell and regenerative abilities.

Ogrima favor large weapons—two-handed swords and clubs—wielded with a single hand, causing 1d10 points of damage. However, they are wise enough to mix melee and missile weapons, and most ogrima carry a stout bow built for their size and strength. Their arrows do 1d8+1 points of damage and ranges are treated as if fired from a longbow. Aware of the danger of spells, a common ogrima tactic is for one archer to hang back and target any suspected spellcasters while the rest move into melee.

In addition to weapons, the ogrima can *levitate, blur,* and *chill* touch three times per day (having not quite mastered the ogre mage's ability to fly, become invisible, or cast a *cone of cold).* Once per day they can *change self,* although their great size tends to limit the effectiveness of this illusion.

Defensively, the ogrima tend to eschew armor, relying on their own natural armor and their ability to regenerate 1 hit point per turn to carry them through. Those few that wear armor are typically chieftains or particularly aggressive warriors who have stolen or captured an ill-fitted assemblage of pieces.

Ogrima Chieftains: The frequency of powerful chieftains among the ogrima varies according to the overall alignment of the tribe. Lawful evil tribes have recognized the merits of discipline and organization. Among such tribes, there is normally one chieftain for every twenty ogrima and a clan chief for every fifty. Among the chaotic tribes, there are chieftains for every thirty ogrima and there are no clan chiefs.

Chieftains are AC 4, HD 5+1, and they do 1d12 points of damage per attack. The clan chief is AC 3, HD 6+1, and he does 1d12+2 points of damage per attack.

In some regions, ogrima tribes are led by ogre magi.

Habitat/Society: Ogrima are hunters and scavengers, favoring the same terrain as their cousins the ogres. Both ogres and ogre magi consider the ogrima to be social outcasts and treat them accordingly. This has hardly done anything to improve the evil temper the ogrima inherited from their parents. Consequently, the ogrima are a foul and irritable race, quick to anger and attack, yet easily cowed by displays of might and terror.

The ogrima are basically social—moreso than the ogres. Their skills with tools and crafts are greater, which allows them to prepare dwellings more like the fortified compounds of the ogre magi. Each compound is the work and property of an extended ogrima family. Careful preparations are made to defend the home against attackers, and family compounds are typically crude wooden stockades or caves with entrances fortified by rocks and wooden walls. Several exits are sure to exist, and a guard is always on watch.

Aside from good *ins* who may or may not be a problem, the ogrima must always be watchful against raids by their own cousins, the ogres and ogre magi. Ogres seek to destroy the more skilled but inferior-ranked ogrima, thus removing any threat. Ogre magi prefer the ogrima over the ogres as slaves. The ogrima are more difficult to enslave, but have greater understanding and resources that the ogre magi favor.

The standard ogrima tribe is organized into different families, 3d4 families total. These families may be spread over a broad range of land, but the tribe centers around the chieftain's or clan chief's compound. Each family builds its own compound, independent of the other families. Beyond this, cooperation amidst the tribe depends on alignment. Among the lawful evil tribes, these compounds are closely grouped, allowing families of the tribe to quickly unite against any danger. The more chaotic-minded tribes have compounds that are more widespread, mutual defense being of less concern to these families.

A single compound contains 3d6 family members of all ages and sexes. In terms of ability or role, there is no difference between male and female ogrima. Both are expected to fight and hunt for the family as needed. The young are minded by those too elderly to go out. The extremely aged, crippled, and deformed are ruthlessly left out in the wilderness to die.

In particularly dangerous times, an ogrima tribe may submit itself to an ogre magi chieftain, but the majority of chieftains are drawn from their own blood. The clan chieftain can only be an ogrima of the family line; only large tribes without fear of their neighbors choose clan chieftains, it seems.

Ogrima blood runs true from generation to generation, hence there is no longer a need for interbreeding between ogres and ogre magi (although it can happen). Indeed, reverse discrimination is practiced. Ogres and ogre magi who mate into an ogrima clan are treated with great contempt.

Ecology: Ogrima are hunters and scavengers. Their diet is mainly carnivorous, supplemented by a smattering of wild fruits. The tribes tend to move frequently, for they are prone to over-hunting any given area they settle in. As such, the ogrima are the bane of rangers, druids, and those who make their living from the wild.

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	Olive Slime	Olive Slime Creature	Mustard Jelly	Jelly, Stun-
CLIMATE/TERRAIN:	Any subterranean	Any damp	Any subterranean	Any subterranean
FREQUENCY:	Very rare	Rare	Rare	Rare
ORGANIZATION:	Colony	Colony	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Night
DIET:	Scavenger	Carnivore	Scavenger	Scavenger
INTELLIGENCE:	Non- (0)	Animal (1)	Average (8-10)	Animal (1)
TREASURE:	Nil	Nil	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-20	1	1
ARMOR CLASS:	9	9	4	8
MOVEMENT:	0	6	9	4
HIT DICE:	2+2	See below	7+14	17
THAC0:	19	17, 15, or 13	13	17
NO. OF ATTACKS:	0	1	1 or 2	1
DAMAGE/ATTACK:	Nil	See below	5-20	2-8
SPECIAL ATTACKS:	See below	Olive slime	See below	Paralyzation
SPECIAL DEFENSES:	See below	See below	+1 or better to hit	Nil
MAGIC RESISTANCE:	See below	See below	10%	Nil
SIZE:	S (4' radius)	Special	L (9'-12' diam.)	L (10' on a side)
MORALE:	Average (10)	Average (9)	Elite (13-14)	Average (9)
XP VALUE:	420	420, 975, or 2,500	4,000 (1/2 if half slain)	420

There are many different varieties of ooze, slime, and jelly. More are being discovered all the time, as warped wizards seek to create life or fashion efficient dungeon scavengers. The unifying feature of these creatures is a dissolving touch that consumes flesh as well as weapons and armor.

Olive Slime

Olive slime is a strain of monstrous plant life, closely related to green slime, that grows while clinging to ceilings. More dangerous than green slime, olive slime favors moist, subterranean regions. It feeds on whatever animal, vegetable, or metallic substances happen to cross its path. The vibrations of a creature beneath it are sufficient to cause it to release its tendrils and drop. Olive slime ignores armor for purposes of determining hit probability. It also negates Dexterity bonuses unless its target is aware of the presence of the slime and takes steps to avoid the stuff. Contact with olive slime causes a numbing poison to ooze from the creature. The slime then spreads itself over the body of its victim, sending out parasitic tendrils to feed upon the body fluids of the host. For humans and demihumans, the point of attachment is usually along the spinal area. The feeding process soon begins to affect the brain of the host as it changes the host's body. An unobservant victim must roll a saving throw vs. poison, failure indicating that the victim has not noticed that the olive slime has dropped upon him. Any group of characters in the vicinity will have a 50% chance of noticing the slime's attachment with a casual glance. This percentage may be adjusted only by magical items. A thorough search by wary individuals reveals the olive slime without difficulty.

Within 2d4 hours, the host's main concern becomes how to feed, protect, and sustain the growth of the olive slime. Naturally, this includes keeping the slime's presence a secret from any companions. If an affected character's companions become suspicious, or if they demonstrate any desire to destroy olive slime, the affected character will escape at the first opportunity. The host's food intake must double or the character wastes away (10% of the character's hit points per day, rounding up, and no natural healing can take place while a character is wasting away. After 1d6+6 days, the host suddenly and painfully metamorphoses into a vegetable creature. The olive slime gradually replaces skin and muscle tissue, and it forms a symbiotic brain link. The new creature has no interest in its former form or fellows. It exists as a new species more akin to plants than any other life form. Feeding then becomes photosynthetic, paralytic, or, most likely, both. When slain, an olive slime creature dissolves into a new patch of olive slime.

Olive slime is harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Spells that affect plants will work on olive slime, although *entangle* will have no practical effect. Green slime and olive slime are complete opposites—when they encounter each other, the attack of one neutralizes the other.

If an affected character has been transformed into an olive slime creature, there is very little short of a *limited wish* that can return him to normal.

Olive Slime Creature

Olive slime creatures, popularly known as "slime zombies," are the end result of the metamorphosis upon the host. The newly formed vegetable creature is linked symbiotically with the olive slime patch that created it. The symbiotic bond is a secure link within 200 miles, but not from one plane of existence to another. The olive slime can call its zombies to defend it from attack, and they will immediately and mindlessly obey.

Regardless of their former existence, and despite their general form, slime creatures are only differentiated by size:

Size	HD	DAMAGE/ ATTACK
Tiny	1+2	1-3
Small	3+2	1-4
Man-sized	5+2	2-8
Larger	8+2	3-12
Huge	12+2	4-16
Gargantuan	16	4-24

Slime creatures have a telepathic bond, effective at a range of 200 yards, and gather together for mutual assistance while feeding or for defense. Their former identities can be discovered only upon close examination.

Habitat varies from well-populated subterranean places to damp forests, swamps, and fens. Slime creatures are equally at

home on land or in warm, shallow water. Slime zombies seek out animal hosts for their slime; they attack man-sized creatures on sight. When they attack, olive slime zombies have a 10% chance, per successful hit, to infect an opponent with slime. If they succeed in doing so, they either change targets or flee combat before killing their target—they certainly do not want to kill the new host.

Olive slime zombies are harmed by acid, freezing cold, fire and *magic missile* spells. Spells that affect plants will also affect them, although the effects of *entangle* are minimal at best. No other attacks, by weapons, lightning, or spells that affect the mind will kill a slime creature. An olive slime zombie, however, can suffer only as much physical damage as it has hit points, before its skeleton collapses and it becomes nothing more than a puddle of olive slime. When green slime is applied to an olive slime zombie, it neutralizes the olive slime, delivering 2d4 points of damage per round until the body is reduced to a (non-animate) skeleton.

The vegetable intelligence of slime zombies is no greater than that of common animals, but does enable them to learn from experience. This innate intelligence extends to the use of simple traps, and they will lie in wait at the bottom of hidden shafts.

Mustard Jelly

Mustard jelly originated when a young wizard attempted to *polymorph* herself into an ocher jelly. Her spell failed, and she became a mustard jelly. The stuff has multiplied rapidly in the years since her accident, and it is now a serious threat in many areas.

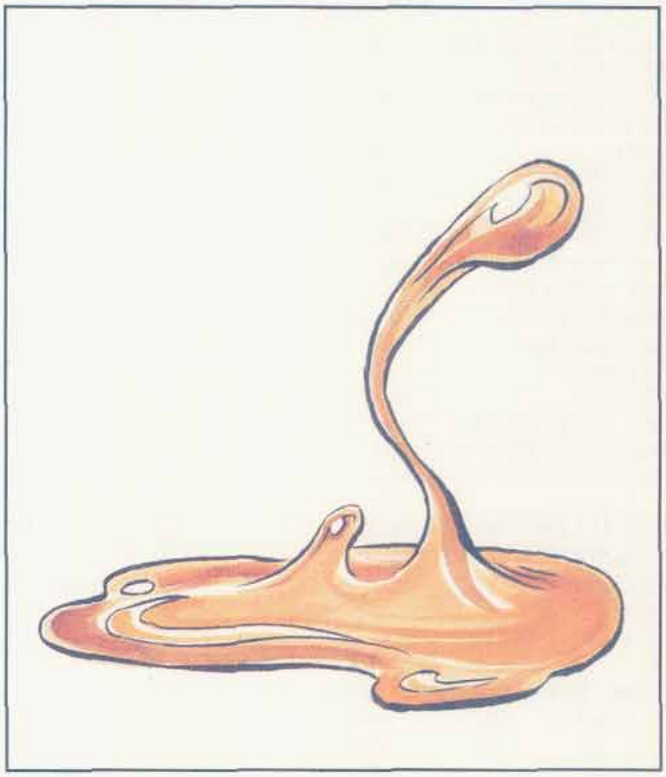
The monstrous amoeboid mustard jelly is far more dangerous than the ocher jelly. Mustard jelly is translucent, and very hard to see until it attacks. The only clue to its presence is a faint odor, similar to blooming mustard plants. Once it does attack, it may be seen as yellowish brown in color.

Normally, mustard jelly attacks by forming an acidic pseudopod of its own substance and thrusting. The jelly monster secretes a vapor over a 10-foot radius. Those near the jelly must roll a saving throw vs. poison each round. Those who fail the saving throw become lethargic and move at half-normal speed, due to the effects of the vapor. The toxic effects last for two rounds and they are cumulative.

This large creature can divide itself at will into two smaller, faster halves (movement rate 18). Each is capable of attacking, but has only half the hit points the creature had before dividing. A mustard jelly can, for example, flow into a room, divide itself into independent halves to attack, and then reform into a torus in order to surround a pillar its prey has climbed. Unlike the ocher jelly, mustard jelly cannot move through tiny spaces, nor can it move along ceilings, although it will eat through wooden doors. It cannot climb walls either, and so most of its bulk must remain on the floor, stretching up only 4 or 5 feet.

Although intelligent, mustard jelly is not known to value treasure of any sort, except as a lure for greedy adventurers. Of course, it is possible that some treasure might remain after a victim has been devoured.

Mustard jelly is impervious to normal weapons (and can eat wooden ones) and electrical attacks. A *magic missile* spell will only cause it to grow; mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage, and other attacks have normal effects.



Stunjelly

This relative of the gelatinous cube was designed by some forgotten mage to resemble a section of ordinary stone wall. They are usually about 10 feet square by 2 1/2 to 5 feet thick, and somewhat translucent. If a bright light is shone on one side of the stunjelly, it will be seen on the other. Illumination equal to a *continuous light* spell will reveal whatever treasure a stunjelly might be carrying. Stunjellies make no noise when they move, but they do produce a faint odor of vinegar.

The stunjelly has many features in common with the gelatinous cube. Like the cube, the stunjelly paralyzes creatures who venture too close! Adventurers walking near a stunjelly may be attacked by an anaesthetic pseudopod; those struck must roll a saving throw vs. paralyzation. Those who succeed suffer no ill effects. Those who fail are paralyzed for 5d4 rounds, during which time the stunjelly tries to surround the victim and digest him. Like the gelatinous cube, it is immune to electrical attacks, mind-influencing spells, paralyzation, and *polymorph* spells. Unlike the gelatinous cube, stunjelly is affected normally by cold attacks.

Stunjellies reproduce by fission, as one extremely thick jelly splits into two smaller ones. This process is accompanied by a horrible, rending sound, audible throughout the vicinity.

A stunjelly might mindlessly carry undigested metals around with it for days. These would include treasure types J, K, L, M, N, and Q, as well as potions, daggers, or similar objects.

Stunjellies are tolerated in many dungeons as traps for unwary intruders, or as janitorial monsters sweeping the passages of digestible litter. For this duty, they are preferred over other breeds of slime and ooze, since they cannot slither through doors into areas where they would be unwelcome.

	Ochre Jelly	Gray Ooze	Crystal Ooze	Gelatinous Cube	Green Slime
CLIMATE/TERRAIN:	Subterranean	Subterranean	Dimly lit water	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Rare	Uncomm on	Rare
ORGANIZATION:	Solitary	Solitary	Solitar y	Solitary	Colony
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omn ivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil (incidental)	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	N eutral	Neutral
NO. APPEARING:	1-3	1-3	1-2	1	1- 6
ARMOR CLASS:	8	8	8	8	9
MOVEMENT:	3	1	1, Sw 3	6	0
HIT DICE:	6	3+3	4	4	2
THAC0:	15	17	17	17	19
NO. OF ATTACKS:	1	1	1	1	0
DAMAGE/ATTACK:	3-12	2-16	4-16	2- 8	Nil
SPECIAL ATTACKS:	Nil	Corrodes metal	Poison	Paralyzation, surprise	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4-7')	M to L (4-12')	M to L (4-12')	L (10' cube)	S (2-4')
MORALE:	Average (10)	Average (10)	Average (10)	Average (10)	Average (10)
XP VALUE:	270	270	420	650	65

Psionic Summary, Gray Ooze only

Level	Dis/Sci Dev	Attack/ Defense	Power Score	PSPs
1	2/1/1	Psc/M-	13	1d100+20

The oozes, slimes and jellies of the underworld are hideous, amorphous creatures that are the bane of all that lives, dissolving the weapons, armor, and flesh of their victims.

Ochre Jelly

This monster resembles a giant amoeba, seeping through darkened corridors, through cracks and under doors, searching for flesh or cellulose to devour. Their form allows them to travel on walls and ceilings and drop on unsuspecting prey.

Combat: The ochre jelly attacks by attempting to envelop its prey. Its secretions dissolve flesh, inflicting 3-12 (d10+2) points of damage per round of exposure. While a *lightning bolt* will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire- and cold-based attacks have normal effects.

Habitat/Society: An asexual creature, the ochre jelly is a solitary beast that is occasionally found with its own divided offspring. It lives only to eat and reproduce.

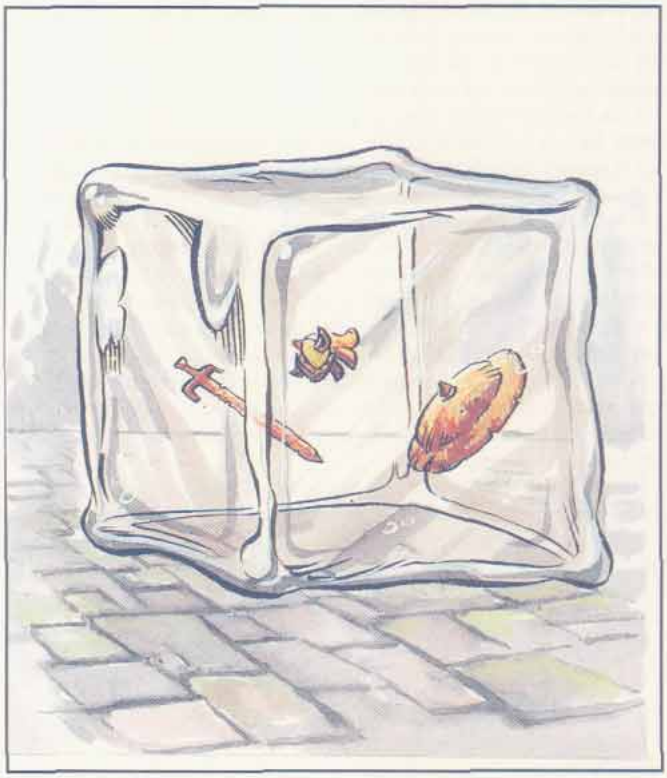
Ecology: Voraciously dissolving all types of carrion and trash, this monster is sometimes tolerated in inhabited subterranean areas for its janitorial services, but this activity is difficult to organize and is usually not appreciated by the inhabitants because of its danger.

Gray Ooze

A slimy horror that looks like wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It cannot climb walls or ceilings, so it slides, drips, and oozes along cavern floors.

Combat: The gray ooze strikes like a snake, and can corrode metal at an alarming rate (chain mail in one round, plate mail in two, and magical armor in one round per each plus to Armor Class). Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break.

Habitat/Society: After a large meal, a gray ooze reproduces by "budding:" growing a small pod that is left behind in a corridor or cavern. This pod takes two to three days to mature and then the little gray ooze absorbs its leathery shell and begins slithering about, searching for a meal. Sometimes more than one of these monsters are found together, but this is just a random event because they are not intelligent.



Ecology: The gray ooze is a dungeon scavenger. It is rumored that metalworkers of extraordinary skill keep very small oozes in stone jars to etch and score their metal work, but this is a delicate and dangerous practice.

Crystal Ooze

This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element. It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance.

Combat: Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. Unlike its cousin, the gray ooze, this creature does not corrode metal, but its poisons attack wood, cloth, and flesh. Unless a victim successfully saves vs. poison, he becomes paralyzed and will be consumed by the crystal ooze in a short time. When prey is reduced to -20 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but electricity and *magic missiles* inflict full damage. Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must save vs. acid or it will dissolve and break.

Habitat/Society: Crystal oozes live in any dim or dark body of water, though they can exist out of water for several hours. They reproduce by budding, like the gray ooze, but the crystal pods usually take seven to 10 days to hatch. Crystal oozes will eat their offspring, but occasionally, if the body of water is large enough and food is not scarce, a few of them might be found living in the same water.

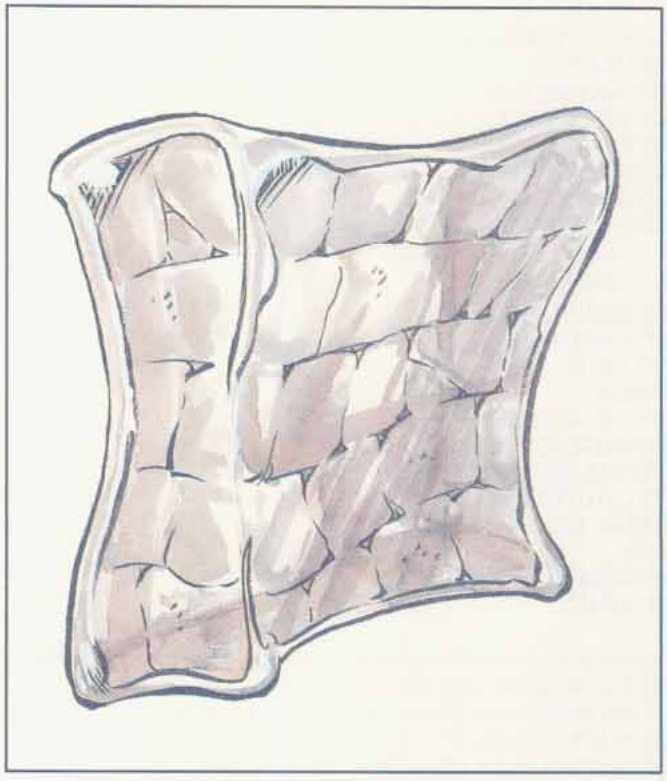
Ecology: Crystal oozes are scavengers that leave metal and stone objects in their wake, so incidental treasure can often be found around and in their lairs.

Gelatinous Cube

So nearly transparent that they are difficult to see, these cubes travel down dungeon corridors, absorbing carrion and trash along the way. Their sides glisten, tending to leave a slimy trail, but gelatinous cubes cannot climb walls or cling to ceilings. Very large cubes grow tall to garner mosses and the like from ceilings.

Combat: A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails to save vs. paralyzation is paralyzed (anesthetized) for 5-20 (5d4) rounds. The cube then surrounds its prey and secretes digestive fluids to absorb the food. All damage is caused by these digestive acids. Because gelatinous cubes are difficult to see, others are -3 on their surprise roll. Electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1-4 points of damage.

Habitat/Society: Possessing no intelligence, gelatinous cubes live only for eating. They prefer well- traveled dungeons where there is always food to scavenge. These creatures reproduce by budding, leaving clear, rubbery cubes in dark corners or on heaps of trash. Young are not protected and are sometimes reabsorbed by the parent. Treasure is sometimes swept up by a gelatinous cube as the creature travels along a cavern floor; any metals, gems, or jewelry are carried in the monster's body until they can be ejected as indigestible. Items found inside a cube include treasure types J, K, L, M, N, Q, as well as an occasional potion, dagger, or similar object.



Ecology: The gelatinous cube is sometimes encouraged to stay in a certain area for its scavenging abilities, and is preferred over other jellies and oozes since its square shape does not allow it to slither under doors and into areas in which it is not desired.

Green Slime

A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

Combat: This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the creature into green slime (no resurrection possible). Green slime eats through one inch of wood in an hour, but can dissolve metal quickly, going through plate armor in three melee rounds. The horrid growth can be scraped off quickly, cut away, frozen, or burned. A *cure disease* spell kills green slime, but other attacks, including weapons and spells, have no effect.

Habitat/Society: Green slime hates light and feeds on animal, vegetable, and metallic substances in dark caverns. Since it cannot move, this slime grows only when food comes to it. Sunlight dries it out and eventually kills it. Occasional huge slimes or colonies of dozens have been reported.

Ecology: Green slime is an infestation that all creatures avoid; it is burned out of caverns or mines if found. Once it has infected an area, it has a tendency to grow back, even after being frozen or burned away, because dormant spores can germinate years later.

	Slithering Tracker
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Living plasma
INTELLIGENCE:	Average (8-10)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Transparency
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Champion 15
XP VALUE:	975



Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places.

They are not invisible per se, but are instead made of a transparent jelly-like material. Thus they are almost impossible to detect normally (only a 5% chance of happening to notice one).

Combat: The unique nature of slithering trackers gives them the distinct advantage of being able to slip through cracks and holes as small as a rat hole. They move completely silently across all surfaces, simply oozing slowly over all bumps and turns. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form. They secrete a paralyzing substance that immobilizes the victim on contact for 12 hours if a saving throw vs. paralyzation fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour.

Habitat/Society: Slithering trackers are solitary beasts. Since they possess no attack form capable of harming other trackers, territoriality is a question of first-come, first-serve. Being the most intelligent of all slimes and jellies, it would seem natural that slithering trackers would establish themselves as the leaders of the rest. But jellies and slimes lack both the means of communication and the intelligence to band together. They remain on the lower end of the monster food chain, serving as scavengers that kill the weak and stupid, leaving the larger creatures for major predators in the dungeons they inhabit.

In fact, slithering trackers often hide themselves in the lairs of large monsters, which are known to kill far more than they can eat at a sitting. The tracker waits until the beast goes to sleep or departs and then it sucks dry the morsels left over. Many times the victims are merely unconscious instead of dead—at least until the tracker gets to them. And on more than one occasion, monster-slaying players have left a hoard guarded by a comrade, while they go for help, only to return to find their friend mysteriously dehydrated, with all of the treasure still in the lair.

Ecology: There are two theories regarding the origin of slithering trackers. The first and most likely one is that slithering trackers are just advanced forms of the other jellies, fortunate enough to have developed a transparent plasma body and a modicum of intelligence. Like most jellies, they reproduce asexually when the time and quantity of food allow for it.

The second, more dubious theory, is that slithering trackers were created, not born. Their high intelligence seems to lead many knowledgeable sages to believe that the creation of a slithering tracker is a hideous process, involving the transformation of a living human being. Certain legends seem to support this assertion, as there are many accounts of dark wizards removing the bones of their enemies, turning them into hulking masses of jelly-like flesh. While it is certain that no respectable wizard (good or neutrally aligned) would resort to creating such horrors, it is just as certain that there are many practitioners of the darker arts who have performed much worse experiments.

It is possible that somewhere deep in the bowels of some long-deserted wizard's dungeon, there lies an ancient diary, with a detailed account of the terrifying curse of the tracker.

There are tales of abnormally large slithering trackers that live in the deep recesses of the Underdark. Such monsters are often said to lurk around the edges of great underground civilizations, growing to vast size on the abundance of prey.

Ooze/Slime/Jelly, Black Slime

CLIMATE/TERRAIN:	Ocean surface
FREQUENCY	Rare
ORGANIZATION	Colony
ACTIVITY CYCLE:	Any
DIET	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	0
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1'-4')
MORALE:	Average (10)
Xl' VALUE:	175



Also called oil slime, black slime is an aquatic version of the colony creature known to subterranean explorers as green slime. Looking much like a small oil slick, black slime floats on the top of the ocean, attacking creatures with which it comes into contact. It has no means of self-propulsion, moving about only at the whims of the winds and the waves.

Combat: Like both green and olive slime, black slime attacks all living matter that it touches, absorbing it into itself and creating more slime in the process. Any living creature, whether plant or animal, that brushes against the black slime colony finds slime adhering to itself. Within four rounds, that creature turns into slime. However, unlike both green and olive slime, black slime has a limited ability to change its basic shape-it can form strands that float below the surface of the ocean. These strands act like the tentacles of a jellyfish, allowing the slime to adhere to any fish that might pass beneath it.

Black slime attacks anything touching its upper surface as well. A swimmer bumping into a floating patch of black slime finds himself coated in the stuff, as does a sea bird landing in it. If a victim can scrape the slime away quickly, he can save himself. Unfortunately, it's much more difficult to scrape black slime off of one's body while in the water than it is to scrape green slime off while on land, as scraped-off patches usually float right back into contact with the victim's skin, and a person in the water doesn't always an object with which he can scrape off the slime.

Black slime is a form of plant life and is subject to spells affecting plants, although even some of those are virtually useless. A *hold plant* spell, for instance, does not prevent black slime from moving, for the movement is a result of wave action, not any intention on the slime's part. Black slime is immune to cold-based attacks but burns readily upon contact with flame (another reason for the name "oil slime"). Cure *disease* spells instantly destroy a black slime colony, but the creature is immune to most other spells. and weapon attacks cause it no damage.

Habitat/Society: Black slime is a colony creature but has no intelligence of its own. Like other slimes, it has a limited awareness of the world around through its ability to sense vibrations, which allows it to target prey. As the colony absorbs other creatures, it grows in size, eventually splitting into two approximately equally-sized colonies, each with the creature's original Hit Dice. Several colonies are often found together, but this is merely the result of the tides. Every once in a while, several colonies drift together and form an extra-large patch of slime floating on the ocean, but these do not stay together long, nor do they merge into a single creature--once separated, black slime does not unite together again.

Ecology: Unlike green slime, which also eats through metals and wood, black slime dissolves only living matter. For this reason, many sailors and pirates actively harvest the stuff. The slime, when carefully poured into a glass vial, can be stoppered and stored for 4d4 days (until the isolated slime starves), then used as a weapon against enemy ships. The vials are catapulted onto enemy ships to break and splash all over the enemy crew, or can be sent hurling at the enemy with a flaming wick attached, creating an organic version of the Molotov cocktail. Black slime vials are treated as flasks of oil when used in this fashion; consult Table 45: Grenade-like Missile Effects on page 63 of the *DUNGEON MASTER Guide* (see also "Incendiary Attacks" in *Of Ships and the Sea,* pages 41-43) for details.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to High (12–14)
TREASURE TYPE:	J (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–4
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Paralysis, *friends* gaze
SPECIAL DEFENSES:	Half damage from blunt weapons, disarming
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6')
MORALE:	Fanatic (17)
XP VALUE:	4,000



These vile, intelligent beasts are the loyal servants of Ghaunadaur, the god of oozes, slimes, and jellies. Ghaunadan are intelligent oozes that have full control of their semiliquid bodies. Ghaunadan can move, at half their normal movement rate, through small cracks, gratings, or even under doors. These creatures move at that same rate on walls and ceilings.

Further, a ghaunadan can control its body and change forms (for up to 15 hours at a time) to that of a humanoid creature; most appear as human males, but there are one or two rumored to have female drow forms. A ghaunadan requires one full round to assume or drop its humanoid shape, and, when in humanoid shape, it favors the colors and styles also worn by Ghaunadaur's priests: copper, amber, flame-orange, russet, plum, purple, lilac, and lavender.

Combat: In ooze form, a ghaunadan lashes out with two pseudopods, each successful attack inflicting 3d4 points of damage. Victims of this attack are struck with the ghaunadan's paralytic slime; each must save vs. paralysis at a +2 bonus or be paralyzed for 2d6 turns. Also, a ghaunadan's semiliquid body is resistant to bludgeoning blows (half damage from such attacks). In its ooze form, a ghaunadan can forego all physical attacks in a round and choose to mold itself around an opponent's weapon; when a successful attack hits the ghaunadan, the weapon sinks into its mass, but the ghaunadan firms its skin around the weapon, trapping it like a fly in amber. Characters need to make a bend bars/lift gates roll to free their weapons, or abandon them inside the ghaunadan.

The ghaunadan's humanoid form is a unique individual that is always pleasant to those beholding it (Charisma 15 or greater). If a humanoid ghaunadan looks into someone's eyes, its gaze has an effect identical to a *friends* spell that lasts as long as the ghaunadan remains visible to its targets. If the ghaunadan leaves the area, or assumes its true form, the *friends* effect ends immediately. Note that a ghaunadan cannot form clothing, armor, or weapons from itself. Such items must be obtained from other sources. Victims of the ghaunadan are common targets for a creature seeking such items. A ghaunadan in humanoid form can attack with its pseudopods (stretching its arms and hands into blobs), but may choose not to reveal its true nature by doing so. In this case, a ghaunadan will make use of any available and appropriate weapons.

Habitat/Society: Ghaunadan live in any subterranean area where prey is accessible. They tend to live alone, though they often reside near (and lead) other slime- or ooze-based creatures.

Ghaunadan also actively serve their god. Groups of ghaunadan can be found in areas where foes of Ghaunadaur are active.

Ecology: Ghaunadan hunt by roaming the area where they live, be it cave, city, tunnel, or dungeon, until they spy prey or intruders. Ghaunadan then take humanoid form (to draw intended victims closer) or hide in ooze form until prey are within range of its melee attack. Ghaunadan cannot consume inorganic items such as armor, rings, or metallic weapons. Unless the ghaunadan makes use of these items in its humanoid form, these things are generally left where they were dropped by the ghaunadan's victim.

CLIMATE/TERRAIN:	Paraplane of Ooze
FREQUENCY:	Common
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6 (sometimes 3d6)
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	3 (king 10)
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Mind control
SPECIAL DEFENSES:	Malleable form, hide in ooze
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ long)
MORALE:	Average (8–10)
XP VALUE:	650
OOZE SPRITE KING:	5,000

"Is every creature that hails from the plane of Ooze just a big joke?"

– Nahamra Ru, a new planewalker

Now *here's* a misnamed creature. There's nothing less spritely than this pile of ooze and muck. Little more than a heap of goo in appearance, the ooze sprite nevertheless possesses abilities and properties that distinguish it from other natives of the plane of Ooze.

When asked about ooze sprites, a sage in Sigil (who wished to remain nameless) stated: "These deceptive creatures rarely make their presence known. Their insidious nature reflects their quiet mastery of all things that occur around them. They may be behind everything that occurs on the entire plane – and possibly beyond. Who knows how far their influence has spread? Who knows what – or who – else they control? My advice? Watch out."

While such chant sounds like the paranoid screed of an unstable barmy, it is important for a planewalker to remember that these creatures are much more than they first appear. They are intelligent, well organized, difficult to combat, and potent in their ability to control the minds of others.

Ooze sprites do not speak, but communicate with each other through the standard mode of ooze sprite conversation: sign language. By manipulating their pseudopods and body shape, these creatures are able to convey complex ideas to those who understand.

COMBAT: The ooze sprite is an animate bit of protoplasm able to shift its form to virtually any shape. Thus, it is capable of seeping through small openings and conforming to any shape imposed upon the sprite by its surroundings without harm (that is to say, it can't be crushed, cut, pierced, or seized). Fact is, a sprite is so malleable that blows from weapons can't harm it. Even magical weapons inflict damage only according to their enchantment (a +1 weapon inflicts 1 point of damage, a +2 weapon inflicts 2 points of damage, and so on).

In its natural environment or any similar ooze- or slime-filled area, the creature can hide with 95% efficiency, subtracting 2 from its opponents' surprise rolls.

Ooze sprites have an innate power of *suggestion*, although the commands given aren't transferred by voice, but by touch. They secrete a special substance that – when placed on the flesh of another creature – allows the sprites to send commands directly to the brain of their chosen victim. They must first make an attack roll to touch the chosen victim, who then may make a saving throw versus spell to resist the *suggestion*. The ooze sprites can use this ability on any being with an Intelligence of 1 or better, and the effects last only an hour. Thus, commands are usually short and very simple, such as "come here and let me devour you" or "go away."

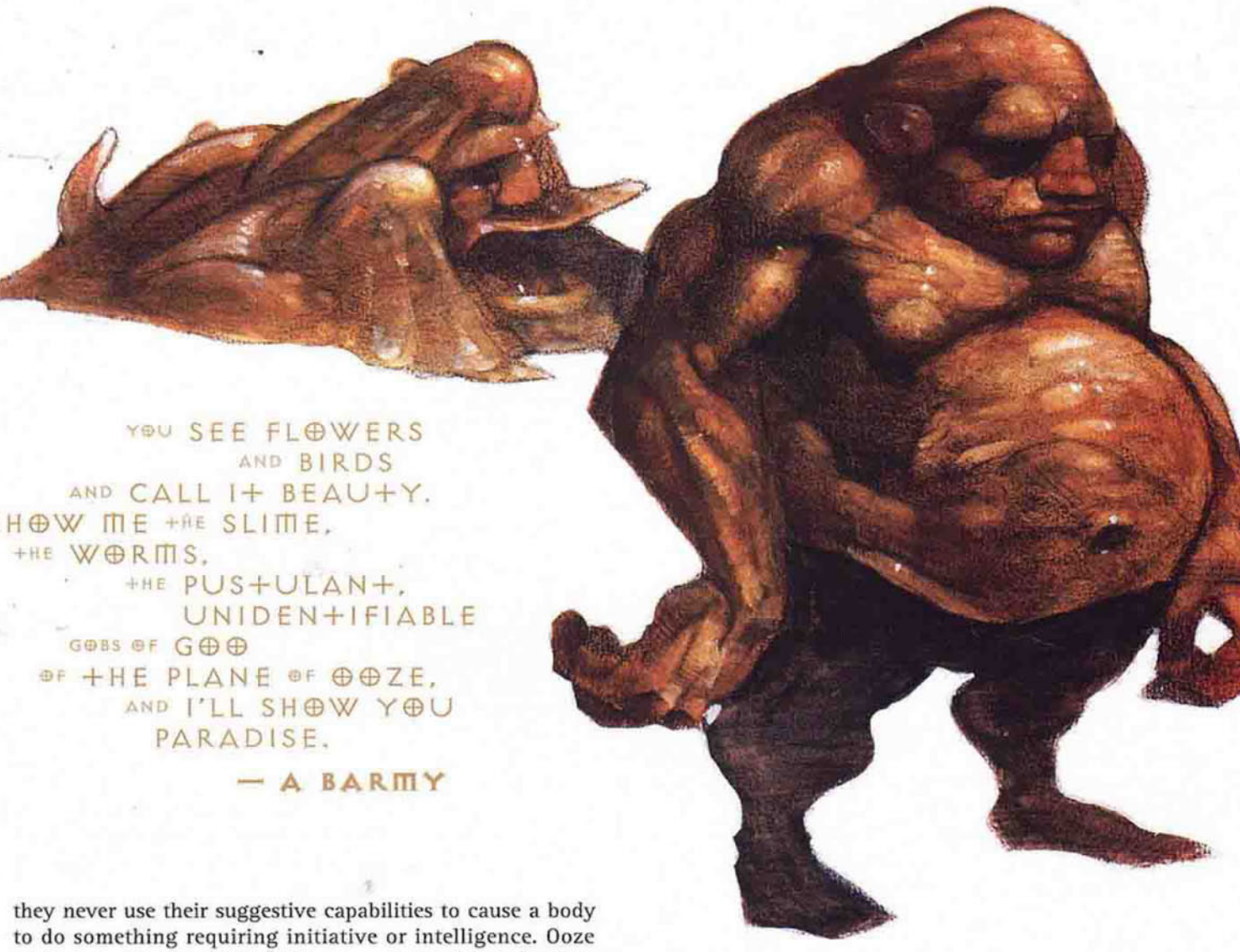
HABITAT/SOCIETY: Ooze sprite society is surprisingly complex. The creatures organize themselves into little tribes, which roam nomadically about the plane of Ooze. Each tribe has a chieftain chosen through a process that is a combination rotation and election; most ooze sprites have the chance to become a chieftain, at least for a while.

Once every six Sigil years (approximately), all the current chieftains gather in a council to choose one of their number to be king. Each ooze sprite pays homage to the king by donating a potent chemical from its own body. This king, thus empowered, becomes a massive creature of 10 HD that then travels the plane, hunting its own kind and culling the weak. This self-destructive cycle keeps their population small, yet each individual strong.

Ooze sprites reproduce when each member of the tribe contributes a small portion of its own mass and intelligence to a new offspring created by the group as a whole. The entire tribe then acts as a family unit to raise the young creature, which matures very, very rapidly – due in part to the fact that it directly inherits some knowledge and ability from those creatures that sired it.

The ooze sprites use their power to control the minds of others as a matter of course. They don't look upon it as "evil" or "manipulative," though most of their victims would certainly claim otherwise. Rather, the ooze sprites use other beings to accomplish various tasks. (Other creatures are merely tools or food for the ooze sprites, so therefore using them cannot be evil.) For example, the ooze mephits, a common target of ooze sprite manipulations, are used to carry sign-language messages to other tribes. Occasionally, they are even used as a means of transportation should a sprite need to get somewhere quickly.

Since ooze sprites don't recognize that other creatures may possess intelligence equal to (or greater than) theirs,



they never use their suggestive capabilities to cause a body to do something requiring initiative or intelligence. Ooze sprites never cause their victims to say anything, for they don't realize that verbal communication is possible.

ECOLOGY: The origin of this creature plagues many sages and scholars. Most graybeards don't apply concepts like natural evolution to the Inner Planes, particularly given odd environments like the plane of Ooze. It seems unlikely that creatures such as the ooze sprites might arise spontaneously from the muck. It also seems unlikely that they were intentionally created by an outside force – unless that force also failed to recognize the intelligence of those around it. Most scholars believe the ooze sprites to be the accidental result of a magical experiment gone awry – although the bloods admit that they always use that same explanation when they have no real idea regarding a creature's origins.

Ooze sprites feed on tiny creatures native to the plane, ranging from nearly microscopic organisms to worms and grubs that live in the mire.

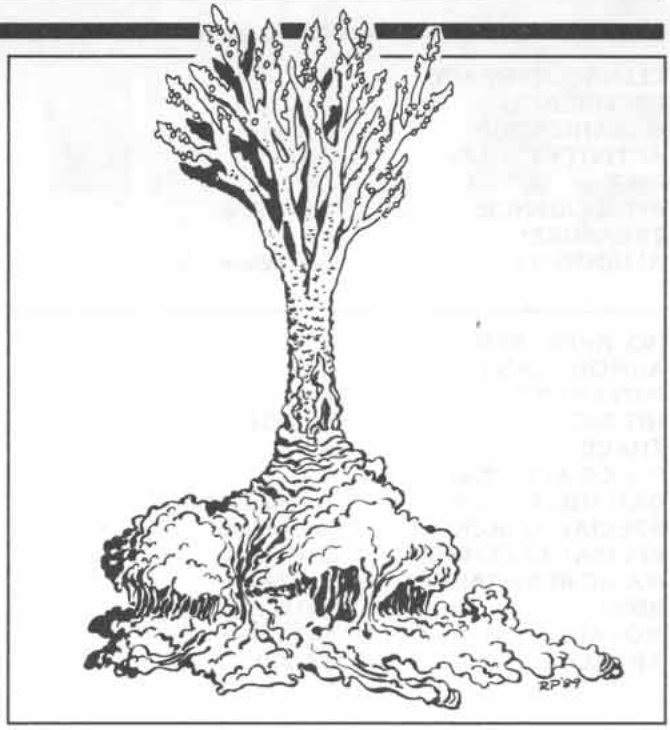
MR. SLUR

Chant has it that an ooze sprite was brought to Sigil, the City of Doors, where bashers taught it of the existence of other intelligent races, other planes, and more. This creature was even given a magical charm that allowed it to speak (albeit slowly and gutturally). Called Slurgosith originally, the anomalous creature worked its way into and up through the ranks of the Cage's criminal underground, using its abilities to control the minds of others. It adopted a humanoid shape – a short, fat man with no hair and greasy skin – and the name Mr. Slur.

Mr. Slur is now said to be the head of a vast criminal organization. If the dark of its real motives goes beyond that (and it probably does), no one knows for sure how far.

CLIMATE/TERRAIN:	The Hive
FREQUENCY:	Common
ORGANIZATION:	Special
ACTIVITY CYCLE:	See below
DIET:	Waste food and minerals
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	9
MOVEMENT:	1
HIT DICE:	10
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24 (3d8)
SPECIAL ATTACKS:	Welding torch, etc.
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S to L (3-8')
MORALE:	Average (10)
XP VALUE:	100



An artificial life form created by the mysterious Arcane, this oozing slime maintains the Hive. Its extraordinary three-phase life cycle serves different functions within the asteroid complex. These three phases are as follows:

Amoebas: In its basic form, the silver slime is a colony of 10-20,000 inch-long blobs, each weighing about one ounce. These bright silver blobs, or amoebas, scavenge the area in a 1,000' radius, eating all organic waste and small mineral particles. The small slimes can be destroyed easily and represent no harm to anything larger than a sand particle. This cleaning phase lasts for one week or until the area is clean, whichever is longer.

Plasmodium (slug): Once the cleaning phase ends, the colony of small slimes draws together over a period of two days, gradually growing into a single large blob, colored dull silver and weighing 500-800 lbs. This slug-like aggregate, called a "plasmodium," crawls around within an area of one square mile for one week, fixing leaks and repairing breaks.

The plasmodium has the magical ability to form repair tools from its silvery bulk. When it encounters a crack in some object, the creature extends a pseudopod. The pseudopod transforms into the tool needed to fix the crack.

For metal cracks, the pseudopod becomes a welding torch: a flaming wand that burns hot enough to melt and seal metal. For cracks in stone, the pseudopod turns into a trowel, and brushes part of its own substance onto the crack. The slimy material dries hard, sealing the crack. Once the task is complete, the plasmodium reabsorbs the tool.

Sporangia (fruiting bulbs): After one week, or when it has used half of its substance sealing cracks, the plasmodium halts and extrudes a central stalk. The stalk is a light, wood-like substance similar to cork. The slime colony climbs the stalk, extending it and branching as the climb continues, until the stalk resembles a stately tree 20 feet tall. The slime colony becomes 100-400 silvery spheres about 1" in diameter, each hanging from the end of a branch. Each sphere is called a "sporangium."

For one week, the immobile colony photosynthesizes, taking in carbon dioxide and exhaling oxygen and so refreshing the asteroid's air. Then the papery sporangia burst, expelling a cloud of spores 18' in diameter. The cloud dissipates in two rounds, and the spores drift on air currents to new locations. There they land, turn into amoebas, and the life cycle begins again.

Combat: The silver slime can be harmed by all attacks, and it inflicts no special damage. The amoeba phase of the silver slime's life cycle represents no threat to adventurers.

The plasmodium has hit points according to its size, like a deadly pudding. (See "Pudding, Deadly" in the *Monstrous Compendium,* Volume One.) The plasmodium is not aggressive, but PCs might throw themselves in the path of its repair tools and, by singleminded effort, take damage from it.

The sporangia are not deadly, but they expel their spores when attacked, and PCs caught in the radius of effect breathe the spores if they fail to save vs. poison. This inflicts 2d4 damage, but has no other ill effects.

Because the silver slime is benign, the XP award for its defeat is low for its size.

Habitat/Society: The Arcane created the silver slime specifically for the Ravager's asteroid complex. It is found nowhere else, unless the DM decides that an amoeba drifted away from the asteroid, hitched a ride on a passing spelljammer ship, and started a new life cycle elsewhere.

Ecology: The silver slime, a weird collective life form, functions as scavenger, repairman, and air refresher. The colony subsists on organic waste and mineral breakdown products. However, it does not eat the fine stone powder left from the Ravager's disintegration process.

The slime colony requires a fairly constant temperature, moist conditions, and light no stronger than that in the asteroid complex. In extreme cold or heat, or in dry or bright conditions, the colony aggregates into its plasmodium form, then forms a thick, hard outer covering (AC4). This "macrocyst" stage preserves the colony's life for up to one century. When conditions return to optimum, the macrocyst coat dissolves and the colony resumes activity.

This slime's remarkable life cycle is modelled on a real slime mold called *Dictyostelium discoideum.* For details, look in a good encyclopedia under "Slime Molds."

Ooze/Slime/Jelly, Slithering Hoard

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous scavenger
INTELLIGENCE:	Low (5-7)
TREASURE TYPE:	B, S, Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT	9, swim 6 (flaps like ixitxachitl, ray)
HIT DICE:	5
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	immune to electrical, paralyzation, and fear, hold, polymorph, and sleep-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	L (20′ diameter sphere)
MORALE:	Steady (11)
XP VALUE:	1,400



Slithering hoards are modified cousins of the gelatinous cube that appear as amorphous blobs about twenty feet in diameter with bits of metal (often treasure) coating them. They exude a gluey substance that they use to adhere coins, gems, small weapons, and pieces of armor as an outer layer. This outer coating of detritus functions both as a set of teeth and also as a protective coating of armor. The slithering hoard flows toward its victims and wraps itself around them, grinding them with their metallic "teeth," while at the same time suffocating them.

Combat: The slithering hoard has the general consistency of a squishy gel, and it attacks by warping its generally spherical shape into one or two pseudopods that lash out and envelop its prey. Each of these attacks inflict 2d8 points of damage, and a victim so attacked must roll a successful saving throw vs. paralyzation or become enveloped within the slithering hoard's mass. The creature can either make two attacks against a single victim (forcing two separate saving throws) or one each against two different opponents. Victims trapped inside the slithering hoard automatically suffer 1d6 points of digestive damage and are in danger of suffocating.

Electricity, *fear, hold,* paralyzation, polymorph, and sleep-based attacks have no effect on slithering hoards, but fire and blows from weapons have normal effects. If a slithering hoard fails its saving throw against a cold-based attack, it is slowed to 50% its normal movement and only inflicts 1d4 points of damage per attack.

Habitat/Society: What little intelligence the slithering hoard possesses guides it to find loose treasure that it can use as its teeth and armor. Beyond that, it has a voracious appetite for organic material. It displays a crude bit of cunning, almost instinctual, in its hunting habits. It has learned to adapt to its surroundings and take advantage of its natural camouflage to lure prey to it. In dungeons, it can compress itself into a pile shape, using its protective treasure coating to appear as a large pile of coins, gems, potions, etc. Underwater, it is even harder to spot, and it can bury itself among silt or other debris and appear as loose treasure undulating in the current. If a slithering hoard spends sufficient time underwater, it learns to move with a crude swimming motion, extruding fins of a sort from its mass to propel itself.

Ecology: The slithering hoard was created by the Red Wizards of Thay, who adapted gelatinous cubes for the unique and insidious task of paying retribution to their enemies. The hoard was hidden in weak ceramic jars and then secreted among tributes and ransoms sent to various states and rich persons, where, once it was deposited among a true treasure hoard, would dissolve its container and adapt the treasure around it, becoming a nasty surprise for the recipients.

Omm-wa

CLIMATE/TERRAIN:	Tropical or subtropical water
FREQUENCY:	Rare
ORGANIZATION:	Matriarchal
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	K (F)
ALIGNMENT:	Neutral (Good)
NO. APPEARING:	1d4+2 or 1d6+14
ARMOR CLASS:	6 (10)
MOVEMENT:	3, Sw 18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (weapon)
SPECIAL ATTACKS:	Burn Legacy
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9'-11' long)
MORALE:	Steady (11-12)
XP VALUE:	175



The omm-was, or "water-people" as they are sometimes called, are large, intelligent relatives of the manatee. These air-breathing, marine mammals are found in tropical or subtropical waters and can move freely from fresh water to saltwater.

Omm-was bear a strong resemblance to their manatee cousins and are only remotely humanoid. An omm-wa has a gray or black corpulent body, which tapers into a horizontally flattened tail. Its flipperlike forelimbs are set close to the head, with small, webbed hands. An omm-wa does not have external hind limbs. Its disproportionally tiny head has a straight snout and a cleft upper lip with bristly hairs. An omm-wa uses its large, muscular lips for tearing off water plants, and the molars and hard pads at the front of its jaws grind the food. Male also have two small, tusklike incisors. Adult omm-was are 9 to 11 feet long and weigh up to 1,300 pounds.

Omm-wa vision is adapted for life underwater. They have large eyes, and can see more than 300 feet in clear water. In the air, they can see about as well as most humans, but their eyes are very sensitive to light. They are shallow-water creatures, rarely diving deeper than 100 feet. Omm-was may leave the water for no more than thirty minutes at a time.

The Red Curse: Omm-was all acquire Legacies and require *cinnabryl* to ward off Affliction. Most omm-was get the Burn Legacy. An omm-wa Afflicted with this Legacy may not leave the cooling water for more than a few seconds without overheating.

Most omm-was are not too bothered about becoming Afflicted, so this race has a high rate of Affliction. Omm-wa matriarchs supply a limited number of omm-was with *cinnabryl*, since they need a few without Afflictions that can trade with the land-dwellers.

Combat: Omm-was have spell-casting shamans (maximum of 8th level) that gain experience points and levels as priests. About one in five omm-was males can gain levels as a fighter. Omm-wa favor the use of nets in the water, along with spears and tridents for defense. Some omm-was have underwater crossbows, obtained through trade with the Herathians.

For every 30 omm-was, there will be a fighter of 3rd to 5th level. For every 60 omm-was, there will be a warleader who is effectively a fighter of 5th to 8th level. For every family group, there will be a female shaman of 1st to 3rd level. For every 100 omm-was, there will be a wise woman (priest) of 4th to 6th level.

Habitat/Society: Omm-was have a strictly matriarchal society. All authority is held by women. The most senior, grizzled, battle-scarred male warleader will unhesitatingly obey the commands of the most junior omm-wa woman (omm-wa females reach maturity at age 12). The mother is head of the family, and lineage is traced from her. Females inherit rank from their mothers.

Omm-was have two major personality types, divided by gender. Females belong to the mother-nurturer type. Most females revere the Immortal Terra, whom they call "Mother Ocean." Omm-wa females worship her as the creator and protector of new life. Omm-wa females see it as their duty to nurture and administer omm-wa society.

Omm-wa males are of the warrior-protector mentality and are somewhat fatalistic. Male ranks are open to challenge and change frequently. Omm-wa males tend to die young, since they serve to protect society. They revere the Immortal Thor (known as Dugong to the omm-was), the patron of bravery and war craft. Males rarely have kits (5% chance), but if they do, they are most likely to be Defenders. An omm-wa male will gladly sacrifice himself to protect a female or young omm-wa. Female omm-was are well aware of this tendency, regarding it as evidence of male idiocy. They feel that if the males were not held in check by the females, they would probably kill themselves off in short order.

Omm-was are great aquaculturalists, tending sprawling underwater farms where they grow a great variety of water plants. Omm-was do most of their feeding at night, eating directly in the fields. Most of the plants that the omm-was feed on contain silica, which quickly wears their teeth down. To compensate, omm-wa molars move toward the front of the jaw at a steady rate. The front teeth fall out when completely worn, quickly replaced by new teeth at the back of the jaw. This process has a key effect on omm-wa philosophy. To the omm-wa, the individual has little long-term relevance to the society, although all omm-was must make a contribution while they are able. Like a tooth, the individual will eventually be replaced by another who is equally capable. Individual omm-was do the best they can for the herd, secure in the knowledge that if

they fall, others will come forward to take their places. Omm-wa do not wear clothing, but they are tool-users, often wearing a belt or pouch for carrying items.

The treasure of the water-people is usually in the form of shells, pearls, coral, and other bounty of the sea. They also have some gold and silver, obtained through trade with the shazaks and Herathians. Omm-was harvest the mineral-rich nodules found in patches on the ocean floor near their homes. These potato-sized nodules are rich in metals, including iron, manganese, small amounts of *cinnabryl*, and trace amounts of other metals. The omm-was take only what they need from the nodule beds, which replenish themselves naturally.

Rumors claim that the omm-was have a way to forge metal, using a combination of Legacies, shaman spells, and the metal-rich nodules.

Omm-was have a rich and possibly unique "writing" system. For long-term writing, an omm-wa arranges piles of pebbles of varying color and size on the ocean floor. Each individual pebble and its arrangement has a meaning, but this is only the first level of interpretation. With the right training, a viewer looking at an omm-wa book sees a three-dimensional image that contains even more information, usually in the form of a picture.

The omm-was also have a "quick" method of writing, involving knotted strings and colored beads (made from carved bits of shell, pearls, coral, metal, and stone). Each omm-wa lair has a reserve of these "writing materials," which make up most of their treasure. An omm-wa warrior wearing a necklace of beads is carrying a message or making a statement. Outsiders often mistake these necklaces for jewelry, but though they are often quite pretty, this is not the primary purpose. For jokes, omm-was have been known to trade necklaces to land-dweller that have derogatory messages about the wearer.

Omm-wa are pretty crafty, and they do not like being dependent upon the Herathians for most of their trade. They would be very open to securing another source of manufactured items.

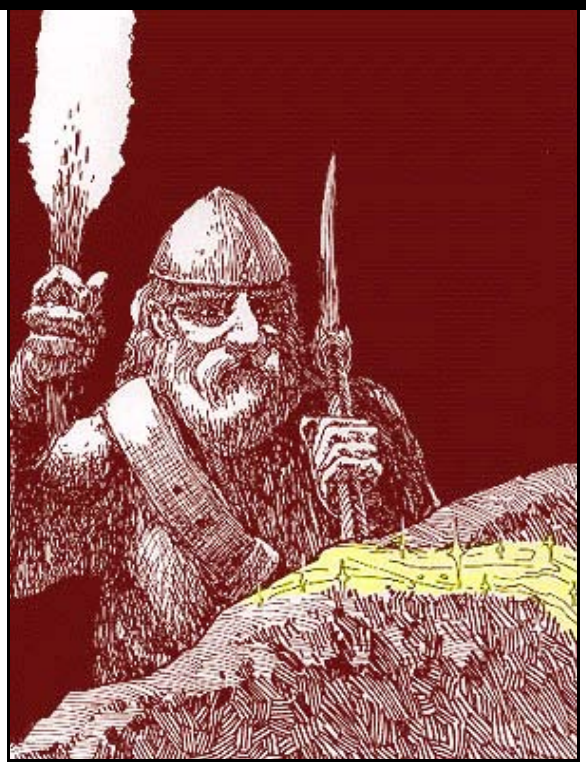
Ecology: Omm-was are at home in salt or fresh water. An individual omm-wa usually stays within a small area, near the family aquafarm, where it graze on water plants. They live in small family groups with three to six members, although they are sometimes found in herds of 15 to 20. Twin births are very rare for omm-was. When they do occur, one twin is always female, and the other is always male. The female twin will become an omm-wa shaman (8th level maximum), and the male becomes her protector and a great omm-wa fighter (10th level maximum).

Gurrash of the Bayou sometimes hunt omm-was as a supply of hides, meat, and blubber oil. The omm-was are stronger swimmers than the gurrash, so they generally escape. Omm-was have hated the gurrash ever since they took over the bayous. Omm-wa occasionally help out travelers lost in the bayous or those about to fall to the gurrash.

Omm-wa males rarely die of old age due to their violent lifestyles. An omm-wa female often lives to the age of 40 or 50 and has four to six children during its lifetime.

Omshirim

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore (metalavore)
INTELLIGENCE:	Non (0)
TREASURE:	Y (x2)
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Squeeze
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Elite (13-14)
XP VALUE:	7,000



Omshirims look like veins of gold, platinum, silver, or other precious metal embedded in rock. The omshirim is the result of a Herathian magical experiment gone awry. The original goal of the experiment was to infuse quicksilver into a lurker to speed it up and make it more adaptable and "decorative." The experiment succeeded in these things. However, the creature displayed unforeseen adaptability, escaped, and multiplied in the caves under Herath, much to the chagrin of the mages who developed it.

The Red Curse: Omshirims do not acquire Legacies or require *cinnabryl*.

Combat: When an omshirim senses prey, it leaps out of its hiding place and attacks. The omshirim can detect heat radiation with its 60-foot infravision. It also senses metal, vibration, and movement within the same radius; thus, *invisibility* is nearly useless against this creature. The omshirim can detect invisible creatures with 95% accuracy.

The omshirim can leap up to 30 feet to attack, and its deceptive appearance causes opponents to roll for surprise with a -4 penalty. Dwarves and other creatures that are especially intrigued by precious metals receive a -5 penalty.

The omshirim flows over its prey and contracts, attacking twice per round with its crushing metal grip. If both attacks succeed, the omshirim has effectively enveloped its target; the victim then begins to suffocate. The target automatically takes damage each round from both squeezing attacks (the omshirim does not need to roll to hit), unless it manages to escape. Regardless of damage taken, the victim will die 1d4+1 rounds if it is not freed.

Victims enveloped by the omshirim can attempt a bend bars with a -20% penalty to struggle free of the omshirim's grip. Victims are allowed only one such attempt to free themselves. If an outside agent aids the victim's attempt, add half of the other person's bend bars percentage to the victim's chance of success.

An omshirim has an extremely tough metallic hide, which gives it a low AC. It takes half damage from metal weapons and fire-based attacks. Any metal weapon that comes in contact with an omshirim must make a successful saving throw vs. crushing blow or break, because the omshirim's magical metabolism extracts metal from the weapon, weakening it. Magical weapons get a +1 bonus on their saving throws for each plus of the weapon. Because of its highly conductive hide, the omshirim takes no damage from electrical attacks. If necessary, an omshirim can flow into extremely tiny cracks in stone to get away.

Habitat/Society: Omshirims are solitary creatures, often found near deposits of valuable metals.

Ecology: When two large omshirims meet, they may temporarily combine, later splitting into three omshirim. Omshirim will do this every three to five years under normal hunting conditions, or more often if conditions are favorable.

Omshirims do not collect treasure, although they do extract precious metals from ore. If killed, the creature's corpse can be processed to extract the precious metals. An omshirim corpse yields Y (x2) worth of valuable metals if processed.

The omshirim is intriguing in that it eats both metals and flesh.

	Common Oni	Go-Zu-Oni	Me-Zu-Oni
CLIMATE/TERRAIN:	Temperate mountains, hills, plains, forests, and subterranean	Any land	Any land
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary or band	Solitary or band	Solitary or band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)	High (13-14)
TREASURE:	A	S	S
ALIGNMENT:	Lawful evil	Lawful neutral	Lawful neutral
NO. APPEARING:	1-100	1-20	1-20
ARMOR CLASS:	4	0	2
MOVEMENT:	9	9	12
HIT DICE:	8	12+8	10+5
THAC0:	13	9	11
NO. OF ATTACKS:	2	3	2
DAMAGE/ATTACK:	3-10/3-10	6-16/6-16/1-10	3-18/3-18
SPECIAL ATTACKS:	Spells	See below	See below
SPECIAL DEFENSES:	Nil	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	20%	40%
SIZE:	L (7'-8' tall)	L (8'-9' tall)	L (9' + tall)
MORALE:	Elite (13)	Champion (15)	Elite (14)
XP VALUE:	1,400	11,000	10,000

Oni are ferocious lesser spirits who use their awesome strength and magical abilities to dominate and terrorize the regions they inhabit.

The common oni stands 7 to 8 feet tall, resembling a thickly-muscled humanoid whose arms and legs are covered with coarse hair. Their hands end in dirty, thick talons, and hooked toenails grow from their wide feet. Their skin is normally red, but other colors have been noted, including green, black, orange, and purple. Blue-skinned oni also exist, but these are more commonly known as ogre magi, because they have as much in common with the western ogre as they do they with eastern oni.

The features of the common oni are fearsome to behold. They have from one to three bulging eyes and broad, pointed ears. One or two thick horns may sprout from their foreheads. Many oni wear shoulder-length hair–usually silver, black, or green–which sometimes is tied in long braids that drape down their backs. Long golden or ivory fangs line their mouths.

An oni's garb imitates the clothing of the local human population. If an oni band dwells near a military outpost, the lesser spirits usually wear armor pieces, including metallic arm and leg bands and even military insignia that have been taken from murdered soldiers. If an oni band lives near a poor farming community, they usually don peasant smocks and sandals. In any case, an oni's equipment and clothing is always more ragged and filthy than that of his human counterpart.

Common oni can speak the language of their kind, as well as the languages of tengu, bakemono, hengeyokai, and the local human population. Their voices are deep, resonant, and very loud. An oni's snore rumbles like thunder, while its laugh is powerful enough to shake the leaves from the trees.

Combat: Most common oni are bloodthirsty and cruel. Not only do they attack for food, but also for the sheer delight of hurting and bullying other creatures. The common oni usually fights with a pair of two-handed swords, one in each hand, but the creature will use other large weapons if available. It also can make slashing attacks with its powerful claws.

The common oni can *polymorph self* three times per day, *fly* three times per day, *become invisible* two times per day, use *cloud trapeze* (for themselves only) once per day, and *cause fear* at will. A few common oni (5%) can spew a column of molten copper at a target up to 10 feet away (make a normal attack roll), causing 4-24 (4d6) hit points of damage. The oni can make one copper-spitting attack each day.

Common oni frequently command lesser creatures such as bakemono, goblin rats, and jiki-niku-gaki. When common oni are encountered, there is a 10% chance that they are accompanied by 2-20 (2d10) of these creatures. (To randomly determine the type of creatures accompanying oni, roll 1d6; 1-3 = goblin rats, 4-5 = bakemono, 6 = jiki-niku-gaki.) In the oni lair, 4-40 (4d10) bakemono or goblin rats are always present (50% chance of each), attending the court of the more powerful oni.

A hungry or enraged oni typically attacks by charging its opponent, slashing with its weapons or claws like an uncontrollable beast. However, oni bands are capable of more subtle strategies, particularly when ambushing travelers or other unsuspecting prey. For instance, one oni may use *polymorph* to become a friendly-looking farmer, who engages a traveler in conversation. Meanwhile, other members of the oni band may become *invisible*, and attack the traveler from behind. If a battle turns against an oni band, one of the lesser spirits may use its *cloud trapeze* ability, escaping to rally goblin rats or other reinforcements.

Although oni have little concern for other creatures, they do have a sense of honor and pride, and resent being implicated in crimes they did not commit. For instance, the tale is told of a yakuza gang who convinced a village that an oni had committed certain crimes. In truth, the yakuza themselves were responsible. When the villagers began to hunt the oni, it became enraged, vowing to seek out and destroy the yakuza. (The oni enjoyed its notoriety as the scourge of the countryside, but it was not about to accept the blame for the yakuza gang's actions.) The oni made peace with a group of sympathetic humans, who helped the lesser spirit track down the yakuza. Following the yakuza's defeat, the oni honorably parted company with the humans. Then it resumed its evil ways.

Habitat/Society: The creation of the oni remains a matter of speculation. Most scholars believe that oni originate from the cor-



rupted spirits of evil humans. Others believe the Celestial Bureaucracy created oni to test the diligence of Kara-Tur's more noble inhabitants, as well as to maintain the balance between good and evil. Regardless of their origin, oni persist throughout Kara-Tur, thriving in most of the world's temperate lands.

Oni usually dwell in desolate and forbidding places, such as rocky mountain regions, deserted ruins, and other sites commonly considered to be haunted. They also may take up residence along a lonely highway near a shrine or gate, harassing all who pass by. Occasionally, an oni may live within a city, hiding in vacant buildings or in the shadows of the city's most destitute streets.

In rare instances, one of these vicious spirits may rule a small village of humans, and live within the village. This powerful oni may use its *polymorph* ability to disguise itself as a human tyrant. If it is especially arrogant, it may operate openly.

An oni band may comprise up to 100 members. Decisions are made collectively by the largest and wisest oni. Females are as powerful as males, fighting with equal prowess and sharing in the command. Male oni have been known to take humans for brides.

Common oni enjoy music and dance. Occasionally they can be found playing red and blue flutes, singing and stomping for hours on end. Such celebrations often follow an oni victory in battle or the discovery of a luxurious treasure. Interrupting an oni musical performance is guaranteed to infuriate them.

Oni covet treasure of all types. Typically, they bury valuables in sturdy iron chests near their lairs. Some oni swallow their treasure items, keeping them safe inside their stomachs.

Ecology: Oni have vast appetites and eat all kinds of game and domestic animals. They're especially fond of cattle, deer, sheep, and large birds. Human or humanoid flesh also has been known to end up in their stomachs. According to legend, a thirsty oni once drank an entire lake in one sitting; when made to laugh, the oni coughed up the water and refilled the lake.

In addition to bakemono, goblin rats, and gaki, oni will associate with other evil creatures and humanoids, provided such associations promise to benefit the oni. Oni are fond of black animals such as ravens, black snakes, and black cats, and will often pause to admire and speak with them.

An island inhabited entirely by oni is rumored to exist somewhere in the middle of the Celestial Sea. No human explorer has ever visited the island–at least, none has returned from such a visit. The island is said to be the home of elderly oni who have grown weary and wish to live out their days in peace. Towering mountains of black diamond, rivers of molten silver, and beaches of crimson sand grace the isle. A high iron gate rings the place completely. Thousands of tiny black oni, each no more than a foot tall, guard the island against intruders. In spite of their size, these tiny oni are said to be as powerful as their larger counterparts.

Go-Zu Oni

Go-zu oni are the most powerful type of oni. Unlike common oni, who are masterless, the go-zu oni are soldiers of the Celestial Bureaucracy. They serve their commanders faithfully and loyally.

Go-zu oni resemble common oni, but they are larger, and their bodies are thicker. Their skin is usually dark orange, gray, or deep purple. They have the heads of bulls, with large snouts, small ears, and two long horns. Go-zu oni wear ornate robes and polished armor, which is appropriate to their position as servants of the Celestial Emperor. They speak all human languages, along with the languages of tengu, oni, bakemono, all animals, and the Celestial Court.

Go-zu oni fight with two-handed swords, spears, naginata, halberds, and tridents. In combat, they can make two attacks with a weapon or with their hands. They also can make a single goring attack with their horns. They can *polymorph self, cause fear, become invisible, fly,* and cast *fire shuriken* at will. Twice per day, they can use *cloud trapeze* (for themselves only). They automatically can *detect invisible* objects and creatures. Their strength equals that of a hill giant, and they regenerate 3 hit points per round.

Along with the me-zu oni, the go-zu oni form the bulk of the Celestial Emperor's army in times of trouble and insurrection. They also oversee the lands of the dead and serve as escorts to these lands for the reluctant departed. Go-zu oni have no permanent lairs in the Prime Material Plane; they make their homes in the Celestial Court.

Me-Zu Oni

Like the go-zu oni, me-zu oni are servants and soldiers of the Celestial Emperor. The me-zu oni hold higher positions in the army, however, and command the go-zu oni. When encountered, the me-zu oni are always on a specific mission assigned by the Celestial Bureaucracy. They will not tolerate interference from humans or other lesser creatures.

Me-zu oni resemble go-zu oni, but are larger, and have the heads of horses. They also lack horns. Me-zu oni can speak and understand any language.

In addition to the weapons used by the go-zu oni, me-zu oni may use whips and lassos to attack their opponents. They can *polymorph self, become invisible, cause fear,* and *fly* at will. They can become *ethereal* and *astral* three times per day each, and can use *cloud trapeze* (for themselves only) three times per day. They have the spell casting ability of 10th-level wu jen; their most common spells include *fiery eyes, melt, fire shuriken, whip, animate fire, fire ruin, hold person, dancing blade, polymorph other, wall of fire, creeping darkness,* and *fire breath.* They boast sight abilities equaling the *true seeing* spell, which are in effect at all times. Their Strength equals that of a stone giant, and they can regenerate 3 hit points per round.

Oortling

CLIMATE/TERRAIN:	Comets
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (1d2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unreliable (2-4)
XP VALUE:	15



Oortlings are a pathetic race, dwelling on the natural comets that exist within the crystal spheres. While the oortlings once had a fairly sophisticated culture, they were dominated by the mind flayers early on in their evolution. Since that time, they have been manipulated and controlled by the spacefaring illithid and kept as "cattle."

The typical oortling looks much like a dwarf, short, stocky, and noted for their pallor and bloated skulls. Within these skulls are the overdeveloped brains of the oortlings. Although kept from acquiring an education by their overlords, oortlings have the potential for great intelligence. As a rule, however, the best any oortling's brain can hope for is to be the main course at a mind flayer feast.

Combat: The oortlings have had all knowledge of combat bred out of them by the mind flayers. They cringe in fear from even the slightest possibility of violence. In cases where oortlings are in extreme pain or have lost their senses, they have been known to bite and scratch their opponents. While this attack is fairly feeble, it can inflict some minor damage (1d2 points).

Habitat/Society: Oortlings live on the flying mountains of ice and iron that men call comets, making their homes by tunneling through the frozen surface, eventually into the iron or stone nucleus of the comet. Their communities are usually fairly small by human standards, with only 40-240 (4d6x10) oortlings living on any given comet. Of this number, half are females and young.

While oortling culture was once advanced enough to construct great palaces from the ice of their cometary homes, it has degenerated to a state of primitive tribalism. The main reason for this is the domination and domestication of the oortling people by the mind flayers. Even at the height of their culture, the oortlings had no chance of breaking free from the mental and physic bondage into which they were thrust by the illithids.

Currently, the oortlings are a broken people. All creativity and curiosity has been crushed from their spirits, leaving them a ghastly race of "cattle," tended and guarded by a group of mind flayer "farmers" and then hauled away to sate the hunger of the illithids.

Ecology: Oortlings feed on the ice that makes up the comets on which they live. Their systems are able to break down the ice, extracting the vital nutrients from it and filtering out toxins that would kill other humanoids. Only cometary ice contains the chemicals they need to sustain themselves, however, and a diet of normal water ice does nothing to nourish them.

Oortlings produce few useful byproducts or trade goods which other races might be interested in. The sole exception to this, of course, are the mind flayers who breed the oortlings as human races breed cattle. Some other cultures have found that the fluid around the oortling's brain is a useful component in the creation of many potions that deal with telepathy and other mental powers.

CLIMATE/TERRAIN:	Tropical jungle, underground
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low to very (5–12)
TREASURE:	U
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	3d4
ARMOR CLASS:	5 (base)
MOVEMENT:	9, Sw 18
HIT DICE:	3 or 4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 and by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ long)
MORALE:	Unsteady (5–7)
XP VALUE:	3 HD—175, 4 HD—270



Ophidia, or snakemen, look like large snakes with humanoid arms and hands, but they aren't long and slender like true snakes. They are usually mottled green and yellow in color.

Ophidia have their own language, and about half of them know Common or another language spoken by nearby races.

Combat: Ophidia have a chameleonlike power to change colors. Their scales can assume brown and gray tones, as well as their normal green and yellow, so they can blend into subterranean environments as well. This blending ability imposes a –2 penalty upon opponents' surprise rolls, and ophidia use this to good effect in preparing ambushes.

For every three normal snakemen encountered, there will be one present with 4 Hit Dice. These stronger ophidia do not lead the others, but do tend to bully them a bit, hissing out orders and providing some plan of attack.

About 90% of ophidia carry weapons, and 50% use shields. Roughly half carry swords, 30% use clubs or maces, 10% carry battle axes, and 5% use scourges. The remaining 5% may carry any type of weapon that can be used with one hand. They attack twice per round, once with a weapon and once with their bite. A bitten human, demihuman, or humanoid victim must make a successful saving throw vs. poison or be afflicted by disease: 1d4 + 1 days after the bite, the victim's skin grows scaly. The legs begin to shrink, and the tongue becomes forked. After two weeks, the victim becomes an ophidian with 4 HD.

Those affected by the disease gradually lose their memories, becoming more snakelike every day. *Cure disease* and *remove curse* halt the affliction, though neither is effective alone. A *heal* spell or *regeneration*, *wish*, or *limited wish* is required to reverse the disease. Once the transformation is complete, nothing short of a *wish* will return the victim to the previous state.

Habitat/Society: Wild ophidia live in small family groups. The eldest female usually leads the group, and she determines where the group hunts and what alliances they make.

Ophidia are sometimes enslaved by yuan-ti, and they often serve nagas or green or black dragons. In fact, they are rarely found in groups without a powerful non-ophidian leader of some kind. Some form uneasy alliances with lizard men, but they never share living areas with them. Ophidia are friendly with snakes and are often found with a giant constrictor.

Snakemen have little in the way of religion, though groups often "worship" the naga, dragon, or giant constrictor snake with whom they associate, bringing food and presents to them.

Ophidia can mate at any time during the year. Females initiate the ritual with a writhing dance that hypnotizes males. About two months after mating, the female lays 1d6 + 1 eggs in a shallow hole, then covers them. The eggs harden slowly and hatch in about three months. If a whole nest survives to adulthood, they form a new family group. Others generally join with a group of snakemen in the area, either a wild group or one in servitude to a greater monster.

When an ophidian is created through a bite, it feels compelled to travel to the area where it was bitten. This compulsion begins when the transformation is half complete, and the soon-to-be snakeman sneaks off, fighting for freedom if caught. When the new ophidian arrives at the area where it was bitten, any local clan will adopt it.

Ecology: Ophidia are dangerous predators, stalking and ambushing any sort of warm-blooded prey. They prefer smaller animals, but like true snakes they can unhinge their jaws. This enables them to swallow dead animals up to 3 feet long. Snakemen generally serve to keep the populations of small animals down, though certain groups have been known to acquire a taste for halflings.

Ophidian poison becomes inert a few minutes after it leaves the snakeman's body, so cannot be used to pass the disease.

CLIMATE/TERRAIN:	Any surface ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very to exceptional (11–16)
TREASURE:	A
ALIGNMENT:	Chaotic good
NO. APPEARING:	1–2
ARMOR CLASS:	–2
MOVEMENT:	21, Fl 30(B)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 (×2)
SPECIAL ATTACKS:	Spells, rear-claw rake
SPECIAL DEFENSES:	Spells, gaze
MAGIC RESISTANCE:	35%
SIZE:	M (3′ tall, 12′ wingspan)
MORALE:	Steady (11–12)
XP VALUE:	14,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
5	2/3/10	All/All	per ability	150

Psychoportation—*Sciences:* probability travel, teleport; *Devotions:* astral projection, dimensional door, dimension walk, dream travel, teleport trigger, time/space anchor.
Psychokinesis—*Sciences:* telekinesis; *Devotions:* animate object, control wind, inertial barrier, levitation.

For purposes of psionics, opinicus have a Constitution of 16.

An opinicus (the term is plural as well as singular) is a desert-dwelling creature of good will. It is an odd-looking creature, seemingly a blend of several creatures. This friendly psionic beast looks like a camel with an eagle's wings, a monkey's face and hands, and a lion's mane and tail. Its forepaws have opposable thumbs that can be used to grasp and wield objects. Most opinicus are colored a light buff to a golden brown with slightly darker faces and wings.

Though some sages suggest the opinicus is one of the classic "mad wizard's experiments," it is a breed unto itself, and an ancient one at that. Most speak an older dialect of Common, though some of them hint they have a language of their own; if so, it is never spoken around other creatures.

Combat: Opinicus seek to avoid combat in most cases, but are adamant opponents of evil. They attack all evil creatures and have a special hatred of undead and al-Jahar (q.v.), attacking any of those monsters on sight. Opinicus fight sometimes to aid a good cause.

Opinicus have very keen senses and are never surprised. They are also stealthy, and opponents suffer a –2 penalty to surprise rolls, –5 if the opinicus is in its home environment.

Despite its rather ridiculous appearance, the opinicus can be deadly in combat, diving at opponents when space permits. It attacks using its front claws, and if both front claws hit, or if the opinicus is flying, it also rakes with its rear claws, inflicting 1d6 additional damage apiece.



Opinicus also have spellcasting abilities and spell-like powers. They have the spell capacity of a 7th-level cleric with a Wisdom of 18 and they can turn undead. Each can also cast *holy word* and *heal*, each three times per day. Though mainly for defensive purposes, some of their spells can be used offensively as well.

Opinicus can become ethereal at will (as per *plate mail of etherealness*) and use this ability to flee or become insubstantial. They also have several transportation-related psionic powers.

In addition to their other powers, opinicus have a glowing *sun sparkle* gaze, which emanates in a cone shape 20 feet long and 10 feet wide at the base. Once per turn, an opinicus can use the gaze to harm undead and creatures of the Lower Planes, who suffer 2d8 points of damage per attack (half if they roll a successful saving throw vs. spell).

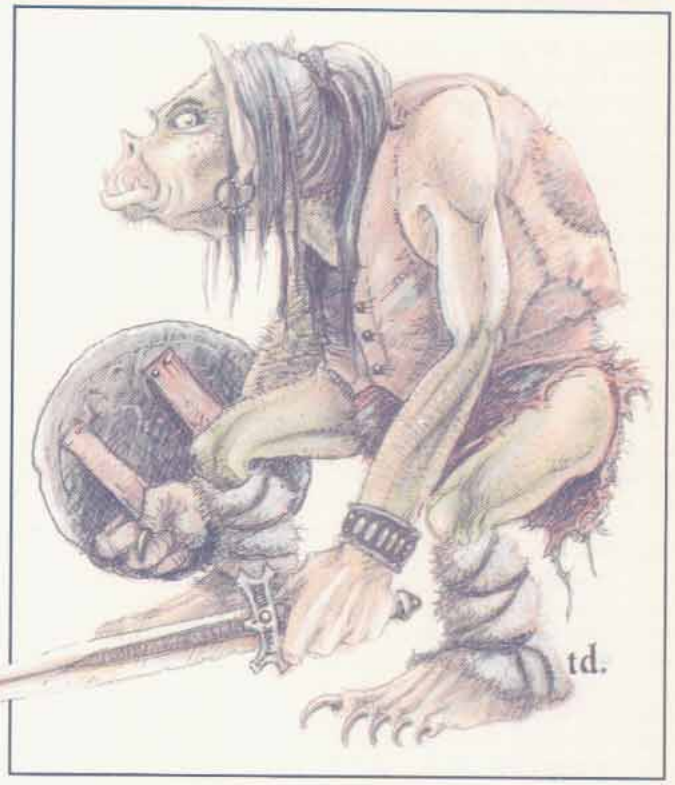
Though opinicus usually save their psionic powers for traveling and playing pranks, they use them for self-defense if pressed. Inertial barrier and dimension walk are of particular use in self-defense.

Habitat/Society: Opinicus usually live in old ruins such as a deserted city, palace, or temple. They are occasionally encountered elsewhere, usually on some mission for a good cause. Despite the creatures' penchant for joking and playing pranks, good creatures seldom refuse their aid.

Since opinicus are so ancient (often living for centuries), they are assumed to be an ancient, beneficial race. Some folk say they were summoned from the Outer Planes to battle evil.

Ecology: Opinicus have little impact on their environment, though they sometimes clean the ruins they inhabit, or they create works of art, usually sculpture.

	Orc	Orog
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-9)	High (10- 12)
TREASURE:	L (C, O, Qx10, S)	L (C, O, Qx10, S)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	30-300 (3d10x10)	20-80 (2d4x10)
ARMOR CLASS:	6 (10)	4 (10)
MOVEMENT:	9 (12)	6 (12)
HIT DICE:	1	3
THAC0:	19	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (weapon)	1-10 (weapon)
SPECIAL ATTACKS:	Nil	+1 to damage
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6'-7')
MORALE:	Steady (11-12)	Elite (13-14)
XP VALUE:	15	65
Subchief, leader	35	120
Guards	35	
Chief	65	175
Bodyguard	65	
Shaman, 1st	35	
Shaman, 3rd	175	
Shaman, 5th	650	



Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: humans, elves, dwarves, goblins, and other orc tribes.

Orcs vary widely in appearance, as they frequently crossbreed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them infravision. Male orcs are about 5½ to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor is unattractive besides—dirty and often a bit rusty. Orcs speak Orcish, a language derived from older human and elvish languages. There is no common standard of Orcish, so the language has many dialects which vary from tribe to tribe. Orcs have also learned to speak local common tongues, but are not comfortable with them. Some orcs have a limited vocabulary in goblin, hobgoblin, and ogre dialects.

Combat: Orcs are constantly in battle. They use the following weapons.

sword and flail	5%
sword and spear	10%
axe and spear	10%
axe and polearm	10%
axe and crossbow	10%
axe and bow	10%
sword and battleaxe	5%
spear	10%
axe	10%
polearm	20%

Polearms are typically either halberds, pikes (set to receive charge), or glaives. Leaders typically possess two weapons. If a subchief is present, there is a 40% chance the orcs will be fighting around a standard. The presence of this standard increases attack rolls and morale by +1 for all orcs within 60 yards. Orcs typically wear studded leather armor and a shield (AC 6).

Orcs hate direct sunlight and fight at -1 penalty to their attack rolls in sunlight. Their morale decreases by 1 under these circumstances as well. Orcs employ sniping and ambush tactics in the wild. They do not obey the "rules of war" unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag unless the orc leader feels it is advantageous to hear what the enemy has to say. They abuse human rules of engagement and chivalry to their best advantage. They have a historic enmity against elves and dwarves; many tribes will kill these demihumans on sight.

It is often believed that orcs are so bloodthirsty and cruel that they are ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading; it is true for some orc tribes but not for all. Many orc tribes have waged wars for decades and have developed a frightening efficiency with battle tactics.

Habitat/Society: For every three orcs encountered, there will be a leader and three assistants. These orcs will have 8 hit points each, being the meanest and strongest in the group. If 150 orcs or more are encountered there will be the following additional figures with the band: a subchief and 3-18 guards, each with Armor

Class 4, 11 hit points, and +1 damage due to Strength on all attacks. They fight as monsters of 2 Hit Dice (THAC0 19). For every 100 orcs encountered, there will be either a shaman (maximum 5th level priest) or a witch doctor (maximum 4th-level mage). Shamans and witch doctors gain an extra 1d4 hit points for each level above 1st and fight as a monster of 1 Hit Die for every two levels (round fractions up) of spell-casting ability (e.g., a 5th-level shaman has d8+4d4 hit points and fights as a 3 Hit Dice monster.)

If the orcs are not in their lair, there is a 20% chance they will be escorting a train of 1-6 carts and 10-60 slave bearers bringing supplies, loot, or ransom and tribute to their orc chief or a stronger orc tribe. The total value of the goods carried by all of the carts will vary between 10 and 1,000 silver pieces, and each slave bearer will bear goods valued between 5 and 30 silver pieces. If the orcs are escorting a treasure train, double the number of leaders and assistants and add 10 orcs for each cart in the train; one subchief with 5-30 guards will always be in charge.

Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 100-400 orcs to mining communities with 500-2,000 orcs to huge cities (partially underground and partially above ground) with 2,000 to 20,000 orcs. There will always be additional orcs when the encounter is in a creature's lair: a chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 Hit Dice (THAC0 17) and inflict an extra +2 damage on all attacks due to Strength). If the lair is underground, there is a 50% chance that 2-5 ogres per 200 orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races. The village will have 1-4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male orcs.

Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements. Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care are used, orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.

Orcs worship many deities (some who have different names among different tribes); the chief deity is usually a giant, one-eyed orc. Orcish religion is extremely hateful toward other species and urges violence and warfare. Orc shamans have been noted for their ambition, and many tribes have suffered because of political infighting between warriors and priests.

Ecology: Orcs have an average lifespan of 40 years. They have a gestation period of 10 months and produce two to three offspring per birth. Infant mortality is high. Orcs are carnivores, but prefer game meats or livestock to demihumans and humanoids.

It is said that orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.

Orcs are skilled miners who can spot new and unusual constructions 35% of the time and sloping passages 25% of the time. They are also excellent weaponsmiths.

Orogs

Elite orcs, or orogs, are a race of great orcs, possibly mixed with ogre blood. Orogs range between 6 and 6½ feet tall. They are highly disciplined warriors and have their own standards and banners which they display prominently—it is usually easy to tell when orogs are present among common orcs. Orogs can be found at the vanguard of large orc armies, but rarely on patrol. There is a 10% chance that an orc tribe will have orogs, whose number equals 10% of the male population. (Thus a community of 3,000 male orcs has a 10% chance of having 300 additional orogs.) Small bands of elites (20-80 orogs) will hire themselves out as mercenaries. Orogs have 3 Hit Dice, plate mail (AC 3), and have a +3 Strength bonus on damage dice. For every 20 orogs, there will also be one leader with 4 Hit Dice (THAC0 17). There is but one orog chief, who has 5 Hit Dice (THAC0 15). Orogs use weaponry common to orcs, but will typically possess two weapons apiece.

Half-orcs

Orcs will crossbreed with virtually every humanoid and demihuman species except elves, with whom they cannot. The mongrel offspring of orcs and these other species are known as half-orcs. Orc-goblins, orc-hobgoblins, and orc-humans are the most common. Half-orcs tend to favor the orcish strain heavily, and as such are basically orcs, although 10% of these offspring can pass as ugly humans. They are treated as humans with levels instead of Hit Dice. If multi-classed, they have these maximums: priest, 4th level; fighter, 10th level; thief, 8th level.

If half-orcs remain single-classed, these maximums increase to: priest, 7th level (Wisdom 15 required for 5th, Wisdom 16 for 6th, Wisdom 17 for 7th); fighter, 17th level (Strength 18/00 required for 11th, Strength 19 for 12th, Strength 20 for 14th, and Strength 21 for 17th); thief, 11th level (Dexterity 15 required for 9th, Dexterity 16 for 10th, and Dexterity 17 for 11th).

Half-orcs are distrusted by both human and orc cultures because they remind each of the other's racial stock. Half-orcs advance in orc culture by flaunting their superior ability and in human culture by associating with people who don't care about appearance. Most tend toward neutrality with slight lawful and evil tendencies, but lawful good half-orcs are not unknown. Some half-orcs have split from both cultures to form their own societies in remote areas. These half-orcs worship their own gods and (like most hermits) are extremely suspicious of strangers.

	Red	Black
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (10)	Average (10)
TREASURE:	L (C, O, Q×10, S)	L (C, O, Q×10, S)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	10–100	10–100
ARMOR CLASS:	3 (6)	5 (10)
MOVEMENT:	6 (12)	8 (14)
HIT DICE:	5	4
THAC0:	15	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	War cry	Nil
SPECIAL DEFENSES:	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6′ tall)	M (6′–7′ tall)
MORALE:	Champion (15–16)	Elite (13–14)
XP VALUE:	270	175
Sergeant	420	270
Officer	650	420
General	975	650

The neo-orog is a magical hybrid of ordinary orcs, ogres, and other creatures. The two breeds of neo-orog, red and black, are warrior creatures, loyal and skillful, who live for battle. Tall and muscular, with large hooded eyes, tough leathery skin, and snouted bestial faces, neo-orogs seem to embody all the worse aspects of the creatures that went into their creation.

Red Neo-Orog

These creatures are bred as elite troops. Their skin is a dark, mottled red, and their eyes are deep yellow. They are usually well equipped and revel in bloodshed and violence. They speak both orc and the common tongue.

Combat: In battle, red neo-orogs can scream their unique *war cry*, which causes all orcs, orogs, and neo-orogs within earshot to fight at +1 on attack and damage rolls for 2d4 rounds. The effect is not cumulative, and individual neo-orogs cannot be affected by it more than once a day. Red neo-orogs receive an additional +1 on attack rolls when defending the Red Wizards of Thay.

Red neo-orogs fight with the following weapons:

Broad sword	20%	War hammer	10%
Battle axe	20%	Mace and dagger	10%
Spear and shield	20%	Crossbow and sword	10%
Hand axe	10%		

Habitat/Society: All neo-orogs live in barracks built by the Red Wizards. No independent groups of them exist. They are organized into large military units. For every 10 neo-orogs in a group, there is one sergeant with maximum hit points. For every 20, there is one officer with 6 HD (THAC0 15) and a +1 on all damage rolls. Each barracks is commanded by a neo-orog general with 7 HD (THAC0 13), +2 on all damage rolls, and having AC 2 (5).



Ecology: For many decades Thayans have tried to create their own race of orcs, violent but loyal to Thay. Their only weakness is their slow rate of reproduction—the Thayans have managed to field only a few companies of them. As a group, neo-orogs have only a marginal reproduction rate. Many are infertile.

Black Neo-Orog

The black breed of neo-orogs are similar to the red neo-orogs in many respects, but are bred to act as scouts, archers, and infiltrators. They are leaner, slightly taller than reds, and their skin ranges from dark green to deep, sooty black. Their facial features are slightly less bestial and their eyes are smaller and completely black.

Camouflage masters, black neo-orogs hide so effectively that even observers who know what they are looking for have only a 20% chance of detecting them. Normally alert observers have a 10% chance, while casual observation yields only a 5% chance. The camouflage is negated if the creature moves or attacks. A number of black neo-orogs have thief skills in addition to their warrior skills. They do not have the *war cry* of the red neo-orogs, but can be affected by the war cry of a red neo-orog.

Black neo-orog fight with the following weapons:

Broad sword/short bow	20%
Spear/dagger	20%
Broad sword/crossbow	10%
Short sword/short bow	15%
Broad sword/longbow	15%
Short sword/spear	20%

In all other ways, black neo-orogs are like red neo-orogs.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil (O×5)
ALIGNMENT:	Lawful good

NO. APPEARING:	10–60
ARMOR CLASS:	10 (6 with *barkskin*)
MOVEMENT:	12
HIT DICE:	1 (clerics to 7th level)
THAC0:	19
NO. OF ATTACKS:	1 (see below)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	*Sanctuary, barkskin, tree,* immune to *charm,* +1 save vs. poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8–10)
XP VALUE:	120

Cleric, 1st	175	Cleric, 5th	975
Cleric, 2nd	270	Cleric, 6th	975
Cleric, 3rd	420	Cleric, 7th	2,000
Cleric, 4th	650		



The members of the race known as the ondonti are close cousins to the orcs. However, the ondontis live as peaceful farmers and gatherers, taking only what they need from the land to survive. In outward appearance, they resemble orcs, but they speak the common tongue and knowledge of the orc language is rare among them.

Combat: Traditional ondonti culture is peaceful and contemplative. Most would sooner die than take another sentient creature's life, and they kill other creatures only as needed for food (or if the creatures are deemed insane or incurably diseased).

All adult ondontis can use the following spell-like abilities: *sanctuary* (on themselves) three times a day, *barkskin* once a day, *purify food & drink* three times a day, and *tree* once a week. Ondontis also gain a +1 bonus to their saving throws vs. poison and are immune to *charm*-type spells and spell-like abilities.

Adult ondontis (male and female) have Strength scores ranging from 17 to 19 and Constitution scores from 16 to 18. Ondontis trained by the Zhentilar usually fight with either a bastard or two-handed sword, and can easily fight with either weapon and a shield. They dislike metal armor and don leather or studded leather when not using their natural *barkskin* ability.

Habitat/Society: Ondontis are nearly the opposite of orcs: peaceful, kind, and dependable. To the ondontis, peace, harmony with one's environment, and a full family life are what is important in life. Ondonti priests are revered and their guidance is followed because of their majestic wisdom and close relationship to their deity.

Especially wise ondontis can become clerics of up to 7th level. Spells memorized by ondonti clerics are almost always curative and defensive in nature, as harmful spells are taboo. Priest ondontis have a minimum Wisdom of 16.

In the world of Toril, ondontis dwell north of The Ride, in a secluded part of the Tortured Lands. They revere Eldath, the Goddess of Peace and Quiet Places, and their culture attempts to embody the pacifist teachings of that deity. Ondonti oral history recounts that "the Founders" brought 30 young ondontis to the lands they still consider theirs long ago, and laid down the teachings that provide the foundations of ondonti society, in a cycle of tales called *Tarik-Passar* (the *Way of Peace*). One sage has theorized that the original ondontis were in fact infant orc orphans, brought from their lands and taught by a reclusive group of priests of Eldath.

Fourteen of the 15 ondonti tribes have been captured by raiding Zhentilar and taken to the Citadel of the Raven for use as slave labor and as breeding stock for an army of superior humanoids. The remaining ondonti tribe lives in extreme seclusion, employing the spells of several ondonti clerics to hide its members from further enslavement. It is rumored that a extraplanar servant sent by Eldath herself guards over her remaining children, while another seeks to free those who have been wrongly seized from their homeland.

In the meantime, the Zhentarim have brought up several young ondontis in an orcish environment, training them to be skilled killers (alignment LN to LE). These ondontis are still not as violent or abusive as orcs, but a few generations of violently indoctrinated ondontis could bring into being a deadly race of humanoids under the influence of the Zhentarim. Since the first group of ondonti warriors is still learning its craft, it is uncertain how far they will progress as fighters.

Ecology: Ondontis reproduce at the same rate as orcs, but have attained a longer lifespan (60 years) as a result of internal cultural harmony and applied curative priestly magic. The mortality rate of infant ondontis is nearly nonexistent, due to close monitoring of mother ondontis and infants by the priesthood.

Scattered tribes of ondontis lived peaceful lives until a scouting party from Zhentil Keep stumbled across them in 1340 DR. Because ondontis live by a peaceful and collaborative philosophy, they were not prepared for treachery, and shortly after the initial meeting between Zhents and ondontis, the majority of the ondonti population, with the exception of one isolated tribe, was betrayed by the Zhents and kidnapped into slavery. Very few ondontis have since then escaped further raids. The greedy lords of Zhentil Keep view ondontis as superior slaves because their strength and nonviolent attitude make them superbly suited to lightly supervised manual labor.

CLIMATE/TERRAIN:	Mountain, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average to High (10–14)
TREASURE:	C, O, Q×10, S (individual L)
ALIGNMENT:	Neutral evil
NO. APPEARING:	4–16
ARMOR CLASS:	3 (10)
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6½′ tall)
MORALE:	Elite (10–14)
XP VALUE:	120



Orogs are a subterranean race of miners and warriors that inhabit Cerilia's mountain ranges. Their dark fortresses and holds can be found concealed in remote gorges or hidden in great underground caverns. The orogs consider all other races to be their enemies, and live in a state of perpetual warfare; in recent years, they've established several strong footholds on the surface.

Orogs stand taller than humans but have short, stocky legs. An orog has a thick, barrel-chested torso, long, powerful arms, and a somewhat apish face with a short, snubbed muzzle and flat nostrils. The creatures' skin is hairless and ranges from leathery gray to black.

Orogs are excellent metalworkers and commonly wear heavy banded mail. Tribal colors are displayed proudly on cloaks, surcoats, or standards. Despite their brutish appearance, orogs are very intelligent and have a firm grasp of tactics and strategy.

Combat: Orogs are very strong and gain a +2 bonus to damage rolls with any handheld or thrown weapons. They favor axes, maces, polearms, and heavy long swords. Crossbows are also popular.

Orogs are nauseated and blinded by bright sunlight, and suffer a –2 penalty to attack and saving throws in such conditions; even cloudy days give them –1 penalties. This aversion to daylight makes daytime travel difficult, so tunnel networks are often excavated to allow movement in the vicinity of an orog holding without emerging into the daylight.

A band of orogs is led by a 6 HD chieftain with THAC0 15 and a +4 bonus to damage rolls. The chieftain is advised by a 5 HD battle priest who wields the spell powers of a 5th-level cleric. The chieftain is guarded by 2–12 orogs of at least 16 hp each in plate mail (AC 2), with a +3 bonus to damage rolls. For every 20 orogs, one subleader equal to a guard will be present, as well as a 3 HD battle priest with the powers of a 3rd-level cleric.

Orogs domesticate a fierce variety of giant lizard equal in all respects to subterranean lizards. Raiding parties that need to move fast are often mounted on lizards, as are leaders among larger war bands. These creatures are described in the *Monstrous Manual*™; basic statistics follow.

Subterranean Lizard: AC 5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2d6; SA double damage on a natural roll of 20; SD nil; SZ H; ML Average; XP 650.

Habitat/Society: In the distant past, orogs were surface dwellers who were driven underground during a series of genocidal wars against the dwarves. They managed to survive by adapting to their new environment. The orog fortresses, home to 4d6x10 individuals, are supported by gathering underground fungi and raising livestock, as well as extensive hunting and raiding on the surface.

The orogs view each and every member of their society as warriors. Military virtues are embraced by their society, and sheer strength is respected as well. The priests of the orogs' nameless patron power are extremely powerful and influential, and entire tribes march at the words of the high battle priests.

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Climate/Terrain:	Arborea, Beastlands, Ysgard
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Petrivore
Intelligence:	High (13–14)
Treasure:	Q (×100), U
Alignment:	Chaotic good (neutral)
No. Appearing:	1d4
Armor Class:	4
Movement:	6, Br 24
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d6 (club)
Special Attacks:	Charm, spells
Special Defenses:	Spells, meld into stone
Magic Resistance:	60%
Size:	M (6′ tall)
Morale:	Steady (12)
XP Value:	420
	Snowhair: 10,000

Oreads are to mountains what dryads are to oak forests: They are guardian spirits, protectors, and shepherds. Oreads are lithe, stony women with skin the color of the rock of the mountain they protect. Some oreads are soft and round and tawny like limestone or sandstone; others are grainy red, white, and black like granite; or sharp, angular, and brittle like dark gray gneiss. Their eyes are always the color of clear gemstones, and their hair resembles lichen: pale gray, whitish green, or a dark yellow-brown. In winter, their hair and their shoulders always turn white, like the snow-capped peaks. Like dryads, all oreads are female.

Oreads always wear loose gowns in black, gray, or gold. They are very fond of ornaments, such as ribbons resembling white, plunging waterfalls, crowns of gold and jewels, and glowing shawls that somehow bend light into rainbows.

Oreads speak a dialect of the language of dryads, and the two races can make themselves understood to each other, though only with some difficulty. In addition to their own language, oreads also speak the languages of satyrs, korreds, galeb duhr, stone giants, mountain giants, and dwarves.

Combat: Oreads dislike combat but are hellions when miners, woodcutters, quarrymen, or builders threaten their territory. Oreads can club their enemies with their hard fists for 1d6 points of damage, or they can use their powerful spells.

Each oread can sing the *song of stone* once per day. The song sounds like a fast mountain brook, like the rushing wind in trees, like the clatter of stones in a rockslide. This magical form of attack charms all those who hear it unless they make a saving throw versus spell at –3. Those who fail must serve the oread for one year, and no *dispel magic* or *remove curse* can break this charm. Part of the enchantment causes the oread's servant to be so devoted to her that he'll willingly lay down his life for his mistress. A *limited wish* or *holy word* is required to break the hold of an oread over her servant. Most oreads keep only a single servant at a time, and if appealed to, they sometimes ransom their servants back to their families before their time of service is done.

An oread can cast each of the following spells once per day as a 9th-level caster: *stone shape*, *stoneskin*, and *stone tell*. An oread can *dimension door* anywhere on her mountain three times per day, and can *meld into stone* at will. Once melded within the stone, they can either return to the surface when the spell's effect expires, or they can burrow rapidly through solid stone to reappear elsewhere. "Burrowing" is actually an inaccurate term when applied to oreads; they are at one with the stone that they travel through as other races might travel through water, leaving no trace of a tunnel or disturbance behind them.

Oreads prefer to ambush the enemies of the mountains when they can. Their assaults take place on footpaths that their victim travels often. The oreads all *meld into stone* before the target arrives, and then leap out as he passes by. In these situations, they gain surprise on a roll of 1–7 on 1d10.

Oreads sometimes befriend snow leopards, mountain tigers, and mountain goats. These animals aren't their slaves or servants, but come and go as they please. Oreads have little other company, so they defend their pets fiercely, sometimes to the death.

Habitat/Society: Oreads are tied to a single mountain peak. They can travel anywhere on their mountain, from the valley to the heights, but they may never go more than 500 yards from the foot of their mountain. Unlike dryads, they are not vulnerable to the death of their mountain – after all, a mountain cannot die – but they are pained by mining, deforestation, and magical erosion.

Although oreads are solitary, up to four have been encountered in one place. These meetings are usually in mountain valleys surrounded by many peaks, and the oreads are usually related. Arboreans say this is why mountains that stand near one another are sometimes called sisters.

The mountain spirits dwell alone for most of their lives, though once a century they may raise a daughter. Like dryads, the children of oreads are born of satyr or korred fathers, though the fathers have nothing to do with (and no interest in) raising their young. The young oreads resemble korred until they reach puberty at age 19, when they begin to lose their wild hair and mountain-goat hooves. Any male young are satyrs, who quickly grow to maturity and then strike out on their own.

Ecology: Oreads devour certain minerals – especially clear gemstones such as quartz, topaz, emeralds, sapphires, and diamonds – and they gladly accept such gifts from visitors and admirers. They are quite brash about their desires and are not ashamed to bluntly ask for gems that they admire. They enjoy metal jewelry but don't eat metals of any kind.

Oreads are on good terms with dryads, korred, satyrs, galeb duhr, and most faerie creatures. They are the sworn enemies of dwarves, gnomes, goblins, pech, xorn, and other mining races. They are rivals of sylphs, who often tease and harass the earthbound oreads.



SNOWHAIR

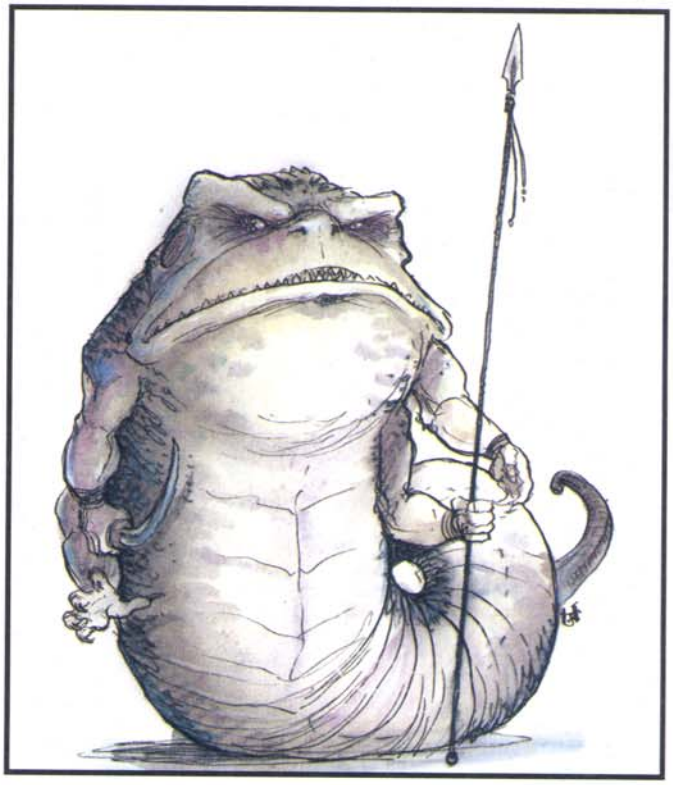
The snowhair are legendary oreads who have broken the bonds of their ties to a particular mountain and become the guardians of entire mountain ranges. They are the eldest oreads, the keepers of wisdom and the legacy of the entire race, and their age is reflected in their snow-white hair, their craggy features, and their slumped bodies, like mountains worn into foothills with the passage of time.

Snowhair oreads are much stronger than their younger sisters; they have 12 Hit Dice, can cast *earthquake* once per week, and may cast *animate rock*, *dig*, *Maximillian's earthen grasp*, and *part stone* (an earthen version of *part water*) at will. If they are severely threatened or angered, they can petrify opponents with a touch. Most snowhair oreads resort to this only against miners, quarrymen, and the like who ignore their warnings and continue to mine. The victim is entitled to a saving throw, and if it succeeds he can never by petrified by that particular snowhair oread. If it fails, he is transformed into a boulder of about the same size. Because their form is altered, victims can only be restored through a combination of *stone shape* and *stone to flesh*.

The snowhair are responsible for taking oread daughters from their mothers to the mountains that the young will be bonded to when they mature, so the snowhair are often seen by the oreads as bringers of sorrow. However, they are also the defenders of the mountains. When a planar shift threatens to slip a mountain threaten over a boundary from one plane to the next, the snowhair oreads are the ones who make the final efforts to keep the land in the plane it belongs to.

All snowhair oreads are peaceful, smiling, and talkative, full of the tranquil strength that comes with age. Some are even proxies of the powers. A group of seven ancient snowhair oreads is said to be the guardian nature spirits of Mount Olympus.

CLIMATE/TERRAIN:	Any nonarctic, nondry land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	R,V (Z in lair only)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d12
ARMOR CLASS:	5
MOVEMENT:	11, Sw 15
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4+1 (×4) or by weapon/2d4
SPECIAL ATTACKS:	Hurl rocks, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (up to 25′ long, 10′ tall)
MORALE:	Elite (13–14)
XP VALUE:	975



Some sages believe these seldom-glimpsed creatures are natives of another plane. An ormyrr is pale-mushroom white to dun in color, with a purplish underbelly. It looks like a giant upright worm with two pairs of arms projecting from a powerful torso, topped by a fang-mouthed, froglike head. Ormyrr give an overall impression of great strength and can wield weapons with all four arms without getting tangled up in their own attacks. They are always eager to seize weapons when they can, and if found bearing magical items, it is 80% likely that these will be weapons that the ormyrr will use.

Combat: Ormyrr fight with their long-taloned hands or use them to hurl missiles, including large stones, which they hurl up to 40 feet, smashing foes for 2d6 damage each. They also wield weapons (typically waving pairs of axes or swords). Note that an ormyrr's hand can swing a two-handed weapon without penalty. Ormyrr also bite with fearsome force, inflicting 2d4 points of damage upon a successful hit.

In any round in which an ormyrr strikes the same foe twice, the victim must make Strength and Dexterity checks. If both fail, the ormyrr automatically rolls over that opponent and will constrict on the following round. The squeezed victim suffers 2d6 damage per round, and thereafter attacks with a –1 penalty and suffers a –2 penalty to damage rolls. A Strength check is allowed each round to break free.

If they can get them, ormyrr like slings, weighted nets, military forks, or tridents, but they cast these aside to attack foes with four blades at once when close. They dislike spellcasters and will seek to disable opponents who obviously have magic first. Some ormyrr wear necklaces of the linked skulls of creatures they've slain—the braincases are often used to store sling stones and other small weapons or items (such as caltrops or darts).

Habitat/Society: Ormyrr are amphibious and hibernate in mud at the bottom of deep lakes or go out to sea in the cold months. They den at the bottom of small lakes throughout the North, but prefer to hunt on land, roaming far afield (up to 40 miles) from their lairs.

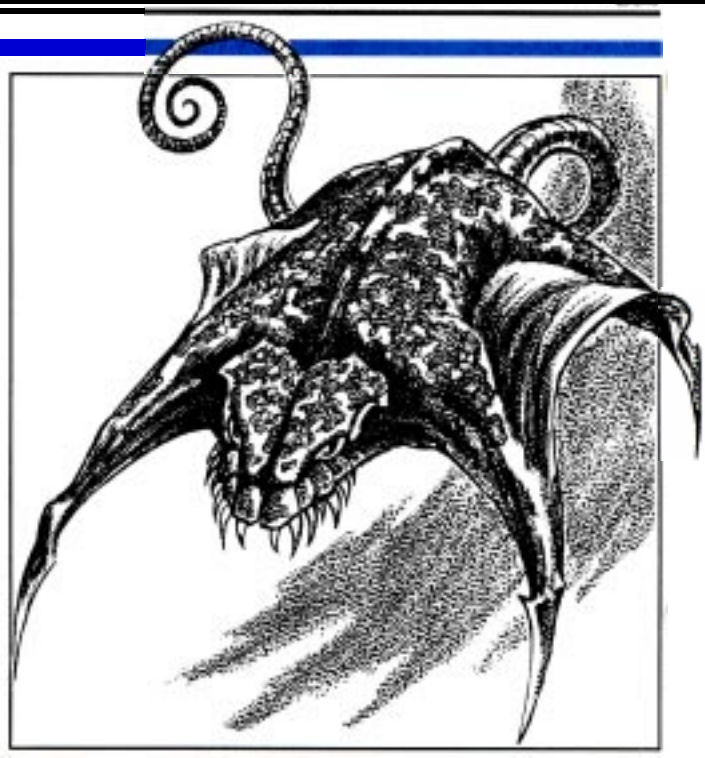
Ormyrr live and hunt in tribal bands that keep to themselves and do not make war on other tribes. The sex and tribal affiliation of an ormyrr are immediately obvious to another ormyrr (probably by scent), but all ormyrr look identical to human eyes.

Ormyrr are fascinated by magic and are working hard to develop magic of their own—something they seem to have no aptitude for at all. One of the great dreams of ormyrr is to attain the power to fly, either by growing wings, by breeding wings into the race (mating attempts with wyverns and other creatures have been a series of disasters), or by seizing and duplicating enough magical items that give the power of flight so that every ormyrr can have one.

When useful magic is to be had, the normally placid ormyrr become avaricious and crafty in the extreme. Ormyrr have even been observed to worship human deities of magic, although they have gods of their own (depicted as giant, winged ormyrr with boulders held in their outstretched hands).

Ecology: Ormyrr are great enemies of yuan-ti and harpies, both of whom they attack on sight. Ormyrr live on a varied diet of plants, birds, reptiles, and mammals, but usually avoid attacking beings of intelligent races. They seem immune to many poisons (+4 to all poison and venom saving throws). Several alchemists and sages are interested in studying ormyrr, but no uses have yet been found for ormyrr body parts or substances.

CLIMATE/TERRAIN:	Temperate/any dry
FREQUENCY:	Rare
ORGANIZATION:	Hunting swarms
ACTIVITY CYCLE:	Nocturnal (subterranean: any)
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	4-12 (usually 6 or 7)
ARMOR CLASS:	7
MOVEMENT:	2, Fl 14 (D)
HIT DICE:	1+6
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-7/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (up to 2' "hornspan," 3' length)
MORALE:	Elite (13)
XP VALUE:	420



Orpsu, also known as "night stirges," are flying predators who feed on fresh blood. They are unrelated to the more common stirge, and do not grip victims to feed. An orpsu is a hairless, rat-tailed flying beast equipped with raking fangs and four bony, wing-like projecting "horns." Orpsu are mottled crimson, purple, mauve, or cinnamon-brown in hue, and have veined, leathery skin.

Orpsu are common in Kara-Tur and the steppes, plains, and deserts that lie west of the Eastern Realms.

Combat: Orpsu have 150' infravision, and hunt in darkness to avoid attacks from larger predators when flying in the open. Once per day, an orpsu can use a weak form of *hold monster* (as the fifth-level wizard spell, except that only a single living being within 60' can be attacked). If the target successfully saves (at +2) against this power, it is affected as if by a *slow* spell. Orpsu catch and overcome most of their prey by this means. They are relatively clumsy in flight, and usually swoop down on prey only after it has been *held* or *slowed.*

Orpsu have stout, razor-sharp fangs, but no lower jaws, and cannot bite, using their fangs instead to slash or rake. Orpsu also have prehensile tails, too weak to hold struggling prey or a weapon, but able to drag small objects or coil around a tree limb when the creature is at rest. Orpsu have no legs or feet, and can only move on the ground by clumsily undulating their bodies.

The most distinctive features of an orpsu are its razor-sharp, blade-like bone "horns," which project out of its body like two back-to-back crescents, the ends of one pair of horns curling forward on either side of the raking fangs, and the other two projecting backwards like wings on either side of the tail. An orpsu is at a disadvantage if knocked out of the air, and therefore instinctively swoops down to strike targets at an angle, as it passes—so only one side of its body menaces prey, and only one horn (either the front horn—or, if it misses, the angled, dragging rear horn) can strike an intended target per swoop (in addition to the orpsu's fangs). A horn attack does 1d4 + 3 damage.

Any wound caused by one continues to bleed (the victim losing 1 hp/round thereafter) until the wound is bound up (and the victim refrains from combat or other strenuous activity for at least 1 turn), or curative magic is applied.

Orpsu only attempt to drain blood from victims who are *held,* asleep, or who have collapsed. Up to a dozen soft, flexible white tentacles emerge from slits in an orpsu's belly (into which they retract when not needed). Orpsu have no barbs or claws to grip victims, and instead glide down to a flapping halt above chosen prey, onto which they settle heavily. The tentacles penetrate the victim's skin, providing some holding power, and the orpsu usually wraps its tail around the victim's body, limb or extremity. On the round after settling, the orpsu's blood drain begins. It takes 1-2 hit points of blood per round, until the victim dies or the orpsu is knocked off (this is not difficult if the victim is conscious and able to move). A physical attack by another being usually causes a draining orpsu to bound into the air with a powerful coiling and whipping of its tail, and fly away. Orpsu have no known blood-satiation point. They remain alert when draining, and will abandon a victim rather than face certain death by remaining.

Orpsu fly by natural *levitation,* propelling themselves forward by flailing and wriggling their tails, and steering by angling the membrane "wings" of their horns as they tilt their bodies.

Habitat/Society: Orpsu lair in rocky places, such as caverns or ruins, and hunt in open, rolling scrubland or plains—or dwell and hunt entirely beneath the surface, in the endless caverns of the Underdark.

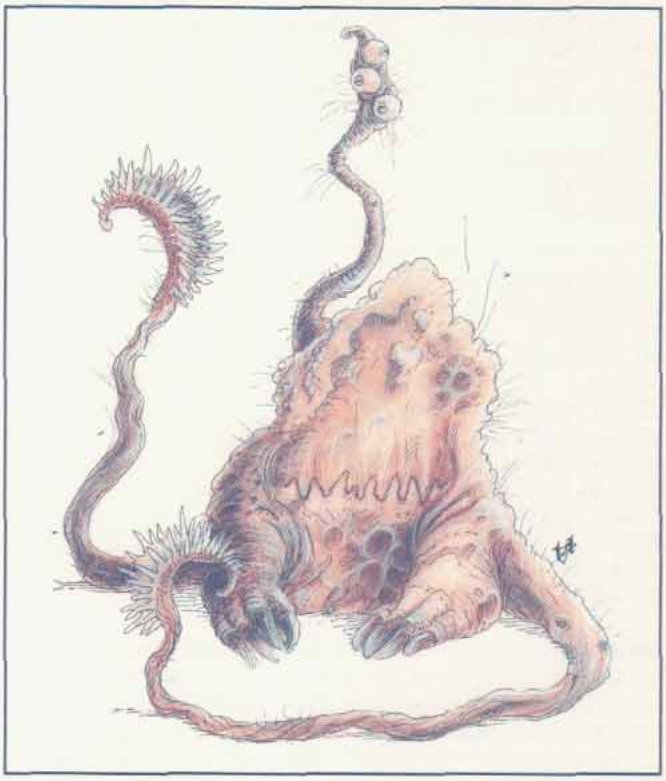
Orpsu emit no calls or noises, and can communicate only with others of their kind, employing a limited, 20'-range telepathy that is incomprehensible to other beings employing magic or natural powers to mentally eavesdrop. Their peculiar mental activity renders them immune to *charm, suggestion, domination,* and *hold* magic and similar mental powers and spells.

Orpsu live in mated pairs, producing litters of 1-4 live, instantly-active and hungry young (1-1 HD, attacks: 2-5/1-2) every three summers. Offspring remain with their parents to form a family "swarm," which grows with the passing years and litters until the swarm numbers more than a dozen—whereupon 1-3 of the oldest, original offspring form mated pairs and fly off to find new (orpsu-less) hunting territory, and there found a swarm of their own.

Ecology: Surface-dwelling orpsu prey on sheep, cattle, many small creatures (having a particular fondness for badgers, foxes, and otters), large birds, and men. Subterranean orpsu prefer the blood of drow and duergar to all else.

Otyugh

	Otyugh	Neo-otyugh
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low-Average (5-10)	Average-Very (8-12)
TREASURE:	See below	See below
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 (2)	1
ARMOR CLASS:	3	0
MOVEMENT:	6	6
HIT DICE:	6-8	9-12
THAC0:	6 HD: 15 7-8 HD: 13	9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/2-5	2-12/2-12/1-3
SPECIAL ATTACKS:	Grab, disease	Grab, disease
SPECIAL DEFENSES:	Never surprised	Never surprised
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M-L (6'-7' diam.)	L (8' diam.)
MORALE:	Elite (14)	Fanatic (17)
XP VALUE:	6 HD: 650 7 HD: 975 8 HD: 1,400 9 HD: 2,000 10 HD: 3,000 11 HD: 4,000 12 HD: 5,000	



Otyughs (Aw-tee-ug), also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb it. There are two varieties, the regular otyugh, and its larger, more intelligent offshoot, the neo-otyugh. They feed on dung and wastes from other dungeon creatures (gulguthra means "dung eaters") but also enjoy an occasional snack of fresh meat.

Otyughs have huge, bloated bodies covered with a rock-like skin that is brownish gray in color, which is in turn covered with dung. They stand on three thick legs that give them slow ground movement but enable them to pivot quickly. They have three eyes on a leaf-like stalk that moves quickly from side to side, enabling them to scan a large area. The eye stalk is also a receiver/transmitter for their telepathic abilities. Otyughs have a huge mouth with very sharp teeth in the center of their mass. They also have two tentacles with leaf-like ridges that they use to smash and grapple their opponents. The tentacles are covered with rough thorn-like projections. Neo-otyughs have smaller mouths than otyughs.

Otyughs and neo-otyughs speak their own language, much of which is non-verbal (movements of eye stalk and tentacles, or emission of certain smells); they also have limited telepathy that enable them to communicate with other creatures. Otyughs reek of dung and decay.

Combat: Otyughs lurk under piles of offal with only their eyes exposed. They usually attack if they feel threatened, or if they are hungry and there is fresh meat nearby. They attack with their two ridged tentacles, which either smash an opponent or grapple it. Grappled opponents suffer 2-4 points of damage per round. Otyughs' bite attacks gain a +2 bonus to the attack roll when biting grappled opponents. Otyughs smash grappled opponents to the ground, while the more intelligent neo-otyughs use their victims as shields, bettering their Armor Class by 1. Neo-otyughs may also force attackers to hit the grappled character with a successful attack roll of its own (vs. the grappled character's AC); to do this the neo-otyugh forgoes its squeeze attack. Characters with a Strength of at least 18 can struggle for one round and automatically break free; others must make a successful open doors roll to escape.

Both types of gulguthra are disease-ridden; their bite is 90% likely to infect the character with a debilitating (80%) or fatal (20%) disease. Otyughs are immune to these diseases.

Habitat/Society: All gulguthra have limited telepathic ability. An otyugh can communicate with creatures up to 40 feet away, while a neo-otyugh can communicate with creatures as distant as 60 feet. Communication is usually limited to simple feelings and emotions such as hunger, temperature conditions and associated discomforts, its dislike of bright lights, and imminent death for its prey. Gulguthra also have infravision with a 90-foot range.

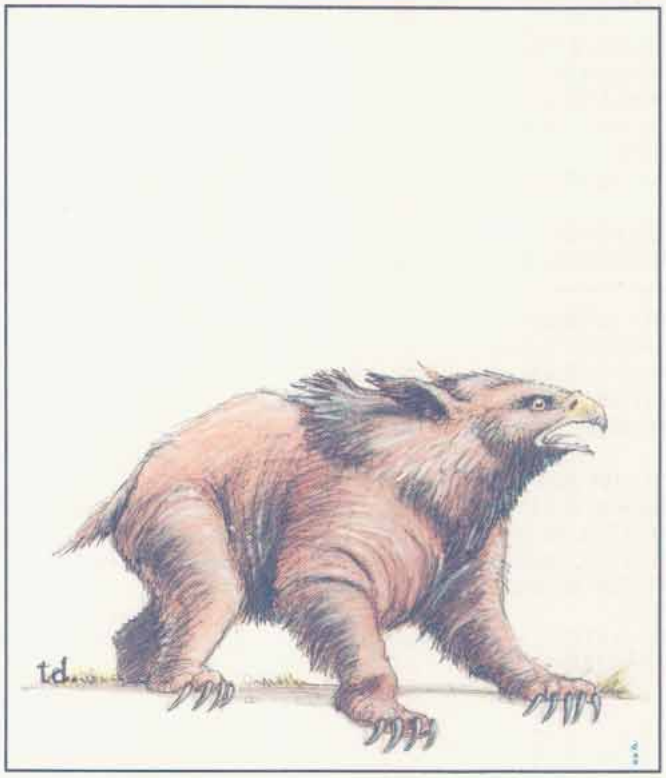
Otyughs and neo-otyughs live in ruins and dungeons. They make deals with other dungeon denizens, agreeing not to attack them in exchange for their dung and body wastes, which they then devour. To keep the supply of waste coming (and to get fresh meat) they will agree to help defend their home against intruders, which includes many adventurers. Otyughs may be persuaded not to attack creatures in exchange for promises of friendship and food. Neo-otyughs are less trusting (and more vicious), and usually attack intruders on sight. An otyugh's dungeon allies will sometimes ask it to guard treasure for them. Most gulguthra live alone; 10% of the time, during mating season, two gulguthra can found in its lair.

Ecology: Otyughs and neo-otyughs live underground in heaps of offal and refuse. They hate bright sunlight, preferring the comfortable darkness of dungeons. They mate each year for one month, with one offspring produced. It takes the newborn four months to mature (immature gulguthra have 3-5 HD, damage 1-6/1-6/1-2, and a Strength of 16 is required to break free of their grasp). Otyughs are so disgusting that no alchemist or wizard would want to touch their components, so the corpses of the gulguthra have no known use or value.

Owlbear

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Late afternoon/early evening
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(C)
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Steady (11-12) +Special
XP VALUE:	420



Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. Owlbears are vicious, ravenous, aggressive, and evil tempered at all times.

Owlbears are a cross between a giant owl and a bear. They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color. The 8-foot-tall males, which weigh between 1,300 and 1,500 pounds, are darker colored. The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. Owlbears speak their own language, which consists of very loud screeches of varying length and pitch.

Combat: The owlbear attacks prey on sight, always fighting to the death (ignore morale rating for purposes of determining retreat). It attacks with its claws and snapping beak. If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2-16 points of damage per round until either the victim or the owlbear is slain. The owlbear can also use its beak attack on victims caught in its grasp, but cannot use its claws. A single attempt at a bend bars/lift gates roll may be made to break from the grasp of an owlbear. Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

Habitat/Society: Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps.

Owlbears live in mated pairs; the male is slightly larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1-6 eggs (20%) or young (80%) in addition to the adults. The offspring will be 40% to 70% grown and fight as creatures with three or four Hit Dice, depending on their growth. They have hit points based on their adjusted Hit Dice. Immature offspring inflict 1-4/1-4/2-8 points of damage with their attacks and a character has a +20% to his bend bars/lift gates roll to escape the hug of an immature owlbear.

An owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders.

An owlbear's main weakness is also its greatest strength—its ferocity. Because owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an owlbear into hurling itself off a cliff or into a trap, provided you can find one.

Ecology: Owlbears have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They prey on anything, from rabbits to bears, to trolls, to snakes and reptiles. Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and hibernate during the cold season. There are rumors of white arctic owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

An owlbear does not actively seek treasure but the remains of victims may be found buried in shallow holes around an owlbear lair. Owlbear eggs are worth 2,000 silver pieces and hatchlings are worth 5,000 silver pieces on the open market. These are typically bought by wizards; while they are impossible to domesticate, they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an owlbear is a less subtle version of a "keep out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone.



	Arctic	Winged
CLIMATE/TERRAIN:	Any arctic	Any nonarctic
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Family
ACTIVITY CYCLE:	Day	Dusk
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Low (5–7)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 (2–8)	1 (2–5)
ARMOR CLASS:	5	5
MOVEMENT:	12 Sw 9	12 Fl 18 (E)
HIT DICE:	8+2	5+2
THAC0:	13	15
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d10/1d10/2d6	1d10/1d10/2d6
SPECIAL ATTACKS:	Hug, surprise	Hug, surprise
SPECIAL DEFENSES:	Immune to cold	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12′ tall)	L (8′ tall)
MORALE:	Steady (11–12)	Steady (11–12)
XP VALUE:	2,000	975

Arctic Owlbear

Arctic owlbears are the polar cousins of the normal owlbear. They resemble a cross between a snowy owl and a polar bear. Both their fur and their feathers are a snowy white, while the claws and beak are both black. Yellow, glowing eyes look forward from a rounded head. Like other owlbears, arctic owlbears communicate with hoots and loud screeches.

Combat: Due to its ability to blend into the arctic environment, an arctic owlbear is 75% likely to surprise its prey when hunting. Arctic owlbears are as foul-tempered as their forest cousins, immediately attacking prey with their front claws and wicked beaks.

Upon scoring a claw hit on a roll of 18 or better, the owlbear immediately hugs for 2d8 points of damage, which it maintains as long as it wishes, inflicting damage each round. Once engaged in a hugging attack, the owlbear cannot slash with its claws, but can use its beak normally. A single attempt to break the hug is allowed, using the bend bars/lift gates roll for success (monsters without Strength ratings use a saving throw vs. paralysis if larger than man-size, at –2 if man-sized or smaller).

The multi-layered fur and feathers of the arctic owlbear give it immunity to *cold*-based attacks.

Habitat/Society: Arctic owlbears live in the coldest areas of the arctic, often making their lairs in pre-existing caves or carving dens in banks of snow. However, they tend to be wanderers and do not settle in any one place for long. If encountered in their lair, a mated pair of owlbears is 25% likely to have either 1d6 eggs (20% chance) or the same number of young (80% chance). Young will be from 40% to 70% grown, fighting as creatures with 5 or 6 Hit Dice. Damage inflicted by these younger owl bears is 1d6/1d6/2d4. The hug inflicts 2d6 points of damage per round and the chance of escaping the hug is increased by 20%.

Ecology: Arctic owlbears live for about 20 years. They will prey on anything, but prefer meat above all else. Unlike normal owlbears, the arctic variety hunt primarily by day and, being good swimmers, will aggressively pursue the prey into frigid waters without hesitation. They are well adapted for their environment—rough, leathery pads on the bottom of their paws help them maintain stability on icy surfaces. Natives of these lands claim nothing is worse than having an arctic owlbear on your trail, because of their stubborn determination, nasty disposition, and constant hunger.

Winged Owlbear

The winged owlbear is a true synthesis of owl and bear; unlike other species of owlbears, this one has a large pair of feathered wings growing from its shoulders. However, the winged owlbear is just as nasty-tempered as its ground-dwelling cousins, and communicates with the same screeching tones.

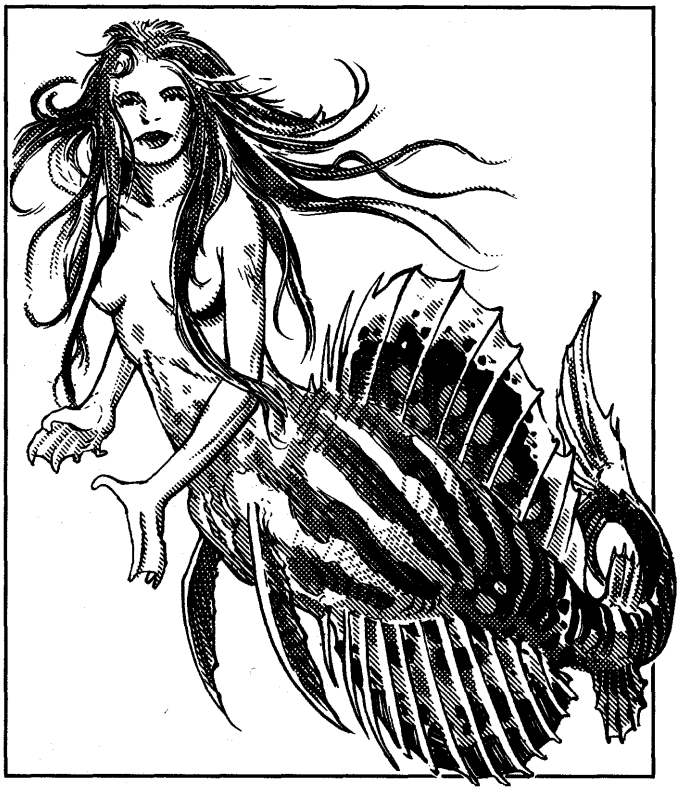
Combat: The flight of the winged owlbear is nearly silent due to the construction of its feathers—any prey has a penalty to its surprise roll of at least –2; in poor lighting, this might be as high as –6. A winged owlbear fights as do other owlbears, using its front claws and sharp beak. A claw hit on a roll of 18 or better establishes a hug, which allows one chance to escape using the bend bar/lift gate chances and otherwise allows the creature to inflict 2d8 points of damage per round.

Habitat/Society: The winged owlbear can be found in almost any non-arctic environment (though they are very scarce), but seems to prefer wooded forests or mountainous terrain. Their flying capabilities allow them to claim large areas as their territory—usually ten to twenty square miles.

Winged owlbears live as mated pairs. If encountered in their lairs, there is a 25% chance that 1d3 eggs (20% chance) or the same number of young (80% chance) will be present with the adults. The young are the same as normal owlbear young, as their wings will not support them until they reach full size.

Ecology: A winged owlbear tends to live slightly longer than other varieties, an age of 25 years or so is common. These creatures are sought by wizards for various reasons, though there is no record of any one being successfully domesticated.

CLIMATE/TERRAIN:	Tropical/Seas and oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to Genius (11-18)
TREASURE:	U (Q ×10, A)
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	12, Sw18 or Sw 24
HIT DICE:	3-6
THAC0:	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or spell
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	25%
SIZE:	M (5-6′ long)
MORALE:	Average (10)
LEVEL/XP VALUE:	650 + 400 per hit die above 3.



Pahari are shapeshifting, marine nymphs that dwell in Zakhara's seas and oceans. In their natural forms, they are similar in appearance to mermaids. They are also able to assume the form of a small fish and that of a beautiful woman.

The upper body of a pahari is that of a perfectly formed woman, more beautiful than the fullest moon. The lower body of a pahari is that of a fish, its scales either blue, green, or ruby red. They prefer this form above all others, although they can assume two other shapes for an emergency or adventure.

Their piscine form resembles a colorful tropical fish, approximately 12" in length. In this form they can swim at speed 24 and easily evade large predators by hiding in the small niches and crevices of a reef or ocean floor.

Their human form matches the upper half of their natural shape, complete with a pair of slender and willowy legs. They only assume this shape when venturing onto land or ship, since in the water their other two forms are more maneuverable.

Pahari can breathe both both water and air. They live in underwater communities, but occasionally surface to gaze in fascination at land. The bravest of pahari work up the courage to sunbathe on rocks near shore or to approach ships and engage in conversation with sailors.

All pahari can speak their own language and Common. They can also communicate with all fish and nereids. The most intelligent pahari can learn up to four additional languages, choosing from among those spoken by dolphins, reef giants (q.v.), whales, and zaratani (q.v.).

Combat: Normally shy and peace-loving creatures, pahari are loathe to enter into combat. They can fight with any weapon provided, but rarely ever carry any themselves. They are fond of magical items, however, and will use them in combat if needed.

Pahari are potent spell-casters. Most are elemental wizards, casting spells at a level equal to twice their Hit Dice (i.e., a 4 HD pahari can cast spells as an 8th-level wizard). Almost all choose water as their element of specialization. Their favorite spells include *airy water, command water spirits, conjure (water) elemental, converse with sea creatures, float, sea sight, ship of fools, strengthen water creatures, waterbane,* and *water blast.*

Pahari can polymorph into another of their three forms once per round, at will.

Habitat/Society: Pahari dwell in small communities on the sea bed, often close to shore. They gather kelp and seaweed, which forms the staple part of their diet, eating small amounts of shellfish and mollusks as well. They never eat fish, considering the act akin to cannibalism.

A community of pahari consists of 2-20 individuals, evenly divided in size and Hit Dice. They make small homes out of shells and coral and tend a garden of kelp or seaweed nearby. A community of more than five pahari will have a 50% chance of being attended by 2-12 dolphins.

The pahari are adventuresome and regard surface dwellers with a fascination that borders on obsession. They will collect anything that pertains to life above the waves (especially magical items), often welcoming sailors into their communities to hear them spin tales of their homelands. With this preoccupation about life above water, it is not uncommon for a younger pahari to venture onto land in her human form, if only to spend a day shocking the villagers (who promptly find her some clothes), eating surface food, dancing, and singing long into the night before returning home. A few have been known to stay longer (although this is discouraged by the older, wiser pahari), even marrying a good-aligned surface dweller in some instances.

Like most faerie creatures, pahari have a very long life span (300-400 years). They soon outlive a human husband, afterward returning home to the sea for good. The older pahari, many who have already experienced this heartbreaking loss, do their best to console their newly-returned sister. As a general rule, the older and wiser pahari prefer short, frequent encounters with surface dwellers.

Ecology: Pahari are staunch protectors of their marine environment and oppose evil sea creatures, like sea hags, at every opportunity. A pahari's kiss can bestow water breathing on the lucky recipient for a day.

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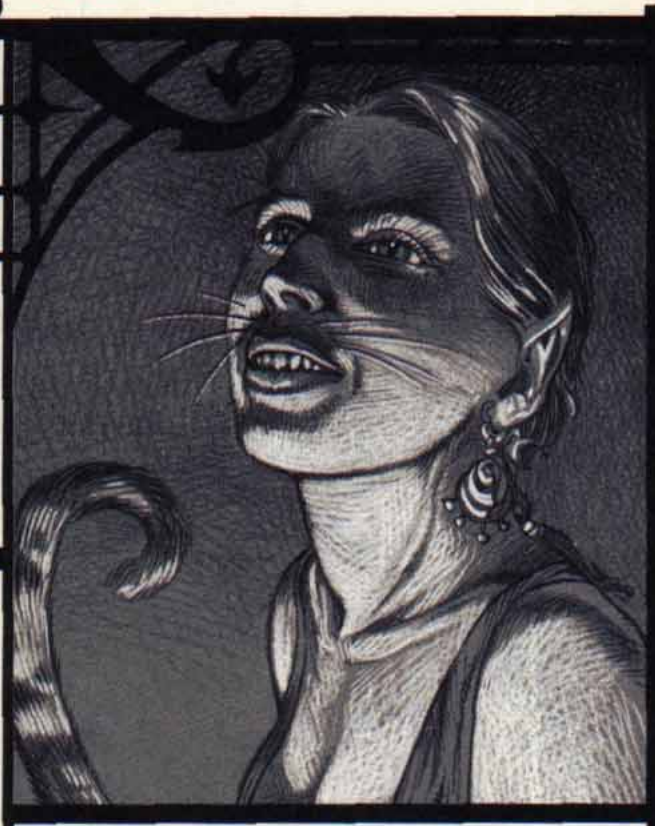
Paka



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Average to supra-genius (8–19)
TREASURE:	U
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d6
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	Varies
THAC0:	By class
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Springing
SPECIAL DEFENSES:	Healing
MAGIC RESISTANCE:	20%
SIZE:	M
MORALE:	Steady (11–12)
XP VALUE:	1,000

Paka are an ancient and sinister race of shapechanging feline humanoids who prey upon the settlements of humankind. Able to pass easily for human, they can spend years sowing evil before their true nature is discovered.

The appearance of a paka is that of a slender and fit but otherwise normal human. They are lithe, supple, and capable of amazing feats of agility, though they will never let non-paka who see these displays live. Female paka almost always have orange hair that turns dark gray as they age. Male paka may have any color hair except dark brown. The eyes of a paka shine red if caught in the light.

Paka can change their shape to more resemble their feline origins, but they are not lycanthropes and cannot transmit their powers in any way. When transformed, the paka's face becomes much more catlike, developing a smaller blackish nose, whiskers, and sharp teeth.

In either form, paka have sharp claws on their hands. These are retractable, however, and only a careful examination of the creature will reveal them when they are not extended.

Paka are skilled linguists who will almost always be able to speak half a dozen human languages in addition to their own tongue. Many of these creatures can also converse with lycanthropes such as wereleopards and weretigers.

Combat: Paka, or *cat people* as the Vistani call them, are supple and malicious fighters who love to torment their prey before finally killing it.

Paka can leap great distances, up to 40′ in a horizontal direction with a running start, 15′ without, or 15′ straight up. They often use this ability to spring at their opponents and catch them by surprise. Paka who attack with surprise double their damage in the first round.

Most paka like to use their natural claws to slice their victim's flesh, but many have acquired powerful weapons from past victims and have learned to use them effectively. A paka that attacks with its claws may strike twice in any combat round, inflicting 1d6 points of damage with each successful hit. Their weapons cause their normal damage, but paka may attack twice per round with any small or medium weapon due to their amazing agility. These claws are retractable in either the humanoid or feline form.

Any normal feline within 50 feet can be telepathically commanded by a paka. The paka can see through the animal's eyes and hear through its ears. The only way to break this link is via an *anti-magic shell* or similar barrier.

Paka will often torment those they dislike by commanding a horde of angry felines to physically attack someone. Such a cat swarm is generally made up of 5–10 (1d6+4) Hit Dice worth of animals. In towns and villages, these will be domesticated pets. In a wilderness setting, they will be more deadly beasts.

Paka have an innate healing ability. By licking a wound clean, paka can regain 2d4 lost hit points per day. They may lick the wounds of others once per day as well as their own.

Habitat/Society: The paka's control of cats also allows it to create dangerous traps or incite malicious behavior. Gossip overheard through the cat's ears can be repeated to make one person think another has violated their trust. The trouble that such a simple action can cause is often overwhelming.

Finally, paka can use their feline friends to set simple traps that will maim or kill their masters. Typical tricks include dragging a quilt into the fire to burn down a house, pushing a heavy vase or other object off a mantle and onto someone's head, or simply dragging things onto steep staircases to trip someone.

One method for detecting a paka is through dogs and other canines. Domesticated animals will bark and raise their hackles; feral canines will attack. Even werewolves (in human or wolfen form) will take an instant disliking to a paka. This doesn't necessarily mean that the lycanthrope will know a cat person for what it truly is, but something about it will just seem wrong.

The most vicious racial trait of the paka is a deep-rooted desire for revenge. Whenever someone crosses its path, harms another paka, or foils one of its plans, the creature and its closest friends will plot together to bring the offender to his knees. If a paka is ever killed, the entire pride will plan and cause the killer's slow

and agonizing death.

Within the settlements of humankind, paka stay publicly separate from one another, but secretly form a very tight-knit pride within their community. If any individual is threatened, he can usually call on 3d6 others for help within an hour. Paka cannot exercise their telepathic abilities between one another, but they can send messages through any other feline.

Paka can be any class, though many are multi-classed as thieves. The only classes closed to the paka are paladins, bards, specialist wizards, and druids.

Paka who opt to be thieves may advance to the 10th level of experience. Such characters add +20% to their climb walls ability, but suffer a –10% penalty to pick pockets and open locks.

Paka wizards may advance to 11th level, and always have a cat familiar. Their spells tend to lean toward those that affect the mental faculties, with only a few offensive spells such as *fireball* or *lightning bolt*.

Priests of this race may advance to 8th level and gain all the benefits thereof. They worship a strange figure they refer to as the "Cat Lord," though even they admit they know little about him or his origins. Paka priests cannot control or turn undead.

Warriors have unlimited advancement, and may specialize and gain all other benefits available to their class. Rangers are common, but their species enemy is always humans. When the ranger is eligible to gain followers, 2d6 wereleopards will be the creatures that flock to his side.

Every community of 5 or more paka has a priest of at least 5th level that serves as a leader. He cannot really force any paka to do his will any more than any other, but others generally respect the priest's decisions as being handed down from the Cat Lord. The priest looks no different from any other disguised paka, but many of them pose as "good" clerics in the village. This amuses the evil beings and they often use their special status to cause far more harm than good.

Their purpose in life seems one of sheer revenge for some wrong done to their species in older times. No paka has ever admitted knowing what this wrong was, or even if it occurred in Ravenloft or elsewhere, but they are sure it was the human race that caused it. For this they have infiltrated the people of the land and consciously work to cause them suffering and hardship.

Ecology: Paka eat only meat. This has occasionally been used as a method of identification by perceptive adventurers.

Paka do not mate for life, preferring to remain allied to the pride instead. A female paka can bear young once per year, though most bear but a single litter of 1–6 kittens in their lifetime. The paka have no concept of a father, but ties to the mother are very strong. She and all other paka in the pride are responsible for teaching the children their heritage and the ways in which they keep their identity secret from their neighbors.



CLIMATE/TERRAIN:	Urban and inhabited areas
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	B, R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–4 (1d4)
ARMOR CLASS:	9 or 6, or by armor
MOVEMENT:	12, F1 18 (D)
HIT DICE:	6 HD
THAC0:	15, or 14 w/weapon
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4+2/2d4+2/1d4, or weapon +3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Fanatic (17–18)
LEVEL/XP VALUE:	975
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6



Pakubrazi are insect creatures that feed on the blood of living creatures. They look like crosses between giant ticks and giant flies.

A pakubrazi can shapechange any part or all of its body into humanoid form. The pakubrazi can pick the race, but not the individual features. The humanoid shape for each race is always the same, and can be recognized if seen again. The individual pieces that can be formed are: primary legs, secondary insect legs, arms, eyes, feeders, head, carapace, torso with wings. This flexibility allows for a wide variety of hybrid forms.

Combat: In its natural insect form, a pakubrazi can attack with two claws and a bite. The two claws are not very large, but the extraordinary strength of the creature allows it to do significant amounts of damage. Using humanoid hands it can wield a weapon with a Strength of 19. The bite is actually a feeder tube which extrudes from the mouth to puncture the skin Once it hits, the pakubrazi can automatically dram 1–2 points of Constitution every round. Death occurs if the victim is drained to zero. A pakubrazi needs 20 points a week for basic sustenence Victims regain 1 point a day.

Any humanoid creature bitten by a pakubrazi may become tainted. If enough Pakubrazi genetic material gets into the blood stream of the humanoid, it will try to force the person to change. The body's immune system will fight the taint. There is a 5% chance per point of Constitution drained that the victim will become tainted.

During any moment of excitement or stress, there is a 10% chance that the tainted creature will change 1d6 parts of its body into insect forms. The person becomes a wild beast lusting after the blood of the nearest available victim. The change lasts for 1d4x10 rounds, or until the tainted creature drains 10 points of blood. It is rumored that the halflings may know a cure for the taint, but nothing else short of a wish spell will rid a body of pakubrazi taint.

Roll 1d8 for Changes

1	Primary legs	5	Feeder tubes
2	Secondary legs	6	Whole head
3	Arms	7	Carapace
4	Eyes	8	Torso w/wings

When it has a human torso, its Armor Class is 9. The insect carapace gives it an Armor Class of 6. It can retain a basically human shape and be protected by the carapace. Although its secondary insect legs cannot attack, they do allow it to climb vertical surfaces, and even hang from ceilings. A pakubrazi needs small cracks, bumps or somethings to cling to when climbing.

Habitat/Society: Pakubrazi are parasites, living off of other civilized races. They maintain a charade of normal life among these races, and are masterful actors. Frequently solitary, they are capable of cooperating in small groups. Each Pakubrazi or cooperative group establishes its own hunting territory. They defend this territory to the death.

Ecology: Pakubrazi are thought to be a remnant of the Green Age. On rare occasions, pakubrazi blood has been used to intentionally taint an enemy by slipping it into his food. It makes a horrific form of revenge.

CLIMATE/TERRAIN:	Temperate/urban (City/library)
FREQUENCY:	Very rare
ORGANIZATION:	None
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	Semi-
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	1 to 10
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	Immune to fire and edged weapons
MAGIC RESISTANCE:	10%
SIZE:	S (varies)
MORALE:	Unsteady (5)
XP VALUE:	1 HD: 270 / 2 HD: 420 / 3 HD: 650 / 4 HD: 975 / 5 HD: 1,400 / 6 HD: 2,000 / 7 HD: 3,000 / 8 HD: 4,000 / 9 HD: 5,000 / 10 HD: 6,000



A palimpsest is a sheet of magical, carnivorous parchment or paper that has become semisentient and animated by the magical runes it contained for long ages. It is mobile, able to rustle its way from shelf to shelf and desk to desk (as if blown about by a stray breeze), but is otherwise indistinguishable from normal paper or parchment.

Combat: Palimpsests reveal their true natures only when they feed. Generally, they hide in books, scroll cases, or loosely-wrapped folders of loose parchment. Palimpsests sense sound and movement, and attack only when their victim is still (or performing minor movements such as writing or drawing). As a result, they attack by surprise on a roll of 1–8. They attempt to *absorb* their victim, drawing the hapless target into their pages on an attack roll of 4 more than what is required to hit the victim. As the victim is absorbed, his features become part of the palimpsest, appearing as a sketch or illumination derived directly from the victim's features. The palimpsest can do nothing else while absorbing its victim, and the process take 2 full rounds; the creature is vulnerable during this period, so it prefers to attack solitary creatures.

If a successful attack roll fails to draw the victim in, the palimpsest simply inflicts deep paper cuts that bleed for several hours, inflicting 1d3 hit points damage. The blood that spatters the page is soon absorbed, leaving no trace to warn future victims.

After a victim is completely absorbed within the palimpsest, life energies are slowly eaten, a process that takes 1 day per level or Hit Die of the victim. Thereafter, the victim can only be restored by a *wish* spell; all other spells and methods, including *resurrection*, are useless. A palimpsest can absorb one victim per Hit Die at a time; thus, a 3 Hit Die palimpsest can devour the energies of three trapped victims at once, though it can absorb only one victim every 2 rounds.

Victims absorbed into a palimpsest magically become part of its decorations while the creature absorbs the victim's life force. For example, the parchment may include a variety of fantastic illuminations, with mice screeching to get out, or a scribe screaming in terror among the fanciful scrollwork. While victims are in this state, it is very difficult to restore them to normal form. *Raise dead* has no effect, and *limited wish* is likewise useless. The only known way to free a palimpsest victim (other than a full and carefully worded *wish*) is this specific series of spells: A *remove curse* spell animates an illustrated victim, an *abjure* spell allows him or her to be lifted off the page, and a *resurrection* spell restores his or her true form (or else the victim remains only a colorful, lifeless paper doll).

Palimpsests are immune to edged weapons and normal and magical fire; electricity has a chance of releasing partially absorbed victims. *Shocking grasp* has a 20% chance to release a creature partially absorbed by the palimpsest, though the caster risks being consumed himself unless the spell is cast through a *spectral hand*. A *lightning bolt* spell has a 50% chance to release a partially absorbed victim, and *chain lightning* has a 90% chance to release its most recent victim (and a 10% chance each of releasing one other victim who the palimpsest absorbed and still remains among its illuminations). If the palimpsest is killed, its victims are irretrievable without a *wish* spell.

Habitat/Society: Palimpsests have no society to speak of, since they live alone. They do not reproduce sexually, though there are reports that large magical libraries or good food supplies lead them to split frequently, as amoebas do.

Ecology: Palimpsests are, in fact, creatures created in the Ethereal plane. Instead of drawing power or matter from other planes to a mage, palimpsests are capable of doing just the opposite, drawing mages into other planes.

A few rumors claim that palimpsests are creations of the arcane, who use them to gather magical energies. Others claim that they are minions of a magical Power, sent as retribution against those that offend. There are also persistent rumors of an entire false library of these creatures. Adventurers claim that the volumes are enticingly labeled, such as *Manual of Bodily Health*, *Libram of Gainful Conjuration*, and *Elminster's Black Book*.

Climate/Terrain:	Mechanus
Frequency:	Rare
Organization:	Patrol
Activity Cycle:	Any
Diet:	Special
Intelligence:	High (14)
Treasure:	Nil
Alignment:	Lawful neutral
No. Appearing:	5
Armor Class:	0
Movement:	9 in any terrain
Hit Dice:	5 + 5
THAC0:	15
No. of Attacks:	2 or 1
Damage/Attack:	1d6/1d6 (fists) or 1d8 (gaze)
Special Attacks:	Meld
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (6 feet tall)
Morale:	Fearless (19)
XP Value:	2,000



Native to Mechanus, this creature wears a floor-length black leather dress, the top of which molds to every curve of its body. The black clothing contrasts sharply with the chalky whiteness of the parai's skin – which is visible only on its head and smooth hands. The face is a hollow porcelain mask, and much of the back of its head is missing. Looking into this hole, one can see only darkness. The impression is that the entire creature is hollow.

The strangest feature of a parai is the ball of white or pale yellow light that hovers in the hollow of its steel-haired head. This ball sheds light through its eyes and mouth, as well as illuminating the area behind the parai. Sages speculate that the light is the sentient part of the parai, that this ball contains the parai's guiding intelligence.

If a parai is killed, inquisitive people will discover that the creature is entirely hollow; the black dress contains only air. Once the life force is gone from the creature, the porcelain-white hands and face crumble away into fine powder.

Combat: A parai typically wades into combat flailing its powerful fists or using its fearsome gaze to sap the life from its foes. While the light hovers in its mask, its fists are as hard as steel, and any item that blocks a blow from a parai's fist must save versus crushing blow or be destroyed. The gaze is not as outwardly frightening, but it saps the life force of a creature as surely as a physical attack would. A parai regenerates half the damage it causes to victims whose life is thus sapped.

The most fearsome attack paraii employ is the *meld*, which is also the only known method by which the parai race reproduces. When a parai finds a victim who has exceptional beauty, strength, or intelligence, it begins a ceaseless hunt to incorporate this person into its race. It has chosen this victim with care, believing his or her qualities to be desirable additions to the parai race.

The method by which this assimilation is accomplished is as follows: First, the parai corners its prey. The light-spirit rises from behind its porcelain mask, leaving the body an empty husk. This husk is still under the guidance of the light, however, which sends the body marching after its chosen victim. The husk then attempts to embrace the prey. Without the light perched inside the mask, the porcelain of the face and hands becomes malleable and exceedingly sticky. If the target is struck by the grasping fists, the victim must save versus spells or be stuck to its attacker. Thereafter, the victim is treated as if he or she were under the effects of a *web* spell. If he cannot fight free within one turn, the dress and mask surround him completely, and he begins to transform into a parai.

If the intended quarry has companions and they kill the parai before it has ensnared its chosen victim, the parai dies. If the comrades don't come to their friend's aid until after it has been caught by the parai, then they have three days to cure their friend before he is forever changed into a parai. (The only known cures for this transformation are *wishes*, *limited wishes*, or, oddly, the priest spell *free action*.) If the husk does snare its prey but he or she somehow escapes, the parai has still gleaned a small portion of the person. Regardless of what is done to its husk, the parai's light forms a new body around itself after one day. Some small remnants of the victim's former image remain visible in the newly formed parai, but they're usually only faint hints.

HABITAT/SOCIETY: Paraii are organized into patrols of five, though occasionally a single parai can be found on its own, investigating some matter or another. Parai society is nonexistent; all paraii are equal, and when they congregate, all act as though controlled by a single mind.



It is not known where the central parai intelligence resides, or even if there is such a thing. Perhaps there is simply a hive mind, an indefinable collection of consciousness that links paraii together. Regardless, all of them are somehow connected to the others, and no one has yet discovered a way to manipulate or destroy that link.

ECOLOGY: A parai, found only on Mechanus, seeks to make everything perfect (that is, lawful and organized) like itself. It does this to ensure that the multiverse functions in a perfect manner. In order to accomplish the feat of perfecting everything, each parai hunts for potentially like-minded individuals to transform them into beings like itself.

There is no reasoning with a parai; it will not be deterred in its quest for perfection. It rarely speaks, refusing as it does to clutter the air with chaotic noise. Indeed, it usually makes no sounds at all, except for the whisper and creak of its leather dress and the whistle of its fists through the air.

A parai's natural enemies include the modrons, who have their own agenda for perfection and resent the paraii intrusion. In addition, paraii leech away the life force of the modrons. Modrons above the quadrone level destroy paraii on sight, and they order their inferiors to attack immediately as well. The paraii, in turn, kidnap modrons and make them paraii whenever possible. This is one of the few known ways the modron population loses its members.

All who travel Mechanus are hereby advised to keep a close watch for the paraii, for they know no mercy and their dedication is tireless. The only certain way to escape from the paraii is to leave the plane itself, for they have never left the cold heart of order that is Mechanus. Until the paraii succeed in making Mechanus perfect, the rest of the planes are safe from their depredations. Of course, they may choose to follow a particularly attractive traveler. . . .

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1 infestation
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Variable
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Variable
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Nil
SIZE:	T (less than 1' long)
MORALE:	Nil
XP VALUE:	15 if nonfatal 65 if potentially fatal



Lice, Inheritor

These tiny parasites resemble common head lice, usually inhabiting the hair or fur of the host creature. They cause their victims to deplete *cinnabryl* more quickly; the level of increase depends on how badly the carrier is infested. (Roll percentile dice to determine the degree of infestation.) A victim with a 50% infestation depletes *cinnabryl* at an increase of half the normal rate. A 100% infestation would cause the victim to deplete *cinnabryl* at twice the normal rate.

Collectively, Inheritor lice can also indiscriminately teleport the carrier (as per the Displace Legacy) up to three times per day. This usually happens if the host is physically threatened or in danger, but can also happen at completely random (and sometimes embarrassing) moments. The Inheritor lice thus attempt to preserve the life of their hosts.

Purging a humanoid body of Inheritor lice requires expensive ointments made with *cinnabryl* powder. Sarag—n lyra birds prey upon these lice.

Moth, Powder

These tiny insects swarm together and build breeding-nests inside caches of *smokepowder*. They consume the *vermeil* contained in the *smokepowder*, quickly spoiling it. The moths are so small that they cannot be seen unless a *detect invisibility* is used. After the mating season is over, the insects leave the spoiled powder.

The insects cause chemical reactions in the *smokepowder*, which could cause any remaining unspoiled powder to detonate if the container is moved while the moths are still inside. (Roll percentile dice to determine the amount of spoiled powder.) Any person moving a powder-moth-infested keg must make a successful saving throw vs. paralyzation, or the keg will detonate.

A full keg of *smokepowder*, if detonated, would inflict 10d6+10 points of damage to everyone within a 10-foot radius, half that out to a 20-foot radius. A successful saving throw vs. breath weapon reduces this to half damage. Also, the damage should be adjusted according to the amount of powder remaining in the keg. A keg that is 50% spoiled would do (10d6+10) x 0.5 points of damage. This detonation depletes *cinnabryl* worn by any Inheritors within the 20-foot radius, at a rate of one week's worth for every 8 points of damage inflicted. An explosion that did 22 points of damage would thus deplete two weeks worth of *cinnabryl*.

Pest, Jibarú

The Jibarú jungle abounds with thousands of species of deadly and annoying parasites and insects. Jibarú pests are always either poisonous or equipped with a potentially deadly defense mechanism. The phanatons know how to avoid or neutralize most of these pests.

Nearly all Jibarú pests provide some component useful in the preparation of medicines, poisons, and antidotes; some, if prepared correctly, even have the potential to counter Afflictions or other infestations like Inheritor lice, cardinal ticks, and vermilia. Jibarú pests are intended to be more of an adventure hook than true monsters. Possible Jibarú pests include:

A small moth that spreads an hallucinogenic powder which makes its victims truly believe that they can fly. The moth can also be used to prepare a medicine that alleviates detriments associated with the Fly Legacy.

A small brown leech that drains several hit points worth of blood each week but prevents Afflictions associated with the Strength Legacy.

A bright green, fiercely territorial, poisonous wasp (if stung, make a successful saving throw vs. poison or die). The wasp's nest can be processed and made into an ointment that will cure those infected with vermilia.

Plague, Lupin

The lupin plague is an extremely deadly infestation of disgusting burgundy, purple, or ginger-colored maggots. These creatures are usually attracted to maturing grapes, in which they lay tiny eggs. The eggs survive the fermentation of the grapes, hatching months later in the wine. Even worse, the eggs survive if they are ingested by someone unfortunate enough to consume tainted wine or grapes. Once hatched, these maggots grow quickly and eat their host from the inside unless proper medication or magical healing is used. The victim must make a successful saving throw vs. poison with a -3

penalty at the end of each day or die. More than one unscrupulous assassin has used wine tainted with the lupin plague to kill a victim.

These pests were dubbed the lupin plague because Renardy (the home of the lupins) is the main producer of wine (and thus grapes) on the Savage Coast. However, new strains could feasibly spread to other vegetables, like hops, potatoes, grain, rice, or scarlet pimpernels.

Tick, Cardinal

These tiny parasites usually infest humanoids with Legacies, although they can survive on blood alone. The presence of cardinal ticks reduces or deprives the host's Legacy powers, but it does not alter the other effects of the Red Curse upon them. Roll percentile dice to determine the level of infestation and thus the host's chance of failure when attempting to use a Legacy.

A single melee encounter against a tick-bearing creature causes everyone involved to walk away with a 5% infestation. Ticks then multiply at a rate of 15% each time the host attempts to use a Legacy. Nonhumanoids are naturally limited to a maximum 50% infestation.

Purging someone of a cardinal tick infestation requires expensive ointments made with *cinnabryl* powder. Scratching off the ticks causes 1 point of damage per 1% removed, unless rare Jibarœ medicine can be used (see Jibarœ pest). These ticks can often be found on voats, succuli, Slagovich juggernauts, legacy trolls, cinnavixens, and batracines. Sarag—n lyra birds often prey on cardinal ticks.

Vermilia

Vermilia are red, glowing bacteria which are often mistaken for *vermeil*. Unlike the harmless *vermeil*, however, vermilia are flesh-eating bacteria. They are sometimes found on the decaying bodies of dead, Legacy-using creatures, along with vermeil fungus and scarlet pimpernels.

Vermilia infection causes 1 point of damage the first day, 2 the second, 4 the third, 8 the fourth, etc., until either a *cure disease* or a *heal* spell is applied to the victim. Vermilia counts as a +2 magical weapon for purposes of devouring undead or magical creatures.

The blood of vulturehounds and various Jibarœ pests can be used in the preparation of medicine useful for killing vermilia. Fire effectively cleanses all vermilia-infested remains.

Vermilia is transmitted through physical contact only. Living creatures must make successful saving throws vs. poison to avoid the infection. Undead creatures are automatically infected, but they can attempt a saving throw vs. death magic at the end of each day, with a penalty equal to the damage caused by the vermilia. If the saving throw is successful, the undead creature takes no damage that day. All Legacy-using creatures get a -1 penalty per Legacy to any saving throws associated with vermilia infection.

The Red Curse: Parasites do not acquire Legacies or become Afflicted.

Combat: Parasites do not inflict combat damage. Each parasite has a special attack mode, outlined above. A victim who survives infestation by one of these parasites should receive the experience point award. Some parasites are deadly, in which case the victim receives a larger experience point award. Other parasites are merely annoying or inconvenient, so the experience point award is less. In many cases, the majority of the experience points from an encounter with a parasite will come from the subsequent adventures that take place while the victim is seeking a cure.

Habitat/Society: Parasites are mindless and have no organized society. Most parasites are extremely adaptable and can live wherever their hosts can live.

Ecology: Parasites derive all or part of their nutrients from the host, usually without contributing anything helpful.

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	Bloodring	Ear Seeker	Goldbug	Wizard Lice	Vilirij
CLIMATE/TERRAIN:	Any	Urban, ruins	Any	Urban	Urban
FREQUENCY:	Very rare	Very rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Nest	Nest	Nest	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Night
DIET:	Blood	Wood, carnivore	Blood	Spells	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non (0)	Semi (2-4)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral evil
NO. APPEARING:	1	1-4	1-20	1 nest	1
ARMOR CLASS:	10	9	9	0	5
MOVEMENT:	1	1	1	1/10	3, Fl 6 (MC:A)
HIT DICE:	1/2	1 hp	1	1 per nest	1+1
THAC0:	Nil	Nil	19	Special	19
NO. OF ATTACKS:	Nil	Nil	1	Nil	1
DAMAGE/ATTACK:	Nil	Nil	1-4	Nil	1d4
SPECIAL ATTACKS:	Blood drain	Burrowing	Blood drain, poison	Spell draining	Blood drain
SPECIAL DEFENSES:	Disguise	Nil	Disguise	Immune to weapons	Disguise, poison
MAGIC RESISTANCE:	30%	Nil	Nil	10%	Nil
SIZE:	T (1-12 in. long)	T (6 in. long)	T (1-3 ft. diam.)	T (1/16 in. long)	T (3-6 in. diam)
MORALE:	Fearless (20)	Unsteady (5-7)	Average (8-10)	Fearless (20)	Average (8-10)
XP VALUE:	65	15	120	120	270

Parasites take many forms. All live in or on other organisms, feeding upon them in some manner, yet returning little or nothing to their hosts. Common parasites, such as ticks, fleas, lice, and various worms, are usually just nuisances, though they can cause complications; they are easily killed by a *cure disease* spell. Presented here are several uncommon parasites.

Bloodring

This is a small worm with a metallic skin and four eyes that look like tiny, reddish gems. It coils itself into the shape of a ring and waits for an intelligent creature to place it on a finger, arm, or leg. Once there, the bloodring drains 1 point of blood per hour, up to a maximum of 6 points per day. It uses most of the energy gained to power its magic resistance, but also grants half that resistance to its host. A well-fed bloodring grows 1 inch per week to its maximum size of 1 foot.

Ear Seeker

This parasite is a small insect normally found in wood, where it eats dead cellulose. However, it needs warm places to lay its eggs, and it prefers human or humanoid bodies, especially ears. When an adult ear seeker enters an ear (usually at night, or when a thief presses an ear against a door), it lays 1d8+8 tiny eggs and then crawls out to die. When the eggs hatch 4d6 hours later, the larvae burrow into the surrounding flesh, generally heading inward.

The host cannot feel the eggs, but hatching causes a tingling sensation, and burrowing is painful. The parasites cause 1d4 points of damage per round until the host dies. A *cure disease* spell kills the eggs or larvae, but does not heal any damage.

Goldbug

This beetle has a flattened, circular body and a golden shell. The shell shows a pattern of contours on the back, and the goldbug is easily mistaken for a gold piece. Eyes, antennae, and legs are on the underside of the body; when legs and antennae are folded, the bottom looks like an oddly designed gold piece as well. Even a thorough examination fails to reveal the bug's true nature 50% of the time, unless the handler uses arcane means to detect life or, for example, if the handler bites the creature to determine if it is real gold.

The goldbug usually rests in a nest with others of its kind, often on a bed of real gold pieces. It waits there for someone to pick it up and take it with him. The goldbug waits until its host sleeps, then tries to crawl to the victim and suck its blood. A bite hits a sleeping victim automatically, with a 10% chance the victim wakes up. Blood is drained at a rate of 1-3 points per round, until the goldbug drains the equivalent of its own normal hit point total. Though goldbugs can go for long periods without eating, they prefer a meal once a day.

If disturbed or threatened, the goldbug has a vicious, poisonous bite that causes 1d4 damage. Victims must roll a saving throw vs. type F poison with a +3 bonus to their roll.

Wizard Lice

These harmless-looking creatures are quite small and difficult to see. They usually join a host by jumping from another host. Though they truly are harmless in small numbers, after about a week of infestation, they breed enough to form a nest that allows them to feed on their preferred food.

Wizard lice feed on memories and magical energy, preferring a combination, in the form of memorized spells. When they infest a wizard or priest (or even that individual's clothing), they remove one spell from the spellcaster's memory, once each day. The spell is chosen at random from all those memorized.

Wizard lice cannot be removed by simple bathing. Washing with strong soap or another powerful cleaning agent kills them. A *cure disease* is also effective against them.

Vilirij

The vilirij is a flat creature that looks like a patch of skin. It flies at night looking for likely victims, sometimes waiting above doors or on ceilings. When a potential host is near, the creature lands on exposed skin (preferring a seldom-seen area) and adheres there. It injects a poison that anesthetizes the wound and affects the victim's mind, preventing the victim from noticing the vilirij. Others see the creature as a patch of discolored skin. It sucks blood from the victim at a rate of 1d4 points per day until removed. The creature is easily recognized by those who have dealt with it before.

Parasite, Cerebral

CLIMATE/TERRAIN:	Any/Any
FREQUENCY:	Rare
ORGANIZATION:	Infestation
ACTIVITY CYCLE:	Any
DIET:	Psionic Energy
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Psionic
SPECIAL DEFENSES:	Only affected by *cure disease*
MAGIC RESISTANCE:	Nil
SIZE:	T (flea-sized)
MORALE:	Nil
XP VALUE:	35

These tiny psionic parasites float about in the air. Colorless and nearly transparent, they cannot be seen by the human eye. They drift in the wind until they come across a psionic being. Then they attach themselves to the host's aura, and slowly drain psionic strength.

Combat: A cerebral parasite's attack is so subtle that a victim may not notice it for some time. When a psionically endowed individual comes within 1 foot of a parasite, the creature is mysteriously drawn to the character's (or monster's) aura, and attaches itself. This initial "attack" usually will go completely unnoticed.

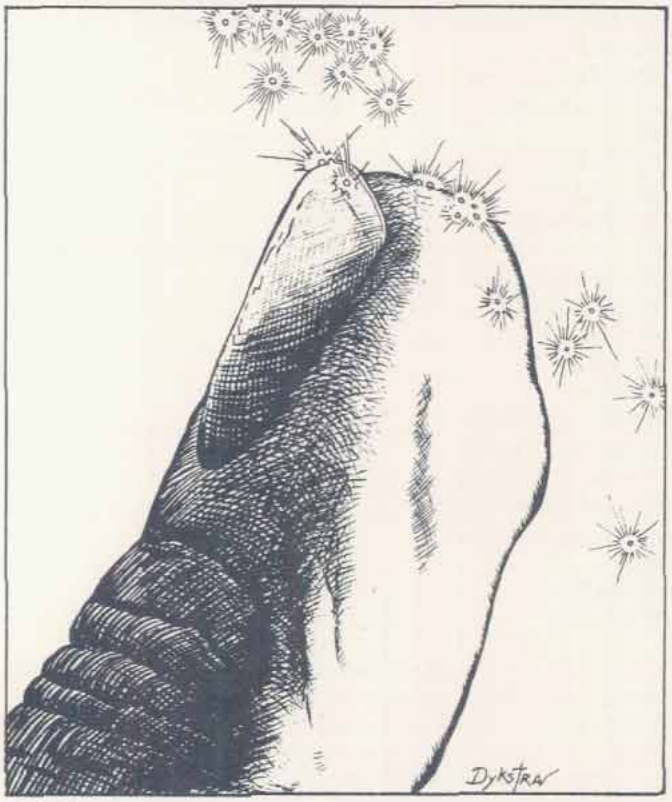
Only a few psionic powers can detect cerebral parasites: aura sight, life detection, and psionic sense. Magical spells which detect invisible or hidden objects are also effective. Of course, the infested host may realize that something is wrong when he uses his psionic powers.

Each time the victim uses a psionic power, the power costs 1 extra PSP for each parasite infesting an individual's aura. The power still works normally, but the parasite absorbs the extra PSP. After a particular parasite has absorbed 6 psionic points in this fashion, it can reproduce by splitting in two. Of course, both parasites will now feed, and the process continues. Eventually the victim may not have enough PSPs to feed the parasites when using a given power; in that case, the power fails.

Only two methods can rid a victim of cerebral parasites: 1) a *cure disease* spell or 2) refraining from spending PSPs until the threat of starvation forces the parasites to leave. Each day the victim refrains from spending PSPs, there is a 1% cumulative chance (95% maximum) that each parasite will detach itself. Since this check is made individually for each parasite, a heavily infested victim is not likely to shake all the pests unless he refrains from using his powers for three or four months.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2/1/2	Nil/Nil	18	unlimited



Only has:

- Psychometabolism - *Devotions:* ectoplasmic form, immovability.
- Psychoportation - *Sciences:* probability travel.

Habitat/Society: Psionic parasites, as these infestations are often called, have existed ever since psionicists have been around. Sages claim that an ancient sect of wizards created the parasites to rid the planes of "false mages"—i.e., psionicists. Of course, this tale is very popular even today among most wizards, but its validity is uncertain. The parasites' ability to enter the astral and ethereal planes does lend credence to this theory, however. (Entering the ethereal plane is an innate ability. They use probability travel to enter the astral plane.)

Every 15 years, a plague of cerebral parasites infests the prime material plane. Their frequency becomes common and 4d8 will be encountered at once. Psionicists dread this time, and call it "the year of weakness."

Ecology: Cerebral parasites, if captured, make a wonderful weapon to use against psionicists. The only problem is that they can eventually escape even the most tightly sealed jar. Each has a 1% cumulative chance of leaving the jar per day. Within several months, few if any will remain. Of course, this is because most of them will have left to search for food. Still, even a month of two of security is enough to prompt many to search the winds for these little clear specks.

Parthoris Gorgon

CLIMATE/TERRAIN:	Temperate/tropical
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1–10
ARMOR CLASS:	5
MOVEMENT:	24
HIT DICE:	3 + 1 (5 for pack leader)
THACO:	17 (15 for pack leader)
NO. OF ATTACKS	1
DAMAGE/ATTACK:	1d8 bite or 1d12 leap (1d12 bite or 1d20 leap for pack leader)
SPECIAL ATTACKS:	Leap attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' to 4' tall; 6' tall for pack leader)
MORALE:	Average (8–10)
XP VALUE:	120 (175 for pack leader)



Parthoris gorgons resemble small dinosaurs; the absence of any front appendages is the most obvious difference between them. The legs of a Parthoris gorgon are suited perfectly for jumping great distances, up to 30 feet horizontally and 10 feet vertically. This ability is ideal for closing in on unsuspecting prey quickly. Most groups of Parthoris gorgons are led by a larger pack leader that has proven himself to be the strongest and most capable hunter of the group.

Combat: Parthoris gorgons attack by biting their prey with their extremely sharp teeth for 1d8 points of damage (1d12 for pack leaders). When hunting a larger animal (or person), a Parthoris gorgon tries to hide some distance from the target and wait for it to approach within leaping range. Once the prey is within range, a Parthoris gorgon uses its powerful legs to leap onto the target's back, attempting to disable the surprised quarry as quickly as possible.

The most effective attack a Parthoris gorgon has is its leap attack. A typical Parthoris gorgon can leap up to 20 feet to attack in this manner, while a Parthoris gorgon leader can leap 30 feet to initiate this attack. When leaping to attack, the Parthoris gorgons strike their target with both claws and with their teeth. A successful strike with this attack inflicts 1d12 (1d20 for a pack leader) points of damage and knocks down most targets (saving throw vs. breath weapon to remain standing). When used by a pack against a single target, this attack can quickly immobilize nearly anything.

To be the most effective, Parthoris gorgons hunt in packs led by a pack leader. The pack leader, using barks and grunts, directs the rest of the group to surround the victim and coordinates attacks. Once surrounded, the pack attacks using their combined numbers to bring down a victim quickly. If a pack leader is killed during an attack, the loss demoralizes the rest of the pack, requiring an immediate Morale check at a –4 penalty; failure indicates that the remaining pack members retreat immediately.

Habitat/Society: Parthoris gorgons are ruthless hunters that live in packs, similar in society to a pack of wolves. Packs are made up of male and female Parthoris gorgons, as well as the young of the family. The pack usually consists of 20% males, 60% females, and 20% young. When hunting, the entire pack is expected to participate in the kill, including the youngest Parthoris gorgons. When a Parthoris gorgon becomes too old to hunt, it is left by the pack to die alone in the wilderness.

Parthoris gorgon packs hunt nearly anything to feed their voracious appetites, including humanoids, demihumans, and humans. Typically, they hunt only targets that they outnumber or that they feel they can take down easily; only when they are extremely hungry do they attack a larger or more dangerous group.

Ecology: Parthoris gorgons live in any temperate or sub-tropical regions. In climates that reach below freezing temperatures, they migrate to warmer climates during the colder months. In many mountainous regions, the Parthoris gorgons live in the warm subterranean passages below the mountains during the cold months, assuming that the caverns contain enough life to keep them fed during the winter.

Parthoris Harpy

CLIMATE/TERRAIN:	Any except arctic
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	R
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	3, Fly 18 (D)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS	3 (claw/claw/bite) or 1 (dive attack)
DAMAGE/ATTACK:	1d6/1d6/1d8 or 2d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8–10)
XP:	120



A Parthoris harpy is a small dragonlike creature. They have two limbs and a set of wings that provide strong if not terribly agile flight. A Parthoris harpy's legs are ill suited for anything other than standing, but its claws are sharp and nimble, used for grasping and carrying pretty much anything a person could carry. Parthoris harpies are strong enough to carry a 150-lb. carcass back to their nest to feed their young. The Parthoris harpy's wings are six feet or more across when fully extended. This immense wingspan is what gives them their great strength; their wings make them capable of hovering for several minutes at a time.

Parthoris harpies' heads are long, with stiff horns projecting from the top of their scalps. Their snouts are elongated, and their mouths are filled with razor sharp teeth, easily capable of tearing meat from their victims' bodies.

Combat: Harpies are intelligent hunters, and they are not afraid to attack fully armed prey, especially when several Parthoris harpies are encountered together. Once prey has been identified, the Parthoris harpies fly high above their targets' heads; when they have reached a sufficient altitude (usually 60 feet or more), they tuck their wings and dive. Just before reaching their victim, they extend their claws and rake them across their prey's head (or whatever portion of the body is exposed). After this initial strike, they continue to attack by climbing and diving repeatedly, until their victim is confused and wounded. Once they feel that their prey is suitably incapacitated, they hover over the target and lash out with claws and teeth until the prey falls dead.

Habitat/Society: Harpies are sociable creatures, living primarily in small family groups that hunt together. These groups seldom exceed four or five individuals, not including the young. The family groups are communal, and there is no clear leader or social structure, although male and female Parthoris harpies have different responsibilities. The females are expected to tend to the young for several weeks after they are hatched; during this time, a female Parthoris harpy never leaves the nest and goes to any length to protect the nestlings. When there are no nestlings to protect, the females participate in the hunt. The male Parthoris harpies are the primary hunters for the family group. They must return sufficient food to the nest to feed the females and the young they watch over.

Living primarily in deserts and swamps, Parthoris harpies are well suited for the harshest of warm weather conditions. Young Parthoris harpies are forced to mature quickly if they are to survive in these climates. They are capable of flying only a few weeks after hatching, and they start to hunt with the family after six or eight weeks.

Ecology: Nesting sites are always at the highest point in the family's hunting territory and are seldom covered. They consist of open nests large enough for the entire family. The height of the nest is of the utmost importance, because from these heights the Parthoris harpies can see for great distances across their hunting territory. This allows them to spot potential prey long before the unfortunate target is even aware of the Parthoris harpies' presence. There is almost always one Parthoris harpy in a nest. Only in the most desperate of times does the entire family leave home. Parthoris harpies seldom abandon one nest to build another.

	Warrior	Noble	Calipha
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Squad	Squad	Colony
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Carnivore
INTELLIGENCE:	Avg (8–10)	Very (11–12)	Very (11–12)
TREASURE:	Nil	Nil	R,Q(×2),S
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	3d4	1–2	1
ARMOR CLASS:	4	4	10
MOVEMENT:	12, Br 3	12, Br 3	1
HIT DICE:	1	2	3–6
THAC0:	20	19	3–4 HD: 17 5–6 HD: 15
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACK:	1–2 or wpn	1d3 or wpn	1
SPECIAL ATTACKS:	Fear aura, burrowing	Fear aura, burrowing	Fear aura
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:		Nil	Nil 25%
SIZE:	T (4″–6″)	T (6″–8″)	T–S (1′–4′)
MORALE:	Elite (14)	Fanatic (18)	Unstdy (5)
XP VALUE:	270	420	3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 975

Pasari-nimal (sometimes called mants) are horrid, tool-using, insectoid predators. They appear to be very large black ants with human heads. A pasari-niml's head has pointed ears, bulging eyes, and a long face distorted by malevolence and evil. The skin on the head is wrinkled and brown. It has six legs, two of which can wield weapons or tools.

Pasari-nimal stay in contact through telepathy that is generated and received by their antennae only. The telepathy can be used within 1 mile of the calipha.

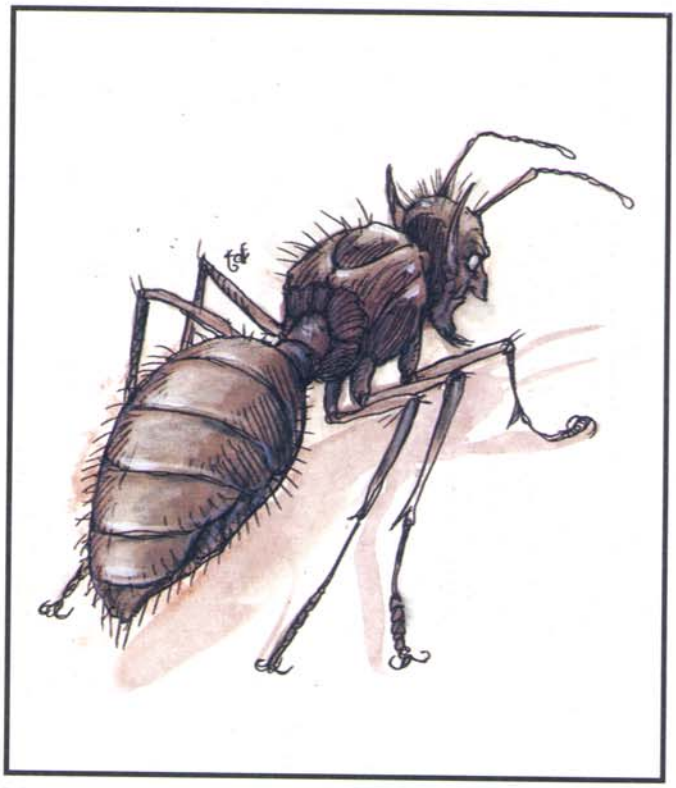
Combat: Upon first seeing a pasari-niml, creatures with Hit Dice equal to or less than that of the monster must roll a save vs. spell. Those failing are frozen in place until attacked. Those who succeed flee at their top movement rate for 1d3 rounds. Creatures of higher Hit Dice must roll a successful save vs. spell or flee at their top movement rate for 1–2 rounds.

Pasari-nimal always travel in squads of both warriors and nobles. They attack in an organized manner, directed by the nobles, who are in constant mental contact with the colony's *calipha* (queen). When a squad sights potential prey, the nobles send a few warriors to test the opponents, analyzing their attacks and defenses. The entire squad then attacks in concert.

Several climb onto a victim, and as many as eight can attack a man-sized creature. They burrow under and around armored individuals, creating a pitfall in one round. When the ground collapses, a victim must roll a successful save vs. paralyzation or be trapped in 1d3 feet of dirt. A trapped enemy is attacked by burrowing pasari-nimal, who cut and pry at armor to make a hole (which takes 1–2 rounds). Afterward, a single pasari-niml attacks the vulnerable area while others make more holes.

If a squad faces dangerous or numerous opponents, they call for reinforcements; 1d4 additional squads arrive in 1d4 + 1 rounds. If necessary, the mants pull back and wait.

All warriors and nobles carry two darts and a small knife.



Most pasari-nimal also carry tools such as pry bars and awls.

Pasari-nimal are immune to all enchantment/charm spells.

Habitat/Society: Pasari-nimal live in large colonies containing 6d4 × 10 warriors, 1d20 + 20 nobles, and a calipha. They often live under human cities, burrowing in the ground and in walls of houses, sending out raiding parties at night. In the wild, warriors and nobles dig a burrow for their calipha and then construct an ever more elaborate palace above it. At any time, 1d4 squads patrol the outer reaches of the colony.

The calipha keeps a selama (a male harim) of nobles and reproduces rapidly, each day laying as many eggs as she has Hit Dice. Eggs hatch in three weeks, and approximately one in eight produces a noble. Once a year, a 6–HD calipha produces a calipha egg that hatches in three weeks, and a squad carries the new calipha several miles away and starts a new colony.

Pasari-nimal worship their calipha, performing rituals and carving her face into burrow and castle walls.

Ecology: Pasari-nimal are disruptive to a local ecosystem, preying on any animal or monster. Warriors and nobles bring food to the calipha, who digests and regurgitates some of it to feed them. If the calipha dies, the lesser pasari-nimal die in 1–2 days. If all warriors and nobles die, the calipha can last three days per Hit Die, during which time new mants may hatch.

Only very sturdy predators prey on warrior or noble mants.

Calipha

A calipha exists to eat, receive worship, and reproduce. She has a beautiful, if small, female human head with long tresses and large, feathery antennae. Unfortunately, this spark of beauty is situated on an ugly, mottled, wormlike body.

The calipha has only a weak bite to defend herself, and her legs are small and weak. She cannot use tools, and she moves by wriggling. A queen grows 1 HD and 1 foot per year.

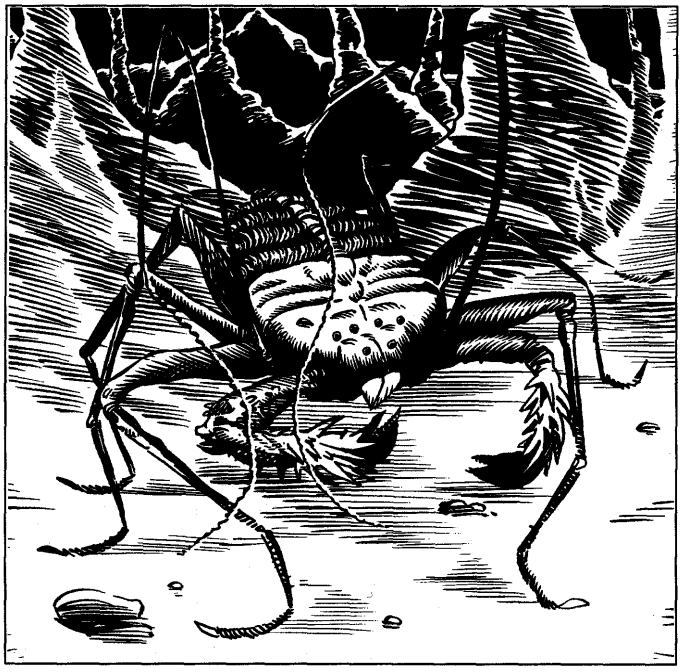
Pedipalp

	Large (Schizomida)	**Huge** (Amblypygus)	**Giant** (Uropygus)
CLIMATE/TERRAIN:		All except arctic/all except tundra	
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:		Solitary or hunting packs	
ACTIVITY CYCLE:		Any (most active in darkness)	
DIET:		Carnivore	
INTELLIGENCE:		Non (2)	
TREASURE:	M, Qx2	Qx4, T	I
ALIGNMENT:		Neutral	
NO. APPEARING:	1-4	1-4	1-2
ARMOR CLASS:	7	4	2
MOVEMENT:	12	12	6
HIT DICE:	1+1	2+2	4+4
THACO:		19	
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-8	1-6/1-6/1-8	1-8/1-8/2-8
SPECIAL ATTACKS:	Nil	Grip	Grip, poison gas
SPECIAL DEFENSES:		Poison immunity	
MAGIC RESISTANCE:		Nil	
SIZE:	S (up to 4' long)	M (4'-6')	L (8'-12')
MORALE:	Average (9)	Steady (11)	Elite (13)
X.P. VALUE:	35	175	650

Pedipalpi, also known as "whip scorpions," are found on various worlds. They vary somewhat in powers and habits; those of Toril are described here.

Pedipalpi resemble a cross between a spider and a scorpion, and can be found in many colors. Brown and tan are the most common, but russet and bottle-green individuals are also numerous. All pedipalpi are immune to all sorts of poisons and corrosives (including acids and noxious vapors). They are often used by drow (cf. "Elf, Drow" in Volume 2 of *the Monstrous Compendium)* as household guardians, pets, and as the equivalent of hunting dogs.

Pedipalpi of Toril mate once every eight months or so, the female producing a cluster of 2d20 soft-shelled eggs. These are injected into the body of a creature disabled (typically pinned under rocks, and/or with joints broken) by the pedipalp couple, and when they hatch, eat their way to freedom.



Large Pedipalp

These scuttling creatures are common in the Underdark of Toril, where they dine on rats, worms, and other small prey. Equipped with two grasping arms and fearsome-looking mandibles, the schizomidae are incapable of grasping prey larger than themselves. "Large" pedipalpi (which may be as little as a foot long, when fully grown) lack the distinctive whip-like feelers of their larger cousins.

Huge Pedipalp

These creatures have developed two 8'-long, whip-like feelers (which they use to probe possible traps, fissures, and other unseen areas) in place of one pair of legs. Another pair of legs (the two foremost, closest to the 1-8-damage mandibles) have developed spiny pincers on the ends.

Besides biting in combat, huge pedipalpi (or amblypygi) use these pincers to strike. After a successful (1-6 points of damage) hit, the pedipalp automatically applies a crushing grip, unless the victim makes a successful bend bars/lift gates roll. The grip causes 2-12 damage on the second round, and on every round thereafter, until the victim breaks free (with a successful bend bars roll; one is allowed each round) or the pedipalp is slain. The pedipalp may use

its bite on others during this time, if it can reach other prey. If it elects to bite the creature it is gripping, it attacks at +6 to hit. (The grip requires the use of both the pedipalp's pincers: if they elect to attack another being, the grip is broken.)

Giant Pedipalp

The uropygi have whip-like feelers and spiny pincers like the smaller amblypygi. They also have dangerous-looking, whip-like tails, that rather resemble the stings of scorpions when held aloft. The tail actually serves only as a feeler; these pedipalpi attack with two pincers and a bite.

After a uropygus scores a pincer hit (1-8 points of damage), it has the option of abandoning its other pincer hit that round in favor of a gripping attack. If it does so, the victim is allowed a bend bars/lift gates roll. If this roll fails, the pedipalp establishes a grip. On the following round, it automatically bites (for 2-8 points of damage), and crushes (for 2-16 points of damage). This damage is repeated each round until the uropygus is slain, breaks its grip to face another opponent (each attack from another creature has only a 1 in 2 chance of causing this; 2 in 12 if the attack hits), or one of the two bone-armored, spined gripping pincers is severed. A pincer will take 20 hit points of damage before being severed (consider these points separately from the pedipalp's true hp total), and has an effective armor class of 0.

Giant pedipalpi can also discharge a noxious vapor three times a day. This acrid, irritating, wet yellow gas expands in a single round, to affect a 20'-radius sphere centered on the pedipalp, before dissipating harmlessly. All non-pedipalpi creatures in this area must save versus poison, or be affected with twitching muscular tremors and spasms for 1-6 rounds (forcing them to fight at -3 on all attack rolls).

Habitat/Society: Pedipalpi of Toril are far-wandering hunters, who roam fearlessly in search of food, establishing no territories and heedless of foes. They will team up to face prey or opponents larger than themselves, but otherwise hunt alone or (if weak or young) in pairs. Pedipalpi never fight or hunt other pedipalpi, or other arachnids of any kind.

Ecology: Pedipalpi poison-sacks (which resemble fist-sized, flexible walnuts) are valued by all who deal in poisons: a strong disabling poison can be distilled from them. The spined foreleg-pincers of pedipalpi serve many goblinkin as maces, and the feelers of a pedipalp can be used in battle as a whip (1d2 damage, 1 vs. L), for 3d4 days after the creature is slain. Thereafter, the feelers dry out too much, and crumble into useless fragility. No other parts of pedipalpi are safe or palatable eating for most creatures.

Pegasus

CLIMATE/TERRAIN:	Temperate and subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1-10
ARMOR CLASS:	6
MOVEMENT:	24, Fl 48 (C, D mounted)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-3
SPECIAL ATTACKS:	Dive, rear kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (5½' at the shoulder)
MORALE:	Steady (11)
XP VALUE:	175
Greater	650



Pegasi are magnificent winged steeds that often serve the cause of good. These intelligent creatures are very shy and wild, not easily tamed. They serve only good characters, and when they do, they will serve their master with absolute faithfulness for the rest of his life.

A pegasus is a thoroughbred which resembles an Arabian horse (though slightly larger) with two large feathered wings. Pegasi are usually white, but brown pegasi are not unknown, and rumors persist of black pegasi. As should be expected, alignments do not vary according to color (all pegasi are chaotic good). Pegasi are 17 hands tall (5 feet at the shoulder) and weigh over 1,500 pounds. Pegasi must be ridden bareback; they will not accept saddles.

Pegasi speak their own language and can communicate with horses. They can understand common, and will obey their master's commands if they are given in that language.

Combat: A pegasus attacks with its hooves and teeth. It can attack an opponent who is behind it with its rear hooves, inflicting 2-12 points of damage, but it cannot use any of its other attacks in that round. A pegasus can also dive at an opponent from heights of 50 feet or higher and use its hoof attacks; each attack roll is +2 and does double damage.

In battle, a pegasus will try to lure larger opponents (such as dragons) into tight spaces. As the opponent struggles to maneuver into attack range, the pegasus climbs and attacks with its hooves from above. Against creatures their own size, such as griffons, pegasi use their superior speed to outrun them. If griffons are close to a pegasus nest (especially if there are young present), one parent will attack aggressively, get the griffon's attention, and then fly away. By doing this, they hope to lure enemies away from the nest and tire them out over a long distance before returning home.

Habitat/Society: Pegasi are egg-laying mammals. If encountered in their lair, there will be one nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30% chance) or young (70%) of 20-50% maturity. Each egg is worth 3,000 silver pieces, while the young are worth 5,000 silver pieces per head on the open market.

A pegasus can be used as a warhorse; a male can carry weight as a medium warhorse (220/330/440), while a female can carry weight as a light warhorse (170/255/340).

Pegasi are intelligent creatures. They can *detect good* and *detect evil* at will (60 yard range). They use these powers on those who would ride them; they try to throw anyone of non-good alignments who would tame them. If provoked, pegasi will not hesitate to attack creatures whom they perceive as evil.

To tame a pegasus, a person of good alignment must locate a pegasus herd. Then, at night, he can try to sneak up on a pegasus and surprise it. The character must have the airborne riding proficiency. There is an initial +10 penalty to the roll; pegasi do not like to be tamed. A magical bridle enchanted for the purpose will remove this penalty. If the character successfully makes his roll, then the pegasus will be tamed.

A tamed pegasus will obey the commands of its master for as long as it lives, if the master remains of good alignment.

Ecology: Pegasi feed on grass, fruits, and other plants. Griffons and hippogriffs are the natural enemies of a pegasus. Pegasi have a lifespan of about 40 years.

Greater Pegasus

Legend has it that if a medusa is slain and beheaded, there is a small (5%) chance that a greater pegasus will be born, springing fully born from the medusa's cloven neck. These pegasi have the same attacks and movement rate of a normal pegasus but are worth 6 Hit Dice and have 20% magic resistance. They also have a +1 bonus to their morale rating. There is a 5% chance that the leader of a herd of pegasi will be a greater pegasus. Greater pegasi can be tamed only by the noblest and greatest of heroes, and have a lifespan of 100 years.

	Peltast	Greater Peltast
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Average (8–10)	Exceptional (15–16)
TREASURE TYPE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	7	3
MOVEMENT:	4	4
HIT DICE:	1+6	2+6
THAC0:	19	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Immune to poison and crushing attacks	Immune to poison and crushing attacks
MAGIC RESISTANCE:	7%	33%
SIZE:	T (under 2' long unless stretched very thin)	T (amorphous)
MORALE:	Steady (12)	Elite (14)
XP VALUE:	65	975



A peltast is an amorphous creature about the size of three human fists in volume. Its skin has a textured, mottled brown hue resembling worn but sturdy leather. A peltast can change its shape to exactly match a leather item in two rounds. If a peltast sees a leather item dropped, it swiftly moves and changes form so as to be mistaken for the missing item. A peltast feels and hefts like leather, and does not breathe, give off heat, or make any sound. It has no tanning odor, nor does it radiate magic. A peltast's skin can sense vibrations, smell acutely, and its many tiny, concealable eyes have 60-foot infravision.

Combat: In contact with suitable flesh, a peltast exudes a liquid anaesthetic and tissue softener. There is only a 1% chance that a host creature will notice its attack. The peltast dissolves the host's skin in a small, hidden area. Through this, it absorbs 1 hit point/day of blood-borne nutrients. A healthy host may never notice the slight weakness this causes. If the peltast is removed, there is no telltale peeling, pulling, or blood.

The peltast is resilient and is immune to poison and crushing attacks, but all edged weapons do full damage. Peltasts also gain +1 on saving throws vs. fire.

Habitat/Society: The peltast infests dungeon settings. The peltast can be encountered in urban settings, especially where there are direct connections with dungeons or sewer systems below; the most common forms these are found in are discarded coin bags, belts, hats, or gloves.

Ecology: Peltasts live in symbiosis with humans and all goblinkind. Elves and dwarves aren't right for its needs, and are used only as carriers to more suitable hosts.

A peltast will leave a diseased host, but helps keep its host alive while attached. It neutralizes poisons introduced into the host. Its slight magic resistance is also extended to the host. Should the host be reduced to two hit points or less, the peltast will inject 1d4+2 points of energy back into the host; it can do this only once a day.

A peltast exudes wastes whenever immersed in water, staining and poisoning it; drinkers must save vs. poison at a +2 bonus or become nauseated for 2d4 rounds, unable to attack or defend.

A peltast will never fight another peltast, nor willingly join a host already carrying one. Peltasts can sense each other up to 40 feet away.

Greater Peltasts: These rarer peltasts resemble translucent rock crystals instead of leather. Hard to the touch and about the size of a human fist, they can alter the internal hue and shape of their bodies. No organs or structures are visible in a greater peltast, and over the centuries they have learned to shape themselves into exact semblances of faceted gems, valued by many creatures. Greater peltasts are found deep underground, and rarely, if ever, in a city. They often hide among real gemstones.

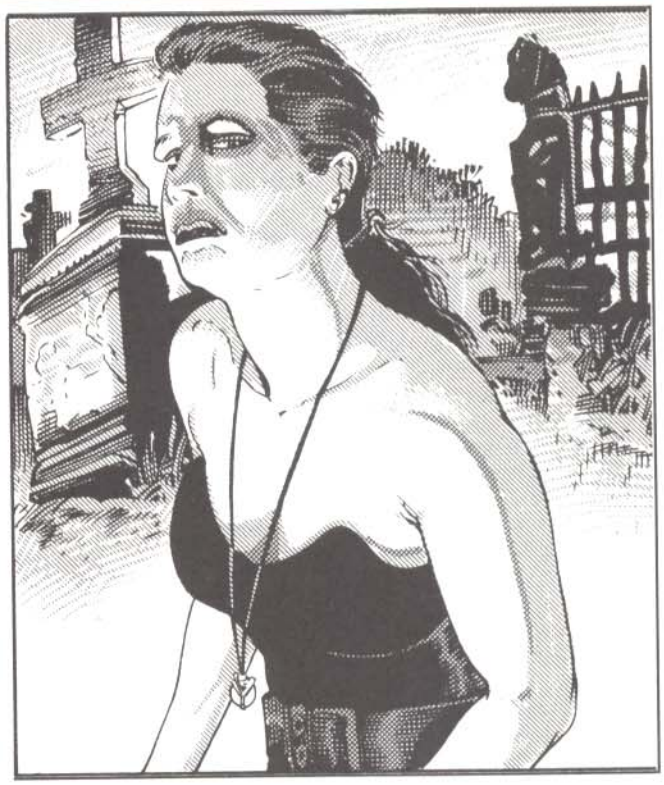
Greater peltasts can be seen feeding: the blood they ingest is visible inside their bodies. They also grow visibly upon draining more than 3 hit points of nutrients (a greater peltast can typically drain up to 12 hit points, half of which are added to its hit point total for a day). Because of this, greater peltasts prefer to feed on sleeping, dead, or disabled creatures, using their magical powers to fetch more meals.

Once a round, a greater peltast can silently use one of its abilities: *call monsters* (like a *monster summoning VI* spell, but used to call hostile creatures against its carrier until a good meal opportunity develops); a powerful *suggestion* (–1 on subject saving throws) to influence called creatures and other beings around them into creating the maximum possible bloodshed without depriving the greater peltast of all potential host-creatures; and *slow* on any being touching or carrying the greater peltast.

These "false gems" have exceptional intelligence and are more powerful than the common variety. They otherwise drain a host, and give benefits, exactly as do their lesser cousins.

Penanggalan

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	10; 8 with head detached
MOVEMENT:	12; head detached Fl 18 (B)
HIT DICE:	Body variable; head 4
THAC0:	16
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-6 or by weapon type/1-4
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	Steady (11)
LEVEL/XP VALUE:	1400



A female vampire variant of great power and horrifying appearance, the penanggalan appears during daylight as an attractive human female of any character class. This "person" will resemble the penanggalan before its death.

At night, the penanggalan assumes its true form. Its head detaches itself from its body, rising vertically and flying off in search of human prey, to feast upon blood. Attached to the base of the head is a 3' long, slimy black "tail", which tapers to a point at one end. A penanggalan's eyes glow red in near-total and total darkness conditions.

Combat: In human form, the creature will fight and act in the manner appropriate to her apparent class and level, with most abilities undiminished. Thus, if she was a wizard in life, she can cast spells; if a thief, she can pick pockets. If, however, the penanggalan was a paladin before death, she is considered a normal fighter of appropriate level. If the penanggalan was a cleric, she is limited to using only those spells which have a harmful effect, and she cannot turn undead. In this human form, the body of the penanggalan is also vulnerable to damage as she was before death, and her hit points remain the same as in life. The head, however, will withstand an extra 4 HD of damage.

A *know alignment* spell cast on the creature in human form will reveal the alignment the penanggalan pursued while alive; as undead, at night, the creature is lawful evil.

In her human form, the penanggalan is immune to holy/unholy symbols and undead turning. She also has, in either form, the normal immunity of undead creatures to spells which attempt to control the mind or body.

Before night falls, a penanggalan must return to one of her secret lairs. She may have as many as six such lairs, all within an area of 25 square miles. At her lair, a penanggalan's head separates from its body and flies off in search of blood. The head always has its full hit points when it detaches, regardless of damage to the body.

Anyone who witnesses this detaching of the head must make a saving throw vs. death magic or fall irretrievably unconscious for 24 hours, and then remain *feebleminded* for 3 days. If the victim makes the save, he/she is *feebleminded* until dawn.

The head and tail will fly in search of a victim. If a penanggalan cannot find a female to kill, a male victim will do as a last resort. If there is more than one eligible female to attack, the penanggalan always attacks the one with the highest Charisma. When a suitable victim is found, the penanggalan will attempt to *hypnotize* her prey, as per the 1st-level wizard spell. The victim must make a saving throw vs. spell with a −3 penalty, or fall under the control of the penanggalan for as long as it takes to feed. If a victim saves against the penanggalan's *hypnotism*, the monster will not be able to exert any further influence over him/her and will flee in fear and confusion to one of her lairs for the rest of the night. Furthermore, the person who made the save will be immune to any further attacks by that specific penanggalan and will be able to recognize that particular one again, regardless of the form the monster takes.

The creature makes two small lacerations on the victim's throat and feasts on the blood throughout the night. For each night's feeding, the victim loses 1-6 hit points of damage and one point each of Strength and Constitution. If the victim's Strength or Constitution is reduced to zero, the victim dies.

The penanggalan will select the same victim each night, if possible, and will continue to visit and feed on successive nights until the victim is dead. The victim must still be successfully *hypnotized* each night of the penanggalan's visitation. However, the victim's saving throw is progressively more difficult; the penalty is −4 on the second occasion, −5 on the third, and so on. A break in the sequence of one or more nights will halt the progression; the saving throw penalty will start again at −3 if the penanggalan makes renewed contact after a night's respite.

If the victim survives the night, he/she will remember none of these events, save for some disturbingly ominous dreams, generally of dark shadowy crypts, flowing red waters, and shrivelled corpses stacked like wood. If for some reason the victim avoids further attacks, even in the event of a belatedly successful save vs. *hypnosis*, he/she will still continue to lose hit points

at the rate of one per night, until the victim is dead. *Dispel evil* cast upon the victim will end this loss.

Note that hit points drained by the penanggalan cannot be restored by magical means such as curative spells, even by powerful spells such as *restoration*, unless *dispel evil* has been cast upon the victim. In effect, the victim's maximum hit points are being drained. Similarly, the victim's lost Strength and Constitution points cannot be recovered until after the *dispel evil* is cast. Once the spell has been cast, hit points are restored at the rate of one point per day, and the Strength and Constitution points at the rate of one point of each per week.

The victim is "asleep" during the visitations and will never actually see the creature, even if the saving throw vs. *hypnotism* is made. The penanggalan will never by choice attack a victim who is awake, but will attack any who threaten her lair.

Anyone who sees the detached head of the penanggalan when it is flying, feeding, or fighting, must save vs. spell, or be overcome with fear. In this form, however, the penanggalan can be turned by a cleric; treat the monster as a wraith for turning purposes. If the head is turned, it will flee to its nearest lair for the rest of the night, and rejoin its body near dawn. If it is dispelled by the priest, the creature is destroyed, and the body decays.

If a penanggalan kills a male victim, he does not return as undead. If an attempt is made to *raise* him, his chances of resurrection survival are halved. A female victim will rise from the grave in three days as a penanggalan, as a free-willed undead. If an attempt is made to *raise* her within that three day period, the chances of resurrection survival are halved. Should an attempt to *raise* the victim succeed, the victim will be unable to do anything other than rest for a week, after which all damage done by the penanggalan is healed. Failure means that no further attempt can be made; the process by which the victim becomes a penanggalan is then inexorable.

The penanggalan takes normal damage from all weapons. If weaponless and in human form, a penanggalan can bite for 1-6 hit points of damage, but it will try to avoid this attack form for fear of giving away its true nature. Damage done by this bite while in human form will not drain hit points or abilities, nor will it cause undeath.

Habitat/Society: As a penanggalan's head flies about, it sometimes makes a hissing noise, and at other times it makes a gurgling speech that is barely recognizable as Common. If an Intelligence check is made, the listener understands the speech, which is usually a pronouncement of doom or whispered secrets about what it is like to experience undeath. Any who understand the speech will get a −2 penalty on the saves they make when they first witness the penanggalan's flight.

If sunlight strikes the penanggalan's head when it is separated from the body, the head will be paralyzed and fall helplessly to the ground until nightfall. If the head and body are not reunited within seven hours of initial exposure to daylight, both will start to decay rapidly and the evil life-force which animates the creature will return to the Nine Hells. Therefore, a penanggalan will always attempt to reunite her head with her body before the first rays of dawn.

The headless body of the penanggalan, if discovered by the living, appears to be merely a decapitated corpse that is very well-preserved on the outside, though if any have the nerve to examine the neck, they will see that the internal organs are visible, and dried up as if mummified. The head will "know" when intruders have reached its body, and this is the only occasion when the penanggalan will actively seek out and attempt to destroy an enemy who is awake.

The shiny black tail protruding from the base of the head is prehensile. It can be used as a whip to snag and choke victims for 1d4 points of damage per hit, and has a Strength of 19. A penanggalan frequently attacks by biting and grappling with her tail. Treat this as a wrestling attack: if the creature gains a hold, she inflicts normal subdual damage plus 7 points each round for the tail's 19 Strength. In total darkness, the tail glows with an eerie black luminescence. This, coupled with the red glow from the penanggalan's eyes, makes for a truly horrible sight. People who see this glowing apparition must make a saving throw vs. spell. A failed roll gives the victim an additional −2 penalty when he/she finally sees the penanggalan's full features and must make a saving throw.

Penanggalans are solitary creatures who make their lairs in mines, ruins, crypts, underground dungeons, or other abandoned buildings or structures. These places are usually protected by simple traps such as pits, deadfalls, or poisoned spears.

These undead creatures are particularly fond of the blood of women in their late teens to early forties, with a Charisma of 13 or greater. It has been speculated that penanggalans focus on that group out of insane jealousy, since the penanggalan can no longer give or receive love. If when in human form, a penanggalan witnesses a couple being affectionate or talking of their romance, the creature will be in such a state of homicidal fury that she will single out the woman for an attack at the earliest possible opportunity.

Penanggalan are not good at seduction. Though they can flirt in some small way while in human form, they cannot express love, or engage in any displays of affection. This weakness is enough to repulse even male vampires, who, though they sometimes have beautiful vampiric women as their consorts, would never consider a penanggalan as a companion. Sometimes, vampires will indirectly give clues to a party of adventurers on the whereabouts of a penanggalan's lair, in the hope that they will destroy her.

When in human form, the penanggalan seeks parties of unwary travellers to befriend. The creature will attempt to join them, and may in fact prove extremely useful, since over her years of undeath, she has been able to pick up many skills and languages, as well as a store of information about the area she frequents. Naturally, the penanggalan will have plausible reasons for her impressive knowledge, and will sometimes even make deliberate errors, or feign ignorance in some areas. These measures are taken in order to deflect the suspicion of party members who may be wondering how their new companion manages to be omniscient.

A penanggalan who joins a party will never encamp with the party for the night, nor will she accompany them to the nocturnal safety of an inn. The creature will beg off, making excuses about other duties. She may even offer to keep guard while the others sleep. Many penanggalan attempt to pass themselves off as rangers, who are known for their vigilance.

Ecology: Other than the blood they drain from their victims, penanggalan do not eat or drink, though they often pretend to do so to hide their true nature from potential victims. The slimy tail of the penanggalan's head is useful in creating various types of *potions of undead control*, as well as *amulets of turning*.

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Climate/Terrain:	Upper Planes
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Lawful neutral
No. Appearing:	1
Armor Class:	–1
Movement:	12
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d10 (+3 or +6)
Special Attacks:	Magical weapon
Special Defenses:	Never surprised, regeneration, never check morale, +1 or better weapon to hit
Magic Resistance:	50%
Size:	M (6' tall)
Morale:	See below
XP Value:	12,000

Pers guard the portals of the Upper Planes. They are tireless warriors at those gates.

Pers look like muscular human fighters. They wear bronze or steel armor with elaborate decoration and huge helmets adorned with large plumes or other ornaments. They carry frost-covered swords of intelligence and magical power. Although these guardians are not evil, their appearance is grim and foreboding.

Pers speak the languages they knew in life and the common tongue.

Combat: Pers have *truesight* and are never surprised. They are continuously protected by an aura with the effect of a *shield* spell. Pers regenerate 3 hp per melee round. They are fanatical warriors and never leave their post. If challenged, pers battle to the death, never checking morale.

Pers carry great two-handed swords that they can wield for 2d10 damage. The swords are intelligent, magical weapons. Each is a *sword +3, frost brand, +6 vs. fire-using/dwelling creatures* (*DMG*, page 185). These intelligent *frost brands* are imbued with the essence of a servitor of an upper power. Each is lawful neutral in alignment and has Intelligence 15 and ego of 18, as well as the following special abilities: *confusion* (special purpose power, 2d6 rounds), *detect evil/good* (10' radius), *detect invisible objects* (120' radius), and *detect magic* (10' radius). These weapons help guard the portals between the planes. They speak the common language. Pers are in total agreement with their weapons so there is no conflict with their egos. However, if another being tries to use the weapon, there is conflict.

Pers also have these spell-like powers that they can use at will, at 10th level of spell-use, once per round or as stated: *blade barrier, charm person* or *mammal* (7 times per day), *cure serious wounds* (3 times per day), *ESP, light, mirror image,* and *read magic.*

Although pers are powerful, they know their limitations. Pers can magically size up an opponent and know its fighting prowess. This ability does not, however, extend to spell use. Pers are intelligent, and one who outmatched by a group of adventurers may challenge the opposing leader or most powerful warrior to single combat.

Per are hit only by +1 or better weapons.

Habitat/Society: Most pers are absolutely dedicated to their cause. To this purpose they use both their *ESP* power and the *detect evil/good* power of their sword.

Pers have limited mental links with the powers of their plane. If a per is under duress or killed, those powers become aware of it. The powers always send reinforcements (usually additional pers) if intruders breach a portal.

One of the items in the collection of oddities at Castle Neutomas is a shield with the figure of a mephit (painted in green) within a red circle, through which a red bar passes. Mordeia the Great, author of *Signs and Wonders: A Planar Tour*, explains that should she ever visit the Upper Planes again, she intends to take the shield as a gift to a per named Zebulon. This is the story she tells:

"I had thought that the pers were an emotionless race, merely living to serve the upper powers by their constant guardianship of the portals. Indeed, I scarce spoke to the first two or three I met, treating them much like golems. However, my irrepressible curiosity took hold when I met Zebulon. I asked him of his adventures, and he told me in a dispassionate fashion of creatures and men that he had to fight in the line of duty. Never did he raise his voice, nor seem upset in his retelling. I asked if there was anything he hated.

"'Oh yes,' he said, 'Mephits, pixies, sprites, that sort of thing. I hate them.'

"His voice was bitter, so I asked him his reasons.

"'I can only use my great sword in lawful defense of my doorway. I cannot leave my post. These tiny pranksters often torment me. They make my hair grow, or change it pink or green. They tell me jokes like, 'How many pers does it take to make popcorn? Five – one to hold the pan and four to shake the stove.' I can't stand them.'"

Ecology: Pers are the spirits of those humans who were dedicated to their cause in life. Fallen humans feel highly honored to become a per. Good powers create new pers either when their numbers run low or when new portals are created.

IT IS A GOOD DAY TO DIE — FOR YOU, BERK!

— AZUTH, A PER NEW TO HIS POST AT AMORIA IN ELYSIUM



Peryton

CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	B
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	12, Fl 21 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16
SPECIAL ATTACKS:	+ 2 to attack roll
SPECIAL DEFENSES:	+ 1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Champion (16)
XP VALUE:	270



High above the mountains and rocky hills of most lands flies a sharp-eyed monster known as the peryton. Intelligent, patient, and malevolent, it watches and waits for prey—to pluck their hearts out.

The peryton resembles a giant, dark green eagle, except that its head is that of a blue-black stag, its horns glitter as ebon as obsidian, its eyes glow a dull red-orange. The chest feathers of a male peryton are light blue; those of the female are drab brown. Perytons normally cast the shadow of an adult human being, rather than those of their own form.

Perytons do not adorn themselves with trinkets, nor arm themselves with weapons. Their language is a collection of roars and screeches, and often sounds as if a peryton were either injured or enraged. Some creatures, with a keen sense of smell, claim that a peryton smells like a human, while others are filled with an irrational fear upon catching first scent.

Combat: A peryton has only a secondary interest in prey as food. Its main interest in humans and humanoid creatures is the heart of its prey. It is unnaturally accurate in combat. In game terms a peryton receives a +2 bonus to its attack roll.

It attacks with its sharp horns, since its claws are too weak to use in melee. When a peryton chooses a target for combat, it locks itself into a duel that nearly always ends in either the peryton's death or that of its target. A peryton will never switch targets during combat, no matter the tactical situation. On rare occasions, the creature can be driven off, but it will continue to stalk its prey, and return at a later time.

Perytons are immune to all weapons but those of at least +1 enchantment.

Some perytons choose to swoop at a target. In this form of attack, the peryton climbs several hundred feet in the air and then plunges at the target, dropping with awesome speed. This attack is made at an additional +2 bonus to its attack roll. If the attack succeeds, the peryton delivers double damage. This is an extreme maneuver that the peryton will only attempt if combat is going poorly, or if it believes it has a chance to achieve total surprise.

Another common tactic is for the peryton to seize a human-sized target and then lift off with the prey in its talons. The peryton climbs so rapidly that most targets do not react until they are at least 100 feet in the air and facing a 10d6 plummet if they manage to escape the peryton's grasp.

Habitat/Society: Perytons roost in caves high atop cliffs or on mountain peaks. They settle in nests of 2d4 creatures, each nest independent of any other, and no two nests being within several miles of one another, except for unusual circumstances—like a dwarven community in the mountains providing them with plentiful prey.

Perytons sometimes take humans and humanoid creatures alive and hold them captive in their nests until they are needed as food (90% likely for nonhumans, 25 % the case for humans) or for reproduction (see below). Because of this, the peryton nests may have treasure scattered about, as well as 1d4 unhatched eggs.

Ecology: The peryton is a predator, with no natural enemies (few could pierce its magically resistant skin). Humanoids, and especially humans, are its selected prey. A female peryton requires a fresh, beating heart to reproduce, and human hearts are the preferred variety. Once a peryton has eaten a heart, its shadow changes into that of its normal form and the creature becomes fertile for 3d6 hours.

Unhatched peryton eggs can be sold for 10d12 gp apiece.

CLIMATE/TERRAIN:	Any (in Faerûn, confined to subterranean Anauroch)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	All possible (G is most common in lair)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3 (usually 1)
ARMOR CLASS:	2
MOVEMENT:	Fl 9 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d4 (or by weapon) ×4/3d4/2d4
SPECIAL ATTACKS:	Tail sting, spell use
SPECIAL DEFENSES:	Absorb/reflect magic
MAGIC RESISTANCE:	44%
SIZE:	L (up to 12′ long)
MORALE:	Fanatic (17)
XP VALUE:	10,000

Phaerimm are powerful magic-using beings that move by natural levitation. They resemble upright cones, the widest part uppermost, and the point ending in a barbed stinger-tail. They are intelligent, inimical, and highly dangerous.

Combat: Phaerimm have 160-foot infravision, and can see into the astral and ethereal planes for 90 feet. Their normal vision functions as a constant *detect magic*.

Phaerimm have natural magic resistance: 44% against all magic except petrification and polymorph attacks, to which they are 77% resistant. Any magical attack on them blocked by their resistance will be absorbed by phaerimm as healing or reflected back 100% at the source. This is a defensive reflex and does not take the place of a phaerimm's actions in the round it occurs. Absorption changes damage from the spell into replacement hit points; spells that do no damage yield 1 hit point per spell level (excess points can be carried for 12 rounds as healing energy, and used to offset later damage). Reflection means the source receives the magical effect, although a source subjected to multiple reflections of the same spell can be affected at most once (that is, a wizard catching two phaerimm in a *fireball* takes, at most, the damage of one *fireball* if both reflect). No upper limit to the number of magical attacks a given phaerimm can absorb or reflect in one round has been found.

Phaerimm command more magic than most human mages. For every 50 years of life, a phaerimm increases one level as a wizard—most of this long-lived race are the equivalents of 22nd- to 27th-level mages. Phaerimm experiment with, research, and memorize spells much as human wizards do; a spell of each level can become an innate spell-like ability. The spell, which cannot be changed once chosen, is retained in their brain structure and is regained every day without study.

Most phaerimm have devised some unique spells of their own. All phaerimm spells are cast by silent act of will—most phaerimm magical study is time spent altering captured human spells into will-force magical energy manipulations.

In addition to a spell attack (and any reflected magics) in a round, a phaerimm can make up to six physical attacks, if targets are within reach. Its powerful jaws, located in the open top of its cone, bite for 3d4 damage. The rim of the cone contains four evenly-spaced, fully-retractable arms. These arms look startlingly human, but the hands have three central fingers and two outside, opposed thumbs. The arms can punch for 1d4 damage, wield weapons of up to polearm size for normal weapon damage, or grasp opponents to hold them for automatically-striking bites. Each round, roll 1d20 each for the phaerimm and the grasped victim. The higher total prevails: either the grasp holds for the round, or the victim breaks free.

A phaerimm also has a powerful tail that can smite for 2d4 points of damage; if a tail attack roll hits on a roll of 16 or more, its sting impales the victim: the victim takes the usual 2d4 damage, plus 1d6 more as the hollow bone stinger stabs deeply, injecting a milky fluid and an egg. The victim must save vs. poison three times: to see if the victim is paralyzed; to determine if the victim *levitates* (rising above any "floor" surface and hanging a few feet off the ground, powerless to move except by grasping or pushing against solid objects within reach for 2d4 turns); and to see if the phaerimm egg injected into the victim is fertile. A nonfertile egg dissolves harmlessly.

A fertile egg begins to grow in 1d6 days, eating the victim internally for a loss of 1 hit point per day thereafter, until death occurs or a *cure disease* spell kills the phaerimm larva. During this time, the victim's attack, Armor Class, and ability scores are all penalized by 4 due to debilitating, gnawing pain. An egg or larva can be cut out of a victim, who must survive a system shock roll. This process inflicts 2d4 points of damage.

Habitat/Society: The phaerimm like to live near others of their own kind (for mutual protection and the social satisfaction of vying with each other in devious plans). However, they usually prefer to operate alone or surround themselves with magically-controlled slave creatures to carry out their bidding.



Ecology: Phaerimm eat all reptiles and mammals, keeping them as slaves until their turn as dinner. They especially hate tomb tappers, who seem immune to phaerimm mind-controlling magics.

In Faerûn, the mightiest magic of the sharn presently limits phaerimm to under Anauroch, but they work through agents to affect the world beyond the desert, using certain Bedine tribesmen and some Red Wizards who came to Anauroch long ago to try to establish a base or recover the fabled magic of the Lost Kingdoms. They have also subverted a few Zhentarim, but are being very careful not to reveal themselves to the Brotherhood—yet.

	Phaethon	Elder
CLIMATE/ TERRAIN:	Mountains	Mountains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Family	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Highly (13–14)
TREASURE:	(I)	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	1–10	1
ARMOR CLASS:	3 (8)	2 (8)
MOVEMENT:	12, FI 18 (C)	12, FI 18 (B)
HIT DICE:	4	6
THAC0:	17	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3d6 or by weapon	3d8 or by weapon
SPECIAL ATTACKS:	Flame hug	Flame hug
SPECIAL DEFENSES:	+3 to saving throws	+3 to saving throws
MAGIC RESISTANCE:	Nil	5%
SIZE:	M (5′ tall)	M (6′ tall)
MORALE:	Steady (11–12)	Elite (13–14)
XP VALUE:	270	975



In their normal state, phaethons look just like very thin, short half–elves. Their hair color varies, though bright, coppery red is common Their skin tends to be ruddy and weathered. All phaethons, however, have dark, brown eyes.

The clothing of phaethons is sample and rustic. They commonly wear a plain, waist-length tunic with baggy trousers which are gathered at the ankles. Sandals are worn in summer, replaced by soft boots in colder weather The only really colorful articles of clothing are a brightly colored and embroidered sash which is wound around the waist, and warm, wool caps, which are woven in intricate patterns.

The thing that sets phaethons apart is their ability to instantly sprout a set of magnificent, flaming wings, simply by willing them into existence. With these wings they can soar across their native mountains with the grace of an eagle and the splendor of a phoenix.

Combat: Phaethons are tirelessly vigilant in their home regions and very difficult to catch unawares; all phaethons gain a +1 bonus to their own surprise rolls.

Phaethons are usually armed with a knife and a quarterstaff. If they are expecting trouble, they may bring along spears and bows as well. Leather armor is worn when they leave their settlements, giving them AC 8.

In a one-on-one fight, a phaethon uses its knife and quarterstaff if it has a good chance to win (i.e., if it's fighting something with only 1 or 2 Hit Dice). Against an opponent with 3 or more Hit Dice, the phaethon ignites its wings and uses them to batter the opponent. The combination of clubbing and burning causes 3d6 points of damage.

Alternatively, the phaethon can try to wrestle with its opponent. A successful attack causes normal wrestling damage (2 points for a phaethon) plus 1d6 points of flame damage. If, however the phaethon achieves a hold that can be maintained from round to round, it automatically inflicts 3d6 points of damage each round, as long as the hold is maintained (opponent can roll a Strength check, with a -2 penalty, every round to break free).

Besides making the phaethon more lethal, the heat and light from the wings improve its AC to 3. Also, while its wings are aflame, it receives a +3 bonus to all saving throws vs. flame or heat attacks of any sort.

Phaethons never attack anyone without a good reason. Strangers nearing the phaethons' territory arc watched carefully from the first time they are sighted to determine their intentions. If the strangers behave well and treat the mountains with respect, the phaethons do not molest them unless the phaethons are directly threatened. If the strangers are destructive and disruptive, the phaethons still consider the situation carefully before launching any attack. Even if the characters are obviously evil, the phaethons let them pass if they seem destined for some other place. Only if the intruders seem bent on seeking out the phaethons'home and attacking it or are causing needless destruction in the area do the phaethons consider attacking.

If the phaethons do consider an attack, they will first try to interrogate one of the intruders. A handful of experienced fighters (or one or two elders, if available) sneak into the intruders' camp at an opportune moment and kidnap one of the intruders. This captive is quickly spirited away to a safe location away from the phaethons' homes and made to drink a truth draught concocted of locally grown herbs and fermented roots (the formula for this truth draught is known to only a few of the most prestigious phaethons). After drinking the truth draught, the prisoner is questioned regarding the group's origin, destination, and mission. If the answers to these questions are satisfactory, the prisoner is led back to an area very near his companions and released when the truth draught wears off, he remembers nothing.

It, on the other hand, the prisoner's answers indicate that the group presents a danger to the phaethons, the prisoner is executed (mercifully) and an ambush prepared for the rest of the group.

Once the decision to attack is made, the phaethons are ruthless and merciless foes. If the phaethons believe that their opponents will carry along wounded comrades rather than abandon them to their fate, the phaethons aim their attacks to wound and incapacitate rather than kill. This burdens the enemy with wounded soldiers, slows them down, and lowers their morale. If the enemy abandons its wounded soldiers, then the phaethons fight only to kill.

In either case, their standard tactic is hit and run. Phaethons hide in rocks and ledges overlooking an area where they expect the enemy to pass. When most of the enemy group has gone by, the phaethons ignite their wings and swoop down on the tail of

the column, fighting until each attacker has killed or incapacitated one enemy, and then fly away to safety. The attacking group always leaves one–third of its members posted on the overlooking rocks as a reserve in case a retreat becomes necessary, the phaethons who attacked (and are presumably tired and wounded) flee while the reserve delays pursuers.

It the phaethons believe that they have enough of an edge over their opponents, they may abandon the hit-and-run attack and launch an all-out assault. Even in this case, however, they still leave a reserve in case something goes wrong. If the attack is going well, the reserve may also be ordered to join in the attack and help finish the job.

Habitat/Society: Phaethon society is essentially the same as all other demihuman societies. The basic group is the family, which consists of an adult male, adult female, and a variable number of offspring. The typical family has one to three children.

Phaethons have a predominantly agricultural society. Their farms are built on the steep, terraced slopes of the mountainsides surrounding their homes. They raise grams, fruits, and vegetables, herd sheep and goats, and keep rabbits and chickens. Phaethons work hard and take tremendous pride in their farms and buildings. Their settlements, which consist of a dozen or so family buildings and plots surrounding a central village square, are always well ordered and immaculately clean.

To a phaethon, honesty and truthfulness are more important than any other quality. Lying for any reason is considered a more grievous crime than stealing. But crime of any sort is almost unknown among phaethons. Their devotion to lawfulness and honesty is so strong that many of them have a hard time understanding the concept of willfully committing a crime.

This devotion to honesty extends beyond the spoken word and respect for property. To phaethons, actions really do speak much more loudly than words. A man who lights a fire and then lets it go out through neglect is considered foolish. A man who chops down a tree and then lets it lie is considered a complete loss.

These attitudes cause a deal of friction when phaethons deal with other demihuman races. They are always willing to judge individuals on their own merits rather than the faults or strengths of others but telling even the slightest untruth for any reason permanently blemishes that person's reputation.

Characters who are sent into the mountains to deal with the phaethons for any reason whatever must be prepared to be scrupulously honest at all times and about all things.

To avoid problems, phaethons customarily do not question each other or outsiders about their personal lives unless they are from the same family. The desire to give an honest answer often conflicts with the need for privacy or the need to not insult friends. Therefore, phaethons do not ask leading questions without first preparing themselves for the worst. For a stranger or an outsider to ask such questions is considered rude at best and a personal challenge at worst

Ecology: Phaethons want nothing more than to live lives of quiet contentment amidst their beloved mountains. They produce no items for trade because they are completely self–sufficient and have no need for imported goods. When the affairs of the outside world impose on the phaethons culture, however, they are ruthless and uncompromising in protecting their land

Young phaethons learn to fly in the same way they learn to walk; by trial and error. This ability usually develops by the age of five or six.

Phaethons do not spend a great deal of time flying; it is a luxury to them, something to be done when work is finished. Still, on calm summer evenings, groups of them can be seen soaring above the peaks and swooping through the valleys.

Elder Phaethon

The life expectancy of most phaethons is 90 to 100 years. For a reason not even the phaethons understand, some do not die of old age. instead, sometime around their 90th year, they are overcome by a desire to fly toward the sun. They climb, and climb, and climb ever higher until either exhaustion or lack of oxygen or both causes them to pass out. As they plunge back toward Krynn, a marvelous transformation takes place and as they regain their senses, still thousands of feet above ground, they discover that they have metamorphosed into elder phaethons.

Elder phaethons are taller than phaethons, with snow white hair, black pupils, and copper-colored skin. Their flaming wings are brilliant and at least 30 feet from wing tip to wing tip. They can, quite literally, dance in the air.

Combat: Elder phaethons use much the same tactics in combat as normal phaethons, but they are solitary. They rely more on their speed and agility in the air to strike their enemies with multiple passes. They display the same ruthless cunning as normal phaethons.

One or two elder phaethons are often found accompanying groups of normal phaethons that are flying to intercept intruders. The presence of the elder phaethon raises the morale of the normal phaethons by 2.

Habitat/Society: Elder phaethons are solitary. They still know their family and friends, but they have no need or desire to return to them or to their farms. 'They spend their days soaring through the mountains, scouting for intruders, lost travelers, and anything else that is out of place or unusual. They are invaluable guardians for the phaethon settlements in that little happens in the mountains without their knowledge.

Most of an elder phaethon's time is spent either in flight or sitting atop a mountain and scanning the world around. A panoramic vista and air beneath their wings seem to be their only concerns

Ecology: Elder phaethons neither hunt nor gather. Their food requirements are very slight and are met entirely by the inhabit-. ants of the phaethon settlements under their guardianship. The people of these settlements leave food out in the open and, approximately once a week, an elder phaethon stops by to pick up the food and relay any pertinent messages. These visits are always brief and formal.

Elder phaethons have been known to look after villages of humans and demihumans as well as those of normal phaethons, if the humans and demihumans have demonstrated that they are worthy of protection. If the village ever neglects to leave food for the elder phaethon or lies to him in any way, he will forsake that village forever.

However, if a village is under his wing, so to speak, he will defend it with his own life, if necessary.

In the absence of violence, an elder phaethon can live another 150 to 200 years.

Climate/Terrain:	Tropical or subtropical jungles and forests
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic good
No. Appearing:	3d6
Armor Class:	7
Movement:	9, Gl 15
Hit Dice:	1–1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d4 (bite) or by weapon
Special Attacks:	Surprise
Special Defenses:	+2 bonus on all saving throws
Magic Resistance:	Nil
Size:	S (3′ tall)
Morale:	Average (8)
XP Value:	35 120 (warrior) 270 (chief) 2,000 (king)

Phanatons are odd, seldom-seen, intelligent forest-dwellers that have very strong ties to nature.

A phanaton looks like a cross between a raccoon and a monkey, though its face has an almost human quality in terms of subtle expressions. A phanaton is roughly the size of a halfling, and has a 4-foot-long prehensile tail. In addition, a phanaton has membranes of skin stretching from arm to leg; these can be spread to glide from branch to branch.

A phanaton's coloration resembles a raccoon, with a dark mask over the eyes, gray-brown fur, and a ringed tail. The phanaton's hands are like a monkey's, including opposable thumbs. A phanaton's eyes are bright green, fiery red, or shiny yellow. In the dark, phanaton eyes can give travelers quite a scare.

Phanatons speak the languages of elves and treants, as well as their own language that consists largely of hoots, chatters, and clicks.

Combat: Their gentle nature makes phanatons slow to attack strangers, though they fight fanatically to save the natural beauty around them from destruction. As a rule, phanatons will not opt for direct attacks on bigger or more numerous foes. Phanatons use the forest setting in order to launch harrying sneak attacks; they are naturally quiet, which gives opponents a –3 penalty to surprise rolls. When among trees, phanatons can move silently like thieves with a 75% chance of success.

Phanatons hate aranea intensely and will attack them on sight, casting aside all tactics and stealth.

Phanatons use simple weapons such as clubs, staves, and nets. Most of their weapons are fabricated simply with materials at hand. Phanatons rarely use metal weapons.

When not using weapons, phanatons deliver a bite that causes 1d4 points of damage.

Phanatons have extremely acute senses and therefore have an empathy with their forest surroundings. This gives them a +2 bonus on all their saving throws.

When a group of 10 phanatons is encountered, the group will include a warrior (*n'chala*) with 2 Hit Dice and 10 hit points. In a group of 30 phanatons, there is a clan warchief with 3 Hit Dice, at least 15 hit points, and a +1 bonus to all damage rolls. The warchief has 2d6 n'chala as guards. If 300 adult phanatons are encountered, they are led by a tribal king with 8 Hit Dice, 50 hit points, and a +2 bonus to all damage rolls.

Habitat/Society: Each phanaton tribe is made up of clans. Phanaton clans have 3d10 × 10 adult members plus an additional 25% of that number in offspring. Clans live in villages built on platforms of wood and woven vines connected by a network of rope bridges.

Phanatons can live for 80 years. Their litters have 1d6 kits. The kits grow to maturity in six months.

Though phanatons do not have a written language, they love to pass down stories and legends from generation to generation. In fact, many phanaton names are followed by a list of the phanaton's ancestors' accomplishments.

Phanatons are the allies of treants and dryads, and are usually very friendly with elves—especially wood elves. The aranea are their traditional enemies.

Phanatons often run afoul of humans, humanoids, and demihumans who attempt to cut down forests. Phanatons try to halt timber efforts by secretly sabotaging equipment and playing annoying, nonlethal tricks on the woodcutters.

Ecology: A healthy woods or jungle is often a sign of phanaton influence. These creatures enjoy tending the woods around them, cultivating favorite plants, clearing away dead plant matter, and ensuring that the balance of nature in their area is maintained.

Phanatons are omnivorous. They prefer to eat fruits and vegetables, but they also eat meat; they find spiders to be especially delicious.



Phanaton, Jibarú

CLIMATE/TERRAIN:	Tropical or subtropical jungles and forests
FREQUENCY:	Rare, common in Jibarœ
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Genius (8-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	3d6
ARMOR CLASS:	7
MOVEMENT:	9, Fl 15 (E)
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Poison coated needles
SPECIAL DEFENSES:	+2 saving throw bonus
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall, 4' long tail)
MORALE:	Average (8-10)
XP VALUE:	65
Warrior	175
Chief	270
King	2,000



Phanatons are seldom-seen, intelligent forest dwellers that have very strong ties to nature. A phanaton looks like a cross between a raccoon, a monkey, and a flying squirrel. A phanaton is roughly the size of a halfling and has a 4-foot-long prehensile tail. In addition, a phanaton has membranes of skin stretching from arm to leg, which can be spread to glide from branch to branch.

A phanaton's coloration resembles that of a raccoon, with a dark mask over the eyes, gray-brown fur, and a ringed tail. The phanaton's hands are like a monkey's, possessing opposable thumbs. Phanaton eyes are bright green, fiery red, or shiny yellow.

Phanatons have a complex language that consists largely of hoots, chatters, and clicks. Some phanatons can also speak the languages of elves and treants.

The Red Curse: Most phanatons live outside the cursed areas. However, those who enter these areas will acquire Legacies and require *cinnabryl* to ward off Affliction. Many phanatons prefer to use medicines derived from Jibarœ pests to alleviate the symptoms of the Red Curse.

Combat: A phanaton's gentle nature makes it slow to attack strangers, though it will fight fanatically to preserve the natural beauty of the forest. As a rule, phanatons never opt for direct attacks on larger or more numerous foes. They use their stealth skills to launch harrying sneak attacks; they are naturally quiet, which gives the opponents a -3 penalty to surprise rolls. When among trees, phanatons can move silently with a 75% chance of success. Phanatons can move up and down trees without slowing.

Phanatons hate araneas intensely and attack them on sight, casting aside all tactics and stealth. Phanatons also have an intense dislike for Herathians (unaware that the Herathians are one and the same with the hated araneas), because they have had to defend themselves from Herathian colonization efforts over the last century. Although detrimental to individual phanatons, the Herathian incursions did force the phanatons to develop a cohesive government, codes of mutual self-defense, and a universal system of laws.

Phanatons use simple weapons such as clubs, staves, and nets. Most of their weapons are fabricated with forest materials; they rarely use metal weapons. Their favorite ranged weapon is a blowgun from which they fire poison-coated needles. Victim are paralyzed for 1d6 turns unless they make a successful saving throw vs. poison. Phanatons of Jibarœ also use short spears and bows. When not using weapons, they can bite for 1d4 points of damage.

When a group of phanatons is encountered, it includes a 2 HD warrior (*n'chala*) with 10 hit points. These phanatons have nonweapon proficiencies in gliding, each gaining a +1 bonus to the required saving throw vs. paralysis and a swoop attack. The swoop attack mode allows the phanaton to glide through the air to sneak up on an opponent (90% move silently), followed by a high-speed dive and slashing attack, inflicting double damage if successful.

In a group of 30 or more phanatons, they have a clan war chief with 3 Hit Dice, at least 15 hit points, and a +1 bonus to all damage rolls. The war chief has 2d6 *n'chala* as guards. If at least 300 adults are encountered, they are led by a tribal king with 8 Hit Dice, at least 50 hit points, and a +2 bonus to all damage rolls. Phanatons of Jibarœ have individuals who exceed those levels and many who use magic. Most phanaton warriors are, in fact, rangers; they receive additional bonuses to the forest skills of hiding in shadows, moving silently, tracking, and hunting.

Special Abilities: Though phanatons cannot really fly, they can perform a controlled glide, carrying no more than 10 pounds while gliding. All phanatons may glide for at least one round. On the second and subsequent rounds, the phanaton must make a successful saving throw vs. paralysis each round in order to stay aloft.

Phanatons have extremely acute senses and great empathy with their forest surroundings, giving them a +2 bonus on all their saving throws while in their natural habitat.

Habitat/Society: Each tribe is made up of clans which have 3d10+10 adult members and 25% of that number of offspring. Their villages are built high in the trees on platforms of wood and woven vines connected by a network of rope bridges. The rope bridges are not suitable for man-sized or larger creatures. Any such creature attempting to use a phanaton bridge is likely to either fall off or break the bridge.

Latecomers to civilization, phanatons are just beginning to institute a central government and systems of laws. They seem to be headed toward a collective tribal government with an advisory

council of druids and shamans.

Though they do not have a written language, phanatons continue to pass down most of their legends orally. Many phanaton names are followed by a list of accomplishments by their ancestors, such as "*Falling Leaf*, Whose Grandfather *Longflier* Dropped a Rotten Egg on the Head of an Evil Herathian Mage During the Battle of Two-Burnt-Sticks."

Phanatons ally with most treants and dryads and are usually friendly with elves. Phanatons do not like humanoids that attempt to cut down forests. They try to halt timber efforts by secretly sabotaging equipment and playing annoying, nonlethal tricks on the woodcutters.

Ecology: Healthy woods and jungles are often the sign of phanaton influence. They enjoy tending the woods, cultivating plants, and ensuring that the balance of nature in their area is maintained.

Phanatons are omnivorous. They prefer to eat fruits and vegetables, but they also eat meat. They find spiders especially delicious.

Phanatons have a life span of about 80 years. Their litters have 1d6 kits that grow to maturity in about six months. Luckily, they are fertile for only a small fraction of the year. Otherwise, with their long life spans, quick maturity, and large litter sizes, they would quickly outbreed most other intelligent species.

Phantom

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	9
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	Varies, usually M
MORALE:	Nil
XP VALUE:	Nil

Phantoms are images left behind by particularly strong death traumas. A phantom is like a three-dimensional movie image filmed at the time of death, in the place where it died.

The standard phantom may appear as almost anything. It often appears as the character who experienced the trauma-a transparent image re-enacting the death scene. Alternatively, it could represent whatever was foremost in the victim's mind at the time of death; an attacker, or some goal left unachieved. Phantoms are experienced in faded colors, by all senses.

Combat: It is difficult to fight phantoms, since they are merely images and have no power to directly cause harm. They cannot themselves be harmed. Swinging weapons or casting spells into the area of the image does not interfere with the projection, and they cannot be reasoned with. A phantom is not intelligent and does not exist for any real reason; tracking down its killer or completing its quest will not get rid of a phantom.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they can not be turned as undead. Only a priest spell *remove curse*, cast at 12th level, can dispel a phantom.

Although a phantom cannot directly do any actual harm, it is the very essence of magic and calls up a superstitious awe in anyone who sees one. The enchantment is such that the phantom affects both the mind and the senses of the observer. Creatures without minds (such as undead) are immune to the effects of phantoms, as are those rare beings who are somehow unable to experience them (since the phantom is present to all senses, blindness is not normally protection against one).

Characters witnessing a phantom must roll a successful saving throw vs. death magic, with a −2 penalty, or immediately panic and run away as per the effects of a *fear* spell. Particularly vivid phantoms may require those who fail their saving throw to make a system shock roll, with a +10 bonus to the roll. Failure results in death for the unfortunate victim. Such a character can be raised normally, however.

There are other difficulties with the fear effect; the cause of the phantom's death might still be around. Even after centuries, traps and undead monsters can be just as effective and deadly, and running away in panic is usually not the best defense.

Of course, a phantom may provide characters with important information, either forewarning careful characters of an upcoming danger, or finding a lost and treasured object.



There is a slight chance that a character's death may engender a phantom. This chance should be minuscule to nonexistent for 0-level or very low-level characters, or for those who were expecting to die-those dying of natural causes or in war. However, characters of 4th level or above, dying suddenly or by surprise might have a 1-2% chance of becoming phantoms. If those characters were on an important mission or were subject to *geas* or *quest* spells, this chance might rise to 5-6 percent. The percentage chance for generating a phantom should never be higher than the level of the character at the time of death. (Characters killed by energy-draining undead rarely produce phantoms.) It is up to the DM to decide what the precise image presents. A character who is murdered and generates a phantom may also return as a revenant.

There are nonstandard types of phantoms that affect only one of the senses. Often, these are purely visual images, but they can also manifest themselves as sounds (explosions, moaning, or quiet whispering) or smells. Most of these phantoms require saving throws, but the effects of failure may differ. A gloomy whispering of danger might produce despair (as per the *symbol* spells) effects. A foul stench might induce the retching effects of a ghast. Suffocating pressure, temperature extremes, the sounds of a swarm of bats, might all carrydifferent consequences of failing the saving throw.

Of greater concern, however is that there are some phantoms that are actually evil, created when powerful evil creatures from other planes are "slain" (forced to return to their home planes) in the Prime material plane. These phantoms appear at the will of the evil creature 35% of the time, and can seriously misinform or endanger any character it meets. These phantoms can be detected with a *detect evil* spell; *dispel evil* can neutralize the phantom for a number of turns equal to the caster's level.

Phantom Stalker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Fire
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	12, Fl 24 (D)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Impervious to fire
MAGIC RESISTANCE:	Nil
SIZE:	L (7′ +)
MORALE:	Elite (16)
XP VALUE:	650

Phantom stalkers are creatures from the Elemental Plane of Fire, and are found on the Prime Material Plane only in the role of servants to high-level mages.

In its raw elemental form, the phantom stalker appears as a slim pillar of fire with vague outlines of arms, legs, and a head, resembling an emaciated fire elemental. When on the Prime Material Plane, the creature's most common form is that of a muscular, reddish humanoid, 7′ or more tall, with fiery eyes. Their faces are elongated versions of a human face, with a pointed chin and high forehead. When angered, they lose their solid form, appearing much as a burning ghost. However, phantom stalkers have the ability to *polymorph self*, and have been known to appear in various forms. Most of the forms they assume incorporate the colors red, yellow, and orange. Phantom stalkers can fly, and this ability is apparently unimpaired by the shape they assume.

Phantom stalkers are magically able to speak the Common tongue of any world of the Prime Material Plane, in addition to the language common to all denizens of the Elemental Plane of Fire.

Combat: Phantom stalkers normally attack with their two sets of sharp claws, each of which can inflict 1-8 hit points of damage. If both sets hit, the stalker has a grip on the target and pulls the unfortunate victim to its fiery body, causing an additional 12 points of fire damage. The phantom stalker is able to cool its body to 70° Fahrenheit, so that it can lift or carry things without incinerating them. The creature has a Strength of 18/50.

Phantom stalkers are invulnerable to all sorts of fire attacks, and magical fire attacks (including fiery breath weapons) in fact heal the phantom stalkers one hit point for each Hit Die of fire attack. However, phantom stalkers save at −2 versus cold attacks, and such attacks add two points of extra damage per attack die.

If a phantom stalker is reduced to 10% or less of its original hit points, it can cast forth its dying life essence into a 6 HD fireball, after which it dematerializes and dies. The explosion is centered on the stalker itself. This is done only as a last resort, and is never done if it will harm the stalker's summoner—unless the summoner is directly and immediately responsible for the phantom stalker's demise. Those who would summon phantom stalkers would be wise not to give them hopelessly suicidal commands.



Habitat/Society: On the Elemental Plane of Fire, phantom stalkers have no true organization. In fact, they are often bullied around by fire elementals, efreet, and salamanders.

When a stalker is summoned by a mage, it is generally grateful for its departure from the Plane of Fire, and wishes to serve the mage loyally. Paradoxically, it is also instinctively resentful about being summoned, a trait common among many denizens of the Elemental Planes.

Phantom stalkers are summoned by a variant of the *invisible stalker* spell. The spell summoning the phantom stalker requires a piece of coal carved in the shape of a flame; otherwise, the spells are identical. A mage must exercise great caution in giving a phantom stalker instructions, since the stalker will try to pervert those instructions by taking the mage's words literally and following them to the letter. This is a nasty habit that phantom stalkers picked up from efreet. Aside from this little quirk, the summoned creature serves well as a bodyguard.

There is one explicit instruction inherent in their summoning. If the summoner is killed, his/her phantom stalker(s) will vanish into the Ethereal Plane, where it will spend 1-4 hours tracking down the killers. The stalker will unerringly find the killers, unless the latter are continually hidden by spells or other nondetection devices or abilities. Phantom stalkers gain this tracking ability only upon the death of their masters. The ability disappears once the summoner's slayer has been tracked, though it will return one more time if the slayer has escaped, giving the phantom stalker one last chance to find the killer.

After tracking down the summoner's killers, the phantom stalker will reappear on the Prime Material Plane, intent on vengeance.

Ecology: Besides being the whipping boys of the Elemental Plane of Fire, phantom stalkers are prized for the liquid fire that flows through their bodies. If this essence can be captured, it can be used to create *Flame Tongue* swords.

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Climate/Terrain:	Ethereal Plane
Frequency:	Rare
Organization:	Family
Activity Cycle:	Any
Diet:	Herbivorous
Intelligence:	High to genius (14–18)
Treasure:	R,U
Alignment:	Neutral good
No. Appearing:	1d4
Armor Class:	8 (1 with plate mail)
Movement:	9
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d4+1 or by weapon
Special Attacks:	*Hypnotic pattern, suggestion*
Special Defenses:	*ESP,* immunities
Magic Resistance:	20%
Size:	M (6′ tall)
Morale:	Steady to elite (11–14)
XP Value:	1,400

"The chant says that there wasn't always a City of Doors or a Lady of Pain. Sometime in the past, she built the city as a . . . well, no one knows the dark of why. But here's what a body's got to tumble to: It all had to come from somewhere.

"Now, as any Cager knows, one of the permanent fixtures in the City of Doors is the presence of its caretakers, the dabus. But before there was a Sigil, the dabus must have come from somewhere, right? *[Not necessarily; the Lady may have created them herself—ed.]*

"Well, here's the dark that only I have uncovered: The Lady of Pain took some of the firblings *[sic]* of the Ethereal Plane to her new city of Sigil. There, she altered them for her purposes to create unfailing servants — the dabus."

— from Gorad Drummerhaven's
Origin of Planar Species

In any given situation, it's usually a safe bet that planar biologist Gorad Drummerhaven's more wrong than right, but in this case, he just may have something. Similarities do indeed exist between the phirblas and the dabus. Both are tall, gaunt humanoid races that seem to float a few inches above the ground rather than trod upon it. Both look somewhat alike, though the phirblas are lighter in color, don't seem quite as old as the dabus, and have no horns. Both races exhibit a strong devotion to purpose. And, of course, both employ a strange (yet different) means of visual communication.

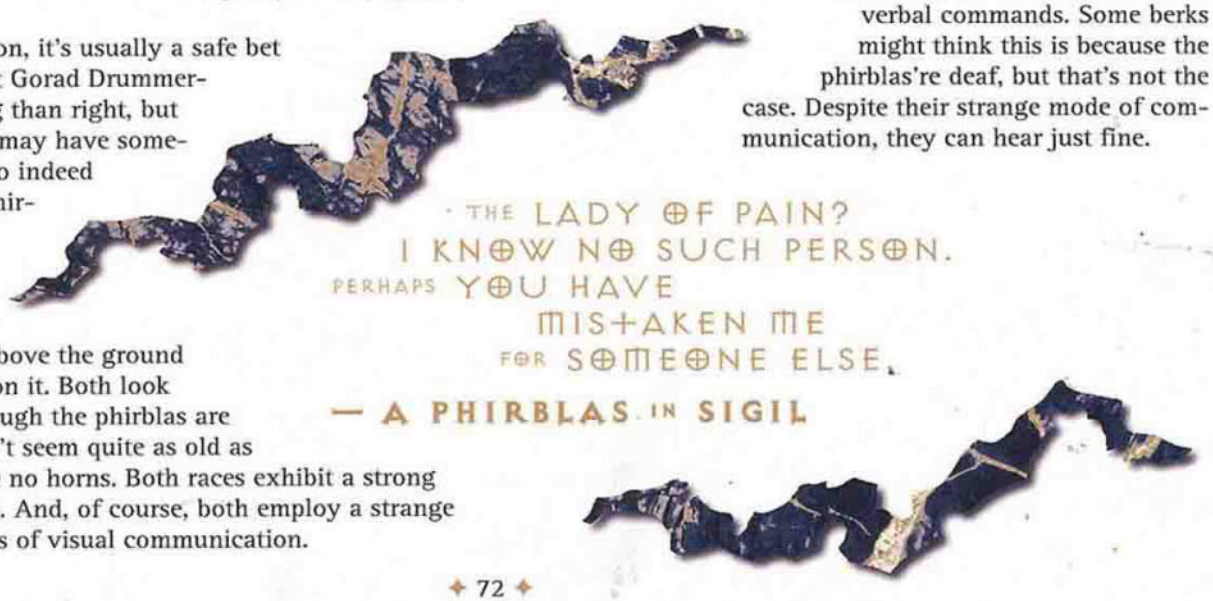
Mildly telepathic, the phirblas project their words as written script in the language of the intended recipient. The words appear very quickly in the air above the phirblas, and only about 10 words are visible at a time, so anyone who wants to communicate with one of these humanoids must be able to read very fast. Illiterate berks can't understand them at all.

It's not entirely correct to say that the phirblas are from the Ethereal Plane. Rather, they hail from a demiplane they call Inphirblau, a city-realm filled with tall towers elegantly carved and shaped from living stone. Chant says that Inphirblau is one of the oldest of the demiplanes, though no one knows if the phirblas created it themselves or simply took up residence there.

Combat: The phirblas are not a combative or aggressive folk. If need be, a few of their number take up ornately decorated arms and armor. Most of the time, these warriors wield a two-handed sword (which causes 1d10 points of damage) or a long spear (which causes 1d6 points), and they wear plate mail (improving their AC from 8 to 1). Unarmed phirblas, if forced into a fight, bash opponents with their bare fists (causing 1d4+1 points of damage). Truth is, they pack a mighty punch, which often surprises berks caught on the receiving end — for some reason, many folks jump to the conclusion that the creatures aren't very tough.

Phirblas also possess a few innate spell-like powers. At will, they can use their telepathic ability to duplicate the effects of an *ESP* spell. Three times each day, they can create such a dizzying array of words with their "speech" that it acts as a *hypnotic pattern.* And, once per day, they can use those words to make a *suggestion.* (Note that the *hypnotic pattern* and *suggestion* powers work only on foes that can read and are never used on other phirblas.)

Heat- and cold-based attacks inflict only half the usual amount of damage on a phirblas, and disease and poison do them no harm. They're also immune to *charms, suggestions,* and any other type of control based on verbal commands. Some berks might think this is because the phirblas're deaf, but that's not the case. Despite their strange mode of communication, they can hear just fine.





HABITAT/SOCIETY: Ancient even by planar standards, the phirblas boast a complicated and intricate society. They follow no clear-cut leader; instead, each individual has some degree of authority in one area or another. Even more confusing to outsiders, however, is the fact that the hierarchy of control isn't rigid, but extremely flexible and fluid. Apparently, only the phirblas themselves can truly tumble to who's supposed to do what for whom, and who can tell whom to do what in which situation.

The demiplane called Inphirblau is difficult to find. It's a huge city that seems to go on forever once a body's found his way in. Millions of phirblas live in the burg, yet somehow they all seem to know each other.

The communicative style of the phirblas' speech indicates emphasis, emotion, and intent. Formal, elegantly flowing script is used in important matters, while simple lettering indicates a casual attitude. Quick, messy, hard-to-read wording implies that the phirblas is in a hurry or has no real desire to communicate. Slow, shaky script probably means that the speaker is distraught.

ECOLOGY: The herbivorous phirblas eat plants and roots prepared in complicated hot and cold dishes. Members of their society who're designated as cooks work many days in advance to prepare each intricate meal. The plants grow in small herbariums located throughout the city that fills their demiplane.

The phirblas don't age or get sick, they hardly ever fall victim to serious accidents, and they never use violence against each other. Hence, phirblas rarely die. Most have no fear of the deadbook, as it seems so distant and unreal to them (thus, many outsiders consider the phirblas quite naive). Existing without the distinctions of gender, they reproduce asexually in a manner that's not fully understood. Due to the low death rate, little reproduction ever occurs. But when it does, new phirblas are "born" fully grown, apparently with the memories and knowledge of the parent.

Despite how loudly some so-called scholars rattle their bone-boxes, no relationship between the phirblas and the dabus of Sigil has ever been proven. Among biologists and racial development experts (a disagreeable bunch of graybeards if there ever was one), this is a hotly contested issue.

Climate/Terrain:	Gehenna
Frequency:	Rare
Organization:	Pairs
Activity Cycle:	Any
Diet:	Living essence
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral evil

No. Appearing:	1d4
Armor Class:	–5
Movement:	18
Hit Dice:	9
THACO:	11
No. of Attacks:	2
Damage/Attack:	1d10/1d10
Special Attacks:	Energy drain, scalding, poisonous vapors
Special Defenses:	+2 or better weapon to hit, immune to fire, heat and acid, ½ damage from lightning
Magic Resistance:	25% or 50%
Size:	L (10 feet tall)
Morale:	Champion (15–16)
XP Value:	10,000
"Harvester of Flame"	12,000



Dark and horrible is the realm of Gehenna, where the only source of light is the magma from the spewing volcanoes, and scalding heat and acidic condensation fill the air. From these horrible conditions, the phiuhl is born. It is a creature of misery, pain, hunger, sweltering heat, and poisonous vapors.

Known to the yugoloths as *vaporous horrors* and to the linquas as *lingering deaths,* phiuhls are horribly powerful and terrifyingly ruthless creatures. They appear as tall columns of steam and deadly green and violet vapors, swirling and churning yet retaining the basic shape of a humanoid creature. Long, vaporous arms reach out towards their foes, and dreadful black pits stare outward from what passes for a head.

The phiuhls serve no power, nor do they ally themselves with the other beings of Gehenna. The yugoloths wonder at their existence, and many arcanaloths and ultroloths attempt to capture the creatures to study them and discover their origins and nature. These examinations have always proved futile, as have the attempts made by the baatezu and tanar'ri to recruit or conscript them into their armies. No known force, diplomacy, or spell has even been known to control or influence the phiuhl, at least not for very long. A cambion sorcerer named Rgillyth once attempted to use an *ESP* spell to determine the nature of the phiuhl once and for all. Before he passed completely into utterly incomprehensible insanity, he muttered a few understandable phrases regarding "undead lords of brass," "spirits of long-dead wind dukes," and a "melded prison of steam."

Combat: The mere presence of a phiuhl is a threat to most nonnatives of Gehenna. Those susceptible to poisonous gases and noxious fumes who have the unfortunate fate to find themselves within 50 feet of one of these creatures must make a saving throw each round or pass out from the insufferable vapors that comprise the creature. Victims falling prey to these gases die in 2d4 rounds.

As one gets closer to the phiuhl, things get worse. These creatures of steam radiate a great deal of heat. All characters vulnerable to heat take 1d6 points of damage if within 10 feet of the monster. No saving throw is allowed to resist or avoid this heat, although *rings of fire resistance* and the like protect the wearer.

Once a berk is actually engaged in melee with the phiuhl, things get truly horrific. In battle, it stretches out its misty arms to swipe at its foes. These steamy fists inflict 1d10 points of damage with each blow. This damage is mostly heat based, so creatures resistant to heat take no damage but must face the other effects of the phiuhl's attack. Those struck by both of the phiuhl's arms are pulled into its vaporous mass and held there. Trapped victims automatically take damage from the creature's heat (as if struck by both arms, 2d10 points of damage, and 1d6 more from simply being within 10 feet) and the phiuhl drains an experience level per round as it begins to feed upon the character's life force. In order to escape, a victim must make a bend bars/lift gates roll, or the phiuhl must be slain.

Phiuhls are immune to heat, fire, poison, and acid, and take only half damage from lightning-based attacks. Magical weapons of an enchantment equal to at least +2 are required to harm them. All other objects simply pass through their steamy form.

Although they have a 25% resistance to magic, all spells influencing or dealing with the mind are resisted 50% of the time. Apparently, whatever a phiuhl is, its mind is an alien, almost unknowable thing. So alien, in fact, that if contact is made with a phiuhl through *ESP* or some other sort of telepathy, the unfortunate character must make a saving throw versus death magic or be rendered completely insane, unable to process or comprehend what he has discovered.

Despite these magical resistances, a few spells are particularly useful when combating a phiuhl. *Wind wall* holds a phiuhl at bay, and a *gust of wind* inflicts 3d6 points of damage upon the creature. Spells which obviously affect a normal, living, corporeal creature, such as *hold monster, slow, finger of death,* and *Bigby's grasping hand* have no effect upon a phiuhl. Spells of a controlling nature such as *charm monster* and *domination* only last half as long as normal, even if they are successfully cast past the barrier of the creature's magic resistance.

Despite rumors claiming that these creatures are some form of undead elemental, no priest has ever been able to successfully turn a phiuhl.

Habitat/Society: The phiuhl lives in the heat and steam generated throughout Gehenna's ghastly furnaces. They are most

common in Khalas and Chamada, though they travel even to Mungoth in search of prey if they must.

Normally these beings are encountered in pairs. They act with coordination, usually trapping their prey between them as they move in for the kill. Once in a while, two pairs work as teams of two. Such bands are thankfully rare, but still something to be feared. Sometimes, however, a single phiuhl is found wandering one of the volcanoes. These are usually vaporous horrors that have somehow lost their companion. Such lone phiuhls begin to lose their cohesion after many years (suggesting that the paired structure of their "society" plays some vital part in their very existence). These individuals have only half as many Hit Dice, inflict only half as much damage, and saving throws versus their poisonous gases receive a +3 bonus.



Rarest of all is if three of the creatures are encountered. The third member will be a special phiuhl sometimes referred to as a "harvester of flame." These phiuhls have far less concentrations of noxious fumes and a greater center of heat. They appear as red-tinged humanoids of steam, slightly smaller than a standard phiuhl (sometimes a circular sphere of red-white heat can be seen in their chests). A harvester has no radius of poison gas around it, but it inflicts twice as much heat damage to those around it (2d6), as well as those struck by its limbs (2d10). Further, it can project gouts of steam up to 150 feet that inflict 6d6 points of damage to any target struck (a successful saving throw versus spell indicates half damage). Even creatures that are immune to flame and heat take half damage from the harvester's attacks, and those with some degree of resistance short of immunity take full damage. These red harvesters work with the other, normal phiuhls to destroy their foes more quickly. The normal phiuhls then move in to absorb the fallen prey's life essence. Without exception, these special individuals are only encountered in the company of two other "normal" phiuhls, and such threesomes are very rare.

Ecology: Anything alive is seen as a source of nourishment by the phiuhls. Some of the more powerful creatures of the Lower Planes (such as baatezu, yugoloths, and tanar'ri) are less susceptible to the phiuhls' attacks than other creatures, but they still fear them for their energy draining abilities and their resistance to controlling attempts. The harvesters of flame are feared by anything with any intelligence at all.

Night hags have occasionally been able to strike short-term bargains with a pair of phiuhls, offering them larvae to devour in exchange for simple things such as safe passage or small favors ("Detain those nasty gehreleths that are following me, will you, dearies . . . ").

Lone steam mephits have been known to be found in the company of phiuhls as well. The mephit works in conjunction with the vaporous horrors, although it is possible that the phiuhls don't even know that the mephit is there. More likely, the phiuhls ignore the mephit as a harmless carrion feeder that helps them destroy their prey and then does what it wishes with any treasure found — something the phiuhls care nothing for.

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Life energy
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	5
THAC0:	Special
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Affected only by spells
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' long)
MORALE:	Fearless (20)
XP VALUE:	1,400



The phlog-crawler is a form of phlogiston entity. It takes the form of a piece of the phlogiston and enjoys total access to wildspace. It travels in both the flow and wildspace alike, in search of prey for its voracious appetite. It moves about apparently propelled simply by its desire.

The crawler, from a distance, appears to be a small cloud with eight writhing appendages (giving it a spider-like appearance) floating in space. Up close, however, the swirling, rainbow colors of the phlogiston become apparent. Because the phlog-crawler has no defined shape and no known mass, it can move freely through even the smallest cracks and crevices. Inside the phlogiston, the crawler is virtually undetectable at distances greater than melee range.

Combat: The phlog-crawler has no motivation other than hunger. Because its appetite is seemingly endless, to see a phlog-crawler is to be attacked by a phlog-crawler. The creature attacks by coming in contact with its intended prey and draining Strength from it. No type of armor offers any protection from this attack. Each round that the victim is in contact with a phlog-crawler, he must roll a saving throw vs. breath weapon. If he fails the saving throw, the victim loses 1 point of Strength. Upon reaching 0 Strength he is dead. If the victim manages to escape from or kill the crawler, he regains lost Strength at a rate of 1 point per turn.

Attacking a phlog-crawler is, at best, a difficult undertaking. Because the crawler is little more than a mist, it is immune to non-magical weapons. Even magical weapons inflict negligible damage—1 point per bonus of the weapon (e.g., a *long sword +2* would inflict 2 points of damage on a successful hit).

The only other way to damage a phlog-crawler is to burn it or use spells. The former method is a dangerous prospect indeed. Any flame—magical or otherwise—coming in contact with a phlog-crawler can certainly destroy it, but it causes the creature to erupt in the equivalent of a 5-die fireball, causing damage to anyone in a radius equal to twice the length of the crawler.

Using spells to fight the phlog-crawler is a far less dangerous affair. However, anyone in contact with the crawler is also subject to any spells cast at the crawler. For example, if a 3rd-level wizard casts a *magic missile* spell at a phlog-crawler that is draining one of his companions, both the crawler and the companion would suffer the damage.

A phlog-crawler has the ability to sense open flames and will not approach them. If a flame is lit during combat, there is a 75% chance that the creature will flee at maximum speed away from the encounter. It is also unlikely to attack any large group of individuals unless it has not fed in a long while.

The phlog-crawler causes the air pocket of any object less than one ton in mass that it comes in contact with to foul and then become poisonous in half the usual amount of time.

Habitat/Society: Phlog-crawlers are found in both the phlogiston and wildspace alike. Because individuals and small groups—the primary prey of the crawlers—are unlikely to be encountered within the phlogiston, phlog-crawlers are encountered mostly in wildspace. Because of their vulnerability to ranged attacks and flames, they tend to hide among rocks and ship ruins and attack by surprise. Phlog-crawlers can survive for up to 24 hours within an atmosphere, but they rarely enter one.

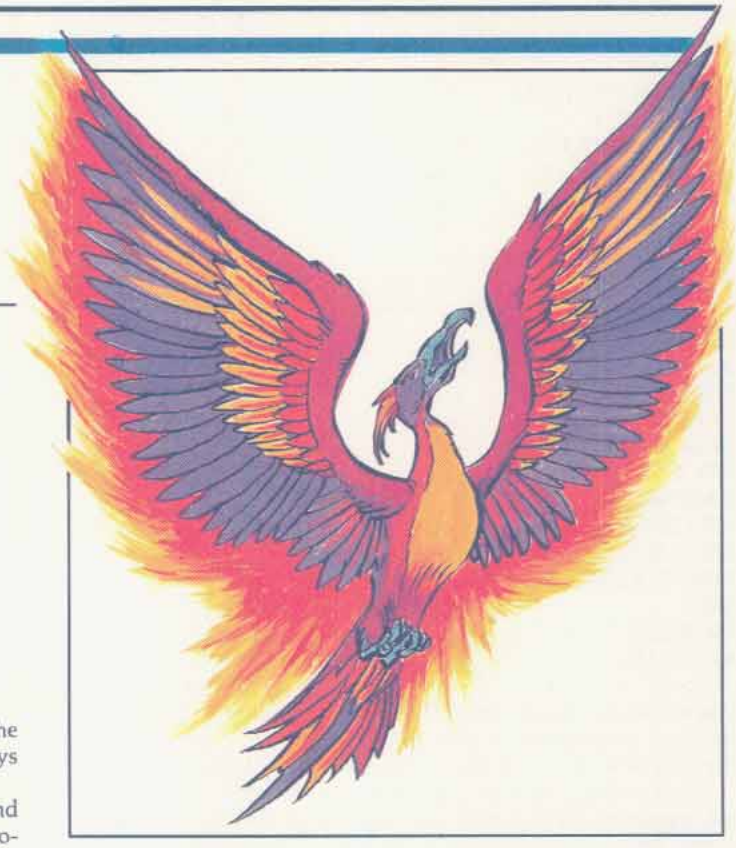
Ecology: Phlog-crawlers have no diet other than the life energy of living creatures. They can sense the presence of life up to several miles away and attack any small groups of people automatically (unless they have an open flame, of course). If the creature is starved and has not fed for some time—usually after several weeks—it will attack anything without heed for its own safety.

Phlog-crawlers have no known natural enemies. Their life cycle is unknown, but some of the great sages of Toril speculate that they are virtually immortal. In some crystal spheres, captured phlog-crawlers (a very rare thing indeed) are used to make powerful *potions of longevity*.

Phoenix

CLIMATE/TERRAIN:	Elysium
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	O
ALIGNMENT:	Neutral good

NO. APPEARING:	1-3
ARMOR CLASS:	−3
MOVEMENT:	6, Fl 39 (D)
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-12 or 1-8/1-8
SPECIAL ATTACKS:	Shriek
SPECIAL DEFENSES:	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	50%
SIZE:	L (40+' wing span)
MORALE:	Champion (15-16)
XP VALUE:	19,000



The phoenix is a great, extra-planar bird thought to represent the spirit of freedom and rebirth. It is a mortal creature that displays the ultimate in godlike detachment.

A phoenix appears as a large bird with a 40' wingspan and bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are of blue-violet. A phoenix's eyes are a deep, glowing ruby color.

In addition to its own language, a phoenix can speak with all avians. It otherwise communicates with a limited telepathy or by empathy.

Combat: The phoenix is a free and benevolent spirit and does not derive pleasure from attacking others. But if the need for combat arises, a phoenix is a swift and powerful foe. It can attack in the air with two powerful claws inflicting 1-8 points of damage per strike. When on the ground it attacks with its great beak for 2-12 points of damage per hit. The phoenix is an intelligent and magical beast, however, so it usually opts for more effective measures of attack and defense.

A phoenix will always open up each round of combat with a piercing shriek that gives the creature an edge in the combat round. All opponents of 12 hit dice or less within 30 feet of a shrieking phoenix receive a +3 penalty on their initiative dice. The shriek does not affect the phoenix's combat roles in any way.

Every phoenix has the following spell-like powers, at 20th level of magic use, usable once per round, one at a time, at will:

- *affect normal fires*
- *audible glamer*
- *blindness*
- *blink*
- *blur*
- *call woodland beings*, 1 time per day
- *color spray*, 3 times per day
- *continual light*
- *control temperature, 10' radius*
- *dancing lights*
- *detect charm*, always active
- *detect evil*, always active
- *detect magic*, always active
- *duo-dimension*, 1 time per day
- *find traps*
- *find the path*, 1 time per day
- *fire charm*
- *fire seeds*, 1 time per day
- *incendiary cloud*, 1 time per week
- *invisibility*
- *misdirection*
- *neutralize poison*, 1 time per day
- *polymorph self*, 3 times per day
- *produce fire*
- *protection from evil, 10' radius*, always active
- *pyrotechnics*
- *reincarnate*, 1 time per day
- *remove fear*, within a 10-foot radius
- *remove curse*
- *snake charm*
- *veil*, 1 time per day
- *wall of fire*, 1 time per day

Also, by spreading its wings and performing a ritual dance, the phoenix can perform the following spell-like abilities at 40th level of magic use:

- *dismissal*
- *dispel evil*
- *dispel magic*

Any of these three abilities can be used by a phoenix as many times as desired, but can only be done one at a time and each takes a full round to complete. No other activities—such as a shriek—can be done in conjunction with these three powers.

A touch of its wing is equal to a *cure light wounds* spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to *cure disease*, but only once per day per person.

When hard-pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, one being created for every five points of damage taken by the phoenix.

In extreme situations, the phoenix can create a 40th-level combination of *fire storm* (20' high × 5' wide × 8' deep) and *incendiary cloud*, even if it has already used these powers previously. This destroys the adult phoenix but leaves behind a young phoenix with all the powers and abilities of its predecessor.

The phoenix can travel astrally or ethereally at will. They are hit only by +3 or better magical weapons. The phoenix can never be surprised. It has infravision to 120 feet.

Habitat/Society: Phoenixes are strange and enigmatic creatures. They are held in very high regard in the legends of many tribes of barbarians and in other, primitive cultures. It is said that the phoenix is the embodiment of rebirth. This is symbolized in the classic imagery of the self-immolation of the phoenix from which a new bird is formed. This is seen as the ultimate sacrifice for the cause of good and thus the phoenix are considered noble creatures.

Legend states that the phoenix has an extremely long lifespan. Some reports claim they can live to be over 1,000 years old, while others suggest it to be as high as 12,000 years. When it is time for the phoenix to die, it goes far into the mountains away from civilization. At the very top of these peaks, the phoenix builds a great nest made of straw and various herbs. The phoenix will lie in the nest, taking its last look at the world it knows. Satisfied that its work in the world is at an end, it then immolates itself in a flash of great flame and light. When the flames die down, there in the nest, which remains untouched by flames, is a young phoenix arrayed in bright colors like its parent before it. Legend then suggests that the phoenix must fly away to the temple of the sun and there bury the mummified corpse of its parent.

In general, phoenixes are reclusive creatures, tending to make their lairs away from the worlds of humanoid beings. Though they have the ability to travel through the Astral and Ethereal planes (and thus to any inner and outer plane), they will generally tend to stay on Elysium or in a secluded place on the Prime Material plane.

There are as many legends of the phoenix as there are cultures, each with its own slightly differing viewpoint. Some believe the phoenix to be the benevolent symbol of death, only appearing when someone's time is up among the living. Other cultures—primarily evil—see the phoenix as the symbol of destruction and rage, bringing fiery devastation in its wake. Still other cultures record their phoenix to be a friend and benefactor of good beings.

Although a wealth of mystery surrounds the phoenix, still there are some things that are known for sure. It is obvious that the phoenix is a champion of good. Although is seems these creatures do not actively seek out evil to destroy, they will rarely pass up such an opportunity when it presents itself. Also, despite the vast differences in ideology, belief, and philosophy in the various cultures that revere the phoenix, one thing remains constant: the phoenix is the symbol of creation by destruction. Some cultures believe that fire is the one great purifier, cleansing all that it touches. Others believe that fires merely destroys. With the phoenix, both are true. In its own reproduction, fires destroys the old bird, taking with it many centuries of life and wisdom, yet it creates a new phoenix with a new mind, thus purifying the line.

Ecology: Of all magical or enchanted creatures, the phoenix is perhaps most sought after by alchemists and sages alike. There is almost no part of a phoenix that cannot be used in a magical potion or for research.

The feathers of the phoenix have a great many uses. They can be used to adorn a *staff of healing*, they can be used to make *potions of extra-healing*, and have many other healing, magic uses. The eyes, beak, and talons of a phoenix are very valuable in the open market, often commanding 5,000 gp and up. Of course it is not always easy to find a buyer on the open market, because many cultures consider it a bad omen or taboo violation to kill a phoenix.

The exact nature of the phoenix can only be guessed at by scholars. All phoenixes are male and the reproduction cycle consists entirely of the self-immolation. Whether this is a natural biological reproduction cycle or a magical birth is unclear.

Call Phoenix (Conjuration/Summoning)
6th-level Priest Spell, Animal Sphere

Range: 0
Components: V, S, M
Duration: 1 round per level of caster
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This potent priest spell enables the caster to actually summon a phoenix that will come and aid him. The most stringent restriction to this is that the caster must be of good alignment or a druid. Evil or nondruid neutral priests cannot summon a phoenix.

When cast, a phoenix will *always* come to aid. However, depending on how far away the nearest phoenix is, it may take some time for it to appear. One of these powerful creatures will appear in 1d8 − 1 rounds. A modified roll of '0' indicates that a phoenix will appear right away in a huge burst of smoke and flame.

Because the caster must be good or be a druid, there is seldom a conflict of interest between the phoenix and the summoner. However, a phoenix will never attack beings of good alignment (unless there is an *extremely* good reason for it). It will, however, risk its own life if the cause mandates such action and will further the aims of good that the summoner has undertaken.

When the spell has expired, the phoenix does not disappear, but it is then free to do what it will. This may in fact be what the caster summoned it for, or it may leave if it feels the reasons for its summoning were insufficient.

The material components for this spell are three diamonds of at least 500 gp value (which are consumed by the energies of the spell) and a red hot coal.



Phouka

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	varies
MOVEMENT:	varies
HIT DICE:	varies
THAC0:	varies
NO. OF ATTACKS:	varies
DAMAGE/ATTACK:	varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	varies
MORALE:	Unsteady (5-7)
XP VALUE:	varies

The phouka is a very strange creature. It seems to have no natural form of its own but can take any shape it pleases at will. It delights in playing tricks on humans, changing into appealing shapes like gold rings and waiting to be picked up. Once picked up, it may abruptly change into a huge rock, a mule, or anything else.

It is also fond of changing into a fine horse and waiting for someone to mount it. It then takes off at breakneck speed, carrying its unfortunate rider over precipitous mountain passes, through gorse and briar hedges, and into all sorts of perilous and frightening situations, before finally depositing the rider in a hedge, pool, or dungheap and cantering off, whinnying with laughter. The rider will suffer no injury except to his pride on these wild rides, as long as he can stay on his wild mount.

The phouka seems to be motivated by its sense of humor rather than any desire to do harm or cause trouble—it loves mischief but does not intentionally cause injury.

Combat: Phoukas avoid combat whenever they can, either by turning into something very fast and fleeing or by turning into something very small and hiding. If cornered, a phouka might turn into a huge and frightening monster like a dragon but will always try to flee at the first opportunity. A phouka has all the physical abilities of any creature it turns into but retains its own intelligence and does not have spellcasting abilities or magical protections in any form.



Habitat/Society: Phoukas mainly haunt wild areas but never stray too far from human settlements. They particularly like waiting for victims by the roadside. It is not known how (or whether) phoukas reproduce—various claims have been made but no one has been able to prove that they were observing phoukas and not some other species.

Ecology: Phoukas seem to be omnivores. They often turn into goats in order to eat, apparently because goats can eat almost anything. They scavenge and steal rather than hunt.

Phthisic

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mental energy
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	15
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	2d6/2d6/1d4
SPECIAL ATTACKS:	*Feeblemind* or drain Intelligence, cold
SPECIAL DEFENSES:	+2 or better weapons to hit, reflects spells, regenerates
SPECIAL WEAKNESS:	*Confusion* and *feeblemind*
MAGIC RESISTANCE:	Nil
SIZE:	L (9′ tall)
MORALE:	Elite (14)
XP VALUE:	10,000



The phthisic begins as a repressed memory or a buried neurosis. A skilled illithid can wrench this creature free from the subconscious mind and physically embody it in living, breathing flesh!

The phthisic appears as an enlarged, bloated, and distorted reflection of the person from whom it emerged. In addition, features such as coarse hair, horns, tentacles, and other malefic additions appear on the phthisic.

Combat: The phthisic attacks simultaneously with two talon swipes and a vicious bite. Its claws inflict 2d6 hit points each, while its bite inflicts 1d4 hit points. Anyone bitten by the phthisic in the midst of combat must roll a saving throw vs. spell or suffer the effects of a *feeblemind* spell for 1d4+3 rounds. If the phthisic feeds in peace upon a feebleminded victim, each bite permanently drains 1 point of Intelligence! The phthisic cannot drain Intelligence in the midst of melee; it does so only after vanquishing all threats.

In addition to its physical defenses, the threatened phthisic can emanate a supernatural aura of cold for 1 turn every hour. Anyone within 10 feet of the phthisic suffers 1d6 points of cold damage. PCs who make successful saving throws vs. breath weapon each round take only half damage from the aura.

Even though the phthisic is a creature of flesh and bone, it has its origin in psychocreative arts. Thus, only weapons of +2 or greater enchantment can damage the phthisic. In addition, the creature regenerates 3 hit points per round. Even if brought below 0 hit points, the phthisic continues to regenerate while its energy source (see Ecology) remains viable.

The phthisic is a creature born of turmoil, self-deprecation, and doubt. Because of this, all spells have a 25% chance to reflect back upon their casters. This includes area-of-effect spells that specifically target the phthisic.

The phthisic gains one final benefit from its generative source: No matter the distance, the creature can see the interior of its lair and *teleport without error* back there at the first sign of intrusion. It can use this teleportation ability once every 24 hours.

Because the phthisic is a creature of the mind, *feeblemind* or *confusion* spells cause the monster 2d10 points of damage and nullify its ability to regenerate for 2d10 rounds.

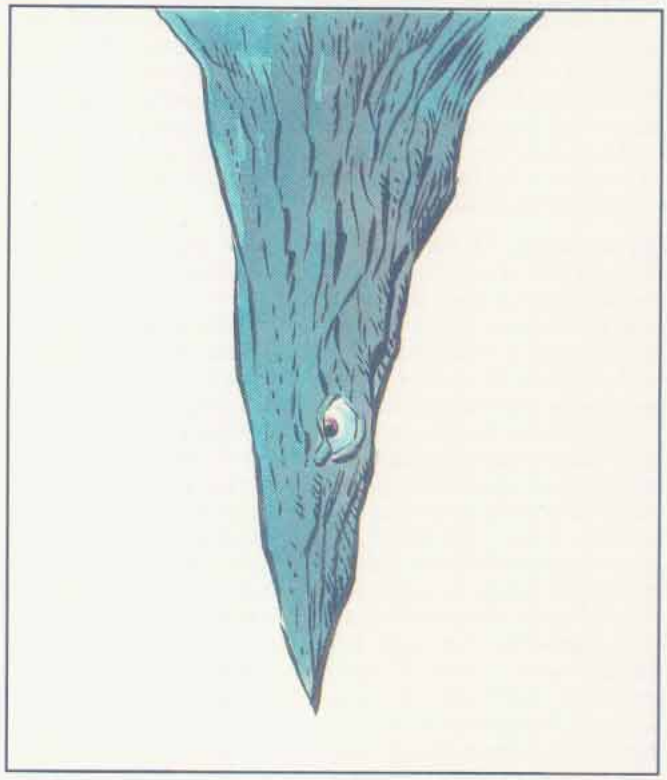
Habitat/Society: Phthisics require the sustenance of a living mind for nourishment, but they cannot stray too far (or too long) away from their generative source (see Ecology). Thus, a phthisic stalks its victims at a distance from its lair but returns there to feed upon the consciousness of its catch. Its out-of-the-way lair (usually somewhere near a large city) contains the shrunken remains of past feasts; the shriveling is apparently a side effect of its mental meal.

Ecology: The phthisic is drawn from the troubled psyche of an individual only through elaborate psionic surgery. Only illithids have the knowledge to draw the creature out of a thrall and tie its existence to a generative source.

A phthisic's generative source takes the form of complex psionic circuitry (known as a psionic seal) embedded in some large, inanimate object. The generative source gives the creature life, but it curtails its existence to within 3 miles of the psionic seal. The destruction of a phthisic's psionic seal permanently destroys the creature. Killing the individual from whom the phthisic emerged has no effect upon the creature.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3-18 (3d6)
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	1-4
THAC0:	19 (1-2 HD), 17 (3-4 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 4-24 (4 HD)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T-M (1-6' tall)
MORALE:	Average (8-10)
XP VALUE:	
1 HD	35
2 HD	65
3 HD	120
4 HD	420



Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell.

Piercers look like limestone growths on the ceiling of a cavern, just like ordinary stalactites. They come in the following sizes: one foot long (1 Hit Die), three feet long (2 Hit Dice), four and one-half feet long (3 Hit Dice), and six feet long (4 Hit Dice). Piercers can be identified on very close inspection by a pair of tiny eyestalks that curl along the side of the stalactite.

Combat: Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume its position. Piercers can hear noises and detect heat sources in a 120-yard radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus. Piercers are virtually indistinguishable from natural phenomena. A group of characters has a -7 modifier on its surprise roll against a piercer (this guarantees that the group will be surprised unless it has some positive modifiers).

A piercer, after it has fallen, is slow and fairly easily slain. Its soft underbelly has one defense mechanism; when exposed to air it covers itself in a corrosive acid which inflicts 1 point of damage on contact with flesh. This is usually enough to dissuade natural predators from disturbing it.

Habitat/Society: While piercers are nonintelligent, the piercers in a colony are aware of each other. They often fall simultaneously, to feed on those killed by other piercers (which makes the area suddenly very dangerous).

Piercers dwell in caverns, where they live in groups of about 10 members. They prefer to hang over high traffic areas, so they will usually be found near cave entrances. Aside from mating, the piercers are not social creatures. There are rumored to be great caverns deep underground that contain colonies of hundreds of piercers. Piercers are not attracted to treasure, only to food.

Ecology: The piercer is a mollusk, hatched from a hen-sized egg which the parent lays in clutches of six to eight in isolated areas of the cavern. When they hatch, the young appear to be slugs feeding on fungi. After several months, they climb the cavern walls, secrete a chemical that hardens into the familiar stalactite shape, and then wait for prey to come.

A piercer has a lifespan of four years and grows one Hit Die per year. In any group of piercers, the number of creatures with one, two, three, and four Hit Dice will be nearly evenly divided (e.g., in a group of 12 piercers, there will be three one Hit Die piercers, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice).

A piercer can go without food for months. It stores food in a second stomach that can preserve food for long periods of time; some alchemists seek out piercers to extract a substance from this organ and refine it for human use, as it can keep foodstuffs and precious ingredients fresh for weeks. Piercers also store large supplies of water, extracted from their victims. Piercers can maintain this water supply for months.

The taste of a piercer is said to resemble that of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market.

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CLIMATE/TERRAIN:	Tar pits
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	Special
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Burning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Steady (12)
XP VALUE:	800

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II, EW/M,TS	12	60

Clairsentience— *Sciences:* precognition; *Devotions:* feel sound, feel light, know direction, know location.
Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Pit snatchers are creatures that dwell in the tar pits of Athas. Some sages believe that the tar pits that give birth to the snatchers are not natural, but were formed by defiling magic so intense that the very earth erupted in noxious boils of smoking black goo. There may be some truth to this, for those areas inhabited by the snatchers are much hotter, smokier, and fouler than a few found elsewhere beneath the crimson sun. The pit snatchers may have once been earth elementals dwelling in the soil when the defiling magic drew out the very essence of the land. Now they are no more than tortured creatures desiring nothing more than to pull in unsuspecting victims to share their eternal misery.

A snatcher looks much like an earth elemental, except its flesh is made of smoking, dripping tar. There are three holes in its head that seem to form rough eyes and a wailing mouth through which noxious fumes are continually emitted. A snatcher's arms can reach well over six feet from the rim of a pit, and its hands leave black stains on flesh that never fade.

Though pit snatchers show cunning and intelligence, they do not seem capable of (or at least interested in) communicating with their prey. No pit snatcher has ever been encountered that used anything close to a recognizable language.

Combat: Pit snatchers like to lie in wait beneath the surface of the tar for unwary victims to pass by. When they sense a nearby presence, they erupt from the pit and grab hold of any creature within six feet of the rim. If either of the snatcher's attack hit, the victim is mired in the gooey, tar-formed limb and slowly dragged into the pit.

Each round after the attack, the character and the snatcher both roll 1d20, adding any Strength-based attack bonuses to the roll (the snatcher gets a +1 bonus). If the character wins by four or more, he break free and the snatcher has to try to grapple again next round. If the snatcher wins by four or more, it has dragged the victim into the tar pit. Victims dragged into the tar take 3d8 points of damage immediately, and 1d8 points every round thereafter. Ties or victories of less than four better than the opponent's roll indicate that neither side made any progress that round.

A character can opt to make an attack in the same round as the Strength test, though both rolls receive a -2 penalty in this case.

Due to their insubstantial nature, pit snatchers take only a single point of damage from slashing or impaling weapons. Magical or crushing weapons do full damage.

Additionally, a pit snatcher can ooze through the earth up to 20 yards away from its pool of tar, but only if it can emerge in another tar pit. If it is ever drawn out of a pit in some way, a snatcher will seep back into the earth and reappear in a nearby tar pool 1d10+2 rounds later. If kept from the tar for more than one hour, the snatcher dissolves into a puddle of gelatinous goo and dies.

If a pit snatcher's attack roil is a natural 13 or 20, the boiling tar of its skin burns into the victim's flesh, leaving a permanent black mark that will never fade. Some of the elf tribes superstitiously believe that such marks are signs of treachery, and aren't likely to trust someone with such a brand. The gith of the area simply consider someone with such a mark to be a fool for wandering too close to a pit snatcher's tar pool.

Habitat/Society: What the pit snatchers do beneath their black, bubbling den when not dragging some unfortunate to his doom is unknown. If the sages are correct and these creatures were once earth elementals, then they likely are trapped in the pits in eternal torture. It is said that on a quiet night, a traveler can sometimes hear tar bubbles bursting out of the mire. As the bubble breaks, a careful listener might hear a low, miserable moaning—the pleading call of the wracked creatures below.

When confronted by an earth cleric, a pit snatcher attempts to somehow contact the priest. As it has fews means for making its alien desires known, it will eventually become enraged and attack. It is said that an earth cleric can free a pit snatcher from its eternal torment, but all who have ever tried simply ended up being dragged into the tar as the snatcher lost patience.

Ecology: Pit snatchers can travel between pits within a given area. Explorers have occasionally made the mistake of marking a pit as inhabited by a snatcher while turning their backs on another pit close by. Frequently, the only signs of their folly are splashes of black tar around a pile of dropped equipment.



The equipment carried on the body of a pit snatcher's victim remains at the bottom of the snatcher's pool of tar. How someone can safely retrieve such valuables is the matter of much speculation and planning among the braver inhabitants of the Giustenal region. Thus far, no one who discovered a safe means of retrieval has spoken up, and such salvage remains merely lively tavern speculation.

Plague Sidhe

CLIMATE/TERRAIN:	Temperate to subtropical forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary and bands
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1–10
ARMOR CLASS:	8
MOVEMENT:	10
HIT DICE:	2
THACO:	19
NO. OF ATTACKS	1
DAMAGE/ATTACK:	1d4 (or by weapon type)
SPECIAL ATTACKS:	30% chance for spellcasting
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Low (5–7)
XP VALUE:	65



From a distance, a plagued sidhe elf looks ordinary, if somewhat disheveled and unclean, but a moment's observation makes it obvious that the plague victim is anything but normal. Their clothing is generally ripped and torn, their hair is wild and unkempt, and their skin is shallow and sunken as if they were starving. Even worse than this is the gruesome appearance of their skin. Every plague victim's skin has become mottled with welts and sores, and their color has changed from the normal fair complexion of an elf to a gray-green hue.

Most of those infected by the plague are changed emotionally as well. Once infected, they immediately begin to go through the physical transformation that causes them immense pain and suffering. Even when this metamorphosis is complete, the plague carrier experiences tremendous pain. Some can endure the pain for a short time, but most are driven insane by it almost immediately.

Combat: The plague madness drives its victims to attack almost blindly. Often they are encountered writhing in pain, wishing for an end to their misery. Other times they blindly attack inanimate objects in a hallucinatory rage, but as soon as they see an unplagued person they turn and attack the new target with anything they can grab: table legs, broomsticks, or conventional weapons. Armed with a weapon, they rush into combat, fighting until they are reduced to half of their original hit points or less, at which time they generally attempt to retreat. Oddly enough, plague sidhe seldom see another plague victim as a threat; the plague madness only drives them to attack the healthy. Despite their madness, they always turn to attack a plague spreader over all other enemies. Somehow, they are able to remember that these creatures are responsible for their current misery.

The sidhe elves are a magical race, so there is a good (30%) chance that a plague victim retains the ability to cast spells. Most plagued spellcasters can cast spells up to 3rd level as 5th-level Wizards. The most common spells used are *magic missile* and *invisibility*.

When slain, plague sidhe often burst into a green cloud of noxious plague fumes (25% chance of this occurring). The vaporous cloud fills a 10' × 10' area; anyone caught in the cloud must make a saving throw vs. poison to avoid contracting the plague. Even if the saving throw is successful, those caught in the mist suffer 1d6 points of damage from the noxious effects of the mist. Once infected, the victim slowly wastes away over the course of 1d4 hours, until he finally goes insane from the pain. Making a successful Constitution check every 2 hours can delay the onset of plague madness, but once a victim fails to resist the effects he can never regain his lost sanity without powerful magical intervention. A successfully cast *cure disease* spell removes the plague from the infected, but even this does not prevent the victim from becoming infected again in the future.

Habitat/Society: Plague sidhe can be found anywhere elves are found. They are most common in elven cities and villages that have been overcome by the effects of the plague.

Ecology: Plague sidhe are created beings and do not occur naturally anywhere. When infected, their life is all but over, and they lose the ability to procreate. Since its first appearance, the plague has appeared in various places around Parthoris with increasing regularity. The appearance of a plague spreader is always a sure sign of a breakout of the plague. While the disease has varying effects on the different races, the effects described here are the most common.

Plague Spreader

CLIMATE/TERRAIN:	Any populated region
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Incidental
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6 + 1
THACO:	15
NO. OF ATTACKS	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Plague globes, plague mist
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (6' to 7' tall)
MORALE:	Elite
XP VALUE:	2,000



Plague spreaders are the harbingers of misery and death. Standing over six feet tall, the spreaders are a fearful sight. Their skin is tinted an unhealthy pale blue. Most spreaders carry on their backs an ample supply of plague-filled globes that they use as grenades. All of them also carry a receptacle filled with liquid contagion that they use to spread the plague. A complex array of organic tubes extends from their backpacks and under their arms, plugging into a nozzle under their hands.

Appearing in populated locations throughout Parthoris, plague spreaders infect almost everything they encounter. Many people have begged the spreaders for mercy, but the spreaders never give the slightest acknowledgement as they go about their work, either to each other or to their victims. The very nature of the plague almost guarantees the death of any that contract it; its effects quickly decimate cities that have been infected.

Combat: While not primarily combative creatures, spreaders are easily capable of defending themselves when attacked. They are strong and skilled fighters, capable of attacking with their clawed hands as well as with their plague vapors.

The primary goal of spreaders is to infect everyone that they encounter with the plague. They accomplish this by hurling plague globes at their victims or attacking with the plague mist that they spray through the tubes under their hands. Globes are thrown like any other grenadelike weapon. Once a globe is broken, mist spreads out covering a 20'-diameter area; anyone caught inside the mist must make a successful saving throw vs. poison to avoid being overcome with the plague. Even if the saving throw is successful, those caught in the mist suffer 1d6 points of damage from the noxious side-effects. A spreader can be found carrying 1d6 globes at any one time. Spreaders can also spray a cloud of plague vapors out of the tubes in their hands. The mist is projected in a 50' × 20' cone. The spray can be used four times per day.

Once infected, the victim slowly wastes away over the course of 1d4 hours, until the infected victim finally goes insane from pain. Making a successful Constitution check every two hours can fight off the plague madness, but once a victim fails to resist the effects, he can never regain his sanity short of using a *wish* or *heal* spell. A successful *cure disease* spell removes the plague from the infected, but even this cannot cure the insanity or prevent the victim from becoming infected.

Habitat/Society: There is no formal society of plague spreaders. They are solitary creatures commanded by an unknown master to spread the vile plague to all that they encounter. Occasionally, they work together in small groups. On even rarer occasions, they can be found working with other creatures to achieve similar goals. They are hated by all of their victims and avoid anyone infected with the plague madness.

Spreaders are intelligent beings; despite their normally mute demeanor, they are capable of speaking or learning almost any language. It is their casual indifference that allows them to ignore the pleas of their victims.

Ecology: Plague spreaders are created creatures. They were once normal men, but through terrible sorcery they have been infused with the plague and mutated into their present forms. Spreaders never age, but they have also lost much of their free will. They are compelled through their creator to continue their quest to infect all living creatures with the plague. Only through the death of their master can they be freed from the terrible curse they carry.

Plainsjan

CLIMATE/TERRAIN:	Deserts of Anadia and other planets
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d6
ARMOR CLASS:	7
MOVEMENT:	12
HIT DIE:	5
THAC0:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d2/1d2/1d4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to poison
SIZE:	S (3' tall)
MORALE:	Average (11-12)
XP VALUE:	270 each



These creatures look much like gremlins or imps, belonging in fact to the same family. Devilish little creatures that love to prey upon those weaker or in smaller numbers, the plainsjan have pointed little ears much like those of elves, but they have very sharp teeth and large claws for their size. Their small but stout tails are sometimes used for balance when feeding upon taller targets.

Combat: The plainsjan is a creature that thrives almost completely upon the freshly killed flesh of umber hulks, supplementing the diet with other humanoids or creatures. When plainsjan attack, they always do so in numbers that warrant their winning. They attack in groups, biting and scratching from as many different directions as possible.

The bite of a plainsjan has a slight intoxicating effect which is easily shaken off. A successful save vs. poison, with a bonus of +1, easily eliminates its effects. The poison otherwise causes one to fight at −1 because of the slight delirium. Besides, the victim's Strength, Dexterity, Wisdom, and Intelligence temporarily fall one point for 2d4 rounds. This poison effect is cumulative, which makes these creatures dangerous opponents if not properly dealt with quickly.

Their claws are so sharp that, due to blood loss, they inflict an additional point of damage for each of two subsequent melee rounds unless the wounds are dealt with immediately. When these pests attack, they usually use all three attack modes each melee round.

Habitat/Society: These creatures live in tight family-and friend-oriented clans. These groups of plainsjan hunt and fight together. They tend to be quite territorial as well.

Plainsjan prefer to live in arid areas where water is hard to find. Currently, most are near the Anadian equator, but a few have been spotted in the deserts of Toril. This spread is due to the carelessness of spelljamming adventurers, or perhaps the vitality of some people's evil streak. Wherever they are seen, plainsjan run rampant, killing everything they can.

When these creatures breed, their progeny are always born in sets of twos—either identical twins or multiple sets of identical twins are born. The twins spend the rest of their lives together, sharing the same mates and food supplies.

Plant, Carnivorous, Black Willow

	Willow, Black
CLIMATE/TERRAIN:	Any/Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	¼
HIT DICE:	12-19
THAC0:	12 HD: 9 13-14 HD: 7 15-19 HD: 5
NO. OF ATTACKS:	7-12
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Drowsiness aura
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9' diam. trunk)
MORALE:	Fearless (19-20)
XP VALUE:	Variable



The black willow is a mobile, sentient tree of evil disposition. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs. Other times they will show safe-looking trunk cavities at their base or high on their upper trunk. Of course, treants can spot black willows instantly, but even druids cannot do so without magical aid (such as *locate plants,* for example).

Combat: A black willow's normal attack is with lashing, whip-like branches that cause 1d4 points of damage each, but it has two special attack forms, one of which is generally employed earlier. If a creature has climbed out on a safe-looking limb, the black willow generates an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No saving throw is granted for creatures that are already going to sleep (like travelers resting or adventurers camping for the night), but active creatures (like foraging animals and adventurers just passing through) get a saving throw vs. spell to avoid falling asleep. Note that no spell is actually cast, and no offensive action is taken by the black willow during this drowsiness attempt, so characters who save feel slightly tired and then press on. Creatures who fail the saving throw, or who are already tired, do not drop to the ground, but rather feel compelled to stop and rest for a while.

A hole then opens underneath such victims, and one or more of them are taken into a hollow limb. The limb then tilts to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victims in the digestive cavity of the trunk.

The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at a rate of one foot per ten rounds until the entire eight-foot cavity is filled. The juice is acidic and inflicts 1d4 points of damage per round until death occurs. Complete digestion is indicated when the victim reaches -20 or more hit points; any attempt at resurrection is thereafter impossible.

Creatures trapped inside the stomach can employ only short, sharp weapons because of the confined space. It's impossible to cast spells from within a black widow, unless the caster is small sized or smaller. Maximum normal damage is only 1 point per round, but magical and Strength bonuses add to this. Therefore, rescue, if any, must usually come from outside.

A black willow regenerates at the rate of 1 point per turn and is immune to electrical attacks only if its roots are grounded firmly.

Habitat/Society: Although it usually inhabits areas where normal willows grow, the black willow can be found anywhere a tree is believable, including underground lakes, abandoned ruins, and so forth. A few black willows have been discovered by accident in the sacred groves of druids, but only if the druid has been lax in his duties or has remained away from his sanctum for a very long time (possibly adventuring).

Ecology: The black willow gets only a portion of its nourishment from sun, air, water, and earth. The monster is aggressively carnivorous, relishing elves, gnomes, and humans particularly. Treasure of any sort is sometimes found buried beneath this tree monster, along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure that weak acid (+4 bonus to saving throws) could not digest. It also assumes the black willow has stayed in a locale for a period of weeks (very likely unless pickings have been poor recently). It is quite possible that the black willow is either a little-understood offshoot of the treants, or an evil perversion of the quickwood. Even druids are not sure one way or the other, and they spend many long hours debating such things whenever another black willow is sighted or suspected.

	Blossomkiller	Dew Fronds	Poisonweed	Strangling vines
CLIMATE/TERRAIN:	Forest/Jungles	Jungles	Forests	Jungles
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	9	See below	8	5
MOVEMENT:	Nil	Nil	Nil	Nil
HIT DICE:	9	3 or more (see below)	10 (see below	1-5 (see below)
THAC0:	11	15 or less	Nil (see below)	19,17, or 15
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d6	1d6	1d6	1d10
SPECIAL ATTACKS:	Paralysis	Blood drain	Poison	Strangulation
SPECIAL DEFENSES:	See below	Nil	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (45' area)	M-H (3'-15')	S (2' area)	H (25' long)
MORALE:	Nil	Nil	Nil	Nil
LEVEL/XP VALUE:	2,000	3-4 Hit Dice: 175 5-6 Hit Dice: 420 7-8 Hit Dice: 975 9-10 Hit Dice: 2,000	2,000	650



Blossomkiller

Blossomkiller is a very unique plant found in all the vegetated areas of Athas. The plant has many different features, including its stalk, roots, tendrils, and flowers.

A single blossomkiller plant occupies an area with a radius of up to 45 feet. The roots and vines of this plant stretch across the area, between, in, and around any other nearby plants. The stalk of a blossomkiller is the size of a large tree trunk, but as it grows it lays flat down on the ground, where it spreads out in all directions.

The roots of the plant, which criss-cross the entire 45-foot-radius area, and are similar in nature to trip wires. The tendrils branch out from the roots and await an unsuspecting victim. The tendrils are two to three inches thick, from five to ten feet in length, and green in color. Every five to ten feet, there is a group of four tendrils which sprout out from one of the blossomkiller's roots. The flowers of the blossomkiller are large and bright yellow, with dark green stems and leaves. Within the area of the blossomkiller, there are any number of flowers, most often six to nine, spread out evenly throughout the area. The stamen of a blossomkiller flower looks like a pin cushion, and for good reason; it is from the stamen that this plant shoots quills that damage its targets.

When a victim steps on any of the plant's roots, the flowers shoot a spray of quills in all directions, entirely covering the area occupied by the plant. The quills carry on them a natural paralysis poison, and any creature or being hit by them must make a saving throw vs. paralysis. Those who succeed take 1d6 points of damage, but are otherwise unaffected. Those who fail take 1d6 points of damage and are paralyzed for 2 turns (20 minutes). When a victim is paralyzed, the blossomkiller's tendrils move out and begin to wrap themselves around it.

A blossomkiller has 1 hit die for each ten feet of area to a maximum of 9 Hit Dice. Each flower has only three hit points, while the roots have eight hit points each. The roots, tendrils, and flowers of a blossomkiller are not very sturdy, and are easy to cut (AC 9).

Dew Fronds

Dew fronds are found in the jungle areas of Athas, where they easily blend in with the tropical surroundings and foliage. When

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newly grown, each frond is three to five feet in length and is a yellowish-tan color. The fronds of this plant are usually encountered in groups of four, all growing out of a single stalk. A young plant has a radius of approximately 4 feet and is three to four feet tall. As it feeds, a dew frond plant grows at an alarming rate.

A dew frond lives off of the blood of its victims. As it feeds on more blood, the plant grows, soon reaching a height of fifteen feet and having a radius of 20 feet. The dew frond feeds through use of its sharp, barbed fronds. As a creature passes by one of these plants, it will lash out with its fronds, cutting the creature. To the victim, it will seem like the frond simply shifted, as though moved by the wind, etc. When a dew frond attacks, it does 1d6 points of damage. When it cuts the creature, the barbs dig into its skin, causing the fronds to stick in the wound. The fronds then begin to draw blood from the victim at a rate of 1 hit point per two rounds, until the victim is either drained or breaks free. Breaking free requires three rounds. This can be done more quickly, but doing so results in the victim taking 1d6 points of damage.

A young dew frond plant has 1 hit die and an AC of 10. For each ten hit points of damage a dew frond inflicts on a target, it gains 1 hit die, and its AC is reduced by 1 (to a minimum of AC 0). Also, a dew frond plant grows one foot in height for each hit die it gains. Thus, after inflicting ten points of damage, a dew frond would have 2 Hit Dice, an AC of 9, and be four to five feet tall. After inflicting 30 points, it would have 4 hit dice and an AC of 7. Note that the additional damage inflicted by quickly removing a frond from a wound does NOT count towards the plant's growth.

Poisonwood

Poisonweed is found within the forest areas of Athas. Along the roots of this weed grow large, beautiful flowers, bearing bright orange-colored petals and light green-tinted leaves. The flowers of a poisonweed plant are from four to six inches in diameter and are very hard to miss. A single poisonweed plant will bear up to 30 flowers, which are spread over a 20 foot radius.

These flowers tend to extend out towards foot trails and paths which are commonly used by animals and man-sized travelers in the forest. At the center of a flower is a poison sac, filled with poisonous dust. As a victim touches or brushes against one of these flowers, a large cloud of poison is released into the air affecting all within 15 feet of the plant. Every being inside the affected area must save vs. poison or fall fast asleep, taking 1d6 points of damage as they do so. Those who successfully save remain conscious, but still take the damage. Once asleep, the victim is covered with the dust, which, as the victim breathes it, continues to keep him unconscious. Once the victim is asleep, the poisonweed roots quickly grow around and on its body, until it is completely entangled by them. It takes 3 turns for a poisonweed plant to completely entangle a victim. The poisonweed roots then secrete a corrosive enzyme that slowly eats away at the victim's flesh, eventually killing it. These corrosive enzymes do 1d10 points of damage per round.

Poisonweed plants are difficult to kill, since each time they are hit, they disperse another cloud of poison dust. Each flower on a given plant can generate two clouds of dust before its poison sac is emptied. This means an average plant can create up to 60 poison clouds before being depleted. For each new cloud created, any creatures within the area of effect must again save vs. poison or be rendered unconscious.



Each poisonweed flower has only 2 hit points, but the whole plant has a total of 10 Hit Dice. Poisonweed is immune to cold attacks, but takes double damage from fire-based ones. When a poisonweed plant is killed, it will automatically disperse as many poison clouds as possible before it dies. The only known method of safely killing a poisonweed plant is through the use of defiler magic. When the life source of the plant is drained, it is unable to disperse its dust clouds, and, like all plant life within range of defiler magic, is instantly killed.

Strangling Vines

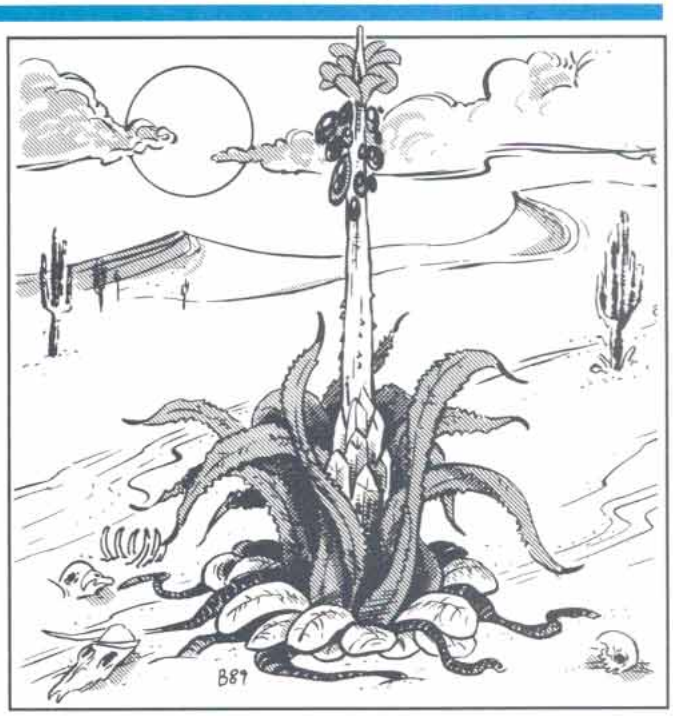
Strangling vines are roughly 25 feet in length, usually stretched between three or four trees, most often crossing over footpaths and trails in the forest. The vines have approximately ten leaves per five-foot section; these leaves conceal sharp thorns. The stalk of a strangling vine is brownish-green in color, while the leaves are a shiny, moss-like, deep green.

A strangling vine usually lies drooping between trees, waiting for a victim to pass by. As a suitable prey passes beneath the vine, it will drop suddenly and wrap itself around the prey's neck, strangling it. It will then attempt to pull the victim off the ground, hanging it until it dies.

Because a strangling vine looks natural in its surroundings, creatures attacked by it suffer a -1 penalty on their surprise rolls.

When a strangling vine attacks, its first strike causes 1d10 points of damage, due to the plant's long thorns. Each round after that, when the vine is attempting to strangle its victim, the vine's prey takes 1d6 points of damage. Breaking free of a strangling vine is difficult, requiring a Strength check be made with a - 5 penalty. This may only be attempted one time by the victim.

	Cactus, Vampire
CLIMATE/TERRAIN:	Any/Deserts
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	6 (core), 7 (leaf), 8 (thread)
MOVEMENT:	0
HIT DICE:	3 (core), 1+1 (leaf), 4 hp (thread)
THAC0:	17
NO. OF ATTACKS:	12
DAMAGE/ATTACK:	1-2 x 12
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Medium (5'-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	650



Vampire cacti are plants of the deep desert that supplement their water supply by draining liquids from animals that come within range.

Vampire cacti resemble century plants, with 12 fleshy leaves, each tipped with a sharp needle about one inch long. Sprouting from the plant's central core is a single spike rising to a height of five to six feet. The leaves are about five feet long, but droop toward the ground so the main body of the plant stands about three feet high. The leaves are dusty green with a narrow band of yellow around their margins. The needles on their tips are white. The central spike is golden yellow. Once every midsummer a single small flower blooms at the top of the central spike. This flower is blood-red in color. After this flower has been pollinated, a small blood-red fruit forms. The fruit is moist and sweet-tasting, almost irresistible to most birds.

The plant itself is rooted to one spot, but it can move its leaves rapidly. Vampire cacti are usually surrounded by the skeletons and drained corpses of warm-blooded denizens of the desert (kangaroo rats, etc.).

Combat: The vampire cactus attacks by shooting the needles at the tips of its leaves into its victim. These needles have a range of three yards. They remain attached to the leaves by a thick, rubbery thread that unreels from within the leaf. This thread is the vessel through which the plant drains its victim's bodily fluids.

The needles inflict 1-2 points of damage when they strike. Each subsequent round, the plant drains 1d3 points of liquid (i.e., blood) through each needle that remains in its victim's flesh. The victim can tear free or pull the needles loose, but they are viciously barbed and pulling them out of flesh causes 1d3 points of damage each. The plant can fire all 12 needles simultaneously, but no more than six can be directed at a single target. Any needle that fails to penetrate its target is reeled in and is ready to be fired again by the beginning of the next melee round. Once a target is dead, the plant reels in the needles from that target and readies them to fire at any other victim that presents itself. The plant becomes satiated after draining 50 hit points. When it reaches satiation, it reels in all its needles and does not attack anything again for 48 hours.

The threads connecting the needles to the leaves are AC 8 and can suffer 4 points of damage before being severed. The leaves are AC 7, and each has 1+1 Hit Dice. Damage to threads or leaves does no permanent harm to the plant, since it can regrow a damaged leaf in 1d4+1 days (although destroying a leaf or severing a thread decreases the plant's number of attacks, of course). The only way to kill the plant is to destroy its core. The core is AC 6 and has 3 Hit Dice. Damage done to the leaves doesn't count against this total. Because the core is surrounded by leaves that move, any attack directed at the core has a 75% chance of hitting a leaf instead (providing, of course, that all of the leaves have not already been dealt with).

Vampire cacti are immune to lightning and electrical attacks (they ground the electricity into the desert through their roots). They're very vulnerable to fire, however, and fire-based attacks inflict double damage. Since they have no minds, *sleep*, *charm*, *illusion*, and other mind-affecting spells have no effect.

Habitat/Society: Creatures of the Bright Desert, vampire cacti evolved their blood-draining ability to help meet their water needs. Other adaptations to life in the deep desert include the dusty-looking surface of their leaves (to help slow down evaporation), the single small bloom (to minimize water loss), and a conductive root system (vampire cacti are often the tallest objects around, and hence frequently struck by desert lightning). Migrating birds seem to have carried the seeds of vampire cacti to the margins of the Dry Steppes, and even to the forbidden Sea of Dust, because some of these deadly plants are found there.

The only treasures to be found near a vampire cactus are the possessions of any unlucky victims.

Ecology: Nothing eats the vampire cactus; its tissue is too tough and bitter (in contrast to its fruit). Anything warm-blooded is a potential victim for the cactus.

	Kampfult	Polyp, Giant
CLIMATE/TERRAIN:	Any/Subterranean	Any/Subterranean water
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral (evil)	Neutral evil
NO. APPEARING:	1	1
ARMOR CLASS:	4	6
MOVEMENT:	3	0
HIT DICE:	2	7
THAC0:	19	13
NO. OF ATTACKS:	6	24
DAMAGE/ATTACK:	1	1-2 per tentacle
SPECIAL ATTACKS:	−3 penalty to opponents' surprise	Paralyzation
SPECIAL DEFENSES:	Nil	Sharp spines
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (stump-like)	L (10' tall)
MORALE:	Steady (11-12)	Champion (15-16)
XP VALUE:	175	2,000



These two species of deadly plants are considered to be corrupted offshoots of treants. As such, these creatures tend to resemble withered, decrepit old trees of various species common to the local area.

Kampfult

The kampfult, also known as the sinewy mugger, has a rope-like body with a central core that resembles the decayed stump of a cut-down tree.

A kampfult has six attack appendages of about six feet in length and six movement appendages of one foot in length. These are spaced along the four-foot-long, stump-like body segment. Several creatures can be attacked at the same time. Once hit by an appendage, the victim is wrapped up until either the kampfult is slain or the victim frees himself (those with a Strength of 16 of more can free themselves automatically in one round; others must roll a successful Strength check). Only the central section of the creature need be attacked to kill the beast, but severing its tentacles can succeed in rendering a kampfult harmless. Each tentacle requires 2 points of cutting damage to sever and causes 1 point per round of constriction damage. All portions of a kampfult are considered AC 4.

The monster can hold out or pull in its appendages in order to disguise itself, and when doing so it imposes a −3 penalty to its opponents' surprise rolls. The kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers.

Unsuspecting prey would then be trapped as the kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons. There, appearing to be ropes or nets, the monsters surprise the unwary.

Kampfults are carnivorous but relatively weak. They prefer to attack small, solitary mammals, as these are usually the most vulnerable and require the least amount of work to secure. A kampfult spends much of its day capturing mice and squirrels for food; it rarely snags anything larger.

The underside of a kampfult's central core is soft and very porous. This portion of the monster is placed directly on top of any killed prey, and the kampfult accelerates the absorption process by spraying a decay catalyst on its food. This catalyst affects nothing but organic tissue, so any incidental treasure left over from deceased victims is always found beneath the stump area of a kampfult.

Giant Polyp

This large, tree-like creature is a semi-sentient, gigantic variety of polyp, similar to a sea anemone.

Much like the kampfult and other deadly plants, the giant polyp attacks with tentacles attached to a strong central core. Every giant polyp has 24 tentacles with which to attack, but their even placement around the central core makes it impossible for more than three tentacles to attack any man-sized target. Each 15-foot-long tentacle causes 1-2 points of damage when it hits; a saving throw vs. poison must be rolled with a +2 bonus. If the save is failed, the victim is paralyzed for one turn, during which time the monster drags the helpless victim into its huge mouth (located at the very bottom of the trunk, usually concealed). It takes two rounds for the victim to reach the mouth, and five rounds later the victim is completely digested by the immensely powerful digestive agents within.

Each tentacle can receive 4 points of cutting damage before being severed; severed tentacles regenerate fully in 2d6 days. The only way to permanently kill a giant polyp is to attack the trunk, which is protected by hundreds of razor-sharp spikes. Any character who engages in melee with the trunk is struck by 1d4 of these spikes, and each spikes causes 1d4 points of damage.

By all accounts, the best way to deal with a giant polyp is by spellcasting, most notably fire spells. All fire-based attacks add 2 to each die of damage rolled. Tentacles suffer damage as well, should a *fireball* or like spell encompass the entire creature.

Giant polyps grow in dark, subterranean chambers filled with pools of dark, stagnant water. Otherwise, they conform rather closely to the habits of their distant cousin, the kampfults.

	Vine, Viper	Weed, Whip-	Weed, Wither-
CLIMATE/TERRAIN:	Tropical/Forests	Non-arctic/Dark	Non-arctic/Ruins
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Clusters	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Omnivore	Special
INTELLIGENCE:	Low (5-7)	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-10	1-2	1
ARMOR CLASS:	8	6/4	8
MOVEMENT:	3	3	0
HIT DICE:	4	4	3-6
THAC0:	17	17	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1	L	Variable
DAMAGE/ATTACK:	1-4	1-10/1-10	Nil
SPECIAL ATTACKS:	Paralysis, constriction	Frenzy	Dexterity drain
SPECIAL DEFENSES:	See below	Nil	Smoke
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (20'-50' long)	Variable	Variable
MORALE:	Elite (13-14)	Average (8-10)	Average (8-10)
XP VALUE:	270	175	270

Viper Vine

Viper vines are thick (three inches in diameter), rope-like vines that are brownish green in color. They are a type of carnivorous plant indigenous to tropical forests, 90% indistinguishable from normal vines.

Viper vines hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack. The first is constriction as they wrap around their victim, much like snakes, causing 1d4 points of damage per round. A successful bend bars/lift gates roll is required to free oneself from the constriction.

The second attack is a paralyzing poison exuded from the skin onto the ensnared creature (successful saving throw vs. poison to avoid). Viper vines can control this poison, generally not using it until after having constricted their victim for 1d4 rounds. The paralysis lasts for 2d4 rounds.

Viper vines are immune to all blunt weapons.

Whipweed

A whipweed has two stalks, thin and whip-like with a few appendages that look like small leaves. When fully grown, the stalks are up to 15 feet long, though smaller specimens are just as common. The stalks are connected to a spheroidal base that contains a small brain and is equipped with eight small legs; the creature is thus capable of limited movement and can pull the root-like appendages up underneath itself to permit locomotion.

A whipweed attacks anything that moves within range of its stalks, each stalk hitting as a monster with 4 Hit Dice and capable of inflicting 1d10 points of damage. The stalks will attack two different victims if two are in range. Damage inflicted upon the stalks do not count toward the body's hit point total.

If the body is destroyed (reduced to 0 hit points or below) the whipweed dies but the stalks go into a mad frenzy for one round before they go inert. During this time they attack three times each and each attack inflicts double the normal damage if successful.

The whipweed hates sunlight, so it is usually found underground or in the heart of deep forest. It draws its sustenance from the remains of animal prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body.

Its need to embed its roots into the earth is not fully understood. It is certain that the creature can survive apparently indefinitely in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater to its need to root from time to time.

This strange creature was originally named in the belief that was a plant; though it displays behavior that supports this theory, it also has many qualities that are not plant-like (though druidical spells relating to plants affect it).

Witherweed

This weed appears as a dried-out patch of grass or weeds approximately 20 feet square (3 Hit Dice). Weeds twice this size have been found, and larger ones are theoretically possible (possessing 4, 5, or even 6 Hit Dice).

The witherweed attacks with its many equally spaced fronds. An average specimen has 1d12 + 12 so positioned that at least one frond can attack each person confronting it. A frond hit drains 1d4 Dexterity points from its victim. A successful saving throw vs. poison cuts in half the number of points of Dexterity lost. Any victim drained of the maximum of 4 Dexterity points in a single hit also suffers a nervous seizure—total collapse for two rounds, followed by a further five rounds during which he attacks with a -2 penalty to his attack rolls and moves at 75% of his normal rate. He loses all Dexterity bonuses during this seven-round period.

A victim becomes incapacitated if his Dexterity is reduced below 3, and dies if it is reduced to 0 or below. Half of the Dexterity points lost are recovered by surviving victims naturally at the rate of 1 per day, but the remainder can only be regained by the casting of a *cure disease* spell on the victim.

The witherweed is dry and is therefore easily burned, but it produces a toxic smoke while burning. Anyone inhaling the smoke must roll a successful saving throw vs. poison or die in 1d4 rounds. The fire burns and the smoke streams forth for one round per square foot of vegetation. Only a strong wind blows the heavy, oily smoke away. Otherwise it forms a cloud of volume equal to nine times the area of the witherweed and takes at least four hours to dissipate.

	Choke Creeper	Mantrap	Retch Plant	Snapper-saw	Thorn-Slinger	Tri-flower Frond	Yellow Musk Creeper	Yellow Musk Zombie
CLIMATE/TERRAIN:	Temperate forest	Tropical hills or forest	Any warm land	Any land	Any land	Tropical forest	Temperate forest or subterranean	Temperate forest or subterranean
FREQUENCY:	Rare	Very rare	Rare	Very rare	Rare	Very rare	Rare	Rare
ORGANIZATION:	Solitary	Pair	Cluster	Solitary	Cluster	Stand	Solitary	Squad
ACTIVITY CYCLE:	Day	Day	Any	Any	Any	Day	Any	Any
DIET:	Carnivore	Carnivore	Sun, soil	Carnivore	Carnivore	Carnivore	Carnivore	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Animal (1)
TREASURE:	Nil	J-N (×5), Q	Nil	Nil	Nil	Nil	B	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-2	2-20	1-2	3-12	1-10	1	1 per 2 flowers
ARMOR CLASS:	6/5	6	8	4/7/9	8	9	7	10 or better
MOVEMENT:	½	0	0	0	0	0	0	6
HIT DICE:	25	4-9	5-8	5	4	2+8	3	2 (special)
THAC0:	7	Nil	5-6 HD: 15 7-8 HD: 13	15	Nil	17	17	19
NO. OF ATTACKS:	8 or more	0	1 or 1d4+1	1d4+2	1 volley	1	2-12	1
DAMAGE/ATTACK:	1-4	0	0	2-5	2-8	0	Nil	1-8 or by weapon
SPECIAL ATTACKS:	Strangling	See below	See below	Trapping	Dew	See below	Pollen	Nil
SPECIAL DEFENSES:	See below	Nil	See below	Nil	Nil	Nil	Immunities	Immunities
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	G (20'-160' long)	L-G (4' per Hit Die)	H (20' tall)	H (15' radius)	M (4' radius	M (5'-8' tall)	L (20' square)	M (4'-7' tall)
MORALE:	Elite (14)	Steady (12)	Average (8-10)	Steady (11-12)	Average (8-10)	Average (10)	Fearless (20)	Fearless (20)
XP VALUE:	18,000	4 HD: 650 5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000 9 HD: 4,000	5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975	3 saws: 270 4-5 saws: 420 6 saws: 975	270	420	650	120

Of the many hazards in the wilds, these plants are among the most frightening. They feed on animals, perhaps as nature's revenge on animals for their habit of feeding on plants.

Choke Creeper

The choke creeper, or strangler vine, is a long, thick vine with many branch vines, each capable of attacking. The vine is olive green in color, and the main vine is almost 1-2 feet thick. Branch vines have flexible tendrils, allowing them to creep at 5 yards per round. They are attracted to light and heat.

For each 20 feet of main vine, it has the 1 hp per HD; branch vines have 2 hp per 20 feet of the main vine (branch vine hit points are in addition to those of the main vine, not part of the total). In each 10-foot section of the main vine, there are four branch vines. The smallest choke creeper is 20 feet long, has 1 hp/HD (25 hp total), and has eight branch vines, each with 2 hp. The largest choke creeper is 160 feet long, has 8 hp/HD (200 hp total), and has 64 branch vines, each with 16 hp. The main vine is AC 6, the branches AC 5.

A maximum of four branch vines can attack a single target. They appear to be normal vegetation and can usually grab unsuspecting victims. Victims can break free with a successful bend bars/lift gates roll; if the roll fails, they are held fast until the vine that holds them is severed. Seized victims suffer 1d4 points of damage per round, with a 10% chance per round (non-cumulative) that the choke creeper achieves a strangling grip. The victim dies after one round of strangulation.

A choke creeper is immune to torch fire, but takes normal damage from hotter fires such as those caused by burning oil; hot fires make the vine move away. The creeper takes only 1 hp damage per die of cold damage, but cold stuns the all plant sections struck for 1d4+1 rounds. Electrical attacks do no damage; instead, they double the creeper's movement rate for 1d4+1 rounds.

Mantrap

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level.

During daylight hours the mantrap releases pollen continuously; all creatures who approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the body and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape). The victim cannot be pulled free until the plant is destroyed. Its acidic secretions destroy the victim quickly, inflicting damage per round equal to the victim's AC (discounting Dexterity bonuses). Regardless of the adjusted AC, the victim takes at least 1 point of damage per round. Items exposed to the acid must roll a saving throw once per round against the effects; all metal items receive a +2 bonus.

The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a *philter of love*.

Retch Plant

The retch plant, or globe palm, appears to be a typical palm tree, except that each always has 1d4+4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color.

Walking under a retch plant makes it 20% likely that one of the globes will fall. If there is solid contact against the tree trunk (banging against it, running into it, or climbing it) 1d4+1 of the noisome fruits plop down. Randomly choose the target attacked;

they are AC 10 against this attack. When the globes strike, they burst, and a nauseating fluid is splashed over a 5-foot radius. Those 5-9 feet from the impact have a 25% chance of being splashed. The sticky, foul fluid causes creatures to vomit and retch for the next three rounds. In addition to being nauseated, victims are at half normal Strength for one hour. No saving throw is allowed against either effect of the fluid.

Creatures splashed must be washed in alcohol (including drinkable types) or they are more likely to attract carnivores in the area, doubling the frequency and chance for success of encounter checks. The odor is discernible within a 50-foot radius, and it persists for 1d4 hours unless removed as above.

Snapper-Saw

This plant, also called foresters' bane, has a central bush with several greenish-white berries that are plump, smell delicious, edible, nutritious, and rich in protein. Several broad, dark green, ribbed leaves radiate out 5-7 feet from the bushy center, which hides 1d4+2 tough, purple, saw-like stalks with thorny projections. A healthy plant has six saw-stalks, while damaged specimens have less.

Creatures stepping into the radius of the low-growing ribbed leaves risk attack. The leaves snap up one or two victims; armor is ignored for this attack, though dexterity and magical bonuses to AC are counted. A victim must make a successful Strength check to pull free.

A creature caught by the snapper leaves is attacked by the saw-stalks, even if the victim breaks free in the same round in which it was caught. Each saw-stalk attacks once per round for 1d4+1 points of damage, shredding the victim so its flesh and blood feed the snapper-saw. Clutched prey does not receive Dexterity adjustments to AC, though armor and magical protection apply normally.

Saw-stalks are AC 4 and require 1d8+16 points of damage a piece to sever. Each snapper leaf is AC 7 and takes 1d8+8 points of damage to sever. These hit points do not count toward the total of the central bush's Hit Dice. The central bush is AC 9, but it is completely protected from outside attack when the snapper leaves are up. A victim held by the snapper leaves can attack the saw-stalks or the central bush, but only with small piercing weapons. Lost leaves and stalks grow back in 2d4 weeks unless the central plant is slain.

Thornslinger

Thornslingers are carnivorous, spidery, white plants with dew-covered, pale yellow blossoms. They average about 8 feet in diameter and lie very close to the ground.

Thornslingers attack living creatures by firing thorns. Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by one or more thorns is automatic. Damage from the thorns is 2d4 to any creature within 30 feet, once per round. They have virtually inexhaustible supplies of thorns, and are found in close clusters. Since the shower of thorns is their only defense, thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls.

The leaves and central stem of a thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 13 or greater can break free in 1d4 rounds. Once a victim is caught by the dew, the thornslinger secretes digestive acids, causing 1-3 hp damage per round.

Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

Tri-flower Frond

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare.

Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful saving throw vs. poison or fall into a coma for 1d4 hours. The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until washed off (damage is reduced by 1 point per flask of water; complete immersion in water removes the sap in one round). The red blossom extends tendrils into the victim, draining body fluids at a rate of 1d6 points of damage per round.

Yellow Musk Creeper and Zombie

The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. Both creeper and zombie are immune to *charm, hold, illusion, sleep,* and other mind-affecting attacks.

The creeper is a large, light green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 bright yellow flowers with splashes of purple. It can cover an area up to 20 feet square from its single bulbous root. Damage done to the plant is disregarded unless the root is attacked, for the vine eventually grows back from the main root. The creeper has a sweet, entrancing odor while dormant.

Creepers are dormant until a creature approaches within 10 feet; then the nearest flowers turn toward the prey and puff musky pollen. A victim hit by the pollen must make a successful saving throw vs. spell or be *entranced* and walk toward the plant, resisting all those who try to prevent it. When the victim reaches the creeper, a green bulb extends its roots into the victim's head, and reach the brain in two rounds. The victim loses 1d4 points of Intelligence per round after that.

A victim reduced to 0 Intelligence or less dies instantly; a victim reduced to Intelligence 1 or 2 becomes a yellow musk zombie under the creeper's control. If the plant dies before reducing its prey to zombie status, 1 point of Intelligence is regained per day, or a *heal* spell will restore lost Intelligence instantly. If the mother plant is destroyed first, a zombie can be cured by a *neutralize poison* followed by a *heal* spell and four weeks of complete rest.

Only man-sized humanoids become yellow musk zombies; the creeper can control one zombie for every two flowers. A zombie acquires yellow skin and a glazed look, but otherwise looks as it did before, wearing the same clothes and armor and wielding any weapon it had held at the time of its conversion. It has the same hit points as before, but attacks as a 2 HD monster. It can cast no spells, nor receive bonuses for high ability scores. The zombie can move up to 100 feet from the creeper. Yellow musk zombies are not true undead and cannot be turned. A zombie serves the creeper for about two months before moving off at least 200 feet and dying; the seedling that has been growing in its head quickly sprouts, flowers, and becomes a new creeper.

	Creeper	Zombie
CLIMATE/TERRAIN:	– Temperate/Forest and subterranean –	
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Nil
INTELLIGENCE:	Non- (0)	Animal (1)
TREASURE:	B	Nil
ALIGNMENT:	Nil	Nil
NO. APPEARING:	1	1 per 2 flowers
ARMOR CLASS:	7	Variable (10)
MOVEMENT:	0	6
HIT DICE:	3	2 (special)
THAC0:	17	19
NO. OF ATTACKS:	2-12	1
DAMAGE/ATTACK:	Special	1-8 (weapon)
SPECIAL ATTACKS:	Gas	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (20' square)	M (4'-7' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	650	120



The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. The zombie serves the plant for a couple of months and then dies, enabling the new plant embedded in its head to feed on the body.

The creeper is a large, light-green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 flowers like those of an orchid, bright yellow with splashes of purple. It can cover an area up to 20 square feet from its single bulbous root. The creeper has a sweet, entrancing odor while dormant.

The zombie is a man-sized humanoid with yellow skin and a fixed, glazed look. It wears whatever it had on when taken by the creeper. A fresh zombie has no unusual odor, while those close to death smell strongly of creeper musk.

Combat: The creeper is dormant unless a creature moves within 10 feet of it. When that happens, the nearest flowers turn toward the prey and attack. This attack is a puff of pollen that smells like musk and strikes the face of the victim if the attack roll is successful. The victim must roll a successful saving throw vs. spell or be entranced and walk into the plant. He will resist any attempt to hold him back. The round after he walks into the creeper, dozens of roots attach themselves to his head, burrowing into his brain in two rounds. Each round after that he loses 1-4 points of Intelligence as his brain is devoured.

If the victim's Intelligence is reduced to 1 or 2, he immediately becomes a yellow musk zombie under the control of the creeper. If his Intelligence is reduces to 0 or less, he dies instantly. If the plant is killed before the roots can reduce him to a zombie, Intelligence is restored at the rate of 1 point per day. A *heal* spell instantly restores all lost Intelligence. A zombie can be cured, if the mother plant is first destroyed, by casting *neutralize poison* and *heal*, one immediately after the other. It takes the victim four weeks of rest to regain all his original characteristics and levels of ability.

When a humanoid is made into a zombie, it keeps all its hit points, but attacks as if it were a 2-Hit Die monster. It keeps and uses any weapons in its hands at the time of death, but cannot cast spells or call upon magical powers. The armor is retained, but no bonuses due to Dexterity or Wisdom are allowed.

The creeper can be cut back with slashing weapons, burnt, frozen, or otherwise damaged by anything that would harm a vine. However, it will eventually grow back from the main root unless this root is directly damaged. Points of damage are only recorded if done to the bulbous root just under the surface of the soil. Yellow musk zombies are not true undead, and therefore cannot be turned by priests. Like the creeper, they are immune to *charm*, *hold*, *illusion*, *sleep* and other mind-affecting spells.

Habitat/Society: The creeper is found primarily in soil areas underground, or in the depths of forests and jungles where little light strikes it. It can climb trees or rocks, like common ivy. It is occasionally planted intentionally to guard a particular area. The zombie can range up to 100 feet from the creeper.

Ecology: The creeper attacks any creature larger than a house cat that approaches, but it can only create zombies from man-sized humanoids. It feeds on the bodies and on the soil in which it is planted. The bones or personal items held by those it kills are buried by the zombies close to the root. The zombie does not eat, being partially supported and kept alive by the seedling in its head. The creeper's only natural enemies are disease, insects, and a lack of food.

The creeper has 2d6 flowers and 1d4 buds. It can control one zombie for every two flowers. If a victim dies, a new flower opens from a bud, and a new bud appears. The zombies' main goal is to drag creatures, particularly humanoids, into the creeper. After about two months of zombiehood, a zombie wanders at least 200 feet from the parent plant and dies. The seedling that has been growing in its head now sprouts and flowers within an hour, feeds upon the corpse, and becomes a new creeper. This creeper covers the same surface area as the prone body.

	Amber lotus	Archer bush	Grab grass	Vampire rose
Climate/Terrain:	Temperate to tropical forests, jungles, and swamps	Temperate plains or forests	Nonarctic plains and hills	Temperate or subtropical swamps, plains, and ruins
Frequency:	Rare	Rare	Common	Rare
Organization:	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Day	Day	Any
Diet:	Soil, water	Carnivore	Carnivore	Carnivore
Intelligence:	Non (0)	Non (0)	Non (0)	Non- (0)
Treasure:	Nil	V	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	3d6	1d20	1 patch	1d8
Armor Class:	9	7	9	7
Movement:	Nil	3	3	3
Hit Dice:	1–4 hit points	2	1 per 5' square	4
THAC0:	Nil	19	Nil	17
No. of Attacks:	0	1	0	1
Damage/Attack:	Nil	1d4 (thorn spray)	Special	1d8 (thorn lash)
Special Attacks:	Sleep pollen	Nil	Grab	Blood drain
Special Defenses:	Nil	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	T (6" diameter)	S (3' tall)	S–M (3'–5' tall)	S (3'–4' tall)
Morale:	Steady (12)	Steady (12)	Steady (12)	Steady (12)
XP Value:	15	35	35	175

Mystara is home to a number of hostile plants. Most are innocent in appearance, and the majority of characters will not be able to identify them. Characters who encounter a hostile plant gain the ability to identify that species in the future.

If desired, a DM may allow druids the ability to identify dangerous plants before stumbling into them. This should involve an ability check or other die roll; the identification process should not be error free. As a guideline, most druids should be able to identify such plants with a Wisdom check made at 50%. In addition, PCs with the Herbalism proficiency may be able to identify such plants with a proficiency check made at 50%.



Amber Lotus Flower

These flowers look like golden water lilies as large as sunflowers growing in calm ponds or swamps; some varieties grow on vines that creep up tree trunks. Their attractive appearance and serene setting is deceptive to the viewer, giving no clue as to the flower's true nature.

The amber lotus flower responds to ground vibrations. When a creature approaches within 10 feet of the plant, its blossoms open, each spraying a cloud of pollen 40 feet in diameter. Any individual within the flower's pollen cloud must make a successful saving throw vs. poison or fall fast asleep for 4d4 turns. Nothing can wake the victim sooner.

The flowers can spray a fresh burst of pollen every 3d4 rounds. Creatures that are resistant to *sleep* and *charm* spells (such as elves, half-elves, and pegataurs) are equally resistant to the pollen of the amber lotus flower.

Amber lotus flowers get their nutrition in the same way as normal plants; no unusual conditions are required for its health. The pollen spray is a defense mechanism to protect the flower from potential threats. Amber lotus flowers are often found growing with other deadly plants such as vampire roses, archer bushes, or killer trees. The amber lotus flower enjoys a symbiotic relationship with these (and other) floral predators. The amber lotus flower incapacitates a victim, the other plants then kill it, and all benefit from fertilization resulting from the victim's remains.

Some humans and other intelligent creatures may cultivate this flower for protection around homes, forbidden places, temples, and so forth. Druids and elves sometimes use the amber lotus flower to guard sacred worship sites, and are rumored to somehow train the plants to spray pollen only on strangers who trespass.

The sleep pollen is prized by alchemists for sleep powders and even poisonous sleep salve that can be smeared on a weapon. A dozen amber lotus flowers are required to make enough sleep poison to fill one vial; such a vial contains enough salve to coat one short sword or the equivalent.

Archer Bush

Archer bushes have sickly green and brown leaves, stunted trunks, and thorny brown branches. They resemble common wild bramble bushes. Archer bushes are commonly found in woodlands, scrub areas, and occasionally in mountains.

Archer bushes are carnivorous. They attack by shooting a spray of small thorns at a victim, inflicting 1d4 hit points of damage per spray. The range of the spray is 20 feet. Each bush can fire up to three such sprays per day. The archer bush can uproot itself and move toward stricken prey.

The trunk of an archer bush appears to be buried within a 3-foot-high pile of leaves and twigs. This debris actually conceals a huge mouth filled with hard thorns that are used to devour disabled prey. The mouth is never used in combat.

Archer bushes sense targets by ground vibrations; thus, they can fire at *invisible* or otherwise camouflaged victims. Only creatures who approach in flight are spared an attack.

Clumps of archer bushes commonly fire in concert, as if cooperating in a primitive way, but this cooperation is based mostly on instinct. Encountering a single archer bush is rarely a great threat; a group of archer bushes, however, can be deadly.

Druids sometimes cultivate and train archer bushes to guard their holiest sites.



Grab Grass

Ranging 3 to 5 feet in height, grab grass looks like ordinary tall grass. Grab grass is able to move, and often gives the impression of swaying in a breeze.

The grass attacks by wrapping long tendrils around unsuspecting victims and strangling them. The strangling process drains one point of Constitution from a victim each round. A victim who reaches 0 Constitution dies. The decomposing body then feeds the plant. Victims who escape the grass regain one point of Constitution per turn of rest.

A victim can break free from grab grass with a successful bend bars roll.

A grab grass patch has 1 Hit Die for every 5-foot square of area, and each Hit Die is worth a full 8 hit points. A 5-foot by 5-foot square of grass is mutilated into death for every 8 points of damage done to the grass.

Since the grass sways of its own volition, PCs looking in the direction of the grass may notice its swaying in absence of a breeze. The DM may allow an ability check against Intelligence or Wisdom (whichever is higher) in order for the character to notice that something is not quite right.

Vampire Rose

Vampire roses appear as bushes of white roses of extraordinary beauty. A single rose bush has 4 Hit Dice. An average of 2d12 roses are on each bush, although the number of blooms does not affect the bush's abilities.

Despite their innocuous appearance, vampire roses can uproot themselves and move about slowly in search of prey.

The thorny stalks of the vampire rose are whipped at victims to inflict 1d8 points of damage. The thorns are hollow, and once the stalk has struck successfully, the vampire rose automatically drains blood in subsequent rounds, causing 1d8 points of damage each round.

While the thorns perform this gruesome task, the rose blossoms emit a hypnotic fragrance. Victims must make a successful saving throw vs. spell or lose all will to fight, allowing the plant to drain blood until the victim dies.

A clear-headed victim can break the vampire rose's grip with a successful open doors roll. Freeing oneself causes an additional 1d8 hit points of damage as the victim's flesh is ripped by the thorns.

If any portion of a vampire rose is successfully severed while it drains a victim's blood, the flower lets out a horrifying shriek and blood sprays out of the cut stalk. Any character of less than 5th level who witnesses this for the first time must make a saving throw vs. poison or be struck with *fear* as per the spell. Subsequent attacks on the flower have the same effect, but a viewer who has succeeded a saving throw against the *fear* effect need not roll again.

After a victim is completely drained of blood, the vampire rose's petals turn from pure white to blood red.

Vampire roses are often found in old graveyards. Not surprisingly, some of the flowers can be found near the crypts of vampires.



	Bloodthorn	Twilight Bloom	Boring Grass
CLIMATE/TERRAIN:	Temperate forest	Any temperate or swamp	Any temperate
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Stand	Patch
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Incidental	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1–10	1
ARMOR CLASS:	4	8	8
MOVEMENT:	¼	0	0
HIT DICE:	10	3	4
THAC0:	15	17	17
NO. OF ATTACKS:	1	1	1/creature in contact
DAMAGE/ATTACK:	25% of hp	Nil	5d4
SPECIAL ATTACKS:	Blood drain, system shock	Poison	Boring, poison
SPECIAL DEFENSES:	See below	Nil	Must be dug up or burned
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10′ long)	L (8′–13′ tall)	L to H (6′–10′ diameter)
MORALE:	Fearless (19)	Fearless (20)	Fearless (20)
XP VALUE:	5,000	175	2,000

Bloodthorn

The bloodthorn, or *vampire thorn* vine, resembles a normal patch of thorny vines. A healthy adult bloodthorn has a 10-foot-long yellowish brown trunk from which four tendrils spring. Each light green tendril is about 7 feet long and bears numerous slender, hollow thorns about an inch in length.

When warm-blooded prey approaches, the bloodthorn's tendrils lash out, making one attack as a 6 Hit Die monster. If successful, the barbed thorns attach to the victim and drain bodily fluids. The bloodthorn's prey loses 25% of its maximum hit points each round, until the bloodthorn or its victim dies, or the victim breaks free. The draining process is very painful, and the victim must make a successful *system shock* roll each round or fall unconscious. The victim can pull free with a successful Strength check, though this causes an additional 1–2 points of damage. Each tendril requires 10 points of damage to sever; these points do not count towards the total from the central stalk's Hit Dice.

Bloodthorns are capable of limited movement and will creep towards heat and light, though open flame will cause one to recoil. An electrical attack will cause a bloodthorn to grow by one Hit Die, but it still attacks as a 6 HD monster. Cold immobilizes the bloodthorn for 2–5 rounds.

The bloodthorn reproduces by shooting seed thorns away from itself after a good feeding (three or more man-sized victims). The seed thorns fly 10 to 20 feet and cause no damage if they hit. Any seedling growing near an adult plant will be killed before it can grow and compete.

Wizards and alchemists can often find uses for this plant's hollow thorns.

Twilight Bloom

This plant, also known as the *purple blossom plant*, is a tall, thick-stalked plant which strongly resembles a palm tree. It has a scaled, branchless brown trunk topped by drooping, fern-like green foliage. Scattered among the foliage are several cup-like purple flowers with silvery stamens. The flowers point towards the sun when it is out, and close up completely at night. Around the base of the plant are its roots, which resemble a fine, mossy mat.

The twilight bloom gives off a very pleasant scent. The vibrations of any creature passing beneath it causes the plant to droop one of its blossoms, dropping a small amount of syrupy poison from the flower. A successful attack roll indicates the poison has landed on the victim, who must make a successful saving throw vs. poison or die instantly. Decomposing prey feeds the twilight bloom's root network.

The twilight bloom reproduces like other plants. Insects are immune to its poison, but are attracted by its scent. If the poison is harvested safely, it remains potent for a full day.

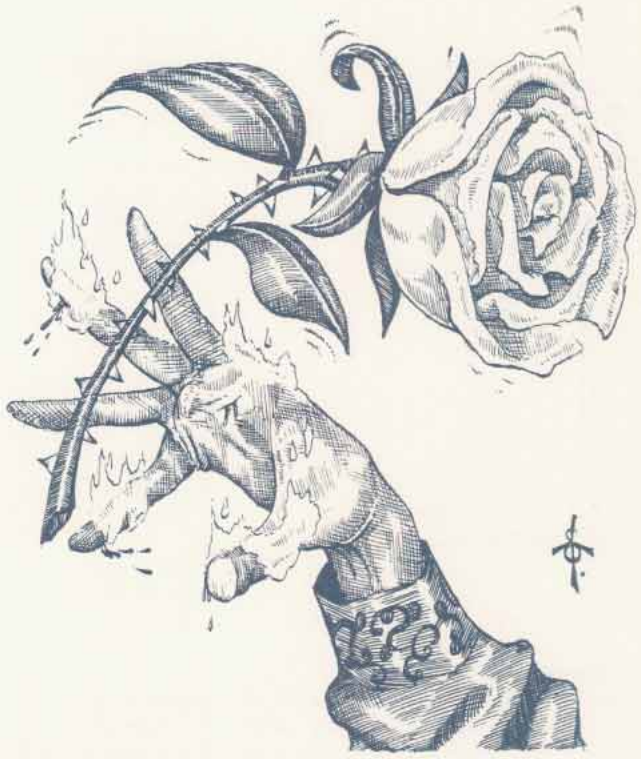
Boring Grass

This grass has corkscrew blades that aggressively dig into any material that comes into contact with it. Magical protections, leather soles, and thick cloth delay the grass's attack for one round as the grass moves through the protection; however, the grass cannot bore through metal. Penetrated materials do not count as protection, so a human in leather armor would have an effective Armor Class of 10 the second round of contact. Once the grass hits exposed flesh it burrows in, inflicting 5d4 points of damage each round it remains in contact. Further, the creature must save vs. poison or be paralyzed by secretions from the grass. Those making a successful saving throw are *slowed* to half their normal movement rate; this effect lasts for 1d4 days or until a *neutralize poison* spell is used to counter it. A victim can pull free of the grass with a successful Strength roll, but will take 2d4 points of damage.

Boring grass can be effectively damaged only by fire or by careful digging and removal from the soil.

Plant, Dangerous, Firethorn

CLIMATE/TERRAIN:	Grasslands, saltwater swamps
FREQUENCY:	Rare
ORGANIZATION:	Cluster
ACTIVITY CYCLE:	Any
DIET:	Nutrients
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	20–200
ARMOR CLASS:	8
MOVEMENT:	0
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1d10
DAMAGE/ATTACK:	1d2 + special
SPECIAL ATTACKS:	Poison, fire
SPECIAL DEFENSES:	Confusion, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (4' radius)
MORALE:	Average (8–10)
XP VALUE:	1400



The firethorn, or *sea rose*, is a rare plant that only grows along tropical or subtropical sea coasts. The only place it is known to grow in abundance is on several isolated tropical islands. Firethorns can be found scattered in coastal seasonal grasslands but more commonly spread in clusters to form dense, matted carpets in tropical saltwater swamplands. Resembling nothing so much as squat, broad rose bushes, firethorns produce about twenty brilliant scarlet blooms per plant. Each bloom has its attendant thorns (from 1 to 10 of them). There are no thorns on the main branches of the bush, nor are there any on the flower stems except near the bloom. Sea roses have a distinctive, heady perfume that is noticeable several hundred feet away.

Combat: The scent the plant exudes is a powerful defense. Anyone approaching within ten feet must make a saving throw vs. poison or be affected. Those affected act as if under a *confusion* spell for 2d4 rounds. This may bring them into contact with the plant by accident, thus setting in motion its thorn attacks. When traveling through an area which has several plants, only one saving throw per half-hour spent in the terrain is needed. Subsequent saving throws in the same area are at a cumulative +1 bonus, as those affected build up a short-term resistance.

Though not intelligent, sea roses have effective modes of self-defense. Anyone plucking one of the blooms or brushing against one is subject to attack by one to ten thorns that spring out at the offending creature, doing 1d2 points damage each. Two saving throws must then be made. A saving throw vs. paralyzation determines whether the thorns will inflict 1d3 points of fire damage per thorn (magic which protects against fire negates this damage). The second saving throw is made to resist the sea rose's extremely virulent poison: failure means immediate death, while success reduces the injury to 20 points of damage. Only one save vs. poison and one save vs. paralyzation are required, even if multiple thorns hit.

Sea roses trap and hold heat from the sun and are immune to both normal and magical fire.

Habitat/Society: It is unknown whether the sea rose is a naturally occurring plant or the result of some botanically inclined wizard's experiment. Sometimes confused with the legendary *roses of forgetfulness* because of their *confusion* properties, firethorns are actually more like weeds than garden flowers. They resist being transplanted and cultivated, though they self-pollinate and spread over large areas when conditions are right.

Perhaps their most intriguing quality is the glow they emit at night. Storing heat from the sun, the blossoms of the plant glow like banked embers in the dark. The heat given off from a single firethorn bush is about equal to that of a small lantern. Several bushes together emit about as much heat as a bonfire. They only radiate heat at night, with the excess warmth being stored in their thorns until evening, leading some people to speculate that this heat exchange is somehow necessary to their growth and propagation. Firethorns respond normally to druidical spells which relate to plants.

Ecology: Aside from their role in anchoring soil in salt swamplands, firethorns can be harvested (carefully) for several products. Chief among these is the beautiful scarlet dye which can be made from the blossoms. This is easily mixed with other ingredients to produce an array of colors from pale pink to deepest crimson. The blossoms also produce an attar which can be used in making a heady perfume or, when correctly rendered, as an ingredient for a *potion of dreaming*. The thorns from an entire bush provide 1 to 6 doses of type E poison, but the toxin breaks down into a harmless substance after about a week.

	Hangman Tree	Kelpie	Obliviax	Quickwood	Shambling Mound	Strangle-weed	Sundew, Giant	Thorny
CLIMATE/TERRAIN:	Temperate or subtropical forest	Temperate or tropical saltwater	Any warm land	Any forest with oaks	Swamps or wet subterranean	Subtropical or tropical ocean	Temperate or tropical forest	Warm, wet forests or caves
FREQUENCY:	Very rare	Very rare	Rare	Very rare	Rare	Common	Uncommon	Very rare
ORGANIZATION:	Solitary	Solitary	Colony	Solitary	Solitary	Bed	Solitary	Pack
ACTIVITY CYCLE:	Day	Any	Any	Any	Any	Any	Day	Any
DIET:	Carnivore	Carnivore	Soil, water, memories	Soil, water	Omnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low-Avg. (5-10)	Average (8)	Very (11-12)	Low (5-7)	Animal (1)	Semi- (2-4)	Animal (1)
TREASURE:	Incidental	D	Nil	Special	B, T, X	J-N, Q, C	Nil	Nil
ALIGNMENT:	Neutral (evil)	Neutral evil	Neutral evil	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-4	2-12	1 (90%) or 2-4 (10%)	1-3	3-12	1-4	2-20
ARMOR CLASS:	3/5	3	10	5	0	6	7	3
MOVEMENT:	0; see below	9, Sw 12	0	1 (roots 3)	6	0	1	15
HIT DICE:	6, +1 hp per year	5	1-2 hp	5-10	8-11	2-4	8	4
THAC0:	7	Nil	20	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11	8 HD: 13 9-10 HD: 11 11 HD: 9	2 HD: 19 3-4 HD: 17	13	17
NO. OF ATTACKS:	3	0	0	1	2	1	6 per target	1
DAMAGE/ATTACK:	1-3	0	0	3-12	2-16/2-16	See below	1-3	2-5
SPECIAL ATTACKS:	See below	See below	See below	Roots	Suffocation	Crushing	Suffocation	Thorn rake
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	Nil	See below	Nil
MAGIC RESISTANCE:	See below	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	H-G (20'+ tall)	M (6'-7' tall)	T (6" square)	L (12'+ tall)	L (6'-9' tall)	L (7'-12' long)	M (3'-4' tall)	M (4' long)
MORALE:	Champion (15)	Elite (13)	Average (9)	Champion (15-16)	Fanatic (17-18)	Average (9)	Steady (11)	Steady (11-12)
XP VALUE:	1,400	420	35	5 HD: 2,000 (+1,000 for each added Hit Die)	8 HD: 6,000 (+1000 for each added Hit Die)	2 HD: 120 3 HD: 175 4 HD: 270	2,000	175

Like other breeds of dangerous plants, these are not at all defenseless. Some are the unnatural results of arcane influences, while others may have evolved naturally.

Hangman Tree

This tree is named for its noose-like vines. Hangman trees are deciduous, resembling thick oaks with few branches and sparse foliage. Knot-like sensory organs are usually located high on the trunk. In the area where the tree's main branches split off, there is an opening which leads to the creature's acid-filled "stomach." The lower trunk has a slash-like opening for the expulsion of indigestibles. Saplings can move at 6 feet an hour, while older trees can move only 2 feet an hour.

Their shallow root systems and small number of leaves require them to supplement their diet by direct ingestion of protein, so each tree traps prey. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree can release a hallucinatory perfume at will, and it does so when prey is 30-80 feet away. Those who inhale the perfume believe the hangman tree to be a normal tree, or even a treant, depending on the mood of the tree. Mature and older hangman trees can speak halting Common.

The tree attacks by dropping noose-like vines around prey. Although each tree has 1d4+5 appendages, it can control only three of them at any one time. It takes 1d8+12 points of damage to sever a vine; this is in addition to the damage needed to kill the tree. Vines are AC 5, while the main tree is AC 3. When in contact with a victim, the tree inflicts 1-3 points of damage per round as the vine tightens and lifts its prey (1,000-pound limit) to the opening in the upper trunk. This requires four rounds. One attempt at a bend bars/lift gates roll can be made to break free; victims who fail the roll cannot escape. On the fifth round after being picked up, the victim is dropped into the hangman tree's stomach. The victim suffers 3d4 points of acid damage per round until dead, and is then digested. Escape from the stomach is impossible. Many sharp growths surround the top of the opening, they point inward and down. About three man-sized victims can fit in the tree's stomach at one time.

A hangman tree draws power from its environment. It has 5% resistance to magic per decade of age, up to a maximum of 95%. However, the tree is vulnerable to elemental attacks. *Lightning* that passes its magic resistance inflicts double damage; extreme cold shocks the tree into dormancy until it thaws. Darkness also causes it to slow its activities, so it functions at half efficiency (three attacks per two rounds).

Hangman trees have no interest in treasure and, because they move constantly, it is unlikely that treasure would be found near one, although they do expel undigestible items periodically.

Age guide: 0-4 years, non-combatant sprout, 1 hp/HD, no attacks; 5-20 years, sapling, 2-3 hp/HD; 21-75 years, mature tree, 4-5 hp/HD; 76-150 years, old tree, 6-7 hp/HD; 151+ years, ancient tree, 8 hp/HD.

Kelpie

The kelpie is a mass of animate seaweed, able to alter its form to resemble a green-clad woman, a hippocampus, or a green horse. It lives to drown the foolish., and can communicate telepathically with those in its embrace.

When a humanoid male approaches, the kelpie reshapes to appear as a woman or a mount; its imitation is a grotesque mockery, 95% detectable in daylight. Once per day, however, the kelpie can cast a *charm* on a humanoid male, who suffers a −2

penalty to his saving throw. If he fails to save, he perceives the kelpie as a desirable woman or mount, leaps into the water, and swims on to possess the kelpie. The kelpie wraps itself around the charmed victim, who happily drowns, taking 2d10 points of damage per round until he surfaces for air, is protected from drowning, or dies. The kelpie takes the body back to her lair to devour.

Victims who can breathe water or who otherwise do not drown, happily entwine themselves in the kelpie's embrace, which confuses her, though she may welcome the victim's continued activity.

A kelpie in the form of a woman or horse can travel onto land for 1-3 hours. She tries to charm a victim to protect her until she returns to the water. He will do anything he can to protect his beloved kelpie, though he may be enraged by his companions' perceived treachery. The effect of this charm ends, only if the kelpie dies, freeing any victims still alive.

Kelpies maintain body temperature equal to that of their surroundings. Due to their water-drenched forms, they take only half damage from fire (none if a saving throw is made).

There are various legends about the creations of kelpies. They are said to have been created by a sea god to punish sailors, in a time before women were sailors; or created by a female elemental princess of water, Olhydra, who made those of her own gender immune to kelpies' powers.

Kelpies reproduce by increasing in size to 7 feet, then breaking into two or four smaller kelpies. They can do this once a month, if victims are plentiful and the local fish do not feed on them too much.

Obliviax

Obliviax, or memory moss, is an evil black moss with the ability to steal memories, even memorized spells.It grows in small patches and must have sunlight to spur reproduction by spores, though it needs no light for growth. It prefers a balance of wet and dry, and cannot abide cold temperatures.

The moss senses intelligent creatures within 60 feet; it chooses one, preferring wizards, then other spellcasters. This victim must make a saving throw vs. spells or lose all memory of the last 24 hours. The obliviax continues to attack once per round until it succeeds and then makes no more attacks for 24 hours. If an obliviax with stolen memories is attacked, it forms part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends it by casting stolen spells.

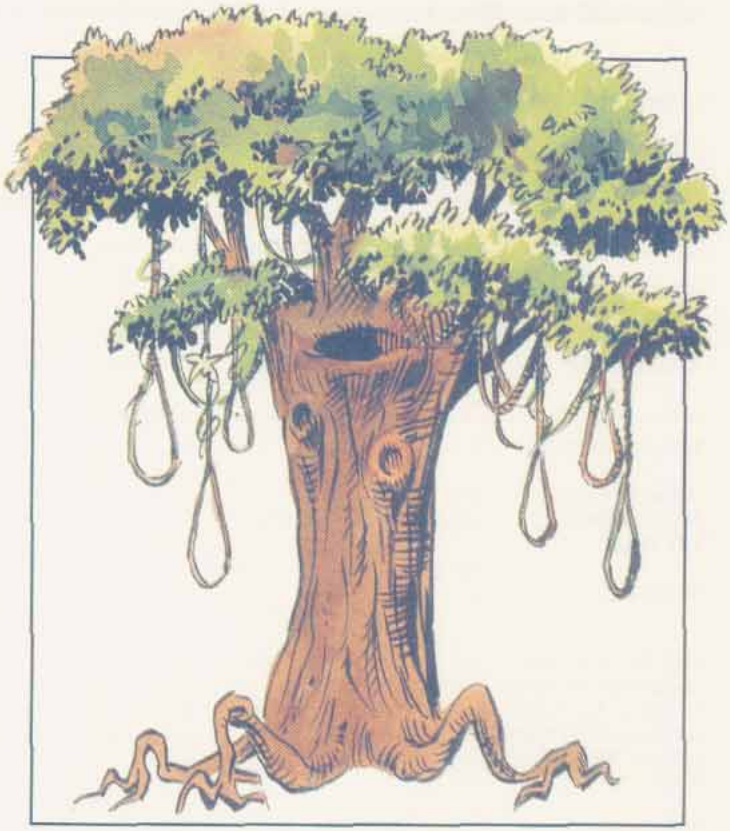
To regain stolen memories, a victim must eat the living obliviax, which takes one round. If a saving throw vs. poison is successful, the eater regains all stolen memories and spells; if the saving throw fails, the eater becomes very ill for 3d6 turns. Extra memories and spells can be gained by eating obliviax which has fed on someone else recently. Spells can be used by the eater, but all such memories fade within a day.

A *potion of forgetfulness* can be distilled from obliviax, and its spores can be used to make an elixir to restore the memories of the forgetful or senile.

Quickwood

Also called the spy tree, this plant appears to be an oak, although close examination reveals that it has a visage and sensory organs that resemble a distorted human face. It is 90% unlikely that the "face" is noticed unless the observer is within 10 feet of the quickwood. The creature has excellent senses, with 120-foot infravision and the ability to detect vibrations through its roots, and aerial movements through its leaves.

The quickwood seldom moves, but it sends its roots up to 90 feet, through loose topsoil, to seize and hold immobile any creature weighing under 1,000 pounds. Roots cause no damage. They



are too strong to be broken and take no damage from blunt weapons, and only 1 point of damage from piercing weapons. Edged weapons can sever roots, which are treated as large creatures with 10 hp each; damage inflicted to the roots does not count toward the tree's total. The quickwood will allow up to six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots pull prey to the quickwood's mouth, which can clamp down to cause 3d4 points of damage to anything touching it.

The quickwood can perspire and drench itself, so it is immune to fire; it is immune to lightning, poisons, and gasses. It is also immune to most other spells which do not affect plants specifically, including all mind-affecting spells. If attacked by a spell, the quickwood absorbs some or all of the spell's energy, and uses it to radiate *fear* in a radius of 10 feet per spell level absorbed. The spellcaster must make a saving throw vs. spells; if the save fails, all the spell's energy is siphoned into the *fear* effect. Otherwise, the spell has normal effects, and *fear* is simply a side effect.

The quickwood can control up to 2d4 normal oaks within one mile, using them to gather information.

Although it gathers no treasure, it may be *charmed* or otherwise convinced to guard treasure, which may be placed in the quickwood's trunk. If acting as a guardian for some other being, a quickwood can make a hollow drumming sound which can be heard for a mile or more.

Shambling Mound

Shambling mounds, or shamblers, appear to be heaps of rotting vegetation. They are actually an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in its "chest" area. A shambler has a 6-foot girth on its lower half, tapering to about 2 feet at its "head."

Shambling mounds are found only in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite living areas, but some wet, subterranean places also serve as shambler lairs. They are solitary beasts, rarely living in the same area with other shamblers—usually only in areas

where the food source is constant, near famous ruins, or abandoned gold mines.

Shamblers are almost totally silent and invisible in their natural surroundings; opponents suffer a −3 penalty to surprise rolls. A shambler often lies in a shallow bog, waiting for some creature to walk onto it, then it attacks. The creatures are excellent swimmers as well, and they have been known to sneak into the camps of unsuspecting travelers at night.

A shambling mound attacks with huge, arm-like appendages; a victim hit by both arms in the same round is entangled in the creature's slimy vines and rotting vegetable matter. Entangled creatures suffocate in the slime in 2d4 rounds unless the shambler is killed, or the victim breaks free with a successful bend bars/lift gates roll.

Because of the vegetation which covers its critical inner body, the shambling mound is immune to blunt weapons, and takes only half damage from piercing and slashing weapons. The creature is immune to fire, and takes half or no damage from cold, depending on whether it makes its saving throw. Lightning actually causes a shambler to grow, adding 1-foot to its height, as well as 1 HD and appropriate hit points, for each lightning-based attack used against it.

Because of the location of its brain, the shambler cannot be killed by lopping off its head or limbs. The remaining vines along the torso join together to form a new extremity within one round. Only when enough of the shambling mound has been hacked away, will it finally die. A wounded shambler need only rest in a damp clump of foliage to heal; it rises again in 12 hours, fully healed, and probably angry.

Since shamblers gain power from electrical attacks, there are rumors of shambling mounds with 20 or more Hit Dice. Since they often live in the same areas as will-o'-wisps, there may be truth to such rumors, and giant shamblers may inhabit deep, dark swamps and jungles.

Strangleweed

Strangleweed is an intelligent kelp found in relatively warm sea water. A bed of these carnivorous plants are indistinguishable from normal seaweed. A strangleweed patch will cover an oval area of 3d4 square feet, on the sea's surface; 3d4 fronds of varying lengths (1d6 +6 feet) hanging downward from the patch.

Any creature near enough is attacked, a hit indicating that the frond has entwined about its victim. Any victim entwined suffers a −2 penalty to attack rolls. Each frond has 4d4 Strength points, and the other fronds add their Strength to the total. A victim compares Strength with the strangleweed; Strengths of 18/51 to 18/00 are rounded up to 19. If the victim is stronger, each point of difference in Strength gives a 10% chance of escape, which can be attempted each round.

If the frond is stronger than the victim, the victim cannot escape alone, and the fronds crush the victim for 1 point of damage, per point of Strength difference. If the two are of equal Strength, the victim cannot escape, but takes no damage.

Giant Sundew

A giant sundew appears to be a 3- to 4 foot-mound of grayish green, tarry ropes or rags. The air around one is fly infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it



lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

The sundew detects moving creatures by vibrations. When anything moves within 5 feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature in range, each round. The tendrils exude sticky globs of sap. For every three tendrils that attach to a victim, the victim suffers a −1 penalty to attack rolls. The sap contains a mild enzyme that inflicts 1 point of damage per round for each tendril striking the victim, regardless of whether or not the tendril is still attached. A successful open doors roll breaks a tendril; each tendril must be checked separately, up to once per tendril, per round.

If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap; suffocation occurs in 1d3 +1 rounds unless the sap is removed. The sap may be dissolved by vinegar or alcohol.

Thorny

Thornies are dog-like plant creatures trained as guards by mold men. They are covered by a spiky bark. A thorny attacks first with its bite; if the bite hits, the creature tries to roll its body against its victim, causing 3d4 points of damage with a successful hit. Thornies reproduce by laying egg-like seeds in the ground. A small tree sprouts from the seed, eventually producing buds which grow into small thornies. Thornies can be trained if raised from buds.

Plant, Intelligent, Alchemy Plant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Single Plant
ACTIVITY CYCLE:	Any
DIET:	Any
INTELLIGENCE:	Semi- (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	Nil
HIT DICE:	1
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (1-3′ tall)
MORALE:	Nil
XP VALUE:	25



An alchemy plant can change its essence into that of any inorganic matter that touches it. The plant can also convert one material into another, as explained below. Matter that was formerly alive, such as a wooden staff, cotton or wool clothing, or a corpse, also qualifies for transformation purposes. The plant is highly sought by alchemists.

The plant normally looks like an unremarkable bush with serrated green leaves. It grows anywhere, using its transmuting ability to thrive in exotic environments. The only distinguishing characteristic is the lack of other vegetation in a 1′ radius around the plant.

Combat: The alchemy plant easily falls victim to a thoughtless swing of an adventurer's sword or the teeth of a hungry herbivore. However, it senses other live plants growing within 20′; when such plants take damage, the alchemy plant recognizes this and instinctively reacts to preserve itself by transforming into some nearby substance.

For this reason, the alchemy plants that survive best grow beside rocks. As a herbivore is about to chomp into the succulent brown stalks, the alchemy plant turns into a plant-shaped rock. The plant can also transform in the split-second after a weapon makes contact and before it cuts through the plant, resulting in a solid steel plant. The plant saves vs. crushing blow, using the column appropriate to the material it has duplicated. Of course, a weapon striking such a plant must also save! The transformation lasts so long as danger still threatens.

Habitat/Society: Alchemy plants grow wild, converting inorganic matter in the soil into food. They do not photosynthesize; thus, they do not require light. Alchemy plants take in carbon dioxide and exhale oxygen, providing an important service to spell-jamming vessels.

The alchemy plant can transform substances into other substances. When two objects touch the plant, one is transformed into the other's substance. Roll randomly (an even chance) to determine the object transformed. Thus, to make the plant create gold, touch the plant with a rock, then a piece of gold—and cross your fingers! An alchemy plant can convert one pound of matter per foot of plant height, to a maximum of three pounds. The transformation works only once per day.

Supposedly smart people have touched gold to an alchemy plant, watched the plant turn to gold, then pulled it out of the ground. The result is a dead green bush: The plant must stay alive to keep its own transformation intact, though this does not apply to other transformed matter.

A *charm plant* spell or a *potion of plant control* ensures precisely the transformation the caster desires. Attempts to convince the plant to effect a transformation using *speak with plants* seldom work. The plant cannot be bullied, as it has no concept of its own death or pain. Only a druid can hope to convince the plant to create a transformation; the druid must make an Intelligence check to succeed.

Alchemy plants cannot duplicate magical energy. Thus, for instance, a *candle of invocation* touched against the alchemy plant creates only a small block of wax.

Every month, the alchemy plant has a 5% chance to produce a new seed. The seed is hurled by explosive force to a new spot 10d6 yards away from the parent. (An unfortunate character who intercepts the seed in its flight takes 1 hp damage.) The seed grows from seedling to maturity in two weeks.

Ecology: Alchemy plants are at the bottom of the food chain, giving nutrition to wandering herbivores. Beyond this, only sages, mages, and alchemists have any interest in the plant, since its performance is undependable. Still, the alchemy plant can be found on board human, elvish, and illithid ships, where it freshens the air and possibly provides needed substances.

Plant, Intelligent, Kelpie

CLIMATE/TERRAIN:	Temperate or tropical/ Saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Low-Average (5-10)
TREASURE:	D
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9, Sw 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Elite (13)
XP VALUE:	420



The kelpie is a form of intelligent, aquatic plant life that is able to alter its shape and cast a *charm* spell. Its purpose is to drown the foolish.

Its basic form is a mass of animate seaweed. It is able to alter its form to resemble a green-clad woman, green horse, or hippocampus. Whatever the form, its substance is still green seaweed. A kelpie can communicate telepathically with those in its embrace.

Combat: A kelpie lacks actual offensive abilities. When a humanoid male approaches, the kelpie reshapes itself into the form of a woman or mount. Although the result is a grotesque mockery that is 95% detectable in daylight, the kelpie can enhance its deception through magic.

Once per day, the kelpie can cast a *charm* spell with a -2 penalty to the victim's saving throw. The kelpie's charm works only against humanoid males. If the victim fails the saving throw, he perceives the kelpie as the most desirable woman (or mount) that he can imagine. He leaps into the water, intending to hold or possess the kelpie. The kelpie then wraps itself around the charmed man, who happily drowns as he tries to breathe water. Victims suffer 2d10 points of damage each round until they either die, surface for air, or are protected from drowning. The kelpie then takes the body back to her lair, where it is consumed. Even if the kelpie cannot reach its victim, the spell will force the man to swim toward her and drown himself.

If the victim is able to breathe water, he does not drown. Drowning-immune victims still happily entwine themselves within the kelpie's embrace. Kelpies are confused by such occurrences; they do not attempt to negate such protection and may actually welcome their victim's continued activity.

If the kelpie is encountered on dry land, the victim acts as its protector if his companions attack the kelpie. Although he is confused and enraged by his companions' perceived treachery, he does anything he can to protect his beloved kelpie.

Once the kelpie is slain, the charm's effect immediately ends. The victim is also freed if he survives until the charm expires.

Due to the kelpie's water-drenched form, fire attacks inflict only half damage (none if a saving throw is made). Kelpies are invisible to infravision.

Habitat/Society: One legend tells that the kelpie was created by a vengeful sea god as a means of punishing men who were rash enough to sail the seas without giving the sea god his rightful dues. Since few women were sailors at the time, they were spared the kelpie's curse. A less-widely told legend recounts how kelpies were created by Olhydra, the Elemental Princess of Evil Water Creatures. In respect to her own gender, Olhydra made all women immune to her creations' charms.

Kelpies are normally found in the ocean waters. Kelpies are usually found within the top 100 feet of the ocean. Kelpies are very adaptable and may make their home in any body of water, even artificial or subterranean ones.

While in humanoid or equine form, they are able to walk on dry land for up to 1-3 hours. If they are encountered on land, they may still try to charm men. Such victims are of course safe from drowning, at least for the moment. They accompany, carry, and protect the kelpie.

Kelpies reproduce asexually. They increase in size to seven feet, then break into two to four independent kelpies. Kelpies can do this as often as once a month if victims are plentiful and they haven't been fed on too much by local fish. Kelpies have no defenses against fish, and other aquatic grazers, who perceive them as seaweed to be eaten.

Treasure is usually found in the remains of a kelpie's victims. If treasure is found on a kelpie, it is most likely attached to the decayed remains still clutched within its fronds.

Ecology: Kelpie sprouts are worth 500 gp. The sprouts are initially too small to use magic, but they can grow in a month into full-grown kelpies if given ample care. Kelpies may ally themselves with powerful creatures and occasionally guard submerged treasures.

Plant, Intelligent, Needleman

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Day
DIET:	Photosynthetic carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	M (G)
ALIGNMENT:	Neutral
NO. APPEARING:	5–50
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3 + 4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Surprise, needle volley
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	120

This wood-dwelling, intelligent form of plant life, known as the needleman, has many similarities to a zombie, but is in fact neither animal nor undead.

Needlemen appear ruddy green, mottled with browns and reds in autumn. They do not grow dormant in winter, as they lack roots to hold sap. Instead, they turn deep brown, and change to green again in the spring. Their eyes are coal-black, and their skin is covered with masses of small, sharp needles. Needleman physique is exclusively male—actually, like all complex plant life, needlemen are hermaphroditic and can cross-pollinate. From a human standpoint, most needlemen seem emaciated. Some needlemen wear white woolen robes, but as this garment interferes with both their combat abilities and their skills at hiding in dense undergrowth, most needlemen shun these (perhaps ceremonial) robes in favor of a tight-fitting yellow breechcloth.

When needlemen attack, they growl and shout in a gurgling, choking language that is incomprehensible to anyone else.

Combat: When amidst heavy undergrowth or conifers, needlemen are nearly undetectable (75% hidden from active searchers, or 40% hidden from elves and rangers). In such areas, they impose a –5 penalty to their opponents' surprise rolls (–2 to elves and rangers).

The needleman attacks with its small, sharp needles. The most common attack is a thorny slap. The slap itself would cause only 1d4 points of damage, but the sharp needles triple this injury for a total of 3d4 points. This damage should be treated as impaling damage, and large creatures with thick hides suffer only 2d4 points of damage.

Needlemen are able to fire their needles to a range of 20 feet. One of these creatures can launch a volley of 1d6 needles, each causing 1–2 points of damage (only 1 point to larger than man-sized opponents). For practical purposes, a needleman's supply of needles is infinite, and those used soon grow back.

The creature is particularly vulnerable to magic. Attacks on it by magical means inflict triple normal damage, though it receives any saving throw normally allowed. For example, a *magic missile* that would normally cause only 1d4+1 points of damage would inflict 3d4+3 points on a needleman. This vulnerability applies only to direct magical attacks, according to the following detailed example: A magically enlarged and strengthened character wields a *sword* +2 against needlemen.



He finds that the weapon's damage bonus (but not attack roll bonus) is tripled to +6, but neither the weapon's normal damage nor the additional damage caused by the character's greater Strength would triple.

Spells of a nonoffensive nature, like *charm plants*, are triply effective against needlemen. Of course, the fact that it is a plant makes a needleman immune to certain spells. Needlemen are intelligent and can be affected (at triple potency) by many mind-influencing spells.

Habitat/Society: Needlemen lack the intelligence for a true society. They wander about their forests, picking up shiny trinkets, some few of which may be valuable, and moaning softly to one another. It is freakishly rare to encounter these creatures outside of their natural habitat.

One clue to their origin is the virulent hatred needlemen have for elves. Needlemen can smell elves at a quarter-mile distance and will move to attack them furiously. One theory holds that needlemen were originally a band of humans who happened upon wood elves or grugach in their home communities. If the elves had attempted to kill or incapacitate the intruders, as is likely, the humans might have invoked supernatural aid. An evil or twisted trickster deity, such as Ralishaz, might have transformed the humans into woodland creatures better suited to battle elves.

Ecology: Needlemen derive most of their sustenance from sunlight, but they require water and nutrients as do most humanoids. They usually kill small creatures like squirrels, but, naturally, prefer the taste of elves.

Plant, Obliviax (Memory Moss)

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Soil and water, memories
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-12
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	1-2 hp
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Tiny (1/2' square)
MORALE:	Average (9)
XP VALUE:	35

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Obliviax is a black moss with an evil nature and the magical ability to steal memories from intelligent creatures. It is called "memory moss" and is a bane to wizards everywhere.

Pitch colored and thick, like a luxuriant black carpet, obliviax grows in small patches and spreads through spores. Its leaves and flowers are all glossy black. When it lacks stolen memories it quivers, as if in anticipation. It smells like damp, loamy dirt, a very unappetizing odor. Although it requires no sunlight to grow, it does require daylight to trigger spore production and so it does not naturally occur in subterranean realms. It can be inadvertently or purposefully carried into a cavern, where it will grow but is unable to reproduce.

Combat: Memory moss can sense the approach of sentient beings; once they are within 60 feet, the moss can attempt to steal their memories. It is selective, first attempting to steal wizards' memories, then priests', then any other spellcasters', then any other characters'. When an intelligent creature enters the obliviax's sphere of influence and is attacked, it must roll a successful saving throw vs. spell or lose all memories of the last 24 hours, including all memorized spells. The moss tries to steal from one creature per round until it succeeds, then it does not attack again for 24 hours. These stolen memories give the plant vitality and nourishment. Any creature who has lost memories acts baffled and disoriented, often forgetting important events and knowledge, with nothing but a blank in his memories since the previous day.

If an obliviax with stolen memories is attacked, in one round it forms a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends the plant by casting any stolen spells. This is the moss's only defense.

To regain stolen memories, a victim must eat the living obliviax, which takes one round. If a saving throw vs. poison is successful, the eater gains all the stolen memories and spells. If the saving throw fails, the eater becomes very ill for 3d6 turns.

Habitat/Society: Obliviax grows in tropical to temperate climes, but cannot abide too much water or cold. It does not grow in desert terrain. It is not uncommon to find patches on tree trunks, fallen logs, or sprouting on rotting leaves. While it does have intelligence, and is aware of other mosses nearby, it does not act in concert with those of its kind, preferring to grab for the best memories possible. Small colonies of this moss are sometimes found in tunnels or caverns, either grown from sprigs of moss tracked in by some unaware creature, or sprouted from spores blown in by the wind.

Ecology: It is possible to gain another's memories by eating the moss. Anyone who gains spells by eating the obliviax can cast them, but the memories fade after 24 hours. Evil creatures sometimes transplant obliviax near their lairs so it acts as a guardian. Obliviax powers cannot penetrate lead, so the moss can be carried to a new location in a lead box. Spies use this lead box trick to snare secrets from unsuspecting victims.

A *potion of forgetfulness* can be distilled from obliviax, and its spores can be distilled into an elixir to restore the memories of the forgetful or senile.

Plant, Intelligent, Quickwood

Climate/Terrain:	Any/Forests
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Soil nutrients and water
Intelligence:	Very (11–12)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1(90%), 2–4 (10%)
Armor Class:	5
Movement:	1 (3 for roots)
Hit Dice:	5–10
THAC0:	5–6HD: 15 7–8HD: 13 9–10HD: 11
No. of Attacks:	1d6+12 and mouth
Damage/Attack:	Nil and 3d4
Special Attacks:	Roots
Special Defenses:	Spell channeling
Magic Resistance:	Special
Size:	L (12'+)
Morale:	Champion (15–16)
XP Value:	Variable



This great hardwood tree appears to be an oak, although close inspection reveals that it has a visage and sensory organs that resemble a distorted human face. It is 90% unlikely that the "face" is noticed unless the observer is within 10 feet of the quickwood.

Combat: As it is very difficult for a quickwood to move its massive trunk, the creature usually remains still if at all possible. It can, however, send out thick roots that move 30 feet per round through the loose top soil (90-foot range). These roots can seize and hold immobile any creature under 1,000 pounds of weight (the creature is then drawn to the maw in one round to be chewed upon). The roots are too strong to be broken, and blunt weapons do not damage them, but an edged weapon may be used to sever one. Treat roots as large-size creatures, with 10 hit points each. Note that damage inflicted upon roots does not count toward destruction of the quickwood proper. The creature allows only six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots cause no damage.

The limbs of the creature are too stiff to serve as offensive members, but a quickwood has a mouthlike opening that can clamp shut for 3d4 points of damage. The victim must be touching the trunk or forced into position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however. The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature's infravision extends to 120 feet. The quickwood has numbers of lesser roots it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure.

It is possible to use plant-affecting spells against a quickwood, but most others do not work. The creature is able to perspire, drenching itself in water so fire does not harm it. Lightning is harmlessly channeled off into the ground, and poisons and gases do not harm a quickwood. A *disintegrate* spell will certainly destroy one of these things, if successful. However, if under spell attack, a quickwood uses the spell energy to radiate *fear* in a radius equal to 10 feet per level of spell energy. If the caster fails his saving throw, the quickwood has channeled off all of the spell energy into fear; otherwise the fear is only a side effect of the spell use, and the magic has standard effects on the spy tree (saving throws are still permitted, of course). Mind-affecting spells do not affect a quickwood.

In addition to its own attacks and defenses, a mature spy tree is able to cause 2d4 other normal oaks to serve as its hosts. These trees resemble the quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to one mile.

Habitat/Society: These creatures may be found in any habitat that supports normal oak trees, including the warmer regions where live oaks are found.

Ecology: It is said that quickwoods grow only through the magical offices of some great wizard (or possibly druid) who planted mandragora roots after imbuing them with mighty spells. Others claim that these weird trees are a natural progression of vegetable life toward sentience and mobility. In any case, quickwoods are certainly sentient, unlike most of the vegetation found in the world.

Quickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded is typical of the creature having placed it there. Such items are always stored within the trunk orifices of the quickwoods. As guardians, the creatures spy for intruders and upon sighting them send out a hollow drumming sound that can be heard for a mile or more.

CLIMATE/TERRAIN:	Wet subterranean or swamps and marshes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B, T, X
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	8-11
THAC0:	8 HD: 13 9-10 HD: 11 11 HD: 9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (6'-9' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000



Shambling mounds, or "shamblers," appear as heaps of rotting vegetation. They are actually an intelligent form of vegetable life, roughly humanoid shaped, with a height of six to nine feet and a girth of about six feet at their base (legs to waist) and two feet at their summit (the "head").

Combat: Shambling mounds are fearless attackers and are perhaps the most deadly form of plant life known. Their huge arm-like appendages inflict 2-16 points of crushing damage each time they hit, and an unlucky victim hit by both arms in the same round is entangled in the slimy vines and rotting vegetable matter of the creature. Entangled creatures suffocate in slime in 2d4 rounds unless the shambler is killed or the victim breaks free (on a successful bend bars/lift gates roll).

The shambler's powerful attacks are supported by a combination of defenses that make shambling mounds invulnerable to most normal attacks. The vast amounts of thick vegetation covering the important inner body protect the shambling mound very well, thus its AC of 0. All edged and pointed weapons that strike the shambling mound successfully cause only one-half damage since the blows are greatly weakened as they pass through layer upon layer of cellulose fibers and slime. Since shamblers can collapse themselves at will, crushing weapons inflict no damage at all upon them.

Fire-based attacks are ineffective against the wet and slimy shambling mounds, and cold-based attacks cause only one-half (if saving throw is failed) or no damage (if saving throw succeeds) to the creatures, due to their essentially vegetable nature. Lightning actually causes a shambling mound to grow in size if used against it (add one foot in height, 1 Hit Die, and appropriate hit points for each lightning-based attack it is subjected to).

Spells that normally affect plants are effective against shambling mounds. Spells such as *plant control* and *charm plant* have proven the most successful so far.

Shambling mounds often lie in shallow bogs waiting for hapless creatures to walk on top of them. The usually surprised beings (-3 penalty to their surprise rolls) are struck and smothered, often before they can even call for help.

Shambling mounds are almost totally silent and invisible in their natural surroundings (-3 penalty to opponents' surprise rolls). They are not above creeping slowly into the camps of unsuspecting travelers at night. They are excellent swimmers as well.

Habitat/Society: Shambling mounds are only found in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite climes, but some wet subterranean places also serve as shambler lairs. They are solitary beasts, only rarely living in the same area as other shamblers—usually only in areas where the food source is constant (e.g., near famous ruins or abandoned gold mines, etc.).

Ecology: The shambling mound is an animate clump of vegetation with a small brain-like control center located deep within the "chest" cavity. Decapitating a shambling mound, therefore, does not harm it in the least. Since a shambling mound's "limbs" are merely aggregated clumps of vine and moss, the removal of one or more of them does not hamper the creature either. Remaining vines along the torso will join together to form a new limb by the next round. Only when enough of the shambling mound has been hacked away will the creature die.

Note that a wounded shambling mound need only retreat to a dense clump of wet foliage to heal. It will rise again in 12 hours, fully healed. It is likely to be very angry as well.

Since shamblers gain power from electrical attacks, it is suspected that there may exist some shamblers that are vastly larger than the common ones seen thus far. Since will-o-wisps and shamblers often inhabit the same desolate regions of the world, it is possible that shambling mounds of 20 Hit Dice or more lie in the deepest, darkest swamps and jungles.

	Amber Lotus	Eyeweed	Fungus Vermeil	Pimpernel, Scarlet	Rose, Gargoñan
CLIMATE/TERRAIN:	River	Aquatic	Any	Any	Forest
FREQUENCY:	Common	Rare	Rare	Rare	Rare
ORGANIZATION:	Bed	Solitary	Multicellular	Bed	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Day	Day
DIET:	Nil	Carnivore	Scavenger	Special	Nil
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Semi- (2-4)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Chaotic good
NO. APPEARING:	1	1	2d4	2d4	1
ARMOR CLASS:	10	7	7	10	10
MOVEMENT:	Nil	1	1	Nil	Nil
HIT DICE:	1 hp	8	3	1	2
THAC0:	20	13	17	19	19
NO. OF ATTACKS:	0	2d4 (feelers)	0	0	0
DAMAGE/ATTACK:	Nil	1d3	Nil	Nil	Nil
SPECIAL ATTACKS:	Sleep	Nil	Detonating cloud	Legacies	Legacies
SPECIAL DEFENSES:	Nil	Nil	Nil	Legacies	Singing
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	S (1' diameter)	L (10' diameter)	M (4'-7' tall)	T (2'-3' tall)	T (2'-3' tall)
MORALE:	Average (8-10)	Steady (11-12)	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	35/1,400	975	175	65	35

Amber Lotus

The amber lotus is a variety of aquatic plant thriving in the Dream River marking the eastern border of Renardy. The amber lotus has wide, circular leaves, much like those found on a water lily. Depending on the winds, amber lotus pollen can travel for miles, sticking to everything it touches (grass, trees, creatures, etc.). Amber lotus pollen acts as a powerful sleeping poison. Anyone who comes in contact with the pollen must make a successful saving throw vs. poison with a -2 penalty or fall asleep for a minimum 1d4+1 days. If the wind does not shift, the victim will never wake up. The victims of the sleeping pollen often die from attacks by other creatures while asleep. Their bodies then decay and provide nourishment for the plants.

The powerful sleeping effect of the amber lotus has so far prevented both Eusdrian and Renardois expansion to the north. Batracines are immune to amber lotus and can often be found hiding underneath or sitting on the lotus pads.

A bed of amber lotus contains 3d100+100 plants. Anyone approaching closer to the bed than 1 yard per plant is affected by the sleeping spores. Amber lotus plants do not acquire Legacies.

A victim who survives an encounter with the amber lotus receives 35 experience points. Actually wiping out a bed of these plants earns characters an additional award of 1,400 experience points.

Eyeweed

Eyeweed is a hideous semi-aquatic plant that grows on the on the seashores and in the rivers of the Savage Coast, usually near otherwise safe harbors. Eyeweed appears as either seaweed or a large collection of algae. These plants do not acquire Legacies.

Eyeweed, when hunting prey, sends out long feelers (up to 100 feet in length) along the coastline to look for food. The feelers resemble long vines or stalksÑexcept that the ends appear to be bulbous, unblinking eyes. In actuality, the eyeweed hunts by touch and smell; the unblinking "eyes" are actually closed mouths that attack by biting and then sucking meat, blood, and even bone into the eyeweed's body.

Once it locates potential prey, the eyeweed attacks with 2d4 feelers. Each feeler does 1d3 points of damage per attack. Each feeler can sustain 6 hit points of damage before being severed. The eyeweed will regrow lost feelers within a week. Damage to the feelers does no damage to the eyeweed itself; only damage to the central body will kill the eyeweed.

Eyeweeds will feed on wounded or exhausted echyans if given the opportunity.

Fungus, Vermeil

Vermeil fungi are relatives of the gas spores. When attacked or disturbed, these large, crimson mushrooms release a thick red cloud that resembles *vermeil*. This cloud has the same effect on *cinnabryl* as detonating *smokepowder* (see the section on "Depletion of *Cinnabryl*" in *The SAVAGE COAST Campaign Book*). All vulnerable creatures within a 30-foot radius are affected. Vermeil fungus feeds on deposits of *steel seed* or the decaying bodies of Legacy-using creatures. It is often found along with vermilia. The fungus does not have any Legacies.

Pimpernel, Scarlet

This elegant-looking orchid grows on *cinnabryl* deposits and the graves of dead, Legacy-using creatures, often along with vermilia. When eaten, scarlet pimpernel temporarily boosts the effects of Legacies. The effect lasts one turn, during which time all Legacy effects (duration, range, damage, etc.) are boosted by 10%. The dried form is three times stronger (lasts three turns, boosts Legacy effects by 30%) than the fresh form, but it also causes delirium. Anyone who eats dried scarlet pimpernel must make a successful saving throw vs. poison with a -3 penalty or suffer a hallucination. This hallucination lasts for 1d6 turns, during which time the victim is unable to respond to events in the real world, even those that are potentially deadly.

The crimson delight, on the other hand, is an identical-looking plant often found mixed in with scarlet pimpernels. The crimson delight is deadly in its fresh form; anyone who eats fresh crimson delight must make a successful saving throw vs. poison or die. In its dried form, it prevents the use of Legacies for 24 hours. Voats can also be found near scarlet pimpernels.

Each bed of these plants has a Legacy appropriate to the region where it is found; they can be offensive or defensive. These plants use their dim intelligence to control the Legacy. If its Legacy is used more than three times in one day, the pimpernel acquires a

different Legacy (selected randomly from the list), which it can use it up to three times, and so on. A bed of scarlet pimpernels can continue to use its Legacy-of-the-moment as long as at least one plant is left.

A bed of plants depletes *cinnabryl* at the normal speed (one ounce per week). Without *cinnabryl*, the plants quickly dry up. If this happens, they release spores that ride the wind in search of new deposits.

Rose, Gargoñan

This white rose has the ability to temporarily freeze the effects of the Red Curse. When plucked from its bush, the rose acts as one ounce of *cinnabryl*, wilting as it depletes. At the end of the seventh day, the last petal drops and its protection ceases. Anyone currently protected by a Gargoan rose cannot use his Legacies.

The Gargoñan rose bush is a sentient being, with senses based on smell and empathy. The Immortal Valerias originally created its species as a gesture of compassion toward the poor and the Afflicted.



The bush allows only one rose to be plucked each week. If more than one rose is removed or if someone attempts to dig it out of the ground, the bush activates its own Legacy defenses: Acid Touch, Entangle, Poison, and Weaken. In addition, the Gargoan rose bush has the ability to Sing. Its melody can *charm monsters* within a one mile radius, which it then uses to defend itself against foes.

The bushes grow in Shazak and Herathian forests, in the hallowed forests of Robrenn, as well as in Gargoña near places where the Afflicted have died. Gargoñans consider these bushes sacred gifts from the Immortals; tampering with one (attempting to uproot the bush or take more than one rose) is a capital crime in Gargoña.

A person who encounters a Gargoñan rose bush or uses one of the special roses should receive a one-time award of 35 experience points. No experience points are awarded for destroying one of these bushes.

Plant, Brambleweed

	Weed	Tree
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Trellis	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Photosynthesis	Photosynthesis
INTELLIGENCE:	Non (0)	Non (0)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Nil	Nil
NO. APPEARING:	10-1000	1-20
ARMOR CLASS:	8	5
MOVEMENT:	1′ per day	1″ per day
HIT DICE:	1 per 10′ square	2-4
THAC0:	20	—
NO. OF ATTACKS:	see below	0
DAMAGE/ATTACKS:	1 hit point/thorn	1-4/thorn
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	see below	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (50′ +)	S-M (2′-7′)
MORALE:	Nil	Nil
LEVEL/XP VALUE:	15 per 10′ square	Nil



Brambleweed is a thick, thorny, vine-like plant that grows with incredible speed. Only the leading edge of a brambleweed mass actually grows; the rest is an almost impassable wall of thorns.

Brambleweed

Brambleweed grows as a thick, twisted, tangled mass of thorny brown-grey vines. The bramble vine does not put forth leaves. The stems are the actual photosynthetic component of the plant. The ends of each vine are the only parts that grow. As the vine grows, the older part of the brambleweed hardens from lack of moisture. In this fashion, the brambleweed forms its own trellis as it grows. Although hardened from lack of moisture, the underbramble remains tough, creating a deadly defense for the newer shoots. Hardened brambleweed does not burn.

Combat: Brambleweed is an excellent defensive plant/weapon. Many a creature has found death trying to reach a goal that lies on the other side of the tangled brambleweed mass. Death usually results from impalement or deep, bloodletting cuts caused by the thousands of razor-sharp thorns. Brambleweed has 100 1″ - 2″ thorns per 10′ square section. Each thorn does only 1 point of damage. The brambleweed does not make an attack, but if a victim is thrown into a section of brambleweed make an attack roll. On a successful hit, 1d100 is rolled to see how many thorns actually hit the victim—each one does a single point of damage. Once in brambleweed, most people die attempting to extract themselves.

Bramble Tree

The bramble tree is a cultivated form of brambleweed. Using only the thickest sections, a horticulturist will repeatedly cut the top off a vertically planted stem of bramble. Continually reducing the length causes the plant to create a new outer layer to survive. When the bramble reaches the desired thickness, it is allowed to grow. Constant trimming and adjustment will keep the bramble growing in the desired fashion, creating a bramble tree.

Combat: A four-inch-round section of brambleweed will often grow thick and straight for short lengths. These bramble lengths make excellent thorny staffs or clubs since they inflict twice as much damage as a plain one. The extra damage is from the dozens of 1″- 4″ thorns that cover the weapon. The wielder should be cautioned that if the weapon is fumbled there is a good chance that they will impale themselves on the sharp, spiked thorns.

Ecology: Various groups grow brambleweed and cultivate brambletrees for the defense of settlements and water supplies. The brambleweed creates an almost impassable defensive barrier, and the cultivated brambletrees are excellent offensive weapons. The height and length of the bramble growth is dependent on moisture available and any cultivation. The most effective method of encouraging bramble to grow is by sprinkling small amounts of water in the evenings and mornings on the growing green tips. This provides the plant with needed moisture. A solidly thorned brambletree staff costs four times as much as a normal wooden staff.

Plant, Bloodgrass

Climate/Terrain:	Verdant belt, forest
Frequency:	Rare, uncommon
Organization:	Clump
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Non (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1 clump
Armor Class:	8
Movement:	Nil
Hit Dice:	1 hit point per tendril
THAC0	Special
No. of Attacks:	1
Damage/Attack:	1 point
Special Attacks:	Blood drain
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Variable
Morale:	N/A
Level/xp Value:	15 per tendril
Psionics Summary:	Nil
Player's Option:	MAC 5

Bloodgrass appears as a patch of normal, green grass. It has longer tendrils than normal grass, but only careful inspection will reveal its presence. Bloodgrass sends out runners among normal grasses of the belt or the forest.



Combat: Bloodgrass is a bloodsucking plant that attacks anything that steps on it by wrapping one or more tendrils around the victim and sucking its blood. A Dexterity check must be made to avoid each tendril that is attacking. Tendrils that hit inject a paralyzing poison into the victim each round. Any creature caught in the bloodgrass must successfully save vs. poison each round they are ensnared until they break free or fail their save. A creature failing its save is paralyzed for 2–12 (2d6) rounds. After the first two rounds, the cumulative effect of the poison imposes a –1 penalty to the saving throws, after 4 rounds a –2 penalty, and so on successful. Strength check will break a creature free from the tendrils. Each successful blow will hack off one tendril.

Extra tendrils that are nearby can attack a victim that has been immobilized. The tendrils begin to bore into the victim. causing 1 point of damage per tendril per round. There is a 5% base chance, plus 1% per round a victim is immobilized, that a tendril reaches the brain. If this happens, it wraps itself through the skull and kills in 1–6 (Id6) rounds. Only one tentacle each round is checked in this manner.

Each tendril has 1 hit point, but if the first one is not cut off quickly, as many as 20 tendrils can attack within 2–5 rounds. A clump of bloodgrass can have as many as 200 tendrils, but the normal size is about 20 in the belt and 30 in the forest.

Once the victim is drained, the tendrils release the husk to lie where it fell. If another potential victim happens by later, he might recognize what has occurred and can avoid being trapped. Adventurers with the survival-forest proficiency have a chance to notice the bloodgrass among the other vegetation. If for any reason they are specifically looking for the bloodgrass. the adventurer's proficiency check has a +4 bonus. Druids and rangers have a chance to 'notice the bloodgrass at 5% per level of experience.

Habitat/Society: As a Plant bloodgrass has no organized society. Patches are found in the grounds of some of the nobility and wealthier merchants of the cities. Bloodgrass is a very effective watchdog that requires little care and feeds itself.

It is possible that a patch of bloodgrass may contain some treasure left over from some unfortunate trader or adventurer. The chance of finding any treasure is only 20%.

Ecology: A live bloodgrass plant can bring as much as 5 ceramic piecies in the markets of a large city. The mother root of the clump must be brought in, complete with enough tendrils to keep the plant alive. New tendrils grow in 7–10 days.

Bloodgrass has no useful byproducts and is considered a noxious weed by intelligent creatures.

Plant, Bloodrose



Climate/Terrain:	Ravenloft core domains
Frequency:	Uncommon
Organization:	Patch
Activity Cycle:	Any
Diet:	Blood
Intelligence:	Non- (0)
Treasure:	U
Alignment:	Nil
No. Appearing:	3–36 (3d12)
Armor Class:	10
Movement:	0
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d2 + target's AC
Special Attacks:	Blood drain
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (4')
Morale:	NA
XP Value:	2,000

The bloodrose is a foul plant that feeds upon the blood of the living. Its keen thorns easily cut unprotected flesh, spilling precious blood into the soil where its roots can absorb it.

Bloodroses have dark green stems ending in flowers of purest white. Thin tendrils covered with sharp thorns hang limply from the base of the flower, looking much like the branches of a weeping willow. After feeding, the flowers begin to turn crimson with traces of blood etching their alabaster petals.

Bloodroses are unintelligent plants, unable to communicate in any way.

Combat: To someone not familiar with the bloodrose, the plant looks much like any other wild flower. Indeed, this illusion is the key to the plant's feeding habits and is maintained until a wandering animal reaches the center of the patch. At that point, the plant suddenly springs to life. Without warning, the thorny tendrils lash out like whips, tearing into unprotected flesh and spilling life-giving blood on the earth below.

A bloodrose patch has a diameter in feet equal to the number of plants within it. Thus, a patch of 20 plants would be 20 feet wide. When an attack begins, each plant is entitled to one attack roll with a hit indicating that a number of damage points equal to the target's Armor Class has been inflicted (with a minimum of 1 point). A patch of bloodroses is able to attack a number of man-sized creatures equal to the number of plants that make it up.

Escaping the patch can be a difficult process. The whirling vines of these plants have the same effect as an *entangle* spell. The saving throw for this is modified by the number of plants above or below 10 in the patch. Thus, a patch with 13 plants imposes a –3 penalty on the save while a patch with 8 plants allows a +2 bonus.

If the patch is attacked as a whole it is assumed to have the total hit points of all its flowers. The same is true for determining its attack and saving throws. Thus, a patch of 10 plants attacks and saves as a 10-Hit-Die creature. If individual plants are targeted, they have only their own Hit Dice.

Blunt or piercing weapons cause but a single point of damage on a successful attack. Slashing weapons, fire, or other attack forms generally have their normal effect. Bloodroses are exceptionally vulnerable to salt water. Every gallon of salt water poured on a patch will cause 1d10 points of damage. Characters who coat themselves in salt will be attacked once. After that the plant recoils with pain and will not attack that individual again.

Habitat/Society: Bloodroses live in the high mountains or rocky badlands, places where most plant life is reduced to desperate weeds or tiny pockets. In these desolate areas the bloodrose thrives as local animals are forced to try their luck in eating them. Only creatures with the thickest of skins are successful, other hunters quickly become the hunted.

It is said that some creatures of the Demiplane of Dread actively cultivate the bloodroses in the high mountains to cover cave entrances and the like from prying adventurers.

Ecology: Bloodroses reproduce like most other plants, by pollen collecting insects that can approach the patch unmolested.

If a bloodrose can be collected while pure white, it is said to be able to ward off the attacks of certain types of undead, namely vampires. Bloodroses can only survive 1d4 days after being pulled from the vine. Even artificial feedings or replanting cannot help—the plant needs its patch to survive.

Plant, Bloodthorn

Climate/Terrain:	Outlands, Carceri, Abyss, Pandemonium
Frequency:	Common
Organization:	Patch
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Incidental
Alignment:	Neutral

No. Appearing:	1–6
Armor Class:	3
Movement:	1
Hit Dice:	3–8
THAC0:	15
No. of Attacks:	1 per Hit Die
Damage/Attack:	1d6 + special
Special Attacks:	Blood drain
Special Defenses:	Thorns
Magic Resistance:	None
Size:	L (10' vines)
Morale:	Fearless (19–20)
XP Value:	3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650 7 HD: 975 8 HD: 1,400

The bloodthorn's a tough, wiry plant that grows in thick, briarlike patches. It's normally dull black, and its stem is dry and desiccated. The plant has several luxurious clumps of small-bladed leaves and lush, reddish berries; in the barren wastelands of Gehenna and Pandemonium, the bloodthorn appears almost too good to be true. 'Course, in the kinds of places a body finds bloodthorn, anything that's too good to be true is just that, and any cutter with a lick of sense knows enough to give these things a wide berth. Then again, it's astonishing what some sods'll overlook when they're really hungry and the bloodthorn's berries look ripe for the picking.

If a body takes a moment to look carefully at the bloodthorn bush, he'll probably spot a number of long, dangerous thorns lying close against the vine's stem. Even then some sods aren't dissuaded from trying to get at the berries; unless a body's right on top of the plant, it doesn't even quiver. Only when something's in striking distance does the bloodthorn make its move.

Combat: When an animal or traveler comes within 10 feet of a bloodthorn plant, the vine quickly abandons its innocuous pose and lashes out at its prey. The plant can strike with 3 to 8 long, thorn-studded stems. The thorns extend to their full length of 3 inches, and each tendril becomes a razor-lined lash. If any vine hits by a margin of 4 or more (over the attack number needed to hit), it manages to wrap around its prey and embed its thorns in the victim's flesh. Each round that the victim is caught by a vine, he loses hit points equal to the initial damage caused by the attack. For example, if the initial slash of the vine caused 4 points of damage, the vine drains 4 hit points of blood in each subsequent round until the victim dies or breaks free.

The bloodthorn's not particularly strong, but its vines are tougher than a Taker's heart, and the cursed thorns tend to lock and catch on each other if the vine circles the victim's body or legs. As a result, a creature trying to pull free by brute force has to succeed at a bend bars/lift gates roll. The whole plant usually doesn't weigh more than 200 or 250 pounds, so a strong basher might end up dragging the whole bloodthorn patch after him if he just tries to pull himself free.

Cutting the vine's a better way to go, but a sod'll need a Type S weapon. The vines are AC 3, and each one takes 8 points of damage to sever. The thorns of a severed vine still drain blood until the whole vine is carefully removed – a process that takes a full round.

The bloodthorn's a mindless thing that attacks until it or its prey is dead. The whole plant retreats from open flame, and any stem that's seared immediately releases its victim and curls back up under the main plant.

HABITAT/SOCIETY: Bloodthorns are found all over the area of the Outlands nearest the Abyss, as well as the neighboring planes. Unless a cutter knows what to look for, it's real easy to be surprised by what appears to be nothing more than an ordinary briar of some kind. Attempts to plant patches as a deterrent to intruders usually fail because of the plant's ability to move itself to better hunting grounds.

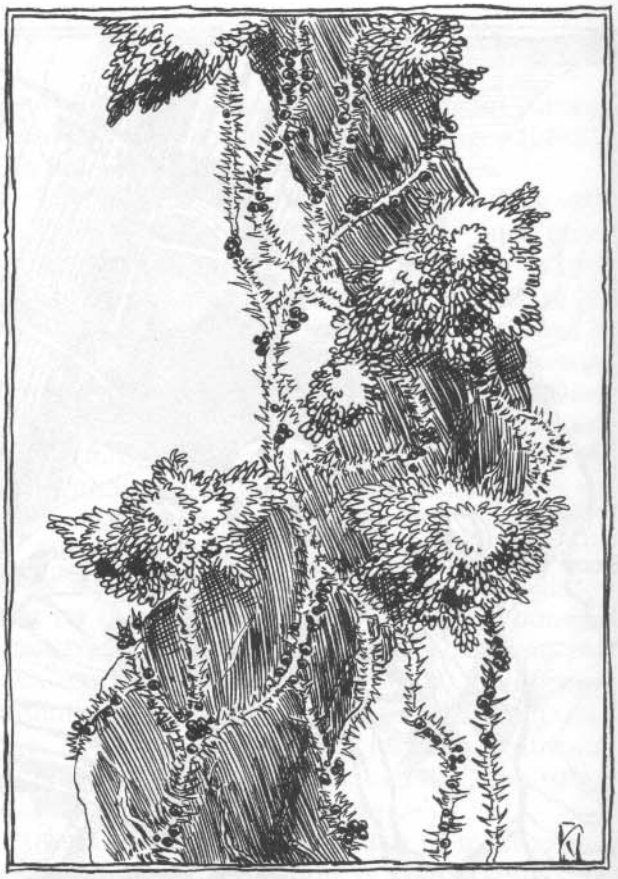
One of the dead giveaways about the bloodthorn's true nature is the fact that it grows in places where other plants can't survive. The bloodthorn derives most of its sustenance from the blood of small animals and birds, and is pretty much independent of any kind of sunshine or rain. In the barren places of its home planes, the bloodthorn often grows in patches of several plants. These can be especially dangerous, since a sod could find himself attached to several plants each trying to drain him dry before the others.

The bloodthorn briar has only one truly vulnerable spot: a dense root-bulb or base stem hidden under all the other thorny stems. It's hard to get to, and killing the base stem doesn't stop any blood drain that's already taking place. Any stems that haven't latched on to something stop attacking when the plant is killed, anyway.

ECOLOGY: As noted above, the bloodthorn subsists on the blood of its victims. Most normal animals of its home planes have learned to be wary of it, but it keeps spreading into new parts of the Outlands where the local wildlife (and careless travelers!) don't know to stay away from it. The plant's berries act as a lure for hungry wayfarers, but if someone perseveres and manages to collect some of the bloodthorn's fruit, it's barely worth the trouble – the berries are bland and tasteless.

Arid Bloodthorn

Climate/Terrain:	Arid land
Frequency:	Rare
Organization:	Patch
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Semi (2–4)
Treasure:	Incidental
Alignment:	Neutral
No. Appearing:	1–6
Armor Class:	4/2
Movement:	1
Hit Dice:	3–8
THAC0:	15
No. of Attacks:	1 per Hit Die
Damage/Attacks:	1d6
Special Attacks:	Blood drain
Special Defenses:	Thorns
Magic Resistance:	None
Size:	L (10′ vines)
Morale:	Fearless (19)
XP Value:	3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650 7 HD: 975 8 HD: 1,400



This carnivorous plant of Jakandor differs from the lush variety common to other AD&D worlds. These bloodthorns are tough, wiry plants that grow in thick, briar-like patches on the arid land of Jakandor. It has a dull black bark, and its vines appear dry and desiccated. The base has several clumps of small-bladed leaves and lush, red berries.

While a bloodthorn appears innocuous, close examination will detect long, dangerous thorns lying flat against the vines. These spines can be raised quickly to impale prey or warn predators away.

Combat: When a warm-blooded creature approaches, the plant abandons its innocuous pose and lashes out at prey. The plant can strike with 3 to 8 long, thorn-studded vines. The thorns extend to their full 3-inch length, and each tendril becomes a spiny lash. If any vine hits by 4 or more over the attack number needed to hit, it wraps around its prey and embeds its thorns in the victim's flesh. The impaled victim is drained of blood through the hollow thorns (Dmg 1d6). This draining is very painful and victims must make a successful System Shock roll or pass out. The vine drains blood each round until the victim dies or breaks free.

The bloodthorn is not particularly strong, but its vines are tough, and the thorns tend to twine when the vine wraps a victim's body. Any creature trying to pull free has to succeed at a bend bars/lift gates roll. The whole plant usually doesn't weight more than 200 or 250 pounds, so a strong victim might end up dragging the whole bloodthorn patch after him if he fails to pull himself free.

A slashing weapon (Type S) is needed to cut the vine. Each vine has AC 4, and requires 8 points of damage to sever. The thorns of a severed vine still drain blood until the whole vine is carefully detached from a victim — a process that requires one full round. The bloodthorn's vulnerable spot is its dense root-bulb or base hidden beneath the other thorny vines. It's hard to reach and is AC 2.

The bloodthorn attacks until it or its prey is dead. The plant retreats from flame, and any stem that is seared releases its victim and curls back up around the base.

Habitat/Society: Unless one knows what to look for, it's easy to be surprised by this ordinary looking briar. One giveaway is the fact that this vine grows in places where other plants can't survive. In the barren places it calls home, the bloodthorn often grows in patches of several plants. These can be especially dangerous, since a person could find herself attached to several plants each draining her dry.

Ecology: The bloodthorn derives its sustenance from the blood of small animals and birds. The plant's berries act as a lure for hungry wayfarers, but if someone perseveres and manages to collect some of the bloodthorn's fruit, it's barely worth the trouble — the berries are bitter.

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CLIMATE/TERRAIN	Crescent Forest
FREQUENCY:	Common
ORGANIZATION:	None
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Incidental
ALIGNMENT:	Nil
NO. APPEARING:	1-10
ARMOR CLASS:	6
MOVEMENT:	1/2
HIT DICE:	3-5
THAC0:	17
NO. OF ATTACKS:	1 per 5′ length
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Strength loss clinging
SPECIAL DEFENSES:	Half damage from crushing attacks
MAGIC RESISTANCE:	Nil
SIZE:	L-G (4′ long per HD)
MORALE:	Steady
XP VALUE:	50



The bloodvine is a danger to anyone who travels in the Crescent Forest. It is a parasite, dangerous primarily to those weak with hunger or thirst, or to sleeping victims. These parasitic plants consume the very blood of those they capture, and travelers report finding skeletons of fairly sizable creatures lashed tight to agafari tree trunk by these potent vines.

Combat: The bloodvine moves extremely slowly, at only l/2′ per round. Bloodvines are attracted by warmth, particularly that of a living creature. They move only at night

The bloodvine attack by injecting roots into its target If the bloodvine has approached a target (which it will do only at night), this requires an attack roll. However, if the target touches the vine with bare flesh (day or night), the attack is automatically successful. The roots are covered with a sap which anesthetizes the wounds so that the victim feels no pain. An unconscious victim will not awaken, and a conscious victim must make an Intelligence check to determine that he has been attacked.

Once the bloodvine has seized its prey, it drink the victim's blood via its roots, causing 1d3 hit points of damage/round. In addition, the loss of blood diminishes the character's Strength by 1 point. Once the roots are inserted, no additional attack roll is required to inflict this damage and Strength loss each round.

To remove the vine, the victim (or someone aiding the victim) must make a Bend Bars roll; only one roll may be made each round. On a successful roll, the vine tears away (inflicting 1d6 hit points of damage). O an unsuccessful roll the vine remains attached, but the victim suffers an additional point of damage from the stress of tearing roots. Should the victim be separated from the vine, lost Strength returns at a rate of 1 point per hour.

The bloodvine takes half damage from crushing attacks. A bloodvine will not approach within two feet of a fire, and indeed it suffers double damage from fire attack. Cold inflicts only 1 point of damage per damage die, but it immobilizes the affected section of the vine for a number of rounds equal to the damage roll. Electrical attacks act as a haste spell on the bloodvine for 1d4 rounds. A bloodvine is killed instantly by a *warp wood* spell, or by the destructive effect caused when a defiler casts a spell.

It is fairly easy to avoid bloodvines if one is aware of them. They move so slowly that the potential victim can just walk away. They are unable to completely leave their agafari tree, so they will not pursue a victim beyond a few tens of feet from their tree.

Habitat/Society: Bloodvines live on the bark of the agafari tree and are found only in the Crescent Forest. Growth begins at ground level and winds its way up the tree. Agafari trees that have been completely surrounded by bloodvine can be found in the central portions of the forest Such vines represent a tremendous threat to travelers, as there are literally hundreds of feet of bloodvine in such infestations.

Ecology: Bloodvines live on the fluids they extract from insects and small mammals. They can live for as long as three months on nothing but rain, extracting nourishment from the agafari bark. After a month of such deprivation, however, the blood vine loses the ability to move, and after three months the bloodvine dies.

Each bloodvine is inextricably attached to the tree which is its host. Bloodvines cannot be transplanted from one tree to another, nor will a bloodvine grow anywhere but on an agafari tree. How bloodvines reproduce is a mystery, but it is impossible to eradicate them completely; kill every bloodvine on an egafari tree and within a month new bloodvines will again sprout.

Plant, Burnflower

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION	Patch
ACTIVITY CYCLE:	Day
DIET:	Photosynthesis
INTELLIGENCE:	Non (0)
TREASURE:	O, U
ALIGNMENT:	Nil
NO. APPEARING:	10-100 patches (10d10)
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	1 per patch
THAC0:	19
NO. OF ATTACKS:	1 per flower
DAMAGE/ATTACKS:	See below
SPECIAL ATTACKS:	Heat ray
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50′ +)
MORALE:	Nil
LEVEL/XP VALUE:	270 per patch



This hearty plant has highly shiny leaves that reflect sunlight into deadly beams of energy.

Burnflowers appear as a patch of grey-green vines with closed bulb-shaped flowers. If the flowers are opened, they are found to be coated with a clear, sticky sap. The sap has a nasty, bitter flavor and is neither edible nor poisonous.

Combat: Burnflowers grow in large numbers. These are divided into some number of 10 foot by 10 foot patches. All attacks, damage, defenses, and experience point awards listed are for each 10 foot by 10 foot patch. Each individual flower within a patch occupies roughly one square foot, so there are 100 burnflowers in a patch.

Each burnflower opens every morning and tracks the sun all day. The highly reflective coating on the inside of each flower petal catches and reflects the rays of the sun, forming a deadly heat ray. Any creature larger than two feet that comes within 50 yards of a burnflower patch is attacked by the heat rays of all its flowers. While each patch is not particularly accurate, the amount of damage it can cause is respectable, and varies according to range.

Distance	Damage per Patch
0-20 yards	10d4
21-40 yards	10d3
41-50 yards	10d2

Every patch within range will fire at one eligible target. An individual struck by the heat ray produced by the burnflowers is entitled to saving throw versus death ray for half damage.

Protection from the burning heat rays is possible. Rock can provide cover. Magical protection from flame or heat damage may also apply. The heat ray from the burnflowers cannot penetrate the fire protection provided by the hide of a fire drake.

Items on a target must also make saving throws versus normal fire or be destroyed. Magical armor has a normal chance to save, but nonmagical armor saves are made with a -2 penalty to the die roll. The save for all other items is made with a -4 penalty to the die roll. A successful save leaves the material scorched but not destroyed. However, every subsequent save by that material is modified by an additional - 1 penalty to the die roll. A failed save means the item in question has been ignited and is being consumed by the extreme heat. If the item is being carried, it must be dropped. If the item is being worn, the individual takes an additional 1d3 points of burn damage.

Habitat/Society: Just before dawn, burnflowers secrete small quantities of sap up from small stem pores into the petals of the closed flowers. The sap is highly reflective and protects the plant from the burning rays of the sun. The reflective protection is so good that it creates a mirror of sorts. The extreme heat the flowers generate is beneficial to the plant in several aspects. It keeps the burnflower sheltered and quite cool; the heat rays kill most animals that attempt to feed on the plant, which in turn provides the burnflower with moisture.

Ecology: Burnflowers are not of much use to anyone. A druid may use the plants to protect a small area during the day. Unfortunately for travellers, the reflective sap dries out after exposure to sunlight in one day, so it is not useful as a coating agent for clothes or other belongings.

Plant, Cactus, Hunting

Climte/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Special
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	l–2
Armor Class:	6
Movement:	9
Hit Dice:	5+5
THAC0:	15
No. of Attacks:	10 or 1
Damage/Attack:	1d3 or 1d6
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3′ high)
Morale:	Very steady (13)
Level/XP Value:	1,400
Psionics Summary:	Dis 2/Sci 1/Dev 5; PS 8; PSPs 25 Att: MT, Def: MB
Player's Option:	#AT1; MTHAC0 15; MAC 4

Telepathy: *Sciences* – nil (ultrablast); *Devotions* – contact (aversion), life detection, mind thrust (inflict pain).

Clairsentience: *Sciences* – nil; *Devotions* – psionic sense, see sound.

Hunting cacti are a pale green color. They stand 3 feet high and have a number of oval shaped pods attached to the main trunk. They have no sensory organs, so they rely on their psionic abilities to detect prey.



Combat: Hunting cacti attack with multiple spines that they shoot from the pods on their body. As many as 10 spines can be fired per round, at as many as six different targets, with a maximum range of 30 feet. The hollow spines are 3 inches long and have a small sac of nerve poison in the tip. Any creature hit by a spine must successfully save vs. poison or be paralyzed for 3–6 rounds. This save must be made for each spine that hits. Each spine inflicts l–6 (ld6) points of damage.

The cactus has 11–30 pods on its body and each pod has 10 spines. Once the cactus detects a paralyzed victim it moves to within 5 feet of it It then inserts a feeding spine into the motionless victim and drains l–6 hp each round. The feeding spine automatically hits a paralyzed creature. The cactus continues to feed until it is attacked or until it drains 30 points from its victims. Any attacks that cause damage to the cactus cause it to withdraw the feeding spine and face the new threat.

Any hit from an edged weapon severs a feeding spine. New spines can be regrown at a rate of one per day. If it feels threatened, the cactus uses its aversion power to send its attacker away.

Hunting cacti generally kill one member of a party, herd, or flock, and leave the rest. Once they have a food source, they continue a battle only if any remaining creatures press the attack or try to steal their food.

Habitat/Society: Hunting cacti are normally found alone, although they are occasionally found in pairs. They build no lair, resting wherever they happen to be. They often rest among a group of normal cacti if one is available.

Hunting cacti prefer meat, but can survive on plants indefinitely. Although the cacti regard this as a form of cannibalism, they prefer consuming plants to starvation.

Hunting cacti possess an alien intelligence and, although communication through psionics is possible, the cacti do not understand that animals are sentient beings. The cacti regard any communication as coming from a plant, refusing to accept that a "meat-creature" could have any more intelligence than is required to eat, move, and reproduce. Hunting cacti have an intelligence of 15.

Hunting cacti reproduce by pairs. First, cacti detach a new pod. Then these pods are placed side-by-side on the ground and link up to form one larger pod. Within one day, the new cacti grow a trunk and new pods begin to grow. Hunting cacti grow at the rate of 3 inches per month, from their original height of 6 inches. Their life span known as none have been successfully kept in captivity.

Ecology: Hunting cacti are not part of the chain as they are not native to Athas. They eat a thing they can catch, but they are nor preyed upon by any Athasian animal. They are occasionally attacked by the thirsty travellers who expect to find water inside a non-sentient plant. The spines of hunting cacti can be used as blowgun darts, with or without the nerve poison.

CLIMATE/TERRAIN:	Any except forest
FREQUENCY:	Uncommon
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–10 (1d10)
ARMOR CLASS:	7
MOVEMENT:	Special
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2–5 (1d4+1)
DAMAGE/ATTACK:	1d3 each
SPECIAL ATTACKS:	Impale
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (l' ball)
MORALE:	N/A
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6



Rock cacti are small, spherical plants that can be found anywhere water is not plentiful. They are generally brown in color, but deepen to black as they increase their fluid storage. During spring and summer rock cacti produce a bright yellow flower that lasts only a few hours. The rest of the time, rock cacti appear to be roughly spherical rocks, about 1 foot in diameter.

Combat: The preferred method of attack for a rock cactus is to wait until its prey is within a few feet, then quickly extend 2–5 spines. Each spine that hits inflicts 1–3 points of damage. An attack roll of 19 or 20 means the victim has been impaled by a spine for double damage. If a cactus fails to impale, it retracts the spines and fires again the next round.

If a cactus does impale a victim, it retracts the spine, which pulls the plant to its victim. It then drains 1 hp of moisture per round until it is removed, to a maximum of 12 hp. A cactus that is feeding does not attack again until it is dislodged. The excellent camouflage of the rock cactus gives. It a +3 on all surprise rolls for the first round of combat.

A rock cactus is interested only in food. If it finds it has attached itself to something more than four times its size, it normally lets go and drops to the ground It continues to fight only in self-defense.

Habitat/Society: Rock cacti are found near game trails in small clumps of as many as 10 plants. They are non-ambulatory and so have no territory. They have been successfully transplanted to the gardens of Tyr, where they keep the rodent population in check.

Rock cacti exude a perfume that is undetectable by demihumans but attracts small rodents and mammals.

Like most plants, rock cacti rely on insects to assist them to reproduce.

Ecology: The rock cactus is at the top of the Plant Life food chain and toward the middle of the animal food chain. It can be peeled and eaten. Each plant produces 1 pound of edible material. The flesh of a rock cactus tastes vaguely like apples and is of similar consistency. As many as 4 pints of fluid can be obtained from a large plant. The plant uses its defense mechanism to stop any casual attempts to eat it.

The plants can be farmed and harvested by holding a bag full of straw in front of them and teasing the plants to attack. The spines are severed before the plants can retract them, making the plants defenseless and easily peeled.

Live rock cacti, for planting in gardens, bring 5 cp each. In most markets. A pound of rock cactus flesh is worth l–2 cp, depending on the marketplace it is found in.

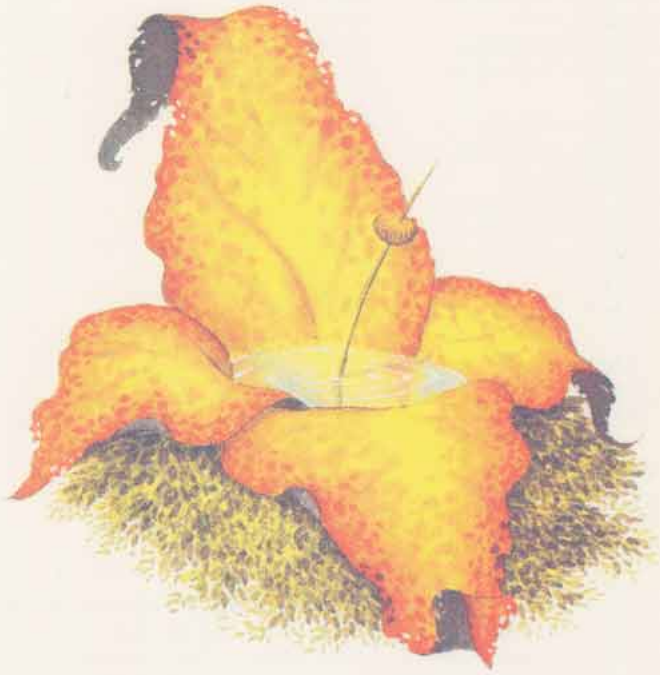
Rock Cactus, Bloodsucking

One in 500 rock cacti is a bloodsucking plant, with 3+3 HD. This plant looks the same on the outside as the normal version. Unlike its less deadly cousins, this plant does not release a victim, no matter how large, until it has sucked its fill of blood.

Each tendril that hits absorbs 1 hp of blood each round it is attached. It has a maximum capacity of 100 hp worth of blood, or as much as 10 pints. It swells to allow the fluid to be stored. Once it has attached itself, the bloodsucking cactus does not let go unless all its spines are severed. Spines that break off inside a victim work their way slowly through the victim's body until they strike a vital organ and cause an agonizing death. These spines may be removed by a *cure disease* spell or by quickly cutting the spine out.

Bloodsucking rock cacti have no aesthetic or monetary value.

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	Nil
HIT DICE:	3
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (50′ diameter)
MORALE:	Nil
XP VALUE:	65



Chronolilies are sentient flowers whose nectar reveals images of the past, present, and future. The chronolily is an immense flower nearly 50 feet in diameter, its petals forming a bowl filled with golden nectar. It has a short stalk at the base and a thick stamen and pistil centered in its bowl. Thousands of tiny green leaves surround the perimeter.

There are three types of chronolily, distinguished only by the color of their petals: yellow, violet, and orange. Shimmering images continually appear in the nectar of the chronolily, the end of one image dissolving into the beginning of the next. Yellow chronolilies reveal images from the future, violet chronolilies reveal images from the present, and orange chronolilies reveal images from the past. The images are randomly generated. A typical image lasts less than 30 seconds. No sound accompanies these images.

Combat: When a chronolily is reduced to 0 hit points, it instantly decomposes into a poisonous cloud 50 feet in diameter. All those either touched by the cloud or within 50 feet of it suffer 3d6 points of damage (roll a successful saving throw vs. poison for half damage).

Chronolilies can use *know alignment* at will. In the presence of a character of evil alignment, chronolilies cause their nectar to turn black, thus denying such characters the opportunity to conjure specific images (as described in the "Using Chronolilies" section).

Habitat/Society: Chronolilies can grow in any solid material, including rock, so long as they are exposed to any type of light. They are self-pollinating, generating tiny seeds that resemble black spheres. Most chronolilies encountered on the Prime Material Plane will be tended by wizards in magical gardens.

Ecology: Chronolilies can absorb all necessary nutrients from any type of light. Their nectar, which tastes like honey, can be used as a component for potions of *clairvoyance*.

Using Chronolilies: A few exceptionally skilled wizards who study extra-planar plants have learned to use chronolilies to conjure images of specific events. This technique involves plucking the plant's leaves in a precise sequence and is extremely difficult to master.

However, there is a second less dependable technique available to less-skilled users, usually taught by those who have had previous experience with chronolilies. This technique requires the user to immerse his hand in the nectar of the chronolily (or otherwise make contact with the nectar) and concentrate on the event he wishes to observe. The event appears in the nectar in 10d6 rounds, subject to the following restrictions:

- The user must not be of evil alignment
- The user must be using a chronolily of the appropriate color (that is, if he is attempting to view an event from the past, he must be using an orange chronolily).
- The user must concentrate on a specific image. For instance, if he concentrates on the country of his birth, the attempt will fail. However, if he concentrates on a specific house in a specific village of that country, the attempt may succeed.
- Only one attempt per day can be made on any given chronolily using this method, regardless of whether the attempt succeeds or fails.

Success with a chronolily is not automatic. A user's base chance of success is 20%. The base is modified as follows, to a maximum of 90% or a minimum of 5%.

Apply modifiers from any of the following:
+25%—The character is a wizard or a priest
+20%—The character has observed the event in the same chronolily before.
+5%—Per point of Wisdom above 15
–20%—The event occurred, is occurring, or will occur on a plane of existence different from the home plane of the character making the attempt.

Apply only one of the following modifiers (past and present events only):
+20%—The character participated in the event (past events only).
+10%—The character is well-informed about the event.
+5%—The character is slightly informed about the event.

Plant, Claptrap

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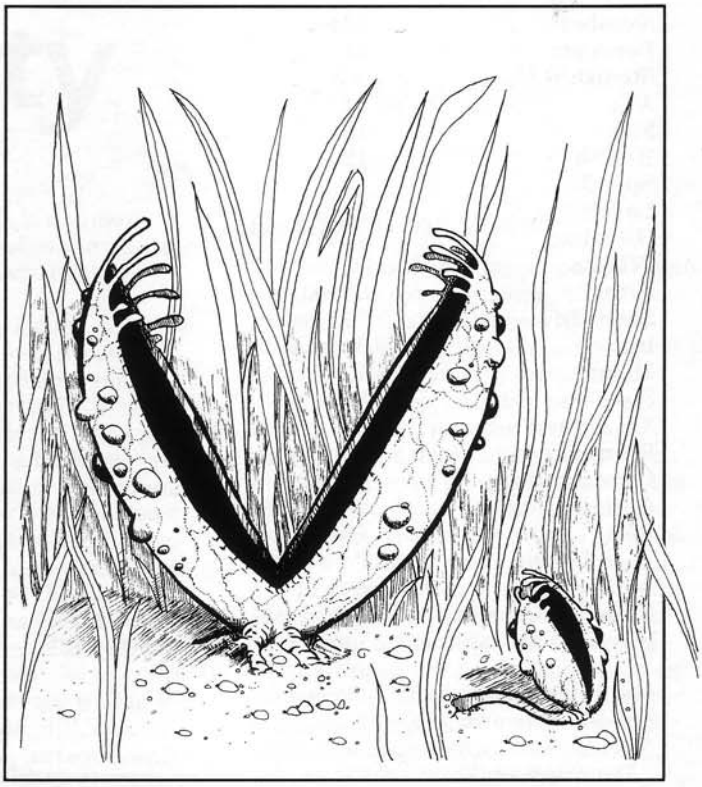
Number:	1d6
Percept:	5
Stealth/R.U.:	+4
AC:	12
MD:	8
Health:	10
Speed:	0
Level:	1
Hit Dice:	4 (15)
THAC:	+4
Attacks:	1
Bite:	1d10 +4 per round
Int:	Nonintelligent
Morale:	10
Size:	S (.5 m)
XP Value:	35
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Tech Level:	0
Artifacts:	None
Climate/Terrain:	Temperate plains and hills
Physical Mutations:	Carnivorous Jaws (18)
Mental Mutations:	None
Special Powers:	None



Description: This primitive mutated vegetation is effectively nothing more than an enormous mouth ringed with powerful jaws. It has a voracious appetite and is rarely sated.

The plant digs itself into soft ground when it is looking for food, which is most of the time, and it is rarely spotted until it is too late. While hunting, only the jaws of the plant are visible at ground level, and sometimes these are camouflaged with dirt. The concave jaws look like a depression in the soil. Veteran travelers and claptrap survivors stay clear of such depressions.

When sated, the plant rises from the ground to bask in the sunshine while it digests its meal. The jaws range in color from black to mud brown to glistening green. The claptrap's roots, often partially exposed about the main stalk's base, range from a dark green to a gray-black in color and are covered with thousands of short wire-fine hairs. The primary stalk, which is at once supple and dense, can easily fold itself to hide beneath the open mouth. The stalk ranges in hue from light to dark green, often matching the shades of the foliage nearby.

Whether the plant can actually change its color to fit in with its neighboring flora is in question. However, scholars suspect the plant is able to blend in with its surroundings to some degree, much like ancient chameleons were rumored to change their colors to match their surroundings.

Although the plant is able to move its main stalk and its jaws, its roots anchor it to one spot. Thus, a claptrap can never move from the spot it grows—unless someone were to dig up the claptrap and replant it elsewhere. There have been reports of property owners handsomely rewarding those who have captured claptraps. These claptraps are (very carefully) planted about the owners' land to discourage trespassers.

The plant's only sense appears to be touch. And its nervous system is no more complicated than that of a simple venus flytrap plant.

The claptrap most frequently grows in areas of tall grass, where the depression in the ground made by its open mouth is difficult to spot.

Combat: The claptrap has only one attack—a brutal bite assault. It can make only one such attack an hour, as it takes an hour for the creature to open its mouth wide again. Any creature unwary enough to step inside the jaws of the claptrap is fair game for the bite attack, which causes 1d10 points of damage. The claptrap avoids eating metal, so creatures with metal coverings on their feet are usually left alone.

Characters' DX modifiers affect their chances of being hit by a claptrap. Once a character has been caught by the jaws, the victim remains trapped, suffering an additional 4 points of damage per round until the jaws are pried open or the plant is killed. A character must make a successful PS roll at a −2 penalty to pry open the jaws.

Those who are struck by the vise-like jaws must make two Health rolls. Characters who fail both rolls suffer broken limbs as a result of the vicious bite. Failure of only one roll means they suffer a painful sprain and severe bruising that results in a −3 penalty to Speed for 1d4 days. Characters with broken limbs have their Speed cut to one-third, one-half for quadrupeds, until the limb has healed. Natural healing of a such a claptrap wound takes splinting and 1d6 + 1 weeks.

Society: The claptrap reproduces by sending its roots underground up to 2d20 meters away from its main stalk. The distant roots detach themselves and begin a new plant. It takes 4-12 weeks for a new plant to reach maturity. Generally, the warmer the climate, the less time it takes for a claptrap to grow.

The roots of adult claptraps are used for making strong ropes. These roots remain supple and sturdy for many months after the plant's death. Travelers have learned that the main stalk of a claptrap is edible—and quite delicious. When boiled and seasoned, the stalks are considered a delicacy that few can refuse.

Plant, Doppleganger



	Doppleganger Plant	Podling
Climate/Terrain:	Any warm, temperate land	
Frequency:	Very rare	Very rare
Organization:	Patch	Band
Activity Cycle:	Any	Any
Diet:	Special	Nil
Intelligence:	Genius (17–18)	Genius (17–18)
Treasure:	Nil	Varies
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1 or 2	1–20
Armor Class:	10 (vines) or 6 (pods)	Varies
Movement:	Nil	Varies
Hit Dice:	11–18	Varies
THAC0:	Nil	Varies
No. of Attacks:	1	Varies
Damage/Attack:	0	Varies
Special Attacks:	Mind bondage	Varies
Special Defenses:	See below	Varies
Magic Resistance:	Nil	Varies
Size:	G (10′ wide/hp)	M (6′ tall)
Morale:	Fanatic (17–18)	Fanatic (17–18)
XP Value:	25,000	Varies

The origins of this horrific plant are utterly unknown, as is much important information about it. The reasons for this are numerous, but center around the difficulty of coming into contact with the creature to study it and living to record one's observations.

In appearance, the doppleganger plant looks much like any of a variety of melon-bearing crops. It spreads out in a tangle of vines and broad, glossy leaves. Scattered throughout its mass are a number (1 per Hit Die) of pods, each measuring between 4 and 8 feet long. These pods are the source of the wicked creature's intelligence. They also serve as its main form of self defense, as they are able to dominate the minds of others and make them serve the plant's will.

The doppleganger plant cannot communicate with those it does not control, but is able to instantly exchange information and instructions with those it has taken over. In this manner, the doppleganger plant knows and experiences all that its minions do and see.

Combat: The doppleganger plant itself is unable to attack or defend itself except with its unusual *mind bondage* power. Thus, in physical combat, it depends on its minions to fight for it.

Doppleganger plant patches are unusually resistant to fire and lightning, suffering only half damage from all flame- or electricity-based attacks. Cold-based attacks do normal damage, as do most other forms of magical attack. Weapons employed against the plant's vines and leaves inflict but 1 point of damage per successful attack roll, but those directed against the pods themselves inflict normal damage.

Only 20% of the creature's hit points are represented by the tangle of vines and leaves that makes up the majority of its mass. The remaining hit points are divided evenly among each of its pods. Destruction of all the hit points in the vines does not kill the plant, but gives it the appearance of being slain. Conversely, destruction of the pods without the elimination of the vines and leaves will not kill the plant either. Thus, many doppleganger plants that are left for dead eventually sprout up again, to reap their harvest of horror anew.

Once each round, the doppleganger plant can attempt to use its *mind bondage* power on any sleeping or unconscious creature within a 1-mile-per-Hit-Die radius of its patch. The intended victim is located via mystical means and the plant need not be able to see its target; neither does the plant have to be aware of its victim's existence prior to the use of this power. Although this power may be employed any number of times per day, only one new slave may be obtained in a given 24-hour period. Thus, once the plant has taken control of another creature, it cannot dominate a second being for at least one full day.

The *mind bondage* power of the doppleganger plant acts much like a combined *trap the soul* and *domination* spell. Victims of the *mind bondage* attack are entitled to a saving throw vs. spell to avoid its affects. Success indicates that they have escaped the influence of the doppleganger plant but are aware that something evil has just tried to attack their minds. Elves and half-elves have the same resistance to this power that they do to *charm* spells, as do all other races with similar defenses. Those who fail their saving throws become podlings (see below). Once a being becomes a podling, it can go anywhere (even crossing over to another plane of existence) and still be in instant contact with and under the absolute control of the plant that created it.

Habitat/Society: Doppleganger plants are found only in warm, moist climates and generally appear after some natural prophecy of doom (usually a comet or a meteor shower) has shown itself in the heavens. The connection between these two events has never been fully understood.

The doppleganger plant apparently feeds upon its podlings and thus is constantly seeking new ones to enslave. Because there is no range restriction on the plant's power to control its minions, it will often send them abroad in an effort to lure more victims into its grasp. It is not unknown for whole towns to fall beneath the shroud of evil spread by a single one of these creatures.

In cases where more than one plant is encountered, they will often cooperate. These highly intelligent creatures have

never been known to turn against each other, despite their foul alignments. A pair of doppleganger plants working in concert will often use their agents in seemingly conflicting roles to keep potential victims off balance until they can be defeated.

Doppleganger plants have been known to allow some of their minions to be destroyed without true resistance. In much the same way that a masterful chess player will sacrifice a pawn to take a more valuable piece, the doppleganger plant will often arrange for one of its lesser minions to be lost in order to improve the position of one of its other puppets. ("Don't be silly, Derodd can't be a podling—she's the one who discovered that two of the town guards were acting under *mind bondage*, remember?")

Ecology: Doppleganger plants sustain themselves by drawing away the vital essences of their podlings (see below). They require nothing else (not even sunlight or water) to survive. Their appearance only in warm and temperate regions remains a mystery, but may be linked more to reasons of comfort than environmental need.

The sap from a doppleganger plant's vines as well as the flesh from the inside of its pods have both proven to be useful in the creation of magical potions and devices that influence the minds of others in some way. In many cases, the latter material results in the creation of magical powers twice as great as those found in devices crafted with other materials. Thus, a *potion of human control* created with the heart of a doppleganger pod allows the imbiber to control a total of no fewer than 64 levels or Hit Dice worth of humans or demihumans.

Podlings

These tragic creatures are the victims of a doppleganger plant's *mind bondage* spell. In addition to providing the plant with nourishment at the cost of their own life essences, podlings also act as the plant's eyes and hands. Although podlings are mentally dominated by the plants they serve, their actions are in no way stiff or unnatural. Any casual observer will almost certainly assume that there is nothing unusual about the podling.

A podling is created when the life force of a being under *mind bondage* is drawn into one of the plant's pods, where it remains until that pod is destroyed. Any given pod's hit points are determined as described above, and any pod that is destroyed will release the soul trapped within it. Freed spirits will attempt to return to their bodies. This can be done only if the body has not been slain or destroyed and requires the character in question to make a resurrection survival check. This counts toward the number of times a character can be resurrected and is handled in all ways as if it were an actual resurrection attempt. A successful return to the body leaves the character dazed and helpless for roughly one hour while he throws off the effects of the imprisonment.

A podling retains all knowledge and abilities it had in its previous existence, but now serves the needs of the doppleganger plant exclusively. It is no longer alive in the sense that it once was. Any basic medical check will reveal no respiration (except as needed to speak or smell), no heart beat, and no response of the pupils to light. Similarly, podlings have no need (or desire) to eat, drink, or sleep. It is through these differences that they are most often found out when they move among men. However, the average person has only a 10% chance per hour spent with the podling of noticing anything amiss about it. Even then, only those who knew the individual before it was enslaved have a chance of detecting something specifically wrong. ("Derodd didn't want any chocolates? Strange, I've never known her to turn one down before.")

In addition, podlings usually weigh far less than they did when they were "alive." This factor can be accidentally or purposefully discovered by those with whom a podling comes into contact. Starting 24 hours after it has been placed under *mind bondage* by the doppleganger plant, a podling will begin to waste away. They will lose 1d4 hit points a day as the plant feeds upon their essences. This wasting occurs at the center of the body and gradually works its way outward with all manner of tissues, bones, and bodily fluids being consumed. When the podling finally dies from the feedings of its master, it will be nothing more than a hollow shell of flesh with some muscle tissue and subcutaneous fat. The creature gradually becomes lighter as more and more of its mass is absorbed by the plant. Thus, for every 25% of its hit points lost to the plant, the podling weighs 20% less than it did before its transformation. A 200-pound man would, therefore, be reduced to a shell weighing only 40 pounds (20% of its original weight) when he finally died.

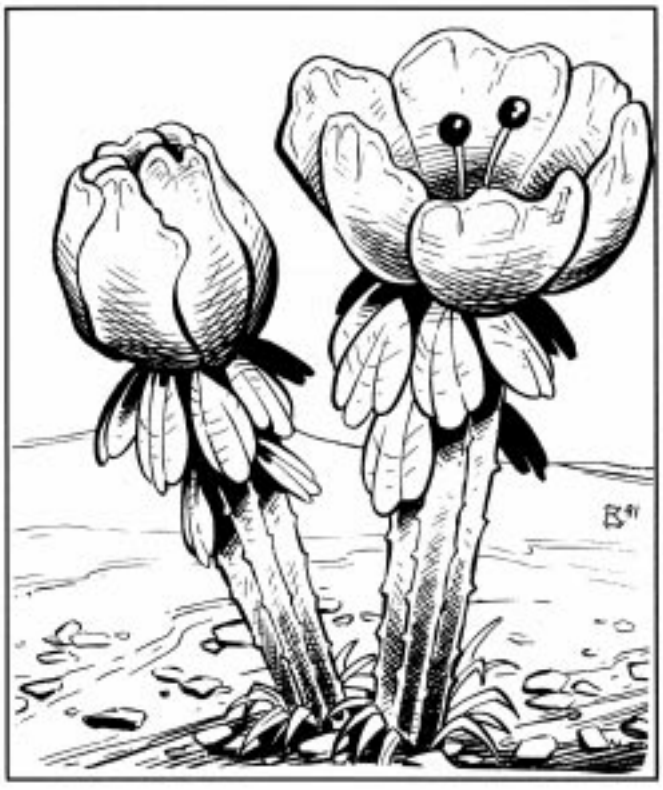
Anyone fighting a podling with a slashing or piercing weapon has a 5% chance per hit point inflicted upon it of noticing something unusual about the creature. Following that, there is a 10% chance per point of damage inflicted on subsequent rounds of discovering that the podling is partially hollowed out. If the attacker has no reason to suspect that this is the case, he will be forced to make a horror check as soon as the truth about the creature is uncovered. Any examination of the corpse of a podling killed with such weapons will instantly reveal the nature of the beast.

When called upon to defend the doppleganger plant, the podling will not hesitate. It draws upon all of the knowledge and power it had prior to its transformation (including spells, special abilities, or familiarity with the enemy's tactics, weaknesses, and capabilities) to defeat the enemies of the plant. Thus, the actual statistics used for an individual podling will vary greatly. Most, however, are ordinary men, women, and demihumans who have fallen under the influence of the evil doppleganger plant.

Podlings will often lure unsuspecting victims within range of the plant's *mind bondage* spell. They will then attempt to knock the victims unconscious or convince them to sleep so that new podlings can be created.

Plant, Esperweed

CLIMATE/TERRAIN:	Forest/Jungle (Forest Ridge)/Mudflats
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Nil
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1-4 or 1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	¼ (1-2 hit points)
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (3′ tall)
MORALE:	Nil
LEVEL/XP VALUE:	Nil



Esperweed is a plant that grows in the few remaining tropical areas of Athas, as well as on some of the mudflats surrounding the Sea of Silt. A fairly rare plant by nature, esperweed is sought after by many for its psionic boosting powers.

Esperweed does not look like a weed of any kind, but instead is a flowering plant that grows up to three feet in height. The esperweed stalk is brownish-green in color near the ground, but becomes bright green as it nears its leaves and flowers. The leaves are roughly oval shaped and anywhere from three to four inches in length. The esperweed flowers are perhaps the most unusual characteristic of the plant. They are large and sport six petals, each nearly six inches in length. In the center of the petals is a small circular stamen colored bright red. The petals are of this same color at their base, but fade to a reddish-orange at the petal's outer edge.

Combat: Being a plant, esperweed is completely defenseless against any attacks or attempts to uproot it. An esperweed plant has only 1 or 2 hit points and can very easily be cut down.

Habitat/Society: As stated above, esperweed grows in two distinct areas on Athas. It is most commonly found in the tropical jungles of the Forest Ridge in the Ringing Mountains. It is found in small areas where one to four plants will grow in the immediate vicinity.

The other spot where esperweed can be found is on the mudflats near the Sea of Silt. The moist soil and desert heat provide the correct climate for esperweed growth. When found on the mudflats, an esperweed plant is most often the only one of its kind for a great distance because the soil found on the mudflats offers just enough moisture for one of these unique plants to survive. When a sandstorm blows across the Sea, the seeds are often carried by the wind, thus creating the great distances between specimens of this rare plant.

Ecology: Natives of Athas have discovered that, when eaten, the roots of esperweed can boost psionic powers to very high levels. This boost is fairly short-lived, lasting for only 1 turn.

When the esperweed root is eaten, psionicists (single and multi-/dual-classed) have their psionic powers boosted the equivalent of 5 experience levels. The player should calculate the number of additional psionic strength points the character gains and determine which new sciences and devotions are gained (roll on the Wild Talent Tables on pages 20 and 21 of the *Complete Psionics Handbook.)* The character does not gain any additional disciplines. Eating esperweed also gives a psionicist character more control of his powers. All power scores are increased by +3 for the same duration as the psionic power boost (1 turn).

Wild talents who eat esperweed also gain a boost in their psionic power. Their power score is increased by +2, and the character receives an additional 20 psionic strength points.

Repeated Use of Esperweed

While esperweed is very useful to psionic creatures and characters, repeated use can also be detrimental. Creatures can eat esperweed and enjoy its psionic boosting capabilities a number of times equal to their Hit Dice (or current experience level) without any ill effects. For each use beyond that, however, the creature's or character's psionic ability rapidly fades. Each excess use reduces the creature's psionic ability by the equivalent of two experience levels. This reduction is permanent, but each reduction can be reversed by use of a *restoration* spell. Once a creature's psionic ability is reduced to 0 level, the creature permanently loses its psionics.

It should be noted, however, that esperweed only retains its psionic boosting properties for a limited time. A root will retain its effectiveness for one week after being picked, after which time its potency fades quickly into nothingness.

Plant, Fearweed

Climate/Terrain:	Ravenloft core domains
Frequency:	Uncommon
Organization:	Patch
Activity Cycle:	Any
Diet:	Carrion
Intelligence:	Nil
Treasure:	R
Alignment:	Neutral
No. Appearing:	2–20 (2d10)
Armor Class:	10
Movement:	0
Hit Dice:	1
THAC0:	20
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Cause fear
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (2' tall)
Morale:	Nil
XP Value:	120



Fearweeds are terrible plants that use mind-numbing terror and confusion to defend themselves. Anyone exposed to their pollen risks confrontation with nightmares worse than any they have ever imagined.

These strange horrors look like a milkweed plant and are indistinguishable from them by anyone but druids and rangers. In both cases, white flowers and broad green leaves top a short, thick stem. The only real difference is in the weed's root structure. Fearweed has a much broader system composed of spongy fibers designed to soak up the blood and decayed nutrients of those who fall prey to its manipulations.

Like nearly all plants, fearweed has no ability to communicate.

Combat: The extensive root system of the fearweed plant serves to alert it to the proximity of living creatures. Whenever an animal (including humans and the like) comes within 20 feet of it, the fearweed releases a cloud of invisible and odorless gas. These vapors quickly form a cloud that surrounds the plant at a distance of roughly 20 feet. Any creature within this cloud must make a saving throw vs. poison with a –2 penalty. Those who fail this roll are overcome with paranoid fear. Friends become evil dopplegangers, trees become twisted and evil terrors, and every dark shadow contains threatening horrors. Few things make sense to the victim any more, but it is clear that anything moving is a threat.

Dispel magic will not cure the effects of the gas, but *remove curse* or *neutralize poison* will. Also, whenever a character falls unconscious or dies, all companions may attempt a second saving throw to realize just what has occurred. Characters who succeed in this secondary attempt become shaken and act as if hit by the *confusion* spell.

Habitat/Society: Fearweed originated in harsh climes where the soil was nutrient-poor. Instead of developing mobility and other carnivorous traits, fearweed instead sought to cause creatures to die and decay in its vicinity. In this way, their nutrients seep into the soil where the hungry plant can collect it.

Over time, fearweeds were transplanted throughout the realm, but retained their deadly method of enriching the environment.

Liches, powerful undead, or other creatures immune to biological phenomenons often cultivate patches of fearweed around their lair to keep out intruders.

Ecology: Fearweeds multiply by producing pollen from their flowers. Strangely, milkweeds have occasionally been known to turn into fearweeds, possibly after being fertilized by insects carrying fearweed pollen. Most realms in Ravenloft have milkweeds, so there is a 5% chance that any patch of overgrown area will develop fearweeds as well. This usually happens in places that receive little gardening attention, such as fallow fields, cemeteries, or even certain areas around castle walls and gardens.

Plant, Fireweed

CLIMATE/TERRAIN:	Any Underdark or tropical
FREQUENCY:	Rare
ORGANIZATION:	None
ACTIVITY/CYCLE:	Any
DIET:	Heat
INTELLIGENCE:	Non- (0)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	1 to 9
THAC0:	N/A
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Absorb fire
MAGIC RESISTANCE:	Standard
SIZE:	S to L (1'-8' tall)
MORALE:	N/A
XP VALUE:	N/A



This strange, heat-absorbing plant grows in sections of the Underdark that even fungi find too harsh to survive. While it is not a threat to most adventuring parties, it can change the terrain, making volcanic regions survivable. It can also turn the normally lifeless stretches of the underdark into relatively fertile regions, simply by converting heat into food.

Fireweed is a black, spongy plant, without leaves but with constant branches; its overall structure resembles a gigantic Spanish moss. Its sap is a purplish-red.

Combat: Because fireweed thrives on heat of all kinds, it cannot be destroyed by fire, even magical fire; instead, fire makes it grow at an astounding, even magical rate, filling entire corridors or caverns if the heat is great enough. For each die of heat damage that fireweed absorbs, it grows another foot; constant sources of heat can quickly lead to the weed overrunning every bit of space for miles, creating a dark wooden jungle.

Habitat/Society: Fireweed grows in stands, much like scrub weeds and saplings on the surface. These stands are almost always a single genetic organism, reproducing by cloning into many hundreds or thousands of copies of the founding fireweed plant.

Ecology: The semi-magical strength of fireweed converts heat into food and foul toxins into breathable air. Its value to the creatures of the deep underdark is immense, and they treat it with the respect it deserves. Surface-dwellers who hack down stands of the useful plant are often punished by Underdark dwellers who witness the crime.

CLIMATE/TERRAIN:	Wildspace, shipboard
FREQUENCY:	Rare
ORGANIZATION:	None
ACTIVITY CYCLE:	Any
DIET:	Photosynthetic
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	36
HIT DICE:	2
THAC0:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	N/A
SPECIAL DEFENSES:	N/A
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' wide)
MORALE:	N/A
XP VALUE:	Nil



Spacefaring elves use this small winged plant as personal conveyance for short-distance travel outside a spelljammer's air envelope, such as boarding actions between ships, or as emergency life-support.

The gadabout reflexively wraps its branches around the wearer, spreads its butterfly-like "wings" and allows its wearer to fly through space in a continually refreshed air bubble. This bubble is generated when the plant takes in carbon dioxide and gives off oxygen. The photosynthetic properties of the colorful wing-leaves even provide a nourishing syrup, which the user can drink from a flexible stalk near his or her head.

This closed environment persists as long as the wings remain intact and there is sufficient sunlight. In the phlogiston, a *continual light* spell can substitute for sunlight.

Habitat/Society: As these plants remain under the elves' control, information about their growth and development is sketchy at best. The elves have only recently sanctioned gadabouts for sale to non-elven races.

Gadabouts do not generate seeds. Therefore, each gadabout is a rare commodity. Since the plants are expensive (2500 gp each), owners jealously guard them; no one has yet dissected one.

Ecology: Easily cared for, the gadabout requires only sunlight and occasional waters. Adventurers of any class can use the gadabout, controlling it by thought as a wizard or priest controls a helm. Scholars do not know how the elves achieved this crucial modification.

Though gadabouts are hardy, they do not tolerate abuse well. When punctured, the entire plant undergoes rapid decomposition, turning to an evil-smelling mess within two hours.

Gadabouts, as well as flitters, men-o-war, and armadas, are modified fruit from the starfly plant (q.v.). The gadabout is arrested in the motile fruit stage, and modified further to be seedless as well as responsive to commands.

Gadabouts live about 25 years. The central part of the plant remains the same size; the only parts that grow are the wings. As with the other elven spacefaring plants, owners must trim the wings occasionally. The central plant is flexible enough to accommodate various humanoid body types. Ogres as well as gnomes have used them.

Plant, Ironmaw

Climate/Terrain:	Lower Planes or any forest
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Incidental
Alignment:	Neutral evil
No. Appearing:	1 (1–4)
Armor Class:	1
Movement:	1
Hit Dice:	9
THACO:	11
No. of Attacks:	2-5 limbs and 1 bite
Damage/Attack:	2d4 (per limb), 4d4 (bite)
Special Attacks:	Surprise, entangle
Special Defenses:	Camouflage
Magic Resistance:	None
Size:	H (15–20′ tall)
Morale:	Fanatic (17–18)
XP Value:	4,000

There are layers of the Abyss where the plants're just as dangerous as the tanar'ri. Travelers tell of vast, steaming jungles filled with poisonous blooms or flesh-eating fungi, of woodlands that appear normal but are laced with deadly killers, and other sinister threats. Ironmaws're one of the deadliest of the whole lot. Worse yet, they've spread throughout the Lower Planes and even onto the Outlands. A body's well-advised to be careful of where he makes his camp, or he might wake up in the dead-book.

In their natural form, ironmaws look like gnarled old oaks, leafless and dead. Their trunks and limbs are much thicker than they ought to be for the ironmaw's height, but a basher who's not familiar with the wilderness'd only notice something wrong with the ironmaw about 25% of the time. Bloods like rangers, elves, or druids spot an ironmaw in its natural shape with a single glance 75% of the time.

On closer inspection, some of the twisted limbs of the ironmaw are clearly much longer than they should be; the tree bends and contorts its striking limbs to conceal their true length. At closer range it's also possible to spot the ironmaw's jagged mouth, a 2-foot-long crevice in its lower trunk lined with sharp knife-edged ridges of bark. Normally, the ironmaw's mouth is closed so tightly the crevice disappears into the normal folds and ridges of its bark. A cutter close enough to see these details gets a second roll to notice something wrong (see above), but unfortunately he might be within striking distance already.

With all that said about the ironmaw's natural form, it's worth mentioning that most of an ironmaw's victims never see its natural form; the creature's a master of disguise and can make itself look like almost any medium-size deciduous tree. Ironmaws use this ability to waylay travelers or prey on game trails, striking at animals that never even know they're near.

Combat: An ironmaw's camouflage ability allows it to slowly grow false leaves and change the color and texture of its bark to match the forest around it. It takes anywhere from 2 to 5 days for an ironmaw to match perfectly, but when it's completely camouflaged the ironmaw's victims suffer a –4 penalty to their surprise checks. (Victims who just don't spot an uncamouflaged ironmaw suffer the same penalty.)

When an ironmaw strikes, it lashes out with its special attack limbs. Typically, these branches have a reach equal to the ironmaw's height; an ironmaw's got 2 to 5 of them. If the ironmaw scores a natural 19 or 20 with one of its limb attacks, it manages to wrap the limb around its enemy and can begin to drag the victim toward its mouth. The limbs are extremely tough – they're AC –2 and require 15 points of damage from an edged weapon to sever. (This damage doesn't count against the ironmaw's total hit points.) A trapped victim could instead attempt a bend bars/lift gates roll to escape the limb's grasp.

Trapped victims are dragged to the ironmaw's trunk at a rate of 10 feet per round. Instead of escaping or attacking, a character can dig in his heels and try to resist by making a Strength check. For every point he makes the check by, he's dragged 1 foot less. For example, a character with a 16 Strength rolls a 13 on his check, making it by 3, so he's dragged only 7 feet that round.

If an enemy's close enough to strike at the ironmaw's trunk, or has been dragged there, he's close enough to be bitten. The ironmaw's bite is powerful and dangerous; if it scores a hit, it clamps down on its victim and won't let go until either it or its prey is dead, automatically scoring bite damage each round. Once again, a successful bend bars/lift gates roll allows a character to pull free of the tree.

An ironmaw's trunk and bark are nearly as dense as iron. It's immune to damage from Type B weapons. Ironmaws do have one weakness: fire. Searing any limb with open flame causes it to release its victim, and menacing its trunk with a torch releases a victim held in its mouth. An ironmaw won't try to entangle a character wielding open flame, but it might still use its limbs to slap or strike at him in an attempt to keep the flame away.

Habitat/Society: Ironmaws aren't social creatures; fully-grown trees normally uproot and destroy saplings nearby so that they won't have to share their hunting grounds. However, in parts of the Lower Planes, it's possible to find several ironmaws clustered around a particularly rich area. Some fiends also try to plant ironmaws to guard passageways or other accesses to their lairs, but unless it's well fed an ironmaw's likely to wander off in search of food.

Ironmaws're malicious and ill-tempered things that attack any creature that passes by. They're surprisingly cunning, and often wait patiently for all potential prey to wander into striking range before attacking.



Ecology: Ironmaws prey indiscriminately on all animal life. Their appetites appear to be nearly endless; ironmaws attack no matter how recently they've fed or how hungry they really are. They're incapable of photosynthesis and rely on hunting to keep them alive, but a hungry ironmaw can survive on carrion. Although ironmaws gain no energy from sunlight, they're much more active in daytime than they are by night.

Ironmaws appear to be parthenogenetic, and produce a bud once every 3 to 7 years. The parent ironmaw plants its offspring near a recent kill and then abandons it. After it consumes this first meal (mostly while still a tiny sapling), the young ironmaw grows much like a normal tree for several years, producing true leaves and feeding via photosynthesis, before losing its foliage and beginning its predatory habits.

Plant, Ivy, Crawling



Climate/Terrain:	Temperate lands
Frequency:	Very rare
Organization:	Colony
Activity Cycle:	Any
Diet:	Blood / body fluids
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	3–10 (1d8+2)
Armor Class:	6
Movement:	6
Hit Dice:	7 or 8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1–6
Special Attacks:	*Entangle* and blood drain
Special Defenses:	Spell immunities
Magic Resistance:	Nil
Size:	G (4' per Hit Die)
Morale:	11
XP Value:	7 HD: 1,400 8 HD: 2,000

Crawling ivy is a semi-intelligent plant that was developed through magical experimentation. It is usually found on the walls of old houses, encircling large trees or as ground cover. This many-branched vine moves to trap and feed upon those who stray too close to it. It can move to bring a victim within range, grasping with its rootlets and crawling along a wall or the ground.

Looking much like normal ivy, crawling ivy is a dark, glossy green. The leaves are triangular and veined. In autumn, crawling ivy erupts with clumps of yellow flowers which produce bitter, black berries. The woody stem of the plant is supported in its climb by masses of small rootlets on its underside that cling to crevices and irregularities. Crawling ivy can be distinguished from normal ivy by its veining, which is not green, but a pale magenta. Close examination of the leaves reveals tiny pores or openings throughout the surface.

Crawling ivy appears to have no ability to communicate with other creatures. Proper use of magic might make it possible to speak with the plant, but what it might reveal is uncertain.

Combat: Anyone coming into contact with or standing within 3 feet of crawling ivy may be attacked by it. The plant prefers to let its victims get as close as possible before striking. If someone is actually climbing the wall where crawling ivy has established itself (or walking through a bed of it, when it is used as ground cover), the ivy gains a +4 bonus on its attack rolls. Because it looks so ordinary, those who do not know of its properties are given a –3 penalty to their surprise rolls when the plant attacks.

Crawling ivy begins its attacks by trying to *entangle* a victim (as per the 1st level priest spell). Those subjected to this attack must save vs. spell or be caught.

Once the victim is rendered immobile, the ivy makes two attacks per round with its leafy vines. The leaves fasten upon the captive while the vine itself moves to strangle the victim, doing 1–6 points of damage per successful hit.

Should the victim not be *entangled*, he may fight back or try to move out of range of the ivy. If caught, however, the captive is powerless to help himself.

Those who are held fast must be rescued by a third party or must make a successful bend bars roll to get an arm free. When the victim has lost half his hit points, or at the end of the fourth round that he fails to break free from a strangling vine, the ivy has rendered him unconscious.

At that point, the vines simply hold the captive, while the leaves take over. These open their pores and begin exerting a powerful suction on any exposed skin they can reach, pulling the victim's blood up through the lesions thus created. This inflicts 1d6 points of damage per round, and only ceases when the victim is a dried husk with no body fluids left.

Crawling ivy is vulnerable to spells that affect plants. It is immune to mind affecting or illusion spells, and takes only half-damage from fire or cold-based attacks.

Habitat/Society: Crawling ivy feeds on blood and body fluids. It has no need for sunlight or water. A very sophisticated valve and pump system within the veins of the leaves allows the suctioning of blood and pumps fluids throughout the plant. Crawling ivy must receive sustenance equal to one victim for each Hit Die it has per week or begin to brown and die.

Often used as a guardian by those who value their privacy, the ivy is intelligent enough to serve a master in return for food. Though several colonies may reside side-by-side, they do not compete for space or food.

Ecology: The berries produced by crawling ivy may be planted in blood-soaked earth to begin a new colony. The flowers are used in making *healing potions*, and in an emergency may be pressed to a wound to stop bleeding and reduce pain.

Plant, Lashweed



Climate/Terrain:	Ravenloft
Frequency:	Rare
Organization:	Patch
Activity Cycle:	Night
Diet:	Blood
Intelligence:	Semi- (2–4)
Treasure:	Nil (I)
Alignment:	Neutral
No. Appearing:	2–20 (2d10)
Armor Class:	7
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	4
Damage/Attack:	1d4 (×4)
Special Attacks:	Spit poison & entangle
Special Defenses:	Spell immunity
Magic Resistance:	20%
Size:	M (5′ tall)
Morale:	Fearless (19–20)
XP Value:	270

Lashweeds spew a terrible poison into the eyes of their prey, then move in for the kill with slashing tendrils. Even those victims fortunate enough to retain their sight will have a difficult time escaping the fell plants as lashweeds can slither through the thickest vegetation as if it weren't there, easily overtaking their prey as it tumbles through the clutching brush.

Lashweeds are large plants composed of a collection of veiny stems coiled about a central stalk. The stalk is a disgusting black color with porous skin from which seeps the digested blood of the lashweed's victims. The leaves are a dark green hue with serrated edges stained a deep crimson. The plant's "feet" are a veiny mass of wiggling fibers that allow it to catch their stunned prey.

These terrible plants emit a drumlike pounding when hunting. It is highly likely that this is part of an echo location system similar to that employed by bats or dolphins. There are those who say that this unnerving pounding is also a means of communication, but none have survived long enough in the company of these plants to say whether that is true or not.

Combat: Lashweeds can sense the vibrations that animals and men make when they walk upon the earth. Any creature of small or larger size will be noticed when it comes within 20′ of a patch. When this happens, the plant slowly begins to shamble toward the prey until it is within striking range.

Because they blend into any thick vegetation, lashweed plants impose a –2 penalty on their victim's surprise rolls in such environments. Alert characters can usually hear rustling in the foliage around them, negating this penalty.

Just before it strikes, the plant quickly emits its deep pounding sound several times to establish the exact position of its target.

Lashweeds always begin their attacks by spitting a poison at their opponents. Immediately after it has located its target, the plant releases a cloud of black spray that forms a cone 10 feet long and 6 feet wide at its base. Anyone within this cone must make a saving throw vs. poison or be blinded for 1d4 days. While blinded the character attacks and saves at –4. Each plant may spit only once in any three-hour period.

Once it has blinded its enemies, the plant moves in for the kill. Each lashweed has four special tendrils that strike like barbed whips. A successful hit by one of these limbs tears into the target's flesh, causing 1–4 points of damage. All four of the limbs may attack a single target or each may strike independently of the others. When the plant attacks, all other lashweeds in the patch are attracted to the melee and overcome by a desire for the victim's blood.

Should their prey attempt to flee, lashweeds are quick to pursue. No matter how dense the foliage they are moving through, lashweed plants are not slowed in any way. This is identical to the special ability that Druid characters receive at 3rd level. This, when combined with the weed's ability to cast an *entangle* spell thrice per day, makes it almost impossible to escape from the slashing tendrils of these dreadful plants.

Habitat/Society: Lashweeds live in patches of 2–20 individual plants. The patch spreads itself out over a wide area, usually forming a rough circle with 20 or 30 feet between each weed.

Ecology: Vistani claim that lashweed was created when a band of druids fought together against a powerful necromancer. The defeated druids were staked out in the fields to die. The men chanted in unison throughout the long day, cursing the necromancer for their fate. The Dark Powers sensed their anguish and somehow transformed them into a patch of living plants to seek revenge.

Plant, Razorvine

Climate/Terrain:	Any
Frequency:	Common
Organization:	Patch
Activity Cycle:	None
Diet:	Sun, soil
Intelligence:	Non- (0)
Treasure:	None
Alignment:	Neutral

No. Appearing:	2-20 vines
Armor Class:	5
Movement:	0
Hit Dice:	5 hp per vine
THAC0:	20
No. of Attacks:	Special
Damage/Attack:	1d3, 1d4, or 1d6 + special
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	None
Size:	M (12'–20' long)
Morale:	None
XP Value:	35 per vine

Razorvine's a fact of life in Sigil and on some of the Lower Planes. It's a black-leaved creeper or ivy with an exceptionally sharp-edged stem hidden under the lush foliage. The plant's capable of surviving almost any conditions, and flourishes in most environments – regardless of the quality of soil, atmosphere, rainfall, or light. Razorvine can grow several feet in a single day, and can cover a small building or untended wall in a week. There are few creatures as can stomach razorvine, so its growth is often unimpeded by natural means.

A single razorvine plant can have anywhere from 2 to 20 separate vines, all linked to a common root system. The vines twist and intertwine in diabolical knots, so it's nearly impossible to tell how many vines a body'd have to cut to actually get through a patch. Normally, any vines on one surface all belong to one plant, but a very big area like a castle or mountainside might be home to several dozen distinct patches of razorvine, whose edges intermingle with each other.

The razorvine's leaves are small, heart-shaped, and so dark as to be nearly black. They grow in dense clumps near the stem on short, wiry sprigs. The leaf-edges are serrated, but they're actually completely harmless – the stems are the real peril. A razorvine stem is triangular in cross-section, with three elevated, iron-hard ridges like sword-blades running along the stem. These ridges are the weapons of the razorvine, and they'll lay a sod's arm open from wrist to elbow if he's not careful with the stuff.

Combat: Razorvine don't move, it's not intelligent, and any berk can avoid the stuff simply by giving a patch a wide berth. So why's it so dangerous? Because a basher who falls into the stuff without good steel between him and the razors'll probably bleed to death from dozens of long, deep cuts before he pulls himself free of the patch.

Generally, razorvine can inflict damage in one of three ways. First, bashers trying to handle the stuff or brush past it're likely to get cut; second, bashers trying to slash through or cut back the vines might get cut; and last, sods falling into a patch bodily will *definitely* get slashed.

Handling razorvine includes trying to carefully wade through a patch, reaching into a plant to retrieve something, or trying to climb a section of wall covered by the stuff. Each round that the berk keeps at it, he has to make a successful saving throw versus death magic or Dexterity check (DM's choice, whichever is more appropriate to the situation) or suffer 1d3 points of damage, plus his base Armor Class.

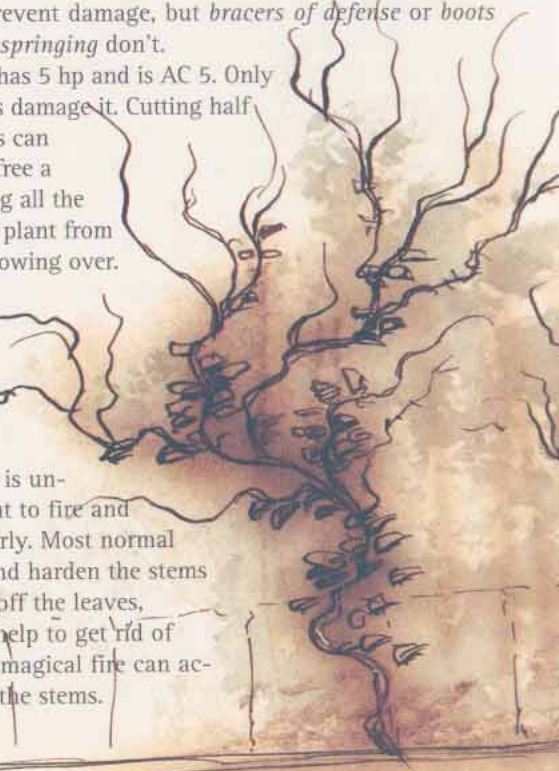
Hacking through razorvine's almost as dangerous, because the tightly-twisted vines are under tension – when a vine's cut, it recoils and might slash the basher who just severed it. Each vine a character severs with a hand-held tool or weapon gets a single attack versus the berk's normal AC. If it hits, the basher takes 1d4 points of damage plus his base AC, with no saving throw allowed. Anybody caught in the razorvine takes damage, too.

Last but not least, falling into a patch of razorvine inflicts 1d6 points of damage plus the sod's base AC, with no saving throw or attack roll needed. ('Course, the sod might've had a saving throw to avoid falling in the first place, but that depends on the situation.) Once a basher's in a patch of razorvine, he takes no more damage *unless he moves*. Each round that he tries to maneuver or extricate himself, he suffers full falling-in damage all over again. Normally, it'll take a basher 1 to 3 rounds to get himself out of a razorvine patch.

A basher's base AC is his armor without Dexterity adjustments, shield, or magical adjustments that don't actually cover his whole body or rely on misdirection. For example, casting a *blur* spell on some sod won't help him at all in a razorvine patch, but casting an *armor* spell will. A *ring* or *cloak of protection* helps prevent damage, but *bracers of defense* or *boots of striding and springing* don't.

Each vine has 5 hp and is AC 5. Only Type S weapons damage it. Cutting half the plant's vines can clear a path or free a comrade; cutting all the vines clears the plant from whatever it's growing over. It'll return in a few days unless the roots are pulled up and destroyed.

Razorvine is unusually resistant to fire and burns very poorly. Most normal fires blacken and harden the stems while burning off the leaves, which doesn't help to get rid of the stuff. Only magical fire can actually damage the stems.



HABITAT/SOCIETY: Razorvine seems to grow everywhere. As noted before, it's especially common in the Cage and in some of the infernal regions of the Outlands or the Lower Planes. Razorvine's actually got a few uses. First of all, patches of razorvine are as good as sentries for keeping unwanted intruders out of places they're not welcome. A new razorvine plant can be started with a few small cuttings from a healthy vine, and with a little training the stuff can cover walls or seal off doorways.

Razorvine's generally inedible to humanoid life, but some animals such as fhorges or quills can actually chew, swallow, and digest the stuff. Therefore, it can be used as forage for specialized livestock. Razorvine leaves can also be made into heartwine, but so far the process is a closely-guarded secret of the vineyards of Curst.

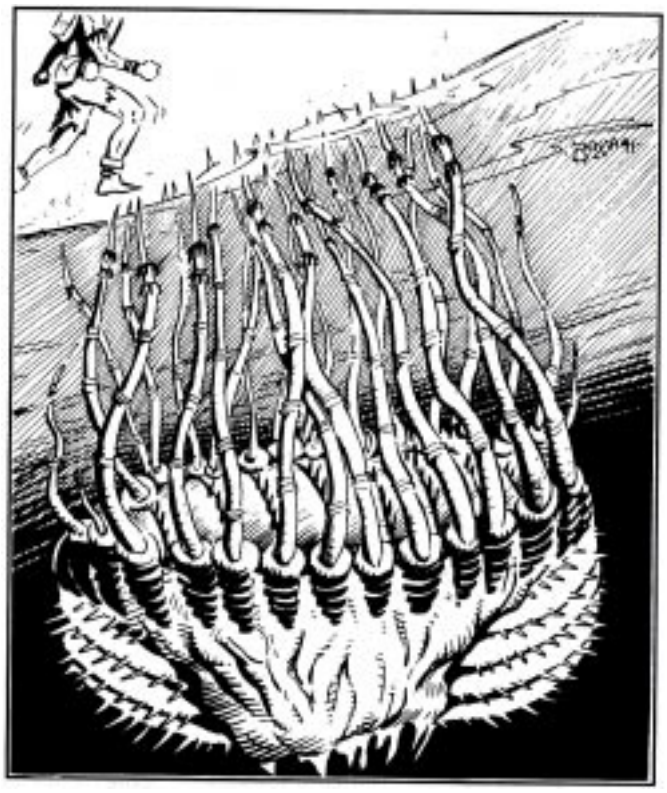
Razorvine cuttings can be dried and used as firewood (once the branches die, they become brittle and more inflammable) or, with a treatment of oil, be preserved as flexible, razor-sharp ropes, whips, or cords. Binding someone with razorvine cord inflicts damage as noted under handling razorvine, but as long as the victim doesn't struggle he takes the damage just once. Trying to wriggle out of the bonds causes another damage check. A razorvine garrote is a particularly nasty device, which adds razorvine damage to the normal damage inflicted by a garrote.

ECOLOGY: No one knows for certain where razorvine came from or how it can grow so fast under any conditions, but it seems clear that the stuff's got an infernal look to it. Razorvine was probably brought to Sigil from some toxic jungle in the Abyss, and it just took. Merchants and other cutters interested in extra security have been bringing razorvine cuttings with them to the Outlands, planting the vines on whatever they wanted kept safe, and then learning just how virulent razorvine growth really is. Chant is they recently had a sod drawn and quartered in Ribcage for trying to smuggle cuttings in after they'd just finished clearing the town of the stuff.



Plant, Sand Cactus

CLIMATE/TERRAIN:	Sandy wastes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8 (body) 3 (needles)
MOVEMENT:	Special
HIT DICE:	5-8
THAC0:	5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1 (per appendage)
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Blood Drain
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ across)
MORALE:	N/A
LEVEL/XP VALUE:	5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000
PSIONICS:	Nil



Sand Cacti are a vile form of plant life that dwells anywhere there is sand. It feeds on the blood of its victims.

Sand cacti are well protected; the entire plant (except the needles) is hidden below the sand. The body is from 5-8 feet across and about 4 feet thick. It has many barbed needles attached to it with long, thin, fibrous strands. The bulbous body of the plant and the strands are sickly white, while the needles very closely resemble the color of the sand in the area.

Combat: A sand cactus attacks very passively. Its needles lie thrust up an inch out of the sand. Since the needle exactly resembles the sand around it, there is only a 10% chance of noticing the needles, 20% for those actively searching for them. A sand cactus has 26-50 (HDx5+1d10) needles in a circumference equal to its Hit Dice times 3 feet. Anyone who walks over a sandy area with sand cacti has a 25 % chance of stepping on a needle. If this happens, the sand cactus then makes an attack roll. For AC purposes, only magic that protects the whole body is considered. (A set of *hide armor* +2 would not add a magical plus to the victim's Armor Class, but a *ring of protection* would. Also, no dexterity adjustments to AC are made. A thri-kreen is treated at its natural AC of 5, unless it wears magical protection.) A hit indicates that a needle has gone far enough into the appendage (about 1/2"), for its "barbs" to spring out. The needle is very thin going in (about the size of a pin), but the barbs spread out to about an inch across.

When the cactus hits, it causes 1d3 points of damage and snags a barbed needle in the victim's foot/appendage. On each successive round, it drains blood from its victim. It drains 1d3 points of blood per round, only stopping when a victim is dead. The strands connecting the needles to the plant are very tough and nearly impossible to break by pulling. The needle can be pulled free of the victim's foot, but such an action causes 1d6 points of damage. Since the barbs actually hook onto nerve tissue, this also causes the victim quite a lot of pain. The victim must make a system shock roll or pass out from the pain. Unconsciousness lasts for 5-10 (d6 + 4) rounds. Pulling the needle out requires an Open Doors roll. The strands can be cut, requiring 1 point of damage against an AC 2.

A victim who is cut free still has the needle in his foot. If not removed it will fester. Removing it can be accomplished by the casting *cure disease* on the wound, which dries up the needle, or by cutting it free, which causes 1d6 points of damage to the victim. If it is not removed, the victim eventually gets blood poisoning, weakens and dies. The blood poisoning may take up to a week (d6 + 1 days) to kill the victim. Once the victim is dead, a new sand cactus sprouts from the body.

When a needle lodges in an appendage, the victim feels a sharp pain and his appendage is snared. Bipedal creatures must make a Dexterity check or fall down in the midst of the sand cactus. This subjects the victim to 0-5 (d6-1) more attacks from other needles in the area. When blood drain reaches 50% of the victim's hit points, the victim must make a system shock roll each round or pass out due to blood loss. A victim who is rescued from a sand cactus after passing out from blood loss recovers normally. All attacks, defense, and proficiencies suffer a penalty of -2 until the victim has a chance to rest and recover, such recovery taking 2d4 days. This recovery time is cut one day for every level of *healing* spell cast upon the victim. (i.e., four days of weakness requires four *cure light wounds* or one *cure serious wounds.)*

The cactus is very difficult to attack since its body is 5-10 (d6+4) feet below the sand. If the body is exposed, the sand cactus is easy to kill. Unless it is dug out by magical means, however, diggers are exposed to attacks from 0-5 (d6-1) needles for each round of digging.

Habitat/Society: The sand cactus is a solitary creature, existing wherever the sand blows.

Ecology: The sand cactus is a trapper, existing on any food that comes along. It is unable to digest kank blood; a cactus releases a snagged kank after one round of blood draining. Anything else is fair game.

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Climate/Terrain:	Forest Ridge and mudflats
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	8
Movement:	Nil
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d6
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (9′–10′ tall)
Morale:	Average (8–10)
Level/XP Value:	270
Psionics Summary:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 40
Player's Option:	Att: EW, II, MT; Def: MB, MBk, TS #AT1; MTHAC0 16; MAC 4

Psychometabolism: *Sciences* – life draining; *Devotions* – displacement, flesh armor, immovability.

Telepathy: *Sciences* – domination, mindlink; *Devotions* – attraction, contact (send thoughts), ego whip (sight link), id insinuation (inflict pain), mind thrust (synaptic static) phobia amplification.

The brain seed is a rare and cunning plant with strong psionic abilities. The plant has a deep-seated hatred for wizards, especially defilers.

The brain seed is a large sentient plant with a purple hue to its stalks. The plant's white and yellow flowers are always in bloom. The center stalk has a large "bulb" in the center that houses the brain of the plant. At the end of this stalk is the brain seed's mouth.



Combat:

The brain seed locates and attracts prey using its seeds. The plant releases thousands of seeds each week.

Beings walking within 200 yards of a brain seed plant must make a successful save vs. breath weapon at +2, or become infected with a seed. Potential victims who make Wisdom checks notice the seeds and can remove them before any harm is done. A seed that comes into contact with the flesh and goes unnoticed will plant short roots into the skin within 1d6 rounds. This allows the brain seed to establish contact using its psionic abilities. Normal psionic combat rules apply to all brain seed psionic attacks.

Once contact has been made, the plant attempts to use its domination ability to take control of its victim. If its victim is with a small group (one to three individuals), it uses the dominated individual to lure the party to the main plant. When the group arrives, the brain seed commands its victim to attack the party. The plant uses its life draining ability to attack as well. When the rest of the party has been defeated, the brain seed drains the life force from its dominated victim and any others still alive. With a large party, the brain seed commands the dominated individual to slip away when he is least likely to be noticed. The plant brings the victim to its location to be killed.

If physically threatened, the brain seed uses its psionic abilities of flesh armor and displacement to lower its effective AC. Then it uses three whip-like reeds to attack its adversary. These tails each cause 1–6 (1d6) points of damage.

Habitat/Society:

The brain seed is native to the Forest Ridge and the mudflats. It is a solitary being that reproduces using the same seeds used to dominate its victims. It does not communicate with other brain seeds. If another begins to grow near an existing adult, the adult brain seed uses its next victim to destroy the seedling.

The brain seed fears and hates wizards, particularly defilers. If a defiler is among those infected with a seed, the plant attempts to dominate him before any other. If this fails, the brain seed dominates another and attacks the defiler.

Ecology:

The brain seed is carnivorous and feeds upon any creature it can dominate and lure to it. While it is not prey to any creatures on Athas, it is extremely susceptible to defiling magic. If the plant is within the defiler's radius of destruction on any spell of 3rd level or higher, the spell kills the master plant.

Plant, Shimmerweed

CLIMATE/TERRAIN:	Temperate / Forest and plain
FREQUENCY:	Rare
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Moonlit nights
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	6–36
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	1 hit point
THAC0:	Not applicable
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Confusion
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6″ to 18″ tall)
MORALE:	Fearless (20)
XP VALUE:	35



Shimmerweed is a most unusual, and beautiful, variety of plant that is found in temperate regions throughout the world. Although it is wholly inoffensive and has few natural enemies, shimmerweed can be one of the most dangerous things a party encounters as it strolls through the wilds of Krynn.

Shimmerweed is a type of wildflower that grows in small patches. Although on first inspection it looks much like a dandelion gone to seed, a closer look reveals that the plant consists of a crystalline material much like fine spun glass. Its beautiful and delicate appearance is enhanced by the way it catches rays of moonlight and refracts them through its petals, unleashing a dazzling spray of brilliant colors on the area around it. An average plant stands six to 18 inches tall.

Combat: Shimmerweed is unable to engage in any form of combat. It cannot move, has no means of inflicting damage on opponents, and is so delicate that the slightest of attacks instantly destroys it. Indeed, it has no motive at all to cause harm to other living things, as it feeds on moonlight.

The defense mechanism a shimmerweed patch has is its dazzling light show When the moonlight that feeds the plant is caught in its crystalline petals, it is enchanted and becomes so brilliant as to affect all creatures who gaze upon it with a *confusion* spell (as if cast by a 10th–level Red Robed wizard). The number of plants in the patch determines the effectiveness of this defense mechanism, with each plant able to affect 1 Hit worth of opponents. Thus a patch of 12 plants can bewilder up to 12 Hit Dice of creatures.

Shimmerweed cannot tolerate bright sunlight on its delicate petals, thus it opens only at night. Those who come across it by day, in fact, are unlikely to take notice of the patch, for it looks like nothing more than a grove of common weeds. The plant's sensitivity to light is, however, a great weakness for it. Sudden exposure to a bright light source, such as a *continual light* spell, overloads its ability to draw nourishment with its petals, causing it to instantly shatter into fine dust. A patch destroyed in this manner is forever dead and cannot sprout again. Plants destroyed by any other means grow back in about one month.

The dangerous thing about shimmerweed patches is that many creatures use them to hunt prey. It is not uncommon for an intelligent monster or animal to set its lair near a patch of shimmerweed and wait for it to confuse travelers. Once the travelers are helpless, these lurking hunters spring to the attack and slaughter their prey.

Habitat/Society: Shimmerweed flowers are found in patches of 6d6 plants. Each patch grows from a single seedpod and all of the plants in it are linked together beneath the surface by fine tendrils that enable them to pool their stores of energy so that each may teed equally.

Ecology: Shimmerweed is unique on the Prime Material plane for its unusual crystalline structure and its ability to feed directly on moonlight without use of photosynthesis.

As might be expected, a plant as unusual as this has a most interesting means of reproduction. When a patch of shimmerweed reaches full growth (36 plants that are 18 inches tall), it begins to form a seedpod at its heart. The seedpod takes roughly 14 days to form and, when complete, is a spherical, rainbow-hued crystal roughly four inches in diameter. When fully formed and charged with energy, the seedpod bursts with a flash of light and a loud crack, sending fragments of itself as far as 15 yards from the parent plant. Only the larger portions of the shattered pod (1d6 in number) are viable and begin to grow. A patch of shimmerweed grows from podlings to mature adults in about eight months. The patch that spawned the seedpod withers and dies within days of the pod's explosion.

Shimmerweed seedpods are often used by wizards who are crafting magical palantirs such as *crystal balls* or *crystal hypnosis balls.* The petals of the flower, when ground into a fine sand, are used in the creation of inks and other materials that relate to light or hypnosis (such as a *gem of brightness.)*

Plant, Skullcap Ivy

CLIMATE/TERRAIN:	Any temperate land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Sunlight, blood nutrients
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	1 (as seed pod), or as per host
HIT DICE:	1
THAC0:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T
MORALE:	N/A
XP VALUE:	15 (for harvesting it only)



Skullcap ivy is a symbiotic plant that makes its home on the scalps of sentient creatures. It begins as a floating, wispy seed pod, borne on the air like dandelion fluff. When a seed pod lands on a human, demihuman, or humanoid head, it burrows into the scalp and takes root. As the plant matures, it spreads along the scalp, creating a vast network of ivy-like shoots with broad, heart-shaped leaves. It kills off hair follicles in the scalp, so as the host organism starts growing shoots of green ivy from the head, the host simultaneously loses his or her natural hair. In time, the hair is completely replaced with plant growth. If the ivy is later removed, the hair does not grow back.

Combat: Skullcap ivy is benign. While the loss of hair and the growth of plant shoots from the scalp can be a shock, the process does not harm the host. However, if the host does not wish to replace his or her hair with plant growth, the skullcap ivy can be permanently removed by pulling it from the scalp and rubbing the head with alcohol.

Those who allow the ivy to grow from their scalps must be ever vigilant against certain plant-based spells. The biggest fear is *entangle*, with which an enemy spellcaster could cause the skullcap ivy to wrap around its host's neck. Strangulation occurs if the host fails a saving throw vs. spell; the ivy strangles for 1d4 points of damage each round until destroyed. For this reason, many skullcap hosts keep the plant growths cut short, or else braid it to confine the ivy shoots.

Spells such as *hold plant* have no effect upon either the skullcap ivy or its host, as the plant doesn't move on its own, and the host remains a separate entity. (Growing skullcap ivy on one's head does not make one a plant hybrid.)

Habitat/Society: Skullcap ivy is an opportunistic symbiote, taking advantage of any chance encounter with its favorite environment: the scalp of an intelligent mammal. If the wind does not find it a potential host, the seed pod sinks its roots into the soil and becomes a normal, earth-based plant. When the time comes for it to take to seed, however, it casts its pods to the fortunes of the wind, trying once again to find a suitable host.

Many believe that the plant was coaxed into its present form by Druids. While nothing has been proven, many Druids and Rangers actively cultivate the plant, nurturing it in their own scalps and encouraging its growth. Not only does this aid in the "commune with nature," but it also gives the host a limited camouflage ability while within wooded areas. Nymphs and dryads are occasionally seen with full manes of skullcap ivy.

Ecology: The benefits of growing skullcap ivy in one's scalp are many. The plant is a true symbiote, bringing as much into the relationship as it takes. The plant's roots grow into the blood vessels of the host's scalp, allowing the ivy to feed upon nutrients in the host's blood if necessary. This allows the plant to thrive even in conditions where it is away from sunlight for extended periods. In return, the host gains additional nourishment directly from the plant via photosynthesis, allowing him or her to survive indefinitely on half the normal food and water supply as long as he or she has regular exposure to the sun.

In addition, both the skullcap and the host are sources of the gases necessary for the other's survival. The skullcap converts the host's exhaled carbon dioxide into oxygen, while the host breathes the oxygen and converts it to carbon dioxide. This alone makes skullcap ivy a welcome symbiote among many spelljamming crews.

On the down side, skullcap ivy produces small blue flowers in the springtime, attracting bees and wasps. Hosts must prepare themselves for the ever-present attentions of such insects during that time of the year.

Plant, Spider Cactus

CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1+ (see below)
SPECIAL ATTACKS:	Needles cause paralysis
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7′ tall)
MORALE:	Average (8-10)
XP VALUE:	270
PSIONICS:	Nil



Spider cactus patches look like any patch of harmless cacti until a victim is showered by their needles. The victim is then dragged into the cactus, where the feeding needles make a slow feast of the hapless being.

The spider cactus has a barrel-shaped body, 2 to 3 feet across, and from 6 to 7 feet tall. It is bright green in color, with streaks of white along the barrel. The needles are purple and green.

Combat: The spider cactus sits unmoving until a victim or victims are within range. Anyone that moves within 15′ of this deadly cactus is subject to attacks from its tethered projectile needles. Spider cacti can sense living creatures and anything with liquid.

The spider cactus has 5-8 (d4+4) sets of barbed purple projectile needles and 3d6 larger green feeding needles. It always attacks with a set of 8 purple needles. They attack only one victim at a time. It takes three rounds to pull strands which miss back in and a full day before they can fire again. If some of the strands are severed, it does not use that set again until all eight are restored. Damaged needles regrow at the rate of three per week.

In combat, the cactus first fires a set of purple needles, attempting to capture a victim. The victim is then dragged to the body and impaled on the feeding needles. The cactus feeds until it has drained all available liquid from the victim, and then releases the husk.

Each cactus in range attacks with its purple projectile needles. A normal attack roll is required for each needle. If the needles hit, they cause 1 point of damage. The victim must also save versus poison or be paralyzed, paralysis occurring in 2d4 rounds. The needles are coated with a weak poison, so saves receive a + 2 bonus. A saving throw is required for each needle that hits. The projectile needles are retracted at a rate of five feet per round.

A being impaled on the green feeding needles takes 2d4 points plus its AC in damage. Shield adjustments do not count towards the victims AC, and if the victim is paralyzed, he also loses dexterity adjustments. Until then, he can squirm and try to avoid the feeding needles. The tethers are very strong and pull with a strength of 17. It requires a strength greater than 17 to have any chance to break free. If the victim has the required strength and spends a round doing nothing else, he can pull out a needle or break a strand. It requires an open doors roll to pull the needle out and a bend bars roll to break a strand. The strand can also be severed; each strand is AC 5 and takes 5 points of damage to cut. Blunt weapons have no effect on a strand. Since the needles are barbed, pulling one out causes an additional 1d4 points of damage to the victim. Note that the poison is administered on contact. Therefore, if a victim has failed its saving throw, the paralysis will occur even if the needle is pulled out immediately.

The spider cacti are competitive—if one victim is in range of several cacti, it is fought over by all of them. If one victim is snared by several cacti, the cactus with the most needles in him is the one that finally gets him. However, the other cacti pull as long as they can until their needles finally rip out, causing another 1d4 points of damage to the victim for each needle that is thus removed.

Habitat/Society: The spider cactus grows in patches, usually along roads where there is food. The spider cactus blooms when it rains, and within the same day thousands of eight-frond seeds are released. The first seed to hit the ground is the only one to sprout, quickly absorbing any liquid in the air. This means that a spider cactus patch usually only gains one new plant for every rainstorm. A young spider cactus grows at a rate of one foot a month until it reaches full growth.

Ecology: Sand cacti have few natural enemies. It is perhaps the only creature that can even feed on kanks.

If the needles are rendered ineffective (fire is the most likely way of doing this), the cactus can be tapped for its liquid. It produces a honey-like liquid, similar to the product of erdlu eggs. Up to a gallon of this liquid can be tapped from a spider cactus. This liquid provides both food and water. A gallon of this liquid can be used to replace one gallon of water, or it can be used to provide nourishment for up to four man-sized beings for one day.

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CLIMATE/TERRAIN:	Wildspace, phlogiston
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	10
MOVEMENT:	18
HIT DICE:	0
THAC0:	N/A
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Nil
XP VALUE:	Nil



This colorful butterfly-shaped plant drifts slowly through wildspace, much to the delight of spelljammer crews—its fruit is delicious! Spelljammers consider the starfly plant an omen of good luck, since it not only ends hunger but also symbolizes wealth and happiness.

The gossamer wings of the starfly trap sunlight, converting it to sugary food for the seed nestled inside. Similar to a peach pit, the warty, almond-shaped seed contains foul-tasting chemicals poisonous to living things.

Ecology: The starfly is actually the mobile fruit of a spacefaring plant, a tree that grows to maturity rooted in the ice and dirt of comets. Known as a mother-tree, it grows winged fruits that drift across space in search of new comets to seed.

The starfly's shape resembles elven spacecraft, leading scholars to suppose (correctly) that elves took these plants and enchanted them to grow to maturity while mobile, thus creating variants such as the gadabout (q.v) and the elven armada ship. In truth, the starfly is the mainstay of spacegoing elvenkind, since its simple form is so easily changed.

Mother-tree: This plant is the mature form of the starfly. Once the fruit has landed on a comet, the seed takes root and begins to digest the cometary ice and minerals. The sapling grows winglike leaves that take in sunlight. After a time, the young tree develops a bulb that stores water. At this stage, the leaves become reflective, focusing sunlight on the bulb and heating the water within. The resulting steam jets out of the bulb nozzles, pushing comet and plant closer to the sun. Once the tree is close enough, the leaves fall away, and the second stage of life begins.

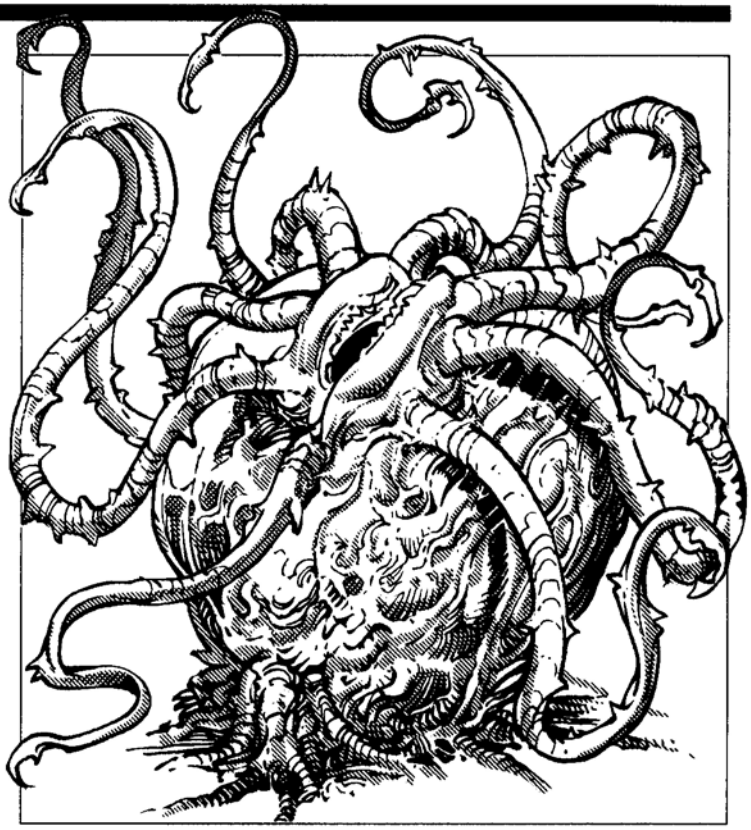
In this phase, the tree feeds on the remaining minerals of the comet. By the time they are gone, the tree is large enough to generate a gravity plane and hold an air envelope. As the tree grows, its gravity plane attracts rocks and debris into the tree's organic furnace, further aiding the tree's growth. When the tree has grown to about 1000 feet, the smelting pods wither, giving off gases that create air.

New growth begins, dense clusters of leaves that form a habitat for animals and other plants. When the tree matures, it is a fully functioning ecology. The tree's gravity may pull in other rock bodies, supporting further growth and eventually creating a live-world.

It is rumored that elven wizards have used secret spells to mount special helms into mother-trees for use as spelljammers. The rumor says that the giant trees will succeed the armadas as the mainstays of the elven space fleet. As yet the rumor remains unproven, but rivals of the elves would pay a great deal to anyone who can confirm it.

Plant, Strangler

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Predator
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4 (7)
MOVEMENT:	Nil
HIT DICE:	6
THAC0:	14
NO. OF ATTACKS:	1-6
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Paralysis, crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (25' diameter)
MORALE:	Elite (14)
XP VALUE:	3,000



Stranglers are carnivorous plants native to the disk world of Plata. The plant's central body is short and stocky – roughly spherical and about 3 feet in diameter. Extending out from this center are 8 "tentacles," arrayed evenly around the plant, each about 10-12 feet long. These tentacles resemble thick green vines, about the thickness of a man's wrist, and extend outward along the ground from the central body. The tentacles are dark green, while the central body is a light greenish-yellow.

The green coloration of a strangler implies that the plant is at least partially photosynthetic. But this isn't its only source of sustenance. Although the long tentacular vines are usually stationary, they can under the right circumstances move extremely fast. The "right circumstances" is the approach of an animal of some kind within range of one or more tentacles. Tentacles lash out in an attempt to capture the animal and drag it into a fleshy mouth that opens in the top of the central body. Once the animal is "swallowed," the strangler's digestive enzymes dissolve it over a period of several hours.

Nobody knows exactly what senses a strangler possesses. It is unaffected by either darkness or bright light, and doesn't react to sound or silence. Most sages agree that the creature somehow senses movement, since it will never attack a motionless creature that it hasn't already captured with at least one tentacle.

Combat: At the first moment that a potential prey comes within range, one or more of the tentacles lashes out and attempts to wrap itself around the animal. This requires a successful attack roll. A successful capture means that the target creature is grasped by at least one tentacle, and suffers 1d8 hit points of crushing damage. Each subsequent round – unless the creature manages to escape – the tentacle continues to crush its target for maximum damage, and attempts to drag it towards the central body of the plant. Unless the plant has to contend with more than one target simultaneously, it will continue to wrap more tentacles around its prey as the unfortunate animal is dragged closer to its central body. A single creature can be attacked by no more than 6 tentacles. Subsequent tentacle attacks receive a +2 bonus to their attack rolls for each tentacle already gripping the target.

In addition to crushing damage, the tentacles of a strangler inflict a more insidious attack on their prey. The tentacles secrete an enzymatic mixture which causes paralysis in its prey. Each round that a creature is in the grip of a strangler, it must make a saving throw vs. poison or become paralyzed. This paralysis lasts until the creature is either dead or freed from the grip of the strangler; in the latter case, the paralysis fades gradually over a period of 2d8 rounds. For each additional tentacle in excess of one that grips a single victim, that victim suffers a -1 penalty to its saving throw against paralysis.

Once the strangler has shoved its victim into its fleshy mouth, the victim suffers 1d10 hit points of damage each round from enzymatic secretions (save vs. acid for half damage). In addition, the victim must save vs. breath weapons with a -5 penalty each round it's in the plant's mouth or be paralyzed. The body of a dead creature will be dissolved and unrecoverable after 2d12 hours.

The easiest way to free a victim from a strangler tentacle

is to cut off the tentacle. A tentacle has AC 7 – as opposed to AC 4 for the central body – and can withstand only 2d8 hit points of damage before it's destroyed. Damage inflicted on tentacles isn't counted against the strangler's total "hit point pool," and can't kill the creature. Only hits against the central body can actually kill the creature. A strangler can regenerate a destroyed tentacle in 1d6 days. It can regenerate multiple tentacles at the same time, although the time complete regeneration takes is increased by one day for each tentacle in excess of one that the plant must re-grow.

A strong, un-paralyzed creature might be able to tear itself free from a strangler, or at least prevent itself from being dragged into the central maw. To free himself from a tentacle, a character must make a "bend bars" roll based on Strength. A successful roll means the creature has torn free from one tentacle. Such an attempt takes one entire round in which the character can do nothing else. (Breaking free from a tentacle doesn't mean that same tentacle can't attack again on the next round, of course.)

High Strength can also let a character prevent a strangler from dragging him within range of its mouth. The procedure is as follows: First, consider that each tentacle gripping the character has a Strength of 16. Now add together the Strength scores of the captured character plus any other characters who are trying to help him pull away. Compare this to the Strength total of the tentacles currently holding the character. If the characters' total Strength is greater than or equal to the strangler's total strength – that is, 16 times the number of tentacles gripping the victim – then the plant is unable to pull its prey any closer to its mouth. If the characters' total Strength is less than the strangler's total strength, however, the plant continues to drag its prey closer. (For example: Balfas the warrior (Str 14) is grabbed by two strangler tentacles. Balfas' friends Adria (Str 9) and Lykan (Str 12) try to help him resist the plant's pull. The characters' total Strength is 35; the strangler's total Strength for the two tentacles is 32 (16 X 2). Balfas and friends can resist the pull of the strangler... just. If the plant scores a hit with another tentacle, Balfas and his two friends will be unable to resist any longer.) It's important to remember that anyone trying to help a captured victim is by definition within range of at least one other tentacle...

Fire- and heat-based attacks do double damage to a strangler. All other attack forms do normal damage. Since the plant has no mind as such, it is totally immune to *charm*, illusions, and other mind-affecting magic.

Habitat/Society: Stranglers are non- mobile and totally unintelligent. They cannot communicate with their own kind in any way.

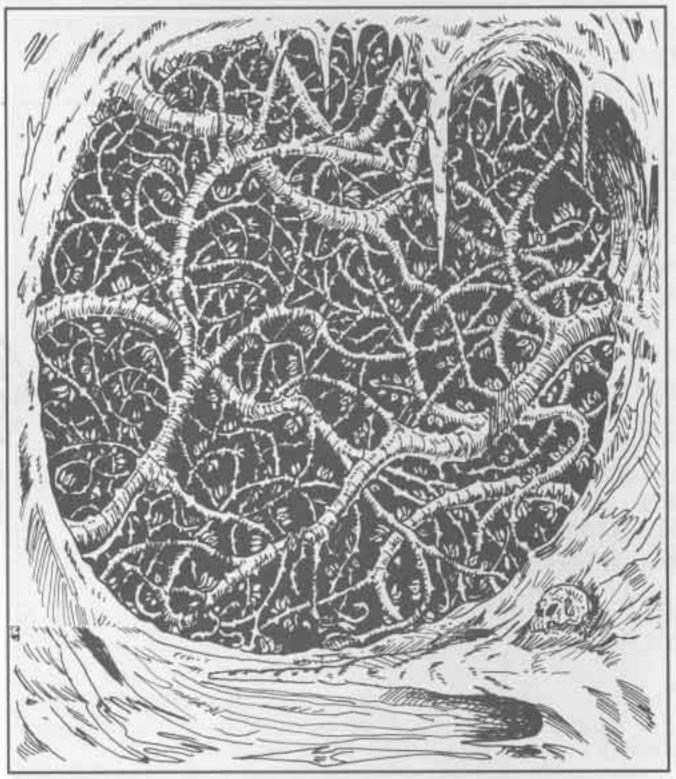
Every 250 days or so, a single blood-red flower blooms atop a strangler's central body. This flower is beautiful to see, but smells of carrion. The flower remains open for several days, then the seed pod below the flower bursts, scattering seeds to the winds. Since there are no insects or birds on Plata to fertilize the stranglers, the plants must depend solely on the wind to do so – not a particularly effective strategy. The relative frequency of the plants proves that this scheme does work, however.

Ecology: Stranglers are virtually perfect "opportunistic predators." If animal prey wanders within its grasp, the plant will eat it. If no animals come near, however, the plant is perfectly happy to subsist purely on photosynthesis.

The humanoids of Plata hate stranglers with a passion, and have sometimes tried to wipe the entire species out... with little to no success. The aarakocra consider the red blossoms to be the greatest of delicacies, and sometimes will risk attacks from stranglers to snatch the flowers.

Plant, Strangleweed

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Clusters, Patches, Groves
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Special
ALIGNMENT:	Neutral
NO.APPEARING:	12-?
ARMOR CLASS:	Special
MOVEMENT:	0
HIT DICE:	1
THAC0:	Special
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (15'-20' long)
MORALE:	Nil
XP VALUE:	175 per 10' square



Strangleweed appears as a long, clinging vine, usually growing inside caves. The vine is black and covered with short, fine spines, and the triangular leaves and thorns are usually shiny black. The edges of the leaves are razor-sharp, and the spines easily catch in clothing, fur, and skin. The spines cause no damage, but there is a 50% chance that a creature touching the vines (even brushing past them counts as touching) will suffer from spines embedded in skin. Only exposed skin is subject to the spines; fur, armor, and clothing prevent the spines from contacting the skin and subsequently embedding.

When spines embed in skin, there is a 25% chance that a victim will develop a red, itchy rash. If the spines are removed (a delicate procedure since they are no thicker than a human hair), the rash will clear in 24 hours, with the symptoms gradually lessening. If the spines cannot be removed, *cure disease* will remove all ill-effects. *Cure* spells will do nothing for the symptoms.

Combat: Strangleweed behaves like many carnivorous plants, sensing motion as a signal that a "meal" may be present. Any creature that disturbs the strangleweed vines will trigger an attack. If the vines are disturbed by breezes, they will not attack; a solid object must contact the vines in order to initiate the attacks.

Strangleweed spends much of its time "waiting" for prey. When a victim brushes against the vines, the strangleweed ripples, brushing into adjacent vines and sending a signal that food is near. On the round following the initial contact, the vine begins to entangle its prey, wrapping around its limbs and neck in an attempt to prevent the escape of the victim. Once the vines have a firm hold of the victim, they begin to tighten, choking the victim into unconsciousness and eventual death.

Any creature who ventures more than two feet into a patch of strangleweed will automatically be grappled by the weed. If a character has less than two feet of weed on any side of him (tunnel walls do not count for this purpose) and can attempt to leap to safety can make a Dexterity check on the initial round of attack to avoid being grappled. After the first round, a character has no chance to escape the weed unless he kills enough to clear his path or is pulled to safety by his comrades. Rescuers suffer attacks similar to the person they are trying to save.

As the vines entangle the victim, the leaves cut into the skin or clothing of the unfortunate prey. The leaves do not affect any articles of metal, including armor, and merely scratch leather and wood. Fur-bearing creatures or creatures wearing fur clothing will escape the first 10 points of damage caused by the leaves; the leaves will cut through the fur before reaching the skin. Normal clothing will suffer 6 points of damage before it is torn to shreds and the skin is exposed.

When the leaves and thorns contact skin, they impart 1-8 points of damage per round. The DM should adjust this damage based on the clothing of the victim. The weed will tighten its grip on its victim in an attempt to strangle, and if the victim becomes still, the strangleweed will drop the victim in 1-6 rounds, "storing" it for later consumption.

Victims tangled in this weed must make a Dexterity check to maintain their holds on held items. Entangled victims may not cast spells and their chances to hit an enemy (including the weed)are made at −4.

Strangleweed is immune to the effects of blunt weapons. Hits made by edged weapons are made at −3 due to the swaying of the weed, but normal damage is caused. Each individual vine has 1 HD and AC 9, and when a vine takes its maximum amount of damage, it is severed and can no longer attack. Severed vines will eventually replant themselves and continue to grow.

Strangleweed is affected normally by all magical effects. Setting the weeds on fire requires 1-6 rounds unless lighted by a *fireball* or first doused with oil or other flammable liquid. Once in flames, the weed creates acrid, stinging smoke that will drive PCs at least 100 feet from the flames. The smoke will settle in 1-3 turns.

Strangleweed has no treasure of its own except for any items dropped by its victims. When encountering this weed, adventurers will always find an assortment of skeletons and items on the ground below the weeds.

Ecology: This noxious weed is capable of growing almost anywhere damp conditions exist. It requires no light to live or grow, which has caused heated debate among sages to its classification as plant or fungus. Strangleweed contains no chlorophyll, adding to the confusion of the status of this growth.

Plant, Tree, Dark

CLIMATE/TERRAIN:	Jungle, tropical
FREQUENCY:	Rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3d6 (×2) or 4d6
SPECIAL ATTACKS:	*Confusion*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12'–15' tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000



Dark trees are native to jungles, and they prey upon humans and other intelligent creatures.

They resemble cypress trees, but their bark is darker, and little moss grows on them. They have two deep black eyes which are almost impossible to find unless one knows precisely where to look. They superficially resemble treants, too, but anyone who sees a dark tree can almost feel the palpable hatred and evil emanating from it.

Combat: Dark trees have a superior Armor Class due to their barklike skin. They are not especially susceptible to fire, for their bark is wet and slimy, and fire does not easily ignite it. Hence, they suffer only half damage from fire-based attacks. On the other hand, they do suffer a –2 penalty to their saving throws vs. any magical cold attack.

In melee, dark trees can attack with their two arms, inflicting 3d6 points of damage per successful attack. If both arms hit, the dark tree has grabbed the victim. On the next round, the dark tree can attempt to bite the victim with a +4 attack bonus. A successful bite causes 4d6 points of damage as the tree drains blood from the victim. Dark trees have the ability to cause confusion in a target, once per round, in addition to their normal attacks. This ability has a range of 50 feet, and the target receives a saving throw vs. spell to avoid the effect. During combat this has the same effect as a *confusion* spell, but it is more insidious if cast on an unsuspecting target. It causes the victim to completely lose his sense of direction, often becoming hopelessly lost in the jungle.

Dark trees are 90% likely to be taken for small cypress trees when they are not moving, but this blending effect is only 75% effective against druids, rangers, and other naturalists.

Habitat/Society: Dark trees live deep in the jungles, under the forest canopy that keeps direct sunlight off them. They are solitary creatures, delighting in tormenting an unsuspecting group of adventurers before moving in for the kill.

Dark trees are the failed experiment of a renegade wizard. The mage was intent on creating servants that would serve him as well as treants. He invested a great deal of time and much research into necromancies and other foul magic, and he was delighted with the success of his experiments on the trees, until they turned against him and slew him.

Ecology: Dark trees can exist by photosynthesis, but they prefer the taste of blood. Furthermore, they must feed upon blood before they can bud. Budding is a process that takes one year. At the end of that time, the original dark tree breaks up into 1d4 + 1 identical dark trees.

CLIMATE/TERRAIN:	Temperate land
FREQUENCY:	Rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi (2–4)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	Special
ARMOR CLASS:	10 (trunk); 7 (branches/heads)
MOVEMENT:	0 (tree), Fl 6(E) (heads)
HIT DICE:	10 (plus 6 hp per head)
THAC0:	11
NO. OF ATTACKS:	1 per head
DAMAGE/ATTACK:	1 per seed (per head) or 1d4 per bite (per head)
SPECIAL ATTACKS:	Seed spitting
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	10%
SIZE:	H (15'–20' tall)
MORALE:	Fearless (19–20)
XP VALUE:	5,000



A death's head tree looks much like a weeping willow, except its branches are thicker. Its seeds need blood to germinate, so it grows most commonly in places where a great deal of blood has been spilled; battlefields and places of sacrifice are two areas where death's head trees thrive. In fact, these trees often mark places where ancient battles have been fought or where evil temples once stood.

A mature death's head tree bears a strange and terrible fruit: 4d4 rotten-smelling "death's heads." Each of these appears to be a severed head of any of the standard human and demihuman races, except for the fact that each head grows from a branch of the tree and is attached to the branch at the neck. In time, these heads ripen and "fall" from the tree, actually floating away on organic gases, seeking the bodies of warm-blooded creatures in which to plant their seeds.

Combat: Like most carnivorous plants, the death's head tree engages in combat primarily when potential victims come within its reach, but this plant has a unique lure: It grows heads that are distinctly humanoid in appearance and then, with its very limited intelligence, animates them just enough to enable the heads to softly call "help." While those who investigate the source of the pleas have few problems identifying the heads as monstrous, curiosity or repugnance (and a resulting urge to destroy the tree) frequently draws them in close enough for the tree to attack.

When physically attacked, the death's head tree uses its "fruit" to defend itself. Each head is capable of biting once per melee round, inflicting 1d4 points of damage and simultaneously inserting a seed into the wound (see below for the effects of harboring a death's head seed). While the death's head tree itself is not capable of locomotion, it can move its branches. Hence, the trunk has an Armor Class of 10, but the branches and heads have an effective Armor Class of 7. Due to this mobility and the flexibility of its branches, the tree is capable of making as many attacks against a target as it has death's heads. Each head will die upon sustaining 6 points of damage, and the branches may be hacked off upon sustaining 10 points of damage (from a slashing weapon only).

Each of the 4d4 death's heads on a mature tree contains 1d6 needle-sharp seeds that inflict minimal damage (just 1 point of damage per seed) upon a successful hit. The heads are capable of spitting these (one seed per head per melee round) at any warm-blooded creature who ventures within 30 feet of the tree.

The seeds may be removed within 24 hours in much the same way as one would remove a sliver (inflicting another point of damage in the process). However, the points of the seeds excrete a low-grade natural anesthetic, which means that they don't bother the victim after the initial sting of penetration. Therefore, many victims forget about them after the battle is over, allowing the seeds to take root. If left in place for longer than a day, the seeds germinate and begin to grow, causing an ever-increasing amount of damage as sprouts spread through the victim's body. The shoots inflict 1d4 points of damage on day one, 2d4 damage on day two, 3d4 damage on day three, and so on, to a maximum of 10d4 points of damage per day.

Forcibly removing or cutting these new shoots out of a victim's body, once they have rooted, inflicts damage equal to half of what would otherwise be the growth damage for that day, and doing so has only a 50% chance to be completely effective. A slip of the plant may remain inside the victim's body and continue to grow. Any spell that will kill a plant, however, will immediately kill the growths (which at this stage have no immunity to magic or fire).

While most carnivorous plant life is largely anchored to a single spot, the fruit of the death's head tree becomes fully mobile, once it has ripened and broken from the branch. Buoyed by gases produced by their own rot, the fallen heads actually float off, seeking a warm-blooded creature in which to

plant their seeds. The smell of blood can attract a death's head from as far away as a mile, and it can travel up to 20 miles in search of a host. Once a potential victim is located, the head spits until all of its 1d6 seeds are gone. Once its seeds are exhausted, it continues to attack by biting for 2d4 rounds, at which point it falls to the ground, dead.

Although the fruit of a death's head tree has the appearance of a waxy, slack-jawed corpse, a head is not considered undead as long as it is still attached to the tree. Only when it has fully matured and broken from the tree does it assume the characteristics of undead. At this point it can be turned as a zombie. Once fallen from the tree, the head is also vulnerable to fire, but it retains its magic resistance.

Habitat/Society: There is only one factor controlling the number of death's head trees that can grow in a given area, and that is how much blood has been spilled there. Theoretically, there could be one tree for every corpse. In fact, it is not uncommon to see an entire forest of tiny saplings springing up a few days after a large battle. Of course, until these reach maturity, they can be killed or uprooted as easily as any other plant. Also, they tend to sink their roots into each other, attempting to steal extra life's blood and grow stronger, so eventually only one tree is left within 50 or more feet. Thus, the fully mature death's head tree is a rare find.

Ecology: The average death's head tree takes 50 + 1d10 years to mature to the point where it can grow a crop of death's heads. Until the time when its branches thicken enough to bear the weight of its ghastly fruit, it looks much like a weeping willow. Only a knowledgeable observer can tell the difference.

Once it reaches maturity, a death's head tree is capable of living for thousands of years. A few sages have speculated that cutting down a specimen and counting its rings can establish the number of years that have passed since a battle was fought or a place of sacrifice was abandoned. The theory is a sound one, but few people who are aware of the tree's nature will volunteer to chop one down and prove it.

Once a death's head tree matures, it produces a crop of death's heads every other year. Within 1d6 days of budding, the death's heads grow from the size of walnuts to the size of normal humanoid heads. Having reached their full size, they take on a distinctive appearance (and foul odor) and then begin to softly call out the word "help" in a language appropriate to the race of the head. Within another 3d6 days, they ripen and begin to "fall."

Aside from its need for blood to germinate its seeds, the death's head tree takes its daily sustenance from the sun and soil like any other plant. It does not require any more blood to survive, once it has successfully germinated and rooted itself in the ground. Because there is no limit to the type of terrain on which blood is spilled, the death's head tree grows virtually anywhere. One may be found growing among the stones of a ruined temple or on an ancient battlefield that is littered with rusted weapons and the bleached bones of the soldiers who once fought there.

Since the fruit of a death's head tree is always humanoid in appearance, it is largely believed that the seeds can be germinated only in humanoid blood. A few experiments attempting to sprout a seed in animal blood have thus far been unsuccessful, but sages theorize that this should be possible, since the death's heads are known to spit their seeds at warm-blooded animals as well as humanoids.

Some say that the fruit of a death's head tree resembles the face of he or she whose blood nurtured it. Indeed, since the death's head fruit has been heard to whisper in many languages, some sages believe that each is an undead manifestation of a particular individual. Others insist that this is no more than mere mimicry, that there is no connection between those who have died and the fruit of a death's head tree.

Due to its magical nature, a mature death's head tree has a limited amount of magic resistance. It is also immune to fire and fire-based magical attacks. The wood of a mature death's head tree is prized for its natural magic resistance and immunity to fire, and it is an essential part of many magical devices, especially fire-resistant shields. It is also used as a component in fire-protection spells.

While a death's head tree has no treasure of its own, those it kills often carry treasure. There is a 15% chance that a corpse lies at the foot of a death's head tree. If so, it will have treasure type U, plus 1d10 of each type of coin. The body also will (90% of the time) have a death's head tree sapling growing out of it.

Plant, Tree, Horl Ap (Arrow Tree)

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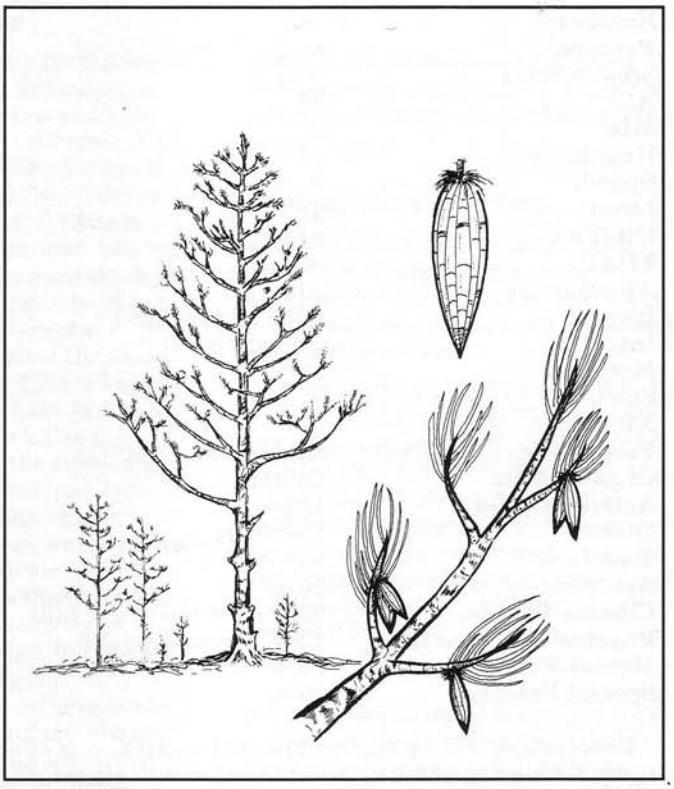
Number:	1d4
Percept:	14
Stealth/R.U.:	+3
AC:	14
MD:	10
Health:	12
Speed:	0
Level:	3
Hit Dice:	12 (42)
THAC:	+3
Attacks:	2
Seed (2):	2d8
Int:	Animal
Morale:	13
Size:	L (4 m)
XP Value:	175
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Tech Level:	0
Artifacts:	A
Climate/Terrain:	Temperate or subarctic forests
Physical Mutations:	Infravision, Rocket seeds (16) Antibiotic fruit (10)
Mental Mutations:	None
Special Powers:	None



Description: From a distance, the horl ep appears no different than a pine tree. However, the closer one gets to the tree, the more "perfect" it seems.

Horl eps have various-sized hollow sections at the base of their trunks; these serve as the plants' mouths. Knots along the trees' trunks serve as eyes. It is difficult to distinguish a horl ep from other pine trees if there are many of the latter trees around.

Those who know that horl eps inhabit certain northern woods stay clear of those areas during the summer and fall. The horl eps are far from the most timid of mutated plants.

Combat: A horl ep, or arrow tree, attacks by firing barbed seeds—each burst contains 10 seeds and causes 2d8 points of damage. The tree can fire two such bursts per round until all of its seeds are expended. Each horl ep grows from 1,000 to 10,000 seeds (1d10X100) per year, enough for 50 to 500 combat rounds. New seeds become mature enough to fire during late summer and early fall. At other times, the plant must depend on carefully hoarded seeds.

A horl ep generally will attack any warm-blooded man-sized or larger creature that comes within 20 meters of its trunk. When such a victim is within range, the tree begins its assault by shooting bursts of seeds. If more than one creature is present, the horl ep will continually switch targets every two combat rounds until the victims have fled or died. Horl eps try to reserve at least 500 seeds for defense; rarely will the plant expend all of its seeds during one melee. During the late fall through mid summer, the plant will have even fewer seeds, generally 50-200.

The wounds caused by horl ep seeds are painful, but not serious. Characters struck by the seeds heal the damage in half the normal time. Further, there is a 40% chance that a character struck by the seeds will have a healing sap injected into his system, causing the damage to heal in one-quarter the normal time. However, characters who enjoy this one-quarter healing time should be wary. The healing sap will cause the seeds imbedded in the character to grow. Germination does not begin for two weeks, and after that time the character daily suffers 1d4 points of damage and a −1 to CN until he dies or the seed is cut out. If a character reaches 0 HP or 0 CN, he collapses and a sapling sprouts from his body.

Society: A horl ep is immobile, being rooted to the spot from which it sprouted. However, its roots are flexible and can rise from the earth to drag dead bodies to the horl ep's hollowed-out spot in the trunk, where they can be devoured.

The mutated trees are not able to communicate with each other, which has prevented their social organization from evolving beyond a copse of carnivorous trees. There have been several recorded attempts to cultivate horl eps and use them as defenses against trespassers and predators. However, these attempts usually resulted in the property owners' demise, as horl eps tend to attack anything that moves. Efforts to plant the mutated trees in warmer areas have failed; the horl eps did not live longer than a year.

Horl eps multiply primarily through their victims. Creatures who have seeds embedded in them, and who die when a young horl ep springs from them, help to guarantee that the mutated trees will survive. Further, each fall when the horl eps must loose their remaining barbed seeds, there is a 20% chance (for each horl ep in a forest) that a seed will take root and start to grow. It takes 4d4 years before a new mutated tree is large enough to attack unwary travelers.

Those who know about the horl ep's healing sap hunt the trees in the spring and early summer when the threat from the barbed seeds is the lowest. These individuals have learned to tap the tree, much like trees are tapped for maple syrup, and gather a viscous mixture that can be used to treat wounds. The pulpy fruit is effectively an antibiotic and is useful in treating wounds and various diseases.

CLIMATE/TERRAIN:	Temperate or tropical forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Blood
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	12+4
THAC0:	7
NO. OF ATTACKS:	1d100
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Singing
SPECIAL DEFENSES:	Singing
MAGIC RESISTANCE:	25%
SIZE:	L (10′–20′ tall)
MORALE:	Fearless (19–20)
XP VALUE:	10,000

The singing tree is an odd plant that lures creatures to rest nearby, then drains their blood to feed itself.

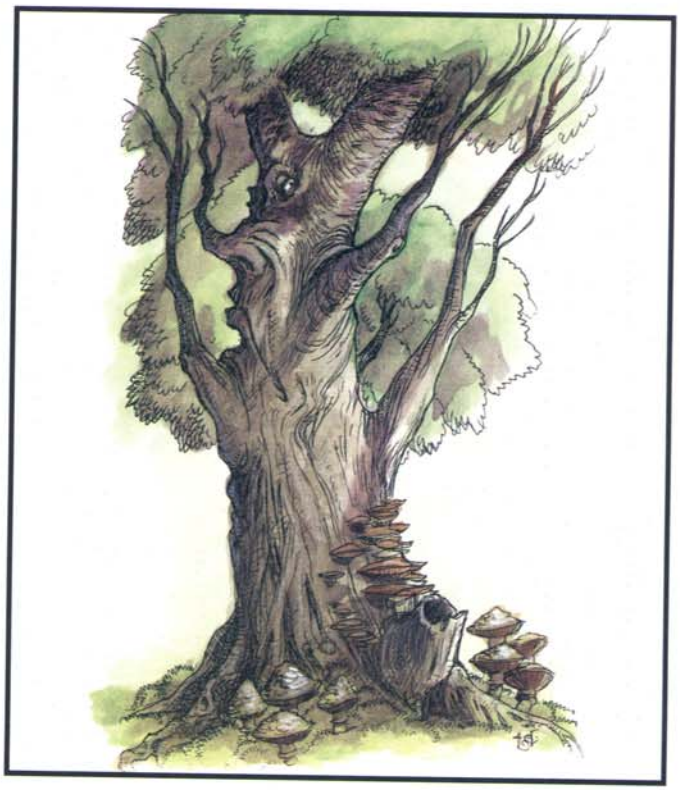
The singing tree appears to be a normal deciduous tree with uniquely shaped leaves. Each leaf sings with a lovely voice, the hundreds of them blending into a beautiful chorus. If hungry, the tree joins the chorus, adding its own bass line.

Combat: When the tree uses its bass line, all mammalian creatures within 100 yards must roll saving throws vs. spell; those who do not succeed feel compelled to stop for a bit and rest in the shade of the tree. When a potential victim rests beneath the tree, several leaves fly off the tree to attack.

At any time, the tree can send a number of leaves equal to its hit points. However, unless ravenously hungry, the tree sets typically only 1d6 leaves on a single victim to avoid notice. Each leaf flutters down, appearing to fall naturally, but the small twig that connects the leaf to the tree is also a feeding tube, which the leaf inserts into exposed skin. For victims charmed by the tree's music, the pain of insertion is unnoticed. After draining 1 hit point of blood, the leaf flutters away, then seems to rise on a breeze, back into the tree's branches. There, it reattaches itself to its branch and feeds the blood to the tree. To remain healthy, the tree must each day consume a number of hit points of blood equal to its normal total.

Each leaf has 1 hp. Killing them individually is quite inefficient, for the tree has a number of leaves equal to 10 times its hit points. If the tree is attacked with an area-effect spell such as a *fireball*, all leaves not attached to the tree are killed, if they are within the spell's area of effect. In addition, a number of leaves on the tree equal to the total damage inflicted are also killed. The tree rolls saving throws as indicated by its Hit Dice, with normal effects for success.

Attacking the tree causes it to send all its leaves to attack. Besides their blood drain, the fluttering leaves can cause obscurement, lessening opponents' attack rolls by –2. If the tree is killed, individual leaves die in 1d10 rounds.



Habitat/Society: In the wild, singing trees grow in secluded places and use their music to lure unintelligent animals. The tree's leaves vibrate in the wind; combined with their natural magic, this makes a lovely sound. Each leaf has its own "voice," and the music is indescribably beautiful. When the tree adds its lower tones, the song becomes very attractive and calming.

Each singing tree has its own territory of about 100 yards in any direction from the bole. When a seed is produced (once every five years), a pair of leaves takes it far away so it may claim another territory. If the seed is planted in a singing tree's territory, the adult sends leaves to block sunlight and attack the smaller tree's leaves. If several singing trees grow in close proximity, they soon overhunt the area and several die, leaving only the strongest. They live for centuries if well fed.

Some wealthy individuals have tried to procure specimens for their own gardens. Many owners feed their trees, but others keep their trees hungry so they will serve as guardians. A tree that is kept hungry turns feral eventually, sending all its leaves to attack any warm-blooded creature that enters its territory.

Ecology: A singing tree in the wild is similar to other predators, feeding upon prey and facing a few enemies of its own. Animals that damage wood are its greatest enemies.

To bring a tree to civilization, one of the rare seeds must be captured, or a tree must be carefully removed from the surrounding soil, with little damage to the roots. Transportation must also be gentle, and the tree must not be exposed to rapid changes in temperature or to extreme temperatures. Capturing a healthy adult tree also requires facing its music and blood-sucking leaves. A seed or a healthy tree can bring as much as 5,000 gp from an interested buyer.

Plant, Tree, Viper

Climate/Terrain:	Abyss, Carceri, Gray Waste
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Constant
Diet:	Omnivore
Intelligence:	Semi to Low (2-7)
Treasure:	L, M, O (R, W)
Alignment:	Chaotic/neutral evil
No. Appearing:	1d20
Armor Class:	7
Movement:	0, 15 in larval form
Hit Dice:	2-9 (1d8+1)
THAC0:	2 HD: 19 3-4 HD: 17 5-6 HD: 15 7-8 HD: 13 9 HD: 11
No. of Attacks:	1/HD
Damage/Attack:	2d6
Special Attacks:	Venom
Special Defenses:	Spells, immunities
Magic Resistance:	15%
Size:	L-H (5-50' high)
Morale:	Steady (12)
XP Value:	2 HD: 420 3 HD: 975 4 HD: 2,000 5 HD: 3,000 6 HD: 4,000 7 HD: 5,000 8 HD: 6,000 9 HD: 7,000



Said to be the bastard young of Nidhogg, the serpent at the root of Yggdrasil, viper trees are white, scaly trees with living snakes' heads as their branches. From a distance they appear as white beeches or similar trees, but viewed up close they have clearly reptilian skin and features. Though they can writhe and reach as snakes do, usually viper trees simply sway in the breeze as other trees—but they also move even in the absence of any breeze.

Viper trees speak the language of demons and no other. Groves of viper trees hiss and whisper to each other unnervingly during the night, speaking of their kills, their hungers, and their treasures. They are common in Azzagrat, the 45th to 47th layers of the Abyss; elsewhere in the Abyss they are used as guards in gardens, around moats, and at gates.

Combat: Single viper trees rarely attack creatures larger than size S. Viper tree groves (such as the Viper Forest of Zrintor) are notably more aggressive, willing to attack small groups of size M creatures if the group is perceived as sufficiently weak. They can swallow even size L creatures, if given enough time.

A viper tree has dozens of serpentlike heads and branches, but the tree can only command a few of them at a time. When a branch is slain, one of the tree's "sleeping" branches wakes, for the brain of a viper tree is actually deep in the tree's heartwood. As a result, viper trees get their full complement of attacks until they are near death. The bite of a viper tree inflicts 2d6 points of damage.

Viper tree venom is insidious and potent; anyone bitten by a viper tree must make a saving throw against poison at -3. Victims that fail lose 4 points of Dexterity permanently and are immobilized by the venom for 48 hours, long enough for the tree to swallow even the largest prey. The venom has an onset time of 2d4 rounds. Even if the saving throw succeeds, the victim temporarily loses 4 points of Dexterity as a result of the shakes and trembling the venom induces for the next 48 hours. *Neutrulize poison* removes the Dexterity loss immediately but does nothing for the paralysis. It even prevents the permanent Dexterity loss if applied within an hour. *Remove paralysis* cures the twitching and immobility but does nothing for the Dexterity loss. Viper trees are immune to their own venom.

Because of their multiple heads, viper trees are unaffected by most spells that target a single or a few creatures such as *charm monster, hold monster,* or *sleep.* To affect a viper tree, such a spell must affect a number of creatures equal to the viper tree's Hit Dice.

Viper trees are immune to cold, venom, and acid attacks, and they take half damage from blunt weapons and normal damage from electrical attacks. Their woody stumps bleed a brownish-amber sap when cut, and the wood bums quickly. Viper trees suffer double damage from fire.

If attacked with missile weapons, viper trees can break off their own branches to crawl toward their attackers. These branches ooze sap from their broken end and die within an hour, so the trees are reluctant to lose them, but the broken branches have the same hit points, THAC0, and damage as the parent tree.

Habitat/Society: Viper trees are a strange hybrid of tanar'ri, reptile, and plant—a sort of fiendish, egg-laying plant. They lay eggs once a month, and each egg lies protected at the base of the its parent. Once it hatches on its own, the newly hatched viper tree is abandoned by its parent. The young go through a mobile stage before rooting in the body of their first large prey.

Great groves of viper trees grow on the sites of some Blood War battlefields, where the trees defend themselves against attacks from baatezu by growing in large clusters. The viper trees allow demon armies to pass through freely and even take cover under their branches, but baatezu are always attacked, even if all the viper trees are slain as a result. Yugoloth armies are usually ignored.

A legend exists among the tanar'ri that the lords of Baator once amused themselves by forming viper trees from manes and other creatures that they captured in the Blood War. Others say that the Abyssal lords made examples of a thousand least demons who refused to march against a position that a million of their fellows had already failed to take. In either case, they were once tanar'ri, and this is why they usually side with the tanar'ri against the baatezu. The fiends still tell the tale to prevent desertions, but it may hold a kernel of truth to it: Some baatezu lords are believed to still know the secret to the transformation.

Ecology: While the viper tree eats whatever prey it can capture and swallow, it also does take nourishment from the ground in which it roots. Great groves of viper trees grow on the sites of great battles of the Blood War. The viper trees seem to grow especially strong from such, nutritious soil.

Reportedly, several zulkirs among the Red Wizards have imported viper trees from the Abyss and planted them in Thay. Lauzoril, the Zulkir of Enchantment/Charm magic, apparently is developing magic to control the trees so that they will ignore those who know a password or bear his sigil. (Whether he'll share his research with the other zulkirs is another story.) Getting the vipers trees to take root and survive, let alone thrive, outside the Abyss is only achievable through powerful and sustained magic, and sages such as Elminster have questioned the wisdom and feasibility of such an undertaking. Nevertheless, the Red Wizards are notorious for their ingenuity and tenacity, so it may be possible that a prime-material strain of the viper tree may be developed.

If this plan is true and the Red Wizards are successful, viper tree forests may spread across Faerûn if unchecked. Even worse, their aggressive nature indicates a possibility that their roots will leech the soil where they grow dry of all nutrients in short order, killing all flora around them in addition to any fauna they can reach. Such an infestation could conceivably spread across the Realms, destroying the native ecology and turning Toril into a Prime version of the Abyss! In fact, the introduction of the viper tree to Thay may be a part of Graz'zt's larger plan to annex the Realms.

Larval Form

In their larval form, viper trees resemble fully mobile, three-headed snakes. Larval trees have only 2 Hit Dice, and only two of the heads of the newly hatched creature are fully active—the third is a sort of runt. The tiny, inactive head is always the central one, which is carried along by the other two until it awakens after a period of about one month. Thereafter the third head is the directing intelligence of the entire creature, and it begins searching for a suitable place to put down roots. When the larval tree kills suitably large prey, it lodges its tail through the kill and into the earth and begins the growth of its plant phase.

The larval viper tree is insatiably hungry, constantly devouring manes, cranium rats, and other small prey. It can strike a single target with two heads, while the third protects it against attacks from any other direction. Its venom immobilizes prey by inducing twitching spasms that last for 1d10 hours. (A saving throw vs. poison at +2 reduces this to a 2-point Dexterity loss, which fades within a day.)

Plant, Vampire Moss

CLIMATE/TERRAIN:	Swamp, woods
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Life energy (hit points)
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	9
MOVEMENT:	0
HIT DICE:	½ (4 hp)
THAC0:	Special
NO. OF ATTACKS:	1 (special)
DAMAGE/ATTACK:	1 hp per round
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T–S (1'–4' long)
MORALE:	Average (8–10)
XP VALUE:	7



Vampire moss hangs from trees and branches in marshy or tropical environments, waiting for other creatures to wander past it so that it can feed upon them.

This plant is normally pale green in color, and it grows to a length of 1 to 4 feet. The moss grows in a netlike mass, but it is not as thick as that which grows upon rocks.

Combat: Vampire moss lives upon the life energy of other creatures, but it prefers mammals—especially intelligent ones, possibly because their living essence tends to be more vibrant. The moss is an "air feeder," meaning it requires no contact with other creatures in order to draw life energy from them. A victim need only pass within 10 yards of the moss in order to be "attacked."

When vampire moss attempts to feed on a person, he feels a prickling sensation at the back of the neck; at that point, the character must make a Constitution check (by rolling his Constitution score or lower on 1d20). If the check succeeds, the moss is unable to establish a feeding link, but it will continue to try to magically attach itself until the intended victim leaves its area of effect, requiring subsequent Constitution checks each round until that happens. If and when the victim fails a check, the moss is able to "latch on," and it immediately begins feeding at the rate of 1 hp per round until the victim dies, until he leaves the area, or until the moss has consumed four times its own hit-point total in life energy (16 hit points), at which time it is sated and releases its victim. If several vampire mosses attack a single character, the damage can mount quickly; these creatures always attempt to establish feeding contact with the nearest being.

If a victim is reduced to half his or her maximum number of hit points as a result of the vampire moss's feeding, he must make another successful Constitution check or fall unconscious. Even if the victim makes a successful check, he must continue to make checks each round until the draining stops or unconsciousness. (Of course, the Dungeon Master should not at any time inform the character why the checks are necessary or what the results of failing them are until they occur. Nor should the DM identify the source of the energy drain.) The victim dies when reduced to 0 hp.

Meanwhile, as the moss feeds, it turns a brighter and brighter shade of green. A fully sated moss is a vivid emerald green.

The only ways to kill vampire moss are by ripping it into tiny shreds or by burning it. The moss regenerates all other damage at a rate of 2 hp per week.

Ecology: Vampire moss serves no particular purpose in the ecology of the swamp or forest; it's more of a parasite than anything else. Unfortunately, it does not die if deprived of higher life forms upon which to feed—the moss can even feed upon the life energies of nearby trees, but it only does so if on the verge of starvation.

Vampire moss may be used as a component of energy draining magic such as cursed *potions of harm* (reverse of *healing*) or *rings of weakness.*

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Very rare
ORGANIZATION:	Single plant
ACTIVITY CYCLE:	Any
DIET:	Air (gases and moisture)
INTELLIGENCE:	Non-(0)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	See below
HIT DICE:	See below
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Engulfs
SPECIAL DEFENSES:	Regrowth
MAGIC RESISTANCE:	25%
SIZE:	Any
MORALE:	Nil
XP VALUE:	50



An infinity vine is a leafless, bright green plant with an extremely rapid rate of growth. It consists of an enormous number of thin, interwoven stems, all part of the same plant. Numerous bright blue flowers appear throughout the plant, each only 1/2" across. These flowers draw nutrients and moisture for the plant directly from the air itself. The plant thrives so long as it is kept within a crystal sphere's wildspace and exposed to both breathable air and to light of any kind. An infinity vine grows very rapidly, seeming to create plant material out of thin air.

Combat: The infinity vine poses a special hazard in the wildspace of many crystal spheres. Bits of this plant are often broken off and discarded from infested ships, and these dormant bits sometimes drift into the atmosphere and gravity field of a spelljamming ship. If a bit of vine falls against an air-bearing ship or other space object (including an asteroidal body of less than 100 miles diameter), the vine begins to grow outward at the rate of ten cubic feet per round. If unchecked, it eventually grows to a depth of ten feet over every surface until it completely covers the exterior of the ship or asteroid (but it does not reach into dark spaces.

The gravest danger that an infinity vine poses is that it adds to the overall tonnage of any spelljamming ship it covers, and it does so very quickly. When this plant has covered an entire ship, it will have increased the ship's tonnage to four times its original value. This has obvious and immediate effects on spelljamming procedures.

An infinity vine consumes the waste gases given off by air-breathing creatures, and it gives off large quantities of oxygen (see "Ecology"). It is harmless to living beings, though it grows around and buries slow-moving or immobile beings. Victims can tear through an infinity vine (which regrows behind them as they pass) at their movement rate in *feet per turn*, if using bare hands or sheer force. A being with claws or a short-bladed weapon (dagger or smaller) can move at double this rate, and a being with a bladed weapon at least as large as a short sword can hack through the vine at triple this rate.

An infinity vine is destroyed by any amount of direct contact with flame, and it stops growing (but stays green) if placed underwater or in total darkness. As burning is not a practical solution for clearing an infested ship, the spelljamming crew must either head for the phlogiston to scrape off every bit of dried vine, stop in a planet's shadow out of the sunlight, or land on a large planet, where after a one-hour delay the infinity vine disappears just as quickly as it grew (ten cubic feet per round) until it has vanished.

Fire-, acid-, and electricity-based spells destroy all of the infinity vine within their areas of effect, though the vine regrows from unaffected areas. Cold-based spells cause it to stop growing for one round per hit point of damage inflicted (but only within the areas of effect). A *darkness* spell causes it to stop growing. *Haste, slow, entangle, spike growth, anti-plant shell, plant door, transport via plants,* and *enlarge/reduce* spells have their normal effects, though a size-altered plant immediately either grows or shrinks at a proportionately altered rate to fill its original volume. *Magic missile* spell damage is regrown almost instantly. *Plant growth* spells cause it to grow at a rate of 100 cubic feet per round (though still limited to ten feet deep over the surface it is on). *Charm plant* and *hold plant* spells can cause the vine to stop growing within the areas of effect.

The infinity vine is immune to all known plant diseases and to poisons of any form (including the *cloudkill* spell). It cannot be polymorphed, energy drained, or slain by death magic.

Habitat/Society: An infinity vine will not grow at all on planetary bodies over 100 miles in diameter, regardless of how much light or air the plant receives. When exposed to phlogiston, the plant immediately shrivels, becoming dark brown and extremely brittle. It is not dead, however, but merely dormant; if exposed to air and light in wildspace, the plant revives again, regrowing all damaged areas after a one-turn delay.

Ecology: Infinity vine, can radically transform small asteroids into havens for bizarre ecological systems. The vine expands the air envelope around any object it engulfs so that the envelope is twice as thick as it formerly was. Castaways and exiles are sometimes found on such worlds, as a steady air and food supply is provided by the vine. Infinity vine is edible, though unappetizing.

Plant, Zombie

CLIMATE/TERRAIN:	Scrub plains, forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Photosynthesis
INTELLIGENCE:	Semi (2-3)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Berries
SPECIAL DEFENSES:	Berries
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6′ tall)
MORALE:	N/A
XP VALUE:	120

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/0/1	–/–	8	20

Telepathy – *Devotions:* attraction.



The zombie plant is a semi-intelligent shrub that produces highly nutritious berries. Anyone who partakes of the berries has a chance to become a slave of the zombie plant, existing only to serve and protect it. Its name comes not from its appearance, but from the mindless state of its servants.

A zombie plant resembles a healthy berry bush, with thick foliage. It bears fruit throughout the year; the berries are red (very much like full, ripe cherries) and grow in twos and threes like cherries do. The plant also has a clean, healthy scent, which is aided by its psionic power of attraction.

Combat: The zombie plant cannot physically attack or defend itself. It has only one method of attack; i.e., to attract a victim, and get him to eat some of its berries. The berries are delicious and do no harm to the victim. Each berry is also very nutritious and quite juicy. In fact, ten berries slake a man's thirst as well as a full half gallon of water would. Each berry eaten also heals one point of damage. But, one turn after eating the first berry, the victim must make a saving throw vs. poison, at a -1 penalty for each additional berry eaten. (Thus, ten berries eaten equals a -9 penalty to the saving throw.) Failure to save means that the victim has become addicted to the insidious berries. The victim now has only one desire, to protect the plant and its incredible fruit.

The zombie plant's main source of defense is its slaves. A slave exists on nothing but the berries, and they sustain him in fine physical condition. However, for each day that the slave lives on berries only, he loses one point of intelligence, permanently. Intelligence loss stops when it reaches one and stays there until the victim dies of neglect or, perhaps, in defense of the plant. Zombie slaves think only of the plant, gladly dumping all of their water out on the plant, feeding it, and in general seeing that it is safe and well.

If anyone threatens the zombie plant, its slaves fight to the death to defend it. Slaves use weapons, if they have them, but do not remember how to use spells, psionics, or any other special abilities they might have had. A side effect of the berries renders the slaves immune to *hold, charm,* or *sleep* magic, as well as to any telepathic psionic powers.

A zombie plant generally has one slave. It is possible for it to have as many as five, although that many tend to leave the plant stripped of berries. Without berries, the slaves weaken and eventually die. The strongest slave usually survives, for as soon as the plant produces new berries, the slaves will fight and destroy each other trying to get them.

The zombie plant only uses its attraction when a prospective slave comes near and usually if it does not have a slave at the time.

Habitat/Society: The zombie plant is a solitary plant with a well-defined territory. If two zombie plants grow within a mile of each other, the first to get a slave has his slave destroy the other plant. They can only sense other zombie plants within a mile.

The zombie plant typically grows from 101 to 200 berries (d100+100). Ten berries a day can keep a slave healthy and mindless. The plant can produce a new crop of berries every week. When not defending the plant, or fetching water or food, the slave generally just lies under the shade of the plant.

Ecology: The zombie plant needs as much water as a man. They tend to grow best near streams and lakes in the Forest Ridge, although occasionally plants do well in the scrub lands. These plants generally grow near trade routes or oases, where slaves and water are easily available.

	Normal	Giant
Climate/Terrain:	Ethereal Plane	Ethereal Plane
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Elemental matter	Elemental matter
Intelligence:	Average (8)	Average (8)
Treasure:	Nil	Nil
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1d10	1d4
Armor Class:	0	–4
Movement:	12	12
Hit Dice:	6	12
THAC0:	15	9
No. of Attacks:	2	2
Damage/Attack:	2d6 (claw)/ 2d6 (claw)	3d6 (claw)/ 3d6 (claw)
Special Attacks:	Elemental cloud	Elemental cloud
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	L (12' tall)
Morale:	Elite (13)	Champion (15)
XP Value:	3,000	9,000

Plasms are hideous skeletons composed of solid ether and raw elemental matter; they are usually encountered on the Ethereal Plane or their respective Elemental Planes, but can be brought to the Prime Material Plane through planar gates. Four types of plasms exist: earth, air, fire, and water. Plasms are either human-sized or giant.

Fire plasms appear as charred skeletons with flames constantly playing across the surface of the bones. The bones of a water plasm appear to be solid water, though the bones seem to bend and waver as the thing moves. Air plasms are transparent skeletons whose forms are discernable only when they move. Earth plasms appear most like normal skeletons except for the unsightly clumps of gooey black dirt that hang from the bleached bones.



All plasms have glowing yellow eyes with a sinister glare. Plasms are able to communicate with any intelligent creature, and each type has its own distinctive voice. Earth plasms talk with a deep rumble; air plasms practically whistle their words; fire plasms hiss and crackle; water plasms talk in gurgles.

Combat: Plasms attack opponents on sight using their two clawed hands. A successful attack by a human-sized plasm inflicts 2d6 points of damage; a successful attack by a giant-sized plasm causes 3d6 points of damage.

Plasms are immune to poison and nonmagical weapons. Magical weapons have limited effectiveness on the creatures. Each blow from a magical weapon causes only its magical damage, ignoring the normal weapon damage and any Strength bonuses. For example, a *+5 holy avenger* would inflict only 5 points of damage on a plasm.

On any plane except the Ethereal and the creature's own home plane, a plasm loses one Hit Die per round from energy drain, vanishing into nothingness when dead. However, a plasm can feed on its own element, and regenerates damage at the rate of 1 hit point per round when feeding on that element. A feeding plasm can do nothing else that round.

Any magical attack based on the plasm's element (such as casting a *fireball* at a fire plasm) causes a plasm to gain Hit Dice, along with the appropriate changes to THAC0, hit points, and saving throws. The plasm gains a number of Hit Dice equal to the caster's level, or the level of spellcasting of a magical item. This bonus lasts 3d6 rounds. Example: a *fireball* cast by a 5th-level mage gives a fire plasm a bonus of 5 Hit Dice; the same spell cast from a *wand of fireballs* would add 6 Hit Dice.

Once per turn, a plasm can "spend" 10 of its hit points to create an *elemental cloud*. This cloud is 30 feet in diameter and is centered on the plasm. Except for the plasm, any creature within the cloud suffers 20 points of damage per round; a successful saving throw vs. breath weapon halves the cloud's damage. The cloud lasts 1d6 rounds. Normally, a plasm uses this attack form when fleeing, though if it has gained extra Hit Dice as a result of opponents' foolish element-based attacks, it may choose to "spend" its hit points with very little provocation.

Habitat/Society: Plasms exist as renegades on the Elemental Planes, refusing to subordinate themselves to any of the Elemental Lords. Normal elementals hate plasms and attack them on sight.

Plasms have no society and no order. They come and go as they wish, cooperating with or betraying others as desired.

A new plasm is "born" when an ethereal storm gets too close to the border of an elemental plane. The storm extracts some of the material and fuses it with ether into a plasm.

Ecology: Plasms, being extraplanar creatures, have no place in the environments of the Prime Material Plane, but can serve as destructive forces. Plasms derive sustenance from bits of their respective elemental matter.

Plasman

CLIMATE/TERRAIN:	Any land, fire-based worlds, cool stars
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Fl 12 (C)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16 or 3-18
SPECIAL ATTACKS:	Heat blast
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	8,000



Plasmen are the peculiar constructs of deranged wizards, conjured simultaneously from the elemental planes of Fire and Earth. Bizarre and completely unnatural (even from a magical standpoint), plasmen are internally at war with themselves. They take out their inner turmoil in a horrible frenzy of destruction that is usually as dangerous for their creators as for anyone else. In their rage they quickly break down into their material components of fire and earth, though some who make their way to fire-based worlds or stars can attain immortality in these places where the elemental planes of Fire and Earth are in harmony in the Prime Material plane.

A plasman is a horrifying creature, roughly man-shaped but much taller. Its exterior is a broken collection of what appear to be white-hot coals or stones, stacked unnaturally into the shape of a man. From within it burns with the fire of a kiln, the intense light and flame licking out from between the stones, dancing across its surface in a constant swirl of deadly, searing heat. Plasmen have no facial features, not even a mouth—sustenance is gained by simply merging with rock or metal, melting it and smearing it onto its body, or by absorbing flame or combustible materials (wood, oil, cloth, etc.) to feed its inner fire.

Combat: A plasman is at war with itself and with all creatures that cross its path. It shows no mercy, attacking without regard to situation, alignment, or even its own estimation of victory. A plasman's only attack is to punch with its flaming fist. If a hit is scored, the target suffers 2d8 points of crushing damage from the rock-hard fist, plus 2d6 points of flame damage. The flame damage is also incurred even by casual contact with a plasman.

Plasmen also have a special attack they can use once per turn. If the plasman spends an entire round not attacking, on the next round it can concentrate its internal fires into a blast of intense heat. This blast attack scorches victims within five feet for 3d6 points of damage, those within ten feet for 2d6 points of damage, and those within 20 feet for 1d6 points of damage (all victims get to roll saving throws vs. spell for half damage).

In combat, a plasman cannot be harmed by weapons of less than +2 enchantment. Of these weapons, edged ones cause only half damage to the flowing, molten stones of a plasman's outer shell. Fire-based spells have no effect on plasmen. No common means of extinguishing fire on the Prime Material plane is capable of harming a plasman. Spells of magical cold and water inflict normal damage. Spells that alter stone work normally. An entire gallon of water poured onto a plasman causes 1d6 points of damage.

Habitat/Society: Once conjured, plasmen have no loyalty to their creators, attacking them as readily as anyone else. They survive for 1d6 days after their creators stop concentrating on them. After that, they collapse back into the hot coals of a wood fire, the very stuff from which they were created.

If a plasman can reach a fire-based world or a star before it burns out, it can survive there indefinitely. Still troubled and violent, it takes to the space around those places, hovering, waiting for passersby on which to vent its burning anger.

Ecology: Plasmen have little purpose in any ecosystem. They contribute only death and destruction. There are no known uses for any part of plasmen.

Plasmoids are a group of beings that have no set shape. Space sages theorize that the simple amoeba magically developed into the various oozes, slimes, and jellies, and these in turn developed into the species of plasmoids. All plasmoids can alter their shape at will.

Plasmoid Biology: Plasmoids are extremely dexterous, able to manipulate every fiber of their being. When plasmoids sleep or lose consciousness, they lose their rigidity and ooze to conform to the area they are in. This can be a very dangerous thing for plasmoids, thus they select their sleeping chambers with great care.

Plasmoids can alter the fibers of their bodies to form interior pouches for carrying items, limbs to use as legs, arms, tails, heads, etc., and air pockets that can be squeezed to produce sound.

Their nerves are massed into groups called ganglia. These can be sensitized to detect light, heat, texture, sound, pain, and vibrations. They can partially expose their ganglia in order to adjust the sensitivity of their various perceptions. Thus, they could hear a butterfly up to 100 yards away, or totally cover these nerves to become effectively deaf. However, if they are listening to a butterfly and someone makes a noise as loud as common speech, it is very likely that this will damage their ganglia, as they do not have the built in protective responses which normal ears have. Thus they typically keep their senses at a normal (human) level and only alter them in extreme situations.

Plasmoids do not have internal organs as we know them. Their bodies are composed of fibers, generic cells, plasma-like ooze, excretion sacs, and nerves. They can manipulate their fibers to function as muscle tissue. Generic cells can form lining, covering, and cavities. The cavities are filled with carried items, acid for digestion and attack, food, drink, liquid for rigidity, and air for bodily functioning (breathing) and speech. They speak by forcing air out of tubular cavities that constrict to produce sound. The plasma is used for transportation of bodily fluids, energy to fibers, etc. Finally their tiny excretion sacs convert digested food into chemicals—acid, energy compounds, etc.

The only constant organ of a plasmoid is its brain, which is simply a giant mass of nerves like a huge ganglia.

Plasmoids breathe by absorbing oxygen through exposed plasma. Thus they must have an oozy area exposed to the air. They eat by surrounding food like an amoeba. Thus, they need no real mouths. Yet, it is not uncommon for them to form a mouth-like cavity simply to appease other races and to protect their plasma. Since they can store air within their bodies, they can "hold their breath" for up to an hour. Furthermore, their immunity to poison and other toxins enables them to treat each category of air quality as one better.

Most plasmoids have the ability to form some type of bodily coating. This coating and its use varies from one species to the next.

Plasmoids excrete by oozing their bodily waste products from pores. They tend to do this constantly, which produces an slime trail wherever they go. Since they don't detect odor, they have a hard time understanding other races' revulsion to this act.

All plasmoids reproduce by joining with another of their species, exchanging DNA material, and then at any latter time desired (from instantly to years in the future), they simply divide in half. One of the plasmoid is the original; the other is a near duplicate except it starts with only a base knowledge (whatever the parent could spare).

Plasmoids can alter their mass and weight as well as their form. This is done by absorbing a lot of food and drink and growing just as a water balloon does. They can manufacture more fibers, nerves, and cells to accommodate this larger size. Of course this takes time, just as it takes time for a human to gain weight. Shrinking is a nearly instantaneous process; the plasmoid simply divides, leaving a blob of unwanted body material behind.

A large plasmoid can last for several months without eating. but it must absorb liquids at least once a day or it will dry out (1d8 points of damage per day).

Because plasmoids can alter their fiber composition, they can also alter their strength. If they put all of their fibers into one large body muscle, they can lift massive weights.

Plasmoids are all very heavy because of their liquid content.

Combat: All known plasmoids are immune to disease and poisons of all types. Acid does not harm them unless massive quantities (a barrel or more) is used. Cold-based attacks only slow them down unless the temperature is extreme. Heat causes great damage to a plasmoid, as it dries them out. Unless a plasmoid is in a protective covering, exposure to dry environments (such as a desert) causes 1d8 points of damage every day.

Piercing weapons tend to cause little to no damage to a plasmoid, because of their plasma composition. Slashing weapons are a little more effective, while bludgeoning attacks cause full damage.

Plasmoids are capable of attacking with multiple limbs. These can wield weapons, if the plasmoid desires. Because they have tremendous control over their bodies, there is no penalty for the number of attacks listed above. However, each additional attacking limb above the indicated number causes a −2 cumulative penalty to all limbs' attack rolls. Shield-wielding limbs count as attacking limbs. Legs and other nonattacking limbs, no matter how many, don't count. Each shield lowers a plasmoid's AC by 1.

Plasmoids are usually most proficient with bludgeoning weapons, as these are most effective upon enemy plasmoids. Piercing weapons are shunned. They also prefer not to wear armor as it hampers their ability to transform. However, shields are widely used.

Habitat/Society: Most plasmoidal societies are of the clan type. There is a hierarchy among the clan, but it is rarely enforced or attended to. Plasmoids have very strong ties to others of their species. It is very rare for plasmoids of enemy camps to directly combat one another. Space sages theorize that this is because all plasmoids came from a single original plasmoid of its species and thus they are all pseudo-clones of one another.

Plasmoids love treasure and power. Thus adventuring has attracted their attention, particularly space with its endless possibilities. Plasmoids enjoy philosophical debates, storytelling, and they are commonly employed in the political arena because of their near-tireless ability to speak about nothing at great length.

Plasmoids are easily entertained and nearly as easily fascinated. They have a child-like curiosity that frequently lands them in undesirable situations. A final bad habit of plasmoids is their tendency to eat (absorb) things at random, occasionally things of importance to other beings.

Plasmoid loyalty is a thing of legend. Thus the saying, "If you want a friend to stick with you into the void, choose a plasmoid." However, this doesn't mean that they are beyond deceit.

Ecology: Plasmoids have a near scavenger-like appetite. Since they cannot taste or smell and are immune to disease, poison, and most acid, they eat virtually anything. Nondigestible matter is simply expelled at a later time. Their body acids are strong enough to eat through anything but metal, stone, and glass. In fact, the first plasmoid venture into space failed simply because they used a wooden vessel, which they absentmindedly snacked upon when bored. Plasmoids have been banished from the organic elven ships.

The only natural enemy of plasmoids is the greatly feared burbur. Of course, they generally dislike most fire-breathing creatures as well.

Plasmoid, DeGleash

CLIMATE/TERRAIN:	Non-arid/Any
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom evil)
NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1-4 +
DAMAGE/ATTACK:	1-8 or weapon + 3
SPECIAL ATTACKS:	Boom, absorb
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M-H (varies)
MORALE:	Average (10)
XP VALUE:	10,000



See "Plasmoid—General" for base information on this race.

DeGleash are large, wet blobs that favor a form resembling a bowling pin (a fat base with a narrowing upper body). They are white to cream colored and constantly sway and bob about. They prefer to use no legs, propelling themselves forward by having their bases flow over the surface. They can do this at rate of 9. They also prefer to form only enough arms for the task at hand (thus they have no arms when not trying to manipulate something). These arms tend to be short and stalk-like. They employ two ganglia masses for eyes, which they usually place high on their bodies. Their auditory nerves are usually scattered about their body. Waste constantly excretes via osmosis through their thin outer membrane. They rarely form a mouth orifice.

DeGleash can produce four arms of 18/01-18/50 strength. If all of their fibers are put into one slow muscle (not for attack) they can lift as much as 10,000 lbs. for short durations (1d4 rounds).

They can form appendages as fine as a 1/16 inch in diameter. They can absorb or produce limbs as fast as a human can move his arm. DeGleash have such incredible control over their bodies that a net cast over a deGleash would slowly pass through its body if it desired (it just disconnects nerves and fibers where the net's strands are passing, then reconnects them afterward).

The least malleable part of a deGleash is its brain, but even that can be quickly squashed into a five-inch diameter tube that is one foot long. If a deGleash spends several hours, it can slowly string its brain out to fit through a hole only one inch in diameter (the smallest hole a deGleash can pass through).

A man-sized deGleash can stretch thin enough to reach something 50 feet in the air (large-sized ones can reach 75 feet, huge one can stretch 100 feet). To stretch this thin requires one round. Likewise a deGleash could move through a one-foot-diameter hole in a round. Smaller holes take a lot more time, up to several hours to fit through a one-inch hole.

DeGleash can secrete a calcium-based substance that quickly hardens and forms a shell around them. This is too fragile to add to their AC, but it is useful to keep them from flowing all over while they sleep. When they wake, they reabsorb the shell.

They can carry up to 1,200 lbs. of items within their bodies if the items' overall volume is a cubic yard or less. DeGleash themselves weigh 2,000, 4,000, and 8,000 lbs. (for size M, L, and H, respectively). They are incapable of jumping, but they can climb walls with 90% success.

Combat: DeGleash can use 1d4 arms in combat with no penalties. Additional arms inflict a −2 attack roll penalty for all arms. They prefer to attack with two pseudopod fists and wield two shields (AC 0). They can strike an opponent up to 8' away with full strength (greater distances reduce the damage by 2 points per foot).

DeGleash get very excited before and during combat. It is a habit of this species to begin booming at this time. Opponents who hear this terrible sound must roll successful saving throws vs. petrification or be struck with dread (penalties of +2 and-2 on combat rolls). If a deGleash concentrates for one round, it can release a tremendous boom that requires all within 20 feet to make saving throws vs. paralyzation or become deaf for 1d20 rounds (+2 penalty to AC). Finally, deGleash can envelop enemies who are at least one size smaller than they. This requires a THAC0 roll, adjusted only by the victim's Dexterity. Once enveloped, a victim suffers 1d8 points of digestive damage per round. Furthermore, if the deGleash concentrates, it can bring its muscle fibers to bear upon the hapless foe holding him with an effective Strength of 20, causing 8 additional points of damage a round. If the victim is not held, a successful bend bars roll enables him to move; if held, three consecutive successful bend bars rolls must be made. Of course, suffocation is a problem for those enveloped as well.

DeGleash suffer no damage from piercing weapons, 1/2 damage from slashing weapons, and full damage from bludgeoning weapons. Fire causes double damage. Cold-based attacks slow them by 1 per 10 dice of damage.

As with all plasmoids, deGleash are immune to disease and poison of all types. Only acid damage in excess of 30 points per round can harm them.

A deGleash's AC is due to its ability to shape its body away from an attacking blow. It can even open into a ring.

Habitat/Society: See the comments under "Plasmoid—General."

Plasmoid, DelNoric

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	K, L, M, (D)
ALIGNMENT:	Any (seldom good)
NO. APPEARING:	2-8
ARMOR CLASS:	3 (8)
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1-3 +
DAMAGE/ATTACK:	1d6 or weapon + 2
SPECIAL ATTACKS:	Squeal, acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	S-L (varies)
MORALE:	Steady (12)
XP VALUE:	4,000



See "Plasmoid—General" for base information on this race.

DelNorics prefer a short, stocky bi- or multipedal form. Their arms and legs are usually identical. They prefer mitten-like hands, round, stump-like feet, and a neckless head. They have two auditory and two visual ganglia, which they place upon their heads in the locations common to most bipeds. They also form a mouth orifice and even occasionally produce slight nose-like appendages (even though they can't smell).

What distinguishes delNorics from the other plasmoids is their covering. They can form a half-inch-thick, stiff leathery hide. This hide is simply a mesh of their body fibers that they allow to dry out. As it grows thicker, it often cracks where the delNoric bends. DelNorics usually look like they have wide strips of leather hanging off their bodies. This coating is grey to brown in coloration.

DelNorics have a lot less plasma than most plasmoids. For this reason, it takes them much longer to transform. A typical appendage requires a full turn of concentration. They cannot flow with their covering in place and thus they form legs for locomotion. With their covering, delNorics cannot form an appendage smaller than five inches in diameter. Without the covering, a one-inch-diameter appendage can be formed. If they must form fingers, they tear holes in their covering and extend unprotected appendages. A delNoric's brain cannot be squashed any smaller that a five-inch-diameter area.

DelNorics can support 12,000 lbs. for several hours when contained within their covering.

They commonly have several lip-like areas on their bodies. These open into leather coated pouches in which they keep their possessions. DelNorics are capable of carrying 1,000 lbs. of items. However, since these must be very dense in order to be of small enough volume, this amount is rarely carried.

Small-sized delNorics can stretch their bodies upward to a height of ten feet (15 feet if man-sized, 20 feet if large).

A delNoric's covering protects it from drying out, thus it can adventure even in desert climates. It also enables it to sleep while only marginally losing its form.

Combat: DelNorics can employ 1d3 appendages for attack and defense with no penalty. Each additional appendage inflicts the −2 cumulative attack roll penalty common to all plasmoids.

If they concentrate (no actions for a round), delNorics can "inhale" a large volume of air and then force it out of a small hole (often their pseudo-mouth) for the next 1d4 rounds. This causes a loud squealing sound that requires a saving throw vs. paralyzation or it inflicts 1d4 points of damage to all who can hear it within 20 feet (even other delNoric).

Furthermore, delNorics keep their supply of entire digestive acid in one internal container. They usually form a tube that exits their body in some convenient area for expelling this acid onto an opponent. This requires their full concentration. The expelled acid can be shot in a stream up to 20 feet to strike one opponent, or it can be sprayed in a mist upon all those within a cone ten feet long and five feet in diameter (at the far end). The stream causes 2d10 points of damage, while the cone causes 3d4 points of damage to each victim. The stream requires a normal attack roll for the delNoric, while the cone's victims roll saving throws vs. breath weapon for half damage. This acid-spewing attack can be used only once every hour.

DelNorics are slow to react; their AC is due mainly to their tough, thick hide. Without this covering their AC is 8.

DelNorics suffer half damage from piercing and slashing weapons, but full damage from bludgeoning weapons. Furthermore, their thick hide allows fire-based attacks to cause only half their normal damage (though double damage without the hide). Every 20 points of cold damage slows them by 1 (every 10 points if no hide). Acid in any quantity inflicts no damage.

Habitat/Society: DelNorics have a particular enmity toward de-Gleash, whom they call "The Soft Ones." They have taken a liking to dwarves as well as to the dwarven lust for gold.

Ecology: DelNorics eat anything, though for some unknown reason (not due to taste or smell), they have taken a particular liking to meat. DelNoric hides are sought after to make leather shields and breast plates. Such armor has half the weight of metal armor, but the same durability.

Plasmoid, Ontalak

CLIMATE/TERRAIN:	Any remote
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	When approached
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	16+
THAC0:	10
NO. OF ATTACKS:	1 or multiple
DAMAGE/ATTACK:	1-8 hull points or 2-20
SPECIAL ATTACKS:	Acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	G (as per ship)
MORALE:	Champion (15)
XP VALUE:	17,000



Ontalaks can produce a covering made of fibrous material that has the density of any material from brass to cloth. They have learned to make coverings of interest to those they feed upon.

A common ontalak tactic in wildspace is to form the covering to resemble a wrecked ship. When spacefaring adventurers come along, they will often stop at the wrecked ship to investigate and plunder her. When the ontalak becomes aware of the presence of others, it waits until the ship gets close enough to attack or the crew boards it. It then attacks for the sole purpose of gaining food.

Ontalaks enter a dormant state when not in combat. In this state an ontalak can last for years between feedings.

Ontalaks can stretch their pseudopods to the limit of their air bubble. The smallest ontalak ever found had 16 Hit Dice and was the size of a wasp spelljammer; most specimens are larger.

Ontalaks create a large ball that is kept in their interiors; when a heavy concentration of ontalak acid is poured onto it, it functions as a major spelljamming helm. Ontalaks can move overland like deGleash, but this is a relatively slow process due to the ontalaks' great size (movement of 3).

Combat: Ontalaks attack with giant pseudopods that come up out of the hatch, cracks in the deck, and other areas of the "ship" they form. These cause 2d10 points of damage each. The number of such pseudopods any given ontalak can create equals the average crew complement of the ship it is masquerading as. At best an ontalak can attack a single, man-sized opponent with only two of its pseudopods. These attacks are with a THAC0 of 10 because it sees its opponents via many tiny nerve endings scattered over its pseudopods like hair, resulting in a rather blurry picture.

Any attack roll of a natural 20 by an ontalak means that it has grasped its opponent. In this case, roll 1d4 to determine what it will do with the victim:

1 Retract the pseudopod and absorb the victim for digestion
2 Toss into space
3 Extend to edge of air envelope and drop victim (falling dmg)
4 Smash victim into deck and opponents (2d10 dmg)

An absorbed victim suffers 2d20 points of acid damage per round and escape is virtually impossible. Someone trapped within can attack with a dagger or smaller weapon if it is in hand.

Ontalaks can also pump their digestive acid up through a special pseudopod that they always have ready. This pseudopod looks like a plunger and can fasten itself onto the hull of an enemy vessel. Once attached, it can cause 1d6 points of hull damage per round if it concentrates fully on the attack. Odamages often grab the ship with their other pseudopods and pull it closer.

Most ontalak pseudopods are from one to three feet in diameter, thus they can be cut off only by a *vorpal blade* or a *sword of sharpness*. To stop any one pseudopod from functioning, the entire being must be killed.

Ontalaks suffer no damage from piercing weapons, half damage form slashing weapons, and full damage from bludgeoning weapons. Fire-based attacks cause double damage. Cold-based attacks have no effect. As with all plasmoids, they are immune to poison and disease. They are also completely immune to acid.

An ontalak's ship-like covering has the same statistics as a real ship of that type (hull points, SR = 2, NR = D, and saves as soft metal). Once the hull is destroyed, the ontalak retracts all pseudopods and covers itself in a thick excretion of tar-like acid (1d12 points of damage per round of contact). It also tries to spelljam away if possible. Note that all damage upon the fake hull is calculated normally, and this damage also affects the ontalak. However, such damage is adjusted as per the Ontalak's plasmoidal properties (ballistae do nothing to it, for example).

Habitat/Society: Ontalaks rarely encounter each other except for breeding purposes. Reports say that a huge armada of ghost ships gathers in deep wildspace once a year.

Ontalaks can be found masquerading as other things, such as a wooden house in a forest, a ghost ship on the high seas, and occasionally a haunted house. Ontalaks sometimes re-absorb their covering and live in a real abandoned ship or dwelling.

Ecology: As with all plasmoids, ontalaks eat nearly anything they can digest. If an ontalak is killed, it releases an acid that causes damage to its covering equal to half its hull points.

	Lesser	Greater
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Very (11-12)	High (13-14)
TREASURE:	Special	Special
ALIGNMENT:	Any good	Any good
NO. APPEARING:	1	1 (1-2)
ARMOR CLASS:	3	3
MOVEMENT:	3, Fl 12	9, Fl 48
HIT DICE:	1 to 5	6 to 10
THAC0:	1 to 2 HD: 19 3 to 4 HD: 17 5HD: 15	6 HD: 15 7 to 8 HD: 13 9 to 10 HD: 11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/1-4	1-6/1-6/1-6
SPECIAL ATTACKS:	Spell use	Spell use
SPECIAL DEFENSES:	Hit only by magical weapons	Hit only by magical weapons
MAGIC RESISTANCE:	5% per Hit Die	5% per Hit Die
SIZE:	T (3") to S (4')	M (5') to L (10')
MORALE:	Elite (13)	Champion (16)
XP VALUE:	1 HD: 270 2 ND: 420 3 HD: 650 4 HD: 975 5 HD: 2000	6 HD: 3000 7 HD: 4000 8 HD: 5000 9 HD: 6000 10 HD: 7000



Payit legends tell of a time long ago when a powerful plumaweaver, Itzamna Manik, set out to create life with his magic. After many years of labor, using spells that have long been forgotten, he created a plumazotl, a living creature of pluma. The gods destroyed Itzamna Manik for his audacity, but some of his creations managed to escape and reproduce. Their descendants still inhabit lonely spots in Maztica. These rare creatures are composed completely of brightly colored feathers. They commonly take the forms of birds, although some have a humanoid shape. Their sizes range from that of a hummingbird to that of a giant eagle. Plumazotl have very musical voices, and generally speak an ancient form of Payit as well as the language of intelligent species that dwell near them.

COMBAT: Plumazotl are peaceful creatures, and they generally avoid combat if possible. If forced into combat, an individual defends itself with bites and clawing attacks. A plumazotl may use pluma magic. Lesser plumazotl cast spells as if they were plumaweavers of levels equivalent to their Hit Dice. Greater plumazotl have better spellcasting powers; those with 6 HD cast as 7th level plumaweavers, 7 HD as 8th level, 8 HD as 10th level, 9 HD as 12th level, and those with 10 HD cast as 14th level plumaweavers.

Plumazotl are especially vulnerable to fire and take double damage from all fire-based attacks.

HABITAT/SOCIETY: The first of these creatures were given life hundreds of years ago. Granted intelligence and a will to survive, they became a true race and learned to feed and reproduce.

Plumazotl tend to live far from any civilization. They use their spellcasting abilities to create wonders in their homes, which eventually become safe, peaceful places filled with color and music. Though they prefer to live alone, they are unafraid of humans, and sometimes approach them to gain news of what is happening in the outside world. They offer tidbits of information in exchange for a brief conversation, but if given a bit of pluma magic, they become quite friendly and relate any desired information to the best of their ability. These visits are rare and brief, because it takes only a short time to satisfy a plumazotl's curiosity about the outside.

Though generally solitary, a pair of greater plumazotl sometimes comes together to mate. In a dazzling ritual, they pluck feathers from one another's bodies, form them into small images of birds or humans, then infuse them with a bit of their magic. These small creatures are lesser plumazotl with 1 Hit Die. A pair of greater plumazotl produces one or two offspring in this way before parting ways.

Most plumazotl grow very slowly, finding bright feathers to add to their own bodies. If one finds or is given a pluma *talisman,* however, it may incorporate the magic of the item, growing by one or more Hit Dice, depending on the power of the *talisman.*

When lesser plumazotl reach the height of their growth, they begin searching for more and more material to incorporate into their forms. After they acquire, or one pluma *talisman,* they metamorphose into greater plumazotl.

ECOLOGY: Plumazotl feed on feathers and pluma magic, adding items directly into their bodies. *Talismans* are broken into their component parts before being absorbed.

Plumazotl have no natural enemies, though sometimes men hunt them for their inherent magic. If killed, a plumazotl produces a quantity of feathers suitable for featherweaving and pluma magic. A greater plumazotl may yield enough feathers for a *blanket of featherweaving.*

CLIMATE/TERRAIN:	Temperate plains and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Drought
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3 tall)
MORALE:	Average (10)
XP VALUE:	1,400



This diminutive humanoid boasts impressive powers, and is greatly feared by the common folk. He is among the most arrogant and obnoxious of the lesser spirits.

The p'oh stands no more than 3 feet tall. He has ruddy bronze skin and long red hair, often tied in a ponytail with dried vines. He has narrow eyes, either blue or green, a pug nose, and oversized ears. His thin mouth is usually twisted in a condescending grin. His stubby legs make him wobble when he walks. He wears gowns made of the finest silk, interwoven with threads of gold and silver.

The p'oh speaks the language of his own kind as well as the trade language.

Combat: A p'oh is more of a pest than a fighter, avoiding physical combat whenever possible. He will threaten, insult, and otherwise intimidate potential adversaries, attacking only as a last resort. When facing equal or inferior opponents who refuse to back down or give in to his demands, the p'oh will attack, fighting fearlessly and without mercy. When facing formidable foes who refuse to be intimidated, the p'oh usually will withdraw, rather than risk his own neck. He can become *invisible* at will.

If combat ensues, the p'oh attacks, wielding a club cut from a dead tree, or an iron rod instead. Occasionally, a p'oh carries a more common weapon, such as a katana or a wakizashi. In addition to the damage inflicted with each successful hit, the p'oh's victim must make a saving throw vs. spells. If the saving throw is successful, the victim suffers no further effect. If the saving throw fails, the victim is desiccated by the drying touch of the p'oh, and loses 1 point of Constitution. If the victim's Constitution drops to 2, the character cannot fight, stand, cast spells, or take any other actions. If his Constitution drops to 0, the victim is dead. If a desiccated victim survives his encounter with a p'oh, he recovers 1 Constitution point per day.

Common folk are most fearful of the p'oh's ability to *create drought* (as the wu jen spell). The p'oh can use this power once a week, affecting an area 5 miles in diameter. The drought persists until one of the following occurs: the p'oh cancels it, the p'oh is killed, or the spell is countered by *ice blight.*

Habitat/Society: The p'oh is a wandering spirit, active both day and night. He is most commonly encountered in agricultural lands well away from populous areas. Once the p'oh arrives in a suitable area, he locates a secure lair, such as a cave, a high plateau, or a hollow tree in a dense forest.

After the p'oh has chosen a lair, he appears to the peasants, announcing that he has honored them with his presence by settling in their area. The p'oh then demands that the peasants make weekly offerings to him (which the p'oh will collect while *invisible).* If the peasants make the requested offerings and the p'oh accepts them, the p'oh remains in the area, causing no mischief. If the offerings are insufficient, the p'oh will become angry and cause a drought to settle in the area. The drought continues until the peasants resume their offerings (or otherwise make peace with the p'oh), or until the p'oh is driven away or destroyed.

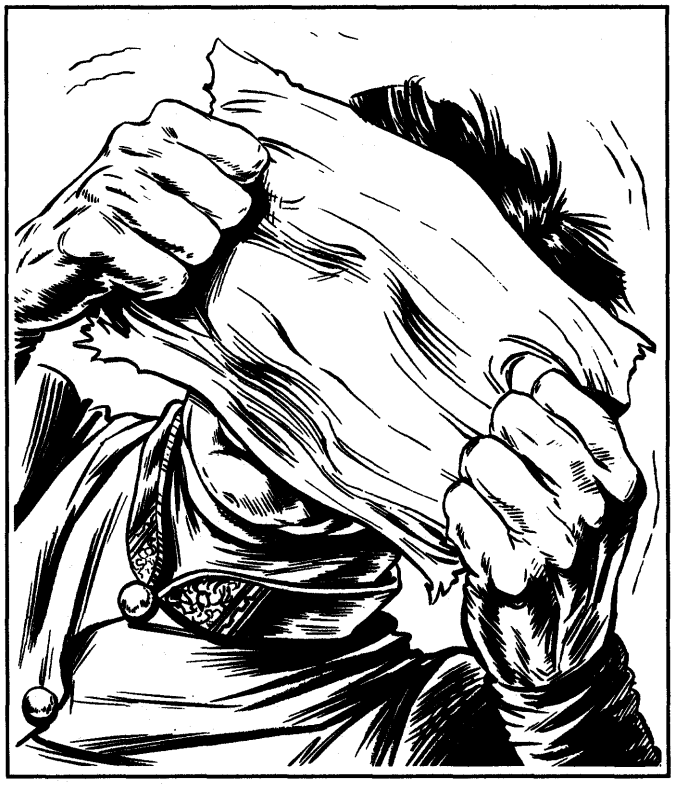
Offerings that a p'oh requests usually involve large quantities of water or other potables, as well as fruits and vegetables. Sometimes a p'oh intentionally demands ridiculous offerings from the peasants he oversees, either to test their resolve or simply to harass them. Such demands might include a basket of corn containing exactly 10,001 kernels, 100 gallons of water from a distant ocean, or an unmelted snowflake. If the villagers refuse or cannot comply, the p'oh punishes them with drought.

On rare occasions, the Celestial Emperor sends a p'oh to an area to punish the inhabitants for some transgression or crime. In such instances, the p'oh forgoes his normal requests for offerings, and leaves after he has caused a drought according to the Emperor's wishes. More often, however, the p'oh acts on his own initiative. Along country roads, peasants commonly erect small shrines in the p'oh's honor, in an attempt to keep these pesky creatures appeased.

Ecology: The p'oh can eat virtually anything, but he has an exceptional capacity for liquid nourishment. In a single sitting, he can guzzle gallons of water, milk, or wine.

P'oh, Gohei

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4-16
ARMOR CLASS:	3
MOVEMENT:	See below
HIT DICE:	1+5
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	T (1' wide)
MORALE:	Average (10)
XP **VALUE:**	120



Gohei p'oh, also known as paper ghosts, are spirits that act as servitors and guards for evil wu jen.

In its most common form, a gohei p'oh resembles an ordinary piece of parchment, sized like a page from a book. The gohei p'oh is always blank. If a person tries to write on it, the ink disappears as soon as it touches the creature.

Gohei p'oh cannot speak, but they can understand simple phrases in the language common to the area.

Combat: A gohei p'oh will obey any simple command of the wu jen who created it. Typically, the gohei p'oh guards a room, and is ordered to attack any intruder who enters. He also may be ordered to destroy anyone who touches a particular object in the room, such as a desk or book. When following such a command, gohei p'oh will fight to the death.

Though they have no sensory organs, gohei p'oh can detect the presence of all living creatures within an area 20 feet in diameter. They can detect spirits, and intruders who are *invisible.* No one can surprise a gohei p'oh.

Gohei p'oh can fold themselves into several different forms. (The most common forms are listed below.) A transformation takes one full round, during which the paper spirit remains stationary and can take no other actions. This folding transformation also can occur while the gohei p'oh hovers in midair. The spirit can fold itself into any of these forms at will, as often as it desires. However, the powers of an individual form may be restricted in use.

Each form has its own movement rate, appearance, and abilities. All forms suffer double damage from normal and magical fire attacks.

Page. This is the gohei po'h's normal form, resembling the blank page of a book. The spirit moves by flapping itself; its movement rate is Fl 9 (C). It attacks by charging towards a victim's head. A successful attack roll means the spirit has plastered itself over the victim's face, and has begun to absorb his breath. The victim immediately suffers 1-4 hit points of damage, and automatically loses an additional 1-4 points in each subsequent round. A successful Strength check allows the victim to wrench the page from his face; two companions whose Strength totals at least 20 points can pull it off automatically. Because this is the gohei p'oh's most vulnerable form, the spirit seldom uses it unless only a single victim is present.

Dove. This form resembles a dove made of folded paper. It has a movement rate of Fl 24 (A). The dove attacks by slashing victims with the sharp edge of its wing, inflicting 1-4 hit points of damage.

Pinwheel. This form resembles a pinwheel of folded paper. It boasts a movement rate of Fl 12 (C), and can hover in midair indefinitely. When hovering, it can blast a column of air at any victim up to 10 feet away (make a normal attack roll) to inflict 1-4 hit points of damage. The air-blast victim must also make a Dexterity Check; failure means he is blown to the ground or against an object, suffering an additional 1-2 hit points of damage.

Box. This form, the gohei po'h's most dangerous, resembles a small box or satchel. The spirit has a movement rate of Fl 3 (C). If the spirit comes within 3 feet of a victim and makes a successful attack roll, the victim is sucked inside the box and is immediately transported to a random location in the Ethereal Plane. (The victim will have to find his own way back.) A gohei p'oh in box form can "swallow" only one victim a day. Instead of "swallowing" a victim, the boxlike spirit can turn itself inside out. This maneuver effectively allows it to "swallow" itself and escape to the Ethereal Plane. The spirit must remain there for a full day, after which it can "swallow" itself again and return to its original location.

Habitat/Society: To create gohei p'oh, an evil wu jen uses any book of evil lore. He subjects several pages of the book to a series of corrupting ceremonies. Month by month, the words on the parchment gradually fade. After six months, the pages are blank, and the gohei p'oh have been created. Wu jen typically create four gohei p'oh at a time.

Ecology: Gohei p'oh can erase printed words from any type of book, which can lie up to 1 foot away from the spirit. Usually, the gohei p'oh assumes its page form and inserts itself inside a thick volume, where it consumes words at the rate of about 1 page per day.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	½
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Invisibility, silver or magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	120



Poltergeists are the spirits of restless dead. They are similar to haunts but are more malevolent. They hate living things and torment them constantly, by breaking furniture, throwing heavy objects, and making haunting noises. They are often, but not always, attached to a particular area.

Poltergeists are always invisible. Those who can see invisible objects describe them as humans whose features have been twisted at the sight of horrors. They wear rags and are covered with chains and other heavy objects that represent a multitude of evil deeds that these creatures have committed against themselves as well as others.

Combat: A poltergeist attacks by throwing a heavy object—any nearby object that a strong human can throw will suffice. It has the same chance to hit as a 5-HD monster (hence its adjusted THAC0 in the statistics given above). If the victim is struck he suffers no damage (treat the use of deadly weapons such as knives and swords as terrifying near misses), but he must roll a successful saving throw vs. spell or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 2d12 rounds before recovering. There is a 50% chance that the victim drops whatever he was holding (he drops it at the start of his flight). Once a person rolls a successful saving throw, he is immune to further *fear* attempts by the poltergeist in that area.

Those who try to hit a poltergeist but cannot detect invisible objects suffer a -4 penalty to their attack roll. A poltergeist is harmed only by silver or magical weapons. Sprinkled holy water or a strongly presented holy symbol drives back a poltergeist but cannot harm it. Poltergeists that are bonded to the area of their death are hard to dispel; these are treated as if they were ghouls on the Turning Undead table. Wandering poltergeists may be turned or destroyed by a priest as if they were skeletons.

Habitat/Society: Some say that poltergeists are the spirits of those who committed heinous crimes that went unpunished in life. Whatever their origins, poltergeists are malevolent spirits whose activities can be anything from annoying to deadly. Their purpose in existence is to haunt and disrupt the lives of those who still live.

Poltergeists often haunt families and partnerships. In the latter case, they haunt their place of business, striking almost as much terror in death as they did in life.

A poltergeist is often strongly bonded to a particular place, the place where its corporeal existence ended. Bonded poltergeists almost never wander more than 100 feet from this place. A few are wandering spirits, doomed never to find their way home. Bonded spirits are stronger than wandering spirits (wanderers never have more than 3 hit points).

Places where poltergeists are particularly strong have been known to have *phantom shifts*. These extremely rare and terrifying illusions take the character encountering the poltergeist back in time, to the time when the poltergeist was still alive. They often reveal why the being was transformed into a poltergeist. Characters in a *phantom shift* may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time; likewise, any attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times, or may repeat itself endlessly. No one can predict exactly when a place will experience a *phantom shift*, but they seem to occur on the anniversary of the poltergeist's death.

Ecology: These spirits, which are terrifying and pitiable at the same time, do not consume food and do not collect treasure. Poltergeists dissolve when slain or laid to rest.

Porton

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CLIMATE/TERRAIN:	The skies of Gnibile
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Non-(0)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	N/A
MOVEMENT:	Fl 12 (D)
HIT DICE:	12
THAC0:	N/A
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Negative planar energy
SPECIAL DEFENSES:	Can only be harmed by magic
MAGIC RESISTANCE:	15%
SIZE:	G (100′ diameter)
MORALE:	Fearless (20)
XP VALUE:	8,000



The porton is a strange creature unique to the world of Gnibile. It appears as a shimmering disk, definitely insubstantial and not truly visible in and of itself. When one looks at a porton, one sees not the creature but a strange distortion of the air, rather like the shimmering that can be seen over a fire or something very hot. This shimmering region is about 100′ in diameter and 8′ to 10′ in thickness. Because it does not reflect light at all, but only refract it in some strange way, it is alm ost totally invisible at night. The disk-like creatures—if creatures they truly are—float slowly through the skies of Gnibile at a speed of about 3; they can achieve a maximum speed of 12, but will not do so without a good reason. They always remain horizontal—that is, perpendicular to the direction toward Gnibile's center—and can be encountered at any altitude within the air world.

There are many sages who claim that the portons are not really creatures as such. Instead, these sages claim, they are actually gates to the plane of negative energy that show some aspects of awareness.

Combat: Portons cannot be struck by any physical form of attack. They are effectively immaterial, and so can only be harmed by magic. Magical attacks against portons must be direct; in other words, the magic must pour damaging energy into the creatures. They cannot be harmed by any physical manifestation of a spell; thus *ice storm* and other spells that cause their damage through some physical manifestation do them no damage. Energy spells, like *lightning bolt, fireball, magic missile,* etc. *do* harm them, as long as these dweomers can overcome the creatures' innate magical resistance. Portons are totally immune to all mind-affecting and death magic, and to poison. *Slow, haste,* and similar spells are also totally ineffective. Since portons have no normal senses, *darkness, blindness, silence*, etc. are useless against them.

Portons can channel negative planar energy into themselves, and emit it in tight beams that resembling lightning bolts of impenetrable darkness. A porton can emit two such bolts per round, to a range of 250 yards. These bolts always strike their targets, and inflict 20d6 hit points of damage or 2d6 Hull Points (in both cases, save vs. breath weapon for half damage). Porton senses seem unable to detect any object of less than size H, so most adventurers do not have to worry about their attacks. (Spelljamming vessels are another story entirely.) Any creature or object that touches a porton is instantly *gated* to a randomly-selected negative quasi-elemental plane, with potentially dire consequences. The porton has no conscious control over this, and therefore cannot waive the effect even should it wish to. If it wants to avoid *gating* something away, all it can do is avoid touching it. It is suspected that several of the spelljamming ships lost in the atmosphere of Gnibile probably ran in to portons and ended up elsewhere.

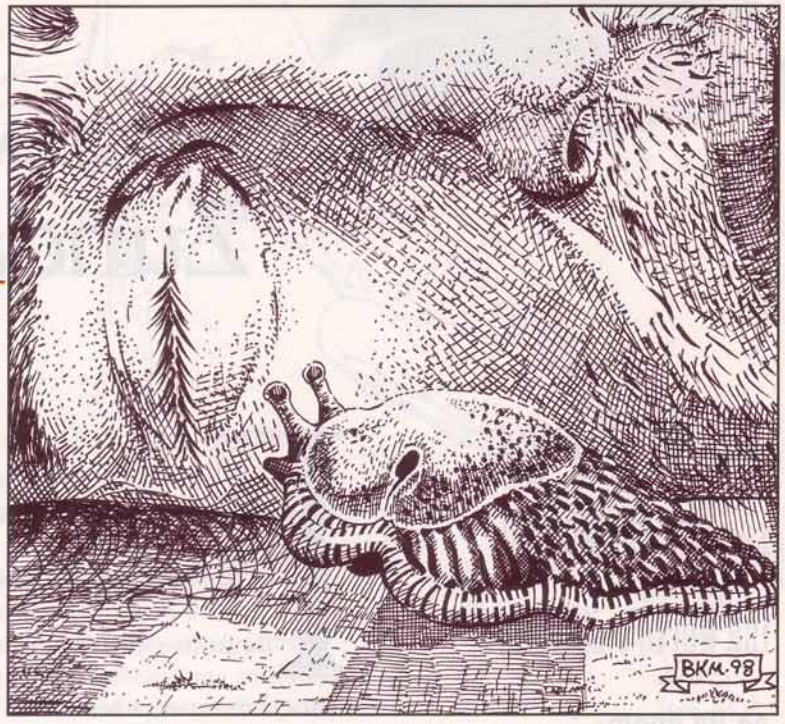
Portons have no real sense of self-preservation. Even if they are attacked by a foe that could conceivably destroy them, they will continue with whatever they were doing when the attack started. Their only concession to their foe is to blast it with negative planar energy.

Habitat/Society: Portons are solitary creatures. Occasionally two portons will encounter each other, but they never acknowledge the meeting in any way. If the creatures communicate between themselves, it is via some channel that cannot be detected by physics or magic. There have never been any reports of portons dying from old age or natural causes; similarly, no one has ever reported spotting an immature porton. If they have any reproductive cycle at all, it remains a total mystery.

There does seem to be some vague connection between the portons and the more powerful undead inhabiting Gnibile. In the vicinity of the most powerful undead, portons are *rare*, rather than *very rare*. Also, there is ambiguous evidence that some of the undead, such as Samanda, the Lich-Queen of Deathwatch, can somehow order the portons around, and expect them to follow simple instructions.

Ecology: Portons seem to draw all the energy they need from the various negative quasi-elemental planes. They do not eat anything and for obvious reasons, nothing preys upon them. They are thus totally outside the food chain.

CLIMATE/TERRAIN:	Swamps, bogs, jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Adrenaline
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	1, Swim 3
HIT DICE:	1–4 hp
THAC0:	N/A
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Phasing
SPECIAL DEFENSES:	Phasing
MAGIC RESISTANCE:	Nil
SIZE:	T (2" long)
MORALE:	Average (10)
XP VALUE:	65



A powerslug is a thick-bodied gastropod found primarily in swamps and bogs, where it swims through the tepid waters in search of prey. Its black body is soft and rubbery, and two tiny eyestalks extend from its head. The powerslug exudes a slimy coating that makes it extremely slippery.

Combat: The powerslug avoids combat, preferring to sneak up on potential hosts. The creature's slimy coating acts as an anesthetic that keeps the victim from noticing its touch. Once in contact with a host, it uses its innate phasing ability to enter the host's body without breaking the skin. This is a slow process, taking 1d10 minutes; if the victim notices the intrusion, a *dispel magic* cast upon the powerslug ejects it from the body. The slug cannot be grasped or wounded while phasing.

Once inside the host's body, the powerslug attaches itself to the adrenal gland and pumps chemicals into the host's bloodstream. For the first month, there is no noticeable change in the host's behavior other than a slight irritability. After the first month, the changes become noticeable. Layers of dense muscle tissue build up in the host's body, the central nervous system becomes more efficient, and the host can endure higher levels of pain. Each week after the initial month of parasitic infestation, the host's Strength, Dexterity, and Constitution scores each increase by one point. Once this pushes the host into the 18 Strength range, additional Strength bonuses add one level of percentile Strength each week.

As the host's physical prowess grows, so does the capacity for mindless violence, forcing the host to make a saving throw vs. poison each time a potential combat situation occurs. The saving throw incurs a cumulative –1 penalty for each week of "body enhancement." If the saving throw is successful, the host can avoid violence. If it fails, the host jumps into combat, fighting to the death. At first, a "combat situation" might include being attacked by a hostile enemy. As the infestation progresses, a combat situation ranges from someone accidentally spilling the host's drink to not liking someone's looks.

Once one of the host's ability scores reaches 19, there is a cumulative 10% chance per round of combat that the stresses put upon the host's body are too much. If this point is reached, the host's heart simply explodes in his or her chest, causing immediate death. The powerslug then exits the body by phasing through it and leaves in search of another victim.

A *remove curse* spell cast on the host by a Priest of 9th or higher level drives a powerslug from the body.

Habitat/Society: Powerslug hosts are usually not even aware of the parasite. The initial benefits of infestation often have the unwitting host jumping for joy. However, as the infestation progresses and the host becomes more violent, the host's companions start to notice that something is wrong.

If the powerslug is driven from the host's body, it uses its phasing abilities to escape into the nearest pool of water or muck. (While phasing, it is immune to weapons unless the weapon-wielder can somehow affect ethereal creatures.) Once the powerslug is no longer present, the host's ability scores drop to their pre-infestation levels.

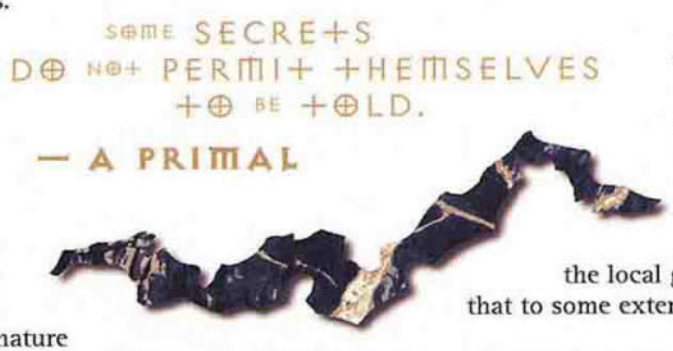
Ecology: Powerslugs feed on the adrenaline pumped into the host's system during times of great stress, as during battle. This chemical manipulation is their way of ensuring the flow of adrenaline. Unlike most parasites, the powerslug cares little about killing its host; it'll just find another one.

Powerslugs aren't choosy about their warm-blooded hosts. They can be found in animals; in fact, many violent animal attacks are the result of powerslug infestation. Druids hate these creatures, for they disrupt the harmony of nature.

Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average to genius (8-18)
Treasure:	R,S,T
Alignment:	Any
No. Appearing:	1d4
Armor Class:	Varies (10)
Movement:	12
Hit Dice:	Varies (6d4 hp)
THAC0:	Varies (19)
No. of Attacks:	1
Damage/Attack:	By weapon (1d6)
Special Attacks:	Varies by rank
Special Defenses:	Varies by rank
Magic Resistance:	Nil
Size:	M (5′-7′ tall)
Morale:	Steady (11-12)
XP Value:	Varies (1,400)

"Power told is power lost." So states the creed of the Primals, an extremely secretive society based on the Inner Planes. See, these folks believe that they've mastered a secret of the multiverse, and unlike most factions and sects, have no desire to share it with anyone — or at least, not many.

On the whole, most folks know only one thing about the Primals: They exist. The rest is dark. 'Course, that leads people to believe that the group's up to no good, that they're just a bunch of subversive berks. They're nothing like the Revolutionary League, though — the Anarchists' goals and tenets are well known. Few have any idea what the Primals work toward or what they hold close to their hearts.



That hasn't stopped bloods from making educated guesses, however. After all, members of the secret sect base themselves on the Inner Planes and call themselves the "Primals." Most likely, then, they focus on the basic nature of the multiverse — the building blocks of which it's composed.

Three levels exist within the hierarchy of the sect. The newly inducted begin at the first rank, that of *initiate*. Those who apply themselves and truly begin to tumble to the primal secrets eventually gain the second rank, that of *lorewarden*. The third and final rank is that of *loremaster*, a title held by extremely few. Fact is, it's even dark as to what a sect member's got to do to earn it. This inner circle of Primals is so secretive that no one alive today outside of the sect can claim to have seen them or even know where they dwell. The loremasters are said to be ancient by any race's reckoning, and they've probably mastered the highest level of magical knowledge as well.

Unlike many other sects and factions, the Primals don't advertise their membership in the group. They don't openly wear symbols — at least, none that a nonmember could recognize. Still, due to their nature, it's safe to assume that they use a wide range of secret code words, signs, and symbols. They may even have their own language.

Combat: Members of the Primals possess a number of potent abilities that apparently flow from the secrets they claim to have mastered. Basically, they can control (in a limited fashion) the matter in their own bodies and in other objects, and even the energies found both naturally and supernaturally in the multiverse. Thus, Primals can alter and shape things according to their ranking.

Initiates can harden their own bodies to give themselves a natural AC of 8. Additionally, they can *mend* a broken object once per day.

The further study of the lorewardens enables them to use a power similar to the *fabricate* spell once per day.

A learned and ancient loremaster can make objects move as he commands (as the spell *animate object)* once per week. Further, he can heal injuries to his own body (as the *cure serious wounds* spell) once every other day. Chant is that some loremasters can even destroy objects (*disintegrate*) and reshape matter (*polymorph any object*) as well as their own bodies (*polymorph self*), though no one's sure how often they can use these powers.

Habitat/Society: As noted earlier, the secrecy of the sect is really the only thing that *is* known about them for sure. One theory holds that the bashers don't take pains to blend in with normal communities, but simply keep to themselves in hidden enclaves on the Elemental Planes, there to further their study of primal matter. Others believe that sect members have already infiltrated the few inner-planar burgs that exist, planting Primal spies and perhaps even pulling the strings of the local governments. The dark of it, most likely, is that to some extent both theories are true.

Ecology: Primals don't have any special impact on the ecology. They're just normal cutters who say they've tumbled to some sort of hidden truth. Sure, everyone loves a secret, but to sect members, it's a way of life. No one knows for sure how long it takes to advance through the ranks of the group, but most graybeards feel certain that the time is measured in years, decades, or even centuries. Becoming a high-ranking Primal is a life-long (or perhaps even longer) commitment, one that shouldn't — or perhaps can't — be taken lightly.

THE PRIMALS

FACTION PHILOSOPHY: No one outside the group knows for sure, but presumably sect members believe that the key to the multiverse is in its basic components. Know the elemental forces, and a body'll know everything.

PRIMARY PLANE OF INFLUENCE: Sect members hold each of the Inner Planes to be equally important. Fact is, Primals never stray to any other planes, period.

ALLIES AND ENEMIES: The Primals're too secretive and withdrawn to have allies — they don't trust others enough to depend upon them for anything. 'Course, the flip side of that position means that the sect's earned no real enemies, either. But few folks trust them.

ELIGIBILITY: Theoretically, any character class can join the sect, but the typical Primal is a 6th-level wizard, and the statistics in parenthesis on the previous page reflect such an individual.

Presumably, any cutter who's willing to walk the path toward knowledge of the elements *and* keep the secrets of the sect is eligible to join. It's known that potential initiates go through a long screening process and probationary period while the group determines whether or not to accept them. However, the criteria for admission remain a mystery — even to those being judged.

BENEFITS: Initiates, lorewardens, and loremasters gain the abilities described in the "Combat" section, above. These special powers are cumulative with rank.

Intelligent and peery as a rule, Primals almost always plan for various contingencies. They often hide magical items or at least weapons on their person, and they usually stick close by other Primals hidden in plain sight. In other words, a traveler passing through an inner-planar community should keep in mind that anyone around him could be a sect member, ready to rush to the aid of a fellow Primal in need.

RESTRICTIONS: Members of this sect can never leave the Inner Planes and can have only the briefest possible associations with nonmembers. For these reasons, player characters aren't allowed to join the Primals (or are, at least, highly discouraged from doing so).



CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	10 (without sphere)
MOVEMENT:	18
HIT DICE:	8+1
THAC0:	13
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	S (3.5'); M (5') with sphere
MORALE:	Steady (12); Elite (16) with sphere
XP VALUE:	10,000



Pristatics resemble a sphere of swirling colors, much like the *prismatic sphere* spell. Within the sphere is the actual pristatic, a small gnome-like humanoid. While bereft of its sphere, the pristatic floats in the phlogiston with legs and arms crossed, a look of intense concentration on its face.

A long-standing legend maintains that pristatics were created when a wizard attempted to alter the *prismatic sphere* spell by combining it with a *teleport* spell (in order to drop a sphere into the middle of a group). Unfortunately his assistant, a young gnome, tripped and bolluxed the experiment, disappearing in the process. A more reasonable conjecture is that the pristatic is native to the phlogiston; it may be a key to unknown secrets of magic.

Combat: Pristatics avoid combat. Though adult pristatics innately have all the abilities of the 9th-level wizard spell *prismatic sphere*, they can use it only once per day, for a total of two hours at most. Therefore, pristatics are willing to endure some damage before resorting to this, their only means of defense.

The pristatic's colorful sphere is still visible even when not in use. There is no way to detect whether the prismatic sphere effects are currently active. *Detect magic* always registers the area as magical, since it is composed of the ambient magical forces of the phlogiston.

In contrast to the *prismatic sphere* spell, an adult pristatic can activate some or all of its *sphere*'s layers. For example, the pristatic can invoke the orange, indigo and violet effects, leaving out the other colors. The pristatic selects these effects to inflict the least harm to its opponent. Only when near death does it erect all layers against attackers.

If characters converse with a pristatic, it answers any questions it can. Pristatics are good observers and can remember the type and bearing of all ships that have passed within about the last month. However, the pristatic has no way to measure the passage of time, making its recollections less helpful.

Pristatics cannot spelljam. They bob in the phlogiston, going where the rainbow stream takes them.

Habitat/Society: Pristatics have no social structure, for they are solitary beings. They prefer the vastness of the phlogiston over the company of others.

Ecology: Innate magic in the phlogiston is food for the pristatic. If brought into a crystal sphere, a pristatic's life force rapidly fades, and it dies within a day after leaving the phlogiston. Curative magic doesn't help the pristatic, although placing it inside a wizard's *prismatic sphere* prolongs its life for 24 hours. Similarly, if a dying pristatic returns to the phlogiston before the 24 hours are up, it returns to health in the same amount of time that it was away from the phlogiston.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High–Genius (11–18)
Treasure:	D, X, U
Alignment:	Any evil
No. Appearing:	1 (1–4)
Armor Class:	Varies (0)
Movement:	9
Hit Dice:	Varies (9d6+10)
THAC0:	Varies (15)
No. of Attacks:	Varies (1)
Damage/Attack:	By weapon
Special Attacks:	Energy drain
Special Defenses:	Magical items
Magic Resistance:	None
Size:	M (5′–6½′ tall)
Morale:	Unsteady (5–7)
XP Value:	4,000 at 9th level, plus 1,000 per additional level (10th: 5,000; 11th: 6,000, etc.)

Note: Parenthetical statistics represent a typical Prolonger. See text for details.

Who really wants to find out what happens when a sod's body and spirit part ways? Sure, everyone says that a cutter wakes up in some new plane or another as a petitioner, but how does any single person know — really *know* — *that's what's going to happen to him? What if it's all a grand peel? Or if the chant's straight, but a blood's bound for infernal regions when his name's written in the dead-book? Why take the chance? A blood's best off cheating the Pale Horseman as long as he can, no matter what it takes. Giving Death the laugh, now that's the way to do things. Myself, I haven't died in more than 50 years, and I'll put it off another 50 years if I can. You'd be wise to do the same.*

— Doruzed Grayblade, Prolonger rogue

The Prolongers — also called Cheaters — are a secret brotherhood of cutters who believe that life is the only point to living, and that death is the end, or the doorway to a dark and frightening eternity. Now, these views aren't uncommon, but the Prolongers are unusual in that they *do* something about it. They resist death by every means at their disposal, imbibing *potions of longevity* and *elixirs of youth* anytime they can, seeking to protect themselves with complicated *contingency* spells or *rings of regeneration*, and so on. Even if a Prolonger should get himself Lost, he's got a pact with the others to make use of *rings of wishes*, *clones*, or *rods of resurrection* to make sure a Cheater's spirit doesn't go gentle into that good night.

All of this isn't too unusual — after all, any mage worth his salt can live as long as he wants, usually — but there's one more dark about the Cheaters that makes them hated and feared wherever they go. See, like the incantifers, they've taken their beliefs over their humanity. When a blood becomes a Prolonger, he's altered so that he can use the life force of other people to keep himself alive. No one's sure how this is done, but a Cheater's not remotely human anymore, regardless of what he says or thinks.

Prolongers come from any walk of life, but most of them are human as opposed to gith, elf, or what-have-you. It seems the terror of mortality runs deep in humans. Since a Prolonger's life could be jeopardized by common knowledge of his allegiances, he'll try to keep his nature secret. Prolongers look just like they did before they unnaturally extended their life spans, and can blend in anywhere they could've before. There are only two things that mark Cheaters: First of all, their eyes are cold and dead, since cutters can't hide the age of their spirits; second, they're scared. Living in dread of death from moment to moment makes them creatures of misery and fear. Their laughter's forced and uncomfortable, they start at loud noises, and most of all they're cowards to the core.

Combat: Prolongers retain their class and level, but their transformation into Cheaters makes them incapable of further advancement, just as if they'd become undead. Because a cutter's got to find a way to live a couple of centuries before attracting the brotherhood's attention, most candidates are high-ups by the time they agree to become Prolongers. A typical Cheater's a character of 10th to 19th level (d10+9), with the appropriate abilities. Rogues and mages are the most common types of Prolongers, but a few warriors and bards can be found in their ranks. Prolonger priests're unheard of — the depth of disbelief necessary to be a Prolonger just isn't compatible with the faith required to be a priest.

Over their extended lives, Prolongers gather a lot of defenses and magical items. A Prolonger's almost never found without magical protections such as rings, cloaks, or bracers that drop his effective AC to 0 or better. A typical Cheater appears in parentheses above; she's a 14th-level thief, with *leather armor +3*, a *ring of protection +2*, and a Dexterity of 17, for a total AC of 0. She's probably got other defensive magic such as a *cloak of the bat*, a *ring of regeneration*, or a *necklace of adaptation*. If it might save her from dying, she's interested in owning it.

The most unique and dangerous power of Prolongers is their ability to perform an *energy drain*, similar to that of some types of undead. Once per week, the Cheater can drain one level per round of continuous contact. Each level drained removes one year of age from the Cheater. The victim gets a saving throw versus spell with a –2 penalty to resist losing a level. The process halts if the victim breaks contact with the Prolonger, so the Cheater prefers to use this ability against a helpless or restrained target. Against a target that's free to struggle, the Cheater has to make a successful normal attack to begin using the ability, and continue to make an attack roll with a –4 penalty each round to keep her hand on her victim.

Habitat/Society: Prolongers aren't really a faction, or even a sect; there are a lot of Cheaters who don't know anyone else like themselves, having developed their means of cheating death on their own. Those who are aware of other Cheaters regard themselves as an elite brotherhood or club, with no particular agenda or common causes. It's extremely unusual to run across more than one Prolonger at a time, but it's quite common to find a Prolonger with a group of hired swords and spell-slingers to protect him. In fact, it's not unheard of to find a Prolonger as a member of one of the more open-minded factions.

Prolongers rarely stay in one area for long, since their vampiric life-theft's hard to hide for any amount of time. Since they're terrified of dying, most Prolongers avoid combat and try to lure their chosen victims into situations where they can be rendered helpless without a fight – for example, using magic or paralytic poisons to take the fight out of a cutter before he knows what hit 'im.

Once a Prolonger's selected a victim, he'd rather drain him dry and dispose of the body instead of trying to make three or four kills for the same results. Therefore, they like to go after bloods of exceptional energy and vitality (that is, characters who can provide several years of counter-aging at one time instead of croaking after one level loss.)

Prolongers tend to provoke extreme reactions from people who discover what they are. The Mercykillers, Believers of the Source, and Harmonium have no room in their hearts for a blood who takes life from others to sustain himself. The Dustmen regard Prolongers as an abomination, a blight upon the multiverse to be hunted down and sent to death's cold embrace. On the other hand, neutral or evil members of the Athar, Bleak Cabal, and Fated admire a cutter who can give death the laugh.

Ecology: Prolongers've passed beyond the normal cycles of life and can't rightly be called natural beings anymore. A side effect of using their life-draining power is an accelerated depletion of that stolen energy. Most Prolongers age *10 times faster* than a normal person, which forces them to steal a sod's life-force once every 4 or 5 weeks just to keep from growing older.

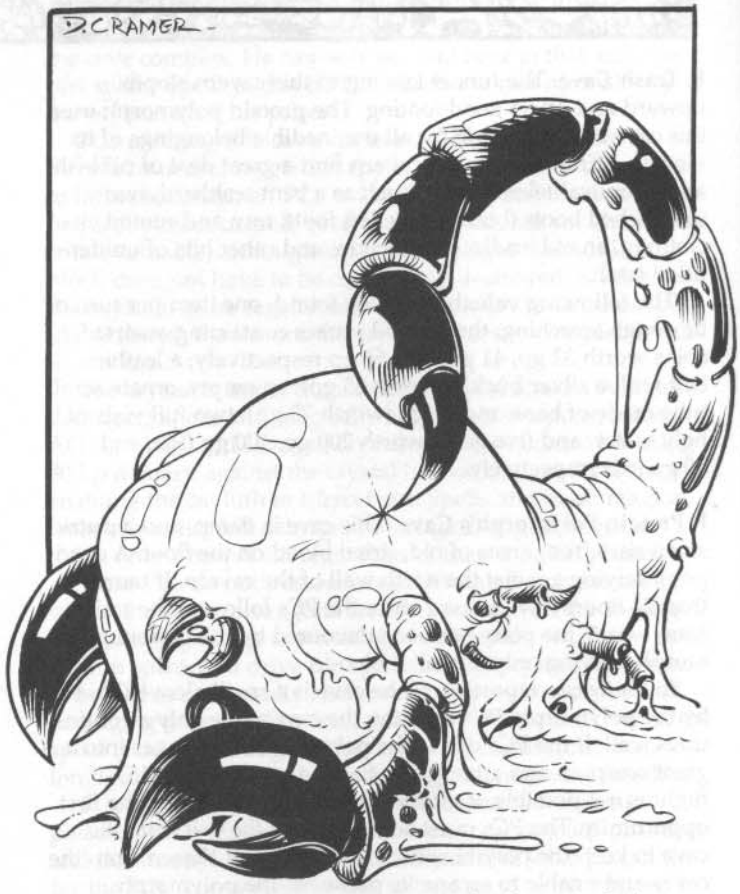
It's rumored that the Prolongers' secret transformation is a pact of service to a power of death. In other words, they cut a deal for Death to leave them be, and make sure he stays busy with substitute lives. Other folks say that Prolongers exchange part of their being for the stuff of the Demiplane of Shadow, becoming living *shades*. The Prolongers certainly aren't rattling their bone-boxes about their methods, and they often go to efforts to silence cutters who ask too many questions.



Protein Polymorph

CLIMATE/TERRAIN:	Temperate to sub-tropical/Land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	D
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	6–8
THAC0:	15 (6 HD), 13 (7–8 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6–36
SPECIAL ATTACKS:	Imitation (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall or wide)
MORALE:	Elite (13–14)
XP VALUE:	6 HD: 1,400 7 HD: 2,000 8 HD: 3,000



Protein polymorphs are intelligent cellular colonies with the ability to assume almost any form they choose. In their natural state, they appear as large amorphous blobs or columns of glistening, protoplasmic gray matter.

Protein polymorphs have no spoken language and do not converse or interact with other species. They consider most other creatures their prey.

Combat: A protein polymorph can assume the form of any inanimate object or animate creature with hit dice equal to or fewer than its own (depending on the size of the protein polymorph—6, 7, or 8 Hit Dice). The form assumed may actually be that of several forms connected by a near-invisible (10% chance of detection) cord or film of protoplasm. The cells of the protein polymorph may specialize or despecialize at will, taking on different textures and colors, changing completely in one round. Protein polymorphs retain their own hit dice, hit points, and THAC0 while adapting the imitated creatures' armor class, number of attacks, and damage per attack. They possess the normal strengths of imitated creatures, but not those creatures' special abilities. Thus, a polymorph assuming the form of a giant bird cannot fly, and one assuming the form of a giant spider cannot inject poison or spin webs.

The polymorph is extremely versatile. It can imitate anything from a pile of treasure to a small-sized room, to a party of half a dozen humans or a dozen kobolds. The polymorph will, in general, assume a form likely to draw prey; it feeds on humans and animals with little regard for type and size. A polymorph might even mix inanimate objects within its structure to add authenticity—a room or a corridor may, for instance, be part-stone and part protein polymorph. Imitated creatures may wear real clothing and wield real weapons (often acquired from previous victims).

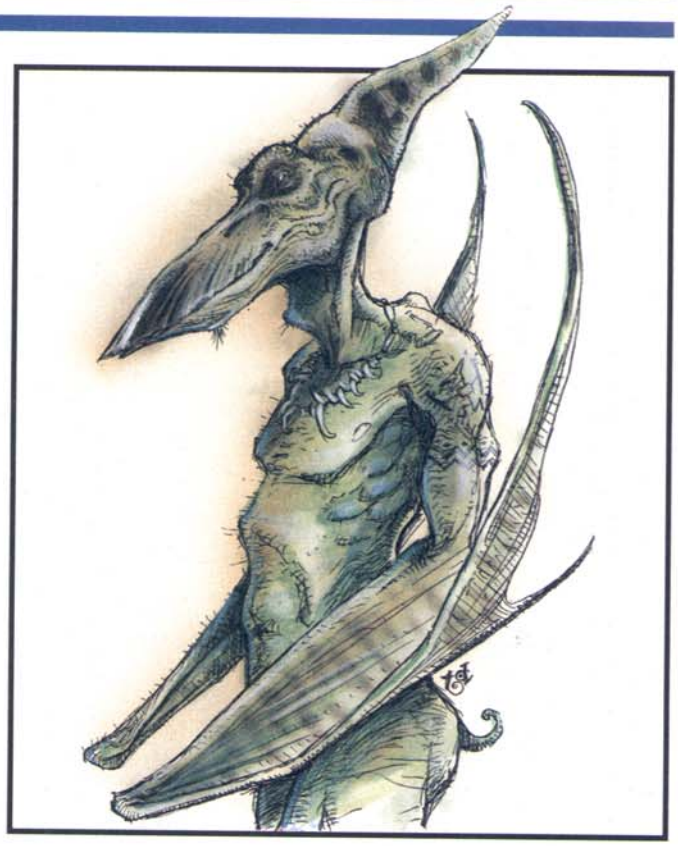
The normal attack of a protein polymorph in its natural state is to bludgeon its prey and then enfold and crush it, inflicting 6–36 hp damage per round. When assuming the form of weapon-wielding creatures, multiple or single, it inflicts damage by weapon type, as appropriate.

Habitat/Society: Protein polymorphs are solitary, asexual hermaphrodites. They procreate by fission, dividing into two smaller polymorphs, each with half the parent's hit dice and hit points. These juvenile polymorphs gain 1 HD of growth every month until they are as large as the original parent. Protein polymorphs are territorial hunters, claiming an area of wilderness for themselves and destroying competing predators in that area. The only exception is when two or more protein polymorphs encounter each other; under these rare circumstances, two protein polymorphs might share the same territory, dividing the spoils evenly. More typically, however, one of the polymorphs leaves in search of another hunting ground. Protein polymorphs recognize their own kind regardless of guise and never attack one another.

There are limits to the protein polymorph's degree of cellular control. It cannot accurately copy facial expressions, nor can it effectively duplicate the sound of speech. These limitations may lead to the exposure of the imposture as animate creatures. Similarly, if a protein polymorph disguises itself as an inanimate object, there is a 10% base chance of detecting the imposture from a distance of 10 feet away, but upon touch the animate nature of the cells is instantly revealed.

Ecology: Protein polymorphs are voracious hunters and must devour food regularly to provide the necessary nutrients. If a polymorph cannot find food within 24 hours, it must forage elsewhere. Its ichor can be used to create potions of *polymorph self* that have double the usual duration (8 + 2d4 turns).

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	P (individual), E (in lair)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10 (×10)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 12(C) with wings, Fl 21(B) as pteranodon
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (×2)/1d6+1 or by weapon
SPECIAL ATTACKS:	Swoop
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	270



From a distance, pteramen are often mistaken for lizard men, but they are larger and leaner. The scales that cover their torso and most of their arms and legs are small and smooth like the skin of a snake. Pteramen range in color from olive green to forest green to shades of tan. Their hands are long and end in sharp nails used for rending opponents. Their feet are clawed also, which aids in climbing. Their most startling feature is their leathery webbed wings, which don't appear until the creatures plummet in flight. Pteramen can will their wings to appear and disappear, often in a manner to throw opponents off guard.

In effect, pteramen have three forms: that of a lizard man with no tail, a lizard man with webbed wings, and a miniature pteranodon with a 15-foot wing span. This third form is achieved by a natural *polymorph* ability. No matter the form, a pteraman's attacks and damage remain the same.

Scholars speculate that pteramen are precursors of lizard men, and that a group of them did not evolve. Adventurers who have encountered the creatures disagree, believing they are enchanted relatives of pterodactyls. In either case, adventurers and scholars agree that pteramen are more vicious and mean-tempered than lizard men, and they seem bent on cruelty. Indeed, the pteramen are vicious and self-centered, thinking only of themselves and their tribe.

Combat: Pteramen care little for elaborate strategy, although they have been known to plan raids on small villages. The reptilians prefer to fight by their natural instincts, swooping down upon opponents to quickly gain the upper hand. When encountered in smaller groups, pteramen are prone to fight with their claws and bite. While in larger and more organized bands, they employ weapons such as great barbed spears.

Often pteramen circle opponents, coming at them from all directions to keep them from forming a defensive position. They almost always attempt to employ a swoop attack: A pteraman attains an altitude of 100 or more feet and then dives on an opponent, ramming the target with claws or a weapon. Any successful hit inflicts double damage, and the victim must make a successful Dexterity check or fall to the ground.

Pteramen's favorite opponents are goblins, whom they consider competition for jungle land.

Habitat/Society: Pteramen found in groups of 10 to 30 do not recognize a ruler, but are a chaotic group governed by the loudest, most powerful individuals. Such groups are avoided by other bands of pteramen, who do not want to get involved in petty squabbles over property, valuables, and food. Larger groups of pteramen are more structured, usually patterning their society after the nearest humanoid tribe.

No matter the size of the group, all pteramen communities tend to look the same: a collection of huts high in thick-trunked trees. From the ground it is often difficult to see these homes, as thick vegetation obscures the pteramen's handiwork. Each hut houses from one to four pteramen. If more than one is found in a hut, it will be a mated pair and its offspring. Pteramen mate for life and care for the children until they are old enough to go off on their own. These children leave the tribe and search for a new group to join, as parents don't want their offspring around to compete for food and valuables.

Ecology: Pteramen are omnivorous, but adults favor freshly killed meat. Their enemies are many, including goblins, pterodactyls and pteranodons, the latter of which prey on small groups of pteramen.

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	J (C)
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	8
MOVEMENT:	1 2
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or (by weapon)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	Warrior: 175 Druid: 420 Psionicist: 270



PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	EW, II/ M-, TS	12	7 0

Clairsentience – *Sciences:* aura sight; *Devotions:* danger sense, know direction.

Telepathy – *Sciences:* mindlink; *Devotions:* ego whip, id insinuation, mind blank, thought shield, ESP, life detection, contact.

Pterrans are a race of lizard men who inhabit the Hinterlands near the Ringing Mountains. While most never make it past the mountains, some small clans have made their homes on the desert side, living in the forests and jungles near the Forest Ridge, near the rocky barrens which border the deserts of Athas.

Pterrans look more like humanoid pteradons than they do lizards, indicating that they may be related in some way to the pterrax, a race of flying creatures found on the rocky barrens of Athas. Standing roughly six feet tall, pterrans have light brown scales for skin. Along with their two arms and legs, pterrans also have a short, tail-like appendage and two rounded stubs on their backs, which further hint at their relationship to pterodactyls. The head of a pterran features large, almost bulbous eyes and a long snout, which is also the creature's mouth. The mouth of a pterran has many teeth, which are used for ripping its food apart. The arms of pterrans end with clawed hands, usable in both hunting and fighting. There are no obvious characteristics which distinguish males from females under normal circumstances.

The language of pterrans is a collection of vocal sounds that are combined with clicks and taps made with their claws. The vocal sounds of the pterrans are largely hisses and pops, with occasional snarls or growls. It is almost impossible for humans and demi-humans to speak the pterran language because human voices are unable to create the necessary sounds. It is accordingly difficult for humans or demihumans to interpret this language, resulting in a -5 to any language proficiency checks made when attempting to understand the pterran language.

Combat: Pterrans are naturally suspicious of men, particularly of humans and halflings. Thus, most confrontations between these races end in combat situations, a contingency that pterrans are more than capable of handling. The coloration of a pterran's scales provides good camouflage in the forest areas that they inhabit. When pterrans attempt to surprise their opponents in this environment, their intended victims suffer a -1 penalty to their surprise rolls.

Their scales provide pterrans with a tough, armored exterior. All pterrans can attack up to three times per round, using their two claws and bite. Each claw attack does 1d4 points of damage, while a bite does 1d6 points. Many clan warriors carry weapons of pterran design, which they often use in combat encounters. There are two weapons of tribal design employed by pterrans. The first type is, in essence, a wooden long sword, carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, giving it nearly the strength of steel. These weapons, called *slodaks,* do 1d8 points of damage. The other type of weapon is called a *thanak* and resembles a saw blade. It is made of two strips of hardwood bound together. Between the strips is a row of teeth taken from the pterrax. The *thanak* is wielded in a manner similar to that of an axe in that it is swung at the target. When it strikes, its toothed edge rips into the target's flesh. A successful attack from a *thanak* does 2d6 points of damage to all size creatures. The teeth of the weapon are often coated with a powerful, debilitating poison. Those struck by a poison-coated *thanak* must save vs. poison (at -2) or suffer a 1 point reduction in both their Strength and Constitution ability scores. Each day thereafter, the victim's Strength and Constitution are further reduced by 1 point, until they reach zero, at which time the victim dies. The effects of this poison can be countered by either a *neutralize poison* or *heal* spell. There are no other known remedies for this poison.

Pterrans will often engage in combat from the air, mounted on pterrax, a flying creature which resembles a pteradon. Mounted pterrans will use both melee and missile weapons, but tend to use ranged attacks from the air. Most mounted pterrans are armed with spears that do 1d6 points of damage when they

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strike. Pterrans often coat the tips of their spears with the same type of poison they employ on *thanaks.*

Some members of a pterran clan are psionicists. While all pterrans are at least wild talents, some have all the powers of a psionicist PC. Like many of the creatures of Athas, pterrans have developed natural psionic defense modes which are considered to be always "on." Regardless of its actions, a pterran subjected to attack in psionic combat may use its defense modes, as long as it has enough PSPs to power the mode used.

Habitat/Society: Pterrans gather in tribes, ranging in size from 10 or 12 members, in small tribes, to over a hundred members in larger ones. A pterran tribe will settle in villages usually located deep within the jungle are as near the Forest Ridge. A pterran village is comprised of many smaller family dwellings, all situated near or around the center of the village, where the ceremonial area is located. Pterran society is based largely on ceremony and celebrations. Each tribe usually has several celebrations during a given year, each a celebration of thanks for their world. Pterrans believe that their race originated from the very earth itself and that Athas is their Earth Mother. With each celebration, the pterran tribes reinforce their beliefs and faith. As would be expected, the priests of pterran society are druids.

A pterran tribe will usually have many different families within it. Each of these families usually has its own dwelling, marked with family symbols and colors identifying the family. On rare occasions more than one family will share a dwelling, usually when members of the two families have been joined in marriage. A typical family dwelling has several small chambers, each only large enough for two pterrans to sleep in. The dwelling also has a central room connecting all other rooms. Thus, just as the dwellings of a village are centered around the ceremonial area, the rooms of a dwelling are centered around a central family area. Families of pterrans will usually have four to eight members, two parents and four to six young. Pterrans always bear their young in pairs, and most families have an even number of members.

A pterran tribe is led by its Triumvirate, which is comprised of the eldest tribal member from each Life Path. The Triumvirate is responsible for most of the tribe's decisions, though the entire tribe is consulted before actions of any kind are taken. Typical decisions of the Triumvirate include when to move the village to a new location, when and where to send out scouting groups, whether the tribe should involve themselves with other Athasian races, etc.

The Life Paths of Pterrans

When pterran young reach the age of 15 years, they each must choose what is called a "Life Path." Life Paths are essentially careers which the pterran will pursue throughout its life. There are three Life Paths in the pterran society: the warrior, the druid, and the psionicist.

Warriors

Most pterrans (65%) choose the Path of the Warrior. Pterrans that choose the warrior path become the fighters and protectors of the tribe. The warriors are also responsible for preparing the new village sight when the tribe moves from one place to the another. Pterran warriors are taught many methods of combat, including use of their natural weapons, tribal weapons, and the weapons used by their enemies. Warriors are also the weaponmakers of the tribe, crafting both *slodaks* and *thanaks,* and are responsible for the creation of the unique poison that is used on these weapons.

When a pterran chooses the warrior Life Path, but before he is named as a warrior of the tribe, he must undergo a test of his abilities. This test requires that he or she catch and train a pterrax. Catching a pterrax is a difficult task, accomplished only after many months (sometimes years) of training and studying.

A pterran warrior candidate attempting to catch a pterrax must first locate a pterrax nest. He/she must then observe the nest to determine which, if any, of the pterrax in the nest are capable of becoming mounts. When a pterrax is chosen as the warrior's mount, the pterran must climb to the nest and physically catch the creature. Most pterrax take flight the moment they are caught, resulting in the first true test of the pterran warrior—whether he can control the pterrax and force it to land. Once a pterrax is caught and grounded by the warrior candidate, it must be trained. This process usually takes from 3 to 6 weeks, after which the pterran must prove his mastery of his mount before his peers and the tribe's Triumvirate (see below).

Druids

A small number of pterrans (25%) follow the Path of the Druid. These become the priests of the tribe, responsible for furthering the faith of the tribe and for providing healing services for warriors wounded in battle. Pterran druids have all the normal powers of the druid class, including spell casting. Like all Athasian druids, pterran druids have major access to spells from the Sphere of the Cosmos and one other Sphere (relating to his "guarded area"). The guarded area of a pterran druid will most often be the forest area surrounding that druids village.

Like warriors, druids of pterran society must pass a test before being named Druid of the tribe. This test requires that the druid candidate spend six months in the forest alone, with no tools save those he makes during those six months. The druid is sent out and must not come in contact with any other member of the tribe for the entire six-month period. At the end of this time, the druid returns to the tribe and is questioned about his experiences by the elder druids and the tribe's Triumvirate.

Psionicists

Very few members of a pterran tribe (10%) follow the Path of the Psionicist. Because of the unusual nature of psionic powers, many psionicists within the tribe are regarded with suspicion and doubt by the majority of the tribe. Nonetheless, psionicists are an important part of the tribe, most often used in negotiating with the other races of Athas that come into contact with the pterrans.

Like warriors and druids, psionicist candidates must pass a test before they are named Psionicist of the tribe. This test requires that the psionicist read the thoughts of the elder psionicists and share them telepathically with the tribe's Triumvirate. This means that all pterran psionicists will have the Telepathy discipline among their psionic powers.

Ecology: Pterrans are omnivorous, eating both meat and vegetation. Living mostly in the forests and jungles, their diet consists largely of game animals. Pterran hunting parties spend many hours a day in search of food for the tribe. The meat from a kirre is a favorite food of pterrans, as is that from an id fiend. When the hunting parties venture out towards the rocky barrens, they will, on occasion, catch a flailer, also a preferred food.

CLIMATE/TERRAIN:	Rocky badlands
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	Fl 12 (B)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2 / 3 / 8	PsC, II/IF, TW, MB13		100

Psychometabolism – *Sciences:* complete healing, animal affinity; *Devotions:* biofeedback, flesh armor, lend health.

Telepathy – *Sciences:* mindlink, tower of iron will; *Devotions:* psychic crush, intellect fortress, mental barrier, id insinuation, conceal thoughts, empathy, life detection.

Pterrax are large pteradon-like creatures which are capable of flight. They occupy the plains and rocky barrens of Athas. Pterrax are sometimes encountered near the edges of the Forest Ridge near the Ringing Mountains, where they are commonly used by pterrans as flying mounts.

Pterrax are generally six feet long, with a reptilian appearance. Their bodies are slender and sport a pair of large wings; these provide the creature with fast flight capabilities and excellent maneuverability. Pterrax have two pairs of limbs, legs and arms, all of which have sharp claws at their ends. The head of a pterrax is similar in shape to that of pterran, suggesting that the two species are somehow related. Pterrax have long, sharp teeth, which are used by pterrans in the creation of the *thanak,* a weapon employed by many of the pterran clans which have migrated from the Hinterlands to the rocky barrens of Athas.

Combat: Pterrax commonly engage in fighting, either when being used as pterran mounts, when scavenging for food, or when protecting themselves and their flock. When they do engage in fighting, pterrax are quite capable combatants. They are able to strike up to three times per round, using a claw/claw/bite attack. Each claw does 1d8 points of damage, while the bite of a pterrax does 2d6 points. When fighting against land-based opponents, they often swoop down towards the ground, make their attacks, and then return to the air, where they are protected from melee attacks. Note: if the DM is using the optional "Individual Initiative" rules, an opponent can make melee attacks against a swooping pterrax if its initiative is within 2 (higher or lower) of the creature's.



Like many of the creatures of Athas, pterrax commonly possess psionic powers. Instead of using their natural attack form, a pterrax can use any one of its psionic powers in a round. Also, pterrax possess natural psionic defense modes, again like many other Athasian creatures; these are considered to be always "on." So long as the pterrax has enough PSPs to power its defense modes, the creature can employ them, whether it is attacking with its claws and bite or with its psionic powers.

Habitat/Society: Pterrax are most commonly found in the rocky barrens of the Athasian Tablelands. They make nests in the cracks and crevices in the rocky terrain that is characteristic of the plains of this desert world. Most are solitary, but occasionally they gather in groups of up to six members. Their nests are made from dead branches and sticks found in the nearby forests and oasis that lie scattered across the deserts. A pair of pterrax will mate in the fall season, and the female will usually produce three to four eggs. The eggs are incubated by the mother for a period of three months. Young pterrax are cared for by the mother for another two months before they are cast out on their own. While their eggs are incubating, pterrax are very protective of their nest and will attack any who threaten it or their eggs.

As stated above, pterrax are often used by pterrans as flying mounts. By the time a pterrax is two years old, it is strong enough to be used as a mount. The capture and training of a pterrax mount is a part of one of the significant Life Path rituals among the pterrans.

Ecology: The eggs of pterrax are a very valuable source of food, and each one, along with water, can sustain a man for a period of two days without difficulty. The teeth of pterrax are used by pterrans in the creation the *thanak,* a weapon used by many of that species' warriors. Also, pterrax skin is sometimes used in making ceremonial drums employed by pterrans in many rituals and yearly celebrations.

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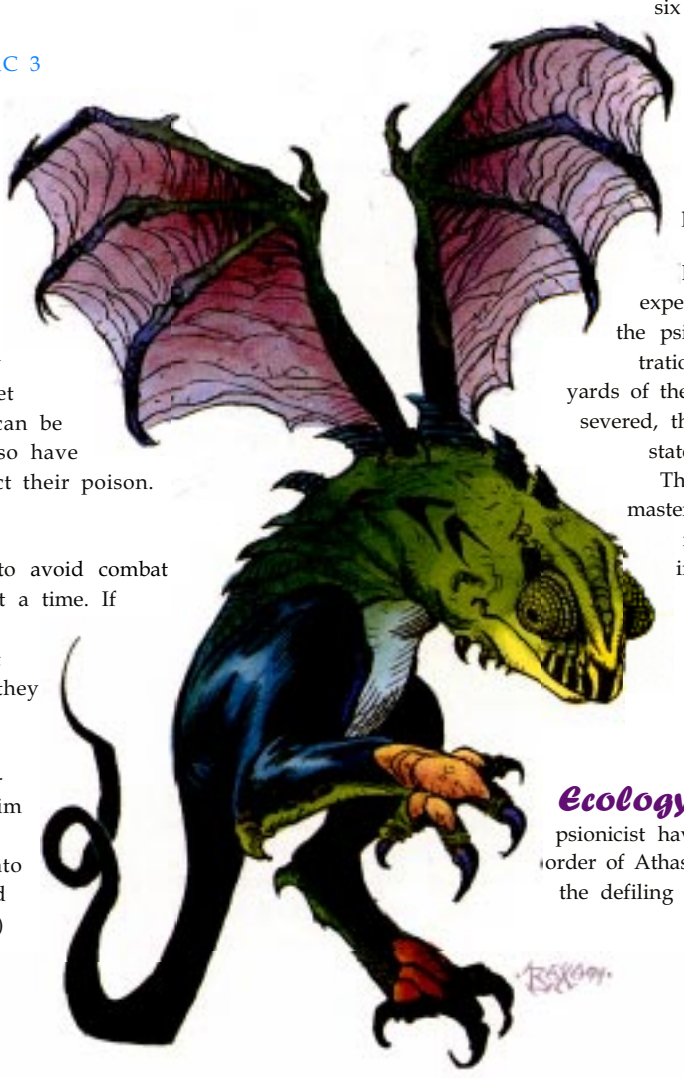
Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	See below
Intelligence:	See below
Treasure:	Nil
Alignment:	See below
No. Appearing:	1
Armor Class:	6
Movement:	6, Fl 18 (A)
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d6 or ld4
Special Attacks:	Poison bite
Special Defenses:	Psiomc absorption
Magic Resistance:	Nil
Size:	T (18" tall)
Morale:	Elite (15-16)
Level/XP Value:	270
Psionics Summary:	Nil
Player's Option:	MAC 3

A psionocus is a creature created by powerful psionicists for use as a familiar and a scout.

Psionoci resemble small, winged lizards. Their wings are batlike, with a thin membrane stretched between a skeletal frame. Although they lack front legs, their small feet sport razor sharp claws that can be deadly in combat. Psionoci also have pointed teeth they use to inject their poison.



Combat: Psionoci prefer to avoid combat with more than one creature at a time. If psionoci must fight, they can either use their bite and inject their poison or, while flying, they can make diving attacks with their claws.

If possible, a psionocus descends upon its intended victim and attacks with its bite. A powerful venom is injected into the foe that causes a deep and fitful sleep lasting 5-50 (5d10) minutes (successful save vs. poison to negate). During this sleep, two psionic strength points bleed away each round. psionocus within 30 feet of the sleeping victim absorbs these points as its diet. These points can be transferred to the psionocus' creator, as if using the harness subconscious proficiency.

The creature's saving throws are the same as that of its creator. Spells that affect one don't usually affect the other. However, mind affecting spells and psionic mind attacks affect the creator when focused on the psionocus. Any attack that destroys the psionocus causes its creator to lose 5-50(5d10) PSPs and the creator must make a successful system shock roll or lose two experience levels.

Habitat/Society: Psionoci are psychic constructs. Only psionicists of at least 8th level with the Empower science and Cell Adjustment devotion can make one. A gem worth at least 2,000 gp becomes the brain of the psionocus while one pint of the creator's blood forms its body. It takes six weeks of uninterrupted effort to make a psionocus. If more than one psionocus is linked to the same creator, they will attack each other until only one remains.

After it is complete, the psionocus is mentally linked to its creator. Its creator sees and hears everything the psionocus experiences. Its creator can control the psionocus, with minimal concentration, as long as he is within 400 yards of the creature. If the psionic link is severed, the psionocus enters a comatose state and may easily be destroyed.

The psionocus is a reflection of its master's temperament and personality. The psionocus has the same intelligence as it creator and reflects his mannerisms and quirks It is. however, a separate entity from its creator. It cannot be taken over by another psionicist.

Ecology: As psychic constructs, psionicist have no links to the natural order of Athas. They are not affected by the defiling magics of dragons as are other natural beings.

	Psurlon	Psurlon Adept	Giant Psurlon
CLIMATE/TERRAIN:	Astral Plane	Astral Plane	Astral Plane
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Community	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Genius (17–18)	Supragenius (19–20)	Genius (17–l8)
TREASURE:	V	R, V	C, G, V
ALIGNMENT:	Lawful evil	Lawful evil	Neutral evil
No. APPEARING:	1 (1 d4 on the Astral Plane)	1	1
ARMOR CLASS:	4	3	2
MOVEMENT:	9	9	15
HIT DICE:	7	12	18
THAC0:	13	9	5
No. OF ATTACKS:	3	3	J
DAMAGE/ATTACK:	3d4/3d4/2d8	3d6/3d6/3d8	3d8/3d8/3dl0
SPECIAL ATTACKS:	Psionics	Psionics	Psionics
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	40%	50%	60%
SIZE:	M (5′ tall, 7′ long)	M (6′ tall, 10′ long)	H (14′ tall, 20′ long)
MORALE:	Elite (l5–16)	Fanatic (17–18)	Fearless (19)
LEVEL/XP VALUE:	4,000	9,000	15,000
PSIONICS:	See below	See below	See below
PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12 PS 13; PSPs 50 Att: EW. II, MT, PsC; Def: IF, MB, MBk. TS	Dis 4/Sci 6/Dev 17 PS 15; PSPs 75 Att: all; Def: all	Dis 5/Sci 8/Dev 20 PS 17; PSPs 100 Att: all; Def: all
PLAYER'S OPTION:	#AT 3/2; MTHAC0 13; MAC 5	#AT 3/2; MTHAC0 9; MAC 1	#AT2; MTHAC0 6; MAC -2

Typical Psurlon

Telepathy: *Sciences* – mass domination, mind link; *Devotions* – id insinuation (conceal thoughts), contact (awe), psychic crush (synaptic static), mind thrust (domination), ego whip (inflict pain).

Psychoportive: *Sciences* – banishment; *Devotions* – astral projection, time/space anchor.

Psychometabolic: *Sciences* – life draining: *Devotions* – body control, mind over body, enhanced strength, flesh armor, prolong.

Psurlons are extremely intelligent wormlike humanoids. The psurlons are an advanced race living on the Astral Plane, and are sometimes summoned by evil psionicists who have the power to *summon planar creatures.*

Psurlons have earthwormlike bodies, legs that end in toothed maws, and arms that end in claws with black talons. Their heads are similar to those of earthworms, with large, gaping maws ringed with teethlike projections. They have no eyes and use other senses to "see ". They wear richly colored robes and never wear armor or carry weapons.

Psurlons communicate with one another telepathically and through grunts, and squeals.

Combat: When psurlons engage in physical combat they use both their claws, causing 3–12 (3d4) points of damage each, and their bite, for 2–16 (2d8) points of damage. They seldom engage in physical combat, preferring to fight psionictally.

Psurlons have a natural AC 4 and can only be hit by a +l or better magical weapon or by creatures of 6 HD or better and those with natural magical abilities. Wounds of other types cause very little damage and heal instantly. Their enhanced protection is because of their magical and psionic experimentation on their own flesh. Psurlons are immune to all *sleep, charm,* and *hold* spells and have 40% magic resistance.

Habitat/Society: Many thousands of years ago the psurlons lived on another world. The psurlons were a highly evolved race with vast knowledge and psionic power. In their quest for knowledge and power, the psurlons developed a means to psychically link all members of their race. However, disaster struck. A psychic backlash occurred, creating a massive rift into the Astral Plane, and their home world was destroyed. All surviving psurlons were sucked into the rift and became permanent residents of the Astral Plane.

With their world destroyed, the psurlons built cities within the Astral Plane, and have no desire to return to the Prime Material Plane. In the Astral Plane they can pursue research that is impossible elsewhere. They have noted Athas because it

is a world that could survive the massive amounts of psionic force they used to destroy their own world. As a race they have to particular plans for Athas, although individual Psurlons might have some. The psurlons, who are far smaller in number than they were on their home world, are trying to boost their psionic powers and hone their abilities in order to attempt the mind meld again, despite their diminished population.

Psurlons are only encountered on Athas when summoned. Their knowledge is sought by many, especially psionicists and wizards who travel the Astral Plane. They hate being forced to serve, and seek vengeance upon those who summon them.



Ecology: Psurlons normally feed on the flesh of living creatures, especially that of other sentient races. They particularly lake human and halfling flesh.

The typical lifespan of a psurlon is 1,500 years. They are at the top of the food chain and are seldom preyed upon. Athasian rocs consider psurlons a delicacy, but fortunately for the psurlons there are no rocs on the Astral Plane.

Some evil psionicists summon psurlons in hopes of gaining their knowledge. The price is very high and often leads to the death of the summoner. Summoners who gain knowledge from psurlons and then attempt to slay them or send them back are tracked down and forced to pay what is due either by the psurlons they summoned or by others of their race.

Psurlon Adepts

Same as for a typical psurlon, plus:

Telepathy: *Sciences* – psionic blast (ultrablast) *Devotions* – psychic drain.

Clairsentience: *Sciences* – clairvoyance; *Devotions* – combat mind, danger sense, know location, spirit sense.

Psurlon adepts serve as leaders of the small psurlon communities. They are specially gifted psurlons whose psionic potential extend beyond that of most within their race. They are trained from an early age to serve as both a protector and a leader among the psurlons.

Some psurlons have become astral explorers, traveling across the Astral Plane, seeking new knowledge and power, hunting food and suitable creatures that might be subjugated and used as slave labor. Small exploration parties usually consist of 2–8 (2d4) psurlon adepts.

Giant Psurlons

As for psurlon adept, plus

Psychometabolic: *Devotions* – double pain.

Psychokinesis: *Sciences* – disintegrate, telekinesis, *Devotions* – leviations. inertial barrier

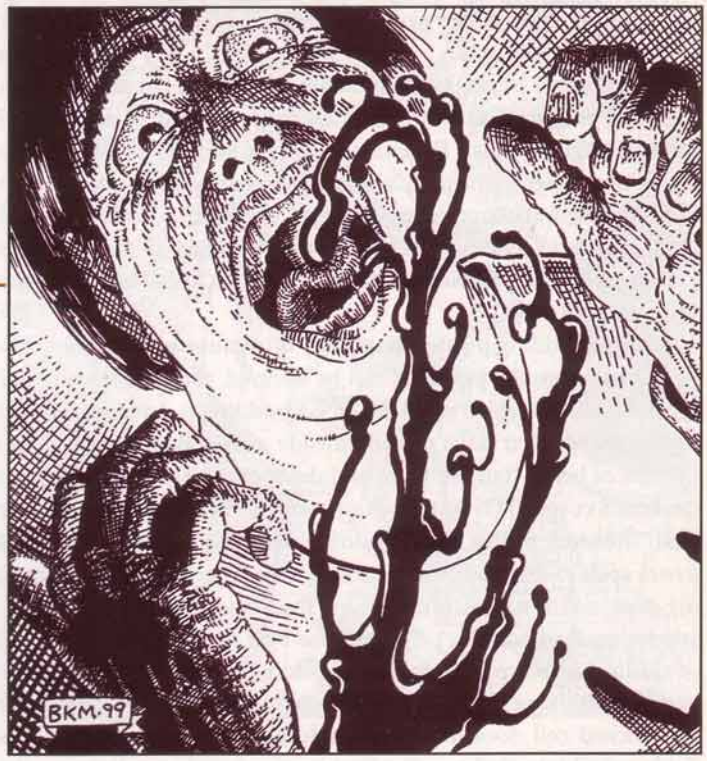
Giant psurlons are mutated psurlons who existed when their kind destroyed their world. They absorbed so much psionic energy when their world was destroyed that they became nearly immortal and they grew in size and psionic ability.

Only a handful of these creatures are left. These creatures make their own solitary dens upon the Astral Plane and have little contact with others, including those of their own kind, since other psurlons consider them cursed monsters. There are a few, however, who have taken control of small psurlon communities, ruling them as harshly as any sorcerer king ever ruled.

Giant psurlons can attack with their claws and bite that cause far greater damage than those of both typical psurlons and psurlon adepts, but they seldom need to do so.

Pudding, Blood

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Average to Genius (9–18)
TREASURE:	See below
ALIGNMENT:	Any Evil
NO. APPEARING:	1
ARMOR CLASS:	10 (or as per host)
MOVEMENT:	6 (or as per host)
HIT DICE:	4+2
THAC0:	15
NO. OF ATTACKS:	1 (if inside host)
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Domination of host organism
SPECIAL DEFENSES:	Immune to normal weapons
MAGIC RESISTANCE:	Nil
SIZE:	S–M
MORALE:	Steady (11–12)
XP VALUE:	975 (as pudding) or 2,000 (with host)



The blood pudding is a parasitic form of undead. It is the unnatural result of an evil Wizard's attempt at indefinitely prolonging his or her life. The transformation from living Wizard to undead blood pudding is surer than the attempt to attain lichdom, and the Wizard need not attain 18th level before attempting the transformation. For these reasons, many evil (and impatient) Necromancers choose to become blood puddings rather than liches.

A blood pudding is made up of the blood that once flowed through the Wizard's veins, infused with the Wizard's life-force, intelligence, and powers of free-willed movement. When outside a host body, it looks like a pool of spilled blood and gives off the thick, coppery scent associated with fresh blood. While hidden inside a host body, the blood pudding cannot be seen.

The term "blood pudding" has been given to these foul creatures, but this is somewhat of a misnomer, for they are not a member of the class of colony creatures collectively referred to as the "deadly puddings." Blood puddings do not split into two smaller creatures when struck by weapons or lightning, nor are they acidic in nature. They are aware of their surroundings, however, in a manner similar to the black pudding's innate ability to sense heat and analyze material structure from a distance of up to 90 feet. Blood puddings can also hear nearly as well as a human.

Combat: An "exposed" blood pudding (one outside a host organism) has but a single method of attack: it approaches a victim and oozes into his or her body through natural orifices—primarily the nose and mouth. This process takes 1 full round. Once inside the potential host, the pudding attempts to "take over" the victim's body. The victim must immediately make a modified Intelligence check on 1d20, as follows: If the blood pudding's Intelligence rating is higher than the victim's, the difference is subtracted from the victim's Intelligence. If the victim has a higher Intelligence than the blood pudding, the difference is added to the victim's Intelligence. Any Wisdom bonuses against mind-based attacks are also added to the victim's Intelligence. Regardless of the Intelligence levels involved between pudding and victim, a roll of 1 always succeeds, and a roll of 20 always indicates failure.

As an example, a blood pudding with Intelligence 14 attacks a farmhand with an 11 Intelligence. The farmhand must roll an 8 or less (14 – 11 = 3, 11 – 3 = 8) on 1d20 to repel the pudding's takeover attempt. If the victim had a 15 in both Intelligence and Wisdom, he would need to roll a 17 or less (15 – 14 = 1, 15 + 1 + 1 [Wisdom bonus] = 17). It is in the blood pudding's best interest to attack victims of lower Intelligence than itself.

A successful check drives the blood pudding out of the victim's body, and the pudding will not attempt to enter his body again during that encounter. If the check fails, the blood pudding gains control of the victim's body as if it were the undead Wizard's former human body. The pudding sees through the host's eyes, hears through the host's ears, and so on.

While a blood pudding is in control of a host body, the victim's mind is trapped in a form of mental catatonia—the victim can see but has no control over his or her body. Such helplessness often drives victims insane. Each week, the victim is allowed another attempt to regain control of his or her body. The figure is derived as above, but with a cumulative –2 penalty per week of blood pudding infestation. If the intelligence check is successful, the pudding is forcibly driven out as described above. If not, the pudding gains an even firmer grip upon the victim's body. Once the number the victim must roll reaches zero, his or her mind snaps irrevocably, and

the pudding need never worry about its victim fighting for control of the body again.

An "exposed" blood pudding is immune to blows from normal weapons. Magical weapons cause only one point of damage per magical "plus." For example, a *longsword* +2 inflicts 2 points of damage to the pudding. It is also shares the standard undead immunities against poison, cold, *sleep*, *charm*, and *hold* spells. Fire, acid, and electricity inflict normal damage, and the pudding suffers 1–6 points of damage from each vial of holy water thrown on it.

A blood pudding inside a host body is immune to physical damage. Before the pudding can be harmed, the host body must be slain, at which point the blood pudding is driven out immediately. (If it stays too long inside a dead host, it runs the risk of being trapped there and deteriorating along with the host's corpse.) Of course, this makes it difficult to save a host "infected" with a blood pudding. The only way short of a *wish* spell to drive a blood pudding from its host is by casting *dispel evil* or successfully turning the blood pudding (as a special undead creature). Perhaps the best nonmagical way of ridding a victim of its parasitic pudding is by subduing and immobilizing the host. A victim chained to a wall or kept in a locked cell does the blood pudding no good, and it's liable to voluntarily leave the host in search of better living conditions. If the host's mind hasn't completely snapped under the pudding's domination, the host recovers full use of his or her body at this time. If the mind has already snapped, the victim's body is left in a catatonic state, and only high-level magic (*wish* or *restoration*, for example) can return the victim to the pre-domination state.

While inside a host body, the blood pudding can cast spells and use any magical items normally usable by Wizards. As they live for centuries, most blood puddings have an extensive collection of magical weapons: wands, staves, rods, daggers, and so on. Such items can be wielded only through a host body, as an exposed pudding has no other way of manipulating objects or speaking (and thus triggering command words).

Habitat/Society: Blood puddings are parasites of the worst kind, completely depriving their victims of the use of their own bodies. What's worse is that the victim is forced to watch his or her body under the control of another mind while being unable to stop it.

From outside appearances, there is no difference between the host organism before or after infestation by a blood pudding. However, while the pudding has complete control over its victim's body, he does not gain access to the victim's knowledge or memories, and this can cause people who know the victim well to become suspicious at the host's sudden, strange behavior. For this reason, blood puddings habitually either attack victims with which they are already very familiar (in which case they can do a reasonable job of passing themselves off as the victim) or else attack a stranger and then move to a town or city far enough away that no one is liable to recognize the victim. As blood puddings began life as Wizards, they prefer not to move far away if they can help it, as this involves considerable trouble and expense (transporting their extensive libraries, magical items, all of their alchemical apparatus, and so on).

The blood pudding's penchant for attacking victims of lower Intelligence than themselves also makes it difficult to explain why the simple goatherder suddenly moved into the Wizard's old castle and delved into spell research. For this reason, many blood puddings travel to a faraway city when their host starts growing old, taking over a new host organism to bring back to their private residences. This makes it easier on the pudding: The Wizard needn't move a huge store of possessions, and nobody in town is liable to recognize the "new person" moving into the Wizard's dwelling. Many blood puddings go so far as to draw up wills (as the current host) and leave all of their worldly possessions to a distant "relative," whose role they then assume in the new host body. This practice does much to alleviate suspicion of the blood pudding's host in the surrounding community.

Ecology: Blood puddings, as undead, play a very small role in the ecology, but they are classified as predators since they kill to survive. Not only does taking over a host body provide the pudding with a way of manipulating objects, carrying on with its magical studies, and interacting with society, but it also replenishes the blood that makes up its body. Each time the pudding takes a new host, the victim's blood is intermingled with that of the pudding, renewing and replenishing its vitality. The undead nature of the blood pudding is such that it requires such sustenance only twice every century or so.

The host, however, is a different matter. Even though it becomes little more than a living puppet, dancing on the pudding's strings, it is still a living organism and requires the basics—food, drink, sleep, shelter. The blood pudding is careful to take good care of its host's needs, if only to save itself the problems of acquiring a new one.

Blood puddings do not need sleep but do not leave their hosts when they sleep for the night, fearing that the victim's mind might reassert control over its body. Instead, the pudding remains inside the slumbering body, plotting its schemes and developing its plans for the future.

Only human, demihuman, and humanoid hosts are susceptible to invasion by a blood pudding—the creature cannot seep into an animal and use it as its puppet. Also, the host must be roughly the same size as the Wizard was before his or her transformation into a blood pudding. A pudding created from the blood of a human Wizard cannot fit itself into a gnome, dwarf, or halfling body—there simply isn't enough room. On the other hand, choosing a larger body than normal is allowed—the same pudding could take over the body of an orc or hobgoblin, for instance. Usually, a blood pudding sticks with the type of body it is used to: a human female Wizard tends to choose human women as her victims; a male drow Wizard tries to stick to male drow victims if possible. Of course, some blood puddings take the opposite approach, varying their victims as often as possible to lessen the chance that anyone will guess what's really going on.

	Black	White	Dun	Brown
CLIMATE/TERRAIN:	Any underground	Arctic plain	Arid desert	Any marsh
FREQUENCY:	Uncommon	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Any	Any	Any	Any
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)
ARMOR CLASS:	6	8	7	5
MOVEMENT:	6	9	12	6
HIT DICE:	10	9	8+1	11
THAC0:	11	11	13	9
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3-24	7-28	4-24	5- 20
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S-L (3'-8')	S-L (3'- 8')	S-L (3'-8')	S-L (3'-8')
MORALE:	Special	Special	Special	Special
XP VALUE:	2,000	1,400	1,400	2,000

Puddings are voracious, puddinglike monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animals (including humans) or vegetable matter on sight.

All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

Puddings reproduce by fission. They are adapted to live in a wide variety of climates.

Puddings starting with 11-30% of maximum possible hit points are 3 feet to 4 feet in diameter; with 31-50% of full hit points, 5 feet wide; with 51-70% of full hit points, 6 feet wide; with 71-90% of full hit points, 7 feet wide; and with 91-100% of full hit points, 8 feet wide. If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do not use all of their mouth openings (which cover their exposed surfaces), the smallest pudding does the same damage as the largest.

Black Puddings

Black pudding acid is highly corrosive, inflicting 3-24 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail +3* takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

White Puddings

These cold-loving creatures are 50% likely to be mistaken for ice and snow (guaranteeing surprise) even under the best of conditions. White puddings haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable matter; even ice provides them with enough nutrition to exist. White puddings cannot affect metals but dissolve animal and vegetable materials in a single round, inflicting damage to flesh at an astonishing rate.

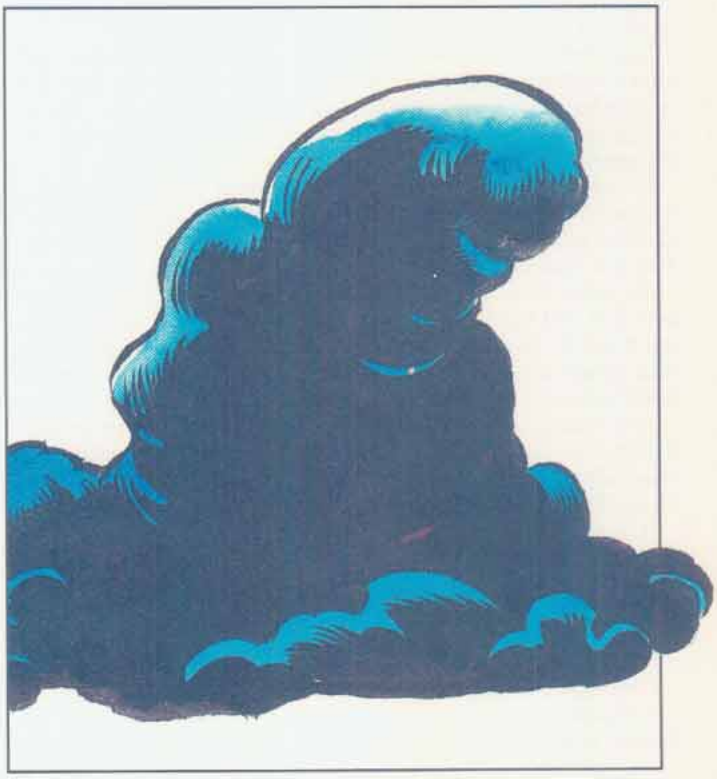
Dun Puddings

Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates (sand) if animal and vegetable matter is unavailable. They dissolve leather in a single round, regardless of magical pluses. Metals are eaten at a rate half that of black puddings; chain takes two rounds to dissolve, plate four rounds, with an additional two rounds per magical plus.

Brown Puddings

This type dwells principally in marsh areas. It has a tough skin but its attack is less dangerous than other types of puddings. Brown puddings cannot affect metals but dissolve leather and wood in a single round, regardless of magical pluses.

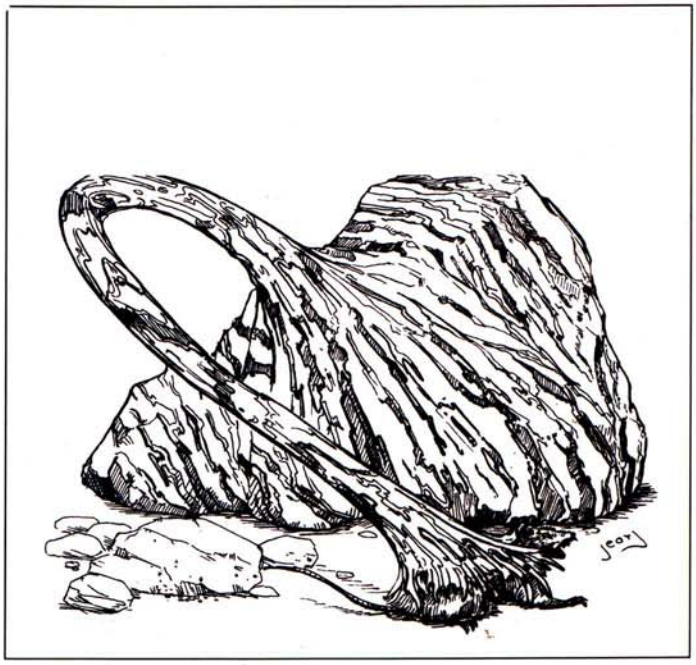
Other pudding types are possible, at the DM's option.



Pudding, Marble

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–16
SPECIAL ATTACKS:	Glue, acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S–L (3'-8')
MORALE:	Special
XP VALUE:	2,000



Marble puddings can harden the surface of their normally pliant bodies to appear like chunks of stone. They are usually gray, with streaks of white or black over their surfaces, giving them their distinct "marble" look.

The discovery of the marble pudding has caused quite a stir in academic circles. Many sages believe that this creature proves a genetic relationship between the deadly pudding and the mimic. Certainly, the many similarities between the mimic and the marble pudding would seem to support this theory.

Combat: Like a mimic, the marble pudding relies on imitation to catch its prey. Unlike other puddings, which aggressively hunt down their victims, the marble pudding adopts the shape of a harmless piece of stone and lets its victims come to it. Marble puddings can alter their color to blend in with the stones of their environment. Once prey comes within range, the pudding strikes out with a pseudopod (with a –4 penalty to its victim's surprise roll). If this hits, the pudding secretes an adhesive that bonds to the victim, preventing its escape. The pudding then softens its rock-like outer texture and flows over its victim, engulfing and dissolving it with its acid. The acid produced by a marble pudding is weaker than that of other puddings its size, causing only 2–16 hp damage per round. Similarly, the "glue" it produces is weaker than mimic glue, giving victims a –1 bonus on their Open Doors roll to pull free.

Marble puddings share the deadly pudding immunities against poison, cold, and acid. Lightning and blows from weapons cause them to divide into two smaller creatures.

Since they have no eyes, marble puddings are immune to vision-based attacks (such as *light* and *continual light* spells) and illusions that are primarily visual. Instead of a sense of sight, marble puddings share the deadly puddings' ability to sense heat and analyze material structures at a range of 90 feet.

Habitat/Society: Marble puddings are usually found underground, in natural caverns and tunnels where they use their marble-imitating abilities to best advantage. They are more patient than normal puddings, often waiting motionless for days before attacking a creature who wanders too close. Somewhat territorial, a marble pudding usually remains within a half-mile or so of its "home."

Marble puddings are able to climb walls, ceilings, and sheer surfaces, but they are unlikely to do so unless there is a good chance of encountering prey there. (For instance, a marble pudding might station itself along the ceiling in a cave where bats roost.) Additionally, they are usually encountered singly, for they have no interaction with others of their species. Encounters with more than one marble pudding occur only in areas where the "hunting" is particularly good, and there is enough prey to go around. Even in these cases, though, each marble pudding is on its own—they do not cooperate with, assist, or even acknowledge the presence of others of their kind.

Ecology: Marble puddings can go weeks between meals. They do not have a preference for any particular type of prey; instead, they lash out at anything that moves past them whenever they are hungry. Similarly, they do not seem to fear any type of creature, as anything that moves is considered fair prey. None knows for certain whether the marble pudding is related to the mimic. If the two creatures are related, it would explain the mimic's natural immunity to the acid of deadly puddings.

As if there weren't enough controversy over the marble pudding's genetic ties, one sage has put forth yet another supposition: observing the creature's stone-imitating camouflage and ability to project pseudopods from its body, he has postulated a link between the marble pudding and the roper. While the roper is arguably a much more complex creature, it too can alter the shape of its body, change its coloration better to match the surrounding rock, and shoot sticky strands from its body.

	Stone	Gray	Dense
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Any	Any	Any
INTELLIGENCE:	Low (5)	Low (5)	Average (8–10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1 (1–3)	1	1 (1–4)
ARMOR CLASS:	4	9	6
MOVEMENT:	3	9	6
HIT DICE:	5	10	10
THAC0:	15	11	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d6	4d8	2d10
SPECIAL ATTACKS:	Moves on ceilings	Surprise, acid	Surprise, disease
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	30%	20%	20%
SIZE:	L-H (8(FM) diam.)	L-H (8(FM) diam.)	L-H (8(FM) diam)
MORALE:	Steady (11)	Steady (11)	Champion (15)
XP VALUE:	1,400	3,000	4,000

Subterranean puddings are viscous, slimy creatures that resemble massive lumps more than living things. A subterranean pudding is, in fact, a colony of hundreds of living organisms in a single pudding. They have no visible eyes, ears, or mouths; the colony creature's sensory organs are located on its underside. Subterranean puddings range from gray to deep blue in color and are usually 8 feet in diameter; larger masses indicate multiple puddings, though no more than four puddings are found in any one mass. They always search for food, moving along floors, ceilings, and walls to find prey.

Sages believe all subterranean puddings are magically altered black puddings. Indeed, the two monsters share some standard characteristics. Subterranean puddings take no damage from edged weapons; blunt weapons cause one-quarter normal damage, regardless of any magical bonuses. Such puddings are immune to acid, cold, and poison attacks. Unlike other puddings, they do not divide when attacked. Rather, they divide into two half-sized sections, each with full hit points, when any of the following spells are cast at them: *fireball, lightning bolt, flamestrike, flaming sphere, wall of fire, chain lightning,* and *incendiary cloud.*

Stone Pudding

Though malleable, this pudding appears rather solid and very sluggish. It is a thick lump that oozes slowly along any surface, preferring to hide on ceilings (from whence it can drop onto its food). It ranges in color from light gray to dark gray—the darker the color, the more recently it has fed. A stone pudding's secretions are poisonous, and each attack causes 3d6 points of damage. When a pudding kills a victim, it rests upon the dead creature until its body absorbs the flesh. This takes 1–10 rounds. Stone puddings cannot eat metal, wood, leather, and other such objects, which are left behind after they consume their victims.

These puddings, their remains, and their surface secretions can be prepared as poisons and used as ingredients in *oil of acid resistance.*

Gray Pudding

Often mistaken for a stone pudding at a distance, this is perhaps the deadliest of the subterranean puddings. Gray pudding uses its deep gray coloration to blend in with shadows and the natural gray hue of stone. This gives its opponents a –4 surprise roll penalty. More corrosive than black pudding, the gray variety emits a powerful acid, delivering 4d8 points of damage. This acid eats through wood, leather, and chain mail in 1 round, and plate mail in 2. Each magical plus of an enchanted item adds 1 round to its survival time. In addition, the creature automatically delivers 4d8 points of damage each round it is encasing a victim. A creature reaching –10 hit points is dissolved, with not even a scrap of bone left behind.

Gray puddings are unusually susceptible to certain spells, provided those enchantments get past its magic resistance. These spells include *flesh to stone,* which acts as a *slow* spell on the pudding, and *airy water,* which alters the pudding's form enough to drown it in its own fluid mass in 2d4 rounds.

Dense Pudding

This variety of subterranean pudding has 10 Hit Dice and is always found at its maximum hit point total (80 hp). Slower than gray pudding, the dense variety has learned from its "relatives" to cling to the shadows and use surprise to its advantage by dropping on potential meals. Targets suffer a –2 to their surprise rolls. Dense pudding is easy to spot in the open because of its dark blue coloration and large size.

The secretions of a dense pudding are corrosive only to living flesh and cause 2d10 hit points of damage. In addition, the secretions are tainted. All those who are damaged by a dense pudding must make a successful saving throw vs. poison or succumb to a debilitating disease. *Cure disease* will negate these effects if cast within 48 hours of the infection.

Pudding, Vermillion

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to acid, cold, and poison
MAGIC RESISTANCE:	Nil
SIZE:	S-L (3'-8' diameter)
MORALE:	Special
XP VALUE:	4,000



Vermilion pudding is the name given to an aggregate colony of the flesh-eating vermilia bacteria. The Red Curse has affected these colonies, imbuing them with the ability to act together as one creature.

The vermilion pudding glows with an eerie internal red light. It usually takes the form of a red-tinged amorphous blob, and like other puddings, it can change shape rapidly and flow through almost any opening. The pudding is extremely sticky and tarlike.

The Red Curse: Vermilion puddings never acquire Legacies or become Afflicted.

Combat: In order to determine if something is edible, the vermilion pudding can sense heat and vibration from a distance of up to 90 feet. The vermilion pudding will even attack undead creatures that have organic matter in their bodies. The puddings count as +2 magical weapons for the purpose of eating undead or magical flesh.

Vermilion puddings prefer to attack Legacy-using creatures and will attack Inheritors before attacking those with a single Legacy.

Like all deadly puddings, the vermilion pudding is immune to acid, cold, and poison. Lightning bolts and weapon attacks cause them to divide into smaller puddings, each able to attack as an individual pudding. Fire causes normal damage, as do magic missiles. Vermilion puddings can squeeze through very small cracks (such as the chinks and gaps in armor) and can travel on ceilings and walls.

All vermilion puddings are at least three feet in diameter. They have hit points in proportion to their size, roughly according to the following:

Diameter:	3'	4'	5'	6'	7'	8'
Hit Points:	30	40	50	60	70	80

The attack mode of the rapacious vermilion pudding is similar to that of the vermilia infection, except much faster. The pudding causes 1 point of damage the first round, 2 points the second round, 4 points the third round, 8 the fourth, (etc.). If the pudding successfully hits an opponent once, it automatically succeeds each subsequent round until it is destroyed.

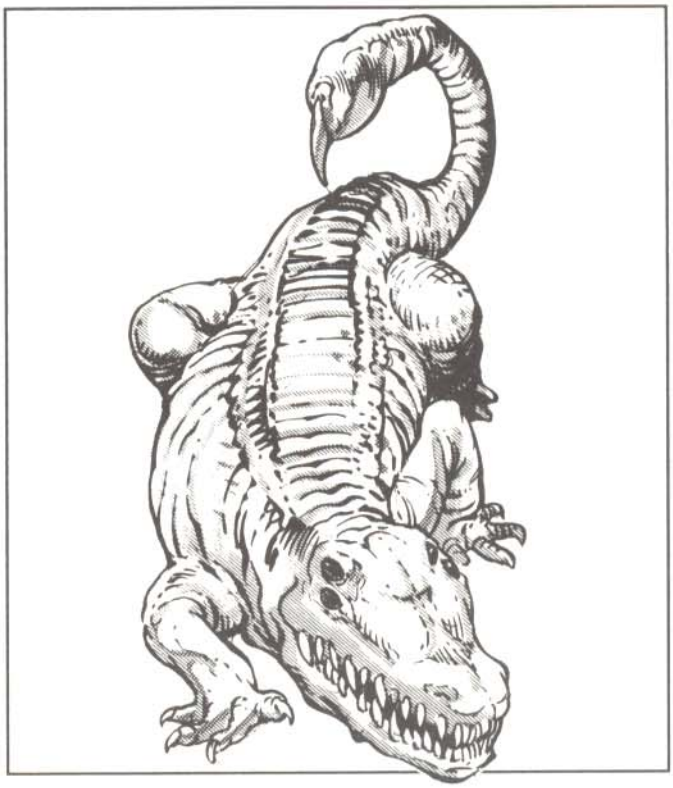
Armor provides little protection from the vermilion pudding's attack since the pudding only has to touch its victim. All of its victims have a base of AC 10, although magical armor bonuses, magical protection such as a *ring of protection*, and dexterity bonuses are still applicable. Any form of metal armor will hold off the vermilion pudding for one round before the pudding finds a hole or a chink in the armor to flow through. The vermilion pudding does not eat the armor itself; it simply flows past it to get at the flesh beneath.

The vermilion pudding is mindless and will never retreat as long as there remains flesh to be eaten.

Ecology: Vermilion puddings reproduce by fission. If a vermilion pudding reaches eight feet in diameter, it will split into two separate four-foot diameter puddings. They adapt to live in a wide variety of climates.

Puffer

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15 (active only)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-12/1-6
SPECIAL ATTACKS:	poison stinger
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (12' long) active state L (20'-40' diam.) dormant state
MORALE:	Fanatic (18)
XP VALUE:	2,000



The puffer is a durable creature that can bear the rigors of wildspace for years at a time while in its dormant state. Yet, when it lands upon an asteroid or ship and becomes active, it can become a terrible killing machine, often leaving a wasteland in its wake.

In its dormant state the puffer resembles a tightly-stretched balloon—a featureless sphere floating through wildspace. It can be as large as 40' in diameter, or perhaps as small as half that, depending on how long it has been dormant. Upon close inspection, its smooth skin looks obviously different from an asteroid or other natural object.

When active, the puffer resembles a cross between a crocodile and a scorpion. It has a mouthful of sharp fangs and a poison stinger in its tail, which it keeps curled over its back, ready to strike a foe in any direction.

A puffer can propel itself slowly through wildspace by exhaling a small trickle of air. It cannot approach spelljammer speed, of course, but it can sense any ship or other large object within 100 miles. The puffer slowly approaches the object and, if it can catch it, lands and immediately becomes active.

A puffer can make some 5-10 attempts to land somewhere before its supply of air is exhausted. If this occurs before it can land, the puffer dies in space without reproducing.

Combat: A puffer can fight only in active mode. It can be slain when dormant, if characters reach it in wildspace. In fact, when thus killed, its body becomes a valuable source of air. As soon as a puffer comes into contact with more than one ton of air, however, it becomes active.

The bite of the puffer inflicts 1d12 points of damage, while the stinger causes 1d6. In addition, those struck by the stinger must roll a successful saving throw vs. poison or die.

Habitat/Society: Puffers spend most of their lives in the ultimate seclusion—the eternal dark and cold of wildspace beyond the outermost planets. Once in its life, however, a puffer tries to land. After landing, it must kill some creature to serve as host for its eggs. These it lays, and then it returns to wildspace to die.

The eggs hatch three to four weeks later, releasing 1d100 tiny, active puffers into whatever environment fortune has placed them (hp 1 each, AC 10, THAC0 19).

These tiny puffers have stingers every bit as lethal as the adult's. Each of them seeks a warm-blooded animal as a victim, which they attempt to sting to death. If successful, the little puffer devours the kill, growing quickly as it does so.

After the meal, it slowly begins to inhale air, inflating until it is a dormant ball some 30-40' across. Then, with an expulsion of air, it shoots slowly into wildspace at non-spelljamming speed, where it will spend the next years or even decades.

Ecology: Puffers feed on meat, and they seek creatures of human size or larger for their kills. They can grow and lay their eggs using smaller creatures for sustenance, but it takes many of these for each activity, as opposed to one good-sized carcass of 150-200 lbs.

Puffers cannot survive the extreme of a fall from space to a full-sized planet, nor can their air-blown drives carry them from a planet into space. Thus, they confine their activities to ships, asteroids, and other small objects in space.

Pyreen (Peach-Bringer)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-Genius (19)
TREASURE:	V (x3)
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	0 (10)
MOVEMENT:	24
HIT DICE:	16-20
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +3 (strength)
SPECIAL ATTACKS:	Spells, see below
SPECIAL DEFENSES:	Spells, see below
MAGIC RESISTANCE:	25%
SIZE:	M (6-7')
MORALE:	Fearless (20)
XP VALUE:	14,000

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
13	4/7/16	EW,PB/All	16	1D100 + 225

Clairsentence – *Sciences:* aura sight; *Devotions:* danger sense, spirit sense.

Psychometabolism – *Sciences:* complete healing, energy containment; *Devotions:* absorb disease, chameleon power, chemical simulation, mind over body.

Telepathy – *Sciences:* tower of iron will, psionic blast, mindlink, ejection; *Devotions:* conceal thoughts, empathy, identity penetration, intellect fortress, mental barrier, mind blank, psychic messenger, thought shield, truthear, contact, ego whip.

Metapsionic – *Sciences:* psychic surgery; *Devotions:* enhancement, gird, psionic sense.

Pyreens are mysterious beings that roam the world of Athas. They are powerful psionicists and very powerful druids. They travel about Athas attempting to set things right, although it looks like a hopeless battle. Few know of their existence, and fewer still have ever met one. They are sworn enemies of defilers, and their actions indicate they are bent on the destruction of the sorcerer-kings.

Pyreens are humanoid, although they are not identifiable as any of the current humanoid or demi-human races—rather, they have characteristics of all of them. They have the broad bodies of dwarves, the pointed ears of the elves, the eyes of a human or giant, and the childlike face of the halflings. Pyreens are almost never seen in their natural form, for with their druidic abilities they can take the form of any animal. Peace-bringers also have forms in each race and generally travel about looking like any of a thousand faceless wanderers on the roads.

Pyreens speak all of the languages of humans and demi-humans. In addition, there is a 65% chance that they speak any other language spoken by intelligent creatures of Athas.

Combat: Pyreens do not like combat, but they are devastating foes if they do decide to fight. In addition to their formidable psionic powers, all pyreens are druids of at least 16th level. As such, they each have guarded lands, but these lands are huge



(for instance, the entire Forest Ridge or the Ringing Mountains of the west). They have major access to the spheres of the Cosmos and to all of the elemental spheres. The pyreens are generally 16th level, although there are four at 17th level, four at 18th level, two at 19th level, and their leader, Alar Ch'Aranol, is 20th level.

In addition to psionics, spells, and the other druid powers, pyreens all carry several magic items, among which is usually a magical metal weapon. This is generally a dagger or knife, something easily concealed. The weapon is always highly enchanted (+3 or better) and sometimes has other special powers. Other magic items favored by pyreens include rings, *cloaks of protection,* and *bracers of defense.*

Pyreens are naturally immune to the initiative loss of defiler magic. Their connections with the spirits of the lands are strong enough that they never need to pray for spells, but instead receive them every morning without prayer.

A pyreen very rarely enters combat on someone else's behalf, although they might make an exception if a defiler is involved. This is not to imply that a peace-bringer is in any way fearful, but rather that they feel that someone who has lived thousands of years should not risk his life to save a short-lived human. The destruction of the land is another matter entirely. A party battling a defiler may suddenly find a sand elemental fighting on their side, or a sudden forceful wind may arise that knocks down the defiler, spoiling his spell. Such parties have been aided by a pyreen, although they will never see him nor find the slightest trace of him

The chance for a pyreen to help a battling party is based entirely on the combat involved. If a pyreen observes a druid defending his guarded lands or a party fighting a defiler, he may lend his help. On the other hand, if he stumbles upon a group of adventurers simply battling a creature that wants to eat them, the pyreen is likely to just carry on about his business. This seemingly callous attitude is caused by the pyreen's thousands of years existence. A short-lived human or elf is just not worth a risk to the pyreen's greater mission.

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In addition, pyreens have a good knowledge of the world. If the party is well known and powerful, the pyreen is 75% likely to know about them. In this case, the amount of help (or opposition) proffered by the pyreen depends entirely on the party's previous actions. If they are known for defeating a defiler, for instance, they stand a good chance of receiving some sort of aid from the pyreen, even against some lowly monster.

Habitat/Society: Pyreens are solitary creatures, even in the midst of a city. They usually have a mission to perform, something connected with restoring the land or defeating a defiler (the ultimate defilers, of course, being the sorcerer- kings). Alar Ch'Aranol's (see below) current mission is the ultimate destruction of the dragon of Tyr. While Alar is very powerful, he knows that he is no match for the Dragon. So, he is trying to see that good adventurers survive to reach levels of power even greater than his own. Much of his time is spent helping the land recover from visits by the Dragon, aiding enslaved humans and demihumans, and doing what he can to prevent the further destruction of the land. This has been his mission for almost a thousand years now, and it looks like it may take many more. He knows that his mission is virtually impossible, but he also knows that given enough time, anything can be accomplished.

Peace-bringers have no permanent home, although they may take up residence in one place for 50 or 100 years. Generally, they are travellers, seeking to do what they can to restore the land. This includes aiding druids in defending or restoring their guarded lands.

Pyreens have vast knowledge concerning the way Athas was before its ecology was ruined. They never reveal this knowledge, even to save their own lives. (They are also some of the very few beings who have traveled extensively in the Hinterlands.) The knowledge they possess might be shared with a deserving party, but only regarding the current condition of the land. A pyreen will never talk about the land's state as it used to be. They are perhaps the only beings who might know just where and how the dragon came to be, for it is thought that they even predate the dragon.

These noble beings can always recognize one another, in whatever form they are currently using. Only rarely do they work together, for each has slightly different ideas on what needs to be done to restore the world to its former state.

It is not known whether their extremely long life spans are a racial trait or are due to their incredible druid powers. There is no record of a pyreen ever dying of old age. There were once many more of them.

Pyreens are able to sustain themselves without water or nourishment anywhere on Athas, just as a high level druid in his guarded lands. They can and do eat and enjoy fine wines and foods.

Peace-bringers use their powers to aid the land and the people in it. Legends tell of a man dying of thirst in the desert finding a bottle of fresh cold water. Most people put this down to an "old elves" tale, but the man in question was actually helped by a pyreen. In general, if a pyreen can help without revealing himself, and if he feels it will benefit the land, he will help. A favorite trick is to shapechange into human or half-elven form and approach the party claiming to be a low-level druid. The pyreen is very careful never to reveal any of his powerful magic, even moderating the effects of his spells if necessary. Thus, he might use a create water that only creates two or three gallons of water, rather than the eight to ten he could normally create. A pyreen never becomes too involved with any individual or group of adventurers; if they need help more than once in their lifetimes, they are not the type of adventurers that a pyreen is looking for to aid his great mission.

Ecology: Pyreens are a throwback. As such, they have no real place in the ecology of Athas, although they certainly have an effect on it. An adventurer that battles a defiler may not be able to do anything about the destruction caused by the defiler. However, if he returns to the battle site a few months later, he may find grass and trees growing where none should. Unfortunately, a pyreen is only able to cast a rejuvenate spell once per month. This is a great weakness in their battle to restore the land, and perhaps the reason that they help parties to reach higher levels. If they actually witness a mage or priest casting a rejuvenate spell, they are likely to follow that being in animal form for quite some time. They seek to aid and protect someone who can do almost as much to restore the land as they can. In spite of this aid, the world is so big, and the peace-bringers so few, that an human may adventure his whole lifetime and never meet a pyreen.

Alar Ch'Aranol, Leader of the Peace-bringers

Str 18 (50), Dex 19, Con 17, Int 20, Wis 23, Chr 19, AL Neutral, Mv 12, AC -4, HD 20, HP 105, #Att 1, Damage by weapon + 3, SA psionics, spells, SD psionics, spells, PSPs 325.

Alar wears *Bracers AC 2,* a *Ring of Protection +2,* and a *Ring of Regeneration.* He carries a *dagger +3, +5 vs. magic using creatures,* and a *staff of conjuring elementals* that is able to summon one of each type of lesser elemental per day. Such elementals always recognize Alar as a friend and treat him as they would an elemental noble.

His psionic powers include all of those listed above, as well as the psychoportive science of *teleportation,* and the psychoportive devotions of *dimension door* and *dream travel.* He can also use the metapsionic science of *appraisal.*

Alar Ch'Aranol may be the oldest living being on Athas, the only possible exception being the Dragon. He is an incredibly wise being, and he never makes an open move without studying the possibilities and ramifications first. He almost never enters combat; instead he prefers to work through others. Alar has trained many a druid, always posing as another wandering druid.

Alar has sworn death to the dragon. Even for someone of his obvious power, this is almost an impossible mission, since he is no match for the dragon. For almost a thousand years he has been helping adventurers, trying to gain powerful allies in his opposition to the terrible scourge. Alar has often been disappointed and has sent several parties of very powerful adventurers to their deaths against the dragon. He has resolved to wait until things are ready, although the dying of the land hurts him almost as much as it hurts the land. Alar will go out of his way to aid a powerful group of adventurers, but this aid often comes in the form of a warning (for example, if the dragon is coming).

Though he is considered the leader of the pyreens, Alar gives no orders nor does he expect loyalty from the other pyreens. This is because of the pyreens' fierce independence. Alar realizes that defilers must be stopped, but he also knows that the land can no longer restore itself. He continually looks for an answer to this dilemma, and his aid of adventurers is just a small way to help stop the total ruin of a world.

CLIMATE/TERRAIN:	Wildspace/Temperate and Subarctic
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Light and heat
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	−1 (3)
MOVEMENT:	Fl 16 (C); See below
HIT DICE:	6-8
THAC0:	6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Immune to heat, flame
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-15' long)
MORALE:	Average(8-10)
XP VALUE:	1,400



The q'nidar are bat-like creatures that frequent the warmer areas of wildspace in search of food. They appear as gigantic bats with a semi-crystalline hide (not unlike that of the radiant dragon in appearance). The q'nidar feed on heat and light, which can be seen constantly arcing around and through them; from afar, these heat and light patterns streak behind them, resembling a vaporous trail. The dracon were the first to encounter these creatures and named them "q'nidar," or heat-eaters. The rest of the races in space usually refer to these creatures as "vapor bats."

The q'nidar have a unique form of communication: They "speak" via a thermal breath that is easily detected and understood by other q'nidar. Even though they feed on heat and light, they are not always found near heat-based celestial bodies; too much background heat confuses their senses and their speech.

Combat: Q'nidar are attracted to spelljamming ships because of the lights and activity, as well as curiosity. In the past, q'nidar would confuse ships with other vapor bats and "speak" with the ships, resulting in disaster.

The breath of a q'nidar is extremely hot. It is harmless in the void, but, when exposed to the atmospheric envelope of a ship, it ignites the air in its path and any flammables it contacts. The breath weapon is a cone of fire 30 feet long that is ten feet wide at its far end. Anyone within the area of the flame suffers 2d12 points of damage, and any flammable materials must roll successful saving throws or ignite. The breath also causes 1d3 points of hull damage (wooden and organic hulls only).

The vapor bats generally wait for fires they started to build to 5-point intensity (5 hull points of damage per round), and then they begin absorbing the heat and light from the flames. This process extinguishes the flames in two rounds. Thus, the bats extinguish put out any flames they caused, but only if given the chance. If attacked while "talking," a vapor bat will *scream* at the ship, causing an additional 1d12 points of damage with its breath, and an added point of hull damage. It continues to scream until it is no longer interrupted while feeding.

Habitat/Society: Q'nidar travel in a single-line formation to feed upon the heat trails of the pack leader. Their flight in wildspace is erratic because they get confused by background thermals. The vapor bats have learned that much food is generated by talking with spelljamming ships, and thus they are commonly found along the spaceways and trade lanes of space. They are simple creatures, meaning no malice, but they are still one of the feared monsters of the void.

Q'nidar are capable of moving at spelljamming speed (SR of 3), but only after they have absorbed major amounts of heat and light. If a q'nidar is brought out of spelljamming speed by a passing ship, it needs "food" to maintain its speed, and it begins breathing on the ship to generate heat and light for its needs. Q'nidar rarely need to absorb more than 5 or 6 points of heat energy before returning to spelljamming speed.

Q'nidar are never found in the phlogiston except in their rare, crystalline form (see "Ecology"). In the phlogiston, the vapor bats' breath causes a constant fireball about the q'nidar and effectively kills them by overabsorption of heat. Q'nidar killed in the phlogiston this way have a different crystal structure, and this crystal is quite useful for creating a *crystal ball*. Q'nidar subjected to fireballs of greater Hit Dice than their own will absorb all the heat and light, forming this same crystal.

Ecology: The hides of the q'nidar make effective components of heat-and light-based spells. When heated, the scales are quite effective for extra lighting. Remains of the q'nidar are rarely encountered, outside of those killed along the tradeways.

Responding to some racial instinct, the dying q'nidar dive toward the nearest star, absorbing heat and light until their bodies crystalize fully. Often, these bodies of crystal simply get pulled into the star, but some have been recovered. The crystalline formation reacts like a spelljamming helm, absorbing not only heat and light, but magic. The crystalline remains may be carved into a small chair, creating a minor spelljamming helm.

CLIMATE/TERRAIN:	Subterranean caves
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (O, R)
ALIGNMENT:	Neutral

NO. APPEARING:	2-24
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Berserk rage
SPECIAL DEFENSES:	Immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (7' + tall)
MORALE:	Elite (15-16)
XP VALUE:	Normal: 175 Jald: 270 Thonot: 1,400



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

Quaggoths speak a halting form of Undercommon, and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of Duergar, Drow, or Common.

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

Combat: Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected animals or creatures (such as a party of adventurers) invite certain attack.

Most tribes (70%) of quaggoths do not carry weapons, and attack with their claws for 1-4 hit points of damage per hit. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths which are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.

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

For every 12 quaggoths encountered, there will be a leader, or jald. The jald has 3+3 Hit Dice and wears leather or skins, making it AC 5. In addition, it gains a +1 bonus to damage rolls. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner

Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Instead of magic, however, thonots use psionics. A thonot will use its abilities to aid the tribe in combat, escape, or healing.

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

Psionics Summary (Thonots only):

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/5	MT/MBl	15	50

Only have:

- **Psychokinesis – Sciences:** telekinesis. Devotions: control flames, molecular agitation.
- **Psychometabolism – Sciences:** shadow-form. Devotions: cell adjustment, expansion, reduction.

Habitat/Society: Quaggoths are nomadic hunters. They change territories periodically. In each new territory, they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.

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

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

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

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

Ecology: Quaggoths produce a few artifacts, mostly crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads

Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other predators of the Underdark. Quaggoths can be trained as servants and guards if captured early.

Queen of Chaos, The

Climate/Terrain:	The Steaming Fen
Frequency:	Unique
Organization:	Planar Ruler
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supra-genius (20)
Treasure:	U, Z
Alignment:	Chaotic evil
No. Appearing:	Unique
Armor Class:	–5
Movement:	6, Sw 9, Jet 24
Hit Dice:	20, hp 140
THAC0:	1
No. of Attacks:	3
Damage/Attack:	2d6/2d6/2d6+16
Special Attacks:	Constriction, beak, spell-like abilities
Special Defenses:	Harmed only by +3 or better magical weapons, immunities, regeneration
Magic Resistance:	70%
Size:	G (about 25′ tall)
Morale:	Fearless (19)
XP Value:	38,000

The Queen of Chaos is a native of Limbo who rules the Steaming Fen.

The queen's lower body is a mass of 10 mauve tentacles, like a giant squid's. The tentacles are always shiny with slime, and a network of red and purple veins shows beneath the skin. Her upper body is humanoid, female, and grossly fat. The skin is bluish, lighter at the corpulent belly and darker in back. The queen's eyes and hair are green; the locks hang in drooping curls. When standing upright on her tentacles she is about 25 feet tall, but she measures more than 90 feet from the top of her head to the tips of her longest tentacles.

The queen carries a huge trident attached to one wrist with a coil of spyder-fiend silk rope. She wears a coronet of bones decorated with black pearls and a sahuagin skull.

Combat: The queen is as strong as a frost giant, and her oversized trident is a +5 magical weapon that inflicts 2d6+2 points of damage (2d6+16 with all bonuses added). She can use the trident as a melee weapon or hurl it as a missile weapon. When she throws the trident, she can recover it immediately by pulling the rope attached to it. The rope is armor class –5, and it can sustain 50 points of damage before being severed. The rope is 75% resistant to magical fire.

Two of the queen's tentacles are long enough to conduct melee with opponents up to 60 feet away; these tentacles are equipped with horny ridges that inflict 2d6 points of slashing damage. If the queen chooses, she can attempt to grab opponents of up to size large; opponents have an effective armor class of 10, with adjustments for magic and Dexterity, against this attack form, but the queen suffers a –4 attack penalty. If she successfully grabs a foe, she lifts the opponent off his feet and can stuff him under her body on the following round, freeing the grasping tentacle for further attacks.

Opponents trapped under the queen's body are wrapped in one of her other tentacles and constricted for 3d6 points of damage each round. Each tentacle can constrict a single opponent. The queen also has a razor-sharp beak hidden among her tentacles. She can bite one trapped creature with the beak each round for 7d4 points of damage.

The queen's tentacles cannot be broken with a feat of Strength. The only way to escape is to sever the tentacle with an attack from a slashing weapon of +3 or better enchantment or with a tightly directed magical attacks such as *magic missile*. The tentacles are armor class –7 and each requires 30 points of damage to sever. Damage from any physical attack is reduced by –5 per attack. Creatures in a tentacle's grasp or trapped under the queen's body suffer a –3 penalty to attack and initiative rolls.

Damage to the tentacles does not harm the queen. Severing a tentacle allows a creature in the tentacle's grasp to wiggle free of the queen's body, but the tentacle does not let go. It continues to constrict for 2d6 points of damage each round until removed with a successful open doors roll.

The queen has these spell-like abilities as a 20th level caster: *shape change* into human or merman form, *mirror image, slow, chaos, magic missile, tongues, clairvoyance, telekinesis,* and *ventriloquism* (at will); *suggestion* with a maximum duration of one month, *polymorph other, death fog, shocking grasp, eyebite,* and *taunt* (six times a day); *chain lightning, domination, mass charm,* and *polymorph any object* (three times a day); and *symbols* of *discord, fear, hopelessness,* and *pain* (each once a day). She can telepathically communicate with any chaotic creature that is at least semi-intelligent.

Once per hour, the queen can expel a cloud of noxious smoke (or ink when underwater), which has the following effects: *darkness 15′ radius, stinking cloud,* or *solid fog*. Cloud effects function at 20th level. They are considered breath weapons and are not subject to magic resistance.

Three times an hour, the queen can create a *chaos gate*. See **Book III**, page 14 for details.

The Queen of Chaos is immune to all forms of acid, electricity, and poison. She regenerates one hit point a turn and regrows severed tentacles in 4d12 hours.

Followers and Resources: The Queen of Chaos resides in a sprawling palace located on swampy island in the Steaming Fen. The palace is filled with treasures looted from every Prime Material World where her agents are active. Some of the spoils stored in the palace might actually date back to the original war against Law.

Every spyder-fiend gives allegiance to the queen, even if only grudgingly. She rules through intimidation, favors granted and capriciously withdrawn, and shrewd bargaining.

Plots and Goals: The queen is obsessed with freeing Miska the Wolf-Spider, her lover and most successful general, from his prison. The queen adroitly pits her rivals against each other and placates enemies with gifts of treasure and slaves.

She constantly monitors the Prime Material Plane for any sign of the *Rod of Seven Parts*, which she believes (correctly) can heal the crippling injury Miska suffered. Whenever mortals find the *Rod* and begin assembling it, the queen learns about it through her servants, spies, and a sixth sense she has developed regarding the *Rod*.



CLIMATE/TERRAIN:	Tropical, subtropical, and temperate fresh and salt water
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE TYPE:	J, K, L, N, Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6, swim 20
HIT DICE:	5-10
THAC0:	15 (5-6 HD), 13 (7-8 HD), 11 (9-10 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Hold monster ability
SPECIAL DEFENSES:	Immune to electrical attacks
MAGIC RESISTANCE:	40%
SIZE:	G (up to 60′ long)
MORALE:	Very steady (13-14)
XP VALUE:	
5 HD	1,250
6 HD	1,500
7 HD	1,750
8 HD	2,000
9 HD	2,250
10 HD	2,500

Quelzarn are giant, solitary water snakes found in both fresh- and saltwater. They are swift, agile hunters, and may be of magical origin.

Quelzarn are eel-like in appearance, with mottled brown or green slimy skin that is extremely slippery. The slime enables them to breathe air through skin membranes, and is often home to mosses and weeds. Quelzarn are usually thirty to forty feet long, and have a spinelike fin running the length of their backs. Broad, leaf-shaped fins cover their gills just behind their wide, toothed jaws, and a quelzarn's head sports a bony, fin-shaped crest.

Combat: Quelzarn will eat anything living (and carrion if desperate). They spend their days cruising for meals, or drifting while the digest one. Quelzarn can cast a sixty-foot-range *hold monster* spell once per turn. They use this in battle and to immobilize prey. Quelzarn are highly resistant to the polluted waters of busy harbors and vast swamps alike. They have been known to *hold* a sailor standing on a dock, and then rear out the water to pluck him off the deck.

Quelzarn bite for 3d4 points of damage and are capable of swallowing whole any creature 4 1/2 feet tall or less. (The victim, even if held, is allowed a Dexterity check to avoid this fate.) Swallowed victims drown in six rounds; they will find that the interior of a quelzarn is AC 9, and inflicting 20 points of damage to one will cause the creature to spit its victim(s) out. Swallowed victims suffer only 1d2 points of damage from the creature's teeth. Angry quelzarn are capable of vomiting a swallowed creature out in order to bite it again.

Habitat/Society: Quelzarn are thought to have a magical origin, perhaps the result of long-ago experimentation by mages of Unther (certainly, the creatures were once hunted there for sport). They have a natural magic resistance, and are entirely immune to all electrical attack, both magical and natural. Quelzarn are attracted by magical attempts to control their wills, but receive a saving throw every second round against such magic (or spell-like magical natural or item powers) to break free of control. The interest of quelzarn in magic use, plus their shape and humanlike eyes, sometimes cause them to be mistaken for nagas.

Quelzarn roam great distances in their lives, and are thought to mate (they do so only seldomly) in deep undersea caves. They may cooperate with other creatures (in return for food), and never attack another of their kind. If one quelzarn encounters another attacking prey, they tend to ignore each other and attack independently rather than fighting over the prey or cooperating to share it.

Ecology: Quelzarn have no distinct lairs. Any treasure found with a quelzarn will be inorganic matter that has been swallowed (such as coins and gems). The digestive juices of quelzarn slowly break down flesh and even bone. The brain and cranial fluids of quelzarn have been found useful in the making of spell inks for *slow* and *hold* magic, and as a distillate in the manufacture of *rings of free action.* Quelzarn tissue is a useful alternative ingredient in the seasoning of wood to be used in the fashioning of *wands of lightning.* Quelzarn skin is leathery and snakelike, but death or removal causes it to cease producing its slimy coating. It soon shrivels to uselessness.

Climate/Terrain:	Elysium
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Daylight
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral good
No. Appearing:	1d6
Armor Class:	0
Movement:	24
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1d12
Special Attacks:	Blinding, burning, and disintegration
Special Defenses:	+3 or better weapon to hit, immune to fire and lightning, regeneration
Magic Resistance:	50%
Size:	M (6 feet tall)
Morale:	Average (8–10)
XP Value:	6,000

Quesar, it is said, were created by a group of lawful aasimon to serve as guardians over celestial treasures. These aasimon went to the radiant plains of Elysium and into the layer known as Belierin. There, they formed from the marshy mud a dried husk of human shape and form. In a hidden fortress called Nillis-thur, the aasimon magically transformed this mannequin so that it would absorb its energy from daylight. The fires of the construct began deep within it, but they quickly blossomed forth in cascades of might.

Soon the creation was more essence than form. The aasimon named the fruit of their labors a *quesar,* which meant "borrowed from heaven's crown." They were so enamored with themselves and their ingenuity that they immediately began creating more of the quesar.

Things continued at an ever-increasing pace until the aasimon began to assign their creations tasks to accomplish. In the beginning, the quesar carried out the missions they were given out of a feeling of gratitude or respect for their creators. It did not take long, however, for the quesar to decide for themselves that they had no intention of being slaves or servants of any other creature. The newly formed creatures attempted to relate this concept to their creators peacefully, but the aasimon did not react well to the news that all of their labor was for naught.

The quesar thanked the aasimon for their existence and assured them that they had not worked in vain, for the energy constructs would be a powerful force for good even if they did not work directly for the aasimon. Still, the champions of the Upper Planes did not take kindly to their creations acting in such a manner. "The clockworks do not tell the clock maker what to do. The clay does not instruct the sculptor," they said.

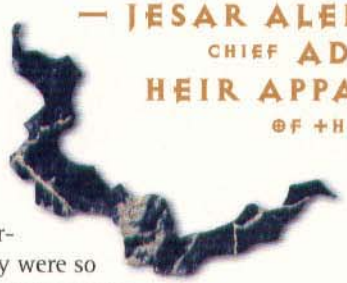
So there was war in heaven, but it was a short conflict, for some of the powers that called Elysium home intervened. "The quesar are not creatures of order – they follow the commands of no one. That is the way of Elysium," they said to the aasimon. Then the powers turned to the quesar. "You do not strike out at those who have treated you well. Creatures such as you do not act of rash thoughts and chaos. That is the way of Elysium."

Wordlessly, the aasimon left the marshes of Belierin. The quesar remained, to make a home for themselves and ponder the true purpose of their new lives. Most remain hidden until such meaning is found.

A quesar is vaguely human in shape, with two graceful arms, powerful legs, and a noble head joined by a slender torso. This form is obscured by the incredible amounts of energy radiating from the creature. Almost golemlike in nature, the quesar are nonetheless free-thinking beings with the energy, power, and life span of a star.

OF ALL THE STARS
IN THE FIRMAMENT,
NONE BURNS MORE BRIGHTLY
THAN THE QUESAR.
NEVERTHELESS,
IT IS A STAR FIRED
BY GOODNESS —
YOU HAVE NOTHING TO FEAR
FROM IT, MY SON.

— JESAR ALEN PHECCASO,
CHIEF ADVISOR TO THE
HEIR APPARENT
OF THE OPAQUE THRONE



Combat: There is one word of advice that those evil beings knowing anything about quesar give in regards to meeting them in battle: "Don't." Although they never use weapons (for even those of powerful enchantment would eventually melt or dissolve in their hands), their potent strikes inflict 1d12 points of damage.

The truly terrifying might of a quesar is displayed in its energy halo which emanates forth from its corporeal form. At its lowest intensity, which can be generated by a quesar at will, all within 100 yards must make a saving throw versus spells or be blinded for 1d10 rounds. It should be noted that this energy is equivalent to sunlight for purposes of battling certain evil or undead creatures. After one round of blinding light, the intensity can be increased to a level which sears all creatures within 10 yards, inflicting 6d6 points of damage (a saving throw versus breath weapon reduces this damage by half). This attack can be used six times each day. After a round of searing power, the intensity can be increased further. In this case, the light and force become so great that everything within 5 yards must save versus death magic or be disintegrated. This fearsome power is usable only three times each day.



Only magical weapons of +3 or greater enchantment can harm quesar. They are immune to energy-based attacks such as fire, lightning, and magic missiles. Cold, however, inflicts normal damage upon the constructs, assuming their magic resistance can be overcome. These beings of energy regenerate 1 hp per round while in daylight, even after they have been "slain." There are only two ways to kill a quesar permanently. The first is to defeat it in battle and then place the creature's remains in darkness where the light of day never reaches. The second method requires the virtual obliteration of the creature by magical means, such as *disintegration,* multiple *energy drains,* or *wish.*

Quesar cannot be summoned, and greatly resent being controlled or forced into submission. As the archmage Tessis Ro'lariv said, "Sometimes righteous wrath can be as horrible as evil's vengeance."

HABITAT/SOCIETY: In many ways, the quesar are outcasts and enigmas in the Upper Planes. While they are creatures of goodness, kindness, and light, the aasimon and other lawful beings of the good planes resent their insolence and resistance to accepting the hierarchy of the heavens. On the planes of goodness, the aasimon are to be obeyed without question. Those that do not adhere to that stricture are not well liked.

Therefore, even when their might would make them useful allies in some conflict against evil waged by devas, planetars, or even asuras, the quesar are not approached for aid. They are never found in the company of other such beings. A select few have chosen paths of action for themselves, but most remain on Elysium still searching for a purpose. Rare quesar may decide to single-handedly attack the fiends in the Lower Planes. The battles that result are often spectacular displays of power in which many tanar'ri, baatezu, yugoloths, or other evil creatures are laid low. Despite the quesar's great power, however, these attacks are suicidal. Even their might cannot stand alone against the hosts of all evil for very long.

ECOLOGY: Quesar absorb daylight's healing power through their fragile flesh. Without this energy, they are humanoid creatures of simple appearance and delicate construction. If they are slain and this form is destroyed, even if their remains are scattered to the mercies of the four winds, the power of the sun (or whatever generates daylight on the plane they are on) rejuvenates and regenerates them.

In most other respects the quesar are similar to golems, constructs without need of food, air, or water.

Quevari



Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	Village
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	A,B,C, or D (Z)
Alignment:	Lawful good or chaotic evil
No. Appearing:	1–8
Armor Class:	10 or 7
Movement:	17
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d2 or by weapon
Special Attacks:	Nil or see below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Average (8–10) or Fanatic (17–18)
XP Value:	15 or 65

The quevari are a race almost indistinguishable from normal humans. As a rule, they are friendly and helpful people who seem to go about their lives without concern for the evils that abound in the land around them. Their true nature is revealed only on the three nights of the full moon-when they become foul creatures of the night.

The quevari, as mentioned above, look just like normal humans. They are fond of bright colors in their clothes and flowers in their hair. Many observers will quickly notice that the quevari might well be taken as a light-skinned offshoot of the Vistani.

The quevari language is a sweet and mild sounding one, filled with musical sounds and a poetic grammar. Those fluent in it marvel at the easy way its words can be linked together to form enchanting songs and delicate verse. In addition to this, most quevari can speak one or two other languages, making communication with them an easy matter in all but the most unusual of cases.

Combat: The quevari shun combat when they are in their pacifistic phase. At such times they can be counted on to defend themselves and little more. Their primary weapons in such situations are those they use to hunt—short bows and slings—or those they use in their labors: sickles and knives. Their natural reluctance to enter into battle against intelligent opponents, however, imposes a –2 penalty on all attack rolls.

On the three nights of the full moon, however, the quevari become bloodthirsty killers who strike with the skill and finesse of trained assassins. The quevari call this time "the rising of the bloodmoon" and accept it as an inescapable part of their nature. Those who are unaware of this side of the quevari personality (but who have had dealings with them while they were in their timid phase) suffer a –2 penalty on their initiative rolls for the first round of any combat with these supposedly peaceful people.

Their agility becomes greatly heightened at this time, dropping their natural armor class from 10 to 7. This increase in agility also gives them a +2 bonus on all missile fire attack or initiative rolls, and allows them to move silently, hide in shadows, and hear noise 75% of the time, as if they were thieves. Further, they can climb sheer surfaces with a 95% chance of success at these times.

While the weapons the quevari bring to play in combat do not change, their skill with them does. During the bloodmoon, the quevari always strike with a +2 bonus on their attack rolls when using a weapon familiar to them (as described earlier). If they are using weapons not found in their daily lives (a war hammer or polearm, perhaps), they strike normally.

Habitat/Society: Quevari villages tend to be small, farm communities with not more than three or four score inhabitants in any town. The community will decide on all issues important to their populations by simple votes or with the aid of an elected town council. There is nothing about a quevari community that makes it seem at all different from any other small village—until the full moon rises. Because of this, most of the people who enter or travel through a quevari town have no reason to suspect that it is not a human village. For their part, the quevari are unlikely to mention the fact that they are not strictly "human" unless asked directly. Even in this case, however, the quevari will not spell out the nature of their dark and cyclical psyches.

During the three nights of the full moon, the quevari metabolism and psychology changes. Some scholars liken this to a form of lycanthropy that affects their minds. The quevari themselves never speak of this time (thus, they never warn strangers to leave before the full moon rises) and have learned to block out those three nights from their lives. While this means nothing to them (it's just the way things are, after all) travelers who are staying in a quevari town at the time of the bloodmoon will be in for a great surprise.

Ecology: Normally the quevari are a people who live by gathering nuts and berries, tending their modest farms, and hunting or fishing for the meat they need in their diet. When they are under the spell of the bloodmoon, however, they are ravenous cannibals who feast upon the flesh of their victims.

Climate/Terrain:	Any brush or scrub
Frequency:	Uncommon
Organization:	Family
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Animal (1)
Treasure:	None
Alignment:	Neutral
No. Appearing:	1-6
Armor Class:	5
Movement:	6
Hit Dice:	3
THAC0:	17
No. of Attacks:	1 bite, 1 tail
Damage/Attack:	1d3/1d6+1
Special Attacks:	Throw quills
Special Defenses:	Quills
Magic Resistance:	None
Size:	M (4' long)
Morale:	Unreliable (2-4)
XP Value:	270

Quills are natural animals native to some of the most inhospitable reaches of the Great Wheel. They're common enough in grassland or scrub all over the Outlands, but they're also found in places where it doesn't seem possible for a herbivore to exist. A body can run across a quill in the howling tunnels of Pandemonium, the iron battle-plains of Acheron, the fiery waste of Avernus, or the war-torn Plain of Infinite Portals.



A sharp basher can make a meal of a quill when his rations're running low and there's nothing else to eat. He's just got to be a little careful about catching his dinner.

Quills look like large porcupines, but their spiny hide alternates with bands of tough, thick, leathery skin like an armadillo's. A quill's spines are much larger and more dexterous than a porcupine's – each clump is rooted in a small but powerful muscle that can twitch and agitate the spines with surprising strength and speed. The creature's tail is long and strong, with a dense clump of spines at the end. The quill's been known to kill a human in mail armor with a single blow of its tail.

Quills are voracious foragers and grazers who'll chew their way through anything given enough time. They'll eat razorvine, bloodthorn, or even chew on ironmaw roots, let alone less formidable vegetation such as grass or brush. Quills aren't real tasty, but they're better than nothing, and most fiends'll try to kill and eat one if they're hungry. 'Course, minor fiends like spinagons or imps are better off looking for an easier meal.

COMBAT: Quills don't normally initiate combat. When they encounter anything that looks human or demihuman, they're inclined to keep a moderate distance and go about their business. If some addle-cove persists in trying to get too close, the quill's first lines of defense are its throwing spines. Each round, the quill can fire 1 to 4 spines at any target within 20 feet, with a THAC0 of 20 (they're not terribly accurate with fired spines.) The spines each inflict 1 to 3 points of damage per hit, and stick in the victim. (See below.)

If that doesn't deter an aggressor, the quill defends itself with its bite and its tail lash. The bite's not much to worry about, but the tail's capable of killing a full-grown human. A blow from the tail inflicts 1d6+1 points of damage, and leaves 0 to 3 (1d4–1) spines stuck in the victim. The quill can't fire spines and make its melee attacks in the same round.

Attacking the quill bare-handed or with natural weaponry's a bad idea. Each time the attacker scores a hit, the quill counterattacks with 1d4+1 spines, which each inflict 1 to 3 points of damage per hit. Even striking the creature with a hand-held melee weapon creates a counterattack of 0 to 3 spines (1d4–1). These incidental attacks strike with a THAC0 of 20, and any spines that hit stick in their target. The quill can be safely attacked with missiles or thrown weapons.

Fighting a quill's likely to mean that the attacker has a few spines stuck in him by the end of the combat. Quill spines are wickedly barbed. Removing a spine causes 1 point of damage unless the character pulling the spine out passes an unmodified healing proficiency check or a Dexterity check at a –4 penalty. Leaving the spine in the wound prevents the wound from healing and activates a cumulative 10% chance per day that the wound festers. Festering wounds cause 1 point of damage per day per wound unless the victim survives a saving throw versus poison, and they continue to do so until the victim succeeds with three consecutive saves or is treated with *cure disease*.

HABITAT/SOCIETY: Quills usually gather in small family groups, comprising a mated pair and several offspring of various ages. (Very young quills have just 1 Hit Die, and their spines are too soft to do any real damage, although they still hurt.) Quills aren't particularly aggressive or territorial, and quickly withdraw from a confrontation with a predator.

Quill spines can be modified for use as blowgun darts or other light weapons. With a successful check of the armorer proficiency, a basher could fix spines to his armor anywhere he's wearing a level plate, such as his shoulders, knees, or elbows. The DM can decide how effective a deterrent this might be – generally, the spines *look* dangerous but offer no measurable combat effect.

ECOLOGY: Quills're very useful because they take otherwise indigestible plant life and turn it into marginally digestible meat. Quill meat may not taste good, but it'll sustain life, and in some quarters of the Lower Planes, it's actually considered a delicacy. Quills are naturally reclusive and usually forage only by night, so they can be harder to find than a cutter'd think.

Quills typically nest in labyrinthine earth burrows not much bigger than 1½ to 2½ feet in diameter. If they're anywhere near their burrow when danger threatens, they're likely to go to ground and wait it out. Even a determined fiend'll think twice about trying to pull a quill out of its burrow.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Highly (13–14)
Treasure:	E, V
Alignment:	Any
No. Appearing:	1–4 (1d4)
Armor Class:	As in life, or 0 (see below)
Movement:	9, F1 18 (B)
Hit Dice:	As in life, minimum 8 HD
THAC0:	As in life, minimum 13
No. of Attacks:	As in life, or 1
Damage/Attack:	By weapon type, or 1d8
Special Attacks:	Cause disease (see below)
SpecialL Defenses:	+1 or better magical weapon to hit (see below)
Magic Resistance:	50%
Size:	M (6′ tall)
Morale:	Fanatic (17–18)
Level/XP Value:	3,000 + 1,000 per HD over 8
Psionics Summary:	Nil
Player's Option:	MAC 5

Raaigs are incorporeal undead who serve as guardians of temples dedicated to ancient, long-forgotten gods. All raaigs are thousands of years old and the shrines they guard include stone buildings, underground complexes. wooded groves, and deserted grottos.

Raaigs appear much as they did in life, except they are incorporeal. They usually dress in the raiment of a warrior or priest. All raaigs are of the old races (human, elf, dwarf, giant, and halfling). Raaigs can turn invisible at will and seldom make their presence known except to those they are trying to warn away.

Raaigs can communicate with all intelligent creatures. This innate power may be treated as a tongues spell.

Combat: Raaigs warn trespassers at least once before taking action against them. If the trespassers disobey them, the raaigs attack by surprise. Raaigs become materialized during the attacks and use either the weapon they wielded in life or their touch. Their touch inflicts l–8 (1d8) points of damage, causing open sores to appear immediately on those they touch and infecting them as a cause disease spell.

Raaigs can be harmed only on the Ethereal Plane or when they are corporeal. They can be injured only by +l or better magical weapons, spells, or by 6 HD or greater beings. They are immune to *sleep, charm,* and *hold* spells and all poisons and paralyzation attacks. Holy water has no effect on them, but a raise dead spell destroys them if they fail a save vs. spell.

Even when raaigs become corporeal, they can remain invisible, imposing a –6 penalty on the surprise rolls of those they attack. Those who cannot see or detect the raaigs have a –2 penalty to their attack rolls.

Habitat/Society: Raaigs are unaffected by daylight and appear whenever they must. Raaigs are seldom seen, but appear to those who are unworthy of entering their temples to refuse them entry. They allow those who hold similar beliefs to their own (those of the same alignment) to enter their temples as long as they do not steal from them. Occasionally they even speak with those who have somehow proven themselves worthy, but they speak in their own long-dead language that requires magic to translate.

Ecology: Raargs reside on the Ethereal Plane near the shrines they guard. They rarely leave their temples, because for each day they are more than 500 feet away from them, they lose 1 HD until they either return or fade away totally. If they return to their temples, they regain 1 Hit Die per day.

Eldena, Guardian of the Mountain Temple

Elf female C14, AC 5 *(cloak of protection* +3); MV 9, FL 18(B); hp 58, THAC0 12; #AT 1; Dmg 1d8+2 (bow +2) or 1d4 (dagger), SZ M, ML Fearless (19); AL N

S 9, D 16, C 15, I 16, W 18, Ch 18

Spells: 1st level– *animal friendship, bless, command* (×2), *cure light wounds* (×2), *light, protection from evil, sanctuary;* 2nd level– *barkskin, charm person* (×2), hold person (×2), *messenger, obscurement, silence 15′ radius, withdraw;* 3rd level– *cure disease, curse, dispel magic* (×2), *hold animal, locate object, magical vestment, prayer;* 4th level– *animal summoning 1, cure serious wounds, detect lie* (×2), *hallucinatory forest, spell immunity;* 5th level—quest (×2), raise dead; 6th level– *blade barrier, heroes' feast,* 7th level– *symbol*

Special Undead Powers: cause fear, +1 all saves, +2 weapon needed to hit

Special Undead Weaknesses: code of honor, easier to turn

Millennia ago, Eldena was the last high priestess of the mountain temple before the great wars started that would destroy the world as she knew it. In hopes of protecting her temple, she called upon her god to transform her into one of the undead so she could always watch over the sacred place and protect it from the evils of the world.

The dieties do not recognize Athas, so their was nothing resulted from her plea. Despairing, she poisoned herself. However, Eldena's belief was so strong, that upon her death she was transformed into a raaig and remains bound to the temple.

Eldena longs for companionship with others, but finds that she cannot be with the living for long periods of time without becoming depressed completely. She does have the power to turn a dead spirit into a Raaig, but only at the moment of the person's death, and only if the spirit is truly willing to become one. The new Raaig must always remain within 500 feet of Eldena, or fade away to nothing. She longs to be able to create such a companion for herself someday.

Eldena has become known as a, great healer among the nomadic elves who sometimes live below the mountain. Adventurers might hear of her through the legends of the people of the area and it might even be possible to convince her to aid an injured victim. However, she could demand that one of the adventurers join her as a raaig for doing so.

Nameless Sentinel of the Forbidden Caverns

Human male F9; AC –3 (full plate +2, *shield* +1); MV 9, FL 18(B); hp 77; THAC0 11; #AT 3/2; Dmg 1d8+5 *(battle axe* +2 Str +3); MR 45%; SZ M; ML Fearless (19); AL LE
S 19, D 12, C 18, I 13, W 14, Ch 10
Special Undead Powers: control. undead, enhanced senses
Special Undead Weaknesses: can't cross running water, code of honor, reduced weapon resistance

This enigmatic watchman appears when anyone tries to enter a cave leading down into a series of tunnels and caverns that run deep within the limestone below a mountain.

The "forbidden cavern," as it is called, is said to be the home of a long-dead culture. Supposedly there are buildings far below in the caverns and great treasure and large numbers of underground springs that provide a vast amount of water to the underground lakes.

Adventurers who hear of this myth and search out the cavern have trouble finding it and must face a number of challenges first. Once they reach the entrance itself, this guardian appears and immediately attacks the adventurers without warning. He attacks by surprise if possible and attempts to take out spellcasters first.

This undead cannot speak at all and refuses to listen to anyone except Varoxil Rante, whom he will



Varoxil Rante, Sentinel of the Forbidden Caverns

Human male C10; AC –2 *(full plate* +2); MV 9, FL 18(B); hp 55; THAC0 12; *AT 1; Dmg 1d8+2 (long sword +2); SZ M; ML Fearless (19); AL LE
S 9, D 16, C 15, I 16, W 18, Ch 17
Spells: 1st level– *command* (×2), *darkness, detect good, detect magic, light, magical stone;* 2nd level— *charm person* (×2), *dust devil, hold person, know alignment* (×2); *3rd level– continual darkness, bestow curse, dispel magic, stone shape;* 4th level– *cause serious wounds, detect lie, poison* (×2), *tongues;* 5th level– *conjure earth elemental, transmute rock to mud*
Special Undead Powers: accelerate aging; cause despair. control undead. fangs
Special Undead Weaknesses: easier to turn, energy susceptibility (double damage from electricity)

Varoxil Rante was once a priest to the people inhabiting the Forbidden Caverns. His most sacred duty was to protect the springs from outsiders seeking to steal the water. Even in undeath Rante continues to perform the same lob, though his people have long since passed away.

Rante is an evil being who allows no one to enter, not even if they are of the same alignment as he, because he views all as outsiders to the sacred place. He allows no one to drink from the water of the caverns. He is insane enough to believe that some of his people might still be alive, living deep within the caverns where he cannot travel.

As the last remaining priest, the nameless sentinel who also guards the caverns answers to him. Rante often allows adventurers to enter the mouth of the narrow cave so he can attack them one-on-one with his spells

Climate/Terrain:	Any
Frequecy:	Uncommon
Organization:	Pack
Activity Cycle:	Night or darkness
Diet:	None
Intelligence:	Average (8–10)
Treasure:	M (×2), 0
Alignment:	Chaotic evil
No. Appearing:	3–12 (3d4)
Armor Class:	6, or as in life (see below)
Movement:	12, F1 18 (B)
Hit Dice:	As in life, or 4
THAC0:	As in life, or 17
No. of Attacks:	As in life, or 2
Damage/Attack:	By weapon type. or 1d6
Special Attacks:	Energy drain
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5′–6′ tall)
Morale:	Elite (15–16)
Level/XP Value:	2,000 + 500 per HD over 4
Psionics Summary:	Dis 3/Sci4/Dev 13, PS 14; PSPs 55 Att: EW, II, MT, PB; Def: IF, MB, TS, TW
Player's Option:	#AT1; MTHAC0 17; MAC 8

Telepathic: *Sciences* – mindlink, psionic blast (switch personality); *Devotions* – contact (ESP), ego whip (aversion), empathy, false sensory input, id insinuation (send thoughts), inflict pain, life detection, mind thrust (phobia amplification) repugnance, telempathic projection, truthear.

Psychokinesis: *Sciences* – telekinesis; *Devotions* – molecular manipulation, soften.

Clairsentience: *Sciences* – aura sight; *Devotions* – none.

Racked spirits are the evil remnants of persons who committed acts during their lives that violated the very nature of their being. Racked spirits cannot appease their consciences and the only way to suppress their personal agony is by destroying the lives of happy 1iving beings.

They look just as they did at the time of their death, except they are slightly transparent because part of them is still on the Ethereal Plane Racked spirits vary in race, but dwarven banshees are the most common. Dwarven banshees are created whenever dwarves forsake their life purpose.

Combat: Racked spirits usually attack with their touch that causes 1–6 (1d6) points of damage from its chill. Even creatures immune to cold-based attacks receive the damage Their touch drains one energy level from their victim. The damage from the chill can heal normally, but the experience points must be earned again, or regained with a restoration spell. A being drained of all its life energy becomes a lesser spirit that has only half its former experience level and none of the racked spirit psionic powers. Lesser spirits are under the control of the racked spirits who destroy them. Those who become lesser spirits can only be laid to rest by destroying the racked spirit.

Racked spirits single out happy individuals, attempting to ruin their lives through "bad luck." They appear to those they have ruined to offer their help in exchange for services. The services they require always conflict with the strongest beliefs of the victims. If the victims refuse to do what the spirit's request, the spirit descends on them and drains their life energy. Those who agree and go against their own beliefs become full-strength racked spirits upon their deaths.

Racked spirits can only be harmed by a +1 or better magical weapon, a creature of 5 HD or greater, or by creatures with magical abilities. Racked spirits are immune to *sleep, charm, hold,* and cold-based spells, and poisons and paralyzation. Holy elements inflicts 2–8 (2d4) points of damage. A *raise* dead spell destroys racked spirits if its save vs. spell is not successful.

Habitat/Society: Racked spirits can roam anywhere at will. They do no associate with one another.

Ecology: Like most undead, racked spirits have no ecological impact.



Radiant Spirit



Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Genius (17–18)
Treasure:	E, S
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	8
Movement:	9
Hit Dice:	10
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1–10
Special Attacks:	Blinding rays
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5'–6' tall)
Morale:	Special
XP Value:	1,000

A radiant spirit is the ghost of a powerful paladin or lawful good cleric killed while pursuing a holy cause. The anguish that fills his heart traps his spirit on the demiplane and taunts him with the failure of his quest.

The spirit is near impossible to see as it appears in a blinding, brilliant flash of white light. The few who have somehow managed to penetrate this aura say that the spirit inside is a figure wracked in constant agony of the deeds he is forced to perform.

Radiant spirits retain the same knowledge of languages that they had when alive. When they speak, however, their voices are remorseful and tortured, full of sorrow and grief.

Combat: Radiant spirits are forced to haunt the grounds on which they died. They can operate within a mile of the site, but often remain in a ruin or other fixed location.

Creatures who simply look at the brilliant image of the radiant spirit must make a save vs. spell or be blinded for 1d4 rounds.

The spirit can use this power actively as well. In this case, the ghost concentrates its energies and sends them out in pulses that permanently blind those looking at it. It may use this ability once per round, affecting all creatures within 25 feet who are looking directly at it. A save vs. paralysis will negate the attack, but failure means permanent blindness. An eerie aftereffect of the attack is white scarring on the pupils that looks like laughing human skulls. A character who has been blinded in this way suffers a –2 penalty to his Charisma score when checking NPC reactions. The folk of Ravenloft, especially the Vistani, won't normally consort with someone so marked by the horrors of the world.

Radiant spirits can only be harmed by magical weapons of +1 or better. Silver weapons can also hurt them, but do only half damage. They can be turned as ghosts, and holy water splashed on them does 2d4 points of damage.

The only way to release the tortured spirit is to complete the quest it was on at the time of its death. Usually the obstacles encountered during the quest are far worse than the radiant spirit. If this is done, however, the spirit appears as it did in life, thanks the characters, and vanishes into the nether regions.

Habitat/Society: Radiant spirits often haunt a ruin or site somehow involved in the completion of the quest they were on at the time of their death. They will generally allow lawful good characters to come and go in these places without interference, but will hinder others (especially those of evil alignment) who trespass there. Characters of any alignment who discover the spirit's corpse and are in some way disrespectful to it are certain to be attacked.

Discovering the spirit's cause is often as difficult as completing it, but the rewards are often threefold. Heroes can release the tortured spirit, gather treasure and experience during the quest, and the quest itself almost always results in the setback of some greater evil. The spirit will do what it can to aid those attempting to complete its quest, but is forbidden to answer direct questions on the subject, even under magical compulsion.

Ecology: A priest or paladin who dies while pursuing a just cause may rise as a radiant spirit 2–8 (2d4) months after his death. In order for a radiant spirit to be formed, however, the quest that the character was on must be one of extreme importance. As a rule, the failure of this mission must result in something as terrible as the utter collapse of the character's church.

	Tatterdemanimal	Common Raggamoffyn	Gutterspite	Shrapnyl
CLIMATE/TERRAIN:	Temperate urban	Temperate urban	Temperate urban	Temperate urban
FREQUENCY:	Uncommon	Uncommon	Rare	Very rare
ORGANIZATION:	Hive/colony	Hive/colony	Hive/colony	Hive/colony
ACTIVITY CYCLE:	Night	Night	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Average (8–10)	Very (11–12)	High (13–14)
TREASURE:	Nil	Nil (Q×3)	Nil (Q×3)	Nil (Q×3)
ALIGNMENT:	Neutral	Chaotic neutral	Neutral	Chaotic evil
NO. APPEARING:	1–6	1–4	1–3	1–2
ARMOR CLASS:	10	5	0	–5
MOVEMENT:	18, Fl 12 (E)	12, Fl 8 (E)	6, Fl 6 (E)	6, Fl 4 (E)
HIT DICE:	1	3	5	7
THAC0:	20	17	15	13
NO. OF ATTACKS:	1	1	1	1 or 5
DAMAGE/ATTACK:	1d2	1d6	2d8	2d12 or 1d6 (5)
SPECIAL ATTACKS:	Control host	Suffocation, control host	Blinding, control host	Control host, explode
SPECIAL DEFENSES:	Immune to blunt weapons and mind-affecting spells	Immune to mind-affecting spells	Immune to mind-affecting spells	Immune to mind-affecting spells
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S	M	M	L
MORALE:	Unsteady (6)	Steady (11)	Elite (14)	Champion (16)
XP VALUE:	120	270	1,400	3,000

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that a Rag Mage is creating these animated creatures using a cursed *manual of golems*.

Raggamoffyns speak no known language, though they understand spoken common well enough.

Combat: Raggamoffyns all prefer to fight by possessing a host. They do this by physically wrapping up the victim, wrapping themselves around their target like cloth around a mummy. To enfold a victim, the raggamoffyn must make a successful attack roll against the target's Armor Class counting only Dexterity and magical bonuses, no armor or shield bonuses. If they succeed, a raggamoffyn's cloud of scraps and tatters flows around the target and covers the victim in a skin-tight sheath from head to toe, including covering the eyes and ears. Most raggamoffyns also create a sort of hood or cowl over their host's head, to make it appear as if the host is simply bundled up.

Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters need a successful saving throw vs. spell to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyns to fly to another host. If failed, the character is under their control, but can make another saving throw at the start of each turn to break free. (Each Intelligence point above 15 subtracts one round from the time, allowing smarter characters to save more quickly.) The saving throws are made as normal against tatterdemanimals and common raggamoffyns, but are at –2 against gutterspites and –4 against a shrapnyl's control.

When removed from or rejected by their host, raggamoffyns can fly (poorly), like a swarm of scraps caught in a breeze. They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

Habitat/Society: Raggamoffyns are currently found in dungeons, but are rumored to be popping up in urban settings as well, where they hide as cloaks and capes and piles of rags (the shrapnyl have only been seen in deep underground). They seem driven to create more of their own kind, but they must use



others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn. Whether or not the raggamoffyns serve the mage who may have created them is an open question; some say that their drive to create more of their kind is only a preparation for a silent conquest of civilized communities.

Ecology: In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with their unfortunate hosts), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-animating creatures that dwell underground. Others suggest that the Rag Mage is an illusionist who dabbles in transmutation magics, creating the illusion of life in unliving cloth.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyns (other than gutterspites) do not capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

Tatterdemanimals

This lesser form of raggamoffyn is the least dangerous, made of small, dirty, and tattered scraps of cloth and able to wrap itself around creatures of size T or S. A tatterdemanimal cannot control a host with more than 3 Hit Dice or a 4 Intelligence; its usual victims are rats, dogs, cats, birds, and pigs.

Tatterdemanimals often gather in small groups and control a group of similar animals, such as a pack of dogs or a flock of pigeons. Oddly, they can fly, although they cannot control the host accurately enough to imitate a bird's flapping wings.

Tatterdemanimals suffer double damage from fire, but are immune to damage from blunt weapons.

Gutterspite

The gutterspite is a rare form of raggamoffyn, barely large enough to control creatures of up to dwarf-size (size S), but not quite large enough to engulf elves or humans. The host size is less important to gutterspites, as they almost always choose to stay with the host they bond with at birth. The gutterspites are the only form of raggamoffyn to cooperate with their hosts, rather than simply dominating them (though they can if the host doesn't cooperate with them). Some even claim that the Rag Mage himself is simply the powerful leader of the gutterspite race.

Compared to other raggamoffyns and their whirling scraps of wind and fury, the gutterspites are awkward, shambling masses, made of ropes, string, leather straps, and strips of unraveling cloth holding together a small mass of gems, glass, and glitter. They can control creatures of up to 10 Intelligence and as much as 4 levels or Hit Dice. A gutterspite's preferred hosts are small, often halflings, dwarves, and gnomes. Gutterspites are the only raggamoffyns that can control gnomes and duergar.

Once a day, a gutterspite can create a sparkling burst of light that shines from its glitter and glass, blinding all opponents in a 20-foot radius who fail a saving throw vs. paralyzation. This blindness lasts for 1–4 rounds, giving the gutterspite and its host enough time to flee or attack. Blinded opponents gain no Dexterity bonus to their Armor Class, and the gutterspite gains an additional +2 bonus to attack rolls against blinded foes. Gutterspites are unaffected by *color spray, darkness, light, rainbow,* and *continual light* spells.

Common Raggamoffyn

Usually just called raggamoffyns, these bits of leather cloaks, gloves, and armor are the most common (and most dangerous) raggamoffyn in urban areas. They thrive in rubbish heaps, alleys, and mortuaries, where they often include bits of burial shrouds. Common raggamoffyns can control size S or M creatures of up to 15 Intelligence and as much as 6 levels or Hit Dice.

Common raggamoffyns gather in roving packs on some nights, often controlling the actions of thieves, watchmen, bookkeepers, or other night owls in the city. In rare cases, they asphyxiate hosts who escape their control and might give away their presence to others—the only active attack raggamoffyns use against their own hosts. These strangling attacks are automatic once the raggamoffyn scores a single successful attack against the victim's head (Armor Class 10 without a full face helmet, AC2 with a great helm, Dexterity bonuses and magical rings and bracers apply). After the raggamoffyn plugs up the nose and mouth of the victim and begins to squeeze the throat, the victim must make a Constitution check each round until either the raggamoffyn or the victim is slain. (Spell attacks affect both, but can serve to remove the rags from the host.) The first check is normal, but thereafter each additional check adds another –2 penalty. If the check fails, the victim dies of suffocation.

Shrapnyl

These powerful creatures are made of dozens or even hundreds of shards of metal of all varieties and colors, including bits of iron, brass, tin, and copper. The shrapnyl consist of good-sized bits of metal: entire horseshoes, swords, shields, lanterns, pans, knives, and tableware. They can control hosts up to size L with an 18 Intelligence and up to 9 HD or levels. Their preferred victims are ogres, mages, or (best of all) ogre mages. When they seek to disguise themselves, shrapnyl raggamoffyns arrange their metal shards to resemble splint mail armor.

One of the benefits of this parasite is that the shrapnyl actually acts as armor, taking damage that might normally affect its host (spell effects affect both, except as listed below)). If they are exposed to acids, those particular pieces of metal flip over and expose the host to the acid damage as well, dividing the damage of the acid between them (host and shrapnyl each take half damage).

Once per day, a shrapnyl can explode into a cloud of steel, inflicting 4d10 points of damage on any creature within 10 feet, half upon those that make a successful saving throw vs. breath weapon. The shrapnyl's host is unaffected by the explosion, but thereafter the shrapnyl can no longer control its host. The monster must rest and retreat before finding a new host, so it uses the exploding cloud of steel only in extreme situations.

Older shrapnyl sometimes include large chunks of gold, silver, or platinum among their scraps, and use them to lure potential hosts near. They may lie still for hours at a time, then suddenly rise up out of a chest or a pile of coins and surround a host. When in its loose metal form, without a host, a shrapnyl can attack five times a round.

Shrapnyl are vulnerable to *crystalbrittle, shatter,* and *heat metal* spells. *Shatter* causes 3d6 points of damage to a shrapnyl, *crystalbrittle* affects it without the benefit of a saving throw, and *heat metal* causes full normal damage to a shrapnyl.

CLIMATE/TERRAIN:	Temperate to tropical plains and deserts
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	M
ALIGNMENT:	Neutral
NO. APPEARING:	3d10
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2 (claw)/1d2 (claw)/1d4 (bite) or 1d4 (kasa)/1d4 (kasa)/1d4 (bite)
SPECIAL ATTACKS:	Rear claws for 1d3 damage each
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–7' tall)
MORALE:	Elite (14)
XP VALUE:	65 120 (hatra)

Rakasta are a race of intelligent, nomadic, catlike humanoids. They are a proud, barbaric race of warriors who, while not prone to initiating hostilities, quickly respond when provoked.

Rakasta walk upright, much like humans, with an agile, feline grace. They have feline heads and are covered with soft, tawny fur. Most fur coloration ranges from light tan to dark brown. Rakasta have catlike eyes, most of which are brilliant green. A rakasta has a nonprehensile tail 4 to 6 feet long.

Rakasta speak Common and their own language. Some of the more primitive rakasta speak in a purring voice with many rolled r's and hissed s's.

Combat: Rakasta are fierce fighters who neither ask for nor give any quarter. Eschewing normal weapons, rakasta rely on their claws and bites. Since a rakasta's claws inflict only 1d2 points of damage, the creatures usually employ special metal war claws called *kasas;* worn on the paw like a glove, a kasa inflicts 1d4 points of damage on a successful attack.

A rakasta who strikes with both claws (or both kasas) in the same round can choose to rake with both rear claws. Rear claw attacks are rolled separately and cause 1d3 points of damage on a successful strike.

Certain rakasta ride saber-toothed tigers into battle. These tiger riders, known as the *hatra,* are considered the bravest and strongest of the rakasta warriors, and only they can hold the respect of the saber-toothed tigers. Hatra have 3+1 Hit Dice, a minimum of 15 hit points, and +1 bonus to damage rolls.

The hatra use special saddles that enable them to leap as far as 20 feet from their mounts and still attack in the same round. The saddles allow the hatra to fight unhindered while mounted, using both hands for attacks yet still maintaining control of their sabertoothed mounts.

Habitat/Society: The nomadic rakasta are organized into prides of 6d10 adult rakasta plus an additional 25% of that number in noncombatant offspring. Each pride also has 1d12 saber-toothed tigers. When not on the move, each rakasta pride sets up its own temporary settlements, composed of many colorful tents and pavilions.

Rakasta possess excellent artisan skills. They typically own many bright rugs and silk tapestries of fine workmanship, artfully crafted bowls and drinking cups, and other items of value. These items are found in place of gems and jewelry in the treasure of a pride of rakasta.

Each pride is led by a chief with at least 5+1 Hit Dice, a minimum of 24 hit points, and a +3 bonus to all damage rolls. The chief is always accompanied by six of the best hatra and their saber-toothed mounts. The chief's word is law, and is obeyed without question.

Each pride has a rakasta cleric of 4 Hit Dice who casts spells as a 4th-level priest. More powerful clerics are rumored to exist, as well as rakasta with wizard abilities, perhaps as high as 7th level.

The hatra, as the finest warriors in a pride, enjoy a special place in rakasta society. Hatra are held in high honor, since this culture values combat prowess over all else. Rakasta also value their code of conduct, known as the *Sri'raka.* This code dictates a warrior's behavior. Among the most noteworthy tenets:

- No challenge to fight is ever refused.
- Wounded are never left behind; carry them or kill them.
- Better to die in battle than in one's sleep.
- Give no mercy; never expect it.
- Retreat is permissible only in order to regroup. A new attack must be launched against the other force within two sunrises.
- Never surrender. Those who would exist as prisoners are not rakasta.

Ecology: The rakasta make reliable trading partners when their attention can be turned from battles. Rakasta are excellent hunters, and they keep the game herds from overpopulating.



	Rakshasa	Rakshasa, Greater
CLIMATE/TERRAIN:	Tropical or sub-tropical forest, jungle, or swamp	Tropical or sub-tropical forest, jungle, or swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13- 14)
TREASURE:	F	B,F
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1-4	1
ARMOR CLASS:	-4	-5
MOVEMENT:	15	18
HIT DICE:	7	8+16
THAC0:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-3/1-3/2-5	1-6/1-6/2-10
SPECIAL ATTACKS:	Illusion	Illusion
SPECIAL DEFENSES:	+1 or better magical weapon to hit	+2 or better magical weapon to hit
MAGIC RESISTANCE:	Special	Special
SIZE:	M (6' tall)	M (6½' tall)
MORALE:	Champion (15-16)	Fanatic (17-18)
XP VALUE:	3,000	
Ruhk	7,000	
Rajah	7,000	
Maharajah	11,000	



Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. No one knows where these creatures originate; some say they are the embodiment of nightmares.

Rakshasas stand 6 to 7 feet tall and weigh between 250 and 300 pounds. They have no uniform appearance but appear as humanoid creatures with the bodily features of various beasts (most commonly tigers and apes). Hands whose palms curve backward, away from the body, seem to be common. Rakshasas of the highest standing sometimes have several heads. All rakshasas wear human clothing of the highest quality.

Combat: Rakshasas savor fresh human meat and use illusions to get it. They have a limited form of *ESP* which allows them to disguise themselves as someone the victim trusts; the rakshasa uses this illusion as a lure and strikes when the victim is most unprepared. The rakshasa must drop the illusion when it attacks. Normally rakshasas can have magical abilities, up to the following limits: four 1st level wizard spells, three 2nd level wizard spells, two 3rd level wizard spells, and three 1st level priest spells. These are cast at 7th level ability. Rakshasas are immune to all spells lower than 8th level. An attacker needs at least a +1 magical weapon to harm a rakshasa; any weapon below +3 inflicts only half damage. However, a hit by any *blessed* crossbow bolt kills a rakshasa instantly.

Habitat/Society: Rakshasa society is bound by rigid castes. Each rakshasa is born into a particular role in life and cannot advance. Females (known as rakshasi) are fit to be consorts, honored only by their faithfulness and the fighting ability of their children. There are 1-3 females per male.

Rakshasa society is led by a rajah or maharajah, whose commands are to be obeyed without question.

Rakshasas wage war on humanity constantly, not only to feed themselves but because they believe that battle is the only way to gain honor. If confronted by humans who recognize their true appearance, they are insufferably arrogant.

A rakshasa's life varies in cycles of wild self-indulgence in times of prosperity and strict fasting and sacrifice in times of trouble or before battle. They are honorable creatures but will twist the wording of an agreement to suit their purposes. They prefer to deal with humanity by using their illusion powers to deceive and manipulate them, but are brave and forthright in battle.

Ecology: As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle. No creatures prey on rakshasas except those who would avenge their victims. Rakshasa essence can be an ingredient in a *potion of delusion*.

Rakshasa Ruhks

About 15% of all rakshasas are greater rakashasas or ruhks, (*knights*). These warriors are the guardians of a rakshasa community. They are hit only by magical weapons of +2 or better; any weapon below +4 inflicts only half damage against them. Their spells are cast at 9th level of ability.

Rakshasa Rajahs

About 15% of all rakshasa ruhks are rakshasa rajahs, or lords. Each rajah is the leader (patriarch) of his local clan. These rulers of rakshasadom have the same abilities as a ruhk, but also have the spell casting abilities of both a 6th level priest and an 8th level wizard, cast at 11th level of ability.

Rakshasa Maharajahs

About 5% of all rakshasa rajahs are rakshasa maharajahs, or dukes. Maharajahs have the same abilities as a ruhk, but have 13+39 Hit Dice, and the spell casting abilities of a 13th level wizard and 9th level priest. A maharajah is the leader of either several small, related clans, or a single powerful clan. Maharajahs reside on the outer planes, where they rule island communities of hundreds of rakshasas, and serve as minions to even greater powers.

CLIMATE/TERRAIN:	Rocky badlands
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Vegetarian
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-12
ARMOR CLASS:	2
MOVEMENT:	36
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Poison immunity, *tower of iron* ***will***
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ at the shoulder)
MORALE:	Average (8-10)
XP VALUE:	120
PSIONICS:	Special



The rasclinn is a small dog-like creature that feeds on almost any vegetation that grows in the Athasian badlands. They extract trace metals from the plants, which gives them an almost metallic hide. They are avidly hunted for their hides, but they are tough to kill.

The rasclinn is a small animal, growing only 3 feet at the shoulder and weighing up to 50 pounds. Its metallic hide gives it a silvery color, although the pups are usually brown, white, or a combination of the two.

Rasclinn have no language of their own, but they do communicate by barks and yelps. These warn the young to flee or indicate if a rasclinn has found food or water.

Combat: Rasclinn fight only to defend their young and only if they cannot flee. A rasclinn leader makes full use of its cunning, and a rasclinn pack is quite likely to hide in a patch of spider or sand cacti, if one is available.

If cornered, the adult rasclinn attack with their bite. Their teeth are especially hard, so rasclinn receive a + 1 attack bonus with their bite. This bonus does not apply against an opponent wearing metal armor. If a rasclinn young is hurt, all of the adults become enraged, and receive a +2 bonus on their attack and damage rolls. This lasts only as long as the young are being hurt or threatened.

Because of their diet, rasclinn are immune to all poisons derived from plants. They also receive a bonus of +4 to their saving throws versus all other poisons. Adults also project a continual *tower of iron will,* with a power score of 14. This makes them almost immune to psionics.

Rasclinn have very sharp hearing and are surprised only on a 2 or less on a D10. If a rasclinn pack surprises a party, the pack flees as fast as it can. They have a fox-like cunning when it comes to losing a pursuer. The metallic pads on their feet allow them to run through terrain and vegetation that can rip up a pursuer's feet.

Young rasclinn have 1 Hit Die, a THAC0 of 20 and inflict 1d3 points of damage with their bite.

Habitat/Society: The rasclinn is a family animal. When found, a pack of rasclinn always consists of one male and up to five females. If more than six are found, the extras will be pups. Pups fight only to defend themselves and are trained to run away at the first yelp of danger from an adult. Rasclinn know that the male is necessary to the pack, and the females are the ones to drop back and fight first. Only if the pack is cornered does the male attack. Otherwise, all but one of the females drop back to defend the pack, while the rest flee. It is not easy to corner a rasclinn, since its speed and cunning allow it to outrun or outwit most foes.

A rasclinn female gives birth to 1d3 live young every spring. Most rasclinn puppies are female (90%), so the rare male is protected even more than the females. When the pups reach maturity, at about one year of age, most of the females are taken into the pack, and the males leave with at least one female. If two rasclinn are encountered they are always a young male and female. A single rasclinn encountered is usually a male that has lost his mate. Such creatures can actually be tamed, but they must be captured first.

Ecology: Rasclinn are the natural enemy of almost all plant life. They can eat any type of vegetation; even cactus needles are a scrumptious snack for a rasclinn. Few animals hunt them, since their metallic hide makes them unpalatable for most creatures. They are the only creature known that can get the traces of metal from the plants that they consume. The rasclinn's only natural enemies are humans and demi-humans.

The rasclinn is avidly hunted for its hide. A person skilled in armor making and tanning can make a set of hide armor from two adult rasclinn skins. This armor gives AC 4 (normal hide armor is AC 6), although it does weigh about 20 pounds.

It is even possible to smelt out actual iron from the hide, but the forge required is only possessed by a few of the more powerful merchant houses. Should access to such a forge be gained, up to 5 coins weight of iron (worth 50 cp) can be smelted from a single hide.

Climate/Terrain:	Quasiplane of Ash
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Animal to semi (1-3)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d6+1 (rarely, 1)
Armor Class:	5
Movement:	Fl 18 (B)
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	4 or 1
Damage/Attack:	1d4/1d4/1d4/1d4 or 1d8+3
Special Attacks:	Paralyzation, blood drain
Special Defenses:	Immune to fire and heat
Magic Resistance:	Nil
Size:	M (5′ across)
Morale:	Elite (13-14)
XP Value:	975

Uidin moved closer to the giant cinder and drew his sword. Something was amiss, but he couldn't tell quite what it was. A scratching sound came from around the left side of the cinder. The tiefling took a careful step toward the noise, but just then, a black swarm of creatures flew around from the right. A trap!

Uidin held out his sword and stumbled backward as quickly as he could. The monsters drew nearer, but he still couldn't identify them. Each seemed to be mass of flailing claws and clashing, gnashing teeth. They flew as one, moving like fish in a school.

"Get back," he cried to Stinaa, who'd been following him to the cinder. Uidin summoned a mass of inky darkness between himself and the creatures and turned to flee. He took only a few steps before the monsters flew right through the blackness and were upon him.

* * * * *

When Stinaa reached the portal and made it back to Mivare, she told the vizier of the encounter.

"Ah, yes," he replied, "the rasts – packs of creatures on Ash. A pity." The vizier puffed away on his intricately carved pipe. "I'm sure that you could have dispatched them with a spell. I don't believe them to be particularly powerful. Your tiefling friend probably just got careless."

"But sir," Stinaa said, "Uidin just *stood* there while those things tore him apart. As I fled, I saw them draining away his life's blood while he still lived – yet he did nothing!"

"Oh." Puff. Puff. "Perhaps there's more to those little beasts than I first believed."

Amid the cinders and soot of the Quasiplane of Ash, amid the choking clouds and wisps of smoke, the rast makes its home. The main body of the creature is fairly small – just big enough to hold its stomach and heart, really. Radiating outward are 10 to 12 spindly limbs (the creatures don't seem to have a standard number), each ending in a barbed claw for tearing apart meat or digging through the soft ash. The limbs don't flap or act in any way like wings, yet somehow the rast flies (perhaps in a manner similar to that of beholders). The rast's head sits atop a flexible neck, its mouth huge and obscenely full of teeth. Narrow red eyes peer out through the dark, sooty air of the plane.

Combat: The piercing gaze of the rast strikes a chord deep within all creatures. Those who meet the monster's stare must make a successful saving throw versus paralyzation or freeze in place for 1d6 rounds out of primal fear. No creature is immune to this effect, and magic resistance offers no protection against it. Fortunately, if a basher makes his saving throw, he's safe from the rast's gaze for the rest of the encounter. ('Course, he's subject to the effect again the *next* time he runs into a rast. . . .)

Rasts enjoy attacking those held motionless in fear, but they're canny enough to strike first at those *not* frozen. Once they've put any active foes in the dead-book, they tear into the paralyzed berks.

Given that rasts have 10 to 12 limbs each, it's no surprise that they usually attack with multiple claws. Fact is, in a single round they can make up to four claw attacks (inflicting 1d4 points of damage each), on either one or two foes. This flurry of raking blows often weakens even the toughest of enemies. Yet a rast has one other weapon in its natural arsenal – its savage jaws.

If a rast elects to bite a foe rather than use its claws, it can make only one attack per round, but that single assault'll cause a lot more pain. The bite of the creature inflicts 1d8+3 points of damage, and once it's made a successful hit, the rast continues to grip the victim in its jaws, draining blood from the wound it created. The victim loses blood quite rapidly, suffering 1d4+4 points of damage per round. With its strong jaws, nothing can force the rast to release its prey unless it's slain or subdued – or until the victim dies. Physically tearing the rast away from its target always results in the death of the poor sod to whom it's attached.

As natives of the Quasiplane of Ash, rasts are – in some way or another – creatures of cinder. They breathe ash, even consuming it when they can find no meat (though it won't sustain them for long). And, being immune to fire and heat, they cannot burn.

Rasts are canny combatants, using stealth and misdirection to ambush their victims. The Quasiplane of Ash is a harsh place with little prey, so they must be efficient hunters to survive.

Habitat/Society: Rasts lair within the ash of their home plane, hollowing out small caves to house an entire pack.



When not asleep, they fly out and hunt. The pack almost always operates as a unit, instinctively working together. Because prey is scarce, they must spend almost all their time on the hunt. Likewise, they must succeed in bringing down their quarry – a missed opportunity could lead to starvation.

Rasts of a particular pack never resort to cannibalism, though they will attack and eat members of other packs. Rast pack wars are quick, bloody, and merciless. After all, when one rast kills another, it not only gains food but also eliminates a competitor.

Ecology: Rast young are born in litters of 10 or more and must immediately fend for themselves as members of the pack. Those that become unable to take on their share of the hunting duties – the old, the sick, the feeble, and so on – are sent away, probably to become food for another hungry rast pack.

Rastipede

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	G (R, U)
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (6' long)
MORALE:	12
XP VALUE:	270



The rastipede is an insect-like creature that can be encountered virtually anywhere, usually accompanying a wide variety of other creatures. A rastipede has a hard shell covering its body, which accounts for its low Armor Class. This is fortunate, since their odd body shape makes it impossible for them to wear any standard type of armor protection.

Rastipedes have long lower bodies. Their eight legs enable them to scoot around very quickly. They also have a vaguely humanoid torso and one pair of arms. They strike spacefarers as a kind of insectoid centaur.

The rastipede has a pair of antennae on its head that provide it with a very keen sense of smell. This sense is so keen that the rastipede cannot be surprised by a creature behind it, as long as that creature exudes any odor whatsoever. Also, the rastipede is ambidextrous and fully double-jointed.

Combat: Rastipedes can use the full range of weapons available to humans. Their specialty is a long bow designed and used specifically by their race. This long bow has ranges of 10/20/30, and it inflicts 1d12 points of damage on a successful hit.

Rastipedes are inherently peaceful, however. This accounts for their preference for a missile weapon in combat. Also, the speed of these insectoids enables them to avoid many an unpleasant encounter.

Habitat/Society: Rastipedes are born from eggs, which are laid by a queen that reputedly lives deep within ground in a secluded cavern, wherever these creatures have nests. Rastipedes grow up with a strong sense of duty and responsibility to the nest and the community. All rastipedes are well taught in the literature of their own race, which is quite extensive, and mathematics.

A nest of rastipedes might contain anywhere from 100-600 individuals, half of which are immature, incapable of combat. The adults, however, are fanatically committed to the defense of the nest above all else.

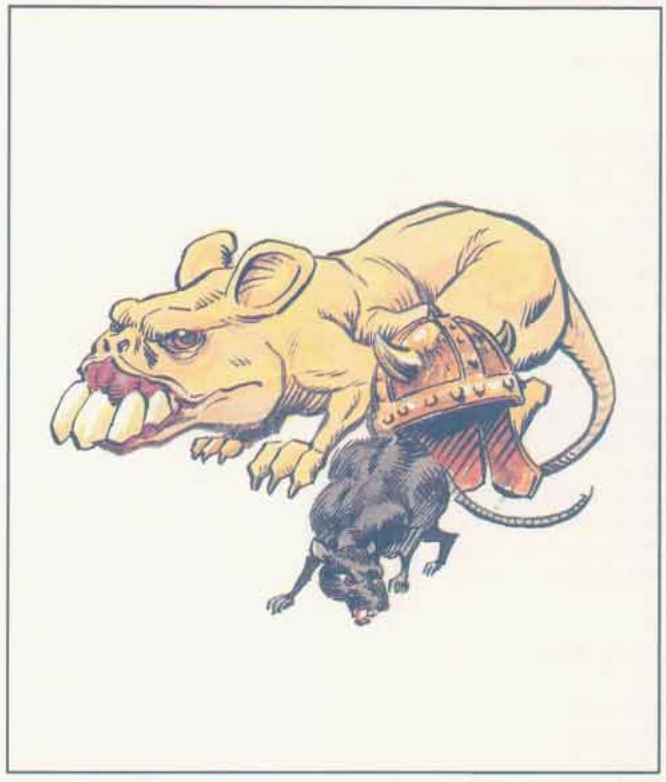
Many rastipedes study the magical arts. About 1 in 6 rastipedes encountered is a mage of 1st through 4th level. Though no rastipede has ever been known to learn a spell higher than 2nd level, they have sufficient skill to operate a spelljammer helm. In fact, a helm operated by a rastipede performs as if operated by a mage of three times the rastipede's spellcasting level. Thus, a rastipede who casts as a 4th-level mage can operate a spelljammer helm as a 12th-level mage!

The primary interest of rastipedes, however, is trade. They commonly employ crews and hire ships to transport goods back and forth across wildspace, usually turning a profit with every voyage. Rastipedes engage in selling and buying of virtually any product, though most of them adhere rigidly to laws against smuggling or slave trafficking.

Rastipedes are favored henchmen of the arcane. Very often, characters who seek an arcane find themselves dealing with a rastipede go-between. One reason for this is the well-known bargaining skill of the rastipedes. Rumors suggest a darker, more sinister connection between the two races, but there is no evidence to indicate that any such association exists.

Ecology: Rastipedes can survive on virtually any kind of food. They need lots of water, but sunlight is apparently not a requirement of the race. Young rastipedes, born in the nest, might spend their first decade underground.

	Rat *(Giant)*	Osquip
CLIMATE/TERRAIN:	Any	Subterranean
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Scavenger	Carnivore
INTELLIGENCE:	Animal (1) *Semi- (2-4)*	Animal (1)
TREASURE:	Nil *(C in lair)*	D in lair
ALIGNMENT:	Neutral *(evil)*	Neutral
NO. APPEARING:	1-100 *(5-50)*	2-24
ARMOR CLASS:	7	7
MOVEMENT:	15 *(12, Sw 6)*	12, Br 1/2
HIT DICE:	1/4 *(1/2)*	3+1
THAC0:	20	16
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1 *(1-3)*	2-12
SPECIAL ATTACKS:	Disease	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1' long) *T (2' long)*	S (2' at shoulder)
MORALE:	Unreliable (2-4) *Unsteady (5-7)*	Unsteady (7)
XP VALUE:	7 *(15)*	120



Rats are long-tailed rodents 5-12 inches long. They are aggressive, omnivorous, and adaptable, and they often carry diseases. Statistics in italics above refer to the giant rat. Stats without an italicized entry apply to both varieties.

The black rat is about 8 inches long, with a tail at least that long, a lean body, pointed nose, and long ears. The "black" rat is dark gray with brownish patches, and a gray or white belly. It is a good climber (climb 3) and jumper, but cannot swim.

The brown rat, also known as the sewer rat or the wharf rat, is 5-10 inches long, and its tail is shorter than the black rat's. Its eyes and ears are also smaller, but it has a larger, fatter body. Brown rats may be gray, white, black, or piebald in color. They cannot climb, but are excellent swimmers (swim 3) and burrowers. If rats infest a building, black rats inhabit the upper floors, and brown rats occupy the lower floor and the cellars.

Combat: Rats normally flee anything bigger than themselves, but a trapped rat will do anything to survive and a pack of starving rats will attack anything in order to feed. Rats attack with their sharp front teeth and often carry diseases, so that a rat bite has a 5% chance of infecting its victim with a serious disease unless the victim makes a successful saving throw vs. poison. Normal rats fear fire, but brave it when very hungry.

A swarm of rats can be treated as a single monster having an assigned number of Hit Dice and automatically causing damage each round to small creatures in the swarm's area. A typical pack might cover a 10- × 10-foot area, have 4 HD, and inflict 4 points of damage per round. Weapons have little effect on a pack, but area effect spells and some other attacks (such as flaming oil) are effective. When the pack has lost its hit points, it is considered dispersed and unable to inflict mass damage.

Habitat/Society: The chief purpose of rats is to find food. Packs often burrow into and eat food stores. Rats nest almost anywhere, chewing cloth, paper, or wood to make a nest.

Ecology: Rats are very prolific, breeding three to five times a year. Brown rats produce 2d4+6 young per litter, while a black rat litter contains only 5-6 young. Both types of rats are omnivorous. Brown rats are considered to be more aggressive than black rats. Their teeth are extremely powerful; they have been known to gnaw holes in lead pipes. Rats have a lifespan of two to four years.

Brush Rats

Brush rats (also known as trade rats and pack rats) belong to a much less aggressive family of rats known as wood rats. They are slate gray above and white on their underbellies. They are nearly the size of brown rats. Brush rats build nests or burrows in forested areas. They are attracted to small, shiny objects and sometimes steal them and carry them to their hoard. Pack rats are herbivores and will not attack humans. They do not carry diseases. Brush rats can be trained.

Giant Rats

These vile beasts plague underground areas such as crypts and dungeons. Their burrows honeycomb many graveyards, where they cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats are brown/black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails. As with normal rats, any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful saving throw vs. poison prevents catching the disease. Giant rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land.

Osquip

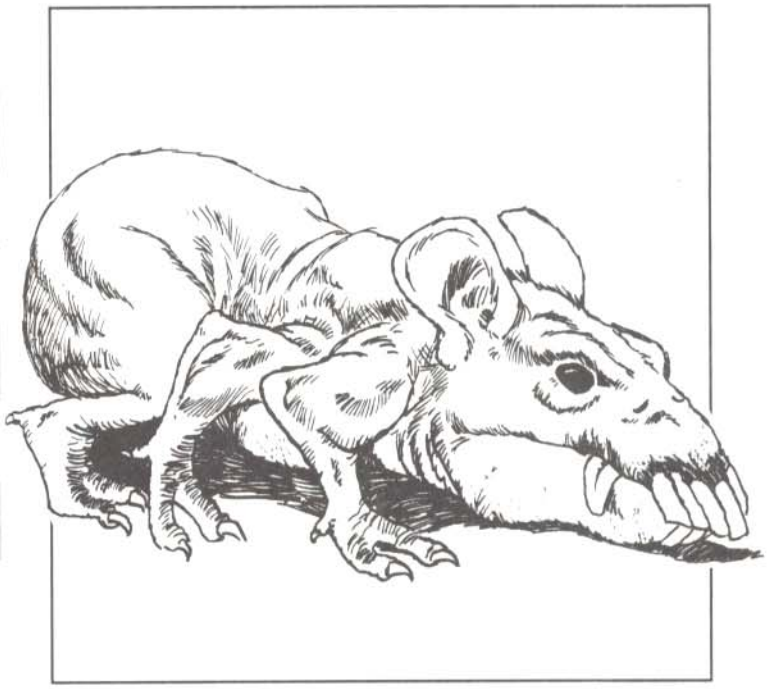
The osquip is a multi-legged rodent the size of a small dog. It is hairless, with a huge head and large teeth. Most have six legs, but some (25%) have eight, and a few (5%) have 10. The creatures' leathery hides are pale yellow in color.

Osquips build small, carefully hidden tunnels, and their teeth are sharp enough to dig through stone. If someone enters an area in which there are osquip tunnels, the creatures can emerge quickly, and opponents receive a −5 to surprise rolls. The osquip are territorial and attack fearlessly and ferociously. Osquips are not afraid of fire, but are poor swimmers (50% drown, 50% paddle with a movement rate of 1).

Osquips are difficult to domesticate, but jermlaine and a few wizards have succeeded by giving the creatures gems, for they collect shiny objects. Osquip leather is soft and water-resistant, and their teeth can be used in digging magic.

Rat, Osquip

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(D)
ALIGNMENT:	Nil
NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	12, Burrow 1/2
HIT DICE:	3+1
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (bite)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' high at shoulder)
MORALE:	Unsteady (7)
XP VALUE:	120



Not all monsters are fearsome dragons and giants. The osquip is a multi-legged giant rodent native to dungeon corridors and cellars.

The osquip is the size of a small dog. It is a rodent, distantly related to beavers; it is hairless, with a huge head and large spade-like teeth. Most specimens have six legs, but some (25%) have eight and there a few rare creatures (5%) have ten. The creature's hide is a very light yellow—almost colorless—and resembles very pliable leather. Its brown eyes are very small and set close together, each being heavily protected by surrounding ridges of bone. Its jaws are unusually large, the entire bony structure projecting several inches forward of the flesh. Osquips are of animal intelligence.

Combat: The osquip is ferocious and will attack without fear, sometimes emerging from one of its hidden tunnels to get a surprise attack (-5 penalty to opponents' surprise rolls if it is within its tunnel complex). It attacks with its powerful jaws, which inflict 2d6 points of damage on a successful bite. It has a high Dexterity (its hide is AC 9). If battle goes against it, it tries to flee into its tunnels; if cornered, it uses its teeth to dig an escape tunnel. Its teeth are sharp enough to dig through stone.

Habitat/Society: The creature often has its lair in the midst of a complex of tunnels beneath the basements of buildings or dungeons. The tunnel system is quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other man-sized creature, are carefully hidden (the chance of finding them is the same as the chance of finding a secret door).

Osquips have the same mentality as a packrat; they travel in large groups (the largest recorded is 24) and are attracted to bright shiny objects, which constitutes their treasure. It is not easy to domesticate an osquip. Some wizards have successfully done so, using magic. Some subterranean creatures such as jermlaine have also tried with limited success; osquips sometimes (10% chance) can be controlled with judicious bribes of food, but they do not like to let go of their shiny treasures and react angrily if someone tries to take treasure away from them.

Osquips are extremely territorial and attack creatures that invade their tunnels. If they encounter new tunnels while burrowing, they get very aggressive, exploring every nook of the tunnel and attacking whatever they finds, particularly giant rats and jermlaine. They treat larger (human-sized) creatures with caution, but attack them if the intruders get too far into their territory. Sometimes they try to ward invaders away with a warning hiss, but they will attack without warning if they have a good chance to surprise.

Osquips have above-average cunning. They are not afraid of fire but are not very good swimmers (50% of them will drown, while 50% paddle along slowly at a movement rate of 1).

Ecology: Osquips feed on rats, mice, and other small rodents, sometimes even other packs of osquips. Like all rodents, they are mammalian, with three to five osquips produced per litter. They have a life expectancy of nine years. Osquip leather is soft and well-insulated against cold and rainy weather; it is used by tanners and tailors to make purses and coats.

Some osquips have been domesticated by certain wizards with a liking for unusual pets. Some wizards have trained packs of osquips and let them loose at stone fortresses during sieges; this tactic hasn't worked as well as the wizards hoped, chiefly because the tunnels dug by the osquips are almost always too small, and the osquips don't always move in the desired direction. Some wizards use osquip teeth as a component in magic involving digging.

	Camprat	Vapor Rat
CLIMATE/TERRAIN:	Any/Barrens and hills	Any/Cloud islands
FREQUENCY:	Common	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Low (5-7)
TREASURE:	Nil	Incidental
ALIGNMENT:	Neutral	Chaotic neutral
NO. APPEARING:	11-30	2-16
ARMOR CLASS:	6	6 (or special)
MOVEMENT:	15	12, Fl 6 (Gaseous 1)
HIT DICE:	1-2 hp	2
THAC0:	20	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Stinking cloud
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8" long)	T (1' long)
MORALE:	Unsteady (5-7)	Unsteady (5-7)
XP VALUE:	7	35



Camprat

Camprats are rodents with voracious appetites that belie their small size. They're generally harmless, but their ability to get their teeth into anything edible is aggravating to travelers.

Camprats are similar in appearance to prairie dogs or small gophers. Their fur is light, sandy brown, shading to dark brown or even black in a streak down their spine. They have a tiny stub of a tail. Their eyes are small and beady, and their front teeth are long and exceedingly sharp. The creatures move very quickly, and can climb just about anything.

Combat: Camprats are timid creatures, and fight only if cornered. If they must fight, however, their razor-sharp front teeth can pierce leather as easily as thin cloth. The creatures would much rather flee than fight—climbing, jumping over, or gnawing through obstacles. Unlike normal rats, camprats are clean and carry no significant risk of disease. Because they can move so swiftly, they're difficult to hit (thus their relatively high Armor Class).

Habitat/Society: Like rats, camprats live in loosely-bonded packs, with males and females in roughly equal numbers. There is no pack leader and no organization to speak of.

Camprats are fast-moving and can make astounding leaps; up to eight feet horizontally and three feet vertically. They can climb any surface that offers the slightest purchase to their tiny claws. Their front teeth grow constantly, and the creatures must gnaw on things to prevent them from growing too long. This gnawing also keeps the teeth sharp. Camprats can chew through thick cloth (for example, a sack in five seconds, thin leather in 15 seconds, and thick leather in 30 seconds). Even wood presents little problem: they can gnaw through one inch of wood in 60 seconds (soft wood) to 90 seconds (hard wood).

The camprat's diet is simple: they eat anything that's not on fire. They're continuously scavenging, and go to great lengths to steal food. Typical precautions taken by travelers—storing food overnight in thick leather sacks or hanging it from tree branches—won't deter camprats, making them a major irritant for people traveling through barrens and hills.

Knowledgeable travelers are often warned of the presence of camprats by dead tress in the area; the creatures gnaw on the bark, frequently to the extent of banding and killing the trees. Camprats are irritatingly common in most hills and barrens, including the Hestmark Highlands, the Abbor-Alz, and the Kron Hills. In fact, there are tales that a gnomish king of centuries ago spent a decade trying to rid the Kron Hills of camprats (with no success, of course).

Ecology: Camprats are pure scavengers; they eat anything they can find, but they don't hunt. They have reason to be timid: Many large carnivores consider camprats to be delicacies. Ogres love live camprats, and young red dragons often breathe fire into camprat holes, then dig out the cooked appetizers within.

Vapor Rats

Vapor rats appear to be nothing more than large, gray, giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands that frequently serve as the abode of cloud giants and cloud dragons.

If angry, hungry, or cornered, vapor rats attack by scurrying in and delivering a sharp bite. Whenever one is killed, it gives off a small puff of noxious fumes. This gaseous release is the equivalent of the *stinking cloud* spell, but it affects only one individual within eight feet of the vapor rat. The rat always directs its release toward its opponent, and the gas dissipates to harmlessness beyond eight feet. Thus, while it is safe to slay these creatures at a distance, they are particularly dangerous in close proximity.

It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In their vaporous condition they are able to direct their movements much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky.

Wounded or seriously threatened vapor rats always assume gaseous form. In such a state they can be harmed only by attack forms that cause their vapors to be destroyed. These include very hot or magical fire, lightning, and exceptionally strong winds (see the *potion of gaseous form* for more details).

Rat, Cranium

Climate/Terrain:	Outer Planes
Frequency:	Uncommon to very rare
Organization:	Pack
Activity Cycle:	Darkness
Diet:	Scavenger
Intelligence:	Low to supragenius (5–20)
Treasure:	None
Alignment:	Neutral evil
No. Appearing:	2d10
Armor Class:	6
Movement:	15
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Variable
Size:	T (6" long)
Morale:	Unsteady (7)
XP Value:	65 XP each

The following passage is taken from the dreams of Bilfar the Diviner, who believed that secrets fled their sleeping masters every night:

A small, crawling form itched into the back of my brain, and I dreamed of its words. My dreams had caught the secrets of one called the vishkar, and it said:

Fear me. Fear my coming. What others know of me is a mask that hides my true might. They think I am vermin, those rats whose brains pulsate with bilious light. They do not know I see through the thousand eyes of my body. My body lives among them, and they do not see me.

Upon waking I had the image of the cranium rat, commonly seen in the dark corners of pestilent villages, locked into my mind. But my dream was this creature, and yet it was not. Perhaps I will dream it again.

Indeed he did dream it again, but Bilfar never lived to publish his stolen secrets. A month after he penned these words, he was dead. Perhaps his dreams caught another, darker secret, for his servant found him one morning, bled dry from a hundred tiny wounds.

Combat: While dangerous and unpleasant, the cranium rat is not an aggressive creature. Like most vermin, it avoids open attacks in favor of flight or ambushes.



Indeed, in the latter action the cranium rat shows a cunning skill.

Cranium rats usually move in packs of ten or more. They hide in garbage or the crack of a wall until a victim ventures close and then swarm out and strike, but even then they won't fight for long. If the victim cannot be slain or crippled in a just a few rounds, they break off and scatter in all directions, making pursuit almost impossible. Still, these actions are no different than those of most other vermin, and they are not what make the cranium rat truly dangerous. It is the slight mental prowess of these creatures that makes them truly menacing.

Individually, these creatures are little more than clever vermin, but cranium rats are seldom encountered singly. They're many creatures and one creature all at once, as they possess a type of group mind. A cranium rat is automatically in telepathic contact with every other such creature within 10 feet, which allows them to share not just thoughts, but also brain capacity – every five rats in contact generate 1 point of Intelligence. Thus, one to four rats have no more than animal intelligence (1 point). Add another rat and the group becomes semi-intelligent (2 points). Fifty rats in a single area have the intelligence of an average person (10), while 100 rats in close quarters would be frightening (20 Intelligence)! Theoretically there is no upper limit to the group mind, but no packs have been found with an Intelligence higher than 20 or so. Perhaps with overpopulation comes metaphysical insight, such that these creatures ascend to a higher level of existence. Or perhaps overpopulation brings about a sudden decrease in their numbers.

With increasing Intelligence comes increasing powers, as shown on the table below. Entries in color apply to that level and higher. Spells can be used daily. For example, a pack with an Intelligence of 7 can use one 1st-level wizard spell each day.

Intelligence	Ability
1–6	Standard
7	1 spell level of wizard spells
8	2 spell levels of wizard spells
9	Mind blast, 1/3 rounds
10	3 spell levels of wizard spells
11	4 spell levels of wizard spells
12	Mind blast, 1/2 rounds
13	5 spell levels of wizard spells
14	6 spell levels of wizard spells
15	Mind blast every round
16	Immune to gases
17	Immune to cold
18	10% magic resistance
19	40% magic resistance
20	70% magic resistance



The group mind also confers several defensive advantages upon the creatures. First, when calculating damage from area-affecting spells, treat the Hit Dice of the communal creature as a pool. For example, casting an 8-HD *fireball* at a horde of 30 rats destroys just eight of them if the saving throw is failed. If the save is successful, only four (half damage) rats are destroyed. In other words, ignore the individual hit points of the rats for area effects. Second, the rats save as if they are a creature of as many Hit Dice as their Intelligence. In the example above, 30 rats have a 6 Intelligence, so the horde saves as a 6-HD creature.

The communal nature of their Intelligence is also the cranium rats' weakness. When members of a pack are killed or scattered, the Intelligence of the pack immediately drops, and the pack loses any special powers attributable to the communal mind. The communal mind, however, is highly resistant to mental attacks. A pack with an Intelligence of 5 or higher is immune to *sleep* spells (by virtue of its effective Hit Dice). The pack acts quickly to break its telepathic link with rats that have fallen under another creature's control. Consequently, spells such as *suggestion* and *charm monster* affect but a single rat (although the rat gains the benefit of the pack's saving throw).

Habitat/Society: So continues Bilfar's notes:

> The vishkar's secrets flee it at night, arriving piecemeal for my studies. Where they come from I cannot tell – there are too many images of too many places – but in all of these there is a common thread. It is a pulsing green vein that is the cord to a master who steals secrets from others. I am forced to guess that the vishkar is an agent of Ilsensine, the great god-brain of the illithids. Vishkar is the eyes and ears of its lord, gathering in all it sees and hears to please that ravenous power. A thousand eyes gather a thousand scenes all at once.
>
> Curious, I inquired with travelers and caravan masters about the extent of the cranium rat. I myself have seen them in Sigil, and I am told they are not uncommon in the Lower Planes.
>
> I have seen myself in my own dreams, asking and re-asking these questions. There are also dreams of packs searching me out. Are these the dreams of my mind, or secrets I have captured? Even my philosophies fail me here, but I think precautions are necessary.

Ecology: Cranium rats subsist on a diet only slightly more carnivorous than the normal rat. The extent and purpose of their powers are held closely secret, lest Ilsensine's instruments be exposed. Those who discover the true purpose of the cranium rats are under sentence of swift and terrible death.

Rat, Zhentish Sewer

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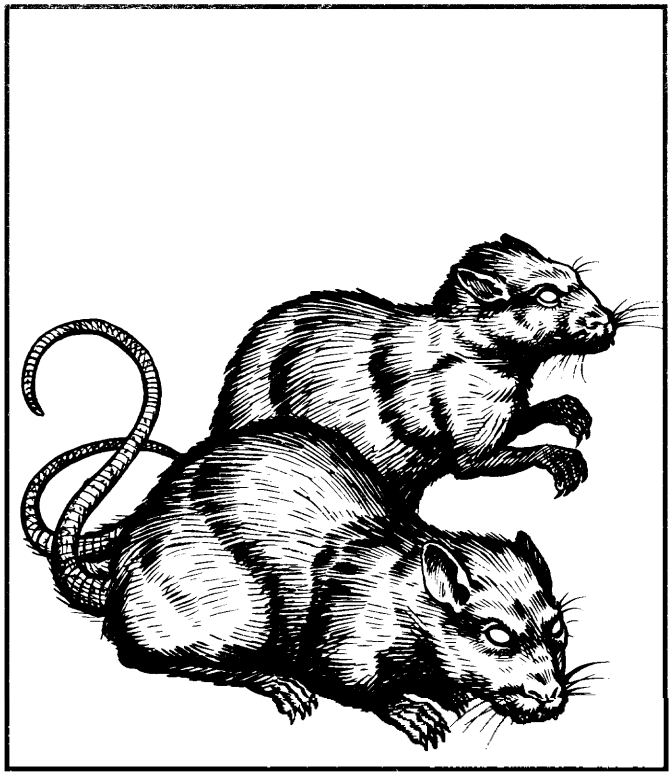
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	W
ALIGNMENT:	Neutral evil
NO. APPEARING:	3d8
ARMOR CLASS:	6
MOVEMENT:	12, Sw 18
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Displacement
MAGIC RESISTANCE:	10%
SIZE:	S (2' long)
MORALE:	Steady (11-12)
XP VALUE:	175 (mature) 120 (ratling) 270 (leader)



The sewers of Zhentil Keep are the breeding ground of all sorts of horrors. There is perhaps no other single place in all the Realms where so much evil magical fallout is to be found. In this environment the Zhentish sewer rat was born.

Zhentish sewer rats appear as large specimens of common sewer rats, except that their eyes glow bright yellow and their faces appear slightly human. Their coarse, bristly hair is glossy black, and they carry a smell of mildew and sewer waste. Some scholars suggest that these malevolent rodents even have a rudimentary language.

Combat: Zhentish sewer rats attack in packs of no fewer than three. The rats make every attempt at remaining unseen if there are only one or two of them. Despite their abilities being far beyond those of a normal rat, they still find their courage only in numbers. The rats live and travel in packs, each led by a sewer rat with a full 8 hit points per Hit Die. Death of the leader necessitates a morale check by the remainder of the pack.

The rats attack with large, sharp incisor teeth. If the DM rolls a natural 20 for a rat's attack, the rat has fastened itself onto its victim and inflicts an extra 1d4+1 points of damage from blood drain per round of attachment. In order to remove the rat, the victim must make a successful open doors roll. It takes one round to remove the rat, and the victim cannot do anything else that round (except perhaps scream and thrash), although DMs may allow the victim to move half his or her movement rate.

The magical nature of the rats manifests itself in the form of an ability similar to the effect of a *cloak of displacement,* in that the first attack on a Zhentish sewer rat always misses.

The rats hate extremely bright light, and receive a -2 penalty to attacks in daylight or *continual light.*

Habitat/Society: Although these rats are called sewer rats, they can be found any place near Zhentil Keep that has subterranean recesses and a large quantity of water and rotting vegetation. Swamps, marshes, flooded basements, even graveyards located in areas with a high water table or nearby water runoff are other likely habitats. These rodents never venture out in daylight, however, even on overcast days.

The typical lair of a Zhentish sewer rat has 6d6 mature rats and 50% more immature rats. Each young rat has half the Hit Dice and inflicts half the damage of an adult. These lairs are always in a moist, dark place, out of the way of traffic. Often, they contain items left from previous victims.

Ecology: Zhentish sewer rats are exceedingly mean, even for rats. Some scholars say half jokingly that Bane did not die completely, that his temper found its way into the sewer rats. Zhentish sewer rats are never found among their lesser brethren, nor with most creatures that usually summon or associate with rats. In fact, Zhentish sewer rats find jermlaine a delicacy.

The only beings that can deal with Zhentish sewer rats are vampires, tanar'ri, and baatezu. Even then the furry beasts are difficult to control or organize.

Some Moonsea-area wizards who find the prospect of using displacer beast hides in the manufacture of *cloaks of displacement* a dangerous proposition have experimented on using the furry hides of Zhentish sewer rats. Thus far, the only result has been wizards running around in cloaks that look like sewn-together, flattened, dried-out rat hides.

However, there are whisperings that certain alchemists are working on a potion or salve that would duplicate the rats' displacement ability. To such people (and they are hard to find, if they even exist), a freshly killed sewer rat would command a price of 500 gold pieces. Freshly killed, in this case, is defined as dead for no longer than 48 hours.

Ratatosk



Climate/Terrain:	Arborea, Yggdrasil, sylvan woodlands
Frequency:	Common
Organization:	Pack
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low to average (5–10)
Treasure:	B, Q (×4)
Alignment:	Chaotic good
No. Appearing:	4d6
Armor Class:	6
Movement:	9, Fl 15 (D), Cl 12
Hit Dice:	2
THAC0:	19
No. of Attacks:	2 or 1
Damage/Attack:	1d4/1d4 or by weapon
Special Attacks:	Swoop
Special Defenses:	Dodge
Magic Resistance:	Nil
Size:	S–M (4′–5′ tall)
Morale:	Unsteady (6)
XP Value:	175 Fireholder: 270 Priest 1–4: 270 Priest 5–7: 650

Ratatosk are tree-dwelling gliders, able to leap wide chasms from branch to branch of Yggdrasil with sure-footed ease. Ratatosk serve the World Ash as a sort of messenger system, but they are also very antagonistic to anything they feel doesn't belong in their home tree, such as most planars, especially tieflings, dwarves, and githzerai. They tolerate elves, most Ysgardians, and bariaur, though only just.

The ratatosk steal the goods left for the spirits and the gods, and have little regard for anyone or anything but themselves. If properly bribed, they carry messages to or from any plane connected by Yggdrasil. These bribes usually take the form of the enormous, sterile seed pods of Yggdrasil.

Ratatosk look like humanoid flying squirrels, with furry membranes between their arms and legs and a large, flattened tail that they use to direct their gliding. They wear no clothing other than harnesses for gear and protective hats. Their fur is thick enough to keep them comfortable in all but the coldest winter freezes. Their color varies from black to gray to brown to red, though each pack has almost entirely the same coloring. Their tails are uniformly darker than the rest of their fur, usually matching the bark of the nearest trees.

Ratatosk speak their own language, the language of birds, and the Ysgardian common tongue.

Combat: Ratatosk are panicky fighters, more willing to attack en masse than risk single combat. They are careless of their own lives, but they lash out violently when their children are threatened. Even then, their strength comes from panic rather than bloodlust. Their sharp claws strike for 1d4 points of damage each.

When they are forced to fight, ratatosk prefer to swoop out of a tall tree's branches to attack. From the dive, they

strike with their clawed hands and feet for double damage, then climb up Yggdrasil to dive again.

All ratatosk are excellent cursers, and their insults act as a *taunt* spell on any opponent who fails a saving throw versus spell. This ability is partly magical, and the ratatosk need not be able to speak the language of their target for their taunts to be effective. However, only creatures of low intelligence or greater are affected.

Many groups of ratatosk have adopted iron weapons as well as their natural claws, but these are all imported or stolen, since the ratatosk have no skill at forgecraft. In any given group, 30% of the ratatosk are unarmed, 20% have slings, 5% have staff slings, 10% carry spears, 20% carry hand axes, and 15% carry whatever weapons they have scavenged, such as swords, axes, polearms, and bows. The ratatosk steal or loot more weapons whenever they can.

While gliding, ratatosk can twist and dodge quickly enough to avoid missiles fired at them. A ratatosk can avoid a missile that would normally hit by rolling its current hit points or less on 1d20. This also applies to magical missiles that require an attack roll, such as *Melf's acid arror* or *minute meteors*.

HABITAT/SOCIETY: Each pack has a ruling male and female who are the absolute rulers of the pack, a mated pair called the fireholders. The fireholders have 3 Hit Die and do 1d6 points of claw damage, but are otherwise identical to their followers. Any pack member can challenge the rulers, but those who lose a challenge are exiled or reduced to the lowest rung of the pack's social ladder. The two leaders are the only ratatosk who mate and bear litters; all other pack members are prevented from mating by the pack leaders. The only exceptions are the priests of Yggdrasil, who can reach 7th-level of ability and gain 1 additional Hit Die after reaching 5th level. Only 1 in 4 packs has a priest, but those that do always ask the priests for their counsel in any major decision.

The reaction of ratatosk packs to outsiders varies widely. Some packs are tricksters, others are very solemn – their personality is dependent on their leaders. All the ratatosk strive to be like their pack leaders, imitating their habits and behavior. Some pack leaders imitate powerful creatures that they meet, admire, and then "adopt," and the poor adoptive parent is followed around for weeks or months by dozens of bright-eyed ratatosk that do whatever he does.

Ratatosk use fire sparingly, with only a single firepot held by the two leaders. Most food is eaten cold, and fire is used for light at night and for heat in winter. They fear the effects of fire on Yggdrasil and discourage others who use it. For them, burning Yggdrasil's wood is a sacred act, and others who casually toss a few logs on the fire often wake up to find their mounts are loose, their food is scattered, and their tent has collapsed around them.

When the young males reach their full growth they are thrown out of the pack to survive on their own. They must steal brides away from an established pack to start their own group. Those that fail must join as lesser members with little status, never to become leaders. Young females are never thrown out of the pack and are protected by all other members of the pack, who know that she is the target of raiders.

Yggdrasil itself is the god of all ratatosk, and they fight to the death to protect her (in their eyes, Yggdrasil is a female tree). The legends of the ratatosk say that they were hatched from a huge nut at the top of the tree, and that they are therefore both the children and the chosen – the protectors of Yggdrasil. It's useless to argue this point with the creatures: no story of Nidhogg or the eagles of Yggdrasil will convince them that the tree doesn't love them best, and arguments about their origins can quickly lead to bloodshed. Whether Yggdrasil wants them to protect her doesn't seem to be a question that occurs to them.

The ratatosk can't seem to decide on where they like to live. A few packs of ratatosk are wanderers, nomads that range Yggdrasil from roots to crown. Each night, they weave tree nests from branches and leaves, as a way to avoid unwanted guests. The nests are built to just hold their weight, so that heavier creatures cannot reach them. When cold weather threatens, these ratatosk often migrate to Arborea for its mild winters.

Most ratatosk live in small lairs gnawed out of the wood of the World Ash or other impressively gigantic trees. Each burrow is large enough for a single adult and one young ratatosk. The entrance is sealed with the ratatosk's own tail when it is sleeping, simply but effectively camouflaging the entryway. If the pack grows large enough, these small burrows are expanded, but most packs are dispersed or kept small by predators and famine.

A few tribes of ratatosk live in large hollows and dens dug deep into the tree's living wood. In winter, the settlements are hibernation dens, small hollows that can hold the entire pack in tightly curled, dreamless slumber. Nearby, the ratatosk always hoard winter food in dozens of specially prepared nut storage caches.

The ratatosk love riddles, and sometimes tease and taunt Yggdrasil's travelers with them until the squirrel-folk get an answer. Some bloods have even gained the respect and aid of the ratatosk with riddles of their own. The following are a few of the more ratatosk common riddles:



Falling to earth, rising to the sky,
Before I fall again, years must go by. [A nut.]

Shivering but fearing flame,
Wanting sun but needing rain. [A leaf.]

Never an acorn, Taller than stars,
His fingers hold us, Our fingers hold him. [Yggdrasil.]

Ever moving under trees, Startled by the slightest breeze,
We need the sun to join our play, And hide ourselves on
rainy days. [Shadows in the forest.]

ECOLOGY: Ratatosk eat nuts, roots, berries, fruits, insects, growing bark, and tender leaves. They also eat the eggs of the eagles nesting in Yggdrasil's branches – one of the few foods they bother to cook. In the spring, they eat the young shoots and branches that Yggdrasil offers. A few groups of ratatosk have moved along Yggdrasil's branches into the largest and most ancient woodlands of Arborea and Ysgard, where they are prey for giant eagles, giant wolves, giant owls, and giants, who don't seem to realize that the squirrel-folk are sentient creatures and spit them like rabbits.



Climate/Terrain:	Temperate lands
Frequency:	Very rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	U (Communal), I (Individual)
Alignment:	Neutral good
No. Appearing:	3–12 (3d4)
Armor Class:	6
Movement:	3, Fl 27 (C)
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Eye peck, spell use
Special Defenses:	Not surprised
Magic Resistance:	Nil
Size:	M (5' wingspan)
Morale:	Elite (13–14)
XP Value:	175

The ravenkin are an avian race that have been trapped within the misty confines of Ravenloft. They are one of the few forces for good in this otherwise dark land of evil.

Ravenkin look much like huge versions of the common raven or crow with a wingspan that averages 5 feet in width. They are shrouded in black feathers and have long, straight beaks. To set themselves apart from normal ravens, they often wear small items of sparkling jewelry.

The ravenkin speak their own language, which sounds like a collection of squawks and shrieks to those who do not know it. Most (fully 80%) of these creatures will also speak the common language in use by the human or demihuman inhabitants of their lands.

Combat: The ravenkin will always try to flutter around a victim's head in combat, waiting for a chance to strike at his eyes. They will often land briefly on a would-be target before striking, using their talons to stay in place while they peck with their beaks. But, as the small talons inflict no damage, the creatures have only one pecking attack that inflicts but 1d3 points of damage. On any natural attack roll of 19 or 20, however, the ravenkin has scored a hit on one of the victim's eyes (assuming they are not wholly protected). Such an injury will blind that eye, imposing a –2 penalty on all attack rolls made by the character. A second such hit indicates loss of the other eye and, thus, total blindness. Injuries of this nature cannot be cured save by spells like *heal* or *regeneration*.

All ravenkin have a limited spell casting ability. Most (75%) are able to employ any three first-level spells per day. They need neither material or somatic components, but always cast their spells verbally. Ravenkin are required to memorize their spells ahead of time, just as human casters. An additional 20% of these creatures have the ability to employ two second-level spells per day in addition to their first-level spells. Lastly, 5% of the ravenkin population can invoke one third-level spell per day.

Habitat/Society: The ravenkin are a long-lived race with many of their elders claiming to be "a hundred winters" old. As a rule, an individual's name includes his age, so a recently hatched chick might be "Kareeka Twomoons" and a wise old elder might be known as "Shreeaka Fiftyautumns:'

Ravenkin are slow breeders. It is believed that the evil of Ravenloft has been corrupting their eggs and making them sterile. Whether this is the case or not, fully 8 in 10 ravenkin eggs fail to hatch. A ravenkin community generally consists of 155 to 200 individuals (150+5d10). Of these, half will be females (who fight just as if they were males), and 10% will be young (who do not fight). They will nest in family groups, each claiming a copse of trees as their own territory. In addition, the area around a ravenkin community tends to be filled with mundane crows, generally about 500 in number. While the ravenkin cannot directly command them, they are able to train the crows with great effectiveness and employ them as sentries and hunting animals.

Ravenkin tend to ignore travelers unless these actively seek out contact with the avians. In the latter case, they are wary and untrusting until the strangers prove themselves to be friends. Once someone has earned the trust of the ravenkin, though, they have won a great prize, for these creatures are able to provide a wealth of information about the evils of Ravenloft. The Vistani say that ravenkin can see through the eyes of every raven in the land; from the vast knowledge these folk seem to be able to amass on even the shortest notice, that seems to be only a minor exaggeration.

Ecology: The ravenkin exist on a diet of insects, berries, and carrion. In short, they will eat almost anything put before them—truly proving themselves to be omnivorous. They find the act of hunting bothersome, however, and delight in the taste of slightly rotted meat, making carrion the main element of their diet.

Ravenous

CLIMATE/TERRAIN:	tropical jungle
FREQUENCY:	very rare
ORGANIZATION:	pack
ACTIVITY CYCLE:	any
DIET:	living tissue
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	2d6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	see below
THAC0:	see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 + special
SPECIAL ATTACKS:	Constitution drain
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	See below
SIZE:	M or see below
MORALE:	Fearless (20)
XP VALUE:	65

The ravenous are zombie-like creatures created by Meyanok's famine in the city-state of Tolanok. They appear to be normal humans or mundane snakes that move with a slight stiffness and look emaciated as if from starvation. Most of their minds are gone, and their only thought is of satisfying the hungering ache in their stomachs and bones.

Combat: Ravenous attack with their natural weapon — nails for humans, bites or constriction for snakes. In addition to this damage, the touch of a ravenous draws vitality from the victim, resulting in a loss of one point of Constitution; this does not cause an adjustment in the victim's hit points due to a change in bonus hit points per level. A creature brought to 0 Constitution dies and rises as a ravenous within 24 hours unless the corpse is *blessed* or buried with a full meal. Only a human, humanoid, demihuman or a snake may be turned into a ravenous; a creature that rises as a ravenous has its original hit dice and THAC0; humans and demihumans become 1-HD ravenous. Lost Constitution is regained at a rate of 1 point per day in which the victim eats three full meals.

Like all undead, ravenous are immune to *sleep*, *charm* and *hold* spells. They are turned by clerics according to their hit dice. A ravenous can be distracted by throwing food to it — normal rations are preferred to dried ones — or the use of spells such as *create food and water* or *hero's feast*.



Habitat/Society: Formerly the inhabitants of a small, prosperous city and its outlying farms, the ravenous still gather in groups as their living counterparts had. A group may be all human-like or it may include some snakes. They hunt in packs to more easily bring down their victims, which are not eaten but drained of their life-giving properties. They have no concern for treasure.

Ecology: Ravenous take from their environment and give nothing back to it. When destroyed, their bodies collapse into dust and bone fragments. Ravenous can draw sustenance from plant life, but they quickly deplete their environment of this resource and therefore live in barren areas with dead and withered vegetation.

Climate/Terrain:	Any (Positive Energy Plane)
Frequency:	Very rare (common)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	-4
Movement:	Fl 24 (A)
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d4/1d6
Special Attacks:	Energy jolt, animation
Special Defenses:	Animation
Magic Resistance:	20%
Size:	M (6′ long)
Morale:	Unsteady (5-7)
XP Value:	1,400

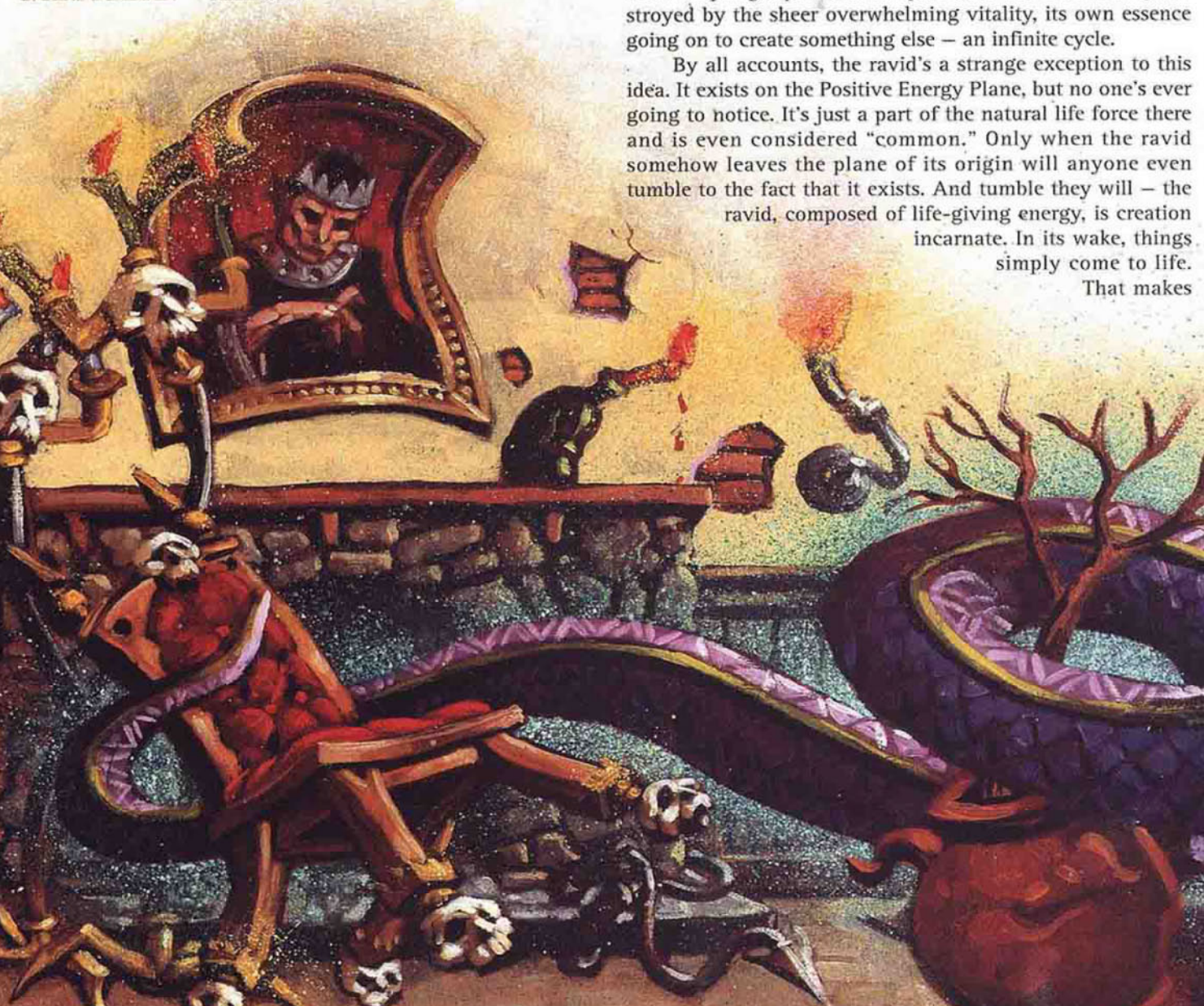
"Ask yourself this, berk: Would you rather face a creature of negative energy that wants to drain you, or a beast of positive energy that wants to pump you full of life?

"The answer's not as simple as you might think."

— Thurgold Fammis, inner-planar sage

The ravid is a creature native to the Positive Energy Plane. That alone makes it a rare beast, since very little life hails from that brilliant place. And that's a bit odd in itself — shouldn't a plane full of life-giving energy spawn all manner of beings? A good many bashers think so, but it just ain't true. See, the plane has too *much* energy. Some graybeards even believe that life springs up all over the plane, but that it's instantly destroyed by the sheer overwhelming vitality, its own essence going on to create something else — an infinite cycle.

By all accounts, the ravid's a strange exception to this idea. It exists on the Positive Energy Plane, but no one's ever going to notice. It's just a part of the natural life force there and is even considered "common." Only when the ravid somehow leaves the plane of its origin will anyone even tumble to the fact that it exists. And tumble they will — the ravid, composed of life-giving energy, is creation incarnate. In its wake, things simply come to life. That makes



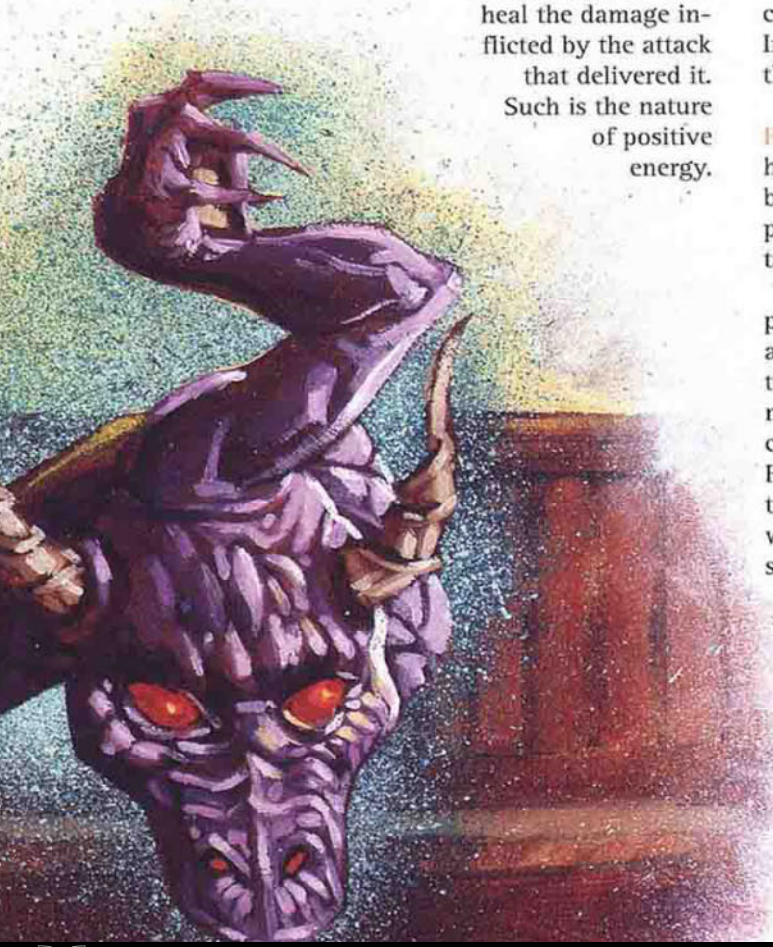
it one of the most volatile and dangerous creatures a body's likely to come across.

In appearance, a ravid resembles a 6-foot-long serpent with no mouth and a single, spindly arm. It glows brightly with a golden light, illuminating whatever area it currently occupies with the force of a *continual light* spell.

COMBAT: A ravid's not likely to fight unless threatened, in which case it strikes with its single limb (causing 1d4 points of damage) and whipping tail (causing 1d6 points). Each of these attacks also carries with it an energy jolt. Victims struck must make saving throws versus paralyzation or feel the effect of the jolt. Note that it's possible for the ravid to strike a sod with both its limb and its tail, thus delivering two separate jolts. The Dungeon Master should determine the effect(s) on the victim by the following roll:

D6	EFFECT
1-3	The victim gains 2d4 hit points. If the new total places him over his normal maximum, he suffers burnout, and loses 1d4 hit points *permanently.*
4-5	The victim is *hasted* for 2d4 rounds, and then ages 1d2 years from burnout.
6	The victim receives the benefits of a *strength* spell, but then loses a point of Strength from burnout.

Ironically, a jolt may heal the damage inflicted by the attack that delivered it. Such is the nature of positive energy.



'Course, a ravid's unconscious ability to grant life isn't nearly so welcome. Once per round, an object or portion of an object within 10 feet of the ravid is permanently imbued with life, Intelligence, and mobility. The DM should treat these items as if affected by an *animate object* spell, but should also roll 3d6-2 to determine each object's new Intelligence.

If the ravid is not within 10 feet of an object in any given round, the ground or air (or whatever *does* surround the beast on that particular plane) will churn to life as a minor elemental creature, similar to an animental. Each creature thus formed has a 30% chance of being hostile to those around it. However, the situation modifies that percentage chance – for example, a living weapon is more likely to show aggression than a living chair.

In all cases, though, the new life forms consider the ravid their creator. They're never hostile to it, and they even defend their sire if it's threatened. The ravid, on the other hand, hardly pays its creations any notice at all. It doesn't have the brain-box or the motivation to "command" them. Sometimes, the animated objects follow the ravid around, and sometimes they just wander off on their own.

Another point worth noting: While a ravid passing by a dead creature may imbue it with life, the deceased being is not resurrected. That is, a planewalker's corpse might be animated, but the original spirit won't return from wherever it's gone to rejoin the body.

An *energy drain* spell or the touch of a life-draining creature like a spectre or a wight automatically slays a ravid. In the case of an undead creature, however, it is destroyed by the ravid in turn.

HABITAT/SOCIETY: As mentioned above, the very idea of a ravid has no real meaning in its native environment. The creature becomes significant only when it makes its way to another plane by being summoned, passing through a portal, or just tagging along behind a group of careless planewalkers.

Once on another plane, the ravid timidly begins to explore its new surroundings. Most of them see the multiverse as a sad, lonely expanse that needs to be filled with life, and they take it upon themselves to bestow that great gift upon as many objects as they can. (For this reason, they often avoid creatures that're already alive – especially other ravids.) Folks encountering a ravid might never actually see the creature itself, but instead find themselves in a desolate area where *everything* is alive. The energy beast might have long since departed, or it might be in hiding from the bashers.

Ravids are terrified of undead creatures and flee from them on sight. Intelligent undead despise the life-giving ravids and try to kill them, even if it means their own destruction.

ECOLOGY: The ravid, by its very nature, doesn't "feed" on anything. Its diet, rather, consists of giving energy to other objects rather than taking something away.

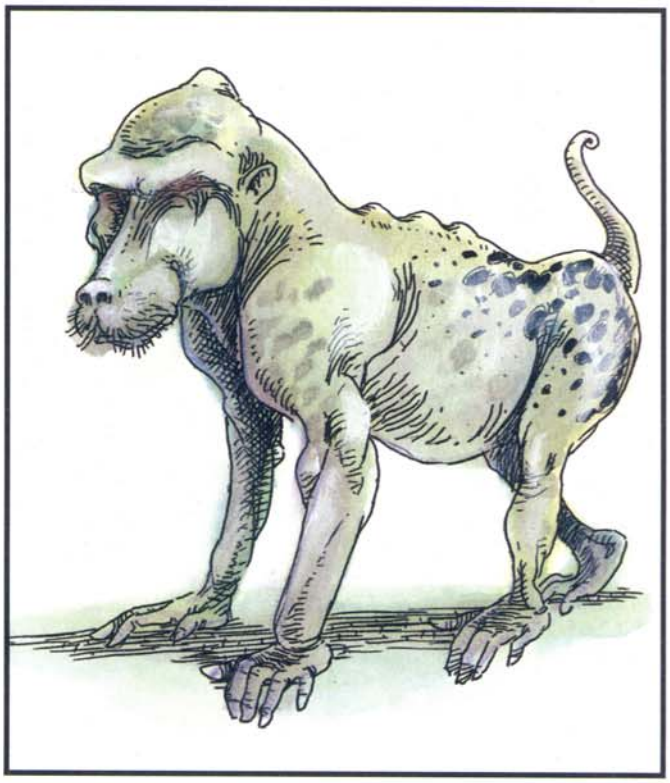
Ravids are spontaneously generated on the Positive Energy Plane, and have no way of creating more of their kind on their own.

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	4d10
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 (×2)/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ tall)
MORALE:	Champion (15–16)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
5	2/1/6	Nil	13	70

Clairsentience—*Devotions:* danger sense, feel sound, hear light.
Pyschometabolism—*Sciences:* shadow-form; *Devotions:* adrenalin control, aging, chameleon power.



The rautym resembles a small, eyeless, hairless, freckle-backed monkey. It is never found far from its companions, not because it is fearful, but because rautym gain power by being together.

Although rautym have no eyes, they nonetheless have little trouble existing in the dark. This is because two of their psionic powers, feel sound and hear light, are always active, and without cost in PSPs. They maintain small quantities of faintly phosphorescent rocks all about their lairs, or on their persons if traveling, which they use for psionic beacons, aiding in navigation. If plunged into magical darkness and silence, the rautym panic and attempt to flee. Opponents can use these spells to defeat the rautym easily; this is an option few have tried, however, as it is not at all obvious upon meeting these eyeless creatures.

Combat: The rautym have exceptional control over their psionic abilities and use them to great effect during combat. When they encounter danger, they use their adrenalin control to boost their Strength (they already have a natural Strength of 15), so they gain attack and damage bonuses. If necessary, they use shadow-form to sneak up on their enemies, at which point they employ aging or simply leap out upon their enemies to engage them in fierce hand-to-hand combat.

In addition to their arsenal of psionic powers, the rautym also have a power that is unduplicated in any other known race: they can *dance magic*, that is, they can summon magical energies by dancing in a certain way. There must be at least two rautym for this to work: One acts as the *dancer* while the other acts as the *focus*. A lone rautym dancer must dance five hours to produce a single 1st-level spell, while the focus is the one who casts the actual spell. The focus must have heard of the spell to cast it, and there must be at least twice as many dancers as there are spell levels for spells past 5th level (e.g., a 6th-level spell requires 12 dancers). The focus need not decide on the spell until the time comes to cast it, and there have been cases where the rautym dance for days, building the magical energies to an unheard-of level.

Additional rautym reduce the casting time or increase the spell level. The specific amount of time depends on the number of dancers: five hours divided by the number of dancers. The increase in spell level is one level per rautym until 5th level, at which point there must be two rautym per level. For example, two rautym dancers can enable a focus to cast a 2nd-level spell after five hours of dancing, or can enable it to cast a 1st-level spell in two and a half hours. Likewise, five rautym can cast a 5th-level spell after five hours of dancing, or can decrease the casting time of a 1st-level spell to one hour.

If possible, the rautym dancers post sentries who use their chameleon power and danger sense. Since the rautym cannot defend themselves while they dance (although their dancing reverie is broken when the circle is broken), they prefer to have sentries rather than the extra power.

Habitat/Society: Rautym have a traditional focus, usually their elder, who leads them through the darkness. There is at least one elder per group of four. If the previous elder is killed, a new one is created to take its place. The rautym are never without a focus.

Ecology: The rautym are an anomaly. No one is sure of their origins, but most know that disturbing a circle of dancing rautym is a sure way to invite destruction.

Ray, Forest

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	J-N(x10), Q(x5), X
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (E)
HIT DICE:	8-11
THAC0:	8 HD: 13
	9-10 HD: 11
	11 HD: 9
NO. OF ATTACKS:	1 (sting or bite)
DAMAGE/ATTACK:	3d4 (bite) or 2d10 (sting)
SPECIAL ATTACKS:	Swallow, stun
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (16'-20' wingspan)
MORALE:	Elite (13-14)
XP VALUE:	
8 HD	3,000 (+1000 w/Legacy)
9 HD	4,000 (+1000 w/Legacy)
10 HD	5,000 (+1000 w/Legacy)
11 HD	6,000 (+1000 w/Legacy)



The forest ray, also known as the "forest devil," is a dark green creature that looks like a flying manta-ray. They live in forests, jungles, or other areas of heavy undergrowth, such as the forested areas of the Orc's Head Peninsula and Herath. These clumsy fliers can fly no higher than the treetops, but they can turn sideways to fly between the trees.

A forest ray can weigh as much as 3,000 pounds. Its eyes are on the upper surface of its body. The underbelly has a mouth and a second set of eyes. The upper surface is dark and mottled to match the forest floor, but its underbelly is colored to match the sky and the treetops. The forest ray can change its color to provide better camouflage, but this change takes several days to complete. Their pectoral fins are huge, which gives them a batlike appearance, and they use their short tails as a rudder.

The Red Curse: A forest ray has a 25% chance of having a Legacy. They typically have Legacies that are common to Region 4, such as Duplicate or Regenerate. They will sometimes (10% chance) have Region 3 Legacies. Forest rays do not require *cinnabryl*.

Combat: Forest rays bury themselves and wait for victims to arrive. This gives them a +2 bonus to surprise opponents.

The forest ray has a giant maw that can totally engulf any creature man-sized or smaller in a single bite. If the ray's attack roll succeeds by more than 2 (e.g., it rolls a 16 or better when it needed to roll only a 14), then it swallows its prey. Swallowed creatures die at the end of six rounds. Any creature swallowed can attack from inside the ray with a dagger or a short sword at a -4 attack penalty; the ray's AC remains the same.

The forest ray's stomach may contain treasure, indigestible remnants of its past victims.

Alternatively, the forest devil can attack with its stinger. If the stinger successfully strikes, the victim suffers 2d10 points of damage and must make a successful saving throw vs. paralyzation or be stunned for 2d4 rounds.

Habitat/Society: Forest rays are solitary predators and have no society. They gather only to mate.

A forest ray typically ranges over an area of several square miles. It is an opportunistic feeder, so it seldom actively hunts. A forest ray needs surprisingly little food. It has a slow metabolism and goes into a state of hibernation when it has buried itself to wait for prey.

Ecology: Unlike its cousin the manta ray, the *forest devil* has sharp, pointed teeth suitable to a carnivore. The forest ray is a fearsome predator. Even jaguars and other large predators avoid it.

The skin of a forest ray can be cured into a very fine and supple leather. This leather is useful in the manufacture of various magical cloaks and can also be used to make superior book covers.

Rayfish, Invisble Flying

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CLIMATE/TERRAIN:	Mountains (Stardock)
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi-
TREASURE:	Nil
ALIGNMENT:	Neutral

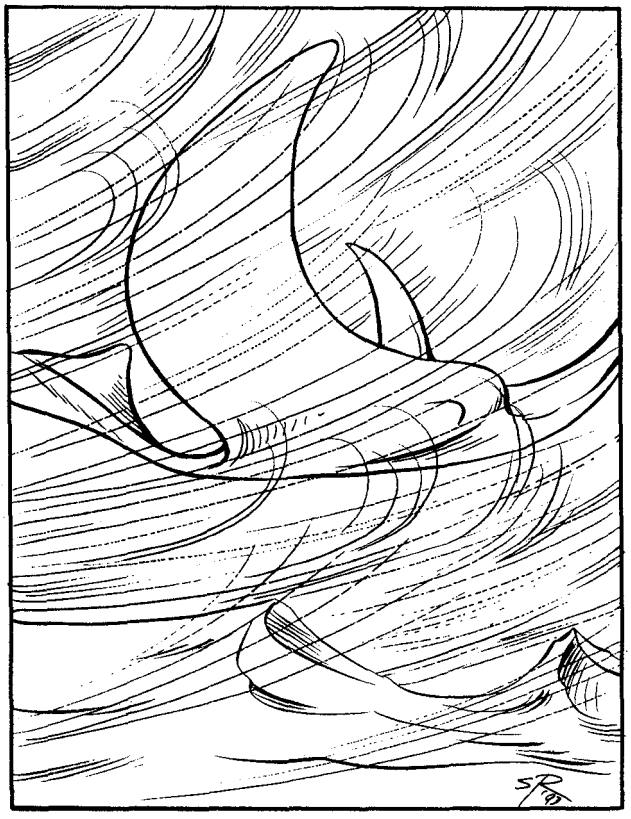
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	1/21 fl
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Unsteady (5–7)
XP VALUE:	650

There was nothing at all to be seen except the flat, flakeless space the thing made in the airborne snow and the eddies it raised; it in no way obscured the snow beyond. yet they felt the gust of its passage. The shape of this invisible thing was most like that of a giant skate or stingray four yards long and three wide; there was even the suggestion of a vertical fin and a long, lashing tail.

—From "Stardock"

Were these creatures visible, they would be graceful, mantalike creatures which swim through the air by use of a bladder filled with lighter-than-air gas. Invisible rayfish are found in the mountains of Nehwon, and the hidden kingdom of Stardock, where they are bred as flying mounts.

Combat: Invisible rayfish are not naturally aggressive. A rayfish may be goaded to fly close to enemies so that its rider can attack, but the fish will take no action unless itself attacked. Its massive wings buffet an opponent for 1–10 points of damage. The rayfish's small mouth is useless for anything besides feeding.



Habitat/Society: Wild rayfish inhabit the high mountain regions of Nehwon and fly to lower altitudes to feed. Rayfish are solitary and flee any possible threats.

The invisibles of Stardock breed rayfish in vast aeries deep within their mountain home. These creatures serve the invisibles as flying mounts and are often ridden into battle.

Ecology: Rayfish are herbivores that feed on plants growing below the timberline. Their invisibility protects them from predators, to such an extent that few on Nehwon know of their existence.

The solitary rayfish mate in the spring. The female buries a clutch of 1–6 eggs just above the snowline. Although the eggs are tough, leathery and well-protected, only one or two rayfish from each clutch successfully hatch. The invisibles of Stardock are skilled at hunting these eggs, which they take home and incubate.

Razhak

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary, but see below
ACTIVITY CYCLE:	Not applicable
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING	1
ARMOR CLASS:	- 8
MOVEMENT:	Special
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	up to 4
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Special
SIZE:	H (15′ tall)
MORALE:	Steady (12)
XP VALUE:	12,500



Razhaks are a unique race of extremely long-lived rock-men. Their favorite activity is to mimic natural rock formations and observe the goings-on of creatures around them.

Nearly every living thing in Chorane has seen a razhak at one time or another, but they just never realized it. It is tough to say exactly what razhaks look like, because they can form themselves into any shape they want. They are also capable of altering their surface texture and color to blend in with whatever natural rock they are near.

Combat: Razhaks do not care for combat, being essentially peaceful creatures. But if pressed, they strike with up to four pseudopods (formed from their bodies). These attacks can be directed at up to four separate targets; a razhak generally does not use multiple attacks against a single opponent, unless the opponent is extremely large and powerful or the razhak is extremely upset. (An upset razhak, by the way, is a rare sight that few remember happily.)

Defensively, razhaks are extremely difficult to harm. In addition to their high number of Hit Dice and exceptional Armor Class, razhaks can retreat through solid rock at a rate of 3 per turn, regaining 1d6 hit points each turn as they travel. Essentially, they leave their damaged flesh behind (as cracked and crumbled rock) and absorb new rock as they move. This is the razhaks' preferred method of movement; if there is no rock available to move through, razhaks can slide along open ground at a rate of 1 per turn.

Razhaks are not related to earth elementals, so they are not affected by ***rings of elemental control*** or ***stones of controlling earth elementals.***

Habitat/Society: Razhaks are solitary creatures, but all razhaks in an area are linked by a limited telepathy. Each razhak is aware of the general state of each other razhak, and they can also communicate verbally (in their own special language). This is not a communal intelligence—a razhak could not, for example, see what a distant fellow sees. The distant razhak could, however, tell the first one all about it. This telepathy cannot be detected by standard magical means.

Razhaks feed on the mineral content of the surrounding rock to live. They do not breathe or sleep. If a razhak were somehow kept from contact with any other rock or dirt (magically levitated, say), it would feed on itself until it finally disappeared and died. This would take approximately 150 years—a razhak is nearly 12 tons of solid rock, and it needs very little sustenance to survive.

At first glance, it would seem that razhaks are somehow related to earth elementals. That is not the case. Earth elementals are magically-created beings, formed from rock, dirt, clay, mud, and other forms of earth. Razhaks, while they have some magical powers, are not inherently magical. They cannot be conjured or controlled like elementals, and they are made only of solid rock, not of any other earth materials.

Ecology: Razhaks have a natural life span of thousands of years; while interested in the lives of humans and other shorter-lived races, their perspective is one of taking the long view. This means they are not likely to get involved in human events, since it all happens so fast. If they could somehow be convinced to aid in a cause, they could be very useful, and not just for their formidable combat skills; their shapechanging abilities could be used to form walls, create shelters, surround enemies, or any number of other useful things.

Razorwing

CLIMATE/TERRAIN:	Sea of Silt, Inland silt basins
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	3/6
MOVEMENT:	3, Fl 30 (B), Glide 24 (E)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/1-4
SPECIAL ATTACKS:	Surprise, 2 x damage on a charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (8'wingspan)
MORALE:	Average (9-10)
XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2 / 1 / 3	—/M-	11	45

Telepathy – *Devotions:* life detection, mind blank.
Psychokinesis – *Sciences:* flight-3 PSPs/round, Mv 30 (B); *Devotions:* control sound.

The razorwing hides under the silt and bursts out of the sand to slash at creatures flying above it. It is a vicious carnivore, and packs of razorwings have brought down creatures much larger than themselves.

The razorwing is a small-bodied slate gray creature that looks a bit like a small pterrax. It has bone white edges on its wings which are very sharp.

A razorwing is able to communicate with others of its kind. It does not have a language, but uses its power of controlled sound to communicate when prey is nearby.

Combat: The razorwing lies in wait for its prey just under the silt. It is very light weight, and when it spreads its wings out it can actually rest on, or just below, the surface of the silt. When it senses prey, it explodes out of the silt and climbs to slash at its prey. The razorwing uses a form of telekinetic flight to achieve its great speed and lightning-quick attack. A razorwing's sudden attack causes a -2 penalty to its opponent's surprise rolls.

A razorwing cannot fly normally, the razor edges of its wings being too hard to allow them to bend more than a few inches. It can glide, but for actual flight it uses its psionic flight power. The razorwing has a limited amount of PSPs and cannot maintain its accelerated flight for long. The favored attack form of a razorwing is flying up behind a creature and slashing at its wings, if any. On the following round the razorwing climbs above its prey and glides down to attack. The razorwing can also hover in the air using its flight power, but cannot maintain this for long. A razorwing can use its psionic flight powers for only eight rounds before it must glide to the silt and rest. The razorwings try to spend as much time gliding as they can, to stretch out the time they can spend in the air. A razorwing almost never hovers to melee, as it is much more vulnerable when not moving. A razorwing is AC 3 when in flight, but only AC 6 when hovering or grounded.



The razorwing can attack with its bite and with both of its sharp wing edges. However, unless the creature is large, like a floater, the razorwing can only land one of its wing attacks per victim. If the initial attack is made with surprise, the razorwing causes double damage on its wing hits. It will also use its bite on a surprise attack, concentrating on crippling a flying opponent. Each wing attack does 2d4 points of damage, and the bite does 1d4 points of damage.

The razorwings fight well in small packs, taking advantage of the confusion caused by their numbers to glide in and attack from behind whenever possible. Indeed, a razorwing pack can be overwhelming, as they swoop in for attack after attack. Only if over half of the pack is downed will the rest fly off. Any fleeing razorwings use their remaining PSPs to climb as high as they can, and then glide away for miles. The wings are maneuverable enough to aid in gliding; the razorwing can glide up to a mile for every 200 feet of altitude it has. It always chooses to glide with the wind, unless such a direction would place it in danger. It has a maneuverability class of E when gliding.

The razorwing pack takes turns using their life detection, using controlled sound to warn the others of approaching prey.

Habitat/Society: The razorwings live and hunt in packs. They also never attack alone. There is a pack leader, usually the biggest female.

Razorwing young are born alive, high in the air. They immediately learn to glide or they do not survive.

Ecology: Razorwings are found in the Sea of Silt almost exclusively. There are reports of packs being sighted in the inland silt basins. The razorwing prefers to eat floaters above all else. By means of its life detection power, a razorwing can even differentiate between a floater and other kinds of prey.

Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Band
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Average (8-10)
Treasure:	B, individuals J,K,M
Alignment:	Lawful evil

No. Appearing:	3-24
Armor Class:	3 (8)
Movement:	9
Hit Dice:	2+4
THAC0:	19
No. of Attacks:	2
Damage/Attack:	By weapon +2
Special Attacks:	None
Special Defenses:	Fading
Magic Resistance:	None
Size:	M (6′-7′ tall)
Morale:	Steady (11-12)
XP Value:	175

You're not so tough. I wonder what's under that cowl?

– Desimar Goldawn, Clueless, to an unidentified reave

Oh, yeah? I wonder how your face'll look wrapped around my morning star, berk. (CTHUNKK!) Hmmn, not too good. I thought that'd be the case.

– The reave's reply

The reaves are a race of violent marauders and plunderers who live for battle and pillage. They've been wandering the planes for centuries now, preying on the weak and defenseless wherever they find them. Bands of reaves like to hire on with any blood who has the jink for their services, as long as the job involves leg-breaking, arson, and general mayhem. When a reave can't call himself a mercenary, he'll "freelance" for a living until he finds "employment" again. Since there's always a basher who needs some extra muscle, reaves're fairly common anywhere there's a need for enforcers or professional highwaymen and brigands.

Reaves're true planewalkers, like fiends or devas. They can travel to the Astral by willing themselves there, and enter the top layer of any plane the Astral touches. This means that they're capable of hit-and-run tactics that most of their enemies can't respond to. Especially brazen reaves've even raided into Mount Celestia, Bytopia, and Arcadia, retreating to the Astral before the defenders of these planes muster their response. This natural ability makes reaves valuable to anyone who needs violence done in another plane.

The chant is the reaves're natives of Acheron, but this isn't strictly true. A thousand years ago or more, a great general brought 100,000 reave warriors to one of Acheron's wars from some unknown prime-material world. The First-comers were largely exterminated in the genocidal war, but enough survived to prosper and continue their race. It didn't take the reaves long to figure out that Acheron's opportunities were limited, and bands of reaves've been setting out from there to find their fortune elsewhere ever since.

Reaves are large, powerful humanoids equal in size to a mighty human warrior. They've got four arms, but the secondary arms are *behind* the primary ones, not below them like an insect's extra limbs. Reaves aren't covered in skin, but instead have a leathery, pebbled hide that gives them a natural AC of 8. However, they favor suits of garishly-decorated plate mail with flaring shoulder-plates and long chain skirts.

Reaves normally conceal their features beneath their helms, but if they're encountered without their armor they almost always wear great dark cloaks with heavy cowls over their faces. They have a powerful aversion to revealing their faces to any other creatures, including other reaves. Should a basher happen to see a reave's face, the reave'll make it a life-quest to find that basher and kill him. The reave's face is generally humanoid in appearance, but with four eyes spaced evenly across the front of its head and a series of convoluted, bony ridges in place of hair.

Combat: Reaves can use all of their arms as well as a human'd use his or her primary arm. Typically, a reave wields two weapons. If the weapons require only one hand each to use, the reave carries a pair of shields in his off-hands, improving his Armor Class to 1. A reave's arrangement of arms doesn't accommodate archery, so most prefer melee weapons. A group of reaves is normally equipped as shown below:

30%	Two polearms
25%	Two broad swords and two shields
15%	Two two-handed swords
20%	Javelin, short sword, and two shields
10%	Two morning stars, flails, or maces and two shields

A reave's powerfully muscled, and receives a +2 damage bonus to his attacks with hand-held weapons. His odd symmetry permits a reave to attack foes on his flank as easily as a human'd attack someone in front of him, and turns any rear attacks into flank attacks. He receives a +1 bonus to surprise checks due to his increased range of vision.

Reaves've developed an unusual ability called *fading*, which they use to stack the odds in their favor during a fight. Basically, the reave becomes astral in order to surprise or escape his enemies. This ability works only when the reave can reach the Astral Plane – in other words, in the topmost layer of any of the Outer Planes, but not in the deeper layers. By fading, the reave can leave his current plane and return 1 to 6 rounds later to any chosen point within 100 yards of the place he left. The reave remains aware of what's happening on the plane he's fading away from, and doesn't have to come back if he doesn't want to.

Fading takes two full rounds (besides the 1d6 rounds spent elsewhere): one to leave, and one to rematerialize. During this time, the reave can be damaged only by magic or enchanted weapons, since he's partially astral.

HABITAT/SOCIETY: A band of reaves is organized along semi-military lines, with a clear chain of command and iron discipline within their own ranks. The most powerful male is the band's war-leader; he's the cutter responsible for commanding the reaves in battle and maintaining discipline. The most powerful female is the band's guide. She decides who they'll serve and under what kind of contract, and if they've got no employer, she decides where they'll raid next and when they'll move on.

Reaves can be extraordinarily violent bashers, but their violence is controlled by a strong commitment to their war-band and a sacred respect for their word. Once a reave's sworn to something, he'll never break his oath, no matter what the cost may be. 'Course, he'll seek any loophole possible and turn stag given half a chance, but as long as his word's bound him, he'll stick to it.

Between their sense of duty and love of battle, the reaves've evolved a complicated system of ritual challenge and honor. They're always on the lookout for possible insults, slights, or missteps on the part of any bashers around them, and they're quick to answer any slights, real or imagined. This also means that a cutter who knows the dark of the reaves' code can deal with an entire band of the creatures at once by challenging the band's champion or war leader and fighting one battle instead of dozens. He'll want to be real peery of how he words the challenge, though—wouldn't want to invite more trouble than he's already in for by giving them more fuel for their fire, imaginary or otherwise.

When a reave's freelancing or between jobs, he's most dangerous, since he'll start a war if he can't find one that's already going. When they've got an assignment, reaves can be touchy, but they keep a tighter handle on their natural bloodthirst. It's not uncommon to find a handful of reave bodyguards having a drink in some Lower Ward alehouse, minding their own business and not trying to kill anyone. A cutter'd better be on his guard around those same reaves when he meets 'em in a lonely place on the Outlands, however.

A basher who sees a reave's face is likely to end up dead.

ECOLOGY: Reaves like red meat and lots of it. They're carnivores through and through, and sneer at anything that doesn't care for a bloody hunk of fresh meat. Like some other predators, reaves follow a cycle of gorging themselves and then fasting for days or weeks. This makes it possible for a band of reaves to move quickly, carrying few supplies.

On Acheron, their "native" plane, reaves can be found serving in the warring armies as mercenary contingents. Life's exciting but short there, so more and more reaves're leaving to try their luck elsewhere on the Great Wheel.

Climate/Terrain:	Sea of Sorrows
Frequency:	Rare
Organization:	School
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	(A)
Alignment:	Chaotic evil
No. Appearing:	2–12 (2d6)
Armor Class:	4
Movement:	6, Sw 18
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	3
Damage/Attack:	2d6/2d6/2d4
Special Attacks:	Grapple
Special Defenses:	Cutting scales
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Steady (11–12)
XP Value:	420



The race of reavers are an evil and dark people who live beneath the waves on Ravenloft's western shore. Here, they lurk in hopes of attacking swimmers, fishermen, and small ships. Few indeed are the coastal communities in Lamordia, Mordent, Dementlieu, and Darkon that do not have stories of past encounters with these foul aquatic creatures.

Individual reavers look like tall humanoid creatures covered with scales. They have large, fishlike eyes and webbed hands and feet. Their fingers end in short but deadly sharp claws that can rip through flesh and tissue with ease. Their mouths are wide and filled with rows of needlelike teeth.

Reavers speak with a lisping, hissing language that is very difficult for other creatures to match. In addition, many of the sounds they use to communicate are ultrasonic, so men cannot even hear them. No reaver has ever been known to speak a human tongue.

Combat: The reaver is not noted for clever tactics and intricate strategies. As a rule, it is a brutal and savage opponent that tears its victims into pieces.

In melee, a reaver strikes three times: twice with its claws and once with its deadly bite. The former attack mode, which combines the great strength of the monster with the cutting edge of its claws, inflicts 2d6 points of damage. The latter attack combines the crushing might of the creature's jaws with its deadly, piercing teeth and inflicts 2d4 points of damage.

If both of the claw attacks hit, the reaver has managed to grapple its opponent and drag him along its scales. The edges of these small, natural plates are razor sharp, however, making such close physical contact with the reaver very dangerous. Attackers who grapple with or are grappled by a reaver will take 1d6 points of damage each round. Attempting to escape from the grip of the creature requires a 3d6 ability check against the victim's Strength. Failure to escape indicates that an additional 1d6 points of damage is taken while a successful escape reduces the damage to 1d4 points. Anyone who enters into unarmed combat will take 1d3 points of damage for each blow he lands on the reaver. Attacks from weapons that are unusually soft, like whips, will result in the breaking of the weapon on a natural attack roll of 1, 2, or 3.

Habitat/Society: Reavers tend to gather in schools of a dozen or so individuals. They are territorial in the extreme and will often regard any human settlement near their lairs (even those that predate the lair's establishment) as an intrusion upon their territory. Such "violations" are rewarded with nightly raids on the homes of the humans. each of these raids is marked by violent acts of terror targeted at individual households. In this way, the reavers hope to drive the "invaders" from the lands that border on their ocean realms.

A reaver lair is often hidden beneath a coral reef or at the heart of a thick forest of sea weed. In such isolated regions, the reavers are masters of stealth and hunting. Those who stumble upon these evil places seldom have time to see the creatures as they seem to spring out of nowhere to attack and destroy all intruders.

Ecology: Reavers feed on the raw flesh of their victims. They are strictly carnivorous and, oddly enough, feed only on land dwelling creatures and sea mammals. Reavers look upon intelligent prey as far more worthy than simple animal life. Thus, they will often pass up other targets to strike at a wandering band of humans or demihumans. After they have feasted on the bodies of their victims, they often leave behind a grisly scene of blood and death—to mark their successful hunt and warn off those who might seek to hunt them down in a quest for vengeance.

Outcasts

From time to time, an individual reaver is exiled from his people for one reason or another (usually failure in an important task). These outcasts leave the salty sea water behind and find a fresh water lake or river in which to live. Thus, even inland communities are not always safe from these evil creatures. Outcasts have the same statistics as other reavers.

Recluse

Climate/Terrain:	Ravenloft
Frequency:	Uncommon
Organization:	Uncommon
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very to exceptional (11–16)
Treasure:	K
Alignment:	Neutral
No. Appearing:	1
Armor Class:	10
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Haunting
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M
Morale:	Unsteady (5–7)
XP Value:	35



Recluses are female Vistani who have decided to forego their clan and commune with the spirits that thrive on the Demiplane of Dread. Now they cackle gleefully at dark shadows flitting past their campfires and speak long-dead languages to ancient spectres only they can see.

Recluses dress in the bright gypsy garb common to all Vistani. Their constant communication with the cryptic and often dangerous spirits of Ravenloft makes their eyes and attentions jump randomly, behavior most simply see as eccentric or insane.

The typical recluse speaks the Vistani tongue, as well as a half dozen or so languages of normal men. It isn't uncommon for a recluse to have learned three or four long-forgotten languages from the spirits she communicates with.

Combat: Recluses are physically decrepit creatures. As such, the thought of one entering melee combat is almost laughable. Indeed, if a recluse is attacked, she will take no action to defend herself. This does not mean, however, that the recluse is defenseless.

Recluses are masters of the Vistani evil eye. Anyone who kills a recluse will be instantly stricken with a deadly curse. For example, any enemy who attacks the character will always do maximum damage or any saving throw the character is called on to make will always fail.

In addition, the character will become a magnet for spiritual activity. Within 24 hours after the death of the recluse, a ghost, spectre, or other incorporeal undead will begin to torment the murderer. As each day passes, another spirit will arrive. Eventually, the character will be surrounded by spirits determined to cause him harm. Only by restoring the recluse to life can the character escape these hauntings.

All recluses have mastered the Vistani art of tarokka casting. By means of these prophetic cards, the recluse may cast any spell from the sphere of Divination or the school of Lesser/Greater Divination. All of these spells are assumed to have a casting time of 1 round and require no material components other than the old woman's tarokka deck. All of these spells are cast as if the recluse were a 13th level character.

Habitat/Society: Recluses live solitary lives communing with spirits that are as maddening as they are insightful. As the years pass, they drift farther and farther out of touch with the real world. Eventually, they will pay little or no attention to the affairs of man, giving themselves wholly over to the world of spirits.

Those who seek out the recluse in hopes of learning some important fact will be required to pay for the service. Most frequently, the fee will take the form of some action that benefits one of the spirits with whom the recluse is in communication. For example, the characters might be asked to solve a murder so that the victim's spirit could rest easily in his grave. Only when this task is done will the gypsy answer their questions.

Because of the rambling nature of a recluse's thought patterns, making sense of an answer may be as hard as getting one. After all, these women are considered by most to be utterly mad. Any questions asked of a recluse are likely to be answered with metaphors, riddles, and other difficult to fathom answers.

Ecology: Recluses tend to eat strange things such as boiled bat wings and lizard tongues. It may be that these things heighten their perception of the spirit world, but no one can say for sure. It might just be that these are the most easily available foodstuffs in the strange places recluses pick to inhabit.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Mainly day
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Any
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Magic use, shakti
SPECIAL DEFENSES:	Magic use, Shakti
MAGIC RESISTANCE:	45%
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	6,000



The reigar are a near-legendary race, only rarely encountered by the average spacefaring adventurer. They are famed for their artistic prowess and fabulous command of craftsmanship.

As a people, the reigar are androgynous. Their men are very beautiful and their women are extremely handsome. They are of tall human proportions, willowy of build, with reddish-blond hair. Their natural beauty is augmented by the halo or glory surrounding each reigar. This glory is a cloud of twinkling, glittering motes that change color in random patterns. Some rumors say that this glory is lighter in color when the reigar is pleased, and darker when one is displeased. This has yet to be fully documented. This glory contributes to the reigar's tough Armor Class and high magic resistance.

Combat: Reigar prefer not to enter into combat personally, as their time is better spent in artistic pursuits (naturally). If attacked, they first send in their helots (golem-like creatures that have the same attacks as their organic counterparts: AC 2, MV by creature type, HD by creature type +2, unaffected by *sleep* and *charm* spells; helots do not have any special abilities or spell-like abilities their organic forms may possess). If that fails, they call in the lakshu. Only if the lakshu fail to defeat the opponents does a reigar deign to go toe-to-toe, as it were, with the attackers. And when it does, several hells break loose.

In combat the reigar use an item called a *shakti*. This is a small (palm-sized) statuette that resembles a *figurine of wondrous power* (an item rumored to have been first created by a reigar). Each shakti is designed by and for its user, rendering each one effectively a unique item. A shakti has three purposes, or forms.

First, there is its dormant form. In this state, it may be worn around the neck on a chain or cord, or hung from a kirtle or belt, or carried in a pouch or bag. Its shape is reminiscent of an animal or creature: a panther, a dragon, a phoenix, etc.

On a command word known only to the creator/user, this form transmutes into a mode of transportation. The size increases to roughly eight feet long, and the shape changes to that of the creature depicted, lying prone. The reigar may sit or stand on the shakti in this form, and by mental command will it to move or stop. This form has a movement rate of 18 and an AC of −2.

On a second command word (also, of course, known only to the creator/user), the shakti transforms into a suit of armor and an accompanying weapon. The armor is reminiscent of the animal represented by the shakti's dormant form, as is the special attack it bestows on its wearer. The weapon can be anything from a sword to a trident to a weighted net (use weapons tables from the *Complete Fighter's Handbook* for ideas), and there is always a magical effect released in tandem with the attack. This may be merely for flash and effect, or it may relate to the damage caused. For example, a sword might emit a shower of colored light when swung at an opponent, but inflict no extra damage, or a net might paralyze a trapped victim.

The armor is always made of a metal known only to the reigar. It is harder than steel, with an Armor Class of 0 (not including any magical protections put into it by the creator). More often than not, the chest plate is decorated with an embossed head of the animal depicted by the shakti's form. As mentioned previously, this armor also bestows a special attack on its wearer. If the creature depicted is a panther, for instance, the attack might be a magical rending, performed by making a slashing motion with the arms. If the armor represents a dragon, the attack could be a simulation of that dragon's breath weapon, activated by placing the wrists together with the palms facing outward. These details are left up to the DM to create.

A third command word returns the shakti to its dormant form from either of the other forms.

Reigar shaktis work only for their creators. Should anyone else gain possession of a shakti by way of theft (not likely) or spoils of battle (less likely), that shakti is inoperable. However, it is possible that a reigar might create a gift-shakti for an adventurer who does something very, very important for the reigar—like save his life, or provide transportation (see the "Ecology" section). This kind of gift-shakti, though, is far less powerful—capable of making only one kind of transformation, no more than once per day: to vehicle, armor, or weapon (roll 1d6: 1-2 is vehicle, 3-4 is armor, 5-6 is weapon). Again, final say is up to the DM.

Sample Shakti Statistics

Here are three known shaktis: the panther, the phoenix, and the dragon. Use these as templates for creating more as the need arises.

Panther

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability Class:	C	N/A
Hit Points:	50	N/A
Movement:	36	N/A
Size:	L 8' long	L (8' tall)
Damage:	N/A	2d6/2d6 slashing damage; *long sword +3*

Phoenix

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability Class:	B	N/A
Hit Points:	50	N/A
Movement:	39	N/A
Size:	L (8' long)	L (8' tall)
Damage:	N/A	3d6 fireball, 30-yard range, 20' radius; mancatcher

Dragon

	Vehicle	Armor and Weapon
Armor Class:	2	0
Maneuverability Class:	B	N/A
Hit Points:	50	N/A
Movement:	48	N/A
Size:	L (8' long)	L (12' tall)
Damage:	N/A	4d6+2 acid breath weapon (spurt 70' long, 5' wide); *war hammer +5*

Habitat/Society: Legend has it that this race taught the elves everything they know about creating beautiful items—and the elves forgot most of it. Supposedly they also taught the dwarves the same arts—with the same results. Their love of creation for its own sake was also given to the tinker gnomes of Krynn, or so it is said. (However, the gnomes did not retain the reigar's love of beauty—they seized on the creative process and took it to a technical extreme.) It is rumored that the reigar built the first spelljamming helm, and never repeated the act. Their mottoes are "Art for art's sake" and "The ends always justify the means."

While reigar are visually stunning to begin with, they are experts at heightening their already striking appearance.

Hairstyles are an expression of individuality and, of course, artistic creativity. Men and women both may wear short or long tresses, highly decorated or intricately styled or both. They ornament themselves with fine jewelry of their own making, exquisite raiment of their own design. Facial makeup and tattoos for both sexes are not uncommon. This is not a function of class status or of wealth. It is merely a fact of reigan life—one should always strive to outdo everyone else in all aspects of life, and do it with style, beauty, and élan. Their passion for artistic creativity extends to all aspects of their lives.

Reigar are consummate users of magical spells, especially those that enhance the creative process. Items such as *Nolzur's marvelous pigments* and the *lyre of building* are particular favorites. In game terms, reigar are not limited to any particular school, but illusions are not likely to be in their repertoire—reigar consider it gauche to create something that isn't real. Any spell can be considered to have artistic merit; it all depends on the time and place. For example, offensive spells like *cloudkill* afford the artistic caster a greater enjoyment of his opponents' deaths—rather than frying instantly, as with a fireball, the poor wretches choke, writhe, gasp—and beg. To a reigar, this is art at its best.

The reigar as a race have been without a homeworld for millennia. The rumored reason: Their pursuit of art for art's sake led them to the total destruction of their world, using means of warfare never heard of before or since. The search for the ultimate artistic expression of war was carried out by reigar who were off-world in their esthetics, with no regard for those remaining on the ground. This is a classic example of the reigar code of conduct—"Anything for art, nothing without style, and everyone for himself." Since this decimation of the race, and the destruction of the homeworld, the few remaining reigar have been wandering from sphere to sphere in search of artistic inspiration.

The esthetics are biological in nature, having been created by reigan wizards in the time of the Master Stroke (see the "Esthetic" entry for details). It is not known for certain whether they can be propagated, or how this could be done should an esthetic be destroyed. Each esthetic will have no more than one reigar on board, but there is a crew of helots and lakshu to take care of the mundane tasks.

The reigar are the source of many a legend in the universe. It is said that, in addition to teaching the elves and dwarves everything they know about craftsmanship, they are suppliers for the arcane. This is unlikely, as it implies repetition in creation, a bane to reigar. Art is not a repetitive process. A Reigar may well have created the first spelljamming helm, but he would not have gone on to mass-produce them. That would quell his artistic expression and prevent him from pursuing the ultimate artistic experience.

Another tale told about the reigar concerns their relationships with other races. The arcane, who look on all other races with total disdain, are said to bow to the reigar and do as the reigar tell them, without question. Similar rumors exist about the mindflayers, but these have been hotly denied by any mindflayer questioned on the subject. Still other legends would have the listener believe that the reigar created these races themselves, as an expression of their creativity and artistic license. Some go so far as to credit the reigar with the creation of humans—denied as hotly by humans as the rumor about mindflayers is crushed by that species. The neogi refer to reigar as "damn liars." One race the reigar are never credited with creating is the clockwork horrors: Reigar detest these life forms as "bad art" and refer to them as "springheads."

Ecology: Depending on which rumors are believed, the reigar have either had a significant effect on their environment (aside from blowing up their own planet, of course)—or they have done nothing but make pretty trinkets. The only unquestionable fact is that they did destroy their homeworld, and did so with weapons more powerful than can be imagined in present times. No one knows for certain whether that knowledge is retained by the reigar still in existence, but if it is, it could be very, very valuable to anyone, and dangerous in the extreme (especially in the wrong hands—like neogi hands).

Reigar are self-sufficient, obtaining their needs from their esthetics. These esthetics provide not only shelter and defenses, but nourishment and entertainment. Their crews of helots and lakshu are also sustained by the esthetics.

It is possible that a reigar could be commissioned to create an item for an adventurer or a party, but the cost would be astronomical (no pun intended). There is very little a normal adventurer could have that would interest a reigar (except transport; see the "Esthetic" entry), but flattery goes a long way toward successful negotiation.

CLIMATE/TERRAIN:	Mountain, swamp
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	V
ALIGNMENT:	Neutral evil

NO. APPEARING:	3–10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3 (varies)
THAC0:	19
NO. OF ATTACKS:	1 or as level and class
DAMAGE/ATTACK:	1d6 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (11–12)
XP VALUE:	175

Reggelids are tall and angular humanoids native to Athas, looking something like ugly elves with flat faces and an extra finger on each hand. Their origin is unknown, even to them, but they seem unconcerned about preserving their past or their heritage. Their only passion is magic.

Combat: Each reggelid is a defiler wizard or a fighter/wizard of at least 3rd level. Those of higher levels have correspondingly higher Hit Dice. They are born with magical abilities and strive to expand and increase them throughout their lives. They normally use staves in melee combat, although using magical items-even weapons of all sorts is also common.

When reggelids use magical items, there is a 75% chance that their innate abilities and acquired knowledge will allow them to use the items even more effectively than it was designed to be used. If successful, the devices' power is increased by 25%; this means that a *wand of fire* that can project 6d6 *fireballs* can, in the hands of a reggelid, potentially inflict 8d6 points of damage (6 × .25 = 1.5 Hit Dice more, rounded up).

In combat, reggelids respect only wizards (and to a lesser degree, other characters with spells or inherent magical abilities) and focus their attacks upon them. Reggelids use their spells in conjunction to complement each other. Often, while one is throwing an offensive spell, another is casting a defensive spell that aids both.

Habitat/Society: Reggelid communities comprise little more than wooden lean-tos or shallow caves. They remain uninterested in any sort of luxury or creature comfort, providing for themselves only enough to survive and continue their magic studies. Lore is kept on stone tablets guarded by the young males of the community.

Magical power and knowledge determine leadership among them. In any band of reggelids, the leader is a wizard whose level is at least equal to the number of individuals in the band, or the highest level present. Reggelid communities are often led by individuals of 15th to 20th level, regardless of size. The reggelids never seem to have any conflict among themselves. They instantly recognize members of their race who are more magically adept or skilled than themselves and defer to them. Their lust for all things magical is not to promote themselves within their society but to advance themselves on a general level. It is the means that interest them more than the end.



Of any reggelid band, 10% are 4th–9th level fighters (1d6+3), 30% are 3rd–8th level fighter/wizards (1d6+2) wielding broadswords rather than staves and using magical items tailored for fighters.

Ecology: Some scholars believe the reggelids are the result of a curse—a very plausible idea. Like the bvanen, the reggelids keep to areas on the lower portions of cliffs. They search for magical legacies in the wilderness.

Though they bear only ill will for all other races, reggelids especially despise halflings and life-shaped creations. The reggelids developed a special spell specifically to combat the halflings and destroy their life-shaped tools and weapons.

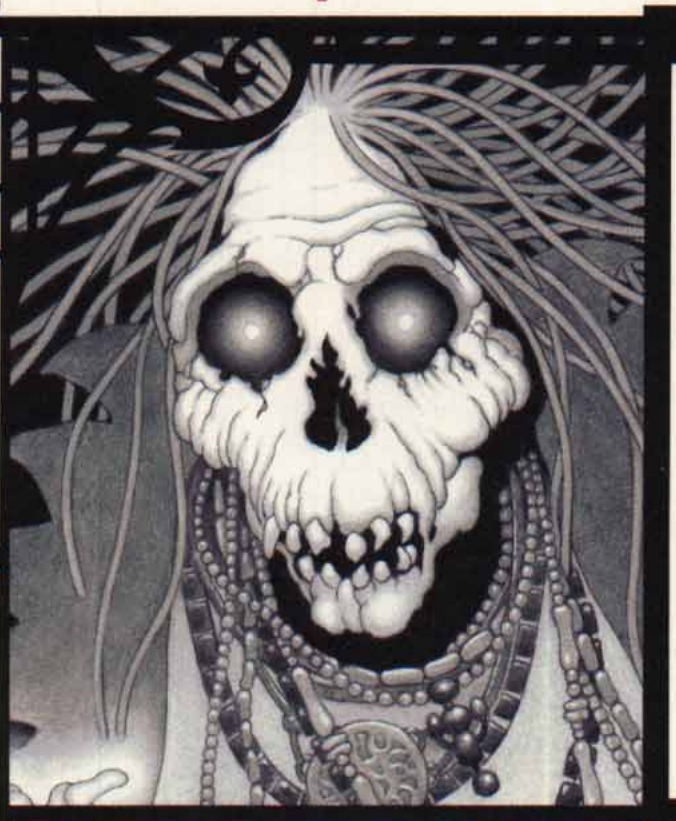
Organic Disruption)
(Alteration, Necromancy)

Level: 3
Range: 50 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10-ft. radius
Saving Throw: Special

This spell allows the caster to strike at life-shaped creations and those who use them. When the spell is cast, a 10-foot radius sphere of dark energy appears around the desired location and quickly fades. All life-shaped creations within the sphere must make a saving throw vs. death magic or be slain instantly. Nonliving organic material such as wood and leather must make a saving throw vs. acid or crumble to dust. All other organic targets are dealt 2d6 damage, although a saving throw vs. spell reduces this by half.

The material component for this spell is a drop of mild acid, such as vinegar.

Remnant, Aquatic



Climate/Terrain:	Any aquatic
Frequency:	Rare
Organization:	Solitary or group
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	Varies
Armor Class:	0 or 8
Movement:	Sw 36
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S
Morale:	Average (8–10)
XP Value:	3,000

Remnants are the spirits of humans and humanoids whose former bodies have been thrown into an unconsecrated, watery grave after they have died of acute stress and exhaustion. The callous way in which they have been disposed of after a torturous and miserable life leaves them in a state of such sorrow that they cannot completely leave the material world behind, and they lurk in the pools and rivers where their bodies were abandoned.

Aquatic remnants appear as melancholy faces with eyeless sockets and pale floating hands. Their bodies seem to fade away into the depths, leaving no sight of their legs.

Without the aid of magic it is impossible to communicate with these tragic spirits.

Combat: Remnants are related to ghosts (see "ghost" in the *Monstrous Manual*) and as such, are ethereal monsters that can be seen by non-ethereal creatures.

At will, their cold, wet touch chills a corporeal being to the bone, inflicting no damage, but draining 1 point of Dexterity per successful attack. Any creature whose Dexterity reaches 0 succumbs to acute hypothermia and dies. Lost Dexterity points return at the rate of 1 per hour. Victims of remnants do not become remnants themselves.

In order to attack a corporeal creature, remnants' hands must become semimaterialized, during which time their Armor Class drops to 8. Semimaterialized remnants can be hit only by silver weapons, which inflict half damage, or magical weapons. While fully ethereal, they can only be attacked by others in a similar state.

Remnants are turned as ghosts and can be damaged by holy water while in their semimaterial form. Each vial of the precious liquid that strikes them does 1d6 points of damage.

Habitat/Society: Remnants are confined to bodies of water connected to their graves. If a living creature looks into the water where a remnant resides, it has a 10% chance to spot the creature. Knowing of the remnant's presence raises this chance to 80%. Remnants are flickering, elusive creatures, who prefer to stay out of sight until they can approach creatures in the water.

Remnants are not always hostile, and they may even help those who fight the creatures that mistreated them in life. Remnants can even convey what amounts to *water breathing* upon corporeal creatures by grasping their hands, pulling them under the water, and briefly performing "mouth-to-mouth resuscitation." (Actually, the remnant is drawing the living creature partly into the Border Ethereal.) Thereafter, so long as the corporeal creature holds the semimaterial hand of the remnant, it will not drown.

Ecology: Remnants remain trapped in the Border Ethereal until ritual burial services are performed over their remains. They do not hate material life as their ghostly cousins do, but they will not hesitate to attack any member of the race that caused their condition.

Remorhaz

CLIMATE/TERRAIN:	Arctic plain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	Overall 0, head 2, underbelly 4
MOVEMENT:	12
HIT DICE:	7-14
THAC0:	13 (7-8 HD), 11 (9-10 HD), 9 (11-12 HD), 7 (13-14 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Bite: (7-8 HD) 4-24; (9-12 HD) 5-30; (13-14 HD) 6-36
SPECIAL ATTACKS:	Swallow whole, heat lash
SPECIAL DEFENSES:	Melt metal
MAGIC RESISTANCE:	75%
SIZE:	G (21'-42' long)
MORALE:	Elite (13-14)
XP VALUE:	
7 HD	5,000 (+1000 per Hit Die over 9)



Remorhaz, sometimes known as *polar worms*, inhabit only chill arctic wastes. They are very aggressive predators that devour any animal matter, including humans, demihumans, and humanoids; they have even been known to attack frost giants.

A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there. The size of a remorhaz is determined by its Hit Dice: a 7 Hit Dice remorhaz is 21 feet long, an 8 Hit Dice creature is 24 feet long, etc. Their language consists of roaring, bellowing, and howling.

Combat: In combat the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20; any victim swallowed is killed instantly by the intense heat inside the creature. When aroused, the remorhaz secretes a substance that causes its intestines to become very hot and its back protrusions actually glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back and any creature touched by these surfaces suffers 10-100 points of damage.

To determine where a blow has struck a remorhaz, consider where the attacker is in respect to the remorhaz. While the remorhaz is rearing to attack, a blow from the front hits the relatively soft underbelly. When the remorhaz is attacking a creature, any blow inflicted hits the head unless the underside is specifically stated as the object of the attack. In all other cases, the body is the object of the attack, subject to adjudication by the DM.

Remorhaz are slower than most polar dwellers, so they prefer to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. Remorhaz have infravision to 60 feet.

Habitat/Society: A remorhaz lair usually consists of a number of large, smoothly rounded tunnels in ice and snow or rock, gradually descending to a large central chamber. Tunnels in ice and snow will be very slippery, as the remorhaz's hot back repeatedly melts the snow, leaving it to refreeze. The central chamber is only about twice the size of a remorhaz, while the central chamber of a nesting pair is about four times their size and may contain icy stalactites.

Remorhaz have a hunting range of 60 miles. Except where the game has been hunted to extinction, these creatures tolerate the presence of other remorhaz in their hunting grounds.

Ecology: Remorhaz are carnivores, sustaining themselves with a diet of deer, elk, and even polar bears. They mate in late summer and stay together for two months before departing to live solitary existences. Remorhaz mate every year but can produce offspring only three or four times in a lifetime; the female lays a clutch of one or two grey-blue eggs, remaining with the eggs at all times, coiling around them to keep them warm; if the eggs are left in the freezing cold for only one minute, they will never hatch. Young remorhaz have 1 Hit Die at birth and grow to 7 Hit Dice after four months, when they leave the nest. Immature remorhaz have weaker armor (+2 AC in all locations); 1-3 Hit Dice remorhaz can only bite for 2-12 points of damage, while 4-6 Hit Dice creatures inflict 3-18 points of damage. From birth, the young remorhaz have all the powers of an adult.

Remorhaz have lifespans of 30 years. Their eggs are valued at 500 gold pieces and are eagerly sought because these creatures can be trained to be excellent guards. However, a remorhaz can be trained to obey only one or two masters, and will attack its master if hungry enough. The heat secretion of a rhemorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	24
HIT DICE:	13 (104 hit points)
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/2d10
SPECIAL ATTACKS:	Rending, berserk fury, surprise
SPECIAL DEFENSES:	Regeneration, +1 or better weapon to hit, silver or cold iron weapons cause 1 point of damage, spell immunities, fear gaze
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Fearless (20)
XP VALUE:	19,000



The fearless render is an imposing 9 feet of muscle, sinew, claws, and teeth. The creature has deep black, short fur that covers its entire body and is matted down with a slimy, sweat-like secretion. The teeth of the render are between 5 and 9 inches long, and razor sharp. The beast's claws are equally as long, and are often caked with the remains of its last victim. The most unnerving thing about the render is its glowing amber eyes. They seem to strike fear in its victims only moments before they die. They give the render 60-foot infravision. The creature has a deep hatred of all life, and kills without mercy or remorse.

Combat: The render is one of the most savage, feral, deranged creature known. It is incredibly quick for its size, and imposes a –2 penalty to all surprise rolls when not encountered on open ground. In addition, anyone glancing into the creature's amber eyes must make a successful saving throw vs. paralyzation or be rooted in place by incredible fear and unable to act for 1d3 rounds (or until the fear is dispelled). The render attacks with its two claws and fierce bite, and if all three of the attacks are successful, the victim suffers an additional 2d10 points of damage as the beast rends and shreds its prey.

The render's greatest advantage is its ability to regenerate hit points. The monstrosity regains 4 hit points per round. The beast's regeneration is similar to that of a troll, and it regenerates even if reduced below –10 hit points. Only electrical damage can permanently kill the render. When it is brought to –10 hit points, over half of the damage done to it must have been electrical for it to be dead and not regenerate.

The creature's magic resistance is a considerable 30%, and it is immune to all poisons, *charm*-type enchantments, and *hold* spells. Normal weapons cannot damage the render, while silver and cold iron weapons inflicting only 1 point of damage per hit. Magical weapons inflict normal damage.

If the creature is somehow brought to below half of its hit points, it throws itself into a *berserk fury*, gaining double its normal number of attacks, reducing its Armor Class to –4, and doubling its regeneration to 8 points per round. So brutal are the attacks of the render that if an opponent sustains more than 40 points of damage in one round and is not already dead, the victim must make a successful saving throw vs. death magic or be instantly reduced to 0 hit points—and at its mercy.

Habitat/Society: The creation of the render was an accident. The beast is an unholy combination of a summoned tanar'ri and a human prisoner. While nefariously allowing the tanar'ri to kill a prisoner for pleasure, a wizard miscast an unknown spell from a scroll. The spell killed the wizard and joined together the tanar'ri and the dying human. The resulting creature killed hundreds of others before escaping. The render has no memory of its former lives.

The creature is in constant pain from its unholy union. The only way it knows to temporarily relieve this pain is to kill and consume prey—thus the render is a constantly active eating machine. Since the creature fears nothing, it is truly deadly.

Ecology: The beast's stomach can digest anything organic, and it cares nothing about the freshness of its meal. The beast needs to eat a minimum amount of twice per day, though it will eat more frequently for the sheer pleasure of it.

Created deep within the experimental labs of Darkhold, the render escaped into the Far Hills to the south of the citadel, where it has been hunted ever since. The render was created completely by accident, and efforts to duplicate the experiment that brought life to the beast have since met with failure.

The Zhentarim are desperate to capture the render, but all attempts to do so thus far by Zhentarim wizards and Zhentilar troops have caused twoscore casualties and met with no success. The render remains one of the most savage creatures to walk the face of Faerûn, and likely the most deadly creature encountered in the Heartlands.

CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Average
TREASURE: None
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1
ARMOR CLASS: 0
MOVEMENT: Fly 18(A)
HIT DICE: 6
THACO: 12
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d6/1d6
SPECIAL ATTACKS: Keen of despair, freezing grasp
SPECIAL DEFENSES: Can be hit only with magical weapons, *invisibility* at will, immune to certain attack forms
SPECIAL WEAKNESSES: Holy water, certain spells (see text)
MAGIC RESISTANCE: 25%
SIZE: M
MORALE: Fanatic (18)
XP VALUE: 3,000

A resident is a tormented soul, doomed to exist among the living until it can find self-forgiveness. In life, a resident was a person who was offered true love, but lacked the courage or conviction to accept the blessing and thus lost it, becoming embittered.

A typical "resident" tale tells of a lad named Jonas, who met a woman on a chance encounter. He befriended her and became very fond of her as time passed. Then she met a suitor who seemed to make her very happy. Jonas, unwilling to face up to the obligations of marriage but also unwilling to end their relationship, watched as his true love married her suitor and raised a family. Jonas tried to bury his anger, jealousy, and self-hatred, but he was unable to forgive himself and move on with his life. His corrupt spirit carried on his rage after his death. His "resident spirit" now inhabits the overgrown ruins of his love's cottage, where he used to visit her. Few living folk come here as the cottage is widely known to be haunted.

A resident is usually *invisible*, even when it attacks, but it can choose to appear as a soundless, vaporous apparition of manlike shape. In general, it haunts a fixed location, usually a place where its love once lived or where the two met in life. However, should it discover someone who strongly resembles its lost love, the resident often abandons its vigil and proceeds to follow this surrogate love, who will never be harmed. It seeks not to impose its own will on the world, but instead seeks a focus for its existence. In direct melee, a resident only attacks if its surrogate is in trouble. It still follow the rules by which it lived in life, in that it allows its love to lead his or her own life and defeat ordinary challenges without interference.

Although an unattached resident usually remains close to home, it also walks among the living to remind itself of what could have been. Thus, its faith in its curse is renewed. It is a driven creature, clinging to self-hatred and anger, quick to offer love and devotion, and quick to defend its beloved surrogate.

A surrogate can detect a resident's presence from its small deeds. For example, if a bed is left unmade, the surrogate might return later to find that someone has done the chore. If the surrogate expresses a desire to have a certain trinket or other small item, that person might later find the desired item resting on a bed pillow. In determining its ability to move objects, consider the resident as effective as an *unseen servant* spell.

A resident is also a protector of its love, and it seeks vengeance on anyone who troubles the surrogate, particularly if the offender is beyond the surrogate's reach. If a noble speaks a harsh word to a resident's love, the noble risks retribution from the resident, often in the form of a single, one-round attack. To annoy a surrogate is to risk punishment; to gain its hatred by harming its beloved is to court death.

Combat: A resident can attack with its ghostly hands, inflicting 1d6 points of cold damage per strike. This is its usual attack against those it wishes to punish or drive away, but sees no need to kill. If it so chooses, however, it can also attempt to grasp a victim (two successful attack rolls are required). A grasp immediately inflicts 1d8 points of cold damage per round, as well as draining 1 point from either Strength, Dexterity, or Charisma (select randomly each round). Ability points are recovered at a rate of 1 per hour of rest. A victim drained of all ability points in any score dies at once, but will not come back as an undead being. Once the victim is

grasped, the resident need not make another attack roll to continue damaging the opponent every round afterward. The resident will not relent in its attack unless its beloved surrogate is in danger (drawing its attention to someone else), or the resident is chased away.

The resident cannot be hit except by magical weapons. It is immune to *sleep, charm, hold,* cold, poison, and death magic. Holy water does 2d4 points of damage to it. Striking at a resident that is grasping a victim will inflict damage on the victim instead unless the attack roll is at least 4 points over the score needed to hit the resident. Any other result means the victim instead was struck, if the score rolled was sufficient to pierce the victim's Armor Class. A priest can turn a resident as a wraith; any result of turning or destruction causes the resident to flee or be dispersed for 2d6 days, after which it will return (see later).

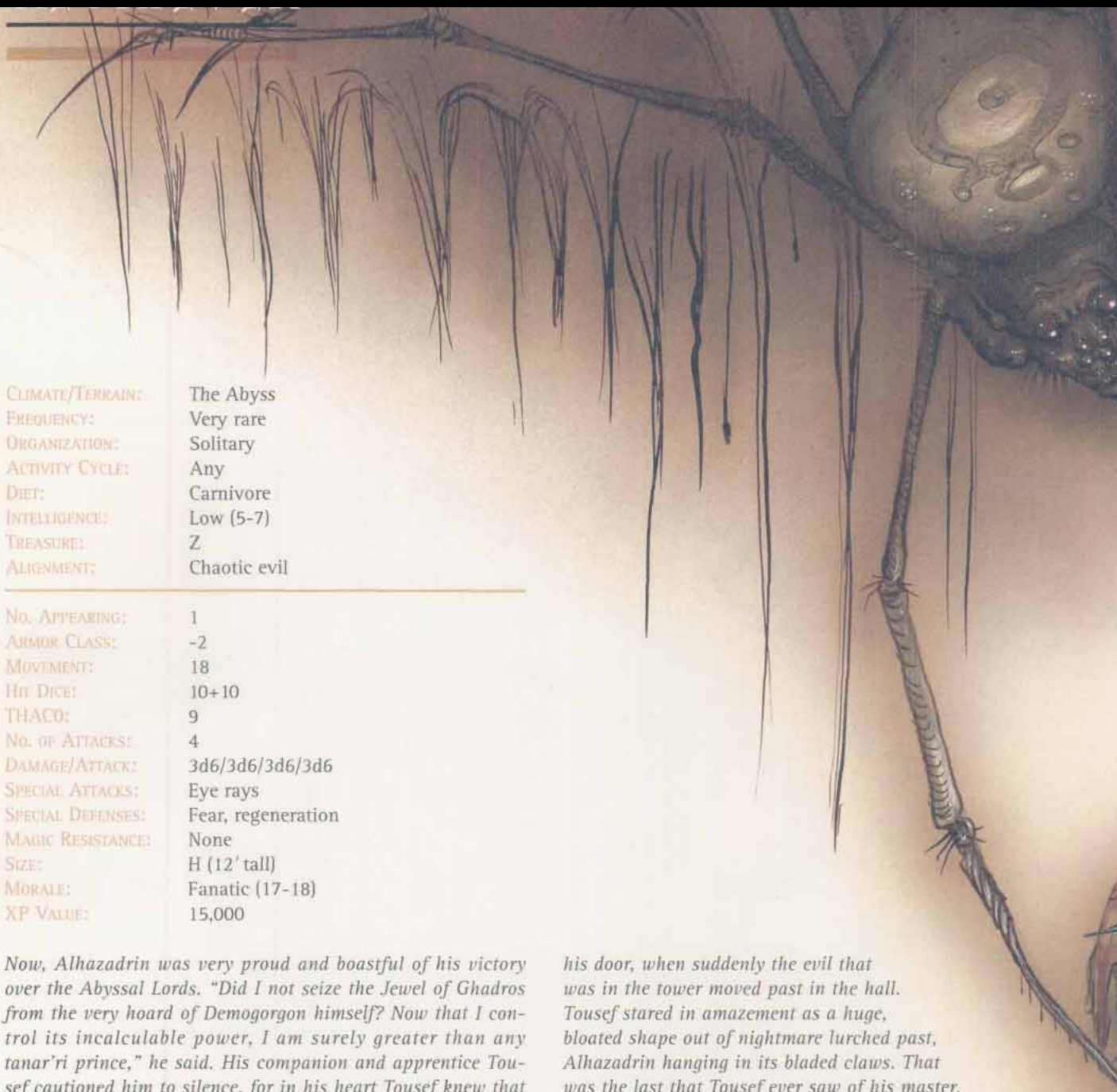
A resident can be temporarily exorcised by defeating it in combat (including the use of holy water) or by a *remove curse* spell. Once all its hit points are gone or the spell is cast, the resident disperses or flees for 2d6 days. There is a 25% chance if *remove curse* is cast that the resident instead becomes enraged and attacks to kill the spellcaster and all other party members except the surrogate (50% chance), or else emits a keening wail of despair that will paralyze all within 60 feet of it for 1d6 rounds (save vs. paralyzation allowed) before it flees for 2d6 days (50% chance). Only if the resident is confronted with evidence that its surrogate does not wish it around, and an *atonement* spell is cast on it, will the resident be permanently removed from the world.

Note that if a hero becomes aware that he or she has become the focus of a resident's misplaced affection, allowing such a relationship to continue without intervention will soon call for a powers check.

Habitat/Society: A resident cannot communicate except through magical means such as a *speak with dead* spell, but it has little interest in anyone but the subject of its affections. A resident roams about a fixed location such as a building or grave site of importance to it in life, unless it is distracted by a surrogate.

Ecology: A resident has very little effect on either nature or civilization. It consumes nothing and almost never harms living beings unless its loved one is endangered. It is primarily an annoyance.





Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Z
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	-2
Movement:	18
Hit Dice:	10+10
THAC0:	9
No. of Attacks:	4
Damage/Attack:	3d6/3d6/3d6/3d6
Special Attacks:	Eye rays
Special Defenses:	Fear, regeneration
Magic Resistance:	None
Size:	H (12' tall)
Morale:	Fanatic (17-18)
XP Value:	15,000

Now, Alhazadrin was very proud and boastful of his victory over the Abyssal Lords. "Did I not seize the Jewel of Ghadros from the very hoard of Demogorgon himself? Now that I control its incalculable power, I am surely greater than any tanar'ri prince," he said. His companion and apprentice Tousef cautioned him to silence, for in his heart Tousef knew that this matter was not done with, no matter what Alhazadrin might say. The great old wizard only laughed. "My tower is thrice warded against all things fiendish," he countered. "No power of the Abyss can touch me here."

Tousef bade his master a good night, and retired to his chambers. He placed the greatest trust in Alhazadrin's powers, but nonetheless he inscribed a rune of protection at the sill of his door before seeking his bed.

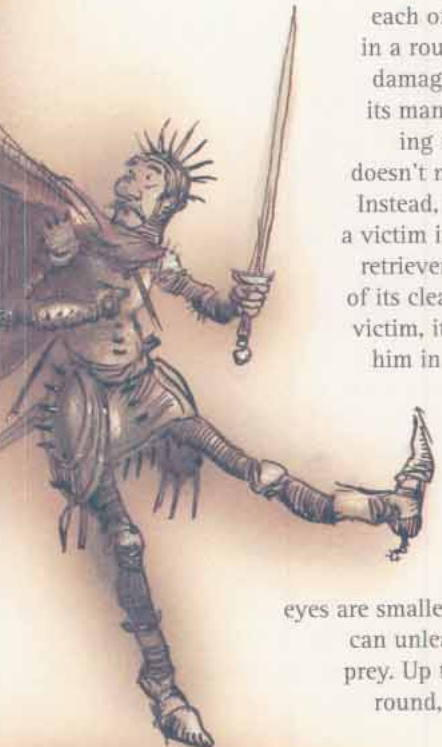
In the dark hour before dawn, Tousef awoke to the echoing explosions and arcane chanting of a duel of high sorcery. He swiftly dressed and prepared to go to his master's aid, but suddenly the battle ceased, and Alhazadrin gave out a great ringing cry: "No! No! Let go of me! Let —" An inhuman whispering and clicking was the only response, and Tousef shuddered in terror. Steeling himself, he prepared to set foot outside his door, when suddenly the evil that was in the tower moved past in the hall. Tousef stared in amazement as a huge, bloated shape out of nightmare lurched past, Alhazadrin hanging in its bladed claws. That was the last that Tousef ever saw of his master, and he knew that the powers of the Abyss had retrieved the mortal who had offended them.

— from the Gray Book of Arricef

Retrievers are living constructs, creatures of nightmare manufactured by the tanar'ri lords to act as their emissaries and enforcers. They are bound to obey their tanar'ri masters and relentlessly pursue their diabolical objectives until they've accomplished their master's commands or died in the attempt. This streak of loyalty and determination makes retrievers especially valuable to the Abyssal Lords. Retrievers are known by that name because they're commonly ordered to find enemies or misguided subordinates of the Abyssal Lord and bring them back to face the music.



A retriever resembles a huge spider the size of an elephant, with a black, chitinous exoskeleton and six insectile eyes. The creature's four rearmost limbs actually carry most of its weight; its front four limbs end in cleaverlike blades that aren't used for walking. Despite the monster's bloated appearance and hideous bulk, it's frighteningly fast and nimble. The retriever can't speak, but it sometimes gives voice to insidious whisperings and clickings that can't quite be understood.



COMBAT: Retrievers can attack with each of their cleaverlike forelimbs in a round, inflicting 3d6 points of damage with each limb. Although its mandibles and jaws are terrifying in appearance, the retriever doesn't normally bite its opponents. Instead, it uses its mandibles to pin a victim it's been sent to fetch. If the retriever scores hits with 2 or more of its cleavers on the same man-size victim, it can automatically restrain him in its mandibles, gripping the sod with an effective Strength of 21.

Despite the retriever's fearsome physical attacks, these aren't its deadliest weapons. Four of the retriever's eyes are smaller than its primary ones and can unleash magical rays against its prey. Up to 2 small eyes can fire in a round, but once fired an eye must recharge for 6 rounds before it can be used again.

The retriever can't make eye attacks in the same round it uses its physical attacks. The four rays are:

- Eye One: 12d6 *fireball*, with a 5′ blast radius (30-yard range)
- Eye Two: 12d4+12 *cold ray*, one target (30-yard range)
- Eye Three: 12d6 *lightning bolt*, 5′ wide and 20 yards long
- Eye Four: *flesh to stone*, one target (30-yard range)

Victims are allowed saves versus breath weapons for half damage with the fire, cold, and lightning effects. Victims of the *flesh to stone* ray may attempt a saving throw versus petrification to avoid the effects; if successful, they are only *slowed* for 3 to 8 (1d6+2) rounds.

Retrievers can be damaged by any weapon, but they *regenerate* damage caused by nonmagical or silver weapons at the rate of 2 hit points per round. The mere sight of a retriever causes creatures of fewer than 4 Hit Dice or levels to make a save versus spell; if it fails, they are stricken by *fear*, fleeing for 2 to 12 rounds.

HABITAT/SOCIETY: Retrievers don't have an existence independent of their abyssal masters. It's extremely unusual to encounter one that isn't following some set of orders. When a retriever doesn't have orders to follow, it's probably waiting near the palace or fortress of its creator for a new set of instructions. Given the chance, a retriever'll look for ways to introduce acts of petty malice or cruelty into the execution of its instructions, but above all it exists to do what it's told.

Since retrievers are the living extensions of the will of the Abyssal Lords, they can enter any other plane at will, and have free travel throughout the Abyss. Only the most powerful and daring tanar'ri interfere with a retriever that's engaged in the pursuit of its duty.

ECOLOGY: Retrievers are somewhat similar to golems. Their bodies are shaped from the stuff of the Abyss by a powerful tanar'ri lord and imbued with a spirit of evil to animate them. Therefore, retrievers exist outside of nature and neither eat, sleep, nor reproduce. However, spells that affect living creatures (such as *charm*, *sleep*, or *enfeeblement*) affect a retriever normally.

Not every Abyssal Lord has mastered the making of retrievers. It's thought that Demogorgon was the first tanar'ri to do so, modeling the retriever's design on the form of the bebilith, or "creeper of the Abyss." Graz'zt and Pazrael are known to have retrievers in their service too, but it's impossible to say if they made the creatures themselves or were given retrievers by Demogorgon in exchange for some service or bargain.

Retriever, Obsidian

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Actvity Cycle:	Any
Diet:	Omnivore
Intelligence:	Non (0)
Treasure:	Z
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	-2
Movement:	18
Hit Dice:	11
THAC0:	9
No. of Attacks:	4
Damage/Attack:	3d6 (×4)
Special Attacks:	Magic
Special Defenses:	Spell immunity
Magic Resistance:	20%
Size:	L (10′ tall)
Morale:	Elite (15–16)
Level/XP Value:	9,000
Psionics Summary:	Nil
Player's Option :	MAC 9



While at first this creature appears to be some form of spider, the obsidian retriever is the product of some ancient Athasian sorcery long lost to the known realm.

The obsidian retriever appears similar to the extra-planar creature known as the retriever and might be the result of some ancient magical experiment gone awry. The obsidian retriever is an obsidian stone golem in the shape of a spider. The obsidian retriever's four front legs end in barbed needlelike appendages It has six eyes, two are used for vision and four are imbued with magical attacks.

Combat: The obsidian retriever sits motionless as long as the guarded objects are untouched by thieves. If the treasure is threatened, the retriever immediately attacks. The obsidian retriever is single-minded and relentless in its attack on intruders. Initially the creature attacks with the powers in one of its four magical eyes. Each of the eyes contains powers associated with one of the four elemental spheres of magic (earth. air, fire, and water). These powers are flesh to stone (earth), *sand storm* (air), *fireball* (fire), and *ice storm* (water). These abilities have the same effects as the spells of the same names and are cast as if by a 15th level spellcaster. Once used, each eye needs 5 rounds to recharge.

The obsidian retriever also can rear up on its back legs and attack with all four of its barbed appendages for 3–18 (3d6) points of damage each. These attacks can be focused on one opponent or can be used against different targets simultaneously. If all four legs hit the same target in one round, the victim is locked in the retriever's needle like legs. If the victim falls a save vs. breath weapon, he receives another 4–24 (4d6) points of damage per round. The victim receives this saving throw every round of the embrace. To escape, the victim needs a successful Bend Bars/Lift Gates roll.

If a thief escapes with a guarded item, the obsidian retriever relentlessly pursues the perpetrator. The retriever has the innate ability to *locate object* and *find path* at will. The retriever's primary objective is to find and return the stolen item. Anyone who interferes with this goal is attacked.

The obsidian retriever is immune to all mind affecting spells. Fire-based spells and bladed weapons cause only half damage. Weapons must be +2 or better to hit these golems. Lightning-based and electrical-based attacks cause double damage. *Rock to mud* slows a retriever for 2–12 (2d6) rounds. Blunted weapons have a +1 modifier to their damage because of the brittle nature of the obsidian from which these creatures are formed.

Habitat/Society: As magical constructs, these beings have no place in any habitat on Athas. They are prized possessions of dragon kings and are controlled through the use of extraordnarily powerful psionic talents. They are also occasionally found in ancient ruins as guardians to whatever treasures such lost societies possessed. Obsidian retrievers take no action of their own accord. Retrievers must be ordered psionically to take a specific action or to guard a specific item. Even with the advantages of shared thought that psionics can afford, retrievers can only understand simple commands.

Ecology: Since the obsidian retriever is not a creature of the natural order, it has no place in any ecosystem on Athas. It neither eats nor sleeps and does not die unless destroyed If the construct is damaged in combat it can heal if a special mud made from obsidian dust is spread across the damaged surfaces of the creature and a *mud* to stone spell is cast upon it.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Not applicable
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	8
THAC0:	13 (base)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	See below
XP VALUE:	3,000



Revenants are vengeful spirits that have risen from the grave to destroy their killers.

The revenant appears as a spectral, decayed version of its appearance at the time of its death. Its pallid skin is drawn tightly over its bones. The flesh is cold and clammy. The sunken eyes are dull and heavy-lidded but, when the revenant faces his intended victim, the eyes blaze with unnatural intensity. The revenant bears an aura of sadness, anger, and determination.

Combat: A revenant attacks by hooking its claw-like hands around its victim's throat. This strangulation causes 2d8 points of damage each round. It will not release its grip until either the revenant is destroyed or its victim is dead. It never uses weapons.

If the revenant stares into its victim's eyes, that person must roll a successful saving throw vs. spell or be paralyzed with terror for 2d4 rounds. This power affects only the revenant's killer.

If a revenant is dismembered, the severed parts act independently, as though guided by the revenant's mind. The revenant's willpower causes the parts to reunite. It can also regenerate 3 hit points of damage each round, except for fire damage. It is immune to acid and gas. Although a revenant's body can be cut apart by normal or magical weapons, the damage is temporary and does not destroy the revenant. Only burning destroys a revenant—the original body must be completely consumed and reduced to ash.

Although it is undead, the revenant is motivated entirely by self-will. Therefore, as it is not inherently evil, it is not affected by holy water, holy/unholy symbols, or other religious paraphernalia. It cannot be turned by priests nor can it be raised or resurrected.

Habitat/Society: Under exceptional circumstances, a character who has died a violent death may rise as a revenant from the grave to wreak vengeance on his killer(s). In order to make this transition, two requirements must be met. The dead character's Constitution must be 18 and either his Wisdom or Intelligence must be greater than 16. Also, the total of his six ability scores must be 90 or more. Even if these conditions are met, there is only a 5% chance that the dead character becomes a revenant.

If *both* Intelligence and Wisdom are over 16, the chance increases to 10%. If Intelligence, Wisdom, and Constitution are all 18, the creature can shift at will into any freshly killed humanoid, if the revenant rolls a successful saving throw vs. death.

If the character died a particularly violent death, it may be unable to reoccupy its original body. In this case, the spirit occupies any available, freshly-dead corpse. However, the revenant's killer and associates always see the revenant as the person they killed.

The revenant retains all the abilities it possessed in its previous life and has at least the hit points and saving throws of an 8-Hit Die creature. Its alignment is neutral, regardless of its alignment in life. It can converse fluently in its original language, although the stiffness of its vocal cords deters it from speaking except under extreme circumstances, such as when casting a spell at its killer.

The sole purpose of the revenant's brief existence is to wreak vengeance on its killer, together with anyone who may have aided in the murder. It stops at nothing to achieve its purpose and can locate its intended victim wherever he may be. Accomplices are also tracked down if they are in the company of the killer, but if they are elsewhere they are ignored until the killer is dealt with. If the associates of the killer are with him in a party, they are dealt with after the killer is dead.

The revenant's body does decay, though at a slower rate than normal. Within three to six months, the corpse decomposes rapidly and the revenant's spirit returns to the plane from which it came. When the revenant has completed its mission, the body immediately disintegrates and its spirit finally rests in peace.

A revenant does not attack innocents except in self-defense. If necessary, the revenant can use cunning to get to its prey.

Ecology: Revenants give murder victims a chance to avenge their own murders. They pursue their goals alone without desire or need for allies. However, if the revenant faces a powerful foe able to destroy the revenant's new form, the revenant may decide to use adventurers as pawns in its quest.

Reverend Ones

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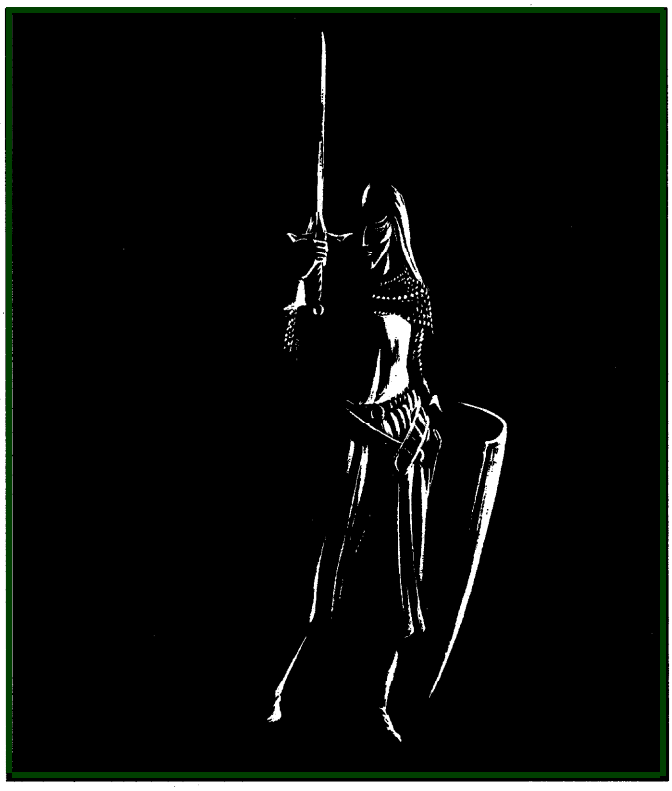
CLIMATE/TERRAIN:	Olympus, prime material plane
FREQUENCY:	Rare
ORGANIZATION:	Band or army
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average to high (9-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic or neutral good

NO. APPEARING:	10d10
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	8+3
THAC0:	12
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10 (x2) or by weapon
SPECIAL ATTACKS:	Destroy undead, enchanted weapons
SPECIAL DEFENSES:	Light armor
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall average)
MORALE:	Fanatic (18)
XP VALUE:	3,000



There is much debate among elven scholars as to exactly what the reverend ones are. Some claim that they are spirits of ancient elven warriors who have chosen to fight for their people even beyond the barrier of death. Others say that they are warrior-beings created by the Seldarine specifically to defend elven communities.

Whatever their origin, there is no denying that the reverend ones are ethereal, impressive creatures, and that when they take the battlefield on behalf of the elven nations, they are a potent and terrifying force.

Reverend ones resemble tall, slender elves with pale skin and brilliant violet eyes, clad in gleaming silver suits of elven plate. Most fight afoot, but some legends tell of bodies of mounted reverend ones riding into battle on barded warhorses.

Combat: Reverend ones appear on the battlefield whenever enemies threaten elven nations. They appear in groups of 10-100 and usually act at crucial moments or locations in the battle, striking the enemy from behind, or bolstering a beleaguered elven unit.

Ten percent of all reverend ones are armed with enchanted weapons. The DM may simply select a suitable number from the total force of reverend ones, or roll individually for each reverend one. Weapons range from +1 to +4.

In addition, reverend ones can cause the destruction of undead or evil extra-planar creatures (such as tanar'ri). Any undead or evil planar creature that is hit by a reverend one must successfully save vs. death magic or be instantly destroyed if undead, or returned to its home plane if a planar being.

Reverend ones wear gleaming plate armor, which gives off a blinding light, giving opponents a -2 penalty to hit on all melee attacks and -4 penalty to hit with missile weapons.

If a reverend one is slain in battle, he or she returns to Arvandor, and any enchanted weapons and armor vanish as well. On occasion, a reverend one's enchanted weapons will be given to a deserving elven warrior, but this is a rare occurrence.

Habitat/Society: Little is known about the reverend ones' society. It is known that their primary function on the prime material plane is to act as warriors and defenders of elves and elven civilization. They may appear individually to defend important elves or in groups during battle, but they never speak, and always vanish as soon as their task is completed.

CLIMATE/TERRAIN:	Abandoned buildings, dungeons, and ruins
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average to High (8–14)
TREASURE:	Nil
ALIGNMENT:	Any evil

NO. APPEARING:	1–8
ARMOR CLASS:	2
MOVEMENT:	Fly 24 (B)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1–6/1–6
SPECIAL ATTACKS:	Spells, alter alignment, poison
SPECIAL DEFENSES:	+1 or better weapons to hit; see below
MAGIC RESISTANCE:	40%
SIZE:	M (5' long)
MORALE:	Steady (12)
XP VALUE:	1,400



Revilers are undead spirits similar to haunts. They are created by evil gods for the purpose of spreading strife, woe, and terror. Revilers hate all things that are good and pure and seek to corrupt them, or at the very least twist their plans toward evil ends. Good beings turned to evil by the revilers' touch are used to sow discord and reap destruction.

Revilers are almost always invisible unless attempting to possess a victim, when they appear as ghostly, swooping shapes with leering skull faces and clawed, grasping limbs. Their presence is sometimes revealed by soft, eerie whisperings. A *detect undead, detect evil,* or *detect invisibility* spell reveals the revilers' presence. A *true seeing* spell reveals their true shape.

Revilers converse with one another in hollow whispers. They can speak any intelligent language they knew in life. Most revilers know the Common tongue.

Combat: Revilers can attack with two sharps claws, but they must turn visible to do so. They can also corrupt good or neutral victims by poisoning their minds. By giving up both wounding attacks, a reviler can alter the ethics of any living being it touches (requiring a successful attack roll). Any good-aligned being touched by a reviler must make a Wisdom check. If the roll fails, the victim's alignment is changed to that of the reviler until a *remove curse* or *dispel evil* is cast. A reviler may only attempt to "poison" a certain individual once. If the attempt fails, the victim is immune to any further attacks by that particular reviler.

Revilers also have the following spell-like abilities, cast at the 10th level of ability. Usable once/day: *animate object, suggestion, spectral force, stone shape*. Usable thrice/day: *detect good, detect magic, telekinesis, wizard lock*.

Revilers have the ability to *create poison* twice/day. Any liquid within 10 feet may be transformed into poison of Type I. The internal liquids of living creatures cannot be affected. A single reviler may affect up to 1 cubic foot of liquid, and several revilers often work together to poison water wells, drinking springs, ponds, or any other liquid likely to come in contact with good-aligned beings. Such transformed liquid remains poisonous for 2d6 hours. If *neutralize poison, cure disease,* or *purify food and drink* is cast upon the poisoned liquid, it reverts to normal.

Revilers remain invisible until they attack. They are also non-corporeal and can move through solid objects, although doing so costs them half their movement.

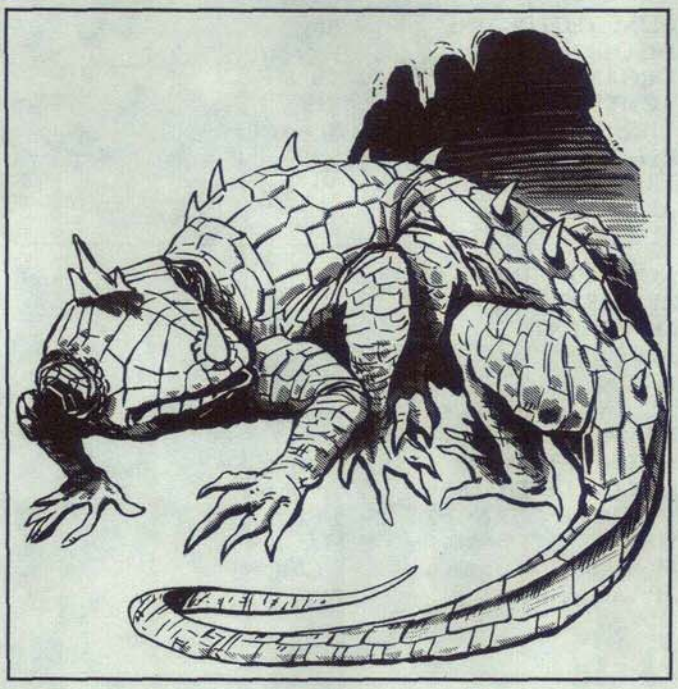
Revilers are immune to *sleep, charm, hold* and mind-influencing spells, as well as poison and paralyzation. They are turned as spectres. Holy water inflicts 1d8 hp damage per vial. *Holy word* and *dispel evil* spells banish them permanently. They require +1 or better weapons to hit.

Habitat/Society: Revilers inhabit abandoned buildings and ruins and are occasionally encountered in catacombs and cemeteries. As the servants of an evil deity, they are often confined to a specific location and cannot leave that location unless their master dictates otherwise. A typical reviler "haunt" can be anything from a single structure to an entire, forlorn domain. Revilers' lairs radiate strong emanations of evil and therefore tend to attract evil monsters, especially other forms of undead.

Ecology: Revilers are created from the souls of slain men and women of evil disposition. They seek freedom from their tormented state by serving the dark whims of their evil lord, but their undead existence only heightens the malevolence they possessed in life.

Rhaumbusum

CLIMATE/TERRAIN:	Warm, dry regions
FREQUENCY:	Rare
ORGANIZATION:	Mated pairs
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	0, possibly Q or R
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Gaze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2-2½')
MORALE:	Steady (11-12)
XP VALUE:	120



The rhaumbusun is a small, reptilian creature that is distantly related to the basilisk. It is a timid herbivore with a dangerous paralyzing gaze.

The rhaumbusun has eight legs and dorsal spikes. The male's thick hide is covered with glittering purple scales, while the female is predominantly orange. All young are a dusty red, although their coloration changes with maturity. The eyes resemble small, clear, multifaceted gems.

The creature is not graceful. Its legs curl slightly under, giving the beast a scuttling gait that enables anything with 60 feet to hear its approach.

A rhaumbusun communicates with others of its kind through a simple language of clicks and hisses. When agitated, the creature's foot-long tail flips from side to side.

Combat: The rhaumbusun relies on its magical gaze to defend itself. It can paralyze one victim per round at a range of 20 yards. If the victim fails its saving throw vs. paralyzation, it is paralyzed for 3d4 turns. The victim must make eye contact before paralyzation can occur. Mirrors do not reflect the gaze but the spell *gaze reflection* can turn the creature's power against itself, if the creature fails a saving throw vs. petrification. The power does not extend into the Astral or Ethereal planes.

A rhaumbusun is immune to the gaze of others of its kind, but it is vulnerable to its own reflected gaze.

If desperate or surprised, the rhaumbusun may bite for 1d3 points of damage.

Habitat/Society: Rhaumbusuns are usually encountered in mated pairs. They normally mate for life and fight to the death to defend their family or lair. Solitary rhaumbusun usually have a mate hiding nearby. A third rhaumbusun is their offspring (1d4 hp, bite for 1-2 points, victims gains a +2 bonus to saving throw). If the offspring is attacked, the parents attack with +1 bonuses to attack and damage rolls.

They make their lairs in small, dark, dry caves or other secure places. Lairs are only used as a place to rear young. There is a 60% chance the lair contains an egg or 40% that there is a young rhaumbusun. A rhaumbusun's location may be revealed by the presence of paralyzed animals that wandered by.

Rhaumbusuns mate in late spring. The female lays a single egg that hatches in 40+1d8 days. The offspring are weak at first, but they attain full growth in 20 days.

The creatures decorate their lairs with stray items that have attracted their attention, such as shiny objects. Sometimes this shiny hoard includes precious metals, coins, or even cut gemstones.

Although rhaumbusuns are timid, they will communicate with humanoids who use a *speak with monsters* spell or are actually able to use the rhaumbusun's rudimentary language.

Ecology: Although the rhaumbusun is a timid creature, it acts as an accidental predator by paralyzing threatening animals and thus allowing other creatures to feed on these victims. Small animals often make their dens near the rhaumbusun's lair in order to take advantage of the protection thus offered.

The hide is worth one gp per Hit Die and is used primarily for small items or decorations. If the eyes are removed intact and preserved from decay, they are worth up to 200 gp each to alchemists or wizards. Rhaumbusun eyes are used in the preparation of magical inks and potions related to paralyzation.

Rhaumbusuns may be kept as pets or guards by high-level wizards or priests. Rhaumbusuns sell for 2,000 gp per pair and eggs for 500 gp. If mated rhaumbusuns are separated by captivity or death, they physically deteriorate as they mourn. They lose 1 hp each week for 1d4 weeks. Rhaumbusuns that survive the mourning period recover and eventually seek new mates.

rhoeghn

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	All
DIET:	Wildflowers
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	S, T, U
ALIGNMENT:	Neutral good
NO. APPEARING:	Unknown
ARMOR CLASS:	0
MOVEMENT:	18, Fl 18 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1d8×4
SPECIAL ATTACKS:	Wing buffet
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (3′ to 4′ tall)
MORALE:	Fanatic (17)
XP VALUE:	7,000



The rhoeghn (ROON) resembles a human child, though its skin is the color of rich, brown earth. Its long, flowing locks are green and leafy. Wings at its wrists, elbows, knees, and ankles look like large fern leaves, constantly in motion. The eyes of the rhoeghn are its most striking feature: large, saucerlike, and lidless. Black as midnight, the eyes reflect everything the rhoeghn sees.

Surprisingly strong, the rhoeghn can carry up to 400 lbs. in flight. The rhoeghn can alter its appearance at will, taking on the shape of a deer or a clump of waist-high ferns. It speaks most human and elf dialects, but cannot speak to animals. Though able to read scrolls like a mage, the rhoeghn has little interest in scrolls that are not nature-based. Twice a day it can use an innate *speak with plants* ability.

The rhoeghn's senses are acute, picking up the slightest whisper or spotting the smallest detail. It can count grains of sand by touch. Its sense of smell allows it to detect poisons and other toxins with just a whiff.

Combat: The rhoeghn's dexterity grants it a +3 reaction adjustment to its surprise rolls. It prefers to avoid fighting. When necessary, however, it strikes with the razor-sharp claws on its hands and feet. The creature uses its wings to keep it in the air so as to attack with all of its limbs each round.

In addition, every three combat rounds the rhoeghn can employ a wing buffet attack. This is a cone-shaped effect 5 feet wide in front of the creature, 15 feet wide at the end, and 25 feet long. Everyone and everything weighing less than 300 lbs. within the cone must make a saving throw vs. paralysis with a –3 penalty or be blown backward by the wind. Those who succeed in their saving throws suffer 1d4 points of damage from pelting by small objects kicked up by the wind. Those who fail their saving throws suffer 2d4 points of damage from flying objects and are blown back 3d6 feet—unless walls, trees, or other obstacles (that might inflict even more damage) block their way.

Habitat/Society: Ancient texts say that the rhoeghn rarely enjoys the company of any wizards, but is most likely to seek out those of elf descent. The texts identify elven forests, particularly the Coulladaraight in northern Khinasi, as the rhoeghn's home.

Ecology: The rhoeghn has few predators, as it is difficult to catch and does little to offend other creatures. It hunts only wildflowers, dining on the dainty blossoms and rain-soaked petals. It is especially fond of eating honeysuckle and violets.

Rhuobhe Manslayer



CLIMATE/TERRAIN:	Rhuobhe/Forests
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	Domain Treasure
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6 (base); –8 in armor
MOVEMENT:	15
CLASS/LEVEL	Fighter 16/Mage 15
HIT POINTS:	88
THAC0:	5 (base); –2 with sword or bow
NO. OF ATTACKS:	2/1
DAMAGE/ATTACK:	2d4+7 (sword) or 1d8+3 (bow)
SPECIAL ATTACKS:	Create arrows
SPECIAL DEFENSES:	+3 or better weapons to hit, invulnerable to arrows
MAGIC RESISTANCE:	25%
SIZE:	L (7′)
MORALE:	Fearless (20)
BLOOD:	True (Azrai): 95
BLOOD ABILITIES:	Awareness (minor), Bloodform (major), Enhanced sense (major), Fear (major), Regeneration (minor)

S: 19 (+3, +7) **D:** 18 (+3, +3, –4) **C:** 15 (+1)
I: 18 **W:** 14 **Ch:** 17 (8 to nonelves)

Spells Memorized:
1st: *Charm person, chill touch, jump, magic missile (x2)*
2nd: *Blindness, fog cloud, levitate, stinking cloud, web*
3rd: *Blink, dispel magic, fly, haste, lightning bolt*
4th: *Fire shield, ice storm, minor globe of invulnerability, plant growth, polymorph self*
5th: *Animate dead, conjure elemental, contact other plane, dismissal, telekinesis*
6th: *Disintegrate, Otiluke's freezing sphere*
7th: *Prismatic spray*

REALM SPELLS:	*Demagague, dispel realm magic, mass destruction, raze, scry, subversion, warding*
XP VALUE:	21,000

When Rhuobhe Manslayer (pronounced Rove) was a young elf, whiling his time away in the southern Aelvinnwode on the banks of the River Maesil (in the land now known as Ghoere), the human tribes began migrating to Cerilia. Though they were not always peaceful toward the elves (and vice versa), no particular animosity arose between the two species. Thus, the elves sought human aid in counteracting the rising goblin tide.

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Humans and elves worked together, though not always side by side, and they learned much about each other. As the humans pushed the goblins back, Rhuobhe found himself fascinated by the newcomers.

Eventually, when the goblins were beaten, the humans began to settle the Cerilian shores. Rhuobhe thought nothing of this and even befriended a few newcomers, showing them the secrets and wonders of Cerilia.

When the humans began to abuse the forests, however, betraying the trust he had placed in them, he had second thoughts. He spoke to his friends and asked them to cease their destructive ways. However, they mocked him and sent him on his way. Bitter and angry, he joined the *gheallie Sidhe*, the Hunt of the Elves, and hunted humans with a fervor heretofore unseen by the elves. Still, the hunters were glad to have him, for Rhuobhe was an excellent killer, and they labeled him Manslayer for his efforts.

When Azrai approached the elves with his plan to destroy the humans, Rhuobhe eagerly signed on. Later, when the elf armies deserted Azrai upon the realization of what he stood for, Rhuobhe remained with the god of evil. Indeed, he was astonished that his fellows would desert their hatreds for the humans so quickly. As a result of his loyalty and his hatred, he was bathed in Azrai's essence and transformed into an abomination.

Rhuobhe Manslayer has since used his powers to further his agenda of human destruction. Establishing himself in a strategically important pass between the Seamists and the Stonecrown mountain ranges, he has harried and bedeviled humans for nearly 1,500 years.

Through the years, the Manslayer's skin has become a dusky gray, like light ash or cold marble. The pupils and irises of his eyes have vanished, leaving cold white orbs. When angry, his new eyes blaze with light and fury. Rhuobhe is one of the most powerful of the Anuirean awnsheghlien, second only to the Gorgon.

Combat: When Rhuobhe prepares himself for combat, his entire realm knows it. Perhaps there's tension in the air, or perhaps a faint rumbling in the earth signals his intent. When he dons *Glaivebreaker* (his suit of *elven plate +4*) and *Anger's Turning* (his *shield +3*), and raises *Heartspiller* (his *bastard sword +4, life stealing*) or *Winged Death* (a *long bow +3*), his domain waits with bated breath, eagerly anticipating the destruction of Rhuobhe's enemies.

Rhuobhe need not carry a quiver of arrows with him, for he can summon bolts of energy from the air. The incandescent blue bolts have no bonuses to attacks, though they are treated as +5 enchanted weapons for purpose of hitting creatures with immunities to normal weapons. When these arrows hit, the target must save vs. spell or suffer an additional 1d6 points of damage.

The blood of Azrai has somehow altered Rhuobhe so that he cannot be harmed by arrows, quarrels, or other propelled missiles. Though catapults, daggers, and axes can injure him, arrows bounce from his skin with no effect.

Nothing invisible escapes his milky eyes. They strip away subterfuge and illusions to reveal the heart of a matter, forcing Rhuobhe's enemies to combat him in the open. However, his sensitive eyes can not tolerate bright light; in highly illuminated areas, he attacks with a –4 penalty. He can no longer walk in the daylight world as he was wont to do before his transformation. He is a creature of the twilight now, and he curses those who have the ability to enjoy the day.

Rhuobhe is also a potent sorcerer. He can cast spells in combat while wearing his plate armor, though his hands must be free to do so. It is said that he regularly consorts with creatures from the nether planes, binding them to his bidding and learning arcane secrets from them. Though this is probably mere superstition—a tale to frighten small children— it tangibly adds to the very real aura of menace that hangs about the elf.

Habitat/Society: Rhuobhe now spends his time plotting the downfall of humanity from his fortress, Ruannoch, on the shores of a snow-fed lake at the base of the Seamist mountain range. He has gathered a force of many hundreds of elves to him, and is training them to destroy neighboring kingdoms.

His tower is a blackened spire, the base of which is a tremendous tree stump. The lower portion is surrounded by a wall of thorns, with only a small, well-guarded path to the portcullis. Cages hang from outcroppings on the spire, filled with the skeletons of elves treacherous to his cause, and humans who've foolishly attempted to destroy the Manslayer.

Ecology: Rhuobhe has undergone a remarkable metamorphosis. Throughout his long years of life, he has become more and more lawful, his life dedicated more to preserving and expanding the elven way of life at the cost of enjoying his own. Though Cerilian elves are traditionally chaotic, he has drifted into the realm of neutrality. Thus, some would say that he no longer represents the elven way, and is therefore unfit to drive the humans from Cerilia.

To paraphrase a particularly wise prime, the rilmani are an enigma cloaked in a riddle, wrapped in a mystery. Who can question their motives or their actions? They keep their own counsel. They're sworn never to come when called, but always to be there when needed; never to answer questions put to them, but always to provide what information is necessary; to aid and abet good, evil, law, and chaos alike in order to maintain the Balance, regardless of the cost or repercussions.

At least with a tanar'ri, a cutter knows what to expect.

– Sazraen Tildoma, sage of Sigil

Each of the cornerstones of the Great Road's got its own bloods. Baator's home to the baatezu, the Abyss's the den of the tanar'ri, Mechanus is run by the modrons, and so on. Any berk knows that. But the rarest and most silent of all these planar races are the rilmani, the high-ups of the Outlands. They're the creatures of true neutrality, preserving its cause across the multiverse.

Some bashers might have a hard time understanding how it is that creatures like the rilmani can find anything to do with themselves. After all, neutrality is the absence of any other viewpoint, right? So, how can a cutter support the cause that ain't a cause? The rilmani don't care about law or chaos, they stand in the middle of good and evil, so what do they care about? What makes them tick?

The rilmani'll answer that question straight-up, without their customary double-talk and deceitfulness. It's all about the Balance, they'll say. The universe exists because certain forces counteract each other. If there wasn't any darkness, how could a cutter know light? What if the light grew so bright that all darkness everywhere ceased to be? Then light'd cease as well, the rilmani say. It's the same with the Great Wheel. If one of the rim-planes were removed, there wouldn't be a Great Wheel anymore. It'd be broken, and it couldn't work.

As creatures of neutrality, the rilmani keep the Balance. Whenever one side or the other gets too strong, they start aiding the disadvantaged sods until things even out. Sometimes their aid is direct, but more often than not rilmani even things out by pointing cutters in the right direction and letting them solve their own problems. 'Course, the rilmani themselves aren't entirely decided on the best way to address these issues, but that's another story.

Like the other principal races of the planes, the rilmani comprise several subspecies with similar powers, appearance, and beliefs. (Six subspecies are described in the upcoming pages: abiorachs, argenachs, aurumachs, cuprilachs, ferrumachs, and plumachs.) Rilmani appear human at first glance – far more so than archons or baatezu – but their skins've got a metallic sheen to them, and their eyes glow with pearly, opalescent light. More importantly, the rilmani's presence tends to overwhelm lesser creatures. Like a deva's aura of beauty and peace, or a tanar'ri's malignance and horror, the rilmani's tangible manifestation of reserve, watchfulness, and puissance is something even the most insensitive berk can't miss.

COMBAT: All rilmani share several basic spell-like powers that may be employed at will. These include: *continual light* or *darkness, dismissal, hold monster, know alignment* (always active), *polymorph self, and teleport without error.* In addition, rilmani are capable of *gating* their fellows to their aid. (See the individual rilmani descriptions.)

All rilmani possess an innate *telepathy* ability that allows them to communicate with any intelligent creature. With non-intelligent monsters or normal animals, the rilmani telepathy is empathic. Rilmani cannot be attacked by telepathic psionics, but they can be physically injured by psychokinetic or psychometabolic powers. All rilmani can be damaged only by enchanted weapons and have no special vulnerability to silver or cold-wrought iron weapons.

Rilmani are affected by the following attack forms:

ATTACK	DAMAGE
Acid	Half
Cold	Full
Electricity	None
Fire	Full
Gas	Half
Magic missile	Full
Poison	Half

PLANAR TRAVEL: Rilmani can travel to any of the Outer Planes or the Astral Plane freely, but they can't enter the Prime Material Plane *unless a creature of similar status is summoned at the same time.* In other words, if a powerful prime-material mage summons a glabrezu tanar'ri, a window is opened by which a rilmani can enter that same world. There isn't always a rilmani ready to drop what he's doing and go investigate, but there's always a chance that a rilmani'll take an interest and "piggyback" on the other creature's summoning just to keep an eye on what's going on.

Rilmani can't be summoned directly by any spell.

RILMANI AND THE OUTLANDS: Most rilmani inhabit the regions of the Outlands that're closest to the Spire. They're found in the regions where most or all magic is negated. The rilmani home regions can't be accessed from the Astral Plane, which probably explains why no cutter's invented a spell for summoning the rilmani. Rilmani can be found farther away from the Spire, in the more heavily populated areas of the Outlands, but they're generally visitors there and don't stay long.

THE CONCORDANACH: Once every hundred years, the wisest and most powerful individuals of each type of rilmani travel to the Spire in the center of the Outlands to discuss the state of the



Balance. Each of the rilmani views is represented, so the argenach delegate argues for more covert support to threatened causes, while the cuprilach and ferrumach representatives designate powerful creatures of extreme alignment who require elimination. However, since neutrality is the most apathetic and reactive of all the planar alignments, the Concordanach initiates change only in response to the direst threats.

Rilmani, Abioach

Climate/Terrain:	The Spire, any Inner Planes
Frequency:	Rare
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	W
Alignment:	Neutral
No. Appearing:	2–8
Armor Class:	2
Movement:	15, Fl 18
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	3d4+3 (weapon)
Special Attacks:	Spell-like powers
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	25%
Size:	M (5′ tall)
Morale:	Elite (13–14)
XP Value:	2,000

There are worlds you've never even dreamed of, leatherhead. Why d'you insist on thinking that the Elemental Planes're full of nothing but earth or water? I've seen aerial empires as great as anything ever raised on land, cities of coral, and wars fought in the darkness of bottomless caverns. The Balance must be served there, too. Don't forget it.

— Riolona, abiorach rilmani

The Elemental Planes are a theater of conflict between the forces of good and evil, just as the Prime Material and the Outer Planes are. Malicious demielementals such as dao or efreet pursue wars of expansion and aggression against the lawful or good residents of those planes. The creatures known as the princes of elemental evil seek to control all of their kind. The rilmani're as watchful over these arenas of conflict as they are of any others, and the abiorachs're their agents in the Elemental Planes.

Generally, abiorachs avoid conflict with the powerful denizens of the Elemental Planes. They're among the weakest of the rilmani and look for ways to solve problems through manipulation and trickery rather than open battle. Abiorachs aren't often called upon to intervene in the affairs of the Elemental Planes, since the elements have a natural inclination to neutrality, but there's always some blood who wants to change that, so the abiorachs rarely let down their guard.

Abiorachs bear a passing resemblance to adolescent humans, with slight builds and youthful features. However, their bodies gleam with a liquid, silver shine that flows and shifts with every movement. Their eyes are crystalline and tend to catch a rainbow of colors. Abiorachs're a little more open and carefree than most of their kind, but they can be temperamental and capricious creatures; they're used to looking at things from an elemental, not human, viewpoint.

Combat: Abiorachs prefer to fight with short, broad-bladed forks, demilunes, or tridents enchanted to a +1 value. Like many rilmani, they're stronger than they look; an abiorach's got an effective 18 Strength and gains the appropriate damage bonuses. (Many a mephit's misjudged an abiorach to its everlasting woe!) Abiorachs've got a very useful and powerful natural defense: While on an Elemental Plane, they can attune themselves completely to that plane, gaining the movement and immunities of an elemental of that type. For example, an abiorach on the Elemental Plane of Fire can't be harmed by fire, is accepted by fire elementals as one of their own kind, and can move through the plane as if she were an elemental guide.

Abiorachs can use the spell-like abilities of *charm monster* (including attuned elementals), *detect alignment, gaze reflection, glitterdust, invisibility, mirror image,* and *shocking grasp* (1d8+5 points of damage) at will. Up to three times per day abiorachs can use one of the following minor powers, depending on which plane they're attuned to: *dig, flaming sphere, gust of wind,* or *lower water.* Once per day they may use a major power, including *transmute water to dust, wall of fire, wall of force* (air), or *wall of stone.*

Abiorachs can be struck only by +1 or better weapons. They cannot *gate,* but in an attuned plane an abiorach has a 25% chance to successfully summon an elemental to her aid.

Habitat/Society: Abiorachs often travel the Elemental Planes in small bands, easily shifting from one to the other by using their elemental immunity. They rarely remain in one area for long. Normally, the most intelligent and experienced abiorach acts as an informal captain for the group, directing its activities. On the Outlands, abiorachs are more subdued and reserved — being under the noses of the aurumachs and arge-nachs brings out their serious side.



Climate/Terrain:	The Spire, any prime world
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17–18)
Treasure:	R, Z, U
Alignment:	Neutral
No. Appearing:	1 (1–4 at the Spire)
Armor Class:	–1
Movement:	15
Hit Dice:	9
THAC0:	11
No. of Attacks:	2 or 1
Damage/Attack:	1d20/1d20 (rays) or 1d8+10 (weapon +3, +7 damage) or 1d10 (bare fists)
Special Attacks:	Beams, spells
Special Defenses:	+3 weapon to hit
Magic Resistance:	55%
Size:	M (7' tall)
Morale:	Champion (15–16)
XP Value:	16,000

Wherever the Balance is threatened, that's where the argenachs'll be found. They're advisers and agitators, working to ensure that no one gains the upper hand for long in any part of the multiverse. Argenachs are the second-highest bloods among the rilmani, entrusted with the execution of the most delicate and subtle parts of the rilmani's grand purpose: the careful adjustment of the Balance in places where it's out of kilter and can't fix itself.

Argenachs are especially interested in the affairs of the countless prime worlds, since they believe that the war of good and evil, law and chaos, will be fought and won in the realms of mortals. Even now, they say, the powers that exemplify these causes squabble over the spirits of humankind. The Prime's the only theater that counts. Thus, argenachs spend a lot of time away from the Outlands, mired in endless struggles on the Prime Material Plane.

The argenachs' methods are subtle, but simple. They give advice and knowledge to whatever side's threatened, trying to even things out. Argenachs often conceal their true identity, since no one likes being played for a puppet. They'll be found masquerading as helpful sages who aid their proteges in a struggle against evil or chaos, or as cold-hearted bloods advising ambitious cutters on how to go about besting the forces of law or good. More often than not, argenachs'll take a neutral role and just watch to see how things are turning out.

Argenachs are tall, slender creatures with a silvery sheen to their skins. They often dress in white, flowing robes on their home plane, but can take on any shape or dress in the performance of their mission. Argenachs favor great, wide-bladed broad swords and long-handled axes in combat.

Combat: Argenachs avoid physical combat when possible. Their primary means of defense are rays of silvery light projected from their hands. These rays inflict 1d20 points of damage, and always strike as an energy form their target's vulnerable to. For example, baatezu are immune to fire, so the argenach's rays might strike as electricity or *magic missiles*. Argenachs can fire two rays per round, to a range of 60 yards.



Argenachs are deceptively strong, with the equivalent of a 19 Strength. If forced into melee combat, they strike with their mystic weapons (usually enchanted to +3 value) at a +3 attack bonus and inflict +7 points of damage. An argenach who fights bare-handed can still inflict 1d10 points of damage per hit.

Argenachs also command a battery of formidable spell-like powers, which they can use one at a time, once per round. These include: *advanced illusion, cone of cold* (9d4+9 points of damage, 3/day), *detect magic, detect invisibility, ESP, fly, geas* (1/week), *hallucinatory terrain, invisibility, legend lore* (1/day), *mass charm, mirror image, prismatic spray* (1/day), *slow, solid fog, suggestion*, and *wall of fire*. An argenach can also *lay on hands* once per day, duplicating the effects of a *heal* spell except that no more than 36 points of damage can be cured.

Argenachs can be damaged only by +3 or better weapons. They prefer to use their spell-like powers of *charm, illusion*, or *suggestion* to avoid physical confrontations, but fight with ruthless efficiency when required. Once per day argenachs can open a *gate* (75% chance of success), bringing 1 to 4 ferrumachs (60% chance) or 1 other argenach (40% chance) to their aid.

Habitat/Society: Argenachs are the loners of rilmani society, which is fairly reclusive to begin with. They answer directly to the aurumachs and are usually given only broad guidelines instead of specific orders. For example, an argenach might be ordered into a struggle with no instruction more detailed than "There's trouble on Toril. Deal with it." Of course, an argenach's extremely intelligent and resourceful, and that's all the orders he'll need to get the job done.

Climate/Terrain:	The Spire
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Godlike (21+)
Treasure:	R, U, V x 2
Alignment:	Neutral
No. Appearing:	1 (1–3 on the Spire)
Armor Class:	–3 (–7 in armor)
Movement:	15
Hit Dice:	12
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d10+11 (weapon +3, Strength bonus) or 2d8 (bare fists)
Special Attacks:	Aura, spells
Special Defenses:	Aura, struck only by +4 or better weapons
Magic Resistance:	65%
Size:	L (10′ tall)
Morale:	Fanatic (17–18)
XP Value:	27,000

The Balance will be served. Shake your fist in the teeth of the hurricane, shout your defiance at the storm. Break your world into a thousand thousand pieces if you have the power. It will not matter. For whatever you do, there is another who will undo it – if not in your world, then in the next. The Balance will be served.

– Kaxanamos, aurumach general

Very few nonrilmani have ever seen one of these bloods. The aurumachs are the leaders of the rilmani race, the high-ups who call the shots and pull the strings. It's said that even the powers don't know half the darks the aurumachs do. More than any other creatures in the entire multiverse, they stand aside from the path of things and objectively measure the state of the Balance, acting to correct it when it leans too far to one side or the other.

The aurumachs'll almost never be found away from the Spire. As leaders and organizers, it's not their job to intervene personally, and only the most dangerous situations'll make them change their policy. Aurumachs don't make any special effort to avoid visitors, but a cutter'd have to have a tiefling's own luck to find one – it's said that there's only a hundred aurumachs on all the Outlands.

Aurumachs are tall, athletic humanoids with beatific features and metallic golden skin. Their eyes are too bright to look at directly, and an aura of power and patience surrounds their form. Aurumachs are occasionally found in fluted golden plate armor, bearing mighty swords or maces, but at the Spire they rarely need such martial trappings.

Combat: Although they're the size of ogres, aurumachs are far faster and more graceful than even the most agile humans. They wield mighty, enchanted *vorpal swords +3* with astounding speed and strength, striking 3 times per round with a +6 attack bonus. The aurumach's weapon is created by an act of will and materializes in her hand with a thought – she can never be disarmed or caught off-guard. An aurumach's armor is the equivalent of *field plate +4* and can be summoned in a similar fashion to her weapon. Aurumachs have an effective Strength of 20 and can strike for 2d8 points of damage even without their great swords.

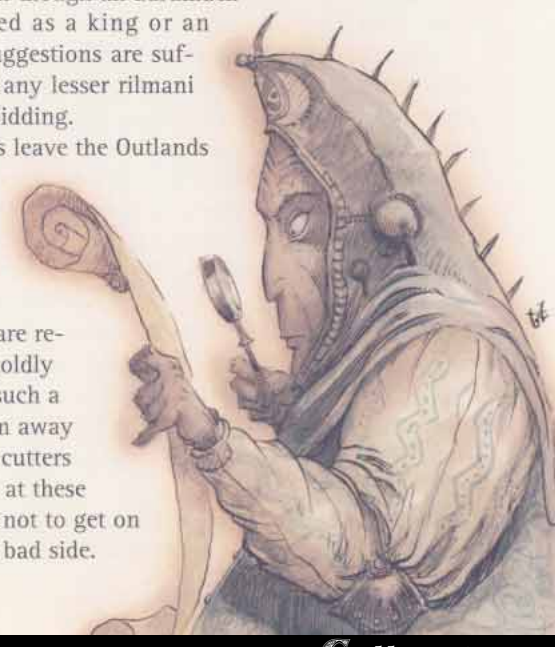
Aurumachs can attack with golden energy similar to the rays cast by an argenach. This energy automatically assumes a form that exploits an enemy's vulnerabilities: fire, ice, positive, negative, etc. Unlike that of the argenach, this energy is not directed in rays, but instead takes the form of a golden halo surrounding the aurumach at a 15-foot radius. Any hostile creature entering this area must successfully save vs. spell or suffer 2d12 points of damage from the aurumach's aura. The aura also functions as a *globe of invulnerability* with an added bonus: it stops missile attacks of any kind.

Aurumachs *detect magic and invisibility* by sight and can call upon the following spell-like powers: *advanced illusion, cone of cold* (12d4+12 points of damage), *ESP, fly, geas* (1/day), *hallucinatory terrain, improved invisibility, mass charm, mass suggestion, mirror image, prismatic spray, slow, solid fog* or *death fog*, and *wall of fire, of ice, of iron*, or *of force*. Once per day the aurumach can use any *symbol* or *time stop*. Once per year she can grant another's *wish*. Aurumachs can *lay on hands* three times per day, combining the effects of *heal, regeneration*, and *restoration*.

Aurumachs can be damaged only by weapons of +4 or better enchantment. At will they can *gate* in 1 to 8 ferrumachs (75%) or 1 to 3 argenachs (25%) with an 80% chance of success.

Habitat/Society: Aurumachs know no peers among the rilmani and are the equal of the most powerful fiends or aasimon. The rilmani have no particular order, hierarchy, or system of government – aurumachs function as advisers and mentors to the entire race. Even though an aurumach isn't recognized as a king or an overlord, her suggestions are sufficient to make any lesser rilmani leap to do her bidding.

Aurumachs leave the Outlands only to deal with the gravest of threats to the balance of the universe. They are remorseless and coldly efficient when such a cause pulls them away from the Spire; cutters who meet them at these times'd be wise not to get on the aurumach's bad side.



Climate/Terrain:	The Spire, any Outer Planes
Frequency:	Rare
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional (15–16)
Treasure:	R, W
Alignment:	Neutral
No. Appearing:	1–2 (1–6 on the Spire)
Armor Class:	0
Movement:	18
Hit Dice:	8
THAC0:	13
No. of Attacks:	2 (weapons) or 2 (fists)
Damage/Attack:	1d6+7 (*short sword +2*) or 1d4+5 (*throwing star +1*) or 1d8 (bare fists)
Special Attacks:	Backstab, acid, quickness
Special Defenses:	Struck only by +2 or better weapons
Magic Resistance:	45%
Size:	M (5½' tall)
Morale:	Fanatic (17–18)
XP Value:	9,000

Sometimes, the Balance's best served by removing the most significant weights from the scales. That's my job, berk. I find the cutter who's causing the biggest tilt in the Balance, and I put 'im in the dead-book. Remember me the next time you start offing those tanar'ri or baatezu high-ups — keep upsetting things, and all you'll be doing is climbing higher on my list. You'll never even know when I take you off the Balance.

— Raidamos, cuprilach agent

Cuprilachs're the spies, assassins, and secret soldiers of the rilmani. The argenachs act as advisers, and the ferrumachs stand bravely on the field of battle, but the cuprilachs strike from the shadows using stealth and speed to accomplish their goals. Cuprilachs believe that the only way the Balance'll ever be safe is by neutralizing high-up creatures of extreme alignment. They're easily the most dangerous rilmani, simply because they're the ones who're most likely to decide on the spot that a basher needs to be lost.

Cuprilachs appear as slight and wiry humans, with the easy grace and trim build of an elf or half-elf. Their features are human enough, except for the coppery sheen of their skin and their featureless, ruby-red eyes. There aren't many bloods in the Outlands who're as cocky or arrogant as a cuprilach, but their attitude stems from a professional pride — they're some of the best assassins on the planes, and they know it.

While cuprilachs make no secret of their calling or beliefs in the rilmani strongholds of the Spire, they're extremely capable and clever spies when they're about their business. They'll use their *polymorph self* ability to great effect, and consider no ruse, charade, or dirty trick to be beneath them when there's work to be done. It's said that no one's ever spotted a cuprilach before he struck, but this is an exaggeration . . . probably.

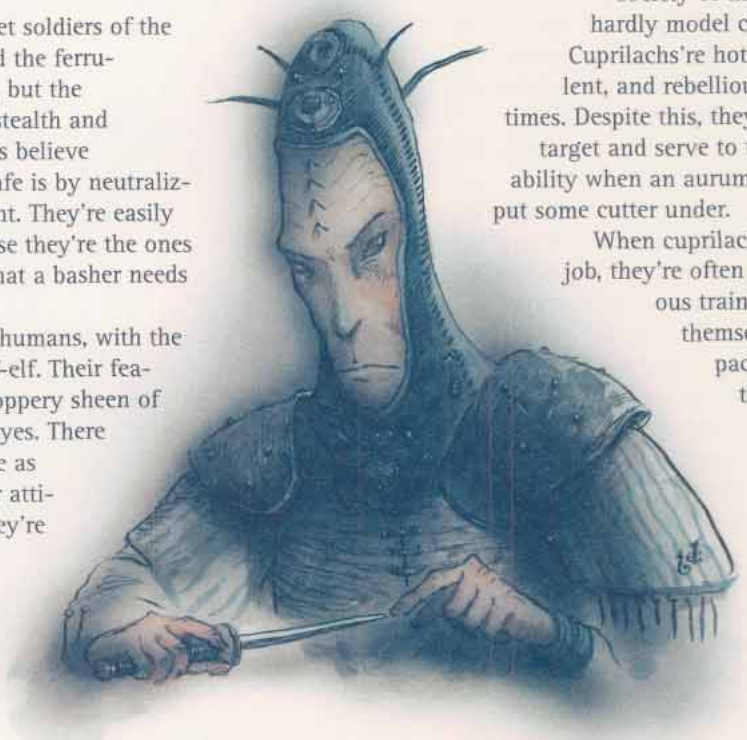
Combat: Cuprilachs don't fight fair. They're killers, not warriors, and they do whatever it takes to silence the opposition quickly and efficiently. Cuprilachs're fond of striking with two coppery *short swords +2* in melee combat. The cuprilach's native grace and speed confers *quickness* to his hand-to-hand attacks, and he always attacks first in a round. Cuprilachs have a Strength of 18/76 despite their slight build and agility. They also use special *throwing stars +1* with a range of 50 feet. The stars return if they miss. A word of caution: Don't assume that an unarmed cuprilach ain't dangerous. They're skilled martial artists and wrestlers who can strike twice per round for 1d8 points of damage even without their weapons.

Cuprilachs can perform all thief functions, including backstabbing, as if they were 12th-level thieves. They command the following spell-like abilities: *charm person, delude, detect invisibility, enervation* (2 levels), *ESP, fog cloud, forget, improved invisibility, poison,* and *wraithform.* Once per day a cuprilach can create a fan-shaped spray of acid 20 feet long and 10 feet wide that causes 5d4+5 points of damage to any creature who fails a saving throw versus spell.

Cuprilachs can be damaged only by +2 or better weapons. Once per day they may attempt to *gate* in 1d3 more cuprilachs with a 40% chance of success.

Habitat/Society: Cuprilachs rank below argenachs and above the ferrumachs and abiorachs in the society of the Spire. They're hardly model citizens, though. Cuprilachs're hot-tempered, violent, and rebellious at the best of times. Despite this, they never refuse a target and serve to the best of their ability when an aurumach tells 'em to put some cutter under.

When cuprilachs aren't on the job, they're often pursuing rigorous training and driving themselves at a brutal pace, or tearing up the Spire in wild celebration. Other rilmani stay out of their way when cuprilachs get together and "relax."



Climate/Terrain:	The Spire, any Outer Planes
Frequency:	Uncommon
Organization:	Platoon
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	R
Alignment:	Neutral
No. Appearing:	4–16
Armor Class:	3 (–4 in armor)
Movement:	12
Hit Dice:	6
THAC0:	15
No. of Attacks:	3 per 2 rounds
Damage/Attack:	1d10+9 (weapon) or 1d3+7 (fists)
Special Attacks:	Specialization
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	35%
Size:	M (6½' tall)
Morale:	Fanatic (17–18)
XP Value:	4,000

When at last it seemed that the Red Hand orcs would break through the lines, despite all the heroic efforts of King Tredawayne's knights, there appeared upon the battlefield an iron company of stern, gray-faced warriors in heavy black armor. Without a sound they marched into the flank of the evil host, laying about with great axes. Heartened by the impact of their strange allies, the king and his knights rallied and threw back the assault. When it was clear the day was won, the king sent a messenger to find the captain of the iron company, but his man returned empty-handed. "They vanished into thin air, my lord," the messenger reported, "But I heard them say as they departed, the Balance has been served."

Thus, Tredawayne and his knights held the pass, and held back fire and ruin from the land.

– from the Cycles of Gileliead

When the rilmani are moved to take direct action in the cause of neutrality, it's the ferrumachs who answer the call of duty. They're the soldiers of the Spire, the iron legions who wait to serve in battle whenever and wherever they're needed. Ferrumachs've got no existence or purpose beyond soldiering, and patiently await their next call to battle in misty halls on the slopes of the Spire.

Ferrumachs resemble tall, grim-faced humans. They are very powerfully muscled, with deep chests, wide shoulders, and thick arms. There's no hint of grace, athleticism, or agility about them; ferrumachs are walking slabs of stone. Their skin is a sooty gray – the color of bare iron, with an elusive gunmetal gleam when struck by the light.

Ferrumachs wear heavy suits of dark, spiked plate armor. Their powerful builds allow them to wear armor of unusual strength and weight. Halberds, two-handed axes, and great flails are popular among their ranks.

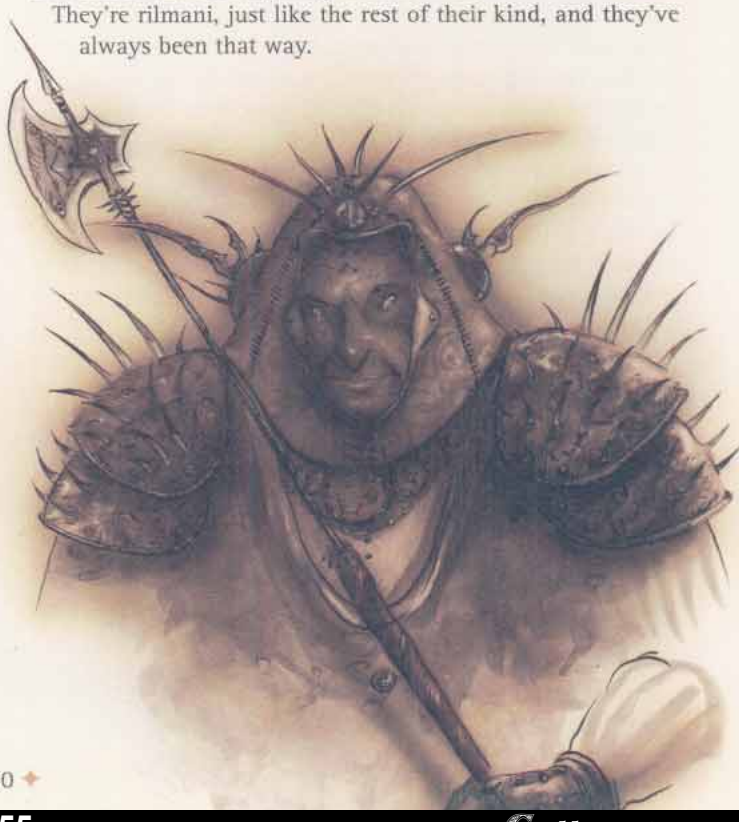
Combat: Physical conflict is the forte of the ferrumachs, and they'll not hesitate to wade into any battle that concerns the cause of neutrality. Ferrumachs're extremely strong, with a Strength of 19, and they're quite skilled with their weapon of choice. Because of this specialization, ferrumachs attack 3 times per 2 rounds (once in the first round, twice in the second, once in the third, and so on) with their *halberds* or *axes +1*. If disarmed, ferrumachs can still strike for 1d3+7 points of damage with their heavy, armored fists.

Since ferrumachs exist to solve problems through physical combat, their spell-like abilities are minimal compared to those of other rilmani. Once per round, they can use the powers of *blur, detect invisibility, silence 15' radius,* and *wall of fog*. Three times per day, a ferrumach can *dispel magic* or create an *ice storm*. Ferrumachs can *lay on hands* once per day, which *cures disease, neutralizes poison*, and heals up to 18 points of damage.

Ferrumachs can be struck only by +1 or better weapons. They can *gate* in 2 to 8 more ferrumachs or 1 argenach with a chance of success equal to 10% for every ferrumach who participates in the summoning.

Habitat/Society: As the soldiers of the rilmani, the ferrumachs hold themselves ready for action at any time. They don't mix with the other rilmani, living apart in gray fortresses and towers that watch over the Spire with unending vigilance. The ferrumachs're the most lawful of the rilmani, and obey the argenachs and aurumachs without hesitation. They're also on good terms with the cuprilachs, whom they regard as fellow fighters and professionals.

It's said that the ferrumachs are created from the spirits of warriors who died fighting in lost causes, but this ain't true. They're rilmani, just like the rest of their kind, and they've always been that way.



Climate/Terrain:	The Spire, the Outlands
Frequency:	Common
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	P, Q
Alignment:	Neutral
No. Appearing:	4–24
Armor Class:	4
Movement:	12
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d6+2 (weapon) or 1d4 (fists)
Special Attacks:	None
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	10%
Size:	M (5½' tall)
Morale:	Steady (11–12)
XP Value:	975

The gate-burgs are a slap in our face. Any basher can see that they don't belong on the Outlands. How many towns've fallen onto Baator from where Ribcage stands now? I say, let 'em go. We don't need their kind of views polluting the Spire. In fact, I don't see as we need any powers parking their realms in the Land, either. We'd make out just fine without their addle-coved petitioners prancing about. Say, think we could get rid of that barmy doughnut they call a city? I know I've *got no use for Sigil.*

– Aulunmar, plumach orator



The least powerful rilmani are the plumachs, the common citizens of the Spire. Their brand of neutrality is the simplest and most apathetic view held by the rilmani: Don't get involved. The plumachs're staunch isolationists who stay out of other peoples' troubles, and they'll tell any berk who asks that they'd appreciate it if other people'd keep their troubles well clear of the Spire. "Who cares what those leatherheads think?" is a plumach proverb.

Although plumachs go to great lengths to mind their own business, they're involved in keeping an eye on things in the Outlands themselves. The other rilmani pay attention to the Balance in the realms of the Great Wheel, or out in the Prime or Elemental Planes, but the plumachs make sure things don't go awry at home. Plumach traders and emissaries are common throughout the Land, but the farther they are from the Spire, the less likely they are to take action.

Plumachs're short, stocky humanoids with dull, gray metallic skins. They're broad-shouldered and thick-waisted, with wide, stubby hands and heavy legs. Plumachs lack the grace or strength of their more powerful kin, but they're stubborn and tenacious opponents. Some cutters take plumachs for stupid, but that's a risky assumption: Plumachs've got a great store of practical wisdom and common sense. They believe in hard work, respect where respect's due, and the common courtesy of staying out of other people's business.

Combat: Plumachs resort to combat only when it's clear that their lives or interests're threatened. Otherwise, they don't want to get involved. Some cutters take the plumachs' apathy for incompetence, and're rudely surprised when the plumachs decide to stand and fight. Plumachs fight with heavy maces, clubs, and mauls of lead, and their heavy build gives them an effective Strength of 17. Unarmed, a plumach can strike with his fists for 1d4 points of damage. Plumachs are dangerous in numbers, since they cooperate well in a fight and don't give up until they get the job done.

Plumachs possess a few spell-like abilities, which they can use one at a time, once per round. These are *chill touch, detect alignment, heat metal,* and *hold person.* Once per day a plumach may create *solid fog.* They use these abilities as 4th-level spellcasters. Plumachs can be struck only by weapons enchanted to a value of +1 or better, and they cannot *gate* in any more of their kind.

Habitat/Society: As the commoners of the Spire, plumachs are craftsmen, teamsters, and merchants. They carry out the day-to-day business of rilmani society. A plumach is the equal of the finest human craftsmen at his chosen trade. Since the rilmani as a race require no food, shelter, or clothing, the plumachs devote their time to creating devices of comfort and convenience or works of art.

In times of great need, plumach legions are mustered to defend the Balance. Plumachs aren't afraid of a scrap, and their natural strength and dense hides stand them in good stead against most low-level opponents. However, it takes the authority of an aurumach to convince the plumachs that a cause is worth fighting for.

Ring Worm

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	1
HIT DICE:	1 hp
THAC0:	N/A
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1"-2" long)
MORALE:	Special
XP VALUE:	35



If a party of adventurers finds a ring-worm, they see a plain gold ring. It can be worn as a ring and radiates an aura of weak magic. If an *identify* spell is cast on the ring, it appears to be a *ring of protection +1.*

When worn, the ring-worm feeds on the magical energy used by the wearer. If a mage wears a ring-worm, he loses one spell level per day that he wears the ring. For example, he loses one spell level the first day, two spell levels the second day, and so on. The wizard simply forgets these spells immediately after memorizing them. The forgotten spells are randomly determined.

If the ring-worm is worn by a non-magic user or has consumed all of a wizard's spells, it then steals magic from any magic items the person is carrying. Because the magic items are weakened by magical energy draining, there is an increased chance that they fail to work. This chance is a cumulative 10% per day the ring-worm has been worn by the character.

When the wearer realizes that his magic is failing, he may realize his new "ring" is responsible. If another *detect magic* is used on the ring, it shows a stronger magical aura from the magical energy consumed by the worm.

If the victim attempts to remove the ring, he finds that it has bonded with his skin. Spells such as *remove curse, heal,* and all *cure* spells do not remove the ring-worm. Only a successful *dispel magic* spell allows the ring-worm to be removed. Consider the ring-worm to resist at 6th level, plus one level for every three spell levels or "pluses" drained.

After the worm is removed or killed, the victim's magic items return to normal in 1-6 turns. Spells may be memorized as usual the following day.

Combat: If the ring-worm is attacked with fire, it detaches itself and tries to escape. If a successful flame attack is made against the worm, it dies automatically. When the worm is not in the form of a ring, only bladed weapons enchanted to at least +2 or better can harm it.

Habitat/Society: A ring-worm finds a home where there is a food supply. For this reason, it prefers to live in the city where it might find many magic users in a relatively small area. Ring-worms are also found in areas where adventurers frequently can be found, such as dungeons or even taverns. Usually these worms found their homes when their previous "hosts" discovered the true nature of the worms.

A breeding pair of ring-worms can lay 10-50 eggs. When the eggs hatch, the worms scatter and live solitary lives. It is extremely unlikely that a character would ever find more than one ring-worm at a time.

Ecology: Because of the ring-worm's need for and attraction to magic, they are easily lured into traps. It has been rumored that some people have captured the worms for use against magical foes.

Roc

CLIMATE/TERRAIN:	Subtropical/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	3, Fl 30
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3-18/3-18 or 4-24
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' long + wingspan)
MORALE:	Steady (11)
XP VALUE:	10,000

Looking almost too big to be real, rocs are huge birds of prey that dwell in warm mountainous regions and are known for carrying off large animals (cattle, horses, elephants) for food.

Rocs resemble large eagles, with either dark brown plumage or all golden feathers from head to tail. In a few rare instances, rocs of all red, black or white are sighted, but such sightings are often considered bad omens. These giant birds are 60 feet long from beak to tail feathers, with wingspans as wide as 120 feet.

Combat: The roc swoops down upon prey, seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure. The resulting damage is 3d6 per claw. Most of the time (95%), a roc carries off its prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey has been secured, the roc flies back to its nest. If the creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.

Should a human, humanoid, or demihuman be captured, there is a 65% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires hand gestures. A roc will let go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently. The stealth of this first attack imposes a -5 penalty to its opponents' surprise rolls.

Habitat/Society: Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest mountains in warm regions. Rocs are not given to nesting close to each other, with a nest rarely being located within 20 miles of another nest. There is a 15% chance of finding 1d4 + 1 eggs in a roc nest. These eggs sell for 2d6 x 100 gp to merchants specializing in exotic items. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a +1 bonus to their attack roll.



The treasure of a roc is usually strewn about and below the nest, for the creature does not value such. It is the residue from its victims. If the roc has been seizing pack horses and mules, some of that treasure may be merchant's wares such as spices, rugs, tapestries, perfume, rich clothing, or jewels.

The roc ranges for food three times a day; about an hour after sunrise, at noon, and an hour before sunset. If there are young in the nest, a fourth feeding, approximately two hours after noon, is added to keep the young strong and well-fed.

Ecology: Rocs are occasionally tamed and used by cloud or storm giants. Good-aligned giants do not allow their rocs to attack civilized areas and the animals therein.

As mentioned before, rocs do not nest too closely together, since such a high concentration of these hungry predators would deprive entire regions of its animal population. Rocs serve to keep down the number of large predators, as they are fond of ankheg, purple worms, and harpies. Thanks to the rocs' prodigious appetites, these creatures are not swarming about with impunity.

It is said that roc feathers can be used in the manufacture of *Quaal's feather tokens*, as well as *wings* and *brooms of flying*.

One race that has little love for rocs is dwarves. Dwarven mines located in remote mountains often have to contend with unruly rocs intent on protecting their territory. Attempts by the dwarves to tame rocs have all met with failure, so the accepted manner of dealing with rocs is to kill them and smash their eggs. Adventurers who happen on a community of mountain dwarves may find employment as roc hunters. Such groups would do well not to allow any druids to find this out.

Roc, Athasian

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	6, FL 48 (D)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3-18/3-18 or 5-30
SPECIAL ATTACKS:	Surprise, grip
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50'long + wingspan)
MORALE:	Steady (11-12)
XP VALUE:	9,000
PSIONICS:	Nil



The Athasian Roc is a huge bird of prey that dwells in warm mountainous regions. It is known for carrying off large creatures (kanks, inix, and erdlu) for food.

Rocs resemble large eagles with either dark brown or dirty white plumage. These giant birds are 50 feet long from beak to tail feathers, with wingspreads as wide as 100 feet.

A roc has a very limited language, useful only to warn its mate of danger or, more likely, the presence of food.

Combat: The roc swoops down on prey, grasps it in powerful talons, and carries it off to its nest to be devoured at its leisure. The resulting damage is 3d6 per claw. Most of the time (90%), a roc carries off prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey is securely in its grasp, the roc flies back to its lair. If the creature resists, the roc strikes with its sharp beak, inflicting 5d6 points of damage per hit.

Should a human, humanoid, or demi-human be captured, there is a 60% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires somatic gestures. A roc lets go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 3,000 feet, seeking out likely prey with its keen eyes. When a good target is found, the roc swoops down silently. This quiet attack imposes a -3 penalty to its opponents' surprise rolls.

Habitat/Society: Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest regions of the Ringing Mountains. Rocs are not given to nesting close to each other, with a nest rarely being located within 50 miles of another nest. There is a 25% chance of finding 1d3 + 1 eggs in a roc nest. These eggs sell for 2d6 x 100 ceramic pieces to merchants specializing in rare or exotic items. The price can be twice that to a trainer or potential roc-rider. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a + 1 bonus to their attack rolls when defending their nests.

The treasure of a roc is usually strewn about and below the nest, for the creature has no use for treasure. It is the residue from its victims. If the roc has been seizing pack animals, some of that treasure may be merchant's wares such as spices, rugs, perfumes, or even jewels.

Ecology: As mentioned before, rocs do not lair close to one another. Such a high concentration of predators would leave the area devastated. Rocs serve to keep down the number of large predators.

It is said that roc feathers are a vital ingredient in the manufacture of *wings* and *brooms of flying*. Using roc feathers in a *fly* spell will add 1d20 rounds to the duration of the spell. Not as well known is the fact that if a mage is scribing a *fly* spell on a scroll, using a perfect roc feather will allow him to double the number of spells that may be scribed with the same amount of ink. (A roc slain in combat usually has no more than 1d20 perfect feathers left, for they must be undamaged and perfectly clean to serve this purpose.)

Rocs are occasionally tamed and used as mounts. The following section details this practice.

Becoming a Roc-rider

The preferred method for capturing a live roc is to stake out a large animal, probably an erdlu. Huge nets are hidden from sight, either magically or covered with sand. When the roc swoops down to grasp its prey, the nets are thrown over the roc, usually by means of attached ballista bolts, or, again, with magical aid. A netted roc struggles until it realizes it cannot fly, then it gives up. For purposes of tearing its way free of a net, a roc has a strength of 24, giving it a 95% chance to tear through an ordinary net. Therefore, the nets used must be very strong. A reinforced net with at least 1" thick ropes lowers the rocs chance to break free to only 60%. A net made entirely of cha'thrang lines works the best, giving the roc only a 40% chance to tear

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free. The amount of line required makes this type of net very difficult to acquire. Since the rocs have such good eyesight, concealment of the net and captors must be total. Unless the would-be captors are magically or psionically hidden, the roc receives a normal surprise roll. Unless it is surprised, it has detected something wrong and flies off to find other prey.

Another option, hatching and raising a roc, is time consuming and expensive. A roc egg must be kept warm and dry. The incubation period for a roc egg is three months, and it is up to the DM to decide how close the egg was to hatching when it was found. Once hatched, the baby bird is 5 feet long, with stubby wings spreading out to about 13 feet. The bird is voraciously hungry, and many a careless trainer has become his birds first meal. The chick must be fed at least four large animals a day; rocs seem to do best on erdlus. This continues for a year. During this time the roc must be fed only by one person, and that person must spend several hours a day (usually after feedings), talking to and "bonding" with the chick. After a year of this, the roc is ready to fly, and its training can begin. Such chicks "bond" to their trainers, never allowing anyone to ride them unless the trainer is present. Only the trainer can control the bird. A bonded roc fights to the death for its owner, even at only six months of age.

Difficult as it is, capturing or hatching a live roc is the easy part. Once captured, the roc must be trained. The would-be trainer had better have a herd of erdlus he can spare for food as well. An adult roc needs at least 200 pounds of meat every day, just to survive. It will eat twice that much if it can, and a trainer is better off overfeeding a roc or he may end up on the menu.

When captured as an adult, a roc takes three months just to calm down. During this time, if one person brings it food, talks to it (from the outside of a cage) and in general treats it well, the roc should allow him to approach without immediately trying to eat him. Another two months of contact, feeding, and care and the roc will allow itself to be ridden, but only by the trainer. Since adult rocs do not bond to their trainers, friendship is about the best that trainer can hope for.

When it is ready to ride, a special saddle must be placed on the roc. Such saddles have straps that loop around the lower chest and just behind the legs. A saddle generally has a seat for the trainer/rider as well as space to tie down cargo or other possessions. Otherwise, a roc can easily carry 8 man-sized creatures, and some saddles are constructed this way. It is entirely up to the trainer, since such saddles have to be fitted to the individual roc. Only the trainer can do the fitting, although he can have a hideworker or leatherworker assist in the actual crafting of the saddle. At first the roc must be fitted with blinders over its eyes, although it is capable of learning to follow verbal commands.

After all of this preparation comes the time for the first ride; the roc must be mounted and released into the air. This is a momentous occasion and determines the success or failure of the whole process.

At this time the DM makes a judgement as to the treatment received by the roc, taking into account feeding, care, and general affection shown by the trainer. If treatment is exemplary, the trainer may make a normal animal handling proficiency check. (Bonded riders receive a -5 bonus to the proficiency check.) If it is less than exemplary, the DM may impose a modifier of up to a -10 penalty on the roll. Success indicates that the trainer has won over the roc, and is able to work with it. Failure means that the roc rebels and tries to escape. It does barrel rolls, sudden dives, tries to reach the rider with its beak, whatever it can. This continues for one hour per point the check was failed by. If the rider can manage to stay on for the whole time, the roc finally gives up and accepts his rider.

The fastest and most dangerous method for taming a roc is to mount a saddle on it immediately after capturing it. The roc is then released, and the rider must do his best to stay on. The battle in the skies is something to see. The ride never lasts for less than a day and may last as much as two full days. (5d6 + 20 hours). For the first four hours the rider can do nothing but hang on. For each hour afterwards, he must talk to and attempt to sooth the roc. The rider must have the airborne riding proficiency and must roll a successful check each hour of the ride. He must also have the animal handling proficiency, but is not allowed a roll on the skill until six hours have passed. The roll is made at a -12 penalty, with an additional roll each hour. The number of hours spent riding is subtracted from the roll, one per three hours. If/when the roll is lower than the riders proficiency score, he has broken the roc.

There are stories of riders who succeeded in staying on, or tied themselves on, only to fall asleep during the ride. Such riders are usually never seen again, for the roc returns to its home, where its mate quickly makes a meal of the unsuspecting rider. A fresh rider should have no trouble staying awake for at least 15 hours, but must make a Constitution check each hour after that. This does not apply to muls or thri-kreen, of course. Druids or others who can speak with animals can cut the riding time in half.

Once it has been trained, or broken, a roc can be taught to swoop and attack on command. This takes another two months. The saddle and harness interfere with beak attacks, so the preferred method is to have the roc pick something up, circle high, and drop the seized beings to their deaths. A roc in harness can attack with its beak, but it receives a - 4 attack roll penalty, and the rider can do nothing but hang on. Melee weapons have little use for someone mounted on a roc, although a large lance can be a devastating weapon, doing double damage to other flying opponents or to large opponents on the ground. A gliding roc is also a fairly stable place from which to fire a crossbow. A roc can be trained to carry boulders and drop them on command. A roc can carry a pair of 200 pound boulders with no loss of speed or maneuverability. It receives a -4 penalty on its attack rolls when using boulders in this manner. Each such boulder does 5d10 points of damage.

A roc is also an excellent beast of burden. A roc with a single rider can carry a thousand pounds of cargo with no decrease in maneuverability or speed. In an emergency a roc can carry twice that much cargo, although its speed decreases to 36 and its maneuverability to E. A roc can even be trained to hunt for its master, returning to camp with its prey.

	Common Roc	Great Roc	Two-headed Roc
CLIMATE/TERRAIN:	Semitropical/mountains/ocean	Semitropical/mountains/ocean	Semitropical/mountains/ocean
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Low (5-7)
TREASURE:	C	D	D
ALIGNMENT:	Neutral	Neutral	Chaotic evil
NO. APPEARING:	1-2	1	1-2
ARMOR CLASS:	4	2	
MOVEMENT:	3, Fl 30 (C)	3, Fl 24 (C)	34, FL 24 (C)
HIT DICE:	18	24	16
THACO:	5	5	5
NO. OF ATTACKS:	2 claw or 1 bite	2 claw or 1 bite	2 claw or 2 bite
DAMAGE/ATTACK:	3-18/3-18 or 4-24 (3d6/3d6 or 4d6)	4-24/4-24 or 6-36 (4d6/4d6 or 6d6)	3-18/3-18 or 4-24/4-24 (3d6/3d6 or 4d6/4d6)
SPECIAL ATTACKS:	Swoop with -5 to opponent's surprise; snare (95% chance or better)	Boulder attack (3d10)	Boulder attack (3d10/3d10)
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (60 ft. long, 120.ft. wingspan)	G (120 ft. long, 270-ft. wingspan)	G (60 ft. long, 120-ft. wingspan)
MORALE:	Steady (11)	Elite (13)	Elite(13)
XP VALUE:	12,000	18,000	14,000

Rocs are huge raptors that dwell in Zakharan mountains and on rocky, secluded islands. They frequent regions in which they can readily find large prey, such as the mountains bounding the Ruined Kingdoms and the island of Afyal. A few, for whom pickings are slim, have been seen soaring over desert wastes and open expanses of ocean.

In the Land of Fate, these birds have brilliant, multicolored plumage. Their wings and backs are typically a shade of green or gold, and females have snowy breasts. Their heavy, powerful beaks range from pale ivory to a rich shade of brass. The color of a roc's wing tips (the forward edge) distinguishes it from other species: crimson, common roc; azure, great roc; jet, two-headed roc. Males of each species have matching crests. Some adventurers claim to have seen rocs that are purely white, black, or red, but such creatures are so rare as to be legendary.

Size also distinguishes the species. The common roc, still magnificent, measures roughly 60 feet from its beak to the tip of its tail. It has a wingspan of about 120 feet. In contrast, the great roc measures up to 120 feet from beak to tail and has a wingspan of 270 feet. Except for its black-tipped wings, the rare two-headed roc is the same general size and color as the common roc. However, its two heads—characterized by an evil disposition and increased intelligence—are an obvious distinguishing feature.

Intelligent rocs speak their own language as well as Midani. In addition, they can communicate their wishes to lesser rocs (as in "we wish you to leave the area immediately").

Combat: The roc usually fights for two reasons: to feed or to protect its nest. If caught unaware and not hungry (a rare case), it uses its great speed to evade an equal or stronger opponent. Even on a full stomach, however, it may hold its ground and fight a pest who seems easy to destroy.

While hunting, rocs usually soar at a height of 300 to 500 feet, using their extremely sharp eyesight to spot prey on the ground. A roc's vision can penetrate ground fog, spray, dust storms, and shallow water. They can swoop down to seemingly "appear out of nowhere" and then disappear just as quickly, with little more than a gust of wind to mark their passage.

All roc species share this hunting tactic: (1) swoop and attack with claws; (2) seize prey in claws, attempting to pin arms if necessary (65 percent chance, prevents spellcasting); and (3) carry prey to nest, using bites as needed to subdue victim. Victims of a sudden swoop attack suffer a -5 penalty to their surprise rolls. If the roc must swoop at the same target more than once to seize it, the penalty does not apply. Damage and snaring success vary with the roc species:

A *common* or *two-headed roc* inflicts 3 to 18 (3d6) points of damage per claw. If both claws hit, the roc has a 95 percent chance to carry off its prey, which can be size Huge (up to 25 feet tall or long) or smaller.

A *great roc* inflicts 4 to 24 (4d6) points of damage per claw. If either claw hits a target that is size Large or smaller, the roc can carry it off automatically (if desired). If both claws strike a Gigantic creature, the great roc has a 95 percent chance of carrying it off.

If a seized victim attempts a counterattack, the bird will maintain its hold while punishing the quarry with bites (4d6 damage per strike). Regardless of its size, a roc won't release its prey until the roc suffers damage equaling 25 percent of its hit points (based on its total when combat began). Sufficient damage



convinces the roc that the meal at hand isn't worth the effort. A morale check determines whether the roc flees.

Given a choice of two succulent or easy targets, rocs usually select the larger (a camel instead of its rider, for example). However, any roc can seize two different targets with its claws, provided the targets are within 10 feet of one another. The two-headed roc can also attack two targets within 10 feet—choosing either two bite attacks or two claw attacks.

Given their intelligence, the great roc and two-headed roc may use rather sophisticated combat tactics. To prevent annoyances, for example, a great roc may scatter or destroy pesky shepherds before settling down to dine upon livestock.

The more intelligent species also use large boulders as "nutcrackers," dropping the stones from the air to sink ships or demolish structures, exposing the "softer meat" inside. Such boulders inflict 3 to 30 (3d10) points of damage normally, and require ships, walls, and towers to make saving throws vs. crushing blow or be destroyed. A two-headed roc can make two boulder attacks per round.

Habitat/Society: All roc species share a number of traits. They build their nests upon the tallest mountain, rocky outcrop, or perch in their territory, using branches and even whole trees in the construction. They are not social creatures. Each is highly territorial, especially against invasions by other rocs (excluding a suitable mate) and other large, flying creatures (such as the occasional dragon). A typical roc territory is a circle with a 10-mile radius, placing at least 20 miles between two nests.

If a roc nest is found, there is a 15 percent chance that it contains either 1d4 +1 eggs or 1d4 +1 hatchlings. (Roll 1d100; 01-50 indicates eggs, and 51-00 indicates hatchlings.) Hatchlings are 4 HD each, but relatively helpless, with an AC of 10 and no attacks. Adults will fight to the death (morale of fearless, 18) to protect their eggs or young, gaining a +1 bonus to attacks. After six months in the nest, a roc has grown enough to leave it, and the roc gains the combat statistics of an adult.

All rocs feed at least three times daily: just after sunrise, at midday, and an hour before sunset. If there are young in the nest, there will be a midafternoon feeding flight as well. Heroes accustomed to being raised from the dead after mischances in the wilderness should beware: like many other birds, rocs partially digest their prey for their chicks, grinding it in a stone-filled gullet before they regurgitate it. While this has no effect on their chances of being raised, adventurers should plan on a long (and unpleasant) recovery period thereafter.

When dealing with humans or humanoids, great rocs tend to imperious, quickly becoming bored and hungry. Two-headed are more sly and (given their own evil bent) may be persuade aid in some villainy if the result will be a lot of dead herd animals.

Rocs do not value treasure except for its value as a shiny bauble. Male two-headed rocs build nests and festoon them with such treasure in hopes of attracting mates. A cheap but gleaming gem appeals to these males more than a dull but priceless ore. Common and great rocs have no such compulsion; they leave their riches strewn carelessly about their nests like trash. Most of their treasures are the inedible remains of pack animals-tack and harness, rugs, silks, tapestries, clothing, spices, perfume, caravan bells, and the occasional bar of metal or gemstone.

Ecology: All rocs are difficult to raise, given their independent nature and huge appetites. Individual adventurers have been known to train roc chicks. Some sorcerers have ensnared rocs magically. According to legend, a tribe of jann near the World Pillars has even used rocs as mounts, but the story's veracity is questionable.

Rocs prey on the largest surmountable creatures they can find in their area. On land, they attack elephants, camels, purple worm ankhegs, and giants, and few rocs will pass up a light snack of undefended humans. At sea, they hunt like ospreys, snagging dolphins, elephant seals, and sharks from the water. The great rocs will even carry off kraken, giant squid, sea serpents, and whales, in addition to attacking ships. Even mated pairs of common rocs have been known to attack a sailing vessel or a dragon.

Roc eggs are valued as an exotic item or curiosity, and as a component for magical potions and oils. The egg of a common roc is the color of ivory. A great roc's stunning eggs are dappled with shades of turquoise and indigo, while a two-headed roc's are jet black. A merchant will pay 2d6 x 100 gp for the egg of an ordinary roc, twice that for the egg of a two-headed roc, and twice that again (2d6 x 400) for the egg of a great roc. Such eggs must be kept continually warm if they are to hatch, for the unborn chicks are sensitive to cold, and without the protection of their parent on the nest would soon perish. The inability to hatch does not diminish an egg's value as a curiosity, however.

Rock Hopper

CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Common
ORGANIZATION:	Clan/crew
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	U
ALIGNMENT:	Lawful good
NO. APPEARING:	5-12 per skiff
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Multiple bodies
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	35



Rock hoppers are small humanoids about the size of gnomes. Their backs and the backs of their arms and legs are covered with very short, white hair. A much thicker, stiffer mane of hair grows across the top of their heads. Their eyes are quite large and round, as are their faces. Their noses are small, pointy, and covered by a hard shell, almost like a beak. Overall, they have a very owlish appearance.

Typical rock hopper dress consists of a short leather skirt or kilt, a stiff vest, leather arm guards, and sandals or low boots. They always carry a variety of tools in a shoulder bag; they often wield knives or short swords.

Rock hoppers are almost never encountered far from their skiffs. If they aren't traveling, they are making repairs, camped alongside, or gathering or exploring nearby.

Combat: Rock hoppers are not combative by nature. They generally do not attack strangers unless they clearly present a threat. Given an avenue of escape, rock hoppers usually choose discretion over valor. This is not out of cowardice, but simple, honest realization of the fact that they are weaker than most other wild-space travelers.

Habitat/Society: Rock hoppers live in asteroid fields. They are nomadic, so they rarely build permanent bases. When they do, they excavate rooms and tunnels into the asteroids, often including hangars for their skiffs.

Rock hoppers build skiffs that they use to travel between the asteroids. These skiffs are not magical and do not carry spelljamming helms. Instead they are powered by propellers that operate from a turncrank attached to foot pedals. The pedalers sit on benches in much the same way that rowers sit in a Viking longboat. A system of gears transmits their effort to a central drive shaft that runs the length of the skiff to one or sometimes two propellers at the rear. This propeller churns through the air inside the skiff's air envelope and moves the skiff forward. (Several scholars who have examined the rock hopper propulsion system have declared that it simply cannot work. These sages' only response to the fact that it obviously does work is that there is no reason why it should, and therefore it cannot.)

Using their skiffs, rock hoppers travel from asteroid to asteroid (their skiffs carry too little air for longer voyages). Upon reaching a likely-looking spot, they raise their colorful awnings to shield themselves from the sun, explore, maintain their skiffs, and hunt.

Their main source of food is the herds of scavvers they presumably cultivated at some time in the past, but which now roam freely throughout the asteroids. The rock hoppers follow these herds on their migrations, pedalling out to hunt them with harpoons when the need arises. They hunt gray and night scavvers primarily for food, while they hunt brown scavvers for poison. They hunt void scavvers for sport and to protect themselves.

Each rock hopper skiff carries a small cask of brown scavver poison for use in special circumstances. Primarily, this is reserved for those rare times when the rock hoppers encounter a kindori. Though they do not seek out these space whales, they have been known to kill kindori with poisoned harpoons in chases lasting days or even weeks.

Ecology: Sages do not believe that rock hoppers are native to the asteroids. Rather they were transplanted there long ago by some unknown agency. It is known that they will not trade with the arcane, and many sages believe that therein lies the secret of their condition.

Rock Hopper Skiff

Built by:	Rock hoppers	**Armor Rating:**	9
Used Primarily by:	Rock hoppers	**Saves as:**	Thin wood
Tonnage:	1/3 to 1/2 ton	**Power Type:**	Pedals
Hull Points:	1	**Ship's Rating:**	1
Crew:	12/1	**Standard Armament:**	Harpoons
Maneuverability Class:	D	**Cargo:**	1/4 ton
Landing—Land:	Yes	**Keel Length:**	16'
Landing—Water:	No	**Beam Length:**	6'

Rock Man

Climate/Terrain:	Temperate mountains
Frequency:	Very rare
Organization:	Clan
Activity Cycle:	Any
Diet:	Minerals
Intelligence:	Average (8–10)
Treasure:	I (see below)
Alignment:	Lawful neutral
No. Appearing:	1d6
Armor Class:	2
Movement:	6
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d8+6 (fist)/1d8+6 (fist)
Special Attacks:	Nil
Special Defenses:	Immune to fire
Magic Resistance:	Nil
Size:	M (6'–7' tall)
Morale:	Steady (12)
XP Value:	120

Rock men are cone-shaped humanoids with the appearance of granite. Devoted mountain dwellers who jealously guard their territory, rock men are fond of gems and little else.

Rock men are about 6 feet tall, with the "base" at their legs measuring about 4 feet in diameter. They have muscular-looking frames. The skin of a rock man looks like broken granite, with coloration ranging from blue-gray to purple. When they stand still, rock men look like stalagmites or rock spires. The eyes of rock men shine like gold nuggets.

Rock men speak Common and their own language, a verbose tongue that takes ten words to convey an idea that could be expressed in two in most other languages. Rock men speak in slow, rasping voices, like the sound of a boulder being slowly pushed uphill.



As long as travelers simply pass through territory claimed by rock men and do not exhibit plans to settle, mine, or otherwise poke around, the rock men are happy to let them pass.

Combat: Because of their ponderousness, rock men always lose initiative on the first round of combat. They suffer a +2 penalty to all subsequent initiative rolls.

Rock men are as strong as ogres (18/00 Strength), and attack with their two great fists, each causing 1d8+6 points of damage. They reject the notion of armor or weaponry.

When in their natural habitat of broken or mountainous terrain, the rock men's opponents suffer a –4 penalty to their surprise rolls. If opponents are keeping careful watch, the penalty drops to –2. Dwarves are more adept at recognizing rock men, and they suffer no penalties.

Rock men are immune to all fire-based attacks. The *transmute rock to mud* spell inflicts 3d8 points of damage to a rock man.

When killed, a rock man crumbles into rocky debris. Anyone sifting through the debris will find the rock man's heart, which is a heart-shaped ruby worth 1d10 × 10 gold pieces. If a rock man sees anyone possessing one of these rubies, it will attack the owner immediately.

Habitat/Society: The rock man credo is, "take things slow; there is time enough for everything under the sun." Rock men live for about six centuries, and as a result, are never in much of a hurry to do anything.

Rock men do not build villages. They dwell in natural caves and mountain gullies. Many spend plenty of happy hours carving intricate designs into their home caves.

A rock man cave group typically contains 2d20 rock men. Leadership is handled by a council of elders made up of 1d4+4 of the oldest rock men. Note that the term "rock man" refers to both genders.

Rock men can reproduce only once a decade, and give birth to only one offspring at a time. Rock children grow to maturity in 40 years. Like the adults, the offspring are in no particular hurry for anything.

Rock men shun weapons, clothing, and other items. They prefer instead to direct any creative urges toward the continuing beautification of the caverns in which they dwell. Some spend decades carving a single wall.

Due to their greatly extended lives, rock men have a different perspective on time. The concept of hours, days, or even weeks rarely occurs to rock men. Unless shown the urgency in a situation, rock men will simply refuse to be rushed.

Rock men mate for life, though it seems to take an eternity for mates to be chosen. Rock men venerate special days such as birthdays, wedding days, and significant events of their clan. The observances sometimes last as long as a week.

Ecology: The flawless rubies that serve as the hearts of rock men are eagerly sought by spellcasters and alchemists who need them to fabricate certain magical items.

Unconfirmed rumors tell that certain evil creatures use the grey sludge that passes for rock man blood as an ingredient in a magical mortar. Supposedly, bricks mortared together with this mixture will never collapse or crack.

	Wood	Killer	Swamp	Dark
CLIMATE/TERRAIN:	Any forest	Any forest	Any swamp	Tropical/subtropical
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Pack	Pack	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Omnivore	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Semi	Semi	Low	Semi
TREASURE:	Nil	Nil	Nil	J,K,L,M,N
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral evil
NO. APPEARING:	10-100	4-40	1-12	1-6
ARMOR CLASS:	10	8	5	2
MOVEMENT:	15	15	12, Sw 9	12
HIT DICE:	1	3	4	8
THAC0:	19	17	17	13
NO. OF ATTACKS:	3	3	3	6
DAMAGE/ATTACK:	1-2/1-2/1-2	1-4/1-4/1-4	1-6/1-6/1-6	1-6/1-6/1-6/1-6/1-6/1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Disease
SPECIAL DEFENSES:	+2 or better weapon to hit			
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (1' long)	T (1' long)	T (2' long)	S (3' long)
MORALE:	Average	Average	Elite	Champion
XP VALUE:	15	65	120	2,000

Rohches are the result of a horrid magical experiment, the cross-breeding of wolves and beetles. No two rohches look the same, although each is horrid and displays insect and animal features. Rohches have four to eight legs in addition to two claws, which extend from the creature's shoulders. A dark rohch has six claws which extend from various points on the creature's back.

The creatures have a mix of tough carapace covering their bodies. Tufts of fur jut from parts of their legs. Their heads appear wolf-like, with beetle pincers protruding from the lower jaw and a carapace covering the top of their skull.

Combat: Rohches are naturally vicious, attacking almost anything in sight that is the same size or smaller than themselves, or attacking humans and demi-humans in small numbers. The rohches attack simply for food, and they seem to frequently be hungry. They notice their prey through vibrations in the ground and by smell. Their keen wolflike senses are acute.

When encountered in numbers, rohches swarm over their victims, first attacking any exposed skin. Once a victim is dead, they take their time, burrowing beneath armor and under clothes to get at the flesh.

Rohches do not willingly leave a victim until it has been reduced to bones. After a pack of rohches has feasted, they do not eat again for two to six hours.

A chittering noise typically precedes rohches into battle. This noise is caused by their pincers rubbing together in excitement over the prospect of food.

Habitat/Society: For the most part, rohches are social creatures, living in packs and hunting together. There is a distinct social order among the creatures, with each rohch knowing what is expected of it.

They typically lair in burrows underground that had been occupied by rabbits or foxes the rohches swarmed. Large packs of rohches have been found in caves. Polished white skeletons are usually strewn throughout their homes.

Ecology: Rohches help keep the populations of rats and other small animals in check. However, they are a bane to livestock farms.

Because of their carapace and thick fur, they are able to withstand some extremes in climate. Some rohches have been found in the northern reaches. However, the majority of rohches prefer wooded temperate to tropical lands.

Rohches have many predators. Carnivorous apes and baboons seem especially fond of their flesh. And communities of gnomes have been known to hunt the creatures, using their carapaces for armor and their meat for food.

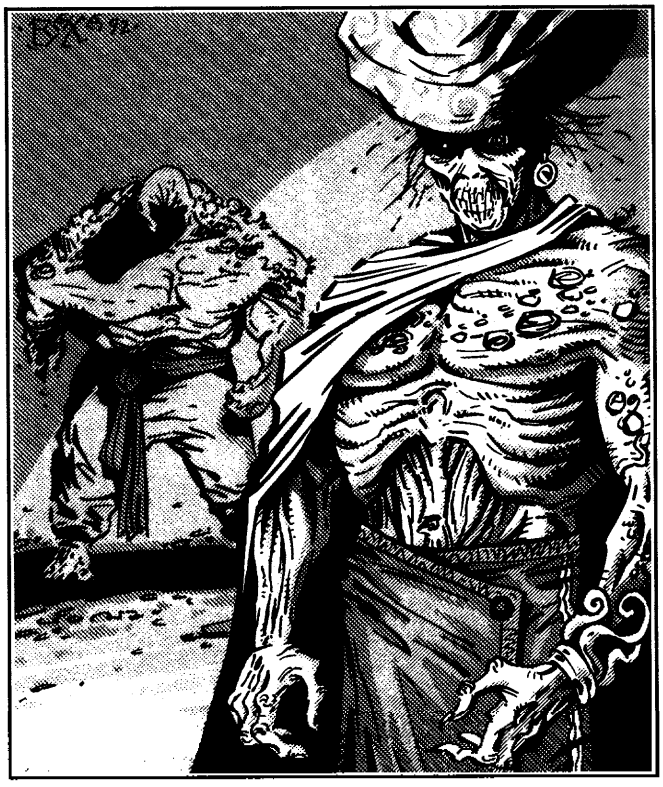
Wood: The most common form of rohch, the wood rohch is found in large packs, most frequently in temperate forests. They attack with two front claws and a pincer bite.

Killer: Also a fairly common rohch, the killer is more dangerous and deadly. It is larger, more vicious, and prefers the taste of human and demi-human flesh to other mammals. Its attack methods are similar to the wood rohch; however, their claws are larger and inflict more damage.

Swamp: These horrid rohches have adapted to marshes and swamps, preying on the animals and humans who cross their paths. They can stay submerged for up to five minutes at a time, surfacing to strike.

Dark: The most feared of the rohches is the dark, or death rohch, as some people have come to call them. These are the largest of the wolf-insect crossbreeds and the most horrid. Their large carapaces are thick. They have six claws instead of two, and their pincers are sharp. Victims bitten by a dark rohch's pincers must successfully save vs. poison or contract a debilitating disease within 1-4 rounds.

CLIMATE/TERRAIN:	Subterranean wilderness
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	R (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-8
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	15+1
THAC0:	2 (5)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 +8
SPECIAL ATTACKS:	Throwing rocks, strength drain, fear
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (17' tall)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	10,000



The rom are a race of subterranean, undead giants that withdrew from the surface world in the distant past. They are sullen, malicious, and angry creatures, attacking any who disturb their final dwelling places or cairns.

Rom are all male. They have tall, muscular physiques, similar to humans in proportion, with thinning, bone-white hair, sunken, glassy eyes, long, curling fingernails, and ashen-gray skin. They stand about 17' tall, retaining the supernatural Strength they possessed in life (20). They speak with sad, resonant voices. All are talented singers, poets, and musicians.

The rom, like most living giants, carry some of their belongings in a large sack. Their more valuable treasures remain hidden safely in their cairns. A rom's sack will typically include 1-12 throwing rocks, some treasure, and 1-8 personal items (including a musical instrument of some sort, usually a flute).

Rom speak their own language and that of desert giants and jungle giants (q.v.). Most (75%) can also speak Common.

Combat: The rom are terrifying enemies. Intruding upon their cairns uninvited is a good way to earn their enmity and an early demise. A single blow from their strong arm inflicts 1d10 +8 points of damage and drains the victim of 1-4 points of Strength. When a victim's Strength drops below 0, he is slain, drained of life force by the rom's chilling touch. Lost Strength points return at a rate of 1 point per day of rest.

In addition, rom radiate an aura of *fear* in a 30-foot radius. Creatures of less than 2 Hit Dice automatically flee (no save). All others in the area of effect are entitled to a saving throw vs. spells. Those who make their saves can attack the rom without penalty; those who fail suffer a -2 penalty to their attack and damage rolls and a +2 penalty to their Armor Class.

Although rom rarely have the opportunity to throw rocks in their subterranean crypts, they have been known to hurl them at retreating intruders or while defending their lairs against an assault. They can throw rocks up to 300 yards, inflicting 2-24 points of damage with a successful hit.

Rom can only be affected by +2 or better magical weapons. Enchantment/charm and cold-based spells have no effect on them. Like all undead, they are immune to poison and paralysis. They are turned as "Special" undead.

Habitat/Society: Rom are thought to be all that remains of an ancient race of giant herdsmen. They lived in the hills and on the plains where their giant cows could graze, some practicing a limited form of agriculture. They were a quiet, peace-loving people whose end came when their wives produced only male children; there were no further generations.

Shaking their fists at the sad destiny Fate had passed upon them, they built enormous stone cairns for themselves, fashioned out of monolithic granite slabs. Entire clans of rom descended into their self-made tombs, burying themselves alive. However, so great was their collective self-pity and anger at Fate, that their existence persisted beyond death.

Their granite cairns can still be found today, towering over the plains or nestled among the hills. They are shunned by all forms of animal and insect life. Nearby vegetation appears stunted and lacks its usual color. All is quiet near these tombs during the day, but at night, one can hear a loud lamentation rising from within the cold, stone cairns, a plaintive cry against Fate.

The giants are known to receive brave visitors during the night, who politely knock on the entrance to the tombs and humbly request hospitality for the evening. Those who brashly intrude on the giants during the night, or who break into a cairn during the day, will be immediately attacked by the 1-8 rom present in the tomb. They will throw any corpses outside as a warning to others against further unwarranted intrusions.

Ecology: As undead, the rom no longer play a part in the world's ecology. They remain buried in their tombs, never venturing outside except to punish uncivil intruders.

The rom are a musical and poetic race. Brave bards who have visited with them for only a short while are said to have been inspired to compose a masterful, if tragic, song or epic poem. If recited or sung at night, it will have the same effect on the audience as if the bard were playing *pipes of haunting*. The performance is so emotionally demanding on the bard that it can only be attempted once per week.

Roper

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	10-12
THAC0:	10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	Strands, strength drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	L (9' long)
MORALE:	Champion (15)
XP VALUE:	10 HD: 10,000 11 HD: 11,000 12 HD: 12,000



A roper resembles a rocky outcropping. The creature's hide is yellowish gray and rough, and its body very malleable. They are usually pillar-like in shape, 9 feet tall, about 3 feet in diameter at the base, and about 1 foot in diameter at the top. The roper has a single yellow eye, and a maw ringed with sharp teeth. Halfway up its body are small bumps which are the sources of the strands it fires at opponents (see below). Ropers have the same body temperature as their surroundings.

Combat: A roper can stand upright to resemble a stalagmite, lie on the ground to imitate a boulder, or even flatten itself to look like a lump on a cavern floor. They can change color a little, enough to blend into rocky backgrounds. Opponents suffer a −2 penalty to surprise rolls when faced by a roper.

Ropers attack by shooting strong, sticky strands at opponents. They can shoot a total of six strands, one per round, as far as 50 feet; each strand can extend (1d4 + 1) × 10 feet and pull up to 750 pounds. Each time a strand hits (requiring a normal attack roll), the victim must make a successful saving throw vs. poison or lose half its Strength (round fractions down). Strength loss occurs 1d3 round after a hit, is cumulative for multiple hits, and lasts for 2d4 turns.

If a roper's prey cannot break free, it is pulled 10 feet closer per round; when it reaches the roper, the creature bites the victim for 5d4 points of damage (automatic hit against a victim held by a strand). A strand can be pulled off or broken by a character who makes a successful open doors roll. A strand can also be cut; it is AC 0, and it must take at least 6 points damage from a single hit of an edged weapon to be severed.

Ropers are unaffected by lightning and take only half damage from cold-based attacks. They have a −4 penalty to saving throws vs. fire.

Habitat/Society: Ropers are not social and rarely cooperate with one another, though a group of them may be found in a good hunting spot. A group of ropers has been named a "cluster" by scholars with nothing better to do.

Ropers reproduce asexually by shedding some of their material in the form of a seed. Drawing nutrients from the cavern floor (and perhaps siphoning magical energies from deep within the earth), the infant roper grows to maturity in 2d4 weeks. Until that time has passed, the roper is indistinguishable from a boulder.

Ropers move using large, cilia-like appendages on their undersides, which also allow them to cling to walls and ceilings. They seldom leave the caverns, but may migrate to a new feeding ground when prey population drops too low in its current home. Migration usually occurs through underground tunnels, but when this is not possible, ropers travel late at night, sometimes giving rise to stories of walking stones.

Ecology: Ropers eat any meat but prefer demihumans and humans. Gnomes, dwarves, and other mining races often serve as prey for ropers.

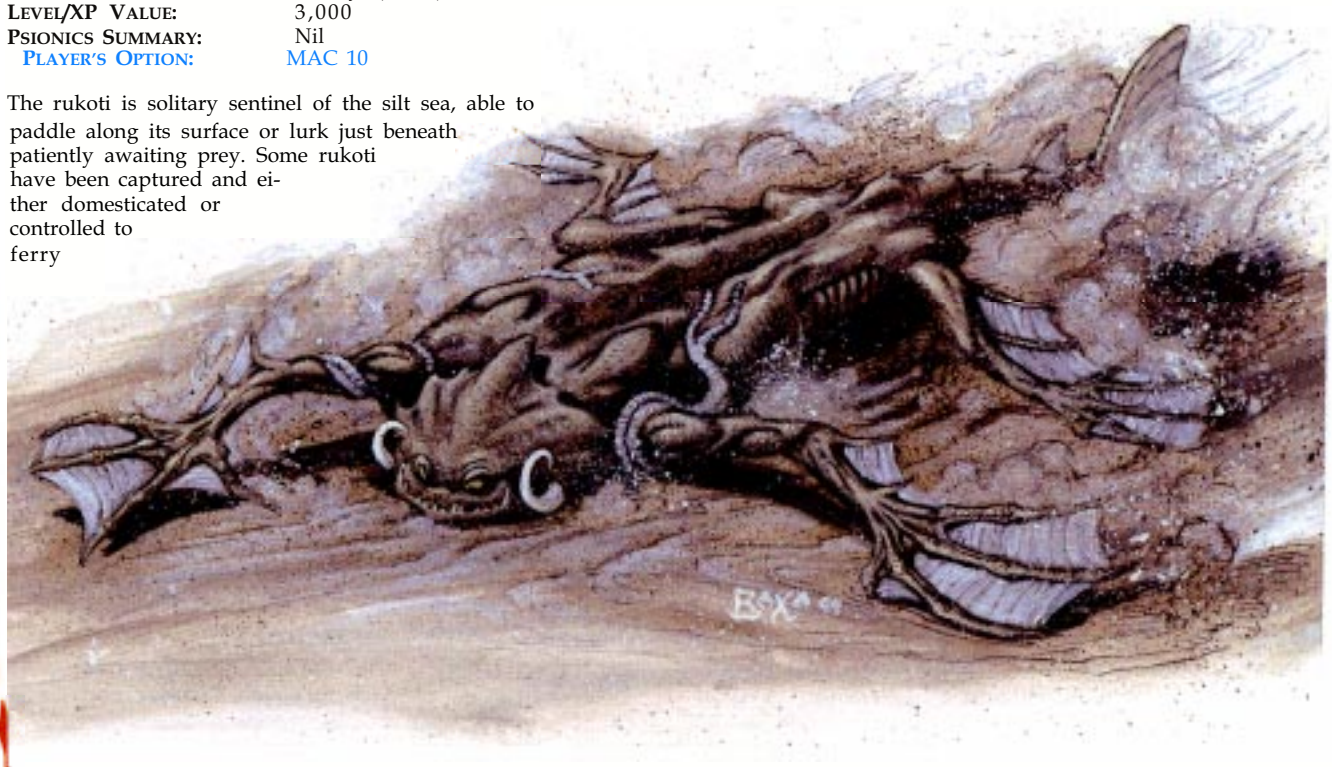
A roper has a gizzard-like organ which often holds undigested treasure. Platinum and gems cannot be digested by a roper, so its gizzard holds 3d6 platinum pieces, and has a 35% chance of holding 5d4 gems. The glue from a roper's strands is prized by alchemists, as are its digestive acids, which must be stored in platinum vials.

Storoper

A "stone-roper" is a roper with a more stony, less flexible exterior; it resembles a statue of a roper. Its rocky tentacles are always extended at least 20 feet, and can shoot to 50 feet to attack prey. The storoper can attack with all its tentacles at the same time, preferring to attack two victims with three tentacles each. Twice per day, the storoper can inject venom through its tentacles. Victims must make a successful saving throw vs. poison or be paralyzed for one round, then fight to aid the storoper; the venom lasts for 10 turns. Storopers' stony exteriors give them total protection from normal missiles. Storopers have 6 HD, but have all the other abilities and statistics of a 10 HD roper.

Climate/Terrain:	Sea of Silt, silt basins
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	3
Movement:	9, Sw 15
Hit Dice:	12
THAC0:	9
No. of Attacks:	1
Damage/Attack:	1d12
Special Attacks:	Smother
Special Defenses:	Cloud, levitation
Magic Resistance:	Nil
Size:	H (20′ long)
Morale:	Steady (11–12)
Level/XP Value:	3,000
Psionics Summary:	Nil
Player's Option:	MAC 10

The rukoti is solitary sentinel of the silt sea, able to paddle along its surface or lurk just beneath patiently awaiting prey. Some rukoti have been captured and either domesticated or controlled to ferry passengers or small cargos across the endless silt basin.



The ruktoi's each end in three long, splayed digits, webbed for use as paddles. The tail ends in a broad flap of skin that aids in navigating across the surface of the Sea of Silt. When stationary, the ruktoi's light gray skin makes it almost impossible to see in the silt. Often the ruktoi hovers lust below the surface with only its snout and eyes exposed.

Ruktoi have no spoken language. They communicate with each other through body motions and scent.

Combat: The ruktoi uses its silt-borne mobility to chase down less agile prey. The creature's broad body and limbs aren't enough to keep the animal afloat in the silt. The ruktoi can levitate, as the spell, at will. The levitation ability does not allow it to rise above the surface of the silt.

The ruktoi's can attack once per round with its bite, inflicting 1–12 (1d12) points of damage. It can use its powerful limbs to immobilize an opponent and smother it beneath the silt. This requires a successful attack roll. If successful, the ruktoi has grabbed its opponent. The target must successfully save vs. petrification at –3 (allowed once per round) or be pulled beneath the surface.

While struggling to free itself from the grip of a ruktoi, an opponent can hold its breath, see the *Player's Handbook* for rules on holding one's breath. The opponent can escape the grip of the ruktoi if a Bend Bars/Lift Gates roll is successful.

If the ruktoi loses half its total hit points in damage it kicks up a cloud of silt to cover its escape. For that round its movement is 9. All opponents must successfully save vs. spells or be blinded for a round and lose sight of the ruktoi. Those who fail cannot pursue the ruktoi. that round If they have no other means of tracking the animal's movements, the ruktoi escapes into the expanses of the Sea of Silt.

Habitat/Society: Ruktoi are denizens of the Sea of Silt and the various silt basins near its shore. In the wild, they are solitary hunters that prey upon floaters and unsuspecting silt runners.

Ecology: Ruktoi associate with each other only to mate. The female lays a dispersed pattern of 10–30 eggs that sink to the bottom of the silt. Those that survive the rigors of the silt hatch after six weeks and float to the surface. The young ruktoi reach adult size in just six weeks.

Rushlight

Climate/Terrain:	Ravenloft
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4
Movement:	Fl 18 (A)
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	Nil
Special Attacks:	Ignition
Special Defenses:	Spell resistance
Magic Resistance:	30%
Size:	S (2′ diameter)
Morale:	Steady (11–12)
XP Value:	1,400



Rushlights are malevolent spirits of the pyre that escape their burning beds to spread fire and death to the denizens of Ravenloft.

Rushlights are invisible most of the time. When spotted they appear as flickering globes of flame. Inside the near-transparent ball are the face and hands of an evil, tortured spirit.

Rushlights cannot speak. However, they seem to be able to understand the languages that they knew in life.

Combat: Rushlights can only be seen from the corner of the eye. Anyone who attempts to look right at one sees nothing, though they may soon feel its fiery touch. Only if a player announces that his character will attempt to use his peripheral vision will the creature be fairly visible. Even this is difficult, and attackers suffer a –2 penalty on their attack rolls. Certain spells, a *detect invisibility* for instance, can make the creature fully visible.

The rushlight attacks by slamming into the victim and his belongings, often setting the latter alight. Although the flame of a rushlight emits little light and no perceived heat, it is one of the most deadly things a character is likely to encounter. A successful Attack Roll by the rushlight indicates that it has struck its target, inflicting 3d4 points of damage. In addition, every item the character is carrying must make a saving throw vs. magical fire or be utterly destroyed.

Once a character has been hit by a rushlight, his very flesh will smoulder and burn. Each turn after the successful attack the character will take 2d4 points of damage. Extinguishing the magical fire of the rushlight is no easy matter, requiring a *dispel magic* or similar enchantment. Normal means of fire fighting, such as immersion in water or attempting to smother the flames with a leather cloak, will prove ineffective.

Rushlights can only be hit by magical weapons or creatures with 4+1 Hit Dice. They are immune to any spells that affect the body or the mind, as well as spells of cold or fire.

Although they might be technically classed as undead, rushlights cannot be turned. Curiously, however, they are very vulnerable to holy water and suffer 2d6 points of damage per flask that strikes them.

Habitat/Society: Rushlights are formed when an evil being is burned alive on a funeral pyre. The soul flees the smoldering shell and attempts to escape into the night. Before the spirit can break free of its earthly bonds, it merges with the all-consuming fires and acquire their power.

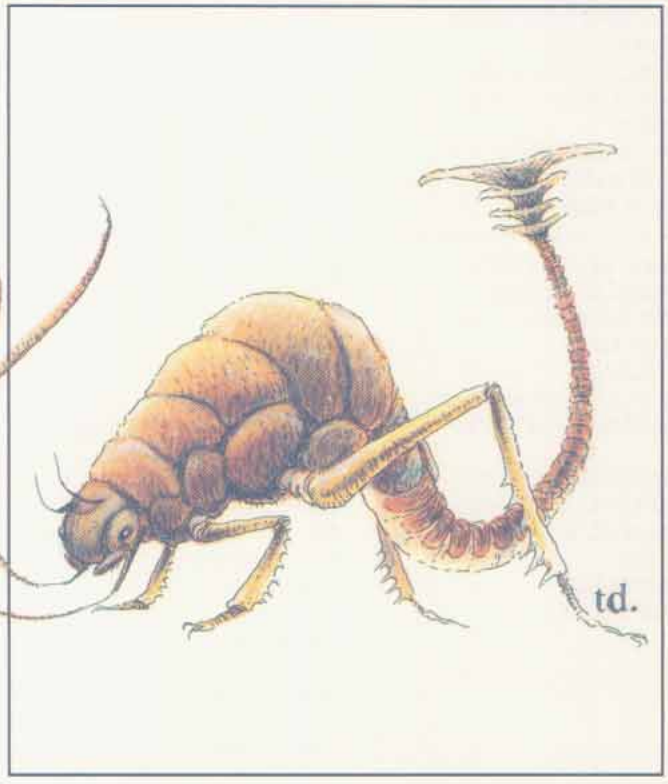
When not active, the thing sinks into the earth near the site of its death. At night, it roams up to twenty miles from its "lair" searching for travelers to torture and kill. Something in the tortured psyche of these creatures tells them that by destroying living things, they will ease their own suffering.

Ecology: A rushlight seems to feed on the fear and pain it creates. After the first few victims have been ignited, the thing moves more energetically. Though they do not rest, the rushlight must remain buried in the earth where its body was cremated during the daylight hours.

Rust Monster

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Metalavore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Average (9)
XP VALUE:	270



Rust monsters are subterranean creatures with an appetite for all sorts of metals. These unique creatures, though generally inoffensive, are the bane of fighters everywhere.

The average rust monster measures 5 feet long and 3 feet high at the shoulder. It has a strange tail that appears armor plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Two prehensile antennae are located under the thing's two eyes. The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan on the underside and legs, to a rust red upper back. Rust monsters smell like wet, oxidized metal.

Combat: Rust monsters are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source. Rust monsters can smell metal up to 90 feet away. If the rust monster's antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Should a nonweapon metallic magical item happen to make contact with a rust monster, treat it as a +2 magical weapon for purposes of determining whether or not it breaks up.

Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithril and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum. In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons.

Sometimes (30% chance), a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being tacticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal.

Habitat/Society: Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups; often a lair comprises one or two rust monsters, with a 5% chance of encountering a single offspring, which acts as a half-strength rust monster with a full-strength appetite. These creatures have been known to range the length and breadth of an underground complex, searching for supplies of metal. Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water).

The creature's relatively inoffensive nature makes it an unlikely target. There have been many accounts of mages approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes, known for metalworking and mining, have no sympathy for rust monsters, and will do anything to get rid of them.

The only treasure to be found in a rust monster lair is gems, usually the sort used for decoration on armor or sword pommels. Rust monsters have no grand designs, only the wish to keep well-fed.

Ecology: Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a carrion crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal castoffs.

Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	Solitary (tribal)
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	High (13-14)
Treasure:	See below
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6 or better
Movement:	12 (18 within element)
Hit Dice:	3+
THAC0:	17 or better
No. of Attacks:	1
Damage/Attack:	By weapon (+2 to +6 for Str)
Special Attacks:	Spells
Special Defenses:	Spells
Magic Resistance:	Nil
Size:	M-L (7′ to 12′ tall)
Morale:	Elite to fanatic (14-18)
XP Value:	3 HD: 975 4 HD: 1,400 5 HD: 2,000 6 HD: 3,000 7+ HD: 4,000 + 1,000/HD

"On planes where so little should live, so much does,"
— Siras Gren, prime planewalker

As if geniekind, elemental grues, animentals, Archomentals, and, of course, elementals themselves weren't enough, the Elemental Planes are also the home of the ruvoka. Fact is, these tall, gaunt humanoid creatures're known to inhabit almost all of the Inner Planes, even those as far-flung and inhospitable as Vacuum or Lightning. Only the two energy planes seem to be without 'em, though it just may be that they haven't been discovered there yet. Simply put, the ruvoka're tough bashers, able to survive just about anywhere. While they can be killed, they don't age or die of natural causes.

The ruvoka are identified by the tribe to which they belong. Some of the most well-known tribes're the brajeti and the zathosi of Earth, the ethilum of Air, the kaltori of Fire, the ramoka of Steam, and the sartarin of Ash. Each tribe has its own language, though all ruvoka possess a form of telepathy that allows them to communicate with any intelligent creature.

Combat: Ruvoka begin their lives with 3 Hit Dice, but as they mature and grow more skilled during their incredibly long existences, they gain more and more power. Individuals of 15 or more Hit Dice have been encountered.

AWAY, INTERLOPERS!
TO SEEK FIRE
IS TO SEEK DEATH!
— REBAL-IN-KATARIL
OF THE KALTORI

Ruvoka use weapons in combat, and often they're enchanted and imbued with elemental energy. Each ruvoka has a 5% chance per HD of possessing one of these special weapons, which inflict 2d4 or 2d6 additional points of related elemental damage — kaltori tridents, for example, forged on the plane of Fire, cause extra heat damage. The tough elemental flesh of the ruvoka grants them a natural Armor Class of 6, but most wear some kind of armor anyway. As before, each has a 5% chance per HD of owning magical armor. (Note that a ruvoka's chance of having an enchanted weapon is separate from his chance of wearing enchanted armor.)

Ruvoka are druids as well as warriors, though they're not limited by any druidic strictures. That is, they don't face the weapon and armor restrictions of that class. Each ruvoka operates as a druid of a level equal to twice his total Hit Dice, but no higher than 20th level. Each has major access to a sphere appropriate to his element (or one that's very close) and may have minor access to a sphere of a related element. For example, the brajeti, who once lived on the quasiplane of Dust but have since migrated to the plane of Earth, have major access to the sphere of elemental earth but retain minor access to that of elemental air. The vandesh of the Paraelemental Plane of Ice have major access to the sphere of water and minor access to that of air.

All ruvoka are immune to any harm caused by their own element and can move through it with ease. Those of Air can fly, those of Earth can phase through stone like a xorn, and so on.

Habitat/Society: The ruvoka organize themselves into tribes, with many tribes per plane. Each group has a different appearance, language, manner of dress, choice of weapon, and set of customs. For example, the brajeti of Earth resemble large, tanned, hairless humans, and they use shining bronze armor and weapons. The zathosi, also of Earth, resemble tall humans with gray skin that's so wrinkled it makes them look like old men. They wear robes that appear to be made of stone and wield huge, heavy mauls.

Despite their tribal structure, the ruvoka are particularly insular and isolated as a rule. When planewalkers stumble across members of the race, they usually find only a single individual on a mysterious errand. Sometimes, one of these traveling ruvoka will approach other creatures to ask for help in accomplishing his goals. Generally, those who offer their aid can expect to be rewarded with a minor bit of elemental magic, or perhaps even the ruvoka's help in achieving some end of their own. However, they shouldn't expect to learn what the ruvoka's up to — he won't reveal the ultimate purpose of his mission.

Occasionally, these mysterious cutters show up on planes other than their own, even the Prime Material. Some tie themselves to particular areas of the Prime related to their element, but no one knows the dark of it. The ruvoka aren't

interested in any affairs but their own, and they don't seem willing to share their secrets.

ECOLOGY: Chant is the ruvoka aren't a planar race at all, but merely transformed prime-material bloods who've adapted themselves to the Inner Planes. Still, even if that were true of the first ruvoka, they've since produced offspring who're genuine natives of their respective planes.

One story of the origin of the ruvoka tells of a mortal prime named Garat who traveled to the Elemental Plane of Fire and accidentally wandered into the palace of Calif Alibashal, a powerful efreeti lord. Rather than being angry, the calif was amused by the intruder, and decided to inflict upon the sod the irony that he so enjoyed.

"Little mortal, I have summoned you," the calif lied. "Now you must grant me one wish."

This announcement surprised and worried Garat, yet he was canny enough not to contradict the efreeti. "Wise and wondrous Calif," the prime said, bowing low, "grant me the pleasure of hearing your request."

The efreeti lord smiled a toothy grin as his jest took form. "Ah, little man, I wish you to bring me the head of Baashizar, my rival."

"Your words are wise and your wish is just. With your leave, I shall make your desires reality." With that, Garat departed from the palace, fully intending to give it the laugh and never return. But he suddenly became curious. The efreeti was obviously playing a joke, but what would he do if Garat actually fulfilled his wish? The mortal came from the prime-material world of Athas, after all; he knew he was a strong and capable warrior and a clever spellcaster. He decided that he'd try.

Garat traveled many days across the plane of Fire to the lair of the efreeti known as Baashizar, then found his way through the lord's traps and guardians. Surprising the efreeti at his own dinner table, Garat leapt at Baashizar and a terrible battle ensued that lasted for many hours.

Days later, Garat appeared again at the palace of Calif Alibashal. He held the head of Baashizar aloft. "Great and powerful Calif, as you have spoken, so have I done. Your wish was my command!"

Alibashal was so surprised and impressed that he called the mortal before him. "You are far more capable and loyal than I had dreamed, little man. Unlike the geniekind who are summoned to your worlds and forced to grant the wishes of others, you have done so willingly and efficiently. That is something worthy of respect. For your deed, I grant you immortality and life forever here in my realm. Further, those like you who follow in your steps shall gain homes throughout all the elemental spheres. We shall welcome such as you as our own."

Garat, then, became the first of the ruvoka. And from then on, supposedly, mighty druids from the Prime (a great many from Athas) journeyed to the Inner Planes and adopted them as their homes.

	Brajeti	Ethilum	Kaltori	Zathosi
Climate/Terrain:	Sands	Winds	Volcanos	Mountains
Frequency:	Rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Day	Day	Day
Diet:	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	High (13–14)	High (13–14)	High (13–14)	High (13–14)
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1	1	1	1
Armor Class:	3	6	2	4
Movement:	18, Fl 18 (B)	12, F1 24 (A)	12, F1 15 (B)	9, F1 18 (B)
Hit Dice:	10+3	6+3	9+3	14+3
THAC0:	11	15	11	7
No. of Attacks:	1	1	1	1
Damage/Attack:	3d6+2	2d6+2	4d6+6	4d8+8
Special Attacks:	See below	See below	See below	See below
Special Defenses:	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	L (10′ tall)	L (12′ tall)	L (8′ tall)	M (7′ tall)
Morale:	Elite (15–16)	Elite (15–16)	Fanatic (17)	Fanatic (18)
Level/XP Value:	8,000	3,000	9,000	14,000
Psionics:	Nil	Nil	Nil	Nil
Psionics Summary:	Nil	Nil	Nil	Nil
Player's Option:	MAC 9	MAC 9	MAC 9	MAC 9

Ruvoka are creatures from the elemental planes. They travel the planes easily, even the Astral Plane, but on Athas they are bound to certain locations. They often work with druids. It is said druids who reach 18th-level or higher can become ruvoka. Ruvoka have their own language, but with other intelligent beings use a limited form of telepathy.

The four best known ruvoka are the brajeti, ethilum, kaltori, and zathosi, Brajeti resemble large, well-tanned, hairless humans who dress in bronze armor and carry bronze swords and shields. Ethilum resemble large, pale blue, elflike beings with white feathered wings and long, flowing hair, wearing only white clothing and armed with whips and javelins. Kaltori are bearded, red-skinned, stocky, human-looking beings wearing searing hot plate armor and bearing fiery red tridents. Zathosi are large, gray-skinned, wrinkled humanlike creatures resembling old men. Zathosi wear stone-colored robes and carry mauls of stone.

Combat: Brajeti attack with their swords. Ethilum attack with their javelins or whips. Kaltori attack with their tridents doing an additional 2–12 (2d6) points of damage from its magical heat. Zathosi attack with their mauls. Their mauls require a Strength of 21 to lift and use effectively. All ruvoka weapons are considered +2 magical weapons.

All ruvoka can cast spells as druids of 20th level Brajeti have major access to the Sphere of Earth spells and minor access to the Sphere of Air spells Ethilum have major access to the Sphere of Air. Kaltori have major access to the Sphere of Fire and minor access to the Sphere of Earth. Zathosi have major access to the sphere of Earth.

Habitat/Society: Ruvoka are extremely secretive and little is known about their homes.

Ecology: Rukova are elemental creatures that are outside the ecology of Athas.



Climate/Terrain:	Any nonarid ruins
Frequency:	Very rare
Organization:	Wing
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi- (2)
Treasure:	D
Alignment:	Lawful evil
No. Appearing:	1d4+1 wings of 2d10 members
Armor Class:	2
Movement:	12, Fl 36 (D)
Hit Dice:	5
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d12 (claw)
Special Attacks:	Attacks as a 9 HD creature; dive, grab
Special Defenses:	Shared hit points
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Champion (16)
XP Value:	1,400 per wing

Saberclaws are large, hairy, flying creatures magically created from tainted waters through an ancient spell. These magical creatures act as agents for the evil wizards and priests who create them.

Saberclaws have slick, greasy, black fur on their 6-foot-tall bodies. The stench of soggy fur and raw sewage hangs about them. Their wings are leathery membranes of a reddish brown color. Saberclaws get their name from the large, swordlike, bony extension that grows in place of a right arm. The eyes of a saberclaw glow a feral red.

Saberclaws speak no true language, though they can understand the orders of their masters. Saberclaws communicate with each other through loud shrieks of varying pitch and intensity.

Combat: Saberclaws fight to serve their masters, often acting as bodyguards or hunters. When hunting at the behest of a master, saberclaws usually attack whatever living creatures they see.

Saberclaws are always created in a *wing* consisting of 2d10 members. Saberclaws always travel in a wing because all members of a wing share their life force in the form of hit points. Any damage inflicted upon a saberclaw is magically distributed, so that all wing members suffer a portion of the damage.

Each saberclaw contributes 25 hit points to a wing's total; no saberclaw dies until the wing's hit point total has been reduced to 0. For example, a wing of eight saberclaws has 200 hit points; the members of the wing die only when 200 points of damage have been inflicted to the group, even if all damage is directed at a single creature.

When the wing's hit point total reaches 0, each saberclaw issues a hideous death shriek and bursts into a foul black cloud of greasy smoke.

In addition to the shared hit points, the unity of the wing also grants saberclaws increased attack abilities. Saberclaws possess a slight telepathic ability, allowing them to communicate silently with each other in battle. This allows them to anticipate the actions of an opponent, accounting for their low Armor Class and increased chances to hit opponents.

A saberclaw attacks with its swordlike arm, attacking as a creature with 9 Hit Dice and causing 1d12 points of damage. A saberclaw can dive at an opponent; this is considered a charging attack, giving the saberclaw a +2 bonus to attack rolls and a +1 penalty to Armor Class, while giving opponents a –2 bonus to initiative. A saberclaw inflicts double damage on an opponent with a successful diving attack.

Saberclaws enjoy grabbing opponents and lifting them into the air. Two saberclaws can lift one fully-equipped adult human. An opponent of size S or smaller can be picked up by a single saberclaw. Size large or huge creatures require four or six saberclaws, respectively; the number of saberclaws needed to pick up a gargantuan creature is at least 10, but might be higher depending on the victim's size and weight.

Once a victim is lifted, saberclaws attempt to carry it to great heights and drop it. If the saberclaws' master has instructed the creatures to fetch an individual, the wing will not engage in this sport, but will obey its instructions faithfully.

Because of their enchanted origin, saberclaws are difficult to affect with magic. They are completely immune to all spells of 1st through 3rd level. They are also immune to poisons. A saberclaw's saving throws also benefit from the unity of the wing; each saberclaw makes saving throws as if it were a 5 Hit Die creature, plus a +1 bonus for every four members of the wing.

Saberclaws can see invisible, ethereal, and hidden creatures and objects as if they possessed the ability of *true seeing*.

Habitat/Society: To a saberclaw, life is the wing. Individuality is something foreign to these horrid creatures. Saberclaws fight, fly, eat, and sleep as a unit.

Creating a wing of saberclaws requires a fully stocked laboratory, an ancient forbidden spell, and ingredients and components worth a minimum of 60,000 gold pieces. The spell is known only to a few spellcasters who are reluctant to share their power by teaching the spell to others.

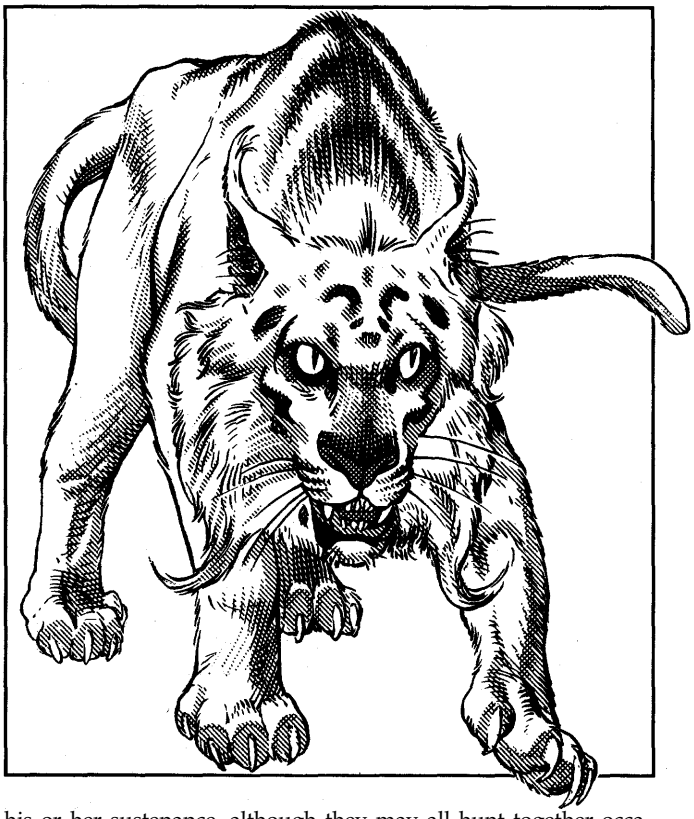
A wing of saberclaws can be created by a wizard of at least 12th level or a priest of at least 11th level; the process requires at least a month of preparation before the spell is cast (which takes 1d6+12 hours of continuous casting). Once created, the wing obeys the creator. Should the creator die, the wing hunts down the killers, slays them, then dissolves into black mist.

Ecology: Saberclaws are unnatural, artificial life forms that neither contribute to nor take away from the environment around them. They are created solely to serve a master.



Sabu Lord

CLIMATE/TERRAIN:	Tropical/Plains and savannah
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	3 (males), 4 (females)
MOVEMENT:	12, Jp 6
HIT DICE:	8+8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-16
SPECIAL ATTACKS:	Roar, summoning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12-16' long)
MORALE:	Champion (16)
LEVEL/XP VALUE:	4,000



Sabu lords, or Lion Lords, are proud giant cats that live on the arid plains and savannahs of Zakhara. These intelligent lions are extremely territorial and will harass those who travel through their domains without first asking permission.

Sabu lords are larger and much stronger cats than their smaller cousins. They all have bright golden fur, while males are also distinguished by their flowing, golden-red manes. These giant predators measure 5-6' at the shoulder and have a deafening roar that can be heard for miles in all directions.

Sabu lords speak the languages of all cats as well as Midani.

Combat: Lion lords rarely enter into combat alone. They are always attended by 2-12 common lions with maximum hit points, who will fight to the death if ordered by their sovereign.

Like their common cousins, the senses of sabu lords are incredibly keen, and they have a +2 bonus on their surprise rolls. They physically attack with their claws and bite and can leap as far as 60'.

Sabu lords can deliver a powerful roar, which has a 60'long, cone-shaped area of effect and is similar to an *enhanced shout* spell. The roar affects all creatures within its area of effect, causing 3-18 points of damage and permanent deafness. A successful save versus paralyzation reduces the damage by half and limits the deafness to a duration of 1-4 turns. Any exposed brittle or crystal substance can be shattered by the roar. (Objects in a creature's possession are entitled to a save vs. crushing blow.) Deafened creatures receive a +1 penalty to surprise and initiative rolls, while those casting spells with verbal components have a 25 % chance of miscasting them. A lion lord can only use its special roar three times a day.

In addition to the effects described above, the roar of a sabu lord will summon all great cats in a 15-mile radius. On the plains, this means 1-4 cheetahs and 2-12 common lions will respond within 1 turn, with a like number arriving 2-5 turns later. If the boundaries of a forest are nearby, the roar will also bring 1-2 jaguars, 1-2 leopards, and 1-4 wild tigers in 2-5 turns. This small army of great cats will follow the commands of the summoning sabu lord to the death.

Habitat/Society: Sabu lords are haughty and vain creatures. The common lions in a lord's continual attendance provide for his or her sustenance, although they may all hunt together occasionally for entertainment. Sabu lords typically claim all lands within a 15-mile radius of their lair as their domain. All cats dwelling therein are considered to be loyal subjects, while other beings (sentient or not) are considered to be either guests or potential meals.

The arrogance of a sabu lord is such that any adult will never be found in another lord's territory. Mating takes place rather briefly at the boundary between two domains. The product of such a union is usually a single cub, which is fostered at the mother's "court" until it reaches adulthood, after which it must leave and establish its own domain. If an encounter with two sabu lords is called for, one will be a female and the other a cub (with 1-7 hit dice).

Anyone traveling through a sabu lord's domain is viewed as a trespasser unless he pays homage to the feline sovereign and begs for permission to pass through the cat's lands. It is not uncommon for merchants to leave gifts of gold, gems, and food for the sabu lord as tribute, although a poor traveler with a flattering tongue may just as easily gain safe passage. Even a large, well-armed caravan is not immune to the wrath of an unappeased sabu lord. A small army of great cats will be sent to stalk and terrify the trespassers. At night, the cats' roars will foster sleeplessness, and lightning-swift raids will deprive even the most vigilant of parties of a few mounts. Voyagers traveling in small numbers can expect even more harassment. Poorly-armed or solitary travelers will be repeatedly attacked by the great cats.

Ecology: Superstitious people consider the sabu lord to be a summoner of evil spirits. Anyone spending a night with a dozen lions, cheetahs, tigers, and jaguars roaring just beyond the light of their campfire would be hard pressed to deny such a rumor. The pelt of a sabu lord is rumored to avert evil spirits and curses, in particular the evil eye. In fact, if the hair from a sabu lord's mane is woven into a braid, it will protect the owner with the effects of a continual *avert evil eye* spell for 60 days.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	T
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d3+1
SPECIAL ATTACKS:	Poison bite, wizard spells
SPECIAL DEFENSES:	Etherealness, regeneration
MAGIC RESISTANCE:	25%
SIZE:	S (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	2,000



A sacaanti is a magical amalgamation of an imp and a quasit. Sacaantis are used by evil Zhentarim wizards as utterly loyal familiars. Only through powerful magic can a sacaanti be created.

Sacaantis look similar to both imps and quasits, except they do not have a tail. Most sacaantis are 2 to 3 feet tall, possess batlike wings, a thick leathery hide, and a fiendish appearance. To make up for the lack of a poison tail, sacaantis have more powerful wings than a normal imp. These give them a greater flight range and speed. Sacaantis do not have the ability to *polymorph* as an imp, but have the ability to cast spells.

Combat: Sacaantis attack with their two claws and sharp fangs. Although they do not have a poison tail, sacaantis have a poisonous bite. The victim of such a bite must make a successful saving throw vs. poison with a +2 bonus or suffer a massive heart attack, dying the next round. Sacaantis have 60-foot infravision.

Sacaantis are usually trained as wizards by their masters. Their effective spellcasting level is limited to one-third of their masters' level, rounded down. Melee combat is not the first choice of a sacaanti, and the creature often casts offensive spells from a distance or sneaks in close using *invisibility* or other such spells.

The master of a sacaanti can also cast spells through the creature, using it as a magical conduit. However, this is dangerous to the sacaanti, causing it 1 point of damage for every level of the spell. For instance, a wizard could cast *fireball* through his sacaanti familiar, using the sacaanti's sensory impressions to target the spell. The range limitations are treated as if the sacaanti originated the spell, but the sacaanti would suffer 3 points of damage (because *fireball* is a 3rd-level spell).

A sacaanti can become ethereal, at will, a number of times per day equal to the level of its master. If the creature chooses to do this instead of an attack in a combat round, then the sacaanti becomes ethereal before any attacks occur.

Sacaantis regenerate 1 hit point per turn, and confer this ability on their masters as long as they are within a mile. Many of the immunities of imps and quasits (such as to cold, fire, and normal weapons) are lost in the creature's creation. In exchange, sacaantis are not affected by holy symbols, the spell *holy word,* or other magical manifestations that banish extraplanar creatures from the Prime Material Plane.

Habitat/Society: First created in the magical labs of the Zhentarim nearly a century ago, sacaantis are extremely rare. Both imps and quasits are difficult to summon, and keeping the two in the same room is a near-impossible feat. Sacaantis are created when, with two successful *polymorph other* spells and a carefully worded *wish,* an imp and quasit are joined together. This process is dangerous, and sometimes ends with the death of the two beings to be joined. Only half of the joined creatures survive. However, once a sacaanti comes into being, it becomes an unswerving ally of the spellcaster who created it—something one can never expect from an imp or a quasit.

From the moment of its creation the sacaanti is in telepathic contact with its master. The longer the link remains, the more the two become extensions of each other. If a sacaanti's master is knocked unconscious, the creature can take control of its master's motor functions and command the body to walk, run, or perform other tasks (excluding the casting of spells). When they wish to, both the sacaanti and its master can receive each other's sensory impressions (including infravision).

The death of a master or his sacaanti is devastating to the other. If a sacaanti dies while linked to his master, the wizard loses one level plus one level for every decade the two were joined. If this reduces the wizard below 1st level, the mage dies. If the two were joined less than a decade, the master falls into a coma 24 hours after the sacaanti's death for a number of weeks equal to the number of years the two were joined. If the master of a sacaanti dies, then the creature has 24 hours to enact its revenge before it too dies. This life-or-death link sets in immediately after the sacaanti is created.

Sacaantis and their masters dislike remaining apart for more than a few days. Sacaantis are always evil in alignment, but are either lawful, neutral, or chaotic, depending on the alignment of their masters.

Ecology: Sacaantis are more than errand boys or pets for Zhentarim wizards. They actually become extensions of the wizards, and the bond between the them is considered to be stronger than that between a wizard and a familiar. In many ways a sacaanti becomes the child a wizard never had, in addition to being a powerful tool of the spellcaster.

Sacaantis live on a diet of raw meat and must eat daily. The creatures have no need for sleep. They are surprisingly neat and clean, considering their origins.

Sacrol

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Low (7)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	5
Movement:	18
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	2d8 (tentacle)/2d8 (tentacle)
Special Attacks:	Level drain
Special Defenses:	Hit only by +1 or better weapon
Magic Resistance:	Nil
Size:	S (4' across)
Morale:	Fearless (20)
XP Value:	6,000

Sacrols are undead entities of fearsome power and overwhelming hatred. They are spawned in sites of great death, and they exist solely to bring more living creatures into the realm of the dead. They aggressively attack anyone unfortunate enough to encounter them.

A sacrol looks like a large skull surrounded by a constantly shifting, multi-colored mist. The skull resembles one creature whose life force is captured in the sacrol. The mist is the body of the sacrol. It attacks with two long, ropelike tentacles that are composed of mist and are suggestive of entrails.



Sacrols radiate a cold, clammy aura. They do not have language, but they communicate through howls. Their cries sound like the shrill death shrieks of many creatures in their death throes. If one listens closely, the individual cries can be distinguished.

Combat: Sacrols use their two ropy tentacles against their victims. A sacrol may attack two victims in one round, but may not direct both tentacles at the same victim.

A successful tentacle hit inflicts 2d8 points of damage and immediately drains one level from the victim. The tentacle wraps around the victim's neck and begins a chokehold in the following round, inflicting 2d4 points of damage in that round and every subsequent round until either the victim or the sacrol is dead. The chokehold can be broken by a successful bend bars roll.

Once per day, a sacrol can emit a powerful shriek that acts as a *slay living* spell against one victim. If the sacrol is somehow magically *silenced,* or if a bard is singing, the voice attack is neutralized.

Like most other undead, sacrols are immune to mind-affecting spells such as *sleep* and *charm,* and to cold-based attacks.

Sacrols can be hit only by weapons of +1 or greater enchantment. Holy water inflicts 1d4+1 points of damage on a sacrol. They are turned as spectres. A priest of good alignment can destroy a sacrol with an *exorcism* or *dispel evil* spell. Those spells will actually bring peace to the departed life forces that make up the sacrol, releasing them from the evil restlessness.

A sacrol can occasionally cast an *animate dead* spell to create and control a number of creatures equal to 8 Hit Dice. The sacrol cannot cast the spell again until those undead servants are destroyed.

Habitat/Society: Sacrols are the collected angry spirits of the dead. They have great hatred for the living, especially for their slayers, if any.

Sacrols arise in places of mass death, such as battlefields, sacked temples, and plague-ridden cities or countrysides. Such a creature is forever bound to its death site unless it follows its killers in the hope of achieving vengeance. The sacrol can unerringly track the killers of those who became part of the sacrol. Wise travelers know to hide from a wandering sacrol, for even though it pursues its killers, the sacrol will slay any living thing in its path.

It seems odd that even lawful good victims can become part of an evil sacrol, but it is speculated among religious scholars that the sacrol's great hatred is the result of death trauma coupled with a chance closeness to a rift in the Negative Energy Plane.

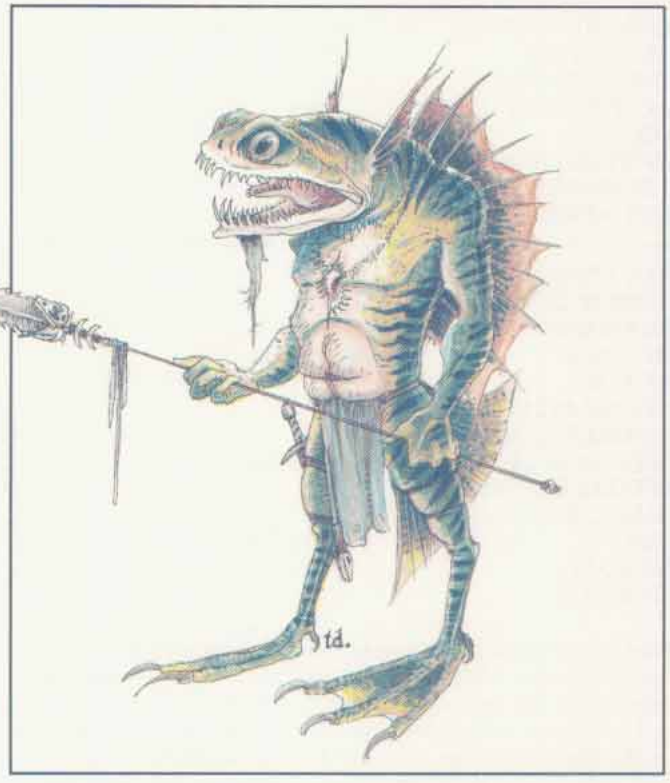
If a sacrol manages to avenge itself against its killers, it must return to its death site and haunt it forever.

Ecology: Sacrols feed on the life energies of their victims; this is the only sustenance they require.

Some priests have been known to collect the ectoplasmic remains of sacrols and use this as an ingredient in a *potion of undead control.*

CLIMATE/TERRAIN:	Temperate/Salt water
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	N (I, O, P, Q (x10), X, Y)
ALIGNMENT:	Lawful evil

NO. APPEARING:	20-80
ARMOR CLASS:	5
MOVEMENT:	12, Sw 24
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1 or see below
DAMAGE/ATTACK:	1-2/1-2/1-4/1-4/1-4 or weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'), some L (9')
MORALE:	Steady (12)
XP VALUE:	175 Lieutenant: 270 Chieftain: 420 Priestess: 650 Baron: 975 Prince: 2,000



Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport.

Typical sahuagins are blackish green on their backs, shading to green on their bellies, with black fins. Their great, staring eyes are deep, shining black. They have scaly skin, with webbed fingers and toes, and their mouths are filled with sharp fangs. About 1 in 216 sahuagin is a mutation with four usable arms. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are a light green color, but they darken and attain full growth approximately one to two months after hatching.

Sahuagin speak their own tongue.

Combat: Though they wear no armor, their scales are tough and equal to AC 5. Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

Heavy crossbow & dagger	20%
Spear & dagger	30%
Trident, net & dagger	50%

Spears are used only as thrusting weapons. Nets are set with dozens of hooks that make escape virtually impossible for unarmored victims or creatures not able to grasp and tear with a Strength of 16 or greater. Nets are replaced by three javelins when the band forays onto land. The crossbows fire a maximum of 30 feet underwater and normal ranges on the surface. Tridents have three uses—to spear small prey, to pin prey trapped in nets, and to hold threatening opponents at bay.

Sahuagin are well-equipped to attack even without weapons, for their webbed hands each end in long, sharp claws that can inflict 1-2 points of damage per attack. Their powerful rear legs are likewise taloned, and if they kick an opponent with them, they inflict 1d4 points of damage with each hit from either foot. The sharp teeth of the sahuagin cause 1d4 points of damage if a bite is scored on a victim. Thus, it is possible for an unarmed sahuagin to attack three or five times in a melee round causing 1-2/1-2/1-4 and an extra 1-4/1-4 if the legs can rake.

The eyes and ears of these monsters are particularly keen. They can see for 300 feet underwater at depths of up to 100 feet. For each 100 feet of greater depth, their vision is reduced by 10 feet (e.g., when 500 feet deep they can see 260 feet; when 1,000 feet deep they can see 210 feet). Their ears are so sharp as to be able to detect the clinking of metal at one mile, or a boat oar splashing at twice that distance.

A band of sahuagin is always led by a chieftain. He has one lieutenant for every ten members of the group. The chieftain has 4+4 Hit Dice, and his lieutenants have 3+3 Hit Dice. All are in addition to the normal sahuagin in the group.

When raiding villages, sahuagin attack en masse, with leaders in the second rank. As long as there is no truly spirited resistance, they continue in their plunder and violence.

Underwater, in their natural element, the sahuagin are far more confident. Using the three-dimensional aspect of underwater fighting, they sometimes dive down on a group of underwater explorers, coming in from behind, and swooping down and past them, dropping nets on their intended victims.

When sahuagin attack ships, they swarm up from all sides and try to overwhelm with numbers. They often grab their opponents and hurl them into the sea, where at least a fourth of the raiding party lurks, waiting for such an action or as reinforcements. Some leaders carry a conch shell, which when sounded gives the signal for the group of sahuagin in reserve to enter the fray.

Sahuagin have an almost paralyzing fear of spellcasters. They direct their strongest attacks toward anyone who uses spells or spell-like powers, such as the functions of some magical items. Their saving throws vs. fire-based spells suffer a -2 penalty, and they receive an additional point of damage per die of damage from such attacks.

Habitat/Society: The sahuagin are sometimes referred to as "sea devils" or "devil men of the deep." They dwell in warm salt waters

at depths of 100 to 1,500 feet. Sahuagin are predatory in the extreme, and they pose a threat to all living things because they kill for sport and pleasure as well as for food. They abhor fresh water. They dislike light, and bright light such as that created by a *continual light* spell is harmful to their eyes.

The social structure of the sahuagin is based upon rule by a king who holds court in a vast city deep beneath the waves. This overlord's domain is divided into nine provinces, each ruled by a prince. Each prince has 2d10+10 nobles underneath him. Each noble controls the small groups of sahuagin dwelling in his fief. The sahuagin worship a great devil-shark. Sahuagin priests above 5th level are very rare.

The king is supposed to dwell in a city somewhere at the greatest depth that a sahuagin can exist. This place is supposedly built in an undersea canyon, with palaces and dwellings built along either face. There, fully 5,000 of these monsters live, not counting the king's retinue of queens, concubines, nobles, guards, etc., said to number 1,000 or more. The sahuagin king is reported to be of enormous size (10 Hit Dice+10 hit points), and of greatest evil. The king is always accompanied by nine noble guards (9+9 Hit Dice) and the evil high priestess of all sahuagin (9+9 Hit Dice) with its retinue of nine underpriestesses (7th-level clerics).

If sahuagin are encountered in their lair, there are the following additional sahuagin:

1 baron (6+6 Hit Dice)
Nine guards (3+3 Hit Dice)
3d4 x 10 females (2 Hit Dice)
1d4 x 10 hatchlings (1 Hit Die)
2d4 x 10 eggs

Also, there is a 10% chance per 10 male sahuagin that there is an evil priestess and 1d4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a priestess is with the group in the lair, it is of 1d4+1 level ability, and the lesser clerics are 3rd or 4th level.

There are always 2d4 sharks in a sahuagin lair. Sahuagin are able to make these monsters obey simple one- or two-word commands. Whenever a sahuagin lair is encountered, there is a 5% chance that it is the stronghold of a prince. The prince has 8+8 Hit Dice plus nine guards of chieftain strength. There are also one 8th-level sahuagin evil high priestess and four 4th-level underpriestesses. The numbers of males, females, hatchlings and eggs in a prince's lair are double the numbers given above. There are 4d6 sharks present at all times.

Sahuagin lairs are actual villages or towns, constructed of stone. The buildings are domed, and the seaweed and similar marine plants growing around and on these buildings make them hard to detect.

Few persons have survived capture by the sahuagin, for prisoners are usually quickly tortured and eaten. Any creatures taken alive from raids or intercepting unwelcome visitors are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to four hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin set aside a few prisoners to torture and provide sport—typically a fight to the death between two different creatures in an arena. The bulk of captives are simply killed and eaten. It is seldom that any prisoner escapes, although the sahuagin find sport in allowing captives to think that they have found freedom, only to be encircled by sadistic guards while a school of sharks moves in for the kill.

The sahuagin are cruel and brutal, and the strongest always bully the weaker. Any injured, disabled, or infirm specimen is slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion. This strict law has developed a strong race, however, and any leader is subject to a challenge. Sahuagin never stop growing, although they grow very slowly, and death comes to most before the years allow growth to large size. Leaders are always the largest and strongest. It is reported that the nine sahuagin princes are each of the four-armed sort, as is the king. In any event, the loser of a challenge is always slain, either during combat or afterward. Sometimes the loser winds up as the main course at the victory feast.

Duels are fought without weapons, only fang and claw being permitted.

The sahuagin are chronicled because of their great evil, having time and again raided the land, desolating whole coasts, and destroying passing ships continually. The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful lawful evil gods in order to preserve them when the great deluge came upon the earth. Some sages claim that they are degenerate humans who formerly dwelt on the seacoasts, whose evil and depravity was so great that they eventually devolved into fish-folk and sought the darkness of the ocean depths. The tritons however, are purported to have believe that sahuagin are distantly related to sea elves, claiming that the drow spawned the sahuagin.

Sahuagin range as far as 50 miles from their lairs. Most of their lairs are located 2d10+20 miles from coastal shores. Some of these creatures enjoy collecting pearls and coral formations, fashioning them into jewelry. This jewelry is worn as a status symbol. They are fond of wealth, which they use as a measure of influence, and for sacrifice to the deities that they worship in exchange for granted powers and other favors. Most of the treasure found in a sahuagin lair belonged to former victims. There is usually a high concentration of water-related items, such as magical boats, tridents, helms, potions, necklaces, etc. These were gained from adventurers who explored underwater too close to the sahuagin community.

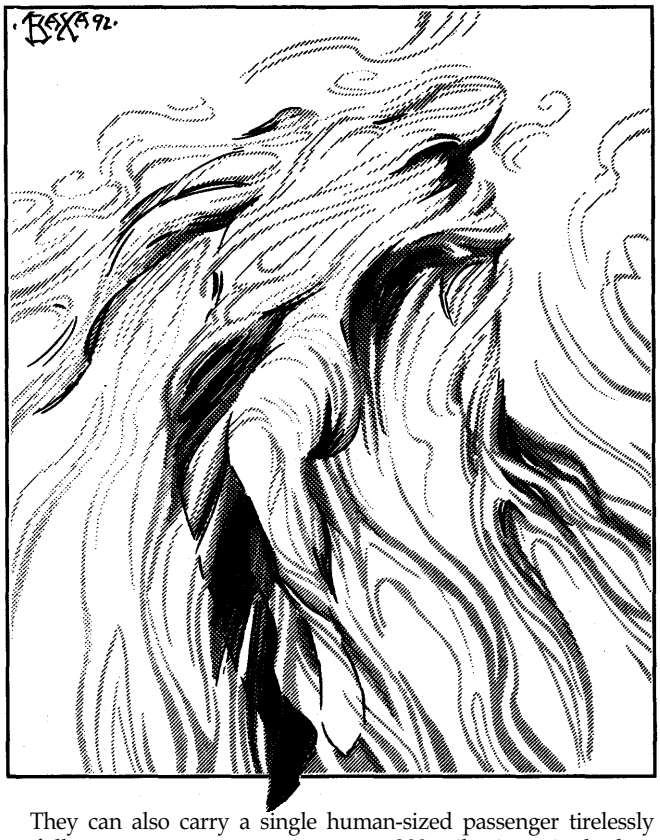
These creatures want nothing less than full control of the sea coasts, collecting as much wealth and power as possible in the process while maintaining the secrecy of their lairs' locations. Those who attempt escape are obsessively hunted down, for fear that the former prisoners may reveal the location of the sahuagins' city.

Ecology: Sahuagin venture ashore on dark, moonless nights to raid and plunder human coastal towns. They hate even the evil ixitxachitl, and only sharks are befriended by them.

The feuds and outright warfare between the sahuagin and ixitxachitl have indirectly contributed to preventing the ascendancy of the spellcasting, manta ray-like race. Sahuagin are also fond of eating giant squid and kraken. Their hunting of these monsters of the deep has kept the squid and kraken numbers down to a safe level. Conversely, these beasts enjoy eating sahuagin, which prevents the sahuagin from overrunning coastal areas.

Of all the sea-dwelling races, tritons, sea elves, dolphins, and hippocampi are the most implacable enemies of the sahuagin. In fact, the few air-breathers that have escaped the sahuagin owe their freedom to such beings that bravely aided the captives.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	0, -4 when invisible
MOVEMENT:	Fl 48 (A)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invisibility, +1 or better weapons to hit.
MAGIC RESISTANCE:	50%
SIZE:	M (5-6' tall)
MORALE:	Champion (16)
LEVEL/XP VALUE:	5,000



Sakina are friendly air sprites, faerie creatures native to Zakhara. They roam the skies looking for interesting scents and amusing adventures. They have no ties to the Elemental Plane of Air and are not considered elementals.

Sakina are creatures of the wind and normally invisible; they receive all bonuses attributed to invisible creatures, including a -4 bonus to AC. By controlling the humidity of their bodies and drawing in moisture from the surrounding air, they can become partially visible, appearing like a man-shaped patch of cloud or mist. Because of their incredible speed in the air, they have a natural AC of 0 (- 4 when invisible).

They communicate with other sakina using their own language. Many (60%) also know Midani.

Combat: Sakina are dangerous opponents. Their normal attack is a compressed wave of air that buffets the target for 3-18 points of damage. The victim of an attack must make a Dexterity check or be blown backward automatically losing initiative in the following round.

More often, however, a sakina attacks using magic. They can make up to 7 creatures, each weighing no more than 700 lbs., as light as the air for up to 7 turns (unless the victims save vs. magic); this is similar in effect to a *ride the wind* spell. Affected creatures will rise into the air and be blown away in the direction and speed of the prevailing winds. They can prevent movement only by grasping onto something stationary (a tree branch or cliff face, for instance). The sakina can control the victims' altitude at will (but not speed and direction, which depends on the wind conditions), raising or lowering their victims at a movement rate of up to 120' per round. Victims drop to the ground after 7 turns (1d6 points of damage per 10' fallen). Sakina can invoke this power three times a day. They often bestow this on befriended or endangered land-dwellers, or they use the spell offensively to blow away their enemies. Sakina have been known to cast this spell on other creatures simply for the sake of amusement.

Sakina can also control winds (as per the 5th-level clerical spell), casting the spell three times a day at the 14th level of experience. This power is often used in conjunction with their ability to make others ride the wind.

They can also carry a single human-sized passenger tirelessly at full movement rate, covering up to 300 miles in a single day.

All sakina possess 50% magic resistance and can only be harmed by magical weapons.

Habitat/Society: The sky is home to all sakina. They are solitary wanderers who claim no lair and hoard no treasure.

Sakina sustain themselves by ingesting particulate nourishment in the form of smells. While a human might eat a roast pheasant, sakina can feed solely on its aroma. They can just as easily dine on the aroma of perfume and scented oils, such as the bouquet of a rose.

A ritual is known among wind elemental mages for summoning a sakina. It is not a *summoning* spell per se, but rather the burning of expensive incense, spices, and fragrances that the air sprites consider especially delectable (including cinnamon, cloves, rose oil, myrrh, and saffron). Once the components have been assembled and ignited in a brazier, sooner or later (usually within 2-5 days) a sakina will arrive to feast on the bouquet of aromas. The DM should assume that a day's worth of components costs 100-400 gp.

If approached respectfully just before he has finished dining on the smells, a sakina will usually agree to help the "summoner" by providing aerial transportation to a distant location (no more than a few days' travel). The sakina will almost never accompany a wizard or other recent friend on any prolonged journey. These chaotic creatures rarely stay attached to any plan or acquaintance for very long.

Ecology: The sakina are widely known for their helpful, if mercurial, demeanor. They are friendly to all nonevil aerial creatures, especially simurghs (q.v.) and djinn. They are the staunch allies of the buraq(q.v.) and are known to answer their summons and requests for assistance immediately.

A few magical items related to flight can be enchanted using a sakina's whisper as a prime component. In addition, their essence can be used to concoct a *potion of flying*.

	Frost Salamander	Ice Crab
Climate/Terrain:	Any arctic	Any arctic
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Omnivore	Ice
Intelligence:	Low (5–7)	Animal (1)
Treasure:	E	Q
Alignment:	Chaotic evil	Neutral
No. Appearing:	1d3	2d4+1
Armor Class:	3	5
Movement:	12	6
Hit Dice:	12	2
THAC0:	9	19
No. of Attacks:	5	2
Damage/Attack:	1d6 (claw)/ 1d6 (claw)/ 1d6 (claw) 1d6 (claw)/ 2d6 (bite)	1d4 (claw)/ 1d4 (claw)
Special Attacks:	Radiates cold	Surprise, cold touch
Special Defenses:	Immune to cold, +1 or better to hit	Immune to cold
Magic Resistance:	Nil	Nil
Size:	L (8′ long)	S (2′ diameter)
Morale:	Steady (11)	Average (10)
XP Value:	9,000	175

Frost salamanders, natives of the Paraelemental Plane of Ice, thrive in very cold places. They are sometimes found on other elemental planes and may find themselves summoned to the Prime Material Plane.

This creature looks like a large lizard with white or blue-white scales. Its six legs end in vicious claws that allow it to move along even the slickest ice. Frost salamanders have blue eyes and translucent white teeth that look like icicles.

The frost salamander gets its name because so many consider it a cold-dwelling version of the normal salamander, which comes from the Elemental Plane of Fire.

Combat: A frost salamander is immune to all cold-based attacks. It radiates cold in a 20-foot radius, causing 1d8 hit points of damage to all creatures within this area. It attacks without any plan other than to rip its opponent to shreds by the fastest means possible. Individual creatures do not coordinate attacks.

This monster never uses weapons; it attacks by rearing up on its hindmost legs, clawing with its four forward claws, then biting.

If near a pool of icy water, the frost salamander often pushes its victim into the water, possibly causing incidental damage from exposure, either during the battle or later. It carries its dead victims into an icy pool or other very chilly area, as it prefers to not eat warm flesh.

A frost salamander suffers an additional 1 hit point of damage per die of damage in fire-based attacks.

Habitat/Society: Frost salamanders sometimes leave their otherplanar home to visit especially cold places on the Prime Material Plane for reasons known only to them, or through summoning.

Clearly, these creatures hate warm surroundings. In fact, they suffer 1 hit point of damage for each turn they spend in a region with a temperature above freezing. Typical frost salamander lairs are quite cold—near frozen pools or on windy, arctic plains. They bask in chilling winds the way most creatures relax in sunlight; they enjoy being recipients of such spells as *cone of cold*, too.

Items found in the lairs of frost salamanders often have frozen into blocks of ice or have turned very brittle from the cold; the low temperature almost always ruins magical potions. Melting treasure free can take several hours, and characters should not attempt to carry frozen items without hand coverings.

Ecology: Frost salamanders usually eat frozen meat but also can eat any plants they happen to find. These voracious predators prefer to avoid competition with other cold-dwelling creatures.

The sluggish, bright blue liquid in a frost salamander's veins can be used to temper a frost brand; a bone from this creature makes a fine component for a *wand of frost*.

Frost salamanders hate regular salamanders, and the enmity is returned; the two creatures attack one another on sight, on the rare occasions when they find themselves in the same place at the same time.

Ice Crab

Ice crabs, sometimes found with a frost salamander, always stay in freezing areas too, especially icy pools. Ice crabs look much like normal crabs, but have two claws and only four legs; their white shells have pale blue edges.

Not only can these creatures blend in well with their surroundings, they are adept at remaining still until prey approaches; this ability gives opponents a –4 penalty to surprise rolls. A successful hit from a claw attack causes 1d4 points of normal damage, plus 1d3 hit points of cold damage.

Ice crabs collect only gems as treasure, usually diamonds or pearls.



	Lesser	Noble
Climate/Terrain:	Plane of Fire	Plane of Fire
Frequency:	Uncommon	Very rare
Organization:	Tribe	Solitary
Activity Cycle:	Any	Any
Diet:	Omnivore	Omnivore
Intelligence:	Average (8-10)	Genius (17-18)
Treasure:	K,M	G
Alignment:	Neutral evil	Lawful evil
No. Appearing:	3d6	1
Armor Class:	8	0
Movement:	12	18
Hit Dice:	2+2	12
THAC0:	19	9
No. of Attacks:	1	2
Damage/Attack:	By weapon	By weapon +4, 2d8+4
Special Attacks:	+2 heat dmg	+1d6 heat dmg
Special Defenses:	See below	See below
Magic Resistance:	Nil	25%
Size:	M (6′ long)	L (10′ long)
Morale:	Average (8-10)	Fanatic (17-18)
XP Value:	175	10,000

Most folks have heard of salamanders — the creatures appear more frequently than a body'd think, even off the Elemental Plane of Fire — but few really know the dark of them. See, the creatures've got a fairly complex life cycle.

They start their existence in a larval stage, during which time they're called fire snakes. The name was bestowed by some prime long ago, and unfortunately, it stuck. Some fire snakes eventually mature into what're called lesser salamanders, while others remain as they are until they die. No one knows why this occurs.

Lesser salamanders aren't spotted often by most bashers, as they rarely leave their home plane. However, experienced planewalkers know that Fire's thick with the monsters. Some, but not all, grow and develop into normal salamanders. Only one in a hundred thousand of these creatures has the potential to develop further. These special bloods, if they manage to survive for at least a thousand years, become salamander nobles. This name derives not only from their societal position as leaders, but also from their personal power — nobles're mighty foes in combat.



Note: This entry describes only lesser salamanders and nobles. For more information on fire snakes and normal salamanders, refer to the Monstrous Manual tome.

Lesser Salamander

Lesser salamanders, sometimes called flamebrothers, are fairly bestial in nature, possessing only the civilization imposed upon them by their more sophisticated superiors.

Combat: Lesser salamanders use iron weapons in combat. Many wield spears, but others brandish swords, axes, daggers, or maces, all forged entirely of red-hot iron. The body heat of a flamebrother inflicts an additional 2 points of damage upon those struck by its weapon.

Lesser salamanders are immune to fire-based attacks, and *sleep, hold,* and *charm* spells. Cold-based attacks inflict 1 additional point of damage per damage die.

Habitat/Society: These creatures of fire and heat dwell in flame-filled caverns on their home plane. They're usually encountered in huge numbers, often led by a normal salamander. Powerful creatures of the plane of Fire, such as efreet or intelligent elementals, sometimes put lesser salamanders to work as personal guards or soldiers in their armies. Vast nations of flamebrothers may be ruled by many normal salamanders, with a single salamander noble sitting above them all.

Ecology: In the hierarchy of the plane of Fire, lesser salamanders find themselves somewhere near the very bottom. They're the front-line skirmishers — in other words, the fodder — in the armies of the plane. Many spend their days tending the deep pits of flame where the larval salamanders (fire snakes) grow to maturity.

Salamander Noble

Enormous armies and huge kingdoms of salamanders (both lesser and normal) serve the nobles of the race, as do most other creatures of heat and flame. Occasionally, however, these formidable bloods wander about alone, even traveling to other planes. Chant is these plane-hoppers are really exiles, banished for their transgressions. Others believe that they simply search for means and methods of seizing more power and that the wandering salamander nobles are free to return to their home at any time. Both theories sound plausible.

Combat: Like their lessers, salamander nobles favor fighting with metal spears, which're often enchanted with at least a +2 or +3 bonus. The nobles' great strength adds another 4 points to the damage caused by the spears. And to make matters even worse, the great heat generated by the creatures' bodies inflicts an additional 1d6 points of fire damage to any berk struck by their weapons. If unarmed, a noble can grab a sod with its tail and constrict him, inflicting 2d8+4 points of damage per round, plus another 1d6 points due to its body heat.

Salamander nobles can be struck only by weapons of +2 or better enchantment. They're immune to heat as well as *sleep, charm,* and *hold* spells. However, they can also resist the harmful effects of hated cold, so unlike other salamanders, they suffer only normal amounts of damage from such attacks.

Furthermore, these masters of fire wield potent spell-casting abilities. They can cast each of the following spells

three times per day as 10th-level wizards: *affect normal fires, burning hands, fireball, flame arrow, flaming sphere,* and *wall of fire.* Once each day, a salamander noble can cast *conjure fire elemental* and a special form of *dispel magic* that robs a fire-resistant creature of this protection for 2d4 rounds. This spell negates *rings of fire resistance, protection from fire* spells, and even the natural resistance of creatures not native to the plane of Fire (such as fiends, red dragons, and so on). It doesn't work against fire elementals or other creatures native to the plane. Obviously, if cast on a plane-walking sod who's using special protections to pass safely through the Elemental Plane of Fire, it almost certainly spells his doom.



Most nobles live in fabulous fortresses or palaces on the Elemental Plane of Fire. Each is a unique individual with a very different dwelling and personality. But one thing a berk can count on is that all salamander nobles are cruel masters that spend a great deal of time and energy imposing order and organization upon their chaotic lessers.

ECOLOGY: Salamander nobles are among the more powerful creatures on the Elemental Plane of Fire. Their life spans have virtually no limit.

HABITAT/SOCIETY: Salamander nobles recognize no authority above their own. They do their best to ignore beings like Imix or Zaaman Rul, and they stay out of the way of powers on the plane of Fire. Some fiery creatures — including certain elementals, grue, azer, mephits, hell hounds, and fire minions — look upon the nobles as masters. The efreet, as a rule, hate the salamander nobles but grudgingly respect their strength.

Despite all their underlings, these powerful bloods are true loners. Since they're not a race unto themselves, they don't take mates or raise young. Lesser salamanders fear them too much to give them anything but blind obedience. If life as a salamander noble has any drawbacks, it's that the tyrant has no confidants, companions, or real allies — only servants.

	Sand Bride	Sand Mother
CLIMATE/TERRAIN:	Sandy wastes	Sandy wastes
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	Average (8-10)	Very (11-12)
TREASURE:	C	B, W
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1	1
ARMOR CLASS:	0	-1
MOVEMENT:	24, Br 12	24, Br 12
HIT DICE:	7	9
THAC0:	13	11
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-10/1-10	1-12/1-12
SPECIAL ATTACKS:	Energy Drain	Energy Drain
SPECIAL DEFENSES:	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'tall)	M (6' tall)
MORALE:	Elite (15-16)	Elite (15-16)
XP VALUE:	3,000	5,000
PSIONICS:	Nil	Nil



The sand bride is a negative material plane creature trapped on Athas. It uses its powers of illusion to lure victims to a cold death. The sand bride usually creates the illusion of an oasis, with itself as a beautiful woman (or more rarely, a man). It feeds on the life force of intelligent beings.

The sand bride is made entirely of sand. It has a humanoid shape and two glowing red eyes.

Sand brides speak a small number (1d6) of human or demi-human languages.

Combat: A sand bride has a burning hatred for intelligent creatures, but it is tempered with a high degree of cunning. Sand brides can move through the sand at their normal movement rate, and use this ability to scout out prospective victims in the area. A sand bride is intelligent enough to recognize a party with water trouble. Such a party is almost certain to be targeted. Only if the party is large and well-provisioned will a sand bride leave them alone. One of the sand bride's favorite ploys is to wait until someone is lagging behind the party. This being then comes upon an oasis where he expected to find none. This might seem suspicious, but to a man dying of thirst, a pool of water overcomes many misgivings.

The sand bride attempts to lure victims in; when they are refreshing themselves at the illusionary pool, it drops its illusion and seeks to attack with surprise.

The sand bride has the ability to cast *hallucinatory terrain* once a day and a *seeming* spell twice a day. These spells are cast at 10th level. It always uses these spells to cover its own appearance and the appearance of its surroundings. The oasis illusion is almost perfect; only druids and rangers of greater than 5th level are allowed a saving throw to disbelieve. The *seeming* spell is also very good (saving throws to disbelieve are at a penalty of -2). If a victim can be lured into an illusory oasis, the bride invites him to refresh himself. When the prey is bent over drinking, the sand bride drops the illusion and attacks, receiving a +4 attack roll bonus on the first attack.

Anyone who converses with a sand bride has a chance to notice that something is wrong. For every round spent in conversation with a sand bride, a being is allowed a saving throw to disbelieve. Sand brides are not very good at making polite conversation. Most of their information is out of date or just plain wrong. However, a sand bride's first suggestion is almost always "have a drink, then we can talk." It tries to attack while the unsuspecting victim is filling its mouth with sand.

A being who believes the sand bride, and tries to drink, has other problems besides the sand bride to contend with. For one thing, his mouth and throat are coated with sand. Until he can spend a round washing the sand out, he attacks and defends at a penalty of -2. Also, casting spells with verbal components cannot be done.

Since the sand bride is made entirely of sand, swords and spears pass right through it. Only enchanted weapons do any real damage; other weapons just spray a bit of sand around. But, the sand bride will act as though a regular weapon causes damage, even falling back for a round to further the illusion. It tries to keep opponents from finding out its weakness, but clever parties may notice that it does not get any smaller as it takes damage. Only magic weapons can permanently destroy a sand bride. Regular water is harmful to them, but not permanently. Each gallon splashed on a sand bride causes 1d6 points of damage. This damage is temporary, and the sand bride reforms after a day. If the damage is caused by a combination of magical weapons and water, the sand bride still reforms in 24 hours.

In melee the sand bride attacks with its two powerful arms. Each causes 1d10 points of damage and drains one level. A creature drained of all of its life force by a sand bride becomes a dried-out husk. In two days time the husk dissolves into sand and dust, and the victim is irrecoverable by any means short of a *wish.* Before that, a combination of *remove curse* and *raise dead* spells will return the victim to life, but with no memories of his earlier life (including a total loss of experience points). Memories can be regained only by the use of a properly worded *wish.*

If a battle is going badly for a sand bride, it can just melt into the sand, taking one round to disappear completely. If the oppo-

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nents do not immediately leave the area, the sand bride may (50% chance) rise up from the sand behind someone and attack again.

A sand bride fears nothing, though it has been suggested that they constantly search for someone who can kill them, to send them back to their dark plane. This is contradicted by the cunning they use in their attacks, including letting large parties go unmolested. Still, the sand bride is as likely to masquerade as a (short) female giant as a human. Anything with at least low intelligence is potential prey to a sand bride.

Habitat/Society: Sand brides are solitary creatures, having no contact with others of their kind. They are creatures trapped here, and they suffer as much as their victims, if not more. They were trapped here when a defiler opened a rift to the negative material plane.

A sand bride roams a considerable territory, its boundaries limited only by the sand. Sand brides do not like to cross areas other than sand. They can cross silt, but their movement rate is halved. They will not move across other types of terrain. A sand bride's lair is usually well hidden in a pocket beneath the sand. And though they have no use for them, sand brides lust after the possessions of men. Therefore, a sand bride's treasure has twice the normal chance to contain magical items, and three times the chance to contain gems.

Ecology: The sand bride has no natural enemies. They prey on anyone they can, seeming to know no limit to their lust for life force. They are especially fond of the life force of preservers.

Sand Mother

A sand mother, or mother of the bride, is a very old and powerful version of the sand bride. Its normal appearance is identical to that of the sand bride. It is not known if the sand mother is a unique creature or if a sand bride can somehow evolve into a sand mother.

Combat: The mother of the bride uses the same illusionary powers as the sand bride. Instead of appearing as a beautiful young lady, it chooses to appear as an older, motherly type of creature. The matronly figure welcomes thirsty adventurers, offering to care for them until they are recovered. A sand mother has learned about its weakness in conversation and has developed the ability to mask it. It does this by showing plenty of concern for the "dear young ones" of the party

The sand mother is very intelligent, it does not attack until conditions are favorable. Before attacking, it tries to discover if anyone is carrying any magical weapons or if there is a preserver in the party. The sand mother always tries to attack the most dangerous member of the party first, with surprise if possible.

Sand mothers cast their illusions at 12th level, and they are very well crafted. Only a druid or ranger of 7th level or higher is allowed a chance to disbelieve the *hallucinatory terrain,* and the *seeming* spell has a -4 penalty to disbelieve.

A sand mother's oasis is always chosen with care. If it can find a pit or sinkhole, it uses that as the center of its *hallucinatory terrain.* Dangerous opponents can then be pushed in while they are drinking. If an opponent is kneeling and "drinking," a successful attack roll for the sand mother automatically pushes the unsuspecting victim in. The victim takes falling damage in addition to the damage for the attack.

In melee the sand mother attacks twice with her powerful fists of sand. Each attack causes 1d12 points of damage and drains one level. Once engaged in melee, the sand mother fights intelligently. It can divide its attacks between two opponents, if they are next to each other. Like the sand bride, it only takes permanent damage from magical weapons, but against the sand mother, these weapons must have at least a +2 bonus. If brought to zero hit points by magical weapons of +1 or less, it reforms in one day. Normal water does no damage to a sand mother.

Sand mothers possess an additional power—the ability to cast a *destroy water* (reversed *create water),* as a 9th-level priest, once per day. This destroys up to 4½ gallons of water with each use. The sand mother, after trailing a party, will typically use this power against the party as it runs short of water.

The sand bride's hatred for preservers is shared by the sand mother. It always attacks if a preserver is present and usually portrays itself as very interested in the "good mages." It is intelligent enough to know that magic is very dangerous to it, so it usually attacks a preserver first. If the party splits up and runs away, the preserver is still the one the sand mother pursues.

Habitat/Society: The sand mother usually resides in a cave deep under the sand. It collects magical items and gems, and a sand mother's treasure is sure to be a valuable one. There is double the normal chance for any magic item, meaning that there is always a magical item in the treasure. This item may very well be useless, particularly if it is a potion or something that does not age well. Finding a sand mother's lair may be an adventure by itself and should never be easy.

Ecology: The sand mother's lust for life force exceeds even that of the sand bride. It much prefers intelligent life force, but beasts will be drained of all life, if nothing better is available.



Sand Cat

CLIMATE/TERRAIN:	Desert or dry steppe
FREQUENCY:	Uncommon
ORGANIZATION:	Den
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	8
MOVEMENT:	15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/ 1-3/ 1-3
SPECIAL ATTACKS:	Rear claws 1-2, surprise
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	Nil
SIZE:	5 (2'-3')
MORALE:	Average (8- 10)
XP VALUE:	120

The sand cat is a small desert feline that preys on many of the small mammals of the desert and dry steppe regions. Slightly larger than a regular house cat, it is a sandy brown color. The ears are long and pointed, ending in a long, white tuft. The tip of the tail is a darker brown than the rest of the body.

Combat: Although the sand cat is a predator, its prey is not man or other humanoid creatures. It will not attack a person under normal circumstances. However, if forced to fight (cornered, etc.), it attacks savagely. The sand cat is a small and stealthy creature and so applies a -1 to all opponents' surprise rolls. At the same time, its keen senses make it very hard to surprise, giving it a + 1 on all surprise rolls.

When the cat attacks, it springs toward its target. The sand cat can leap 5 feet upward and 10 feet forward, with a running start. It strikes with both front claws. If both of these hit, the rear claws automatically rake the victim for 1-2 points damage each. Thereafter it will bat and bite as much as possible.

The sand cat seldom fights to the death, instead trying to escape any opponent stronger than it. However, a mother will not abandon her young unless it is to lure an attacker away. If the sand cat is defending its young, it gains a +1 on its THAC0 and damage rolls.

Habitat/Society: The sand cat lives in a small family group called a den. Depending on the time of year, the den will have two to seven individuals: two adults and kittens. Sand cats mate for a single season and the male remains with the female until the young are grown, which takes about 10 months to a year.

The sand cat makes its lair in a small cave, sheltered overhang, or abandoned burrow. The latter is preferred if there is one available. The lair is normally occupied only while there are young to be raised. During this time, one adult always remains near the kittens.

Sand cats are very territorial. They hunt over a range of 5 to 10 square miles. They are nighttime predators and mostly bring down small mammals. They are seldom a threat to larger creatures.



Ecology: The sand cat is a natural force in the local ecology, keeping down the numbers of small vermin in a region. Unfortunately, the sand cat is also valued by humans. The kittens, if taken young enough, can be trained. Among the tribes of the desert and steppe, sand cats trained to hunt are the gifts of sheiks and khans. These animals can run down hares and other game for their masters. Others are sold to traders, who in turn sell the little cats in the cities. Here they are raised as pets—dangerous and savage little pets. A sand cat kitten is easily worth 500 to 2,000 gold pieces.

Sand Howler

Climate/Terrain:	Sand wastes, Tablelands
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2–16 (2d8)
Armor Class:	5
Movement:	12
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d3/1d3/1d6
Special Attacks:	Paralyzing gaze
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4' long)
Morale:	Average (8–10)
Level/XP Value:	420
Psionics Summary:	Nil
Player's Option:	MAC 6

Sand howlers are desert-dwelling creatures that hunt in packs. They are known for their terrible howls that they use to signal each other when tracking down then prey. Worse than their howls are their eight terrible eyes that are capable of paralyzing anyone who gazes upon them.

Sand howlers are lizardlike creatures who resemble dogs except for their eight eyes. The have oversized heads in order to support their many eyes. They have large yellow tusks. Sand howlers *are* dark brown to light brown in color, though the rare ones have white skin.



Combat: Sand howlers attack with their two foreclaws, each causing 1–3 points of damage, and with their bite that cause 1–6 (1d6) points of damage. Sand howlers try to remain unseen until they are all ready to close in on their prey by surprise. They circle their victims and close in on them, trying to wear them down.

Those who look into their many eyes become paralyzed unless. They make a successful save vs. paralyzation. The effects last for 2–8 (2d4) rounds or until a *remove paralysis* spell is cast on the victim.

Sand howlers prefer smaller prey, but when hungry they attack creatures as large as themselves. They prefer single victims rather than groups and only attack a group of intended victims if they outnumber the victims two to one and have the benefit of surprise over them.

Often single sand howlers go out on their own to track down food. Once they find potential prey, they let out a series of howls that signal the other members of their pack. The pack signals back and joins the scout. Victims almost never see the individual scouts, as sand howlers are adept at stalking and remaining out of sight, but they can hear the howls and might be able to follow their tracks should they find them.

Habitat/Society: Sand howlers live and hunt in packs. Each pack is led by a single, large, male sand howler This dominant male has full hit points and his attacks are at +1 to attack and damage. The other sand howlers also hold positions within the pack's hirerarchy of dominance. There is a 20% chance that a pair of howlers has one or two young. These young sand howlers are too young to fight, but they can be captured and trained to serve as war beasts or hunting animals. Sand howlers are rarely encountered alone and are seldom seen except by their intended prey.

Sand howlers make their dens in desolate areas since they do not like to compete with other predators for food. Then dens are deep, labyrinthine tunnel systems Where they hide from the surface heat and where they hibernate for short periods of time. They often drag their prey back to their dens. Occasionally there is treasure among the remains of past victims.

Ecology: Sand howler pups can be trained as guards or tracking beasts. Their hunting skills are remarkable and their keen sense of smell makes them among the best desert trackers available. Many mercenaries in Athas capture them and train them to chase down runaway slaves. In the Tableland they have been hunted to near extinction in the last few years by those who fear them and those who would domesticate them.

The pelts of white sand howlers often bring about 150 gp because of their rarity, beauty, and protection they provide from heat.

Sand Vortex

CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	0
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	Whirlwind
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	H (40′ across)
MORALE:	Steady (11-12)
XP VALUE:	12,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/3/4	—/M-	13	84

Telepathy – *Devotions:* mind blank, life detection, mind bar.
Psychokinesis – *Sciences:* telekinesis, whirlwind (Cost 15 PSP, Maintenance 5 PSPs/round), project force; *Devotions:* control wind, levitate.



The sand vortex, or silt vortex as it is sometimes called, is a huge creature that lies in wait for unsuspecting prey crossing the Sea of Silt. It lies beneath the silt, but even fliers are not safe from the sudden whirlwind that may suck them down into the waiting maw of the creature.

The sand vortex is pancake shaped and has a light gray skin that blends in very well with the silt. It is about 40′ across and 5′ thick.

Combat: The sand vortex attacks with a special psionic power, whirlwind. It lies in wait, using its life detection power until a creature walks or flies overhead. Then a sudden whirlwind engulfs the unfortunate creature, sucking him down into range for the vortex to attack. Of course it also raises a huge cloud of silt with a 200′ radius. The victim is allowed a saving throw versus breath weapons to avoid being sucked in. The saving throw is modified by a -4 penalty if the victim was on the ground. Creatures larger than giants (Athasian rocs, cloud rays, etc.) are allowed a + 4 bonus to the save. A creature in the cloud may also be blinded (save vs. paralysis to avoid). Blinded creatures have only a 50% chance of flying out of the vortex, 75% for very large creatures. A wading giant has a chance to notice that he has stepped on a pancake-shaped beast instead of the rock floor. Wading creatures are allowed a surprise roll. If they are not surprised, and immediately retreat, they are not subject to the whirlwind effect, although they may still be affected by the vortex's other psionic powers.

Once the vortex has sucked in a victim, that being is vulnerable to an attack by the center maw. Man-sized creatures are swallowed whole on a successful attack. Larger creatures still take damage if hit. Few indeed are the giants that have escaped once they have stepped onto a sand vortex. The vortex is nearly mindless and continues to try to entrap its prey.

If a victim is inside the vortex, but hasn't been, or can't be, swallowed, he may try to attack. The spinning of the vortex, as well as the silt in the air, causes all attacks to be made at a penalty of -4. Blindness may cause another -4 penalty, so the intended victim is in serious trouble.

Should a vengeful giant or adventurer try to sneak in from the side, the vortex is not helpless. In addition to the silt in the air, the vortex's life detection power means that it usually knows exactly where a foe is. It won't react to someone attacking from the side, but should such a being begin to hurt the vortex, the sand vortex attempts to defend itself. It uses telekinesis to throw clouds of silt at anyone on the sides. In addition to the possibility for blindness, the silt causes 1 point of abrasion damage per round to exposed skin. At the same time, the vortex uses its project force to attempt to knock the victim into the silt. A successful power check forces the intended victim to make a saving throw versus breath or be dumped on its back in the silt. If this fails, the vortex merely levitates into the air and drifts with the wind to an area where it can feed undisturbed.

Habitat/Society: The silt vortex is a solitary creature. It lives only to eat. Anything that passes in range is a target.

Ecology: The silt vortex inhabits only the Sea of Silt. It is active only during the day, seeming to prefer the heat of the sun. At night, it rests and recovers PSPs.

The sand vortex is thought to live for about 60 years, at which time it splits into two smaller vortexes. These smaller creatures begin with 7 Hit Dice, gaining one Hit Die every 2 years until they reach full growth. They have all the psionic powers of their parent, and are nearly as dangerous. There are rumors of a huge vortex, over 100′ across, near the center of the Sea of Silt.

Sandiraksiva, The Black Courser

CLIMATE/TERRAIN:	High mountain meadow/tundra
FREQUENCY:	Very Rare (unique)
ORGANIZATION:	Solitary or herd
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	28, Fl 30
HIT DICE:	8 (45 hit points)
THAC0:	13
NO. OF ATTACKS:	2 or breath weapon
DAMAGE / ATTACK:	1-8+7/1-8+7/or5-30 (breath)
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Only hit by +1 or better weapon
MAGIC RESISTANCE:	55%
SIZE:	L (8' at shoulder)
MORALE:	Fanatic (19)
XP VALUE:	5,000



While accompanying Prince Surtava on his search for enlightenment, Gaumahavi (see her entry) bore a litter of cubs. Like its mother, one of those cubs developed an animal soul and began a series of reincarnations. That cub was Sandiraksiva.

Currently, the cub's enchanted soul inhabits the body of a supernatural black stallion. Unfortunately for Sandiraksiva, this fact has not eluded the Raja of Solon, Ambuchar Devayam. The Raja captured Sandiraksiva and used him to coerce his mother, Gaumahavi, into aiding him in the first war between Solon and Ra-Khati. During that war, Sandiraksiva was captured by the Dalai Lama, who had no idea of the stallion's true nature. Since then, the magnificent horse has remained imprisoned in the Dalai Lama's citadel.

As his great size might suggest, Sandiraksiva is exceptionally strong, and he can carry or pull as much as any two normal draft horses. He is also extremely fast, and can easily outrun even the fleetest riding horse. Unlike most horses, he has split hooves and can climb the rocky environment of the Katakoro Mountains with ease.

Combat: Sandiraksiva is not aggressive by nature, but will fight tenaciously for his freedom. In combat, he uses his forehooves to lash out, and will resort to his breath weapon when pressed.

In addition to his great strength, Sandiraksiva has several special abilities. Every other round, he can fly up to 800 yards (then he must pause and rest for a round). His most potent weapon is the fireball he can breathe once per day for 5d6 points of damage (save vs. breath weapon for half damage).

Because of his enchanted nature, Sandiraksiva cannot be hurt by anything short of magic or magical weapons of +1 or better.

Habitat/Society: Although he would prefer to graze the high altitude meadows and tundra lands of the Katakoro Mountains, Sandiraksiva has been imprisoned by either the Raja of Solon or the Dalai Lama for the last 50 years.

During most of this adventure, he will be confined to an immense iron cage that has been sealed to prevent tampering. This cage cannot be damaged by anything except magic or magical weapons, has been *wizard locked* and trapped with a *glyph of warding* by the Dalai Lama himself, and has been especially enchanted so that the entire structure acts as a *ring of spell turning*— with the addition that it is 75% likely the entire spell will rebound on the caster (see the description for the *ring of spell turning* in the *Dungeon Master's Guide).*

Once out of the cage, Sandiraksiva will attempt to assemble a brood of mares. He will not tolerate the presence of any other stallions in this herd.

Ecology: Like most horses, Sandiraksiva eats grass, grains, hay, and the like. However, the Black Courser's supernatural strength, speed, and powers are energized by the light of the moon. If he is not exposed to moonlight for a substantial period each night, he begins to lose his strength. This loss corresponds roughly to the amount of moonlight he missed. For example, a 30% reduction in exposure results in a 30% loss of movement, damage, flight capability, etc. On totally moonless nights he lapses into complete inactivity, but since he knows when they will be, takes precautions beforehand, when possible. Strength is recovered in 1d6 rounds as soon as he returns to full moonlight.

Sarphardin (Watcher)

CLIMATE/TERRAIN:	Any space, very rarely worlds
FREQUENCY:	Rare
ORGANIZATION:	Solitary (telepathic clan links)
ACTIVITY CYCLE:	Any
DIET:	Gems and refined metals
INTELLIGENCE:	Supra-genius (20)
TREASURE:	V,T,X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	5
MOVEMENT:	6, Fl 20 (A), Sw 18
HIT DICE:	8+8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2 per round/1-2
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Regeneration (see below)
MAGIC RESISTANCE:	36% plus intelligence-related spell immunities
SIZE:	H (16'-24' long)
MORALE:	Elite (15-16)
X.P. VALUE:	6,000



Sarphardin resemble nagas, with snakelike prehensile bodies and huge dragon-like reptilian heads. They are curious and whimsical in nature, and have the natural ability to travel through space by spelljamming (without helm or ship, although one can carry a ship of 20 tons or less with it, as long as it remains in direct physical contact with the vessel). Groups of sarphardin working together can move vessels of up to 100 tons through space. They cannot cooperate with *spelljamming helms* or other power sources to increase the SR of a ship, but can use any helm they touch as though they were human spellcasters.

This ability has made them very helpful to adventurers in need of rescue—and deadly pursuers when they hunt down and slay foes.

Sarphardin regenerate damage at the rate of 1 hit point every four rounds.

Combat: In battle, sarphardin use their strong jaws (2-12 dmg) to bite opponents, whom they entangle or slap (1-2 dmg, plus successful Strength Check or be knocked over; if drifting in space, sent tumbling head-over-heels).

A sarphardin is scaled, and its head is covered with bony plates and ridges (hence the more-agile body and the more-armored head share the same armor class).

A sarphardin can make an entangle attempt once per round by making a successful attack roll. Entangled targets can be hit automatically by all sarphardin attacks (bite and spell use). At the end of the first round of entanglement and every round thereafter, however, a target is allowed a Strength Check to break free. If it succeeds, freedom is gained, and only 1 point of constriction damage is suffered that round. If it fails, 2 points of constriction damage are suffered, and constriction continues.

In addition to its physical attacks, a sarphardin can cast one spell per round. The spell-power of a sarphardin is equal to that of a 7th-level wizard: four 1st-level, three 2nd-level, and two 3rd-level spells, and one 4th-level spell.

Sarphardin use verbal-only spells, which they largely acquire by using *invisibility* spells to spy on world-bound beings using spells, and bringing treasures to world-bound beings in exchange for tutoring in a new, desired spell in verbal-only form. Sarphardin speak the common tongue and a hissing, purring language of their own.

Sarphardin can also use potions, scrolls, and all magical items allowed to both warriors (e.g., magic swords) and wizards (e.g., most wands) that they can hold in their prehensile tails and command verbally or by effort of will.

The high intelligence and wisdom of sarphardin renders them immune to *illusion* spells of 1st-3rd level, and to the spells *cause fear, command, forget, friends, hypnotism, ray of enfeeblement,* and *scare.* They are not "persons" for the purposes of *charm* and *hold* magics, but can be affected by the stronger "monster" versions of those spells.

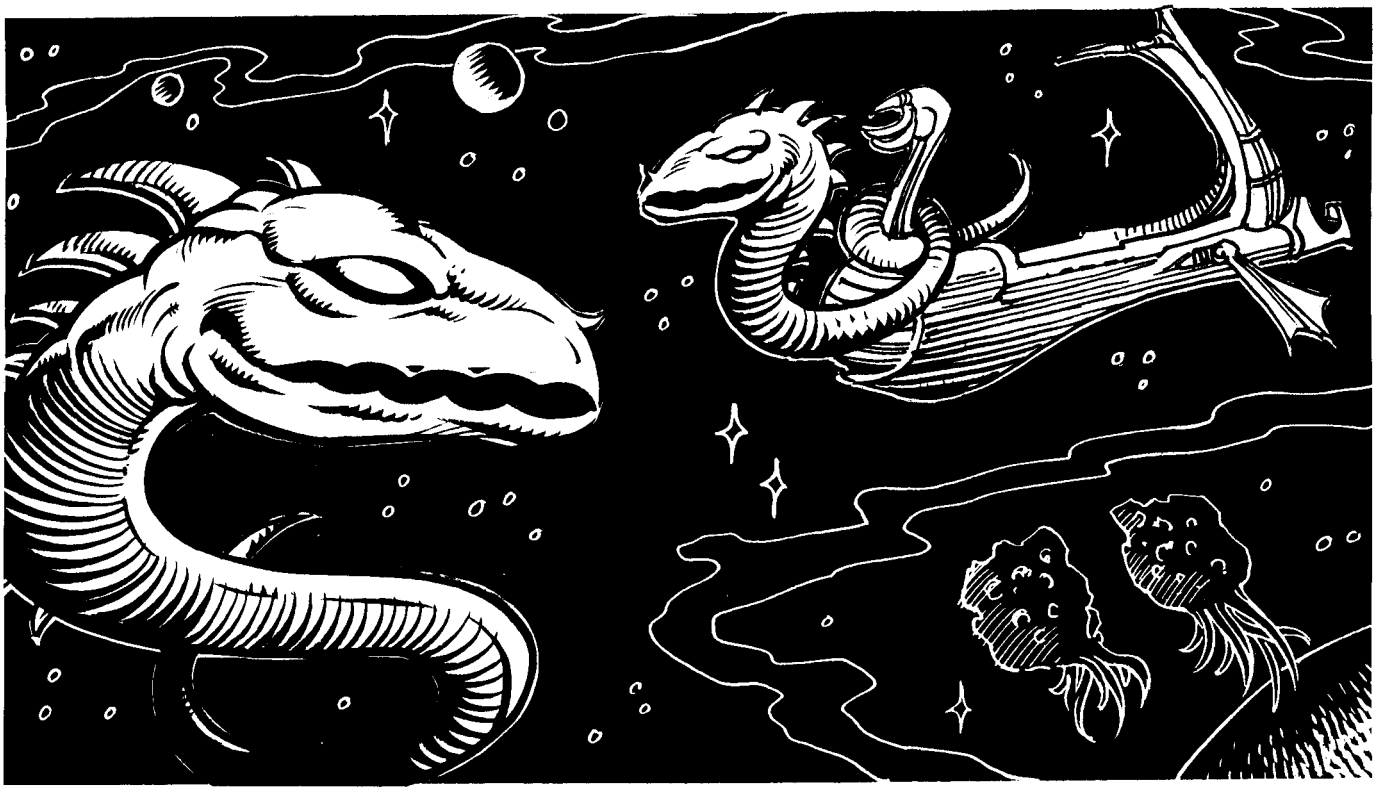
Habitat/Society: Sarphardin are almost always encountered in space as solitary wanderers, watching others. Watching sarphardin will do nothing except cock their heads, bob and weave to see better, and emit a purring 'mmm-hmmm' noise. They will defend themselves if attacked, but often merely dodge 'warning shots' or hurled objects, and drift a little closer to watch with renewed interest.

Sarphardin are essentially passive. They approach life as an entertainment, and each sarphardin is determined to see the best ongoing show it can. Space-battles and large-scale disasters often attract a crowd of calmly-watching, floating sarphardin.

Sarphardin never fight others of their kind. They cannot be coerced or duped into doing so; illusions or magical controls will be shattered if an attempt is made, for a sarphardin can always tell another sarphardin, however disguised.

Sarphardin are bisexual, and give live birth to tiny, soft-scaled young. Mating and child-rearing take place in well-hidden enclaves in jungles on obscure worlds, or in deep caverns in rogue planets drifting in little-traveled areas of the flow. Sarphardin in these places will hide from or avoid intruders, using their magic to escape if necessary.

All sarphardin are 'family;' that is, all are members of a single clan, to which all sarphardin are intensely loyal. Sarphardin have in the past pretended to be willing to provide others of their kind to neogi and illithid slavers—but invariably the



slavers (who planned to seize the bargaining sarphardin as well) have found themselves maneuvered into the ambush of an elven armada, or the midst of a beholder flotilla.

Of all the races of space, elvenkind have the closest dealings with sarphardin. Dwarves, gnomes, and humans are regarded as less trustworthy, but better (particularly the latter two races) at providing a sarphardin with entertainment.

Ecology: Sarphardin require little air, and can tolerate a wide variety of atmospheres, breathing fouled atmospheres as if they were clean, and deadly air as if it was merely foul. When spelljamming, they typically slow down to skim planetary atmospheres from time to time (If one is acting as the spelljamming figurehead of a ship, it will be considerate enough to choose an atmosphere breathable by those aboard the ship).

Sarphardin eat minerals, both gems and refined metals (such as coinage), and will always want to be paid to effect a rescue, spelljam a ship, or aid someone in battle (worth about 1,000 gp to a sarphardin, 3,000-4,000 gp, and 2,500-5,000, respectively).

Sarphardin prefer to bargain first, perform, then get payment in full—spelljamming a ship to a world where the captain and crew have money stashed to pay for the 'jamming would be fine. Someone who declines to pay after reaching a bargain with a sarphardin will simply be ignored, forever after, by all sarphardin. They will not speak to, bargain with, or aid such an individual, and if the black-listed being is rescued with others, the fee will be at least 1,000 gp higher (in rare cases, this ban has been lifted after the transgressor has pleadingly and handsomely made amends—called "kissing the snake" in spacer lingo).

Sarphardin have a 2-mile-range telepathy with other sarphardin. Others can join this communications network by exercise of natural power or by magic, but it occurs on a level where other telepathy is not usually found, and must be magically or mentally searched for, for at least 1d4 rounds, to establish contact.

Sarphardin brains are used in spell inks for spells concerned with mental communications, and some whisper that the Arcane work with sarphardin to make helms (the two races have amicable relations, sarphardin often carrying Arcane through space).

Sarphardin skin, scaly and tough in life, shrivels to uselessness upon death. The flesh beneath, however, is said to be very nourishing (a 10 pound chunk can feed an active warrior for one month), decays very slowly, and is prized by alchemists and wizards.

When spelljamming, sarphardin have a personal Ship Rating of 4, and give a towed ship this SR (If two sarphardin combine to tow a ship of larger than 30 tons, it has an SR of 3 while under tow).

Skullsnake

Undead sarphardin have been encountered. Skeletal and evil, seeking to destroy all non-sarphardin life, these are believed to have been created by evil humans and magic-using beholders.

Skullsnakes retain the use of their spells and physical attacks, and their skeletal bites gain an additional 1d10 points of life-force-draining, chilling damage. Their morale rises to Fearless (19-20); they turn as "Special." Their rate of regeneration slows to 1 hit point per turn. The XP Value of a Skullsnake is 7,000.

CLIMATE/TERRAIN:	Shallow ocean and tropical islands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-6)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-3
ARMOR CLASS:	2
MOVEMENT:	15, Sw 12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/3d6
SPECIAL ATTACKS:	Crush
SPECIAL DEFENSES:	Immunities (see below)
MAGIC RESISTANCE:	Nil
SIZE:	H (14′ - 20′)
MORALE:	Champion (15)
LEVEL/XP VALUE:	2,000

Sartani are terrifying creatures, part giant and part enormous crab. Their legs and torsos are those of a muscular giant, but their heads and hands are those of an enormous crab, including eyestalks and mandibles. A partial carapace of shell extends down the chest, back, and shoulders, gradually blending with unprotected flesh. Thick, sodden strands of hair sprout from gaps and cracks in the shell, having all the appearance of wet seaweed. The creatures' bodies range from dull red to greasy blue in color, the shell normally mottled with a lighter shade. The sartani are not known to wear clothes or fashion implements of any sort, probably because their pincerlike hands make delicate work impossible.

Combat: Sartani are ferocious fighters of single-minded purpose, once urged into battle. They fight without any subtlety, wading directly into the thickest part of any line and attacking the nearest enemy. Few take the time to assess the threat posed by their foe, hence sartani are easily lured into attacking the front rank of any group while spellcasters and archers whittle them down.

The physical attacks of the sartani are fearsome, however. They never fight with weapons, instead delivering powerful blows and rending attacks with their clawed hands. These do 3-18 points of damage per blow. As one strikes, it attempts to snap its giant pincers around the unfortunate target. If the attack roll is a 19 or 20, the sartani has clasped the victim with its giant claw. Thereafter it maintains its grasp, automatically squeezing each round for 3d10 points of damage. The held victim cannot attack with weapons or spells, but he can attempt a bend bars/lift gates check to break the monsters hold, one attempt at the start of every round. Those not held can assist, provided someone keeps the sartani engaged in melee. Each person aiding can add half his bend bars/lift gates percentage to the total roll.

The sartani have an overall armor class of 2; however, should only the shell-covered parts of their body be exposed, they have an AC of -2. Because they possess both gills and lungs, sartani are equally at home in water or on land. They are immune to water-based attacks, and their hard shell affords some protection from flame-based attacks such that they gain a +2 on all saving throws vs. fire and suffer -1 point of damage per die (though never less than one). However, being the creatures of warm tropical oceans, sartani are particularly vulnerable to cold. They save against cold-based attacks at -1 and suffer an additional point of damage per die. A *cone of cold* causes damage and slows the creature to half-normal speed if the saving throw is failed. This frost rigidity lasts for 2d4 rounds or until the creature can completely immerse itself in the warm sea for one round.

Habitat/Society: The world is blessed in that the sartani are extremely rare, almost unique. So infrequently are they seen that there is no reliable record of their existence among the many scholarly bestiaries of the Zakharan sages, a group who has cataloged nearly every creature in existence. Several legends exist that describe creatures similar to the sartani. The best known of these describes the crab-headed giants as the children of a crab god, sent to prepare the land for the crab god's arrival. This tale predates the spread of the Law, and it is considered an example of heretical thought by the strictest of the Enlightened.

Other common explanations for such hybrids—experiments of mad wizards and crossbreeding—have been discounted in this case. This is mostly because no one can imagine any purpose or rationale for creating such creatures.

It is assumed the sartani are intelligent, for they act with purpose. Above the waves their mandibles make a staccato clacking that is their language. It is assumed this same tapping of shells allows them to communicate underwater. (Among the tribesmen, drummers often try to imitate this clacking for dancers; this is known as "crab-style" drumming.)

Sartani are most frequently sighted (of their infrequent appearances) in the shallow waters of the Crowded-Sea, particularly around the islands of al-Sartan. Such sightings lend support to the theory that the sartani are servants of the crab-headed god Kar'r'gra, who is worshipped on those isles. It may also be, however, that the sartani have always been there and the cult of Kar'r'gra grew around them.

Whatever their source, the sartani are most often sighted singly, walking on the bottom of, or sometimes swimming through, the ocean. When encountered in groups it is a fearsome time, for that signals a coming raid on some coastal village. Such attacks are extremely destructive, for the creatures fight until all resisters have been slain or fled. Only then do they feast on their kills before returning to the ocean. For those along the coasts of al-Sartan, it is a common practice to flee into the forest with the arrival of a sartani warband, leaving goods and property behind.

Although they are known to wantonly destroy houses and property, the creatures do not collect treasure. Their raids ashore seem only to be for food as they ignore all manner of valuables scattered across the ground. It is not believed that they make lairs or undersea homes, but live as nomads beneath the waves. The crab-headed giants are considered boorish and coarse by other intelligent sea-dwellers, and they are only rarely invited to the courts of the marids or other sea lords. Inexplicably, the *pahari* and sartani get along quite well and maintain cordial (though not overly friendly) contact with each other.

Ecology: In the sea, the sartani play the role of great predators and scavengers. They are not picky about their food and will devour anything from sharks to beached whales. Unconfirmed reports describe them as attacking passing ships by cracking open the hull with their claws to extract the helpless seamen within.

Roughly once a year the sartani molts his head shell. These massive carapaces are highly prized by natives. The material is extremely strong yet easily worked. Most shells are transformed into shields, but a few suits of sartani shell armor (AC 3) have been sold to sailors. Other uses for the giant shells include granary roofs, mortar bowls for pounding cassava, and even altars for the temples to Kar'r'gra.

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	Satyr	Korred
CLIMATE/TERRAIN:	Temperate sylvan woodlands	Temperate forest and sylvan settings
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Band	Clan
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	I, S, X	E
ALIGNMENT:	Neutral	Chaotic Neutral
NO. APPEARING:	2-8 (2d4)	1-4
ARMOR CLASS:	5	5
MOVEMENT:	18	9
HIT DICE:	5	6+1
THAC0:	15	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8 or by weapon	3-6 (1d2+4) or by weapon +4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	50%	25%
SIZE:	M (5' tall)	S (3' tall)
MORALE:	Elite (13)	Elite (13-14)
XP VALUE:	975	1,400



Also called fauns, satyrs are a pleasure loving race of half-human, half-goat creatures. They symbolize nature's carefree ways. Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown, with rare individuals (1%) with red skin. A satyr's hair is medium, reddish, or dark brown. The horns and hooves are black.

Satyrs have their own tongue and can speak elven and Common. Satyrs living near centaurs are 80% likely to be friendly with them and speak their language. Rarely (5%), satyrs are found with korred.

Combat: Satyrs have keen senses, so they gain a +2 bonus on surprise rolls. They can be almost silent, and can blend with foliage so as to be 90% undetectable; this gives opponents a −2 penalty to surprise rolls. Satyrs have infravision to a distance of 60 feet.

A satyr attacks by butting with its sharp horns. Some (20%) use +1 magical weapons, especially long or short swords, daggers, or short bows. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast *charm*, *sleep*, or *cause fear*, affecting all within 60 feet, unless they make a successful saving throw vs. spell.

Usually, only one satyr per band has pipes. If comely females (Charisma 15+) are in a group met by satyrs, the piping will be to *charm*. Should the intruders be relatively inoffensive, the piping casts *sleep*, and the satyrs steal all of the victims' choice food and drink, as well as weapons, valuables, and magical items. If intruders are hostile, the piping is used to *cause fear*. The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves vs. piping is not affected by additional music from the same pipes in that encounter. A bard's singing can nullify the pipe's music before it takes effect.

Habitat/Society: Satyrs are interested only in sport: frolicking, piping, chasing wood nymphs, and other pleasures. They resent intrusions and drive away any creature that offends them. A lucky wanderer may stumble on a woodland celebration, which will contain an equal number of dryads and fauns plus 3d8 other woodland creatures and a 25% chance of 2d6 centaurs. Strangers are welcomed only if they contribute some good food and drink, especially superior (10+ gp per bottle) wines. Such wine can also be used to lure or bribe satyrs. If a group includes elves, they have a better chance of being welcomed.

These celebrations last all night in warm months, with newcomers waking up the next morning with massive headaches, minus a few valuables, and not a woodland creature (nor their tracks) to be found.

Shying away from the trappings of an organized society, a colony of satyrs usually includes young numbering 50% of the adults. Satyrs live in comfortable caves and hollow trees. There are no female satyrs and sages believe that dryads are the female counterparts of the satyr, and that satyrs mate with dryads to produce more satyrs and dryads. Satyrs share the dryads' affection for humans of the opposite sex, but a female charmed by a satyr might return after 1d4 weeks (10% chance).

Satyrs are an inoffensive, fun-loving race. They rarely venture more than 10 miles from their homes, most often doing so to gather food. They are fond of venison and small game but also eat plants and fruits.

Ecology: Satyrs in sylvan woodlands keep game animal populations at normal levels; they never hunt to excess or despoil plants.

Korred

This small, dance-loving relative of the satyr looks much like its cousins, but lacks horns, and has wildly flowing beard and hair. Korred smell like pine trees and fresh earth. They usually wear leather britches, carry large leather pouches, and wield oaken cudgels. They have loud voices and speak their own language, plus those of satyrs, dryads, centaurs, and elves; a few even speak druidic.

Korred have 18/76 Strength. They hurl boulders up to 100 feet (damage 2d8), or use cudgels (1d6 damage), shears (1d4 damage), or fists (1d2 damage), gaining a +4 to damage because of their Strength.

Korred can weave their hair into entangling ropes and snares in 1d4 rounds. Such ropes have AC 1, 5 hp, and a movement rate of 3. Anyone attacked by the ropes must make a saving throw vs. spells or be entangled. The ropes sometimes guard special areas.

A korred may use its magical *laugh* three times per day; unless it is nullified by a bard's singing, all within 60 feet must roll above their Charisma score or be stunned for 1d4 rounds. Korred can also use the following abilities at will, one per round: *stone shape*, *animate rock*, *stone door* (teleport 30'), *shatter rock*, *transmute rock to mud*, and *stone tell*.

Korred do not have structured communities; families in a common clan live within 5 miles of one another. Korred do not tolerate outsiders, except for rare rangers, druids, and elves. Even these must not interrupt the weekly korred dance. Those who interrupt must make a saving throw vs. spells or dance themselves, losing 1d4 hp per round until dead or restrained, or until the korred stop playing and dancing.

Korred pouches contain hair, shears, and other items. These items turn to gold (5d4 × 10 gp value) if sprinkled with holy water. A korred will not voluntarily give up this pouch.

CLIMATE/TERRAIN:	Temperate forest and sylvan settings
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	6+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-6 (1d2+4) or by weapon +4
SPECIAL ATTACKS:	Hurl rocks (2d8)
SPECIAL DEFENSES:	Laugh
MAGIC RESISTANCE:	25%
SIZE:	S (3' tall)
MORALE:	Elite (13-14)
XP VALUE:	1400

When wandering through the world's sylvan forests, travelers should be wary of music and laughter coming from a clearing. More than likely, the cause is the dance-loving korred, a race that is close to nature and jealously protects its way of life.

Perhaps the most striking feature of this gnome-sized race of humanoids is their wildly flowing beards and hair, which seem to snake out in all directions. Their bodies are hairy, with their lower quarters being those of a goat. The korred wear little, usually only a pair of leather britches. Korred smell like pine trees and fresh earth after a spring rainstorm. A stout oaken cudgel is the favored weapon and no korred is seen without his large leather pouches.

They speak their own language and often know the satyr, dryad, centaur, and elf tongues. On rare occasions (10%), a korred may be found who can speak the secret language of the druids. Being a boisterous folk, they usually shout when they talk.

Combat: Korred have great strength (average of 18/76) and they use it to hurl boulders up to 100' (damage 2d8). They also use cudgels (damage 1d6+4), or shears which are found in their pouches (damage 1d4+4). Without a weapon the korred can strike for 1 or 2 points of damage, while its great strength adds +4 to this total.

They can trap intruders by weaving their hair into animated entangling ropes and snares in 1-4 rounds. Such ropes are AC 1, have 5 hit points, and a movement rate of 3. Anyone attacked by the rope must save versus paralysis or become entangled. Sometimes a band of korred will leave these entangling strands of hair around the perimeter of their party glen as this enables them to turn their full attention away from such mundane tasks as guard duty and focus their attention on truly worthwhile (to a korred) pursuits like dancing and singing.

Korred may employ their magical *laugh* up to three times a day. Anyone within 60' of them must roll his charisma or higher on a d20 or be stunned for 1-4 rounds. Note that a bard's singing can nullify this effect.

In addition to their *laugh*, korred can use the following abilities at will: *stone shape, animate rock, stone door* (teleport 30'), *shatter rock, transmute rock to mud* and *stone tell.*



Habitat/Society: Wooded hills and sylvan settings are favored by the korred, who usually lair in caves or burrows. The korred are clannish, using the word "clan" as a title (for example, Clan Korefyr). In keeping with their chaotic nature, they do not have structured communities. Typically, there are 1-4 adults and 2-8 (2d4) children per family, with 2-8 (2d4) families being part of each individual clan. These families are scattered throughout an area of roughly five miles.

In respect of nature, korred are mostly herbivores, though at times they are known to indulge in some game, especially if plants are scarce, as is the case during winter. Korred are reclusive and do not tolerate outsiders, the only possible exception being rangers, druids, and elves. Even then, the stranger must be sure not to interrupt a korred celebration or dance. Satyrs are well-received by korred, and it is not unusual to see a celebration with korred, satyrs and dryads.

Each week the korred have a holiday where they dance and play music using pipes, drums and harps. Those who interrupt the dance must save versus spell or dance themselves, losing 1-4 hit points per round until they are dead, restrained, or the korred flee.

The korred pouches contain hair (for weaving their ropes), shears, and other items. These items will turn to gold if sprinkled with holy water (5d4 x 10gp value). No korred will voluntarily give up this pouch.

There is much debate among sages and scholars as to the korred's purpose in life. It seems to be to dance, sing, celebrate, and build strange things out of stone. They are rumored to have built the druid stone circles. They love nature and freedom and often take it upon themselves to preserve both if threatened.

Ecology: This magical race is sought out for the creation of several magical items. Their hair is a key ingredient for *ropes of entangling* and *nets of snaring*. The fermented fruit beverages which the korred consume can also be used as a component for *love philters* and *potions of human control.*

Saugh, Dearg-Due

CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	The Saugh (Loht's Army)
ACTIVITY CYCLE:	Night
DIET:	Human blood
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d6
ARMOR CLASS::	8
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (headman's axe)
SPECIAL ATTACKS:	Choking cloud
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (20)
XP VALUE:	650



The saugh are an army of the dead created by Loht, Prince of the Sith, to serve him when he moves against the lands of mankind. The ghoulish dearg-due serve as the front ranks of this menacing army. Their true master is Gwydion, but Loht does not know that, and for now they obey his commands.

Dearg-due look much like living men, but they have grown gaunt with their time in the grave. While they are clearly undead creatures with flesh drawn tight across their features, they have not decayed in the slightest. The faces of dearg-due are unsettling, for their eyes have been plucked from their sockets, leaving only empty holes through which they somehow see.

Dearg-due are able to speak as they did in life, although their words are slurred and slow in forming. Few have ever conversed with these dark creatures, however, for they have little to do with mortals outside of combat.

Combat: Though dearg-due move about at the command of Loht, they are not mindless creatures. In fact, these cunning creatures often strike from hiding or under the guise of parlay.

In battle, the dearg-due wield great axes with broad blades that resemble those employed by an executioner at a beheading. They employ these weapons with great skill, inflicting 1d8 points of damage with each blow.

Though they can be hit by any sort of weapon, cold iron inflicts double damage on these vile creatures. Any blow that strikes a dearg-due is as dangerous to the attacker as it is to its target. When the skin of these fetid creatures is broken, a foul mist boils out from the wound in a five foot radius around the dearg-due. This acidic cloud burns the skin, eyes, and lungs of those within range. If the attacker fails a saving throw vs. breath weapon, he or she suffers a number of points of damage equal to half those inflicted on the dearg-due by his or her weapon (or normal damage if using cold iron); he or she suffers no damage on a successful save.

Being undead, dearg-due are immune to the effects of *charm, sleep, hold,* and other life- and mind-affecting spells. Similarly, diseases and toxins have no power over them.

Habitat/Society: These horrifying creatures dwell in and around the mountain which holds the Obsidian Gate, guarding this structure for their dark master. As stated above, Loht believes that this army, created by his sith and sithkin, is his to command, but this state of affairs lasts only until Gwydion returns.

Ecology: Though they need not eat to survive, these creatures delight in feeding on the flesh of corpses. After battle, the dearg-due ravenously consume all casualties.

Saugh, Gossamar



CLIMATE/TERRAIN:	The Shadow Rift
FREQUENCY:	Uncommon
ORGANIZATION:	The Saugh (Loht's Army)
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d6
ARMOR CLASS::	0
MOVEMENT:	fly 12 (A)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (touch)
SPECIAL ATTACKS:	Surprise, energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit, spell immunities, wraithform
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fearless (19)
XP VALUE:	2,000

Gossamers are spectral creatures that feed upon the life energy of their victims. They are counted among Loht's host of the dead, or saugh. Although they are not uncommon in the dark corners of the Shadow Rift, they are seldom encountered in the mortal world above.

A gossamer appears as an elongated, distorted image of its form in life. Transparent and shimmering, the spirit drifts about as if carried on the wind while wisps of vapor and curls of light encircle it.

Gossamers can speak just as they did in life, so most of them are fluent in the common language of their homeland. All of their words, however, are hollow and haunting. They seldom speak with mortals unless compelled to do so by magical means.

Combat: Gossamers take full advantage of their ghostly nature when engaging in combat. They swoop about, dart through solid walls, and plunge into the ground, if it serves to confuse their enemies.

Gossamers often lurk beneath the ground, waiting for their victims to pass overhead. When they hear talking or otherwise sense the presence of living creatures, they soar from the earth and attack. When attacking in this fashion, a –2 penalty is imposed on the enemy's surprise roll.

The primary attack of a gossamer is its energy-draining touch. A successful attack roll by the gossamer indicates that it swoops through the body of its enemy. In so doing, it inflicts 1d8 points of damage and drains away 1 point of the target's Constitution. Victims regain lost Constitution points at a rate of one point per day.

Each Constitution point absorbed by a gossamer allows it to regenerate a number of hit points. The number of points regained is determined by rolling a die of the same type that the victim uses to determine his or her hit point total. Thus, draining a point from a warrior allows the gossamer to regain 1d10 points while a drained wizard restores only 1d4 points.

Gossamers are ethereal creatures with no physical forms. Normal weapons, no matter how well crafted, are useless against them. They can be hit by only +1 or better magical weapons. In addition, as undead creatures, gossamers are immune to all manner of mind and life-affecting magic. They cannot be affected by *charm, sleep, hold,* or similar spells. Poisons, diseases, and similar mortal hazards do not endanger the gossamer either.

Habitat/Society: The gossamer is counted among the saugh, Loht's army of undead creatures. They assemble when and where he orders and carry out whatever instructions he gives them. When they are not so needed by the lord of the Arak, the gossamer are consigned to the Black Marsh in the Shadow Rift. However, unknown to Loht they are actually controlled by Gwydion exerting his influence from inside the Obsidian Gate and their first loyalty is to the shadow-fiend; they obey Loht's orders only so long as it pleases their true master for them to do so. Should Gwydion escape, the gossamer and all the saugh revert directly to his control.

Ecology: Like most undead, these spirits have little effect upon world of the living. The corpses that they have left behind, however, can be used as a means to destroy them. If the body from which a gossamer's spirit is drawn is cast into a fire of yew wood, the ghost is destroyed in 3d4 rounds. During this time, the gossamer feels great pain and tries to do all the harm it can before finally being annihilated.

	Finhead	Bladeback	Flyer	Hornhead
CLIMATE/TERRAIN:	Jungle	Jungle	Jungle, mountain	Jungle
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Community	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Vegetarian	Carnivore	Vegetarian
INTELLIGENCE:	Very	Very	Very	Very
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Any	Any	Any	Any
NO. APPEARING:	1–6	1–4	2–8	1–2
ARMOR CLASS:	5	4	6	4
MOVEMENT:	12	10	9 Fl 24 (C)	10
HIT DICE:	2	2	2	4
THAC0:	19	19	19	17
NO. OF ATTACKS:	1 or 2	1 or 3	1 or 3	1 or 3
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5′ tall)	L (7′ tall)	S (3′ tall)	L (10′ tall)
MORALE:	Steady (12)	Steady (12)	Average (10)	Elite(14)
XP VALUE:	35	35	65	120



Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs. Saurials are not native to the Realms, but originate from another crystal sphere. Most saurials now in the Realms were kidnapped from their homes and brought to the Realms as slaves by the evil god Moander. Upon Moander's death, these saurials elected to remain in the Realms and make it their home. They live in a single village in the Lost Vale in the Desertsmouth Mountains east of Anauroch. They are still recovering physically and spiritually from the deprivations they suffered under Moander, so very few saurials travel far from the shelter of the Lost Vale, though this may change with the passing of the years and as their numbers increase.

There are many different races of saurials, but only finheads, bladebacks, flyers, and hornheads are currently in the Realms. These are the names provided by the natives of the Realms to the newcomers. The saurials' own names are a combination of noises and scent which do not translate well into mammalian speech.

All four races have brightly colored scales, sharp claws, and tails, but their body shapes otherwise vary considerably. A finhead is nearly human in shape, though shorter than most humans, with a tail just over half its body length and a pronounced fin on its head. A bladeback is taller and stockier with a series of large, sharp scales which extend from the top of its head, down its spine and along its nearly body-length tail. A flyer has a delicate frame, with smaller legs, a shorter tail and a flap of scale-covered flesh beneath each arm which serves as wings. So although ungainly on foot, a flyer is extremely graceful when airborne. A hornhead is a giant beast with a tail longer than its own body and sharp horns protruding both from its head and the great bony plate which protects its neck. All four of these races have scales of some shade of green and their back scales are mixed with yellow scales in patterns unique to each individual. Flyers sometimes feature a bolder red splotch around their necks. Only rarely is a pure white saurial born in each race.

All saurials have true infravision. They can detect heat wavelengths with their eyes, but they cannot see a cold object in the dark. Although they are not cold-blooded like true lizards, saurials are not as efficient at keeping their blood warm as are Realms mammals. If exposed too long to freezing air, saurials lapse into a torpor called *cold sleep*. They fall asleep and their breathing slows until they may even appear dead. A saurial's ability to resist the cold sleep is based on its size. A 3-foot flyer succumbs to the cold sleep in three turns, while a 5-foot finhead succumbs in five turns, and so forth. If the saurial is bundled in insulating clothing, these times are doubled. A saurial in cold sleep returns to consciousness within an hour or two if it is brought to a warm place. A saurial left exposed to freezing weather for more than a day dies.

For daily activities, saurials do not generally wear more than loincloths and simple, loose cloaks as long as they are in a tropical climate. They do, however, wear ornate robes of fabric and animal hides on ceremonial occasions. They decorate their homes with wall hangings and floor coverings. Saurials are not comfortable in armor. To avoid the cold sleep saurials bundle up in colder regions. Tattoos are common, particularly among spellcasters, and depending on their race, saurial mages either carve special symbols into the bony plates of their body or tattoo them into their scales.

Saurials do not speak any Realms languages; indeed, to most humans they do not seem to speak at all, because their voices are pitched too high to be heard without magic. The emotions accompanying their words are emitted as scents that humans can often detect, so a human familiar with the saurials can often tell what one is feeling without knowing what one is saying. Saurials can hear human speech, but so far, none have

learned the language, although many of their spellcasters can use magic to do so. One of their number, the paladin Dragonbait, understands Common because of his magical bond with the sellsword Alias of Westgate. The saurials' form of writing is to carve lines on sticks; writing is used mostly for magic and important records.

Combat: Saurials, like humans, fight with a variety of weapons, mainly determined by their character class. For example, spellcasters use magic, fighters use blades and missile weapons, and clerics favor blunt weapons or magic. Saurial-crafted blades have shorter grips and favor barbed tips. Humans unaccustomed to such weapons suffer a –1 attack penalty with saurial blades, and saurials suffer a –1 attack penalty with human weapons.

If unarmed and severely pressed, saurials resort to ancient modes of attack. Finheads claw with both hands (1d3/1d3) or use their thick tail as a whip (1d2). Bladebacks use both claws (1d4/1d4) and swing at any rear attacker with their razor-edged tail (1d6). Flyers claw and bite (1d2/1d2, 1d2). Hornheads either claw (1d4/1d4) and swing their tail (2d4) or charge with their horns (2d6).

Saurial Armor Class is as listed for each of the individual races, and is a result of their own thick natural hide. Saurial Armor Class can be improved by wearing armor, though this is an alien concept to saurials, and such armor would need to be custom-made for the creatures. Saurial Armor Class is improved by only +1 if the Armor Class of the armor is less than or equal to the saurial's natural Armor Class. So a finback in leather or chain mail armor would have an Armor Class of 4. Exceptional saurials have the same limitations as their character class. Saurial mages do not wear armor, and saurial thieves would be limited to the protection of leather armor.

Because of the nature of the saurial senses, all saurials receive a +2 saving throw bonus against sound-based attacks, such as a harpy's charm or a *shout* spell. They are more susceptible to gas-based attacks, including poison gas and *cloudkill* spells, and have a –2 penalty on all saving throws against these attack forms.

Habitat/Society: The adult saurials of the Lost Vale number 110 and consider themselves one tribe, although they are made up of different races. Leading and protecting this tribe are a hornhead wizard of 14th level named Grypht, Grypht's three apprentices, a bladeback priest of 7th level named Sweetleaf who worships Chauntea in lieu of his own goddess of the harvest, and Sweetleaf's five acolytes. The renowned finhead paladin Dragonbait visits the valley as often as his adventures allow. The tribe's other adventurers were killed battling Moander in their original plane. The remaining members are villagers without adventuring skills.





Most are farmers and hunters. There are weavers, carpenters, a stonemason, a blacksmith, and musicians among their numbers. Moander killed all their young, but 20 more saurials have hatched since the evil god's death. The adults have worked hard to build their new village and to restore order, but they are still somber after their ordeal. They look for the next generation to bring joy back into their lives. The saurials harvest and gather enough food and keep warm and dry in small thatched huts, but they prefer solid single family dwellings of stone or wood. One by one, each family is building a home, and gradually adding extra rooms onto them.

This outpost is the sole known domain of saurials in the Realms. However, once the gap between the Realms and the saurials' home sphere has been breached, there is a chance that more saurials may appear in Faerûn, or that adventurers from this sphere may find their way to the saurial homeworld.

Saurials live in mixed groups with little conflict among the races, unlike the mammals of the Realms, which seem to have different nations for elves, dwarves, and men. Saurials think of themselves as saurials first, and their sub-race second, and recognize that the other races of saurials have as much to contribute to their community as their own race, if not more. Saurial communities consist of all types of the various races, though there tend to be fewer of the larger hornheads and bladebacks because of food limitations. Even communities with one race of saurials treat all other races as brethren. The Realms domain of the Lost Vale has primarily finbacks, but also has a large number of flyers and a smattering of bladebacks and hornheads, including their leader, Grypht.

The listed statistics are for common saurials, but like the races of the Realms, these creatures have a number of exceptional individuals whose abilities closely resemble those of exceptional fighters, priests, mages, and thieves. In random encounters outside the Lost Vale, for every 10 "common" saurials encountered there is an individual of exceptional ability, either a fighter (40%), mage (40%), priest (10%), or thief (10%). These exceptional individuals are of levels 1–10. They are unarmored, but equipped with weapons according to the restrictions of their class. Saurial spellcasters can still cast their spells in this plane, and those who derive their abilities from gods may continue to do so if their god has a Realms equivalent. A small number of saurials worship Finder Wyvernspur, and there are one or two priests of that faith, also.

Ecology: Saurials mate for life and can produce 1–2 eggs a year. Both male and female share the duties of keeping the eggs warm and safe, feeding the hatchlings, and training them. A saurial appears full grown within five years, but the experience that brings mental maturity takes as long to develop as it would in a human. Saurials live a very long time in favorable conditions. Grypht is more than 200 years old, with-

out the aid of magic. Hornheads and bladebacks require a lot of vegetation to survive, so they are careful to limit their numbers in small regions, while the Lost Vale's abundant wildlife can support many more finheads and flyers.

Finbacks: Finbacks tend to be alert, bright, active, curious, and emotional. They are good with their hands and have enough muscle for common work and defense. Exceptional finbacks are usually, though not always, warriors. Finbacks tend to believe in ultimate concepts of good, evil, and truth, and see things in terms of black and white. They are enthusiastic about new tasks and adventures and leap into dangerous situations before getting a full idea of what dangers await. Most saurials found outside the Lost Vale are likely to be finbacks.

Hornheads: Hornheads are large and powerful and tend toward careful, rational planning and thought. While they are slow of speech and carefully choose their words, they are not slow of mind and have an interest in the sciences and crafts such as blacksmithing and weapon-making. Exceptional individuals can be any character class, but the most powerful hornhead in the Realms is a spellcaster.

Bladebacks: Bladebacks are social creatures, more than the other three races, and tend to congregate with other saurials more readily. They are the most straight-forward and trusting of the saurials, but understand saurial nature well enough to know what their comrades want. Bladebacks are slow to anger, but once riled are passionate fighters. They are slow to forgive slights and offenses and have long memories. Within the saurial organization, bladebacks often rise to positions of power as leaders of the combined groups or as advisors to those leaders. Exceptional bladebacks are often priests.

Flyers: Flyers are nervous, noisy saurials, both irritable and irritating. They have the benefit of flight, and often use it to flee rather than fight. Enthusiastic conversationalists, flyers chatter on about whatever gossip comes to mind. Their role in the community is usually as scouts or messengers, but there have been flyer heroes in saurial history who have rescued their larger brethren on many occasions, as any flyer will repeatedly tell you. Exceptional flyers are usually fighters or thieves.





Climate/Terrain:	Any farmland
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non-(0)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	8
Movement:	9
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	ld4 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fearless (19–20)
XP Value:	420

The Ravenloft scarecrow is a magically animated creature that moves about under the influence of an evil force. Usually found only in agricultural regions, it is often the chosen form of a vengeful farmer's spirit.

The appearance of these creatures varies, since the bodies they enter and animate are all built by different people and reflect the artistic talents and tastes of their creator. As a rule, however, the scarecrow's body is an assemblage of old clothes, stuffed with leaves, straw, or some other filling material and braced up on a wooden support. Some manner of gourd or melon is generally placed atop the body after being hollowed out and carved to resemble a haunting, frightening face. When the creature is animated, the face glows from within as if a candle or lantern were placed inside its hollow head.

Scarecrows are able to speak any language they knew in life. There is even a small chance (10%) that anyone who in life knew the individual whose spirit inhabits the scarecrow will recognize and identify that evil soul when listening to the creature's eerie, haunting voice.

Combat: The scarecrow exists only to exact vengeance on those who wronged it in life. As such, it tends to avoid combat with others and will often flee from encounters with those it does not know. When it finally comes across someone it blames for an act committed against it in life, it attacks quickly and savagely, refusing to retreat until either it or its victim is slain.

The scarecrow's main hand-to-hand attack is made with its flailing arms. This attack is only mildly harmful, however, because the creature is not noted for great strength. Each successful attack will inflict but 1d4 points of damage. From time to time, a scarecrow will attack with some manner of farm implement (usually a pitch fork or scythe). In such cases, it does damage according to the weapon employed.

The real danger presented by a scarecrow is the fact that anyone it strikes must save vs. death magic. Failure to make the save will find the victim cursed with an magical odor that draws biting and stinging insects to him from miles away. On the round after the failed saving throw, the victim takes 1d4 points of damage from bites and stings. On the next round, the victim takes 2d4 points of damage, then 3d4, and so on. This affect can be negated only by the casting of a *remove curse* spell. In addition to the damage sustained, a cursed character suffers a penalty of –1 on all attack rolls for each die of damage inflicted by the insects on that round. For example, on the first round in which the character is bitten and stung, he is at a –1 penalty on all attacks rolls and takes 1d4 points of damage. Four rounds later, he takes 5d4 points of damage and suffers a –5 penalty on his attack rolls.

Scarecrows are immune to the effects of cold-based spells and take only half damage from all lightning- or electricity-based spells. They suffer full damage from all nonmagical fire attacks. All magical flame attacks receive a +1 bonus on their attack roll and a +1 bonus per die on their damage roll. Nonmagical weapons can hit them, but these inflict only 1 point of damage per blow landed. Magical weapons not employing fire inflict half damage while those using fire (i.e., a *Flame Tongue*) gain a +1 bonus on all attack rolls and a +1 bonus per die on all damage rolls.

While they are similar to undead creatures, scarecrows cannot be turned. They are, however, immune to *sleep, charm, hold,* or similar mind-based magical influences.

Habitat/Society: The Ravenloft scarecrow is an animated form of the mundane farm construct. The spirit that drives it to commit acts of evil is often that of a local resident who feels that he was wronged by one or more of his neighbors in life. Unable to attain justice while he was alive, his spirit lingers on after his death and becomes a powerful force for evil.

Ecology: Ravenloft scarecrows are magically animated constructs. Although they are fashioned out of organic materials, there is no evidence to support a belief that they have any role in the ecosphere around them.

Sawfly, Demonic

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLES:	Any
DIET:	Blood
INTELLIGENCE:	Semi- (2–4)
TREASURE:	J, K, L
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1–6
ARMOR CLASS:	7
MOVEMENT:	12, Fly 12 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–4
SPECIAL ATTACKS:	Blood drain; insect swarm
SPECIAL DEFENSES:	Shrinking
MAGIC RESISTANCE:	Nil
SIZE:	M (5–6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	175

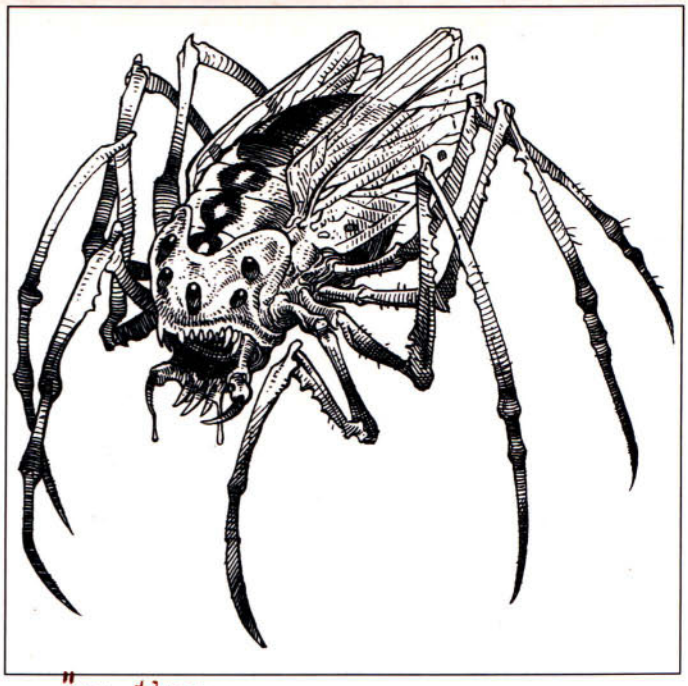
These creatures were let into the world accidentally by foolish practitioners of black magic. They resemble reddish-brown Daddy Longlegs with wings, and they can stand upright on their spindly limbs (giving them a height of five or six feet).

Combat: A sawfly bites for 1–4 hp damage, and on the following round it causes 1–4 hp damage automatically, due to blood drainage. Afterward it attempts to bite again. Once per day a Sawfly can summon a swarm of gnats and flies to assault its enemies (the equivalent of the *summon swarm* spell).

A sawfly can shrink at will to the size of an ordinary insect. If a sawfly loses more than 50% of its hit points, it shrinks automatically. If any normal gnats or flies are in the area, it mingles with them and becomes nearly impossible to spot. Searchers can detect them by rolling under their Intelligence score on 1d100. In its diminutive state, the sawfly can dodge any attack if it saves vs. wands. However, any successful hit crushes it.

Habitat/Society: Demonic sawflies instinctively desire to swarm with others of their kind, but such are rare on the Prime Material Plane. Unlike most insects, the females lay merely one or two eggs per year, so only a handful of sawflies are found in any one area. To make up for this low population density, sawflies join normal swarms of gnats and flies and follow them on their rounds. They need blood to survive, however, so they will abandon their adopted swarms to feed.

Sawflies live longer than most insects, often 50 years. They go into hibernation in times of need, and they can survive in this condition for as long as one century. The passage of any warm-blooded creature within 20 feet of a hibernating sawfly awakens it, and the insect attacks ravenously.



"... there was -- I don't know how to put it -- a sensation of long thin arms, or legs, or feelers, all about my face, and neck, and body ... I tore at the curtain and somehow let in enough light to be able to see something waving which I knew was an insect's leg, by the shape of it: but, Lord, what a size! Why, the beast must have been as tall as I am."

-- "The Residence at Whitminster"

Since demonic sawflies lay eggs infrequently, they guard their broods jealously. Sawfly eggs can be found hidden in out-of-the-way nooks and crannies of buildings, castles, or other relatively dry shelters. A sawfly defending its eggs gains +2 on all attacks and saves.

Ecology: Sawflies may have been parasites on the monstrous inhabitants of another plane, as mosquitoes and fleas are parasites in the Prime Material Plane. Due to their shrinking abilities, sawflies infiltrate castles and houses as easily as ordinary insects. They are smart enough to realize that some cunning is needed to attack humans and other intelligent creatures. They often hide in cupboards, closets, or cabinets, ready to spring out on unsuspecting victims. Such hiding places may contain a small amount of treasure.

The blood and eggs of a sawfly can be used in *enlarge* or *reduce* spells or potions. Its wings, ground up, can be used as components of spells such as *summon swarm*.

Scalmagdrion

CLIMATE/TERRAIN:	Subarctic caverns
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	(S, Q, V×3)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15, Fl 9 (C)
HIT DICE:	6+6
THAC0:	15
NO. OF ATTACKS:	4 or 6
DAMAGE/ATTACK:	1d6/1d6/2d6/3d4 or 1d6/1d6/1d6/1d6/2d6/3d4
SPECIAL ATTACKS:	Pin
SPECIAL DEFENSES:	Spell turning, silence
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Fearless (19–20)
XP VALUE:	5,000



The scalamagdrion resembles a gray-scaled, green-eyed dragon with stubby wings and a long, bone-spiked prehensile tail. The creature's overall build is like that of a silver dragon.

While many people believe this creature to be unique, it is actually part of a race of like beasts. The most famous of the scalamagdrions is Ningulfim, the one usually pictured in the book known as *The Scalamagdrion* (the book was named for the creature). A scalamagdrion is sometimes called a "Guardian of the Tome" by those unaware of its actual name or the name of the book in which it is found.

Certain sages have suggested that scalamagdrions have a language of their own, a silent language conveyed by movements of mouth, claws, and wings; it has been reported to make motions not unlike those associated with speech and sign language. However, because the creature is very aggressive and completely silent there has been little opportunity to study its means of communication.

Combat: If possible, a scalamagdrion attacks by pouncing from a height, or by briefly hovering. In this case, the creature uses its four claws, its bite, and its tail. Each claw rake causes 1d6 points of damage, while the bite inflicts 2d6 points, and the tail causes 3d4 points of damage. If hovering, the scalamagdrion can make only one such attack before either landing or flying off; its wings are not well constructed for hovering and cannot support such a maneuver for long.

If possible, the scalamagdrion tries to pin a single opponent by landing upon it; this requires a normal attack roll, but the victim is considered AC 10, adjusted by Dexterity and magical bonuses. This maneuver can be used on any size creature and causes 2d6 points of damage to the victim, but only creatures of size S or M can be pinned effectively; larger beings cannot be held by the scalamagdrion's body weight, and smaller creatures cannot be attacked while pinned (though they can be held). A pinned creature can try to get free each round thereafter, with a successful bend bars roll indicating that the creature struggles free. A pinned creature receives no Dexterity bonus to AC and suffers a –4 penalty to attack rolls. The creature cannot use a weapon that requires two hands; drawing a weapon might require a successful Dexterity check (DM's discretion).

While the scalamagdrion has a pinned victim, or if it is fighting while on the ground, it attacks normally its front claws, bite, and tail. The creature's tail is quite flexible and can be used to attack opponents to the side or front of the beast.

The creature is immune to all gasses and to extremes of heat and cold. In addition, the scalamagdrion radiates *silence 15' radius* about itself (to 15' from any part of its body), and has a natural *spell turning* ability (as a *ring of spell turning*, including gaining a saving throw for spells for which there is normally none). This makes it a deadly foe for mages, and, indeed, none have yet prevailed against the scalamagdrion known as Ningulfim, a creature of great cunning, with maximum hit points and other, undisclosed magical powers. Some mages claim to have defeated other scalamagdrions, but with the help of several companions. A few sages suggest that a scalamagdrion can absorb power from mages it consumes, so any individual might have other spell-like powers.

The scalamagdrion is fearless and enjoys the taste of human flesh. Still, it is cunning enough to take a victim's body, items and all, back to its lair to avoid being caught while eating.

Habitat/Society: The scalamagdrion inhabits an extensive network of caverns. Adventurers have claimed to encounter multiple scalamagdrions beneath the Great Glacier, in a cavern network accessible from Vaasa and Sossal. The monster and the *gate* to and from its abode cannot be destroyed or harmed by tearing out or destroying the page on which it appears, although any attempt at such activities will certainly cause it to issue forth. The scalamagdrion can choose when to activate its gate; no other living creature has successfully traveled through it.

Ecology: Several *wands* and *rings* can be seen amid the bones upon which the scalamagdrion crouches. If a scalamagdrion absorbs magical energy from its kills, a specimen could prove very useful in the manufacture of magical items.

Climate/Terrain:	Subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d4
Armor Class:	5
Movement:	3
Hit Dice:	10
THAC0:	11
No. of Attacks:	6
Damage/Attack:	3d6 each (pseudopods)
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M–L (6'–10' across)
Morale:	Elite (13)
XP Value:	3,000

Scamilles are amorphous, amoebalike creatures that can change their shapes. They dwell in subterranean areas and are related to ochre jellies. Unlike ochre jellies, scamilles are intelligent and can camouflage themselves.

In their normal forms, scamilles resemble giant amoebas. Each has a black nucleus surrounded by a mass of rock-grey protoplasm. The protoplasm extrudes six pseudopods. A scamille has a slightly acidic odor, though the scamille does not attack with acid.

Scamilles use their pliable form to create mouths. They can speak Common, which is their preferred language. Scamilles do not have their own language.

In general, scamilles are not aggressive. They will wait and observe a party to determine whether it is a threat. If a party is "interesting" (perhaps clever or eloquent), the scamilles will continue to watch for a while.

Combat: When at rest, a scamille takes the form of some inanimate object such as a rock, door, wall, table, chair, or chest. Scamilles cannot take the form of living creatures. The ability to change shape is limited, and is not done through conscious effort; when tired, the scamille simply draws its body together. Each scamille can assume the form of only one inanimate object. Though the scamille can change color slightly, a close examination will reveal such an "item" to be suspect. A camouflaged scamille gives opponents a –1 penalty to surprise rolls.

Scamilles attack with their six pseudopods, each causing 3d6 points of damage.

A scamille can cause one pseudopod at a time to become sticky. If a victim is successfully hit with the sticky pseudopod, it is stuck fast. A stuck victim can attack only with a weapon that was already in hand at the time of the scamille's successful assault. A victim attacking in this fashion suffers a –4 penalty to attack rolls. Once a victim is held, the scamille attacks with the remaining five pseudopods, though these have no adhesive quality to them. Attacks on a held victim automatically hit. Spells that require material components cannot be used by a held victim.

In order to pull free of the sticky pseudopod, the victim must make a successful bend bars roll. One attempt can be made per round, in place of any attacks the victim might wish to make.

A scamille can choose to let go of a stuck victim. Otherwise, a victim who fails its bend bars rolls can be freed only by an application of *oil of slipperiness* or the death of the scamille.

Once a victim dies, the scamille draws the victim's body into its own and secretes a powerful acid that dissolves the victim and all possessions in 1d4 rounds.

Scamilles are vulnerable to light. If a *light* spell is cast upon a scamille, it loses the ability to form pseudopods for one round. If cast on a camouflaged scamille, the *light* spell causes it to assume its amoebalike form.

Habitat/Society: Scamilles dwell in dark places such as caves and fissures. They rarely venture above ground, even at night.

Though scamilles can be found in small groups, there is no group mentality. Each scamille acts as it pleases, free of interference from its brethren.

Scamilles are asexual beings, dividing like amoeba once every five years or so, when enough raw material has been gathered to allow the split. A typical scamille lives 120 years.

Scamilles like to learn secrets, and because of their camouflage ability, they are in an ideal situation to eavesdrop on other underground dwellers.

When found in a good mood, a scamille may offer information in exchange for food. However, scamilles are subject to profound mood swings.

Ecology: Scamilles keep cavern floors clear of obstructions, especially absorbing the remains of intruders to the subterranean world.

In addition to animal and plant material, scamilles eat small quantities of minerals and rocks, and even derive some sustenance from the remains of a dead victim's equipment. Scamilles enjoy scraps of what humans and demihumans consider food. To a scamille, such scraps are a special taste treat.



	Scathe	Larvae
CLIMATE/TERRAIN:	Icy plains	Icy plains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pack	Nest
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore (carrion)	Carnivore (carrion)
INTELLIGENCE:	Low (5-7)	Non- (0)
TREASURE:	Q×5	Nil
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	4-16	2-5
ARMOR CLASS:	5	9
MOVEMENT:	1, Skating 24	1
HIT DICE:	4+4	1
THAC0:	15	19
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-4/1-4/2-12	1-6
SPECIAL ATTACKS:	Poison	Nil
SPECIAL DEFENSES:	Camouflage, Spell Immunity	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5′)	T (1′-2′)
MORALE:	Very Steady (16)	Fearless (20)
XP VALUE:	975	35



Scathes are a uniform milky-white in color. Their tough, leathery skin is completely hairless. A thin membrane stretches between arm and body, ending at the knee. The claws on their feet are quite long, and curve underneath their feet, serving as natural ice skates. Using their arm membranes as sails, they skate rapidly over desolate arctic plains.

Scathes have excellent infravision, good to a range of 120′. They also have the ability to sense heat emanations from incredible distances, and can locate a warm-blooded body of human size from as far away as a mile.

Scathes are closely related to harriers, jungle predators which use their arm membranes to glide from trees.

Combat: Scathes are very difficult to detect when they are motionless against a background of ice and snow, giving opponents a −2 penalty on surprise rolls. Even moving, they are difficult to see at night, when they normally hunt. A scathe's body temperature differs only slightly from that of its surroundings, so infravision is almost useless in detecting them. If other sounds, such as howling winds, hide the sounds of their skates on the ice, their opponents are still −2 on surprise rolls.

Adult scathes hunt in packs. They swoop towards their opponents, using their claws and beaks to attack. If a scathe hits with its beak, there is a 25% chance for a burning poison to be injected into the victim. The poison causes an additional 2-12 points of damage, and the pain will cause victims to make attack rolls with a −2 penalty. A successful saving throw vs. poison will halve the damage and eliminate much of the pain effects, leaving the victim at −1 to attack rolls, up to a maximum of −2 for multiple attacks. The effects of the poison last for 5-20 rounds; during this time stricken opponents cannot benefit from any Dexterity bonuses to their Armor Class.

Scathes are immune to all cold-based spells, and to white dragon breath.

Habitat/Society: These monsters communicate in a rudimentary fashion, using howls and shrieks which others often mistake for the violent arctic winds which whip through the creatures' terrain. They lair in hollows and ravines in icy plains, roaming in packs throughout the territory. A pack leader is male, as are 1-4 other pack members. Each male has a "harem" of 1-4 females.

Pack leaders change with some regularity. The strongest young scathe challenges the pack leader, and the two fight mercilessly for supremacy, often until both are dead and another scathe steps in to lead the pack. The losers' females divide themselves among the remaining male scathes.

Mating season occurs once a year. About a month after mating, a female scathe lays 2-12 eggs in a crude nest in the lair. Only 2-5 of the eggs survive predators, accidents, and snacking. These hatch into larvae, voracious monsters which devour any food they can find. A very few larvae, 1-3, survive the two months needed to develop into small, but fully developed, scathes. When the change from larval stage occurs, they immediately become members of the pack.

Scathes have no true society beyond the pack, and there is no evidence of civilization among them.

Ecology: A scathe pack will attack any animal which moves close enough to be detected by them, including large and aggressive creatures such as dragons. They will also eat any available carrion, including dead or severely wounded scathes.

A scathe egg or larva might be worth up to 500 gp to a buyer who wants a vicious, unpredictable guard animal. Scathes are virtually untrainable. They become lethargic if taken to warmer environments.

Larvae

Scathe larvae are identical to those of the harrier: small, worm-like creatures with mottled brown skin. They have a well-developed, though toothless, beak when they hatch, and this beak grows and develops as they do. A nearly-mature larva has limbs and other organs visible just under its skin. If enough food is available, the larva matures rapidly, shedding its skin after two months.

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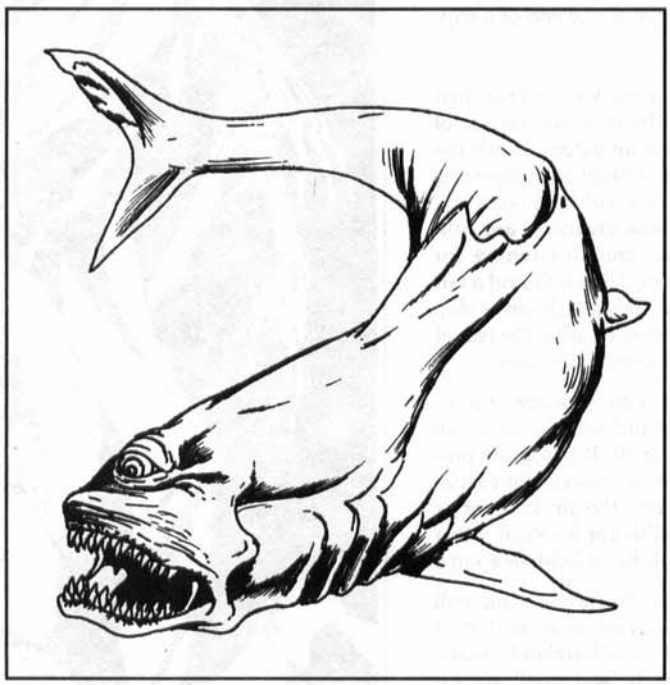
	Gray	Brown	Night	Void
CLIMATE/TERRAIN:	Any space	Any space	Any space	Any space
FREQUENCY:	Common	Uncommon	Uncommon	Rare
ORGANIZATION:	Pack	Pack	Pack	Solitary
ACTIVE CYCLE:	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Omnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Semi- (4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3-30	2-20	1-10	1
ARMOR CLASS:	7	5	3	1
MOVEMENT:	12	12	18	18
HIT DICE:	3	4	6	10
THAC0:	17	17	15	11
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACKS:	1-3	1-4	1-10	2-20
SPECIAL ATTACKS:	None	Swallow	Swallow	Swallow
SPECIAL DEFENSES:	None	Poison gas	None	None
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' long)	L (10'	H (15')	H (20')
MORALE:	Unsteady (5)	Unsteady (7)	Average (9)	Elite (13)
XP VALUE:	65	420	975	3,000



Scavvers are long, fishlike creatures of space, dominated by a single huge, humanlike eye at the leading edge of the head, and a wide, sweeping mouth. General body details such as number of fins vary depending on the origin of the creature, but their behavior and general coloring divide them into four basic groups: gray, brown, black and void scavvers.

Scavvers trail ships, asteroids, and larger creatures for droppings and refuse. They drift inside the air envelopes of these large bodies, so that as they move (often at high speeds) the scavvers move with them. The lesser scavvers are nuisances, their worst traits being that they suck up needed air. The larger scavvers are more deadly, in that they will often not wait for their meals to come to them. The eyes of the scavvers glow when they are awake.

Combat: The scavvers are built along the lines of minimum effort—they are little more than gullets with enough brains to point themselves in the right direction. Combat details are given for each type.

Habitat/Society: Most are lazy by nature, such that they will be found at the trailing edge of a small celestial body or ship, along the plane of gravity. Most scavvers travel in packs, drifting between the planets waiting for a free meal. Unless repelled, they will follow a ship until a better or larger target presents itself. Many large cities, like the Rock of Bral, have a permanent scavver crew whose job it is to kill scavvers that come onto the Rock from arriving ships. The scavver crew is usually made up of ship captains and crews guilty of bringing these creatures in.

Ecology: In deep space, all scavvers can shut down their basic body functions, so that they require no air or food for long periods of time. In this fashion they drift until their paths collide with a passing ship or solar body.

The scavvers tend to avoid large planets, since flying against gravity is too much work. They are found in every known sphere and in the phlogiston as well.

Gray Scavver

The gray scavvers are the smallest and the least dangerous of the lot, though they travel in large packs. The appearance of grays in a ship's air envelope is usually dangerous only because the grays will be using (and fouling) the air at a rate equivalent to an additional man per scavver. Usually they can be driven off by an armed party. The meat of gray scavvers is drab, but nutritious for those on long voyages.

Brown Scavver

The brown scavvers, which range from a sun-dappled gold to a dark rusty umber, are larger and only marginally brighter than the grays. The browns are pure scavengers, and will flee a particular bit of trash if challenged, only to return later. They have two abilities that make them less desirable than their smaller cousins. The first is that they can swallow a creature up to man-sized whole on an attack roll of 19 or 20. The gullet can hold a single man-sized creature (or two smaller than man-sized creatures).

Once a victim is swallowed, the poisons in the gullet cause the victim to save vs. poison or die in three rounds. A victim who survives can attack from within the scavver, provided a short (less than 3') edged weapon is used. The scavver will take 1-6 points of such damage before returning its attacker to the outside world. Unfortunately, the scavver does not learn from experience, and will try to swallow the same reluctant piece of food several times before giving up or dying. One weaponless mage who was swallowed by a scavver returned to the living world by using a *potion of growth*, splitting the creature's gullet.

The other ability of the brown scavver is a small cloud of poison gas evacuated from the gullet against an attacker. Outside the gullet, the droplets of poison are less potent (+3 on saving throws), but no less deadly (save or die within three rounds). The brown scavver can do this once per day to a single target in front of it. Brown scavvers cannot be affected by their own poison, though the poison of other species of scavvers *can* affect them.

The flesh of the brown scavver is laced with its gullet poison; as a result, it is not eaten, but saved and used as poisoned bait for other scavvers. Most other space life will avoid dead browns, but gray scavvers will eat and die whenever the flesh is offered. A company of Shou dragonships has declared the brown to be perfectly palatable if prepared properly, and one captain swears to have served the scavver to the Emperor himself. Cynics believe that the Emperor had priests with *detect, slow,* and *remove poison* spells on hand, and that the captain was run back out into space as a result.

Night Scavver

The night scavvers are generally black with spots of white along their length. With its dark flesh and white spangles, the night scavver fades in with the background of the void. This omnivorous version of the common scavver has the distressing habit of not waiting for food to come to it. It will sneak onto the deck of a ship and cruise about looking for loose food and other items. As a result, the belly of the night scavver is often littered with small but valuable debris, ranging from a few gold coins to perhaps a magical ring. The DM can determine the belly hoard of the scavver by using a randomly determined treasure type from J to U (roll 1d12), with a 1% chance of a magical item.

The night scavver is relentless in its quest for food, once committed, and while one will not attack an obviously crowded ship, it will slip on during the night watches and refuse to budge from its new location, even if threatened with superior physical force.

The night scavver can swallow creatures of up to man-sized in the same fashion as the brown scavver (an attack roll of 19 or 20). However, it lacks the gullet poison of the brown that pacifies that type's prey. The night scavver makes up for this lack by its unusual reaction to efforts by swallowed creatures to carve themselves out of its belly. It brings the victim forward to its mouth, chews on it a while (one attack at +4), then sends it back down again. The interior wall of the night scavver is AC 7, and the night scavver will use this "cud-chewing" instinct whenever it takes any internal damage.

Night scavvers are considered delicious, and crews will often use open fires on the deck to roast them in celebration of planetfall or a good voyage. As a result, they are considered a good omen at the end of a trip.

Void Scavver

Void scavvers are jet black except for their single eye. They are the most dangerous of the breed, as they are man-eaters. While the other scavvers will be content with digesting a few kitchen scraps, the void scavvers will go after the cook. These creatures are solitary and have a fine, animal cunning for preying on their targets. They will find a lair hidden from most of the guards on a ship and use that as their base, treating the rest of the ship as their own personal icebox.

The void scavver can swallow up to large-sized creatures, and will do so on an attack roll of 18, 19, or 20. It has gullet poison similar to the brown scavver, but lacks the ability to expel it into the air. Its interior is AC 5, and it is possible for a victim to cut his way out with small hand-held weapons.

The void scavver is relentless, and will strip a ship clean if it can get away with it. It will batter down doors and hatches to reach its prey. Its sight, touch, and smell are superb, such that invisible creatures can be detected and attacked by the scavver without penalty. Legends tell of rare gargantuan void scavvers attacking full ships, ripping the hulls apart in search of food.

The void scavver is a solitary hunter, and will drive off other scavvers that threaten its prey. The void scavver will attack any of the other scavver types, and it will kill but not eat the brown scavver.



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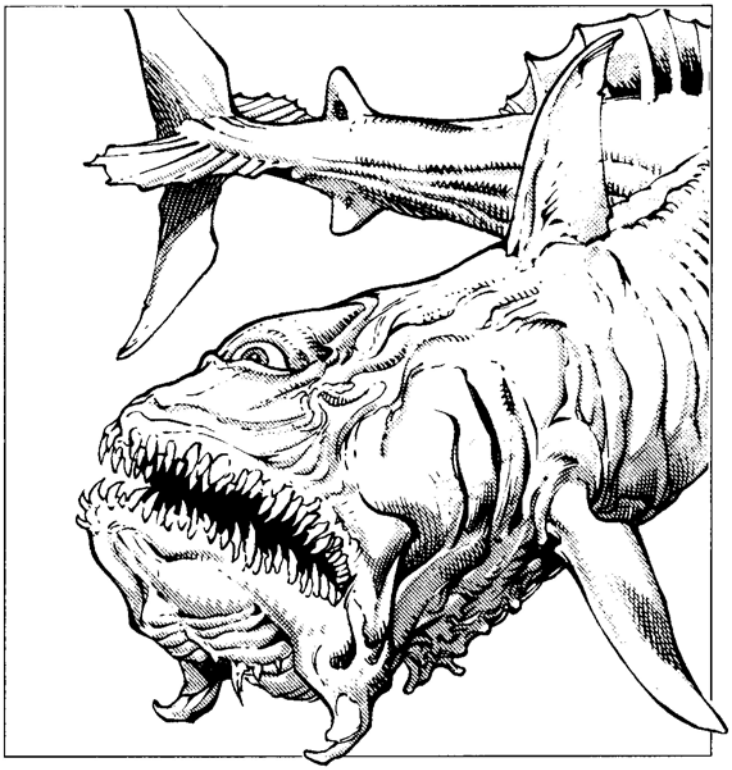
Scavver, Sky

CLIMATE/TERRAIN:	Third layer, Alabeth
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/pack
ACTIVE TIME:	Any
DIET:	Predator
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1 (1-4)
ARMOR CLASS:	3
MOVEMENT:	Fl 18
HIT DICE:	22
THAC0:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-40/3-30
SPECIAL ATTACKS:	Swallow, lightning bolt
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (100')
MORALE:	Elite (13)
XP VALUE:	12,000



Apart from their size, sky scavvers are identical in structure to the other five known species of scavvers: long, fishlike creatures, dominated by a single huge, glowing human-like eye at the leading edge of the head, with a wide, sweeping mouth full of sharp carnivore's teeth. The sheer size of the sky scavver is enough to set it apart from its space-dwelling brethren, however: the average mature specimen is about 100 feet in length.

Sky scavvers fly through the air of the third layer of Alabeth, using a modified form of the more well-known scavvers' innate spelljamming ability. They are pure predators, living off the many aerial creatures that occupy the third layer of the might air world. While they will eat virtually anything that crosses their path, their favorite food is the holbags – the gigantic floating gas bags native to Alabeth's third layer.

Combat: The sky scavver's primary attack is a bite from their huge, tooth-studded mouth. Such an attack inflicts 4d10 hit points of damage. The mouth is big enough to allow the creatures to bite even something as large as a spelljamming vessel, inflicting 1d4 hull points of damage. In addition, an adult sky scavver can swallow whole any creature of size L or smaller, and will do so on an attack roll of 13 or more. The sky scavver has a gullet poison similar to the brown scavver – victims must save vs. poison or die in three rounds – but lacks the ability to expel it into the air. Its interior is AC 5, and it is possible for a victim to cut his way out with small hand-held weapons. The bellies of sky scavvers will sometimes contain undigestible residue from earlier meals: metals, stones (including gems) and the like. Sky scavvers can also deal a punishing tail-slap like that of the kindori. This attack inflicts 3d10 hit points of damage, or 1d3 hull points.

The sky scavver's most dangerous attack, however, is its ability to fire a powerful lightning bolt from its single eye. This bolt has a maximum range of 250 yards, and inflicts 2d20 hit points, or 2-4 hull points, of damage (save vs. spells – or lightning, for ships – for half damage).

Sky scavvers are totally immune to electrical-based attacks. Other attacks inflict normal damage. Although they have some intelligence, their minds are sufficiently different from those of demihumans that they are totally immune to *charm*, illusions and other mind-affecting magic.

Habitat/Society: Sky scavvers usually operate as solitary predators. When they're attacking holbags, however, they hunt in packs of 1-4. They are as ferocious as the void scavver, but won't kill other members of their species who try to "muscle in" on their prey. There is a strongly-defined "pecking order" within a sky scavver pack, however, with the strongest individuals always feeding first.

The intelligence of sky scavvers is sufficient to let them plan the best manner of attack against larger opponents. (The technique these creatures favor against immature holbags is discussed in the section describing these great gas bags.) Many people who have seen sky scavvers operate claim that their intelligence is actively malign.

Ecology: Sky scavvers are simple-minded predators. They have no natural enemies as such – that is, creatures that feed on them. Attacks against mature holbags are highly dangerous, however, and lead to the deaths of many sky scavvers. Since the holbags eat nothing but aerial plankton, the bodies of dead scavvers simply fall into the lower layers of Alabeth's atmosphere – presumably to be devoured by other creatures.

Climate/Terrain:	Quasiplane of Radiance
Frequency:	Common
Organization:	Cloud
Activity Cycle:	Any
Diet:	Color
Intelligence:	Low to average (7-9)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	10d10
Armor Class:	0
Movement:	Fl 9 (A)
Hit Dice:	1 hp
THAC0:	20
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Drain color
Special Defenses:	Struck only by +1 or better weapons, immunities
Magic Resistance:	Nil
Size:	T (1/100" long)
Morale:	Fanatic (17-18)
XP Value:	35

From the journals of Ucec Ordel:

"Now what do I sodding do? Reide sends me on this berk's errand to the Quasielemental Planes, and I run afoul at the first one I hit. Sure, I knew that the plane of Radiance'd burn my eyes out, but I prepared for that. Rittbon Blese taught me a spell to protect me, and I knew that my sword, *scold*, could stand up to any sodding radiance elemental. I was set.

"Yeah, right.

"Rittbon's spell worked, all right – my eyes didn't burn up – but I could see only a sodding short distance! That's why I never saw them coming until it was too late. Little creatures, little motes of light, swarmed at me in a cloud, almost like tiny glowing locusts. Well, they were more like sodding little sparks, really, but their light didn't flicker – it stayed constant.

"I suppose it didn't matter what the flame they looked like. Like my father always said, if you can see 'em, you're probably already in it too sodding deep. See, these little sparks – a blood in the Cage told me they're called scile or incandescents – feed on the colors of the quasiplane of Radiance. But they get bored eating the same old thing all the time, so if they run into some poor berk passing through, they eat *his* colors.

"It's not like going to the Gray Waste, either, 'cause they like to eat gray just fine. No, when those motes're done with you, they leave you completely transparent. Folks can see right through you. Doesn't sound so sodding bad? Let me *tell* you about bad . . ."

Combat: When preying upon planar travelers, the scile attack in large masses. Individually, they can do little, but in a cloud of 30 or more, these little motes of light can drain the color from a sod in just a few minutes' time. All they need to do is stay within approximately 10 feet of the victim for 1d4 consecutive rounds. At the end of that time, the target gets to make a saving throw versus spell. If he fails the roll, he and his possessions lose their color and become transparent.

Transparency is a bit like invisibility, but the victim can't even see his own body, so he faces a -2 penalty to all die rolls involving physical maneuvers. After all, it's difficult and disorienting for a basher to climb if he can't see his feet or hands, to swing a sword if he can't tell how long it is, or to jump if he can't judge where he's standing. Further, if the sod casts a spell with somatic components, there's a 30% chance that he'll fail to make the proper gestures, thus wasting the spell. Transparent cutters also tend to bump into things, stub their toes, and the like – they lose all awareness of their body.

'Course, it's difficult if not impossible to use transparent items. Whether a basher is visible or color-drained, he suffers a -2 penalty when trying to use a transparent weapon or similarly physical item (transparent berks with transparent items aren't penalized twice). Transparent shields offer no bonus to Armor Class, because the wielder can't see the shield to know where it gives protection and where it doesn't. And magical items that've been rendered transparent by the scile simply fail to function.

Thankfully, the creatures' strange effect can be reversed. The application of a *remove curse* spell or *dust of appearance* restores the color to a transparent person or item, though each sod or object must be treated separately. Of course, mundane means such as paint or dyes work as well, after a fashion.

Incandescents can be struck only by weapons of +1 or greater enchantment. Because they're creatures of energy, they're immune to magic that alters physical forms, such as that which paralyzes, petrifies, polymorphs, or disintegrates. However, *darkness* spells drive scile away, and physical barriers like *walls of force* or *walls of ice* keep them at bay.

Habitat/Society: The scile never leave the quasiplane of Radiance, probably because they couldn't survive anywhere else. On their home plane, they have an intricate society based around huge, permanent cloud-clusters. Each community consists of many thousands, if not millions, and each is a completely autonomous collective – all scile are equal. The creatures can communicate via telepathy with any others of their kind in sight.

Scholars don't know how – or if – the scile reproduce. Fact is, chant has it that the number of the creatures is constant. They don't grow old or ill, so the only way for an incandescent to go to the dead-book is through violence. It's a rare occurrence, but when it happens, the lost individual is not replaced. Instead, the entire population of the scile simply decreases by one. Once they're all slain, the race will be no more.

ECOLOGY: With all the colors of Radiance, the scile never want for food. Nevertheless, many travel the quasiplane in hunting clouds searching for non-natives, who apparently have colors that differ from those present naturally on the plane. It seems, however, that only an incandescent can notice these subtle differences.

THE RAVAGERS OF COLOR

A rare breed of evil scile is said to exist deep within the quasiplane of Radiance. These creatures eat away only certain colors, an act that somehow maliciously changes the victim. Those who know the dark of these wicked incandescents call them the Ravagers of Color.

When these creatures attack, the Dungeon Master should roll on the following table to determine what color they drain and how it affects the sod. The Ravagers eat only one color per victim — once drained of that color, the target is safe from further attack. *Dust of appearance* or a *remove curse* spell will restore the lost color and negate the effect. The effect will also cease if the victim is rendered fully transparent by normal scile.

D6	LOST COLOR/EFFECT
1	*Blue (serenity).* Once per day, victim has a 25% chance to fly into a rage and attack all in sight.
2	*Red (passion).* Victim becomes listless and impossible to motivate. He must make a saving throw versus spell to take any course of action.
3	*Yellow (hope).* Victim grows depressed, suffering a -2 penalty to all actions.
4	*Green (secrets).* Victim becomes unable to lie, and constantly relates information to all around him.
5	*Violet (intelligence).* Victim loses 1d2 points of Intelligence.
6	*Orange (vitality).* Victim loses 1d2 points of Strength.

The Ravagers of Color are chaotic evil in alignment and very intelligent. They avoid normal scile for obvious reasons, but resemble them in every way other than the effect of their attack.



	Large	Huge	Giant
CLIMATE/TERRAIN:	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	D	D	D
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-4	1-4
ARMOR CLASS:	5	4	3
MOVEMENT:	9	12	15
HIT DICE:	2+2	4+4	5+5
THAC0:	19	15	15
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/1	1-8/1-8/1-3	1- 10/1-10/1-4
SPECIAL ATTACKS:	Poison sting	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (4' long)	M (5'-6' long)
MORALE:	Average (8)	Average (10)	Steady (11)
XP VALUE:	175	420	650

Giant scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.

The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scrabbling sound as they travel across dungeon floors.

Combat: The giant scorpion is 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 3. This monster attacks by grabbing prey with its two huge pincers, inflicting 1-10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once. If a giant scorpion manages to grab a victim in a pincer, it will automatically inflict 1-10 points of damage each round until it releases the victim. The victim has but one chance to escape. If he can make his *bend bars/lift gates* roll, he will escape the claw. However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against an untrapped victim, an attack roll is required for a successful attack, but a trapped character is automatically struck by any sting attack directed at him with no attack roll required.

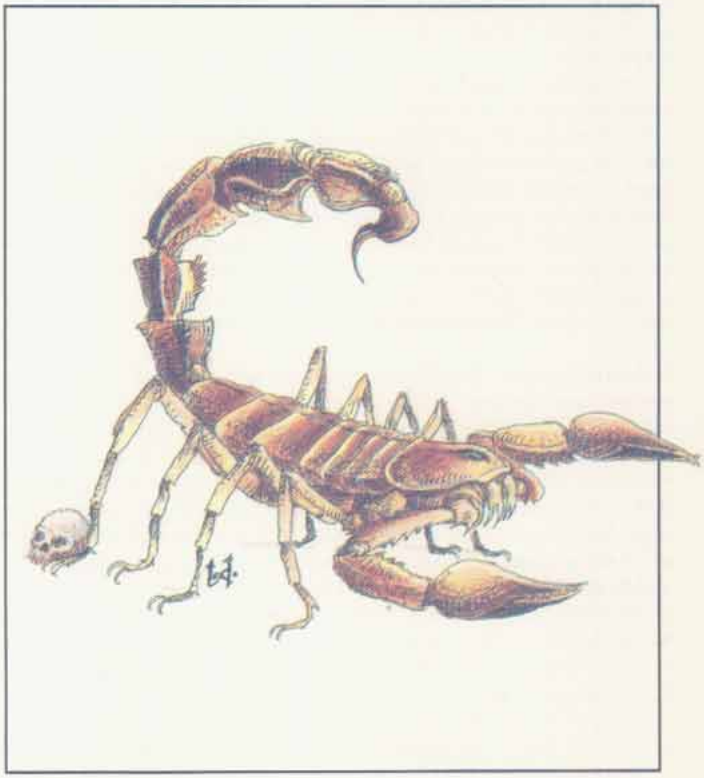
The sting inflicts 1-4 points of damage and the victim must save versus poison or die the next round (type F). Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

Habitat/Society: Giant scorpions live in underground burrows or dungeons. Each lair may (20%) have 5d4 scorpion eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

Ecology: These bizarre insects contribute to the ecosystem by feeding on other giant versions of insects such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency.

Large and Huge Scorpions

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground. All attack with pincers and tail stinger. If struck by the stinger, the victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal (type A, 15/0 points damage), giving the victim a +2 on his saving throw. Huge scorpions have deadly (type F) poison and can pin a victim in a way similar to the giant scorpion, but with the huge scorpion, the victim can still fight back. It is not unusual to see scorpions of various sizes fighting with each other.



	Barbed	Gold
Climate/Terrain:	Any	Any
Frequency:	Uncommon	Common
Organization:	Swarm	Swarm
Activity Cycle:	Any	Any
Diet:	Carnivore	Carnivore
Intelligence:	Non (0)	Non (0)
Treasure:	D	D
Alignment:	Neutral	Neutral
No. Appearing:	1–4 (1d4)	1–4 (1d4)
Armor Class:	1	6
Movement:	9	6
Hit Dice:	9+5	2+2
THAC0:	11	19
No. of Attacks:	3	3
Damage/Attack:	1d12/1d12/1d6	1–2/1–2/1
Special Attacks:	Poison sting	Poison sting
Special Defenses:	Barbs	Nil
Magic Resistance:	Nil	Nil
Size:	M (8′–12′ long)	S (1′–2′) long)
Morale:	Steady (12)	Average (10)
Level/XP Value:	3,000	175
Psionics Summary:	Nil	Nil
Player's Option:	MAC 6	MAC 5



Barbed scorpions are incredibly large creatures that prey on any living thing they find. They make their homes in caves among the rocky badlands, but are found all over Athas, living wherever they can find enough food to exist

Barbed scorpions average 10 feet long from pincher to tail. Their carapace is a dull gray to a dusty tan. They are covered with large, sharp, protruding barbs that can cause terrible damage to anyone who gets close to these creatures. Their long, segmented tail is as long as their body and arcs overhead with a venomous stinger the size of a short sword. They make a terrible clacking noise as they move about.

Combat: A barbed scorpion attacks any living being that approaches it. It moves about, wildly attacking with both of its pinchers and its tail in each round. Attacks by its pinchers cause 1–12 (1d12) points of damage and captures opponents within its grip Once captured, victims can break free only by making a successful Bend Bars/Lift Gates roll. If the attempt fails, the barbed scorpion stings the victim the next round If the barbed scorpion does not have a victim in its grasp, it makes a regular attack with its stingers.

The barbed scorpion's hard, chitinous carapace provides it with AC 1. Anyone attempting to attack the barbed scorpion with short or medium length melee weapons must make a Dexterity roll at –3 each round to avoid receiving 2–8 (2d4) additional points of damage from running into the moving creature's barbs while attacking it.

Their stinger causes 1–6 (1d6) points of damage and injects venom into the wound. The victim must successfully save vs. poison (type C) or within 2–5 minutes the victim suffers 25 points of damage. If the save is successful, the victim suffers only 2–8 (2d4) points of damage. The barbed scorpion is not immune to its own venom.

Habitat/Society: Barbed scorpions travel and hunt for food either alone or in small swarms.

Ecology: Barbed scorpions prey on wild animals and weary travelers. Their dens often contain the undigestible remains of former prey, including some valuables that might still be intact. There is a 60% chance of finding type D treasure.

Gold Scorpion

Gold scorpions are small scorpions found throughout Athas. Their name comes from their gold carapace that shines brigthtly in the sun. Because of their size, they can crawl into anything and are often unnoticed until it is too late.

They attack three times each round, once with each pincher, each causing 1–2 points of damage, and with their stinger that causes 1 point of damage and injects the strongest venom (type D) known into the victim. The victim must make a successful save vs. poison at –3 or suffer 30 points of damage. If the save is successful, the victim suffers 2–12 (2d6) points of damage.

Scorpion, Monarch

	Monarch Scorpion	Master Scorpion
CLIMATE/TERRAIN:	Desert	Desert
FREQUENCY:	Very rare	Unique
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low	Low
TREASURE:	D	G
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-3	1
ARMOR CLASS:	2	0
MOVEMENT:	18	18
HIT DICE:	8 + 8	12 + 12
THAC0:	13	9
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-20 (x2)/ 1-8 + poison	2-20 (x2)/ 1-10 + poison
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	Psionics	1Psionics
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H	H
MORALE:	Champion (15-16)	Fanatic (17-181
XP VALUE:	4,000	10,000

Psionics Summary:

Monarch Scorpion

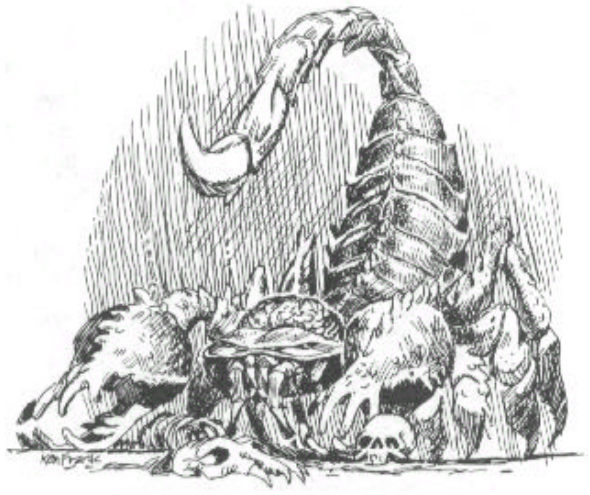
Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	PB/M-	12	100

Telepathy: Sciences: *domination;* Devotions: *contact,* invisibility, *life detection, psionlc blast*
Metapsionics: Sciences: *ultrablast;* Devotions: *psionic sense,* psionic *inflation, psychic drain*

Master Scorpion

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/17	PB, MT/AU	18	200

Telepathy: Sciences: *domination, mindwipe;* Devotions: *contact, ESP, inflict pain, mind thrust, psionic blast*
Metapsionics: Sciences: *ultrablast;* Devotions: mag*nify, prolong, psionic inflation*
Psychometabolism: Sciences: *life draining;* Devotions: *body control, ectoplasmic form, immovability, suspend an tm a tion*
Psychokinesis: Sciences: *project force, telekinesis;* Devotions: *ballistic attack, control body, create sound, inertial barrier*



Shattados the Cruel's curse transformed him into a horrific creature, a great and powerful giant scorpion with awesome psionic abilities and a deep hatred for humanity. A new species of scorpion appeared in the desert soon thereafter. They were smaller versions of their deadly master. To this day the monarch scorpions, as the nomads call them, continue to cause woe throughout the desert.

Combat: While monarch scorpions' psionic abilities are their most potent weapon, their normal attacks are devastating in their own right. Each powerful claw strike causes 2-20 points of damage, while the tail sting attacks cause 1-8 points of damage. Those struck by the tail must successfully save vs. poison at -4 or die.

Monarch scorpions like to lie in wait just beneath the sands of the Bright Desert, emitting a devastating psi-onic blast before emerging to attack when their prey walks nearby or above them.

Habitat/Society: Monarch scorpions have no real society, but dwell alone in the desert, although they are occasionally encountered as mated pairs or small family groups. The creatures seem to be another result of Shat-tados's curse, magically altered normal scorpions now grown to enormous size. Their low intelligence reflects not a reasoning intellect, but rather an instinctive cunning which enables them to expertly ambush their prey.

Ecology: These vicious beasts are efficient predators, aiding their manscorpion cousins in eliminating many of the desert's animal species, as well as much of its human population.

Master Scorpion: There is presently only one master scorpion, the immortal creature that is all that remains of the evil monarch, Shattados the Cruel. This creature dwells exclusively in the ruins of Shattados's palace, guarding the scorpion crown.

CLIMATE/TERRAIN:	Sandy wastes, stony barrens
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	O, M (B)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	18, Br 6
HIT DICE:	5 Leader: 7 Nest mother: 13
THAC0:	15 Leader: 13 Nest mother: 7
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 +grip or by weapon
SPECIAL ATTACKS:	Possible spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4'), Nest mother L (10')
MORALE:	Very Steady (13)
XP VALUE:	650 Leader: 1,400 Nest mother: 8,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2 / 3 / 8	MT,PB/M-,TS	13	61

Psychometabolic – *Sciences:* animal affinity (lizards); *Devotions:* biofeedback, chameleon power, enhanced strength, mind over body.

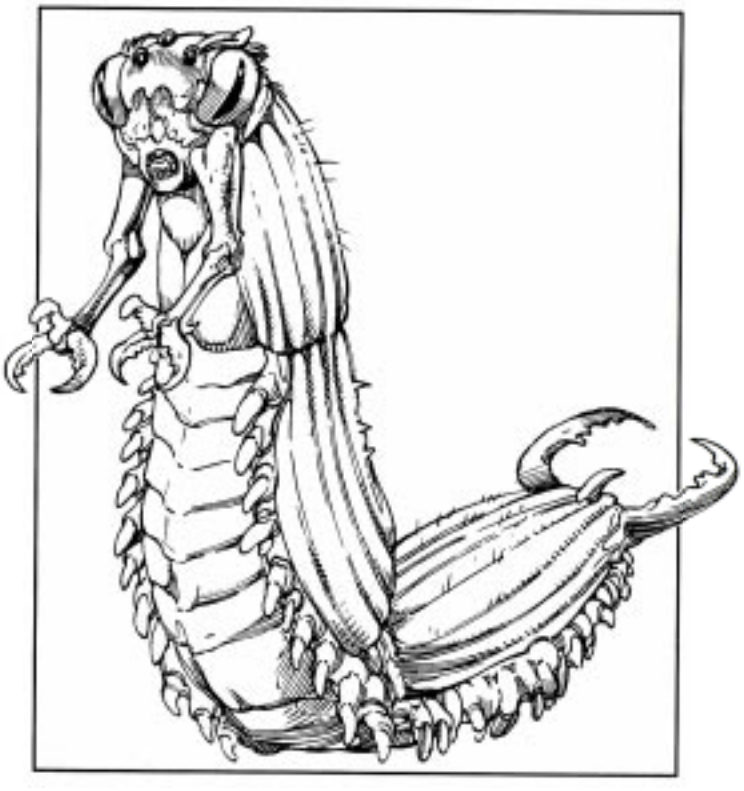
Telepathy – *Sciences:* mindlink, psionic blast; *Devotions:* conceal thoughts, contact, inflict pain, mind blank, mind thrust, thought shield.

Scrabs are small, three-sectioned, insect-like men who live in nests in the desert. They are highly intelligent, and some of them are even able to cast spells. No small group of travellers is safe in the vicinity of a scrab nest.

Scrabs have a thick, white, sectioned shell over most of their bodies, with lengthwise grooves separating the shell into three distinct parts. A pair of arms ending in pincers frame a small mouth. The scrab has hundreds of tiny legs running along the length of its body. The pincers have two squeezing or grasping sections, with a small opposable thumb-like appendage that allow them to use weapons or manipulate items. They occasionally carry small weapons like daggers or knives; only rarely will they use larger weapons (a spear or short sword).

Scrabs speak their own language. Leaders have a 35% chance to speak the elven tongue as well.

Combat: Scrabs are small, but they use their psionic powers, spells, and intelligence to their advantage in combat. When attacking, scrabs have a standard strategy. One half of them charge in and begin melee while the other half try to establish psionic contact with the foes. Once contact is established, the victim is attacked via one of the psionic attack modes or by means of their most feared power, inflict pain.



If they have surprised a small party or caravan in the wilderness, the scrabs selected for melee take the time to prepare themselves using enhanced strength. This lets them attack as though they had an 18 strength, allowing a +1 attack roll bonus and a +2 bonus to damage. They also use biofeedback, which improves their Armor Class to 3 and causes all hits upon them do two points less than the actual total (minimum of zero).

If there is any evidence that potential prey is around, all of the scrabs use their conceal thoughts and chameleon power to blend in with the surroundings. They are expert at scuttling forward and then freezing in place. In such a case, the DM need only make one chameleon power check for the whole group of scrabs. Success means that they have gone unnoticed, while failure means that one party member has noticed something moving, but he is not sure exactly what. Only if a 20 is rolled on the power score can a potential victim spot the scrab for what is really is. If this power works, victims of the scrab receive a -4 penalty to their surprise roll. If they achieve surprise, the scrabs have gotten close enough to get a free round of attacks against their opponents.

In melee the scrabs are able to attack with weapons. If they are carrying knives or daggers, they usually carry one in each pincer. They favor using weapons on large creatures (half-giants included) because their small pincers do not grip these large creatures easily. They are also able to use their pincers to deliver a pair of attacks, each attack doing 1d4 points of damage (plus a possible bonus for enhanced strength). If either attack roll is a modified 18 or higher, the scrab has gripped a limb (against a man-sized or smaller creature). This allows it to do an automatic hit each round with the gripping member and gives them a +4 attack bonus with the other pincer. An open doors roll is required for the victim to break free, and that is the only action possible for that round.

Scrabs are encountered in groups of up to a dozen. If the encounter roll indicates more than five, a leader type is present. If 10 or more are encountered, two additional leader types, called sub-leaders are also present. Leaders and sub-leaders have seven

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Hit Dice, and their pincers do an extra point of damage with each attack. The leaders also have 78 PSPs to start, and sometimes (50%) have the additional psionic powers of ego whip and expansion. A leader with time to prepare for combat uses his power to expand to four times his original size. While this gives him no bonuses in combat, it does allow him to grip the limbs of anything of up to large size.

Those leaders who do not have additional psionic powers are spellcasters. Such leaders are defilers of 7th level A typical spell list for a leader scrab includes *burning hands (burning pincers?), chill touch, magic missile, protection from good, detect psionics, Invisibility, scare, web, hold person, non-detection,* and *psionic dampener.* This list may vary, but scrabs do not favor area of effect spells, since these would almost always catch some of their own nestmates. A leader with spellcasting abilities and surprise tries to detect psionic activity and then use its psionic dampener spell to prevent the foe from using his psionic powers in combat.

If encountered in their nest, from 13-24 adult scrabs are present (1d12 + 12). There are 1d6 leaders and sub-leaders, and there is always one nest mother. From 10-40 eggs or newly hatched scrabs are also present. These young scrabs have 1 HD, a THAC0 of 20, and do one point with each pincer. They cannot grip limbs or weapons, for the pincers are not large enough.

Scrabs have a deep hatred of elves, and psionic attacks as well as melee attacks are usually directed towards them first. If the scrabs come upon a lone elf, they attempt to grip all four limbs, and then another scrab uses his inflict pain on the elf repeatedly, until the elf passes out. The elf is then carried off to the nest for a prolonged session of torture. If the scrabs are able, elves are always carried off alive, for to see an elf suffer is one of the few things that makes a scrab happy.

Habitat/Society: Scrabs live in large nests tunnelled under the sand. They produce a spittle that solidifies the sand. Because of the ever-present sandstorms, the scrab nest is usually located 10'-15' under the surface. If available, a rocky outcropping is used to hide and protect the entrance. Scrabs are excellent tunnellers, and if the nest collapses on them they just dig it out again. A scrab can hold its breath for up to an hour under sand and even gets a bit of air from the surrounding sand. This is due to the long gills through which scrabs breath. These gills are located all along the grooves in their shells. (A scrab's small mouth is used only for eating the small bits of meat that its pincers cut up for it.)

Scrabs prefer elf flesh above any other kind. If no elf is available, a half-elf does just fine as a substitute. In fact, anything with pointed ears is likely to be identified as an elf. The scrabs' hatred of elves extends far beyond their use as food; an elf may be kept alive for weeks, even months, just to be tortured. An elf rescued from a scrab nest after a few weeks isn't worth much, as scrabs love to inflict pain on elves and are very good at it. Physical, psionic and magic torture are all combined to make an elf suffer as much as possible. If they can, most elves will risk anything to escape capture by scrabs.

The main reason that scrabs hate elves lies in history. Legends of both elves and scrabs say that there were once actual wars between the two races. Of course, both sides claim that the other started the wars, and both sides blame the other for many unspeakable atrocities perpetrated on innocent victims of their race.

Scrabs live to about 25 years, if they survive to maturity. A nest mother may live for as much as 40-50 years. A clutch of eggs is laid every two years. The eldest male present is allowed to mate with the nest mother. Up to 100 eggs are laid within a week, and they are carefully tended for the three months which pass until they hatch. When hatched, the young are extremely hungry; fewer than half usually survive the cannibalistic feast that follows hatching. A scrab matures in only two years, gaining an additional Hit Die every six months.

Only males which develop additional psionic abilities or spellcasting powers grow into leaders, and only females with clerical abilities can become nest mothers. 75% of the eggs hatch into males, but only 5% of these males will become leaders. Only one in a hundred of the females is able to develop spellcasting abilities and become a nest mother. This means that an average nest mother produces a potential rival every eight to sixteen years. Scrabs do not show their extra abilities until they have reached adulthood. When a potential nest mother realizes her powers, she is likely to take one or two of the smaller males and leave to set up her own nest.

Scrabs collect treasure and may even negotiate with someone for needed supplies. Of course, merchants who deal with a nest of scrabs are wise to come with plenty of guards (and a few psionicists or spellcasters to boot). Magical items not usable by scrabs are usually the first thing they try to trade away. This makes plenty of merchants willing to deal with them, in spite of the risks.

Ecology: Scrabs live in the sandy wastes, or in the sandy areas of the rocky barrens. They need little water, perhaps 1/20th of what a human needs. Scrabs also seem to get all of the liquid they need from the blood of their victims. A scrab's niche in the environment is strictly that of a predator, although scrabs are also preyed upon by the larger creatures that inhabit the wastes.

Part of the scrabs' hatred of elves stems from the fact that elves use every part of a scrab they have defeated. The shell can be used to fashion acceptable breastplates, which provide protection as good as scale mail. These breastplates weigh only half of what scale mail does and are a mark of accomplishment for elves as well. The sharp parts of the pincers make decent polearms, when mounted, and an single elf can survive on the meat from one scrab for days. Scrab shells can be sold for 10 cp per section, double that to a tribe of elves. One of the best ways of proving oneself to an elf is to rescue a member of their tribe from captivity by scrabs. The fact that the elf is probably not going to survive makes no difference; it is the mere fact of risking one's life against this hated enemy that counts.

Nest Mothers

Nest mothers are the rulers of the nest. A nest mother is a large version of a normal scrab. She is very bloated, and has a movement rate of only three. Nest mothers have an intelligence of 15-16 and are able to cast priest spells as though they were priests of 9th level. Such spells are always drawn only from the sphere of the cosmos (nest mothers worship no specific elemental plane). They do not receive any of the other benefits of a priest; they are unable to turn undead, gate in elements, or ignore the presence of an element. A nest mother is also a powerful psionicist, generally of 10th level with 120 PSPs (particularly old ones may even surpass this). The nest mother has all of the powers of a typical scrab, as well as flesh armor, intellect fortress, id insinuation, probe, and tower of iron will. In addition, the nest mother will have one science and five devotions from the discipline of clairsentience.

If the opponent chooses to melee, the nest mother is capable of attacking with both of her strong pincers, which do 2d1 points of damage each. She is able to grip her opponent with a roll of a modified of 17 or better, and a Bend Bars roll is required to break free. Nest mothers never use weapons.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Z (J,K,M,Q)
ALIGNMENT:	Lawful evil
NO. APPEARING:	30-120
ARMOR CLASS:	4 (8)
MOVEMENT:	9 (12)
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6, or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M to L (5-8' tall)
MORALE:	Elite (15)
XP VALUE:	270
Sergeant/guard (4 HD):	420
Captain/bodyguard (6 HD):	975
Warpriest (5 HD):	975
Almighty Leader (8 HD):	2,000



The highly militaristic scro are a violent goblinoid race that has only recently appeared. They are still rarely encountered, but if present trends continue, wildspace travellers will unfortunately see much more of them.

The scro resemble musclebound orcs, fully armored and armed to the teeth. Scro have the orc's characteristic pig-like snout; however, the scro stand proud and erect, and their high foreheads resemble humanity's. Scro have large canine teeth that they sharpen to a fine point; they decorate teeth and ears with tribal mini-totems. Scro eyes appear human, but they glow a sickly phosphorescent green in dim light. Hide color ranges from slate gray, burnt orange, light tan, and moss green, to jet black and even, in rare cases, albino white.

Scro armor is well oiled, well maintained studded leather with each stud filed to a sharp point. The armor is always jet black, though the studs are painted different colors. Their numerous weapons are just as well maintained. Scro often complete their wardrobe with a night-blue cloak.

Scro carry no standards, but each scro wears an insignia that identifies its tribe. This is worn either as a shoulder patch or on the left side of the chest.

The scro speak a distant variant of the orcish tongue. Curiously, some speak fluent elvish, for they have fanatically preserved the language of their worst enemies—so that when the scro slaughter the elven race, the marauding humanoids can tell their victims, in their own tongue, who is doing this to them.

Combat: The Scro live for combat. They have raised it to the highest form of expression in their society. They fight easily in any environment and are well disciplined. Though the scro can be just as bloodthirsty as orcs, they have tempered their savagery with pragmatism and strategic and tactical cunning. Scro actually obey most of the civilized rules of warfare and do not fire on messengers or truce-bearers.

For every four scro encountered, there is one sergeant. For every ten scro encountered, there is one captain and one war priest. Only the largest gatherings of scro include an Almighty Leader.

Scro use the following weapons: longsword and dagger (15% of the time); scimitar (10%); arquebus and hand axe (25%); arquebus and starwheel (5%); spear and hand axe (15%); polearm and dagger (10%); shortbow and shortsword (15%); and crossbow and battleaxe (5%). Captains and bodyguards may also possess a starwheel firearm (75% chance). Almighty Leaders almost always carry a starwheel. War priests, multi-classed 5th-level cleric/mages, have one weapon with an enchantment between +2 and +4, plus 1d4 miscellaneous magical items usable by priests and wizards.

Sergeants and war priests get three melee attacks every two rounds; captains and Almighty Leaders get two melee attacks per round. These attacks are usable only with melee weapons or fists, not missile weapons or firearms. Optionally, scro with two melee weapons may be trained in two-weapon fighting (see *The Complete Fighter's Handbook* for details).

The vast majority (95%) of scro warriors specialize in unarmed combat, which gives them two punches per round at +1 to hit, doing 1d3 damage per punch plus Strength bonuses. (Most adult scro have at least Strength 16 and Constitution 15.) In addition, some (30%) scro use a spiked leather glove that does an extra +1 hp damage in unarmed combat attacks.

Scro armor spikes cause 1d4 damage to any foe that the scro smashes against. Some nasty scro coat their armor's studs and spike with a Type D poison (5% chance); the poison's onset takes one minute and does 30 hp damage (save vs. poison for 2d6 damage).

If all else fails, a scro bites with its powerful teeth for 1d3 damage. If a scro kills an opponent with its teeth, the triumphant warrior affixes a small gem or bauble on one of its oversized canines. It then takes a tooth from the opponent and puts it on a necklace called a *toregkh*. This necklace is prized as a totem of strength. If it is stolen, the warrior flies into a berserk rage against the offender (+2 to hit and damage, +4 penalty to AC, number of attacks per round doubled).

Strangely, the scro are notably articulate. They prefer to begin

combat by shouting long, literate insults against their opponents, to show that they hold their enemies in contempt. The mere sight of a goblinoid spouting offensive alliterations might disorient the most battle-hardened veteran long enough to let the scro gain initiative in combat.

Direct sunlight does not affect scro combat ability.

Habitat/Society: Scro live in a regimented society, based on a complex system of laws and customs that call for unswerving loyalty and obedience. Each scro is a valued member of society and has a duty to fulfill.

Leaders are respected and obeyed unless they show obvious cowardice in battle. In that case, it is the strongest scro's duty to overthrow the coward's authority and lead the troops in glorious battle.

The scro homeworld's location is unknown. Thus far, they have seldom ventured into civilized areas, preferring to keep out of sight until they are truly ready. On the homeworld, Dukagsh, the scro live in well-planned, spartan cities with stout towers, strong fortresses, and efficient shipyards. Though the place is no garden spot, neither is it smoky, ugly, or garbage-strewn. Each city has 10,000 to 100,000 orcs.

Each of Dukagsh's 24 tribes is led by an Almighty Leader. The entire planet is ruled by the Ultimate High Overlord, a 16 HD scro who is guarded by 24 Captains, one from each tribe. Each tribe has a social rank, with those of lower rank subordinate to the higher tribes.

Scro soldiers train in non-weapon proficiencies and normally have three of these skills: Armorer, Blindfighting, Endurance, land-based Riding, Reading/Writing, Rope Use, Running, Tracking, and Weaponsmithing. Sergeants have four of these proficiencies; captains have five; war priests have four, plus Healing, Herbalism, Religion, and Spellcraft.

Scro are not interested in conquering the multiverse. Their sole purpose is to drive all groundling human, demi-human, and humanoid races out of wildspace for good. The war priests see this, not planetary conquest, as their holy mission. As for the races native to wildspace . . . well, the scro will need slave labor, and those pitiful races will do quite nicely. The scro are merely waiting for the right moment to strike.

Ecology: The scro have an "us against the whole multiverse" philosophy that is sure to produce plenty of enemies when they make their presence felt. Thus far, the scro know much about the other space-faring races, but those races are unaware of the scro's existence, save for a few rumors from unreliable sources.

Like their orcish forebears, scro are fecund. They produce litters of 1d4+1 offspring, most with an excellent chance of survival beyond infancy. Unlike their orcish ancestors, the scro live for an average of 80 years.

History: The scro trace their ancestry back to the orc tribes that fought and lost the Unhuman Wars. Some crews and troops of the few surviving orc vessels made their way to a remote but habitable planet and settled down. This ragtag band was led by a huge orc called Dukgash, who appointed himself the first Almighty Leader.

By orc standards, Dukagsh was a visionary. He recognized that the orcs lost the Unhuman Wars because of their one-dimensional ideas and outmoded tactics. Brutality for its own sake had gotten them nowhere. Dukagsh realized that the orcs needed to fight in an organized way, and that each soldier must realize his full potential.

In the ensuing years, Dukagsh whipped his people into shape, making sure that they learned fighting, survival, and even culture. To make sure no one forgot who caused the orc's misfortune, each orc had to learn fluent elvish.

Sometimes, the orcs salvaged equipment from drifting space junk, the remains of human, elven, dwarven, and goblinoid ships from the Unhuman War battles. Occasionally they found books, and Dukagsh made his people read them.

Before Dukagsh died, he declared that his people were on the path to success. The old ways were dead, he claimed, and a new race was born, a race that was more than any orc could ever be. He named them the scro.

At his death, his grateful followers named their homeworld in his honor. Dukagsh's tomb now floats over the homeworld's north pole, so that the deceased leader may look down on his people and watch their progress.

Scro Battlewagon

Built by:	Scro
Armor Rating:	3
Used only by:	Scro
Saves as:	Metal
Tonnage:	80 tons
Power Type:	Major helm
Hull points:	80
Ship's Rating:	2
Crew:	40/160
Standard Armament:	Blunt ram
4 turret-mounted bombards	Crew: 3 each
1 Greek fire projector	Crew: 3 each
6 medium ballistae	Crew: 2 each
8 medium catapults	Crew: 3 each
Maneuver. Class:	E
Cargo:	20 tons
Landing—Land:	No
Keel Length:	150′
Landing—Water:	No
Beam Length:	50′

The massive scro battlewagon symbolizes the scro's emerging power. Thus far, only four have been built: *Decapitator, Devastator, Conflagrator,* and *Eviscerator*. Two others, *Mutilator* and *Defenestrator,* are under construction on Dukagsh.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+8
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Strength drain, spittle
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (15'-20' long)
MORALE:	Special
XP VALUE:	975



The scryxull can best be described as a zombie snake. They are created by evil clerics and magic users to serve as guardians in vile and loathesome places.

Scryxulls resemble normal snakes, but have been observed in sizes up to 20 feet long. Their most distinguishing characteristic is their skin, which varies in color according to the snake's original appearance. What makes their skin unusual and instantly recognizable is that it appears to be covered by a layer of dust. Closer inspection reveals, however, that this is not dust, but a crusty layer of dead skin.

A scryxull's eyes can also give it away as a zombie snake. Recently created scryxull have solid black eyes, regardless of their original color. They maintain a sheen for up to six months, after which the eyes begin to dry and become dull. Eventually, the eyes drop out altogether.

Combat: The scryxull are fierce fighters and always battle to the death. They never retreat. They attack automatically when encountered, but can be called off by a command word from their master.

Scryxull always attack using their bite first. Their length allows them to rise off the ground much like a cobra, allowing them to attack face to face. Many people find this unnerving, and the weak of heart are overcome by fear. Non-adventurers have a 50% chance of succumbing to fear; at 0 level, a 10% chance; at 1st level, a 5% chance; and at 2nd level, a 2% chance.

When the scryxull makes a successful bite attack, it inflicts 2-8 hp and drains 1-3 points of strength.

If the scryxull is wounded or somehow prevented from striking with its bite, it will use its spit weapon. Once every four rounds, the scryxull can spit (THAC0 15) an oily glob of dust at its victim, aiming for areas of exposed flesh, especially the face. The spittle acts as a strong topical anesthetic and eventually paralyzes the victim at the following rate:

Round	Effect
1st round	Area of contact feels numb
2nd round	Area begins to stiffen; victim attacks at –4 penalty.
3rd round	Area becomes stiff; if face, arm, or hand affected, victim drops weapon. Vision and speech impaired if the face was affected; victim attacks at –4 penalty if leg affected.
4th round	Victim can no longer stand if leg was affected; breathing is labored if face was affected; arm is completely stiff and useless if affected.
5th round	No change for arm or leg; victim falls unconscious if face was affected.

Characters are allowed a saving throw vs. paralysis to avoid the effects of the spittle. Armor, clothing, and weapons suffer no ill effects from the spittle. If the spittle is washed off with ordinary water, the effects do not progress beyond that round. If washed off with holy water, the symptoms are removed completely.

If a victim is struck in the torso, follow the effects as if struck in the face. The paralysis will affect the chest muscles, making breathing difficult.

If a victim is a spellcaster, paralysis will limit or prohibit casting. If struck in the face, the spellcaster may not use any spells, but may speak the command word of a magic item on the first round only. If a spellcaster's hand(s) is affected, spells requiring somatic components may not be used after the first round. The DM must rule whether a spellcaster may reach material components, depending on the injury (and whether one hand remains useful).

Scryxull are immune to *sleep, charm, fear, hold, death magic*, poisons, and cold-based spells. Holy water inflicts 2-8 points of damage upon striking. They may be turned by priests as zombies.

Habitat/Society: Scryxull may be created anywhere a snake body may be found. The scryxull are typically created as guardians for evil temples, but may also be found in dungeons or the laboratories of evil mages. Scryxull will obey up to six brief commands (attack, halt, be still) spoken by their master.

Ecology: None, since the scryxull is created artificially.

Sea Cow

CLIMATE/TERRAIN:	Warm, shallow ocean areas, often along coastal cities
FREQUENCY	Rare
ORGANIZATION	Family
ACTIVITY CYCLE:	Any
DIET	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	8
MOVEMENT:	Swim6
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS	Crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'-12' long)
MORALE:	Steady (11-12)
XP VALUE:	65



The term "sea cow", often used interchangeably with either "manatee" or "dugong," is also used to describe a specific magically-enhanced offshoot of the manatee species. These look very much like normal manatees, haveing two front flippers and a single-edged horizontal tail fin. An extremely thick upper lip hangs down over the lower lip, much like a walrus without the tusks. The sea cows's coloration ranges from brown to gray.

Combat: Sea cows aren't very efficient at combat. They are slow-moving, slow-witted creatures with no natural weapons and little combat inclination. They have several blunt teeth, but these are used for chewing aquatic vegetation, not for biting at enemies. The creatures' rather high Morale rating shows not their battle prowess but rather their inability to discern that combat is occurring: many instances have been documented where hunters have waded into a small herd of sea cows and speared one, pulling it up onto shore and gutting it, without discomfiting the other members of the herd in the least.

Once they realize that danger is present, most sea cows simply try to flee to safety. During mating season, though, a male might take offense at anyone coming too close, lunging at the intruder to crush him with its own huge body. Since sea cows are not speedy, crushing damage is limited to 1d6 hp damage.

Habitat/Society: Sea cows in the wild are most often found in the waters along warm coastal areas. They stay close to shore, where the aquatic plants on which they feed are found, and often feed at night when it's safer. Sea cows stick to small family groups, usually a mated pair and their offspring. During mating season, larger groups of sea cows often congregate together. As mammals, sea cows give live birth (a single young is born at a time), and the females produce milk. It is this milk for which the sea cow is prized (see "Ecology," below).

Many coastal cities have begun the practice of farming sea cows, keeping herds of the creatures penned in an area using vast undersea fences and nets. As long as there is plenty of food, the sea cows don't mind the corrals, as the barriers keep out many of the aquatic predators that feed on them.

Ecology: The sea cow is a source of many useful materials, the greatest being its milk. Sea cow milk is perfectly palatable (imbibers claim it tastes somewhat like goat's milk), and has the added benefit of allowing *water breathing* as per the third-level wizard spell. People drinking sea cow milk can breathe either air or water for the duration of the magical effect, which lasts a little less than an hour (1d4+1 turns). For obvious reasons, this milk is highly prized along coastal cities, allowing air-breathing races to hunt, fish, and explore underwater for extended periods of time. Many coastal cities that have trading industries with nearby merman or locathah settlements make use of sea cow farms, so that they may visit these oceanic cities.

The growing use of sea cow milk has angered those wizards who make and sell potions of *water breathing,* for sea cow milk provides all of the benefits of such potions (with only a slight reduction in duration) at a fraction of the cost. On the down side, sea cow milk spoils quickly and loses its magical properties after a day. One scheme growing in practice is the selling of sea *cow* milk as a potion of *water breathing,* charging the full price of a magical potion for something that can be purchased elsewhere much cheaper.

In addition, the sea cow is a good source of meat and blubber. The meat is very tasty, and the blubber is useful in the making of candles and lamp oils.

	Lesser	Greater
CLIMATE/TERRAIN:	Tropical ocean	Tropical ocean depths
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	High (13–14)
TREASURE:	Nil (D)	Nil (H)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	0
MOVEMENT:	6, Sw 15	9, Sw 18
HIT DICE:	12+12	16+16
THAC0:	9	5
NO. OF ATTACKS:	9 (5 on land)	11 (6 on land)
DAMAGE/ATTACK:	1d8×10/5d4	1d10×10/5d6
SPECIAL ATTACKS:	Constriction, whirlpool	Constriction, whirlpool
SPECIAL DEFENSES:	Ink	Ink
MAGIC RESISTANCE:	15%	30%
SIZE:	H (30′ tentacles)	H (40′ tentacles)
MORALE:	Fanatic (17–18)	Fearless (19–20)
XP VALUE:	9,000	15,000



The sea demon resembles a giant octopus, but is much larger. The smaller version of the sea demon has ten tentacles, averaging 30 feet long, and a body diameter of 15 to 18 feet.

Combat: On land, the sea demon attacks with half its tentacles, slithering along the ground upon the rest. At sea, two tentacles anchor the creature, while the rest attack. The initial tentacle attack inflicts 1d8 points of damage. No attack roll is required thereafter, the tentacle constricts for 2d8 points of damage per round. Two rounds after prey has been seized, it is dragged to the creature's great beak, which inflicts 5d4 points of damage.

A tentacle grips with a Strength equivalent of 18/76; a creature with at least this Strength can avoid the crushing damage, but will not be free of the tentacle. A tentacle can take 12 points of slashing damage before being severed; damage to its tentacles does not count against the sea demon's hit points. If half the attacking tentacles are severed or incapacitated, the sea demon withdraws. In water, it discharges an inky cloud that fills a volume of 40×60×60 feet. All within are blinded while they remain within the cloud and for 1d4 rounds after they emerge; the cloud also deadens sound- and pressure-sensing organs so they are useless for 2d4 turns.

The sea demon attacks ships that venture too close to its lair. (Multiply the surface distance in miles from the ship to the lair by 20% for the chance the ship will *not* be attacked.) The sea demon takes two turns to get to a shallow depth, then 2 to 12 turns, depending on the distance, to catch the ship.

A ship seized by the sea demon comes to a stop in one turn. The creature will try to sink the ship, attacking whatever prey comes within tentacle reach. As long as six tentacles grasp the ship, the sea demon can reduce its seaworthiness by 2–8% per round (2d4). If four or more tentacles are severed (but no more than half the total number of tentacles), the sea demon retreats to 500 feet below the ship (or half the distance to the bottom in shallower water). It then begins to spin; after one turn, a giant whirlpool forms. Unless the ship is mobile and attempts immediate flight before the whirlpool forms, it will be caught in the whirlpool for 1d4 turns before it can try to escape. Escape requires the ship to be able to move—enough oars and crew to man them or sails and wind to fill them—and a successful seaworthiness check. A failure to escape means the ship is destroyed. The sea demon cannot maintain the whirlpool for more than five turns, nor will it pursue after creating one, for it must rest a full day. The sea demon will recognize an escaped ship on a later day; it can sense such a ship up to 10 miles away (double the normal distance), and will immediately attack and try to destroy it.

Habitat/Society: The sea demon may be encountered at sea or in coastal areas. Its lair is usually in the sea, but may be on land if the climate is humid and either subtropical or tropical. It will nearly always be found alone, for it hates all other life, especially other sea demons. The creature is 80% likely to be in or near its lair when encountered.

A sea demon that has lost tentacles can regenerate them at a rate of 3 feet per tentacle per week. A sea demon will not attack a ship if its wounded tentacles are less than half healed.

Ecology: The sea demon eats whatever it can catch, preying mainly on giant marine life, small whales, and the like. It may come ashore to hunt, especially if the food in the surrounding seas has been depleted. Perhaps sea demons first attacked ships because a ship's hull somewhat resembles a whale when viewed from below, but the creatures have learned that ship crews are prey, also.

Greater Sea Demon

This creature is in most ways similar to its smaller cousin, but has twelve tentacles (ten of which it uses to attack). It is larger, having a diameter of 20 to 25 feet and its tentacles grow to 40 feet in length. A greater sea demon is found mainly in the deeps; its lair is nearly always below a depth of 1,000 feet.

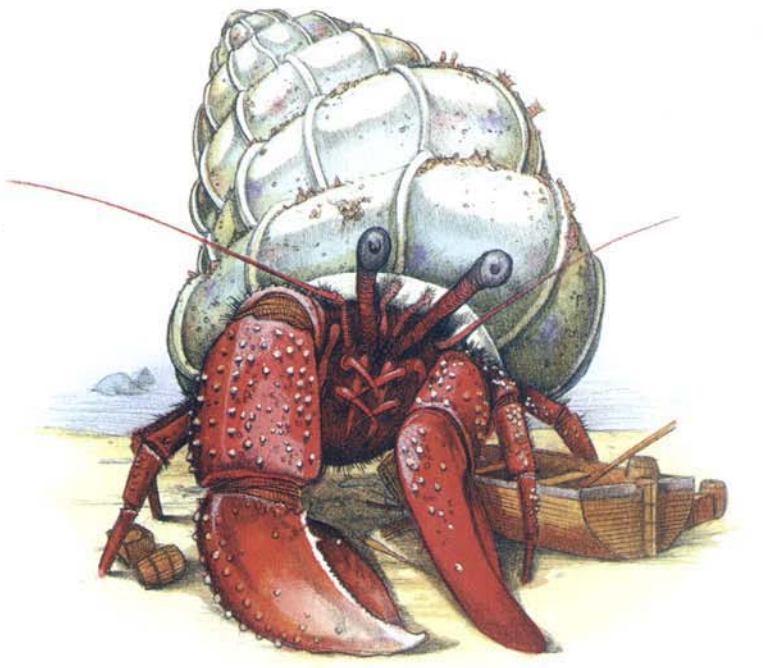
A greater sea demon tentacle has an effective strength of 18/91, and requires 20 points of damage to sever. Its beak inflicts 5d6 points of damage, and is strong enough to crush coral, or crack the shell of a giant clam. The creature can reduce a ship's seaworthiness by 4–16% per round (4d4) and crush small boats with ease. Severed tentacles regrow at the rate of four feet per tentacle per week. Its cloud measures 60×80×80 feet.

Note: If the optional ship damage system from *Ships and the Sea* is used, the lesser sea demon inflicts 1d4 points of hull damage per round, and the greater sea demon inflicts 2d4.

—*From* DRAGON Magazine #48

Sea Hermit

CLIMATE/TERRAIN:	Any coastal
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil (H)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0/3
MOVEMENT:	6, Sw 12
HIT DICE:	10+5
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	G (40' long)
MORALE:	Champion (15–16)
XP VALUE:	8,000



The legendary sea hermit poses a significant danger to the unwary. When first encountered, this creature appears to be nothing more than a lonely, benevolent person living in a huge shell on a deserted beach. It can appear as a human, demihuman, or humanoid, acting the role of a recluse happy to have visitors, and offering travelers shelter within its shell-home. Surprisingly, the shell is indeed large enough, a majestic form spiraling upward into a small tower roughly 20 feet in diameter at the base and rising 30 feet high. The shell is usually white with deep blue and red markings.

This large shell is the creature's natural home. The sea hermit is actually a creature of the deep—a powerful being from an underwater kingdom who is studying the surface world.

Its natural form is very similar to that of a giant hermit crab. In this natural state, it is 10 feet wide and almost 40 feet long. Large arms ending in huge pincers extend from its body near the front. Its large, black eyes are on stalks, which can be pulled into armored niches for protection, and its two pairs of large feelers can sense heat, motion, and sound. The creature's body is naturally armored in a dark red carapace, and it has six skinny legs that help pull it along the sea bottom and allow it to swim clumsily, dragging the majestic shell along behind it.

The sea hermit can speak several languages, including the common tongue. It can also communicate with most intelligent sea-dwelling creatures.

Combat: The sea hermit rarely attacks while in humanoid form. Occasionally, if it has lured people into its shell, it might attack while they sleep. Normally it prefers to capture specimens live. While in humanoid form, the sea hermit possesses the natural Armor Class of that form. If attacked, the creature will *shapechange* back to its natural crab form during the first round of combat.

In its crab form, the sea hermit fights with two devastating pincer attacks, each inflicting 2d8 points of damage. Further, if the sea hermit makes a natural attack roll of 19 or 20, the victim must make a successful saving throw vs. death magic or lose a limb (determined randomly). The creature's horny carapace is Armor Class 0 in the front and AC 3 for the softer shell at its rear. If the creature is in its majestic shell with only its front carapace exposed, it is AC 0; the shell is too thick and well armored to break through during the fast-paced action of combat. People trapped within the shell, thinking to strike at the softer armor toward the creature's back, will often find themselves suddenly dealing with several hundred gallons of water as the creature dives under the sea, allowing the seals to break long enough to flood the lower spiral of its shell.

Special Abilities: A sea hermit has a 20% chance to have the use of spells and skills of its previous prey. If so, the number and levels of any spells do not increase as with other spellcasters. Roll 4d10 for the actual number of spells learned previously, then determine each by first rolling 1d8 for the spell level of spell, then choosing a spell randomly from the list. A sea hermit is considered a 16th-level mage; 9th-level spells are beyond its capabilities. For skills, roll 2d10 for the number available and determine the exact skills randomly. Alternately, the DM can assign skills, including racial and class abilities according to the humanoid forms adopted by the sea hermit.

The sea hermit's big advantage is its *shapechanging* ability. This ability functions like the 9th-level wizard spell *shapechange*, except that it is a natural ability. The sea hermit can imitate only intelligent creatures that it has studied. It requires one round to change shape, after which the sea hermit possesses full the natural, nonmagical abilities of the form assumed.

Habitat/Society: Sea hermits are sages of deep, undersea kingdoms who seek to trap the unwary in order to study their memories. Through arcane processes, these memories are extracted to teach the sea hermit new skills, spells, and reveal other information about the people who dwell on the surface. Sea hermits have no qualms about the deception they employ or the fatal methods of memory extraction. To them, the situation is no different from collecting and dissecting insects to learn about them. These are simply the methods that are available.

The sea hermit captures its specimens alive when possible, taking them back down to the undersea kingdom where it can better perform its work. This sometimes requires that the sea hermit keep up its guise for hours, lulling its victims into a false sense of security. Sea hermits do not view themselves or their undersea life as superior or inferior, just different. They exploit those on land for knowledge and skills to provide themselves

with greater power in their own undersea kingdoms.

Ecology: The sea hermit is a deep sea creature. Its true lair is far from coastal waters; it only comes to shore to collect samples. A sea hermit never wanders far from its shell-home while in humanoid form for fear of losing it. Finding a new, unoccupied shell requires a long and dangerous undersea quest, with the sea hermit lacking its strongest form of protection. The creature takes any steps necessary to protect its home, and this is one of the creature's few weaknesses.

Some parts of a sea hermit's natural form can be used in magical preparations that deal with water breathing and shapeshifting. A rumor persists that a wizard has one of these great shells enchanted to act like *Daern's instant fortress.*

Savage Coast Lore

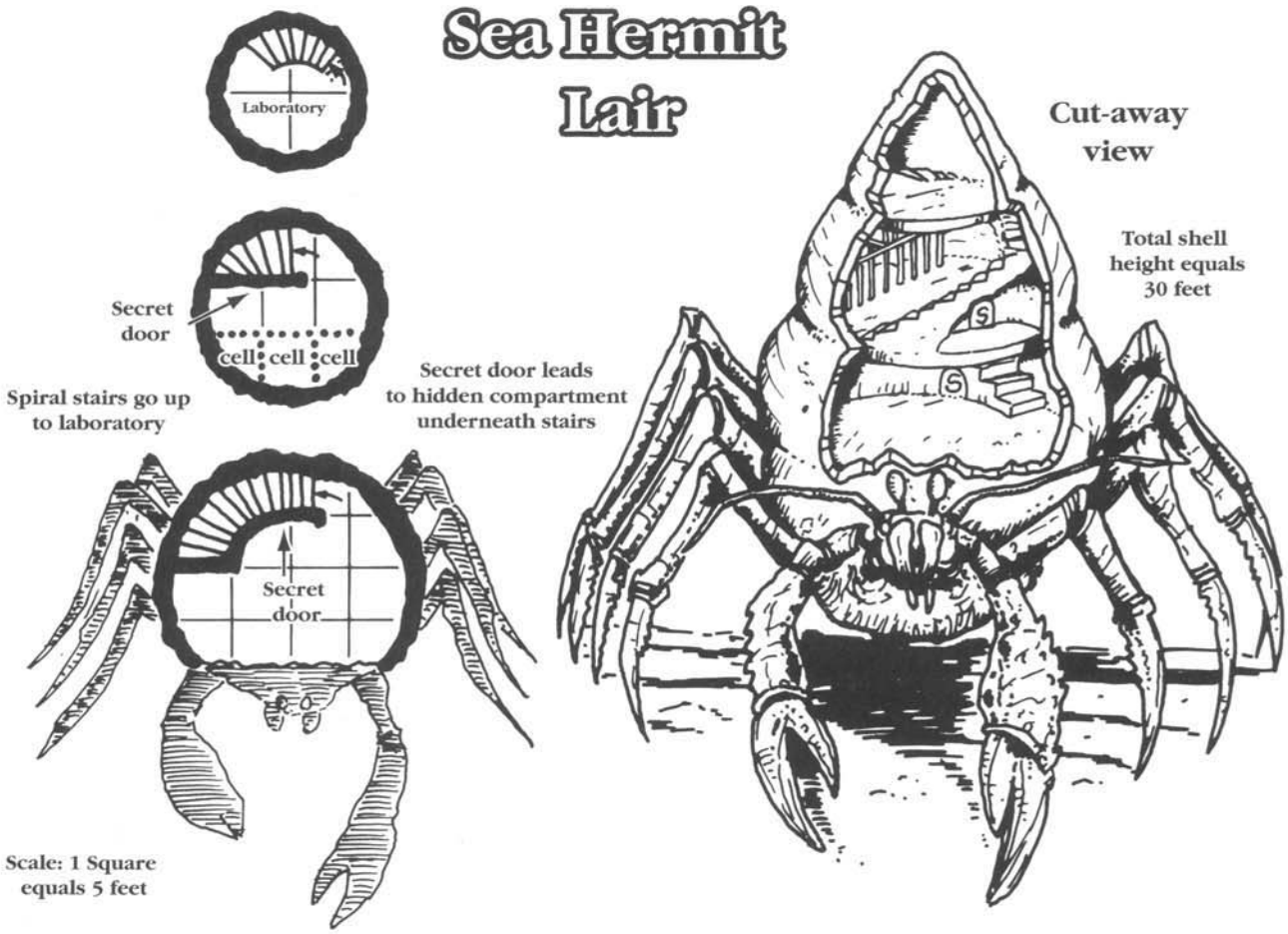
The sea hermits hold a special animosity for jorries, a mischievous otter-like mammal, some of which can see through their guise. Jorries will often watch a sea hermit and try to warn any potential victims of the creature. A sea hermit will sometimes go out of its way to run off any nearby dens of jorries before setting up its trap.

The few sages who know of the sea hermit and araneas have tried to find a link between their abilities. This has been unsuccessful; the sea hermit's ability is far more advanced, as it can quickly assume the form of any intelligent creature, not just a single humanoid.

–*From* Red Steel MC Online, #2524

Lair: This majestic structure is a squat, conical shell. It is approximately 20 feet across at its base (60 feet in circumference) and spirals upward 30 feet to a final room only 10 feet in diameter. In some areas, the overlapping spirals bend some of the ceilings, making the overall architecture lack the hard edges and corners to which most races are accustomed. In areas of sharp upward slope, the sea hermit has formed a polished stairway from the shell's glossy mother-of-pearl interior. The effect is quite beautiful.

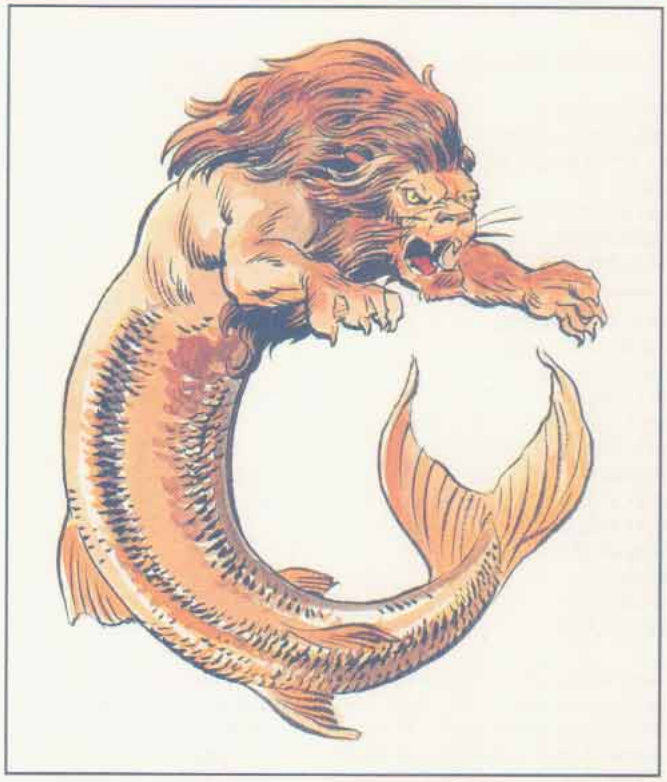
The first 40 feet of the shell, as it wraps around the first curve, is where the sea hermit in its natural form fits. When posing as a humanoid, this portion is cluttered with driftwood and minor implements, suggesting a craft workshop or junk storage area. Past this, the shell has been reshaped to form archways, stairs, and rooms, including a laboratory and cells for prisoners. A few secret doors may be installed, perhaps some ending in traps for overcurious guests; these often involve spring-loaded tridents tipped with the poison of an exotic fish (THAC0 13, inflicting 1d10+4d8 points of damage; a successful saving throw vs. poison reduces damage to 1d10+2d8 points).



Sea Lion

CLIMATE/TERRAIN:	Coastal marine
FREQUENCY:	Uncommon
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	3-12
ARMOR CLASS:	5/3
MOVEMENT:	Sw 18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Mauling
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (15' long with tail)
MORALE:	Steady (12)
XP VALUE:	420



A sea lion is a fearsome creature with the head and forepaws of a lion and the body and tail of a fish.

Combat: Sea lions are ferocious and difficult to deal with. They are very territorial and usually attack anything that enters their domains, no matter what the size. Their vicious teeth and huge paws are a match even for most sharks, which they hate above all other creatures. Sea lions must attack the same opponent with paws and teeth and cannot divide attacks. Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures cannot attack if they have not already done so that round and must roll a successful open doors roll to free themselves. When mauling a creature, the lion follows up with a bite attack with a +4 bonus to the attack roll, causing double damage if successful.

The head of a sea lion, with its thick mane, is treated as AC 5, while the rest of its scaly body is AC 3.

Sea lions are very difficult to raise in captivity, but can become the best and most loyal of steeds. In fact, they are arguably the most powerful mountable creature beneath the waves. They are very useful as guarding and hunting beasts, since their tremendous roar can be heard for up to 10 miles underwater, providing ample time to prepare for an attack or to send help. They are not as skillful swimmers as are sea horses—they are the underwater equivalents of Maneuverability Class B creatures.

Habitat/Society: Sea horses and sea lions almost never encounter one another as sea lions prefer to dwell in the shallow coastal regions, while sea horses delve the deeps. This is primarily due to their respective dietary differences. Sea horses eat plankton, while sea lions eat any type of meat, be it a fish, dinosaur, or wandering herd animals caught drinking at the water's edge. Sea lions are not afraid of land and it is not unheard of for sea lions to drag themselves a few dozen yards up the beach in search of meals. While these attacks are rare indeed, the reports of sea lions in the vicinity does tend to foster more fear among the general populace than a simple shark attack does. But in a world of krakens, dinosaurs, and vampires, sea lions are a relatively minor threat.

Sea lions roam the seas in packs, what might be called a pride of lions on land. The strongest one (usually with maximum hit points) is the leader. In a sea lion pack, both sexes hunt and care for young, but the males are superior hunters, something that differentiates them from their land-based cousins.

While sea lions rarely travel anywhere with specific goals in mind, they do sometimes team up to aid other packs of lions, usually when they roam close enough to hear the collective bellowing of their comrades. But territoriality comes into play immediately after the kill is made, and rarely does the reigning leader allow the helpful newcomers to share in the spoils of the victory. Often a new battle for power ensues between the two leaders. If the resident leader wins, the newcomers leave without a taste of meat. If the newcomer wins, he and his pack remain just long enough to take first choice of flesh, and then depart for home. The remaining leader, vanquished and weakened before his peers, rarely lives long enough to enjoy the spoils.

Ecology: Sea lions hate sharks, often going to great lengths to hunt them down. The taste of sharks is apparently abhorrent to sea lions and they always leave the carcass uneaten, so it is something of a mystery why this rivalry exists. Some sages claim that it is the result of conflicts between the lesser deities of nature, but it is more likely two strong predators vying for supremacy of the seas.

Because of the water-proofing qualities of their thick scales, sea lions can remain out of water for up to 24 hours before their gills dry out and become incapable of removing oxygen from the water. If a sea lion is fed a constant source of water into its mouth, it can survive for an entire week before disease enters the cracking scales and starvation takes its toll. It is theoretically possible to keep a sea lion in captivity but, like most aquatic carnivores, the restriction of space is often psychologically too much for the creature and death slowly takes the once-proud beast.

Sea Serpent (Sea Glutton)

CLIMATE/TERRAIN:	Deep saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1–2
ARMOR CLASS:	6
MOVEMENT:	9, Sw 18
HIT DICE:	9+2
THAC0:	11
NO. OF ATTACKS:	2 (bite, tail)
DAMAGE/ATTACK:	2d6/2d10
SPECIAL ATTACKS:	Constriction, swallow whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50'+ long)
MORALE:	Elite (13–14)
XP VALUE:	3,000

The sea glutton is a form of giant serpent—the kind mariners have whispered tales of since the beginning of ocean travel. They are most often reported lying on top of the water, sunning themselves, although sometime their long, looping coils are seen breaking the surface as they swim through the ocean waters.

The creature has a long serpentine body covered with dark green, glistening scales. Its underbelly is a chalky gray. The head of a sea glutton resembles a dragon more than an actual serpent, with a large mouth full of sharp teeth and two protruding fangs. All sea gluttons have a ridge of webbed spikes running down their backs. These spikes start out tiny on the creature's nose ridge, grow quickly to form a large crest over its head, and then trail off over the next 20 feet or so. The spikes can lie flat along the back or be extended to provide protection or reveal anger. Males also have a webbed fan of spikes against the sides of their heads. These are usually flared during fights to make the creature's head seem larger and more threatening.

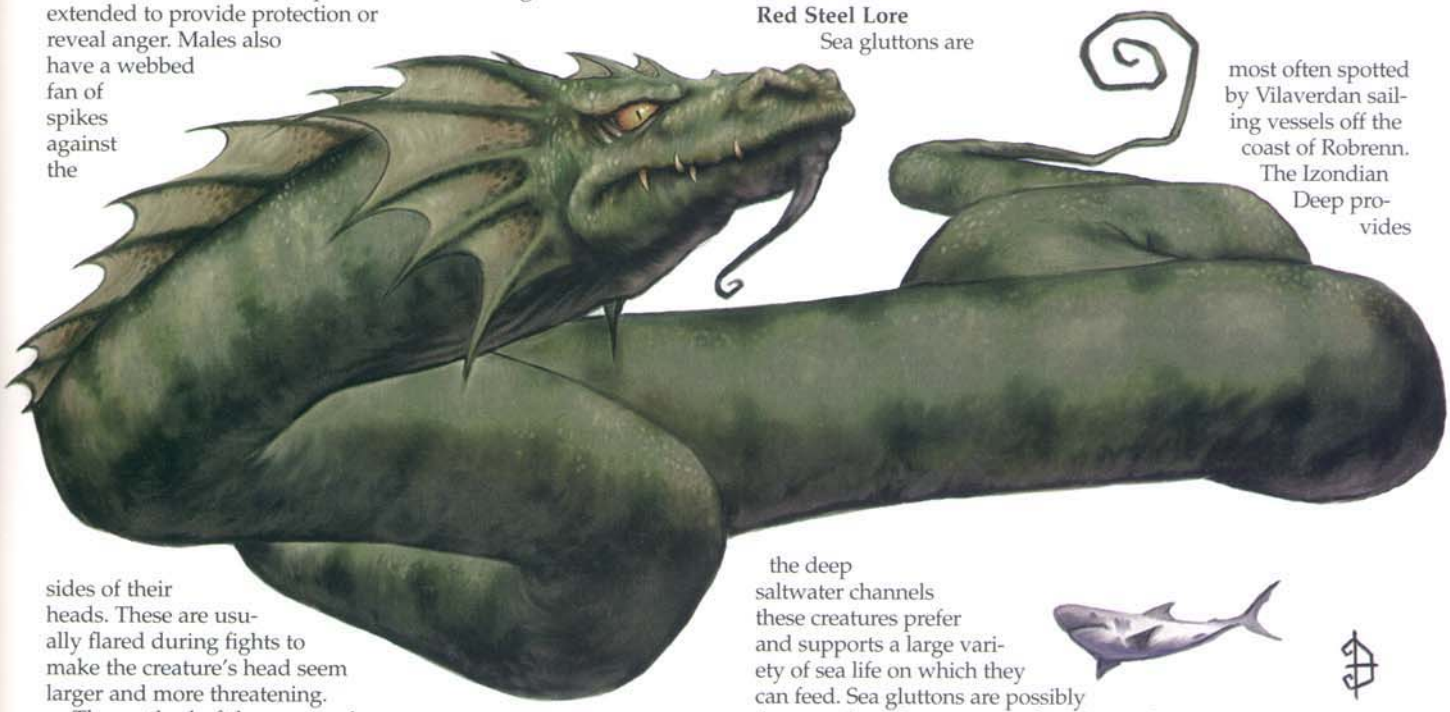
The method of the creature's communication is unrecorded. No expedition seeking to make contact and negotiate with these creatures has returned.

Combat: Usually, sea gluttons attack when in search of food. Food consists of almost anything under or on top of the water. The creature generally attacks with a bite, but can deliver a dangerous tail slap if provoked. On a natural attack roll of 19 or 20, the sea glutton can swallow whole any creature man-sized or smaller. Sea gluttons may attempt a constricting attack instead of a tail slap, particularly against ships and creatures of huge size or larger, less often against smaller creatures. If the constriction attack is successful, 2d10 points of damage are automatically inflicted on the victim every round. Victims can attempt a bend bars roll to escape the sea glutton's grip. If attacking a ship, the creature can crush the vessel within 10 rounds.

Habitat/Society: Sea gluttons roam the open sea waters, traveling alone or with a mate. Their young are abandoned at birth and left to fend for themselves, many falling prey to other sea creatures during this vulnerable period. Those who survive their first year are considered adults and can pretty well take care of themselves. No one knows how old or how large a sea glutton can get, though sailors speak of one that is commonly mistaken for a small island. Regardless of how slow or lazy sea gluttons look, provoking one is a poor idea.

Though sea gluttons do not stake out a territory, they are wary of each other. Battles have been witnessed between two males or two females but never between opposite genders. Sea gluttons often hunt the surface of the water for food, and they love to sun themselves right after a meal. Otherwise, they remain in deep water.

Ecology: The primary food staple of the sea glutton is the echyan, a giant sea worm; the predatory sea gluttons provide a critical check in keeping down the sea worm population. The only creatures sea gluttons avoid after their first year are dragon turtles, sea dragons, and similar kin, which hunt and feed on them.



Red Steel Lore

Sea gluttons are most often spotted by Vilaverdan sailing vessels off the coast of Robrenn. The Izondian Deep provides the deep saltwater channels these creatures prefer and supports a large variety of sea life on which they can feed. Sea gluttons are possibly the most feared creatures in the Western Sea and almost certainly are along the waters of the Izondian Deep.

—*From* Red Steel MC Online, #2524



Climate/Terrain:	Sea of Sorrows
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	J
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	5
Movement:	9, Sw 9
Hit Dice:	10
THAC0:	11
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d10
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (7′)
Morale:	Steady (11–12)
XP Value:	4,000

The master sea spawn is one of the most horrid creatures to lurk beneath the oceans of the Demiplane of Dread. They infiltrate coastal villages with their disgusting spawn and then use them to take control of the minds they come into contact with.

The master is a large humanoid with great black claws that match its dark, pupilless eyes. A series of thick fins runs down the length of its head and spine. These are almost always covered with wafting fungus, weeds, or scraps of torn flesh. The rest of the body is covered with sickly green scales and sheathed in a toxic mucus. The webbed hands and feet are oversized to help with swimming. The creature's viciousness is evident from the double rows of sharp, jagged teeth that jut from the master's tremendous jaws.

Sea spawn masters speak no known language, but are able to telepathically communicate with their sluglike spawn and the creatures they control without regard for such things.

Combat: Sea spawn masters cannot leave the water. If forced to do so, they will asphyxiate in 10+1d6 rounds. In the meantime, of course, the creature will try to escape or kill whatever is keeping it from the sea. This means characters who want to deal with the thing will have to travel beneath the murky sea, incurring all the usual penalties and problems thereof.

When confronted, the master usually uses its telepathic abilities to summon help from fishes and other creatures of the depths. This functions as a *monster summoning IV* spell but applies only to aquatic creatures. Each monster summoned arrives 1d4 rounds later. The spawn master may use this ability twice per day.

Though the spawn prefers to let others fight its battles, it is not completely helpless. Its jagged claws cause 1d6 points of damage per hit, and its frightening maw of jagged teeth inflicts 1d10 points. Those bitten by the creature may also contract a rotting disease that infects a wound and keeps it from healing. Anytime a character takes damage from the thing's bite, he must make a saving throw vs. poison. Should he fail, the bite's damage is permanent until healed by a *cure disease* spell.

The skin and scales of sea spawn masters are notoriously slimy and covered with bits of rotting flesh. This functions as an *oil of slipperiness*, making it nearly impossible to grab or otherwise hold the beast. Webs, nets, and other devices are equally ineffectual. The beast often uses this advantage to slip in and out of fishermen's nets and steal their catch. Many a confused fisherman has been puzzled by the slimy residue that is the only prize of a once-heavy haul.

Habitat/Society: By day, the sea spawn master lurks in shallow caves, reefs, or thick tangles of seaweed near the target of its latest attack. Here it spends most of the day in a sort of trance, coordinating the movements of its less intelligent minions.

The lair of the thing is usually littered with bones, scraps of clothing, and a few coppers and other artifacts, but little else. There is a very small chance that the thing has feasted on more powerful folk, however, so the lair has a 20% chance of containing treasure type W as well as J.

Ecology: Sea spawn masters are born from minions that somehow escape back into the sea. The survival rate for these tiny, vicious things isn't high, so there is only a 1% chance that they will survive long enough to develop into masters.

The spawn matures similarly to a tadpole. As it grows larger on a diet of fish and the like, tiny legs and arms grow and elongate. Over a period of twelve months, the minion rapidly develops into a full-grown spawn master. Four months into this change, the spawn develops its telepathic powers and can summon other creatures to protect it. The slippery coating of scum and rot is well developed by the time the thing reaches maturity.

Once a master, the spawn survives on a diet of fish and other sea creatures. But seafood is poor fare for this horror of the deep. The taste of human flesh drives it to seek a seashore community to provide it with bloody fodder.

Sea Spawn, Minion

Climate/Terrain:	Coastal (Sea of Sorrows)
Frequency:	Rare
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	3–18 (3d6)
Armor Class:	5
Movement:	3, Sw 3
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1 point of damage
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (6" long)
Morale:	Steady (11–12)
XP Value:	35



The minions of the sea spawn (q.v.) are tiny creatures that seek to inhabit the skull of a coastal villager and control his will and body. Their sole purpose is to provide living flesh for their horrid master.

The minions look like disgusting, slimy, six-inch-long slugs. Unlike their landborn cousins, the minions have a circular mouth, much like that of a lamprey, which they use to bore into their victim's flesh. Their skin is much thicker than that of normal slugs as well, probably as a means of keeping out the salt of the water that would kill regular slugs.

Sea spawn slugs do not speak, but are in constant telepathic contact with their masters.

Combat: The only physical attack that sea spawn minions possess is their bite. By itself, this inflicts an insignificant wound and causes only 1 point of damage. However, the bite of the minion injects a powerful poison that renders a victim paralyzed for 1d4 turns unless a saving throw vs. paralyzation is made. Long before the paralysis has worn off, the spawn will bore a tunnel for itself through the soft flesh behind and below the skull of the victim. The gruesome thing then coils around the brain stem and takes control of the host's higher functions.

A sea spawn host retains all memories, spell abilities, and proficiencies, and can use these powers normally. The only noticeable difference is in personality. A spawn's victim becomes detached from his family and friends. Indeed, the thing is waiting for its slimy brothers to come in the following nights and dominate the rest of the town.

Removing a spawn minion is difficult and requires the magical touch of a priest. *Cure* spells have no effect except to heal the spawn and its host of normal damage. *Cure disease* or *restoration* are the only spells that will force the creature out of the victim, though even this will cause 3d6 points of damage as the thing writhes and chews its way back out.

Each day that a slug spends in the skull of a victim lowers that person's Intelligence score by 1 point. If the creature is driven out of its host, the newly liberated mind will be far less alert than it was previously. Nothing short of a *wish* spell will repair this damage.

The sea spawn minions have a telepathic link with all other slugs produced by the same master, so the moment one of them becomes cornered or harmed it will summon 3–18 (3d6) other hosts to help it. The things also have mental contact with the sea spawn master, so it too might send allies to the minion's aid.

Most hosts are villagers with 1 Hit Die. Occasionally the things will find more powerful victims. There is a 25% chance that the spawn have found adventurers generated from the rules presented in the *Monstrous Manual*.

Habitat/Society: When a sea spawn master spies a coastal village it thinks will provide it with fresh fodder, it ejects 3d6 minions. These foul creatures make their way to the shore. From that time until an entire village has become dominated, the spawn master will continue to release its slimy children once per night. While at sea, the slugs swim like eels. On shore, they are forced to slither like worms or snakes. The slime that coats their bodies is sticky, allowing them to climb up walls and ceilings to drop down on their victims. From there the spawn bite and paralyze their prey, bore into the skull and take up residence in the brain. In this manner, the creatures gradually take control of whole communities.

Not all of a sea spawn's slugs will reach the shore. About 1 in 10 of them are swept out to sea by currents and the like. Most of these die, but about 1% of them grow to become sea spawn masters after about a year.

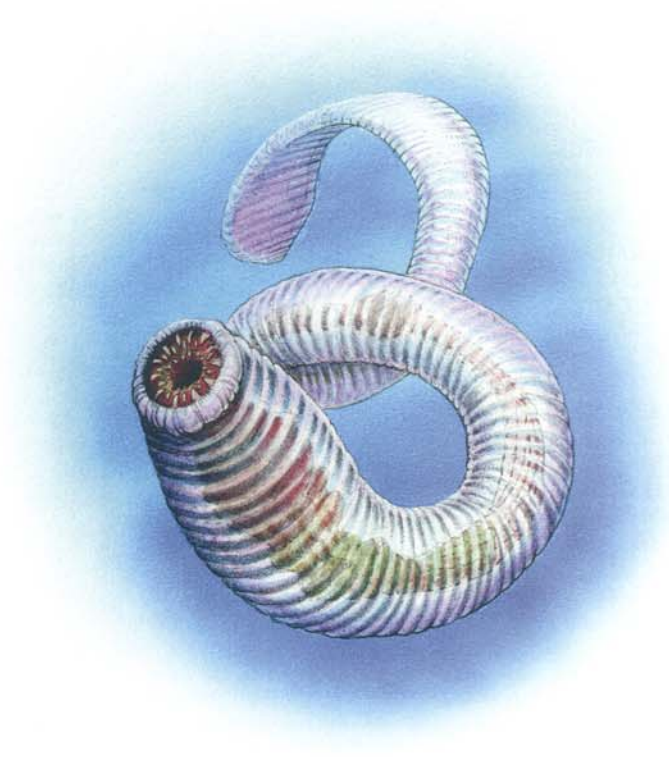
Sea spawn begin feeding their master mere hours after inhabiting their first victim. Their preferred method is to abduct the young or helpless from the homes of their hosts and toss them into the sea by cover of night. Their malicious master waits greedily for the tender flesh of surface dwellers. If this isn't possible, one of the minions will deliver its own host to the master to sate its hunger for a time.

Ecology: Sea spawn minions are born in a sack above the master's gut. From there they are spewed into the sea and forced to swim ashore. Once on the land, they seek out places where they can lurk undiscovered and strike without fear of detection.

The things mature inside their hosts, feeding on brain tissue. Each day that passes sees the mind of the victim partially destroyed by the hunger of the sea spawn. Their life span is short, however, for when the entire village is taken over, they hurl their hosts into the sea where both parties are consumed by the sea spawn master.

Sea Worm (Echyan)

CLIMATE/TERRAIN:	Tropical seas, coasts, and rivers
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	7–12
ARMOR CLASS:	4 (10)
MOVEMENT:	6, Sw 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Swallows (on 18+), drain blood
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12′ long)
MORALE:	Average (8–10), special
XP VALUE:	1,400



These large, predatory sea worms live in the tropical oceans and, at times, in the rivers that flow into the seas.

A typical echyan is approximately 12 feet in length and 2 feet in diameter, tapering into a flat tail. A barely noticeable bulge around the head area houses what small brain it possesses. It has no discernible eyes, and its skin and flesh are translucent, making it all but invisible in the water until it strikes. The mouth of the creature forms a giant suction cup, lined with three rows of crystalline fangs that help it lock onto and swallow its prey.

Combat: Echyans prey on almost anything. They attack from behind or underneath, detecting their potential prey by sensing motion. They are 90% likely to escape detection before they strike, unless the prey has magical aid or exceptional senses. Only one echyan in a school attacks a single creature at a time. On successful hit with a natural attack roll of 18, 19, or 20, the echyan swallows whole any creature that is man-sized or smaller. A swallowed creature takes 2d4 points of damage per round from the digestive juices of the worm. Victims with short edged weapons can attempt to cut themselves free; the echyan has an internal Armor Class of 10.

On other successful hits, echyans lock onto their prey and suck both blood and flesh for 2d4 points of damage. After the initial strike, damage occurs automatically every round, unless the victim makes a successful bend bars roll to detach the echyan or inflicts enough damage to make it disengage.

A worm that loses half its hit points will disengage, and another will attempt to attack. This rotation occurs until all echyans in the school are damaged to half hit points. At that point, those echyans still able to swim away will do so.

Habitat/Society: Echyans breed in large rivers, digging into the mud to lay eggs that hatch in the spring. The newborns, already four feet long when they emerge from the mud, swim down to the sea. Those that survive grow quickly, spending the summer months off the coast, following schools of migrating fish. When possible, they also go for larger prey such as sea turtles and whales. In the winter, they return to the rivers that feed the seas to spawn a new generation. At this time, they can pose a significant hazard to any creature entering these waters, not the least because large sea creatures sometimes enter the echyan mating grounds to feed on the exhausted worms.

Ecology: Echyans are one of the more dangerous water predators along the coasts because of their near-invisibility in water and powerful bite. Despite this, most humanoid victims are those unlucky enough to stumble across an echyan that has been stranded on shore during the daylight, as an echyan caught on shore after dawn will burrow partially into the sand to protect itself from the burning rays of the sun. Echyans are not particularly useful in terms of byproducts, and so are left to their own devices by most races.

Red Steel Lore

Echyans live in the Western Sea and breed in the rivers of the Savage Coast lands. They have been encountered as far as the Jururú and Xingá Rivers in Jibarú, and the Dream River hosts thousands of spawning echyans every winter. The sea worms congregate here in safety because they are immune to the effects of the amber lotus. They feed on batracines (froglike humanoids), jorries (otterlike mammals), tortle eggs, and other river creatures during their brief freshwater stay. Once in the sea, they feed mostly on fish, though the occasional worm will crawl up on the beach in search of tortle eggs, which they particularly like. The lupins (wolfoids) take an active interest in the worms and try to keep them from returning to Dream River every year.

—*From* Red Steel Online MC, #2524

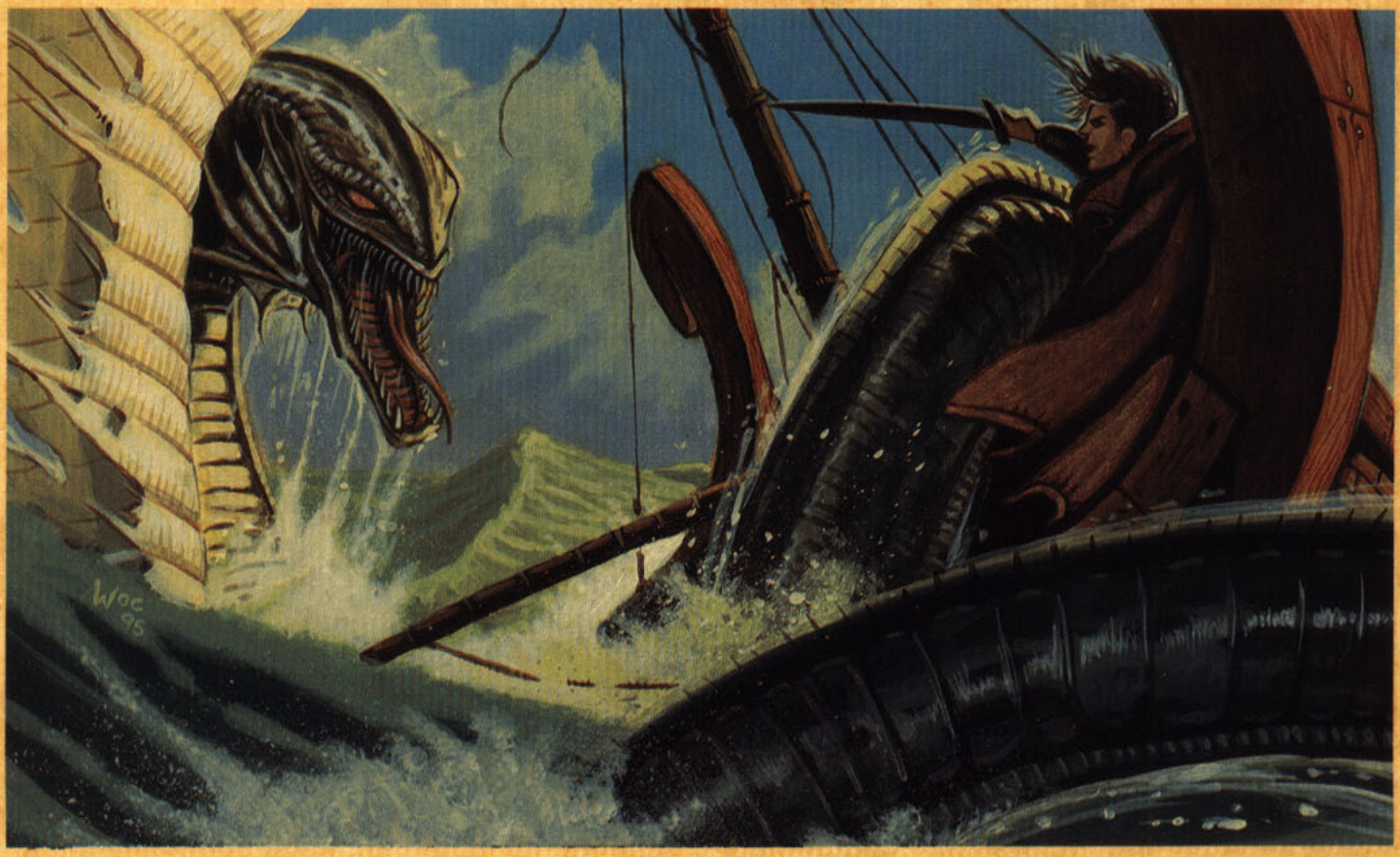
Seadrake, The

CLIMATE/TERRAIN:	The Straits of Aerele/ Baerghos Island
FREQUENCY:	Unique
ORGANIZATION:	Solitary/Regent
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (10)
TREASURE:	Domain Treasure (50 GB+ from sunken ships)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6, Sw 24
HIT DICE:	15 (100 hp)
THAC0:	5
NO. OF ATTACKS:	1 (bite) or 2 (flukes)
DAMAGE/ATTACK:	3d10 or 2d8/2d8
SPECIAL ATTACKS:	Crushing coils, swallow
SPECIAL DEFENSES:	Regeneration, ink cloud
MAGIC RESISTANCE:	Nil
SIZE:	L (50′ long)
MORALE:	Fanatic (17)
BLOOD:	Great (Azrai): 80
BLOOD ABILITIES:	Bloodform (great), Major Regeneration (great), Regeneration (great)
XP VALUE:	14,000

About 600 years ago, when the Roeles still lived to rule Anuire, an Anuirean merchant named Garrilein Suliere sailed the Straits of Aerele, selling grains, steel, and fabrics from Anuire in Mieres, and returning with a cargo hold full of gold and spices. It was a good life; he profited from the trade and helped make others wealthy as well.

Occasionally, he would supplement his cargo with passengers. One mysterious passenger, who paid his weight in gold, proved to be Garrilein's undoing. Though the passage across the Straits lasts only a day, this day would irrevocably change Garrilein's life.

A storm boiled up, and the passenger's cloak was blown from his face. He was scaled and horned, a horrible lizard-like creature, and he began to slaughter the crew where they stood. Though Garrilein was only an average warrior, he



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couldn't stand idle while his crew was slaughtered. Summoning all his meager courage, he crept up behind the beast and drove a harpoon through its back. It expired on the harpoon, cursing him all the while.

Whether it was the curse, or whether the slaying awoke Garrilein's latent blood, he gradually took on the beast's scales over the next few years. He soon could not show his face in public and was forced to deal through intermediaries and couriers. His appearance continued to worsen, until at last he slipped into the sea in an attempt to kill himself.

He found that immersion in water couldn't kill him; instead, the salt water of the Straits hastened his transformation and he eventually became a small sea serpent. The years have rendered him larger and more powerful; and although he is not actively evil, his transformation continues without cease.

Although he now has little use for it, the Seadrake still collects treasure. Though he can no longer increase his fortune through honest work, he can now take it from the captains of the vessels that ply the Straits of Aerele. He has terrorized ships for the past 500 years, and after the first few decades, few dared deny him the treasure he seeks.

However, the Seadrake does not take lives unless forced to do so in self-defense. He makes an exception for the pirate ships that attempt to steal what would be his. Apparently, he feels some obligation to earn the money he takes from the merchants; killing the pirates is his trade-off.

The Seadrake appears as a 50-foot-long serpent with a large, fanlike crest adorning his back. He is mottled green and blue, and he blends easily into the sometimes turbulent waters of the Straits. Fangs fill his mouth, and the flukes on his forequarters propel him powerfully through the water. He bears no trace of his former humanity except for his morals and his ability to understand all human speech.

The Seadrake can breathe both water and air without difficulty, but he has trouble moving on land. Although he has been known to pursue enemies onto dry land, he prefers the water, where he's more maneuverable and more dangerous.

Combat: Ship captains give tribute to the Seadrake with little fuss for good reason. His bite causes 3d10 damage, enough to rend a normal man in a single pass of razor-sharp teeth. Alternatively, he can make a crushing attack with his two tremendous flukes, each causing 2d8 damage. Any breakable object must save vs. crushing blow when hit by his flippers or be shattered.

The Seadrake has recently discovered that his great size confers two additional forms of attack. He is now of a size such that he can swallow man-sized enemies; when he attacks with his bite, a roll of a natural 19 or 20 means that his victim has been swallowed whole. The victim suffers 1d20 damage passing over rows of teeth and into the Seadrake's gullet, then has 1d6 rounds to cut himself free (by causing 20 points of damage to AC 5) before he drowns and burns to death in powerful stomach bile. Only weapons of size S can be used to cut him; there is no room to wield larger weapons.

The creature's other newly found attack is his crushing coil. He can wrap his length around any ship with a deck width of 20 feet or less and crush it. If the ship's wood fails a save vs. crushing blow, the hull splinters and the ship slowly sinks.

The Seadrake can spit an inkcloud from under his flukes to assist his escape. The ink acts as a *darkness* spell with a 50-foot radius underwater; it is ineffective above water.

The Seadrake regenerates 2 hp per round while his wounds are underwater. If a wound is exposed to air for more than 3 rounds, it must heal normally. If reduced to –10 hit points, the Seadrake dies.

Habitat/Society: The Seadrake has no society. He lives alone in a grotto under Baerghos Isle, gazing upon his treasure. A primitive tribe is said to live on the isle and worship the Seadrake as a god, but no one has set foot on the island in over two centuries to verify this.

Ecology: The Seadrake patrols the Straits of Aerele, eating sharks and whales. If these are not available, he can survive on plankton or seaweed. He drags the tribute donated to him by sailors eager to avoid his wrath to his underwater grotto. A few reckless adventurers have pilfered from this grotto over the years, and many more plan carefully to enter when the Seadrake is away, but this is a foolish venture, for the Seadrake keeps no schedule, and can return at any instant. Despite his generally passive nature, he will kill anyone who tampers with his treasure. Although he has no use for the treasure, he enjoys its company and guards it jealously.

A theory has been offered that the Seadrake collects treasure to remind him of his lost humanity. Some say he would do anything to regain that life, or to end this one. They're wrong in one respect—he fights viciously when attacked, as if he were afraid of death.

Travelers on the Straits should be warned: Though the Seadrake can be bargained with, he demands tribute. He is nothing less than unreasonable if denied. No one has lived to tell a tale of escaping the Seadrake by promising to return with more gold. Though he is greedy, he is not stupid. No one escapes an encounter with the Seadrake with a full purse.



Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Supra-genius (19–20)
Treasure:	R x 3 and incidental
Alignment:	Neutral (evil)
No. Appearing:	1
Armor Class:	0 or better
Movement:	12
Hit Dice:	9d4+18 to 9d4+26
THAC0:	13
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Spells
Special Defenses:	Absorption
Magic Resistance:	20% + 5% per level over 9th
Size:	M (5–6′ tall)
Morale:	Average (8–10)
XP Value:	13,000+

Centuries ago, a faction called the Incanterium schemed and maneuvered in the *kriegstanz* of Sigil's factions. They were known as the Magicians or the Wanters; it's said they believed that the secret to everything was wizardly magic. Magic's powerful, the Incanterium line went: so powerful that archmages change the rules of the worlds they deal with, so powerful that the gods themselves fear it. Any cutter with determination and savvy can make himself the high-up by learning all there is to know about magic. It's been done before, after all.

The Magicians spent their time and effort collecting every magical item, every scrap of magical lore they could lay their hands on. They collected it all in Sigil's Tower Sorcerous, a dark fortress of knowledge and ambition. The other factions'd try to use the Magicians by offering them magic in return for their help, or they'd scheme to steal a little of the Incanterium's knowledge back. In fact, there came a time when the Magicians were calling the tune, and the other factions were beginning to learn how to dance.

Then something happened. One day the folk of Sigil found that the Tower Sorcerous no longer stood over the skyline of the Clerk's Ward. Rumors spread that the Lady had put 'em all in the Mazes, and the better Sigil was for it. Some cutters believed that maybe the Magicians had challenged the Lady and failed. Others thought that each of the other factions'd found a way to put the Incanterium in the dead-book. It didn't matter; in time, the Incanterium was forgotten.

But they're not as lost as everyone thinks.

From time to time, one of the members of this ancient sect shows up, still pursuing his unattainable goal of mastering all the magic of the multiverse. Without exception, they're self-centered, ambitious cutters of tremendous magical power. They're called incantifers now.

An incantifer looks human enough on the outside, but just like a tanner who'll never be able to get the smell of his work off his skin, an incantifer reeks of magic. It's changed and twisted him on the inside. Incantifers usually appear extremely old and frail; they've used life-extending magics to defeat death, but youth for its own sake doesn't interest them. After all, it's a simple trick to *appear* youthful when it's necessary. There are two giveaways for an incantifer: first, his or her eyes're orbs of blank, shining silver; secondly, the magical strength that courses through them provides uncanny grace and agility despite their decrepit appearance.

Combat: Incantifers spurn physical conflict, since magic's clearly the best way to deal with any foe. There's a spell for everything, if a cutter knows it. As a matter of last resort, an incantifer can make use of an effective Strength of 18/51, punching for 1d3+3 points of damage or striking with a magical staff or similar weapon. Generally an incantifer throws a punch or physical blow only to clear himself enough room to cast a spell or use a magical item.

Without exception, incantifers are powerful mages. A typical incantifer has the spell ability of a 9th- to 18th-level (d8+10) mage. Most incantifers are specialists: wild mages, transmuters, conjurers, and evokers are the most common varieties. The incan-

tifer's Hit Dice are tied to its magic-use level – a 9th-level incantifer has 9d4+18 hit points, and higher level incantifers have an additional +1 hit point per level. A special warning to berks thinking of tangling with an incantifer: They've had lots of time to find spells a body's never even heard of.

Incantifers also carry numerous magical items of varying power and effects. Generally, an incantifer has 2 to 5 useful potions (*extra-healing, invisibility, gaseous form,* or *invulnerability* are common); 1 to 3 scrolls (*protection from undead, dragon breath, or petrification*); 1 to 2 rings (*mind shielding, protection, regeneration,* or *wizardry* are preferred); 1 to 3 wands; and 2 to 5 miscellaneous magical items. An incantifer's Armor Class is based on the level of magical protection he carries, coupled with a Dexterity of 18. For example, an incantifer with an *armor* spell in effect (AC 6), a *cloak of displacement* (+2 to AC), and a *ring of protection +3* is effectively AC –3.

Incantifers're also likely to be protected by long-lasting spells such as *armor, stoneskin,* a *permanent protection from normal missiles* or *permanent detect invisibility.*

In a fight, incantifers prefer to expend memorized spells first, since they're a renewable resource; they're peery of wasting valuable one-use magical items unless it's absolutely necessary.

All in all, it might seem that an incantifer's no different from a well-prepared mage who's had time to get his defenses and spells set just right. But there's one vitally important difference that makes an incantifer far more dangerous than a mage of equal level – incantifers can *absorb* magic. Any time a spell, spell-like effect, or spell-projecting magical item is used on an incantifer, she *absorbs* the effect if she passes her magic resistance roll. This heals 1 hp of damage per spell level *absorbed,* and enables her to cast spells without removing them from her memory, just as a *rod of absorption* does. Even a *dispel magic* can be absorbed. The only magical effects that can't be assimilated are magical weapons or *antimagic* areas. If the incantifer fails her magic resistance roll, she's still entitled to any normal saving throws permitted by the spell.

The altered physiology of an incantifer frees him of the need to breathe and makes him immune to nonmagical extremes of temperature or environment.

Habitat/Society: The original survivors of the Incanterium are very rare creatures; only a handful still walk the planes. Their apprentices and servants are more common. Every so often, an incantifer will consent to teach a talented mage the secrets of his or her abilities and cast a series of transformation spells that create a new incantifer. These younglings are the lowest-level incantifers, ranging from 9th to 14th level.

Incantifers are exceedingly paranoid about their magical caches and never leave them unguarded. In fact, they carry as much of their stashes with them as they can. An incantifer on the move can be a humorous sight, with dozens of pouches, satchels, and packs hanging from his garments. (Important piece of advice, berk: Don't laugh.)

Most incantifers've forgotten how to deal with people and view any cutter they meet as a potential source of magic. If a body runs across one in a tavern, he'll likely find the incantifer to be brusque, inconsiderate, and condescending. Incantifers don't always try to take what they want by force, but few of 'em have any patience for extended haggling or insults.

Some interesting peels or cross-trades've got incantifers at the bottom of them. It's not too unusual for a sharp blood to be approached by an incantifer with a job offer. These jobs can be pretty dangerous, since they typically involve separating some rare and unusual piece of magic from its rightful owner, but incantifers can pay quite well.

Ecology: The transformations that make a mage into an incantifer change his life processes. Breathing, eating, sleeping – none of these things matter to incantifers anymore. The only thing they live for is the collection of magic. An incantifer must *absorb* spell levels equal to his own experience level every month, or he permanently loses a level. Draining a magical item provides 1 spell level per 500 XP value of the device. For example, a 16th-level incantifer has to consume 16 spell levels of magic or 8,000 XP of magical items, or any combination of the two, within one month's time or be permanently reduced to 15th level. Incantifers trapped in magic-dead areas have been known to starve.

THE INCANTIFER SECT

While the incantifers were once a united faction, they've largely gone their own way. Two incantifers rarely have a friendly word for each other, and are likely to view each other as rivals and threats. Therefore the sect's pretty much died out.

Should a PC wish to become an incantifer, he'd have to persuade an incantifer to perform the transformation on him. The transformation requires dozens of dangerous spells and rituals that could take a cutter years to complete. For example, one of the steps might be to capture the flame of a balor on the Abyss, another one might be to consume an item enchanted by a power whose portfolio includes magic, and so on. The DM shouldn't allow player characters to attempt the feat.

Faction Philosophy: Wizardly magic is the be-all and end-all of existence. Everything in the multiverse can be controlled by magic, and anyone who can do that is *the* high-up.
Principal Plane of Influence: One's as good as another, once a body knows how the magic works.
Allies and Enemies: Incantifers are their own worst enemies, since each one's out to make himself the high-up by gathering all the magical knowledge there is on every plane of existence. They have no allies in any faction.
Eligibility: Any mage of any alignment. (Good mages, however, should be aware that they must be willing to change to neutral or evil; see "Restrictions.")
Benefits: Hit Dice are tied to magic-use level, starting at 9d4+18 at 9th level and rising to 9d4+26 at 14th. Armor Class is determined with an effective Dexterity score of 18.
Restrictions: Alignment has to be neutral or evil, since it's not a good act to turn one's back on humanity and become a devourer of other people's magic.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average–Genius (8–18)
Treasure:	H, individual R x 3, U
Alignment:	Any nongood

No. Appearing:	1–4
Armor Class:	Varies (5)
Movement:	12
Hit Dice:	Varies (5d6)
THAC0:	Varies (18)
No. of Attacks:	1
Damage/Attack:	By weapon (1d6+1)
Special Attacks:	None (backstab)
Special Defenses:	None
Magic Resistance:	None
Size:	M (5′–7′ tall)
Morale:	Unsteady (5–7)
XP Value:	Varies (650)

Money is power. Ever notice how a cutter with jink seems to avoid all kinds of trouble that a stretched-out sod can't get away from? If there's a blood who wants to put the rich cutter in the dead-book, why, the rich cutter can pay a few bashers to lay out the other fellow instead. If there's a law that needs bending, the rich cutter can spread a little garnish around and suddenly that law's got new loopholes. If there's something the cutter with gold wants, it's only a matter of setting the price before some sod sells it to him. In fact, if a body throws enough money at anything, it'll usually go away.

That's the chant of the Merkhants, a sect found in parts of the Outlands and around the Great Wheel. See, jink gets a cutter what he wants. If there's two cutters with jink as want the same thing, the cutter with the most jink ends up getting it. A cutter can't ever have enough jink; therefore the Merkhants believe that the whole show's about seeing who can get the most jink and hang on to it. Even the powers got their own price; a cagey blood can figure out what it is and meet it to get the powers on his side.

Merkhants're also known as Misers, Gold-hounds, or the Hidden Hand. They like to keep a low profile – after all, if word gets out that a cutter's a Miser, he can expect every thief within two planes to come looking for his stash. Merkhants keep their meetings and communications to a minimum, and for the most part view each other as their own chief rivals. With that said, Misers do acknowledge each other as bloods who share a common belief, and from time to time they'll make contact with a basher who seems to hold to their views and explain to him what it's all about.

Wherever they set their cases, Merkhants dress and act like high-ups. It doesn't take a Merkhant long to figure out who he needs to put on his payroll and where the jink is in his burg. Misers'll help each other out when they're in trouble, but they're very defensive of their territory; the presence of two Merkhants in the same town is a war waiting to happen. 'Course, the war'll be fought with hired muscle, bribery, and smuggled goods, but a war's a war nonetheless.

Player characters might run across a Merkhant when they interfere with his operations – say, by breaking up the local thieves' guild, if the thieves're working for the Miser – or they might be contacted with an offer of employment. Most Merkhants're always willing to speculate on rumors of fantastic or legendary treasures hidden in horrible dungeons or forgotten ruins, as long as the bloods they send out to find it remember to count it right when they bring it back.

Combat: Merkhants vary wildly in combat ability and character class. A typical Miser's the equivalent of a 5th-level thief; these're the stats in parentheses above. He's got leather armor, a *short sword +1*, a magical ring or cloak that improves his AC by 1, and a Dexterity of about 16.

If a particular Merkhant doesn't strike the DM as typical, here are some notes on figuring out the class and level of a randomly generated Miser:

d% Roll	Class	Level
01–10	None	0-level human
11–35	Fighter	2nd–9th level (1d8+1)
36–45	Wizard	3rd–12th level (1d10+1)
46–55	Priest	2nd–12th level (2d6)
56–97	Thief	3rd–14th level (1d12+2)
98–00	Bard	2nd–8th level (2d4)

Note: Merkhant priests are almost always devoted to a power of thievery, avarice, or wealth.

Merkhants'll have ability scores, proficiencies, equipment, and magical items appropriate for their class. It's safe to assume that Merkhants have a score of 13 to 18 (d6+12) in their prime requisite, and possibly another exceptional score in a related ability.

Although some Merkhants may actually be quite competent in a fight, as a rule they prefer to pay other bashers to fight for them. After all, what's jink good for if not to take care of little problems like parties of adventurers? A Merkhant's bodyguards can be almost anything – a very well-paid fiend, a thieves' guild or gang of street toughs, a band of elite mercenaries, or even the captain of the local police who's been passed a little garnish.

Habitat/Society: Merkhants'll help each other out of trouble – for a price. Beyond that, they owe little loyalty to each other. It's not uncommon to see three or four Merkhants join forces to embark on some collective enterprise, but odds are that one of 'em's thinking about peeling the others when it's time to count the profits.

Generally, Merkhants find money-making enterprises and try to get their fingers into the pie. They blend in with the local populace, setting themselves up as respected businessmen and

pillars of the community. Given a little time and luck, they'll own a burg lock, stock, and barrel. Some Merkhants prefer to operate through legitimate channels, but others believe that illegal activities're the fastest way to amass wealth. It just depends on the character of the individual.

A Miser's real peery of how he keeps his hoard. He'll try to diversify his wealth through a tangled network of partnerships, loans, and property holdings so that one catastrophic event can't wipe him out. It's also harder for thieves to steal from him when his wealth's counted in ranches on Ysgard or shipping lines in some prime world. A single successful Merkhant's likely to be wealthier than a lot of kingdoms when all his stash's together in one place. However, a Merkhant's almost always got a lot of spending money on hand, buried in hidden vaults, guarded by fierce monsters, or secreted away in magical caches.

From time to time, the Misers'll band together to address issues that affect them all. Their first solution is to throw jink at a problem until it goes away. The negotiations for which one of them spends how much jink can take weeks, but when the sect's collected assets are put to a single use, the results can be quite impressive.

Ecology: Merkhants are normal humans, tieflings, or githzerai, for the most part. It's not unusual to find any stripe of prime among their ranks. They're capable of wrecking or supporting local economies with their jink; in many cases, a Merkhant's investment can greatly benefit an area in need of some hard cash. Misers've also been known to cause depressions or revolutions by pulling their money out from underneath the locals.

THE MERKHANT SECT

Faction Philosophy: The Merkhants believe that the accumulation of raw physical wealth'll lead to dominion over the universe. Some people think they're barmy, that there are lots of things that can't be bought or sold, but the Misers just laugh and say that if it can't be bought, it ain't worth having.

Principal Plane of Influence: The Outlands, since trade from all the planes comes through the Land. The Merkhants've got a hidden fortress and vault somewhere in the empty lands near Curst.

Allies and Enemies: The Merkhants're on good terms with the Believers of the Source, since they feel that mortals and powers are the same except for the amount of jink they've got, and they also see eye-to-eye with the Fated. On the other hand, the Guvners don't care for the Misers since the Misers don't care what laws get broken in the pursuit of wealth. The Ciphers find the Merkhants to be hopelessly mired in material things and feel sorry for them.

Eligibility: Any character can become a Merkhant, but he's got to be able to put together quite a stash before the Misers believe he's got what it takes to join their sect. Merkhants can't be of good alignment, since the accumulation of wealth for its own sake is a pretty self-centered activity.

Benefits: Merkhants have the special faction benefit of being able to instantly and accurately appraise the worth of any gem or art object.

Restrictions: Merkhant PCs are expected to refuse any mission that doesn't promise at least a 100% return on the cash investment required. (Any Miser worth her jink takes into account transportation costs, lodging, meals, and garnishes.)



Climate/Terrain:	Inner Planes
Frequency:	Very rare
Organization:	Sect
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Low to genius (5–18)
Treasure:	P,L,Q
Alignment:	Varies (generally neutral)
No. Appearing:	1d6
Armor Class:	Varies (4)
Movement:	Varies (12)
Hit Dice:	Varies (4d10)
THAC0:	Varies (17)
No. of Attacks:	Varies (1)
Damage/Attack:	By weapon
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies (nil)
Size:	Varies (M)
Morale:	Elite to fanatic (14–18)
XP Value:	Varies

Strength comes from adversity. Adversity comes from struggle. Struggle comes from enemies. Enemies come from opposing natures. For every action there is an equal and opposite reaction. Every force, every idea, every object has its opposite.

Anything that is can be defined by its opposites; therefore, opposites give meaning. Without an opposite – without forces working against an object – the object atrophies and grows weak.

Opposition brings conflict. From conflict, a body gains knowledge, power, and confidence. The weak are culled so that the strong can grow even stronger.



The Opposition is a group of people who believe these things to be true. They're not a full-fledged faction, but merely one of the sects that litter the planes. However, they live on the Inner Planes, where the clash of opposites is the most obvious and dramatic. Earth hates air and fire hates water, each destroying the other in an eternal conflict that makes the multiverse possible – at least, according to the Opposition.

Whoever a body is, whatever she believes, the Opposition are her enemies. They oppose everyone and everything. They do so not out of belligerence, but to strengthen both themselves and everyone and everything else. Want to improve something? Give it something to struggle against – that's the Opposition's way.

When a cutter runs into the Opposition, it's best to assume the worst. More than likely, they're going to try to stop him from whatever he's doing. The only hope he's got is if the Opposers are already busy opposing someone or something else.

Nothing is beyond the scope of the Opposition's beliefs. Some of the barmier of them seek to oppose the laws of reality themselves. For ultimate strength, they believe, a body's got to undertake the ultimate struggles.

Combat: A typical Opposer is a fighter. (Thus, stats for a 4th-level fighter Opposer are given above in parentheses.) An Opposer has only one special sect ability, but it's a potent one. One time each day, a member of this sect can successfully oppose another's action. For example, an Opposer can block a blow, stop a runner, or counter an argument. This ability has three requirements: it must oppose the action of another thinking being (a sect member can't oppose an avalanche), it must have a means (blocking a blow with a shield, grappling a fleeing foe, dodging a thrown boulder, and so on), and it must be within the realm of possibility (DM's discretion).

A player character Opposer (if permitted by the DM) should always be required to state the means of the opposition, providing a rationale for how it can successfully occur. Opposition must be declared before any die rolls are made (if applicable). In other words, when the berk chooses to oppose an action, he doesn't even know if that action is going to succeed on its own – it might fail without the Opposer's help.

Habitat/Society: The organization of this sect is particularly loose. Tiny little contingents within the group keep it divided enough so that there is virtually no chance of them ever becoming as large or as powerful as one of Sigil's factions. Unfortunately, many of the Opposers spend their time opposing each other.

Each contingent of the sect lives in one of the Inner Planes, with many favoring the Elemental Plane of Air due to their inability to dwell in most of the other planes long-

term without a significant amount of magical aid. Nonetheless, most Opposers travel through even (or perhaps especially) the most inhospitable planes for as long as they possibly can, whenever they can, because they believe that they gain strength from such adversity.

Ecology: The Opposers are a small sect. Their members are almost always non-Inner Planes natives, so in terms of those planes, the Opposition is a very small factor indeed. Nevertheless, in isolated areas they are a potent force, respected (or feared) by those around them.



THE OPPOSITION

Faction Philosophy: Whatever *you* think is wrong. Greatness comes from hardship, and hardship can be brought about through conflict. Ideas, objects, and people are constantly honed to ultimate perfection by clashing with their opposites. Agreement is weakness.

Here's a tip for planewalkers who encounter an Opposer: Don't try the old "turn their belief on themselves trick" and tell an Opposer that if he really opposes everything, then he opposes himself and his own beliefs too. Every member of the sect has heard that one, and the most common response is, "Now you're getting the idea, berk!" punctuated by a punch in the face. Their rationale is that, yes, they even oppose their own beliefs — or rather, they'd like others to oppose them, in order to make them stronger. Every belief must be challenged, constantly.

Primary Plane of Influence: All of the Inner Planes are equally important to the Opposition, though occasionally one splinter group or another within the sect declares that one element is stronger than another, causing other groups to — surprise, surprise — oppose them. These sorts of activities are short-term and do more to encourage conflict than actually espouse a real preference for one plane. Opposers are rarely found on the Outer Planes. While they enjoy the clash of alignments and beliefs common to those planes, they prefer the more conspicuous manifestation of their beliefs in opposites embodied by the Inner Planes.

Allies and Enemies: The Godsmen, who believe in the endless testing of everyone, understand the Opposers' love of adversity. Likewise, both the Fated and the Bleak Cabal agree in the idea that life is a struggle and that the strong should survive. However, the Opposition, due to the sect's very nature, has no allies. Nor does the sect want them. They oppose the beliefs of all other factions and sects (which makes them a little like the Anarchists, though the two groups still aren't allies). It's been said that if the Opposers were stronger or more significant, the other factions would bring them down on principal alone.

Eligibility: Only those who are truly neutral in alignment may become Opposers. It's simply too easy for someone aligned with good or evil, law or chaos, to become motivated by intentions that they should actually be opposing.

Benefits: Opposers gain the ability mentioned above in the "Combat" section.

Restrictions: The many drawbacks to being a member of the Opposition are probably obvious. No one likes them, thinking them to be belligerent, contrary, and unfriendly. (All true.) This opinion levies a –2 penalty to all reaction rolls made by non-Opposers. Further, no Opposer can ever espouse any belief, opinion, motivation, or outlook other than that of the Opposition, except to oppose the belief of someone else. Black is white — unless someone says it's white, in which case it's black.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Band
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low–Very (5–14)
Treasure:	P, L, Q
Alignment:	Any chaotic
No. Appearing:	1–8
Armor Class:	Varies
Movement:	12
Hit Dice:	3d10 to 8d10
THAC0:	Varies
No. of Attacks:	Varies
Damage/Attack:	By weapon
Special Attacks:	Berserk
Special Defenses:	None
Magic Resistance:	None
Size:	M (5′–7′ tall)
Morale:	Champion (15–16)
XP Value:	3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400 8 HD: 2,000

Life is battle, from the moment we are born to the final beat of our hearts. A warrior can't be measured by how much money he has – hah! I spit on money! Cowards and weaklings can hoard gold. A warrior can't be measured by some leatherhead's philosophy – I spit on philosophy! It's the pastime of those who are afraid to act! No, young hawk, there is only one thing to life, one reason for you to be. You are here to try your strength in battle. If you are worthy, if you are strong, if you are brave, you will survive. If not . . . then you were a coward and a weakling.

– Ulfgang Skardall, Rager of Ysgard

Ask any blood in Sigil, and she'll tell you that the Ragers are a band of addle-coved bashers who're a menace to anything in their path. Then she'll tell you what she *really* thinks, in words that can't be repeated here. What's there to say about a gang of glory-seekers who believe life's one battle after another? Stand up to a Rager, and a cutter's got a duel to the death to deal with. Let him blow on by, and a cutter's got to live with a fountain of scorn and ridicule. Ragers might just be some of the most annoying berks in the multiverse, and they're proud of it.

The Ragers probably got their start somewhere in Ysgard, but they're more widespread now. They turn up just about anywhere. Not too long ago, the Ragers built a great arena in Sigil's Lower Ward, and they looked like they were on their way toward becoming a faction. But in an unprecedented spree of random bloodshed and violence, they managed to anger every other faction in the Cage. The Ragers were declared too leather-headed and dangerous to stay in Sigil and were thrown out of the Cage one by one. And one by one they've been coming back, demanding honorable combat with whatever cutters happened to throw them out. Most bloods get a headache just thinking about the Ragers.

So, how did such an unpopular band ever get so large? Well, there's no dark to the fact that an old Rager's rarer than a toothless tanar'ri. They lead lives that're nasty, brutish, and short, picking one fight after another until finally some high-up gets bothered on the wrong day and squashes one like a bug. It's a sad statement about the quality of heroes today that there's always another berk with more muscles than brains, his head filled with dreams of glory and conquest, who's willing to sign up.

Ragers come in all shapes and sizes, but as a mark of their beliefs they tattoo themselves with records of all of their personal victories. They range from hulking axemen to slim, graceful fencers – any school or method of personal, hand-to-hand combat is possible among a gang of Ragers. In addition to their tattoos and obvious armament, Ragers also wear red cloaks, capes, or shirts to distinguish themselves.

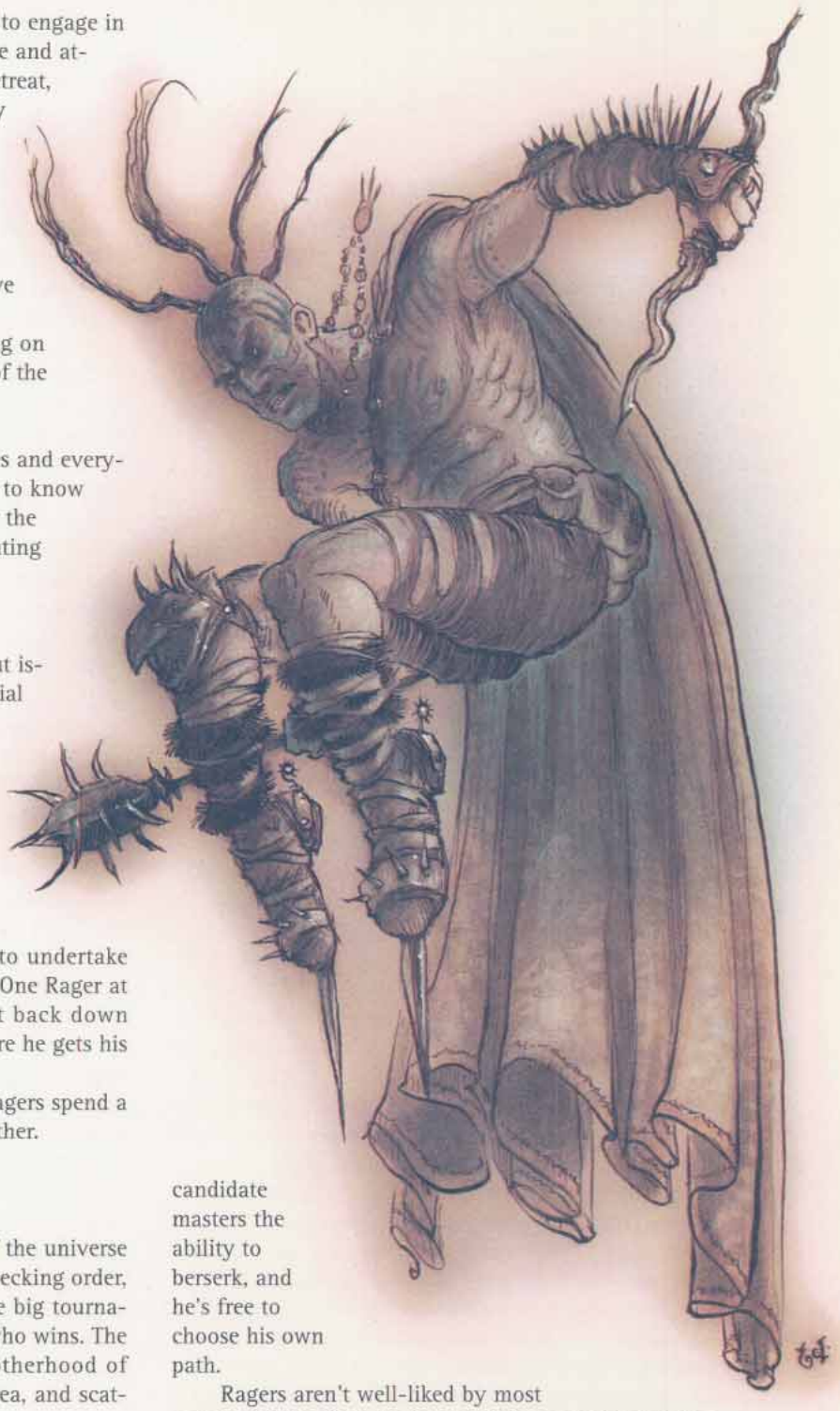
Combat: The typical Rager's a warrior of 3rd to 8th level (1d6+2), although it's always possible to run across less or more experienced individuals. Usually, a cutter's got to have a minimum level of skill to survive the faction's philosophy early on – 1st-level Ragers don't live very long. On the other hand, Ragers of higher level just aren't that common because sooner or later every Rager meets his match.

Ragers often have exceptional ability scores, since only the best warriors stand a chance of surviving within their ranks. There's a 50% chance that any given Rager has a score of 15 to 18 (14+1d4) in either Strength, Dexterity, or Constitution, with the appropriate bonuses. There's a 25% chance that a Rager is a weapon specialist, with the appropriate extra attacks and bonuses. A Rager's THAC0 improves with his level, as normal for a fighter.

Ragers scorn the use of magical weapons or armor, relying on their own strength, speed, and skill to carry them through. From a Rager's point of view, the fight isn't fair unless it's *mano a mano*, one on one, with no props or crutches for either warrior. However, Ragers also believe in fighting fire with fire, and a Rager *will* use an enchanted weapon if he plans to take on a foe who can be damaged only by such a thing. In a similar light, Ragers refuse assistance such as *bless* or *haste* spells that unnaturally augment their fighting ability.

Ragers are normal warrior NPCs in all regards, except for their ability to *berserk*. When a Rager engages in battle with a worthy foe (or a sufficient number of unworthy foes, for that matter) he enters a mystical battle rage. While berserk, the Rager gains 1 extra attack per round and inflicts 1 additional point of damage with each attack. He gains a 90% immunity to all mind- or emotion-based effects, such as *fear, scare, charm, hold*, and the like. Finally, the Rager gains the power to ignore wounds, and can fight on after being reduced to 0 hit points. In fact, the Rager doesn't fall until reduced to –10 hit points plus his level, so a 5th-level Rager can fight until he reaches –15 hp (at which point he's dead).

The Rager's berserk state doesn't allow him to engage in any actions except moving toward his chosen foe and attacking him until he drops. He can't choose to retreat, take a breather, or even fire missiles. He can only fight until there's no one left to oppose. The Rager's berserk state does allow him to tell friend from foe, although two berserk Ragers might turn on each other just for the joy of battle. When the berserk rage wears off, the Rager collapses; if he's been reduced to a negative hit point total, he begins to lose 1 hit point per round until dead. (See the optional rule "Hovering on Death's Door," in the "Character Death" section of the "Combat" chapter of the *DMG*.)



HABITAT/SOCIETY: Ragers constantly test themselves and everyone around them. In their own words, they want to know whether a basher's got "the heart of a warrior, or the liver of a coward." A Rager sees no honor in fighting someone weaker than himself, and won't issue a challenge to *everyone* he meets – just the bashers that look about as tough as or tougher than himself. Ragers never attack without issuing a ritual challenge and offering their potential opponent the opportunity to decline on the spot, acknowledging the Rager's superior strength and honor. Therefore, it's possible to avoid a duel with a Rager by a little shameless begging, pleading, or weeping. Of course, a Rager's free to defend himself immediately without any rigmarole if suddenly attacked.

A group of Ragers traveling together won't attack en masse; rather, the individuals prefer to undertake honor matches with any bloods they run across. One Rager at a time will challenge, and a cutter who won't back down might have to fight every one of the Ragers before he gets his point across.

Fortunately for the rest of the multiverse, Ragers spend a great deal of time challenging and killing each other.

THE RAGER SECT

As noted above, Ragers believe that the point of the universe is to find out where a body stands in the cosmic pecking order, and that the way to do that is to treat life as one big tournament ladder: Challenge the next blood, and see who wins. The Ragers (actually, they call themselves the Brotherhood of Glory) are common in Ysgard, Limbo, and Arborea, and scattered throughout the rest of the planes.

Bloods who want to join the Ragers must first defeat one of the Brothers and take his place. Once that's done, the prospective candidate is paired with an older, wiser Rager for a year of study and training. During this time, the student and master are considered off-limits to challenges from other Ragers, although they can still take on any other bashers they run across. At the end of a year of training, the prospective candidate masters the ability to berserk, and he's free to choose his own path.

Ragers aren't well-liked by most common folk; after all, they're violence waiting to happen. They're on excellent terms with the Doomguard, Xaositects, and Fated. On the other hand, they're regarded as dangerous lunatics by the Harmonium, Guvners, and Mercykillers. Some of the powers of Ysgard and any deity whose portfolio deals with personal combat or battle tend to look favorably upon the Ragers, so long as it's not their own proxies the Ragers're killing.

seemer

Of all the sinister, hideous creatures I encountered while in the Shadow World, by far the worst was a horror called the seemer. It appeared to me as my own darling boy—only strangled and mutilated, and walking with the heavy, dull steps of the undead.

—Kaiana, 1377 HC

overview

Seemers are creatures who play upon the fears of those they encounter, making themselves appear to be whatever their observers most dread.

physical description

A seemer is a manifestation of the Seeming itself, a coalescence of the illusory energies in a given area. A seemer can take on the appearance and properties of any living entity, from a flea to a dragon to specific individuals. Seemers can even take on the forms of plants; multiple seemers, for example, together could form an entire "forest."

Seemers appear as their observers' worst fears. In an encounter with several viewers, a single seemer may focus on the anxieties of only one character—appearing the same to all foes—or appear different to each individual, so that each must face his or her own worst enemy.

role in the campaign

Seemers enable the Dungeon Master to really mess with the player characters' minds. They are one's biggest nightmares come to life, and nearly any cause of anxiety is fair game. PCs can suddenly find themselves face to face with their worst enemies (dead or alive): individuals they met in combat, neighboring regents who make their lives difficult, awnsheghlien who strike fear in the hearts of all Cerilians.

Or the seemer can take the form of other fears. For example, an arachnophobic character can be apparently faced with a giant spider (or a swarm of small ones); a pyrophobic, a fire elemental; a hemophobic, a tidal wave of blood.

habitat/society

At the dawn of the Shadow World, seemers were very rare creatures of neutral alignment. The shapes they took were based on observers' psyches, but not necessarily their fears. As the Seeming grew more powerful, seemers became more plentiful. Unfortunately, during this evolution Azrai's influence increasingly permeated the Shadow World, corrupting parts of the Seeming and most of its manifestations. Though neutral seemers still exist, the majority of the seemers alive today are evil in nature. Born of the Shadow World itself, they seek to eradicate intruders.

ecology

A seemer springs into existence when the Seeming in a certain area becomes so concentrated that its energies spontaneously generate into life. The new creature takes on the image of whatever living entity it first sees, then quickly looks about for nourishment.

Seemers feed off the psychic energy of their observers, using this sustenance to shape themselves accordingly. Because deep-rooted fears occupy a proportionally high amount of a character's subconscious, seemers seize upon those images and adopt them.

combat and other encounters

A seemer can detect a character's psychic energy from a range of 500 yards, enabling it to transform before it is seen by a PC.

combat

Seemers automatically attack any intelligent being they encounter who is not native to the Shadow World.

Climate/Terrain:	Shadow World
Frequency:	Rare
Organization:	Solitary or small group
Activity Cycle:	Any
Diet:	Psychic energy
Intelligence:	High (13–14)
Treasure:	None
Alignment:	Chaotic evil
No. Appearing:	1–10
Armor Class:	4
Movement:	Varies
Hit Dice:	9
THAC0:	11
No. of Attacks:	Varies
Damage/Attack:	Maximum of 2d6
Special Attacks:	Seeming
Special Defenses:	Seeming
Magic Resistance:	None
Size:	Any
Morale:	Elite (13–14)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	Slight/Extra-ordinary
XP Value:	2,000

Because the seemer embodies something personally fearful to the character, it automatically gains surprise unless the viewer succeeds at a saving throw vs. paralyzation.

The seemer fights with the weapons and abilities normally associated with the entity it appears to be. Thus, a seemer in the form of a fire elemental attacks with flaming limbs; one in the shape of a giant python has a constriction attack.

A "spellcaster" seemer uses the Seeming to create spell-like effects; these exclude abjuration and divination spells. "Fighters" use weapons fashioned from the Seeming. However, because the Seeming is not as hard as steel, as hot as flame, and so on, each attack inflicts a maximum of 2d6 points of damage—less if the real form of attack inflicts less. Thus a seemer in the form of a huge spider could inflict only 1d6 points of damage; one in the form of an orog with a long sword inflicts 1d8+2 points of damage.

Poisons, aging, level drains, and other "indirect" attacks have a placebo effect—the victims and their companions think they suffer the effect, but it wears off in 2d4 hours.

Seemers are corporeal and suffer normal damage. They are sensitive to sunlight, suffering a –2 penalty to all attack and damage rolls in such conditions.

peaceful encounters

Noncombative encounters between a seemer and a visitor to the Shadow World are extremely rare. Native creatures with at least a greater Seeming score can converse with seemers. Those with an extraordinary Seeming score stand a chance (5% per 10 Seeming points) of winning a seemer's cooperation for a brief period.

perception and/or seeming

As children of the Seeming itself, seemers have extraordinary control over it. They have trouble seeing past it, however, and therefore have limited perception.

seeming walker

As I stared into the dark, tangled forest, despairing of ever finding my way through it, a slight movement caught the corner of my eye. A ripple seemed to pass through the forest, as if a breeze fluttered a sheer curtain hanging between me and the gnarled trees.

I blinked, then peered more closely. But the phenomenon—whatever it was—had passed.

—Kaiana, 1377 HC

overview

Seeming walkers are chameleonlike creatures that "wade" through the Seeming, camouflaged by the illusions then in effect.

physical description

Nobody is entirely sure what a Seeming walker *really* looks like. It's often perceived as a ripple in another image as the Seeming walker moves through it, like a stagehand brushing up on a scenery curtain.

Sages believe that, stripped of the Seeming's shroud, Seeming walkers are ugly little creatures. Full-grown walkers are believed to stand 4 feet tall, have wrinkled green skin covered with thin yellowish fur, and bear only a few tufts of hair on turnip-shaped heads. They are said to have thin arms and legs, with an opposable thumb and two large fingers on each hand, and three toes per foot. This description, however, is mere speculation and has never been reliably confirmed.

role in the campaign

Seeming walkers tend to mind their own business, moving through Shadow World terrain in pursuit of their own simple goals and not taking an interest in the larger, more worldly affairs of other inhabitants.

However, because they move through the illusions woven by the Shadow World's powerful denizens, Seeming walkers inadvertently bear witness to major events and conversations. Akin to the proverbial "fly on the wall," a Seeming walker could relate fascinating stories—provided the would-be listener managed to track one down.

habitat/society

Solitary creatures by nature, Seeming walkers wander in search of a "comfortable" illusion in which to dwell for a time. They prefer environmental manifestations of the Seeming—passive, semipermanent illusions that cloak the landscape—as opposed to the more active manipulations wrought by Shadow World denizens who can control the Seeming. Seeming walkers generally remain in a passive illusion for several weeks unless disturbed (the illusion shifts, or a character penetrates it).

Seeming walkers travel from place to place through the Seeming, often using active manipulations as "bridges" between passive illusions. Thus, observant characters facing a large dragon might notice a ripple pass along its belly—evidence that the formidable beast is just an illusion.

ecology

Though Seeming walkers create ripples while traveling through the Seeming, they have little other effect on the environment and leave behind no evidence of their passing. They dine on broken illusions—pieces of images shattered by a perceptive character's ability to penetrate the Seeming. When they die, the Seeming absorbs their bodies.

combat and other encounters

Though many Seeming walkers exist in the Shadow World, encounters with them are rare, and combat rarer still. Because a Seeming walker needs active uses of the Seeming in order to travel, it unconsciously exerts an effect on encounters between other parties in order to sustain the tension between them. Should the active Seeming face a threat of exposure, the presence of a Seeming walker temporarily boosts the Seeming scores of all involved creatures by 10 points (provided the creatures have at least slight Seeming to begin with).

Climate/Terrain:	The Seeming
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Active Seeming
Diet:	Broken illusions
Intelligence:	Very (11–12)
Treasure:	None
Alignment:	Neutral
No. Appearing:	1
Armor Class:	5 (10)
Movement:	3, 12 in Seeming
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	See text
Special Attacks:	Seeming shards
Special Defenses:	Seeming camouflage; immune to illusions, *charms*
Magic Resistance:	None
Size:	S (4' tall)
Morale:	Unreliable (2–4)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	Extraordinary/ Greater
XP Value:	420

A Seeming walker can create this boost up to three times per encounter. So, each time an active use of the Seeming starts to falter or the encounter to resolve itself, the active Seeming increases. The effect can occur even within cooperating parties; characters start believing their companions are behaving suspiciously, when in fact they are merely going about their business.

Seeming walkers don't wish to harm anyone with this unintentional escalation—they merely need to keep the Seeming active as long as possible.

combat

Seeming walkers usually pass right by others undetected. If spotted (as a ripple), they hold still, attempting to camouflage themselves within the Seeming.

If a Seeming walker is attacked or the Seeming is penetrated by some other means, the illusions around the creature shatter. The Seeming walker is extremely vulnerable in this state; its movement rate drops to 3 and its armor class shifts to 10. In addition, the creature loses 1d8 hit points per day that it remains exposed to view. It will beg for its freedom and promise nearly anything in exchange. (See "Peaceful Encounters," below.)

Should combat prove inevitable, the creature uses the shards of shattered illusions as missile weapons, hurling them toward opponents. The Seeming shards create random illusions when they hit a target or the ground. Damage is based on the nature of the illusion created (see restrictions for the seemer). DMs may select the illusions themselves, or allow the shards to function like a *deck of illusions*. Seeming walkers use the chaos created by the illusions to attempt escape.

peaceful encounters

Seeming walkers avoid encounters with others if at all possible. Painfully self-conscious, they cannot bear to be looked at or be near someone who knows they exist.

If captured, a Seeming walker negotiates for its freedom—all the while ducking its head and trying to shrink from view. It offers nearly anything in its possession, from information to spare Seeming shards. Failing that, the creature watches for opportunities to use shards to create distractions that enable it to slip away.

perception and/or seeming

Seeming walkers have extraordinary perception, which grants them the ability to navigate through the Seeming.

While Seeming walkers have a greater Seeming score, it represents only how high a character's perception must be to spot a Seeming walker's rippling movements. A viewer's perception score must exceed a Seeming walker's Seeming score by at least 20 points before its true appearance is revealed.

Though Seeming walkers possess a unique ability to use the Seeming as a medium for travel, they cannot otherwise manipulate it.

Segarran

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	Lesser	Greater
CLIMATE/TERRAIN:	Any	Tropical/forests
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Cadres	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Very to genius (11-18)
TREASURE:	Nil	A
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-20 (or more)	1
ARMOR CLASS:	1	- 2
MOVEMENT:	9	12 (as human) or 9, Sw 12 (Fl 18, D)
HIT DICE:	5+5	9+18
THAC0:	16	As priest
NO. OF ATTACKS:	1	1 (as human) or 2
DAMAGE/ATTACK:	By weapon type +2 or 2d8 (bite)	By weapon type +6 or 3d6 (bite) /2d10 (tail)
SPECIAL ATTACKS:	Fight and save as 5th-level warriors	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	10%	20%
SIZE:	M (6′ tall)	M (6′ tall) or H (30′ long)
MORALE:	Fearless (20)	Champion (16)
LEVEL/XP VALUE:	1,400	8,000+1,000 per level above 12



Segarrans are special minions of Ragarra, an ancient, evil goddess of the jungle, typhoons, and revenge, once openly worshipped in the Ruined Kingdoms.

A lesser segarran has the head and tail of a crocodile but the stocky, heavily muscled body of a human or humanoid. Lesser segarrans are usually created from devoted followers, but they also can be created from infant crocodiles using a spell granted only to Ragarra's priestesses. These lesser servants have average human intelligence and can communicate in Midani or any of the dead tongues of the Ruined Kingdoms.

Combat: Lesser segarrans fight using the tactics and weapons of 5th-level human warriors, though their supernatural strength lends them a +2 bonus on damage. If unarmed, they attack by biting for 2-16 (2d8) points of damage. All lesser segarrans have 10% magic resistance.

Habitat/Society: Once, when the powers of Ragarra were great, even her lesser servants could assume human form and walk the city streets unnoticed; now they are limited to their half-reptile form. They are found primarily in the Ruined Kingdoms and Zakhara's eastern jungles, but they sometimes can be encountered mingling with human society at night, when they can hide their monstrosity through careful disguise. More often they are used as defenders for Ragarra's few shrines or as protectors for her chosen few.

Ecology: All segarrans are voracious carnivores. Though they usually subsist on animal meat, they ritually devour their enemies' remains at the end of every battle. When slain, they return to their original (human or baby crocodile) form.

Greater Segarran

Only Ragarra's most favored high-level priestesses become greater segarrans as a result of powerful magic. Once transformed, they retain their original human form. Furthermore, they can also assume a towering reptilian shape at will, with the transformation taking but a single round. This reptilian form depends on the personality or whim of the priestess, but usually includes at least the head and tail of a giant crocodile. At 16th level, a greater segarran's reptile form can also include a pair of giant bat wings, permitting her to fly at a rate of 18.

Combat: While in human form, Ragarra's chosen fight using the tactics, magical items, and weapons of priests, though their supernatural strength lends them a +6 bonus on damage. They never wear armor, though they may use magical items (such as a *ring of protection)* to enhance their Armor Class. All greater segarrans have 20% magic resistance.

Although they retain most of their priest spells from before the transformation, greater segarrans cannot memorize the highest level spells to which they are normally allowed (for instance, a 13th-level priestess, while a greater segarran, cannot memorize or cast her 6th-level spells).

In her reptilian form, a greater segarran can attack with her massive jaws (3d6 points of damage) and swipe up to 3 opponents standing beside or behind her with her powerful tail (2d10 points of damage). At 16th level, a segarran's bat wings can also be used for two wing buffets instead of flight, each inflicting 2d6 points of damage. All victims of a tail swipe or wing buffet must save vs. paralyzation or be stunned for 1-4 rounds.

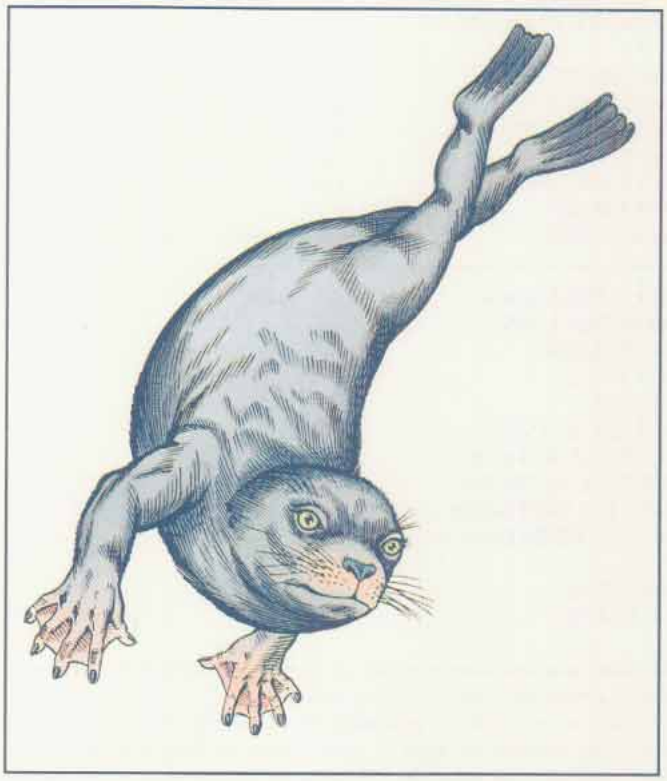
Habitat/Society: In addition to the loss of her most powerful spells, a priestess of Ragarra must have a Wisdom of 17 and be at least 12th level to complete the exhausting ceremony that transforms her into a greater segarran.

In return for such power, the priestess must swear to undertake a difficult quest or perform a dangerous service for her goddess. Those few who disappoint Ragarra are punished with a painful demise and suffer an eternity of undeath. More details about the cult of Ragarra can be found in Chapter Three of the Campaign Guide.

Ecology: Greater segarrans can easily infiltrate human society. The only clue to their monstrous nature is their craving for raw meat. They must eat the flesh of their fallen enemies as a tribute to Ragarra.

CLIMATE/TERRAIN:	Cold to subarctic waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to exceptional (8-16)
TREASURE:	A (magic only), R
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1 or 12-30
ARMOR CLASS:	5 (10 base in human form)
MOVEMENT:	12, Sw 36
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Can change into human form
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' in either form)
MORALE:	Steady (11-12)
XP VALUE:	175
Leader	420



Selkies are seal-like beings that have the ability to change into human form for a few days at a time.

When in their true, seal-like forms, they are nearly indistinguishable from normal seals. Close inspection of their arms, however, will reveal the presence of slightly webbed hands instead of fore flippers and legs instead of a tapering body and rear flippers. Once a month, each selkie is able to assume human form for about a week. Usually selkies prefer to briefly visit the realm of men (which they call the "overworld") out of curiosity, but sometimes they are ordered to go forth and purchase desperately needed supplies or information. When in human form, selkies are very attractive indeed and their fine looks have broken more than a few overworlders' hearts. Their eyes are particularly noticeable as they are always either a bright emerald green or startling light blue. Since the selkie transformation is not a spell or magical effect, only spells like *true seeing* will reveal a selkie's true nature, although their peculiar mannerisms and predilection for seafood also might.

Combat: Since selkies are unable to swim quickly while carrying weapons, 90% of selkies encountered underwater will be unarmed. They use their sharp teeth whenever they are cornered but prefer to use their impressive speed underwater to escape superior odds. If encountered on land, selkies are wise enough to bear human weapons, most likely swords scavenged from the wrecks of ships (see below).

Habitat/Society: Selkie communities are divided between male and female, with females usually outnumbering males, as male selkies are the hunter/gatherers throughout the often dangerous waters nearby. However, both aspects of selkie "community" (domestic and provider) are equally respected within the lair, and no sex is accorded undue privileges.

Selkies inhabit only colder waters and there are both saltwater and freshwater varieties. Selkies almost always build their lairs in huge, underwater caverns and grottos containing both air and water-filled regions— selkie young must be raised in an air-filled environment for about their first year.

As mentioned earlier, selkies often find and explore wrecks of sunken treasure. Most selkie communities have hoarded at least some booty (especially pearls), keeping those otherwise useless trinkets only for purposes of trade with the overworld. Only selkies who have visited the overworld many times have ever acquired a taste for ornamenting themselves like overworlders, and can be distinguished from more traditional selkies immediately. For obvious reasons, these more experienced selkies are often the best representatives to deal with if one is an overworlder. Selkies can be hired and have a limited knowledge of overworlder customs. All magical treasure recovered by selkies is immediately commandeered for the good of the community and the lair's defense.

Ecology: Selkies are omnivorous, preferring to eat fish, shellfish, crustaceans, and various forms of seaweed. Those that have visited the surface are often partial to human fare as well. Selkies are particularly susceptible to fine wine, which is to be expected since these intoxicants are unknown below the seas.

Selkies are sensitive about their environment and harvest only what they need to survive. It is worth noting that selkie representatives lobby heavily whenever local overworlder environmental issues threaten selkie existence. Most selkie communities have learned the value of dropping a few pearls here and there in order to get what they want from men.

While selkies in human form are quite beautiful, they are fortunate indeed that their pelts have little value in overworlder markets. They are, therefore, without any special enemies besides those common to seals and all ocean dwelling beings.

Selkie, Leader

Each venerable leader of a selkie community can cast the following spells once per day, one spell per round: *augury, cure light wounds,* and *cure disease.* Leaders can also cast *weather summoning* and *control weather* once per week. Selkies fear the wrath of the sea should they ever use their powers for ill.

CLIMATE/TERRAIN:	Wildspace/phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to genius (8-18)
TREASURE:	A (magic only), R
ALIGNMENT:	Neutral good
NO. APPEARING:	1 or 10-20
ARMOR CLASS:	2 (prow −2), 10 in human form
MOVEMENT:	Fly 12 (B), SR 5
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 hull points or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Change to human form
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-8' in either form)
MORALE:	Elite (13-14)
XP VALUE:	270



Star selkies, though large and carnivorous, are actually an ethereal, shape-changing humanoid race. In their human form, they are kind, gentle, individuals of remarkable beauty. Like terrestrial selkies, they have striking green, blue, or black eyes, with irises that sparkle with an inner light. Though somewhat absent-minded, they are highly intelligent and well-versed in the lore of wildspace.

Selkies may retain their human form for up to two weeks at a time. In human form, the selkie communicates in both its own language and Common. In flight, selkies understand spoken language, but communicate among themselves in an unspoken tongue that is as yet unknown.

It is said that star selkies originated from a group of Ptah worshippers whose colony barge crashed on a barren asteroid. In answer to their prayers of salvation, Ptah turned them into the graceful, space-adapted selkies. However, there is only circumstantial evidence of this legend.

Combat: In flight, star selkies are savage, deadly fighters. Their armored, bullet-shaped bodies have razor-sharp guide fins and a prow sheathed in natural armor (AC 2). This armored prow does 1d2 hull points of damage. As high-speed battering rams, they impale their prey. The selkie then extrudes ten tentacles that automatically hit impaled victims. These tentacles, tipped with lamprey-like mouths, attach to the victims and drain 1 hit point per round. A successful Bend Bars/Lift Gates roll destroys one tentacle. A victim can roll to destroy a tentacle once per round.

Star selkies use an inborn ability similar to a *fly* spell to move in any direction, as slowly as a walking human (MV 12) or as fast as a seasoned spelljammer (SR 5).

Habitat/Society: Star selkie communities resemble their terrestrial counterparts. Both sexes hunt and gather food and share responsibilities for child-rearing. If anything, star selkies are more gregarious than their sea-going kin, occasionally even settling larger human habitations in selkie enclaves. The selkie predilection for scavenging space wrecks has proven to be very useful to them. A number of selkie merchants deal in "reclaimed goods."

Though primarily carnivorous, selkies consider eating humanoid flesh an act of cannibalism. They prefer to eat the wildlife of wildspace, and do not normally attack spelljamming ships (except in self defense). On the contrary, star selkies sometimes help lost travelers, leading them to safe, well-charted areas.

The selkie leaders can cast the following spells once per day: *create air, charm monster, cure critical wounds,* and *sunray*. They also have an ability similar to a modified *stone shape* spell that allows them to construct their enclaves. The leader casts these spells as a 8th-level wizard.

Ecology: Though the star selkie is a carnivore, it is sensitive to over-hunting of its habitat. Trade with ground dwellers supplements its diet. The star selkie population has increased slightly, but their birthrate is still low.

Star selkies have a special gland that produces oxygen, allowing them to travel in space as long as there is food to eat. This gland does not function properly until the selkie's third year of life, so selkie habitats (called "enclaves") must be air-filled.

Star selkies occasionally attract and take human mates. Offspring of such a pairing breed true as selkies. Such mixed colonies are easy to spot, for the enclaves sport intricate freeform surface dwellings to accommodate the human mates. These surface dwellings tend to be large Egyptian-style structures, lending further credence to the theory of Ptah-worshipping ancestry.

Sentinel

CLIMATE/TERRAIN:	The Hive
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	See below

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	16 (60 hp)
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-20 (2d10)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (18' tall)
MORALE:	See below
XP VALUE:	14,000



These golem-like creations are actually animated suits of armor crafted for the Sazaur beholders by the Arcane. The suits were meant to help the Sazaur guard against unwanted intrusion into the Hive complex. Similar in construction to iron golems, these mighty weapons consist mostly of bronze with sinews of steel and other, more esoteric compounds.

Sentinels look like huge suits of bronze armor, three times the height of a man, and weigh more than 5,000 pounds. Angular and severe in design, the armor has many projecting spikes and overlapping plates. Sentinels carry huge tridents, also crafted of bronze. Carved with line after line of intricate runework, these terminate in three cruel backbarbed prongs that crackle with power.

Although it is not obvious from the outside, the helmet is hollow. A beholder can ride inside, peering out through the visor. A device in this chamber functions something like a spelljamming helm, turning the magic powers of the beholder pilot into motive force. While the beholder controls the Sentinel, it may make no other action, for all of its abilities are channelled into the armor. This is tiring work for the pilot, and it must leave the armor after 1d8+7 hours for at least eight hours of rest.

Combat: Unlike golems, the Sentinel has the exceptional intellect of the beholder controlling it. The automaton-suit has a Strength of 23 for the purposes of lifting, throwing, or breaking objects.

In addition to the Armor Class conferred by the bronze plating, Sentinels are immune to any normal weapon that does not have a +1 or better enchantment. These constructs do not have the vulnerability to electricity possessed by iron golems, but they are not healed by fire, either.

While animated by a beholder, the suits have spell resistance equivalent to that provided by a *minor globe of invulnerability*.

The Sentinel has two basic attack forms. Its trident strikes for 2d10 damage. Also, the beholder pilot can project its power through the three prongs of the trident. The Sentinel points the weapon and projects three beams of black energy at its chosen target (maximum range 60 yards). A successful hit inflicts 2d6+1 damage; also, the victim must save vs. death magic or drop unconscious for 1-4 rounds.

Habitat/Society: The Sentinels were created for the Sazaur nation of beholders to guard the Hive. They have no life or animation without a beholder to power them. While uninhabited, the suits stand motionless, awaiting a pilot.

Ecology: Sentinels are more like armor and equipment than living things. Although they do not eat or sleep, the beholders in them do, so they cannot provide the eternal vigilance of a golem unless manned by beholders working in shifts. Only the Arcane know the spells needed to repair damage inflicted to them, so any wounds dealt them are permanent.

Controlling Sentinels: Ordinarily, only beholders can control these constructs. Optionally, the DM may allow a PC wizard or priest to attempt control of a suit by climbing inside its helmet. This can be fun for players and allows some memorable role-playing scenes. However, a Sentinel suit makes PCs very powerful, and control of the suit should be sharply restricted.

For example, using the suit may require an Intelligence or Wisdom check every turn or every round during combat. Magical "feedback" may inflict hit point damage on the occupant or temporarily reduce his ability scores. Particularly strenuous work or work over a long period may cause the suit to break apart.

Finally, the DM may say that the Sentinel suits are enchanted so that they cannot leave a particular section of the Hive. Beyond that invisible line, they simply fail.

Serpent Lord

CLIMATE/TERRAIN:	Tropical/Hills and ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	A, S, T
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	6
HIT DICE:	16
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	Constriction, spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	70%
SIZE:	G (50' long)
MORALE:	Champion (16)
LEVEL/XP VALUE:	15,000



Serpent lords, who resemble giant white cobras with human faces, are renowned healers and sages. They have a kind and compassionate nature.

The body of a serpent lord resembles that of a snow-white, hooded cobra, up to 50 feet in length. They have a human face and a warm, friendly smile.

They can communicate in their own language and that shared by all serpents. They can also speak Midani.

Combat: Serpent lords regard themselves as healers and scholars, not fighters. They are always protected by at least four giant constrictor snakes with maximum hit points. It is not uncommon for a serpent lord to be attended by an additional 2-12 giant poisonous snakes and 2-8 spitting snakes (cobras). These guardians will fight to the death in order to protect their king or queen.

The serpent lord is endowed with strong magical powers. Each has the abilities of a 16th-level cleric with an 18 Wisdom, able to turn undead, and memorize the following number of spells: nine 1st level, nine 2nd level, eight 3rd level, seven 4th level, four 5th level, three 6th level, and one 7th level. They typically choose spells from the healing, necromantic, divination, protection, and charm spheres, but have been known to memorize combat spells as well. Their strong magical resistance protects them from the effects of most spells used against them.

Should their spells and guardians fail them, serpent lords can attack by coiling their serpentine body around an opponent and constricting for 4-24 points of damage. They can entangle up to eight man-sized opponents in their steel-like coils. Once a constriction attack has been successful, the victim takes damage automatically on subsequent rounds until freed. It requires a combined total of 70 Strength points to extricate a man-sized victim from a serpent lord's crushing embrace.

Habitat/Society: Serpent lords live in large, secluded caves in the wilderness, far from civilized lands. Their caves are typically found in barren, stony hills favored by snakes or in long-abandoned ruins.

Serpent lords are powerful monarchs. As king or queen of the snakes in a 20-mile radius of their lair, they can summon 10-20 normal and giant constrictors, 10-60 normal and giant poisonous snakes, and 10-40 spitting snakes to their defense if given enough time (1-4 days). The reptiles normally found in the serpent lord's company are regarded as his friends and family as well as his guardians. They will not be sacrificed in combat foolishly or haphazardly. The serpent lord will personally protect his lesser cousins against powerful adversaries and predators.

Perhaps the biggest concern for the serpent lord and his protecting snakes is the acquisition of food. They are primarily carnivores, preferring lamb or beef; chickens and other birds will suffice, but fish is definitely out of the question. Serpent lords prefer their meat cooked whenever possible. Anyone bringing meat to a serpent lord will earn a -4 bonus on the reaction roll; anyone offering roasted or cooked meat to a serpent lord will earn a -10 on the reaction roll.

Serpent lords are widely sought after for their healing powers. Over the years, they tend to accumulate a considerable hoard, consisting mainly of gifts left behind in gratitude by cured patients. Serpent lords are not greedy or avaricious creatures, however, and will often bestow a precious jewel or jar of gold to a needy supplicant or a favored guest. Of those unable to afford luxuriant gifts in exchange for healing, a serpent lord might require that they start a fire, catch a wild pig or herd animal, and cook it for the serpent lord's dinner.

Serpent lords are sages as well as powerful healers. They are specialized in the the lore of herbalism, magical potions, and clerical magic in general. They are sometimes the guardians of a powerful clerical or religious magical item (like a *Book of Exalted Deeds* or a *Sword + 5, Holy Avenger),* yielding it up to whoever can perform a preordained quest.

Ecology: Serpent lords are the champions and protectors of snakes in the wild. They devote almost all of their attention to the practice of healing.

A wide variety of powerful potions can be made from the brain of a serpent lord. The right half of the brain is extremely toxic and can be used to make poisons. The left half of the brain is nourishing and life-giving. It is a prime ingredient in *elixirs of life* and *potions of longevity.*

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CLIMATE/TERRAIN:	Arctic glaciers
FREQUENCY:	Rare
ORGANIZATION:	Feudal hives
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (G)
ALIGNMENT:	Lawful neutral (good)
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	5 (4 with shield)
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 bite or weapon
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	Poison frost
SPECIAL DEFENSES:	Empathy
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19)
XP VALUE:	Drone: 15 Warrior: 270 Queen: 1,400



These creatures are a race of insect-humanoids that have adapted to arctic temperatures. Sha'az are enemies of the haun (q.v.)

Fluffy white down protects them from the icy weather. The down is thickest at the four hind leg extremities, which are also protected by dense felt-like growth. Although the sha'az torso and head are near-human, its six legs are more insect-like. The chest is rather broad, ending in a thin, muscular waist.

The creature's six legs allow it easy movement on the snow. It can hold on to sheer surfaces or slippery ice with its strong, retractile hooks at the leg extremities. The two front legs end in a series of smaller, prehensile hooks that enable the sha'az to manipulate objects or weapons. The sha'az often stands on its four hind legs, and keeps the rest of its body erect.

The sha'az warrior is male. It conceals four fragile, translucent wings in the white down of its back. These wings enable flight in all but extreme weather conditions.

Underneath the white down, a sha'az body is quite skinny, and partially covered with chitinous plates on the thorax, back, and shoulders. The remainder of the body displays wiry muscles under a thick gray skin, especially on the abdomen, neck, and legs. Its face displays near-human features: a mouth, a hooked nose, and deep set eyes, with a thick, white mane on the top of its head. Two large, serrated mandibles jut out of its cheeks.

Combat: Sha'az avoid combat if isolated. They prefer fighting in groups, especially when hunting. In the face of great danger, sha'az usually attempt to alert the rest of the hive.

Sha'az are advanced enough to use weapons and shields. They do not wear armor. Warriors commonly use spears, swords, nets, or bows. These warriors are capable of using their bows in mid-flight, with a -2 attack penalty in addition to other adjustments.

As an alternative to weapons, a sha'az warrior can bite a foe with its venomous mandibles. The poison causes the victim to freeze, inflicting 1-6 points of damage per round, until the victim successfully saves vs. poison. The victim is allowed one saving throw per round, with a cumulative -1 penalty each successive round. At 0 hit points, the victim is frozen and dies. The sha'az warrior can only use its venom once a day. Mandibles alone inflict 1-4 points of damage.

Each hive has a queen that fights like a 10 Hit Dice sha'az with 10th-level clerical spellcasting abilities. Her drone servants which are the female Sha'az, are flightless and fight with a -2 attack penalty. The drones' mandibles are not poisoned. They fight only if no other choice is available, or if the queen is in some sort of danger. Drones are not normally armed.

For each ten sha'az warriors, one has a limited empathic ability which allows it to communicate with his queen, when it is away from the hive. It is a knight with maximum hit points. The ability can be used at will within 900 feet. Within a mile, the knight has a 10% chance of failure per round of usage, which increases another 1% for each extra mile of distance between the knight and his queen. The maximum chance of failure is limited to 90%, regardless of the distance. When failing an empathic roll, the knight loses its empathic ability for the remainder of the day.

Habitat/Society: Sha'az live in hives dug into arctic glaciers. A hive contains 30-60 sha'az (1d4+2×10). Half are hunter/warriors, while the remainder are drones that tend the hive and serve the queen. A queen lays eight-pound eggs that ensure the survival of the hive. She is the only sha'az capable of casting spells and of making magical objects. Sha'az are literate and use a combination of words, movements, and scents to communicate.

A queen lives several centuries. Occasionally, she engenders another queen who leaves when it is an adult so it may establish another hive. This new hive is a loyal vassal of the mother-queen. Social status among sha'az depends on how close to the mother-queen one's hive belongs. There can be many layers of mother-daughter allegiances among sha'az hives. When a queen dies, her drones ritually seal the entrance to her hive. Soon thereafter the mourning hive dies of asphyxiation. Its vassal hives, if any, then become vassals of the oldest related mother-queen.

Ecology: Sha'az hunt for food and feed on polar bear, whale, seal, deer, or haundar (q.v.). They also trade shell pieces with other races. Their enemies are the haun that prey on their eggs. The eggs contain a substance that alters resistance to psionic effects. Haun use it to help maintain control over their giant mounts, the haundars.

Climate/Terrain:	Elemental Plane of Earth
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Average (9-10)
Treasure:	Q
Alignment:	Neutral
No. Appearing:	2d8
Armor Class:	6
Movement:	12
Hit Dice:	2+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d3 or by weapon
Special Attacks:	None
Special Defenses:	Contortion, save bonus, immunities
Magic Resistance:	Nil
Size:	S-M (4′-5 ½′ tall)
Morale:	Steady (11-12)
XP Value:	175

Long ago, a druidic cadre on a prime-material world known as Verdorth gathered together in order to perform a task so monumental that only a clueless prime would think it possible. They sought to transform the Elemental Plane of Earth.

See, these folks had learned of the Beastlands, a plane where the animal life ruled, and they sought to find a plane where the same could be said for the plant life. The druids found no such place (except for a certain layer of the Abyss, but that didn't have the kind of plant life they really meant) and decided to make their own. These ambitious berks were confident — some might say *over*confident — that they were doing a good thing.

WE CAN GO ANYWHERE WE WANT ON THIS PLANE. SOME PLACES JUST TAKE LONGER TO REACH.

— A SHAD

The druids of Verdorth used their spells to create air-filled grottoes within the Elemental Plane of Earth. These cavernous chambers were then fertilized and cultivated. The prime bloods grew all manner of plants in the secret gardens, and as time passed, the druids — and the subsequent generations that came after them — intensified their magic and extended the caverns throughout the plane. Temporary artificial gates leading to the Elemental Plane of Water provided the vast gardens with water, while "sunlight" streamed in through similar rifts to the Quasiplane of Radiance. For years, the plants flourished under the care of the druids, who nurtured the flora in ways that nature never could.

Chant has it that the plants grew in strange and unpredictable ways. Trees shot up to mountainous heights, vines moved of their own accord, and fruit offered more than simply sweet flavor. Unfortunately, it's unlikely that anyone'll ever corroborate these stories, because disaster struck the druids — and thus, their gardens. An unknown force (some say the dao, some say the pech, some say an enemy from Verdorth itself) slaughtered the dedicated caretakers. Each and every one was put in the dead-book, and it didn't take long for neglect to claim the fantastic forests and orchards they'd cultivated within Earth.

But flora wasn't all that lived in those hidden caverns. Monstrous trees over a thousand feet tall were the homes of hordes of tiny, gray-skinned, humanoid creatures with very short hair and large eyes. Where they came from, no one knows, but it's said that not even the druids knew of their presence. As the towering plants died, the creatures fled like insects from a withered oak. They spread into the artificial grottoes and eventually adopted the plane of Earth as their own.

Today, folks know these invaders as the shad, and though many consider them to be vermin, they're actually surprisingly intelligent. Shad have their own language, and they adorn their large ears with multiple earrings. They also like to attach precious stones to their otherwise simple garments.

Combat: The shad prefer weapons of ancient wood or stone such as axes, clubs, staves, knives, daggers, spears, and short swords. Though these weapons may appear crude, they actually possess keen edges and sturdy construction. After all, the shad must contend with true natives of Earth, creatures made partly or wholly of stone, so they take care to craft weapons that'll stand up to repeated pounding on solid rock.

The harsh environment in which the shad have lived for many centuries has produced only the hardiest of individuals. Thus, the creatures are immune to poison, disease, petrification, and paralyzation. Further, they gain a +1 bonus on all saving throws versus spell, breath weapon, and rod/staff/wand.

Thin and wiry, the shad can contort their bodies to fit through openings as tiny as 6 inches by 6 inches (or sometimes even smaller). Naturally, this also means they can slip most any manner of bonds. Both skills aid the creatures in escaping the dao slavers that hunt them mercilessly.

Among the shad, a small number of priests and even (strangely enough) druids exist. Such individuals can reach 6th level. Additionally, for every 10 normal shad in a tribe, there's usually one great warrior with 3 or even 4 Hit Dice. These rare bashers sometimes carry wooden shields, which improve their AC by 1 (to 5).

Habitat/Society: Virtually all creatures on the Elemental Plane of Earth see the shad as invaders, vermin, and enemies. Remarkably, despite the fact that nearly everything else on the plane seeks their destruction, the shad have

survived — and even flourished. They are incredibly adaptable and prolific in reproduction.

Since they have no ability to pass through stone, the nomadic shad must occupy existing openings and caverns that wend their way through the plane. Occasionally, they use their tools to painstakingly carve out their own tunnels and caves.

The shad aren't openly aggressive (at least, not if they've eaten recently), but they're unlikely to trust or help strangers. They've lasted as long as they have only by focusing on their own survival. Peery to the extreme, the shad assume that all creatures are out to get them, or, at the very least, are competition for meager local resources.

The priests and druids of the shad possess the power to spontaneously produce small amounts of plant life or fungus, which they nurture as best as they can in the lightless environment. The flora relies on water from the rare pockets that seep in from that Elemental Plane, which provides needed liquid to the shad as well. The tribes sustain themselves by eating these plants, but they always leave some of the flora intact. Perhaps they have a racial memory of the Verdorth druids and are slowly attempting to carry on their ancient mission.

Shad have a high birth rate and a short life expectancy, so they take steps to spread knowledge among their kind in lasting ways. For example, if a tribe comes upon a dangerous area (perhaps one of unstable terrain), they mark it with a warning symbol in the nearby stone to alert other wandering shad. But the sign's intended for their own tribe as well — by the time they return that way, everyone who explored the area firsthand might have long since died, replaced by new shad. The symbol will prevent them from repeating the mistakes of the previous generation.

Shad also mark areas of nearby water, secret food caches, and so on. Berks unskilled in interpreting the symbols find them impossible to decipher. Planewalkers who know the dark of the markings, however, may find their time on the Elemental Plane of Earth a little easier.

ECOLOGY: Aliens on their own plane, the shad are nomadic pariahs that roam Earth's tunnels looking for water and air. They eat plants and fungus produced by their tribes' priests and druids, as well as slain digestible foes, which are few (though khargra innards can be cooked up nicely). Most folks find it distasteful that the shad also eat their own dead, but this apparently causes them no ill effect, and they never seem to kill one another just for food.

Though they don't appear insectoid in nature, some graybeards speculate that the shad somehow descended from insects that lived and mutated in the druids' giant trees. 'Course, that still doesn't explain how the original insects got there in the first place.



CLIMATE/TERRAIN:	Any land, Plane of Shadow
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Twilight/night
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5–18)
TREASURE:	K, M, N, W (Varies)
ALIGNMENT:	Any nongood
NO. APPEARING:	1–2
ARMOR CLASS:	10 (or by armor type)
MOVEMENT:	15
HIT DICE:	10 (or by class & level)
THAC0:	11 (or by class & level)
NO. OF ATTACKS:	1 (or by class & level)
DAMAGE/ATTACKS:	By weapon (usually 1d8)
SPECIAL ATTACKS:	*Quasi-real images*, surprise
SPECIAL DEFENSES:	*Shadow images, blink*, regeneration
MAGIC RESISTANCE:	Variable
SIZE:	M (usually about 6 feet tall)
MORALE:	Elite (13–14)
XP VALUE:	6,000 (or class & level +7 HD)

Even the most astute observer could mistake a shade for a human. In fact, most shades once were human, but have shed their mortality for the essence of shadowstuff.

Most shades appear as humans of their former physical height and appearance, but with grayish or nearly black, dusky skin and veiled eyes. They are often tall and thin. They favor somber clothing and wear armor if they so desire, provided it does not interfere with their spellcasting abilities, if any. Shades can speak as many languages as their intelligence allows, but have no special language of their own. All shades that once were human speak their native tongue (most often Common, but sometimes a regional tongue).



Combat: Shades, by their nature, both have an affinity for shadow and have their capabilities linked to the degree of ambient shadow they occupy. They become fairly weak when exposed to unrelieved light or complete darkness, but prove formidable when in shadows.

No Shadows: The shade is surrounded by multiple light sources: within a magical *light* or *darkness* spell, in a room cut off from all light sources (complete darkness), or in the open on a bright, clear day. The shade suffers these penalties:

- All the shade's senses function at half the human norm.
- Base movement rate reduced to 12.
- –2 hit points per hit die (minimum 1 point per die).
- –4 saving throw penalty.

Weak Shadows: These lighting conditions include outdoors at dawn or twilight, in the woods on a bright day, in average indoor light, or outdoors on a moonless or overcast night. The shade functions normally in most respects, enjoying acute eyesight and hearing. The shade inflicts a –1 penalty on an opponent's surprise rolls.

Strong Shadows: The shade is outdoors at night or in dim indoor light. The shade enjoys the following advantages:

- Highly acute eyesight and hearing equal to twice the human norm.
- +1 hit point per hit die.
- +2 to surprise rolls, –2 to opponent's surprise rolls.
- Base movement rate of 15.
- +1 to all saving throws, attack rolls, and damage rolls; all such roll made against the shade suffer a –1 penalty (minimum 1 point of damage per die).
- Magic resistance equal to 2% per hit die or level of experience (but never more than 40%).
- *Invisibility* once per turn, maximum duration 1 hour per use.
- The ability to create *shadow images* once an hour. This ability is similar to a *mirror image* spell cast at the shade's level (or 2nd level, whichever is better), except that 1d4+3 images appear.
- The ability to regenerate 1 hit point a turn. The shade can regenerate severed limbs if the lost limb is pressed against the stump, but cannot regenerate its head if decapitated.

Very Shadowy: These lighting conditions include: being in the woods or jungle at twilight; being in a windowless room with a single, flicking light source (torch, candle, or small fire); or being outdoors at night along the edges of the circle of light thrown by an artificial light source (see the *Player's Handbook*, Table 63).

- Highly acute eyesight and hearing equal to twice the human norm. The shade sees through shadows as well as a human sees in broad daylight. Any hide in shadows attempts (except by other shades) automatically fail with respect to the shade.
- +3 hit points per hit die.
- +3 to surprise rolls, –3 to opponent's surprise rolls.
- Base movement rate of 18 and the ability to make a controlled *blink* once every two rounds. This ability allows the shade to appear in any very shadowy area within 100 yards and attack, use an ability, or cast a spell after it appears. The shade never appears inside a solid object.
- +3 to all saving throws, attack rolls, and damage rolls; all such rolls made against the shade suffer a –3 penalty (minimum 1 point of damage per die).
- Magic resistance equal to 3% per hit die or level of experience (but never more than 70%).
- The ability to create *shadow images* once a turn as noted above.
- The ability to create *quasi-real images* once an hour. This ability is similar to a *demishadow monsters* spell cast at the shade's level (or 2nd level, whichever is better), except that 1d4 duplicates of the shade appear. The shade has mental control over the duplicates.

- The ability to regenerate 3 hit points a round, with the limitations noted above under the regeneration ability for strong shadows.
- The ability to *teleport without error* to any very shadowy locale on the same world as the shade or *plane shift* to or from the Demiplane of Shadow. The shade can either *teleport* or *plane shift* once a day, but not both.

Habitat/Society: Shades tend toward taciturn dispositions and prefer solitude. Their preferred abode is the Demiplane of Shadow. Many shades were formerly mages (such as the Abuyakas of the Eshowe tribe in the Jungles of Chult), thieves, or fighters, and a small fraction are priests of such deities as Eshowdow. Some shades still maintain strong connections with their former abodes on the Prime Material Plane, living more for their mortal culture than any to which they gained access by becoming shades, while others underwent the transformation to become shades so long ago that they have almost forgotten their lives as mortals. Such shades behave in a distant manner to non-shades and seem to find many urgent concerns of mortals trivial. They may even have difficulty concentrating on the conversations of mortals addressing them, having grown used to the practice of ignoring those people and things that do not concern or interest them.

Shades spend a great deal of time returning to the Prime Material Plane, much more so than many other creatures of the planes. Why this is so may relate to personal goals of particular shades or may have to do with the larger concerns of shade society in the Demiplane of Shadow; sages are not sure. Many shades encountered on the Prime Material Plane seem to be on missions to gather information, retrieve powerful items, kidnap or kill important (or seemingly unimportant) beings, or to protect a certain location.

Ecology: Shades are effectively immortal, never dying unless slain and prevented from regenerating. They achieve this state by exchanging their spirits for the stuff of shadows. (Sages disagree on exactly how they accomplish this feat, although powerful magic is certainly involved.) The transformation leaves them sterile.

Shades eat much the same diet as they did while mortal, but apparently receive some nourishment from shadow itself; no accounts exist of any of captive shades (for what little time they were captured) starving or becoming malnourished for lack of food and water. Shades do not create an uneasy reaction in animals, as do many unnatural creatures; quite to the contrary, they seem to be ignored by creatures of lesser intelligence, perceived simply as shadows rather than as living beings.

Demihumans who become shades function as described here, though their appearance suggests their former race. A dwarven shade, for example, might appear very stout. There are very few demihuman shades compared to the number of apparently human shades.

Create Shade
(Alteration)

Level: 9 — Components: V, S, M
Range: Special — Casting Time: 1 day
Duration: Instantaneous — Saving Throw: None
Area of Effect: 1 being

This powerful spell infuses one being with shadowstuff from the Demiplane of Shadow and transforms that individual into a shade. The subject must be a single-classed human or demihuman (warrior, priest, thief, wizard, or psionicist only) of at least 10th level. Only a free-willed wizard can cast this spell successfully.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the subject must not be disturbed at all, or else the spell will fail. The caster must additionally cast *shadow walk, Lorloveim's shadowy transformation, gate,* and *permanency* upon the subject for the transformation to succeed. Upon completion of all the castings, the subject must survive a system shock roll.

A 25% bonus can be added to this roll if this spell is cast on the Demiplane of Shadow itself. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into Shadow—lost forever—not even a *wish* can recover the subject.

It is possible for the subject to undergo an alignment change by this spell (see table). A *wish* spell can be used to prevent any change in alignment. After the spell is cast, the wizard loses 1d6 Constitution points and loses consciousness for 1d8 days. He also ages five years if he cast a *wish* spell to prevent an alignment change.

The material components for this spell are 10,000 gp worth of powdered onyx, 10,000 gp worth of powdered diamond; further, an *amulet of the planes* is also required to focus the magical energy. The powdered onyx and diamond are consumed during the casting of the spell, while the amulet is used to draw forth the necessary amounts of shadowstuff and planar energy from the Demiplane of Shadow and the Positive and Negative Material Planes respectively.

Shade Summary Table

Lighting Condition	Senses (re. Human)	MV	hp	MR (max)	Surprise	Attack/ Damage	Saving Throw	Magic
No shadows	½	12	–2/die	Nil	—	—	–4	—
Weak shadows	1	15	Normal	Nil	–1[2]	—	0	—
Strong shadows	2	15	+1/die	2%/level (40%)	+2[3]	+1[3]	+1	*shadow image, regenerate* 1/turn, *invisibility* 1 hour
Very shadowy	2[1]	18	+3/die	3%/level (70%)	+3[3]	+3[3]	+3	*quasi-images, blink* 1/2 rds., *regenerate* 3/round, *teleport/plane shift* 1/day

[1] See in shadows as human in full daylight. Non-shade thieves in shadows are seen clearly.
[2] Opponents have a –1 penalty to their surprise rolls. Shade rolls are not adjusted.
[3] Opponents have an opposite bonus or penalty of the same magnitude. For example, in strong shadows, a shade has a +1 attack bonus, while its opponents have an attack penalty of –1. Hit dice are not reduced below 1 hit point/die; damage rolls are not reduced below 1.

Shadeling

CLIMATE/TERRAIN:	Any shadowy area
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Twilight, early morning
DIET:	Living shadows
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10
ARMOR CLASS:	0/as duplicated form
MOVEMENT:	18/as duplicated form
HIT DICE:	Special/as duplicated form
THAC0:	Nil/as duplicated form
NO. OF ATTACKS:	1/as duplicated form
DAMAGE/ATTACK:	Special/as duplicated form
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	Special
MORALE:	Fearless (19–20)
XP VALUE:	1,400/variable



Shadelings are bizarre and dangerous denizens of the demiplane of Shadow. They are often compared to dopplegangers, for they seek to mimic the forms of others and then kill them. In their natural form they are flowing, sentient shadows about the size of a human, but irregular in shape.

Combat: Shadelings possess the power of *duplication*. The shadeling engulfs its victim's shadow if the unfortunate fails a saving throw vs. breath weapon. Once this is done, the shadeling takes the victim's material form. The victim's weaponry and armor are duplicated as well, although duplicated magical items cannot be magical themselves. The shadeling immediately gains all the physical abilities of its victim, including hit points, Armor Class, and special physical attacks and defenses.

Once a shadeling has taken a material form, it attempts to slay the being it has duplicated. If it manages to do so, it remains in its new form for 2d10 days. Then it returns to its true form and must find another victim.

In its true form, the shadeling cannot be physically harmed and is unaffected by most spells. Both *light* and *darkness* spells have a 5% chance per level of the caster to destroy the shadeling, and the *continual* versions of these spells have a 10% chance per level of the caster. *Dispel evil* and *protection from evil* spells affect shadelings normally, and a *shadow walk* spell cast upon them destroys them automatically, as does the *sunray* spell. A *holy word* uttered at a shadeling in physical form causes it to revert to its true form, while a *holy word* uttered at a shadeling in shadow form banishes it to the demiplane of Shadow. If killed while in the form of some other being, the shadeling returns to its shadow form, but it loses the power to duplicate for a full day.

Note that although they may resemble undead, shadelings cannot be turned by priests. However, they are elemental beings and are subject to spells and other magic that affects other creatures from the Inner Planes.

Habitat/Society: Shadelings seem to have only one purpose; to duplicate living beings and feed on their shadows. Although they are found in groups of up to 10, they don't appear to work together to accomplish any goal. Indeed, they will all attempt to steal the form of a single being, without any sense of strategy or hierarchy. Sages speculate that they exist in numbers only because they escape the demiplane of Shadow together, probably through elemental vortices.

Ecology: Shadelings have no natural place in the ecology of the Prime Material Plane, and nothing is known of their role in the demiplane of Shadow. However, various wizards have found some uses for these creatures in the workings of magic: Any mirror that has been prepared by casting *enchant an item* and *permanency* spells on it, and which is subsequently engulfed by a shadeling, will instantly become a *mirror of opposition*.

Shadevari

Creatures from ancient myth



CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
TREASURE: Nil
ALIGNMENT: Neutral Evil
No. APPEARING: 1d3
ARMOR CLASS: 0
MOVEMENT: 18
HIT DICE: 7+7
THAC0: 13
No. OF ATTACKS: 3
DAMAGE/ATTACKS: 1d8+2(×2)/2d4
SPECIAL ATTACKS: First strike
SPECIAL DEFENSES: Bat away missiles, +2 weapons or better to hit
MAGIC RESISTANCE: 33%
SIZE: M
MORALE: Fearless (20)
XP VALUE: 2,000

Beasts from the long-lost past of Toril, shadevari were recently summoned to be the servants of Shadowkings. They are bipedal and covered with iron-gray lizard scales, with misshapen faces; two black tusks curving like scimitars from their mouths. A single, serrated onyx horn crowns their foreheads; wicked barbs sprout from their chests, arms, and the crests atop their heads; shallow depressions exist where their eyes should be to finish their ghastly faces. The beasts have retractable talons on their hands and feet.

Combat: The shadevari are very quick in combat. Barring magical spells or items such as *haste* or a *short sword of quickness,* shadevari always strike first in a combat round. The beasts are hurt only by enchanted weapons of +2 or better. Any blows from lesser weapons quickly heal. Shadevari also have a chance to bat away missile weapons directed at them. For hurled missiles such as daggers, spears, or hand axes, shadevari must make a successful attack roll vs. AC5. For propelled missiles such as arrows or crossbow bolts, the roll is against AC2.

If not currently engaged in melee such activities do not count as actions, though they can deflect no more than three missiles per round. Once engaged in melee, each deflection attempt costs a shadevar one attack.

Habitat/Society: Little is well known of the shadevari, but their history is apparently recounted in the Book of Shadows, a mystical tome currently in the possession of a mage in Iriaebor. Only 13 of these beasts ever existed according to legend, and they left or were forced from Toril long ago. In the events described below, at least four of these beings were encountered and destroyed. What this bodes for the race as a whole is not known at this time.

Ecology: It has been verified that the Shadevari lack eyes and seem to track their prey by scent and by noise. The latter also may explain the creatures' uncanny ability to swat missile weapons from the air; the beasts' sensitive hearing detects the whistling of the missile through the air and pinpoints its position and trajectory, at which time the creature can dodge or knock the weapon aside. At least one sage has

also promoted the theory that the shadevari navigate through the world using the same high-pitched sounds that some bats use. If this is true, it means a magical silence effect might blind the creatures. (If you as a DM choose this option, then the shadevari's AC worsens by 4 and they lose the ability to swat at missile weapons successfully.)

History: The first recorded occurrence of shadevari in modern-day Faerûn was in 1364 DR. One of these creatures was sent by Snake, a shade in the service of the Shadowking, after the Harpers Caledan Caldorien, Mari Al'maren, and their allies. After a long pursuit and several battles, the beast was destroyed.

Not long after that, another new Shadowking began to make his presence known in the Realms. This was Caledan Caldorien. Feeling a part within him changing, he fled from his friends and loved ones, fearing for their safety. These same friends went after him, unaware of the reason for his flight.

As the evil within him grew, Caledan developed a split personality. He fought to retain control, but the evil of the Shadowking would overpower him at times and cause havoc. The undead beings known as shadows were under the Shadowking's control, as were all the "shadow magic" wizard spells. With these tools, the Shadowking wreaked much havoc and grew in strength. The evil within Caledan also released not one but three shadevari into the Realms to pursue and kill the Harper's friends.

After a long journey and many trials, the heroes came upon the Shadowking's "birth." While unable to prevent the event, they mortally wounded the newborn king while fighting the shadevari. The heroes knew that killing the Shadowking could well cost their friend his life as well.

Fortunately, the shadevari were destroyed under unique circumstances, and Caledan emerged from the king's corpse, just barely alive. The prospects for his long-term survival do not appear to be good.

Sources: *Crypt of the Shadowking, Curse of the Shadowmage.*

CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Rare
ORGANIZATION:	Roving bands
ACTIVITY CYCLE:	Night or darkness
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-20 (2d10)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 + special
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6′ tall)
MORALE:	Special
XP VALUE:	420



Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch.

Shadows are 90% undetectable in all but the brightest of surroundings (*continual light* or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen.

Combat: As shadows exist primarily on the Negative Material plane, they have the ability to drain the life force of their victims. The chilling touch of a shadow inflicts 2-5 points of damage to its victim as well as draining one point of Strength. Lost Strength points return 2-8 turns after being touched. If a human or demihuman opponent is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well. The newly formed shadow is then compelled to join the roving band and pursue a life of evil. Other living creatures simply collapse from fatigue (if taken to zero Strength) or fall unconscious (if taken to zero hit points), where they are left to die or are hounded again upon waking.

Shadows are immune to *sleep*, *charm*, and *hold* spells and are unaffected by cold-based attacks. They can be turned by clerics.

Habitat/Society: Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. Contrary to popular belief, shadows do not hoard treasure. In fact, such earthly baubles only help to remind the creatures of their former lives. Instead, the furious undead throw all of the treasure they find away, in the same location (often at the bottom of a well or deep pit), where it is out of sight of the band. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.

Ecology: According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. The curse affects only humans and demihumans, so it would seem that it affects the soul or spirit. When victims no longer can resist, either through loss of consciousness (hit points) or physical prowess (Strength points), the curse is activated and the majority of the character's essence is shifted to the Negative Material plane. Only a shadow of their former self remains on the Prime Material plane, and the transformation always renders the victim both terribly insane and undeniably evil.

Attempts to remove the curse from captured shadows have all failed, thus providing more clues into the nature of the disorder. A *limited wish* spell proved only partially successful as the victim returned for an hour but remained insane for the duration. It has been recently speculated that a full *wish*, followed by a *heal* spell, might be capable of restoring a shadow to his former state, but again it must be emphasized that this is only a theory.

Fortunately, shadows rarely leave their lairs, and a bold party wishing to rescue a lost fighter or wizard should have plenty of time to venture forth and recover their friend, provided that no one else explores the lair and slays the unfortunate character while the shadows are absent.

The original body of a victim is destroyed when changed to a shadow whether by the curse itself or by unprotected exposure to the Negative Material plane. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Negative Material forms.

Shade Alignment Table

1d10	Alignment Result
1	Stays the same
2–4	Moves one step toward true neutral
5–7	Moves one step toward evil
8–9	Becomes true neutral
10	Becomes neutral evil.

CLIMATE/TERRAIN:	Ruins, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Nocturnal (dusk)
DIET:	Special
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (P, Y)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 or 4–16
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 + special
SPECIAL ATTACKS:	Surprise, *slow*
SPECIAL DEFENSES:	+2 or better magical weapons to hit; immune to *charm*, *hold*, cold, lightning, turning, and holy water
MAGIC RESISTANCE:	Nil
SIZE:	M (4'–6' tall)
MORALE:	Champion (15–16)
XP VALUE:	975

Slow shadows may be related to the undead creatures known as shadows. It is thought (by those who study such things) that slow shadows come from the Negative Material plane. Some place their origin in the Demiplane of Shadow, but this is not substantiated. The name comes from the effect of their chilling touch, they can move as quickly as an unarmored man when they so desire.

They are seldom seen, and only 10% likely to be detected by the unaided eye. At this time, they are seen as undulating, inky blobs; amorphous twistings to their outlines make them appear to grow or shrink (between 4 and 6 feet) as they move. No recorded attempt to communicate with them has ever reported success.

Combat: Slow shadows typically attack by surprise, often by maneuvering behind their intended prey. They attach themselves to unsuspecting victims. Their touch inflicts 1d4 points of cold-based damage and the victim is immediately *slowed*, as the 3rd-level wizard spell, with no saving throw. Further, for every round the slow shadow remains attached, the victim takes an additional 1d4 points of cold damage, with no attack roll required.

Slow shadows are not affected by cold, lightning, *hold*, or *charm* attacks. A *haste* spell directed at them will drive them away, but has no effect on them once they have become attached to their victims.

These creatures are not affected by holy water, nor can they be turned or commanded by means of the usual priestly ability.

Habitat/Society: Slow shadows are most commonly found in dark, shadowy places: ruins and subterranean tunnel complexes. Little is known of their behavior or how they interact with each other, as most encounters with them have been fatal to one side or the other.

Those killed by these creatures undergo a transformation into slow shadow form that takes about a day, less in an area exposed to energies from the Negative Material plane. Such creatures generally stay within 40 feet of the place they were slain. This suggests that wandering slow shadows are created or summoned, while those staying in one area are past victims. In either case, they are dangerous.

Ecology: Scholars generally agree that slow shadows are not native to the Prime Material plane, but differ as to the point of their origin. Slow shadows seem to exist on the life energy of other creatures. Thus when they appear, they generally take living victims in increasing numbers until their presence is detected by intelligent races, who mount expeditions to destroy them before they reduce an area to complete desolation. Certain evil clerics seem to be able to enslave and direct these creatures.

—*From* WG5 Mordenkainen's Fantastic Adventure, #9112

Summon Slow Shadow
(Conjuration/Summoning)
Sphere: Guardian (evil)

Level: 6	Range: 10 yds.
Components: V, S, M	Casting Time: Special
Duration: Special	Area of Effect: Summons 1 slow shadow
Saving Throw: Special	

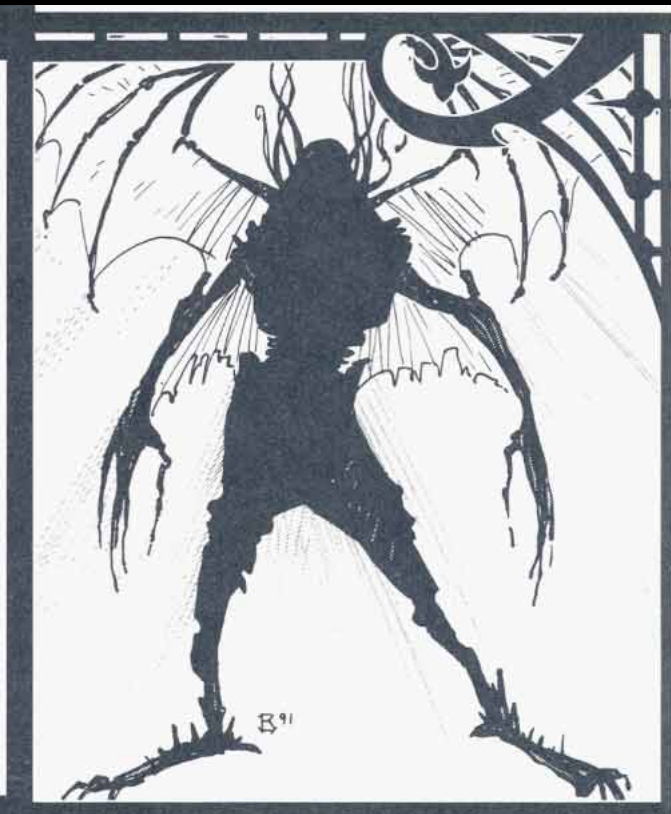
When this spell is cast, an evil priest can conjure one slow shadow. The slow shadow is nominally under the control of the priest and attacks his enemies on command. The shadow remains until slain, though control can be broken by a successful *dispel magic* spell or by the priest's death. The creature probably resents its service, although it is apparently of low intelligence and lacks the ability to communicate.

The casting time is a full three hours and can be completed only when cosmic forces are properly aligned; generally once a year, and for not more than 8 hours. An intelligent humanoid is required. The victim must make a saving throw vs. spell at the completion of the casting. Failure means the spell succeeds and the humanoid is replaced by a slow shadow. Success means the caster can continue the spell for up to two more hours. At the end of the first hour, another saving throw is required, but at a –2 penalty. At the end of the second, a final saving throw is required, at a –4 penalty. Only if the victim resists all three times does the spell fail. It is uncertain if the humanoid is actually transformed or merely transported elsewhere, no one undergoing this process has ever been seen again.



Shadow Fiend

Climate/Terrain:	Lower planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	9, 5, or 1
Movement:	12 (see below)
Hit Dice:	7+3
THAC0:	13
No. of Attacks:	3
Damage/Attack:	ld6/ld6/ld8
Special Attacks:	Spell use
Special Defenses:	Immune to fire, cold, electricity
Magic Resistance:	See below
Size:	M (6' tall)
Morale:	Champion (15–16)
XP Value:	2,000



The shadow fiend is a dark and dangerous creature from the most dreaded of the lower planes. Lurking in regions of darkness, it attacks only to satisfy its desire to do evil, for it never hungers or thirsts.

The shadow fiend looks like a tall, slender humanoid with small batlike wings and a body composed wholly of darkness. Both the long fingers and slender toes of the creature end in terrible claws that can inflict great wounds on enemies.

Shadow fiends have no known language, although it is said that they can communicate with other creatures from the lower planes when they encounter them. No mortal being has ever been able to attest to this, however, and it may be mere speculation.

Combat: The unusual nature of these creatures is evident in their combat tactics. Like the shadows, which many believe (wrongly) to be related creatures, these horrors are 90% undetectable when they move through dimly lit or shadowy areas. When they attack those who have not spotted them, they always attain surprise. Each round, the monster is able to strike with two of its wicked claws (inflicting 1d6 points of damage each) and its horrible bite (inflicting 1d8 points or damage).

Once engaged in combat, the power of the creature depends upon the lighting in the area of battle. In brightly lit areas (open sunlight, a *continual light* spell, and such), the shadow fiend is greatly weakened. Here, its Armor Class is 9 and all attacks that strike it do double damage. Because of this, shadow fiends will normally flee from opponents in bright light.

In dimmer lighting, that created by a torch, lantern, or light spell, the shadow fiend is somewhat better off. Here, it has an armor class of 5, though it still suffers normal damage from attacks. When it strikes in these conditions, however, it gains a +1 bonus on its attack rolls.

In darkness, anything up to candle or moonlight, the creature is at its deadliest. Here, it gains a +2 bonus on all attack rolls and is Armor Class 1. Further, all damage done to the creature is halved.

Regardless of the lighting around it, the shadow fiend is immune to all damage from fire, cold, and electricity (whether magical or mundane in nature.) A *light* spell cast directly at the creature inflicts 1d6 points per level of the caster, although this damage may be reduced (or enhanced) by the lighting in the area.

Whenever the shadow fiend gains surprise, it will spring onto its victim. Because of the small wings on its back, it can leap up to 30 feet and strike with four claws (each doing 1d6 points of damage). When it leaps, it cannot employ its bite attack.

Once per day, the shadow fiend may cast a *darkness, 15' radius* spell or subject all persons within a 30 foot area to a *fear* spell. Once per week, it can cast a *magic jar* spell at a single target (provided that it has a suitable receptacle for the victim at hand). If the victim of the *magic jar* attack makes his saving throw, however, the shadow fiend is stunned for 1d3 rounds during which time it cannot act.

Shadow fiends can be turned by clerics as if they were "special" creatures on the undead turning chart.

Habitat/Society: The shadow fiend is called into Ravenloft by the use of magical gate spells and similar incantations. Once summoned to the demiplane of terror, however, they find themselves bound to the land and unable to leave (as is the case with all summoned beings). Thus, over the centuries, a number of these creatures have been trapped in Ravenloft.

Already creatures of evil, their imprisonment only serves to increase their hatred of the world around them. Thus, they often attempt to pass their time by inflicting pain and suffering on those few mortals they encounter.

Ecology: It is doubtful that the shadow fiend is important to the overall ecology of Ravenloft. However, there are those who say that the dark powers have close ties to these foul creatures, claiming that the Powers are able command the fiends to do their bidding at any time. Since none can even pretend to predict the actions or guess the desires of the dark powers, it seems possible that this is the case.

Shadow Panther

CLIMATE/TERRAIN:	Temperate plains and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–7
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3 or 5
DAMAGE/ATTACK:	1–3/1–3/1–8, 1–3/1–3
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Hide in shadows
MAGIC RESISTANCE:	Nil
SIZE:	L (10'–12' long)
MORALE:	Elite (13–14)
XP VALUE:	650



As one might guess by their name, shadow panthers are the deepest black. Also known as "mountain ghosts," these predators are greatly feared by those who dwell near them. A shadow panther looks very much like a displacer beast, with several distinctions: the creature's six legs are evenly-spaced along its torso (whereas displacer beasts have two front legs and four hind legs); the two tentacles growing from its forward shoulder blades lack the displacer beast's horny ridges, instead tapering to a single bony hook; and the male possesses an almost leonine black mane of shaggy hair around its head and neck. Many sages believe the shadow panther to be an evolutionary link between the displacer beast and the wemic, a view supported by the fact that the creature has a second hip joint at its middle set of legs, allowing it to raise its upper torso and travel on its rear two sets of legs in a wemic-like fashion.

Combat: A shadow panther attacks primarily with its teeth and foreclaws; if backed into a corner, it can rear up on its hind legs and attack with its middle claws also. Each claw attack causes 1–3 hp damage, and the creature bites for 1–8 hp damage. In addition, it can use its tentacles to restrain particularly difficult prey. A tentacle attack strikes at –2 to hit; if successful, all further attacks that round are made at +2 to hit. The victim must make a successful Strength check in order to break free of the shadow panther's tentacle the following round. The tentacles are sensitive, so shadow panthers do not use them in combat unless absolutely necessary. They are, however, often used to carry their cubs on their backs when fleeing, or to drag away slain prey to devour it in the safety of their lairs.

Because of their dark color, shadow panthers have an innate ability to hide in shadows. They use this ability to sneak up on prey, and also to escape if they find themselves overpowered by a stronger foe. While the ability to hide in shadows necessarily depends upon the terrain and lighting, shadow panthers have an overall success rate of about 75%.

Perhaps because of their close genetic ties to the beasts, shadow panthers can ignore the displacement effects of displacer beasts. This ability is not appreciated by the displacer beasts, who go out of their way to attack shadow panthers.

Habitat/Society: Shadow panthers live in small packs, with a dominant male, his mate, their children, and his siblings. They are savage yet show an intelligence beyond that of their animal nature. In any case, the pack works remarkably well together, using teamwork to corner and trap prey with deadly efficiency.

Ecology: Most of the shadow panthers' time is spent in their mountain habitat, where they lair in hidden caves. They are exceptional climbers, using their hooked tentacles to find the narrowest of purchases. Their agility allows them to prey upon mountain goats and sheep, which make up their primary food source. They do not seem to fear humans or demihumans and have been known to attack not only livestock but also farmers.

The pelts of shadow panthers are prized because of their rich, sleek fur and ink-black coloration. A shadow panther skin in good condition can sell for as much as 3,000 gold pieces. A cloak made of shadow panther fur can add 5% to a rogue's hide in shadows ability but does not allow someone without the ability to hide in shadows.

So far, all attempts at domesticating shadow panther young have failed. The cubs seem too savage to train, and—worse yet—shadow panthers have an uncanny ability to track others of their kind. Even if the rest of a newborn cub's pack is slain and the cub is taken to be raised as a guard beast, before too long, a shadow panther "strike team" hunts the creature down to rescue it, slaying its captors if possible. Such cubs are then adopted into the new pack and raised as one of their own.

shadow steed

Our new acquaintance said he would ride along with us as far as Aberannwn. I glanced around for his mount, but saw none.

He whistled. I listened expectantly for the soft thump of hooves hitting the ground as his horse trotted out from wherever he had left it.

Instead, a shape began to form out of the shadows. The twilight itself seemed to coalesce, taking on the figure of a large stallion.

I blinked. Surely my eyes were deceiving me.

—Halden, 1467 HC

overview

Shadow steeds are stallions made of shadowstuff—the shadows, twilight, and mists that permeate the Shadow World and help create its sinister atmosphere.

physical description

The color of shadow steeds varies from light gray to black. The mounts are incorporeal but opaque, like a heavy fog. Due to the eternal twilight that enshrouds the Shadow World, these stallions often blend right into the landscape.

From a distance, their riders frequently look as if they're floating through the air. But up close, observers can see the glow of their pupilless eyes, the thick tendrils that form their manes, their whip-like tails, and the sharp, semi-corporeal hooves that hammer on the ground. And anyone unfortunate enough to receive a kick from one of those hooves feels force equal to that of a flesh-and-blood stallion behind it.

role in the campaign

Shadow steeds serve as mounts for many denizens of the Shadow World, including riders of the Wild Hunt, the queens of the Seelie and Unseelie Courts, and the Cold Rider himself.

habitat/society

Each shadow steed is individually coalesced and shaped from shadowstuff by its master, a process which allows the rider to tailor the horse to his or her specific needs and preferences. As mount and rider become more used to each other, the stallion learns to make adjustments of its own. Their relationship becomes symbiotic, with the two seeming to function as a single entity.

ecology

When not in use, the steed diffuses back into the twilight until called again by its master. The stallion need not reappear where its rider last "left" it: a shadow steed can rematerialize in any shadowy or twilight area of the Shadow World (which means nearly anywhere, except a region artificially illuminated by *light* or some other means).

variations

While repeated interaction with its master makes each shadow steed unique, it is said that the Cold Rider's mount makes all others look like trick ponies. Popular belief credits his stallion with abilities far surpassing those of ordinary shadow steeds. In fact, some hypothesize that the Cold Rider and his mount don't merely work as one: They *are* one.

combat and other encounters

As shadow steeds are essentially war horses, characters are far more likely to encounter them in combat than in other situations.

combat

Shadow steeds are mounts worthy of the powerful riders they bear. In battle, they can fight better than the best-trained Cerilian war horses.

Climate/Terrain:	Shadow World; Cerilia within 100' of a portal
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	24
Hit Dice:	7
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d10/1d10/1d4/1d8 (kick/kick/tail/bite)
Special Attacks:	Trample
Special Defenses:	Half damage from all but magical or silver weapons
Magic Resistance:	Nil
Size:	L (6–7' at shoulder)
Morale:	Champion (15–16)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	Middling/None
XP Value:	1,400

A shadow steed fights by kicking with its front or rear hooves, for 1d10 points of damage per hoof. It also uses one additional form of attack. If the stallion's opponent is behind it, it uses its whiplike tail to strike for 1d4 points of damage; if the foe is in front of it, the destrier bites for 1d8 points of damage.

If given an opportunity to charge, a shadow steed can attempt to trample an opponent for 2d6 points of damage.

Magical and silver weapons inflict full damage on shadow steeds. All other weapons inflict half damage.

As creatures of shadow and twilight, shadow steeds are vulnerable to bright light. *Light* and *continual light* inflict 1d8 points of damage and blind the mount. *Sunray* injures the stallion as if it were undead.

peaceful encounters

Shadow steeds are never encountered without their masters. If a rider is engaged in a peaceful encounter with characters, his or her mount waits patiently, snorting or nickering if it senses the presence of someone (or something) its master would consider a foe.

perception and/or seeming

The ability to see through the Seeming enables a shadow steed to aid its rider. Riders with lower perception scores than their horses have been known to charge headlong into apparent danger, placing their trust entirely in their mounts.

shadow warrior

The cwn annwn had me in its jaws—burning me with its fire, raking me with its claws, and shaking me until I dropped my bow. Alderic could not help me—another beast had him pinned to the ground. Our elven companion was already slain. I knew in that moment, with sickening certainty, my son and I were going to die.

Suddenly, the hound released me with a howl of pain. It turned and growled. Behind it stood a ghostly warrior. Dressed in archaic armor, the knight attacked the cwn annwn with a sword bathed in mystical light.

With the aid of this surprise ally, we managed to slay the hounds. Before we could thank our rescuer, however, he disappeared into the night.

—Faylene, 1420 HC

overview

Shadow warriors are spirits of noble Cerilians who fight on behalf of good in the Shadow World. Killed trying to defend their land from shadow incursions, they now continue their battle from the other side.

physical description

Shadow warriors look as they did in life. Because many of these spirits died long ago, often they wear antiquated armor and clothing. In the Shadow World, shadow warriors are transparent until they engage in combat; then they become semicorporeal.

At portal openings in Cerilia, shadow warriors are invisible; only characters with middling or better perception can see or hear them. To such a perceptive character, the warriors appear transparent.

Shadow warriors keep all abilities, skills, languages, and knowledge they had in life.

role in the campaign

Only rarely do player characters find themselves opposing shadow warriors in combat. Usually, these spirits interact with PCs as transient allies, appearing unexpectedly during Shadow World battles where the forces of good are in danger of losing. They might also appear in Cerilia at portal openings, perhaps to offer warnings.

Though shadow warriors will speak to good-aligned characters, they do not converse long and are highly unlikely to enter into any kind of formal alliance or cooperative agreement. The spirits should be used as momentary sources of information or aid, not as auxiliary party members.

habitat/society

Prince Eyrmin, a former member of the Sielwode's royal family, leads the shadow warriors. The elven prince died several centuries ago driving a lich-lord out of the Sielwode and back into the Shadow World. When the portal closed, trapping him and 50 other spirit warriors on the wrong side, the elves vowed to fight for the cause of light in their new, dark home. Since then, more spirits (demihuman and human) have joined their ranks.

The prince has 15 Hit Dice and carries a powerful magical sword, *Deathirst* (details on page 51).

The warriors canvas the Shadow World in small bands, offering aid where they can and collecting information to report to the prince. Any band of 10 or more warriors includes a 12 HD lieutenant; the prince also has three 13 HD captains among the ranks. Occasionally, the bands come together for large-scale assaults on one Shadow World denizen or another. But Eyrmin realizes that their numbers are too small to take on all the Shadow World's many evils, so rather than engaging in futile suicide missions, the spirit warriors focus their efforts on smaller skirmishes in which they can make a difference.

The shadow warriors maintain a secret headquarters deep within one of the Shadow World's many forests. Each band of warriors returns there once every two to four months to report news and activities and, when necessary, receive new instructions. A 25% chance exists of finding the prince there at any

given time; more often than not, he is patroling along with his troops. During the prince's absences, one of his captains oversees the command post.

Should the scattered bands need to communicate quickly over distances, they use a system of high-pitched whistles undetectable to mortal ears.

ecology

The original 50 shadow warriors began as spirits trapped on Aebrynis after their deaths. When Eyrmin (with the help of his son) freed their essences during a battle at a portal, they chose to follow him into the Shadow World and make his cause their own.

New shadow warriors come into being when a champion of strong moral character dies trying to defend his or her homeland from a shadow incursion. Not every fighter who dies in such a manner becomes a shadow warrior: The choice is a conscious one. Only those whose dedication to Cerilia surpasses even death itself join these noble ranks. For that reason, most shadow warriors were once scions or elves. Though they lost any bloodlines at death, their mystical connection to the land and drive to defend it continues beyond the grave.

When a shadow warrior is "killed," its spirit fades from the Shadow World and at last enjoys the peaceful afterlife dictated by its culture of origin.

adventures

The BIRTHRIGHT novel *Greatheart* tells the story of Prince Eyrmin, *Deathirst*, and the original shadow warriors.

combat and other encounters

Player characters should hope their encounters with shadow warriors are peaceful ones, for the ghostly knights prove themselves formidable opponents in battle. After a skirmish, they may stick around, attempting to glean information from those they have helped, or they may simply disappear into the eternal twilight.

Shadow warriors will not aid parties with even one evil-aligned character among them, no matter what the circumstances.

combat

Shadow warriors' transparency and ability to move silently enable them to gain surprise 90% of the time. As these warriors have considerable experience fighting creatures of the Shadow World, they often can penetrate an opponent's Seeming or already know a monster's weakness and adjust their tactics accordingly. If aiding an adventuring party, they may call out instructions.

The fighters carry whatever weapons they died bearing. Because shadow warriors generally are of noble birth and died prepared to battle forces of the Shadow World, a majority of them hold magical weapons. The DM may assign arms or use the following table to determine each shadow warrior's weapon.

1d10	Weapon
1	*short sword of quickness*
2	*long sword +2*
3–4	*long sword +1*
5–6	*long bow +1*
7–8	nonmagical long bow
9–10	nonmagical sword

The three captains carry a *two-handed sword +3*; a *sword, +4 defender*; and a *long sword +2, +3 vs. magic-using and enchanted creatures* respectively. Lieutenants bear either a *sword of sharpness* (66% chance) or a *crossbow of accuracy, +3* (34% chance).

Shadow warriors can be hit only by silver or magical weapons. They are immune to poison, paralyzation, *sleep*, *charm*, and all but the most powerful illusion spells (sixth level or higher). Their long residence in a land of eternal twilight and countless battles against Shadow World evils, however, have taken their toll: The fighters have become especially vulnerable to priest spells of the sun sphere and wizard spells from the school of necromancy. *Light* and *continual light* (cast by priests or wizards) and *sunray* automatically blind the warriors (no saving throw); *sunray* also inflicts undead damage. Necromancy

spells inflict double damage and impose a +2 saving throw penalty (in addition to any other penalties the spell may cause).

DEATHIRST

Prince Eyrmin carries the magical sword *Deathirst,* a powerful blade forged by the gods themselves in the days before the Mount Deismaar cataclysm. Once an evil weapon used against him, in the prince's hands it has become a neutral instrument.

Deathirst is a *vorpal sword +6,* a blade so sharp that it can literally cut through the Seeming. When holding the sword, one sees opponents, events, and terrain as they really are, stripped of the Seeming's masking influence. In addition, the weapon can cut through the barrier between the Shadow World and Cerilia, creating portals at the bearer's will. A single word spoken by the owner closes the portal.

The blade is a bastard sword inscribed with dark, wicked runes. These runes seek to corrupt anyone who wields *Deathirst,* infusing the bearer with evil. Only Eyrmin has been able to withstand this corruption.

In evil hands, the weapon gains additional abilities, becoming a *sword of life-stealing and wounding.* It also increases its wielder's Seeming score by 20 during combat; if the owner is blooded, the bearer receives an additional major blood ability.

Deathirst was forged simultaneously with *Starfire,* a blade created for the cause of good. Though centuries ago *Starfire* was carried by Cald, Eyrmin's adopted human son, no one knows what has become of it since.

peaceful encounters

Initial encounters with shadow warriors tend to occur in combat situations. However, occasionally circumstances prompt the ghostly fighters to approach characters for other reasons. If sure of adventurers' nonevil alignment (through observation or instinct), shadow warriors may offer warnings about something that lies ahead or seek information to broaden their own knowledge of Shadow World happenings.

perception and/or seeming

Most shadow warriors have resided in the Shadow World for years (often centuries).

CLIMATE/TERRAIN:	Shadow World; near portals in Cerilia
FREQUENCY:	Rare
ORGANIZATION:	Solitary or squad
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very high (15–16)
TREASURE:	U
ALIGNMENT:	Any nonevil
NO. APPEARING:	2–12
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise; silver or magical weapons to hit; immune to poison, paralyzation, most illusion spells, *sleep*, *charm*
MAGIC RESISTANCE:	Nil
SIZE:	M (6–7' tall)
MORALE:	Fearless (19–20)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Greater/None
XP VALUE:	6,000 Lieutenant 7,000 Captain 8,000 Prince 10,000

In addition, many encountered shadow creatures and the Seeming while still alive. This familiarity with the Seeming grants shadow warriors greater perception; a rare few (including the prince) have extraordinary perception.

Though they are long-term residents of the Shadow World, shadow warriors are diametrically opposed to the Seeming and therefore have no ability to manipulate it themselves.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (prefers darkness)
DIET:	Blood
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	7
THAC0	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4x4, 1d6
SPECIAL ATTACKS:	Surprise, hug, blood drain
SPECIAL DEFENSES:	Phasing, wall crawling
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ long, 2′ tall)
MORALE:	Average (8–10)
XP VALUE:	3,000



Shadowcrawlers are sly predators that prowl subterranean areas hunting for prey. They appear to be some sort of strange cross between cats and spiders, and they are very likely the unfortunate result of magical experimentation.

A shadowcrawler's body is covered in soft, short hair of purest ebony. It has eight legs that stick out laterally from its body, which appears almost segmented because of its series of shoulders. The feet of a shadowcrawler look much like cat paws, complete with retractable claws. The shadowcrawler's head and eyes are also very catlike in appearance, though its snout is longer. The creature's tail looks much like a cat's tail.

Some shadowcrawlers, perhaps 10%, have learned to speak rough Common or a different local language. Their speech is guttural. They have no known language.

Combat: Shadowcrawlers are cunning predators and will often lie in wait for hours for a good catch or stalk a group of animals (or adventurers) for long periods of time, waiting to attack a straggler. These creatures can travel on walls and ceilings just like spiders, and they will often hang above a doorway to wait for prey. A shadowcrawler will never attack any creature that is larger than an average human.

When in darkness, a shadowcrawler is totally silent and almost invisible. Opponents receive a −4 penalty to their surprise rolls when confronting a shadowcrawler.

A shadowcrawler will attack only one opponent at a time. When attacking its chosen target, a shadowcrawler rears up on its four back legs and strikes with its four front claws, causing 1d4 damage per successful hit. At the same time, it will attempt to bite for 1d6 hit points of damage. If two or more of its claws hit, it draws its victim into a hug and begins dragging him off, using its powerful rear legs to backpedal at a movement rate of 9. The victim of a hug can break free with a successful bend bars/lift gates roll, but he is otherwise immobile, taking 1d4 points of crushing damage each round.

If a shadowcrawler's bite hits in the same round as a successful hug or while a victim is being held, the creature will drain blood at a rate of 1d6 hit points per round.

Shadowcrawlers also have the ability to phase through solid material at will. If wounded for more than 10 hit points in a single round, a shadowcrawler will drop any victim it holds and phase into the surrounding rock, vanishing for 1–3 rounds. The shadowcrawler moves through rock at its normal movement rate while phased, and it cannot be detected except by magical means. If it still wishes to press the attack, the creature will lunge out of the rock and try to attack with surprise, either from above or behind its victim if possible.

A shadowcrawler is able to phase through rock while holding a victim, though it must pause for an entire round before doing so. It can take no other action besides holding its victim, draining blood if it has already begun to do so, and preparing to phase.

A *phase door* spell will instantly kill a shadowcrawler if cast on it while the creature is phasing through solid material.

Habitat/Society: Shadowcrawlers have an ingrained hatred for all other forms of life and prefer to live a solitary existence. They will usually make a lair in a dry cave, digging out a small hollow in which they sleep, lining it with fur. Shadowcrawlers are very light sleepers. A shadowcrawler will stake out a rather large territory around its lair, killing or driving off all weaker predators in the area.

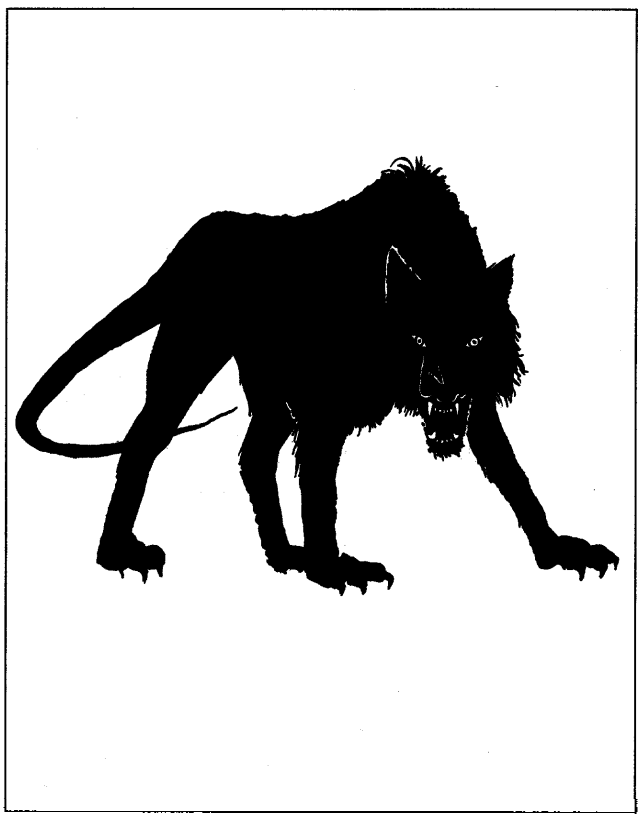
About once every four years, a shadowcrawler will seek a mate, its yowling mating cry echoing from the stone walls of the tunnels it prowls. After a brief affair, the shadowcrawlers return to their respective homes.

The creature's gestation period is three months, after which the female lays a large egg sac, hiding it away in a safe place. After another month of development, 2–12 shadowkittens hatch from the egg sac and scatter. Most are slain before they are able to adequately defend themselves and only 1–2 reach maturity, which occurs after a year of growth.

Ecology: Shadowcrawlers will attack almost any animal, though they prefer the blood of mammals. These creatures are neither stupid nor brave enough to attack other fierce predators, preferring instead to find new territory.

Shadowhounds

CLIMATE/TERRAIN: Ice Spire/Abyss
FREQUENCY: Very rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Low (5-7)
TREASURE: None
ALIGNMENT: Chaotic evil
NO. APPEARING: 2d4
ARMOR CLASS: 3
MOVEMENT: 16
HIT DICE: 3
THAC0: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d8
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 5%
SIZE: M
MORALE: Elite (14)
XP VALUE: 270



Like hell hounds, shadowhounds are fierce canines from another plane of existence sent to the Prime Material Plane in the service of evil beings. The difference between the two breeds is that hell hounds are native to Ba'ator and serve the baatezu, while shadowhounds are native to the Abyss and serve the tanar 'ri.

Shadowhounds resemble large, black dogs with long, whipping tails and razor sharp teeth. No individual details are visible on their bodies; they seem to exist only as murky silhouettes. As they move, the hideous canines seem to glide over the terrain without making the slightest sound (-5 to opponents' surprise rolls). In fact, even when agitated or injured, they are always completely silent.

Combat: Like hell hounds, shadowhounds are clever hunters that like to operate in large packs. Totally incorporeal to the touch, the dogs are incapable of physically biting their targets, but anyone who comes into contact with their shadowy form feels an icy chill and suffers 1d8 points of damage.

The dogs' most vicious attack form, however, is their natural ability to induce *fear* in everyone within 30 feet except their master (normal saving throws apply). Typically, the hounds invoke this ability to send their target running and screaming, then bolt after him and take him on the run.

Shadowhounds enjoy a number of special defenses: They are immune to *fear* themselves, take only half damage from electricity and fire, and aren't susceptible to any sort of *charm monster* spell or ability.

Habitat/Society: Shadowhounds are native to the Abyss, where they like to roam cold, subter-

ranean passageways looking for easy prey. Many powerful tanar'ri lords keep huge kennels of shadowhounds in their palaces and dispatch the beasts to their human followers on the Prime Material Plane. Baphomet has sent a large pack of shadowhounds to the ogres of the Ice Spires. Graz'zt keeps a kennel of them in his palace for hunts in Zrintor, the Viper Forest.

Incorporeal, shadowhounds are not capable of eating actual meat. Instead, they feed off the fear of their victims by chilling them with their shadowy touch.

Approximately 15% of all Shadowhounds encountered in the Abyss will be accompanied by 1d4 young. Born in litters of 2d4 with the weakest half of the litter always immediately consumed by the stronger half, shadowhound young have 1 Hit Die and inflict only 1d4 points of damage per touch, but grow to full size in less than a year.

Ecology: In the Abyss, shadowhounds serve to quickly remove trespassers from undesirable areas (such as the approaches to a tanar'ri lord's palace). Because of their ferocious nature, unparalleled loyalty, and ability to easily surprise intruders, they make excellent watch dogs.

Shadowhounds are remarkably easy to domesticate. Generally, they tend to naturally latch on to a master (always of chaotic evil alignment) from whom they will gladly accept any reasonable orders until one of three conditions is met: they die, their master dies, or they stumble across a more powerful or more evil patron (at which point, they switch alliances).



"Those Who Walk in Shadow"

CLIMATE/TERRAIN: Any (Demiplane of Shadow)
FREQUENCY: Very Rare
ORGANIZATION: Clan
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average to Genius
TREASURE: R (personal), H (lair)
ALIGNMENT: Chaotic evil
No. APPEARING: 2d6
ARMOR CLASS: 3
MOVEMENT: 12
HIT DICE: 5+5
THAC0: 15
No. OF ATTACKS: 1
DAMAGE/ATTACKS: By weapon or spell
SPECIAL ATTACKS: Surprise
SPECIAL DEFENSES: Immune to poison, silver/magical weapons needed to hit
MAGIC RESISTANCE: 25%
SIZE: M
MORALE: Champion (15)
XP VALUE: 2,000

The Shadowmasters, also known as the Malaugrym, are a clan of shape-shifting humans who make their home in the Castle of Shadows on the Demiplane of Shadow. Further, they travel to Toril whenever they can. There they seek to use their shape-changing powers to dominate and rule all the Realms.

These beings have total control of their bodies and can change or "morph" portions of body, and can appear literally as any living thing-perhaps as a horrible nonhumanoid creature. The only nonmagical way to tell a malaugrym is by the golden light that shines in its eyes. DMs should make Wisdom or appropriate proficiency checks with penalties suitable to the circumstances.

Combat: Malaugrym are strong, sturdy creatures, their shape-shifting powers granting them amazing fortitude. They regenerate one hit point per round after being damaged. They are also immune to poison and only silver or magical weapons harm them. (Silver weapons do maximum damage with any successful hit and they do not *regenerate* wounds inflicted by silver weapons.) One reason human malaugrym have such high HD and AC ratings is that they tend to constantly shift their shapes as combat evolves, even to the point of moving their internal organs out of their normal positions-making it extremely difficult to strike a killing blow against them.

They can fight with weapons normally-some are powerful members of PC classes (unlimited advancement as humans; none but the leader of the clan can cast gate or other interplanar magic)-or can fight using tentacles or pseudopods. Malaugrym receive a number of attacks in this manner as per their class and level, and a typical spiked tentacle or pseudopod does damage as a long sword (1d8/1d12).

Habitat/Society: The malaugrym are led by one called the Shadowmaster. This malaugrym is usually the most powerful mage in the clan. Intrigue and one-upsmanship are realities for the malaugrym as

each jockeys for a better position within the clan and to curry favor with the Shadowmaster. Malaugrym are so distrustful that they often constantly shift their shape in order to make themselves more difficult targets.

It seems that only the Shadowmaster is capable of opening gates to the Prime Material Plane and Toril itself. Many eagerly await their chance to visit the Realms and wreak havoc, seeking to cripple or eliminate powerful, good-aligned forces, paving the way for an eventual invasion. The whole clan of malaugrym seldom exceeds 100 individuals, and the majority of them wish to conquer Faerûn.

More than just long-lived, the malaugrym seem effectively immortal unless they perish in combat. They do seem to suffer effects of aging, as the Shadowmaster is periodically deposed by a younger, stronger malaugrym. Perhaps the stresses of leadership or of working planar magic has some degrading effect.

Ecology: Like most humans, malaugrym are omnivorous, but they seem to prefer living meat—human ideally. Their normal mode for consuming such meals is to extend tentacles that end in sharp-fanged maws that hold and consume the prey, often from within by entering the mouth or other bodily openings of their victims.

The malaugrym are incapable of having offspring themselves. Either gender must engage a normal human in order to ensure the next generation of malaugrym. These babes are usually stolen by their malaugrym parent soon after birth.

The shape-shifting ability of the malaugrym is an effect of their environment, not some innate ability. Some property of the Demiplane or the Castle of Shadows itself imparts the malaugrym's shape-changing abilities on all humans who venture there. These abilities are not permanent, and they fade soon after any visitors leave the Demiplane. For those who venture there, a Constitution check every round is needed until three consecutive successes are reached to be able to control the random shape-shifting that occurs.

History: The malaugrym are all the descendants of the ancient mage, Malaug, who was apparently the first to penetrate the Demiplane of Shadow.

Centuries ago, the malaugrym first entered the Realms and tried to plunder magical knowledge and items from a certain human mage of Shadowdale and Chosen of Mystra. Elminster killed one of the malaugrym that day, earning himself the title of "the Enemy" that is his to this day. Realizing the terrible threat these shape-shifting beings presented, Elminster set planar wards to alert him any time a malaugrym entered the Realms. This event has occurred on two separate occasions recently.

The first was in 1357 DR, when young Shandril Shessair awakened the latent power of *spellfire* within her. Elminster became aware that two malaugrym had entered the Realms soon after that, likely with the intent of taking *spellfire* for themselves—a truly terrifying possibility. Elminster killed one, but the other fled. Elminster sent Torm and Rathan of the Knights of Myth Drannor after it. The duo tracked and eventually eliminated the malaugrym with no danger to the young *spellfire* wielder.

A much larger force entered the Realms during the Year of Shadows, 1368 DR, the year of the Time of Troubles. The malaugrym hoped to take advantage of the situation and eliminate Elminster and infiltrate Realmsian society in preparation for their killing and replacing many important personages in Faerûn.

Elminster was again alerted to their presence, and he and three rangers (two Harpers and one Knight of Myth Drannor) led the counterattack. At one point, the Rangers Three (as they came to call themselves) were granted a magical silver sword by the goddess Mystra. They then entered the Demiplane of Shadow and battled the malaugrym on their own territory. It was they who learned that all humans gain shape-shifting abilities in the Castle of Shadows.

Several malaugrym also attacked Khelben Arunsun and Laeral Silverhand in Waterdeep, although they were quickly dealt with.

By this time, the Rangers Three returned to the Realms, but despite the best efforts of all the heroes, at least three malaugrym were loose in the Realms. Elminster, the Rangers Three, the Knights of Myth Drannor, Mourngrym Amcathra, and others managed to find and defeat most of the known malaugrym in the Realms. (See below for details of shadowmasters that escaped the heroes' net.)

Sources: *Shadow of Doom, Cloak of Shadows, All Shadows Fled, Crown of Fire.*



Below are a few shadowmasters known to have survived the above-described events and who are currently at large in the Realms.

Arathluth: This malaugrym customarily appears as a male; he's considered among the malaugrym to be middle-aged. Known aliases: Ulstult; Imbar.

Arathluth customarily wears the shape of a lion-headed panther with four retractile, 20'-long black tentacles sprouting from its shoulders. Uncomfortable with flight, he avoids taking winged shapes, and has no talent for magic-so he is constantly hunting for magical items that he can covertly seize. He is currently thought to be somewhere in Amn, in the shape of a human merchant, eagerly pursuing this hunt for items of magical potence.

Emmergluth: This shadowmaster customarily appears as a male; he's considered to be an elder malaugrym. Known aliases: Orammar.

The battered, servile loser of many skirmishes among the malaugrym, Emmergluth is a perpetual hanger-on, serving as the crony of a succession of reckless, domineering (and ultimately doomed) shadowmasters. His favorite shape is that of a wraith or crimson death (a flying cloud of colored mist with a humanlike head and arms). However, he is currently thought to be somewhere in Sembia, in hiding from the rest of his kin as well as all humans by disguising himself as one. There he is enjoying the pleasures of human society and seeking magic to make him immortal, or at least more powerful (in case he should come into conflict with humans or one of his kin).

Orglym: This shadowmaster customarily appears as a male; he's considered to be an elder. Known aliases: none.

This jaded, cynical malaugrym is a master manipulator even among his kin, and customarily appears as a grotesquely fat man who transforms into a roper or wyvern if attacked. Too lazy to enjoy violence, Orglym likes to intimidate opponents whenever he can't deal with them through servitor creatures. He is thought to have devoured and taken the place of a Sembian merchant prince, Ostil of Selgaunt, and to be currently building the trade interests, wealth, and spy network of that unsavory slaver and textile merchant into a formidable force. Some think he plans to challenge the Cult of the Dragon-but it may simply be that his expanding forces have had run-ins with cultists on an individual basis.

Sarth: This malaugrym customarily appears as a male; he's considered to be an elder. Known aliases: none.

Sarth has always been a careful, secretive shadowmaster who has diligently worked at becoming an accomplished wizard by making frequent trips to Faerûn and training under human mages (many of whom he subsequently slew, taking their magic for his own and hiding it in many caches across Faerûn). Some of these were subsequently found and plundered by Zhentarim and Red Wizards, and he hunted the pillagers down and slaughtered them. His favorite shape is that of a tso (an eel-headed, spider-like being of the Outlands, described in the PLANESCAPE® MONSTROUS COMPENDIUM, *Appendix II),* but he has also been known to employ a crocodile shape, and currently takes the shape of a befuddled, bedraggled priest of Talona—though he does not serve the goddess or receive any spells from her. In this guise, Sarth wanders the Sword Coast, learning all he can about his newly adopted territory and where its most powerful mages dwell. He will no doubt continue to destroy wizards and take their magic once he feels he knows his surroundings sufficiently well to quickly disappear if need be.

Taluth: This shadowmaster customarily appears as a female; she's considered to be young. Known aliases: Yildyth; Zoraeril.

This energetic, fearless malaugrym enjoys the company of humans and often uses them as companions, dupes, and agents to gain her more pleasure, wealth, or-most importantly-magic. An accomplished mage with a knack for quickly grasping new magic, Taluth has become a force to be reckoned with in her chosen home of Westgate, though few folk know this. She is careful to hide behind the merchant-lords of that city, so that her activities can be blamed on them. Ruthless and yet whimsical, Taluth has been known to aid-or betray-humans (adventurers in particular) simply for her own entertainment . . . and to hire them to gain magic for her as well.

	Shadowperson	Revered Ancient One
CLIMATE/TERRAIN:	Any/Subterranean	Any/Subterranean
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clan	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Omnivore	Nil
INTELLIGENCE:	Very (11–12)	Genius (18)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral (good)	Neutral good
NO. APPEARING:	2–40	1
ARMOR CLASS:	2	Nil
MOVEMENT:	12, FI 18 (C)	Nil
HIT DICE:	3+1	Nil
THAC0:	17	Nil
NO. OF ATTACKS:	1	Nil
DAMAGE ATTACK:	1–8 (shadowstaff)	Nil
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5′ tall)	Nil
MORALE:	Steady (11)	Nil
XP VALUE:	175	Nil



The shadowpeople are a race of mammals that lives underground in small self-contained communities One of the oldest races of Krynn, they are little known to the outside world.

Shadowpeople resemble slim, gangly apes. They have hairy heads with small flat noses, pointed ears, and sharp fangs, two of which protrude above their lower lips when their mouths are closed. Their eyes are green or amber and resemble those of a cat. They have long claws on their hands and feet. Smooth fur, either black or dark brown, covers their bodies. A long, stretchable membrane connects their arms to their flanks. The membrane enables them to glide through the air, covering ten feet of ground for every foot they drop (for instance, a shadowperson dropping from a ten-foot ledge could glide 100 feet).

When in their subterranean homes, shadowpeople wear few clothes. Their fur provides sufficient warmth, and they have no interest in body decoration. On their rare trips to the surface, they are likely to wear long, dark robes and hoods to conceal their identities

To the surface-dwelling races of Krynn, shadowpeople are commonly regarded as creatures of myth. Cherishing their privacy the shadowpeople have gone to great lengths to preserve their reputation as nonexistent creatures, seldom interacting with other races and maintaining their communities far from other civilized outposts. Shadowpeople are, in tact, a kind and benevolent race, capable in drastic situations of uniting with good citizens of other races to promote their common interests.

Shadowpeople can communicate in a series of squeaks and growls that forms a primitive language, but they are much more likely to use their advanced mental abilities to send and receive messages. All shadowpeople can send and receive thoughts telepathically to creatures within a 60–foot range, assuming the sender and receiver share a common language and that they are not separated by more than three feet of stone, three inches of iron, or any solid sheeting of lead, gold, or steel. Additionally, shadowpeople can use *ESP* at will, as per the 2nd-level wizard spell, up to a range of 50 yards.

Combat: The two classes of shadowpeople are warriors and counselors. The counselors are unskilled in combat; they depend on the warriors for protection Shadow warriors are skilled and able fighters, striking quickly and silently. Each shadow warrior employs a wickedly curved hook called a shadowstaff to both attack and restrain opponents. Once an opponent has been impaled on the hook of a shadowstaff, the opponent's attacks are hampered and he continues to take damage from the hook. The victim suffers a -2 penalty on all attack rolls and sustains an additional 1d8 points of damage every round until one or the other of the combatants is dead or until the fight ends. An impaled victim is also unable to cast spells. The construction of a shadowstaff is such that is very difficult for a victim to pull himself free once he is impaled; if he takes no other actions and succeeds in Dexterity checks for two successive rounds with a -2 penalty, he has freed himself from the shadowstatf.

The *ESP* ability of the shadowpeople accounts for their low Armor Class. In combat, they are able to anticipate the actions of their enemies and can take the appropriate measures to defend themselves. Shadowpeople cannot be surprised by any sentient creature within 60 feet.

The shadowpeople's most important defense is the *mindweave*, a ritual undertaken by shadow warriors prior to venturing into situations of potential danger. The mindweave ritual lasts about one hour, during which time the participants link hands to form a large circle, then chant in unison and concentrate. During the mindweave, the shadowpeople use their telepathic abilities to tie all of their minds together. For 1d4+4 hours after the ritual, the shadowpeople share a collective awareness that enables them to move, fight, and defend in perfect unison, giving them a +1 bonus to all attack rolls and saving throws. Characters of other races invited to participate in the mindweave can also receive the benefits of the ritual if they succeed in an Intelligence check with a -5 penalty.

Though good fighters in darkness, shadowpeople are severely handicapped when fighting in the light of the sun. When the sky is overcast, they can execute normal actions, but do so at great pain, causing a -2 penalty to all attack rolls. In bright sunlight, this penalty increases to -4. Shadowpeople exposed to bright sunlight become temporarily blinded after 2d6 turns of exposure. The blindness lasts for a number of hours equal to the number of turns spent outside.

Habitat/Society: Shadowpeople are most commonly found in catacombs beneath large cities, or in dungeons and underground reaches of vast, abandoned cities in the more desolate regions of the world. One of the largest communities of shadowpeople is located beneath the dark city of Sanction, a port in central Ansalon on the northeastern shore of the New Sea. Surrounded by three great volcanos, Sanction is an unappealing jumble of warehouses, brothels, slum dwellings, and slave markets. During the War of the Lance, Sanction was a major stronghold of the forces of evil; unknown to them, a tunnel system honeycombing the land below the city provided a hiding place for a thriving community of shadowpeople.

In Sanction, as in other populated areas near shadowpeople communities, the existence of the race is the subject of rumors and speculation. From time to time, a solitary explorer or an inquisitive wizard may stumble on a community of shadowpeople, but such intruders are usually sworn to secrecy or given potions to erase their memories. So far, no one has revealed the existence of the shadowpeople to the world at large-at least, no such stories have yet been believed. Still, shadowpeople are occasionally seen at night by children or the elderly; shadowpeople have a special affinity for human children and senior citizens, and sometimes engage in pleasant mental conversations with them at their bedsides.

Shadowpeople have a close, clannish culture. Mated shadowpeople have 1d4 offspring at a time, and the young are cared for by whatever adults happen to be nearby. When young shadowpeople reach the age of ten, they are assigned to either the warrior class or to the counselor class. These assignments are not arbitrary; they are made on the basis of the youngsters' aptitudes and interests.

The warriors patrol the underground tunnel network and defend the clan against intrusion. The counselors make all of the administrative decisions for the clan. One of the counselors is elected to serve as king. The king makes the final decisions in instances where the counselors are unable to reach a consensus. The counselors also participate in a mindweave ritual similar to that of the warriors to create the Revered Ancient One (see following!.

A typical settlement of shadowpeople is a labyrinth of subterranean passages linking variouslysized natural caverns. Passages leading to the main living areas are lined with traps. Intruders stepping in the wrong place trigger two immense slabs of stone to drop from the ceiling, completely blocking the passage. Trapped intruders are telepathically examined by shadow warriors to determine their motives. Intruders are required to agree to the terms of the shadow warriors, or are left trapped between the slabs.

Personal residences are furnished simply, with stone furniture and woven mats for sleeping. Each residence has three vents; one vent leads to the surface to bring in fresh air, the second leads to an underground stream to provide fresh water, and the third leads to a bottomless passage or a lava stream for refuse disposal. Other caverns are used for mushroom farms, conference rooms, and recreational areas. The deepest and most inaccessible cavern is reserved for the Revered Ancient One.

Shadowpeople do not collect treasure, but are fascinated by art. Most cavern walls are decorated with elaborate drawings depicting scenes and heroes from the shadowpeople's past. Shadow warriors sometimes venture to the surface world to make oft with an especially attractive sculpture or painting.

Ecology: Shadowpeople have no natural enemies, save for the jarak-sinn, a race of savage lizard men who occasionally raid shadowpeople settlements in an attempt to drive them from their homes. Shadowpeople do not keep any domesticated animals.

Mushrooms and other fungi are dietary staples, supplemented at times by insects and worms Shadowpeople do not engage in trade.

Revered Ancient One

The Revered Ancient One is the manitestation of the mental energies of the shadowpeople counselors. When the counselors link hands to form a large circle, then chant in unison and concentrate for an hour, the Revered Ancient One appears. The amount of time the Revered Ancient One remains conjured depends on the number of counselors performing the mindweave ritual It four to ten counselors perform the ritual, the Revered Ancient One appears for 1-2 hours. If 11 or more counselors perform the ritual, the Revered Ancient One appears for 2d4 hours. Fewer than four counselors cannot conjure the Revered Ancient One. Characters of other races can participate in the mindweave ritual, but they do not count as counselors when determining whether the Revered Ancient One is conjured or how long it stays.

The Revered Ancient One has no physical properties or attributes. Its intelligence is always genius level, and it is always of neutral good alignment. The Revered Ancient One can cast *cure serious wounds* an unlimited number of times per day, providing the recipient of the spell is brought to the Revered Ancient One's cavern (see below). The Revered Ancient One can also cast *teleport without error* on anyone brought to its cavern the recipient can be teleported to any location in the Prime Material plane, providing he has been there before. Finally, the Revered Ancient One can answer any question mentally posed by any of the counselors who conjured it The Revered Ancient One answers these questions with 95% accuracy: however, the Revered Ancient One has no ability to foresee future events.

The Revered Ancient One usually resides in a sacred cavern adjacent to the shadowpeople's community. This cavern is always blocked by a permanent wall of force that the Revered Ancient One can negate at will, enabling it to decide who will pass through. No light of any kind exists in the Revered Ancient Ones cavern, even when it is not present: the darkness cannot be dispelled by magical or any other means. The Revered Ancient One communicates mentally, a character perceives its words as a soothing voice, distant and echoed.

	Lesser	Greater
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	As former self	As former self
TREASURE TYPE:	W	W
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	2–12	1–10
ARMOR CLASS:	4	5 (or as former self)
MOVEMENT:	9	12
HIT DICE:	4+4	5+5
THAC0:	17	15
NO. OF ATTACKS:	1	As former self
DAMAGE/ATTACK:	1d6	2d4
SPECIAL ATTACKS:	Strength drain	Energy drain
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons	Hit only by +1 or better magical weapons
MAGIC RESISTANCE:	10%	25%
SIZE:	As former self	As former self
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	1,400	2,000

Shadowraths are created by a fell artifact, the *Crown of Horns*. This artifact is described on the next page. All shadowraths are intelligent, but are totally under the control of the wearer of the *Crown of Horns* if the latter is within 100 yards of their location. Shadowraths drain life and vitality from their surroundings and return nothing. If left without direct control, they always seek out and destroy wizards and worshipers of Mystra, as revenge for Mystra's destruction of Myrkul during the Godswar.

Lesser Shadowrath

These undead beings appear as totally black skeletons, with only their eyesockets aglow with red, deadly energy. They are created by the *ray of undeath* power of the artifact, *Crown of Horns*. Those killed by this ray arise as lesser shadowraths, also known as *blackbones*. Nonmagical equipment worn by these victims is consumed during the transformation; magical items are simply abandoned or collected for the *Crown* bearer. Any magical or psionic powers the shadowrath possessed while alive are lost in the conversion to undead status.

Lesser shadowraths attack by using a *chilling touch*, which inflicts 1–6 points of damage and requires the creature struck to save vs. death magic or lose one point of Strength. Creatures completely drained of Strength by lesser shadowraths die, and such a death is irreversible, even with a *wish*. Strength points return at the rate of one per hour. Lesser shadowraths are immune to the effects of normal and silver weapons, and can be turned as ghasts.

Lesser shadowraths are created by the *Crown of Horns*. These undead retain their intelligence, but they willingly serve the wearer of the *Crown* until destroyed. They can understand instructions given them by the *Crown's* wearer and can perform complex tasks set for them. Although lesser shadowraths often wear clothing as a disguise, most nonmagical cloth becomes tattered, rotten, and eventually disintegrates after prolonged contact with them.

Greater Shadowrath

These powerful undead also created by the *Crown of Horns*. Those slain by *Myrkul's hand*, the other major power of the artifact, arise as greater shadowraths. Greater shadowraths retain both the intelligence they possessed during life and their original general appearance, including clothing, armor, equipment, and so on. However, they have no eyes, internal organs, or bones. Instead, they are filled with and animated by negative material energy. This crackling black energy is visible in the creatures' eyes, open mouths, any any open wounds. Greater shadowraths can use all equipment they formerly carried, except magical items opposed to their new alignment. As with lesser shadowraths, any magical or psionic abilities of the shadowrath's previous existence are lost. Greater shadowraths cannot activate any magical item that employs command words, as they are mute.

The touch of a greater shadowrath causes 2–8 (2d4) points of damage and requires a saving throw vs. death magic; failure means one experience level is drained. Beings completely drained of levels by a greater shadowrath die a permanent, irreversible death. Greater shadowraths are turned as mummies.

Greater shadowraths often accompany the *Crown*-wearer as bodyguards and enforcers of the *Crown*-wearer's will. Greater shadowraths might also lead groups of lesser shadowraths when assigned a difficult task by their creator. They often cover themselves in heavy cloaks and hoods to approach their victims unawares; and can pass for their previous selves, as long as their eyes, mouths, and other negative energy spots are hidden.

—*From* The Ruins of Myth Drannor, #1084





Crown of Horns

XP Value: 150,000
GP Value: —

The *Crown of Horns*, in its original form, was an electrum helm fully covered with small horns, and a row of black gems around its edge. Since its reformation, the crown is an electrum circlet with four bone horns mounted around its edge and one large black diamond centered over the wearer's brow—while black as obsidian, the stone is clear, and weird energy dances within the faceted gem.

While powerful in its first incarnation, the might of the *Crown of Horns* has only increased in the past decade. Its powers and abilities, derived from the essence of Myrkul (the god of the dead before Cyric, slain in the Godswar), are:

- The *Crown of Horns* surrounds the wearer with a magical aura similar to that of a lich; creatures of fewer than 5 Hit Dice (or 5th level) who view the wearer must successfully save vs. spell or flee in terror for 5d4 rounds.
- The *Crown* is the host for the last vestiges of the Realms' fallen god of the dead, Myrkul. Once, the *Crown* only manipulated the wearer and drove it mad; it now allows Myrkul to control the wearer with *suggestions* and can (for 20 rounds/day) possess the individual (the possessed individual has Intelligence and Wisdom of 20). Donning the *Crown of Horns* automatically changes the wearer's alignment to neutral evil (if the *Crown* is removed, the character's original alignment returns).
- The *Crown's* wearer is immune to necromantic spells and death magic (that is, saving throws are automatically successful).
- The *Crown's* slowly turns the wearer into a lich; the process takes two years of constant contact with the artifact, but the wearer speeds the process by using the major powers (use of the *ray of undeath* or *Myrkul's hand* powers reduces the time by 1d4 months). Once the wearer of the *Crown* becomes a lich, the process is irreversible, and the *Crown* itself acts as the lich's phylactery.
- The *Crown's* wearer commands undead as a 6th-level priest, or six levels higher than the current level if already a priest.
- The *Crown's* wearer can *teleport without error* once every ten days; this power affects the wearer only, not other creatures.
- The *Crown's* first major power is its *ray of undeath*, a dark energy ray that fires from the black diamond (maximum of one ray per turn) that covers a conical area 40 feet long and 10 feet wide at the base. Any creatures in the area of effect must save vs. death magic or die; even those successfully saving receive 4d12 points of damage from the necromantic energy. Any characters slain by the ray of undeath rise as lesser shadowraths under the total control of the *Crown*-bearer.
- The second major power of the *Crown of Horns* is *Myrkul's hand*. This power, which can be summoned only once per day, surrounds the wearer's hands with black flames for four rounds (much like the granted power of priests of Myrkul). Any living being touched by *Myrkul's hand* must make a successful saving throw vs. death magic. If successful, the being resists, taking only 1d12 points of damage; if the saving throw fails, the being dies, consumed by the black flames. After 1d4 rounds, the being's skin and possessions rise as a greater shadowrath at the *Crown*-bearer's command.
- Once donned, the *Crown* makes its possessor paranoid and jealous about the artifact; the bearer does anything to keep others away from the *Crown*. To a lesser extent, it affects those in a 100-foot radius, instilling in them a desire to possess the artifact (this often forces a conflict with the current wearer of the *Crown*, but also insures that the most capable and powerful people wear it).
- Once donned, the *Crown* cannot be removed unless Myrkul wishes to have a new host; then, the *Crown* teleports elsewhere without the wearer. If the wearer has become a lich while wearing the artifact, he or she crumbles to dust instantly upon the *Crown's* departure (1% chance per level the wearer survives as a demilich with the character's original alignment).

The *Crown of Horns* is a major artifact of the Realms. Legends give it a major role in Netheril's downfall, and it is now believed responsible for the complete destruction of Shadowtop Borough, a flying enclave. It was lost for centuries, until found by Laeral Silverhand and the Nine.

Laeral fell under its influence swiftly, but was saved by Khelben Blackstaff who fought her in an epic battle of spells that destroyed a large part of the High Forest (this has since been restored, but many strange magical effects and creatures linger as legacies of the battle). In the end, Khelben destroyed the *Crown*, collected the wild Laeral (driven mad by the *Crown's* destruction), and recovered the shards of the *Crown*, carefully storing them in Blackstaff Tower.

With Myrkul's destruction during the Time of Troubles, Khelben thought the threat of the *Crown* was over, however, Myrkul had used the last of his power to force his essence into Khelben's vault, where the *Crown* lay in pieces. Though his divinity and much of his former might passed to Cyric, the last of the energy that was Myrkul slowly restored the unholy artifact. Within a decade, the *Crown* has been transformed into a vessel of the dead god's power, wholly controlled by Myrkul.

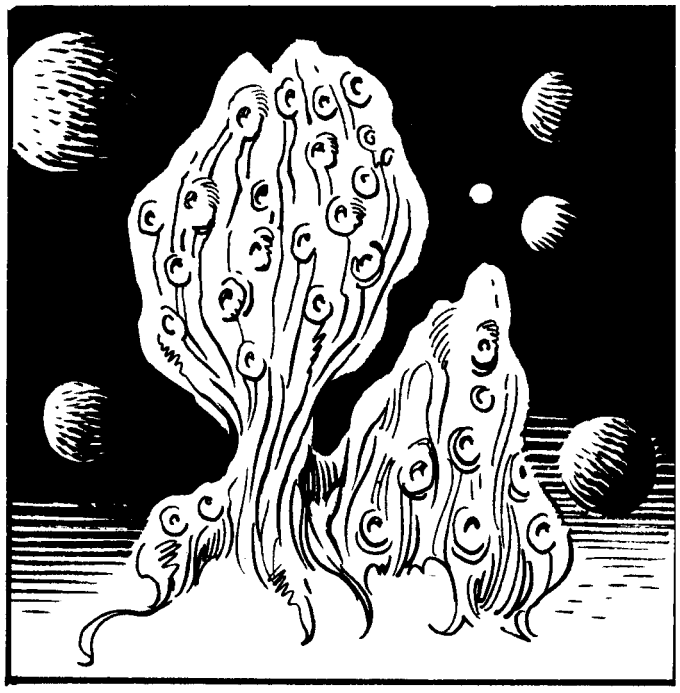
Once the artifact was reconstructed, Myrkul teleported the *Crown* to many places, his hosts actively creating shadowrath servants. He has kept his existence quiet, but has had the *Crown* wearers spreading rumors about the *Crown* and how it could aid the worship of Cyric. Myrkul enjoys his new existence and his ability to foment dissent, chaos, and death without the strictures that had been inherent in being one of Ao's gods.

He would love to cause major strife within Waterdeep's temple to Mystra, but dares not risk open conflict with Khelben and the other wizards of Waterdeep at this time. For now, the *Crown of Horns* is rumored to rest upon the brow of Nhyris D'Hothek, a pureblood yuan-ti who is becoming a growing power in Skullport, the subterranean port city.

Shadowsponge (Air Stealer)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Rare
ORGANIZATION:	Solitary or groups
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-6
ARMOR CLASS:	9
MOVEMENT:	Fl 13 (C)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4/round (constriction) or 1 (ram)
SPECIAL ATTACKS:	Gas effects
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (ovoid, 36' + long)
MORALE:	Steady (11)
X.P. VALUE:	1400



These strange monsters are feared by all spacefarers. They drift in space until they sense the approach of an atmosphere, and attack mindlessly, absorbing precious air.

A shadowsponge appears as a greyish sponge. Hundreds of rubbery, many-branched air sacs protrude from a central mass. Studded with small, keen eyes and sensory patches, a sponge can 'smell' air in the void up to three miles away.

The substance of a shadowsponge is inedible. If struck by fiery or electrical attacks (which do normal damage), it burns with a thick, choking smoke. The smoke expands rapidly to fill a 30' spherical area, and lasts for 2-5 turns, completely blocking normal vision beyond 4', and turning clean air within its confines to foul.

Combat: A shadowsponge concentrates on absorbing air, swooping and turning continuously in an atmosphere. Any nearby creature risks being rammed or enveloped.

A ram (successful attack roll required) does 1 point of damage. The victim must make a Strength Check or be bowled over (items carried must save vs. "fall").

An enveloping attack surrounds a victim, squeezing and smothering for 1 point of initial damage. In subsequent rounds, enveloped beings suffer 1-4 points of constriction damage. They may automatically hit the shadowsponge with any piercing or slashing weapons in hand, but are unable to cast spells, get out other items, or wield bludgeoning weapons. Very large sponges (those of over 40 hp) can envelop two M-sized beings at once; smaller shadowsponges can entrap only one.

Any attack on a sponge may be partially suffered by an enveloped being. The being saves against the attack form (for physical weapon attacks, against Breath Weapon) to avoid taking a quarter of the damage done to the sponge (round fractions down to a minimum damage of 1 hp).

The porous, air-filled nature of a shadowsponge prevents enveloped beings from suffocating, but they must save vs. Breath Weapon on every second round or suffer the effects of harmful gases absorbed earlier by the sponge (refer to Gas Clouds in the "Flotsam of Space" section for such effects).

When a sponge is killed or dealt over 20 hp damage in a single round, it convulsively releases enveloped beings (who suffer damage from the attacks causing their release).

Habitat/Society: Shadowsponges are only semi-intelligent, but seem to herd together by instinct and move toward atmospheres in space. They avoid the large, stable atmospheres of worlds. Some sages believe shadowsponges are merely a stage in the lives of more advanced fungoid creatures. This stage, it is thought, ends when a sponge reaches a certain inner state by absorbing the nutrients it needs from absorbed gases. It then enters a world's atmosphere and falls to the surface, metamorphosing into spores to begin life anew in some other form.

Elminster cautions us that although this theory cannot be discounted, definite proof in support of it is so far lacking for several parts of the hypothetical life-cycle; the true nature of shadowsponges may be far different.

Shadowsponges never collide with each other or fight among themselves. They seem capable of rejoining scattered portions of themselves, or even joining with another sponge to form a larger whole, and have no reproductive lives or family units.

Ecology: Shadowsponges feed on nutrients gleaned from gases, absorbed light, and low level electrical and heat energy. Attacks relying entirely on heat for damage, and not flame (which has its usual effect), do not harm a shadowsponge, but rather give it additional or healing hit points equal to the normal damage done.

Sponges play no part in any food-chain. Alchemists and spell researchers of all races have looked in vain for uses for shadowsponge tissue and essence.

One experiment has given questionable results. Application of low-level electrical energy generated by a *shocking grasp* spell and certain gnomish energy creation and storage devices causes the sponge to release 25% of its stored atmosphere.

Desperate spacefarers have been known to enclose shadowsponges in a spacewreck or other large, sturdy spacegoing storage container and forcibly drag them through



planetoid atmospheres, and to skim the atmospheres of worlds. The intent of this stratagem is to gain a portable atmosphere allowing a too-small ship to carry too-large a crew on too-long a space voyage. A secondary use of caged shadowsponges is to steal air from enemies by setting a spacegoing cage adrift on a course that will bring it through the atmosphere of, or into a collision with, a hostile planetoid, base, ship, or elven armada craft.

Shadowsponges imprisoned or brought into contact with planetary atmospheres will take on and store air usable in space voyages, but the shock of this treatment seems to ultimately kill them. Each sponge saves vs. Petrification for every day of confinement. If it fails, it dies instantly, poisoning the air around it.

A dying shadowsponge fouls 40 tons of air. Once the entire carried atmosphere of a ship is fouled, additional 40-ton foulings turn 40 tons of fouled air into deadly air. Many an intrepid space explorer has been forced to cut loose towed space barges full of dead shadowsponges to escape the poisoned air and stagger along on inadequate air reserves.

Herd Clouds

Some small, dark shadowsponges have been observed to lead their fellows on long voyages in space and round them up into groups. These "herd clouds" have recently been studied with interest by several sages.

Herd clouds have been found to be Very intelligent (11-12) and possessed of unusually high morale: Champion (15-16). They have 8+8 Hit Dice and an XP Value of 3000.

They also have the ability to gather electrical charges, discharging these as weapons against other beings. A typical herd cloud can emit one 9d6 *chain lightning* attack and two forked 6d6 *lightning bolts* in a "day" (144-turn period). Mere contact with, or even passing through a 'charged' herd cloud will not attract such damage unless the cloud wishes to release its energy.

Some sages and alchemists believe that herd cloud essence can be harnessed in some way to guard against or generate electrical magical attacks, but experiments in this line have so far been shocking disasters.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or guardian groups)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 (1–8)
ARMOR CLASS:	6
MOVEMENT:	16, Fl 22 (A)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+1×4/ 1d4+1×4, or by weapon type
SPECIAL ATTACKS:	Spell use, *hold* touch
SPECIAL DEFENSES:	*Wraithform*, immunities
MAGIC RESISTANCE:	66%
SIZE:	M (average 6′ tall)
MORALE:	Fearless (20)
XP VALUE:	14,000



Shadowstaves are former mortals who resemble ghosts or wraiths. They appear as translucent, shadowy humanlike forms or hooded, cloaked amorphous figures that seem little more than tattered cloaks—or cowled heads and shoulders whose bodies and limbs trail away to nothing. They walk, float, or fly silently about, often "rising from" or "sinking down into" apparently solid floors (actually becoming wraithlike and passing through crevices). No shadowstaff can ever become truly invisible, but as their name suggests, they can attain the appearance of a deep, dark shadow that cannot be seen by most creatures in dark or gloomy surroundings.

A shadowstaff is created by Azuth or Mystra from the soul or spirit of a Magister or a deeply loyal worshiper when the being is willing to enter such service, and is judged fitting for such an existence.

Combat: Though they resemble undead, shadowstaves are not—and therefore cannot be turned, disrupted, or commanded. Holy water just makes them wet.

A shadowstaff can become insubstantial at will, and in such a form can pass through the smallest crevices and holes, but suffers double damage from all contact with normal or magical flame or heat, and cannot launch attacks or carry things.

When solid, a shadowstaff can attack twice per round, either by wielding weapons it used in life (for the usual damage) or by "firing" *magic missiles* from its fingertips. A shadowstaff can emit two volleys of four *missiles* in a single round, or make two weapon attacks, or make one attack of each sort. Shadowstaves can employ any sort of magical item, precisely identifying all of its powers and controls after 3 rounds of handling (and doing nothing else except flying), regardless of any restrictions against their doing so in their former lives.

Whenever it encounters an enchanted staff, a shadowstaff can "vanish" into it, and there regain 1d12 lost hit points by "stealing" a charge from the staff (if the staff has charges). While in the staff, it can drain one charge in this manner every 4 rounds, cannot be detected, and can only be harmed if the staff is broken (which destroys the shadowstaff). A shadowstaff can escape from a staff at will, but after doing so is trapped in its wraithlike, insubstantial form for 1 turn. A shadowstaff can never gain "extra" hit points, above its normal total, from draining staff energies.

A shadowstaff can choose to cast one spell in a round, rather than employing *magic missile* or weapon attacks. It can cast any one of the spells it could cast in its former life, choosing freely from a roster it never forgets or needs to memorize, but does require all normal material components to cast any spell unless it can touch any sort of enchanted rod, staff, or wand—whereupon it can if it desires drain the item of one charge (or force it into 1-turn dormancy if the item lacks charges), and uses that power to make the magic work without need for material components.

A shadowstaff has precise control over its *magic missiles;* it can choose to fire fewer than four in a volley, can adjust the damage each does precisely (to the hit point), and can attack multiple targets simultaneously. If it chooses to release two volleys in a round, all eight *missiles* are launched simultaneously.

Shadowstaves cannot hurl or drop missile weapons or

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objects, because every item they release is cloaked in a feeble enchantment that *levitates* it for 1 turn after the last shadowstaff touch (in other words, a sword or lantern released by a shadowstaff will float in midair, unmoving, for 1 turn or until affected by a magical *gust of wind*, the grasp of a flying creature or other being able to reach it, or contact with *dispel magic;* only this latter sort of disturbance actually ends the *levitation* before its time). Shadowstaves have been known to snatch weapons away from creatures and then fly high up to release them, to leave them floating out of reach and thereby delay attacks or movement away by the creatures. They have also been known to "hang" pointed weapons above bound foes, menacing these opponents with possible injury or death unless they devote all of their efforts to getting out from under the hanging, waiting weapons in time.

Shadowstaves can choose to employ a special "*hold*-touch" attack whenever they desire, but doing so forces them to remain substantial for 6 rounds thereafter and leaves them unable to use their *magic missile* power for the same length of time.

The *hold* touch of a shadowstaff requires a successful attack roll and is equal in effects to a *hold monster* spell, though it can only be directed against a single being in any round (and is therefore saved against at a –3 penalty). The *hold* lasts for 1 turn unless the *held* creature is struck by an attack, or the shadowstaff desires the condition to end sooner. This ability is often used to "freeze" one mortal long enough for another mortal to discover it in a place where it should not be, or engaged in something illicit or hitherto secret.

Shadowstaves suffer only half the usual damage dealt by all cold-based and electrical attacks, are immune to life energy draining and all Enchantment/Charm and Illusion/Phantasm magic, and are "invisible" to psionics. They are immune to poison, petrification, *polymorph*, and death magic attacks. Shadowstaves can at will cause all items within 90 feet that bear a magical aura to glow with a cold white radiance (they need not be already aware of which items are magical to make this power work on such items). This *faerie fire*-like glow can be quelled by a *dispel magic*, but will otherwise last 2d4 turns.

Like Magisters, shadowstaves cannot be controlled or compelled by any psionic power, spell, or magical item function, short of the divine will of Azuth or Mystra—even artifacts fail to control or influence their minds.

Habitat/Society: Shadowstaves delight in observing the work and doings of intelligent creatures, and have a *tongues* ability, granted by Azuth and Mystra, that allows them to comprehend and communicate with any speaking creature. (A shadowstaff with access to *ESP* and similar spells can of course employ magic to learn even more, though unless direct contact or confrontation with particular mortal beings is ordered, the deities who create shadowstaves usually prefer that mortals remain unaware that they're under scrutiny, or of the nature and current interests of shadowstaves.

Shadowstaves never willingly fight each other (though they may disagree in a lively manner over what should be done, and how best it can be accomplished), and with only rare exceptions work together loyally and smoothly in the service of Azuth and Mystra.

Retaining the intelligence and judgment they had in their former lives, Shadowstaves gain a more thorough understanding of magic and of events in Faerûn (thanks to their ability to eavesdrop).

Even many Magisters are unaware of how extensive, numerous, and tireless are the tasks set for shadowstaves by Mystra and Azuth.

Shadowstaves keep all Magisterial duels free from interference, advise the few mortal mages who know of and call on them, do the same for clergy of Mystra and Azuth who pray for guidance, and for clergy of Oghma who ask about magical matters, and so on. Shadowstaves also serve as unseen guardians of many Mystran temples and holy places. Mystra uses her shadowstaves as "unseen watchers" over sorcery. Remaining hidden, they manipulate the affairs of individual mortal mages so as to teach them the responsibilities that wielding magic carries; drive home some moral lessons (not to make all mages good, but to ensure that wizards know the consequences of their magecraft, as opposed to operating in ignorance); and drop hints, clues, and goads to spur wizards ever on to greater magical creativity.

The goads are more than just motivations for individuals. To this day, shadowstaves defend Aglarond and Rashemen against Thay, to make Red Wizards strive to develop ever greater spells to try to defeat the foes that defy them but should not be able to, instead of turning on each other and destroying magical knowledge in a struggle that blasts Thay to a wasteland. Lurking shadowstaves repeatedly thwart Zhentarim mages who attack various dales (that again should not realistically be able to stand against them), so the mages of the Black Network work to craft ever more powerful spells. Tirelessly vigilant shadowstaves prevent fiends and worse from roaming out of Myth Drannor to lay waste to the Dales, Sembia, Cormyr and the Moonsea, so that wealthy lands and cities can devote their energies to trade and rivalries and hiring mages in related pursuits, rather than exhausting all of their magic and vitality in a deadly struggle for the freedom of central Faerûn. Myth Drannor thus remains a shining legend of lost magic and danger, luring adventurers and inspiring ambitious wizards to dream and perhaps to go adventuring. . . .

Shadowstaves can be slain, but most avoid being destroyed in Mystra's service. They are doomed to slowly, over thousands of years, fade away as their souls become utterly exhausted. Collectively, their memories bear witness to much of the doings and wisdom of Mystra; the "new Mystra" (Midnight) grew greatly in maturity and knowledge upon making mental contact with her shadowstaves. The sheer load of human grief, suffering, and experience carried in those memories nearly drove her insane; much of her love for Elminster (a paramour of her prede-

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cessor) is due to his swift and gentle work to shield and support her at this time, and so keep her sane. Azuth and Mystra can contact and even "see through the eyes of" their shadowstaves at any time, but they cannot manifest or speak directly through a shadowstaff without destroying it. Several mortals who have witnessed such unusual occurrences say that this is done only at moments of great importance. The phenomenon involves a small explosion of the shadowy form into a tongue of flame in which float the eyes of the deity, and from which its voice—accompanied, sometimes, by spells it launches—rolls forth. Elminster and Laeral agree that it would be a mistake for mortals to assume that the deities monitor all of their shadowstaves all the time, so that something said or done in front of one is certain to be personally viewed by Azuth or Mystra.

Ecology: Shadowstaves consume nothing and can have no offspring. They need not sleep or breathe, and can avoid falling damage by becoming insubstantial. Due to the nature of the service with which their existence is occupied, they either become infinitely weary or come to love particular mortals they see or are commanded to watch over.
In either case, some shadowstaves request that their existence end—either in oblivion, or in a new form (perhaps restored to mortality, so as to woo or consort with their beloved). Azuth and Mystra have shown infinite compassion in granting such requests, but reserve the right to alter the memories of former shadowstaves, so as to keep some secrets.



CLIMATE/TERRAIN:	Temperate and subtropical salt water
FREQUENCY:	Very rare (Uncommon in Serôs)
ORGANIZATION:	Caste
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to High (5-15)
TREASURE TYPE:	Individual: N; G, S, T in lair
ALIGNMENT:	Neutral
NO. APPEARING:	3-30
ARMOR CLASS:	7
MOVEMENT	swim 15
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	
MAGIC RESISTANCE:	
SIZE:	M (6′)
MORALE:	
XP VALUE:	



Shalarin are a highly developed race that shares many characteristics with both humans and elves. On Toril, they are found only in the Sea of Fallen Stars.

Shalarin are graceful swimmers and are adorned with a prominent dorsal fin that runs from the bridge of the nose up the forehead and over, down the back to the tailbone and fanning out approximately two feet at its highest point, between the shoulder blades.. They also have gill slits, not at the neck, but rather along the collarbones and ribcage on either side of their torso. They are unable to leave the water and breathe air, as they do not have lungs. Shalarin are similar in size to humans, growing to around six feet in height. Their skin is sleek and scaleless, similar to a dolphins in texture and coloration, ranging as widely as the colors of coral. Shalarin eyes are less like humans and more like those of fish and cetaceans.

Combat: Shalarin as a rule wear pearl or silverweave armor, although some have tried surface-dwellers' armor, though they avoid armor that interferes with their dorsal fins. Weapons are equally diverse, though they favor tridents and tapals.

Habitat/Society: Shalarin live in a rigid caste society, and they consider it very important to find out as quickly as possible what caste other beings belong to, in order to understand how to properly interact with them. Giving a shalarin disparate information (such as warrior that cooks or sings) can cause a great amount of confusion. The four castes of the shalarin culture are the Protectors (the warriors), the Providers (the workers and servants, as well as the rulers), The Scholars (historians, poets, bards, singers), etc., and the Seekers (the explorers).

Shalarin are generally open and polite, although they remain somewhat aloof to sea elves, due to long-ago persecutions by that race. To many, shalarin seem naïve, but this is untrue. They are open and trusting, but far from foolish.

Ecology: Shalarin are oviparous creatures, laying their eggs externally and incubating them for six months in warm subsea caverns and mud. Shalarin eggs are both colored and textured, flawlessly indicating the caste of the child-to-be. Once an egg is laid, it is transferred to clan hatcheries, and once born the infant shalarin is raised by surrogate parents who are of the same caste as the child.

Shan Sao

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate hills and forests
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	3-30
ARMOR CLASS:	4
MOVEMENT:	6,Fl 15
HIT DICE:	2 to 4
THAC0:	2 HD: 19 3 HD: 17 4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Summon tigers, immune to fear
MAGIC RESISTANCE:	Nil
SIZE:	T (1' tall)
MORALE:	Steady (11)
XP VALUE:	2 HD: 120 3HD:175 4 HD: 270



The shan sao are a race of tiny humanoids who live in woodland hills. Fearless and private, they have little contact with the outside world.

Shan sao stand about 1 foot tall, and resemble humans with squat, plump bodies. Their skin is deep orange or dark brown. Unruly mops of brown or blonde hair tumble about their shoulders. They have broad noses, slightly pointed ears, and oversized feline eyes, which are green, blue, or golden. Males and females alike wear long cotton smocks, which are gathered at the waist with rope. Their clothes are clean but poorly made; the smocks often hang over their feet and drag along the ground.

Shan sao speak their own tongue, the trade language, and that of the animal court, including the language of tigers.

Combat: Though small, shan sao are accomplished fighters, quick to take offense and equally quick to return it. They are apt to pursue fleeing enemies rather than permit their escape. Shan sao have no tolerance for trespassers or disturbances of any kind; loud noises especially annoy them, particularly the sound of bursting bamboo. All shan sao are immune to all types of fear.

An average shan sao force is armed as follows: short swords (60%), darts (25%), and uchi-ne (15%). Once per day, they can *cause disease;* to use this ability, they need merely to point at any victim within 10 feet.

Three times per day, shan sao can *polymorph* into the shape of a bird. (Note the flying speed above.) They usually assume the forms of crows, ravens, or other common birds native to the immediate area. Once per day, they can summon 1-3 tigers within a half-mile radius, provided tigers are in this area. These tigers arrive in 1-6 turns. The animals fight for the shan sao and can understand the humanoids desires and needs. The tigers remain with the shan sao for up to a full day, although they will leave earlier if no longer needed.

A few shan sao (5%) may cast the spells of a wu jen. The shan sao's Hit Dice equal its spellcasting level. For example, a shan sao with 3 Hit Dice has the spellcasting ability of a 3rd-level wu jen. Typical spells in this humanoids arsenal include *fiery eyes, hail of stone, magic missile, ventriloquism, ESP, fog cloud, pyrotechnics, stinking cloud, hold person,* and *suggestion.* All shan sao are immune to all types of fear.

Habitat/Society: Shan sao dwell in the hearts of thick bamboo groves. They live in simple, thatched houses, centered around a communal cooking pot. A settlement comprises 3-30 (3d10) males, and half as many females. The number of children equals 25% of the total number of adults. Some settlements (10%) are guarded by 1-2 tigers, which share the humanoids' lair.

A shan sao force encountered away from its settlement is always male. Responsibilities of hunting and defense fall mainly on the males, but females will fight to the death to defend their homes. Females have 1 Hit Die, but otherwise their abilities equal those of males.

One adult male serves as king, with absolute authority over his settlement. Once a year, the shan sao summon their tiger allies and discuss the king's accomplishments during the previous twelve months. If the tigers agree that the king has performed adequately, the king will continue his leadership for another year. If the tigers feel the king's performance has been less than satisfactory, they will nominate a new member of the tribe to take his place. Shan sao always accept the tigers' recommendations. If the tigers nominate a new king, the old king graciously steps down.

Ecology: Shan sao can eat just about any type of fruit, vegetable, and grain, but they prefer the special stew that brews continually in their communal cooking pot. The stew includes a variety of herbs, spices, fruits, and meats. It has a distinctive aroma, combining the strong odors of onions, cherries, and cinnamon. In spite of its unusual smell, it is delicious and nourishing. One ladle of the stew will fortify a human for a full day. Wealthy gourmets with a taste for exotic foods have been known to pay as much as 1,000 ch'ien for a flask of shan sao stew.

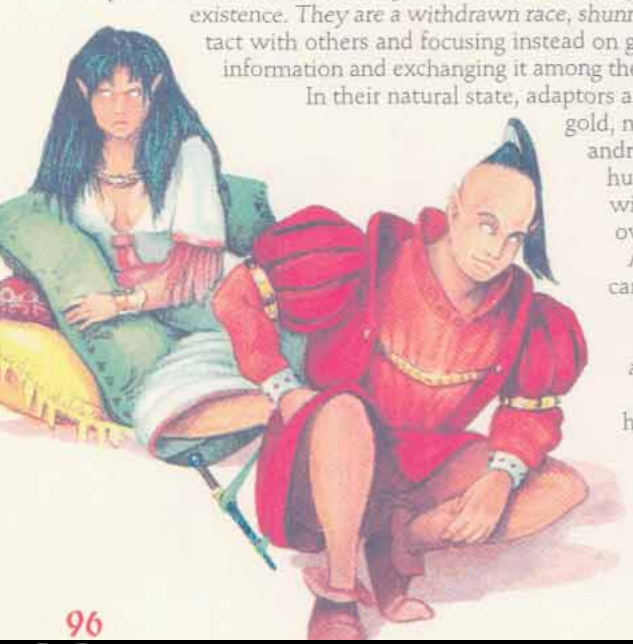
	Adaptor	Metamorph	Polymar	Randara
Climate/Terrain:	Any	Temperate mountains and forests	Any	Any
Frequency:	Very rare	Rare	Rare	Very rare
Organization:	Cell	Clan	Pack	Solitary
Activity Cycle:	Any	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore	Carnivore
Intelligence:	Genius (17–18)	High (13–14)	Low (5–7)	High (13–14)
Treasure:	V	W	B	F (×3)
Alignment:	Any	Chaotic neutral	Lawful neutral	Neutral evil
No. Appearing:	1d6	1d20	1d3	1
Armor Class:	9	5	9	0
Movement:	12	12	6	18
Hit Dice:	8	3+1	10	14
THAC0:	13	17	11	7
No. of Attacks:	2	1	3	As chosen form
Damage/Attack:	By weapon +4	By weapon	1d6 each (pseudopods)	As chosen form
Special Attacks:	See below	Nil	Nil	Spell use
Special Defenses:	See below	Shapechange	Nil	Hit only by +1 or better weapon
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	M (5′–6′ tall)	M (6′–7′ tall)	S–L (3′–10′ across)	S–M (2′–7′ tall)
Morale:	Champion (15)	Average (10)	Steady (11)	Steady (11)
XP Value:	2,000	270 650 (leader)	2,000	8,000

Numerous varieties of creatures are able to significantly alter their shapes; these range from lycanthropes (such as werewolves and werejaguars) to amorphous creatures such as the scamille and other oozes, jellies, and puddings.

Certain species also exist whose main feature is the ability to change shape. This ability is common across the species; it cannot be passed on to others; it is the species' primary method of attack and defense; and it is a conscious effort on the creature's part. Creatures meeting these criteria are collectively known as *shapeshifters*; in addition to the creatures listed here, the doppleganger and mimic (described in the *Monstrous Manual*) are shapeshifters.

Adaptor

Adaptors are an ancient, intelligent race found on all planes of existence. They are a withdrawn race, shunning contact with others and focusing instead on gathering information and exchanging it among themselves. In their natural state, adaptors are shiny, gold, muscular, androgynous humanoids with blank oval faces. Adaptors can change into the form of any creature of human or demi-human size. Unlike doppelgangers, they cannot turn into duplicates of specific people.



Their superior intellect allows adaptors to know any language they are exposed to. Each is fluent in Common and several other languages.

Combat: Adaptors are skilled at swordplay, attacking twice per round with a +4 bonus to attack and damage rolls when using swords. Adaptors favor long swords and rapiers.

The powers of the adaptors are formidable. For a limited time, they become immune to magical attacks once exposed. For instance, a *fireball* would cause full damage to an adaptor (or half if the saving throw is successful) the first time that adaptor is hit by a *fireball*, but for a short time, the adaptor is immune to all magical fire attacks. The adaptation disappears in 1d10 turns if not triggered again. An adaptor may enjoy simultaneous immunities.

Habitat/Society: Adaptors are a mysterious, scholarly people. Each member has more accumulated knowledge than any sage. However, their philosophy demands that they not pass any great knowledge to other cultures.

Adaptors are natural observers, and their conversations with individuals or small groups are limited to discussions of philosophy or asking questions about the people and land around them. If people are polite, an adaptor may answer a single question for them: background on an obscure magical item, perhaps, or information on an old, lost ruin.

The origin of the adaptors has long been lost. The few human and elven sages who know of their existence believe that the adaptors themselves are searching for answers to their origins.

Adaptors gather in small groups devoted to a certain area of knowledge. These groups, called cells, usually have little commerce with other cells of adaptors.

Ecology: Adaptors are nonintrusive creatures who do their best not to interfere with the natural state of the places they visit.

Adaptors may have odd and fantastic devices beyond the comprehension of those they encounter. Examples might include flame tubes, trance inducers, or energy neutralizers; the precise effects of these and other devices are left to the DM.

Metamorph

Metamorphs are an ancient species of shapeshifter distantly related to humans. They exist in harmony with nature and creatures close to nature, doing their part to preserve the natural balance.

A metamorph's natural form is that of a handsome human male or female, though its ears are slightly pointed and its eyes are pure white. Metamorphs speak fluent Common, and most (90%) speak the languages of elves and halflings.

Combat: Normally, metamorphs are nonaggressive, choosing to shapeshift and withdraw rather than engage in a violent confrontation. When pressed, however, they fight seriously.

Metamorphs favor druidic weapons such as daggers, clubs, spears, slings, and sickles. They do not wear armor, as this becomes useless during shapeshifting.

If ten or more metamorphs are encountered, they will be accompanied by a leader with 5+2 Hit Dice. The presence of the leader boosts metamorph morale to 12, but a leader quite often leads others away from combat.

A metamorph makes saving throws as an 11th-level wizard.

Habitat/Society: A metamorph can shapeshift as often as 11 times per day, but it's limited to certain forms. This nonmagical shapeshifting power gives metamorphs all the abilities of the new form, including special attacks. Metamorphs cannot take giant-sized or monstrous forms. Forms available to metamorphs are amphibian, bird, centipede, crustacean, fish, insect, leech, mammal, reptile, spider, and worm.

A metamorph can turn into a category of form only once per day. For example, a metamorph might transform into a dog one day and a cat the next day, but it can become only one mammal per day. Each form lasts up to an hour, but the metamorph can voluntarily change earlier.

Metamorphs reproduce like normal humans and live in clan strongholds away from normal human society, though they have good relations with elves, halflings, and druids. Each stronghold is led by a leader with 5+2 Hit Dice.

Ecology: Metamorphs act as self-appointed protectors of the environment within a five-mile radius of their stronghold.

Polymar

Polymars are modestly intelligent creatures that can change shape in order to lure prey. In their natural form, they are shapeless brown masses. The polymar is closely related to the mimic, and is apparently a more sociable version of the mimic.

Polymars cannot communicate verbally, but seem to maintain a constant telepathic contact with other members of their pack. Some very rare packs have reportedly learned silent forms of communication, such as sign language or writing.

Combat: Polymars can look like any creature with 10 or fewer Hit Dice or any object smaller than 100 cubic feet. Polymars do not gain the special abilities of their new form. Polymars of the same pack have a psychic rapport with one another and cooperate very closely. The strongest pack member (the one with the most hit points) is the leader; when a polymar leader dies, the strongest living polymar becomes leader.

The form of the leader determines the form of each other pack member; if the leader imitates a piece of wooden furniture, so do the other pack members; if the leader takes the form of a humanoid, so do other pack members. Members of the same pack attempt to "match," so that a pack imitating furniture might resemble a couch, two chairs, a table, and a coat rack, all of the same apparent style.

A polymar's change is far from perfect; for example, polymars changed into humanoids tend to shamble about in a seemingly random manner, and the wood grain of a polymar changed into a chair may not look quite right. Opponents notice something unusual on a roll of 1 on 1d6.

Regardless of form, a polymar that enters combat extrudes three pseudopods and attacks with them, causing 1d6 points of damage with each hit. Polymars coordinate their attacks, all striking at the same time; they all attack the same opponent if the leader decides it is appropriate.

A polymar pack feeds by engulfing dead plants or animals. An opponent slain by polymars will be completely dissolved in 2d4 hours, leaving only nonorganic material behind.

Habitat/Society: Polymars are very social creatures with others of the same pack. They cooperate completely, following the dictates of their leader.

Polymars reproduce by fission. All members of a pack reproduce at the same time after the pack has taken in sufficient nourishment. If the pack was small, all the polymars stay together; if the habitat cannot support increased numbers, half the polymars form their own pack and seek new territory.

Ecology: Alchemists and wizards covet polymar tissue for use in creating magical items and potions that involve shapeshifting or polymorphing.

Randara

Randaras are evil beings of legendary power. They delight in using their shapeshifting to trap innocent folks as food. Their true appearance is unknown. They most often appear as humans or humanoids, but can also take the shapes of small, cuddly animals. The form of the randara is always size S or M.

Combat: A randara's attack varies with its chosen form; for example, in human form, it uses weapons, but in the form of a dog, it bites. Damage is calculated for the creature imitated.

A randara can change its form in one round, but can take no other action in that round. It gains only the movement and normal attack abilities of its chosen form; the randara maintains its own natural Armor Class and gains none of the special abilities of its chosen form.

Randaras can cast *charm person* once per day and *ESP* at will, casting at the 11th level of ability. Randaras are immune to 1st- through 3rd-level spells. They suffer only half damage from magical weapons. Nonmagical weapons do not harm them.

Habitat/Society: Randaras are very fond of human flesh. They often take forms designed to catch humans off-guard.

Usually, a randara seeks out a human settlement and looks for someone with modest power and respect. After stalking the victim for weeks, using *ESP* to learn about the individual, the randara murders its prey and impersonates the victim. Once established in a respectable position, the randara can use its new identity to lure more prey.

Ecology: Randaras are voracious hunters of human and demihuman flesh. They have no known natural enemies.

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CLIMATE/TERRAIN:	Blackjaw River (Athas)
FREQUENCY:	Unique (on Athas)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Sw 9
HIT DICE:	11 (64 hit points)
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-8 × 4/5-20
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (40 feet long)
MORALE:	Steady (12)
XP VALUE:	3,000

Physically, the sharg looks like a cross between a giant shark and a squid. Its skin is dull black, failing to glisten even under the brightest lights, and its dark eyes are near invisible against it. It has four long tentacles, each lined with sharp, teethlike ridges.

The sharg strikes quickly from beneath the steaming surface of the Blackjaw River in New Giustenal. It is especially attracted to the movement of barges along the surface of the water.

The sharg makes no verbal sounds, and it doesn't have any capacity for intelligent communication.

Combat: The sharg must feed constantly, and it is slowly depleting the Blackjaw River of fish and other sea creatures. It likes to attack the fishing barges that travel the river, seeking to add a few dray to its diet.

In the confines of the river, the sharg attacks in one of two ways. It can simply come up under victims and attack with its powerful bite (5d4 points of damage), or it can use its four tentacles to grab prey. Each tentacle is 20 feet long. A successful tentacle hit causes 1d8 points of damage and indicates that the sharg has grabbed its victim. Now the victim suffers squeezing damage of 2d8 points per round until released. A successful bend bars roll is needed to break free, or the tentacle can be hacked off. It takes 15 hit points of damage to sever a tentacle, and to specifically target a tentacle requires an attack roll against Armor Class 2.

Once a victim is grabbed, the sharg begins to drag its prey toward its crushing, teeth-filled jaws. A Strength check made at -4 allows a victim to struggle and delay the bite. A failure indicates that the victim has been shoved into the sharg's mouth.

In the confined passages east and west of New Giustenal, the sharg sometimes uses a different tactic. It lets a barge pass by, waiting beneath the surface until the craft has moved on. Then it reaches up along the cavern walls with two tentacles, searching for firm purchase. Once its two tentacles are braced (one on each side of the passage), it lifts its great body out of the water. It can remain in this position for 1d4 rounds. During this time, it can strike with its two remaining tentacles and employ its terrible bite at the same time. If the barge hasn't moved too far away, the sharg will drop down upon it when it can no longer maintain its grip on the walls. It crashes into the barge, causing 3d10 points of crushing damage to the barge and anyone who fails to get out of the way in time (Dexterity -3 check).

If the beast takes more than 40 points of damage, it retreats to its island lair to recover from its wounds.

Habitat/Society: The sharg is not native to Athas. It was brought to the world by Dregoth, who hopes to use it in his coming war against the surface world. He placed it in the Blackjaw River which runs through New Giustenal in order to study its habits and abilities. It has established a lair on one of the small islands in the river, using a cave beneath the surface of the water as its home. Though the fishermen have made



repeated requests for help, the templars have been ordered to leave the sharg alone.

There is a 50% chance that the sharg is in its lair at any given time. If it is in its lair, it becomes aware of intruders on its island unless they are taking very great pains to be silent. If it notices the intruders, the sharg will slip from its lair and circle the island, waiting for a chance to grab a victim or two. It can even reach up out of the water to snag prey. In desperate times, or when its hunger overwhelms it, the sharg can crawl onto the shore. It uses its tentacles to propel itself. It can't stay out of the water for long (no more than five rounds), but it can emerge for short periods-just long enough to chase down a fleeing victim or make a surprise snatch of prey along the shore.

On its own world, the sharg lives in tropical climates, inhabiting fresh water rivers. Dregoth came across this one during one of his many expeditions through the planes. The audacity it showed in attacking him earned his respect and admiration. He incapacitated the beast and brought it back to Athas. It needed water to survive, so Dregoth dumped it into the Blackjaw River. He hopes to eventually train the creature, but like many of his projects it has fallen by the wayside until it again catches his interest.

Until then, the sharg remains a threat to all who travel on or near the Blackjaw River. The templars charged with transporting the dead to the cave east of New Giustenal have learned to scare the sharg away using *light* spells. The sharg's eyes don't adjust to rapid changes of light, so the brightness of a *light* spell causes it no small amount of discomfort. There is a 75% chance that the sudden brightness will cause the sharg to flee. However, 25% of the time the sharg will fly into a great rage and fight with a +2 to attack rolls for 1d6 rounds.

Ecology: Unknown to the dray of New Giustenal, the Blackjaw is only a small section of a vast underground river that runs for scores of miles in either direction. Within its dark depths are myriad creatures which the sharg feeds upon. It can eat almost any type of meat. While it enjoys fish and other sea creatures, it has developed a fondness for dray. When a barge passes overhead, the sharg swims out to intercept it. It has learned that a barge holds dray, and if it can tip over or destroy a barge, it can feast on the draconic creatures.

Shargugh

Climate/Terrain:	Forest
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	U
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	7
Movement:	15
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4 (bite) or by weapon
Special Attacks:	Stone throwing
Special Defenses:	Concealment, *transport via plants*
Magic Resistance:	Nil
Size:	S (3′ tall)
Morale:	Steady (11)
XP Value:	175

Shargugh (pronounced SHAR-guh) are small hairy humanoids about 3 feet tall. Their long, chronically matted and tangled hair is usually walnut brown, although some very rare individuals have dark-green locks. In addition, males have long, unkempt beards. Shargugh complexions tend to be dark and ruddy, their features coarse but oddly handsome, their eyes amber or deep green.

Shargugh wear ragged clothing made from woven leaves, grass, and scraps of fur and old cloth. They rarely if ever wear shoes.

Adults of either sex weigh between 30 and 40 pounds. A shargugh can live about 250 years.



Shargugh speak their own language and the secret tongue of druids; about 35% also speak Common.

Combat: A shargugh can deliver a nasty bite, but 50% of all groups arm themselves with daggers or short swords. At least one member of an armed group will have a silver weapon. All shargugh are expert stone throwers; each typically carries 1d4+1 stones and can hurl one per round (with a range of 20/40/60). These stones inflict 1d4 points of damage; a shargugh gains a +3 bonus to attack rolls when hurling them.

Shargugh are well adapted to their woodland homes and can pass through brambles and undergrowth with ease, just as druids can. Furthermore, they can conceal themselves in wooded areas with a 90% chance of success. They can climb vines and trees just as a thief climbs walls (75% chance) and can move silently 85% of the time. Expert sneak thieves, they have an 85% chance to pick pockets.

Five times a day, a shargugh can use *transport via plants,* though the maximum distance it can travel is 600 yards. The shargugh always has a 100% chance of arriving at the location it desires, so long as the location is within the 600-yard range.

Shargugh are mischievous and tend to steal valuable objects from any outsider they encounter unless the intruder bribes them with food or drink. They aggressively protect their woodland homes and do not tolerate wanton destruction of forests. They use their ability to hide in and move through undergrowth to avoid hand-to-hand combat with stronger creatures. Their pick pocket and *transport via plants* abilities enable them to steal weapons and spell components from their foes, then throw stones from a safe distance.

Habitat/Society: Shargugh live singly or in family groups. Families usually number three (two parents and a single offspring). The young shargugh will be a noncombatant infant 25% of the time and a juvenile or young adult with full adult abilities 75% of the time.

Each individual or group claims a section of woodland roughly 24 miles across. Shargugh generally maintain friendly relations with any good or neutral woodland creatures living in their territory and will tolerate evil creatures as well, provided that these creatures do not harm the woods or try to subjugate the shargugh. Dryads, centaurs, unicorns, and treants usually can count on the shargugh as allies.

Ecology: Shargugh have symbiotic relationships with their territories. The shargugh's life force both draws strength from and gives strength to its woodland home. In addition, shargugh actively care for their territories—pruning the trees, picking the fruit, and fending off external threats.

Shargugh never voluntarily leave their territories. If forced to do so, they sicken and die in only one or two days. If a section of woodland loses its shargugh, it becomes cursed and infertile for seven years. During this time, no new trees or plants will grow. The existing plants don't die, but they produce no fruit or offspring. Only a *remove curse* spell from a druid of at least 12th level or a *wish* can restore fertility to the land before the end of the seven years.

A young shargugh never really leaves its parent's territory. The youngster either remains until its parents die, in which case it inherits their territory, or the youngster and parents move to opposite sides of the parents' territory. Eventually, the two groups form two entirely new territories with a common border.

Climate/Terrain:	Any ocean
Frequency:	Common
Organization:	Tribal
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	U
Alignment:	Neutral
No. Appearing:	1d4×20
Armor Class:	5
Movement:	Sw 24
Hit Dice:	2
THAC0:	19
No. of Attacks:	3 or 2
Damage/Attack:	1d3 (claw)/1d3 (claw)/1d6 (bite) or 1d6 (bite) and by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6′–7′ long)
Morale:	Steady (12)
XP Value:	65 120 (elder)

These nomadic marine humanoids have large, staring eyes, fin-crested heads, and scaly skin. Their hands and feet are webbed and clawed. A shark-kin's legs are vestigial; the creature swims by means of its powerful, alligatorlike tail.

Most shark-kin are reddish brown, though some are dark blue or blue-black. Their skin is usually covered with patterns of spots or bands of lighter color—white or yellow in reddish-brown individuals; silver, light blue, or metallic green in blue or blue-black shark-kin. Each individual's pattern of spots or bands is unique.

A shark-kin's eyes have a reflective layer that concentrates any available light. This allows them to see well even in dark or murky water; it also makes their eyes seem to glow, like a cat's, when bright light strikes them.

Adult shark-kin of both sexes are between 6 and 7 feet long, measured from nose to tail, and weigh 190 to 250 pounds. Most live to be 120 years old, though some individuals have been known to live twice that long.

Shark-kin speak their own tongue; 40% also speak Common or the tongue of another ocean race.

Combat: Shark-kin are aggressive hunters but usually avoid combat with intelligent species, attacking only in self defense or to defend their territory.

Adult shark-kin carry javelins and tridents. One out of every four in a hunting or war party also carries a net. Unarmed shark-kin attack with claws and bite; those carrying a weapon can both attack with the weapon and bite in the same round.

The most important part of any group's defense is its pack of pet sharks. Each shark-kin tribe maintains a pack of 4d6 sharks, one for every two or three adult shark-kin: 25% of the sharks in the pack have 7 or 8 Hit Dice, 25% have 5 or 6 Hit Dice, and the remainder have 3 or 4 Hit Dice. If the shark-kin tribe numbers 50 or more, one of their sharks will be a giant specimen with 10 to 12 Hit Dice. Shark-kin have an empathic link with their sharks and can give them basic commands (such as come, go, turn, stop, and attack) at a range of 360 yards.

In battle, shark-kin and their sharks attack on a broad front, trying to surround their foes in all three dimensions. Then, at a signal from their elder, they all converge on a single point in the enemy ranks, trying to fight as few foes as possible with as many allies as possible.

Habitat/Society: Shark-kin live in tribal groups led by an elder with 3 Hit Dice. Each tribe claims a territory covering about 120 square miles, which they vigorously defend from all other ocean races. They tend to be hospitable to strangers, but visitors are not encouraged to stay long. No outsider is allowed to hunt in their territory or to take anything from it without permission from the tribal elder. Shark-kin tend to be very possessive of any shipwrecks in their territory, as these usually act as artificial reefs teeming with sea life. Adventurers seeking salvage rights must be prepared to bargain well or fight hard.

Shark-kin spend their time foraging and hunting for food or caring for their sharks, who serve them much as hunting dogs serve humans. If the hunting in an area is particularly good, such as near a spawning ground for fish, a shark-kin tribe will construct temporary homes out of whatever materials are at hand and settle down as long as the bounty lasts. Otherwise they never stay in one area within their territory for long.

If a tribe's elder is killed or dies, the surviving adults undergo a mysterious change. Over the next few weeks, their legs grow and their gills change to allow them to breathe both air and water. This change (which sages believe is a throwback to the races' ancient terrestrial origins) allows the shark-kin to move on land as easily as a human. The tribe's senior adults (10+1d10 individuals of both sexes) walk ashore and head to a traditional site, usually a hilltop or mountain, where they conduct an age-old ceremony to select a new elder. Thereafter, the group returns to the sea and all the shark-kin revert to their normal forms.

Ecology: Shark-kin eat whatever seafood they can catch. Fish and mollusks form the basis of their diet, though they also prey upon sea mammals when they are available.



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1–12
ARMOR CLASS:	2/6 (portal/tentacles or body)
MOVEMENT:	4, Fl 15 (C)
HIT DICE:	6 + 6
THAC0:	15
NO. OF ATTACKS:	12
DAMAGE/ATTACK:	1d4+1 (×3 heads)/1d2 or by weapon type (×9, three trihands)
SPECIAL ATTACKS:	Ethereal portal attacks
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	30%
SIZE:	H (16' long)
MORALE:	Fanatic (18)
XP VALUE:	7,000



An enigma little understood by sages or adventurers of the Realms, sharn are resident in several large underground complexes, including Undermountain. The sharn seem to feed on adventurers and will repeatedly menace PCs exploring the dungeon's lower levels.

These curious creatures appear as glossy black teardrops of somewhat amorphous flesh, studded with many tiny eyes and surrounded by a nimbus of purple light. Opponents rarely get to see these vulnerable central bodies, as surviving an encounter with a sharn is a rare feat indeed. Attempts to mentally contact a sharn (through psionics or other means) result in success only if the sharn wishes it. Sharn share a peculiar form of short-range group telepathy among themselves.

Combat: Sharn can create miniature portals—ethereal windows—up to 400 feet away from their bodies. The sharn can create and maintain up to six portals at once, using all to attack from a variety of angles. A sharn can extend three heads with fanged maws and three trihand arms to attack opponents and prey at a distance. Each of these six appendages is studded with many tiny eyes which have 60-foot infravision, and each appendage has its own independent portal. Each appendage has an Armor Class of 4.

A portal appears as a nimbus or spiral of winking, moving points of purple radiance. Its movement rate is 6. When opening or closing, portals look like tiny spots or whirling rings of purple light. Consider a portal to be AC 2; damage from attacks hitting the portal is transmitted to the central body.

The trihand arms are snakelike, flexible trunks that end in an elbow where three humanlike forearms split apart from each other. Each arm ends in a humanlike hand which can punch or rake for 1–2 points of damage, snatch items, or wield weapons.

Treat arms and snake-heads as having the same Armor Class as the central body of a sharn. Attacks on a particular hand need to hit an Armor Class of 3 because of the close proximity of two other forearms in a trihand. Attacks against a specific hand can shatter a held item, disarm the hand, or sever a finger wearing a magical ring.

Sharn have unique and peculiar minds; they are immune to all enchantment/charm spells and are never fooled by illusions. A sharn can psionically scramble a mind in contact with it, reaching through the mental link as a special, additional attack. The victim must make an Intelligence check with a penalty of +3 or suffer effects equal to a *feeblemind* spell.

Some sharn, perhaps as many as 10% of the population, are known to be powerful spellcasters—20th level and higher. Their magics manifest as innate spell-like abilities rather than memorized spells. When sharn magic comes into contact with phaerimm *magic drain* or *life drain* spells, a geographical metamorphosis occurs: buttes become rocky hills, rocky hills become grasslands. The effect always reduces the geography one step toward a grassland.

Sharn regenerate one lost hit point every two turns as long as they have access to heat or sunlight and water, snow, ice, or blood.

Habitat/Society: Sharn reproduce by budding when they reach 55 hit points or greater. Sharn are sophisticated, far-sighted creatures, and are known to be interested in magic, planar travel, and mastery of a variety of environments on the Prime Material Plane and beyond. All sharn within a particular area are part of a large family, or clan. Each clan holds particular aims, decided upon and modified by the entire clan in council, but these aims remain mysterious to outsiders. Sharn try to remain apart from the daily workings of their transient surroundings. One human sage, Orblyn of Zazesspur, called the sharn "The Great Aloof Ones," an accurate, telling description.

Ecology: Sharn eat lichens, green plants, and roots as well as mammalian prey. They are often at odds with the phaerimm.

The sharn clan in Undermountain worships the Drowned Queen, a mysterious creature who lives in the depths of the Sargauth. The Queen is thought by some to be an aboleth with unusual magical abilities akin to those of the sharn. Other sharn clans appear to worship a variety of deities, including human, elven, and even goblin gods.

CLIMATE/TERRAIN:	Tundra and arctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Vegetarian
INTELLIGENCE:	Very (11-12)
TREASURE:	W (D)
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ ATTACK:	1-8 or weapon
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Elite (13-14)
XP VALUE:	3,000



The shatjan is a powerful protector of the icy far north. There it lives in solitude, watching over the flocks of reindeer that roam the tundra.

The shatjan has the body of a man or woman, strong and stocky, and the head of a reindeer. Males sport large antler racks, while females have antlers that are somewhat smaller. The head, neck, shoulders, and forearms are covered with a thick gray to dark brown coat. Shatjan clothing is made from skins and bark, often decorated with patterns and symbols.

Combat: The shatjan is not by nature a warrior, and seldom seeks out battle. However, in its role as protector of the herds, the shatjan is often forced to fight against predators of all types. The shatjan is accustomed to fighting in snow, ice, and cold. It is never hampered by these conditions and will often try to lure its opponents to a position that places them at a disadvantage—a deep drift or a slippery patch of ice. In combat it uses bone-tipped harpoons, wooden clubs, or short bows.

The shatjan has a breath weapon, usable every round. It can breathe a blast of freezing cold to a range of 5 feet. The cold can only affect a single target per round and causes 3 dice of damage. Because the breath is narrow and concentrated, a successful saving throw vs. breath weapon negates all damage.

The shatjan can also lower temperatures in a 10 foot radius. This is an innate ability and does not require any concentration. The temperature drops by 10 degrees each round. When the temperature drops to 0, those in the radius suffer 1-2 points of damage per round. At -20 degrees or lower, the damage suffered increases to 1-4 points per round. Those dressed appropriately for that temperature suffer correspondingly less damage. Thus, if the temperature is already 0 and the characters are wearing parkas, no damage is suffered until the temperature reaches -20, and then the damage is half normal.

The shatjan is immune to cold and all cold-based attacks. It can be hit only by +1 weapons or better.

Habitat/Society: Shatjans are solitary creatures, moving with the annual migrations of the reindeer herds. During the summer, it lives in a small family group at the edge of the forest and tundra. There they build temporary camps, little wickiups of fir branches and birch bark. During winter they follow the reindeer back into the forests and live in ice caves or leather tents. Since shatjans do not need to protect themselves against the cold, they build these shelters for convenience and comfort.

A typical camp has only one male and one female, who mate for life, and a number of young. Females are equal to males in combat ability, while the young have 1-5 hit dice and no special abilities.

Shatjan are closely linked to reindeer and serve as their guardians. They can *speak with animals* and *predict weather*. The guardianship of a herd does not mean they defend against all predators. The shatjan become involved only if the predators become too damaging in their attacks. In addition, they act to minimize the damage from natural disasters, such as fires or famine, by guiding their herds to safe grounds.

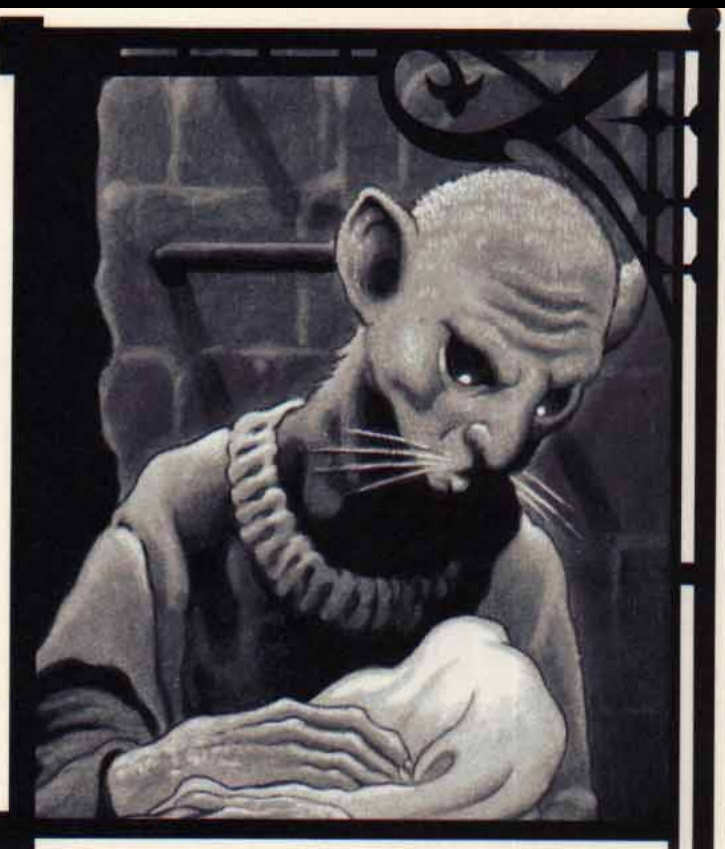
The shatjan have no friendship or dislike of humans, viewing them as yet another force to contend with. They haltingly speak the language of humans, usually that of whatever tribe is closest to their territory. In addition, they speak their own tongue.

Ecology: The shatjan eat much the same foods as reindeer. In addition, they sometimes trade with humans for vegetable delicacies they cannot get in the north.

The northern human tribes consider the shatjan to be powerful totem spirits. The creatures figure strongly in local folklore, since the reindeer herds are vital to the survival of the tribes. No wise hunter begins a hunt without first making an offering to the shatjan. When the creatures are encountered, tribesmen treat them with great respect and consider the meeting to be a good omen.

Shattered Brethren

Climate/Terrain:	Bluetspur
Frequency:	Rare
Organization:	Fraternal
Activity Cycle:	Any
Diet:	Varies
Intelligence:	Low (5–7)
Treasure:	I, K, M
Alignment:	Neutral evil
No. Appearing:	5d6
Armor Class:	Varies
Movement:	Varies
Hit Dice:	3
THAC0:	17
No. of Attacks:	Varies
Damage/Attack:	Varies
Special Attacks:	See below
Special Defenses:	Regeneration, psionics
Magic Resistance:	Nil
Size:	M (4'–7' tall)
Morale:	Unsteady (5–7)
XP Value:	250



The shattered brethren are the result of the cruel experiments by the mind flayers of Bluetspur. The main difference between the brethren and their cousins, broken ones, is that these creatures have developed innate defenses that prevent psionic intrusions. They also possess random wild talents (see *The Complete Psionics Handbook*).

Bluetspur's broken ones resemble the animals that they have been magically and genetically linked with. Without exception, they favor their animal half over their human half. They include a wide variety of animal types because the mind flayers are constantly looking for combinations that make useful slaves.

These pitiful creatures know the languages they spoke before their conversions, but they also speak a secret dialect peculiar to them.

Combat: Bluetspur's broken ones are stronger than their common counterparts because natural selection is so fierce among them. Also, while common broken ones are the result of failed experiments, these were purposely altered, so they are more *successful*. Therefore, they always have a minimum of 7 points per Hit Die and regenerate 3 hit points per round.

They wield weapons if they can get their hands on them, but usually use combat techniques relating to their animal traits. A lionlike broken one may claw and bite while a spiderlike one may use a poisonous bite.

Habitat/Society: Bluetspur's broken ones are the lucky few who have developed ways to avoid the mind flayers' psionic control over them. They escaped their former masters and fled into the fissures that honeycomb Bluetspur. Here they have formed their fraternity. One of the few tenets that binds them together is a mutual desire to survive. Their shared skills allow them to steal goods and scavenge sustenance from the illithids.

Their mutual hatred of their mind flayer captors also brings them together. Given the chance, they will ambush a lone illithid and murder him, but whether they derive more pleasure from exacting revenge or from having a good dinner is hard to tell. The brethren aid enemies of the mind flayers as they can, but remain fearful and distrustful of all strangers.

Thirty broken ones live in the fissures of Mt. Makab—though their numbers shift as more escape from the mind flayers and others die in numerous ways.

Bluetspur's broken ones tend to forget their former lives and take new names that reflect their condition. For example, a lionlike broken one might be named "Snarler."

Ecology: The dietary needs of Bluetspur's broken ones are largely dictated by their animal natures. The limited access to vegetables in the caves results in better survival rates, and thus larger numbers, of carnivores and omnivores. They eat anything they can steal, but a captured illithid is considered a delicacy.

	Lesser	Greater
CLIMATE/TERRAIN:	Any (prefer hot)/Any open region	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Herd	Herd Leader
ACTIVITY CYCLE:	—Hottest part of the day—	
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)
TREASURE:	G	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2d4	1-2
ARMOR CLASS:	4	2
MOVEMENT:	12, Fl 24 (C)	15, Fl 30 (B)
HIT DICE:	9+9	14+14
THAC0:	11	5
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d6/1d6	3d6/3d6
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	Psionics	Psionics, invisibility
MAGIC RESISTANCE:	25%	50%
SIZE:	L (as a mule)	L (as a draft horse,
MORALE:	Champion (15-16)	Fearless (19-20)
XP VALUE:	8,000	15,000

Shedu are native to hot, arid climates. They have powerful, stocky equine bodies with short, powerful feathered wings. Their heads are large and humanoid, and rather dwarven in appearance. They always have beard sand mustache.s Shedu hair is very bristly, and curls into tight waves or bands.

All shedu wear a simple headband made of braided cloth or rope, with a single button for adornment. The button is centered on the forehead, and its material represents the bearer's status. From the lowest rank to the highest, a button may be made of silver, gold, platinum, sapphire, ruby, or diamond. Lesser shedu almost never have a button above the platinum level, greater shedu almost never wear one below sapphire status.

Shedu wander the Prime material, astral, and ethereal planes. They further the cause of law and goodness, help allied creatures in need, and combat evil. Greater shedu typically lead herds of six or more lesser shedu.

Combat: All shedu attack with powerful front hooves. However, both forms of shedu prefer to use their psionic powers whenever possible.

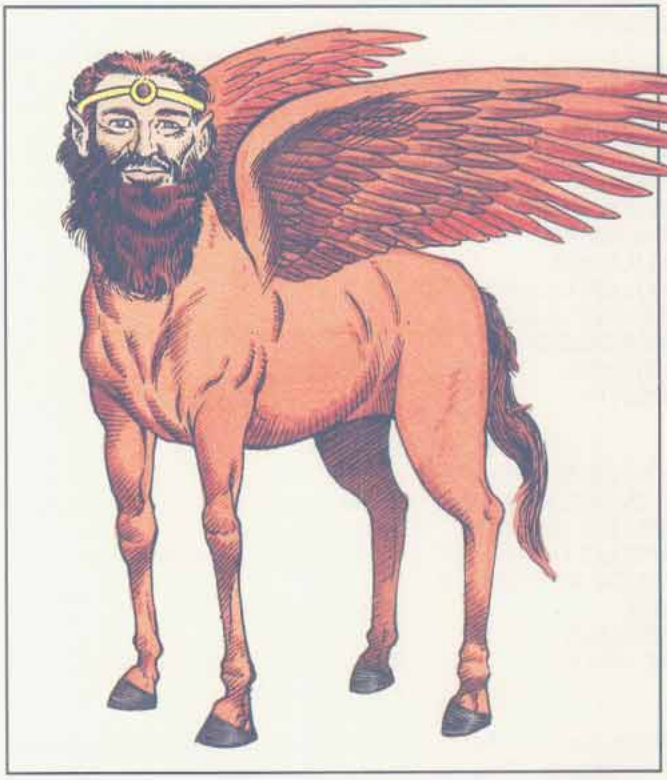
LESSER SHEDU

Languages: Lesser shedu speak shedu, lamia, lammasu, and most human tongues (although not common). Of course, they can always use empathy (a limited form of telepathy, see below).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	4/4/13	All/ALL	= Int	100

Lesser shedu always have the five powers listed below (within three disciplines), and they can use them without expending PSPs. In addition to these powers, a lesser shedu knows any three sciences and five devotions desired (from these disciplines, or others). Each creature tends to specialize in a particular discipline to complement the herd (each takes a different discipline).



Psychometabolism - Devotions: ectoplasmic form.
Telepathy - Devotions: contact, empathy, mindlink.
Psychoportation - Devotions: astral projection.

GREATER SHEDU

Greater shedu radiate *protection from evil, 10' radius.*

Languages: Greater shedu speak shedu, lamia, lammasu, common, and root languages (i.e. most human tongues). However, they can always rely upon telepathy, which they have mastered so well that they can even make rudimentary contact can be made even with plants.

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
14	5/12/15	All/ALL	= Int	200

Common powers (* denotes powers they always have, † denotes innate abilities that are like the psionic powers, but require no point expenditures):
Defense - mind bar*†
Clairvoyance - Sciences: aura sight, clairaudience, clairvoyance, object reading, precognition Devotions: danger sense, sensitivity to psychic impressions
Psychometabolism - Sciences: energy containment, metamorphosis Devotions: body control, ectoplasmic form*†
Psychokinesis - Sciences: telekinesis Devotions: molecular agitation, molecular manipulation
Telepathy - Sciences: domination, mass domination, mindlink* + Devotions: contact*, invisibility*†, post-hypnotic suggestion
Psychoportation - Sciences: probability travel*†, teleport*† Devotions: dimensional door, dimension walk*†

Shedu, Greater (Savage Coast)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Leader
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-Genius (20)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	Unique
ARMOR CLASS:	-2
MOVEMENT:	18, Fl 36 (B)
HIT DICE:	20 (160 hp)
THAC0:	3
NO. OF ATTACKS:	2 (front hooves)
DAMAGE/ATTACK:	4d6/4d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	95%
SIZE:	L (6' high at shoulder)
MORALE:	Fearless (20)
XP VALUE:	22,000



Only one greater shedu exists on the Savage Coast. The avatar of the Immortal Idu appears as a greater shedu to his enduk servants. The greater shedu avatar is very similar in appearance to other greater shedu. It has a powerful, stocky equine body with short, powerful feathered wings. It has a large, vaguely dwarven head with a bristly, curly beard and mustache.

All shedu wear a simple headband made of braided cloth or rope, with a single button indicating the wearer's status. The greater shedu avatar of Idu wears a glowing diamond.

In addition to the language of the enduks, the greater shedu avatar of Idu speaks lammasu, shedu, common, and all human and demi-human tongues. It can also speak telepathically with animals, monsters, and even plants.

The greater shedu avatar wanders the Prime Material, Astral, and Ethereal planes. It furthers the cause of law and goodness, helps allied creatures in need, and combats evil.

The Red Curse: As an Immortal, this greater shedu does not acquire Legacies or require *cinnabryl*.

Combat: The physical attacks of the greater shedu avatar are powerful blows with the forehooves. However, the avatar prefers to use its spell-like powers if possible.

The greater shedu avatar has the following abilities related to the mage or priest spells of the same name (where applicable, all abilities are considered 20th level):

Ñradiates constant *protection from evil* within a 30' radius

Ñbecomes ethereal or invisible at will
Ñtravels through the Astral or Ethereal planes at will
Ñcan use following abilities once per day: *clairaudience*, *clairvoyance*, *detect evil*, *detect magic*, *disintegrate*, *domination*,*foresight*, *hypnosis*, *improved invisibility*, *know alignment*, *major creation*, *mass domination*, *mind bar*, *plane shift*, *quest*, *suggestion*, *shape change*, *telekinesis*, *teleport without error*, and *wish*

The greater shedu avatar also has the spell-casting abilities of a 20th level priest.

The avatar can discern many details about a person or creature merely by touching an item that belongs to that creature. It can discern the race, sex, age, alignment, and some personal background of the item's owner.

In addition to its formidable magic resistance, the avatar is immune to acid, cold, electrical, fire, and poison attacks. It is also immune to all illusions, charms, and other mind-affecting spells.

The greater shedu avatar will attack utukku or manscorpions if the opportunity presents itself. It is a known fact that the greater shedu avatar of Idu and the extraplanar utukku are eternal enemies, but no one outside the high enduk temples is quite sure of the reasons.

Habitat/Society: The greater shedu avatar of Idu wanders the Arm of the Immortals, primarily concerned with protecting and furthering the enduk society. It is friendly with most sentient creatures.

The avatar rarely appears, usually only if Idu has some great task or warning to give to the enduks.

Ecology: The avatar attempts to have very little impact on the world's ecology.

Shee

CLIMATE/TERRAIN:	Any/any
FREQUENCY:	Rare
ORGANIZATION:	Solitary (always mounted)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	(mounted) 24, Fl 18 (C)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2d8 + 2/2d6
SPECIAL ATTACKS:	Death wail, Trample (mount)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (but always mounted, on an L)
MORALE:	Fanatic (17)
XP VALUE:	7,000



The rare undead "Banshee Rider" is seen only at night, always appearing as an eyeless, glowing white elven maiden with long, streaming white hair. Clad in ornate plate armor, she rides a long-maned, eyeless horse and attacks beings she encounters with the lance she bears. The shee slays those she can catch.

Rider and mount can both see (with 90' infravisionl despite their empty, dark eyesockets. They will turn towards and chase most creatures they encounter (ignoring a target on a 2 in 6 chance).

Combat: The translucent shee will never dismount from her shadow horse, cannot be unhorsed, and will try to ride down any beings who stand in her path. Unless they move with her to continue combat, the Shee will attack a creature only once before galloping on into the night. The strike of a shee's shadowy, insubstantial lance does 2d8 + 2 damage and causes a l-point Strength loss (strength so lost will return in an hour). Such losses are cumulative. A shee's lance cannot be grasped, nor can it impale, catch on anything, or be turned aside by shield or armor.

If a lance attack misses, or the Shee is attacking another being, the shadow horse will trample opponents. Anyone so trampled is flung to the ground (fragile carried items may have to make saving throws) and suffers 2d6 points damage. The horse is not related to the undead being known as a shadow, despite its name, and is AC0 and THAC0 11. Some bards and sages believe it is not a separate creature at all, but part of the shee.

Shee may be struck by any sort of weapons and do not exude magical *fear*. Their touch is said to be cold, but not magically chilling. Shee are considered as "Special" when priests attempt to turn them; a successful turning merely causes the shee to avoid attacking the priest and gallop towards another target.

Like other undead, shee are immune to *sleep, hold, charm* and related spells and magical effects. Shee cannot be commanded by other undead or by any known magic and are immune to illusions, hypnotic effects, and other forms of mental influence. Shee regenerate 1 lost hit point per turn.

Any successful attack on a shee will cause her to vanish. As she fades away, she will scream. Beings within 60' of her disappearance must save vs. death magic or perish.

A "vanishing" shee is actually slowly shifting to another random locale on the same plane. This transfer requires an entire round to complete. In both places, while "vanishing," a shee can be readily attacked and is AC7.

A shee only vanishes when struck; it cannot travel about at will by this means, but must otherwise gallop. Shee are known to usually head towards the maximum number of targets nearby, but it is not known if they can control their teleports to arrive in specific lands, or deliberately gallop in certain directions-if they have any concept of locations or destinations as living creatures do.

Undead are unaffected by the wail of a shee, but all other shee attacks will affect them, and shee often attack undead. Shee seem immune to special undead abilities and attacks. If a shee is not attacked, she will gallop away after attacking every being present once, and will not wail.

Habitat/Society: Shee seem to gallop continuously in dark regions, hunting living beings to attack. They have been encountered at sea, galloping across the sky low over the waves.

Some sages of the Realms believe that shee are the creations of the god Bhaal, Lord of Murder (a process continued by Cyric, The Dark Sun) or by Malar, who creates shee as his 'Ghost Hunt,' Shee are always solitary and no instances have ever been reported of one shee attacking another. Two or even three shee may appear in the same area at once, typically galloping in the air low across a huge battlefield and attacking combatants of both (or all) sides indiscriminately.

Ecology: A shee's appearances seem related to disasters or important events. Shee may be attracted to great gatherings or outpourings of magical energy.

A being that has been struck (but not killed) by a shee or her mount gives off a faint, pearly luminescence in darkness. This is known as "The Mark of the Shee," and those who bear it are regarded with great respect by intelligent beings native to the Moonshaes. A marked creature will not be attacked by common bandits, villagers, and the like; lesser undead the Realms over will avoid attacking a marked creature. This condition is permanent, unless removed by a *limited wish* (*dispel magic* will not suffice).

	Sheet Ghoul	Sheet Phantom
CLIMATE/TERRAIN:	Any	Buildings
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Corpses	Nil
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	3
MOVEMENT:	9	6, Fl 6 (C)
HIT DICE:	4+2	3
THAC0:	17	18
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-3/1-3/1-6	1-4
SPECIAL ATTACKS:	Acid squirt	Suffocation
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7'	See below
MORALE:	Very Steady (14)	Very steady (13)
XP VALUE:	650	270



Sheet ghouls are created when sheet phantoms kill their victims. Under normal circumstances, sheet ghouls are indistinguishable from normal ghouls. Upon close inspection, many sheet ghouls appear to have wispy, spiderweb-like strands of white material clinging to their faces, or carry what look like burial shrouds. These characteristics are the remains of the sheet phantom's form.

Sheet phantoms appear as a nearly transparent, rectangular sheet. Their color ranges from snow white to dull grey, and their dimensions vary: 11' to 16' wide, 7' to 12' long, and a quarter of an inch thick. They have no facial features, save for two glowing green spots which function as their eyes. These spots are only visible when the creature has found a victim and is about to attack.

Combat: A sheet ghoul attacks with its two claws, each doing 1-3 hit points of damage, and its fangs, which cause 1-6 hit points of damage.

Unlike the conventional ghoul, the sheet ghoul's touch does not cause paralysis. However, the sheet ghoul can squirt a fine jet of corrosive acid out of its mouth, which causes 1d8+1 hit points of damage; a successful save vs. breath weapons halves this amount. The acid stream has a range of 10'.

Sheet ghouls are treated as spectres for turning purposes, and they are subject to all attack forms except *sleep*, *charm*, and similar mind-affecting spells.

Sheet phantoms move along the walls and ceilings of a house or other building, and drop on potential victims. If the sheet phantom hits the intended target, it envelops the victim, causing suffocation for 1-4 hit points of damage each round subsequent to the initial attack. Note that no damage is done the first round.

Victims enveloped by a sheet phantom cannot move, and if the sheet phantom is hit while it is enveloping a captive, the victim suffers the same amount of damage. Only one man-sized (or two dwarf-sized or smaller) victims may be enveloped at one time, since the creature wraps itself tightly around the victim. The victim cannot fight back unless the weapon is dagger-sized or smaller and was actually in the victim's hand when he/she was enveloped. Sheet phantoms have an effective Strength of 15, and a successful Bend Bars/Lift Gates attempt made by the victim will free him/her. Only one such attempt may be made per round.

If the victim dies enveloped within the sheet phantom, the sheet phantom merges with the body, creating a sheet ghoul. This process takes 12 hours to complete.

Sheet phantoms are vulnerable to all attack forms except *sleep*, *charm*, and other mind-affecting spells, and are treated as wraiths for purposes of turning.

Habitat/Society: Sheet ghouls enjoy haunting old castles, manors, and houses, especially if these structures have a family crypt or cemetery. Corpses are the preferred meal for sheet ghouls, though they are not above eating a living victim. Normal ghouls and ghasts can instinctively differentiate between their counterparts and a sheet ghoul. Sheet ghouls are reviled by normal ghouls and ghasts, and are often driven away by them.

Sheet phantoms dwell inside structures that have beds. The building may be abandoned, or one that is little used. There have even been occasions when sheet phantoms have taken up residence in the little-used guest rooms of prosperous manors.

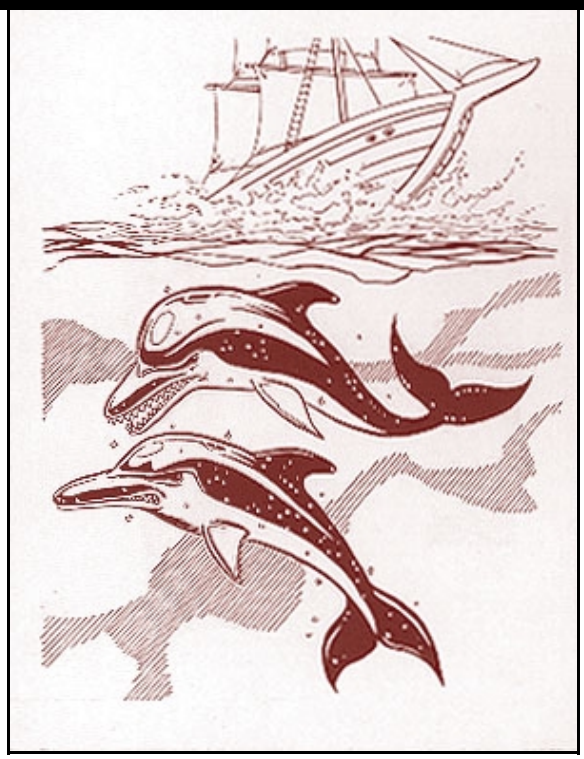
There are sufficient similarities between the sheet phantom and the lurker above for some scholars to speculate that the former is an undead form of the latter. However, other sages and scholars claim that sheet phantoms are actual sheets that have absorbed the life-essence of an evil person who died in their bed. The evil soul is trapped in the sheet, and forced to wander about as a sheet phantom.

Ecology: Though undead, sheet ghouls enjoy devouring both carrion and freshly killed prey.

Sheet phantoms do not need to eat, so there is no overriding need to merge with their victims. Sheet phantoms kill for the simple evil pleasure of it.

Shimmerfish

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2d10
ARMOR CLASS:	5
MOVEMENT:	Sw 30
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Saves as 4th-level fighter
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' long)
MORALE:	Steady (11-12)
XP VALUE:	270



Shimmerfish are deadly, evil relatives of the friendly dolphins. These sleek and powerful swimmers are found in warm seas. Shimmerfish, unlike dolphins, are never found in fresh water. Both dolphins and shimmerfish often appear in open waters, making their characteristic arched bounds, frequently before the bow waves of ships.

The Red Curse: Shimmerfish never acquire Legacies or require *cinnabryl*.

Combat: Shimmerfish can form rough, shimmering images underwater with their glowing bodies, sometimes appearing like golden, sunken treasure or even luminescent humanoid forms. A group of four or more shimmerfish acts as a magical lure. A victim who sees a group of shimmerfish using their lure must make a successful saving throw vs. spell or become entranced. The victim will jump into the water to retrieve the treasure unless forcibly restrained. Once the victim is in the water, the shimmerfish will close in for the kill, biting with their hundreds of razor-sharp teeth. Fisherfolk, sailors, and others who spend most of their lives at sea are resistant to the lure of the shimmerfish (+4 bonus on saving throws). New mariners have the most difficulty.

If it becomes clear that their attempts at luring are ineffective, shimmerfish will ram small boats. Each shimmerfish in the group will ram the boat at high speed, one after the other. The boat must make a successful saving throw vs. crushing blow with each attack or spring a leak, which will cause it to sink in 1d4+6 rounds. Shimmerfish can also leap up to 6' in the air to knock victims into the water. The shimmerfish must roll to hit, and then the victim must make a successful saving throw vs. paralyzation or get knocked into the water.

Shimmerfish love to prolong a victim's death, teasing, drawing out the terror. Shimmerfish sometimes "rescue" victims of a shipwreck, carry them heartbreakingly close to shore, and then attack, just to watch the victims' rising hopes come crashing down in a rising tide of desperation.

Habitat/Society: Shimmerfish follow schools of fish in groups of varying size. Most groups contain only a few members, although occasionally larger groups will form temporarily.

Shimmerfish can sustain speeds of up to 19 miles per hour, with short bursts of more than 25 miles per hour. Their lungs are adapted to allow them to dive to depths of more than 1,000 feet for short periods of time.

Ecology: In one day, a shimmerfish eats nearly one-third of its weight, mostly in fish and squid.

Shimmerfish reach maturity at about six years old, at which time their previously dull skin becomes shimmery. They mate in the spring and have a gestation period of eleven or twelve months. Calves swim and breathe minutes after birth.

Shimmerfish have a language composed primarily of clicking sounds and whistles. These also act as part of an echolocation system, similar to that of a bat, enabling the shimmerfish to navigate and detect prey.

Shimmerfish have a gland in the head that holds a small quantity of valuable oil, which is used to lubricate delicate mechanisms. Each shimmerfish gland holds about one ounce of oil, which sells for between one and five gold pieces. Also, raw, uncured hide sells for about two gold pieces, and a cured shimmerfish hide is a beautiful thing worth at least 10 gold pieces.

Shirokinukatsukami

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	18, Fl 18 (A)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	L (8' tall)
MORALE:	Champion (15)
XP VALUE:	11,000



A powerful and kindly greater spirit, the shirokinukatsukami is a nemesis of evil and a protector of worthy humans.

Also known as the Eater of Dreams, the appearance of the shirokinukatsukami is perhaps the most bizarre of any spirit creature. It has the thick body of a horse, standing on the oversized legs of a tiger. Fine brown or golden hair covers its body, accented with bold, bright patterns in a variety of colors. Its face is that of a lion, complete with a thick mane of coarse hair. But it has the eyes of a human, the trunk and tusks of an elephant, and the tail of a cow. In addition, it has the arms of an ape, ending in tiger's paws that are equipped with long, purple talons.

The shirokinukatsukami speaks the languages of all humans, humanoids, animals, and spirits. It also speaks the language of the Celestial Court. Its laugh, which frequently punctuates its conversation, resembles the cawing of a crow.

Combat: This greater spirit is a fearless, skilled, and courteous fighter. Unless ambushed, it precedes its attacks with a polite offer: the spirit creature informs its potential victims of the foolishness of their actions, and gives them the opportunity to withdraw. At times, the shirokinukatsukami may offer its opponents an alternative course of action. For instance, a shirokinukatsukami might suggest that an evil spirit take refuge in a temple and ask the Celestial Court for mercy, in order to change its evil, criminal ways.

If an opponent attacks a shirokinukatsukami, or assaults a human protected by the strange creature, the shirokinukatsukami fights without mercy. It attacks with its front paws and its goring tusks. If both paws score a hit, it rakes its victims with its rear paws for 2-8 (2d4) hit points of damage each. Normal attack rolls must be made for these two additional attacks.

The shirokinukatsukami also has the following abilities: *detect evil, detect shapechanger, detect charm, detect harmony,* and *ESP*— all at will; *invisibility, become astral, dream sight, dream vision, protection from evil 10-foot radius, teleport* (no error) *smoke form*— all useable once per round; *dispel evil, cloud trapeze, pacify, exorcise, obedience*— all useable three times per day; *restore spirit* and *heal*— each useable once per day.

The shirokinukatsukami only can be hit by +3 weapons or better. It is immune to all air-based attacks, and suffers half (or no) damage from fire-based attacks. It is immune to all poisons.

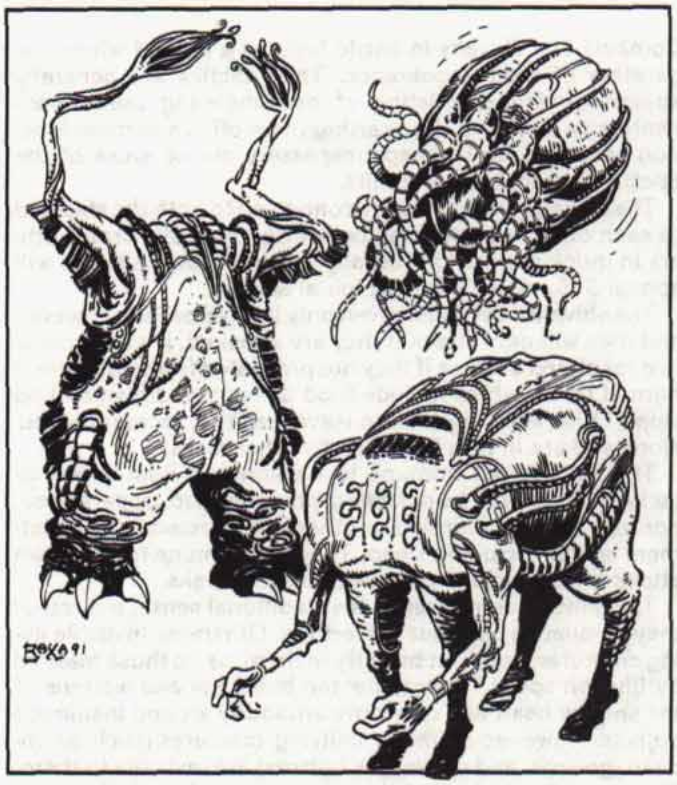
The shirokinukatsukami regenerates 2 hit points of damage per round.

Habitat/Society: The shirokinukatsukami is a staunch enemy of evil spirits and often arrives at night in the homes of humans who are tormented by such spirits. Though humans can petition the spirit creature for aid, usually by praying to the full moon or leaving offerings of flowers and gifts on a window sill, it is sometimes sent by the Celestial Emperor to specifically protect some deserving or noted person. For those who have successfully beseeched its aid or who have been selected by the Celestial Emperor for special protection, the shirokinukatsukami enters through a window at night, usually *invisible* or in smoke form. Slipping into the bed chamber, it takes a position at the head of the bed, guarding over its charge. During the night, it uses its powers to destroy or drive away any encroaching evil spirits, leaving at the first light of dawn. The shirokinukatsukami is never seen during the daytime.

The shirokinukatsukami has no permanent lair. Instead, it roams the world and the Celestial lands searching for evil spirits. It is quite likely that no more than four shirokinukatsukami exist.

Ecology: This spirit creature gains sustenance from the dreams of a human it deems worthy of its protection. The shirokinukatsukami can freely enter the human's dreams, while still maintaining its vigilance against evil spirits. Such activity has no ill effect on the human whatsoever; if the human experiences a dream where a shirokinukatsukami is dancing, gardening, or engaging in some other recreational activity, he knows that his dreams have been visited by a friendly shirokinukatsukami.

	Common	Guardian
CLIMATE/ TERRAIN:	*Spelljammer*	Control room
FREQUENCY:	Common	Unique
ORGANIZATION:	Squad	Solitary
ACTIVITY CYCLE:	Continuous	Continuous
DIET:	None	None
INTELLIGENCE:	High (13–14)	Genius (17–18)
TREASURE:	None	None
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1–8	1
ARMOR CLASS:	3	–3
MOVEMENT:	12	12
HIT DICE:	5	20
THAC0:	16	1
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1–8	3–18
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	40%	60%
SIZE:	S or M (3–5')	L (10' high)
MORALE:	Fanatic (17–18)	Fearless (19–20)
XP VALUE:	5,000	23,000



The shivaks are only found aboard the *Spelljammer*, and they are constructed (grown) in a manner similar to the smalljammers. In the shivaks' case, they are constructed in the shivak terminal (Area #15) rather than in the gardens (Area #2) like the smalljammers. The shivaks grow in pods out of the lifeless corridors.

When shivaks are destroyed or wear out, more are constructed. Those that are not immediately needed are kept in storage, where they are maintained on small amounts of energy from the ship. There are about 500 shivaks on board the ship at any one time.

Shivaks resemble headless ellipsoids that have limbs. The limbs are arranged in such a manner that varieties of shivaks resemble various species aboard the ship.

The surface of a shivak appears to be covered by a thick gray leather. However, this leatherlike exterior extends fully to the core of a shivak—in other words, shivaks lack organs in the known sense. The limbs are made of similar material, and they are what allow the shivaks to maneuver. (Shivaks move forward, backward, and sideways at will, much as if they were on rollers.)

Each variety of shivak also has a special attack form that it may use at will as described below.

COMMON SHIVAKS

The types of common shivak include the following:

- *Humanoid*—This shivak has humanoid limbs that consist of two stumplike legs and two multihinged arms, each arm ending in a delicate bundle of tapered coils. The coils allow the humanoid shivak to perform delicate work, but the humanoid's chief attribute is incredible strength. At will, they may raise their strength to that of fire giant level, gaining +4 to hit and +10 to damage.

- *Centaurian*—The centaurian shivak's elliptical body is horizontal rather than upright. It is supported by four horselike limbs, and it has a set of multijointed humanoid arms mounted at what is presumed to be the forward end of the shivak. The centaurian's chief attribute is speed, and it can increase its movement to 24 at will.

- *Beholderian*—The beholderian shivak is a floating eggshape that has a bundle of tentacles nestled around its crown. It does not have the eyes of a beholder, but its coils are incredibly strong (STR = 19). More importantly, this shivak can fly at its normal movement speed, and it has an MC of A.

- *Serpentine*—The serpentine shivak is a narrow ellipsoid that has an extended tail, which the shivak uses to coil around its opponents. It constricts its target, then crawls off with the creature still in its coils. The serpentine shivak has the ability to compress its body as well, allowing it to squeeze into spaces no more than 1 foot across in pursuit of its opponent.

- *Spiderian*—Also called neogian, this shivak is a horizontal ellipsoid much like the centaurian's body. This shivak's body, however, is supported by eight movable legs and is slung upward like a spider. Spiderian shivaks have the ability to spit a paralyzing poison up to 20 feet away. This poison can freeze an opponent for 1–3 rounds—enough time for the spiderian (and the other shivaks as well) to overwhelm and remove the intruder.

- *Enigmatic*—The enigmatic shivak is a mystery because it does not resemble any of the currently known major races of space. This shivak has a triform body, with three stumplike limbs and three arms coiled like rope and ending in trilateral "hands." While it resembles both the xorn and the triphegs, neither of those races have been known to have had a major impact in space outside their home worlds. The enigmatic shivak has a nasty ability in that it may produce a shocking grasp (as per the spell) for 2–12 points of additional damage when grappling with an opponent. This is only used to shock its opponents into submission.

Combat: The shivaks in battle fight as a unified whole, regardless of their appearance. Their tactics are generally straightforward, consisting of overwhelming their opponents with numbers, then carting them off. Their main function seems to be to keep trespassers out of areas of the *Spelljammer* that are off limits.

The shivaks are apparently connected to both the ship and to each other, for attacking one shivak typically brings others in quick succession (usually 1–8 additional shivaks will appear 3–6 rounds after the initial attack).

The shivaks have been given only limited orders, however, and they will only attack if they are attacked, if a creature is in a restricted area, or if they are prevented from doing their normal tasks, which include food delivery and dismantling ships. Otherwise they tend to leave the other races on board alone and are in turn left alone by other races.

The shivaks are immune to illusion and light-based attacks. They cannot be poisoned, polymorphed, or paralyzed, nor may they be charmed or otherwise affected by enchantment spells, including sleep. They are immune to their own attack forms, including those of other shivaks.

The shivaks do not see in the traditional sense, but rather they emanate a continual detect life. Otherwise invisible living creatures stand out brightly to them, as do those masked by illusion spells. They know the buildings and warrens of the ship by heart and can move smoothly around inanimate objects. However, animate, unliving creatures (such as undead, golems, and clockwork horrors) are invisible to them. They cannot attack what they cannot see, though they may flail around at −4 to hit.

Habitat/Society: The shivaks have no real society and are little more than extensions of the will of the *Spelljammer* itself. Unless specifically commanded otherwise by the captain, they will continue to perform their normal duties.

When under the control of the captain, they will respond to his or her orders as long as those orders do not directly contradict the shivaks' functions. (For instance, the captain cannot order the shivaks to *not* attack a trespasser found in the warrens.)

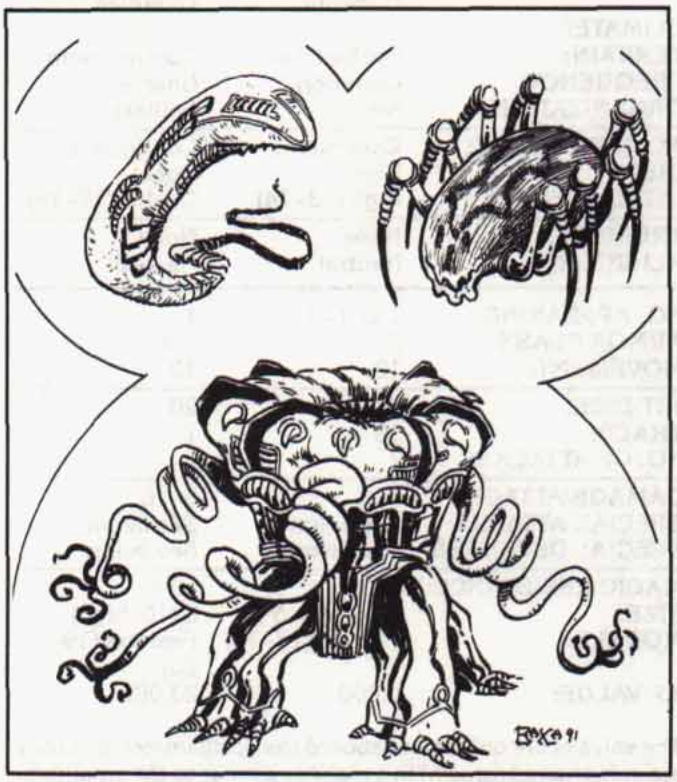
Ecology: The shivaks are "grown" in the shivak terminal, far from the light of the gardens, in great pods hanging from the wall. Unlike the smalljammers, the shivaks' only requirement for development is the presence of a spelljamming helm, which will create 1–10 new shivaks. Any spelljamming helms that are found will be taken back to the terminal for future use.

It takes only a few days for the terminal to create these shivaks once it has a new helm. The process is similar to the creation of the smalljammers upon the arrival of a new captain. The spelljamming helms, however, are consumed in the process and cannot be regained.

GUARDIAN SHIVAK

The guardian shivak is the largest of the shivaks and is found only in the control room. (The control room is an area that appears on the *Spelljammer* only when a prospective captain comes on board; the area randomly shifts position throughout the ship and is seldom found in the same place twice in a row. The adventurer must defeat the guardian shivak to bond with the ship and become captain.)

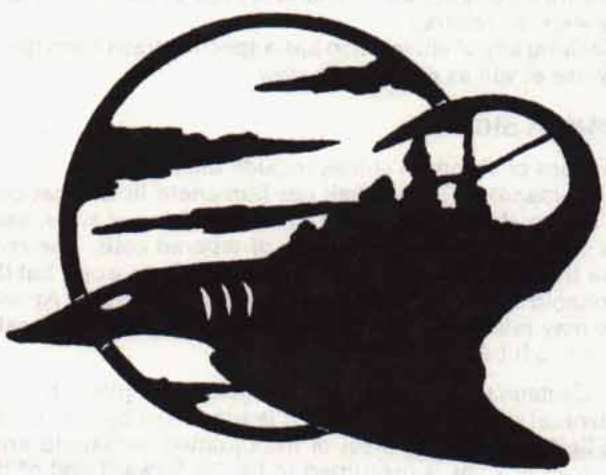
The guardian shivak is built to encompass the worst fears of the previous captain. As such, it strongly resembles the physical form those fears take (as opposed to the elliptical shape of the other shivaks). The current guardian shivak resembles a gigantic mind flayer. It is equipped with a psionic blast similar to that of a mind flayer.



The guardian shivak is made of the same leathery material as are the common shivaks, however, and it too has no apparent internal organs. The guardian has all the resistances and immunities of the other shivaks.

The guardian shivak exists only when an ultimate helm is carried on board the *Spelljammer*. This shivak is developed specifically for the purpose of challenging the possessor of the helm.

If the helm is destroyed or carried off the ship, the guardian shivak is absorbed back into the ship itself. It will reform each time an ultimate helm is present, and it will continue to be in the form that encompasses the fears of the previous captain, regardless of how many times the guardian shivak is called upon to appear.



	Contented One	Sojourner
Climate/Terrain:	Quasiplane of Lightning	
Frequency:	Common	Rare
Organization:	Varies	Varies
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Semi- (2-4)	Avg (8-10)
Treasure:	Q	Q
Alignment:	Chaotic neutral	Chaotic neutral
No. Appearing:	6d4	2d4
Armor Class:	10 or 0	10 or 0
Movement:	9	15
Hit Dice:	1+2	5-10
THAC0:	19	15 (5-6 HD) 13 (7-8 HD) 11 (9-10 HD)
No. of Attacks:	1	1
Damage/Attack:	2d4	3d4
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	20%	50%
Size:	M (6′ tall)	M (6′ tall)
Morale:	Average (8-10)	Elite (15-16)
XP Value:	270	5 HD: 2,000 6 HD: 3,000 7 HD: 4,000 8 HD: 5,000 9 HD: 6,000 10 HD: 7,000

"Frenzy.

"That's what you'd call it, I believe. It has taken me a long, long time to figure out how you think, my friend – my captor. But now I understand. You would call me undisciplined, unleashable. That, indeed, is why I am here, isn't it? To control the uncontrollable seems ever to be your urge. To you, I am an unfocused creature of energy, flitting about with speed and alacrity.

"You understand me less than I understand you, I think. I am an explorer. I seek knowledge. The same, perhaps, can be said of you. Unlike you, though, I can gather and process information much, much faster. That is how I've mastered your means of communication. Granted, you seem better able to retain information once you've observed and processed it. Perhaps, as far as intelligence goes, we're equals, you and I – different but equal.

"Yet you find me a frenzied, unintelligent maniac, while I find you a slow-thinking, controlling tyrant. Which of us is more off the mark, do you think?"

– statement given by a shocker held captive in a magical prison by Xivers Dinect, a prime wizard

Shockers are energy creatures of the Quasielemental Plane of Lightning. They're composed entirely of electricity and thus quite alien to most other life forms. On their own quasiplane, all shockers look like amorphous masses of energy-ball lightning. But through unknown means (perhaps a method similar to the *astral spell*, but with marked differences), some shockers can extend a portion of themselves onto other planes. That's how they've become known – and feared – throughout the multiverse.

Shockers come in two distinct varieties. Those that seek to leave the quasiplane of Lightning and explore are known simply as sojourners (in their own language). They extend themselves onto the Prime, the Ethereal, or any other Inner Plane, adopting a form that resembles a suit of humanoid armor imbued with great energy that crackles and sparks when they move.

The rest of the shockers are called contented ones, apparently because they're happy to stay on their home plane. 'Course, they can still extend themselves to other planes if they choose to do so. When this happens, they appear as indistinct humanoids made of bluish electricity, and they constantly give off sparks.

Combat: Both types of shockers attack simply by touching their foes; the contented ones inflict 2d4 points of electrical damage, and the sojourners cause 3d4 points. Any sod who fights a shocker while wearing metal armor or carrying a metal shield is treated as if he had Armor Class 10 (though Dexterity and magical bonuses still apply). Shockers gain a +2 attack bonus against foes in plate mail, +3 versus those in field plate, and +4 against victims in full plate.

Further, if struck by a hand-held, metallic weapon, a shocker automatically discharges its electrical attack. Against such blows the shocker is treated as AC 10. Against nonmetallic or missile weapons, the creature has an AC of 0. In any case, however, the weapon must be of +1 or greater enchantment in order to harm the shocker.

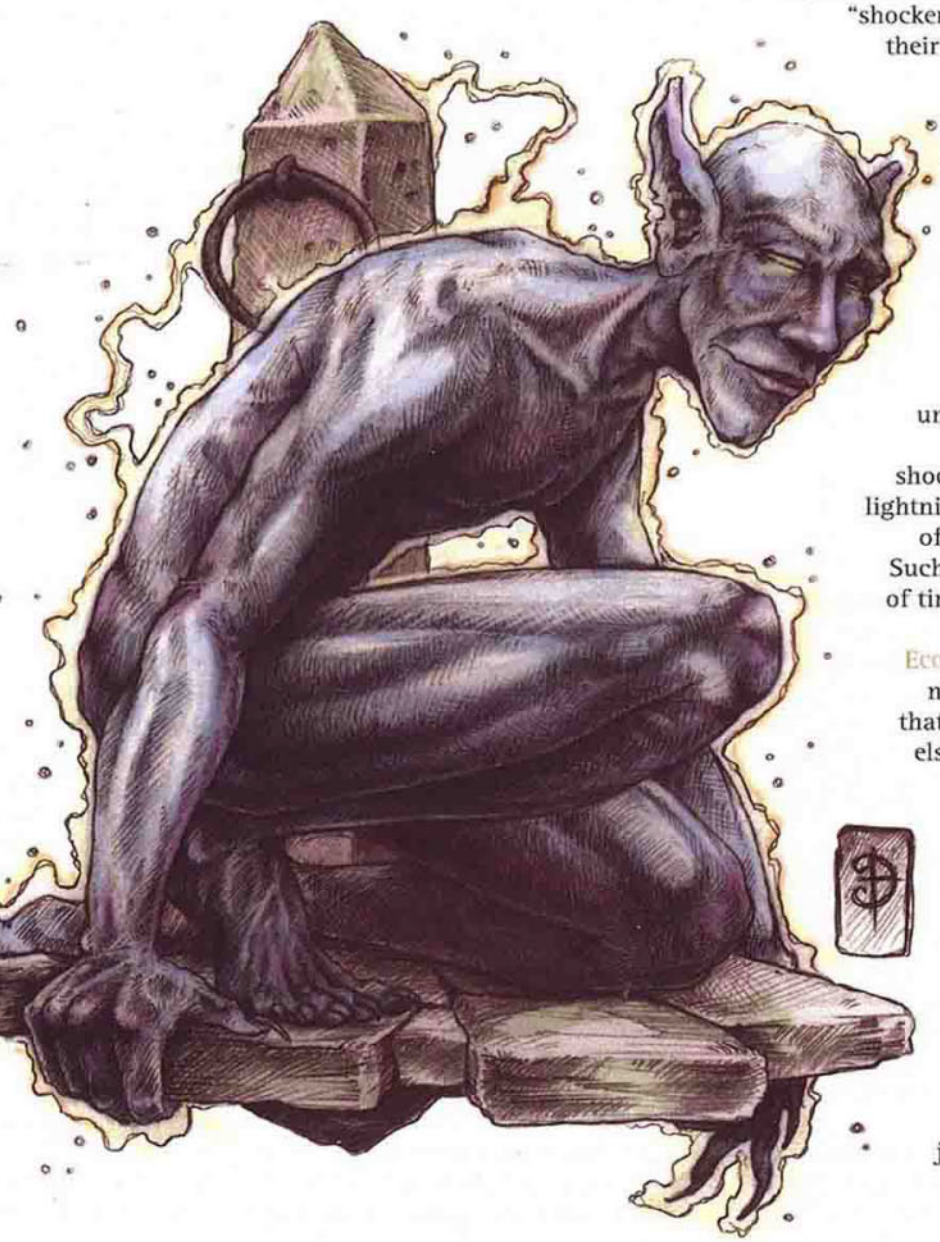
If a contented one discharges its attack (either by striking or being struck) while on a plane other than Lightning, its essence on that plane dissipates, leaving nothing but a minor bit of gray, metallic dust. Sojourners don't face that limitation, nor do contented ones while on their home quasiplane.

What's more, sojourner shockers can unleash *chain lightning* attacks similar to those of the wizard spell. When the lightning bolt strikes its first target, it causes 1d8 points of damage for each of the shocker's Hit Dice. Then it arcs to another victim within 40 yards, this time causing 1d8 fewer points of damage. The bolt keeps striking new sods, inflicting 1d8 fewer points of damage each time, until its charge is exhausted (or until there are no more targets). Each victim can make a saving throw versus spell, with success indicating that he suffers only half damage from the bolt. Note that each time a shocker looses a bolt of *chain lightning*, it loses one of its Hit Dice, including the accompanying hit points.

Both kinds of shockers are immune to poison, paralysis, and mind-affecting spells such as *charm*, *hold*, and *sleep*. Both kinds sustain half damage from fire- and cold-based attacks (and can make the appropriate saving throws to

negate the damage entirely). And both are immune to electricity — the sojourners especially so. Fact is, each successful electrical attack gives a sojourner one extra Hit Die (including the additional hit points), to a maximum of 10 HD. In this manner, a sojourner can regain any Hit Dice it lost by using its *chain lightning* power. Sometimes, in dire situations, a group of sojourners will blast one or two of their number with *chain lightning* bolts, sacrificing some of their own strength in order to create a few super-defenders.

Because shockers extend only a portion of themselves when traveling, they can be slain only while on the quasiplane of Lightning. If "killed" on any other plane, they don't die — their extended portion just turns to gray, metallic dust.



HABITAT/SOCIETY: Because of the shockers' exploratory nature, a basher's more likely to encounter one on the streets of Sigil than almost any other creature from the Inner Planes. Shockers've been reported on nearly every known plane — they've even found their way to the Outer Planes by extending themselves onto the Prime and then through the Astral or a portal. Such expeditions are extraordinarily rare, though, due to the difficulties involved.

On any plane other than their own, shockers are inquisitive and curious, observing living organisms, the environment, and energy patterns invisible to most other creatures. On Lightning, though, it's harder to tumble to a shocker's motivations. They live in communities within the quasiplane's stormy atmosphere, communicating in their buzzing, frantic language. These creatures sometimes learn the tongues of other races, but they still never call themselves "shockers." Instead, they always use their name from their own language: vrrxlzk (or some approximation thereof).

Contented ones are either the very oldest or youngest of the race. However, shockers apparently observe time in a manner different from most mortals, for they see it as a variable — something that literally speeds up and slows down. Therefore, shockers that converse with other races have difficulty talking in terms of age or the passage of time in a way that anyone else can understand.

Inner-planar scholars theorize that all shockers spend a great deal of their existence as lightning bolts arcing through the infinite expanse of their home quasiplane at the speed of light. Such would explain, perhaps, their unusual view of time.

ECOLOGY: On the Quasielemental Plane of Lightning, vrrxlzk are relatively peaceful creatures that attack only in self-defense. While traveling elsewhere, though, shockers probe and explore and often test other species by attacking or acting in strange, unpredictable manners. Because they can't truly be killed, these planewalking shockers rarely worry about danger. (When the creatures "die" off their home plane, the resultant dust occasionally contains a few rare minerals or gemstones.)

A handful of wizards know the dark of spells to summon shockers. Unfortunately, these poorly researched summonings have an equal chance of conjuring either a contented one or a sojourner.

siddwynd

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13–14)
TREASURE:	R×2, S×2, T
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	9, Fl 18 (B), Br 6
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d4/1d12
SPECIAL ATTACKS:	Electricity, lightning bolt
SPECIAL DEFENSES:	Immune to 1st- and 2nd-level wizard and priest spells
MAGIC RESISTANCE:	30%
SIZE:	L (10′–12′ long)
MORALE:	Fearless (19–20)
XP VALUE:	8,000



The siddwynd (SITH-wind) is the least intelligent of the garradalaighs. It is said to look like a long snake, but it is actually a long, thin lizard. It has four clawed feet, a formidable toothed jaw, and a whiplike tail that crackles with energy. It is greenish brown in color, a camouflage that allows it to blend in with its surroundings. Translucent wings sprout from the point where its legs join its trunk. These lay back against the creature's sides when it is moving along the ground or burrowing; they balloon like sails as the siddwynd takes flight.

This garradalaigh is reported to be familiar with many human and demihuman tongues. It can communicate telepathically with lizards and snakes. A wizard in the company of a siddwynd enjoys protection from attacks by reptiles and snakes.

Twice a day, while airborne, the siddwynd can release a *lightning bolt* (per the spell), inflicting 6d6 points of damage. The target can attempt a saving throw vs. spell for half damage.

Combat: The siddwynd fights only if it or its companions are in danger. It begins combat by rising into the air and letting loose its *lightning bolts*. Next, it dives on a chosen target, attempting to bite. A successful strike made at the culmination of a dive inflicts maximum damage of 8 points. Once on the ground, it continues to bite and to strike with its tail. A successful tail slap inflicts 1d12 points of electrical damage. Victims wearing metal armor or who are standing in water suffer an additional 1d4 points of damage.

This fearless garradalaigh will fight to the death (it does not believe it can be defeated). However, if the siddwynd is with humanoid friends and witnesses some of them withdrawing, it may do the same. It retreats by burrowing. Because the creature considers itself an easy target in the air, it will fly away only as a last resort.

Habitat/Society: The siddwynd calls no place home. This garradalaigh appears in the folklore of all five of Cerilia's human tribes, as well in elven and dwarven legends. The creature reputedly loves traveling—no matter what the terrain or climate. It is as much at home in the mountains as on the plains, in temperate zones and the frozen north. Particularly frigid, arctic areas are another matter, however. After a day of traveling across cold ground, the garradalaigh will burrow deep beneath the surface to warm up and sleep.

Ecology: The creature treasures spent wands, used feather tokens, and other burned-out magical items for select dining. When these are not available, it feeds upon insects and small rodents.

	Platinum	Gold	Iron
CLIMATE/TERRAIN:	Space	Space	Space
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	See below	See below	See below
INTELLIGENCE:	Low (5)	Low (5)	Low (5)
TREASURE:	L(x10)	M(x10)	J(x10)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	9	5
MOVEMENT:	6	12	6
HIT DICE:	10+1	9+1	6+1
THAC0:	11	11	15
NO. OF ATTACKS:	2	3	3
DAMAGE/ATTACK:	1d6+7	1d6+4	1d6+7
SPECIAL ATTACKS:	See below		
SPECIAL DEFENSES:	+1 or better weapons to hit		
MAGIC RESISTANCE:	30%	30%	75%
SIZE:	M (6')	M (6')	M (6')
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	4000	3000	975

Silatics are amorphous blobs, 5-7' in diameter, that eat metal. Continuously shifting and quivering, they use their two pseudopods to test substances for edibility. The silatic's diet consists solely of the metal they are made of. For example, a platinum silatic eats only platinum. Silatics innately detect the metal they eat within a 100' range.

Silatics hide well, for they can stretch as thin as 1" thick. They need no air to survive and prefer wildspace to planets. In wildspace they are almost graceful, fanning their thinned bodies to move slowly. As soon as gravity takes hold, though, gracefulness disappears; their pseudopods pull them along the ground.

Combat: The silatic's two pseudopods administer bludgeoning damage of 1d6+4. Each adult silatic's pseudopod can extend to 50'. They attack only if disturbed while eating or prevented from feeding. Usually, one pseudopod remains attached to the food while the other attacks an opponent. If injured, the silatic detaches from the food source and attacks the offender with both pseudopods.

There are three known types of silatics: gold, platinum, and iron. (A fourth, silver, is rumored.) Each has a special attack.

Iron—+3 bonus to damage; high magic resistance.

Gold—moves faster than other silatics, gaining one extra attack per round.

Platinum—+3 bonus to damage; also, the platinum silatic coats its pseudopod with acid. If it hits, the character takes an additional 2d8 damage (save vs. poison for half damage).

A silatic eats by attaching a pseudopod to its meal, excreting a liquid that dissolves the metal, and absorbing it through the skin. It takes three rounds to administer the liquid and three to absorb the liquefied metal. The liquid is harmless to living beings. Metal of the silatic's type saves vs. acid at −5. Metal not of the silatic's type saves at −2.

If a silatic senses metal within a wooden-hulled ship, it first tries to sneak aboard. If this fails, it batters a hole in the ship near the metal inside. Against metal ships, a silatic inflicts 1 hull point per turn; against wood, it inflicts normal combat damage.

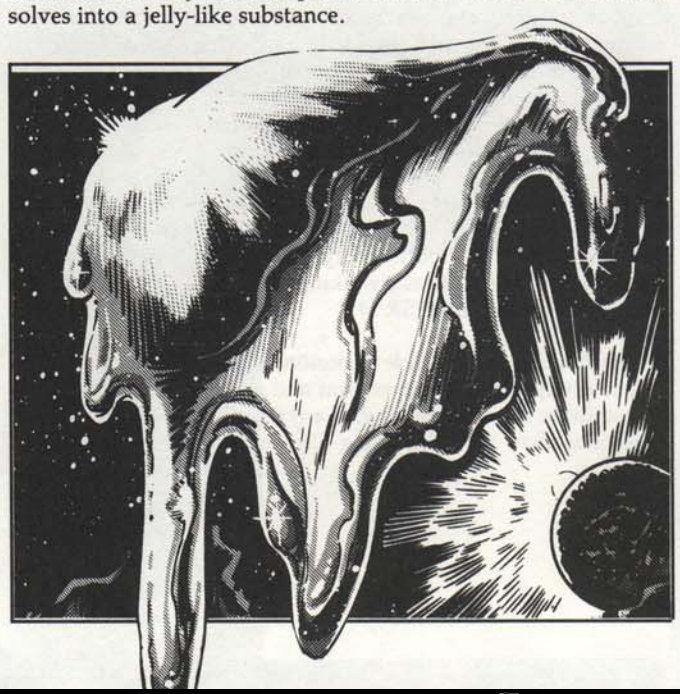
Habitat/Society: Silatics are solitary, avoiding other beings by hiding in "uninhabitable" places. Silatics of the same type exhibit instant hostility and fight to the death.

Gravs and most space miners kill silatics on sight. Residents of inhabited worlds hunt down silatics relentlessly. Once a gold silatic got into the gold reserves of a major city, reproduced, and soon dozens were oozing around, searching for more gold to devour. The entire city's economy collapsed because gold became too scarce—all because of one hungry silatic.

Ecology: Silatics have no spelljamming ability. To move from world to world, they stow away on ships, often on the outer hull.

When a silatic absorbs enough metal (around 100 lbs), it seeks out an uninhabited area and splits in two. The two new silatics, each 3 1/2' wide, are dazed and instinctively move in opposite directions. Five hours after splitting, they regain their senses and search for food. If the reproduction occurs in a confined space, the two silatics fight to the death upon regaining their senses.

If a silatic is killed, only the metal eaten in the last week can be recovered (usually 1d10 lbs per Hit Die). All other material dissolves into a jelly-like substance.



	Young	Adult
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Uncommon	Rare to very rare
ORGANIZATION:	Solitary	Solitary or family
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High to Exceptional (13-16)
TREASURE:	R	W (D)
ALIGNMENT:	Any chaotic	Any chaotic
NO. APPEARING:	1	1 or 3-9
ARMOR CLASS:	3	0 or -3, Matriarch
MOVEMENT:	15	15
HIT DICE:	7	9 or 12, Matriarch
THAC0:	10 (13)	8 (11) or 6 (9), Matriarch
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	8-11/8-11/9-15	8-11/8-11/9-15
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	55%
SIZE:	L (10' tall)	L-G (12-15' tall)
MORALE:	Elite (14)	Elite (14)
LEVEL/XP VALUE:	5,000	10,000 Matriarch: 17,000



Silats are a race of female, shapeshifting hags that roam both the wilderness and cities of Zakhara in magical disguise, searching for food.

In their true form, a silat appears to be a giant female humanoid with pale green or blue skin and curved ram's horns curling from each side of her head. The size of the horns depends on the silat's age, growing a complete spiral every century or so. The hair is usually the same color as the skin, but of a darker hue. Their teeth and nails look like yellowed ivory, but are harder and sharper than obsidian.

In both their polymorphed and their natural shape, silats wear rags that barely cover their bent and wrinkled forms.

Combat: Although the shapeshifting abilities of silats vary with age, all possess strong magic resistance and superhuman Strength (19). They attack physically with their daggerlike claws and a vicious bite. Silats can only be affected by magical or iron weapons and regenerate at a rate of 1 hp/round. They are unaffected by poison or mind-influencing spells (illusions, charms, *ESP,* and the like).

Younger silats (up to a century old) can polymorph all but one part of their form (usually the feet) three times/day. They will always take great pains to hide these appendages by covering them with rags. Once silats reach adulthood (one to five centuries old), they can fully *polymorph self* at will. In addition, adult silats can cast *polymorph other* three times/day. The most ancient of silats (over five centuries old) are revered as matriarchs. They can *polymorph self* and *polymorph other* (-4 on opponent's save) at will and can *polymorph any object* three times/day.

Neutral and good silats use their polymorphing abilities to move unnoticed and unbothered through human and demihuman society, where they are most commonly (and unknowingly) encountered. Evil silats use their powers to attract victims, frequently posing as helpless old women in need (or flirtatious maidens) in order to lure unsuspecting youths to a deserted location.

Habitat/Society: Silats are typically solitary creatures. They can be found just about anywhere in Zakharan society. While hunting for food, silats will pose as hideously ugly human females to discourage encounters.

In the wilderness, adult silats may be encountered alone, or with their family. Silats propagate their species by mating with ogre magi. Male offspring of such a union are ogre magi, while the female offspring are silats. Should a family be encountered, it will consist of an adult or matriarch silat with 1-4 sons (ogre magi) and 1-4 daughters (young silats).

Common to all silats is a desire to be left alone, and failing that, to be treated with respect. Every village or town has a story of a braggart who insulted a decrepit crone one day and was found sporting a donkey's tail the next. Even an evil silat will not attack one who bows respectfully and hails her politely with a friendly greeting. Those displaying refined manners and proper etiquette are rarely eaten and more often are helped on a quest or journey.

Ecology: Much of a silat's nocturnal activity cycle is spent in search of food. Neutral and good silats dine only on animal meat, while evil silats prefer human or demihuman flesh.

In spite of their parasitic or predatory relationship with human society, many humans and demihumans regard them with ambivalence, partly out of fear, but mostly because they are known to be extremely helpful to those approaching them in the proper manner.

Unfortunately, the "proper manner" of greeting a silat varies from individual to individual. With some, a polite salutation, such as "Peace upon you and your family!" may suffice. For others, a visitor might be required to perform a few minor chores, like tidying the silat's lair or combing her tangled hair. A few eccentric silats are known to only help visitors who perform the exact opposite of what was requested, polymorphing others into an embarrassing or ugly shape.

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Silk Wyrm

CLIMATE/TERRAIN:	Badlands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(W)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Fl 12 (C)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (501 long)
MORALE:	Steady (11-12)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/1/0	Nil/Nil	15	45

Psychometabolism— *Sciences:* shadow-form.



The silk wyrm is a snake with a hard, chitinous shell that measures over 50′ in length. They are commonly seen flying through the air during the day searching for prey, but rarely attack until dusk, when they assume their *shadow form* and sneak into a camp to attack.

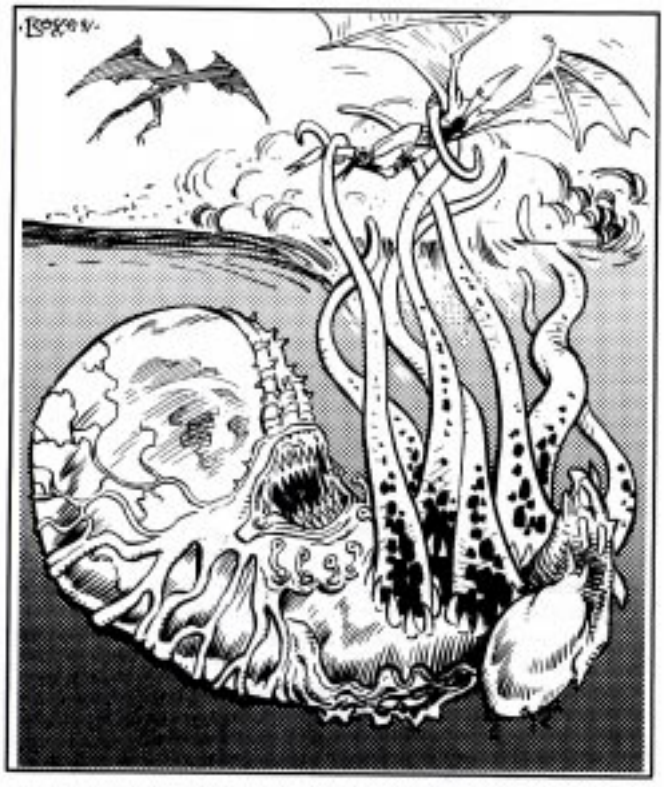
Any creature bitten by a silk wyrm must save vs. poison or be paralyzed for 1d4 days (a *restore* or *remove curse* will reverse this effect). Psionic powers can still be used while in this state, as long as the body itself is not required to move.

The silk wyrm will drag its paralyzed prey away and encase it in a sheath of silk, inside which the unfortunate victim will linger for up to two weeks. During this time, the silk wyrm will occasionally stick its head into the protective cocoon and bite the victim's neck, draining a little bit of blood and paralyzing him for another 1d4 days. Each time this occurs, the victim loses one point of Constitution. When his constitution reaches 0, all of his blood has been drained and he dies.

The silk casing manufactured by the silk wyrm is valued in many cities for use in expensive clothing. It is flame resistant (+4 bonus on any saves vs. normal fires, +2 bonus vs. magical fires) and very tough. Cutting a captured victim free can be quite time consuming.

Silt Horror

	White Horror	Brown Horror	Gray Horror
CLIMATE/TERRAIN:	Any Silt	Any Silt	Any Silt
FREQUENCY:	Uncommon	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Semi (2-3)	Semi (2-3)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	8	7	7
MOVEMENT:	3	3	6
HIT DICE:	14	9	12
THAC0:	7	11	9
NO. OF ATTACKS:	10	8	12
DAMAGE/ATTACK:	1-8 (x10)	1-6 (x8)	1-8 (x12)
SPECIAL ATTACKS:	Constriction	Constriction	Constriction
SPECIAL DEFENSES:	Air jet	Air jet	Air jet
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (50')	H (20')	H (25')
MORALE:	Average (10)	Very Steady (12-13)	Elite (14-15)
XP VALUE:	7,000	5,000	9,000
PSIONICS:	Nil	See Below	See Below



Silt Horror is the name given a group of predators that dwell in the sea of sand. While they vary in size and color, all of them are characterized by a large number of tentacles, and an unending hunger. Few are the creatures that escape once a silt horror has its tentacles around them.

White Horror

The white horror is the most common, and usually the largest, of the silt horrors. Its tentacles can grow up to 50' long, and it uses them to drag prey below the silt.

Combat: The white horror lies in wait below the silt. It is very sensitive to the vibrations caused by beings moving through the silt. Because of this, it is very hard to surprise (+2 bonus to surprise rolls). It also lies very still, granting it an increased chance to surprise opponents. (- 2 penalty to all opponent's surprise rolls).

When an opponent gets in range, (50' or less), the white horror attacks with all of its tentacles. It will attack multiple targets, but only if they are all in range. The horror usually attacks as soon as a target gets in range, rather than waiting for a larger group to approach. On an attack roll that exceeds the required score to hit by 4 or more, the victim is held by a tentacle. A hit causes 1d8 points of damage. If the victim is held, he suffers an additional 1d8 each succeeding round. The white horror also tries to drag the victim under the silt. Only creatures with a firm footing or a place to anchor themselves are allowed an Open Doors roll to resist this.

Once a horror grasps a victim, the tentacle must be severed to allow release. Very strong creatures (Strength 21 or better) have a chance equal to a Bend Bars roll to pull free. Otherwise, each tentacle takes 10 points of damage before being severed. Blunt weapons do half damage, but can eventually crush a tentacle. The white horror does not usually fight to the death.

On the rare occasions when a horror is losing a fight, it uses its air jet to escape. It moves by jetting out a large gust of air, sliding itself backwards through the silt at a rate of 50 yards per round. This also raises a small cloud of silt, making it almost impossible to follow, at least for those using sight. On the round after fleeing, the horror is completely hidden under the silt, and those who want to finish it off had better be able to fight under the silt. The horror's mouth is located next to the sensitive air sac, and is not used in combat.

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A white horror waits until its food has suffocated before it begins to feed.

Habitat/Society: The white horror is found anywhere in silt basins and the Sea of Silt. They move very slowly, and usually don't make the effort. They can sense vibrations in the silt up to 3 miles away, and gradually move towards any regular wading path that is used. The white horror does not like the sun, and if it must move out of the silt (to crawl over a sunken wall, for instance) it prefers to wait for dark.

Ecology: The white horror eats anything except other horrors. It is always hungry, and usually attacks anything that comes in range. It can exist for years on one meal, lying dormant underneath the silt. It lives about 40 years, usually mating only once in its life. This occurs only after a rain, and only if there is a male/female pair in the area. The female waits until she has found a new victim, and lays thousands of eggs in the body. These eventually hatch and jet off through the silt to begin eating. The white horror is said to be good eating by the few giants who have ever killed one.

If a horror has tentacles severed, it can replace them at the rate of one per month.

Brown Horror

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/2/4	—/M-	12	54

Clairsentience: — *Sciences:* precognition; *Disciplines:* feel sound, feel light.
Telepathy: — *Sciences:* domination; *Disciplines:* contact, mind blank.

The brown horror is a very feared form of silt horror, since it can force its victims to come to it. It is not actually brown, its skin is more of a dirty white color. Against the pearly silt, the tentacles flailing in the air often appear brown.

Combat: The brown horror lies in wait beneath the silt, like all varieties of silt horror. Its unique features include using precognition to determine the strength of the opposition, and the best time to attack. If it senses that the opponent is too strong for it, it tries to use its domination power to take over the victim. The brown horror is blind and deaf, so it uses its ability to feel sound and light to sense its prey. A brown horror always has at least one tentacle just a fraction below the surface. It uses this 'sensing tentacle' to find out what is going on around it.

When it attacks, it attempts to grasp an opponent with its tentacles and drag them below the silt. A hit causes 1d6 points of damage, and if it exceeds the attack roll by four or more, the opponent has been grabbed. Grabbing an opponent causes 1d6 points of damage each successive round, and the victim must make a Strength roll or be pulled under the surface. Resisting assumes that the victim has somewhere to get a firm footing, or is anchored to something. Victims pulled under the silt suffocate as listed under the white horror entry. Creatures with a 19 Strength may pull free by making a successful Bend Bars roll, although this is the only action allowed that round. Each tentacle takes 8 points of damage before being destroyed. Tentacle damage does not count towards the total hit points of the creature, although severing 4 or more tentacles causes it to flee, if able. It flees by using its air jet, which is the same as that of the white horror.

Habitat/Society: The brown horror is a solitary creature, found only in the silt. It is the most active of the horrors, ranging far in search of food. A brown horror lives about 45 years, and must eat at least once a month. Brown horrors are actually the products of cross breeding between the two other types of horrors listed.

Ecology: The brown horror is always hungry. It even attacks other horrors. It always attempts to dominate other horrors, being smaller and unable to stand up to the larger horrors in physical combat. The brown horror has no natural enemies except the other horrors. It can be eaten, but the few giants who have tried it said that the taste left much to be desired.

Any severed tentacles take two weeks to grow back, each.

Gray Horror

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/0/3	—/—	0	34

Psychokinesis — *Disciplines:* control sound, create sound, control wind.

The gray horror is perhaps the worst of the silt horrors. It is a sickly gray in color, and has a multitude of sharp-edged tentacles. It is the most intelligent of the horrors, and fears nothing that moves.

Combat: The gray horror attempts to lure its victim to it. It is skilled at creating and controlling sound. It is not intelligent enough to imitate a person's voice, but it can make whimpering sounds and the sounds of water. It uses its control winds and control sound powers to make it seem that there is water only a few steps away. When the intended victim is close enough, the horror strikes. A full dozen tentacles whip out of the silt and attack. If the victim is really looking for the water, he receives a -4 penalty to his surprise roll, otherwise the horror surprises its victims as listed for the white horror.

The tentacles are barbed, and a successful hit roll means that the victim is grabbed and held. A hit causes 1d8 points of damage, and the victim is pulled under the silt to suffocate. In addition to the problem of the silt, the horror keeps squeezing, doing 1d8 points of damage each additional round. Only a strength of 23 or better allows a Bend Bars roll attempt to break free. Each tentacle can take 12 points of damage before it is severed. The horror is very protective of its central body, and flees if it takes a direct hit to the body. It moves by jetting itself through the silt, raising a small cloud of silt in the area. It can 'jet' itself up to 50 yards in one round. Unlike the other horrors, this one comes back a few rounds later, at least if the victim(s) do not move off immediately. It will continue these 'hit and run' attacks until it has suffocated as many victims as possible, or until it takes over 50% damage to its body. If one or more tentacles are severed, they regrow at the rate of one per month.

Habitat/Society: Gray horrors are solitary, hungry, aggressive creatures. They only use their air sacs for emergencies, preferring to 'swim' through the silt. They range far through the silt in search of prey.

Ecology: Gray horrors consider anything that they can sense as prey. They sense the vibrations of someone moving through or on the silt for up to 3 miles, and usually try to move towards it. Gray horrors mate with any other kind of horrors. Their favorite food is giant, and once a gray horror discovers a giant's path, the giants usually have to find a new path.

Silt Horror, Black

Climate/Terrain:	Any silt
Frequency:	Common
Organization:	Clutch
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	3–12 (3d4)
Armor Class:	7
Movement:	3, Sw9
Hit Dice:	5
THAC0:	15
No. of Attacks:	1+bite
Damage/Attack:	1d8/1d4
Special Attacks:	Entangle, poison
Special Defenses:	Air jet
Magic Resistance:	Nil
Size:	M (4′ long)
Morale:	Elite (15–16)
Level/XP Value:	650
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW, II, Def: MBk, TS
Player's Option:	#AT1; MTHAC0 18; MAC 8



Clairsentience: *Sciences* – precognition, *Devotions* – feel sound, feel light.

Telepathy *Sciences* – mindlink, *Devotions* – attraction, contact (false sensory input), ego whip (inflict pain), id insinuation (invincible foes), life detection.

The black silt horror is the smallest and most common of the silt horrors. Resembling a black, dusty octopus or squid with a writhing mass of eight barbed tentacles, the black horror is obviously related to the other horrors. It is much smaller than other silt horrors and roams in groups called clutches. The black silt horror aggressively hunts anything it can catch. Large clutches have attacked white horrors and wading giants.

Combat: Black silt horrors attack with pack tactics, dividing into a pursuing group and an ambushing group. The pursuers rapidly let toward the prey to drive the victims toward their clutch-mates, who wait beneath the sand. If the tactic works, there is a –2 penalty to their opponents' surprise rolls; otherwise they break cover and join the pursuit.

Black silt horrors attack with their lashing tentacles. They try to entwine a victim to immobilize it, inflicting 1–8 (1d8) points of damage with a successful attack. The black horror attacks only once for all its tentacles, individually, the tentacle attacks are negligible. On any round the black silt horror hits with its tentacles it can immediately try to bite. If it hits, the bite inflicts 1–4 (1d4) points of damage and injects a paralyzing poison. The victim must successfully save vs. poison or be paralyzed for 3–12 (3d4) rounds. If the silt horror's roll is a natural 20 for its tentacle attack, the horror entwines the victim with its tentacles, pinning one to four limbs. The silt horror automatically hits entwined victims each round for normal tentacle damage and can also attempt to bite. It releases entwined victims if it is reduced to 8 hp or less.

The tentacles of the black silt horror are AC 6 and have 4 hp each. The horror flees if it loses more than five tentacles. When fleeing combat the black silt horror can direct its air jet to create an impenetrable cloud of dust, covering its escape. Any creature caught in the dust cloud must make a successful save vs. breath weapon or be blinded by the silt and begin choking and coughing for 1–4 (1d4) rounds.

Habitat/Society: Black silt horrors are a matriarchal society. The larges; female, the clutch leader, develops rudimentary psionic abilities that aid in capturing prey. Black silt horrors are found in the Sea of Silt and many smaller silt basins.

Once a year the black silt horrors of the Sea of Silt migrate to the same spot they were born. Here, a mating ritual lasting two weeks takes place. When the mating season is over, the horrors separate into their clutches and return to their home areas.

Ecology: Many Athasian sages believe the horrors to be decendants of an ancient water dwelling creature. This has been evidenced by rock formations containing the impressions of creatures bearing a striking resemblance to the silt horror.

Black silt horrors have a voracious appetite and will eat even after a large feeding. They are not picky eaters and consider any creature they can chase down to be their next meal. Their favorite food is the silt runner.

Silt Horror, Magma

Climate/Terrain:	Any volcanic
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	4
Movement:	6
Hit Dice:	12
THAC0:	9
No. of Attacks:	8
Damage/Attak:	1d8 (x8)
Special Attacks:	Constriction
Special Defenses:	See below
Magic Resistance:	Nil
SIZE:	H (25' long)
Morale:	Elite (15–16)
Level/XP Value:	5,000
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 11, PSPs 40 Att: MT, PsC, Def: MB, TS
Player's Option:	#AT1; MTHAC0 18; MAC 6

Clairsentience: *Sciences* – clairvoyance. *Devotions* – danger sense, hear light.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (empathy), mind thrust (send thoughts), psychic crush (sight link), synaptic static, life detection.

The magma horror inhabits areas that are rife in volcanic activity. It is a blood-red color, deepening to black near the top of the head. It has eight tentacles that can grow as long as 25 feet. Unlike the other horrors, the magma horror is very intelligent and has formidable psionic abilities. Because the magma horror has no eyes, it uses its psionic powers to sense the presence of prey.

Combat:

The magma silt horror lies in wait in pools of magma, hot springs, fumaroles, and geysers. The horror uses its psionic abilities to sense the presence of prey and to lure that prey to it. Periodically the horror activates its life detection and clairvoyance psionic abilities to detect the availability of its next meal. If a creature large enough to be considered a meal is sensed, the magma horror attempts to establish psionic contact with its target and communicate with it using mind link and send thoughts. The ltimate goal of such a communication is to convince the being to approach the location of the horror. Once the prey is in range, the magma silt horror launches its attack. It attacks with all eight arms, hoping to wrap a tentacle around its target. If the horror exceeds its attack roll by four or more, it ensnares the unfortunate creature. Any creature caught in a tentacle suffers an additional 1–8 (1d8) points of damage per round and 1–4 (1d4) limbs are pinned and unusable. The magma horror also attempts to drag the victim into the magma (or water). A successful Open Doors roll allows the victim to stand his ground. If the prey is dragged into the magma or hot water it suffers any applicable heat damage.

For a victim to escape, the tentacle must be severed. Each tentacle requires a total of 8 points of damage before being cut. Any attacks that miss the tentacle must be rolled again to see if the ensnared creature is hit instead.

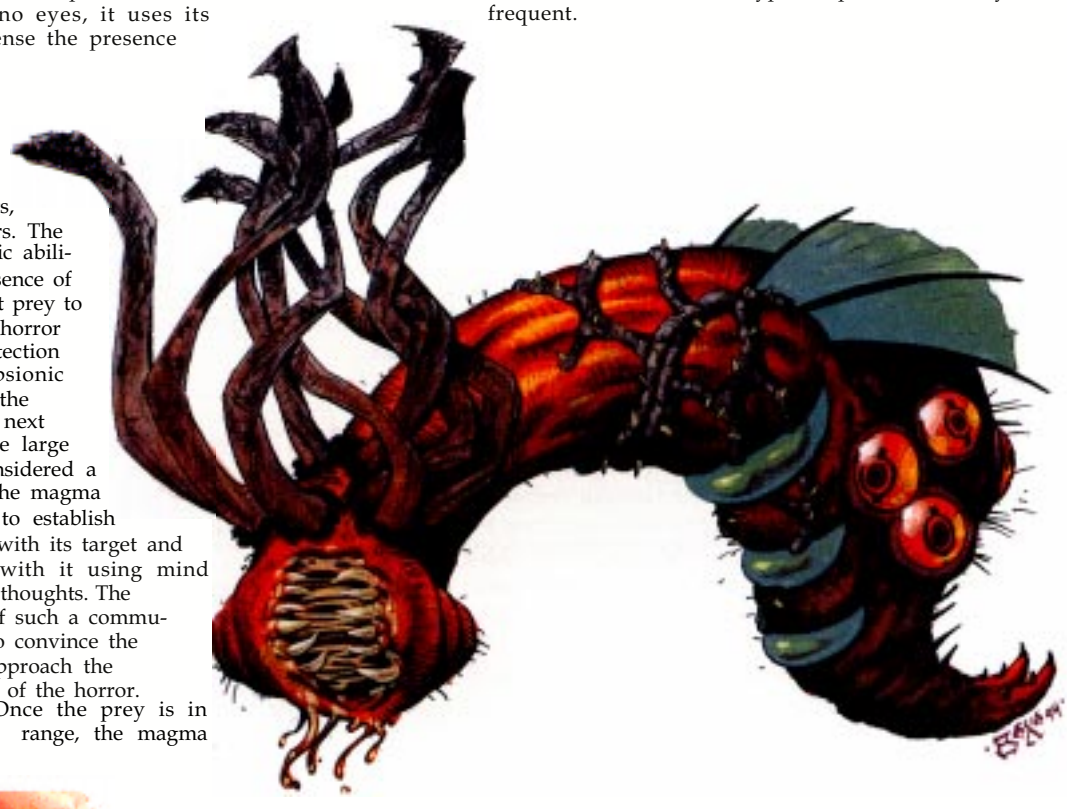
If the magma silt horror is in danger of losing the combat or more than half of its tentacles, it uses its steam jet to escape. Any creature within 90 feet of the creature must make a successful save vs. breath weapon or be engulfed by a cloud of steam. While this attack causes no damage, it blocks normal vision and infravision and allows the horror to make its escape. The magma horror is immune to all heat-based and fire-based attacks, but suffers double damage from all cold-based attacks.

Habitat/Society:

The magma silt horror is a solitary creature. it meets in frequently for mating purposes. Once the process is complete, it parts ways. The horror sometimes moves within its domain from a geyser to a hot spring to a lava flow, but always remains in familiar territory.

Ecology:

As with all horrors, the magma silt horror is always ravenous and takes every opportunity to feed. This horror must feed at least once every six weeks or it begins to weaken. Sometimes this is a challenge, as the areas these creatures call home are not the types of places that many creatures frequent.



Silt Horror, Red

Climate/Terrain:	Any silt, mudflats.
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any (night)
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6 (8)
Movement:	8 (6)
Hit Dice:	8
THAC0:	13
No. of Attacks:	8
Damage/Attack:	1d8 (x8)
Special Attacks:	Constriction
Special Defenses:	Air jet
Magic Resistance:	Nil
Size:	L (12′ body)
Morale:	Very steady (13–14)
Level/XP Value:	2,000
Psionics Summary:	Dis 2/Sci 1/Dev 5; PS 8; PSPs 25 Att: PB; Def: IF
Player's Option:	#AT1; MTHAC0 19; MAC 9

Telepathy: Sciences— psionic blast (mindlink); *Devotions*— attraction, contact (life detection), ESP, false sensory input, repugnance.

The red silt horror is the most mobile of the horrors, able to propel itself across the surface of Athas using four tentacles that can support its weight.

The red slit horror is one of the smaller horrors, measuring about 12 feet long. The creature gets its name from the scarlet hue of its leathery hide.



Combat: The red silt horror tries to lure prey to it using its psionic abilities to establish contact with its quarry. It uses either its telepathic devotion attraction or its ESP to discover what the victim desires most. Once this desire is determined, the red silt horror uses false sensory input to create a complete sensory image of the desired object.

Once the red horror lures the creature close, this aggressive creature launches its attack. Initially it attempts to hit the victim with its eight tentacles If the horror exceeds its attack roll by four or more, the intended victim is entangled by one of the tentacles. Each round thereafter the ensnared creature receives damage at the rate of 1–6 (1d6) points per round. One to four of the victim's limbs are rendered useless by the constricting tentacle. A victim can escape from a tentacle's clutch by making a successful Bend Bars/Lift Gates roll. A victim can also be released if the tentacle receives at least 6 points of damage. Attacks that miss against an entwined tentacle require an additional attack roll to see if the slit horror's victim has been hit instead.

On any round that a tentacle scores a hit, the red silt horror also receives a bite attack on the same opponent. This attack causes 1–6 (1d6) points of damage and mlects a poison The victim must make a successful save vs. poison or be paralyzed for 3–18 (3d6) rounds. A creature that has been entangled can receive a bite attack every round that it is caught in the horror's deadly embrace.

If the red slit horror has only 10 hit points remaining or loses four or more of its tentacles, it uses its air let to create a cloud of silt or sand. Any creatures within 60 feet of the horror must make a successful save vs. breath weapon or be blinded for 1–4 (1d4) rounds. Such creatures must also make a Constitution check or begin sneezing and coughing for 1–4 (1d4) rounds. The horror cannot create this cloud in a mudflat.

Habitat/Society: The red silt horror prefers to live in the Sea of Silt and stays there as long as it can maintain a regular diet. If traffic should slow to the point that the horror can't feed itself, it moves to another silt basin, a mudflat, or even the desert. This journey is always made at night to limit the chances that it is seen and attacked. While on the surface, the red silt horror has a decreased movement of 6 per round. Also, its AC is lowered to 8. Once a suitable lair is found, the red silt horror uses its air jet to dig into the ground where it awaits its next victim.

Ecology: The red silt horror has a voracious appetite. It has been known to devour creatures twice its size, only to catch another creature hours later. Giants are the favored food of the red silt horror.

Climate/Terrain:	Sea of Silt
Frequency:	Uncommon
Organization:	Clutch
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2d6
Armor Class:	8
Movement:	15 (in silt)
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4' long)
Morale:	Steady (12)
XP Value:	65
Psionics Summary:	Nil
Player's Option:	MAC 7

Silt spawn are the young of the silt horrors that roam the Sea of Silt. Unlike their adult counterparts, coloration is more difficult to detect at this young age. It seems that the young are born with random colors and only take on the appearance of silt horrors as they reach maturity. Silt spawn only remotely resemble the adult creatures they will become, and few who see them would even guess at a connection between the smaller silt spawn and the huge, multitentacled silt horrors they grow into.

Silt spawn have tentacles and teeth, like the adult horrors, but they appear flatter, less bulbous. They keep this flat shape until reaching a size of about 10 feet long, then they start to take on the characteristics that differentiate them as adult silt horrors.

Combat: When aroused, a clutch of young horrors will gauge their prey's strength before attacking as a group. The only attack form available to the silt spawn is a bite, as its tentacles have not yet developed enough strength to be used offensively. The silt spawn usually concentrate on a single target, hoping to drag it under the silt where the entire clutch can share in the feast.

Though the silt spawn are small, their varied nature and youthful energy makes them deadly in their own right. Because of their ability to move quietly through the silt, opponents receive a -2 penalty to all surprise rolls. If a victim is surprised, in the first round of combat all of the silt spawn get to make a free attack against the target.

One tactic that the spawn have learned is to drag prey deeper into the slit. If more than two of the spawn manage to bite a character *in the same round,* the victim must make a successful Strength check or be dragged a number of feet into the silt equal to the number of silt spawn that bit him. A character who failed a Strength check and was bitten by three spawn would be dragged three feet deeper into the silt. If the victim is standing on a shoal ledge or reef, this can often lead to a quick and dusty death—as well as provide a hearty meal for a clutch of silt spawn.

Habitat/Society: Silt spawn live in ruins or rocky sanctuaries beneath the silt where larger creatures usually can't get at them. When they sense prey nearby, they quietly move toward the surface and wait to ambush them.

While adult silt horrors are solitary creatures, silt spawn live in clutches of 2–12 creatures. They have the same constant hunger that drives the silt horrors, but silt spawn will actually work together to capture prey. Many of the techniques they learn to use in the clutch will serve them just as well when they reach adulthood. Once they are full grown, silt horrors use their many tentacles to grab and drag prey instead of relying on the help of clutchmates.

Unlike adult silt horrors, silt spawn are tasty and can be used as a source of food. While giants will avoid silt horrors unless desperately hungry, they will seek out silt spawn as a delicacy. For this reason, and because of their smaller size, silt spawn tend to be much faster than their adult counterparts. Their sleek design gives them the ability to "fly" through silt. They do this by employing powerful body muscles and their shorter tentacles to produce movement—much like eels swim through water.

A silt horror always lingers near silt-covered ruins and buried reefs as it prepares to give birth. After an adult horror gives birth to a clutch of silt spawn, the spawn take refuge in the ruins or reefs to avoid the gnawing hunger of their parent. A silt horror has no love for its spawn, and will try to eat its young with as much enthusiasm as it shows other living things. Once the spawn have escaped the horror's tentacles (and not all do), the horror responds to the call of the deeper silt and moves away from the birthing ground. The spawn remain in the protected area until they reach a size that will make them less likely targets of the adult horrors.

A clutch of silt spawn is usually, but not always, made up of the offspring of a single horror. Sometimes two or more horrors will give birth in the same area at approximately the same time. In this rare instance, all of the spawn will seek each other out and form a massive clutch. They lose this companionship when they reach adulthood, as silt spawn grow increasingly independent as they mature into silt horrors.

Ecology: Silt spawn live in clutches until they are too big to fit in the shallow silt. Then they move out into the depths of the Silt Sea to become true slit horrors. Though different colored horrors have been known to prey on each other, slit priests claim that those that are raised in the same clutch—

even if they are of different species—will not. Perhaps this is due to some scent or other natural phenomenon native to their breeding beds.

Silt spawn are sometimes hunted not only as food, but because their outer layer of skin can be used to make waterproof sacks. The giants of the Silt Sea islands make water containers and storage sacks out of the silt spawn they capture—after hollowing them out and removing all of the tasty meat first.

A weed called draxia that grows on the islands of the Sea of Silt can be turned into an ointment that repels silt spawn and irritates silt horrors. When the plant's juice is rubbed on the skin, it acts as a repellent to drive away silt spawn. The smell lasts for two hours, during which time silt spawn will not come within 10 feet of a person or creature coated with the stuff. While silt horrors don't like the smell, they can ignore it and attack as usual in its presence. In fact, many times the irritation caused by the plant's juice will simply serve to infuriate a silt horror. There is a 60% chance that a silt horror will ignore all other targets to attack a character that smells of draxia weed.

Spawn Heritage
(Divination)
Level: 2nd
Range: 30 feet
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 10-foot radius
Saving Throw: None

The elves of the coast traffick in spell components and mystic powders. Silt spawn tentacles can be used for both. However, different types of silt spawn are needed for different spells and powders. The elves have developed a spell that will reveal the type of silt horror the spawn will become. The physical component is a bit of dried hide from an adult silt horror. Technically the spell will only reveal if the silt spawn is of the same type as this bit of dried flesh. However, the more types of dried silt horror hide the caster is holding the more types of silt spawn he can identify.

Although the silt spawn is a delicacy among the giants of the Silt Sea, the tentacles are not. They are hard and rubbery, with a bitter flavor. The giants trade the tentacles to the elves.

Spawn Song
(Conjuration/Summoning)
Level: 4th
Sphere: Animal
Range: 0
Components: V, S
Duration: 10 rounds
Casting time: 10 rounds
Area of Effect: 240-yard radius
Saving Throw: None

The shaman giants of the Silt Sea know a spell that can summon 2d6 silt spawn. It must be used carefully, because it does not make the creatures tame or placid. In fact, the summoning convinces the silt spawn that the cleric is himself a meal that will satisfy their raging appetites.



The cleric actually sings the spell while in contact with the silt. So long as he sings, the spell calls to the silt spawn The song only lasts 10 rounds, after which the spell is broken.

To make effective use of this spell, the cleric works with spawn trappers. The cleric is extremely vulnerable The trappers must scoop up the silt spawn from the silt before they get too close to the shaman. Fortunately for the trappers, the silt spawn are oblivious to everything except the singing shaman.

If this spell is used to lure specific silt spawn, those creatures do get a saving throw vs. spell to ignore the spell. The 2d6 silt spawn drawn to the cleric are assumed to be those that have failed their saving throw.

Silt Runner

CLIMATE/TERRAIN:	Sea of Silt islands, tablelands
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J, K (A)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	5-30 (5d6)
ARMOR CLASS:	7
MOVEMENT:	48
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-3/1-3/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3-4' tall)
MORALE:	Average (1-10)
XP VALUE:	35 Guard: 65 Leader: 120

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/3	—/TS	10	24

Clairsentience — *Science:* clairaudience; *Devotions:* combat mind, radial navigation, see sound.



These small lizard-like men are common on Athas. They usually live the life of raiders, although occasionally a lair will be found. Silt runners move very quickly and have broad, flat feet. They can even run across silt for short stretches. They hate elves with a passion; an entire raiding party of silt runners may turn aside from a caravan to attack a lone elf.

Silt runners are small, green, scaled, and ugly. They have protruding snouts filled with sharp teeth. Silt runners wear little or no clothing. What they do wear is usually more of a trophy than any covering for the sake of modesty or protection.

Silt runners speak a tribal language, and 35% of them can speak the common tongue.

Combat: Silt runners use two basic tactics in combat. The first is to ambush someone if possible; the second is to overrun an opponent using wave tactics. Silt runners never attack, however, unless they outnumber the foe by at least three to one.

Silt runners have naturally hard scales, which accounts for their armor class. They are able to attack with their claws and teeth. Each claw hits for 1d3 points of damage, and their sharp teeth can do 1d6 points of damage. Silt runners also carry weapons, if they can steal them. Each silt runner is armed as follows:

Roll	Weapons
1-50	No weapons
51-60	blowgun and wooden or bone dagger
61-80	sling and wooden club
81-90	wooden or bone spear
91-00	bone or wooden dagger

Leaders often (50%) are armed with a wooden long sword or short bow, and his guards usually carry wooden or bone hand axes or short swords. Leaders and guards often carry wooden or other types of shields.

Silt runners use their natural speed and combat mind devotion to gain surprise, appearing over a hill and descending on a party with startling speed. They try to overrun the party before any spells can be cast. In such a situation, opponents have a -3 penalty to their surprise rolls.

Silt runners break off combat if enough are brought down that they outnumber their opponents by less than two to one.

Habitat/Society: Silt runners are tribal in nature, living in lairs of up to 200 individuals. These tribes are usually based on islands near the shores of the Sea of Silt or in a remote desert oasis. Silt runners consider elf a delicacy, and in melee they always attack any elves present first. Their natural speed usually makes this easy.

Silt runners often inhabit the same types of islands that giants do. Giants are usually left alone by silt runners (who know when they are overmatched). The giants tend to view these creatures as pests or vermin, overrunning their homes. Unfortunately, they are just too fast to swat properly.

A silt runner band always has a leader, the largest of the tribe, growing perhaps five feet tall. If more than 10 silt runners are encountered, the leader also has two guards with him. If more than 20 are encountered, an additional 1d4 guards are present. Leaders have 4 HD, have thick scales, and carry a shield, giving them AC 5. Guards are 3 HD and carry shields, giving them an Armor Class of 6. If encountered in their lair, there are 11-30 guards (d20 + 10) and 2-8 (2d4) leaders. The overall leader has maximum hit points and 10% of the time will be armed with a stolen metal weapon, possibly a rusty short sword or pitted battle axe.

Ecology: They can eat almost anything, although they always prefer elf if they can get it. Silt runners reproduce by laying eggs, and only the leaders are allowed to breed.

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CLIMATE/TERRAIN:	Silt shallows
FREQUENCY:	Uncommon
ORGANIZATION:	Nest or Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2 or 2-12
ARMOR CLASS:	1 (in silt) or 5
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 plus poison
SPECIAL ATTACKS:	Poison, Type E
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (2-4 feet long)
MORALE:	Average (8-10)
XP VALUE:	65

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II, EW/M-,TS	12	60

Clairsentience— *Sciences:* precognition; *Devotions:* feel sound, feel light.

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Silt serpents are simply snakes that have adapted to the dusty shoals of the Silt Sea. They use the silt as camouflage and cover as they sneak up on their prey, and it is this tactic that gives them their name. Though they are small creatures, their venomous bite can bring down a hearty mul in seconds.

Most serpents grow to a length of only two to four feet, but it is possible that larger versions live in the deeper stretches of the Sea of Silt. Silt serpents are a light gray to pale tan in color, just like the choking dust that lends them their name.

Combat: The silt serpent is a stalker and a master of stealth. The serpents have eyes, but it is their sense of vibration that provides them with most of their uncanny perception. A typical tactic of a snake is to lie completely beneath a shallow layer of silt. The dust packed in around the creature's sensory organs acts as a medium for vibrations. While buried beneath the surface, a silt serpent can sense things moving over the land or through the silt within a 40-foot radius. Often, a serpent rests upon a high vantage point and waits until it sees prey in the distance. Then it drops into the silt and tries to sneak up on its victim from below. This leaves a small trail in the serpent's wake, which an adventurer might notice on an Intelligence -5 check.

Once the snake has detected its prey and moved within five feet, it strikes. If the silt serpent attacks with surprise, it receives a +4 attack roll bonus on the first round. Anyone hit by the serpent takes 1d2 points of damage and must immediately make a saving throw versus poisons. Failure results in death, while those who are successful take 20 points of damage.

A silt serpent always attempts to strike at unprotected flesh as a first resort. It seeks to pierce armor with its sharp fangs only if no exposed flesh is within range. The silt serpent's bite can break through hides and leathers, but it cannot pierce metal armor of any sort.

Once a snake has bitten a victim, it invariably retreats beneath the silt and looks for a safe hiding place to wait for its prey to die. As a silt serpent never knows whether or not its poison has done its job, the serpent always flees after delivering a successful attack. If the prey does not collapse after 1d4 rounds, or if the prey starts to leave the area, the silt serpent moves closer and strikes again. It repeats this process until the prey collapses, kills or drives off its tormenter, or somehow outdistances the silt serpent.

When the snake senses that its victim has expired, it emerges from the silt to consume its meal. Note that it can't actually eat anything much larger than itself, but



as the meat begins to decay it can tear off pieces small enough to swallow and consume.

Silt serpents only attack creatures that appear to be alive. To a silt serpent, this means a creature that is moving. If a creature stops moving for any length of time, and no vibrations of movement reach the serpent's sensory organs, then the creature is assumed to be dead. In that case, the silt serpent will not deliver a venom attack but will instead begin to feast.

A silt serpent produces enough venom to deliver four poisonous bites before its supply is exhausted. After its venom supply is exhausted (and only successful hits exhaust the venom supply), a silt serpent must wait four hours to replenish enough venom for one attack.

Habitat/Society: Silt serpents are either encountered hunting as a mated pair (1-9, or in a nest of 2-12 young. Young silt serpents are accompanied by 1-2 adults 50% of the time (90% of the time at night). When encountered in a nest, the serpents will not retreat. Their only thought is to kill whatever is invading their home.

Young silt serpents produce a more powerful venom than their parents, so saving throws against their bites are made at -2.

Ecology: Silt serpents are carnivores, though they actually consume carrion more often than not. They gather in family units and nest in rocky ruins covered in soft, gray silt. The average life span of a silt serpent is unknown, for explorers poking through silt covered ruins usually kill the creatures as quickly as they spot them-if they spot them and are not killed themselves.

The giants of the Sea of Silt and others who live along the dusty shores know that silt serpents make excellent meals. Their meat is sweet, tasty and extremely juicy, and it can be eaten raw or cooked over a slow-burning fire. The Sky Singers elf tribe makes a particularly famous dish using silt serpent meat and faro leaves. The meal, called *alrasb* in the elven tongue, can be sampled at the Happy Hurrum Inn in Nibenay's Hill District, or at the food tents at the Sky Singers' trade road bazaars.

Silt Serpent, Giant. Though considered to be nothing more than elf tales by the people of the Tyr region, the giants of the Sea of Silt know that giant silt serpents exist. These creatures are simply gigantic versions of the regular silt serpent, and they grow to a length of 18 feet. Giant silt serpents never appear in great numbers. The usual encounter with these rare creatures involves one or two giant serpents.

A giant silt serpent has an Armor Class of 4 (0 in silt), 5 HD, a THAC0 of 15, and its bite causes 1d8 points of damage (plus the special poison attack). Otherwise, a giant silt serpent is simply a larger version of the small poisonous snake.

Silt horrors and giants are among the prey giant silt serpents hunt. On the other hand, silt horrors and giants also see the giant silt serpent as the source of a potential meal. Which is prey and which is predator often depends on which creature strikes first-and last.

Simorgyan

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CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	R (F, I)
ALIGNMENT:	Neutral evil

NO. APPEARING:	2–8
ARMOR CLASS:	5
MOVEMENT:	12, Sw 24
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–4/1–4/1–10
SPECIAL ATTACKS:	Shape change
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Champion (16)
XP VALUE:	650

...her skin grew more silvery still—scaly silvery—and her elfin face narrowed and her green eyes swam apart, while from her head and back and shoulders, and along the backs of her legs and her hands and arms, razor-sharp spines erected themselves in crests...

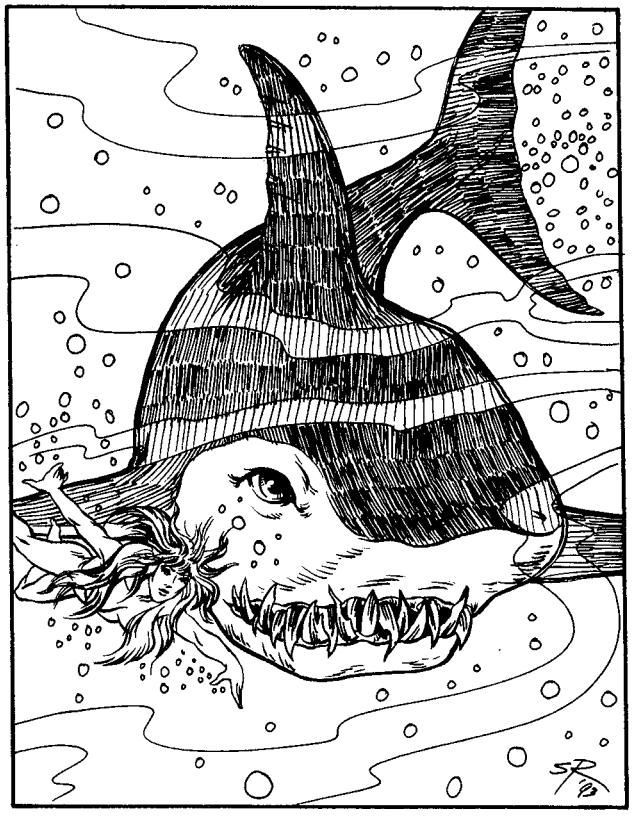
—From "The Mer She"

Sunken, mysterious Simorgya is far from empty. Its ancient inhabitants who once ruled a vast empire live and seek vengeance against the surface dwellers who defeated them and continue to raid their drowned temples.

Simorgyans are fishlike humanoids with magical shapechanging abilities. No one knows if this is their true form or whether they were once humanoid and changed when their land sank beneath the waves.

Combat: In their natural form, Simorgyans slash with their clawed hands and bite with their sharklike mouths. They may also use weapons such as tridents, spears and nets. Simorgyans dislike bright light and fight at –2 to hit in sunlight or similar illumination. They can survive out of water for 1–6 hours.

Simorgyans are a magical race and have the ability to shapechange into attractive human forms. In human shape, a Simorgyan can survive out of water indefinitely but still fights in bright light at –2 to hit.



They may also shapechange into sharks (use common shark statistics from MONSTROUS COMPENDIUM®, Volume Two).

Habitat/Society: Simorgyans dwell in the depths of the ocean, swimming through the sunken corridors of their temples and palaces. They guard their treasures jealously, sometimes by themselves and at other times through guard beasts such as sea cloakers and giant sharks.

Simorgyans can command up to six sharks or sea cloakers, four giant octopi, a single giant whale or kraken, or any number of ordinary fish within a mile of their location. Simorgyan nobles—such as princess Ississi—can command Deep Rusher, a titanic whale with statistics as listed for the Leviathan (under the whale entry in MONSTROUS COMPENDIUM®, Volume Two).

Ecology: Simorgyans are carnivores with a taste for fish though they take humans if the need arises. They command most of the sealife in this region of Simorgya.

Climate/Terrain:	Plains, desert, the Abyss
Frequency:	Very rare
Organization:	Family or flock
Activity Cycle:	Day
Diet:	Carnivore/scavenger
Intelligence:	High (13–14)
Treasure:	None
Alignment:	Chaotic evil
No. Appearing:	1–6 (family) or 4–400 (flock)
Armor Class:	7
Movement:	3, Fl 18 (B)
Hit Dice:	1–4 hp
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Alignment drain, spit blood
Special Defenses:	Immune to fire-based attacks
Magic Resistance:	20%
Size:	T (2′ wingspan)
Morale:	Champion (15–16)
XP Value:	175

We were two days out of Torch when Derim lost his mind. We were crossing a big stretch of empty plain, and the day was hot and still. Derim was walking point, crossbow on his shoulder, 'cause those empty lands can be dangerous. He stopped all of a sudden and stood there in the track, lookin' at the grass between his feet. We saw him stoop down and pick up this red bird, and he just held it in his hand for a while.

"Hey, Derim!" yelled Tervon, the driver. "Stop playing with that bird and get goin'! We got a long day of travel still!"

Well, the bird took wing and flew off, quick as a wink. I can't say as I liked the look of it. Derim turned around real slow and looked back at us. His face was gray, blank as a slate. "Derim, ya leatherhead, get a move on!" Tervon yelled. I put my hand on his arm and started to tell him to back off, but then Derim lifted that crossbow with a slow, deliberate motion and put a bolt in Tervon's chest.

"Don't call me leatherhead, leatherhead," Derim said quietly, and he started laughin' like it was the funniest thing in the world. It took three of us to bring Derim down, and even then I've still got an ache in my shoulder from where he stabbed me. I'll wonder to the day my name's in the dead-book what that bird did to him.

— Arviden, merchant of Torch

Simpathetics're trouble, no questions asked. They wear a harmless-looking shape, but they're born of the Abyss and spread evil and strife wherever they go. While it's true that no one'll hear of a basher being pecked to death by a simpathetic, it's also true that simpathetics've got an ugly and dangerous side to 'em: they feed on good emotions, leaving nothing but violence and greed in their victims.

A simpathetic doesn't look like much at first glance. It's a birdlike creature about the size and shape of an average crow. Its feathers're a mottled brown and gold, but a blood-red streak marks the leading edges of its wings and its tail. The bird's beak and legs're a dark mustard-yellow, but its eyes are bright and gleam with red malice. The simpathetic's plumage and size enable it to stay unseen in its native grasslands unless a character passes within 5 feet of its hiding place.

Combat: The simpathetic's only physical attack is a stab with its sharp beak for 1 to 2 points of damage. A character completely covered in metal armor (including gauntlets and a visor to protect his face) can't even be injured by the simpathetic's attack. Simpathetics avoid combat with human-size creatures, evading pursuers in the tall grasses and hiding until the danger's passed. Only a threat to the simpathetic's nest will provoke the creature into standing its ground.

If the simpathetic's hard-pressed, or it plans to feed on a character, it can use a magical *charm* ability on any single creature within 10 feet. If the victim fails a saving throw versus spell, it's *charmed* for 1 to 6 rounds. The victim wants to stay near the bird and won't allow others to harm it. The simpathetic's *charm* doesn't allow it to command or direct the victim in any way; the character is simply passive and friendly toward the bird.

However, it's not the simpathetic's physical attack or *charm* that makes the monster dangerous. The simpathetic feeds on good alignment somehow, deriving its sustenance from the energy of positive attributes such as love, compassion, courage, and honesty. The simpathetic needs direct contact with its victim to feed; each round that it remains in contact with its prey, the victim's alignment changes one step toward neutral evil. The victim receives a saving throw vs. spell each round that, if successful, allows him to avoid the alignment change. Normally, the simpathetic moves up to touch a character affected by its *charm*. The simpathetic can't physically attack while it's draining alignment, and it can't *charm* more than one victim at a time. If the *charm* ends while the simpathetic's in contact with its victim, or if it completely drains the victim's alignment, it breaks contact and flies away.

The victims of a simpathetic's attack don't realize what's happened unless they make the successful save vs. spell to avoid the alignment change. Even then, they won't care if they're still *charmed*. Fortunately, the alignment change caused by contact with a simpathetic isn't permanent; the character regains one step of his normal alignment every 1 to 6 weeks until he's back to normal, but only if the *player* demonstrates that the character sincerely wants to return to the fold through appropriate role-playing. Otherwise, the alignment change is permanent. A paladin drained by a simpathetic can regain paladinhood by means of an *atonement* spell after his alignment returns to lawful good.

The abyssal plane of the simpathetics' origins conferred magic resistance to the creature, and also provided the monsters with immunity to fire-based attacks. Once per day, a simpathetic can spit a small amount of burning blood to a distance of 20 feet, striking with a THAC0 of 15. If the blood hits, it causes 1d4 points of damage, and the victim must make

a successful save versus paralysis or be blinded for 1 to 3 rounds. The simpathetic saves this ability for truly desperate situations, when it needs to cover its retreat.

HABITAT/SOCIETY: Simpathetics typically form family groups of 2 adult parents and 1 to 4 nestlings. Considering their alignment, simpathetics are surprisingly devoted to the raising of their chicks. They are excellent parents, and go to great lengths to feed and protect the nestlings. Nestlings are completely helpless in spring and summer, but by fall they're full-grown.

In the fall of each year, simpathetics come together in flocks as small as a few family groups or as large as a hundred or more groups together. Fortunately, when simpathetics flock they temporarily lose interest in their special appetites for the alignments of good characters, and instead concentrate on hunting insects or scavenging carrion.

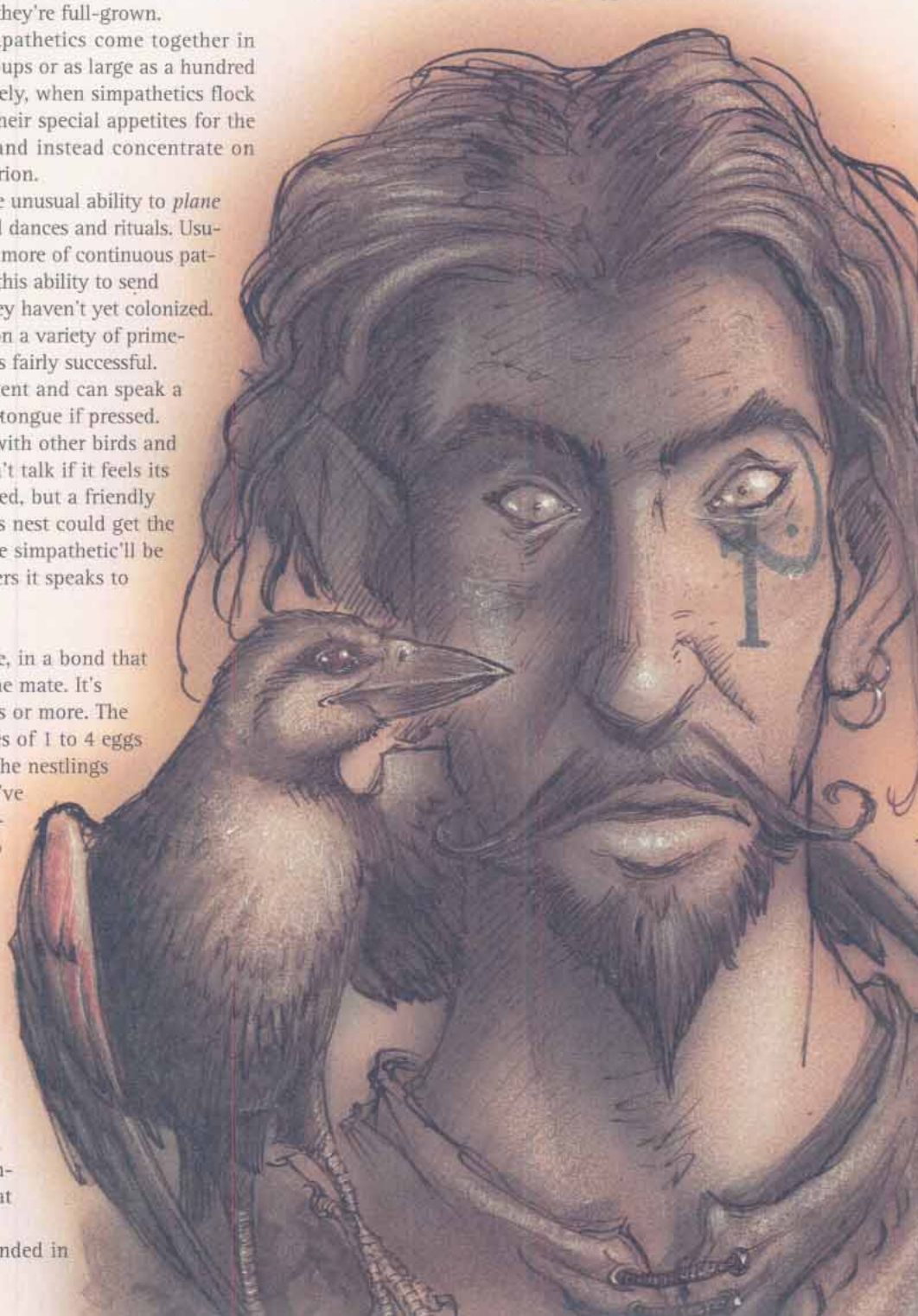
A flock of simpathetics has the unusual ability to *plane travel* by performing intricate aerial dances and rituals. Usually, the process requires a week of more of continuous patterned flight. The simpathetics use this ability to send portions of the flock into planes they haven't yet colonized. Since the birds can now be found on a variety of prime-material worlds, it seems the tactic's fairly successful.

Simpathetics are very intelligent and can speak a contorted version of the common tongue if pressed. They can communicate perfectly with other birds and avians. A simpathetic usually won't talk if it feels its life or nestlings might be threatened, but a friendly overture at a safe distance from its nest could get the creature to converse. Naturally, the simpathetic'll be interested in cajoling any characters it speaks to into allowing it to "get closer."

ECOLOGY: Simpathetics mate for life, in a bond that remains even after the death of one mate. It's believed that they live for 20 years or more. The birds normally raise 2 to 3 clutches of 1 to 4 eggs every year; both parents care for the nestlings when they're young. Simpathetics've been spreading in recent years, especially since they're beginning to find footholds in planes where creatures of good alignment are far more common than on the plane of their origin.

No one knows the dark of why simpathetics require positive emotional energy, or even how they manage to transfer and digest the goodness of their victims. Some bloods've suggested that simpathetics might have been prime-material creatures who blundered into a layer of the Abyss that changed mortal alignments to evil. If the simpathetics were stranded in the layer without a means to escape, perhaps some aspect of the plane's evil became part of their very nature.

One more thing a cutter should know about simpathetics: Their eggs function as *plane travel* devices. Eating an egg transports a body to the next highest layer of whatever plane he's on. If he's in the top layer of a given plane, the egg takes him to the Astral Plane. If he's astral or on the Outlands, he's transported to a random plane on the Wheel. A character on the Prime Material who eats an egg becomes astral.



CLIMATE/TERRAIN:	Warm hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	(A)
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Fl 48 (A)
HIT DICE:	10+10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (20′ wingspan)
MORALE:	Elite (14)
LEVEL/XP VALUE:	10,000

The simurgh, sometimes called the king of the birds, is known to aid and protect other lawful good beings. It is a peace-loving and friendly creature, helpful and kind to all good creatures.

In its natural form, the simurgh has a male or female human face and the body of an enormous eagle with orange metallic feathers. Two pairs of golden wings sprout from its back, and its long tail feathers can spread into a magnificent fan that would make even a peacock jealous. On the ground or while perching, a simurgh uses its talons for support.

Simurghs speak the languages of all birds and creatures of the air (including air elementals and sakina). They can also speak Midani.

Combat: Although keenly interested in helping other good creatures, simurghs are pacifistic and will rarely enter into physical combat, even to save another being's life.

A simurgh can employ the following spell-like abilities at 10th level of ability (available once per round) at will: *detect invisibility, know alignment, infravision, shape change* (into the form of any small bird or human only), and *speak with animals/monsters* (birds and avian creatures only).

When the need arises, a simurgh will unfold its beautiful golden tail, which will begin to glow with all the colors of the rainbow, dazzling everyone nearby (friend and foe alike). The tail feathers shift in hue, constantly changing their fascinating, intricate patterns. Everyone within a 50-foot radius must save vs. spells or stand transfixed (hypnotized by the scintillating color) until 1d4 +1 rounds after the simurgh folds up its tail. Creatures must save each round they spend in the area of effect. Although it takes one round for a simurgh to unfold its tail and start the colors in motion, the dazzling display can be maintained indefinitely with little or no concentration. The unfolding of a simurgh's tail is usually the prelude to its hasty retreat.

If cornered with no avenue for escape, a simurgh can physically attack twice in a round with a powerful wing buffet (one from each set of wings). The wing feathers are not only metallic, but have razor-sharp edges, inflicting 2d8 points of damage. Their strong claws are not used in combat except when rescuing or transporting other good-aligned beings.



Habitat/Society: Simurghs are solitary creatures, about 65% of which are female. Although treated with respect and generally obeyed by most avian beings, simurghs are usually (about 70% of the time) found with a flock of admirers. This "court" of birds might include any of the normal birds (for instance, nightingales, sparrows, and swallows), small predators (hawks, eagles, or vultures), and giant-sized eagles, condors, or perhaps even a roc. These wandering "courts" of birds are only encountered far away from human habitation.

Simurghs keep no lair, except when mating, which occurs about once every six years. A mating pair prefers a mountain cavern, deep in the wilderness, in which to rear their young. Such a lair will include two adults and 1-3 helpless young. (Treat these young as having half the hit dice of their parents; they have no attacks except their shimmering tail. Allow a +3 bonus on saves against the hypnotizing effect of the tail.) The simurghs will be guarded by 3-12 giant eagles and 1-2 rocs. The mated pair separates after the young are old enough to care for themselves (about 2-3 years old).

Simurghs have no interest in collecting or keeping material wealth or treasure.

Ecology: Because of the astonishing beauty of their tails, simurghs are frequently hunted, especially by humans who dwell in the mountainous regions of Zakhara.

The golden tail feather of a simurgh, if freely given, is strongly magical. Described by some as "a piece of the sun," it radiates *continual light* and will hypnotize any and all creatures within a 50′ radius (including the owner, if he is not careful; all creatures viewing the feather get a +3 bonus on their saving throws vs. spell). A simurgh's tail feather is needed to concoct a *potion of rainbow hues* and to enchant a *robe of scintillating colors.* It can also be used to inscribe *color spray, hypnotic pattern, rainbow pattern, prismatic spray, prismatic wall,* and *prismatic sphere* scrolls.

Sink Worm

CLIMATE/TERRAIN:	Sea of Silt, sandy wastes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12, Br 18
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-24
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Phasing
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Steady (11-12)
XP VALUE:	7,000
PSIONICS:	Nil



The sink worm is a huge white worm that travels beneath the sand or silt, leaving a sunken depression in the surface behind it. In spite of this clear warning sign, few prey escape once a sink worm begins hunting them.

A sink worm is a huge creature stretching fully 50 or more feet. It is a pale white, looking like a long giant maggot. The huge maw is capable of swallowing man-sized creatures with a single gulp.

Combat: The sink worm travels through the sand until it is almost underneath its prey. It then bursts out of the sand or silt and tries to swallow its victim. Unsuspecting adventurers have been swallowed before they even realized they were under attack. The sink worm attacks with its huge mouth, which is lined with sword-like teeth. Its bite causes 2d12 points of damage. If the worm's attack roll is 4 or more greater than the necessary roll, it has swallowed its prey. The worm's mouth is only about seven feet across; prey larger than that can't be swallowed.

The sink worm moves very silently, partly due to its ability to "phase" through the sand and rock. It has very sharp senses and is seldom surprised, receiving a +1 bonus to its surprise roll. Opponents receive a normal surprise roll. Success means that they have noticed the sunken trail in the sand or silt when the worm is 10-60 (ld6x10) yards away. In silt the trail can be seen farther off; the range for noticing it increases to 20-120 (2d6x10) yards. The sink worm can feel the vibrations of someone walking on sand or wading through silt. The range of detection is 120 yards on sand and 90 yards in silt.

If the sink worm successfully swallows an opponent, it dives back below the surface, where it chews up the victim, doing an automatic 2d12 points of damage per round. If prey remains nearby, it will return for another snack after it chews up the first one. Swallowed victims may attack from within the worm with small weapons, provided they were already held in hand. Attacks and damage rolls are both at a -1 penalty, and this penalty is cumulative each round. Two rounds after the victim reaches zero hit points, he is unrecoverable, except as small pieces.

The sink worm also has a unique method of travel. If it meets a rocky outcropping in the sand, it simply phases past it. It can phase no more than 90 feet. If this distance would leave it encased in rock, the phasing does not work. It uses this ability only to pass through rock or to escape. A sink worm will not phase above the ground since it is much slower there. It may use its ability to phase ahead of a running elf or other victim, especially if it is very hungry.

If a sink worm is hurt, it retreats beneath the surface very swiftly. It phases into the ground, although it cannot do this with a victim in its mouth. It takes two rounds for the sink worm to disappear beneath a sandy surface, but only one for it to dive under the silt. A sink worm may abandon its victim in favor of escape if it has taken damage exceeding 50% of its total hit points.

Habitat/Society: The sink worm is a solitary creature, meeting with other sink worms to mate only once every three years. The hatchlings are left to fend for themselves, and most turn cannibal immediately. The strongest few survive to burrow away. The eggs are usually buried at least 10 feet below the surface and are very hard to locate.

Sink worms will try to eat nearly anything. A sink worm needs at least one man-sized victim per day, so they are very aggressive hunters.

Ecology: The sink worm is an unusual beast in that it actually sucks sand and silt through its body. The minute particles of air in the sand or silt are filtered past gills which allow the creature to breath under the silt. This removal of air also causes the sunken depression in the surface of the sand or silt through which the sink worm passes. A sink worm is especially sensitive to the vibrations of someone running over the sand.

Sinkworm "gills" are a curiosity among sages, so a sinkworm egg would be worth whatever the owner asked for it. However, the difficulty in locating the eggs makes this nearly impossible.

Siren, Ravenloft

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	M (E)
ALIGNMENT:	Neutral evil
NO.APPEARING:	2–8
ARMOR CLASS:	6
MOVEMENT:	8, Sw 18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	*Advanced illusion, mass charm,* disease
SPECIAL DEFENSES:	Immune to *sleep, charm, hold,* poison, and death magic
MAGIC RESISTANCE:	10%
SIZE:	M (5′ tall)
MORALE:	Steady (11–12)
XP VALUE:	975



A Ravenloft siren is a hideous, undead creature with the upper body of a woman and the lower body of a fish. Her hair is tangled and entwined with rotting seaweed, and her body is gray and bloated, resembling a corpse that has been in the water for some time. The flesh has rotted back from the fingertips, exposing the bone. The siren sharpens this bone on the rocks on which she reclines, turning each finger into a deadly weapon.

By means of her innate ability to cast *advanced illusion*, a Ravenloft siren presents a very different face to the world. She appears to be a beautiful mermaid with a voluptuous body and sleek sea-green hair.

Combat: A Ravenloft siren lures her victims into striking range by means of a song that acts as a *mass charm* spell. This song can be heard at great distances over open water; those aboard ships passing within a mile of an islet on which these sirens are sunning themselves have been known to fall victim to it. The song can be avoided by plugging the ears with wax or by means of a *silence, 15′ radius* spell, but these measures must be taken in advance.

Each siren in the school can affect up to 8 Hit Dice of victims. These must make a successful saving throw vs. spell with a –2 penalty to the roll. Those who fail are compelled to set course with all possible speed toward the singing. Upon sighting the sirens, they feel a compulsion to go ashore and sit down beside them. They can be prevented from doing so only by being physically restrained.

Any character who sights a Ravenloft siren and makes a successful saving throw vs. spell can see her as she really is. Typically this roll is made secretly by the DM, with a –4 penalty. Characters who actively attempt to disbelieve the illusion do not suffer the –4 penalty. Disbelief cannot be attempted, however, by characters who have fallen victim to the sirens' *mass charm.*

Once their prey is within reach, the sirens attack with their sharpened, bony fingers. Due to the *advanced illusion,* which includes tactile elements, this attack at first seems to be a gentle caress. Each round that a siren succeeds in inflicting damage, the victim is allowed another saving throw vs. spell (again, this is typically done in secret by the DM.) A successful roll means that both the illusion and the charm suddenly vanish. The victim sees the siren for what she really is and can begin fighting back. At the DM's discretion, a fear check may be called for at the sudden revelation of the creature's true form.

Those who suffer damage at the hands of a Ravenloft siren must make a saving throw vs. poison. Failure means that the wounds become diseased. A *cure disease* spell or equivalent is required to counter the disease before natural healing can occur, but magical healing functions normally.

Ravenloft sirens are immune to *sleep, charm, hold,* poison, and death magic. They suffer damage from holy water.

On the Prime Material plane, Ravenloft sirens are turned as wraiths. When turned, they flee into the sea, disappearing beneath the waves.

Habitat/Society: These sirens live in the ocean, traveling in schools like fish, but spend much of their time basking on rocky islets. The islets are typically surrounded by the rotting corpses of their victims. Because the sirens have no use for the victims' possessions, valuable treasures or magical items can often be found there. The sirens are astute enough to realize that this booty can act as a lure. They sometimes lurk just beneath the waves, looking up at the surface for the hull of a visiting ship, then emerging suddenly to sing their song. On the other hand, if the sirens frequent an area, then rumors and tales concerning their whereabouts will spread, enabling diligent adventures arriving later to prepare against them.

The stench of decay that hangs in the air around an islet that is a resting place for Ravenloft sirens is almost overwhelming. This foul taint emanates both from the sirens themselves and from the corpses of their victims. It is masked, however, by the sirens' *advanced illusions.*

Ecology: Ravenloft sirens can exist on a diet of fish, but prefer to dine on sentient creatures. It is thought that the sirens are merfolk transformed by a cataclysmic burst of negative energy. If this theory is correct, it is possible that male Ravenloft sirens also exist.

—*From* Requiem, #1146

CLIMATE/TERRAIN:	Temperate or tropical salt or fresh water, in wilderness areas
FREQUENCY:	Rare (salt water) or very rare (fresh water)
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to genius (13-18)
TREASURE:	L, M, N, Q; X
ALIGNMENT:	Any
NO. APPEARING:	1 (2d4)
ARMOR CLASS:	3
MOVEMENT:	12, Sw 24
HIT DICE:	4-7
THAC0:	4 HD: 17 5-6 HD: 15 7 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Song, spell powers
SPECIAL DEFENSES:	Spell powers, water-breathing
MAGIC RESISTANCE:	20%
SIZE:	M (5'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	4 HD: 2,000 (+1,000 for each additional Hit Die)



Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction, and try to lure male humans or demihumans to join them for a time.

Sirines speak their own language and the language of the nearest intelligent races. They can breathe water and air, and they have infravision to a range of 120 feet.

Combat: A lone sirine will always have 6 or 7 HD; each member of a group has an equal chance for 4, 5, or 6 HD. All members of a group have the same basic alignment (all evil, all good, or all neutral in regards to good and evil). All sirines can defend their solitude with some skill.

Sirines have a Dexterity of 18; combined with their innate magic, this grants them an exceptional Armor Class. Most (90%) sirines carry a short sword or a dagger, and 30% carry missile weapons, javelins or slings, as well. Each weapon has a 10% chance of being magical, and *javelins of lightning* are common.

Sirines also have several spell-like abilities, each usable once per day as an 11th-level wizard: *charm person, fog cloud, polymorph self,* and *improved invisibility.* The charm ability is used through the sirine's song, and all people within 30 feet are subject to it, even if they are hostile or attacking.

If the sirine touches an opponent, the victim must make a saving throw vs. poison; those failing to save are reduced to an Intelligence of 2. The touch is automatic for charmed individuals, but requires a normal attack roll for others. A successful *dispel magic* (against 11th-level casting) will restore the victim's intelligence, as will a sirine's touch, if she so wills it. Any sirine can restore intelligence taken by another sirine.

Sirines make saving throws as 11th-level wizards, with a +2 bonus vs. poison. They are immune to all gas attacks.

Habitat/Society: Sirines are encountered only in lonely places that are otherwise uninhabited. Most live near rocky outcroppings or small islands in the sea. Some choose to live in fresh water, but tend to avoid these areas because they are usually populated and sometimes difficult to reach.

Young sirines often live with their sisters; these sirines are the more social type. As a sirine grows older, she becomes more reclusive and contemplative, however, and eventually looks for a home of her own where she can think and sing in solitude. Even then, they have a rare desire for companionship.

Sirines usually mate with male humans. Some sirines choose elves, tritons, or merfolk as mates, producing children with some of their parents' traits (pointed ears from elves, green skin from aquatic elves, scales and webbed fingers and toes from merfolk and tritons). Sirines never form lasting relationships, for the call of the sea is too great to bind them.

After a gestation period of nine months, they give birth to 1d4 baby sirines, which are cared for by their mother until they are five years old. After that, they fend for themselves, living on the bounty of the sea. Reaching adulthood at 10 years, they live for about 50 years, and yet their beauty never leaves them.

Sirines live to sing, and to think about the sea. If deprived of their voices, or confined away from water, they will slowly wither away until they die. Sirines often have great knowledge regarding the history of their area and any current events. They sometimes trade this knowledge for companionship.

Ecology: Sirines are not harmful to their environment in any manner. They kill only enough to eat, and never take too much from the sea. They have few natural enemies, and they are more than able of taking care of themselves. Though they make beautiful garments from sea shells, fish skin, and seaweed, they gain other belongings and treasure by scavenging shipwrecks.

Climate/Terrain:	Elemental Plane of Air
Frequency:	Rare
Organization:	Triumvirate
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average to high (10-14)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1d3
Armor Class:	2
Movement:	Fl 24 (A)
Hit Dice:	6+3
THAC0:	15 (12 vs. nonflyers)
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d6
Special Attacks:	Stun, grasp
Special Defenses:	Struck only by +1 or better weapons, immunities
Magic Resistance:	Nil
Size:	L (12′ tall)
Morale:	Fanatic (17-18)
XP Value:	4,000

From the journal of Rel Emandhun, titled A Long Way Down:

"Everpresent but invisible, the air around us sustains, but when angered, it can destroy. The air is unpredictable and everchanging, never wholly friend nor foe. In my years on the plane of Air, the Breeze Realm, I encountered a thing — a beast — which embodied this dichotomy in full.

"At the time, I was living in a floating city named Ur Mar Nidas, ruled by the Blameless Court, also known as . . ."

[three pages later]

". . . there, finding myself in the presence of a creature that towered over me. At the time, however, I was not sure that a creature it truly was, for it appeared to be nothing but a shimmering in the air — a queer whirlwind, perhaps. Only when I saw that it approached me, and even altered its course to get at me, did I realize it to be a thinking being.

"I knew it was no common air elemental because Huvaard's ward was effective in keeping them at bay, yet I had no idea what this apparition could possibly be. Once it stopped within twenty paces I could see it more clearly. A whirlwind it truly was, though it extended three appendages of solid, wispy air from its otherwise churning form. At its cloudy center, a single eye looked out at me, conveying no expression that I could understand.

"I attempted to communicate with the mysterious creature, but to no avail, or so I believe. If it did understand me, it refused to reply. Instead, it attacked me with whipping, spinning tendrils that buffeted me and swept me off the platform upon which I stood.

"So I fell and fell. The creature — and indeed, the city — was soon out of sight. You see, falling on the plane of Air is an experience which . . ."

Combat: A sislan spins rapidly enough to be a real terror in combat. It makes three attacks per round as its rotating limbs buffet and pummel the victim, each inflicting 1d6 points of damage. If all three attacks strike the sislan's opponent, the sod must make a saving throw versus paralyzation or be stunned for 1d3 rounds, unable to act.

The creature can also forego its pummeling attacks and instead attempt to grasp a foe. If successful, the sislan inflicts no damage on the victim, but pulls him into its swirling body, where he can take no action. The trapped berk is held until the sislan is slain or an outside force acts to help him.

Unfortunately, there ain't much an onlooker can do. A *control winds, gust of wind* or *control weather* spell — or the intervention of another creature of elemental air — gives the captive a chance to leap out of the sislan's clutches. *Bigby's grasping hand, telekinesis,* or similar magic could probably pull him out. But no direct physical action'll do the trick, and anyone who makes such an attempt is subject to three automatic strikes from the sislan.

Because of its whirling nature, the sislan also gains a +3 bonus to its attack roll when pummeling or grasping a stationary (nonflying) foe. Sislan can be struck only by weapons of +1 or greater enchantment. They're immune to nongaseous poison, petrification, paralyzation, heat, and cold. They suffer only half damage from electrical attacks, but any kind of gas other than pure air (including a *stinking cloud, death fog,* or even a great deal of smoke) inflicts 3d6 points of damage to a sislan and forces it to make a morale check at -4. If it fails the roll, the creature flees to avoid the impure gas.

SOME BERK ONCE SAID THAT AIR, OF ALL THE INNER PLANES, IS THE "MOST HOSPITABLE TO NON-NATIVE LIFE." THAT LEATHERHEAD NEVER RAN AFOUL OF A SISLAN.

— FELLIZ, A PLANEWALKER

Habitat/Society: If the latest chant is correct, sislan congregate in groups of three, each having authority over the other two in specific areas. Thus, the creatures form a complicated triumvirate. In these groups they wander the Elemental Plane of Air, never straying near portals or vortices.

It's difficult, at best, to discern the motivations of the sislan. One theory holds that they dislike alien intruders and act — subtly or overtly — to rid Air of planewalkers and would-be settlers. If that's true, the elitist sislan have a great



deal of work ahead of them, for of all the Inner Planes, Air's the one most overrun with outsiders.

Despite their apparent hatred for non-natives, the sislan also seem to despise ildriss, the air elemental grues. They attack these evil wind terrors on sight.

ECOLOGY: The mysterious sislan roam the Elemental Plane of Air, never leaving it. Chant is they couldn't exist anywhere else. Some graybeards suggest that sislan are really the spirits of slain air elementals, while others think that they're an even more fundamental embodiment of the plane than elementals. The real dark? No one knows for sure.

Unlike the elementals of its home plane, a sislan isn't composed entirely of air. Its thick mass also contains tiny particles of viscous liquid, though a casual observer wouldn't easily notice them. Nevertheless, a thin, waxy coating usually appears on objects that a sislan has passed by or over, and when one of the creatures dies, it leaves behind a dollop of clear, syrupy muck. This ichor dries quickly, hardening with great strength; some cutters gather and treat the stuff so it can be stored and then used as a powerful adhesive. One blood even discovered that skilled alchemists can use the substance to create long-lasting potions of flight or levitation.

Sitak

CLIMATE/TERRAIN:	Athasian forest
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Usually night
DIET:	Omnivore (insects, fruit)
INTELLIGENCE:	Animal (see below)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-12
ARMOR CLASS:	8
MOVEMENT:	2, Fl 18 (C)
HIT DICE:	1-3 hp
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1 hp
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1')
MORALE:	Unreliable (2-4) (see below)
XP VALUE:	15
PSIONICS:	Contact, mindlink (20), 5 PSPs

The sitak is a forest bird of Athas. Its bears a close relation to the parrot and cockatoo (both of which also exist on Athas), evident in its sharp, curved beak, wicked talons, and bright feathers, as well as its gift for mimicry. However, the sitak imitates sounds telepathically, not audibly.

Sitak coloring varies across the spectrum. Many are bright green or red with yellow throats, but light blue, gray, white, and black varieties are almost as common. Feathers grow in a spiky crest atop the head, and observers may mistake a white sitak for a cockatoo until it begins chattering psionically.

The sitak has the psionic abilities of contact and mindlink, though in a unique and limited form. It pays no PSP cost for using its abilities—but they work line-of-sight only, and the sitak has poor vision beyond 30'. Any resistance by the target automatically breaks contact, and the bird cannot contact life forms lower than birds. Also, the sitak's mindlink does not cross language barriers, because it is simply mimicking sounds it does not understand. (However, see below.)

Combat: Sitaks fright en easily and seldom attack unless cornered. The sitak strikes first with its talons, then its beak, doing 1 hp damage with each successful attack. It instinctively strikes for an opponent's eyes. If the sitak succeeds in a strike with a natural attack roll of 20, it has hit the victim's eyes (if they are unprotected), blinding the victim for 2d10 rounds.

A pet sitak defending its owner, or a parent defending its nest, has a morale score of 12 (Steady).

Habitat/Society: Sitaks can make good pets. If confined in isolation, they go mad, but otherwise they are loyal (if rather demanding) companions. Wild sitaks have animal intelligence, but careful training from hatching can increase this to Semi- (2-4) in a pet. The pet always learns the word for "food" quickly and may understand up to 20 other simple words such as no, danger," animal names, and the like,



Trained sitaks can relay mindlink communication between two people telepathically. This silent dialogue works like the mindlink ability, except that it cannot cross language barriers. Also, the bird cannot handle more than two voices at a time, and it quickly tires-especially when hungry or quarrelsome, as it usually is.

Ecology: Sitaks are thought to mate for life, though information is scarce. The female lays one egg a year, in a huge nest of branches far larger than one would think necessary. A communal sitak nest may house several pairs in different "rooms," which can be large enough to harbor a halfling or dwarf.

Few predators attack sitaks, for their flesh tastes foul and stringy, but they are prone to both disease and parasites. "Sitak fever" can be passed to humans and demihumans who fail a Constitution check. It resembles severe influenza, and it can recur in one-week episodes indefinitely whenever the victim enters a forest or jungle habitat. A ***cure disease*** spell removes the sitak fever permanently.

Sitaks live throughout the Forest Ridge and (in much smaller numbers) in the Crescent Forest between Gulg and Nibenay. For some tribes of halflings, sitaks represent bad luck; explorers with pet sitaks suffer a -6 penalty to reaction rolls by halflings. Other tribes regard sitaks as harmless, but few take them for pets and none for food.

The hunters of Nibenay prize sitak feathers, and they have hunted the bird almost to extinction in the Crescent Forest. Nibeni merchants pay 1-3 ceramic pieces per crest feather. In contrast, Gulg's hunters value sitaks as pets, and they regard killing a sitak as an omen of bad luck.

Skeleton

	Skeleton	Animal	Monster
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-30 (3d10)	2-20 (2d10)	1-6
ARMOR CLASS:	7	8	6
MOVEMENT:	12	6	12
HIT DICE:	1	1-1	6
THAC0:	19	20	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1- 4	Special
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6' tall)	S-M (3'- 5')	L-H (7'-15')
MORALE:	Special	Special	Special
XP VALUE:	65	65	650

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an *animate dead* spell. Skeletons have no eyes or internal organs.

Skeletons can be made from the bones of humans and demi-humans, animals of human size or smaller, or giant humanoids like bugbears and giants.

Combat: Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, they do not fight as well as living beings and inflict only 1-6 points of damage when they hit. Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1-2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.

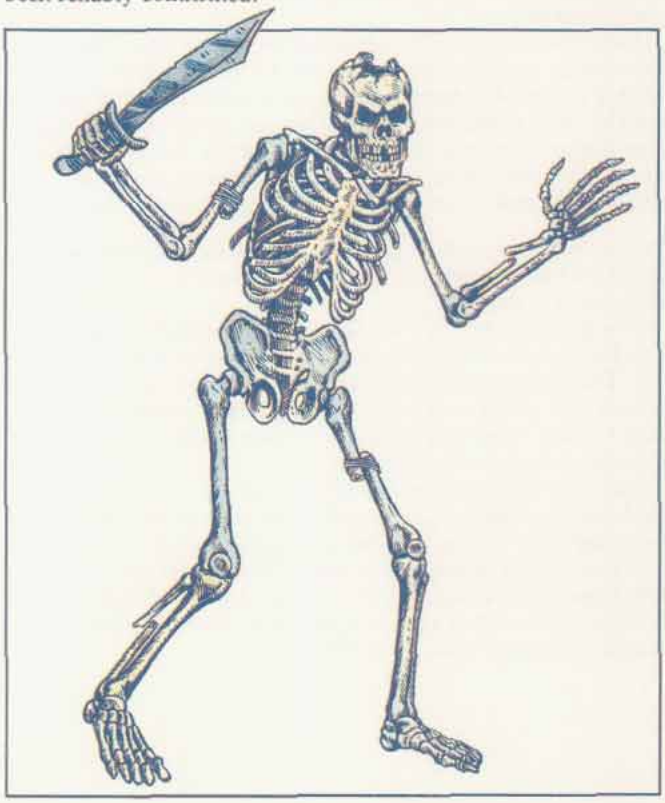
Skeletons are immune to all *sleep*, *charm*, and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.

Skeletons are immune to *fear* spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

Habitat/Society: Skeletons have no social life or interesting habits. They can be found anywhere there is a wizard or priest powerful enough to make them. Note that some neutral priests of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.

Skeletons have almost no minds whatsoever, and can obey only the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans) working together to protect their master's dungeon or tower.

Ecology: Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another *animate dead* spell. Rumors of high-level *animate dead* spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably comfirmed.



Skelton, Archer



Climate/Terrain:	Ravenloft
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2–20 (2d10)
Armor Class:	7
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1–6
Special Attacks:	Skeleton creation
Special Defenses:	Damage resistance & spell immunity
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fearless (19–20)
XP Value:	175

Archer skeletons are magically animated humanoid undead monsters created as guardians or warriors by powerful evil wizards and priests. Such creatures are crafted from the bones of dead archers using an *animate dead* spell. The creator must also bond a blooded arrowhead to the skull of each skeleton. During the animation process the arrowhead fuses with the skeleton's skull.

These skeletal monsters are identical in appearance to normal skeletons, being formed from the bones of humans and demihumans, save for an arrowhead-shaped black mark on their skulls. These monsters are always armed with long bows made of ash wood and human sinew, and bone arrows carried in hide quivers.

The bowmen of the night cannot speak and are utterly unable to communicate. They can understand simple commands from their master, but these must be clearly worded and very short.

Combat: In battle, an archer skeleton almost always attacks with its sinister bow and bone arrows. A skeleton can attack once per round and each arrow does 1–6 points of damage. Although these arrows do no extra damage, they are considered magical weapons and can affect those creatures protected from nonmagical weapons.

Each archer skeleton carries 20 such arrows. A skeleton can create new arrows simply by robbing graves and sharpening other bones into arrows.

It is, however, when the archer skeleton's arrows miss their target that they prove most devastating. Whenever an arrow fails to hit its target, the DM should make a saving throw vs. crushing blow for the arrow. If the saving throw fails the shaft simply breaks and becomes useless. If it is successful, however, the arrow remains intact and rapidly (1 round) grows into a skeleton with all the normal abilities of those undead (see the *Monstrous Manual*). Such skeletons are hideous automatons of death and destruction that will immediately attack the closest living target.

If forced into close combat, the archer skeleton wields its bow as a weapon, attempting to bludgeon opponents for 1–4 points of damage per hit. An archer skeleton will resort to this method of attack only if it is impossible to fire its arrows. If its bow is destroyed, the creature will claw at its enemies for 1d3 points of damage.

Archer skeletons are immune to *sleep, hold, charm,* or *fear* spells. They need never check morale, usually being magically commanded to fight to their destruction. They are also immune to all cold-based attacks, as are normal skeletons. Similarly, edged and piercing weapons do only half damage to these creatures, while blunt weapons, being designed to crush bone, do full damage. Holy water inflicts 2–8 points of damage per vial.

Habitat/Society: Archer skeletons are said to have first been created by a zealous necromancer named Karakin. Karakin wished to murder all the people of his land so that he would be the only human living there. Once this was accomplished, Karakin would surround himself with undead courtiers far more loyal than any living vassals. Creating a vast army of archer skeletons and other undead, Karakin prepared to march, but the sheer force of his malice proved virulent enough to carry him instead through the mists and into Ravenloft.

Where Karakin resides now is unknown, but his skeletal archers and the secret of their construction have come into the hands of a growing number of nefarious individuals.

Archer skeletons are most often employed as the vanguard of an evil force ranging in size from 2–20 skeletons to a full army. They are also commonly used as guards and sentinels by their foul masters. The lich lord, Azalin, is said to have a large number of these minions under his control.

Ecology: As with all lesser undead, these creatures have no place in the natural ecology. They are abominations of evil, twisted into foul mockeries of life, and exploited by those persons who have turned from light and virtue.

Although the skeletons themselves turn to dust and ash when destroyed, the longbows and arrows of these monsters remain intact. It is thus possible for a character to pick up and use these weapons. The arrows have the same effect for player characters that they do when fired by archer skeletons. However, any time an arrow fired by a character creates a new skeleton, the character must make a powers check as he adds to the corruption of the world.

Skelton, Giant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Fearless (20)
XP VALUE:	975

Giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts.

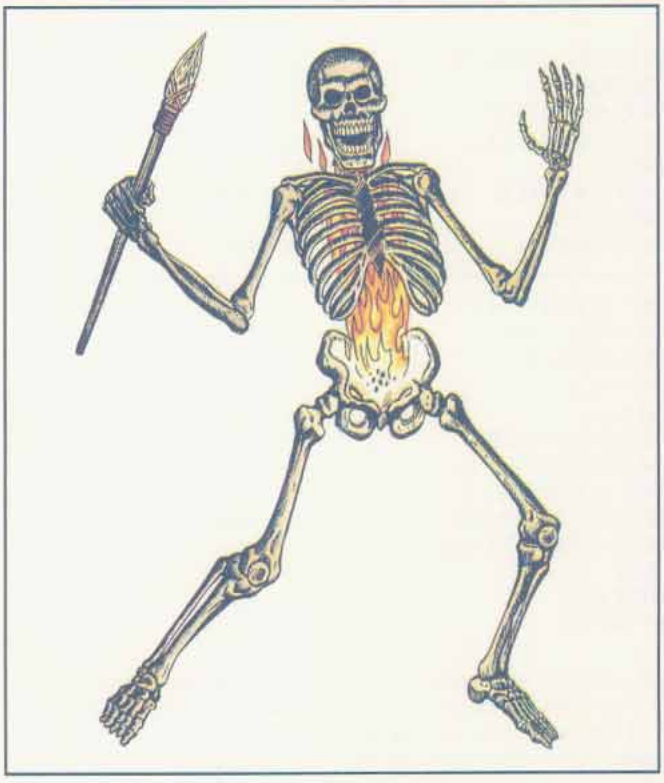
Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically *enlarged*. They are normally armed with long spears or scythes that end in keen bone blades. Rare individuals will be found carrying shields (and thus have an Armor Class of 3), but these are far from common. A small, magical fire burns in the chest of each giant skeleton, a by-product of the magics that are used to make them. These flames begin just above the pelvis and reach upward to lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone.

Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts. For example, "stay in this room, make sure that nobody comes in, and don't allow the prince to leave,". would be the type of command these creatures could obey.

Combat: In melee combat, giant skeletons most frequently attack with bone-bladed scythes or spears. Each blow that lands inflicts 1d12 points of damage.

Once per hour (6 turns), a skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a *fireball* that delivers 8d6 points of damage. Because these creatures are immune to harm from both magical and normal fires, they will freely use this attack in close quarters.

Giant skeletons are immune to *sleep, charm, hold,* or similar mind-affecting spells. Cold-based spells inflict half damage to them, lightning inflicts full damage, while fire (as has already been mentioned) cannot harm them. They suffer half damage from edged or piercing weapons and but 1 point of damage per die from all manner of arrows, quarrels, or missiles. Blunt melee weapons inflict full damage on them.



Being undead, giant skeletons can be turned by priests and paladins. They are more difficult to turn than mundane skeletons, however, being treated as if they were mummies. Holy water that is splashed upon them inflicts 2d4 points of damage per vial.

Habitat/Society: The first giant skeletons to appear in Ravenloft were created by the undead priestess Radaga in her lair within the domain of Kartakass. Others have since mastered the spells and techniques required to create these monsters; thus, giant skeletons are gradually beginning to appear in other realms where the dead and undead lurk.

Giant skeletons are employed as guards and sentinels by those with the power to create them. It is said that the Dark Powers can see everything that transpires before the eyes of these foul automatons, but there is no proof supporting this rumor.

Ecology: Like lesser animated skeletons, these undead things have no true claim to any place in nature. They are created from the bones of those who have died and are abominations in the eyes of all who belief in the sanctity of life and goodness.

The process by which giant skeletons are created is dark and evil. Attempts to manufacture them outside of Ravenloft have failed, so it is clear that they are in some way linked to the Dark Powers themselves. In order to create a giant skeleton, a spell caster must have the intact skeleton of a normal human or demi-human. On a night when the land is draped in fog, they must cast an *animate dead, produce fire, enlarge,* and a *resist fire* spell over the bones. When the last spell is cast, the bones lengthen and thicken and the creatures rises up. The the creator must make a Ravenloft Powers check for his part in this evil undertaking.

Skeleton, Insectoid

	Giant Ant	Giant Tick	Stag Beetle
Climate/Terrain:	Ravenloft	Ravenloft	Ravenloft
Frequency:	Rare	Rare	Rare
Organization:	Band	Solitary	Solitary
Activity Cycle:	Any	Any	Any
Diet:	Nil	Nil	Nil
Intelligence:	Non- (0)	Non- (0)	Non- (0)
Treasure:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
No. Appearing:	2d6	1	1
Armor Class:	6	4	3
Movement:	18	3	6
Hit Dice:	2	4	7
THAC0:	19	17	13
No. of Attacks:	1	1	3
Damage/Attack:	1d6	1d6	4d4/ 1d10 (×2) or 2d10
Special Attacks:	Nil	See below	Charge
Special Defenses:	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil
Size:	M 3′ long	M 6′ long	L 10′ long
Morale:	Fearless	Fearless	Fearless
XP Value:	120	650	1,400



These nightmarish automatons are the animated exoskeletons of dead insects. Evil priests and wizards, bent on manipulating nature for their own nefarious purposes, create these chitinous monstrosities with *animate dead* spells in a process almost identical to that used in the creation of normal skeletons.

Insectoid skeletons are, from a distance, easy to mistake for their still-living brethren. However, upon closer examination it quickly becomes obvious that these creatures are no longer living. As a rule, their eyes and bellies are missing, and their exoskeletons are often chipped or cracked in several places. Most insectoid skeletons make harsh clicking and grinding sounds when they move.

Insectoid skeletons cannot speak or comprehend spoken languages. Simple orders from their master, however, are instantly understood and obeyed.

Combat: Most insectoid skeletons retain the physical attacks they had while living. The exception to this is that they do not retain any venom or poison they might have had in life, although a stinger could still do piercing damage.

There are many different types of insectoid skeletons. All such skeletons are immune to the effects of *sleep, charm, hold,* and *fear* spells, as well as all cold-based attacks. Edged and piercing weapons do only half damage to them, since they no longer have vital organs to pierce or blood to spill.

Habitat/Society: These undead insects have no true habitat or society. They are only capable of understanding the simplest of orders and are thus normally employed as guards, advance warriors, or as tireless excavators, pack animals, and the like.

Ecology: Insectoid skeletons are created with the use of a special version of the *animate dead* spell. It is believed that this spell was created by a drow necromancer, but the truth of that supposition is unknown.

Giant Ant

Skeletal giant ants are always animated in groups. Such groups of undead ants most commonly attack by swarming their victims, with no fewer than three ants attacking a single creature. In combat these monsters attack with their mandibles, doing 1–6 points of damage per attack.

Giant Tick

The carapace of a giant tick skeleton is unique among the undead exoskeletons in that it is still capable of storing fluid within its chitinous form. Such creatures attack their victim with their mandibles, digging into the unfortunate's flesh and draining his blood at a rate of 1d6 hit points per round.

Once a tick has successfully hit, it can automatically drain blood from its victim, doing an additional 1d4 points of damage each round. Unlike living ticks, the skeletal tick can drain more than its own hit points worth of blood. Indeed, as the vital fluid merely pours out of the creature and onto the ground once it has filled the carapace, there is no limit to the "appetite" of this foul thing. Fortunately, this creature does not transmit the diseases its living counterparts do.

For every 10 points of blood within its carapace, a skeletal tick may spit a stream of blood up to 10 yards. If the tick hits its target the target must make a saving throw vs. paralysis or be blinded for 2–8 (2d4) rounds.

Stag Beetle

The undead stag beetle attacks with its pair of 8-foot-long horns and its hideous mandibles, doing 1d10, 1d10 and 4d4 points of damage respectively. If the monster can get up a running charge of at least 25 feet it does an additional 2d10 points of damage as it tramples its opponent.

Skeleton, Strahd



Climate/Terrain:	Barovia
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2d10
Armor Class:	7
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	3 per 2 rounds
Damage/Attack:	1d6
Special Attacks:	Nil
Special Defenses:	Turn as wights
Magic Resistance:	20%
Size:	M (6′ tall)
Morale:	Special
XP Value:	420

Strahd skeletons are magically animated undead monsters, created as guardians or warriors by Count Strahd Von Zarovich, the vampire lord of Barovia.

Unlike common skeletons, Strahd's creatures still bear bits of leathery flesh, as well as shreds of clothing. Otherwise, they are nothing but bones. Their motions are swift but jerky. In the blink of an eye, they can attain full speed from a dead stop. They have no odor other than the faint suggestions of dust and freshly dug earth.

Strahd skeletons cannot make vocal sounds, but when they move, their bones clatter softly.

Combat: Strahd skeletons always wield a weapon of some sort, even if it is just a table leg for a club. Regardless of the weapon, they can only inflict 1d6 points of damage per attack. They have long since forgotten their fighting skills, but their unusual speed does allow them three attacks every two rounds.

Piercing weapons, such as spears or arrows, slide harmlessly between the bones of these creatures, inflicting no damage. Polearms, spears, and such can be used like a quarterstaff. Edged weapons and blunt, smashing weapons are effective against these creatures, but they only do half damage. Any magical blunt weapon inflicts full normal damage.

These monsters can detect invisible creatures within 30 feet. The highly magical nature of Strahd skeletons gives them a 20% magic resistance. Like all undead, they are immune to *sleep, charm, hold,* and other mind control spells. Being Strahd's creatures, they are as difficult to turn as wights. They have no flesh to speak of, so cold-based attacks cannot harm them.

Habitat/Society: Strahd skeletons lurk in dungeons, graveyards, or anywhere in Castle Ravenloft. The Count has been known to post them anywhere in Barovia where they may be of service. A band of skeletons supposedly lies in waiting somewhere beneath the surface of the River Ivlis.

As mindless undead, these creatures have no society. They obey any orders given to them by their master. These commands must be simple—a single sentence of no more than a dozen words.

While in Barovia, they can report back to Strahd if it is a part of their orders. It takes a full turn to establish communication, assuming he bothers to respond. They can only communicate a simple feeling of success or failure.

Ecology: Strahd skeletons are not a part of nature. Only Strahd Von Zarovich knows the arcane ritual that brings about their creation. For raw material, he requires human skeletons that still include the skull and 90% of the bones. What other foul components might be required are known only to the dread master of Ravenloft.

	Dust	Spike	Obsidian
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2–20	2–20	2–20
ARMOR CLASS:	10	6	6
MOVEMENT:	9	12	12
HIT DICE:	1–1	3	4+4
THAC0:	20	17	15
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	1 hp	1d6	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Choking cloud	Bonespray, blood burn	Defiling
SPECIAL DEFENSES:	Nil	Half damage from edged weapons	Half damage from edged weapons, regenerate
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5'–6')	M (5'–6')	M (5'–6')
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	65	650	975

Dust Skeleton

Although it looks like a normal skeleton, a dust skeleton weighs about one-fifth as much, as its bones are dried almost to the point of disintegration. Wherever it walks, the skeleton leaves a faint trail of blue-gray dust hanging in the air. This dust is poisonous, and anyone approaching within 10 feet feels mildly nauseous. Dust skeletons are used in undead armies to break enemy formations by disabling large numbers of troops.

Dust skeletons do not carry weapons and cause very little damage in melee. Unlike regular skeletons, a dust skeleton takes full damage from edged and piercing weapons. When reduced to 0 hit points, the skeleton shatters, spreading a cloud of dust in a 10-foot radius. Anyone breathing in the dust must make a successful saving throw vs. poison or be paralyzed for 2d6 rounds. Those who successfully save spend one round coughing and choking and are unable to attack or cast spells but are otherwise unaffected.

Construction Notes: Bones used to create dust skeletons must be specially dried to the point of crumbling, then coated with a special resin containing a paralyzing venom. *Transmute water to dust* is used in conjunction with *animate dead* to complete the process.

Spike Skeleton

From a distance, a spike skeleton looks like a normal skeleton, except that it is unarmed. Closer inspection reveals the skeleton is covered with bony thorns up to an inch long. Spike skeletons are often used in undead armies to disrupt and demoralize enemy troops with their horrific abilities.

The bony spikes allow the skeleton to inflict as much damage as a normal skeleton wielding a weapon. Further, each time the skeleton hits or is hit, 1d3 spikes explode in a *bonespray*, inflicting 1d4 points of damage per spike in a 5-foot radius (save vs. breath weapon for half damage). The skeleton itself suffers 1 point of damage for each spike it loses this way. The purpose of the bone spray is to draw blood, so the *blood burn* ability can be used.

Once blood is drawn, the creature nearest the skeleton within 5 feet and with open wounds must save vs. spell at a –3 or suffer 3d4 points of damage as the blood from its open wounds catches fire. A saving throw is made at the end of each round for up to three rounds; any success save ends the burning effect at that point. A spike skeleton can use the *blood burn* only once, and must be recharged to cast it a second time.

These skeletons are turned as shadows.

Construction Notes: Each spike must be specially carved from bones taken from the same type of creature that is to be animated (for example, human bones for a human skeleton). A glyph is carved into each spike before it is attached to the skeleton. During animation, a *shatter* spell is cast in conjunction with the *animate dead* spell. After animation, the 6th-level necromancy spell *imbue undead with spell ability* is cast, along with *Beltyn's burning blood,* these spells are also used to recharge a spike skeleton with this ability.

Obsidian Skeleton

An obsidian jewel is imbedded in each skeleton's forehead. Many also have blackened bones, as though they have been burned. All carry weapons, usually swords or clubs. On Athas, the DARK SUN setting, these are called *defiling skeletons.*

An obsidian skeleton regenerates by absorbing life energy. When reduced to 0 hit points, it collapses and becomes inert for full one round. The next round, the obsidian jewel in the skeleton's forehead glows brightly as it regenerates, turning to ash all vegetation in a 10-foot radius (on Athas, the defiled area is the same as that of a 3rd-level spell). Living creatures in the radius must make a successful saving throw vs. spell or suffer a –3 penalty to their next initiative roll. The next round, the skeleton rises, restored to full hit points. Striking the skeleton while it is inert or regenerating has no effect, nor does it delay the regeneration, nor are measures such as turning or holy water effective. Only the destruction of the jewel can stop its regeneration. The jewel is AC 4 and has 6 hit points (which do not regenerate); it is vulnerable to holy water. During melee, the jewel can be struck with a called shot. *Dispel magic* causes the skeleton to collapse and prevents regeneration for one round per level of the caster. Unless the jewel is destroyed during this time, the regeneration starts again.

Obsidian skeletons are turned as wights.

Construction Notes: An obsidian jewel, inscribed with a special glyph, must be implanted in the skeleton's forehead. A second *animate dead* spell must be cast in conjunction with the first, along with *vampiric touch.*

—*From* DRAGON Magazine #234

Skeleton, Warrior

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	9+2 to 9+12
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+3 to attack roll)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (6'-7' tall)
MORALE:	Champion (15)
XP VALUE:	4,000



Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on the Prime Material plane is to search for and recover the circlets that contain their souls.

A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and rotted trappings it wore in its former life.

Combat: Anyone possessing a skeleton warrior's circlet can control its actions, so long as the controller remains within 240 feet of the warrior. The controller is either in active control of the warrior or in a passive mode. When in active control, the controller can see whatever the skeleton sees, and he can mentally command it to fight, search for treasure, or take any other actions; however, the controller himself is unable to cast spells, move, or take any other actions while in active control. When in the passive mode, the controller can take any normal actions, but he is unable to see through the warrior's eyes; the skeleton warrior remains inert while the controller is in passive mode. The controller can change between the passive mode and active control at will.

The controller must have the warrior's circlet on his head in order to control the warrior. If the circlet is removed from the controller's head, he can no longer control the warrior; likewise, if the controller and the warrior are separated by more than 240 feet, the controller can no longer control the warrior. If the circlet remains in the controller's possession, he can resume control at a later time. But if the controller loses the circlet, either by accident or by a deliberate act, the warrior immediately proceeds toward the controller at twice its normal movement rate (12) to attack and destroy him. The warrior does not rest until it destroys its former controller or until control is re-established. If the warrior holds the circlet to its head, both the warrior and the circlet turn to dust, never to reappear.

When a character first comes into possession of a circlet, he is unlikely to be aware that the skeleton warrior is tracking him, unless he recognizes the circlet's significance. To establish control for the first time, the character not only must hold the circlet to his head, he must be able to see the warrior and concentrate on the establishment of control for one round and then roll a successful Wisdom check; if he fails the Wisdom check, he can try again in subsequent rounds. Meanwhile, the skeleton warrior continues to approach, attempting to destroy the character and gain possession of the circlet. If his concentration is broken before control is established—for instance, if he has to defend himself against an attack—he must concentrate again for three rounds. Once control has been established for the first time, it can only be broken as indicated above. To be effective, the circlet cannot be worn with any other headgear; placing it in a helm, for instance, nullifies its powers, though the skeleton warrior is still aware of the circlet's presence.

Skeleton warriors usually fight with two-handed swords, but they can use other weapons as well. Skeleton warriors make all weapon attacks with a +3 bonus to their attack roll; this is an innate ability, the weapon itself is not magical.

Only magical weapons affect skeleton warriors. They have a 90% magical resistance. The mere sight of a skeleton warrior causes any creature with fewer than 5 Hit Dice to flee in panic. Skeleton warriors cannot be turned by priests.

Habitat/Society: Skeleton warriors are usually found near the areas where they died in their former lives, or where they were buried. A skeleton warrior usually has a sizeable collection of treasure, the remnants of a lifetime of adventure. Since a skeleton warrior is preoccupied with recovering its circlet, protecting its treasure is not a priority.

Ecology: Skeleton warriors are used by their controllers as bodyguards, servants, or workers. Since skeleton warriors are obsessed with their circlets and are therefore undependable, evil creatures and other undead seldom associate with them. Skeleton warriors do not eat, sleep, or perform any other physiological functions.

Skin Thief

CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Q (I)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3–12 (3d4)
ARMOR CLASS:	7 (10)
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–6/1–6/1–4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Disguise
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ tall)
MORALE:	Steady (11–12)
XP VALUE:	120



Skin thieves are bizarre beast men who scuttle through the wastelands of Ravenloft in small clans searching for unsuspecting victims to rob. As their name implies, skin thieves kill their victims in order to steal their skins. Once in possession of their hideous trophies, the skin thieves don these hides and assume the outward appearance of their victims.

In their natural form skin thieves appear as shuffling humanoids with bearlike faces and dark, heavily furred bodies. Their arms are unusually long and their hands are gnarled, eight-fingered appendages that end in wickedly pointed nails ranging from 8–16 inches in length. Skin thieves adorn themselves with various items of clothing and jewelry taken from their past victims. They are particularly fond of rings, bracers, and any other items that draw attention to their long nails.

Skin thieves have no language of their own. Instead, they communicate in an unusual dialect assembled from fragments of dozens of other languages.

Combat: Although not exceptionally intelligent, skin thieves possess a great deal of low cunning, almost always attacking at night and attempting to isolate their intended victims.

If in their natural forms, these creatures often separate into several small groups, one of which makes distracting noises while the other groups attack from the flanks. If one or more of the skin thieves is currently wearing a skin, the disguised creatures will attempt to use this advantage to isolate a victim.

Once the skin thieves attack, they do so with abandon. They lash out with their long claws (doing 1d6 points of damage each) and bite with their rows of sharp teeth (inflicting 1d4 points of damage).

The transfiguring skin worn by a skin thief is fairly delicate. Every time it is struck in combat the skin must save (as thin wood) vs. crushing blow. If it fails the saving throw, the skin rips apart and exposes the creature's true nature. Once ripped, the skin is destroyed and can no longer be used as a disguise.

When attacking, the creatures make an eerie, moist, snuffling sound. Skin thieves always try to attack only victims they believe are weaker than themselves. Skin thieves usually run from a fair fight, preferring to be predator rather than prey.

Habitat/Society: Skin thieves are nomadic creatures who travel the uninhabited sections of Ravenloft, often hovering near the outskirts of civilization. They are particularly fond of trade routes or areas of sparse habitation. Such areas often give them the opportunity to attack small groups of humans, their favorite source of food, disguises, and adornment (rings, bracers, etc.).

Clans of skin thieves consist of two to three families. Such clans are led by whichever skin thief can best intimidate the other members of the clan. Such "chiefs" rarely stay in power for more than a few months, and the leadership of a skin thief clan is almost always in flux.

Skin thieves have no true homes. Instead, the creatures build small lean-tos or shelter in caves for up to a month at a time before moving on.

Skin thieves are also fond of killing the members of small caravans or farmsteads and then living in these quarters for a period of time. In such cases, the skin thieves will don the skins of their victims and perform a twisted parody of human activity, even to the extent of interacting with other humans in an attempt to lure more unsuspecting victims. However, the true nature of the monsters inevitably becomes obvious in their behavior and crude speech patterns.

Ecology: Skin thieves are vicious and petty creatures that prey on those weaker than themselves. It is uncertain where such fiends originated, but most scholars believe them to be humans whose ancestors turned to cannibalism and whose progeny bore the mark of their bestiality.

Skin thieves steal almost all of their belongings, making little if anything for themselves. The only items of any appreciable value they will have is the jewelry they covet.

Skinwing

CLIMATE/TERRAIN:	Any tropical or subtropical land
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	2d4
ARMOR CLASS:	3 (7)
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	4-7
THAC0:	4 HD: 17 5-6 HD: 15 7 HD: 13
NO. OF ATTACKS:	2 (claw/claw)
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Bite (2d4)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-21' wingspan)
MORALE:	Steady (11-12)
XP VALUE:	
4 HD	175 (270 w/Legacy)
5 HD	270 (420 w/Legacy)
6 HD	420 (650 w/Legacy)
7 HD	650 (975 w/Legacy)



The skinwing is a reptilian, batlike creature found in warm climates. A skinwing resembles a furless bat with dirty brown scales. Its wings are utterly hairless and resemble tough, leathery skin. A skinwing has large black eyes that function well in both dim and bright light. Skinwings have a wingspan of about three feet per Hit Die. Their bodies are quite small in comparison to their wings, usually about one foot long per Hit Die.

Orcs commonly keep these creatures as mounts. The lizardmen of Shazak sometimes use them as mounts, although they prefer to use giant bats.

The Red Curse: Some skinwings (25%) have Legacies from Region 3. Typical skinwing Legacies include Anti-Missile and Gaseous Form. Skinwings do not require *cinnabryl*.

Combat: A skinwing attacks with either its teeth or claws. If it uses its bite attack (2d4), it must either land or fly very slowly. The skinwing is AC 7 only if it uses this mode of attack. If the skinwing uses its claw/claw attack, it rakes its sharp claws across the top or back of its prey and flies out of range before the creature can retaliate. The flock usually attacks a single target, and each member gets an attack against that target. A flock of skinwings can bring down large prey using this maneuver.

If both claws attacks are successful and the victim is less than one-half of the maximum weight the skinwing can carry, the skinwing carries the victim aloft. Thereafter, the skinwing inflicts 2d4 points of damage per round.

A skinwing can carry a rider, albeit for short distances, but it must have a drop-off in order to become airborne. A skinwing can carry about 30 pounds per Hit Die. A 4 Hit Die skinwing could thus carry a load of 120 pounds. Skinwings cannot fly higher than about 1,000 feet. Above that altitude, the air is too cold for them.

While carrying a rider, the skinwing must make a successful saving throw vs. paralyzation every half hour in order to continue flying. If the saving throw fails, the skinwing is exhausted and must land immediately. Skinwings cannot attack if they are carrying a rider.

Skinwings who have taken 50% or more damage can no longer fly until they are fully healed.

Habitat/Society: A skinwing usually will not attack man-sized or larger creatures unless it has been trained to do so. A flock of skinwings will attack a larger creature only if they are very hungry.

Skinwings are very hard to train. Once they are trained, however, they make superior mounts, able to anticipate their riders' needs. A trained skinwing gets a +1 bonus to morale.

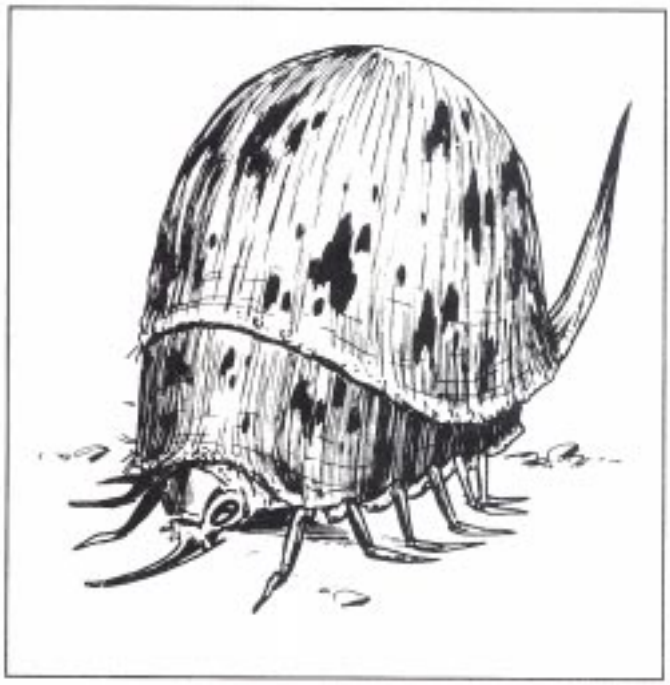
While skinwings can be found almost anywhere, they prefer warmer climes, since they have a reptilian heritage. They live in caves, dark buildings, or heavily shrouded forests and feed during the day, when they are most active.

Ecology: Skinwings are predators and scavengers. They will eat carrion and insects. The wings of a skinwing can be cured into a high quality leather.

Skrit

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	Surprise, jellification
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7′ long)
MORALE:	10
XP VALUE:	2,000



Skrits are carnivorous beetles that live in the cool deserts of Taladas. They are hulking creatures, approximately five to six feet in height.

Similar in appearance to a flea, the skrit's body is protected by a rough, domed carapace. A host of short spiny legs protrude out from under this shell. The head is small and can be retracted under this shell, which tapers back to a narrow, inflexible tail. The overall color of the shell is mottled black and brown, similar to the surrounding terrain.

Combat: The skrit is a fierce predator, quick for its size. Too large to effectively stalk prey, it relies on natural camouflage. It settles among outcroppings of rock and waits unmoving for something to pass close by. While the skrit can be spotted by those who look for it, its camouflage works well enough to conceal it from casual observation at distances beyond 15 feet. Closer than this and the true nature of the "rock" is obvious to intelligent creatures who happen to look that way. Those attacked by a skrit have a -1 penalty applied to their surprise roll if the creature was not spotted.

In combat, the skrit picks out a single target (normally the smallest or weakest looking of the player characters) and attacks it almost to the exclusion of all others. it attacks with its two feeble forelegs and its needlelike mouth. This mouth has retractable barbs, so that once a hit is scored the probe stays in place. Each turn thereafter, the skrit pumps a powerful enzyme into the victin's bloodstream. At the same time, the creature attempts to drag its victim to a sate place where it can eat its prey.

The enzyme has two effects. First it paralyzes the victim. The victim must roll a saving throw vs. poison each round the skrit is attached. A -1 penalty is applied to the saving throw for each round after the first. The paralysis lasts for 3d6 hours or until the enzyme is neutralized. Second , the enzyme also destroys cell tissue, slowly dissolving the body to a soupy gelatinous mass. This is what the skrit will later eat. This effect takes several hours. Victims are paralyzed by the time this occurs. The victim loses 10 hit points per hour from the cell tissue destruction. The enzyme can be halted with a *neutralize posion* spell. Damage from the bite and claws can be healed normally or through spells Damage caused by the enzyme can only be healed normally or through regeneration.

Habitat/Society: Skrits are solitary hunters with a limited range They do not make lairs, but inhabit patches of rough ground where their camouflage is most effective Within this territory, skrits change hunting locations from day to day, depending on the amount of success.

Skrits have both male and female genders, distmguished only by the length of their tails. During the mating season in early spring, the female sends signals to the males by clattering its tail against the rocks. The males gather and combat for the right to be her mate. This is a particularly dangerous time to be among the rocks, for the males will attack anything that moves (+ 1 bonus to attack and damage rolls).

Ecology: The skrit is an essential part of the desert ecological chain. Not only is it an important predator, but after death its body plays a role in the life of the desert dwellers. The huge carapace becomes home for many creatures, most of these arc benign or at least of no great threat to adventurers. Sometimes however, the shells are taken over by huge colonies of ants The domed shell becomes the home to a ferocious swarm, quite dangerous to disturb.

The shell can also be fashioned into an excellent armor by those skilled in handling the peculiar material. Skilled craftsmen use the carapace to fashion breastplates and other solid pieces of armor A suit fashioned from this material has AC 4.

skuhlzecki (hot-headed ice borer)

CLIMATE/TERRAIN:	Arctic to subarctic plains and hills
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	(O)
ALIGNMENT:	Neutral
NO. APPEARING:	5–10
ARMOR CLASS:	5 (10)
MOVEMENT:	1, Br 9
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 (bite)
SPECIAL ATTACKS:	Superheated blood
SPECIAL DEFENSES:	Resistant to cold
MAGIC RESISTANCE:	Nil
SIZE:	S (2′ long)
MORALE:	Average (8)
XP VALUE:	175

A unique race of arctic worm, the skuhlzecki, or hot-headed ice borer, lives only on the cold plains and steppes of Vosgaard. Living within the thick permafrost of northern Cerilia, the ice borer spends its life hunting for food.

Reaching a maximum length of 2 feet at adulthood, the skuhlzecki remain among Vosgaard's most dangerous predators. The round, segmented worm has a bony, flat plate on the top of its head and a round, tooth-filled mouth. It has no visible eyes, ears, or nose. The creature's skin is as tough as cowhide but is entirely hairless.

Ice borers move by burrowing in snow or permafrost. They cannot burrow through solid ice. Because of a concentration of blood vessels beneath the bony plate in its head, a skuhlzecki can cause the plate to grow exceedingly hot (any creature touching this plate sustains 1d4 points of damage from a scalding burn). The heated plate turns the snow ahead of the ice borer to slush, allowing it to push or burrow through the snow. In the ice borer's frigid habitat, this narrow tunnel of slush freezes behind it almost immediately, closing off the worm's path.

Combat: Ice borers are believed to be blind but have a superior ability to sense vibrations. When a pack of ice borers senses a disturbance in the snow nearby, the group burrows to within about a foot of the surface to investigate. If they discover prey overhead, they swarm beneath the victim from below and move in like sharks. Working together, a number of the creatures can quickly melt the snow below a victim, creating a trap much like quicksand. The skuhlzecki then wait until the creature begins foundering in the mush before attacking (a saving throw vs. petrification is allowed to determine whether a character or creature can jump aside).

Ice borers attack with their powerful teeth and jaws. They bite victims from below, dragging the creatures further into the snow. Characters and creatures foundering in a skuhlzecki trap must make swimming nonweapon proficiency checks to move out of an ice borer's reach; these checks suffer a –2 penalty for each skuhlzecki involved in the attack.

As a skuhlzecki chews away at a victim, its incredible metabolism processes the meal quickly. Meat and fat are digested in a matter of minutes and moved directly into the bloodstream or stored in the form of fat reserves. As soon as the creature stops feeding, all digested food is converted to fat stores. The creatures are believed to have several stomachs which can hold food stores for later digestion. One of these appears to be a blood sac that swells after the creature feeds; whether the blood stored here is the creature's own or that of its victim remains the subject of argument.

Battling an ice borer pack is a difficult proposition. Because they attack from below, they cannot be detected by normal means. When they strike, they gain a +4 bonus to their chance to surprise a foe. Shields are virtually useless against an ice borer, resulting in an AC deduction when applicable. Slashing and most piercing melee weapons can be used to effectively fight skuhlzecki, but as long as the creatures remain hidden in the snow, characters must attack as if the ice borer were invisible (–4 to hit; magical methods of seeing invisible creatures will not help, though *x-ray vision* does). Bludgeoning weapons cause only half damage to skuhlzecki since snow and slush weaken most blows.



Should an ice borer tunnel to the surface, it will be much easier to fight. The creature is AC 10 while exposed on the ground and can be harmed by any weapon. If a blow kills an ice borer that has already fed (has caused more than 3 points of damage to any victims), its heated blood sac explodes in a 5-foot radius, burning all characters for 2d4 points of damage (a saving throw versus paralyzation is allowed to avoid damage). An ice borer lying on the surface of the snow will cease attacks and spend one round flipping over and the next using its hot head to dive back into the snow. If unable to do this for some reason, the creature crawls, inchworm-like, toward ice and snow at its above-ground movement rate.

Habitat/Society: Skuhlzecki live in small packs below the snow of Vosgaard's permafrost. They spend most of their time hunting. Attacks are more common in winter months and less frequent in warmer months; some speculate that the skuhlzecki undergo a form of hibernation if the weather grows too warm.

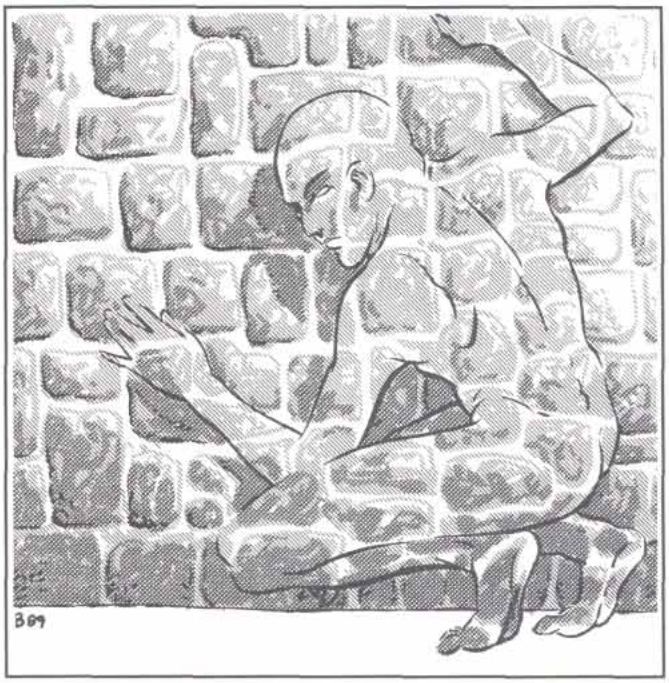
Skuhlzecki lairs have never been discovered, but scholars assume that the creatures breed by laying eggs, much like other worms. Encounters with young ice-borers have never been reported; it is believed that because of their high metabolisms, the creatures grow to adulthood within a very short time (one month or less).

Ecology: Ice borers will attack anything that attracts their attention. They will eat any warm-blooded creature but seldom attack creatures smaller than a halfling or dwarf. They do not collect treasure, though their victims' goods and gear tend to fall into the snow along with the small bits of remains the creatures leave behind.

Skuhlzecki are unique to Vosgaard. No related creatures are known to exist on Cerilia.

CLIMATE/TERRAIN:	Temperate to tropical/Woodlands and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	(F)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Backstab
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	120



Skulks are an extremely cowardly, evil race of humanoids with the chameleon-like ability to blend in with any background. They survive on the edges of civilization by theft and murder.

Skulks stand five to six feet tall and are completely devoid of hair. They are elf-like in stature, with graceful limbs, soft facial features, and pink or blue eyes. A skulk's skin is smooth but leathery tough. Its natural color is light gray, but skulks can change skin color instantly, either to flesh tone or, more commonly, to match the surrounding environment.

Skulks speak common and 20% of skulks speak one additional demihuman language, usually elvish or dwarf.

Combat: Skulks are cowardly fighters who run away at first wounding or if the odds are less than two to one in their favor—whichever comes first.

They move quickly and quietly, freezing into immobility at any sign of danger and blending into the background. Immobile skulks are 90% likely to be passed by unnoticed. Creatures looking directly at the skulks when they change color are not fooled.

Skulks never engage in direct combat unless trapped. Their favorite attack is backstabbing. Skulks move with absolute silence and impose a −3 penalty to opponents' surprise rolls. Skulks that surprise their opponents usually backstab. This attack gains a +4 bonus to the attack roll and damage is tripled (as 5th-level thieves). Base damage is determined by weapon type, usually a dagger (60%) or short sword (40%).

Skulks can pass through forest and in subterranean settings almost without a trace. Anyone following a skulk in these surroundings has 1/5 their normal chance to track successfully.

Habitat/Society: Skulks survive by thievery and murder. They live in small bands, moving often, and camping in deep forests or underground lairs. They hide by day, but emerge at night to raid nearby human or demihuman communities. Their favorite tactic is to murder an entire family, then ransack the house at their leisure.

A skulk lair is usually a shallow cave with two or more entrances, located just outside (or sometimes beneath) the town. Skillfully placed branches and leaves cover the entrance. A successful find secret doors roll is required to find the entrance to a skulk lair. Inside are a number of sleeping mats. During the day 1d3 skulk children are found here, usually unguarded. There is a 10% chance that one of the children is less than two years of age. In that case a single skulk female will be in the cave. If the cave is discovered, the skulk female will flee, leaving the children to their fate.

Skulks often try to disrupt the society they prey upon. A common ploy is to murder a low-level political official (judge, council member, town steward, etc.), then leave behind false clues stolen from a local thieves' guild or orc tribe. Once suspicion is diverted, the skulks can go about their business, murdering and looting with impunity.

Most skulks are panic prone, but very rarely (1%) a leader is born. Skulk leaders are demanding and cruel. They have 3 Hit Dice and can speak two additional languages. Skulk leaders are masters of disguise and sometimes pose as half-elves or humans. While in this disguise, skulk leaders mingle freely with the outside world, casing a town before leading an attack on it. Normal skulks will abide by a leader's commands so long as they aren't too daring. Skulk leaders sometimes deal with other creatures, particularly dopplegangers or assassin guilds.

Ecology: Skulks eat whatever they find in the pantry of their victims. In hard times, skulks steal livestock, leaving a hole in the fence so it appears the animal escaped accidentally.

In addition to food, skulks steal whatever strikes their fancy. Female skulks often take gold, jewelry, and fine cloths. Male skulks are apt to lug furniture back to their camp. Disputes over property are common but infighting is rare. Instead, skulks steal from one another at the first opportunity.

All monsters who hunt humans and demihumans hunt skulks, but their camouflage ability makes skulks difficult prey. Skulks are despised by intelligent creatures; any skulk captured by a demihuman or human community is dealt with in the harshest manner allowable—usually death.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2)
TREASURE:	R
ALIGNMENT:	Neutral evil
NO. APPEARING:	2-5
ARMOR CLASS:	2
MOVEMENT:	6, Fl 9 (C)
HIT DICE:	6+6
THAC0:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/3d4
SPECIAL ATTACKS:	Grab prey
SPECIAL DEFENSES:	Slippery
MAGIC RESISTANCE:	Nil
SIZE:	L (16' wingspan)
MORALE:	Irregular (7)
XP VALUE:	1400



Skullbirds are large carrion birds of wildspace. A bad reputation follows these birds. Sailors consider the sight of a skullbird a sign that someone aboard ship will die soon.

The birds are named for their gruesome heads, which appear to be bird skulls covered with a layer of shiny black skin stretched tight. Their glittering dark eyes are hidden deep in the recessed sockets, and their beaks are jet black and needle-sharp. Skullbirds are covered with oily black feathers and exude an oily, charnel odor. Their talons are like razors.

Skullbirds have no language, but have two distinct calls: an irritating, high-pitched screech when they find live food, and an ominous, bass croaking when they find carrion.

Combat: Though the birds prefer to eat carrion, since it puts up no fight, they unhesitatingly attack live prey if they have not had a decent meal in several days (50% chance).

Skullbirds attack with their two sets of sharp talons, each doing 1d8 damage. If the prey is still moving, they try to finish it off with a swift stroke of their razor-like beaks, inflicting 3d4 damage.

Whenever a skullbird attacks a victim who weighs less than 200 pounds, it tries to snatch up its prize and fly away to its foul nest. To do so, the skullbird must hit the victim with both claws in the same melee round. The talons have an effective Strength of 17. The victim is allowed a Strength check to escape; failure means the bird swoops up with the victim at top speed. If the prey struggles for more than one round, the skullbird drops the victim, in hopes that the falling damage will finish it off.

Skullbirds secrete an oily substance that keeps them comfortable while flying in space. The oil is slippery; any attempt to grapple with the bird takes a −4 penalty. This oil is also responsible for the creature's low AC, since weapons seem to slip off the bird.

The oil, however, is highly flammable, giving the skullbirds a −4 penalty when saving vs. fire-based attacks, and +2 hp per die of fire damage. Waving torches or other open flames around a skullbird for one round forces a morale check.

Habitat/Society: Skullbirds nest in floating wrecks of spelljamming vessels, or in the decomposing bodies of huge, dead, wildspace creatures. They travel in flocks and have no leaders. Skullbirds are not territorial.

Once every three months, a female skullbird lays 1d4 eggs. Ugly, almost skeletal chicks hatch from the eggs and begin croaking incessantly, demanding to be fed. The sound is reminiscent of a group of bullfrogs. There is a 25% chance of finding skullbird eggs in a nest. They are not edible.

The oily feathers of the skullbird also trap air most efficiently, giving the birds a full day's supply of air. They do require air to survive in wildspace.

The skullbird is a bird of ill omen. Sailors shun them, and shun anyone foolish enough to wear anything made from part one of the birds. If a ship encounters skullbirds outside their lair, the encounter begins with the birds flying out of nowhere and trying to perch on the ship's masts. This is considered the worst possible omen, a sign that the ship will soon be destroyed. Fast-moving characters get one round to try to drive the birds away from the masts; if they succeed, the birds may attack instead (50% chance).

Average or Green crews who see the skullbirds roosting on their ships undergo an immediate morale check at −1 penalty. Failure indicates that the sailors immediately panic, some scampering below decks, others jumping off the ship. They remain panicked until the birds are driven off. More experienced crews need not check morale, but they make morale checks in later battles at the same penalty.

Ecology: The only positive ecological contribution skullbirds make is their pursuit of their favorite food, feesu (q.v.).

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or small groups
ACTIVITY CYCLE:	Any (usually nocturnal)
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q × 10 in lair, residual on host
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-8
ARMOR CLASS:	4 (host: 8)
MOVEMENT:	9 (12 on host)
HIT DICE:	1+4 (host: 2)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (or by weapon type)
SPECIAL ATTACKS:	Surprise, poison, control host
SPECIAL DEFENSES:	Immune to sticky substances, disguise
MAGIC RESISTANCE:	Nil
SIZE:	S (1′ tall)
MORALE:	Steady 111-121
XP VALUE:	420



A skullrider is a spiderlike creature whose eight segmented legs grow out of a body the size and shape of a human skull. Its shiny exoskeleton is the approximate color and texture of human bone, supporting the illusion. Vicious mandibles are hidden inside the "jawbone" of the skull; these mandibles are retractable, as are the creature's eight short legs. The bony exoskeleton prevents body heat from emanating, thus making the skullrider "invisible" to infravision. A skullrider with mandibles and legs retracted is thus 90% indistinguishable from a regular human skull.

Due to its spidery nature, a skullrider can climb sheer surfaces and move at normal speed through webs (magical and otherwise), although it cannot create webs of its own. It is immune to all sticky substances, magical or mundane, such as web spells or glue. When encountered in this form, the normal statistics above are used.

However, 75% of all skullrider encounters are with "mounted" skullriders. In this case, the statistics in parentheses are used. A skullrider has the ability to control a newly dead human, demihuman, or humanoid body ("host") with which it has bonded. The bonding process is as follows: A skullrider uses its mandibles and sharp, hollow tongue to pierce into a corpse's skull and devour selected parts of the brain. This permits the skullrider to mentally link with the corpse's nervous system, and this in turn allows the skullrider to animate the corpse at will, even when not in contact with the body. Only one host can be animated by a single skullrider at any one time. The bonding process takes two full rounds and must be started within one hour of the death of the host body.

Although a skullrider can move its animated host from any distance up to 60′ (provided it maintains a line of sight), it is most common for the creature to consume the head of its host body and sit atop the severed neck with legs retracted underneath them. This gives the mounted skullrider the appearance of a skull-headed zombie. A skullriders can control only a newly dead humanoid body; in no case can it animate a skeleton (which has no brains to ingest or central nervous system to link with) or true undead of any kind. A skullrider host is truly dead, animated by the skullriders' magical mental link instead of a link to the Negative Material plane common to undead creatures; therefore the host cannot be turned by priests or paladins.

A host body separated from its controlling skullrider remains animated only so long as the skullrider is paying full attention to that control, taking no actions other than moving at MV 6. Combat, full movement, unconsciousness, and so forth breaks the link, causing the corpse to fall. A dispel magic spell cast on the skullrider or host (against sixth-level spell-use) or any form of anti-magic field or spell will also break the link. Once a link has been magically broken between host and skullrider, it cannot be reestablished.

As a side note, any corpse whose head has been consumed by a skullrider cannot be restored to life by any means short of a ***wish*** spell. The corpse can, however, be ***animated*** into a zombie or (later) a skeleton.

Combat: Mounted skullriders usually attack with a weapon, if their host body has one. Any magical bonuses inherent in the weapons apply, but skullrider host bodies do not get any bonuses to hit or to damage based on their Strength or Dexterity scores, whatever they might have been. Skullriders are considered proficient in all melee weapons that can be wielded with one hand. Those weapons requiring two hands may be used at a nonproficiency penalty of -2 to hit. Missile weapons cannot be used, as skullriders lack the coordination and finesse to properly employ them (but a mounted skullrider armed with a crossbow could swing it like a club). Skullriders can have their host bodies attack with weapons while they are not riding them, but suffer a penalty of -2 on attacks and damage due to problems of perspective and vantage points.

A mounted skullrider in combat takes no damage until its host has been destroyed (use the armor-class, movement, and hit-dice statistics above). At this point, the host body collapses (assumedly so badly damaged it cannot stand or fight) and the skullrider either scuttles away (if opposition is strong) or moves in close to bite.

Skullriders can bite in combat for 1-4 hp damage, and anyone bitten must save vs. poison or lose an additional 2d4 hp. Mounted skullriders can leap off their mounts onto opponents in order to bite with a surprise bonus of +2 to hit (the host body promptly collapses in a heap). This bonus applies only when the opponent is unaware of the skullrider's ability to do so.

Habitat/Society: Skullriders are primarily scavengers, preferring to attain their mounts from fresh battlefields rather than attack a healthy individual, but do not hesitate to do the latter if it appears that there's a good chance of success.

Skullrider host bodies continue to decay, but due to an enzyme secreted into the body at the time of bonding, the process is slowed down. Generally, a skullrider can use a corpse for about a month before its central nervous system deteriorates to the point where the body can no longer be animated. At this point, the body is used as a food source by the skullriders. Finally, the corpse is injected with 10-60 eggs and abandoned. In two to three weeks, the eggs will hatch into new skullriders, which spend most of their first six months feeding and growing. At the end of the six-month period of growth, the skullriders will have attained full size and acquired the ability to animate mounts.

Ecology: Skullriders have no concept of treasure, but understand the advantages of hand-held weapons They enjoy gemstones for their color and brilliance. The lair of a group of skullriders will often include the human skulls of their previous mounts. These are used primarily for camouflage purposes, so that the skullriders blend in with their surroundings if someone or something enters their lair. In this case, the skullrider can jump out and attack, with a +2 bonus for surprise.

Skullriders, as mentioned earlier, are generally scavengers that sometimes take live prey. Their rarity makes them of little consequence except to those who fall victim to them.

CLIMATE/TERRAIN:	Tropical,temperate subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal to average (1–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4
ARMOR CLASS:	7
MOVEMENT:	6, Sw 15
HIT DICE:	2+2
THAC0:	17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d8/1d6 (×2)/1d8 (×2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (4′–6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	175



Skum are a race bred by the aboleth (see the MONSTROUS MANUAL tome) from humanoid genetic stock to serve as beasts of burden. Skum do not resemble their ancestors. They have an aboleth-like tail and four extremely strong limbs, each ending in a webbed paw which has two fingers and an opposable thumb. Each digit ends in a retractable claw. A skum's body is covered with a clear, slimy, hairless, gray-green membrane. While they have no external ears, they are not deaf. In the water, they can hear twice as well as a human can in air. A skum's eyes are much like an aboleth's—an eerie shade of purple-red—but are more spherical. Having been bred to function in the dark, skum have 60-foot infravision.

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

In water a female skum can carry as much as a heavy war horse if the load is strapped to her back; males can carry as much as a medium war horse. On land, a skum can carry as much weight as a human with the same strength.

Habitat/Society: Skum are the result of at least a millennium of careful breeding. They no longer resemble humanity in body or mind. The aboleth removed what they regard as unnecessary parts: vocal cords, lungs, external ears, hair, etc. The aboleth then added what features they thought would be necessary for their servants, such as the tail for swimming and claws and teeth for fighting. Most skum have low Intelligence (5–7), but some have been bred to be even less bright.

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

Ecology: Skum breathe through the skin, but their outer membranes must be moist to do so. A skum out of water can breathe normally for half an hour before drying out and suffering 3d4 points of damage each turn.

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

Skum have no natural enemies, but most land dwellers despise them. A skum captured by drow or duergar is in for a long and painful death. Svirfneblin usually take pity on skum captives. Kuo-toa don't hate skum, but no skum servant has ever been observed in a kuo-toa city.

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

Although the aboleth cannot transform captive humanoids into skum, they can change them so that their offspring will.

Skuz

CLIMATE/TERRAIN:	Ponds, lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	1, Sw 15
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Energy drain, spells
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (4'-7' long)
MORALE:	Fearless
XP VALUE:	15,000



One of the most powerful and feared forms of undead, skuz haunt still bodies of water and destroy all those foolish enough to fall into their grasp.

Skuz have a strong tie to the Negative Material Plane. They hate all life and attempt to drag any creatures within reach into their watery grave.

A skuz appears as a slimy coating on the water, similar to the algae growths on still ponds and lakes. A skuz is able to manipulate its slimy body, allowing it to take on humanoid and other forms, and making it easier to attract prey. Unlike many of the powerful undead, skuz operate in daylight as well as darkness.

Combat: Skuz attack by forming pseudo-arms from their slimy mass. In addition to causing physical damage, each touch of a skuz drains one life level from its victim. When a humanoid victim is weakened, the skuz pulls it beneath the water to drown it. When dead, the victim becomes a skuz. Humanoids who are killed by a skuz, but not drowned, do not become one of the undead.

Skuzs can use spell-like abilities at will, twice per day. These include *gaze reflection, suggestion, watery double, animate dead,* and *transmute dust to water.*

Skuzs can be hit only by +2 or better weapons. They are immune to all fire-based attacks and spells, and because of their maleable body they take half damage from magical edged weapons. *Lower water* causes 2d10 points of damage to a skuz, and *raise dead* instantly kills it. While skuzs can be turned as a "special" undead, they do not leave their pond or lake.

Skuz often lure victims to them by taking on the form of humans, usually children, and acting as if they are drowning. Skuz prefer not to attack until their prey is in the water, where the undead have the advantage.

Occasionally skuz work together to attract prey, using their spell-like abilities in concert, or appearing as a group of drowning people. In this instance each skuz attacks more viciously, wanting to be the one who brought the most victims to their doom.

Habitat/Society: Skuz occupy ponds, small lakes, and stagnant bodies of water, usually in temperate and tropical climes near human civilizations. Skuz avoid northern locations, where long, harsh winters freeze the water, restricting their movement. And they are rarely found in desolate areas where few humanoids could be found.

Although skuz are primarily solitary, one that has been successful in drowning humanoid victims has several skuz with it in the same body of water. However, if a pond or lake becomes too crowded with the undead, some opt to leave, crawling to another body of water where they have less competition when feeding.

Skuz are equally active during the day and evening. They have no need to sleep and they require no food, although the energy drained from victims invigorates them.

The body of water occupied by skuz is frequently devoid of all fish and plant life, as the undead do not want even simple creatures and organisms to live in their presence. Animals who come to the water to drink are quickly dispatched by the skuz. Their bodies are left to rot on the edge of the water and to act as a lure for larger creatures who would feast upon the remains.

Skuz take trophies from their humanoid victims such as armor, jewelry, coins, and other items that they pull to the bottom of their pond or lake. Usually the most respected skuz among a group of them is the one with the largest horde. This skuz often directs the actions of the others.

Ecology: The skuz, like many undead, serve no useful purpose in nature, killing without reason and destroying fish populations. Because of its attachment to the Negative Material Plane, it is not a normal part of the Realms.

Creatures close to nature shun bodies of water containing skuz. However, some creatures such as swanmays and centaurs band together to hunt the undead or to approach bands of adventurers, asking them to kill the skuz.

The slime of a dead skuz can be used as components in water-based spells, usually doubling the durations of those spells because of the skuz's magical and powerful nature.

Skykine

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CLIMATE/TERRAIN:	The skies of Edill
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1–12 or see below
ARMOR CLASS:	5
MOVEMENT:	3, Fl 25 C
HIT DICE:	9
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2–24/2–20
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	G (65')
MORALE:	Unreliable (4)
XP VALUE:	6,500



Skykine are huge creatures native to the air world of Edill. They resemble broad-bodied dragons with short, thick necks. Skykine have four legs like a dragon, but they are short and apparently atrophied. Their wings, too, appear much too small and weak to support such a large creature. (In fact, their wings are used only for steering. In their body cavity is a strange organ that allows them to levitate and fly through the skies of Edill. They cannot, of course, leave the atmospheric envelope.)

At the end of a short neck, the skykine's head is broad and flat, with a long snout like an alligator's. The creature's forehead is sharply sloping, indicating that it has no space for a large brain—an explanation for its low intelligence. Its eyes are large and spherical, protruding well out of its skull. This gives it 360° vision in the plane of its body, but only 180° vertically (in other words, it has a blind spot below its own body).

Skykine have rough yet supple skin, very much like that of a shark. They range in color from off-white to blue-grey—perfect colors to let them blend in with the skies of their air world home.

Combat: Skykine attack with a bite, and with a tail smash. Their bodies are thick and not overly flexible, which means they can only bite foes in front of them and tail-smash creatures behind them. The creatures are large enough that their attacks can damage a spelljamming vessel, with 10 hit points equating to 1 Hull Point of damage. In addition, against any creature of size H or larger, they can charge and ram. A successful ram inflicts 10d12 hit points, or 1d12 Hull Points of damage.

Although predators, skykine never attack anything larger than half their own size unless they are attacked first. Even then, the large creatures prefer to flee, giving barking, bellowing cries of warning to others of their kind. If they are harried to the point where they believe escape is impossible, they will turn and attack.

Habitat/Society: Skykine travel in small herds, often (65%) but not always based on family groupings. If a family herd is encountered, there will be one mature male and 1d3 mature females, plus 2d4 juveniles. Mature males and females have the same statistics, and the sexes are indistinguishable except to another skykine. Juveniles range from 10% to 60% of the size of an adult; their hit points and damage inflicted have the same ratio. All juveniles, regardless of size and age, have AC 6 and THAC0 11.

In a family herd, if a female is attacked or threatened, the male will fight ferociously to defend her . . . until he is reduced to half hit points, at which time his instincts of self-preservation will take over and he will flee. If the juveniles are attacked, the male will respond in the same way; the female(s), however, will fight to the death to defend their young.

Ecology: Skykine feed on other airborne lifeforms, but nothing bigger than about 30' in length, of course. In turn, the skykine are the favored prey of Edill's dragon population. The dragons consider them to be harmless food animals. Of course, "harmless" means very different things to a 150'-long dragon and a human spacefarer!

The big creatures are thought to live for 20 years or so, landing on an orbiting earth body only long enough to bear their live young.

	Red	Blue	Green	Gray	Death
Climate/Terrain:	Limbo	Limbo	Limbo	Limbo	Limbo
Frequency:	Uncommon	Rare	Very rare	Very rare	Very rare
Organization:	Group	Group	Group	Group	Group
Activity Cycle:	Any	Any	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Low (5–7)	Low (5–7)	Average (8–10)	High (13–14)	Genius (17–18)
Treasure:	K, Q	K, Q	R	R × 2	Z
Alignment:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
No. Appearing:	3–18	2–12	1–6	1–4	1–2
Armor Class:	4	2	0	−2	−4
Movement:	6	6	9	12	12
Hit Dice:	7+3	8+4	9+5	10+6	15+7
THAC0:	13	13	11	11	5
No. of Attacks:	3	5	3	3 or 2	3 or 2
Damage/Attack:	1d4/1d4/2d8	2d6/2d6/2d6/	1d6+2/1d6+2	2d4+2/	3d6/3d6/2d10
	2d6/2d8	2d8	2d4+2/2d8	or sword +6	
			or sword	(Strength bonus)	
Special Attacks:	Stun, egg-pellet	Disease	See below	Magical weapons	See below
Special Defenses:	See below	See below	+1 or better	See below	+2 or better weapon
			weapon to hit		to hit
Magic Resistance:	30%	40%	50%	60%	70%
Size:	L (8′ tall)	L (10′ tall)	L (7+′ tall)	M (6′ tall)	M (6′ tall)
Morale:	Average (8–10)	Steady (11–12)	Elite (13–14)	Champion (15–16)	Fanatic (17–18)
XP Value:	2,000	9,000	11,000	15,000	22,000

The slaadi are bipedal frog-like beings who dwell on the Outer Plane of Limbo. They scavenge battlefields of the Blood War, feeding on the dead and using the wounded as instruments in their reproductive cycle. Slaadi seek to change the established order on all planes to bring themselves power, but they lack the will to mobilize armies or become involved in the intrigues of other fiends. Therefore the powerful varieties of slaad pursue their own agendas, using less powerful types as their thugs and agents.

Slaad heads are huge and their claws extremely sharp. A symbol of power is embedded in the forehead. Nonmagical tattoos on a slaad's forehead signify past achievements (kills, conquests, duels) and current status. The more powerful slaadi have *polymorph self* abilities and can appear as humans or demihumans (see below).

Slaadi speak their own language. Limited telepathy allows them to understand and converse with all things.



RED SLAAD

Red slaadi are vicious combatants that quickly attack other creatures. Ruthless in numbers, they surround, torment, and slaughter smaller groups. Red slaadi wear loincloths and have few forehead tattoos, denoting low status.

Both red and blue slaadi are surly brutes that despise one another, yet their complex reproductive cycle intertwines them as mutual progenitors.

Combat: Red slaadi attack with two claws (1d4 damage each) and bite (2d8 damage). They choose predictable, uninspired tactics, and are not terribly intelligent.

Once per day, red slaadi can *stun* by emitting a loud croak that affects all opponents within 20′ (save vs. petrification or stunned for two rounds).

Red slaadi regenerate 2 hp per round. They can attempt to *gate* in 1–2 additional red slaadi twice per day with a 40% chance of success.

Ecology: Red slaadi have a gland under each claw that, when it hits an opponent, may (25% chance) imperceptibly inject an egg-pellet into the opponent's body. The slaad can also inject the pellet at will into an unconscious opponent. The egg-pellet slowly moves through the unwitting victim's body until it reaches the chest cavity. There the pellet gestates for three months, forming a baby blue slaad that, once formed, eats its way out of the victim's body, killing it. The victim falls extremely ill 24 hours before the baby slaad eats its way out.



The blue slaad, feeding on carrion, grows to self-sufficiency in a few years.

An egg-pellet can be detected by *detect evil*. Egg or baby slaad can be destroyed by *remove curse* or similar magic. To prevent this, the slaadi confine victims in temporary prison camps erected near the battlefield.

BLUE SLAAD

Blue slaadi are ruthless warriors that specialize in mass combat. Two long, sharp bone rakes protrude from the back of each hand. They are more lithe and limber than red slaadi and have more elongated snouts. They share the red's vicious temper and bullying manner, and they too wear loincloths.

COMBAT: The blue slaad fighting style allows them two attacks with each of the razor-sharp bone rakes on each hand (2d6 damage per rake). Thus they have four rake attacks per round, as well as a bite (2d8 damage and 10% chance of infecting the opponent with a rotting disease (like a mummy; see the *Monstrous Manual*).

Blue slaadi have the following spell-like abilities, usable one at a time, one per round, at will: *hold person* (one person only), *passwall*, and *telekinesis*. Twice a day they can attempt to *gate* in either 1–2 blue slaadi or 1 green slaad, with a 40% chance of success on each attempt.

ECOLOGY: Blue slaadi can infect wounded and unconscious opponents with a disease similar to lycanthropy. This infection transforms a humanoid victim, over three months' time, into a red slaad; non-humanoid victims die. The disease is undetectable in the first month except by *detect evil* or other magic, but its effects become obvious thereafter. *Cure disease* and other powerful healing magic cures and reverses the infection. To prevent this, slaadi maintain victims as prisoners in temporary camps, along with those infected by red slaadi egg-pellets.

The rivalry between blue and red slaadi is no less real for their interrelationship. Driven by instinctual urges, each type unwillingly spawns the rival color, but after the spawning, each slaad takes no more interest in its creation. Instead they nurture the rival variety's victims to successful "birth" of a new offspring.

GREEN SLAAD

Whether as a host for a red's egg-pellet or as a blue's disease victim, a powerful human or demihuman host (such as a high-level adventurer) sometimes spawns a baby green slaad instead of a red or blue. This is an auspicious occasion, and both red and blue slaadi nurture the young green carefully. At maturity (10–12 years), green slaadi have somewhat higher foreheads than reds or blues, typically with several tattoos. In their century-long careers they acquire many forehead tattoos.

Green slaadi are defensive about weaknesses and self-aggrandizing in triumph. Tremendous braggarts, they sometimes pause even during combat to gloat over opponents.

COMBAT: Green slaadi attack with two claws (1d6+2 damage) and bite (2d8 damage). They prefer to use their innate powers or *gate* in other slaadi for combat, but they fight viciously if pressed. A green slaad can *polymorph* at will into a duplicate of the human or demihuman host that spawned it.

Green slaadi as a group have demonstrated the following spell-like powers, usable one at a time, one per round, at will: *darkness, 15' radius, delayed blast fireball* (once per day), *detect invisibility, detect magic, ESP, fear, locate object, produce flame*, and *telekinesis*. No individual green slaad has shown all of these powers.

Twice a day, with a 50% chance of success, they can attempt to *gate* in 1–6 red slaadi, 1–4 blue slaadi, 1–2 green slaadi, or 1 gray slaad. Green slaadi are harmed only by +1 or better weapons.

GRAY SLAAD

A green slaad that lives to advanced age (a century or so) sometimes withdraws into wilderness isolation. Most are never seen again, but after a year or more some slaadi return to their fellows as gray slaadi. Uninterested in lesser slaadi, grays become fascinated by power and magic, apparently seeking the near- immortality of the most powerful slaadi, the death slaadi (see below).

COMBAT: Gray slaadi attack with two claws (2d4+2 damage each) and bite (2d8 damage). They can *shapechange* into the form of the original host, in which they often wield a magical weapon (referee's choice). Gray slaadi are hit only by +1 or better weapons.

Gray slaadi as a group have demonstrated the following spell-like powers, usable one at a time, one per round, at will: *advanced illusion, darkness, 15' radius, fear, flame strike, infravision, invisibility, know alignment, lightning bolt, power word blind* (once per day), *symbol* (*pain*, once per day), and *wind walk*. No individual gray slaad has demonstrated all these powers. Twice a day gray slaadi can attempt to *gate* in 1–4 more grays with a 60% chance of success. Some can *enchant an item* given sufficient time and materials.

DEATH SLAAD

The greatest of their kind, these few powerful slaadi have achieved near-immortal longevity through evil ceremonies. Most of the half-dozen known death slaadi work to propagate their race, marshalling mobs of red and blue slaadi to invade small villages on the Lower Planes. They imprison the population as hosts and incubate a new generation of slaadi.

Death slaadi can communicate with all creatures through telepathy.

COMBAT: The death slaad attacks with two claws (3d6 damage and Constitution check or stunned for 1-6 rounds) and bite (2d10 damage). Like green and gray slaadi, a death slaad can *shapechange* into a duplicate of its original host, usually a powerful human. In this form it attacks twice per round, has at least 12 Charisma, and retains its great Strength (18/01, +3

damage adjustment). Only +2 or better weapons can harm a death slaad.

Collectively, death slaadi have been observed to use the following spell-like powers, usable one at a time, one per round, at will: *advanced illusion*, *astral spell*, *cloudkill*, *darkness*, *15' radius*, *detect magic*, *detect invisibility*, *ESP*, *fear*, *fireball* (once per day), *flame strike*, *invisibility*, *locate object*, *phantasmal killer* (once per day), *symbol* (any, once per day), *unholy word* (once per day), and *wind walk*. No individual death slaad has demonstrated all these powers.

Once per turn a death slaad can *gate* in 1–8 of any type of slaad except other death slaadi. This *gate* always succeeds. They can *enchant an item* if given time and equipment.

HABITAT/SOCIETY: Slaadi observe an informal and pragmatic hierarchy, not because they respect regulation, but rather because strong rulers destroy disobedient underlings.

ECOLOGY: Although the slaadi inhabit the Outer Planes and travel the Lower Planes, they do not usually fight in the Blood War between the baatezu and the tanar'ri. (Some gray slaadi have traded intelligence to both sides in return for powerful magical items.) However, slaadi scavenge the battlefields of the fallen, feeding on carrion and removing wounded victims to their nightmarish temporary prison camps. After using the victims to gestate a new generation, the slaadi who organized the camp separate and move on, following rumors of new battles.



Climate/Terrain:	Gehenna
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	3
Movement:	3, Fl 18 (A)
Hit Dice:	5–8
THAC0:	
5 or 6 Hit Dice:	15
7 or 8 Hit Dice:	13
No. of Attacks:	2 or 1
Damage/Attack:	1d6/2d4 or 3d6
Special Attacks:	Wing slash, poisonous stinger
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (10–20 foot wingspan)
Morale:	Steady (11–12)
XP Value:	
5 Hit Dice:	1,400
6 Hit Dice:	2,000
7 Hit Dice:	3,000
8 Hit Dice:	4,000

The gaze of an ultroloth is not one you want to meet twice. As the creature turned his head toward me, I lowered my eyes. I heard his voice in my head, like always, and I cringed.

His words penetrated my brain. "What have you made for me?" It felt like a razor cutting soft flesh.

"As you requested, eminent one, I have fashioned a creature upon which our troops can ride. A flying beast."

"A most worthy labor." I was sure that my brain would begin to bleed from my ears. "What manner of beast?"

"I call it a slasrath, master, and it glides through the air like the manta ray – the one we saw in the memories of that prime's brain that you flayed but last year. It can carry even a nycaloth without slowing its pace, for it plies the air using sorcery." I tried to come up with more to say, so that his cutting thoughts wouldn't slice into my mind again.

"Excellent. Produce a thousand of them and send them to the mustering grounds at Heartscraped Tower."

"It shall be done, my wise and all-powerful lord," I said, and then paused, knowing that I would have to tell him the whole truth. Perhaps his pleasure at my success would temper his wrath. "There is one other thing, august overlord . . . "

"What?" Nails driven through my eyes and into my mind would have felt better.

"A few of my slasrath . . . well, they . . . escaped. M'lord." His gaze told me I would not be leaving his chambers alive, or at least intact.

– Jehanu the Flayed, ex-yugoloth slave

Slasraths were simply horrible, slimy worms native to Gehenna until an enslaved sorcerer got hold of them and transformed them into the flying horrors that they are today. Long and wide, the saucerlike things are extremely flat. Razor-tipped wings flutter to keep them aloft, becoming rigid when the creature plunges in to attack its foes with slicing, slashing dives. They were meant to be subservient creatures under the yugoloths, which many still are, but a number of the beasts roam freely throughout Gehenna, adding to the danger and terror so frequently found in that hideous realm.

Most slasraths are black, but gray and green varieties are not uncommon. A small but dangerous mouth is located on the creature's underside, and a long, whiplike tail flutters behind it, wielding a nasty barb.

Combat: The slasrath moves gracefully with a great deal of maneuverability in the air (on the ground, it slinks along in the manner of a worm, very slowly). When it attacks its prey, it begins by swooping down from above, using the razor-sharp edges on its wings. This attack inflicts 3d6 points of damage. If two or even three man-sized (or smaller) targets are within 5 feet of each other, they can all be attacked by this wing slash assault. The attack must be resolved separately for each target, with different attack and damage rolls.

Further, the slasrath's wings are so sharp and powerful that they can slice through armor and shields. If a target wears armor or uses a shield to protect itself and the slasrath's attack roll indicates that the creature's attack would have hit the target without the protective device, a saving throw for the item should be made versus hard blow. If failed, the item is destroyed and the attack upon the target is resolved without the armor's protection (thus, it hits the target).

After the wing slash attack, the slasrath hovers above its chosen prey and continues the fight by biting with its mouth (filled with hundreds of needlelike teeth, causing 1d6 points of damage per bite) and striking with its barbed tail for 2d4 points of damage. The stinger at the end of this appendage carries a virulent poison. If the victim fails a saving throw versus poison, the venom causes extreme disorientation and confusion. On the round after injection, the victim faces a penalty of –1 on attack and damage rolls, ability checks, and saving throws. The next round, the penalty increases to –2, and to –3 on the third round. This escalating debilitation continues for six rounds, after which the victim dies. *Slow poison* and *neutralize poison* are effective as usual.

Yugoloths sometimes ride slasraths into battle, either as a wave of flying cavalry or with a single slasrath carrying a leader above its troops. In these situations, a slasrath can be assumed to be completely under the control of its rider, tamed by magic and discipline. With the thin body of the slasrath, it appears that the yugoloth is riding an oddly shaped flying carpet. Often, a special harness enables the rider to stay atop the mount and guide it. A slasrath can still make its normal attacks, even the wing slash, while carrying a rider. It can also hover with a steady grace, enabling a rider to cast spells or perform other delicate actions.

HABITAT/SOCIETY: Slasraths are creatures altered by magic to become something they were never meant to be. Though their bodies are huge and powerful, their brains are still the dim minds of worms. They seek little else besides meaty prey.

The only exception to this seems to be when a yugoloth masters one of the beasts to become a mount. Magical charms as well as outright *domination* are frequently used to control the slasraths, although conditioning through pain and discipline always reinforces the magic. Yugoloth masters use metal whips and spiky spurs to maintain their authority. While not in use, slasraths are kept in pens resembling huge black domes. They are fed prisoners, wounded members of their own species, and lesser yugoloths that have displeased their masters.

On their own, slasraths scour the furnaces of Gehenna in search of food. They land only to rest briefly on the superheated rock of the plane. Slasraths keep no permanent lairs. Though they have no special resistances to elemental attacks, they are not harmed by the conditions of their native plane.

ECOLOGY: Slasraths begin their lives (hatched from a large egg) with 5 HD and a 10-foot wingspan. At 6 HD, they are 15 feet across, at 7 HD they are 18 feet in width, and at 8 HD they usually have a wingspan of over 20 feet. Yugoloths do not use them as mounts until the slasraths measure at least 15 feet in width.

Wild slasraths feed on everything they can find, including linquas, barghest, nightmares, and even yugoloths.



Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	War band
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Varies
Alignment:	Any neutral
No. Appearing:	5–30
Armor Class:	6
Movement:	12
Hit Dice:	4+1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d8+1 Strength or 1d3 bite
Special Attacks:	Formation attack
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (7′ tall)
Morale:	Elite (15–16)
Level/XP Value:	420
Psionics Summary:	Nil
Player's Option:	MAC 5

Sligs are wide-jawed humanoids of the desert wilderness. Male sligs are tall and muscular, standing seven feet tall and weighing more than 300 pounds. Their skin color varies from a sickly white to tan and deep brown. Long red or auburn hair grows on their heads, forearms, and thighs, and sometimes on the back and rump as well. This hair is sometimes braided but more often left long. They have no ability to store fat in their bodies, so are especially lean in appearance.

Sligs seldom stand to their full height, instead adopting a hunched posture that allows their arms to assist in locomotion. Their arms and legs are extremely powerful. Their hands have a thumb and three very long fingers, each tipped with blunt black claws. Their heads are tapered at the top giving way to an extremely wide, but not protruding law. Their teeth are nasty, broken, and yellow, and are always displayed in a maniacal grin. Their eyes vary in color from black to silver beneath thick, almost reptile like ridges. Female sligs are similar in appearance, but much smaller, standina about 5 feet tall. Their hair is always braided, and their skin color is very light, usually white or tan. All sligs wear clothing made from animal skins and leather and carry their possessions in pouches. Different clothing denotes rank within the war band.

Sligs have a spoken language, but the number of concepts and words is limited to the essential concepts of their simple existence. Humans can learn slig speech, though no slig has ever done the reverse There is no written version of the slig language. To facilitate the hunt and kill, male sligs have a telepathic communication. The telepathy is instinctive, restricted to necessary communication about the hunt and formation attacks and it cannot be used to send or receive any other messages.

Combat: Sligs are individually impressive, but not invincible. What makes them particularly formidable is their ability to attack in concert with one another, seeking out new and interesting ways to corner and kill their prey. Those appearing in any encounter are a war band of males. Females and young are found only in the lair. Females flee with their young when discovered and never fight.

Sligs fiaht with bone swords or wooden spears tipped with bone or chitin points. Either weapon inflicts 1–8 (1d8) points of damage plus 1 point because se of the great strength of the attacking slig. When they have no weapons, sligs can also attack with their bite. The wide row of front teeth inflict 1–3 points of damage.

Sligs also have an instinctive ability to fight in small formations, using special talents to make the group more effective than the individuals. A slig formation consists of five sligs—two armed with swords, three armed with spears. The sword-armed sligs stand close in the front rank, while the spear-bearing sligs take up the back. The two outer spear-bearers can attack to either side of the front rank sligs, while the center one attacks between them. The slig telepathy allows them to move without breaking the formation and lets them wield their weapons in such a rhythm that they never interfere with one another. All five sligs in a formation can attack any creature that either of the front rank sword-armed sligs can attack. If any of the sligs fall in combat, others can fill in the gaps. These sligs can attack without penalty in the round they join the formation. Sligs can also combine formations to attack a single target or use multiple formations or individual warriors to protect the flanks of those in combat.

Sligs also employ a number of unique tactics to best defeat their prey, especially prey that is ultimately stronger than they are. This is not a complete list of Slig tactics. Sligs pride themselves in devising new tactics, and such are the exclusive conversations around slig campfires.

Baiting: Sligs are clever enough to know what adventurers want—teasure, metal, and even the mundane such as water or food. They have been known to move ahead of traveling adventurers to set up obvious caches of such items lust to catch them off their guard. These caches are most often set into ditches or ravines so the slig can surround from above, gaining the obvious height advantage. The cache can be as simple as a half-buried barrel or crate or as elaborate as the mock wreckage of an ambushed caravan, complete with slain animals and smoldering wagons.

Kidnapping/Theft: Sligs also know of something more tempting than an item never possessed, and that is something a traveler has lost. Sligs set up complicated schemes to sneak into camps to snatch valuables or even unwitting prisoners, then beat a hasty retreat, leaving an easy-to-follow trail. Again, they lead the pursuers to a remote point where they can take advantage of the terrain in combat, such as to rocky badlands or deep wadis. There is little hope for prisoners taken by sligs unless the pursuers can catch up to them in time.

Track Ambush: When no travelers readily present themselves, sligs entrench along a common track and wait. Sligs dig their own separate holes, barely large enough to get into with their weapons, then their fellows cover it with a hide stretched over a frame. The hide is camouflaged with sand, rocks, and scrub and the sligs wait patiently for passersby. The ambushers use their telepathy to launch the assault silently, yet simultaneously. The sligs between Urik and Raam were so successful that the merchant houses there, Stel and M'ke, put a bounty on them to clear them from the area. Many coins later, sligs are as plentiful as ever across the Great Alluvial Sand Wastes.

Habitat/Society: The war band is leaderless. There is no hierarchy among the warriors. The natural telepathy gives the sligs more cohesion and "leadership" than any chieftain could provide. Tactics are instantly

conceived and executed by the collective group of warriors. Slig warriors within the band keep track of major kills using ritual scarring along the forearms and calves, but individual success merely dictates mating rights, not leadership, during the hunt.

Unlike most creatures of the sand wastes, sligs are actually sedentary monsters, preparing permanent homes from which they deploy their war bands. They are very adaptable to their terrain, taking advantage of the best of the local features to create a permanent, safe living environment. Sligs in the rocky badlands, for instance, pile stones and slabs beneath natural outcroppings to form the basis of their dwellings. Their architecture is crude and they have no bonding materials such as cement, but such lairs are sturdy and present formidable defenses Sligs nearer to the mountains. most often seek out caves that they widen and expand for their own uses. Slig miners seek out metal digging tools among their victims.

The slig family unit is ever-changing. Slig females take mates three times per year and each time with a different male based on his most recent performance on the hunt. This way, consistently good hunters get the opportunity to father more children than less successful ones. Slig communities are not given to cooperating with one another, and it is extremely rare that a slig from one community can gain acceptance into another.

When not hunting, slig males are also crude craftsmen. They use available materials to fashion their weapons, the spears and swords of the attack formations, hewing them from stone or bone depending on what is available. Sligs use every bit of their kills, including the hides From them they create leather harnesses and pouches, shelters, and blankets. By human or dwarven standards, slig craftsmanship is primitive, but it provides them with the tools they need to survive. They supplement their own tools with those they take from their victims. Sligs never leave anything valuable at the site of the kill unless they are forced to retreat. A slig warrior likely has some item taken from another, more technological race.



Ecology: Slig females mate three times per year. Gestation takes three months, after which she gives birth to a single child. Twins and triplets are also possible, with roughly the frequency common to human births. The young mature quickly, growing to self sufficiency within the community in just six months and then to full maturity in just one year. To achieve this growth slig children eat ravenously of the kills brought back by the hunters. The saying "sligging down" one's meal comes from the few who have witnessed the inside of a slig community and lived to tell about it.

Sligs cannot naturally store fat within their own bodies, so they must feed constantly. The hunt follows a thrice daily cycle—the dawn hunt. the midday hunt, and the midnight hunt. Kills are taken immediately to the community where females and children are allowed to dine first, followed by the hunters. A slig that doesn't get nourishment for three days will die of starvation. But sligs have a natural ability to recycle their bodily fluids, so need surprisingly little water considering their environment and activity level.

Alchemists have noted the pseudopsionic nature of the slig telepathy and seek specimens with which to experiment. It is believed that slig blood or marrow is actually a stimulant to psionic activity, but these are just old wives' tales. Serious attempts by alchemists to prove them right, however, have made sligs quite valuable. Some in Raam and Balic have offered as much as 20 cp for a live slig.

Slinker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (8" long)
MORALE:	Unreliable (2-4)
XP VALUE:	7



Slinkers are small, vaguely bird-like creatures. They stand approximately eight inches high on two hind legs. Their forelegs are short and usually held close to the body when the slinkers move, but these are also used to hold bits of food and handle small items. The slinkers' heads form out of the fronts of their bodies without the nicety of any appreciable necks. They have two closely set eyes on either side of their small beaks.

Their bodies are sparsely covered with thin, stiff hair that ranges from light red to brown to gray to jet black. Some slinkers also appear to be white with red, brown, and black spots. Some naturalists believe these were once domesticated slinkers that have returned to a wild state, though what purpose they served domestically is unknown. A short, hairless tail (approximately three inches long) trails behind each slinker.

Combat: Slinkers are nearly helpless in any sort of fight with a human-sized creature. Thus they almost always flee upon catching sight of a human or demihuman. They do not attack large creatures unless there is nowhere to run.

If backed into a corner and forced to fight, slinkers charge as one and try to swarm over their antagonizer. Individually, slinker bites are painful but not very dangerous. When attacking as a group, however, they can cause serious injuries to rash characters. When slinkers attack, every slinker in the pack attacks the same target and keeps attacking that target until either it or the slinkers are dead.

If a group of PCs corners a pack of slinkers and the slinkers fight, they charge the closest character, clambering over him and burrowing under clothing and armor. The character being attacked must roll a successful Dexterity check to avoid being knocked down by the rush. Furthermore, if the number of attacking slinkers is higher than the character's Dexterity score, add the difference as a penalty to the Dexterity check die roll. (If, for example, 18 slinkers rush a character with Dexterity 12, the character must add 6 to his Dexterity check die roll.) Once this initial check is made, regardless of its outcome, the character doesn't have to roll another Dexterity check again unless another pack of slinkers attacks him. If the character is knocked down, usual attack modifiers for a prone target apply (+4 bonus for the slinkers' attack rolls.

Habitat/Society: Slinkers live in packs of up to 800 individuals. Presumably, the strongest or meanest slinker holds sway over the others, though what sort of authority it exercises is open to debate. These packs are rarely seen assembled in one place. In most cases, no more than 20 slinkers are ever encountered at once.

Slinkers are primarily scavengers, and so they prefer to live in areas where food and refuse is plentiful and there are lots of places to hide. They are quite common in cities, especially in the slums and warehouse districts of asteroid citadels (like those usually found around dockyards).

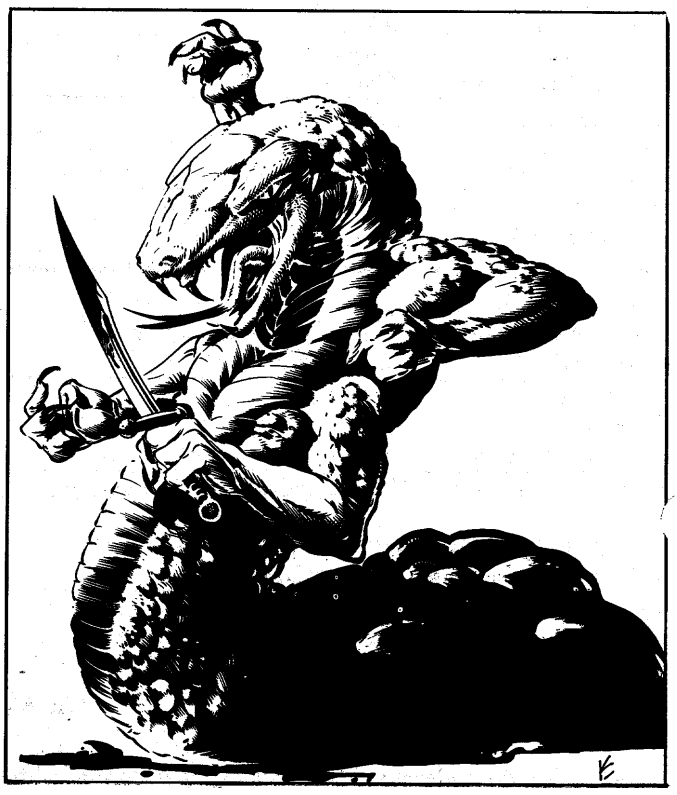
Ecology: In most respects, slinkers compete with rats and other vermin for their ecological niche. The most significant differences between them are that slinkers do not typically carry disease, and slinkers have unusually fast metabolisms, high respiratory rates, and short reproductive cycles.

If slinkers get aboard a spelljamming vessel, they begin reproducing themselves at an alarming rate. Every week, the slinker population aboard ship increases by 10 percent. This can become a serious problem if the slinkers are not controlled, because they eat a lot of food and breathe a lot of air. In one day, five slinkers eat as much food and breathe as much air as a human crew member. As their population increases, so does the rate at which they consume the ship's food supply and foul its air.

To use slinkers to their maximum effect, DMs are recommended to use Method 2 for keeping track of air quality aboard the PCs' vessel (as described on page 12 of the *Concordance of Arcane Space*). This is particularly effective if players are allowed to keep track of their own air and food supply while the DM keeps his own, secret record that accounts for the slinkers' presence.

Slithermorph

CLIMATE/TERRAIN:	Any land or water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous, scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	J, K, L, M, Q (any glass, gemstone, or metal items)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	9, Sw 12 (12, Sw 9)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	2 (5)
DAMAGE/ATTACK:	1-6 constriction + special (3-12 x4 + special)
SPECIAL ATTACKS:	Acid discharge
SPECIAL DEFENSES:	Shapechange
MAGIC RESISTANCE:	Nil
SIZE:	L (amorphous, generally 10′ in length; or 12′ long serpentine body)
MORALE:	Elite (14)
X.P. VALUE:	3,000



A slithermorph is an amphibious predator and carrion-eater. Most of the time, it resembles a black pudding, creeping about in a glistening black, amorphous form. At will, it can shapechange to and from another form: a serpentine, four-armed monster resembling a yuan-ti. Statistics for this "fighting form" appear in parentheses above.

Combat: Both forms of the slithermorph have 90′ infravision and immunities to acid, fire, cold, and poison attacks. Lightning and magic affect slithermorphs in either form. In "pudding" form, a slithermorph can ooze through cracks an inch or more wide and travel along walls and ceilings at normal movement rate, often dropping onto intended prey from above. It envelops victims, constricting for 1d6 damage per round.

It can also discharge acid at will four times a day from chosen body areas, usually the surface wrapped around prey. An acid discharge does 3d4 hit points of damage (half damage if a save vs. petrification succeeds), and forces item saving throws. Underwater, an acid discharge does 2d4 damage. Discharges can be made in either form. Slithermorph acid eats away a one-inch thickness of wood in a round, and readily dissolves metal. Chain mail dissolves in two rounds. Plate mail, shields, helms, and other solid metal items dissolve in four rounds. Weapon enchantments (sword + 1, etc.) allow magical metal to resist dissolution for one round per plus: thus, a *shield +4* lasts for 8 rounds.

All metal items are allowed a save to avoid all dissolution effects: from a base of 13, they receive a bonus of +1 per "plus" of enchantment, and +1 if the metal has pure adamantite, mithril, silver, or alloys of these metals (electrum and others at the DM's option).

When threatened, a slithermorph often changes form. This limited *shapechange* takes one round, during which the slithermorph can't launch any attacks. A slithermorph can change form back and forth as often as desired. Either form is at home both on land and underwater. During one form-shift per day, 25% of its accumulated damage is healed. Slithermorphs also regenerate damage at the rate of 3 hit points per day.

In serpentine form, a Slithermorph appears as a thick-bodied, scaled snake. Four muscular arms protrude near its head. They claw for 3-12 points of damage each, can grapple and hold their targets immobile, and can dig through an eight-inch thickness of wood, loose earth, and the like in one round. Stone and metal resist slithermorph talons. Slithermorphs can employ clubs and other crude weapons: in a slithermorph' hands, they are +1 on attack rolls and +3 on damage, reflecting its 18/49 average strength.

Habitat/Society: Slithermorphs usually rest on high rock ledges, on dark, stalactite-studded cavern ceilings, in thickets, or underwater in weed beds. They inhabit many subterranean rivers including the Sargauth, from which they roam much of the lower levels of Undermountain and the adjacent Realms Below. Slithermorphs are solitary hunters who usually avoid their own kind.

When slithermorphs of different sexes meet, mating occurs. They only fight other slithermorphs when two females and a single male meet. The two females fight until one is dead or forced to flee. A female gives birth to a single live, half-strength child six months after mating. It will grow to full size and powers in two to five months.

Ecology: Left to their own devices, slithermorphs roam far afield to find their own hunting territory, apart from the hunting range of another slithermorph. They carefully tend available food, domesticating animals, clearing away predators and harmful litter, and planting preferred plant-food sources for their chosen "food-herds." The herds can be clams, fishes, cray fish, worms, spiders, or any combination of such creatures.

Sloth, Athasia

CLIMATE/TERRAIN:	Forest Ridge
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	24
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-20
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Resistant to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ long)
MORALE:	Average (8-10)
XP VALUE:	2,000
PSIONICS:	Nil

The Athasian sloth is fast, cunning, and very bloodthirsty. A family of sloths can eat a whole halfling village in one night and is usually not afraid to try.

The Athasian sloth is a large creature with brown fur. It usually has light tan and brown, or light grey and green spots making it easy for the sloth to blend in with the foliage of the Forest Ridge.

Athasian sloths make no sounds that anyone else can hear. Despite this, they seem to communicate very well with each other, making well-coordinated attacks.

Combat: The Athasian sloth lurks anywhere in the Forest Ridge, but it it seldom ventures outside it. When in the forest, the sloth forces a - 3 penalty on their opponents' surprise rolls, due to its excellent natural camouflage.

A large sloth attacks with two sets of curved talons and a vicious bite. The claws are as long as daggers, and, when backed by the sloth's considerable strength, inflict 2d4 damage each. Its teeth are also long and curved and do 2d10 damage on a successful bite. If the bite hits with a score of 18 or better, the sloth has sunk its teeth into its prey and hangs on, doing an additional 1d10 of damage per round. When it has sunk its teeth into its prey, the claws receive an attack roll bonus of + 4. An Athasian sloth will only release its prey when it is seriously damaged (hit points reduced by 50% or better), or when its prey dies.

The sloths travel in family groups and usually fight very well together. Even the young are trained to aid in an attack. If two sloths are found, they are a mated pair. If 3 or more are found, one or two of them are young, having 5 HD, a THAC0 of 15, doing 1d6 points of damage with each claw, and 1d4 with their bite. The young usually act as decoys, swinging down from a branch to swipe with one claw and then retreating higher up into the trees. While their opponents are concentrating on the young ones, the parents move in from behind for the kill.

If a solitary sloth is found, it usually only attacks if the party is small (one or two creatures of dwarf size or larger, or no more than a half-dozen halflings). Its tactics do not change; it still likes to concentrate on one foe until that foe is dead or unconscious, then move onto the next one.



The Athasian sloth has very thick fur, giving it a good natural armor class. In addition, it has a high constitution, giving it a certain resistance to poisons. The sloth gets a +4 to saves versus natural poisons and a +2 versus all other poisons.

Habitat/Society: The sloth is a territorial animal and defends its territory fiercely. A small forest may only have one or two families of Athasian sloths. Athasian sloths never attack one another, and if the parents are killed, the young sloths are likely to be adopted by the first adult sloths they can find. Athasian sloths prefer trees as lairs and as their method of travel. They have very good judgement when it comes to selecting branches that support their considerable weight. They are very fast both in the trees and on the ground. They can leap up to 30′ from one branch to another. They also retract their claws to allow them to move just as fast on the ground as they do in the trees.

A sloth is constantly on the move, settling down only when the female gives birth. One or two young are born, and they mature quickly. The male generally hunts for the family for the first few months, until the young are old enough to look out for themselves. By the time they reach the age of six months, the young are old enough to go out and help catch halflings.

Ecology: The Athasian sloth has one natural enemy—halflings. Coincidentally, it also has one favorite food—again, halflings. A halfling is 90% likely to be attacked in preference to anyone else in a group of adventurers. In fact, by the time a sloth reaches adulthood it has almost certainly killed and eaten many of the little folk. For this reason, among others, the sloth is hunted down by halflings whenever there is one reported in the area.

Halfling tribes also hunt sloths. A single sloth can also provide a whole family with warm cloaks. The curved talons are mounted on hilts and make effective daggers. A halfling who single-handedly kills an Athasian sloth is hailed as a hero by his tribe. Even being part of a group that has slain a sloth is a sure way to honor among the little folk of the Forest Ridge.

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the sluagh

The doors of the inn shivered at the violence of the thunderstorm raging outside. As an icy draft licked the hearth flames, I gathered my cape more closely about me, thankful for the comfort of the fire.

A gentleman across from me rose. "I'm going to check on my horse," he said. "She gets skittish in storms this loud."

The innkeeper shook his head. "I would not go outside, sir, were I you."

The gentleman frowned. "Whyever not?"

"'Tis near midnight, sir," the innkeeper said. "And the Host sounds angry tonight."

"Bah!" The noble waved his hand in disdain as he headed out the door. "I fear no peasant superstitions."

We never saw him again.

—Reganna, Halden's daughter, 1499 HC

overview

The Sluagh (*SLOO-ah*), or the Host of the Unforgiven Dead, are the spirits of Cerilians who have died with unspeakable crimes on their consciences. Rejected in the afterlife by their gods for their transgressions, the Sluagh become trapped on Aebrynis.

physical description

The Sluagh appear as vaporous apparitions. Their heads and upper bodies, though composed of gray mist, retain a human shape—indeed, their facial features might be faintly recognizable to those who knew them well. Their expressions still hold the malice and cruelty they did in life.

Below the waist, the figures taper off into foggy tendrils.

role in the campaign

Were the spirits that comprise the Sluagh capable of remorse, they would not be sentenced to such a lousy way to spend eternity. The gods, after all, were once themselves mortal—they understand mortal weakness, and they understand forgiveness. But when death is the only reason an evil person stopped committing heinous acts, the gods feel quite justified in withholding the compassion the deceased never showed.

The unforgiven dead are sentenced to walk the earth until they have made up for their crimes. Unfortunately, those who make up the Host just never get it. They find fault with the gods for rejecting them instead of looking inward with a critical eye. They use their extended time on Cerilia as an opportunity to continue the plots and vendettas they began while alive. And they enslave the living into abetting their causes.

habitat/society

The Sluagh live in the great gray clouds that drift across Cerilia's night skies. From there, they launch their attacks on the living. The newly dead tend to focus their ire on enemies they had as mortals—particularly if their deaths occurred at the hands of such enemies. As time passes, however, this focused hatred expands to encompass all the living, from powerful kings to simple farmers to dumb animals. Those caught outdoors at midnight, be they men or beasts, risk dropping dead—the victim of an invisible dart. When someone dies unexpectedly, from no apparent cause, the victim is said to have caught the eye of the Host.

ecology

The Sluagh not only interfere in the affairs of the living, but also fight among themselves. Folk wisdom says that particularly violent storms indicate mighty clashes going on between factions of the Sluagh. Occasionally, the morning after such an event, their blood stains rocks and stones. The phenomenon is called *shegh nan sluagh*,or "blood of the Host."

combat and other encounters

Though the Host of the Unforgiven Dead can be deadly in missile combat, they prove even more sinister in personal encounters.

combat

Typically, the only sign of an impending Sluagh attack are gathering cumulonimbus clouds with high vertical development. The Host can easily hide themselves in these clouds to gain surprise.

The Sluagh attack from the sky, hurling their invisible darts at those below. Each dart inflicts 1d6 points of damage. Two to three minutes after being hit, victims feel a burning poison (class B) enter their veins and must attempt a saving throw vs. poison for each hit. Failure means they suffer an additional 20 points of damage from the poison; success reduces the damage to 1d3 points.

Because the Sluagh attack from such a distance (clouds tend to be at least half a mile—880 yards—in elevation), they are out of range for nonmagical weapons and many offensive spells. Dungeon Masters may allow characters to use battle spells (as described in *The Book of Magecraft* and *The Book of Priestcraft*) during combat with the Host.

peaceful encounters

By far the most insidious encounters with the Sluagh come when they attempt to dominate (per the *domination* spell) a character's will. Driven by vengeance, a member of the Host sometimes descends from the clouds to speak to its victim. The malevolent being addresses the character in hypnotic, soothing tones to lower the victim's guard, then subjugates his or her will. The master then uses the character to carry out acts of vengeance against its old enemies. Should the victim avoid being killed by those enemies for his or her actions, and live long enough for the effects of the *domination* to wear off, the character must succeed at a system shock roll or die.

Climate/Terrain:	Cerilia, near populated areas
Frequency:	Rare
Organization:	Host
Activity Cycle:	Nocturnal, near midnight
Diet:	Nil
Intelligence:	Very (11–12)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1–20
Armor Class:	0
Movement:	Fl 24 (B)
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	*Domination*, poison
Special Defenses:	Range
Magic Resistance:	Nil
Size:	L (10' tall
Morale:	Elite (13–14)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/None
XP Value:	4,000

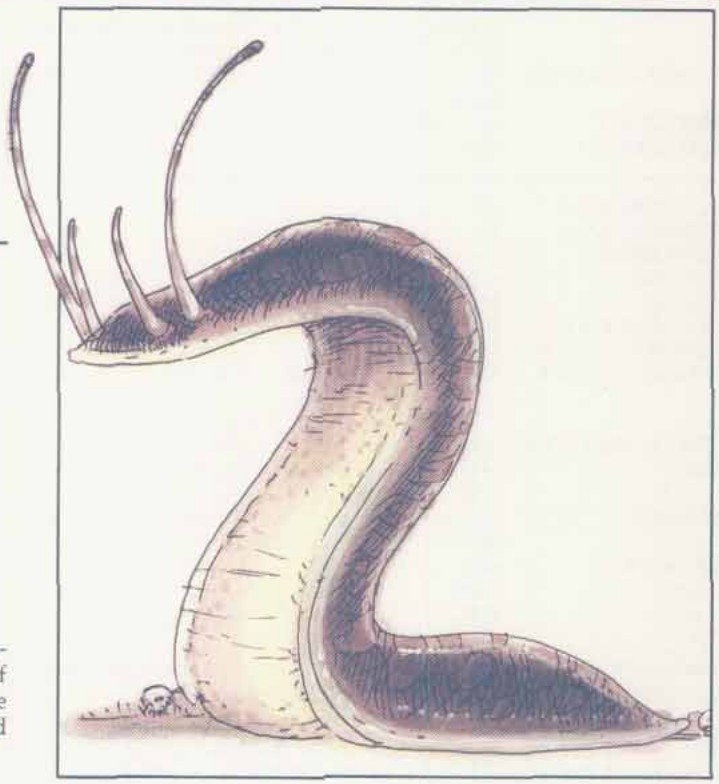
perception and/or seeming

The Host of the Unforgiven Dead is a threat native to Cerilia, and therefore has no Seeming score. Even if members of the Sluagh adventured in the Shadow World while alive, upon death they lose any perception score they attained.

Slug, Giant

CLIMATE/TERRAIN:	Subterranean and wet
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Spits acid
SPECIAL DEFENSES:	Immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	H-G (25'-50' long)
MORALE:	Steady (12)
XP VALUE:	5,000



Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and well as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies.

Combat: Giant slugs can bite for 1d12 points of damage, but their main attack form is their corrosive acid saliva. The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy equipment (saving throw vs. acid). The acid inflicts 4d8 points of damage (successful saving throw vs. breath weapon for one-half damage). Giant slugs can use this breath weapon every round (its acid stores are never used up). Slugs are not very accurate with this attack; the first shot has only a 10% chance of hitting. The success of subsequent shots depends on the distance to the target—the base chance of hitting is 90% at a distance of ten yards, with a -10% penalty per additional ten yards. If the slug misses, the acid hits 10 feet from the desired target (determine randomly which direction). Note that giant slugs are impervious to this acid spittle.

Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impassible to much smaller predators. For example, a party of adventurers might seek cover in a large stone building, while taunting the slowly approaching slug behind them. To their astonishment, the huge creature enters through the same doorway the party did and begins to send acid everywhere.

The rasping tongue of a giant slug enables it to burrow through 1 foot of earth or 6 inches of wood per round, making most standard barricades useless against it.

Because of their lack of bones and their thick, rubbery hides, giant slugs are not harmed by blunt weapons or spells that cause crushing or impact damage. Only edged and pointed weapons and magical attacks, can harm a giant slug.

Habitat/Society: Giant slugs can be found in any wet and dark environment, including deserted dungeons, swamps, and rain forests. Giant slugs are solitary creatures and speak no language. They are barely sentient, exhibiting only rudimentary instinctive reactions when confronted.

Ecology: No one has ever found a good use for giant slugs, except maybe as huge garbage disposals. They have no known predators. They will eat anything—plants, carrion, garbage—but prefer warm, living flesh when they can catch it. Since giant slugs have such huge appetites, they rarely attack smaller creatures, such as squirrels and monkeys, which they have a hard time seeing anyway. Even on a good day, they must usually supplement their feedings with some vegetation.

Normal slugs have a nasty reaction to salt when it is sprinkled on them. They dry up and die in 1d4+1 rounds. It is unlikely that this technique is adaptable to the giant variety, but some fabrication and summoning spells might be adaptable if there ever seemed to be a need for it.

For now, giant slugs remain a very real danger in jungles, forests, and dungeons everywhere.

CLIMATE/TERRAIN:	Wildspace and phlogiston
FREQUENCY:	Common
ORGANIZATION:	Bed
ACTIVITY CYCLE:	Any
DIET:	Wood, magic
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	5
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Nil
SIZE:	G (50+' diameter patches)
MORALE:	Nil
XP VALUE:	420



Sluk is wildspace seaweed, with the same ship-miring ability as sargasso seaweed in planetary seas. An unintelligent parasite, it feeds on magical energy.

Sluk is a dark blue weed with small silver nodules in its leaves. It drifts in 50' long, stringy clumps called "beds," waiting for ships to run into it. Its coloration acts as near-perfect camouflage in wildspace (only 5% chance that lookouts see it). In the phlogiston, the plant is easy to spot.

Combat: If a spellcaster or anyone carrying three or more magical items falls into a sluk bed, the seaweed wraps itself around the victim. If it scores a hit, the sluk contracts with Strength 18 as it leeches magical energy, inflicting 1d6 damage per round. Draining effects on magical items are described below.

Sluk can mire spelljamming vessels. Each 50 square feet of sluk bed can stop five tons of vessel; the bed's area is 2d10 × 50 square feet.

If the vessel is moving at spelljamming speeds when it runs into a sluk bed big enough to stop it, the ship immediately decelerates to tactical speed, requiring all aboard to make a Dexterity check or lose their balance and fall. A vessel travelling at tactical speed through a sluk bed gradually slows to a halt, losing 1/4 of its original speed and maneuverability each round until it stops.

Once a vessel stops in a sluk bed, the only way to get moving again is to chop away the strands. This takes 1d6+3 rounds.

Sluk is completely immune to magic, except for cold-based spells. Magical cold instantly causes the plant to shrivel up and flake off. Other spells merely nourish the sluk. If a total of 10 spell levels are cast at the sluk, it reproduces as detailed below.

Habitat/Society: Sluk is attracted to sources of magic and moves towards them much as a groundling sunflower turns to face the sun.

Ecology: Sluk reproduces by adhering to a trapped spelljamming hull and bleeding its magical energy. (The hull must be wood; metal hulls are immune to the bleeding, though they are still trapped.) Subtract the trapped vessel's SR from 10; the result is the number of rounds (minimum 1) the sluk must hold the ship motionless to reproduce. Thus, a vessel with SR 4 lets the plant reproduce in six rounds. Sluk can only bleed motionless ships.

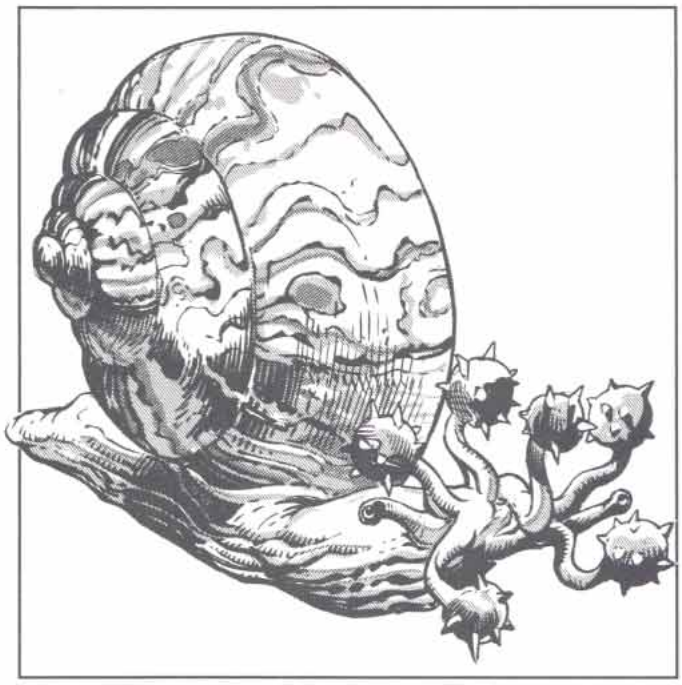
In reproducing, the sluk doubles the size of its patch, possibly miring the ship even deeper in the bed. At DM's option, the crew must spend 1d6 extra rounds cutting away strands.

Drain effects: The sluk temporarily reduces a trapped spelljammer's SR by 1 per round (minimum 1). Ignore this temporary reduction when figuring how long the sluk takes to reproduce; always use the ship's original SR instead. The ship regains 1 SR per hour once it escapes from the sluk. Once a ship is reduced to SR 1, it no longer feeds the sluk enough energy to permit reproduction. At DM's discretion, spelljamming helms may lose their power permanently after months in the sluk.

Magical items lose one charge per round; permanent magical items lose their magic after one hour in the sluk, but recover their powers within 1d10 turns if removed before then. Relics and artifacts are not affected.

Feesu and skullbirds (qq.v.) enjoy an occasional nibble of sluk, but not enough to make a difference.

	Flail	Sea
CLIMATE/TERRAIN:	Any/Subterranean	Any/Large bodies of salt water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4 (see below)	6 (see below)
MOVEMENT:	3	3
HIT DICE:	4-6	12
THAC0:	4 HD: 17 5-6 HD: 15	9
NO. OF ATTACKS:	1 per tentacle	1
DAMAGE/ATTACK:	1-8	2-16
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	See below	Paralysis (see below)
MAGIC RESISTANCE:	See below	Nil
SIZE:	L (8′ tall)	H (15′ tall, 20′ long)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	975	10,000



Flail snails are silicon-based gastropods distantly related to ordinary garden snails. Their shells average eight feet high at the crown and are masses of neon blues, reds, greens, and yellows. Flail snails get their name from the four to six club-like tentacles that grow from their heads. Each tentacle ends in a ten-pound mass of hardened flesh covered with knobs. Short sensor tentacles grow from either side of the head. These sensors detect motion up to 20 feet away. Their flesh is rubbery and gray-blue in color.

Combat: A hit by a single tentacle causes 1d8 points of damage and can smash a one-inch-thick piece of wood. A four-tentacled snail makes four attacks as a 4 Hit Die creature, a three-tentacled snail makes three attacks as a 3 Hit Die creature, and so on. These attacks may be against one or two opponents. Both opponents must be in front of or to the side of the snail.

Flail snail tentacles have 1 Hit Die apiece. Treat each tentacle as a separate creature. When a tentacle is reduced to 0 hit points it is useless. Flail snails attack until all of their tentacles are dead. Once this happens the monster withdraws into its shell and dies 1d3 turns later. During these turns the snail utters pitiful cries that are 50% likely per turn to attract a wandering monster.

The body has hit points equal to the combined total of all the tentacles, but it is nearly impossible to attack because it is protected by the creature's shell. The effective Armor Class of the body is −8.

Flail snails are protected against magic by their colorful shell. Whenever the snail is attacked by magic, the effects are variable—40% chance of the spell malfunctioning, 30% chance of it functioning normally, 20% chance of it failing to work at all, and a 10% chance that the spell is reflected back at the spellcaster. A spell that malfunctions has its effect altered slightly (DM discretion). The altered spell then affects the creature nearest the snail (saving throw if applicable).

Flail snails are immune to fire and poison, but they shun bright light.

Habitat/Society: Flail snails live peaceful lives crawling up and down dungeon and cavern corridors. Normally quiet, flail snails aggressively defend themselves, chasing attackers until they withdraw from the snail's 20-foot sensing range.

Ecology: Flail snails live off lichen and algae growing on dungeon floors. Glands in their mouth secrete a substance that loosens the plants. The mouth then scrapes up the loosened plants.

Females give live birth to 1d3 young. The young remain with the mother for two years, until their tentacle knobs reach a weight of five pounds. Flail snails mature at age four and live up to 20 years. These peaceful beasts are frequently hunted for their shells. A single shell weighs 250 to 300 pounds and retains its magical powers for 1d6 months after the occupant's death. A skilled armorer can try to fashion 1-2 +2 shields from a single shell. These shields affect spells as did the original shell until their magic fades (1d6 months). After the magic fades, the shields become nonmagical +2 shields. In addition, freshly ground snail shell is needed to create a *robe of scintillating colors*. One robe may be made from a single shell. Shells sell for 5,000 gold pieces on the open market.

Sea Snail

These behemoths of the deep measure up to 20 feet in length. Sea snails are a variety of giant conch. Their skins are rubbery (AC 6), but their shells are incredibly thick (AC −4).

Sea snails live in all seas and oceans. Their shells vary in color from bright red to flat white with a pink interior.

Giant snails are sometimes tamed by tritons.

If attacked, sea snails withdraw into their shell and release a vicious neurotoxin into the surrounding water. This poison affects all creatures within 20 feet, paralyzing them for 1d6 hours unless they roll successful saving throws vs. poison with a −3 penalty. If the attack continues, the sea snail will wail. The round following the wail, 1d10 *charmed* tritons arrive. Each round thereafter 1d10 more tritons arrive until a total of 50 are on the scene. These tritons fight to the death in defense of the sea snail.

The value of the snail's shell depends on the shell quality. The base price is 4,000 gp, doubled for an unblemished shell.

	Amphis-baena	Boalisk	Constrictor (Normal)	Constrictor (Giant)	Heway	Poison (Normal)	Pois on (Giant)	Sea, Giant	Spitting
CLIMATE/TERRAIN:	Any temperate	Any tropical	Any warm	Any warm	Desert oases	Any land	Any land	Tropical marine	Tropical land
FREQUENCY:	Very rare	Rare	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Rare
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Low (5-7)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
NO. APPEARING:	1-3	1-3	1-2	1-2	1-2	1-6	1-6	1-8	1-4
ARMOR CLASS:	3	5	6	5	7	6	5	5	5
MOVEMENT:	12	12	9	9	12, Sw 6	15	15	12, Sw 12	12
HIT DICE:	6	5+1	3+2	6+1	1+3	2+1	4+2	10	4+2
THAC0:	15	17	17	15	19	19	17	11	17
NO. OF ATTACKS:	2	2	2	2	1	1	1	2	2
DAMAGE/ATTACK:	1-3/1-3	1-3/2-7	1/1-3	1-4/2-8	1-3	1	1-3	1-6/3-18	1-3
SPECIAL ATTACKS:	Poison	Gaze and constrict	Constrict	Constrict	Poison and hypnotic stare	Poison	Poison constrict	Poison,	Spit poison
SPECIAL DEFENSES:	See below	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (13' long)	L (25' long)	M (10'-20' long)	L (30'+ long)	M (12' long)	S (5' long)	M (12' long)	G (50'+ long)	M (8' long)
MORALE:	Average (9)	Steady (10)	Average (8)	Average (9)	Unsteady (6)	Average (8)	Average (9)	Steady (11)	Average (9)
XP VALUE:	650	975	175	650	175	175	420	3,000	650
Elder:	1,400	2,000	420	1,400	420	420	975	5,000	1,400
Jaculi:	975	1,400	270	975	N/A	270	650	N/A	975

Snakes are long, slender reptiles that can be found anywhere in the entire world, even in the coldest arctic regions.

There are basically two types of snakes, in all manner of sizes. The poisonous snakes make up for their relatively smaller size with deadly venoms, while the larger constrictors squeeze their victims to death. Both types sleep for days after eating. All snakes shed their skin several times each year. All snakes in this entry share the following characteristics:

ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
TREASURE:	Nil
ALIGNMENT:	Neutral
MAGIC RESISTANCE:	Nil

Snakes fear fire and will retreat from open flames, suffering a −6 morale modifier when flames are used against them.

Amphisbaena

These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It can attack with both heads, each head attacking a separate target. Victims failing to make a saving throw vs. poison when bitten die instantly. Amphisbaena are immune to cold-based attacks.

Boalisk

The boalisk is a tropical constrictor snake with a *gaze* attack. Any creature meeting its *gaze* (failing a saving throw vs. petrification) is infected with a magical rotting disease, identical to that inflicted by a mummy. Characters refusing to look at the boalisk automatically avoid its *gaze* but suffer a −4 penalty to their AC. Surprised victims always meet its *gaze* and gain no saving throw. The boalisk can use its *gaze* on a single victim each round in addition to normal biting and constriction attacks.

Constrictor Snake

Constrictors of all sizes hide in the branches of trees, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once they strike, the victim is constricted automatically, suffering damage every round. Constricted humanoid creatures can escape the coils of normal constrictors with a successful open doors roll (at a −1 penalty). Anyone who attempts to free a captive by hacking at the constrictor has a 20% chance of striking the victim instead (roll normal damage and apply it to the victim). Area spells like *fireball* will likewise affect both combatants, but target-specific spells like *charm monster* and *magic missile* are more precise.

Common constrictor species include anacondas, boas, and reticulate pythons, all of which can reach lengths of 30 feet. Their skin is valuable, with an unblemished skin selling for as much as 100 gp.

Some constrictor snakes are known as birdcharmers; these innately magical snakes can mesmerize their prey by swaying slowly and steadily while staring down their victims. Creatures of animal intelligence or less must make a saving throw against paralyzation or be effectively paralyzed for as long as the snake continues to sway, and for 2d6 rounds thereafter.

Giant Constrictor Snake

Giant constrictor snakes are larger and much stronger than their smaller cousins. It requires the combined efforts of 60 total points of Strength (the coiled victim plus outside help) to extricate someone from a giant constrictor's steel grasp.

The skin of a giant constrictor snake is too thick and stiff to be workable, and is valuable only as armor, not for decoration. An uncured hide can fetch 20 gp.

Snow serpents are a particularly large and dangerous form of giant constrictor snake, one adapted to life in a sub-arctic climate. These furred white snakes hide their 100-foot bodies in the snow bodies and wait for prey to pass by. When it does, they spring up and coil their loops around the victims. After that, snow serpents automatically bite for 2d10 points of damage each round. Those in its coils are helpless. Snow serpents are very rare and have the following statistics: AC 6, MV 9, HD 10, THAC0 11, SZ G (100' long), ML average (8-10), XP 2,000. Their pelt is worth 2,000 gp. In all other respects they are similar to other giant constrictor snakes.

Heway

These intelligent snakes have slimy, poisonous skins that they use to foul wells and oases. After swimming in a body of water for several hours and releasing its poison, it slinks off to wait for its prey to arrive. A creature drinking water poisoned by a heway must make a successful saving throw vs. poison at +2 or suffer

30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their saving throws suffer 15 points of damage. Even animals that survive the initial effects are often doomed to die of dehydration.

Many humans and animals attack heways on sight, but it can defend itself with its hypnotic stare, which has a powerful effect; any creature failing a saving throw vs. paralyzation will follow the heway to its lair and allow itself to be devoured. The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6 turns.

Heway are innate cowards and avoid contact with other animals. It is a weak fighter, its bite is not venomous, and its jaws are weak. Its preferred food is small animal carrion. Simply touching heway skin has no effect; the poison must be ingested.

Poisonous Snake

All poisonous snakes deliver toxins automatically through their bite. Roll on the table below (or choose) to determine what type of poison is present.

Die Roll	Modifier to Save	Onset Time	Result of Failed Saving Throw*
1-4	+3	1-4 turns	Incapacitated for 2-8 days
5-6	+2	2-5 rounds	Death
7-11	+1	2-12 rounds	2-8 points of damage
12-14	None	1-6 rounds	3-12 points of damage
15-17	-1	2-8 rounds	Incapacitated for 1-4 days
18-19	-2	1-4 rounds	Incapacitated for 1-12 days
20	-3	1 round	Death

* A successful saving throw means no damage.

Typical varieties of poisonous snakes include the asp, cobra, copperhead, coral snake, death adder, krait, mamba, puff adder, rattlesnake, sidewinder, and water moccasin.

Some cobras and sidewinders hunt by night and can track warmblooded prey by body heat as well as by sight. They have the equivalent of 30-foot infravision. Black mambas are the fastest known snakes and can reach 30 across open ground.

Giant Poisonous Snake

Giant poisonous snakes cause death in one round if their victims fail a saving throw vs. poison. Some varieties inflict 3-18 points of damage even if the saving throw is made.

The giant cobra is an example of a variant, giant poisonous snake. Its venom results in death 2-8 rounds after a successful strike; if the victim makes a saving throw at −2 he suffers only 10 points of damage. Giant cobras mesmerize prey as birdcharmer snakes do (see above). They can kill and eat an entire goat or a demihuman up to halfling or gnome size. Some varieties of giant weasel can hunt them successfully, and jungle giants consider giant cobras a delicacy, as do some elven tribesmen.

Giant Sea Snake

Found only in tropical waters, the giant sea snake is the only type of snake that is both constricting and poisonous. Its constricting grasp on small ships can crush them in 10 rounds. Sea snakes attack ships only when they are hungry (20% chance). Their poisonous bite is deadly in 1-4 rounds. Sea snakes are fully capable of diving to great depths, and their nostrils (on the top of their snouts) have membranes that automatically seal them underwater.

From time to time giant sea snakes gather in huge floating masses of hundreds or thousands of snakes, often 100 yards wide and 30 miles long. These may be mating rituals or they may be seasonal migrations; the actual reason is unknown.

Spitting Snake

Spitting varieties of snakes bite their victims and can shoot poisonous spittle at a single target within 30 feet. Their poison is identical to normal poisonous snakes (see above). Typical species include the African spitting cobra, which can spit up to 15 feet. Its spittle can blind victims that fail a saving throw vs. poison. The blindness wears off after 2-12 hours.

Jaculi (Tree Snakes)

Many of the above land snakes can be encountered as tree snakes, also known as jaculi. These subspecies are simply arboreal varieties of other types of snakes that have adapted to life in a forest canopy. They have chameleon-like camouflage abilities and can leap onto their prey from 50 feet above ground; opponents suffer a −4 penalty to surprise rolls.

Some tree snakes have broad, flat heads with razor spines or barbs that make their initial impact particularly potent (double normal bite damage). After their initial flying attack, they must depend on biting or constriction attacks or climb back into the trees to leap again.

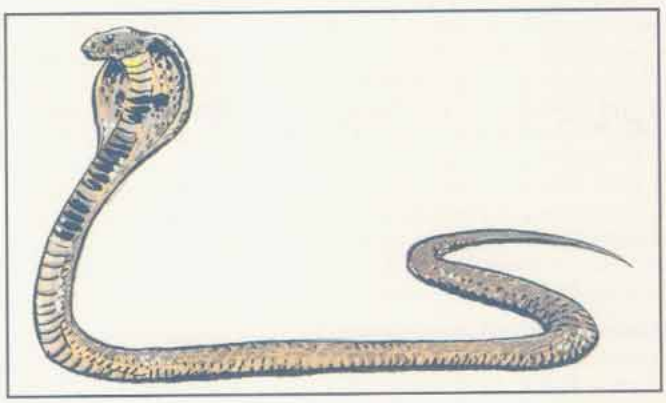
Jaculi snakes include the poisonous boomslang and the emerald tree boa. Many jaculi species prey on other snakes.

Elder Serpents

Ancient snakes are said to gain wisdom with age, giving them Semi- to Low intelligence (2-7). They gain an additional Hit Die and the ability to speak (with a lisp). Elder serpent venom is more concentrated than that of its younger cousins (death in 1-4 rounds maximum, saving throws at −4). They suffer no modifier to morale when faced with open flames. Elder serpents have a measure of cunning and value glittering objects; they have treasure, type W.

Elder serpents can paralyze prey as birdcatchers do (see constrictors above). In the case of elder boalisks, their *gaze* has two simultaneous effects and victims are entitled to two saving throws. All elder serpents can hypnotize people as well as animals with their paralyzing stare.

The largest elder serpent is called the Grand Snakemaster, and is said to be immortal. When it sheds its skin, the discarded skin is rumored to possess healing powers. Those who eat it are said to gain wisdom, but since the Grand Snakemaster has never been seen, the truth of these rumors is questionable.



Snake, Aeserpent

Climate/Terrain:	Beastlands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivorous
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1 (or mated pair; see "Habitat/Society")
Armor Class:	3 (–1 in darkness)
Movement:	18
Hit Dice:	7
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d4+1
Special Attacks:	Venom, swallows whole
Special Defenses:	Invisible in darkness
Magic Resistance:	Nil
Size:	L (20 feet long)
Morale:	Steady (11–12)
XP Value:	2,000

"Don't move."

"Huh?"

"*Don't move!*"

Lach did as Vestone, his tiefling guide, told him. The forest here was very dark, the thick canopy of trees blocking almost all light. After a moment of singular tension, Lach heard a noise that chilled him. From behind and to the left came a hissing sound – soft, yet intense. He stayed frozen now more out of fear than respect for his companion's orders.

Out of the corner of his eye Lach saw Vestone begin to move, silently unsheathing his blade and stepping toward the hissing. Lach began to slowly pivot.

From the darkness, a pair of thin yellow eyes darted toward Vestone. Lach's eyes seem to catch the image of long, shining fangs slashing toward his friend, but he wasn't sure. Vestone lunged backward tiefling-quick, perhaps more from instinct than intent.

"A darkstrike," Vestone whispered.

"A what?"

"An aeserpent – as deadly a creature as you've seen or heard tell of."

"But you said that here in the Beastlands there'd be only animals from the Prime – nothing to worry about."

"That's the thing of the planes, berk. There's always exceptions."

The eyes and fangs came again, this time for Lach, who was not as quick as the tiefling. Lach's scream could be heard for miles as the fangs dug deep into his flesh.

As the aeserpent drew back, Lach felt his body changing. He felt his flesh begin to devour his own blood. He knew his body had been altered, his humanity corrupted. Now he needed blood to survive, and he needed it quickly, or the darkstrike's venom would claim him as a quick meal for the giant snake.

Lach turned hungrily and eyed Vestone. . . .

The aeserpent (also known as a darkstrike or deathstrike) is a gigantic snake that can grow up to 20 feet long. Its smooth, scaly flesh is black as night, with a sheen that makes it appear wet – even slimy – although the hide is completely dry to the touch. In darkness, only its thin yellow eyes, and perhaps its fangs, can be seen – if that.

It is a common misconception that the aeserpent is somehow vampiric in nature. This is completely untrue; the snake is neither undead nor magical. The aeserpent is a natural beast with a unique venom and excellent darkness camouflage.

Combat: Night is the ally of the aeserpent. The creature is completely undetectable – and effectively invisible – in darkness, near darkness, or even deep shadow. Lying in ambush, the aeserpent strikes with a +2 modifier to foes' surprise rolls as it attacks its prey with a venomous bite.

The venom of the darkstrike is such that the metabolism of a victim who misses his or her saving throw versus poison is completely changed. The body of the poisoned foe begins to break down and consume its own blood, quickly draining the life from itself. The victim dies after 2d6 rounds of intense pain. There is a 5% chance per point of Intelligence of the victim that he realizes exactly what is happening to him. In such a case, the victim also realizes that consuming the blood of others will allow him to live a little longer, as his body now thrives on blood for its supply of oxygen, water, and nutrients. *Slow poison* and *neutralize poison* slows or stops the process, but does not heal the damage. When these spells are applied, the victim has only 1d12 hit points remaining. Curative spells (*cure light wounds, cure serious wounds*) are required to restore hit points and heal the damage.

The aeserpent continues to attack a foe even after it has injected its poison. The further doses of poison have virtually no effect, but if a natural 19 or 20 is scored on the darkstrike's attack roll, the snake has swallowed its prey even though the victim is not yet dead. Such victims are treated as having been swallowed whole and can do nothing to free themselves unless they have a short (less than 2-foot-long) stabbing or slashing weapon drawn prior to being swallowed. Otherwise, swallowed victims must be saved by companions outside the aeserpent. Those swallowed die twice as quickly as they would if merely poisoned. Victims are never swallowed whole on the creature's initial attack, as the darkstrike cannot digest unpoisoned victims.

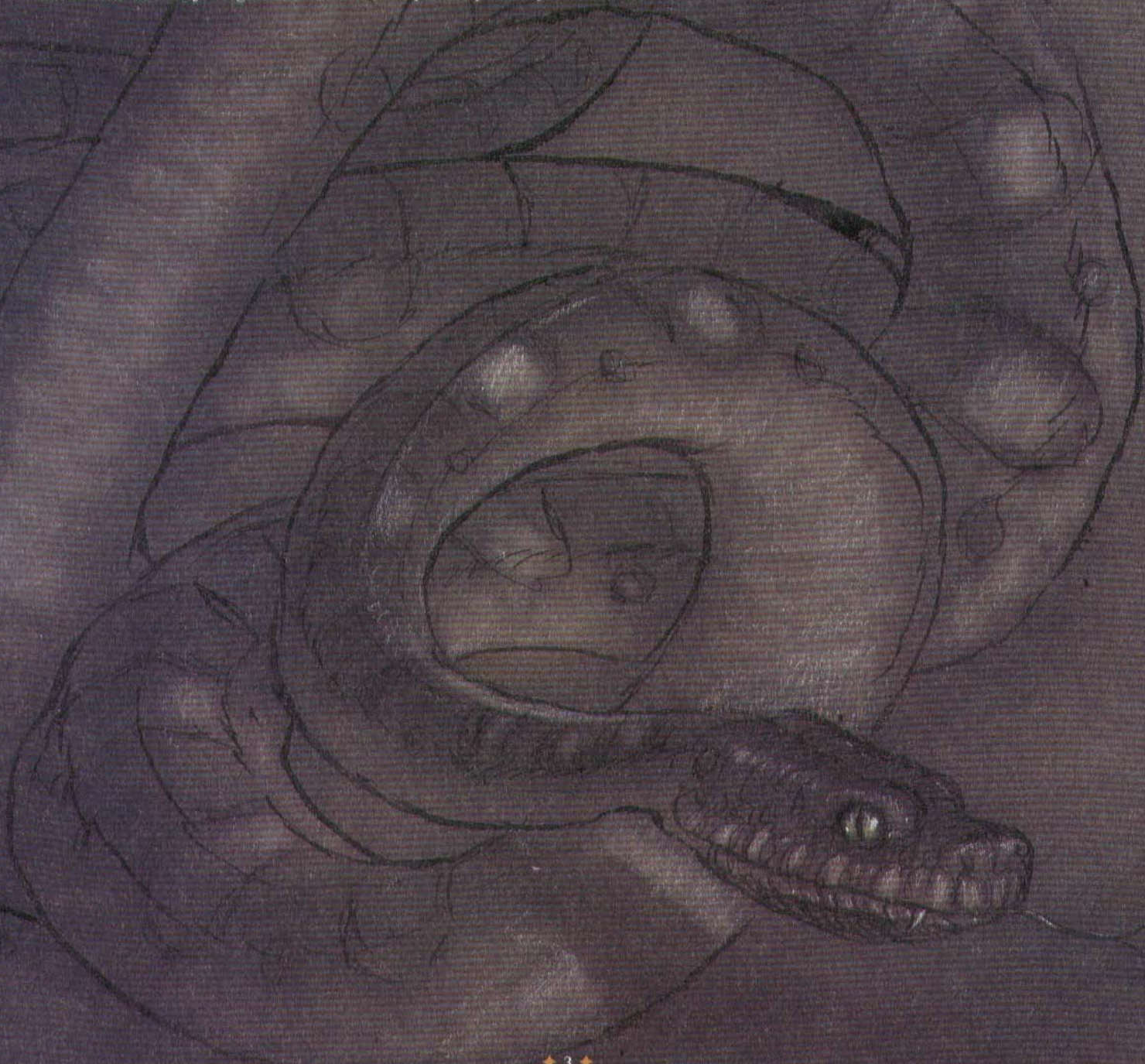
Like all creatures of the Beastlands, darkstrikes are not subject to spells which affect animals, even *snake charm*.

Habitat/Society: The darkstrike lives primarily in the dark shadows of Karasuthra, but it also can be found in the gray mists of Brux. These snakes almost always hunt alone, but occasionally a mated pair is encountered. Any pair so found is doubly dangerous, for the snakes act in concert, luring their prey into devious traps including natural pits, cul-de-sacs, quicksand, landslides, and other phenomena. They are viciously protective of one another, gaining a +1 to attack and damage if acting to protect a mate.

These pairs produce a clutch of 1d8 eggs, caring for and protecting them as fervently as they do each other. Once the eggs hatch, however, the young are on their own.

Ecology: In a "normal" ecosystem, predators as efficient as the darkstrike would most likely clear vast areas of all potential prey very quickly. They need to consume a large amount of food each week to stay alive – their digestive systems work much faster than that of other snakes. The Beastlands, however, have a virtually limitless number of animals, and therefore an unending supply of food. Even other predators such as wolves or bears are potential prey for the aeserpent.

The great sage Tyranimoth D'skirn theorizes that the darkstrike actually originated on another plane, possibly even the Abyss or some other Lower Plane. What Tyranimoth overlooks is that the aeserpent is not inherently evil. Despite its voracious appetite, sinister appearance, and terrifying venom, it is simply a natural animal that fights and kills to survive. If the beast comes from another realm, that plane is likely the Prime Material. It is possible that the aeserpent, like most of the other residents of the Beastlands, was a creature found in the wilds of a prime world but was hunted to extinction there out of fear and hatred, leaving specimens only in the Beastlands. Another theory states that the aeserpent made its way to the Beastlands from some other place (wherever that was) and simply found the Beastlands better suited to its survival, leaving its original home forever.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (3)
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-20
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Class B Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4-6' long)
MORALE:	Average (8)
XP VALUE:	175



Carpet snakes are a most unusual and frightening monster. They can be especially deadly due to their poison and method of attack. Victims can find themselves completely surrounded by these snakes before realizing they are under attack.

These serpents spend most of their lives in a dormant state. They are able to change their physical composition in order to blend with a rug or carpet. In this state, they can exist up to one year without feeding. They are completely dormant and do not eat, sleep, or breathe. Any food that has been ingested is absorbed slowly, sustaining them over a long period. A small rat can sustain a carpet snake up to six months.

Carpet snakes become active on command of a master or when sensing the presence of prey. They can be taught to recognize up to five masters and four simple commands. They will never attack their masters, and will generally attack anything that moves unless halted by a master's command.

Combat: When a carpet snake senses motion or vibrations caused by any creature walking on its carpet, it begins to take shape in 2-4 rounds. It can sense the presence of a master and will not form unless commanded to do so. The carpet will first appear to writhe on the second round after the carpet was initially walked upon. At first, victims may guess this to be an hallucination or illusion, but as the snakes begin to take shape, they will realize the danger at hand (at foot, actually).

The snakes require two rounds to fully form. During this stage, they are treated as AC 10.

If an opponent is small enough for a carpet snake to swallow, it generally fights to the death in hopes of a meal. With larger opponents, carpet snakes return to carpet-form if reduced to 3 hp.

A carpet snake may return to carpet-form in one round. It cannot be wounded in this form. Even if the carpet is slashed, the snake may reform. If the carpet is cut and the pieces are carried more than 20 yards apart, or the carpet is burned, the snakes cannot form.

If an attempt is made to sever a snake into two pieces, the attempt is not successful unless the blow inflicts damage equal or greater than half the snake's total hit points. In such a case, the carpet snake would immediately revert to carpet form and may reform in 24 hours.

Carpet snakes that are reduced to 0 hp are killed. Those that revert to carpet form to escape cannot reform until 24 hours have elapsed.

Habitat/Society: Carpet snakes were originally created by magical means, but are able to reproduce as normal snakes. When a clutch of eggs is laid, the female snake generally remains in snake form to guard them. Most breeding takes place in controlled environments, such as a nursery established by an evil being. When carpet snakes breed spontaneously, their masters generally move the female and her eggs to protected quarters.

Carpet snakes will live in any rug ar carpet, or, if nothing suitable is available, may live in clothing or other fabric. They appear to be woven dirctly into the article, and close examination reveals nothing of their true nature.

If a master is present, carpet snakes will allow themselves to be rolled up or folded in a rug without taking shape. The rug and snakes can be transported in this manner. If a master orders an attack in this state, the snakes form normally but require 1-2 rounds to crawl from the rug.

Ecology: Carpet snakes are always red in color with black eyes. In carpet form, they may be coiled, twisted, or straight. They appear to be simply part of the fabric, and maintain whatever shape they held when they converted to carpet form.

If a carpet snake is killed, it collapses into a pile of fibrous red dust. The dust may not reform and is useless.

Carpet snakes have a lifespan of up to 50 years.

Snake, Flying

	Flying Fang	Deathfang
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Flocks or solitary	Solitary; any as guardian
ACTIVITY CYCLE:	Any	Any
DIET:	Flesh, insects, carrion	Nil
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	I, Q, S, T, X	Nil/Any (as guardian)
ALIGNMENT:	Neutral	Neutral **(evil)**
NO. APPEARING:	1-12	1-6
ARMOR CLASS:	5	5
MOVEMENT:	9, Fl 21 (B)	6, Fl 18 (B)
HIT DICE:	1+4	1+4
THAC0:	19	19
NO. OF ATTACKS:	1 +special	1 +special
DAMAGE/ATTACK:	1-3 (bite)	1-3 (bite)
SPECIAL ATTACKS:	Acid spray	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (up to 4' long)	S (up to 4' long)
MORALE:	Steady (12)	Special (treat as 20)
X.P. VALUE:	120	175



Flying snakes, also known as "flying fangs," were once numerous in warmer areas of the Realms, but they are so dangerous that all intelligent races hunt them mercilessly. In the hot lands, tales abound of lizard men and yuan-ti who train flying snakes to hunt for them, or learn to work with the snakes as partners.

These reptiles have a pair of flaring, batlike, leathery wings behind their heads. They can fly with acrobatic agility, hovering, flying upside down, and using their tails and body coils to hamper victims in midair

Flying snakes may be of any color or appearance. Most have flat, pointed, viper-like heads, red or yellow eyes, and emerald-green or bronze scales.

Combat: Flying snakes bite and slash with their needle-sharp fangs, or spit acid at opponents up to ten feet away. An acid spit does 1d4 damage to tissue, hide or cloth, but does not affect metal or stone.

Flying fangs always strike at the faces of their foes, seeking to blind beings so they can be slain and devoured at the fangs' leisure. The snakes will attack any living creature they feel they can slay and eat.

Against S-sized or smaller creatures, a flying snake can grasp and encoil its victim. This does no damage, but lowers the victim's movement rate by 8 (to a minimum of 1) and penalizes the victim's armor class by 6 points (to a minimum of 10). To wrap its coils around an opponent, a flying snake must make a successful attack roll. Allow one attempt every 2 rounds of combat as an extra attack roll. If both snake and target creature are airborne, the attack roll is made at -1.

Habitat/Society: Although some flying snakes are solitary, most hunt in bands, attacking fearlessly in a swooping, darting cloud around victims.

These winged horrors are found in ruins, subterranean areas, and rocky crags throughout the Realms. They can tolerate a wide range of climates, but seem to be more numerous in Calimshan and the Shining South than elsewhere.

Ecology: A single flying snake eats five times its weight in a day, if it can get that much. Hunting flights often slay a dozen man-sized victims or more if they judge that other predators will leave the bodies undisturbed, for later meals.

Deathfang

Deathfangs are undead flying snakes. They are sometimes created when vampires or other greater undead slay a flying snake (20% chance), and when certain evil priests or wizards with specialized knowledge use spells to convert a flying snake to undeath; in the Realms, such spells are used almost exclusively in Calimshan and lands to the south.

Deathfangs attack and function as living flying snakes do, except their bony wings cannot move as much air as intact, living membranes, thus slowing their rate of flight. Their acid-spit is lost upon joining the ranks of the undead. As undead, deathfangs gain a *chilling bite* power, usable once every six rounds. Upon successfully biting for 1-3 damage, a deathfang can elect to drain energy from a foe. It does this by retaining its fang-grip, allowing the foe an automatically successful attack on it the following round. Through its fangs, the deathfang drains 1d4 + 2 hit points per round from its victim (no saving throw).

In addition, deathfangs have magical immunities common to many undead. They are immune to cold-based attacks, *charm, sleep, hold,* and *death* spells, and can be mentally controlled or influenced only by their creator, if any.

Snake, Giant Cobra

CLIMATE/TERRAIN:	Any tropical
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (W)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 plus poison
SPECIAL ATTACKS:	Poison, charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (12'–24' long)
MORALE:	Champion (15–16)
XP VALUE:	Giant: 270; elder: 975

Giant cobras are dimly intelligent snakes with hoods marked by two eyelike patterns on the back. They may live as long as a century and are said to gain wisdom in their old age, giving them semi to low intelligence (2-7).

Combat: The giant cobra attacks by rising into a swaying pillar, spreading its hood, and striking with blinding speed. Its 4-inch fangs deliver a poison that kills in 2d4 rounds, but a successful save at –2 results in only 10 points of damage. Cobras can also sway in a mesmerizing way that charms creatures of animal intelligence or less, effectively paralyzing them for 2d6 rounds.

Giant cobras fear fire and will retreat from it, suffering a –6 penalty to morale checks when threatened with open flames.

Habitat/Society: Usually solitary, giant cobras mate once per year in the early spring, often in a location where entire plagues of serpents return year after year. After mating, the female cobra lays a clutch of 2d10 eggs in a shallow pit and guards them until they hatch, at which time the young are abandoned.

The population of giant snakes can increase rapidly, so nests of giant cobras are destroyed by humans when discovered. Giant cobra eggs bring 10–500 gp on the market, as they are sought by snake charmers, assassins, or chefs.

Giant cobras live in burrows stolen from other animals; these lairs sometimes contain incidental treasure from their victims, but rarely anything of value. Elder cobras value glittering objects and therefore have treasure type W.

The snakes are active in cycles; they warm themselves in the sun and then hunt, then warm themselves again. In cooler climates or during the monsoon season they may spend more than half their time in their burrows or crevices. They never hunt or fight at night, always fleeing combat in the dark.

Giant cobras are occasionally kept by snake-handling cults and various groups of assassins. They are amenable to training, though they always remain dangerous if not carefully handled.



Ecology: Cobras are powerful enough to kill and eat an entire goat or a demihuman of up to halfling size. They tend to hunt in binges, eating a large meal and then curling up in their lairs for several days or weeks. They have few natural enemies; some varieties of giant weasel hunt them successfully. Giant cobras like the rich flesh of domesticated animals.

Giant cobra venom can be stored in daggers made to hold the liquid in special channels, but it degrades rapidly. The virulent agent decays at a rate of +1 to the saving throw per turn. After 20 minutes the save is made with no penalty; after a full hour, the saving throw is made at +4; after two hours, the save is made at +10. The poison is inert after three hours.

Elder Giant Cobra

Elder serpents are wise enough to know the value of stealth and the power of intimidation. They can speak Common (with a lisp) and the trade language of giants, and they are likely to try to browbeat humans and demihumans rather than simply attack them. The elder serpents can hypnotize and paralyze not only animals, but people as well. A victim is allowed a saving throw vs. paralysis to avoid being hypnotized for as long as the cobra concentrates and for 2d6 rounds thereafter.

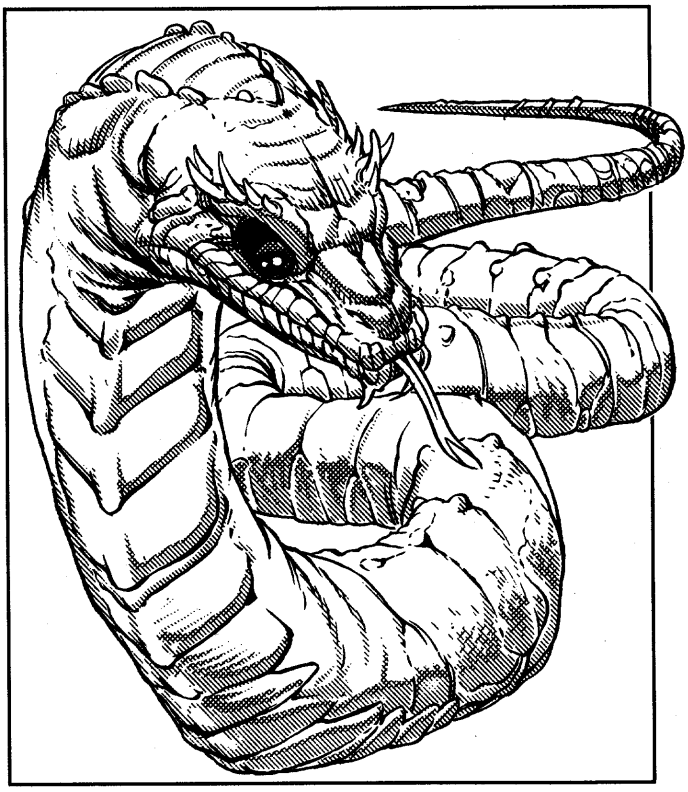
The elder cobra's venom is more concentrated than that of its younger brethren (onset of death 1d4 rounds, save at –4). Victims of its bite who successfully save suffer 10 points of damage, but they are paralyzed for 1d6 rounds.

Elder serpents gain an additional Hit Die and suffer no modifier to morale when faced with open flames.

The largest of the elder serpents is called the Grand Snakemaster, and is said to be immortal. When it sheds, the discarded skin is rumored to possess healing powers. Those who eat of it are said to gain wisdom, but since the Grand Snakemaster has never been seen, the truth is questionable.

Snake, Heway

CLIMATE/TERRAIN:	Desert oases
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dawn and dusk
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	12, Sw 6
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Poison, hypnotic stare
SPECIAL DEFENSES:	Poison skin
MAGIC RESISTANCE:	Nil
SIZE:	M (12′ long)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	175



The heway is a large white snake with a deadly stare, a creature of the desert that enjoys poisoning wells and oases. It is hated and feared by other desert creatures, and desert tribesmen and others who depend on pure oasis water will kill heway on sight (with missile weapons so as to avoid being trapped by its stare).

Unlike the dry, scaly skin of most snakes, the heway has slimy, poison-coated scales that it sheds constantly. Its eyes are large because it only hunts by dim light; it has large pits on its snout that serve to detect heat, aiding it in nocturnal scavenging. A heway also has a very acute sense of smell, and its tongue can sense water from as far as 20 miles upwind. This allows the heway to orient itself to likely hunting grounds.

Combat: The heway is a cowardly animal and only fights when cornered. It prefers weakened prey, though if it is starving, it can stalk healthy animals. Its primary attack form is its ability to poison fresh water.

When it arrives at a well or oasis, the heway crawls in and swims around for several hours, slowing releasing its poison into every portion of the water. When the water is poisoned, any creature drinking from it must save versus poison at +2 or suffer 30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their save suffer 15 points of damage. Even animals that survive the initial effects are often doomed, as they must somehow reach another water source in their weakened state or die of dehydration. The snake is immune to the effects of its own poison.

The stare of the heway has a powerful hypnotic effect on its prey; any creature failing a saving throw vs. paralyzation will follow the heway to its lair and allow itself to be devoured. The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6 turns.

Curiously, the heway does not have a venomous bite, and its jaws are weak. It will only take small, hypnotized game when poisoned prey is unavailable. Its poison is only excreted through the skin. Merely touching the skin of a heway has no poisonous effect; the poison must be ingested.

Habitat/Society: The lair of a heway is only large enough to accommodate the snake itself and perhaps one carcass. A cunning heway sometimes learns to poison a well, drag a large animal back to its lair, consume it, and then wait and digest until the well becomes drinkable again. Then it sallies forth to poison the well once more. It continues this trick as long as its lair remains undiscovered. If it requires additional food between poisonings, it may use its stare on small prey.

The heway avoids others of its kind except once a year, during the mating season. After the winter rains have come, the heway travel to ancestral spawning grounds in the deep desert. The young hatchlings are left to fend for themselves; the strongest devour the rest in order to survive and then crawl off in search of water.

Ecology: The heway is an opportunistic animal—it comes to a well, poisons it, and then waits for animals to drink and die before it attempts to feed. It doesn't mind sharing its kills with jackals or other scavengers; a poisoned well usually results in plenty of meat for all the animals. A heway is most vulnerable during its overland journeys between wells, so it usually makes these trips by night.

Other animals, especially herd animals, will kill a heway by trampling it if they can catch it out in the open during daylight. Predators like hyena and great cats generally leave the area, as they can only hope to kill the snake with their claws; predators that bite a heway often don't survive.

The heway is occasionally hunted by unscrupulous tribes which use it to poison the waterholes of their enemies. Since its stare makes it dangerous even when caged, dead snakes are usually used for this purpose. In this case, the poison is at half strength and saves are made at twice the usual bonus (+4).

Poisoned bodies of water become drinkable up to 2d6 days after the snake is removed, depending on how quickly the water replenishes itself. A small, quickly evaporating oasis fed by an underground spring may be drinkable within two days, while a well which is not often used (and where the water is not frequently recirculated) might take two weeks.

Snake, Messenger

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13–14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Chameleon
MAGIC RESISTANCE:	30%
SIZE:	S (2' long)
MORALE:	Steady (11–12)
XP VALUE:	975



For reasons never explained, Zhentish wizards dislike working with most birds. There are times, however, when messages need to be carried, and magic can be undependable and erratic, or is needed for other purposes. For these situations, a strange little reptile was bred: the messenger snake.

Messenger snakes are 2 feet long. Their coloring is a metallic, jade green. They have light green feathery wings resembling those of a parrot. They mimic human speech, speaking in a soft, hissing voice. Messenger snakes also have infravision (60-foot range) and an uncanny sense of direction.

Combat: Messenger snakes were not made for combat. However, in order to protect themselves, they have a bite that causes 1d6 points of damage and injects the target with a weak venom (onset 2d12 rounds, paralysis for 1d4 hours) unless the victim makes a successful saving throw vs. poison.

The snake's coloration shifts and changes as necessary, making it 50% undetectable by casual sight. Add to this the fact that the snake's flight is 75% silent, and it makes for a very effective messenger. The snake can even blend in with the color of an overcast sky, so that persons looking up from the ground would have a hard time telling that one of the snakes was flying above their heads.

In order to help it on its appointed rounds, the messenger snake can *detect lie* at will, and it always asks for identification (a name or code word that it has been taught with the message) before delivering its message. The snakes also have a special *find the path* ability that has a 100-mile radius and can be used only to find the person they are told to seek. The snakes can fly 200 miles a day. They must rest for an hour after 100 miles of flight before continuing on.

Habitat/Society: The messenger snake can carry up to two pounds of weight in its coils. Most of the time, the burden is a scroll with a written message. The item can be seen normally; the snake's blending ability does not affect it. However, the snake is also able to repeat a verbal message of up to 100 words, giving it only to the one person it was intended for.

Messenger snakes are never encountered in the wild. They are all raised by wizards who keep close track of them. The snakes mate once a year, laying a clutch of 2d4 eggs.

The original secret of breeding messenger snakes from a root stock of other snake species has been lost. There is talk that Zhentish mages are searching diligently for it, and will pay handsomely for useful information or its possible location.

Whenever a messenger snake is encountered, there is a 50% chance that it is carrying a small bundle. Roll 1d10 and consult the chart below:

1d10 Roll	Bundle Contents
1–2	Scroll containing a personal letter
3	Scroll with 1d4 wizard spells of level 1–8
4–5	Odd trinket or personal article
6	Pouch with spell components
7	Potion bottle (roll randomly)
8	Small pouch with 20 pp
9	Pouch with 1d4 gems worth d100×10 gp
10	Small magical item (ring, figurine, etc.)

Ecology: The messenger snake is found wherever Zhentish mages are found: Zhentil Keep, the Citadel of the Raven, and Darkhold. They have also gained a measure of popularity in Mulmaster, Hillsfar, Tantras, Ravens Bluff, and the nations of Thay and Calimshan. Many nations and regions dislike messenger snakes. In Waterdeep, the Dalelands, and Cormyr, messenger snakes are shot down. In the Great Gray Land of Thar, the snakes are considered a delicacy.

Messenger snakes eat plants, insects, and small rodents, and live for about four decades. Rumor has it that the reason the Zhents are so frantic to find information on the origin of messenger snakes is that the snakes are becoming more intelligent, developing their own language and refusing to serve. No one has ever been able to get a messenger snake to speak a word on its own, though, to confirm this.

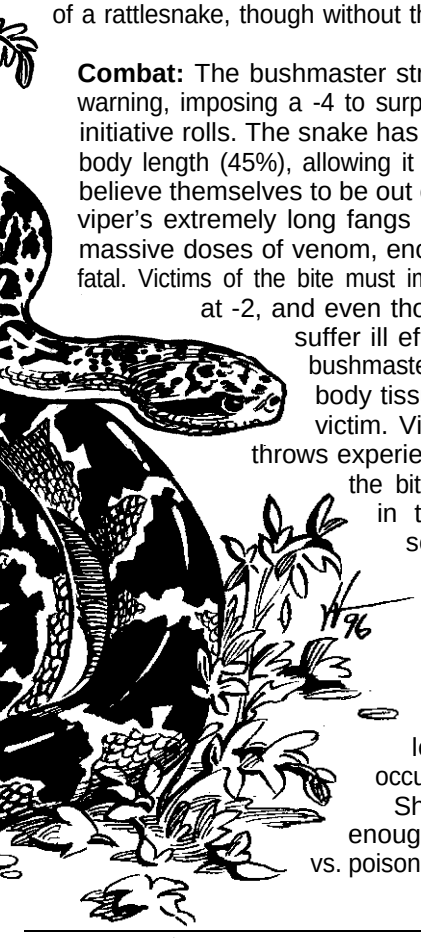
Messenger snake eggs can be sold for up to 1,000 gp each; hatchlings fetch 2,500 gp.

	Bushmaster	Fer-De-Lance	Gaboon
CLIMATE/TERRAIN:	Tropical Forest	Temperate/Tropical Forests	Temperate/Tropical Forests
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Nocturnal	Nocturnal
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	N	N	N
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	5	6	5
MOVEMENT:	12	9	9
HIT DICE:	3+3	3+3	4
THAC0:	19	17	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-5 (1d4+1)	1-3	2-7 (1d6+1)
SPECIAL ATTACKS:	Poison, surprise	Poison	Poison, ignore armor
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M-L (6-12' long)	M (5-6' long)	M-L (6-9' long)
MORALE:	Average (9)	Average (11)	Average (10)
XP VALUE:	420	420	650

Bushmaster (lachesis mutus)

The bushmaster is a deadly, powerful viper sometimes mistaken for a member of the boa constrictor family. The average bushmaster reaches a slender 12' long, making it the longest member of the viper family. Rare individual bushmasters have been known to grow larger.

The bushmaster has pronounced dark, diamond-shaped reddish-brown blotches on a gray or brown background. The tail of the bushmaster ends in horny spikes, much like the tail of a rattlesnake, though without the characteristic rattle.



Combat: The bushmaster strikes quickly and without warning, imposing a -4 to surprise checks and +4 to all initiative rolls. The snake has a reach of nearly half its body length (45%), allowing it to strike victims that may believe themselves to be out of reach. Because of the viper's extremely long fangs and the ability to deliver massive doses of venom, encounters with it are often fatal. Victims of the bite must immediately save vs. poison at -2, and even those that make their save suffer ill effects. The venom of the bushmaster is hemotoxic, attacking body tissues and the blood of the victim. Victims failing their saving throws experience intense pain around the bite, followed by numbness in the area, swelling, and severe discoloration. For 10-30 minutes after the bite, the victim drifts in and out of consciousness, feverish and vomiting when conscious. Death resulting from a loss of blood pressure occurs within one hour.

Should a victim be lucky enough to make an initial save vs. poison, he is not safe yet. Over a period of 1-4 hours, the victim suffers from weakness, fainting, sweating, thirst, high fever, and terrible nausea. After this period, the victim must make a second saving throw with no penalty to survive the more deadly symptoms of the venom. If the saving throw succeeds, the victim's fever breaks and he is safe. If not, death (as outlined above) occurs in one hour.

Habitat: The bushmaster is found in remote mountainous jungle regions. These nocturnal vipers are extremely bold and dangerous, often stalking anyone intruding into their territory, regardless of size. The bushmaster never appears in broad daylight.

Ecology: The bushmaster is an egg-laying viper. It uses heat-sensitive pits on the sides of its head rather than eyes to detect prey. The venom glands of the bushmaster are exceedingly large, and it is possible to extract its venom for other uses. However, the nasty disposition of the bushmaster makes this a difficult task at best.

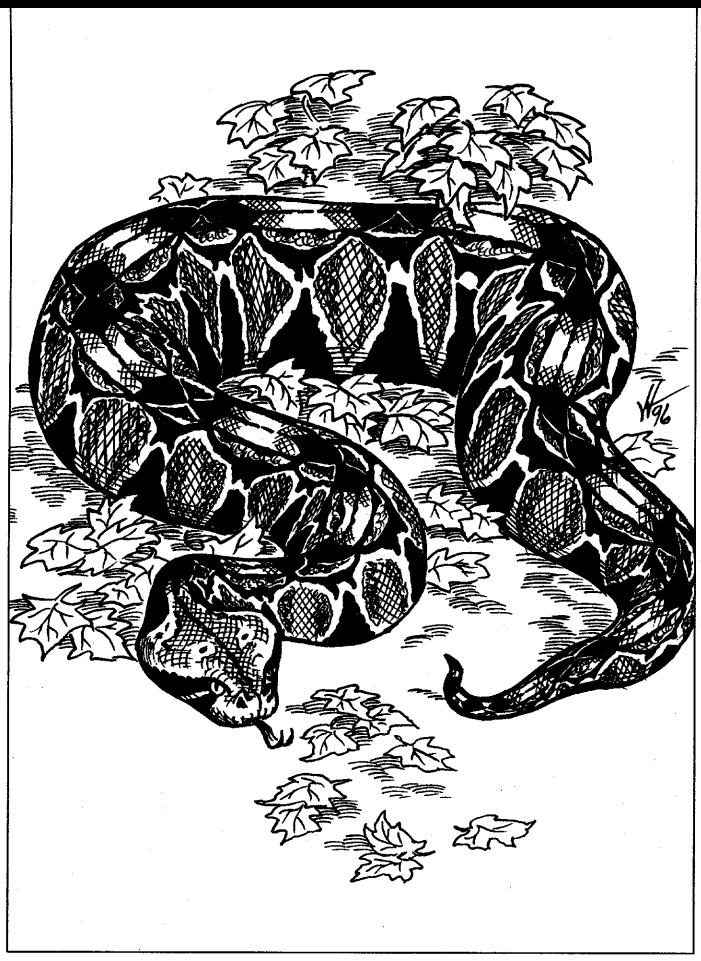
The bushmaster feeds on small rodents and can often be found in the abandoned burrows of small mammals.

Fer-De-Lance (bothrops asper)

Often called the "spearhead" viper, the fer-de-lance is a particularly aggressive pit viper and a formidable adversary. The fer-de-lance goes by many other names, depending on the locale, such as "yellow beard" (because of a yellow belly) and "velvet viper."

The fer-de-lance can grow to a length of 8', though this occurs rarely. More often they range between 6' and 7' and are often thicker than a man's arm. The fer-de-lance has gray-olive or gray-green colors, with diamond-shaped blotches that mark it as a viper.

Combat: When initially encountered, the fer-de-lance raises its head and coils itself in preparation, then attacks with a venomous bite. The poison of the fer-de-lance is both neurotoxic and hemotoxic, attacking both the nervous system and destroying red blood cells. The bite itself is not overly painful, but it soon causes localized bleeding, intense pain, and



swelling around the wound. Victims of the fer-de-lance's bite must make an immediate saving throw vs. poison at -2 to determine how much venom has actually been injected. The more venom, the more deadly the poison's effects.

If the saving throw is failed, the bitten area painfully swells to twice its normal size in 1-4 minutes. The venom inhibits the clotting of blood, and bleeding occurs from the internal organs, gums, nose, mouth, eyes, ears, and other locations — anywhere except the bite itself, which is usually too swollen to bleed freely. Hemorrhaging soon follows, and the victim progresses quickly into muscular and nervous system shock, followed by respiratory distress, paralysis, and death. While death occurs within 10-20 minutes of the bite, the victim can do nothing after the first few minutes due to bleeding and intense pain.

If the victim rolls a successful saving throw, he still suffers from wracking pain for one hour. The bitten appendage still swells to excess and cannot be used for 1-4 days afterward or until magical healing is applied. If magical aid is not applied, there is also a chance (an additional save required) that the victim contracts tetanus in the bitten limb, possibly requiring its eventual amputation.

Another dangerous aspect of the fer-de-lance's venom is that cutting or sucking the snake bite is extremely dangerous. The poison can enter another person's bloodstream if swallowed or through small cuts or abrasions.

Habitat: The fer-de-lance is found on the floor of deep and light jungles. Like all pit vipers, they hunt prey with the aid of heat-sensing organs on either side of their head and hollow fangs that inject large amounts of venom.

Ecology: The fer-de-lance is a prolific breeder, giving birth to as many as 70 live young at any one time. The venom of a young fer-de-lance is more potent than that of a full grown adult (apply an additional -1 to the saving throw). The fer-de-lance's diet consists of small rodents, which may cause it to be drawn to jungle villages where garbage attracts its favorite food.

Gaboon (bitis gabonica)

Not only is the gaboon one of the largest (by weight) vipers, it has the largest fangs of any snake in the world — up to 2" long. While most snakes move in an S-curve movement, the weight of the gaboon causes it to use ribs movements to carry it forward; hence, they crawl in a straight line.

Colored like the jungle in varying shades of brown, cream, and purple, the gaboon viper blends in perfectly with the leaf-covered jungle floor. Their markings make them virtually disappear in the different shades of the jungle foliage.

Combat: The gaboon is a puff adder. It can inflate its body to nearly twice its normal size when threatened. Unlike creatures who use such a tactic to avoid combat, this viper can deliver nearly instantaneous death with its venom. The gaboon viper's long fangs can bite through a limb, but in most cases they serve to inject venom deeper into the victim's body. These fangs also allow the gaboon to ignore leather, padded leather, or hide armor. The snake's concealing coloration also imposes a -1 penalty to surprise rolls when encountered in the wild.

The venom of the gaboon viper is both neurotoxic and hemotoxic, affecting the nervous and circulatory systems. The poison saving throw vs. the bite of this snake is made at a -2 penalty, or a -4 penalty if the attack roll is a natural 20, indicating an extremely deep bite.

If the saving throw is failed, the bite turns the victim's skin red-violet around the wound as the long fangs deliver a dose of poison deep into tissue full of blood vessels. Swelling appears all over the body, as well as at the site of the wound. This is accompanied by immediate cold sweating, internal bleeding, depressed heart action, and difficulty breathing. The victim is immobilized by the venom after one round, and death occurs 1-6 rounds after.

Even if the victim makes his saving throw, tissue death and gangrenous infection may be extensive around the bite and the limb may need to be amputated. A second saving throw vs. poison with the same penalty as the first is required to avoid this effect. Regardless, a surviving victim must rest 24 hours before being able to resume normal activities. Victims of gaboon bites who know of the snake's virulent poison have been known to amputate their limbs immediately rather than risk death.

Habitat: Gaboons are nocturnal and can be found in any jungle environment, preferring ground to tree activity.

Ecology: Gaboon's are egg-laying vipers, whose females stay with the eggs until they hatch. Their heat-sensing pits aid them in the hunting of small mammals, and gaboons have been known to eat small monkeys or even young antelope.

Snake, Poisonous

	Black Mamba	Boomslang	Cobra
CLIMATE/TERRAIN:	Temperate/Tropical Forests	Tropical Savannah	Varies
FREQUENCY:	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Diurnal	Nocturnal
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	N	N	N
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	6	4	5
MOVEMENT:	18/30	12	12
HIT DICE:	5	2	3+3
THAC0:	15	17	17
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1d4+1/1d4+1	1-2	1-4
SPECIAL ATTACKS:	Poison	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (8-14' long)	S-M (3-6' long)	M (5-7' long)
MORALE:	Average (12)	Average (9)	Average (9)
XP VALUE:	650	270	420 975 (King Cobra)

Black Mamba (dendroaspis polylepis)

The black mamba is one of the largest poisonous snakes known, reaching lengths of up to 14'; even young black mambas are larger than most full grown vipers. At any age the black mamba is probably the most aggressive, and feared, snake of the jungle.

This snake is actually not black, but a combination of dark grays and browns that make it appear black when viewed in the shade of jungle trees. Its scales are smooth and are arranged in diagonal rows. Young black mambas are dark green and are often mistaken for various non-poisonous snakes rather than members of this deadly family.

Combat: The black mamba is highly aggressive, attacking repeatedly in a series of lightning-fast bites, gaining a +2 to initiative rolls. It also strikes up to a distance of 40% of its body length, giving it an average reach of 5" or more. The mamba can also raise itself straight up to a height of nearly half its length, as well as slither across the ground with its head 2' from the ground.

The initial bite of the black mamba requires a saving throw vs. poison, with each additional bite receiving a cumulative -1 penalty. This directly reflects the amount of venom introduced into a victim's system (see below). The venom of the black mamba is neurotoxic and hemotoxic, affecting the circulation of the blood through the body by attacking the nervous system.

If the save is missed, a high concentration of venom has been introduced into the victim's bloodstream. Such a concentration acts as a coagulant, clotting the blood. This plays havoc with the victim's circulatory system, but death from respiratory failure usually occurs before the victim goes into circulatory shock. There is no initial pain or swelling after a bite, but there is profuse salivation and dizziness followed by restlessness and psychological disturbances. Then there is difficulty breathing, followed by a drop in blood pressure, coma, and then death from respiratory failure. This occurs over a 20 minute span; however, the victim's lack of regular breathing and dizziness makes him incapable of actions after the first 1-6 minutes.

A successful saving throw indicates that a low concentration of venom has been introduced. This has the opposite affect on the victim, causing the venom to act as an anti-coagulant, thinning the blood. This causes wounds on a victim to continue to bleed after several minutes. After a few minutes this also affects wounds other than the snakebite. For 4-5 turns following a successful save all wounds on the victim bleed a number of points equal to half the original damage for 2-8 rounds before the blood finally clots.

Habitat: The black mamba is an arboreal (tree dwelling) snake, though it can be found on the jungle floor as well as in small burrows or decaying trees. It always lives in the thicker portions of the low-lying jungle (below 4,000') where food is abundant. On open ground the mamba's movement increases to 30.

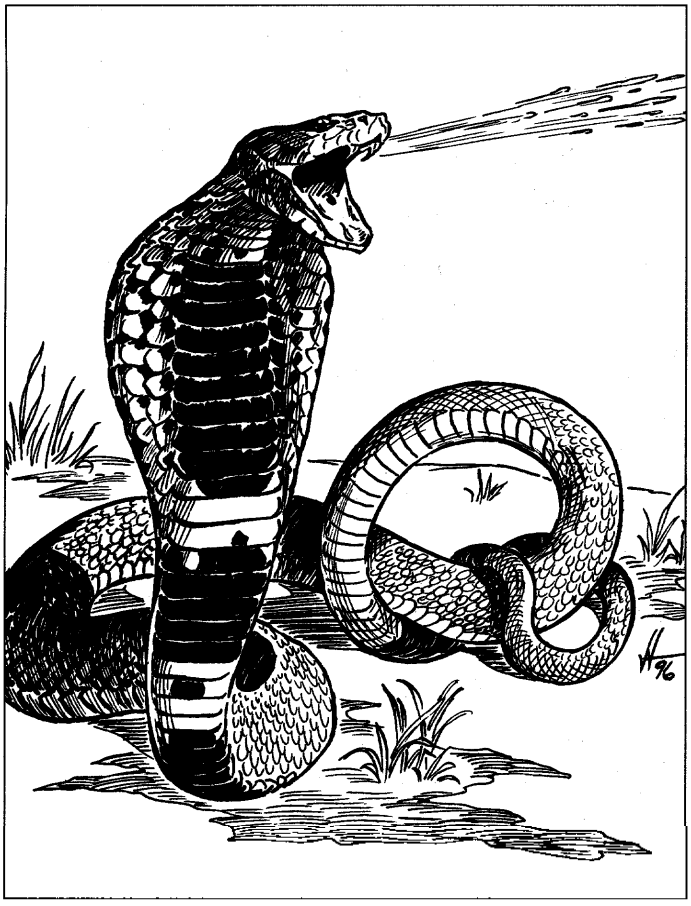
Ecology: The black mamba feeds on tree dwelling birds, lizards, and frogs. They are extremely territorial, more often attacking from anger than from hunger. The mamba hunts by sight, and one can sometimes remain perfectly still to avoid its attention.

Boomslang (dispholidus typus)

Though the boomslang is small and relatively docile, its bite is not only fatal but deals a gruesome death. This species is difficult to identify and is often mistaken for various other types of non-poisonous snakes.

The adult boomslang ranges from 3' to 6' long, varying color from brown to bright green with smooth narrow scales and a thin build. Unlike other poisonous snakes, the boomslang has rows of grooved teeth instead of fangs. However, it only takes one bite to deliver its lethal poison.

Combat: The boomslang would rather flee than confront something not a part of its normal diet. If cornered, it inflates its neck to twice its normal size. If this doesn't frighten off the opponent, the snake strikes.



The boomslang is an opisthoglyph, or rear-fanged snake, and has its venomous teeth at the back of its mouth. Though not the most effective way to deal poison, it only takes a small amount to cause death. Drop for drop the venom of this snake is more toxic than a cobra or a viper. Though the venom of the boomslang appears to be hemotoxic, the actual method in which it brings about a victim's death is not fully understood.

Saving throws vs. the venom of the boomslang are at a -3 penalty. If the saving throw is successful, the rear teeth of the boomslang failed to poison the victim.

The most outstanding characteristic of the boomslangs poisonous bite is the illusion of complete recovery, followed by a sudden relapse and death. If the saving throw is failed, the bite produces swelling and discoloration, and causes open wounds across the body to instantly clot. About a half hour afterwards there is dizziness followed by severe headaches, nausea, vomiting, and acute abdominal pain. One turn after that symptoms disappear for 1-8 hours as the venom spreads throughout the body. The original clotting then reverses itself and there is profuse bleeding from open cuts (1-4 hp damage from all bandaged wounds), and then from all body openings — mouth, eyes, ears, etc. At this point, the victim suffers from a severe drop in blood pressure, and death follows within moments.

Habitat: The boomslang is found in temperate savannahs, light jungles, and areas with plentiful trees. They are not found in deep rain forest jungles or near desert environments. In its arboreal habitat (though its also found on the ground as well) it has the ability to disappear quickly into the trees at its normal movement rate.

Ecology: Active only during the day, the boomslang feeds on birds and their eggs, along with an occasional frog or chameleon.

Cobra (genus naja)

One of the most famous poisonous snakes, the cobra is often the center of superstition in various primitive cultures. The word cobra actually means "serpent" in more than one different language.

There are several sub-species of cobras, though most have the expandable hood that is commonly associated with the species. Arboreal cobras tend to be different shades of green and brown, while others range from a pinkish-tan to black. Their heads are broad and flat, and several species have decorative formations on the scales of their hoods.

Combat: Cobras can either spit (actually squirt) or bite to use their venom. Only 40% of cobras can actually spit their venom, and this should be determined prior to any encounter. In either case, the venom is extremely toxic (one gram of dehydrated cobra venom can kill 165 people). The attack of a cobra is always preceded by a fearful hiss.

Cobras that spit their venom can do so from up to 7' away, aiming specifically for the eyes. A saving throw vs. paralyzation is required to see if the victim is able to turn their head away in time to avoid the venom. If the save is missed, the venom enters the eyes and begins to painfully destroy eye tissue like an acid. Blindness occurs in 2-5 rounds unless the eyes are irrigated with water or some other liquid.

Victims bitten by a cobra must make a saving throw vs. poison with a -2 penalty. To be fully affected by a cobra's venom, the snake must have its teeth firmly implanted in the victim's flesh and its jaws firmly pressed together. Hence, if the save is successful it means the snake only dealt a glancing blow that is not considered deadly.

If the saving throw is missed the victim instantly begins to feel pain radiating from the bite, along with swelling and numbness. One round later there is progressive paralysis of the facial muscles, tongue, and larynx. Within 2-3 rounds the eyes cease movement and begin to drop, and the victim can only speak with great difficulty. Within five rounds the muscles of the victim become paralyzed, from which they ultimately die of asphyxiation accompanied by violent vomiting. Death occurs in 2d4+2 minutes depending on the severity of the bite.

Habitat: Cobras are found in a variety of tropical environments depending on sub-species. Those that are considered to be spitting cobras are never arboreal, preferring tall savannahs and light jungles.

Ecology: Cobras are egg-laying snakes that are active only at night. They feed on small rodents, reptiles, and insects, and have been known to go for several months without food or water. Contrary to popular belief, cobras cannot be "hypnotized" by music. Those that are used in this manner usually have their fangs removed.

King Cobra

This rare variation on the cobra reaches a length of 18' and dwells exclusively on the ground. These cobras deliver greater amounts of venom with effects detailed above, but with a saving throw penalty of -4 and with all onset time halved. They are 6 HD creatures and their bite delivers 1-8 hp damage.

Snake, Pyroserpent

CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	5
MOVEMENT:	6, Fl 9 (B)
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/2-8
SPECIAL ATTACK:	Constriction, spore
SPECIAL DEFENSE:	Explodes when killed
MAGIC RESISTANCE:	Nil
SIZE:	M (15' long)
MORALE:	Steady (11)
XP VALUE:	650



The pyroserpent is a feared denizen of the phlogiston. It is a large snake about 15 feet long, covered with slick scales of the same swirling rainbow color as the phlogiston (effectively giving it +1 to surprise). The snakes are undetectable at a range of more than 50' in the phlogiston. Although the creature can move in the same slithering manner as a conventional snake, the pyroserpent prefers to fly, being propelled by its own natural telekinetic ability. This telekinesis cannot be used to move anything but the snake's own body.

The pyroserpents travel in flocks of up to 12 snakes, in search of food and a place to lay their eggs. It is a fearsome sight indeed to see such a group approaching one's ship!

Combat: The pyroserpent attacks with its vicious but nonpoisonous bite. If the serpent strikes with an attack roll of 5 or greater than what it needs to hit, its victim will be trapped in the snake's coils as it attempts to constrict the victim. Each round that a victim is trapped in a pyroserpent's coils, he receives 2-8 points of damage automatically (no attack roll is required). For example, the pyroserpent bites a 3rd-level fighter in chain mail with 15 dexterity (AC 4). The creature needs an attack roll of 13 to hit the fighter (THAC0 17). If the attack roll is 18 or higher, the fighter is trapped in the serpent's coils. The snake will automatically release anything in its coils if it suffers greater than 50% of its total hit points. Otherwise, a bend bars roll is required (at a −2 penalty) to escape the constriction. Any attack on the snake that misses the snake has a chance to hit the constricted victim (roll another attack roll vs. the entrapped victim).

The pyroserpent has a very special defense that causes anyone who knows about these creatures to think twice before attacking. If the snake is killed, its body ruptures in a small burst of flames. Under normal conditions, the explosion would not be a problem. When the creature erupts, it reacts with the highly flammable phlogiston and explodes in the equivalant of a 5 HD fireball in a five-foot radius of the snake's body. All rules for explosions in the phlogiston as outlined in the SPELLJAMMER™ boxed set apply.

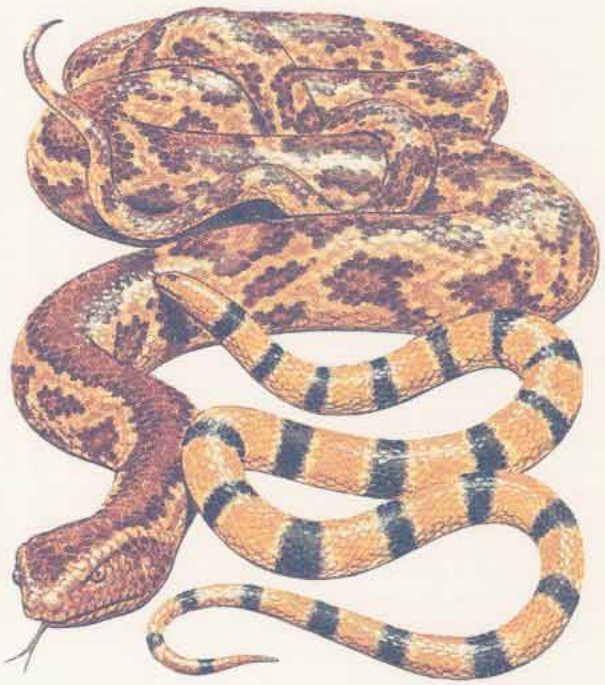
If the pyroserpent scores a bite, there is a 20% chance that it will release spores from its mouth into the victim. This is how the pyroserpent breeds, for these spores form into eggs, gestating inside a living host. As the spores grow and develop, the victim will become increasingly weak. After one week, the victim will lose one point of Constitution and Strength per day and suffer a cumulative −1 to hit per day. When either strength or constitution reaches zero, the victim dies. This is caused by the growing embryos consuming all of the nourishment in the body, and the victim actually starves to death. A *cure disease* spell will destroy the eggs, at which time the victim will regain lost Strength and Constitution at a rate of one point per day. If the victim dies, 2-8 young pyroserpents will emerge from the corpse.

Habitat/Society: The creatures have no real society. They tend to follow one self-elected leader who is the strongest of the flock. If it is killed, a power struggle will ensue to determine who will be the next leader.

Ecology: Natives of space have found many uses for the body parts of a pyroserpent. This is profoundly difficult, because it is nearly impossible to kill a pyroserpent without the creature exploding, completely destroying all body parts. The only known way to do this is to trap the creature and take it into wildspace, where it is unable to live. The snake will die within one hour of removal from the phlogiston. Even this method is not certain to preserve a pyroserpent, because once the creature is brought into wildspace, it will begin to thrash about wildly, attempting to escape its bonds. If the thrashing of the creature kills it, it will erupt into flames as it dies (but without the explosion).

The scaly skin of the pyroserpent is highly prized since it is an excellent camouflage in the phlogiston. The blood of the creature is sought by many alchemists, as it can be used in a variety of fire-based potions. The meat of the pyroserpent is an exotic delicacy on many tables, and has been known to sell for as much as 1000 gold pieces per serving!

	Herald	Teak
CLIMATE/TERRAIN:	Tropical forest	Tropical forest
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11–12)	Animal (1)
TREASURE:	Nil	Nil (B, Q–10, S, T)
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	1	1–2
ARMOR CLASS:	5	3
MOVEMENT:	24, Cl 18	9, Cl 6
HIT DICE:	4+4	8+8
THAC0:	15	11
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d4/1d4	1d6/2d6
SPECIAL ATTACKS:	Poison	Constriction surprise
SPECIAL DEFENSES:	See below	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' long)	H (30' long)
MORALE:	Average (8)	Average (10)
XP VALUE:	1,400	3,000



Two rare varieties of serpents, the herald serpent and the teak serpent, can be found in teeming tropical jungles, often in the company of other intelligent reptilian creatures.

Herald Serpent

The herald is a lightning-swift reptile with sapphire or emerald colored eyes, and a body marked with black and gold bands. Heralds are the enchanted messengers of serpent lords. Like their masters, heralds are adept linguists and conversationalists, able to speak at least six languages fluently, including common.

Combat: Herald serpents are more likely to talk their way out of a confrontation than attack, using their silver tongues to flatter an opponent while planning an escape route. A herald serpent can cast the following spells, once/day, at the 4th level of ability: *friends, hypnotism, comprehend languages, hypnotic pattern,* and *invisibility.*

If negotiation fails and escape is impossible, the herald can physically attack with its lightning-swift bite, striking twice per round for 1d4 points of damage. The bite automatically delivers a potent toxin, with an onset time of only 1–3 rounds (saving throw vs. poison negates). Victims of the poison suffer complete amnesia, forgetting their own identities, abilities, even memorized spells for 2–8 hours.

Habitat/Society: Herald serpents are the enchanted messengers of serpent lords, who imbue their servants with magical gifts so they can deliver important notices or act as envoys on their lord's behalf. Before their enchantment, heralds are a colorful variety of poisonous jungle snake. Heralds serve their lord willingly and are usually returned to their normal state after completing the mission for which they were enchanted. A *dispel magic,* successful against 16th-level magic, will transform a herald back into a giant poisonous snake with lethal poison.

Ecology: As an enchanted creature, herald serpents have no niche in the ecology of the world, though like any snake, they must eat live prey (birds and small animals, mostly) to survive.

Teak Serpent

Teak serpents are a variety of huge constrictor snakes inhabiting teak and ironwood forests. Adults often reach lengths exceeding 30 feet.

Combat: These reptiles resemble branches of the hardwood trees they inhabit, giving opponents a –2 penalty on surprise and the serpent a superior Armor Class (AC 3).

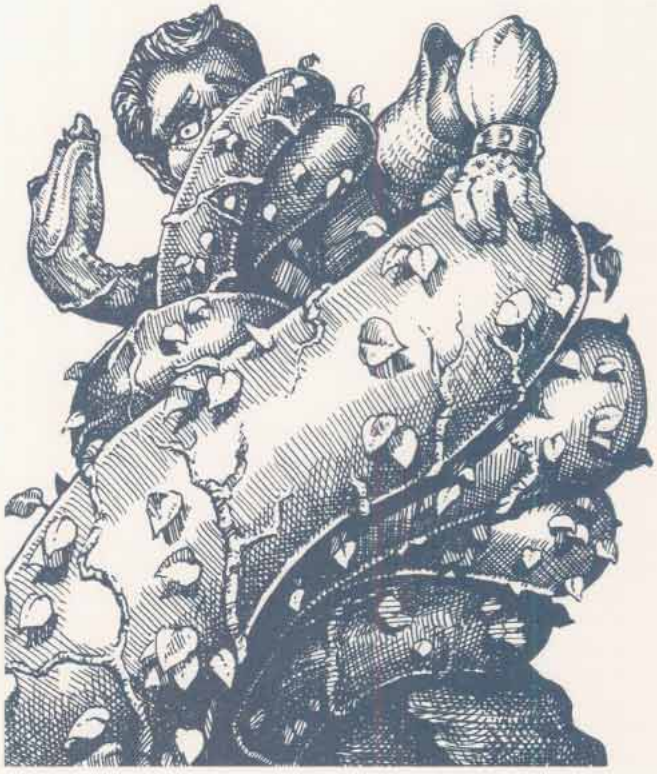
Teak serpents wait patiently in the upper canopy of trees for an unsuspecting victim to pass underneath, attacking from above with a combination bite and constriction attack. The bite inflicts 1d6 points of damage; if a constriction attack is successful, the serpent squeezes each round thereafter for 2d6 points of damage. The coils of a teak serpent are stronger than ironwood, requiring the combined efforts of 80 points of Strength to release a trapped victim. With their prodigious length, one of these serpents can constrict up to three man-sized creatures simultaneously.

Habitat/Society: Because of their ferocity and immense size, teak serpents are feared in the jungles they inhabit. Teak serpents usually subsist on a diet of large animals (preferring baby elephants, when they are available), but they will attack a small group of man-sized creatures without hesitation. They often sleep for up to a week after feeding.

Ecology: The scales of a teak serpent, if used while casting *barkskin,* provide a +2 bonus to Armor Class for the duration of the spell. Teak serpents are sometimes captured by powerful spellcasters and bound into magical staves.

Snake, Serpent Vine

CLIMATE/TERRAIN:	Subterranean forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Constriction, spells
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (40' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000



Serpent vines are a magical cross between a giant constrictor snake and a plant. They live in the vast subterranean forests. These creatures looks like vines, and only can be distinguished as living animals 25% of the time by those who have seen them before and are specifically looking for the snakes. Those unfamiliar with theses snakes have only a 5% chance to detect anything other than an actual vine.

The long, thin body of a serpent vine is covered with heart-shaped green leaves and smaller vines that curve around the entire length of the snake. The leaves actually aid in the creature's movement, acting like small feet that help propel the snake quickly through the underbrush. All serpent vines are green and are able to adjust the shading of their bodies to match that of the trees they hang from or foliage they lie among. Serpent vines are very rarely encountered on bare ground, and only then when the snakes are passing over it. The serpents cling to the green foliage of the underground forests for protection. The snakes are most often discovered hanging amid normal vines on tall trees, where they have the best vantage point to use their spells on unsuspecting prey.

Combat: Serpent vines will go out of their way to attack humans and demihumans because the snakes consider these creatures delicacies. A serpent vine's favorite combat tactic is to hang from a branch that overlooks a forest trail and to use its spells to lure in its prey. Three times a day, a serpent vine can cast *spectral force*. A vine often uses this spell to add luscious-looking, ripe fruit to its body—especially around its mouth.

Once a day, a serpent vine can use the following innate spell abilities: *charm person*, *hold person*, *suggestion*, and *mass suggestion* (up to 5 creatures). It uses suggestions and charms to hint that the affected individuals should relax, come closer, and touch the vine. If a serpent vine has dominated its victim or victims by its spells, it eases its body from the tree, wraps itself about a target, then bites and constricts in the same round. A constriction attack causes 4d4 points of damage. These attacks are automatically successful in the first round if the victim fell for the snake's magic. However, the effects of the spells are negated after the initial attack.

The snakes are cunning and will first attack creatures which are under *suggestion* spells. When finished with those targets, it moves on to the *held* and *charmed* victims.

If a party of individuals encounter a snake, and the snake's spells do not effect any of its intended targets, the snake uses its camouflage ability and quick movement to disappear into the undergrowth. Serpent vines are not foolish enough to attack when the odds are against them. Further, the snakes will not attack groups comprised solely of dark elves, which have proven resistant to its charms. However, the snakes have been known to attack up to three individuals unaffected by their magic, constricting first and then biting immobilized foes.

Habitat/Society: Serpent vines are solitary creatures which do not even associate with others of their kind. They live high in underground trees, laying their eggs in hollowed sections of thick branches or trunks. Each snake will lay 1d6 eggs every four months, and will warm the eggs with its body until they hatch (usually three to four weeks). The snakes are less active during this time, attacking prey only to eat and not for enjoyment. The baby serpent vines are roughly one foot long upon hatching, and are quickly sent down the tree to survive on their own or to fall prey to other subterranean carnivores.

Ecology: Serpent vines are important to the ecosystems of subterranean forests, as they often kill more than they can eat. The kills left behind serve as food for lesser carnivores and help nourish the natural and sentient plant life. As a natural part of an insular food chain, adult serpent vines prey upon all warm-blooded creatures within the forest, but favor humans and demihumans, particularly gnomes and halflings, which they consider sweet flesh. In return, the serpent vines are often hunted by rangers and druids, who view them as a serious threat.

	Sewerm	Mahogany Constrictor
CLIMATE/TERRAIN:	Temperate swamp or subterranean	Subtropical forest, marsh or subterranean
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5–7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1–6	1
ARMOR CLASS:	4	3
MOVEMENT:	12, Sw 9	9, Cl 3
HIT DICE:	2 to 4	4+3
THAC0:	19 (2 HD) 17 (3–4 HD)	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4	Special
SPECIAL ATTACKS:	Drain blood	Constriction, poison
SPECIAL DEFENSES:	Anaesthetic slime	Surprised only on a 1; displacement
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S to M (3′–6′ long)	H (21′ long)
MORALE:	Unsteady (6)	Elite (14)
XP VALUE:	120, 175, 270	1,400

Sewerm

The sewerm is a large water snake found in the sewers of Waterdeep and in the fouled, fetid waters of the swamps of the northern Sword Coast (the Mere of Dead Men, the Stump Bog, etc.). Its tan-and-brown scales over a mottled green underbelly give it great camouflage abilities in the dark sewers.

A sewerm's camouflage coloring penalizes the surprise rolls of its prey by —2. The sewerm secretes an anaesthetic slime through its skin that deadens the prey's sense of touch; the snake open wraps around a boot or leg as it attacks, allowing it to be carried along as it feeds.

If the sewerm gained surprise, the prey will not notice the sewerm until a successful Wisdom check is rolled, checking once per round. As the snake's fangs also secret anaesthetic venom, its bite is totally painless. Once bitten, the prey will be drained of blood at the rate of 1d4 hit points per round. The prey will often become weaker and weaker, dropping unconscious or dead from blood loss, before even realizing that the snake has attacked. A successful Strength check dislodges the snake once it is discovered. The bite closes almost immediately, and the snake's anaesthetic acts as a disinfectant, preventing the prey from contracting a disease through the wound, even in sewer water.

Sewerms only attack warm-blooded creatures, striking at areas of exposed flesh or through cloth (not leather), close to the waterline where they encounter their prey. They can, with one round of preparation, coil themselves to spring out of the water, striking out to their full length. This attack is becoming more common as people moving through the sewers wear hip boots, forcing the snakes to use this more startling attack (the surprise adjustment for this attack is –4).

Sewerms live on warm blood, being in this much like leeches. They usually hunt alone, but in rare cases travel in small groups of up to six snakes. The only time a larger group is encountered is immediately after a nest of eggs has hatched; there will be one 4 Hit Die mother and 5–20 small, ½ Hit Die sewerms.

While a dangerous nuisance to the Cellarer's and Plumbers Guild in Waterdeep's sewers, these snakes are highly prized by members of the Guild of Apothecaries and Physicians. Their pain-deadening venom can be stored up to six months, if properly prepared. Sewerms shed their skins once per year; the guild will purchase these at 2 sp each. Prices for whole snakes are 5 sp per Hit Die (1 gp/HD if still alive). Kromnlor Sernar the sage is quieter about her interest, but will pay the higher price, regardless of condition.

—*From* City of Splendors, #1109

Mahogany Constrictor

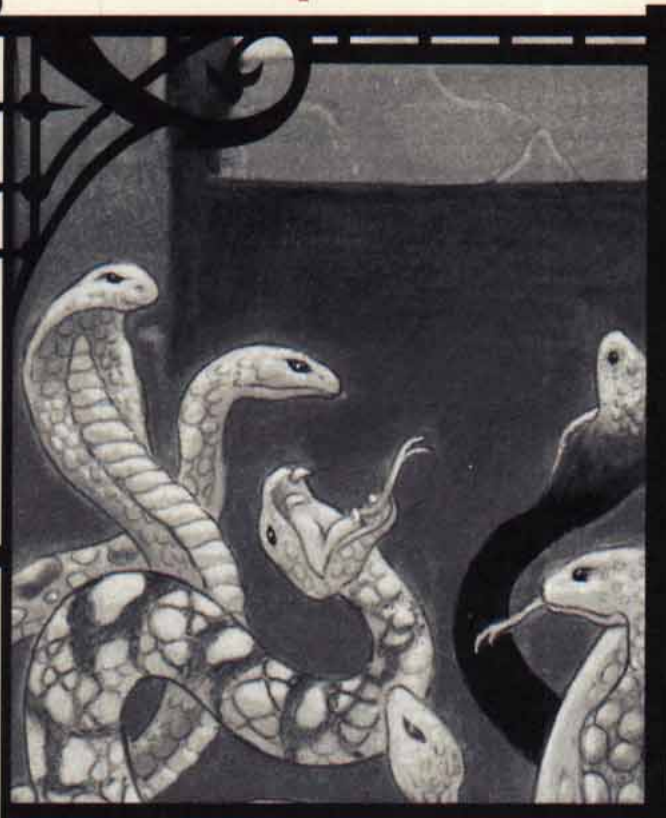
The mahogany constrictor is a dangerous subtropical snake that uses both venom and constriction to bring down its prey. Its scales are a rich reddish-brown, with a spiral pattern of black and white scales running down its back. Mahogany constrictors live in deep jungles, coastal cypress swamps, and along forested river banks—anywhere there is both water and shelter.

The mahogany constrictor hunts in trees and on the ground, approaching its prey very slowly until ready to attack. Sometimes it will drop down and seize prey while remaining tightly wrapped around a sturdy branch, although it lacks the leverage to pull a man-sized creature into the trees. Its constriction attack is strong enough to crush bones. The first round the constriction attack is established, it inflicts 1d4 points of damage, and no further attack rolls are necessary. Constriction damage increases by 1d4 each round, to a maximum of 4d4; thus, 2d4 the second round, 3d4 the third round, and 4d4 points of damage per round thereafter.

If the prey is exceptionally large or strong, the snake will bite with its large fangs before constricting. Its poison has an onset time of 1d3 rounds, and inflicts 3d6 points of damage (half damage if a saving throw vs. poison is successful). The snake bites or constricts in a round, but not both.

—*From* The Sword of Roele #3118

Snake, Shadow Asp



Climate/Terrain:	Har'Akir
Frequency:	Rare
Organization:	Special
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Animal (1)
Treasure:	A
Alignment:	Neutral
No. Appearing:	5d6
Armor Class:	2
Movement:	0
Hit Dice:	½ (1–4 hit points)
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Shadow poison, surprise
Special Defenses:	Piercing attacks do half damage
Magic Resistance:	Nil
Size:	T (6"–12" long)
Morale:	Fearless (19–20)
XP Value:	65

In all of Ravenloft, no place reveres the tombs of its dead more highly than Har'Akir. Recently, the priests of this desert realm have found deadly wardens for the tombs of their pharaohs: shadow asps.

Shadow asps appear to be slender snakes composed of pure darkness. They seem to have no physical form, but look as if they are nothing more than an extension of the shadows that give them their name. Although these creatures are barely intelligent, they instinctively lash out at those who intrude upon the tombs they live in.

Shadow asps make no sound, not even a hiss or slithering, as they move.

Combat: Shadow asps are very hard to spot as they slide silently through the darkness of a tomb or temple. Because they make no sound and are utterly black, they often surprise their victims when they strike. To reflect this, shadow asps impose a –5 penalty on their victim's surprise roll. It is important to note that shadow asps do not radiate body heat and are thus well hidden from all infravision.

In combat, a shadow asp strikes with its needlelike fangs, just as normal asps do. Although the bite inflicts only minor injuries (1–2 points of damage), it injects an insidious toxin. Those who are bitten must save vs. poison. Failure to save indicates that the victim has been injected with the essence of darkness and gradually begins to become a shadow. This transformation takes five rounds, during which time the character gradually grows darker and darker. At the end of the fifth round, the character must make a system shock roll. Failure indicates that the victim breaks up in the process of becoming a shadow and is lost, with no chance of resurrection. Success means that the victim has become a shadow. Shadows created by this process are bound to the area guarded by the shadow asps and join them as wardens of that place. At any time during the transformation, but not afterwards, a *remove curse* or *dispel magic* spell can be cast on the victim to halt the change.

Those who strike at a shadow asp with weapons will find it difficult to harm. Although it can be injured by any normal weapon, the snake's agility makes it very hard to hit (hence its low Armor Class). A *hold monster* spell used to immobilize one would make it AC 8. Although bludgeoning and slashing weapons inflict full damage to shadow asps, piercing attacks (such as from arrows, spears, etc.) do only half damage.

Any single shadow asp can be instantly slain by the casting of a *light* or *continual light* spell that has been directly targeted on the creature. No saving throw is allowed. Illuminating spells used to destroy shadow asps provide no additional light for vision, being cancelled out at once.

Shadow asps are not undead and cannot be turned by priests or harmed by holy water. They are summoned creatures and can be held back by spells like *protection from evil.*

Habitat/Society: Shadow asps are magical creatures summoned by the priests of certain gods worshiped in Har'Akir (Osiris, Set, or Nephythys). The ceremony by which these creatures are called into existence is a tightly guarded secret.

Shadow asps are very territorial. They slither about the place where they were summoned and maintain a constant vigil against the intrusions of potential grave robbers or defilers.

Because they turn their victims into shadows, there is a 40% chance of finding 1d6 shadows (see the *Monstrous Manual*) with any group of shadow asps.

Ecology: Shadow asps are not a part of the physical world. Because of their extradimensional origins, they play no part in the grand scheme of nature apart from bringing death to their victims and creating undead shadows.

Snake, Stone

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Animal (1)
TREASURE:	Q (×5)
ALIGNMENT:	Nil
NO. APPEARING:	1–2
ARMOR CLASS:	–2
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10 or 1d8
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to fire and poison, ¼ damage from edged and piercing weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (20'–25' long)
MORALE:	Steady (11–12)
XP VALUE:	2,000



The stone snake is similar to its mundane cousins, except its body is made up of segments of a stony mineral that resembles granite. It is this hard outer body covering that provides the stone snake with its exceptional Armor Class. Its color generally ranges from eggshell to rosy pink, with striations of mauve to black—similar to most colors of granite.

Combat: The stone snake attacks with a lightning-quick jab of its blunt, stony snout, inflicting 2d10 points of bludgeoning damage. Alternatively, the stone snake can make a bite attack, causing 1d8 points of damage and injecting a virulent poison into its victim, who must make a successful saving throw vs. petrification with a –6 penalty. If the saving throw is failed, the poison takes effect, slowly petrifying the victim over five rounds.

Because the stone snake's body is so hard, it can withstand the blows of most weapons fairly well, hence its low Armor Class. Edged and piercing weapons inflict only one-quarter damage upon a stone snake.

Habitat/Society: Stone snakes are found individually or in mated pairs. The female stone snake lays 1d6 eggs in the early fall and then watches over them while the male scavenges for food for the both of them. The eggs themselves are very similar in color to the parents, and roughly 16 to 18 inches long. When the young hatch, they are white in color, slowly developing camouflaging hues over the first six months, at which point they are driven from the nest to survive on their own. A stone snake yearling is typically 10 to 12 feet long, and its poisonous bite is somewhat weaker; the saving throw penalty for these younger specimens is only –2. Stone snakes of this age typically hunt smaller creatures such as giant rats and beetles.

Even though the main diet of a stone snake consists of mineral matter, certain types of gems seem to be undigestible by it, and these are typically found in the lair among the refuse. Gems that are not digested include diamonds, garnets, tanzanite, and zircons. Beyond this treasure, any items that would not have remained tucked away on a victim's body (a dropped weapon or shield) can sometimes be found near a stone snake's lair.

Ecology: The stone snake consumes mineral matter that it scavenges, usually in subterranean areas with lots of crystalline formations, but its preferred meal is any creature that it has petrified with its special poison. When a stone snake has paralyzed a victim, it drags the prey off to its lair for safety and then slowly swallows it whole, digesting the meal over the course of several weeks, depending on the size of the victim. During this digestion period the stone snake seems to go into a hibernation stage, so it does not move and is much easier to kill.

Stone snake egg yolk is a prized ingredient for the ink used to inscribe the wizard spell *stoneskin* onto a scroll.

Snake, Winged

CLIMATE/TERRAIN:	Tropical/Forests
FREQUENCY:	Rare
ORGANIZATION:	Flocks
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Poison, spark shower
SPECIAL DEFENSES:	Immune to electricity
MAGIC RESISTANCE:	Nil
SIZE:	L (8-10' long)
MORALE:	Average (9)
XP VALUE:	1,400

Winged serpents, sometimes called spark snakes, are colorful reptiles that dwell in Zakhara's forests and jungles. Winged serpents come in many colors, ranging from sky blue and emerald green to raspberry red. They are supported by invisibly swift, gossamer wings, making them resemble reptilian hummingbirds. When their delicate wings are folded back, winged serpents can *spider climb* at will.

Combat: Winged serpents move with liquid grace and devastating speed. They always receive a −3 bonus to initiative.

The bite of a winged serpent inflicts 1d4 points of damage and injects the victim with a corrosive, acidic fluid. This poison has an onset time of 1 round and inflicts an additional 2d8 points of damage for the following 2 rounds (half damage if a save vs. poison is made).

By far the most dangerous attack of these reptiles is their sparking breath weapon. Their wings beat so quickly that they build up a static charge from the ambient air (especially in the humid forest). A winged serpent can discharge this static electricity from its mouth in a spark shower, a cloud of dancing sparks and electrical energy 10 feet in diameter. Those caught in the area of effect take 2d8 (2-16) points of damage (half if a save vs. breath weapon is made). The spark shower will also ignite any exposed flammable objects, like clothes, hair, dry wood, or lamp oil. Once it has been discharged, it takes one turn for a winged serpent to build its static charge back up. All winged serpents are immune to electricity.

Winged serpents are vulnerable to fire-based attacks (especially their delicate wings), against which they save at penalty of −2. If a winged serpent fails its saving throw against a fire attack, assume that its wings are incinerated. Although this won't affect its ability to bite a victim, the serpent cannot use its breath weapon until the wings grow back.

Habitat/Society: Winged serpents must eat constantly in order to survive. They flit about the jungle in small flocks, searching for tropical fruits, from which they draw their nourishment. A winged serpent will fly up to one and inject it with corrosive venom. The venom breaks down the fruit into a soft, juicy mixture, partially digesting the fruit while it still remains in its skin. The serpent will then suck out the fruity pulp through the incisions made by its fangs. A typical winged serpent will eat roughly 10 times its weight in fruit each day, just to stay alive.



Winged serpents mate as often as they eat (i.e., incessantly), although they do not care for their young, which are born live and wingless. They are born with their spider climbing ability, which helps them climb fruit trees and search for food. The young are dark green in color to help them blend in better with the foliage, gaining their chromatic hues only after their wings mature. During the first few months of life, winged serpents are extremely vulnerable to an entire host of predators that roam the jungle heights (including mundane snakes, monkeys, and giant insects). Vestigial wings appear after a month of life, and become fully functional after three months.

Winged serpents have no permanent lair and hoard no treasure.

Ecology: Winged serpents play an important role in the jungle ecology. Like giant bees, they transport pollen from fruit tree to fruit tree and help with the distribution of seeds throughout the jungle. As adults, they have no natural enemies.

If captured during their first month of life before their wings have matured, they make excellent (if expensive) pets. They must consume a great quantity of fruit to survive, eating on average 100 gp worth of fruit each month (this cost might be reduced if a large orchard is available). A skilled animal trainer can teach a winged serpent up to three tasks or tricks per point of intelligence, which the creature will gladly perform (provided a supply of fresh fruit is constantly at hand). They can even be trained as guardians, although rogues have quickly discovered that unless they are extremely well-trained, they can be easily distracted by a decoy of aromatic, fresh fruit.

Few useful by-products can be obtained from a winged serpent. Their poison decomposes almost immediately after exposure to air, and their hide is too thin and fragile to serve as good leather. Their wings, however, if powdered and mixed with ink, can be used to inscribe a *protection from lightning* scroll.

Snow Serpent

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CLIMATE/TERRAIN:	Arctic/tundra/mountains (Stardock)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–10
SPECIAL ATTACKS:	Poison breath
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Steady (11–12)
XP VALUE:	2,000



Without more warning than that, a long snowbank between that step and the next above reared up its nearest white end a dozen feet and hissed fearsomely, showing it to be a huge serpent with head as big as an elk's, all covered with shaggy snow-white fur. Its great violet eyes glared like those of a mad horse and its jaws gaped to show slashing-teeth like a shark's and two great fangs jetting a mist of pale ichor.

—From "Stardock"

The snow serpent is actually a legless mammal which lives in the cold northern latitudes of Nehwon. Solitary and carnivorous, snow serpents are a danger to travelers, but are also hunted by brave adventurers since the creatures' skins are quite valuable.

Combat: The snow serpent's white coloration allows it to hide in ice and snowfields. A concealed snow serpent can only be detected 15% of the time if a character is actively searching for hidden objects.

Attacking with automatic surprise, an undetected snow serpent inflicts 1d10 points of damage with its savage bite. Its breath weapon inflicts 1d8 points of damage on all targets in a cone-shaped pattern in front of its mouth. The cone is 10' long, 1' at the serpent's mouth, and 8' at the base. The breath weapon is corrosive. Those struck by it must save vs. breath weapons or take an additional 1d6 points of damage (no extra damage if the save is successful).

Habitat/Society: Snow serpents live alone in out-of-the-way places throughout the Cold Waste. During the day, they lie in wait for prey, while at night they curl up in snow caves or crevices.

Mating takes place in the late spring when much of the Cold Waste thaws. During this time, snow serpents migrate to higher elevations where they can remain camouflaged. Litters of 2d4 young serpents are born in caves or burrows. These young serpents are harmless until they mature in early fall.

Ecology: Snow serpent skins are worth 100-600 gp each depending on condition. This price only applies to fully grown snow serpents as they do not develop their luxuriant fur until they are fully grown.

Sohmien

CLIMATE/TERRAIN:	Plains/Hinterlands
FREQUENCY:	Varies (see below)
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	Varies
ARMOR CLASS:	8
MOVEMENT:	15
HIT DICE:	2+1
THAC0:	18
NO. ATTACKS:	1 bite/2 hooves/1 gore/1 spine
DAMAGE/ATTACK:	1–6/1–6/1–6/1–8/1–8
SPECIAL ATTACKS:	Spines, fear stampede
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fearless (19–20)
XP VALUE:	270



Sohmien resemble huge horses with leathery, ashen hides and dead white eyes. They leave trails of mist in their wakes; the mist resembles that which shrouds the Hinterlands. The touch of their hooves kills vegetation and taints the land for years.

Their shoulder blades extend beyond their heads and necks, and three bone spikes (extensions of their spinal column) sprout from each shoulder.

These creatures are said to have been born from the fall of the last of the nightmare lords. According to legend, this nightmare lord was lured to the Gloom Meet by his subjects, then attacked by fiends who had tired of bartering for permission to use his nightmares. The nightmare lord was driven into the Hinterlands, his body riddled by cold iron spears and arrows. It is believed that where his blood struck the earth, sohmien sprang forth.

Sohmien hate nightmares and attack them over all other targets. It is said the ride of the sohmien will not end until they kill every nightmare in existence.

Combat: Sohmien prefer to attack with the spines that project from their shoulder blades. Three spines sprout from each shoulder; the top two primary spines can be fired at an opponent for 1–8 points of damage each. Their spines make a horrible whistling noise when fired and shriek when they taste blood. The spines are treated as +1 enchanted weapons, inflict double damage against nightmares, and regrow in 2d4 days.

After firing both primary spines, sohmien gore with their secondary spines. The sohmien prefer to aim for non-vital areas, allowing the creature to experience as much pain as possible before closing in for the kill.

The sohmien's secondary spines extend a foot past their heads, impaling a target for 1–8 points of damage. On a natural 20, the spines have gored the opponent so deeply that the Sohmien can also bite the target for 1–6 points of damage. They have been known to bite and trample a target with their hooves for 1–6 points of damage each, but this is rare.

The stampede of the sohmien inspires fear in any creature with fewer than 2 HD, forcing a Morale check. Nic'Epona, bariaur, and horses receive a +4 bonus to their Morale checks. The sohmien can only stampede at dusk and only at the request of someone who has invoked them (see below).

Habitat/Society: According to myth, sohmien are creatures of vengeance. They can be summoned by any vengeful mage or priest of sufficient power through a ritual called the *sohmien pact* (a spell believed lost long ago).

When summoned, sohmien must be ordered to ride, destroying all in the path leading to the creature that has wronged the summoner. The ride ends only when the sohmien are slain or when they have reduced the offending creature to near-death (1 hit point). At that point, the sohmien wait, pawing the ground. If their victim desires revenge for the attack, he can send the sohmien stampeding back to the summoner. What happens when the sohmien return is unknown, but chronicles state the summoner vanishes forever. Myths claim the summoner's voice joins the frightful wails that follow the sohmien as they ride from the Hinterlands.

No one has ever successfully used a sohmien as a mount.

Ecology: Sohmien do not eat, sleep, or mate; their rides are governed by some cycle that eludes scholars, for herds of them emerge from the Hinterlands randomly, then return. It is likely they appear only when a creature craves vengeance.

The spines of the sohmien are useful for harming, binding, or (in some circumstances) summoning nightmares. They can also be used to make *arrows of slaying nightmares* and for strengthening enchantments in weapons of vengeance. (Usually the spine is ground to powder and applied to the blade.)

A sohmien's spines turn to vapor within three days of being taken from the corpse.

Climate/Terrain:	Desert, mountain, subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Highly (13–14)
Treasure:	Z
Alignment:	Lawful neutral
No. Appearing:	1
Armor Class:	0 (8)
Movement:	12
Hit Dice:	10–14
THAC0:	10 Hit Dice: 11 11 Hit Dice: 10 12 Hit Dice: 9 13 Hit Dice: 8 14 Hit Dice: 7
No. of Attacks:	2 (5/2)
Damage/Attack:	By weapon +3
Special Attacks:	Weapon specialization, exceptional Strength
Special Defenses:	Immune to fire and illusions, saving throw bonus vs. magic
Magic Resistance:	Nil
Size:	M (7′ tall)
Morale:	Champion (16)
XP Value:	10 Hit Dice: 3,000 11 Hit Dice: 4,000 12 Hit Dice: 5,000 13 Hit Dice: 6,000 14 Hit Dice: 7,000



Sollux are tall, statuesque demihumans with crimson skin and bright yellow hair. The irises of their eyes are brilliant white or intense blue; the "whites" of their eyes are glowing yellow, tinged with red.

Adults of both sexes are about 7 feet tall, or slightly taller, and weigh from 180 to 240 pounds.

Combat: Adult sollux have Strength scores ranging from 18/01 to 18/50; they receive a +1 attack bonus and +3 damage bonus in combat. Sollux are very dexterous and typically have Dexterity scores of 16 or higher.

Most sollux that adventurers meet are members of the Brotherhood of the Sun, a knightly order which seeks to confront and defeat efreet on the Prime Material Plane. Its members are called Brothers of the Sun, or sun brothers, whether male or female. Brothers of the Sun wear red-gold plate mail and carry large metal shields that glow with a *continual light* effect. A Brother of the Sun has a morale rating of 20 when fighting efreet. Brothers of the Sun always carry a variety of weapons, including a long sword, a spear, a dagger, a lasso, and a missile weapon—usually a short composite bow. A sun brother's magical items, if he or she has any, are usually enchanted weapons or armor. Most sun brothers are 10th- to 14th-level fighters, but the leader of the order is said to be a mighty warrior of 16th level who wields a *long sword of efreeti slaying +3*. Every sun brother is a specialist in his or her favorite melee weapon, usually a long sword.

All sollux are immune to normal fire and to all types of illusions, and they can *detect invisibility* at will. Sollux receive a +1 bonus to any saving throw vs. a magical attack and subtract –1 point from any damage they suffer from such an attack, whether the saving throw succeeds or not.

Sollux tend to be even-tempered and somewhat friendly. They prefer to negotiate when dealing with non-efreet and will make an orderly retreat if faced with poor odds.

When dealing with efreet, sollux always seek to slay them or drive them from the Prime Material Plane. Since they cannot fly, sollux usually try to create a situation where an efreeti will have to attack them. Sollux usually do this by revealing an efreeti's deception (usually by virtue of the sollux's immunity to illusions) or by seizing the efreeti's treasure. The sollux take their battles with the efreet very seriously and plan all their attacks upon them very carefully.

Habitat/Society: Sages believe that sollux form communities and raise their children in magma-filled chambers deep underground. Only those sollux who have proved themselves to be mighty warriors (usually by defeating an efreeti) are allowed to enter the Brotherhood of the Sun. Individual sun brothers make their homes in scorched deserts, the craters of active volcanoes, or anywhere else there is great heat. However, they spend much of their time traveling the world, seeking out efreet and visiting other sollux. In times of great need, individual sun brothers band together to defeat the efreet, but usually they rely on their own prowess or recruit whatever likely allies they discover on their travels.

Sollux are extremely closed-mouthed about the origins of their feud with the efreet.

Ecology: Sollux, although distantly related to efreet, are actually denizens of the Prime Material Plane. They eat much the same foods as humans and demihumans, but they prefer anything they eat to be cooked and served boiling hot.

CLIMATE/TERRAIN	Any/Urban
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Any
DIET	Emotions
INTELLIGENCE	Low (5–7)
TREASURE	None
ALIGNMENT	Chaotic neutral
NO. APPEARING	1–2
ARMOR CLASS	0
MOVEMENT	Fly 15 (A)
HIT DICE	2
THAC0	19
NO. OF ATTACKS	1
DAMAGE/ATTACK	Special
SPECIAL ATTACKS	Emotion projection, graft
SPECIAL DEFENSES	None
MAGIC RESISTANCE	Nil
SIZE	T (1–2 square feet)
MORALE	Champion (15–16)
XP VALUE	175



Soul masks were once used in plays and operas to communicate to the audience a state of mind or emotion: happiness, fear, hate, or sadness. However, unlike their mundane counterparts, they have been given life by the enormous output of emotion to which they have been subjugated; the spirit of the actors and the audience animates the soul mask and nourishes it. Without further emotional input, the soul mask would perish, thus it seeks to find a place where such emotion is plentiful, or else find a host upon whose emotional energy it can feed.

Combat: A soul mask has two abilities that it can use to derive its necessary sustenance. The first is its innate ability to project *emotion* (as the 4th-level wizard spell) at will to all who can see it. The emotion projected varies depending on the type of soul mask; any of the eight emotions detailed by the spell are possible soul masks, but soul masks projecting happiness, fear, hate, and sadness are the most common. Those who save against its effect are thereafter immune to this particular soul mask's *emotion* projection.

The second ability requires a successful attack by the soul mask on a humanoid (or any other target to which the mask can graft itself). Armor provides no protection against this attack unless it is a helmet, which, if it fully covers the face, renders the target immune. If the soul mask's attack is successful, it has grafted itself to the target's face. At that time, the victim must make a saving throw vs. paralyzation; if the target fails, she suddenly begins to act out a scene from a play or opera, playing to the hilt the part the of the protagonist but representing the soul mask's particular emotion. The scene takes 2d6 rounds to complete, at the end of which the victim can make another saving throw vs. paralyzation, with the same attendant consequences for failure.

Once the victim has made a successful saving throw, she resists the urge to act for 1d6 turns but is under the effect of the *emotion* spell. At the end of this respite, she must make another saving throw or continue to act out scenes. A *remove curse* cast by a wizard or priest allows the subject to resist the mask's effects for one day in combination with a successful saving throw. Spells designed to counter the emotion projected by the mask are ineffective. (The mask also provides the wearer immunity to such spells as *fear* and *emotion*.) A *dispel magic* removes the mask and renders it inert for 1 round, after which time it begins projecting *emotion* and attacking again. Any physical attack on the soul mask while it is grafted to its host also affects the host.

A somewhat two-edged benefit of the mask is that anyone wearing it gains the Acting proficiency and can play the part of any character in the mask's repertoire to perfection. Of course, this is because the victim is not truly acting—she feels only the emotion the soul mask projects.

Habitat/Society: Soul masks rarely congregate unless they were awakened together. Sometimes, two masks of opposite emotions are encountered together. The victims of such a pair of masks often become engrossed in a beautiful bit of contrapuntal dialogue.

Ecology: Soul masks are parasites that need emotional energy to survive. Each day a soul mask is deprived of emotional input, it loses 1 hit point. The materials used to construct soul masks are often quite mundane, usually wood or clay. Dead soul masks fetch market value for an ordinary mask (no more than a few silver pieces). Soul masks are not known to hoard treasure of any material value, but the repertoires of soul masks can be quite extensive, and they might be of interest to bards and actors for this reason.

So-ut (Rampager)

CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi (2-3)
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	18
HIT DICE:	14+2
THAC0:	7
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2-12/2-12+ special or 3-18
SPECIAL ATTACKS:	Fear, acidic poison, armor bite
SPECIAL DEFENSES:	1/2 damage from nonmetal weapons, immune to psionics
MAGIC RESISTANCE:	25%
SIZE:	L to H (10-15' long)
MORALE:	Fearless (19-20)
XP VALUE:	10,000
PSIONICS:	Nil



The so-ut, or rampagers, are fierce creatures that live only for the sake of destruction. They know no fear and hate the things of men, like weapons and buildings.

A rampager is a huge, six-legged creature with gray scales covering its whole body. These scales are unusually thick and almost impossible to cut through. The four rear legs are large round pads, while the two front legs have claws as long as daggers. The face is out of a nightmare, with long, dirty fangs and glowing red eyes. Its nose is similar to a vestigial horn, and they have small rounded ears. Its hearing is very poor, but its sense of smell is acute.

No one has ever been able to communicate with a so-ut.

Combat: A so-ut only attacks at night. The charge of a so-ut causes fear in all intelligent creatures of five HD or less. A saving throw is allowed to avoid this effect, and anyone of nine HD or higher is immune to the fear. A being of six HD or more receives a +2 bonus to the save. Those who succumb to this fear flee in terror for 2d8 rounds or until the so-ut is out of sight, whichever takes longer. Thri-kreen are immune to this fear effect.

So-ut are meat-eaters, but rarely attack demi-humans for food. They are driven mad by the smell of manufactured items, particularly metal. The sight of a building also seems to enrage them. A so-ut always attacks the largest manmade object present. It attempts to destroy metal in preference to anything else. In other words, if a group of adventurers are defending a building, anyone in metal armor would be attacked first, someone with a metal weapon would be next, and then the so-ut would attempt to raze the building. It makes no difference to a rampager if he leaves attackers behind him while he destroys a shack; the so-ut will get to them in due time. Only if the so-ut is severely damaged (hit points reduced by 50% or more) will he turn to deal with his attackers.

In melee, so-ut are terrible foes. They are able to attack with both foreclaws, each claw inflicting 2d6 points of damage. The claws also secrete an acidic poison. Anyone who is hit by a claw must save versus poison or take 20 extra points of damage. A successful saving throw means only 5 extra points of damage are suffered. It is against manmade objects that the acid is especially effective. Armor or weapons must save versus acid or fall apart, corroded and useless in one round. Metal items save at a -2 penalty. Rampagers always attack armor and weapons first. This gives it a -4 attack roll penalty with its claws, until the armor or weapon is destroyed.

The so-ut can also attack with their fangs, delivering a bite that causes 3d6 points of damage. The bite does not produce acid, although if the so-ut attack roll is 4 or more greater than needed, he may have bitten through a character's armor. A saving throw versus crushing blow is required or the armor's usefulness is lowered by one point (AC reduced by 1) permanently.

In melee the so-ut is very swift, receiving no modifier to initiative despite its large size.

Habitat/Society: Rampagers are lone, fortunately very rare, creatures. They live only to destroy the works of men.

Rampagers generally sleep during the heat of the day, and a bold adventurer can even walk across one without waking it. During the day a so-ut does have the initiative modifier for its great size.

Ecology: So-ut live off of their victims. After the so-ut has destroyed all manmade articles in sight, it usually settles down to feed off of the bodies left in its wake.

A rampager's scales make excellent armor. A complete undamaged so-ut hide is worth as much as 100 silver pieces, but must be cured by a leatherworker and then fashioned by an armorer. Such armor can be made into a set of scale mail that provides as good a protection as metal chain mail (AC 5). Unfortunately, it also weighs as much as metal chain mail and is just as uncomfortable in the heat of the day.

Spaceworm

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore (anything organic)
INTELLIGENCE:	Low (5-7)
TREASURE:	J,K,L,N,Q,V (two types each)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	4-48 (4d12)
ARMOR CLASS:	7
MOVEMENT:	3, Fl 17 (A)
HIT DICE:	1−1
THAC0:	15 (20)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 (young: 1-2)
SPECIAL ATTACKS:	Continuous damage unless dislodged, attack eyes
SPECIAL DEFENSES:	Immune to poisons and diseases
MAGIC RESISTANCE:	Nil
SIZE:	S (average 3' long); young are T (average 1' in length)
MORALE:	Average (10)
X.P. VALUE:	65



These miniscule but feared menaces of space attack spacefaring ships and beings alike, eating furrows in the surfaces of all organic things they encounter. They are particularly fond of eating eyes. Entire crews blinded by spaceworms have been found wandering despairingly in space, with no idea of where they are or are heading.

Spaceworms resemble pallid-white, glistening sea slugs of up to three feet in length. They swarm over ships, chewing up wooden or bone hulls and attacking deck crew. If particularly hungry, they penetrate to eat food in the hold, sleeping crew members, etc.

Combat: Spaceworms attack in packs, darting this way and that to overwhelm foes. They are unpredictable: when encountered, roll 1d8 (one die per four worms, for large groups):

On a result of 1, the spaceworms split apart in a welter of glistening slime and rent skin, revealing 1-3 tiny worms. These do only half damage, and wander aimlessly for 1 round after birth. Their reactions should then be checked on a d8.

On a 2, the worms cruise past, ignoring all potential meals.

On a roll of 3 or 4, the spaceworms will not attack, but one or more will come to rest on the ship or other solid object, darken, and die. Amid the melting pool of wrinkled skin and spreading slime, treasure is 80% likely to be found (see Ecology, below).

On a result of 5 to 8, the spaceworms attack relentlessly, striking (as 5-hit die monsters, not as their hit points would ordinarily indicate) until slain or sated. A spaceworm is sated when it has caused 12 hit points of damage. It will break off combat and cruise into space, dodging to avoid attacks.

Unlike the rot grub known on many worlds, a spaceworm does not burrow below the skin when attacking. Instead it eats furrows in flesh, wood, and plant matter alike, gouging along the surface with razor-sharp teeth. These furrows continue from round to round (causing automatic damage) unless the worm is wounded, in which case it will tear free and swoop in to attack again.

Habitat/Society: Spaceworms come from the seas of certain worlds. New varieties (some rumored to have strange powers) adapt to space continually. Spaceworms eat and cruise, eat and cruise until attaining a certain size, whereupon they split—in mid-air, and at any time—to produce 1-3 young. These grow to full size and strength in 10-40 days.

Spaceworms tend to hunt with others of their species, but may also be encountered alone. They have no stable family units, yet some elven sages believe that spaceworms are slowly advancing in intelligence and social development with successive generations.

Ecology: Spaceworms do not need to breathe and are not harmed by differences in atmosphere or by extreme cold (flames, electricity, and excessive heat do normal damage). Alchemists working with spaceworm slime and distilled essence have so far met with limited success in finding any worthwhile uses.

Old spacehands know that if a spaceworm is slit open or squashed, and its thick, viscous, and colorless or slightly mauve slime is applied to an open wound within seven rounds of the wound's creation, the slime will neutralize all known diseases and poisons and stop further bleeding and infection by sealing wounds, but does not heal physical damage (spaceworms are themselves immune to all known diseases and poisons).

Spaceworms may have small pieces of valuable swallowed treasure (such as coins, gems, and magical rings) trapped inside their bodies. Spaceworm bodies are flexible and can expand to accommodate such foreign material—but only a well-stuffed spaceworm can be distinguished by girth from its fellows. A spaceworm which splits to create young releases all treasure held in its body into its surroundings; young spaceworms do not inherit the treasure of their parent into their own bodies.

Some spacefarers have been known to eat spaceworms. This somewhat less than savory topic is discussed under Spaceworms in the "Flotsam of Space" section.

Spanner

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	10-15
THAC0:	11 (at 10 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (100'-200' long, 10'-30' wide)
MORALE:	Fanatic (17-18)
XP VALUE:	5000 (10 HD) + 1000 per HD above 10



Spanners, also called living bridges, were originally created to help guard a certain wizard's tower, but have since escaped into the wilderness.

As implied by their name, these creature appear as large, single-span stone arch bridges, complete with rails, posts and so forth. The type of stone, stains, vine covering, and other details will be appropriate for the local environment (see below). These creatures are extremely difficult to differentiate from true bridges. Only dwarves, or persons with engineering or stonemason talents, may be able to ascertain the identity of a spanner. In this instance, a successful Intelligence or appropriate nonweapon proficiency check at a −6 penalty is required before the true nature of the bridge may be seen.

Combat: Spanners prefer not to attack if at all possible. They are benign, even friendly, preferring to gossip and gather information rather than attack. Being curious and intelligent creatures, they will tolerate a fair amount of abuse as long as the creatures around them are talking. However, if irked, or crossed without permission, spanners are malicious and have no mercy. If the victim is near the edge of the creature (within five feet of a rail), the spanner will attempt to pitch him/her off the side; otherwise, the spanner opens a hole through itself and under the victim. In either instance, a Dexterity check at −4 is necessary to avoid being removed from the bridge. The damage from this attack will depend on the distance from the bridge to the land or water below (1d6 damage per 10' of falling, up 20d6 maximum, with additional potential for drowning if the creature is spanning a waterway). These creatures locate potential enemies by detecting their weight on its surface, or by feeling their vibrations in the ground up to 150' away.

The spanner is intelligent enough to recognize that wildlife may seek to cross the bridge, and that a talking bridge may scare the creatures away. The spanner allows itself to be used in this manner without attacking. It will not tolerate unnecessary hunting in its vicinity, if at all possible. Creatures who hunt for sport and try to cross the spanner are automatically attacked.

Spanners are made of stone, and thus have an exceptional AC of 0. Furthermore, they suffer only half damage from pointed or edged weapons, while blunt weapons do full damage.

Spanners are also capable of using a *stoneskin* spell-like ability once per day, which protects them from 8 attacks.

Their Hit Dice are proportional to their length: 10 HD at 100' long, with one additional HD per 20' length, up to a maximum of 200' (15 HD). When killed, they simply cease to move, and become normal, inanimate stone bridges.

The creatures do not value treasure as we know it. Any treasure in their vicinity is from the bridge's victims. Such treasure often has suffered damage as a result of a fall from the bridge, or may have been swept away by recent flooding of a river which flows under the bridge.

Habitat/Society: Spanners are curious about anything and everything. It is often possible to negotiate passage across a spanner by simply talking to it and providing gossip, news, trivia, and so forth. However, they tend to be insufferable gossips and liars.

To fit in with the local scenery, spanners will color themselves with stains, add plant growth, assume the color of local stone, or otherwise camouflage themselves.

No one is sure how spanners were introduced to the wild. It is believed that they were originally created by a wizard's experiments with mimics, in an effort to create a creature to guard the moats and chasms outside of his tower. The spanners learned much from visitors who traveled through to see the wizard, including how to move themselves around. They form pseudopods which slowly (4 rounds) form into crude feet, which allow ponderously sluggish movement at a rate of 3. They tend to remain in one place for years, but will move if they feel the local people have found them out, or will no longer talk to them.

Spanners are constructed of stone and thus do not need to eat. Spanners do not reproduce, and seem to have no natural limit to their lifespans.

Ecology: Spanners generally are a boon to the surrounding natural community, as they demand nothing from it and punish those who abuse it.

Cedar Spawn

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d6
ARMOR CLASS:	2 (trunk), 4 (branches)
MOVEMENT:	9
HIT DICE:	6+6
THAC0:	15
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8 (×6)
SPECIAL ATTACKS:	Entangle, incinerate
SPECIAL DEFENSES:	+1 or better weapons needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (12–20′ tall)
MORALE:	Fanatic (17)
XP VALUE:	4,000

Cedar Spawn: *Monster.* Co 5, Ph 24, In 3, Es 9, Dmg +24, Def –4, also entangle, immune to normal weapons, and pyromancy.

Cedar spawn are trees animated by the power of Chaos into dangerous creatures. Their favored form is that of a dried, brittle-looking evergreen, though they can be created from virtually any kind of tree that is of sufficient size.

Combat: Cedar spawn attack enemies in all directions. Each attack is the lash of a branch, which is a whiplike slash that can inflict deep and painful wounds. Though a cedar spawn can attack up to six times in a round *{multiple attacks are reflected in one attack in the combat exchange}*, it can attack a single foe (or a group of enemies in a single direction) only three times. The other attacks must be directed at a different target or targets on the other side of the cedar spawn *{this doesn't apply to Saga cedar spawn}*.

If a cedar spawn attacks with a roll of 16–20 *{victim fails to dodge counterattack by more than 4 result points}*, that branch has a chance of wrapping around the victim, thus entangling him or her. The tree does not have to hit for this to take effect. The hero thus struck must make a saving throw vs. breath weapon to escape the entanglement {a successful *challenging Agility* action}, but failure means that the branch has firmly clasped a waist, torso, or leg.

Each of the spawn's attacking branches has 12 hit points *{Physique of 6}*. If the entangling branch is struck for 12 or more points of damage *{attackers inflict enough damage points to bring it to a Physique of 0}*, it is severed. However, damage inflicted against individual branches does not count toward the overall hit points *{Physique points}* of the cedar spawn itself—the trees "main" hit points are lost only by blows against the trunk itself.



Habitat/Society: Though cedar spawn have no way to see, hear, or smell, they can still pick out their foes quite easily. They consider anything living to be a foe, and they automatically attack living creatures once the creatures come within range of their branches. Unless set to a certain task, the cedar spawn can move to close with a foe. Additionally, though cedar spawn look like dead trees, they do not use the same resources as normal trees to provide themselves with sustenance.

Ecology: Because of the brittle and dried nature of these trees, they are tremendously susceptible to fire. Any flaming attack instantly incinerates a cedar spawn. This fire is so hot that any creature within 20 feet *{near missile range}* of the tree suffers 4d6 points of fire damage *{draw two Fate Cards}*; a successful saving throw vs. breath weapons *{a* challenging Endurance *action}* can reduce this damage to half. Furthermore, any other cedar spawn within 20 feet *{near missile range}* of an incinerated tree also goes up in flames on the subsequent round. This secondary incineration inflicts damage just as the primary, and the ignition can continue through an unlimited chain reaction as long as more cedar spawn are in range.

Spawn, Sand

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6)
TREASURE:	R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d8
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	*Cause blindness*
SPECIAL DEFENSES:	+1 or better weapons needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (18)
XP VALUE:	975

Sand Spawn: *Monster.* Co 8, Ph 15, In 3, Es 9, Dmg +6, Def –4, also blind and immune to normal weapons.



Sand spawn can be raised by the power of the Daemonlord, either in his direct presence or by the use of his Chaos meteors. They resemble small tornadoes, with a top that is about 3 feet in diameter and which tapers to a narrow bottom. They remain in contact with the ground as they sweep rapidly along.

Combat: Sand spawn spread out to attack so that every one of these Chaos creatures can get in on the action. If possible, they encircle their enemies, or at least try to come at the foe from two or three different directions.

Sand spawn attack with a lashing tendril of sand, which is a whiplike strand that can slice flesh and inflict deep, painful wounds. In addition, the blast of sand associated with the presence of these swirling monsters can cause a stinging blast in the victim's eyes that results in temporary blindness. Any time a sand spawn attacks the front of a hero, and the "to hit" die roll is 16 or better *{victim fails to dodge counterattack by more than 4 result points}*, the hero might be blinded. The victim can roll a saving throw vs. breath weapons *{attempt a challenging* Endurance *action}*, with success meaning that the blindness is avoided. If the saving throw fails, however, the hero's eyes are clogged with sand, and he or she cannot see for 1d6+1 rounds *{draw a Fate Card to determine minutes blinded}*. The duration of the blindness can be shortened in that any victim who spends a round rinsing his face with water (or immersing it) can wash away the sand and can see in the next round.

Habitat/Society: Sand spawn must be created on a surface of sand; however, once created, they can move across any other type of surface, so long as it is dry. Sand spawn lose 1 hit point per round spent over marshy or wet ground *{one point of Physique every five minutes}*, and are instantly destroyed if they move over open water. Once created, a band of sand spawn survives for 2d10+20 hours *{draw two Fate Cards and add 20 to determine hours}*. All the spawn in a single group last for the same amount of time; when their life span is up, the winds simply fade and the sand that formed them settles to the ground.

Ecology: Sand spawn are mindlessly destructive, although they possess a kind of cunning that allows them to try and encircle their enemies, or to move at an angle so as to cut off their victims' retreat.

Scavenger Spawn

CLIMATE/TERRAIN:	Special
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4d10
ARMOR CLASS:	5
MOVEMENT:	6, Fl 21 (B)
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d8/1d8/1d6 or 1d6
SPECIAL ATTACKS:	*Slow*
SPECIAL DEFENSES:	+1 or better weapons needed to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall, 10' wingspan)
MORALE:	Elite (14)
XP VALUE:	975

Scavenger Spawn: *Monster.* Co 11, Ph 16, In 4, Es 7, Dmg +11, Def –3, also fly, slow, and immune to normal weapons.



Scavenger spawn are grotesque, bony beasts resembling a cross between a human skeleton and a vulture. The power of the Daemonlord generates and animates them from corpses. With their wide, black wings, those watching from a distance can easily mistake them for vultures. Only when they are carefully scrutinized, or when they soar in to attack, is their true nature revealed. Bony skulls form the faces of these hideous creatures, while their cruel talons are made of hooked claws of razor-sharp bone.

Combat: When airborne, scavenger spawn can fight with their powerful claws, inflicting 1d8 points of damage per hit. Their grotesque, fanged mouths can inflict 1d6 points of damage. *{Use the damage point total listed in the Saga description.}* Furthermore, any victim bitten by one of these horrors must make a saving throw vs. spell *{successful* challenging Spirit *action}*. Failure means that the hero is *slowed* for 1d6 turns *{draw one Fate Card and multiply by ten to determine how many combat exchanges the victim is slowed}*. Unlike most other types of *slow* attacks, this effect is cumulative, so a second bite and failed saving throw means that the hero's movement and attacks are reduced to 1/4 normal *{first bite inflicts a +2 penalty on combat maneuvers, second bite gains a +4 penalty to combat maneuvers, and so on}*! This can continue until the victim is virtually paralyzed, at which point the spawn gleefully gather around for a grisly repast—while the horrified victim is still alive.

However, the effects of a single *haste* spell (or a successful *dispel magic*) can negate all the accumulated slowing of multiple scavenger spawn wounds. A hero who has been enchanted with *haste* is immune to further slowing for the duration of the effect of the spell. Although the hero does not get double movement and attacks, at least he or she can function normally.

Habitat/Society: Scavenger spawn are one of the few spawn types created by the Daemonlord that actually eat. However, they take great pains to work their victims over slowly before they actually start eating. Additionally, they are quite willing to share the experience with other scavenger spawn, so no infighting for food ever breaks out among these creatures.

Ecology: With their exceptionally keen eyesight, scavenger spawn can spot human-sized objects as far as two or three miles away. They can soar tirelessly in the air and tend to congregate in flocks numbering several dozen.

Spawn of Nimmur

	Spawn of Nimmur	Ziggurat Horror
CLIMATE/TERRAIN:	Tropical or subtropical deserts or caves	Tropical or subtropical deserts or caves
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Squad
ACTIVITY CYCLE:	Night	Night
DIET:	Life	Life
INTELLIGENCE:	Low to Genius (5-18)	Non- (0)
TREASURE:	J, K, M, Q	Nil
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	1	1d4+1
ARMOR CLASS:	4	6
MOVEMENT:	12	9
HIT DICE:	11	3
THAC0:	9	17
NO. OF ATTACKS:	3 (claw/claw/tail)	3 (claw/claw/tail)
DAMAGE/ATTACK:	1d4+1/1d4+1/1d4 or by weapon	1d4+1/1d4+1/1d4 or by weapon
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Hit only by *red steel* or +1 or better magical weapons, spell immunities	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (6' tall, 4' long plus 10' tail)	L (6' tall, 4' long plus 10' tail)
MORALE:	Fearless (19-20)	Special
XP VALUE:	8,000 (+2,000 if a spellcaster)	420

When a powerful (11 or more Hit Die) Nimmurian manscorpion dies from exposure to sunlight, it has a 1% chance per Hit Die of becoming undead, rising as an avenging spawn of Nimmur when the sun sets. Spawn of Nimmur retain any combat or spell casting abilities they had in life but can no longer gain levels.

Spawn of Nimmur appear as tattered and burned manscorpions. Their flesh is blackened and crisp, crackling as they move with bits continually flaking off. Their red eyes glow with an eerie inner fire.

The Red Curse: Spawn of Nimmur and ziggurat horrors never acquire Legacies or need *cinnabryl*.

Combat: All spawn of Nimmur have the ability to inject a deadly poison with their sting. The victim must make a successful saving throw vs. poison with a -3 penalty or die instantly. Even if the saving throw succeeds, the victim permanently loses one point of Strength, Constitution, and Dexterity.

A spawn that had spellcasting abilities in life retains those abilities in its new undead form. Spawn of Nimmur are turned as liches.

The Spawn of Nimmur are immune to *sleep*, *charm*, *hold*, cold, death magic, poisons, and mind-affecting spells. *Red steel* or +1 or better magical weapons are required to hit a spawn of Nimmur.

A spawn of Nimmur exposed to sunlight takes damage as a manscorpion, but this damage cannot permanently destroy it. The creature will reform once the night falls. Spawn of Nimmur regenerate 1 hit point per turn spent in darkness and can pull themselves together from dust if need be. Idu's curse has already had its worst possible effect of the spawn of Nimmur, so they are relatively immune to further danger from sunlight.

If the ashes of a sun-burned manscorpion are sprinkled with holy water from a temple dedicated to the Immortal Idu (Ixion), blessed, and scattered to the four winds, the manscorpion cannot rise as a spawn of Nimmur. A spawn of Nimmur can also be permanently destroyed with this procedure.

Habitat/Society: Spawn of Nimmur are highly regarded in the twisted and warped Nimmurian manscorpion society. The manscorpions revere anyone with the strength of will to withstand Idu's fire and become undead. The spawn of Nimmur are also regarded as having the favor of Nin-Hurabi (Nyx), a manscorpion Immortal patron. The spawn are often driven and obsessed with exacting horrible revenge on whoever caused them to be "burned and reborn" under the sun.



Ecology: Only very powerful manscorpions can "survive" the burning process to become true Spawn of Nimmur. They also often serve as fearsome predators in the night.

Ziggurat Horrors

Ziggurat horrors are identical in appearance to the more powerful spawn. Ziggurat horrors are intentionally made by Nimmurian priests, under carefully controlled conditions. Ziggurat horrors are used to defend the darker crypts of Nimmurian temples, often under

the control of a spawn of Nimmur. Ziggurat horrors are much weaker than the spawn. Ziggurat horrors are turned as zombies, do not regenerate, can be hit by normal weapons, and are essentially mindless. Like most undead, ziggurat horrors are immune to *sleep*, *charm*, *hold*, death magic, poisons, and cold-based spells.

The sting of a ziggurat horror injects a poison which causes 3d8 points of damage. A successful saving throw vs. poison lowers this to half damage.

The distinction between a spawn of Nimmur and a ziggurat horror is not well known, and the Nimmurian priesthood certainly does not spread information about them. To most outsiders, the two would appear identical.

spectral awnshegh

In Cerilia, legends tell of the Diabolyk's fall at the hands of the Gorgon. Some doubt that such a mighty awnshegh can truly be dead. They believe that he lies low somewhere, biding his time until the day he will reappear.

I doubt no longer.

I have seen the Diabolyk—or what I believe was once him. And if he was fearsome in life, he is even more horrific in undeath.

—Halden, 1467 HC

overview

Summoned by the Cold Rider to serve his dark bidding in undeath, spectral awnsheghlien are the spirits of slain Abominations from the waking world. At their moments of death, the Cold Rider trapped their essences in the Shadow World—it would be a shame, after all, to let such pure, unmitigated evil merely scatter to the winds.

physical description

Spectral awnsheghlien generally appear as they did in life, only in semitransparent form. In combat, however, they can become corporeal at will.

role in the campaign

Spectral awnsheghlien exist at the will (and the whim) of the Cold Rider. Among the most powerful of his minions, they act as he dictates; they use their powers to forward his goals. Characters, however, probably won't realize that a spectral awnshegh they encounter serves such a powerful master, unless the DM chooses to reveal this fact in the course of multiple encounters.

This creature provides the DM an opportunity to bring back favorite major and minor awnsheghlien the characters thought Cerilia was rid of for good—and now the monsters are bigger, badder, and meaner than before, thanks to the Cold Rider's dark gifts.

habitat/society

Spectral awnsheghlien can be found in all parts of the Shadow World. Though none have ever been spotted in Cerilia, it's possible that one could grow powerful enough (DM's discretion) to make the crossing and terrorize the waking world once again.

As they were in life, spectral awnsheghlien are solitary creatures. Unless called together by their evil master, they do not interact with each other.

Though they serve the Cold Rider, spectral awnsheghlien create strongholds of their own in the Shadow World. These lairs are not as large or elaborate as the ones they had in life, though sometimes a spectral awnshegh will manipulate the Seeming to make a Shadow World home resemble its Cerilian counterpart.

Often, spectral awnsheghlien have their own goals and agendas, which the Cold Rider permits them to pursue. When he beckons, however, they must drop everything to answer his summons and carry out his plans.

A number of spectral awnsheghlien command minions. Some of these unfortunate servants are undead versions of the minions the awnshegh had in life. For example, if the Spider died in Cerilia and reappeared as the Spectral Spider in the Shadow World, he would likely have a legion of undead spiders under his control.

Spectral awnsheghlien also take advantage of the native population of the Shadow World, impressing all manner of creatures into their service. Depending on the awnshegh's level of power, it may enslave halflings, changelings, members of the Seelie or Unseelie Court, various types of undead, or other monsters.

ecology

When a Cerilian awnshegh dies, the bloodline of Azrai that it carried in its

veins dissipates and travels to the Shadow World. This holds true even for awnshegh victims of bloodtheft. (Recall that even with a *tighmaevril* weapon, the attacker receives only 5 bloodline strength points; the rest dissipate.) Only an awnshegh who invests its bloodline before death is immune to the possibility of becoming a specter.

The Cold Rider manages to keep the spectral awnsheghlien in line by magically trapping and absorbing part of this essence. Scions of Azrai in life because they carried in their blood a part of the evil god, they become servants of the Cold Rider in death because he carries part of them within himself.

This connection can be broken by the Cold Rider if he so chooses. He never has.

variations

It is said that perhaps spectral ehrsheghlien also exist in the Shadow World. If so, such a creature would be connected to one of Cerilia's new gods, doing the work of that deity in an attempt to improve the lots of those who dwell in lands eclipsed by shadow.

combat and other encounters

In combat, spectral awnsheghlien are even more fearsome now than they were in life.

combat

Spectral awnsheghlien retain the same combat abilities they possessed in life. In addition, their spectral nature also grants them a shadow touch attack. Each time a spectral awnshegh touches an opponent, it transforms some of the victim's life essence to shadow and drains 1 Constitution point. Should a character's Constitution drop to 0, the victim turns into a spectre (see the *Monstrous Manual* tome).

All spectral awnsheghlien have the ability to regenerate per the major regeneration blood ability (described in the Birthright *Blood Enemies* accessory).

Climate/Terrain:	Shadow World
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Same as in life
Treasure:	W, V (H, Vx5)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	Same as in life
Hit Dice:	Same as in life
THAC0:	Same as in life
No. of Attacks:	Same as in life
Damage/Attack:	As in life +4
Special Attacks:	Shadow touch
Special Defenses:	Regeneration, Seeming
Magic Resistance:	As in life +25%
Size:	Same as in life
Morale:	Fearless (19–20)
Bloodline:	Azrai, strength varies
Blood Abilities:	Vary
Perception/Seeming:	Greater/Varies
XP Value:	Varies

peaceful encounters

One can converse, negotiate, and bargain with a spectral awnshegh to about the same extent as when the individual creature was alive. An awnshegh will not, however, listen to a character who was responsible for its death—it will only seek to repay the deed in kind.

perception and/or seeming

The Cold Rider has bestowed greater Seeming on his minions, a power they often make use of in combat. Perception varies with how long an awnshegh has resided in the Shadow World: 1 point per decade.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	0
Movement:	Fl 18 (A)
Hit Dice:	10
THAC0:	11
No. of Attacks:	2
Damage/Attack:	1d10 (claw)/ 1d10 (claw)
Special Attacks:	Wisdom drain
Special Defenses:	Hit only by magical weapons, immune to some spell effects
Magic Resistance:	Nil
Size:	M (5′ diameter)
Morale:	Fearless (20)
XP Value:	5,000

Also called soul eaters, spectral deaths are negative energy beings that look like boiling clouds of blackness. A spectral death's vaporous body is always surrounded by a faint radius that glows a sickly black-green. At rest, a spectral death looks like an irregular lump of darkness. In motion, the creature looks like an ominous storm cloud rolling through the air.

Combat: Only magical weapons and spells affect spectral deaths. Spectral deaths are immune to death magic and energy draining.

In combat, a spectral death attacks with two invisible claws. In addition to suffering 1d10 points of damage, the victim must roll a saving throw vs. death magic each time the spectral death scores a hit. If the saving throw fails, the victim loses one point of Wisdom. Victims of a spectral death killed by cumulative damage or reduced to zero Wisdom are forever slain and cannot be *raised, reincarnated,* or *resurrected,* nor can *regeneration* restore the victim to life. A *wish* can restore the victim, but a *limited wish* or *alter reality* cannot.

If the spectral death is itself slain or driven away before it can slay its victim, the character regains lost Wisdom at the rate of one point a day. When slain, a spectral death dissolves into a formless cloud of vapor and drifts away.

Spectral deaths can be turned by priests and paladins as if they were special undead. Likewise, they are subject to *protection from evil, abjure,* and *dispel evil* spells.

When attacking, a spectral death chooses a single victim and attempts to slay him or her. If the spectral death is summoned and ordered to attack (see "Habitat/Society"), the summoner chooses the victim. Otherwise, the spectral death either chooses the victim who seems the least likely to effectively counterattack or an opponent who has already harmed the spectral death. Its flying ability and mobility enable the creature to press the attack on its chosen victim, no matter how he or she tries to escape. If the victim's allies successfully interpose themselves, the spectral death lashes out at the most vulnerable opponent.

A spectral death's cloudlike body has no front, back, or flanks, so opponents cannot gain a combat advantage through maneuvering around it. A spectral death can attack in any direction with its invisible claws. It can attack two opponents at once but prefers to concentrate its attacks on a single foe.

Habitat/Society: Spectral deaths are natives of the Quasielemental Plane of Vacuum. On their home plane they are solitary creatures that have no interactions with each other or with other denizens of the plane as they drift about, wholly invisible, near the border with the Negative Energy Plane.

Spectral deaths have been known to find their way onto the Prime Material Plane through dimensional rifts caused by the malfunctioning or destruction of powerful magical items or by similar cataclysmic events. They are far more likely, however, to be summoned to service by evil priests. Chaotic or evil deities might send a spectral death to do a priest's bidding instead of appearing themselves when the character casts a *gate* spell. At the DM's option, some sects might know a *summon spectral death* spell. This is identical to the 6th-level *aerial servant* spell, except that the only service a spectral death will perform is tracking down and killing a victim identified by the spell caster. Use of the *summon spectral death* spell is hazardous because if the spectral death cannot track down and slay its victim before the spell's duration expires (that is, one day per level of its summoner), it flies into an uncontrollable rage and seeks out the summoner, tracking that character relentlessly. When it finds the caster, its rage allows it to attack as a 20 Hit Die monster (THAC0 1), inflicting 3d6 points of damage per attack (although the Wisdom lose per successful attack remains a single point).

Ecology: When visiting the Prime Material Plane, spectral deaths neither eat nor sleep. On their home plane, spectral deaths appear to draw sustenance from the energies created at the boundary where the Negative Energy Plane meets the Plane of Vacuum.

On their home plane, spectral deaths reproduce asexually by budding.



Spectral Harpist

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or guardian groups)
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 (1-8)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 14 (A)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4 or by weapon
SPECIAL ATTACKS:	Deathsong
SPECIAL DEFENSES:	Wraithform, immunities
MAGIC RESISTANCE:	44%
SIZE:	M (average 6 ft. tall)
MORALE:	Fearless (20)
XP VALUE:	9,000

Spectral harpists are intelligent undead who resemble ghosts or wraiths. They appear as translucent, shadowy forms that float or fly about. They are created when a Master Harper dies while engaged in Harper service that is left unfinished (a Harper slain while guarding a retreat has unfinished business—the survival and continued safety of those he was guarding).

Combat: Spectral harpists retain the blessings or powers they had in life as Master Harpers (see the relevant chapter of this sourcebook). They can be turned as "special" undead. In certain magicstrong areas (most Harper strongholds and refuges), spectral harpists can't be turned at all. They can attack twice a round with a chilling touch that corrodes living flesh for 2d4 points of damage. They can also employ any weapons they could use in life for normal damage (chill damage is not transmitted to struck victims).

Once per day, a spectral harpist can also employ its *deathsong* attack, a hollow dirge that causes fear in all living beings within 90 feet (unless they roll a successful saving throw vs. spell). Affected beings flee for ten rounds and are 50% likely to drop any items they are carrying in their hands at the time. A spectral harpist that has just sung a *deathsong* is surrounded by a 10-foot-radius anti-magic field that acts against all enchantments for six rounds after the end of the song (neither the harpist or any known spells can stop or interrupt this effect). A *deathsong* can last from one to four rounds (harpist's choice): Any physical attack made by a spectral harpist while emitting a *deathsong* does triple normal damage.

Against spell attacks, a spectral harpist has the standard undead immunities to *charm, sleep, hold* and the like, including all poison, petrification, polymorph, cold-based, and death magic attacks. It is also immune to cold- and electricity-based attacks. Against all other spells, a spectral harpist applies its magic resistance; if the spell wins out, the harpist suffers the normal effects. Holy water inflicts no damage to spectral harpists.

A harpist can by will cause all items within 60 feet that bear a magical aura to glow with a cold white radiance. This glow can be quelled by a *dispel magic* spell but will otherwise last 2d4 turns.

Spectral harpists can become wholly or partially insubstantial. In this state, they can cause no damage, but they also suffer none from purely physical attacks. Magical weapons passing through their wraith-like form inflict damage equal to twice normal damage bonuses—only bonuses, not damage dice (a magical weapon without any bonus causes its maximum possible damage).

In wraithform, harpists can pass through solid stone or earth. They can do this without pause and can attack or defend in the round in which they enter or leave solid ground. Many lurk in stone tomb or dungeon walls, only their heads protruding, to spy on intruders.

Habitat/Society: Harpists are usually found as guardians over a Harper stronghold or refuge. Sometimes they attach themselves to a living Harper individual, serving as a personal guardian for a time. Usually solitary, they can occasionally be met in small groups. Harpists may engage in sharp verbal exchanges with fellow spectral harpists, but they never willingly fight each other. They work together loyally and smoothly as guardians.

Retaining intelligence and judgment, spectral harpists can be given detailed and specific commands to follow. They can speak and sing as they did in life. They lose any capacity to cast spells they may have possessed in life, and they can't gain any new memories.

Ecology: Spectral harpists consume nothing and have no offspring, but they slay adventurers, monsters, and other life of venturesome power and dominance. Other than to curb the numbers of these creatures, making carrion of them, spectral harpists serve no function in the food chains of their surroundings.

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Spectral Minion

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Varies
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Varies

NO. APPEARING:	1–20 or more
ARMOR CLASS:	2
MOVEMENT:	30
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	0, 1, or 2
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+l or better to hit
MAGIC RESISTANCE:	20%
SIZE:	M (5'–7' tall)
MORALE:	Elite (13)
XP VALUE:	Philosopher: 975 Reveler: 975 Searcher. 975 Guardian: 1,400 Warrior. 1,400 Berserker: 1,400

Spectral minions are the spirits of humans or demihumans who died before they could fulfill their vows. Even in death, spectral minions are bound to the vows or quests placed upon them while they were alive

Spectral minions appear as they were in life, except that they are nearly transparent. Like ghosts, spectral minions do not fully exist on the Prime Material plane. Spectral minions retain the Hit Dice, attack, damage ratings, alignment, and language of their former selves. Regardless of their intelligence in their previous lives, all spectral minions are average intelligence. They retain some but not necessarily all of the memories of their original forms, as spectral miruons, their uncompleted quests and vows dominate their minds. All spectral minions have a movement rate of 30.

There are six general types of spectral minions: berserkers, guardians, philosophers, revelers, searchers, and warriors. The types cannot be distinguished by appearance, but their attitudes and behavior are quite different, as detailed in the description of each type.

Combat: Spectral minions can inflict damage only if they died holding weapons. Such weapons become a part of their spectral forms. Long swords are the most typical, but daggers, bows, staves, and other melee weapons are also common. These weapons inflict the same amount of damage as they would if wielded by living creatures. Since their weapons are part of them, spectral minions cannot be disarmed.

The speed of spectral minions gives them a -1 bonus to all initiative rolls. They can be hit only by +1 or better weapons. Though spectral minions cannot use magic themselves, they are 20% magic resistant.

If a spectral minion is destroyed, or if its vows or quests are fulfilled, the spectral minion (and its weapon) disappears forever. This also occurs if *remove curse* or a similar spell is cast upon it. A spectral minion cannot be turned

Certain types of spectral minions have special attacks These are explained in the individual listings.



Habitat/Society: Spectral minions are cursed to relive the events leading to their death, endlessly trying to fulfill their vows. Outdoors, they must stay within 1,000 yards of where they died. Indoors, they must stay in the corridor or room where they lost their lives. On very rare occasions where a quest required them to perform an act over a wide area, they are tree to roam within that area.

Ecology: Spectral minions do not age, nor do they perform any physiological functions; though they may appear to be eating or drinking, these actions have no meaningful effects.

Berserkers: Some spectral minions become overwhelmed by despair. Losing all hope of ever being freed from their charge, these minions are eventually driven into a berkserking frenzy. Others become mindless killers as soon as they become minions because of an unresolved obsession in their former lives; for instance, a spectral minion cook might become a berserker because someone in the past criticized his cooking and was no longer around to apologize for the remark

All berserker spectral minions are of chaotic evi1 alignment. They fanatically attack any intruders who stumble into their territory. They refuse to parley and pursue intruders as far as possible. All berserker spectral minions are armed and gain a + 1 bonus to their attack and damage rolls. Additionally, berserkers can make two attacks per round, they are the only spectral minions with this ability.

In all cases, berserker spectral minions have rebelled against their quests and have no hope of ever being freed from their charges. Even if a sympathetic character is able to discover the nature of a berserker minion's unfulfilled quest, resolving it will not cause the spectral minion to disappear; in the case of the spectral minion cook, finding the poor soul who insulted him in his former life and forcing him to apologize will not cause the minion to vanish. Berserker spectral minions can only be vanquished if they are destroyed or if *remove curse* or a similar spell is cast upon them

Guardians: These spectral minions were quested to defend a room, a passage, or an object. In most cases, they served as

guards for some important location and died at their posts.

Guardian spectral minions are freed from their confinement it they successfully defend their posts against intruders for 100 years and a day, or complete some other assigned task.

Occasionally, guardians respond to a password or signal, allowing characters to pass safely.

All guardians are armed and are usually of chaotic or neutral good alignment. They defend themselves if attacked or if their post is threatened, but otherwise they are not particularly hostile. More than anything, guardian spectral minions want to be released from their vows and to be freed of their responsibilities.

The following are some examples of guardian spectral minions:

* A guardian is assigned to watch over the coffins of a royal family in a sealed tomb. He is so weary of his eternal duty that he speaks openly to any intruders who treat him kindly. If an intruder tells him that he is relieved of his duty-regardless of whether the intruder has any actual authority to do so-the guardian is released from his vow and disappears.

* A guardian floats above a large golden chair in an otherwise empty room. It is his responsibility to guard the chair from intruders. If an intruder speaks the password "persevere," the minion is released from his vows and free of his responsibilities. Characters can pass through the room unharmed, so long as they do not approach the chair. If an intruder does not speak the password, the guardian attacks until the intruder leaves. The guardian is released from his vows after he has guarded the chair for 100 years and a day.

* A guardian sits behind a marble counter in a dusty room. He is required to collect a visitor's tax from all intruders. if the intruder pays the tax, the guardian allows him to pass; if not, the guardian attacks him. When the guardian has spent 100 years and a day collecting taxes, he is released from his vows.

Philosophers: Philosophers are spectral minions who spend their time in study and contemplation, usually in libraries or museums. They are extremely knowledgeable. If given the chance, they talk at great length about subjects that interest them.

Philosophers can be of any alignment. Often they arc found in groups of two or more engaged in heated debate; it is their curse to endlessly discuss philosophic issues left unresolved in their former lives. philosophers usually do not tolerate interruptions, but they have been known to ask intruders for their opinions about an issue under discussion. They attack only if their honesty is questioned or if they have to defend themselves.

A party may sometimes encounter a group of spectral minions hovering off the ground about 1d4 + 1 feet. These are philosopher minions lost deep in thought. The floating philosophers often invite questions from an intruder. With each response, the philosophers drop a foot closer to the ground. If the philosophers reach the ground, they become enraged that the intruder has asked too many questions, then summon help, usually 1d8 warrior minions from an adjacent area.

Similarly, a group of philosophers may be encountered floating several feet off the ground while involved in an animated discussion. They, too, invite questions from an intruder. However, when one philosopher has given his response, one of the others totally disagrees, triggering a pointless argument that continues for 1d6 rounds with half of the minions taking one side and half taking the other. As before, the minions drop a foot closer to the ground with each response, but in this case, the entire group disappears as soon as one of them touches the ground.

Revelers: These minions arc cursed to celebrate madly for all eternity. When encountered, they are engaged in one of the following activities:

* Frenzied dancing
* Drinking spectral ale or wine
* Chasing members of the opposite sex
* Playing musical instruments
* Dining gluttonously

Reveler spectral minions arc chaotic evil. Though unarmed, they can be quite dangerous. Any character seen by the revelers may be surrounded by them, if they' re looking for more guests for their party as determined by the DM). The revelers beckon to the character, laughing and shrieking, urging him to join their fun. If the character joins the revelers for da least three consecutive rounds, he must roll a successful saving throw vs. spell to resist them. It the character successfully resists them, the revelers ignore the character and resume their frolicking.

If the character fails the saving throw, he immediately slumps to the floor in a deep sleep. The affected character cannot be awakened by *dispel magic* or by any other magic short of a *wish.* While asleep, the character's spirit essence visibly leaves his body to join the minions in their revelry. Meanwhile, the character loses one level of experience for every turn his essence is engaged in revelry with the minions. If all of the revelers (except the character) are slain, the character revives; lost experience is regained at the rate of one level per four hours after the character awakens. Some revelers may even trap the character forever unless rescued, but such situations are rare.

If the revelers have no interest in inviting intruders to their party, they surround any intruders who provoke them as described above; if the intruders remain in the room with the revelers for three consecutive rounds, they must roll successful saving throws to resist falling asleep and losing experience levels.

Searchers: Searchers arc spectral minions that stalk endlessly through their territory, searching for a particular object to fulfill their quest. These creatures were questing when they died in their original forms, and usually the object of the quest is not t found within he searcher's range Only if someone brings the object of the search to the minion can the creature's spirit be freed.

All searchers are armed and are usually lawful evil in ailgnment. They are very dangerous, for they destroy anything that stands between them and their unreachable goals.

Warriors: These minions are the spirits of mortals who were locked in combat at the time of death, usually soldiers who died in bloody battles. Groups of 100 or more warrior spectral minions are typically encountered on a battlefield, including fighters of differing alignments from both sides or a battle.

Warrior minions are always armed and fight each other constantly. However, in all cases, the minion–versus–minion combat produces no lasting damage, and the net effect is an eternal conflict between the groups. Only through the intervention of mortals can the tide of battle be turned in favor of one side or the other. Typically, characters of good alignment are approached by the leader of the good spectral minion warriors, who tries to convince them to join his side in an upcoming battle the good minion leader promises to help them, usually by supplying needed information, if good triumphs over evil.Usually, the characters need to slay at least 80% of the evil minion forces to win the battle. If the battle is won, the evil warriors disappear and the good warriors respond with a victory shout. After the good leader helps the characters as promised, he and the other good minions disappear, at last released from their quest.

Spectral Scion

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average to high
TREASURE:	Nil
ALIGNMENT:	Varies

NO.APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	9
THAC0:	12
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8 or by weapon
SPECIAL ATTACKS:	Con drain, bloodline drain
SPECIAL DEFENSES:	Hit only by +1 or better weapon, immune to tighmaevril weapons
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Champion (15)
XP VALUE:	5,000

This spectral scion is most often found in Cerilia or the Shadowlands of the BIRTHRIGHT setting, although it is not impossible for them to be found elsewhere. A spectral scion is the spirit of a *bloodtheft* victim who was killed with a *tighmaevril* weapon (which allows the slayer to steal powers associated with the victim's bloodline). Not all those with a special bloodline killed in this way become spectral scions, but those who do daily relive the horror of losing their bloodlines, and are doomed to spend eternity seeking peace.

Spectral scions are semitransparent, much like spectres or ghosts. They retain the same age, features, size, manner of dress, and demeanor they had in life, including alignment, proficiencies, languages, and memories. They move by walking or floating a few inches above the ground, and can appear or vanish at will.

They can speak with the living, but avoid such contact unless driven to it by necessity.

Combat: A spectral scion, regardless of alignment, will single-mindedly fight the person who stole its bloodline, draining the individual's bloodline before delivering the killing blow. Spectral scions of non-evil alignments will attack their direct descendents or former comrades only in self-defense (unless those individuals betrayed them in life).

If the spectral scion died holding a weapon, that weapon becomes part of its spectral form; it will use that weapon in combat. Otherwise, it fights with its hands for 1d8 points of damage each.

A spectral scion temporarily drains 1d4 points of Constitution from its victim with each successful hit. A victim whose Constitution drops to 0 falls into a coma for one hour. If the victim is blooded (has a special bloodline), the spectral scion takes advantage of the coma to drain 1d6 points of bloodline strength per turn. The spectral scion can drain a victim to no less than 1 point. After draining 4d6 bloodline points, the scion is sated and departs. While draining, the spectral scion is vulnerable to attack and can be hit by normal weapons for half damage.



The victim of bloodline drain will awaken from the coma with 1 Constitution point; Constitution returns at a rate of 2 points per hour. A victim who has lost 90% or more of his bloodline loses all blood abilities.

If the drained victim can find the spectral scion within seven days and deliver the killing blow to it, he may regain some of his lost bloodline. If the spirit has drained a subsequent victim in that time, however, the first victim's points are lost forever. Ten percent of the victim's points are permanently lost each day after the bloodline drain; thus, a victim who kills the spectral scion four days after draining regains 60% of his bloodline points.

The manner in which the spectral scion lost its life makes it immune to damage from tighmaevril weapons. If such a weapon is used by an opponent, the spirit will attempt to wrest it from the wielder's control and destroy it.

Spectral scions are immune to *sleep, charm, hold,* and cold-based spells, as well as poison and paralyzation attacks. Holy water splashed on an evil spectral scion inflicts 2d4 points of damage.

A spectral scion can be turned as a vampire.

Habitat/Society: Spectral scions are lonely creatures surrounded by an aura of sadness and loss. They sometimes retain the habits they formed in life, drawn to those places or activities that they frequented while alive. Evil spectral scions, consumed by bloodthirst, hunt living scions to drain their bloodlines; neutral and good spectral scions sometimes appear to descendents to deliver warnings or ask to be avenged.

Ecology: Because grief over their lost birthright fuels their existence, spectral scions often haunt their former domains. These spirits are not, however, confined to their former domains, but may wander, and are especially likely to do so if an opportunity to redress the wrong done to them.

—*From* Highlands of Rjurik, #3121

Spectral Wizard

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (usually night)
DIET:	Nil
INTELLIGENCE:	High to Genius (13–18)
TREASURE:	V
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	12, Fl 15(B)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Spells, paralyzing touch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Champion (15–16)
XP VALUE:	Low level: 4,000 High level: 5,000



Spectral wizards are undead that retain their abilities to cast spells. They are created by a unique spell that functions on human and elf wizards and gnome illusionists, taking hold only on those whose bodies once channeled wizard magic.

Spectral wizards appear as they did in life, though most of the color has been drained from them. They appear in what they wore at the time of death, and it is as insubstantial as their bodies. They are incorporeal and nearly invisible in bright light. In darkness they cast an unearthly glow.

Combat: Spectral wizards exist partially on the Ethereal Plane, so they can be affected only by spells, silver or enchanted weapons, or by ethereal combatants. If challenged on the Ethereal Plane, a spectral wizard is AC 8.

A spectral wizard attacks with its paralyzing touch. A successful hit causes one of its opponent's limbs (roll 1d4: 1 = right arm, 2 = left arm, 3 = right leg, 4 = left leg; reroll any repeats) to become numb and useless for 2d4 rounds. Coming within 10 feet of a spectral wizard causes portions of opponents' bodies to tingle as if they had "fallen asleep" and results in a –1 penalty to attack rolls.

With effort, a spectral wizard can become solid, allowing it to use weapons and material spell components. Solidification takes one round in darkness or 2d4 rounds in bright light (such as daylight or a *continual light* spell). In both incorporeal and solid forms, the wizard is AC 0.

When spectral wizards are created, they are permanently drained of 1d4 levels and will forever cast spells at this new level. Spectral wizards who operate at level 5 and above are considered high level when rewarding experience points.

Material components carried on the spectral wizard's person become insubstantial and resolidify when it does.

Spectral wizards are immune to *sleep, charm, hold, cold, fear, polymorph, paralyzation,* and *death* magic. They are turned as spectres.

Habitat/Society: Spectral wizards can be encountered anywhere. They often make lairs in their former homes or in a place where other wizards live. All continue to memorize spells from their books and scrolls, and many become involved in research into new spells or magical items. Spectral wizards have difficulty studying because of their immaterial state.

Though spectral wizards can be of any neutral alignment, the majority are neutral evil and only a few (5%) are neutral good. Their insubstantial nature seems to cause a mental imbalance which turns them to a neutral evil alignment.

Ecology: Spectral wizards are created artificially and have no ecological niche.

Create Spectral Wizard **(Necromancy)**
8th-level Wizard Spell

Range: Touch	Casting Time: 1 turn
Components: V, S, M	Area of Effect: 1 wizard
Duration: Permanent	Saving Throw: Negates

This spell allows the caster to cause a human or elf wizard or gnome illusionist to die and become a spectral wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic to negate the spell.

In the process of dying and becoming undead, the spell's recipient is drained of 1d4 levels. Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a *suggestion* spell upon the spectral wizard. Only a *wish* spell can free a spectral wizard of its undead state. If the wizard is restored to life, there is a 50% chance that he will be restored with his original levels intact. It is possible that another undiscovered process may restore the spectral wizard.

Spectre

CLIMATE/TERRAIN:	Desolate dungeons and ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness and night
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Q(x3), X, Y
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	15, Fl 30 (B)
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	3,000



Spectres are powerful undead that haunt the most desolate and deserted of places. They hate all life and light.

Spectres appear as semitransparent beings and are often mistaken for haunts or ghosts. Unlike most undead, spectres retain the semblance and manner of dress of their former life and can be recognized by old friends or through paintings of the persons they used to be.

Combat: Spectres exist primarily on the Negative Material plane and can therefore be attacked by beings on the Prime Material plane only with magical weapons. Daylight makes spectres powerless by weakening their ties to the Negative Material plane.

The chilling touch of a spectre drains energy from living creatures. A successful attack inflicts 1-8 points of damage and drains two life energy levels from the victim. Any being totally drained of life energy by a spectre becomes a full-strength spectre under the control of the spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.

Spectres are immune to all *sleep, charm, hold,* and cold-based spells, as well as poisons and paralyzation attacks. Holy water inflicts 2-8 points of damage when it strikes a spectre. The water can be splashed on a spectre successfully. A *raise dead* spell apparently reverses the undead status, destroying the spectre immediately if a saving throw versus spell is failed.

Habitat/Society: Most spectres are solitary, but some enclaves exist where a particularly powerful or lucky spectre has managed to drain mortals of life. This lead spectre is known as the master spectre (always with maximum hit points per die), while the others are known collectively as the followers. In this arrangement, the master spectre almost never engages enemies personally, but instead sends his minions in for the kill. Mortals drained of life by follower spectres are subservient to the master spectre, not the followers. Note that if the master spectre is slain, all followers become independent and can travel anywhere they wish in hopes of becoming master spectres themselves. Once a character becomes a spectre, recovery is nearly impossible, requiring a special quest.

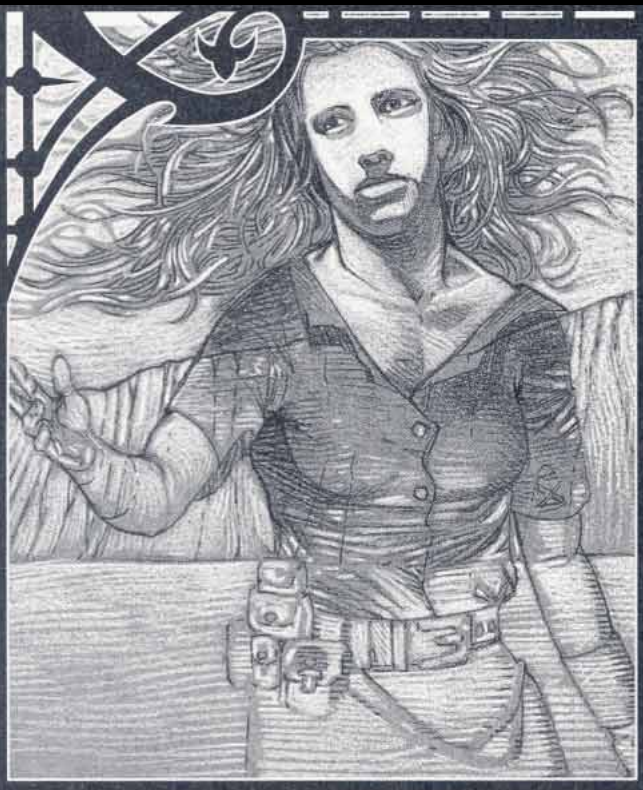
Spectres hate light and all life, as both remind them of their undead existence. They are therefore encountered only in places of extreme darkness and desolation, like long-abandoned ruins, dungeons, and subterranean sewers.

Contrary to popular mythology, spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

Spectres have enough cunning to plan their attacks, and rival vampires in their skill at remaining hidden from the general populace.

Ecology: No one knows who the first spectre was or how it came to be; the few facts detailed above are all that is known with any degree of certainty.

Spectre, Jezra Wagner (The Ice Queen)



Climate/Terrain:	Barovia (Mt. Baratok)
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Winter nights
Diet:	Body heat
Intelligence:	HiBh (14)
Treasure:	(Q×3)
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	2
Movement:	15, Fl 30 (B)
Hit Dice:	7+3 (47 hp)
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	Heat drain
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (5'1" tall)
Morale:	Champion (16)
XP Value:	7,000

Winters in Barovia are not pleasant things. Icy winds blow down from the peaks of the Balinoks carrying heavy snows and bitter cold. But frostbite and avalanche are not the greatest dangers to be found on the slopes of Mount Baratok. For as the days grow short and the nights stretch out, the ice queen Jezra Wagner rises from her seasonal grave.

Jezra is a spectre, and similar to her undead kin in many ways. She retains the appearance of a living woman, save that light passes through her as if she were some manner of projection or image. Although short, just over five feet in height, Jezra is incredibly beautiful. She has fair skin, silver hair, and pale blue eyes that glint like frozen pools. Jezra's clothes are of the finest manufacture, making it clear to all that she was one of Barovia's most wealthy nobles.

Jezra is able to speak just as she did in life. Her voice is sweet and melodic, but carries a tone of authority. She knows the language of Barovia but not of any of the surrounding domains, as she died before they came into existence. Jezra is fond of singing, and the haunting beauty of her fine voice conveys the misery and suffering of unlife so clearly that it is said to have driven more than one person to an early grave.

Combat: Like all spectres, Jezra's primary attack is made with her chilling touch. Most spectres inflict damage with their touch because of the life-sapping energies of the Negative Material Plane. The ice queen's touch draws its wintery power partly from this source, but also from the manner in which she died. Because of this enhancement, Jezra's touch inflicts 2 to 16 (2d8) points of damage, twice that of the normal spectre's attack.

Jezra does not have the normal level-draining powers of a spectre. Rather, she draws the heat from the bodies of her victims in an attempt to drive off the endless chill that aches in her ghostly bones. Thus, anyone who suffers damage from her touch must make a saving throw vs. death magic. Failure indicates that the body of the victim has been instantly frozen, transforming it into something not unlike a perfect ice sculpture.

Persons who have been frozen can be revived only by great magical power. A *wish* or *limited wish* will be sufficient, but lesser spells will generally fail. By a curious twist of fate, the *simulacrum* spell can be used to restore a body frozen by Jezra to life.

Those who die by falling prey to Jezra and her heat-draining attack do not rise again as spectres but are simply dead; Jezra has no ability to create more undead.

As an undead creature, Jezra is immune to *sleep, charm, hold,* and all manner of life-affecting spells. She has no physical body, so spells designed to affect solid enemies (like a *web*) will not hinder her in any way. Similarly, she is immune to poisons, toxins, diseases, paralysis, and the like. Holy water splashed upon Jezra will inflict 2 to 8 (2d4) points of damage. She can be turned by clerics and paladins, provided that they have attained sufficiently high levels of experience.

Jezra is unusually vulnerable to some magics and utterly immune to others. Any attack which normally inflicts damage with cold or ice has no effect upon her. A *raise dead* cast upon her requires Jezra to make a successful saving throw vs. spell or be instantly destroyed.

As a spectre, the light of day is too pure and true for Jezra to bear. Although it does her no harm, she is powerless to attack or defend herself when caught in its rays. Because of this, she hides herself away and strikes only after the sun has gone down.

Habitat/Society: Jezra Wagner died at the age of 27 some 75 years after the domain of Barovia came into Ravenloft. She was well known among the nobility and common folk alike, for she was as kind and loving a woman as anyone was likely to meet in such a dark land. The tale of her accidental death, and the terrible fate that awaited her on the other side, is one of Ravenloft's most tragic stories.

Jezra's parents were wealthy boyars, or land owners. Their property was considered to be something of a wilderness holding by most of the gentle folk of Barovia because of its remote location on the slopes of Mount Baratok. This unspoiled land was a source of both joy and wealth to its owners, for a fine vein of silver ran amid the stone. For decades, the Wagner clan has overseen the operation of this mine and been well rewarded for their efforts.

Jezra loved the wild lands of her family's ancestral estate. She cherished each season for the special gifts that it brought to the land. Indeed, no matter what the month or how harsh the weather, she and her older brother, Giorggio, could almost always be found exploring the wilderness. Indeed, even after her brother vanished while climbing Mount Baratok, her love of the land remained to console her.

In the spring, she explored the forests, watching as life returned to the land. She would slip quietly up to the nests and lairs of the woodland beasts, marveling at the tenacity that pulled them through the winter. When the wild flowers bloomed, she brought them back to decorate her home.

As spring drifted into summer, she would watch the trees bear sweet fruit, and swim in the chilly waters tumbling down from the mountain top. It is said that she could mimic the call of any bird native to the area and that the thrushes and finches would come at her call to sing for her.

With fall came a shock of spectacular colors. The countryside of Barovia was afire with orange, red, and yellow foliage. This was the harvest time, and few relished the gifts of nature more than Jezra Wagner.

Winter, however, was the season that she loved the most. With the coming of the first snow, she would dash outside to dance and frolic in its chilling embrace; how ironic, then, that it was the snows of winter that claimed her life.

Jezra's end came as the winter solstice drew near one year. She and several of her friends were climbing the slopes of Mount Baratok, hoping to reach its summit and look out across the grandeur of the Balinoks. It was their hope to see the distant spire of Mount Nyid, which was said to be visible from the highest reaches of Baratok. Their expedition was ill-fated, however, and doom claimed it before they reached the mountain's crest.

Jezra was the first to hear the rumbling. Indeed, this is probably what saved her from the sudden death that claimed her companions. Shouting a cry of alarm, she forced her body into a narrow fissure as the avalanche swept past her, ripping her companions from their ropes and sending them down to their deaths. Those who were not slain by the long fall were crushed to death by the weight of the snow that fell upon them.

Jezra, perched in a narrow cleft, was unhurt. She found that the crack she had taken shelter in was in fact a small cave that ran some 20 or 30 feet back into the cliff. The avalanche, however, had sealed the entrance behind her. With horror, she realized that she had been entombed alive.

Several time she tried to dig her way out of the dark cave. Each time, she gave up the futile effort as more snow fell to seal the entrance. It was not long before her small stock of provisions ran low. The candles she had stored in her pack were all used up, the air in the cave was becoming sour, and her food was gone. Soon, she knew, she would die. Cold fear began to grip her heart as she grew drowsy with the approach of death.

What happened next might be accredited to many things. Perhaps the air was growing thin and she was beginning to hallucinate as her brain slowly starved for oxygen. Perhaps the forces of evil saw their chance to claim this young innocent for their own and sent some dreadful agent to treat with her.

Whatever the truth, Jezra found herself bathed in a ghostly light. Her arms and legs had grown numb and frozen, the first victims of her frosty prison, and she sadly noted that this light brought no warmth with it. If anything, the temperature in the cave fell even lower.

Her interest aroused, she tried to draw herself back from the brink of death. Whatever this mysterious phenomenon was, she longed to know its cause before she died. Her eye focused on the source of the glow and delight welled up inside her. Giorggio, so long presumed dead, stood before her.

The vision moved forward. Short and stocky, with the same charismatic smile that she herself had, this was indeed the exact image of her brother. He wore the traveling clothes that she had last seen him in, but they were tattered and torn.

She reached out her hand to the shimmering vision, grimacing at the frigid fire in her lungs and hardly able to move her arm. The image of Giorggio knelt before her and looked at her with curious, almost unrecognizing eyes.

"Save me," was all she could manage to whisper.

"I cannot," came the reply.

Jezra began to cry, the tears freezing before they could fall from her face. The spirit faded away, leaving her alone and isolated in the darkness of her icy tomb. With her last breath, she cried out for someone, anyone, to save her from death, swearing that she would do anything to keep her existence from ending like this. Then she closed her eyes and felt the bitter cold around her steal the pitiful remains of her body's warmth.

Somewhere in the darkness of Ravenloft, her pleas were heard. A strange darkness, deeper than the blackness of the cave, seeped out of the soul of the mountain. It coiled around the young woman's body like an ebony snake. Two pinpoints of red light like eyes smoldered to life, yet drove away none of the darkness. Then, like a cobra striking, the blackness plunged into Jezra's body.

As the last traces of the shade vanished into the corporeal flesh of the woman, Jezra twitched and her face contorted in agony. Unseen in her tomb, her body

thrashed about violently for several seconds and then was forever still.

Gradually, a cold glow filled the cave. Jezra blinked and opened her eyes. She could feel her hands and her feet again. The air no longer choked her. The cold, however, was redoubled. Her flesh seemed to tremble endlessly, and her bones pounded with an arthritic ache. She cried out in agony and rose to her feet.

Her only thought was to somehow escape from this icy darkness; had she looked down, she might have seen her own body, unmoving in death. Instead, she plunged desperately into the rocks and ice blocking her escape, passing through them as if they were but fog to her.

Not realizing that she had died in the frozen cave, Jezra spent the next several days wandering the slopes of Mount Baratok. Although her heart longed to return to her family estate, she delayed while she searched for her brother, not realizing that she had now become an undead creature, as had he. Alas, search as she would, she found no trace of him.

At last, Jezra descended the mountain. She was not far from her home when she happened upon a furrier whom she knew slightly. Normally, she would have passed him by with just a cheerful greeting. For some reason, however, she now found herself fascinated with the rough-looking man. She drew near him, feeling the warmth of his body even across a distance of several yards. Suddenly, an intense desire overcame her. She rushed forward and caught the man up in an ethereal embrace. It is unlikely that he ever saw her coming or knew what was happening to him.

For a brief moment, as the body of the furrier crystallized in her arms, she felt a relief from the agony that throbbed in her bones. With a sigh, she stepped back and almost wept with delight. This sensation faded quickly. The agony returned, but she knew now how to ease it for a time at least.

Jezra continued on. She came at last to the home where she had been born and, indeed, where she had lived her entire life. She longed to see her parents again, and imagined to herself their surprise and delight when they learned that their beloved daughter had escaped her companions' fate and survived such hardship to return home once again.

Locating them was not difficult. Ironically, she found them just as they were learning from a group of hunters that their daughter had been claimed by an avalanche. Jezra longed to go to them, to tell them that she had survived, and that they should not mourn.

Instead, she found her attention drawn to the heat flooding off of their bodies. She could taste it like the aroma of fine food. It called to her, urging her to leave her hiding place and attack. The ache in her bones was enough to drive her mad.

At last, she could stand it no more. She tore herself away from the window and fled, launching herself into the night. By the time the sun rose, she had left no fewer than a dozen people dead. With each frozen corpse Jezra's pain was lessened, only to return again as biting as it had ever been.

Three long centuries and more have passed since that terrible day. All that time, Jezra has roamed the frozen slopes of Mount Baratok in search of warmth. She does not realize that she died in the cave, believing instead that she is suffering from some strange curse. From time to time, she escapes the agony of her frozen unlife by drawing the heat from a living body and leaving a crystallized corpse in her wake. When she does this, her pain subsides for a number of minutes equal to the level of her victim.

Ecology: As a living thing, Jezra's influence on the natural world ended long ago. Now, she is a terrible aberration. As an unliving thing, she pollutes the world around her with unnatural death and suffering.

The story of the young girl's death and transformation is not unknown in the land of Barovia. Indeed, the Vistani sing a song called *Regina d'Ghiaccio* or *The Ice Queen* which retells the event almost exactly as it happened. This tragic story is often told as a folk story and is frequently taken to be apocryphal by the scholarly and uneducated alike.

The famous vampire hunter Rudolph Van Richten knows better, having encountered the spectre of Jezra Wagner on at least one occasion. It was his assertion that she might be destroyed by anyone who located her frozen corpse and set it atop a funeral pyre. He attempted to do this himself but found the task beyond him. With remorse, he was forced to abandon his quest to lay this unusual spirit to rest.

Jezra's unlife is tied to the coming of winter. As soon as the snows end and the first rays of spring begin to warm the earth, she is forced to retreat to the mountain cave where her body lies. Here, her spirit reenters the frozen corpse and she sleeps until the last leaf of autumn falls. Thus, the sight of living things that she held so dear in life is lost to her forever.

Adventure Ideas: The obvious adventure here revolves around the destruction of the spectre. There can be much more to such an adventure than a direct confrontation, however. Indeed, when facing the undead, such a rash act is likely to result in the death of one or more party members.

The careful DM will make the adventure revolve around the investigation of Jezra Wagner's life, death, and terrible resurrection. An excellent set of guidelines for such ghost hunting is set down in chapter six of RR5, *Van Richten's Guide to Ghosts*. Using this as a framework, the creative DM ought to be able to construct a great tale of terror to chill the hearts of his or her players.

There are numerous ways that a group of heroes might be drawn into the search for Jezra Wagner. They could be contacted by the modern-day descendants of the Wagner family, who still live in northern Barovia and mine the silver of Mount Baratok. To these people, the story of Jezra and her fate hangs over the head of the family like an ancient curse.

They might also be called upon to complete the quest begun by Dr. Van Richten. With or without his presence, the investigation would follow along the same lines as under the auspices of the Wagner family. Indeed, it is

quite possible that the two patrons might come together and seek out the PCs as allies. Van Richten feels that the best way to destroy the spectre is by the cremation of its corporeal body. Thus, he will recommend that this be the focus of the investigation. If the players are acting without his counsel, they are free to act in whatever way they think best.

The adventure might also be set with a more mild beginning. Players who like to explore the world in which their characters live might find the idea of scaling Mount Baratok quite appealing. Of course, they would be certain to encounter the spirit of Jezra Wagner as they climbed higher and higher.

If the PCs are not the type to explore for the sake of exploration, the DM might present them with some reason to travel into the mountains. It might be that a series of murders takes place in Vallaki and the adventurers are called upon to capture the criminal. When he or she flees north toward Markovia, they will have little choice but to follow.

This adventure has the advantage of focusing the attention of the heroes on a red herring. As they battle the snows of the Balinoks, they will expect to confront only the villain they are hunting. Imagine their horror when they find him or her dead and then become themselves hunted by something that must surely have risen from their worst nightmares.

My dear Countess,

For two weeks now we have labored on the treacherous slopes of Mount Baratok. Of the six men who left your so-fine home a fortnight ago, three are now alas dead. Two were slain in an accident and we have laid them to rest beneath the ever-frozen snows of the mountain.

The third, however, has been attacked by the creature we seek. It came upon us suddenly as we rested in camp. So beautiful and angelic was the creature that my heart went out to it. Such is always the case when the fair and innocent are claimed by darkness. In any event, there is no doubt in my mind that this silver-haired phantom was indeed this spirit we sought.

She moved with great speed, flashing through the air and coming to a halt near the fire. It seemed to me that she was attempting to warm herself by it when she threw her head back and let out a cry of suffering. Never have I heard anything so tragic as the agony and longing that hung in the air after that great wail.

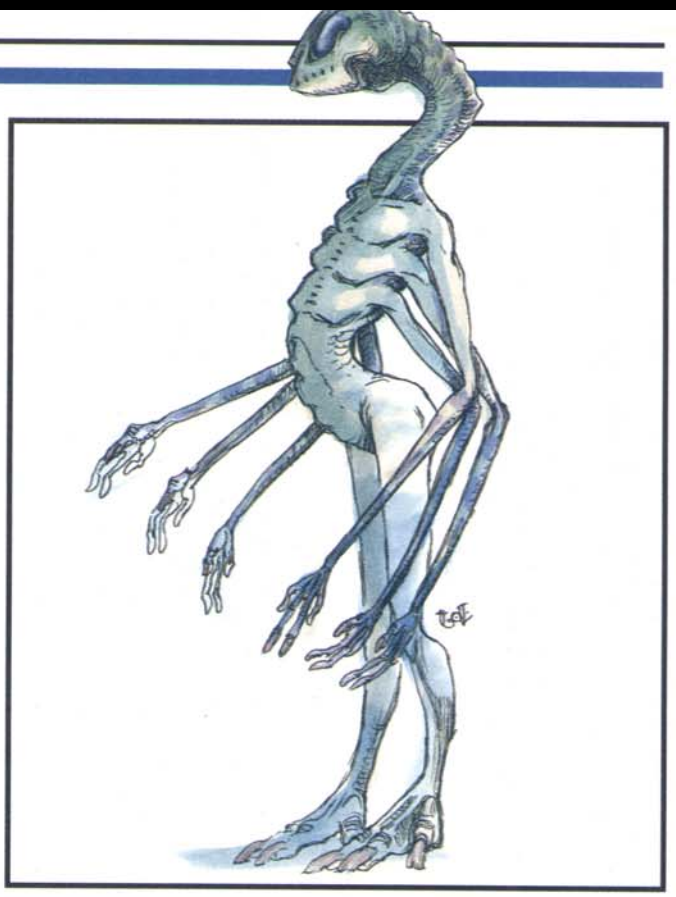
Ahmbrose, our cleric, grabbed up his holy symbol and held it out to the creature. She turned to face him, seeming to take no notice of the sacred star that he wielded. Indeed, it seemed only to draw her attention to my beloved Ahmbrose. With the speed that I have already described to you, her hand reached out to touch his cheek.

The contact was slight. Indeed, it seemed that she might almost have been stroking his flesh as might a lover. The effect of the touch on Ahmbrose, however, was terrible. He cried out in pain and tried to pull away. Even as he did so, ice crystals formed along his body. Before any of us could react, he had been transformed into solid ice. His inertia sent his now-brittle form tumbling into the fire. With a great hiss of steam, Ahmbrose's body shattered and the fire was extinguished.

Andreas was the first to get a light going, but it was too late. The spectre had vanished and our companion was dead.

We shall remain on our quest for another week. At the end of that time, however, we shall be forced to retreat. Winter is coming quickly, and I do not intend to give my life to the mountain, as so many others have over the years.

With all respect and admiration,
Rudolph Van Richten
—found among the papers of Lady Catherine Wagner after her death



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Magical items (see below)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	As per wizard spell
SPECIAL ATTACKS:	Surprise bonus when invisible
SPECIAL DEFENSES:	Immune to effects of pain and to psionics and fear-based attacks; planar impenetrability; innate spell powers; invisibility at will
MAGIC RESISTANCE:	50%
SIZE:	M (5′ tall)
MORALE:	Champion (15–16)
XP VALUE:	10,000

Spell weavers are nonhuman spellcasters of great power, originating from an alternate Prime Material Plane. Only vaguely humanoid in appearance, they have a combination of mammalian, reptilian, and insectoid features.

Spell weavers are totally silent, using telepathy (10-mile radius) to communicate among themselves. Humans find that telepathic communication with spell weavers is extremely difficult and even dangerous, resulting in temporary insanity for any individual who attempts *ESP* or telepathic rapport and fails to save vs. spell (Wisdom bonuses apply). Insanity lasts 1d6 days, with effects as per the mage spell *confusion.*

Combat: Spell weavers possess a keen interest in magical items and phenomena of all kinds. A group of them will organize to steal a unique magical device in a commando-like raid of hellish ferocity, invisibly bypassing outer guards to appear near the item itself. If necessary, the group will destroy or incapacitate the guards, then seize the item and escape.

Spell weavers automatically *detect magic* and *detect invisibility* in a 100-foot radius. Each can *plane shift* once per day, shifting only from its home plane to an alternate one or back again (the latter usually at the end of a raid). A spell weaver is immune to *fear,* though they will retreat if common sense dictates. Their peculiar decentralized nervous systems render them resistant to pain and to all psionic attacks.

Each spell weaver possesses a fixed assortment of spells that it casts solely through the use of complex arm and hand gestures, using no verbal or material components; the casting time for such spells is the same as for humans. Some of their spells are previously unknown to humanity, but usually they are wizard spells of up to 6th-level (cast at the 12th level of ability). Further, the segmented brain of a spell weaver supports magical multi-tasking, allowing it to cast multiple spells simultaneously. To cast a spell, a spell weaver uses as many arms as the spell has levels. Thus, a single creature could cast a 4th-level spell using four arms while simultaneously casting a 2nd-level spell with its other two arms. Spell weavers use this ability whenever they face multiple attackers. A spell weaver may also cast two or more identical spells simultaneously (two *fireballs,* for example).

A spell weaver has a number of "spell points" (one point for each spell level) equal to its hit points. It can use each spell in its arsenal any number of times within the limits of its spell-point total. Thus, a spell weaver with 43 hp can cast a number of spell levels each day adding up to 43 spell points. Spells are selected at the time of casting.

They always carry magical items (1–2 per creature). One item is always of the conventional sort (random roll for type, none cursed), and the additional item (if any) is a unique device that humans call the *chromatic disk.* Any magical item may be employed at the same time a spell weaver casts any spells, devoting one or two arms (as necessary) to the effort.

A *chromatic disk* is a 6-inch-diameter disk of an unknown, indestructible substance. It glows with a bright light that slowly shifts through the visible spectrum, becoming red, orange, yellow, green, blue, indigo, and violet in a matter of seconds. The *disk* is a vessel of magical power that spell weavers can tap, thus increasing their effective spell-point total by 10 points. Each *disk* releases magical energy as it is used, allowing the spell weaver to cast more of its spells. The *disk* is consumed in the process, evaporating as its energy is exhausted. A spell weaver may employ a *disk* in combat, devoting one arm to holding the disk.

All recorded human attempts at employing *chromatic disks* have resulted in explosive disaster (10d4 damage explosion in a 30-foot radius; material items must save vs. crushing blow). It is rumored that spell weavers use arcane means of their own

to create such *disks* by drawing the magic out of enchanted items (such as swords, wands, or scrolls) that they have captured. This process permanently destroys the magical properties of the objects so used.

Habitat/Society: Aloof and inscrutable, spell weavers are generally regarded as intelligent, if bizarre. Although the race usually expresses little interest in humanity, a history of destructive encounters has earned them mankind's fearful respect. Although the two races rarely communicate, owing to resultant insanity among humans, spell weavers sometimes leave written messages for humans, but they are often cryptic and confusing. Infrequent alliances with humans in order to acquire magical devices have been reported, however.

Spell weavers are solitary creatures, though it is possible to meet more than one if they are on a raid. They reproduce through a magical fission process that results in two identical spell weavers of half the size and strength of the original. It would appear they have no control over this process, as they have been known to divide even during crisis situations (1% chance per meeting of this occurring; the process takes 1d6 + 4 rounds, during which time the individual makes no attacks).

All spell weaver activities appear to be confined to the Prime Material Plane(s). Each spell weaver can create a region of planar impenetrability around itself (200-foot radius), once per day, for 10 rounds. All scrying attempts and planar travel into, out of, or through this area, whether by spell, artifact, psionics, or intrinsic ability, result in failure. This ability requires no expenditure of energy on the part of the spell weaver, although this effect will not be activated in a round during which the spell weaver has been surprised. The activation of this planar shield takes a full round of concentration, during which the creature cannot cast any spells.

Spell weavers have the unsettling habit of lying dormant and invisible for months in various areas of magical interest (magical temples, castles, portals, dungeons, etc.), and becoming active only if detected. When encountered in this fashion, they are generally murderous and implacable.

Spell weavers make their lairs in a bewildering variety of locations, including underground, outdoors within giant mutated trees, on magical floating platforms disguised as clouds, etc. All spell weaver lairs contain 1d8 unusual pillars (10-foot-tall stone or wood columns covered with magical runes that are indecipherable to humans). Stolen magical items are sometimes (10%) found atop a pillar. While prolonged study of the runes on a column can be mentally damaging (successfully save vs. petrification once per round or be *confused* for 1d10 rounds), incidental viewing produces only mild headaches. Touching the runes may have unpredictable magical effects (at the DM's whim).

Ecology: The ecology of the spell weaver remains a mystery, as those who have researched them have become insane.

The accompanying tables may be used to generate a spell weaver's bank of usable spells. A 1d4 roll is made on the *Spell Weaver's Spells* table for each being, then the particular spells each spell weaver has are generated using the *Spell Selection Tables.* A spell weaver can cast only these spells and no others. Feel free to augment the lists and manipulate the results in order to produce an interesting spell weaver.

Spell Weaver's Spells
1d4

Roll	Spells
1	2 offensive, 2 defensive, 1 utility (maximum level 5)
2	3 offensive, 3 defensive, 2 utility (maximum level 6)
3	4 offensive, 4 defensive, 3 utility (maximum level 6)
4	4 offensive, 4 defensive, 4 utility (maximum level 6)

Spell Selection Table: Offensive Spells
1d20

Roll	Spell (level)
1–2	*Magic missile* (1)
3	*Web* (2)
4	*Ray of enfeeblement* (2)
5	*Fireball* (3)
6	*Hold person* (3)
7	*Lightning bolt* (3)
8	*Slow* (3)
9	*Confusion* (4)
10	*Evard's black tentacles* (4)
11	*Fear* (4)
12	*Ice storm* (4)
13	*Cloudkill* (5)
14	*Cone of cold* (5)
15	*Conjure elemental* (5)
16	*Chain lightning* (6)
17	*Death spell* (6)
18	*Disintegrate* (6)
19	*Stone to flesh* (6)
20	Unique spell (DM's creation: level 1 to 6)

Spell Selection Table: Defensive Spells
1d20

Roll	Spell (level)
1	*Armor* (1)
2	*Feather fall* (1)
3	*Shield* (1)
4–6	*Invisibility* (2)
7	*Wizard lock* (2)
8–12	*Dispel magic* (3)
13	*Protection from normal missiles* (3)
14	*Fire shield* (4)
15	*Polymorph self* (4)
16	*Stoneskin* (4)
17	*Wall of fire* (4)
18	*Anti-magic shell* (6)
19	*Globe of invulnerability* (6)
20	Unique spell (DM's creation: level 1 to 6)

Spell Selection Table: Utility Spells
1d20

Roll	Spells
1	*Darkness, 15' radius* (2)
2–3	*Levitate* (2)
4	*Clairvoyance* (3)
5	*Fly* (3)
6	*Dimension door* (4)
7	*Wizard eye* (4)
8–10	*Passwall* (5)
11–15	*Teleport* (5)
16	*Wall of iron* (5)
17–18	*Contingency* (6)
19	*Invisible stalker* (6)
20	Unique spell (DM's creation: level 1 to 6)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Semi- (2–4)
Treasure:	None
Alignment:	Neutral
No. Appearing:	1
Armor Class:	0
Movement:	Fl 24 (A)
Hit Dice:	5+5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Magic drain
Special Defenses:	Spell immunity
Magic Resistance:	None
Size:	M (6′ tall)
Morale:	Fearless (19–20)
XP Value:	2,000

Want to see a wizard jump out of his skin? Just wait till he's looking another way and yell, "Spellhaunt! Spellhaunt!" Gets 'em every time, friend.

– Irvidigannizid, gnome prankster (deceased)

Who can say what's out there if a cutter's willing to look for it? The planes are infinite, and there's an infinity of possibilities. If a blood looks long enough in the right places, he'll find anything he could ever imagine. 'Course, odds are he'll find ten things he ain't lookin' for first, but that's the way the Great Wheel turns. Spellhaunts're one of those things that just don't seem too likely or possible, until a body understands that *anything's* possible.

A spellhaunt's the remnant of a spell that was cast someplace it shouldn't've been tried. It appears as a rough humanoid shape formed of glowing energy. Some bloods say that the spellhaunt's body reflects the kind of magic that created it, so a failed *enervation* is a dark, cold shadow, while a *cloudkill* that went awry becomes a roiling mass of yellowish vapors. No one can say for sure if that's the dark of it, but it *is* true that no two spellhaunts look alike.

Spellhaunts're gifted with a semblance of life that begins fading the moment they gain their independent existence. The only thing that'll maintain their illusion of life is the consumption of magic in any form. If a basher doesn't have any magic on 'im, he doesn't have to worry about spellhaunts. On the other hand, cutters like wizards, incantifers, or anybody who's got a magic trinket of some kind need to know what a spellhaunt is and what it can do to get what it needs.

Combat: Spellhaunts aren't intelligent enough to grasp tactics or strategy of any kind. They can sense magic from an amazing distance – as far away as 100 yards for each spell-level equivalent a blood's got on his person. Magical items, spells with continuing effects, spellbooks, or even spells a wizard or priest's got memorized can attract the attention of a spellhaunt.

When a spellhaunt attacks, it heads straight for the blood with the most powerful magic on his person and strikes out with pseudopods of magical energy. The spellhaunt's attack ignores armor and magical adjustments to Armor Class – only a cutter's Dexterity adjustment modifies his base AC. Each hit inflicts 1d8 points of damage, and drains the same number of charges of magic that the cutter's got on him, in the following order:

- Enchantments or spells with continuing effects, such as an *armor, stoneskin, contingency,* or any spell with a duration that is currently in effect;
- Continuous effects of magical items that don't need to be activated, such as a *ring of protection, bracers of defense, ioun stones, boots of the north,* magical arms and armor, and the like;
- The potential of magical items not currently creating an effect, such as a wand, potion, scroll, or miscellaneous item on the victim's person but not in use;
- Spells the character has memorized but hasn't cast yet.

One charge of magic is considered to be one "plus" of magical protection or weaponry, one function of a magical item without charges, one charge of an item with charges, or one spell level in memory. For example, say a wizard with a *ring of protection +3,* a *stoneskin* spell in effect, a *dagger +2,* a *wand of fire,* a *potion of healing,* and a normal battery of spells memorized is struck by a spellhaunt for 7 points of damage. First, the *stoneskin* spell is absorbed; secondly, five charges drain the *ring of protection* and the dagger; and last of all, one charge is drained from the *wand of fire.*

Because they are beings of living magic, spellhaunts are immune to all spells and magical effects except *absorption, antimagic shell, cancellation, dispel magic,* or *negation.* Spellhaunts resist *dispelling* as if they were created by 11th-level wizards, and may attempt a saving throw versus spell to avoid being *absorbed, cancelled,* or *negated.* (*Anti-magic* destroys the spellhaunt with no saving throw.) Spellhaunts can also be defeated by physical damage or nonmagical fire, acid, etc. Spellhaunts automatically drain one "plus" from any magical weapon that strikes them, although they take normal damage from the blow.

Spellhaunts immediately cease to attack any target that has no magic left to it, so a desperate basher could decoy the creature by tossing his magic sword to the ground and dumping his potions out of his backpack. Spellhaunts are sated after draining 11 to 20 charges (1d10+10) and drift off, oblivious to their surroundings or the harm they may have caused.

Habitat/Society: Spellhaunts can be found in any place where the rules of things are strange. In fact, they can be found anyplace, since sometimes a spell that appears to fizzle in one plane creates a sympathetic reaction in a completely different part of the multiverse. It's hard to be certain, but it appears

that the spell's got to fizzle at just the right moment and under just the right conditions to turn into a spellhaunt.

Many wizards've investigated the spellhaunt phenomena, hoping to harness the creature's magic-draining powers for their own uses, but research in the field's difficult and risky. Spellhaunts can't be reasoned with and are immune to most forms of magic, so they can't be coerced or even restrained.

ECOLOGY: Without a steady diet of magical energy, spellhaunts quickly dissipate and die. The creature's "life" is a never-ending search for more energy to maintain its existence. It completely ignores natural ecosystems and surroundings; they mean nothing to it. All it wants to do is find the biggest source of magic it can and feed off it.

It's rumored that an Abyssal Lord has discovered a sure-fire method for creating spellhaunts and has some means of controlling the otherwise random creatures. These domesticated spellhaunts are called the Feeders. The chant is the tanar'ri lord uses the Feeders to defend his palace from his rivals and perform his personal errands. No reliable blood's ever seen a spellhaunt taking orders from anything, but then again, no one can really say that they know that a spellhaunt *wasn't* under orders when it attacked them.



	Androsphinx	Criosphinx	Gynosphinx	Hieracosphinx
CLIMATE/TERRAIN:	Warm lands	Warm woodlands	Warm lands	Warm hills
FREQUENCY:	Very rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Average 9-10)	Genius (17-18)	Low (5-7)
TREASURE:	U	F	R, X	E
ALIGNMENT:	Chaotic good	Neutral	Neutral	Chaotic evil
NO. APPEARING:	1	1	1-4	1-6
ARMOR CLASS:	−2	0	−1	1
MOVEMENT:	18, Fl 30 (D)	12, Fl 24 (D)	15, Fl 24 (D)	9, Fl 36
HIT DICE:	12	10	8	9
THAC0:	9	11	13	11
NO. OF ATTACKS:	2	3	2	3
DAMAGE/ATTACK:	2-12/2-12	2-8/2-8/3-18	2-8/2-8	2-8/2-8/1-10
SPECIAL ATTACKS:	See below	Nil	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8′ tall)	L (7½′ tall)	L (7′ tall)	L (7′ tall)
MORALE:	Fanatic (17)	Champion (16)	Fanatic (17)	Elite (13)
XP VALUE:	7,000	5,000	3,000	1,400

Androsphinx

Androsphinxes are huge, winged mythological creatures with the bodies of male lions and man-like facial features. They can speak the languages of common and all sphinxes.

Combat: The male, or andro-, sphinx is the most powerful of the sphinxes. Its huge paws can kill a normal man with just one swipe. If brute force is not successful, an androsphinx can cast spells as if a 6th-level priest. Note that most androsphinxes use these spells for healing and defense rather than damage and attack.

The androsphinx has another special weapon as well—his bellowing roar. It can roar three times per day, but must be very angry to do so. The first time an angry androsphinx roars, all creatures within 360 yards must roll successful saving throws vs. wands or flee in panic for three turns. When an already angry androsphinx is continually molested, even after bellowing once, it can roar even louder, causing all creatures within 200 yards to roll successful saving throws vs. petrification or be paralyzed with fright for 1d4 rounds. In addition, any creatures within 30 yards of this second roar are automatically deafened for 2d6 rounds (unless they are deaf already or have protected hearing organs). Any creature foolish enough to anger an androsphinx further will unleash his third and final roar with devastating effects. All creatures within 240 yards must successfully roll saving throws vs. spell or lose 2d4 points of Strength for 2d4 rounds (use −1 point equals −10% for characters with exceptional Strength). In addition to the weakness effects, any creature within 30 yards of the androsphinx is knocked over unless it is 8 feet tall or larger. Creatures knocked over suffer 2d8 points of damage and must roll a successful saving throw vs. breath weapon to avoid being stunned for 2d6 rounds. The force of this third roar is so powerful that stone within 30 yards cracks under the strain, unless it successfully saves vs. crushing blow.

Habitat/Society: Androsphinxes are the most solitary of the sphinxes. They shun gynosphinxes because they are jealous of the higher intelligence of their female counterparts, and find their neutral disposition a bit hard to deal with. However, most androsphinxes eventually succumb to the advances of a gynosphinx at least once in their lives.

Ecology: What is strangest about androsphinxes is not their combination lion/human appearance (as there are many such cross-mutations found in the world), but their apparent lack of purpose. They are by far the strongest of the sphinxes, but unlike their counterparts, have no true pattern of behavior universal to all androsphinxes. They despise communicating with humans and hate riddles (mostly because gynosphinxes love them so much). It is therefore suggested by those knowledgeable in mythological beasts and desert lore that androsphinxes are the guardians of the sphinxes, evil (hieraco-), neutral (gyno- and crio-), and good (andro-).



Certainly, androsphinxes are the lifelong adversaries of the hieracosphinxes, but they almost always let the defeated enemy go free instead of finishing the kill (often with a roar or two at the fleeing sphinxes' behinds).

In short, androsphinxes are free-roaming sphinxes sworn to defend other sphinxes against other races, namely men and their ilk. They have been known to bargain with men on occasion, but are the least greedy of the sphinxes, and are the only sphinxes likely to take offense at such offerings if made by characters with low Charismas or evil alignments.

Criosphinxes

Criosphinxes have the bodies of winged lions, but they have the heads of rams. They are always male. They can speak their own dialect of sphinx, as well as that spoken by andro/gynosphinxes and the languages of animals.

Combat: Criosphinxes attack with their two paws or with a head butt with their ram's horns. Because they cast no spells and are not the brightest of sphinxes, their bargains with other beings are limited to "safe passage or die." They love treasure and lust after gynosphinxes constantly. Plenty of wealth, or knowledge of the location of a gynosphinx's lair, is always enough for adventurers to avoid confrontation with criosphinxes.

Habitat/Society: Criosphinxes prize wealth and usually seek to extort passers-by for safe passage in exchange for a hefty bribe. They are sometimes found in packs of two or more, but only because all of these sphinxes are looking for the same gynosphinx. They often follow other criosphinxes, even if they have no idea whether or not the leader really knows where he's going. When a number of criosphinxes find a gynosphinx, the first order of business is to restrain their prey. Usually pushing boulders in front of the lair with their huge horns is sufficient. Then the criosphinxes butt horns like rams, except these creatures do their fighting in the air. The winner gets the prize.

More often than not, however, criosphinxes begin their combat immediately upon finding their quarry, and inevitably the victor strides forth to find the gynosphinx gone. While the criosphinxes often find themselves richer for their trouble, as the gynosphinx rarely sees the need for material wealth while it is fleeing, it is only a poor reward indeed for their often decades-long quest.

Ecology: Criosphinxes are obviously just further mutations of the already mysterious sphinx form. Their ability to speak with animals seems to be an evolutionary necessity, as criosphinxes are particularly fond of warm wooded areas, often bordering on the desert lands preferred by gynosphinxes.

Gynosphinxes

The gynosphinx is the female counterpart of the androsphinx, having a winged lion's body and human-like facial features. Gynosphinxes are not nearly as powerful as androsphinxes, but they are much more knowledgeable, clever, and wise. Gynosphinxes speak all sphinx languages as well as common.

Combat: Gynosphinxes can attack with two paws, but prefer to bargain with their opponents. They help strangers only if they are paid. They accept payment for services rendered or knowledge and advice given, in the form of gems (preferred), jewelry, magic, or knowledge. Knowledge that would be of special interest to a gynosphinx is the location of an androsphinx, but they accept fine prose, poetry, lore, or a good riddle.

If anyone breaks a bargain with a gynosphinx, he is subject to attack and the gynosphinx won't hesitate to devour the victim if it wins the fight. The gynosphinx can cast the following spells once per day: *detect magic, read magic, read languages, detect invisibility, locate object, dispel magic, clairaudience, clairvoyance, remove curse,* and *legend lore*. It can also use each *symbol* once per week. Note that a gynosphinx is very intelligent and can use these spells in many ways. If a bargaining group of adventurers steps back to discuss their plans among themselves, the gynosphinx will growl a little and cast *clairaudience* to listen in.

Habitat/Society: Gynosphinxes are solitary by nature, but not by choice. They spend most of their lives avoiding the advances of criosphinxes (which they detest) and hieracosphinxes (which they fear), and searching high and low for an androsphinx.

Gynosphinxes are intelligent enough to actively seek out ruins and mystical places, like forgotten temples and such, which they immediately occupy. Using their many spells to learn as much as possible about the setting, they then wait for the next group of travelers, pilgrims, or adventurers to come by and hope that they've encountered an androsphinx in their travels or have spells or magical items that might be usable for just such a purpose.

Ecology: Gynosphinxes own the dubious distinction of being the only female sphinx. A gynosphinx mated with an androsphinx will produce another androsphinx or gynosphinx (even chances for both). A gynosphinx mated with a criosphinx only produces another male criosphinx, while mating with a hieracosphinx produces similarly displeasing results.

Fortunately, gynosphinxes are much smarter than all of their counterparts and can avoid otherwise compromising situations through trickery and outright deceit. Unfortunately, they are among the slowest of the sphinxes when flying or running, and the lustful criosphinx and vicious hieracosphinx rarely give up the chase once a gynosphinx has been located.

Hieracosphinxes

Hieracosphinxes are the only evil members of their breed. They have the bodies of lions, but the wings and head of hawks. They are always males. They speak the languages of the other sphinxes, and some (20%) also speak common.

Combat: Hieracosphinxes do not cast spells, much like the criosphinxes, but make up for their weaknesses with tenacious evil and viciousness. Their paws and sharp beaks are deadly in combat, and they have been known to swoop down on victims.

Habitat/Society: Hieracosphinxes live in hilly regions exclusively, dwelling in caves overlooking the nearby deserts. They delight in evil and sometimes gather in bands of as many as six to do their vile business. Most often when a band of hieracosphinxes is encountered, it is hot in pursuit of an androsphinx, which they hate with all of their beings. Only in numbers can they hope to defeat so powerful an adversary, and these sphinxes never believe in honor or playing fair. While it is true that a victorious androsphinx sometimes lets the defeated flee (in the vain hope that the battle may change the losers' dispositions), a defeated androsphinx is always ripped to pieces when the hieracosphinxes are numerous enough and lucky enough to win the fight.

Hieracosphinxes also spend much of their time searching for a gynosphinx to mate with, but prefer to kill an androsphinx and inhabit his lair until a gynosphinx eventually arrives (usually by following old rumors and legends). It is worthwhile to note that there are more hieracosphinxes than criosphinxes.

Ecology: Hieracosphinxes are belligerent mutations of unknown origin. It is believed that they were created by elder gods of evil merely to wreak havoc on the other, more pleasant sphinxes described above.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18, Fl 24
HIT DICE:	9
THAC0:	12
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d6/2d6/4d6/1d6/1d6
SPECIAL ATTACKS:	Chain lightning
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	L (12' at shoulder)
MORALE:	Fanatic (18)
XP VALUE:	6,000



Astrosphinxes are a malevolent breed of sphinx whose origins are shrouded in mystery. Standing twice as tall as a man, the astrosphinx is covered with brass-colored scales like those of a dragon. A pair of huge black bat wings sprouts from its back. The head resembles a goat skull, with tiny pinpricks of violet light in its eye sockets. The head does in fact have flesh; it is just so pale, and stretched so tightly across the skull, that it seems invisible. Instead of forepaws, the astrosphinx has a pair of large, clawed human hands. The beast exudes a smell of ozone and offal.

These frightful creations, parodies of true sphinxes, speak the language of all sphinxes and the Common tongue.

Combat: An astrosphinx uses its two goat horns to attack with a head-butt, each horn doing 1d6 damage. It can bite viciously (4d6 damage). Its human hands have large claws that do 1d6 damage each. In rare instances (5% of the time), the creature wields a two-handed sword, sometimes magical.

Though the creature has a draconian body, it cannot use its tail or hind legs in combat. It does, however, breathe a cone of sleep gas 80' long, 4' wide at the beast's mouth and 20' wide at the base. Targets caught in the cone must save vs. breath weapon or fall asleep for 1d6 turns. Victims in wildspace in their own air bubbles remain asleep until the gas is somehow flushed out of the air supply. The astrosphinx can employ this breath weapon once every five rounds.

Finally, the astrosphinx can shoot a 9d6 chain lightning bolt from its eye sockets. There is a one-round delay before hurling the bolt, and a resting of the eyes for one round afterwards. On the round before the bolt fires, the pinpoints of light in the astrosphinx's eye sockets change color from violet to gold. On the round after the bolt is fired, the eyes change to red. At the end of that round, the eyes change back to their normal violet, which means that the eyes have recharged.

The disadvantage to the sphinx's lightning weapon is that it is blind for the one round of rest. The sphinx suffers a −4 penalty to THAC0 in melee combat during the round of eye rest.

In melee combat, the astrosphinx attacks homicidally, mindlessly until nothing living still stands. As a rule, after its riddle is answered incorrectly (see below), the sphinx breathes its sleep gas, shoots the lightning, then hurls itself into melee. The astrosphinx attacks not only the person who got the riddle wrong, but all companions as well.

Habitat/Society: Astrosphinxes are fiercely territorial and challenge all intruders to a contest of riddles. Those who answer incorrectly, or do not answer at all, are killed outright. Due to their dementia, the astrosphinxes challenge any living things, even birds, bugs, small animals, and plants.

The madness of the astrosphinxes renders their riddles unanswerable and illogical: "What is the speed of blue?" "How loud is down?" "What do a kobold and the Spelljammer have in common besides triangles?" Unfortunately, an astrosphinx slays anyone who does not answer its riddle correctly; so, an astrosphinx is usually the only creature on a given planet.

Some travellers, legend states, have solved an astrosphinx's mad riddle by giving an equally mad or nonsensical answer. This tactic seldom works (1% chance of success). Legend says that if an astrosphinx's riddle is answered correctly, the beasts erupts into a 20d6 ring of chain lightning, killing itself. Supposedly all that is left is a clue to the whereabouts of the Spelljammer.

The astrosphinx can survive in space without air. It lairs most often on small, barren chunks of rock. The sphinx eats anything, usually those who give wrong answers to its riddles.

Ecology: The astrosphinx is a bizarre predator that all conscientious races believe is better off hunted down and killed. Not even the evil intelligent races have anything to do with it. Saving any piece of an astrosphinx as a trophy is considered a bad omen, and the owner of the grisly trophy winds up shunned by his fellows.

CLIMATE/TERRAIN:	Desert, mountain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	9, Fl 24 (D)
HIT DICE:	11+11
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d4/3d4/5d4
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (9' tall at the shoulder)
MORALE:	Fanatic (17–18)
XP VALUE:	12,000



The highly magical dracosphinx is native to the desert highlands, where it competes with the more numerous hieracosphinx for territory. This fierce, sly predator scours the wilderness for prey, be it small game or humans. The dracosphinx has a lion's body, a red dragon's head and foreparts, and a mane of colorful feathers. Its long forepaws have sharp dragon claws.

The dracosphinx speaks common and the language of red dragons, to whom it is distantly related.

Combat: Dracosphinxes are excellent wizards, specializing in illusions. They have the spells of a 9th-level illusionist, but cast them as if they were 12th level. They often use their illusions to fool prey into a false sense of security, then strike when it is least expected.

A dracosphinx attacks with its huge claws and teeth, causing 3d4 points of damage with a successful claw strike and 5d4 points of damage with its fangs. The fiery breath weapon can be used once per turn; this spews forth flaming gas in a 100-foot-long cone that is 20 feet wide at its far end. This inflicts 8d10+8 points of fiery damage. A successful saving throw vs. dragon breath reduces the damage by half.

Habitat/Society: Dracosphinxes live solitary existences on bleak cliff sides. They spend their days looking for prey and lying in the sun, although they will occasionally travel in search of obscure knowledge. Each dracosphinx carves out a territory of approximately five miles in diameter. They aggressively work to drive major predators from their territory: dragons, men, hieracosphinxes, and the occasional wyvern. Their philosophical ideas include the one that only the strongest and cleverest survive and the weak and cowardly get what they deserve.

Dracosphinxes know that humans who seek them out and talk to them often try to slay them; they enjoy tricking such humans with riddle contests and conversations that leave the humans unprepared for a sudden attack. They will usually make such an attack at least once during any prolonged encounter, as they value strength nearly as much as cleverness. Obvious weakness, lack of strong leadership in a group, or any hint of fear will almost certainly trigger an attack. Conversely, a show of strength backed up by the ability to deal with the attack when it comes will make the dracosphinx much more helpful as a source of information or lore. The dracosphinx can even be forced to give up a specific object if it is demanded and minutely described by an individual with certain knowledge that it is in the creature's hoard.

Once a dracosphinx has been bested, assuming it survives, it will usually abandon its territory and in order to find a new place to live.

Dracosphinxes pride themselves on their cunning and respect it in others. They will occasionally let weak but clever captives go in exchange for a service, usually the recovery of a magical item or piece of lore. Knowledgeable captives will be kept as long as the dracosphinx can learn something new from them; this takes one day per experience level of the captive, with Intelligence checks required daily thereafter to hold its interest. When the dracosphinx loses interest, the captive will likely be killed and eaten. Like dragons, dracosphinxes are greedy and amass hoards of coins, jewels, and other valuables.

Ecology: Dracosphinxes mate once in a lifetime, with the female flying away to raise a clutch of three to five large brown eggs. These eggs are laid in separate areas and buried, since hatchlings are likely to eat each other. The hatchlings are about a foot long at birth and are capable of hunting small game. They grow to nearly full size within a year. They have life spans of about 600 years. Dracosphinxes cannot be tamed except through magical means.

	Hairy	Large	Huge	Giant	Phase	Sword	Gargantuan
CLIMATE/TERRAIN:	Any non-arctic land	Any non-arctic land	Any non-arctic land	Any non-arctic land	Any	Any (prefers jungles)	Any non-arctic land
FREQUENCY:	Common	Common	Common	Uncommon	Rare	Very rare	Very rare
ORGANIZATION:	Swarm	Swarm	Pack	Nest	Solitary	Solitary	Nest
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Non-(0)	Animal (1)	Low (5-7)	Low (5-7)	Avg. (8-10)	Low (5-7)
TREASURE:	Nil	J-N	J-N, Q	C	E	Nil	C
ALIGNMENT:	Neutral evil	Neutral	Neutral	Chaotic evil	Neutral	Chaotic evil	Chaotic evil
NO. APPEARING:	1-20	2-20	1-12	1-8	1-4	1	1-6
ARMOR CLASS:	8	8	6	4	7	3	4
MOVEMENT:	12, Wb 9	6, Wb 15	18	3, Wb 12	6, Wb 15	6, Wb 8, Cl 8	9, Wb 12
HIT DICE:	1-1	1+1	2+2	3+3 or 4+4	5+5	5+5	7+7 or 8+8
THAC0:	20	19	19	3+3 HD: 17 4+4 HD: 15	15	15	7+7 HD: 13 8+8 HD: 11
NO. OF ATTACKS:	1	1	1	1	1	2	1
DAMAGE/ATTACK:	1	1	1-6	1-8	1-6	2-8 (bite)/ 2-12 per leg	2-12
SPECIAL ATTACKS:	Poison	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Phasing	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	T (6" or less diameter)	S (2' diameter)	M (6' diameter)	L (8'-12' diameter)	H (14' diameter)	H (12' diameter)	G (10' long, 20' diameter)
MORALE:	Average (10)	Unsteady (7)	Average (8)	Elite (13)	Champion (15)	Elite (13)	Elite (14)
XP VALUE:	65	175	270	3+3 HD: 420 Flying: 650 4+4 HD: 650 Steeder: 975 Trap door: 975	1,400	2,000	7+7 HD: 1,400 8+8 HD: 3,000

Spiders are aggressive predators, dwelling both above and below ground. Most listed here are poisonous and bite prey first, because unconscious victims are easier to carry to a lair.

Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs.

Hairy Spider

These are the vicious, black, hunting spiders that are found in jungles, tombs, caverns, and throughout the Underdark. Though spin no webs, they can move readily in the webs of other spiders, and they are immune to all known spider venoms.

Hairy spiders hunt in groups, swarming over victims to bite. Up to 40 hairy spiders can swarm a human-sized victim, and bite with a +5 bonus to attack rolls once they are attached. Hairy spiders are remarkably resistant to crushing damage; rolling or crashing into walls is ineffective at removing or destroying hairy spiders. They must be individually struck or torn away.

Hairy spiders are sometimes used as familiars, especially by drow wizards. They can carry small items and walk on walls and ceilings; they have 60-foot infravision and are not afraid of fire. Some (40%) of these spiders can *detect invisibility*; they have a 4 in 6 chance, once per round. These familiars are sometimes given treasure by their masters.

Victims receive a +2 bonus to saving throws vs. the hairy spiders' weak poison. If the saving throw fails, the victim's AC and attack rolls are penalized by 1, and Dexterity is penalized by −3 with respect to Dexterity checks. These effects begin one round after the bite and last for 1d4+1 rounds.

Large Spider

Large spiders are web-spinners that build strong, sticky webs, and often lurk nearby waiting for victims to get stuck while examining the beautiful constructions of their own spinning. A being with Strength 19 or more is unaffected by the webs. For each point of Strength less than 19, it takes one round to break free of the webs (for exampie, a PC with Strength 15 can break free in four rounds). As many spiders as possible will attack the defenseless victim during its struggle to free itself. Entangled characters can be attacked with a +4 bonus to hit, and lose all Armor Class adjustments due to Dexterity.

The large spider's poison is Type A, the onset time is 15 minutes. Victims take 15 points of damage, or no damage if a saving throw vs. poison (with a +2 to the roll) is successful.

Huge Spider

Huge spiders are hunting spiders that prefer to hide in camouflaged tunnels and holes and wait to leap as much as 30 feet through the air at unsuspecting victims. Their opponents suffer a −6 to surprise rolls when attacked in this manner.

Huge spiders also posses Type A poison, with the same effects as that of a large spider. Victims receive a +1 to saving throws vs. the poison of the huge spider.

The **watch spider** is a specially bred, huge spider used as a guard animal in cellars, warehouses, and some drow homes. It has Low Intelligence (5-7) and can be trained to obey a master, not attack beings designated by the master, and to disable spellcasters. Their venom has an onset time of 1-2 rounds and causes paralysis for 2d4 turns, unless the victim makes a successful saving throw vs. poison (with a +1 on the roll). If starved for long periods, they often eat paralyzed prey.

Giant Spider

Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison is Type F, which causes immediate death if the victim fails the saving throw.

The **giant water spider** is a small version (8-foot diameter, 3+3 HD) of the giant spider. It lives in a burrow in a body of fresh water, and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider

(movement rate 15), but cannot travel through webs. It is only semi-intelligent (2-4) and has treasure as a huge spider; its bite causes only 1d4 damage plus poison.

The **flying spider**, sometimes just called a hunting spider, is a giant, winged, hunting spider. They are sometimes trained as guard animals, especially by the drow. They are 10 feet in diameter and have 3+3 Hit Dice. Its normal movement rate is 9, and its great gossamer wings allow it to fly at the same rate (MC: D). These spiders can also leap up to 70 feet, and fall any distance without harm upon landing, as long as they use their wings. Hunting spiders have Type A poison, just as a large spider, with the same damage and saving throw adjustment.

The **giant trap door spider** is a hunting spider which builds tunnels and surprises prey like a huge spider; it is brown or golden, with red strips around its legs. On a successful attack roll, the spider can grab a victim and attempt to drag it into its lair. A victim can get free by making a successful Strength check, with a −2 penalty, or be freed by companions, if their Strength totals 20 or more. The victim can make no attacks.

A giant trap door spider has 4+4 Hit Dice and causes 2d4 damage per bite. Its poison causes an additional 1d6 points of damage if the victim fails a saving throw vs. poison. Though it does not build webs, it can travel through webs of other spiders, and it can shoot web strands up to 3 feet. The web strands require normal attack rolls to hit; they cause no damage, but entangle a victim for 1d4 rounds.

The **steeder** is a giant hunting spider with tarantula markings, 4+4 Hit Dice, and a movement rate of 12. It does not spin webs and cannot move in them, but its feet exude a sticky substance which allows it to cling to precarious surfaces, even if only one foot is touching the surface. The steeder also uses the secretions (50% of the time) to cling to prey; this requires an attack roll from the steeder, against AC 10 for the victim, adjusted only for magic and Dexterity. A victim can escape by making a successful Strength or Dexterity roll with a −10 penalty. While held, the victim suffers a −2 penalty to attack and damage rolls and is automatically bitten once per round.

Duergar dwarves use steeders as mounts, fitting the spiders with complex saddles and control straps. A steeder can leap 240 feet, even with a rider. Leaps are considered charging attacks. A steeder moves on walls and ceilings at half its normal rate; duergar saddles are built for this kind of motion.

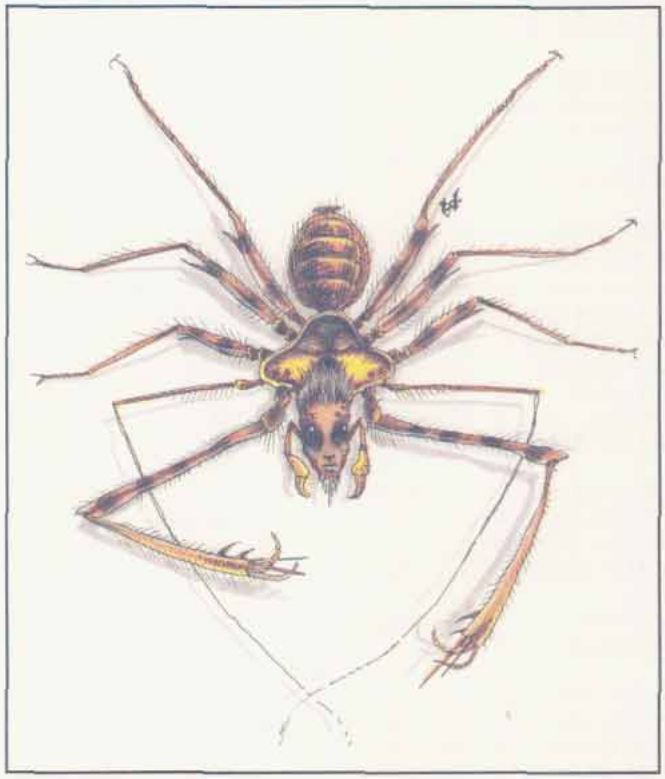
Phase Spider

Phase spiders are web-spinners with a raised thorax and a human-like head; they are often confused with neogi or driders. They have a unique ability to phase in and out of the Prime material plane. They phase in, attack, and phase out, all in a single round. This gives them a −3 modifier on initiative rolls; if a phase spider wins initiative by more than 4, it attacks and phases out before its opponent has a chance to strike back. Then too, a phase spider usually phases into existence behind its chosen victim, so they get a +4 modifier for attacking from behind. Phase spiders flee to the Ethereal plane when outmatched; there, they gain only a −1 modifier to initiative and can be attacked every round, regardless of the initiative result.

Phase spiders have Type F poison, and victims receive a −2 penalty on saving throws against it.

Sword Spider

This giant hunting spider is native to jungles, but has been introduced into the Underdark by drow traders. It has a sleek, hairy, black body with brown stripes. Its legs have bony plates with sharp, raised ridges that cut like sword blades.



Against formidable prey, a sword spider leaps horizontally as far as 30 feet, and lands legs forward, impaling its prey. Only one attack roll is made for the creature. If the attack is successful, the victim is struck by a number of legs based on its size: size S, three legs; size M, four legs; size L, five legs; size H, six legs; size G, all eight legs. If the spider's leap is greater than 20 feet, each leg receives a +1 bonus to damage. Any upward attack against the leaping spider receives a −4 to the attack roll, due to the impaling blades which protect the spider.

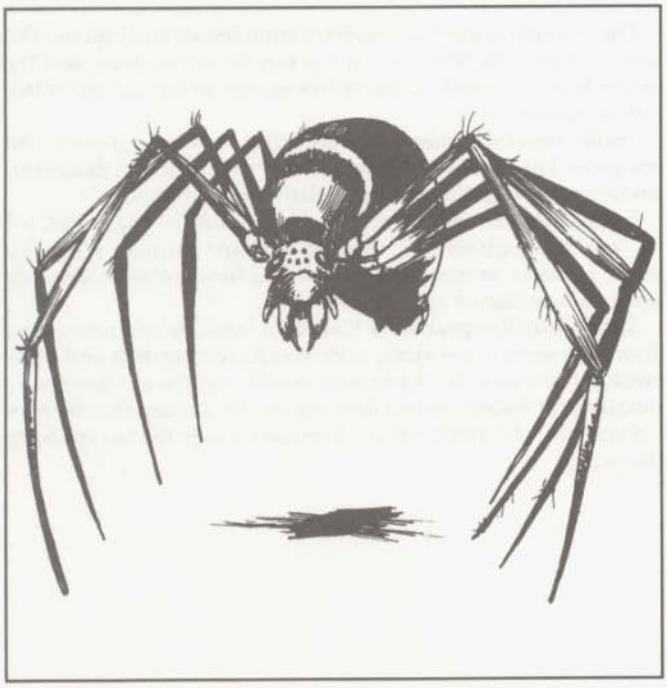
Gargantuan Spider

The gargantuan spider, also called a whisper spider, is a hunting spider with red eyes, a black body, and two gray stripes along its abdomen. They usually live in huge webs in a forest or a cave, keeping treasure from prey in a small hole, or in the bole of a tree. The whisper spider has 8+8 Hit Dice. It can flatten itself to become 80% undetectable; it is so silent that opponents suffer a −5 penalty to surprise rolls.

Using its webbing, it can make a false spider, a flapping banner, a filmy veil, or any shape it has ever seen; it uses these to mislead prey. The spider can make a web net to trap prey, or it can shoot web strands up to 2 feet to bind a foe. Either attack treats the spider's opponent as AC 10 and prevents the spider from making a melee attack that round. A victim caught by webbing is treated as if caught in a *web* spell. When bitten, a victim must make a successful saving throw vs. poison, with a penalty of −2, or fall into a coma for 2d4 turns.

Giant marine spiders are gargantuan spiders with 7+7 Hit Dice, which live in burrows near bodies of saltwater. Like their freshwater cousins, they carry prey to their lairs; though they collect no treasure, their lairs may contain incidental items from victims. They have type F poison, and do not share the whisper spider's special abilities.

	Large	Huge	Giant	Giant Water	Giant Marine	Phase
CLIMATE/TERRAIN:	All land except arctic regions	All land except arctic regions	All land except arctic regions	Fresh water	Salt water	Any
FREQUENCY:	Common	Common	Uncommon	Common	Uncommon	Rare
ORGANIZATION:	Group	Roving pack	Group	Nest	Nest	Webs
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Low (5-7)	Semi- (2-4)	Semi- (2-4)	Low (5-7)
TREASURE:	J, K, L, M, N	J, K, L, M, N, Q	C	J, K, L, M, N, Q	Incidental	E
ALIGNMENT:	Neutral	Neutral	Chaotic evil	Neutral	Neutral	Neutral
NO. APPEARING:	2-20 (2d10)	1-12	1-8	1-10	1-6	1-4
ARMOR CLASS:	8	6	4	5	4	7
MOVEMENT:	6, Wb 15	18	3, Wb 12	15	15	6, Wb 15
HIT DICE:	1+1	2+2	4+4	3+3	7+7	5+5
THAC0:	19	19	17	17	13	15
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1	1-6	1-8	1-4	3-12	1-6
SPECIAL ATTACKS:	Poison	See below	See below	Poison	Poison	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (2' diameter)	M (6' diameter)	L (12' diameter)	M (8' diameter)	L (20' diameter)	L (14' diameter)
MORALE:	Unsteady (7)	Average (8)	Elite (13)	Steady (12)	Elite (14)	Champion (15)
XP VALUE:	175	270	650	420	1,400	1,400



All spiders are aggressive predators, dwelling both above and below ground. All of the listed types of spiders are poisonous and will seek to bite their prey first before taking it back to their webs.

Large Spiders

Large spiders all build strong, sticky webs and often lurk nearby waiting for victims to get stuck while investigating the beautiful construction. Any creature stuck in a spider's web can escape if given time. A being with a Strength of 19 or greater is unaffected by the webs. For each point of Strength less than 19, it requires one round to extricate oneself from the fibers (i.e., someone with a 15 Strength can break free in four rounds). Meanwhile, of course, as many spiders as possible will attack the defenseless character while he tries to free himself. Entangled characters can be attacked with a +4 bonus to hit, and lose all Armor Class adjustments due to Dexterity.

The bite of large spiders can be deadly if a save versus poison is failed, but the poison (type A, damage 15/0) is relatively weak and allows a +2 bonus to the roll.

Huge Spiders

Huge spiders prefer to hide in camouflaged tunnels and holes, and wait to leap as much as 30 feet through the air at their unsuspecting victims; opponents are -6 on their surprise rolls when huge spiders attack in this manner.

The poison of huge spiders is slightly stronger than the large spider variety and allows only a +1 bonus to the saving throw.

Giant Spiders

Giant spiders are identical to large spiders, only bigger. Their poison (type F) is deadly if a save versus poison is not made.

Giant Water Spiders

Giant water spiders drag their prey beneath the water to large nests, where they can safely cocoon their catches for later digestion. Their powerful venom (type F) is deadly if a save versus poison is not made.

Giant Marine Spiders

Giant marine spiders are simply saltwater varieties of the giant water spider.

Phase Spiders

Phase spiders are web dwellers and have the unique ability of phasing in and out of the Prime Material plane. They phase in, attack, and phase out, all in a single turn. This gives them a -3 modifier on initiative rolls. If the phase spiders win the initiative roll by more than 4 points, they attack and phase out before their opponents get a chance to strike back. Also, phase spiders usually phase in behind their opponents so they get the +4 modifier for attacking from behind. On the Ethereal plane, phase spiders get only a -1 modifier on initiative and can be attacked every round, regardless of the initiative result. Phase spiders always flee to the Ethereal plane when outmatched.

The deadly poison (type F) of phase spiders is the strongest of all the spiders, with a -2 penalty to save.

	Whisper Spider	Giant Trap Door Spider
CLIMATE/ TERRAIN:	Tropical, subtropical, and temperate/Plain, forest, hill, mountain, and jungle	Tropical, subtropical, and temperate/ Plain, forest, and jungle
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Animal (1)
TREASURE:	C	C
ALIGNMENT:	Chaotic evil	Nil
ARMOR CLASS:	4	4
MOVEMENT:	9, Wb 12	3, Wb 12
HIT DICE:	8 + 8	4 + 4
THAC0:	11	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-12	2-8
SPECIAL ATTACKS:	Webs, poison	Webs, poison
SPECIAL DEFENSES:	Jumps	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (15′ long)	L (8′ long)
MORALE:	Elite (14)	Average (9)
XP VALUE:	1,400	420

Whisper Spider

The whisper spider has a plump abdomen, multiple eyes, and four pairs of segmented legs Its body is covered with short, black bristles. Two gray stripes run the length of its back. Its eyes are bright red The whisper spider moves quite rapidly on its webs and can also make six-foot leaps in any direction.

Combat: The whisper spider uses lures and misdirection to capture prey It can create a false spider, a flapping banner, a filmy barrier to hide behind, or any other shape it has seen. It creates ten-foot-square web sheets to trap prey and gain a better chance to inflict a killing bite. It also shoots web strands up to two feet away to bind foes (treat as if the target is AC 10), though it cannot make a melee attack in the same round it shoots webbing. A victim in contact with a web must roll a saving throw vs. wand; if he fails, he is stuck fast as if caught in a web spell.

If a whisper spider makes a successful bite attack, the victim must roll a saving throw vs. poison with a -2 penalty. It the roll fails, the victim tails into a stupor for 2d4 turns, the victim can take no actions until the poison wears off.

A whisper spider can flatten itself against the ground and become 80% undetectable. It moves so silently that opponents have a -5 penalty to their surprise rolls.

Habitat/Society: The whisper spider's lair is a large web, usually concealed in tree branches or inside a cave. It keeps treasure items taken from consumed victims in a hole in the ground near its web, or in hollow trees

The females of both species eat their mates 50% of the time; the more fortunate males are able to scramble to safety. Females lay about 100 eggs at once, but fewer than 20% actually hatch. The whisper spider keeps her babies on her back until they mature, a period of about three to four months.

Ecology: Most predators avoid these dangerous spiders, though spider babies are eaten by birds, frogs, bats, and small mammals.



Giant snakes sometimes eat adult spiders.

Both spider species eat any warm–blooded creature they can ensnare. Favorites include monkeys, wild boars, herd animals and humans.

Giant Trap Door Spider

Like the whisper spider, the trap door spider has a plump abdomen, multiple eyes, and four pairs of segmented legs. Its body is covered with long, silky hairs, either brown or gold in color. Its legs are banded with red stripes.

Combat: The trap door spider lives at the bottom of a deep tunnel. It covers the entrance to the tunnel with a door of sticks, weeds, webbing, and mud, then waits at the bottom for victims. The spider can detect the vibrations of approaching creatures up to 50 yards away. When a victim comes within ten feet of the trap door, the spider scrambles out of the tunnel and attacks. Because the spider moves quickly and silently, the intended victim has a –5 penalty to his surprise roll. The spider attempts to grab its victim by making a normal attack roil; if successful, the spider drags the victim back into the tunnel and starts to eat him. A grabbed victim can free himself with a successful Strength check (with a –2 penalty). At least two characters whose Strength totals 20 or more can wrench a companion loose. While the spider has a hold on a victim, it can make no other attacks.

If a trap door spider makes a successful bite attack, the victim must roll a successful saving throw vs. poison or suffer an additional 1d6 points of damage. The trap door spider can shoot web strands up to three feet away.

Habitat/Society: Trap door spiders live in their underground tunnels. A tunnel is usually about ten feet in diameter and can be as much as 100 feet deep. The bottom of the tunnel sometimes contains two chambers, the second used to store treasure items.

The female trap door spider creates a silken web sack on the side of the tunnel to hold her eggs. When the eggs hatch, the young spiders crawl from the tunnel to make their own way in the world.

Ecology: See above.

	Dark	Mountain	Silt
CLIMATE/TERRAIN:	Subterranean	Any	Silt
FREQUENCY:	Very rare	Very rare	Common
ORGANIZATION:	Tribe (patrol)	Pack	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Highly to exceptional (13–16)	Exceptional (15–16)	Animal (1)
TREASURE:	Q (×2)	E. N, Q	Nil
ALIGNMENT:	Neutral	Chaotic neutral	Neutral
NO. APPEARING:	2–20 (1–4+2)	5–20	6–36
ARMOR CLASS:	2	2	7
MOVEMENT:	15	1 2	12, Sw 12
HIT DICE:	6	5+3	1+1
THAC0:	15	1 3	19
NO. OF ATTACKS:	3	1	1
DAMAGE/ATTACK:	l–10 (×2)/1–6	1–8	1–3
SPECIAL ATTACKS:	See below	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (4′–6′ long)	M (6′ tall)	T (6″ long)
MORALE:	Elite (15)	Fanatic (18)	Average (9)
LEVEL/XP VALUE:	Warrior 975 Mage 2,000 Queen 3,000 (8 HD) Psionicist add 2,000	975	65
PSIONICS SUMMARY:	Varies	10% chance	Nil
PLAYER'S OPTION:	MAC 7	MAC 5	MAC 7

Psionicists

PSIONICS SUMMARY: Dis 2/Sci 3/Dev 10; PS 11; PSPs 40
Att: EW, MT, PsC; Def: IF, MB, TS

PLAYER'S OPTION: #AT1; MTHAC0 16; MAC 5

Clairsentient: *Sciences* – clairaudience, clairvoyance; *Devotions* – danger sense, feel sound, know direction, radial navigation, know location.

Telepathic: *Sciences* – mindlink; *Devotions* – contact (inflict pain), ego whip (invisiblity), false sensory input, mind thrust (mindbar), psychic crush (send thoughts).

Queens

PSIONICS SUMMARY: Dis 3/Sci3/Dev 11; PS 13; PSPs 50
Att: EW, II, MT, Def IF, MBk, TW

PLAYER'S OPTION: #AT1; MTHAC0 15; MAC4

Same as above, plus

Psychometabolic: *Sciences* – life draining; *Devotions* – expansion.

Dark spiders are intelligent, subterranean arachnids that live in small tribal units. Their race is divided among various functions—some have psionic powers and some can use defiler magic. Tribes are ruled by a powerful queen who is both a 6th-level psionicist and a 6th-level defiler.

Dark spiders are huge, disgusting spiders with oily black skin mottled with deep purple or red. They have somewhat humanoid faces and the more intelligent ones can actually speak the common tongue of merchants.

Combat: In melee, dark spiders attack with two forelegs and a poison bite The forelegs cause 1–10 (1d10) points of damage and the bite causes 1–6 (1d6) points of damage, plus poison. Their poison (type F) is deadly if the victim does not immediately successfully save vs. poison. A successful save prevents any damage to the victim, while a failed save causes immediate death.

The spiders often lay snares made from their webs to entrap their foes. They then descend upon their victims in one group attack. Their psionicists often lure potential victims into their webs.

The psionicists and defilers among them sometimes lead hunting parties of warrior dark spiders. They often sneak up on living creatures that are asleep. They usually attempt to bind them with their webbing and bring them back alive for their queen, but victims are poisoned and fed upon immediately if they put up a struggle.

Habitat/Society: There seem to be three types of spiders in a tribe. The first, and most common, is the warrior spider. One in five dark spiders is slightly more intelligent and has limited psionic powers. The second type of dark spider is the mage spider. These spiders also have slightly greater intelligence than other dark spiders. Defiler dark spiders are known to use as high as 6th-level defiler magic and 20% of them have psionics. These spiders share an elite position with the defiler dark spiders and act as leaders of warrior dark spiders. The last

and most feared dark spider is the queen spider. The queen spider is an extremely powerful and skilled psionicist/defiler. She is considered a 7th-level defiler and a 6th-level psionicist. Her poison (type E) is even more deadly than that of other dark spiders and causes death if the victim does not make a successful save and 20 points of damage even if the save was successful.



Ecology: Dark spiders no natural enemies, but often make enemies of beings living near their lairs. Their young are born in web sacks, located in the lair's hatchery.

The poison is highly prized by assassins. In rare cases, the spiders have been known to trade silk for live food. A number of merchant houses are rumored to trade slaves as food in exchange for valuable silk.

Mountain Spiders

Mountain spiders are large creatures that resemble most other spiders except for their size and color. They blend in well with their surroundings, taking on the coloration of the rocks within the area shortly after birth.

They make their dens in small caves on cliff walls and mountain sides. They often prey upon birds and other creatures that get too close to then caves.

Combat: Mountain spiders prefer to attack by surprise. They attack by biting their opponents for 1–8 (1d8) points of damage and their bite carries with it a strong venom (type 0) that causes paralysis in a victim in 2–24 (2d12) minutes unless the victim makes a successful save vs. poison.

Habitat/Society: There is a 10% chance that a mountain spider has the following psionic powers

PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12; PS 13; PSPs 50 Att: EW, II, MT, PB; Def: IF, MB, TS, TW
PLAYER'S OPTION:	#AT 3/2 MTHAC0 14; MAC 3

Telepathic: *Sciences* – domination, mass domination, psionic blast (ultrablast), mindlink; *Devotions* – attraction, awe, contact (inflict pain) ego whip (ESP) empathy, id insinuation (Phobia amplification), invincible foes, mind thrust (repugnance).

Psychometabolic: *Sciences* – nil; *Devotions* – body weaponry (the weapons produced resemble insect parts), cat fall.

Clairsentience: *Sciences* – none; *Devotions* – danger sense, sensitivity to observation.

Mountain spiders are highly intelligent creatures and they use many tricks to lure in prey. They often place shiny metal objects just inside the entrances of their caves where the sun will shine on them, hoping the glare will attract the interest of travelers. It is believed that many of their tunnels link together and that the mountain spiders have an almost tribal society composed of various smaller packs. Because no intelligent creature has crawled through the tunnels of these creatures, the truth remains unknown.

Ecology: Mountain spiders consume living flesh and blood, and they are especially fond of wounded rocs.

The venom of mountain spiders is highly prized by assassins. A skilled priest, defiler, or preserver can transform it into a potion to cure paralysis.

Silt Spiders

Silt spiders are small spiders that easily blend into silt-filled areas. They can swim through silt easily and often attack unseen, deep within the silt. They swarm all over anything that comes within their area. Worse than their bites is their poison. The poison causes no damage, but unless a victim makes a successful save vs. poison at +2, he becomes paralyzed and cannot move. Paralyzed victims are easily preyed upon by the swarming silt spiders. While the poison's effects wear off in 2–12 (2d6) rounds, most victims are bitten so many times they become food for the spiders long before the paralysis wears off.

Spider, Asteroid

CLIMATE/TERRAIN:	Asteroids
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-8
ARMOR CLASS:	2/7
MOVEMENT:	9, Wb 18
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	6 or 1
DAMAGE/ATTACK:	1-3 each or 1-6
SPECIAL ATTACKS:	Paralyze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' wide)
MORALE:	Average (9)
XP VALUE:	650



These ten-legged beasts build webs between asteroid rocks to trap their prey.

The asteroid spider is not truly a spider, but it has enough similarities to one that sailors have dubbed as such. It has ten legs, spaced evenly around its globe-shaped body. Each is jointed like that of a spider and ends in a small hook. On the top of the globe are its sensory organs. The eyes are on stalks and there are several organs of unknown use. The beasts are all black, making them virtually invisible against most wildspace backgrounds.

The top of the globe is covered with a hard shell, like that of an insect, but the underside is soft. The mouth is in the center of the underbelly, as is the web-spinning organ. The mouth has a single hollow tooth like a syringe and suction cup lips. All in all an asteroid spider is a hideous creature.

Combat: Against the black background of wildspace, the asteroid spider is 90% unlikely to be seen. It attacks only those creatures or objects that disturb its web. The attack is made with up to six of its legs (the other four are used to hold onto the web or other surface). Each leg inflicts 1d3 points of damage. If three or more attacks in a single round are successful, it spider clings to the victim. Each round after that, the remaining legs can attack and the mouth can try to bite for 1d6 points of damage. A successful bite requires a saving throw vs. poison. Failure means the victim is paralyzed for 2d6 turns. Paralyzed victims are bundled up in webbing in a single round. The spider then carts the body off to the lair to have a more leisurely meal.

Until the mouth is trying to bite, only the top of the body (AC 2) is exposed. The vulnerable underbelly (AC 7) is held close to the web. When the mouth attacks, the belly of the spider is an easy target.

Habitat/Society: Asteroid spiders are only found in asteroid belts or in regions of space junk. They often set up a lair on the surface of a larger asteroid that has enough air to support the colony. They spin webs miles long between their lair and the nearby asteroids and space junk. These webs are strong enough to trap any ship under 15 tons that is not traveling at spelljamming speeds. The webs are black, just like the spiders, and 90% unlikely to be seen against a black wildspace sky.

The females lay hundreds of eggs on the outside of the lair. Once the eggs hatch, it is a wild race between the hatchlings and the adults. The adults race to catch and eat the new spiders, while the hatchlings race to jump from the asteroid into space. Many of the hatchlings are eaten, while many others float away and die in wildspace. A few land on other asteroids or space junk. The hatchlings join up with other baby asteroid spiders to form a colony. When they reach adulthood, they do not accept any new spiders into the colony, attacking any hatchlings or adults that enter their territory.

Ecology: Asteroid spiders sometimes wait years between meals. They can go into a form of suspended animation, only waking up when their webbing is disturbed. In this state they use little or no air. After a meal, they expand their web a bit and then return to this catatonic state.

The asteroid spiders value the air of their victims. They spin a large cocoon of webbing within the air space of a captured ship. When completed, it is sealed and carried to the lair, where it is deflated. The colony carries the cocoon back and forth to the ship, filling and emptying it until the ship only has a thin bubble of air left.

The poison of the asteroid spider does not keep well, and hence is of little value. The webbing can be cut and coated to eliminate the adhesive qualities. The resulting ropes are very strong, but also susceptible to flames; they do not ignite and burn on their own, but melt away under a flame almost instantly.

Spider, Brain

CLIMATE/TERRAIN:	Subtropical, caverns
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Brain fluid
INTELLIGENCE:	Semi (2–4)
TREASURE:	Z
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d6
ARMOR CLASS:	2
MOVEMENT:	9, Cl 15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d8 (×4)
SPECIAL ATTACKS:	Poison, graft weapons
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ diameter, including legs)
MORALE:	Average (8–10)
XP VALUE:	4,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
3	2/2/7	EW/IF,MB	15	90

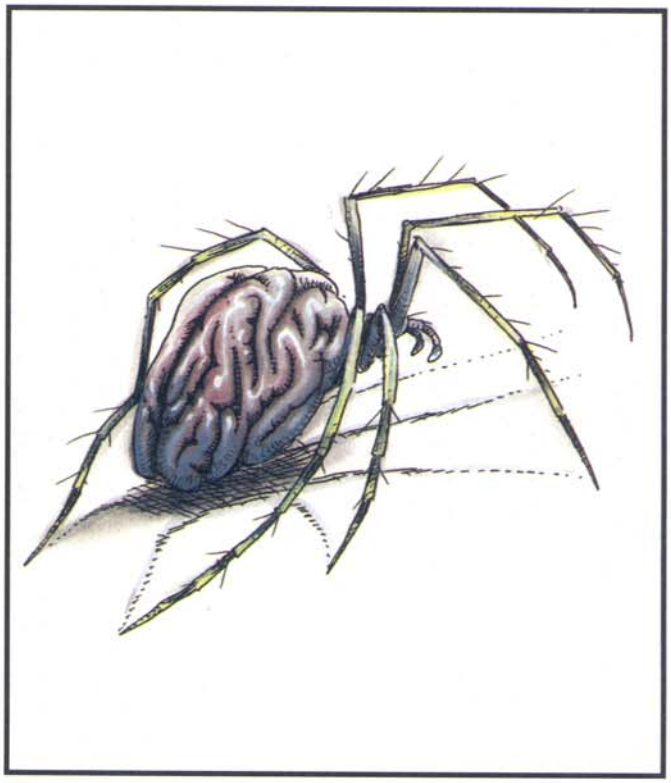
Telepathy—*Sciences:* mindlink; *Devotions:* contact, ego whip, intellect fortress, mind blank.
Psychometabolism—*Sciences:* shadow form; *Devotions:* body equilibrium, double pain, graft weapon

The brain spider lives off the brain matter of intelligent creatures. Although it is not a true arachnid, its exoskeleton is supported by eight hairy legs and it can climb walls and ceilings with ease. Its body resembles a gray, wrinkled mass of brain tissue, though in fact this is chitinous, not soft and pulpy. It has powerful mandibles capable of injecting venom, and it has four eyes. Brain spiders cannot spin webs.

They speak their own, sibilant language, but in combat with nonpsionic creatures they use telepathy to coordinate attacks.

Combat: Brain spiders generally attack from ambush, dropping onto their victims from a ceiling or other high ground, or suddenly appearing from their psionic shadow form, imposing a –2 penalty upon opponents' surprise rolls. They prefer to attack in groups, focusing their attacks on one or two victims and then leaving abruptly, hoping their poisonous bites do their work. They have been known to trail a party, waiting for one of the dead to be abandoned so they may feed.

The bite of the brain spider attacks the victim's central nervous system, first paralyzing and then killing. Unless a successful save vs. poison with a –4 penalty is rolled, the victim is immediately paralyzed and suffers 2d10 points of damage each round until death occurs. During this time, the poison runs rampant through the nerve paths and into the brain, permanently destroying 1 point of Intelligence or Dexterity each round (50% chance of either). When the venom has finished its work, the victim's nerves are liquified and the brain spider



sucks out these juices for nourishment. If the saving throw is successful, the victim is merely paralyzed for one round, and then the effects are shaken off.

In addition to biting, brain spiders can rear up on their hind legs and attack with their four front legs. The sharp points and jagged backhooks on their forelimbs inflict 1d8 points of damage with each attack, and this damage can be greater if they use weapons. Brain spiders often employ their psionic graft weapon ability to bond magical weapons or other objects to their forelimbs. This bond is permanent until a brain spider mentally "rejects" a grafted item. Attacks with these weapons are made with a +1 bonus on attack and damage rolls (in addition to magical bonuses). Bonded wands are hooked into the spider's nervous system and may be employed as well.

Habitat/Society: Brain spiders have a strict pack dominance hierarchy, and lower-ranked members are completely servile to higher-ranking members. The leader is a crude and brutish tyrant, usually referred to by pompous titles such as *Master Thug* or *King Venom*. Pack culture consists of retelling tales of particularly delicious kills, gruesome stalkings, and clever prey. Brain spiders think double pain provides particularly good sport with weak prey. They are cowards at heart, quick to flee if one or more of the pack is slain.

Although brain spiders are crude and even stupid, they have remarkable cunning when hunting. One of their favorite tricks is to use their body equilibrium discipline to stand over quicksand, a pit trap, or weak ledges, goading victims into approaching them, and then attacking the trapped prey.

Ecology: Brain spiders prefer to hunt and kill intelligent and psionic creatures, as these provide the richest cerebral nectar. They dwell underground, where solitary drow and mind flayers sometimes fall into their clutches.

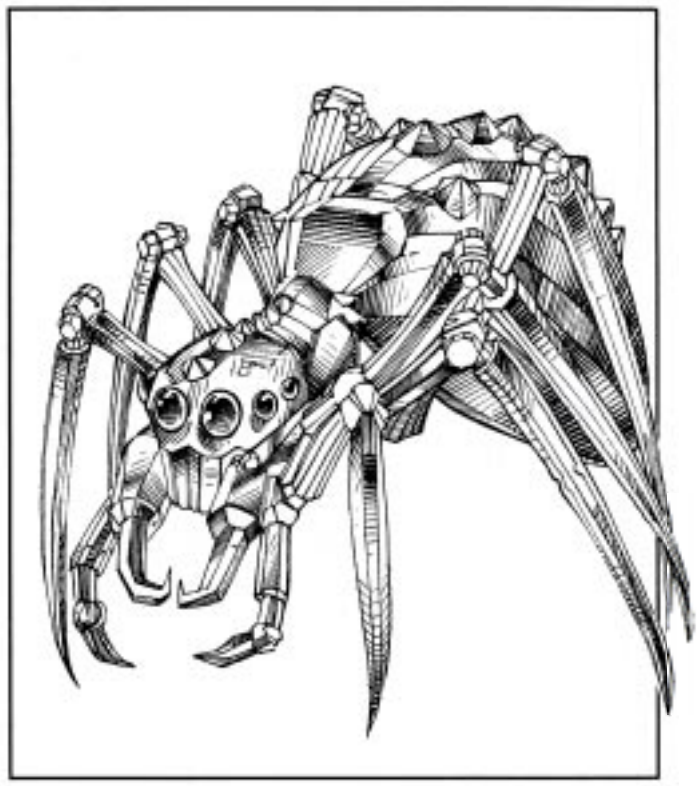
Spider, Crystal

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi (2-3)
TREASURE:	Q (x2)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/1-4
SPECIAL ATTACKS:	Poison, grab, light beam
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ body)
MORALE:	Elite (13-14)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/0/2	—/—	16	33

Psychokinesis —*Devotions:* control light, inertial barrier.



The crystal spider is a voracious predator that spins a glass web. The web is very sharp and can focus a damaging beam of light at a potential victim.

The crystal spider is a beautiful creature, at least at first sight. It is made entirely of crystal and during the day the sunlight refracts through it, giving it a myriad of colors. The colors change as it moves. At night it reflects any light its opponents are using, so it is still colorful, but not as radiant as during the day. In the dark it often uses its control light power to make any light darker (the better to surprise its potential prey).

A crystal spider is incapable of making sounds, but can communicate with others of its kind by means of controlled light.

Combat: The crystal spider builds its web along trails and valleys, in suitable spots to suddenly surprise attackers. At night the glass webs are almost invisible, and an unsuspecting party may walk right into them. Usually, however, the spider prefers to attack during the day, using its complicated web and its ability to control light to make an attack on its intended prey.

When the crystal spider has a round to prepare, it can direct a light attack at a potential victim. An attack roll is required, but the crystal spider receives a +4 bonus to this roll. If it successfully hits, the victim takes 3d6 heat damage and must save versus wands or be blinded.

If someone walks unsuspecting into a crystal web (fails their surprise roll), they take 4d6 points of cutting damage. The webs are not sticky, but they are strong. A dexterity roll is required by anyone trapped in the webs; failure means that they take another 3d6 pulling themselves out.

In melee the crystal spider attacks with two sharp forelegs and a poisonous bite. The forelegs each do 2d4 points of damage, and the bite does 1d4. A victim of this bite must also save versus poison at a -2 penalty or suffer the effects of type E poison. (save versus poison or die, save equals 20 points of damage.) If both forelegs successfully hit with a natural 18 or better, the crystal spider has grasped its foe. Once grasped, the victim takes 4d6 points of damage every round, and the spider gains a +4 attack roll bonus for each bite attack thereafter. The crystal spider cannot grasp victims larger than four feet wide. This does not stop it from attacking, however.

A crystal spider is especially susceptible to a *shatter* spell. If such a spell is used, the spider takes 3d6 points of damage (a saving throw is allowed for half damage).

Habitat/Society: The crystal spider is a solitary creature, building its webs in some of the most remote areas of Athas. It survives on sunlight, although it does seem to need occasional liquids (preferring human blood). After a crystal spider has fed, it has a reddish tinge throughout its body. This disappears over the next several days. A crystal spider lives for about 150 years. Before it dies it lays its eggs in the center of a large web it builds just for that purpose. Up to 200 crystal spiders can hatch from a single laying. While the crystal spider can move about on its web without harming itself, it does not dangle from its web like a normal spider, preferring to stay on the ground. The crystal spider often weaves gems into its web. It has no knowledge of value; the only judgement is the shininess of the gem. A piece of brightly colored glass may be used in preference to a valuable, but dull, ruby.

Ecology: The crystal spider has no natural enemies, but many acquired ones. It is generally hunted for its webs, which make excellent edges for spears and knives. If transported to a marketplace, each intact 12" piece of web is worth 2 cp, 3 cp to a weapons maker. The crystal spider can "spin" 12 feet of web per day. A typical web is 20 feet across, although barroom tales report webs as big as 100 feet wide. Whether this refers to a hatching web, the web of a giant crystal spider, or is mere invention is not known.

Spider, Hook



Climate/Terrain:	Acheron, Baator, Gehenna
Frequency:	Rare
Organization:	Nest
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	A
Alignment:	Lawful evil
No. Appearing:	2–8
Armor Class:	5
Movement:	9, Jp 6
Hit Dice:	4+4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6+poison
Special Attacks:	Hook, poison, psionics
Special Defenses:	Camouflage
Magic Resistance:	None
Size:	M (4′ long body)
Morale:	Elite (13–14)
XP Value:	975

Spiders of all kinds are fairly common throughout the Outlands and the Great Wheel. Normal-size hunters and web-spinners can be found in the strangest places, surviving where no other mundane animals can. Even the large, huge, and giant varieties're surprisingly successful, and there are more than a few minor fiends or aasimon who've ended up as a spider's dinner on their own home plane. The creature known as the hook spider's simply a giant spider that's adapted to life in a particularly dangerous and desolate corner of the multiverse: these Lower Planes.

The body of a hook spider's about the size of a goat's or large dog's, but each of its legs is as long as a man is tall. The two forwardmost legs aren't used for walking, but are instead equipped with powerful, inward-curving claws or hooks to snag and hold prey. The spider's mandibles are powerful enough to pierce plate armor. Unlike those of many normal spiders, each of the hook spider's eight eyes are primary eyes. The eyes are arranged high on the creature's head, giving it 360-degree vision. The hook spider's naturally a dull yellow color with red markings, but it's rarely found in this coloration thanks to its psionic chameleon power (see "Combat," below).

Hook spiders are almost as intelligent as human beings, and demonstrate a diabolical patience and skill in hunting. They create traps made from materials on hand and their own webbing, they use stealth to surprise their prey, and packs of spiders operate with perfect coordination. Worse yet, hook spiders've developed some rudimentary psionic skills to help them take their prey.

Combat: Hook spiders make every effort possible to attack only from ambush or while the potential meal is helpless. When the time comes to strike, the hook spider can leap up to 60 feet from concealment, giving its target a –2 penalty to its surprise check. The spider attacks with its two hooked claws and a bite of its venomous mandibles. If it hits the same man-size or smaller target with both claws, the victim is held pinned and helpless, and the bite attack automatically succeeds. The victim can escape the spider's grasp with a successful open doors check.

A creature bitten by the hook spider must successfully save versus poison or suffer an additional 25 hp of damage, or 2 to 8 points of damage if the save is successful. The onset time is two rounds, so a victim suffers no immediate effect in the round he's bitten or in the following round. Hook spider venom quickly loses its potency if removed from the spider, becoming inert within 1d3 turns.

Hook spiders frequently use their psionic powers to ensure that they'll be able to surprise their opponents. They're especially fond of using chameleon power or invisibility to prevent their intended meal from noticing their presence, or using shadow form or reduction to creep within striking distance undetected. If the spider successfully uses its psionic powers to completely mask its presence, it gains automatic surprise when it strikes.

Hook spiders aren't web-spinners, but they do use their strong silk to create trap-door hatches or blinds to hunt from. They occasionally use their silk to create traps such as nets or lassoes that the spider tends with its front legs. There is a 20% chance (30% for rangers, druids, or other such characters) that the victim spots the trap before walking into it. The spider must make an attack roll to spring the trap, but only the victim's Dexterity and magical adjustments help him evade the spider's net – armor itself doesn't count. The victim may attempt a saving throw versus paralyzation to avoid being netted or bound, but if he fails he's securely trapped and can escape only with a bend bars/lift gates roll or a full turn of work with a dagger or other small edged weapon. Hook spiders love to trap as many members of a group as they can, and then attack the untrapped characters before returning to finish off the victims who were snared by their ambush.

Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	None/MB, M-	12	45

Hook spiders have the following psionic powers:

- Psychometabolic – Sciences: shadow form. Devotions: body control, body equilibrium, chameleon power, reduction.
- Telepathic – Sciences: mindlink. Devotions: contact, attraction, invisibility.

Habitat/Society: Hook spiders live in small groups called nests or clutches. The adults of a nest are always siblings. Unlike most other spiders, hook spiders are social creatures that cooperate closely to catch their prey. They're careful to let powerful fiends or lower-planar denizens pass by unmolested, but anything weaker than an abishai or rutterkin's fair game.

The spiders like to choose a single small area and carefully build it into a complex lair and hunting ground. For example, a nest of hook spiders might take over a small grove, a rocky outcropping, or a spring or pond. A labyrinth of small burrows'll be dug beneath and around the area, providing the spiders with a number of bolt-holes and ambush sites. Traps'll be laid in places where meals are likely to come by. The hook spiders make sure that their presence is well-concealed, and it's not uncommon for a band of bashers to walk right into the middle of the spiders' lair without realizing anything's wrong.

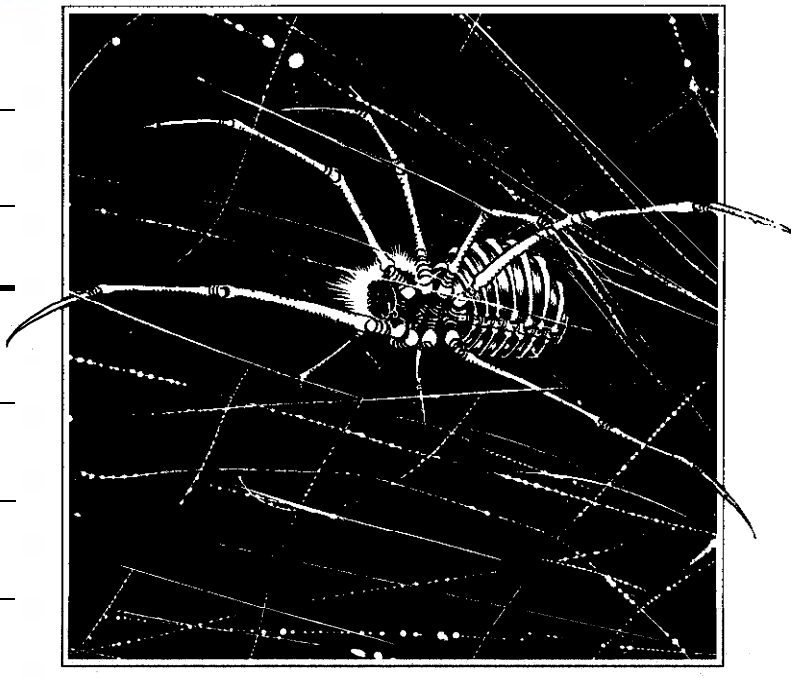
Hook spiders are capable of communicating with other creatures by means of their telepathic powers, but they rarely do so. They're inclined to honor agreements or contracts, but they're very short-sighted – if a hook spider doesn't see an immediate gain for itself, it won't bother to strike a deal. In some cases, ambitious fiends've been known to lure meals into the spiders' den in exchange for the spiders' elimination of rivals, enemies, or troublemakers.

Ecology: A nest of hook spiders normally comprises 2 to 8 adults, and anywhere from 10 to 30 spiderlings equal to large spiders in all respects save intelligence. Spiderlings avoid large prey such as humans or fiends, preferring to let the adults deal with these meals and feeding on the leftovers. Unlike most spiders, hook spiders lay only 3 to 6 eggs at a time and invest a moderate amount of time and care in feeding and protecting their young.

Although hook spiders are certainly dangerous and cunning predators, they're often not very high on the food chain in some of their infernal habitats. They compensate by cooperation against victims of moderate power, and they avoid contact with more powerful creatures. Typically, creatures such as nupperibo, lemures, spinagons, abishai, or petitioners are preyed upon, but greater baatezu and creatures of similar size are left alone.

Spider, Myrlochar

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare (Uncommon in Abyss)
ORGANIZATION:	Hunting packs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-12
ARMOR CLASS:	4
MOVEMENT:	8, Wb 16
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	M (6' diameter)
MORALE:	Champion (15)
X.P. VALUE:	4,000



Myrlochar, or "soul spiders," are the servants of Lolth most often summoned from her dark otherplanar domain by rituals of worship or supplication to the Spider Queen. In the Abyss, they are tireless hunters, and often discover and pass through interplanar gates, portals, and other methods of transit, to reach other planes. There, they roam freely, wreaking havoc until destroyed.

Vicious and cruel in their hunting down and slaying of weaker creatures, myrlochar appear as skeletal spiders, whose brown, russet, or ivory-yellow bones glow with a faint greenish-yellow radiance, and whose eyes glow a fiery cherry red.

Lolth's dictates force them to obey a single command from any summoner—to their own destruction, if necessary. Thereafter they are free to roam the plane they have been summoned to at will, so long as they do not harm the persons or activities of beings who openly worship the Spider Queen. Typically, they find cover, and from it begin an almost playful hunting and killing spree—until they finally encounter an opponent powerful enough to slay them. Myrlochar summoned together tend to remain in a hunting group during this period of freedom.

Combat: The skeletal bodies of myrlochar are surprisingly strong and agile. In battle, they strike with the bony points of two elongated forelegs (sometimes with enough force to penetrate a shield), and with saw-edged jaws.

The magical bite of a soul spider does 2-12 damage. There is always a 1 in 6 chance that 1 hit point of any myrlochar bite damage will be permanently drained from the victim—and gained by the soul spider. It is this power that gave the myrlochar its nickname, among long-ago Calishite desert nomads and northern barbarian tribes of the Realms.

In addition, the bite of a myrlochar can also affect its victim with one of two magical effects (the intended victim receives a saving throw versus spell, at -3, to avoid either effect): *hold person* (lasting 4 rounds) or *reverse gravity*. Except as noted, these effects are identical to the wizard spells of the same names.

Myrlochar can navigate and fight normally even in magical *darkness,* by means of acute hearing, smell, vibratory senses, and a sort of active sonar sense, and are not adversely affected by bright light. They make no sound in normal movement, and can pass through webs without hindrance (including the sticky effects of a *web* spell, to which they are immune).

Myrlochar produce no webs of their own, but can adhere to walls, ceilings, the webs of others, weapons (especially polearms) and other items. Soul spiders use these as tools and reaching-aids rather than weapons.

Myrlochar can *levitate* at a vertical movement rate of 6 per round. They can use this ability to slow themselves when falling or leaping, with effects equal to a *feather fall* spell. Myrlochar typically employ polearms or other reaching aids to pull themselves closer to a ledge or quarry when *levitating.*

Myrlochar produce and use no poison, but are immune to all poisons. They are not undead and cannot be turned—but share immunities to *sleep, charm,* and *hold*-related spells with many undead.

Habitat/Society: Myrlochar form hunting packs both on the Abyssal layers and on other planes. No one has ever seen young soul spiders, nor do they seem to form family groupings or mating pairs.

Ecology: Myrlochar never seem to age. They regenerate lost bony matter very slowly (at the rate of 1 hp/4 days), can reattach severed legs and body parts, and will eat the flesh of any creature they can catch. Nothing hunts them except fearful intelligent opponents trying to be rid of them— and foolhardy adventurers, often in the employ of alchemists. Powdered soul spider bone is a potent ingredient in the making of items and enchantments involving *free action* and *levitation.*

Silver Spider

Climate/Terrain:	Ruins
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Animal (1)
Treasure:	O, P
Alignment:	Neutral
No. Appearing:	1–4
Armor Class:	2
Movement:	15
Hit Dice:	4+4
THAC0:	17
No. of Attacks:	3
Damage/Attacks:	1d6 (×2)/1d2
Special Attacks:	Bite
Special Defenses:	None
Magic Resistance:	Nil
Size:	L 6′ long
Morale:	Champion (15)
XP Value:	420



Silver spiders appear as six-foot-long creatures apparently made of a highly reflective silvery metal. They have bulbous abdomens and thin, sleek legs. Charonti wizards created these creature ages ago, as non-lethal guardians and hunters. A few have survived to this day.

Combat: Fearsome fighters, the silver spider attacks with its two sharp forelegs inflicting 1d6 vs. Man-sized or smaller targets and 1d8 vs. Large targets. They can direct each leg to strike a different target.

This spider's bite is its strangest weapon. The spider bites first any foe that harms it, otherwise, biting spellcasters first. Its toxin causes any victim to save vs. Poison or his skin is transformed to the same silvery material as the spider. This process takes 1d10 rounds to complete. Victim's encased with silver skin gain AC 2, but suffers an effect similar to paralysis. The victim's skin hardens and he can no longer move or breathe. While so encased, the character is preserved and needs no air or sustenance. Only blows that would hit AC 2 or forces that succeed against the victim's save vs. Breath Weapon will cause the character any harm.

The magical skin lasts for 24 hours, after which the victim's skin returns to normal in the same amount of time it took to transform. The victim may be hungry and thirsty, but up to 1d8 points of damage are healed. The victim's hair and eyes retain the silvery sheen. No amount of washing removes the sheen and no illusions will cover the gleam. Forever are the victim's hair and eyes silver.

The silver spider's webbing is also of the same silvery metal, and is as strong as steel. While it is not used in combat against its foes, the webbing is used to restrain victims who've been transformed. Binding helpless victims may be a natural instinctive reaction on the part of the spider or it may make the victim easier to move. More than one person has found himself bound in metal strands as strong as steel. Only a successful Bend Bars/Lift Gates roll allows a bound victim to escape.

Habitat/Society: As a solitary, magical creature, silver spiders have no society.

After a silver spider's bite has transformed its victim, he or she is wrapped securely in the spider's webbing and is taken to some designated storage area (a jail or holding facility) where Charonti authorities later handle the trespassers. With the Charonti of the ruins all dead, there's no one to interrogate the spider's prisoners, and as most beings possess not enough strength to escape, most perish from dehydration or starvation.

Ecology: As artificial creatures, silver spiders have no place in the cycles of life and death in the natural world. Enterprising beings could, however, make good use of the spider and its byproducts if such can be gained safely:

- The spider's webbing, if gathered carefully, can be wound and corded to form a remarkably thin, but amazingly strong wire. Such wire is useful in making jewelry. If enough web is used, several wires can be twisted into a small cable stronger than any rope.
- The spider's weapon-like forelegs can be used as improvised weapons (with a –1 attack penalty due to the lack of a proper hilt). If a hilt is added, a foreleg functions as short sword. The forelegs of a silver spider qualify as silver weapons for determining damage against foes not harmed by normal weapons, such as lycanthropes.

Spider, Solifugid

	Large	Huge	Giant
CLIMATE/TERRAIN:	Any warm/desert	Any temperate/any dry, non-mountainous	Any temperate/any (subterranean)
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:		Hunting bands	
ACTIVITY CYCLE:	Nocturnal	Any	Any
DIET:		Carnivore	
INTELLIGENCE:		Non- (2)	
TREASURE:	Q	Q,S	Nx4,Qx2
ALIGNMENT:		Neutral	
NO. APPEARING:	1-6	1-6	1-4
ARMOR CLASS:	6	5	4
MOVEMENT:	9	11	12
HIT DICE:	3+3	5+5	6+6
THACO:	17	15	15
NO. OF ATTACKS:		2 or 1	
DAMAGE/ATTACK:	2-8 (bite)	3-12 (bite)	4-16 (bite)
SPECIAL ATTACKS:		Grip	
SPECIAL DEFENSES:	Nil	Nil	Poison immunity
MAGIC RESISTANCE:		Nil	
SIZE:	M (up to 5' long)	M (up to 6')	L (up to 9')
MORALE:	Average (10)	Average (10)	Steady (12)
X.P. VALUE:	175	420	650

Solifugids exist on several worlds; those of the Realms (which differ slightly from those known elsewhere) are described here. Also called "false spiders," "camel spiders," or "sun spiders," solifugids are arachnids that roam as hunters rather than spinning webs. They have segmented, hairy bodies, powerful hooked beaks, and ten legs—the foremost pair ending in hooked, powerfully-muscled fore-joints equipped with clamps. Their bodies tend to be brown, dun, russet, or yellowish in hue, their eyes blood red or glossy green-black.

Combat: In combat, solifugids try to strike prey with their clamp-equipped forelegs. These do no damage, but should either arm score a hit, any victim of "Large" or smaller size is caught in the solifugid's mighty grip. Only one creature at a time may be caught in a solifugid's grip.

The entire frame of the creature is constructed to maintain this grip against all forces; the only way to win free is to slay the solifugid (its grip relaxes 1-2 rounds after death occurs) or to sever one of the forelegs. A limb can be severed by a *disintegrate* spell, any attack that deals a limb 50 or more hit points of damage. In all cases, damage to a limb should be considered separately from the hp total of the creature.

A solifugid may voluntarily relax its grip at any time. This usually occurs only when a gripped victim is visibly dead (head gone, etc.) and another target presents itself that might otherwise escape. Large solifugids are too stupid, and too driven by a killing instinct, to be *charmed* or influenced by any known spell or power into relaxing a grip, or shifting attacks from one being to another. The other two varieties may be controlled by use of spells or devices empowering a being with *arachnid control* (some of which, used by drow, are detailed in this sourcebook).

A solifugid's only attack is by its beak (the listed damage given, which varies from type to type of solifugid). Creatures in a solifugid's grip are attacked at +3 to hit.

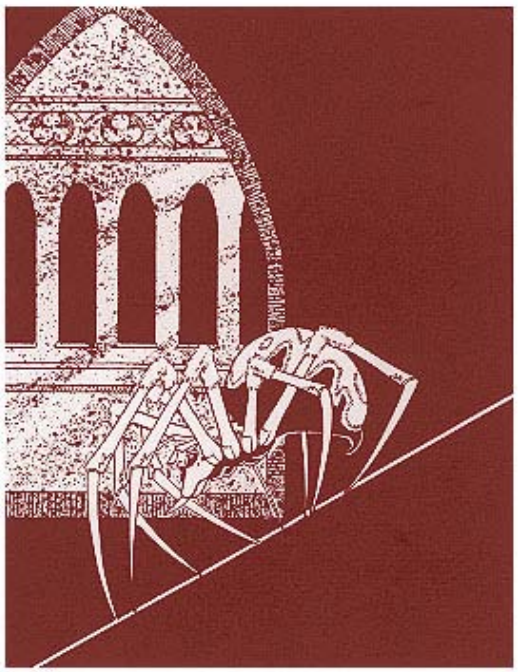
Habitat/Society: Giant solifugids roam the Underdark and the warmer mountain fastnesses of Faerun, hunting by day or night. Huge solifugids roam surface wastelands all over the realms, being particularly numerous in Raurin and in the Shaar, where they lie in wait in gullies for herds of wild animals (or nomadic tribes) to pass. A few of them can be found in the Underdark, particularly beneath large, rolling plains or deserts such as Raurin and the Shaar. Large solifugids, the weakest of the breed, are sometimes found in the Underdark, but prefer hot desert climates (such as Calimshan and Durpar). They come out at night, when the sands are cooler and the darkness cloaks them, to hunt. Their prey often includes other predators, such as snakes and scorpions. They band together to bring down large or dangerous prey—especially prey that may endanger them later, if left alone.

Ecology: Solifugids are immune to all known poisons, and can eat poisonous creatures with impunity. Their diet consists of everything, from large insects knocked down with their forelegs to wandering giants—every sort of creature, that is, except other solifugids, whose taste is abhorrent. A really hungry solifugid will attack anything that moves.

Solifugids are fearless, but by instinct avoid fights that will not profit them. Therefore, solifugids never fight others of their kind—nor, in the Underdark, amid drow who have spells to control arachnids, and other powerful weapons, do solifugids attack drow. It is easier and more profitable to obey or avoid the dark elves, gleaning richer meals from allowed prey. Woe betide wounded drow, however, who find themselves alone after a battle in the Underdark with two or more solifugids!

Spider, Spider-spy

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Webs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4+1
ARMOR CLASS:	8
MOVEMENT:	6, Wb 15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' diameter)
MORALE:	Steady (11-12)
XP VALUE:	175



Spider-spies are enchanted spiders of large size, developed by the Herathian mages. The spider-spies are one of the more successful Herathian biological design endeavors. Unlike a regular spider, the webs of a spider-spy are usually large, gossamer-thin web-lines rather than thick, sprawling affairs. The lines are only slightly thicker than a human hair and can cover up to one square mile per hit point of the spider.

These webs are not used to trap prey, but to relay messages to the spider-spy and then to the aranea controlling the spy. Any creature touching the web alerts the spy. The spider-spy can tell a remarkable amount about the creature in that single moment. For example, the spider-spy can identify the creature's exact location, approximate size, mental state (anxious, despondent, gloating, etc.), general alignment (evil, good, or neutral), magical abilities, race, sex, and approximate age. It can also determine whether the creature has Legacies. If the creature touching the web fails a saving throw vs. magic, the spider-spy also gets an indication of the creature's surface thoughts, as per the *ESP* spell. The Herathians train the spider spies to filter out "noise" contacts, such as when one of their webs gets broken by a bird, cat, forest ray, etc.

Spider-spy controllers are highly trained and valued individuals in aranean society. Communicating with the spider-spies is a difficult art requiring at least two nonweapon proficiency slots. Spider-spies communicate with their keepers via a soft chittering language, using sounds produced through their mouths and spinnerets, complemented by signs made with their legs.

The Red Curse: Spider spies acquire Legacies and require *cinnabryl*. Their aranean masters usually supply this metal for them.

Combat: Spider-spies are trained to flee from combat if at all possible. The spiders spies are too valuable to be risked in combat.

If attacked, spider spies will immediately chitter to alert their caretakers. A spider-spy is usually linked to its controller via an ultra-thin web strand, so it can also send a silent distress call through this strand.

If forced into combat, spider-spies will bite. The victim must make a successful saving throw vs. poison at a +5 bonus or die. Onset time is about five minutes. If the saving throw succeeds, the victim still takes 8 points of damage. A single spider-spy can deliver up to three bites per day.

If more than one spider-spy is forced into combat, one will attempt to bite while the others hang back and shoot webs at the attackers.

Spider-spy webs are so thin that they are essentially invisible. The webs can be discovered with a *detect invisibility* spell. A thief who suspects that the webs may be in the area can use the find/remove traps skill to detect the webs.

Habitat/Society: Spider-spies are found in small groups, always with an aranea controller nearby. Each group of 2 to 5 spider spies runs one web network (up to nine square miles). One spy sits at the center of the web and gathers information. The other spy(s) travels around the web, repairing breaks and occasionally checking in with the aranea controller. They rotate positions frequently.

Ecology: The spider-spies are not naturally occurring creatures, and their breeding is carefully controlled. Spider spies feed on a diet of small warm-blooded creatures and large insects.

Spider, Subterranean

	Hairy	Hunting	Sword	Watch
CLIMATE/TERRAIN:	Any non-arctic/any	Any/Any subterranean	Any/any (prefers jungles)	Any temperate/any
FREQUENCY:	Common	Rare	Very rare	Rare
ORGANIZATION:	swarms	Solitary	Solitary	As trained and deployed
ACTIVITY CYCLE:		Any		
DIET:	Omnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Average (8-10)	Low (5-7)
TREASURE:	Nil (except as familiars)	Nil	Nil	All possible (guardian)
ALIGNMENT:	Neutral evil	Lawful neutral	Chaotic evil	Lawful neutral
NO. APPEARING:	1-20 (familiar: 1)	1	1 (2-5 in drow pens or emplacements)	Varies; usually 1-6
ARMOR CLASS:	8	4	3	6
MOVEMENT:	14, Wb 9	8, Fl 10	6, Wb 8 (also in trees)	18
HIT DICE:	1-1	3+3	5+5	2+2
THACO:	20	17	15	19
NO. OF ATTACKS:	1	1	9	1
DAMAGE/ATTACK;	1 (bite)	1-3	2-8 (bite)/2-12x8 (legs)	1-6
SPECIAL ATTACKS:	Poison	Poison	Leap impalement	Poison (see below)
SPECIAL DEFENSES:		Nil		
MAGIC RESISTANCE:		Nil		
SIZE:	T (6" or less in diameter)	L (10' in dia.)	L (12' in dia.)	M (6' in dia.)
MORALE:	Average (10)	Elite (13)	Elite (13)	Fanatic (17)
X.P. VALUE:	65	650	2,000	420

This entry details four arachnid species common in the Underdark, or at least in drow habitations there. The reverence of most drow for Lolth causes them to at least refrain from attacking spiders out of hand, and this relative safety, plus the large amounts of ready food that large settlements generate, has caused spiders to gather and live in the drow communities and drow-controlled areas all over the Underdark.

Hairy Spider

"Hairy" spiders get their name from their appearance: they're the little, hand-sized, viciously biting hairy black things found in jungles, the Underdark, tombs, and caverns all over the Realms. They bite chunks out of victims' flesh as they crawl and swarm (hunting in groups). They can't spin webs, but can readily move in the webs of other spiders. They are immune to all known spider venoms.

Their weak venom (save at +2, to avoid all effects) causes a temporary l-point armor class penalty to the victim, as well as -1 on attack rolls, and -3 on dexterity scores when checks are made. These effects take hold on the round after a bite, and last for 2-5 rounds.

Hairy spiders are sometimes used by wizards (especially drow mages) as familiars, as they are able to carry small items, walk on walls and ceilings, have no fear of fire, and have 60' infravision. Some (40%) of hairy spiders can *detect invisibility* (a 4 in 6 chance, each round).

Up to forty hairy spiders can swarm on an average-sized human, all biting at +5 to hit, once attached. Hairy spiders are remarkably resistant to crushing damage; to be detached, they must be individually struck or tom away—rolling or crashing about into walls, et cetera is usually ineffective at removing or destroying clinging spiders.

Hunting Spider

Hunting spiders, also known as "Chasm spiders" in the Underdark due to the usual location of their lairs, are giant versions of the flying spider known in Undermountain (beneath the city of Waterdeep). Like their smaller cousins, hunting spiders have translucent, gossamer wings. They can use these to aid and steer in prodigious leaps, traveling up to 70' horizontally, and can fall any distance without harm upon landing (so long as their wings are intact, and have room to beat).

Hunting spiders never sleep, and are never surprised. Their vision gives them the natural ability of *true seeing.*

The bite of a hunting spider forces a save against ("Type A") poison at +2. If the throw fails, the victim takes 15 hp of damage, 1 per minute, the loss starting 10-30 minutes after the bite. If the save is made, no damage is suffered.

A hunting spider can be trained as a guardian. If fed regularly, it need not use its poison to hunt prey, and can remain in one place—a patient, alert and attentive guard, which can recognize a master (and other approved persons) by smell, voice, and gestures, and will remain loyal. Many serve wizards (especially drow mages) as familiars.

Sword Spider

This large, non-webspinning hunter is native to the Mhair jungles. It can tolerate a wide variety of temperatures, and was long ago introduced into the Underdark by drow traders. It has a sleek, hairy black body, striped with dark brown fur, and its legs have bony, segmented plates, with raised, sharp ridges that cut like sword-blades.

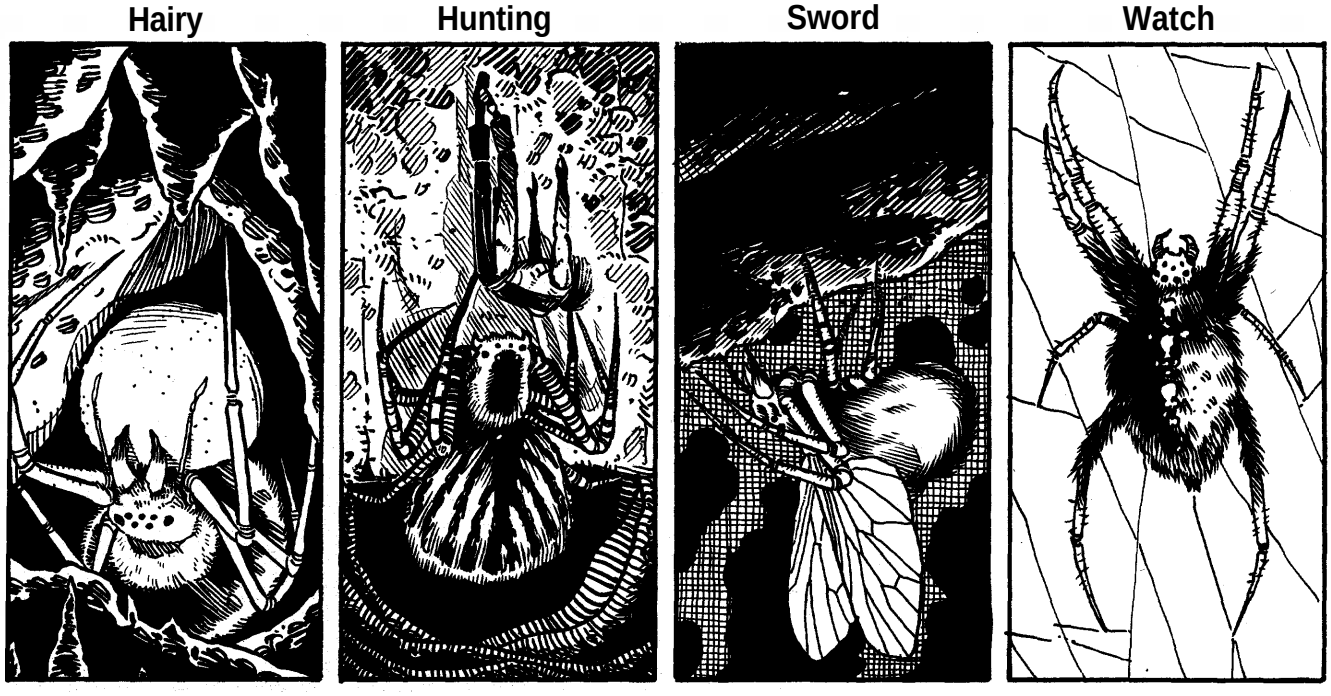
Against formidable prey, a sword spider uses a "leap impalement" attack, bounding up to 30' horizontally to land atop an opponent, with its legs together in a forest of impaling blades. It gets only one attack roll—but if successful, the victim suffers full damage from 3 leg-blades if S or smaller, 4 blades if M-sized, 5 blades if L, 6 if H, and all 8 if G. If the sword spider descends more than 20' in its leap, +1 point of damage is added to each leg. Any upward attack made by the target of such a leap strikes at the descending sword spider at -4 to hit, due to the difficulty in getting past the forest of blades.

Watchspider

Watchspiders are fairly common in guild and rich merchants' cellars and warehouses in Sword Coast cities, from Neverwinter (north of that is too cold) to Lantan. They are a specially-bred subspecies of Huge Spiders (detailed in Volume 1 of the *Monstrous Compendium,* under "Spider"), raised and trained as guardians by the Mhairuun merchant family of Waterdeep, and other folk native to Tharsult. Drow have secretly purchased these arachnids in great numbers from these breeders, and have begun their own training programs and power-augmentation experiments.

Trained to obey a single master, and not to attack certain other beings designated by the master, watchspiders are schooled in disabling spellcasters and avoiding piercing weapons in battle. (They have acquired Low intelligence through breeding, over centuries.)

Their venom has also been magically altered, to cause 2d4-turn paralysis, not death, with an onset time of 1-2 rounds, if a victim's save vs. poison at +1 fails. They are otherwise identical to huge spiders, including their inability to spin webs. If starved for long periods, they tend to devour paralyzed prey.



CLIMATE/TERRAIN:	The Spiderfell/Forests
FREQUENCY:	Unique
ORGANIZATION:	Solitary/Regent
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11)
TREASURE:	Domain Treasure (20–30 GB)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–2 for carapace; 4 for underbelly
MOVEMENT:	15
HIT DICE:	13 HD (81 hit points)
THAC0:	7
NO. OF ATTACKS:	3 (claw/claw/bite) or 1 (web)
DAMAGE/ATTACK:	1d10/1d10/1d6
SPECIAL ATTACKS:	Web, jump, poison
SPECIAL DEFENSES:	Spittle, regeneration
MAGIC RESISTANCE:	15%
SIZE:	L (7′ tall, 7′ long)
MORALE:	Fearless (20)
BLOOD:	True (Azrai): 95
BLOOD ABILITIES:	Animal affinity (spiders-great), Bloodform (great), Invulnerability (great), Long life (great), Major Regeneration (great), Std. Regeneration (great)
XP VALUE:	14,000

In the days when humans were first arriving in Cerilia, the woods near the modern lands of Roesone were controlled by a goblin tribe. The goblins, who commanded sorcery and dabbled in powers beyond the ken of man, were a force to be reckoned with. Of all of them, Tal-Qazar was the mightiest. He was called the Spiderlord, for once his enemies were ensnared in his traps, they were doomed. He led armies of thousands of goblins and gnolls against the hated elves; many were the elven towers that fell beneath the booted feet of the Spiderlord's humanoids, and many were the elves that fell with poisoned arrows in their sides.

Eventually, Tal-Qazar claimed a large portion of the dark wood and called it the Spiderfell. At the same time, the Andu settlers who called themselves the Deretha drove the elves from the Erebannien. The Spiderlord crushed the elves as



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they fled, and only a few survived to reach safety in the elven homelands.

Tal-Qazar's goblins clashed frequently with the Deretha, until the day of Deismaar. The Spiderlord led a mighty host of goblins, and great was the destruction they wreaked along the way. However, the host was all but obliterated by the blast of the gods' destruction, and Tal-Qazar and a few pitiful survivors crept home.

The Spiderlord had absorbed some of Azrai's essence, and he grew to realize the power at his disposal. He used this power to reestablish himself in the Spiderfell, and young goblins flocked to his banner. As Tal-Qazar used his power to gain more money and more infamy for himself, Azrai's blood twisted him, bringing his spiderish nature to the fore.

Tal-Qazar, with no small surprise, soon found himself mutating into the bloated monstrosity that he is today. He tried everything within his reach to remain a normal goblin. However, no amount of surgery could permanently remove the additional legs that kept growing from his hips. No amount of cutting could reduce the spiderish abdomen that replaced his lower torso. The only sure way to halt the transformation was to stop using his blood abilities; if he tried that, the young goblins would try to seize power. And so the transformation continued apace, until the Spiderlord truly became the Spider.

Meanwhile, the Anuireans were driving the goblins back into savagery. Much of goblin civilization was lost when the Anuireans cleared vast tracts of land, and while the Roele emperors could not destroy the Spider, they could contain it and its hordes. Goblin power nearly vanished from Anuire for a time.

The Spider brooded in its wood, sending forth sallies of humanoids into the human lands only to watch them die. Its sanity frayed with each passing year, disappearing with its goblinoid essence.

The Spider now appears as a gigantic, mottled, hairy spider with a muscled goblinoid upper body resting atop it. Its mouth is full of fangs, its ears are pointed, and its eyes are devoid of sanity. It can converse and be bargained with, but its temper swings wildly and it can kill a visitor without a second thought. It does have a twisted sense of honor, however, and it will keep its word—perhaps the last remnant of a once-noble goblin lord.

Combat: Though it is less powerful than the Gorgon and Rhuobhe Manslayer, the Spider is still a foe to be feared. It can scuttle rapidly from side to side, dodging blows all the while. When it attacks, it uses its two powerful clawed hands to swipe at an opponent, and follows with a nasty bite from razored teeth. If the Spider successfully bites an enemy, the opponent must make a saving throw vs. poison with a –2 penalty or fall dead on the spot. Even a successful save inflicts 20 points of damage.

The Spider can jump up to 30 feet in the air and land on a target 50 feet away with a successful attack roll. This is not a tactic it uses very often in combat, but is valuable for ambush or escape. Still, there are times when a good jump just seems right. . . .

The awnshegh can string a web trail behind it or spin an intricate web. The web can cover an area 40x40x40 feet and holds creatures as the *web* spell. This web cannot be burned away, however. These webs dissolve after a day or two.

If the Spider is in a tight spot, it uses its blinding spittle to escape. This great gob of saliva can hit three people in a 10-foot radius with a successful attack roll on each, and it blinds victims for 1d6 turns. Unless a saving throw vs. poison is successful, this saliva also causes 1d6 damage after 1 round. It can be flushed away with water, but this alleviates only the damage, not the blindness.

The Spider regenerates at the rate of 1 hp per round. It can even regenerate from damage that takes it below –10 hit points. The only way to positively kill the creature is to chop the remnants, set them aflame, and scatter salt over the earth where the ashes lie.

Habitat/Society: The Spider controls the dank forest known as the Spiderfell, in the midst of the Anuirean powers. It is a testament to the Spider's cunning and subtlety that it has survived this long trapped between so many hostile realms.

The Spiderfell is one of the most noisome forests in Anuire, and is filled with pitfalls and natural traps. What appear to be game trails lead into bogs and cairns of dead goblins.

The land is also filled with *live* goblins and gnolls, all scurrying to do the Spider's bidding. Centuries have passed since any of them tried to usurp the Spider's position; tales of that last fool are still told around the campfires at night.

The spiders that fill the Spiderfell are without number. They range in size from a small fingernail to those that can bring down a deer. Most are highly venomous. None of them attack the Spider's henchmen.

Ecology: The Spider's armies are feared by kingdoms far and wide, for they raid without provocation and without warning. Regents who have sought to tame the Spiderfell with massive armies have always emerged from the forest with fewer than half their men and a promise never to enter that wood again.

The Spider commands not only armies of goblins and gnolls, but also has developed a strange control over natural spiders. No one knows the extent of this power, but one unfortunate soul has claimed to have seen the lesser spiders pumping their venom into their leader. Others claim that the Spider enjoys a telepathic link with each and every one of its arachnid minions.

Spider, Vodoni Space

	Space	Spinner
CLIMATE/TERRAIN:	Space	Space
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Cell, or colony	Nest
ACTIVITY CYCLE:	Any	Any
DIET:	Minerals	Minerals
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)
TREASURE:	See below	See below
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	1-10, or 30+	2-20
ARMOR CLASS:	0	0
MOVEMENT:	15	15
HIT DICE:	8	10
THACO:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/1-10	1-10/1-10/1-12
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (10' diameter body)	L (10' diameter body)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	2000	4000



These large crystal spiders are very rare throughout the universe, as they are known to be both intelligent and shy. They most resemble large glass spiders, with strange, multicolored internal organs. They appear to be more mineral than organic. How they communicate is a mystery, but they occasionally produce a high-pitched tinkling sound.

Combat: The crystal pincers and razor bite of the typical space spider is enough to chew through even a metal hull, given time. Anyone bitten by the spider must save vs. poison or die in 2-5 rounds (1d4+1). They do take damage from the second level mage spell, *shatter*.

Habitat/Society: These creatures are not evil, but are generally so secretive about their lairs that anyone or anything that wanders into their lair, even accidentally, is immediately killed to protect the secret location of the nest. A typical nest will 30-180 spiders, 3-18 diamond spinners, and one master spinner.

Vulkaran has a nest of these creatures guarding the entrance to his palace, but only a few Vodoni citizens outside the palace know what lies just within the great gate. The rest of the populace knows only legends and rumors.

Ecology: Space spiders are a combination of organic and mineral life. Their origin, whether on the Elemental Plane of Earth or as the result of some ancient magical experiment, is unclear, but most scholars believe the spiders are distant relatives of the xorn, xaren, and most probably crysmals. In fact, the resemblance of the space spiders to the latter has led many to suppose that space spiders are actually a more advanced space-based form of the crysmal.

The eggs of the space spiders are known to have diamonds in them worth 10-100 gp each. It is not known whether the gems are produced naturally within the mother spider and then laid with the egg, or whether the egg-laying process requires the location of a suitable supply of diamonds. Sages tend to believe the latter is true, due the immense rarity of the creatures, and of the diamond-laden asteroids they are known to inhabit. It is known for certain, however, that the young hatchlings devour the diamond enclosed in their crystalline shell as they grow, much as a young chicken feeds off the yolk of an egg before it is ready to hatch. The young mature fully within twenty days.

Diamond Spinners

These are the mother spiders of the race, and are the most able to defend the precious eggs of their young so treasured by adventurers the universe over.

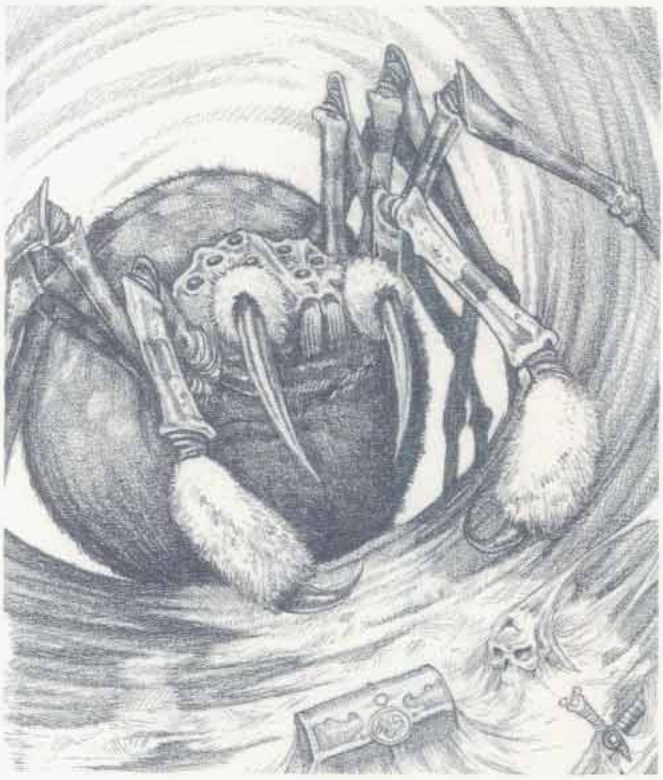
In addition to the powers of the common space spider, the spinner can jump a full 150 feet horizontally or vertically. This is usually used to ambush intruders to the lair or pursue those lucky enough to have evaded the spinners on the way in.

Master Spider

This is simply the oldest, wisest diamond spinner of the lair. As such, it has maximum hit points and the ability to communicate telepathically with all its offspring. The master spider guides the construction of the lair, a bubble-like maze, through mental commands.

Spider, Vortex

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	Nil (E)
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	9 (15 in web)
HIT DICE:	7 + 4
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Poison, web
SPECIAL DEFENSES:	Chameleon ability in web
MAGIC RESISTANCE:	15%
SIZE:	Large (12' long)
MORALE:	Average (10)
XP VALUE:	2,700



Vortex spiders have the basic shape of the phase spider, from which they evolved, but the similarities between the two species end there. Vortex spiders are covered with a thin chitin that is blue-gray in color but with several patches of a dull waxy color and texture. They are only seen in this fashion, though, when forced out of their natural habitat for some reason. Their color can change to blend in with their web when they are skittering about its edges or even resting within the central tangle of its magical strands.

Combat: The webbing of a vortex spider is completely invisible amidst the mist-smoke of the Demiplane of Time, and it is made resilient with pure temporal energy, spun from the mist-smoke that permeates the entire pseudo-plane. As such, it is detectable by a *detect temporal anomaly* spell, and to the caster of such a spell, it stands out sharply, even against the considerable background turbulence of a vortex.

The web usually spans a diameter of up to 50 feet, making it too small to fit entirely across any but the smallest vortices. Most often it can be found spread across a section of the vortex's wall. Once the web has been spun, the spider hides in one corner of it, its chameleonlike ability to alter its coloration to match that of the surrounding mist-smoke making it invisible to anyone who fails a saving throw vs. rod/staff/wand.

While a vortex is the most common place to find a vortex spider (thus the obvious source of the name), they can sometimes be found stringing their web among the lifelines of the Demiplane of Time as well. They are less commonly encountered here, though, due to the vastness of the timestream. One reason the spiders tend to stick to the vortices is that these are so heavily traveled. Another is that the swirling mist-smoke makes it even harder for a traveler to spot the spider's web. If the web is spun within a vortex, the save needed to spot the spider in it is made at –4. Another reason for the spider to make its home in a vortex is its ability to travel straight up and down the vortex sides, an option most creatures do not have.

The webbing is not adhesive in the way normal spider webs are, but any creature which touches it suffers from an effect similar to a *slow* spell, since time around them has been warped to move slower. Since this is different from a normal *slow* spell, the chronomancer immunity to chronomantic spells does not apply here. A bite from the spider causes only a small amount of damage, but the poison must be saved against at a –2. The poison causes instant death, and those who successfully save vs. poison still take 20 points of damage.

Habitat/Society: The vortex spider can create a home for itself anywhere on the Demiplane of Time, but it prefers to spin its web in a vortex. It traps other creatures for food, such as temporal dogs, small temporal gliders, and unwary time travelers. While it may be slow intellectually, the spider is not stupid, and it ignores large gliders or other creatures that are simply too big to net. If a tether beast manages to wander into a vortex spider's webbing, the spider immediately takes off for parts unknown and seeks out a new home. Finding an empty web is uncommon, though, since the enchanted strands quickly disintegrate without the vortex spider's constant upkeep.

One corner of the vortex spider's webbing contains the remains of victims as well as their possessions. The spider likes to hide this section away from prying eyes, as humans who see the pile of bones and treasure should immediately realize just how much danger they might be in. Still, the spider knows the value of these trinkets, although it has little use for them personally. It is cunning enough to sometimes place an interesting-looking item or two in part of the web easily visible from the vortex's wall. More than one unwary adventurer has grabbed at such obvious bait, only to find himself outmatched by the web's devious owner.

Ecology: Vortex spiders evolved from the phase spider, and they can exist only on the Demiplane of Time. Some wizards have theorized that the origin of this rather unique species is rooted in a temporal accident in the far past. A colony of phase spiders must have been caught up in the eye of an impending timestorm while phasing, trapping them in the Demiplane of Time. Once they found themselves on this pseudo-plane, they carved out a niche for themselves in the local food chain and managed not only to adapt, but to survive and thrive.

Spider, Watchspider

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CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare; Uncommon (in Waterdeep)
ORGANIZATION:	As trained and deployed
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE TYPE:	Any possible (guardian)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Poison (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' in diameter)
MORALE:	Fanatic (17)
XP VALUE:	420



Watchspiders are a specially-bred subspecies of huge spiders, raised and trained in the Realms as guardians. Like any spider, the watchspider has eight legs and eight eyes; specifically, it is a variant species of huge hunting spider, with a sleek body, large head and fangs, and excessively hairy body and legs. The watchspider does not spin webs, but it is a fast, aggressive predator with a poisonous bite.

Combat: Watchspiders tend to lurk in the dark shadows near the entrance to areas they are set to guard; from there, they can observe who enters, and attack before being spotted (surprise penalties of -6 for opponents) if the intruders are not among those allowed into its area. Watchspiders can leap up to 30 feet through the air at victims.

Watchspiders initially bite each intruder once, since they are trained to neutralize as many intruders as possible, and continue such attacks until all intruders are paralyzed. Watchspider bites cause 1-6 points of damage and contain a poisonous venom. Victims get a saving throw vs. poison with a +1 bonus against the watchspider's venom; if the saving throw fails, the venom causes paralysis for 2-8 turns after an onset time of 1-2 rounds (the victim can see and hear, but cannot move or speak until the venom wears off).

Watchspiders are otherwise identical to huge spiders (see the *Monstrous Manual),* and never build their own webs (though they can climb walls and webs easily). If starved for long periods, they tend to devour paralyzed prey unless they are removed within three turns of becoming paralyzed.

Habitat/Society: In Waterdeep, watchspiders are fairly common in guild houses' and rich merchants' cellars and warehouses. They are trained to obey a single master, who can order them not to attack certain other beings. All watchspiders are schooled in disabling spellcasters and in avoiding weapons set against their leaping attack (spears and large piercing weapons). They have acquired intelligence through breeding, over the centuries, and can be trained for the specific needs of the buyer. The five watchspiders in the vault of the Phull villa are trained to attack in two pairs while the fifth rings a bell set on the wall near the cellar entrance. Likewise, permanent web spells drape the ceiling of a cellar of the Wands villa and a watchspider guards the artifact vault; if it counts more than two intruders, it is trained to drink from a basin above the webs that contains a unique *potion of heroism,* which grants the spider 3 extra Hit Dice (for hp and THAC0) for 1d10 turns, and then attack.

Ecology: This special breed of spiders was once indigenous only to Tharsult, where the dusky-skinned natives first trained this species as guards; the Mhairuun merchant family brought the spiders and their breeding and training processes north to Waterdeep, swiftly establishing a lucrative business with this rare commodity. After sixty years of breeding in the North, watchspiders can be found in Sword Coast cities from Neverwinter to Lantan, all purchased and shipped from Waterdeep; while originally a creature of more temperate climes, watchspiders have adapted to the Sword Coast with the growth of heavier hair (almost fur), but they still cannot survive the cold any further north than Neverwinter.

Recently, the last Mhairuun heir of Waterdeep, the lady Lythis Mhairuun, married Lord Urtos Phylund II, uniting their family fortunes. This move also opened up the possibilities for management and expansion of the watchspider business, since the Phylunds had long been trappers, breeders, and trainers of many different types of monsters. Lord and Lady Phylund had been experimenting with a number of variant breeds of huge spiders, rumors suggesting new forms of watchspiders will soon hit the market (such as those that spin webs coated with paralytic venom, or others that have the deadly edged limbs of the sword spider with the trained abilities of watchspiders).

Spider, Widow, Red

Climate/Terrain:	Any temperate land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Blood and bodily fluids
Intelligence:	High (13–14)
Treasure:	W (Z)
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	4
Movement:	9, Wb 12
Hit Dice:	6+3
THAC0:	13
No. of Attacks:	1
Damage/Attack:	ld3
Special Attacks:	Poisonous bite, webbing
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5′–6′ tall)
Morale:	Average (8–10)
XP Value:	3,000



The red widow, or spider queen, is an evil and deadly shape changer. Spinning a web of evil to all the lands about its lair, this foul creature derives a vile pleasure from murdering those lured to it by its many charms and promises of delight.

The red widow has two physical forms. The first, in which it is most commonly encountered, is a phenomenally beautiful and alluring human woman with long, flowing red hair. The creature's dress will vary to enable it to blend in with the human society around it, but will always be provocative and inviting. In this form, the creature is treated as a 0-level human, for the statistics listed above are those for its spider form (see below).

The red widow adopts its true form—that of a giant spider—only when it is about to make a kill. In this shape, the creature has a bright crimson body with a black hourglass pattern on its back. In effect, it looks like a giant version of the common black widow spider, save that the colors are reversed.

Red widows seem to have no natural language of their own, but are always fluent in the languages of those cultures with which they come into contact.

Combat: Red widows seldom engage in open combat. Rather, they lure unsuspecting victims near and draw them into a passionate embrace. Once this is done, they transform into their true form. Those who witness this change (usually only the doomed victim) must make an immediate horror check. The transformation into a giant spider takes a full round, during which the creature never releases its hold on its victim. Attempting to escape the powerful grip of the red widow requires the victim to attempt a roll to bend bars. Failure indicates that escape is impossible at this time, although a new attempt is allowed each round.

Once in its spider shape, the red widow bites its victim. While the bite itself inflicts only 1d3 points of damage, it allows the creature to inject a deadly poison (Class E, Immediate, Death/20). If the creature is striking at someone it is holding, it automatically hits. If it is trying to kill someone who has eluded its deadly embrace, the red widow must make a successful normal attack roll.

The red widow is capable of releasing a jet of webbing when in its spider form. DMs should treat this as if the creature were casting a *web* spell.

When the creature is in its spider form, it has the ability to climb sheer surfaces (just as if using a *spider climb* spell) and to command spiders. In the latter case, it will be able to summon 10d10 spiders. Of these, 65% will be normal spiders, 20% will be large spiders, 10% will be huge spiders, and 5% will be giant spiders. These creatures adore the red widow and will do all that they can to protect her from harm, even at the cost of their own lives; no morale checks are ever required of them.

Habitat/Society: The red widow often makes its home in the cities and towns of men. Here, it moves about in its human guise and seduces its victims under cover of darkness. It is not uncommon for a red widow to woo and destroy a new victim every week.

Ecology: Red widows live by draining the blood and other bodily fluids from those they kill. A slain lover is hidden away somewhere in the creature's lair and can supply the widow with nourishment for up to a week. When the monster finishes with a corpse, it discards the partially decomposed and dehydrated body far from its lair. In this way, it hopes that its home will escape detection.

The red widow breeds by mating with a normal human. Following the consummation of their "love," the widow kills her mate and implants the now-fertilized eggs in his body. Within a week, the eggs hatch and consume the fluids in the corpse. Each brood of spiders comprises 2d4 young. These remain in spider form (being treated as large spiders) for one year. At the end of that time, they gain the ability to assume a human form and become adults. Only in rare cases will young remain with their mother at this time.

Assuming it does not die through violence or accident, the average red widow lives to be 20 to 30 years old.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	Incidental
ALIGNMENT:	Lawful evil

NO. APPEARING:	3–18
ARMOR CLASS:	5
MOVEMENT:	15, Wb 18
HIT DICE:	3+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Energy drain, poison
SPECIAL DEFENSES:	Silver or +1 or better weapons
MAGIC RESISTANCE:	15%
SIZE:	M (4' diameter)
MORALE:	Champion (15)
XP VALUE:	1,400



Wraith-spiders appear as vaguely formed dark spider shapes whose eight legs trail off into dark mist. They have no physical substance, being more shadow and mist than spider. They attack with mandibles that appear insubstantial, but leave visible wounds. Their bodies are circled with glowing red pinprick-eyes that look in all directions simultaneously.

They speak no language of their own and do not respond in any way to a *speak with dead* spell. They seem to communicate with each other on some instinctive level to coordinate attacks in pack formations, though this is non-verbal in nature.

They understand orders given in the common tongue or drow, and can be commanded by those with the ability to command or control undead. They are always encountered as the servants of some more powerful creature.

Combat: Wraith-spiders cause damage by several methods. Their bite causes 1d4 points of damage from chilling cold; each bite also drains 1 level of experience from an opponent. This affects hit points and all abilities connected with that level, such as combat ability or spellcasting. Lost experience levels can only be regained by earning new experience or by the *restoration* spell.

A wraith-spider's bite also injects a poison. This poison remains active for 2–5 rounds and drains 1 point of Constitution each round it is active. The victim must roll a successful saving throw vs. poison each round to escape the poison's effects for that round. A *neutralize poison* spell alleviates the effects of the poison entirely, removing it from the victim's system and restoring any lost Constitution points. A *slow poison* delays the effects of the poison for the duration of the spell but will not restore Constitution points already lost. Constitution points can be regained at the rate of 1 per week; a *heal* spell restores 1–4 points per spell. Victims drained of all Constitution points die and have a 25% chance of becoming wraith-spiders themselves. Characters slain by wraith-spiders can be returned to life with a *heal* and a *resurrection* spell cast in that sequence.

These creatures are immune to cold-based attacks and *sleep, charm,* and *hold* spells. Normal weapons do no damage; wraith-spiders are affected only by silver weapons or magical weapons. Holy water vials thrown at these creatures inflict 2d4 points of damage (as acid) against their undead forms. For unknown reasons, *raise dead* spells do not affect these creatures as they do other wraiths, having no effect at all.

Wraith-spiders are turned as shadows.

These creatures create webs that glow with an eerie dim green light. Anyone touching a web will sustain 1d4 points of damage from the numbing cold of the strands. Characters in contact with the webs must also make a saving throw vs. paralyzation or be immobilized by the web for 1–6 rounds, sustaining cold damage for each round in the web. Like the wraith-spiders themselves, the webs cannot be cut by normal weapons; they can be cut only by silver or magical edged weapons, or broken by a successful bend bars/lift gates roll.

Habitat/Society: Wraith-spiders were originally created as guardians of treasure or as guards for a particular area of a drow stronghold. Even under someone else's control, they tend to guard treasure well, any treasure left by their victims being added to their original cache. Wraith-spiders are usually encountered in packs since they are created in groups. However, since they do not always turn victims into more wraith-spiders (though there is speculation on what happens if a normal or giant spider is killed by them), they are sometimes encountered alone as attrition takes its toll.

Ecology: Wraith-spiders have no goals or purposes other than to perform their guard tasks and slay the living. Since they are not free to roam at will, they have little effect on the natural order. It is rumored that a wizard named Muiral created them; however, it is more likely that the wraith-spiders were created years before by the drow for their wars against the duergar.

	Doomspider (Large)	Drop Spider (Huge)	Spider Rigger (Giant)	Leaping Sword Spider (Sword, variant)
CLIMATE/TERRAIN:	Any non-arctic	Any non-arctic	Any non-arctic	Any non-arctic
FREQUENCY:	Very rare	Rare	Very rare	Rare
ORGANIZATION:	Solitary	Platoon (pack)	Solitary	Platoon (pack)
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Low (5-7)	Average (8-10)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Chaotic evil	Neutral evil	Chaotic evil
NO. APPEARING:	1	2-10	1	2-5
ARMOR CLASS:	8	6	4	3
MOVEMENT:	9, Wb 9	18, Wb 12	12, Wb 12	6, Wb 9
HIT DICE:	1+1	2+2	4+4	3+3
THAC0:	19	19	15	17
NO. OF ATTACKS:	1	1	1	1 + special
DAMAGE/ATTACK:	1	1-6	1-8	2-8 (bite) plus 1-10 per leg
SPECIAL ATTACKS:	Fireball	Poison, webs	Poison, webs	Leap, webs
SPECIAL DEFENSES:	Nil	Nil	+4 to saves vs. gas	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (2' diameter)	M (5' diameter)	L (7' diameter)	M (5' diameter)
MORALE:	Average (8)	Elite (14)	Steady (12)	Elite (14)
XP VALUE:	270	420	975	1,400

As an extension of their worship of Lolth, the Xakhun revere spiders, for they are all the demoness' children. Four types of spiders are most commonly encountered aboard Xakhun windships. The usual complement for a Xan Kraban is as follows: one doomspider (the captain's "pet"), one spider rigger (for maintaining and repairing a ship's rigging), and either 1d6+4 drop spiders or 1d4+1 leaping sword spiders. For reasons that defy explanation, the drop spiders and sword spiders do not get along and cannot coexist aboard the same vessel without poisoning and dismembering each other. If there are any spiders aboard a windship, there must also be a trained Xakhun spidermaiden to command and control the sometimes ornery arachnids.

Doomspider (large variety)

The doomspider (known to foes of the Xakhun as the "Vengeance of Lolth") is the most innocuous-and perhaps the most dangerous-arachnid aboard any Xakhun vessel. This furry black spider's bite inflicts 1 hp damage and is not poisonous. However, the creature has a pair of internal sacks each holding about a gallon of non-volatile resin. The spider can, at will, relax an internal sphincter that allows the chemicals to combine, triggering a decidedly volatile reaction that not only consumes the spider but triggers the equivalent of a *delayed blast fireball,* inflicting 8d6+8 hp damage to all within 20 feet. The doomspider is intelligent enough to fathom basic commands, but it obeys only its chosen mistress (usually the windship captain). Although doomspiders await their mistresses' command before mixing their internal chemicals, at least one Xakhun captain has been incinerated by her own pet-perhaps the result of offending Lolth in some fashion. Once the chemicals are mixed, the explosive process cannot be halted; the explosion occurs the following round-just enough time for the captain to make good her escape via magic.

Killing a doomspider has the same effect, triggering an explosion one round after the creature's death.

When not commanded to "self-destruct," the doomspider is a relatively docile arachnid. It bites only those who attack it or its mistress. If its mistress is slain, a doomspider usually explodes 1d4 rounds afterward. The trick is to throw it off the ship before the inevitable occurs.

Drop Spider (huge variety)

Drop spiders are web-spinning huge spiders specially trained to launch themselves off the deck and lower themselves via web strands onto ships, groundlings, or anything else passing beneath the windship. Even if a drop spider's web strand is severed unexpectedly, the spider can often (80%) react quickly enough to shoot another strand, reaffixing itself to the Xakhun vessel before the end of the same round, so long as it remains within 30 feet of the windship. Moreover, the spider can withstand falls of any distance due to a unique cartilage structure in its legs. Thus, a drop spider could fall hundreds of feet and land on the ground without injury. However, for every 100 feet fallen, the drop spider must spend one round "stabilizing" itself. During this period of recovery, the spider cannot attack and suffers a -4 penalty to Armor Class.

Drop spiders have a thin mesh between their legs that enables them to glide toward designated targets with greater accuracy. They do not plummet uncontrollably, instead spiraling downward, seeking the best place to land and attack.

Drop spiders bite their prey, injecting Type D poison. In creating these beasts, the Xakhun also tampered with the venom. Not only does the affected victim suffer damage, but the poison causes severe disorientation. Anyone failing a save vs. poison succumbs to this "residual effect" immediately, suffering a -2 penalty to attack rolls and saving throws. This effect is not cumulative with multiple bites.

Drop spiders can shoot their webs either to secure a line to climb (or descend) or to entangle a foe. In the latter case, treat the drop spider's web as that of a large spider, except that the drop spider's web is a single strand with a range of 30 feet.

Spider Rigger (giant variety)

Spider riggers are essentially giant spiders that have been trained to maintain and repair the rigging of the Xan Kraban windships. They are as relentless in this task as normal giant spiders are at devouring prey. The spider rigger is more intelligent and responsive than its brutal kin, however, and it takes enough pride in its handiwork to attack bitterly any foe who deliberately severs the rigging or otherwise hampers the maneuverability of the vessel. Since the spider rigger plays such an important role aboard ship, it is the most important member of the Xakhun crew (next to the captain, of course) and is closely guarded.

Spider riggers have the same poisonous bite and web-spinning ability common to all giant spiders. They are immune to the dizzying effects of uhl vapor and receive +4 to their saves vs. other gas-based attacks and spells.

Leaping Sword Spider (sword variety)

These are smaller versions of the sword spider (see the MONSTROUS MANUAL™ tome, page 326). The Xakhun breed them smaller to fit aboard the confined Xakhun windships. Each spider can leap as far as 60 feet horizontally, impaling its prey with up to eight legs. Only one attack roll is made for the creature. If the attack is successful, the victim is struck by a number of legs based on its size: size S, three legs; size M, four legs, size L, five legs; size H, six legs; size G, all eight legs. Each leg inflicts 1-10 hp damage.

All upward attacks against the leaping sword spider receive a -4 penalty to the attack roll due to the impaling blades that protect the spider. The leaping spider's bite is not poisonous, but it can bite its victim in the same round it jabs with its sword-like legs.

Of all the Xakhun spiders, leaping sword spiders are the most difficult to train. If not treated well by their handlers, they are known to vent their irritation upon the crew and, sometimes, upon the ship itself. Unless the spidermaiden can regain control with a successful spider handling proficiency check, the untenable spiders must be destroyed.

Although sword spiders are ill-tempered and pose an obvious threat to the delicate Xakhun windships, they are inordinately stealthy, always moving carefully about deck without slashing the ship's rigging. In the rare event a leaping spider goes berserk, the spider rigger is usually quick to put it down before any serious damage is done.

Habitat/Society: The Xakhun spiders exist to bolster the fighting capability of the Xan Krabans. They normally "reside" in the crew compartment of the windship until called upon to attack nearby ships and enemies.

As mentioned previously, drop spiders and leaping sword spiders do not get along and cannot inhabit the same vessel. All spider types are raised with an inbred respect for the spider rigger and never conceive of attacking one, even if the spider rigger attacks it. The doomspider is basically ignored by the other spider varieties.

Since spiders are sacred to Lolth and the Xakhun, they are well guarded and shepherded. The Xakhun do not mistreat their spiders nor dispatch them without any thought to their retrieval. A Xakhun ship that loses its entire contingent of spiders (or never had one to begin with) has disgraced itself in the eyes of Lolth somehow. Xakhun are uncomfortable serving aboard a vessel devoid of spiders, believing the ship to be cursed.

Ecology: Lolth created these spiders to serve the drow in general as well as the Xakhun specifically. They are therefore found in drow cities and enclaves among the myriad other denizens and arachnids, usually at the beck and call of powerful drow priestesses. The chemical sacks of a *paralyzed* or *held* doomspider can be safely removed (although this process inevitably kills the creature) and then be used to create a powerful, portable explosive. Since the chemicals are individually safe, they can be transported in separate containers without fear of miscibility. The sacks and pads of the various web-spinning spiders can be used to create *potions of climbing* and *slippers of spider climbing,* while the legs of the sword spiders can be fashioned into ornate long swords (albeit with no special properties).

If Lolth believes that a Xakhun captain is mistreating her spiders, the demoness might command the captain's doomspider to explode in a manner that leaves the captain dead and the majority of the crew alive so that the survivors might consider the cause of their captain's misfortune.

Important Note:

Xakhun who have turned their backs on Lolth and have become privateers (or player characters) faithful to Eilistraee are unable to command or control any of Lolth's "children." In fact, spiders of all varieties attack these Xakhun on sight. Because the outcast Xakhun are hated so fiercely by Lolth's minions, they cannot benefit from the presence of spider riggers, web rigging, reinforced webbing in their windships, and so forth. Instead, they must rely more on conventional materials such as rope or sinew for the rigging and various earthly glues and pastes for sealing holes in the ship's membrane.

Spider Horse

CLIMATE/TERRAIN:	Subterranean caverns
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	12, Wb 9
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	3 (2 hooves, 1 bite)
DAMAGE/ATTACK:	1-6/1-6/2-8
SPECIAL ATTACKS:	Slow, paralysis
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L
MORALE:	Steady (12)
XP VALUE:	1,400



The spider horse is prized as a steed by the drow of the Deathdark. Bred long ago by the priestesses of Jiathuli, Princess of the Abyss, the spider horse is a bizarre hybrid of horse and spider. It has a horse's head and body, four horse legs, four spider legs, spider's eyes, and fangs instead of teeth in its muzzle. It is a versatile steed, capable of riding on the ground like a horse and climbing webs like a spider. It is faithful to its master until death.

Combat: The spider horse attacks with its hooves and its venomous fangs. Anyone who is struck by its fangs must roll a successful saving throw vs. poison or be paralyzed for 2d4 hours. Those who successfully roll this saving throw are only slowed (as if affected by a *slow* spell) for 1d4 turns.

If a spider horse's master knows that an enemy is approaching, the spider horse may be used to ambush the opponents. In this case, the spider horse will lurk above the entrance, hanging on a web strand and fall on the foes, surprising them on a 1-5 on 1d6.

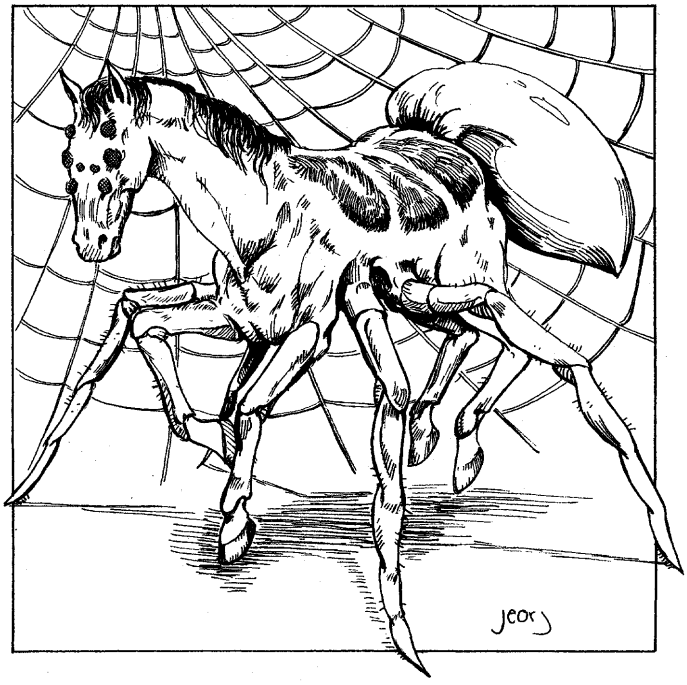
Habitat/Society: The spider horse dwells in the subterranean world of the Deathdark of the drow, the demi-plane where Jiathuli, Queen of the drow, was exiled. Within the caverns of the Deathdark are large web pastures, where the webs of spiders have accumulated over centuries. It is on these webs that the spider horses roam.

Spider horses roam in herds; their social organization is identical to that of horses. An expert animal trainer can teach them to serve as mounts.

Ecology: The spider horse is a predator that roams the Deathdark. Its normal victims are small herbivores that live in the cavernous underworld; in times of famine it devours its own weak and young.

Spider-horse

CLIMATE/TERRAIN:	Any, but usually mountainous
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4 or 1-3/1-3
SPECIAL ATTACKS:	Webbing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Average (9-10)
XP VALUE:	175



Spider-horses, as the name suggests, are magical cross-breeds of a riding horse and a giant spider. The body is primarily horse-like, although a spidery abdomen, complete with spinnerets, sticks out at the end. Four of the spider-horse's legs are horse-like, down to the hooves, while four more spider-like legs grow out of the horse-body. The spider legs are situated between the front and rear horse legs. The head is equine in nature, except for the eight eyes, all of which are compound.

Combat: A spider-horse attacks with either set of its front legs, whichever ones aren't being used for balance. Its hoofed horse-legs each strike for 1-4 hp bludgeoning damage, while its clawed, spidery legs slash for 1-3 hp each. Optionally, the spider-horse can shoot a strand of webbing at a single opponent, then reel him in with its front spider-legs. Treat a spider-horse's web-strand attack as a roper's strand attack, without the roper's magical Strength drain.

Since spider-horses have four normal hooves, they can be fitted with magical horseshoes, such as *horseshoes of speed* or *horseshoes of a zephyr.* In either case, the magical effects of the horseshoes only occur when the spider-horse is traveling on its horse-legs. It does not, for instance, gain a higher movement rate while using its spider-legs to climb up a cliff face simply because it has *horseshoes of speed* on its hooves.

Because of the unusual shape of the spider-horse's body, and its requirement to have its spider-legs flexible and free, standard horse barding cannot be used on a spider-horse. It might be possible to modify horse barding or have barding custom made, but this would at least triple the price.

Habitat/Society: Spider-horses, for reasons still unknown to wizards, cannot reproduce. The magic employed to merge the two beings renders the newly-created being sterile. Therefore, spider-horses usually live a solitary existence. Their spidery bodies often make standard horses skittish and nervous around them. However, this often makes them more emotionally attached to their masters, which wizards agree is a good thing. Nonetheless, wizards are currently experimenting on ways to correct this defect, in the hopes of creating spider-horses able to reproduce on their own.

Ecology: Spider-horses are usually created as riding mounts by wizards living in rough, mountainous terrain. Spider-horses are able to move about on either of their sets of four legs, running like a horse with their horse-legs (during which time their spider-legs are tucked under their bodies), or using their longer spider-legs to climb up or down steep surfaces such as sheer cliffs. Wizards employing spider-horses as mounts have intricately-buckled saddles which hold the rider in place during such steep ascents and descents. Because of the differences between spider-horses and normal horses, and between the kinds of gear needed to ride them, a separate proficiency is required to ride a spider-horse. This is the riding land-based proficiency, with spider-horse selected as the specified creature. Anyone attempting to ride a spider-horse with a riding proficiency geared toward normal horses is likely to end up being pitched head over heels at the first steep ascent or descent, although they could probably get by as long as the spider-horse kept to level terrain.

Besides their ability to travel where normal horses cannot, the spider-horse is prized for its ability to spin webs. A single web-line can be used to help lower the creature and its rider down a mountain slope, or the spider-horse can make an intricate web like those of a standard spider. A lone rider can often sleep easier knowing his faithful spider-horse steed has created walls of sticky webs around his master (essentially, weaving a "tent" in which the wizard can sleep). Because spider-horses cannot close their compound eyes, they are peripherally aware of their surroundings even when sleeping and can awaken at a moments notice, sounding a warning to their masters in case of trouble.

Any creatures caught in a spider-horse's web are left alone by the creature, who is strictly herbivorous. While it is not understood why spider-horses do not retain the venomous bites of the giant spiders used to create them, most wizards are happy 'enough with the beneficial traits.

	Aranea	Planar Spider	Ploppéd	Rhagodessa
Climate/Terrain:	Non-arctic forest	Any	Mountains	Forest, mountains, subterranean
Frequency:	Rare	Very rare	Very rare	Rare
Organization:	Solitary	Group or nation	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Night
Diet:	Carnivore	Omnivore	Carnivore	Carnivore
Intelligence:	Highly (13–14)	Very (11–12)	Non (0)	Non (0)
Treasure:	D	Special	Nil	O, U
Alignment:	Chaotic neutral	Any	Neutral	Neutral
No. Appearing:	1d6	3d6	2d6	1d6
Armor Class:	7	6	9	5
Movement:	18, Wb 12	18	12, Jump 20	15
Hit Dice:	3	5–12	½	4+2
THAC0:	17	15 (5–6 HD) 13 (7–8 HD) 11 (9–10 HD) 9 (11–12 HD)	20	17
No. of Attacks:	1	1	1	1
Damage/Attack:	1d6 (bite)	2d6 (bite)	1 (bite)	2d4 (bite)
Special Attacks:	Poison, spells	Poison, phasing	Poison, leap	Grapple
Special Defenses:	Spells	Phasing	Thief abilities	Nil
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	L (7′ diameter)	M (5′ diameter)	T (9″ diameter)	L (7′ long)
Morale:	Steady (11)	Steady (11)	Unsteady (6)	Steady (12)
XP Value:	650	5 HD: 2,000 6 HD: 3,000 7 HD: 4,000 8 HD: 5,000 9 HD: 6,000 10 HD: 7,000 11 HD: 8,000 12 HD: 9,000	65	270

The spider-kin include several types of creatures found in different parts of Mystara and the planes beyond it that have little in common except for their basic spider shape. Like their cousins the spiders, spider-kin have large mandibles equipped with fangs that can deliver a deadly, usually venomous, bite.

The diameters listed in the table above include the creatures' outstretched legs.

Aranea

These creatures are about the size of small ponies and are nearly indistinguishable from the various types of giant, web-spinning spiders. An aranea, however, has a massive, oddly shaped hump on the back of its head that houses the creature's large and well-developed brain. An aranea also has an extra pair of limbs just below the mandibles. These limbs end in flexible digits which the aranea can use to manipulate simple tools. They spin huge webs, each about 40 feet in diameter, with many narrow extensions winding through the trees nearby. The aranea use these extensions to travel through the trees from crown to ground level. Only creatures who are very unwary or stumbling about in the dark are likely to become entangled in them.

In combat, an aranea bites with its poisonous fangs for 1d6 points of damage. The victim must make a successful saving throw vs. poison or suffer additional damage from the aranea's venom. During the round that the saving throw fails, the victim feels no ill effects except a faint stiffening of the limbs. However, each round thereafter the victim suffers 4 points of damage, dying at the end of 1d4+1 rounds (regardless of hit points).

All aranea also cast spells as 3rd-level wizards. Their spell books consist of crude rolls of bark written in chalk or charcoal. These scrolls are very delicate and usually fall apart if carried away from the creature's web. In fact, only careful examination reveals that they are valuable at all, as they tend to be well hidden among clumps of leaves and other litter that sticks to the web. As a race, aranea prefer subtle but potent spells, such as illusions, various *charm* spells, and *haste* and *slow*. As a rule, they avoid fire-based spells that might damage their webs or their forest homes.

Aranea are clever and patient: their favorite combat tactic is to lie in wait for prey in the branches of a tree, then silently lower themselves on strands of webbing and begin a spell attack. When confronted by dangerous foes, they often mask their true appearance with illusions and pretend to be elves, rangers, druids, or dryads.

The aranea are involved in a constant state of war with the phanatons.

Planar Spider

The planar spiders are intelligent, plane-traveling arachnids who have a vast, but odd, civilization. They can travel both astrally and ethereally and thus can easily move among the planes. Some sages speculate that planar spiders might be related to phase spiders, but there is no definitive proof for this theory.

Most planar spiders have 5 Hit Dice, but leaders of up to 12 Hit Dice have been reported. Their home plane is almost certainly a Deep Ethereal demiplane, but it is entirely unknown and no traces of their cities have ever been discovered. Traveling planar spiders describe the plane as a place with cities lovingly crafted from imperishable white webs. Any planar spider encountered away from its home plane is a veteran traveler who speaks Common and at least one other demihuman language. There are many different nations of planar spiders, just as there are many different nations of humans and demihumans. Planar spiders from the nation of Chak are those most often encountered in and around Mystara.

Planar spiders are as unpredictable as humans but rarely attack adventurers without provocation, preferring instead to attempt to communicate with any creatures they meet in order to determine the strangers' intentions. On the other hand, some wandering groups of planar spiders ("Black Chak") are thieves or bandits who seek riches by any means, fair or foul.

In combat, a planar spider flits between planes to confuse foes. This gives them a –3 bonus on initiative rolls; if a planar spider wins an initiative roll by a margin of 4 or more, it may attack and then become ethereal before its opponent has a chance to strike back. Their favorite tactic is to appear behind their opponents, where they gain a +4 modifier for attacking from the rear and negate bonuses from shield and Dexterity. If overmatched, a planar spider flees off plane. If caught on the Astral or Ethereal planes, planar spiders gain only a –1 bonus on initiative rolls and can be attacked every round.

A planar spider's fangs carry type F poison; once bitten, a victim must make a successful saving throw vs. poison at a –4 penalty or die. Planar spiders can bite without using the poison if they so desire.



Any planar spider encountered may have (30% chance, plus 10% for each Hit Die beyond five) 1d3 miscellaneous magical items it can use. Each planar spider also carries 1d4 unusual nonmagical items that are not familiar to natives of the Prime Material Plane (the planar spiders, of course, understand these items perfectly well).

There are spellcasting planar spiders, but encounters with them are extremely rare; they can be priests or wizards of up to 9th level. A planar spider's experience-point value increases by 1,000 XP if it casts 1st- or 2nd-level spells; by 2,000 points if it casts 3rd-level or higher spells.

Ploppéd

Ploppéds are a mutated strain of common spiders. Currently, they are found only in the Silver Sierra mountain range on the border between Darokin and Glantri.

Ploppéds have bodies about the size of oranges. Their legs are extremely long and have many knobby joints. Each ploppéd has a random number of legs (1d8+2 pairs). Ploppéds are black and hairy, regardless of the number of legs.

Sages refer to these creatures as "polyped" (many legged), but their common local name, "ploppéd," derives from the sounds they make when leaping about (plop! plop!). Ploppéds are very sneaky, and they have the following thief abilities: move silently 40%, climb walls 91%, and hide in shadows 28%.

Normally, ploppéds do not prey on creatures larger than normal-sized rats. However, if startled or cornered they attack and then run away.

In combat, ploppéds attack by leaping. A ploppéd can hurl itself up to 20 feet. When fighting creatures significantly larger than themselves, such as humans and demihumans, a ploppéd leaps for exposed areas, such as the face or neck. If the ploppéd scores a hit, it bites and injects a paralytic poison; the victim must make a successful saving throw vs. poison or be immediately paralyzed for 1d6 turns. Tiny creatures receive a –4 penalty to their saving throws and, if the saving throw fails, are paralyzed for 1d6×10 turns.

Rhagodessa

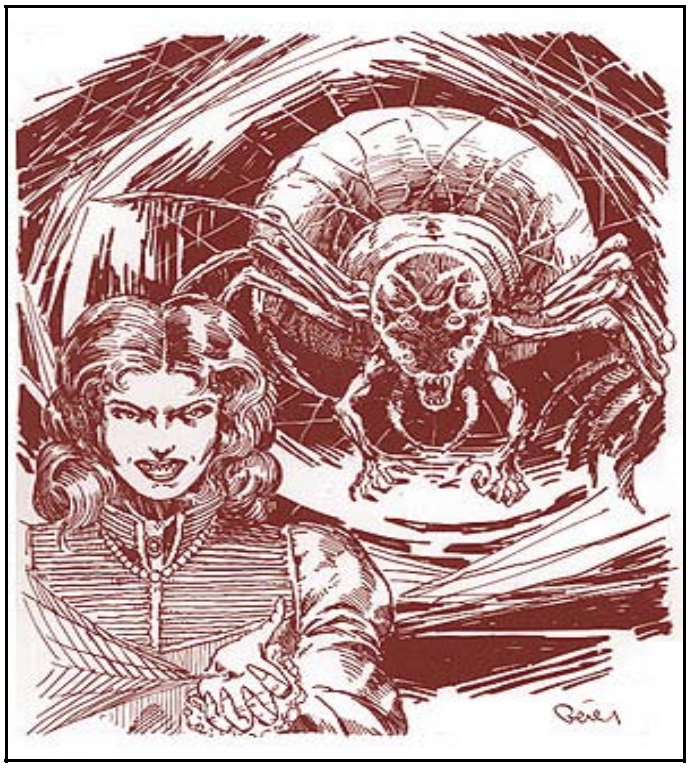
A rhagodessa is a giant, spiderlike carnivore about the size of a light horse. It has massive mandibles in its oversized yellowish head. The rest of the creature is dark brown, except for the eyes, which are gleaming black. A rhagodessa has five pairs of legs. The front pair end in powerful suckers which the creature uses to grasp prey. In combat, a rhagodessa strikes first with these front legs. A successful hit inflicts no damage, but the suckers hold on with a Strength of 20. During the next melee round the rhagodessa pulls the victim to its mandibles and automatically bites, causing 2d4 points of damage.

If harassed while biting prey, a rhagodessa lifts its victim into the air and scurries away. The rhagodessa can lift up to 700 pounds in this manner.

Rhagodessas can climb most sheer surfaces if they are not smooth and slippery. They have more difficulty climbing when carrying a victim but can manage even this feat if the surface is rough or cracked. Rhagodessas generally devour their prey at the first opportunity.

Spider-kin, Aranea

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	O,R (U)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	7
MOVEMENT:	18, Wb 12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (or by weapon)
SPECIAL ATTACKS:	Poison, spells, webbing
SPECIAL DEFENSES:	Spells, webbing
MAGIC RESISTANCE:	Nil
SIZE:	M (6' diameter)
MORALE:	Steady (11-12)
XP VALUE:	1,400 (2,000 w/Legacy)



The legendary araneas are exceptionally intelligent and skilled in the use of magic. However, few even know of their continued existence. To hide their true form from expanding humanoid civilizations, the araneas developed a shapeshifting ability. Because of this ability, araneas possess three distinct forms: arachnid, demispider, and humanoid.

In arachnid form, araneas range from 3 to 6 feet long. Two spinnerets are located on the abdomen. Eight large, segmented legs attach to the spider's thorax. Two smaller appendages, each about 2 feet long, sprout from the front of the thorax beneath the mandibles and eyes, each ending in four, multiple-jointed fingers and a single thumb. These can manipulate simple tools or perform somatic components for casting spells. Araneas also boast an impressive set of mandibles and eight eyes, four of which are small, used only to detect motion. The other four resemble human eyes with colored iris and black pupil, though set in a round, lidless socket. Two of the larger eyes face directly forward, while the other six eyes are positioned on either side of the aranea's head. The head, body, and legs are all covered with a coarse, grayish-black hair. Araneas can mate only in arachnid form.

Each aranea chooses a single humanoid form. This race must be one the araneas are familiar with. Size differences limit the araneas to races ranging between halfling and gnoll. The most common choices include human, elf, half-elf, dwarf, lupin, rakasta, and shazak. Few araneas choose a goblinoid form, and because of magical restrictions on the race, none imitate wallaras.

An aranea's humanoid form is chosen soon after birth and cannot be changed to another form later. The form typically remains the same within a family unit and must be of the same gender as the aranea. Height, weight, eye and hair color are always appropriate for the race being imitated.

In its demispider form, an aranea appears as a humanoid with arachnid elements. These elements always include fangs, spinnerets in the palm of each hand, two extra eyes on the temples, and an extra joint on each finger. Still, no two demispiders look exactly alike. As araneas do not gain an initial Legacy from the Red Curse, they typically claim that the demispider form is due to a Legacy. This seems to work well, as some Legacies actually do have these characteristics.

Araneas have their own language, known as Herathan. All araneas know both Herathan and the native language of the humanoid race they are emulating. Though most araneas are neutral in alignment, other races assume that the giant spiders were evil. This assumption has forced the araneas to continue hiding their natural forms.

The Red Curse: Because of their abilities and involvement with the creation of the Red Curse, araneas do not gain an initial Legacy. However, upon reaching maturity they must wear *cinnabryl* or suffer the Affliction of a randomly chosen Legacy. An aranea can gain Legacies only by becoming an Inheritor.

Combat: Araneas prefer to avoid physical combat when possible, relying instead on magical abilities. In arachnid form, they wait in trees for prey to pass underneath; then, they lower themselves silently on web strands and attack with spells. A victim attacked in this manner suffers a Ð1 penalty to surprise rolls. In humanoid or demispider form, araneas battle as per the emulated race.

Each aranea is considered to be at least a 3rd-level mage. (Araneas retain the 8-sided Hit Die up to this level, then using the appropriate Hit Die for their class.) This represents their natural relationship with magic and their initial years of training. Most are specialist wizards, preferring illusions and charms but avoiding fire-based spells. Araneas can cast spells in any of their three forms. To avoid arousing suspicion, araneas living among other humanoids keep their spell-casting abilities secret unless they are posing as mages. Most araneas do continue to pursue the magical practicesÑat least in privateÑand are higher than 3rd level. Many araneas become multi-class mages, gaining the additional benefit of swordplay or thieving abilities. Single-class thieves are not uncommon, but single-class clerics or fighters are very rare. Even as a single-class character, though, an aranea still retains its abilities as a third-level mage. This is considered more a dual-class than multi-class.

If forced into physical combat, an adult aranea can attempt to bite and inject venom into an opponent. This can only be accomplished in spider or demispider form and requires a successful attack roll. A victim who fails a saving throw vs. poison immediately feels a faint stiffness in his limbs and takes 1d4 points of damage per round for 1d4 rounds, cumulative for each successful bite. The aranean venom loses potency after a short time, so it cannot be saved and used on

weapons.

Upon reaching maturity, araneas can also learn to spin webs. As with the poisonous bite, an aranea can spin or climb webs only while in arachnid or demispider form. This ability does not make araneas immune to the *web* spell. An aranea can produce up to 10 feet of webbing per level per dayÑhalf from each spinneret. Web strands measure 1/4 inch in diameter and are strong enough to support approximately 500 pounds. Entangling an opponent with a web requires a normal attack roll. Severing a strand requires only 2 points of cutting damage (which must be inflicted in a single blow) or a successful open doors roll. Immobilizing a man-sized creature requires at least 20 feet of webbing, but considerably less is needed to entangle.

Araneas wear armor only if allowed by class. In humanoid form they have a base AC of 10. In arachnid form, they have an Armor Class of 7. If an aranea shifts into arachnid form while wearing armor, it takes damage equal to 10 points minus the AC value of the armor. Magical armor must also be removed unless it has the power to alter its size. In this case, the armor expands enough for the aranea to slip out of it during transformation.

Special Abilities: Araneas possess 60-foot infravision and the ability to change form. The aranean shapechanging ability is natural, and young araneas have complete control within a few weeks of birth. Though not physically limited by a specific number of transformations per day, an aranea trying to maintain secrecy will never assume arachnid or demispider form among nonaranea. It requires 1 round to shift between arachnid and demispider or demispider and humanoid. Thus, changing from humanoid to arachnid or the reverse takes a minimum of 2 rounds. The demispider form is merely transitionary and can never be maintained for more than 2 rounds per level.

An aranea in humanoid form effectively becomes a member of the emulated race and possesses any special abilities that the race has to offer: hearing, special vision, familiarity with tunnels, etc.

The aranean shapechanging ability gives each aranea two true forms. For this reason, the creature's true race cannot be determined unless someone actually sees the transformation, can read the aranea's mind, or possesses some other extraordinary means. Even a *true seeing* spell is useless unless the aranea is in demispider form; if this happens, there is an equal chance that it will reveal either the aranea's humanoid or arachnid form. Since the *identify species* spell was originally invented by the araneas, it is useless against them. Though the shapechanging ability was originally gained through arcane means, neither form is truly magical, so a *dispel magic* cast on the aranea while it is in humanoid form will not cause it to revert to its arachnid form. If successfully cast on the demispider form (using the aranea's level or Hit Dice as the value of the opposing caster), there is an equal chance that the aranea will revert to its humanoid or arachnid form.

The shapechanging ability gives araneas partial immunity to *polymorph* spells, as with lycanthropes and dopplegangers. They can resume their normal form after being affected by the spell for 1 round. However, weapons designed to battle shapechangers are also more effective against araneas (as with a *sword +1, +3 versus lycanthropes and shapechangers*). Shapechanging does not restore any lost hit points and, if killed, the aranea remains in the form held just before death.

Habitat/Society: Araneas prefer to live in forests, the natural home of their ancestors, where they can hunt and hide. They are the secret rulers of the Magiocracy of Herath, where the cities and villages resemble those of neighboring lands, though with a more diverse mixture of races.

Araneas take great pains to conceal their dual nature, partly because of the unjust animosity felt toward them by other races. From birth, they are taught that they have two distinct identities. Individuals are forced to keep these two identities separate, never to reveal the secret to other races. Those who do are considered traitors; they are dealt with harshly and quickly by other araneas.

Due to old legends of their purported evil, araneas are almost universally despised as a sort of "bogeyman." A revealed aranea will most likely be hunted down by everyone in the areaÑespecially other araneas. The pose of a "tame" aranea who has "converted to the cause of good" may be possible, but it would still be hunted by other araneas.

Ecology: Araneas use magic to subdue their environment, shaping it to fit their desires. For this reason they can never resist magical items and will go to any extremes to obtain them. They are predators, and many enjoy the flesh of sentient beings, though these are the exception rather than the rule. Araneas are generally talented in cloth production and naturally dominate the silk market with the silk they produce.

Most araneas feel superior to other races due to their long history and special abilities. They can be cold, calculating, and secretive, but they are rarely evil. They also tend to be suspicious of others, expecting them to have secrets as well. Currently, these shapeshifters get along with the nearby races.

Spider-kin, Arashaeem

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13Ð14)
TREASURE:	T, U (H)
ALIGNMENT:	Evil (chaotic)
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	18, Wb 12
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (or by weapon)
SPECIAL ATTACKS:	Paralysis, spells, webbing
SPECIAL DEFENSES:	Spells, webbing
MAGIC RESISTANCE:	20%
SIZE:	M (6' diameter)
MORALE:	Elite (13Ð14)
XP VALUE:	7,000 (8,000 w/Legacy)



These undead araneas retain the High Intelligence of the spider-humanoid race and still possess superior magical ability. Though they are rumored to be failed liches, no proof of this fact has been discovered.

Arashaeem can assume the same three forms as their living counterpartsÑarachnid, demispider, and humanoid. The arachnid form reflects the arashaeem's hideous nature: a giant, horrifying spider with loose flesh hanging from its body and poison constantly dripping from its fangs. In humanoid form, the arashaeem resemble zombies wearing noble, if somewhat tattered, trappings. As before, the demispider form consists of a slightly altered version of the humanoid form.

Arashaeem still remember any languages they learned during their lifetime. In any of their three forms, they speak in quiet, ominous whispers. While all arashaeem are evil, only about half are chaotic in nature.

The Red Curse: Arashaeem cannot gain new Legacies. *Cinnabryl* is therefore useless to them, unless they possessed Legacies in life. If so, wearing *cinnabryl* maintains the Legacy. Because their Legacies drain *cinnabryl* at the regular rate, arashaeem always need a fresh supply. As they never suffer from Affliction, many arashaeem do not wear *cinnabryl* unless they need to use a Legacy.

Combat: Arashaeem possess many of the powers and immunities of the undead. They are immune to *sleep*, *charm*, and *hold* spells; all poisons; and paralysis. Cold and electricity based spells inflict only half damage. In addition, the arashaeem's venom and webbing causes complete paralysis (successful saving throw vs. poison negates) for 1d6+2 rounds or until negated by a spell or special effect. The venom must be injected by bite, but the webbing need only come into contact with skin.

As when they were alive, these creatures prefer magic over physical combat. They cast spells as 9th-level mages, still holding to the aranean preferences for illusion and charm and their aversion to all fire-based spells. They employ stealth when possible, attacking from behind webbing or dropping down quietly from above. Victims attacked in this way suffer a Ð1 penalty to surprise rolls. Arashaeem also value deception and preparation, perhaps herding victims into a web before attacking from a safe distance.

Arashaeem in arachnid or demispider form can attempt to bite or entangle their opponents. Both tactics call for a successful attack roll. An arashaeem suffers no limitations on the number of poisonous bite attacks it can inflict; the venom flows freely. Likewise, all webbing attacks have the potential to cause paralysis. An arashaeem can produce up to 90 feet of webbing per day. Webbing can be saved but will lose the ability of paralysis after 1d6 days (arashaeem constantly replenish the poison in their own webs). The poison from their fangs and poison sacks, however, can be saved indefinitely and used on sword edges and arrow points. The potency of the poison diminishes after the death of the arashaeem, causing paralysis for only 1d4 rounds and granting a +1 bonus to the victim's saving throw. Twelve ounces (12 sword applications, 24 dagger or arrow applications) can be removed from a dead arashaeem within the first few moments. After that, the poison dries up at a rate of 1 ounce per round.

Special Abilities: The arashaeem shapechanging ability works like that of the araneas. This grants the arashaeem limited protection from polymorph spells, allowing the creature to return to its normal form after 1 round. Weapons that affect shapechangers (*+1 sword, +3 versus lycanthropes and shapechangers*) strike the arashaeem for full effect.

Habitat/Society: Failed lich or not, the arashaeem are still among the most dangerous undead because of their magical abilities and High Intelligence. They live in solitude, driven by the desire for power. Arashaeem spend most of their time in arachnid form, enjoying this freedom after a lifetime of hiding and secrecy. However, so strong is the aranean education, that even after death, they will not divulge the secret of the living araneas. The arashaeem do, however, build off the legends to broaden their own influence.

The arashaeem are thought by most other races to be spirits of the outer planes. Those who do connect the arashaeem to the araneas usually theorize that the araneas must have been punished by the Immortals, the entire race being turned into spirits of the netherworld. Quite often, the araneas themselves support such claims as a way of further shielding their own continued existence.

The arashaeem crave power, sometimes making deals with human-

oids and offering treasure to those who will serve. These few attempt to create a power base from which they might find a way to achieve levels of magic they failed to reach during their lives. Other arashaeem are content to simply prey on humanoids. Still, all arashaeem agree that they were meant to dominate.

Ecology: Unlike many undead, the arashaeem do affect the ecology. Some still require *cinnabryl*, and their taste for flesh makes them natural predators of the intelligent races of the Savage Coast.

More people know of the arashaeem than the araneas, and some adventurers hunt the creatures for their treasure and powerful venom. Araneas also listen for details that might indicate arashaeem presence; because the undead creatures are a possible weakness in their camouflage, araneas try to eliminate them quickly and discreetly.

Lair: An arashaeem prefers to take a cave or ruined castle as a lair, but it can make do with a dense stretch of forest. Strung with enough webbing to make concealed blinds, hidden passages, and deadly traps, each lair will have 10d10 Hit Dice worth of spiders in it, all under the care and training of the arashaeem.

Traps can amount to almost any web-related design: a net of webbing that falls from overhead (successful saving throw vs. death magic or be automatically entangled) or webs holding up a deadfall of rocks (cut the webbing and pillars of rocks fall). Arashaeem almost always create at least one dead-end, where they can lure adventurers and seal the opening behind them. Though arashaeem webbing is slightly resistant to fire, it will burn.

Arashaeem collect both treasure and magical items, stored in the upper portions of webbing where humanoids cannot reach without great difficulty. This often deters adventurers from relying on fire, as it might destroy the magical items they hope to recover.

Climate/Terrain:	Tablelands
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2
Movement:	12, F1 15 (B)
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2–12
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (30′ long)
Morale:	Very steady (13–14)
Level/XP Value:	2,000
Psionics Summary:	Dis l/Sci l/Dev 3; PS 7; PSPs 20 Att: none; Def: MBk
Player's Option:	#AT 1 MTHAC0 19; MAC 9

Psychometabolism: *Sciences* – shadow-form; *Devotions* – chameleon power, displacement, ectoplasmic form.

The spinewyrm is closely related to the silk wyrm and kills its victims by constriction

Like the silk wyrm, the spinewyrm has chitinous shell The hard shell makes it very difficult to damage these creatures. Bony plates run from head to tail. In addition to this shell, rows of cruel spikes adorn the plates. These spines impale a victim caught by the vice-like grip of the spinewyrm's constriction. Though these serpents have no wings, they can fly because of a special organ unique to the wyrms of Athas.



Combat: This creature flies over the Tablelands of Athas in search of prey, but it rarely attacks before dusk. Because the spinewyrm swallows its food whole, it often takes a great deal of time for digestion to be complete, particularly with large quarry. Even after the meal is consumed it can take as long as 12 hours for enough of the food to be digested to make movement practical.

When a spinewyrm spots a likely candidate for its next meal, it favors using its ectoplasmic form and chameleon power to blend into the background. Using these two powers in conjunction makes the spinewyrm 90% undetectable to the naked eye. When a potential victim is within range, the creature dives, still in its camouflaged form, to attack its opponent. Such attacks are made at +4 if the wrym goes undetected.

On a successful attack roll, an opponent is caught in the death grip of the spinewyrm's constriction and receives 2–12 (2d6) points of damage that round unless the intended victim makes a successful Dexterity check at –4. Each successive round the victim suffers another 2–8 (2d4) points of damage. The victim must make a save vs. death magic every round after the third in the spmewyrm's grip. If the victim fails the save, he loses consciousness At this point the spinewyrm flies off, carrying its victim to some remote bluff or spire to feed.

If the spinewyrm loses 75% of its hit points, it releases its prey and shoots some of its spines at its opponents. The wyrm can launch as many as eight (2d4) such spines at no more than two targets that are within 10 feet of each other. Each spine requires a separate attack roll and causes l–6 (1d6) points of damage each. These spines grow back in six weeks.

Habitat/Society: The spinewyrm is a solitary creature that roams the countryside searching for food. Occasionally groups of two to six spinewyrms are seen traveling together. Since this generally happens during the same time of year, it is believed to be some type of mating migration.

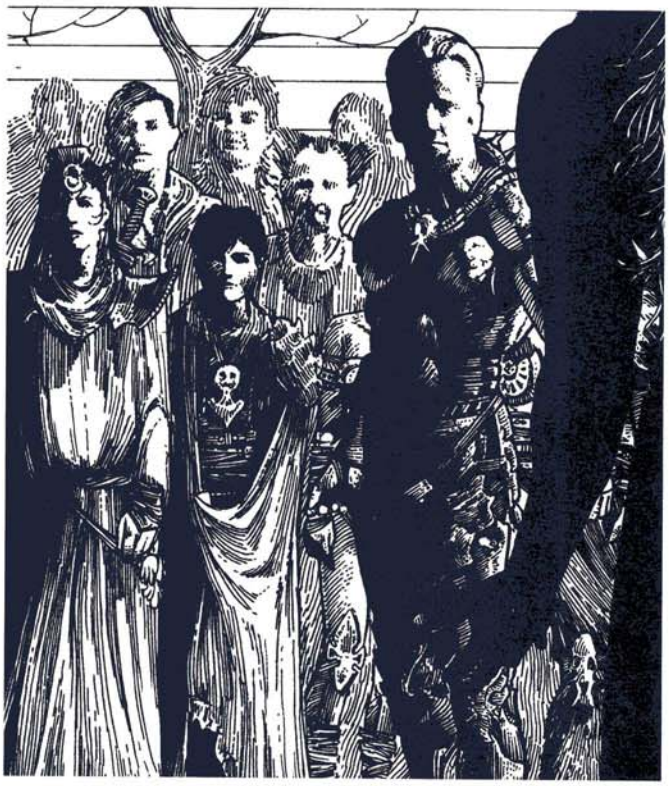
The spinewyrm is fascinated by any shiny objects and collects these things in its lair. Often gems, coins, jewelry. and any other object that glistens can be found in the spinewyrm's nest.

Ecology: Spinewyrms keep a nest on some remote peak where they pefer to take their prey. The usually build these nests into a shallow cave that allows them to hide when they sleep and feed.

When feeding, the spinewyrm disconnects its lower jaw and envelopes its prey whole. Depending on the size of the meal, it could take from 1–6 hours to ingest the entire being. Sufficient digestion to allow flight could take another one to six hours.

Spirit, Ancestor

Climate/Terrain:	Any/Sacred Mountains
Frequency:	Uncommon
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	14
Alignment:	Any lawful
No. Appearing:	4-400
Armor Class:	10
Movement:	10
Hit Dice:	1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	By traditional weapon
Special Attacks:	Nil
Special Defense:	+1 or better to hit
Magic Resistance:	Nil
Size:	M
Morale:	Champion (15-16)
XP Value:	60



In areas where the inhabitants revere and respect their deceased relatives and ancestors, an image of the departed lingers, perpetuated by the memory of the living.

Appearing as large crowds, the youngest ancestors stand to the fore while the vague outlines of the almost forgotten lurk at the rear. Only those remembered in folktales, or those still remembered by the living, can appear individually, and these always appear as the living remember them, rather than as they actually were.

Only ancestors of the previous generation and the figures of folklore and myth can undertake individual actions. The total number of ancestors who can attack, speak, or aid a shaman is usually equal to the current size of a community +2d20 ancestors, plus hero spirits as appropriate.

Combat: Ancestor spirits fight with whatever weapons are traditionally wielded by the tribe they watch over.

Accepted Alignments: Any lawful.

Familiarity: Ancestors automatically accept any shaman descended from them. Establishing relations with a foreign set of ancestors usually requires that the shaman offer sacrifice to them (worth at least 100 gp) and prove willing to protect their people.

Demands: The ancestors want two things from the living: their continued remembrance, and food. To ensure that they are remembered, they usually encourage the living to memorize tales of past heroes and lists of their forbears' names. To acquire food, they demand the community hold elaborate ritual meals in their honor. The food nourishes the ancestors as their descendants consume it.

Ancestors do not require sacrifice directly from the shamans. But, if their descendants turn away from them, ancestors usually hold the community's shamans responsible, so that it is in the shamans' interests to ensure that the people remember and venerate the Ancestors.

Ancestors further demand that the people continue to live in the traditions of their community. They insist that the people maintain ancient customs and rituals, that traditional leaders are respected and obeyed, and that the spirits are respected.

Benefits: As a group they may grant any spells from the tribal shaman's list up to and including 6th-level spells, and standard priests' spells up to and including 2nd-level spells. Individually, they have insufficient power to fuel spells.

Ancestors have a degree of control over their descendants, and any property which was once theirs. So, they may make any descendant fertile or virile, barren or impotent as they wish. They may also aid or hinder warriors in battle (*Bless* or *Curse* them at will), and "guide" any weapon one of them once owned when it is in the hands of one of their descendants (so that it becomes a nonmagical +1 weapon). They can also affect the fertility and health of any herd or flock they once tended, or the fertility of any field the community has traditionally farmed.

Spirit, Bloodspirit

Climate/Terrain:	Any settled
Frequency:	Rare
Activity Cycle:	Any
Diet:	Violent Oppression
Intelligence:	7
Alignment:	Chaotic neutral
No. Appearing:	1–4
Armor Class:	0
Movement:	12
Hit Dice:	1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d3 (talons)
Special Attacks:	Possession
Special Defense:	+1 or better to hit
Magic Resistance:	Nil
Size:	S (3′)
Morale:	Fanatic (17)
XP Value:	60

These spirits arise in locations of constant violence, where emotions run the gamut from executioners' feelings of guilt to victims' feelings of self-righteousness to onlookers' feelings of vindication on the part of the victims against the oppressor. Examples are situations of domestic abuse or sites where many executions or torture sessions are performed by various executioners of varying moral outlooks.

Although their point of origin can be considered their home, these spirits are unusual insofar as they may wander far and wide: They are attracted to situations where strong individuals abuse the weak. As such, there is an 11% chance 1d6 bloodspirits are present at any such location.

When bloodspirits manifest themselves, they tend to remain invisible, but if somehow forced to become visible, they resemble the kind of stick figures an abused child might draw: They have small, rail-thin bodies with spindly arms that end in talons, and bulbous heads of irregular oblong shapes that sport large eyes and broad, fang-filled mouths. Often, their mouths are impossibly wide, even to the point where they are wider than the spirit's head.

Combat: Bloodspirits do not typically enter combat themselves. They will attempt to defend themselves as best they can if somehow forced into melee, but at the earliest possibly moment they will flee to the spirit world. Much like the abusers that gave rise to them, bloodspirits are, essentially, cowards. Their preferred method of attack is to possess a bully, and let his or her actions speak for them. Bloodspirits exclusively target those who bully or other otherwise victimize the innocent with their activities. They either infuse their target with overwhelming guilt over his unpleasant ways, or with an overwhelming desire to take his behavior to extreme. There is a 50% chance of either, checked for at the time of possession.

Whenever a target infused with guilt attempts to abuse a defenseless person, or witnesses such abuse, he or she must save vs. spell. A failed save means the character must flee the location for 1d4 hours, overtaken by guilt, or must leap to the defense of the person(s) being abused, even to the point of using force to defend them in order to soothe his or her own guilty conscience.

Whenever a target infused with a sense of extremism uses force against a weaker or defenseless victim, he or she must save vs. paralysis. If the save is successful, the possessed character is filled with murderous rage and will attack with deadly force for 2d4 rounds.

Accepted Alignments: Any good.

Familiarity: Bloodspirits cannot be approached by shamans, but will always approach them instead. Bloodspirits will offer their assistance to any shaman who consistently stands up for those who are weak and preyed upon by bullies. A shaman who consistently—at least three times in a row—opposes oppressors and bullies, even at the expense of his own safety, attracts the attentions of 1d6 bloodspirits, each of whom will refuse to make contact with all others, and will ignore all such efforts, unless under the influence of a *charm spirit* spell.

Demands: Bloodspirits place few demands on shamans other than that they continue the activity that attracted the bloodspirits in the first place. Ironically, bloodspirits' only goal seems to be stopping the very activity that spawns and sustains them. Although they frequently end the abuse by forcing the abuser to kill his victim, they still see this as a victory. Unfortunately, of course, there will always be plenty of cruelty and petty, violent abusers for the bloodspirits to live on.

Should a shaman who uses spells sponsored by one or more bloodspirits ever become that which they loathe, they will withhold the spells until the shaman has liberated a number of people from victimization (be they a group of slaves, or a family suffering under the yoke of a drunken father). If the shaman continues to victimize those less powerful than he or she after such restitution is made, the spells will be withheld permanently, with a cumulative 10% chance for each instance that the bloodspirits will possess their former ally.

Benefits: Although relatively weak, bloodspirits can nonetheless sponsor an eclectic array of spells.

From the tribal shaman's spell list, they may sponsor *bind fetish* and *circle of protection from spirits.*

From the solitary shaman's list, they may sponsor *sense nature of spirit.*

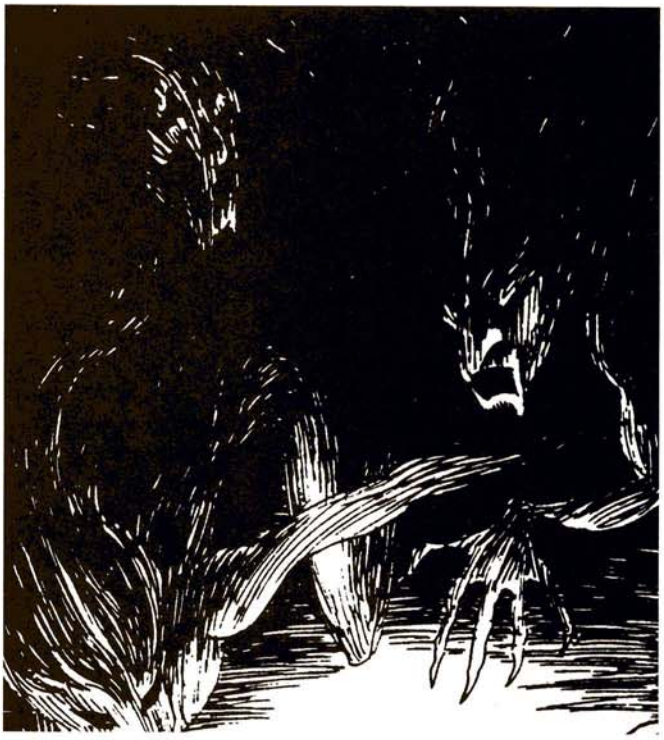
From the spiritualist's list, they may sponsor *death candle* and *create sanctuary.*

Bloodspirits can also sponsor priestly spells of the Guardian sphere up to 3rd level.

Spirit, Bogeyman

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ACTIVITY CYCLE:	Any
DIET:	Fear
INTELLIGENCE:	10
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	1 or 3
THAC0:	20 or 18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4ℑ×2 (bite and claws)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSE:	+1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fanatic (20)
XP VALUE:	350



Bogeymen are the creations of peoples irrational fears and superstitions, of their irrational, waking nightmares. Most are fairly weak (only 1 Hit Die), but from the overwhelming fear of one individual or the trepidation of whole community greater bogeymen are created.

Bogeymen consider vindictiveness and cruelty the only worthwhile pursuits, akin to art. Those who are suitably despicable they admire; others they consider fair game.

Although all are different, bogeymen are inevitably grotesque, appearing as huge hairless dogs, rotting corpses, parodies of the viewers' loved ones, etc.

Combat: Bogeymen are motivated by the need to inspire fear, and will most often focus on this during combat. Favored tactics include apparently launching fearsome attacks, during which the spirit has a +4 bonus to hit, but actually only inflicts a single point of damage, and then springing a seemingly innocuous attack that causes 1d4 points for its bite, and 1d4 each for its clawed hands. Bogeymen also have the ability to cast *hold person* once a day, and will slowly tear *held* victims apart instead of killing them instantly; and once per day it may *teleport* any object within 10 yards, up to 20 pounds in weight, into its own hand (including a fighter's valued sword). Both lesser and greater bogeymen have these abilities. Additionally, the greater bogeymen may create an illusion of any powerful enemy the character facing it has recently dispatched. This illusion has all the statistics and abilities of a geist (see the RAVENLOFT MONSTROUS COMPENDIUM Appendix III).

Accepted Alignments: None. Bogeymen have no desire to cooperate with mortals for any reasons beyond tormenting them.

Familiarity: First the shaman must avoid attack by convincing the spirit he or she is as sick and twisted as the bogeyman by presenting it with a suitably disgusting gift (not requiring a formal sacrifice), like a meal prepared from the brains of a still living monkey. Then, a *charm spirit* spell is needed to make the spirit cooperative.

Demands: None. Bogeymen have no interest in mortal affairs. They exist only for the fear they can instill in mortals.

Benefits: Bogeymen can provide shamans with the *death candle* spell, but will only do so if coerced or *charmed*.

	Druj	Odic
Climate/Terrain:	Any	Any non-desert land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	None	None
Intelligence:	High (13–14)	Very (11–12)
Treasure:	Nil (H)	Nil (H)
Alignment:	Neutral evil	Neutral evil
No. Appearing:	1	1
Armor Class:	–4	–4
Movement:	Fl 9 (A)	0
Hit Dice:	14	16
THAC0:	7	5
No. of Attacks:	1 or 4	1
Damage/Attack:	Eye: Nil Hand: 1d4 (strike) Skull: 1d6 (bite)	1d12 (branch)
Special Attacks:	Poison touch, spells (paralysis)	Poison touch, spells, charm, energy drain
Special Defenses:	Animate dead, immune to some spells	Animate dead, immune to some spells
Magic Resistance:	Nil	Nil
Size:	T (varies)	M (varies)
Morale:	Fearless (20)	Fearless (20)
XP Value:	16,000	22,000

Spirits are powerful undead beings which inhabit the bodies, or body parts, of others. Creatures or parts of creatures animated by a spirit have a pale, decayed appearance and often emit a sickly green, blue, or purple glow. Though solitary, a druj or odic may be found in the company of 1d6 of its victims.

Druj appear as body parts—a hand, an eye, or a skull—floating or crawling around in a horrible way.

Odics are formless creatures that take possession of normal plants, usually shrubs or small trees.

Combat (General): Being undead, spirits are immune to *sleep, charm,* and *hold* spells. They cannot be paralysed or poisoned, nor are they harmed by cold-based attacks.

All spirits are poisonous; a melee hit from a spirit causes the target to make a successful saving throw vs. poison or die immediately. Furthermore, a spirit's poisonous aura causes all consumable items within a 30-foot radius to instantly become spoiled and useless: all food (including iron rations), water, beverages, holy water, and magical potions, salves, and oils become spoiled. There is no saving throw against this power, though items within a closed extradimensional space, such as a *bag of holding,* are immune. If the container is opened even for a moment while within range, however, the consumable items inside become spoiled. Supplies that are spoiled by this power do not become poisonous, but they lose all magical properties and acquire a foul taste. Spoiled food and drink, if consumed, provide no benefits whatsoever. Normal items can be made wholesome again with a *purify food and drink* spell, though they never quite lose their foul taste. Magical items and holy water can be restored only by a *wish* or *limited wish.*

Living plants and normal insects within the poison radius become immediately paralyzed and die if the spirit remains in the area for more than an hour. This effect negates all forms of plant control (including *entangle* spells) and all insect plagues and swarms, both normal and magical.

Spirits continually use a form of *detect invisibility,* and they can use any of the following spell-like abilities once a round, at will, as a 16th-level priest: *darkness, silence 15' radius, cause disease, animate dead,* and *finger of death.*

Spirits frequently use their *animate dead* ability to turn victims they have slain into zombies, which the spirit uses to defend itself and to harass enemies. Both the spirit itself and the zombies under its control can be turned by priests and paladins as special creatures.

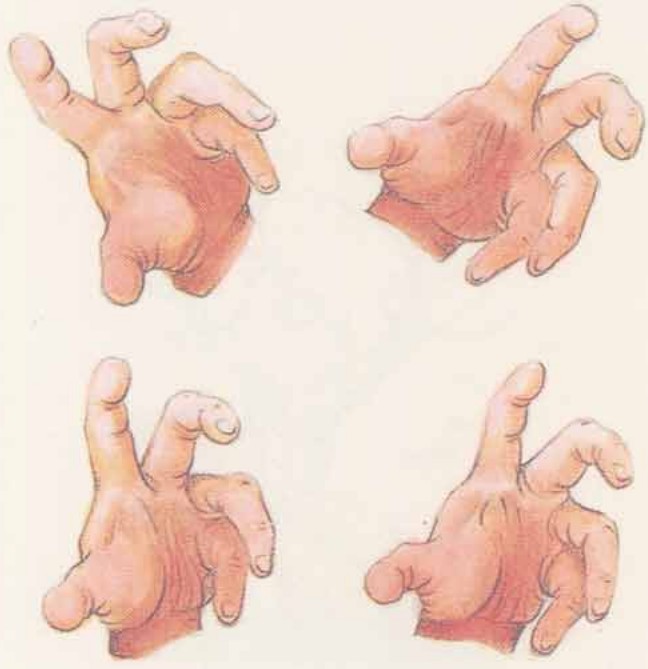
All spirits are powerless during daylight, although they can move up to 24 miles between sunrise and sunset.

Druj Combat

Once a night, a druj can split its essence, creating four identical forms. Each of these forms is poisonous, and each can attack separately; however, only one retains the druj's spell-like powers. Opponents often can identify which is the spellcasting form, as it tends to hover in the background while the other three close to attack. Should the spell-casting form be destroyed, one of the surviving forms immediately gains all the druj's spell-like abilities. Only destroying all four forms will defeat the creature.

The first time each night that a druj is successfully turned by a priest or paladin, the spirit's forms are forced to reunite into one creature and remain that way for 1d4+1 rounds, after which the druj can split again. Similarly, if the druj is turned before it can split, it cannot then do so until 1d4+1 rounds have passed. In either case, further successful turns during the same night are handled normally—that is, they force the entire creature to retreat.

Druj have additional powers, depending on their basic forms.



Eye: An eye druj darts about, trying to touch its opponents. The touch inflicts no damage, other than poisoning. An eye druj can make a special gaze attack against one target each round in addition to its physical attacks. The victim must make a successful saving throw vs. paralysis or be paralyzed for 1d4 turns. This attack has a range of 30 feet, and the victim need not meet the druj's gaze to be affected. An eye druj can automatically touch a paralyzed victim.

Hand: A hand druj inflicts 1d4 points of damage when it strikes a creature; it holds on thereafter, causing additional damage each round. The damage inflicted by the hold is 1d4 points plus the victim's Armor Class (shield and Dexterity adjustments do not apply). Even if the character's base Armor Class is 0 or less, he or she still suffers 1d4 points of damage per round. The victim must roll a saving throw vs. poison only when initially struck by the hand.

Skull: A skull druj floats toward its victims, attempting to bite; each bite inflicts 2d4 points of damage and causes the victim to make a successful saving throw vs. poison or die. When first attacked, a victim must make a successful saving throw vs. spell or be frozen with fright for one round. The druj can automatically bite a frozen victim.

Odic Combat

This spirit possesses a new plant each night. The plant sheds a purplish or bluish light in a 20-foot radius; this light is visible up to 300 yards away. Living creatures entering the light must make a successful saving throw vs. spell or they lose one level or Hit Die, as though struck by a wight. Each potential victim must make an additional saving throw each round he or she remains in the light.

Once it has settled in for the night, an odic cannot move from the spot until daybreak. The host plant is killed immediately. The odic can animate parts of the plant, however, and use them to deliver its attacks.

The odic uses the plant's longest branch to reach out up to 30 feet and deliver a blow that inflicts 1d12 points of damage; anyone struck must also make a saving throw vs. poison or perish.

The odic uses other portions of the host to seek out victims. The odic can animate up to six leaves at one time. These animated leaves float away at a movement rate of 3; the odic can control them at any range up to one mile. The animated leaves have a THAC0 of 16 and an Armor Class of 8; because they are barely noticeable, they impose a –6 penalty on their opponents' surprise rolls. They have one hit point each. They inflict no damage, but any victim touched by one must make a successful saving throw vs. spell or be *charmed* and drawn toward the odic. Charmed victims who enter the odic's light suffer a –4 penalty to saving throws against the energy drain and will not voluntarily leave the radius.

If the host plant has no leaves, the odic can animate the nearest equivalent—needles, flowers, tendrils, etc. During a single night, an odic can animate any number of leaves the host plant has available; however, the odic can never animate more than six at once. Animated leaves cannot use the odic's spell-like powers or poison touch.

Animated leaves can be turned as special undead. If successfully turned, their link with the controlling odic is broken and the leaves fall to the ground, inert. The odic cannot reanimate a leaf once it has been turned, but it can continue to animate other leaves from the host plant.

If the odic itself is turned, it is forced out of the host plant and becomes helpless until the next sunset, when it can possess a new plant.



Habitat/Society: Spirits are solitary wanderers. They usually carry no treasure but occasionally serve as guardians for special items or hoards. Also, a spirit's previous victims, if present, might carry type H treasure.

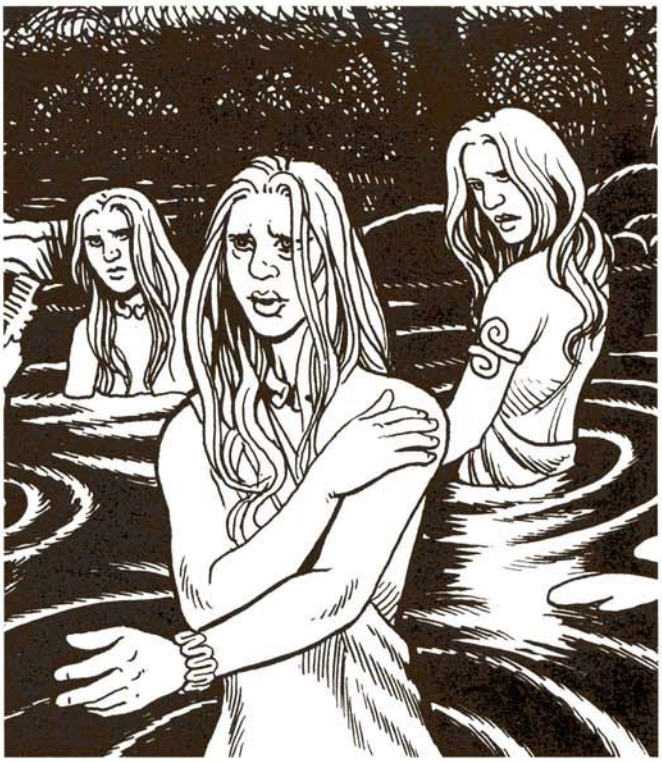
Druj are always encountered singly unless commanded by a powerful lich, evil priest, or similar evil power. In such cases, two druj eyes might rest within a druj skull, accompanied by two druj hands. No more that these five druj can ever be found in one place, and smaller groups (a druj skull with one druj eye, for example) are much more likely.

Odics are always encountered singly. Occasionally, odics inhabit the bodies of plantlike monsters. The monster is allowed a saving throw vs. spell, and if it succeeds the odic cannot attempt to possess the monster again that night. However, the odic can still settle into a nearby plant and attack the monster using its normal abilities.

Possession by an odic kills a plantlike monster, just as it kills normal plants. If the possessed creature is mobile, the odic can then move at the creature's normal movement rate. The odic can also use all of the monster's powers in addition to its own.

Ecology: Like most undead, these spirits hate life and ruthlessly seek to destroy it whenever possible. It may be that spirits gain sustenance from the life forces of the creatures they slay, but hunger clearly is not their only motivation. As destructive as they are, spirits usually move on before they can cause any great local impact. Should one decide to settle down, however, the effects are disastrous, as a spirit tends to kill everything in its vicinity.

Climate/Terrain:	Streams and rivers
Frequency:	Rare
Activity Cycle:	Any
Diet:	Male life force
Intelligence:	14
Alignment:	Chaotic Evil
No. Appearing:	1–4
Armor Class:	10
Movement:	10
Hit Dice:	1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d3 +7 punch
Special Attacks:	Shapechange
Special Defense:	+1 or better to hit, immunity to *charm spirit*
Magic Resistance:	Nil
Size:	M
Morale:	Champion (15–16)
XP Value:	175



Oftentimes the bereaved need explanations for the deaths of their loved ones, and if there is no logical explanation presents itself, a fantastic solution will be invented. If this answer catches the imagination of enough people, it will give rise to a new form of spirit.

This is how the fenettes came to dwell in the waterways of a particular region: One widow claimed that temptresses lived in the river, and that it was they who had lured her husband to a watery death, not drink and darkness as some neighbors claimed.

The fenettes appear most frequently as slender young women with long hair that clings to their bodies with moisture. They will either use this pleasant form to lure men to the edge of river, or they will use their *shapechange* ability (making them one of the few spirits with this power) to appear like a gold ring or other valuable item laying near on the bottom near the edge. When the opportunity presents itself, they embrace their victim like a vise (20 Strength) and drag him to a watery doom.

Although these spirits are often mistaken for nymphs, these malign creatures have nothing in common with that race.

Combat: Fenettes try to avoid direct confrontations, preferring lone victims that are easily killed. However, if forced to fight, their slender forms belie their massive strength: They are more lethal in hand-to-hand combat than many warriors are with swords, and have reportedly punched straight through a man's chest on occasion. More often, however, a fenette simply *shapechanges* into a fish and swims away should she be faced with a foe or force that is beyond her ability to deal with. Should all else fail, she can *animate* the bodies of unrecovered victims. There are 1d6 of these foul corpses at the fenette's disposal. They have the attributes of sea zombies. (See the Monstrous Manual for details.)

Accepted Alignments: Any. (See below.)

Familiarity: It is virtually impossible for any male to approach a fenette and not either become a victim or walk away empty-handed; fenettes see only targets in males, be they shamans or not. Only a woman can safely approach a fenette, and in order to become familiar with one, all the woman has to do is know where to find her.

Demands: Ironically, the fenettes claim that they drag men into the river because they are lonely. They pine for the company of men, but can never have any. For this reason, they demand that any female shaman receiving spells or benefits from a fenette bring them at least one male per month, and spend one night each week telling the spirit all about her love life. If the shaman is having poor luck on the romance front, the fenette is serious and full of helpful advice, but greets happy romantic developments with the giggly excitement of a young teenage girl.

Benefits: Fenettes sponsor 2nd- to 4th-level spells from the solitary shaman spell lists, as well as priest spells from the Elemental Water sphere of up to 4th level. Additionally, they grant favored servants with the ability to cast *water-breathing* once per day.

Spirit, Fetish

Climate/Terrain:	Any structure or area where crimes are punished and sentences handed down
Frequency:	Common
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	9
Alignment:	Lawful Evil

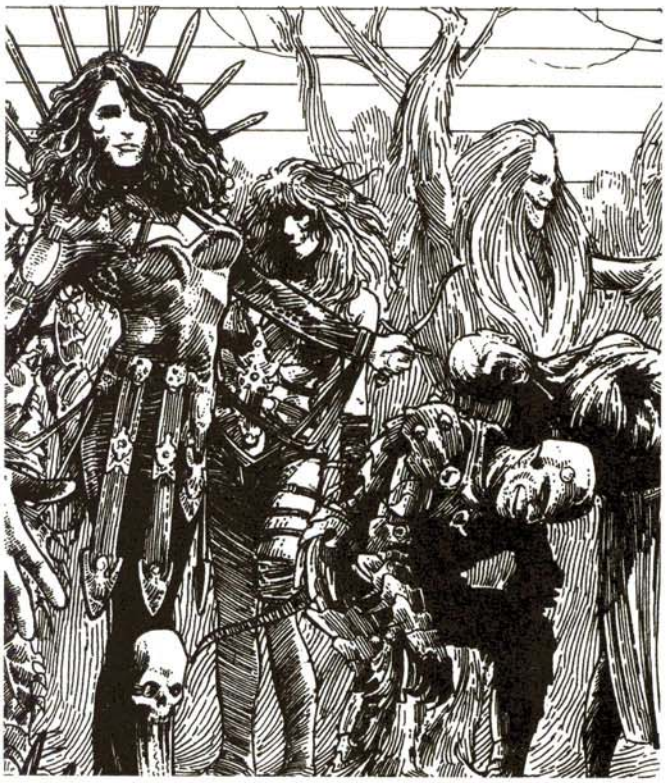
No. Appearing:	1
Armor Class:	5
Movement:	10
Hit Dice:	3
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Nil
Special Defense:	+1 or better to hit
Magic Resistance:	Nil
Size:	S
Morale:	Champion (15–16)
XP Value:	50

Fetish spirits are malicious little spirits, prone to sycophantic adoration of those who bind or own them, that are created by a combination of the wishes of those who use the law to advance their own selfish desires over justice, and those who feel they've been wronged by the law. They are stupid, foolish beings. They appear as misshapen, goblinoid creatures, but have an air of unreality about them. Colored in shades of gray, they appear to be a child's painting come to life.

Fetish spirits are obsessed with bringing "justice" to the world, and their sole expertise is in vindicating their own malicious actions. Still, they refuse to aid shamans and others in criminal acts or unprovoked evil.

Combat: Each fetish spirit has a particular power that may be harnessed by binding the creature into a physical object, such as an amulet. The spirit eagerly uses this power as the owner wishes (though only once per day) in order to help the owner right wrongs, gain vengeance, bring wrongdoers to justice.

The DM should invent appropriate powers for each fetish spirit, but they may also be determined randomly. In that case, the DM should roll 1d20 and consult the following list: Each fetish power, works as the priest spell of the same name. 1–4 *Curse*, 5–7 *Cause light wounds*, 8–9 *Detect evil*, 10 *Detect poison*, 11–15 *Detect lie*, 14–16 *Protection from good*, 17–18 *Cause disease*, 19 *Cause blindness*, 20 *Cause deafness*.



Accepted Alignments: Any lawful.

Familiarity: When unbound, fetish spirits cannot be approached by mortals for aid.

Demands: None when "wild," other than their obsession with justice. Encounters should adhere to the fetish spirit's sense of justice. When bound into physical objects, fetish spirits require one animal gift per month (a mouse or bird will suffice), the blood to be poured over the fetish object. If this is not forthcoming they refuse to let their owners use their powers until they have had the blood they feel they are owed.

Benefits: Any person who owns a fetish object (into which such a spirit is bound) may direct its powers for any lawful ends. Fetishes hate dishonesty, betrayal, theft, murder—in fact, they hate anything commonly considered a crime, or that they could argue to be criminal. They love nothing as much as to punish "criminals" at their masters' commands. Of course, the sycophantic spirits are largely blind to their masters' own faults, but still they do not allow their powers to be used for any criminal action—unless the act is itself in revenge for a previous crime.

Spirit, Forest, Uthraki

CLIMATE/TERRAIN:	Forests (Rashemen)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Carnivore
INTELLIGENCE:	High (11–12)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6
SPECIAL ATTACKS:	Strangle
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Steady (12)
XP VALUE:	420

Uthraki are malevolent, shapechanging spirits that haunt the dark woods and lonely roads of Rashemen. Uthraki are said to take the form of harmless companions to befriend lone travelers, and then kill and devour them.

No one is certain what an uthraki looks like in its natural form, but they are said to be hideous, twisted, hairy creatures with eyes all around their heads, so they are never surprised.

The tales are true, but few can confirm them since uthraki leave few survivors. They resemble bent, hunchbacked apes with long, snarled gray fur and small, humanlike faces. Their eyes are entirely black, with no visible iris or pupil.

Combat: Uthraki speak Common and are capable of changing into the form of any human, demihuman, or humanoid creature. The disguise is magical and cannot be detected save through *true seeing* or similar spells. *Detect magic* reveals an aura about the creature but nothing more.

Uthraki usually remain disguised when attacking, preferring to change to true form immediately before the victims' deaths to further terrorize the prey. They attack with powerful hands, slashing with claws. If both claw attacks hit, the uthraki has latched onto its victim's throat and automatically inflicts an additional 2d8 points of damage each round after that. The victim may attempt to dislodge the uthraki by making a Strength check with a –4 penalty. A successful roll breaks the uthraki's stranglehold.

Uthraki are strong during the day, but prefer to attack at night, for once the sun has set they regenerate 2 hp per turn.

Although they are dangerous, terrifying creatures, uthraki have vulnerabilities. They take double damage from heat-based spells. Earth-based weapons such as stone or wooden clubs and flint-tipped arrows automatically inflict maximum damage. No one can be certain why this is, but some have theorized that uthraki are of a spirit form that is inimical to earth-based substances.



Habitat/Society: Lone, spiteful creatures that hate all other living things, even their own kind, uthraki live in distant wilderness areas, roaming isolated roads and highways seeking victims. Their lairs are in deep burrows beneath tree roots or between rocks.

Ecology: Uthraki are natural shapechangers and prefer to take a familiar and comforting form—a lost child, friendly minstrel, jolly merchant, merry elf travelers, gruff but friendly dwarf warriors, cute halflings, gnome acrobats, and the like. Such forms are intended to win a victim's confidence, for the uthraki wants to wait until dark to unleash its deadly attacks.

Uthraki avoid settled areas, preferring to stalk their prey in isolated wilderness areas. Hunting in cities is far too hazardous, for the shapechangers can be detected through *true seeing* or similar spells, and the Witches of Rashemen will hunt down and destroy uthraki wherever they can be found.

Uthraki also feed on small mammals such as rats, rabbits, squirrels, and the occasional carcass found deep in the woods. More cunning uthraki masquerade as prey animals, then turn on predators expecting an easy meal.

Spirit, Forest, Wood Man

CLIMATE/TERRAIN:	Forests (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	24
HIT DICE:	20
THAC0:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d10/3d10
SPECIAL ATTACKS:	Crush, throw
SPECIAL DEFENSES:	Regeneration, immune to fire and electricity
MAGIC RESISTANCE:	50%
SIZE:	G (50' tall)
MORALE:	Fearless (20)
XP VALUE:	20,000

Of all the nature spirits of Rashemen, the most powerful is the great being known as the *wood man*. Towering 50 feet in height, the wood man resembles a vast, oversized humanoid made of living wood, with great root-bound feet and gnarled, clublike hands, all sprouting branches, leaves, and needles of a dozen different tree species.

The Rashemaar fear this mighty creature, as its thirst for vengeance is said to occasionally extend to Rashemaar who have not been unswerving in their dedication to the land and its people. Cautionary tales warn commoners and nobles alike to maintain their respect and love for both the land and the Witches of Rashemen, lest the wood man be sent to correct their behavior.

The wood man appears to defend Rashemen against foreign invaders. Terrifying in combat, the wood man serves as a potent morale-builder for Rashemaar forces. Though its combat ability is formidable, the wood man is not invincible. The Tuigan Horde is said to have destroyed one during the invasion of 1359–60 DR, and a unit of Thayan bombards damaged a wood man sufficiently to force it into retreat in one of the Red Wizards' many campaigns against Rashemen. The bombards were later overrun and destroyed by berserkers. Though these weapons are highly effective against the Rashemaar in general, and the wood man in particular, their extreme value and the difficulty of dragging them to Rashemen have prevented the Red Wizards from using bombards since then.

Combat: The wood man attacks by smashing its foes with great, clublike hands, each hit causing 3d10 points of damage. If both hands hit, the wood man automatically inflicts another 5d10 points of crushing damage.

An opponent held with both hands can also be thrown: The victim flies 10d10 yards and suffers 6d8 points of damage when he strikes the ground.

A wood man has a 50% resistance to most magic, but this rises to 80% resistance against the evil magic of the Red Wizards. A wood man is also immune to all fire- and electricity-based attacks.



Literally rooted to the land of Rashemen, a wood man is a growing creature. It regenerates 4 hp per round and must be reduced to –50 hp in order to be destroyed. Thus, a wood man is virtually immortal and very difficult to kill.

Habitat/Society: A wood man (usually there is only one, though legend holds that several can be summoned if the need is great enough) appears in times of great need or crisis—the very glimpse of one is enough to convince most Rashemaar that doomsday is at hand. Exactly how they are called is not known. Some claim they may be summoned by the Witches, though a few who are aware of the existence of the *vremyonni* believe that these powerful, old male sorcerers are responsible for calling up the wood man; still others believe they are servants of the gods.

The Red Wizards and their troops are terrified of wood men, and the mere sight of one is enough to send a Thayan army fleeing. Fortunately for the Thayans, the wood man (or men) is very rare, putting in an appearance only when the entire land is in deadly peril. So far, the Rashemaar have become so skillful in dealing with Thayan invasions that the wood man seems almost unnecessary.

Ecology: The wood man is a literal extension of the land. Rather than affecting the nation's ecology, it is the living embodiment of the ecology. Though its passage is always destructive—trees torn up, hills displaced, valleys devastated and rivers redirected—all damage magically heals itself within a matter of days. Soon all is as if the wood man had never been there.

Spirit, Ghost Pack

Climate/Terrain:	Settled Areas
Frequency:	Uncommon
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	2
Alignment:	Neutral

No. Appearing:	1 (1–20 pack members)
Armor Class:	5
Movement:	10
Hit Dice:	1 per member
THAC0:	As per animal type
No. of Attacks:	1
Damage/Attack:	As per animal type
Special Attacks:	As per animal type
Special Defense:	+1 or better to hit, and see below
Magic Resistance:	Nil
Size:	As per animal type
Morale:	Champion (15–16)
XP Value:	As per individual animal type +2 HD

Ghost packs are the remnants of great packs of predators made extinct by the spread of civilization. They continue to hunt their mortal lands, regardless of the changes to the area. Some cities are prone to infestations of ghostly wolves, while plantations may suffer from ghost lions, and so on. Rare packs have been discovered led by nemeses or rogue heroes.

The members of ghost packs appear as they did while they lived, though they often appear to be unhealthily thin. Some have red, black, or opaque eyes; others have pure white or black fur.

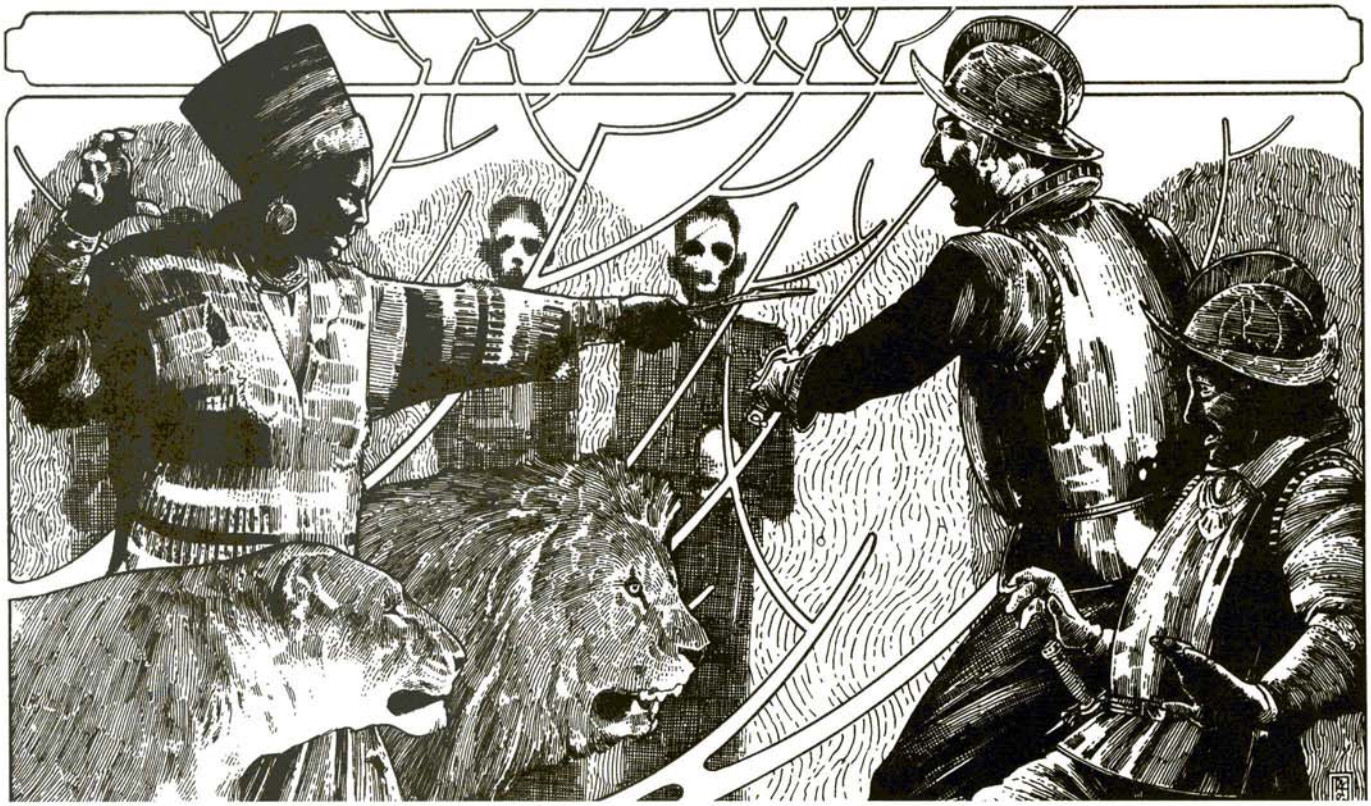
Combat: Ghost packs attack as their living counterparts would, but they are not stopped by walls and other trapping of civilization. Ghost packs pass through them as if they were not there. A *circle of protection from spirits* and *create sanctuary* are the two ways to stave off these spirits.

Accepted Alignments: Any.

Familiarity: Characters who wish to become familiar with these spirits must bring them a live specimen of a species they once hunted but can no longer find in the area. The ghost pack will then hunt the animal, and will perform a service for the character. (This is not a formal sacrifice, and does not require a Shamanic Ritual proficiency check.)

Demands: Shamans must protect the pack from those who would prevent it from hunting. In return the pack can offer few spells, but the spirits will protect the shaman if his life is in grave danger, descending upon those who threaten their ally and tearing them to shreds. Ghost packs have no interest in mortals' worship.

Benefits: Ghost packs can sponsor up to 2nd-level spells from the priestly Animal sphere, and up to 4th-level spells from the solitary shaman's list.



Spirit, Great

Climate/Terrain:	Any
Frequency:	Very rare
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	18
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	0
Movement:	18
Hit Dice:	15
THAC0:	6
No. of Attacks:	1
Damage/Attack:	1d20 (see below)
Special Attacks:	See below
Special Defense:	+4 or better to hit
Magic Resistance:	50%
Size:	H
Morale:	Fearless (20)
XP Value:	8,000

The great spirits are the most powerful and most distant of all spirit kind. Only powerful shamans can contact them, and those who attempt to use binding spells or other spirit-controlling magic on them come to bad ends.

Each great spirit is linked with a notable natural or supernatural phenomenon. Examples include the Four Winds (North Wind, South Wind, and so on), The Rainmaker, Fire, The Sun, Lightning, The Master of the Clouds, The Sky, and potentially dozens of others.

Each great spirit has its own appearance, inevitably mirroring its nature—the Four Winds as columns of wind, Lightning as a giant swinging a basket of lightning around his head, and so on.

Combat: The likelihood a great spirit will enter into combat against a player character is virtually nonexistent. Should the spirit choose to manifest itself to mortals who then do not show it the proper respect, the spirit will retreat to its home. Should the spirit be forced to fight, it may cast *command* three times per day, and may control any element or force intimately connected with it to inflict 1d20 points of damage to the offending characters each round. (For example, The North Wind may cause gale force, freezing winds to rise from the north and blow all kinds of debris at the characters.)

Accepted Alignments: Any.

Familiarity: A great spirit accepts any shaman of 3rd level or higher who has demonstrated that he or she shares the traits of that spirit. For example, The North Wind expects icy and merciless aloofness (preferring evil shamans); Fire demands that shamans be adaptable and powerful; Lightning only has time for those who are loud, foul tempered, and brash.



Demands: The great spirits require that shamans continue to display the same characteristics that earned the spirit's admiration, and take no other great spirit as a patron. They have no need for worship, as mortals' awareness of and awe over natural and unnatural phenomena is all they need to retain their existence.

Benefits: Great spirits grant any spells from the solitary shaman list, as well as tribal shaman spells up to 5th level. They may also grant priest spells of an appropriate sphere up to 4th level. "Appropriate" spheres are ones associated with the natural force the spirit represents: The Four Winds, for example, can grant Weather and Elemental Air spells, while Fire grants spells from the spheres of Elemental Fire and Chaos.

Further, on those rare occasions when a great spirit chooses a mortal champion to defend it or to advance its element in the natural world, mortal receives a permanent *bless* for the time that he or she serves the spirit.

Spirit, Greater, Manggus

CLIMATE/ TERRAIN:	Steppe
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Y, U (E)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	-1
MOVEMENT:	15
HIT DICE:	8 + 3
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-18 and weapon +4
SPECIAL ATTACKS:	Shapechange
SPECIAL DEFENSES:	see below
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10')
MORALE:	Elite (15)
XP VALUE:	



The manggus is a powerful evil spirit that lives in the lands of men. There it uses its powers to terrorize and exact sacrifices from the population.

In its natural form, the manggus is a fearsome-looking creature. it stands about the size of an ogre. Skin hangs loose on its body in wrinkled folds. Its eyes are bloodshot, and when they water, drops of blood flow like tears. It has four long fangs, two extending upward almost to its eyes, and two extending down, well below its chin. its true form is seldom seen, however, since the creature most often travels in different shape.

Combat: In the rare instances when encountered in its natural form, the manggus fights with its bite and a weapon. The most common weapon used is a large maul, capable of causing 2-12 points of damage, +4 for the great strength of the creature. it attacks with great ferocity in the initial rounds and will continue to do so as long as the fight goes its way. However, if outmatched, outnumbered, or unlucky, it will flee at the first opportunity. if it cannot flee, it will try to surrender. If these options fail, it continues to fight at the best of its ability.

However, the manggus is rarely battled in its natural form, since it has the formidable ability to change its shape. it can do this up to four times per day. The shapes available are limited to creatures known to the manggus. This prevents it from becoming a very rare or unique creature, or one from some far distant land. In general the manggus assumes the form of humans, animals, giants, nagas, or other fearsome creatures found throughout its range. As per the spell, the shapechanged manggus has all the power and abilities of the form it has assumed. A manggus usually has a repertoire of preferred forms that it will use in a fight. Thus, one might favor a stone giant for combat, an asperii for speed, and an invisible stalker to avoid detection. Being highly intelligent, the manggus will assume whatever form is best for its needs.

In addition to its shapechanging ability, the manggus has several innate magical powers. its can cause disease with its touch three times per day and can use *ESP (60'* range), *comprehend languages,* and *cause fear* at will. It can only be hit by weapons of +1 enchantment or greater. It is immune to all charm and *hold* spells. It is immune to cold and all cold-based spells. It is, however, vulnerable to fire. If struck by magical flame while shapechanged, it must revert to its natural form. in its natural form, it has a -1 on its saving throw against all fire-based attacks.

Habitat/Society: The manggus tends to be a solitary creature, living alone or in mated pairs. Such bonds are formed for life, and the male and female are quite devoted to each other. Beyond this, it shuns the company of its own kind, fearing competition and exposure should too many of its race gather in one place.

What the manggus competes for is humans, its favored food. Knowing that it is outnumbered and ultimately weaker than its prey, the manggus uses trickery and deceit to obtain its meals. Its favorite method is to use its powers and rule over a village or town in human form. There it uses it shapechanging ability to terrorize the humans into making offerings and sacrifices. if it cannot obtain its meals this way, it preys on lonely travelers or isolated farmhouses. Should things become too dangerous, the manggus has no hesitation about moving to a new town and beginning again.

Ecology: The manggus is strictly a predator of man. Should the human population of an area become too small to support it, or too well protected, it will change its hunting grounds. Although it can disguise itself perfectly as a human, the manggus prefers to avoid large cities, since the risk of discovery there is too great.

Spirit, Greater, Monkey

CLIMATE/ TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Vegetarian
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Special
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	15, Fl 24
HIT DICE:	*
THAC0:	2
NO. OF ATTACKS:	5
DAMAGE/ ATTACK:	by weapon +5
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	see below
MAGIC RESISTANCE:	30%
SIZE:	M (5′ 6″)
MORALE:	Fearless (19-20)
XP VALUE:	See below

Monkey is a truly unique being. Once he was an official of the Celestial Bureaucracy in the outer planes. However, for his tricks and mischief, the Celestial Emperor stripped him of much of his power and banished him to Toril on the Prime Material plane.

Monkey can take many different forms, but generally restricts himself to a human appearance or his natural form. This is of a human with a monkey's face, dressed in robes finer than those of the greatest Shou mandarin. He has impeccable manners. (Although by the standards of the Celestial Court he is crude and profane.)

Combat: Monkey never fights unless he wants to; with his powers it is impossible to force him into a battle. When he does choose battle, he will either fight to kill (against evil opponents) or fight to embarrass and humiliate his enemy. In physical combat, he can make five attacks in a single round, striking with his sword at blinding speed. He can only be hit by +3 weapons or better and regenerates at the rate of 5 hit points per round.

Even more formidable, though, are his magical powers. Monkey has the innate ability to cast almost any magical spell. The only ones denied him are wishes, those that summon creatures from other planes, and those involving planar travel. Beyond these restrictions he can use any other spell he desires simply by thinking about it. He needs no components, gestures, or the like. Given this power, he is virtually unbeatable in combat.

Although he functions as if he had 20 hit dice, Monkey cannot truly be killed, this being one of the conditions of his banishment. If his physical form is destroyed, he is reborn, hale and well, with the next dawn.

Habitat/Society: Fortunately for the world, Monkey is not interested in power or domination. Indeed, he has developed a paternal attitude toward the beings of this little island he is stranded upon. if attacked by the inhabitants, he is more likely to teleport his foes to the top of a mountain or onto a lonely island than to kill them outright (which would not be hard for him).

It is difficult to say what does motivate Monkey. He is a trickster, a gadfly to the great powers of the outer planes.



He has stolen the Peaches of immortality, battled the Animal Kings, studied the Seven Great Disciplines under the Nine Masters, shaved the beard of the Lord of the Dead, and committed many other pranks too numerous to mention. Although these jests have enraged the greater powers, Monkey shows no fear or sincere remorse for committing them. Even being banished for his pestiferous deeds has not dulled his wit or mischievous nature. There is no doubt that were he returned to the Celestial Bureaucracy tomorrow, he would immediately resume his old ways, and probably be banished again the day after.

Indeed, if Monkey has any failing, it is his lack of "common sense." He boasts when others know it will get him in trouble. He lies outrageously and without conscience. He commits deeds certain to get him in trouble and makes no effort to hide his involvement in the most outlandish events. He cheerfully taunts his enemies, humiliating them in front of their equals. None of these have earned him many friends among the celestial officials.

Monkey's treasure is not one that can be carried away. Although he has many magical items and great wealth, he does not consider these important. Knowledge and information are true treasures. As a reward for services, Monkey typically answers one to three questions. These can be about anything on Toril, for nothing except the doings of his fellow celestial powers is hidden from him.

His exploits have earned him a place in the myths of Shou. He is hailed as a comic folk hero by the peasants. in him they have a figure who strikes back at corrupt officials in the name of the peasantry. Many a Robin Hood bandit has taken the name Monkey as his own.

Ecology: What does a godlike being eat? Monkey can live on the very air. He does have a taste for rich food, fruits, and wine. He can eat prodigious quantities without filling himself. It is not a good idea to offer to cook for him.

Spirit, Greater, Shimnus

CLIMATE/TERRAIN:	Arid mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	V (G)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	-3
MOVEMENT:	12
HIT DICE:	9 + 4
THACO:	11
NO. OF ATTACKS:	2
DAMAGE I ATTACK:	2-12/2-12
SPECIAL ATTACKS:	Breath weapon, enlarge
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Elite (15)
XP VALUE:	

The shimnus is a fearful denizen that once dwelt on some outer plane. Through unfortunate circumstance, the race found its way to the Prime Material plane and has decided to make its home here.

In its natural form, the shimnus appears as an ogre-sized crone, passably human in appearance. Its hair is long and loose, wildly matted and caked with filth. Its teeth are sharp and black. The hands end in long, cracked nails. It dresses in rags of poverty. No male shimnus has ever been seen.

Combat: The shimnus is a fearsome creature in battle, but usually fights as a last resort. It far prefers trickery and guile to combat, although it is not cowardly or weak. Often it will pose as a bizarre old woman, attempting to dupe its victims.

When it does fight, the shimnus uses its claws or magical weapons (50%). These weapons are usually a large set of iron pincers (+1 to hit, 2-16 points of damage) and an iron hammer (+2, 1-8 +2 points of damage).

Its bizarre weapons are not what make the shimnus fearsome. In addition to its physical attacks, the shimnus can breath fire. The gout of flame is a cone 10 feet long and 3 feet wide. It causes five dice of damage. If the creature chooses to breathe, it cannot make any other attacks in the round. There is no limit to the number of flaming breaths it can use in a day.

Finally, once per day, the shimnus can enlarge itself to the size of a storm giant. When enlarged, it gains a +5 to its THAC0 and +8 to damage. It can hurl boulders for 2-20 points of damage to a range of 200 yards. (It does not gain the full benefits of storm giant size since this is not its natural form.) This enlargement lasts for only one turn (10 rounds).

Because of its extraplanar origins, the shimnus has special defenses and weaknesses. It is immune to all mind control and hold spells. It can be hit only by weapons of +2 enchantment or better. It is, however, susceptible to spells that affect extraplanar creatures, in particular *holy word.*



Habitat/Society: Shimnuses are solitary creatures and are never found in numbers greater than a pair. Only apparent females have been seen, but this may be because males and females are identical in all ways. Another possibility put forth by scholars is that the males still reside on the home plane and have not yet invaded the Prime Material plane.

Whatever the nature of their social lives, the shimnus prefers to live in barren wilderness at the very fringe of human society. The creatures are omnivorous and have developed a taste for human food, cheeses and milks in particular. As far as is known, they do not eat human, demihuman, or humanoid flesh.

The shimnuses view humans and their like not so much as threats but as dupes and nuisances. They like the Prime Material plane for its pleasant conditions and easy prey. The current inhabitants are minor irritants they must endure. They contemptuously scorn all attempts by the "little things" (humans, etc.), to rule or regulate them. Indeed, such attempts usually result in fearful retaliation.

Ecology: As noted before, the shimnuses have developed a taste for human food. They eat prodigious quantities when they do eat, and finding food is one of their major concerns. Whenever possible they try to trick humans into feeding them, but they have been known to offer portions of their treasure hoards for a good meal.

Spirit, Guardian

Climate/Terrain:	Any/ruins
Frequency:	Rare
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	13
Alignment:	Any lawful

No. Appearing:	1
Armor Class:	3
Movement:	8
Hit Dice:	5
THAC0:	16
No. of Attacks:	2
Damage/Attack:	By weapon
Special Attacks:	See below
Special Defense:	+2 or better to hit, immune to *charm spirit* spells
Magic Resistance:	Nil
Size:	M
Morale:	Fearless (20)
XP Value:	1,400

Guardian spirits are often found at sites of desperate defenses and last stands that are featured in tales and legends. Formed from the loyalty, discipline, and fear of mortals who once guarded the object or site, and given more solid existence by the legends that have grown up around the place, they are single-minded in their dedication.

Guardian spirits resemble the mortals whose tasks they continue, with the features, weapons and trappings of those people. Most appear as soldiers, though rare guardian spirits appear in forms as children, frenzied dogs, wizards, and so on.

Combat: Guardian spirits, regardless of their appearance, have the THAC0 of a 5th-level fighter, but receive two attacks per round. Although they inflict the damage of whatever weapon they appear to be wielding (which is invariably a traditional warrior weapon of whatever culture they belong to), each hit scored prompts the target to save vs. paralyzation. If the save is failed, the target loses one point of Constitution (with appropriate loss of bonus hit points, if any). Lost Constitution points are lost recovered at a rate of one point per week.



Accepted Alignments: Any lawful.

Familiarity: Guardians respond favorably to anyone who helps guard their site. Merely expressing a willingness or ability to do so is insufficient: The character must join the guardian spirit for 1d6 days on its vigil before it agrees to become the character's patron. They respect steadfastness, loyalty, patience, and courage, and should a shaman prove that he does not have those traits, the guardian will refuse to grant spells until the shaman has learned discipline.

Demands: They expect shamans to continue to help with the defense of the site as necessary. Guardian spirits have no interest in worship.

Benefits: Guardian spirits can grant any spells of the priestly Guardian sphere, 1st- and 2nd-level spells of the Combat sphere, up to 3rd-level spells from the solitary shaman list, plus the priestly *bless* spell.

Spirit, Hero

Climate/Terrain:	Sacred mountains/tribal lands
Frequency:	Uncommon
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	15
Alignment:	Any lawful or good
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	10
THAC0:	11
No. of Attacks:	2
Damage/Attack:	By traditional weapon
Special Attacks:	*Causes fear* in all opponents of 3rd level or less. (Effects mimic the *cause fear* spell.)
Special Defense:	+3 or better to hit, plus see below.
Magic Resistance:	Nil
Size:	M
Morale:	Fanatic (18)
XP Value:	5,000

Hero spirits are figures of myth and epic legends—founders of tribes, great warriors who saved an entire people, and so on. They are inevitably perfect examples of manhood or womanhood, physically flawless, fit and muscular, and embodying all that their people consider virtuous and praiseworthy.

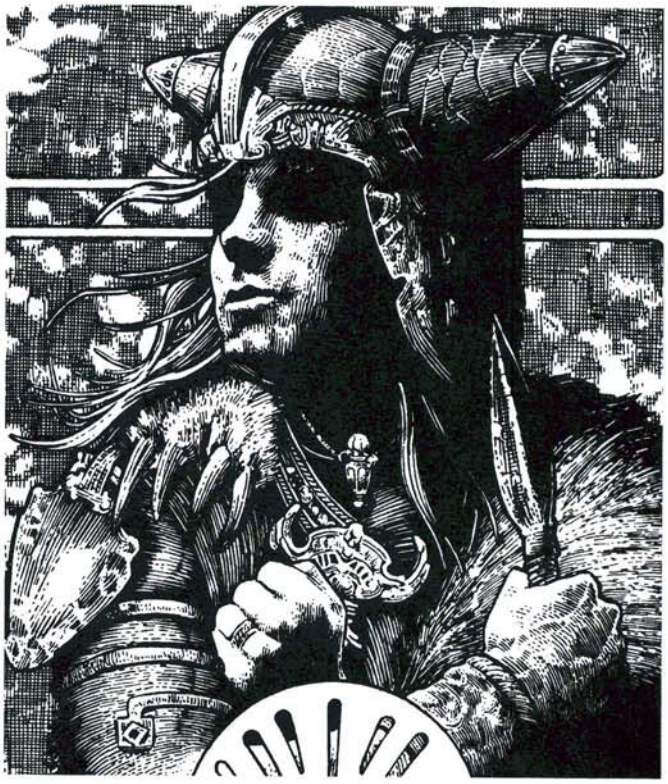
Where people venerate their ancestors, hero spirits often lead the ancestors, but just as often the hero spirits strike out alone, patrolling the tribal lands. Stories tell of contemporary heroes receiving warnings, aid or guidance from these mythic figures in times of crisis.

Like the ancestors, hero spirits embody traditional values and disapprove of innovation. They also admire courage, strength, skill and panache.

Combat: Hero spirits attack twice per round with whatever weapons legend states they preferred in life. Once per round, instead of attacking, the hero spirit may automatically make one dramatic defense, such as snatching an arrow from midflight, leaping over the head of an assailant, and so on. This forces a morale check in characters 5th level and lower.

Accepted Alignments: Any good and lawful neutral.

Familiarity: Most shamans must build a shrine and dedicate an additional 100 gp worth of sacrifice to the spirit to win its familiarity. Shamans of 8th level or higher do not have to make any effort to establish relations, as all hero spirits automatically recognize them as outstanding mortals, worthy of their attentions.



Demands: Shamans must ensure that 500 gp worth of sacrifice is directed to the hero spirit per year (from the shaman personally or from others), must maintain a shrine to it, and must successfully defend the hero's people/descendants. Moreover, the spirit insists that the shaman proclaim that his or her own deeds are only accomplished with its aid, and promote stories of its heroism above those of other hero spirits. (Shamans cannot, therefore, serve two hero spirits simultaneously.) When a shaman reaches 8th level, he or she needs no longer attribute success to the hero spirit: The spirit now accepts the shaman's achievements as the deeds of an equal. Still, the hero spirit expects the shaman to work for the safety of the tribe, and relate the tales of its deeds to the young tribe members.

Hero spirits do not accept worship and sacrifices from common people. However, they do accept the worship of living heroes, and look favorably upon the sacrifice of any member of the tribe who has reached at least 5th level. Minimum sacrifice is usually cattle or similar animals worth 1,000 gp per year, but heroes who have nothing—because they have worked selflessly for the good of the tribe —need not make sacrifice.

Benefits: Hero spirits can sponsor any spell from the tribal shaman's spell list, as well as any 1st-level priest spell. A supplicant of 8th level and above also gains the ability to perform one act of impossible dramatic heroism per week (such as stunning a dragon with a punch). The limits of the power are determined by the DM.

Spirit, Heroic

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	See below
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M(4'-7' tall)
MORALE:	Fearless (20)
XP VALUE:	See below



The heroic spirit is an undead entity who died while attempting to perform some especially heroic deed or defeat some dastardly villain. It remains in the living world to accomplish its "unfinished business." This entails either completing the heroic deed or dishonoring the villain.

The heroic spirit retains whatever alignment it had while living. The spirit first occupies a living victim, who remains mostly free willed and unharmed throughout the process.

The heroic spirit can only communicate through empathy. The host should eventually realize it is haunted (through DM clues) and should then begin to investigate the circumstances behind the spirit's death and discover its goal.

The heroic spirit only rarely manifests a visible form, usually only to wave adieu when it leaves its host.

The Red Curse: Heroic spirits never acquire Legacies or require *cinnabryl*.

Combat: Most of the time, the heroic spirit remains dormant. It awakens when its host faces deadly peril. In either case, the heroic spirit automatically makes a successful *suggestion* that its host leap into battle, regardless of the odds. The spirit then utters a battle cry through its host, such as "*La fortune sourit aux audacieux*" (fortune favors the brave) or "*qui ne risque rien n'a rien*" (nothing ventured, nothing gained).

During combat, the heroic spirit acts as a *potion of superheroism* on the host, regardless of class. While in combat, the host must act in the flashiest, bravest manner possible. Panache is the key here, more so than combat efficiency.

Combat under the effect of the heroic spirit lasts as many rounds as there are foes (with a minimum of 4 rounds and a maximum of 15). The host may then chose whether to withdraw or continue the battle. If withdrawing, the host must still show flair and elegance with the departure.

In addition, the heroic spirit may also allow a host the effects of a Luck Legacy if the host adopts the spirit's flamboyant ways. Once activated, this luck factor remains active even though the heroic spirit is dormant.

The heroic spirit cannot be attacked or turned directly, although it could be forced out by an exorcism. A good-aligned heroic spirit will leave its host voluntarily if the host truly wishes the spirit to leave.

Habitat/Society: The heroic spirit remains in its host either until its goal is reached or until the host gains an experience level. In the latter case (or if the host dies), the heroic spirit then moves on to another host.

Heroic spirits rarely choose a swashbuckler as a host. Heroic spirits like to change the life of a quiet or a shy person, sometimes even a notorious coward. A heroic spirit will never chose the host of a legacy leech. When two such hosts encounter each other, the heroic spirit and the legacy leech instantly recognize each other. If the host of the heroic spirit does not voluntarily attack the host of the legacy leech, the heroic spirit will attempt to temporarily take over the host's body with *magic jar*. The host might very well be forced to fight to the death.

Ecology: As an undead creature, the heroic spirit has little effect on the ecology.

The first time the heroic spirit activates, the host receives a one-time bonus of 450 experience points. The bonus comes from the actions the heroic spirit causes its host to perform. A host that actually helps a heroic spirit achieve its goal receives an additional award of 1,000 experience points.

Spirit, Ice, Orglash

CLIMATE/TERRAIN:	Mountains, icy regions (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (D)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d8
SPECIAL ATTACKS:	*Cone of cold*
SPECIAL DEFENSES:	Immune to cold spells, regeneration
MAGIC RESISTANCE:	See below
SIZE:	M (5'–6' tall)
MORALE:	Fanatic (18)
XP VALUE:	2,000

Orglash are Rashemaar ice spirits that protect high mountain peaks but descend to lower levels in winter. They are chaotic and unpredictable but valued for their role as protectors. They can exist in temperatures above freezing and are sometimes summoned by Rashemaar Witches during the spring. In summer and fall, orglash are vulnerable and actually suffer damage at higher temperatures.

Orglash are spirit creatures, wispy and insubstantial, small whirls of wind and snow. If stared at long enough, a tiny pair of black eyes can be faintly seen in the midst of the whirlwind, shifting in and out of view as the wind whips chips of ice and thick flakes of snow.

Like the rock spirits (*thomil*), orglash are viewed with mixed emotions by the Rashemaar themselves. Although they defend the land against the Red Wizards and other foreign invaders, they have also been known to set upon a lone Rashemaar or small parties of travelers. Fickle creatures with little apparent regard for other living things, orglash are a source of great fear and apprehension.

The Witches say that the orglashs' link is to the land, not to the people. By defending Rashemen against alien assaults, the orglash are looking out for their own and the humans of Rashemen are merely the accidental beneficiaries.

Combat: Orglash attack with tendrils of icy force, lashing their opponents with razor-sharp shards of ice, flung by the swirling winds that form their bodies.

Three times a day, an orglash can unleash a freezing blast of ice equivalent to a *cone of cold*.

Orglash are immune to all *cold*-based spells, but suffer double damage from all *heat*-based spells, such as *fireball*. In freezing weather, orglash regenerate 1 hp per round. In temperatures above 60° Fahrenheit, orglash take 1 point of damage per round. They cannot exist at temperatures over 100° Fahrenheit and automatically dissipate. Dissipated orglash do not die, they are reduced to an insubstantial form. They must return to an area where the temperature is 40°F or lower, where they revert to their original form in 24 hours.



Orglash are highly resistant to Thayan magic. They have a 50% magic resistance to spells cast by Red Wizards and never check morale in direct combat with Red Wizards.

Habitat/Society: Solitary creatures, orglash are viewed as the protectors of Rashemen despite the fact that their hostility to other living things sometimes extends to the Rashemaar.

A single orglash roams a single mountain peak, valley, or other cold place. When winter spreads its icy net across Rashemen, however, they wander the entire land. Most of the time orglash stand at a distance and watch passersby, their black eyes fading in and out of whirling nimbuses.

Orglash seem capable of sensing the presence of foreigners, and outsiders are invariably attacked by orglash.

Ecology: Most of orglash existence remains a mystery. Unlike the thomil, which are specifically created or summoned, orglash are natural creatures bound to the land itself. They are apparently sexless, though some observers claim to have seen them giving "birth" to smaller versions of themselves, but this has never been confirmed. They seem to derive sustenance from cold weather, ice, and snow, and they have never been seen eating or consuming anything.

Kamigoroshi (Lesser Spirit)



CLIMATE/TERRAIN:	Any inhabited lands (Kara-Tur)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See text
INTELLIGENCE:	Very (11)
TREASURE TYPE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	
ARMOR CLASS:	4
MOVE:	6 to 18 (see text)
HIT DICE:	See text
THACO:	See text
NO.OF ATTACKS:	2
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Drain honor/kami points
SPECIAL DEFENSES:	See text
MAGIC RESISTANCE:	Nil
SIZE:	T (1′ or less) to G (25′ or more)
MORALE:	Unsteady (6)
XP VALUE:	See text

The kamigoroshi (from ***kami,*** "spirit," and ***korosu,*** "to kill") is a lesser spirit that is as strange as it is frightening. Details about its lifestyle aren't known by the average person; the only trait that is common knowledge is that it devours kami in all of its varied forms.

In its natural state, the kamigoroshi appears almost comical, as a very thin, hairless, ruby-red skinned man less than a foot tall. Unfortunately, it is rare to see a kamigoroshi like this; usually it is much taller, more muscular, and very threatening in appearance. Its exact size depends on its hit dice (see later).

While still ruby-red in this larger form, the skin of the kamigoroshi is grossly different, appearing to be constantly in motion. "Bubbles" rise from the depths to its surface as if it were at a boil. Each of the bubbles bursts with a tiny scream, as if the voice of a soul in torment. These bubbles are the various spirits the monster has devoured, and they constantly boil upward to make their tormented cries and be absorbed again, except when the kamigoroshi concentrates on silencing them (so that it can silently hunt for more). When relaxing or concentrating on something else, such as combat, the kamigoroshi releases this control, and the kami set up their horrible chorus. The activity of the bubbles is determined by the number of kami this monster has eaten, so that no bubbles are seen when it is in its smallest size (having devoured no kami).

The voice of the kamigoroshi itself varies with its size, from a mouselike squeak when small to a booming roar when gigantic. No matter what the sound, it belittles and disparages its opponents in combat, hoping to make them perform a dishonorable act. The honor points lost to a character fighting this creature are instantly devoured by the kamigoroshi (see "Combat").

Combat: In combat, the kamigoroshi strikes with its two long clawed hands. Even if it hits, no physical damage is done to the victim; in fact, the victim may think the monster missed, no matter what the result. If the kamigoroshi successfully hits, however, it will withdraw its hand and messily (but quickly) eat something that it drew from the victim's body: 1-6 of the character's personal earned honor points.

The kamigoroshi begins existence with only 1 HD and 10 hp, but to these it adds the honor and kami points it eats. For every 10 honor points or 1 kami point eaten, add 10 hp and 1 HD more to its total. In addition, each kami point or 10 honor points adds another foot to its height, so that a kamigoroshi with 52 hp above its starting total would be 6′ tall; after gaining 8 hp more, it will be 7′ tall. For every additional foot it gains in height, the monster also gains an addition of 1 to its movement rate, to a maximum of 18. When a kamigoroshi is wounded in combat, it loses hit dice, movement, and stature at the same rate as it was injured: 1 HD, MV 1, and 1′ for every 10 hp cumulative damage done.

For slaying a kamigoroshi, characters earn experience as if they had killed a creature with 1 HD more than half the maximum hit dice of the kamigoroshi; e.g., a kamigoroshi that reached 10 HD at its strongest would earn its slayers the same experience as for killing a normal 6-HD creature, while killing a 20-HD kamigoroshi would result in the same experience as killing an 11-HD monster (see the ***DMG,*** page 47).

Magic spells that affect other lesser spirits have normal effects on a kamigoroshi. While a restore spirit spell cannot be cast on the monster, if one is cast on a weapon, shrine, or person from which a kamigoroshi has drained honor or kami, those drained points are immediately returned to their rightful place if the kamigoroshi fails a saving throw vs. spells. The monster can be hit by normal or magical weapons, but weapons imbued with kami suffer a horrible fate when used on a kamigoroshi.

If a character carries items with more kami-energy in them than the character has (remembering that 1 kami point equals 10 honor points), a kamigoroshi will attempt to drain the items instead of the character. The creature attempts to grab a non-weapon item (rolling its attacks against the character's armor class, ignoring all armor except shields). If the attack is successful, the monster drains 1-6 kami points from the item unless a saving throw vs. disintegration (DMG, page 39) is made. Against a weapon things are simpler, as the kamigoroshi merely lets itself be hit by the weapon (taking normal damage from the attack) in order to have a chance of draining the weapon's kami (as above).

A kamigoroshi usually attacks the strongest source of honor or kami in its vicinity first. A character without honor or kami is of course immune to all attacks from a kamigoroshi, which would normally mean that it would have no interest in the character. If an honorless person attacks a kamigoroshi, it flees for its life, not even thinking to grab a normal weapon to use in its defense.

If a character with honor performs actions that reduce his honor while fighting a kamigoroshi (e.g., a samurai flees the fight, or a kensai is forced to use a ninja-preferred weapon), these lost honor points are instantly added to the monster's hit point total. Thus, when fighting this spirit-slayer, it is more important than ever that characters act according to the strictures of their personal codes of honor.

Habitat/Society: Kamigoroshi are always found singly. If two were to meet, they would immediately attack each other, attempting to devour the kami each had previously stored. They would fight until one was killed and the other possessed the full strength of the two.

Kamigoroshi are wandering spirits, constantly on the lookout for new sources of "food." While the Celestial Emperor might have occasion to send one to chastise a village whose inhabitants failed to do their duty to their ancestors' kami, most kamigoroshi start as the spirits of persons who died after committing treasonous acts (acts that cost the character 30 points of personal honor and his relatives 6 points or more of family honor).

Ecology: Kamigoroshi survive by eating the kami of honor, in any form they can find it. The most common form of this is the personal honor of the humans and other intelligent creatures of Kara-Tur, but they prefer that found in various "solid" forms, such as bukigami or kinjogami, because the honor in these items and places is 10 times as concentrated as that in living bodies.

Although it doesn't happen often, kamigoroshi have been known to attack the good doc cu'o'c, or the various evil gaki and other similar spirits, as the latter's hit points are equivalent to honor points and are treated as such for the purposes of the kamigoroshi.

Existence as part of the kamigoroshi is difficult for the various kami it devours; if kept trapped long enough, the kami dwindle and disappear-in effect "dying." The kami of a kamigoroshi "die" at a rate of one kami point per week; when one of its kami "dies," the kamigoroshi loses the hit points, levels, and stature it gained from that spirit. Thus, the kamigoroshi must steal 10 honor points or one kami point of nourishment each week, just to stay the same. However, no matter how starved it is, a kamigoroshi cannot die of starvation, as it has 1 HD of its own to sustain it through "dry" periods. Ω

This is a catch-all for a wide variety of spirits created when mortals dwell too long on the hardships of their every day lives. They have less than one Hit Die, and the effects they have on the lives of mortals are barely beyond that of being irritants. However, from these spirits may grow bogeymen or worse. No statistics are given for these spirits, since they cannot, for the most part, fully interact with the real world. These spirits do not by themselves have XP values, but if DMs build plots around them and the character resolve those situations, they should naturally get story points.

Apparitions: These spirits are caused by traumatic emotional events, and a mortal dwelling on those occurences—such as murders, executions, and so on. So long as the mortal lives, even if he or she is hundreds of miles from the location of trauma, the apparition appears whenever events of the material world again resemble the events which gave birth to the spirit.

So, the night before an innocent convict is to be hung on the town scaffold, the cries of the last guiltless victim may be heard in the market place or court house, because somewhere those who knew the person was innocent are still wrestling with their guilt. Many legends of "ghosts" stem from the manifestations of the apparitions, and it is through these legends that apparitions can be transformed into more powerful spirits, either benign or malign.

Apparitions may be considered ½ Hit Dice spirits, though lacking intent or the capacity for independent action they are no danger to anybody. They may only ever be encountered at their home, present 100% of the time, but visible at most 1d10 times per year.

Breathstealer: Sometimes, infants are just not strong enough to survive the rigors of life. The human heart and mind, in a neverending search for answers, inadvertently gives rise to unnatural horrors, such as the breathstealers. They are arguably the most dangerous of the minor spirits.

These foul spirits can be found in nurseries and the homes of the old and infirm. They lurk in the corners until nighttime, at which point then manifest themselves in the form of black cats. In this shape, they get onto the chest of a sleeping victim, lean over his mouth, and literally draws the breath of life from the person, essentially smothering the victim as he sleeps. When they assume solid form, they appear like sleek, black cats with eyes that glow with a faint greenish glow.

Like bogeymen, breathstealers are born from the fears and concerns of mortals. Unlike bogeymen, they never grow more powerful than ½ Hit Die. In rare cases (2% of breathstealers), the spirit has the ability to sponser the *death candle* spell from the spiritualist's spell list. Such a spirit is most often found in hospices or orphanages, where it has been able to steal the breath (and life) of dozens of victims.

Forgotten Ancestors: When a tribal society is destroyed or "civilized" and the people forget their forebears, the ancestor spirits begin to fade or to be distorted. Many simply vanish, but others persist in different forms. (Some change into creatures like the dark faeries of legend, now surviving in the popular imagination as figures of evil. Others use their remaining power to "haunt" sites once sacred to them, and continue to take power from the fear and the stories they cause.)

Forgotten ancestors have the same statistics as the ancestors described in this section, but with only ½ Hit Die and none of the spells or benefits listed. They appear as twisted or emaciated versions of their former selves, in line with present perceptions of them.

They may typically be contacted at the same places that they could have been found when they were normal ancestors. Any place that has come to be associated with them since they were Forgotten can also be considered a shrine. They are at home 90% of the time, at a shrine 9% of the time, and elsewhere 1% of the time. However, they have little of consequence to offer shamans, except perhaps information, and so their steady fade into nonexistence continues.

Grave Spirits: Around many corpses grave spirits grow. Each spirit is spawned by the negative feelings toward the deceased, and are particularly likely to exist where a person died a violent death, or where he or she left many behind who felt betrayed or angered. So, while they are usually rare, they are commonly found at the graves of wealthy, ruthless merchants, coldhearted magistrates, assassins, traitors, moneylenders, and thugs.

The grave spirit maintains a vigilant watch against anyone who would disturb the rest of the deceased or otherwise defile the grave. Should anyone attempt such actions, the spirit manifests itself with a decayed visage of the deceased, and all who view it must make a successful saving throw vs. paralyzation or flee as if under the power of a *fear* spell. This is the only attack the spirit has, and it is invulnerable to all attacks: The only way to destroy it is to remove all ill will toward the deceased, an impossible task in most cases.

Additionally, every year on the day the person was buried the spirit may roam the entire cemetery or burial ground, harassing any living people that may be there.

Each corpse can have only one grave spirit, giving rise to tales of ghosts, which might strengthen the grave spirit into something far more lethal. Grave spirits may always be contacted at their home (burial site) and never anywhere else, but they rarely have anything interesting to offer and cannot sponsor spells. They have no hit points or Hit Dice.

	Least Nature Spirit	Lesser Nature Spirit	Greater Nature Spirit
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Special
INTELLIGENCE:	Average (8-10)	Very to genius (11-18)	Genius (17-18)
TREASURE:	P	I	H
ALIGNMENT:	Variable	Variable	Variable
NO. APPEARING:	1	1	1
ARMOR CLASS:	9	7	2
MOVEMENT:	12	12	12
HIT DICE:	1	2 to 7	8 to 15
THAC0:	20	2 HD: 19 3 HD: 17 4HD:17 5 HD: 15 6 HD: 15 7 HD: 13	8HD:13 9 HD: 11 10 HD: 11 11 HD: 9 12 HD: 9 13 HD: 7 14 HD: 7 15HD:5
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	1-4	1-8	1-10/1-10
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	10%	20%	70%
SIZE:	Variable	Variable	Variable
MORALE:	Steady (11)	Steady (12)	Elite (14)
XP VALUE:	120	2 HD: 175 3 HD: 270 4 HD: 420 5 HD: 650 5 HD: 975 7 HD: 1,400	8 HD: 4,000 9 HD: 5,000 10 HD: 6,000 11 HD: 7,000 12 HD: 8,000 13 HD: 9,000 14 HD:10,000 15 HD: 11,000

Nature spirits are the outward manifestations of plants and other inanimate objects found in nature. All are associated with a particular object or place from which they derive their lifeforce.

Lesser nature spirits, the most common variety, are those of trees, flowers, rocks, and bamboo groves. When encountered, they usually take the form of a handsome young man or beautiful maiden (using their ability to *polymorph).*

All nature spirits speak the languages common to the area they inhabit, as well as the tongues of all other nature spirits.

Combat: All nature spirits are possessed of two aspects—one good, one evil. The good aspect causes the nature spirit to be helpful and kind. The evil aspect leads the spirit to be savage and cruel. When encountered, there is a 75% chance that the good aspect is dominant. However, if the evil aspect is dominant, the nature spirit will attack anyone who trespasses on his territory or threatens the object or place to which its lifeforce is tied.

All nature spirits can make physical attacks with their hands (or other appendages), though they cannot wield weapons. Additionally, all nature spirits can use the following abilities at will, once per round: *become invisible, polymorph self, detect evil* (and *detect good), detect magic,* and *detect harmony.*

If the object or place that provides a nature spirit's lifeforce is damaged, the spirit suffers accordingly. For example, if a woodsman fells the tree of a lesser nature spirit, that spirit will die.

Habitat/Society: A nature spirit seldom strays far from the object or place that provides its lifeforce; usually, it stays within it. Most nature spirits shun contact with the mortal world. In times of danger, however, the nature spirit manifests itself.

Nature spirits have complete knowledge of the area around the source of their lifeforce. As a result, they can locate hidden treasures and lost items with ease.

Ecology: It is not uncommon for a lesser nature spirit to marry a mortal. Such romances are the basis of many tales and legends that circulate throughout the lands of Kara-Tur.

Least Nature Spirit

Least nature spirits are less intelligent, less powerful, and more shy than lesser nature spirits; otherwise, the two are identical. Least nature spirits include those of twigs, small stones, and streams. When encountered, they usually have *polymorphed* into the form of a small child. Their evil actions often take the form of annoying or mischievous pranks.

Greater Nature Spirit

Greater nature spirits are those of mountains, boulders, extremely ancient trees, and small islands. They are considerably more powerful than lesser nature spirits. In addition to the abilities of all nature spirits, they can *shapechange* five times per day, use *know history* and *aura* at will, and use *reward* and *ancient curse* each once per week. In addition, they can cast all wu jen spells of the element that corresponds to their lifeforce (except *conjure elemental),* once per day. Thus, a greater mountain spirit can cast all earth-related spells, while a greater island spirit can cast all water-related spells (water being more dominant than earth in this case). They can only be struck by +4 weapons or better and are immune to magical attacks using their element.

Like other nature spirits, greater nature spirits have complete knowledge of all events in their areas. However, the greater nature spirits tend to be more haughty and irritable. Should a village be built on a prominent slope of a greater mountain spirit, he may attempt to drive the settlers away. Mortals often go to great lengths to avoid upsetting greater nature spirits, presenting them with frequent offerings and consulting shukenja before undertaking an enterprise that might anger them.

Spirit, Nemesis

Climate/Terrain:	Any
Frequency:	Uncommon
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	13
Alignment:	Any chaotic or evil

No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	9
THAC0:	12
No. of Attacks:	2
Damage/Attack:	By traditional or natural weapon
Special Attacks:	Spells
Special Defense:	+3 or better to hit
Magic Resistance:	Nil
Size:	M
Morale:	Champion (15–16)
XP Value:	5,000

Nemeses are legendary figures from the folk tales of a specific culture. They may be evil kings, faithless advisers, or monsters, but they are always the epic foes who were overcome by the culture's heroes. Each is unique, ranging from handsome or stunningly beautiful to grotesquely bestial and hideous, but they all want their eternal enemy brought to his knees and the culture which spawned them destroyed.

Each nemesis is the arch-enemy of a hero spirit, and wages a constant war against its foe, its followers always fighting the hero's devotees. Ironically, if the Nemesis destroys the hero spirit's cult and eradicated all memory of it, it would soon fade away, too, as it is remembered only as the foes of the hero.

Combat: The nemesis spirit wields the weapons associated with it in legend, or if it is a beast or some kind of animal, uses the natural weaponry available to it. In addition, all nemesis spirits can cause three spell-like effects, at will, four times per day: *Cause fear, charm* (*person, monster* or *plants*) and *pass without trace.*

Accepted Alignments: Any chaotic or evil.

Familiarity: Nemeses will accept any shaman who is willing to fight the followers of their foe. A single sacrifice (requiring a Shamanic Ritual check, of course) suffices to cement the alliance.



Demands: A shaman who serves a nemesis spirit must never cooperate with the followers of the corresponding hero spirit, nor offer sacrifice or do any other thing to aid that spirit. Further, the shaman must conspire to weaken the hero spirit's followers whenever possible.

Nemeses do not require sacrifice to survive, but if they are to provide any spells or other aid to the shaman, they must receive sacrifice once per month. One chicken per worshiper per month is a minimum sacrifice, but nemeses prefer more dramatic offerings, preferably the relatives of worshipers of the nemesis' corresponding hero spirit.

Benefits: A nemesis can sponsor any spell from the spiritualist's list, plus tribal shaman spells up to 3rd level.

Additionally, a nemesis spirit aids favored servants in combat, providing them with a non-magical +1 attack bonus, and the ability to *curse* one opponent every two rounds.

Spirit, Psionic



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	+1 or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	7,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	3/5/14	PsC/All	15	300

Psychometabolic - Devotions: Aging, cause decay.
Psychokinetic - Sciences: Telekinesis, project force. **Devotions:** Animate object, control body, control sound, control light.
Telepathy-Sciences: Mindlink, mindwipe, probe. **Devotions:** Attraction, aversion, contact, ESP, false sensory input, phobia amplification, post-hypnotic suggestion, psychic crush.

The psionic spirit is an unusual form of ghost with great psionic abilities that it employs instead of the normal magical abilities most often associated with such creatures. Although perhaps more subtle in its methods than some ghosts, the psionic spirit is still a dangerous foe.

Always found in ectoplasmic form, the psionic spirit usually appears as a faintly shimmering human or demihuman. The limbs of the psionic spirit are indistinct, trailing off into wispy, ectoplasmic tendrils. Occasionally, an ectoplasmic tendril drifts away from the spirit. Such pieces gradually solidify into a putrid, jellylike substance.

Psionic spirits know only the languages that they did in life. As one might expect, psionicists can use psychic means to communicate with them.

Combat: The psionic spirit's sole source of pleasure is tormenting the minds of living creatures. It particularly detests psionicists and will go out of its way to first destroy the psionicist's mind and finally his body.

Before attacking more directly, the spirit will often use one or more of its psionic disciplines to frighten and confuse its intended victims. Only when it feels its foes are sufficiently disoriented and terrified will the spirit attack more directly.

When attacking, the psionic spirit usually uses its *control body* devotion to cause confusion among its enemies. The spirit will then attack spell users or psionicists with its *psychic crush* or *aging* powers.

The spirit can also attempt to drive a character mad. Whenever the ghost successfully uses its telepathic *probe* it can force a character to look inside its demented mind. The character must then make a madness check. The psionic spirit can cause madness in a character of any class, not just psionicists.

A psionic spirit can only be hit by weapons of +1 enchantment or greater. It is immune to *sleep, charm, hold,* poison, and cold-based attacks. A priest can turn the spirit as a ghost. Holy water harms the creature doing 2–8 (2d4) points of damage per vial.

Habitat/Society: A psionic spirit is more likely than most spirits to roam from place to place. It spends much of its time searching for, and attempting to destroy, the psionicists it loathes.

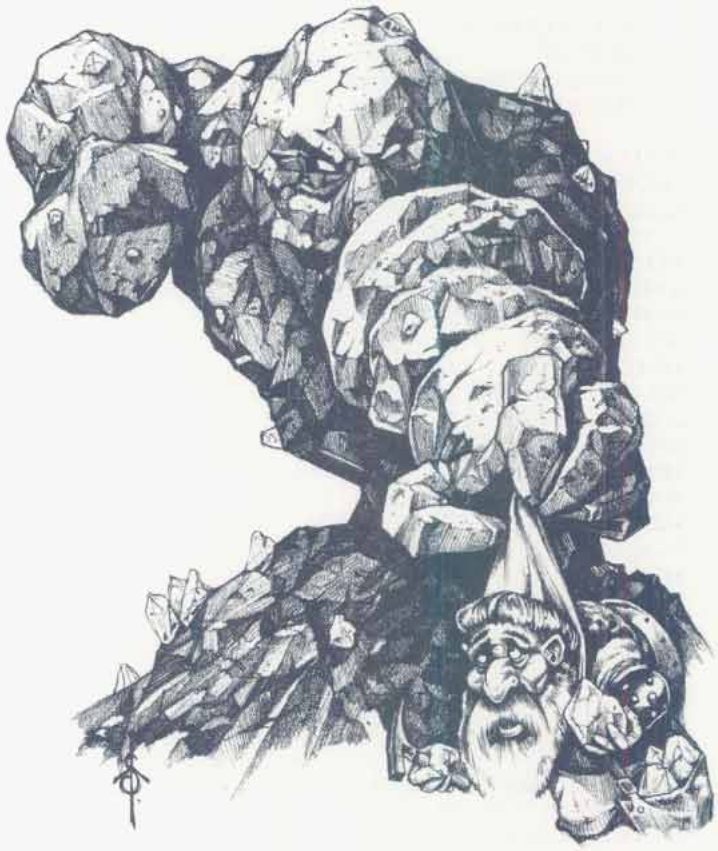
Two theories exist as to the origin of psionic spirits. The first states that such monsters are actually psionicists who somehow become trapped within their *shadow form.* Eventually the torment of their hideous half-existence drives such individuals into madness, evil, and at the last into the arms of the Dark Powers, who grant the psionicist its ghostly form. The second theory simply asserts that psionic spirits were once evil psionicists who suffered a violent death while using their mental powers. Somehow the spirits of such psionicists remain in the world in the form of psionic ghosts.

Ecology: Psionic spirits care little for treasure or other material possessions. Treasure found in such a spirit's lair will simply be the incidental goods of previous victims.

Psionicists who use *retrospection* while in Ravenloft would do best to take care, for psionic spirits can sense the use of this power. Any psionicist using *retrospection* has a 5% chance of calling such a spirit to himself.

Spirit, Rock, Thomil

CLIMATE/TERRAIN:	Mountains/rocky terrain (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mineral
INTELLIGENCE:	Average (10)
TREASURE:	Nil (Q×4, X)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (see below)
ARMOR CLASS:	–3
MOVEMENT:	5
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Envelopment, smash
SPECIAL DEFENSES:	Block
MAGIC RESISTANCE:	25% or 50%
SIZE:	M
MORALE:	Fanatic (17–18)
XP VALUE:	975



Thomil are spirit creatures that inhabit and guard rocky and mountainous places in Rashemen. Rocks inhabited by thomil radiate magic but are otherwise indistinguishable from other rocks until the thomil becomes active. Then the rock rises, flowing into rough human form—two arms, chest and head. The torso rises out of the ground, remaining connected to it while moving and fighting.

The thomil are part of a pantheon of spirits and enchanted creatures that populate Rashemaar folklore. While the common people of Rashemen hold the thomil in high regard, they also fear them, for although they defend the land from foreign invaders, the thomil also punish those Rashemaar who are so greedy or short-sighted that they neglect to pay proper homage to the land and its spirits.

Legend maintains that the thomil were sent (or summoned) to Rashemen in response to the evil, unnatural magic of the Red Wizards of Thay. Resistant to all forms of magic, the thomil emerged from the earth to throw back the invaders.

Combat: Thomil guardians attack despoilers of the land. They rise out of the ground to batter opponents with rocky fists. If both attacks hit, the thomil envelops its opponent and inflicts an additional 2d10 points of crushing damage.

Though thomil normally adopt a semihumanoid appearance, they are amorphous, capable of taking shapes appropriate to their opponents. Thomil may take the form of a massive club or battering ram, smashing opponents with one devastating attack, inflicting 3d10 points of damage but with a –3 attack roll penalty if they do so.

When defending, thomil can transform into solid blocks of stone that give them an AC of –10. In block form, however, they can neither move nor attack. They often take block form against missile weapons or magic.

Like most of the spirit creatures native to Rashemen, thomil have an inherent resistance to magic. The resistance is normally 25%, but against the evil and corrupt nature of the spells cast by the Red Wizards of Thay it goes up to 50%.

Habitat/Society: The origin of the thomil is uncertain—perhaps they were created by the ancient gods or summoned by the *vremyonni*, the ancient male wizards who live in isolated caves in Rashemen, to defend the realm.

Most thomil are solitary. Anyone who tries to mine, destroy natural formations, or invade with hostile intent against Rashemen triggers attack by the thomil. Should the Rashemaar themselves wish to build or mine in an area of the thomil, Rashemaar witches of 10th level or higher petition a thomil to begone; they have a 50% chance of success.

Larger or more important sites such as mountains, sacred valleys, and territory near the caves of the vremyonni are defended by larger numbers of thomil. In such places as many as 20 thomil may be found.

Ecology: Thomil were not originally native to Rashemen, they were apparently created or summoned from another plane to act as guardians. They derive their sustenance from the land itself, absorbing minerals and necessary elements. They spend most of their time in a dormant state, inhabiting natural rock formations, and become active only if called upon to defend their districts.

Spirit, Rogue Hero

Climate/Terrain:	Any/ruins
Frequency:	Very Rare
Activity Cycle:	Any
Diet:	Sacrifices
Intelligence:	14
Alignment:	Any chaotic

No. Appearing:	1
Armor Class:	4
Movement:	9
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	By traditional weapon +3
Special Attacks:	*Cause disease* and *curse* twice each per day
Special Defense:	+2 or better to hit
Magic Resistance:	Nil
Size:	M
Morale:	Fearless (20)
XP Value:	2,000

Rogue heroes are hero spirits who have been forgotten by their peoples or turned into figures of evil. They continue to exist because a dominant religion or ideology has so successfully turned them into malign figures or because shamans continue to sacrifice to them. They are now twisted versions of the heroes they once were.

They are often encountered at ruined shrines that were once dedicated to their honor, but also roam the extent their ancestral lands. Occasionally, they will lash out at mortals without apparent provocation.

Combat: Rogue heroes are creatures with nothing to lose, and thus fight until they or their opponent is destroyed. They wield weapons as dictated by the tales that are told about them. However, they fight with such fury and ferocity that they have +3 to all attack and damage rolls. Further, they use their ability to *curse* on the first round of combat, and their *cause disease* ability on the round following the first successful attack leveled against them.

When combat with a rogue hero has been initiated, the battle continues until one combatant has been destroyed.



Accepted Alignments: Any.

Familiarity: Rogues accept any shaman willing to serve them. They yearn for better days—when they were more powerful and more famous, and accept any shaman who might help them back to their former glory.

Demands: Rogue heroes expect that either 500 gp worth of sacrifice is directed to them per year, or that the shaman works to spread their fame across the land and build a cult to worship them. The rogue hero craves worship, but by definition rarely receives much, and shirking shamans are not tolerated.

Benefits: The rogue hero can sponsor any spell on the spiritualist spell list, 2nd-level tribal shaman spells, and priest spells from the Necromantic sphere of up to 3rd level.

Climate/Terrain:	Remote areas
Frequency:	Rare
Activity Cycle:	Any
Diet:	Blood
Intelligence:	14
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	5
THAC0:	16
No. of Attacks:	1
Damage/Attack:	Nil
Special Attacks:	Constitution drain
Special Defense:	+2 or better to hit
Magic Resistance:	10%
Size:	M
Morale:	Fearless (20)
XP Value:	275



Tales of faithful wives who join their husbands at remote homestead, only to die through the neglect of their spouse or because of the harsh environment abound. So do the tales of the restless spirits of such women wandering the hills and ridges of the land that killed them. The stories tell that these spirits seek out rugged individuals like their husbands and drain all vitality from them.

While there may indeed be ghosts roaming the lonely moors and highlands, these tales have also given rise to the sith, a beautiful vampiric spirit who preys on shepherds and lonely explorers.

The sith looks like a woman in her 20s, who wears a tattered dress that is not at all suited for life outside high society. Her features are face and hands are smudged with dirt and her hair is unkempt, but there is nonetheless a radiant beauty about her.

Combat: The sith will attempt to appear a helpless victim of circumstance when first encountering a lone character. She will express joy and relief over having finally met a "savior" in this harsh land, and will move to embrace the character. If the character accepts her embrace, he or she must make a save vs. paralysis. Should the save fail, the character feels compelled to join the sith in a dance, as they remain tightly embraced. As they dance, the sith drains her victim's blood through the skin via her touch: The victim loses 1d4 points of Constitution per round

Even characters who are not under the influence of the sith's touch may not recognize what is happening to him before it is too late. The drain is painless, and the loss causes the victim to feel increasingly lightheaded and dizzy (–1 to all attack rolls for each round the sith drains blood from the character) and finally fall unconscious. When the Constitution score reaches 0, the character is irrevocably dead, and can only be revived by a *wish*. Since the sith is not an actual vampire, the character does not rise as undead.

Accepted Alignments: Any.

Familiarity: Siths are automatically favorably inclined toward female shamans, and will only deal with males if under a *charm spirit* spell. Establishing a relationship with a sith takes three pints of blood, which must be poured over a shrine built in their honor. The shrine must be built from wood or stone that bears signs of having been worked by a craftsman.

Demands: Siths want to be taken from the wilderness and desposited in the city: This is all they ask of a shaman and will grant spells only if it appears progress is made in that direction. This may be accomplished the same way one would relocate a guardian spirit. Of course, a wily shaman may string a sith along for some time.

Benefits: While in the wilderness, a sith can grant a shaman 2nd- and 3rd-level solitary shaman spells, but once the spirit has been transplanted to the city, it may sponsor the full gamut of spells from the spiritualist list, in addition to the low-level spells from the solitary list. However, the spirit still remains a murderous, vampiric entity. Good-aligned characters would probably not knowingly unleash such a being onto an unsuspecting populace, even for the power it can grant. Many spiritualists, however, would have no moral qualms about such an act.

Spirit, Stone

	Small Stone Spirit	Medium Stone Spirit	Large Stone Spirit
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Group	Group	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Q	Q	R
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1-8	1-4	1
ARMOR CLASS:	5	3	1
MOVEMENT:	12	6	6
HIT DICE:	2	4	6
THAC0:	19	17	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-8	2-16	3-24
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	
SIZE:	S (3' tall)	M (5'-6' tall)	L(9'tall)
MORALE:	Steady (11)	Steady (11)	Steady (12)
XP VALUE:	6 5	175	9 7 5

Stone spirits are lesser spirits of evil alignment who inhabit stone statues. They can animate their statues at will.

The spirits themselves have no physical substance; in effect, the statues they inhabit serve as their bodies. Stone spirits can inhabit any type of statue that represents a creature or person. The statue can be made of any type of stone, but they most commonly are marble, granite, sandstone, or limestone.

Of the three types of stone spirits, small stone spirits are most frequently encountered. Their most common shapes include frogs, birds, bats, small dogs and cats, and miniature humans. The amount of detail in the statue has no bearing on the stone spirit's abilities. For instance, a stone spirit can still see even if its statue has no eyes. However, the spirit cannot move unless the statue has legs or some other means of locomotion. If the statue has wings (about 30% of the time), the stone spirit can fly at a movement rate of 3 (with maneuverability class E). Only small stone spirits can fly.

All stone spirits can understand the languages common to the areas they inhabit, as well as the language of the type of creature represented by their statues. However, only 10% of stone spirits actually can speak, and even they seldom do.

Combat: Stone spirits serve as guardians and protectors of specific buildings, landmarks, or rooms, a duty they take quite seriously. Stone spirits may attack all trespassers, or they may only attack certain characters, such as those of a particular race, sex, or alignment. In any case, stone spirits defend their territories to the death.

All stone spirits attack by using their bodies as ramming weapons, dropping from above or bouncing across the floor to slam into their opponents. If a stone spirit is slain, the statue it inhabits is immediately reduced to dust.

All spells affect stone spirits, but earth-related spells are particularly troublesome. As the target of earth-related spells, stone spirits save with a -2 penalty; they also suffer +2 hit points per die of damage inflicted by these spells. The *elemental burst* spell heals stone spirits by 1-10 hit points.

Habitat/Society: A stone spirit may occupy any type of statue, but once it inhabits a particular statue, it never leaves. Some stone spirits answer the petitions of evil wu jen and shukenja to occupy specific statues, while others are drawn to especially ornate statues. A favorite location of small stone spirits are ornamental walls made of marble or other types of precious stones. These walls may be inside or outside of a building, but they are always beautifully carved with images of monsters and sorcerers in a long procession. Several small statues of bats, dogs, and cats sit atop such walls. If a pack of stone spirits takes a fancy to the artwork, they may occupy these statues.

Ecology: All stone spirits consume gems and coins. Generally, these treasure items are not digested, instead remaining inside the statue. If the stone spirit is destroyed, its treasure may be found amid the dust of its crumbled statue.

The dust of a small stone spirit's statue serves as a component for long-lasting cosmetics used by the concubines of royalty.

Medium Stone Spirits

Medium stone spirits are larger, slower, and more dangerous versions of small stone spirits. They most commonly inhabit statues of great cats, small horses, and boars, but are sometimes encountered as statues of servants, jugglers, and dancers. Medium stone spirits are often used to guard crypts and treasure caches. The dust of a medium stone spirit's statue serves as a base for a toothpowder that permanently prevents toothaches.

Large Stone Spirits

These are the most dangerous type of stone spirits. They inhabit statues of dragons, oni, and giant horses, but they most commonly inhabit statues of immense, faceless samurai. They are used to guard evil temples and monuments, and often are found guarding mountain passes. The dust of a large stone spirit's statue can serve as a component for a *potion of invulnerability*.

Spirit, Strigloi

Climate/Terrain:	Areas near cemeteries and burial grounds
Frequency:	Very rare
Activity Cycle:	Night
Diet:	Children
Intelligence:	13
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	0
Movement:	10 , Fl 18, (B)
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1/1 claws + 1d4 bite
Special Attacks:	Poisonous bite, save vs. poison or take 1d10 points of damage. Paralyzing touch. If the Strigloi hits with both claws, it has grabbed and paralyzed its victim and may take to the sky with him or her.
Special Defense:	½ damage from nonmagical weapons. Also, see below.
Magic Resistance:	5%
Size:	M
Morale:	Elite (13-14)
XP Value:	3,000



There are those who lead lives so horrible that those who knew of their deeds allow them to live on in memory and tales told to frighten children. When these tales are told enough times by enough parents, they begin to assume form in the spirit world, and eventually begin to haunt the Prime Material Plane in ways much worse than bogeymen. These spirits, called strigloi, do not merely feed on fear... they feed on the flesh and blood of children, like the monstrous beings from the tales. Strigloi abduct children from their homes in the dead of night, and a child taken by one of these monsters is never seen again.

Strigloi appear as extremely ancient men or women, pale and wrinkled, with lank hair and covered in fine dust. They are capable of taking flight, and do this by simply leaping into the air, at which point they either become invisible or appear as a sparkling white light or flame.

Combat: The strigloi will never fight an adult if it can find any way to escape: They prey exclusively on the young, and prefer to devote their energies to their prey. As mentioned above, two successful hits allow the creature to carry its victim away. Strigloi have never been observed using their poisonous bite on the child they wish to abduct, but have always reserved that attack for anyone trying to defend the child. It might also use its paralyzing attack on defenders, only to take them into the air and drop them from a great height.

In addition to taking half damage from attacks leveled against it with nonmagical weapons, the foulness of this kind of spirit causes the weapon to corrode on contact, rotting or rusting immediately and breaking the next time an attempt is made to strike with it.

Accepted Alignments: Any evil.

Familiarity: A strigloi accepts any shaman who somehow demonstrates that he or she has power over it (briefly casts *contain spirit* on it, for example). It probably goes without saying, however, that no good-aligned shaman would want to establish relations with a creature such as a strigloi, but should attempt to destroy it.

Demands: Per spell that it sponsors, a strigloi expects one pint of fresh blood (from a sentient being) to be given to it every week. This is simply given to the physical manifestation of the spirit, without a formal sacrifice. Extra pints may be given in advance to create a "credit." Strigloi have no desire for worship.

Benefits: Strigloi can sponsor *contain spirit*, *death candle*, and *haunting notes*. Additionally, it has been said that strigloi can grant favored shamans the ability to cast *vampiric touch* (as the wizard spell) twice per day. Whatever foul rituals would need to be performed to gain that benefit, however, is known only to the most darkhearted spiritualists.

Spirit, Totem

CLIMATE/TERRAIN:	Same as animal type
FREQUENCY:	Uncommon
ACTIVITY CYCLE:	Any
DIET:	Sacrifices
INTELLIGENCE:	15
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	As per animal type (see the MONSTROUS MANUAL for details) + 3d6 or by weapon (in human form)
SPECIAL ATTACKS:	May control the actions of animals of their own species, regardless of range, and any other animals within 10 yards.
SPECIAL DEFENSE:	+3 or better to hit
MAGIC RESISTANCE:	5%
SIZE:	M
MORALE:	Elite (13–14)
XP VALUE:	3,000



Each type of animal has a spirit that stands as an archetype for the species. So long as the species exists (or at least, so long as sentient mortals are aware of it), the totem spirit continues to exist, presenting mortals with an anthropomorphic (humanlike) image of the species. It is usually encountered in areas where its animal type is abundant or being exploited and abused.

Each totem spirit may appear either as a stunningly beautiful version of the animal it represents, or as a humanoid with the animal's features (a shapely woman with the head of a cat, for example). Its movement rate is the same in either form.

Combat: Totem spirits prefer to avoid combat, and will instead try to use trickery to reach their goals. However, if confronted with flagrant abuse of the animals they represent, they can bring to bear the deadly natural weaponry of their animal type, or can attack as a 10th-level fighter who is specialized in whatever weapon they choose to wield.

Accepted Alignments: True neutral or neutral good.

Familiarity: Totem spirits expect shamans to have demonstrated an ability to live in harmony with the wilderness and the animals of the land, and then to make a sacrifice of 200 gp to it.

Demands: Totem spirits demand that shamans oppose any attempt to exploit or destroy their patron animal. The shaman must also spend one day each week attending a shrine to the totem spirit if such exists in their vicinity.

The animal totem also expect mortals in general to respect the wilderness—to kill only what they need (hunting to sell the meat or skins is not approved of), to take deadfall in preference to living wood, and so on. Those who fail to do so have frequent accidents and invariably fail to bag any animals on hunts.

Benefits: Any solitary shaman spell and priest spells of the animal sphere up to 5th level, plus *animal spy*, *call pack*, and *create sanctuary*. Additionally, any hunter giving 10% of his or her catch to a totem spirit as a sacrifice receives a –2 bonus to all proficiency checks concerning that species of animal, including Hunting, Set Snares, Tracking, and Animal Handling, so long as the hunter doesn't use these powers to exploit the land.

Spirit, Wallaran

	Kangaroo	Koala	Kookaburra
CLIMATE/TERRAIN:	Dreamlands	Dreamlands	Dreamlands
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Nocturnal
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Supra-Genius (19-20)		
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral or good, usually lawful		
NO. APPEARING:	1	1	1
ARMOR CLASS:	0	0	0
MOVEMENT:	18	6	6, Fly 18 (A)
HIT DICE:	10	10	10
THAC0:	11	11	11
NO. OF ATTACKS:	3	1	1
DAMAGE/ATTACK:	1d3/1d3/2d4	1d2	1
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	95%	95%	95%
SIZE:	M (5' tall)	S (2 1/2' tall)	T (18' tall)
MORALE:	Special	Special	Special
XP VALUE:	1,000	1,000	1,000

Wallaran spirits are dream-world creatures of the Wallaroo grasslands that function as spirit guides and totems to the wallaras. Wallaran spirits do not inhabit the waking world and will never be found there. Their domain is exclusively the Dreamworld, the world occasionally visited by sleeping mortals when they have a dream that is so detailed it is difficult to tell apart from reality.

Wallaran spirits take the form of various animals from the wallaran grasslands. Many different types exist, but three of the most common forms are the kangaroo, the koala, and the kookaburra. Each animal totem has specific abilities and areas of influence, which are discussed below.

Wallaran spirits speak directly to the dreaming mind. They can even speak with nonwallaras if they want to.

The Red Curse: Wallaran spirits never acquire Legacies or require *cinnabryl*.

Combat: Combat with a wallaran spirit creature would be a tricky affair at best, although it is theoretically possible. These spirit creatures appear only in the Dreamworld, where they are masters of reality. Any mortal who sees one of these creatures must be asleep and dreaming. If a dreaming creature attempts to attack a wallaran spirit, the spirit either disappears or the attackers may find that they are suddenly wielding something other than their weapons (such as eucalyptus leaves or pieces of fruit).

So great is the spirit-creature's control of the Dreamworld that spellcasters who attempt to confront a wallaran spirit creature in the Dreamworld will find that their spells simply do not work about 95% of the time.

Wallaran spirits may be hit only by magical weapons that are physically present in the Dreamworld, which is almost impossible. People get to the Dreamworld by dreaming, and anything they have with them in the Dreamworld is merely a reflection of the item, not the real item. To fight a wallaran spirit, the characters would have to find a way to physically travel to the Dreamworld.

A wallaran spirit can impose its will on anyone that visits the Dreamworld. The wallaran spirit effectively has the spell-casting abilities of an 18th-level mage, but it can activate its spells at will, with no casting times or components. It rarely uses offensive, damage-causing spells. If confronted by a violent attacker, the wallaran spirit would use a *polymorph other* to change the attacker into a nonthreatening, peaceful creature.

A creature that has a peaceful dream-encounter with a wallaran spirit receives the 1,000 experience points. No experience points are awarded for fighting a wallaran spirit.



Habitat/Society: Wallaran philosophy states that two worlds exist: the waking world, and the Dreamworld. The wallaras are not sure which world is more real.

In the Dreamlands, wallaran spirits appear only in the deepest of dreams. The spirit will usually give a bit of cryptic advice, sometimes in the form of a vision, poem, euphemism, or riddle. When the advice has been given, something happens to cause a distraction (a noise or rustling in the Dreamworld underbrush), and then the spirit creature disappears. The spirit creature usually leaves the dreamer with a sign in the real world that the vision was true, such as a eucalyptus leaf, feather, or a bit of sand.

These Dreamworld creatures may or may not have a society of their own, but they do have a significant effect on wallaran society. Individual wallaras with the same spirit-creature guide identify with the totem animal and see themselves as part of a group. All wallaras with a kangaroo guide, for example, will regard each other as brothers.

Most wallaras see their spirit guide at two periods during their life: during their walkabout and when they are about to die. Each time, the spirit guide gives the wallara some advice or reassurance about what is to come.

Wallaran priests, or mendoo, see their spirit guides often and have complex relationships with their totems. The spirit guide is regarded as a companion, helper, and teacher.

Ecology: Each wallara is prohibited from killing, eating, touching,

or harming the animal that has the shape of his spirit guide. The wallaran taboo against killing these animals acts as a conservation device.

Legends state that once the wallaras were wise and powerful, walking with the gods themselves. It is possible that the wallaran spirits of today are actually some of those ancient wallaras, attempting to aid their fallen brethren.

Kangaroo

Kangaroos are ordinarily quite timid, but they are dangerous when angered, pummeling attackers with their forepaws and slashing with their powerful hind legs. The long, muscular tail is used as a support when the animal sits or walks and for balance when it leaps. Kangaroos are usually gray or dull red in color.

Wallaras who have a kangaroo spirit-guide are the closest thing to warriors that can be found in the peaceful wallaran society. Wallaras of the kangaroo totem are prone to action and are considered hasty by wallaran standards.

Koala

The koala reaches a maximum length of about two and a half feet. It has a large, round head, a vestigial tail, and a stout body covered with thick, ash-gray fur. Its legs are short, and its feet are large. Koalas live high in eucalyptus trees, feeding only on the leaves and flowers of a certain species of eucalyptus. They are lethargic and often remain in the same tree for days. A koala will not relax its hold on a tree, even when it is mortally wounded.

Wallaras with a koala as a spirit guide are sedentary by nature. They are primarily concerned with providing food for the community. These wallaras are extremely loyal, peaceful, and contemplative.

Kookaburra

The kookaburra is stocky grayish bird in the kingfisher family. It is about 18 inches long. It has a loud, raucous call, which inspired its common nickname of "laughing jackass." It rarely catches fish, living mainly on large insects, mice, small birds, and snakes.

Wallaras who see the kookaburra have a dual nature. These wallaras are about as deceptive and tricky as a wallara can get. They tend to be jokers and pranksters. They are outgoing and often act as a contact with outsiders. Kookaburra-wallaras are also the ones that are primarily responsible for rearing wallaran children, since they are friendly and interact well with youngsters. The wallaras take these duties very seriously and will never abandon a child. These wallaras will also join with the kangaroo-wallaras to help defend their communities if necessary.

Spirit, Wisdom

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	God-like (20)
TREASURE:	Nil
ALIGNMENT:	Lawful good

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8 + 2
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Pacification, Fear
SPECIAL DEFENSES:	Cold iron or magic weapons to hit, plane shift
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Elite (14)
XP VALUE:	4,000

Of all the creatures that have ever walked on Krynn, one of the wisest was Igrane, father of the Irda, the High Ogres. Igrane was also a man of extraordinary foresight and prophetic ability; he foresaw that the race of ogres would become debased unless they turned away from evil, and he foresaw that the Irda would be tested.

To help his people survive in a world of physical and spiritual uncertainty, he gave the Irda two gifts. One was the ***Irdanaiath,*** a text that became sacred to the Irda. Sensing that this would not be enough, Igrane forsook death and the great honors he had earned in the afterlife, and divided his soul into eight parts. These pieces would wander the world wherever his children, the Irda and the Mischta, lived, advising them in moments of great crisis and protecting them in their hour of darkest need. These pieces of Igrane's spirit are known as wisdom spirits.

Wisdom spirits appear mainly at night, when all seems bleakest. In times of extreme need (for guidance or protection), an Irda or Mischta may cry out for aid and there is a 15% chance that a wisdom spirit will appear. This cry may be made once in an individual's lifetime. A wisdom spirit appears to be identical to Igrane, a tall, wise, middle-aged Irda in simple clothing. One cannot tell that it is a spirit unless a ***detect magic*** spell is used.

Combat: Wisdom spirits are not effective combatants. They prefer to use their spells in combat; they have the spell capabilities of a 20th-level wizard and a 20th-level cleric (with 20 Wisdom and Intelligence). They never use spells that cause damage or physical injury.

The sight of a wisdom spirit forces all non-Irda and non-Mischta to roll successful saving throws vs. wand or run away in fear for 3d4 rounds, dropping whatever they have in their hands.

The touch of a wisdom spirit causes a victim to be pacified—he cannot perform violent or hostile actions for 2d6 rounds, unless he is attacked, in which case he may defend himself.

If a wisdom spirit is damaged in combat, it immediately plane shifts away (it can move freely within and between the planes). If the damage done to a wisdom spirit in one round exceeds its hit points, the spirit is dispelled; it reforms in 50 years. If all eight spirits are dispelled, then Igrane's spirit is irrevocably destroyed.

Habitat /Society: Wisdom spirits inhabit any place frequented by Irda or Mischta. There are legends among the Irda of a strange man who approaches the young and teaches them; these teachers are wisdom spirits. Wisdom spirits do not discriminate against other creatures, but their glory fills other species with fear.

Ecology: Wisdom spirits are not a part of the natural order. They do not feed on creatures, nor are they part of the food chain.

Wisdom spirits have no treasure or magic. They offer advice to creatures of good alignment, and cast healing spells in exchange for a promise from that character to protect or assist any Irda or Mischta he encounters.

	Bamboo Spirit Folk	River Spirit Folk	Sea Spirit Folk
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate forests and jungles	Tropical, subtropical, and temperate rivers	Tropical, subtropical, and temperate ocean
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Clans	Clans	Clans
ACTIVE TIME:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very to genius (12-18)	Very to genius (12-18)	Very to genius (12-18)
TREASURE:	Individual: L, N; Clan: I	Individual: N, Q; Clan: C	Individual: M, N Q; Clan: A
ALIGNMENT:	Lawful good or neutral	Neutral good	Chaotic good
NO. APPEARING	1-10	1-10	2-20
ARMOR CLASS:	10	10	10
MOVEMENT:	12	12,Sw12	12, Sw 12
HIT DICE:	1	1	1
THAC0:	20	20	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	see below
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)
MORALE:	Elite (13)	Elite (13)	Elite (13)
XP VALUE:	175	175	175

Spirit folk are the descendants of humans and various spirits of nature. All have strong ties to both the natural world and the society of humans.

There are three distinct races of spirit folk: bamboo, river, and sea. Of the three, bamboo spirit folk are the type most frequently encountered by humans and other land-dwellers. Like other spirit folk, bamboo spirit folk are nearly indistinguishable from humans. They have thin, supple bodies with golden or pale yellow skin. Their narrow eyes are almond or black with eyebrows so thin that they appear to have been drawn with a pen. Their hair is short, and either blonde, light brown, or grey. The men are always smooth-shaven. Otherwise, bamboo spirit folk appear in all the diversity of humans, radiating a robust love of life and nature. Many approach the ideal of human beauty. They prefer simple dress, usually wearing the clothing of farmers or peasants.

Because of their strong ties to humans, all spirit folk can be samurai, kensai, or bushi. Their supple bodies give them exceptional Dexterity, and their physical beauty and gentle manner accounts for their high Charisma. Their thin bodies limit their Constitution, however. Spirit folk ability scores are summarized on the table below.

Bamboo spirit folk speak the languages of all spirit folk, as well as the trade language and the language of the Celestial Court. Each time a bamboo spirit folk gains an experience level, he can learn the language of one forest animal.

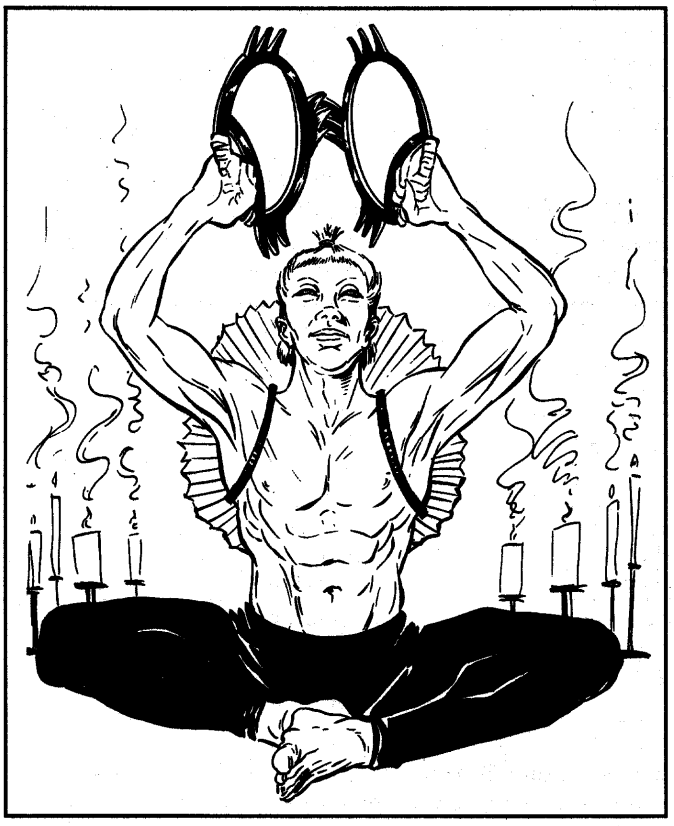
Combat: Spirit folk are highly attuned to nature, and possess special powers when dealing with natural forces and events. These powers are drawn from their spiritual ancestry. Bamboo spirit folk have a 75% chance to recognize and identify normal (nonmagical and unintelligent) plants. They have a 50% chance to identify normal (nonmagical and unintelligent) animals. They can move alone on foot through woodland, forest, or grassland without leaving a trail. When a bamboo spirit folk is traveling with others (including other spirit folk), a modifier of -20% (or - 4 if 1d20 is used) is applied to all attempts to follow the group's trail. When in woodlands or forests, the bamboo spirit folk have a 75% chance to hide in shadows. Like all spirit folk, the bamboo spirit folk have infravision with a 120-foot range. In addition, bamboo spirit folk gain a +1 bonus to all saves vs. spells, rods, staves, wands, and miscellaneous magical items that involve the element earth or wood.

The lifeforce of a bamboo spirit folk is always tied to a bamboo grove deep within a forest. If this grove is damaged, the spirit folk suffers a comparable amount of damage. For example, if half the grove is burned to the ground, the spirit folk loses half of his total hit points. If the grove is destroyed, the spirit folk dies instantly. When a bamboo spirit folk enters his grove, he is instantly cured of all wounds and diseases. This grove can never be moved, nor do shoots sprouted from this grove have any special effect; for instance, if the grove increases in size, the spirit folk does not gain any additional hit points or abilities. A spirit folk is not required to remain within the vicinity of his grove and can travel any distance from his grove without suffering ill effects.

Though bamboo spirit folk prefer peaceful solutions to violence, they can fight courageously and skillfully when necessary. Bamboo spirit folk employ a variety of weapons. When a force of bamboo spirit folk is encountered, they typically carry short swords (50%), wakizashi (30%), and parang (20%). When anticipating combat, bamboo spirit folk prefer lighter armor, such as leather or padded. A force of ten or more 1st-level bamboo spirit folk bushi is led by either a 2nd- to 5th-level bushi (60% chance), kensai (25%), or samurai (15%).

Habitat/Society: Bamboo spirit normally live near forests or jungles. Only occasionally do they establish their own settlements, preferring instead to mingle with human societies where they are not only accepted as equals, but are actively sought as marriage partners because of their beauty and grace.

Because part of their ancestry is human, all spirit folk must belong to a family or clan. Many are land-holders, and some even assume roles in human governments. However, bamboo spirit folk have a responsibility to the Lord of the Woods that supersedes their responsibilities to human societies. While the spirit folk can never obtain honor from serving their spirit lord, they are required to obey his commands. Failing to do so, or acting in a manner that dishonors the spirit lord, will be punished by natural disasters visited on the spirit folk and his family, including any



human relatives. If the interests of the human family and the spirit lord conflict, spirit folk are expected to support their spirit lord first.

Ecology: Bamboo spirit folk eat the same foods as humans, though they tend to be vegetarians, mainly eating fruits, grains, and vegetables. They have little taste for wine or other strong drink.

River Spirit Folk

River spirit folk are associated with one particular river or stream and commonly live somewhere near it. They resemble bamboo spirit folk in appearance and attitude, except that their eyes are blue or green and their hair is usually black. Like bamboo spirit folk, river spirit folk can be samurai, kensai, or bushi.

River spirit folk can swim in any type of water at their normal movement rate (reduced for encumbrance). When swimming, all items they carry, including unprotected paper or scrolls, remain perfectly dry, even if submerged. River folk can breathe both air and water, though they prefer aquatic environments.

River spirit folk speak the language of fishes, the language of the Celestial Court, the trade language, and the languages of spirit folk.

River folk are attuned to water in all its forms, and they gain a +1 bonus to all saving throws vs. spells, rods, staves, wands, and miscellaneous magical items involving the element water. They are especially vulnerable to fire, suffering a -1 penalty on all saving throws vs. fire-based attacks. Once per day, they can *lower water* in rivers and streams by a depth of 10 feet, allowing others to cross easily; this effect lasts five rounds. Like bamboo spirit folk, river spirit folk have infravision with a 120-foot range.

The lifeforce of a river spirit folk is tied to a single, specific river as it flows along its natural banks. (Water diverted for irrigation is no longer considered part of the river.) When a river spirit folk bathes in his river, he is instantly cured of all wounds and diseases. Changes in the depth or flow of his river affect him. For instance, if the river is lowered by half during a drought, the spirit folk's hit points and ability scores are also lowered by half. Major flooding makes the spirit folk wild and uncontrollable. Engineering changes (e.g., dams) that permanently alter the river make the spirit folk progressively weaker until he dies.

A force of river spirit folk typically carries short swords (40%), spears (40%), and daggers (20%). A force of ten or more 1st-level river spirit folk bushi is led by either a 2nd- to 5th-level bushi (60% chance), kensai (25%), or samurai (15%). Forces of more than ten have a proportionate number of leaders (for instance, a force of 30-39 river spirit folk has three leaders).

River spirit folk are somewhat less integrated into human societies than bamboo spirit folk, though they mingle freely with humans and are also sought by humans as mates. All river spirit folk belong to a family or clan. Their primary responsibility is to the Lord of the Rivers, and they are expected to answer to all of his summons.

River spirit folk are excellent fishermen, hunters, and guides. They subsist on sea life, enjoying all varieties of fish.

Sea Spirit Folk

Sea spirit folk are the most numerous and reclusive of all spirit folk, preferring a nomadic life to association with humans.

Sea spirit folk share similar characteristics and attitudes with the river spirit folk. They physically resemble river spirit folk, except that their hair is blue or white, and their skin is usually dark green brown, or gray. They can breathe in any salt water or fresh water and can also breathe air. They swim at their normal movement rate (reduced for encumbrance) in any type of water. Items carried when swimming never become wet.

Sea spirit folk speak the language of fishes and the Celestial Court, the trade language, and the languages of spirit folk.

A force of sea spirit folk typically carries short swords (30%), tridents (25%), spears (25%), and daggers (20%). A force of ten or more 1st-level sea spirit folk bushi is led by either a 2nd- to 5th-level bushi (70% chance), kensai (250%), or samurai (5%). Forces of more than ten have a proportionate number of leaders.

Once per day, sea spirit folk can predict the weather for the next 24 hours with a 75% chance of being correct. They gain a +1 bonus to all saving throws vs. fire-based attacks and have infravision with a 120-foot range.

Changes in the sea do not affect these spirit folk, nor does the water heal them. Once a year, they can receive one favor from the sea, such as a violent storm, fair sailing winds, rain, or the recovery of a particular item from the ocean floor. Each spirit folk must ask for a specific favor; should two or more sea spirit folk make opposing requests (e.g., if one asks for clear weather and another requests storms), neither request will be granted and their favors for that year are lost.

Of all the spirit lords, the Sea Lord has the most authority and takes the most interest in the activities of his kin. The Lord of the Sea may bestow gifts upon particularly worthy sea spirit folk, such as those who have completed exceptionally difficult tasks or those who have performed their duties with honor.

Spirit Folk Abilities

Ability	Min.	Max.
Strength	6	18
Intelligence	12	18
Wisdom	9	18
Dexterity	12	18
Constitution	6	14
Charisma	14	18

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Special
Intelligence:	Average
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d10
Armor Class:	4
Movement:	12, Fl 24(C)
Hit Dice:	11 (50 hp)
THAC0:	9
No. of Attacks:	2
Damage/Attack:	2d10 (×2)
Special Attacks:	Initiative bonus, control winds
Special Defenses:	+1 or better weapon needed to hit
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Fearless (19)
XP Value:	4,000

Spirits of the air are minions of powers associated with wind and air – most of these deities are elemental in nature, but any god who can create and control the wind can create and control a spirit of the air. These creatures are fierce in their desires to obey and serve. They may be mere messengers or full-fledged proxies.

Spirits of the air appear to be large batlike creatures with black skin, large wings, clawed feet, and tusked monkey heads. They dress in resplendent, shimmering fabric that would put the finest silk or spider thread to shame. Their clothes are more colorful than the rainbow, in ever-shifting hues that are impossible to name. Their voices are melodiously sweet or gratingly harsh, but never are the same at once.

Spirits of the air are born white as the chills of winter, but each endless day under the sun loads their essences with the colors of the world. At night their colors wash away in the silver of the moon. The cleansing tickles their spirits until their laughter is heard wafting through the night. With the dawn their burdensome colors return like the sighs of the morning breeze.

Combat: Spirits of the air fight as 11-HD creatures. Their range of weaponry is broad, but a typical choice is a longbow or darts for missile attacks and a two-handed sword or footman's mace for melee combat. Although these weapons have no magical bonuses, they are imbued with the might of their patron and can strike creatures requiring +3 weapons or better to hit. This property is inherent, so no such power is gained by other creatures who would wield their weapons.

Their greatest combat advantage is in their maneuverability. They live in the air, constantly and forever. Even when they fight their feet never touch ground. When battling "landlings," spirits of the air enjoy a –2 modifier on all initiative rolls. When fighting flying creatures of maneuverability class B or less, they have a –1 initiative modifier. It is only when faced with a creature as maneuverable as themselves that the spirits of the air lose their combat advantage.

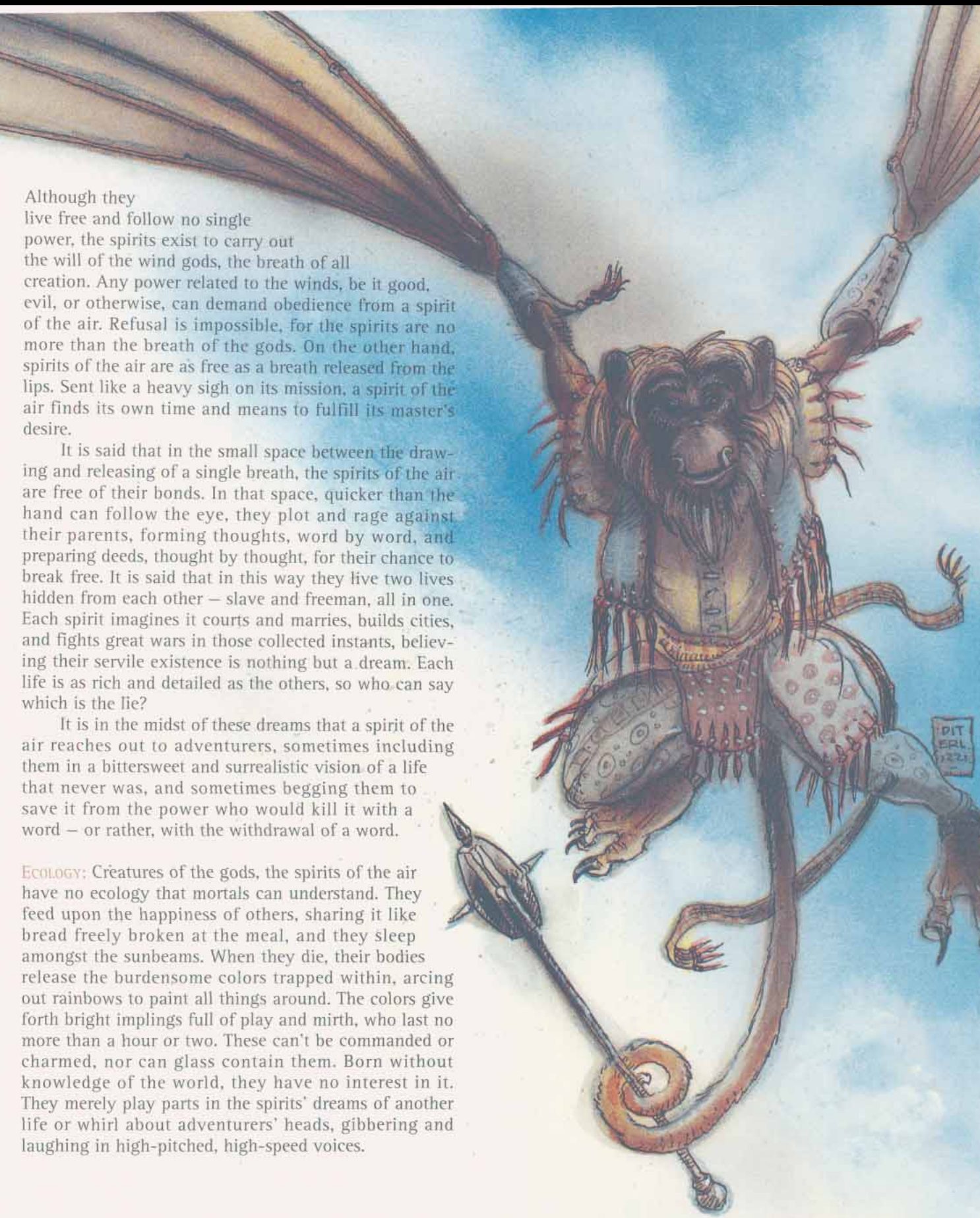
Every spirit of the air radiates a 30-yard–radius magical aura in which the spirit can *control winds* at will, provided its attention is not occupied by combat. Beyond this restriction, the spirit of the air can control winds while performing virtually any other activity.

Spirits of the air can be struck only by weapons of +1 or greater enchantment.

Habitat/Society: Spirits of the air are not aggressive beings. Unshackled by their own pleasures, they would ignore the world to revel in the sheer joy of flight, for they have no need of anything else. They are, however, not so free. The spirits of the air serve the powers – good, evil, lawful, chaotic, or neutral – without question. It is their duty, bound upon them by forces long forgotten.

An ancient legend describes their lot in life:

> When the powers made the multiverse, they looked at all the work they had done and knew that it was complete, except for its final destruction. The annihilation of their work was all that remained to be done in eternity, the last thing left to "create." This eventuality was a sad fact for them, and yet it made them happy, and they said, "Truly we are omniscient, for we can visualize the end of all we have made. Since we have foreseen this end, we do not need to create it, and our creation will live incomplete forever."
>
> But the powers were not truly omniscient, for they had never seen the source of their *own* creation. This error hid many others from their eyes, yet it soon grew plain to them that they had erred, for after they spoke, they realized the very breath of their words had given life to the air around them. Before they could stop them, the creators' words took shape and flight, becoming silvery little beings who mocked their parents' hubris.
>
> Such disrespect by their children angered the powers who, still being powerful, (but not omniscient) drew in their breaths, stealing back some the life they had given. Thus, the spirits of the air were bound by the will of the powers. Hence, the wispy children forever hear within themselves the breathing of the gods, whose rhythmic sighs carry secret messages to their aerial messengers.



Although they live free and follow no single power, the spirits exist to carry out the will of the wind gods, the breath of all creation. Any power related to the winds, be it good, evil, or otherwise, can demand obedience from a spirit of the air. Refusal is impossible, for the spirits are no more than the breath of the gods. On the other hand, spirits of the air are as free as a breath released from the lips. Sent like a heavy sigh on its mission, a spirit of the air finds its own time and means to fulfill its master's desire.

It is said that in the small space between the drawing and releasing of a single breath, the spirits of the air are free of their bonds. In that space, quicker than the hand can follow the eye, they plot and rage against their parents, forming thoughts, word by word, and preparing deeds, thought by thought, for their chance to break free. It is said that in this way they live two lives hidden from each other – slave and freeman, all in one. Each spirit imagines it courts and marries, builds cities, and fights great wars in those collected instants, believing their servile existence is nothing but a dream. Each life is as rich and detailed as the others, so who can say which is the lie?

It is in the midst of these dreams that a spirit of the air reaches out to adventurers, sometimes including them in a bittersweet and surrealistic vision of a life that never was, and sometimes begging them to save it from the power who would kill it with a word – or rather, with the withdrawal of a word.

ECOLOGY: Creatures of the gods, the spirits of the air have no ecology that mortals can understand. They feed upon the happiness of others, sharing it like bread freely broken at the meal, and they sleep amongst the sunbeams. When they die, their bodies release the burdensome colors trapped within, arcing out rainbows to paint all things around. The colors give forth bright implings full of play and mirth, who last no more than a hour or two. These can't be commanded or charmed, nor can glass contain them. Born without knowledge of the world, they have no interest in it. They merely play parts in the spirits' dreams of another life or whirl about adventurers' heads, gibbering and laughing in high-pitched, high-speed voices.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-Genius (20)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	48
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-32/4-32(4d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+3 or better weapon to hit, see below
MAGIC RESISTANCE:	65% (see below)
SIZE:	L to H (10-20′ tall)
MORALE:	Fearless (19-20)
XP VALUE:	25,000
PSIONICS:	Nil



A Spirit of the Land is a powerful being that inhabits the various geological features (mountains, hills, rock formations, hot springs, river beds, winds, skies, etc.) of Athas. They are virtually invulnerable, but they also have little direct contact with the world. They prefer to work through the druid who watches over the natural phenomena that they inhabit. Few except druids have ever seen or had any contact with a spirit.

Spirits of the land are almost never seen. On the extremely rare occasions when they do manifest, they appear as huge elementals with the properties of their inhabited lands.

Spirits of the land communicate only with druids and clerics, although, if they wish, they can speak the language of any creature that inhabits their land feature.

Combat: Spirits of the land almost never enter combat directly. A spirit in normal (non-material) form is totally immune to magic, psionics, or physical attacks. Indeed, in normal form, the only way a spirit can be harmed is if the natural phenomena it inhabits is utterly destroyed.

Spirits prefer to work through a druid guarding their land feature. As long as there is a druid present to protect and guard the land feature, a spirit very rarely takes material form. The only time a spirit manifests is when the existence of their terrain feature is threatened. This is entirely dependent on what type of spirit is being dealt with. An oasis is more easily threatened than a stretch of desert, and the north wind that blows out of a mountain valley can only be threatened if the entire valley is filled in, or the mountains removed, so that the wind no longer blows. In all cases, consider the type of spirit and the chance that someone can actually destroy that section of Athas.

If such a case exists, a spirit can materialize into a huge elemental. Such beings appear from the formations they inhabit, and resemble them very closely. Thus, a spirit of a rock formation appears as a large rocky elemental, a spirit of a hot spring appears as a column of steaming water, the spirit of the winds is an invisible being resembling a genie, etc. Each of these different types of spirits has special attacks and defenses which are listed below.

In combat, all spirits are able to punch twice with their massive fists, doing 4d8 points of damage. They attempt to attack with surprise—a spirit of a desert would appear from the sand behind an opponent, a spirit of air appears above and behind an opponent, a spirit of a oasis rises out of the water. This generally means that an opponent receives a -4 penalty to his surprise roll. The exceptions must be decided on an individual basis; for instance, a spirit of an oasis cannot appear behind the opponent unless the opponent has his back to the oasis or is actually standing in the water. Remember the spirits' intelligence and judge accordingly.

Spirits that manifest themselves are also able to use all spells from their particular sphere—air, earth, fire, or water. Such spells are all treated as innate abilities and have an initiative factor of two. Also, since they are innate abilities, they cannot be disrupted by the spirit taking damage, and they require no verbal, material, or somatic components.

A spirit in material form is highly resistant to hostile magic. They are 65% resistant to most forms of magic, the exception being magic from a diametrically opposed sphere. Air spirits have no resistance to magic of the earth sphere, fire spirits have no immunity to water magic, etc.

In material form the spirit cannot truly be "killed." It can conceivably be brought to zero hit points, causing it to return to non-material form. It cannot resume its material form for one full day thereafter. After the one day, the spirit may manifest again. It will have regenerated to full hit points and have regained all its powers. Should a spirit be brought to zero hit points in this manner, the druid guarding that land feature receives no spells above 2nd level for that day.

AIR SPIRITS: Spirits of the air include the spirits of open skies over certain stretches of desert, spirits of the south wind, and the like. They only manifest if the existence of the wind/sky is threatened. A spirit of the sky almost never manifests; the only exception might be if someone is raising enough dust to block out the sky, and only if such a condition persists for months, or

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even years. Another case might be if someone was killing all of the fliers in an area. A spirit of a canyon wind might manifest if the mouth of the valley was blocked off, thereby shutting off the wind. Decide exactly how much damage is being done, and if the feature (sky or wind) is actually threatened. In no case is the chance of a spirit manifesting greater than 10%, and it is that high only in the face of widespread damage to the land feature.

In material form, the air spirits have several special powers. They can gate in air and create a hurricane force wind, capable of knocking all creatures of less than gargantuan size down. The wind lasts for up to an hour and can sweep away creatures of size M or smaller. A spirit of the air receives a +2 attack and damage roll bonus while fighting creatures not touching anything but air.

Spirits of air can summon their druids by means of a *whispering wind* spell, and only their druids can hear this whisper. A spirit of the air always attempts this option before manifesting.

EARTH SPIRITS: A spirit of the earth is perhaps the strongest of the spirits, since the earth is always present. On an individual basis, a spirit of a rocky outcropping in a sandy waste may be threatened if someone begins to break up the rock. A spirit of a mountain may be threatened if a templar casts several *earthquake* spells and begins to break up the mountain. The maximum chance for a spirit of the earth to manifest if threatened by widespread, continuing damage is 10%.

In combat a spirit of earth has two special powers. They can gate in earth, in the form of a large wall that falls on the offender. Such a wall does 10d6 points of damage to a normal man-sized opponent and has a 50% chance of burying said opponent. The spirit's other special power is an the ability to cast an *earthquake.* The earthquake has an effect radius of 100' and is always centered on the destroyers of the land feature. Large cracks appear in the ground, possibly causing affected creatures to fall in and be crushed to death. The chance that this occurs is 1 in 4 for small creatures, 1 in 6 for man-sized creatures, and 1 in 8 for creatures of large size.

Spirits of earth summon their resident druids by several means. The favorite method is to send a burrowing animal to speak to the druid, although in extreme cases spirits of earth can actually send very faint vibrations through the earth, transmitting a message that only their druid can understand.

FIRE SPIRITS: A spirit of fire is more easily threatened than either air or earth spirits, since fire features it inhabits are more easily destroyed than others. It is theorized that if a dry parched grassland is destroyed by fire, the spirit transforms itself, perhaps becoming a spirit of a hot wind, or a spirit of smoke drifting through the desert. In other cases, the maximum chance for a spirit of fire to manifest is 10%.

In combat the spirit has two special powers. It can gate in fire directly from the elemental plane of fire. This appears as a wall of fire doing damage as though cast by a 20th-level druid. This fire can move with the opponent and can follow it anywhere for the full duration of the spell. The fire cannot cross water and cannot harm anyone completely buried in earth. If the opponent takes to the air, the flames merely consolidate and rise higher, following the foe up into the air. The maximum height of such a fire is 100'. The second special power is a hot, sulfuric wind. This wind has no real force to speak of (that is a power of air). However, the sulfuric gases are not breathable as normal air and cause choking and gagging unless the victim saves vs. poison every round. This sulfuric wind also dehydrates the victim; each round of exposure has the same effect as though the opponent went a whole day without water. There is no saving throw against this effect. If the opponent does not require air to breath, say through a *necklace of adaptation* or other magical effect, he is not subject to the choking effect, although the dehydration still occurs.

Spirits of fire communicate with their resident druids by means of a version of the *fire charm* spell. A campfire will dance and form images that can only be interpreted by the spirit's guardian druid. If no campfire is available, they can communicate with the druid by means of images in smoke, or even by altering the reflection of sunlight from a shiny surface.

WATER SPIRITS: Spirits of water are some of the most important, and, at the same time, some of the most vulnerable spirits of Athas. Spirits of water are not as rare as one might think on Athas, since almost all of the various forests located in the Forest Ridge are inhabited by spirits of water.

Like the other spirits, they very rarely assume material form. Even a forest fire would not cause a spirit to manifest, unless the fire threatens the whole forest. As long as enough of the forest survives to allow new growth, the water spirit is not concerned. Likewise, if an oasis is completely dried out, but the spring that feeds it is not destroyed, the spirit does not feel threatened. If faced with the total destruction of their land feature, a spirit of water has at most a 10% chance to assume material form.

In combat the spirits of water are the weakest, able to exist only in their element. This is the actual water of an oasis, or perhaps the sap flowing through the trees of a forest. In a forest, they are able to animate a tree and use it to attack. The tree uses the spirit's THAC0 and hit points and has an Armor Class of 6. It is able to strike twice a round, for 4d8 points of damage per strike. The spirit of a spring or oasis attempts to grab its opponent and drag it into the water to be drowned. This requires a successful attack by both of the watery "arms," and the victim is allowed a Bend Bars roll to escape. A spirit of a forest is not concerned with drowning its victim, using an *entangle spell* to hold its victim fast while a tree lumbers over to bash the opponent to death.

Spirits of water communicate either through swirling patterns in a pool or oasis.

Habitat/Society: Spirits of the land inhabit nearly all the terrain features of Athas. They are completely solitary creatures, being concerned only with their inhabited area. However, they do coexist with the other spirits in the area. A hot spring, for instance, may be inhabited by both a spirit of fire and water, co-existing peacefully, even though they are diametrically opposed.

Ecology: Spirits either have no effect on the ecology, or they are the ecology, depending on how you look at it. They are revered and worshipped by druids, respected by the common folk, and ignored or abused by defilers. A spirit does not need to be worshipped by a druid to survive. It is content simply to exist in its chosen terrain feature. Spirits whose resident land feature is destroyed either die or return to the elemental plane, no one is certain which. This is a mystery even the great druids cannot answer. Neither does anyone know where the spirits originated. The popular theory is that Athas was once a world so filled with life energy that the spirits may have been responsible for the creation of life itself.

	Spirit warrior	Zwarth
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	N/A	N/A
ACTIVITY CYCLE:	N/A	N/A
DIET:	N/A	N/A
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	1-200	1-5
ARMOR CLASS:	-5	-8
MOVEMENT:	15, Fl 24	18, Fl 24, SR 3
HIT DICE:	Master's +10	Master's +20
THAC0:	Varies	Varies
NO. OF ATTACKS:	Varies	Equals master's attacks
DAMAGE/ATTACK:	— 3d6/3d6 or by weapon type —	
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Special
SIZE:	H (20')	G (30+')
MORALE:	Varies	Varies
XP VALUE:	6000	7000



The spirit warrior is an enormous undead insect, the primary long-range weapon of elven crack troops during the Unhuman Wars. All Spirit Warriors went into time storage after the end of the Unhuman Wars, and they occasionally emerge in modern times.

A fighter operates the spirit warrior from a cavity inside the chest. This is the spirit warrior's master (also called a spirit warrior, as the two become essentially one).

Spirit warriors are of three types: carnivores, herbivores, and nektars. Carnivores descend from the praying mantis. They have its slashing, grasping forelimbs and biting mandibles. Their wings bear eye-spots that they reflexively display before combat.

Herbivores are based on the katydid. Though they are thin and spindly in build, their powerful legs carry them 600' forward or backward, and up to 400' vertically. Their wings and limbs are leaf-shaped.

Nektars descend from an insect similar to both a butterfly and a wasp. Nektar spirit warriors are brightly colored, with iridescent thoraxes and alternating bands of color on their abdomens. Their wings are large and colorful, with various patterns.

All breeds of spirit warrior have at least two clawed hands, feet that adhere to any surface, and functional wings that enable them to make gliding leaps of 100-600' on planets. They also wield various melee weapons scaled to their size.

Combat: A spirit warrior's number of attacks depends on its master's ability—for instance, a 1st-level fighter attacks once per round, so his spirit warrior can only attack once per round. Conversely, a 12th-level fighter's spirit warrior can attacks three times every two rounds. Most spirit warriors attack with a giant longsword, doing triple normal damage (3d8). Some warriors use special bows with a range of 500 yards. The arrows do triple normal damage (3d6); there is a 5% chance that one arrow is an *arrow of slaying*. All spirit warriors can deliver two claw attacks for 3d6 per claw, in lieu of the weapon strike.

The various species also have different attacks, as follows:

Carnivores bite for 5d6 damage. The forelimbs of the carnivore spirit warrior can grapple an opponent on a successful attack roll, inflicting 1d6 crushing damage each round thereafter. A successful grapple immobilizes a smaller opponent, and later attacks hit automatically. A grappled opponent gets a Strength ability check each round to break free.

Herbivores can change color like a chameleon, becoming almost invisible to an opponent (surprise on 1-4 on 1d6). Their screech attack does 2d10 sonic damage per round. The herbivore uses its leaping ability to jump over its opponent, somersaulting in midair to land and strike from behind (+2 to hit when the master makes a successful Dexterity check).

Nektars have a smooth wasp-like stinger. In life, a gland pumps a poison through the stinger, inflicting a painful wound. The spirit warrior has a hollow stinger outfitted with a small greek fire projector with 1d3 shots. The stinger can fire every other round for 3d6 damage at a range of 50 yards.

The spirit warrior body "remembers" its previous existence as a living insect and confers its sense of absolute balance to the master, making disorientation impossible.

The bonding between the spirit warrior and its master means that damage to the spirit warrior is relayed to the master. In the event of a critical hit, the master must save vs. death. Failure means both spirit warrior and master die from shock.

Habitat/Society: Spirit warriors are weapons from the Unhuman Wars. There are three ways to acquire one: find one that has been abandoned, wrest one from its owner in combat, or grow one from an egg and perform the appropriate spells. Since the Wars ranged over a great area, the chance of finding an abandoned warrior is small. Also, those still piloted have most likely been around since the time of the Wars, so wresting one from its master in combat is also unlikely. This leaves the method of growing one from an egg, as follows:

The would-be spirit warrior receives an egg. The fighter must incubate the pinhead-sized egg in a warm and secure environment, preferably next to the fighter's body. When the egg hatches, the warrior must nurture and protect the fragile larva from six months to a year, until it is mature. This nurturing involves close emotional contact with the insect (stroking, petting, cuddling,

thinking pleasant thoughts) to develop a strong emotional bond as one would with a pet or familiar. After a year the insect is mature, and the spells of modification begin; however, for the strongest bond, this final process is delayed until after the insect has died of old age. If the spells are performed on a living insect, it dies during the ceremony.

The insect becomes a spirit warrior via spells that enlarge, animate, strengthen, and physically modify the insect's remains. These spells also link the minds of warrior and insect in an unbreakable bond, unaffected by magic, disease, physical attack, or mental control. The final stage of the process installs a special minor helm in the hollow chest cavity of the insect warrior.

There is a base 5% chance that the discoverer of an abandoned warrior can forge a new bond with it. Alignment affects this chance, for warriors created for the Unhuman Wars were of either good or neutral alignment (law and chaos were of no consequence). If the discoverer's alignment differs from the warrior's, the bonding chance decreases 1% for each degree of difference—for example, if the spirit warrior is good in alignment and the finder is neutral, the chance of bonding drops to 4%; if the finder is evil, the chance drops to 3%.

If the 5% chance fails, the effects on the discoverer who attempted the bond range from devastating to deadly. Roll percentile dice and consult this table.

Die Roll	Effect
01-25	unconscious for 1d3 days
26-85	stroke (cerebral hemmorhage); victim incapacitated. DM's choice of specific effects: loss of motor skills, speech impairment, etc.
86-00	Death due to massive stroke and psychic trauma.

The reason for such severe results is the bonding process itself. The process effects physical changes on the would-be spirit warrior's brain and nervous system. When the bonding takes place between an insect and its keeper, the links are easily forged due to the years of intimate contact. For a stranger to attempt such a bonding is dangerous indeed.

Ecology: This is only important when the spirit warrior larva is being nurtured. Nektars and herbivores feed on one or two specific types of flowering plants. Growing these flowers requires a hothouse. An insect can eat up to 30 times its body weight in a day.

Carnivores also develop preferences and are more insistent. The master may grow anxious when the insect is hungry, resulting in mood swings and irrational behavior (for instance, drastic reductions in the local space hamster population) in both master and insect.

During the Unhuman Wars, elvish mages created the warriors as armored, super-strong weapons to counter orcish monsters being released on various worlds. At first their years of research only worked up to a point: the giant undead insects ran amok, killing researchers and damaging Armada Noble itself.

An assistant, Rowan Starblade by name, discovered that the ceremonies failed because the researchers and the insects shared no emotional bond. When one of Rowan's "pet" research insects rampaged after the ill-fated ceremony, she threw herself in front of the beast, begging it to stop. To her surprise, the giant insect obeyed her command!

Further experimentation with Rowan's pet zombie revealed that when she welded a modified minor helm in the insect's hollow chest cavity with gold and platinum wire, she could sit in the helm and pilot the insect with her speed and agility, and with the insect's strength.

Zwarth

This large version of the spirit warrior, piloted by crews of 5-8 people, has as many attacks per round as it has crew members. It is capable of true spelljamming flight and can use many weapons.

The zwarth has the magical power of *spell projection*. A spellcaster in a zwarth can amplify attack spells, doing a spell's dice of damage in hull points. For instance, if an ordinary *magic missile* does 1d4+1 points of damage, then the same *magic missile*, cast through the zwarth's hands, would do 1d4+1 *hull points* of damage!

Zwarth construction resembles that of a spirit warrior. Growth and bonding processes are the same. (Yes, an entire party must undergo this process!)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Special
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 24 (E)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Intelligence drain, spells
SPECIAL DEFENSES:	+1 edged weapons to hit
MAGIC RESISTANCE:	25%
SIZE:	M (5'-6' tall)
MORALE:	Champion (16)
XP VALUE:	13,000



A spiritjam is the soul of an evil cleric or wizard who died while spelljamming. The spirit of the cleric or wizard remained behind when the physical body perished. The spiritjam in life could have been a drow, half-elf, or human. It moves easily through space.

A spiritjam appears as a floating, diaphanous form resembling its former human or demihuman body. A spiritjam can be easily differentiated from other undead because of its eyes, which sparkle like stars, and its hands, which have abnormally long fingers ending in claws. The hair of a spiritjam appears as a cloud-like mist that surrounds the undead creature's head.

Combat: Spiritjams envy and hate all life, especially spacefarers. They pass through the walls of ships to attack those inside. Their primary targets are a ship's spelljamming wizard or cleric and the ship's captain. By disabling these people, spiritjams hope to cripple the ship and then feeding on the rest at their leisure.

A spiritjam prefers to move through a ship's walls, remaining hidden and observing the crew until it has selected its first targets. Then it comes up behind its target and attacks with its claws. Each claw hit drains 1d3 points of Intelligence from the victim. When a victim's Intelligence reaches 0, he dies. Lost Intelligence is regained at a rate of 2 points per day.

Spiritjams prefer to attack physically because of their Intelligence-draining ability. However, when they are threatened or outnumbered, they attack with spells to put the odds in their favor. Spiritjams retain the spellcasting ability they had in life. The spiritjam has access to the spells its original form had memorized on the day of its death; the spiritjam cannot memorize additional spells. Spiritjams were usually spellcasters of 7th level or higher. To randomly determine the spellcasting level, roll 1d6 and add 6.

Spiritjams also possess a gaze weapon. Creatures meeting the gaze of a spiritjam must roll successful saving throws vs. petrification or stand paralyzed with fear for 1d4 rounds. Spiritjams are immune to petrification and fear spells.

Blunt weapons, even magical ones, cannot harm spiritjams. Only magical edged weapons can deal them any damage. Further, their magic resistance makes them terrible foes. They are turned as special undead. If a *dispel evil* spell breaches their magic resistance, a spiritjam is driven away for 1d12 hours.

Spiritjams can sense life within a 500-mile radius of themselves, and they can sense someone spelljamming within a 5,000-mile radius. They can attack in space at anytime, as a spiritjam is undead and therefore never rests. However, if a spiritjam travels to a planet, its activity cycle is restricted to the evening. It is further hampered because it can only attack when stars are visible outside. For this reason, most spiritjams restrict their travels to space.

A few spiritjams seek out enemies their former selves faced in life.

Habitat/Society: Spiritjams hate all life because they detest their own undead state. They make their homes on moons or barren planets near populated worlds. The spiritjams observe these worlds and the comings and goings of ships. When they have gathered enough information, they begin their attacks on the shipping lanes.

The land around the lair of a spiritjam is littered with bits of ships and the personal possessions of its victims. Once a lair is established, the spiritjam is loathe to leave it. Only driving the spiritjam away or eliminating ship travel to nearby worlds can cause it to seek another home.

Spiritjams are exceptionally intelligent and understand many languages. Many of them appreciate the finer things in life, collecting art objects and valuables from their victims.

Frequently a spiritjam's lair will have from one to three spelljamming helms. Usually these helms are damaged. The lairs sometimes resemble trophy rooms, containing objects from the ships the spiritjam attacked.

Ecology: The only pleasure spiritjams have is in killing. They are like a disease, killing without reason or discretion. As they are undead, they do not eat or gain sustenance. They have no natural predators.

Spitting Crawler

CLIMATE/TERRAIN:	Any non-arctic/subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	16
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Acid spit
SPECIAL DEFENSES:	cling to vertical + upside-down surfaces
MAGIC RESISTANCE:	30%
SIZE:	S (averages 3' long)
MORALE:	Steady (12); see below
X.P. VALUE:	175



Spitting crawlers are lizards of the Underdark, often used as familiars by subterranean-dwelling wizards (such as the mages of the drow). Subterranean crawlers are slim, lithe, darting lizards with frog-like toes on their feet—they rather resemble the surface-dwelling skink, equipped with a creeper frog's large, splayed, bulbous toes. These sticky toes enable a spitting crawler to silently climb and walk on ceilings, to better reach food. Spitting crawlers are gray-green in hue, with a lighter, mottled grey underside. They can remain motionless for long periods if being watched, to appear part of the rock they are clinging to.

Combat: A spitting crawler can run about on walls and ceilings at a movement rate of 12, in silence. Its toothed bite does only 1-2 points of damage, but three times a day, a spitting crawler can spit a stream of acid up to 20' with great accuracy (+5 to hit).

Its green, acrid discharge is corrosive to metal and flesh alike, and does 2d4 hp of damage to any creature hit, as well as causing skin disfigurement and an ongoing, itching burning (victim suffers -1 on attack rolls, a 1-point armor class penalty, and cannot rest or study, for 3d12 turns). If diluted with water or wine within 4 rounds of striking, the duration of its effects drops to 2d8 turns.

Against metal, the acid burns an ever-widening hole. If not diluted with water or wine, this reaction will continue, until a shield, for example, is reduced to powder. Affected metal spreads the reaction to adjacent, touching metal—a chainmail shirt to gauntlets, for example. If the affected armor is removed, and a Dexterity Check succeeds, the reaction does not spread to other metal worn or carried. (The victim's armor class suffers by at least 1 point, depending on the severity of the acid's destruction.) Water or wine halts the metal-destroying reaction immediately.

Spitting crawlers cannot be stunned or affected by *charm, sleep,* or *hold.* They are immune to all known spider and insect venoms, and to the attacks of all known oozes, slimes, jellies, and mold spores (including deadly, monstrous sorts).

Spitting crawlers who serve as familiars gain the morale of their companion wizard if it is greater than their own. Over time, they become close to their masters, and will fight to the death to protect or avenge them. Spitting crawlers can tolerate a wide range of temperatures, but enjoy soaking up the body heat of a master by riding about against the master's skin, curled up around the back of the neck, or perched inside a shirt or tunic. An angry spitting crawler hisses loudly; cunning crawlers can also mimic human coughing or muttering noises, to lead beings away or lure them into traps.

A spitting crawler can leap upwards 10 plus 1d4 feet, and spring horizontally up to 18'. Crawlers have elastic bodies, which absorb the shock of landing—if a crawler falls or leaps down 30' or less, it takes no damage; if it falls a greater distance, apply 1d4 falling damage per 10' fallen only in addition to this 30' "safe" distance.

Habitat/Society: Spitting crawlers avoid larger creatures, lurking in fissures and cracks until such dangers have passed. Their favorite food is sleeping bats, and their most common fare the centipedes and other insects that scuttle and roam through the Underdark. Spitting crawlers usually come in contact with adventurers only through a wizard's use of a *find familiar* spell. Spitting crawlers and the most intelligent sorts of spiders are perhaps the most highly prized familiars of drow wizards.

Ecology: Spitting crawlers eat lichens, slimes (including the deadly green slime, and monstrous oozes such as the grey ooze), small rodents, and insects. They can go for long periods without eating. If a master keeps a spitting crawler well fed, gives it lots of water to drink and the occasional treat (strong-smelling cheeses are a favorite), it will not be distracted from assigned tasks by food.

Spitting crawler toes are a spell ink ingredient and alternative material component for *spider climb* spells, and a distillate from their acid glands, mixed with water, yields enough acid to fill one glass canister ("grenade-like missile," as described in the *Dungeon Master's Guide)* of acid.

	Sprite	Sea Sprite	Pixie	Nixie	Atomie	Grig
CLIMATE/TERRAIN:	Meadows and woods	Tropical coral reefs	Temperate forests	Temperate lakes	Temperate forests	Temperate forests
FREQUENCY:	Rare	Rare	Very rare	Rare	Rare	Very rare
ORGANIZATION:	Tribe	Community	Community	Tribe	Tribe	Band
ACTIVITY CYCLE:	Day	Day	Night	Day	Night	Night
DIET:	Omnivore	Omnivore	Herbivore	Fish	Herbivore	Herbivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Exceptional (15-16)	Very (12)	Average to very (8-12)	Low to average (5-10)
TREASURE:	C	(D)	R, S, T, X	Q (C)	M (X)	M (X, Y)
ALIGNMENT:	Neutral (good)	Chaotic neutral	Neutral	Neutral	Chaotic neutral	Neutral (good)
NO. APPEARING:	10-100	5-40 (5d8)	5-20	20-80 (2d4 × 10)	30-120 (3d4 × 10)	2-12
ARMOR CLASS:	6	6	5	7	4	2
MOVEMENT:	9, Fl 18 (B)	6, Sw 24	6, Fl 12 (B)	6, Sw (12)	12, Fl 24 (A)	6, leap 12
HIT DICE:	1	1	½	1/2	1/2	1/2 +1
THAC0:	19	19	20	20	18 (see below)	20
NO. OF ATTACKS:	1	1	1	1	2	3 (darts) or 2 (swords)
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below	Charm	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	25%	25%	20%	30%
SIZE:	S (2' tall)	T (2' tall)	S (2 ½' tall)	S (4' tall)	T (1' tall)	T (1 ½' tall)
MORALE:	Steady (11-12)	Elite (13-14)	Steady (11)	Average (8-10)	Steady (11-12)	Steady (11-12)
XP VALUE:	270	270	650	270	270	270

Sprites are shy and reclusive faerie people, related to other faerie-folk, like brownies and leprechauns. There are several varieties, including pixies and nixies. Most have small, semitransparent wings, and elven features.

Normal sprites have distinctly elven features and live in meadows and wooded glens. The wingless sea sprites make their homes on colorful coral reefs, living in harmony with the sea creatures, protecting the reefs' delicate environment, and frolicking in the waves. The naturally invisible pixies are perhaps the most intelligent and mischievous of the faeries; they dwell in idyllic woodlands and delight in harassing travelers with their pranks. Nixies are water sprites that live in freshwater lakes, and, while they harbor no grudges against humankind, they delight in enslaving men as their beasts of burden. Other sylvan creatures related to sprites include the swift atomies and the mischievous grigs, both forest-dwellers.

Combat: Sprites hate evil and ugliness, and are capable of stout militancy, should their secluded homes be invaded by orcs or worse. They fight with long, slim swords which do damage as a human-sized dagger, or their own special bows. Bows have a range half that of a human short bow and do only half as much damage (1-3 points). The tips of their arrows are coated with a special ointment concocted by the sprites. Any creature struck by the drugged arrows, regardless of level, race, or magic resistance, must make a saving throw vs. poison or fall into a deep sleep lasting 1d6 hours. Normally sprites do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process), though evil creatures may be slain.

Habitat/Society: Sprites prefer to avoid other intelligent beings and live in places where they can have many celebrations, parties, and gatherings. They gather on most moonlit nights for singing and dancing, land sprites in the glens, and water sprites in the surf. Land sprites live in sylvan woodlands, they monitor and protect forests and secluded glens. Water sprites protect their watery territories equally well.

Most land-dwelling species of sprite are immortal, and never die unless killed. The sprites' diminutive size and their dangerous environments keep sprite populations low.

Sprite (standard)

Sprites usually speak only their own language, common, and elven, but seem to get along with woodland mammals and other creatures anyway. Humans often mistake sprites for butterflies at a distance, and it is guessed that the majority of forest creatures also think of the fair sprites in this way.

Combat: Sprites can become *invisible at will* and *detect good/evil* within 50 yards, so they are hard to deceive, evade, or capture. When invisible, sprites get +2 to attack rolls against opponents, who suffer a −4 penalty to hit the sprites.

Habitat/Society: Sprites are very flighty, and find even elves much too serious about most woodland affairs.

Only druids deal with sprites regularly. Some druids even receive a little of their training in the company of a few sprites. Most sprites love druids, for their neutral alignment and love for nature make them see the forest in much the same way. On rare occasions, sprites associate with rangers as well.

Sprites are loosely tribal, electing the best warrior among the group (male or female) as the group spokesperson. This leader is recognized as the one who makes major decisions and bargains with druids and elves. Sprites rarely wait for their leader's decision, often attacking an evil creature before the leader can issue any command.

Ecology: Sprite sleep ointment is concocted from forest mushrooms. The ointment must be left to cure in the sun for seven days. Sprites hollow out tree stumps to serve as containers for this rare substance.

Sprites keep watch on their fellow sprites, so they know who to invite to their frequent gatherings. A deserted meadow or glen is never empty for more than a decade before a new clan of sprites moves in.

Sea Sprites

Sea sprites have fine, cheerful faces, with rounded cheeks and wide, fish-like eyes. Their hair is the color and texture of seaweed, and reaches down to the gills on their necks, which enable sea sprites to breathe water as well as air. Their skin is light blue, smooth, and slick. Sea sprites have no wings, but webbing grows between their toes and fingers. Sea sprites wear bright, eelskin jerkins, and often adorn themselves with ornaments crafted from treasures found in the ocean.

Combat: About half of the sea sprites encountered carry special crossbows. In the hands of sea sprites, these crossbows function like light crossbows above and below water. Sea sprites coat their crossbow bolts in *sprite sleep ointment*.

Sea sprites hate and fear sahuagin, and kill those they put to sleep. Air breathers are left on a nearby beach provided they have neither harmed nor attempted to harm the coral reef.

Sea sprites can turn *invisible at will* and *detect good/evil* within 50 yards. Three times per day, a sea sprite may cast *slow*, by touch, at the 5th level of ability. Once per day, a sea sprite can cast *airy water* as a 10th-level spellcaster.

Sea sprites are 45% likely to be accompanied by ld6 large carnivorous fish, such as barracudas. These fish act as guards and pets, attacking any creature that threatens the sprites.

Habitat/Society: Sea sprites live in natural caves in coral reefs, or amid large wrecks. Though sea sprites can breathe air, they rarely set foot on land. Their homes are cheerfully decorated with a mishmash of seashells, bones, pearls, free-swimming and colorful pet fish, and artifacts taken from sunken ships. Sea sprites live in small communities of four or five families.While each community is led by the eldest male, the true power often rests in the hands of his mate.

Ecology: Sea sprites eat seaweeds, small crustaceans, and fish. They raise fish and never deplete the reefs where they live. The only natural enemies of sea sprites are sahuagin. Sea sprites usually live for several centuries. They sometimes trade with sea elves but never mix socially with them.

Pixie

Pixies stand about 2 1/2 feet tall. When visible, they resemble small elves, but with longer ears. Pixies have two silver wings, like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes. Pixies speak their own language, Common, and the language of sprites.

Combat: Pixies carry sprite-sized swords and bows. They use three types of arrows, and shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts ld4+1 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a successful saving throw vs. spell, or suffer complete loss of memory which can be restored only by a *heal* or a *limited wish*.

Pixies can, once per day, use each of the following magical powers, as if they were 8th-level mages: *polymorph self*, *know alignment*, *dispel magic*, *dancing lights*, and *ESP*. They can also do the following once per day: become visible for as long as they desire; create illusions with both audial and visual components; and cause *confusion* by touch. Their illusions require no concentration and last until magically dispelled. A creature attacked with *confusion* must make a successful saving throw vs. spell, or suffer its effects until a *remove curse* is applied. One pixie in 10 can use *Otto's irresistible dance*, also once per day.

Because pixies are normally invisible, opponents suffer a −4 penalty to attack rolls. A successful *dispel magic* against 8th-level magic makes any pixies, in its area of effect, visible for one round, then they automatically become invisible again. They attack while invisible without penalty.

Habitat/Society Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They are pranksters and they love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression "pixie-led" for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water.

Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors. Pixies use treasure to taunt greedy people, and then play merciless pranks on them until they abandon their search for the pixies' fortune. If the victim shows no greed and exhibits a good sense of humor about their pranks, the pixies may allow that individual to choose one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies. Their life span is about 300 years.

Ecology: Pixies eat fruits and nectar. The most famous by-product of pixies is pixie dust, also known as *dust of disappearance*. Crushing 50 pixie wings into a fine powder creates one dose of *dust of disappearance*. Naturally, pixies frown on this use of their wings.

Nixie

Nixies have webbed fingers and toes, pointed ears, and wide silver eyes. Most are slim and comely, and they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweeds. Males wear loincloths of the same



materials. Nixies can breathe both water and air; travel on land is possible, but they prefer not to leave their lakes. Nixies speak their own language and the Common tongue.

Combat: If one or more men approach within 30 feet of a group of nixies, the nixies pool their magic to create a powerful *charm* spell, one such spell per every 10 nixies. The victim must make a saving throw vs. spell at −2 on the die roll. Before a charmed man enters the water, there is a 75% chance that a *dispel magic* will break the charm. Once the victim is in the water, the chance of dispelling the magic drops to 10%. Nixies keep each charmed slave for one full year, forcing him to do all their heavy labor, but thereafter the charm wears off and the victim is set free. During this enslavement, the nixies keep a *water breathing* spell on the human captive. Nixies can cast this spell on any creature, or dispel it, once per day; the spell's duration is one day.

Male nixies carry daggers and javelins. The javelins are used to spear things in the water, or can be thrown. A group of 10 nixies can use a large fishing net against adversaries who are in the water with them. Nixies make one net attack against AC 10 to ensnare a single man-sized creature, −2 AC for each additional victim, up to five total victims (and AC 0). Nixies sometimes employ guardian fish in battle.

Even with 25% magic resistance, nixies fear fire and very bright lights, so a *flaming sword* or a *light* spell keeps them at bay. Nixies try to negate a *continual light* spell by summoning small fish to crowd around the light and dim it.

Habitat/Society: Nixie dwellings are woven from living seaweed and difficult to detect (5% chance within 20 feet, impossible from farther away). Nixies keep giant fish as guards, either 1-2 gar (20%) or 2-5 pike (80%); these are taught to obey simple commands. Small bright, ornamental fish are kept as pets and trained to perform elaborate tricks. Trout, bass, and catfish are herded as food. Nixies can also summon 10-100 small fish, which takes 1-3 rounds.

Nixie tribes have 20-80 members, about one third are youth. Families have 4-8 members, and the tribe usually includes 10-15 families, all related through common ancestors. A nixie tribe controls an area with a radius of 3-5 miles; when a tribe gets too large, 2-3 families split off to form a new tribe. Nixies live for several centuries.

Nixie tribes are ruled by the Acquar (water mother), a hereditary position held by a direct descendant of the original founding ancestor. She

decides major disputes and chooses the most apt warrior to be the S'o-quar, the warlord responsible for hunting and defense. The Acquar is advised by a council of elders, whose spokesperson is called the L'uquar, the keeper of the tribe's oral history. Treasures, whether the spoils of war or the results of work or luck, are divided equally by the Acquar. Intertribal rivalries are often fierce, and females are sometimes kidnapped as brides, for nixies are polygamists, keeping 2-3 wives. Nixies worship water and nature powers.

Ecology: Lakes with nixie tribes are kept clean and well stocked; often, human slaves work to improve the environment through the removal of trash and obstructions. Nixie artifacts include jewelry of shells, pearls and opals, silk from water spiders, and *potions of water breathing*.

Atomie

Atomies avoid most serious-minded creatures, but mix freely with grigs, and are 20% likely to be found in their company. The lightest and quickest of all the sprites, atomies are less than 1-foot tall. Atomies have four dragonfly-like wings. Their features are elven, their skin is pale with a hint of woodland green. Atomie clothing is innately magical, bright and festive while at the same time blending with woodland surroundings.

Atomies have twice the hearing range of humans, and they have infravision to 90 feet. Their voices are high-pitched, almost a bee-like buzz. Atomies speak their own language and often the languages of sprites, pixies, and some broken Common. They can also speak with plants and animals.

Combat: Atomies attack as 3rd-level fighters. About 20% of atomies carry tiny crossbows and spears. Atomie crossbows have a 3-foot range and inflict 1d3 points of damage. Atomie spears cause 1d4 points of damage. The remaining atomies are armed with either spears (40%) or sprite swords (40%). Atomies have the following magical abilities, usable once per round at 5th-level ability: *blink, invisibility, pass plant, speak with animals,* and *summon insects*.

Atomies are surprised only on a 1; opponents suffer a −6 penalty to surprise rolls. Upon hearing an intruder, atomies hide and try to make the intruder go away, using false lights, clattering voices, and pesky, summoned insects. Repeat intruders are warned with crossbow bolts. If combat is inevitable, or the intruders are orcs, the atomies regroup and attack. Atomies with spears fly in and dive on surprised opponents (usually aiming at their posteriors). Diving attacks inflict double damage (2d4).

Habitat/Society: Atomies live in the upper branches of old hardwood trees (usually oaks), one family per tree. Each family hollows out a series of tiny rooms, decorating with walnut chairs, woven pine needle rugs, acorn dishes, and the like. A network of balconies, landings, and rope bridges connects the dwellings, forming a village high above the forest floor. A typical atomie village houses 3d4 × 10 adults and 4d6 children.

Atomies seldom bother with outsiders, even standard sprites (whom they view as tedious and too serious), but they will sometimes help a lost child. A rescued child is well cared for and entertained before being returned to the outside world.

The concept of pets is unknown, but atomies often grow mushroom "friends" in their living rooms.

Atomies have loose leadership, choosing a chieftain based on storytelling and singing ability.

Ecology: Atomies are herbivores and find the eating habits of their cousins repulsive. They favor nuts above fruit, and prefer honey when they can trick bees into giving them some.

Atomies make a perfect, bite-sized morsels for most creatures, and sometimes fall prey to evil animals, such as worgs.

Atomies view magic as a force connected with life and are fascinated by inanimate magical items. Atomies collect magical items and display them in their homes or communities. Non-magical treasures are considered clutter and are either thrown away or given to forest creatures who value such things.

Grigs

Grigs are mischievous and lighthearted. They have no fear of big people and take great joy in playing tricks upon them.



A grig has the head, torso, and arms of a sprite, with the wings, antennae, and legs of a cricket. They can leap great distances. Grigs have light blue skin, forest green hair, and brown hairy legs. They usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs speak atomie, brownie, pixie, sprite, and Common. They have double normal hearing range and 180-foot infravision. The origin of the grigs remains a mystery.

Combat: Fierce (by sprite standards), each grig carries six small darts and a sprite sword. Grigs gain a +2 bonus to attack rolls with darts. Darts and swords do normal damage when used by grigs, but only 1 point of damage when used by non-grigs.

Grigs have the following spell-like abilities, usable once per round at 6th-level ability: *change self, entangle, invisibility, pyrotechnics, trip,* and *ventriloquism*. Grigs move silently in woodlands; they are surprised only on a 1, while opponents suffer a −6 penalty to surprise rolls. Some grigs throw darts, while others leap to attack, and one grig fiddler (grigs never go anywhere without a fiddle), plays a song with the same effect as *Otto's irresistible dance*. All non-sprites within 30 feet of the fiddler must make a successful saving throw vs. spell or dance until the grig ceases playing. Grigs can play for hours.

Habitat/Society: Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect grigs even unto death).

Grigs are cautious but trusting. They delight in playing pranks on big people. Common ploys include stealing food, collapsing a tent, and using *ventriloquism* to make objects talk. Once a prank is set, the grigs sit back and watch, laughing at the unfortunate person. People who make fools of themselves are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the grigs comes out of hiding and makes amends with a gift, either a harmless bauble such as a 1d6 × 100 gp gem (25%) or a precious jar of really fresh honey (75%).

Ecology: Grigs live on nuts, berries and honey.

Sprite, Booka

CLIMATE/TERRAIN:	Temperate to subarctic/ Inhabited regions
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	J
ALIGNMENT:	Neutral (chaotic good)
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	12, Fl 18 (A)
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	10%
SIZE:	T (1' tall)
MORALE:	Average (8-10)
XP VALUE:	35



Bookas are delightful relatives of pixies, sprites, and fairies. Like most of the faerie folk, their time is taken up with a existence not unlike that of the brownie, though they tend to favor attics and eaves as living quarters.

Bookas average between 10 and 14 inches tall, with rare examples of the race reaching heights of 15 or even 16 inches. They have slender humanoid bodies with more or less human features. They are noted for having long, pointy noses and broad ears, which make them somewhat homely by most human standards. Their wings are slight and delicate, brightly colored like those of a butterfly.

Bookas have their own tongue, which is similar to that of the other faerie races. Roughly half of them are able to speak elvish, while one in four can converse in the common tongue of men. It is not uncommon to find at least one booka in a given area who is also familiar with the thieves' cant.

Combat: Bookas are, by and large, one of the most peaceful races known to man. They do everything possible to avoid entering into combat, for they are all but helpless in a fight.

While it is true that a booka can deliver a painful bite, there is no significant damage done by it. At worst, the booka's victim suffers a nasty welt with a minor loss of blood. In general, a booka bite is about as dangerous as a paper cut.

Bookas are able to become *invisible* at will. This power is so basic to them that they can do it at any time, even when engaged in another action. They use this ability to evade enemies or attackers.

If a booka has been angered by the actions of another creature, it may take steps to injure or even kill the offender. In such cases, very delicate and clever traps are set up.

Habitat/Society: Bookas make their homes in every region of the globe that is home to men. As a rule, they like rustic settings, especially farming communities, in warm climates. A family of bookas selects a farming family that reflects their basically good natures and takes up residence in the home. In warm regions, they may be found in any portion of the house, while colder climes always find the bookas dwelling near the fireplace, stove, or other heat sources.

On bright, sunny days they spend their time seeking out wild flowers and enjoying the benefits of country living. On mornings when everyone in the house is quiet and the weather is nice, they often sweep and dust the home in which they dwell, as payment for their shelter. If the bookas are disturbed in their work, or if their nest is discovered, they quickly leave the house in search of a quieter place to live.

If a booka is captured or harmed in any way, its companions take steps to revenge this insult. This usually involves tricks and traps being placed around the offender's home, the severity of which is determined by the injury inflicted on their fellow. If the offence is minor, the bookas can be placated with a valuable offering of gold, jewelry, or magic, placed in a spot frequented by the bookas. If the injury was severe or even fatal to the booka in question, no bribes are accepted and the traps are lethal and quite ingenious. It is for this reason that many assassins use the term "booka bait" to describe someone who has been set up for execution with an unusually insidious trap.

Ecology: Because of their inability to engage in direct combat, bookas might be considered easy prey for larger creatures. Their natural ability to turn invisible makes them safe from most attacks, however. In addition, intelligent creatures know that the wrath of a booka family makes hunting them a very hazardous practice.

Although it is not a commonly used component, a lock of booka hair, freely given by the booka, has been known to be employed in the creation of magical inks for scrolls that deal with invisibility or the detection thereof.

CLIMATE/TERRAIN:	Temperate lakes
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Fish
INTELLIGENCE:	Very (12)
TREASURE:	Q (C)
ALIGNMENT:	Neutral

NO. APPEARING:	20-80 (2d8x10)
ARMOR CLASS:	7
MOVEMENT:	6, Sw 12
HIT DICE:	1-4 hit points
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	S (4')
MORALE:	Average (8-10)
XP VALUE:	120



Nixies are water sprites that live in fresh water lakes, and while they carry no grudge against humankind, they delight in enslaving men as their beasts of burden.

With webbed fingers and toes, pointed ears, and wide silver eyes, nixies bear little resemblance to their woodland cousins. Most are slim and comely, and they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweeds. The males wear loin cloths of the same materials. Nixies are naturally able to breathe water and they also retain the ability to breathe air, so travel on land is possible, although they prefer not to leave their lakes except in dire circumstances. Nixies speak their own language and the common tongue.

Combat: If one or more men approach within 30 feet of a group of nixies, the creatures will pool their magic to create a powerful *charm* spell, one such spell for every 10 nixies, which requires the victim to save versus spell at -2 on the die roll. Once a person is charmed but before he enters the water there is a 75% chance that a *dispel magic* spell will break the charm. Once in the water the chance of dispelling the magic drops to 10%. Nixies keep their charmed slaves for one full year, forcing them to do all their heavy labor, but thereafter the charm wears off and the victim is set free. During this enslavement, the nixies will keep a *water breathing* spell on the human captive, for nixies can cast this spell on any creature, or dispel it, once per day (duration is one day).

Male nixies carry long daggers and darts (javelins) which are used as spears under water and missiles above. Usually, each nixie has one of each weapon. The javelins can be cast a maximum of 60 yards (10 yards short range, 30 yards medium). Occasionally, nixies employ their fishing nets in battle, but it takes 10 nixies to wield the large nets and their prey must be in the water with them (roll to hit AC10 to ensnare a single man-sized creature, +2 to the AC for each additional victim, up to five total). Sometimes nixies will employ their guardian fish or pets in battle (see below).

Even with their 25% magic resistance, nixies fear fire and very bright lights, so a flaming sword or a *light* spell will keep them at bay. Nixies will try to negate a *continual light* spell by summoning small fish to crowd around the light and dim it.

Habitat/Society: Nixie dwellings are woven from living seaweed and it is only 5% likely that their lair will be noticed at any distance under 20 feet (it is impossible to detect from farther away than 20 feet). Nixies keep giant fish as guards, either 1-2 gar (20%) or 2-5 pike (80%), and these are taught to obey simple commands. Small ornamental shiners or rainbow-hued fish are kept as pets and trained to perform elaborate tricks. Trout, bass, and catfish are herded as food. Nixies can also summon 10-100 small fish (this takes 1-3 rounds).

Nixie tribes number from 20 to 80 individuals, with one third of the population being youths. Individual families number from four to eight members, and the tribe usually includes 10-15 distinct families, each related to the other through a common ancestor. These nixie tribes control an area with a radius of three to five miles, and when a tribe gets too large, two or three families split off to form a new tribe.

Nixie tribes are ruled by the Acquar (*water mother*) who is a direct descendant of the original founding ancestor. This is a hereditary position. She decides major disputes and chooses the most apt warrior to be the S'oquar, the warlord of the tribe responsible for the hunt and defense. The Acquar is advised by a council of elders, whose spokesperson is called the L'uquar, the keeper of the tribe's oral history. Treasures, whether the spoils of war or the results of work or luck, are divided equally by the Acquar. Intertribal rivalries are often fierce and females are sometimes kidnapped as brides, for nixies are polygamists, keeping two to three wives. Birth rates in the tribes are high but many children are lost in their first years, so the overall population grows slowly. Nixies worship water and nature powers.

Ecology: Lakes with nixie tribes are kept clean and well stocked, and often the human slaves are worked to improve the environment through the removal of trash and obstructions. Nixie artifacts include jewelry of shells, pearls and opals, silk from waterspiders, and potions of *water breathing*.

Sprite, Pixie

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	R, S, T, X
ALIGNMENT:	Neutral
NO. APPEARING:	5-20
ARMOR CLASS:	5
MOVEMENT:	6, Fl 12 (B)
HIT DICE:	½
THAC0:	20 (16)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invisibility, spells
MAGIC RESISTANCE:	25%
SIZE:	S (2½' tall)
MORALE:	Steady (11)
XP VALUE:	270



Of all of the magical faerie-kin (brownies, sprites, nixies, leprechauns, and pixies), pixies are perhaps the most intelligent and mischievous. These naturally invisible creatures dwell in idyllic woodlands and take a particular delight in harassing travelers with their pranks.

Pixies are elfin creatures, about 2½ feet tall. When visible, their facial features resemble those of elves (with proportionately longer ears). They have two silver moth wings that enable them to fly. Pixies dress in brightly colored clothing, and often wear a cap and a pair of shoes with curled and pointed toes. Pixies have their own language, but can also speak the language of sprites and the common tongue.

Combat: Pixies carry tiny swords and bows. Their swords are equivalent to daggers. Their bows have half the range of a short bow. They use three types of arrows, each which has a +4 bonus to the attack roll (THAC0 16). The first arrow is their war arrow, which inflicts 1d4+1 points of damage. The second type causes sleep in a comatose state for 1d6 hours to any creature that fails its saving throw vs. spell when struck. The third attack does not physically harm the target, but the target must roll a saving throw vs. spell. Failure indicates that the victim has suffered a complete loss of memory which can only be restored by a clerical *heal* spell or a *limited wish*.

Pixies can, once per day, become visible at will, polymorph themselves at will, create illusions with both audial and visual components which last without concentration until magically dispelled, and know alignment. Pixies can, by touch, cause confusion (as the spell) in any creature that fails its saving throw vs. spell. Confusion is permanent unless a *remove curse* spell is applied. Once per day pixies are able to use *dispel magic* (as an 8th-level mage), *dancing lights*, and *ESP*. One pixie in ten can use *Otto's irresistible dance*, also once per day.

Because pixies are normally invisible, opponents attack with a -4 penalty to their attack rolls, unless they are able to detect invisible objects. A successful *dispel magic* against 8th-level magic will force them to become visible for one round, then they automatically become invisible again. They can attack while invisible without penalty.

Habitat/Society: Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They prefer to live away from humans, but close enough to bother them. Pixies are pranksters who especially love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression "pixie-led" for one who has lost his way. They like to frighten young maidens, rap on walls, blow out candles, and play on water.

Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they don't give it away. While pixies don't carry treasure with them, they sometimes have a large hoard in their lair to impress visitors. Pixies sometimes use their treasure to whet greedy people's appetites, and then play merciless pranks on them until they abandon their search for the pixies' fortune (e.g., placing a trail of treasure that leads someone into a trap). If their victim demonstrates that he is not greedy and shows a good sense of humor about their pranks, then the pixies give that individual his pick of one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies.

Ecology: Pixies, like all faerie-kin, are creatures of magic. Pixies eat fruits and nectar, holding mock feasts and revels as they celebrate. The most famous by-product of pixies is pixie dust, also known as *dust of disappearance*. Pixies have a natural disappearance ability, but by crushing 50 pixie wings into a fine powder, it is possible for larger creatures to simulate this ability (for as long as the dust lasts). Fifty pixie wings are enough for one dose of the powder.

Sprite, Seelie Faerie

CLIMATE/TERRAIN:	Forests, sylvan setting
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Very (10–12)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	10–100
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1–1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Spell, sleep poison
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	25%
SIZE:	T (1" to 1' tall)
MORALE:	Steady (11–12)
XP VALUE:	270
	Noble 420
	Monarch 650



In the mystical reaches of sylvan woodlands, where ancient elves once walked and worshiped strange gods, live faeries of a most unusual type.

These are the seelie faeries. Furtive and shy, reluctant to make contact with the outside world, the seelie faeries are often mischievous and annoying when they are found.

Seelie faeries vary greatly in appearance. Most resemble diminutive humans of great beauty and grace. Though some are distorted or implike, they still possess an otherworldly aura. Some have animal heads, tails, or limbs, while still others are entirely alien in appearance, though still strangely beautiful. All seelie faeries can fly, though some have translucent, membranous wings. They range in size from one inch to one foot in height and seem to have control over their actual size—individuals have been encountered at one size, then seen later in larger or small forms.

Combat: Seelie faeries are mischievous and have little stomach for direct combat. They can become *invisible* at will, and use this power to ambush foes. They wield tiny swords (1d2 points of damage) or bows (1 point of damage) treated with *sleep* poison. Anyone hit by these weapons must save vs. spell or fall into a deep sleep for 2d4 hours. Victims must successfully save each time they are hit, making mass attacks by seelie faeries surprisingly effective.

Seelie faeries are also known to ride giant insects such as dragonflies, bumblebees, and hornets. They carry small lances (1d4 points of damage) that are sometimes treated with sleep poison.

The seelie faeries' most popular forms of attack, however, are magical. All seelie faeries have innate magical abilities. Each can cast at least one spell, which may be of *any* level, once per day. Each seelie faerie's spell is fixed (and must be determined by the DM). Most are nonlethal but annoying, such as *sleep, dancing lights, shocking grasp, fog cloud, irritation, improved phantasmal force, stinking cloud, slow,* etc. Spells such as *Tasha's uncontrollable hideous laughter, polymorph other,* and *Otto's irresistible dance* are popular, for to the seelie faeries they have hilarious results.

Habitat/Society: Seelie society is divided into commoners, nobility, and royalty. Seelie nobles can cast two spells per day, while royals can cast at least three.

Seelie faeries claim to live in fanciful palaces invisible to the normal eye—these may in fact exist on small demiplanes connected to the Prime Material Plane at places steeped in faerie magic. The days of the seelie faeries are dedicated to feasting and reveling, and they never seem to work.

The only thing the seelie faeries seem to take seriously is the threat posed by their chaotic evil cousins, the unseelie faeries. The wicked unseelie are locked in a centuries-long war with the seelie faeries, a war neither seems capable of winning. Their hatred is strong and they will attack one another on sight.

Ecology: Seelie faeries seem to have very little effect on the outside world. They appear to derive sustenance from the tiny demiplanes where they keep their palaces and homes, and they rarely hunt or forage for food on the Prime Material Plane.

Sprite, Unseelie Faerie

CLIMATE/TERRAIN:	Forests, sylvan setting
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10–100
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	1–1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Fear, spell, sleep poison
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	25%
SIZE:	T (1" to 1' tall)
MORALE:	Steady (12)
XP VALUE:	420



Twisted and evil cousins of the seelie faeries, the unseelie faeries are ugly, dark-skinned creatures. They have tattered insect wings, long thin arms, and broad, large-nosed faces. Like their cousins, the unseelie faeries vary greatly in appearance, often with the faces or limbs of beasts with claws, fangs, or oversized, monstrous eyes. Individuals are able to manipulate their size, ranging from one inch to one foot in height.

The unseelie faeries fight an endless war against the seelie. However, while the seelie faeries are merely mischievous, the unseelie faeries are sadistic and murderous. Seelie faeries merely taunt and annoy intruders, unseelie faeries take delight in the infliction of pain and killing.

Combat: Unseelie faeries can become *invisible* at will, and use this ability to follow, terrorize, and eventually ambush foes. The mere sight of an unseelie faerie is terrifying to ordinary mortals and has the effect of a *fear* spell on all observers.

Unseelie faeries fight with tiny weapons (swords inflict 1d2 points of damage, bows inflict 1 point). The weapons are sometimes treated with the same *sleep* poison used by their seelie cousins (those hit must save vs. spell or fall asleep for 2d4 hours). Victims often waken to find themselves bound and tormented by dozens of wicked unseelie faeries, who derive great amusement from the pain and suffering of others. Unseelie faeries also ride bats or stirges into battle, attacking with small lances (1d4 points of damage) that are sometimes treated with sleep poison.

Each unseelie faerie can cast at one spell, once per day (noble and royal unseelie faeries are unknown). This spell can be of any level, but is fixed (and must be determined by the DM). Most are damaging and painful, such as *magic missile, lightning bolt, cloudkill,* or *monster summoning.*

Habitat/Society: Unseelie faeries live in tribal communities located in dark, twisted places, like gnarled trees, grim swamps, and dreary, weed-infested meadows. Their palaces, located on small demiplanes are ugly black structures bristling with spikes, carved skulls, and images of horrifying monsters.

They live under a malevolent anarchy, each individual doing as he or she pleases, usually the behest or under the control of the individual with the most powerful magical abilities. These individuals often style themselves king, queen, or emperor, but they are just as often deposed.

The unseelie faeries have always fought their seelie cousins, and will attack them on sight. Their battles rage the length and breadth of any sylvan area they share, and woe be unto any travelers caught in the middle.

Grief comes to anyone caught in unseelie territory after nightfall. They are merciless with captives, often inflicting evil torments before finally killing the victims. Even those who escape have problems—they are often *polymorphed,* with the head of a goat and the legs of a beetle, dancing, itching, or laughing uncontrollably.

Ecology: Though the unseelie faeries seem to gain their sustenance from the tiny demiplanes where their palaces are located, they have a significant effect on the surrounding lands: hunting animals for the fun of it, despoiling pleasant glades, felling trees, and attacking travelers. Experienced explorers know the signs of nearby unseelie activity: twisted and blackened vegetation, animals killed and left to rot, smashed trees, and poisoned water. Those familiar with sylvan woodlands are always careful to avoid such regions.

Squealer

CLIMATE/TERRAIN:	Temperate forest, tropical jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (C)
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	9, Climb 15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6+6/1d4+1/1d4+1/1d4+1
SPECIAL ATTACKS:	Drop, hug, rear claws for 1d4+1 each
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	L (8'–9' tall)
MORALE:	Steady (11–12)
XP VALUE:	8,000



A squealer is a grotesque creature with a piggish face and leathery skin over which a fine coat of green and brown fur forms variegated patterns. A squealer has two legs and three arms, all ending in claws. Two arms are 4 feet long, while the third, which sprouts from the predator's back, is 5 feet long.

In addition to the shrill cry which gives them their name, squealers have a highly developed range of vocalizations. The wily creatures can imitate the sounds of wounded animals, as well as those of humans and demihumans, such as screams of terror or the cries of a baby.

Combat: Squealers are crafty and prefer using their voices to lure prey into ambush. The squealer's coat makes it difficult to see in the trees; opponents receive a –2 penalty to surprise rolls. Once a victim is in range, the creature either drops on its prey or drags it into the trees. Dropping on a victim requires an attack roll and causes 5d4 points of damage.

When on the ground, or when using its legs to hang from a tree limb, the squealer attacks with its teeth and its three foreclaws. When a squealer hits with its third arm, it hauls its victim into the air and continues to bite and claw.

A squealer may instead use its third arm to hang from a tree, attacking with its teeth and other arms. If the squealer hits with both its other arms, it pulls the prey into a hug, then bites while raking with its rear claws. The hug causes 2d4 points of damage per round the prey is held.

A victim being held or hugged loses all Dexterity bonuses to Armor Class; held prey receives a –2 penalty to attack rolls, while a hugged victim is unable to attack unless already holding a small weapon. Held or hugged prey must make a successful bend bars roll in order to break free.

The squealer can carry up to 500 pounds, either with its third arm or clutched with the other two. Once a squealer has captured a victim, it will often climb higher to avoid competition. One of the squealer's favorite tactics is to take prey high into the trees and then drop them to the forest floor. It is especially likely to do this to a victim which causes it pain.

If intended prey eludes a squealer's initial trap, the predator will pursue tenaciously, staying in the trees. The squealer's five limbs allow it to climb quickly through the foliage. Squealers can also leap as far as 30 feet horizontally or 15 feet vertically. A squealer will end pursuit only if faced with numerous foes or foes which are much larger than the squealer itself.

If a squealer is not especially hungry when it catches prey, it may attempt to knock or throttle its victim unconscious, then secure it to a tree trunk with vines.

Habitat/Society: Squealers inhabit only forests where trees are close enough for them to maneuver through the branches with ease. They make leaf and branch nests high above ground.

Squealers are solitary and mark their territory by clawing deep gashes into trees at the edge of the area they claim. However, during a brief mating season in the spring, pairs of squealers may be found together. At such times, the squealers' bloodlust runs high, and they are more likely to attack.

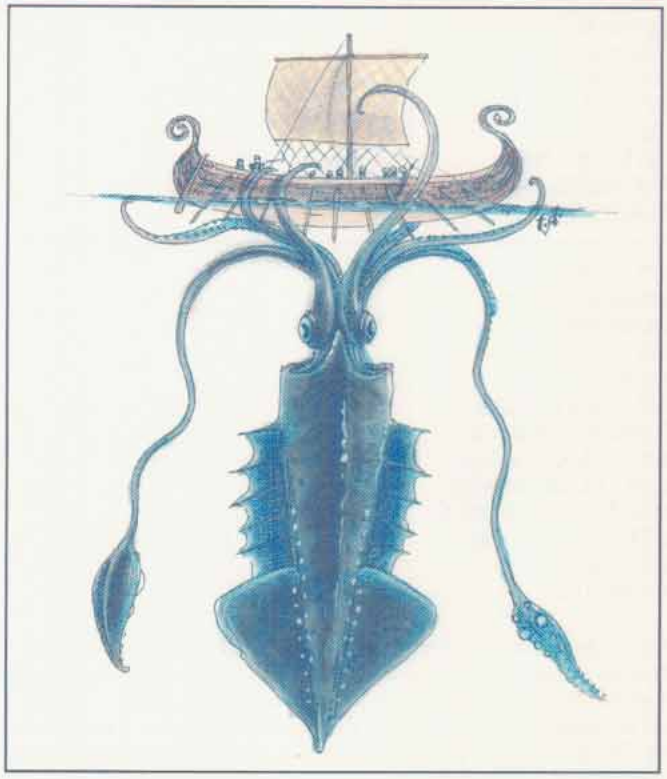
The female squealer is indistinguishable from the male. When ready to give birth, a female travels to the male's territory. After delivery, 2–5 infants are placed in a pouch in the male's abdomen. When they emerge several months later, they climb to the highest branches, venturing back down only to feed on their father's leftovers or bound victims. When fully grown (in about a year), they are driven from the area by their father.

A young squealer has the same Armor Class and Hit Dice as an adult, but has only 1 or 2 hit points per Hit Die. It cannot use its claws effectively, but can bite for 1d4 points of damage.

Ecology: Squealers prefer fresh prey and sometimes save victims for a while. Some squealers even feed their captives, keeping them alive for days. They care little for treasure. However, since a squealer generally carries its prey to a place near its lair to feed, the ground below is often littered with valuable objects.

If infant squealers are removed from an adult's pouch, they will live only if kept warm and fed chewed meats. Young squealers can be trained as guards if raised from infancy. An untrained squealer is worth up to 3,000 gp, while a trained specimen could bring as much as 10,000 gp. Trained squealers can learn several commands and are very loyal.

	Squid, giant	Kraken
CLIMATE/TERRAIN:	Any deep waters	Very deep oceans
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Genius + (19-20 +)
TREASURE:	A	G, R, S (+A)
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1	1
ARMOR CLASS:	7/3	5/0
MOVEMENT:	Sw 3, Jet 18	Sw 3, Jet 21
HIT DICE:	12	20
THAC0:	9	5
NO. OF ATTACKS:	9	9
DAMAGE/ATTACK:	1-6 (x8)/5-20	3-18(x2)/2-12(x6)/7-28
SPECIAL ATTACKS:	Constriction	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (60' + long)	G (90' + long)
MORALE:	Elite (13)	Fanatic (18)
XP VALUE:	5,000	14,000



Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods (unshelled invertebrates).

They have ten long tentacles, two of which are always used to maintain stability when attacking or defending, and long, protected heads with two eyes. Their beak-like mouths are located where the tentacles meet the lower portion of their bodies.

Combat: Giant squids prefer to grab their opponents in their tentacles and constrict them, while they bring the thrashing victims into their huge jaws. As many as eight tentacles can attack one opponent, but only one at a time can constrict a man-sized opponent (the rest are free to attack anything else within reach). The rubbery tentacles are so strong they cannot be broken by force and must be severed. A giant squid's tentacles hit for 1d6 points of damage and constrict for 2d6 points of damage every round after the initial strike. The beak of a giant squid inflicts 5d4 points of damage.

Any character who is constricted may have one arm (01-25% left, or 26-50% right), no arms (51-75%), or both arms (76-100%) pinned. A constricted character cannot cast any spells, but he can grab a weapon and attack the tentacle (if only one arm is free, he attacks with a -3 penalty to the attack roll; if both arms are free, the penalty is -1). A giant squid's tentacle requires 12 points of damage from sharp or edged weapons to sever (these hit points are in addition to the hit points from Hit Dice).

If a giant squid has four or more tentacles severed, the monster is 80% likely to squirt out a cloud of jet-black ink 60 feet high by 60 feet wide and 80 feet long. The squid then jets away and retreats to its lair. The ink completely obscures the vision of all within the cloud.

A giant squid can drag ships of small size to the bottom and can halt the movement of larger ones in one turn of dragging. After six or more tentacles have squeezed the hull of the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed and it begins to take on water and sink.

Kraken

A kraken is a rare form of gargantuan squid. It is one of the most deadly monsters in existence.

Combat: Krakens attack as huge varieties of giant squid. Two of their tentacles are barbed and cause 3d6 points of damage when they hit. They then try to drag prey toward their gaping maws for a bite of 7d4 points of damage. The other six free tentacles inflict 2d6 points of damage when they hit and constrict for 3d6 points each round thereafter. A kraken's tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from its Hit Dice).

If three of more of its tentacles have been severed, the monster is 80% likely to retreat, leaving behind a cloud of ink to discourage pursuit. The kraken is 50% likely to retreat to its den if four or more of its tentacles have victims. It leaves behind an ink cloud in this case also. The ink cloud of a kraken is 80 feet high by 80 feet wide by 120 feet long and is poisonous (it dissipates in 2-5 rounds). Those within the cloud receive 2d4 points of damage every round they remain. Krakens jet away to their lairs at a movement rate 21.

Krakens can drag ships of 60 feet long down in the same way as normal giant squids attack. They have the innate power to cause airy water in a sphere 120 yards across or in a hemisphere 240 yards across (they can do this continuously). They can employ the following spell-like powers, one at a time, at will: *faerie fire* for up to eight hours, *control temperature* in a 40-yard radius continuously, *control winds* once per day, *weather summoning* once per day, and *animal summoning III* (fish only) three times per day (note that this spell does not grant control of the fish once summoned).

Krakens are not affected by the conch horns of tritons.

Habitat/Society: Krakens have Intelligences of genius or higher and often control entire regions of the underwater world. Their lairs lie thousands of feet below the surface and they maintain huge complexes of caverns where they keep and breed human slaves to serve and feed them.

Ecology: Krakens can breathe either air or water and are aggressive hunters. Many tropical islands have been completely stripped of all inhabitants (animal and human) by krakens.

It is said that krakens retreated to the depths when the forces of good thwarted their attempt to rule the seas, but it is also said that in the future krakens will rise again.



CLIMATE/TERRAIN:	Any marine
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18)
TREASURE:	G, R, S (see text)
ALIGNMENT:	Any evil
NO. APPEARING:	
ARMOR CLASS:	-4/0/5
MOVEMENT:	Sw 3, Jet 21
HIT DICE:	25
THAC0:	5
NO. OF ATTACKS:	9
DAMAGE/ATTACK:	2-16 (×2), 2-12 (×6) and 5-30
SPECIAL ATTACKS:	Spells, constrict, ink
SPECIAL DEFENSES:	Spells, jet
MAGIC RESISTANCE:	Standard
SIZE:	G (60′ long, 100' tentacles)
MORALE:	Fearless (19-20)
XP VALUE:	25,000

Zakharan Kraken are and albino race of air- and water- breathing squid-like creatures that dwell in the dark depths of the ocean Once, they were smaller and lived in shallow coastal waters, where human worshippers served them and brought them sacrifices. Some upheaval in nature or possibly a battle with forces of good made the surviving monsters retreat to the depths. Although their number dwindled to a mere handful, the survivors grew huge and powerful. Kraken now seek to kill good creatures and to devour all life smaller than they. Kraken are aggressive hunters, able to battle even large sperm whales and win.

Combat: A kraken's tentacles are Armor Class 5. The body is protected by a thick and durable shell and has an armor class of 0. The head is AC -4, and attackers attempting to strike it suffer a +2 initiative penalty that round (to get past the tentacles). Tentacle damage is painful to a kraken but not fatal, as it can regenerate lost tentacles in a matter of weeks. Swimming forward it moves at a slow rate of 3, but jetting backward it travels at a rate of 21.

A kraken attacks with two barb-covered tentacles, six other tentacles, and a huge beak. A kraken uses at least two of its 10 tentacles to anchor and stabilize itself in combat. The barbed tentacles rake and draw prey to the beaked mouth. If the others hit, they wrap and constrict the prey, causing 2-12 point of damage on the second and each subsequent round. To escape, the tentacle must be severed (16 points of damage from a sharp weapon in a single blow). Each tentacle hit impairs the victim: roll 1d4. A character who is constricted may have one arm (1 = left or 2 = right), no arms (3), or both arms (4) pinned.

If three or more of its tentacles are severed, the creature will immediately retreat. Its 80′ × 80′ × 120′ ink cloud is poisonous for 2-5 rounds, until diluted by the sea water. Creatures exposed to the sepia ink suffer 1-6 points of damage per round (no saving throw). Meanwhile, the kraken jets backward to its lair.

Kraken can create ***airy water*** in a sphere 130′ across or a hemisphere 260′ across for one day. They can use the following powers at will: ***faerie fire*** for 8 hours, ***control temperature*** in a 400′ radius for one day, ***control winds*** once per day, ***weather summoning*** once per day, and ***animal (fish) summoning*** III three times per day.

Kraken often attack ships to drag them down. Larger than the largest squid, a kraken can drag vessels up to 60′ long under the waves. Larger ships are dragged to a halt in five rounds. If a kraken can grasp the ship with six or more tentacles for three consecutive rounds during an attack, the vessel suffers damage as if it had been rammed. It then takes on water, and within 2-8 rounds the ship will have lost enough buoyancy so that the kraken can easily drag it under.

Habitat/Society: Kraken are solitary creatures except during mating season, which coincides with the monsoons. At this time the kraken gather in the deepest trenches of the ocean, where they leave their eggs to hatch.

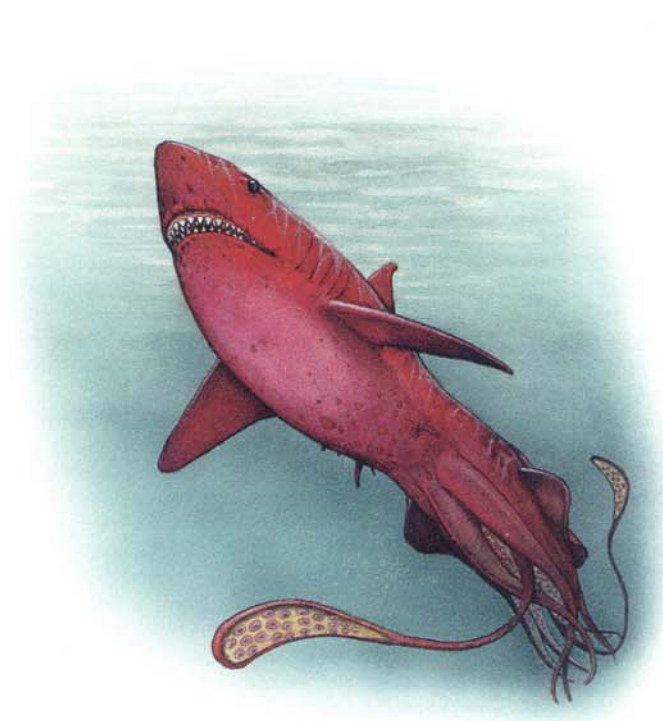
Some kraken maintain air-filled cavern complexes where they keep and breed human slaves to serve and feed them. The kraken stock these undersea dungeons by using wind and weather to bring vessels to the area. Such lairs have treasure type A in addition to the treasure indicated above.

Ambitious kraken make pacts with sahuagin or ixitxachitl, agreeing not to destroy them in exchange for their servitude and tribute. These kraken use their servants to strike against shipping and coastal cities.

Ecology: Zakharan kraken prey on whales, giant squid and octopi, and occasionally young zaratan. They especially hate the aboleth, whom they consider unnatural upstarts. They have no natural enemies, though some legends say that rocs will eat young kraken basking near the surface of the ocean, and the marid hunt them for sport. Ω

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO.APPEARING:	1
ARMOR CLASS:	5/0
MOVEMENT:	Sw 12, Jet 24
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	9
DAMAGE/ATTACK:	2d6 (×2)/1d6 (×6)/3d6
SPECIAL ATTACKS:	Constriction (2 only, 2d6), psionics
SPECIAL DEFENSES:	Ink, psionics (phasing)
MAGIC RESISTANCE:	Nil
SIZE:	G (75' long)
MORALE:	Champion (16)
XP VALUE:	15,000
Psionics Summary:	Wild talent; PSP 86 *Att:* Pb, Ew/*Def:* Mbk, Tw
PLAYER'S OPTION:	MAC: 5; MTHAC0 11



The squark is a legendary cross between a giant squid and a great white shark. The squark has the front half of an extremely large shark but, instead of the tail and fins one would expect to find at the rear of such a creature, the creature has instead 10 long tentacles that make up most of the creature's 75-foot length. The creature is a deep crimson red from its nose to the end of its longest tentacle, except the pinkish suckers on the inner side of its tentacles, and its flat black eyes.

Combat: The squark's head is full of a dozen rows of three-inch-long, razor-sharp teeth that bite for 3d6 points of damage. These can shred a victim in mere seconds. The monster seems to favor this method of direct attack, which gets food into its mouth faster than any other way.

Two of the squark's tentacles are longer than the others. These are barbed and cause 2d6 points of damage each when they hit. The other six inflict 1d6 points of damage each.

When the direct approach doesn't seem to work for whatever reason, the squark likes to grab prey in its large tentacles and constrict while wrestling it into reach of its jaws. The squark can attack a single opponent with all eight of its tentacles at once, or can constrict up to two foes at once with its larger tentacles and attack normally with the others.

Once a constricting tentacle hits, it squeezes for 2d6 points of damage every round thereafter; no attack roll is necessary. A constricted character may have one or more arms pinned (01–25% neither pinned, 26–50% left arm, 51–75% right arm, or 76–100% both arms). Constricted characters cannot cast any spells, but they can use weapons in a free arm to attack the tentacle holding them. If one arm is free, the character's attack rolls suffer a penalty of –3. If both arms are free, the attack roll suffers only a –1 penalty.

The squark can drag down a ship up to 40 feet long by simply wrapping its tremendous tentacles around the hapless craft and hauling it down. It can halt the movement of larger vessels with only one turn of dragging on their hulls. After six or more tentacles have squeezed the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed, and it begins to take on water and sink.

The squark's head is AC 0, and its tentacles are AC 5. It takes 15 points of damage to sever a small tentacle, 20 for the larger ones. These hit points are in addition to the hit points the creature has from Hit Dice. Injured or severed tentacles will regenerate entirely within two full weeks. If four or more tentacles are severed, the monster will dive into the depths of the sea, squirting a cloud of ink behind itself to cover its retreat. This ink cloud, 60 feet × 60 feet × 80 feet long, is impossible to see through by any normal means.

The squark is a psionic creature. It has 86 PSPs, and is known to have the power of phasing, which permits it to avoid nearly all deadly attacks. It uses the following attacks: psionic blast and ego whip. It has these psionic defenses: mind blank and tower of iron will.

Habitat/Society: The squark is a solitary, almost legendary creature, and might be unique. It hunts big game only rarely. It doesn't need much food, so it normally contents itself with the creatures that it finds on the bottom of the sea. The squark spends large amounts of time sleeping on the sea floor. Those who are unfortunate enough to somehow disturb its slumber can only hope that they will live to regret such a mistake.

Ecology: Most sailors know about squarks, or at least about where in the trackless seas their territories lie. Ships that cross the seas directly and regularly occasionally disappear without a trace. Sailor talk has that the squark hauls such wayward vessels down into its domain.

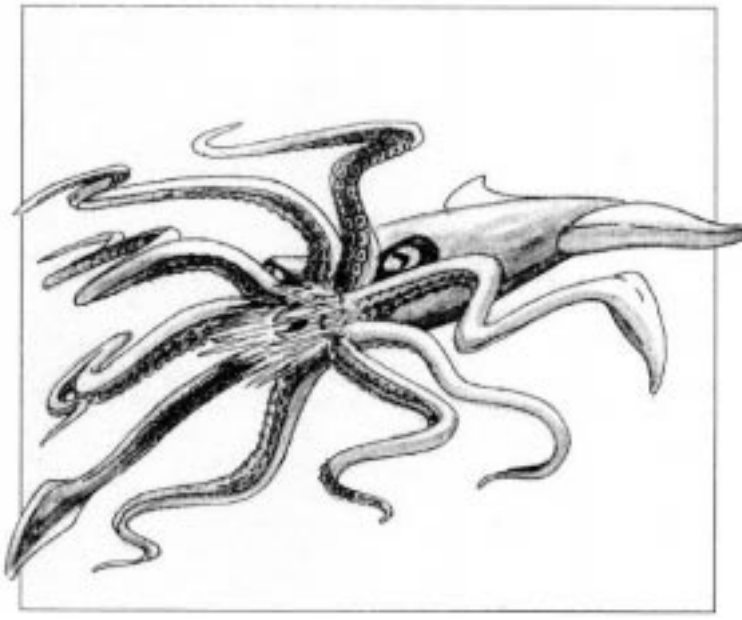
On Athas, the creature is unique in the Last Sea, trapped in Marnita when the Mind Lords closed the Barrier of Guardians. How old it was when this happened is unknown, but the squark must be at least nine millennia old. It is now content merely to live, respecting the power of the Mind Lords of the Last Sea, who are rumored to have communicated with it on occasion.

—*From* Mind Lords of the Last Sea, #2444

Squid, Vampire

CLIMATE/TERRAIN:	Any Underdark
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY/CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	None
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	7+7
THAC0:	11
NO. OF ATTACKS	6 (tentacles) or 1 (bite)
DAMAGE/ATTACK:	1-4 (x6) or 3-36
SPECIAL ATTACKS:	Ram
SPECIAL DEFENSES:	Spikes
MAGIC RESISTANCE:	Standard
SIZE:	H (24' long)
MORALE:	Fanatic (18)
XP VALUE:	5,000



Creations and servitors of the illithids, the vampire squid are tools of the mind flayers, meant to extend their masters' reach into the waters of the sunless seas below the earth. It has lambent blue-green eyes and can see up to 150 yards through dark water; this sight, combined with its ability to reach an underwater "sprint" of up to 33 make it a deadly predator

Combat: Though its tentacles are too weak to constrict its prey, the vampire squid has a maw full of spiky, needle-sharp teeth. It uses its tentacles to direct prey to its maw, where it can be dispatched quickly. Each tentacles that successfully holds a victim grants the mouth a +2 bonus to the attack roll; for example, a drow warrior held by three tentacles would suffer 1-4 points abrasion damage and (if the squid were to attempt to bite him) it would attack with a +6 bonus to the roll.

When it sights its prey, the vampire squid prefers to attack by surprise, gathering speed as it approaches on a collision course. The end of its body is a hardened shell; any creature struck by the squid at full speed suffers 2-24 hp damage and may drop any object it is holding if it fails a Wisdom check.

Furthermore, as a defensive measure it can turn its maw inside out, putting spiky teeth on the outside. This turns a retreating vampire squid into a mass of sword-sized spikes, much like an underwater hedgehog. Anyone attacking the vampire squid while it is in this form suffers a damage equal to the attacker's AC (creatures with negative Armor Class suffer no damage).

Habitat/Society: Vampire squid are entirely devoted to their creators, the illithids, and obey their every command without hesitation. However, they are not innately evil, and if they can be charmed or otherwise lured away from their masters they are honorable, trustworthy creatures. Those few vampire squid that have been captured by other races often serve as transportation, able to pull great rafts or war-barges through the water; however, these captured vampire squid never reproduce; it is believed that they cannot bear young without magical or psionic assistance from the illithids, and that this accounts for their loyalty to the mind flayers.

Ecology: The vampire squid eat hundreds of pounds of fish, insects, and mollusks; they are almost always solitary for this reason as two such predators sharing the same space quickly destroy the local fish stocks. They gather together only to mate or to serve their masters, who provide them with land-based foodstuffs.

Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Tribe
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (10)
Treasure:	R,S
Alignment:	Lawful neutral or lawful evil
No. Appearing:	5–30
Armor Class:	4
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	L
Damage/Atttack:	1–8+4 or by weapon type
Special Attacks:	Bite (see below)
Special Defenses:	Half damage from fire-based attacks
Magic Resistance:	Nil
Size:	M (4'–6' tall)
Morale:	Average (9–10)
Level/XP Value:	Warrior 270, shaman 975
Psionics Summary:	Nil
Player's Option:	MAC 8



Ssurrans are nomadic, humanoid reptiles. Some are raiders while others are simple hunters. As lizard men of the desert, they have adapted to the heat of the Athasian day and are active even during the blazing mid-day heat.

Adult ssurrans are 4 to 6 feet tall, weighing from 180 to 225 pounds. There is little difference between males and females. Their skin tones range from light green to brown to red. Their faces are humanoid. but they have forked tongues. Ssurrans speak their own language that sounds like grunts, growls, and hissing. Their tails are 2 to 3 feet long and are not prehensile. Ssurrans typically dress in little more than loin cloths, bone jewelry, and armor. They usually carry weapons they have taken from past victims.

Combat: Ssurrans are fierce but disorganized fighters who prefer to outnumber their opponents in a fair fight. They ambush their intended victims and attack from behind as often as possible should their intended victims be greater in number than they wish to handle. They fight an opponent until that single opponent is dead, then they loot the body and mark it with their claw so they can claim it as their own food after the battle.

Ssurrans attack with either their weapons or their claws Because of their great strength and the sharpness of their claws, each claw causes 5–12 (1d8+4) points of damage. If they become desperate, they can also bite their opponents for 5–8 (1d4+4) points of damage.

For each group of 10 or more ssurrans encountered, one is a shaman/leader with maximum hit points and 3rd level clerical abilities. If 20 or more are encountered, there are two subleaders with 5 HD and 3rd level clerical abilities along with one leader with 8 HD and 6th level clerical abilties. The leader is 50% likely to be protected by 1–3 bodyguards with maximum hit points.

Habitat/Society: Ssurrans roam Athas, seeking shelter and food. There have been cases when multiple tribes have joined together against a common threat. These multitribal groups are led by a council of elders formed from the shaman/leaders of each tribe. There is a 50% chance that there is also one central leader who has 14 HD and 9th level clerical abilities. This leader is protected by 2–5 personal bodyguards.

Ssurrans are strict carnivores. They prefer the flesh of halflings, but prey upon any living thing they find. Ssurrans are nomadic creatures and they generally stay in one area for only a few weeks before moving on.

Ecology: Ssurrans have few natural enemies, but many required ones. They prey on human, demihuman and humanoid settlements whenever possible. If they capture a large number of these creatures, ssurrans hold a great feast and sacrifice the rest to their obscure gods Ssurran eggs are inedible, as is their flesh, but their skin is sometimes worked as scale armor (AC 6) that is resistant to heat.

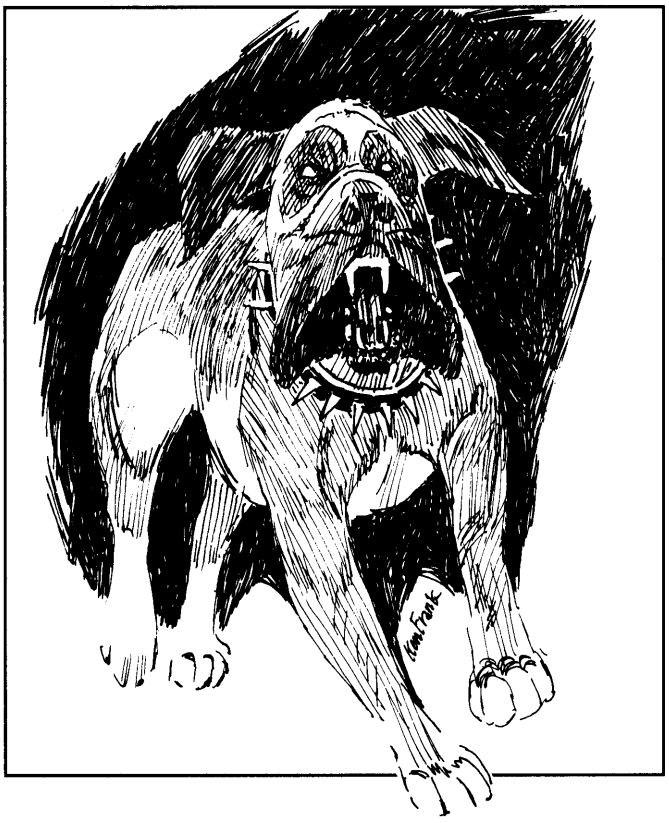
Civilized Ssurrans

Slavers and mercenaries often attack tribes of ssurrans in hopes of acquiring their young. Most tribes have about 25% their number in young. These young often tram as gladiators since they are exotic and their natural strength and fighting ability make them worthy combatants.

Some ssurrans earn or purchase their own freedom. They often become bodyguards to the wealthy, desert trackers, mercenaries, and even templars. The merchant houses highly seek their services as scouts because of their great survival in-

Stalking Death

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	20
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d4/3d4/3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	L (7′ long)
MORALE:	Fearless (19-20)
XP VALUE:	4000



The mere sight of this beast can freeze a man with fear. Its huge mastiff body covered with thick double coated fur is an abomination in its own right. It has been bred for the kill. It stops at nothing, until its prey is dead at its feet. Its many techniques may seem cowardly to some, but its genius dictates moves and tactics to throw its intelligent prey off guard. This beast shares many attributes with the dog, but its size and jaws are more powerful than a giant croc and make its cousin much the lesser.

Combat: The beast, when it has been called to fight, traps its prey in a inter-dimensional space that appears to have no boundaries. The quarry cannot tell where the horizon is, where the sky starts, or where the floor ends. This off-white quasi-world is its arena. All weapons and magical items the prey may carry are brought with it into this space. There is no saving throw associated with this spacial transition. The prey hears the gut-rending roar of the stalking death's battle cry, and then sees it *blink* into existence about fifteen feet away. It immediately begins its attack.

The beast can *blink* whenever it wishes. Its genius intelligence and its excessive strength and dexterity make it an opponent none looks forward to. It has the ability to jump 30 feet straight up, or 30 feet to the side, or any combination it feels is necessary. It does not purposely jump onto an opponent from 30 feet away, if the opponent has any pole arms which might impale it. The creature's favorite attack sequence is to bite (3d6) and claw (3d4) one opponent, and then rake at another (3d4). If only one opponent is surviving, it aims all attacks at it.

If one opponent is down, it purposely stomps him for 3d8 points of damage, as it lunges for another. The DM has the option of ruling that the bones of the stomped body part are broken.

It often uses its ability to jump to keep its opponents from encircling it to attack from the back. It can jump once every other round. This beast has also been known to grab an opponent in its mouth and hold it there, causing 3d4 + 4 points of damage every round as it grinds its teeth into the nearly helpless prey. This may, on the DM's discretion, cause severe damage to bones, as well as a decrease in the opponent's charisma.

This creature causes itself to *blink* out of existence to view the characters for a few minutes, once its hit points are down to 70 or fewer. It *blinks* back in, once it has an opportunity it cannot pass up. It then attacks with complete surprise, attacking either the opponent's flank or its back.

The creature likes to separate its opponents into smaller groups to better its chances at defeating them. The logic behind this, is that if there are fewer opponents in an area, there will be fewer strikes on him as he makes his attacks.

It sometimes leaps 30 feet away, and waits to see if its opponents attempt to charge it with a pole arm, hoping to run the beast through. It then leaps a few feet away, and immediately attacks the charger's flank. Every time it makes a kill, it takes a bite of the dead opponent, keeping all others in front of it. The beast then resumes the battle.

Once the stalking death is down to 30 or fewer hit points, it falls to the ground as though dead. It then *blinks* out of existence again, to watch its prey. If the opponents are confident in its defeat, it gains a temporary +2 to hit. After five minutes, it *blinks* back in at an advantageous spot, and attacks with a fury unmatched. At this point, its AC is raised from 0 to 4, but the beast gains an additional claw attack for the remainder of the battle. If the opponents manage to defeat the creature, it officially dies at −1 hit point, and the opponents are brought out of the inter-dimensional arena, back to where they started. To the opponents, the battle may have

lasted a long time, but to any onlookers, they never left. Their wounds appeared suddenly, as if by magic; perhaps they even died, but of no apparent reason.

Habitat/Society: These creatures are so rare, no one has actually seen one and lived to tell it. The only information that can be found about these creatures is through various ancient times and from the alien wizards who inhabit Nehwon. These creatures seem to be the only known avatars of the Nehwon god Death. It is common knowledge among theological sages that Death has an avatar to do his bidding when he wishes to give his quota victims a slight chance to live. No one seems to know if there is one or more of these stalking deaths. It is assumed that if Death happened to send the stalking death for a kill, and it failed and died, he would merely create another. A few sages find this idea preposterous, claiming that it is impossible for a god of death to create life, so they believe Death raises these abominations himself.

A few sages and clerics believe the stalking death to be nothing more than a familiar for the god. They feel that the aspect of an avatar for Death is too horrid to comprehend. As one can tell, there are many theories about the relationship between Death and the stalking death. One thing everyone agrees on: there is a relationship, and both strike fear into the hearts of all wise enough to know better.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Nil (E)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–3
Movement:	12
Hit Dice:	18
THAC0:	3
No. of Attacks:	7
Damage/Attack:	2–16 (×7)
Special Attacks:	Psionics, spells, constriction, bite
Special Defenses:	+1 or better to hit, spell immunity, invisibility
Magic Resistance:	25%
Size:	H (25' tall)
Morale:	Elite (15–16)
Level/XP Value:	12,000
Psionics Summary:	Dis 4/Sci 6/Dev 17; PS 16; PSPs 75 Att: all; Def: all
Player's Option:	#AT3/2 MTHAC0 9; MAC 2

Psychokinesis: *Sciences* – disintegrate, telekinesis; *Devotions* – control body, inertial barrier, molecular manipulation, opposite reaction.

Psychometabolism: *Sciences* – life draining; *Devotions* – body equilibrium, displacement, ectoplasmic form.

Psychoportation: *Sciences* – summon planar creature; *Devotions* – astral projection, time shift, wrench.

Telepathy: *Sciences* – mind link, psionic blast (ultrablast); *Devotions* – contact (awe) ego whip (inflict pain) id insinuation (invisiblity) mind bar, mind thrust (psionic residue), psychic crush (phobia amplification) psychic drain.

The stalking horror, also known as the moonbeast, is one of the most feared creatures on Athas. Few have seen one and survived to describe it. Those who escape are usually so addle-brained that their words make little sense. The only reported sightings are on clear Athasian nights when the moons are in a specific alignment. The stalking horror is believed to be the result of some ancient summoning.

The moonbeast has a large octopoid bodv with at least 10 tentacles. Within the circle of tentacles lies its tooth-filled maw. Some witnesses report at least three rows of needle-sharp fangs inside. Its bulbous body is covered with 36 eye stalks, each a foot long. They give the beast 360-degree vision. It can retract the stalks to protect its eyes as it oozes through tight spaces.

The tentacles are lined with hooks that it uses to grip and rend. They provide the primary means of locomotion for the beast. It reaches ahead with several tentacles and pulls its bulbous body behind it.

Its skin is a mottled gray and is covered with a slimy secretion. Both the slime and its amorphous body allow the beast to pull itself through openings as small as a human-sized doorway. Its tentacles, which can be up to 20 feet long, have the strength to tear apart buildings.

Combat: These monsters are absolutely devastating in combat and have been known to destroy entire towns. The remains of herds of kanks, erdland, and even mekillots have been found completely decimated by these voracious eaters.

Though the moon beast is usually invisible, its bulk causes a great deal of noise and vibrations, making surprise nearly impossible. The stalking horror always shows its true form before attacking.

In melee, the stalking horror has many attack forms available. The beast can use as many as 7 of its tentacles to attack during melee, each causing 2–8 (2d16) points of damage per strike. Any attack four or more greater than the THAC0 indicates that the victim has been grabbed by the tentacle. It can then constrict for an additional 1–10 (1d10) points of damage per round. Any creature caught in a tentacle has a chance of having at least one limb pinned. If a creature is grabbed, roll percentile dice. The results are as follows: one arm (1–25) left, 26–50 right), no arms (51–75), or both arms (76–100) pinned. A constricted character cannot cast spells, but can attack the tentacle (if only one hand is free the character attacks at –31. The vice-like grip of the tentacles is so strong that no creature can force them open, regardless of its strength. The tentacle must be severed to free the victim. Each tentacle must suffer 12 points of damage from a slashing or piercing weapon before it is severed.

The toothy mouth of these creatures is devastating in combat, capable of causing 3–30 (3d10) points of damage per attack. The beast can only bite creatures held in its tentacles. In this case the bite is in addition to other melee attacks. Also, the stalking horror has limited magic resistance (25%) and is immune to all spells less than 3rd level.

The stalking horror has the innate ability to use defiler magic. These magical abilities require no verbal, semantic, or material components. The creature can cast *wall of fog, fog cloud, mirror image, dispel magic, fireball, lightning bolt, spectral force, (Evard's) black tentacles, ice storm, cloudkill, and chain lightning* once per day. All spells cast from the creature should be considered as cast by a 12th-level defiler. They have the appropriate effect on the surrounding terrain.

The stalking horror constantly emits an aura of *fear.* All creatures within 60 feet of the moonbeast must make a successful save vs. paralyzation or be frozen in terror. This effect lasts for 2d6 rounds, during which the victim cannot run, attack, cast spells, or use psionics.

The stalking horror also has extraordinary psionic abilities. Among its favored psionic attack forms are life draining, phobia amplification, and time shift. Frequently, the moonbeast uses the phobia amplification to intensify the horror a victim feels when affected by the *aura of fear.* Any creature subject to both attack forms, provided they fail their initial save, must make a system shock roll. Failure means the victim goes into shock and babbles incoherently for 1–6 (1d6) weeks. After this time the victim remembers nothing of the encounter with the moonbeast.

Habitat/Society: The moonbeast remains dormant for months or even years at a time. But when the moons of Athas are in the right configuration, the beast awakens from its dormancy to feed on the creatures of Athas. The moonbeast leaves its lair only at night, only to feed, and does so invisibly.

When dormant, the moonbeast uses its psionic discipline to astral project itself to its home plane. It spends all its time projecting itself where it last remembers being "happy." The beast stops projecting long enough to rest and regain its PSPs, then returns to the Astral Plane. But when the moons are in the right configuration, it triggers something in the creature that brings it out of its trance to

feed. It eats almost anything animal. Its diet, however, is very unusual: it eats only the bones of its victims, leaving the rest of the body behind. It wails its anger and frustration at having its physical form stranded with no means to take itself back home.

The stalking horror prefers to lair away from civilization in caves and ruins that have long been abandoned. This allows the creature the time to meditate and rest without being disturbed. Stalking horrors position their lairs in very defensible locations.



Ecology: While the stalking horror eats almost anything, it has no natural predators. Its flesh is unpalatable to beings on the Prime Material Plane. Eating the flesh of the moonbeast causes nausea and hallucinations that last 2d4 hours after which the consumer falls into a deep coma for 1d4 days. During that time the consumer has horrifying dreams of a gray and misty world with bizarre and mutated creatures that slither and crawl across the sparse landscape.

Though the flesh cannot be eaten, the hide of the creature makes excellent armor and shields. If properly treated, the hide can make leather armor with an effective AC 5. It also gives its wearer a +1 bonus on saving throws for all spells of 1st and 2nd level. Few merchants are aware of the value of the hide, since few moonbeasts have ever been killed.

Moonstone Magical Items

The moonbeast also stalks prey that have magical items strongly linked to the beast's summoning. Each horror has at least one item to which it is bonded. These items can range from jewelry to weapons to sculptures, but they have several things in common. First, each item has a gemstone of not less than 500 gp value as an element of its construction. Second, these items have at least one powerful magical property, such as *wall of fog, fog cloud, dispel magic, fireball, lightning bolt, (Evard's) black tentacles or cloudkill.* This power can be used once per day The possessor of the item has 25% magic resistance. If the item is a weapon, it may have an enchantment of as much as +2. This item cannot harm the stalking horror to which It is linked. It may, however, be used against other stalking horrors.

These items also have some horrifying side effects. The owner of the item becomes *very* possessive of the item. The possessor attempts to stay in physical contact with the item at all times and becomes violent if it is forcibly removed. Anyone possessing such an item gradually becomes a creature of the night. After possessing the item for one continuous month, the possessor suffers a –1 penalty to all attack rolls, ability checks, and saving throws while in sunlight. The same rolls receive a +1 bonus if the character is bathed in the light of the full moon.

Characters possessing these items may carry them for years before they discover their deadly link to a moonbeast. Once the moonbeast has awakened and sated its appetite, it seeks out and attempts to destroy the individual possessing the item. If the moonbeast succeeds, it leaves the item for someone else to find. One sage has speculated that the moonbeast leaves the item, then returns to destroy its possessor as revenge for being summoned to Athas.

Starfish, Giant (Giant Sunstar)

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (3–4)
TREASURE:	Nil (Z)
ALIGNMENT:	Neutral
NO. APPEARING:	1–2
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	10 (or 12)
THAC0:	11 (or 9)
NO. OF ATTACKS:	1–10 (or 1–12)
DAMAGE/ATTACK:	1d10 per arm + special
SPECIAL ATTACKS:	Ship damage, see table
SPECIAL DEFENSES:	Half damage from blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	G (20′–30′ across)
MORALE:	Steady (11–12), see below
XP VALUE:	5,000 (or 7,000)



The giant starfish (*sunstar*) is a cousin of the smaller common sunstars that live in the ocean. It has a central body with 10 or 12 arms radiating from the center. The undersides of the arms are covered with sticky suckers. Different species have a variety of colors: tan, orange, yellow, pink, and red, ranging from pastel hues to vibrant, almost glowing colors.

While the giant sunstar is a saltwater creature, a freshwater variety is rumored to inhabit large inland lakes as well.

Combat: A giant sunstar has one arm per Hit Die. The central body has as many hit points as the total of the arms. Hit points for each arm can be recorded separately, or averaged (divide hit points by the number of arms and round fractions up). In combat, the arms take damage separately from the main body.

A giant sunstar most often attacks a ship directly, although sometimes it just snatches individuals from the deck. When attacking a ship, the giant sunstar maneuvers to approach from the underside. Although it might follow a ship for hundreds of miles or maneuver hundreds of yards out of the ship's path to gain a satisfactory approach angle, the attack is made at maximum speed. The giant sunstar's attack speed is 30, which can be maintained for only a short burst. It hurls itself at the ship, wrapping its suckered arms around the hull.

If the attack is successful, the starfish has grappled the ship. There is a 50% chance of immediate severe damage. Small boats might be swamped or crushed immediately. Larger ships suffer one effect from the attack table (roll 1d6).

Giant Sunstar Attack Table

1d6	Effect
1	Hole below water line (–1d4% seaworthiness/round until plugged)
2	Hole above water line (–1d4% seaworthiness)
3	Hole in deck (50% chance arm attacks below deck)
4	Mast breaks (determine which randomly; no result if no standing mast is available)
5	Ship shaken (individuals not secured must make successful Dexterity checks or be thrown to the deck)
6	Ship rocked (1d4 crew fall overboard)

Once the giant sunstar grapples a ship, it attempts to pry open the hull in search of food inside (any creature). The starfish tears at the hull with all arms. Each time a specific arm inflicts a total of 20 points of damage, the ship suffers another result from the damage table (roll randomly). A ship reduced to 0% seaworthiness is in sinking condition.

The sunstar's rubbery limbs suffer normal damage from all attacks except those of blunt weapons, which inflict only half damage. If the final points of damage to an arm are inflicted by a slashing weapon, then the arm is severed; otherwise, the arm hangs limp and useless. A giant sunstar retreats when half its arms have been disabled or severed. The sunstar tries to carry away one victim in each functioning arm.

If the giant sunstar does not attack the ship's hull directly, it may merely wrap itself around the hull, snatch as many exposed individuals as it can (half its arms coming over each side of the ship), and then retreat with its catch.

Habitat/Society: Giant starfish make their lairs in large caves and undersea trenches. Here, they store any treasure or extra food in crevices and niches. Other underwater creatures avoid these lairs, as giant starfish are highly efficient eating machines. A giant sunstar will retreat to its lair to regenerate lost arms. A lost arm regenerates fully in 1d4 months; other injuries heal normally.

Two giant sunstars are seldom encountered. This usually occurs only during mating, and only at great depths. The 10- and 12-armed varieties never interbreed, and are likely to attack each other when they meet.

Ecology: Giant sunstars spend most their time hunting for sufficient food to feed themselves. They eat giant clams and other giant undersea life forms that have limited mobility. On rare occasions, one will tangle with a whale, a giant octopus, or a kraaken. This results in a titanic battle, with the loser usually eaten by the winner. Over time, giant sunstars have learned that passing ships hold a pleasing selection of tidbits; they almost always guarantee a meal and are worth the effort of capture.

Giant sunstars of double or even triple size are rumored. Hit Dice and damage are proportionately greater.

—*From* RA2, Ship of Horror, #9321

CLIMATE/TERRAIN:	Wildspace/asteroids
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-2
ARMOR CLASS:	−2(8)
MOVEMENT:	12 (Roll 24)
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	3 (1)
DAMAGE/ATTACK:	1d8/1d8/4d6
SPECIAL ATTACKS:	Electric bolt (5d6 × 2)
SPECIAL DEFENSES:	Stone hide
MAGIC RESISTANCE:	Nil
SIZE:	L (18′ tall)
MORALE:	Steady (12-13)
XP VALUE:	3,000



The stargazer is a large, four-legged reptilian asteroid-dweller. Its rocky skin mimics crystalline outcroppings, giving it an AC of −2.

The stargazer is often mistaken for a large lump of precious stone amid a larger stone formation or on the ground. The stony, gemlike carapace hides a frog-like mouth lined with razor-sharp teeth, as well as four sharp claws which are kept folded under the stargazer's body.

The hide absorbs sunlight, both to warm the beast's body and to power the beast's main weapon, lightning discharges. Hides show a variety of colors and crystalline formations, but generally they are reddish or violet, suggesting deposits of ruby or amethyst. Citrine, emerald and sapphire varieties are also seen.

Combat: The stargazer uses its carapace as a blind, imitating an outcropping of precious stone. Wandering animals or greedy adventurers entranced with their find receive a "shocking" surprise.

When the stargazer senses prey (25′ range), twin lightning bolts leap from its eyes, doing 6d6 electrical damage per bolt; the bolts can fire independently at different targets. It then raises itself from its shallow hiding space and lunges toward the victim, biting (4d6) and rending with claws (1d8). It can loose up to six lightning bolts, two per round, before stopping to recharge.

If the stargazer is losing a battle, it rolls itself into a ball, stone shell outward, protecting its soft underside (AC 8). It rolls in a random direction to escape its tormentor. Roll a 1d12 to determine the direction the beast escapes in; numbers on the die correspond to positions on a clock face. Those in the indicated direction must save vs. breath weapon. Those who fail the saving throw are run over. Victims caught by this rolling action suffer 4d6 crushing damage.

Habitat/Society: Stargazers live on the sunny sides of large asteroids, basking in the continual sunlight. They are solitary, mating quickly, hiding their eggs, and abandoning them. Stargazers are territorial, guarding a range of 1-3 square miles. Two stargazers may occupy opposite hemispheres of a single asteroid, establishing the opposite sides of the gravity plane as their "territory."

In mating season stargazers may duel to the death over territory, mates, and prey. If an area is overpopulated, the stargazer uses its powerful hind legs to leap from the asteroid. It then rolls into a ball, to drift through space in hibernation until caught by the gravity of another asteroid or a shipload of greedy spelljammers. The advent of spelljamming humanoids has enlarged their range.

Ecology: The stargazer is a voracious killer, prone to berserker rages against large opponents. The monster is its own treasure; specifically, the carapace is actually an organic form of the crystal that it most resembles. There is one drawback: Unless treated with a *permanency* spell, the carapace crumbles to dust 1d6 days after the stargazer's death. Jewelers can cut magically treated stargazer shells to produce 1d6 gems of (4d6 + 1) × 1000 gp each.

	Crystal	Iron	Jade	Rock/Ooze	Silver	Steel
Climate/Terrain:	Any	Any	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Any	Any	Any
Diet:	Nil	Nil	Nil	Nil	Nil	Nil
Intelligence:	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)
Treasure:	Nil	Nil	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d6	1d4	1d6	1d3	2d6	1d4
Armor Class:	4	2	4	4	4	1
Movement:	9	3	6	6	12	3
Hit Dice:	3	4	3+1	5	1+1	5
THAC0:	17	17	17	15	19	15
No. of Attacks:	2	2	2	2	1	2
Damage/Attack:	1d6 (fist)/ 1d6 (fist)	1d8 (fist)/ 1d8 (fist)	1d6 (fist)/ 1d6 (fist)	2d6 (fist)/ 2d6 (fist)	2d4 (bite)	1d8 (fist)/ 1d8 (fist)
Special Attacks:	Nil	Nil	Nil	Squirt	Nil	Nil
Special Defenses:	See below	See below	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil
Size:	M (6′ tall)	L (8′–10′ tall)	M (6′ tall)	L (9′ tall)	T (1′ tall)	M (6′ tall)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	120	420	270	420 (rock) 650 (ooze)	120	650

The living statues of Mystara are magically created and animated creatures similar to the enchanted golems found on other worlds.

Living statues are almost always made in humanoid form, though other forms are possible. Unless it moves, a living statue looks just like a normal statue made from stone, crystal, or metal.

Combat: Living statues are immune to *charm, sleep,* and *hold* spells. They cannot be poisoned and are impervious to disease and suffocation.

Living statues are not brilliant thinkers or tacticians; however, their modest intelligence allows them to fight sensibly and effectively. Left to their own wits, living statues usually stand stock still, pretending to be normal statues until they have a chance to ambush unwary opponents. Most statues recognize spellcasters and try to neutralize them first. Living statues also are capable of following reasonably complex orders and using their intelligence to alter them if the circumstances warrant. Most living statues use their fists to batter opponents. They are not dexterous enough to use weapons effectively but can be ordered to employ some implements if such are required to complete a task. A group of living statues guarding a castle entrance, for example, might dump out a barrel of flammable oil, light it, lower the castle's portcullis, and sound an alarm gong if attacked.

Crystal

Crystal living statues are the weakest of the living statues. Note that crystal living statues are magical constructs and as such are not subject to damage from *shatter* spells.

Iron

Iron living statues have bodies that can absorb metal. They take full damage from normal weapons, but if they are struck with a nonmagical metal weapon then that weapon becomes stuck in the statue unless the attacker makes a successful saving throw vs. spell. The weapon can be removed only if the statue is killed. Weapons left in a statue are absorbed during the next 1d4 days, and any of the weapon's nonmetallic parts are expelled.

Jade

Jade living statues make all their saving throws as if they were 10th-level fighters. They are immune to nonmagical weapons and even magical weapons confer no bonuses to attack or damage rolls when used against them. When destroyed in combat, they crumble to worthless dust.

Rock

Rock living statues are hollow. A rock living statue is filled with fiery magma which it squirts from its fingertips (range 5/10/15). The living statue makes a normal attack roll for the magma, which it can use on one victim per round; anyone hit by the magma takes 2d6 points of damage. When destroyed, a rock living statue splits open, forming a pool of magma 30 feet across. Creatures caught in the pool suffer 2d6 points of damage (half that if they can make a successful saving throw vs. breath weapon).

Ooze

Ooze living statues are hollow and filled with gray ooze which the statue squirts in the same fashion as a rock living statue does its magma. When the ooze hits, it forms a small, immobile blob with 4 hit points and an Armor Class of 8. Each blob inflicts 2d4 point of damage to the victim each round until the blob is killed. A blob can dissolve metal, just like a normal gray ooze, destroying chain mail in one round and plate mail in two; magical armor lasts one additional round for each point of magical protection it offers. When killed, a ooze living statue splits open, releasing a gray ooze with 3 Hit Dice and all the normal gray ooze abilities described in the *Monstrous Manual*.

Silver
Silver living statues are immune to nonmagical weapons and normal fire. They take half damage from enchanted slashing or piercing (type S or P) weapons and are immune to nonmetal weapons, enchanted or not. Since their tiny fists are ineffective as weapons, silver living statues attack by biting.

Steel
Steel living statues are immune to nonmagical iron or steel weapons; such a weapon striking a steel living statue automatically becomes stuck in it. On the following round, the statue absorbs the weapon, regaining 1d4+1 lost hit points in the process. Enchanted weapons of all types are immune to the statue's absorption power and cause normal damage; however, the weapon still sticks and the attacker must make an open doors roll to free the weapon quickly. If the roll fails, the attacker recovers the weapon but loses any further attacks that might have been possible that round and suffers a +2 initiative penalty during the next round.

Habitat/Society: Living statues can be found anywhere there are (or were) spell casters to create them. Generally, they are found in castles or ruins where they serve as guards or servants. As magical constructs, living statues have no society. They exist only to serve their creators. Though they have no treasure of their own, they often serve as untiring guardians for tombs or hidden treasure caches.

Ecology: Living statues have no need to eat, drink, breathe, or sleep. Like golems, they are created from an artificial body which has been animated with an elemental spirit. Any spell caster of 9th level or higher can create a living statue, provided that the proper spells and materials are available. Even though some of the required spells are beyond the capabilities of any 9th-level character, such a character can still create a living statue if the necessary spells are available on scrolls. Basic construction times and costs are given on the table below:

Statue	Construction Time	Cost
Crystal	Three months	7,500
Iron	Five months	10,000
Jade	Four months	8,000
Ooze	Five months	12,500
Rock	Four months	12,500
Silver	Two months	3,000
Steel	Six months	10,000

To construct a living statue, a wizard or priest must hire a skilled sculptor or metalsmith to create an image suitable for enchantment. During construction, the character must cast several spells over the work. A wizard must cast *geas, conjure elemental, fabricate, friends,* and *suggestion.* A priest must cast *quest, animate object, prayer, raise dead,* and *command.* In all cases, the materials used in the statue must be genuine; magically created materials will not work.

Crystal
Although rare and valuable crystals such as diamond can be used, the statue can be constructed from quartz or other common crystal. The crystal must be free from obvious flaws and cracks. A single, human-sized slab is required.

Iron
The statues must be forged from pure wrought iron made from newly smelted ore.

Jade
Though gem-quality jade can be used, it is not necessary. A single, human-sized slab of common stone free from obvious flaws is all that is required.

Rock/Ooze
The sculptor must create seven sections—two arms, two legs, a head, a back piece, and a breast piece—and fit them together. The magma or gray ooze is held in the hollow body and flows through channels cut in the arms.

To complete the construct, the character must supply 10 pounds of magma taken from the heart of a volcano or a live gray ooze, depending on which type of construct is being attempted.

Silver
The finished construct has a thick skin of pure silver (worth 50 gold pieces) that can be recovered if the creature is killed.

Steel
The metal for the construct must be the finest quality steel, including the steel from at least one steel weapon that has been bloodied (used to kill an opponent) in combat.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Special (animated metal)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-12
ARMOR CLASS:	7 (2)
MOVEMENT:	14
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	5 + special
DAMAGE/ATTACK:	2-5
SPECIAL ATTACK:	Animated metal
SPECIAL DEFENSES:	Immunity to lightning; metal merge
MAGIC RESISTANCE:	Nil
SIZE:	S (2½'-4')
MORALE:	Elite (13)
X.P. VALUE:	975



Although they look rather like giant planarian worms, equally at home on land and under water, they are rarely seen in their true forms. They merge with *metal* to enter and animate metal items. Steel shadows use these metal shells as both homes and weapons, their presence betrayed only by a dark patch or "shadow" on the surface of the metal—hence their name. Steel shadows can remain inside metal indefinitely without harm. They can see through, and out of, metal with 80' infravision.

Combat: A Steel shadow has two harmless, barbel-like feelers projecting from its mouth. Its expandable, body, however, contains five retractable barbed, sucking tentacles which can be extended up to six feet away. Once a tentacle hits, it does 2-5 damage per round automatically until it is severed or the shadow voluntarily withdraws it. A tentacle is always AC7 and can be severed by dealing it 6 or more points of damage.

Steel shadows can merge with *metal* at will. Such merging or emerging takes one round, during which the shadow is AC7 and cannot launch any physical attacks. It can fully merge into any piece of metal larger in volume than a longsword—a shield, suit of armor battle axe, or the like. While inside any metal, the shadow is AC2, and subject to the effects of all attacks on the metal; it takes half damage from physical attacks on the metal, suffers no ill effects if the metal saves against an attack, and gets its own saving throw if the metal's save fails. Disintegration of the metal housing it forces the shadow out of the metal, but does not harm it. Steel shadows within metal worn by a being can automatically hit with all tentacles on the round after they merge. Shadows cannot merge into metal items bearing magical dweomers such as enchanted swords or armor.

A shadow can animate any metal it contacts, using any metal items to fly, move, and attack. Animated weapons do their usual damage, and strike with the shadow's THAC0. Shields and suits of armor' which the shadow can animate as a unit, can ram for 1d4 + 1 damage. A shadow crawling along a ledge or the floor can "fire" arrows with metal heads, or hurl coin lying there—a handful of coins does one point of damage when striking, can knock over light objects and force fragile items to make saving throws. Animated missiles have ranges of 10'/20'/30' with respective range penalties. Animated objects move with the shadow's rate of speed if it accompanies them or if they are larger than it; otherwise, they are MV 21.

All animated metal attacks are additional special attacks. A favorite shadow tactic is to animate an empty suit of armor, or one containing a skeleton or corpse—making opponents think they face undead—and lunge forward to embrace human prey. The shadow's tentacles then spring out of the helm to strike at the face of their opponent. Each round, the shadow and the grasped prey each roll a d20; if the prey rolls higher, it breaks free. If it loses, the shadow holds on for another round. The DM must judge what weapons a grasped character can wield, and what spells can or cannot be cast.

Habitat/Society: Steel shadows can be found anywhere, from the wrecks of ships in the ocean depths to ancient tombs locked in glacial ice in the high mountains, as long as metal of any sort is nearby.

Ecology: Steel shadows are immune to all electrical (lightning) attacks. *Heat metal* spells cast on metal they are merged with act as *heal* spells, curing the same number of hit points of damage as they would normally inflict.

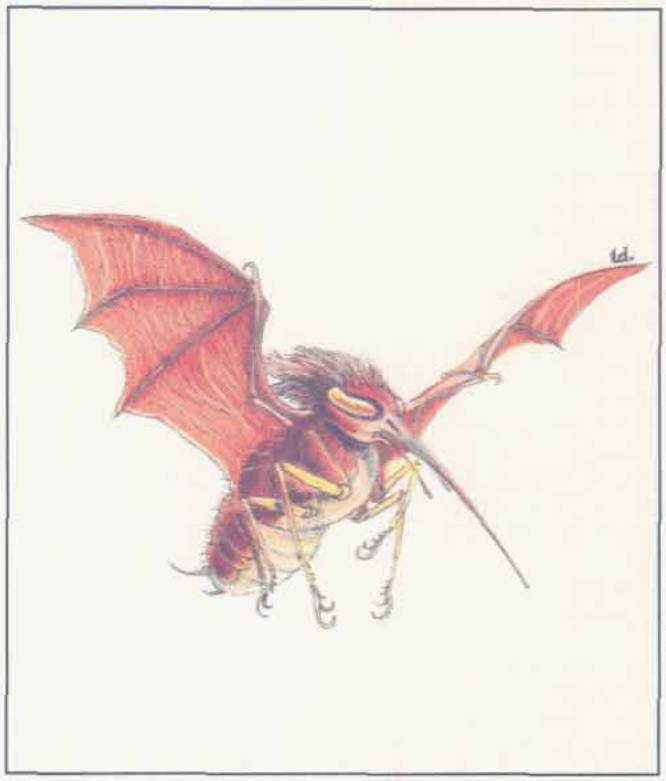
Rust monster attacks on metal containing a Steel shadow immediately force the shadow out, and do it 4d6 damage per striking, rust monster tentacle. Once free of the metal, shadow takes no further damage from rust monster tentacles,

Steel shadow ichor is highly prized by alchemists and wizards as an ingredient in potions, spell inks, and magical item enchantments concerned with animating, heating, and passing through metal. Its skin, properly prepared, contains magic that protects against or lessens lightning and energy damage.

Stirge

CLIMATE/TERRAIN:	Forests or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clusters
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Animal (1)
TREASURE:	D
ALIGNMENT:	Nil

NO. APPEARING:	3-30
ARMOR CLASS:	8
MOVEMENT:	3, Fl 18 (C)
HIT DICE:	1+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' wingspan)
MORALE:	Average (8)
XP VALUE:	175



Stirges are bird-like creatures that drink the blood of their victims for sustenance. They have four small, pincer-like legs that they use to clamp onto the necks of their victims. They are rusty-red to reddish brown in color, and their eyes and feet are yellowish. The dangling proboscises of stirges are pink at the tip, fading to gray at the base (near their heads).

Combat: Due to an instinctive ability to find and attack weak points, stirges attack as 4-Hit Die creatures, rather than 1+1. Their long proboscis inflicts 1-3 points of damage when it hits, and drains 1d4 points of blood every round thereafter. When a stirge drains a total of 12 points of blood from a victim, it becomes bloated and flies off to digest its protein-rich meal.

Stirges must be killed to be removed, due to their strong grip. If an attack against an attached stirge misses, make another attack roll against the victim's Armor Class to see if the attack hits the victim instead. Caution is advisable when attempting to remove an attached stirge.

Habitat/Society: Stirges form nest-like colonies in attics, dungeons, and copses of trees. Although they resemble birds, they hang upside down when sleeping, indicating that stirges may be closely related to vampire bats.

Stirges can breed in captivity, but a constant supply of blood is needed. Stirges mostly kill low-level humans, animals and children, so the arrival of these predators in any civilized territory is always a cause for alarm. Fortunately, even a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

Ecology: Stirges have an acute sense of smell, can see in the dark, and can sense heat sources within 200 feet. These senses keep stirges informed when living creatures enter their habitat. Creatures with a natural AC of 3 or better are usually immune to a stirge's blood draining attack, since their hides are too thick to penetrate. As a consequence, huge nests of stirges live symbiotically with some evil dragons. Characters who protect their entire bodies with special leather or better armor (this special armor costs two to three times more than normal armor) can safely approach a stirge. Even the slightest gap in the protection is seen and smelled by the creature, and a successful attack roll means the creature has broken through the weakness and locked on.

After a stirge has gorged itself by draining blood, it sleeps for one day, plus one day for every 2 points of blood it drank (the maximum sleep period is after drinking 12 points of blood—seven days). During this period of rest, silent attackers can impose a −2 penalty to the stirges' surprise roll, as the beasts wake slowly and remain drowsy for a few moments. They are most vulnerable at this time. While certain species of stirges prefer to dine on human blood, most are content with any large mammal, like cows, moose, and deer. Experienced druids and rangers usually recognize the traces of a stirge colony by the occurrences of mysteriously drained and dead animals in the vicinity.

A stirge colony's territory extends for only a mile in diameter, so stirges move around a lot after they've drained a region of the available blood. Often, the presence of stirges is only discovered long after the colony has departed, making it very difficult to track them.

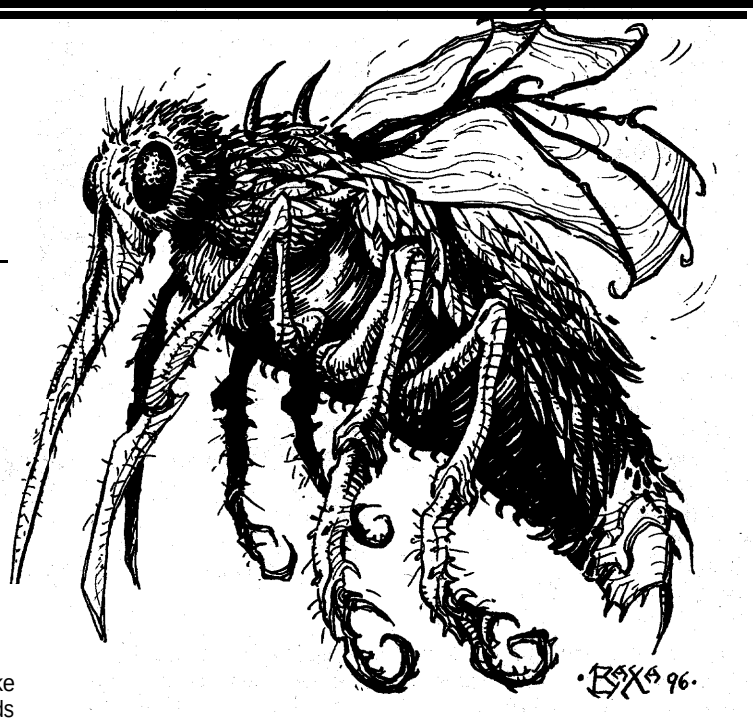
Jungle Stirges

There are rumored to be exceptionally large varieties of stirges deep in the densest tropical jungles. Though they are only 2+2 Hit Die creatures, they attack as 8 Hit Die monsters. Purportedly, they have a paralyzing poison in the tips of their sharp snouts that is highly prized by local tribesmen. Jungle stirges have been known to mingle with giant vampire bats. None of these larger versions have ever been captured or examined by sages, so nothing else is known about their strengths or weaknesses. What little of them is known came from the cannibals and head hunters of the jungle regions.

Stirge, Desert

CLIMATE/TERRAIN:	Any desert
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Animal (2)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	2-12
ARMOR CLASS:	6
MOVEMENT:	4, Jump 16, Burrow 12
HIT DICE:	1+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-2
SPECIAL ATTACKS:	Blood drain, surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-1½')
MORALE:	Unsteady (5-7)
XP VALUE:	120



Desert stirges resemble large, feathered mosquitoes and look little like their common or jungle cousins, In fact, the physical resemblance ends with the long dangling beak common to all members of the stirge family. The proboscis is just over 6" long and is a dull, sand-yellow color. Desert stirges have wings, but they are short, stubby, and incapable of supporting flight. Some witnesses, though, contend that stirges are able to glide on them. The feathers of a desert stirge are a reddish brown, allowing them excellent camouflage in the sand.

These creatures have six legs and are more insect-like than any other stirge variety. The legs are yellow-brown talons, joined at the center of their long beetle-shaped body. The monsters use their strong claws to burrow beneath the sand during the heat of the day as well as fasten themselves onto their prey. Perhaps the most remarkable feature is the stirges' unique jumping ability—the stirge is able to leap up to 20' high or a distance of nearly 50'.

Combat: Desert stirges are not nearly as powerful as their larger cousins and attack as a 1-Hit Die creature, unless they leap onto a surprised victim. These monsters attempt to attack by leaping onto the victim's back from concealment. When employing this tactic, the stirge may make one initial hit roll as a 4-Hit Die creature. Because of their burrowing ability and camouflage, stirges are difficult to spot. Characters without the desert survival proficiency should receive a penalty to their surprise roll. In addition, if the victim is surprised, the DM is encouraged to add +4 to that hit roll, as a backstab. The creatures do not attack in concert, but often erupt from the sand at the same time to gain surprise.

A successful attack inflicts 1-2 hp damage with an automatic 2 hp blood drain for every round the stirge remains attached to the victim. The smaller desert stirges are full after draining 8 hp of blood from the victim, after which they drop to the ground, scurry away, and burrow back into the sand to escape retribution and sleep off their meal.

It is important for the DM to recognize that stirges attack only legitimate prey, almost never attack without surprise, and immediately flee combat once sated. In fact, stirges that miss their initial attack are more likely to try to escape (make a Morale check) by burrowing than to attempt to continue combat.

While the desert stirge is significantly less dangerous than other stirges, it is also the most difficult to remove once it has attached itself to prey. An attached stirge adds 5 to a Morale check, and its strong grip and extra leg power prohibits the option of a saving throw or Strength check to pull it off unless a combined Strength of 30 is employed.

Habitat/Society: The colonies of desert stirges are small; only rarely will more than 10 of the creatures hunt the same area. Stirges are often called 'sand crabs" or "desert beetles" because of their burrowing and queer appearance. Their feathers are short and scaly, but are feathers nonetheless, disproving theories that the monsters were actually crabs or some form of insect.

Desert stirges do not have an exoskeleton, but their legs, save for the talons, are covered in chitin. Sword-swingers targeting the legs of the monsters must hit AC 1, due to the small size and hardness.

The monsters are found in areas wherever prey can be located. They have no permanent lairs or nests but sleep beneath the sand during the heat of the day. Still, it is not difficult to know when desert stirges are in the area; typically, they bury themselves in the sand not more than 100 yards away from the bloodless corpses of their victims.

Fortunately, of all the stirges, the desert stirge is the least likely to bother humans, particularly those in armor. Stirges are unable to penetrate anything better than studded leather and do not attack armored individuals.

Ecology: Desert stirges possess superior sight and infravision (240'), but lack the acute sense of smell found in other members of their family. They compensate for this with a sharp sense of hearing—desert stirges are very sensitive to vibrations in the ground, allowing them to track prey and be instantly notified of interlopers in their area.

When the stirges hear prey, they burrow closer to the surface, opening the protective chitinous cover around their eyes (they are blind when underground, moving by hearing alone). The cover around their eyes also closes when they are attached to a victim.

The stirges' sense of hearing often wakes them during the day, and they take advantage of the morning or afternoon to snack. Barring this occurrence, stirges are never found above ground during daylight.

Once a stirge has drunk its fill of 8 hp of the victims blood, it flees, burrowing underground. The slow metabolism of the desert stirge allows it to sleep for one day per point of blood drained—and it can go three times as long until needing to feed again. Stirges do, however, make the most of every feeding opportunity, storing extra food as fat in their bodies just above the tail, giving them a "hump" of sorts. Stirges sleeping after feeding are very difficult to find because they bury themselves so deeply. If located, the stirge does not awaken until exposed to sunlight, very loud noises (like digging), or damage (as from a weapon). In any case, they flee at the first opportunity, either by leaping away or by burrowing deeper into the sand. Though not much more than a pest to humans, they can be difficult to find and kill.

Desert stirges do not collect treasure.

Stirge, Jungle

CLIMATE/TERRAIN:	Tropical, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Animal (2)
TREASURE:	See below
ALIGNMENT:	Nil
NO. APPEARING:	5-20
ARMOR CLASS:	7
MOVEMENT:	3, Fly 16 (D)
HIT DICE:	2+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	2-6
SPECIAL ATTACKS:	Blood drain, poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5')
MORALE:	Average (8-10)
XP VALUE:	420



Found in the deepest jungles, these blood-draining monsters are nearly twice the size of the typical stirge. For this reason, the jungle stirge is not an accomplished flier. Slower and clumsier in the air, the jungle stirge cannot sustain its flight for longer than a turn. The plumage of these monsters is a bright red, and their dangling beaks are a light yellow-green. Their pincher-like feet are of similar color, with the hind legs much larger and stronger, assisting the creatures when they are roosting. If the DM uses the option of allowing a character to grapple with a jungle stirge, penalties should be applied to the Strength check or saving throw because of the beasts' greater strength.

Combat: Jungle stirges attack as 4-Hit Die creatures with their long proboscis. A successful hit inflicts 1 d4+1 hp damage, with automatic damage (also 1d4+1) from blood drain for every round the stirge remains attached. Jungle stirges are sated only after drinking 15 hp from their prey, after which they fly off to digest their meal.

The poison secreted from the proboscis of a stirge, while not deadly, is very dangerous. Immediately after being struck by the monster, the victim must save vs. poison. Those who make their saving throw are not out of the woods yet—the stirge continues to inject the toxin into its prey until the victim ceases struggling. The victim must save vs. poison each round at cumulative -2 penalty (-2 the second round, -4 the third round, etc.) until the stirge is killed, driven off, or the character has succumbed to the poison.

If the victim fails the save, he is paralyzed at the end of the following combat round and remains so for 2-12 hours. Once this time has elapsed, the victim may roll again for the save at no penalty. If the victim fails again, he remains paralyzed for an additional 2-12 hours. The victim remains paralyzed until he successfully saves against the poison or 24 hours have passed.

The poison of the jungle stirge is highly prized, particularly by jungle tribes. The poison is stored in two glandular sacs in the "jowls" of the creature, where the proboscis joins the head. Each sac yields between 2-12 doses of the poison, which remains viable as long as it is kept in the sacs at body temperature. The sacs, however, are difficult to locate and even harder to remove. The DM should select an appropriate skill or non-weapon proficiency to determine the success of sac removal. The poison must be injected into the blood stream to have its effect.

Habitat/Society: Jungle stirges live in colonies that rarely grow larger than 20 individuals. They do not hang like bats but build bird-like nests on ledges, in treetops, or in the ruins of thick rain forests.

These monsters are more fastidious than common stirges and defecate outside the nesting area, often near fallen victims after feeding. Thus, their nests are difficult to locate except by chance. Thus, little is known about their mating or nesting habits.

The stirges need a constant supply of blood and prey on the large animals of the jungle. Some native experts claim that only the female of the species requires blood, and that the male exists on fruit sap.

The largest concentration of jungle stirges have been found on the sites of ruined cities, which may host several colonies of the monsters. There have been no confirmed reports that jungle stirges have been raised in captivity, although their proclivity to ancient ruins suggests that in the past they may have been bred as guardians.

Though dangerous to small groups, jungle stirges are generally too far removed from civilized areas to be cause for great concern. It should be noted, however, that the beaks of this stirge are longer and sharper than their cousins and are able to puncture all but the finest crafted metal armors.

Ecology: Jungle stirges possess 240' infravision and a highly developed sense of smell. These highly developed senses allow the monsters to locate creatures large enough to become prey soon after they enter the habitat. Creatures with a natural AC of 1 are immune to stirge attacks because of their thick hides. As noted above, leather armor will not protect a character from the penetrating attack of a jungle stirge. Full suits of plate mail or specially crafted metal armors that cover the entire body will give full protection. However, the creatures will be able to distinguish by smell those who are invulnerable to their attacks and will not waste time around these potentially dangerous foes.

Jungle stirges have a high metabolism and sleep only one day for every 3 hp of blood drained, for a maximum of five days. During this sluggish period, stealthy opponents gain the advantage of a -2 penalty to the monsters' surprise roll. If the stirges are attacked after a full feeding (when more than half the colony drained 12-15 hp of blood each in the last 24 hours), their flight maneuverability class falls to E.

The colonies' territory is much smaller than that of their cousins outside the jungles due to their poor propensity for flight. Ranges of the stirges are rarely more than half a mile in diameter. They do not move around, except to hunt, preferring to remain in their permanent roosting areas far above the jungle floor. The jungle stirges have only one natural enemy—the arboreal constrictors that share their treetops.

The presence of jungle stirges is difficult to detect, despite the smaller range. Their bloodless prey decay quickly in the moist jungle heat or are carried away by carrion eaters. Their nests are even more difficult to locate, although the few that have been discovered yielded a number of highly prized gems. Jewelry and other "pretty" treasures are carried back to the nest by the monsters, but no other treasure.

Stone Maiden

CLIMATE/TERRAIN:	Any stone (near desert)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	D
ALIGNMENT:	Neutral good
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or spell
SPECIAL ATTACKS:	Suggestion
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M(5'tall)
MORALE:	Steady (12)
LEVEL/XP VALUE:	5,000



Stone maidens are exquisitely beautiful damsels that dwell in rock formations, standing stones, and the walls of secluded caverns and caves.

A stone maiden is said to have a face like the moon, eyes like a gazelle, and lips like rose petals. She looks like a beautiful human or elven female, wearing simple, loose fitting robes and veils. She favors garments that reflect the kind of stone she inhabits. A stone maiden dwelling in a sandstone might wear dusty red, while one living in a basalt cave would favor black.

Combat: Like a gazelle, stone maidens are shy, peaceful, and quick to flee. If angered or provoked, however, they become dangerous opponents. They can fight with any weapon provided, but almost always prefer to use magic. Stone maidens can cast the following spells at 14th level of ability, once per round, three times/day: *animate rock, meld into stone, spike stones, stone shape, stone tell,* and *suggestion.*

If confronted with hostile adversaries, a stone maiden's first action will be to use her powerful *suggestion* (-3 on saves) and attempt to convince the adversaries to leave. Failing that, she will escape by casting an improved version of *meld into stone,* which allows her to step into any rock formation and remain there indefinitely. Using this improved version of the spell, she can use her other magical abilities as desired while safely enclosed in the protective rock.

A stone maiden's most powerful attack is her ability to *animate rock,* which causes a man-sized stone to move at up to 60 feet per round and attack her adversaries (AC 1, HD 11, hp 28-84 (28d3), THAC0 15, Dmg 14-28 (14d2). If a man-sized stone is not available for animating, she can create one using *stone shape.* She will only use this attack if seriously threatened (by a group with mining tools, for instance).

Finally, a stone maiden will use her *stone tell* ability to gather information about potential visitors to her lair, casting *spike stones* to hinder their approach should they be manifestly evil creatures.

Because of their powerful bond with the Elemental Plane of Earth, stone maidens are not harmed by earth-affecting magic.

Habitat/Society: Stone maidens have a mystic bond with the particular rock formation or standing stone of which they are (literally) a part. They will never stray more than a quarter mile from this stone; if forcibly removed they lose 1 hit point per turn until they perish.

Over the years, stone maidens may acquire treasure, either as booty from evil creatures driven from the proximity of their lairs or as suggested gifts from rude or pushy desert nomads, some of whom consider it a great accomplishment to have a former stone maiden to add to their collection of wives.

Many stone maidens have lairs near gold or gem deposits and use their magical talents to gather and shape treasure into pleasing shapes and sizes. They will keep their cache hidden inside a stone near their lair, enclosing the treasure in solid rock using their stone-shaping ability.

According to some legends, stone maidens are the ancestors of a desert priestess who was stolen from her tribe and imprisoned in stone by an evil dao. The stone maidens are thus thought to be searching for a way to remove their curse and return to their former nomadic existence. But, while some stone maidens appear melancholy (supporting the desert nomads' legends), there are just as many who are content, assertive, and self reliant, manifesting no apparent need to be "rescued" from any curse.

The task of freeing a stone maiden is described in legends as a monumental undertaking, usually involving the recovery of one of the maiden's personal possessions (a veil, for instance) from a powerful dao or genie. Should the token be returned, the stone maiden's link with the Elemental Plane of Earth would be broken, and she would lose all spell-like abilities forever, becoming a normal woman.

Ecology: Stone maidens sometimes act as protectors for the lands and desert in a quarter-mile radius of their lair. More often than not, however, these withdrawn creatures play little or no part in Zakhara's ecology.

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Strahd's Skeletal Steed

Climate/Terrain:	Any Barovia
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non-(0)
Treasure	Nil
Alignment:	Neutral

No. Appearing:	1–10
Armor Class:	7
Movement:	18
Hit Dice:	3 +1
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (8′ tall)
Morale:	Fearless (19–20)
XP Value:	270



Strahd's skeletal steeds are magically animated undead horses, created as guardians and warriors by the master vampire Strahd Von Zarovich.

Completely stripped of flesh, skeletal steeds are held together by magic. They wear the tattered remains of whatever saddles or blankets may have been on them when they died. Thus, many will wear nothing at all while rare individuals might actually wear the remnants of barding (improving their armor class accordingly). Any horse shoes they may have had in life are still on their hooves; however, the enchantment that raised these creatures from the dead gives those shoes a magical aura that causes illusory flames to flicker around the steed's hooves when it breaks into a gallop.

Unlike normal, living horses, which are rarely still and always shifting and twitching, Strahd's skeletal steeds are completely motionless until they need to act. Many times they are encountered as a mere pile of dusty horse bones. If given a command by Strahd or upon the activation of some trigger magic, they can rise up and assemble. The mere sight of this is enough to require those viewing it to make a horror check.

They have no strong odor, other than a faint trace of dust and mold. They sound hollow and light when in motion and the clatter of their hooves sounds more like a rattle of sticks than the pounding of horses.

Combat: Strahd's skeletal steeds fight like normal war horses. Each round, the creature rears up and can both strike with its hooves and bite. On the second round of combat, and every other round thereafter, they can breathe a cloud of noxious gas in an area five feet wide and deep in front of them. Anyone caught in it must successfully save vs. breath weapon or be frozen to the spot for 2 to 8 (2d4) rounds.

Like all undead, they are immune to *sleep, charm, hold,* and other mind-controlling spells. Piercing weapons such as spears and arrows do no damage to them, for they just slide between the bones. Edged weapons, like swords and axes, will inflict only half damage, while blunt weapons (including polearms and the like used as quarterstaves) can inflict normal damage.

Strahd's skeletal steeds are totally immune to cold- or fire-based attacks, but take full damage from lightning- and electricity-based spells. Further, their creator has greatly strengthened their ties to the negative plane. This makes them harder to turn (they are turned as wraiths), but also makes them vulnerable to the damaging effects of a *negative plane protection* spell.

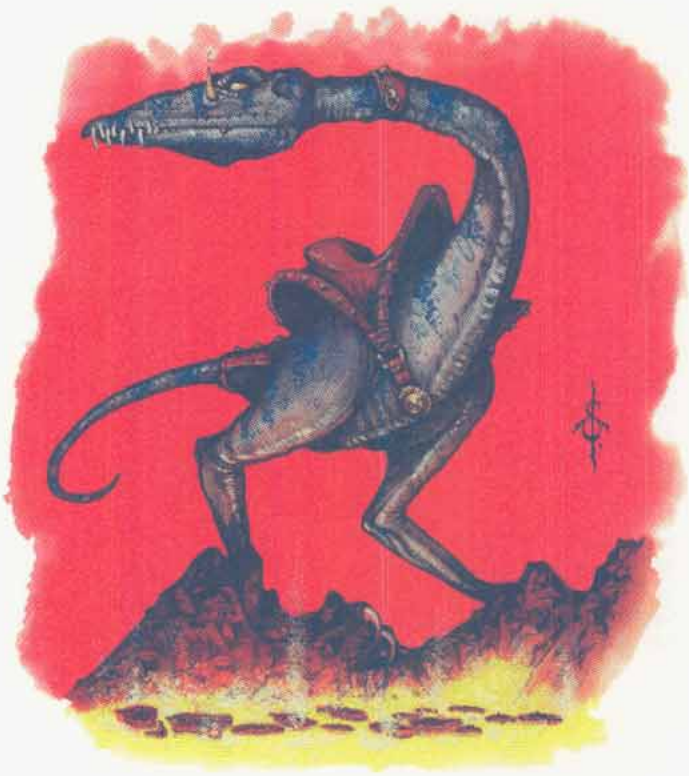
Habitat/Society: Strahd's skeletal steeds are found in the dark catacombs beneath Barovia's surface, on old battlefields, or anywhere within Castle Ravenloft. Strahd has been known to post them as sentries throughout Barovia. He never uses them as mounts, but has been known to use them as couriers. Thus, such a creature might well be encountered while on an important mission to deliver some vital message or object for the Lord of Barovia.

As mindless undead creatures, skeletal steeds have no society. They obey any orders given to them by Strahd. The commands must be simple, a single sentence of no more than a few words. They only obey Strahd Von Zarovich unless some magical means (like a *control undead* spell) is used to usurp command of a specific creature. In this case, however, Strahd will know at once that something has happened to one of his steeds.

Ecology: As undead things, Strahd's skeletal steeds are not a part of nature. Further, only Strahd Von Zarovich knows the arcane ritual necessary to make them. He can make them only from horse skeletons where 90% of the bones and the skull are present. It is not known if other animals can be animated from the same spell, but given the power of the Lord of Barovia, and his ties to the evil forces of necromancy, this seems probable.

Strider, Giant

CLIMATE/TERRAIN:	Hot, volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d10
SPECIAL ATTACKS:	*fireball*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Steady (11–12)
XP VALUE:	270



These large, featherless, flightless birds are used as mounts by firenewts (see "Firenewt"). The giant strider is about the size of an ostrich. It has a bumpy, dusky red hide and dully-glowing red eyes. It is often mistaken for a lizard.

Combat: The giant strider attacks to its front with a bite that inflicts 1d8 points of damage. It can also attack to the rear with a kick that causes 1d10 points of damage. It cannot use both attacks in the same round; it generally attacks in whatever direction the last attack against it came from.

It can emit a small *fireball* from the duct that lies next to either eye. Each *fireball* has a range of 20 yards and a burst radius of 10 feet. Anyone caught by the blast must roll a successful saving throw vs. breath weapon or suffer 1d6 points of damage. The giant strider can generate one *fireball* per eye per hour.

Giant striders are immune to magical fire. In addition, they gain a +2 bonus to saving throws against any magical attack. Intense heat and flame actually act as *cure light wounds* spells on giant striders. This effect can occur only once every three rounds. *Fireballs* and other intense, fiery attacks have this effect immediately.

Conversely, cold-based attacks inflict an additional 1d6+1 points of damage and water acts as a poison if they drink it. Any cold liquid poured on their bodies does some damage, usually 1–2 points (at the discretion of the DM).

Giant striders are generally fearless and gain a +4 bonus to their morale.

Habitat/Society: Giant striders are completely adapted to life in hot, volcanic regions. Their meager diet consists of the few animals and plants that share their hot realm. They are able to directly metabolize the heat of their surroundings, and they use this to fuel their own bodily functions. Without this extra heat, the giant strider grows chilled and sluggish.

Their physiology is so modified that normal conditions are dangerous to them. They are poisoned by ingested water and harmed by cold weather or frigid attacks.

Despite their abnormal nature, giant striders' behavior is similar to that of other flightless birds. Mating season occurs in the spring. Cocks compete for mates by elaborate dances punctuated by the explosions of fireballs. The hens lay 1d4 eggs in a simple nest, usually a pit scratched in the ground. The chicks hatch in five to six weeks and stand about 6 inches high. They grow swiftly, adding 6 inches per month. They can begin to emit flame after six months. Giant striders mature in one year.

Giant striders are the primary mounts of firenewts. A firenewt tribe might keep a herd of up to 100 giant striders. Giant striders are fitted with a saddle atop the hips. The firenewts control these mounts by kicking their sides or hitting them with spears (the giant striders' sharp teeth would saw through any bridle).

Ecology: Wild striders have a potential life span of 10 to 20 years, although the struggle for survival usually shortens this. Striders domesticated by firenewts are usually killed and eaten after 15 years.

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Common (Rare)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2-4)
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	3 Hit points
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1½' – 2')
MORALE:	Steady (11-12)
XP VALUE:	12



Stwingers are tiny humanoid creatures with vestigial wings. They are out to have fun. Stwingers are nauseatingly cute.

Combat: Stwingers are non-combatant creatures. Their sole aim in life is to have fun. The most fun a stwinger can have is swinging from a long beard, and thus they favor dwarves and other bearded races as targets. Creatures with long hair are of secondary preference.

In "combat," the stwinger will exude a pheromone that *charms* all in a 40' radius, requiring a successful saving throw vs. breath weapon to negate. Once it has *charmed* one or more bearded or long-haired creatures, the stwinger will start its game, swinging from one to the other, and causing 1 point of damage per 2 melee rounds from pulling the hair too hard.

If at any time the "playmate's" hit points fall below 50% of hit points at the time of the encounter, he/she is allowed another save, still at −4, to break the *charm*. Failure means the creature will allow the stwinger to continue its game until its playmate falls unconscious. Stwingers don't like to play with prone creatures, so it is not possible for a stwinger to take any creature below zero hit points. A creature reduced to zero hit points by the stwinger is not dead, merely unconscious, as the damage is really the equivalent of subdual damage.

Even creatures that make their saving throws have difficulty in attacking the stwinger, due to its incredible cuteness. Before attacking a stwinger, any adventurer must roll under their Charisma on a d20, and then under their Constitution. If both of these rolls are successful, the adventurer may attack. Attacks which are meant to do no harm to the stwinger, such as pulling the stwinger away from its playmate, are not hampered by the stwinger's *charm*.

If its playmate's companion(s) try to attack, the stwinger will cast *mirror image*, which it can do up to three times per day, and then try to escape. If a stwinger can be convinced that it is causing harm to its playmate(s), it may agree to leave them alone.

Habitat/Society: Stwingers prefer to live in warm, comfortable dwellings, with soft furnishings and lots of luxuries. Most stwinger dwellings have ropes, made from hair, dangling from the ceiling, which the stwingers prize both for decoration and to play on. They do not form communities, except once every three years. On these occasions, all stwingers come together in a "Great Meet," where they trade ropes and choose mates. The Great Meet lasts for ten days, after which each stwinger returns to its solitary home.

On rare occasions a female stwinger will give birth to multiple babies, rather than the more usual one. These babies have a telepathic link to each other and when they are old enough to leave home, at one year, they will build a communal dwelling. These stwingers will stay together for their entire lives, and will always be found close to a large dwarven community. They will visit the dwarves at least every second day, normally in the evening.

Stwingers are herbivorous, and prefer tubers and legumes over other forms of vegetation. They do not grow any food, preferring to gather it up from the wild or surrounding farms or markets. They can survive on grasses during the winter months if need be.

Stwingers can fly for very short distances, but they generally do so only to leap from one playmate to the next. Having multiple playmates is the most enjoyable form of their favorite game.

When seeking out playmates to swing on, stwingers will range up to 3 miles from their home. This often means they build two dwellings, one they call home, and the other for extended trips to wherever there are playmates.

Any hirsute creature which enters a stwinger's territory is considered a playmate. After all, why else would such a lovely swing be near the stwinger's home? Stwingers can speak Pixie, Brownie, and Elvish. They have a rudimentary knowledge of Dwarvish and Gnome.

Ecology: Stwingers have no need of treasure, except for their ropes, which are not strong enough for humanoids to use. If a stwinger's *charm* glands can be milked either while it is alive, or within one hour of its death, the fluid can be used in the creation of a *philter of love*.

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Succulus

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore/Metalavore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d12
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Eats metal, Legacies
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at shoulder)
MORALE:	Average (8-10)
XP VALUE:	420



The succulus, also known as the red steel cruncher, closely resembles a wild boar in appearance. The succulus is similar to a rust monster, except that it feeds on *red steel*, *cinnabryl*, and *steel seed*. The creature was first discovered in caves beneath the forests of Robrenn. Since then it has spread throughout the cursed areas of the Savage Coast, much to the consternation of boar-hunters throughout the area. Some suspect that the Robrenn druids had something to do with its rapid spread, because of their known bias against materials that have "never lived," such as metal and stone.

The succulus is grayish-black, with short, woolly hair interspersed with bristles that form a mane along the spine. The lower teeth grow into formidable, curved tusks, which grow up to 12 inches long. The succulus has small eyes that are a deep rust-red color.

The Red Curse: Succuli always have two Legacies: Dig and Spikes. However, they rarely become Afflicted due to their *cinnabryl*-rich diet.

Combat: The succulus can smell *cinnabryl*, *red steel*, and *steel seed* up to 90 feet away. If the succulus touches any of these metals (determined by a successful attack roll), the metal immediately disintegrates into a powder which is easily consumed by the creature. Magical weapons have a chance of being unaffected equal to 10% for each plus the weapon has. (A +2 weapon or armor has a 20% chance of not being affected.) Metal weapons striking a succulus are affected just as if the creature had touched them. Nonweapon magical items made from *cinnabryl*, *red steel*, or *steel seed* count as +2 magical weapons for purposes of determining whether or not they disintegrate.

The succulus is a fairly intelligent creature. As such, it cannot be distracted by the old "throw out some *red steel* spikes" trick. It will attack anyone carrying an item made of *red steel* or *cinnabryl*. A succulus frequently charges such persons while activating its Spike Legacy, hoping that the victim will strike at them with the weapon or item.

Feeding time always takes one round regardless of the size of the metal meal.

Habitat/Society: A succulus is nearly always found in the company of a group of wild swine. During any encounter with a succulus, there is also a 5% chance of encountering a single offspring, which counts as a half-strength succulus. The red steel cruncher searches far and wide for supplies of fresh metals. It will eat raw ore, but prefers the refined, forged metal.

Ecology: The flesh of the succulus is not edible since it is thoroughly impregnated with heavy metals.

A herd of wild boars will recognize that a succulus is different but will usually let it join the herd anyway. The succulus excavates vast holes when it roots for *cinnabryl* and usually digs up all sorts of roots and tubers and things that the boars like to eat.

If two red steel crunchers mate, the offspring will be red steel crunchers. If a succulus mates with a wild swine, the offspring have a 5% chance of being red steel crunchers.

The hide of a succulus can be cured into a very tough, metal-impregnated leather. The leather can be made into armor equivalent to studded leather armor (AC 7).

If captured young and carefully trained, a succulus could serve as a *cinnabryl* deposit indicator, but it would be very expensive to feed.

Climate/Terrain:	Elemental Plane of Water
Frequency:	Common
Organization:	None
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral (neutral evil)
No. Appearing:	1
Armor Class:	3 (membrane), 0 (water)
Movement:	Sw 15
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1d4+1 or 2d8+2
Special Attacks:	Drowning
Special Defenses:	Immune to fire
Magic Resistance:	Nil
Size:	L (10′ long)
Morale:	Elite (13-14)
XP Value:	2,000

"Water within water; element within, element without. This is our creed. Our link to the source and medium of life. Great suisseen, water and not water, provides the door and the way to this great source. Suisseen is our salvation and our path to life. If we give life, it gives back ten thousandfold."

— from the Mayestri *Book of Waves*
(a tome written entirely on clam shells
and strung together with fishgut)

On the Elemental Plane of Water swim the suisseen, creatures that're little more than thin, transparent membranes filled with water. Because they're suspended in the element, with water inside and without, it's unclear as to exactly what is the suisseen and what is not. Sure, the membrane is part of the creature, but apparently, some of the water outside and some or all of the fluid inside contributes to its existence as well.

Somehow, this semielemental beast exists both as living water and as a gelatinous substance containing and yet shaped by the liquid within and around it. Its membrane is perforated with flutelike tubes through which water pumps to give the suisseen locomotion. This act of siphoning and expelling water also serves as the creature's means of consumption, digestion, defecation, and even communication. But a body's got to keep in mind that the water in question is an actual part of the monster, not just the medium in which it survives.

Combat: The membranous portion of the suisseen is slightly caustic, and therefore able to break down things the creature can use as nutrients — like flesh. Any sod who touches the membrane or is struck by it sustains a burning wound that causes 1d4+1 points of damage. But that's not the beast's main mode of attack. Like a true water elemental, it uses its watery mass like a powerful wave to crush and batter opponents, inflicting 2d8+2 points of damage.

If summoned out of its native environment, a suisseen can also drown creatures that don't breathe water. This special assault requires an attack roll (and can accompany a normal pummeling attack). If the roll succeeds, the victim must make a Constitution check. A sod who fails the check becomes immobilized, unable to act, and suffers 2d6+2 points of damage as the suisseen forces water down his throat. Each round thereafter, he must make another Constitution check, suffering the same result if he fails. If one of the victim's checks succeeds, he spends that round freeing himself from the suisseen's fluid grasp, and he need make no more Constitution checks (unless, of course, the monster makes another successful "drown attack" against him).

When attacking a suisseen, a basher's got to state in advance whether he's striking at the membrane or the surrounding watery mass. The liquid area around the beast has an Armor Class of 0 and can be harmed only by weapons of +1 or greater enchantment. The membrane has an AC of 3 and is vulnerable to ordinary (nonmagical) weapons. 'Course, a berk who tries to strike the membrane in melee must get close to the suisseen — close enough to be within the creature's watery exterior. That means he's subjecting himself to an attack by the beast — fact is, the suisseen gets a chance to strike the sod even if it's already made its attack for that round.

The suisseen suffers no harm from fire-based attacks, but those based on lightning or cold inflict twice their normal damage.

Habitat/Society: A cult known as the Mayestri — a group of humans, sahuagin, and mermen — reveres the suisseen as a link to the true water elementals they worship. It might be more accurate to say *worshiped*, however, since all of the Mayestri's attention is currently focused on the suisseen, which they call "the door and the way." The evil members of this strange religion believe that water (as an element) can multiply life force, so by sacrificing victims to it, they hope to increase their power and lengthen their lives. Some folks think the cult believes in only one single suisseen, a being they consider their god, but that's nothing but wash — the group knows that the watery creatures are many.

Oddly enough, most suisseen don't realize that they're worshiped by the cult, as it operates primarily on the Prime Material Plane (though it has a few adherents in the strange depths of the plane of Water). The Mayestri use a special summoning spell to call a suisseen and then offer it living sacrifices, which it gladly accepts as food. The evil cultists believe that this gives them power, but by most accounts, they're deluded (or just barmy). Nevertheless, suisseen that've been summoned a few times have grown to like the attention — and especially the sacrifices. These beasts gradually change from neutral to neutral evil and begin to hunt humans and other intelligent prey.

After being called to the Prime, these evil suisseen often try to make agreements with their summoners so they can remain there and seek food as long as possible. However, unless the cult members use magic, communication's a problem – no one seems able to understand or speak the creatures' fluting, gurgling language. Once they return to the Elemental Plane of Water, the neutral evil suisseen attack merpeople, tritons, sahuagin, or whatever else is available. They also try to kill others of their own kind, which they suddenly see as competitors.

Normal suisseen – that is, those that haven't been tainted by the Mayestri's sacrifices – congregate in small groups on the plane of Water. Their mating and reproductive capabilities remain dark, as does the structure of whatever small society they have.

ECOLOGY: Graybeards just don't know what to make of the suisseen. Are they magical combinations of water elementals and other creatures – perhaps even gelatinous cubes or similar beasts? It's possible, but unlikely. The suisseen appear more closely related to the varrdig (also known as the water grue), an elemental-like scavenger that roams the plane of Water seeking territories to claim and defend.

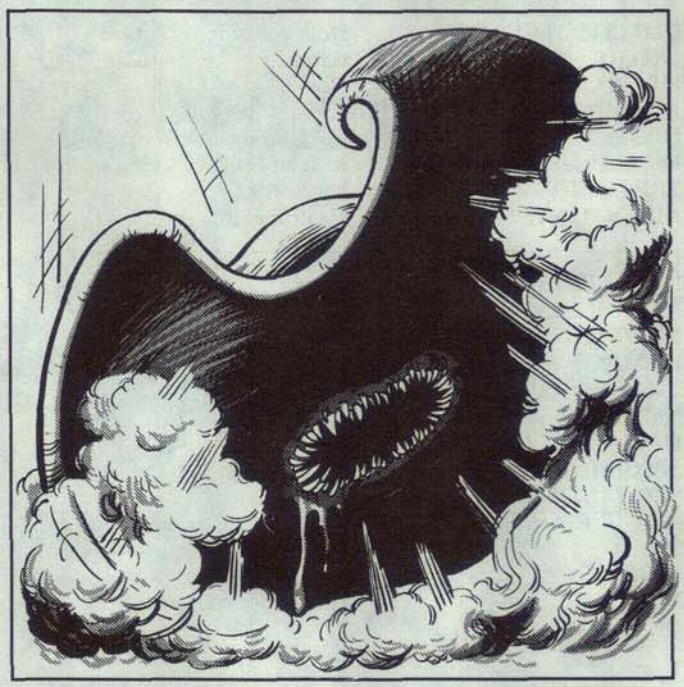


WATER WITHIN,
WATER WITHOUT.

— TRANSLATION OF
THE MARID WORD
FOR SUISSEEN



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to Highly (8-14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	9
MOVEMENT:	Fl 8 or 16 (A)
HIT DICE:	3 to 6
THAC0:	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 4-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Gas cloud
MAGIC RESISTANCE:	Resistant to charms
SIZE:	L (20' diameter)
MORALE:	Steady (11-12)
XP VALUE:	420/650/975/1400



Sull, also known as floaters, are living flying saucers, predators who may also serve as aerial mounts.

The sull is a rounded saucer ten feet in diameter and one foot thick at the rim. A dome rises three feet on the top, while a mouth extends two feet from the bottom. The otherwise featureless body is light blue in color. The sull has a mildly sour odor.

Combat: A sull rams into opponents with its hard, rubber-like rim with as much force as it can manage. This attack causes 1d4 points of damage. The sull then rebounds away. If the sull is able to drop down on top of a victim, it bites for 4d4 points of damage. Sull do not crush with their bodies.

When engaged in combat, a sull emits gas from the orifices spaced around the underside of the rim. This gas is a byproduct of digestion and hangs in the air in a blinding, irritating cloud. The sull's opponents suffer a −4 penalty to their attack rolls if they fail their saving throws vs. poison and the gas affects their eyes. If they successfully save vs. poison or have magical protection for their eyes, they receive only a −1 penalty to their attack rolls as they contend with the swirling vapors.

Sulls support themselves by the buoyant gases within their hump. By rapidly inhaling and exhaling, sulls can travel vertically at a rate of 18 or horizontally at a rate of 6. Air currents can alter their speed and turbulence can cause sulls to lose control. For this reason, sulls fear aerial creatures who cause severe turbulence in their wakes (wind walkers, etc.).

Habitat/Society: Sulls are nomadic creatures that silently float along in small groups. Sulls live in the clouds most of the time. They descend when hunger forces them to hunt on the surface. Sulls prefer to hunt in open areas, such as fields and plains.

When a sull spots a quarry, it dives on it at a 45% angle at full speed. Further attacks are made horizontally at ground level. If the sull is prevented from feeding on the spot, it grabs its victim in its jaws and floats away with it in search of a quieter place to feed. A sull can carry 40 pounds of weight for each Hit Die.

Sulls are omnivorous. Prey is consumed by the great jaws that hang underneath. They can extend a six-foot tube to suck in liquids.

Sulls reproduce by budding asexually in their sixth year. The miniature sulls (2d4) develop within the safety of the upper hump. When they are one foot wide, they are released through the mouth. Young sulls have 3 HD but do not attack. They trail behind their parent and share in its meals. By their first birthday, the sulls have grown to five feet in diameter, developed their rims, and can now attack with either rim or bite. Each year the sulls gain an additional Hit Die and grow another five feet. At age four, the sulls reach their full growth of 20 feet and 6 HD.

Sulls lack visible sensory organs. However, they possess infravision (60-foot range) and hearing and smell (20-foot range for these senses). They understand common but cannot speak it. Their own language consists of clicks and whistles. They are quick to learn new languages; if one is serving a humanoid master, the sull quickly masters more of that humanoid's language than the sull lets on. Sulls always recognize their masters' voices and commands.

Ecology: Sulls are very secretive, neither hostile nor friendly to most other races. They are distrustful of humanoids, especially spellcasters, because such people view sulls as vehicles rather than intelligent beings. Sulls are used by birds as landing places; this annoys the sulls as they lack the means to drive the birds off.

Sull are occasionally captured and trained to serve spellcasters as aerial platforms. Sulls deeply resent such servitude. They cooperate only under the threat of pain from electrical shock or magic missiles. Sulls lack the ability to turn over in midair, thus they are helpless to voluntarily dump any riders. They conceal their true intelligence as they await a chance to escape.



Su-Monkey

CLIMATE/TERRAIN:	subtropical to tropical forest or jungle
FREQUENCY:	rare
ORGANIZATION:	family
ACTIVITY CYCLE:	day
DIET:	omnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Psionic attacks
SPECIAL DEFENSES:	Immune to psionics
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Average (8–10)
XP VALUE:	65



The su-monkey is a specially bred monkey that the Scarlet Brotherhood has been able to invest with some of the qualities of a su-monster. Several small families have been planted in the Tarlan; the Brotherhood plans to distribute these creatures near targets with known psionic powers. They look like normal monkeys with heads that are slightly larger than normal.

Combat: When threatened, a su-monkey attacks with a series of scratches and bites that cause a total of 1 point of damage. More dangerous, however, is its ability to mentally attack with the Telepathic Science of Psychic Crush, which causes the victims to save vs. paralyzation or suffer 1d8 points of damage (if used in a psionics campaign, a su-monkey has 60 PSPs); they are immune to mental attacks and are unaffected by the *find familiar* spell. They completely ignore humans of Suel coloration and never attack them.

Habitat/Society: Besides using their mental powers, su-monkeys behave exactly like typical monkeys in regard to breeding, socializing and territorialism.

Ecology: Monkeys are not large enough or numerous enough to harm their environment. They make no items and their bodies have no known useful properties. Their mental abilities make them useful guardians.

CLIMATE/TERRAIN:	Dark areas/ Wilderness and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Family/clan
ACTIVITY CYCLE:	Dawn and Sunset
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	C, Y
ALIGNMENT:	Chaotic (evil)

NO. APPEARING:	1d12
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/1d4/1d4/2d4
SPECIAL ATTACKS:	Psionic, ambush
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	M (large ape)
MORALE:	Average (8-10)
XP VALUE:	650

Su-monsters look like big gray monkeys, 4 to 5 feet tall. They have large bones and muscular limbs, but they always appear a bit underfed, because their ribs and vertebrae show prominently. Their long, prehensile tails can easily support their weight. Their hands and feet are virtually alike, each having three long, thick fingers and an opposable thumb, all equipped with claws. Like the tail, their hands and feet are very strong, allowing them to hang by one limb for several hours. Short, dirty gray fur covers most of their body. Their face and tail are black, while their paws are always bloody red (making them look like they just finished killing something, which is the case more often than not). They frequently grin, but this is usually a sharp-toothed threat rather than a gesture of friendliness.

Combat: Su-monsters attack with all four legs when possible, raking their extremely sharp nails across their victim. They can also deliver a powerful bite with their canine-like mouth. These creatures like to hunt in small packs (1d12 members). Their favorite hunting grounds are well-traveled trails through the jungle/forest. They search for a sturdy branch overhanging a trail, and perch in the trees, waiting patiently. When a victim passes beneath them, they an swing down, using their tails as anchors. This way they can attack with all four claws plus the bite. Victims of this kind of ambush suffer a −4 penalty to their surprise rolls.

What really makes these beasts ferocious is their tribal protectiveness. Half the time (50% chance), the entire family takes part in the hunt: male, female, and two young. If the young are attacked or threatened, the females fight as if under a *haste* spell (i.e., double movement and number of attacks). Likewise, if the they females are attacked, the males appear to fight with *haste*. A surge of adrenaline accounts for this ferocity. Females can maintain the effect for up to 6 turns (an hour), and males can maintain it for up to 4 turns. Psionically these creatures can be deadly. They know three attack modes. They are also impervious to telepathic attacks. When su-monsters are using enhancement, they can attack both psionically and physically if they choose (instead of a double attack rate).



Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	3/1/3(2/5)	PsC,MT,PB/Nil	= Int	120

Su-monsters always know the following powers, and there is a 10% chance that they will have one more science and two more devotions in the psychometabolic discipline.

- **Psychometabolism - Devotions:** enhancement (no cost, see above).
- **Metapsionics - Devotions:** psionic sense (always on, no cost) .
- **Telepathy - Sciences:** psychic crush. Devotions: mind thrust, psionic blast.

Habitat/Society A su-monster family is composed of two parents (adult male and female) and two young. When two or more families live together, they form a clan. Su-monsters are very territorial and have a particular hatred for the psionically empowered.

According to legend, su-monsters were created by a powerful evil cleric or mage, who wished to guard his forest from intruders (especially psionic ones). The creatures do make a formidable attack force, which tends to support this theory. According to some sages the creatures are magical hybrid of humanoids and apes. In any event, many evil wizards and priests employ su-monsters as forest guards today.

Ecology: Su-monsters keep their valuables well hidden in the high boles of the trees in their territory. They have no food value, since their meat is mildly poisonous. Characters who eat su-monster meat must save vs. poison or become ill, and no natural healing is possible for 1 week.

Climate/Terrain:	Any Upper Plane
Frequency:	Uncommon
Organization:	Cloud
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Semi- (2–4)
Treasure:	None
Alignment:	Chaotic good

No. Appearing:	5–50
Armor Class:	6
Movement:	3, Fl 30 (B)
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	Dazzle
Special Defenses:	Sundance
Magic Resistance:	None
Size:	T (1' body)
Morale:	Unsteady (5–7)
XP Value:	120

I don't see as a sunfly's got any right to live. What's it do? Buzz around all day, singin' little songs to itself? What kind of addle-coved nonsense is that? *And what right've they got to come along shining their little lights on bashers who've got business to be about? I mean, do they make anything useful? Do they got gold or jewels? Can ya eat 'em?* No! *They're utterly useless! Who can imagine a creature that only lives to go 'round being happy? It just makes a body sick.*

— Tazadarus,
a cornugon overheard in Sigil

Sunflies are tiny creatures native to the planes of good. They're occasionally used as messengers or couriers by the local archons, aasimon, or petitioners. Sunflies also make excellent sentries and scouts, since there are a lot of 'em and they can cover a lot of ground quickly. However, for the most part sunflies have no desires or impulses other than creating wonderful dances of light and song, spreading joy and beauty wherever they go.

A sunfly resembles a large, golden dragonfly with an eldritch, other-worldly quality. Their legs are long and spindly, their eyes are bright and rainbow-colored, and their wings are gossamer-thin. They also have mothlike antennae that catch sunlight like dew-coated spidersilk. Humans who might otherwise be alarmed by the sight of such a large insect instead find the sunfly to be a beautiful, inoffensive, and fragile creature. By daylight, the sunfly's golden carapace and silvery wings reflect the light in a dazzling array of color. At dusk, the insects release light they've stored all day long in a soft faerie glow. A sunfly's wings produce a soothing hum or song in flight, changing pitch with each maneuver or shift of the wind.

Sunflies aren't truly intelligent, but they're highly empathic and have a sense for a creature's alignment. Evil persons or monsters will be tormented unceasingly – sunflies are smart enough to go get a more powerful servant of good to deal with the intruders.

Combat: Sunflies resort to physical attacks only under the direst conditions. They'd much rather avoid conflict, and their high speed and maneuverability usually guarantee a quick escape. A really angry sunfly can bite for 1 point of damage.

Sunflies are capable of creating a dazzling burst of light once per hour. The victims must be looking at the sunfly and must be within 10 feet. If they fail saving throws versus spell, they're blinded for 2d4 rounds. The sunfly prefers to use its physical attack against an opponent handicapped by dazzled vision. A cloud of sunflies often surrounds a party of intruders and flashes together to ensure that all of the possible targets are affected at once.

If there are 12 or more sunflies together, they can choose to perform a *sundance* instead of attacking or dazzling. By flying in a circular pattern, weaving and singing, the sunflies protect themselves and anything inside the pattern with a double-strength *protection from evil*. Sunflies can use this ability to trap evil creatures who can't penetrate a *protection from evil* by weaving the *sundance* around them, preventing them from moving. The area protected by a *sundance* is one foot in diameter for each fly in the cloud, so a group of 25 sunflies can create a circle of protection 25 feet in diameter.

Habitat/Society: Sunflies are nomadic creatures, moving from place to place constantly. In a typical day a cloud of sunflies'll migrate 15 or 20 miles. By night, the insects find a tree or bush to sleep in, curling up among the branches and dimming their lights to a faint gleam.

The more sunflies in a cloud, the more intelligent they seem to be. A large cloud can assign pickets or scouts to look for evil intruders, dispatch messengers to seek reinforcements, and use its collective *dazzle* and *sundance* ability to contain and confuse opponents until help arrives. The dances and songs performed by the sunflies grow more beautiful and intricate with each additional insect. As noted before, sunflies seem to have rudimentary *know alignment* and *empathy* abilities, and they can communicate surprisingly well by performing songs and dances for onlookers. The observer'll pick up on a message of welcome, a warning of danger, or an invitation to play without even realizing that he's deciphered the meaning of the display.

A sunfly cloud has no specific leaders. Decisions seem to be made by consensus. Sunflies are insatiably curious and may follow interesting people for hours, just to see what they're doing.

Sunflies are prized for their beauty by the residents of the Upper Planes. It's not uncommon for all work to stop in an Elysian town as the citizens gather in a nearby field to watch the sunflies dance at dusk. Any person familiar with sunflies knows that they keep their beauty only so long as they're free; caging a sunfly brings about its death in a matter of hours.



Ecology: Sunflies live on small, mundane insects, fruit, and nuts or berries. Some sages speculate that their diets may be supplemented by an ability to derive nourishment from sunshine, just as plants do. Whether or not this's true, it's a fact that sunflies can't be awakened at night – with one and only one significant exception.

Sunflies mate once a year, on midsummer eve or its closest equivalent in their current plane. The longest night of the summer is the only night of the year in which sunflies can remain awake, and they perform breathtaking dances from dusk to dawn. Sunflies always lay just one egg for each member of the cloud, concealing them on the topside of sunny leaves high in trees. The eggs hatch in 2 to 20 days, and the young sunflies emerge as tiny golden moths – they never go through a larval stage. Sunflies grow to their full size in about 2 months, and can live for up to 10 years.



Climate/Terrain:	Open hills, badlands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d3
Armor Class:	6
Movement:	12
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d10 (hoof)/1d10 (hoof)/1d6 (bite)
Special Attacks:	Charge
Special Defenses:	Quills, disease
Magic Resistance:	Nil
Size:	L (5' at the shoulder)
Morale:	Elite (13)
XP Value:	650

The origin of these ravenous beasts is unknown; as usual the mad wizard's experiment is suspected, although they may be the spawn of some twisted, inimical power. In any case, they are nightmarish creatures the size of a large bull, with a giant serpent's head, tortoise feet, thick green fur, and a horse's tail.

Combat: A surtaki's shaggy fur conceals dozens of barbed quills, similar to those of a giant porcupine. Any creature that strikes a surtaki in melee combat must make a successful saving throw vs. wand to avoid the quills. If the save fails, the attacker suffers 1d6 points of damage and must make a second saving throw, this time against poison. If that saving throw fails, the attacker contracts a rotting disease that causes one point of damage each round thereafter. The disease also prevents normal and magical healing and regeneration. A *cure disease* spell halts its effects. Characters who die from this disease can be recovered only by a *wish* or *resurrection*.

When hunting, surtakis usually lie in wait for their prey, hiding behind the crest of a hill or in dense undergrowth and charging at anything that comes within 100 yards, as long as it isn't bigger that the surtaki itself. This charge attack gives the surtaki the standard penalties and bonuses as explained in the *Player's Handbook*: a +2 bonus to the attack roll and a +1 penalty to Armor Class; opponents being charged receive a –2 bonus to initiative and can inflict double damage with weapons set for a charge.

Surtakis spend about two-thirds of their time snoozing to conserve energy. They never really fall into a deep sleep, however, and their keen senses of hearing and smell usually alert them when prey or danger is at hand.

Habitat/Society: Surtakis are territorial hunters that inhabit mountain foothills, badlands, and other rough but fairly open country. Most adults tolerate each other only at mating time. Juveniles, however, tend to stick together for a year or two until they can carve out territories for themselves. If two surtakis are encountered together they will be a mated pair (50%) or a pair of clutch mates (50%). Groups of three surtakis are always clutch mates, usually (75%) the same sex and always the same age.

Ecology: Surtaki are always hungry and will eat anything they can catch. They eat only meat but will scavenge if the opportunity presents itself.

Most surtaki live 35 to 40 years, attain their full growth in about five years, and mature sexually in about 10 years. A female surtaki mates every two years. After a year, she scrapes out a shallow nest on a sunny hillside and lays a clutch of 2d12 eggs, which hatch in 4d4+4 weeks. The mother keeps watch over the nest during this time and fearlessly attacks (morale 20) anything that comes near. Curiously enough, she takes no interest in the hatchlings when they appear and may eat them herself if she is hungry. Typically, only 1d6 hatchlings survive the first six weeks, and only 1d3 survive the first year.

Freshly-laid surtaki eggs are considered a great delicacy in some parts of Mystara, and sell for 2d4 gold pieces each. Tastes, however, vary widely, and many Mystarans find the eggs, fresh or otherwise, disgusting in the extreme. Surtaki hatchlings also have some value (1d4×10 gold pieces each), but they are hard to handle, as their spines harden and become dangerous within 30 minutes of hatching. Hatchlings would fetch higher prices were they not virtually untrainable. They are sometimes used as guard beasts—their bizarre appearance can make a big impression—but they are untrustworthy and usually are useful only if they can be released into an unused area where they are free to attack anything that enters, or if they can be *charmed* so that they will obey commands.



CLIMATE/TERRAIN:	Phlogiston
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	W
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	10+
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Mind control
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	30%
SIZE:	M or S
MORALE:	Fearless (20)
XP VALUE:	3,000



Survivors are high-level, intelligent humans, demihumans, or humanoids who have been trapped in a state of suspended animation and drifting in the phlogiston for many years—often centuries, sometimes even longer. Such extreme exposure to the exotic vapors of the phlogiston works changes in the minds of the survivors, making them both more, and less, than human.

When found, a survivor is in the unusual state of suspended animation induced by the phlogiston. Its skin is gray and stony. Its clothes are at least several decades, if not centuries, out of fashion. Aside from this, it looks just like any other person would after drifting in the phlogiston for any period of time. The only remarkable thing about it is that the survivor does not awaken from its phlogiston-induced coma for more than a few minutes or hours at a time. Its flesh returns to normal within hours after exposure to air. When conscious, it accepts food and drink (soup, water, ale, etc.), but it is extremely weak and unable to stand or speak above a whisper.

Combat: A survivor does not engage in normal melee or magical combat. Instead, it gradually takes over the minds of crew members aboard the spelljamming vessel that had the misfortune to rescue it. It takes over one crew member every day (24 hours), starting with the weakest or least intelligent and working its way up to more powerful and more useful slaves. Humans, demihumans, and humanoids are all targets. The character who is being attacked this way is allowed a saving throw vs. spells, but because the process is so gradual (stretching over the full 24-hour period), there is a −2 penalty to the die roll. A character who rolls an unmodified 20 saves automatically and also becomes vaguely aware that something is amiss. Other characters who save successfully without rolling a 20 may complain of headaches, but they blame these on foul air or bad food.

Once a character is controlled, the survivor can make full use of that character's senses. It can see, hear, taste, smell, and feel anything the character can. As it acquires more slaves, it can make use of any or all of their sensory input.

At first, controlled characters don't act any differently than before. Gradually (within a week), they become sullen and withdrawn, going about their work with no humor or enthusiasm. The more slaves the survivor has, the more sullen and withdrawn they all become.

Eventually, the survivor tries to seize control of the ship. If it controls everyone aboard, this is quite easy. If it becomes aware that someone aboard is getting suspicious and it feels that its chances are good, or it senses that it may be attacked, it stages a mutiny, using whatever slaves it has to take the ship by force. Its slaves still have the full use of all their powers and abilities, and the survivor uses these as intelligently as possible during a mutiny. (If, for example, the survivor controls the ship's captain and crew, but it believes that a group of PC passengers is getting suspicious, it may simply have the captain try to calm their fears and explain that this sort of sullen behavior is common toward the end of a long voyage, thereby buying more time in which to try enslaving the PCs.)

The effect of the survivor's enslavement can be removed by the 5th-level priest spell *dispel evil*, the 3rd-level wizard spell *dispel magic* (the survivor is considered a 10th-level wizard for purposes of dispelling its control), or a *wish* or *limited wish*. Once released from the survivor's control, a former slave knows that he feels better, but doesn't know why.

Habitat/Society: The survivor has no social structure. It is almost always entirely solitary. More than one may be encountered if the DM wants to challenge an especially powerful group of PCs, but this should be reserved for extreme cases. (They may have been a pair of criminals who were lashed together and thrown overboard, for example, explaining how they managed to stay together through the years.)

Once the survivor takes control of a ship, its only goal is to acquire more slaves. The survivor can control a number of slaves equal to 10 times its Intelligence score. If it reaches a port, it may have its slaves move it ashore, where it could conceivably enslave an entire small town. Or, it may continue operating the spelljammer, taking on unsuspecting passengers at every port.

Ecology: The survivor's only desire is sensory input, which it has been starved of for so long, and it will do anything to get it.

CLIMATE/TERRAIN:	Tropical or subtropical land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	X (P)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-18/3-18
SPECIAL ATTACKS:	Impalement
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (7'-12' tall)
MORALE:	Elite (15-16)
XP VALUE:	7000



Sussuri are distant cousins to the creatures known as shambling mounds. They appear as headless humanoid piles of rotting bamboo, moving about on all four limbs.

Combat: A sussurus is a deadly adversary and does not idly challenge shamblers for the title of "most deadly form of plant life known." Its "forepaws" end in wickedly sharp bamboo claws, which inflict 3d6 points of piercing damage each time they hit. Even more terrifying is the fact that anyone unfortunate enough to be struck by both forepaws in the same round is crushed onto the bamboo spikes which cover the sussurus' exoskeleton. Victims suffer an additional 3d8 points of damage from this "hug."

The interior of a sussurus is covered by an exoskeleton made of several layers of decaying bamboo. This provides the creature with a formidable AC of 3. All weapons which strike a sussurus successfully only cause half the normal damage as the force of the blows is reduced by passing through the various layers of rotting material.

Lightning does not harm sussuri but, unlike shambling mounds, such attacks do not give the creature additional power either. Fire and cold-based attacks against sussuri cause half or no damage, depending upon whether or not the sussurus' saving throw was successful. Sussuri loathe fire and will immediately attack anyone carrying a torch or lantern. Spellcasters who make obvious use of fire-based magics are likewise assaulted.

Sussuri are susceptible to spells that affect plants, but with a +2 bonus to their saving throws against such magics. It has been reported, although never confirmed, that sussuri are also vulnerable to *warp wood* spells (causing 3d10 points of damage).

A sussurus is able to inhale and exhale air through the numerous tubes of bamboo which cover its surface. Such activity causes the characteristic "dronesong" associated with the creature. This weird and eerie melody can have dire consequences for unwary adventurers. Those hearing the dronesong must save versus spells or fall into a deep sleep for 3d4 hours or until they are physically attacked. Even certain types of undead creatures (those with 4 HD or less) are affected by this strange music. This phenomenon is known as "the sleep of the dead." While "asleep" the undead cannot be turned or destroyed, but will awaken to defend themselves if attacked physically.

Sussuri are believed to have a life-span of over 1,000 years, provided they are able to find sufficient food to sustain them. A sussurus has no brain or vital organs to speak of. Its meager intelligence and other life components are spread throughout a decentralized system located deep within its exoskeleton. Therefore, amputating wounds do not harm a sussurus at all. As one "limb" is lost, the remaining mass of the creature joins together to form a new limb by the next combat round. Only when enough damage has penetrated through the tough exoskeleton will a sussurus die. Even then, if its remains are left in a collective heap, a sussurus will return to life in 2d6 hours. Such sussuri are extremely weak (1d8 hit points) and will seek to return to their dank lairs, there to heal and nurse their rage.

A sussurus "sees" and "hears" by detecting air disturbances through its tube-riddled exoskeleton. Therefore, a sussurus is immune to all forms of magic which affect or rely upon sight or hearing. Sussuri can also detect the presence of invisible objects or beings in this manner.

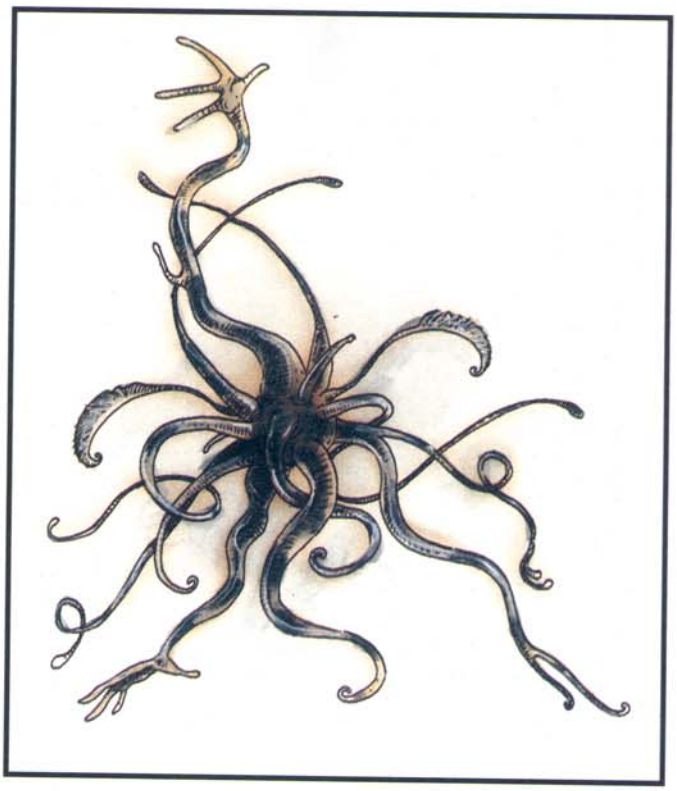
Sussuri are nearly invisible (−3 penalty to an opponent's surprise rolls) within clumps of bamboo or large growths of reeds. Sussuri wait in such places for other creatures to come near. They will then either rush out for a direct assault or begin their dronesong in an effort to first subdue the beings. Many a party has perished for choosing a camp site too close to the lair of a sussurus.

Habitat/Society: Similar to their shambler cousins, sussuri are only found in warm regions of heavy rainfall and vegetation. Dense clumps of bamboo or other reed-like plants are the favored lairs of a sussurus.

Despite their solitary nature, sussuri have been known to communicate to each other by means of slight and subtle variations in their dronesong. However, it is only very rarely that two or more sussuri are close enough to communicate in this manner.

Ecology: Sussuri often compete with shambling mounds for territory and prey, thus most sussuri attack shamblers on sight.

CLIMATE/TERRAIN:	Any, subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	I
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Cl 12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Spells, tendrils
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ diameter)
MORALE:	Steady (11–12)
XP VALUE:	975



The suwyze seems to be composed entirely of feathery antennae, wispy tendrils, and long feelers—a huge mass of sensory organs. Though it takes up a large volume, most of the creature is composed of its appendages, and only its central body has much mass. The suwyze is a watching sort of beast, a favorite among mages and others who require security without a great bother. Suwyze can learn a burbling, garbled version of Common, though few masters teach it to them. They move in a rippling, flowing motion, and they can cling to most surfaces well enough to climb walls, but not cling to ceilings.

Combat: The suwyze can see danger coming from a distance, as its feelers and tendrils allow it to sense light, heat, faint odors, winds, magical auras, strong good or evil creatures, and even subtle pressure changes that might indicate opening and closing doors. Suwyze sleep fitfully, and some of their feelers are active even then. When something triggers their sense of danger, they become instantly alert, so a suwyze can never be surprised. The typical response is to tell the master and hide.

The suwyze can use each of the following spell-like abilities three times per day: *clairaudience, clairvoyance, detect good, detect evil, detect magic, invisibility, shout,* and *wizard eye.* It uses these to track even difficult opponents throughout an area. Its powers of perception also grant the suwyze a +2 bonus to saving throws against all illusion-based magic.

If forced into melee, a suwyze attacks with its feeding tendrils, each a 10-foot-long whiplike appendage covered with coarse, sandpapery skin. These abrasive whips cause 1d6 points of damage when each strikes. A more important ability is inducing magical double vision in their opponents as a play for sympathy: Unless the victim rolls a successful save vs. spell, the attacker begins seeing the combat from the suwyze's point of view, in a somewhat doctored form. This disorientation imposes a –3 penalty upon all attack rolls. Hearing the piteous cries of the suwyze and seeing the magically exaggerated effects of each blow are so eerie that opponents suffer a –1 penalty to damage rolls as well. If this ability fails, a suwyze magically *shouts* for help, blasting opponents in the process.

A suwyze can use rings and bracers on its tendrils, and a favored beast may be granted these items by a gracious master.

Habitat/Society: The suwyze is a curious beast, one probably too clever for its own good. It views its guard duties as a diversion, something that it is good at but that it doesn't take entirely seriously. Suwyze consider themselves philosophers, endlessly ruminating on the nature of perception or simply taking it all in. They are cowards as well, quick to warn of danger and prone to false alarms rather than ignoring a potential danger. They are spooked by odd noises, unfamiliar smells, strangers, or other new things in their environment.

The suwyze favors certain scents, colors, and textures, and over time its tastes harden. Older suwyze may object to being housed anywhere except in an area specifically designed to meet their needs. These preferences make them difficult to transfer from one area to another; they are good watchers, but they become entrenched in their habits.

Some suwyze are said to have distant contact with independent colonies established by progressive, independent suwyze who are free of any duties to masters or owners. Given how vulnerable these creatures can be, these "contacts" are probably merely the fancies of the suwyze's hyperactive senses.

Ecology: The suwyze almost always lives in a symbiotic relationship with other underground creatures. It may serve as a watchdog for a subterranean dragon, evil races, or others—the suwyze doesn't care as long as it is fed well and often. Because of its extensive sensory powers, the suwyze must eat much more than other creatures of its size. Also, it requires more meat than most underground creatures.

Swampmare

CLIMATE/TERRAIN:	Any swamp or rain forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	5
MOVEMENT:	6, Sw 12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d8
SPECIAL ATTACKS:	Forefeet (1d6)
SPECIAL DEFENSES:	Plant form
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-8' long)
MORALE:	Average (8-10)
XP VALUE:	175



Swampmares are large, water-loving creatures related to tapirs. The gurrash of the Bayou use them as war mounts, beasts of burden, and occasionally as food. The swampmare is just big enough to carry a single gurrash rider. Swampmares can swim and walk through water, swamp muck, and the overgrown swamp jungle.

All swampmares have tough, leathery skin with a greenish coloration. They also have webbed, clawed feet to aid them in swimming through deep swamp muck. Its head is characterized by a short snout, beady eyes, and short ears.

The Red Curse: Swampmares do not require *cinnabryl*, but they do have the Plant Form Legacy, which they use to take the form of a bald cypress tree. A swampmare in cypress-tree form is indistinguishable from a real cypress. The ability to transform into a tree provides the swampmare with an excellent defense mechanism against large, meat-loving predators. Swampmares found in rain forests transform into more appropriate tree forms.

Combat: In combat, the swampmare delivers a vicious bite. In the water, the swampmare can also lash out with its clawed forefeet, using all four of its attacks.

If a swampmare fails a morale check during combat and fleeing appears to be impossible, it turns into a tree and attempts to wait out the trouble. The transformation process takes one round. The tree form, while not invulnerable, is considerably tougher. Treat the cypress-tree form as AC 0. Weapon attacks to the tree-form do a maximum of 1 point of damage per round. This plant form does not bleed or otherwise reveal that it is an animal in plant form.

If areas with thick vegetation, the swampmare's coloration allows it to blend into the background, giving the swampmare a 30% chance to hide in shadows.

Habitat/Society: Swampmares live in dense rain forests and swamps. When threatened, they squeal and flee to the water for safety; their squeal seems to be a means of communication with other members of the family group.

The swampmares used by the gurrash are domestic, carefully bred strains.

Ecology: A swampmare can remain in tree form for up to six hours per day, which is considerably longer than normal Legacy durations. As a swampmare ages, it spends more and more time in cypress-tree form. Finally, when a swampmare succumbs to old age, it usually simply transforms itself into a tree and never changes back.

Swampmares feed primarily on leaves, fruit, and other vegetation. They need a minimum of two hours of sunlight per day in order to stay healthy. Also, a swampmare that spends three or more hours in tree-form in strong sunlight gathers enough energy to "feed" itself for a day. The gurrash often take advantage of this ability during times of war. They simply encourage their swampmare mounts to turn into trees for a few hours each day, eliminating their need for food.

Bald cypress trees are deciduous and have massive trunks that can be as much as 170 feet high. The roots of the bald cypress form natural crooks or knees that extend above the water. The knees are frequently used for the construction of wooden boats. The bald cypress is a valuable timber tree, and the gurrash could probably make a considerable profit from timber sales if they were willing to trade.

	Swanmay	Bird Maidens
CLIMATE/TERRAIN:	Temperate wetlands	Tropical mountains
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Flock	Solitary
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Highly to Genius (13-18)	Average to Genius (8-18)
TREASURE:	See below	
ALIGNMENT:	As ranger	Any
NO. APPEARING:	1 or 2-5	1
ARMOR CLASS:	7	7
MOVEMENT:	3 or 15, Fl 19 (D)	12, or 3, Fl 36 (C)
HIT DICE:	2 to 12	2 to 8
THAC0:	As ranger	As kahina
NO. OF ATTACKS:	3 or as ranger	2 or as kahina
DAMAGE/ATTACK:	1/1/1-2 or by weapon	1/1-3 or by weapon
SPECIAL ATTACKS:	See below	Spells
SPECIAL DEFENSES:	+1 or better weapon to hit	+2 or better weapon to hit
MAGIC RESISTANCE:	2% per HD	5% per HD
SIZE:	M	M
MORALE:	Champion (15)	Elite (13)
XP VALUE:	120 to 3,000	420 to 3,000



Swanmays are human females who can assume swan form. In human form, swanmays are indistinguishable from other people. They normally wear light armor and carry rangers' gear, as well as a sword, dagger, bow, and arrows. These items are unaffected by a swanmay's shapeshifting, so they must be hidden. Swanmays may be recognized by a feather token, feathered garment, or signet ring. Such items are transformed into part of the swans' plumage or worn on a leg.

Combat: In human form, the swanmay functions as a ranger. To determine the level and Hit Dice of a swanmay, 2d6 are rolled. She attacks with whatever weapons she possesses.

In swan form, a swanmay is harmed only by +1 or better weapons. She attacks with buffeting wings, a flying leap, and a bite.

Habitat/Society: Swanmays are members of a special sorority of lycanthrope rangers. Unlike other lycanthropes, their shapeshifting ability is gained voluntarily from a special token: a feather token, a feather garment, or a signet ring. Such items reveal their magical auras when exposed to a *detect magic* spell. Without the item, she is forced to remain in her current form. Tokens only function for swanmays.

Swanmays are extremely secretive about their sorority. Only human women are admitted; the other requirements are unknown. It is suspected that women are invited to join when they unknowingly perform a great service for another swanmay. If a PC is invited to join, it is 50% likely that she will retire from casual adventuring to devote herself full time to her new responsibilities.

Swanmays are guided by their swan personalities. They dislike noisy, brash creatures, ferocious beasts, and anything of an evil alignment. They are friendly with forest folk, such as sylvan elves and dryads. They tend to avoid normal humanoids. Only nature priests are known to regularly associate with swanmays; such alliances are generally initiated by swanmays when they need help against a common evil.

Swanmays build communal lodgings near bodies of water, deep in the forest. Such lodgings are lightly fortified against land attack. They usually contain two means of escape—a secret tunnel to the lake and a ceiling hatch. Swanmays in swan form can use either route. Swanmay lodgings may be recognized by the number of waterfowl living nearby. The remains of poachers may also be left here as a warning to others.

Ecology: Swanmays are independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They protect swans more out of sympathy for their similarity than out of any kinship.

Bird Maidens

In the mountains and cool valleys of the lands of Zakhara lives a race of bird maidens, related to the swanmays. Just like their sisters, they depend on a token to change forms: a colorful shawl or veil of feathers. They can assume many bird shapes, including falcons, swallows, parrots, and even (at 8th level) giant eagles.

Though they have no sorority, bird maidens are loosely united by their faith. All bird maidens are kahina, idol priestesses who believe in the divinity of all things. They live as wandering teachers, protecting the land from those who despoil it. They get along best with those who respect the land: desert riders, mystics, and fisherfolk. In the fertile river valleys, they preach the faith and maintain the fertility of the land and livestock. Some tribesmen believe bird maidens are *hama*, spirits of the departed, who return to help the living. Bird maidens deny this and may cut themselves to prove that they are flesh and blood.

Bird maidens' Hit Dice are equal to their priestly level, from 2-8. They have major access to the All, Animal, Divination, Elemental, Healing, Plant and Weather spheres and minor access to the Creation, Protection, and Sun spheres. They carry spears, darts, and slings, but may not wear armor or shields (even magical) heavier than hide. If they do, they cannot use spells. Bird maidens cannot turn undead.

In bird form, bird maidens can peck and claw, but most don't fight as birds. Only a bird maiden's shawl or veil changes with her when she shifts form. All other equipment is unchanged and must be hidden or cared for by others until the bird maiden again changes her form.

Bird maidens are sometimes forced to marry men who steal their shawls; if they ever recover them, they leave their husbands, killing their sons and taking the daughters with them to become bird maidens. If the feathered garment is destroyed, the bird maiden dies as well.

Rumors tell of a great wooden fortress among the clouds of the high hills, called the Crown of All Feathers, where young bird maidens are taught the rituals and duties of kahinas by the aaracockra.

	Swanmay	Swan
CLIMATE/TERRAIN:	Temperate wetlands	Temperate wetlands
FREQUENCY:	Very rare	Uncommon
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Highly to Genius (13-18)	Animal (1)
TREASURE:	See below	Nil
ALIGNMENT:	As ranger	Neutral
NO. APPEARING:	1 or 2-5	1 or 2-16
ARMOR CLASS:	7	7
MOVEMENT:	3 or 15, Fl 19 (D)	3, Fl 18 (D)
HIT DICE:	2 to 12	1+2
THAC0:	As ranger	18
NO. OF ATTACKS:	As swan or ranger	3
DAMAGE/ATTACK:	As swan or by weapon	1/1/1-2
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	2% per HD	Nil
SIZE:	M	M
MORALE:	Champion (15)	Unsteady (6)
XP VALUE:	120 to 3,000	65



Swanmays are human females who can transform into swans. In human form, swanmays are indistinguishable from other people. They normally possess the light armor and attendant gear of rangers, as well as a sword, dagger, bow, and arrows. These items do not transform when they do, hence these must be hidden. Swanmays may be recognized by a feather token, feathered garment, or signet ring. Such items are either transformed into part of the swans' plumage or worn on a leg.

Combat: In human form, the swanmay functions as a ranger. To determine the level of a swanmay, 2d6 are rolled; the total is the swanmay's level and Hit Dice. She attacks with whatever weapons she possesses.

In swan form, she is harmed only by +1 or better weapons. She also has a magical resistance of 2% per Hit Die.

Habitat/Society: Swanmays are members of a special sorority of lycanthrope-like rangers. Unlike other lycanthropes, the ability is attained voluntarily through the acquisition of a special token. This may be a feather token, a feathered garment, or a signet ring. All such items reveal their magical auras when exposed to a *detect magic* spell. Without the item, a swanmay is stuck in her current form. Such items only function for swanmays.

Swanmays are extremely secretive about their sorority. Only human women are admitted; the other requirements are unknown. It is suspected that women are invited to join when they unknowingly perform a great service for another swanmay. If a PC is invited to join the sorority, it is 50% likely that she retires from casual adventuring to devote herself full time to her new responsibilities.

Swanmays are guided by their swan personalities. They dislike noisy, brash creatures, ferocious beasts, and anything evil in alignment. They are friendly with the little folk of the forest, such as sylvan elves and dryads. They tend to avoid normal humanoids. Only nature-oriented priests are known to regularly associate with swanmays; such alliances are generally initiated by swanmays when they require assistance against a common evil.

Swanmays build communal lodgings near bodies of water deep in the forest. Such lodgings are lightly fortified against attack by land. They usually contain two means of escape—including a secret tunnel that leads into the lake and a ceiling hatch. Swanmays transform into swan form to use either means of escape. Swanmay lodgings may be recognized by the number of waterfowl living in the area. The remains of a poacher may also be positioned here as a warning to others of his kind.

Ecology: Swanmays act as independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They have a philosophical link to swans, though it is important to remember that they are not swans.

Swan

These aquatic birds tend to inhabit areas frequented by similar waterfowl. Such areas include rivers, ponds, lakes, and marshes.

There is a 10% chance that any swan encounter includes one or more swanmays in avian form. Twenty-five percent of swan encounters are with a solitary swan; if it is a normal swan, it is always male (a "cob"). Otherwise, such encounters are mated pairs of cobs and pens (females) with their cygnet offspring. There are 1-2 cygnets or 1-3 eggs per mated pair. If the swans' territory is invaded, both adults forcefully attack the intruder by a flying leap, bite, and blows from both wings. Such an attack is 50% likely to blind or confuse an opponent; in this case, the foe is unable to make any attack the following melee round.

Swans possess acute senses. They are 90% likely to detect intruders. When detection occurs, all swans join in a loud warning chorus. If there are no eggs, the swans swim or fly away.

Climate/Terrain:	Acheron, any battlefield
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Very (11–12)
Treasure:	C, V
Alignment:	Lawful evil
No. Appearing:	1–3
Armor Class:	0
Movement:	18
Hit Dice:	9
THAC0:	11
No. of Attacks:	2–7
Damage/Attack:	By weapon
Special Attacks:	Dust storm
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	30%
Size:	L (10′ tall)
Morale:	Fanatic (17–18)
XP Value:	8,000

Our search for the Imperator of Taellezin led us to the iron wastes of Thuldanin, the second layer of Acheron. Here the wreckage of uncounted wars littered the landscape, and parties of raiders fought savagely over useless scraps. These we largely avoided by means of Reniom's sorcery. For many days we sought, always in vain.

On the twenty-second day in Thuldanin, our search brought us to a promising region of newly-destroyed war machines. But disaster struck soon after we began our work. While we paused to plan our search strategy, a sudden chill passed through all of us gathered there. A low, hollow moan echoed among the iron ruin, and we knew that we were in the presence of one of the undead.

Suddenly, the wreckage and scrap began to stir, carried aloft into a bladed whirlwind that advanced quickly toward us. Reniom attempted an incantation, but it failed, and the thing was among us, slashing and howling like a host of the condemned. It wielded a dozen weapons at once with savage bloodlust, but no visible body controlled the iron zephyr that confronted us. Reniom died when a rusty halberd was driven through his chest with enough force to pin him to the iron ground. No fewer than five more of my companions perished before we broke and fled, our quest at an end. To this day I can still hear the howling of that spirit of swords that came upon us. The Imperator lies there still, for all I know.

— from the journal of Edarion Daellemar

Sword spirits are a form of undead found on the ironclad plains of Acheron, and on rare occasions on other great battlefields. A sword spirit is normally invisible and intangible, having no true physical existence. In this form it can be detected only as an unexplained chill in the air or a feeling of wretched despair and anger that comes upon a cutter unexpectedly. These're danger signs that a peery cutter ought to take note of; it'll take the sword spirit 1 to 4 rounds to form a body suitable for combat, and a sharp body'll leave before the sword spirit finishes its preparations.

When the sword spirit finally shows itself, it takes the form of a dark whirlwind or zephyr of flying rust, dust, and metal flakes. Anywhere from 2 to 7 (1d6+1) nearby weapons're picked up and suspended in the whirlwind. The sword spirit attacks with these dancing blades, wielding them clumsily but with boundless fury and blinding speed. The sword spirit has no true body, but while it's in its whirlwind it can be injured by physical or magical attacks.

The sword spirit's manifestation is accompanied by a wild, howling wind and stinging clouds of dust and debris.

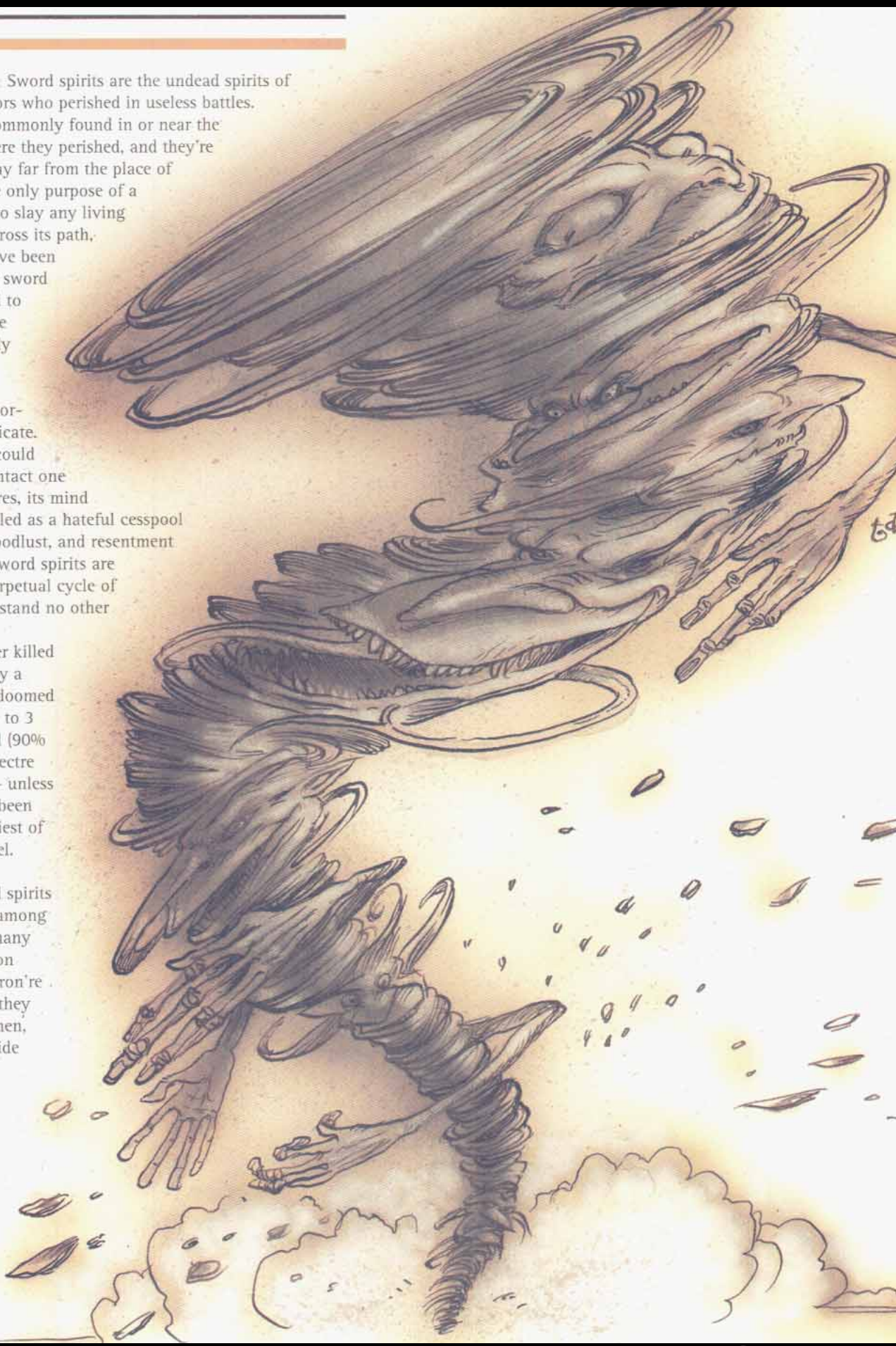
Combat: The zephyr of a sword spirit is normally about 10 to 20 feet tall and about 5 feet in diameter at its base. Anywhere from 2 to 7 (1d6+1) random weapons're picked up by the formation of the zephyr and used by the spirit to attack any living creatures it encounters. An individual weapon can be knocked down, restrained, or destroyed by a successful attack versus AC –4, but this causes no damage to the sword spirit.

The spirit itself exists in the center of the zephyr, but it is invisible and ectoplasmic. No nonmagical attacks can harm it, but magical weapons or pure magical energy (*magic missiles*, but not spells that cause damage through fire, cold, lightning, etc.) inflict normal damage on the spirit. It's only necessary to strike at the whirlwind itself, since the spirit's ectoplasmic tendrils are spread throughout the manifestation, wielding weapons and driving the winds. If the spirit can be seen and attacked, it suffers double damage from physical weapon blows.

The raging winds created by a sword spirit's manifestation deflect all nonmagical missile attacks, and create a blinding, stinging storm of metal and dust. Creatures engaged in melee with the spirit must successfully save versus spell each round or suffer a –2 penalty to attack rolls and Armor Class. In addition, any creature attempting to cast a spell within 20 feet of the sword spirit has to make a successful save versus spell in order to complete the casting without being disrupted by wind-blown grit and noise.

The sword spirit gains strength with each victim it slays. If it kills a character with its whirling weapons, it moves over the fallen body and feeds, gaining 1 hp for each level the victim possessed in life. This process requires 1 round, during which the sword spirit can still attack anyone standing nearby. The sword spirit's appetite is insatiable, and it continues to attack as long as living creatures are present.

Sword spirits are undead, and have the standard undead resistances to *sleep*, *charm*, and other mind-affecting magics. They can be struck only by +1 or better weapons, and are turned as vampires except when encountered on Acheron itself, where they're turned as special undead. A full vial of holy water inflicts 2 to 8 points of damage to a sword spirit, and the creature can be destroyed utterly by a *raise dead* or *dispel evil* spell if it fails a saving throw versus spell.



Habitat/Society: Sword spirits are the undead spirits of powerful warriors who perished in useless battles. They're most commonly found in or near the battlefields where they perished, and they're reluctant to stray far from the place of their death. The only purpose of a sword spirit is to slay any living creatures that cross its path, although cases've been recorded where sword spirits appeared to defend the place where their body was interred.

Sword spirits do not normally communicate. Even if a way could be found to contact one of these creatures, its mind would be revealed as a hateful cesspool of violence, bloodlust, and resentment of the living. Sword spirits are trapped in a perpetual cycle of rage and understand no other emotion.

A character killed and fed upon by a sword spirit is doomed to rise within 1 to 3 days as a ghoul (90% chance) or a spectre (10% chance) — unless the corpse has been blessed by a priest of at least 5th level.

Ecology: Sword spirits have no place among the living; in many respects, the iron wastes of Acheron're the only place they belong. Even then, they exist outside of nature and contribute nothing to the ecology of the land around them.

Syllix

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Uncommon
ORGANIZATION:	Hive/platoon
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	D
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (Weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
SIZE:	M (7' long/tall)
MORALE:	Elite (13)
XP VALUE:	175



The syllix is a highly developed invertebrate, resembling a cross between a worm and a salamander. The syllix's body is segmented, tapering to a pointed tail and a worm-like head with a pair of wide, unblinking eyes. It has a long, forked tongue that is often slipping in and out of its mouth.

Unlike a worm, however, the syllix also has a two pairs of limbs. These are rubbery, tentacle-like appendages. Each of the lower limbs ends in a flat pad. The upper limbs end in six smaller tentacles that, because of their boneless nature, are even more dexterous than fingers.

A syllix can move by crawling or slithering along the ground, or by walking upright on its two rear limbs. In the latter mode its movement is reduced to half that listed above. When crawling, however, the syllix cannot use a weapon.

Syllix speak their own tongue. Some of them have learned the common language, but their speech is very sibilant, unpleasant for most other creatures to listen to. Also, their war-like nature is well known, so these creatures do not engage in a lot of pleasant chit-chat with creatures of other races.

Combat: Syllix use a variety of weapons well. They are particularly fond of specially modified light crossbows and short swords. Syllix attack aggressively and make good use of terrain, ship features, or anything else that might provide a tactical advantage.

In normal times, the syllix fight tenaciously, with a morale of 13. However, during the outbreaks of the Eruption (see "Habitat/Society"), the morale of a band of syllix improves to 15.

Syllix are eager to capture prisoners when they engage in battle with other races. Often they stage a boarding raid to acquire prisoners, then retire to their own vessel and leave.

The fate of the prisoners is not known to creatures of other races, though it is rumored to be horrible beyond belief. The common belief is that syllix require enzymes from the living brains of intelligent creatures in order to breed the mage-stars (see "Habitat/Society") that they need for space travel. Prisoners are kept immobilized, but conscious and alive, for months, often in excruciating pain. During this time, their brains are literally sucked out of their skulls by a developing mage-star.

In space, the syllix employ vessels with spelljamming helms powered by the mage-stars. They have been encountered on several types of vessels, including squidships, hammerships, and galleons.

Habitat/Society: The syllix develop in a very small area, such as an asteroid or an island on a planet. They breed and feed until the population of their land, fleet, or asteroid reaches explosive proportions. Hermaphroditic, each syllix gives birth after it has eaten enough food. Eventually, the syllix start to give birth to a generation of blind, white young. These are called the mage-stars.

The mage-stars are syllix in every way, except that they are blind—and thus do not study nor practice combat—and they have the innate ability to activate a spelljammer helm. When these mage-stars reach maturity (after about three years), the syllix suddenly go through the great convulsion their society, and the rest of the worlds, call the Eruption.

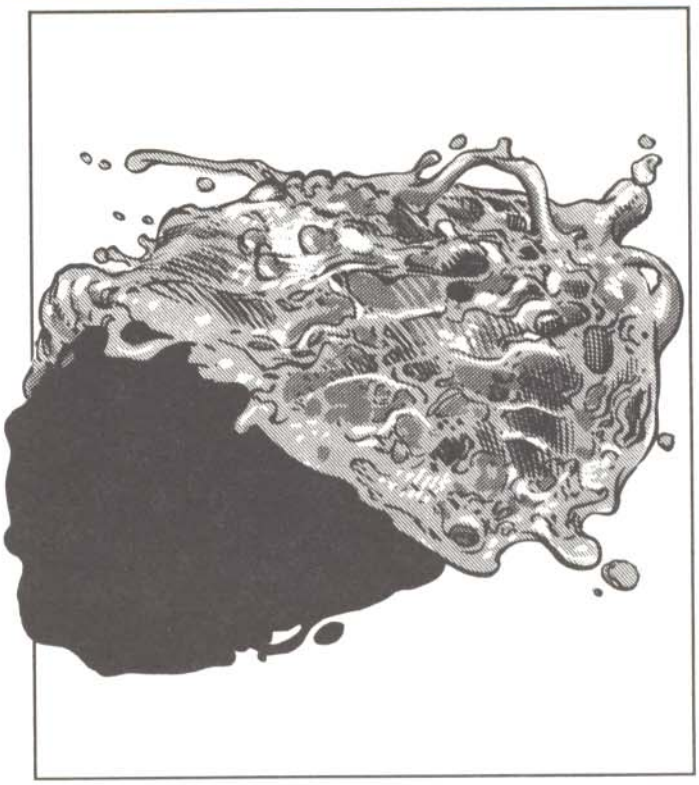
An erupting band of syllix has one mage-starred helm of SR 6, two of SR 5, three of SR 4, and so on through six of SR 1.

Guided by their mage-stars, the syllix break out of their homeworld and spread across space in an orgy of attacking, looting, and killing. No prisoners are taken when the syllix are in the midst of an Eruption. Each individual attacks with a +1 bonus to all attack rolls. Their morale is increased to the champion level.

Ecology: The syllix is a meat-eating scavenger. It can live in most climates, but it prefers those that serve as habitat for a lot of potential food. Many an island, asteroid, or small continent has been ravaged by a growing host of syllix during their breeding stage.

Symbiont

CLIMATE/TERRAIN:	Any non-cold
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Magical emanations
INTELLIGENCE:	Animal (1)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1-40
ARMOR CLASS:	9
MOVEMENT:	1/4
HIT DICE:	1
THAC0:	—
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1/4" diam.)
MORALE:	Nil
XP VALUE:	175



Power symbionts are the bane of all spelljamming farers. They do nothing but rob the power from various magical items on the ship. These creatures have been found on various planets, as well. This has created a dislike for spelljamming in some areas.

A power symbiont is a creature that looks very much like swamp fungus. It is dark brown in color, unless it is currently feeding on magical emanations (during which process it is rust colored). They breed asexually once they have grown to twice their standard size of 1/4 inch in diameter.

Combat: These creatures reflect spells cast at them back to the source, with no diminution of strength. This can be an advantage to a ship infested by power symbionts. If a ship is magically attacked and a symbiont is in the spell effect, the spell is reflected back to the attacking ship. In a case like this, neither the caster nor the attacking ship receive any Dexterity or SR bonus to the saving throws.

Habitat/Society: These creatures do not purposefully create a society. They may be found together only where there are sufficient magical emanations to warrant their numbers. Once the magical properties of the item have been drained, they abandon it.

Ecology: Power symbionts are attracted to the magical auras that they sense through wildspace. They are unable to move quickly, and can only hope that the ship actually scoops them up with its gravitational pull.

Once on the ship, they begin to move about at a movement rate of 1/4, in search of magical auras. Once one is found, the symbionts head straight for it. They can sense the auras of magical items from 20 feet away. If they sense another aura as they travel toward the first, it is ignored, unless it is a stronger aura. They continue this way until they find the most appetizing item. They then attach themselves to the item and begin feeding.

Once the item has lost all charges (a power symbiont drains one charge per round; see the list below for figuring the number of charges in an item), the power symbiont dispatches 1d8 1/4" symbionts to search for another source of magical energy. The rest of the symbiont dies, hardening in one day to a hard, brown lump.

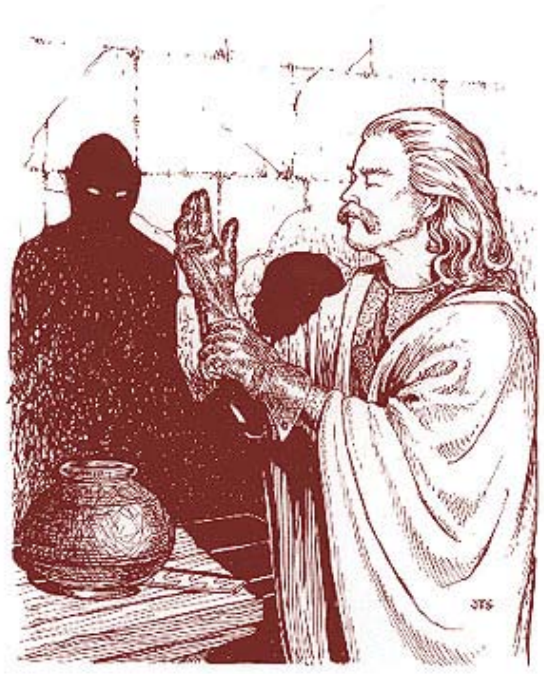
If the symbionts that have been dispatched from the drained item cannot find another magical source within one week, they traverse the gravity plane of the ship and throw themselves back into wildspace. If they happen to enter the phlogiston, they die immediately.

The total number of charges in a magical item can be computed from the following list:

1 charge per plus of a weapon
1 charge per charge of a rod, staff or wand
1 charge for semi-empathy
1 charge per Intelligence point
1 charge per language known
2 charges per Ego point
2 charges per primary ability
2 charges for empathy
3 charges for speech
4 charges for telepathy
6 charges per extraordinary power
10 charges per special purpose
12 charges per special purpose power

Symbiont, Shadow

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	10/2
MOVEMENT:	Nil/15
HIT DICE:	1/8
THAC0:	19/13
NO. OF ATTACKS:	0/2
DAMAGE/ATTACK:	Nil/(2d4/2d4)
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-3')/M (5' tall at the shoulder)
MORALE:	Steady (11-12)/Champion (15-16)
XP VALUE:	120/5000



Shadow symbionts are mysterious creatures from the Plane of Shadows. Each of these creatures can take one of four different shapes: a black scarf, a cloak, a pair of boots, or a set of gloves. Each symbiont appears as a finely crafted item, automatically adapting to the wearer's size and shape when worn. These creatures do not give off a magical aura. The creature's statistics are given for both the Prime Material Plane and the Plane of Shadows.

When worn, these creatures begin to feed on the wearer's energy (in the form of experience points). In exchange, they grant the wearer special benefits.

The Mask: Appears as a black bandanna or scarf, which should be worn on the head. When the wearer concentrates, the scarf makes him immune to mind-affecting magic. Cost: 20 XPs per use, times the wearer's level.

The Cloak: This large black cloak absorbs all magical damage that would otherwise send the wearer below zero hit points. It only protects from magic that affects hit points. Cost: 10 XPs per point of damage absorbed, times the wearer's level.

The Gloves: This symbiont appear to be a pair of fine leather gloves. They allow the equivalent of the Luck Legacy, limited to actions involving the wearer's hands. Cost: 20 XPs per use, times the wearer's level.

The Boots: These fine, knee-high leather boots allow the wearer to cast *dimension door*. They also can lead the wearer's steps into situations likely to earn experience (which could be either good or bad for the wearer; this ability costs nothing). The latter ability does not affect the wearer's decision-making ability. Cost: 10 XPs per use, times the wearer's level.

The Red Curse: Shadow symbionts are completely immune to the effects of the Red Curse.

Combat: These creatures can only be harmed by magical spells or by +1 or better magical weapons. All damage caused to the symbionts also affects the wearer. If an attempt is made to kill them, they plane shift to the Plane of Shadows (with the wearer) rather than face destruction.

A wearer who does not gain enough new XPs to feed the symbiont must attempt a saving throw vs. spell. If it is successful, the symbiont leaves (melting away into a deep shadow) after leeching three times the "missing" XPs. If the saving throw fails, the symbiont plane shifts to the Plane of Shadows, taking the host with it. Once it reaches the Plane of Shadows, the symbiont attempts to devour the wearer.

In the Plane of Shadows, each symbiont appears as a shadowy humanoid of indistinct shape with red eyes. Each successful attack by the shadow symbiont also drains 10% of a level's worth of experience and 1 point of either Constitution or Strength (equal chance) from the victim.

On the Plane of Shadows, each symbiont also gains a special ability. The mask cannot be affected by mind-affecting magic, the cloak subtracts 8 points of damage from each attack inflicted on it, the gloves behave as if they had the Luck Legacy, and the boots can cast *dimension door* once per round (as an 8th-level mage).

Habitat/Society: These sentient creatures seek adventurous people, like swashbucklers. The symbionts feel incomplete if separated from each other and will always try to influence their wearer to find the missing symbionts.

Ecology: While the shadow symbionts have little impact on the ecology as a whole, they have dramatic effects on individuals.

Symbiotic Jelly

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	1
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (2"-3" diameter)
MORALE:	Steady (12-14)
XP VALUE:	270



Symbiotic jelly is a distant cousin of the gelatinous cube. It occupies a very special ecological niche, and thus has a specific but rather unusual mode of existence. It exists by controlling the mind of another creature, which it then uses for protection and to obtain sustenance.

These jellies are difficult to spot due to their small size (about 2"-3" diameter). Their appearance is similar to that of a jellyfish: yellow, spherical or slightly flattened globules. Radiating outwards from the central mass are about three dozen thin tendrils, which act as antennae from which the creature communicates with and controls another creature (see below). They are translucent and slightly milky, but contain no fixed internal structure.

Combat: These creatures choose unoccupied caves in which to dwell, and stick to the ceiling in the shadows, where they are almost impossible to detect. When a carnivore ventures into the cave, the symbiotic jelly will attempt to use its innate *charm monster* ability to persuade the intruder telepathically to remain in the cave and attack any other creature which enters. Monsters which are not carnivorous, creatures from planes other than the Prime Material, and undead are ignored by the jelly. The jelly then uses another powerful spell-like ability, similar to a *veil* spell. Two vivid illusions are thus created. The first illusion makes the *charmed* monster appear to be a much weaker variety of the same beast, while the second creates an inviting but illusory treasure in the cave. The nature of the treasure will be determined as the symbiotic jelly uses an *ESP*-like power to detect the victim's interest in the cave. The *ESP* is also used to determine the victim's response to the illusions, so that the jelly can quickly alter the illusion for greater believability. This adjustment occurs so rapidly, within a fraction of a second, that the viewer of the illusion is unaware of the subtle changes which have taken place. Creatures observing the illusions (except the *charmed* monster) will fail to recognize these as such, unless they save vs. spell at a penalty of −7. Thus, if a huge cave bear is *charmed*, it may be made to appear as a weak bear cub, while the back of the cave might appear to contain a rich vein of gold ore if a dwarf entered the cave, or a sumptuous banquet if a hungry halfling wandered by.

The symbiotic jelly gains sustenance by draining energy from a carnivorous creature which is feeding. This energy drain is done from a distance of about ten feet from the feeding site. If the intruder is killed by the creature the jelly has *charmed*, the jelly will drain power through the creature as it eats. If the *charmed* creature loses the battle, the jelly will attempt to *charm* the victor and persuade it to replace the former occupant. This peculiar diet is the reason for the jelly's unique behavior. It is believed that the jelly feeds on the emotions derived from satisfying the instinctual urge to eat.

The symbiotic jelly's communication tendrils are fragile, but regenerate quickly, within 1-3 turns per tendril destroyed. If any tendrils are damaged, there is a proportional decrease in the chance to communicate with the host creature. Thus, if 6 of the 36 tendrils are destroyed, there is a 6 in 36 chance (1 in 6) that communication will be severed, and the control of the host creature will be lost.

Habitat/Society: If a symbiotic jelly does not eat for one month, it forms a shell-like, protective coating around itself and enters a dormant stage. It will hibernate until a carnivore enters the cave and the *charm* process can begin. Thus, a symbiotic jelly who has *charmed* a cave bear will generally be dormant during the winter when the bear hibernates.

Ecology: Symbiotic jellies are not well-studied. Because of their extreme rarity, they have few known magical or commercial applications. It has been reported that the distilled essence of a symbiotic jelly may be useful in certain magical applications, including potions which emulate this creature's symbiotic lifestyle. The role of a symbiotic jelly in its local ecosystem has not yet been determined. It is known that its intelligence is instinctual, not learned.

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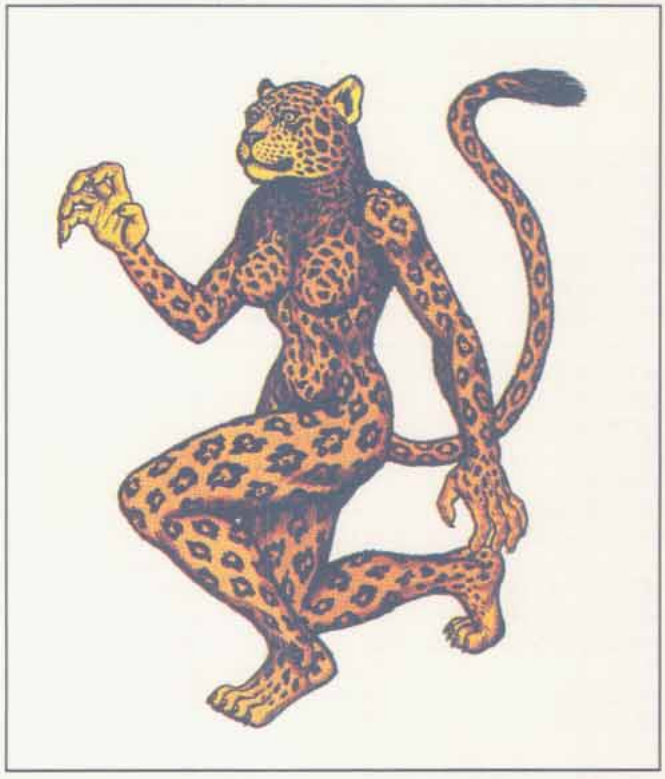
	Tabaxi	Tabaxi Lord
CLIMATE/TERRAIN:	— Tropical or subtropical jungle —	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clan	Clan or solitary
ACTIVITY CYCLE:	Any	Nocturnal
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to High (8-14)	High to genius (13-18)
TREASURE:	U	U
ALIGNMENT:	Chaotic neutral	Chaotic evil
NO. APPEARING:	2-8	1
ARMOR CLASS:	6	3
MOVEMENT:	15	15
HIT DICE:	2	8
THAC0:	19	13
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-3/1-3/1-3 or by weapon	1-4/1-4/1-10
SPECIAL ATTACKS:	Rear claw rake for 1d4+1/1d4+1	Magic use, rear claw rake for 1d6+1/1d6+1
SPECIAL DEFENSES:	— Surprise, surprised only on a 1 —	
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'-7' tall)	L (10'-12')
MORALE:	Steady (11-12)	Average (8-10)
XP VALUE:	420 Clan leader: 975 Shaman, 3rd: 975 Shaman, 5th: 3,000	5,000



Tabaxi have spotted coats ranging in color from light yellow to brownish red. These graceful feline humanoids are tall and slender, with retractable claws, and eyes of green or yellow.

Some tabaxi have solid spots and are also called leopard men; they pronounce their name ta-BAX-ee. Tabaxi in other regions have roseate spots, are called jaguar men, and pronounce their race's name tah-BAHSH-ee.

Combat: Tabaxi are great hunters, combining quick, stealthy movements with natural camouflage to surprise prey. Enemies suffer a −2 penalty to surprise rolls. Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). Tabaxi climb and swim, and can use those abilities in combat. Because of their cleverness and acute sense of smell, tabaxis are almost impossible to trap.

Tabaxi often use weapons of wood, bone, and stone, including bolas, slings, obsidian studded clubs (treat as battle axes), and javelins with atlatl. They are as likely to use claws and teeth as any other weapon. If both forepaws hit, a tabaxi rakes with its rear claws. A group encountered in the wild will include a Hunt Leader with maximum hit points, and may (50% chance) include a 3rd-level priest with appropriate Hit Dice and spells.

Habitat/Society: Tabaxi clans contain equal numbers of males and females, and a full clan has 1d6+1 Hunts of 2d4 tabaxi. The Hunts work the area around the clan lair. Some lairs are temporary, but most are small villages of ramadas (huts with grass roofs supported by tall poles, and no walls). In a lair, 3d4 young with 1 HD each will be found. An elder with 4 HD leads the clan, and 50% of the leaders are aided by a 5th-level shaman. A clan has a 10% chance of owing allegiance to a tabaxi lord; these clans tend toward evil, warlike ways, and their shamans worship evil powers. Shamans of other clans worship powers related to sunlight, rain, or animals.

Tabaxi are reclusive and avoid other intelligent beings, even other tabaxi clans. They do not engage in trade, which they consider demeaning, but some few have agents who trade for them. Tabaxi speak their own ancient language. Legends tell of a great tabaxi civilization that was supplanted by other races.

Ecology: Tabaxi have few natural enemies. For food, they prefer the boar-like peccaries and huge rodents called capybaras; only a very degenerate clan attacks members of another intelligent species for food. Tabaxi are sometimes hunted for their pelts, worth up to 250 gp each. Their skins and claws are also useful in some types of natural magic.

Tabaxi Lord

A tabaxi lord appears as a huge jaguar or leopard, depending on where it is found. They are intelligent, malicious, and cunning. They speak tabaxi and languages commonly used by nearby societies. The antithesis of couatls, tabaxi lords hate them (the feeling is mutual) and attack couatl on sight.

Tabaxi lords use trickery, ambush, allies, and spells to weaken foes before closing for combat. Some 55% are 7th-level wizards, while 40% are 7th-level priests of a dark power known as Zaltec. Five percent are both wizard and priest. Wizard spells are chosen from the schools of illusion, enchantment/charm, or necromancy; spells from the schools of alteration and invocation/evocation are never used. In addition to spells that require only verbal components, they can use the following powers at will: *detect good/evil, detect invisibility, bind,* and *hypnotism.* The bravest and cruelest tabaxi lords can use *dimension door* three times per day.

Tabaxi lords are closely related to tabaxi, perhaps a cursed version. All tabaxi lords are male and must take a tabaxi mate to produce offspring (always a male tabaxi lord). Although usually solitary, a tabaxi lord sometimes takes leadership of a tabaxi clan for the purpose of mating and insuring offspring. Some choose to stay with the clan even after the offspring is born and sent off to make its way in the jungle.

Climate/Terrain:	Ruins, subterranean, urban
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1d4
Armor Class:	6
Movement:	6, Fl 24 (C)
Hit Dice:	5
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d4 (claw)/1d4 (claw)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (3' wingspan)
Morale:	Steady (11)
XP Value:	650

The tabi are small, winged creatures about the size of housecats. They are inveterate gossips, scavengers, and thieves.

A tabi's body is compact and apelike, covered with long golden fur. Their wings are leathery and very thin.

Adults weigh about 15 pounds. A living tabi emits an odor that smells like rotting meat, noticeable in still air at ranges of up to 100 feet.

Tabi are intelligent and clever. They speak Common and their own tongue.

Combat: A tabi attacks with its claws, which drip a crystal-blue venom. A victim of a claw attack must make a successful saving throw vs. poison or become *deluded* for 2d6 turns.



Deluded victims attack the creature nearest them immediately. They can use a weapon if they were holding one when they were poisoned, but otherwise they attack with their bare hands. Deluded victims cannot cast spells or use spell-like abilities or psionics. A *neutralize poison* spell ends the delusion.

Tabi can pick pockets, hide in shadows, and move silently with a 40% chance of success. They prefer to attack from ambush but are careful to hide downwind from prey so their stench doesn't give them away.

Habitat/Society: Tabi can live almost anywhere, but like rats they prefer places where there is food to steal or scavenge. Tabi have an insatiable hunger for information of any sort and usually have a large repertoire of local rumors and legends. Tabi gladly trade this information for high-quality food or other information, but they are not known to be particularly truthful. Tabi constantly gossip among themselves, and anything one tabi knows quickly spreads to all the other tabi in the area.

Certain high-level wizards know a spell that binds a single tabi into their service. Such tabi generally serve as informants and spies.

Ecology: A tabi can live up to 150 years, though most of them live less than half that long in the wild. Tabi become fully mature by age six. A female tabi bears a single infant about seven months after mating. Tabi infants are dependent on their mothers for about 18 months, though they learn to fly by the time they are three months old.

Bind Tabi (Enchantment/Charm, Conjuration/Summoning)
6th-level Wizard Spell

Range: Touch	Casting Time: One week
Components: V, S, M	Area of Effect: Tabi touched
Duration: Special	Saving Throw: None

This spell allows the caster to bind one tabi into service for life. The tabi becomes absolutely loyal and will carry out all the caster's commands to the best of its ability, even if the command puts the tabi in danger (morale 20). This spell does not work on a tabi already bound to another wizard, and the caster can have only one bound tabi at a time.

To cast the spell, the wizard must have an iron brazier filled with red-hot coals and at least 2,000 gold pieces worth of rare incense. The final incantation takes less than a round, but the caster must immediately touch the tabi or the spell fails. Unless the tabi is caged or tightly bound, a successful attack roll is required to touch the tabi.

Once the spell is cast and the tabi is touched, the caster must keep the tabi nearby (always within 100 yards) for a full week. During this time, the caster instructs the tabi about its duties, and the pair generally get acquainted with each other. During this time the caster can follow a normal routine or even go adventuring, but he or she is too preoccupied to undertake intensive tasks such as spell research or enchanting a magical item. Once bound, a tabi willingly shares any information it has with its new master.

The caster can release the tabi from its bond with no ill effects. The *bind tabi* spell can be cast only once a year.

Tako

	Male Tako	Female Tako
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate ocean	Tropical subtropical, and temperate ocean
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	J, Q	J, Q
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	3-12	1-2
ARMOR CLASS:	3	2
MOVEMENT:	3, Sw 9	3, Sw 9
HIT DICE:	4	6
THAC0:	17	15
NO. OF ATTACKS:	7	7
DAMAGE/ATTACK:	1-2 (x7)/3-6 or by weapon	1-3 (x7)/2-8 or by weapon
SPECIAL ATTACKS:	Constriction	Constriction
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' diameter)	L (7' diameter)
MORALE:	Steady (12)	Steady (12)
XP VALUE:	270	650



The tako are a race of intelligent octopi who can move onto land and use weapons and other tools.

Tako have no bones; their plump bodies are protected by tough mantles of leathery skin. They have eight supple tentacles, similar to those of octopi, lined with circular muscles that act as suction cups. They have a single golden eye centered in their heads, and sharp, protruding jaws that resemble the bill of a parrot. Although tako can change color with ease, a mature male's normal color is light green, while a mature female's is orange-red. Young tako appear in a variety of colors, including black, brown, white, blue, and golden.

Tako have their own language based on tentacle movements and skin-color changes. Characters with an Intelligence of at least 17 (or with the reading/writing proficiency) have a 25% chance of understanding the tako's language.

Combat: Though normally docile, tako attack any creature who invades their territory. In addition, they have a strong sense of honor, and will avenge attacks and ally with members of other races who assist them. They are crafty opponents. Tako can change their color and pattern to match any natural terrain in a single round. This camouflage makes them 90% undetectable, and modifies the surprise rolls of opponents by −3.

Most tako war parties are exclusively male. The tako attack with their beaks. They also can anchor themselves with a single tentacle, leaving the remaining seven tentacles free to make attacks. Usually, the tako carry seven weapons—one spear or hand axe in each free tentacle.

Tako can make constriction attacks similar to octopi. Any victim under 7 feet tall (or 7 feet long) can be grappled by one tentacle at a time. Male tako have a 10% chance of pinning both of the victim's arms with a single strike; females have a 15% chance. The chance of pinning only one upper limb is the same. If both limbs are pinned, the victim has no attack. If only one limb is pinned, the victim attacks with a −3 penalty to his attack roll. If no limbs are pinned, the victim attacks with a −1 penalty.

Tako tentacles grip with a Strength of 18/00; a victim with a Strength equal to or greater than 18/00 can grasp the tentacle and loosen it, negating the constriction. To break completely free, a tentacle must be severed; males have 4 hit points per tentacle, females have 6 hit points per tentacle. Unless loosened or severed, tentacle constriction automatically inflicts 1-4 hit points of damage per round from males, or 2-8 (2d4) points from females.

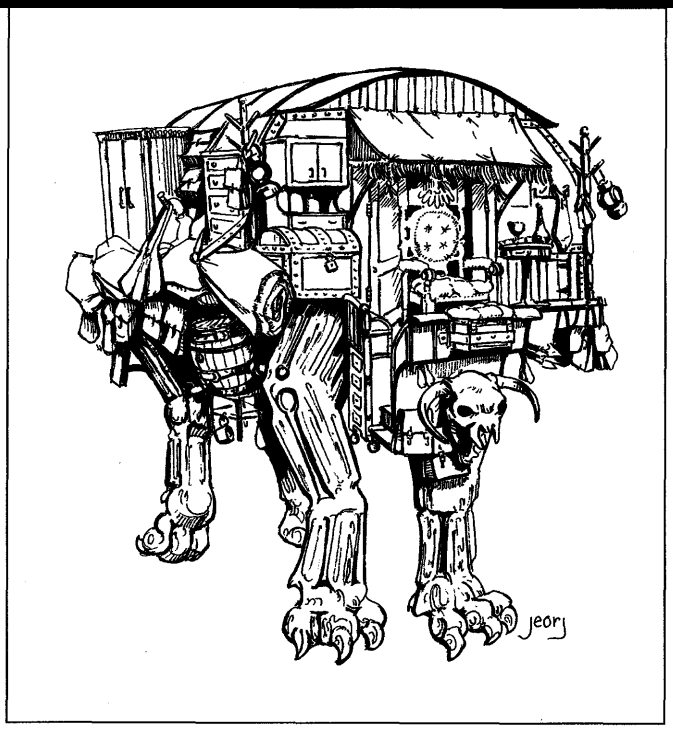
Young tako cannot perform constriction attacks. Their AC is 7, and they have 1 HD. Their THAC0 is 20. They inflict 0-1 hp of damage per tentacle attack, and 1-3 hp with their beak. Otherwise, they're just small, feisty versions of their parents, with an MR of 1 (Sw3) and XP value of 35.

Habitat/Society: A tako tribe comprises 3-12 (3d4) males, half as many young, and 1-2 females. Females make all decisions for the tribe, while the males act as defenders and hunters. The creatures establish their lairs in coastal underwater caves, making occasional raids on land for food, weapons, and treasure items. In some areas, tako coexist with humans, cooperating to attack sea monsters and to help fishermen, but such cases are extremely rare.

Ecology: Tako eat oysters, crabs, lobsters, and other shell fish, which they crack open with their powerful jaws. They can eject small clouds of rich blue ink, but the clouds are too limited to serve as a defense. Humans greatly prize the ink, however, and use it to create calligraphy.

Talisman Servant, Caravan

CLIMATE/TERRAIN:	Any Land
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Non-
INTELLIGENCE:	Semi- (2-4)
TREASURE TYPE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	12 (72 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Crush, bite of sharpness, bellow
SPECIAL DEFENSES:	Wizard Locks, +1 weapon to hit, Immune to mind influencing spells
MAGIC RESISTANCE:	15%
SIZE:	M (7' at shoulder, 11' long)
MORALE:	Steady (11-12)
XP VALUE:	7,000



Caravan servants are created by a wizard of at least 15th level, who forms the automaton from a variety of sculpted stone, furniture, barding, leather tacking, saddles, pouches, knobs, spikes, hooks, straps, sacks, and saddlebags for the purpose of carrying and/or pulling large quantities of cargo (up to 1,200 lbs.). All caravan servants have between four and eight sturdy clawed legs and a head. Beyond these requirements, the wizard's artistic whims are as important as functional considerations, making the caravan servant the most varied in appearance of all the talisman servants. For example, a caravan servant that belonged to a wizard who favored dragons might have a dragon's skull for a head, a large trunk as its body, and a length of chain for a tail. The talisman associated with this type of servant usually takes the form of a whistle, a walking stick, riding crop, or a mahout's goad.

Combat: Designed as a beast of burden, the caravan servant is not a dependable fighting machine. However, in an age of numerous thieves and brigands, the caravan servant is capable of protecting its master and its cargo. On the command of its master, the caravan servant can *wizard lock* every drawer, saddlebag, or trunk that makes up its body (and only these containers). Any tampering on the servants compartments without the master's approval triggers the servants defenses.

A caravan servant uses its tremendous Strength (24) and weight to pin, smash, or crush its opponent for 1d10 hp damage per strike. Alternatively, it bites with its powerful jaws with the same effectiveness as a *sword of sharpness,* also for 1d10 hp damage. A natural attack roll of 19 or 20 results in the loss of an opponents limb.

A caravan servant also provides a fearless and solid barrier against hailstorms of arrows and can open doors, gates and fences which might otherwise be closed (a 7 in 8 chance of success). When a wizard merchant came to a city, he needed a way to alert the guard without straining his voice, thus he gave his servant a voice—a loud one. A caravan servant can deliver a thunderous bellow three times a day. This roar can panic any beast or person not trained for battle with the effect of a *fear* spell; a successful save vs. spell negates the effect.

The caravan servant may be harmed only by weapons of +1 or greater enchantment. It is unaffected by magic that affects the mind (e.g., *feeblemind, charm,* and illusion spells). Many wizards named their caravan servants (e.g., Chamfron, Lilac, or Bender). This was not an indication of soft emotions but rather a means of bonding and recognition between master and servant. If a stranger stole a talisman and took command without a proper introduction, the results often proved fatal. A caravan servant might ignore the interloper, balk at his commands, or even attack. There is one story of a caravan servant who chased a foolish scoundrel through a town before crushing the man against the prison gates.

There is a 50% chance that a caravan servant will self-activate if someone says its name or it is in mortal peril. Once activated, it yawns, stamps its feet, and begins to look for its master, smashing through doors and walls in its search.

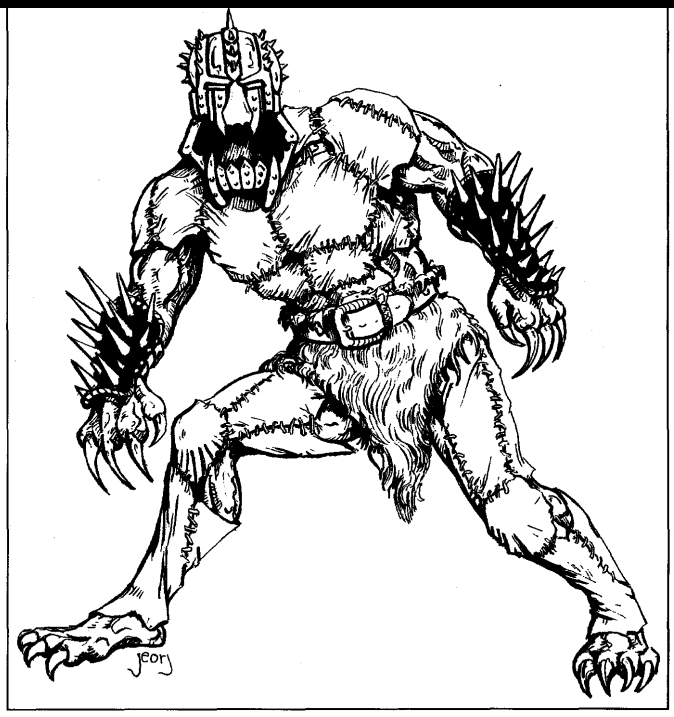
Habitat/Society: Unlike other automatons, caravan servants have a reputation for being amiable, loyal, tireless, affectionate, and steady. As such, caravan servants were well known and welcomed in many towns. When Netheril was in its glory, caravan servants could be found in any market square or livery stable, or encountered in an overland merchant caravan in the company of their masters. In modern times, functioning servants are rare, found hidden away in desolate ruins or following an ancient path, bringing the bones of its master home.

Ecology: As created beings, caravan servants need not eat, drink, or rest; nor do they impact greatly on their environs. An intact caravan servant usually (85% of the time) has cargo when encountered. A cargo may consist of anything from a portion of a dragon's hoard to a load of manure.

Talisman Servant, Gladiator

CLIMATE/TERRAIN:	Any Land
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Non-
INTELLIGENCE:	Low (4-6)
TREASURE TYPE:	Special
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	0/-6
MOVEMENT:	15
HIT DICE:	16 (96 hp)
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-20/2-16/2-16
SPECIAL ATTACKS:	Berserker rage, poison, bear hug
SPECIAL DEFENSES:	Magical bracers, +2 or better weapon to hit, immune to mind-influencing spells
MAGIC RESISTANCE:	25%
SIZE:	L (9-11' tall)
MORALE:	Fearless (19-20)
XP VALUE:	12,000



These terrifying servants are created by a sadistic mage of at least 18th level. Crafted from stone, leather, and either iron or bronze, this murderous construct appears as a burly humanoid dressed as a barbarian or a pit fighter. Its head resembles a grotesque helmet with eyes that glow with malevolent fury when activated. The oversized jaws and fangs are capable of engulfing a victim's head. A gladiator servants forearms and paws are sheathed in spike-studded bracers and tipped with razor-sharp claws. The talisman most often associated with this type of servant is a dagger, bracer, medallion, or spiked glove bearing the symbol of a violent power such as Bane, Tempus, Loviatar, or Malar.

Combat: With an effective Strength of 20 and the reflexes of a seasoned brawler, gladiator servants exist to slaughter for their masters' amusement. When attacking a man-sized or smaller opponent, a gladiator can trap its victim in a bear hug on a natural roll of 19 or 20. From that point, the servant cannot attack with its arms but gains a +3 attack roll bonus when biting its victim. If an opponent is too strong for a gladiator to take head-on, the servant resorts to the unsavory tactic of wearing its victim down by throwing whatever or whomever it can grab. On occasion (10% per round), the gladiator servant actually slips into a berserker rage. While berserk, the servant can attack at twice the normal rate and keeps attacking until all living things within 20' are dead or its master can regain control. For the master to regain control, he must roll 6d10 and score lower than the total of his Intelligence and Wisdom scores.

As with its mortal counterpart, a gladiator servant pauses just before it delivers the coup de grace to observe a well-known point of arena etiquette: it looks to its master for the classic hand signal of life and death. If the master decides to spare the victim, the servant will withdraw but if the master decides to have the victim killed, the gladiator complies with a triumphant roar and gruesome results. A berserking gladiator does not pause for this ritual.

A gladiator servant is immune to all mind-affecting magic and can be harmed only by a +2 or greater weapon. In addition, its bracers act as *shields +3.* As long as the master holds the talisman, the servant will not attack him, even in its berserker state. However, to prevent his servant from going berserk, a wizard must focus all his attention on the gladiator. Thus, spellcasting is impossible, and a wizard's Dexterity falls by two points for the duration of the melee. If someone should manage to steal a gladiators talisman when it goes berserk, one of the following events occurs:

Roll 1d6

1-3	The gladiator freezes for 1-3 rounds while it establishes a link with its new master.
4-6	The gladiator falls apart due to the shock of the transfer. All beings within five feet of the servant suffer 2-8 hp damage from falling debris and shrapnel.

A neglected gladiator servant is likely to self activate (75%/day left unattended) especially if placed in an area where violence has recently been committed, such as on a battlefield. A self-activated gladiator embarks on a killing spree until it is destroyed or its master can regain control. Stories of rampaging gladiators decimating entire villages or savaging entire battalions are common in bardic lore.

Habitat/Society: In ancient Netheril, a gladiator servant could be found anywhere but was most often encountered on the blood-soaked sands of sporting arenas or serving as the backbone of a unit of a wizard's shocktroopers. In modern times, a functioning gladiator servant might be found in the dungeons of a long-buried fortress or city (e.g., Spellgard). Due to its berserker tendencies, this type of talisman servant must be closely monitored by its master.

Ecology: As created beings, gladiator servants have no need for food, drink, rest, or air. However, an active gladiator seems to revel in the devastation it wreaks upon its environs. The bracers of a destroyed gladiator are non-magical, but they can removed and refitted for a human-sized warrior.

Talisman Servant, Mystaran

CLIMATE/TERRAIN:	Any Land
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Non-
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	Special
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	1 or 2
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 (84 hp)
THAC0:	8
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Polearm, gaze weapon
SPECIAL DEFENSES:	Surprised only on a 1 or 2, +2 or better weapon to hit, spell immunity, tracking ability
MAGIC RESISTANCE:	35%
SIZE:	L (7-9' tall)
MORALE:	Champion (15-16)
XP VALUE:	13,000



Created by a powerful mage and a priest of at least 17th level, this talisman servant is named after Mystra, the Lady of Mysteries. The mystran is the most refined-looking of all the talisman servants. Fashioned from stone and metal (steel, mithril, or silver), a typical mystran appears as an athletic humanoid with an animal head. They almost always wear the robes of the higher clergy of Mystra or the armor and livery of ancient militia. Two features distinguish mystrans from gladiator servants. The eyes of a mystran glow with intelligence and determination, and their ears are long pointed, and alert. The talisman most often associated with a mystran servant is a silver medallion or necklace shaped like an eight-pointed star or shield. In the case of a pair of servants, earrings or bracers serve as talismans. In either case, the talisman is embossed with the interlocking symbols of Mystra and a protective power (e.g., Helm, Berronar, or Yondalla).

Combat: The mystran servant is created to protect a treasure, structure, or person. A mystran never abandons its post. Mystran servants are the most sentient of all automatons. They can understand complex instructions, operate manual traps, and are capable strategists. Mystrans are rarely fooled and possess an excellent memory, being able to remember thieves no matter how much time has passed since the servant last saw them. In addition to their Intelligence, mystran servants are always armed with a magical polearm of some type (+1/+2 vs. thieves). Even unarmed, these servants can still bite an opponent with their stony jaws.

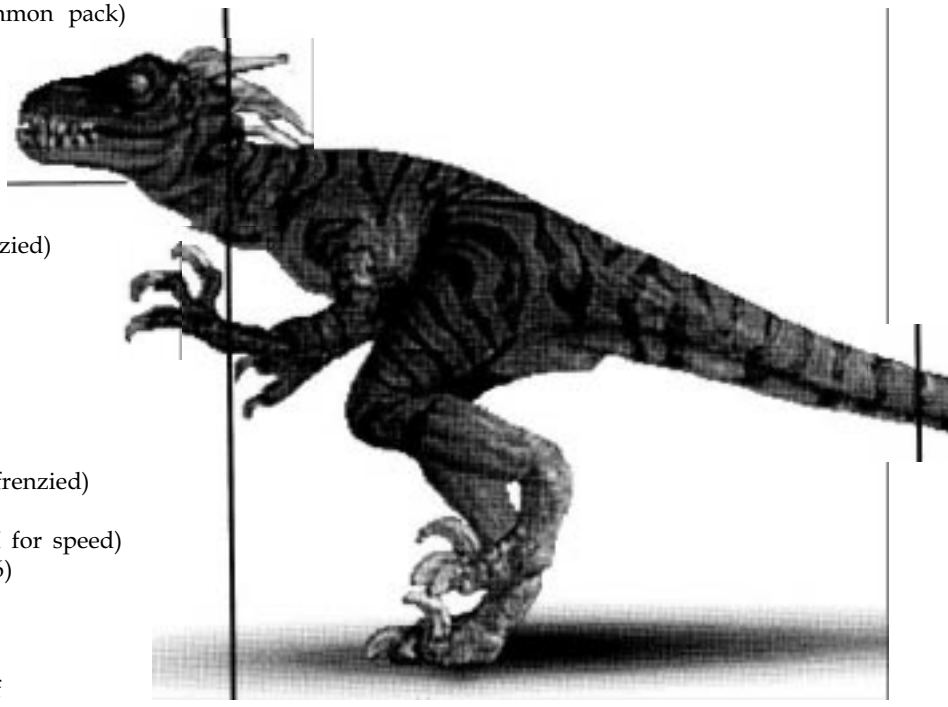
The mystran's eyes are its most potent defense. Each servant possesses one of two different gaze weapons. The first is a paralyzing glare. The victim must save vs. petrification or suffer the effects of a *hold person* or *hold monster* spell, but the effects last only as long as the servant maintains eye contact. The second gaze weapon is a powerful version of the *wizard eye* spell. While this ability has no combat value, the servants master sees everything his servant sees. The wizard must make a system shock roll when the mystran contacts him or else suffer acute vertigo for one round while his eyes adjust to the new perspective. If a mystran duo is encountered, one has the paralytic gaze and the other has the *wizard* eye. Each ability is performed at the 14th level of ability. In addition, mystran servants are immune to all illusion, *invisibility, fear,* and mind-altering spells. A mystran's hearing is very acute, thus it can be surprised only on a 1 or 2. Only weapons of +2 or greater can harm a mystran servant. No mystran pursues a retreating enemy beyond 240' of its post or charge, nor can a mystran break into homes or holy ground. However, if someone steals the mystran's ward or the master's talisman without first destroying the creature, the servant tracks the thief (with the skill of a 7th-level ranger) until he gives up the stolen property. Even seeking sanctuary does not stop a mystran with a mission. A mystran can wait decades for a thief, its righteous gaze looking in through the window every time the rogue looks out. A mystran is the least likely of the talisman servants to self-activate (5% chance). However, on occasion, a mystran activates and acts on a "hunch," prowling restlessly in an 240' arc for 1-8 rounds before it shuts down on its own.

Habitat/Society: Mystran servants served a key role in the security system of a wizard's fortress or priests temple in the Arcane Empire. In the present age of Faerûn, mystrans can be found in the North guarding the inner sanctums and treasuries of the few temples of Azuth, Helm, and Mystra fortunate enough to acquire them or in Nimbral, Halruua, and Thay where powerful and incorruptible guards are essential. If created to watch over a person, a bodyguard mystran might develop a "mother hen" complex which can be most embarrassing for its ward and entertaining for onlookers. Aside from its ward, a mystran rarely associates with anyone other than its partner or master.

Ecology: Mystran servants have no need for rest, food, drink, or air. They do not leave much of an impact on their environment. Not counting whatever treasure it was created to protect, the mystran's polearm and its eyes (gems worth at least 1,000 gp each) are the servants only treasures.

Talon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary (can summon pack)
ACTIVITY CYCLE:	All
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	
ALIGNMENT:	
NO. APPEARING:	
ARMOUR CLASS:	-4 (-6 when frenzied)
MOVEMENT:	40
HIT DICE:	18+12
THAC0:	5
NO. OF ATTACKS:	5
DAMAGE/ATTACKS:	2-12/2-12/2-20/2-
SPECLAL ATTACKS:	See below
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	40% (60% when frenzied)
SIZE:	L (16′) (but attacks as M for speed)
MORALE:	Champion (15-16)
XP VALUE:	17,000



For eons, Talon was the great warrior chief of the Raptor Clan on a hidden island. When the Great Meteor struck, Talon's island came into contact with the mainland and he unleashed his fury. Talon is the ultimate hunter, living for the sport of the kill. His lighting speed and raptor-like ferocity make him a fearful opponent despite his size in comparison to the other gods.

Talon and the rest of his clan now dwell deep within a heavily forested region.

Combat

In combat, Talon uses his speed and agility to frightening effect. He makes four slashes with his razor-sharp claws and follows this with an artery-ripping bite.

Unless he has been surprised, Talon will always attack first at the beginning (and only at the beginning) of any combat encounter. As a consequence of his highly acute senses, Talon is only surprised on a 1 in 10. Due to his speed in combat, he also attacks as a medium-sized creature.

After 2 rounds of normal combat, Talon can choose to send himself into a berserk frenzy for 2 rounds, during which time all his attacks are doubled, his Armor Class is lowered by 2 points, and his initiative gains a -2 bonus. When in a frenzy, on a natural attack roll of 20, his opponent is gutted-literally-for an additional 5-50 hp damage. Talon can go into this frenzy up to three times per day.

This super-raptor can also leap up to 50′ onto his opponent's head to perform the dreaded cranium crusher with his powerful rear claws. This will cause 4-80 hp damage (save vs. paralyzation for half damage); over 30 hp damage in such an attack requires a second saving throw which, if failed, causes the victim to be stunned and incapacitated for 1-3 rounds due to skull damage.

Talon tracks as a 20th-level ranger.

Whenever he wishes, Talon can bellow and summon 2-8 members of his clan. The number of times he can bellow is unlimited, and the number of raptors he can summon is only limited by the number in his clan. Unfortunately, no one knows how many that is.

Habitat/Society

Talon's followers live in a perpetual state of worshipful fear. The handful of hunter-gatherer tribes that worship this king of all raptors are not immune to the ferocious appetite of their deity. He may just as likely make a meal of one of them as an outsider.

Outiders caught by his followers are blooded and made to make the "holy chase" —a run across a nine-mile stretch of dense jungle adjacent to the area where Talon and his clan dwell. They must try to get to the other side of the jungle to the relative safety of a sandy cove and the ocean beyond before being hunted down by Talon or one of the other raptors.

Talon's own raptor clan lives as a surprisingly complex society. The shape of the society is framed by tight family structures and peer groups.

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In Sigil the streets teem with denizens of a thousand planes, and each claims to have visited a thousand more. In every back-alley gambling haunt in the Lower Ward, in half the tiefling halfway houses, in the incense-heavy air of vapor shops where old men debate weird philosophies, tales pass back and forth. Those tales debate the absolutes of the Outer Planes, the greatest and least, loftiest and most base, best and worst. Every tale that turns upon the worst inevitably stops with the place of despair, the infinite bleak layers that represent the suffering and toil of existence made tangible. There chaos and hopelessness reign.

There in the Abyss, where others endure endless torment, the tanar'ri thrive.

Like the baatezu, tanar'ri are fiends (lower planar creatures of enormous power), but they embody evil of a different type. Baatezu, lawful evil beings, pursue calculated doctrines as part of a grand plan to advance their race to dominion of all the planes. Most baatezu tempt mortals into intellectual evils such as pride, ambition, and subversion. Tanar'ri, chaotic evil personified, are motivated not by doctrines but by insane, violent inner drives. They tempt mortals into crimes of passion and vice, evils of appetite. Less intelligent tanar'ri often attack without question and fight until slain. True and greater tanar'ri roam the Astral and Ethereal planes, driven ceaselessly to seek fresh victims.

COMBAT: All tanar'ri (even the least) share the spell-like powers *darkness, 15' radius, infravision*, and *teleport without error*. They also can *gate* in other tanar'ri at will, as defined for each type. Tanar'ri are affected by attack forms as noted below:

ATTACK	DAMAGE
acid	full
cold	half
electricity (lightning)	none
fire (magical)	half
fire (nonmagical)	none
gas (poisonous, etc.)	half
iron weapon	full
magic missile	full
poison	none
silver weapon	full*

* Greater tanar'ri take half damage from silver weapons.

<SMACK> NUPPERIBO!
+US+ LOVE NUPPERIBO! <SMACK>
— ONE VROCK +O ANO+HER
UPON SIGH+ING +HE
NEX+ A++ACKERS

All tanar'ri have a form of telepathy that lets them communicate with any intelligent life form regardless of language barriers. Tanar'ri with Average or better Intelligence can converse.

The Abyss-forged magical weapons of the tanar'ri dissolve upon the owner's death. When one doesn't, the weapon probably originated elsewhere.

HABITAT/SOCIETY: The tanar'ri have five divisions, listed here in order of ascending power with member varieties:

Least: dretch, manes, rutterkin
Lesser: alu-fiend, bar-lgura, cambion, succubus
Greater: babau, chasme, nabassu, water lord
True: balor, glabrezu, hezrou, marilith, nalfeshnee, vrock
Guardian: molydeus

These classifications actually mean little in their lives. They are merely broad estimates of destructive power. The tanar'ri have little use for anything besides power, and a strong lesser tanar'ri who bests a greater cousin gains higher status in the Abyss. Their petty battles for position are endless. The only class free from these power struggles is the molydeus, a guardian tanar'ri that seems curiously divorced from the tanar'ri power structure.

The tanar'ri are one of the two major factions in the Blood War. For as long as the tanar'ri have existed, they have waged war against their ancient enemies, the baatezu. The tanar'ri and baatezu wage war in strikingly different ways. The baatezu are organized and fight their battles with planned tactics for strategic goals. The tanar'ri, however, are a horde of chaos and disorder, using their endless numbers in wars of attrition. It is difficult to estimate tanar'ri populations, considering they inhabit an infinite number of infinitely large planes, but there are easily 100 times as many tanar'ri as baatezu.

This disordered race wages the Blood War only because true tanar'ri seem to have a primal urge to destroy baatezu. They force those less powerful than themselves to serve their wishes.

ECOLOGY: Most tanar'ri feed on either flesh or the life force of other living beings. It appears that they derive more nutrition from a victim by instilling terror in it before the kill. Whereas most predators simply stalk and then kill, tanar'ri add a third step: stalk, terrify, kill.





	Graz'zt	Pazrael
Climate/Terrain:	Abyss	Abyss
Frequency:	Unique	Unique
Organization:	Planar ruler	Planar ruler
Activity Cycle:	Any	Day
Diet:	Carnivore	Carnivore
Intelligence:	Supragenius (20)	Genius (19)
Treasure:	U, Z	S, T, U, V, W, X, Z
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	Unique	Unique
Armor Class:	-9	-9
Movement:	12	12, Fl 36 (A)
Hit Dice:	41, hp 186	34, hp 155
THAC0:	4 (hits any AC on 10+)	3
No. of Attacks:	2 or 4	3 or 2
Damage/Attack:	1d8 + 6 (Str)/ 1d4 + 4 acid (×2) or 1d6 + 6 (×4, fists)	1d12/2d4 + 7 (×2) or by weapon type + 7
Special Attacks:	Spells, summon tanar'ri	Spells, summon tanar'ri
Special Defenses:	Immunities	Immunities
Magic Resistance:	70%	85%
Size:	L (8′ tall)	L (10′ tall)
Morale:	Fearless (19)	Fearless (19)
XP Value:	43,000	37,000

Each Abyssal lord is a single tanar'ri unlike any other, a unique creature with its own interests, strengths, and weaknesses. Most lords rule an entire layer of the Abyss, though the least among them fight for control of a layer with other lords. Their talent for leadership, control, and planning sets these lords apart from their followers; though they still rage in battle, their urge for destruction is better hidden than that of lesser tanar'ri. When they do vent their anger, the sight is awesome to behold.

GRAZ'ZT

Graz'zt, a powerful tanar'ri lord, rules three Abyssal layers. Also called the Lord of Shadows or the Lord of the Triple Realm, Graz'zt is known for his pride, unusual self-control, and coolness (uncommon for a tanar'ri). He favors the form of a very tall and heavily muscled ebony-skinned man with glowing green eyes, pointed ears, and small fangs. He also has the peculiarity of being six-fingered and six-toed in whatever form he appears in. Graz'zt has S 18/00, D 17, C 19, I 20, W 19, Ch 18.

Graz'zt enjoys contrasts, oppositions, and mismatches that others find jarring or disgusting, such as a flower among a room full of skulls or a corpse on a gilded throne. Despite his love of the grotesque, he lives simply himself; he prefers monstrosities as his entertainment, not his decor. Entire rooms of his palace are devoted to single colors or single themes (such as blood, darkness, or storms). The armanite honor guard that pulls his carriage is a matched set of four white and four black Knechts (see Tanar'ri, Lesser – Armanite).

Graz'zt prefers white, radiant garments and silver weapons, and he always carries several potent magical items. He speaks the languages of tanar'ri, baatezu, yugoloths, devas, githyanki, githzerai, slaadi, and the human common tongue.

Combat: Though he is a powerful and skillful swordsman, Graz'zt prefers to fight with magic when he can, which he does at 20th level. The Abyssal lord can use each of the following attacks once per round, at will unless otherwise noted: *chaos, continual darkness, disintegrate* (1/day), *dispel magic, duodimension, emotion, magic missile, mirror image, polymorph any object* (1/day), *polymorph other* (3/day), *polymorph self, read languages, read magic, telekinesis* (up to 1,500 lbs), *teleport, trap the soul* (1/week), *vanish, veil* (1/day), and *water breathing.*

Graz'zt is rarely forced into melee, since he is constantly surrounded by a guard of 13 babau. Once in combat Graz'zt is a fearsome opponent; he can transform any weapon he holds into an acid-dripping terror, striking twice per round for normal weapon damage plus Strength bonus and 1d4 + 4 points of acid damage. If unarmed, Graz'zt attacks four times per round with his lightning-fast fists, striking for 1d6 + 6 points of damage.

Graz'zt can gate 1–2 balors (60% chance) or 1d4 + 1 babau (40%) at will while in the Abyss. Graz'zt has many magical items taken as booty in war or forged in Abyssal furnaces; he may use any item allowable to warriors, priests, or wizards. The Lord of Shadows has been known to use the following items: a *sword of sharpness, wand of frost, chime of opening, robe of eyes,* and *cloak of displacement.*

Followers and Resources: Graz'zt has many followers, all of them driven to loyalty by fear of their master. Graz'zt's fickleness and impatience with failure are well known, and he is quick to change sides if events move against him. If his pawns succeed, they are rewarded, but failure results in mutilation or death.

With the resources of three Abyssal layers under his control, Graz'zt is one of the richest lords, though he is not renowned for greed. Instead, he uses his wealth like a weapon, deploying it for maximum advantage in the Blood War and in the equally important war against other Abyssal lords. He is generous after a fashion, offering items to those who want them – for a price. The price is always a debt of service, a task, or a period of servitude, never money (Graz'zt has more gold and jewels than he can remember).

Plots and Goals: Graz'zt is the father of Iuz, the demigod responsible for much suffering and death on the prime-material world of Oerth. His charisma and flattery have helped him beget many other demigods on the Prime Material Plane, and he finds these offspring useful in strengthening the nabassu he sends to the Prime and as a source of souls and magical items.

Graz'zt schemes against other Abyssal lords more than against the baatezu in the Blood War. He is very wily and cunning, readier to make pacts than most tanar'ri, but he always twists the wordings of those pacts. He favors overcoming mortal opponents by wile, subtlety, and twisted words rather than simple brute force. Ultimately, he hopes to drag an entire crystal sphere of the Prime over the planar boundary

into the Abyss, thus gaining a fourth plane.

Graz'zt also hopes to subvert the Doomguard to his ends, for they share some beliefs in common. Thus far, he has had little success.

PAZRAEL

Pazrael is a huge, vrocklike tanar'ri with gold and crimson feathered wings. Pazrael is dual-minded – sometimes he is cool, controlled, and subtle, but he also has random outbursts of maniacal rage, when all that pleases him is grasping some sentient creature in his huge taloned feet and ripping it apart with his great beak.

In human terms, Pazrael has S 19, D 19, C 18, I 19, W 19, Ch 18. He has been known to mate with harpies, humans, and vrock, and some of the resulting cambion are his ministers and spies throughout his layer of Torremor. Others have turned against their father and seek to wrest his realm from him, with little success.

COMBAT: Pazrael can use the following spell-like powers at will, one per round, at 20th level of magic use: *call lightning, chain lightning* (1/day), *cloudkill, control weather, darkness 15-foot radius, death fog, flesh to stone, fly, incendiary cloud* (1/day), *shape change, statue, stinking cloud, symbol* (one each per day of *death, hopelessness,* and *pain*) *tongues, weather summoning,* and *wind walk.*

With a 70% chance for successful gating, Pazrael can *gate* 1d4 + 1 chasme (40% chance) or 1d4 vrock (60%) twice per day. Pazrael has infravision to 200 feet and can *detect invisibility* within 120 feet. In melee, he can attack twice per round with a huge, 7-foot-long *two-handed sword +4* that inflicts 2d8 + 4 points of damage per hit to small or medium targets and 3d8 + 4 points to anything larger. Pazrael can also attack 3 times per round with beak and claws for 1d12/2d4 + 7 (×2) points of damage.

FOLLOWERS AND RESOURCES: Though he rules an entire layer of the Abyss, Pazrael keeps few more possessions than he can carry. He is fond of jewelry made of rings and bracers of protection, and he always carries a set of at least six *javelins of lightning.*

Pazrael's symbol of rulership is called the Blinding Claw of Pazrael, an enormous roc's talon that has been embossed with gold and studded with rubies the size of vulture's eggs. The Claw has many powers, but only a few are known. Those that are include *cause blindness, clairvoyance,* and *true seeing* at will, *meteor swarm, reverse gravity,* and *unholy word* 1/day. Anyone touching it must make a saving throw versus polymorph to avoid changing into a vrock or chasme, and suffer full system shock consequences; tanar'ri are immune to this effect. The Claw can be "hung" in midair anywhere in the Abyss to provide a perch for its master.

In addition to the perch of the Blinding Claw, Pazrael has a number of perches, seats of rulership where he takes on new followers, elevates some tanar'ri to greater levels of power, and punishes others. When he is gone from any perch, he leaves a minister behind, though these are notoriously unreliable.

PLOTS AND GOALS: Pazrael is wary of Graz'zt and feels that the Lord of Shadows may have designs on Torremor, so Pazrael keeps tabs on what Graz'zt is doing is by sending his own fiends to spy in Graz'zt's domain. Conflicts between fiendish servitors of the two lords aren't uncommon. Pazrael also checks Graz'zt's activities in the Prime because his own nabassu grow strong marauding on the Prime. Unknown to Pazrael, Graz'zt is fully aware of this. Finally, Pazrael is eager to discover the secrets of malign magical items of all kinds, and his fiends are under standing orders to acquire them and learn all they can of their manufacture.



Tanar'ri, Abyssal Lord, Eltab

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CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Unique
ORGANIZATION:	Planer ruler
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supragenius
TREASURE:	G×5
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	18, F1 36 (B)
HIT DICE:	37
THAC0:	1
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 4d6/4d6
SPECIAL ATTACKS:	Terror, impalement, death gaze
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	80%
SIZE:	L (15' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	39,000



Eltab is an ancient and powerful abyssal lord who has ravaged this region of Faerûn on many occasions. Legends call him the Lord of the Hidden Layer and he holds many other titles in the Abyss. His forces won the day many times for the tanar'ri in the Blood War with the baatezu, earning him great power and the envy of many tanar'ri nobles. In a great conflict, Eltab killed or drove off several influential fiends, taking their titles and followers. After centuries of success in the Abyss and beyond, Eltab journeyed to the Prime Material Plane to the world of Toril, to carry on his conquest.

Many centuries ago, the Rashemaar say that Eltab arrived in their land with a horde of tanar'ri and other fell beasts, intent on either destroying the land or moving it to the Abyss to become part of his realm. The hero Yvengi, son of a Rashemaar lord slain by Eltab's legions, prayed to the spirits of the land to provide him with a weapon mighty enough to defeat the rampaging tanar'ri, and he was rewarded with the magical sword *Hadryllis.* Yvengi led a band of Rashemaar berserkers against Eltab and faced the great fiend in single combat. Seriously wounded, his minions defeated or slain, Eltab gave up the fight, fled the battle, and left Rashemen free.

Defeated but not destroyed, Eltab next appeared when the Red Wizards of Thay struggled for independence against the corrupt Empire of Mulhorand. Summoned and compelled to service, Eltab helped defeat the god-kings, but the Thayans discovered that, once called, an abyssal lord is somewhat difficult to dismiss. To prevent Eltab from ravaging Thay, they imprisoned him under Eltabbar.

A series of runes was crafted to keep Eltab imprisoned, the largest of these being the canals of the city of Eltabbar, capital of Thay. There the matter rested for years, occasional earthquakes and disturbances marking the restless imprisonment of the once-mighty tanar'ri noble. Through a bizarre and unanticipated form of sympathetic magic, accurate maps of Eltabbar acted to drain energy from the network of runes. When one of these maps was destroyed, the runic prison weakened slightly. The Red Wizards sought to prevent anyone from owning accurate maps of Eltabbar, so mere possession of one was a capital crime. But the maps continued to be drawn and the runes grew weaker as the years went by.

It fell to Szass Tam, Zulkir of Necromancy, to realize the inevitable fact that someday the great Eltab would free himself and all of Thay would tremble. Tam hatched a plan to not only reimprison Eltab, but to turn him into a slave to Tam's own will providing godlike power to Szass Tam.

Eltab is a tall, muscular, humanoid creature. His body covered in bony, dark red plates, and his head is like that of a muzzled beast. He sprouts dozens of horns and antlers. His eyes are narrow and yellow, slitted a glowing red.

Today, Eltab is a grim, hateful creature, weary of centuries of captivity and burning for vengeance.

Eltab has few allies today as most of his fellow tanar'ri believe he is dead and many of them would be happy to "honor" his memory.

Combat: Eltab is a terrifying opponent. His very presence carries the effects of a *fear* spell, and he can use a *death gaze* once per turn. Victims who meet Eltab's *death gaze* must save vs. death magic or instantly perish. When unarmed, he fights with his two heavily clawed hands, each inflicting 4d8 points of damage. If both claw attacks hit, Eltab may then impale his opponent on his horns, inflicting an additional 3d10 points of damage.

Eltab is hard to injure. His natural 80% magic resistance is coupled with an immunity to all magical weapons of less than +3 enchantment.

Climate/Terrain:	The Abyss
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17–18)
Treasure:	D
Alignment:	Chaotic evil
No. Appearing:	1 (rarely: 1–2)
Armor Class:	–3
Movement:	15
Hit Dice:	8+14
THAC0:	13
No. of Attacks:	1 or 3
Damage/Attack:	1d4+1/1d4+1/2d4 or by weapon +7 (Strength bonus)
Special Attacks:	Corrosion, gaze, backstab
Special Defenses:	+1 or better weapons to hit, thief abilities
Magic Resistance:	50%
Size:	M (7′ tall)
Morale:	Champion (15–16)
XP Value:	17,000

Babaus are greater tanar'ri that roam the layers of the Abyss recruiting lesser and least tanar'ri for the vast armies of the Blood War. They look like tall skeletons covered with dark, form-fitting leather. A great horn protrudes from the back of their skulls. Babaus have long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their alien nature.

Babaus communicate using telepathy.

Combat: Any creature who meets a babau's glowing red gaze must save vs. spells or be affected as by a *ray of enfeeblement*. Gaze range is 20′. The gaze affects one opponent per round, in addition to normal attacks. Babaus are immune from attacks by nonmagical weapons.

Babaus can use any weapon they find. They have enchanted and magical weapons 20% of the time (determine magical weapon randomly). Babaus have Strength 19 and gain a +7 damage bonus.

Babaus attack with two claws (1d4+1 damage each) and their sharp horn (2d4 damage). Babaus are intelligent and prefer other means of attack, but they fight fiercely unarmed when necessary.

Babaus generate a slick, dark red substance that covers their bodies. This slippery jelly halves damage from all slashing and piercing weapons (type S and P), and it has a corrosive quality. It has a 20% chance per hit of corroding a metal weapon. Normal metal weapons must save vs. acid with each hit or corrode and become useless. Magical metal weapons lose one "plus." Further, if the liquid comes into contact with exposed flesh (during grappling attacks or other contact), it burns for 1d6 of acid damage.

In addition to those available to all tanar'ri, babaus have the spell-like powers *dispel magic, fear, fly, heat metal, levitate*, and *polymorph self*. Once a day they can attempt to *gate* in 1–6 cambions or 1 babau with a 40% chance of success. There is also a chance that a true tanar'ri comes to the aid of a babau in trouble (see below).

Babaus have the abilities of a 9th-level thief (pick pockets 30%, open locks 30%, find/remove traps 25%, move silently 95%, hide in shadows 80%, detect noise 35%, climb walls 90%, read languages 30%, backstab (×4).

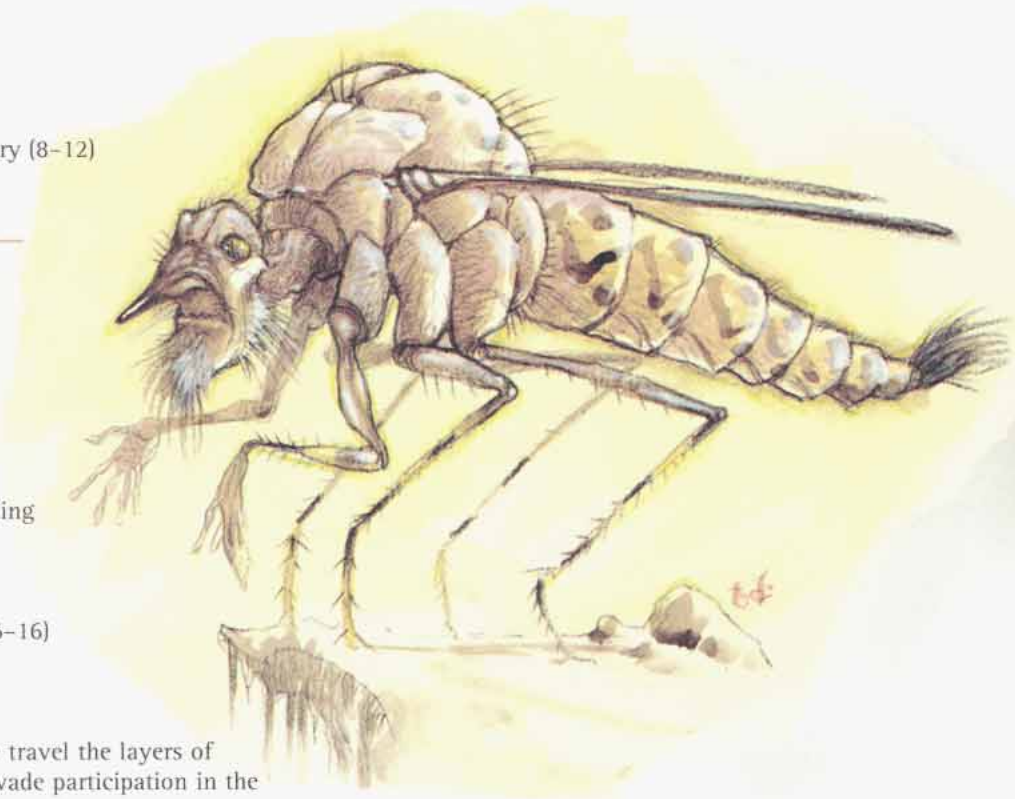
Habitat/Society: Other tanar'ri hate babaus because they roam around recruiting for the vast Abyss armies. To escape service, numbers of lesser tanar'ri sometimes gang up on a pursuing babau and try to kill it. However, the babau defend themselves well.

True tanar'ri have close ties with babaus. If a babau is attacked, a true tanar'ri (randomly determined) is 20% likely to notice and come to its aid — not through any sense of loyalty, but rather to further the Blood War. This causes the lesser tanar'ri to fear babaus even more.

Ecology: According to the true tanar'ri (presumably among the greatest powers of the Abyss), the only purpose of the lesser and least tanar'ri is to fight in the Blood War. Because the babaus are the grim recruiters of those armies, they are integral to the Abyss and important in the Blood War.



Climate/Terrain:	The Abyss
Frequency:	Common
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to very (8–12)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–5
Movement:	6, Fl 24 (D)
Hit Dice:	8+2
THAC0:	13
No. of Attacks:	3
Damage/Attack:	2d4/2d4/1d4
Special Attacks:	Terror, sleep drone, wounding
Special Defenses:	See below
Magic Resistance:	50%
Size:	M (7′ long)
Morale:	Champion (15–16)
XP Value:	14,000



Wretched and horrifying, the chasme travel the layers of the Abyss in search of tanar'ri that evade participation in the Blood War.

The chasme are abominable crosses between human and fly: the body of a giant fly with unnatural human arms in place of forelegs and a vaguely human head. Their mouths are tiny, but their sharp, horn-like noses can bite and draw blood. These creatures can walk on floors, walls, and ceilings as they wish.

Chasme communicate using telepathy.

Combat: Anyone viewing a chasme must save vs. spells or flee in terror for 1–4 hours.

The chasme live to fight. Their physical attacks consist of a claw/claw/nose routine. (2d4/2d4/1d4 damage). Claw wounds bleed profusely for 2 hp damage per round until magically healed (*cure light wounds*, etc.).

Chasmes buzz in a rasping voice. Living creatures who hear this drone must save vs. spell or fall into a comatose sleep. Sleeping victims must be splashed with water or vigorously stimulated to wake up. Otherwise, sleep persists for 2d4 hours or until the chasme starts to drain the victim's blood (1d4 hp per round). A creature can be affected by this power only once per encounter.

In addition to those available to all tanar'ri, chasmes have the following spell-like powers at 8th level of spell use: *detect good* (always active), *detect invisibility* (always active), *insect plague*, *ray of enfeeblement*, and *telekinesis*. Three times per day a chasme can try to *gate* in the following: 2–20 manes, 2–5 cambion, or 1 chasme. There is a 40% chance of success.

Habitat/Society: The chasme act as the punishers of the tanar'ri. They travel the Abyss to punish those who do not fight in the Blood War. This punishment is, of course, lingering, painful death.

How the chasme spot Blood War evaders is a mystery. Although tanar'ri as a race are not psychically aware, perhaps these creatures have a psychic power that lets them read the thoughts or emotions of tanar'ri. If this ability extends to non-tanar'ri (a matter for speculation), these monsters would indeed be fearsome opponents.

In return for this duty, the chasme avoid going to the "front lines" to fight in combat formations. Instead they fill those ranks with other hapless tanar'ri. This makes them extremely unpopular among the tanar'ri, who often attack chasme on sight. Only their power and the backing of the true tanar'ri protect the chasme from annihilation.

Note, however, that the destructive activities of the chasme do not affect the war effort, for the fiends of the Abyss are nearly infinite.

Ecology: Chasme reproduce from eggs. Any adult chasme can lay up to 10 eggs per year. Eggs hatch in three months, and hatchlings growing to adults in seven years.

Chasme wings have been used in brews to create *potions of flying*.

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	(B, C)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	15
HIT DICE:	20 +120
THAC0:	1
NO. OF ATTACKS:	2 and 1
DAMAGE/ATTACK:	6d4+6/6d4+6, 5d8
SPECIAL ATTACKS:	Spells, stamp, hurl boulders
SPECIAL DEFENSES:	Immunities, regenerate, hit only by magical weapons (see below)
MAGIC RESISTANCE:	60%
SIZE:	H (21'–24' tall)
MORALE:	Champion (15–16)
XP VALUE:	23,000

Collectively known as *goristroi,* these huge tanar'ri can be found on nearly any layer of the Abyss, for they are adaptable and much desired by the rulers of the place to serve as engines of destruction. Abyssal lords and powers are able to command the goristroi and keep them serving as guardians, enforcers, siege engines, and so on. The hulking goristroi are too stupid and bestial to do more than carry out their orders, and thus their status never reaches that of the true tanar'ri.

Goristroi are vaguely reminiscent of giant bears, although their shoulders are broader, their visages a nightmarish cross between bison and human, and their hands and feet disproportionately large, splayed, and humanlike. Their arms are extremely long, like an ape's. Individual colors vary from dark brown through sickly greenish yellow to a peculiar purplish gray.

Combat: The attack of these monsters consists of two clubbing smashes with their long and very powerful arms for 6d4+6 points of damage each. Each is equal to a crushing blow, so material struck must make a saving throw. In addition, these brutes can make a stamping attack against any opponent within 10 feet that is 6 feet tall or shorter; the stamp causes 5d8 points of damage. They hurl boulders like cloud giants do (240 yard range, 2d12 points of damage).

In addition to standard tanar'ri abilities, goristroi have the following spell-like powers which they can employ one at a time, one per round, at will: *detect invisibility, detect magic, fear* (as wand, by gaze), *levitation,* and *spider climb.*

Even the lowliest of goristroi can be harmed only by +1 or better magical weapons. All of them are immune to cold, fire, electricity, poison, and poison gas. They regenerate 1 hit point per turn. They have infravision to 120 feet.

As noted above, goristroi gain 6 hit points per Hit Die in addition to whatever is rolled, giving each Hit Die a range of 7–14 instead of the usual 1–8. Goristroi that have 140–160 hit points are 21 feet tall and can only be hit by +1 magical weapons or better. Those with 161–200 hit points are 22 feet tall, and are also hit only by +1 or better weapons. If a goristroi's hit points fall in the range of 201–240, the beast is 23 feet tall and is hit only by +2 or better weapons. The largest goristroi have 241–280 hit points, are 24 feet tall, and are hit only by +3 weapons or better.

From the third volume of *Deceptions and Stratagems,* by the pit fiend Mellagorus:

> Though the lumbering goristroi are excellent at climbing sheer stone faces and though these assaults can break our fortifications, such strategies also present us with an opportunity to destroy the beasts. Their powerful clawed fingers can make handholds in sheer stone, but their enormous size makes them vulnerable to falls, and they suffer twice the damage a smaller creature might from a fall. The goristroi are especially afraid of *Bigby's forceful hand, dig, fly, levitation,* and other spells that can push them off the heights to be broken on the rocks below or, even more amusingly, onto the weapons of their fellow tanar'ri. Weak-minded goristroi are also vulnerable to spells such as *cause fear, fear, symbol of fear,* and *repulsion,* which drive them off walls. For all these reasons, arcanaloths are the best countermeasures to employ against goristroi assaults on an entrenched position on the height. Fools though they are, tanar'ri commanders rarely order a goristro over the walls unless the situation is desperate or a diversionary attack has drawn off most of the defenders. Take this as a sign of weakness and counterattack.

Habitat/Society: Usually solitary, goristroi are only important among their kin because of their ability to absorb damage and to mete it out. They are stupid and otherwise limited in power, unable even to *gate* in other tanar'ri. The vast majority of goristroi encountered are in the service of some Abyssal ruler, blindly carrying out the duties assigned to them with complete fanaticism. There is never a question of retreat or morale when dealing with these brutes, though the threat of long falls can induce paralysis on the field of action. In all other respects, they always continue to follow their given commands until completion or death occurs.

In the Blood War the goristroi serve as siege engines and rallying points for lesser tanar'ri, much as elephants do among certain Prime Material forces. A goristroi citadel is a platform strapped to the creature's head and shoulders like a helmet. The tanar'ri carries this citadel as a lesser creature might carry a knapsack; it hardly seems aware of it. The fortification usually provides excellent cover (–7 to AC) for two to four riders, depending on the size of the goristroi.

Again from Mellagorus' *Deceptions and Stratagems:*

> Goristroi citadels are dangerous and best kept busy with cannon fodder and inferior troops, but if they can be broken, the lesser troops surrounding them are usually routed. The best way to accomplish this is to harry a goristro from two directions. The slow-witted behemoth will turn from one attack to the other, unconscious of the fact that its rapid movements are shaking and battering the creatures within the citadel to death. At this point flying troops such as abishai can take the citadel and slay the goristro by a surgical strike to the neck with axes, polearms, and cleavers.

Goristroi ruled by an Abyssal lord or power always wear some symbol of servitude, such as a collar, an arm or wrist band, or an implanted symbol. Such devices typically have the power to convey telepathic commands to the wearer as well as serve as tracking devices should the masters wish to know the whereabouts of their servants. Without direct command or supervision, goristroi tend to wander off on destructive ram-

pages of their own direction and desire.

Goristroi do not breed naturally. They are carefully mated by their owners after extensive negotiations, eventually resulting in a single young. The goristroi are carefully watched throughout the entire process, for fear of foul play by the other side, such as an attempt to slay these valuable beasts. Generally, the terms are that the owner of the male goristroi gains the female young, and the owner of the mother is entitled to the male young produced. These voracious, screaming young grow to maturity within five years. This allows the lucky owner to breed further young on his own, albeit inbred ones. However, abductions, infanticide (if the young is the wrong gender), and even outright purchases of the live young are fairly common. Under no circumstances are the parents allowed to have any influence on the young goristro.

Ecology: Goristroi are predators that make no distinction between various types of prey. They eat anything that moves, even devouring lesser tanar'ri when their dim minds believe no one is watching. They are exclusively carnivorous, unable to eat vegetable matter even if no other food is available. If forced to go without living or recently slain meat, goristroi wither and die within two weeks, so tanar'ri commanders usually sacrifice lesser troops for the sake of keeping their citadels going. Goristroi flesh is itself poisonous if ingested, so not even powerful planar creatures or pack hunters like trolls and armanites attack them.



Tanar'ri, Greater, Nabassu

Climate/Terrain:	The Abyss or Prime
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	Q × 10
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4 to –5
Movement:	12, Fl 15 (C)
Hit Dice:	7+2 to 7+20
THAC0:	13
No. of Attacks:	3
Damage/Attack:	2d4/2d4/3d4 or weapon +7 (Strength bonus)
Special Attacks:	Death gaze, backstab, paralyzation
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	50%
Size:	M (7′ tall)
Morale:	Champion (15–16)
XP Value:	Mature: 16,000 Fledgling: 8-11,000



Nabassu are creatures spawned in the Abyss but nurtured on other planes, where they grow and gain power by slaying and devouring humans. They communicate using telepathy.

Nabassu, unmistakably fiends, are gargoylish in appearance, standing 7′ tall. They are gaunt with leathery skin and wings, tightly corded muscles, long claws on hands and feet, steely gray eyes, and a wide mouth lined with sharp fangs.

Combat: Nabassu go through two distinct phases, fledgling and mature, that have different combat abilities. However, in both phases the nabassu can attack with two claws (2d4 damage each) and bite (3d4 damage). They can attack with magic but prefer natural attacks, especially against a helpless enemy. These create greater terror in the victim and, therefore, greater pleasure for the nabassu.

Nabassu Fledgling

Fledglings begin life with AC 4 and 7 Hit Dice. When they enter another plane (usually the Outlands or the Prime), they gain 2 more hp. Each victim killed and eaten on the foreign plane adds 1 hp and a "half factor" of AC. For example, a fledgling that devours two humans would have 7+4 HD and AC 3. After 18 meals it reaches full growth (AC –5 and 7+20 HD).

Immature nabassu do not gain the spell-like abilities available to other tanar'ri but have the following spell-like abilities: *darkness, 15′ radius* and its *death gaze* (once per day). The death gaze forces the target to save vs. spell or transform, over 10 days, into a ghast (or ghoul if the victim is a demihuman). The death of the nabassu or a *remove curse* spell reverses the process, but once the process is complete, the change is irrevocable.

Immature nabassu also have some thief abilities: move silently (40%), hide in shadows (50%), detect noise (55%), and backstab (×2). They are affected only by attacks from magic or cold-wrought iron weapons. Nabassu have Strength 19 (+7 damage adjustment).

Mature Nabassu

At full growth, nabassu lose their fledgling abilities but gain those spell-like abilities available to all tanar'ri, plus the following spell-like powers: *energy drain* (by touch), *regenerate* (1 hp per hour), *silence, 15′ radius*, and *vampiric touch*. Three times per day, a mature nabassu can attempt to *gate* in 2–20 manes, 2–5 cambions, or 1 mature nabassu with a 45% chance of success. When in the Abyss, mature nabassu can automatically summon 2–5 ghasts once per day. Mature nabassu can become *ethereal* at will, twice per day. Also, any living creature coming within 10′ must save vs. paralyzation or be paralyzed for 1d10 rounds (once per encounter). Mature nabassu have the same Strength and immunities as fledglings.

Habitat/Society: Nabassu are a scourge of humanity. They are the only fiends that live a part of their lives on a foreign plane. Unlike other tanar'ri, nabassu seem to have no place in the Blood War. Once they return to the Abyss from their tour of carnage on the Prime Material, they will reside in one of the fortress of the Abyss for the rest of their immortal existence.

Ecology: What role these monsters play is unknown. Perhaps the slaying of humans and spilling of innocent blood somehow bring the tanar'ri power.

Climate/Terrain:	Water
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	High (13–14)
Treasure:	25–50,000 gp
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–1
Movement:	9, Sw 15
Hit Dice:	15
THAC0:	5
No. of Attacks:	3
Damage/Attack:	1d8/1d8/1d12
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Size:	L (10′ tall)
Morale:	Fanatic
XP Value:	19,000

The standoffish wastrilith, or *water lords*, inhabit watery parts of the Lower Planes (and, rarely, other planes), content in their isolation. Though they have no apparent magical power over other creatures, they intimidate undersea denizens so much that even unintelligent creatures serve them. Wastrilith are horrendous creatures with jaws full of needle-sharp teeth. Their bulging eyes give them the appearance of leering fish with humanoid torsos.

Combat: Wastrilith are canny opponents, rarely giving their enemies advantage and certainly no quarter. Because they do not believe in suffering needlessly, they send their minions forth to combat enemies: 2d6 sharks, 3d6 sahuagin, 1d4 ixitachitl, or 1d3 water elementals. As long as the minions continue the attack and the fiend itself is not threatened, it lets them fight by themselves.

A wastrilith can breathe a blast of boiling water three times per day in a cone 30′ long with a 10′ diameter base (3d10 damage). They can attack with two claws (1d8 damage each) and bite (1d12 damage).

Electrical attacks inflict full damage. However, due to the water lords' nature, such attacks reach them only half the time; the other half rebound on the caster, causing full damage. Fire-based attacks inflict double full damage if the fiend has left the water, but none if the creature remains fully immersed.

Water- and cold-based attacks cause no damage to the wastrilith. In addition, water elementals sent against the fiend do not attack it. Indeed, a water lord has a 50% chance of wresting control of water elementals from the summoner, as long as the water elementals have approached within 100′ of it.

Habitat/Society: Wastrilith are territorial and do not allow other powerful creatures to establish themselves nearby. Once they have established their territory, they do not stray far from it. They protect what is theirs and don't meddle in matters outside their territory. Many are found on the 88th level of the Abyss, the Maw of Demogorgon, a watery plane that is dark and cold.

Wastrilith require no conventional food or drink, but they enjoy devouring creatures foolish enough to venture near their homes. They leave the remains outside to feed sharks and warn away other curiosity seekers.

Ecology: Wastrilith are nasty-tempered and try to break free of the bonds imposed by spellcasters. There is a 20% chance that a summoned wastrilith ignores the wishes of the summoner, kills him, and rampages until such time as it wearies of the plane. Until that time comes, the water lord can amass considerable power beneath the waves, creating havoc in the area. It is unknown why wastrilith do this, inasmuch as they rarely take their treasure back to their home plane.

On the Prime Material, a wastrilith's territory typically includes a 25-mile diameter circle, at the center of which is the fiend's palace. The palace can be a marvel of undersea engineering or a simple hole in a coral reef. A wastrilith that has not established its territory will often terrorize shipping in the area, destroying boats on a whim and driving out such creatures as sea dragons and aquatic elves.



Tanar'ri, Guardian, Molydeus



Climate/Terrain:	The Abyss
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High to exceptional (15–16)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–5
Movement:	15
Hit Dice:	12
THAC0:	9
No. of Attacks:	3
Damage/Attack:	2d6/1d6/battle axe (2d10+5)
Special Attacks:	Vorpal and dancing battle axe, poison
Special Defenses:	Cold iron weapons to hit, never surprised
Magic Resistance:	90%
Size:	H (12′ tall)
Morale:	Fearless (19–20)
XP Value:	21,000

The only guardian tanar'ri, the molydeus enforces the war effort as a sort of political officer.

Molydei are powerful, muscular humanoids with dark red skin. They could be mistaken for giant red men, except for their two grotesque heads. One is a snarling dog's head that misses nothing in front of it. The other, a long prehensile snake head, observes everything that happens behind it. These creatures carry ornate twin-bladed battleaxes.

Molydei have a form of *ESP* that lets them communicate with intelligent creatures and read the thoughts of others.

Combat: A molydeus is never surprised. It attacks fearlessly and seldom retreats. Its enchanted axe inflicts 2d10 damage per hit and is +5 to both attack and damage rolls. The axe has the powers of a *vorpal* weapon and a *dancing sword*.

Molydei also attack with both heads. The dog head inflicts 2d6 damage; the snake head does 1d6 damage and injects a powerful venom (save vs. poison or transform into a manes in 1d6 turns). A *neutralize poison* spell followed by *remove curse* eliminates the poison. Once transformed, the victim is beyond restoration, short of divine intervention or a very carefully worded *wish*.

In addition to those available to all tanar'ri, a molydeus has the following spell-like abilities: *affect normal fires, animate object, blindness, charm person or mammal, command, Evard's black tentacles, fear, improved invisibility, know alignment, lightning bolt* (7 times per day), *polymorph other, sleep, suggestion, true seeing* (always active), and *vampiric touch*. Molydei can also *gate* in 1 molydeus, 1–2 chasme, or 1–4 babau once per hour with a 35% chance of success.

Molydei are immune to damage by most normal or magical weapons. Only cold-wrought iron weapons and magical spells can affect these creatures.

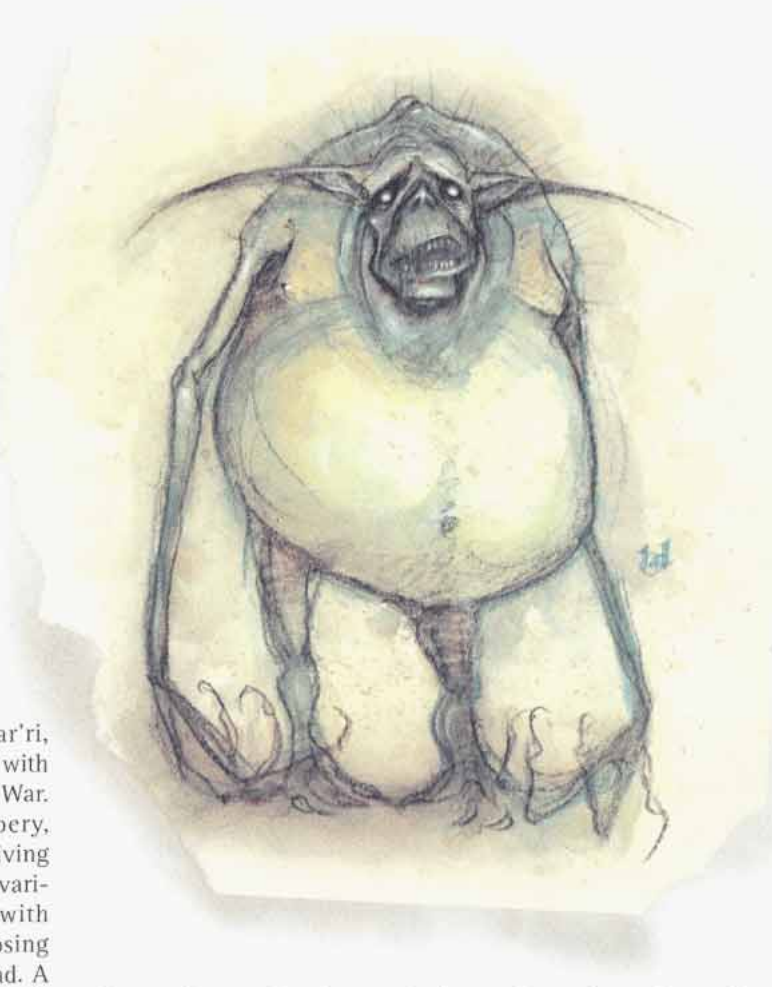
When a molydeus dies, its axe disappears. The only way to get this powerful weapon is to take it from a living molydeus. A molydeus does not rest until it recovers its weapon, stalking the thief day and night without end until the axe is recovered and the thief horribly killed.

Habitat/Society: The molydei are the greatest enigma in the Abyss. These powerful police wander the layers of the Abyss and search for true tanar'ri that stray from the cause of the Blood War. They report directly to the balors, but even balors are not above reproach, and the molydei would turn against one that strays.

Ecology: By enforcing the loyalty of the true tanar'ri, the molydei play an important role in the Blood War. These creatures exist only to serve the cause. They have no loyalty towards any tanar'ri and will try to destroy any of them at the slightest sign of infidelity. They do not enforce their doctrine on nontrue tanar'ri, for they assume that these are all disloyal by nature, and that only constant threats and punishments keep them in line.

Tanar'ri, Least, Dretch

Climate/Terrain:	The Abyss
Frequency:	Common
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	4–40
Armor Class:	4
Movement:	9
Hit Dice:	2
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d4+1
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	10%
Size:	S (3–4′ tall)
Morale:	Steady (11–12)
XP Value:	1,400



Petty and wicked, dretches are the most common tanar'ri, found in massive hordes everywhere in the Abyss. Along with the manes, the dretches are the rank-and-file of the Blood War.

Dretches are gaunt, squat humanoids with rubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas, stretched over pulsing varicose veins. Dretches' mouths are slack and slobbery with many small fangs. Their hair is sparse and bristly, exposing pointed ears that hang limply from either side of the head. A dretch's eyes slant downward and the nose appears squashed.

Dretches communicate using telepathy.

Combat: Only their vast numbers allow dretches to survive the rigors of the Abyss. These creatures will not flee combat if a greater or true tanar'ri is present. Dretches are so wretched they would rather die than fall further into disfavor by fleeing. Their natural attack form consists of a claw/claw/bite routine (1d4/1d4/1d4+1).

In addition to those available to all tanar'ri, dretches can use these spell-like abilities: *scare*, *stinking cloud* (once per day), and *telekinesis*. Once per day, they can attempt to *gate* in 1–4 dretches with a 50% chance of success. They like to *gate* in companions, then have the companions immediately attempt *gates* in turn, and so on until a vast horde of dretches appears.

Habitat/Society: Dretches are the lowest form of actual tanar'ri; their inferiors, the manes, are merely dead spirits from the Prime Material Plane. Dretches mill around and torment the manes to avoid considering their own lowly position.

Some dretches try to be extremely useful, hoping for promotion. Others consider themselves so lowly that they have nothing to lose, and they rebel. By virtue of their numbers, they feel they can go their own way and ignore the more powerful tanar'ri. This leads to a huge slaughter of the rebellious dretches by more powerful tanar'ri. These civil outbreaks temporarily divert the tanar'ri from the Blood War, sometimes with disastrous results.

Ecology: Dretches are important to the Blood War. The primary strength of the tanar'ri is their sheer numbers, and those numbers consist largely of dretches. Unlike the hordlings, they are actual tanar'ri and have concern for their position. This makes them more reliable than hordlings, if the term applies to any creature in the Abyss. The dretches' weakness makes them a perfect choice for food in an environment where food is scarce. Greater fiends eat them in great quantities.

Climate/Terrain:	The Abyss
Frequency:	Common
Organization:	Horde
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	50–500
Armor Class:	8
Movement:	6
Hit Dice:	1
THAC0:	20
No. of Attacks:	3
Damage/Attack:	1d2/1d2/1d4 or by weapon
Special Attacks:	Acidic vapor
Special Defenses:	Immune to mind-affecting spells
Magic Resistance:	10%
Size:	S (3′ tall)
Morale:	See below
XP Value:	975

Manes are the most pathetic beings on the lower layers of the Abyss, vast and endless as the layers themselves. They have pale white skin that appears bloated. Manes have long, cruel claws; sharp teeth; sparse hair; and pale white eyes that constantly drip disgusting liquids. Their bodies crawl with carrion creatures that literally feed on them.

Manes cannot communicate.

Combat: Manes are nearly mindless, senseless creatures. They are immune to mind-affecting spells. They wander the Abyss in endless hordes, attacking all non-tanar'ri they encounter with two raking claws (1d2 damage each) and bite (1d4 damage).

When formed into legions, manes carry maces (1d8 damage). One major problem with arming the manes, however, is that they quickly forget how to use the maces, drop them, and fight with claws and teeth.

These creatures disregard their own existence. They never check morale and fight until slain. Killing a manes simply dissipates it into a noxious, stinking vapor that reforms in 24 hours. Anyone within 10′ of a manes when it dies must save vs. poison or sustain 1d6 damage from the acidic vapor.

Habitat/Society: Manes travel in gibbering, snarling hordes that sometimes number in the thousands. Physically weak, they attack in such great numbers that non-tanar'ri fear them.

These wretched armies are difficult to maintain, for the manes are literally too stupid to understand commands. They can temporarily form a regiment, but they eventually wander about aimlessly, paying no heed to orders. If brought to a battle, however, they make excellent soldiers; once they see the enemy, they attack tirelessly. Sometimes they attack even when such a tactic does not favor their army, but such is war in the Abyss.

In the Abyss, manes are viewed as sub-tanar'ric and scorned by everything there. This does not bother the witless manes.

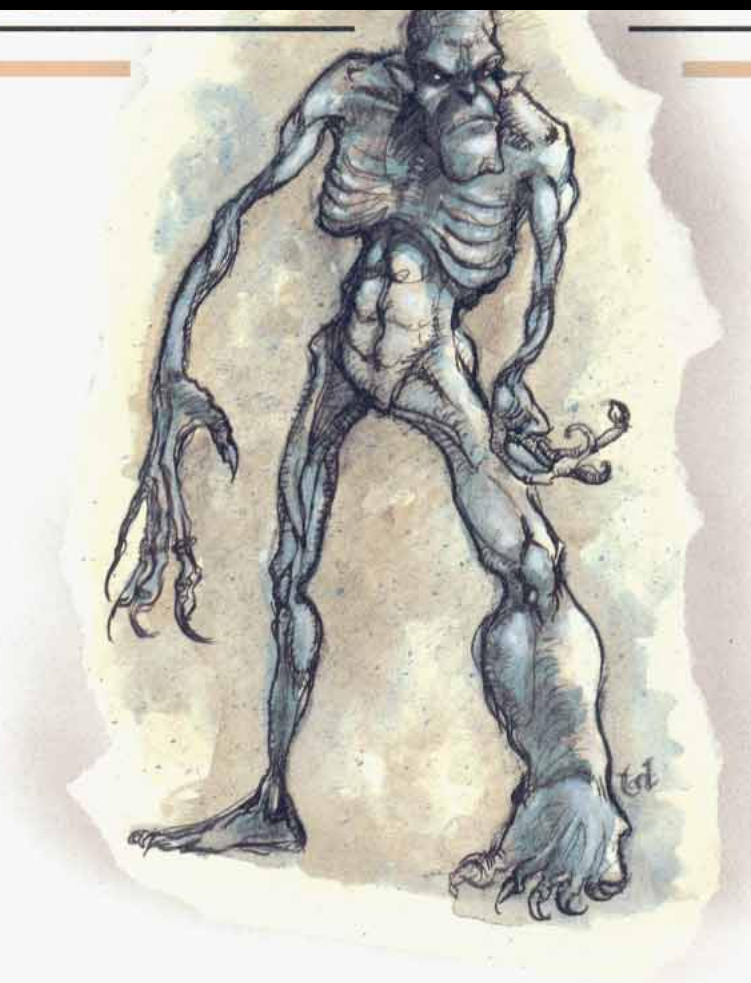
Like the dretches, the manes represent a major fighting force that is highly expendable. Unaware of their position in the Blood War, the manes have no way to improve the cruel treatment they receive.

Ecology: When chaotic evil mortals from the Prime Material Plane die, their spirits go to the Abyss and become manes. Those who were particularly cruel and evil in life are confined to the Pits of Despair on the 400th layer of the Abyss. Of this place, wizards and sages know only the name, because none have ever seen it. The Pits are thought to be hidden beneath the Mountain of Woe, but again, little is known.

The lowly manes, plentiful and weak, have the dubious honor of serving as the primary food source in the Abyss. When a manes is eaten, it is destroyed utterly and will not reform.



Tanar'ri, Least, Rutterkin



Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	4
THAC0:	17
No. of Attacks:	1 or 2
Damage/Attack:	By weapon or 1d6+1/1d6+1
Special Attacks:	Snap-tong
Special Defenses:	None
Magic Resistance:	10%
Size:	M (5–7' tall)
Morale:	Steady (11–12)
XP Value:	2,000

The rutterkin are pathetic, malformed tanar'ri. They wander the planes of the Abyss, outcasts in their own deranged society. Rutterkin resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

Rutterkin communicate using telepathy.

Combat: Rutterkin are known for the strange weapons they carry. Some of their favorites include: a *snap-tong* device that inflicts 2d4 points upon hitting and then continues to inflict like damage each round until the opponent breaks free by scoring a hit on the weapon (AC 5); a *polearm* with a double crescent head; a saw-toothed *flatchet* (broad-headed sword that is +1 damage versus unarmored opponents); and a *3-armed blade* thrown from a sling-like device. Here are the weapon statistics:

Item	Weight (lbs)	Size	Speed Factor	Damage S-M/L
crescent polearm	8	S	8	1–10/1d8
flatchet	3	S	4	2–8/1d6
snap-tong	5	P	8	2–8/1d4
3-armed blade	2	S	3	1–6/1d6

Range Weapon	ROF	S	M	L
3-armed blade	3	2	4	6

A rutterkin can also attack with two claws (1d6+1 damage each). They dislike this attack because their malformed bodies feel pain if they strike (as one with a sprained wrist would feel pain from punching). Rutterkin groan and yelp when they attack with their claws.

In addition to those available to all tanar'ri, rutterkin have the following spell-like abilities: *fear* (by touch), *fly*, and *telekinesis* (3 times per day). Rutterkin can *gate* in 1–8 least tanar'ri once per day with a 50% chance of success.

Habitat/Society: Rutterkin are tanar'ri mutated by energies unknown. They are complete outcasts, not even cannon fodder in the Blood War.

However, rutterkin do unwittingly serve the tanar'ri. Rutterkin so hate their position that they wander the Abyss in solitude. There, they never attack any tanar'ri save for least tanar'ri. However, they savagely attack non-tanar'ri they see. Although the rutterkin are usually far too weak to stop intruders, these pathetic creatures try to gate in reinforcements, thereby spreading the alarm.

Ecology: The nalfeshnee might create the rutterkin directly from the life forces of evil but incompetent beings who come before them for judgment. Rutterkin more truly represent chaos than their kin, for they are bound to no cause, have no society, and serve no master. Even the chasme ignore them.

Ancient stories of the origin of the rutterkin say that many millennia ago, a race of humans in a distant corner of the Prime Material Plane experimented with plane and probability travel. These cerebral beings explored the Prime Material Plane and eventually expanded into the Inner and Outer Planes. When they discovered the Abyss, they were enslaved by the tanar'ri, who had never before encountered beings other than themselves. Originally, tanar'ri abuse changed the rutterkin into what they are, but now other types of creatures can become rutterkin as well.

Tanar'ri, Lesser, Alu-Fiend

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to genius (8–18)
Treasure:	Nil
Alignment:	Chaotic evil (see below)
No. Appearing:	1–2
Armor Class:	5 (base; see below)
Movement:	12, Fl 15 (D)
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Magical weapon, spell use
Special Defenses:	Magical armor, cold iron or +1 or better weapons to hit, intuition
Magic Resistance:	30%
Size:	M (5′ tall)
Morale:	Steady (11–12)
XP Value:	Normal: 4,000 Genius (L1-4): 5,000 Genius (L5-12): 6,000



Alu-fiends, the horrid female offspring of succubus and human, look like comely human females with attractive, powerful features. Only their sharp, upsloping eyebrows and wings indicate the truth.

Alu-fiends usually communicate using telepathy, but can sometimes speak additional languages.

Combat: Alu-fiends have an innate intuition that warns them of impending danger 75% of the time. They have no natural attack forms save fists and teeth (normal human damage). About 75% of them carry enchanted weapons, often gifts from their evil mothers. These weapons are most likely of common make (i.e. +1, +2, etc.), but there is a 15% chance for a special weapon. The fiend relies heavily on a special weapon and never willingly parts with it.

Alu-fiends can restore their own hit points at the expense of their opponents. This requires a normal melee hit (1d8 damage, of which the alu-fiend gets half, rounded up).

These creatures have base Armor Class 5, the heritage of their unnatural mother. Enchanted armor or protective items can improve the base AC. As with weapons, 75% of alu-fiends wear enchanted armor of common make (+1, +2, etc.). There is a 5% chance such armor is special (e.g. *plate mail of etherealness*, etc.).

For both magical armor and weapons, choose appropriate items from the tables on pages 139–140 of the *DMG*.



In addition to those available to all tanar'ri, all alu-fiends, regardless of intelligence, have the following spell-like powers: *charm person*, *dimension door* (once per day), *ESP*, *shape change* (to a humanoid form of approximately their own height and weight only), and *suggestion*.

All alu-fiends have infravision to 240′. Alu-fiends are affected only by cold-wrought iron or magical weapons.

Fully 10% of alu-fiends have Genius intelligence; they have all the spell-like powers of their sisters and are also actual mages. Genius alu-fiends are 1st- to 12th-level mages with full spell ability and can choose spells from any school. Genius alu-fiends are never specialist wizards.

Habitat/Society: Alu-fiends tend to be hateful, even by tanar'ri standards, because of their dual nature. They view themselves as outcasts, neither human or tanar'ri. Other tanar'ri view them the same way, as lowly and without purpose. Only the alu-fiends' power keeps them in contention as a lesser tanar'ri race.

Ecology: If an alu-fiend can somehow hide her wings, she is mistaken for a human 70% of the time.

Interestingly, about 20% of alu-fiends are chaotic neutral or true neutral in alignment. This usually occurs when a succubus mates with a non-evil human and the offspring retains a hint of her father's morality.

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Rare
ORGANIZATION:	Troop
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	(A, D, I)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2–20
ARMOR CLASS:	2
MOVEMENT:	18, Fl 18 (C)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2 and 1
DAMAGE/ATTACK:	2d6/2d6 and by weapon type
SPECIAL ATTACKS:	*Spark bolts*, crushing hooves
SPECIAL DEFENSES:	Immune to poison, cold, and electricity; hit only by +2 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall, 6' at the haunches)
MORALE:	Champion (15–16)
XP VALUE:	2,000
Knecht:	7,000
Konsul:	14,000

Armanites resemble pale, undead centaurs with the horns of rams or bulls. They wear the full armor of knights. Their tails and the manes down their spines are stiff bristles, and the flesh on their bellies sags so much that older armanites sometimes look like gutted half-horses, dragging their entrails beneath them. Some breeds of armanite are more kangaroolike in their nonhuman half. Their front limbs are hands, capable of manipulating weapons and small items.

All armanites wear black, fluted armor that seems more ornamental than functional. Because of their great strength, the armor is much heavier than ordinary armor and more effective than it might appear. Armanites are never without their weapons: flanged maces, wavy flamberge swords, and heavy crossbows or composite bows.

Combat: Armanites are mobile shock troops in the Blood War, able to strike and retreat quickly. They travel in troops loyal to a single leader. They depend on the rush and fury of their charges to preserve them rather than on tactics, spellpower, or careful timing.

The armanites' primary mode of attack is a set of withering strikes from their spiked hooves. On a roll of 20, an armanite can crush a shield (75% chance) or a breastplate (25% chance), reducing the target's Armor Class by 1. Magical armor receives a saving throw vs. crushing blow.

In addition, armanites can attack with the troop's weapon of choice, usually a horseman's mace (20%), a two-handed sword called a *flamberge* (30%), a halberd (20%), a scimitarlike saber (20%), or a lance and saber (10%). Some troops also carry heavy crossbows (10%) or short, recurved composite bows with wicked barbed arrows (20%, damage as sheaf *arrows +1*).

Armanites with bows or crossbows can fire *spark bolts*. Just before these bolts are fired, they are magically charged by their contact with the armanites. If they hit, the *spark bolts* inflict 2d8 points of electrical damage, with a saving throw vs. spell allowed for half damage.

Armanites can gallop into the skies once per day for a maximum of 1 hour. This form of flight allows them to gallop slowly up from the ground, as if they were climbing an invisible hill. They must stay in motion once they start. Flying armanites cannot change direction quickly, but the assault of an aerial charge can be devastating against opposing ground-based troops.

All armanites are immune to attack by weapons of less than +2 enchantment and are immune to electricity, poison, and nonmagical fire. They suffer 3d6 points of damage from holy water, 1d6 points from splashes. Armanites also have the abilities common to all tanar'ri.

Each pack of armanites always follows a single charismatic leader who rules through promises of plunder and threats of punishment. Called the *pathwarden* or the *knecht*, this leader has AC 0, 8 HD, Dmg 3d6/3d6, MV 21, and Strength 19. A knecht can infuse not just his missile weapons but also his melee weapons with *spark bolts* each round. Packs that lose their leader roam without direction, destroying everything they meet until either they are destroyed or a new knecht rises from the ranks.

The 24 known towns of the armanites are each ruled by a *konsul*, a master of as many as a hundred packs. The konsul has AC –3, 11 HD, Dmg 4d6/4d6, MV 24, and Strength 20. In addition to charging *spark bolts* as knechts do, all konsuls can throw 11-HD *lightning bolts* three times per day. A few of the konsuls are also spellcasters; they can be mages of up to 8th level or priests of up to 5th level. Rumors claim that two of the konsuls are multiclassed priest/mages.

The known immobile towns of the armanites are Amber, Basalt, Bloodstone, Bone, Clay, Cold Iron, Dark Spring, Gray Glass, Jade, Mageblood, Maroon, Obsidian, Ochre, Oxblood, Purpure, Silver Spike, and Steelshank. The seven remaining towns are the towns of the female armanites. These small encampments of tents, carts, and large, wheeled towers change their names whenever they move.

Habitat/Society: Armanites are the mercenaries and scavengers of the Blood War, living by devouring the flesh and spirits of the fallen. They serve their masters well but expect plunder in return; failure to provide it results in desertion or rebellion, even on the eve of battle. Most herds of armanites specialize in a particular battlefield duty, such as scouting, foraging, skirmishing, archery, or the like. They never take part in sieges. Their reputation for fickleness is well earned; if they receive orders they don't like, they simply leave.

Female armanites number only half as many as their male counterparts. The sexes are strictly segregated for most of their lives, for they inevitably fight among themselves if allowed to mix. Males and female herds mingle only during mating, which occurs after a successful battle against the baatezu. Young are herded along with the servants and camp followers until they seize weapons of their own from a fallen member of the troop and slay an enemy, at which point they join the adults.

Each armanite troop carries an individual troop banner and the banner of their current master or mistress, such as Graz'zt's diagonal black-and-white slash or Pazrael's golden talon on dark red (these individuals being Abyssal lords). If the banner is lost in battle, the troop disbands to take up service in the household of one of the lords of the 1st layer of the Abyss, though some individuals may join another troop. The banner is the symbol and unifying principle of each warband; without it, the armanites feud among themselves and soon their group falls apart.

Because they operate well as independent groups, armanites are often selected to undertake special missions for Abyssal lords. They are called the *dark horsemen* or the *dark riders* in the Upper Planes and are feared there. They are a common sight

in Sigil as well, where they sometimes serve as bloodthirsty bodyguards.

Ecology: Armanites devour the blood and spirits of their fallen foes, rendering them unresurrectable, and some stories say that they prefer this sustenance to any other. Their favorite prey are varrangoin, baatezu, and yugoloths, in that order. Some armanites take on rutterkin as grooms, smiths, riding auxiliaries, and servants, though this is rare. They despise all forms of least tanar'ri and abuse them mercilessly.

Armanites prefer raucous, chaotic group combat to formal duels or feats of arms. They often brawl like warhounds in the halls and citadels of the tanar'ri, and provoking a fight with one armanite means a grudge match with the entire troop. Armanites despise the bariaur (the ram-centaur PC race from the PLANESCAPE setting) and attack them on sight.



Climate/Terrain:	The Abyss
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low to average (5–10)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	2–12
Armor Class:	0
Movement:	9, Climb 15
Hit Dice:	6+6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d6
Special Attacks:	Spring attack
Special Defenses:	Camouflage
Magic Resistance:	30%
Size:	M (5′ tall)
Morale:	Elite (13–14)
XP Value:	8,000

The bar-lgura are hulking, brutish creatures that roam the Abyss in small packs. They sometimes serve as scouts for armies in the Blood War.

Bar-lgura look like orangutans. Their fur is a deep, reddish brown and their skin, where exposed, is grayish brown. They have frightening visages and six digits per limb, with sharp, wicked claws extending from each digit. They shamble along the ground using both arms and legs for movement, but prefer to move among trees, rafters, vines, etc., for they have increased movement there.

Bar-lgura communicate using telepathy.

Combat: Bar-lgura favor ambush tactics, springing forth at opponents from cover. Experts at camouflage, they change their coloration to that of their surroundings, chameleon-like. The transformation requires one complete round and acts as a thief's hide in shadows ability (95%). They can spring up to 40′ and attack savagely in the same round.

Bar-lgura attack in numbers, often trying to overwhelm a single unfortunate opponent with claws (1d6 damage) and bite (2d6 damage).

In addition to those available to all tanar'ri, the bar-lgura have the following spell-like powers at 6th level of spell use: *change self* (twice per day), *detect invisibility*, *dispel magic*, *entangle*, *fear* (by touch), *invisibility* (twice per day), *plant growth*, *spectral force* (twice per day), and *telekinesis*. Once per day they can also attempt to *gate* in 1–6 additional bar-lgura with a 35% chance of success.

Habitat/Society: Bar-lgura dislike other tanar'ri and prefer to hunt among their own kind. They obey only tanar'ri of obviously greater power than themselves, acting as scouts for the Blood War when commanded.

In certain areas of the Abyss, the bar-lgura form tribes of 300 or mores. These societies divorce themselves from the day to day dealings of the Abyss and form their own crude "government," the only government in the Abyss. Tribal bar-lgura do not obey other tanar'ri, for their numbers protect them from the wrath of the true tanar'ri. Still, there are tales of a balor summarily laying waste to an entire tribe of rebellious bar-lgura.

Ecology: Bar-lgura are not quite beasts, but are not terribly intelligent. They do not hate baatezu as do other tanar'ri. The closest thing to animals among the tanar'ri, they receive especially cruel treatment by more powerful tanar'ri when they get out of line.



Climate/Terrain:	The Abyss
Frequency:	Uncommon
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low–Average (5–10)
Treasure:	A
Alignment:	Chaotic evil
No. Appearing:	3–12
Armor Class:	–1
Movement:	9
Hit Dice:	7+3
THAC0:	13
No. of Attacks:	4 or 3
Damage/Attack:	1d4+1/1d4+1/2d8/1d3 or 2d8/1d3 and weapon +6
Special Attacks:	Head-butt, rage
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	25%
Size:	L (8′ tall)
Morale:	Fanatic (17–18)
XP Value:	9,000

Bulezau tanar'ri are born and bred to fight in the Blood War. With the exception of the vrocks, bulezau are the toughest front-line troops of the tanar'ri hordes. Bulezau are used as heavy infantry, assault leaders, and personal guards; they lack the mobility or magical prowess of a similar band of vrocks, but they're strong and fearless bashers who're too stubborn and stupid to ever give up.

A bulezau resembles a minotaur, but it's gaunt and skeletal, and its flesh is filthy and diseased. The creature isn't covered with fur, but instead with patches of wiry bristles over tattered, boil-covered skin. Its feet are clawed, not hoofed, and it has a long, serpentine tail with a clump of iron-hard spines at its end. The bulezau's horns and head are more ramlike than bull-like, and its mouth is filled with small, needle-sharp fangs. Bulezau are often armed with great tridents, pole arms, or morning stars of wicked design.

Bulezau can speak the common trade-jargon of the planes with difficulty or communicate with a weak form of empathy at will. It's a good idea for a cutter to make out like he understands the bulezau perfectly no matter how animallike its speech is, since it's not a patient basher. If a bulezau decides it's easier to tear the arms off a sod than talk to him, it won't wait long to act on its impulses.

Combat: Bulezau are built for a fight. They can deal out raw damage just as well as many kinds of greater or true tanar'ri, but their chief vulnerability's found in the hollow space between their ears. Strategy, discipline, and common sense've got no place in the world of a bulezau, and if there's anything dumber than a bulezau, it's two of 'em together. 'Course, strength and energy'll make up for a lot of failings of strategy, and that's an approach bulezau are happy to take.

Like all tanar'ri, bulezau suffer no damage from nonmagical fire, electricity, or poison. Cold, magical fire, and gas cause only half damage to a bulezau.

Unarmed bulezau strike with each of their clawed forelimbs for 1d4+1 points of damage, deliver a powerful head-butt for 2d8 points of damage, and lash out with their bristly tails for another 1d3 points of damage. If the bulezau rolls a natural 19 or 20 with its head-butt, it knocks a man-size or smaller opponent back 5 to 10 feet (d6+4) and stuns the sod for 1 to 3 rounds. If the bulezau's armed, it substitutes the weapon attack for its claw attacks. Bulezau weapons're huge (size H) and inflict double normal damage, +6 for the creature's Strength. A bulezau fighting with a morning star'll do 4d4+6 points of damage with a hit. The bulezau can also butt and lash with its tail in the same round.

Once a bulezau's in a fight, it's likely to go berserk. There's a 25% chance each round that it goes on a rampage of destruction, refusing to stop until either it or its opponent is dead. This rises to a 75% chance in a round in which the bulezau takes damage without managing to hit its foe. (They don't take failure well.) A berserk bulezau's Armor Class falls to 1, since it ignores any defensive tactics whatsoever, but it gains a +2 bonus to all attack rolls. While berserk, the bulezau gains a +4 bonus to its saving throws versus any *fear, emotion,* or mind-affecting spells, including *hold monster* and the like. The bulezau doesn't recover from its rage until all opponents are dead, routed, or the bulezau's been unable to engage in melee for 5 rounds or more.

In addition to the powers common to all tanar'ri, bulezau can use the following spell-like abilities (at will unless otherwise specified) at the 7th level of ability: *cause fear, command, detect invisibility, shout* (1/day), and *wall of fog.* Bulezau can be injured only by cold iron or weapons of +1 or better value. Once per day they can attempt to *gate* 1 to 3 rutterkin (40%) or 3 to 12 dretches (60%) with a 25% chance of success.

Habitat/Society: Bulezau are quarrelsome, bullying creatures that often fall into lethal disagreements with each other. Only the authority of a powerful greater or true tanar'ri can keep them from each other's throats, and even then only if the promise of battle is near. Bulezau live for combat, and regard all other activities as a waste of time. They make poor pickets, sentries, or scouts since they've got no patience for waiting around or attempts at stealth — if a bulezau sees an enemy, it charges, and if it doesn't see an enemy, it goes looking for one.

Bulezau may be difficult troops to keep control of, but they're very good at what they do. Once committed to a battle, they hold nothing back and plunge into the thick of the fight with reckless abandon. For a tanar'ri commander, the bulezau are a slavering band of maniacs that'll attempt any attack and never retreat, no matter how long the odds are. Loyalty of that kind is hard to find in the Abyss, even if it's uncontrollable bloodlust instead of iron discipline.

Tanar'ri commanders've long recognized that it's a good idea to keep bulezau near the war front. They're just too stupid and aggressive to remain in a noncombat situation for long.

With a strong and charismatic commander, bulezau can hold themselves in check – just barely. High-ups in the Abyss sometimes create a ruthless and fanatical guard of bulezau, deciding that it's worth the headaches to have such capable and loyal (for tanar'ri) fighters at their beck and call.

Ecology: It's rumored that the tanar'ri lord Baphomet, the patron demipower of minotaurs, was responsible for the creation of the bulezau. The chant goes that Baphomet bred his minotaur servants with some of the tanar'ri in his service, but there's no way to know if this's a peel or not. It's also said that Baphomet maintains a bodyguard of fierce bulezau of unusual loyalty and discipline.

Bulezau are generally well-regarded by tanar'ri of higher station, since bulezau pursue the Blood War with so much enthusiasm that a more subtle tanar'ri can drop out of sight when they're around. Tanar'ri commanders place a high value on bulezau formations and go out of their way to gather such units when possible. On the other hand, less powerful tanar'ri rarely want to be anywhere near a bulezau since the creature's likely to fly off into a murderous rage at the least provocation, regardless of the consequence. There've been engagements where more dretches and rutterkin were lost to bulezau impatience than to baatezu action.

Bulezau've got a bitter rivalry with vrocks, and encounters between the two almost always break out into a fight unless there are baatezu nearby to deal with.

	Major	Baron/Marquis
Climate/Terrain:	The Abyss	The Abyss
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Carnivore	Carnivore
Intelligence:	Average to exceptional (9–16)	High to genius (13–18)
Treasure:	R, C	Z, A
Alignment:	Chaotic evil (see below)	Chaotic evil (see below)
No. Appearing:	1	1
Armor Class:	6	2
Movement:	15	15
Hit Dice:	4	6
THAC0:	17	15
No. of Attacks:	2	2
Damage/Attack:	By weapon	By weapon
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	30%	30%
Size:	M (6–7′ tall)	M (6–7′ tall)
Morale:	Elite (13–14)	Elite (13–14)
XP Value:	4,000	6,000

In the event that a tanar'ri mates with a human female, the resulting offspring is a cambion. The type sired depends on its parentage: a lesser or greater tanar'ri fathers a major cambion, whereas a true tanar'ri fathers a baron/marquis. In either case, the mother does not survive the birth.

Cambions are ugly and terrifying. They are humanoid, but have pitch-black, slightly scaly skin covered with pockmarks; sharply pointed ears; and mouths filled with crooked, sickly fangs. Cambions often adorn themselves with spiked armor and weapons. They can communicate using telepathy.

Cambions have ability scores like characters. The range is determined by the type of cambion:

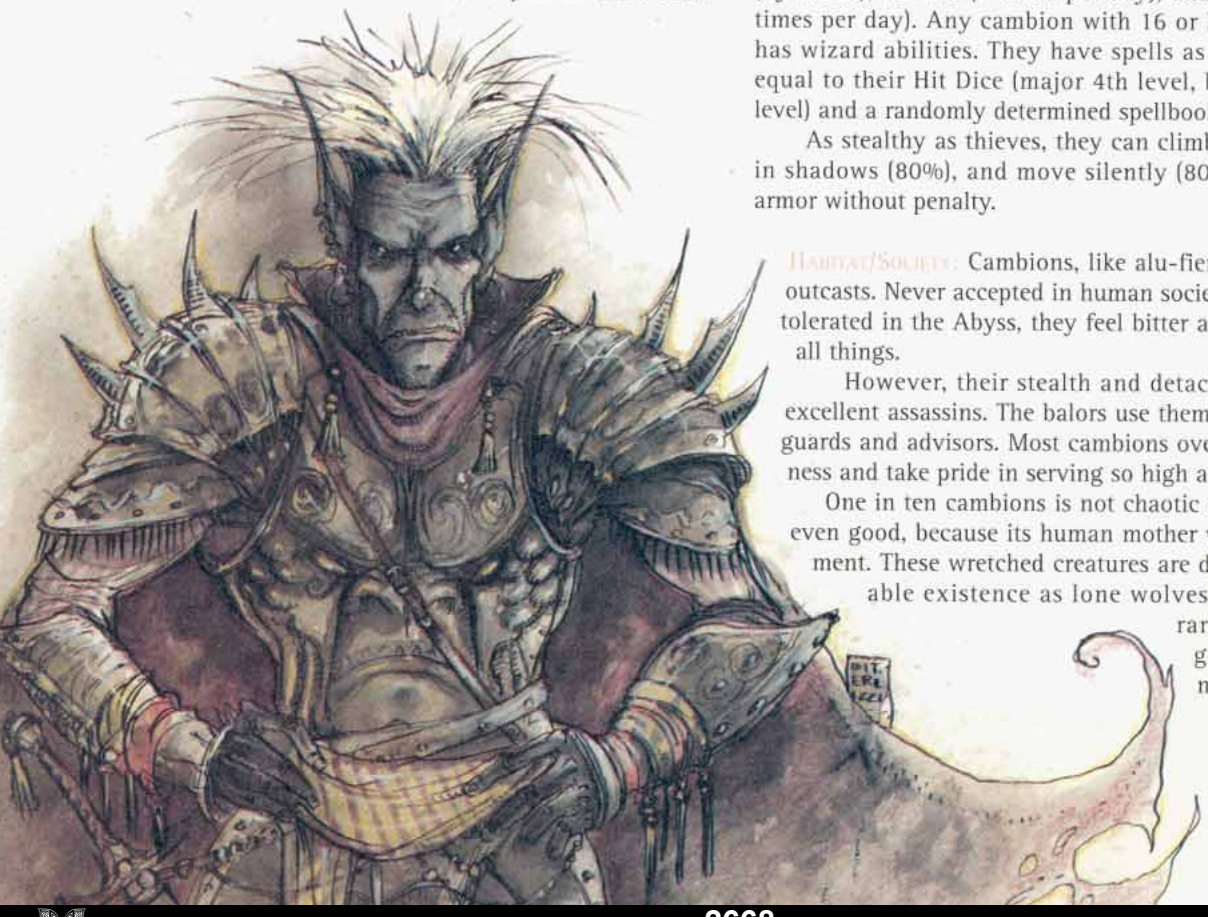
	Major	Baron/Marquis
Strength	17–18	18–20
Dexterity	13–18	15–20
Constitution	13–18	15–18
Intelligence	9–16	13–18
Wisdom	5–8	13–18
Charisma	1–6	2–24

Charisma scores over 18 indicate the cambion is considered charming. Charming cambions can, at will, produce a reaction identical to a *charm person* spell.

Combat: Cambions have keen senses and are never surprised. Cambions use ornate weapons and armor. Many have a magical weapon (75% chance), most likely of common make (i.e. +1, +2, etc.), but 15% likely to be special (referee's choice). Magical armor is likely (75% chance), most likely of common make (+1, +2, etc.), but also 15% likely to be special.

In addition to those available to all tanar'ri, cambions have one to four of these spell-like powers: *detect magic*, *fear* (by touch), *levitate* (7 times per day), and *polymorph self* (3 times per day). Any cambion with 16 or higher Intelligence has wizard abilities. They have spells as wizards of a level equal to their Hit Dice (major 4th level, baron/marquis 6th level) and a randomly determined spellbook.

As stealthy as thieves, they can climb walls (95%), hide in shadows (80%), and move silently (80%) in bulky metal armor without penalty.



Habitat/Society: Cambions, like alu-fiends, are freaks and outcasts. Never accepted in human society and only poorly tolerated in the Abyss, they feel bitter and hateful towards all things.

However, their stealth and detachment make them excellent assassins. The balors use them as personal bodyguards and advisors. Most cambions overcome their bitterness and take pride in serving so high a power.

One in ten cambions is not chaotic evil, but neutral or even good, because its human mother was of good alignment. These wretched creatures are doomed to a miserable existence as lone wolves because they are rarely accepted by a good-aligned community.

Ecology: Evil cambions serve in the Blood War as assassins.

Climate/Terrain:	The Abyss
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average–Genius (8–18)
Treasure:	B
Alignment:	Chaotic evil

No. Appearing:	1 (1–4 in the Abyss)
Armor Class:	5 (base)
Movement:	12, Ju 3
Hit Dice:	5 to 5+8
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d4
Special Attacks:	Leap, assume shape
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	40%
Size:	M (6′ tall)
Morale:	Steady (11–12)
XP Value:	Unimproved: 2,000 Mature: 6,000



The maurezhi are a plague in the worlds beyond the Abyss, a scourge of evil that taints any plane it seeps onto. Maurezhi prey on mortals, spreading chaos and evil through their fearsome appetites. Like the nabassu, maurezhi gain strength with each mortal they devour — but instead of absorbing mortal life forces, the maurezhi feed upon corpses, stealing portions of their victims' memories, skills, and appearance.

A maurezhi bears a strong resemblance to a common ghoul. Its posture is hunched and feral, its skin gray and leathery, and its hands filthy talons. The maurezhi's face slopes into a short, fang-filled muzzle, and its ears are catlike. Maurezhi leap and caper in sudden, unpredictable movements when excited or angered. They can communicate by means of *telepathy*, but the only sounds their rattling bone-boxes can make're gibbering howls, grunts, and shrieks.

Maurezhi seek opportunities to slay and devour mortals wherever they can find 'em. Most maurezhi're doomed to serve as marauders and skirmishers in the Blood War, but a few find ways to escape onto the Outlands or the Prime and begin a career of bloody murders and vile feasts.

Combat: Maurezhi enjoy stalking and terrifying their victims. They prefer a sudden surprise attack to a head-on challenge, but they're not afraid of a fight. They strike with each of their filthy claws for 1d6 points of damage and rend with their slavering jaws for 2d4 points of damage. Maurezhi can make lightning-swift leaps to close with their prey, gaining a +2 bonus to their first round of attacks. If the creature strikes from concealment this way, the victim suffers a –2 penalty to his surprise check. Regardless of its current ability scores, a maurezhi saves as a 10HD monster.

Like nabassu, maurezhi grow stronger and more dangerous with their voracious feedings. For each human or demihuman corpse a maurezhi consumes, it gains 1 bonus hit point, its Armor Class improves by one place from its base, and the damage of each claw attack increases by 1 point to the maximum allowable of 5+8. A maurezhi that's consumed five bodies has 5+5 Hit Dice, an AC of 0, and inflicts 1d6+5 points of damage with its claws.

In addition, the maurezhi's able to call upon the memories of any victim it's consumed and assume its appearance at will. Normally, only a *true seeing* spell or similar magic reveals the maurezhi's identity, but some bloods say that a faint odor of death lingers near a maurezhi masquerading as one of its victims. The maurezhi can use any physical talent its victim possessed, including the use of weapons the victim was proficient in, proficiencies such as endurance, jumping or tumbling, and thief skills. It can't utilize magical abilities such as spells or some class-related abilities such as a paladin's aura of *protection from evil*. Maurezhi can speak while in assumed form, and know all the languages the victim did.

Maurezhi can use the following spell-like powers (at will unless otherwise specified) at the 6th level of ability: *blur, cause fear, chill touch, paralysis* by touch (3/day), and *summon* 1d4 ghouls (1/day). A full-grown maurezhi (one with 5+8 Hit Dice) gains the additional powers: *animate dead, fear* (3/day), *hold person*, and *invisibility*. Once per day a maurezhi can attempt to *gate* 2d4 manes with a 60% chance of success. Maurezhi can be struck only by cold iron or +1 or better weapons.

Habitat/Society: Maurezhi live only to consume the most powerful and intelligent mortals they can find. They're especially fond of waylaying lone travelers or adventurers, consuming them, and then assuming their appearance and using their acquaintances to seek out another victim while concealing the disappearance of the previous one. Between suitable victims, maurezhi're fond of haunting graveyards and barrows, sating their taste for the flesh of mortals.

Most maurezhi aren't given much of a chance to begin their growth in this fashion, though. They're frequently recruited by the babaus or hezrous and sent to fight in the Blood War. In the Abyss, a typical maurezhi's never had the chance to consume a human. However, a small percentage of maurezhi encountered in the Abyss will be full-grown creatures that've completed their expedition and returned to the Abyss at the peak of their power. These tanar'ri function as assassins and spies, roaming the Lower Planes to keep an eye on the baatezu war efforts.

The DM can decide what kinds of sods the maurezhi's already consumed and what they may or may not have known. Whenever possible, maurezhi seek out and consume mortals of exceptional skill and power. Each previous victim can be determined using the chart below:



d%	Victim
01–40	0-level character (possible proficiencies, identity, or information gained by the maurezhi)
51–65	Warrior of level 1–8 (possible improved THAC0, weapon specialization, tracking, or ranger skills)
66–70	Wizard of level 1–6
71–80	Priest of level 1–8
81–95	Thief of level 1–10 (with appropriate thief abilities)
96–00	Bard of level 1–8 (with appropriate thief and non-magical bard abilities)

A maurezhi begins with average Intelligence, but each victim it consumes adds 1–2 points to its basic Intelligence rating if the victim was more intelligent than the maurezhi. As noted before, the memories and skills of each of their victims are available to the maurezhi, and it's possible for the fiend to have very unusual or rare secrets in its head.

ECOLOGY: Although maurezhi devour all kinds of carrion and corpses on a daily basis, this doesn't increase their power. To consume a corpse, the maurezhi must personally kill the victim and devour him or her within one turn (10 minutes) of the murder. The grisly process requires no less than half an hour, and if the fiend's interrupted, it can't completely consume its prey. A character who's been thus consumed can't be *raised* or *resurrected*, and can be returned to life only with a very carefully worded *wish*.

Tanar'ri, Lesser, Succubus

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	I, Q
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	12, Fl 18 (C)
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d3/1d3
Special Attacks:	Energy drain
Special Defenses:	+2 or better weapons to hit, immune to fire, never surprised
Magic Resistance:	30%
Size:	M (6′ tall)
Morale:	Elite (13–14)
XP Value:	11,000

Beautiful and seductive, the succubi are the temptresses of mortals. Whereas the glabrezu tempt men of power, the succubi choose men of passion and energy.

Succubi appear most often *polymorphed* into stunningly beautiful women with perfect figures and smooth, milky skin. They may also appear as any demihuman race. However, they do not often deal with demihumans, because humans' fiery nature makes them easier prey.

Succubi look more tanar'ric in their true form: that of a beautiful woman with large wings and sinister, glowing eyes.

Succubi can speak the language of their victims. They also communicate using telepathy.

Combat: Succubi are never surprised. They are not warriors. When pressed, they defend themselves, but flee when possible. When trapped, they can attack with two fists (1d3 damage each).

Succubi are affected only by +2 or better weapons. They are immune to all fire-based attacks, magical or otherwise.

The kiss of a succubi drains energy from its victim, causing the loss of one level of life energy. The succubus lures a mortal man into activities of passion and then drains energy from him. Even after a drain, the heat of the moment is so strong that most men do not notice (Wisdom check at –4 penalty to notice each drain). If he fails the check, he continues, heedless of danger.

In addition to those available to all tanar'ri, succubi also have the following spell-like powers: become *ethereal* (as if using *oil of etherealness*), *charm person*, *clairaudience*, *ESP*, *plane shift*, *shapechange* (to a humanoid form of about their own height and weight), and *suggestion*. They can also attempt to *gate* in 1 balor once per day with a 40% chance of success.

Habitat/Society: The temptresses of the Lower Planes are subtle and slow. They seduce mortals with their charms, ultimately killing them and taking their life forces to the Abyss.

Succubi act independently of tanar'ri society. They work of their own volition and ultimately answer to no one. The greater and true tanar'ri seem content with this situation.

Ecology: The destruction of mortals increases the power of the Abyss. With this power the succubi aid the eternal war effort of the tanar'ri, who therefore tolerate them.

Incubus

Incubi are the male counterparts to succubi, but they are far less common. These creatures travel to the Prime Material Plane to tempt female mortals. These creatures always appear as the most perfect male specimen of whatever race they are tempting. However, succubi and incubi do not mate to perpetuate their kind.

It is uncertain why there are more succubi than incubi. Sages suggest that mortal men are far more susceptible to the temptations of beauty than are women.



Tanar'ri, Lesser, Uridezu (Rat Fiend)

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (B, Prime Material plane)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Paralysis, command rats
SPECIAL DEFENSES:	Never surprised, immune to sleep and cold-based spells, cold iron or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11–12)
XP VALUE:	3,000

Uridezu, called *rat-fiends,* are hulking, man-sized creatures. They resemble leprous, muscular, hunch-backed rats walking on two short legs. They inhabit the Abyss, where they serve the various tanar'ri. Highly resistant to the effects of other planes, uridezu are often sent on errands by powerful tanar'ri. Their services may also be awarded to favored allies on other planes, or they may be compelled into service by powerful wizards. On occasion, they are stranded on the Prime Material plane, where they can terrorize entire communities.

Marginally intelligent, uridezu are capable of carrying out simple commands, and they are bright enough to change tactics or flee if they are threatened with destruction. A rat-fiend's body is maintained on planes other than the Abyss by its life energies. If it is slain on a plane other than the Abyss, the uridezu's body will disintegrate completely within five minutes of its death.



Combat: Rat-fiends cannot be surprised. In melee, uridezu slash with their claws and bite with their sharp incisors. Those bitten by a rat-fiend's bite must make a successful saving throw vs. paralyzation or be paralyzed for 2d4 hours. Paralyzed victims may be carried off by the uridezu and taken to its lair, or perhaps back to its home plane.

Uridezu can be struck by cold iron or weapons of at least +1 enchantment. They are immune to *sleep* spells of any type and to cold-based attacks. Like other tanar'ri, they have infravision and can create *darkness 15' radius.* They are immune to electrical attacks, normal fire, and poison. They take half damage from magical fire and gases. A rat-fiend has a 40% chance to gate in its master, although this is often worse for the uridezu than for any foes it might face.

Although they are creatures of the Abyss, uridezu can command the rats of the Prime Material plane. The uridezu can summon and command 4d6 normal rats or 2d6 giant rats to do its bidding, but only in areas where rats are normally found; in other areas, the rat-fiend is on its own.

Uridezu are highly vulnerable while returning to their home plane, for they must remain stationary for 3–12 turns without being disturbed. For this reason, they usually arrive on or leave the Prime Material plane at an isolated area where they will not be disturbed.

Habitat/Society: Uridezu serve more powerful tanar'ri, such as succubi, glabrezu, and balor as slaves, servitors, messengers, and assassins. Low on the power ladder, rat-fiend are often abused and tormented by the more powerful tanar'ri. Particularly accomplished uridezu may be treated well by powerful tanar'ri lords for since they continue to be useful. Unsuccessful uridezu are often dismembered and devoured by their enraged masters, or disposed of in equally unpleasant ways.

Because they are ill-treated on their home plane, most uridezu jump at the opportunity for service elsewhere. They often travel to other locales, such as the Prime Material plane, where they are sometimes found as minions or servants of powerful spellcasters. Tanar'ri sometimes loan uridezu to mortal servants or allies, but such individuals are often quarrelsome or incompetent.

When encountered in the Abyss, uridezu have no treasure. Those that set up lairs on the Prime Material plane will accumulate treasure, both from victims and as loot brought by their rat-servitors. On the Prime Material Plain, a uridezu lair will have treasure Type B.

Ecology: Uridezu act as predators or scavengers on the Prime Material plane. They sometimes set up lairs in urban areas and prey on local animals and inhabitants. In such cases, they usually dwell in abandoned buildings, slums, ruins, cellars, or other areas with high rat populations. They use their command abilities to establish control over the rat population, then order the local creatures to do their bidding. The rats act as scouts and bodyguards for their masters, while scavenging for their own food.

In the Abyss, uridezu who are not serving other tanar'ri eke out a miserable existence by scavenging, thus filling a niche similar to that of ordinary rats on the Prime Material plane. They are a constant nuisance, lurking in shadows, grabbing scraps of food, and attacking rutterkin, dretches, and other low-level tanar'ri.

—*From* MV1, Volo's Departure #9444

Tanar'ri, Lesser, Yochlol

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	None
Alignment:	Chaotic evil

No. Appearing:	1–4
Armor Class:	10 (4 as spider)
Movement:	12, Wb 6 as spider
Hit Dice:	6+6
THAC0:	15
No. of Attacks:	8 (1 as spider or humanoid)
Damage/Attack:	1d4+4 (×8) 1d8 as spider By weapon +4 as humanoid
Special Attacks:	Poison (spider), psionics
Special Defenses:	Struck only by +2 or better weapons
Magic Resistance:	50%
Size:	M (6′ tall)
Morale:	Champion (15–16)
XP Value:	11,000

Lolth, the Queen of Spiders, is one one of many powers that call the Abyss home. Her infinite maze of black webs fills an entire layer. While Lolth is preoccupied with the affairs of drow throughout the multiverse, she doesn't ignore the balance of power within the Abyss. The yochlol are her servants in her home layer and her agents on the Outer Planes. No other type of tanar'ri has such a close relationship with a power that inhabits the Abyss; in fact, the yochlol are known as the Handmaidens of Lolth in some circles.

In their natural form, the yochlol bear a passing resemblance to a roper or an alkilith – they're man-size heaps of amorphous slime, with eight powerful tentacles and a single, glaring, red eye. However, they can also assume the form of a beautiful young woman of human or elven race (usually drow), or take the form of a giant black spider. Like alkiliths, yochlol can assume *gaseous form*, taking the shape of a small *stinking cloud*. Some bloods've guessed that Lolth chose her handmaidens from the most suitable tanar'ri at hand and modified them for her own purposes, but there's no way to prove this short of a trip to the Abyss. It's not surprising that most sages're happy to leave this particular question unanswered.

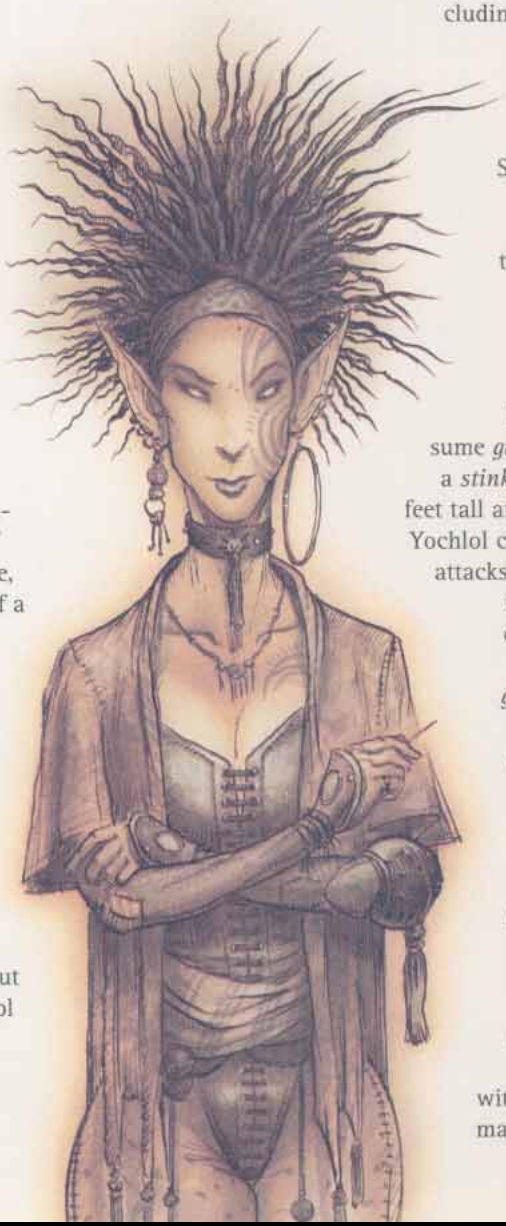
Yochlol stand apart from the common tanar'ri causes, existing only to serve their dark mistress in whatever tasks she sets before them. They couldn't care less about the Blood War. The only part of the Abyss where the yochlol are common is in Lolth's pits; they don't leave their home layer except when Lolth commands them to, and even then they're more likely to be sent to the Prime than any other part of the Abyss.

Combat: Yochlol've got no fewer than four different body forms, and possess different powers and vulnerabilities in each. In the Abyss, they're most commonly found in their amorphous or natural state. In the Outlands or the Prime, yochlol prefer to travel in their humanoid or spider shapes. Regardless of their shape, yochlol can be struck only by cold iron or weapons of +2 or better enchantment. They're immune to nonmagical fire, gasses, poison, and electricity and take only half damage from magical fire or cold.

In their natural amorphous forms, yochlol are AC 10. They can attack with each of their 8 tentacles, striking for 1d4 points of damage each, +4 for the yochlol's Strength.

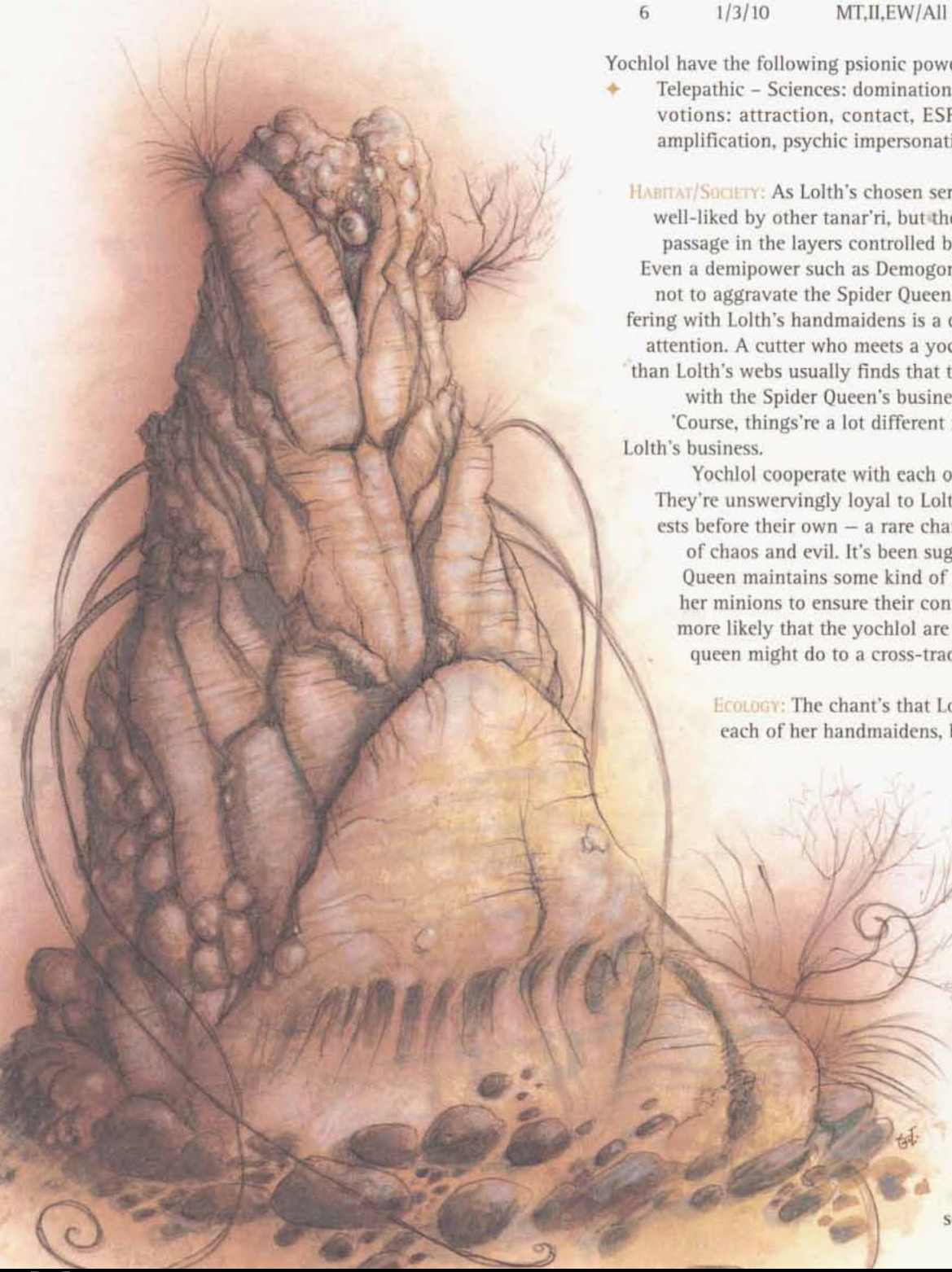
In spider-form, yochlol can move freely in webs, have an AC of 4, and can attack once per round for 1d8 points of damage. As spiders, their poisonous bite immediately kills their victim unless he or she succeeds with a saving throw versus poison.

In human form, yochlol are AC 10 but often use chain or plate mail of drow make to improve their Armor Class. They favor weapons used by drow, including short swords, hand crossbows, and javelins. Yochlol retain their 18/51 Strength rating in humanoid form, and strike with a +2 attack bonus and inflict +4 points of damage with whatever weapon they use.



Last but not least, yochlol can assume *gaseous form*, creating a *stinking cloud* roughly 10 feet tall and 5 feet in diameter. Yochlol can't use any physical attacks or spell-like abilities in this form, but they can make use of their psionic powers. In *gaseous form*, yochlol are immune to all physical damage and can be injured only by magical cold, magical fire, or *magic missiles*. A *gust of wind* spell inflicts 6d6 points of damage to a yochlol in this form, and a *wind walk* spell slays the yochlol instantly with no saving throw or magic resistance check.

Yochlol've got the spell-like powers common to all tanar'ri, and can also use the following abilities at will as 6th-level spellcasters: *charm person, spider climb, stone shape,* and *web.* Yochlol also command modest psionic powers, as shown below. Generally, a yochlol'll carefully evaluate a situation and decide if its mistress's interests are best served through a deceptive approach of misdirection and subtlety, or a naked show of force. In the first instance, the yochlol hides its true form and uses its beauty and charm to beguile its opponents; in the latter case, it shows itself in its true form.



PSIONICS SUMMARY

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/3/10	MT,II,EW/All	14	90

Yochlol have the following psionic powers:

- Telepathic – Sciences: domination, mindlink, probe. Devotions: attraction, contact, ESP, invisibility, phobia amplification, psychic impersonation.

HABITAT/SOCIETY: As Lolth's chosen servants, yochlol are not well-liked by other tanar'ri, but they are guaranteed free passage in the layers controlled by most Abyssal Lords. Even a demipower such as Demogorgon or Graz'zt prefers not to aggravate the Spider Queen needlessly, and interfering with Lolth's handmaidens is a quick way to draw her attention. A cutter who meets a yochlol somewhere other than Lolth's webs usually finds that the creature's too busy with the Spider Queen's business to bother with him. 'Course, things're a lot different if the cutter himself *is* Lolth's business.

Yochlol cooperate with each other surprisingly well. They're unswervingly loyal to Lolth and place her interests before their own – a rare characteristic in creatures of chaos and evil. It's been suggested that the Spider Queen maintains some kind of charm or control over her minions to ensure their continued loyalty, but it's more likely that the yochlol are terrified of what their queen might do to a cross-trader or stag-turner.

ECOLOGY: The chant's that Lolth personally creates each of her handmaidens, but this ain't true. The yochlol are recruited from the numberless ranks of least tanar'ri and subjected to unspeakable ceremonies and torture to win their elevated station. It's worth noting that some yochlol may be far more powerful and important than typical, since Lolth rewards those who serve her well.

	Kakkuu	Spithriku	Phisarazu	Lycosidilith	Raklupis
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Uncommon (very rare outside the Steaming Fen)			Very rare	Very rare
ORGANIZATION:	Pack	Pack	Pack	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2–4)	Average (8–10)	Very (11–12)	Exceptional (15–16)	Genius (17–18)
TREASURE:	Nil	Nil	U (Nil)	Z (Nil)	Z (C)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO.APPEARING:	2d10	2d6	2d4	1d4	1
ARMOR CLASS:	2	0	–3	–4	–6
MOVEMENT:	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9	18, Wb 15, Cl 9
HIT DICE:	4	7+1	9+1	10+6	12+8
THAC0:	17	13	11	9	7
NO. OF ATTACKS:	1	1	3	3	3
DAMAGE/ATTACK:	2d4	2d6 2d6/by weapon/ by weapon	2d6/1d3/1d3 or 2d8/by weapon +6/ by weapon +6	2d8/1d4/1d4 or 2d10/by weapon +8/ by weapon +8	2d10/1d6/1d6
SPECIAL ATTACKS:	Poison, see below	Poison, see below	Poison, see below	Poison, see below	Poison, see below
SPECIAL DEFENSES:	Webs, immunities +1 or better magical weapons to hit	Webs, immunities, +2 or better magical weapons to hit	Webs, immunities, +2 or better magical weapons to hit	Webs, immunities, +3 or better magical weapons to hit	Webs, immunities,
MAGIC RESISTANCE:	15%	35%	50%	60%	70%
SIZE:	M (5′ long)	M (6′ long)	L (7 ½′ long)	L (8′ long)	L (10′ long)
MORALE:	Steady (11–12)	Elite (13–14)	Champion (15–16)	Champion (15–16)	Fanatic (17–18)
XP VALUE:	5,000	12,000	18,000	22,000	25,000

The spyder-fiends are a subrace of tanar'ri that serve the Queen of Chaos. Sages speculate that the original spyder-fiends were the spawn of the Queen of Chaos and Miska the Wolf-spider, the queen's lover and general. Most spyder-fiends combine the worst attributes of a wolf and a spider. The smallest ones have spider bodies about the size of ponies; larger fiends may have bodies the size of heavy warhorses. All spyder-fiends have lupine heads and necks growing from the front of the body. The mouth is full of yellow, dog-like teeth, with a pair of spider fangs next to the primary canines. The spider body has eight legs, each tipped with pads and claws that allow the creature to climb vertical surfaces.

The head and neck usually are covered with matted, dirty fur. Under all the grime, the fur is gray with lighter patches around the eyes and snout. Most spyder-fiends' bodies are covered with coarse, stiff hair, which is typically dark or sandy brown and covered with spots, stripes, or bands of another color.

Less intelligent spyder-fiends are bloodthirsty and animalistic; they have the dispositions of rabid wolves. All are cruel and wickedly cunning.

Combat: A spyder-fiend's primary attack is its venomous bite. The poison has an onset time of 1d4 rounds; a victim who fails a saving throw vs. poison collapses into a semiconscious stupor, unable to move, think, or act. The victim can attempt a Constitution check every 2d4 hours to shake off the venom's effects. Even if the saving throw succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds. Additional bites do not increase the penalty, but they extend its duration. A slow poison spell applied before the onset time expires negates the penalty. The more powerful spyder-fiends carry even more potent venom.

A spyder-fiend's bulbous abdomen is equipped with spinnerets that can produce strands of silk. Spyder-fiends do not actually spin webs like normal or giant spiders do, but they can use their silk in various ways. Most commonly, a spyder-fiend uses its silk to suspend itself in the air, so that it can drop on unsuspecting prey. The creature also can lay a network of strands throughout an area to allow itself movement in three dimensions. A spyder-fiend can throw out silk up to 30 yards to bridge gaps.

Most spyder-fiend silk is not sticky, but the individual stands are effectively invisible unless touched. (Opponents who suspect the presence of a strand can attempt a saving throw to see it, as noted in the description for the 2nd-level wizard spell *invisibility*.) All spyder-fiends can use their silk to protect themselves from falling. A spyder-fiend suffers no falling damage if there is a surface within 30 yards that is strong enough to anchor a strand of silk. Also, if a victim is immobilized by the venom, a spyder-fiend can use its silk to bind the creature. The process takes three rounds. Bound victims who recover from the venom have one chance to break free with a successful bend bars roll. For every additional round the fiend spends binding a victim in silk, there is a –10% penalty to the victim's bend bars chance, but the chance cannot be reduced by more than half of the original score.

The individual types of spyder-fiends can create additional effects with their silk.

Although powerful, spyder-fiends prefer ambush to frontal attacks. They typically lie in wait for prey or enemies, dropping from above by means of their silk or rushing the foes' rear and flanks from concealment. When attacking from concealment or invisibility, a spyder-fiend imposes a –5 penalty to opponents' surprise rolls.

Spyder-fiends can use a silk ability while attacking physically, but not while using a spell-like ability. The creature can fire silk in any direction.

Spyder-fiends with the ability to alter their forms are fully able to use their spell-like abilities while in assumed forms. The fiend can retain its venomous bite and silk producing abilities if it chooses, but a close examination might reveal the creature's fangs and spinnerets. (If the fiend chooses to forgo any abilities, the assumed form can conceal the fangs or spinnerets or both.) If a chosen form does not have a bite attack, the fiend's bite delivers only one point of damage.

As tanar'ri, all spyder-fiends have the following spell-like abilities: darkness 15' radius, infravision (always active, range varies with type), and teleport without error. Spyder-fiends can gate in other spyder-fiends (the details vary by type) and are affected by various attack forms as noted below:

Attack Form	Damage
Acid	Full
Cold	Half[1]
Electricity (lightning)	None
Fire (magical)	Half[1]
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half[1]
Iron Weapon	Full[2]
Magic Missile	Full[3]
Poison	None
Silver Weapon	Full[4]

[1] The spyder-fiend suffers only half damage even if its saving throw fails. If the saving throw succeeds, the spyder-fiend suffers quarter damage. A successful magic resistance roll, if applicable, negates all damage.

[2] Even if the spyder-fiend is normally harmed only by magical weapons.

[3] A successful magic resistance roll negates all damage.

[4] Even if the spyder-fiend is normally harmed only by magical weapons; lycosidiliths and raklupises suffer only half damage.

Habitat/Society: Spyder-fiends are the primary residents of the Steaming Fen, a layer of the Abyss that consists of a vast salt marsh and a turbulent ocean. Both marsh and ocean are studded with outcroppings of rock, some covered with jungle vegetation. The whole plane is dank and smells of decay. The air is thick with biting and stinging insects, and the ground and water seethe with crawling insects and other vermin.

Spyder-fiends pay homage to the Queen of Chaos, who rules the plane. The queen sends spyder-fiends on errands throughout the multiverse, so they can be encountered almost anywhere. Less intelligent fiends sometimes accidentally stumble through a gate or conduit to another world, where they immediately take up the hunt. More intelligent spyder-fiends sometimes roam the planes on errands of their own.



Ecology: Spyder-fiends eat any living thing they can catch, but they always consume their prey live and eat only what they catch themselves. The more powerful and intelligent spyder-fiends derive more nourishment from their prey's life force and fear, but they retain a taste for fresh meat, too. Spyder-fiends have little to fear in their home layer of the Abyss, except occasional hunting parties of yugoloths and balors. In tanar'ri fashion, the weaker spyder-fiends also serve as prey for the more powerful ones.

Kakkuu

The kakkuu (pronounced Kah-KOO) are the weakest and least intelligent of the spyder-fiends. They have bloated spider bodies and mangy, filthy wolf heads. Kakkuu are bloodthirsty and animalistic; they can communicate with each other by means of fierce snarls, barks, and howls. The more intelligent tanar'ri can order them about with their telepathic abilities.

A kakkuu weighs about 300 pounds.

Combat: A kakkuu has infravision with a 60-foot range and the standard tanar'ri spell-like abilities as a 4th-level caster. Its gate ability allows it to summon 1d8 kakkuu once a day with a 35% chance of success.

When left on their own, kakkuu behave very much like huge spiders, lying in wait for prey. A kakkuu can flatten its body and blend with its surroundings. Its markings provide natural camouflage, and if the kakkuu has even a small amount of cover (foliage, rocks, etc.) it is 80% undetectable until it moves.

A kakkuu can produce strands of silk for movement, as described above. A kakkuu can also create an adhesive glob of silk about the size of a fist. Usually, the kakkuu perches over a trail or passage and drops a strand of silk with the glob attached to the free end. The creature swings the glob like a pendulum over the area beneath, and any creature touching it becomes stuck. Creatures along the path of a swinging glob (usually a straight line from 5 to 25 feet long) must make a successful saving throw vs. breath weapon or become stuck. If a group of creatures is in the path, only the first creature that fails the saving throw is stuck. When it catches a creature, the kakkuu reels in its victim at a rate of 15. A single strand of kakkuu silk can support about 1,000 pounds before breaking. It can be cut with an edged weapon (AC 0, 5 hp) or can be burned away in one round. A kakkuu, however, can only lift about 500 pounds when pulling in a strand. A kakkuu cannot fire a glob of silk as a missile; it must be dropped from above.

Habitat/Society: Kakkuu seldom harass each other, but they attack anything that isn't larger than themselves. They are cunning enough to avoid other fiends more powerful than they are. If commanded by a more intelligent tanar'ri, kakkuu might hunt or fight cooperatively, much as do wolves.

Spithriku

These tanar'ri look like larger, more fearsome kakkuu, which is what they are (though they resent the fact if anyone points it out). Besides its eight legs, a spithriku has a pair of pedipalps (leg-like appendages) growing from the base of its wolf neck. The pedipalps cannot manipulate objects, but they are covered with sensitive hairs that can detect even the slightest vibration.

Spithriku are as bloodthirsty as their lesser kin, but more intelligent and cunning. They can communicate with any intelligent creature via telepathy. They are unable to speak, but can voice all manner of snarls, grunts, barks, and howls. Spithriku can understand and communicate in the animalistic snarling of kakkuu.

A spithriku weighs about 350 pounds.

Combat: Spithriku have venomous bites, infravision with a 90-foot range, and the standard tanar'ri spell-like abilities. Their *gate* ability allows them to summon 2d8 kakkuu or 1d4 spithriku three times a day with a 40% chance of success. In addition, spithriku can use *telekinesis* three times a day, and at will can cause *fear* (as the 4th-level wizard spell) in a single creature by touch. Their spell-like abilities function at 7th level.

A spithriku can produce and employ silk just as a kakkuu can. Once every three rounds, it can shoot a spray of webbing from its body (range 0) that creates an *entangle* effect in a cone 10 feet wide, 30 feet long, and 20 wide at the far end. The effect is similar to the 1st-level priest spell *entangle* except that the effect remains for a full week or until burned away (which causes 1d8 points of fire damage to creatures caught within it). A spithriku



also can fire a lightweight ball of silk with a fine strand of silk attached up to 30 yards. The strand is too weak to trap creatures, but it can transmit the spithriku's *fear* attack to the target.

Spithriku cannot be trapped in webs of any sort. The sensory hairs on their pedipalps allow them to detect invisible creatures within 30 feet; this ability is continuously active and is not foiled by *nondetection* spells or items that foil divination spells. Spithriku do not suffer melee or movement penalties for darkness.

Spithriku are 80% undetectable when motionless and in cover, just as are kakkuu. Their greater intelligence allows them to employ more sophisticated tactics than kakkuu use. A typical spithriku attack begins with *darkness* spells. While the opponents deal with the darkness, the spithriku use their teleport abilities to surround the foe. Once in place, half the fiends attack from one direction while the others use their *fear* or *entangle* effects from the other direction. If the opponents negate the darkness, the fiends that are not fighting cast *darkness* again. If faced with physically dangerous opponents, the spithriku use their teleport abilities to stay out of reach and to maneuver to the opponents' rear.

Habitat/Society: Many spithriku prefer to haunt the lairs of more powerful fiends, fawning over their masters and hoping for advancement or a simple handout. They are as chaotic and untrustworthy as any other tanar'ri, however, and never hesitate to abandon or turn against their superiors in a moment of weakness. Other spithriku roam the Steaming Fen, stalking weaker creatures and occasionally gathering up packs of kakkuu to form hunting parties bound for other layers of the Abyss or the planes beyond.

While kakkuu form the rank and file of the Queen of Chaos's armies, the spithriku serve as her primary servants and messengers. Due to their intelligence, one or two spithriku are sometimes assigned to lead a pack of kakkuu on an errand.

Phisarazu

In its natural form, a phisarazu is a repulsive creature whose gross spider body is covered with stiff, wiry hair. It has a scruffy wolf's head and neck. Two pale humanoid arms sprout from the base of the neck, and a craggy line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's globular abdomen. Its coat is mostly black, sometimes with a green or blue tints, swirled, striped, or spotted with various shades of gray, green, or blue. The arms are smooth and sickly, but fairly strong, ending in five-fingered hands with clawed digits. The lumps are coal black or oily blue. The creature's arms and hands are fully functional and capable of using tools or weapons.

A phisarazu weighs about 450 pounds.

Phisarazu can speak almost any tongue, though their conversation is usually punctuated by panting and growling. They can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A phisarazu's bite is poisonous. The venom is similar to a kakkuu's, but faster acting (the onset time is 1d3 rounds) and slightly more potent. Opponents who fail their saving throws vs. poison check Constitution every 2d6 hours to recover. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds.

Phisarazu have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu three times a day with a 50% chance of success. Phisarazu have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, or use *alter self*. Three times a day they can cast *telekinesis*, *forget*, and *mirror image*. All spell-like abilities function at 9th level.

Phisarazu can employ all the silk-producing abilities of the



spithriku, except that the phisarazu entangle ability can be used every two rounds. In addition, phisarazu can fire a mass of iridescent silken strands every two rounds. The threads can blind opponents and reveal invisible creatures just as does the 2nd-level wizard spell *glitterdust*. The range is 30 yards.

Phisarazu cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 40 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Phisarazu never suffer melee or movement penalties for darkness.

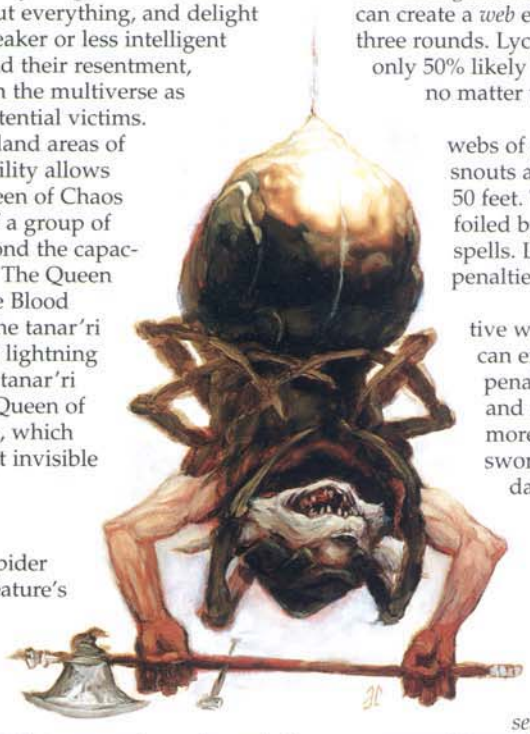
Though their clawed hands are effective weapons, phisarazu are usually armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars

and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. The average phisarazu also carries a short bow or two hand crossbows.

Phisarazu are cunning and merciless; they love a good ambush and freely use their *darkness* and *invisibility* powers to catch opponents unaware. When subjected to physical attack, they employ their *mirror image* power to avoid damage. In large battles, Phisarazu are fond of using their *alter self* ability to appear as weaker creatures (such as driders, giant crabs, or kakkuu) so as not to draw attention to themselves. When employing *alter self*, phisarazu are limited to basically arachnid forms with 10 limbs. When assuming a crablike form, a phisarazu can swim at a rate of 9 and breathe underwater.

Habitat/Society: Phisarazu resent anything less loathsome than themselves, which is just about everything, and delight in tormenting creatures that are weaker or less intelligent than they. Between their cruelty and their resentment, phisarazu perceive few creatures in the multiverse as anything other than enemies or potential victims.

Though they usually prowl the land areas of the Steaming Fen, their *altar self* ability allows them to hunt everywhere. The Queen of Chaos often puts a phisarazu in charge of a group of kakkuu when their mission is beyond the capacity of the less intelligent spithriku. The Queen of Chaos's rare contributions to the Blood War (an age-old conflict between the tanar'ri and the baatezu) usually consist of lightning raids by mobs of phisarazu. Other tanar'ri lords sometimes bargain with the Queen of Chaos to acquire phisarazu guards, which are valued for their ability to detect invisible foes.



Lycosidilith

A lycosidilith has a sleek, hairless spider body. Chitinous plates cover the creature's back and belly. The wolf head is furry, but backed by bony plates. A lycosidilith is usually green or blue overall, with yellow, black, or orange, speckles, spots, or rings. The bony plates on the wolf head are the same color as the rest of the creature's body, but the fur is typically black or gray. Two robust humanoid arms sprout from the base of the neck.

A lycosidilith weighs about 400 pounds.

Lycosidiliths have pleasant voices that belie their monstrous appearance. They can converse eloquently in any language. They also can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A lycosidilith's poisonous bite is very dangerous. The venom has an onset time of 1d3 rounds; a victim who fails a saving throw vs. poison falls into semi-consciousness state (unable to move, think, or act). The victim can attempt a Constitution check every 2d6 hours to awaken. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before the onset time expires negates the penalty.

Further, the venom destroys tissue if the bite is not treated. Even if the saving throw succeeds, the victim develops a festering sore within 2d8 hours. Initially, the victim loses one hit point and an additional hit point each day the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell treats all a victim's sores.

Lycosidiliths have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith three times a day with a 60% chance of success. Lycosidiliths have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *polymorph self*. All spell-like abilities function at 10th level.

Lycosidiliths have all the silk-producing abilities of phisarazu, except that the lycosidilith *entangle* ability can be used every two rounds and has a larger area of effect (the cone is 50 feet long), and their *glitterdust* ability has a range of 40 yards. Lycosidiliths can create a *web* effect (as the 2nd-level wizard spell) once every three rounds. Lycosidilith webs have a range of 50 yards and are only 50% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

Lycosidiliths cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 50 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Lycosidiliths never suffer melee or movement penalties for darkness.

Through their clawed hands are effective weapons, lycosidiliths usually are armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. Most lycosidiliths also carry a short bow or darts. Lycosidiliths are powerful, and their arms are as strong as an ogre's. The creatures gain a +6 damage bonus on armed attacks, and their missile weapons are modified to take advantage of their strength.

Like phisarazu, lycosidiliths are masters of ambush, and freely use their *darkness* and *invisibility* powers to catch opponents unawares. They frequently use their *polymorph self* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu, lycosidiliths are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *polymorph* themselves instead.

Habitat/Society: Like phisarazu, lycosidiliths use *alter self* to prowl the whole of the Steaming Fen, though they spend most of their time on land. A corps of lycosidiliths acts as personal guards and servants to the Queen of Chaos. The queen also employs them as ambassadors and for other missions that require subtlety and tact. There is great rivalry between lycosidiliths and phisarazu. The latter resent the lycosidiliths' greater status and intelligence (not to mention their more refined appearance). In turn, the lycosidiliths regard the more numerous phisarazu as a threat. The lycosidiliths respond by seeking protection from more powerful fiends or by surrounding themselves with lesser tanar'ri guards. The lycosidiliths also use their influence with the Queen of Chaos to make sure the phisarazu continue to carry the brunt of the Blood War.

Raklupis

A raklupis is a trim-looking creature. The spider body is rounded and covered with a hard, smooth shell that harmlessly

deflects most blows. The creature's wolf head is covered with luxuriant fur, and a triple row of sharp-looking spines runs down the back of the neck to the spider body. The fur is black or gray, but the shell and spines can be almost any color and are always vividly marked with swirls, bands, or spots of contrasting colors. A raklupis's humanoid arms are knotted with thick cords of muscle and covered with tufts of hair that match the wolf head.

Raklupises have even more beautiful and compelling voices than lycosidiliths do; they weigh about 450 pounds.

Combat: A raklupis has a fearsome bite attack. Not only do the creature's powerful jaws inflict significant damage, but its bite also injects a powerful venom similar to a lycosidilith's poison, though more potent. When bitten, an opponent must attempt a saving throw vs. poison or fall into a stupor; the onset time is immediate. The victim can attempt a Constitution check every 2d6 hours to recover from the stupor, but the venom's corrosive effects also inflict an additional point of damage every hour.

Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d8 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point, plus an additional hit point each hour the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell treats all a victim's sores. The victim is unable to benefit from any form of magical healing until the venom is neutralized.

Raklupises have the standard tanar'ri spell-like abilities. Their infravision has a 120-foot range. Their *gate* ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1 lycosidilith, or 1 raklupis three times a day with a 65% chance of success. Raklupises also have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th-level wizard spell) in a single creature by touch, become *invisible*, *alter self*, and *telekinesis*. Three times a day they can cast *forget*, *mirror image*, and *shape change*. All spell-like abilities function at 12th level.

A raklupis has an effective Charisma score of 18. If the creature is shape changed into a humanoid form it has a Charisma of 20 toward humanoids who are unaware of its true nature. Three times a day, a raklupis can produce a song or chant of haunting beauty that functions as a *mass charm* affecting up to 24 Hit Dice of listeners within 30 feet of the raklupis.

Raklupises have all the silk-producing abilities that lycosidiliths have, except that they can use one *web* ability of their choice every round. Their *glitterdust* ability has a range of 60 yards. Raklupises' webs are only 25% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

A raklupis can create up to three waterproof globes of silk each day. It typically fills these with its own venom. When thrown or dropped, the globes burst, filling an area 15 feet in diameter with a poisonous mist. Creatures within the mist must make a successful saving throw vs. poison or become blind and mute for 3d4 turns as well as suffering 3d6 points of damage. If the save succeeds, the victim still suffers shortsightedness and slurred speech for 1d4 rounds as well as taking 2d6 points of damage. During this time, the victim has a –2 penalty to all missile attacks; any spell cast has a 20% chance to fail outright if it has a verbal component. When filled with liquid, the globes can be thrown up to 10 yards. They are very fragile and tend to burst if roughly handled; these globes make item saving throws as pottery. A raklupis usually carries its globes attached to its back with bits of sticky webbing. The globes become brittle if not used immediately, bursting on their own after 1d6+18 hours.

Raklupises cannot be trapped in webs of any sort. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 60 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Raklupises never suffer melee or movement penalties for darkness.

Raklupises usually carry weapons so that they can take full advantage of their powerful arms, which are as strong a stone giant's. The creature gains a +8 damage bonus when fighting with a weapon. Raklupises carry the same sorts of weapons as lycosidiliths do.



Like their lesser kin, raklupises are masters of ambush. They use their *shape change* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu and lycosidiliths, raklupises are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *shape change* instead. They typically begin combat by hurling globes of venom.

Habitat/Society: Although capable of roaming almost anywhere, raklupises are fairly sedentary. About a dozen of them maintain their own citadels in the Steaming Fen. Another two serve as advisors and generals to the Queen of Chaos, standing in for Miska the Wolf Spider in his absence. About a dozen more are scattered throughout the multiverse, either engaged in the search for the *Rod of Seven Parts* or maintaining citadels on other levels of the Abyss. Their lack of concern for the Blood War makes raklupises fairly unpopular among most true tanar'ri, but their power and status generally assure that weaker tanar'ri defer to them.

—*From* The Rod of Seven Parts, #2145

Climate/Terrain:	The Abyss
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13–14)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1–3
Armor Class:	3
Movement:	6
Hit Dice:	11
THAC0:	9
No. of Attacks:	4
Damage/Attack:	2d4/2d4/2d4/2d4
Special Attacks:	Acid, poison
Special Defenses:	½ damage from Type S or B weapons; struck only by +2 or better weapons
Magic Resistance:	40%
Size:	L (6′ diameter)
Morale:	Champion (15–16)
XP Value:	17,000

The horrors of the Abyss are uncountable. Layers upon layers of seething, pustulent evil wait for the unwary traveler. At first glance, it'd seem that some of the Abyssal layers are uninhabitable, even for tanar'ri – but a body'd be addle-coved to believe that. The alkiliths're a type of tanar'ri that thrives in the foulest and most inhospitable places of the Abyss, acting as personal agents of the unspeakable Abyssal Lords.

Alkiliths've got an unusual purpose among the true tanar'ri: They exist to corrupt all they touch, extending the reach of the Abyss by despoiling anything that comes into contact with it. The alkiliths seek to pollute the world beyond the Abyss physically and morally. While fiends such as the glabrezu and succubi bring mortals to the Abyss, the alkiliths work to bring the Abyss itself to any world unfortunate enough to be within reach. Alkiliths destroy things that're beautiful, desecrate things that're sacred, and fan the embers of fear or resentment into raging hatred. By spreading chaos and evil throughout the multiverse, they'll increase the power of the Abyss.

Alkiliths're closely tied to the various slimes, jellies, and oozes found on many prime worlds. They're not remotely humanoid, taking the form of a disgusting blob of phosphorescent green corruption. Their bodies're surrounded by a cracked, leathery coating or secretion that constantly oozes more of their vile protoplasm in a continual process of exuding and reabsorbing hide. Alkiliths're capable of assuming a semi-rigid form, and their pseudopods can wield weapons and manipulate objects with surprising precision.

Dark, swollen eye-globules dot an alkilith's surface; normally the creature's got anywhere from 3 to 7 of these spread out around its body to observe what's happening around it.

Combat: Alkiliths're never surprised in the Abyss, and only on a roll of 1 elsewhere. They can be injured only by weapons of cold iron or a +2 or better enchantment. Like all tanar'ri, alkiliths're resistant to many attack forms; they suffer no damage from electricity, nonmagical fire, or poison, and only half damage from cold or magical fire. In addition, the alkilith's unusual physical form renders it immune to all acids or harmful gasses. Slashing or bludgeoning weapons don't cause alkiliths serious harm, and inflict only half normal damage against the monster. Piercing weapons can reach their vitals and cause full damage.

Alkiliths're extremely dangerous in close combat. Each round, they can strike with four lightning-fast pseudopods, each inflicting 2d4 points of damage. If the alkilith hits, a vile, corrosive slime is smeared across its victim. The victim has to make a successful saving throw versus poison or suffer an additional 1d6 points of damage per round for the next 1 to 6 rounds or until the slime is cleaned off. Whether or not the victim succeeds in his saving throw, some portion of his equipment may be endangered by the potent acid. Check the chart below:

% roll	Equipment threatened
01-60	Victim's armor degrades one place per round of corrosion until an item saving throw vs. acid is successful.
61-75	Victim's shield is ruined unless an item saving throw vs. acid is successful.
76-90	Victim's weapon is ruined or degrades by one plus per round until an item saving throw vs. acid is successful.
91-00	A random item (backpack, worn or carried magical item, etc.) is ruined unless an item saving throw vs. acid is successful.

Alkiliths also have the ability to assume *gaseous form*, but in doing so they expand to create a 20′×20′×10′ cloud of foul, stinking vapors. The vapors are impenetrable to normal vision and duplicate the effects of a *cloudkill* spell. An alkilith is impervious to physical damage in this form, but it requires a full round of no other activity for the fiend to make the transition to cloud and back again. Alkiliths can move at a rate of only 1 in *gaseous form*, and if struck by a *gust of wind* or similar effect suffer 1d6 points of damage per level of the caster with no saving throw.

In addition to the powers available to all tanar'ri, alkiliths can also make use of the following spell-like abilities (at will unless otherwise specified) at the 11th level of spell use: *cause disease, command* any ooze, jelly, slime, or fungus-based monster, *cone of cold* (3/day), *detect magic, dispel magic, enervation, hold person, putrefy food*

and drink (by touch), *stinking cloud,* and *wall of ice.* Once per day an alkilith may attempt to *gate* 1 to 3 chasme (30%) or 1 hezrou (70%) with a 50% chance of success.

HABITAT/SOCIETY: Alkiliths're the envoys, agents, and assassins of the Abyssal Lords. A great number of their missions take place within the Abyss, as the lords of the tanar'ri spend much of their time scheming and feuding with each other. From time to time they're sent into the Great Wheel or onto the Prime Material Plane on an errand of vile corruption. Alkiliths take an unholy delight in tasks that allow them to mar things or places of beauty.

The Blood War's only a tangential concern for the alkiliths. They'll fight when they have to, but normally they steer clear of the babaus and molydei by retreating into regions so despicable and unclean that even other tanar'ri hesitate to follow. However, an alkilith'll savagely attack any baatezu it encounters while it's about its work.

Alkiliths aren't very common in the Abyss, but they're greatly feared because other tanar'ri have no innate resistance to their horrible acid or vile cloud of poisonous gas. As creatures of the Abyssal Lords, the alkiliths aren't well-liked by their peers, but they're guaranteed a certain measure of protection. An alkilith's fortunes wax and wane with those of its master, and when the Abyssal Lord suffers a setback, the alkilith often ends up lost.

ECOLOGY: Whenever possible, alkiliths bring the hateful spite and corruption of the Abyss to unfortunate prime-material worlds. In some cases, the seeds of evil and pestilence planted by an alkilith can overwhelm an entire land, plunging thousands of mortals into a living nightmare of senseless war and devastation.



Tanar'ri, True, Balor



Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supra-genius (19–20)
Treasure:	H × 3
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–8
Movement:	15, Fl 36 (B)
Hit Dice:	13
THAC0:	7
No. of Attacks:	2 (sword, whip)
Damage/Attack:	1d12/1d4 + special
Special Attacks:	Terror, body flames, death throes, explosion
Special Defenses:	+3 or better weapons to hit
Magic Resistance:	70%
Size:	L (12′ tall)
Morale:	Fanatic (17–18)
XP Value:	26,000

Greatest and most terrible of the true tanar'ri, the balors are the undisputed terrors of the Abyss. They motivate the tanar'ri involvement in the Blood War and derive immense pleasure from others' suffering.

Balors are repulsive, towering humanoids with dark red skin; huge wings that propel them with unnatural speed and agility; long, wicked claws; and grotesque fangs that drip venom. Each balor carries a sword of lightning and a many-tailed whip, and searing flames surround the creature.

Balors communicate using telepathy.

Combat: Balors are cannot be surprised. They are immune to all nonmagical attacks including fire, gas, poison, and weapons, and all attacks with magical weapons of less than +3 enchantment.

Balors prefer their primary weapon, a *vorpal sword* that looks like a bolt of lightning and can *detect evil/good* in a 30′ radius. Any creature picking up a balor's sword suffers 10d6 damage and must save vs. spell or die.

Balors also use a long whip with many tails (1d4 damage). These magically wrap around the victim, who is drawn into the balor's bodily flames (4d6 damage per round). Escaping the whip requires a successful check against *half* the victim's Strength score. A whip that holds a victim cannot be used in attacks.

Balors can also attack with their fists (2d6 damage and save vs. spell at –6 or flee in terror for 1–6 turns). If slain in the Abyss, a balor explodes in a blinding flash of light, inflicting 50 hp damage to everything in a 100′ radius (save vs. spell for half damage).

In addition to those available to all tanar'ri, balors can use the following spell-like powers at 20th level of spell use: *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis*, and *tongues*. Once per hour they can automatically *gate* in 1–8 least, 1–6 lesser, 1–4 greater, or 1 true tanar'ri.

Habitat/Society: At least twenty-four balors are known to exist. They wander the Abyss, forming armies and commanding them in battle with the baatezu.

Balors recognize all planes as potential battlegrounds in the War. They make pacts with mortals to perform services in return for power in the mortals' planes. The more followers or allies they gain there, the more magical power they command in the Blood War.

Ecology: Nothing is more important in the Abyss than the Blood War. The balor, in a sense, *are* the Blood War from a tanar'ri perspective. In that sense they are the ecology of the Abyss, driving the creation of new beings and mandating their survival.

Errtu

A Balor tanar'ri



CLIMATE/TERRAIN: The Abyss
FREQUENCY: Very Rare (also in the Realms)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-genius (19)
TREASURE: H×3
ALIGNMENT: Chaotic evil
NO. APPEARING: 1
ARMOR CLASS: -8
MOVEMENT: 15, Fl 36 (B)
HIT DICE: 13
THAC0: 7
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACKS: by weapon or 2d6
SPECIAL ATTACKS: Terror, immolation, death-throes explosion
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: H (12' tall)
MORALE: Fanatic (18)
XP VALUE: 46,000

Errtu, one of the most terrible of all tanar'ri, is repulsive and loathsome to behold. He's a towering humanoid with dark red skin, and huge, leathery wings that propel him through the air with amazing speed and grace for one with such a gigantic body. He possesses wicked claws and grotesque fangs that drip with acidic saliva. Errtu communicates via telepathy.

Combat: Errtu can attack with his great fists for 2d6 points of damage each. Any victim struck by Errtu in this way must successfully save vs. spell with a -6 penalty or flee in terror for 1d6 combat rounds.

Like all balors, Errtu also has access to weapons in combat, such as a great magical sword that resembles a bolt of lightning. Errtu's is a *vorpal* blade and it can detect good in a 30'-radius. Any other creature that picks up a balor's sword suffers 10d6 points of damage and must successfully save vs. spell or die immediately.

Many balors, including Errtu, also use great, many-tailed whips. A hit inflicts only 1d4 points of damage, but the whip's many tails wrap around the target, entangling him. This allows Errtu to draw the entangled victim into the balor's everpresent bodily flames. These flames do 4d6 points of immolation damage each round. Any character who makes a successful one-half Strength check escapes the whip's tails.

In addition, Errtu can use the following spell-like powers at will, one at a time, once per round at 20th-level of ability: *detect invisibility, detect magic* (both always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol* (any type), *telekinesis, tongues.*

Errtu also has the ability to *gate* 1d8 least, 1d6 lesser, 1d4 greater, or 1 true tanar'ri to his location. The *gate* will always be successful, but functions only once per hour.

Errtu is immune to all nonmagical attacks including fire, gas, poison, and weapons. If Errtu is slain on his home plane of the Abyss, his body explodes in a blinding flash of light, inflicting 50 points of damage to everything within a 100'-radius (save vs. spell for half damage).

Habitat/Society: In their native plane of the Abyss, balors exist only to wage the Blood War against the baatezu. They often command entire legions into battle against their hated foes.

Unlike many fiends, however, balors note the importance of the Prime Material Plane in the Blood War. They often make pacts with mortals exchanging their services to gain power in the Prime.

Errtu shares this fascination with the Prime and Toril in particular. Errtu bears strong enmity toward Drizzt Do'Urden and his comrades, for the drow ranger once defeated and banished him from the Prime Material.

Ecology: In the Abyss, there is nothing more important than the Blood War, and as the dominant lifeform in many areas if the Abyss, balors are the personification of the Blood War.

Errtu is more focused on the Prime world of Toril. Since his banishment he's followed the exploits of Drizzt and his companions. Drizzt was responsible for Errtu's banishment from the Prime plane and returning to Toril became the main goal of Errtu's life.

History: Errtu was first encountered in the Icewind Dale area in 1351 DR. Errtu joined the service of a tyrannical wizard who possessed a powerful magical item that Errtu wished for his own. Before Errtu could gain the item however, he confronted Drizzt, and they soon battled. Drizzt managed to get the best of the fiend and defeated Errtu's Prime Material form. This resulted in Errtu's banishment from the Realms for 101 years.

Later, Errtu had some contact with the Spider Queen, Lolth, regarding Drizzt. The Goddess of the Drow offered the balor a deal: a means to return to the Prime in exchange for the fiend's assistance in battling the forces of Mithral Hall. While Errtu could not directly participate in the battles, Lolth provided him with a scrying mirror and a gate through which Errtu could send fiendish minions. Errtu's payment for this was the spirit of Drizzt's friend, Wulfgar. Errtu tortured Wulfgar, and it took all of the barbarian's friends to rescue him and defeat Errtu.

Sources: *The Crystal Shard, Siege of Darkness, Passage to Dawn, MC 8: Outer Planes* Appendix.

Climate/Terrain:	The Abyss
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	H (see below)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	–7
Movement:	15
Hit Dice:	10
THAC0:	11
No. of Attacks:	5
Damage/Attack:	2d6/2d6/1d3/1d3/1d4+1
Special Attacks:	Grab
Special Defenses:	+2 or better weapons to hit
Magic Resistance:	50%
Size:	H (15' tall)
Morale:	Fanatic (17–18)
XP Value:	12,000



Glabrezu are the tanar'ri that typically respond to summonings from other planes. They go forth and secure power for their cause.

Glabrezu are towering, broad and well-muscled, with four arms, two that end in clawed hands and two with powerful pincers. They have dog-like heads with sharp fangs and penetrating violet eyes. Their skin color ranges from a deep russet to pitch black. These commanding tanar'ri are terrifying to see.

Glabrezu communicate using telepathy.

Combat: Glabrezu usually avoid combat with mortals, preferring guile, trickery, and evil bargains. However, if things do not go as planned, the glabrezu thinks nothing of slaying the mortal (who, to the glabrezu's thinking, will probably end up in the Abyss anyway).

A glabrezu can attack with two claws (1d3 damage each), two pincers (2d6 damage each), and a bite (1d4+1 damage). With a successful claw attack it can attempt to grab and pick up an opponent of 150 pounds or less (Dexterity check to avoid this). A grabbed opponent can still attack at a –4 penalty, or can break free with a successful Strength check instead of attacking. A glabrezu rarely drops a grabbed opponent unless it faces imminent death.

In addition to those available to all tanar'ri, glabrezu can use the following spell-like powers at 10th level of spell use: *burning hands*, *charm person*, *confusion*, *detect magic* (always active), *dispel magic*, *enlarge*, *mirror image*, *power word stun* (7 times per day), *reverse gravity*, and *true seeing* (always active). Once per day a glabrezu can *gate* in one greater tanar'ri with a 50% chance of success.

These creatures are immune to all nonmagical attacks such as fire, gas, acid, etc., and to weapons of less than +2 magical enchantment.

Due to their role in tanar'ri society, glabrezu can *plane shift* at will. They rarely do this of their own volition, however, preferring to leave the Abyss only when summoned.

Habitat/Society: Glabrezu are the covert agents of the underworld. They lure weak and impulsive mortals into giving them power. When a mortal mage summons a glabrezu, the mage is confident that strong magic will master the situation. But mages are short-sighted compared to the immortal glabrezu. The glabrezu knows that with each summoning, its power there, like a seed of evil, germinates and begins to grow.

Glabrezu possess rich treasure that they hoard in vast subterranean lairs in the Abyss. With these masses of gold, magic, and wealth they tempt mortals into summoning them.

Ecology: Glabrezu leech power from other planes and exert their influence there with surgical precision. Although they take little part in the slaughter of the Blood War, their subtle manipulations and subjugations are a deeper evil. They do not get on well with mariliths.

Climate/Terrain:	The Abyss
Frequency:	Common
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to high (8–14)
Treasure:	C
Alignment:	Chaotic evil
No. Appearing:	1–6
Armor Class:	–6
Movement:	12
Hit Dice:	9
THAC0:	11
No. of Attacks:	3
Damage/Attack:	1d6/1d6/4d4
Special Attacks:	Bearhug, stench
Special Defenses:	+2 or better weapons to hit, half damage from other nonmagical attacks, never surprised
Magic Resistance:	70%
Size:	L (7+′ tall)
Morale:	Fanatic (17–18)
XP Value:	14,000

The hezrou, among the least powerful of the true tanar'ri, are still creatures of formidable power. They perform the will of the nalfeshnee by wandering the Abyss and overseeing the formation of armies.

Hezrou look like large, roughly humanoid toads with arms in place of forelegs. They stand upright or on all four limbs by turns. They have rows of blunt, powerful teeth; spines run the length of their back.

Hezrou communicate using telepathy.

Combat: Hezrou are impossible to surprise. They are immune to attacks from nonmagical weapons and take half damage from all nonmagical attack forms (fire, poison, acid, etc.). Hezrou have infravision to 120′ and have double human normal auditory and olfactory senses.

Hezrou are foul-tempered and mean. They attack even those that follow their instructions, just for sheer entertainment. Their claw attacks inflict 1d6 damage, and their blunt, crushing teeth inflict 4d4 points per bite.

If both claw attacks successfully hit a target in the same round, the victim is in a powerful bear hug and cannot attack. The victim takes 2d4 damage per round and the hezrou's bite attacks automatically hit. The victim must succeed in a Strength check against one half its Strength score to escape the hug. A hezrou that takes 20 hp damage in one round releases its victim.

The amphibious, frog-like skin of a hezrou emits a foul liquid that coats its skin. Anyone within 10 feet of the creature must save vs. paralyzation or be overcome by its powerful stench. Anyone so overcome lies helpless on the ground, gagging and vomiting. Those that do successfully make their saving throw still take a –2 penalty to their attack and initiative rolls.

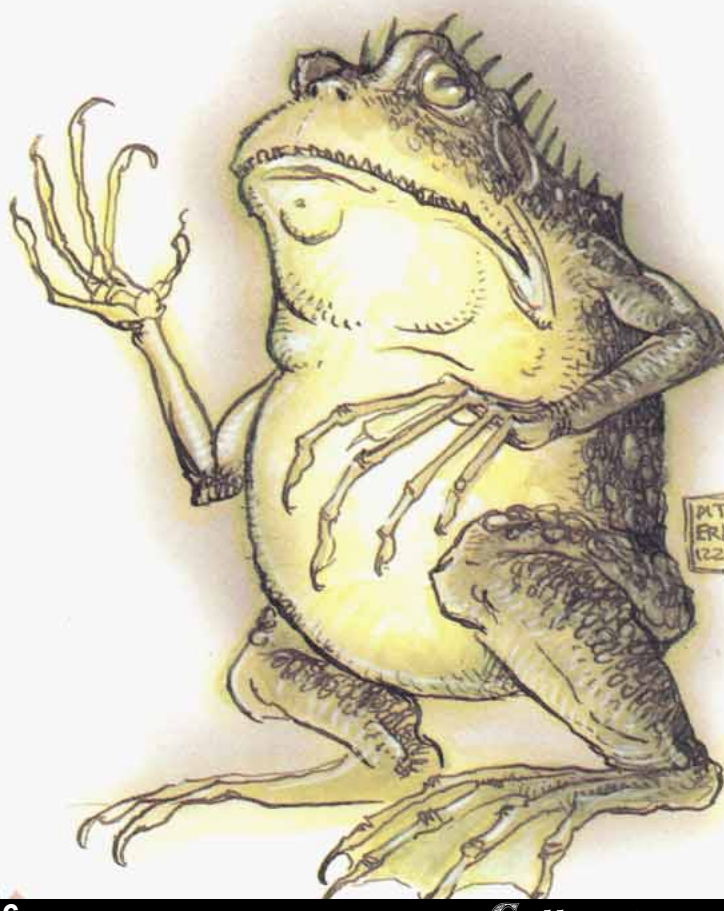
In addition to those available to all tanar'ri, hezrou have the following spell-like powers, at 9th level of spell use: *animate object, blink, duo-dimension* (3 times per day), *produce flame, protection from normal missiles, summon insects, unholy word* (reverse of *holy word*), and *wall of fire*. Three times per day they can attempt to *gate* in 4–40 least, 1–10 lesser, or 1–4 greater tanar'ri with a 50% chance of success. Once per day, they can attempt to gate in 1 true tanar'ri with a 20% chance of success.

Habitat/Society: Hezrou are the long arm of the imperious nalfeshnee. They walk among the layers of the Abyss enforcing directions of the higher true tanar'ri. Due to the chaotic nature of the Abyss, the hezrou's services are vital.

At certain times in a century, the hezrou can *plane shift* at will. During these Dark Walks, as they are known, the hezrou go forth and make pacts with mortals. They willingly enter into service to a mortal, typically one in dire need, but exact a heavy toll. In exchange for a major service, such as destroying an enemy's castle or retrieving a lost artifact, the hezrou secure eternal subservience by the mortal, a family member, friend, or lover. The victims come to the Abyss and serve as manes.

Ecology: As true tanar'ri, the hezrou are integral to the Blood War. They enforce the will of true tanar'ri, so they are spared certain death in frontline duty.

Hezrou are not as intelligent or intuitive as the other true tanar'ri. This is ideal for their duties, however, for theirs is to obey and enforce.



Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17–18)
Treasure:	C, F
Alignment:	Chaotic evil
No. Appearing:	1–2
Armor Class:	–9
Movement:	15
Hit Dice:	12
THAC0:	9
No. of Attacks:	7
Damage/Attack:	4d6 (tail) and six weapons
Special Attacks:	Magical weapons, constriction
Special Defenses:	+2 or better weapons to hit, never surprised, spell immunity
Magic Resistance:	70%
Size:	L (7′ tall)
Morale:	Fanatic (17–18)
XP Value:	23,000

Bold and cunning, mariliths are the generals and tacticians for the Blood War. Where balors are the influence and energy behind the war effort, mariliths are the brains and tactics.

Mariliths appear as half snake, half humanoid. From the waist down, these creatures have the bodies of giant snakes, with huge, green, scaly coils. Above the waist they are beautiful, comely females. Besides the obvious snake body, the feature that identifies a marilith is its six arms. They are commonly adorned with precious jewelry and bear highly decorated weapons; marilith usually carry a different weapon in each hand. They communicate using telepathy.

Combat: Mariliths are never surprised. Although they are strategists and tacticians, Mariliths love physical combat when opportunity presents. They size up any combat before getting involved and take full advantage of terrain, obstacles, and the opponent's disadvantages. They can attack with each of their six arms and constrict a victim with their snaky tails, as well.

Weapons of +1 or lesser magical enchantment cannot harm a marilith. They cannot be fooled by illusions and are immune to mind-affecting spells.

Mariliths favor exotic swords and axes. The DM should assign specific weapons; 90% of them should be magical (+1, +2, etc.), and 15% of these should be special. Marilith cherish their weapons; if one is lost or stolen, the owner will go to great lengths to recover it.

A marilith can constrict with its deadly tail. If the tail hits in combat, it wraps around a victim to crush the life out of him. The tail inflicts 4d6 points of crushing damage and drives the breath from a victim. Once constricted, the victim automatically takes 4d6 damage each round. Additionally, the trapped creature must make a Constitution check every round or fall unconscious. No opponent with less than 15 Strength can even hope to break free of the coils. Each round, there is a 10% chance per round per point of Strength over 14 that the victim can escape.

In addition to those available to all tanar'ri, mariliths have the following spell-like powers: *animate dead*, *cause serious wounds* (reverse of *cure serious wounds*), *cloudkill*, *comprehend languages*, *curse* (reverse of *bless*), *detect evil*, *detect magic*, *detect invisibility*, *polymorph self* (7 times per day), *project image*, *pyrotechnics*, and *telekinesis*. They can also attempt to *gate* in 2–20 least tanar'ri, 1–6 lesser tanar'ri, 1–4 greater tanar'ri, or 1 true tanar'ri once per hour with a 35% chance of success.

Habitat/Society: As noted, marilith are the strategists of the Blood War. They devise battle tactics and coordinate the true tanar'ri (except for the balors, of course). Due to the chaotic nature of the other tanar'ri, coordinating their activities is nearly impossible.

Mariliths hate the glabrezu. They feel that the subtle warfare of the glabrezu is a childrens' game and inferior to proper warfare. Mariliths try to discredit the glabrezu in any way they can. They would completely destroy the subtle beasts, but the all-powerful balors favor the glabrezus' tactics.

Ecology: Marilith secretly feel that they are the true force behind the Blood War, that the balors have their place only because of their great power, and are otherwise unnecessary. They may be right, but the power of the balors remains unchallenged.



Tanar'ri, True, Nalfeshnee

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Godlike (21+)
Treasure:	H × 2
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	−8
Movement:	12, Fl 15 (D)
Hit Dice:	11
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d4/1d4/2d4
Special Attacks:	Magical spray
Special Defenses:	Never surprised, cold iron or +2 or better weapons to hit
Magic Resistance:	70%
Size:	H (20′ tall)
Morale:	Fanatic (17–18)
XP Value:	17,000

Few beings terrify mortals more than the nalfeshnee. Mortals who pass into the Abyss eventually come before one of these "lords of woe," there to suffer judgment and the pain of transformation.

Nalfeshnee are 20′ tall; most of their immense strength goes simply to support their bodies. They combine the worst features of ape and boar, and their small wings appear unable to bear their ponderous bodies. Nalfeshnee have red, glowing eyes that pierce the mind and seem to draw energy from just a glance.

Nalfeshnee can communicate with any being using a powerful form of telepathy.

Combat: Nalfeshnee are never surprised. They are immune to weapons of less than +2 enchantment, but can be hit by weapons of cold-wrought iron.

Though the nalfeshnee usually sit atop their thrones and judge the masses of mortal lives in the Abyss, they are capable in battle. They can attack with two claws (1d4 damage each) and bite (2d4 damage), but prefer a special attack that looks like the *color spray* spell (usable three times per day). They must concentrate for an entire melee round; hits on the creature during that round do not break concentration. Then the nalfeshnee releases multiple rainbow beams that shoot in every direction. All creatures within 60′ suffer 15 hp damage (save vs. spell for half damage). They must then again save vs. spell with a −2 penalty. Failure means they are temporarily stricken dumb and wander in a trance for 1d10 rounds. In that trance each creature a vision of its greatest fear.

In addition to the standard abilities of all tanar'ri, nalfeshnee have the following spell-like powers: *alter self, bind, call lightning, chill touch, detect invisibility* (always active), *distance distortion, ESP* (always active), *feeblemind, forget, giant insect, invisibility, know alignment* (always active), *mirror image, protection from good* (always active), *raise dead, slow,* and *web.* Nalfeshnee can also attempt to *gate* in 1–6 babaus or 1 vrock, twice per day, with a 50% chance of success.

Habitat/Society: Nalfeshnee are the most intelligent tanar'ri, considering themselves superior even to the balors. Nalfeshnee do not act on this feeling because they recognize the balors' greater strength. However, a nalfeshnee seldom passes up an opportunity to secretly embarrass a balor, foil its plans, or even prolong the Blood War.

The nalfeshnee rule the 400th layer of the Abyss, where they sit on flaming thrones on the Mountain of Woe. There they judge the mortal life forces that pass into the Abyss.

Ecology: Nalfeshnee feed on hatred and despair, emotions they can draw out of any being they see. They devour these feelings from the life forces they judge, leaving empty husks of useless thoughts. These husks then transform into other forms of tanar'ri in ceremonies involving unimaginable torture.



Climate/Terrain:	The Abyss
Frequency:	Uncommon
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (12–14)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	2–8
Armor Class:	–5
Movement:	12, Fl 18 (C)
Hit Dice:	8
THAC0:	13
No. of Attacks:	5
Damage/Attack:	1d4/1d4/1d8/1d8/1d6 or by weapon +7 (Strength bonus)
Special Attacks:	Spores, screech, first attack, *dance of ruin*
Special Defenses:	+2 or better weapons to hit, never surprised
Magic Resistance:	70%
Size:	L (8′ tall)
Morale:	Fanatic (17–18)
XP Value:	19,000

The vrock serve as elite fighting troops in the Blood War. Vrock look like a cross between a large human and a vulture, with strong, sinewy limbs covered with fine gray feathers; long necks and vulture heads; and wicked claws and beak.

Vrock communicate using telepathy.

Combat: Vrocks are never surprised and always attack first in melee. These creatures Strength 19 (+7 damage adjustment) and infravision to 120′. Vrocks are immune to attacks from nonmagical weapons.

Vicious fighters, the vrocks can attack five times per melee round. Because of their dexterity and extreme battle prowess, vrocks can direct each of these attacks against different opponents. Their hand claw attacks each inflict 1d8 damage. Their beaks inflict 1d6 damage per successful hit. Vrocks can also attack with their foot claws, inflicting only 1d4 damage because the vrock is off balance when attacking this way.

The vrocks also attack with a stinging ejection of spores from small glands about the creatures' bodies. They can attack once every three melee rounds with a spore attack. A spray of spores automatically inflicts 1d8 damage on all opponents within 5 feet. Once the spores have hit, they implant themselves just below the surface of the skin and begin to grow and sprout. Victims suffer 1d2 damage per round from spore growth. The spores continue to grow for 10 melee rounds, at which time the victim is covered with thick, vine-like growths. The spores can be killed by a *bless*, *neutralize poison*, or similar spell or by being sprinkled with holy water. *Slow poison* stops the growth.

Once per battle, a vrock can emit a loud, deafening screech. This screech deafens everyone within 30′, stunning them for 1 round (Constitution check to avoid the stun). Vrock usually save their screech for emergencies and typically use it when near death, screeching just before they *teleport* away.

In addition to those available to all tanar'ri, vrocks have the following spell-like powers at 10th level of spell use: *detect invisibility*, *detect magic*, *dispel magic*, *mass charm*, *mirror image*, and *telekinesis*. They can attempt once per day to *gate* in 2–20 manes, 1–6 bar-lgura, or 1 nalfeshnee. There is a 50% chance of success.

When five or more vrocks fight together in battle, they can attempt a special power called *dance of ruin*. The vrocks join hands in a circle, then dance wildly, screeching and chanting in ancient languages. After three rounds, a weave of energy crackles and scintillates in the air like lightning. Anyone within 100 feet of the *dance of ruin* must save vs. death magic or suffer 2d20 damage (save vs. spells for half damage). If any vrock takes 20 or more points of damage during the three melee rounds, the *dance* is disrupted and must be started again. All creatures, including the vrock, are affected.

Habitat/Society: Vrocks are an elite fighting force used in important battles. They are often sent on missions such as infiltration and other covert missions.

Ecology: Vrocks eat their fallen foes after combat. They are powerful fighting machines from birth. Vrocks are loyal to their own. They travel in groups of up to eight (more when entering battle) and in battle coordinate with each other with perfect timing.



Climate/Terrain:	Any plains
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	P (D)
Alignment:	Lawful neutral
No. Appearing:	2–12/20–60 (tribe)
Armor Class:	7
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	2 or 1
Damage/Attack:	1d4/1d4 or by weapon +2
Special Attacks:	Psionics
Special Defenses:	Fight past death
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Steady (12)
Level/XP Value:	65
Psionics Summary:	Dis 2/Sci 2/Dev 7; PSPs 30 Att: MT, PsC; Def: MBk, TS
Player's Option:	#AT1; MTHAC0 18; MAC 7

Clairsentience: *Sciences* – true sight; *Devotions* – combat mind, martial trance, psionic sense.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (ESP), invisibility, mind thrust (inflict pain), psychic crush (psychic blade).

Tareks are big, musclebound, and hairless bipeds that inhabit the hilly and mountainous areas of Athas. They have square, big-boned heads with sloping foreheads and massive brow ridges. Their flat noses have flared nostrils, and their domed muzzles are full of sharp teeth. Their powerful arms are so long that their knuckles drag along the ground. Tareks have a distinct musky odor that can be detected from as far away as 15 feet.

Tareks move with jerky, awkward strides except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance — unless the viewer happens to be on the receiving end of the deadly spectacle.

Tareks speak their own language, as well as the common language of the Tyr region. Their voices are harsh and gutteral, as fearful in tone as their appearance and lust as powerful.

Combat: Tareks are violent and aggressive. They place great value and honor in physical prowess. Their great strength gives them a +2 damage bonus when using weapons, though their huge fists can do considerable damage on their own (1d4). While tareks will use weapons, they shun armor of any sort. Instead, they rely on their own tough hides and natural combat agility to protect them.

The most common weapons employed by tarek warriors are the handfork and the heartpick. The handfork serves equally well as a parrying tool or a slicing weapon that does 1d6 points of damage. The handfork is usually made out of obsidian, but 10% of these weapons are forged from iron or steel. The heartpick, usually made of bone, is a hammerlike weapon with a serrated pick on the front and a heavy, flat head on the back The bone heartpick inflicts 1d8 points of damage.

In the wild. tareks fight in concert, making them extremely formidable opponents. They have such a developed sense of teamwork that for every tarek fighting together against the same foe, their THAC0 number improves by 1. So. two tareks fighting the same enemy have a THAC0 of 18 (instead of 19), while five tareks would each have THAC0s of 14. This attack bonus is only applied when tareks team up against a single foe or group of foes, not when each tarek in the group fights a different opponent.

This attack bonus and their natural ferocity make tareks extremely popular in the gladiatorial arenas of the city-states. They are often set up as mated pairs, giving them an advantage over other gladiator teams. In rare intstances, as many as six tareks are teamed against one huge opponent for special contests. The crowds love to watch tarek teams tear into a braxat or other terror from the wastes. Such contests are so popular in Nibenay that a select group of templars are assigned to keep the arena stocked with both tareks and monsters to pit them against for the monthly Festival of Ral.

Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death. In game terms, tareks can continue to attack until they are reduced to –10 hit points without suffering any penalties. When they do take enough damage to reduce them to –10, tareks finally succumb to the damage they've sustained.

Habitat/Society: Tareks gather in tribes, building small communities in the hills and mountains of the Tyr region. These communities often sustain themselves by raiding, and visitors are not welcome. Unless a group of visitors include an obvious elemental cleric, tarek warriors rush out to kill or drive the intruders away In rare instances, members of a community will be sent out to trade with merchant caravans, but few traders will blindly conduct business with these representatives. More often than not, such representatives are decoys for an unseen raiding party. More than one caravan has been taken by surprise while negotiating a deal with tarek traders.

For every six tareks encountered, there will be one leader. A tarek leader has 3 HD and a THAC0 of 18 In groups of 20 or more, one tarek hero will be present. Tarek heroes have 5 HD and THAC0s of 16. A tribal community has a chief with 7 HD and a THAC0 of 14.

Tareks hate wizardly magic in all its forms. They go out of their way to destroy defilers, and they'll even chase away preservers who use their magic in the vicinity of a tarek community. This hatred of magic translates into a strong dislike for elves, since elves often deal in the business of spell components and have an innate love for all thing magical. Tarek raiders often attack elf tribes that wander too close to their territory as an automatic response to the probable proximity of wizardly magic.

On the other hand, tareks have a great deal of respect for all types of priestly magic. The elemental forces that hold sway over the world receive as much reverence as the violent-tempered tareks are capable of giving. However, tarek tribes tolerate only one kind of cleric in their midst—earth clerics. Tareks respect the earth and everything connected with its elemental nature. They consider themselves to be born of the earth, and feel a kinship with the mountains and hills they choose to live among. "Solid is the tarek, strong like the earth, and numerous as the soil," sing the earth clerics of the tarek tribes.

Ecology: Tareks have an average life span of 50 years (though few creatures ever get to die naturally on Athas). They sometimes wage great wars with the gith, as both of these races seek to control the same territory. If they hate elves because of their association with magic, then they hate gith because the gith are seen as abominations to the elemental earth forces. Gith set up lairs beneath the mountains tareks hold sacred, defiling the earth with their very presence (at least according to the teachings of the tarek shamans). As such, tarek communities see it as their sacred duty to keep gith out of the mountains and hills they have selected as their homes.



Tarek Shamans

Tarek shamans are always elemental earth clerics. These tareks constantly commune with nature, and thus live near to but outside the tarek community they're attached to. This lends them an air of mystery that helps strengthen their role in the tribe. Tarek shamans serve as advisers to tribal chiefs and leaders, direct the spiritual life of their tribes, teach tribal legends and traditions, and act as medicine men for their communities. They also direct the rituals and ceremonies that make up much of the tribal lifestyle.

Tarek shamans can advance as high as 6th level, though the most common shamans are of 2nd to 4th level. A tribe will rarely have more than one earth shaman attached to it, and never more than three. Tarek shamans who reach 6th level are looked upon as great holy men who serve the most powerful elemental earth forces. Lower level tarek shamans from all over will come to study for a time at the feet of such holy tareks. There is a 50% chance that there will be from 2–8 (2d4) lesser shamans studying with a 6th-level tarek shaman at any given time. At all other times, the 6th-level shaman serves his community alone or with 1–2 apprentices. Only the largest, most powerful tribes have 6th-level shamans administering to their needs.

Because of their intimate connection to the earth, tarek shamans shun weapons made out of any material other than stone or obsidian. Tarek shamans of 3rd level or higher can bless a stone weapon once per year for use by the tribe's chief or greatest warrior. This blessing bestows a magical enchantment on the weapon that lasts for one year, effectively making it a magical weapon. Magical bonuses are based upon the level of the tarek shaman: 3rd-level shamans grant a +1 bonus, 4th-level shamans grant a +2 bonus, 5th-level shamans grant a +3 bonus, and 6th-level shamans grant a +4 bonus to the blessed weapons. If a blessed weapon is taken from the tarek who is intended to wield it, it slowly loses its enchantment. After 1d6 weeks, it reverts to a normal stone or obsidian weapon.

	Tari	Warrior	Chieftain
Climate/Terrain:	Any	Any	Any
Frequency:	Uncommon	Rare	Very rare
Organization:	Pack	Pack	Pack
Activity Cycle:	Night	Night	Night
Diet:	Scavenger	Scavenger	Scavenger
Intelligence:	Average (8–10)	Average (8–10)	Average (8–10)
Treasure:	Lair C, Individual M	Lair C, Individual M	Lair C, Individual M
Alignment:	Neutral	Neutral	Neutral
No. Appearing:	5–30	2–12	1
Armor Class:	6	5	6
Movement:	9	9	9
Hit Dice:	3	4+2	4
THAC0:	17	17	17
No. of Attacks:		3	2
Damage/Atttack:	1–3 bite or by weapon	1–8/1–8/1–3	1–6/1–3
Special Attacks:	Disease	Disease	Disease
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	S (4′ tall)	M (5′ tall)	M (5′ tall)
Morale:	Average (8–10)	Elite (15–16)	Average (8–l0)
Level/XP Value:	120	175	175/270
Psionics Summary:	Nil	Nil	Nil
Player's Option:	MAC 9	MAC 8	MAC 7

The tari are commonly referred to as ratmen by the other denizens of the Tyr region. They are small, furry humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Bunted freely as pests, the tari are the barbaric descendants of a once thriving culture who inhabited lands to the south of the Tyr region.

The tari are unimpressive creatures, roughly 5 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 2½ feet long, used mainly for balance, and just strong enough that they can wrap it around a branch and hang from it. Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of color for decoration. Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers. Their mouths are filled with needlelike teeth, and to either side they have long black hairs that add to their overall ratlike appearance.

Tari wear no clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and the former are usually highly decorated with dyes, beads, and ceremonial garb.

Tari have a high-pitched, squeaky language all their own. They can send and receive some signals that are beyond the human ear's ability to hear. Chieftains sometimes have psionic powers that allow them to communicate with their packs and other beings. Tari can learn other languages, namely human and elven, though the sounds of humanoid speech are difficult for them to make with their mouths. There is a 5% chance a tari knows human or elven, but only a 50% chance that humans understand the communication.

Combat: Tari are nocturnal scavengers and hunters that travel in packs A pack attacks humans or human-sized animals only if they outnumber them three to one. A pack has 5–30 normal tari, 2–12 warriors. and 1 chieftain. If they decide to attack, they wait until the quietest hours before dawn to surround and then attack. Warriors always stay in a single group around one arc of the enclosing circle, and the chieftain advances behind his warriors. Tari do not attack foes larger than human-sized, but they will trail the injured and weak, hoping they perish in the desert

Normal tari have a 50% chance of having a weapon, usually a wooden or bone sword or spear that lnflicts 1–6 (1d6) points of damage. Those without weapons bite for 1–3 points of damage Warriors fight with two bone weapons that each cause 1–8 (1d8) points of damage and can bite in the same round. Chieftains fight with ceremonial clubs that inflict 1–6 (1d6) points of damage and bite.

Each time a tari successfully bites an opponent it has a 5% chance of lnflicting a disease. The victim can avoid the effects if he successfully saves vs. poison. Once infected, the victim becomes feverish and virtually incapacitated in 1–6 hours. On the third day after contracting the disease, the victim loses l-3 hit points per day, permanently. There are many false cures for the tari disease sold in the marketplaces of Athas. The only sure means is a *cure disease* spell Even that will restore the lost hit points.

Each tari chieftain has one psionic wild talent that the DM should determine during an encounter by using *The Complete Psionic Handbook*. If the wild talent has any combat value, the pack changes its tactics to take advantage and, if defeated, the chieftain is worth the higher XP value listed. If the chieftain is slam, the rest of the tari flee.



Habitat/Society: The lives of the urban and wilderness tari are quite different, though their tactics for the kill are universal. Both travel in packs, but their approaches to survival are quite different.

The urban tari are denizens of the sewers and garbage heaps. By day they sleep beneath the filth of human society, and by night they gather the food and water to keep themselves alive, but they also seek out creature comforts for themselves and their chieftains. The small, furry thieves scour the buildings, scurrying up walls and through windows, stealing everything they can. They aren't particularly good thieves, making a lot of noise, upsetting tables and toppling chairs in their clumsy approach. Though not work for children, a warrior can earn a good living hunting tari, earning about 8 ceramic pieces a head.

The urban tari lair is a hodgepodge of stolen finery and trash. Crates are covered with silk and linens, while plush pillows and rugs adorn the floors and walls. Ratmen tend their chieftain who wears the jewelry and rags the neighborhood provides. If left alone, a tari pack can live in relative luxury, unnoticed beneath the bustling city.

The wilderness, however, is not so kind. Wasteland tari are nomadic scavengers, scouting miles in all directions to find the richest grounds, contending with the desert's other creatures for the little food to be had.

Wilderness tari move their few belongings and families in triangular frames of leather and wooden poles. These frames are piled with belongings and dragged along the ground. Occasionally, tari use pack animals, such as inix or crodlu. Corralling such a beast can take an entire pack and cost many tari lives. Tari animal handlers are very rare, but can become very important to the wilderness packs.

The tari race once boasted a thriving culture far to the south of the Tvr region. Ythri, the legendary capital city, is now a ruin lost among the crags Their education and knowledge was much greater than today and their technology allowed them to build stone and concrete structures. What happened to their civilization is a mystery. The tari of the Tyr region have no written history What remains is a collection of exaggerated myths and legends describing wondrous works.

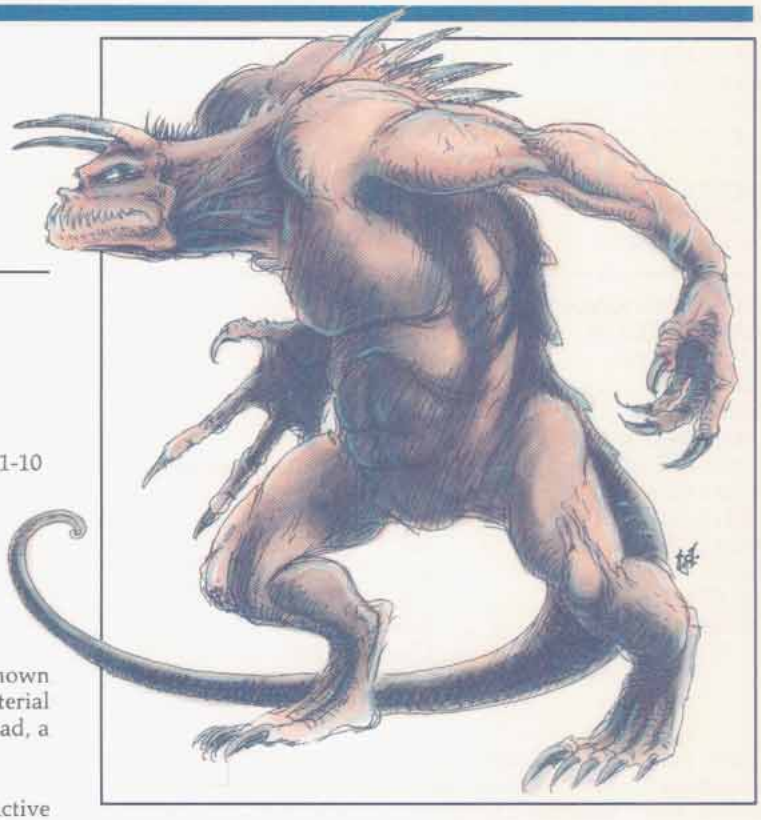
Ecology: Tari mate once per year. The females of a single pack go into heat during the conjunction of the moons, initiating the mating season. Each female gestates for six months before giving birth to a litter of 2–8 young. The baby tari rely on the mother for their nourishment for the first three months of their lives, after which they are taught to hunt and survive on their own.

Young tari require another year to gain full maturity. During that time they are taught the harsh survival skills of the wilderness or the thieving and stealth skills of the city. Immature tari receive only 1 Hit Die and there can be 3–36 of them with a pack in its lair.

Their disease-causing venom is produced by two glands set deep in the jaw. Each bite produces a flow of venom that sprays from two openings to either side of the main canines. Retrieving the glands from fallen tari is a difficult and dangerous task, but the deadly properties of their contents makes them valuable to the alchemists and bards of the cities. A pair of tari disease glands ca bring as much as 12 ceramic bits in the larger cities.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	See below
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	See below
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	9, Rush 15
HIT DICE:	300 hp (approx. 70 HD)
THAC0:	−5
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-12/1-12/2-24/5-50/1-10/1-10
SPECIAL ATTACKS:	Sharpness bite, terror
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Champion (15)
XP VALUE:	107,000



The legendary tarrasque, for there is fortunately only one known to exist, is the most dreaded monster native to the Prime Material plane. The creature is a scaly biped with two horns on its head, a lashing tail, and a reflective carapace.

Combat: The tarrasque is a killing machine and when active (see below) eats everything for miles around, including all animals and vegetation. Normal attacks are with its two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (5d10 points of damage plus acts as a *sword of sharpness*, severing a limb on a natural attack roll of 18 or better), and two thrusting horn attacks (1d10 points of damage each).

Once every turn, the normally slow-moving tarrasque can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.

The mere sight of the tarrasque causes creatures with less than 3 levels or Hit Dice to be paralyzed with fright (no saving throw) until it is out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 or more levels or Hit Dice that manage to succeed with a saving throw vs. paralyzation are not affected (though they often still decide to run away).

The tarrasque's carapace is exceptionally tough and highly reflective. Bolts and rays such as lightning bolts, cones of cold, and even magic missiles are useless against it. The reflection is such that 1 in 6 of these attacks actually bounces directly back at the caster (affecting him normally), while the rest bounce off harmlessly to the sides and into the air.

The tarrasque is also immune to all heat and fire, and it regenerates lost hit points at a rate of 1 hit point per round. Only enchanted weapons (+1 or better) have any hope of harming the tarrasque. The Tarrasque is totally immune to all psionics.

Habitat/Society: It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging the countryside for miles around. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5d4 months before coming forth again. Once every decade or so, the monster is particularly active, staying awake for several months. Thereafter its period of dormancy is 4d4 years unless disturbed. The ratio of active to dormant states seems to be about 1:30.

Ecology: Slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a *wish* is then used. Otherwise, even the slightest piece of the tarrasque can regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, is thought to yield gems (10d10 diamonds of 1,000 gp base value each). The underbelly material, mixed with the creature's blood and adamantite, is said to produce a metal that can be forged by master dwarven blacksmiths into 1d4 shields of +5 enchantment. It takes two years to manufacture each shield, and the dwarves aren't likely to do it for free.

It is hoped that the tarrasque is a solitary creation, some hideous abomination unleashed by the dark arts or by elder, forgotten gods to punish all of nature. The elemental nature of the tarrasque leads the few living tarrasque experts to speculate that the elemental princes of evil have something to do with its existence. In any case, the location of the tarrasque remains a mystery, as it rarely leaves witnesses in its wake, and nature quickly grows over all remnants of its presence. It is rumored that the tarrasque is responsible for the extinction of one ancient civilization, for the records of their last days spoke of a "great reptilian punisher sent by the gods to end the world."

Note: Creatures with a minus THAC0 can only be hit on a 1.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Fl 14 (A)
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4/3d4
SPECIAL ATTACKS:	Item control
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	66%
SIZE:	M (6′ tall but amorphous)
MORALE:	Fearless (20)
XP VALUE:	7,000



More commonly known as "staff spirits" or "sword spirits" due to the favorite types of enchanted items they like to inhabit, tarsardar are translucent, amorphous flying wraith-like beings that tend to appear tattered and "flowing" in form, keeping to a vaguely upright humanoid stance with a head and shoulders, but letting all else change and shift (one bard described them aptly as "ghostly glowing wisps"). Tarsardar are empowered to enter into any sort of item that bears even the smallest enchantment, dwindling down to fit within its confines (even if it's a gem or finger-ring), but can emerge at will, even if the item's powers include trapping souls or spirits, or controlling creatures. Like the shadow-staves they resemble, tarsardar may be mistaken for undead, but are not unliving, and are not subject to any magic or powers that govern or harm undead.

Combat: Tarsardar cannot be compelled or controlled by any known means (short of Azuth's and Mystra's command of the Weave, which can at will transform tarsardar into any sort of creature, or destroy them in an instant). They avoid combat when possible, although they are not hesitant to animate a chosen item from within and have it attack "by itself" if they see targets to their liking.

Tarsardar can control any item as if they were the class, alignment, and nature of creature the item was most intended for, of the highest possible experience level, and as if they were experienced in the use of all item powers and properties. A tarsardar must be in an unfamiliar item for 1 round of inactivity to master all item powers, but can activate an obvious power, or one it has recently seen in use, immediately upon entering an item—and all tarsardar can make items float, fly, and move around as if carried and manipulated by unseen hands, for it is actually the tarsardar that's moving, clinging to the enchantment on the item by means of its unique nature.

Any *dispel magic* spell can drive forth a tarsardar from its chosen item (there's no need to roll for spell success to determine this result, only to decide the *dispel* effects on the item), but the *dispel* neither harms the tarsardar or keeps it out of the item for more than 3 rounds. (Note that if the tarsardar is animating the item, and it lacks the power to so move on its own, it will plummet to the ground if the tarsardar is banished.) If a tarsardar is within an item that loses all of its enchantments, it is driven forth from the item and cannot return (though it suffers no harm in the expulsion). Tarsardar can see all magical auras and bindings, as if using a permanent, ceaseless *detect magic*, within a 90-foot radius of themselves, perceiving items on all sides at once.

Tarsardar can deliver two "energy burn" touch attacks per round. These attacks are automatically successful if sent against a creature touching an item that a tarsardar is within, but a successful attack roll is required if the tarsardar is partially or wholly emergent. If a tarsardar is injured for more than 6 hit points of damage in a round and also manages to deliver a touch attack in the same round, the hit points over and above the 6 that they lose are added to the damage roll of their energy burn attack, as they "leak" excess energy.

Tarsardar can pass through the smallest of crevices and openings, changing size without pause. They cannot be harmed by winds, falling, or weapons that have the same form as the item they currently call home (for instance, if a tarsardar is inhabiting a magical ax, no bladed chopping weapon—magical or not, artifact or crude homemade ax—

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can do it any harm). Moreover, they can deem themselves immune to one attack power (if any) possessed by the item they call home, and thereafter will be immune to that power and all related powers (for example, *lightning bolt* and *chain lightning* are related, as are *fireball* and *meteor swarm*)—even if launched against them from the very item they "call their home"—until the item is destroyed or they deem themselves immune to another magical attack form, of that or another item. Tarsardar can migrate from enchanted item to enchanted item at will.

Tarsardar are immune to Enchantment/Charm and Illusion/Phantasm spells, to death magic, and to all forms of *hold* and paralyzation magic. They are also immune to psionics and to all poison, petrification, *polymorph*, cold-based, and electricity-based attacks.

Habitat/Society: Tarsardar can whisper (in a haunting, wind-whistle drone), gesture, and write. They can also communicate mentally with beings they are touching. Tarsardar retain the intellect, memories, and character they possessed in their former lives, although many seem to grow sarcastic, cynical, or bitter, and are charged to increase the use and availability of magic for all, and to enhance the "awe" and allure of magic by making Mystra seem to be everywhere, and enchanted items to move and act "by themselves."

More than shadowstaves, they seem to develop an independent streak and a desire to "play favorites" among the mortal mages they interact with. Some thwart evil mages as a matter of course (by making magical items flee or turn against them, for instance), while others confound good mages or magically gifted rulers or lawmakers.

Tarsardar do obey Azuth and Mystra and their Chosen, but tend to ignore the authority of the current Magister and all clergy of the deities of magic, and to follow the letter and not the spirit of dictates and strictures of Mystra, Azuth, and the Chosen when those beings are not actually present. Many tarsardar have been destroyed for disobedience, or forcibly and permanently transformed into wingless wonders (see hereafter), common mules, and other creatures (sometimes even those suitable for use as familiars). When such destruction occurs (at the hands of Azuth or Mystra), the tarsardar



can be viewed as having shifted alignment, losing the lawful (and perhaps the neutral) facet of their nature.

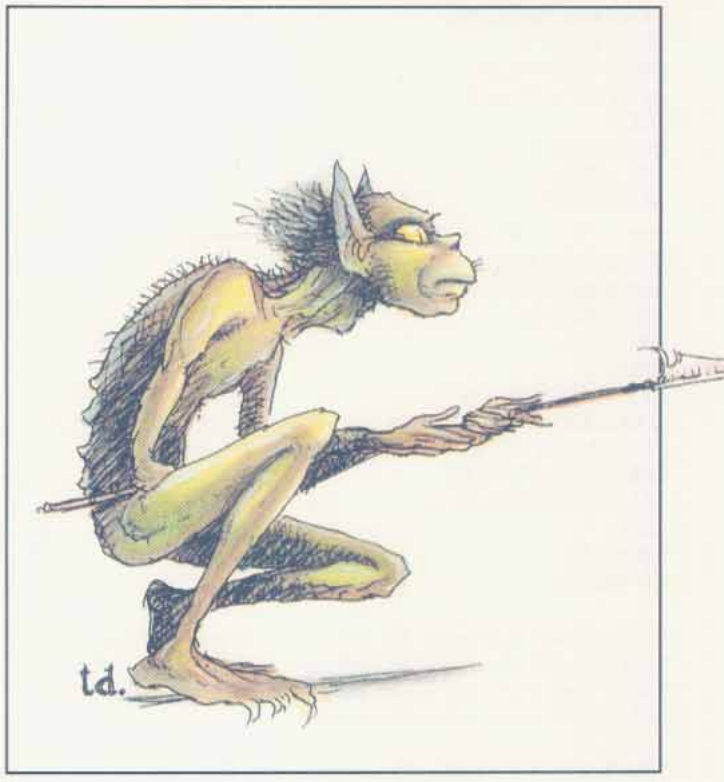
Tarsardar never willingly fight each other, even by means of items they animate. Rival mortals who attack each other with items that are inhabited by tarsardar will usually discover that such items suddenly become inert, all powers simply refusing to activate.

Ecology: Tarsardar need not eat, drink, breathe, sleep, or keep warm. Many are curious, and will move to investigate any magic they detect (which has misled some human sages into believing they somehow "feed off magic"), but they need not do so, and are part of no food chain or natural cycle.

Tasloi

CLIMATE/TERRAIN:	Tropical/Jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Q (x5)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	10-100
ARMOR CLASS:	5 (6)
MOVEMENT:	9, Cl 15
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	-3/1-3 or by weapon type
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' tall)
MORALE:	Average (10)
XP VALUE:	Normal: 35 Chieftain: 270 Shaman: 420



Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color.

Often they can be heard at night, speaking in their high, whispery voices. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have learned a pidgin common that they use when trading.

Combat: Tasloi like to hide in tree tops and drop down on the weak and unwary. They are quick and nimble in the trees, but slow and clumsy on the ground. When they are in jungle, their stealthy movements impose a -4 penalty to opponents' surprise rolls. They also hide in shadows, like a thief, with 75% effectiveness. Their infravision enables them to see up to 90 feet in darkness, but they hate daylight and suffer a -1 penalty to their attack roll when fighting in broad daylight.

Tasloi carry the following weapons: small shield (AC 5) and javelin—20%, club and javelin—40%, short sword and small shield (AC 5)—10%, javelin and net—15%, short sword and net—10%, or javelin and lasso—5%. Tasloi without shields are AC 6. They customarily carry all javelins and shields on their backs when they travel through the trees.

Tasloi eat anything, but they enjoy all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they use their 10-foot-diameter nets to trap their prey (the nets totally entangle those of less than 15 Strength; those of 15 or greater Strength need a successful open doors roll to rip the net and escape). If a party is too vigilant or prepared, the tasloi attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi try to steal the enemy's dead after an attack.

Habitat/Society: The tasloi live in loosely-structured bands of several families. In every band of 70 or more, there is a chief of 5 Hit Dice. There is a 30% chance that any band has a shaman. Tasloi shamans may advance up to 5th level.

When found in their lair, in addition to the males, there are females and young equal to 70% and 50% of the number of males, respectively. Females fight as males, but the young do not fight at all. The lair consists of a series of 1d6 large trees with 4d6 platforms 50-100 feet above the ground. All the trees are connected by vines and ropes. There is a 60% chance that the tasloi have 1d6 trained giant spiders and a 20% chance that they have 2d4 trained giant wasps. Tasloi are able to ride these wasps for great distances, and the spiders aid in the construction, protection, and overall maintenance of the tree-village.

Ecology: It is not known where and how tasloi originated. It is likely they have been around for many millennia, interbreeding in deep isolated jungles. Their primitive lifestyle has probably existed in much the same fashion for thousands upon thousands of years.

While certainly among the least fearsome of all jungle creatures, tasloi are perhaps worth worrying about in numbers, or after fleeing encounters with nastier jungle denizens. Tasloi know the location of such lairs and often set up obvious escape routes for any creature that foolishly finds itself confronting the beast. The tasloi then lay their traps along the escape path and wait for the weakened, unsuspecting creatures to run through blindly. This strategy is highly successful, apparently, as the tasloi boast many more trophies than their small size and limited prowess might otherwise indicate.

CLIMATE/TERRAIN:	Urban
FREQUENCY:	Rare
ORGANIZATION:	Guild
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	K,C
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 (×2) or by weapon
SPECIAL ATTACKS:	Poison, backstab
SPECIAL DEFENSES:	Thieving skills
MAGIC RESISTANCE:	Nil
SIZE:	S (just over 2′ tall)
MORALE:	Unsteady (5–7)
XP VALUE:	270; guildmaster 650



The tatalla, often called "the eye," is a malevolent little creature used as a spy or as a stealthy assassin. It is skinny, almost emaciated, and basically humanoid.

The tatalla's name comes from its single, very large, protruding eye. Many tatalla have tusks and large ears, and they greatly resemble miniaturized versions of ogre giants. Learned people suspect some sort of relationship between the two races, though nothing has been proven for certain.

Tatalla speak Common with a guttural intonation, perverting the natural beauty of the language. They also know the languages of similar creatures such as imps and quasits, and they can communicate with bats and rats.

Combat: All tatalla have thieving abilities as follows: PP 50%; OL 42%; F/RT 40%; MS 50%; HS 51%; HN 20%; CW 90%; backstab for triple damage.

When assigned to kill someone, the tatalla usually attempts to sneak into that individual's home, where it bites him and scurries away, only to return each following night and do so again. A bite wakes any person who fails a Wisdom check, but the bite mark appears to be that of a large spider. The first nip causes nausea and the second increases that sickness, causing weakness and a loss of Dexterity (no Dex bonus to Armor Class and –2 penalty to all attack rolls). A third bite within as many days kills the victim in 1d4 rounds unless the victim rolls a successful saving throw vs. poison. Each bite beyond the third requires another saving throw, with a cumulative –2 penalty to each roll. The tatalla visits its victim's residence for as many consecutive days as necessary, trailing the victim if it tries to escape by changing resting places.

Generally, tatalla try to avoid direct combat, preferring to accomplish their tasks without being noticed. Many run when threatened. If cornered or if assigned to kill someone, however, they can fight very ferociously—each of their claws inflicts 1d3 points of damage. Many tatalla carry a pair of small weapons, such as a pair of jambiya or razors; they can use two such weapons simultaneously with no penalties. The tatalla can also forgo its normal two attacks, attempting to use its poisonous bite instead. It attacks using its regular THAC0, and the effects of the bites are as given above.

A tatalla can summon 1d100 normal bats or rats for aid, which arrive in 1d4 rounds. While the tatalla waits for aid, it scurries about, trying to hide from and dodge its attackers. The rats or bats leave when the tatalla dies or releases them.

Habitat/Society: These creatures reside only in urban areas, where their services are often desired and where they are never far from vermin to aid them in their tasks. On rare occasions they can track a victim across great spaces, traveling at night under the cover of darkness. They have an unerring tracking sense once they have been assigned to a victim.

Tatalla have a guild organization, much like the hierarchy found in a thieves' guild or a society of holy slayers. A guild typically has 4d20 members. One tatalla is the guild master and has approval over all contracts entered into by the guild, as well as the ability to assign any of the guild members to a given task. The guildmaster has 3 + 3 Hit Dice, a THAC0 of 17, and it uses any magical items the guild has in its treasury.

A tatalla guild often cooperates with other illicit societies in the same city, particularly burglars and holy slayers. They demand payment in advance, and they never break a contract. Payment ranges from a few pieces of silver for a surveillance job to gold or a magical item for an assassination. If an individual or group breaks a contract with the tatalla guild, they quickly find themselves in a blood feud.

Ecology: Tatalla are scavengers, living off the remains of society. They steal what they need and give nothing back to their environment.

	Tayling	Tayland
CLIMATE/TERRAIN:	Tropical/Island	Tropical/Island
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary or small Villages	
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Carnivore
INTELLIGENCE:	Very (11–12)	Average (8–10)
TREASURE:	K (I)	J
ALIGNMENT:	Neutral good	Chaotic neutral
NO. APPEARING:	1 or l0–100	1 or l0–100
ARMOR CLASS:	10 (8)	6
MOVEMENT:	12	15
HIT DICE:	4	8
THAC0:	17	13
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1-4	l–8/1–8/2–12 +2
SPECIAL ATTACKS:	Spells	Killing rage
SPECIAL DEFENSES:	Immune to all Enchantment / Charm spells	Immune to all Charm sphere priest spells
MAGIC RESISTANCE:	10%	Nil
SIZE:	M (5′ tall)	M (7′ tall)
MORALE:	Steady (11)	Average (9)
XP VALUE:	2,000	1,400



Inhabiting an isolated jungle island in the middle of the Courrain Ocean, the taylings are a race of intelligent humanoids. Every birth results in twins, one bestial (taylang) and the other demihuman (tayling). The minds of the twins are telepathically linked, sharing each other's thoughts, emotions, and experiences as if they inhabited the others body.

From the moment of birth, the twins cannot bear to be apart and are never voluntarily separated by more than a mile, which is the limit of their telepathic connection. If a separation does occur, the tayling becomes anxious and irrational, fearing something has happened to his twin, while the taylang simply becomes vicious, attacking anything in sight. Even after being reunited, the twins are seldom the same after such an experience. The tayling usually becomes unbalanced and paranoid, and is apt to accuse friends and acquaintances of plotting to cause him harm. The taylang grows unpredictable and violent, behaving affectionately one moment and attacking to kill in the next. Should the pair remain separated for a fortnight or more the tayling stops eating and wastes away. The taylang usually kills itself by attacking some creature of great power.

Though always vaguely human in form, the taylang may resemble any sort of woodland creature from a great bear to a slinky reptile. It is usually large, in the neighborhood of seven fret tall, and quite husky. In contrast, the tayling is rather small, with alabaster skin, a delicate frame, and possessed of fine features resembling those of an eif.

Combat: In combat, the twins make an efficient fighting machine. With his great strength and speed the brutish taylang is a natural fighter and warrior. On the other hand, the intelligent tayling is a cunning tactician and natural spellcaster. Given these complementary abilities and the capability of coordinating strategy telepathically, it is little wonder that these creatures receive several benefits in battle.

First, due to their telepathic connection, the twins receive two initiative benefits: They are surprised only on a roll of 1, and they receive a -1 bonus to their initiative roll each round. Second, they have a 75% chance of recognizing enemy spellcasters before the battle begins, and they receive a +1 bonus to their saving throws. Third, because the tayling telepathically knows the taylang's condition at all times, the tayling can sometimes prevent his twin from falling unconscious or dead, even after the taylang's hit points have fallen below 0. If the tayling possesses any means of healing his twin, such as spells, potions, or similar capabilities, he can use his next action to heal the taylang. Assuming the results restore the taylang to positive hit points, it is treated as if it had never died-no system shock or resurrection survival roll is needed.

During the battle itself, the most common tactic for tayling twins is for the taylang to hold the opponent at bay while the tayling uses spells to ensure a combat advantage. Taylings can cast spells either as wizards or priests varying in levels from 1–10. Wizards always choose their spells from the Alteration school, and priests only have major access to the Elemental sphere.

After the tayling casts his spells, the taylang then closes in to finish the job, supported by the tayling's spells, or by physical attacks if need be.

Should one of the twins perish in battle, the survivor immediately loses its initiative and saving throw bonuses. However, the survivor enters a maniacal state of mind and attacks without regard to its own safety. For the tayling, this means casting the most destructive spells it knows, without regard to personal safety, then attacking hand-to-hand. The taylang enters a killing rage, during which it receives a +3 bonus to its attack roll, can keep attacking until reaching -20 hit points, and shrugs off all effects of magic. For example, if the tayling twin is killed during round two of battle, and an enemy mage casts a *color spray* on the taylang at the beginning of round three, the taylang ignores the effects of the spell.

As outlined above, a lone tayling twin that survives a battle soon perishes. For this reason, it is exceptionally difficult to make tayling twins flee combat. Neither twin flees unless the other is also fleeing. In effect, both twins must decide to flee 'before either leaves.

For this same reason, a surviving tayling twin never forgives its twin's killers. Should a party flee after killing a twin, the other hunts the party down and mercilessly attempts to slay every person involved in the twin's death.

Among the taylings, war is unknown, for their villages have always co-existed peacefully. Should organized combat become necessary, however, it is extremely doubtful that they could adapt to the rigid structure and discipline required to forge a successful army. It seems most likely that they would use the rugged jungle terrain of their island home to engage in guerilla warfare.

Habitat/Society: The tayling species inhabits an isolated jungle island located far out in the Courrain Ocean, and remain blissfully unaware of the violent forces shaping the rest of Krynn. Their island, which they simply call Land, is the result of a large volcanic upthrust. At its center rises a huge, still-active volcano that sends a constant plume of steam and smoke into the atmosphere. From a distance, this makes Land appear to be nothing more than a cumulus cloud. (Perhaps this accounts for the fact that it remains undiscovered and uncharted even today.) The flanks of the volcano, which the taylings call Pillar–That–Holds-The-Sky, are covered with dense fields of ice. These glaciers are the source of the cool streams that keep Land watered and lush.

At sea level, Land is a jungle paradise, populated with all manner of beasts and plant. Food is plentiful and the weather is moderate, so the taylings living here experience little strife, other than occasionally falling prey to the ferocious animals that roam the jungle. As one might expect, those living at sea level tend to view life as a merry party.

Higher up Pillar-That-Holds-The-Sky's slopes, life is not so pleasant. Here, the weather is colder and the land more barren, so those who choose to abide here have developed a harsher outlook on life and tend to be harder workers than their low-elevation fellows. The taylings here must work harder to raise their crops in narrow terraces built into the flanks of Pillar–That–Holds–The-Sky, and the taylangs must spend more time and trouble hunting. They regard low-elevation taylings and taylangs as lazy no-goods who would rather sleep all day than do any work. (Their low-elevation cousins find this rather amusing. They cannot understand what possesses their relations to live at high altitude and waste all their time trying to scratch a living out of the volcano's flanks. At the base of the Pillar there is plenty of everything just for the taking.)

At both high and low elevations, the taylings live in individual huts in villages. The taylangs lead a more feral existence, prowling around the outskirts and hunting by night. Needless to say, it is very difficult to sneak up on a tayling village.

Not surprisingly, both the high-altitude and low-altitude taylings view the Pillar-That-Holds-The-Sky as the ultimate deity. They attribute it with making the land upon which they live, bringing forth the plants they eat, and spewing up the air which they breathe. Therefore, the low- and high–elevation taylings cooperate in maintaining a small monastery at the icy summit. It is the duty of the priests who reside here to constantly express the gratitude of the tayling people. In return, the rest of the tayimg population supplies the monastery with food, clothing, and other necessities.

The monastery sends a priest to each village to act as the local spiritual guide and counselor. At the high elevations, this priest serves the function of a chief and has authority over all aspects of community life, from planting to procreation. Priests serving in low-elevation villages, however, are seen as little more than party organizers for the many festivals of celebration.

At both low and high elevations, procreation is one of the more complicated aspects of tayling life. Like everything else in life, the twins must make their choices together, and must select another pair of twins as mates. Because the twins can be any mix of sexes (both female, female taylang and male tayling, male taylang and female tayling, or both male), finding a compatible set of twins can be quite difficult. The taylang twin must make his /her selection first, as the differences in taylang forms can limit his /her range of mates. The tayling twin then investigates the other pair's tayling and, ideally, finds that the tayling is of the correct sex and attractive. When these arrangements are finally completed, both twins mate with their counterparts in the opposite pair.

No permanent bonds are formed between pairs of twins for no attachment could possibly be as great as that between the twins themselves. After the mating, the twin pairs part ways. A year later, the females give birth to a set of twins. The twins are raised by their mothers, with only occasional and accidental contact with their fathers. If a pair of twins is unlucky enough to consist of two males, it never enjoys the privilege of raising children.

Ecology: Taylangs subsist soiely on a diet of fresh meat, which they take great pleasure in hunting. Taylmgs are vegetarians At low elevations, they meet their needs solely by gathering wild fruit, nuts, berries, and etc. At high elevations, they spend Incredible amounts of effort and energy farming the grams that form the staples of their diet. When great strength is needed, such as during plowing, they often enlist the reluctant help of their taylang siblings.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	See Below
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Intelligence Drain
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	T (1')
MORALE:	Very Steady (13-14)
XP VALUE:	270

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2 / 2 / 7	EW/IF	10	45

Telepathy – *Sciences:* mind drain, mindlink; *Devotions:* contact, daydream, ego whip, invisibility, intellect fortress.
Psychometabolism – *Devotions:* displacement, enhanced speed, heightened senses.



The t'chowb is a particularly deadly little creature that delights in draining intelligence from those smarter than itself.

A t'chowb is a tiny, humanoid creature with a leathery, gray skin. It has beady, red eyes and a purple ridge along the skull. It is hairless, and its head looks entirely too large for its small body.

A t'chowb ordinarily does not speak any language, but it does gain the ability to speak one of the languages known by its victim for every three points of intelligence it drains.

Combat: A t'chowb will never seek a face-to-face confrontation if it can possibly be avoided. With its powers, it is usually able to avoid such a fight. The t'chowb has a 40% chance to move silently and a 38% chance to hide in shadows. The t'chowb has a number of other powers that help it seek its prey, which is anyone with more intelligence than it possesses.

The t'chowb's favorite method of attack is to sneak up on a party or caravan camped for the night. It attempts to get close to one of the sentries and tries to make psionic contact. If the sentry has a psionic defense, the t'chowb tries to use an ego whip to force contact with the sentry's mind. If both fail it is likely to break off the attack, either moving on to another sentry or waiting until a different sentry takes the watch.

Once contact is established, the t'chowb uses daydream to make the sentry's mind wander. It can then slip into camp to prey on sleeping victims. If it is discovered, either by the sentry or by those in camp, the t'chowb uses one of its two unique psionic powers, enhanced speed, to flee. Enhanced speed allows the t'chowb to move at a rate of 36 and costs 3 PSPs per round to maintain. It will also use displacement to aid its escape. If it is not noticed, the t'chowb moves in to "drain" a victim.

The t'chowb can drain victims using its other unique ability, mind drain. This is very similar to mindwipe, but with two important differences. It does not require the contact devotion. *It does require a round of physical contact,* however. The drain is painless and usually unnoticed by the victim, especially if he is sleeping.

When a t'chowb touches a victim, the victim is allowed a saving throw vs. spells, with a -4 penalty if he is sleeping. Failure means that he feels nothing and the drain continues uninterrupted. If the save is made, the victim has a terrible nightmare. This may cause him to wake up. A surprise roll is made; if the victim is not surprised, he wakes up screaming. If the potential victim was not asleep, a successful saving throw means he has a terrible feeling that something bad is about to happen to him. At this point, the t'chowb fades into the background and continues his draining.

For each round of draining, the victim loses one point of intelligence—permanently. The t'chowb gains one point of intelligence, but the gain only lasts for one day. Even if his victim wakes up, the t'chowb can keep using his mind drain until sated. A t'chowb is not sated until his intelligence reaches 24. Since the t'chowb's normal Intelligence is 4, this can be quite devastating for a character. When a victim's intelligence reaches 2, the t'chowb is no longer interested in him, since he is now a drooling idiot.

The mind drain can be kept up as long as the victim is within 30' of the t'chowb. The drain can only be broken if the t'chowb is forced beyond that range or if the beast takes any form of damage. A successful physical attack will stop the t'chowb's mind drain immediately. A successful psionic attack will stop the drain and cause the t'chowb to lose all the intelligence points it has gained from its current victim. Unfortunately, these points are not psionically funneled back into the victim's psyche; they are simply lost. A victim drained by a t'chowb can only have his intelligence restored by mental surgery, *heal,* or *restoration.*

Habitat/Society: A t'chowb is a solitary creature because it doesn't like anyone or anything except the feeling of power it gets from becoming smarter. A sated t'chowb is a genius and uses its newfound intelligence in whatever manner best suits it.

Ecology: The t'chowb can be found in cities, on the trail, or almost anywhere that intelligent beings gather.

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	4+ gain from Intelligence drain
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	2 (14hp)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (dagger)
SPECIAL ATTACKS:	Intelligence drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T
MORALE:	Very Steady (13-14)
XP VALUE:	270

Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	P S P
2	2/2/7	EW/TW	10	45

Psionic Powers:

Devotions – contact, daydream, displacement, ego whip, enhanced speed, heightened senses, invisibility.

Sciences – mind drain, tower of iron will.

More information on the t'chowb can be found in the DARK SUN™ Monstrous Compendium. As always, the DM must know the strengths and weaknesses of this NPC to use him to the fullest.

S'kin'di is an ambitious t'chowb. While most of his kind would be satisfied to simply scuttle about, swiping the intelligence from hapless passersby, S'kin'di has embarked upon a mission. Simply put, S'kin'di wants to become king of the t'chowb. It is his desire to make this demihuman race into the psychic overlords of Athas. And the best way to do this was to get close to the Dragon Kings.

S'kin'di sought out Abalach-Re after he discovered that she often employed "exotic" assassins. Knowing that his natural psionic skills and his knowledge of the art of death would guarantee him a spot in the tyrant's special forces, he journeyed to Raam at once. There he found that it would not be easy to meet his prospective employer. Rather than put up with the bureaucratic nonsense entailed in filing for an audience, S'kin'di did what he does best.

Using his psionic invisibility, S'kin'di entered the palace in the dead of night and slew several of Abalach-Re's own templars with poisoned daggers. Then he violated the inner sanctum of the dragon herself, leaving a note on her pillow: "My services are yours to command." Within hours of sunrise he was a royal assassin.

His service was exemplary, and he became known as the Silent Death. Though his colleagues within the Assassin's Circle never see him, he is well known for his efficiency and ruthlessness.

Thus ruthlessness came to the fore recently when S'kin'di was dispatched to remove a certain troublesome caravanner. The man was in fact a powerful magic-user, a preserver working for the Veiled Alliance. S'kin'di barely escaped with his life. Realizing that his contact had given him false information, S'kin'di tortured the woman and sent pieces of her to Abalach-Re. Though the dragon-sorceress could easily have destroyed the t'chowb, she instead chose to see this as a rite of passage. He had escaped a deliberate setup—proving himself too valuable to ignore.



Shortly after this episode, the t'chowb was assigned to the ruined city of Yaramuke. He was to watch any travelers who entered the ruins and report to Abalach-Re herself

S'kin'di went far beyond the bounds of duty in this task. Within week he had organized the factions living in the ruins. They fulfilled his every need, doing his bidding without question.

S'kin'di will try to save his own skin once he realizes that his mistress's plans to claim the secrets of Yaramuke and the Black Waters for herself have failed. Not wishing to work for a failure, the t'chowb will look for greener pastures. Unless he is killed by the PCs, he will seek vengeance in later adventures. He sees the characters as responsible for a blot on his reputation. He will be unable to rest until they are destroyed.

S'kin'di is devious, so implement his vengeance cleverly. Perhaps he will want to destroy the characters' reputations before delivering the killing blow. Will he follow them from place to place and frame them for heinous crimes? Or maybe he'll track them as they journey across the wilderness, stealing their supplies and killing their mounts. Cruelty and a malicious sense of humor are the trademarks of the t'chowb. Make his vengeance particularly nasty but never fatal, and this NPC will keep the players on their toes for many games.

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CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Medium
TREASURE:	M,Q
ALIGNMENT:	Lawful Neutral

NO. APPEARING:	10-40
ARMOR CLASS:	6
MOVEMENT:	6, Fly 12 (B)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	2 or by weapon
DAMAGE/ATTACK:	1-8 (+2)/1 -8 (+2) or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fanatic (18)
XP VALUE:	65

Telvar are aerial barbarians who live in mountainous regions far from civilized lands. They live in large clans and avoid contact with other races whenever possible.

Telvar are extremely tall, averaging almost 8 feet in height. They are quick and agile but not nearly as strong as humans or even elves. They have abnormally long fingers and toes, and they can use their feet to grip small objects. Telvar have large feathered wings that grow from their shoulders—pre-dominant colors are brown, gray, and white. Telvar have large, sharply pointed ears, as well as large eyes with two sets of eyelids. Telvar are usually heavily tattooed, the tattoos signifying important events such as the first hunt, a first kill, and family membership. Telvar dress in layers of loose-fitting clothing mostly the hides of various game animals.

Every male in each family is expected to be a proficient warrior and hunter; the weak do not usually survive childhood. Women are often trained as hunters and face the same rigorous training demands as the men. Women who aren't hunters either gather food or serve as family priests. All Telvar religious figures are women. While they cannot be the head of a family, they have great authority as spiritual and community advisors.

Telvar occasionally travel to cities for trade, but they feel uncomfortable when surrounded by multitudes of ground-based races. They are honorable in all their dealings and take extreme offense at being cheated or lied to. Telvar rarely develop strong relationships with other races, but they are staunch allies once they have committed themselves to an alliance. Of the four flying races detailed here, the Telvar are the least likely to be encountered as enemies of most bands of PCs.

Telvar have infravision to a range of 80 feet.

Combat: The Telvar are talented archers, able to fell their quarry from great distances while flying overhead. They are so skilled with the great bow that they gain a +2 bonus to damage for each successful bow attack. Telvar can never be specialized in melee weapons.

Telvar have very little magic to support combat operations. The priestly magic wielded by the females is used mainly for divination and healing, although female cleric/fighters are not unknown. Because of this lack of magic, Telvar consistently attack enemy spell-casters until they are neutralized. If they cannot defeat the spellcasters, they will withdraw until another opportunity presents itself.

If possible, and as long as their arrows hold out, Telvar attack ground-based enemies with missile fire. They do not engage in melee combat unless absolutely necessary or when an enemy has been severely weakened. Most Telvar wield long thin swords that inflict damage as short swords.

Ecology: The Telvar take great pains to live in harmony with the natural world. They realize that a balance must be maintained to ensure the long-term survival of each clan, so there is strict adherence to territorial hunting lands and no over-hunting within these lands. Travelers who pass through Telvar lands may do so without fear, provided they do not upset the balance that the Telvar have maintained for centuries.

Many races mistake the simple ways of the Telvar for a lack of intelligence. However, when necessary, the Telvar are capable of developing sophisticated military plans requiring complex co-ordination between clans. Those who have underestimated Telvar resolve have met with defeat, demonstrated by the fall of many humanoid bands that have tried to infringe upon Telvar territory.

Habitat/Society: Telvar are flying barbarians, building no cities and living off the land. They are fierce warriors, hardened by generations of subsistence living in harsh climates. The Telvar are nomads, traveling in large family groups that follow the yearly migrations of various herd animals.

The heads of every Telvar family meet every two years to settle disputes, discuss hunting strategies, and-on rare occasions-plan war against anyone infringing on their hunting grounds. Leadership in each Telvar family is determined by combat. Every three years, all warriors in each family are given the opportunity to challenge the current head of the family to ritual combat. Each battle lasts until one side concedes defeat. Defeated challengers often leave the family, either to start their own family or possibly to hire themselves out as mercenaries.

Roleplaying Notes

For some Telvar, the lure of the civilized world proves stronger than family ties. These young, idealistic individuals often leave the clan to find their fortune elsewhere. In addition, Telvar warriors who fail in their challenge for clan leadership almost always leave the family for a period of years, although many eventually return.

Telvar are comfortable with large groups and shared decision-making responsibilities. They can adapt their skill easily to the needs of a large adventuring group, but they prefer not to become involved in pitched battles. They often fulfill the role of scout and missile weapon specialist in a party. Telvar love to hunt, and they are masters of hit-and-run tactics and ambushes.

Telvar are used to hardship and the need to push themselves beyond their supposed physical limits. They expect similar sacrifices from their companions and have little

patience for individuals who do not contribute to the common good. Their lack of tact in these situations can lead to tension with other members of an adventuring party.

Due to their difficulty in maneuvering in small spaces, Telvar have a great fear of being underground.

Telvar Magical Items

Hunter Cloaks

The best hunter in each Telvar family wears a *hunter cloak,* a garment that is magically enhanced to make the wearer virtually invisible to creatures with animal intelligence. The wearer makes no sound when flying emits no smells, and absorbs any sound used by animals with echolocation. The *cloak* also gives the wearer *invisibility to animals* as long as the wearer is in the air; the *cloak* imparts no special benefits to wearers who are on the ground. The wearer can attack creatures with animal intelligence without losing the benefits of the *cloak,* but the *cloak* has no effect on any creatures with greater than animal intelligence.

XP Value: 1,500 **GP Value:** 3,000

Concussion Arrows

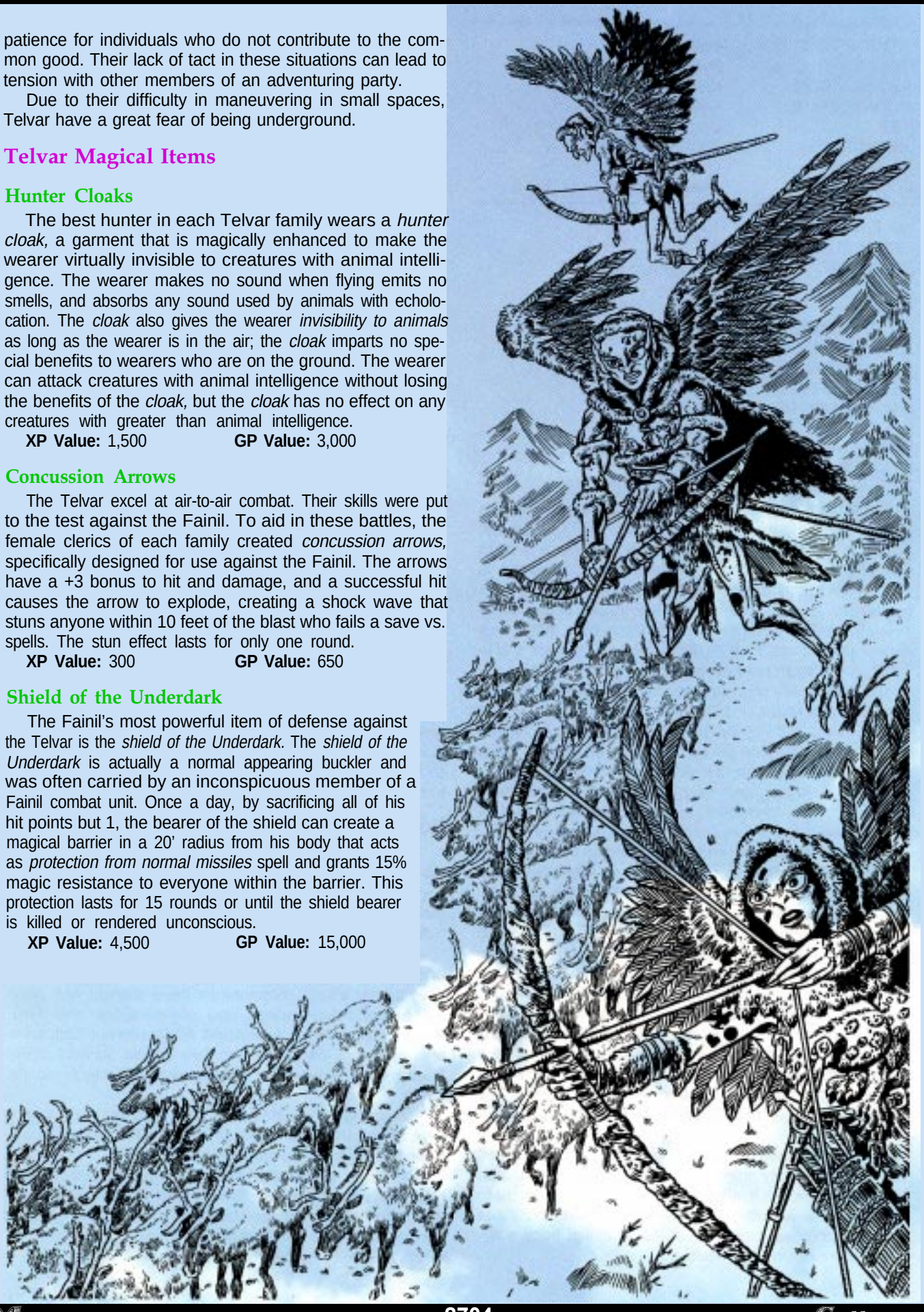
The Telvar excel at air-to-air combat. Their skills were put to the test against the Fainil. To aid in these battles, the female clerics of each family created *concussion arrows,* specifically designed for use against the Fainil. The arrows have a +3 bonus to hit and damage, and a successful hit causes the arrow to explode, creating a shock wave that stuns anyone within 10 feet of the blast who fails a save vs. spells. The stun effect lasts for only one round.

XP Value: 300 **GP Value:** 650

Shield of the Underdark

The Fainil's most powerful item of defense against the Telvar is the *shield of the Underdark.* The *shield of the Underdark* is actually a normal appearing buckler and was often carried by an inconspicuous member of a Fainil combat unit. Once a day, by sacrificing all of his hit points but 1, the bearer of the shield can create a magical barrier in a 20' radius from his body that acts as *protection from normal missiles* spell and grants 15% magic resistance to everyone within the barrier. This protection lasts for 15 rounds or until the shield bearer is killed or rendered unconscious.

XP Value: 4,500 **GP Value:** 15,000



Tembo

CLIMATE/TERRAIN:	Tablelands, mountains (Athas)
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/1d6/1d6/1d8
SPECIAL ATTACKS:	Psionics, level drain
SPECIAL DEFENSES:	Psionics, dodge missiles
MAGIC RESISTANCE:	10%
SIZE:	M (3'–6' long)
MORALE:	Fearless (20)
XP VALUE:	4,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 47 Att: EW, II, MT; Def: IF, MBk, TW
Player's Option:	#AT 1; MTHAC0 17; MAC 6

Psychometabolism: *Sciences*—death field, life draining; *Devotions*—chameleon power, displacement, ectoplasmic form, immovability.

Telepathy: *Sciences*—tower of iron will (mindlink); *Devotions*—contact (attraction), ego whip (conceal thoughts), id insinuation (invisibility), intellect fortress (send thoughts), mind blank (synaptic static), mind thrust (truthear).

Note: In Dark Sun campaigns, the *Player's Option* material (printed in the second color) is used. The parenthetical powers replace the psionic attacks and defenses to which the monster has free access.



A tembo is a despicable creature, universally hated and feared across the Tablelands. No fur covers the tembo's loose folds of scaly, tawny-colored hide. It varies in size from 3 to 6 feet in length, its back about as high as a mul's thigh. Its four limbs end in long, sharp claws, and huge canine fangs protrude from the flappy lips of its square snout. Huge, square ears situated on each side of its head can be turned in any direction to better pick up sounds.

Tembos speak their own guttural language, but because of their high intelligence a few even learn the human and demihuman languages. They can speak these tongues with a slobbering growl that can be as disconcerting as the topics they usually decide to talk about.

Combat: Tembos love to fight, and their battle tactics are as unpredictable as the vicious beasts themselves. Some attack from a distance, employing psionic attacks to weaken and confuse prey. Others use stealth to sneak close to prey so they can project a *death field*. A few prefer to play with their victims, batting them from one paw to another while using *life draining*. Some tembos even like to leap into battle from the start, attacking with claws and teeth in an enraged dance of blood and death.

In purely physical confrontations, tembos are true horrors. They can leap at a victim and attack with all four claws and deliver a bite in the same round. The front claws inflict 1d4 points of damage each, but the back claws have a tendency to rip through softer flesh and cause more damage (1d6 points each). The most devastating attack takes the form of a terrible bite. A successful hit inflicts 1d8 points of damage and the victim must make a saving throw vs. death magic or lose one life level. This loss is permanent, and a save must be made each time the powerful jaws connect with a victim's flesh.

When attacked from a distance, the dexterous tembo can dodge nonmagical missile fire on a roll of 1–4 on a 1d10.

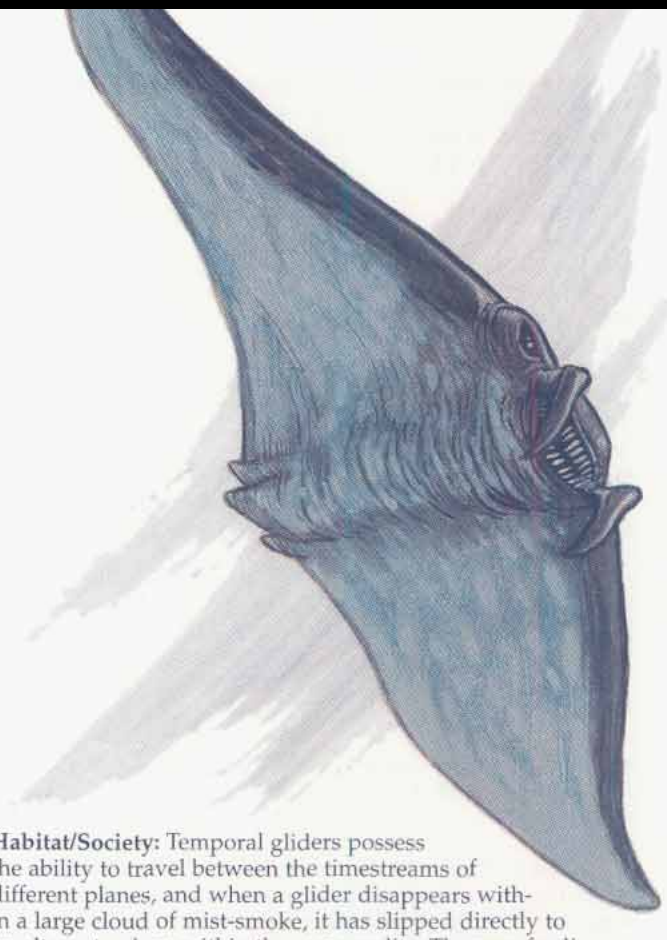
These beasts are fearless, always fighting to the death rather than fleeing from a battle.

Habitat/Society: Tembos prowl the desert wastes in small packs that have only the slightest social organization. Each tembo acts as it desires, not sharing prey and not bowing to any pack leader. The one cohesive trait they display is that if one tembo is attacked, the entire pack rushes to its defense.

Ecology: Tembos prefer young creatures, gobbling down newly hatched or born animals like a noble gobbles shreil eggs. In the search for their favorite food, tembos have been known to sneak into elf camps to make off with elven children, skulk about dwarf villages in search of untended toddlers, and even slip into cities to steal noble babes from their cradles. Such accounts make tembos universal objects of fear and hatred. Even warring elf tribes have been known to call a truce when a tembo pack is spotted, joining forces to hunt down the despicable creatures and slay them before they feast on elven young.

Temporal Glider

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	15
HIT DICE:	6 to 10
THAC0:	15 (6 HD), 13 (7/8 HD), 11 (9/10 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from nonmagical weapons
MAGIC RESISTANCE:	20%
SIZE:	L to H (12' to 18' long)
MORALE:	Average (10)
XP VALUE:	4,000–10,000



Gliders are large, kitelike creatures that drift along in the empty spaces of Demiplane of Time or close to the surface of a timestream. They never travel to the Prime Material Plane reality, although there is much speculation that they could do so if they ever were to have the desire. Each looks like a large black manta ray without any sort of tail—basically one giant wingspan. The tips of these wings flex slightly, but their motion appears to be thought generated.

Combat: Gliders defend themselves if attacked, which is the only way they enter combat. They only have one means of attack. They ram their heads into those attacking them, and they can perform this maneuver only once per round. Their skin is extremely tough, and nonmagical weapons only do half damage against them (this includes any Strength bonuses, which are also halved). They are also likely to use their timestream slipping ability to escape if the combat goes badly. Any creature within 20 feet of a glider that slips into another timestream must save vs. rod/staff/wand or take 5d10 points of concussion damage from the backlash of the raging temporal tides. A creature riding on the glider is subject to the creative control of the Dungeon Master. The trip is never a pleasant one, and if the glider's unwelcome traveling companion should somehow manage to survive the trip and yet lose hold of the glider, he may have a difficult time getting back home from whatever random plane's timestream the glider deposits him upon.

Gliders can be forced into submission if the character manages to convey his intentions to the creature and then only strikes for nonlethal damage. Normally, the character must manage to get onto the glider's back (a Dexterity check after being rammed, with a –5 modifier to the check) and then continue to cause submission (nonlethal) damage.

The glider probably slips through several different timestreams during this process, placing the character at considerable risk. The character should be forced to make another Dexterity check (without a penalty) for each of the planes the temporal glider slips into. The transfer is never a pleasant process. If the foolhardy traveler manages to survive the harrowing experience, the temporal glider eventually submits and agrees to carry the time traveler wherever he wishes.

Habitat/Society: Temporal gliders possess the ability to travel between the timestreams of different planes, and when a glider disappears within a large cloud of mist-smoke, it has slipped directly to an alternate plane within the same reality. They are feeding on the change in temporal forces that exist along the borders of different timestreams: the temporal tides. The conflicting forces do not bother them at all, but if a creature managed to catch a ride on the back of one of these gliders, the forces would still affect them. Such a trip would likely rip any hitchhiker to pieces in the process.

Gliders travel alone, and they have no fixed place to which they return. They simply roam the Demiplane of Time constantly, like a shark in deep waters. While they are intelligent, temporal gliders have absolutely no interest in treasure and are never found with any.

Although they must feed on something, they have never been seen eating, and they never interact with other creatures by choice. They are a mystery to most adventurers, and only the most curious or antagonistic bother with these indifferent creatures. Some chronomancers have fit that bill nicely, though, and through their researches, they have found that what temporal gliders are actually doing as they drift among the mist-smoke is continuously feeding. They do this much in the way that a great whale sifts plankton from the sea.

Ecology: It is rumored that a limited number of harnesses have been invented for the purpose of subduing these creatures. After all, controlling a steed that can shift between the planes at will can be quite useful. However, none of these legendary harnesses have ever been found, although it's improbable that a person would even recognize one when presented with it.

Temporal gliders do not bear their service willingly. Given the opportunity to escape, they do so at once. They are especially wont to do this when their rider returns to reality for a period of time. There is a good chance that when the chronomancer returns to look for the glider, the creature may well be long gone.

Temporal Stalker

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small groups
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–4
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4 + 2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Level drain; special
SPECIAL DEFENSES:	hit only by +1 or better magical weapon
MAGIC RESISTANCE:	20%
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	1,750



Temporal stalkers are the undead of the pseudo-reality of the Demiplane of Time, and a large number of them used to be chronomancers. Since the basis of their existence depends on temporal forces, traveling to other-planar reality means instant destruction for the stalkers. They appear to be composed entirely of the mist-smoke of Demiplane of Time, condensed down into a near-solid form. Flashes of silver light seem to pulse from within their forms, and twin red glows replace their eyes. As one moves, a glimpse of its physical body can sometimes be seen through a haze of mist, although this may only be an illusion of some sort.

Combat: Temporal stalkers usually hunt alone unless they are after a large group or a exceptionally powerful individual. They track a single target for months until they are able to catch him surprise. If a small group of travelers is involved, the stalkers wait until one separates from the others before attacking. A successful hit by a temporal stalker causes only light damage, but also drains one level and all the abilities that go with it. Alternatively, with the same touch, the stalker can use *paradox* on a victim, fouling its past. Often it uses this to exchange a spell that a wizardly victim has memorized for one that is entirely useless in the given situation.

A character drained below level 0 becomes a temporal stalker himself. Mist-smoke begins to swarm around the victim's body until, several days later, most of his physical body is hidden within the shroud. Companions can prevent the transformation by bringing the body back to reality before the new stalker awakens.

Habitat/Society: Temporal stalkers have no lairs, and they are beyond the desire for material wealth. The only thing a temporal stalker actually possesses is a deep-seated hatred for linear creatures and a desire to see them destroyed. These evil undead are highly intelligent and know much concerning the Demiplane of Time, which is one more thing to drive them into anger, since they can no longer use this information. It's no good to them if they can never leave the pseudo-plane and have an effect upon reality.

Of all linear beings, temporal stalkers hate the Guardians the most, as these men and women have the most effect upon reality of any chronomancers. The jealousy the temporal stalkers feel burns brightly in them, and they sometimes organize small ambushes for a Guardian if they think there is any chance of catching the powerful chronomancer by surprise. This is hardly likely, as the Guardians are well aware of the temporal stalkers and the dangers that they represent to travelers of the Demiplane of Time.

Despite this hatred that is focused upon them (of which they are sometimes painfully aware), the Guardians usually choose to leave the temporal stalkers alone. Since the creatures can't slip into reality, they are no danger to the timestream. In fact, they act as a kind of weeding-out system. In the opinion of many Guardians, chronomancers who are too unwary to deal with temporal stalkers are stupid (or at least incautious) enough to present a danger to the timestream themselves. If the temporal stalkers take care of these bumblers early on, then it may never be up to the Guardians to do so if the fools somehow manage to gain power.

On the other hand, those who survive an encounter with a group of temporal stalkers learn a fine lesson of the dangers of time traveling. The impact that this can have is far more effective than any lecture a Guardian might give.

If there is any hope of dealing with a stalker, it is through exploiting their desire to seek the destruction of a Guardian above all else. More than one cunning chronomancer has been spared by a group of temporal stalkers by promising to deliver a Guardian or two into a trap of their devising—the more Guardians, the better. Of course, several of these deals fell through when the stalkers' victim simply told the Guardians of the creatures' plans. Now, the stalkers are more than a little wary of cutting such deals, and getting them to agree to one takes some doing.

Ecology: Temporal stalkers cannot exist outside of the normal Demiplane of Time. They are neither hunted by temporal creatures, nor do they hunt such creatures. Temporal stalkers roam the various timestreams of Demiplane of Time in search of one thing: linear lifeforms intruding upon their realm. Once the mist trail left by a traveler is discovered, a temporal stalker tracks that individual down (unless, of course, the traveler leaves before the temporal stalker manages to catch up with him). Temporal stalkers can move just as fast as most chronomancers, and they never have to sleep, so it is rare to outdistance them.

	Crow Tengu	Humanoid Tengu
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate mountains	Tropical subtropical, and temperate mountains
FREQUENCY:	Rare	Rare
ORGANIZATION:	Flock	Solitary or flock
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to average	Very to high (11-14)
TREASURE:	C	C
ALIGNMENT:	Chaotic evil	Chaotic neutral
NO. APPEARING:	1-4	1-3
ARMOR CLASS:		
MOVEMENT:	9,Fl 24(C)	12, Fl 15(C)
HIT DICE:	2-5 (4 ave.)	5-10 (8 ave.)
THAC0:	2 HD: 19 3-4 HD:17 5 HD: 15	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-8 or by weapon	1-6 or by weapon
SPECIAL ATTACKS:	Spells	Spells
SPECIAL DEFENSES:	Nil	Invisibility
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2'-3' tall)	S (3'-4' tall)
MORALE:	Average (10)	Elite (13)
XP VALUE:	2 HD: 175 3HD:270 4 HD: 420 5HD: 650	5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10HD:5,000

The tengu are a race of birdlike humanoid creatures, found in uninhabited mountain areas not far from settled lands. They are extremely secretive and capricious. Little is known about their way of life, aside from their obsession for privacy and their intolerance for humans.

There are two types of tengu: crow and humanoid. The crow tengu is slightly more common. It stands about 2 feet tall, and has the head and beak of a crow. Brightly colored feathers cover its body, usually in shades of green, yellow, or red. Wings sprout from between its shoulder blades.

Tengu speak their own tongue, the language of the local human population, and the languages of animals. They also are perfect mimics, able to imitate the voices of anyone they have heard.

Combat: Crow tengu are bad-natured and sharp-tempered, seeking to cause harm to all humans who enter their territory. They arm themselves with katana and wakizashi, and can use *polymorph* and *shout* spells three times per day. They typically swoop and charge to attack, casting *shout* to disable their enemies, then rushing in with weapons swinging.

Habitat/Society: Tengu do not form villages or permanent communities. Instead, they make simple nests of sticks and weeds in forest glades, in meadows, or on the banks of streams and ponds. A flock consists of 1-4 males, an equal number of females, and 2-8 (2d4) hatchlings. A female lays 1-2 eggs per year. One to three humanoid tengu (see below) typically live with a crow tengu flock. Crow tengu have lower status than the humanoid tengu and follow the humanoids' orders.

Ecology: Tengu eat mostly grains and fruits, supplemented with the occasional fish, worm, insect, or small mammal. They are exceptionally fond of sake. All tengu also have a taste for music, particularly that of the flute and drum. They often hang songbirds in small cages from trees near their lairs.

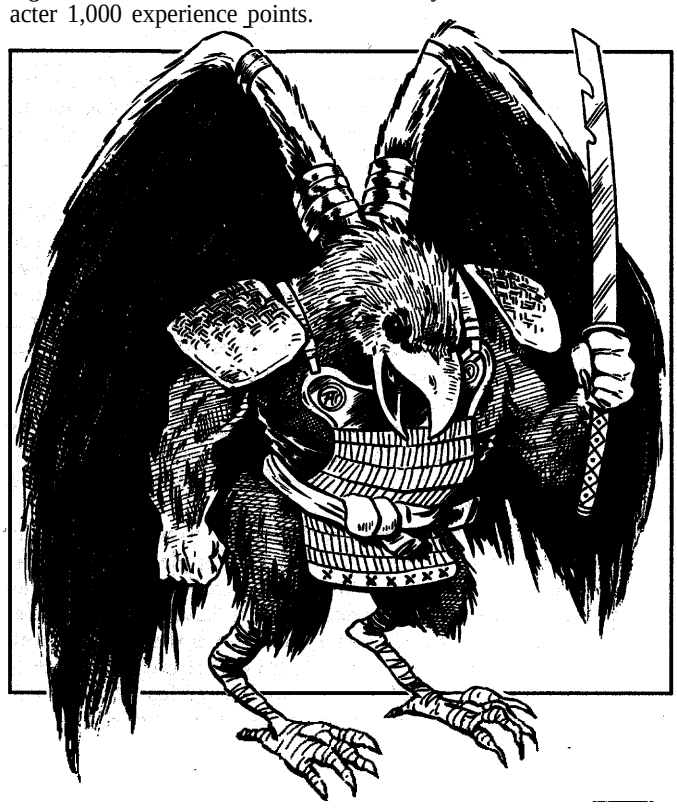
Humanoid Tengu

Humanoid tengu stand 3 to 4 feet tall. They have normal human faces, except their skin is red or blue, and their noses are exceptionally long. About 70% have stunted, feathered wings between their shoulder blades. They speak the tengu tongue, as well as the languages of animals and the local human population. Like crow tengu, humanoid tengu can perfectly mimic any voice they have ever heard.

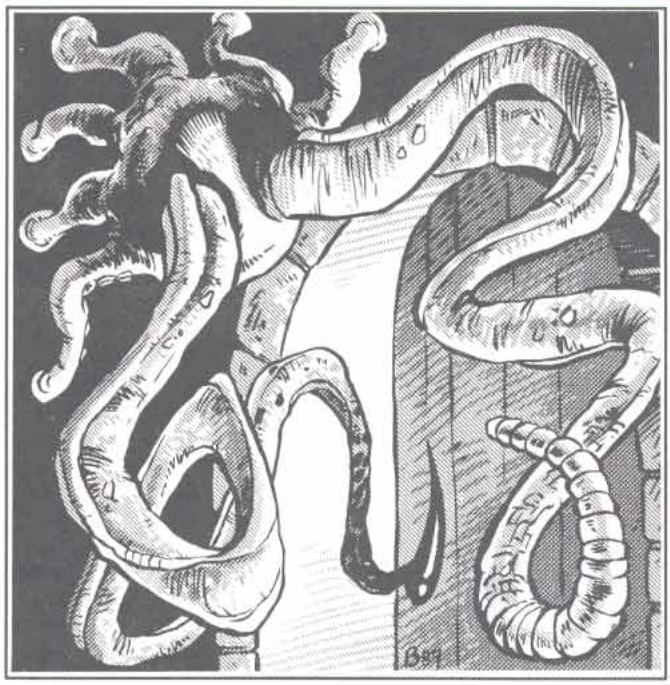
Humanoid tengu are less aggressive than the crow tengu who serve them. The humanoids are more likely to stay in a safe location while the crow tengu under their command do most of the fighting. However, when threatened or cornered, humanoid tengu become crafty and ferocious fighters. They can use *polymorph self, shout,* and *phantasmal force* three times per day, can become *invisible* at will, use *reward* or *ancient curse* once per week, use *misdirection* once per turn, and use *ghost light* once per round. They also have the spellcasting ability of a shukenja and the combat ability of a kensai. (In both cases, they enjoy the experience level equaling their Hit Dice.) Additionally, they know one martial arts style, with 2-5 special maneuvers in that style.

Humanoid tengu always carry a fan made of brightly colored feathers. This magical fan can serve as a normal katana when folded. When fanned, it has three powers, each of which can be used three times each day. First, it can create a wind equal to a strong gale (like *wind breath).* Second, it can cast a *quickgrowth* spell. Third, it can cause the abnormal growth or shrinkage or an opponent's facial feature (the nose or ears are most common).

Although they are not evil, humanoid tengu are not overly fond of humans and often play cruel tricks on them. However, humanoid tengu do have a liking for shukenja, wu jen, and kensai who specialize in the sword. On rare occasions, they tutor a sword kensai, teaching him the secrets of their skill. Such tutoring, which takes 1-3 months, automatically earns the kensai character 1,000 experience points.



CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	3 (tentacles)/1 (body)
MOVEMENT:	1
HIT DICE:	2 each tentacle, 4 body
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (but tentacles 10' long)
MORALE:	Average (8-10)
XP VALUE:	650



Tentamorts are dungeon predators distantly related to sea squids. Their head/body is a flesh sphere two feet in diameter, covered by a chitinous shell. This head/body contains all the vital organs as well as the sense organs—smell, taste, and hearing. At the bottom of the body are six to eight short suction-cup covered tentacles. These serve as feet and enable the tentamort to attach itself firmly to almost any surface. The feet also provide the tentamorts with their only form of locomotion. Two larger tentacles grow atop tentamorts. Both measure ten to 12 feet in length. Tentamorts have no eyes, but their head/body has a delicate organ that senses body heat. Breathing is accomplished through three blow holes located just above the feet. Tentamorts are gray-green in color.

Combat: A tentamort drags itself through dungeon corridors, using its sense of smell to find a well-traveled doorway or intersection. The tentamort then attaches itself to the ceiling or wall and waits for prey. Any creature coming within ten feet of the tentamort is attacked by the tentamort's two larger tentacles. Each tentacle has 2 Hit Dice, while the head/body has 4 Hit Dice. When a tentacle is reduced to 0 hit points it is severed. Severed tentacles grow back in one week's time. Severing one tentacle does not affect the other. The only way to kill a tentamort is to destroy the head/body.

Each tentacle can lash an opponent for 1d6 points of damage. In addition, each has a special attack.

One tentacle is a powerful constrictor. This tentacle seizes its target on a hit 2 or more above the required to hit roll (or on a natural 20). Seized victims are trapped within the constricting coils of the tentacle. Victims cannot move their arms, cast spells, or use weapons. They may use their natural Strength to try to break free (successful Strength check required, with a −2 penalty). Each round thereafter, the tentacle automatically inflicts 1d6 points of constriction damage; no attack roll is required. The tentacle continues to constrict until the victim dies or until the tentacle is severed.

The other tentacle is much more deadly. A hollow needle of bone, six inches long, protrudes from its end. Like the first tentacle, this one seizes prey on a roll of 20 or on a hit 2 above what is needed. This tentacle, however, does not constrict. Instead, the round after grasping, the bone needle is inserted into the victim (no roll required). During the next two rounds the tentamort injects a saliva-like fluid into the helpless victim. This fluid softens the victim's muscles and organs to enable them to be sucked out through the hollow needle. If the tentacle is severed during injection, the victim can be saved by casting a *cure disease* spell upon him within one hour. Creatures receiving the full two-round injection die automatically three rounds later unless treated by more powerful and immediate magic. A *heal* spell will negate the fluid, as will a *regenerate* followed by *cure wounds*.

If two victims are within reach, the tentacles attack them simultaneously. If only one target is available, both arms attack it.

Tentamorts respond to very basic stimuli. They withdraw rapidly from fire or cold. Unless very hungry, tentamorts quit attacking after losing one tentacle.

Habitat/Society: Tentamorts live in both dungeons and dismal swamps. In dungeon settings they clump together in nests of 1d10 around a single entrance or tunnel bend. In swamps they usually spread out more, with individuals wrapping their feet around trees and then mixing their tentacles in with the water and muck. Tentamorts, like earthworms, are both male and female. When two tentamorts mate, both give birth to clusters of offspring, each two to three pounds in weight.

Ecology: The body of a tentamort is little more than a huge hunk of flesh. They are frequently hunted by goblins, orcs and other intelligent creatures. They kill tentamorts by standing out of their reach and firing arrows into them. To avoid this, tentamorts sometimes crawl back into crevices, attacking with their tentacles while protecting their vulnerable head/body.

The poison glands of a tentamort sell for 10d4 gold pieces. From a single tentamort a skilled alchemist can make 1d3 doses of a deadly, tasteless, odorless poison. When consumed, this poison causes a slow disintegration of the victim's internal organs. The victim loses 1 hit point the first day, 2 the second, and so on. Victims cannot be healed (even magically) until a *neutralize poison* is cast on them. Untreated victims eventually die from massive internal bleeding. This poison is favored by assassins, especially those who like to be miles away when their victim dies.

Climate/Terrain:	Ethereal Plane
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivorous?
Intelligence:	Low to average (7-9)
Treasure:	Nearly drained magical items
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6 (3 on the Prime)
Movement:	18 (15 on the Prime)
Hit Dice:	5+1
THACO:	15
No. of Attacks:	2
Damage/Attack:	1d8+1/1d8+1
Special Attacks:	Spell-like powers
Special Defenses:	Spell-like powers
Magic Resistance:	50%
Size:	S (4′ tall)
Morale:	Average (9-10)
XP Value:	2,000

stirring magical chaos sleep disturbed eyes peeled swirling eddies spell weaver boils fingers reaching in take take take ignore the rest sense the microcosm lost the real feel the dangerdestroydestruct warped home ruined rest must destroy on the hunt seek the despoiler slip into the world sneak into the thick reality murky syrup plane slow cumbersome search wizard hate despite loathe contempt sorcery tear the heart rip the flesh rendrendrend drain seeping glowing hated power steal discard laughter echoes reverberate spirit away kill others blasting tearing cascading energy return home slide down dip border pool deepdeepdeep plummet cool sink back sweet plunge lair at last last lair feed eating consume mind brain thoughts no need just to make sure blessed sleep again until stirring magical chaos . . .

Making their lairs within tombs of solid ether, the ugly, hairless humanoids known as terithran sleep peacefully until disturbed. Only the presence of wizardly magic – in their minds, the bane of all existence – causes them to stir. To a terithran's sensibilities, sorcery used on the Prime Material Plane defiles the area of the Ethereal with which it intersects. When the magic is strong enough to be felt even in the Deep Ethereal, the sleeper awakens.

Apparently, a terithran can sense the warping ripples of magic without even trying (a few planewalkers've joked that the creature's oversized ears pick up the disturbance). And when it perceives them, it rises angrily from its slumber, walks the maze of its Ethereal lair, and slips onto the Prime to punish the offender, often dragging him back to the Misty Shore for discipline – which means the dead-book for the berk. It's whispered that the terithran also eats the heart of the magic-user, but whether this is for sustenance or simple retribution isn't known. Terithran don't seem to be meat-eaters otherwise.

So only prime-material wielders of magic need fear the creatures, right? Wrong. See, travelers on the Ethereal can run afoul of the things as well. Though they don't seem to worry about wizards on their own plane, terithran are notoriously cranky once they've finished dealing with an offender from the Prime. For up to a week, a terithran might wait in its lair, unable to sleep, or perhaps even wander the Ethereal in its restlessness.

Planewalkers encountering an agitated terithran must have a care. The slightest provocation will anger the beast. Those who approach with the proper gentle manner might garner a bit of chant from the sleepless terithran, though it's highly suspect that such a creature could possess any useful knowledge. In any case, it communicates via telepathy.

Combat: Though a terithran isn't particularly tall and its limbs are quite spindly, when provoked the creature can lash out with two sharp claws per round, inflicting 1d8+1 points of damage each. What's worse, though, is that an angry terithran has a variety of magical powers at its disposal, which it uses with great skill and strategy despite its less-than-impressive intellect.

First of all, it can *detect magic* at will. Fact is, the creature apparently can't help but detect the presence of nearby magic. Furthermore, a terithran has four other powers which it can use a combined total of 16 times per day. These abilities are:

- *Blast of power.* Inflicts 4d8 points of damage upon all within a 10-foot radius. A successful saving throw versus spell reduces the damage by half.
- *Drain power.* Drains a wizard of all memorized spells or a magical item of all its power (or charges). A successful saving throw versus breath weapon negates this attack. Treat affected spellcasters as if they've used all their spells for that day.
- *Cause serious wounds.* Augments the terithran's claw attacks so that each causes 2d8+1 points of damage. There is no saving throw to avoid this effect.
- *Transportation.* Allows the terithran to move back and forth between the Ethereal and the Prime. It can take one other creature along for the ride, although to transport an unwilling victim, the terithran must make a successful claw attack against it. The victim receives no saving throw to avoid the effect.

On the Prime Material Plane, the terithran becomes shadowy and less substantial, and its abilities and statistics change slightly. Its Armor Class improves to 3, and it can be harmed only by silver weapons or those of +1 or greater enchantment. However, the creature's movement slows to 15, and it can use its special abilities a total of only 6 times per

day. Finally, its *blast of power* acts as a *power word: stun* spell rather than inflicting damage.

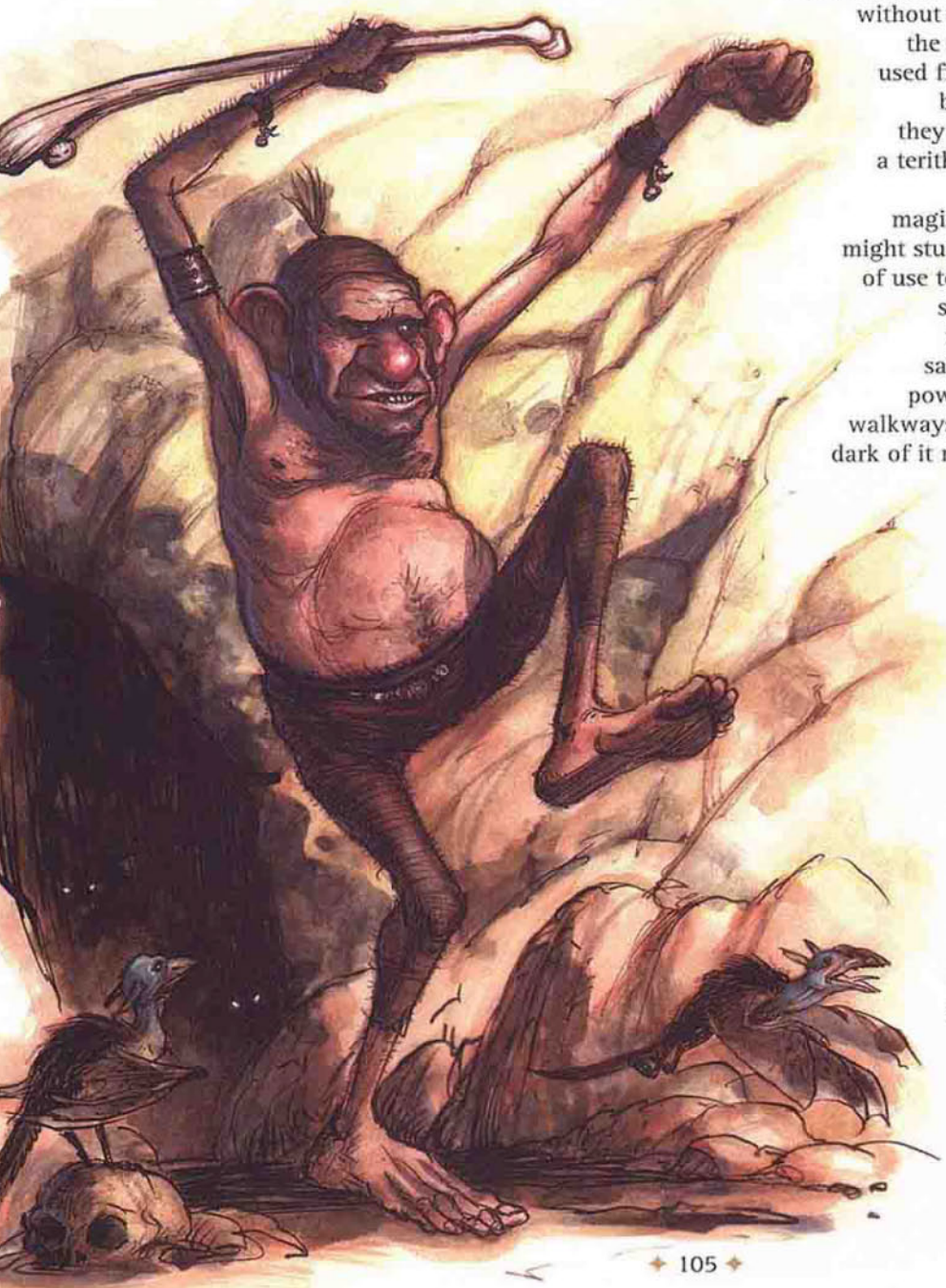
Because of these limitations, most terithran transport their victims to the Ethereal to finish them off. They use their blasts to ward away a wizard's allies and rely upon their innate magic resistance to penetrate a spellcaster's defenses.

HABITAT/SOCIETY: Sleeping endlessly in their spiraling mazework lairs, terithran are always found alone. Truth is, they don't seem to interact at all, not even to breed. No one's ever seen terithran young or uncovered any evidence that the creatures age or die of natural causes. It just seems that they've always been and always will be — and the terithran themselves support this belief. Despite this apparent immortality, though, they don't really do much of anything unless disturbed from their repose.

No one knows exactly what attracts a terithran, but scholars generally agree on a few specifics. The creature seems to take notice of magic only when it's a wizard spell of 7th level or higher, an equivalent use from a magical item, or a burst of concentrated wizardly magic in a small area. For example, one story claims that approximately 16 spell levels cast on consecutive rounds within 50 feet of each other once drew an angry terithran.

'Course, these aren't hard-and-fast rules, since folks cast powerful spells and use magical items all the time without disturbing the Ethereal sleepers. In fact, the vast majority of the time, such magic is used freely without fear, and rightly so. Graybeards need to gather more chant before they can accurately predict where and when a terithran will strike.

Terithran lairs are filled with drained magical items (though occasionally, a basher might stumble across an object that still has a bit of use to it) and the bones of slain wizards. The strange multidimensional maze that surrounds a terithran's sleeping chamber is said to contain the secret of the creature's power to jump between planes. Perhaps the walkways form a sort of planar pathway, but the dark of it remains a mystery.



ECOLOGY: How did the odd terithran come to be? One tale suggests that a former deity whose purview was the absence of magic (was there ever such a god?) cursed the creatures to be annoyed at its use. Other chant says the little sods are the only ones that can see the truth — that a cabal of entropy-loving bashers introduced wizardly magic eons ago as part of a plot to bring about the end of the multiverse through spellcasting. A third story claims that the terithran fiercely guard their sleep because they're dreaming the multiverse (or perhaps *another* multiverse); only magic can awaken them, and if enough spells are cast, it'll all end.

Who can say what's true and what's screed? Here's all that *is* known for sure: The terithran hardly fit into the strange Ethereal ecology at all — they neither produce nor consume. Mostly, they just sleep.

Climate/Terrain:	Carceri, Gehenna, Gray Waste
Frequency:	Uncommon
Organization:	School
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	None
Alignment:	Neutral (evil)
No. Appearing:	1–8
Armor Class:	5
Movement:	3, Sw 15, Fl 15 (C)
Hit Dice:	4+3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	None
Special Defenses:	Camouflage
Magic Resistance:	10%
Size:	M (7' long)
Morale:	Elite (13–14)
XP Value:	975

Some bashers think that the Lower Planes're nothing but wastelands of burning rock, searing desert, or poisonous bogs. They're wrong. The Lower Planes support surprisingly tough food chains of both natural and supernatural creatures. There's no dark to the fact that there are places on the Lower Planes where nothing lives, but there's just as much territory where a cutter in the know can get along just fine. See, life adapts to its surroundings — including surroundings that a body'd think *nothing could* live in. It might be tougher, meaner, or scarcer than life elsewhere, but it's still there. 'Course, it's probably plane-touched or twisted by the fiends who share its kip.

The terlen's a good example of this principle. Chances are, the terlen came from the seas of some prime world, where it flourished without any supernatural influence at all. Some wizard or arch-fiend brought a few back as pets or curiosities, and the terlens proved strong and fierce enough to survive in the acidic waters of Othrys or Porphatys, in the Red Prison (that's Carceri, berk). Maybe the planes themselves warped the creatures, or maybe an arcanaloth or shator gehreleth decided to improve the stock, but the final result was a mostly natural predator savage enough to survive on the Lower Planes.

The terlen's original form's forgotten, although it was probably shark- or skatelike. It's an amphibian, equally agile in or out of the water. The terlen's about the size of a full-grown man, with a flattened sharklike body and a long, powerful tail. Its pectoral fins're greatly lengthened and support a translucent gray membrane, suitable for sustaining flight. The terlen can fold its wing-fins beside its body and wriggle along the ground snake-style, but it's far more comfortable swimming or flying. Its oversized maw is filled with triple razor-sharp ridges of cartilage. The terlen's natural coloration is a dull, sandy gray, but it can change the color of its skin to match its surroundings.

Combat: Terlens're always hungry and never pass up a chance for a possible meal. They're skilled hunters in the water or in the air. Terlens normally cover great distances every day, gliding silently along in the hope of surprising prey out in the open. The creature's a very silent flier, almost as quiet as an owl, and it glides only a few feet above the ground, using the land's contours and foliage as cover. Terlens often strike with a quiet approach from behind their victim, giving the unfortunate sod a –2 penalty to her surprise check unless she's careful to keep a close eye on her back trail.

Terlens attack with a rending snap of their fearsome jaws, inflicting 2d8 points of damage. They use hit-and-run tactics, circling at a range of 30 or 40 yards and making sudden rushes at their prey. A terlen's content to bleed a victim slowly, letting its prey wear itself out trying to escape before closing in for the kill. From time to time, terlens even pretend to lose interest and leave, only to return with another surprise attack ten or fifteen minutes later. When the victim finally collapses, the creature lands beside the sod and approaches on the ground to devour its meal. Interestingly enough, the terlen uses nearly identical tactics when hunting aquatic prey.

Motionless terlens're 75% likely to escape being spotted due to their excellent natural camouflage. They're only 50% likely to be spotted while flying in dark, hazy, or smoky areas, and 25% likely to escape detection while moving in good visibility. Of course, the terlen's spotted as soon as it attacks; a basher might miss the terlen at first glance, but he won't lose track of it once the fight starts unless the terlen leaves and comes back.

Habitat/Society: Terlens usually run in small groups called schools or flights. They're not cooperative hunters, but when one terlen finds a potential meal its fellows're very likely to show up with the hope of muscling in on the kill. Packs of up to 40 strong've been reported, and only an addle-cove'll want to be anywhere near that many terlens when a feeding frenzy starts.



On occasion, very hungry terlens'll fight each other to the death in the attempt to claim a potential meal. There's about a 5% chance per terlen encountered that one-quarter to one-half the monsters begin the encounter sparring with each other instead of directly attacking the prey.

Terlens don't make lairs and don't even stay long in a particular area. They're almost constantly on the move. They show a slight preference for remaining in water when it's available, but can exist indefinitely in arid environments if need be. This ability accounts for the terlens' spread from the relatively watery layers of Carceri into the far less hospitable planes of the Gray Waste and Gehenna.

Ecology: Terlens mostly feed on normal creatures where they can be found. Hardy fish, birds, and small reptiles or mammals make up most of a terlen's diet. Terlens've grown bold enough to attack larvae, petitioners, or minor fiends if they're encountered in small numbers or particularly desolate areas. In some regions of Carceri, terlens've become enough of a danger for gehreleths to organize hunting parties.

Terlens mate once per year, and lay clutches of 50 to 100 eggs in sandy or muddy pits. They don't wait around for the young to hatch, and consequently a great number of the young creatures fall victim to all manner of predators. A terlen grows to full size in about a year, and can live as long as 30 years. Most die long before this due to the violent nature of their home and the power of the occasional greater fiends terlens unknowingly try to make a meal of.

Tether Beast

CLIMATE/TERRAIN:	Demiplane of Time
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11)
TREASURE:	I
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10+2
THAC0:	11
NO. OF ATTACKS:	5 (four claws, one bite)
DAMAGE/ATTACK:	2d6/2d6/2d6/2d6/2d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Hit only by +1 or better magical weapon
MAGIC RESISTANCE:	25%
SIZE:	H (20' long)
MORALE:	Average (10)
XP VALUE:	15,000



The tether beast is often referred to as the dragon of the Demiplane of Time, but in fact, it more closely resembles a behir. It is long and snake-like, with four pairs of legs unevenly spaced along its body. The legs are much longer than a behir's, but they are normally kept tucked up close to the body, giving the (sometimes fatal) illusion of the beast having a short reach. Its back and legs are covered with iridescent scales, and its underside features a softer, black skin. The head is reptilian with a short snout filled with dagger-like teeth. These creatures exist only on the Demiplane of Time.

Combat: Tether beasts prefer to attack their intended victims from ambush if possible, but they attack even if they are the ones surprised—or if they're wounded, or being offered an appeasement, or if they're if hungry or full. Basically, they are happy to attack anyone at any time for any reason—or even no reason at all.

In combat, the creature continues to hold on to nearby lifelines with at least four claws while attacking with all of its other four limbs, plus its savage bite. It can attack in any direction it wishes with its claws, and the long reach of its arms puts it into melee range even against opponents armed with polearms. For opponents who devise an attack method just out of reach, the tether beast grabs hold of the lifeline tightly with its back four claws and whips the entire upper half of its body out toward its intended victim, raking with all five attacks. A creature may try to force one of the beast's four lifeline claws away from the lifeline. Whether or not it is successful, the only result is that the tether beast turns on that creature with every attack, including an extra claw attack from the limb that the victim just freed.

Anytime after the first combat round, if the tether beast does not seem to be winning the engagement, it uses a breath weapon attack that has a range of 30 feet and can be directed against one creature only. The breath weapon appears to be composed of the mist-smoke of Demiplane of Time, but any creature it hits must save vs. death magic. A failure results in the character rapidly aging to the point that he crumbles into dust. A success means that the adventurer only ages 20 years (check the maximum lifespan of the race to determine the effects).

Tether beasts are smart enough to know that humans are excellent targets for this breath weapon, and they do not mind using it against them when possible, since the tether beasts seemingly can gain almost as much nourishment from the leftover pile of dust. This breath weapon can be used once every 10 rounds.

Habitat/Society: A tether beast has no lair. It is always on the move. These beasts frequently travel in pairs, and if a third beast is present, it is usually a young offspring of the two larger ones. The offspring has 6+1 Hit Dice and proportionately weaker abilities.

The tether beast (or the largest of the group) stores treasure within several hidden pouches that can be found within the softer area of its underside. Large items of obvious value, or any magical item it might have, are dragged along in one claw. Tether beasts have a 10% chance of being able to use a magical item. Otherwise that claw is considered nonuseful for attacks or movement.

Though it is assumed that the tether beast can travel like other creatures on the Demiplane of Time (by walking or floating along), it always crawls along the lifelines with at least four of its claws wrapped about one of the silver cables. Now and then, it seizes a lifeline in its mouth and gnaws at it with its vicious teeth, but no damage is known to be caused to the lifeline's possessor. Some adventurers that have been contacted by chronomancers about these incidents have reported that, at the time in question, they sensed a chilling effect, similar to the old saying of someone walking across their grave, but no apparent physical harm was done to them or their lifeline.

Ecology: The tether beast is far and away the fiercest hunter on the Demiplane of Time. It attacks and eats anything it happens to come across, from tempsynth to temporal gliders, and apparently chronomancers rank high on the top of the list of their favorite foods. Nothing is known to attack it except adventurers. A tether beast that finds the silver mist trail of a Demiplane of Time traveler follows it until the trail disappears or the adventurer is found.

Thanoi (Walrus Man)

CLIMATE/TERRAIN:	Arctic/Plain, hill, and mountain
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Individual: M; Lair: C
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–20
ARMOR CLASS:	4
MOVEMENT:	9, Sw 15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1–8/ 1–8 (tusks) or by weapon (+2 bonus to damage)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (13)
XP VALUE:	120



Thanoi, also known as walrus men, are a bizarre blend of the human and walrus races. In spite of their great bulk, they can maneuver surprisingly well; their clawed feet enable them to maintain a good pace over ice or snow.

Thanoi have thick, cylindrical bodies with human arms and legs, and faces much like walruses They have huge, padded feet that resemble the flippers of fish. Webs of skin grow between their toes to help them swim They have hooked claws on their toes, useless as weapons, but good for traction. Their hands are much like those of humans: the blunt fingers are capable of holding a staff or throwing a spear.

Their bodies are protected by tough, leathery skin, dark gray or brown in color Folds of skin hang under their arms, below their chins, and around their waists. Thanoi skin has a fishy aroma, detectable from a distance of several feet. Thick layers of fat lie beneath the surface of their skin, insulating them from the cold; thanoi swim in the iciest of waters and suffer no ill effects Although their ears are completely covered by skin, thanoi hear quite clearly.

Thanoi have two wide nostrils in the center of their faces. Their eyes are small and dark, usually black or deep blue in color. They have wide mouths with thin lips and rows of blunt teeth strong enough to crunch bones. A row of coarse bristles lines the upper lip and hangs over the mouth: these bristles are used to sweep away snow when digging and to strain water when drinking.

The most distinguishing features of thanoi are their tusks The tusks are made of solid bone, several inches thick, and grow to a length of nearly three feet in the largest adults. The tusks are actually modified incisors, extending from the creatures upper row of teeth and down over the bottom lip. The tusks grow in such a way that they do not interfere with eating or speech. The tusks can be used as formidable weapons. They can also be used for digging, with the upper lip bristles used to sweep away debris.

Female thanoi are not significantly different in appearance from the males. Their tusks are somewhat shorter, averaging about two feet long, and their bodies are slightly less thick. Then hides tend to be lighter shades of gray and brown.

Thanoi have no need to use clothing for warmth, but they occasionally use it for decoration. Females sometimes wear short capes made of bear or wolf fur Males wear long scarves of the same materials. Kagog, the thanoi medicine women, are distinguished by crowns of bones, usually made from fish spines. All apparel is designed to be easily removed, since thanoi prefer to enter the water unadorned so their swimming is not impaired.

Thanoi move on land by combining shuffling and waddling motions. Thanks to their flipperlike feet, thanoi are quite comfortable in the water. They are able to hold their breath for long periods; large adults can remain underwater for as long as 30 minutes without surfacing. Thanoi have small blow holes on the backs of their necks, similar to those of whales. When a swimming thanoi needs air, it floats to the surface, opens its valvelike blow hole, fills its lungs with air, then submerges again.

Thanoi speech sounds like a cacophony of grunts, snarls, and coughs to other races, but it is actually a quite sophisticated language. Their spoken words are supplemented by non-verbal signs, such as chest slaps and facial twitches. The language is so complex that only 5% of characters with an Intelligence of 16 or over can understand them. However, evil races, such as the minotaurs, have a significantly better chance of understanding the thanoi language, especially if thanoi demonstrate their basic vocabulary. In addition to their own language, 20% of thanoi speak common.

Combat: Because the thanoi are seldom in contact with other races, they are not used to fighting experienced combatants: other intelligent races find thanoi tactics to be crude at best. Thanoi take tactical advantage of their ability to maneuver on ice and snow and attempt to ambush opponents from behind whenever possible. Otherwise, thanoi simply charge their enemies with their weapons swinging and hope for the best.

Because of their strength, any weapon used by a thanoi does 2 more points of damage than normal. Weapons used by thanoi include daggers, long swords, battle axes, clubs, spears, and maces, most of them made from bones, stone, and wood. The thanoi also use *frostreavers,* which are *battle axes* +4 made by Ice Folk (see the "Ice Folk" section, under "Man," for more about these unusual weapons). Thanoi construct sturdy harpoons from wooden shafts with stone or metal points on one end and leather straps on the other. When used for stabbing, a thanoi harpoon inflicts 2d4 points of damage against medium-sized opponents and 2d6 points of damage against large opponents. When a thanoi hurls his harpoon by its strap, then the harpoon inflicts an additional 2

points of damage (only the thanoi receive this bonus, thanks to their special hurling technique).

Thanoi hands are not flexible, preventing the use of bows and similar weapons. However, a thanoi's tusks are extremely effective in melee. Instead of using a weapon, a thanoi can make two tusk attacks against the same opponent, causing 2d4 points of damage with each tusk.

Thanoi do not wear armor. Not only do their tough hides provide armorlike protection, the bulky thanoi find artificial armor extremely uncomfortable.

Thanoi are immune to all forms of cold, both natural and magical, but this immunity has its disadvantages. They suffer 1 extra point of damage per die from any fire-based attacks, whether magical or nonmagical. Additionally, thanoi may suffer damage if exposed to climates above freezing. In climates with average temperatures between 32° and 40° F, thanoi feel discomfort. For every week in an environment with average temperatures higher than 40° F, thanoi lose 1d4 + 1 hit points.

Habitat/Society: The thanoi are not known for their intelligence. They are hostile and suspicious toward strangers, though they are cordial to other thanoi tribes and cooperative with evil races with whom they share common goals.

Thanoi kill for the sheer joy of it. They are fiercely territorial, and they mercilessly slaughter trespassers. They also engage in recreational killing of animals, the more helpless, the better; a band of thanoi would not, for instance, attack a dragon, but they would relish the opportunity to massacre a family of seals.

Thanoi live only in regions of extreme cold. Most live on ocean shores, but some tribes make their homes on drifting glaciers. Thanoi have no permanent settlements, relocating when they have exhausted the hunting and fishing in a particular area.

Several families live together to form a tribe. An average family consists of a mated pair and one or two offspring. The entire tribe comprises about 20 members, equally divided between males and females. Females give birth to one or two babies every two years. A young thanoi grows to maturity in about 20 years; immature thanoi (ages 2–20) cannot use weapons, but can make tusk attacks causing 1d4 points of damage each. An immature thanoi has 2 Hit Dice. Thanoi have a life span of about 60 years.

Thanoi homes are constructed from blocks of ice shaped to the desired size with their tusks. Pots of burning oil furnish light. A hole in the ceiling provides ventilation.

A tribe of thanoi always has a leader. This leader is usually the meanest and most aggressive male and must be at least 30 years old. The leader always has at least 5 Hit Dice. All decisions for the tribe are made by the leader. A leader picks another aggressive tribesman to serve as his deputy; in case of the leader's death, the deputy assumes leadership. If the tribe runs out of eligible members to serve as leaders, they are absorbed into another tribe.

The eldest female of a tribe serves as its medicine woman, called the kagog. The kagog can cast *cure serious wounds* and *predict weather,* each three times per day (*predict weather* enables the kagog to know the weather for the next 24 hours within a 30–mile radius; the spell is 90% accurate). Knowledge of these spells is passed from kagog to kagog; as in the case of the leader, the kagog chooses and trains her own successor.

Thanoi collect treasure Items, although not for their monetary value They mainly use the shiny coins and gems for good luck charms and fishing lures.

Thanoi often tame and tram ice bears as tracking animals. They sometimes use the ice bears to pull massive sleds over the snow; a typical sled holds a dozen thanoi and is pulled by a team of two ice bears. The sleds are made of wood and bone, thanoi coat the runners with fish fat or seal blubber for maximum speed.

Thanoi sometimes carry pots of oil (specially distilled from deposits found on the ocean floor) and pouches of burning embers with them on the sleds. The oil pots are ignited, then tossed on enemies. This is a particularly effective tactic when attempting to disable vehicles, such as the iceboats of the Ice Folk Thanoi can also ride bareback on icebears; this is helpful when the thanoi need to cross an area of deep, soft snow, since the bears can easily traverse the largest drifts.

Ecology: Thanoi can sometimes be convinced to ally with evil races; however, thanoi are too independent-minded to form lasting alliances. They have strong relationships with the ice bears. ice bears are used as hunting partners and also as allies against common enemies. Thanoi hunting parties often prowl glacial areas looking for the hated Ice Folk, with whom they have violent, unending territorial disputes. Ice Folk hunt thanoi for their blubber, their hides (from which they make warm clothing), and their tusks (from which they make jewelry and weapons).

Aside from their weapons, thanoi produce no items of value and, priding themselves on their self–reliance, never engage in trade. However, thanoi–constructed weapons are highly sought collector's items, particularly thanoi harpoons.

Thanoi primarily eat the fish that are trapped in the ice-covered lakes in their domains. They also enjoy the flesh of seals, whales, and sea birds. They are not above eating carrion. Thanoi always eat their meat raw.

	Greater	Lesser
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Average (8)	Non(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral Evil	Neutral (Evil)
NO. APPEARING:	1	1
ARMOR CLASS:	Base 0	Base 2
MOVEMENT:	9	6
HIT DICE:	10+20	6
THAC0:	9	15
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d8+4 (×4)	1d6+1 (×4)
SPECIAL ATTACKS:	Feebleminding	Paralyzation
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	5%
SIZE:	M (7')	M (6')
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	9,000	2,000



The thassaloss is a four-armed, golemlike automaton made of bone by priests of Iuz. The greater and lesser forms have a major difference, that of sentience (possessed only by the greater form). Both forms look alike and share many special defenses; both may sometimes use weapons rather than their claws (especially for the lesser thassaloss). The thassaloss usually has a blackened appearance created by Iuz's priests, and from the eye sockets, a sickly emerald glow emanates.

Greater Thassaloss

Combat: The greater thassaloss is semi-sentient. It can follow instructions with some degree of flexibility and cunning, and is able to improvise solutions to problems. However, it is not capable of formulating its own motivations and goals, and is not truly intelligent (use its intelligence rating for situations in which an problem-solving situation faces the creature).

A greater thassaloss fights with its taloned claws or with weapons. It is emotionless in combat, but it can obey fairly sophisticated combat orders (being able to comprehend precise instructions as to when to break off combat, to return from combat, when to pursue and not to pursue, etc.). The greater thassaloss has an effective Strength of 18/76 for purposes of lifting, throwing, and breaking down doors and barriers.

The greater thassaloss has one special attack of deadly effect: once per round, up to a maximum range of 10 yards, it can direct its gaze at one enemy (in addition to melee attack routine). If that enemy fails to save versus spell, it is affected as if by a *feeblemind* spell (the usual modifiers apply) for 2d10 turns. A greater thassaloss has the intelligence to attack other enemies within melee range, leaving such a feebleminded target for later disposal while it sees to more immediate threats. The greater thassaloss is also intelligent enough to direct this attack against spellcasters in order to negate the danger of their attacks.

A greater thassaloss is immune to all illusions and mind-affecting spells (*charm, hypnotism, magic jar,* etc.), and also to *hold* and *sleep* spells. It cannot be poisoned or paralyzed, and it is immune to gaseous attacks. It suffers half or quarter damage from cold-based attacks (due to saving throw), and only half normal damage from edged weapons of all kinds, save for hewing weapons such as axes. A greater thassaloss that has its head severed (e.g., by a *vorpal sword*) cannot use its gaze attack, and its intelligence is reduced to 0, but it can still fight as an automaton.

Habitat/Society: The greater thassaloss is an artificial creation under the control of its creator (a senior priest of Iuz), although it is capable of some independent decision-implementation strategy. It has no society and is associated with no habitat. Iuz's priests use these creations to guard major treasures and unholy places, and also for marauding forays into foreign lands (especially into the Vesve Forest). The greater thassaloss is sometimes used to parade through conquered towns and cities to terrify the local populace into submission. It makes a better servant than most golems because of its cunning and the fact that there is no chance of it escaping the control of its creator, unlike other golems.

Ecology: The greater thassaloss plays no role in any natural ecology. It does not eat or sleep, and "lives" until destroyed, usually in combat.

Lesser Thassaloss

The lesser thassaloss is physically similar to the greater, although it is usually slightly smaller. It is equipped with weaponry more often than the larger creation.

Combat: The lesser thassaloss usually attacks with two weapons in addition to its talons, or four weapons instead of its talons. Its gaze weapon paralyzes one enemy within 10 yards (saving throw versus spell to avoid) for 2d4 rounds. The lesser thassaloss has no intelligence, however, and will attack melee opponents randomly unless commanded to do otherwise. Its special defenses are the same as those of the greater thassaloss. Finally, it has an effective Strength of 17 for the purposes of lifting, bending bars, etc.

Habitat/Society/Ecology: Identical to that of the greater thassaloss except for its lack of intelligence. The lesser thassaloss is most often used as a guard for less important treasures and locations.

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Thassaloss Creation

Creating a thassaloss, whether greater or lesser, involves the cooperation of a Priest of Iuz with an experienced wizard. These creatures are created only by the most evil and twisted minds. The stages in the process of creation are as follows.

First, an intact human skeleton must be obtained for the spell, together with an extra set of arm and shoulder bones that are fused into the thorax during the stage in which the priest casts his spell. The skeleton is treated with resins and oils to stain it black and harden the bones.

The priest employs the *create thassaloss* spell to prepare the skeleton. The wizard then casts his spells on the skeleton.

Create Thassaloss

6th-level Priest spell, Priesthood of Iuz only
(Necromancy, Alteration)
Range: Touch
Components: V, S, M
Duration: Permanent (see below)
Casting Time: 1 hour
Area of Effect: 1 skeleton
Saving Throw: None

This spell enables a Priest of Iuz to impart a basic matrix of magic into a skeletal form, allowing further spells to "adhere" to the skeleton, for the specific purpose of animating a thassaloss and rendering the creation permanent. A skeleton with two extra sets of arm bones is so enchanted. If no additional wizard spells are cast into the thassaloss within 24 hours of the casting of the *create thassaloss* spell, the creature becomes simply an animated skeleton with 1HD and AC2.

If the priest wishes to create a greater thassaloss, he must have on hand a vial of wraith dust that is mixed into the bones together with the oils and resins. For creation of a lesser thassaloss, the body fluids of a ghoul must be mixed with the oil and resin instead.

Creating a Thassaloss

To create a lesser thassaloss, a wizard of at least 14th level must next cast the following spells into the Thassaloss "body": *paralyzation, permanency, limited wish*. To create a greater thassaloss, a wizard of at least 16th level must cast the following spells into the thassaloss "body": *feeblemind, geas, permanency, strength, limited wish*. These spells must be cast within 24 hours of the *create thassaloss* spell.

The wizard needs only to use a *limited wish* rather than a *wish* due to the strength and effects of the *create thassaloss* spell. However, if a *wish* spell is used, a special addition to the thassaloss form can be created; a simple magical weapon can be used in the casting of the *wish*, and its hit and damage bonuses will become part of the thassaloss' basic hit and damage rolls.

The magical weapon is used up in the *wish* casting in this case. Any special magical properties of such a weapon are lost. Only the lowest basic bonus is incorporated into the thassaloss. Thus, if a *wish* were used together with a *flametongue* sword in the construction of a greater thassaloss, the monster would gain +1 to all attack rolls (the lowest basic bonus of the weapon) and to damage (in addition to the +4 bonus for strength rating), but it would not gain any special bonuses against avians, inflammable creatures, and the like. Similarly, the use of a magical shield can be introduced to improve the armor class of a thassaloss during its creation.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary/cult
ACTIVITY CYCLE:	Any
INTELLIGENCE:	Exceptional
TREASURE:	W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10 (weapon)/gaze
SPECIAL ATTACKS:	Gaze
SPECIAL DEFENSES:	Immune to surprise, -1 to initiative
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Champion (15)
XP VALUE:	6,000



The Eye is one of the chief lieutenants of the Cult of Vecna. Although only one has ever been seen, it is impossible to be certain that there is only one of these creatures. The Eye is a creation of Vecna's and, thus, it is entirely possible that more than one exists.

The Eye stands seven feet tall. Once it was human, but to become the Eye it has been transformed. Its head has been replaced by a giant eyeball. Its body is slender and moves with a quick, light grace. The Eye normally dresses in long green robes, trimmed with red. Eyes, embroidered in golden thread, decorate the hems. In public, it covers its robes with a gray cloak, and its head is concealed by a deep hood.

Combat: The Eye's main purpose is not to fight, but to gain information. It is not, however, without combat ability. The Eye normally fights with a two-handed sword. It also keeps two dirks hidden, one strapped, hilt down, to each arm. In situations in which it cannot use the sword, it crosses its arms, then whips out the two daggers to fight two-handed. It is lightning quick (19 Dexterity) and astoundingly graceful.

The Eye has several powers derived from its transformation. The least of these is that it cannot be surprised, as long as it is awake. It gains a −1 bonus to all initiative rolls, from a limited form of clairvoyance.

It is the gaze power of the Eye that is most fearsome. The Eye no longer eats in the normal sense, but it feeds on the souls of others drawn in by its gaze. Each round, the Eye can use its gaze attack on one target. Unless previously said to be avoiding the Eye's gaze, the victim must roll a saving throw vs. death. Those who succeed suffer no ill effect that round; those who fail are claimed by the Eye. Their life force is drawn into the Eye and held there. (This is seen by others as a ghostly form being sucked into the Eye.) The victim's body falls inert. The Eye cannot consume its metaphysical prey until the body is destroyed, but once that is done, the trapped life-force is devoured and can never be recovered by any means short of divine power.

If the Eye is slain, those life forces it has trapped but not devoured instantly return to their proper bodies. The Eye can voluntarily release any undevoured life forces. As a side effect, the Eye gains access to all the memories of those it traps.

Habitat/Society: The Eye is a creation of the wizard-priests of the Cult of Vecna, possibly through the intercession of Vecna himself. The process of creating the Eye is unknown to all but the highest ranking members of the cult, but it involves *wish* and other high-level spells. Because the process is difficult, time-consuming, and dangerous, there is believed to be only one Eye at a time.

Whatever the process is, it strips the Eye of all humanity. The Eye feels no emotional bonds or noble virtues, and it displays several peculiar mannerisms. Limited precognition causes the Eye to finish the sentences of others before they have a chance to say them. The Eye surrounds itself by mirrors and is fascinated by reflections. Sadistically cruel, the Eye purges its own pain and frustrations on helpless victims.

According to the cult priests, the Eye's purpose is to be Vecna's senses on the Prime Material plane. The Eye has a limited precognition (as described in the combat section) that is constantly in effect. It can use *clairvoyance*, *detect magic*, and *find traps* at will. The Eye automatically detects all illusions.

The Eye's primary purpose is as psychic tracker for the priests of Vecna. Once the Eye has seen an intelligent being—either directly or through scrying—it can sense that creature's aura over large distances. The range depends on the abilities of the player character. Those with no spellcasting ability can be detected only within a one-mile radius. Those with any spellcasting abilities are detectable at a radius in miles equal to their spell level. Thus a 12th level wizard (who is able to cast spells up to 6th level) is detectable within a six-mile radius.

The Eye's tracking ability is not infallible. Large concentrations of magical energy can shield a target's aura. Artifacts, stockpiles of magical items, or even areas with a high preponderance of spellcasters all have this effect. For example, simply entering the Guild of Wizardry is enough to block the Eye's tracking sense. In doubtful cases, the Eye must roll a successful saving throw vs. spell to retain the "scent."

The Eye is able to communicate telepathically with whomever it wishes.

Ecology: The Eye is only one part of the Cult of Vecna. Because of its peculiar properties and specialized creation, it is regarded with awe by the rank and file. It is not a priest or part of that priesthood, but rather a tool they created. It is utterly loyal to the high priests of the cult and will take commands only from them.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8 (x2, weapon) + 7/1-10+7
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'6")
MORALE:	Champion (15-16)
XP VALUE:	7,000



The Hand is the second of the cult of Vecna's two lieutenants, the other being the Eye. Like the Eye, the Hand is a created being, a human modified by powerful spells to become what it is today. Only one has ever been identified, and given the difficulty of creating the Hand, it is likely that only one exists.

The Hand is a squat, heavily-muscled humanoid, almost dwarven in size and shape. As part of the transformation, the Hand no longer has a head. Instead, a giant hand sprouts from its neck. There are no indications of mouth or sensory organs, yet the Hand does not seem impaired for the lack of these. The Hand dresses in a pleated kilt, decorated with colorful swirls and jagged stripes. A thick leather girdle, festooned with daggers, is its only other garb. In public it wears a blue-green robe with a large hood. It grips an embossed leather mask to hide its "face."

Combat: The Hand was intended to fight, to be the muscle of the of the Cult of Vecna. It is well-suited to the task. The Hand has a 19 Strength (+3 to attack rolls and +7 to damage). It fights with weapons in its two normal hands and crushes with the third, strange appendage.

The Hand normally begins a battle by throwing daggers (1d4+7 points of damage), two per turn. It carries 12 daggers on its belt. Just before closing for a melee, it draws the two swords carried on its back. It can fight with both of these with no penalty. The third hand is used to seize and crush the opponent, causing 1d10+7 points of damage with a successful attack (and holding on to squeeze for the same damage each round after a successful attack).

It is by this third attack that the Hand feeds. Lacking a mouth, it finds nourishment by drawing the strength from other things, living and non-living. Gripped in its third hand, steel becomes brittle like glass until it finally crumbles into dust. Living creatures lose 1d6 points of Strength each round they are held. The Hand can maintain its grip from round to round, both causing damage and draining Strength. Held characters can break free by rolling a successful Strength check. If a character is drained to 0 Strength or less, he dies. Lost Strength is regained at the rate of one point per day.

Habitat/Society: The Hand was created, through spells, by the wizard-priests of Vecna. The process is incredibly complex and torturously painful—indeed, so much so, that it peels the essence of humanity away from its subject. What is left is a barely intelligent, bestial thing. Unable to speak, the Hand can only express its rages through mute gestures. Like the Eye, the Hand is marked by strange behaviors. Fawning submissiveness, gently stroking a friendly hand, suddenly becomes hysterical rage, as he blindly flings himself at walls. Even when calm, the Hand is never still, trembling and twitching uncontrollably.

Since it lacks mouth and ears, the priests communicate with the Hand via telepathy. Although it lacks sensory organs, the Hand is endowed with magical senses equal to or slightly better than a normal person's. The Hand is immune to darkness, blindness, deafness, and other attacks that would affect a normal creature's sensory organs. A *dispel magic* renders it blind for one round.

Ecology: Among the cultists of Vecna, the Hand is ranked after the high priests and the Eye. It is held in great fear by the cult's followers, since it carries out the pronouncements of the high priests, but its brute physical quality does not inspire the icy terror of a more sinister being like the Eye.

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The Nightmare Court is comprised of at least six distinct members, though there may be more who have yet to be identified. They dwell in the Nightmare Lands, each controlling a specific location in the domain.

One member of the Court, a being called the Nightmare Man, appears to be more powerful than the rest and possibly even the Court's leader. It is not known if the Nightmare Man is the sole lord of this domain, however, or if he shares this role with the entire Court. Some have even speculated that the Court is simply made up of different aspects of the Nightmare Man's personality, each given substance by the curse which binds him to the domain.

In any case, the Nightmare Lands' proximity to the Veil of Sleep gives the Court access to the dreams of people across the multiverse—not just those trapped within the Demiplane of Dread. The members of the Court cannot escape from the domain by crossing the Veil of Sleep, but they can pull dreamers into their mad realm.

The Web of Dreams: The Nightmare Court spins a mystical web whose center is the Nightmare Lands and whose threadlike filaments reach out beyond the Veil of Sleep. In the dream plane, that place which touches all worlds and is visited by the dream-selves of all people as they sleep, these mystic filaments touch the passions and pathos of every dreamer. The dreams send vibrations back toward the center of the web, carrying with them images and emotions that the Nightmare Court's members can interpret.

Only dreams that have cores of darkness interest the Nightmare Court. The mystic web is designed to entangle such dreams and hold them for a time. A dreamer can eventually pull free of the sticky filaments, but as long as the dreamer remains entangled the web-caught nightmare plays out over and over. This may happen over the course of a single evening or through as many as six nights of troubled sleep (1d6) before the dreamer breaks free.

While trapped in the mystic web, a dreamer's dream essence provides nourishment to the Nightmare Court. Dreamers caught in this manner lose 1 point of Intelligence every night. This loss is temporary; lost points return at a rate on 1 point per day once the dreamer is no longer connected to the mystic web. See the rules book for more details.

During the period that a dreamer is trapped in the Nightmare Court's web, he or she may come under the direct scrutiny of a Court member. The member sorts through the images of the dark dreams, looking for the vibrant terrors that grow best in the fertile soil of the Nightmare Lands.

Fantastic musings bordering on madness inspire Court members, as well as recent and extreme trauma and tremendous grief. These are the criteria a member uses to determine if a dreamer is seed quality. If so, the dreamer is pulled down the mystic web and imprisoned in a dreamscape, where his troubled visions serve as the seeds for dream scenes.

Each member of the Court has a specific relic that serves as his or her connection to the Web of Dreams. This relic is usually hidden and protected, for the mystic energies that bind it to the web are easy to disturb. If the connection is severed, a Court member is temporarily weakened until the connection can be restored. Some believe that severing the connection is the first step necessary to destroy such a creature. See the rules book for more details on the web, relics, and the Court.

Common Powers: Though each member of the Court has his or her own special abilities, they all share certain common powers. These are described below.

Terrain Change: A member of the Court can cause the land to change in an instant. Within a dreamscape this power has almost no limits. A Court member can automatically pull images from a dreamer's mind and use them to reshape the dream scene. In the Terrain Between, a Court member can only change the appearance of his or her particular area of influence. These changes are also given shape by the dreams of those trapped within the dreamscapes.

Inspire Madness: Court members can reach into a character's mind to unleash the emotions and unnamed terrors that inspire madness, thus requiring an immediate madness check. This power can be used on a specific character once per day.

Dreamwalking: All Court members have the ability to enter a deep trance and send their dream-selves into the dream plane. They follow the threads of the mystic web to gaze upon the dreams of the waking world beyond their cursed shores.

Teleport Without Error: Court members can use this spell-like power at will in their areas of influence, but are limited to three times per day in other parts of the Nightmare Lands. Court members can instantly teleport throughout the City of Nod and the Forest of Everchange, into specific dreamscapes, and even to the Outlands on the shores of the Nocturnal Sea. However, no member may teleport directly into another member's lair or into their direct area of influence (a 30-foot-diameter circle around each Court member).

Regeneration: As long as a Court member's connection to the mystic web remains intact, he or she can draw on the energy of the dreams caught in the web to heal damage. A Court member heals 1d4+1 points of damage per round automatically; no effort must be expended on the Court member's part to use this power.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Supra-genius (19)
TREASURE:	A
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	11
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Sleep, charm, gate
SPECIAL DEFENSES:	+3 weapon or better to hit
MAGIC RESISTANCE:	60%
SIZE:	M (6 feet tall)
MORALE:	Fanatic (17)
XP VALUE:	13,000



Hypnos is sleep personified, the one member of the Nightmare Court who never leaves his bed of glass. This villain favors dreams of inadequacy and frustration, seeking to destroy a dreamer's self-esteem through endless nocturnal episodes. He also has the ability to affect the waking world through a combination of suggestion and mesmerism.

Hypnos appears as a gentleman of high station, a tall man dressed in impeccably tailored suits. His black hair and thick mustache are always perfectly trimmed and neat. A monocle connected to his vest pocket by a gold chain covers his right eye. He is always seen in eternal slumber, resting within a glass coffin, his arms folded peacefully across his chest. Only his right eye, the one behind the monocle, is ever open. Indeed, it never closes, but is instead filled with a maniacal light. Although he appears to be dead, Hypnos is not an undead creature.

Though Hypnos's mouth never moves, his voice continuously whispers throughout his lonely tower like a chill autumn breeze. It speaks to wanderers and dreamers alike, taunting and ridiculing them while also urging them to commit terrible acts of violence.

Combat: Hypnos has no physical means of attack, but he has other weapons available. The Spire of Sleep, Hypnos's lair in the City of Nod, has formidable defenses of its own, as described in the rules book. If a wanderer should breach these defenses, then Hypnos is forced to make use of his own powers.

Both Hypnos and his glass coffin can only be damaged by weapons of +3 enchantment of better. The coffin has 40 hit points.

Hypnos can *gate* an ennui or other servant to his side at will when he needs minions to protect him.

Hypnos can induce sleep by whispering a drowsy lullaby. He can use this power three times per day, directing the sleep-inducing tones either within a particular dreamscape or inside the Spire of Sleep. Everyone within the affected area must save vs. spell or fall into a deep sleep for 1d6+1 turns. A *dispel magic* cast on a victim will awaken him early. A wanderer affected by this magical sleep has his dream-self thrust into a dreamscape. A dreamer who fails the save is paralyzed and his physical body drops into a deep coma for the duration of the effect.

This Court member is a master of mesmerism. He can bend another's will, planting subconscious suggestions in dreamers or literally controlling the mind of a wanderer. If Hypnos directs his will at a target, that target makes a Wisdom check at –6 to fight off his influence. Hypnos can bend the wills of as many as six victims at a time. Dreamers who fail the save receive a single subconscious command that manifests in the waking world. The command can take any form, but commands that force characters to behave against their alignments get an additional Wisdom check (this time at –2) to overcome the suggestion. Wanderers behave as if *charmed* until Hypnos releases them or they succeed at the Wisdom –6 check (attempts can be made once per turn).

Habitat/Society: Hypnos resides in the Spire of Sleep in the City of Nod, a place that seems to be a living extension of its master. See the rules book for details.

Ecology: Dreams of failure and humiliation feed Hypnos, and he cultivates dreamers to provide a fertile crop of frustration and inadequacy.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Genius (17)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 12 (B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+2
SPECIAL ATTACKS:	Change form, gate
SPECIAL DEFENSES:	+2 or better to hit
MAGIC RESISTANCE:	60%
SIZE:	M (6 feet tall)
MORALE:	Steady (12)
XP VALUE:	12,000



Morpheus is one of the strangest members of the Nightmare Court, a chaotic imp who loves to confuse, confound, and shock the dreamers who provide the energy to sustain him.

Morpheus is a red-skinned, powerfully built male with dark hair and eyes, a thin mustache, and pointed ears. He adorns himself in expensive, formal suits, though only from the waist up. His lower body tapers off into vaporous trails.

Due to his connection to the dream plane, Morpheus can speak any language he has ever come in contact with.

Combat: Though he appears physically strong, Morpheus is not a fighter. His huge fist can inflict 1d4+2 points of damage, but this member of the Court rarely resorts to such crude methods. In addition to the common powers he shares with the rest of the Nightmare Court, Morpheus has his own special abilities to call upon.

Morpheus has the ability to fly, and he uses it to stay out of the reach of any who would strike him physically. When a situation presents itself that requires brute force, Morpheus has the power to gate an ennui or shadow morph to his side at will. All morphs must obey the commands of this Court member, and he can control 15 HD of the creatures at a time.

Perhaps Morpheus's most potent personal power is his ability to *change form*. He can use this power on himself or on others, and it seems to work much like the common *terrain change* power, but with a broader application. There are three primary ways Morpheus can use the *change form* power: on himself, on his minions, or on his victims.

Morpheus can *change form* into any creature once per round. The power functions like the *polymorph self* spell except that Morpheus gains all of the powers, abilities, and weaknesses of the form he assumes. He can become any creature with 12 HD or less. He enjoys turning into dragons or other beasts with ranged attacks.

When used on a minion, *change form* can turn a morph into a monster up to 2 HD more powerful than its natural state. For example, a shadow morph can be altered to become a terrifying creature with 7 HD instead of 5 HD, or an ennui into a 10 HD monster instead of 8 HD.

If used on wanderers or dreamers, *change form* is employed to increase the chaos and confusion of the moment. The victim gets no saving throw, but also does not need to make a system shock check. The new form lasts for 1d2+1 rounds. Morpheus enjoys forcing his victims to assume the forms of loved ones or despised enemies, of nameless people who loved ones do not recognize, or even hapless creatures unable to stand against the horror of the moment.

Habitat/Society: Morpheus controls the Forest of Everchange, where he wanders aimlessly when not observing events in a dreamscape. Abber shamans call him the Changing Man, for the forest warps into a different place in the wake of his passage.

Ecology: Morpheus cannot tolerate order or stability. If the world around him is not caught up in a storm of change, Morpheus becomes bored and depressed. He revels in confusion and change—especially change brought about through misery. He feeds on dreams of madness, where scenes shift for no reason and patterns cannot be detected.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Genius (17)
TREASURE:	D
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	+2 or better to hit
MAGIC RESISTANCE:	40%
SIZE:	M (5 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	11,000



The aboriginal witch Mullonga is one of the most active members of the Nightmare Court. She may look like an old woman who is so small as to be harmless, but she is evil and malicious. She thrives on the fear and apprehension of others.

Mullonga appears as a hunched, leathery, brown-skinned old woman dressed in animal skins and carrying a gnarled staff. Her flesh looks as if it has been parched in the hottest desert, beneath a blazing, unforgiving sun. As no visible sun shines over the Nightmare Lands, perhaps it is the pure evil that emanates from this witch that withers her flesh so.

Her connection to the dream plane gives Mullonga access to many languages, all of which are spoken with a voice as dry and brittle as a mummy's wrappings.

Combat: Mullonga often attempts to insinuate herself into a company of wanderers, using illusions to cast herself as a mage lost in the mists. If she is accepted into a company, she begins to sow false information. She does this in an effort to create fear in the wanderers—fear she can later use in dreams.

If forced into physical conflict, Mullonga's gnarled hands become grotesquely extended claws that can strike twice in a round and inflict 2d6 points of damage each. While she has no problem with personally spilling blood, she prefers to use spells or minions to handle most victims.

Mullonga has the arcane powers of a 13th-level wizard, though her connection to the dream plane allows her to cast spells in an instant; she has no need of material, somatic, or verbal components. Further, she does not memorize spells in the same manner as mortal wizards.

Mullonga pulls her spells from the dream web, so she can fill up her spell selection in one hour. She needs to return to a secure location in the Ghettoes and make physical contact with her relic, so those she is terrorizing may rest a short period while she is thus engaged.

The witch normally has the following list of spells ready, but she can choose from all spells available to her experience level. 1st level—*burning hands, change self, chill touch, hypnotism, magic missile;* 2nd level—*alter self, blindness, ESP, scare, spectral hand;* 3rd level—*delude, fireball, hold person, protection from good, 10 feet radius, slow;* 4th level—*confusion, Evard's black tentacles, fear, polymorph self;* 5th level—*chaos, distance distortion, shadow magic, summon shadow;* 6th level—*invisible stalker, permanent illusion.*

Mullonga is served by ennui, arcane heads, and a variety of golems and other arcane creations.

Habitat/Society: Mullonga controls the Ghettoes in the City of Nod. The shifting streets of this roving neighborhood are an extension of the witch. See the rules book for more information.

In the Ghettoes, Mullonga has a number of workshops where she can conduct her arcane experiments. These experiments have seen the creation of the arcane heads and other terrors that now serve the witch. Of course, the Ghettoes are also haunted by things that did not turn out the way the witch had planned.

Ecology: Mullonga thrives on fear, and her dream-scapes are sinister, terror-filled locations. In the Terrain Between, she constantly searches for wanderers to fuel her arcane

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (16)
TREASURE:	A
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0 or 6
MOVEMENT:	15
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d8+2 × 4
SPECIAL ATTACKS:	Dance, chilling touch
SPECIAL DEFENSES:	+3 weapon or better to hit
MAGIC RESISTANCE:	40%
SIZE:	M (5½ feet tall)
MORALE:	Champion (15)
XP VALUE:	10,000

The Ghost Dancer is perhaps the most tragic member of the Nightmare Court. As her name implies, she is an incorporeal creature who now searches the nightmares of the living in an effort to understand her own death. Dreams inspired by guilt and shame interest her the most, drawing her with the same inescapable pull as a flame exerts over a moth.

The Ghost Dancer appears as an ethereal and strikingly beautiful young woman in her late teens or early 20s. She is translucent, with pale flesh that looks cold and dead. Her short, blond hair is as devoid of color as her alabaster skin. Above pale, full lips, her eyes are hidden beneath perpetual shadow. This grim specter wears a tattered, faded ballerina's costume. Pale blood stains cover its once-elegant designs; some shapeless splatters, others ominous hand prints that hint at foul violence in the distant past. She is as beautiful as she is insubstantial, with wisps of ghostly mist rising off her transparent form.

The Ghost Dancer never speaks. Dark bruises on her neck could indicate that she lost the capacity in whatever violent act ended her corporeal life, but the details of that event remain a mystery. She does communicate, however, through her expressive and haunting dances. Unfortunately, to view such a dance usually indicates that the Ghost Dancer has marked the audience—and those so marked rarely live long enough to tell others what they saw.

Combat: The Ghost Dancer does not make a habit of engaging in physical battle. When such efforts are called for, however, she has a number of offensive powers at her command. First, unless she semi-materializes, she can only be attacked by dreamers or others on the Ethereal Plane.

On the Ethereal or dream planes, the Ghost Dancer has an AC 6. If semi-materialized, her AC is 0. Only enchanted weapons of +3 or better can harm her.



The Ghost Dancer's preferred method of attack is her chilling touch. She can make one such attack in a round, causing 1d4 points of damage and draining 1 point of Strength from her victim. These lost Strength points are regained at a rate of 1 per day unless the victim is drained to 0 points. A victim drained to 0 Strength points becomes paralyzed and is immediately teleported to the Theater Macabre. There, the victim sits until death overcomes him and he becomes a permanent member of the audience. Such a victim perishes in a number of days equal to his Constitution score –1d4 unless he is rescued and a *remove curse* is cast upon him. Until the curse is lifted, the victim cannot regain lost Strength points.

If pressed, the Ghost Dancer has a more lethal attack form, called the Dance Macabre. This dance is a wild yet beautiful combination of fluid movement and ghostly music. All within 30 feet of the Ghost Dancer when she begins the dance must make saving throws vs. paralyzation at –4 or be frozen in awe. The dance lasts 6 rounds and can be performed twice per day. During the dance, two ghostly scimitars appear in her hands. She makes 4 attacks per round with these blades, hitting up to four different targets.

The Ghost Dancer is considered special for purposes of turning.

Habitat/Society: The Ghost Dancer's area of influence is the Theater Macabre in the City of Nod.

Ecology: The Ghost Dancer draws energy from dreams of guilt and shame.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Supra-genius (19)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d2+3/1d2+3
SPECIAL ATTACKS:	Dream fire, shadow walk
SPECIAL DEFENSES:	+3 or better to hit
MAGIC RESISTANCE:	60%
SIZE:	M (6-feet tall)
MORALE:	Elite (14)
XP VALUE:	13,000



The mysterious entity known as the Nightmare Man rules over the Nightmare Court from his lair in the Grieving Cathedral. It is the Nightmare Man's curse that gives shape to this domain and binds the rest of the Court to the land.

The Nightmare Man wears dark, tattered robes, a hood always drawn over his head. The hood's shadows hide his face, though long wisps of silver hair spill from the dark opening. Only his hands emerge from the folds of the robes, and these appear as gnarled, pale appendages that are more skeletal than flesh. The robes are spun from the webs of dark dreamweavers, and dozens of these spider creatures crawl across their fraying surface.

The Nightmare Man can speak any language he has ever encountered in the dreams of his multitude of victims. When he speaks, his raspy voice sounds like a faint wind blowing through a dead forest of dry leaves and brittle branches. It carries with it a chill that no fire can eliminate.

Combat: The Nightmare Man rarely engages in physical battle. He can deliver two punches per round, each inflicting 1d2+3 points of damage. If pressed, his more formidable attack form is the terrible dream fire that is his alone to command.

Dream fire is a crackling green energy that leaps from the Nightmare Man's skeletal hands to bathe victims in cold terror. The Nightmare Man can call upon dream fire once every three rounds of combat. It explodes from his gnarled fingers in a straight line that is five feet wide and extends as far as 30 feet. All targets within its path must make saving throws vs. breath weapon or suffer its effects. Those who make the save suffer only half damage.

Dream fire inflicts 4d10 points of damage to those who fail the save. Those who succeed receive half damage. In addition, those who fail suffer further effects from the cold fire. The green energy opens the subconscious stores of its victim's mind, unleashing feelings of absolute terror. Such a victim must make an immediate horror check. No matter what the result of the check is, the victim is shaken by the unleashing of imagined terrors. The victim suffers a -2 penalty to all attack rolls and ability checks for 1d4 rounds.

The Nightmare Man has the ability to travel through shadows. By shadow walking, he can step into a deep shadow in the Grieving Cathedral and step out of a shadow in the Forest of Everchange—or anywhere else within the borders of his domain.

In addition to the dark dreamweavers that crawl over him like living adornments, the Nightmare Man is served by six powerful ennui he refers to as "the Horrors." The Horrors oversee the Nightmare Man's six permanent dreamscapes, keeping them running so that their master is never without dream images to draw from.

The Nightmare Man also has the ability to create night terrors, nightmares given substance and independence so that they may roam beyond the Veil of Sleep—even able to enter the waking world for periods of time. The creature Mandalain, a nightmare that continues to haunt Dr. Illhousen, is an example of a night terror.

The Nightmare Man has the ability to sense intruders in his lair or in the lairs of the other members of the Nightmare Court. He often deals directly with those who find the courage to enter his Grieving Cathedral, but even events in the other lairs interest him. He will often travel through the

shadows to another member's lair when he senses an intruder there. From the shadows, he will secretly watch the events as they unfold. The Nightmare Man rarely interferes in such happenings, but he enjoys watching so that he can be on hand to inhale the sweet vapors of fear that almost always accompany such occurrences.

Habitat/Society: The Nightmare Man spends most of his time wandering the halls of the Grieving Cathedral in the City of Nod. In the stained glass windows of the ancient structure, he can watch the events unfolding in every dreamscape in the Ring of Dreams. Wanderers who happen to view the moving images within the ornate glass windows must make madness checks to keep from going insane. For the images are not the masked scenes that a dreamer sees, but instead show the subconscious in its pure, unfiltered reality.

When a particularly inspiring scene presents itself, the Nightmare Man sets up an easel and canvas and gathers his brush and palette. He attempts to paint one of the moments of horror, or even some half glimpsed wonderful dream, but such creativity eludes him. It has been said that the Nightmare Man is an artist without talent, a frustrated creator without the least spark of creativity. In truth, he has no imagination at all, no dreams of his own. He must borrow the dreams and nightmares of others, but even these can only be viewed from a distance. He cannot even participate in these dreams except as an observer.

Whenever the mood to create strikes him, the Nightmare Man touches brush to canvas and hopes that this time something different will occur. His curse, however, cannot be denied. Paint turns to blood, dripping down the otherwise white canvas in an ever-spreading stain. This angers and frustrates the Nightmare Man, sending him into a destructive, frightening rage.

One portion of the Grieving Cathedral is set aside as a meeting place for the Nightmare Court. The Consistory Court, to the right of the Altar of Dreams, is the Nightmare Court's place within the Nightmare Man's lair. How often the Court gathers is unknown, as is what agenda occupies their collective time. What is known is that such a gathering is never called for the benefit of others, but to debate new methods for inspiring fear in the minds of all dreamers.

Ecology: Though he has the appearance of an undead creature, the Nightmare Man does not exhibit any of the characteristics that usually mark an undead. Most notably, he cannot be turned by clerics. The Nightmare Man feeds on the dreams and nightmares of others. Unlike the other members of the Court who have specific areas of interest, all dreams and nightmares provide nourishment to the Nightmare Man. As long as there is a negative emotion attached to it, any dream provides energy to this cursed villain.

The Nightmare Man also craves the raw spark of creativity and imagination that others possess, as he has little of his own to draw upon. He cannot use these borrowed sparks, however, and this frustrates and enrages him to no end.

Night Terrors

The Nightmare Man has the ability to give substance and form to the worst nightmares he glimpses in the Web of Dreams. These nightmares receive a portion of the Nightmare Man's own power, thus giving them the ability to exist beyond the Veil of Sleep.

A night terror can appear in almost any form. From an undead nurse with bladed fingers to a foul murderer who strangles his victims with a supple cord, the worst fears made real become the night terrors. Though they serve their master, each night terror has a level of independence and intelligence that makes it a unique creature. A night terror might have a specific target to torment or frighten, but the methods it uses are often those of its own devising.

It takes the Nightmare Man one full night to construct a night terror, and only one night terror can be shaped during that time. The night terror is born within a dreamscape, filled with every aspect of the nightmare that shapes it. A lesser dream spawn, specifically a shadow morph, serves as the basis for a night terror. The morph loses all of its own powers and personality in the process, becoming a unique night terror. It remains a night terror until it is destroyed.

The Nightmare Man must invest a part of himself in every night terror he creates. This forges a link with the creature through which the Nightmare Man can observe events as they occur, summon the night terror to his side, or even issue commands. The link does not extend beyond the borders of the Nightmare Lands, however, so night terrors in the waking world are on their own. All the Nightmare Man receives through the link is scattered impressions of what the night terror is up to. No detailed images make it back through the mists.

Depending on the power level of the night terror being created, the Nightmare Man suffers a temporary decrease in his own powers during the night of creation. Investing a night terror with a reality that can last beyond the Veil of Sleep costs the Nightmare Man hit points. These hit points cannot be regained until the following night, even the regenerative power of the web of dreams cannot begin to restore them until the next night starts. The number of hit points lost is variable, based on the Hit Dice of the night terror being created: 1–3 HD, 1d8 hp; 4–6 HD, 2d8 hp; 7–9 HD, 3d8 hp; 10 HD, 4d8 hp. No night terror more powerful than 10 Hit Dice can be created by the Nightmare Man.

Each night terror is created with a specific weakness that is based upon the nightmare it was drawn from. What can be used to destroy one night terror will not necessarily harm another.

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CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (16)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	9, Fl 6 (C)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Poison, suggestion
SPECIAL DEFENSES:	+1 or better to hit
MAGIC RESISTANCE:	40%
SIZE:	S (4 feet long)
MORALE:	Steady (12)
XP VALUE:	10,000



The Rainbow Serpent is perhaps the most enigmatic member of the Nightmare Court simply because the creature wears a nonhumanoid form. It is a reclusive entity who sows the seeds of mistrust and suspicion among the dreamscapes it controls.

This winged serpent is only four feet long, with brilliant red scales interrupted by bands of yellow, black, and deep blue. Its eyes are full of malevolent intelligence, and its mouth seems to be curled in a perpetual smile. If dreamers remember anything about this villain, it is this leering, mocking smile.

The Rainbow Serpent can speak any language it has ever encountered in the dreams of others. It does not actually speak, but instead projects the words and ideas it wishes to communicate directly into the minds of its audience. Within these minds, the listeners are never sure what ideas well up from their own subconscious and what comes from the seditious liar with the rainbow-hued scales.

Combat: This Court member rarely involves itself in direct physical confrontation. It prefers to let its dream spawn take on forms that inspire paranoia in any groups of wanderers who venture too close to its lair. While this occurs, the Rainbow Serpent watches from a nearby hiding place and waits for opportunities to whisper suggestions (as per the spell) into the minds of the wanderers.

If a confrontation cannot be avoided, the Rainbow Serpent strikes once with its venom-dripping fangs. The bite inflicts minimal damage (1d4+1 points), but the venom is powerful. The poison automatically renders the victim unconscious for 1d4 hours unless a save vs. poison is made. Those who make the save suffer a -4 penalty to all die rolls for 1d4 hours.

This villain can turn ordinary staves and pole arms into shadow asps three times per day, using a power that is similar to the *sticks to snakes* spell. Magical staves and pole arms receive a saving throw vs. spell to resist the transformation, but normal items do not. Once transformed, an item is lost forever. Shadow asps are 1-foot-long coils of shadow. Their poison can turn victims into shadows.

Shadow Asp: Int Animal (1); AL N; AC 2; MV 3; HD 1/2 (1d4 hp); THAC0 20; #AT 1; Dmg 1d2; SA shadow poison (save vs. poison or become shadow in 5 rounds), surprise; SD half damage from piercing weapons; SZ T (1-foot long); ML Fearless (19).

The Rainbow Serpent's lair is protected by dream spawn, dangerous plants, and a variety of nightmare versions of common reptiles that all serve the master deceiver. The Serpent can summon these creatures with a quiet hiss that causes them to respond in 1d4 rounds. If it stops to issue the summons, it can do nothing else in that round.

Habitat/Society: The Rainbow Serpent inhabits the Park Primeval in the center of the City of Nod. It slithers through the lush jungle maze cavorting with its reptile servants or nests in the branches of the Tree of Suspicion, turning its gaze toward the dreamscapes it controls.

Ecology: Like the other members of the Nightmare Court, the Rainbow Serpent draws energy from the dreams of others. In the Serpent's case, the most hearty dreams are those which involve insecurity and paranoia, where mistrust is rampant and any loved one could betrayer.

	Thessalhydra	Thessalmera	Thessalgorgon	Thessaltrice
CLIMATE/TERRAIN:	Damp, dark places	Damp, dark places	Damp, dark places	Damp, dark places
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Nocturnal	Nocturnal	Nocturnal
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)
TREASURE:	Incidental	Nil (Any)	Nil (A)	Nil (D)
ALIGNMENT:	Neutral	Neutral evil	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	5/2/0	2	3
MOVEMENT:	12	12	12	12
HIT DICE:	12	10	10	8
THAC0:	9	11	11	13
NO. OF ATTACKS:	10	9 to 11	9	9
DAMAGE/ATTACK:	1d6 (x8)/1d12/1d20	1d6 (6–8)/3d4/1d12/2d4	1d6 (x8)/2d6	1d6 (x8)/1d10
SPECIAL ATTACKS:	Poison, acid	Acid, fire, immobilization	Poison, petrification	Poison, petrification
SPECIAL DEFENSES:	Immune to acid	Regenerate, resist fire, immune to acid and petrif.	Immune to acid and petrification	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
MORALE:	Steady (11–12)	Steady (11–12)	Steady (11–12)	Steady (11–12)
XP VALUE:	12,000	10,000	9,000	8,000

The thessalmonsters are a family of hybrid monsters resembling hydras. There are four known types of thessalmonsters.

The actual derivation of the name "thessal" is unknown. Legends suggest that the name thessal referred to a person or organization responsible for the creation of these monstrosities, or the land where they were first encountered.

The original thessalmonster is now extinct. It resembled the thessalhydra except that it lacked the fringe of serpentine heads. The thessalmonster was so genetically unstable that it was able to crossbreed with other monsters, such as hydras, gorgons, chimerae, and even the drastically smaller cockatrice.

Thessalhydra

The thessalhydra resembles an eight-headed hydra. It has a large, reptilian torso and tail measuring 30 feet long (8 feet tall at the shoulder). Eight serpentine heads surround a large, circular mouth rimmed with jagged teeth. Each serpentine head and neck measures 6 feet long. At the end of the 18-foot-long tail is a pair of sharp pincers.

Most of the shiny hide is a deep green. The undersides of the necks, torso, and tail are ocher yellow. Patches of reddish yellow hair cover the chest and upper forelegs. The eyes are dark red.

Combat: The thessalhydra attacks with its serpentine heads. Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 1d20 points of damage plus an additional 1d20 points if the victim fails a saving throw vs. poison. The tail pincer can grasp an opponent, deliver 1d12 points of damage, and deposit the victim in the mouth in the same round. Items placed in the central mouth must roll saving throws vs. acid and crushing blows each round until destroyed or removed.

Once per day, the thessalhydra can spit out a gob of acidic saliva from its main mouth. This gob can cover a 12-foot-diameter circle at a range of 30 yards. Creatures struck by the acid suffer 12d6 points of damage (half if a saving throw vs. poison is successful).

Thessalhydrae are immune to all acids and acidic poisons.

A fringe head can suffer 12 points of damage before it is severed. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: Thessalhydrae prefer dark, damp settings, such as swamps. jungles, and subterranean lairs. They do not collect treasure. Such items as they possess are the remains of former meals that have somehow survived the chewing and acid of the monsters' digestive tracts.

Ecology: Thessalhydrae are often confused with hydras. They prey upon their less intelligent kin and anything else edible that wanders by. They may take advantage of their resemblance to attack would-be hydra slayers.

Their eggs are worth 7,500 gp and young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalmera

The thessalmera is a hybrid of thessalhydra and chimera. It has the scaled, lizardlike body and pincer-clawed tail of the thessalhydra, six to eight snakelike heads. a lion's head in the middle of the snake heads, and a red-dragonlike head above these on the upper back. The lion's head is covered in reddish gold hair. Patches of red-black hair cover the chest and upper forelegs.

Combat: The snakelike heads cause 1d6 points of damage per bite, plus 1d6 per hit from the monster's acidic venom (half if a saving throw vs. poison is successful). The thessalmera cannot spit acid.

The lion jaws' bite causes 3d4 points of damage. The pincer-like tail inflicts 1d12 points of damage on a hit and can grasp one man-sized or smaller opponent. Victims are held immobile and can escape with a successful open doors roll (1d20, with a +5 bonus, one attempt per round).

The dragon head bites for 2d4 points of damage or breathes fire up to six times. The flame extends in a cone 5 feet wide at its mouth, widening to 50 feet at its maximum range of 20 feet. The flame causes 3d8 points of damage (half if saving throw vs. breath weapon succeeds).

The serpentine heads can be killed with 12 points of damage; harming these does not diminish the monster's overall hit points. The thessalmera is always controlled by the lion head unless this is damaged or destroyed, in which case the dragon head takes over. If that is destroyed, the thessalmera becomes a semi-intelligent, frenzied berserker, fearlessly and recklessly attacking everything within reach. When it is done, it retires to a cave to regrow its missing heads.

Thessalmera regenerate 2 hit points every 24 hours. They are resistant to fire (+3 bonus to saving throws vs. heat and fire). They are immune to petrification and acid.

Habitat/Society: These fearsome creatures make their lairs in swamps, jungles, and caverns. They can endure extreme environments with impunity.

Ecology: The cunning thessalmera is often found close to society, where it can feed on livestock and travelers under the cover of night. It prefers human flesh to other meats.

Eggs are worth 8,000 gp. Young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalgorgon

The thessalgorgon is a hybrid of a thessalhydra and a gorgon. It has the scaled, lizardlike body of the thessalhydra, eight snakelike heads, and a bull's head in the middle of the snake heads. The entire body is covered in thick, metallic scales that are a coppery green in color. A thatch of green-black hair covers the top of the bull's head, the chest, and upper forelegs.

Combat: Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 2d6 points of damage plus an additional 2d6 points if the victim fails a saving throw vs. poison.

Four times per day, the thessalgorgon can breathe out a cone of petrifying gas measuring 5 feet at the mouth, 60 feet long, and 20 feet wide at the end. Victims who fail their saving throws vs. petrification are immediately turned to stone.

Thessalgorgons are immune to petrification and all acids.

A fringe head can suffer 12 points of damage before it is severed. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: These monsters prefer caves in wilderness regions.

Ecology: The eggs are worth 7,000 gp and the young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessaltrice

The thessaltrice is a hybrid of a thessalhydra and a cockatrice. The eight fringe heads of the thessaltrice resemble the head and neck of a cockatrice. The wattle, comb, eyes, and tongue are bright red. The green neck is covered with reddish gold feathers. The reptilian torso and tail are deep green with a yellow underbelly. The torso measures 12 feet long (6 feet at the shoulder), while the tail is 8 feet long. Each cockatricelike head and neck measures 6 feet in length.



Combat: The thessaltrice attacks with its circle of cockatrice-like heads. Each head can attack independently with a bite that causes 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The central mouth inflicts 1d10 points of damage plus 1d10 if the victim fails a saving throw vs. poison. Each head can attack independently. Fringe heads take 8 points of damage before they are severed. Lost heads regenerate in 10 days. Damage done to heads does not injure the body.

Each head can, once per day, petrify a victim by touch. This petrification effect can extend into the Astral and Ethereal planes.

Habitat/Society: The thessaltrice prefers warm conditions, such as tropical swamps, jungles, and caverns.

Ecology: Thessaltrice treasure consists of the possessions of petrified victims.

The eggs are worth 5,000 gp and the young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Climate/Terrain:	Planes of Fire, Earth, Magma
Frequency:	Very rare
Organization:	Pairs
Activity Cycle:	Any
Diet:	Stone
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1d2
Armor Class:	2
Movement:	12, Br 3
Hit Dice:	3 (but see below)
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d6 or 4d8
Special Attacks:	Heat, charge
Special Defenses:	Melt weapons, gain hit points from heat/fire attacks
Magic Resistance:	Nil
Size:	M (4′-5′ long)
Morale:	Steady (11-12)
XP Value:	650

Chant has it that the thoqqua — also known as a rockworm or a fireworm — is a creature native to the Paraelemental Plane of Magma. This makes a certain amount of sense, but the fact is, the monster's found just as often on the Elemental Planes of Fire and Earth.

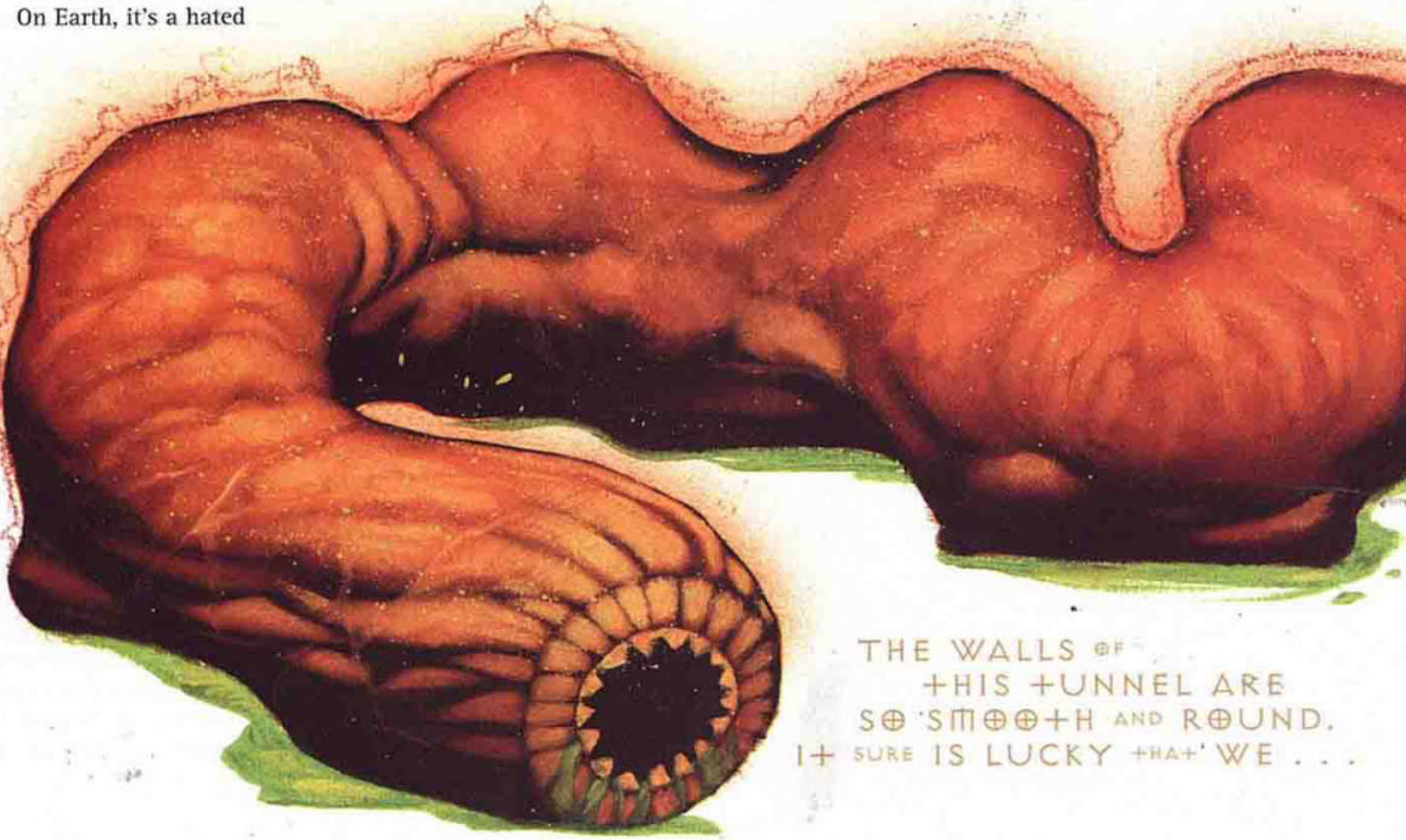
On Earth, it's a hated vermin, attacked on sight by most intelligent denizens of the plane, yet that's also where it's happiest. On Fire, a thoqqua's relatively ignored by the other inhabitants, but its existence is misery. And on Magma, it achieves a balance between the two but never finds true contentment.

See, the thoqqua is a creature of heat and fire that loves stone. It eats minerals and lives within solid rock. This dual nature has led the beast to develop a choleric mood and a foul temper — a thoqqua's never satisfied with its situation. When it comes across a basher, it's as likely to attack him as anything else, just out of mean-spiritedness.

However, that's not due to evil intent. The thoqqua's limited intelligence focuses mainly on self-preservation and finding food. It spends its time burrowing through rock, which it does quite easily thanks to the great heat generated by its long, wormlike body. Chant is that even fire elementals themselves can't boast the heat produced in the heart of a thoqqua. Sure, that's probably a barmy's exaggeration, but it's still true that the creature can melt stone and metal with ease.

Combat: Despite their small size and fairly low Hit Dice total, the thoqquas inspire good, healthy fear in even the toughest of bloods. Inexperienced bashers should avoid them altogether. After all, fireworms give off enough heat to melt through rock — how hard would it be for them to melt their way through a person?

The blistering touch of a thoqqua inflicts 2d6 points of damage. Its most feared attack, however, is its charge into battle; the creature often lunges at a foe from within a

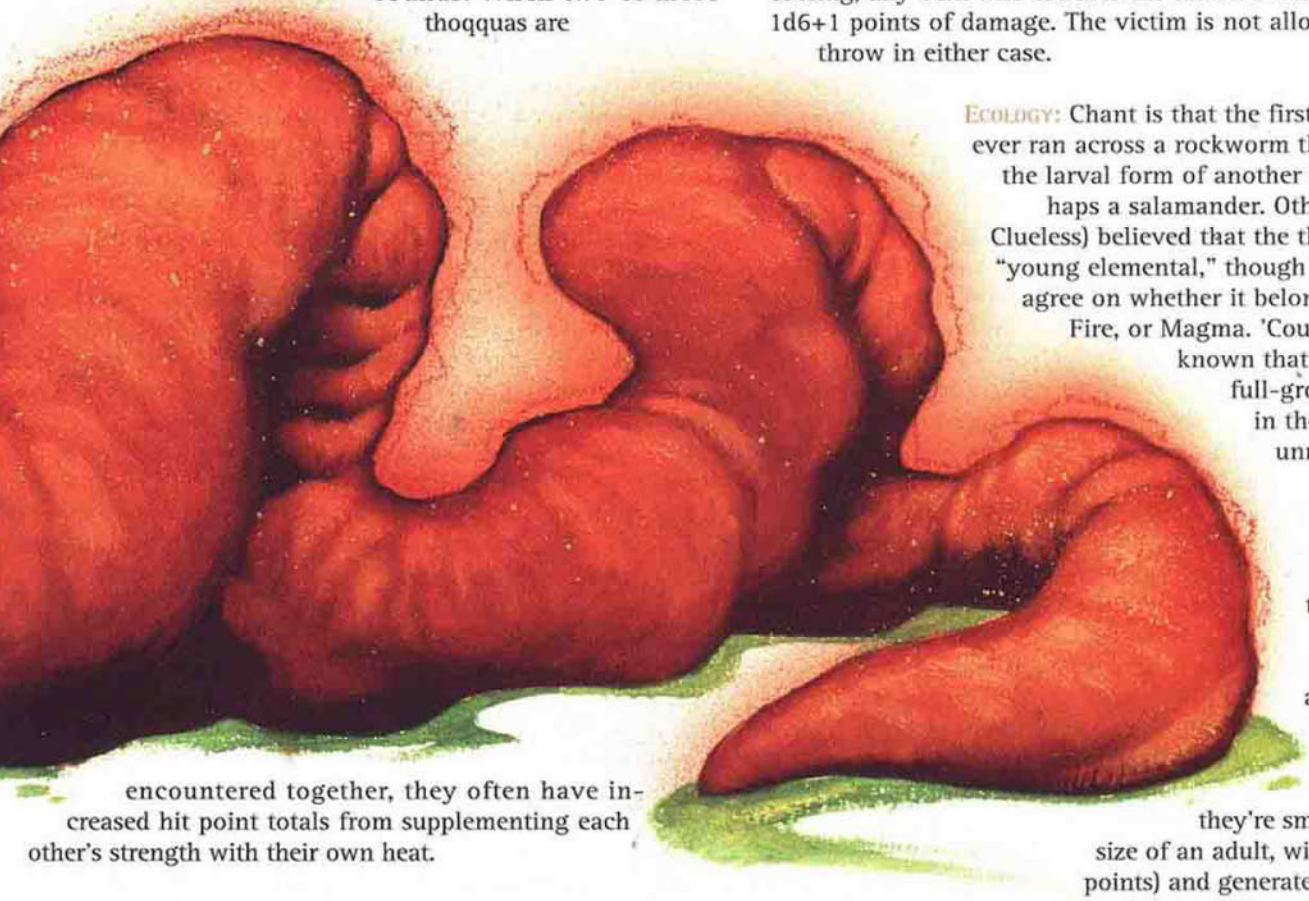


nearby rock wall, floor, or ceiling (imposing -2 to the victim's surprise roll). In doing so, a thoqqua can move at a rate of 48 for up to 30 feet, inflicting 4d8 points of damage due to the heat and the impact.

Whenever a thoqqua strikes a sod (whether in a normal attack or a charge), the victim's equipment, armor, or clothing – whatever is actually touched – must make a successful saving throw or be destroyed by the scalding heat. Against a rockworm's charge, items make their saving throws at -4.

A thoqqua can be struck by ordinary (nonmagical) weapons, but they might melt against its super-hot hide. Those that fail a saving throw are destroyed, and each weapon must make a new save every time it strikes the monster.

Cold-based attacks inflict twice their normal damage on a thoqqua. On the other hand, heat makes a poor weapon. Fact is, when a berk uses a fire- or heat-based attack on a thoqqua, the creature gains one hit point for each point of damage that the assault would've caused. In this manner, it can attain a maximum of 48 hit points, which is twice its normal maximum amount, but the additional points last for only 5d8 rounds. When two or more thoqquas are encountered together, they often have increased hit point totals from supplementing each other's strength with their own heat.



SAY, IS IT JUST ME, OR IS IT GETTING WARM IN HERE?
— THE LEADER OF A CLUELESS EXPEDITION

HABITAT/SOCIETY: The thoqqua appears on many planes. While it doesn't have the power to travel the multiverse on its own, it seems to have a knack for finding vortices and borders which it can use to cross over. While the beast can survive on the planes of Magma, Earth, and Fire (though there's precious little for it to eat on Fire), it's truly at home on none.

On the Elemental Plane of Earth, it burrows endlessly, devouring the melted slag as it goes. Native creatures view these passages as wounds upon their plane and destroy the thoqqua if they can. Certain others, particularly non-natives, appreciate the rockworm for the tunnels it forms. The shad, for example, use thoqqua burrows so frequently that sometimes their priests *charm* the creatures to create passages where the shad wish to go.

A new rockworm tunnel's usually about 4 feet in diameter, and a canny cutter knows to let it cool for a short while before using it. For the first 10 rounds after a thoqqua has passed, the walls of the fresh passage are visibly red-hot and burn anything that touches them (inflicting 1d10+4 points of damage). For 10 rounds after that, even though the rock is cooling, any berk who touches the tunnel's walls still suffers 1d6+1 points of damage. The victim is not allowed a saving throw in either case.

ECOLOGY: Chant is that the first bashers who ever ran across a rockworm thought it was the larval form of another creature, perhaps a salamander. Others (probably Clueless) believed that the thoqqua was a "young elemental," though no one could agree on whether it belonged to Earth, Fire, or Magma. 'Course, today it's known that thoqquas are full-grown creatures in their own right, unrelated to any other beasts. Fireworms reproduce by budding, and thus are asexual. Young thoqquas exactly resemble their sires except that they're smaller (half the size of an adult, with half the hit points) and generate less heat (inflicting half as much damage).

The thoqqua feeds on minerals and rocks of any kind. It attacks other creatures only out of belligerence or self-defense. Few beings prey on the fiery tunneller, though some of the dao and efreet look upon boiled rockworm as a delicacy.

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mental energy
INTELLIGENCE:	Not ratable
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	9
MOVEMENT:	6 (ethereal plane only)
HIT DICE:	3
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionics, absorb: psionics, spells, and intelligence
SPECIAL DEFENSES:	Ethereal existence
MAGIC RESISTANCE:	absorb (See below)
SIZE:	S (3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	1,400



Thought eaters are natives of the Border Ethereal, and they only survive in ethereal form. They appear as sickly gray skeletal bodies with oversized platypus heads. They have webbed skeletal paws, suited to swimming through the ether.

A thought eater has only one desire—to avoid death. For some reason, they die almost instantly on the Prime material plane. Fortunately for them, they have several psionic powers which help to prevent this.

Combat: Thought eaters are unique. They have no combat abilities except their innate psionic talents, even on the Border Ethereal, so they can be easily slain if encountered there.

Thought eaters are far from harmless, however. Although they cannot survive outside the Border Ethereal, their psionic powers extend into the Prime material plane. This is one of the few known examples of transplanar extension.

The thought eaters' psionic sense is always operating. Because of their unique abilities, they can sense psionic activity in the Prime material plane, as well as the Border Ethereal. When they detect psionic activity of any kind, they will shift to the location of the emanations.

Their only "attack" is their innate ability to absorb psionic energy. They can absorb psionic energy within 60 feet of a true psionicist or psionic creature, or within 10 feet of a wild talent. Thought eaters drain 10 psionic points per round and they will also absorb any spell cast in the area as well as memorized spells (5 points per spell level). Finally, they can feed upon Intelligence, with each point converted to 10 PSPs that they absorb. They will feed until all victims die or escape, or until they themselves are sated. This occurs when they reach a number of points equal to their PSPs.

Although they feed on brain power, thought eaters are essentially stupid. Because they lack intelligence, they are immune to all telepathic attacks and controls (psionic or otherwise). Their preferences and the order in which they feed are always the same: 1) psionic points being expended (causes power to fail); 2) magical energy being expended (causes spell to fail; 3) PSPs; 4) memorized spells; 5) Intelligence. Note that if a thought eater consumes all of someone's Intelligence, the victim will become a vegetable (effectively dead). The Intelligence loss is permanent, unless it is relieved by *restore* or psychic surgery. Spells can be rememorized and drained PSPs can be recovered naturally

The thought eaters' feeding frenzy has the sole purpose of maintaining thought eaters in the ether. Their bodies process PSPs the way humanoids process food, at a rate of 3 PSPs/hour. If they run out of points, they drop out of the ether into the Prime material plane and meet an instant death.

Note that ethereal beings are invisible to creatures on the Prime material plane, it is probable that a thought eater will attack and feed unnoticed and uncontested until sated, or until its victims are out of range. Although it only has a movement rate of 6, this is ethereal movement, allowing passage through walls, trees, etc. as if they didn't exist.

Any defense mode except those with a 0 maintenance cost will prevent the thought eaters from feeding. This includes spells like *mind blank*, and magical devices that thwart psionic attacks

Psionics Summary: Thought eaters have 1d100+100 (101-200) PSPs. Their score is 18. They boast a natural, innate form of psionic sense (in a metapsionic power), which operates continuously at no cost to PSPs. They also absorb PSPs-see *Combat*.

Habitat/Society: Little is known about thought eaters, except that they exist solely in the ethereal plane and are very solitary beings. Magical research has indicated that they are not malevolent; their attacks are for the sole purpose of staying alive, the same as any humanoid hunter. Some sages believe that though eaters are the final fate of psionisists, once they die.

Ecology: Thought eaters carry no treasure. When one dies, it automatically drops out of the ether and materializes on the Prime material plane. Of course, they are usually dismissed as platypi that died from starvation.

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Solitary or tribal
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	C
Alignment:	Lawful evil
No. Appearing:	1d6
Armor Class:	6
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	2 or 1
Damage/Attack:	1d3 (claw)/1d3 (claw) or by weapon
Special Attacks:	Paralyzation
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (6½' tall)
Morale:	Champion (15)
XP Value:	270
	Spellcaster, 1st level: 420
	Spellcaster, 2nd level: 650
	Spellcaster, 3rd level: 975
	Spellcaster, 4th level: 1,400

Thouls are magical crosses between ghouls, hobgoblins, and trolls. In spite of their ghoulish blood, they are living creatures, not undead.

Most thouls look just like hobgoblins: about 6½ feet tall, dark skinned, and untidy. Some, however, show clear signs of their troll ancestry. Such thouls can have any of the following characteristics: relatively hairless skin with a greenish cast instead of the dark-red or reddish-orange skin of hobgoblins; slate gray or dull black hair, ropy in texture; long and tubelike noses like a troll's, very different from a hobgoblin's rather canine muzzle.

Like hobgoblins, thouls have yellow teeth. Their eyes— yellow like some hobgoblins or pure white—lack any pupil; this and their somewhat vacant look are traits that point to their troll and ghoul ancestry.

Again like hobgoblins, thouls favor brightly colored clothing, usually blood-red cloth and gleaming-black leather. Their weapons are always well cared for and brilliantly polished.

Thouls have no tongue of their own, speaking hobgoblin instead. Roughly 60% also speak the languages of orcs, goblins, and carnivorous apes. Thouls living among hobgoblins can speak Common if their hobgoblin hosts do. Independent thouls speak Common 20% of the time.

Combat: Like hobgoblins, thouls have infravision with a range of 60 feet and fight equally well in bright light or darkness. Thouls living with hobgoblins share their hosts' hatred of elves.

Thouls can paralyze victims just as ghouls can. A target hit by a thoul's claw must make a successful saving throw vs. paralyzation or be paralyzed for 1d6+2 rounds. Thouls often disdain the use of melee weapons unless they are facing elves, who are immune to the paralyzation effect.

Armed thouls usually carry some kind of sword and a long bow. When injured, a thoul can regenerate one lost hit point a melee round as long as it remains alive.

Habitat/Society: Thouls have a brutal, militaristic outlook, just as hobgoblins do. Independent thouls live in small family groups in caves or ruins. Lone thoul encounters are with hunters and scouts whose business has taken them away from the main group. A thoul lair contains two young for each adult. Immature thouls inflict no damage other than paralysis (victims receive a +2 bonus on saving throws).

Thouls often serve as bodyguards to hobgoblin kings and chieftains. About 25% of subterranean hobgoblin lairs have 2d6 thoul guards (only 5% of hobgoblin surface villages have thouls). Any thoul living among hobgoblins is hated and feared for its superior abilities and status, and a thoul living in a hobgoblin tribe without the sponsorship of a powerful hobgoblin leader is treated as wretched outcast. Frequently, such thoul survive the abuse they suffer only by virtue of their regeneration ability.

Thoul spellcasters are rare but slightly more frequent among thouls living with hobgoblins. Thouls can become shamans of up to 5th level with access to the Necromancy, Healing, and Charm spheres. Thouls can also become 4th-level witch doctors with spells from the Illusion/Phantasm, Enchantment/Charm, and Necromancy schools.

Ecology: Thouls are a viable race but have one of the lowest birthrate among humanoids. Opportunistic hobgoblins, and occasionally orcs, frequently raid independent thoul communities to get young thouls to train as royal bodyguards, assistant shamans, or witch doctors.

Thouls live about 50 years. Thoul guards in hobgoblin lairs live a little longer, due to better food and living conditions.



Thousandtooth

CLIMATE/TERRAIN:	any
FREQUENCY:	very rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	any
DIET:	omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 + up to 8
DAMAGE/ATTACK:	1d6/1d3
SPECIAL ATTACKS:	Petrification, poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4′ diameter)
MORALE:	Elite (14)
XP VALUE:	4000



The thousandtooth is a monstrosity made by mutating a medusa. It looks like an oversized human head with large sharp teeth and solid gray eyes. Rather than a body, it has a roundish lump of flesh behind the head from which sprout 8+1d4 thick reptilian limbs, each ending in the head of a venomous snake. It moves by using three or more of its lower reptilian limbs as primitive legs. Some also have a pair of spindly arms growing from the sides of their fleshy bodies.

Combat: The thousandtooth retains the medusa's ability to petrify flesh, although its power is much weaker than a medusa's. Any creature that comes within 30′ of the thousandtooth must make a saving throw vs. petrification at +2 or slowly change into stone. On the first round after the attack, the victim is *slowed* (as per the spell) but gains a +1 bonus to his armor class due to the stony consistency of his skin. On the third round, the victim is completely petrified. At close range, the thousandtooth attacks with its human-head bite and up to eight bites from its snake-limbs. Anyone struck by a snake-head must save vs. poison or die (type F poison). The thousandtooth must make a saving throw vs. petrification +2 if it sees its reflection.

Habitat/Society: A thousandtooth is a solitary predator, claiming a few square miles as its turf. As it cannot outrun its prey, it must wait for creatures to approach it, so it prefers terrain with places to hide. It reproduces by budding — once a year, one of the snaky limbs drops off and crawls away as an independent creature; after a year of living like a snake it begins to consume massive amounts of food to prepare for its metamorphosis. The snake changes into an adult thousandtooth after a week of hibernation; it can use all its powers and is particularly hungry after the change.

Ecology: The thousandtooth is a destructive predator, attacking anything in its territory that it sees as a threat or competition. This results in a number of statues in its territory as well as an increase in the number of predators in neighboring regions.

CLIMATE/TERRAIN:	Sea of Silt, Tablelands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	K, M, (A)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1+ special
DAMAGE/ATTACK:	2-12 or by weapon +3 (strength)
SPECIAL ATTACKS:	Water drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7′ tall)
MORALE:	Elite (15-16)
XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/4	—/—	12	66

Psychometabolism – *Sciences:* energy containment, shadow-form; *Devotions:* aging, cause decay, displacement, double pain.

A Thrax is a dreadful creature that exists by draining the water from its victims. The thrax is very intelligent and is an implacable foe.

The thrax is humanoid in appearance with a ruddy tinge to its skin. It has dark hair and pointed ears, but it will never be mistaken for an elf. Its features are gaunt and angular, and the eyes of a thrax are a deep blue, like a pool of water. The thrax is a muscular creature; it has long thin arms and fingers that end in small suckers.

Thrax speak all of the languages they knew in their former existence.

Combat: A thrax prefers to attack solitary creatures, either a being out by itself or perhaps a lone sentry on watch over a sleeping camp. The thrax uses its shadow-form to close with the potential victim, solidifying behind him. If the victim is well armored, the thrax will attempts to decay the victim's armor. When the armor falls to pieces around the victim, the thrax attacks with its powerful arms, to hold and drain the victim of all the water in his body.

A successful hit by a thrax on an unarmored victim causes 2d6 points of damage, and the victim must save vs. petrification. Failure means that the thrax has fastened its finger suckers to the victim's skin and has begun to drain the water from the victim. If the intended prey still has armor on, the thrax has a 10% chance per AC point of fastening onto the victim. (Thus, the thrax has an 80% chance of touching someone who is Armor Class 8.)

It takes one turn for a thrax to drain all of the water from a man-sized creature, or roughly one round per 20 lbs of body weight. This causes incredible pain to the afflicted being; each round the victim must make a save vs. death magic or pass out from the pain. Each round that the draining is continued causes a cumulative -2 penalty to the save. When more than 75% of the water is drained, the victim automatically passes out due to dehydration. Note that the -2 penalty also applies to attacks, damage, and any other abilities or actions that the being under attack from the thrax attempts. The pain also prevents the victim from concentrating sufficiently to cast spells or use psionic powers.



A victim who is totally drained of water does not become a thrax, but turns into a desiccated corpse. However, a human who survives an attack by a thrax must make a saving throw vs. death magic, with no modifier, or become a water drainer himself. This is not a disease, but rather a magical curse transmitted by the thrax. This change takes from two to four weeks (d3+1), and during that time the victim has an intense thirst. It requires a *remove curse* to cure the victim of this affliction. The spell must be cast before the victim manifests as a thrax. Only humans are susceptible to this curse.

Habitat/Society: The thrax is an unfortunate creature that can be found anywhere. Since the corpse of a thrax victim is unmistakable, thrax are not common in cities or villages, at least not for long. They usually leave as soon as they discover their curse, or else they are hunted down and wiped out. Outside the villages they lead solitary anguished lives. The thrax remembers what he was like before the change, but he cannot help himself. He is driven to try to survive. At first, the new thrax may even retain his original alignment, perhaps resolving to feed on animals instead of intelligent beings. But the curse continues to work, and after a few months, feeding is the only thing that matters. He also begins to hate those who have not suffered his curse, especially humans and demi-humans.

Ecology: A thrax needs to feed on a victim at least once a day. A thrax can drink water, but it does not provide the nourishment that he requires.

Thrax, Palik

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CLIMATE/TERRAIN:	Kalidnay
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Water
INTELLIGENCE:	Very (12)
TREASURE:	K, L, M
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	9 (52 hit points)
THAC0:	11
NO. ATTACKS:	1
DAMAGE/ATTACK:	2–12 (2d6)
SPECIAL ATTACKS:	Dehydration; psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ 8″ tall)
MORALE:	Elite (15)
XP VALUE:	4,000

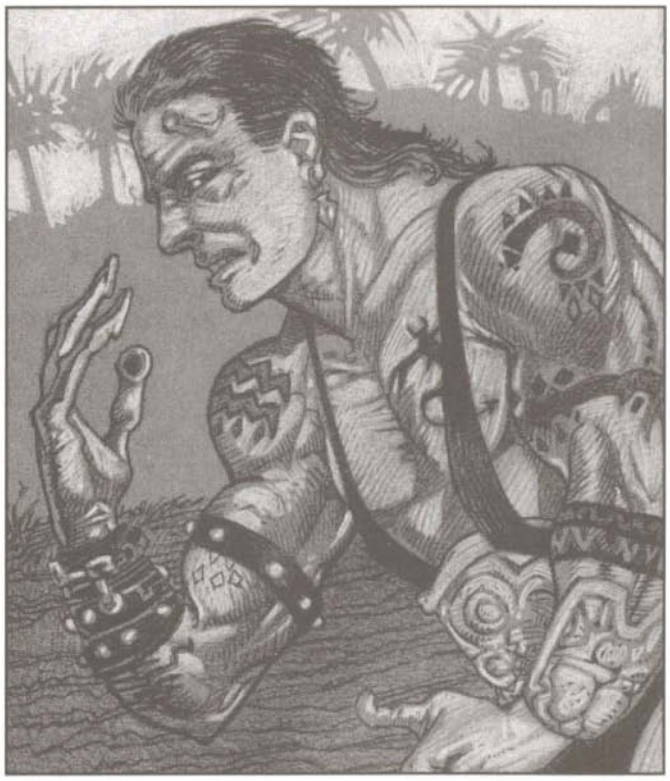
PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
2	1/2/4	— / —	12	66

Psychometabolism—*Sciences:* Complete Healing and Shadow-Form. *Devotions:* Aging, Cause Decay, Displacement, and Double Pain.

Several years ago, the Mists of Ravenloft reached out to the strange and alien land of Athas. Moving across burning sands that stretched endlessly beneath a smoldering crimson sun, the Dark Powers settled over the city-state of Kalidnay. There, a terrible magic was being worked by the twisted templar Thakok-An. His spell failed, and he and his city were drawn into the Demiplane of Dread (the details of this tragedy are presented in the *Forbidden Lore* boxed set). Most of the folk of Kalidnay and the neighboring town of Artan-ak died that day, but some survived and rebuilt the city-state under Thakok-An's guidance. Unknown to the templar, however, the Dark Powers brought other foul horrors of Athas into Ravenloft with him, one of the most dangerous of whom is Palik.

Palik is a thrax, one of the most terrible creatures to be found on Athas. From any distance more than a few feet away, he looks much like a mul—the unique hybrid of dwarf and human found only under the dark sun. His skin is dark and ruddy, a trait not uncommon in Kalidnay, and his ears are pointed like those of an elf. His body is greatly muscled, indicating a tremendous strength that would give even the greatest wrestler pause. His pale blue eyes shimmer like a desert oasis; when not maddened by his all-consuming thirst, they reveal him as a rational, intelligent being.



A closer look at Palik, especially an examination of his hands, will reveal his inhuman nature. Palik's fingers are unnaturally long, fanning out at the tips to end in disgusting suckers. It is this vile adaptation that marks him as a predator of the sands.

Thrax speaks the language of Kalidnay, but knows no other tongue. He can neither read nor write.

Combat: Palik tends to stalk his prey in shadow-form, for, while this reduces him to a movement rate of 6, it makes him both difficult to detect and attack. In this state, he cannot cross open, well-lit areas, but he is impossible to detect without magical or psionic means. He cannot be attacked while in shadow-form, but neither can he himself strike at an enemy. Once Palik has found a victim, he resumes his normal form and attacks with his incredible speed.

If Palik's chosen target wears armor, he will use his psionic ability to Cause Decay in an attempt to destroy it. This requires him to make an attack roll, for he must touch the armor to affect it. A successful use of this power (as described in PHBR5, *The Complete Psionics Handbook*) causes the armor to corrode into useless debris instantly unless it passes a Saving Throw vs. Acid.

If the victim has no armor, or after his or her armor has been destroyed, Palik moves in for the kill. Palik's great blows inflict 2–12 (2d6) points of damage each. An unarmored victim who is successfully hit must make a Saving Throw vs. Petrification. Failure indicates that Palik has attached his deadly suckers to the victim's

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exposed flesh and can begin to drain away the water in his or her body that same round.

If the target's armor has survived Palix's psionic attack, or if the victim has Armor Class bonuses due to Dexterity or magical items (e.g., a *ring of protection*), then there is a chance equal to 10% times the target's AC that the thrax will make contact with bare flesh (thus, Palik has only a 30% chance of using his special attack against someone in plate armor). Anyone with an AC of 0 or less is safe from Palik's water-draining attack, but such a person might still be beaten to death by the enraged thrax.

Once his suckers are attached, Palik begins to feed by absorbing the water from his victim's body. It takes roughly 1 minute per 20 pounds of body weight for a victim's body water to be drained away. Thus, it takes Palik roughly 10 minutes to fully absorb the moisture from a 200-pound man.

The absorption process is extremely painful for Palik's victim. At the end of each round, the victim loses ⅛th of the hit points he or she had when the feeding process started and must make a Saving Throw vs. Death. Failure indicates that the pain has been too great and the victim loses consciousness. As the process continues, the victim suffers a cumulative –2 penalty to the save each round after the first. Any attack or other action made by a character who is currently being drained by the thrax suffers this penalty as well. Once the draining process is 75% complete, the victim always loses consciousness due to the severe dehydration. The pain of Palik's feeding is so great that it is impossible for his victim to cast spells or employ psionic powers while his suckers are doing their evil work.

Those who die from Palik's attack become dried-out husks. From a distance, they look withered and mummified. At the slightest touch, however, the body crumbles away into fine, powdery dust. Once the integrity of the corpse has been broken, resurrection is impossible.

Those who escape from Palik's deadly attack after he has tasted the fluids of their body are in a far more deadly danger. Such persons must make a Saving Throw vs. Death or become a thrax. The transformation of a living man or woman into a thrax is terrible to behold. The process takes 2–4 (1d3+1) weeks, during which time the victim is driven almost mad with thirst and pain. A *remove curse* spell cast upon the victim during this period will instantly end the process. Once the change is complete, however, nothing short of a *wish* can save the victim. Only humans can be transformed into thrax; all other races are immune to the process.

Habitat/Society: When Thakok-An and the city of Kalidnay were drawn into Ravenloft, Palik was stalking a wandering merchant near what is now called Bleak Knoll. He was about to strike when the young man cried out in pain and toppled over. Indeed, Palik himself felt a brief instant of agony. Curious, the thrax moved nearer to the body and examined it. He had clearly been robbed of a victim, for the fellow was dead, but the cause of death was impossible to determine. Palik shrugged and set the matter aside as he drained the corpse of water, leaving a dried-out and withered body.

After feeding, Palik stood and looked around. To his horror, he saw that the entire landscape of Kalidnay had changed. No longer could he see the splendid stone spire of the Great Spear to the north or the low, jagged ridge of the Cracked Spine to the west. Now, the city was an island at the heart of the Sea of Silt. What terrible magic might have caused this he could not imagine.

In the years that have passed since Kalidnay became a domain of Ravenloft, Palik has watched the population of the city grow from the handful that survived the mysterious transition into a great host. He has managed to survive and to keep his presence fairly secret by feeding on escaped slaves, lone travellers on the road to Artanak, and the occasional adventurer. Secrecy and concealment are utmost in his mind when he is hunting.

He has learned something of the nature of Ravenloft from encounters with outsiders. He has decided that he must escape the close confines of Kalidnay and travel through these other lands. He believes, correctly, that there are few (if any) of his kind in this strange demiplane besides himself. This anonymity would enable him to move freely about and hunt openly again, something he desires more than anything else.

Ecology: Palik's kind have long been known and hated on Athas. As such, he knows that a concerted effort will be made to destroy him if the people of Kalidnay learn of his existence. Because of this, he is always careful to destroy the bodies of his victims and to make certain that no one he attacks escapes to tell the day. On the latter note, he is also very careful not to allow the creation of another thrax.

Adventure Ideas: Palik's burning desire to escape Kalidnay is a fine source of adventure scenarios. Arranging for the players to meet him is easy enough once they are in Kalidnay City. Every so often, strong-looking men and women are "recruited" by the templars there to serve as gladiators in the arena. In addition, any wizards spotted in the domain are hunted down and killed in an ongoing effort to root out defilers. Either of these events is likely to send the PCs fleeing from the city and into the wilds to the north where Palik stalks prey. He almost always takes time to converse with outsiders before killing them in hopes that they can help him leave behind this island in the Sea of Silt.

Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	Clutch and pack
Activity Cycle:	Constant
Diet:	Carnivore
Intelligence:	Average to high (8–14)
Treasure:	Varies
Alignment:	Chaotic neutral
No. Appearing:	2d12
Armor Class:	5
Movement:	18
Hit Dice:	6+3
THAC0:	13
No. of Attacks:	5 or 2
Damage/Attack:	1d4 (x4)/1d4+1, or 1d4+1 and by weapon
Special Attacks:	Paralyzation
Special Defenses:	Missile dodge
Magic Resistance:	Nil
Size:	L (11' long)
Morale:	Fanatic (17–18)
Level/XP Value:	1,400
Psionics Summary:	Varies
Player's Option :	MAC 7

The figures given above are for mature adult thri-kreen. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

	HD	Claw/bite THAC0	XP	Damage	Special Ability
Larva	1+3	19	65	1/1	–
Child	2+3	17	120	1/1	–
Young	3+3	17	175	1d3/1d3	leap
Young adult	4+3	15	270	1d3/1d3	–
Adult	5+3	15	975	1d4/1d4+1	venom, chatkcha
Mature adult	6+3	13	1,400	1d4/1d4+1	dodge missiles

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They are found in most areas of Athas and they prefer to roam the plains where they have hunting territorres. Thri-kreen have no need of sleep and can remain active through the day and night.

Mature adult thri-kreen are 7 feet tall at the shoulder and 11 feet long. Six limbs protrude from their midsection, two are used for walking and the other four end in hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated law structure that manipulates food as the thri-kreen chews. The antennae help the individual to maneuver through brush and grasslands in the darkness (they also lessen any melee combat penalty from darkness or blindness by 1; missile combat is not affected). Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The two subspecies of thri-kreen found in the Tyr Region are the jeral and the to'ksa. Jeral have short necks and antennae. Their hands each have three fingers and the shells of their abdomens are segmented. To'ksa have four-fingered hands, long necks, and long antennae They also have a long, solid shell that covers the top of the abdomen, and a thin layer of skin that covers the rest of their chitin.

The thri-kreen native language uses several sounds found in humanoid languages, but also uses clicks and grinding sounds. While it is difficult for other creatures to speak this tongue, it is lust as difficult for thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some (perhaps 30%) understand common.

Combat: The majority of thri-kreen are hunters, concerned primarily with finding enough prey to support the pack. Thri-kreen hunters seldom attack other sentient beings for food, but will defend themselves if attacked. Some thri-kreen have strayed from hunting and have begun raiding, these thri-kreen are the scourge of all other creatures. Thri-kreen attack in a well-coordinated group, generally weakening their enemies with psionics and missile weapons before engaging in melee. They also stalk prey and are relentless in their pursuit Because thri-kreen do not sleep, their ability in siege combat is superior. A raiding party can continue an assault long after their opponents have tired. Though thri-kreen can win most battles by force, they win some through attrition and endurance.

The thri-kreen's chitinous exoskeletons give them AC 5 naturally Thri-kreen are immune to *charm person* and *hold person* spells. Unarmed, thri-kreen can attack with 4 claws and 1 bite attack per round. If using a weapon, thri-kreen can attack with weapon and bite. The gythka, a polearm with a blade at each end, can slash for 1–6 (1d6) points of damage against man-sized or smaller targets, or 1–10 (1d10) points of damage against larger targets. The gythka can be thrown as a spear to inflict 3–8 (1d6+2) points of damage. Thri-kreen also learn special combat maneuvers as they grow older, learning all by the time they are mature adults.

Leap: This ability allows thri-kreen to leap 20 feet straight up or 50 feet forward. They cannot leap backward.

Chatkcha: This is a crystalline throwing wedge. A thri-kreen can throw 2 chatkcha per round, as far as 270 feet. A chatkcha causes 3–8 (1d6+2) points of damage when it hits, and returns to the thrower when it misses. Generally, only adult thri-kreen use the chatkcha. The thri-kreen ceremony of adulthood is associated with the chatkcha.

Venom: This venom is delivered through an older thri-kreen's bite. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2–20 (2d10) rounds, man-sized for 2–16 (2d8) rounds, large creatures for 1–8 (1d8) rounds, and huge and gargantuan creatures for only 1 round.

Dodge missiles: A mature thri-kreen can dodge missiles fired at it with a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical mis-

siles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: Some thri-kreen have psionic wild talents. There is a 50% chance that any thri-kreen will have a psionic wild talent, described in *The Complete Psionics Handbook*.

Magical items: Thri-kreen can use most magical items, though those designed for humanoid creatures cannot be worn properly, so do not function for a thri-kreen.



Habitat/Society:

Thri-kreen hatch from eggs. Those who hatch from the same group of eggs are considered a clutch. The bond of a clutchmate goes beyond family or friendship. When thri-kreen enter humanoid society. they still feel compelled to belong to a clutch and often accept humanoids as clutchmates.

In their natural habitats thri-kreen organize into hunting packs. There are no permanent thri-kreen communities. Each pack consists of several clutches and ranges over a wide territory that the pack considers to be theirs for purposes of hunting. Small packs consist only of mature adults. Packs of more than eight thri-kreen are about two-thirds mature adults and one-third other age categories (in about equal numbers).

Thri-kreen clutches and packs are organized along a strict order of dominance. The toughest member is the leader, the second most powerful is the second in command, and so forth. A thri-kreen can challenge a superior for dominance, initiating a contest. The combatants fight until one surrenders *or* dies. Afterward, the matter is settled and there are no lingering resentments, because all thri-kreen agree that a strong leader makes a strong pack. The challenger is doing what is best for the pack, not seeking personal gain, and after a challenge, both individuals can go about their business, confident of their status within the group.

When thri-kreen are not engaged in hunting, they make and repair weapons, teach skills to their young, and create works of art, usually sculpture. Thri-kreen also decorate their chitin with etchings or sometimes paints. Thri-kreen also pride themselves in the quality of their weapons, especially the chatkcha. Many chatkcha are decorative as well as functional and have designs carved into them. Some chatkcha become heirlooms and are passed on from generation to generation within a pack. If an heirloom chatkcha is lost or stolen, thri-kreen consider it a point of honor to recover it.

Thri-kreen are monogamous and never betray the bond between mates. Mating usually takes place late in the year at the time of the ascending sun. From 10–30 eggs are laid approximately 30 days later. Eggs not eaten by predators hatch about 60 days later Thri-kreen advance one age category per year until they become mature adults. A thri-kreen seldom lives for more than 35 years.

Ecology:

Thri-kreen are carnivores. They seldom hunt other intelligent creatures for food, but will do so in times of need. Mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace at best. When raiding instead of simply hunting, thri-kreen are rarely interested in items with monetary value, usually concentrating on those things they can eat. Thri-kreen packs carry little that could be considered treasure, though their weapons and tools are considered valuable by some. Thri-kreen chitin can also be used for armor by humanoids if care is taken.

Thri-Kreen, Tohr-Kreen (Mantis Noble)

CLIMATE/TERRAIN:	Any but the Forest Ridge
FREQUENCY:	Rare
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very to Genius (11-18)
TREASURE:	R, S (C)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1(75%)1-4(25%)
ARMOR CLASS:	3
MOVEMENT:	36
HIT DICE:	7-12
THAC0:	7-8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	5 or 3
DAMAGE/ATTACK:	1-6 (x4)/2-7 or by weapon
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Dodge missiles on a roll of 11 or better
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10')
MORALE:	Elite (15-16)
XP VALUE:	7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000 12 HD: 7,000 Psionicist—add 2,000
PSIONICS:	10% chance



Tohr-kreen are larger, cultured versions of thri-kreen. They are more civilized than their smaller cousins, and not nearly as aggressive. However, when they do fight, they are more deadly than the thri-kreen. They are occasionally met travelling about Athas, but none are native to the known lands. Rumors say that they may be from a city located far away, but no tohr-kreen will ever reveal the whereabouts of this city or if it even exists.

A tohr-kreen resembles its smaller cousin and may even be mistaken for one. They resemble a huge praying mantis with the sandy yellow coloring of a mantis warrior. They have dark purple or black eyes and wear a leather harness to carry weapons and other possessions. Tohr-kreen grow to as much as 10′ high and 13′ long and weigh from 300 to 400 pounds. They carry normal weapons and shields, or the special weapon that the thri-kreen have developed, the gythka. They have also developed an improved version of the chatkcha, called a kyorkcha. A tohr-kreen encountered on the road usually has a specially made backpack, filled with art treasures and books it can't part with.

Tohr-kreen speak the language of the thri-kreen, and their own language as well. Additionally, they speak 1-4 other languages.

Combat: Tohr-kreen are vicious fighters in combat, stopping at nothing to win. The fact that a tohr-kreen comes from a more advanced culture than a thri-kreen is not apparent to anyone who has to face one in combat.

In melee tohr-kreen can attack with their four front limbs, doing 1d6 damage with each limb. They can also use a paralyzing bite. Their paralytic poison is much stronger than that of their smaller cousins. A save vs. paralyzation at a -4 penalty must be made or the victim is paralyzed for 2d6 rounds. If the save is failed, the victim must also save vs. poison or take an additional 20 points of damage from the shock to his nervous system.

Tohr-kreen also use weapons, favoring long pole arms and two-handed swords. It is possible for a tohr-kreen to use two two-handed swords at once, one on each side. They may also carry a shield, which improves their AC by 1. They are adept at the use of the gythka, the wicked bladed pole arm that the thri-kreen have developed. They have improved on the design of the chatkcha, the throwing wedges of the mantis men. They have developed the kyorkcha, a missile weapon similar to an edged boomerang, with spines along the side, thrusting out to do additional damage. A gythka causes 1d10 points of damage when used as a melee weapon, and it may be thrown for 1d6 +2 points of damage. The kyorkcha does 1d8 +2 points of damage when thrown, and if it misses its target, it automatically returns to the thrower. The typical kyorkcha is edged on both sides, but 25% of them are blunt near the back curve. Such weapons can be used to knock out a foe. The tohr-kreen has a -1 penalty attack roll penalty when using a kyorkcha in this manner. The chance of causing unconsciousness is 3% per point of damage caused. Only 25% of the damage caused is permanent if the weapon is used in this fashion. A typical tohr-kreen carries 2-5 (1d4 + 1) of these weapons, and 50% of all kyorkchas are actually made of metal. Metal kyorkchas do an extra point of damage.

A tohr-kreen may dodge missiles as a mantis warrior, but they are larger and have a harder time getting out of the way. They need a roll of a 11 or better to dodge a missile. They can leap 30 feet up or 70 feet forward.

Tohr-kreen with psionic powers all prefer the telepathic and psychometabolic disciplines over any others.

Tohr-kreen have a 5% chance per level to possess a magic weapon, shield, or miscellaneous magic item and a 90% chance to carry 1d8 magic potion fruits. No tohr-kreen can ever cast mage spells, although they have no qualms about using magical items.

Tohr-kreen do not like cold weather. If the temperature drops

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below freezing, tohr-kreen receive a -1 penalty to their initiative and attack rolls. They also have a -1 penalty to save versus magical cold attacks. A tohr-kreen traveling through the mountains usually has a specially cut cloak to help protect them from the cold, or else a magical device like a *ring of warmth.*

Habitat/Society: Tohr-kreen come from far away. They are supposed to have a culture somewhere, but no one has ever been able to find it or to make a tohr-kreen tell where it is. It is not known if the tohr-kreen who leave their home are under a *geas* or just extremely stubborn. Those who know the thri-kreen believe that either explanation is equally likely.

Tohr-kreen encountered are usually lone travellers; there is only a 25% chance that more than one are encountered. They are not reluctant to visit the abodes of demi-humans, always in an attempt to learn new things. Tohr-kreen are also purchasers of artworks, usually small adornments that they can wear or small paintings that are nice to look at. A tohr-kreen's taste differs from the rest of Athas, so an item an artist may consider junk could get an offer from a tohr-kreen of 10 times its supposed worth, while a highly priced item is passed over entirely.

Tohr-kreen never stay in one place long, and it is not really known if they return to their faraway home or if they have been banished forever. Tohr-kreen are very reticent to talk about their home or their background, although their are eager conversationalists about almost any other subject. Tohr-kreen have become fast friends with humans and demi-humans, even being accepted by certain broad-minded elves.

One trait cited to prove that tohr-kreen are more advanced than their thri-kreen cousins is that a tohr-kreen has no interest in eating elf flesh. A tohr-kreen seems to consider the eating of intelligent beings cannibalism and will never consider it. Of course, few elves believe this, and a tohr-kreen may be called upon to defend itself if it encounters them.

The tohr-kreen also differs from the mantis warriors in that a tohr-kreen does not share the fascination for the hunt. They are just as single-minded as a mantis warrior, but their purpose has passed that of mere survival. In most, the quest for knowledge has replaced the need for the hunt. A human entertaining a tohr-kreen guest may leave him at night reading in the library, and return in the morning to find that the tohr-kreen has not moved, except to fetch more books or scrolls.

Tohr-kreen and thri-kreen do share the same feeling about clutch-mates. Someone who befriends a tohr-kreen has made a friend for life. With their reserved natures and nomadic lifestyle, this is not a common occurrence. A tohr-kreen's clutch-mate can count on his friend to defend or avenge him, as the case may be.

Relations with thri-kreen are usually civil, although tohr-kreen seem to think of mantis warriors as barbarians, uncultured and uncouth. Generally, a tohr-kreen does not make friends with a thri-kreen, treating them as poor, uncultured cousins. The thri-kreen understandably resent this and look upon tohr-kreen as uppity snobs. The fact that the tohr-kreen are unquestionably better in battle usually keeps relations from getting too strained, however. A tohr-kreen may travel with a pack of thri-kreen, for a while. However, the thri-kreen's constant search for food and preoccupation with the hunt generally becomes boring to a tohr-kreen, and he usually leaves after only a short while.

Tohr-kreen have much better stamina than a thri-kreen. They also never need to sleep and can exist on 1/2 of the water that a thri-kreen requires (1/4 of a gallon per day).

One trait that tohr-kreen share with most humans is fear and loathing of mages, defilers in particular. A tohr-kreen has little respect for someone who does not seek to oppose defiling magic, feeling that anyone who allows the world to be destroyed for the sake of magic is not worthy of their notice. They are wise enough not to actively oppose the sorcerer-kings, and they do their best to avoid contact with any king's templars. Negotiation and even bribery are used if templars attempt to arrest or detain a tohr-kreen. If this fails, the tohr-kreen is 75% likely to explode into action, killing or subduing the templars and fleeing the city. If the tohr-kreen does not immediately fight, it is only because he is awaiting a better opportunity.

There is no record of a female ever laying a clutch of eggs in the lands of Athas. They either return home to lay their eggs or the scarcity of tohr-kreen makes it difficult for them to find mates.

A tohr-kreen can crossbreed with a thri-kreen, but again, there is no record of this ever happening in Athas. They have also broken the cycle that causes so many thri-kreen to die before reaching maturity; unlike thri-kreen, the mantis nobles never eat their young, even the ones who do not survive. This raises the survival rate of the young to almost 50%. A young tohr-kreen has 2HD, a THAC0 of 19, and attacks for 1 point for each arm and bite. A tohr-kreen larvae gains a Hit Die every two years and matures in fourteen years. Tohr-kreen show no effects of aging until they reach at least 50 years and may live for as long as 75 years.

Ecology: Tohr-kreen come from the steppelands north of the Ringing Mountains. Since they have the same, or better, survival traits that a thri-kreen has, it is always assumed that their homeland is a barren desert. This is by no means sure—it may just be a racial trait. Whatever the truth of the matter, a tohr-kreen is very hard to kill. All tohr-kreen possess survival proficiency in all terrain types except the Forest Ridge.

Tohr-kreen weapons are very rare and very valuable. A gythka or a harness in good condition is worth as much as 25 sp. A kyorkcha is worth 2d6 sp to a collector and 1d6 sp to a warrior. Mantis men particularly prize the kyorkcha and pay double collectors' prices. A metal kyorkcha is worth 1d4 gold pieces, twice that to a thri-kreen or to a collector. A metal kyorkcha with a blunt side may bring as much as 5 gp from a gladiator or warrior, since it can be used without cutting an unarmored hand. It requires two proficiency slots to learn to use the kyorkcha, and a tohr-kreen or thri-kreen who is proficient in it must provide the training. For obvious reasons, this is very rare. A tale is told of a sorcerer-king who has a tohr-kreen gladiator in his stable, said gladiator being forced to teach the other members of the stable the use of this weapon. This weapon is an exception to the normal rules pertaining to gladiators; the kyorkcha is not automatically known. A gladiator need only spend one proficiency slot to learn it, however.

Tohr-kreen skulls may be hollowed out to make excellent great helms. An exoskeleton may be mounted intact as a trophy, and one sorcerer-king is alleged to have three of these large, magically animated skeletons guarding his water supplies.

Tohr-kreen usually have 1d6 valuable gems earmarked for art or book purchases. Since tohr-kreen have photographic memories, they need only read a book once. All tohr-kreen encountered can read and write, a fact that they share only with clutch-mates or close friends.

	J'ez	J'hol
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common in the North, very rare elsewhere	Common in the North, very rare elsewhere
ORGANIZATION:	Clutch and state	Clutch and state
ACTIVITY CYCLE:	Constant	Constant
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to genius (8–18)	Average to excentional (8–16)
TREASURE:	U (see below)	U (see below)
ALIGNMENT:	Any lawful	Any non-good
NO. APPEARING:	3d12	3d10
ARMOR CLASS:	5	5
MOVEMENT:	18	18
HIT DICE:	6+3	6+3
THAC0:	13	13
NO. OF ATTACKS:	5 or 2	5 or 2
DAMAGE/ATTACK:	1d3 (×4)/1d6+1 or 1db+1 and by weapon	1d4 (×4)/1d4+1 or 1d4+1 and by weapon
SPECIAL ATTACKS:	Paralyzation	Leap
SPECIAL DEFENSES:	Missile dodge	Missile dodge
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9' long)	M (6' tall)
MORALE:	Elite (15–16)	Fanatic (17–18)
LEVEL/XP VALUE:	1,400	1,400
PSIONICS SUMMARY:	Nil	Nil
PLAYER'S OPTION:	MAC 6	MAC 7

Tohr-kreen are large, intelligent insects, very similar to thri-kreen. Tohr-kreen build permanent settlements in the lands far to the north of the Tablelands, home to Tyr and the other humanoid city-states. For many years, the tohr-kreen have sent scouts to the Tyr region These scouts are called *zik-trin'ta* by other tohr-kreen, but are known as tohr-kreen to the peoples of the Tablelands. The zik-trin'ta are known as tohr-kreen in the MONSTROUS COMPENDIUM appendix for the DARK SUN campaign setting.

The most common tohr-kreen of the north are the j'ez, who have black chitin, and the j'hol, who are smaller and have red chitin. Members of both species have aggressive natures. Both are similar in most ways to thri-kreen.

J'ez Tohr-kreen

The figures given above are for mature adult j'ez. Others have the following abilities. based on their age (they age one age category every two years until they reach mature adult):

	HD	Claw/bite THAC0	XP	Damage	Special Ability
Larva	1+3	19	65	1/1d2	–
Child	2+3	17	120	1/1d3	–
Young	3+3	17	175	1d3/1d4	leap
Young adult	4+3	15	270	1d3/1d6	venom
Adult	5+3	15	975	1d4/1d6+1	chatkcha
Mature adult	6+3	13	1,400	1d4/1d6+1	dodge missiles

J'ez have black chitin and four-fingered hands. Skin stretches over their chitin and they have long antennae. J'ez also have mouths that are odd for kreen. The general arrangement is circular, and the j'ez have inward-pointing fanglike parts around the circumference of their relatively flexible mouths. Extensions reach from the sides of the mouth and help secure food to be taken in by the "fangs," which dispense the tohr-kreen's venom.

Combat: J'ez enjoy combat and war and are good military leaders. They prefer to use psionics against their opponents when possible, closing to melee when psionic attack is not an option. J'ez prefer manufactured weapons, especially the gythka, that can slash for 1–6 (1d6) points of damage against targets of man-size or smaller, or for 1–10 (1d10) points of damage against a larger target. Like thri-kreen, j'ez tohr-kreen have a natural AC 5 because of their exoskeletons, and are immune to hold person and *charm person* spells. They learn other special abilities as they age.

Leap: This ability allows j'ez to leap 20 feet straight up or 50 feet forward. They cannot leap backward.

Venom: A bite delivers this venom. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2–10 (2d10) rounds, man-sized for 2–8 (2d8) rounds, large creatures for 1–8 (1d8) rounds, and huge and gargantuan creatures for 1 round.

Chatkcha: J'ez can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 3–8 (1d6+2) points of damage when it hits, and returns to the thrower when it misses.

Dodge missiles: Mature j'ez can dodge missiles fired at them with a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: Many j'ez (50%) are psionicists. The rest have psionic wild talents (see *The Complete psionics Handbook).*

Magical and psionic items: J'ez never use magical items, but all have at least one item with psionic powers.

Habitat/Society: J'ez usually live in rocky badlands and sandy wastes, terrain that exists throughout most of their nation in the North. J'ez are often psionicists and philosophers, but tend to be aggressive. Their philosophy requires them to remain combat capable. J'ez have mating habits and gestation periods similar to those of thri-kreen. J'ez can live to be 80 years old.

Ecology: Tohr-kreen are carnivores. They build towns and cities. They work with a similar species, the *zik-chil,* to produce zik-trin'ta scouts.

J'ez architecture and art are average, but their literature is superb Treasure carried by a j'ez is often books and gems (substitute psionic items for any indicated magical items).

J'hol Tohr-kreen

The figures given are for mature adult j'hol. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

	HD	Claw/bite THAC0	XP	Damage	Special Ability
Larva	1+3	19	65	1/1	-
Child	2+3	17	120	1/1	-
Young	3+3	17	175	1d3/1d3	leap
Young adult	4+3	15	270	1d3/1d3	chatkcha, kyorkcha. dodge missiles
Adult	5+3	15	975	1d4/1d4+1	venom
Mature adult	6+3	13	1,400	1d4/1d4+1	-



A j'hol has red chitin, three claws per hand, and large antennae. A j'hol's abdomen is small compared to other kreens, and the j'hol is almost humanoid in appearance. A j'hol is better built for stony barrens and rocky badlands, terrain that exists throughout most of its nation.

Combat: J'hol enjoy combat. Many have warrior character classes and some are psionicists. J'hol prefer long-range combat with missiles and psionics, but also use then leaping ability to charge into combat (standard charging adjustments, –2 to initiative, +2 to attack rolls, and a +l penalty to AC). J'hol usually enter melee using a gythka, but also fight with claws and bite if necessary. J'hol tohr-kreen have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They also learn other special abilities as they grow older.

Leap: This ability allows j'hol to leap 30 feet straight up or 60 feet forward They can leap backward 10 feet.

Chatkcha: J'hol can throw two chatkcha or kyorkcha per round, as far as 270 feet. A chatkcha causes 3–8 (1d6+2) points of damage, the kyorkcha, 3–10 (1d8+2) points of damage. Both weapons return to the thrower if they miss.

Dodge missiles: Mature j'hol can dodge missiles fired at them on a roll of 8 or better on 1d20. They cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Venom: Though j'hol produce venom like other kreen, most use it to produce the crystal needed to make chatkcha and kyorkcha. Only 5% of j'hol actually have a venomous bite. Their venom paralyzes most creatures for 1–4 (1d4) rounds, huge and gargantuan creatures for only 1 round.

Psionics: At least one j'hol (and as many as 25%) in a group is a psionicist. About 50% of the rest have psionic wild talents, described in *The Complete Psionics Handbook.*

Magical and psionic items: J'hol rarely use magical items, but sometimes carry items with psionic powers.

Habitat/Society: J'hol are more inclined toward building and crafting the other tohr-kreen. Their cities are elaborately made, and usually quite large, with vast parks, ornate decorations, high walkways, and tall spires.

Popular professions among j'hol include the psionicist and all warrior professions. Gladiators are rare among j'hol, but j'hol enjoy combat and like watching gladiatorial contests; their arenas are some of the most popular in the North.

J'hol have mating habits and gestation periods similar to those of thri-kreen and can live to be 50 years old.

Ecology: J'hol are builders and make fine cloth'ing and tools, and they are the only kreen who routinely work metal J'hol make beautiful crystalline weapons. For indivlduals, a finely made crystalline weapon (a chatkcha or kyorkcha, or a gythka with crystalline heads) should be substituted for indicated art objects, while a psionic item should be used if a magical item is indicated.

	T'keech	Tondi
Climate/Terrain:	Any land	Any fertile land
Frequency:	Uncommon in the North	Rare, and only in the North
Organization:	Clutch	Solitary or clutch
Activity Cycle:	Constant	Constant
Diet:	Carnivore	Carnivore
Intelligence:	Average to high (8–14)	Average to exceptional (8–16)
Treasure:	Varies	Varies
Alignment:	Neutral good	Neutral
No. Appearing:	2d4	1d6
Armor Class:	5	5
Movement:	18	18
Hit Dice:	6+3	6+3
THAC0:	13	13
No. of Attacks:	5 or 2	5 or 2
Damage/Attack:	1d4+1 (×5) or 1d4+1 and by weapon	1d4 (x4)/1d4+1 or 1d4+1 and by weapon
Special Attacks:	Paralyzation	Paralyzation
Special Defenses:	Dodge missiles	Camouflage
Magic Resistance:	Nil	Nil
Size:	M (7′ tall)	L (11′ long)
Morale:	Elite (15–16)	Fearless (19–20)
Level/XP Value:	1,400	1,400
Psionics Summary:	Nil	Nil
Player's Option:	MAC 8	MAC 7

These tohr-kreen are large, intelligent insects similar to thri-kreen. Like other tohr-kreen, t'keech and tondi are found in permanent settlements far north of the Tyr region. They seldom build their own settlements, however, and are usually found among other tohr-kreen.

T'keech have green chitin and are relatively non-aggressive. Tondi have a similar temperament, but have chitin that is a pinkish-purple in color.

T'keech Tohr-kreen

The figures given above are for mature adult t'keech. Others have the following abilities. based on then age (they age one age category every two years until they reach mature adult):

	HD	Claw/bite THAC0	XP	Damage	Special Ability
Larva	1+3	19	65	1/1d2	—
Child	2+3	17	120	1/1d3	—
Young	3+3	17	175	1d3/1d4	leap
Young adult	4+3	15	270	1d3/1d6	venom, chatkcha
Adult	5+3	15	975	1d4/1d6+1	—
Mature adult	6+3	13	1,400	1d4/1d6+1	dodge missiles

T'keech have green chitin, indicating that they once lived in areas where plants were common. The green is a fairly dark shade, with lighter green along the thorax and abdomen. T'keech have small abdomens and are similar in build to j'hol. T'keech have long antennae and four-clawed hands.

Combat: T'keech do not seek combat, but are quite capable when challenged. They refer melee combat and almost always attack without weapons, using their claws and bite. A group of t'keech includes one priest or druid and one with a warrior character class (usually a ranger). T'keech have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They develop other abilities as they grow older.

Leap: This ability allows t'keech to leap 30 feet straight up or 60 feet forward. They can leap 10 feet backward.

Venom: A bite delivers thus venom. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2–20 (2dl0) rounds, man-sized for 2–16 (2d8) rounds, large creatures for 1–8 (1d8) rounds, and huge and gargantuan creatures for 1 round.

Chatkcha: T'keech can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 1d6+2 points of damage when it hits, and returns to the thrower when it misses.

Dodge missiles: Mature t'keech can dodge missiles fired at them on a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: About 50% of t'keech have psionic wild talents, described in *The Complete psionics Handbook.*

Magical and psionic items: T'keech rarely have contact with magical items, but use such items if possible (unless the item is made specifically for a humanoid). T'keech sometimes use psionic items.

Habitat/Society: Most t'keech serve as laborers in the northern tohr-kreen nations. Small clutches of t'keech are found in each nation. T'keech are almost never nomadic, but some clutches have small, independent settlements near oases. T'keech prefer to live in scrub plants and near oases, though they can be found anywhere in the North.

T'keech have mating habits and gestatron periods similar to those of thri-kreen. They can live to be 75 years old.

Ecology: Tohr-kreen are carnivores. They almost always live in permanent settlements. T'keech produce quality crafts, but are seldom artists. Treasure carried by a t'keech usually consists of tools, weapons, and simple pieces of art.

Tondi Tohr-kreen

The figures given are for mature adult tondi. Others have the following abilities, based on their age (they age one age category per three years until they reach mature adult):

	HD	Claw/bite THAC0	XP	Damage	Special Ability
Larva	1+3	19	65	1/1	camouflage
Child	2+3	17	120	1/1	—
Young	3+3	17	175	1d3/1d3	—
Young adult	4+3	15	270	1d3/1d3	venom, chatkcha
Adult	5+3	15	975	1d4/1d4+1	leap
Mature adult	6+3	13	1,400	1d4/1d4+1	dodge missiles

The tondi are the most unusual of kreen. Their chitin is a mottled, pinkish-purple, and the exoskeletons of their abdomens are elaborately decorated with protrusions. When still, tondi look like giant flowers, or outcroppings of rock crystal (found in some places in the North). Besides their odd chitin, tondi

are similar to other kreen. They have abdomens as large as those of to'ksa thri-kreen, long antennae, and three-clawed hands.



Combat: Tondi avoid combat and usually avoid contact with non-kreen altogether. Almost all tondi who choose a profession become druids. An individual encountered has druidic abilities. while one of any group of tondi is a druid as well.

If forced into combat, tondi prefer psionics and spells if possible, then missile combat, then melee combat. In melee, they rely on their wits and weapons. Tondi have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They also learn other special abilities as they grow older.

Venom: The venom of the tondi, delivered through the bite, is somewhat different from the venom of other kreen. The victim of a tondi's bite must make a successful save vs. paralyzation or be paralyzed. Creatures of man-size or smaller are paralyzed for 3–24 (3d8) rounds, while all others are paralyzed for 2–16 (2d8) rounds, regardless of size.

Chatkcha: Tondi can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 3–8 (1d6+2) points of damage when it hits. and returns to the thrower if it misses. A tondi chatkcha is a pale lavender in color.

Leap: This ability allows tondi to leap 10 feet straight up or 40 feet forward. They cannot leap backward.

Dodge missiles: Mature tondi can dodge missiles fired at them on a roll of 11 or better on 1d20, they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: About 50% of tondi have psionic wild talents, described in *The Complete psionics Handbook*.

Magical and psionic items: Tondi have little experience with magical items, but use them when given the opportunity. They sometimes use psionic items as well

Habitat/Society: Tondi are quite rare. They tend to be of neutral alignment, and most have a love of nature. Most are skilled herbalists. There are certain areas of badlands in the North with outcroppings of pinkish rock crystal, and large flowers are found in the scrub plains of the North. Tondi often lay eggs near these flowers and adults often live among the rocky badlands or in gardens of the flowers. Rare in the North, tondi are completely unknown in the Tablelands. Still, it is rumored that the kreen druid of the Lost Oasis. Durwadala, is a tondi. Durwadala certainly fits the general description of the tondi personality, with her love of nature and detachment from other intelligent life forms. Since no one in memory has seen. Durwadala, it is entirely possible that she is a tondi.

All tondi are female: They reproduce by parthenogenesis, laying eggs that hatch into more females.

Ecology: Tondi care for nature and seek to preserve plants and wildlife, with the exception of those needed for hunting. Tondi care little for material goods and they seldom carry any items, so almost never have treasure. Some carry special magical or psionic items, using them to defend themselves.

Climate/Terrain:	Any land
Frequency:	Uncommon
Organization:	Clutch
Activity Cycle:	Constant
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	2d12
Armor Class:	5
Movement:	21
Hit Dice:	5+3
THAC0:	13
No. of Attacks:	2
Damage/Attack:	3d6/3d6
Special Attacks:	Hold opponents and bite for 1d6+1 damage plus paralysis. leap, surprise bonus
Special Defenses:	Missile dodge, –4 to opponent's power score rolls
Magic Resistance:	Nil
Size:	L (9′ long)
Morale:	Fearless (19–20)
Level/XP Value:	9,000
Psionics Summary:	Nil
Player's Option:	MAC 5



Trin are large, intelligent insects similar to thri-kreen and are closely related. They are sometimes called thri-trin. They are slightly smaller than thri-kreen and appear brutish and primitive by comparison. Trin have sandy-yellow exoskeletons with gray mottling that allows them to blend into their surroundings. Trin have long antennae, long necks, and solid shells over their abdomens. Trin have large laws and have two arms and four legs Their arms end in large, vicious, hinged claws.

These brutes roam the countryside attacking any animal that comes close, including thri-kreen, tohr-kreen, and other trin. Because of their claws, trin cannot use tools or weapons Their language is also rudimentary, and they speak only the most basic level of the thri-kreen language.

Combat: Like thri-kreen, trin never sleep, are immune to *charm person* and *hold person* spells, and are protected by their chitinous exoskeletons (AC 5). Trin have a natural resistance to psionics. Anyone using a psionic power against a Trin suffers a –4 penalty to his power score. Using the Player's Option rules, the Trin's MAC is unusually tough.

These creatures hunt either by lying in wait for prey and then leaping on it, or by running after it until the prey tires. Trin can remain perfectly still. This skill, combined with the creatures' natural camouflage, gives opponents a –2 penalty to surprise rolls when attacked by a lurking trin. Since trin are faster than almost every other Athasian creature (including thri-kreen who do not exert themselves), running down prey is a very viable option. Trin that run after prey attempt to leap onto it. Whether leaping from a running start or the perfectly immobile lurking start, trin receive standard charging onuses (–2 to initiative, +2 to the attack roll, +l penalty to AC) for the leap. Trin can leap 50 feet forward or 20 feet straight up. but cannot leap backward. Trin communicate partly by pheromones (scent). A trin clutch has something. akin to a groupmind and can coordinate attacks even without verbal communication.

If a trin hits with both claws, it holds the opponent. The victim can try once each round to break the trin's hold, and can do so with a successful Bend Bars/Lift Gates roll. The hold is also broken if the trin dies.

If the victim fails to break the trin's hold, the creature's claws clamp down again, causing 3–18 (3d6) points of additional damage.

Each round a trin holds an opponent, it tries to bite the victim. The trin receives a +4 to attack rolls with a bite used against a held opponent. If the trin is attacked by others while holding and attempting to bite a victim, the trin may try to carry the victim to a safer place for dining. A trin's carrying Strength is 20, meaning it can carry a victim that weighs 535 pounds or less.

Like thri-kreen, trin can dodge missiles, but are less graceful and dodge successfully on a roll of 11 or better on a 1d20.

Habitat/Society: Trin have no real society, living the life of primitive, nomadic hunters. They mate at will, with eggs being laid about 30 days later and hatching in another 60 days. Only about half of the trin eggs laid hatch. Others are eaten by predators, including other trin. The creatures reach maturity in about a year.

Ecology: Trin are supreme hunters in their homes, generally falling only to intelligent or extremely powerful opponents. They eat all forms of animal life.

Thri-Kreen, Zik-trin'ak

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CLIMATE/TERRAIN:	Any land except Forest Ridge
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8–l0)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	9–12
THAC0:	9–10 HD: 11 ll–12HD:9
NO. OF ATTACKS:	5 or 2
DAMAGE/ATTACK:	1d6+6(×4)/1d6+1 or by weapon (kyorkcha)+6
SPECIAL ATTACKS:	Paralyzation, leap, missile weapons, high Strength
SPECIAL DEFENSES:	Missile dodge
MAGIC RESISTANCE:	Nil
SIZE:	L(11'long)
MORALE:	Fearless (19–20)
XP VALUE:	9 HD: 8,000 10+HD: add 1,000 each Psionic add 2000



NEW PSIONICS SUMMARY:
Dis 3/Sci 5/Dev 14; #AT 3/2; MTHAC0 12; MAC 6; Att All; Def All; PSPs 52

Like the zik-trin'ta scout (celled *tohr-keen* in the Tablelands), the zik-trin'ak warrior is a creature created from normal kreen. The zik-trin'ak looks much like a normal thri-kreen or tohr-kreen, but is larger and more dangerous. The zik-trin'ta stands as tall as 10 feet and is as long as I3 feet.

The zik-trin'ak is built for combat; the claws are longer end sharper than those of a normal kreen, and the exoskeleton is ornamented with spikes, knobs, and other protrusions. Though most zik-trin'ak have yellow exoskeletons (having been made from To'ksa thri-kreen), some have black shells, end a few are red or even green. Zik-trin'ak of other colors also have other features associated with their base species.

While intelligent and capable of speaking, they seldom talk, and cannot be distracted from en assigned task.

Combat: The zik-trin'ak are mentally adjusted for combat. They are programmed for specific purposes end implacably follow the instructions of the zik-chil who create them. If ordered to guard, they guard; if ordered to attack mammals, they attack mammals; if ordered to attack everything they see, they attack everything they see. They give no quarter end retreat only if ordered to do so.

Roughly half of zik-trin'ek are psionic. Most are equivalent to 9th-level psychokineticists, with psychometabolism as a secondary discipline.

If not ordered otherwise, zik-trin'ek first attack from a distance, throwing kyorkcha (inflict 1d8+2, and a +6 damage bonus due to the creature's greet Strength). A zik-trin'ak carries 2d8 kyorkcha, end throws them to soften opposition before closing. Psionic distance attacks are also used.

After using distance attacks, zik-trin'ak charge, using their leaps to great effect. A zik-trin'ak can leap 40 feet upward or 90 feet forward; it cannot leap backward. When leaping into combat, zik-trin'ak receive standard charge adjustments. Also, the leap itself counts es en attack; the creature's spikes inflict 2d4 points of damage against opponents of man-size or smaller end 1d6+1 against larger opponents.

Zik-trin'ak use no melee weapons. Once they close to melee, they attack each round with four sets of blades that have replaced their natural claws, plus a bite with augmented mandibles.

The bite attacks is poisonous. The creature bitten must make a successful saving throw vs. poison. Those failing the saving throw immediately take 20 points of damage (shock to the nervous system) and are paralyzed for 2d6 rounds (kreen are immune).

Finally, the zik-trin'ak can dodge missiles on a roll of 11 or better on 1d20. Only physical missiles can be dodged, not magical effects, and physical missiles with magical bonuses adjust the dodge roll by their magical bonus.

Zik-trin'ta are resistant to magical and psionic interrogation.

Habitat/Society: Zik-trin'ak have no society of their own and live on the edges of tohr-kreen society They can be found wherever they are sent by the zik-chil; they respond to the orders of zik-chil (whom they identitfy) by pheromones) and no one else. They enforce the will of the zik-chil end the policies of the the tohr-kreen empire. They do not refer to themselves as zik-trin, but call themselves tohr-kreen.

As implied by its name (which translates as "near-person, altered for combat"), the zik-trin'ak has lost its identity. These creatures are devastating combatants, but at the cost of their personality and beliefs, almost like zombies in many ways. Much like in in their ferocity, zik-trin'ak are also cold, controlled, and cunning They cannot breed.

Ecology: Zik-trin'ak are dangerous hunters. Zik-trin were ordinary kreen before their conversion; the process is believed irreversible.

Thunder Children

CLIMATE/TERRAIN:	Temperate/any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night and/or storms
DIET:	Fear
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-6
ARMOR CLASS:	−1
MOVEMENT:	6, Fl 18 (A)
HIT DICE:	7
THAC0:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (4′ high)
MORALE:	Average (10)
XP VALUE:	2000



Thunder children, also known as storm children, night rattlers, and lightning-kin, are mischievous, malicious creatures that come out to "play" during violent thunderstorms, especially at night. This play is quite harmful to other creatures.

These "children" are shiny black, gaunt humanoids, with slender limbs and vestigial wings. Their faces are human, though they have tiny horns on their temples and pointed ears. Thunder children have pupil-less eyes that flash like lightning.

Thunder children have their own language, which consists of crackles, howls, and booms. Many also speak Common, and are experts at mimicking normal sounds such as squeaking doors, heavy footfalls, and the like.

Combat: Thunder children fight in several ways. The most simple and direct is the bite from their unusually strong, fanged mouths. In addition to taking 2-16 hit points of damage, the victim must make a save vs. spell. Failing the roll inflicts an additional 10 points of electrical damage.

Each thunder child can also cast the following wizard spells at seventh-level proficiency: *chain lightning* (which comes from the eyes), *gust of wind, fog cloud, darkness 15′ radius*. Each spell may be cast seven times per day, though only one spell may be in effect at any given time.

Thunder children can also sense fear in a 120′ radius, and change into gaseous form, resembling a small black storm cloud.

The most ingenious manner in which a thunder child attacks is by subtle, psychological ways. During violent storms, thunder children delight in loosening doors and windows, banging shutters, flinging small outdoor objects about, and doing other things which heighten their victims' unease over the storm. The victims' fear is what feeds the thunder children.

Any round in which a thunder child attempts to frighten its victim, the victim must save vs. paralyzation. Failure indicates that the victim is overcome with fright, and loses one point of Wisdom, drained by the thunder child. When the victim's Wisdom reaches 0, he/she dies of fright, unless he/she makes a successful save vs. death magic. Victims who survive can regain their Wisdom points at a rate of one every 12 hours.

Thunder children can also move silently and hide in shadows, each at a 70% ability. They are also immune to fear. Thunder children have infravision 120′, and can even see through magical darkness.

Habitat/Society: Thunder children dwell in little caves hollowed out from storm clouds. These clouds have been magically reinforced in much the same way that a cloud giant's clouds can support a castle. The lairs have no treasure, since thunder children have no interest in such things.

There are no sexes among the thunder children. They reproduce by flying into storm clouds and getting hit by lightning. If the creature makes its save vs. magic, a half-strength thunder child is born just as the thunderclap from the lightning bolt is heard. If the creature fails its save, it dies. The "new" thunder child matures in six months. Any thunder child lair encountered has a 10% chance of having 1d4+1 young.

Thunder children have no leaders. They act together because it is advantageous to do so, though sometimes a solitary "child" will delight in having some private sport with a victim.

Places that are especially gloomy, such as old graveyards, moldy mansions, and dark castles on a sea cliffside, are the favorite haunts of thunder children. Any place that inspires fear in humans, demi-humans or humanoids is an ideal place for a thunder child.

Thunder children who find their way to Ravenloft adore it. In that shadowy realm, a thunder child feels like it has arrived at its vision of Paradise.

Ecology: Due to their capricious nature, thunder children have many enemies. Among those enemies are djinn, air elementals, cloud giants, storm giants, and pegasi. Storm giants and cloud giants call them "thunder bats", and consider them as much of a nuisance as humans consider rats in their house.

It is rumored that the blood of a thunder child is a useful ingredient in some recipes for *potions of gaseous form* and *potions of weather control* (as per the 7th-level priest spell, although this potion is believed to still be only a theoretical possibility).

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Thunderhead

Climate/Terrain:	Aerial, thunderstorms
Frequency:	Very rare (common in thunderstorms)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d3
Armor Class:	0
Movement:	3, Fl 18 (E)
Hit Dice:	8 (16 in thunderstorms)
THAC0:	13 (5 in thunderstorms)
No. of Attacks:	2
Damage/Attack:	2d6 (claw)/2d6 (claw)
Special Attacks:	Lightning bolt
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (30' wingspan)
Morale:	Elite (14)
XP Value:	2,000 (10,000 in thunderstorms)

Thunderheads are reptilian carnivores related to both dragons and wyverns. They are constantly on the wing and are usually encountered during thunderstorms.

A thunderhead has a leathery black body that shows deep blue highlights on those rare occasions when sunlight strikes it; its swept-back, batlike wings are velvety black. The creature has a narrow, elongated head with a long, toothy beak and a pair of slitlike eyes colored a vibrant electric blue. A thunderhead's two legs look spindly but are very strong, ending in splayed feet. Each foot has three toes and a opposed thumb, each digit equipped with a vicious-looking claw.

Combat: Thunderheads usually limit their hunting to other aerial creatures. They have exceptionally keen eyesight and can spot prey as small as a sparrow from several thousand feet away.



A thunderhead's favorite tactic is to swoop down upon smaller prey and grab with its claws. If the thunderhead hits with a roll of 16 or better, the victim is caught in the claws and can be squeezed automatically for claw damage each round thereafter. A thunderhead can snatch and carry two small or tiny creatures (one in each foot) or a single creature as large as a light war horse.

When faced with an opponent too large to carry or too nimble to snatch, a thunderhead rakes with its claws and uses its breath weapon—a stroke of lightning 5 feet wide and 60 feet long that inflicts 5d6 points of damage. Victims who make a successful saving throw vs. breath weapon take only half damage. A thunderhead can generate one stroke every three rounds.

Thunderheads become very excited and aggressive during thunderstorms. When a storm strikes, a thunderhead's Hit Dice and hit points double. The creature also gains a THAC0 appropriate to its doubled Hit Dice, and its experience point value increases accordingly (use the statistic listed in parentheses). When excited and strengthened in this fashion, thunderheads swoop down to ground level and attack anything that moves, first loosing strokes of lightning, then attempting to snatch their victims.

Habitat/Society: Thunderheads live high up in the clouds, soaring and hunting. They are not social creatures, but any area with strong updrafts that make soaring easier can attract several thunderheads. Such areas can become extremely hazardous if thunderstorms develop in them.

Thunderheads hunt, eat, sleep, and mate on the wing.

Ecology: Thunderheads hunt all types of flying creatures: birds, bats, giant flying insects, even flying humans. During thunderstorms, a frenzied thunderhead will try to catch and eat anything it spots.

Sages disagree over exactly how and why a thunderhead's Hit Dice and hit points double during thunderstorms. Most scholars believe that the creature simply goes berserk, attacking ferociously and shrugging off attacks that might otherwise cause it great harm. Others argue that a thunderhead must actually enhance its own life force, using the charged atmosphere inside active storm clouds as an energy source.

Virtually the only time thunderheads land voluntarily is when females do so briefly to lay eggs after mating. All thunderhead nesting sites are located in areas prone to violent storms. The female chooses a sheer, sunny cliff face that is accessible only from the air. Once she finds a suitable site, she lays a clutch of 1d4+1 eggs.

Thunderhead eggs have exceptionally thick shells; their tough exterior and mottled brown or gray color makes them look just like large stones. The eggs become ready to hatch after about 14 weeks, and the parents stay nearby, ready to drive off intruders.

Thunderhead eggs have shells so thick and strong that young thunderheads must blast their way out with their lightning bolts when they are ready to hatch. Thunderhead parents feed their hatchlings for about a month. During this time, the hatchlings' size and weight triple and they eat voraciously. When a thunderstorm finally builds up, the young thunderheads go into the same frenzy as their parents and launch themselves into the storm. Once airborne, instinct takes over and the young thunderheads immediately begin hunting on their own.

Thylacine

CLIMATE/TERRAIN:	Rocky or wooded regions
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (see below)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-8
SPECIAL ATTACKS:	Pounce
SPECIAL DEFENSES:	+2 bonus to its surprise roll
MAGIC RESISTANCE:	See below
SIZE:	L (8')
MORALE:	Elite (13-14)
XP VALUE:	650



The thylacine, also known as the jumping tiger or mantiger, is a fearless predator that possesses illusionary powers.

It is similar in size and shape to a normal tiger. The fur is a smudgy, smoky-gray with irregular patches of varying hues. The eyes are black. This cat possesses infravision (120-yard range). Its acute senses of hearing and smell enable it to track with 80% efficiency.

Combat: The thylacine can leap upon opponents to bite and rend. Its claws inflict 1d4 points of damage, while the teeth tear for 2d4 points.

The thylacine can leap 20 feet upward and 50 feet forward. If can make a running leap of 65 feet. It suffers only 1 point of damage when falling, no matter what the distance. If it has surprise when jumping on a victim, the thylacine gains a +2 bonus to its attack rolls with its front claws. If both front claws strike, the beast can rake with its rear claws (1d4 points each), as well as bite with a +4 bonus to the attack roll. Such bites inflict the maximum damage each round until the beast is dislodged or killed. Dislodging a thylacine requires a successful bend bars/lift gates roll. The front claws automatically inflict minimum damage each round the beast simply holds onto its prey.

Its camouflage coat enables a motionless thylacine to escape detection 70% of the time if it is in the woods or standing against rocks. The thylacine is immune to charm, fear, and other mind-controlling or influencing spells. It cannot be magically sensed or summoned.

One out of five thylacines can cast an illusion upon itself once a day; the illusion makes the beast appear to be human. The illusion can be maintained for 1d3 rounds; it is used to elude pursuit or approach alert prey. Viewers gain a +2 bonus to their saving throws against this illusion.

The beast is a clever hunter. It avoids large groups of intelligent-looking prey, preferring instead to pick off solitary beings or those in small, weaker-looking groups. It can recognize wizards and magical items, especially the dangers they represent. It tries to destroy magical items, scrolls, and potions, as well as cripple wizards.

Habitat/Society: The thylacine dwells in rocky areas and deep forests. It is a solitary hunter. It does not maintain a lair, although it may have several favored rest spots. High, rocky ledges and small, concealed caves are its first choice; it will make do with tangled thickets and ruins. The beast hides the remains of its meals. Although it does not collect treasure, it sometimes uses such items as bait to lure humanoids into a trap.

Each thylacine stalks a territory 30 miles across. It prefers a variety of game, including large herbivores, small predators, and humanoids. It stays clear of communities and roads.

Thylacines are solitary hunters. Even mating occurs only once every 12 years. At this time, mature thylacines are driven by instinct to travel to isolated forests and arctic regions. There they form prides of 10-40 individuals. They stay together for months, hunting en masse and howling loudly as they do so. The males then leave the region. The pregnant females remain together. Six months after conception, each female gives birth to one to three cubs. The cubs remain with their mothers in the pride until they are fully grown in three years. The pack breaks up as the young mature and the females return to their isolation. The newly matured thylacine are left to find their own hunting ranges.

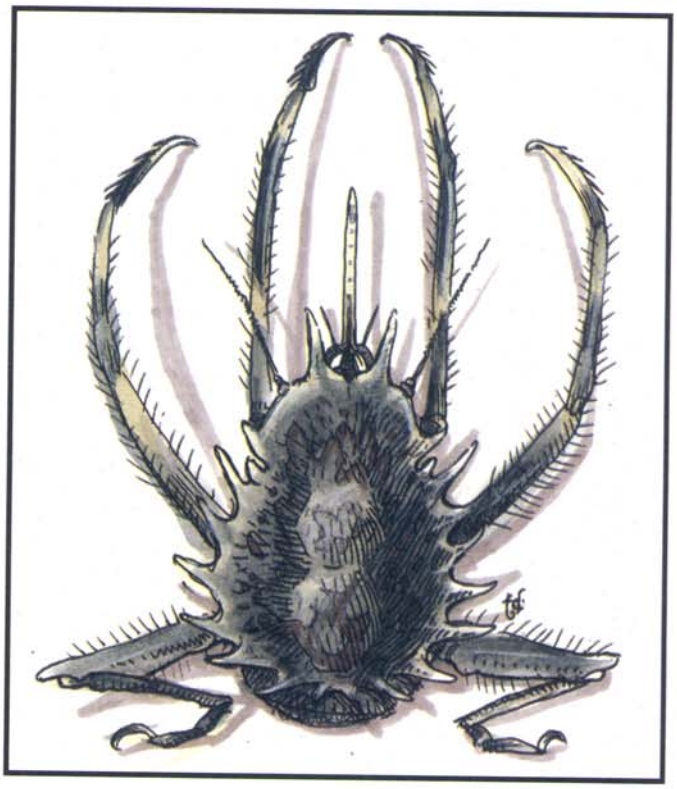
Thylacine have been known to live as long as 70 years, although most die early.

Ecology: Thylacines may make alliances with other intelligent felines or feline monsters when dealing with a common problem or foe. They are closest in temperament to weretigers and may share territories with such beings. They detest canine and lupine species and monsters.

The thylacine's coat is valued for its use in making camouflage cloaks. It is worth 1d3 gp. The brain is a component the magical inks used to write *mind blank* spells. It is worth 25-50 gp on the open market.

Tick, Heart

CLIMATE/TERRAIN:	Temperate to tropical urban and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	6, leap 21
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	4 or 1
DAMAGE/ATTACK:	1d2 (x4) or 1 point per round
SPECIAL ATTACKS:	Egg laying
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6' diameter)
MORALE:	Average (8–10)
XP VALUE:	65



There are few creatures more horrid than the heart tick. Thankfully very rare, these terrible parasites feed on the blood of humans and demihumans.

Heart ticks are roughly circular in shape, averaging 6 inches in diameter and bringing to mind horseshoe crabs or beetles. Their tough exoskeleton ranges in color from dark gray to black. They have no eyes and are wholly blind, making use of their excellent hearing to hunt prey. The heart tick has six legs, four of them designed to grip prey and two made for leaping.

Heart ticks are utterly unintelligent and have no language. They are known to emit clicks and chirps, but fall silent when prey draws near.

Combat: So delicate is the heart tick's ability to detect sounds that it can hear the heart beat of an approaching human, demihuman, or humanoid when he is still 50 feet away. Indeed, the heart tick can even tell if the creature's heartbeat is muffled by armor (it will not attack anyone in metal armor).

When an acceptable target comes within range, the heart tick leaps. This imposes a –3 penalty upon the victim's surprise roll. On the round that it leaps, the heart tick gains a +2 bonus to its attack roll. If the victim is surprised, this bonus increases to +4.

The heart tick attacks four times by driving its four barbed legs into its victim's flesh. In addition to inflicting 1–2 points of damage, a successful hit allows the parasite to anchor itself to its prey. If all four attacks fail, the heart tick has missed its mark and must spend two rounds positioning itself for another leap before it can attack again. Once a heart tick sinks a leg into its victim, it will not use that limb to attack again. Legs that failed to hit on previous rounds will attack each round until they have anchored the parasite to its host.

Once a heart tick has secured itself to a victim with all four legs, it attempts to plunge its feeding tube into his flesh. No roll is required for this attack and the victim promptly suffers 1 point of damage as the creature feeds upon his blood. On each subsequent turn, an additional point is lost. When the heart tick has drained a number of points equal to its own starting hit points, it is sated. At this point it yanks out its legs, inflicting an additional 1d2 points of damage each, and drops to the ground.

Removing a heart tick from a victim before it has finished feeding is a difficult task. Anyone determined to do so must attempt a bend bars/lift gates roll. For each leg that has buried itself in the victim's body, a 1% penalty is applied to this roll. Each leg pulled out of the body inflicts 1d2 points of damage. Even if the creature is killed, the legs that it had buried in its victim must still be removed. Pulling these out requires a successful Strength check and causes 1d2 points of damage each.

Attacking a heart tick while it is secured to someone requires a great deal of care. Area attacks will inflict full damage upon both the tick and its host, while other attacks will cause half damage to both parties. Called shots might be possible to damage only the tick and not the host, although this will depend upon the exact situation.

Habitat/Society: The origin of heart ticks is unknown, but they are believed to have arrived from distant lands in the holds of ships.

Ecology: Like all parasites, heart ticks cannot exist without a host to feed upon. Unfortunately, the chosen food of these vile creatures is mankind. Anyone who dies from the feeding of a heart tick will be injected with its eggs. In one week, 2d4 heart ticks will emerge from the body and begin to seek food.

Climate/Terrain:	Abyss
Frequency:	Uncommon
Organization:	Solitary or Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	C, Q, R
Alignment:	Any Neutral or Evil
No. Appearing:	1 (5-8)
Armor Class:	4 (10)
Movement:	12
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	1 or by weapon
Damage/Attack:	1-3 or by weapon
Special Attacks:	Spells, poison
Special Defenses:	Immunities
Magic Resistance:	See below
Size:	M (6′ tall)
Morale:	Steady (11-12)
XP Value:	650

Tieflings are the offspring of the planes, as varied as the places they call home. Superficially human, their appearance always betrays them: some sport small horns, other have pointed ears, scales, a cloven hoof, or just a wicked gleam in their eye that never leaves. What they all have in common is a quick temper and a chip on their shoulder. They're often confused with alu-fiends, erinyes, incubi, and succubi (which they'll forgive), but never call a tiefling a bastard or a half-breed. He'll take it personal-like. Plane-touched is the word, or "sir" or "lady."

Tieflings prefer dark clothing: a shade of maroon like clotted blood, dark forest green, blue as dark as lapis, and a midnight black that absorbs all light are their favorite colors. Their clothing is almost always a tight-fitting set of leggings, a vest, and tunic, combined with a loose flowing cape or long jacket with tails. They don't seem to walk so much as slither, and a basher never wants to see one in a rage—the howls are louder than Pandemonium and more dangerous than the Tenth Pit.

Combat: Tieflings are determined, stubborn, wily, and occasionally berserk warriors and talented mages. All tieflings gain a +1 bonus to Intelligence and Charisma, and suffer a -1 penalty to Strength and Wisdom. All tieflings have infravision to 60' and can create *darkness 15' radius* once per day. Mage tieflings prefer spells like *burning hands, unseen servant, blur, deeppockets, haste, fear,* and *domination*. Tiefling priests are well known for employing *protection from good, enthrall, flame walk,* and *undetectable lie* spells, though the Powers that grant these spells usually remain nameless. All tieflings suffer only half damage from cold and gain a +2 to saving throws versus fire, electricity, and poison.

Because tieflings are not a brawny race, their weapons are light and quick, depending on speed and sharpness to make up for what they lack in weight and raw cleaving power. Despite its fragile appearance, tiefling weaponry is exceptionally deadly, not least because it is often poisoned. Typical weapons include the long sword, stiletto, throwing dagger, long spear, ranseur, hand crossbow, and scimitar. Punch daggers are also popular. Because almost half of all tieflings are ambidextrous, many fight in a two-handed style. Few tiefling warriors carry shields, prefering to rely on a form of well-crafted scale armor made from the hide of Lower Planar vermin.

Player character tieflings can be fighters, rangers, wizards (including specialists), priests, thieves, or bards. They can also follow multi-classed roads: fighter/wizard, fighter/priest, fighter/thief, wizard/thief, and priest/thief. Teiflings can reach level 14 as wizards, 15 as rogues, 10 as priests, and 12 as fighters. Single-class characters can exceed these limits by two levels.

Habitat/Society: Tieflings have no true society of their own; they are the outcasts of the planes, cast out of the Lower Planes, not trusted in the upper planes. Though many of them gather in Sigil, just as many others try to carve out a home in their own planes. They don't trust others (what orphan does?), but their self-confidence is nothing short of astounding: a tiefling is said to have swum the River Styx because no one told him he couldn't, and another climbed to the fifth heaven of Mount Celestia before the archons noticed him lurking among the shadows and cast him into the Abyss.

Tieflings have a reputation as great but deceitful lovers. Their fickleness in affairs of the heart is legendary, and seems closely bound to their reputation as tricksters, liars, and frauds. Tiefling gamblers rarely find planars to fleece; they depend on the clueless and the young to line their pockets.

Though tieflings are usually loners, a charismatic and powerful tiefling sometimes gains a small following of like-minded, young tieflings who hope to ride his coattails. These packs are called "schools," though they teach hard lessons. Each school serves to glorify its founder and protect its members—it does little else. Some schools operate as informal thieves' guilds, others are mage's societies, but almost all of them collapse when the founder dies. Some of them are remembered, like the School of Sergory, which has continued in a way, but with most of them even the name dies. Sergory was a master thief and mage, and other schools somtimes take his name to inflate their own importance. How (or even whether) Sergory met his end is dark, and best kept that way.

Ecology: Tieflings are often persecuted by humans and others; "If there's blame, find a tiefling," "Don't ever make a bet with a tiefling," and "If a tiefling didn't do it, he was just pressed for time" are common sayings in Sigil. Naturally, this makes tieflings a little defensive around others, but it doesn't make them band together, as it might for other oppressed races. Good tieflings are doubly committed to their cause, as if trying to make up for the race's bad reputation.

Tieflings prefer to eat only meat, blood, bone, and marrow, preferably raw. They enjoy balaena blubber, gristle, and

even roasted insects, which most races find disturbing. They drink strange concoctions of broth, oil, sulphur, and firewater, though they'll hoist an ale with any bubber in Sigil if nothing else is available. When meat is unavailable, they can live for short periods on ashes, coal, and other mineral matter.

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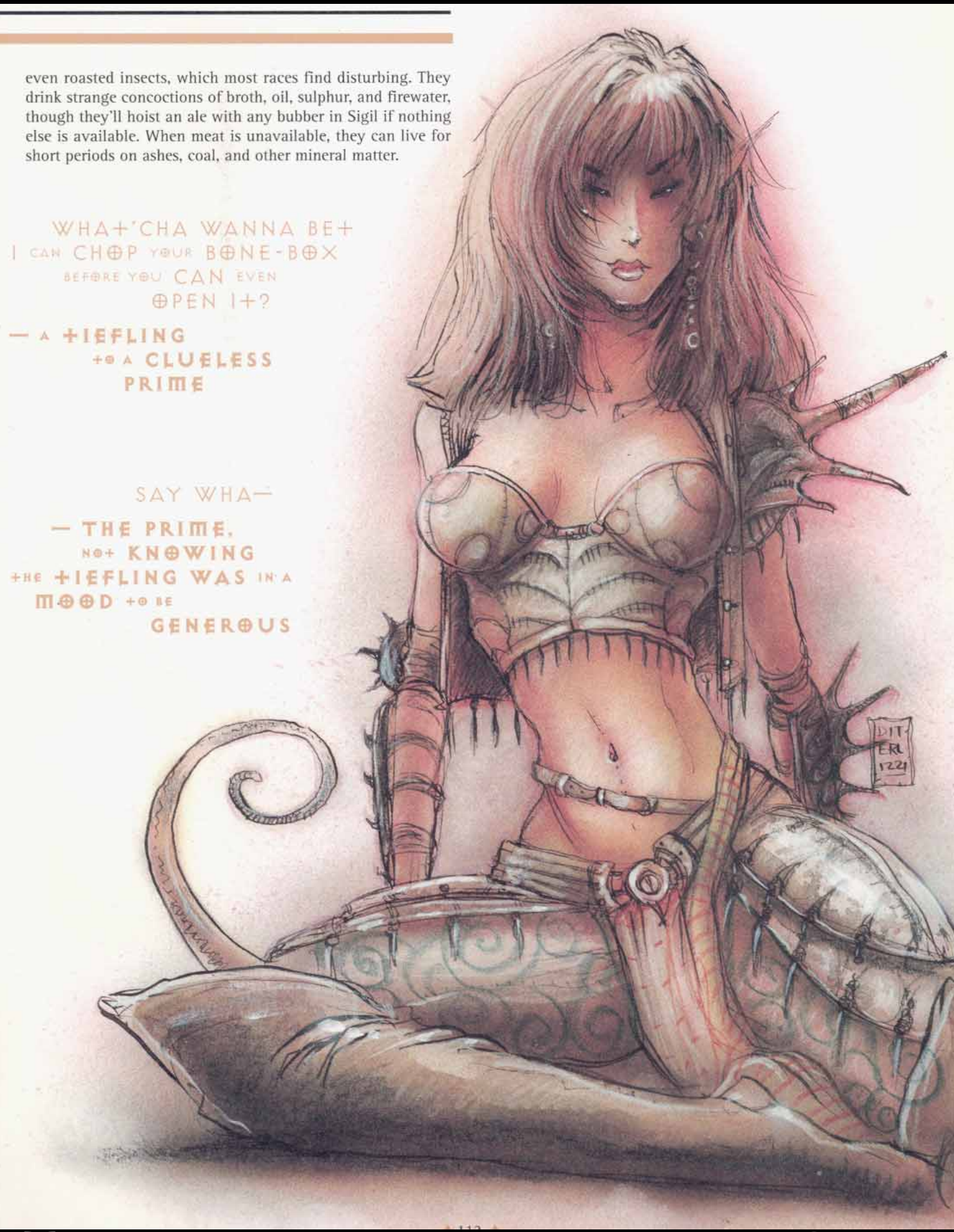


Tiger, Ebon

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/2d4 (bite)
Special Attacks:	Bite causes blindness
Special Defenses:	Stealth, concealment, hit only by magical weapons
Magic Resistance:	Nil
Size:	L (8' long)
Morale:	Fearless (20)
XP Value:	975

These fearsome magical creatures look like great cats wholly composed of black fire. Physically, an ebon tiger resembles a normal tiger, except that its body is uniformly black with no stripes. Lighter patches of darkness mark the creature's eyes, teeth, and whiskers. These areas sometimes faintly sparkle with magical energies, especially when the ebon tiger is angry or excited.

Combat: Ebon tigers are masters of stealth. Their shadowy bodies give them a 100% chance to hide in shadows. Ebon tigers are insubstantial and virtually weightless; their nonmaterial bodies make them immune to normal weapons and allow them to move silently 100% of the time. Ebon tigers can pass through small openings, even mere holes or cracks, with ease. Their senses extend into the Ethereal Plane and they can attack (and be attacked by) ethereal and out-of-phase creatures at all times.

Areas guarded by ebon tigers frequently are lit by flickering torches or oil lamps that create many shadows. Intruders who venture into these areas often suffer a nasty shock when the ebon tiger leaps to the attack; the victim suffers a –4 penalty to his or her surprise roll due to the difficulty in detecting the creature's silent approach.

Ebon tigers attack with their claws and teeth. An ebon tiger's bite can cause blindness in addition to normal damage. Any creature bitten must roll a saving throw vs. poison; if the saving throw fails, the victim's sight begins to grow dim and he or she feels disoriented. During the next round, the victim suffers a –1 penalty to attack rolls, ability score checks, and saving throws. This penalty increases by a point per round until it reaches –4. Any type of magical healing (*cure wounds* spells, *neutralize poison, cure disease,* etc.) removes the effect, provided it is applied before the penalty reaches –4. Once the penalty reaches –4, the victim is completely and permanently blind; thereafter, only a *cure blindness* or *heal* spell will restore sight.

Habitat/Society: Ebon tigers are solitary hunters that roam the Prime Material, Ethereal, and other inner planes. Ebon tigers prefer thickly overgrown places where trees and shrubs provide shadowy conditions even during daylight.

Ebon tigers are by reputation very territorial, bad tempered, and ruthlessly vicious. This reputation is not entirely deserved. Wild ebon tigers tend to be shy and reclusive, attacking only when hungry or threatened. Being shy, however, they are quite likely to regard any intrusion as a threat.

It is not clear where ebon tigers originated. It is possible that they first came from a gloomy Deep Ethereal demiplane; it is equally possible that they owe their existence to ancient magical experiments made by an unknown priest or wizard.

Rakasta priests often use ebon tigers as guards to protect important places or treasures. Their stealth and utter fearlessness as guard beasts has gone a long way toward establishing the ebon tiger's reputation as a heartless killer.

Ecology: Ebon tigers do not appear to require water or sleep. They spend their lives endlessly prowling. They require freshly killed meat from time to time but can go for months without eating. They prefer to kill their food themselves and consume every last scrap, even the bones. Captive ebon tigers, however, will accept fresh meat from their keepers. Ebon tigers fed in this manner need food about every six weeks.

In spite of their possibly artificial origins, ebon tigers are a viable species. Their annual mating season is about six weeks long. During this time, they ignore their normal hunting territories as males and females seek each other out. After a brief mating, the pair splits and the female gives birth to 1d3 cubs 10 to 12 weeks later. The mother protects the cubs for two years while they grow to about half their adult size and learn to stalk and hunt. The cubs split up to pursue their own lives when the mother leaves them.

Ebon tiger fat, what little of it there is, sometimes is used to make *oil of etherealness.* Some mages also suggest the breath of the ebon tiger can be used for *oil of etherealness.*



	Common	Noble	Royal
CLIMATE/TERRAIN:	Demiplane of Time	Demiplane of Time	Demiplane of Time
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary (see below)	Solitary (see below)	Solitary (see below)
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special (see below)	Special (see below)	Special (see below)
INTELLIGENCE:	Highly (13–14)	Genius (18)	Supra (19)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (see below)	1 (see below)	1 (see below)
ARMOR CLASS:	2	2	–5
MOVEMENT:	See below	See below	See below
HIT DICE:	12 or 16	20	24 or 28
THAC0:	9 or 5	1	1
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4 or 4d4	5d4	6d4 or 7d4
SPECIAL ATTACKS:	See below		
SPECIAL DEFENSES:	+3 or better magical weapon to hit	+3 or better magical weapon to hit	+3 or better magical weapon to hit
MAGIC RESISTANCE:	25% (90% in reality)	25% (90% in reality)	25% (90% in reality)
SIZE:	S (3' diameter)	S (4' diameter)	L (7' diameter)
MORALE:	Average (10)	Average (10)	Average (10)
XP VALUE:	4,000 or 8,000	12,000	16,000 or 20,000

There are three different varieties of time dimensionals: the common, the noble, and the royal. Often misnamed as *time elementals*, time dimensionals are intelligences composed entirely from the essence of time. They are one of the few temporal creatures that can travel to reality. There, each appears as a cloud of fire, dust, or vapor. On the Demiplane of Time, each manifests as a translucent sphere of light silver energy. They pose one of the greatest hazards to travelers of the Demiplane of Time due to their incredible abilities.

Time dimensionals seldom appear in reality, as the forward motion of time makes them uncomfortable. They much prefer to roam about the neutral territory of the Demiplane of Time.

Combat: Time dimensionals never attack unless attacked. In reality, they spray a fine, powdery substance at their attacker. On the Demiplane of Time, they simply lash out with pure temporal forces, doing no visible harm, but causing severe damage from the shock. Even temporal creatures are affected by this, though their magic resistance can negate the effect.

In reality, dimensionals often slip in and out of time at will. Since they are nonlinear creatures, they are able to double their lifelines (if they can be said to have such things) as often as they like (in theory, at least—they seem loathe to do so except in the most dire circumstances). In this way, they can bring versions of themselves from other times to help out, effectively adding 1–4 copies of themselves to the combat. A hit on any one creature damages them all, though, so a dimensional typically brings in its other selves, makes multiple attacks in a single round, and then vanishes.

With its power to move through time, the dimensional can usually break off contact in reality at will. Chronomancers should realize what has happened, though, and they can track the creature to the Demiplane of Time if its wake in the mist-smoke can be followed. A time dimensional can move at a rate of 10 yards per round per Hit Die in reality or the Demiplane of Time, so it can likely get away.

Because of their nonlinear nature, time dimensionals can even double themselves on the Demiplane of Time. If pressed, they can attempt to get away by slipping back into reality, but anyone that they would meet in the Demiplane of Time would likely be able to follow them back. Dimensionals realize this, but they also realize that the number of times a humanoid can slip back and forth is usually limited, unlike the dimensional's innate ability. They have been known to slip back and forth so often that no chronomancer could possibly keep up.

Chronomantic spells are useless within 30 yards of a dimensional, as it absorbs them like food. These spells cannot affect the dimensional at any range or reveal anything about it or its actions, unless otherwise noted in the spell's description.

In reality, a dimensional's magic resistance is 90%, as it is difficult for an attacker to figure out exactly where in time a dimensional is long enough to attack it. On the Demiplane of Time, this drops to 25%, as time doesn't flow regularly there.

Habitat/Society: Dimensionals exist at a level that can only be theorized. Any one exists at all times simultaneously, yet all versions of it function throughout time independently. A hero only meets up with one version initially, though.

The dimensionals roam the Demiplane of Time, feeding off the momentum of time, and they stay away from most creatures, as well as other dimensionals. Turbulence attracts time dimensionals, since the disturbance to the timestream causes easier feeding. For this reason, a dimensional is sometimes attracted to a chronomancer and may even slip to reality to find him if the wizard's spells are creating enticing turbulence.

Trying to communicate with a time dimensional is tricky. Even gaining their attention can be impossible. They recognize spoken words, but tend to ignore them. If a time dimensional speaks, it does so by manipulating time and drawing words from the listener's past. The hero hears fragmented sentences spoken in his own tongue. Some beings, usually chronomancers, have been known to cut deals with these difficult creatures, but usually at great cost and risk.

Noble Time Dimensional

Noble time dimensionals can additionally cast a *time stop* (which can even affect common dimensionals), age a creature by 1d20 years, cause a creature to grow younger by 1d20 years, age nonliving vegetable matter by 10d20 years, age mineral material by 10d100 years, and move up to four creatures from reality into the Demiplane of Time and back at a time (subjects can save vs. spell if unwilling). Each power is usable once per round, at will, once per day.

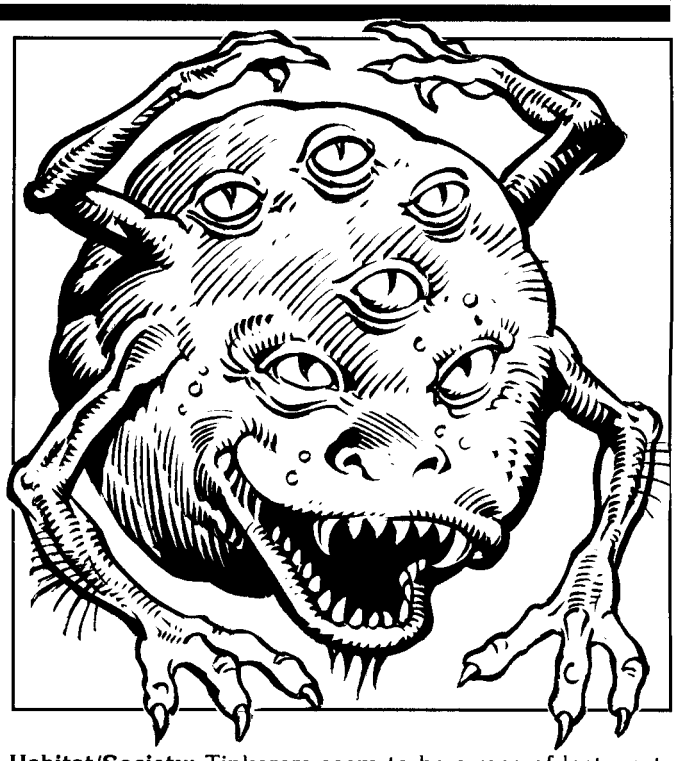
Royal Time Dimensional

Royal dimensionals are even more powerful than their brethren. They are said to rule the others, but no evidence has been brought forth to corroborate this, other than the fact that they can summon 1–4 common (70%) or 1–2 noble time dimensionals (30%) once per day. Royals have the same powers as the nobles, but can use them each once per hour. Also, royals can use *Articus's melee manager* every round to get in more attacks if they like. Royal dimensionals can use *temporal shell* up to once per hour, creating a small area that exists between the ticks of a clock for one turn per Hit Die.

Tinkerer (Giant Bubble)

CLIMATE/TERRAIN:	Any space
FREQUENCY:	Very rare
ORGANIZATION:	Wandering: solitary or bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	V (sometimes x3 or 4)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	16 (bounce; also up to 20' vertically), Fl 14 (A)
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2-5 and 1-2 (or by weapon type) x6
SPECIAL ATTACKS:	Use magical items
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' diameter)
MORALE:	Very Steady (13-14)
X.P. VALUE:	650



Tinkerers are ball-shaped, comical-looking creatures named for the aims they all seem to follow: to acquire, improve upon, and modify all equipment (including magical items) they can get their hands on. This includes, of course, everything humans carry and use! They covet tools and magical items highly, and have been known to swallow small, non-sharp items to examine later.

Tinkerers will also experiment with living organisms, including humans, to modify their body-forms or mate them with machinery (endowing humans with weapon-equipped limbs, for example).

Most experiments harm or disable the subjects (who must either be willing or unable to resist), but both reavers and wonderseekers have been encountered with limbs replaced by intricate weapons or tools (saws, scythes, and plier-like gripping claws). Some beings even have sockets that will take a variety of tools and weapons. Such beings are very rare—and, like tinkerers themselves, extremely rare in the well-travelled areas of space.

Tinkerers are spherical, floating creatures with six eyes set around their bodies, four arms with ball-joints at wrists and elbows; and hands consisting of three opposed digits. They can thus see and reach in all directions at once.

Combat: Tinkerers can bite anything that they can bounce on top of, or sit on, for 2-5 points of damage (their mouths are large enough to take in a human head), but their puny fists can hit for only 1-2 points of damage each.

Few warriors laugh at a tinkerer twice, because the comical, bouncing little creatures can wield weapons in all six arms for normal damage.

A piercing attack that deals a tinkerer more than 10 points of damage in a single round causes it to explode violently. This terminates the unfortunate tinkerer's corporeal existence, and deals every being within ten feet 3-12 points of blast damage (no saving throw). Items swallowed or held by the tinkerer may have to make saving throws vs. Crushing Blow if flung into things. They may also become missiles, menacing creatures nearby (2-5 or 2-8 damage depending on size, attack rolls to hit endangered beings).

Habitat/Society: Tinkerers seem to be a race of lost, scattered wanderers, who roam space looking for something.

Khelben Arunsun and Elminster believe them to be one of the oldest spacefaring races, who either abandoned organized spacefaring society and the ships that must support it, or who lost much of their civilization and knowledge in some sort of cataclysm, and are slowly and painfully striving to improve themselves over the passing generations to regain it.

Tinkerers travel constantly, hitching rides with all manner of ships and spacefaring races that use them. They are attracted to gnomes, dwarves, sarphardin, and humans, and can often be found drifting around the space vessels of those races, generally getting in the way and monkeying with everything. They can and do use most human weaponry, tools, conveyances, and other equipment.

Ecology: Tinkerers are covered with spherical, translucent grey pock-marks, pores through which they "breathe" in gases from their surroundings. Membranes filter out edible pollens, mold spores, germs, and other protein from airborne dust particles. Thus tinkerers can go for long periods without food as we know it, and are immune to all known human poisons and diseases. They can clean air for ships on long voyages (each tinkerer keeping one ton of air pure) and are sometimes captured and towed for this reason.

Tinkerers float about, travelling by means of a controlled release of the gas they take in, in tiny jets. Thus, they can spin, perform aerobatics, and so on with great precision. To remain stationary, a tinkerer expels even amounts of gas all around, taking gas in as needed (and pulsing all over).

They have large mouths on their undersides, and eat the same things humans do, being addicted to sugared candy and sweets.

Tinkerers also regenerate at a rate of 1 hit point every 3 rounds, requiring contact with water to do so. They often carry canteens with them for this purpose.

Tirichik

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CLIMATE/TERRAIN:	Arctic (Great Glacier)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Br 3
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	3-24 (3d8) or 1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (30' feet long)
MORALE:	Champion (16)
XP VALUE:	5,000



Vicious, stealthy, and with an insatiable appetite for human flesh, the tirichik is one of the most feared predators in the Great Glacier.

The tirichik resembles a cross between a dragon and an immense centipede. Both its dragon-like head and long, tubular body are covered with white scales. A bony ridge extends from the back of its neck, along its spine, and across its stumpy tail. It has eight thick legs end in flat, saucer-shaped feet, each with a dozen hooked claws. Its sunken eyes are dull pink, the only part of its body not colored white. A pair of short horns grow behind its eyes, curving upward into the air, their tips indented into shallow cups. The horns serve as hearing organs and are useless in combat. Likewise, the claws on its feet are too short to be useful in attacks, and instead are used for climbing and clinging.

The tirichik has a mouthful of long teeth that protrude over its lips even when its mouth is closed. On either side of its mouth is a 3-inch-diameter opening. The tirichik can extend snaky tentacles from these holes at will, up to a length of 20 feet. The tentacles are also white, as tough as metal cable, and end in needle-sharp points. Though the tentacles are primarily used as sense organs, capable of sensing motion, scents, and body heat, they can also be used as piercing weapons.

The tirichik's claws enable it to scuttle across snow and ice, scale sheer cliffs, and cling to any solid surface. It can also burrow through snow (but not rock, frozen ground, or similarly hard surfaces) at a movement rate of 3.

The tirichik is utterly silent.

Combat: The tirichik prefers to ambush its prey by lurking inside a crevasse, hiding among hills of snow, or otherwise concealing itself. Its tentacles enable it to sense prey up to 100 yards away when the prey approaches, the tirichik reveals itself, scuttling from its crevasse or charging from the snow. Because of the tirichik's color and stealth, opponents suffer a -5 penalty to their surprise roll if encountering a concealed tirichik.

When prey is scarce, the tirichik goes hunting. It uses its tentacles to probe into caves, beneath rocks, and even under the doors of houses to look for food. When it locates something to eat, it strikes, lunging into the cave or battering down the door to commence its attacks.

The tirichik has special elastic tendons in its neck that allow it to temporarily detach its skull from its spinal column. The creature can strike like a snake by suddenly elongating its neck, stretching itself an additional 5 feet. When making a stretch attack, the tirichik gains a + 2 bonus to its attack roll. It is unable to make any attacks in the following round, as it must spend that round withdrawing its neck and re-attaching its skull to its spinal column. Therefore, the tirichik can make a stretching attack only once every other round.

Instead of its bite, the tirichik can also use its tentacles to attack, thrusting them like daggers. The tentacles have an AC of 1, but because the tentacles constantly wave and writhe, attacks directed against the tentacles are made at a - 2 penalty. If a tentacle suffers 5 points of damage (this damage is in addition to the tirichik's normal number of hit points, in effect giving the tirichik 10 hit points beyond that of its 13 Hit Dice), it is severed. The tirichik grows a new tentacle in about a month.

The tirichik suffers no ill effects from cold temperatures, and is also immune to all cold-based spells and magically-generated cold, including white dragon's breath.

Habitat/Terrain: A tirichik has no permanent lair. When not hunting, it rests inside a crevasse, clinging motionless to the crevasse's inner wall.

The tirichik has a life span of about a century. Mid-point in its life, the asexual tirichik burrows deep into the snow and gives birth to 1-4 spawn. The foot-long spawn remain beneath the surface until they reach maturity, which takes about a year.

Ecology: By far, the tirichik's favorite food is human flesh, and there seems to be no end to the number of humans a hungry tirichik may devour in a the same meal; rumor has it that a single tirichik is capable of eating an entire village. The tirichik also enjoys polar bears, kupuk, and young white dragons. The Iulutiuns of the Great Glacier prize the tirichik's leathery hide for waterproof boots.

CLIMATE/TERRAIN:	Olympus
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-genius to godlike (19-21+)
TREASURE:	E, Q (×10), R
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	36
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	7-42 (7d6) weapon +14 (strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	G (25+' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	21,000 (see below)



Titans are gargantuan, almost godlike men and woman. They, quite simply, look like 25' tall people of great physical strength and beauty. They are commonly dressed in traditional Greek garb, favoring togas, loincloths, and such. They wear rare and valuable jewelry and in other ways make themselves seem beautiful and overpowering.

In addition to speaking their own language, titans are able to speak the six main dialects of giants. All titans are also conversant in the common tongue as well as that commonly spoken by forest creatures, as these giants have close ties with nature.

Combat: The basic attack of titans is their great maul (*maul of the titans*). These monstrous beings are capable of attacking twice in a melee round and inflicting 7-42 points of damage per hit.

Titans may choose to make a single other attack in a round. This form of special attack is so destructive and deadly, that a titan will use it only if there are no other options left open. The form of each titan's attack will be different (some kick, some punch, others use a breath attack, lightning, etc.), but the effect is the same for each. The special attack inflicts 10-60 points of damage per hit and can be used every other round. These mighty attacks have been known to destroy buildings and sink ships.

Titans can become ethereal twice per day. All titans are able to employ both mage or priest spells (dependent on the individual titan—only one, not both) as a 20th-level spell caster. In addition, all titans have the following spell-like powers, at 20th level of spell use, usable once per round, one at a time, at will:

- *advanced illusion*
- *alter self*
- *animal summoning II*
- *astral spell*
- *bless*
- *charm person or mammal*
- *commune with nature*
- *cure light wounds*
- *eyebite*
- *fire storm*
- *hold person*
- *hold monster*
- *hold undead*
- *invisibility*
- *levitate*
- *light*
- *mirror image*
- *pass without trace*
- *produce fire*
- *protection from evil, 10' radius*
- *remove fear*
- *remove curse*
- *shield*
- *speak with plants*
- *summon insects*
- *whispering wind*

Titans are not affected by attacks from nonmagical weapons.

Habitat/Society: Titans are livers of life, creators of fate. These benevolent giants are closer to the well springs of life than mere mortals and, as such, revel in their gigantic existences. Titans are wild and chaotic. They are prone to more pronounced emotions that humans and can experience godlike fits of rage. They are, however, basically good and benevolent, so they tend not to take life. They are very powerful creatures and will fight with ferocity when necessary.

To some, titans seem like gods. With their powers they can cause things to happen that, surely, only a god could. They are fiery and passionate, displaying emotions with greater purity and less reservation than mortal beings. Titans are quick to anger, but quicker still to forgive. In fits of rage they destroy mountains and in moments of passion will create empires. They are in all ways godlike and in all ways larger than life.

And yet is should be noted that titans are not gods. They are beings that make their home in Olympus and walk among the gods. Yet they are not omnipotent, omniscient rulers of the planes. Sometimes their godlike passions and godlike rages make them seem like deities, however, and it is common for whole civilizations to mistake them for deities.

In one society, Jeuron, a titan with dominion over knowledge, was revered as a god for centuries. Those mortals built their whole civilization around him and Jeuron revelled in the worship. He even walked among them occasionally to see their love and admiration. But Odin, of the Norse mythos, discovered his deception and punished Jeuron by shackling him to the bottom of the deepest sea for 100 years.

Titans have a natural affinity for storm giants. Those giants are the closest beings the titans have found to peers and they will readily befriend them. In any group of titans, there is a 35% chance that they will be accompanied by one or more storm giants. Although titans can sometimes be condescending by nature, they never treat the storm giants as subordinates or inferiors.

On Olympus, titans have developed a culture similar to what they found there. They wear similar clothing, eat similar foods, play similar music, etc. It is unclear why this has occurred. Perhaps the titans, in a godlike whim, adopted their favorite mortal lifestyle. Such would not be unusual for these great beings.

Titans primarily dwell in great palaces and mansions in Olympus where they live their lives whimsically. There they will dance, sing, study, debate and engage in all other manner of activities with titanic proportion. If a titan finds something that interests him, it would not be unusual for him to study it in great detail for many weeks, only to leave it when his interest has waned. They may also engage in debates or arguments that last literally for weeks at a time. These debates might end in a jovial laughter and good spirits or in thunder and rage. Such are the whims of titans.

Ecology: Titans are basically identical to humans, except much larger. What makes them immortal is not known. Perhaps it is their enchanted existence in the halls of Olympus.

These giants are commonly known to experience the same range of emotions as humans do. They develop idiosyncrasies as humans do, also. In fact, titan mannerisms emulate those of humans very closely. Again, it is difficult to tell if the titans are whimsically copying humans, or vice versa.

Titans, being godlike creatures, tend to be very diverse and unique. Each individual titan (or sometimes group of titans) have a special power is that related to their personality or sphere of influence. These powers are very different, and usually very strong. Some examples of the powers of a titan are explained below:

Algorn, a titan that has influence over the seas, has the ability to *create water* whenever he chooses to. This water can be vast as he desires, up to the volume of a medium-sized lake. Algorn can simply cause the water to flow, he can cause it to jet out from his hands (washing away everything in its path away), or he can even cause the water to be frozen.

Mane, a titan with dominion over felines, has the ability to change into a giant form of any cat. When he transforms, he is instantly cured of all wounds, poisons, and diseases. Mane may change into a cat and back again five times per day.

Porphyl is a titan with the power of growth. He may cause any immature life to grow to maturity. Thus, he can cause crops to grow, he can make a boy grow to manhood, etc. Porphyl is very wise and would never abuse his ability.

Malephus, a titan with influence over law and justice can unerringly detect any spoken lie and any bad intention. He is often used by many greater powers in trials of justice. Malephus is totally honest; he is incapable of lies or deception.

Syllia, a titan with power over love, can remove any negative feelings from any being (except deities and powers). She has the ability to remove hatred, unhappiness, depression, etc. Syllia cannot remove the feeling permanently, but for at least a day or so. The deities of the upper planes often employ her power when trying to stop wars.

Girzon, a titan with dominion over death, can take the life from any living being. It should be noted that Girzon has never used this ability unless commanded to by a deity. Girzon's restraint and self-control is revered by other titans.

Greater Titans: Rumors exist of a race of titans more powerful still than common titans. These *greater* titans are said to be very close to the gods and always accompany one (with some deities and powers being attended by more than one greater titan). Perhaps greater titans were formally common titans who have grown so great in power that the gods brought them closer to themselves. Such matters are not common knowledge.

It is very difficult to provide combat statistics for greater titans. Like the gods themselves, greater titans are simply not subject to aggression from nondivine beings. They are never harmed by such attacks.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night or darkness
Diet:	See below
Intelligence:	Supragenius (19–20)
Treasure:	F, T (x2)
Alignment:	Any evil
No. Appearing:	1
Armor Class:	As in life, or 3
Movement:	12
Hit Dice:	As in life +4 hp per HD minimum 13 HD
THAC0:	7
No. of Attacks:	1 or 2
Damage/Attack:	1d6+6 or by weapon plus bonus
Special Attacks:	Energy drain (see below)
Special Defenses:	+1 or better magical weapon
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fanatic (17–18)
Level/XP Value:	10,000 + 2,000 per HD over 13
Psionic's Summary:	Nil
Player's Option:	MAC 4

T'lizes are undead defilers whose spirits have outlived their bodies. They are extremely powerful undead who seek magical knowledge and power above all else and exist as such to continue their study of magic. They seldom associate with the living except when mortals provide suitable pawns.

Because they appear much as they did in life, t'lizes can move freely among the living. Their only unusual features are their skin, which is extremely pale, and their weight, which often diminishes until they become no greater than average in build. T'lizes must anoint themselves with numerous oils and substances that prevent their bodies from deteriorating. They must also feast upon the life energy of the living to sustain their own energies.

T'lizes may be detected in a number of ways. They cast no reflection or shadow and they move in complete silence.

Combat: T'lizes seldom engage in combat They prefer to use magic against their opponents and allow their minions to do the fighting for them. T'lizes are still fierce combatants. They always have unusually high Strength, which gives them combat bonuses.

T'lizes exist on both the Prime Material and Negative Material Planes at the same time. Their powerful negative essence allows them to drain 2 life energy levels from any living being they touch with their bare hands. Loss includes all hit points, combat abilities, and spellcasting abilities associated with those two levels. The levels may be regained only through *a restoration* spell or earned again normally. A character slain by a t'liz through its life energy drain becomes an Athasian wraith under direct command of the t'liz. Only a special quest by the character's companions can save him.

All creatures who see t'lizes must make a fear check at –3 when they save vs. spells because these undead radiate an *aura of fear.* The aura's effects can be nullified by a *remove fear, cloak of bravery,* or similar spell.

T'lizes can only be harmed by +1 or better magical weapons, by creatures of 8 HD or more, or by creatures with magical abilities. Other weapons do not cause damage to them. T'lizes regenerate 2 hit points per round. Reducing a t'liz to zero hit points does not kill it. It must be burned and its ashes must be spread apart or it will regenerate.

These undead are immune to all *sleep, charm,* and *hold* spells and all forms of poison and paralysis. All cold-based and electrical attacks cause only half damage to them.

All t'lizes were defilers in life and retain all their spell casting abilities. T'lizes continue to grow in power through their studies. They range in level from 18th to 30th.

Because of their great power and undead nature, they can control other undead as if they were clerics of the same level as their defiler experience level.

T'lizes receive 6–36 points of damage from a raise dead spell if they fail their save vs. spells, and suffer half damage if their save is successful. T'lizes are also unable to come into any consecrated area dedicated to any good alignment. T'lizes prefer darkness and can see perfectly in it, but suffer –4 to their attack rolls in broad sunlight since they cannot concentrate enough to cast spells in such bright light.

Habitat/Society: T'lizes usually make their lairs underground. They tend to prefer locations near cemeteries or other places of death, as they feel their necromantic studies function best in these locations. Such places also isolate them from the living, whom they dearly hate.

Often, t'lizes have large numbers of undead serving them as minions. These minions protect their lairs, bring them living victims for their experiments, and provide them with the equipment they need for their studies.

T'lizes hate other t'lizes as much, if not more, than they hate the living. Viewing their own kind as rivals, they are known to engage in century-long disputes. Either out of boredom or to annoy other t'lizes, they often pit their undead minions against the undead minions of other t'lizes.

T'lizes are known for their scheming nature. While they occasionally have dealings with the living, they do so only to further some nefarious plan of their own. They are said to dabble in politics and trade, but only if they can make their unseen presence felt as hardship upon the living.

Ecology: T'lizes have no place among the living so they must creep about in the darkest recesses of the night. They are totally evil and dedicated to their own foul schemes. Their unnatural presence will cause all animals to become nervous and to sound a cry of alarm when in their presence and flee if at all possible.

These undead have much to offer foolhardy power seekers in the way of magical lore and historical knowledge, but they cannot be trusted even in the most simple of agreements.

Nevrali

Human female defiler 19; AC 4 *(bracers of defense AC 4);* MV 12; hp 49; THAC0 13 (Str +1); #AT 1; Dmg 1d4+3 *(bronze dagger +2,* Str +1), SZ M; ML Fanatic (17); AL CE S 17, D 15, C 18, I 19, W 15, Ch 14

Spells: 1st level— *burning hands, change self, identify, protetion from good, shocking grasp;* 2nd level— *continual light, darkness 15' radius, detect good, detect invisibility, improved phantasmal force;* 3rd level— *blink, dispel magic* (×2), *fireball, wraithform;* 4th level- *charm monster, confusion, dimension door, ice storm, phantasmal killer:* 5th level— *animate dead, hold monster, magic jar, nightmare, telekinesis;* 6th level— *chain lightning, death fog, invisible stalker;* 7th level— *finger of death, reverse gravity, teleport without error;* 8th level— *monster summoning VI, power word blind, prismatic wall;* 9th level— *astral spell*

Special Undead Powers: cause disease, claws, drain life, increased movement rate (15)

Special Undead Weaknesses: must eat flesh from corpses, must drink blood

Nevarli's love of magic was so powerful that when she found the spells and anointments that would sustain her in undeath so she could continue her magical studies, she used them. She has been a t'liz for more than 1,200 years and has taken more lives than have been lost in many wars.

She considers herself evil incarnate and explores all possible expressions of her nature by inflicting as much pain as possible upon the living. Currently, she plans to create her own vast army of undead to aid her in overtaking the outlying villages near Raam. She is in league with two other t'lizes (each of whom intends to betray the others) who are combining their vast resources and personal power to overthrow the established sorcerer king of Raam. The defilers already have many spies and assassins in Raam.

If a group of adventurers discovers her conspiracy, Nevarli would either enlist their aid or try to have them destroyed, depending upon their own goals and alignments.

Kedomir

Human male defiler 23; AC 4 *(ring of protection +3, cloak of protection +1);* MV 12; hp 43; THAC0 12 (Str +1); #AT 1; Dmg 1d4+5 *(dagger* +2, Str +3); SZ M, ML Fanatic (18); AL NE S 19, D 16, C 13, 120, W 16, Ch 15

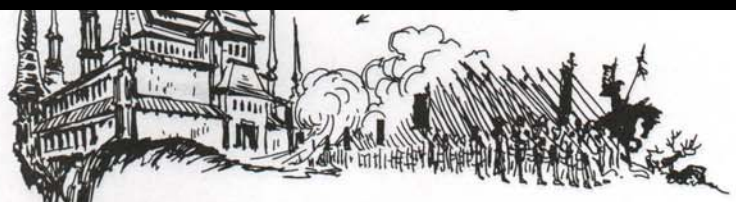
Spells: *1st level— burning hands* (×2), *grease, hold portal, Jump;* 2nd level— *ESP, fog cloud, forget, invisibility, mirror image;* 3rd level— *clairvoyance, dispel magic, lightning bolt* (×2); 4th level— *dig, fumble, polymorph other* (×2), *wall of fire;* 5th level— *advanced illusion, climate dead, feeblemind, pass wall, teleport;* 6th level— *control weather, geas* (x3), *shades;* 7th level– *forcecage, power word stun, spell turning* (×2), statue; 8th level— *mass charm* (×2). *maze, permanency, polymorph any object, trap the soul;* 9th level— *imprisonment, temporal stasis, wish*

Special Undead Powers: cause fear, control undead, enhanced senses, increased weapon resistance (+2 weapon to hit)

Special Undead Weaknesses: bound to an area, sunlight vulnerability

The t'liz known as Kedomir has spent countless centuries pursuing the dark defiler arts while maintaining an identity as a mysterious and powerful slaver. He has countless thieves and slave merchants working on his behalf and holds vast unseen power in the city of Urik. Slaves are brought before Kedomir for inspection and those who are not drained of life to sustain Kedomir's undead existence are taken away and sold to sustain his wealth.

Anyone who deals in slaves or seeks to purchase slaves will have contact with servants of Kedomir and any who harm or steal from his thieves and slavers suffer the wrath of the t'liz.



Tlokasazotz (Olman Bat-Vampire)

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Unique
ORGANIZATION:	Solitary (monarchy)
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	High (14)
TREASURE:	A
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (D)
HIT DICE:	14th-level priest (82 hp)
THAC0:	12
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d4
SPECIAL ATTACKS:	Cause lycanthropy, breath weapon, priest spells
SPECIAL DEFENSES:	Regeneration, +1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall) or M (5½′ tall)
MORALE:	Champion (16)
XP VALUE:	9000



The tlokasazotz is a unique being — Zotlatlan, king of the Olman nation of Telaneteculi. His normal form is an 8′ tall bat-like humanoid with large wings and huge talons on his arms. He can also assume his original shape, that of a cruel-looking Olman man of regal bearing.

Combat: Zotlatlan has been blessed with several potent abilities by his god. His claws and bite can easily tear through hard wood, copper or bronze (+1 to hit against armor of these materials). He can breathe fire, filling a 10′ sphere in front of him and causing 6d6 damage to all within that area. He may change back into his original form for up to one turn, although he can do this no more than three times per day. In either of his forms, he has full access to spells as a 14th-level Olman priest — he may cast any spells that a specialty priest of Camazotz or Mictlantecuhtli can cast, although he gains no other powers of the specialty priests of those gods. His bite causes a form of lycanthropy, and he can automatically make someone into a form of werebat if he spends an undisturbed round drinking a victim's blood.

Weapons of enchantment less than +1 bounce off of his furry hide, and he regenerates 1 hit point per round no matter what shape he is wearing. His keen ears mean that he has a 50% chance of detecting invisible creatures. Zotlatlan is not undead, cannot be turned and is not harmed by holy water. He must drink blood every day or begin to weaken, losing 1 hit point per day and losing the power to regenerate or breathe fire; he normally does not drink human blood unless he intends to create more werebats.

The people he turns into werebats are not typical werebats in that their lycanthropy is not contagious — they cannot infect others with their curse. They also only crave blood when Luna is full, otherwise eating as normal humans. However, children born of these werebats are werebats, and like normal werebats in terms of abilities, weaknesses and so on.

Habitat/Society: Zotlatlan rules his little kingdom in the jungle, watching over his theriomorphic subjects like an overprotective parent. He is served in his crumbling temple-palace by werebat servants and flies out nightly to feed on livestock and wild animals. He enjoys conversation and often greets visitors in his human form if they bring suitable gifts.

Ecology: A tlokasazotz is a parasitic mammal, much like a vampire bat. He does not normally kill his victims, so he does little harm to the ecostructure. It is only when Zotlatlan hears that his people are being harmed that he flies into a rage and creates a path of destruction on his way to those responsible.

	Giant Toad	Fire Toad	Ice Toad	Poisonous Toad
CLIMATE/TERRAIN:	Non-arctic or subterranean	Non-arctic or subterranean	Arctic, subarctic land or subterranean	Non-arctic or subterranean
FREQUENCY:	Common	Rare	Rare	Uncommon
ORGANIZATION:	Colony	Colony	Colony	Colony
ACTIVITY CYCLE:	Any	Any	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Average (8-10)	Animal (1)
TREASURE:	Nil	C	Q, (C)	Nil
ALIGNMENT:	Neutral	Chaotic neutral	Neutral	Neutral
NO. APPEARING:	1-12	1-6	1-4	1-8
ARMOR CLASS:	6	10	4	7
MOVEMENT:	6, hop 6	6, hop 6	9, hop 9	6, hop 6
HIT DICE:	2+4	4+1	5	2
THAC0:	17	17	15	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2-8	Variable	3-12	2-5
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' length)	S (4' length)	L (8' length)	M (5' length)
MORALE:	Unsteady (7)	Average (8-10)	Steady (11-12)	Unsteady (7)
XP VALUE:	120	270	270	175

Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads devour (or at least attempt to devour) any creature which appears edible.

Their exact appearance varies from species to species, but these beasts are all just what their name implies, giant versions of toads. Coloration runs the gamut from weak brown to iron red, but their skin is always dry, rough to the touch, and warty.

Combat: All giant toads can jump up to their movement distance. This hop will clear any object up to one- third as high as the length of the leap and requires but a single round to accomplish. A jumping toad can attack in midair or at the end of the leap.

When hunting, giant toads remain motionless until likely prey walks or slithers within range. The toad then leaps to the attack; the victim has a -3 penalty on its surprise roll.

Habitat/Society: Giant toads often make their homes underground, where they enjoy both the damp air and the steady supply of food. They prefer temperate zones, near water where they can lay their eggs, but often survive in surprisingly cool or dry regions.

Toads are often attracted to settled areas where they prey upon livestock (goats, chickens, and even sheep). Cities often have problems with sewer toads, giant monstrosities which have grown fat on vermin, house pets, and, occasionally, civil engineers.

Ecology: Giant toads keep no treasure, but worthwhile indigestibles are occasionally found in their droppings. Their skin can be fashioned into suitable leather armor, but its odor will be at least as distinctive as its appearance.

Fire Toad

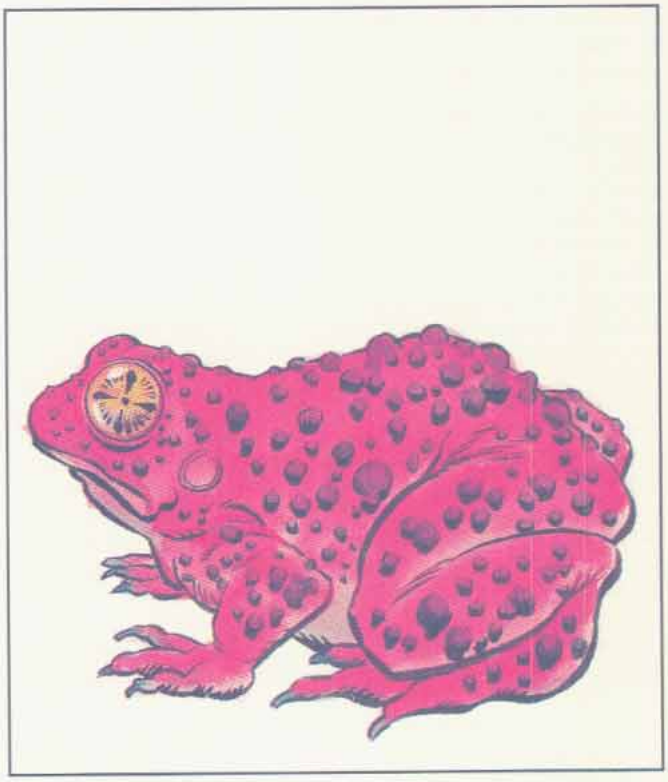
These large, red toads are about 4 feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. Fire toads are so named because of their ability to exhale small fireballs. These fireballs are their only form of attack; a single fireball can travel up to 30 feet and has a blast radius of 5 feet. Damage is equal to 2-16 points, half that if a saving throw vs. spell is made. Fire toads rarely attack unless threatened, molested, or defending their lairs. Fire toads subtract 1 point of damage on all dice for fire-based attacks against them, but cold- or water-based attacks inflict an additional point of damage per die. Throwing liquid—even water—at a fire toad will cause it to retreat, though it will immediately breathe twice at its assailant in the round of its retreat.

Ice Toad

Fully intelligent, ice toads dwell in cold climes or far beneath the surface of the ground. In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All noncold-using creatures within this sphere of cold suffer 3-18 points of damage. Characters making a saving throw vs. spell suffer only half damage. Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds.

Poisonous Toad

These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison. A creature bitten by a poisonous toad must save vs. poison at +2. Failure means the victim falls comatose and will die within 24 hours unless treated.



Toad, Leech

CLIMATE/TERRAIN:	Non-arctic
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Low (5-6)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3-8
ARMOR CLASS:	10
MOVEMENT:	6, hop 6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Gaze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6"-1')
MORALE:	Unreliable (2)
XP VALUE:	120



Small horns protrude from the heads of leech toads. With pitch-black skin, these creatures are difficult to see at night, when they are most likely to be encountered. Their bright red eyes are large, with horizontal pupils. Leech toads are also known as "bloodeyes," "stirgetoads," or "shadow toads."

Combat: Leech toads hunt in small packs. They encircle a potential victim stealthily. Then one of the creatures approaches from the front, using its gaze attack. The leech toads eyes glow an evil red while it gazes at its victim. Those meeting the eyes of a leech toad must save vs. paralyzation or be frozen in place. The paralyzation lasts one round per point by which the save failed. Thus, if a 14 was needed to save and the roll was a 12; the victim is paralyzed for two rounds. A victim who saves is immune to further paralyzation attempts for the next 12 hours.

Paralyzed victims are swarmed by the rest of the leech toad pack; each leaps onto the victim and bites for 1-3 hp damage at +4 to hit. Leech toads are bloodsuckers, and once a successful bite occurs, each toad remains in place, draining an additional 1-3 hp of blood per round automatically, until it has drained a total of 6 hp. At that point, the leech toad leaps off the victim and moves on, sated.

If there are still leech toads on the victim when the paralyzation effects wear off, they immediately disengage and flee, regardless of how much blood was drained. Leech toads are cowards, attacking only those who cannot fight back.

Victims of the leech toads' gaze attack are immune to further paralyzation attempts for the next 12 hours, just as if they had originally made a successful save.

Habitat/Society: Leech toads stay in small packs to hunt more effectively. A single leech toad is almost never encountered. Neither is it likely to find these creatures about in the daylight hours, as they prefer a nocturnal existence, when they can hide in the shadows of the trees. They prey exclusively on warm-blooded creatures. They prefer attacking larger creatures over smaller ones: a mammal the size of a wolf can provide sustenance for many leech toads at the same time with only one gaze attack, whereas something the size of a mouse would only feed a single toad, and perhaps not fully at that.

When stalking potential victims, leech toads call out to each other in high-pitched chirps. While not approaching the complexity of a spoken language, these chirps allow each toad to know the locations of the other members of the pack. Each leech toads chirp is slightly different in pitch, length, or volume, enabling the toads to differentiate between individuals.

Leech toads spend the daylight hours in hollow stumps, hidden under fallen leaves, or, more commonly, in holes dug by burrowing creatures such as moles, rabbits, or ground squirrels. They are too lazy to dig their own holes but are more than willing to take over one already created, usually by hypnotizing and killing the current inhabitants.

Ecology: Leech toads are universally hated and feared by those who live near them. They are tasty when cooked but generally too dangerous to hunt.

Nonetheless, wizards and alchemists have quite a different opinion about the usefulness of the leech frog. The blood of these creatures, when dried and mixed with fluid from their eyes, is a useful component in the magical inks used to inscribe the spells *hypnotism, hypnotic pattern,* and *hold person.* Leech toad hearts can be used as substitute material components in the casting of a *fear* spell without any lessening of the spell's efficacy. Furthermore, one formula for the creation of a *wand of fear* calls for the wooden wand to soak in the blood of thirteen leech toads for no less than one week before the spell *enchant an item* is cast upon it.

Toad, Spined

CLIMATE/TERRAIN:	Non-artic
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 4
ARMORCLASS:	5
MOVEMENT:	9, hop 9
HIT DICE:	1-2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (1 HD) or 1-4 (2 HD)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2'-6')
MORALE:	Steady (11-12)
XP VALUE:	1HD:35 2HD:65



Spined toads appear to be a strange mix between a giant toad and a hedgehog. Except for their undersides, their bodies are covered in short, sharp spines. Coloration ranges from tan to dark brown, with a lighter (often white) underbelly.

Combat: The spines are used strictly in defense; like other giant toads, the spined toad attacks only with its bite, inflicting 1d4 hp damage. However, those attacking a spined toad and coming into contact with the numerous spines suffer 2d4 hp damage. This includes most animal predators and PCs attacking with bare hands or short weapons, like a dagger or knife.

If attacked by a powerful enemy, a spined toad curls up into a ball, protecting its soft underbelly with its outward-thrusting spines. Most natural enemies give up and seek easier prey.

Habitat/Society: Spined toads live in small family units. They lay their eggs in water; after the tadpole stage, a young spined toad stands 2 feet long, has 1 HD, and bites for 1-2 hp damage. Every year it grows one foot in length; upon reaching four feet, it adds an extra hit die and bites for 1d4 hp damage.

Spined toads eat insects and most animals smaller than themselves, preferring small rodents. They also dine on everything from snails to snakes. While hunting mainly on land, spined toads occasionally enter the water to hunt ducks, swans, and other water fowl, popping up underneath them to swallow them whole.

Like other giant toads, spined toads can hop their full movement distance. However, they don't hop as often as do other frogs and toads, especially when in forested areas, as they tend to get their spines stuck in tree trunks or low overhanging branches. Spined toads walk in an awkward, loping gait. As they move through foliage, their spines tend to shred leaves and twigs; rangers should be granted a +8 bonus to their tracking ability when attempting to follow a spined toad's path.

Somewhat playful at times, it isn't uncommon to see a spined toad curl up in a ball at the top of a hill and go rolling down to the bottom. This behavior not only provides an avenue of amusement for the toad but also occasionally impales small creatures on the toad's spines on the way down. These creatures are then removed and devoured.

Ecology: Because of their impressive defenses, not many creatures prey upon spined toads. However, some lizard man tribes have devised a way of turning spined toads into weapons: using a wooden oar or similar implement, they flip the toads at their enemies. "Projectile" spined toads cause 2d4 hp damage to their opponents, while the toads themselves suffer 1-2 hp damage upon impact and are 50% likely to be stunned for 1 round. Generally, only spined toads smaller than three feet long can be used in this fashion.

Spined toad skin is also popular among lizard men as leather armor, due to the extra damage caused by the spines. The skin can be stretched across a frame to form a shield with offensive capabilities similar to a spiked buckler. The spines of the largest specimens of spined toad can be sawed off and used as weapons themselves: as primitive daggers, or as the heads of such weapons as spears or morning stars.

Several humanoid games take advantage of the spined toad's armament. The simplest, often played by goblins, involves surrounding a spined toad, poking it with spears until it curls up into a ball, and then playing tug of war with a 10 pole centered over the toad, with each goblin trying to pull his opponent onto the toad's spines. Another game involves throwing apples or similar fruit at a spined toad; the winner is the one who gets the most of his fruit to "stick." Ogres have a variation of this game in which they see who can throw a curled-up spined toad and get it to stick the highest in a tree.

Tomb Tapper, Thaalud



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	High (13–14)
TREASURE:	Qx4 (special)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1–12
ARMOR CLASS:	–2
MOVEMENT:	9, Br 1–4
HIT DICE:	8 + 8
THAC0:	13
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	4d6/4d6/1d12+9 or 1d12+6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (15'–21' tall)
MORALE:	Elite (16)
X.P. VALUE:	8,000

Thaalud appear as tall, naked, sexless, and hairless humanoids with very hard, smooth, blue-gray skin, claws that can dig through solid rock, and great toothed mouths in their bellies. Their smooth, featureless heads have earned them the nickname "the faceless."

Combat: Thaalud attack with iron-hard, long-fingered hands (4d6 damage each), and bend over or hurl themselves atop opponents to bite with their abdominal mouths (which crush and tear armor, rock. flesh and bone alike, one bite doing 1d12 +9 damage). If they lack the room for such maneuvers, or don't want to close with opponents, they swing great hammers for 1d12+6 damage. Tappers can wield these weapons one-handed (–2 on attack rolls) and throw them with great accuracy (+2 to hit).

Thaalud see by sonar (they emit inaudibly high sound waves, which bounce back) accurate up to 440 feet even in darkness. This sense enables them to locate invisible creatures and objects and makes them immune vision-related spells (such *phantasmal force, color spray,* and *hypnotic pattern*). They communicate by means of humming sounds created by skin vibration (this language is partially understood by mind flayers) and by a limited telepathy (120-foot range, no mindreading or attacks possible from either end). Tappers can detect magic at will and can *animate rock* (as the 7th level priest spell, affecting up to 9 cubic feet of rock for 1d4+2 rounds; determine duration randomly each time used) once every 12 turns.

Tomb tappers are immune to enchantment/charm spells and fire- and cold-based attacks of all sorts. Electrical attacks do them half (if the save is made, no) damage. They save vs. petrification at –2. A tomb tapper turns to stone 1–2 rounds after dying.

Habitat/Society: Tomb tappers get their name from their habit of burrowing up from the depths to plunder tombs, temples. and wizards' towers in search of magical items, which they carry off. They usually try to seize magical items from encountered beings.

Magic is sacred to thaalud; they never use any magical items, but protect and venerate them. Tappers spend their long lives in an eternal search for the source of all magic, which they believe lies hidden somewhere deep in the earth. They are somewhat in awe of earth elementals, believing them to be created at this mysterious source, and are reluctant to attack them.

Thaalud keep as common treasure (owned by the clan as a whole) all magical items, and guard these watchfully. As personal treasure they keep pretty rocks (but not gems, which are dull when uncut) such as quartz, jade, agate, and amethyst. These are stored in caverns of *glowrock,* in the utter depths. (Glowrock is a stone that gives off a natural amber or lime-green *faerie fire.* It is harmless and useful as a light source but too soft to carve. It is often present in radiation-strong areas of the Underdark, glowing brightly when exposed to such radiation—but is not itself a radiation source. Tomb tappers don't need it as a light source, but seem to sense and enjoy the glow nonetheless.)

Ecology: Tomb tappers are not natural creatures. Their existence has been traced back to the very beginning of the Shadowed Age of Netheril, when a group of powerful wizards created them to seek out the source of the drain on magic that was beginning to reach across Netheril. This is supported by their faceless heads (suggesting they have been changed from a humanoid norm) and by their spell immunities (suggesting they were created to fight the phaerimm). Tapper beliefs indicate they know magic has power over them. Some, including Elminster, think thaalud were originally made from rock animated in human form. This view is supported by their turning to stone at death.

Thaalud skin varies in porosity at will; through it, tappers take in needed water. Their gigantic jaws can crush rock, from which thaalud extract mineral sustenance. They also digest iron from blood and bone marrow if such become available, but do not hunt to eat.

Thaalud customarily wield great hammers of *arenite,* an alloy derived from magma (the exact composition is secret). These hammers are 10 feet or more long, heavy, harder than most rock, and very durable. Tappers can dig through rock with their claws, but use their hammers to split rock when a smooth surface is desired.

Thaalud are naturally long-lived and form regional clans. It is not known whether they have young or give birth; no children or pregnant thaalud have ever been seen. Even who leads a clan is not known, although thaalud make and keep deals with other beings, and hence are assumed to respect rules and authority.

Thaalud will aid svirfneblins and dwarves, whose magic they leave unmolested. They have no interest in drow cloaks, boots, and other items that resemble magic because of Underdark radiations and not true dweomers. Thaalud hate umber hulks, sometimes enslaving them from birth, mutually ignore xorn, dislike duergar and drow, and are bitter foes of illithids and phaerimm, who have slain more than a few thaalud.

Topí

Climate/Terrain:	Tropical or subtropical jungle, ruins, subterranean
Frequency:	Very rare
Organization:	Group
Activity Cycle:	Any
Diet:	None
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	2d4
Armor Class:	6
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d6 (claw)/1d6 (claw)
Special Attacks:	Poison, leap
Special Defenses:	Immune to some spells
Magic Resistance:	Nil
Size:	T (2' tall)
Morale:	Average (10) or fearless (20)
XP Value:	270

Topis are tiny undead humanoid creatures similar to zombies. Before these creatures are animated, however, the corpses are shrunk until they are only 2 feet tall. The process gives them dark, wrinkled, leathery skin. Their eyes are wide and bulging, and their lips are usually curled back, freezing their faces into permanent toothy grimaces (occasionally, however, the lips are sewn shut).

Like zombies, topis usually are clad in the tattered remains of whatever clothing they were wearing when they died. Unlike zombies, topis do not have a rotting stench, as the shrinking process also preserves their flesh.

Topis cannot speak but often hiss, snarl, grunt, or gnash their teeth when attacking.



Combat: Topis are much more agile than normal zombies, and they roll for initiative in the usual manner. They can leap up to 6 feet in combat, vertically or horizontally.

Topis are intelligent and can follow fairly complex instructions. If left to their own devices, they try to use their leaping ability to disorient their foes. Their favorite tactics include surrounding foes by leaping upward onto roofs or overhanging branches, than dropping back down to attack from behind.

Like most undead, topis are immune to *sleep, charm,* and *hold* spells, death magic, poisons, and cold-based attacks. They can be turned as wights. A vial of holy water inflicts 2d4 points of damage when it strikes a topi.

Blunt weapons inflict only half-damage on a topi, but if the wielder is human-sized (size M) or larger the topi is knocked off balance and loses any attacks or unfinished actions during the remainder of the round. In addition, the topi suffers a +5 penalty to its initiative roll for the next round.

A topi's claws carry a debilitative venom. Creatures struck by a claw must roll a saving throw vs. poison. If the saving throw fails, the victim suffers a general unease and slowing of the metabolism which begins the next round and lasts for 1d2 turns. A *slow poison* spell, applied in the round of the injury or the first round of the effect, delays the venom's effects for the duration of the spell; *slow poison* applied later is ineffective. A *neutralize poison* or *heal* spell, or *Keoghtom's ointment,* curtails the venom's effects.

The effect of the poison is similar to that of a *slow* spell. The victim moves and attacks at half the normal rate. He or she also suffers a +4 penalty to Armor Class, an attack penalty of –4, an initiative penalty of +2, and the loss of all combat bonuses due to Dexterity. Note that this is a nonmagical effect and as such cannot be negated by items such as a *ring of free action.*

Once ordered into combat, a topi never checks morale. It attacks until it is destroyed, turned, or ordered to retreat by the spellcaster who animated it.

Habitat/Society: Like zombies, topis exist only to serve the spellcaster who animated them. Their intelligence and evil nature make them prone to malice, however, and it is unwise to trust them with anything delicate or overly complex.

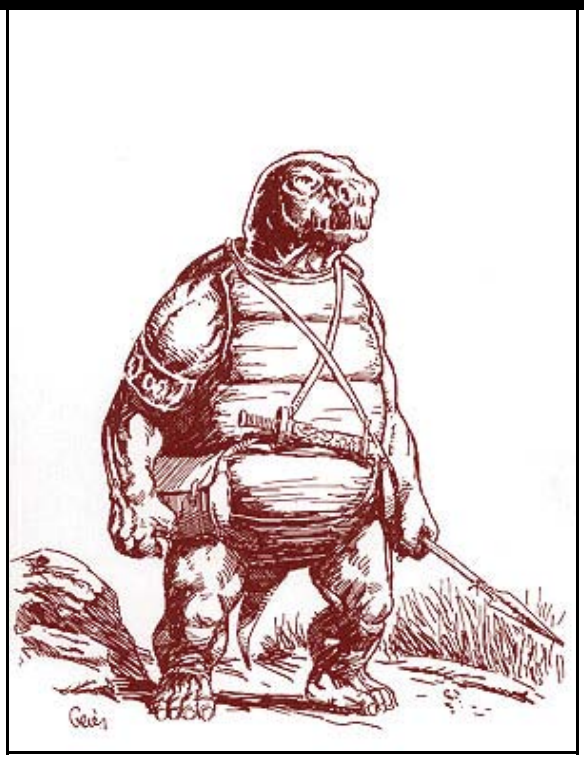
Topis are usually found guarding tribal burial grounds or temples. Some witch doctors and shamans also employ them as servants, scouts, and bodyguards.

Ecology: Topis are unnatural creatures who have no ecological role except as a consequence of their orders. They can, for example, be ordered to gather food or hunt small game. Unless ordered otherwise, a topi left on its own will gleefully maim and kill anything it can catch. Topis do not require food or water, killing only for pleasure or to obey orders.

The dead body of any humanoid creature can be made into a topi. Only a few tribal spell casters know how to shrink the corpses, however. The few travelers who have observed the process and have been lucky enough to return to tell the tale report that the corpse is boiled for several days in a mixture of water, herbs, and animal organs, then dried in the sun and animated, presumably with a variant *animate dead* spell.

Tortle

	Tortle	Snapper
CLIMATE/TERRAIN:	Forest, beaches	Ocean shores
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	K	U
ALIGNMENT:	Any	Lawful evil
NO. APPEARING:	2d6	2d10
ARMOR CLASS:	3 (1)	5
MOVEMENT:	6, Sw 3	6, Sw 18
HIT DICE:	2	3
THAC0:	19	17
NO. OF ATTACKS:	2 (claws)	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4 (or by weapon)	1d6/1d6/2d4 (or weapon + bite)
SPECIAL ATTACKS:	Bite	Nil
SPECIAL DEFENSES:	Shell	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7' tall)	M (6'-7' tall)
MORALE:	Fanatic (17-18)	Steady (11Ñ12)
XP VALUE:	120	120



Tortles are land-dwelling, humanoid tortoises. They walk upright with a ponderous, rolling gait. The creatures have leathery, reptilian skin and shells that cover their backs and bellies. Only their heads, limbs, and tails stick out of their shells. An adult tortle stands about 6 feet tall and weighs more than 500 pounds.

Tortles have no hair; their skin is mostly olive or blue-green. Their back shells are usually shinier and darker than their skin, while their front shells tend to be lighter, with a yellowish cast. A tortle's eyes look something like the eyes of humans, except that the pupils are horizontal ovals in shape. The irises are vibrantly colored, usually blue, but sometimes green or red. A tortle's mouth is beaklike and toothless and can deliver a vicious bite.

Tortles are stocky, but most of their weight comes from their shells, so they tend to remain at the same weight throughout their adult lives, never growing fat or thin. Their arms and hands are shaped like those of humans, but thicker and tipped with sharp claws. Tortles can wield most weapons as easily as humans. Their tails measure about two feet long. Also, they usually wear no clothing, though some may wear cloaks, belts, or harnesses for carrying tools and supplies.

Despite their ancestry, tortles are not especially slow, either mentally or physically; however, they are thinkers who might ponder a question a little longer than most before answering. Most tortles are peaceful and slow to anger. While they have the same range of emotions as humans, tortles are not as demonstrative and often seem cold and distant to more passionate races. Tortles tend to be lawful and good; chaotic or evil individuals are quite rare.

Tortles speak their own language, simply called tortle, but most speak common or some other local language as well.

The Red Curse: Tortles acquire Legacies and require *cinnabryl* to ward off Affliction.

Combat: Tortles generally prefer to avoid conflict, but once engaged, they seldom retreat, knowing that their shells can protect them. Tortles prefer to use weapons in combat, but can claw if unarmed. Some even learn how to bite effectively, inflicting 1d6 points of damage. These creatures prefer short bows, staves, long swords, and flails. When attacking in groups, about half engage the enemy in melee; they then break off the attack and retreat into their shells so that the rest can attack from a distance with missile weapons without risking injury to their friends. After the missile attacks cease, the meleeing tortles come out of their shells and resume the attack. This tactic is repeated as necessary.

Mages and priests are common among tortles, while warriors and bards are uncommon; thieves are extremely rare. The most popular kit for tortles is the Local Hero. Other common kits include the Honorbound, Wokan, Fighting Monk, and Trader.

Special Abilities: Tortles have infravision with a range of 60 feet and can see underwater within this range as well. The creatures automatically gain the swimming nonweapon proficiency, but they are clumsy swimmers. Their natural buoyancy keeps them afloat while they paddle along (even across bogs, quicksand, and mud). Tortles can hold their breath underwater for 10 turns.

Tortles do not wear armor, but they can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a tortle cannot move or attack, but becomes AC 1 and gains a +4 bonus to all saving throws, even against mental attacks (because the tortle gains the benefit of a shell, it marshals all its inner strength for defense). A withdrawn tortle can hear and smell but cannot see (making it immune to gaze attacks and other attacks that require a victim to see).

Habitat/Society: Tortles prefer warm climates and enjoy sunning themselves; they have little tolerance for cold.

Native tortles have an advanced stone-age level of technology, using bows, staves, and other relatively modern implements. Most of the tortles of the Savage Coast have adapted to the ways of their neighbors, using metal tools and weapons, and tortle smiths are capable of making the finest implements. Tortles tend to restrict themselves to the tools of the culture in which they live.

This adaptation to neighboring cultures carries over into all aspects of tortle society. Tortles who live outside the boundaries of other nations (the "free" tortles) tend to be simple farmers, many still using ancient "slash and burn" methods. Other free tortles live the simple, if demanding, lives of hunter-gatherers. However, most tortles dwell within other nations, where they are peasants (usually farmers), living in the style of peasants of that nation. Tortle leg-

ends claim that the creatures once built cities of grandeur, but little real evidence exists to support this, other than the Monoliths of Zul, near Eusdria. These ruins include carvings, statues, pyramids, and obelisks, and a number of small buildings. Though sages debate incessantly, these are in fact the ruins of the tortles' brief flirtation with civilization just over 1,000 years ago. The monoliths are sacred to free tortles, who sometimes refer to themselves as "the Free Tortles of Zul."

Tortles are most common in Bellayne and Renardy and on the beaches south of Renardy. Most modern free tortles live along the beaches in small familial groups, typically in huts made of mud and wood. A cluster of huts forms a village center, with outlying huts forming a perimeter of several hundred yards. Each tortle dwelling has an alarm of some sort, usually a horn or gong. Tortles stay in contact with their neighboring tortles, depending on one another for defense and assistance on major building or farming projects.

The Free City of Dunwick is also located on the tortle beaches. Most Dunwickers are tortle peasants, but other residents include members of just about every intelligent race, including goblinoids. Dunwick was built around the site of an old monastery of the Brotherhood of Order; this is now the mayor's residence. The site later became a trading post owned by the LB Trading Company, based in Cimarron. Today, many businesses in Dunwick are either owned or financed by the LB Trading Company, with tortle workers, the hired protection of the Texeiran Navy, and a corps of Torre—ner swordsmen.

A typical tortle lives about 50 years. The creatures mate only once in their lives and invariably die within a year afterward. (Tortles who do not mate can live to become extremely old, with little loss of vitality.) Mating takes place in late summer, egg-laying during the fall. All females ready to produce eggs gather in a specially prepared compound, which the males guard against all attacks. Tortle eggs are considered delicacies, so the location of the eggÑlaying grounds is always defensible. Tortles from all nations travel to these egg-laying grounds in the lands of the free tortles. Each female lays 4-24 eggs, which hatch about six months later. Some young fall prey to predators, but most survive to be raised by adults, usually under the tutelage of aunts and uncles.

Tortle families are unusual, since parents do not live long enough to raise their children. Thus, a tortle family might consist of a small number of adult tortles and a number of their nieces and nephews of varying ages. The "family" is usually very close. Tortles never refer to fathers or mothers, except in reference to the Immortals, including Mother Ocean (Calitha, their protector) and Father Earth (Ka, the bringer of life). Within the last century, most tortles have added two more Immortals to their pantheon, both adopted from the lupins and considered the children of Mother Ocean and Father Earth: Brother Shell (Matin), the protector of families, and Sister Grain (Ralon), the patron of farmers and the bringer of food.

Ecology: Other than using the slash and burn farming method (which leaches nutrients from the soil), tortles generally live in harmony with nature. They are tolerant of most other intelligent people, as long as those beings treat tortles fairly.

Snapper

Snappers are a primitive marine relative of the tortle. They look similar but are broader and more massive, with lumpy, brownish shells and vicious beaks. Snappers cannot retreat into their shells. They have infravision with a range of 60 feet and can see underwater up to twice this distance. The creatures automatically gain the swimming nonweapon proficiency, and they are graceful swimmers compared to the tortles. Snappers can hold their breath underwater for up to two hours.

The creatures favor tridents, nets, and spears but also use their natural weapons. They form small packs, but they have no true leaders. The creatures are bad-tempered and tend to attack any other beings they encounter. Snappers always train their nikt'oo mounts to be aggressive.

Snappers are organized into hunting packs, dominated and run by the largest, toughest male, who can be challenged for leadership at any time.

Treant

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x5), X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-12
THAC0:	13 (7-8 HD), 11 (9-10 HD), 9 (11-12 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (13'-18')
MORALE:	Champion (15-16)
XP VALUE:	
7 HD	2,000 (+1000 per Hit Die)

Treants are strangely related to both humans and trees, combining features of both species. Peaceful by nature, treants can cause great damage when roused to anger. They hate evil things and the unrestrained use of fire.

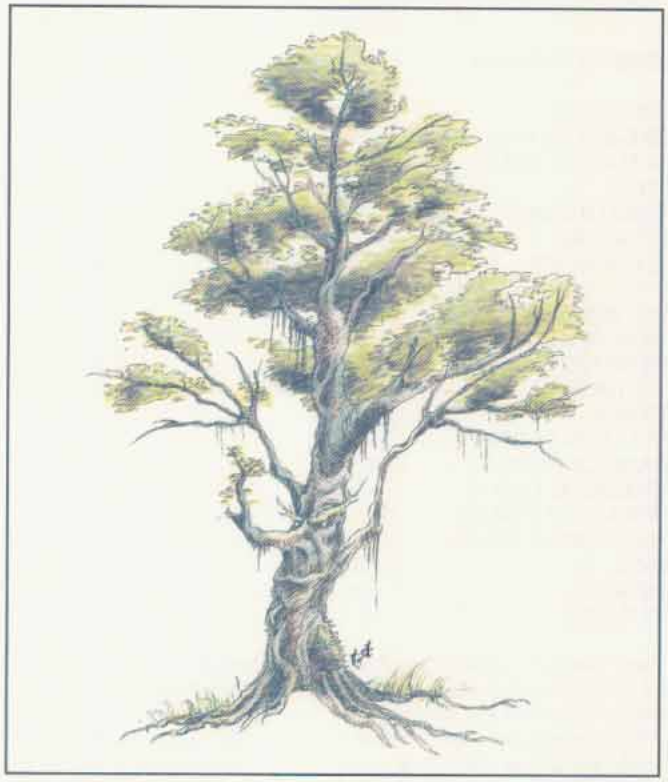
Treants are almost indistinguishable from trees. Their skin is a thick, textured, brown bark. Their arms are gnarled like branches and their legs fit together when standing like the trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter the leaves of a treant change color but rarely fall out. Treants are very intelligent and often speak a number of languages including their own, elf, dwarf, common, and a smattering of just about all other humanoid tongues (at least enough to say "Get out of my trees!").

Combat: The combat ability of treants varies with their size. Young treants (13 or 14 feet) have 7 or 8 Hit Dice and inflict 2-16 points of damage per attack. Middle-aged treants (15 or 16 feet) have 9 or 10 Hit Dice, respectively, and inflict 3-18 points of damage per attack. Elder treants (17 or 18 feet) have 11 or 12 Hit Dice and inflict 4-24 points of damage per attack.

Due to their tough, barklike skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire. Any fire-based attack against a treant is at +4 to hit and +1 damage. In addition, treants save against all fire-based attacks at -4. This weakness to fire also applies to animated trees controlled by a treant.

Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 3 per turn and fights as a full-grown treant (12 Hit Dice, two attacks, 4-24 points of damage per attack). A treant must be within 60 yards of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 60 yards away.

Treants (regardless of size) and treant-controlled trees can inflict structural damage when attacking a building or fortification.



Habitat/Society: Treants live in small communities, usually amidst old hardwood forests (oak, maple, mahogany, etc.). In the forest treants rarely reveal themselves, preferring not to interact with the more transient lifeforms (anything with a lifespan of 500 years or less). Humans and demihumans have only a slight chance of spotting a treant who is trying to blend in with the trees. Rangers have a fair chance of spotting a treant (10% per level).

Treants are intolerant of evil, particularly when fire and the wanton destruction of trees is involved. They hate orcs and goblins with a passion and tend to be suspicious of anyone carrying an ax.

Treants have no use for treasure, and usually place all such items somewhere out of sight, such as under a great rock. Occasionally a treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

Ecology: Treants, like all trees, gain sustenance via photosynthesis. Treants often sleep for long periods of time (anywhere from a few days to several years) during which short roots grow into the ground beneath them gathering water and minerals from the soil. Reproduction is via off-shoot stalks which the female treants then protect and care for until the stalks are grown.

The lifespan of a treant is not known, but is several thousand years at least. As they grow older, treants become slower and less agile, sleeping for longer periods and talking less of things that are and more of things that were. Eventually an old treant will not wake up, taking permanent root in the spot where he sleeps and living out the rest of his life as a normal tree.

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CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Supra-genius (20)
TREASURE:	Q (×5), X
ALIGNMENT:	Neutral
NO. APPEARING:	1 - 3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	6-36/6-36 or 4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	65%
SIZE:	H (18'-20')
MORALE:	Fearless (19-20)
XP VALUE:	10,000



Athasian treants are magical creatures, a mystic blending of the characteristics of a *tree of life* and a *water spirit of the land.* They are virtually immortal, and they act as incarnate guardians of the wilderness for which they were created. Often they are dedicated to caring for groves of trees of life, much as the normal treant is the caretaker of a normal forest.

Like normal treants, Athasian treants are almost indistinguishable from trees. When stationary, they look almost exactly like the species of tree from which they were constructed, giving them a 95% chance to hide themselves within a grove of trees. Their skin is bark, their arms tree branches, and their facial features look like the knots on the trunk of the tree.

Combat: The combat abilities of an Athadian treant are much more fixed than those of a standard treant, in part because Athasian treants are magical creatures rather than a natural race. Their tough, barklike skin gives them an excellent Armor Class against all attack except fire, which receives a +4 to hit and +1 damage against Athasian treants. Their limblike claws inflict 6d6 damage each, and they are capable of lifting creatures of up to 500 pounds. They may also hurl boulders for 4d6 damage, but they may only hurl one boulder per round.

Unlike their standard counterparts, Athasian treants cannot animate other trees. Moreover, Athasian treants have no magical resistance to fire magic, as it is from the sphere opposing the water spirit

However, they can cast spells of the Water sphere as an innate ability. They may cast each of the following spells once per day: *create water, purify food and drink, create food and water, lower water, reflecting pool, conjure elemental (water), part water,* and *transmute water to dust.* Each of these is an innate ability of the Athasian treant and is cast without verbal, somatic, or material components at an initiative rating of 2.

Habitat/Society: Athasian treants are created by druids for the express purpose of protecting the wilderness. While they have some advantages over their normal spiritual forms, in other ways they are very limited. Also. it is impossible to create an Athasian treant without the voluntary cooperation of a *water spirit of the land,* so they are extremely rare.

In fact, a *spirit of the land* is more powerful outside of this form than in it, when it manifests both more magical powers and more physical abilities. However, *spirits of the land* are not very attentive, and they will often wait until huge devastation is inflicted on the land before doing anything. While in treant form, a *spirit of the land* is much more closely tied to the physical world, and will therefore react much more quickly to the depredations of defilers and other attackers. Once bound to the treant, however, the *spirit of the land* cannot leave until the treant is killed. While in the form of a treant, the water *spirit of the land's* memory is limited to its life as a treant.

Ecology: An Athasian treant is created from a *tree of life* which is specially constructed by a druid to house a water spirit. The druid must convince the *water spirit of the land* of the necessity of the transformation and then must cast the following spells: *liveoak, reincarnate,* and *tree of life.* This not necessarily easy, for when the spirit leaves the water source it presently inhabits, that pool or stream quickly drys up and vanishes.

Invariably, an Athasian treant will be associated with a particular site and will be tasked with defending that site. It will fight fearlessly in defense of that site, as death has no meaning for such a creature. In the absence of violence, an Athasian treant is immortal; if killed, the *spirit of the land* is freed without injury, although it cannot reform a physical body for a number of years equal to the time it spent as a part of the treant. A *spirit* having been freed from a treant will recall its experiences as a treant as well as its existence prior to having been transformed. The water source which it once inhabited, however, will slowly return if it's bed has not been entirely eradicated.

Although the treant will die in the defense of the wilderness, it will in all other matters act in the interests of its own survival, and it will not give up its life to free the *spirit* within.

Treant, Black (Lyrannikin)

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (×5)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-12
THAC0:	13 (7-8 HD) 11 (9-10 HD) 9 (11-12 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (13'-18')
MORALE:	Champion (15-16)
XP VALUE:	2,000 + 1,000 per HD above 7 HD



Lyrannikin are treants that have become evil. This happens in a variety of ways: by magical change; the heart of a treant becoming rotted by blight; or in the case of very ancient treants, a festering hatred of those who destroy old forests, so that the treant becomes consumed by a desire for revenge that becomes indiscriminate. Lyrannikin may be physically indistinguishable from treants, but some 30% of them show obvious signs of severe blight and have rotting bark, decaying and hanging branches, and the like.

Combat: Lyrannikin attack with two gnarled, branchlike arms that are very powerful and inflict severe blows. Younger lyrannikin (10% of encounters) have 7-8 HD and inflict 2-16 points of damage per blow. Middle-aged lyrannikin (30% of encounters) have 9-10 HD and inflict 3-18 points of damage per blow. Elder lyrannikin (60% of encounters) have 11-12 HD and inflict 4-24 points of damage per blow. Blighted specimens inflict −1 point of damage per die.

Like treants, lyrannikin have a low AC due to their very tough bark. Fire-based attacks against lyrannikin (e.g., a *flame blade*) are made at +4, with a +1 damage bonus, and lyrannikin save versus fire-based spell attacks at -4. However, lyrannikin that are blighted (20% of younger, 30% of middle-aged, and 50% of elder) do not suffer these penalties against fire-based attacks, due to the wetness of their rotted tissue.

Unlike treants, lyrannikin cannot animate trees. Nonblighted lyrannikin can inflict structural damage as treants do.

Habitat/Society: Lyrannikin are solitary, vicious killers of intruders into their domains. They have lost their link with nature, and thus lost their ability to remain undetected in woodlands and forests also. Lyrannikin hate fire-using creatures and those who enter woodland with axe or saw. They have little treasure and have no notion of the value of gold, gems, and suchlike.

Ecology: All lyrannikin have some ability to photosynthesize as necessary to survive, but severely blighted specimens have sharply reduced photosynthetic ability and attempt to extract extra nutrition through their roots, often by drenching them in the blood of forest creatures. Lyrannikin sleep less than most treants, their anger and hatred driving them in a way quite alien to their good-aligned relatives. They do not reproduce.

Lyrannikin that are non-blighted have the same life span as treants; blighted specimens have shortened, but still considerable, lifespans (and are often old when they develop blight, anyway). Elder lyrannikin usually succumb to rot, blight, destruction by those who come to weed the evil presence out of the woods, or some similar cause. Treants will often try to subdue a lyrannikin or cure its blight, especially with very young or elder specimens.

It seems highly likely that the Scarlet Brotherhood has captured treants and is experimenting with the use of blights that will turn the treants to evil while not affecting their health or combat ability (no reductions to damage dice rolls). These specially-bred lyrannikin may well be being placed within the Menowood to attack the defenders of Sunndi who spy in the eastern margin of that wood; there have been several reports of young lyrannikin (an unusual occurrence) from that wood during the years of the Greyhawk Wars.

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Treant, Evil



Climate/Terrain:	Any forest
Frequency:	Very rare
Organization:	Grove
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	Q (×5), X
Alignment:	Chaotic evil
No. Appearing:	1–20
Armor Class:	0
Movement:	12
Hit Dice:	7–12
THAC0:	7–8 HD: 13 9–10 HD: 11 11–12 HD: 9
No. of Attacks:	2
Damage/Attack:	Variable
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (13'–18')
Morale:	Elite (13–14)
XP Value:	2,000 (+1,000/HD)

The peaceful race of treants, found on many worlds and in many lands, is also represented in Ravenloft. Sadly, the dark waters and corrupting evil of the land has twisted them into evil and foul things. The treants of Ravenloft despise good and innocent things as much as their counterparts hate evil; they go to great lengths to torment and terrorize travelers in their domains. The only trait they seem to share with the true treant is a hatred of unchecked or unrestricted use of fire.

Evil treants look much like normal trees—so much so, in fact, that when standing in a grove or forest they have a 90% chance of being mistaken for common flora. Their bark is thick and gnarled, providing them with protection from physical damage. While they have a face that looks unsettlingly human when they are speaking, it vanishes into patterns of grooves and knots when the creature wishes to remain stationary. Evil treants come in three age groups: young (13 to 14 feet tall), mature (15 to 16 feet tall), and elder (17 to 18 feet tall). In combat, the amount of damage inflicted by a treant is determined by its age and size.

Evil treants can speak their own language and can usually communicate with the animals in the forest around them. They are also often capable of speaking a fair number (14) of other languages.

Combat: Young treants can lash out with their powerful branches to strike twice in combat, inflicting 2d8 points of damage per blow landed. Mature treants are able to inflict even more dangerous wounds, inflicting 3d6 points of damage with each attack. Elder treants have amassed so much physical power that their attacks deliver fully 4d6 points of damage each. Few and far between are the creatures that can stand against them in combat.

Despite the thick bark that provides them with protection against physical assaults, treants are unusually vulnerable to fire. Any weapon or attack based on fire (magical or normal) receives a +4 bonus on its attack roll. Further, such attacks score an additional 1 point per die to all damage inflicted. Saving throws required for fire-based attacks and spells are made at a –4 penalty.

Like their good counterparts, evil treants can animate and command living trees. Each treant can animate two trees. This power has a range of 60 yards, and any animated tree that moves beyond that limit is instantly returned to its normal state. After spending one round to uproot itself, an animated tree is able to move about and attack as if it were a mature treant.

Because of their mass and strength, treants are quite effective in combat against structures and fortifications—especially those made from wood. Exact details on this aspect of combat are provided in *The Castle Guide* and BATTLESYSTEM® miniatures rules, where they are considered to be identical to good treants.

Habitat/Society: Evil treants live in secluded forests like those found in the mountains of southwestern Ravenloft. Here, they warp the nature of what might otherwise be peaceful and picturesque woodlands, turning them into evil, haunted forests.

Evil treants have no interest in treasures, magical or monetary, although items of value are sometimes found on the ground where they have claimed the lives of past victims. Only in very rare cases will an evil treant attempt to use any of these artificial items, as they prefer to leave them where they fell and use them as bait to lure curious explorers to their deaths.

Ecology: Unlike good treants, who feed wholly by photosynthesis, evil treants are carnivorous. In fact, they favor the flesh of intelligent creatures (usually humans and demihumans) over all other prey. Their chosen delicacy, when they can obtain it, is the flesh of innocents, who they torment and horrify before devouring. Evil treants rarely kill their prey before consuming it, for they believe that this makes it unfit for digestion. Thus, victims who are accidentally slain during the tortures inflicted upon them by hungry treants are discarded and left to feed the scavengers of the forest.

The sap of an evil treant, when smeared over the entire body, is reported to provide humans and demihumans with protection equivalent to that granted by a *barkskin* spell.

Treant, Evil (Blackroot)



Climate/Terrain:	Tepest
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	Very (11)
Treasure:	Q×5, X
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	12 (84 hit points)
THAC0:	9
No. of Attacks:	2
Damage/Attack:	4d6/4d6
Special Attacks:	Animate trees; spells
Special Defenses:	Spells
Magic Resistance:	Nil
Size:	H (18' tall)
Morale:	Elite (14)
XP Value:	14,000

The domain of Tepest has long suffered under the evil of the three hags who rule it. Their wickedness has seeped into the land, permeating it and poisoning even the plants and beasts of the forests. Perhaps the most awful example of this corrupting taint is the dreaded Blackroot. This evil treant dwells southwest of Lake Kronov, near the borders with G'Henna and Markovia. None who pass through these woods do so without attracting his notice and, if care is not taken, his wrath.

Blackroot is a foul and terrible thing. He stands just over 18 feet tall and looks like an ancient oak. His bark is grooved and rough, providing excellent protection from physical attacks. His branches are long and gnarled, never sprouting leaves or showing even the faintest hints of bud or blossom. When he wishes to be seen for what he is, a gnarled face appears to form from the fissures and grooves of his bark. A great and terrible maw, shaped like an inverted V, opens up beneath two knotty eyes.

Blackroot, like most treants of any alignment, is able to speak with the animals of the forest. His evil is so pervasive, however, that the traditionally neutral animals of the forest near him have become neutral evil. Thus, even the most innocent creature in Blackroot's realm can be a potential enemy for PCs, reporting their every action back to their treant master. Blackroot speaks the languages of Tepest and each of its neighboring domains. He seems to have no understanding of writing, not recognizing it as a form of communication.

Combat: Those who enter the forest attempting to destroy Blackroot are seldom seen again. If they are not destroyed by the wilderness which he commands, they usually perish in combat with this ancient, evil creature when they find him. Blackroot can attack twice per combat round, inflicting 4d6 points of damage with each blow that strikes its target. His tremendous strength and mass is such that it enables him to crumple even plate armor as easily as if it were cardboard.

Blackroot's thick bark provides him with excellent protection from most attacks. However, his plantlike biology makes him very vulnerable to attacks made with magical or mundane fire. Any weapon or spell that employs fire gains a +4 bonus on the attack and inflicts an extra +1 point of damage per die. In addition, any save that Blackroot must make against fire-based attacks is made with a –4 penalty.

Because of this vulnerability, Blackroot will quickly attempt to destroy anyone who is careless with fires in his woods. As he is well aware of the danger that such enemies pose, he prefers to act indirectly against them, directing the savage wolves of Tepest and other animals of the forest to destroy fire-wielding enemies for him. Only if these means fail will he seek a direct confrontation.

All evil treants are very dangerous; Blackroot is even worse than most, having grown in soil tainted with the evil of Tepest's three hags. This infusion of evil has given him several magical abilities that most of his kind do not possess. Once per day he may cast the following spells as a 12th-level druid: *animal friendship, animal growth, animal summoning I, animal summoning II, anti-animal shell, anti-plant shell, call woodland beings, charm person or mammal, create water, entangle, hold animal, hold plant, locate animals or plants, plant growth, putrefy food & drink, repel insects, snare, speak with animals, speak with monsters, speak with plants, spike growth, summon insects, wall of thorns,* and *warp wood*. Blackroot has no need of components for his spells; they are all simple acts of will.

Blackroot has the ability to animate the trees of his

forest, causing them to obey his mental commands. It takes one round for an animated tree to uproot itself, but once this is done it is fully mobile. At any given time he may have two such followers doing his bidding. These trees conform to the statistics for mature treants, having 10 Hit Dice and inflicting 3 to 18 (3d6) points of damage with each of their two attacks. They are not actually intelligent but do serve as extensions of Blackroot's own consciousness. Trees under his control must remain within 60 yards of their master, or they revert to their normal status.

Habitat/Society: Blackroot began his life as a tree, not a treant. He was a majestic and noble plant towering above the other trees of the forest and fairly radiating health and stamina. Indeed, so wondrous was this fine oak that a sect of druids settled around it to protect and nurture the ancient plant.

It was not long, of course, before the hags who rule Tepest took notice both of the tree and its protectors. They saw that more and more people were turning to the ways of the druids, venerating nature and its "balance." Such a shift in attention away from the action of the vain and terrible coven was unacceptable.

In order to set things straight, the hags decided to destroy the druids. In order to make certain that others learned the druids' lesson, the hags set down a powerful curse on them. One by one, each of the druids was transformed into a twisted and putrefied tree. So sinister and terrible to look upon were these new trees that the people of Tepest began to avoid the woods. They took to calling the regions southwest of Lake Kronov *Brujamonte* or *Witches' Wood*. As these newly created trees took root, the other flora and fauna of the wilds began to change until they too were twisted and corrupted.

The great oak, however, they reserved for special attention. In their horrible iron cauldron, they brewed a special draught. Composed of things dark and dreadful, it was practically liquified evil. When their brew was done, they took it out to the forest and dribbled it on the roots of the tree. Every night for a month the trio gathered around the tree at midnight and repeated their dark ritual. In the end, as a full moon the color of blood rose into a cloudless sky, the great oak's transformation was completed. With the hags dancing and cackling over their success, Blackroot was born.

Over the years, this once-great tree has become more and more evil. Now shriveled and twisted, a nightmarish reflection of the resplendent plant that he had once been, Blackroot rules the Witches' Wood. Through the plants and animals of the forest, he keeps a careful eye on all that transpires in that vile place. While he is not under any form of mental domination, he does the bidding of the hags out of respect for their greater evil and in the hopes that he might one day replace them as the master of Tepest.

Ecology: Blackroot survives on a diet of human, demihuman, and humanoid flesh. Because of the large number of goblins that infest the woods of Tepest, he is frequently able to satisfy his hunger without molesting travelers on the Timori Road. From time to time, however, he becomes hungry for sweeter, human flesh. Generally, this happens about once a month.

Anyone who enters the forests of southwestern Tepest will instantly become aware of that place's evil nature. The trees produce bitter fruit, the streams are brackish, stinging insects are everywhere, and thorny undergrowth hinders progress in every direction.

Adventure Ideas: The players might come into contact with Blackroot and his forest entirely by accident. Such an encounter could easily occur as they traveled the Timori Road into or out of Tepest. Blackroot frequently orders his trees to attack caravans and parties traveling on that highway to satisfy his hunger for flesh.

On the other hand, the destruction of the druid cult could also be used as a motivation for the PCs to enter the Brujamonte. The very nature of this corrupted wood should entice any druid in the party to examine its mysteries. Groups without such a person in their company could easily be contacted and hired to learn what happened to the druids who once lived in Tepest.

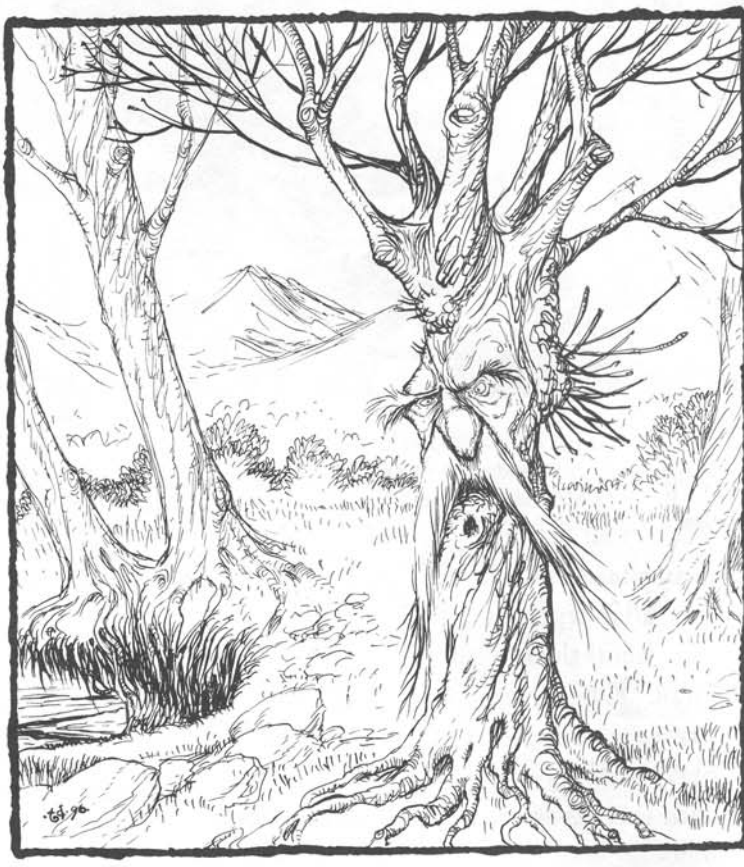
Adventures centering on Blackroot should focus not only on the destruction of the evil treant but also on the restoration of the area. This was once an area of great natural splendor and, with a great deal of effort, it might someday be restored to that state.

Of course, the hags who rule Tepest (detailed in RR1, *Dark Lords*) are certain to take notice of anyone who attempts to destroy their handiwork. They take great pride in the malignant ugliness of the Witches' Wood, and player characters attempting to set right the changes that they have made in the *Brujamonte* are certain to be looked upon as challengers to their authority. As such, the hags will simply seek to destroy them.

Treant, Greater

Climate/Terrain:	Secluded forests
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Photosynthesis
Intelligence:	Exceptional (15–16)
Treasure:	Q (5), S, T
Alignment:	Chaotic good

No. Appearing:	1
Armor Class:	–2
Movement:	9
Hit Dice:	16
THAC0:	5
No. of Attacks:	2
Damage/Attack:	6–36
Special Attacks:	See below
Special Defenses:	Never surprised
Magic Resistance:	30%
Size:	G (26′–36′)
Morale:	Fanatic (17–18)
XP Value:	16,000



Greater treants are solitary beings found deep within forests far away from civilization. Identical to treants in most respects, greater treants are larger and more powerful than their lesser cousins. As sworn protectors of the forests, greater treants can be called upon in times of great need to aid a region's inhabitants. In addition to the language of treants, greater treants can speak most humanoid languages and have the innate ability to communicate with all plants and animals. Some also speak in the secret tongue of druids.

Combat: Greater treants are most often found (99%) in deep slumbers that may last for more than a century. Anyone with evil intent entering a greater treant's grove (which is usually protected) awakens it in 1–2 rounds. Also, anyone who speaks a greater treant's name while inside its grove will wake it in 1d4 rounds. Aside from their magical abilities, greater treants can attack twice per round using their giant, armlike branches for 6d6 hp damage. Their hardened, barklike skin provides them with a low armor class.

Greater treants have the ability to animate and control normal trees. A greater treant can animate up to 10 normal trees at a time. It takes one round for a tree to be animated. The trees found within a greater treant's forest are unusually large and have superior combat abilities: 14 Hit Dice, two attacks, 5d6 hp damage per attack, and MV 1.

In addition to their magic resistance, greater treants are immune to all *charm*-related spells. Greater treants have many magical abilities which they employ as a 16th-level priest. Once per round a greater treant may use the following spell-like abilities: *detect magic, entangle, know alignment, messenger, neutralize poison,* and *plant growth.* In addition, they may also use the following abilities once per day: *animal summoning III, call woodland beings, charm person or mammal, dispel magic, reflecting pool,* and *remove curse.*

Greater treants suffer a weakness against fire attacks like normal treants, and magical fires cannot be resisted.

Habitat/Society: Greater treants live alone in secluded groves. They are intolerant of evil and any threat to the forests in which they live. If called upon in times of danger, a greater treant does everything in its power to ensure the well-being of its forest. Greater treants have no use for treasure and keep such items buried deep beneath their roots, only to be used for the cause of good.

Ecology: Greater treants, like their smaller cousins, obtain sustenance via photosynthesis. The lifespan of greater treants is unknown. It is believed that they are exceptionally ancient beings divinely chosen to stand watch over nature until the end of time. They are assumed to have been around since long before the birth of humankind (some say even before the time of the elves), and no one has ever heard of a greater treant dying of old age.

Treant, Undead

Climate/Terrain:	Any forest
Frequency:	Very rare
Organization:	Copse
Activity Cycle:	Night
Diet:	Blood
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1-4
Armor Class:	0
Movement:	12
Hit Dice:	15
THAC0:	5
No. of Attacks:	2
Damage/Attack:	5d6/8d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	H (20' tall)
Morale:	Champion (15–16)
XP Value:	15,000



When an evil treant sees that its many years are soon to come to an end, it seldom accepts this fate quietly. For most, this means a final, wild orgy of violence and death. For a few, however, it means death and resurrection as a thing so dark and evil that even the Vistani will not speak of it.

An undead treant looks much like any other deciduous tree in the winter. It has no leaves and a lusterless, almost brittle, look to its bark. Like living treants, its face is hidden until it chooses to speak or make its presence known. When a creature of this sort stands amid a grove or copse of similar leafless trees, it is 90% likely to go unnoticed by those passing near.

Undead treants speak the language of evil treants and generally know many (2d4) other tongues. Despite their linguistic skills, however, they seldom converse with the living and seem unable to speak with the animals of the forest around them.

Combat: Undead treants lash out with their powerful branches, striking twice per round and inflicting 5d6 points of damage with each successful blow. On any natural roll of 19 or 20, they are assumed to have knocked their opponent prone and stunned them for 1 round per 5 points (or fraction thereof) of damage inflicted. Thus, a blow delivering 18 points of damage would stun a character for 4 rounds.

If the treant is not otherwise engaged in combat, it will move beside the fallen form and feed upon the blood of the victim. To do this, the treant must remain stationary for 1 round. On the second round, it sprouts 3d4 rootlike appendages that snake out and bury themselves in the victim's flesh. These inflict 1 point of damage each and allow the monster to begin feeding on the third round. Starting then, and on each subsequent round, the creature will drain 1d3 points of blood for each root sunk into the victim.

Anyone being drained of blood by the treant is rendered immobile as the coils of roots encircle his body. Individuals so entrapped can only escape the deadly embrace of these vampiric trees with the aid of a third party. In order to end the blood draining, the treant's roots must be cut away. They are treated as armor class 5 and any successful attack will break the tendril. If all of the tendrils are cut, the victim can work his way free in 2 rounds (1 with outside help). When an undead treant stops feeding, either because it has drained its victim of blood or because all of its tendrils have been severed, it requires a full round to become mobile again. During this time, or whenever it is feeding, all attacks against the creature gain a +2 bonus.

Like other treants, the undead variety are vulnerable to fire. All fire-based attacks gain a +4 bonus on their attack rolls and inflict an extra 2 points per die of damage.

Undead treants are unable to animate other trees, but they are known to employ magic. All undead treants have the spellcasting powers of a level 2 to 6 (2d3) druid. Because of their own vulnerability to flames and fires, however, they will never employ any spells that use any kind of fire. Undead treants require the same verbal and somatic components that other spellcasters do, but never need to employ material components unless they are vital to the operation of the spell (a *goodberry*, for example).

Undead treants are immune to spells like *sleep*, *charm*, or *hold*, as are all undead, but also have several other immunities that set them above the rest of the living dead. Holy water, for example, has no effect on them, and they cannot be turned by priests or paladins. They are also untouched by sunlight and cannot be affected by spells like *control undead* or *control plants*.

Habitat/Society: Undead treants tend to live in small copses of dead trees with no more than four individuals in any given area. Their foul aura permeates the copse around them, making the woods they inhabit dark and evil places.

It is not uncommon for individual undead treants to still be members the evil treant community they once lived in. When this is the case, the undead treant will be treated with the respect due to a powerful leader and will clearly be in command of the others.

Ecology: Undead treants seem to be a natural stage in the life cycle of some evil treants. No doubt this is given as a "reward" for their evil lives by the dark powers.

Trelon

CLIMATE/TERRAIN:	Any shadowy area
FREQUENCY:	Rare
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Nocturnal
DIET:	Mages
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3/mage
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	3+1
THAC0:	17
NO. ATTACKS:	2
DAMAGE/ATTACK:	2–7/2–7
SPECIAL ATTACKS:	–3 penalty to opponents' surprise
SPECIAL DEFENSES:	Immune to illusions, phatasms, and shadow magic
MAGIC RESISTANCE:	35%
SIZE:	L
MORALE:	Fearless (19–20)
XP VALUE:	420



Trelons originated on one of the Prime worlds and were brought to the Outlands by a sorcerer living on the ninth ring. This sorcerer used them as weapons, transporting them into the Academy of Weavers near Curst, where the trelons murdered the entire school of illusionists in their sleep.

Trelons have been described as a "mixture of orange and shadow." They have two long arms that end in curved spikes, two mandibles near the mouth for feeding, and two spindly legs. According to legend, trelons were created to exterminate mages on some long-dead Prime world. True or not, the trelons seem to hate mages and magic in general.

Trelons do not like natural light, and torches or strong lanterns can prevent a trelon from attacking its target. Light sorceries, however, drive them into frenzies, and they attack any opponent using them without hesitation.

Combat: A trelon swarm is terrible to behold. When they appear, they mob any nearby creature, tearing through their victims like scythes. Trelons attack with their two armspikes, bisecting a target like a pair of cutting shears. When they have killed a target, the mandibles around their mouth scoop up the remains of the victims. They do not stop to feed until they have killed every non-trelon in sight.

Trelons never "appear" at distances greater than 30 feet from their victim. Until a victim comes within range, the trelons simply don't exist. A target might never even know that he or she is in the middle of a swarm of trelons until they suddenly begin to materialize, imposing a –3 penalty to their prey's surprise roll. Where these creatures come from is unknown, but they seem to appear only in shadowy conditions where there is no natural light. It is not known where they retreat to once they have finished their attack.

No one knows how these creatures hunt. Some believe that the trelons track a creature by its spellcasting, its shadow, its emotions, or its sound. It is known that trelons have the ability to track a victim through almost any spell or magical item designed to cloak the victim. They are drawn to *invisibility, dust of disappearance, displacements,* and shadow magic. Trelons can sense a target no matter how well they are hidden. It has been observed (under extremely bloody circumstances) that magical cloaking effects seem to drive trelons into a rage, and they prefer to attack any invisible or cloaked target in range.

Trelons are immune to *hold monster, protection from evil,* illusions, shadow magic, and mind-influencing spells. They are the bane of illusionists, so much so that a trelon's claw is often a component used in the creation of arrows or other weapons designed to slay illusionists, shadows, or creatures from the Ethereal plane.

Habitat/Society: Trelons speak in soft clicks and chittering noises, which rise to a near-deafening screeching when they strike. Their insect nature makes several sages suspect that they may have a hive mentality, but like much that is known about trelons, it is only speculation.

Ecology: Trelons seem to combine the worst characteristics of demons and insects. They seem to favor cool, shadowy places. The scent of magic or a wizard causes them to swarm.

Trelons are valued for their talons, which are long enough to be used as a swordblades. When properly enchanted, they can become fearsome mage-slaying weapons. There have been tales that such weapons prefer to attack mages in combat, sometimes twisting in their owner's grip to stab at a magic-user, no matter the intended target. There are rumors that trelons eventually come to reclaim the piece of their kin taken from them.

Trelon blood is said to give *arrows of slaying* (notably those that slay mages, illusionists, and shadows) extra abilities, but these abilities are unknown. Any attempt to use trelon blood to boost spellcasting or in a magical ritual has caused the spell to fail and has, in some circumstances, summoned a swarm of trelons to the scene.

Tren

CLIMATE/TERRAIN:	Damp subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE TYPE:	A, D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10-80
ARMOR CLASS:	4
MOVEMENT:	12, Sw 9
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACKS:	1-3/1-3/2-7 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Elite (14)
XP VALUE:	175



Tren are a crossbreed of troglodytes with the largest, strongest, vilest members of the lizard man race. They hate all warm-blooded creatures, but reserve special animosity for dwarves, who often come into conflict with them over subterranean water supplies.

Tren weigh an average of 220 pounds. Their skin consists of leathery scales, ranging from gray to green to brown in color. The skin of the males is generally spiky, while the females have smoother skin. Tren have only vestigial tails, useful while swimming, but good for little else. Tren wear simple belts and loincloths for clothing. Warriors carry leather shields. If they are without a shield, they are Armor Class 5. Warriors use the most sophisticated weapons they find. Steel short swords are a weapon of choice. Tren have infravision to 60 feet. They speak the languages of both lizard men and trogs, sometimes forming a unique hybrid language.

Combat: Tren are organized fighters, using ambushes, traps, and other tactical maneuvers to their advantage. Most tren share the troglodyte appreciation of steel and use whatever steel weapons they can. Those without steel weapons, though, are still formidable in close combat because of their three attacks.

Tren possess a chameleon-like ability to blend in with the background. When motionless against a stable background, tren are 90% invisible. They often attack from this concealment, losing their invisibility but giving opponents a -4 penalty to their saving throw vs. surprise. The tren then enters the melee.

Like their troglodyte ancestors, tren possess the ability to secrete an oil when excited, whose odor is most disgusting to humans, demi-humans, and humanoids. All within 10 feet of a tren secreting this oil must successfully save vs. poison. Those who fail lose 1d6 +1 points of Strength for 10 combat rounds.

Habitat/Society: Tren live in loose-knit clans, with each clan led by a chief, usually the biggest, smartest tren. Several sub-chiefs are also present, as well as a few shaman. As with most chaotic societies, leadership is by forceful example.

For every ten tren, there is one sub-chief with 4 +4 Hit Dice. For every twenty tren, there is one shaman (cleric) of levels 3, 4, and 5. Each clan is ruled by a tren with 6 + 6 Hit Dice. Female tren have 2 +2 Hit Dice, and won't fight, except to defend their home or young. Fully 40% of each clan are females and young. Young tren have 1 + 1 Hit Dice, but are noncombatant.

Tren value forged metal, a process they have never mastered. Steel is the preferred alloy, but others will suffice. Tren often mount ambushes on dwarven patrols or on travelers moving through any mountain passes near the tren's lair in order to gain more metal weapons. These will most likely soon be used against any dwarven encampments in the area.

Ecology: Tren are pure carnivores and prefer warm-blooded prey. Dwarves and humans are among their favorites, though they eat almost anything they can catch.

Climate/Terrain:	Negative Energy Plane (any)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Waning life force
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	N/A
Movement:	12
Hit Dice:	N/A
THAC0:	N/A
No. of Attacks:	N/A
Damage/Attack:	N/A
Special Attacks:	Induce violence, aid attacks
Special Defenses:	Invisibility, immunities
Magic Resistance:	Nil
Size:	S-M (2′-6′ diameter)
Morale:	Unsteady (5-7)
XP Value:	650

From *The Book of Inverted Darkness:*

"Then, in those days in the land of Knell, there was a great famine. So many were the dead's numbers that their starved bodies were stacked like wood outside the towns, until those who stacked them no longer had the strength or the will.

"Such were the events when the twin heroines Evera and Rattir arrived. Looking upon the dead bodies and the starving people, they asked, 'What has transpired, to bring such a curse upon the land?'

"The people of Knell replied, 'The traitorous cur known as Rech has used a magical staff to bring this blight upon us! No food have we to eat or water to drink, for none exists in the land of Knell.' Without further discussion – for in the manner of all heroes their great courage was legendary – Evera and Rattir departed to find the one known as Rech.

"After a long and perilous journey, they arrived in the fells and found the tower of the villain. Confronting the evil knight, the heroines called for him to throw down his staff and dispel the ill that he had wrought upon the land.

"Rech knew of the two renowned warriors and realized that he could not best them in battle. Yet before he could respond to their demand, Evera rode forth on her steed Malfax and attacked him. The charge surprised both Rattir and Rech, but the evil knight's surprise cost him his head.

"When Rattir confronted her sister, she condemned the attack as cowardly and ignoble. Evera then turned upon her twin, but Rattir was ready, for even then she suspected that Evera might not be her own master. Rattir subdued her bloodthirsty sister, for as is well known, she was greater in the ways of battle. Then, knowing something of magic, Rattir cast a spell which laid forth all things to true sight.

"Suddenly revealed by her magic was a quavering creature of formless spirit, doubtless from some far-off realm. Rattir called out, 'Get thee hence, fiend of violence,' and drove it away with her spells. She named the beast 'trilloch,' which in the tongue of Knell meant 'eater of death,' for that is what Rattir knew it to be.

"With the trilloch gone, Evera returned to herself and the sisters were joyous. Together they broke Rech's evil staff and restored health to the land. Evera's transgressions, however, earned them both enmity with the goddess Elonn. Thus did the goddess cause the two to find their way to the Sea of Winds, where . . ."

The trilloch is an extraordinarily uncommon creature that originally hails from the Negative Energy Plane but is encountered only as it wanders other planes. However, most folks wouldn't notice it, as the monster is invisible and almost imperceptible. Only a *detect magic* spell cast within 60 feet of a trilloch reveals its unique aura – a pulsating ripple of negative energy with no fixed size, shape, or even color.

Combat: A trilloch isn't so much an opponent as it is a force. The thing can't make physical attacks against a foe, nor can it be physically harmed by an attacker. Its focused essence is an energy mass from 2 to 6 feet in diameter, but its actual presence occupies a 60-foot-diameter sphere. The trilloch can feed only from sources that fall within this zone. And as it consumes the life force of the dying, it must either find an expiring creature or cause one to die. Thus, unable to harm anything directly, the beast tries to influence events to bring about death.

First of all, the trilloch amplifies the deadly potential of all combat that occurs within its 60-foot sphere of influence. All attack and damage rolls receive a +1 bonus, and morale checks are made with a +3 bonus – in the presence of a trilloch, creatures are more likely to fight to the death.

Second, the trilloch encourages violence. Beings of animal (1) or nonratable (0) Intelligence that're within 60 feet of the pulsating creature begin attacking whatever is near. Smarter sods can make a saving throw versus spell to resist the effect, but if they fail the roll, they automatically spend the next 1d6 rounds attacking anything they perceive to be an enemy. If they can find no "enemies," they simply attack anyone nearby for 1d4 rounds. Their target must fall within the 60-foot area of influence around the trilloch.

'Course, even after the violent compulsion fades away, some berks might continue fighting on their own – which is what the unseen trilloch counts on. But the combatants don't need to keep making saving throws, even if they remain within the 60-foot zone. The rolls are needed only upon initial contact with the negative-energy monster. However, if a sod runs into another trilloch after 24 hours have passed, he must make a new saving throw in order to resist its power.

As noted above, a *detect magic* spell is the only means of discovering the presence of a trilloch, and only if cast within 60 feet of the creature's central essence – which means that the spellslinger must be within the trilloch's

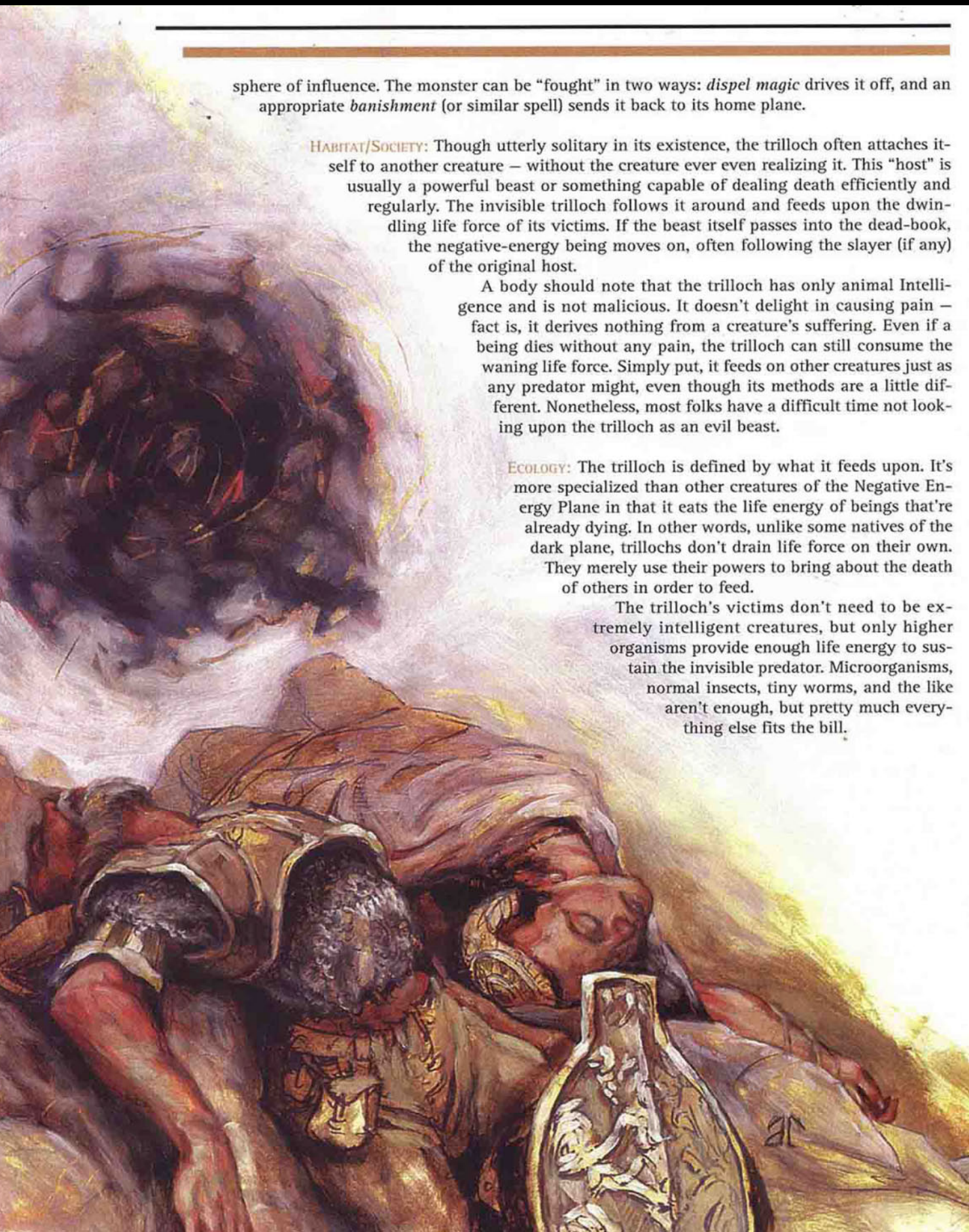
sphere of influence. The monster can be "fought" in two ways: *dispel magic* drives it off, and an appropriate *banishment* (or similar spell) sends it back to its home plane.

HABITAT/SOCIETY: Though utterly solitary in its existence, the trilloch often attaches itself to another creature — without the creature ever even realizing it. This "host" is usually a powerful beast or something capable of dealing death efficiently and regularly. The invisible trilloch follows it around and feeds upon the dwindling life force of its victims. If the beast itself passes into the dead-book, the negative-energy being moves on, often following the slayer (if any) of the original host.

A body should note that the trilloch has only animal Intelligence and is not malicious. It doesn't delight in causing pain — fact is, it derives nothing from a creature's suffering. Even if a being dies without any pain, the trilloch can still consume the waning life force. Simply put, it feeds on other creatures just as any predator might, even though its methods are a little different. Nonetheless, most folks have a difficult time not looking upon the trilloch as an evil beast.

ECOLOGY: The trilloch is defined by what it feeds upon. It's more specialized than other creatures of the Negative Energy Plane in that it eats the life energy of beings that're already dying. In other words, unlike some natives of the dark plane, trillochs don't drain life force on their own. They merely use their powers to bring about the death of others in order to feed.

The trilloch's victims don't need to be extremely intelligent creatures, but only higher organisms provide enough life energy to sustain the invisible predator. Microorganisms, normal insects, tiny worms, and the like aren't enough, but pretty much everything else fits the bill.



CLIMATE/TERRAIN:	Any sea
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High and up (13+)
TREASURE:	M, Q (C, S, T)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	6-60
ARMOR CLASS:	5
MOVEMENT:	Sw 15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (7' tall)
MORALE:	Elite (13)
XP VALUE:	Normal: 270 Exceptional (4-6 HD): 650 Exceptional (7-8 HD): 2,000 Mage: 2,000 +1,000 per level over 7th Priest: 2,000 +1,000 per level over 7th Triton leader: 4,000



Tritons are rumored to be creatures from the elemental plane of Water that have been placed on the Prime Material plane for some purpose unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths.

The lower half of a triton ends in two finned legs, while its torso, head, and arms are handsomely human. Tritons have a silvery skin that fades into silver-blue scales on the lower half of their bodies. Their hair is deep blue or blue-green. Triton speak their own language as well as those of sea elves and locathah.

Combat: Tritons carry either tridents (60%) or long spears (40%). Some 25% are also armed with heavy crossbows. When equipped for battle, tritons wear armor made of scales (AC 4).

Outside their lair, tritons are 90% likely to be mounted, either on hippocampi (65%) or giant sea horses (35%). These mounts fight in defense of their riders.

Exceptional tritons (see below) and triton leaders always carry conch shells with them. Not magical, their sounds are well known to all marine creatures. When blown properly by an exceptional triton, a conch summons 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses. These creatures swim to the aid of the summoning triton, arriving 1d6 rounds after the conch is first sounded. The conchs can also be sounded to frighten aquatic animals as the *fear* spell. This latter noise causes all marine creatures within 60 feet and with animal Intelligence or less to flee in panic. Creatures are allowed a saving throw vs. spell to avoid the fear effect, but even those who succeed with their saving throws have a -5 modifier on their attack rolls against the tritons.

Triton are reclusive and nonviolent. They normally attack to capture. If a triton is killed in a battle, however, the fight immediately becomes one of retribution. Should the fighting go poorly, the tritons withdraw to their lair to either gather reinforcements or make a last stand.

In addition to their other abilities, tritons are nearly impervious to magic with a natural magic resistance of 90%.

Habitat/Society: Tritons live either in great undersea castles (80% chance) or in finely sculpted caverns (20%). While tritons lean toward good alignment, they are very suspicious of outsiders and have no love for land dwellers in general.

Tritons rarely kill, unless provoked, but they are quick to apprehend those who intrude upon their seas. Trespassers found guilty of intentionally entering triton waters or treasure seeking are left "to the fate of the seas." This means being stripped of all belongings and set adrift at least 10 miles from any shoreline. Characters ruled innocent by the triton court awaken the next day on some distant shore. Tritons never aid land dwellers unless their own interests are involved in the matter.

For every 10 tritons encountered there is an exceptional triton of 4-6 Hit Dice. For every 20 encountered there is an exceptional triton with 7-8 Hit Dice. Groups of 50 or more are always accompanied by a triton leader (AC 2, 9 Hit Dice). There is a 10% chance for every 10 tritons encountered that they are accompanied by a triton mage of 1d6 levels.

At a triton lair, the following additional tritons are always found:

60 males (with related exceptional tritons)
One mage of 7th- to 10th-level ability
One priest of 8th- to 11th-level ability
Four priests of 2nd- to 5th-level ability
Female tritons equal to 100% of males (2 HD, AC 6)
Young equal to 100% of males (noncombatants)

There is also a 75% chance that the lair contains 2d6 sea lions as pets/guards.

Ecology: Tritons are omnivorous and live on fish, shellfish, and sea weed. They have no natural enemies save the giant squid, which is immune to the effects of their conch shells. Normal triton live approximately 300 years while their leaders and spellcasters have life expectancies of 500 years or more.

Troglodyte

CLIMATE/TERRAIN:	Subterranean and mountains
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-2/1-2/2-5 or 2-8 weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11)
XP VALUE:	Normal: 120 Guard: 175 Subchieftain: 270 Chieftain: 650



Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Troglodytes stand about 6 feet tall, are covered in roughened leathery scales, and have a toothy lizard-like head. Males are easily distinguished from females by the fin-like crest that runs across their heads and down their necks. Coloration for both sexes varies due to the troglodyte's chameleon-like ability to change skin tone, but grayish brown is most common. Most troglodytes wear little more than a leather weapons belt, with perhaps a small bag of semi-fresh meat. Leaders adorn their belts with pieces of steel, a sign of power in troglodyte culture. Troglodytes have excellent infravision (90-foot range). They speak their own language and no other.

Combat: Fifty percent of a troglodyte force use their teeth and claws. The remaining 50% use weapons: swords (5%), stone battle axes (10%), stone morning stars (10%), or two troglodyte javelins (25%). Of special note is the troglodyte javelin. These great darts grant a +3 bonus to the attack roll when thrown by a troglodyte; they cause 2d4 points of damage. This bonus reflects the troglodytes' great skill with these darts. About 25% of troglodytes carry two such darts apiece.

Troglodytes prefer ambushes to frontal assaults. Their favorite tactic is to pick a well-trod mountain or subterranean path and then use their chameleon power to blend in with the surrounding rocks. When a likely target walks by, the troglodytes hurl a volley of javelins (this attack gives opponents a -4 penalty to their surprise rolls, but only for the initial round). After a second volley, the troglodytes descend upon their hapless victims.

When angered or engaged in melee, troglodytes secrete an oil that smells extremely disgusting to all humans and demihumans. Those failing their saving throws vs. poison are so revolted as to lose 1d6 points of Strength. This loss remains in effect for 10 rounds.

Habitat/Society: Troglodyte society is organized into clans, with each clan led by a chieftain (usually the biggest and most fearsome troglodyte). A number of subchieftains also are present, chosen from those troglodytes that most distinguished themselves in battle. Rank is loose and internal squabbles common. Most chieftains lead only as long as the clan stays fed (and not one meal longer).

For every 10 troglodytes encountered there is one leader with 3 Hit Dice. For every 20 there are two subchieftains each with 4 Hit Dice. Groups of 60 or more always include the clan chieftain. The chieftain stands 7 feet tall, has 6 Hit Dice, and is accompanied by 2d4 guards with 3 Hit Dice each.

Troglodytes usually set their lair near a human or demihuman settlement. This enables them to prey on both the settlers and their livestock. The lair itself is typically a large cave or cavern with a number of smaller chambers adjoining it for the females and hatchlings. Troglodyte lairs contain a number of females equal to 100% of the males. Females have 1+1 Hit Dice each and fight to the death in defense of the hatchlings. Hatchlings number about 50% of the male population and are noncombatants.

Troglodytes value steel above all else, using it to make javelins and as a form of wealth. Individual troglodytes carry nothing of real worth, but their lair may contain considerable treasure amassed from their raids on the outside world. Often this wealth is carelessly strewn about, mixed in with half-eaten food, or just shoved into some out-of-the-way corner.

On moonless nights, raiding parties of 50 or more troglodytes venture forth in search of steel and food. These attacks usually target human settlements, where the troglodytes can use their infravision and their chameleon power to maximum advantage.

Ecology: Strict carnivores, troglodytes prefer human flesh over all others, but they won't hesitate to devour practically anything they can catch, including members of other troglodyte clans. Few creatures hunt troglodytes, for their taste is said to be even more vile than their odor.

	Troll	Two-headed	Freshwater	Saltwater	Desert	Spectral	Giant	Ice
CLIMATE/TERRAIN:	Any land	Any land	Lakes/rivers	Any coast	Any desert	Any forest	Any land	Arctic
FREQUENCY:	Uncommon	Very rare	Rare	Uncommon	Rare	Very rare	Rare	Rare
ORGANIZATION:	Group	Group	Group	Group	Solitary	Solitary	Tribe	Tribe
ACTIVITY CYCLE:	Night	Any	Day	Night	Any	Night	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Low (5-7)	Low (5-7)	Average (8-10)	Very (11-12)	Low (5-7)	Average (8-10)
TREASURE:	Q (D)	Q (D)	Q×4 (C)	(D)	C	C	C	Q (D)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1-12	1-3	1-6	1-8	1 (10% 1-6)	1	1-12	2-12
ARMOR CLASS:	4	4	3	2	4	0	4	8
MOVEMENT:	12	12	3, Sw 12	3, Sw 12	12	12	12	9
HIT DICE:	6+6	10	5+5	6+12	7+7	8	8	2
THAC0:	13	11	15	13	13	13	13	19
NO. OF ATTACKS:	3	4	3	3	3	3	1 weapon	2
DAMAGE/ATTACK:	5-8/5-8/5-12	5-8/5-8/ 1-12/1-12	2-5/2-5/3-12	1-4/1-4/9-16	3-6/2-6/3-10	3-6/3-6/3-10	2d6+7	1-8/1-8
SPECIAL ATTACKS:	See below	See below	See below	See below	Surprise	Nil	Nil	Nil
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration	Regeneration	Regeneration	See below	Regeneration	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L (9')	L (10')	L (8')	L(10')	L (9')	L (10')	L (10')	L (8')
MORALE:	Elite (14)	Champion (15-16)	Elite (14)	Champion (16)	Fanatic (17-18)	Champion (15)	Fanatic (17-18)	Steady (11)
XP VALUE:	1,400	3,000	650	1,400	1,400	1,400	1,400	175

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. The trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using "trollspeak", a guttural mishmash of common, giant, goblin, orc, and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.

Combat: Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +8 damage bonus. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creatures recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

When using an edged weapon, it is possible to sever the thin limbs of a troll (a natural 20 with an edged weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze, heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the body once the battle is over. Limbs unable to reach the body to die within 24 hours, but this is of little consequence since trolls regenerate lost body parts (including the head) within a week. If a troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece. Only fire and acid cause permanent damage to trolls. These forms of attack destroy its regenerative ability. A troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally (25%) throw stones before closing with their victims. Thrown stones have a maximum range of 20 yards, weigh 10 to 20 pounds, and inflict 1d8 points of damage. If confronted by a large natural or magical fire, trolls try to find some way around the flames. Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

Habitat/Society: Trolls can survive in all climes, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; trolls suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and are 90% undetectable. Anyone who steps on a trollhole is 75% likely to fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain. She casts priest spells at 7th level; spheres typically include Charm, Divination, Sun (Darkness only), and Weather. Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, on occasion, attack and devour entire humanoid villages.

Ecology: Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.

Giant Two Headed Troll

These ferocious troll/ettin crossbreeds posses a mottled greenish brown skin tone, and their dress is usually moth-eaten rags or animal skins. Two-headed trolls use trollspeak as their language. Though part ettin, these monsters retain many of the abilities of trolls. They regenerate like trolls, but only 1 hit point a round, and severed limbs cannot reattach (their thicker limbs are not cleaved on a roll of 20). Two-headed trolls attack with two claws and two bites. Both bite attacks are against one opponent, but the claws may be directed against different foes. The troll can, though rarely, wield a weapon with a +6 damage bonus. Like ettins, two-headed trolls are surprised only on a 1. These creatures live in damp, underground caverns and can be found leading groups of their smaller troll cousins.

Freshwater Troll (Scrag)

These gilled trolls, also called scrags or river trolls, are the most loathsome of all the trolls. River trolls, as their name implies, travel the waterways in search of victims. Their arms are thin and frail but their mouths are wide and lined with dozens of needle-sharp fangs. Their color ranges from blue-green to olive. Scrags have all of the abilities of normal trolls, but they only regenerate when immersed in fresh water. Scrags can survive out of water for one hour and often come ashore in search of prey. River trolls devour anything they catch, but prefer humanoids and have a fondness for dwarves.

Scrags are devious hunters and often carry a few baubles with them. They lay gems near the water's edge and wait for someone to spot them and reach down. Other traps include burying themselves in the sand, in shallow water, and waiting to be stepped on or tangling the rudders of small boats. River trolls occasionally nest beneath bridges or near ferry boats, demanding a toll in exchange for passage. The toll varies, but averages the equivalent of one cow per week, per troll. Livestock and children frequently disappear when river trolls are near. Scrag shamans also have access to Elemental (water) spells.

Saltwater Troll (Marine Scrag)

Like freshwater scrags, marine scrags can breathe air for one hour and have all of the abilities of normal trolls, except they regenerate only when immersed in saltwater. Large, green, and pot-bellied, marine scrags are thick-skinned and heavily scaled. Limp hair, the color of seaweed, hangs down to their shoulders. Their feet are wide and webbed to aid them in swimming. While their limbs are shorter and weaker than those of ordinary trolls, their mouths are larger and filled with hundreds of needle-sharp teeth. Marine scrags can subsist on fish and shellfish, but crave human flesh. They create their lairs in shallow ocean caves or beneath city docks. They emerge from their caves at night, climbing over ship railings in search of sailors or hunting the piers for a strolling couple or a lone drunk. Their attacks are quick and stealthy; they usually hunt in packs of four to six, but occasionally, several dozen may attack a large ship. Marine scrag shamans also have access to Elemental (water) spells.

Desert Trolls

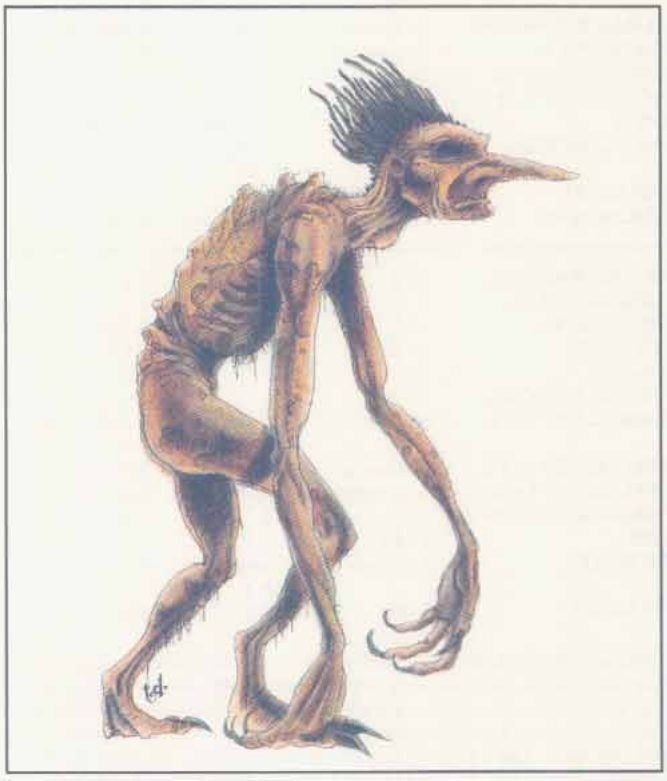
Desert trolls are usually tan, but can modify their color from bleached tan to mottled rock brown, causing a −2 penalty to opponents' surprise rolls. Their keen senses and animal cunning reduce their chances of being surprised to 1-in-10. Like normal trolls, the desert variety usually attacks with two claws and a bite.

Desert trolls are immune to normal fire, heat, and cold. They do not regenerate acid damage, damage from magical fire, or fire breath weapons. In addition, they suffer damage from normal water that cannot be regenerated. Normal water inflicts 1d4 points of damage per vial, 2d4 points per flask, and 4d4 points per skin. A *decanter of endless water* aimed directly at a desert troll (successful attack roll required) causes 25 points of damage per round. Purified water (including normal and holy water) causes double damage. A *potion of sweet water* causes 6d6 points of damage and the troll must make a saving throw vs. poison or die.

These trolls are tougher and more tenacious than their more common counterparts, but they are also more solitary. They skulk at the edges of settled areas, waylaying travelers and polluting sources of pure water.

Spectral Troll (Troll Wraith)

Spectral trolls, taking material form only in darkness, are tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal trolls in all respects except color, their jet black skin and hair make them easily distinguishable from other trolls. Spectral trolls have the same attacks as regular trolls and can divide them among many opponents. A silver or magical weapon is needed to attack them, making the final disposition of a spectral troll an even trickier prospect.



Being undead, spectral trolls can be turned by priests as though they were specters. It is noted that a humanoid slain by a spectral troll becomes one itself in three days, unless a proper burial ceremony is performed by a priest of the victim's religion. Spectral trolls vanish in direct sunlight. They do not take damage from sunlight, they merely fade from view and reappear at the same spot at nightfall. Even those captured, unconscious, or trapped in *temporal stasis* have escaped permanent imprisonment in this manner.

Giant Trolls

Giant Trolls are hideous hill giant/troll crossbreeds. They resemble normal trolls in all respects, except for their unnatural size. Their skin is reddish brown and they have red-rimmed eyes.

Despite their pot-bellied appearance, giant trolls are immensely strong and inflict damage like a hill giant when they are using their favorite weapon of attack—a large spiked club made from a tree trunk or a house timber. These clubs cause 2d6+7 points of damage. In those rare instances when a giant troll has no weapons, its claws inflict 1d6+1 points of damage; as with all trolls, the claw attacks can be divided among different opponents as necessary.

Instead of using their claws to attack, weaponless giant trolls are more likely to grab medium-sized prey in their large hands and wield the struggling victim like a club, beating a new target with the body. Refer to the rules on hand-to-hand combat in the *Dungeon Masters Guide* for guidelines.

Giant trolls who are overwhelmed by many small- and medium-sized opponents take time to grab and hurl the warriors into nearby trees, leaving more time to deal with the softer, weaker enemies. Note that, like hill giants, giant trolls can catch missiles 25% of the time, if in reach, and can hurl boulders that cause 2d8 points of damage.

Unlike normal trolls and their closer relatives, giant trolls never attack with their bite. This is due to the fact that they are much taller than the meals they like best (humanoids, of course), and they find it difficult to bend forward with the flexibility normal trolls enjoy.Then too, the head of a giant troll, more than any other part of the cross-breed anatomy, is almost identical to that of a hill giant, except that their skin is reddish brown. The giant troll also lacks the razor sharp teeth of normal trolls that strike fear in so many.

Giant trolls regenerate damage as normal trolls, but at the rate of 2 hit points per round. They cannot reattach severed limbs. Before a giant troll can be killed, at least 10 points of damage must be inflicted on it by fire. If this condition is not met, and the giant troll is reduced to a single hit point, further damage has no effect, except to prevent regeneration.

They have a very acute sense of smell and 90-foot infravision. Giant trolls are feared throughout the world, for not only do they possess the horrible ability to regenerate damage inflicted upon them, but they also possess the power and strength of hill giants (fearsome in their own right). The combination is a deadly one, and, even worse, giant trolls travel in loose tribal bands of 1dl2 members. They are rarely encountered alone. Lairs of giant trolls are always served by 2d6 normal trolls who act as simple lackeys (and sometimes food) for their larger cousins.

Giant trolls are found in nearly every clime. Giant trolls are on good terms with strong hill giant tribes, for which they serve as elite personal guardians for the ruling chief.

Ice Troll

The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semitransparent, very cold skin. Ice trolls are famous for being cunning, evil creatures which keep humans and demi-humans as livestock. Because ice trolls need water to regenerate, they never leave their lakes and rivers, and will create elaborate traps to lure their prey to them.

Ice trolls are organized and intelligent enough to know their weaknesses, and rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they do not wade into combat blindly, but will try to pick off weaker opponents one by one, hoping to bring back live prey. Ice trolls generally attack with claws for 1d8 hit points of damage each, but have been known to use weapons on rare occasions (10%), at an additional +4 to each weapon's damage due to Strength. Attacks may be directed against different opponents.

The regenerative powers of ice trolls are not as great as normal trolls. An ice troll must be immersed in water to be able to regenerate 2 hit points per melee round. The creatures often make their stand in a shallow pool of water to keep this advantage.

Because of the thin, brittle nature of the ice troll, it is possible to sever one of the creature's limbs with an edged weapon, on a natural attack roll of 20 with an edged weapon. Severed limbs also regenerate 2 hit points per turn, as long as they are immersed in water. If a severed limb is not in contact with water, it will move up to 30 feet in search of water, always moving toward it, if it is in range.

Fire and acid are the only attack forms which negate the ice troll's ability to regenerate.

Because of the ice troll's physiology, fire-based attacks do double damage. Ice trolls are unaffected by cold or cold-based spells, and because of their magical nature, can only be hit by magical weapons or missiles.

Ice trolls live in groups of 7-12 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent. Leaders are responsible for keeping the group safe and well-fed.

Ice trolls live near settled regions, hoping to waylay and capture humans and demi-humans. Ice trolls will frequently bait traps for adventurers, using treasure they have salvaged from previously waylaid groups. Settlements also provide more common livestock, which, although less preferable than human flesh, is considered edible in times of need. Ice trolls establish their lairs near lakes or rivers. Here the ice trolls will have gathered all their treasure, as well as 5-20 human or demi-human captives. These prisoners are kept well-fed on grains and vegetables, so that the ice trolls need never go too long without food.

Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll tribe gets too large, it splits, one group wandering off to find a new lair. Ice trolls that live in arctic regions often hunt remorhaz, and will even pick off a solitary frost giant. Ice troll blood is frequently used in the manufacture of *frost brand swords*, and *rings of cold resistance*.



Spirit Trolls

The spirit troll is an odious mutation of the spectral troll. Several schools of thought completely separate this creature from the spectral variety, presenting evidence that the spirit troll is a perverted magical interbreeding of trolls and invisible stalkers. The spirit troll is invisible; characters able to see invisible objects observe it to be very similar to a troll, slightly shorter and with diffused features. The spirit troll can only be hit by magical weapons. Fire inflicts full damage, but it is invulnerable to cold-based attacks. It regenerates as does a troll, and at the same rate.

It attacks with its fangs and two sharp claws, against three different opponents if it so desired. The damage inflicted by its fangs (2d4 + 2) is normal damage, except that the spirit troll adds the damage to its own hit points—in effect healing itself! The damage inflicted by the spirit troll's claws (1d4 + 2) is taken not only from the victim's hit points but also from Strength. Strength points lost in this way are recovered in 2d4 turns. If a character's Strength is reduced to 0, the PC dies. If the Strength is reduced to 1 or 2 points, the PC is rendered comatose, only recovering when (and if) sufficient hit points are recovered to raise the Strength to 3 or more. The spirit troll has an acute sense of smell and superior, 120 foot-range, infravision.

Troll, Fire

CLIMATE/TERRAIN:	Any volcanic land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to Very (9-12)
TREASURE:	P, Q (F or G)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	3
MOVEMENT:	12, Sw12
HIT DICE:	12+4
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4+6 (x2)/2d6+6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (12'+)
MORALE:	Fanatic (18)
XP VALUE:	7,000 Shaman: 9,000



A fire troll is a tall, thick-limbed humanoid with smooth, blood-red skin. Within its sunken sockets, its eyes glow a fierce yellow, and its hair is a tangled mass of vibrant oranges and yellows. Its claws and teeth are long, razor sharp, and as dark as fire-blackened steel. A fire troll runs in a stoop, but can keep pace with most other bipeds.

As they spend much of their time wading in magma, fire trolls are very good swimmers. They are very good at climbing the walls of their volcanic caverns, with a 90% chance to climb any surface. Because of their extremely hot habitat, fire trolls do not possess infravision. Their eyes are very sensitive, though. As long as there is any illumination, a fire troll can see 300'.

Combat: Fire trolls are amazingly agile and strike with a lightning fast claw/claw/bite routine that they can direct at up to three different opponents. In fact, they are so agile that despite their bulk, fire trolls can contort their bodies to pass through openings as small as 2' in diameter in one round if no other action is taken. Fire trolls never use weapons, much preferring to kill foes with their bare hands and sharp fangs. The one exception is that fire trolls who are in or near a magma pool sometimes throw magma globs at nearby opponents. A fire troll can throw two magma globs per round up to 20 yards away. Each glob does 1d2 points of impact damage and 2d10 points of fire damage. All items worn by a character hit by a glob must immediately save vs. normal fire or be set alight by the molten rock.

Fire trolls are more intelligent than most of their kin, and have become experts at setting ambushes and traps. One of their favorite methods of ambush is to submerge themselves in a magma pool, then leap out as their target approaches. Not only do victims have a -4 penalty to their surprise check, but any characters within 20' must save vs. paralyzation at +2 or be hit by 1d3 magma globs as described above.

Fire trolls normally regenerate three hit points per round starting three rounds after being wounded. If a fire troll is in an area of high heat, but not immersed in flame or another hot substance, it regenerates five hit points per round starting on the second round after being wounded. If a fire troll is immersed in magma or a similar exceptionally hot liquid or is struck by a fire attack (red dragon's breath, fireball, etc.) that engulfs at least half its body, it regenerates 10 hit points in that round and for as many rounds as it is so immersed or engulfed. In all cases, the troll only uses one rate of regeneration per round; either 3,5, or 10 hit points. Fire- and acid-based attacks have no harmful effects upon fire trolls. Electrical damage, however, cannot be regenerated. Cold damage is a special case. Fire trolls take double damage from cold-based attacks, but can regenerate the damage. If a troll is brought to zero or fewer hit points by cold attacks, it falls stiffly to the ground, apparently lifeless. In fact, it will "thaw" in 3d4 rounds and begin to regenerate. If struck for 20 points of physical damage or 10 points of electrical damage before it thaws, the troll's body will shatter, leaving the beast forever dead.

A fire trolls thick limbs are not easily severed by edged weapons. If chopped off by *vorpal* or *sharpness* weapons, the limbs will fight until the end of combat and then attempt to reattach to the body. Severed pieces will die in two hours if they cannot reach the largest remaining portion of the troll.

The mauve blood of these humanoids is extremely corrosive to metal, but has no effect on wood, flesh, or stone. Any metal weapon that draws blood from a fire troll must save vs. acid at -1 or simply melt away.

Fire trolls, though always hungry, are never deterred by food dropped in their path by fleeing prey.

Habitat/Society: Fire trolls live in volcanically active regions, rarely choosing to enter the colder, civilized lands. They are often found in volcanic areas in the Underdark, preying on the races of the Deepearth.

They form into small familial tribes, and these often fight amongst themselves, though almost never to the death thanks to their ability to regenerate. Males are the dominant gender, though there are no visible differences between the sexes in size, strength, or intelligence. Males are simply more cruel and hateful. Males establish leadership by combat. The chieftain leads hunts, devises tactics, traps, and ambushes, and gets first pick of food, loot, and mates. Only females, however, can wield magic, and as such command a position only slightly lower than the chieftain. There is rarely more than one shaman in a group of fire trolls, and she is usually advisor and mate to the chieftain. Shamans can cast spells up to 12th level from the following spheres: All, Chaos, Combat, Divination, Elemental (fire, earth), Necromantic and Sun. Five percent of shamans are actually witch doctors who can reach 8th/4th level mage/priest.

Fire troll females give birth to a single troll every eight years or so. Young have half normal hit dice and mature in eight to ten years. Fire trolls can live for up to 600 years.

Ecology: Fire trolls are the top predators of their sparsely inhabited environment, and can go for months without food. Fire trolls often prey on giant striders and fire newts, and some enjoy feasting on the occasional fire giant. Fire trolls who live in the Underdark consider svirfneblin and drow flesh to be delicacies well worth the chase through the colder tunnels.

The blood of fire trolls is useful in fire and acid magics and is also prized by thieves' guilds for its metal-eating properties.

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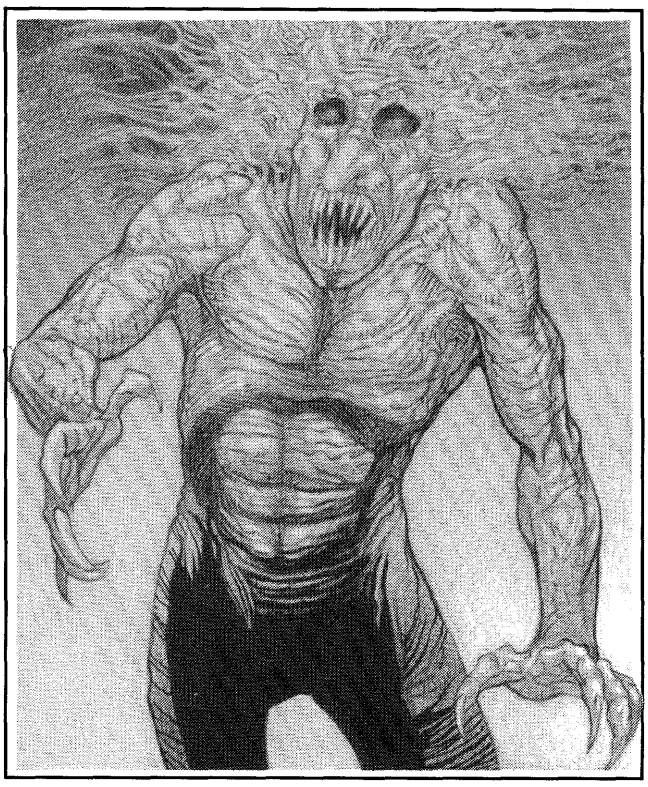
Troll, Gray

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary/tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Q (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8 + 1
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4+5 (×2)/1d8+5
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (9')
MORALE:	Champion (16)
XP VALUE:	6,000



Gray trolls are tall and gangly, and look much like normal trolls. Their gray or gray-brown skin is dry and flaky, like old parchment. The unruly mass of hair on the gray troll's head is gray or white. Deep in the sunken pits that are its eye sockets dance cold blue pinpoints of light.

Gray trolls possess excellent infravision, out to 150'. They are also able climbers (75% climbing chance).

Combat: Gray trolls are ferocious in battle, ripping into anything near them with their claw/claw/bite routine. Gray trolls are able to direct these attacks against up to three opponents. The gray troll's saliva is highly toxic, and is delivered every time it successfully bites an opponent. The poison has an onset time of 20 minutes. The victim must then save vs. poison. If successful, there is no further effect. If failed, the victim slips into a coma, and will not awaken unless the poison is neutralized. After 36 hours, the victim must save again, but this time at a -2 penalty. If successful, the victim suffers 2d6 points of damage and then wakes from the coma. If unsuccessful, the victim dies. Gray trolls prefer their natural attacks above ail others, never using weapons or missiles.

Thrice per week, a gray troll may assume *gaseous form* for no more than six rounds per use. It takes one full round to assume or exit *gaseous form.* This time does not count against the duration of the power. While changing, the troll can't defend itself, but once in *gaseous form,* it is immune to all but magical weapons and spells. While in *gaseous form,* the troll must remain within 5' of the ground and can move at twice its normal speed.

Gray trolls are extraordinary regenerators, regaining six hit points per round, beginning on the fourth round after being wounded. Gray trolls also are totally immune to damage by acid, cold, and electrical attacks. However, fire damage cannot be regenerated, and because of its dry, paper-like skin, a gray troll takes double damage from fire attacks. They hate fire so much they will attack anyone bearing it, in hopes of extinguishing it as quickly as possible.

Thanks to its lanky, emaciated form, a gray trolls limbs are easily severed (on a natural attack roll of 18 to 20) by edged weapons. Severed limbs will fight for up to five rounds after being cut off. If the battle ends before five rounds elapse, the limbs will rejoin the body. If not, the severed limb crumbles to dust.

Sunlight, like fire, is deadly to a gray troll. A gray troll will never willingly enter sunlight, but, if forced, will desperately try to flee and find a dark shelter, attacking anything in its way. While in sunlight, a gray troll fights as if blinded (-4 penalty on attacks, saves, and AC), and is "burned" by the sunlight for five hit points of damage (which cannot be regenerated) every round. If brought to zero hit points while in sunlight, a gray trolls body shrivels and crumbles into black and gray ashes, forever dead. Light other than sunlight has no effect on gray trolls.

Gray trolls are always ravenous and are distracted from pursuit by food dropped in their path 75% of the time.

Habitat/Society: Gray trolls are normal trolls that reached their present state by being totally level drained, usually by some form of undead. By processes not fully understood, the rush of negative energy from the attacker reacts strangely with the troll's natural regenerative ability. Less than 5% of trolls so drained of life energy react in this odd way; the rest simply die. Once drained, the troll lapses into a coma for 24 hours, during which time it isn't adversely affected by sunlight. When it awakens, it has become a gray troll, and all commensurate abilities and weaknesses are gained at that moment. It is not undead, however. As a gray troll, the beast has gained a strange link to the Negative Material plane. Due to this connection, a gray troll is rendered sterile and loses any spell-casting powers that it may have possessed. It lives for 25 to 75 years before it crumbles to dust.

After transforming, most gray trolls become solitary wanderers of the Underdark, full of hate and hunger, recklessly attacking any creatures they meet. Occasionally, they will find their old tribe or a new troll tribe, and gain leadership of it.

Ecology: Gray trolls attack, kill, and eat any creature they come across. Gray trolls live only to feed and destroy. Though they may seem to possess undead-like abilities, they are alive, and cannot be turned or controlled by clerics.

The dust of a gray troll is useful in healing and resistance magics (acid, cold, electricity) and can bring quite a hefty price due to its extreme rarity.

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Troll, Legacy

CLIMATE/TERRAIN:	Any coast or swamp
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	2
MOVEMENT:	3, Sw 12
HIT DICE:	6+12
THAC0:	13
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d8+8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Champion (15-16)
XP VALUE:	2,000



Legacy trolls are aquatic trolls altered over the generations by the *vermeil* muck lining the floor near their homes. These trolls have a variety of Legacies. These deformed trolls often raid coastal villages looking for food and *cinnabryl*.

These aquatic trolls come in both freshwater and saltwater varieties. Legacy trolls are over eight feet tall. Their arms are thin and frail, but their mouths are wide and lined with dozens of needle-sharp fangs. The color of the Legacy troll ranges from blue-green to olive, tinged with a bit of red. Legacy trolls also regenerate 3 hp per round when immersed in water. Even though they have gills, Legacy trolls can survive out of water for short periods (one hour or less) and often come ashore in search of prey.

Legacy troll shamans have access to Elemental (water) spells.

The Red Curse: Legacy trolls are always fully mutated by the Afflictions associated with their Legacies, although they never suffer any penalties or ability point losses. Troll Legacies vary are according to the region they live in but are usually associated with Charisma or Strength. Typical Legacies by region are listed below, with the associated physical deformation in parenthesis.

Region 1: Armor (scaly skin), Burn (red skin), Grow (one limb permanently twice normal size), Senses (extremely long tongue, fingers, ears, and nose).

Region 2: Animal Form (permanently stuck in half-fish form), Crimson Fire (eyes glow red), Farsight (eyes on stalks), Meld (blends with background like a chameleon), Sleep (droopy features), Spikes (soft spikes all over body).

Region 3: All-Around Vision (four eyes appear at random points on the body), Ball of Fire (red skin), Separation (body part permanently detached), Shock (hair stands on end),Shrink (head is permanently half size).

Region 4: Acid Touch (drools), Duplicate (illusory third arm), Poison (stinger), Spell Shield (scales), Weaken (appears emaciated).

Combat: Legacy trolls attack just like regular trolls. For more details, see the troll entry in the MONSTROUS MANUAL tome.

Habitat/Society: Legacy trolls are found in small colonies containing 1d8 trolls. Groups of more than two are always led by a large female troll, who acts as a chieftain and shaman. She is always the most hideously deformed of all.

Legacy trolls do not lose ability points because of the Red Curse, so they do not desperately need *cinnabryl*. However, they sometimes seek *cinnabryl* to obtain temporary respite from their physical deformations.

Legacy trolls are found up and down the Savage Coast, in rivers, lakes, and along the seashore. Some also live in the Bayou. Most live in groups of underwater nests composed of debris glued together with glandular secretions.

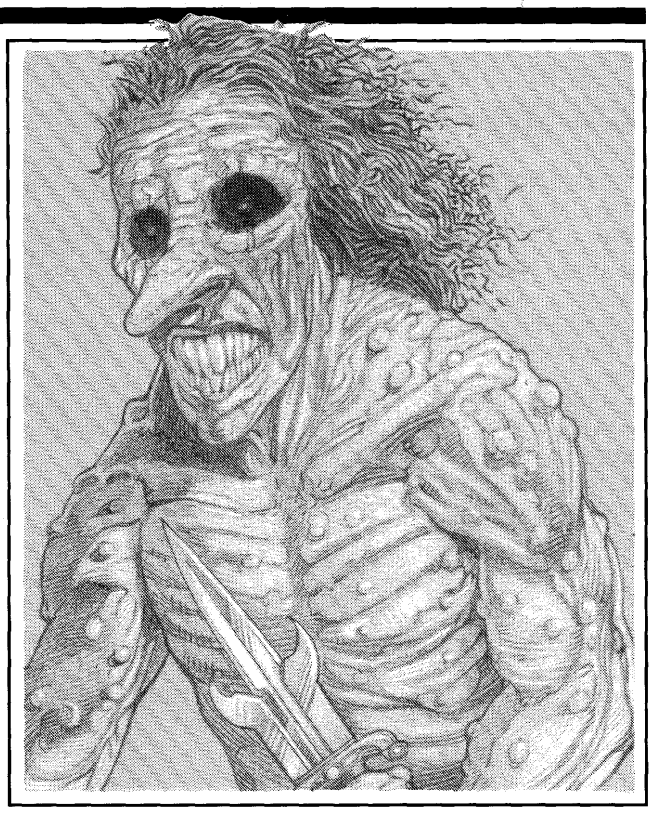
Solitary legacy trolls will sometimes lair in small caves in large coral reefs. In such cases, the troll is 50% likely to have a wolf eel or moray eel companion.

Ecology: In addition to the normal uses for troll blood, the blood of a Legacy troll can be used to make a potion which temporarily relieves the symptoms of that troll's former Legacy. Blood from a troll with the Armor Legacy, for example, could be used to make a potion that will ward off the Affliction associated with Armor.

Their exact life span is unknown but is believed to be in excess of 150 years.

Troll, Phaze

CLIMATE/TERRAIN:	Any land/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	Q (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5 + 8
T H A C 0 :	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4+2 (×2)/1d6+2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5')
MORALE:	Champion (16)
XP VALUE:	975
	Psionicist: 2,000



Phaze trolls appear as normal trolls in most regards. However, they are only slightly more than half as tall as a true troll and their frames are thick with corded muscle. Unlike their bigger cousins, phaze trolls always stand upright and have high foreheads, similar to the more intelligent races. The skin of a phaze troll is stiff and leathery, and is covered in tough, knobby lumps. The skin ranges from deep blue to violet to black in color, while the troll's mass of unkempt hair is blue or purple.

Phaze trolls seem made for the night and the Underdark, possessing superior infravision (120'). Due to their short stature, they only have a 35% chance to successfully scale any surface.

Combat: Though not very tall, phaze trolls are exceptionally strong and possess sharp claws and teeth. Phaze trolls strike with their clawed hands and fang-filled mouth. They are agile enough to direct each attack at a different opponent. Knowing that their natural attacks aren't as devastating as those of true trolls, phaze trolls often use weapons, preferring pole arms and other two-handed weapons. When a phaze troll uses a weapon, it gets a +4 bonus to damage. It cannot use any of its natural attacks when wielding a weapon.

Phaze trolls possess some unusual powers that are often helpful in the midst of battle. First, a phaze troll is able to dimensionally shift itself, much like the *dimension door* spell. Unlike the spell, however, the phaze troll is never disoriented after transport. The troll is also able to cause *mirror images* of itself to appear as if it had cast the spell of the same name. Both of these powers are innate and may be used at will, one at a time, once per round. Each power may be used a maximum of four times a day at the 6th level of ability.

Like all trolls, phaze trolls enjoy the ability of regeneration. They regenerate three hit points per round, starting three rounds after being wounded, but are unable to regenerate fire or acid damage. Because of their stockier build, phaze troll limbs aren't easily severed. If cut off by *vorpal swords* or *swords of sharpness,* however, the limbs will continue to fight and then rejoin the body after combat, if possible.

Habitat/Society: Phaze trolls are aberrations, mutants born of normal trolls who spent much time in areas of raw magical energy or strong Underdark radiations. These radiations are known to be the reasons for a phaze troll's powers and enhanced intellect. Sages are puzzled, though, as to why only *dimension door* and *mirror image* powers manifested.

Because of their rarity, phaze trolls don't gather as a race, instead remaining part of the troll tribe into which they were born. Due to their powers and intelligence, they often lead their tribes. Usually, it is an uneasy partnership between the phaze troll and the largest female troll shaman. Phaze trolls are at a disadvantage in such pairings, as they are incapable of magic. Some, however, can use psionics as a psionicist of up to 3rd level. Such psionicist phaze trolls usually have powers from the disciplines of Psychokinesis, Psychometabolism, and Telepathy.

Phaze troll genders are equal in size, strength, and intelligence. Eighty percent of phaze trolls are sterile and cannot reproduce. This is good, for when phaze trolls successfully mate, they breed true. Phaze trolls reach maturity very quickly, and can live for up to 150 years.

Ecology: Phaze trolls are always hungry, and will eat whatever meat presents itself. Phaze trolls are a scourge wherever they exist, depleting the local area of wildlife and threatening the good races with daring raids' on the outposts of civilization.

Their blood is valuable in the making of healing and mind-affecting magics, while their bones are helpful in fashioning magical items dealing with dimensional travel and illusions.

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Troll, Snow

CLIMATE/TERRAIN:	Any arctic or subarctic land
FREQUENCY:	Rare
ORGANIZATION:	Solitary/pair
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–2
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8+2 (×2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration, resist cold
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (13–14)
XP VALUE:	1,400



Slightly smaller and broader than its fearsome cousin, the snow troll is still a frightening sight. It closely resembles the common troll, but the snow troll's skin is much paler, and large parts of its body are covered with white fur. The snow troll's broad, furry feet allow it to move quickly over snow and rock, and its strong claws and arms allow it to climb as well as any troll.

Some snow trolls speak a few words of Common, but most only know their own high-pitched, sing-song tongue. The snow troll language has 20 words for "prey."

Combat: Unlike the common troll, the snow troll attacks with its two clawed hands only, but like the troll, the snow troll can engage two opponents at once. It also possesses the ability to regenerate 3 hit points per round, starting three rounds after first being wounded, and the snow troll is extremely resistant to cold and cold-based attacks. If a saving throw is successfully made, the snow troll suffers no effects from any cold-based attack form, and it suffers just half damage if the saving throw is failed. Conversely, the snow troll is particularly vulnerable to fire and suffers double damage from any fire-based attacks, while normal damage is sustained if the saving throw succeeds.

The snow troll is a formidable opponent, who will fight to the death at all times. It is fearless enough to attack small villages single-handed, but its preferred method of attack is to occupy a cave or similar dwelling along a well-traveled route, covering the entrance with snow or rock. The snow troll becomes intimately acquainted with the area around its home and is able to detect its prey in a number of ways: It can pick up minute changes in the surface tension of the snow surrounding its lair, it can detect sound vibrations caused by movement over rock or sand, or it can use (like all trolls) its acute sense of smell to sniff out its prey. In any event, the snow troll waits until it detects prey outside its lair, whereupon it bursts forth, surprising its victims with the ferocious nature of its attacks. A snow troll has a 6-in-10 chance of surprising prey, and is itself surprised only on a 1 in its home territory.

Habitat/Society: The snow troll is a solitary creature, leaving its territory only once every three years, during the mating season. Each third year, dozens or even hundreds of snow trolls gather in the mid-winter darkness to mate in dark mountain valleys unknown to other creatures. The males abandon their mates shortly thereafter, leaving them to raise their young alone; pairs are always a mother and her offspring.

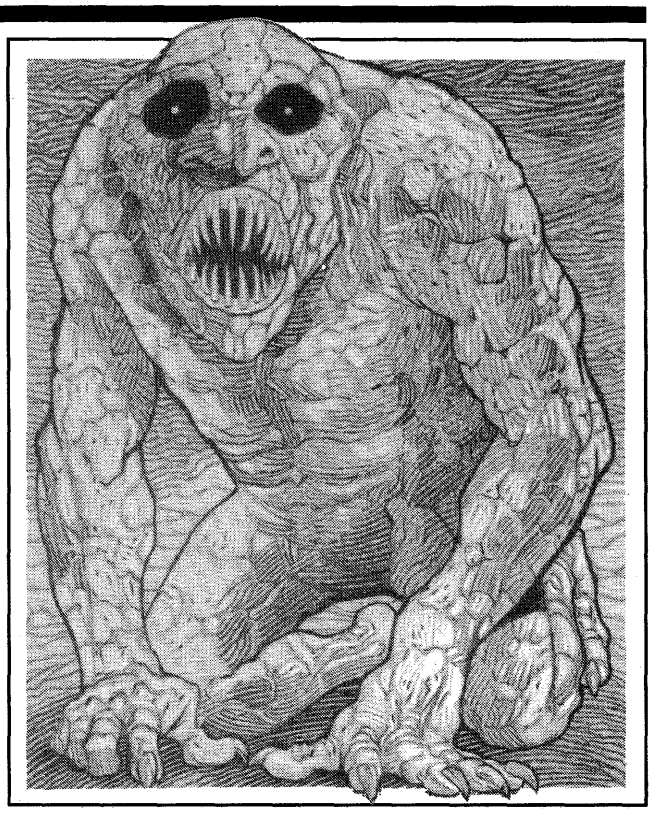
A snow troll's clawed hands help it climb glaciers, snowy mountains, and treacherous ice floes. A female snow troll seeks solitude in high places or on icebergs when she is about to bear young, and this territory gives her the same surprise bonuses as her home territory. Young snow trolls grow to full maturity within a year. They are reputed to be the most dangerous because they eat twice as much as other snow trolls.

Adapted well to the harsh conditions it prefers, the snow troll can live 120 years. It does not work with other races, as it finds all humans and nonhumans equally tasty.

Ecology: The snow troll is a rapacious predator, able to pursue prey over difficult terrain and, unlike its temperate cousins, patient enough to wait hours for prey to wander into striking range. It establishes and maintains a territory covering hundreds of square miles, and it will fight and kill polar bears, humans, and other competitors for food. White dragons are their only natural predators. Snow trolls and ice trolls are natural rivals who fight endlessly over territory.

Troll, Stone

CLIMATE/TERRAIN:	Mountains/subterranean
FREQUENCY	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	**Any**
DIET:	Carnivore/Petrivore (rocks)
INTELLIGENCE:	Low (5-7)
TREASURE:	Q (E)
ALIGNMENT.	Chaotic evil
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	0
MOVEMENT:	10
HIT DICE:	10+2
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6+6 (×2)/2d4+6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (11′ +)
MORALE:	Fanatic (18)
XP VALUE:	7,000 Shaman: 9,000



Stone trolls are horrendous creatures, towering over most of their kin. They have sunken eye sockets, massive claws, a fang-filled mouth, and a nasty disposition. Stone trolls are completely hairless. Their skin is hard, rocky, and is colored to provide camouflage in their natural habitat. Stone trolls gain this coloration by ingesting rocks and stones common to their territory, assimilating the minerals into their skin. Because of this coloration, they have a 75% chance of remaining unseen by casual observation when against a rocky background, and can attack by surprise with a -3 penalty to the victim's surprise roll.

Due to their rock-hard claws, they are able to successfully scale any stone or earth surface. Because metal blunts their claws and wood splinters beneath their claws, stone trolls have only a 35% chance of climbing such surfaces. Stone trolls possess infravision out to 30′.

Combat: Stone trolls rip apart their opponents by attacking with their devastating claws and fangs. They aren't as agile as other trolls, though, and can only spread their three attacks between two opponents. They never use hand-held weapons, seeing them as weak alternatives to their own armament.

On the other hand, they thoroughly enjoy pulverizing enemies with thrown boulders. A stone troll can throw two stones per round up to 35 yards away for 2d8 damage each.

Its highly mineral nature makes a stone troll a slow regenerator, but it is also very difficult to hurt. They regenerate one hit point per round beginning on the second round after being wounded. Due to their rocky skin, they suffer half damage from all edged weapons and their limbs aren't easily severed. If cut off with a *vorpal blade* or *sword of sharpness,* the limb dies immediately, but the body will continue to fight, even headless, as long as it has one attack. If the head and both arms are lost, the torso attempts to flee. Stone trolls are immune to all rock-affecting spells and take half damage from fire/heat, cold, and electrical attacks and may regenerate all such damage. Wounds from acid-based attacks cannot be regenerated. If a stone troll is struck by both fire/heat and cold attacks in a single round, it takes double normal damage (no save) from the second attack and must make a save vs. paralyzation at -3. If it fails, its rocky body shatters due to the extreme temperature shifts, forever dead. Even if it does save and survives, the damage from the two attacks cannot be regenerated.

Like all trolls, stone trolls are always hungry, and stone trolls are distracted (60% chancel by food dropped by fleeing prey.

Habitat/Society: Stone trolls prefer living in caves, in the mountains, or on rocky plateaus. Their "lairs" are often right out in the open as sunlight doesn't bother them. They often curl up in a boulder-like shape whenever tired, sleeping wherever they might be.

They gather into tribes led by the most powerful male. Stone troll males are the larger, stronger gender, but only females have the skills to become shamans. Such shamans may reach 7th level with the following spheres: Charm, combat, divination, elemental (earth only), sun, and weather. The chieftain is often advised by, and mated to, the strongest shaman.

Stone trolls aren't very prolific, the females giving birth to a single whelp every ten years. The young mature in about twenty years. Stone trolls can live in excess of 500 years.

Because of their rocky nature, stone trolls can subsist by eating stones, gems, and other minerals. Though not appetizing, it is nourishing and helps them develop their concealing coloration. They prefer live prey, though any meat is fair game.

Stone trolls consider all other beings prey, and never ally themselves with other groups for power. They attack most creatures for hunger and sport, but attack rock trolls (see DRAGON® issue #141) out of sheer hatred. They consider rock trolls to be perversions of their race, while rock trolls see stone trolls as inferior, ugly versions of themselves. Their hatred is so great that the two species will never join forces, even if attacked by a common enemy.

Ecology: Stone trolls are the top predator in their territories and eat anything they can catch. Eventually, their unending hunger depletes the wildlife of their rocky home, and they are forced to raid the civilized lands for a few months if they desire fresh meat. Luckily, these raids are as rare as the stone trolls themselves.

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CLIMATE/TERRAIN:	Far Realm Gate
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4–16
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	4 (three claw, bite)
DAMAGE/ATTACK:	1d4+1/1d4+1/1d4+1/1d8+1
SPECIAL ATTACKS:	Severed limbs attack
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (14)
XP VALUE:	1,000

Troll mutates are the result of generations of exposure to corrupting alien energies, such as those found near a gate to the Far Realm. The energy is not only corrupting, but debilitating; these trolls have but half the Hit Dice of the common troll. The energies to which they are exposed have caused them to mutate, giving many of them odd deformities, externalized organs, and extra limbs. After generations, some of these changes have bred true; nearly all troll mutates have additional eyes and a third arm. Otherwise, the mutates resemble the basic troll stock: thin, loathsome, and a mottled gray-green in color.



Combat: Troll mutates attack with three claws and a bite. The debilitating effect of the forces causing the mutation also weakens these attacks. Should any of these trolls use a weapon, it would attack with only a +4 damage bonus.

Three rounds after a troll mutate takes damage, it begins to regenerate at three hit points per round. If it regenerates more than 20 points of damage, it has a 20% chance to grow a vestigial appendage or organ as well. As with common trolls, fire and acid damage is not regenerated.

Any blow against a mutate with an edged weapon will, on a roll of 20, sever a limb. Severed limbs fight on, scuttling back to rejoin the troll after the battle.

When reduced to 0 or fewer hit points, the mutate is incapacitated but not slain. It continues to regenerate and may start taking actions as soon as it has a positive number of hit points. If immersed in acid or burned while incapacitated the troll mutate is permanently slain.

Habitat/Society: The troll mutates live in a savage tribe ruled by a powerful matriarch, who has psionic powers. They spend much of their time merely surviving, for they share their environment with roving bands of brood gibberlings, gibbering mouthers, and myconid work bands. (The myconids are not particularly dangerous to the trolls, but are eaten with gusto.) Troll mutates are even more cunning than other trolls.

The corrupting influence of the Far Realm is particularly effective because of the trolls' regeneration ability. Major regeneration is often accompanied by mutation; each time a troll regenerates more than 20 hit points, it has a 20% chance that a vestigial appendage or organ grows on the regenerating spot. Such a growth has a 50% chance to grow into full function within 24 hours. Otherwise, the appendage or organ just hangs there as a grotesque parody of the real thing (especially if the organ generated was an internal one). After generations of this effect, new trolls are born with a third arm and additional eyes; these mutations have become the norm.

Troll Regeneration Table

1d12	Appendage	1d12	Appendage
1	Arm (claw 1d4+1)	6	Eye
2	Arm (claw 1d4+1)	7	Tentacle (constrict 1d4+1)
3	Leg	8	Internal organ
4	Tail (whip 1d6+3)	9	Head (bite 1d8+1)
5	Eye	10	Wings (fly 12, E) or pincer (claw 1d3+1)

Ecology: Long ago, trolls found their way into Firestorm Peak, the location of a gate to the Far Realm, during one of the infrequent openings of the Outer Gates of the mountain. They live by scavenging, preying upon the gibberlings, myconids, and the odd adventurer.

Matriarch Mutate

This creature rules the troll mutates with an iron claw. She is a 6+6 Hit Die creature with two heads, giving her an extra bite attack. The second head also gives her a psionic wild talent, 30 PSPs, and a variation of the *project force* devotion. If she does not use any bite attacks, then she can use her psionic attack, in addition to her other attacks. The psionic attack, usable up to three times per day, is triggered with a roll of 16 or less on 1d20 and inflicts 2d6 points plus the target's AC in damage (negative ACs reduce the damage).

The queen has only two arms, but has a fully functional tentacle-like tail that she can whip over her heads to deliver a stunning blow for 1d6+3 points of damage.

She kills all female trolls in the group to ensure her own supremacy, and confiscates all treasure collected by the trolls for her own hoard.

—*From* Gates of Firestorm Peak, #9533

Trosip

CLIMATE/TERRAIN:	Any interior or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d6
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	1 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6'-9' diameter)
MORALE:	Unreliable (2-4)
XP VALUE:	35



Trosips look like dark gray dust bunnies. They blend in very well with ordinary cave, dungeon, or household dust. Trosips are attracted to the body heat of sleeping creatures. They snuggle up to these creatures to stay warm, suffocating the victim in the process.

Trosips have had a profound effect on households throughout the Savage Coast region. Even the poorest Savage Coast hovel is kept spotlessly clean, lest it provide a habitat for these deadly creatures.

The Red Curse: Trosips are completely immune to the effects of the Red Curse.

Combat: Trosips attack only sleeping creatures. They have the ability to detect vibrations and motion within a 60-foot radius, ignoring *invisibility* and similar spells. They do not move if somebody is awake within the range of their senses.

When they are not moving, trosips are indistinguishable from normal dust. They become effectively invisible, although they can be detected with any spell or device that allows the user to detect invisible creatures. Some animals, such as cats, can see trosips. Trosips also move silently 95% of the time.

When the trosips attack, the victim must make a successful saving throw vs. paralyzation (only magical protection bonuses apply) or suffocate in his sleep in 1d4+1 rounds. Once the victim is dead, the trosips leave the cooling body and fade back into the background dust.

If the saving throw is successful, the victim wakes up in time to wave off the marauding trosips. The creatures quickly flee. While they cannot cover long distances at any speed, they can move very quickly in short spurts. Often they are gone and hidden before the victim fully awakens, leaving the victim out of breath, thinking he must have suffered from a nightmare about being suffocated.

It takes at least four trosips to launch an effective attack against a man-sized creature. A group of 24 trosips could thus attack a group of six sleeping adult humans. If more than twelve trosips attack a single creature, the victim must make two successful saving throws in order to survive.

Babies, small children, and invalids are especially vulnerable to this menace.

Habitat/Society: Trosips always congregate in groups. Where one trosip is found, others will surely be nearby.

Trosips were discovered by Tobin, a noted biologist-sage of the time. Tobin used an unknown magical means to mask his presence and observed these deadly creatures in action. Learned folk call these creatures trosips, but common folk often call them "death dust" and "breath-stealers." Assassins have been known to use these creatures to kill their victims.

Ecology: Left to themselves, trosips multiply quickly. A single trosip invading a home can multiply into a horde of 24 or more within a matter of days. In addition to the energy that they draw from the body heat of their victims, trosips also feed on bits of dirt and refuse dropped on the floor. If they were less deadly, they would make highly effective household cleaners.

These creatures provide an excellent reason to keep the house spotlessly clean. The Savage Coast obsession with cleanliness has had several side effects, most noticeably a drastic drop in the occurrence of disease.

Trow

CLIMATE/TERRAIN:	Any; prefer warmer climes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to genius (8–18)
TREASURE:	A
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1–3
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE:	3–18 (3d6)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8–12' tall)
MORALE:	Steady (11–12)
XP VALUE:	270



Trow are remnants of a once great culture that nurtured the arts and sciences and dealt peacefully with its neighbors. As their civilization declined, the trow began enslaving lesser species to assist in their increasingly antagonistic goals. This practice lead to their ultimate demise, as ogres, trolls, and hill giants eventually rebelled against their captors. The few trow who remain today are reminders of how corrupt their species became.

Trow are giant, hairless humanoids with tiny ears and massive, elephantine legs. Skin color ranges from cream to dark brown. Because they remove their body hair, a trow's body displays the scars acquired through years of combat. In colder climes, they wear furs adorned with the possessions (or body parts) of their foes.

With no toes on their massive feet, trow step more heavily than other humanoids of a similar size, so their footsteps are often felt before the trow are spotted. Once the trow is heard, however, it is usually only moments before it can be seen crashing through the brush.

Combat: Most trow are honorable in combat and, before attacking, issue a bellow of warning that may be heard up to a mile away. The roar is not an attack in itself and has no lasting physical effects.

Trow attack with their huge elephantine feet. The most common tactic is to kick their enemies into the air (2d6 points of damage, plus 1d6 points of falling damage) then attack again before the victim has a chance to recover, gaining a –4 bonus to initiative against opponents who were kicked on the previous round. Having little fear for their own lives, trow rush headlong into battle with little maneuvering. Powerful kicking and thrashing attacks make them a popular recruit for large-scale skirmishes. The force of the trow's kick makes platemail a poor choice for defense, as the mail can become permanently crushed around an opponent's body. A natural "20" on a trow's attack against an opponent in platemail requires the armor to make a successful saving throw vs. crushing blow. Failure indicates that the victim is imprisoned in his or her own armor, able to break free only with a successful Bend Bars/Lift Gates roll or with help from a companion who spends 1d4 rounds trying to free the victim.

Naturally tough skin takes the place of artificial armor for trow. Furthermore, scars are considered a sign of beauty and wisdom and are generally encouraged.

Habitat/Society: Trow once maintained an enlightened culture with significant artistic and intellectual achievements. Relics of these times are long forgotten, and the ruins of trow cities are deeply buried. In spite of the corruption that caused the fall of the species, trow still withhold a fanatical national identity.

Trow were originally magically created as workers and warriors years ago. Since they are no longer being created, they are a doomed race. They cannot reproduce or be reincarnated. Sages estimate that there are approximately eighty trow remaining scattered throughout the lands.

Ecology: Trow do not need to eat but will do so as a sign of respect, if food is offered. They also offer food to their guests.

Trow lairs are often caves near the ruins of their once-great cities, monuments, or temples, which they work to rebuild. Monetary treasures hold little attraction, but items of a more ornamental nature might find their way into the trow lair. Trow have an affinity for fancy stonework and elaborate architecture.

Among other races, trow skulls are considered a prestigious trophy and are valued at 2,500 gp to some buyers. Trow hides are believed to have special magic-resistant properties, but this has yet to be proven.

Climate/Terrain:	Quasiplane of Mineral
Frequency:	Rare
Organization:	Cabal
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Genius to supra-genius (18-20)
Treasure:	Q×3,T,U
Alignment:	Neutral
No. Appearing:	2d4
Armor Class:	2
Movement:	9
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d4 or by weapon + gem bonus
Special Attacks:	Spells, impale
Special Defenses:	None
Magic Resistance:	Nil
Size:	M (5′-6′ tall)
Morale:	Steady (11-12)
XP Value:	2,000

Even most primes know that gems and jewels contain magical essences at their very core. That's just a fact. So why's it so surprising, then, that some of the greatest mages in the multiverse come from the Quasielemental Plane of Mineral? It's true. They're called the tsnng. (By the way, a body shouldn't worry if he can't pronounce that word — nontsnng never can. Their tongues just aren't crystalline enough. Most bashers say "tiss-ning" or something like that. It's not like the tsnng care. Truth is, hardly anyone can understand their weird crystalline language without magical aid.)

TNNNGKRRNGG KLNNNGMMWAAHNG VVVRRGGK.

— THE VERBAL COMPONENT TO A TSNNG SPELL

Basically, tsnng are a race of anthropomorphic gemstones. Most folks'd describe them as extraordinarily thin and spindly. Their multifaceted bodies shine and sparkle with a plethora of color, never the same pattern twice. Their long, narrow heads have only small, black eyes and a tiny mouth to distinguish them from large, baguette-cut gemstones. The rest of their bodies look like spun crystal of brilliant hue and luster. Normally, strange garments of black, gold, or silver cover some or all of a tsnng's form.

Combat: All tsnng can claw with their hard, sharp fingers, inflicting deep wounds in soft flesh (and causing 1d4 points of damage). Their gemlike bodies give them an impressive natural Armor Class, and their AC would be even better — if the creatures weren't so spindly and fragile. Some'd describe them as downright brittle. When struck in combat, they don't bleed, but they do break and eventually shatter when slain.

Although it's impossible to tell them apart outside of battle, once a fight breaks out it's easy to see that there are two kinds of tsnng — warriors and wizards.

The warriors engage in melee and missile combat with foes, using weapons made of fine gemstones. Javelins of ruby and long diamond knives are not uncommon in their arsenals. These weapons aren't magical, but they do add a bonus of +1 to +4 (DM's discretion, based on the kind of stone) to attack and damage rolls. Plenty of folks'd love to learn the dark of creating such weapons, but the tsnng wouldn't share that kind of information with other races even if they could.

'Course, tsnng warriors are quite capable even when unarmed. Like all members of their race, they can strike with their sharp claws. However, warriors can reshape one or both of their hands into spearlike extensions that impale foes on a natural attack roll of 19 or 20. Such a blow inflicts quadruple damage (4d4 points). The warriors need a full round to alter the shape of their hands, and obviously they can't hold or grasp anything while in spearlike form.

Tsnng wizards are even more notorious in battle. Each has the spellcasting ability of a 6th-level wizard, and many advance far beyond that (their Hit Dice totals and other statistics do not increase, however). All tsnng wizards can memorize twice the number of spells as they should normally be able for their level. A few graybeards have theorized that it's as though each spellslinger inherently possesses the power of a potent *ring of wizardry*. This leads some to think that it's possible for a nontsnng to harness this ability through training, or even by using a tsnng's body as a kind of component in a magical item. Most likely, though, it's not.

Not surprisingly, in combat the warriors take to the front ranks to protect the wizards while the spellslingers work their magic. This doesn't mean that the warriors are drones guarding their masters, or that the wizards consider their protectors expendable.

On the contrary, the two types of tsnng are equal in every way – they just specialize in different areas. The warriors are every bit as intelligent and crafty as the wizards and present just as much of a threat.

Because of their magical power, the tsnng often use various enchanted items of their own manufacture. 'Course, these objects – scrolls inscribed on sheets of gold and platinum, rings and amulets cut from huge gemstones, bejeweled weapons, and more – are also valuable for the materials from which they're made.

Habitat/Society: Tsnng gather together in small enclaves and then never associate with any other members of their race. These leaderless, autonomous cabals usually consist of eight to 20 tsnng. Each group establishes a lair in a spectacular, gem-filled cavern – almost an amphitheater, really – the likes of which most folks will never see. Oddly, rather than consider itself a tribe or community, each cabal thinks of itself as a council of rulers with dominion over the entire quasiplane of Mineral.

Fact is, while a few cabals have managed to convince other natives of the plane that the tsnng are indeed their masters, most mineral quasielementals just ignore them. Further, as each cabal looks upon itself as the ultimate authority, and because there are uncounted tsnng enclaves, any one particular group has little chance of accomplishing much on a planar scale. They do, however, wield a great deal of local power.

Ecology: The main enemy of the tsnng is, really, other tsnng. The various cabals often skirmish over control of an area of Mineral or a group of its inhabitants (sometimes without the inhabitants even knowing). They're generally hostile to outsiders from the rest of the multiverse, as well, so planewalkers should take note.

Tsnng eat virtually anything, consuming the matter within their furnacelike guts. Because they can use any material as sustenance, require no sleep, and have no reproductive urges, they're free to spend all of their time learning new enchantments and contemplating elaborate schemes for their domains and their subjects.



Climate/Terrain:	Outlands, any lawful plane
Frequency:	Rare
Organization:	Brood
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	E (individuals J,K,M,Q)
Alignment:	Lawful evil
No. Appearing:	3–18
Armor Class:	1 (0)
Movement:	9, Cl 3
Hit Dice:	7
THAC0:	13
No. of Attacks:	3 and 1
Damage/Attack:	1d4/1d4/1d8 and by weapon
Special Attacks:	Poison, magic use
Special Defenses:	None
Magic Resistance:	None
Size:	M (5½' tall)
Morale:	Unsteady (5–7)
XP Value:	3,000

Let uss look at thiss tsituation again. You are interessted in living, correct? I am interessted in acquiring more property. The only way I'll allow you to live iss as my tslave. I come out richer, and you don't join the rankss of the dead. Ssurely thiss iss reassonable? Or at leasst preferable to death?

– Hyusstikh, tso slaver

The tso are a race of slavers, smugglers, and cross-traders who roam the lawful planes – at least until they reach Arcadia or Mount Celestia, where they're not at all welcome. Tso are arrangers and procurers, eagerly pursuing the accumulation of wealth no matter what it takes. Despite their absolute lack of scruples and uncontrollable avarice, they're trustworthy in one regard: They never do anything unless they've got an ironclad contract for it.

Tso are related to neogi, a race of similar appearance and tastes found on the Prime Material Plane. They're larger and stronger than their clueless cousins, standing about as tall as an adult human. The tso's body is spiderlike, with eight insectile limbs and a bulging abdomen. A long, serpentine neck rises from the creature's thorax, and its head is eellike with a mouth full of needle-sharp teeth. Unlike neogi, tso generally use only the rearmost pairs of legs for walking; the forward limbs are smaller, manipulative members. Tso are completely hairless, and their bodies are covered with gleaming chitin and leathery black skin at the joints or along their neck and head.

There aren't many tso, and as a race they're highly social. It's unheard of to meet a lone tso without others of its kind nearby. Tso're capable of magically *enslaving* other creatures to be their guards and agents, and a tso brood's normally accompanied by 2 to 3 times their number of slaves and bodyguards. All tso're at least marginally competent as mages, and it's rumored that an entire brood acting together can weave spells of dreadful power and sinister purpose.

A brood of tso travels in a bizarre vessel shaped like monstrous spider; the individual design and characteristics of the vessel are different for each brood, but all tso vessels are capable of flight by means of a secret enchantment. A tso ship's commonly known as an aracheon, aracheas, or arachantine.

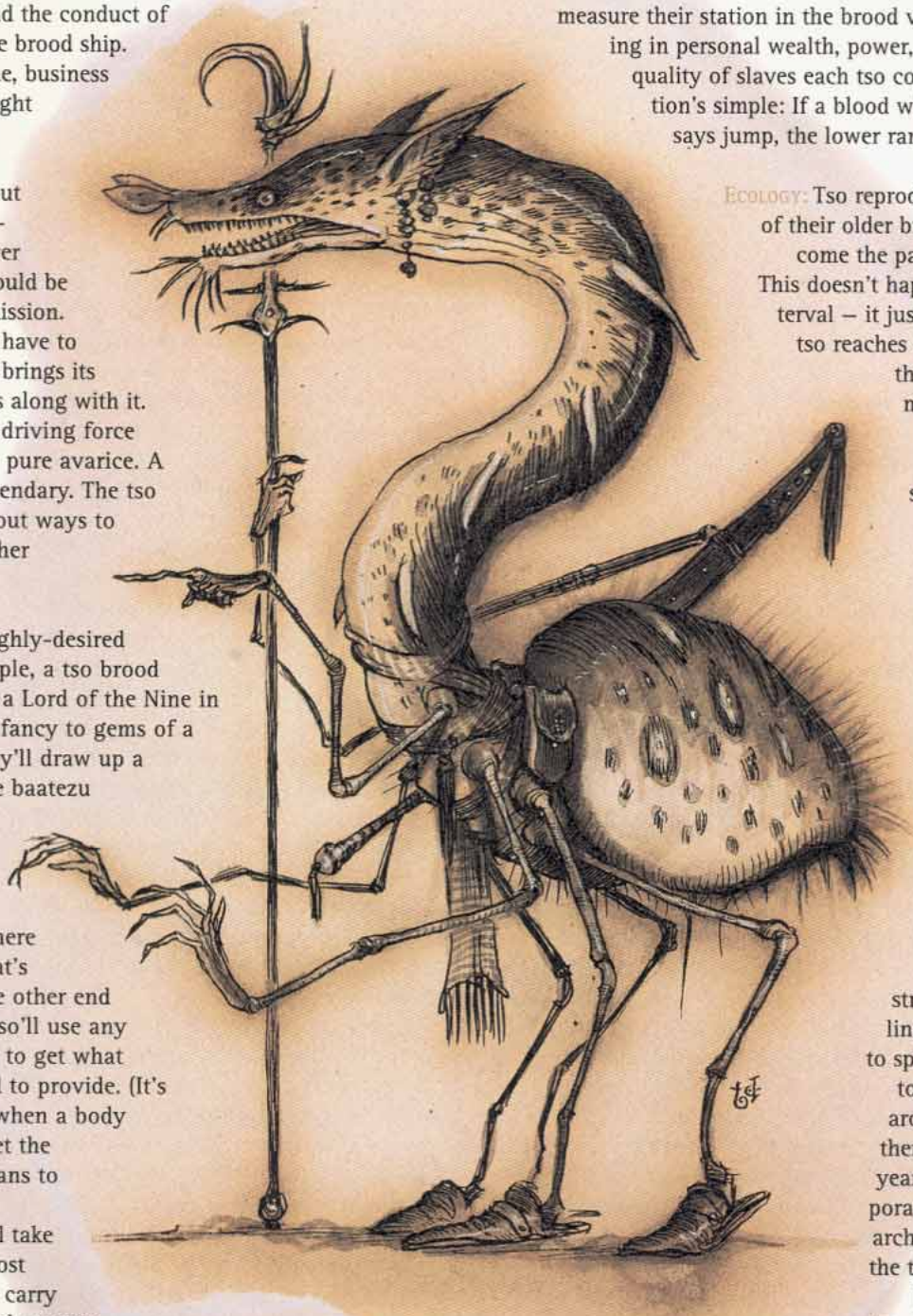
Combat: Tso're capable fighters, but they're also a cowardly race and go to great lengths to stay out of harm's way, letting their slaves fight for them. As noted above, a brood of tso can have anywhere from 2 to 3 times their own number of *charmed* slaves and guards. About 75% of these'll be planar or prime humans, githzerai, and tieflings or aasimar. The remainder're rarer creatures such as lesser fiends or modrons, khaasta, or reaves. These sods'll fight to the death if so ordered by the tso, but it's more common for a typical tso to be careful of its property and try not to get its slaves killed needlessly. That's just good business sense.

When a tso's desperate or backed into a corner, it can fight surprisingly well. It strikes with its two uppermost claws for 1d4 points of damage each, a vicious bite for 1d8 points of damage, and uses its second pair of limbs to wield either a two-handed weapon (a polearm or staff) or a one-handed weapon and shield, improving its AC to 0. The tso's bite is poisonous; anyone bitten by the creature must make a successful save versus poison or suffer 1d10 points of extra damage and be *paralyzed* for 1d4 turns.

Tso've got a powerful magical ability to *enslave* other creatures. This functions like an extremely powerful *charm*. The tso must be able to touch its victim and can make no other attack that round. The victim must make a successful saving throw versus spell at –2 or fall under the tso's thrall, serving willingly and without reservation. The victim's Intelligence score is considered to be halved for purposes of determining the time period between saving throws to escape the *charm*.

In addition to their *enslavement* ability, all tso are mages of levels 2 to 5 (d4+1), with appropriate spell capabilities. They favor nondestructive spells that provide information, deception, or the ability to capture an opponent. Tso perceive *phantasmal force* or *detect invisibility* to be far more useful than *burning hands* or *Melf's acid arrow*.

A group of tso can cast cooperative magic at the base level of the most skillful tso present, plus one for each additional tso – a 5th-level tso mage with 6 lesser tso aiding it casts spells as an 11th-level wizard. The leading tso can choose any spell available to its new level, regardless of whether or not it had memorized the spell to be cast, but the casting time increases tenfold; a spell with a casting time of 7 requires 7 rounds of cooperative spellcasting. Cooperative magic is a property of the tso approach to magic, which is alien and undecipherable to nontso wizards. The spell that empowers the aracheons with the ability to navigate the skies is jealously guarded and must be cast by a brood of at least 13 tso.



Habitat/Society: Tso are social creatures that don't like to be separated from others of their kind. Their social lives revolve around the rest of their brood and the conduct of business from the brood ship. From time to time, business arrangements might require a smaller group of tso to remain behind, but it's almost inconceivable that fewer than three tso would be sent on such a mission. When a tso does have to leave the ship, it brings its personal servants along with it.

The second driving force behind the tso is pure avarice. A tso's greed is legendary. The tso constantly seek out ways to make money, either through service rendered or the acquisition of highly-desired goods. For example, a tso brood might learn that a Lord of the Nine in Baator's taken a fancy to gems of a certain type. They'll draw up a contract with the baatezu lord to seek out and bring back the objects in question, and then travel to where they can get what's called for. On the other end of the deal, the tso'll use any means necessary to get what they've promised to provide. (It's more profitable when a body doesn't pay to get the inventory he means to sell, after all.)

Tso broods'll take contracts on almost anything. They'll carry slaves, contraband, or even legitimate trade from time to time. They'll accept contracts for kidnaping, assassinations, or arson. If there's a profit in it somewhere, the tso're interested. A brood of tso's extremely devious and clever in the wordings of its contracts and bury all kinds of clauses and subcontracts in the body of the main draft. Tso figure if a sod don't read what he signs, he deserves to get peeled. Negotiations between tso and baatezu are something to see.

The brood ship's led by the oldest and most powerful tso. Usually, this's the most accomplished sorcerer of the brood, but it can also be the tso with the most powerful slave. Tso measure their station in the brood very carefully, factoring in personal wealth, power, and the number and quality of slaves each tso controls. Tso organization's simple: If a blood with a higher standing says jump, the lower ranks jump.

Ecology: Tso reproduce by selecting one of their older brood-members to become the parent of a new brood. This doesn't happen at any fixed interval – it just depends on when a tso reaches a suitable age. When this happens, the other members of the brood paralyze the parent-to-be, beginning a series of radical body changes. The brooding tso is immobilized, but eats constantly for 8 to 10 weeks before 3 to 6 young emerge from its body, killing the parent.

Unlike a neogi brood, the young tso emerge as sentient but smaller versions of their parent. There's a strong tie between siblings, and they're likely to spend their entire lives together. The older tso around the young raise them, and in less than a year the young're incorporated into the tso hierarchy as the low sods on the totem pole.

From time to time, a group of tso becomes too large for its aracheon. Trading parties'll be permanently dispatched from the ship to alleviate the problem for a while, but eventually the brood must split and a new ship'll have to be built. This is a dangerous and unpredictable time for the tso, and months of scheming, plots, and deals revolve around deciding which tso will remain with the original group and which'll strike off on their own.

tualleiaght

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	A×2, T, W×2
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15, Br 12
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d4/2d4
SPECIAL ATTACKS:	Spells, constriction
SPECIAL DEFENSES:	+1 or better edged weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9′–11′ long)
MORALE:	Fanatic (17)
XP VALUE:	8,000



The tualleiaght (to-ALL-ee-ate) is a snake-shaped creature with a thick body and a dozen tiny clawed feet along its underside. Its head is large and vaguely human, making some scholars think it is related to nagas. It has a double row of remarkably strong teeth in its lower jaw and a single row in the top, which is longer and protrudes over the bottom lip. The tualleiaght's body has no scales, but its smooth, dense skin is variegated in color. The tip of the creature's tail is barbed with a myriad of tiny teethlike spikes that match the color of its head.

This garradalaigh dwells exclusively underground. It raises its head above ground only to get a glimpse of what is happening on the surface. An excellent burrower, it moves as easily through the earth as most men walk upon it, and it can cut through stone at a Movement rate of 3. A wizard with the tualleiaght can, once a day for 2d4 turns, move with the creature through the ground, matching its speed.

This creature is reputed to speak the languages of kobolds and burrowing mammals, as well as dwarf, halfling and human tongues.

The tualleiaght can cast any of the following spells, each once per day, at the 12th level of ability: *hold portal; darkness 15′ radius; stone shape, transmute rock to mud;* and *flesh to stone*. The creature has infravision to 120 feet and can see easily in magical darkness.

Combat: This garradalaigh can attack with its bite and spiked tail, each successful attack inflicting 1d12 points of damage. If the tualleiaght's target is size M or smaller, it also can employ a constriction attack. This inflicts 1d8 points of damage and causes subsequent bite and tail strikes to have a +4 attack bonus. It is immune to attacks from blunt weapons, no matter how magical. Edged weapons of +1 or better are required to strike the tualleiaght.

If the tualleiaght finds itself in jeopardy, it burrows to get away, twisting about in its tunnel to strike those foolish enough to pursue it.

Habitat/Society: When in the company of a wizard, the tualleiaght seeks to learn about activities above ground. This is not idle curiosity, but a way to keep its mind active and busy. This garradalaigh appears more often in the folklore of the Vos than in that of any other race.

Ecology: The tualleiaght can eat dirt and rocks. However, it prefers to dine on kobolds and unrefined ore.

Climate/Terrain:	Mountains
Frequency:	Uncommon
Organization:	Clans
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	Q
Alignment:	Neutral
No. Appearing:	1–20
Armor Class:	6
Movement:	12
Hit Dice:	5+1
THAC0:	15
No. of Attacks:	3 or 1
Damage/Attack:	2–9 (×2), 1–10 or by weapon
Special Attacks:	Headbutt, +1 attack
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (13′ tall)
Morale:	Steady (11–12)
Level/XP Value:	2 7 0
Psionics Summary:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: none; Def: IF
Player's Option:	#AT0; MTHAC0 19; MAC 9

Psychometabolism: *Sciences* – shadow-form; *Devotions* – adrenalin control, body weaponry, flesh armor.

The tul'k is a bony creature that predominantly inhabits the mountains of Athas, but it has been seen in other terrain. It is a gaunt, primitive, humanoid that stands as tall as a half-giant. Its scalp lacks any skin or hair, leaving sun-bleached white bone to protrude through the top of its head. The tul'k's low brow and large nose gives it an almost neanderthal visage. Its skin is an ashen gray. It has body hair similar to a human's, that ranges from black to gray.



Combat: In melee combat tul'ks are formidable foes and are unexpectedly cunning. A favored tactic of the tul'ks is to set ambushes among the rocks of their mountain homes. If given the opportunity to prepare, tul'ks use their shadow form ability in order to get close to their quarry

When in melee, tul'ks prefer to use their large, bony hands as clubs. Their arms are unusually long and give the tul'k a +1 THAC0 bonus in melee combat against creatures of the same size or smaller. These attacks can deliver 2–9 (1d8+1) points of damage. Alternately, they may use the psionic ability of body weaponry to turn their hands into weapons. If the combat seems to be going against them.

Once each round tul'ks can use the exposed bone on their heads to butt their foes for 1–10 (1d10) points of damage On a roll of 20, the victim must make a successful save vs. petrification or be knocked unconscious for 1d4 rounds.

The tough, leathery hide of these creatures affords them an AC 6 They also have the psionic devotion of flesh armor that is cumulative with innate AC

Habitat/Society: Tul'ks are the degenerated remnants of the Dune Stalker elven tribe. The mysterious Pristine Tower altered the elf tribe, turning them into tul'ks.

Tul'ks group into bands of as many as 20 members. They are nomadic within the territory they call their home. They have a primitive form of communication that consists of grunts, growls, and hand signs. The hand signs are generally used in combat.

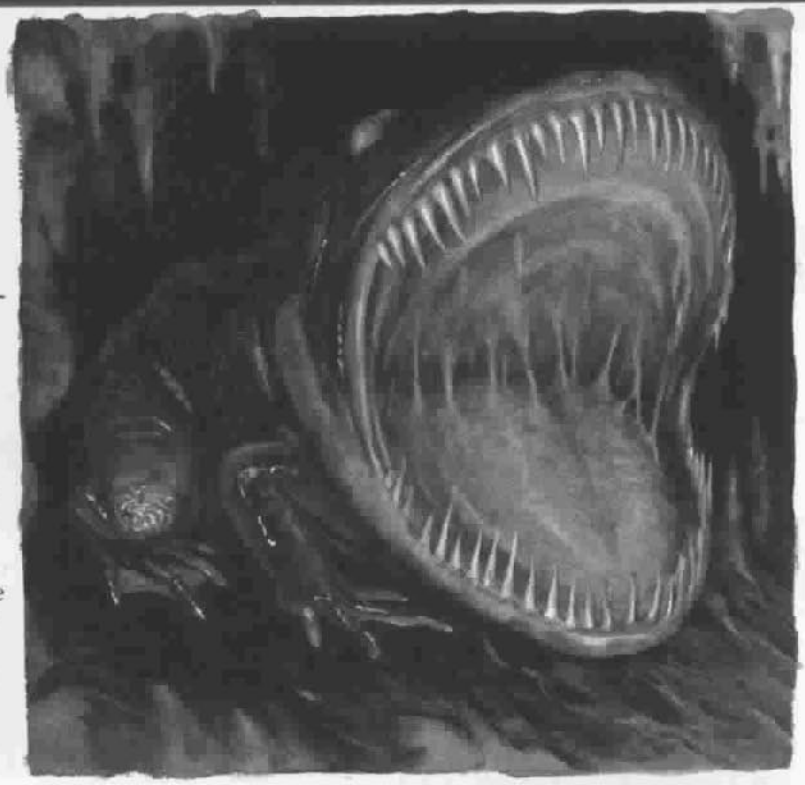
The largest and strongest member of the clan is the leader, and as with many animals, the dominant male is the sire of most offspring. The young that are born of a male other than the dominant male are allowed to grow old enough to fend for themselves and are then exiled from the clan. If the child's mother, or the child himself, can drive off the clan leader when he attempts to exile the child, the child is allowed to remain. Exiles that survive are rogue tul'k and are not accepted by any clan. New leaders "pardon" all offspring conceived prior to their tenure and the young are allowed to stay with the clan.

Tul'ks have a strong affinity for gems and jewelry. They hoard and protect their treasure to the best of their ability (though not usually to the death). They are never found with treasure of any other kind.

Ecology: While tul'ks are primitive creatures, they are not malicous. In fact, they are outright timid with most intelligent races. They attack only to obtain food. Though attacks on humans and humanoids are not unheard of, they normally occur in times when other tul'k food sources have become scarce. Favored food sources of tul'ks inelude Athasian rots, z'tal. and erdlu.

Tunnelmouth Dweller

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental
ALIGN MENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	3, Swim 9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–16
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Partial immunity to fire (see below)
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Fearless (20)
XP VALUE:	4,000



The tunnelmouth dweller is a horrifying predator of dungeon and cavern alike. This creature has a mouth as wide as half the length of its body, ten feet in diameter, the typical width of a dungeon tunnel. The entire animal is a rich deep brown. It finds its way through the Underdark by a means of echolocation; the huge, blank white orbs near its mouth once functioned as eyes for its ancestors.

Combat: The tunnelmouth dweller has only one attack, but it is especially lethal. When it encounters prey while prowling through cavern tunnels or dungeon corridors, it lunges forward, swallowing whole victims of up to Size H. (The monster's skin stretches, so it can swallow prey its own size.) A tunnelmouth dweller can swallow three PCs at once, or four if they're packed together (like a formation of spearmen). Swallowed characters suffer 2d8 points of damage on the first round from the monster's long teeth. In following rounds, victims suffer 1d6 points of damage from the dweller's digestive juices until they either die or are rescued. The only ways to avoid being swallowed are to brace the creature's jaws with a 10'-long pole or a polearm (requiring a successful Dexterity check, assuming the weapon is already in hand) or successfully dodge the snapping jaws.

Swallowed characters cannot defend themselves unless they have short stabbing weapons such as short swords, knives, or daggers. The entire mouth and throat of the creature is slick with a slimy mucus wet enough to extinguish torches and uncovered lantern flames. Any ordinary flame attack that strikes inside the creature's gaping jaws is totally extinguished, while magical fire causes only half damage (one-quarter damage if the dweller makes a successful saving throw). Note that this only applies to those fighting the creature at its front, which is usually the case. If the tunnelmouth dweller can be attacked at its side or rear, fire-based attacks work normally. Of course, since the big-mouthed thing fills the entire width of a typical corridor, getting around it isn't easy.

Habitat/Society: Like the majority of true subterranean predators, the tunnelmouth dweller is solitary, meeting peacefully with its own kind only for an hour or so each year for the mating season. After mating, the couple allow each other to leave uneaten, at which time all consideration ceases. If they meet again before the next mating season, even later on the same day, they try to eat each other as they do everything else. (Pity the group caught between two tunnelmouth dwellers in a corridor with no accessible side tunnels.) The females lay clutches of six leathery eggs, of which perhaps one or two hatchlings survive long enough to reach adulthood.

Ecology: Tunnelmouth dweller skin is much in demand among mages seeking to create a *bag of holding*. Its mucus is also used in extinguishing fires, selling for roughly 50 gp a vial. (One vial can put out a single torch, lantern, or campfire.) It keeps no treasure but often swallows adventurers who have valuable items on them. To retrieve these goods, one must either butcher the creature's carcass or pick apart its droppings.

Those who don't know any better buy tunnelmouth dweller eggs at 500 gp apiece but quickly regret their purchase. The young have 2 Hit Dice and are 2 feet long at birth; they grow to full size within 8 months, gaining two more Hit Dice and slightly more than 2 feet in length per month. Because the creature has such a voracious appetite, it is an expensive guardian for any stronghold and usually wears out its welcome among even evil NPCs within a matter of weeks.

Monstrous ~ 2803 ~ Collection

	Sea, Giant	Snapping, Giant
CLIMATE/TERRAIN:	Any sea	Lake or river
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1–3	1–4
ARMOR CLASS:	2/5	0/5
MOVEMENT:	1, Sw 15	3, Sw 2
HIT DICE:	15	10
THAC0:	5	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4d4	6d4
SPECIAL ATTACKS:	Upset craft	Surprise, jaws
SPECIAL DEFENSES:	Hide limbs	Hide limbs
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (50′ diam.)	H (40′ diam.)
MORALE:	Champion (15–16)	Elite (13–14)
XP VALUE:	5,000	3,000

Giant turtles are simply huge varieties of the normal species encountered daily in the wild. They resemble their common counterparts in every respect except for size.

A turtle is characterized by its bony outer shell. The lower portion of the shell is known as the plastron, while the upper shell is referred to as the carapace. It is into this shell that a turtle withdraws its legs and head when threatened. Some turtles are incapable of completely shielding their limbs in this way, and plaster their legs very close to the shell for protection.

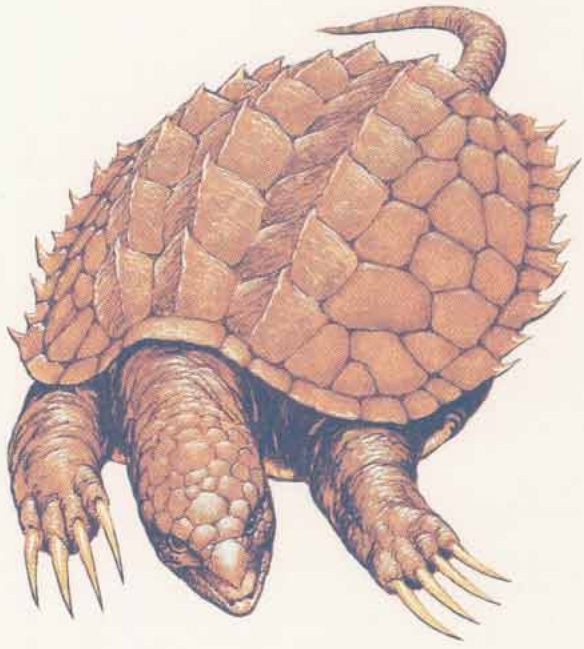
Giant turtles eat whatever is available in their environment, from living plants to all types of insects, small mammals, and fish of all kinds. They prefer fresh green plants and live worms, as turtles do not enjoy feeding on carrion or rotting vegetation. Naturally, such foods are fair game if the turtle is in danger of starvation.

Turtles have very long life spans—from 30 to 150 years, depending on the species. They are slow-moving and thus would rather withdraw into their shells when faced with an enemy, rather than either fight or flee. However, when harmed or persistently molested, the strong, quick bite of a giant turtle is a deadly weapon indeed.

Giant turtle meat is considered a delicacy in most cultures, and it is highly nourishing and palatable. The upper shells of giant turtles are also greatly preferred as they can be made into small huts, strong roofs, or even boats. Without exception, the tropical marine varieties of sea turtle are the finest tasting and have the most attractive shells.

Giant Sea Turtle

This basically non-aggressive marine creature fights fiercely if annoyed or threatened. The tearing bite of giant sea turtle causes 4d4 points of damage to the unlucky victim. If one surfaces beneath a small craft, there is a possibility of upsetting the vessel. There is a 90% chance for a rowboat but only 10% for a longship. Adjust this base chance for other sea-going vessels according to the size and stability of the craft.



The head and flippers of giant sea turtles are Armor Class 5, while the shell is AC 2. If the turtle withdraws its head and flippers into its shell either for defense or while resting, all attacks are considered to be directed against the shell.

Giant Snapping Turtle

Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found in large lakes and rivers. Many myths about lake monsters were born out of sightings of these relatively common freshwater creatures.

They lurk near shore or on the bottom, they do not swim quickly. There they remain motionless, causing a –3 penalty to opponents' surprise rolls. They then shoot forth their long necks (up to ten feet away) to grab their prey. Once a victim is bitten (for 6d4 points of damage), he is invariably grabbed by the powerful jaws. Only a successful bend bars/lift gates roll frees one from the vicious mouth, as spells cannot be cast or weapons used at these times. Meanwhile, bite damage is automatic each round while grabbed. When the victim becomes unconscious, the giant snapping turtle throws back its head, gently tossing the victim into the air a few feet, then down into the open gullet of the beast.

The lightly plated heads and limbs of these monsters are AC 5 when extended, but the shell affords AC 0 protection to the body, and to the limbs if retracted.

Other Giant Turtles

Other varieties of giant turtles are known or rumored, including a desert turtle much like the giant snapping turtle but adapted to arid regions, and there are legends of an ocean-going sea turtle of such size that it was mistaken for a small island!

Turtle, Gammaroid

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	None
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Various
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	−2/−10
MOVEMENT:	9, SR 9
HIT DICE:	100
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	10d6/10d6/60d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hide limbs, flame sheath
MAGIC RESISTANCE:	Nil
SIZE:	G (2500' diameter)
MORALE:	Fearless (19-20)
XP VALUE:	125,000



The gammaroid is a gargantuan variety of the giant snapping turtle. Like its terrestrial cousin, it has a voracious appetite and rules any territory it occupies. Its unique breeding habits have made it the source of monster legends and religious rites on many worlds.

Combat: On land or in space, the gammaroid is a fearsome opponent. In space, the gammaroid masquerades as an asteroid, allowing smaller rocks to adhere to its body by gravidic attraction. When prey happens by, its enormous head shoots forth, smashing victims with 6d4 hull points of damage from its powerful jaws. This attack can swallow small vessels whole. The bony ridges of the gammaroid's beak are sharp enough to rip through ship hulls, and its claws do 1d6 hull points of rending damage on impact (or 10d6 to a living target).

The gammaroid can also pursue fleeing prey by retracting its legs and head, rotating on its central axis, and flying at spelljamming speeds (SR 9, maneuverability F). When this deadly missile hits a ship, the target suffers an automatic "Ship shaken" critical hit; the whirling serrated edge of the gammaroid's shell may (30% chance) cut in half or utterly destroy the ship. In atmosphere, atmospheric friction from its rapid rotation creates an enveloping fireball that causes an additional 12d6 damage. The gammaroid uses this whirling attack primarily against its favorite prey, the gossamer noble (q.v.).

Habitat/Society: Gammaroids spawn on planetary bodies larger than size A. They land near geologically unstable regions, homing in on areas where the heat is near the surface (up to ten miles deep). The female digs until she reaches magma, then lays 2-8 eggs in the lava pit. When the egg laying is complete, she crawls from the hole, allowing it to collapse behind her. Within 50 years, the young gammaroids hatch and tunnel upward, usually surfacing far away from the hatchery. This spawning causes great destruction to surface dwellings, and even the largest underground monsters are easy prey to the hungry hatchlings.

Ecology: The gammaroid is the undisputed master of any ecosystem it inhabits. Its only natural enemy is the gossamer noble, which it disables by cutting off the tentacles, then attacking with claws and enormous jaws. Though the gammaroid prefers the gossamer noble, it may attack spelljamming ships during times of great hunger to get at the soft, tiny morsels inside. However, the metal-and-wood canisters that hold these small feasts do not settle well with the gammaroid's palate.

The lifespans of gammaroids are very long. Specimens with shell growth patterns indicating millennia of molts have been recorded. The shells of dead gammaroids are quite useful as spelljammer hulls, as the lightness and toughness of the shell combine to make a highly maneuverable armored vessel. They can fetch a king's ransom.

CLIMATE/TERRAIN:	Tropical land
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1d3
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	*Steal breath, cause disease*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Special
XP VALUE:	975



The tuyewera is a horrible type of undead monster created by evil clerics in remote jungle villages. The cleric takes the corpse of a man slain by *death magic* spells and ritually removes the legs at the knees. The tongue is also severed. The cleric then enchants the corpse, bringing the ancestral spirit of a wizard or priest into it, which gives the corpse a horrid animation.

The tuyewera moves about on its hands and leg stumps. It is as intelligent as a man and has the following thieflike skills: MS 50%; HS 90%; OL 50%. It serves as a thief and bodyguard to the cleric in addition to being an assassin.

Combat: A tuyewera can use a weapon in melee, but it is restricted to using weapons that can be held in one hand, since the other hand is needed for balance and movement. If disarmed, a tuyewera will strike with its gnarled hand for 1d4 points of damage. Furthermore, each successful hit by the hand has a 25% chance to inflict a fatal disease on its opponent (as per the spell *cause disease*).

The deadliest attack of the tuyewera is its ability to *drain breath*. If it encounters a sleeping, unconscious, or helpless person, a tuyewera can suck the breath out of the victim's mouth, thereby slaying him. This requires one full round, at the end of which the victim must roll a successful saving vs. death magic with a –4 penalty. If he fails to save, he is instantly slain, but if he successfully makes his saving throw, he falls into a deathlike coma for 1d4 days.

As undead, tuyeweras are immune to all mental attacks, *cold*, *sleep*, and *fear*. Holy water inflicts 2d4 points of damage per successful attack with a full vial. Tuyeweras are turned as spectres, but an evil cleric cannot take control of a tuyewera away from the cleric who created it.

A special enchantment goes into the making of a tuyewera that renders it immune to all weapons (turning and destructive magic such as *fireball* are still effective). However, *dispel magic* removes this enchantment for 1d4 rounds. Clerics who create tuyeweras keep this counterspell handy just in case they meet someone else's tuyewera.

Habitat/Society: The spells and counterspells used for creating tuyeweras are granted only by the deities of evil witch doctors in tropical lands. Such spells are not normally available to PCs who do not visit these lands. It is recommended that PCs be unable to create such monsters, but they should be able to use the counterspells to make tuyeweras vulnerable to attack.

Ecology: As created undead, tuyewera have nothing to contribute to the ecology. They are little more than despicable machines made to do their misguided masters' bidding. They eat nothing, and there is no known use for their parts once they are slain.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (10% chance 1-3)
ARMOR CLASS:	10
MOVEMENT:	Variable
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1 (on Ethereal Plane only)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	S (3')/Special (see below)
MORALE:	Special (see below)
XP VALUE:	17



A tween is a parasitic creature from the Ethereal Plane. On its home plane it appears as a short, squat, ugly humanoid form with stubby arms and legs, and no neck. On the Prime Material Plane, a tween appears as a smoky or shadowy outline within six feet of whichever being it has chosen as its "host."

Combat: The tween can only attack or be attacked on the Ethereal Plane, or by means such as applying *oil of etherealness* to a blade. If such a melee occurs, the tween will fight with a weapon, usually a sword. The tween has no attack abilities on the Prime Material Plane, and indeed has little need to defend itself there.

The tween has the ability to see a few seconds into the future, and may communicate this future-sight subliminally to its host. The tween is also able to move relatively light material things short distances, reacting with such speed that it can affect the movement of a weapon in melee. For example, it can reposition its host's sword so that it hits rather than misses. As a result, any character or creature with a tween "partner" gets two die rolls instead of one, whenever a die roll is called for, using the more advantageous of these rolls. This applies to all die rolls: attack rolls, damage rolls, saving throws, etc. This gives the tween's host the appearance of being very "lucky" to any who are not aware that the character is infested with a tween.

While a tween has an obvious beneficial effect on the actions of its host, it has the reverse effect on any other creature, friend or foe, within 50' of the host. While the tween appears to bestow luck upon its host, its parasitic nature absorbs luck from all those nearby. Two die rolls are made for all characters/monsters within a 50' radius whenever a die roll is called for, and the less advantageous is selected. A character with a tween partner is therefore something of a curse to any companions, and usually ends up as an outcast from any adventuring party who knows of his infestation.

Habitat/Society: Because of the tween's squat and somewhat ugly natural appearance on the Ethereal Plane, it is considered by most other denizens to be among the lowest form of life residing there, and it is shunned by all other residents, even other tweens. For that reason, most tweens choose to infest a being on the Prime Material Plane and live vicariously through them, deserting their own solitary lives on the Ethereal Plane.

In selecting a host, a tween will prefer an intelligent being, human or near-human, but they have no particular preference for adventurers. After several hours with a new host, a tween will gradually assume the general shape and characteristics of that host, who will appear to have a "shadow" nearby. Once a host has been selected, a tween will remain permanently until the host or the tween dies. Neither tween nor host are able to voluntarily sever the bond. If the host of a tween dies, the shock and grief of losing its host will literally cause the tween to split in two, causing the birth of a new tween. Both tweens then will usually begin looking for new hosts, the "old" tween almost immediately, and the "new" tween as soon as it finds out how miserable its life as a tween on the Ethereal Plane can be.

A tween eats just about anything it can find while alone on the Ethereal Plane without a Prime Material Plane host; after it secures a host, it feeds on the "luck" of those surrounding its host. Its form remains on the Ethereal Plane and no longer needs typical sustenance.

Ecology: The tween has no natural enemies on the Ethereal Plane, nor does it have any friends; therefore, most tweens will find and secure a Prime Material Plane host shortly after birth.

There are rumors about some magical research that has been done on the nature of tweens—more specifically, on how to separate a tween from its host without the death of one or the other. A *wish* spell has been proven effective, and experiments have been done with combining *dispel magic*, *remove curse*, and *plane shift*, but thus far the results of these experiments have been disastrous. An *amulet of proof against detection and location* will usually discourage a tween from infesting a character in the first place. The tween prefers to choose an intelligent host, and it cannot gauge a being's Intelligence in the presence of such an amulet.

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Twill (Pocket Rat)

CLIMATE/TERRAIN:	Gnome tunnels
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5)
TREASURE:	Q
ALIGNMENT:	Chaotic good
NO. APPEARING:	Variable
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 (bite) or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility to infravision
MAGIC RESISTANCE:	30%
SIZE:	T (6" long)
MORALE:	Average (9)
XP VALUE:	35



The rock gnome pocket rat is not actually a rat, or even a rodent. It is a small burrowing marsupial that was bred as a pet by rock gnomes. It is called a "pocket rat" because it resembles a hooded rat in many ways, although its eyes are much larger. The original gnomish name comes from the term used for an apprentice gem miner. With its opposable thumbs and high intelligence, the pocket rat can be a useful friend, the female especially because of her marsupial pouch or "pocket." They are easily trained, grasping the concepts of tool use and language. Most adult pocket rats understand gnomish, though they can't speak it themselves. It is not unusual for their owners to fashion small tools or weapons for them to use.

The pocket rat also has a remarkable sense of smell and a talent for sniffing out precious minerals. It has a 60% chance of detecting precious minerals within a 30' radius, which makes it a favorite pet for the gnomish miner. Most pocket rats have a few gems stashed away somewhere; females use their pockets to store such treasures.

The pocket rat is at home in the absolute darkness of subterranean tunnels and cannot tolerate bright light, which hurts its eyes. Its activity cycle can match its owner's underground, but outdoors the pocket rat remains nocturnal.

The pocket rat also has the magical ability to conceal its body heat, becoming invisible to infravision. It can do this at will and can maintain it indefinitely as long as it is not moving quickly. If it moves at more than half its normal speed, however, its body temperature breaks through the magical concealment and it is detectable again. It must stop before it can become invisible to infravision once more.

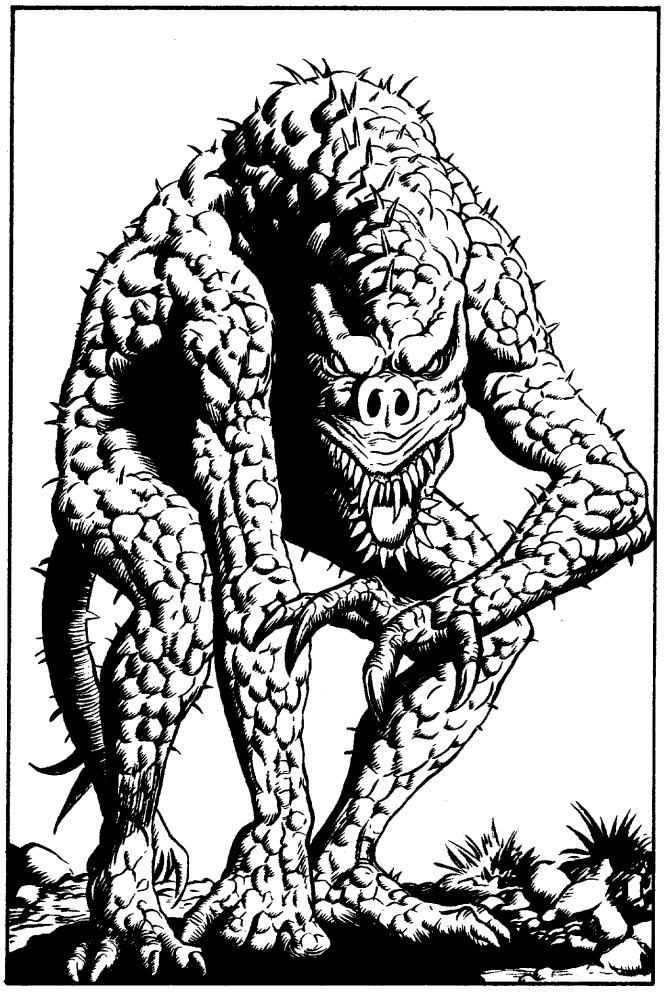
Combat: Pocket rats are not the greatest fighters. With their relatively few hit points and tiny bites, they are more likely to flee into the dark shadows of the tunnels and hide than fight. If cornered or defending their young, they fight with their large incisors or perhaps tiny weapons. Gnomes delight in making such miniature weapons for their pets. These can include daggers (Dmg 1–2/1), swords (Dmg 1–3/1–2), and bows and arrows (Dmg 1/1). Pocket rats do not feel comfortable in armor, but the males sometimes wear a leather pouch in imitation of the females.

Habitat/Society: The pocket rat is a solitary animal that enjoys spending time with its owner or roaming the tunnels in search of insects and mushrooms to munch. It usually makes its home in a soft earth burrow, but many gnomes enjoy making elaborate houses for their pets with tunnels and wheels in which they can roam and play.

Males and females mate at various times throughout the year, but do not stay together. Gestation lasts for 2–3 weeks, at which time a barely developed young rat makes the journey up its mother's furry belly and into her pouch. The young stay in the pouch for 10 weeks and are in and out of the pouch for another full year. A female pocket rat might have two or three young at different stages of development sharing the same pouch. Needless to say, these particular females find somewhere else to stash their gems. The pocket rat is considered an adult after 2 years and can live as long as 12–15 years.

Ecology: The pocket rat was bred (some say engineered) from a common cave marsupial of the same name. The wild breed is unintelligent, however, and lacks the opposable thumbs and body heat disguising ability of its gnomish cousin. The wild pocket rat hoards gems and precious metals, however, and gnomes are always on the lookout for their burrows.

	Adult	Larva
CLIMATE/TERRAIN:	Underground	Underground
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Blood
INTELLIGENCE:	Semi (2-4)	Animal (1)
TREASURE:	A	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	5-10
ARMOR CLASS:	5	
MOVEMENT:	15, Cl 12	9, Cl 9
HIT DICE:	4 + 4	1
THAC0:	15	19
NO. OF ATTACKS:	4	5
DAMAGE/ATTACK:	1-4/1-4/1-8/1-6	1/1/1/1/1-4
SPECIAL ATTACKS:	Acid globs, possible disease	Blood drain
SPECIAL DEFENSES:	Slime	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9' tall)	S (2' long)
MORALE:	Champion (15-16)	Champion (15-16)
XP VALUE:	1,400	65



The tyin is a grotesque creature that may be related to the disir. The tyin is found only on Ansalon, while the disir lives exclusively on the continent of Taladas.

The tyin is basically humanoid, though it is misshapen and bent. Its grayish skin is constantly shedding; loose flaps of flesh hang from its body. The creature oozes a slime that covers most of its body. The slime produces an unpleasant odor that is apparent to anyone who gets close.

Combat: The tyin prefers to ambush its prey when possible, leaping from shadowed nooks to bite and claw. It is an excellent climber. With claws that can grip solid stone, it often hides along the ceiling of its lair.

The tyin can attack from a distance by spitting acidic globules from its mouth. The tyin must roll a successful attack roll for a globule to hit. A victim struck by the acid suffers 1d8 points of damage, with a successful saving throw vs. breath weapon indicating the victim receives only half damage.

The acid globules are very sticky and continue to cause damage at a rate of 1d4 points per round (successful saving throw for half damage) until washed off or until three rounds have passed.

In melee combat, which the tyin prefers, it rips into its prey with claws, bites, and slaps from its spiked tail. A victim hit by the tyin's bite must roll a successful saving throw vs. poison or contract a degenerative disease.

The disease manifests itself 2d4 days after the victim is bitten. The affected individual experiences coughing, chills, and congestion. The disease prevents normal activity. Unless treated, the disease may be fatal; at the end of its three-week course, the victim is allowed another saving throw vs. poison. Failure indicates death, while success indicates the victim has thrown off the disease.

The slime on the tyin's body is quite slippery, enabling it to slide easily through surprisingly small passages. The slime also carries the tyin's disease germs; anyone touching it has a 5% chance of catching the disease (saving throws apply as normal).

Habitat/Society: The tyin is a solitary creature. The different genders come together once every two years or so for mating. Afterward, the female seeks a new lair, laying clutches of 1d6 +4 eggs about every two months for the next year.

Most of the creature's offspring are slain by other offspring or adults before maturing.

Ecology: The tyin is generally the dominant predator in any underground area it inhabits. A tyin produces nothing of value, though its acid and slime may prove useful to alchemists in preparing certain potions.

Larva

When a tyin's egg hatches, a crab-like larva emerges. This creature scrabbles along on all four claws, searching for food. When it finds prey, it attempts to attach itself and sink its proboscis into the victim, draining 1d4 points of blood per round until removed (which requires a simple Strength check). The larva molts and matures in about six months.

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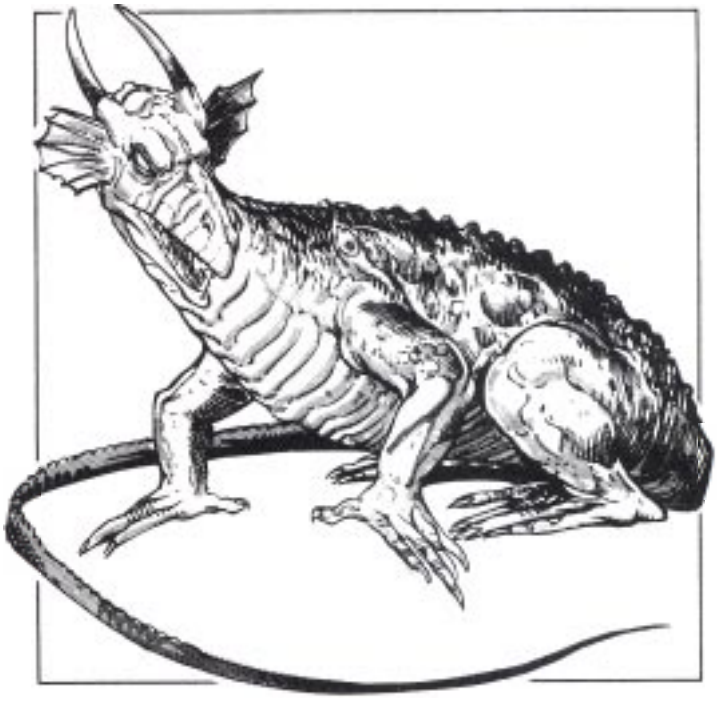
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary or Clan
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11–12)
TREASURE: Nil
ALIGNMENT: Variable

NO. APPEARING: 1–8
ARMOR CLASS: Variable
MOVEMENT: 15
HIT DICE: Variable
THAC0: Variable
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1–10/1–20 (tail/bite)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Special
MAGIC RESISTANCE: 5 %
SIZE: Variable
MORALE: Fanatic (16 base)
XP VALUE: Variable



Age	Hit Dice	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	XP Value
1	1d6	3-6	3-6	4	Nil	1/1	5 %	175
2	2d6	6–15	6–15	3	Nil	1/1	5 %	270
3	3d8	15-24	15-24	2	Nil	11/1	7 %	650
4	4d8	25-33	25-33	1	Nil	11/1	9 %	975
5	5d10	34-42	34-42	0	Nil	21/11	11%	9,000
6	5d10	43-51	43–51	-1	Nil	22/21	13%	10,000
7	6d12	52–60	52–60	-2	Nil	221/22	15%	11,000
8	6d12	61–80	61–80	-3	Nil	222/221	17 %	13,000

Age Category	Age (years)	Hit Die Modifier	Combat Modifier	Fear Radius	Save Modifier
1 Hatchling	0–5	Nil	Nil	Nil	Nil
2 Very young	6–15	+1	Nil	Nil	Nil
3 Young	16-25	+2	+1	10 yards	Nil
4 Juvenile	26–50	+3	+2	20 yards	-1
5 Young Adult	51–100	+4	+3	30 yards	-2
6 Adult	101–200	+5	+4	40 yards	-3
7 Mature Adult	201–400	+6	+5	50 yards	-3
8 Old	401–600	+7	+6	60 yards	-3

Tylors are huge land dragons with no wings. They are usually the products of evil dragons mating with hatori. Tylors have the heads of their dragon parents and the bodies of hatori. Their flesh changes color to match the land they are traveling across.

These creatures are intelligent and can naturally converse in the common tongue and the tongue of any dragon

Combat: Although always possessing powerful offensive spells, tylors love to destroy their- prey with bites and tail lashes. If the prey is getting away or proves too powerful for physical attacks, the creatures move out of melee range and use spells.

Tylors can be found in all types of terrain, but in cold weather the creatures become very slow and require large amounts of food to continue moving and fighting.

Breath Weapon/Special Abilities: A tylor inherits none of the breath weapons of its parents. It does inherit the peculiar resistances of its ancestor, however. A tylor can inherit only one resistance, so it is not possible to have a tylor that is resistant to both cold and fire.

Habitat/Society: A tamed tylor makes an excellent mount. It enters into any battle and fights with its rider. It always longs to be free, however; if a tylor's rider becomes incapacitated, the creature often eats its rider and then rushes off into the wilderness.

Tylors in the wild form loose, far-flung clans. They live far apart because of their tremendous appetites. They all prefer the edges of the desert and can hunt equally well in the desert or in more lush lands. Shallow underground lairs are their favorite homes and they naturally build such places near frequently traveled roads.

It is instinctive in wild tylors that once every century they meet in groups of 100 to 500 to talk of their lives.

Ecology: Tylors undergo a striking transformation as they advance through the age categories. When they reach a new age category, they shed their skins in a two-day process. As they shed their skins, they actually grow larger and their new skins toughen up. DMs must reroll their Hit Dice per their new age category

Tylors never live past the Old stage of dragon growth.

Tylors that mate with other tylors breed true They are unable to produce offspring from other dragons or other desert reptiles.

Tyminid

CLIMATE/TERRAIN:	Mountain or forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12, Fl 12 (C)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d4/1d4/1d4+1
SPECIAL ATTACKS:	Musk
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' long)
MORALE:	Steady (11-12)
XP VALUE:	420



Tyminids are intelligent and very cunning wolverinelike creatures that live in the remote mountains of the Arm of the Immortals. The tyminid is a heavyset beast with short, thick legs; long, curved claws; and a short, bushy tail. Its head is blunt and rounded, its eyes are set widely apart, and its ears barely peek out over its fur. Its mostly dark brown body fur is composed of long, glossy hairs, but it has a light stripe down each side. A tyminid typically has a wingspan equal to twice its body length.

The Red Curse: Tyminids acquire Legacies and require *cinnabryl*. However, most are not able to procure this metal, so these creatures have an extremely high rate of Affliction.

Combat: Tyminids are adept at hunting from both the ground and the air. Because of the thin mountain air and their relatively high body density, Tyminids require either a long running start or a strong updraft in order to get aloft. Once aloft, they are very maneuverable, able to flicker and dodge from point to point. A tyminid can usually fly only 100 to 200 feet above the ground and only for about 30 minutes at a time before having to land and rest for two to three hours. Tyminids cannot carry any weight when flying.

Tyminids do not engage in aerial combat. However, they will tuck their wings and drop on their prey. If the prey was merely flying at a lower altitude, both the tyminid and its prey go crashing into the ground. The prey cushions the tyminid's fall, so the tyminid takes no falling damage, but the prey does. Tyminids receive a +2 bonus on drop attacks. If the attack succeeds, the tyminid also inflicts double damage on its three subsequent attacks.

Tyminids have a 20% chance to sense invisible or hidden creatures within 30 feet, which allows them to successfully hunt the elusive mythu'nn.

In melee combat, the tyminid can spray an opponent with a noxious scent. The spray affects anyone within a 20' radius of the tyminid. Victims must make a successful saving throw vs. poison or be blinded for 1d4 hours and lose 25% of their Strength and Dexterity for 1d4 turns, due to nausea. Even if the saving throw is successful, the Strength and Dexterity penalties still apply. The scent cannot be removed from cloth or leather. Such items must be destroyed. Victims must be thoroughly scrubbed to remove the foul stench.

Habitat/Society: Tyminids are loners. Once a female becomes pregnant, she runs the male off. (He is happy to go.) The young are born in the spring, usually two or three to a litter. The female stays with her kits until they are weaned (or until she gets annoyed with them), then leaves. The kits adapt quickly or die.

Tyminids are mean, nasty, and can nurse a grudge for years. If bothered by a hunter, for example, they are perfectly capable of destroying all of his traps or tracking him down and attacking him in his sleep.

Ecology: Tyminids feed on a variety of plants, birds, and even large mammals, such as reindeer and caribou. Two of their favorite foods are ee'aar and mythu'nn folk. While feeding, tyminids will often dismember a carcass and hide the parts in various locations for later consumption. In addition to hunting, tyminids are also scavengers. They are even adept at robbing traps.

The tyminid has thick, frost-resistant fur, so its hide is valuable for making cold-weather garments and can be sold for 10 gold pieces per hide.

	Umber Hulk	Vodyanoi
CLIMATE/TERRAIN:	Subterranean	Freshwater aquatic
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	G	G
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1-3
ARMOR CLASS:	2	2
MOVEMENT:	6, Br 1-6	3, Sw 6
HIT DICE:	8+8	8
THAC0:	11	13
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	3-12/3-12/1-10	3-12/3-12/1-10
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8' tall, 5' wide)	L (8' tall, 5' wide)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	4,000	2,000

Umber hulks are powerful subterranean predators whose iron-like claws allow them to burrow through solid stone in search of prey.

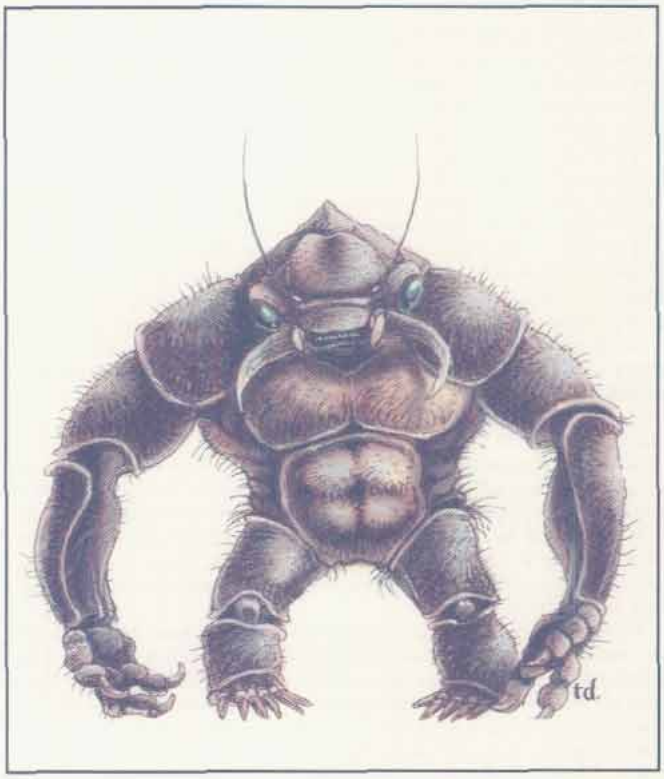
Umber hulks are tremendously strong, standing nearly 8 feet tall and over 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws. They have no necks to speak of, but the head features a powerful maw with rows of triangular teeth and 8-inch mandibles capable of biting through any hide or bone. Most peculiar of all are the four round eyes, spaced evenly across each umber hulk's forehead. Umber hulks are black, shading to a lighter shade of yellowish gray on the front. Their eyes are mere blackened dots each the size of a small coin. Umber hulks have their own language.

Combat: For all of their monstrous features, umber hulks are intelligent opponents. They usually dig to a point adjacent to a main corridor, then wait, peeking through a crack they've made, until likely prey walks by. The umber hulk then springs out upon its startled victim. When using this technique, opponents have a -5 modifier on their surprise rolls. Other tactics involve planned cave-ins and dead-end tunnels where an umber hulk can wait for victims to come to him. Their burrowing rate varies from 10 feet per turn in solid stone to 60 feet per turn in soft earth.

In melee, umber hulks can deliver a vicious bite but, understandably, their main weapon is their great claws. Worse, looking into an umber hulk's eyes causes *confusion*, as per the spell, unless a saving throw versus spell is made. In addition to this special confusion attack the outer eyes of an umber hulk provide the creature with infravision to a distance of 90 feet.

The one saving grace when fighting an umber hulk is their speed. Their gait is slow and ponderous and their balance is poor in wide spaces.

Umber hulks never fight to the death unless cornered (which is rare, since the creature can dig through stone). If hard pressed, an umber hulk won't hesitate to cause a cave-in (25% chance of success per round) and then dig his way to freedom.



Habitat/Society: Umber hulks dwell in the depths of the earth. They raid dungeons for food, much the way anteaters raid ant colonies, eating their fill and then moving on to let the "colony" recover.

Umber hulks are usually solitary hunters. Males and females mate, then go their separate ways. One to three young are born about a year later in a special nursery which has been hollowed out by the female. Two years later, once the hulklings are big enough, the female begins taking them with her when hunting. It is during this period that unfortunate victims may stumble across more than one umber hulk at a time.

No umber hulk culture is known, but it is rumored that there may be entire cities of these beings underground with tunnels that radiate out, like threads in a spider's web, toward the nearer dungeons and mountain ranges. If true, this would explain much, for umber hulks seem to disappear or spring up in a region at will and always take great care in hiding their tunnels behind them.

Ecology: Umber hulks eat young purple worms, ankhegs, and similar creatures. Their favorite prey, however, is humankind.

Vodyanoi

These aquatic predators are closely related to the umber hulk. Vodyanoi live in deep bodies of fresh water. They are similar in appearance to umber hulks but have only two eyes and thus lack the ability to confuse opponents. Their skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Their claws are webbed. Vodyanoi prey upon all manner of creatures but prefer human flesh. They can rend the hulls of small vessels and frequently sink or overturn small boats. Once per day a vodyanoi can attempt to summon 1-20 electric eels with a 50% chance of success. The existence of a saltwater variety of vodyanoi of twice the size and greater ferocity is rumored but unconfirmed.

Climate/Terrain:	Ravenloft/Keening
Frequency:	Common (Not encountered outside Keening)
Organization:	Clan
Activity Cycle:	Night (Any)
Diet:	Nil
Intelligence:	Low (3–5)
Treasure:	Q
Alignment:	Chaotic Evil
No. Appearing:	2d4
Armor Class:	5
Movement:	12
Hit Dice:	4+4
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	Strike shadows, hypnotic stare
Special Defenses:	Invisibility, spell immunities
Magic Resistance:	20%
Size:	M (6′ tall)
Morale:	Fearless (19–20)
XP Value:	975

The umbra are undead shadow elves that dwell in the domain of Keening. Their devotion to Tristessa was so great in life that they continue to serve her long after death.

Umbra are slender, with dark violet skin, silver hair, and bright indigo eyes that burn with a black flame. Their bodies are gaunt, and leathery skin stretches tightly over their clearly visible bones.

Combat: In melee, umbra strike twice with their filthy black claws for 1d6 points of damage each. In lieu of that, they may attack an opponent's shadow. This imposes a –2 penalty on the attack roll, but inflicts double damage on the victim.

All umbra can become invisible at will (per the spell). They use this ability to get close to their victims, imposing a –4 penalty to all surprise checks when they materialize. Encountering the umbra in this way for the first time requires a fear check.

Anyone looking into the eyes of an umbra must make a successful saving throw vs. paralysis or stand frozen in terror for 1d4 rounds. The umbra typically combine this power with their invisibility to appear face-to-face with opponents, then repeatedly strike their shadows with a +4 attack bonus while they are immobile.

Umbra are immune to life- or mind-affecting spells, *charm, hold,* death magic, and cold- or ice-based attacks. Poisons and diseases also pose no threat to them.



Umbra can see in pure darkness as well as other races see in daylight, though they prefer lit areas where their opponents will cast shadows.

Umbra cannot stand the touch of sunlight, which inflicts 4 points of damage to them for every round of exposure. The sudden appearance of bright light, even if it is not sunlight, blinds them for 1d2 rounds. While blinded, they back away from the source.

Holy water splashed upon them inflicts 2d4 points of damage.

Habitat/Society: The umbra move through the tunnels of Mount Lament with indifference, awaiting the commands of Tristessa. They patrol Keening in search of the banshee's baby.

Ecology: When Tristessa became the darklord of Keening, she had over five hundred umbra to command. Their numbers have dwindled over the years, however, so that fewer than one hundred umbra dwell in the domain currently.

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low (5–7, but see below)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1–3
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Electrical shock, nets
SPECIAL DEFENSES:	Immune to electrical attacks
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Elite (14)
XP VALUE:	420



The umpleby is an eight-foot-tall, 400 pound walking mound of wild, straggly brown hair. Lips and eyes can be discerned on its face, but every other part of its body is covered with fur.

When encountered in its native temperate forest, the umpleby will neither attack nor try to hide, but will just stand stupidly and stare.

The umpleby can speak common in a halting fashion, but will rarely do so; in general it is an uncommunicative creature.

Combat: The umpleby will defend itself if attacked, but usually will not fight either for or against an adventuring party. When it does attack, it strikes with its hands for 1d4 points of damage.

The umpleby often makes nets out of its own hair and stores them by wrapping them around its waist. It can throw such a net 30 feet. It will use its nets or its special electrical attack only if threatened.

The umpleby stores large quantities of static electricity in its body. Each day, it can deliver a total of 50 hit points of electrical damage simply by touching its opponents. A normal attack roll is required unless the victim is unsuspecting. Metal armor of any type is considered Armor Class 10 with regard to this attack, though appropriate magical and Dexterity bonuses still apply. The umpleby can deliver all 50 points of damage in one strike, or it may regulate the amount of electrical damage it inflicts, usually conducting 1d8+8 points of damage.

When it delivers the 50th hit point of electrical damage, the umpleby immediately goes to sleep, recharging its static electrical charge as shown on the table. The creature is, of course, immune to electrical attacks.

Sleep	Static Charge Restored
Less than 1 hour	4d4 points
1–4 hours	25 points
4–8 hours	37 points
8+ hours	50 points

Habitat/Society: An umpleby usually lives in a cave or hole dug into the earth or into the side of a hill. It is a rather stupid creature, and solitary by nature; the umpleby attention span is too short to be interested in forming a community. Occasionally, a male and a female umpleby will encounter each other in the forest and band together just long enough to bear a young one. They stay together until the "baby" wanders off one day and doesn't come back, then they lose interest in each other and wander off themselves. No more than three umplebys have been seen together at one time.

Umplebys love shiny and sparkling treasure, and can detect large amounts of precious metals and gems (more than 1,000 coins or 50 gems) up to 100 feet away, even through solid rock. These shiny objects are among the few items that will hold an umpleby's attention for any duration. It keeps a huge treasure trove of these items in its lair, but it will never reveal the lair's location, even if threatened with death (though *charm monster* may overcome this reluctance).

On meeting a party of adventurers, an umpleby will often simply shamble along with them, neither helping nor willing to be left behind. It constantly gets in the way and seems incapable of moving in silence.

An offer of food and water will ensure instant and total loyalty to its benefactor, as the umpleby is incessantly hungry and thirsty. This loyalty includes help and possibly advice, and will be broken if the benefactor does not reward the umpleby with a reasonable proportion of any coins or gems discovered as a result of its aid. If insufficiently rewarded, the umpleby will leave; if pursued, it will refuse further cooperation.

Ecology: Umplebys are primarily vegetarians, eating berries and fruits from the trees. If befriended by an adventuring party they will eat almost anything that is given to them.

The umpleby's hair is very tough, and 50% more difficult to cut, break, or burn than the cords of a magical web. An intact umpleby net can bring as much as 100 gp.

Because of the umpleby's ability to shock, few creatures tangle with them. Blue dragons regard them as light snacks, and sometimes venture out of their desert homes to enjoy one. Umplebys regard volts as particularly horrid pests.

The undead of Athas are classified as either freewilled undead or controlled undead. Freewilled undead once belonged to an intelligent species and in undeath continue to think for themselves. They are often referred to simply as undead. Controlled undead are animated corpses such as skeletons and zombies that may not belong to an intelligent species. In undeath they are controlled by others, usually evil wizards or priests. They are often referred to as the walking dead Freewilled undead are far more dangerous than controlled undead as they can think and act independently.

All undead are intolerant of all intelligent living races and most attack them on sight. Even undead who were of good alignment in life are evil in undeath and do not tolerate the presence of living beings for long. Many undead actually seek out and attack living beings whom they sense nearby.

Undead seldom need food or water and are immune to the harshest elements. They are often unaffected by normal weapons and can resist massive amounts of damage without being slowed down.

The undead of Athas are all unique creatures. While undead are classified by their basic powers and weaknesses, most have additional powers and weaknesses beyond those commonly associated with creatures of their type. Undead retain all the powers, skills, and abilities they possessed in life based upon their character class and level.

The type of undead a creature becomes upon death is based upon the motivation or event that caused the undead to resist death. While certain races are more likely to become certain types of undead, this is because members of that particular race often share similar motivations.

The different categories of undead on Athas are the dhaot, fael, kaisharga, meorty, raaig, racked spirit, skeleton, zombie, thinking zombie, t'liz, and wraith Each has a complete description within this book.

Dhaot: Dhaots are incorporeal undead who cannot rest until they return home Even after returning home as spirits. they often find they cannot rest until their physical remains are also returned to their home. The desert is filled with dhaots of halflings who died outside their beloved forests.

Fael: Faels are gluttonous undead who appear wherever a large amount of food is present. They try to remain inconspicuous, but their insatiable hunger eventually gives them away as they eat every scrap of food in sight. Faels are never full as their hunger is derived from their insatiable hunger for excesses they had in life. Most faels are from the upper echelons of society and most are elves or humans.

Kaisharga: Often called the Dead Lords, the kaisharga are undead similar to liches. They voluntarily sought undeath, believing it to be a form of immortality. They are incredibly powerful and extremely rare. The largest known collection of them is found in the Valley of Dust and Fire.

Meorty: Meorties are undead who were once protectors of domain that vanished more than 2,000 years ago. They were placed in crypts with large amounts of treasure, so they might continue to look after their realms in death. They emerge from their crypts and hunt down those who violate their ancient laws. Each ancient domain has its own ancient laws and its own meorties, however, the boundaries of the ancient domains have been forgotten and even the ancient laws are lost except for those held over as customs by the people of the various regions. Those who see a meorty's crypt seldom live to tell of the experience. All meorties are of the old races (human, elf. dwarf, giant. and halfling).

Raaig: Raaigs are incorporeal spirits sustained by their unwavering belief and sense of duty to ancient gods that no longer exist on Athas. Raaigs serve as guardians to ancient shrines and temples, protecting them from those who follow different moral precepts, primarily those of different alignment than themselves. They occasionally appear to those they deem worthy who are of the same alignment. All raaigs are at least 2,000 years old and all are of the old races (human. elf, dwarf, giant, and halfling).

Racked spirit: Racked spirits are incorporeal undead animated by their own guilt over committing some act that violated their basic nature. These guilty spirits suffer eternally and only gain joy and peace through acts of destruction. The dwarven banshee, created when a dwarf forsakes his life purpose, is the most common.

Skeleton and zombie: Skeletons and zombies are controlled undead. They retain none of the special powers, skills, or abilities they possessed in life. They are simply animated corpses controlled by an evil wizard or priest. Most skeletons and zombies are man-sized or smaller, but larger corpses such as mekillot skeletons and zombie giants are often animated by more powerful necromancers.

Thinking zombie: Thinking zombies are freewilled zombies often identifiable by the spark of hate burning within then eyes. Creatures who die before completing an important task (often under the compulsion of a *geas* or *quest* spell) often become thinking zombies. They continue in their effort to complete their quest and are often very clever in their approaches. They never allow themselves to be diverted from their goal. Many thinking zombies are giants and half-giants, as they are often selected for quests because of their size and strength.

T'liz: T'lizes are powerful defilers who died before completing their magical studies. They continue in their studies as undead and are among the most powerful and dangerous of the undead. Most defilers are hunted down and destroyed by the sorcerer kings and the Veiled Alliance before becoming t'lizes. They are valuable sources of information since they live for centuries, but they are evil and cunning and only associate with and aid the living when it is to their own advantage.

Wraith: Athasian wraiths differ from other wraiths in that they voluntarily embraced undeath as a form of existence. They are incorporeal spirits, and servants of the

Dragon. They are occasionally found among the ancient ruins guarding the bodies and possessions of their dead relatives.

Special Undead Powers

Accelerate Aging: The undead have the power to cause a living victim to age 5–30 (1d6×5) years with their touch. The victim receives a save vs. spells, gaining +1 to their save for each HD they have greater than that of the undead.

Cause Despair: The undead have the power to cause living victims within a 30-foot or greater (30 feet + 10 feet per HD more than 5) radius to lose hope and become depressed. Victims must successfully save vs. spells or suffer a –1 to –4 penalty (1d4) on all rolls for a number of turns equal to twice the undead's HD.

Cause Fear: The undead have the power to cause fear in any living creature within 10 feet. Treat the effects as those caused by a *dragon's fear* aura. Those with fewer than 1 HD flee for 4–24 (4d6) turns. Those with fewer HD than the undead must successfully save vs. petrification or suffer a –2 penalty on attack rolls against the undead.

Cause Paralysis: The undead's touch causes paralysis for 2–8 (2d4) rounds (1%–50%), 2–8 (2d4) turns (51%–75%), 2–8 (2d4) hours (76%–90%), or 2–8 (2d4) days (91%–100%). Victims must successfully save vs. paralysis to avoid the effects.

Cause Revulsion: The undead can cause all within a certain (30 feet + 10 feet per HD more than 5) radius to become physically ill, suffering extreme nausea. Victims must successfully save vs. spells or suffer a –1 to –4 (1d4) penalty on all rolls for a number of turns equal to twice the undead's HD.

Claws: The undead has claws, either retractable or not, that cause 1–6 (1d6) points of damage. If the undead already have claws, then the claws are longer and sharper, causing an additional +2 damage.

Control Undead: The undead have the power to control undead as an evil cleric equal in level to their HD. If they were clerics during life, their power to control undead is increased by 1–8 (1d8) levels.

Drain Attributes: The undead can drain 1–4 (d4) points from one of a victim's attributes with its touch. The victim must make a successful save vs. death so no attributes are lost, but if the save is failed, the attribute points are lost. The effects last a number of days equal to twice the undead's HD. After that, the points are regained at a rate of 3 per day. If a victim's attribute is reduced to zero, the victim falls unconscious until at least one attribute point returns.

Drain PSPs: The undead can drain 3–24 (3d8) PSPs from their victims if they have psionics. The victim must make a successful save vs. paralyzation to resist the effect.

Enhanced Senses: While all undead typically possess infravision, those with this power have one or more specially acute senses. Their senses allow them to spot the living much easier and they are more difficult to surprise (–1 to their surprise roll).

Fangs: The undead have fangs that serve as an additional attack, causing 1–4 (1d4) points of damage. If the undead already have fangs, the damage they cause is. Increased by +2 as the fangs are longer and sharper than usual

Improved Saves: The undead gain +l on all saving throws.

Increased Attribute: The undead have an attribute of 19–24 in one attribute of the DM's choosing.

Increased Hit Points: The undead have an additional 1–4 (1d4) hit points per HD.

Increased Movement Rate: The undead's movement rate is 3 more than other undead of its kind.

Increased Psionic Strength: This power is useful only to undead who have psionic powers. Undead with psionic powers receive an additional 3 PSPs per HD.

Increased Weapon Resistance: The undead can be hit only by a creature with greater HD than themselves or by a +1 or greater magical weapon. If the undead already have a +1 THAC0 bonus, then increase the defense to +2, meaning they can only be hit by a creature at least 2 HD greater than themselves or with a +2 or greater magical weapon. If the undead already have a +2 THAC0 bonus, then increase the defenses to +3, meaning they can only be hit by a creature at least 3 HD greater than themselves or with a +3 or greater magical weapon.

Magic Resistance: The undead have an additional 5% magic resistance per HD up to 90%.

Produce Undead: The undead can produce one lesser controlled undead (animated skeletons or zombies) for each HD they have. This may be used once per day and there must be skeletons or corpses present.

Psionic Wild Talents: The undead have one or two psionic wild talents per 3 HD, along with any prerequisite psionic powers they might require. The DM can choose the wild talents or select them randomly by using Table 12 in *The Complete psionicists Handbook.* The undead have a number of PSPs to use for each of their powers plus an additional 4 PSPs per HD more than 1.

Regeneration: The undead can regenerate 1 hit point per round. If they can already regenerate 1 hit point per round, then their regeneration increases to 2 hit points per round.

Spell Immunity: The undead are immune to 1–4 (1d4) spells of the DM's choosing.

Spell-like Power: The undead can cast any selected spells totaling a certain number of levels based on then Hit Dice levels. The number and level of the innate spells possessed by the undead is based upon their HD.

Spell levels gained, based on undead's Hit Dice: 1–3 HD gains 1–3 spell levels, 4–6 HD gains 1–4 spell levels, 7–9 HD gains 1–6 spell levels, 10–12 HD gains 2–8 spell levels, 13–15 HD gains 3–12 spell levels; maximum spell level of 5th level, 16+ HD



gains 3–12+2 spell levels; maximum spell level of 6th level. The spells can be cast at will, there is no limit to the number of times these spells may be cast, and no spell components are required. Treat the spell as though it were cast by a wizard or priest of a level equal to the undead's Hit Dice. Common selections include;

Level one (wizard) *audible glamer, change self, chill touch, dancing lights, enlarge, hold portal, hypnotism, phantasmal force, protection from good, spider climb, spook, taunt, wall of fog,* (priest) *curse, command, darkness, destroy water,* cause *light wounds, detect good, faerie fire, pass without trace, putrefy food and drink, cause fear*

Level two: (wizard) *alter self, blindness, blur, darkness–15′ radius, detect good, ESP, improved phantasmal force, invisibility, knock, undetectable alignment, levitate, scare, spectral hand; (priest) undetectable charm, dust devil, enthrall, hold person, obscurement, resist fire/resist cold, silence–15′ radius*

Level three: (wizard) *blink, clairaudience, clairvoyance, delude, dispel magic, fly, gust of wind, hold person, infravision, monster summoning I, non-detection, phantom steed, protection from good–10′ radius, spectral force, suggestion, wraithform; (priest) animate dead, continual darkness, cause blindness or deafness, cause disease, locate object, bestow curse, speak with dead*

Level four: (wizard) *confusion, contagion, dimension door, emotion, fear, fumble, hallucinatory terrain, improved invisibility, monster summoning II, phantasmal killer, polymorph other, polymorph self curse, shadow monsters; (priest) control temperature–*

morph self, curse, shadow monsters; (priest) control temperature-10' radius, cause serious wounds, undetectable lie, lower water, poison

Level five: (wizard) *advanced illusion, chaos, contact other plane, demi-shadow monsters, distance distortion, domination, nightmare, false vision, hold monster, magic jar, monster summoning III, passwall, shadow door, shadow magic, summon shadow, telekinesis; (priest) air walk, control winds, cause critical wounds, dispel good, insect plague, plane shift, quest, slay living*

Level six: (wizard) *control weather, death fog, death spell, demi-shadow magic, disintegrate, geas, guards and wards, invisible stalker, legend lore, lower water, mass suggestion, monster summoning IV, move earth, permanent illusion, programmed illusion, project image, shades, veil; (priest) animate object, harm*

Transformation: Roll 1d6. On a roll of 1–4 the undead can take the form of a number of natural creatures equal to the roll. On a roll of 5 they can transform into a mist, and on a roll of 6 they can transform into mist and 1–4 (1d4) natural creatures. The undead retain their hit points, but gain any natural attacks common to the natural creature they become. The creature cannot be larger than human-sized. In mist form, undead can travel freely and are immune to all weapons.

Number of Special Undead Weaknesses

Roll 1d8, 1–2 = no special weaknesses, 3–4 = one special weakness, 5–6 = two special weaknesses, 7 = three special weaknesses, 8 = four special weaknesses

Roll 1d100	Type of Undead Weaknesses*
01–07	Low morale
O8–13	Easier to turn
14–20	Reduced resistance
21–26	Rotten stench
27–32	Susceptibility to iron
33–38	Must eat corpse flesh
39–44	Code of honor
45–50	Energy
51–56	Must eat living flesh
57–62	Cast no shadow
63–68	Susceptibility to obsidian
69–75	Susceptibility to spells
76–82	Can't cross running water
83–88	Sunlight vulnerability
89–94	Must drink blood
95–100	Bound to an area susceptibility

*If a weakness is rolled twice, the effects are doubled. If rolled three times, the effects are tripled. If rolled four times, the effects are quadrupled, and so on.

Special Undead Weaknesses

Bound to an Area: The undead are bound to an area and cannot leave. The DM may choose the size of the area can be from the size of one room to a few square miles.

Cannot Cross Running Water: The undead become terrified of running water and crossing it cause the undead 3–12 (3d4) points of damage per round.

Cast No Shadow: The undead have no shadow and are easily recognizable as undead by those knowledgeable of their nature.

Code of Honor: The undead are bound to certain rules of behavior. They cannot break their code. The undead can be manipulated and forced into serving those who know their code well.

Easier to Turn: The undead are turned as undead 3 Hit Dice (1 HD minimum) less than their own Hit Dice.

Elemental Susceptibility: While almost all undead are immune to cold-based attacks and many take only half damage from electrical attacks, undead with this weakness take damage normally from one of these two forms of energy or take double damage from some other form of energy.

Low Morale: The undead cannot have a Morale score higher than 10.

Must Drink Blood: The undead must drink blood each day in order to sustain themselves. Most prefer the blood of humans and demihumans.

Must Eat Corpse Flesh: The undead must consume corpse flesh to sustain their existence. The undead often rob graves for food.

Must Eat Living Flesh: The undead must kill and eat living creatures, most likely humans and demihumans.

Reduced Resistance: The undead can be hit by weapons one less greater in magical value than they can normally be hit with. This has no affect on those who can already be hit with nonmagical weapons.

Rotten Stench: The undead can be smelled a great distance away and will easily be identifiable as undead.

Sunlight Vulnerability: The undead are completely nocturnal since direct sunlight causes them 1–6 (1d6) points of damage per round.

Susceptibility to Iron: The undead can be hit by iron weapons, even if they can normally be hit only with magical weapons. This has no effect on undead who can be hit with nonmagical weapons.

Susceptibility to Obsidian: The undead can be hit by obsidian weapons, even if they can normally be hit only with magical weapons. This has no effect on undead who can be hit with nonmagical weapons.

Susceptibility to Spells: The undead are susceptible to all *sleep, hold,* and *charm* spells, unlike most other undead.

CLIMATE/TERRAIN:	Wildspace
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THAC0:	16
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/3d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S to M (3-7' tall)
MORALE:	Steady (12)
XP VALUE:	420



Stellar undead are the corpses of spelljamming sailors returned to a semblance of life. The corpses are animated by raw energy from the Negative Material Plane. This energy warps the dying sailor's brains, twisting their final thoughts of home, safety, and friends into an unholy desire to walk again among the living, and to be warm again by drinking their blood.

Due to the vacuum of wildspace, most bodies decompose very slowly. When viewed from more than 3' away, stellar undead do not look dead, but much as they did in life. Though their bodies and clothes show the cause of their deaths, they remove weapons stuck in their bodies.

Stellar undead retain some vestiges of intelligence, and can speak one language of those they knew in life. Their voices are a hollow croak, though some confuse this with a thirsty sailor's dry throat. Most of their words are monosyllables such as "help," "yes," "no," "food," or "thanks."

In order to track down warm-blooded bodies, the stellar undead have infravision with 90' range.

Combat: Stellar undead attack by clawing their opponents (2d4 damage per hand) and biting them (3d4 damage). If both claw attacks hit one victim in the same round, the bite attack on the same victim, if successful, does double damage.

Once a victim has been hit by all three attacks in one round, the undead changes its tactics. Instead of attacking with its claws, it holds tight to its new meal, automatically doing 2 hp damage on each later round. The undead continues biting, doing double damage if it hits. The victim can break away by making a successful Strength check (allowed once per round).

Like most undead, the stellar undead are immune to all mind-affecting spells such as *sleep*, *charm*, *fear*, and *hold* spells. Due to their close relationship with the Negative Plane, they are turned as liches. A direct hit with holy water causes 2d12 damage; a splash does 1d6 damage.

Though the stellar undead still have the clothes and weapons that they wore in life, they have forgotten how to use them. Some clumsily try to swing a sword or activate a wand, without success.

Habitat/Society: Stellar undead have no society or leader. They tend to congregate around areas where it is normal to find bedraggled survivors, such as spelljammer wrecks. Sometimes they are found on barren asteroids, where they appear as castaways of a ship crash.

Their common trick is to cling to fragments of a spelljamming ship and pretend to be stranded sailors. Some act unconscious, while others wave frantically and call out to passing ships. When brought aboard, they try to pass for living sailors as long as possible, though there is a cumulative 5% chance per turn that the undead lose their self-control and attack in force, sinking their teeth into the first warm flesh they can grab.

Besides attempting normal "living person combat," stellar undead sometimes (45%) try non-violent actions from life (eating food, drinking, writing) to keep up the sham of life before their hosts. Otherwise, the undead just go where they are led, mumbling thanks until they cannot take it any more and tear into their rescuers.

The chance of stellar undead successfully imitating the living depends on how long ago the corpses died. At the beginning of the encounter, roll percentile dice. The result is both how many days prior to the encounter that the ship crew died, and the chance that any attempt to "act normal" fails. Thus, a roll of 47 means that the stellar undead died and were "created" 47 days before being found. Once aboard, one stellar undead tries to act normal by drinking from a flask; in this example, there is a 47% chance that the attempt to drink fails.

Ecology: Stellar undead exist only in the Prime Material Plane. If encountered within five miles of an actual gate to the Negative Material Plane, the stellar undead cannot be turned, and they regenerate 2 hp per round.

The stellar undead can sense the presence of other types of undead in their line of sight.

Undead Dragon Slayer

CLIMATE/TERRAIN:	Any (Io's Blood islands)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High to genius (13–18)
TREASURE:	Nil
ALIGNMENT:	Varies

NO. APPEARING:	1 or 1–4
ARMOR CLASS:	0 (–1, –2, or –3 vs. dragons)
MOVEMENT:	12
HIT DICE:	9, 10, or 11 (10-sided dice)
THAC0:	11, 10, or 9
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	60%
SIZE:	M (6'–7' tall)
MORALE:	Fearless (19)
XP VALUE:	7,000

An undead dragon slayer is a horrifying creature returned from death to destroy dragons. The undead dragon slayer has a skeletal visage, rotted flesh, and dead, hollow eyes. Most stand between six and seven feet tall, and weigh around 250 pounds in armor. The armor is specially crafted plate mail, with a dragon-scale design and dragon-shaped helm. Now battered and beaten, it glows with supernatural color—inspired by the dragon type the slayer hates most. Undead dragon slayers are of neutral or evil alignment.

With a voice as cold as the dead and as deep as a grave, an undead dragon slayer speaks its native tongue, as well as the languages of dragons.



Combat: The undead dragon slayer retains the fighting skills it had in life, and gains more from its undead nature. Undead dragon slayers are immune to the effects of dragon fear, and take either half or no damage if they make a successful saving throw vs. breath weapon. They can't be turned by clerics, but are driven away by the *holy word* spell.

Their special armor provides a base Armor Class 0. Against dragons, this improves to –1, –2, or –3, depending on the Hit Dice of the slayer. The slayer's THAC0 improves from 11 at 9 Hit Dice to 10 at 10 HD and to 9 at 11 HD.

Undead dragon slayers use long swords (80% likely) or two-handed swords (20% likely). This weapon functions as a *sword +2, dragon slayer* in the slayer's hands, and the slayer can attack three times in every two combat rounds. Supernatural strength gives them an attack bonus of +5 against dragons and a damage bonus of +15, +16, or +17, depending on the slayer's Hit Dice (against nondragons, the bonuses are +3 to hit and +6 damage). Undead dragon slayers know five of the following special attack forms: *breath stun, breach attack, dodge attack, double damage, great blow, weapon throw,* and *wing attack.*

Breath Stun: Aimed at the gullet, this attack (at a –4 penalty) disables the breath weapon. Besides the damage, the breath weapon is disabled for 1 round per point of damage inflicted.

Breach Attack: The slayer must be facing the dragon's underbelly (neck to abdomen), spend a round without attacking, and make an Intelligence check. This gives the slayer's next attack roll a +6 bonus, +2 if the Intelligence check is failed. Breach attacks can be combined with *double damage.*

Dazzle: Twirling a weapon confuses the dragon and prevents it from casting spells or using innate magical powers by disrupting the its ability to concentrate.

Dodge Attack: A combination of evasion and attack in one round, this requires a successful Dexterity check. The slayer receives a 4-point Armor Class bonus, a +2 to saving throws vs. breath weapon, and an attack roll bonus of +2.

Double Damage: On a successful attack roll the base damage inflicted by the weapon is doubled; other bonuses for magic, Strength, etc., are added normally. Double damage can be combined with a *breach attack* if both techniques are known.

Great Blow: This attack uses everything a slayer has and can be aimed at any part of the dragon's body. A slayer expends hit points and receives a –4 penalty. If successful, the dragon takes normal damage for the attack plus as many more hit points as the slayer expended.

Weapon Throw: The slayer hurls his *primary* weapon at the dragon. Ranges and attack penalties are: short 15 feet, –2; medium 30 feet, –4; long 45 feet, –6. Damage is determined normally. No other special attack can be used with this one.

Wing Attack: Aimed at the wing muscles, this attack (at –3) inflicts normal damage and keeps the dragon from flying for 1 round per point of damage inflicted.

Habitat/Society: Most undead dragon slayers are called back from the grave by necromantic magic. Though it retains its own mind and agenda, it must obey the commands of the summoner—at least until its task is complete or it somehow wins its freedom. A small number of dragon slayers actually will themselves back from the dead. These individuals have the utmost faith in their cause, an undying hatred of dragons, and a supernaturally strong will. All dragon slayers are driven to destroy dragons and those who would offer aid to them. An undead dragon slayer might be found in the company of skeleton warriors.

Ecology: In the COUNCIL OF WYRMS™ setting, undead dragon slayers were members of the vast army of human warriors who invaded the Io's Blood isles in ages past. Any slayer of 9th level or greater who died before his holy task was finished might rise as an undead warrior. Many died on the Weeping Plains of Exaurdon Island.

While a slayer does not need to eat, it must slay dragons to replenish its energy. Killing a dragon provides enough energy for one month per Hit Die the dragon had. A slayer failing to replenish its energy within one week of the moment its last meal fades loses strength and must return to the sleep of the dead.

Undead Lake Monster



CLIMATE/TERRAIN:	Deep lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	Sw 12
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d8
SPECIAL ATTACKS:	Breath weapon, entrapment, surprise strike
SPECIAL DEFENSES:	+1 weapon to hit, *fear*
MAGIC RESISTANCE:	20%
SIZE:	G (100′ long)
MORALE:	Champion (15–16)
XP VALUE:	10,000

The undead lake monster is a rare sight. It is an ancient, gargantuan, undead water serpent with grayish-green skin and a huge mouth lined with needle-sharp teeth. Its scaly hide is reminiscent of the skin of a zombie, rotten-smelling and marked with rents and gaps through which pale white bones show. When swimming on the surface, it often appears to be a head followed by a series of rounded humps.

Combat: This monster never leaves its lake, but it will attack any creature that comes close to the shore. The creature lures the curious and foolhardy into range by appearing briefly in the center of the lake, then disappearing under water, only to appear moments later within striking range. Despite its undead state, the monster is extremely supple and can twist and curve its long body around, moving quickly through the water. It can coil its body underwater and strike like a snake up to 50 feet from the shore or up to 60 feet above the surface.

The monster bites for 3d8 points of damage. On any bite that inflicts 8 or more points of damage, the monster locks its jaws around the victim and pulls him or her down into its underwater lair. To break free, the victim must make a successful Strength check. Otherwise, the victim is held underwater until drowning results, but he or she may continue to attempt to break free each round until that occurs.

This undead creature can exhale a highly toxic cloud of sickly yellow vapor that is 40 feet long and 20 feet wide and high, three times per day, producing the same effect as that of the 5th-level wizard spell *cloudkill*. The breath lingers in the air, moving slowly with the breeze and sinking into depressions for four rounds before dissipating.

Should the battle turn against it, the monster can innately invoke the effects of the 4th-level wizard spell *fear* (three times per day). This affects all creatures within 100 feet who do not make a successful saving throw vs. spell.

Because this is an undead creature, it may be turned as a 10-HD creature. It also shares the undead immunities to magic that affect biological functions. Due to this creature's magical nature, a +1 or better weapon is required to hit it as well.

Habitat/Society: Such monsters are considered unique, yet there are some who speculate that there is more than one "serpent of the depths" in any world. Some claim to have sighted two separate sets of humps breaking the surface of a lake at once. Other sages maintain that the undead lake monster has an unnatural brood of little serpents, and that its attacks upon any who approach its lake are the equivalent of a mother protecting her young, but it is unclear how an undead creature could give birth to young.

The monster's watery lair is said to be filled with the treasures of those it has pulled down to their deaths, but the lake which houses such a creature is always hundreds of feet deep, so it's unlikely that any of that supposed treasure could ever be recovered. Even if items are somehow found, any armor or weapons in the hoard (unless magically protected) are likely to be rusted and useless.

Ecology: Because it is undead, the lake monster has no natural life span. If killed, it will not provide any useful products. Its hide is tough enough to use for (leather) armor or a shield, but it has an oppressive stench that will force a character trying to use it to make hourly saving throws vs. poison to avoid nausea (–1 penalty to attack rolls).

Climate/Terrain:	Elemental Plane of Water
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	N/A
Intelligence:	Semi (2-3)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	Sw 18
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d4+4
Special Attacks:	Poison
Special Defenses:	See below
Magic Resistance:	Nil
Size:	H (15'+ long)
Morale:	Steady (12)
XP Value:	1,400

A protective spirit of the water, the ungulosin is a native of the Elemental Plane of Water. It takes its shape from the natural creatures of the sea — that is, it forms a body by controlling a number of fish, eels, octopi, or the like and forcing them to act in concert. The "borrowed" creatures can't resist the ungulosin, although it might be better said that they *won't* resist. See, the protective spirit never misuses the beasts it employs, and no harm comes to them unless the spirit is attacked.

The ungulosin always creates a form at least 15 feet long, and it calls only upon sea animals of size T or S. Thus, it never uses creatures like sharks or giant versions of normal sea life, and it never summons anything that has greater than animal Intelligence. However, it may borrow hundreds of tiny beasts in order to fashion an appropriate body.

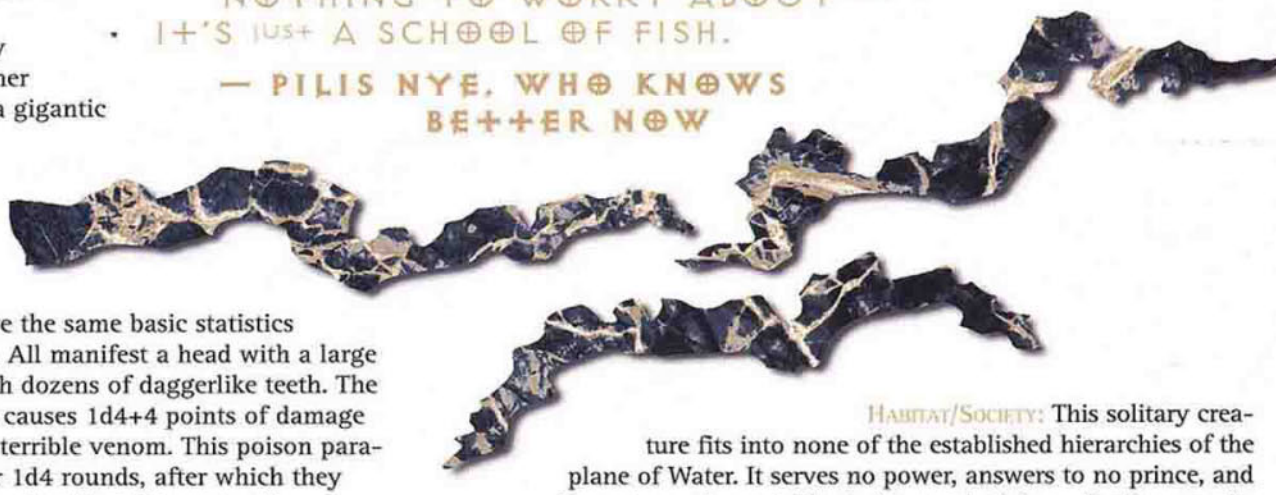
Once the spirit gathers enough creatures to construct a body, it controls their every action. Moving in flawless tandem, the creatures take on the appearance of a single animal. Usually, the form is of an eel or a large predatory fish, but occasionally the spirit builds bodies in other shapes. Many prefer to adopt forms that suggest the shape of the animals



used, so that if an ungulosin calls upon squid, they will move together in the shape of a gigantic squid.

NOTHING TO WORRY ABOUT — IT'S JUST A SCHOOL OF FISH.

— PILIS NYE, WHO KNOWS BETTER NOW



COMBAT: Regardless of their general form, ungulosin bodies have the same basic statistics and capabilities. All manifest a head with a large mouth filled with dozens of daggerlike teeth. The ungulosin's bite causes 1d4+4 points of damage and transmits a terrible venom. This poison paralyzes victims for 1d4 rounds, after which they begin to spasm and suffer 1d6 points of damage per round until they die. A successful saving throw versus poison means that the victim is not paralyzed and suffers no damage.

It ain't easy to fight an ungulosin. See, the individual sea animals act and strike as a singular being, but they suffer damage as many creatures. No matter how hard a basher tries or what weapon he uses, in physical combat he can hit only one of the beasts that make up the ungulosin. Thus, no matter how much damage he deals, the best he can do is destroy one of the many animals in the ungulosin's form.

As far as the controlling spirit's concerned, a successful melee or missile attack on it either inflicts 1 point of damage or has no effect at all. The DM can resolve this in one of two ways. The first and simplest method is to roll any die — an even result means that the blow caused 1 point of damage to the ungulosin, and an odd result means that it caused none.

The more realistic (and harsher) method is to compare the amount of damage inflicted to the average hit points of the individual sea creatures. If the damage is enough to slay one of the animals, the ungulosin's body suffers 1 point of damage. Otherwise, it's unharmed. For example, if the ungulosin is composed of weed eels, which have 1-1 Hit Dice (an average of 3 hit points each), a blow inflicting 1 or 2 points of damage — which isn't enough to kill an eel — has no effect. However, a strike that causes 3 or more points of damage — even one that causes 30 points! — still inflicts just 1 point of damage to the ungulosin's form.

Luckily, magic works a good deal better against the guardian of the water. Area-of-effect spells affect the spirit normally, but those that cause individual damage (such as *magic missile* or *Melf's acid arrow*) have the same limitations as other sorts of combat. Ungulosin are immune to *sleep*, *hold*, and *charm*-related spells.

When an ungulosin is slain or banished, the spirit no longer holds the remaining animals together, and they disperse in a chaotic mass.

HABITAT/SOCIETY: This solitary creature fits into none of the established hierarchies of the plane of Water. It serves no power, answers to no prince, and bows to no elemental lord. An ungulosin's motivations are its own, and it wanders the Endless Sea attacking some creatures (often, but not always, non-natives), helping others, changing conditions, and so on. It's similar to a water elemental in that it's a spirit that clothes itself in a body appropriate to whatever task is at hand, but an ungulosin is much more of a rogue, doing whatever it pleases.

It's extremely rare for an ungulosin to be encountered off of the Elemental Plane of Water, but when it roams that far, it usually does so to protect an isolated stream or lake on this plane or that — often for little or no apparent reason. In doing so, it might interact with local nereids and other water spirits, sometimes working with them and other times opposing them.

ECOLOGY: As a spiritual creature with no real physical body, the ungulosin does not eat, sleep, or procreate. The individual sea animals that compose its form don't need food or rest, either (at least, not while they're under the spirit's control).

The origins of the ungulosin are fascinating — if they're true, of course. It's said that they were once air spirits that were somehow betrayed by a power of the sky. Angry and disappointed, they left the Elemental Plane of Air in a mass exodus and went to Earth, where they dwelled for eons. Eventually, though, they found that they just couldn't adapt to an element so different from their original. Things on Earth, in their opinion, were too slow, too stagnant, too unchanging. The spirits next went to the Elemental Plane of Fire, but their stay there was shorter still — they found the denizens too hostile and too difficult to understand.

Finally, they made their way to the Elemental Plane of Water. There, the ungulosin found an environment pleasingly similar to that of their original home. Like the air, the water constantly moves and changes, yet it's not hostile to life — quite the opposite, really. As elements, both air and water are powerful and nurturing. The spirits found their new home to their liking and have dwelled there for so long that most folks regard them as natives, never realizing the dark of their travels.

Unicorn

CLIMATE/TERRAIN:	Temperate sylvan woodlands
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-12
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Elite (14)
XP VALUE:	650



Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all but sylvan creatures (dryads, pixies, sprites, and the like); however, they will show themselves to defend their woodland home.

Powerful steeds with gleaming coats of pure white hair, unicorn eyes are usually deep sea blue or fiery pink. Long, silky white strands of hair hang down from the mane and forelock. A single ivory-colored horn, 2 to 3 feet in length, grows from the center of each unicorn's forehead. Males are distinguished by the white beard beneath the chin; females by their more elegant and slimmer musculature. The hooves of a unicorn are cloven and yellow-ivory in color. Unicorns speak their own language as well as those of other sylvan creatures and elves.

Combat: Unicorns can sense an enemy from 240 yards away. Likewise, unicorns move very silently, so opponents are penalized -6 on their surprise rolls. Unicorns can kick with their front hooves and thrust with the horn each round. Due to the horn's magical nature, it always has a +2 bonus to hit. Unicorns can charge into battle, using the horn like a lance. To make this charge, there must be at least 30 feet of open space between the unicorn and his opponent. Opponents struck by a charging unicorn suffer 3-36 points of damage from impaling. Unicorns may not attack with their front hooves in the round they charge.

Once per day a unicorn can use a *teleport* spell of limited range. This spell will transport the unicorn (and its rider) to any place that the unicorn desires, up to 360 yards away. Unicorns often use this ability as a last resort to avoid death or capture.

In addition, unicorns can never be *charmed* or *held* by magic. They are immune to death spells and make all saving throws against spells as if they were wizards of 11th level. Unicorns are immune to poison.

Habitat/Society: Unicorns mate for life and make their home in an open dell of the forest they have chosen to protect. There, in the boles of the trees, unicorns etch a glyph, recognizable to sylvan creatures, indicating that the forest is under unicorn protection. Rangers have a 10% chance per level of determining correctly whether a forest is guarded by unicorns. Once a woodland has a unicorn protector, no other unicorn will enter that forest unless the forest is very large. Each family of unicorns stakes out a territory approximately 400 square miles (20 miles by 20 miles).

Travelers may pass through a unicorn's forest freely and even hunt there, but anyone killing for sport or damaging the forest maliciously will be attacked if the unicorn is nearby (10% chance). The ferocity of this attack is determined by the evil of the trespasser. Truant youths throwing stones at animals, for example, would be driven off with just a few bruises as a reminder, while pillaging orcs would be hunted down and slain.

Lone unicorns occasionally allow themselves to be tamed and ridden by a human or elf maiden of pure heart and good alignment. A unicorn that submits once and is treated kindly will act as the maiden's steed for life, even carrying her beyond the realm of his forest if she so desires. Unicorns make exceptionally loyal mounts and will protect their riders even unto death.

Ecology: Unicorns are herbivores, living on tender leaves and grasses. Their only enemies are griffons and those creatures who destroy forests, in particular red dragons and orcs.

The life span of unicorns has never been recorded but is known to surpass 1,000 years. They are believed to maintain their youth until death is only weeks away. The secret to this longevity is the strong magical nature of the horn. Unicorn horns are highly sought after, since possession of one is a sovereign remedy against all poisons. Alternately, a single horn can be used, by an alchemist, to manufacture 2-12 potions of *healing*. Unicorn horns sell for 1,500 gold pieces or more on the open market.

Unicorn, Black

CLIMATE/TERRAIN:	Forests, plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–4
ARMOR CLASS:	3
MOVEMENT:	24
HIT DICE:	4 + 4
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d6/1d6/1d4/1d12
SPECIAL ATTACKS:	Charge, *cause light wounds*
SPECIAL DEFENSES:	Teleport
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Elite (14)
XP VALUE:	975

Black unicorns resemble their white relatives, but they are twisted and evil. They are coal-dark creatures sporting silky black manes and burning red eyes. With their horns long and spiraled, chased with silver, they are quite beautiful. Male black unicorns are bearded. The females are more slender than the males, but retain a heavy musculature.

Highly intelligent, black unicorns can be taught to speak Common, and there are rumors that some evil wizards are trying to teach them spells with purely verbal components.

Combat: Although black unicorns do not have the white unicorns' ability to move silently or sense the presence of enemies, they are never surprised and fight in battle with front hooves and horn, biting with sharp-edged teeth. A black unicorn's horn does not have any attack roll bonus. Like white unicorns, black unicorns can charge to the attack. If a black unicorn moves at least 30 feet over open ground, its horn can strike for 3d12 points of piercing damage. The unicorn cannot attack with its front hooves in the round it charges.

Black unicorns can *cause light wounds* three times a day and can instantly *teleport without error* once a day. To cause wounds, the unicorn must touch its opponent, and this may be used in conjunction with a horn attack. The teleport includes only the unicorn itself and not its rider—such riders often find themselves abandoned in the midst of bad combat situations by their chaotic mounts.

Habitat/Society: Black unicorns allow themselves to be ridden only by human or drow females of evil alignment. Evilly-aligned females must petition a suitable unicorn; if the female is acceptable, the unicorn will serve. If not, it immediately attacks the supplicant, making the approach somewhat hazardous.

Despite their success and usefulness in combat, black unicorns are fickle and chaotic, mostly concerned with their own safety rather than that of their riders or companions. It is not at all unusual for a black unicorn to flee combat when the tide turns against it, dislodging a rider or teleporting away by itself and leaving others to fend for themselves.



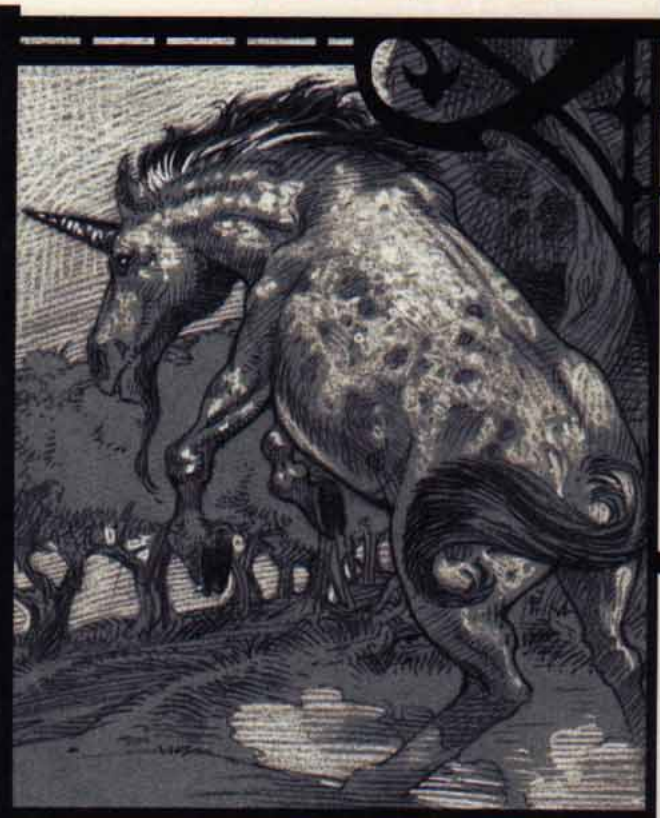
In the FORGOTTEN REALMS® setting, most black unicorns are kept as pets by Red Wizards of Thay or serve in the Thayan military. A few wild specimens have escaped, however, and some small herds roam Thay and its vicinity. These herds are dominated by their strongest member, male or female. They appear to inflict pain and suffering on those around them for the sheer joy of it. They are especially fond of attacking horses and normal unicorns, which they passionately hate.

Ecology: These foul creatures were created by the Red Wizards of Thay, who fused the blood of tanar'ri and other evil creatures with that of ordinary unicorns, creating a hateful, demented creature that lives for violence and combat. Black unicorns are carnivores especially fond of the flesh of humans, elves, horses, and ordinary unicorns. Now, many are kept as pets by the Red Wizards, and black unicorns have become a mainstay of the Thayan military. In spite of their unruliness as mounts, they serve in large numbers. Several major units of black unicorns and evil-aligned female riders serve the zulkirs of Thay. For example, the Sisters of Cyric, a prominent regiment sworn to serve the Zulkir Aznar Thrul, consists of evil female priestesses of Cyric mounted on black unicorns.

The horn of a black unicorn is highly prized. Powdered, it can be used to create a potent poison equivalent to a Type N contact poison (onset time 1 round, Death/25: *DMG* Table 51). If the horn is fixed to a lance and wielded in a charge, a mounted warrior inflicts the black unicorn charge damage (3d12 points of damage).

Unicorn, Shadow

Climate/Terrain:	Ravenloft forests
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	D
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	2
Movement:	24
Hit Dice:	6
THAC0:	15
No. of Attacks:	3 or 1
Damage/Attack:	1–8/1–8/1–12 or 3–36 (3d12)
Special Attacks:	Charge, flaming horn, cause fear, surprise.
Special Defenses:	Immune to poison, *charm*, *hold* and *death* spells, +1 or better weapons needed to hit, *blink*.
Magic Resistance:	Nil
Size:	L (6′ tall at shoulder)
Morale:	Champion (15–16)
XP Value:	2,000



The shadow unicorn is a terrifying creature of pure evil that roams the wilds of Darkon and Falkovnia, intent only on glorying in the fear and pain of those it encounters.

The shadow unicorn is a blurred copy of its cousin, the normal unicorn. The coat of such a steed is always some form of dappled gray. The depth of color varies from the deepest coal to the palest steel, while the mane and tail are always very long, silky, and utterly black. Its eyes are a smoldering, malevolent red and its ebon horn, which is 2 to 3 feet in length, is sometimes illuminated by a corona of crimson flames. The cloven hooves of the shadow unicorn are the color of scorched earth and are always sharpened in order to add to the pain their blows inflict. Mares and stallions are distinguishable in that the stallion has a tangled black beard that the mare lacks.

Shadow unicorns speak their own language as well as those of nightmares, and several creatures from the outer planes.

Combat: Shadow unicorns have no one preferred way of approaching combat. In general these intelligent, dark steeds will attempt to attack in whichever way will cause their foes the most heart-rending fear, pain, and horror.

These evil unicorns can magically hide within the shadows and are capable of moving with absolute silence when they desire. When within the shadows and moving silently the monsters are almost undetectable, requiring a *detect invisible* spell or like ability to discern. Even when not hidden within the shadows, the dark unicorns can move so quietly their opponents receive a –6 penalty to their surprise rolls.

Sometimes, however, a shadow unicorn will choose to let its hooves make noise. This is a favored tactic when the unicorn wishes to sow terror among those who see it as the hooves will make a thunderous pounding when the creature gallops along. Anyone hearing the hammering of the shadow unicorn's unsilenced hooves or the shrieking wail of its terrible whinny must make a saving throw vs. spell (with a –2 penalty for the whinny) or be overcome by *fear* (as per the wizard spell). In addition, every time a character fails this saving throw there is a 5% chance that his hair will immediately turn permanently white as a result of the sheer horror of the experience.

In combat, the shadow unicorn attacks with its sharpened front hooves, which do 1d8 points of damage each, and its ebon horn, which does 1d12 points of damage. Due to the horn's magical nature, the shadow unicorn always receives a +2 bonus when attacking with it. Three times per day the evil unicorn can cause its horn to emit an eerie red flame which lasts for 8 rounds. While the horn is aflame, victims of its attack take an additional 2d4 points of damage per hit.

A shadow unicorn can also lower its horn and charge at an enemy if it has at least 20 feet of open space between itself and its target. Opponents struck by a charging shadow unicorn take 3d12 points of damage. A shadow unicorn cannot attack with its hooves in the same round it charges.

A shadow unicorn is also capable of using a short range teleportation ability known as a *blink* (as per the wizard spell) three times per day. However, the unicorn can only use this power when it is engulfed in shadows. More than one victim has been frightened nigh unto death by the sound of a galloping shadow unicorn pounding closer and closer behind him only to have the actual beast rear up in front of the terror-stricken traveler seconds later with its horn blazing, eyes glowing, and piercing shriek ripping through the night air. This is truly one of the most frightening sights in all of Ravenloft and an event that few live to relate to others.

Shadow unicorns are immune to all forms of poison, *charm* or *hold* spells, and death magic, and all of their saving throws are made as if they were 9th level wizards.

Habitat/Society: It is said the first shadow unicorns were the result of a foul mating between a unicorn drawn into the mists of Ravenloft and the nightmare who first corrupted him.

As the Vistani tell the tale, the nightmare first appeared to the unicorn, Addar, in his dreams. Appealing to his vanity and great sense of self-importance, the nightmare claimed that there was a vast wood desperately in need of protection. Further, she said that

all the denizens of that forest would be appropriately thankful and respectful of the unicorn lord were he to become their guardian—and master. Wooed by the nightmare's dark promises and his own hubris, Addar agreed to make his way to the misty forest where the nightmare waited.

Out of this dark alliance were born twin foals, the first shadow unicorns. It is here the tales diverge. Some say the twins slew their father, while others insist that Addar is still trapped in his darkly wooded domain, demanding worship from all who pass through his dead forest. Still others claim that the birth of the twins shattered the spell the unicorn had fallen under, and that he wanders his domain to this day driven mad by grief and self-loathing. Only the Land itself knows the truth of the matter.

What is known is that there are now shadow unicorns living in the wilder regions of both Darkon and Falkovnia. Extremely territorial, no two shadow unicorns will work together, instead fighting tenaciously to guard their own lands. The only exception to this is during the spring mating season. After a gestation period of fourteen months, such a union always results in twins.

In approximately 5% of these births, one member of the twins is actually a unicorn. Such throwbacks have the same initial coloration as young shadow unicorns, but both their abilities and temperaments match those of true unicorns (see the *Monstrous Manual*). Such animals will grow up to become the mortal enemies of shadow unicorns if they survive. Fortunately for these unicorns, their mothers are incapable of distinguishing the youthful unicorns' true nature until the creature's near adolescence. At this point the unicorn's coat grows in far too white for even the palest of shadow unicorns and, more importantly, the unicorn is incapable of causing its horn to flame. Most such unicorns flee their homes by this time, venturing out into the world to do what small measure of good they can for the forest and its denizens.

The woodlands dominated by a shadow unicorn tend to be even gloomier than most of the forests found in the domains of Ravenloft. This is in part due to the constant hush of the forest, caused by the fear that smaller denizens feel for the master of the woods.

There is, however, a more direct reason for this preternatural melancholy. A shadow unicorn can carve a special *glyph of gloom* with its ebon horn.

Such a glyph serves two purposes. The first is to warn other shadow unicorns of the dark steed's claim to the forest in question. If the glyph is carved into a living tree while the horn is flaming, the second purpose is also served, as the glyph causes a magical gloom to descend on everything within 100 yards of the glyph. This gloom causes the light in the area affected to never rise above the level of twilight. A *light* spell can temporarily reverse this effect, while a *continual light* spell will provide a continuing oasis of light—at least until the shadow unicorn happens upon the area and removes or destroys the focus of the spell.

Any tree that has such a *glyph of gloom* placed on it will wither and die within a year, mute evidence of the shadow unicorn's twisted presence and power. Once the tree has died, a new *glyph* must be placed on another tree in order to keep the gloom in that section of the forest. Thus, a single shadow unicorn can easily destroy many of the trees within its domain over the course of its lifetime (which can be up to 1,000 years in length).

Travelers who pass through a shadow unicorn's forest are well advised to do so as swiftly as possible, since shadow unicorns delight in terrifying such intruders. Once the shadowy steed has noticed the travelers, it may or may not kill them outright. Why such a creature allows some to survive while it brings other unfortunates to their untimely ends is unknown. Certain peoples, in particular the Vistani, swear that speaking loudly of the shadow unicorn as a powerful lord, making obeisances to the forest, and leaving jewelry and other trinkets hanging from the branches of glyph-marked trees will gain safe passage, at least on most occasions. The Vistani even have several songs that are sung only while travelling through the woodlands claimed by a shadow unicorn, all of which show honor and reverence to the dark steeds.

The actual lair of a shadow unicorn is most often formed from tangled limbs and hanging vines, sheltering an area of ground strewn with mosses and various pieces of jewelry. Such lairs are always found at the heart of a dark steed's territory.

Ecology: Shadow unicorns are a blight upon the already cursed lands of Darkon and Falkovnia. Whole forests have slowly withered and eventually been destroyed under a shadow unicorn's vile ministrations, while much of the wildlife abandons the area in terror. In addition, over half the animals that do reside within a shadow unicorn's woods do not reproduce, thus cutting population levels drastically. All in all, these vile creatures are abominations, foul mockeries of their virtuous cousins, and the cancerous heirs of their ancestors' twisted desires.

Shadow unicorns are omnivores, although they particularly enjoy feeding upon treants and other sentient plants. The evil treants found in the land of the mists loathe shadow unicorns and are rarely found in the same forests with them. Occasionally, a grove of such creatures will come to an uneasy understanding with a particular shadow unicorn, but such an alliance rarely lasts.

If the shadow unicorn's horn is powdered it can be used by an alchemist in the creation of 2–12 (2d6) applications of *oil of fiery burning.*

	Black	Green	Red	Silver	Yellow	Land
CLIMATE/TERRAIN:	Sea bed, coast	Sea bed, coast	Sea bed, coast	Sea bed, coast	Sea bed, coast	Any temperate to tropical land
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Very rare	Rare
ORGANIZATION:	Bed	Group	Group	Pair	Group	Pair
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Day
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Animal (1)
TREASURE:	10 x 1d10 gp	40 x 1d10 gp	90 x 1d10 gp	250 x 1d10 gp	160 x 1d10 gp	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-4	1-4	1-2	1-3	1-2
ARMOR CLASS:	4	3	2	0	1	3
MOVEMENT:	6, Sw 6	6, Sw 6	6, Sw 6	6, Sw 6	6, Sw 6	12
HIT DICE:	1+1	2+1	3+1	5+3	4+2	3+3
THAC0:	19	19	17	15	17	17
NO. OF ATTACKS:	2	2	3	5	4	6
DAMAGE/ATTACK:	1-4	2-7	2-5	2-5	1-6	1-2
SPECIAL ATTACKS:	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (3')	S (3')	S (3')	S (3')	S (3')	S (3')
MORALE:	Steady (11)	Steady (11)	Steady (11)	Steady (11)	Steady (11)	Steady (11)
XP VALUE:	65	120	420	975	650	420

Urchins are a family of marine creatures that, like oysters, are hunted for the value of the stones found in their bodies.

They resemble 3-foot-diameter balls covered with thousands of 3-inch-long, needle-sharp spines. There are several species of urchins, which can be distinguished from each other by their distinctive colors.

Combat: Urchins can fire their spines with the distance and accuracy of light crossbows. An urchin can fire multiple spines per round as listed above under "No. of Attacks." Urchins have no eyes with which to see their opponents; instead they possess an innate clairvoyance ability. This ability gives all spines fired by urchins a +2 bonus to the attack roll. Damage from an urchin spine varies from species to species and many spines contain paralytic or even lethal poisons. Since urchins are covered with thousands of spines, they have a virtually unlimited supply of ammunition.

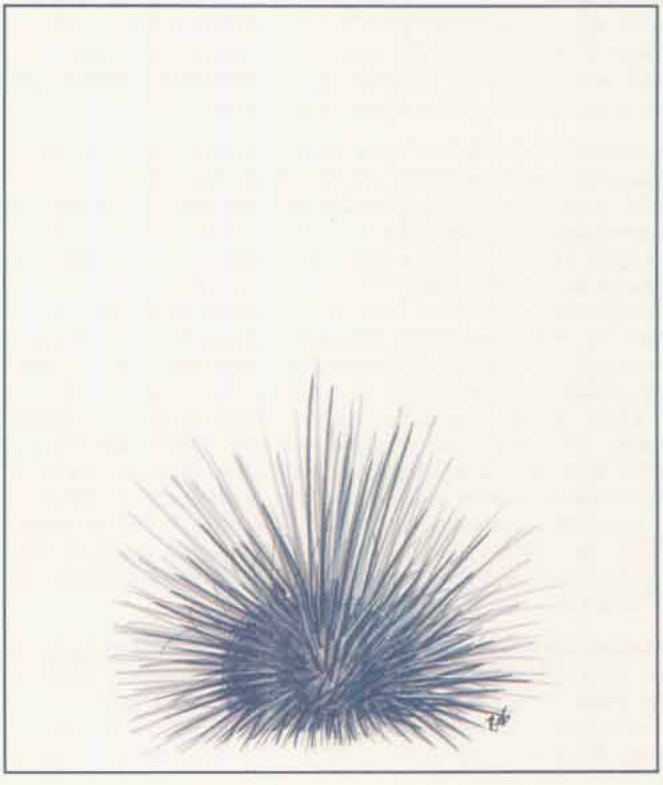
Habitat/Society: Urchins are primarily scavengers, scouring the ocean floors for remains of shellfish. Occasionally they hunt fish, but they never attack man-sized beings unless threatened or approached within 10 feet.

Urchins live in the shallows and upon shoals near the coast. They occasionally (10% chance) remain on land during low tide to scavenge for food. While on land, urchins move via rolling. They are capable of surprisingly high speeds when moving this way.

Ecology: Inside each urchin is a crystalline organ-gem that seems to have some connection to their innate clairvoyance ability. While this gem has little value as a stone, it is highly prized by alchemists. The exact value of the organ-gem depends on quality and the type of urchin it was taken from. To determine a stone's value, consult the "Treasure" entry above.

Land Urchin

These distant cousins of sea urchins live strictly on land. Land urchins move on five spindly legs. They are shy creatures and only attack if approached within ten feet. Their paralytic poison lasts for six turns. Land urchins have no organ-gem but often (80% chance) form pearls inside their bodies. Old urchins contain 2d6 such pearls, each valued at 1d6 x 100 gold pieces.



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Brains
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1–3
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	3–6
SPECIAL ATTACKS:	Tendrils, psionics
SPECIAL DEFENSES:	Ignore lightning, ½ damage from cold
SPECIAL WEAKNESS:	–4 penalty to saves vs. fire
MAGIC RESISTANCE:	45%
SIZE:	L (9' tall)
MORALE:	Fearless (20)
XP VALUE:	9,000

From a distance, a urophion resembles a rocky outcropping 9 feet tall and 3 feet in diameter at its base, narrowing to 1 foot in diameter at its apex. Upon closer examination, an individual can see that the corded ridges of water-sculpted rock girding the outcropping are actually thick tentaclelike tendrils tightly clinging to the purplish-gray pillar.

When roused, the creature opens a single milky eye near its top and displays a horrible, circular maw that resembles a lamprey's mouth. In seconds, six extensive tendrils loose their camouflaged grip with thrashing fury; each of these tendrils is located equidistantly about the circular mouth.

Because a urophion actively adjusts its body temperature to that of its surroundings, it is almost undetectable by standard infravision. Adventurers with infravision still suffer the standard –4 attack roll modifier when battling this creature in darkness.

Combat: A urophion's body is malleable, and it has strong tendrils that allow it to stand upright. In this way, the creature can stand upright to resemble a stalagmite, lie prone to resemble a boulder, or even hang from the ceiling to resemble a stalactite. Thus, a urophion's opponents suffer a –2 penalty to surprise.

A urophion's initial attack is a psionic mind blast affecting a cone-shaped area 5 feet wide at its origin, 60 feet long, and 20 feet wide at its extreme end. If the creature succeeds with its psionic attack, it mobilizes all six of its tendrils (which can reach up to 50 feet), drawing out the stunned victim's brain and killing him in one round.

Urophion Psionic Summary

Psionics Summary:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
9	3/2/8	EW,II, MB/All	=Int	1d100+100

Players Option: #AT 1; MTHAC0 11; MAC 5
Psychokinesis—Devotions: control body, levitation.
Psychometabolism—Devotions: body equilibrium.
Telepathy—Sciences: domination; **Devotions:** awe, ESP, post-hypnotic suggestion, taste link.



A urophion can also use its tendrils to melee at a distance, while its body remains shrouded in darkness. Each successful tendril attack inflicts 1d4+2 hit points of damage as it grasps the target; victims can remove a tendril with a successful bend bars/lift gates roll. When at least one tendril holds a victim, each succeeding tendril attack roll accrues a cumulative +1 bonus (to a maximum of +5 for the last attack). Once the uriphion attaches four tendrils to the victim, it sufficiently immobilizes the target and draw out his brain in the next round. The creature immediately brings the dripping brain to its mouth and eats the morsel while the remaining tendrils continue to melee with the victim's companions.

Each uriphion tendril is AC 0 and can withstand up to 6 hit points of damage from a single strike with an edged weapon. Note that damage from attacks directed solely at its tentacles affect only the uriphions total hit points

A uriphion's body and tentacles are quite tough. Both of these areas are immune to electrical attacks and suffer only half damage from cold-based attacks. Uriphions do, however, suffer a –4 penalty to their saving throws vs. fire. Finally, urophions possess infravision akin to illithids.

A urophion also possesses other psionic powers, although they have not developed them to the degree of their illithid cousins.

Habitat/Society: An illithid creation (see "Ecology" below), the urophion possesses psionic abilities akin to the mind flayer, but its uncouth appearance and immobile form consign it to a second-class position. Thus, most urophions find themselves working as mere guards for most of their lives, protecting outlying regions under illithid control.

Ecology: Illithids sometimes attempt tadpole implantation in nonhumanoids to create flayer-kin with enhanced and novel abilities. A urophion is the result of such a hybrid between an illithid and subterranean roper.

Ursoi

CLIMATE/TERRAIN:	Temperate to Arctic/ Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	20% chance Q per creature
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3 (1 with weapon)
DAMAGE/ATTACK:	2-16/1-6/1-6, or by weapon type
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9′ tall)
MORALE:	Champion (16)
XP VALUE:	775



Ursoi are a race of bears that have evolved into an intelligent, social species. They live and work together in a tribe, use tools and sometimes weapons, and hunt cooperatively for food.

The typical ursoi looks a great deal like a bear—up to nine feet tall when standing on its rear legs, with thick shaggy fur and four paws. The front paws have longer, better articulated "fingers" than the typical bear, to better use tools and weapons. Ursoi also wear jewelry, leather belts, and even, on special occasions, ceremonial clothing.

Combat: While an ursoi can use weapons, there are few weapons more effective than this creature's own fangs and claws. It attacks three times per turn, but it cannot split its attacks against multiple opponents.

If both claw attacks hit an opponent in a turn, on the next turn the ursoi may (50% chance) opt for a hug attack. This requires another attack roll, and it is the only attack the ursoi can make that turn. If it succeeds, the victim suffers 2d4 points of crushing damage each successive turn. In addition, the ursoi can bite a hugged victim with a +4 bonus to the attack roll. An ursoi will not release a hugged victim until the ursoi has fewer than 10 hit points left, or the victim dies. A hugged creature may not attack or throw spells. An ursoi can hug only those creatures smaller than itself.

The ursoi are fearless fighters and do not back down from a challenge. However, they are also smart enough to flee when things start going badly for them. Though their morale is high, they do not fight to the death against impossible odds.

Habitat/Summary: Ursoi are known to live only in the remote caves on the outer edges of Chorane beneath the south pole of Krynn, but there is no reason they could not live on the surface. They would prefer colder climates, however, staying in arctic or temperate forest regions. They have developed a tribal society, with a chieftain, a tribal shaman (some sages who have studied the ursoi say that the shamans will soon develop spellcasting ability), and several sub-chieftains. Their primary occupation is hunting—while ursoi are omnivorous, they greatly prefer fresh meat to leaves and berries.

Ecology: Ursoi are intelligent and have a highly-developed sense of personal honor. Under the right circumstances, a person could persuade an ursoi to serve as a bodyguard, sentry, or other sort of fighter. One example might be if a person were to save an ursoi's life and demand a payment on the "debt of honor." The period of service would have to be for a short, specified time (no more than a year), and the ursoi would have to be treated with honor and respect (no suicide missions). Communicating with the ursoi would have to be done magically, as no non-ursoi has ever learned their language, and ursoi cannot form human speech sounds and cannot speak common. (Intellectually, ursoi have the capability to understand common when it is spoken to them, but there is no proof to date that any have learned it.)

Utukku

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common on Carceri, very rare elsewhere
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F, R, X
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	15
HIT DICE:	10+5
THAC0:	9
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	4d4/4d4/3d4
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, spell immunities, saving throw bonus
MAGIC RESISTANCE:	50%
SIZE:	L (11'-14' tall)
MORALE:	Champion (15-16)
XP VALUE:	16,000



Utukku usually inhabit the planes of Carceri, but on rare occasions they will come to the Prime Material Plane, inhabiting caverns or pits in desolate regions. On the Savage Coast, they are most often found in the deserts around the Horn and the Land of the Shifting Dunes, near Trident Bay.

Utukku are roughly humanoid in shape, standing about 12 feet high. An utukku has the head of a lion, with long quills in place of a mane, and a scaled humanoid body. It also has huge, white claws on its hands and feet. These creatures are mostly dark red in color, but their faces are a golden-red. An utukku's eyes are bright yellow with catlike blue pupils.

Utukku have their own language, which resembles low growls and is composed of very few words; meaning is conveyed by tone and inflection. They also have their own written languageÑa harsh and angular script, which bears some resemblance to the enduk writing style.

The Red Curse: Utukku never gain Legacies, and they do not require *cinnabryl*.

Combat: Utukku use their hands to slash at opponents in battle. Utukku can also use the following powers at will: *detect invisibility*, *read languages*, *know alignment*, and *detect magic*. They can use the following abilities three times per day: *teleport without error* (carrying up to 1500 pounds), *cause fear* (as per *wand of fear*), *create darkness* (30-foot radius), and *lightning bolt* (12d6 points of damage). Once per day, utukku may use a *symbol of discord* and *control weather* as an 18th-level mage. Once per week, an utukku may *cause disease* (by touch) and *polymorph self* into a human or humanoid form for a full day. All utukku have infravision to 120 feet and have a limited form of telepathy, which allows them to communicate with intelligent creatures.

The harsh and deadly nature of the utukku's home environment has forced them to develop resistance to certain magical attack forms. From lightning, fire, or poisonous gas attacks, they take half damage if they fail a saving throw and one-quarter damage if they succeed. They also gain a +4 bonus on saving throws vs. poison. Utukku are immune to any sort of mental probing, such as *ESP* and *telepathy*.

Habitat/Society: Once per century, each utukku can *plane shift* itself into the Prime Material Plane from Carceri; it can remain on the Prime Material Plane for one year, after which it automatically shifts back to its home plane, taking up to 4,000 pounds of material with it. Because of its relatively short stay on the Prime Material Plane, its lairs are hastily made, and its defenses will not be very complex.

On the Prime Material Plane, utukku use their powers to spread misery and evil through nearby humanoid communities. They do not attempt to gain followers or lead humanoids, preferring to work alone. They attack other creatures from the Outer Planes on sight, regardless of alignment or plane of origin, unless they are outnumbered.

Ecology: Unlike some extraplanar creatures, utukku are mortal, but they have a life span of several thousand years.

Rumors claim that the utukku are the minions or servants of a long-forgotten Immortal that was either destroyed or imprisoned by the enduk patron Immortal. The enmity between this shadowy Immortal patron and Idu would certainly explain the utukku's fierce hatred for the enduks.

Vaath

CLIMATE/TERRAIN:	Carceri
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (2–8 in Carceri)
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	4 + 2
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/1d4
SPECIAL ATTACKS:	Poison, burrowing tentacle
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ long)
MORALE:	Steady (11–12)
XP VALUE:	975



The evil vaaths are known throughout the planes as relentless, vicious killers. These bloodthirsty, intelligent terrors like to inflict pain and misery as well as kill.

A horrible amalgamation of insect and reptile, the vaath's long body is covered with dark scales, while its head is protected by a hard black carapace. Long white teeth drip venomous saliva as they protrude from its oversized, lipless mouth. The snout is whiplike, the narrow-slitted eyes peek out from under its chitinous head-shell. A small, almost tonguelike tentacle lurks in a cavity just behind the beast's mouth. The body is sleek and muscular, able to make quick dashes or keep up an enduring, tireless pace.

Vaaths use a limited series of hisses, growls, and barks to communicate. It is a crude language, impossible to understand or speak without magical aid.

Combat: The bite of the vaath inflicts 1d8 points of damage; further, its venom kills anyone bitten who fails a saving throw vs. poison (onset time 1d4+1 rounds). If the vaath has time to play with its prey rather than killing it quickly, it restrains itself from using the poisonous bite. Instead, it protrudes the writhing appendage from below its mouth.

This tentacle, capped by a sphincterlike mouth, shoots out, stretching as far as 10 feet. The tiny mouth bites foes, inflicting 1d4 points of damage. A victim struck by this attack must make a Strength check to pull away, or the vicious mouth tears into the hapless victim with terrifying speed, pulling the extended tentacle behind it. This attack automatically inflicts 1d4 points of damage per round. After 1d4+2 rounds, the burrowing mouth reaches the base of the victim's skull, severing the skull from the spine. A victim who is still alive at this point can no longer move from the neck down. Death comes 1d6+4 rounds later, but the vaath takes full advantage of this time to torment the dying victim. While the vaath's victim can no longer feel anything, the evil fiend takes delight in tearing the body apart as the victim watches, helpless.

During the burrowing, only the death of the vaath will save the victim from having his spine snapped. After the severing, only timely magical healing can save the victim's life. Additional magical healing is required to restore mobility.

This mode of attack is so ghastly and horrible that anyone witnessing it must make a Wisdom check or be stunned for 1d3 rounds in utter horror. Any victim of the burrowing and subsequent paralyzation who is rescued before death must make a saving throw vs. death magic or lose one point of Wisdom as his sanity is shaken to its core.

Note: For monsters without Strength or Wisdom ability scores, substitute a saving throw vs. paralysis with a +2 bonus; a roll of 1 fails regardless of adjustments. The *DM™ Option: High Level Campaigns* book has an optional method for generating suitable monster scores.

Habitat/Society: Vaaths live in the jungles of Cathrys, the fourth layer of Carceri, terrorizing the layer's few inhabitants. Their evil is pure and wholly detestable. These creatures cannot be reasoned with, nor do they show mercy. Even the most powerful of gehreleths move through vaath-infested areas with caution. While even some of the lesser fiends of the Lower Planes could certainly defeat a vaath in battle, the threat of what the creature enjoys doing to its victims inspires fear and loathing in all who know of its existence.

Vaaths roam in packs, but keep individual lairs—tiny, cleared spaces beneath the thick, dark jungle growth. They often collect as trophies the belongings of intelligent creatures they have killed. Vaaths sometimes refrain from eating small portions of their victims, such as a hand, a head, or an eye, and save these as trophies too.

The acting pack leader is always a female vaath, for the females are usually the more intelligent (and insidious rather than savage) of the species. Most of the time, however, no leadership is required. The vaath pack's course of action is clear: Hound the prey until it falls, and torture it until it dies.

Vaaths greatly desire to be summoned, and don't mind being subjugated by others, as long as they are taken to a greater selection of victims. They happily work for powerful fiends as guards, torturers, or even pets, as long as they are well fed and allowed to partake of their evil pleasures.

Ecology: Vaaths are found almost exclusively on the layer of Carceri known as Cathrys, and appear on the Prime Material Plane only as the result of an arcane magical ritual. For many years, it was believed that vaaths actually fed upon the fear and suffering of others. The idea that the monster acted out of a basic need, something akin to hunger, somehow softened the repulsion of its deeds. This optimistic theory was dispelled a few years ago—the horrific vaath simply. . . are.

Vaati (Wind Duke)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Collective or solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15–18)
TREASURE:	A (A, W)
ALIGNMENT:	Lawful neutral
NO.APPEARING:	1d4
ARMOR CLASS:	5 (per caste and level)
MOVEMENT:	12, Fl 12 (MC: A)
HIT DICE:	4 (per caste and level)
THAC0:	17 (per caste and level)
NO. OF ATTACKS:	1 (per caste and level)
DAMAGE/ATTACK:	by weapon + Strength bonus
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7′ tall)
MORALE:	Elite to fearless (13–20)
XP VALUE:	2,000 + 1,000/level over 4th

The vaati (VAH-tee), or *wind dukes*, are a race of immortals dedicated to Law. Vaati look like statuesque humans. They are tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. Vaati have smooth, ebony skin, brilliantly white eyes that sparkle with inner light, and velvety black hair (which usually is kept closely shaved).

Vaati speak their own language, which is very rhythmic and melodic. It contains many complex whistling sounds. A group of vaati talking produces a sound more like chanting or the wind whispering through the trees than conversation. Vaati adventurers also speak common. When surprised or exited, however, a vaati tends to let out a whistle rather than use an exclamation peculiar to its adopted language.

Aeons ago, the vaati ruled a vast empire spread over several worlds on the Prime Material plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the Rod of Seven Parts and using it to end the war.

Combat: Vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

All vaati have the following spell-like powers usable at will: *control temperature 10′ radius, dust devil, gust of wind,* and *feather fall*. They can fly at a speed of 12 (some vaati fly even faster), although strong head winds reduce their movement by half. They can use their gust of wind ability to double their flying movement for one round. Their spell-like powers function at 4th level or at their character level, whichever is higher.

Vaati are immune to all forms of aging and are resistant to attacks based on the element of air. No creature of elemental air will attack a vaati or even approach within five feet unless the vaati attacks first. Even then, vaati receive a +2 bonus to all saving throws, Armor Class, and ability checks involving air-based attacks of any kind, and any damage suffered is reduced by –2 per die (minimum of one point of damage per die).

Vaati have infravision with a 90-foot range and can see though fog, dust, and similar air-based impediments to vision,

If they cannot avoid a fight, vaati usually try to gain a height advantage over their foes. They bombard the enemy with spells and missiles; they also use their *feather fall* ability to foil incoming missile attacks.

More powerful vaati have additional class and spell-like abilities based on their castes, as detailed below. The level ranges given are only typical values, and higher or lower level vaati are possible.

A vaati's flesh is resistant to blows and provides an excellent armor class. More powerful vaati have even better armor classes. If a vaati wears armor, he receives either the armor class bestowed by the armor or his own armor class, whichever is better. *Bracers of defense* and other protective items that bestow a fixed armor class work the same way. An unarmored vaati wearing a *ring of protection* or a similar item receives the full benefit of the item.

Vaati have a base morale of 13, which improves by one for each level beyond 4th for a maximum of 20 at 11th level.

Habitat/Society: Most of the remaining vaati live in the Vale of Aaqa, a secluded valley ringed with protective mountains. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72°F, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not a single blade of grass or leaf out of place. The valley could easily support 10 times more vaati than currently reside there, and most of the pavilions stand empty. Even this last stronghold of the race was depopulated during the war against Chaos.

Vaati society is divided into seven castes. The exact criteria the vaati use to assign castes are unclear to outsiders. All vaati are born into the *wergadeam* (worker) caste. Sometime after adolescence, a young vaati either joins another caste or remains a wergadeam. In times of need, some members of the wergadeam join other castes where they can be more useful. The other six castes are the *houdeam* (civil and military leaders, guards, and soldiers), the *haikjadeam* (teachers, investigators, and lorekeepers), the *trygrideam* (farmers, animal keepers, and judges), the *kheirdeam* (physicians and counselors), the *vindeam* (philosophers, guardians, and advisors), and the *bledrudeam* (also philosophers, guardians, and advisors).

There is another, unofficial, caste as well. The *wendeam* are wanderers who keep watch over the *Rod of Seven Parts* and the Queen of Chaos. The wendeam are independent beings and essentially outcasts.

The wergadeam never leave the Vale of Aaqa. The other castes, except the wendeam, tend to remain in the valley unless sent away to handle some matter of vital interest to the race. The wendeam wander the Prime Material plane and almost never set foot in the Vale of Aaqa.

The vaati employ no badges or markings to indicate caste. To a vaati, another vaati's caste is immediately and innately obvious.

To most observers, even the most open-minded, vaati seem stuffy and overly concerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Ecology: Though fairly large and powerful, vaati eat very little. They seem to exist primarily on air. The Valley of Aaqa, however, produces a wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Although they can be slain or laid low by disease, vaati are immortal. Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no

more than one or two vaati children born in a century. The race will probably never recover from the losses it suffered during the war against Chaos.

Wergadeam

Most vaati belong to this caste. They have Strength scores of 17, giving them a +1 bonus to attack and damage. They are typically armed with staves and knives. If prepared for war, they carry long swords and long bows. They have no special powers beyond those common to all vaati.

Houdeam

The houdeam conduct the vaati's civil and military affairs. They are primarily charged with guarding the Vale of Aaqa and keeping a wary eye on visitors to the valley. During the war against Chaos, the houdeam formed an elite corps many thousands strong. These were the Captains of Law mentioned in the history of the *Rod of Seven Parts*.

Houdeam are fighters of 5th to 14th level (1d10+4). They have Strength scores of 18/77, giving them a +2 attack bonus and a +4 bonus to damage. Their base armor class is 3, and it improves by 2 for every three levels the houdeam has gained beyond 4th. A houdeam is usually armed with a two-handed sword, a long bow, and several daggers. The sword and bow have a +1 enchantment when used by a vaati, and the enchantment improves by one for every three levels the houdeam gains beyond 4th, to a maximum of +4. In the hands of a non-vaati, the weapons not only lose their enchantment, but also corrode, falling to pieces in 2d6 months. All houdeam are two-handed sword specialists. Even if unarmed, houdeam can make open hand attacks at the standard rate for their fighter levels. These can be resolved as pummeling attacks or as lethal attacks that inflict 1d4+4 points of damage. When making a lethal open hand attack, a houdeam is considered armed (see Chapter 9 of the PHB). If the martial arts and weapon mastery rules from the PLAYER'S OPTION™: *Combat and Tactics* book are in play, houdeam are considered specialists in martial arts style C and masters with the two-handed sword. They have one step of mastery for every three levels they have gained beyond 4th.



Houdeam have the spell-like powers common to all vaati, and can make their two-handed swords dance (as *swords of dancing*) three times a day. A houdeam typically makes open hand attacks while his sword dances.

Haikjadeam

The haikjadeam serve as record keepers, police, and teachers. During the war against Chaos, the Captains of Law included companies of haikjadeam for use against undead troops. The haikjadeam were also responsible for security and kept a lookout for spies.

Haikjadeam are paladins of 4th to 13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. Haikjadeam's paladin abilities are skewed toward Law and Chaos, rather than Good and Evil. For example, they have the ability to *detect chaos* and their *aura of protection* is effective against chaotic creatures. They can command or turn undead, depending what action they deem most lawful under the circumstances. Generally, they only command lawful undead. Haikjadeam of 9th level and higher can cast spells from the combat, healing, charm, divination and law (from the *Tome of Magic*) spheres.

Haikjadeam have a base armor class of 3, which improves by 1 for every two levels the haikjadeam has gained beyond 3rd. Haikjadeam are armed just as the houdeam are, though they do not have weapon mastery, open hand attacks, or the ability to make their swords dance.

Besides the spell-like abilities available to all vaati, haikjadeam can *reveal truth* and *calm air* three times a day. *Reveal truth* functions as a *dispel magic* spell, but is effective only against illusions and other forms of magical deception. The spell can destroy illusion magic of all kinds, force polymorphed or shape changed creatures back into their true forms, reveal invisible beings, and so on. If cast directly on a creature, the target must attempt a saving throw vs. spell or be forced to speak only the complete truth for 2d4 rounds. The target can refuse to speak, but evasions of the truth are not possible.

Calm air quiets all forms of wind in a 30-foot radius around the haikjadeam. All winds, magical or natural, are reduced to gentle breezes. Creatures from the Elemental Plane of Air cannot enter the radius—the circle of calm collapses if deliberately forced against a creature that normally would be hedged out, just as would a *protection from evil* spell. All sound-based attacks are negated within the radius. The effect lasts three rounds per level of the haikjadeam.

Trygrideam

The trygrideam are charged with tending all the plants and animals in the Vale of Aaqa. It is they, and teams of wergadeam working under their direction, who maintain the valley's park-like appearance. The trygrideam also mediate any disputes that might arise between vaati and pass judgment on visitors who break vaati law.

Trygrideam secretly keep contact with the wendeam. They are keenly interested in the *Rod of Seven Parts* and the Queen of Chaos, and they stand ready to intervene to keep the *Rod* out of the Queen's hands if necessary.

Trygrideam are druids of 4th to 13th level (1d10+3). They have Strength scores of 16, giving them a +1 bonus to damage. Trygrideam have full druid abilities and can cast spells from the sphere of Law in addition to the spheres normally allowed to druids. Trygrideam have a base Armor Class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry druidic weapons, but favor staves.

Despite their lawful alignment, trygrideam follow the druidic ethos as explained in the *Player's Handbook*. They differ from other druids in that when they view nature, they see proof of a universal order, not a cyclical reality. To them, order is the natural state of the universe and Chaos upsets that order, bringing destruction.

Besides their druidic abilities and the spell-like abilities common to all vaati, trygrideam can use the following powers three times a day: *solid fog*, *cloudkill*, and *calm air* (see above). Once per hour, a Trygrideam can summon a *vortex blade*. A vortex blade is similar to the magical weapon created by the 2nd-level priest spell *flame blade* except that it is a blast of high-

pressure air that inflicts 1d4+6 points of damage. It has no effect on creatures of elemental air, and inflicts double damage (2d4+12) on earth-based creatures.

Once a day, a trygrideam of 8th level or higher can summon one to seven powerful *whirlwinds*. Each whirlwind is seven feet tall and three feet wide at the top. They fly at a speed of 21 (MC: A), have a THAC0 of 10, 30 hit points, and their creator's armor class. They attack once a round for 4d4 points of damage. The creator can direct the whirlwinds at any distance as long as he keeps them in sight. Controlling the whirlwinds requires minimal concentration. Damage to the creator does not dispel the whirlwinds, but the creator can take no action other than movement while controlling them. If the creator is killed or loses consciousness, the whirlwinds dissipate. A whirlwind can freely attack gaseous creatures; it can also disperse magical clouds. Clouds with instantaneous durations, such as green dragon breath, are unaffected. Permanent clouds are dispersed only as long as the whirlwind remains in their areas of effect. If skimming along the ground in an area covered with fine dirt, sand, dust, ash, or the like, a whirlwind picks up the loose material, creating an opaque cloud with a 15-foot radius. Creatures caught in the cloud are blinded while they remain inside and for one round after they leave.

Kheirdeam

The kheirdeam are the vaati's physicians and spiritual counselors. They tend other vaati the way the trygrideam tend the animals and plants in the Vale of Aaqa. During the war against Chaos, the kheirdeam formed a medical corps that cared for the wounded and acted as reserve troops.

Kheirdeam are clerics of 5th to 14th level (1d10+4). They have Strength scores of 16, giving them a +1 bonus to damage. Kheirdeam can cast spells from the sphere of law and all spells in the elemental sphere that involve air (*air walk, cloud of purification, conjure air elemental/dismiss air elemental,* and *wind walk*) in addition to the spheres normally allowed to clerics. Kheirdeam have a base Armor Class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry clerical weapons, but favor staves.

Besides their clerical abilities and the spell-like abilities common to all vaati, kheirdeam can *reveal truth* and *calm air* three times a day as do the haikjadeam. They can command or turn undead, depending on what action they deem most lawful under the circumstances.

Vindeam and Bledrudeam

These two castes are the vaati's wizards. When not busy casting spells, they function as scholars, philosophers, and advisors. In the war against Chaos they served as support troops and magical artillery. Today, they stand ready to defend the Vale of Aaqa. They also conduct most of the vaati's business outside the valley, serving as ambassadors and troubleshooters.

Vindeam and bledrudeam are wizards of 4th to 13th level (1d10+3). They have Strength scores of 15.

Vindeam specialize in spells involving the element air or gas. If the optional elemental schools from the *Tome of Magic* are in play, Vindeam have all the benefits and restrictions of air elemental specialists.

Bledrudeam are abjuration specialists, as described in the *Player's Handbook.*

Vindeam and bledrudeam are Armor Class 4; their armor does not improve as they increase in level. They carry wizard weapons and favor staves.

Besides the spell-like abilities common to all vaati, vindeam can cast *solid fog* and *cloudkill* once a day and can summon *whirlwinds* three times a day as trygrideam can.

Bledrudeam have the spell-like powers common to all vaati and can cast *spell turning* once a day. They can also cast *reveal truth* and *calm air* three times a day as haikjadeam can.

Wendeam

The wendeam are a handful of wandering vaati descended from the Captain of Law who scattered the pieces of *Rod of Seven Parts* at the battle of Pesh and pursued Miska the Wolf-Spider through the planar rift. Because they devote all their energies to tracking the *Rod* as it moves from world to world, other vaati see the wendeam as outcasts; only the trygrideam understand the value of the wendeam's efforts.

Wendeam are rangers of 4th to 13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. The wendeam's long struggle against the Queen of Chaos has made them lawful good (which does nothing to improve their reputation among other vaati). They have the normal ranger abilities, and their species enemy is spyder-fiends.

Wendeam have a base Armor Class of 3, which improves by 1 for every two levels the wendeam has gained beyond 3rd. Wendeam prefer lightweight weapons. Most carry long bows, darts, a dagger, and two short swords. They take full advantage of their ranger abilities and use a melee weapon in each hand when unarmored. Wendeam usually have at least one enchanted melee weapon of +1 or greater. Wendeam of 6th level or higher have a +1 weapon of some type and a 60% chance for another weapon of +2 or better. Wendeam of 10th level or higher have one or two +1 weapons and a 60% chance for another weapon of +3 or better. Wendeam weapons are standard magical items that do not become nonmagical or corrode if separated from their owners.

Wendeam have all the spell-like powers common to all vaati. In addition, they can follow any teleporting creature if they can find its track, just as can a hound of law. When following a teleporting creature, a wendeam can carry 250 pounds of additional weight, plus an extra 150 pounds for each level the wendeam has attained beyond 10th.

—*From* The Rod of Seven Parts, #2145

Climate/Terrain:	Quasiplane of Vacuum
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Any (nocturnal, if appropriate)
Diet:	Carnivorous
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Lawful evil

No. Appearing:	1d6
Armor Class:	4
Movement:	9, Fl 18 (B)
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	Suction, ingestion
Special Defenses:	Immune to *sleep, hold, charm*
Magic Resistance:	Nil
Size:	M (5′ tall)
Morale:	Elite (13-14)
XP Value:	1,400

As much as the bean-counters of the Fraternity of Order'd like to keep everything in the multiverse nice and neat, the truth of it's undeniable – the Inner Planes are full of leaks. Bits of fire spread to the plane of Earth, spheres of air drift through the plane of Smoke, and so on. And the Negative Energy Plane is no exception. Negative energy leaks onto other planes, and wraiths, spectres, and other undead spirits often go with it. Most of the time, they're inexorably drawn back to their cold, dark home, but once in a while they manage to escape. The darklight, for example, is an undead entity able to form a brand-new existence on the quasiplane of Radiance.

Another example: the vacuous, an undead spirit that escapes the Negative Energy Plane through one of the rare leaks that spills onto the quasiplane of Vacuum. How do they avoid being drawn back to their home? Simple – they literally lose themselves in the nothingness of Vacuum. The endless void swallows them up.

Once on the quasiplane, the spirits take on properties related to their new environment. They become the creatures known as the vacuous: short humanoids with large heads, beady black eyes, and eggshell-white skin that's covered in tiny cracks. The relatively short arms of a vacuous end in long black talons. But the thing's most significant feature is its huge, gaping mouth. A basher who looks into the gigantic maw of a vacuous sees nothing – the creature holds the void of its new home within its very form.

Combat: In normal combat, the vacuous rakes with its long claws, inflicting 1d6 points of damage with each strike. But the monster can also kill a foe without ever spilling a drop of blood. See, it can tap into the vacuum of its plane, creating a void within its body. This void hungrily draws everything outside the vacuous toward the creature's large, gaping mouth.

By "aiming" its mouth, the vacuous can focus this suction as it wishes, drawing any sods who happen to be within 25 feet. To resist the vacuum, a targeted victim must somehow brace himself and must make a successful Strength check with a -2 penalty. Otherwise, he's helplessly drawn close to the undead monster, which can automatically strike him with two claw attacks during the same round.

After the first round of suction, the vacuous must stop the effect, choose another target, or allow the first victim to be drawn completely through its mouth and into the void of its body. That's a horrible experience for the victim, but it incapacitates the monster as well – with its body full, it can't attack or even move. Thus, most of the time, the creature's willing to ingest a berk only if all other foes have already been defeated. Sometimes, though, a group of planewalkers who encounter several vacuous at once find that some of them draw the victims in while the others provide protection.

A sod drawn all the way into the maw of a vacuous must make another Strength check at -4. Success indicates that he's able to cling for dear life to the outside of the creature, preventing himself from being pulled into the mouth. However, he's unable to act – and is subject to two automatic claw attacks as well. A victim who fails his Strength check, however, finds himself forcefully sucked within the monster's mostly hollow body. Once inside, the sod's trapped within the tight enclosure, unable to move. In 2d4 rounds, he will die due to suffocation and heat loss. Only the death of the vacuous can save him.

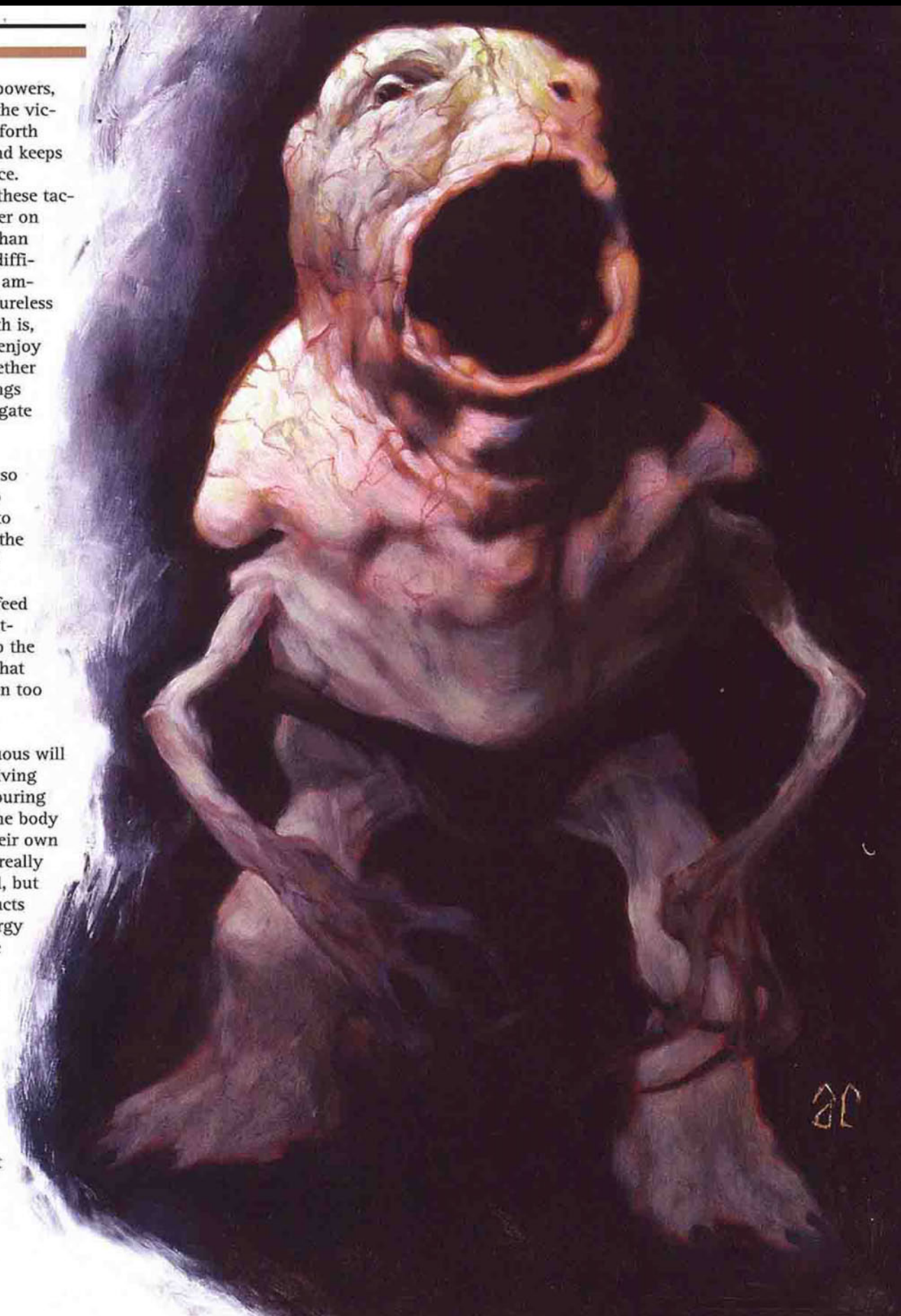
The vacuous are turned as wights. Like many other types of undead, they're immune to poison, paralyzation, attacks based on cold or negative energy, and mind-affecting spells like *sleep, hold,* and *charm.*

Habitat/Society: Extremely intelligent undead creatures, the vacuous travel and hunt in packs, using crafty tactics. For example, a group of vacuous might herd potential victims into an ambush where others are waiting to draw them inside their bodies. Other times, the monsters keep themselves spread out and attack a group from two or more different directions, separating their opponents by drawing them apart from one another. This also works on a single foe – the vacuous alternate using

their suction powers, which tosses the victim back and forth each round and keeps him off balance.

'Course, these tactics work better on planes other than Vacuum; it's difficult to lay an ambush in a featureless void. But, truth is, the monsters enjoy traveling (whether via summonings or accidental gate openings) to other planes, where there's so much more to eat. See, due to the nature of the quasiplane of Vacuum, the vacuous can feed only when outsiders come to the plane — and that doesn't happen too often.

Ecology: Vacuous will feed on any living creature, devouring every bit of the body and brain. Their own bodies aren't really material at all, but rather constructs of planar energy from both the Negative Energy Plane and the quasiplane of Vacuum. This means, of course, that the vacuous are made (at least in part) of nothingness.



CLIMATE/TERRAIN:	As host
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	As host
DIET:	As host
INTELLIGENCE:	Genius to Supra-genius (17-20)
TREASURE:	As host + special
ALIGNMENT:	Neutral (any)
NO. APPEARING:	1
ARMOR CLASS:	As host
MOVEMENT:	As host
HIT DICE:	As host
THAC0:	As host
NO. OF ATTACKS:	As host
DAMAGE/ATTACK:	As host
SPECIAL ATTACKS:	As host, psionics
SPECIAL DEFENSES:	As host, psionics
MAGIC RESISTANCE:	As host, immune to mental spells
SIZE:	As host
MORALE:	Steady (11-12)
XP VALUE:	As host + 4 Hit Dice

It is difficult to say what a vagabond really looks like, because they can mimic countless other creatures in form. They are an alien life force of unknown origin. They are always encountered in the form of an intelligent, corporeal creature indigenous to the area (a creature with at least animal intelligence).

Vagabonds can assume such forms in one of three ways. First, they can simply form the body with their unusual powers. When this occurs, the vagabond looks like a small blob of ink which appears on the ground, then quickly enlarges into three dimensions, filling out, then forming the finer details. Such a change can be tremendously terrifying if the chosen form is something like a wolfwere. Secondly, vagabonds can take over a freshly dead body, curing it of all ailments. Lastly, they can inhabit a living body. In this last form, they are like back-seat drivers who make strong suggestions; they cannot do anything which the host life force does not want them to do. Thus, a possessed horse wouldn't jump off a cliff unless it felt safe or confident about the jump. As noted above, vagabonds take the form of any creature with at least animal intelligence. They rarely inhabit forms of higher intelligence, however, such as player character races.

Once they have assumed a form, vagabonds are locked into it and cannot leave, except with the typical psionic powers such as switch personality (which is one of their favorites).

If they are communicated with, it will soon become apparent that something is amiss, for they have none of their form's knowledge as to speech, behavior, customs, or expectations. However, they are able to use all of its attack and defense forms as well as movement and essential functions. Of course, many of these will be performed in strange and unique ways.

Combat: Vagabonds fight with the same skills as their form has. They are also completely immune to all forms of mental attacks and control which are not strictly psionic. Besides these adjustments, all vagabonds are psionically endowed. If their host body is slain, they will depart, never to return.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/19	See below/All	= Int	1d100+200



Vagabonds never have psychokinetic powers. They have a particular affinity for these:

- Clairsentience - Any power which lets them learn things.
- Psychometabolism - Any power which allows them to change form or travel in difficult terrain.
- Metapsionics - They are masters of this discipline, having access to all its powers without regard to their total number of disciplines, science, and devotions.
- Telepathy - The creature can use any telepathic power to communicate or gain information, plus enough attack forms to psionically defend themselves.
- Psychoportation - Any which allows them to travel.

Habitat/Society: Habitat matches the form they assume. Society either matches the form, or the creature is a solitary wanderer. Vagabonds are never encountered together, and no one has ever heard of this occurring. All vagabonds can detect each other's presence up to a mile. At this point, they will separate if feasible.

Ecology: Vagabonds seem to have come to the prime material plane to gain information. They are extremely curious and inquisitive, often about mundane or personal details. If given the chance to adventure with the party, they are 90% likely to join. In exchange, they will use their considerable power to the party's benefit.

It can be great fun to have a vagabond secretly posses a PC's war dog or war horse (most of these will be true neutral). Evil and good vagabonds tend to side with forces of similar alignment, both aiding them and learning of their ways.

Valurgeist



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	ld6/ld6
SPECIAL ATTACKS:	Strangulation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8–10)
XP VALUE:	650

The valpurgeist, or hanged man, is an undead creature that is sometimes manifested when an innocent man or woman is wrongly hanged for a crime. Unable to prove its innocence in life, the spirit returns after death to claim the lives of those who sent it to the gallows.

Valpurgeists are clearly human in appearance, although they are far from able to pass as normal men. Their necks have clearly been broken, causing the head to hang at an awkward angle and flop about loosely as the creature moves. Further, the skin of the creature has taken on the pallor of the dead and an odor of decay hangs heavy in the air around the thing.

The valpurgeist cannot speak and seems unwilling or unable to listen to the words of others. Attempts at communication that do not involve magic (a *speak with dead spell*, for example) are doomed to failure. Those who do manage to speak with the creature will find that it is wholly obsessed with exacting revenge and destroying those who have wronged it.

Combat: The valpurgeist attacks with its two powerful fists. The essence of darkness that has animated it has given it incredible strength, so that each blow it lands inflicts 1d6 points of damage.

If both of its fists strike the target, it is assumed to have gotten a solid grip on the throat of its victim and will begin to strangle him or her. Escaping from the creature's grip requires a successful roll to bend bars.

Beginning on the round after its viselike grip has locked onto its victim, the creature automatically inflicts 1d8 points of damage without making another attack roll. Further, the victim must make a successful saving throw vs. paralysis or fall unconscious from lack of oxygen. Those who do fall unconscious will die on the next round, suffering a crushed windpipe and broken neck if they are not freed by a third party. The only ways to free a character who is being strangled from the deadly grip of the valpurgeist are to pry the choking hands from their throat (a roll to bend bars is required) or distract the monster from its current victim. The latter method is very difficult, for there is but a 1% chance per point of damage inflicted that the monster will release someone in its grip and attack another character. If it does release its hold, it will always attack the person who distracted it.

Cutting the arms off of the monster will not cause them to release their victim, for their muscles will remain locked and the hands will continue to strangle the character.

Valpurgeists can be turned as if they were ghasts and suffer 1d4 points of damage per vial of holy water splashed on them. They are immune to *sleep, charm, hold,* and similar spells, but can be affected normally by all spells that are intended for use against undead.

A valpurgeist can be freed of its burden of guilt (and thus allowed to rest in peace) if evidence can be found that will prove the being's innocence in the case for which it was hanged. If the monster's spirit is not appeased in this way, it will return to plague its accusers time and time again, no matter what steps are taken to destroy it or its physical form. Thus, even if the entire body of the valpurgeist is destroyed with acid, it will reassemble itself and begin its quest for vengeance anew. Returning to life after being destroyed requires 2d4 days if the body is intact or twice that if the body is destroyed in some way.

Habitat/Society: Valpurgeists are lonely souls who have felt the cold injustice of a world that would not believe their pleas of innocence. Because of this, they will have no kinship with any living thing in their afterlife.

While the valpurgeist is no more or less intelligent than he was in life, all of his mental faculties are now centered on revenge. Thus, he will work methodically, and often quite shrewdly, to arrange for the demise of those he considers his enemies.

Even the death of all those involved with the creature's trial and execution cannot free the spirit from its agony. Once it has slain all those who wronged it, the creature simply begins to widen the scope of its evil. The only way to free the world of a valpurgeist's cursed presence is to prove its innocence, thus removing the anger that taints its spirit.

Ecology: Like all undead, valpurgeists have no place in the natural world. They are simply products of evil and darkness.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-10
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (5½'-6½')
MORALE:	Champion (16)
XP VALUE:	
Western	8,000
Eastern	9,000



Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.

One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence.

Combat: When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a *charm person* spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw vs. spell. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without harming them in any way. Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume *gaseous form*. Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporeal form. If the defeated vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

Sleep, *charm*, and *hold* spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume *gaseous form*. In this state, they are all but immune to attack and can escape from almost any confinement. In addition, vampires can *shape change* so as to take on the form of a large bat (hence the flying movement rate given above).

Vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2-12 rounds.

At will, a vampire can use a *spider climb* ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a *charmed* person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vam-

pire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off and its mouth stuffed with holy wafers (or their equivalent).

In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to *charm* a servant or other inhabitant.

Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.

In most cases, vampires do not lose the abilities and knowledge which they had in life when they become undead. Thus, it is possible for a vampire to have the powers of, for example, a wizard, thief, or even priest. In all cases, of course, the new vampire becomes chaotic evil.

Habitat/Society: Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder.

When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies.

Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes.

In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions which the vampire feels may be too dangerous or unimportant for its personal attention. If the need arises, these pawns will gladly be sacrificed to protect or further the ends of their master.

Ecology: The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature.

Vampires sustain themselves by draining the life force from living creatures. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.

Eastern Vampires:
This breed of vampire is, if anything, even more frightful than its western cousin. Although they share many of the western vampire's strengths and weaknesses, they have the ability to fade from sight at will. Once they have become *invisible*, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. These monsters are unable to *charm* their victims, however, and cannot assume *gaseous form* at will as western vampires can.



Vampires in Ravenloft

Of all the dark and evil things that move about in the mists of Ravenloft, none is more feared than the vampire. These creatures can often move freely about in the world of men and, as such, are all the more dreadful. Their unexpected attacks often target the innocent and helpless, leaving little hope that a victim will survive to lead would-be vampire hunters to the monster. All in all, they are certainly the darkest of the dark.

Ravenloft is home to many vampires, some of whom are even lords of their own domains. Strahd Von Zarovich, the master of Barovia, is one such creature. His darkness is so great that many believe the land itself to be tied directly to him. This may or may not be true, but the Vistani and Lord Azalin of Darkon certainly seem to believe it. Other vampire lords, like Duke Gundar of Gundarak, are certainly powerful—but none can compare to the might or the evil that is Strahd's.

Becoming a Vampire

As described in the RAVENLOFT boxed set, there are three ways to become a vampire. Each of these paths to darkness has its own unique character, but the end result is always a creature of unsurpassed evil and power.

The first path, generally known as that of deadly desire, is perhaps the most awful. In this case, the individual who is destined to become a vampire actually wishes to cross over and become undead. While it has been said that they must sacrifice their lives to attain this goal, a greater cost is often paid. Those who desire to live eternally and feed on the life essences of their fellow men must give up a portion of their spirits to the dark powers themselves. In this way, they are granted the powers of the undead, but also stripped of the last vestiges of their humanity. In the centuries to come, many find this loss too great to bear and seek out their own destruction.

The second path, that of the curse, is often the most insidious of the three. In this case, the individual is often unaware that he or she is destined to become a thing of the night. The transformation into "unlife" might occur because of a potent curse laid down by someone who has been wronged by the victim. Occasionally, an individual might find that he or she has inherited (or found) a beautiful and alluring magical ring—only to find that it cannot be removed and that the character is slowly . . . changing. There are those who accept this curse and embrace their new existence as a vampire, while others despise the things they have become. In nearly every case, these are the most passionate and "alive" examples of this evil race.

The final, and surely most tragic, path to vampirism is that of the victim. This is the route most commonly taken to vampirism, for it is the way in which those slain by a vampire become vampires themselves. Vampires created in this way almost always detest themselves and the creature that made them what they are. More information on this type of vampire is presented in the next section, which details the relationship of such creatures to their masters. All in all, the victims of other vampires are unhappy in their new lives, for few ever accept their fates happily—and many do not have the strength of character to seek an end to their wretched "unlives."

Vampire Masters & Slaves

When a vampire decides to create new slaves, it does so by taking their lives in some special way. For most, it is simply the draining of their life energies or the drinking of their blood. Whatever the end result, if the victim dies from the feeding of the beast, he or she rises again as a vampire. At this point, the victim of the attack is enslaved by the vampire that created it.

The newly created monster seldom has any fraction of its master's power and is thus unable to challenge its master's authority. Further, the master exerts a powerful form of charm over its subjects that prevents them from acting to destroy it. This does not, however, mean that the vampire's minions cannot act to undermine the vampire's plans in minor ways, only that they must do as they are ordered by their lord. Unlike the limitations of a traditional *charm*, the vampire's power enables him to order his slaves to destroy their loved ones or act against their own self interest without resistance.

Vampire Companions

As the years pass, vampires often find that their greatest enemies are not would-be heroes, but time and boredom. The immortality they may once have craved now looks like a bleak and endless chain of suffering that they must wear eternally. To ease their misery, many vampires seek out a special companion. The most commonly encountered form of this is regarded, by those unfamiliar with the depth of the bond to be established, in the same way that they might look upon any normal person taking a wife or husband. In truth, there is far more to this process.

The process of vampiric bonding is as murky as the fog that often shrouds the vampire's movement. When the vampire decides to take a companion, it generally (although not always) seeks out an individual of the opposite sex that reminds him of someone he loved in life. The vampire repeatedly visits the victim, feeding on him until he is at the point of death. At the last, when all hope seems lost, the vampire draws away the last vestiges of the companion's life and infuses him with its own energies. The process is both traumatic and passionate, for this mingling of essences is far more intimate than any purely physical act of love.

When the bonding is completed, both the vampire and its victim are exhausted and all but helpless for upwards of an hour. At the end of that time, the victim has become a vampire.

While the newly created companion is as much a slave of its master as any vampire spawned from an act of violence, there is something special about it. The companion shares a special metaphysical link with its master. Both can experience the other's senses at certain times of day or under the influence of certain charms and enchantments. In many cases, this bond is fleeting and exists only briefly, at dawn and dusk for example, while for others it is a continuous exchange that cannot be broken without the death of one or the other. In many cases, a vampire's companion also has the ability to command its master's slaves, so long as no action is ordered that would place them in direct confrontation with their creator.

From the point of their bonding on, the two vampires are utterly loyal to each other. While the master might willingly sacrifice its other minions as pawns, it will protect its companion as if it were a king or queen. Likewise, the companion will take no action against its master and will do all that it can to protect him or her from harm. Both will even give up their own lives to save that of their companion. In fact, the bond between the two is so intense that if the master is slain, its companion retains the ability to command its slaves as if he or she were the vampire that had created them.

Vampire, Cerebral

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Varies
ACTIVITY CYCLE:	Day
DIET:	Cerebral fluids
INTELLIGENCE:	Very (11–12)
TREASURE:	Varies
ALIGNMENT:	Chaotic evil

NO.APPEARING:	1–4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (MC: A)
HIT DICE:	8+3
THAC0:	11 (+1 for Strength)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (+3 for Strength)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Champion (15–16)
XP VALUE:	8,000

Cerebral vampires share some traits with the standard vampire: The creatures appear as normal human beings but cast no reflection in a glass, throw no shadows, and move about in complete silence. However, holy water has no effect on them, nor are they harmed by sunlight or immersion in running water. They do not feed upon blood, but sustain themselves by absorbing the mental energies of their victims.

Combat: Cerebral vampires are savage and fearsome. They are physically very powerful, with a Strength score of 18/51, receiving a bonus of +1 on their attack rolls and +3 to their damage rolls. The crushing blows of a cerebral vampire's attack are so fierce that they inflict 4–9 (1d6+3) points of damage.

The gaze of a cerebral vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as though under the influence of a *hypnotic pattern* spell.

The touch of a cerebral vampire also affects a victim like a *confusion* spell; the saving throw vs. spell is made with a –4 penalty. While the victim is confused, the cerebral vampire will attempt to drain the cerebral fluid from his brain by sinking its fangs into the back of his skull. Each round the victim is drained, both his Intelligence and Wisdom scores are reduced by 1 point. In the RAVENLOFT setting, the victim must also make a madness check because of the wrenching effect on the mind.

A human or humanoid creature whose Intelligence or Wisdom is reduced to 0 by a cerebral vampire becomes a ghoul under its complete control. If the vampire is destroyed, its ghouls become self-willed. In most cases, the ghouls retain the abilities and knowledge they had in life. However, a new ghoul becomes chaotic evil, losing alignment-dependent abilities, such as a paladin's special powers.

Weapons of less than +1 enchantment pass through a cerebral vampire without harming it in any way. The vampire regenerates 3 points of damage per round. If reduced to zero hit points, the vampire is not destroyed; it is forced into a gaseous form of elemental vapor. In this state, the creature is all but immune to attack and can escape from almost any confinement. Once in this state, it will flee to its coffin where, after 8 hours of rest, it regains its corporeal form. If the vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

Sleep, charm, hold, and other mind- or life-affecting spells do not affect cerebral vampires. Similarly, they are unaffected by poisons, diseases, and all forms of paralysis. Cold- and electricity-based attacks inflict only half damage upon them.



Cerebral vampires can summon lesser creatures. In a coastal environment, they can call forth a flock of 10–100 seagulls. These not only physically attack the vampire's enemies, inflicting 2d4 points of damage per round, but obscure vision and disrupt spell casting. In the wilderness, a vampire can call upon 3–18 wolves for assistance. Summoned animals arrive in 2–12 rounds and remain until driven off.

Cerebral vampires have certain weaknesses. The odor of pure alcohol repels them, and they will not approach it. They recoil from the face of a mirror or lawful good holy symbol presented with courage and conviction. These do not harm the vampire or drive it off. Alcohol prevents the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find bypass the offending object. Further, the vampire cannot enter a home without being first invited by a resident of the dwelling (public buildings and places of business are by their very nature open to all). Once a vampire has been invited to enter a residence, it may freely come and go thereafter. While a cerebral vampire is not harmed by the sun, it must spend 8 hours out of every 24 sleeping in the coffin in which it was buried, to sustain its unnatural existence.

A cerebral vampire can be killed by a wooden stake through its heart; however, the creature can be restored simply by removing the stake if further measures are not taken. To destroy a cerebral vampire completely, it must be bound, its head cut off, and its mouth stuffed with holy wafers (or an equivalent).

Habitat/Society: A cerebral vampire might dwell anywhere. Seclusion minimizes the characteristic clues to its existence. Its domicile tends to lack mirrors, and its activities seldom take it out into the sun, where its lack of a shadow might be noticed. Most cerebral vampires take care that the existence and predations of their ghoul servitors are concealed or explainable by other events. Some cerebral vampires, especially the older ones, display a high degree of culture and social sophistication.

Ecology: As with the more common classic vampire, cerebral vampires prey on nearby humans, demihumans, and humanoids. A delicate balance exists, for an unrestrained conversion of these populations eventually leaves a district unable to support the creature. Likewise, a too-openly operating cerebral vampire will soon be tracked down and destroyed by those on whom it preys. Most cerebral vampires fortify themselves with sufficient worldly power to make a direct attack suicidal for normal mortals, or make flawless arrangements to flee the region once discovered, with their all-important boxes of native earth.

—*From* Bleak House #1141

Vampire, Drow

Climate/Terrain:	Subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Exceptional (15–16)
Treasure:	Ix2
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	8+3
THAC0:	13
No. of Attacks:	1 or 2
Damage/Attack:	1d4+4/1d4+4
Special Attacks:	Spells, cause awe, drain fluids, poison, and see below
Special Defenses:	Spells, +1 or better to hit, immune to poison, regeneration, and see below
Magic Resistance:	25%
Size:	M (5' tall)
Morale:	Elite (13–14)
XP Value:	7,000 (+1,000 per 100 years of age)



Unlike most races, the drow consider it an honor to be granted the *Kiss of Lolth*, as they refer to vampirism. The dark elves view vampires with both awe and trepidation, believing undeath to be a state of being that brings an elf closer to a true understanding of the powers that surge through the universe. Such knowledge brings immense power, which the dark elves both crave and respect.

The vast majority of drow vampires are female, although a such a creature occasionally honors a male with the transformation. Drow vampires are almost identical in appearance to the living members of their race. They are of slight build, approximately 5' in height with long, pale hair and dusky skin. The features of such vampires are almost radiantly beautiful in their refinement. Even the vampires' skin emanates a faint, pearlescent glow. This radiance can only be seen out of the corner of the viewer's eye and its near-visibility is often distracting. Drow vampires normally dress in luxurious, but somber, garments and carry both an adamantine dagger and short sword.

Drow vampires retain their knowledge of the languages of intelligent underworld creatures as well as their own language of gestures and body movements. In addition, these vampires can communicate with all animal species who make their home in the underworld.

Combat: Drow vampires, like their living counterparts, are skilled in battle. These vampires are extraordinarily fond of causing pain and consider battle an art form in which the object is to cause their victims to suffer as much as possible before granting them the release of death. The vampires view each slice of anguish as an offering to Lolth.

The transformation to vampiric form grants the undead drow an 18/76 Strength. This gives the creatures a natural bonus of +2 on all melee attack rolls and +4 to the damage caused by any physical attacks. This bonus is separate from the +2 a drow receives when using its adamantine short sword and dagger. When using these weapons, drow vampires can attack with both weapons in a single round.

As in life, drow vampires can see the heat emitted by living bodies up to 120 feet distant. Similarly, they can detect sliding or shifting walls, stonework traps, or their distance underground five times in six.

Drow vampires retain a measure of their race's innate ability to cast spells. They can cast the following spells once per day: *darkness, continual darkness, levitate, know alignment, detect magic, dispel magic,* and *suggestion.* They cast these at the 8th level of ability.

Additionally, drow vampires retain a portion of their race's powerful magic resistance. Drow vampires have a 25% resistance to magic. Sages theorize that the magic resistance of drow vampires must lower somewhat in order for the creature to manifest its unlife. However, as the creatures age and their connection to the negative material plane strengthens, their magic resistance begins to increase (see **Habitat/Society** below).

A drow vampire can *cause awe* with its merest gaze. Anyone looking into the vampire's pale eyes must make a saving throw vs. spell. Failure means the character stands awestruck before the vampire for 2d4 melee rounds. Awestruck characters automatically drop anything they are holding. Affected victims will not attack or even approach the drow vampire unless the creature attacks them. As the drow ages it becomes more difficult for victims not to become awestruck by the monster's imperious gaze (see **Habitat/Society**).

The dread touch of the vampire drow drains the very fluids from its victim's body. Each successful unarmed melee attack enables the undead drow to drain 1d6+1 hit points from its victim. Each time the vampire uses this hideous attack, the victim permanently loses 1 hit point. Such draining is excruciatingly painful and leaves a small welt where the drow touched its victim's flesh. Only the *heal* spell will remove these angry welts that the drow refer to as *Lolth's caress.* The vampire can absorb any hit points it drains from its victims in this manner, although the creature will never have more than its maximum number of hit points. Any drow brought to 0 hit points by this attack becomes a vampire. Victims of other races merely die in unendurable agony, sacrifices

to Lolth and her vampire minion.

A vampire drow can only be hit by weapons of +1 or greater enchantment. Unenchanted weapons pass through the monster as if it were vapor. The monster regenerates 3 hit points per round when in absolute darkness.

If reduced to 0 hit points a vampire drow is not slain. Instead, the monster is forced to take its *poisonous vapor* form (see below). If the drow cannot reach the safety of its stony tomb within 12 turns the vapors dissipate and the vampire is destroyed. If it does reach its tomb the vampire must rest for eight hours, after which the foul creature is fully restored.

Although a vampire drow is unaffected by holy water, water drawn directly from a waterfall does 2d4 points of damage to the monster. If the creature is held completely within the downpour of a waterfall itself, the vampire will be destroyed when it reaches 0 hit points. Holy symbols have no effect on a vampire drow.

Like all vampires, these monsters are immune to all manner of mind-affecting spells. These include, but are not limited to, *sleep, charm,* and *hold.* They are also immune to poisons and cannot be suffocated or drowned. Spells that depend upon cold or electricity do only half damage to drow vampires.

Of all vampires, the drow are the most adversely affected by light. A vampire drow will almost never emerge onto the surface of Ravenloft as even one ray of sunlight will instantaneously destroy it. Even moonlight does damage to the monster, doing 2d4 points of damage per round. The 5th level priest spell *moonbeam* does similar damage to the vampire. Starlight does not damage the vampire, but the creature is incapable of regeneration while touched by starshine. Magical illumination, such as *light* or *continual light,* does 1d4 points of damage per round that the vampire is exposed to such illumination. The vampire cannot regenerate under these conditions and will do everything in its power to destroy the light source.

Drow vampires can take the form of giant spiders. While in this form, such vampires can control 10d10 Hit Dice of spiders. The creatures will arrive within 2d10 rounds of summoning. The exact type of spiders summoned depends on the nature of the spiders in the immediate area. In normal form, drow vampires can control up to four driders. Driders worship vampire drow, seeing the monsters as Lolth's chosen ones.

A drow vampire can change into *poisonous vapors* at will. This ability is similar to a normal vampire's *gaseous form,* save that any creature that breathes in any portion of these vapors must make a saving throw vs. poison with a –2 penalty. Failure means the victim takes 2d6 points of damage. Those who make this saving throw take only half damage from the fumes. While in this form, the vampire can only be hit by weapons of +3 or greater enchantment.

A vampire drow cannot cross a line of salt (even when in vaporous form). The vampire finds pure salt repugnant and can only act indirectly to break such a barrier. For instance, the vampire might summon spiders to scatter the salt or use a *suggestion* spell to get someone else to break the line. If there is even the slightest break in the line the vampire drow can cross with impunity.

Because of their strong connection with the spider goddess, Lolth, vampire drow are more difficult for priests to turn than most undead, being turned as ghosts.

A vampire drow can be immobilized by impaling the monster through the heart with a stake made of rock salt, although this in itself will not permanently destroy the monster. Once the stake is removed, the monster will immediately begin to regenerate. Only exposing the creature to the rays of the sun, immersing it in the pounding torrent of a waterfall, or binding the corpse with cords woven of silver thread, smearing it with oil, and burning the body for at least twelve hours will ensure the vampire's destruction.

Habitat/Society: Vampire drow rarely ever leave the deepest levels of their caverns, and it is almost unheard of for such creatures to appear on the surface itself. Instead, these vampires spend years within elaborate underground tombs constructed by drider slaves. Such tombs are exquisite yet disturbing works of art with carvings ranging from twisted masses of limbs to horrifying faces fighting to swallow themselves. These tombs often serve as temples to Lolth as well as homes for the vampires.

Aloof and convinced of its superiority, the vampire drow is perhaps the most reluctant of all undead to create progeny. Only rarely does the drow vampire feel the loneliness of its existence, and it enjoys keeping its place in Lolth's heart as exclusive as possible.

Ecology: The vampire drow revels in its great power and ability to cause pain. Such a monster is perhaps one of the cruelest creatures found on the Demiplane of Dread. The monsters are said to particularly enjoy torturing dwarves and drow of different noble factions than the vampire's own.

The surface of the dark and twisted tomb-homes of drow vampire are often coated with a contact poison that burns fiercely, causing much pain but doing only 1 point of damage per dose. Drider are known to purposely poison themselves with this substance to show their loyalty to Lolth and her vampire servant.

Vampire drow truly believe themselves the favored of Lolth. They occasionally speak with Lolth's priestesses, but otherwise remain aloof from drow society save when they wish a new victim to torture for their own perverse amusement.

As the centuries pass, the vampire grows more and more powerful. The following chart details this advancement:

Age	HD	Drain	Attack	Awe	MR
0–99	8+3	+1	+1	0	25%
100–199	9+3	+1	+1	–1	30%
200–299	10	+2	+1	–1	35%
300–399	11	+2	+2	–2	40%
400–499	12	+3	+2	–2	45%
500+	13	+4	+2	–3	50%

HD indicates the number of Hit Dice a vampire has at a given age.

Drain indicates the amount of hit points worth of fluid the vampire can drain. At 200, the vampire drains 3–8 (1d6+2).

Attack indicates the level of enchantment necessary for a weapon to hit the vampire.

Awe shows the modifier to the victim's saving throw vs. the vampire's awe.

MR indicates the vampire's level of magic resistance.

Vampire, Dwarf



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	F
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ STR bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000 (+1,000 per 100 years of age)

Dwarves are a long lived race with an intense cultural hatred of the undead and their evil work. They regard death as the just rewards of a warrior and undeath as cheating a hero of his glorious end. For this reason, a dwarf vampire is perhaps the most awful of things, for its natural hatred of what it has become leads it to do great acts of evil.

Dwarf vampires, like all vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarf vampire who was a warrior is often found in full armor with a heavy battle axe or war hammer close at hand.

Dwarf vampires retain the knowledge of languages that they had in life. There is no language specific to these creatures save the dwarven tongue that served them before their deaths.

Combat: Dwarf vampires retain the courage and vigor that marked them in life. As such, they are deadly warriors who will often battle opponents for the sheer love of combat. Often, they will wield the weapons they loved in life, doing damage based on the type of weapon employed. Further, their status as undead has greatly magnified their physical power in most cases, so that all dwarf vampires are assumed to have a Strength score of 18/76. This gives them a natural bonus of +2 on all melee attack rolls and +4 on all melee damage rolls. Vampire dwarves retain their natural combat advantage (+1 bonus on all attack rolls) when battling orcs, goblins, hobgoblins, and so forth. Similarly, large creatures (like ogres and trolls) suffer a –4 penalty on their attack rolls against these smaller creatures. This ability exactly matches that presented in the *Player's Handbook*.

The most feared attack mode of these dark creatures, however, is their vitality drain. Each successful unarmed melee attack allows the vampire to drain 2 points of Constitution from its victim. This loss is permanent and will instantly modify the character's hit points and other related scores. Any character reduced to a Constitution score of 0 is instantly slain and rises again as a vampire of the appropriate type after three days (see Ecology).

Dwarf vampires have the natural racial abilities of dwarves: detecting grades, slopes, or newly constructed stonework 5 times in 6, detecting sliding or shifting walls or rooms 4 times in 6, and detecting stonework traps (including pits and deadfalls) or determining their approximate depth underground 3 times in 6.

Like their strength, the natural Constitution and inherent magic resistance of these creatures have also been increased by their contact with the Negative Material Plane. While this gives dwarf vampires a +5 bonus on all saving throws vs. wands, rods, staffs, and spells, it also makes it impossible for them to employ magical items. Being undead, of course, they cannot be poisoned.

Dwarf vampires do not have the natural charm ability of human vampires, but are able to strike fear into the hearts of their enemies with but a gaze. In any combat round, the creature may employ this attack on any single foe, requiring them to make a fear check. Failure indicates that they have met the monster's gaze and been filled with supernatural fear and revulsion. Due to the power of this enchantment, the victim suffers a –2 penalty on this check.

While the vampire dwarf had a natural infravision in life, death has rewarded him with a far greater sense of sight. In addition to his normal 60-foot infravision, the vampire dwarf can see in all but absolute darkness as if in full daylight.

Vampire dwarves are even more resistant to physical and magical attacks than normal vampires. They can be hit only by +2 or better magical weapons, with all others passing harmlessly through them as if they were no more than vapor. Even if struck and harmed by weapons or spells, a vampire dwarf regenerates 4 hit points per round when in any subterranean area. Above ground, they regenerate only 1 point per round. If reduced to 0 hit points, a vampire dwarf is not slain. Rather, it is forced to employ its stonewalking ability and flee the combat. If it is unable to reach its coffin within 12 turns, the vampire merges with the stone around it and is destroyed. If it does reach its coffin, the foul vampire enters it and, after resting for eight hours, is restored to full health and power.

Holy water has no effect on these creatures, but water of a natural spring bums them for 2d4 points of damage per round. Immersion in a pool of water fed wholly by natural springs utterly destroys the vampire when it reaches 0 hit points. Holy symbols keep the creature at bay, although they do no dam-

age to it (even if pressed against the vampire's flesh).

Like all other vampires, these creatures are immune to all manner of mind-affecting spells. These include, but are not limited to, *sleep, charm,* and *hold.* As undead things, they are immune to any type of poisons or toxins and cannot be suffocated or drowned. Spells that do damage with cold or electricity do only half damage to the monster, but those employing fire have their normal effect. Unlike most other vampires, dwarf vampires are not harmed by sunlight. They are unable to regenerate when in full sunlight, however, and will go to great lengths to avoid entering it, for they find it painfully bright.

Dwarf vampires cannot assume the forms of wolves or bats as some other vampires can, but are able to summon any form of burrowing or subterranean creature to their aid. When they opt to do this, 10d10 Hit Dice worth of such animals will arrive within 2d6 rounds. The exact type of animals called depends on the area in which the vampire is encountered, but each vampire has its favorite type of animal.

Vampire dwarves have the ability to stonewalk at will. With this power, they are able to enter and walk through any thickness of stone or earth as if it were nothing more than air. It is not unknown for a vampire dwarf to lurk just beneath the surface of the earth and then spring up to attack those walking above it. The vampire can extend the magical aura of this power to allow it to bring any object it can carry with it when it stonewalks. Thus, a dwarf vampire could grab a victim and then employ its stonewalking power to sink straight into the earth and escape anyone in pursuit. A dwarf vampire affected by a *dispel magic* spell is unable to stonewalk for 2d4 rounds or until reduced to 0 hit points and forced into a stonewalking state. If a character manages to attack the dwarf vampire while it is employing this power, there is no change to the creature's natural defenses or vulnerabilities.

Dwarf vampires cannot cross a line of powdered metal (even if they are stonewalking). They can take action to indirectly break the line, summoning rats to scamper through it, for example, but the dwarf vampire may never directly affect it. If there is even the slightest break in the line, however, the vampire can move past it with ease.

Dwarf vampires are unable to enter a structure that is not made in some part of stone or earth. Thus, a yeoman's home in the woods built wholly of logs would offer complete protection from the intrusions of a dwarf vampire while a mighty stone castle could be entered with ease.

Dwarf vampires can be turned as if they were normal vampires. As the years pass, however, and their contact with the Negative Material Plane strengthens and, when combined with their own natural resistance to all manner of magics, they become harder and harder to turn away. The most powerful and ancient of these creatures are reported to be almost impossible to drive away, no matter how strong the faith of the turning priest may be.

Killing a vampire dwarf is a difficult proposition at best. The most sure way of ending the creature's dark unlife is to impale it through the heart on a natural stalactite or stalagmite. The body of the vampire can either be forced onto the stone or the stone driven through the body of the creature. Once the vampire has been killed in this way, however, it can be revived simply by removing the impaling object. In order to assure that the creature remains dead, its heart must be cut out, soaked in oil for three days, and then set alight. When the last flames of the fire have faded away, so too has the essence of the vampire.

Habitat/Society: Dwarf vampires seek out the deepest and darkest of subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment over what has become of them. The only time they will seek out other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed.

Dwarf vampires are the most introverted of all the racial vampire types. They tend to keep to themselves and do not seek to amass power as do human vampires. This does not mean that they will become utterly isolated, however, for they are drawn to feed on the essences of the living.

Age	HD	Save	Ench	Fear	Turn
0–99	10 + 3	+5	+2	–2	Vampire
100–199	11 + 3	+5	+2	–2	Vampire
200–299	12 + 3	+5	+3	–3	Ghost
300–399	13+ 2	+6	+3	–4	Ghost
400–499	14 + 1	+6	+3	–5	Lich
500+	15	+7	+4	–5	Special

HD indicates the number of Hit Dice that the vampire has at a given age.

Save shows the bonus to the vampires saving throws versus wands, rods, staffs, and spell.

Ench(antment) indicates the magical plus that must be associated with a weapon before it can harm the vampire.

Fear indicates the penalty that is applied to the fear check of those targets being attacked by the vampire's gaze attack.

Turn indicates the row on the Turning Undead table that is consulted for attempts to drive away these monsters.

Ecology: The dwarf vampire is a thing of darkness and evil that has no place in the natural world. It moves about, spreading death and suffering in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests.

Those dwarves that fall prey to the undead will often become themselves undead. Three days after any character dies from the vampire's vitality draining, they will rise again if certain conditions are met. First, and most importantly, the victim must have been a dwarf. Vampire dwarves who kill elves or humans will not create new vampires, for only their own kind can be brought back to unlife by them. Further, the body must be intact. Second, the body must be placed in a stone coffin or sarcophagus and then entombed in some subterranean place. A typical burial service will meet this requirement, while placement in a crypt on the surface will not. Finally, the dwarf vampire must visit the body of its victim on the third night after burial and sprinkle the body with powdered metals. As soon as this is done, the new vampire is born. As with all vampires, it is now a slave to its creator.

Because they realize the torment that transformation into a vampire causes to dwarves, the vampire dwarf is reluctant to create others of its kind. Thus, it does this only when it feels that it need minions to help it carry out its acts of evil.

In many cases, the vampire will kill its minions after they have served it for a few months, freeing them from the suffering that it must endure. Such kindness and compassion seems out of place for these creatures, but many scholars believe that they still retain the last vestiges of their love for other dwarves and cannot bear to spread their suffering to others of their proud race. In most cases, the free-willed dwarf vampires of Ravenloft were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

Both the MONSTROUS MANUAL tome and the RAVENLOFT boxed set go into great detail about vampires. The information presented in this overview is intended to complement, clarify, and enhance the text presented elsewhere.

Vampire, Eastern, Mayónaka



Climate/Terrain:	Any
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Exceptional (15)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	1
Movement:	18
Hit Dice:	8+3 (43 hit points)
THAC0:	11 (8); (5 with katana)
No. of Attacks:	1 (touch) or 3/2 (with katana)
Damage/Attack:	1d6+7; 1d10+10 or 2d6+10
Special Attacks:	Energy drain; jump; swordsmanship
Special Defenses:	+1 or better weapons to hit; regeneration; invisibility; half-damage from cold and electricity
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Champion (16)
XP Value:	10,000

Mayónaka wanders the domains of the Core, seeking out the greatest warriors in Ravenloft and challenging them to duels. While he hopes that he will die in such a match one day and thus be freed of his eternal curse, he has yet to meet anyone strong or skilled enough to defeat him.

Mayónaka dresses himself in common robes that effectively conceal his oriental arms, armor, and features from the people that he encounters in his travels. Beneath his robes, he wears the armor of a samurai and carries an assortment of unusual weapons. Mayónaka stands just under seven feet tall and has the smooth build of a graceful athlete. His hair is short and dark, matching perfectly the endless night reflected in his midnight black eyes.

Mayónaka speaks the Common Tongue of Kara-Tur, as well as that spoken in the western realms of Toril. He has picked up a fragmentary knowledge of the languages of Ravenloft's various domains, but this is only satisfactory for simple conversations.

Combat: As an expert warrior, Mayónaka is a deadly opponent. With the abilities he gained as a vampire, he is almost unbeatable.

Like all vampires, Mayónaka is tremendously strong. Indeed, he is even more powerful than most of his undead kin. His unnatural Strength rating of 19 gives him a +3 bonus on all melee attack rolls and a +7 bonus to all melee damage rolls, for a total of 8–13 (1d6+7) points of damage for each bare-handed blow.

In addition to the damage inflicted by his crushing blows, anyone struck by Mayónaka is instantly drained of two life energy levels. This is a by-product of the vampire's terrible nature and can be used by Mayónaka whenever he touches the exposed flesh of a victim. He need not employ this special ability if he chooses not to.

Mayónaka does not normally fight bare-handed. Instead, he wields a keen silver katana, or oriental sword, that has been in his family for generations. Oriental runes run down the side of the blade, naming it *Tasogare* or "twilight" in the language of Mayónaka's homeland. The katana is described in PHRB1, *The Complete Fighter's Handbook*; it can be used either one- or two-handed. As a one-handed weapon it does 1d10 points of damage against small or medium-sized targets and 1d12 against large ones. As a two-handed weapon it does 2d6 to both types of targets. The katana is a medium weapon that weighs 6 pounds and has a speed factor of 4. *Tasogare* is enchanted, giving it a +3 on all attack and damage rolls. In addition, once per day it can be used to cast a *darkness, 15' radius* spell. Anyone holding the sword can see normally in the area of darkness, which remains centered on the weapon itself. Mayónaka's Strength bonus of +3 to attack and +7 to damage applies when using *Tasogare*.

Like all eastern vampires, Mayónaka has the ability to render himself *invisible* at will. When in this state, he has all of the normal advantages associated with invisibility (such as a –4 on all attack rolls made against him). When he is about to enter combat, fading from view is generally his first action.

Anyone attempting to attack Mayónaka must employ a weapon that has at least a +1 enchantment. Any weapon of lesser quality will pass through his body without seeming to strike anything. Even if magical weapons are employed and he is harmed, Mayónaka regenerates 3 hit points per melee round.

If he is driven to 0 hit points, Mayónaka is not slain. Rather, he is forced to assume a gaseous state similar to that created by a *wraithform* spell (see below). Once in this state, he has 12 rounds to reach his current resting place. If he fails to accomplish this feat, his vaporous

form breaks up and he is destroyed. If he does reach his resting place, he must rest there for 8 hours and will then rise again with his body wholly regenerated. When he is in this vaporous form, no weapon or spell can harm him, he can pass through even the smallest crack or opening, and he appears to be nothing more than a drifting cloud of shimmering fog. Unlike more traditional vampires, he cannot assume this state at will but must be driven to it by the destruction of his physical body. Similarly, he has no natural ability to shape change.

As an undead creature, Mayónaka is immune to all manner of *sleep, charm, hold,* or other spells that depend upon biological function for their effects. Poisons, diseases, and similar things have no effect upon him at all. His undead nature also makes him very resistant to cold and lightning, so that all such attacks do only half damage to him.

Mayónaka has the natural ability to *spider climb* and *jump*, as if he were employing the spells of the same names. He uses these abilities to seek out his victims and to escape from his pursuers when need be. Like all eastern vampires, he lacks the natural charming or summoning abilities of the western vampire.

There are means by which Mayónaka can be held back and even driven away by those who have the courage and wisdom to confront him with the correct tools. He cannot approach anyone who presents a lawful good holy symbol. Instead, he must remain at least 10 feet away from the symbol until some means can be found of removing the offensive object. It is important that the person presenting the icon be a strong believer in the deity to which the symbol is sacred, however, or it will have no effect upon the vampire. Similarly, he cannot bear the presence of ginger root and will not come within 10 feet of it. If an unbroken line of powdered ginger is made on the floor, he cannot cross it.

It is possible, although quite dangerous, to use some of these items as weapons against the vampire. If he is touched with a holy symbol, his flesh is burned for 1d6+1 points of damage. Holy water or ginger juice splashed upon him does 1d6+1 points of damage per vial that strikes his flesh.

Exposure to direct sunlight is just as deadly for Mayónaka as it is for any other vampire. Thus, a single round of exposure to the purifying rays of the sun will utterly annihilate him. However, running water has no negative effect on Mayónaka. Further, he is not required to obtain an invitation before entering the home of a potential victim, nor do mirrors distress him.

Unlike the traditional vampire, Mayónaka's resting place is not dictated by the place in which he died. He has no need to maintain a coffin or similar sanctuary. When the sun lights the eastern sky, Mayónaka must seek out the place where he last killed someone. He must find a lair within 100 feet of the spot on which his victim died in which to pass the daylight hours. If he cannot escape the daylight and remain within the required radius of the kill, his body crumbles away and he dies.

Any human slain by Mayónaka's life-energy drain will become a vampire in turn. The transformation into unlife occurs one day after burial. Those who are not buried will not rise as vampires; thus, tradition dictates that all who die at the hands of these undead be cremated. Mayónaka recognizes the horrible nature of the living death and would wish it on no other, so he never willingly creates new undead. When he takes a life with his level-draining ability, he always sees to it that the body is destroyed. If the victim died with honor, he arranges a very solemn ritual in which great respect is shown for a worthy enemy before a pyre is set and the body destroyed. If the victim died in a cowardly or dishonorable way, then no such courtesy is shown and the body is merely tossed onto a fire and forgotten.

Habitat/Society: Mayónaka was born nearly a century ago in the lands of Kara-Tur in the FORGOTTEN REALMS campaign setting. He came from a noble family, having a father and mother who were both samurai of great distinction. As the youngest of three children, Mayónaka lived in the shadow of his two older sisters, who were proving themselves to be masterful warriors. Their growing fame simply made Mayónaka more determined to win a name for himself as a samurai greater than any who had ever lived before.

His chance came when he was seventeen years old. Both of his sisters had vanished while exploring an island that was said to be haunted. It was generally assumed that anything deadly enough to defeat them was more than a match for anyone else, so few were interested in investigating the matter. Mayónaka, however, took up his sword and set out for the island.

As he explored the island, he discovered that it was indeed the lair of some horrible, undead creature. Further, he found that the beast had captured his sisters and was subjecting them to horrible tortures and temptations in an attempt to corrupt their honorable souls.

Sickened by what he saw, Mayónaka vowed to free his sisters and see to it that the monster was destroyed. Moving as quietly as he could, Mayónaka crept into the monster's lair and reached the cages where his sisters were held. As he worked to free them, the sisters told him of their capture and the hideous vampire spirit that had tortured them. Working quickly, Mayónaka managed to free them and the three began to flee the villain's cave.

Suddenly, the invisible vampire attacked them. In the confusion that followed the surprise attack, Mayónaka was sent tumbling over what appeared to be an almost bottomless fissure. His sisters, enraged by the loss of their brother, drove the monster off and escaped from the island in Mayónaka's ship, little knowing that their brother still lived.

Hours later, Mayónaka awoke on a ledge that protruded from the walls of the endless shaft. With much effort, he climbed the rough stone face and reached the vampire's lair. Much to his horror he found that the creature was fully recovered from its earlier wounds. Delighted to discover that it might still have a prisoner to torture, the vampire attacked. The battle was long and terrible. In the end, the samurai was triumphant. Sadly, he too was dying. The vampire had tasted his life essence and left his soul drained and tainted. With a final prayer to his ancestors, he died.

To his surprise, he awoke a day or so later. His wounds, it seemed, were completely healed. Indeed, he felt better than he ever had before. He left the vampire's lair and headed out of the cave. With luck, he hoped to rejoin his sisters before they left the island. As he reached the cave's mouth and stepped out into the sunlight, he found himself wracked with horrible pain. He turned and tossed himself back into the cool darkness of the cavern just in time. With horror, he realized that he himself had become undead.

Mayónaka spent the next several days coming to grips with his new condition. While any lesser man would have collapsed in despair and given in to the bestial urges that now burned within him, the samurai did not. Instead, he meditated and prayed, seeking the council of his ancestors. At last, he decided that he must return to his home. With luck, the priests there could drive this curse from his body.

Mayónaka fashioned a crude boat and set sail. He spent the next few days at sea. Each morning, he would retreat into a coffinlike wooden box until the daylight passed. Because he had not yet slain anyone, he was not bound to rest in a given area. The voyage was difficult, not because of bad weather or lack of seamanship, but because Mayónaka was beginning to feel the vampire's hunger for human life. By the time he reached the shores of his native land, he found himself weak with hunger.

Because he was left without navigational instruments, Mayónaka was not certain where he had come ashore. He began to explore, coming across a monastic encampment of monks. Careful not to reveal his nature to them, Mayónaka presented himself to them shortly after nightfall and asked for their help. They took him in and answered all his question. Much to his delight, he found that he was within 30 miles of his home.

The night passed quickly, for the monks saw many travellers and had news of Mayónaka's sisters and their return. He learned, as he had expected, that he was believed to have died in the battle with the vampire. Indeed, it seemed that his sisters were being hailed as great heroes for their valor in destroying the beast.

Had his mind been clear, the young vampire should have known that this was to be expected. However, the darkness that is vampire's blood burned in his veins now. Reason faded before an onslaught of sinister emotions, jealousies, and hatred. Soon he had convinced himself that his sisters deliberately left him for dead, fleeing before the threat of the vampire so that they could return home and claim victory. Indeed, had it been only an accident that sent him tumbling into that chasm? Probably not. Perhaps they had even struck a deal with the vampire to lure their brother out to the island. No doubt they knew that he was destined to become a far more skilled warrior than they and devised this scheme to see him destroyed.

At last, the rage and hunger proved to be too much for the samurai vampire. He flew into a wild frenzy and killed the monks, feasting on their lives and laughing at their pathetic attempts to drive him off. When the sun arose, he hid himself away in their ravaged camp and slept. In his heart, now, he knew that he must rest near the site of his last kill. He saw now the pattern that his life must take.

The next evening, he began to move back toward his home. His tortured soul hungered for the hour when he would stand before his sisters. They would cower before him, aware at last that their plan had failed. Their treachery would be exposed, and then they would die. Somewhere, deep in his heart, a voice of reason cried out that his sisters were women of honor, but the hunger of his vampire's nature was far too potent to be swayed.

As the sun began to lighten the horizon, Mayónaka found a small home that belonged to an elderly couple. As they slept, he descended upon them and drained them of their lives. By the time a cock crowed to greet the sunrise, he was fast asleep in their peasant's bed, nestled between the two cooling corpses.

The next night brought him to the edge of his family's ancestral lands. Aware that he had no time to act before the coming of the sun, he found the home of a young couple and entered it. They recognized the young man as their lord, expressing relief that he was still alive when all around them thought he was dead. Scoffing at their false protestations of happiness, Mayónaka killed them and fed. Inside his fading soul, the tiny spark of his humanity flickered and grew dim.

The next night, Mayónaka went to his parent's castle. He had learned that walls were no obstacle to him in his vampiric form and quickly scaled them. As the night passed, he moved from room to room, killing everyone in the fortress. At last, he came to the rooms occupied by his family. He moved to the large gong that was used to call the castle to alert in times of crisis and struck it with his fist. To his surprise, his new strength was so great that he shattered the thing. However, the tremendous sound that it made brought his parents and sisters racing into the hall, ready for battle.

At first, Mayónaka watched them. Lurking invisibly in the background, he watched as they discovered that everyone else in the castle was dead. At last, he became visible and confronted them.

His father, normally a reserved and quiet man, was so happy to see his lost child that he began to weep. As he rushed forward to embrace his son, Mayónaka struck with his katana. The keen blade flashed in the night and beheaded the old samurai with a single stroke. His mother cried out in horror and his sisters drew their weapons. They advanced on Mayónaka, under the impression that he was some form of monster that had taken their brother's shape.

Mayonaka scoffed at them. He attacked them and, with the aid of his new vampiric abilities, easily killed them both. As he stood over their bloody corpses, he turned to his mother and faced her in single combat. Despite the passing of many years since her last duel, she was an expert swordsman. Time after time, Mayónaka struck, only to have his blows fended off. At last, his great strength snapped the blade of her katana and left her defenseless before him. As she calmly awaited death, he stepped forward and beheaded her. As her body fell across her husband's and her blood mingled with that of her daughters, the last spark of humanity in Mayónaka's soul faded and was gone.

Mayónaka looked around at the carnage he had sown. All around him was death and desolation. With disgust, the vampire samurai remembered the battle against his family. For all their supposed skill and might, they had been no match for him. His skill as a warrior was, as yet, untested. He vowed to wander the world until such time as he found a worthy enemy: to make it his lot in life (or death) to seek out the mightiest warriors and test himself against them. When he found someone whose blade was faster and whose skill was greater, he would accept death with honor. In the interim, many lesser foes would die and feed his newly discovered lust for life energy.

The next evening, when he left the desolate castle, he stepped through the gates and into a rolling fog. He had not gone 20 paces before he knew that something was amiss. Whirling, he saw that the castle was gone. Somehow, he had been transported to another land.

In the years since he was drawn into Ravenloft, Mayónaka has traveled throughout the Demiplane of Dread. He has fought werewolves in Kartakass, battled the illithids of Bluetspur, and triumphed over the Drow of Arak. While he has never faced the lord of a domain, he has battled some of Ravenloft's most powerful creatures and, in every instance, defeated them.

This has left him somewhat despondent. He has grown tired of his unlife and is now desperate to see it ended. Yet he still holds to his vow and refuses to put forth less than his best effort in battle. If he is to die, it must be at the hands of someone who is truly his superior in combat. The longer he lives, however, the more certain he becomes that his ultimate reward will be forever denied him.

The Vistani know of this wandering creature, and speak in pitying tones when they are asked about him. They call him *Rittenuig*, which means the eternal warrior, and say that an old prophecy of their people holds that no man's hand will ever bring him the ending he seeks.

Ecology: As with all vampires, Mayónaka is not an aspect of the natural world. He feeds on that world, draining away the life energy of its creatures, but gives nothing back to it. He is an obscene aberration, the likes of which is seldom encountered by man.

The aura of evil and unlife that surrounds Mayónaka is so absolute that animals and similar creatures can sense it. Horses will snort and bay at his presence, dogs will howl and bark at him, and cats will hiss and spit.

Mayónaka's existence is nomadic at best. Each night, he travels in search of a warrior to challenge. If he does not find one, he kills someone just before dawn so that he may rest near the site of his or her demise. It is not difficult to follow his progress across the lands of the Core, for he leaves a fairly regular pattern of bodies in his wake.

Adventure Ideas: Mayónaka makes a fine opponent for any character who feels that he or she is the best warrior in the land. Such a person will attract the eternal warrior like a beacon in the night, for he or she promises a chance at release that Mayónaka cannot pass up.

Mayónaka lends himself well to adventures that are cast in the "most dangerous game" mold, where one of the heroes is to be hunted like an animal for the satisfaction of the vampire samurai's hunger for life energy. He might capture a group of heroes and release them at separate points in a thick forest or vast underground maze. As they seek to find their companions and a way out, he moves about and tries to destroy them one by one.

The players could stumble across Mayónaka's trail of corpses and decide to follow it to its source. This is especially useful if they have a natural tendency toward being vampire hunters or righters of great wrongs. For his part, Mayónaka will be fascinated at the thought that someone is actually stalking him. He will assume that these must be great warriors and will begin to stalk them as well, turning the hunters into the hunted.

Vampire, Elf



CLIMATE/TERRAIN:	Nonarctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Charisma
INTELLIGENCE:	Genius (17–18)
TREASURE:	F
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ STR bonus)
SPECIAL ATTACKS:	Charisma drain
SPECIAL DEFENSES:	Struck only by magical weapons; spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Champion (15–16)
XP VALUE:	3,000 (+1,000 per 100 years of age)

The elf vampire is a tragic creature indeed, for when someone from a race that so loves life and goodness turns to evil and death the world has lost much. The evil that lurks within the elf vampire is so overwhelming that it forces the creature to transform the vital, living forests around him into places of death and decay.

Unlike all other types of vampire, the elf variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elf vampires appear as twisted and scarred mockeries of their beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world.

Elf vampires tend to speak their own language and a handful of others—whatever they had learned in life. It is rumored (and there is much evidence to support this) that they can converse with the animals of the forest and learn from them all that is occurring in their realms.

Combat: When they engage in melee combat, elf vampires are very dangerous opponents. While they do not have the same physical power that vampires of other types might possess, their Strength score of 18/01 is still enough to merit a +1 bonus on all attack rolls and a +3 bonus on all damage rolls. They will often employ weapons in combat, favoring swords and daggers above all other weapons.

Elf vampires retain the knowledge they had in life, including their racial, class, and magical abilities. Thus, all elf vampires have an extra +1 bonus on attack rolls made with long swords or bows, can move silently when not in metal armor, and see fully 60 feet with keen infravision. Further, they remain able to detect secret and concealed doors with great skill and often employ this power to gain entrance into places where their prey might be hiding.

These undead are also master archers and will employ all manner of bows in combat. Their undead status removes from them the disrupting effects of breathing, muscle fatigue, and heartbeats, and grants them a +4 bonus on all missile fire attack rolls. The arrows these foul creatures employ are almost always carved from the bones of living, intelligent creatures and may (20% chance) be magical in some way.

Elf vampires feed by drawing the vital, creative energies out of their prey. Any successful unarmed melee attack allows the vampire to drain 2 Charisma points from its victim. The resulting lack of vibrancy and personal leadership ability is also accompanied by a disfiguring scar that will never leave the body of the victim. A victim of several blows from such a creature may well become so horribly scarred as to be unrecognizable to all but his closest friends. Any elf or half-elf who dies from the vampire's essence draining attack will become a vampire as described in Ecology.

Those who see the scarred and twisted face of an elf vampire must successfully save vs. paralysis or be unable to move until 1d4 rounds after they have lost sight of the vampire. If the saving throw attempt results in a natural die roll of 1, the character is instantly struck dead. Those who die in this way will not become vampires and can be resurrected normally.

Elf vampires can be struck only by +1 or better magical weapons. All lesser arms will not bite into the creature but will pass through it as though the monster were not there. Even those weapons that harm the vampire may not be strong enough to destroy it, for the creature regenerates 2 hit points per combat round.

All manner of *sleep, charm,* or *hold* spells will not affect the vampire. Likewise, the creature cannot be harmed by poisons, toxins, or diseases for it is no longer a living thing. Magical spells that inflict damage with fire or cold will do only half damage to the vampire, but those employing lightning or electricity will do full damage.

A vampire driven to 0 hit points is not destroyed but is forced to flee the combat at once by using its transport via plants ability (see below) to enter a nearby plant and escape its enemies. If the vampire cannot do this within 2 combat rounds, its body will crumble into dust and will be forever destroyed.

At will, the elf vampire can make use of a power almost identical to the *transport via plants* spell. With this power, the vampire may simply walk into any man-size or larger plant and walk out of another plant (of the same type) anywhere else in the world. In Ravenloft, it cannot use this power to cross domain borders or leave the demiplane itself. As soon as the vampire has used this power, both of the plants involved are killed. Within a week, they will lose all of their

leaves and begin to dry out. Within a month, they will be fragile and unsafe to climb, finally collapsing or crumbling under their own weight. Unlike the *transport via plants* spell, the vampire's ability has no chance of error. Otherwise, the spell works just as described in the Player's Handbook.

An elf vampire may, at will, assume the form of a wild eagle. In this guise, it retains all of its natural vampiric powers, immunities, and vulnerabilities, but has the characteristics listed for such creatures in the MONSTROUS MANUAL tome. Once per week it may take on the form of a giant eagle, again conforming to the statistics presented in the MONSTROUS MANUAL tome.

Elf vampires can command the creatures of the forest to come to their aid when they are in peril. As a rule, they will call upon wolves (3d6), birds of prey (5d6), or small mammals like badgers, porcupines, or the like (6d6). In all cases, these animals arrive within 1d6 turns and will remain with the vampire until dismissed.

Elf vampires have a number of natural abilities that make them very dangerous in their natural environment. At will, they can pass without trace or become invisible to animals. They seldom use the latter power, however, for they can command any creature of the forest to obey them, as described above. Thrice per day they may employ the following spell-like abilities: *entangle*, *warp wood*, *snare*, *spike growth*, and *anti-animal shell*. Once per day they may create a *wall of thorns*, change *sticks to snakes*, or manifest a *giant insect*.

Sunlight does not harm the elf vampire. In fact, they live their unlives by day and shun the night. As soon as the sun falls behind the horizon, the elf vampire must be in his coffin. Each round that the monster lingers outside after sunset inflicts 1d4 points of damage, ultimately killing the creature. An elf vampire that dies in this manner is forever dead.

The cruelest card that fate has dealt the elf vampire is that of its black thumb. Any plant that the creature touches withers and dies. In small plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elf vampires wearing boots do not leave a trail of dead footprints in the grass they walk through. They can also handle flowers if they wear gloves. The intimate relationship that the elf had with living things when he was alive, however has been shattered and this is a psychological blow that drives many elf vampires over the brink of madness when they are first created.

Although the powers of the elf vampire are many and varied, they are not without weaknesses. Like all vampires, they can be turned by priests or paladins with the courage to do so. In fact, the elf vampire's link to the Negative Material Plane is not as strong as those of other vampires, causing it to be turned as if it were a spectre instead of a vampire.

Elf vampires can travel beneath the earth's surface only at great physical risk to themselves. For each round spent in such a setting, the creature must suffer 1d4 points of damage (as if it were moving about after nightfall). Further, the creature cannot regenerate or employ any of its magical abilities when underground. If the vampire dies or is reduced to 0 hit points while underground, it is destroyed.

An elf vampire is unaffected by holy water, but can be burned by contact with sap from any deciduous tree. If the sap is fresh (drawn within the last 6 hours) it can be smeared on the vampire with a successful attack roll. As soon as it hits the creature's skin, it causes the vampire extreme pain and inflicts 2d4 points of damage.

Elf vampires cannot be held at bay by mirrors, holy symbols, or garlic, but they cannot cross a line of flower petals. The petals must be fairly fresh—plucked from their plants within the last 24 hours—and the line must be unbroken in order for this defense to be effective. The vampire cannot take direct action to break the line of petals, but can command some animal or other servant to break the line for him.

Destroying an elf vampire is as difficult as destroying any other vampire, for they are crafty and deadly foes. The surest way to accomplish this feat, however, is to impale the creature with a charcoal stake. In order to be effective, the stake must be driven through the creature's heart with a single blow from a wooden mallet. If the vampire is incapacitated in some way, this does not normally present a problem, but in combat it is almost impossible to accomplish.

While a charcoal stake through the heart will kill the creature, it will rise again as soon as the stake is removed unless the vampire's head is cut off and burned in a fire made of flowers and flowering shrubs. In order to completely destroy the skull and brain, which is vital to the destruction of the vampire, the fire must burn for no less than 24 hours.

Habitat/Society: Elf vampires despise the living world that they have left behind. The sight of thriving woods and blooming flowers that once thrilled them has now been replaced by a hatred of all that is vital and fair. The areas they inhabit reflect this, for they will always be groves or forests with diseased trees, dying plants, and infertile soil. No attempt to raise crops or cultivate the land near an elf vampire's lair will be tolerated by the creature.

As time goes by, elf vampires can become even more powerful than they are initially. The following table list the modifications associated with the aging of the monster.

Age (Yrs.)	HD	Ench	Bows	Resist
0–99	7+3	+1	+4	0%
100–199	8+2	+1	+4	5%
200–299	9+1	+1	+5	5%
300–399	10	+2	+5	10%
400–499	11	+2	+6	15%
500+	12	+3	+6	25%

HD is the number of Hit Dice that a vampire has at any given age.

Ench(antment) indicates the magical plus that must be associated with a weapon in order for it to harm the vampire.

Bows lists the attack roll bonus that the creature gains when it is employing any form of noncrossbow.

Resist lists the magic resistance that the vampire acquires as time goes by.

Ecology: Like all undead, the elf vampire is not a part of the living world. It has no place in the land of the living and, knowing this, seeks to corrupt or destroy all that it encounters. Because of this, even the dreaded drow fear these creatures greatly.

Any elf or half-elf who falls to the essence-draining attack of an elf vampire will rise again as an elf vampire so long as the body is intact after three days. If the body has been destroyed or mutilated, the transformation is averted, and the dead character may rest in peace. However, any attempt to revive the slain character (with a *resurrection* spell, for example) has a flat 50% chance of transforming the character into a vampire once the spell is cast.

Editor's Note: Jandar Sunstar, a blood-sucking elf featured in the novel *Vampire of the Mists*, does not fit this description precisely. He is unique.

Vampire, Gnome



Climate/Terrain:	Any subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Genius (17–18)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	0
Movement:	9
Hit Dice:	6+3
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Smile
Special Defenses:	Struck only by metal magical weapons; spell immunity
Magic Resistance:	Nil
Size:	S (3′–4′ tall)
Morale:	Elite (13–14)
XP Value:	3,000 (+1,000 per 100 years of age)

While the race of gnomes is little understood by many surface dwellers, the deadly breed of vampire that these creatures spawn are even more alien. Moving about far beneath the world's surface, they are seldom encountered by humans or other demihumans. When they are found, however, they are terrible foes indeed.

Gnome vampires are shorter and slighter of build than dwarvish vampires. Unlike other undead, however, the passage of time is visible in the features of a gnome vampire. Thus, their features are grooved and worn, showing the full burden of the years that have passed them by.

Gnome vampires are still able to understand the languages they spoke in life, but are unable to speak themselves. There is no known reason for this curse of silence, save that it robs them of the ability to joke and sing that they so loved in life. Because of this, most communications with gnome vampires require written messages.

Combat: Physical combat with any form of vampire is dangerous indeed. When the opponent is a gnome vampire, however, the penalty for defeat may be a horrible life as a helpless cripple.

The gnome vampire gains no bonus for strength in combat, for its ties to the Negative Material Plane have not infused it with great physical power. Thus, an unarmed blow from the creature will inflict but 1d4 points of damage. Because their hand-to-hand attack is so ineffective, they will often employ flails or other weapons in combat.

While the hand-to-hand blows of gnome vampires are weak, however, they are not without a powerful debilitating affect. Those struck by such attacks will begin to feel the painful arthritic attack of the creature instantly, for each successful attack drains 2 points of Dexterity from the victim. The result is a painful stiffness in the joints and muscles that can, if the victim suffers several attacks, be crippling or even fatal. Those reduced to a Dexterity score of 0 will be slain as the creeping paralysis spreads through their lungs and heart, making it impossible for them to survive. Gnomes who die in this fashion may themselves become undead (see Ecology) if steps are not taken to prevent this foul transformation.

The gnome vampire is able to add a +1 bonus to its attack rolls against creatures such as kobolds or goblins. Similarly, creatures like ogres, trolls, and bugbears are unable to effectively battle such an agile creature, suffering a –4 penalty on their attack rolls.

The natural 60-foot infravision of living gnomes still exists in their vampiric form, but is augmented by their dark nature. Like dwarf vampires, they are able to see in even the dimmest of lighting as if it were full daylight.

Once per turn, the gnome vampire can twist its features into a horrible smile. Those who look upon the gnome at this time must successfully save vs. spell or begin to laugh. The effects of this grin are the same as those of a *Tasha's uncontrollable hideous laughter* spell, save that the duration is doubled and the character suffers 1d4 points of damage per round of laughing. As the vampire ages, this power becomes even more horrible, inflicting greater damage and becoming more difficult to save against.

Gnome vampires can be hit only by metal weapons, and then only by those that are magical and have a +1 or better enchantment. Nonmetal magical weapons are utterly useless against the creature. Gnomes also have the traditional vampiric immunity to such spells as *charm*, *sleep*, or *hold* and cannot be harmed by poisons or disease. They are immune to the effects of all spells from the illusion/phantasm school and take only half damage from magical attacks that depend on lightning, cold, or fire.

Gnome vampires that are driven to 0 hit points by spells or weapons are not destroyed. Rather, they are driven into their spectral form (see below) and forced to flee from combat. While in this form they must fly as quickly as possible to the cavern that holds their sarcophagus. If they are unable to reach their final resting place within 12 rounds, they will break up and be utterly destroyed.

Gnome vampires have the ability to assume a spectral form. In this guise, they appear to be nothing more than spheres of light—much like will o'wisps. While in this glow-

ing shape, the creature can pass through solid stone walls or similar barricades. It cannot, however, pass through any living or once-living material in this shape, so a wooden wall is impassable to it.

Gnome vampires are unable to change their shapes as some other undead creatures can. Still, they are not unable to disguise themselves when the need arises, for they can cast a *change self* spell at will and can maintain the deception provided by this spell for an unlimited period of time.

When they wish to, gnome vampires are able to command any animal they encounter. They cannot, however, summon such creatures to them and must rely on those that arrive by chance. Once they have commanded a specific creature to do their bidding, it remains with them for 2d4 days before moving on.

Gnome vampires can employ an ability similar to that of the *spider climb* spell. This power, however, permits them to scale only surfaces built of stone or earth; they are unable to cling to surfaces of wood or other substances. This power can be invoked at will.

The creature retains the special abilities that it had in life, just as all other types of vampires do. Thus, gnome vampires are able to employ all of their class and magical abilities long after they have become undead.

Like dwarf vampires, these creatures are unusually resistant to magic. Any saving throw they are required to make vs. spell, rod, wand, or staff is made at a +5 bonus. As the creature ages, it becomes even more resistant to magic as described in Habitat/Society, below. Because of this, gnome vampires are greatly hindered when they attempt to employ magical devices. Whenever they seek to use such items, there is a 35% chance that the device will malfunction. This does not apply to weapons, armor, shields, or those items that duplicate the effects of illusionist spells. If the creature was a thief in life, it can also employ those devices used by such characters without penalty.

These creatures' natural familiarity with the underground environment gives them many special abilities in life, and all of these are manifested in the creature after death. Thus, the gnome can determine approximate directions when underground 3 times in 6, sense their approximate depth underground 4 times in 6, detect slopes or grades 5 times in 6, and detect unsafe walls or floors 7 times in 10.

Gnome vampires can be held at bay in several ways. They cannot turn away from any jewel (see Gems in the *Dungeon Master Guide*) presented to them for 2d4 rounds. If they are attacked during that time, they are freed of this enchantment and can act normally. Similarly, they can be turned aside by priests or paladins who present a holy symbol to them with conviction. As they grow older, though, it becomes more and more difficult to turn them in this fashion.

Gnome vampires can be burned by holy water or contact with holy symbols, but suffer only 1d4 points of damage per vial splashed upon them or successful attack roll. They cannot approach someone who displays a holy symbol and has strong convictions about the validity of their beliefs, but neither are they driven away from such persons.

The surest way to destroy a gnome vampire is to impale it on a spike made of purest silver and enchanted with a *bless* spell. As soon as the spike is driven into the body of the creature, its material form is destroyed and it will collapse dead. While the creature is truly lifeless at this point, it can be revived simply by removing the spike. In order to assure that the creature remains dead a number of things must be done. First, the hands must be cut from the corpse and boiled in a natural volcanic hot spring for 24 hours. Second, the body must be placed in a wooden casket that will be sealed at the end of the destruction process. Lastly, when the body lies in the coffin, its eyes must be removed and replaced with precious gems. Stones of higher quality may be used, but those of lesser value will allow the creature to be revived. Finally, the lid of the casket is hammered into place and the nightmare is ended.

Daylight is devastating to these creatures, destroying them utterly and instantly when it falls upon them. Magical spells that duplicate sunlight, even those that normally harm undead, do not affect these creatures, however, for their natural magical resistance protects them from such things.

Habitat/Society: Gnome vampires live in the deepest of caverns, hiding like hermits from all surface dwellers. Where they were charismatic and mischievous in life, now they are dour and reclusive. They only seek out others when they need to feed and will gladly prey on the energies of any human, demihuman, or humanoid they encounter.

As gnome vampires age, they become more dangerous and more powerful. Very old vampires are, of course, among the most deadly beings found in Ravenloft or any other realm.

Age	HD	Laugh	Ench	Saves	Turn
0–99	6+3	0/1d4	+1	+5	Vampire
100–199	7+3	–1/1d6	+1	+5	Vampire
200–299	8 +3	–2/1d8	+1	+6	Ghost
300–399	9+3	–3/1d8	+2	+6	Ghost
400–499	10+2	–4/1dl0	+2	+7	Lich
500+	11+2	–5/1dl0	+3	+8	Special

HD indicates the number of Hit Dice that the creature has at any given age.

Laugh lists the saving throw modifiers and the damage inflicted by its deadly grin.

Ench(antment) is the minimum magical plus that must be associated with a metal weapon. Nonmetal weapons cannot harm the vampire regardless of its age.

Save indicates the modifier to the creature's saving throws versus spell, rods, staffs, or wands.

Turn shows the row on the Turning Undead table that is consulted when a priest or paladin attempts to drive away the creature with a holy symbol.

Ecology: The gnome vampire sustains itself by drawing the youthful vigor from the bodies of those it touches. While this resembles the aging attack of a ghost, it is not truly the same, for the person is not actually aged, their body is just robbed of its youthful vitality. While the difference is fine, it is important; many believe that the vampire's attack is far worse than that of the ghost.

Gnome vampires seldom create others of their kind. When they opt to do so, however, the process is not without risk. The vampire must first slay a victim with its debilitating touch and then move the body to the sarcophagus in which the vampire itself sleeps. For the next three days, the body must lie in the coffin while the vampire rests atop it, allowing its essences to seep slowly into the evolving vampire. At the end of this time, the slain gnome rises as a fully functioning vampire, completely under the control of its creator. While the gnome vampire rests atop its coffin, it is unable to regenerate any lost hit points or employ any of its spell-like abilities. Thus, the creature is far more vulnerable to attack at this time than it normally might be. In addition, it cannot interrupt the creation process once it has begun, or both the would-be vampire and its creator will die.

Vampire, Goblin



Climate/Terrain:	Ravenloft
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Fear, blood
Intelligence:	Low (5)
Treasure:	N
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	3 base, 10 max
THAC0:	16 base, 10 max (Hit Dice + Strength bonus)
No. of Attacks:	2 (claw/claw)
Damage/Attack:	1d6+3/1d6+3
Special Attacks:	Fear aura, gore
Special Defenses:	Spell and poison immunities
Magic Resistance:	25%
Size:	M (6′ tall)
Morale:	Fanatic (17)
XP Value:	3,000

The goblin vampire is a rare form of undead creature. The creature is twice the size of a normal goblin. Its fangs reach roughly halfway down its chest, rather like those of a smilodon. Its hands appear blackened and shriveled, with long, curved talons. The most horrifying thing about a goblin vampire is its eyes, which pulsate with a strange orange glow.

These creatures care nothing for language or talk, only for the death and destruction they can cause. It is unknown whether they even understand languages they knew in life.

Combat: Anyone who meets the vampire's burning gaze must make an immediate fear check, even if previously exposed to the creature. For each check an opponent fails, the goblin vampire gains one Hit Die (to a maximum of 10). The duration of this temporary increase in Hit Dice is equal to the Hit Dice of the victim. Thus, a 5th-level warrior failing a fear check would add one Hit Die to the goblin vampire for five turns.

If both of the goblin vampire's claws hit, the creature has grasped its victim and can automatically gore him with its curved fangs, inflicting an additional 2d6+3 points of damage.

Goblin vampires have the equivalent of 18(50) Strength. This gives them a bonus of +1 on their attack rolls and +3 on their damage rolls.

The goblin vampire is immune to mind- and life-affecting spells such as *hold* and *charm* spells. Poisons, diseases, and the like also pose no threat to the creature.

Moonlight is extremely dangerous to the goblin vampire, inflicting 1d4 points of damage each round that it falls upon the creature. Holy water inflicts 1d6+1 points of damage, and an obsidian stake through the heart destroys it instantly. Goblin vampires cannot assume gaseous form or regenerate; they are turned as spectres.

Habitat/Society: Goblin vampires are solitary creatures that stalk the land in search of fear and blood. To date, they have been encountered only in Tepest. They have a great hatred of their former race, and typically hunt down goblins during daytime when they are most vulnerable.

Ecology: Goblin vampires are created only by the unique curse placed on items stolen from the Three Sisters of Tepest. Anyone who carries the item gradually becomes a goblin vampire. The transformation takes twenty hours to complete. If the item is discarded before the change is concluded, the character stops changing. He does not, however, revert to normal.

Goblin vampires live on both the blood and fear of their opponents. The creature must feed on either of the above once per day else it temporarily loses one Hit Die, perishing upon reaching zero. In addition, it must feed on both fear *and* blood at least once every three days or it again loses one Hit Die on the fourth day and each day thereafter until it does feast on both.

Vampire, Halfling



Climate/Terrain:	Temperate woodlands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	High (13–14)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	3
Movement:	9
Hit Dice:	6+3
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Lethargy aura
Special Defenses:	Spell immunity
Magic Resistance:	Nil
Size:	S (4′–5′ tall)
Morale:	Steady (11–12)
XP Value:	3,000

Few races enjoy life and the basic comforts of a quiet, peaceful existence more than the halflings. Thus, when one of these fine creatures is driven into a life of evil by the preying of some sinister vampire, the world suffers a great loss.

Halfling vampires have the same physical characteristics of living halflings: slightly plump, only about four feet high, and florid of complexion, with tufts of hair on the backs of their hands and tops of their feet. They tend to dress in dark clothes, however, shunning the happy and colorful garb of their living kin.

Halfling vampires are most often familiar with half a dozen or so languages (including their native tongue). Nearly all of them spoke common in life (and thus retain that knowledge in death) as well as the elvish, dwarvish, and gnomish languages.

Combat: The strength of halfling vampires is not exceptional as it is for most other vampire races. Thus, they gain no additional bonus to their melee attack or damage rolls. They employ melee weapons frequently, favoring the short sword, dagger, and similar small weapons. Should the halfling vampire elect to strike without benefit of weaponry, it inflicts a mere 1d4 points of damage. While this is not greatly threatening in itself, the vampire's strong connection with the Negative Material Plane allows him to drain a portion of the victim's life energy with each successful attack. Thus, any character hit by the vampire suffers the required damage and instantly loses 1 point each of Strength and Constitution. The resulting loss in hit points, combat ability, and so forth is calculated immediately. Halflings who die from this life-draining attack become vampires themselves, as described in Ecology, below.

The halfling vampire is able to radiate an aura that affects all persons within 20 yards. Any creature that comes within this distance while the vampire is radiating its aura must successfully save vs. spell or become fatigued. Those who make their save are unaffected and will remain so for the duration of the encounter. If they meet the vampire again, however, a new save will be required to resist this enchantment. Those who fail their saving throw are overcome with a feeling of lassitude and torpor. This state lasts for 1d6 rounds, during which time they attack with a –4 penalty, inflict half damage with all weapons, and are unable to summon the mental stamina required to cast spells or make proficiency checks. As the vampire ages, the duration of its terrible lethargy aura becomes greater, although its effects remain largely the same.

The natural resistance to magic of all halflings, coupled with the increased immunity to spells of the undead, makes attacking the halfling vampire very difficult. Any weapon of less than +2 enchantment cannot harm the creature, passing harmlessly through the vampire. As the vampire ages, it becomes more and more difficult to strike.

Halfling vampires retain all natural abilities of halflings in their undead state. Thus, they have an improved saving throw vs. spells, rods, staffs, or wands employed against them. This begins at +5, but improves with the passing of time until the vampire is almost impossible to destroy with such attacks. Similarly, they retain their natural affinity for thrown weapons, gaining a +1 bonus on all attack rolls made with them. Halfling vampires are still able to move silently (as an elf) in their afterlife, allowing them to sneak up on opponents with ease. These undead can always employ the backstabbing ability of a 1st-level thief; vampires who were thieves in life may have better backstabbing abilities.

All halfling vampires have infravision out to 60 feet, regardless of their subracial stock (Hairfoot, Tallfellow, Stout) or infravision ability in life. Further, they all have the ability (75% chance) to tell whether a passage has any natural grade or slope to it, no matter how minor the slope might be. They also have a 50% chance of determining directions (north, south, etc.) when underground.

The vampire is immune to all manner of *sleep, charm, hold,* or other mind-affecting spells. Further, it is immune to all manner of poisons, toxins, or diseases and has no need to breathe. Spells based on lightning or fire inflict only half damage to the halfling vampire, while those based on cold have their full effect.

If the vampire is reduced to 0 hit points, either by magical spells or physical attack, but is not properly destroyed (as dictated below), it is not slain. Rather, it is forced to assume its smoking form and flee from the combat. If it is unable to return to its coffin within 12 rounds of this forced transformation, its smoking form breaks up and it is forever destroyed.

At will, the halfling vampire can transform itself into any manner of small woodland mammal. While in this form, the vampire takes on all of that creature's abilities and senses, but retains its own intelligence, immunity to spells or non-magical weapons, and similar powers. The most commonly employed forms are those of badgers, beavers, skunks, and other like animals.

Just as halfling vampires can assume the shape of woodland mammals, so too can they command them. Within 2d6 rounds after the vampire issues its mental summons, 10d6 Hit Dice worth of such creatures arrive to do its bidding. These animals remain throughout the night on which they were summoned, returning to their homes with the coming of the dawn.

In addition to its natural animal guises, the vampire can transform itself into a smoking form at will. In this state, it appears as a drifting cloud of smoke such as might be made by a small campfire or burning pipe. It radiates a familiar and pleasing odor, one that will remind those within 10 yards of pipeweed and a comfortable inn. In this state, the vampire is immune to all damage from melee attacks and suffers no injury from magical spells. Even the smallest opening—a keyhole or cracked pane of glass, for example—affords enough space for a halfling vampire in this shape to pass through.

Halfling vampires have the ability to *create food and drink* up to three times per day. When they invoke this power, the food they create is always of the highest quality and certain to please even the most discriminating palate. In addition, they can cast a *purify food and drink* or *putrefy food and drink* at will, often using the former powers to lure potential victims into a sense of security and safety that makes them more vulnerable to attack.

Despite its great power, the halfling vampire is not without weaknesses of its own. It cannot, for example, stand the odor of a smoking pipe, for the aroma reminds it of the physical pleasures it has left behind. While the scent of burning pipeweed will not drive the vampire away, it does prevent the creature from coming within 20 yards of the smoker until the offending device is removed. Similarly, the vampire cannot enter any room where a fire is burning in the hearth. Again, the association with the halfling's past life is too strong for the creature to bear, and it will turn away from such memories. In both cases, the vampire can take no action to directly counter the offending items. The vampire may, however, instruct one of its minions to enter the room and extinguish the pipe or smother the fire, allowing the undead creature to come freely into the chamber.

Halfling vampires can be held at bay by anyone who presents a lawful good holy symbol to them strongly and with conviction. As with the pipe smoke, this does not drive them away, but does keep them from approaching a character so equipped. Holy water or lawful good holy symbols that touch the vampire's flesh inflict the same damage that they do to human vampires (1d6+1 points), burning the creature's body. Halfling vampires can be turned normally.

Halfling vampires regenerate damage very quickly. Each combat round they regain 2 hit points of damage. If they are standing in the light of the moon, this is increased to 3 points of damage. Under a full moon, this is further improved to 4 points of damage.

Falling rain is deadly to the halfling vampire, for it is nature's way of driving away taints from the atmosphere and revitalizing all living creatures. Damage is based on the severity of the weather and the duration of exposure. A vampire destroyed by rainfall is forever dead.

Snow does not harm the vampires as rain does, but they are loath to move into a cold climate and thus seldom encounter it.

Severity of Rain	Damage Per Round
Light	1d6
Heavy	1d8
Torrential	1d10

Just as the presence of a burning hearth can hold halfling vampires at bay, so too can it destroy them. The surest way to destroy a vampire of this type is to impale him with a piece of wood that burns with a hearth's fire. The wood must be ignited directly from the hearth itself, not from a fire transferred to it via some third item. This "weapon" must be employed within 12 rounds to be effective. Not all of the wood need be ablaze, but the part driven into the vampire must be burning for the attack to have its desired effect.

Although the vampire is instantly slain by this attack, the creature can be revived simply by removing the wooden stake from its body. In order to complete the destruction of the being, the creature's hands and feet must be cut off and cast into a hearth fire. If the fire is maintained for 3 hours, the rest of the vampire's body will smolder away into smoke and dissipate, never to rise again.

Sunlight is very dangerous to halfling vampires, as it is to most such creatures, and can destroy them. For each round a halfling vampire is exposed to the direct rays of the sun, it suffers 3d6 points of damage and is filled with such pain that it can neither attack nor defend itself. Further, it cannot transform into any of its other shapes until it removes itself from the direct light of the sun. Magical spells that imitate the light of the sun, such as *continual light*, will not harm the creature, but sources like a *sunblade* will have the sunlight effect.

Habitat/Society: Halfling vampires shun the comforts of physical life that were so dear to them before their transformations. They live in dark and dreary places that do not serve to remind them of the happiness they have left behind. Their loss of happiness and contentment has led them to despise all those who are able to curl up before a crackling fire with a good story and a mug of ale, driving them to do what they can to shatter the complacent lives of other halfling whenever they are able.

As with other demihuman vampires, halfling vampires become more powerful with age, as represented by the table below.

Age	HD	Save	Ench	Aura
0–99	6+3	+5	+2	–0
100–199	7+3	+5	+2	–1
200–299	8+2	+6	+2	–2
300–399	9+2	+6	+3	–3
400–499	10+1	+7	+3	–4
500 +	11+1	+8	+3	–5

HD indicates the creature's Hit Dice as it ages.

Save shows the bonus to the creature's saves when attacked with spells, rods, staves, or wands.

Ench(antment) indicates the magical bonus that must be associated with the weapon to enable it to affect the vampire.

Aura is the penalty to applied to the saving throws of those caught in the vampire's fatigue aura.

Ecology: The halfling vampire has no place in the natural world, a fact demonstrated by its aversion to rain and the earthly purity it represents.

The vampire can make more of its kind only by slaying other halflings with its energy-sapping attack. The halfling vampire need do nothing more than keep the body of its victim intact for 7 days after death and a new vampire will arise.

Vampire, Illithid

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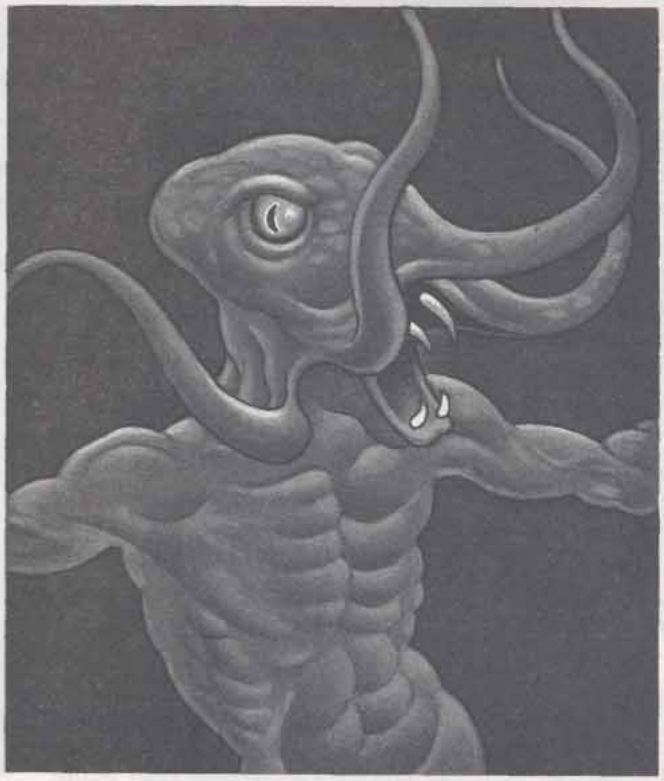
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Blood/life energy
INTELLIGENCE:	Insane (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	8+3
THAC0:	10 (unadjusted)
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Energy drain, mind blast
SPECIAL DEFENSES:	+1 or better magical weapon needed to hit
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	10,000



Vampire illithids are the result of evil experiments that were meant to be terminated. They were first created by Lyssa Von Zarovich and the High Master Illithid of Bluetspur in an attempt to create a creature that could successfully convert the High Master into a vampire (conventional methods were not viable). When the hatchlings proved insane and completely uncontrollable, they were destroyed and thrown into the common water dump, where all victims of mind flayers are thrown after they expire. The vampire illithids regenerated, however, and were washed out of the mind flayer complex. Now they run free across the surface of the realm.

Combat: Vampire illithids combine the battle tactics of both vampires and conventional mind flayers. They have vampiric strength (18/76) and receive a bonus of +2 to hit and +4 to damage, which improves as they grow older (see *Von Richten's Guide to Vampires* for information on vampire age categories).

Like their undead cousins, vampire illithids exist on both the Positive and Negative Material planes at the same time. Their powerful negative energy essence allows them to drain two life energy levels from anyone they strike. If they successfully do so, they also gain two Hit Dice worth of hit points back from previously assessed damage (but they cannot gain more hit points then they started with). Furthermore, they regenerate 3 hit points of damage per round.

While their lack of sanity prevents them from using mind control techniques such as the vampiric charm-gaze, their illithid heritage allows them to use a special psionic mental blast that spreads in a cone 60 feet long, 5 feet wide at its base, and 20 feet wide at its end. Anyone caught within a mind blast's area of effect must successfully save vs. wand at −4 or be stunned for 1d6 rounds. Affected victims must also make a madness check (see the introduction of this module or consult the *Forbidden Lore* boxed set), also with a −4 penalty.

In combat, a vampire illithid employs its mind blast once per round until it is engaged by an opponent in physical melee. Thereafter, it attempts to hit an adversary with each of its four tentacles each round, inflicting 1d6+4 points of crushing damage per hit, in addition to its life energy drain. Both insane and immortal, vampire illithids always fight to the "death" and then find the nearest shelter within 250 feet in which to recuperate.

Habitat/Society: Vampire illithids are a recent development and are not known to the general populace of Bluetspur yet, but they are sure to find their way back into the complex as their deepening hunger drives them to sniff out life wherever it hides. Also, they are quite likely to penetrate the misty borders and invade other realms of Ravenloft—such a monstrosity is sure to thrill and delight the Dark Powers.

In the meantime, they run wild across the expanses of Bluetspur, seeking out and attacking any living thing. Since there technically is no "day" in Bluetspur, they are not constrained by the clock and sleep whenever the urge to rest overcomes their ravenous appetites.

Ecology: Vampire illithids mature in a matter of weeks, rather than years, thanks to their undead status. They enjoy dining on both blood and brain matter, and they receive sustenance from both as well. They are not the least bit picky about their quarry, so long as it is alive.

Vampire, Illithid, Athaekeetha



Climate/Terrain:	Bluetspur area
Frequency:	Unique
Organization:	Solitary or pack
Activity Cycle:	Night
Diet:	Brains; life energy
Intelligence:	Insane (1)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	1
Movement:	12
Hit Dice:	8+3 (55 hit points)
THAC0:	11 (9)
No. of Attacks:	4
Damage/Attack:	1d6+4
Special Attacks:	Mind blast; energy drain
Special Defenses:	+1 or better weapon to hit; regeneration
Magic Resistance:	90%
Size:	M (6'4" tall)
Morale:	Fearless (20)
XP Value:	14,000

One of the most terrible domains in Ravenloft is the dread Bluetspur. Located in the far south of the core lands, it is a land of madness and insanity. The vile illithids (or *mind flayers*) who dwell there keep great herds of intelligent creatures as cattle, feeding on their brains. For these wretched creatures, life is only a period of waiting before an agonizing death. But there are creatures here that even the illithids fear, things made all the more terrible by the fact that the mind flayers themselves created them.

Athaekeetha, like all of the vampire illithids, was created in a foul experiment conducted by the vampire Lyssa Von Zarovich and the High Master of the mind flayers. The experiment was part of an ultimately successful attempt to transform the latter into a vampire. The "prototype" vampire illithids created by these experiments were believed to have been destroyed, but their regenerative powers enabled them to survive and escape into the wild, where they have flourished.

While they look much like normal illithids, this undead species wears no clothing and moves about like wild beasts. Their craniums are smaller than those of their living kin, perhaps a sign of their lower intelligence. Vampire illithids have feeding tendrils that are much longer and thicker than those of normal mind flayers; in addition to their primary purpose of boring through the skull to extract the brains within, these tentacles make excellent bludgeoning weapons, striking with great strength.

Like all vampire illithids, Athaekeetha is unable to speak or communicate with other races. It does seem to be able to convey information its fellow vampire illithids, however; possibly by some manner of rudimentary telepathy. Attempts to communicate with Athaekeetha by magical or psionic means have always failed and always require a madness check (as described in the *Forbidden Lore* boxed set).

Combat: Vampire illithids are able to employ the combat tactics of both vampires and illithids. Their undead nature makes them physically powerful (Strength 18/76), granting them a bonus of +2 to hit (for an adjusted THAC0 of 9) and +4 to damage in any melee attack.

As a rule, Athaekeetha begins any attack by unleashing a powerful *mind blast*. This attack takes the shape of a cone some 60 feet long with a 5-foot-wide base and a 20-foot-wide mouth. Anyone caught in this area must make a successful saving throw vs. wands or be stunned for 14 rounds. Further, any creature which is at least semi-intelligent must make a madness check (see the *Forbidden Lore* boxed set or module RQ2, *Thoughts of Darkness* for details). Dungeon Masters not using these additional rules should substitute horror checks instead.

Once its victims have been stunned, Athaekeetha charges into melee, attacking with its four feeding tentacles. Each tentacle strikes for 5 to 10 (1d6+4) points of damage and drains two levels of life energy from the victim. A stunned or helpless victim's brain can then be consumed in 4 rounds.

As a vampire, Athaekeetha regenerates 3 points of damage each round. In addition, every time it drains life energy from a victim, it instantly heals 2d8 hit points of damage it has suffered.

Many types of attacks have little or no effect upon Athaekeetha. Like most undead, the vampire illithid is immune to any form of *charm*, *hold*, or *sleep* spell. It cannot be harmed by poisons or disease, and its mind flayer heritage gives it a staggering 90% magic resistance. Further, nonmagical weapons will not bite upon its rubbery skin.

In spite of its many powers, Athaekeetha is burdened with the weaknesses of the undead as well. It can be

turned by clerics or paladins of sufficient level, but only at a –6 penalty. It is not held at bay by holy symbols but can be burned by holy water, which does 1d6 points of damage per vial.

The degenerated state of Athaekeetha's mind keeps it from using many of the special powers that mark both vampires and illithids. For instance, it cannot *charm* enemies or use any of the illithid spell-like or psionic abilities besides *mind blast*. It cannot change shape, as most vampires do, and is unable to summon lesser creatures for aid. Because Athaekeetha is a product of magical experimentation and not a true undead, it cannot create more of its kind.

Destroying Athaekeetha is no simple task. Most vampire illithids are forced into gaseous form if reduced to zero hit points and must spend the next 24 hours reforming their corporeal bodies, during which time they are extremely vulnerable and can be slain by any attack. However, while Athaekeetha's physical form can be temporarily destroyed by massive damage, its body continues to regenerate, even if reduced to below zero hit points. Eventually, it will recover from even the most complete destruction; even such foolproof methods as cremation have proved ineffectual. Therefore, the best way to defeat Athaekeetha is to reduce its body to ashes and then imprison the remains in some sort of permanent magical trap.

Sunlight does not harm illithid vampires, although they hate it and will avoid it whenever possible. Other bright lights (including *continual light* spells and the like) offend them, and they will attempt to destroy the source of such illumination whenever they can.

Habitat/Society: Athaekeetha was the last vampire illithid created by Lyssa Von Zarovich and the High Master before they gave up on the experiment; its higher intelligence is proof that at least some progress was being made in the project. Like the rest, Athaekeetha survived the High Master's attempt to destroy these flawed creations and fled into the catacombs that run beneath the entire domain of Bluetspur. With insane cunning, it has since evaded all attempts to recapture or destroy it, remaining free to wreak havoc on any unfortunate enough to fall into its clutches.

While the majority of this debased breed have remained near the mind flayer city, Athaekeetha prefers to haunt the surface, especially along the borders of neighboring domains. Rumors have begun to surface in Hazlan of strange and terrible creatures moving in packs and attacking travelers on the road between Toyalis and Sly-Var. Similar stories have been told in Barovia's village of Immol. These accounts, though unconfirmed, might indicate that Athaekeetha has gathered others of its kind about it and is beginning to look beyond the borders of Bluetspur for prey. If this is the case, it is dark news indeed. Few would deny that these foul creatures are among the most horrible beasts in Ravenloft.

Ecology: Athaekeetha and the rest of its evil breed have no place in the natural order of things. However, since the domain of Bluetspur has only the shattered remnants of an ecology, this is of little consequence. They do not breed and cannot reproduce themselves by preying upon others, as most undead do. They seek to slake their bestial hungers for the blood, brains, and life energy of their victims but can survive for long periods without feeding.

Adventure Ideas: The vampire illithids are introduced in the adventure *Thoughts of Darkness*. Athaekeetha itself is not mentioned by name but could easily be inserted into that storyline to add yet another twist to an already tangled puzzle for the players.

A Dungeon Master wishing to run a highly unusual adventure could arrange for his or her players to receive a plea for help from the mind flayers of Bluetspur. The vampire illithids have begun to become a serious nuisance as they have claimed more and more illithid lives; the Elder Brain decrees that they be stopped. To minimize the distraction, expendable outsiders (the PCs) are brought in to deal with the menace, attracted by extremely generous rewards in the form of magical items harvested from past victims. Mind flayers are highly lawful and will keep their agreement with the PCs to the letter, but they are also wholly evil and will exploit any loopholes in the contract, so the PCs would be well advised to negotiate carefully. . . .

On another note, Athaekeetha and his savage followers might well begin to prey upon the humans, demihumans, and even monsters who dwell in the domains that border Bluetspur. A group of player characters acting as part of a town militia or as guards for a caravan might therefore encounter vampire illithids under the command of Athaekeetha. Such an encounter might be part of a planned investigation or utterly accidental. Imagine the shock of player characters exploring the mysteries of Forlorn or wandering the forests of Kartakass when a pack of degenerate undead mind flayers jumps them from the shadows.

Vampire, Kender



Climate/Terrain:	Sithicus
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Special
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	1
Armor Class:	2
Movement:	9
Hit Dice:	4+3
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Spiritrend, laugh
Special Defenses:	Struck only by +1 or better weapons, regeneration
Magic Resistance:	Nil
Size:	S (2'–4' tall)
Morale:	Elite (13–14)
XP Value:	4,000

From the dark land of Sithicus comes word of a breed of vampire only recently released on the demiplane of Ravenloft: the kender vampire. While not truly the equal of the other species of vampire, these monsters are no less evil.

Kender vampires retain the same general physical properties that they did in life. Thus, they stand somewhat under 4 feet in height and are very slightly built. Their eyes and ears give them an impish, elven look, and their slender bodies are finely muscled, like those of gymnasts. Upon closer examination, however, the foul corruption of the undead is obvious. The skin is pale and withered, stretched tight across the bones in a manner similar to that found on mummified corpses. The teeth are long and sharp, giving the face a feral look that cannot be easily forgotten. The fingers have been reduced to little more than bones with a thin covering of flesh, and their nails have stretched into claws.

Kender vampires are able to speak only in hissing whispers. Since it is clearly quite painful for them to talk, however, they seldom do so. Their knowledge of languages seems unchanged from what it was in life, however, so they often understand a small number of other tongues.

Combat: The kender vampire moves slowly and stiffly when it attacks. Thus, the great agility and dexterity that served it so well in life have been lost in its transition to darkness. Because of this, kender vampires always act last in any combat round and never surprise their opponents. The loss of agility is somewhat compensated for by an increased physical strength and the growth of dangerous claws. Thus, they inflict 1d6 points of damage in any hand-to-hand attack.

Kender vampires often use the hoopak, a combination staff sling and bo staff. When employed as a sling, it enables the creature to hurl stones that inflict 1d4+1 points of damage to small or man-size opponents and 1d6+1 points to larger foes. If used as a bo staff, it causes 1d4 points of damage to man-size or smaller foes and 1d6 points of damage to larger ones.

Anyone struck by the claws of the kender vampire feels far more than the pain of a physical wound. Their attacks reach beyond the mortal body of their victim and strike directly into his spirit. The shock and pain caused by this attack is great, requiring the victim to make a successful saving throw vs. paralysis or be unable to act on the next combat round. Whether or not they pass their saving throw, they suffer a loss of 1 point each from their Intelligence and Wisdom scores. Those kender who die from the spiritrending attack of the kender vampire are in no danger of becoming vampires themselves, however, for these foul creatures are the product of dark sciences and magical experimentation that can only be duplicated with the direct intervention of Lord Soth of Sithicus.

The kender vampire has the ability to throw back its head once per hour and release a hideous laugh. Those within 20 yards of the vampire when it cackles must successfully save vs. spell or be affected as if they had looked upon a symbol of insanity. Those under the influence of a *remove fear* or similar spell are immune to this attack.

The kender vampire can be hit only by +1 or better weapons. Nonmagical wooden weapons that strike the creature are instantly rotted and destroyed; magical wooden weapons are entitled to an item saving throw vs. acid to avoid this effect.

The mystical nature of the vampire's physiology is such that it is able to regain lost hit points very rapidly. Thus, the creature regenerates 2 hit points per combat round. A *raise dead* spell cast upon the monster will restore it to full hit points at once.

A kender vampire that is driven to 0 hit points in combat is not truly destroyed. Rather, its body is slain and it is forced to assume its spiritual form. Because this new form is very easily destroyed (see below), the kender vampire will immediately try to flee from the combat area and return to its coffin. If it is unable to reach its coffin within 12 turns, the creature will become trapped in this form and remain a poltergeist until slain.

At will, the kender vampire is able to transform itself into a purely spiritual creature similar to a poltergeist. While in

this form, it is invisible and has all of the characteristics, strengths, and weaknesses of a common poltergeist. If the creature is slain while in this form, it is forever dead, and the world is free of its evil machinations.

Kender vampires are immune to *sleep*, *charm*, or *hold* spells and can never be influenced by any form of mind-affecting magic. They are wholly unaffected by all manner of toxins, poisons, and diseases. Spells or other attacks that rely on cold or heat (including ice and fire) inflict only half damage to kender vampires, but lightning- or electricity-based attacks inflict full damage.

Holy water splashed on kender vampires is somewhat harmful to them, inflicting 1d4 points of damage per vial that strikes their flesh. Holy symbols pressed against their skin inflict a like amount of damage and cause the creatures such pain that they must make a successful morale check or flee from the battle at once if possible.

Kender vampires are unable to leave the domain of Sithicus. The strange and foul magics that created them have forged an unbreakable bond between them and the realm of Lord Soth. Any attempt to cross the borders of this domain (whether voluntary or not) instantly destroys a kender vampire. Within seconds, its body will crumble into dust and the thing will be gone. Even drawing near to the border is painful for these creatures, and they will seldom come within a mile of it for fear or being forced across it and destroyed.

Kender vampires are unusually easy to turn. It is thought that this is due to the fact that their inner spirit is unbroken by their transformation into an undead thing and, thus, they do not have the mental stamina that similar undead do when confronting devoutly religious individuals. Whether or not this is the case, kender vampires are turned as if they were only wraiths.

Kender vampires are not as hard to destroy as many other types of undead, for they are greatly vulnerable to their own hoopaks. Any vampire hunter who is able to snatch a vampire's hoopak from him and then turn that weapon against its owner will find that it inflicts full damage. Further, any natural attack roll of 19 or 20 indicates that the attacker has been able to impale the creature on the end of the weapon, killing it instantly. As soon as the creature dies (either from wounds inflicted with the hoopak or by being impaled upon it) the body bursts into flames. In the next few seconds, both it and the weapon are consumed by fire and irrevocably destroyed.

The kender vampire cannot stand the sight of shimmerweed (a crystalline plant that grows on Krynn and in some secluded areas of Sithicus). The mere sight of these flowers is enough to keep the vampire from drawing within 10 yards of them. If moonlight is falling on these flowers, the prismatic display they release is enough to actually harm the creature, inflicting 1d4 points of damage for each round that the plants are within 20 yards of the vampire.

Habitat/Society: The kender vampire is a solitary creature that exists only to do the bidding of Lord Soth of Sithicus. He is the father of their race, and although they despise him for what he has done to them, they are unable to turn against him or act in any way contrary to his interests.

Knowing the revulsion that the elves who live in his domain feel for all manner of unnatural things, Soth felt that he could find no better slaves than a band of undead. Aware that undead elves might pose a threat to his own power, Soth set about the creation of a new breed of undead. Drawing a small kender village through the misty veils of Ravenloft and into his domain, he had them killed one by one so that he could study their sufferings and invoke carefully designed magical rituals over their bodies in attempts to make them rise as undead. By the time he had finished with these sad kender, fully half of them had died horrible deaths and suffered unspeakable torment at the hand of the dreaded deathknight. The results of his experiments were, however, satisfactory to Soth, for he discovered a formula that would create a race of vampires utterly loyal to him. Soth is believed to have created no fewer than 10 such monsters and no more than 30, although hard evidence to support any given estimate is hard to come by.

The typical kender vampire heads a small band of undead who also serve Lord Soth. As a rule, each such creature commands 3d4 other creatures, drawn from the chart below.

2d6 Roll	Undead Type
2	Undead Beast (Stahnk)
3	Spectre
4–5	Ghast
6–8	Ghoul
9–10	Ghast
11	Spectre
12	Skeletal warrior

In addition to the forces generated above, the creature will have 4d6 Hit Dice worth of lesser undead (zombies and skeletons) acting under its command as well.

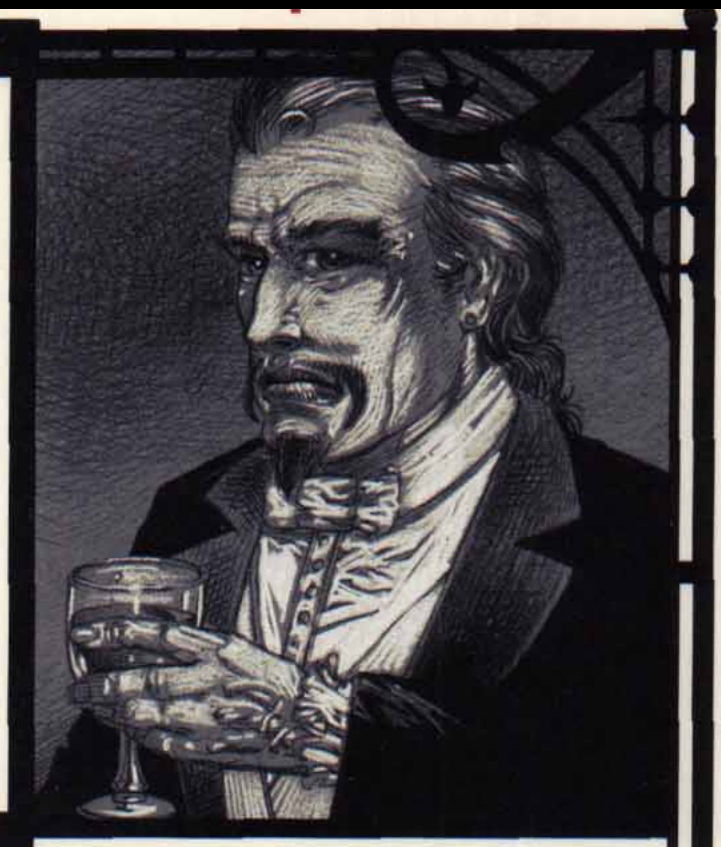
Ecology: Kender vampires can exist only within the confines of Lord Soth's domain of Sithicus. They are tied to that dark land in some mystical way that, no doubt, relates to the evil magic used in their creation. It is possible that Lord Soth was required to invoke the favor of the dark powers in his creation of these dreaded monsters and, thus, that he has paid some horrible price for their loyalty to him.

Despite their links to Sithicus, the vampire kender are not natural creatures and, therefore, have no place in the biology of the world around them. The elves in Sithicus can sense the presence of one of these creatures whenever it comes within 100 yards of them. At first, the elves feel only a curious sense of concern or dread, but as the monster draws nearer, the feeling intensifies into one of loathing and horror. The elves describe these sad creations as vile pollutants that foul the living by their mere presences. It is unclear why only those elves native to Sithicus can sense the kender vampire so easily.

Unlike the other vampires in Ravenloft, these creatures do not grow more powerful with the passing of time. It is a part of their curse that they must forever remain as they are, denied the pleasures of curiosity or the wanderlust that once gave their lives meaning. It is said that the rising of the full moon reminds these tragic souls of what they have lost and that, on that one night each month, they are unable to do anything but sit and weep beside the coffin that now serves them as both home and prison.

Vampire, Nosferatu

CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	High to genius (13–18)
TREASURE:	F
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6+4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15–16)
XP VALUE:	2,000



Nosferatu are variants of the common vampire (see the *Monstrous Manual*). Like other vampires, they can be of any humanoid stock, although the powers of demihuman nosferatu have been known to vary from those of their human cousins (see the *Monstrous Compendium, Ravenloft Appendix*).

During the night hours, a nosferatu looks like a normal member of its race, though its skin is unusually pale. At sunrise, however, the nosferatu falls into a deathlike coma. If it has fed within the last 2 hours, its complexion appears slightly flushed. If cut or stabbed at this time, the creature bleeds. As the day wears on, the body begins to lose its fresh appearance. By nightfall, the face becomes gaunt and the flesh turns gray.

Nosferatu remember all the languages they learned in life and may even have mastered a few other tongues in their long unlife.

Combat: While the common vampire drains life energy levels, the nosferatu drains Constitution points instead. Except as noted below, Nosferatu have all of the other strengths and weaknesses of a common vampire.

The nosferatu has no obvious melee attack. It can use the punching and wrestling system, or throw dangerous and heavy objects. Otherwise, it must use weapons or spells just like normal humans. Its great strength does give it a +2 attack bonus and a +4 on damage inflicted. Smart or powerful nosferatu always have some sort of magical weapon available.

The nosferatu only attacks weak or *charmed* prey. To drain Constitution, it must bite its victim—usually on the neck—and drink his blood. If the victim is resisting, this action requires an attack roll. Armor protects a victim normally, but shields offer no defense.

Once a bite is successful, the draining is automatic on subsequent rounds. Usually the victim loses 1 point of Constitution per round, allowing the nosferatu to savor the slow death of its prey. If necessary, however, a nosferatu can drain blood at a rate of 3 points per round.

While draining its victim, this vampire's only attack or defense is its *charm* gaze. It can, of course, elect to stop the drain. The nosferatu's victim regains lost Constitution points at a rate of 1 point every 2 days. Those who die from the nosferatu's bloody kiss rise again as half-strength creatures subject to the will of their creator.

Using a form of *telepathy*, a nosferatu can *charm* from afar any person it has bitten. Once charmed, the victim is subject to the vampire's will for the rest of his life, or until a *remove curse* is cast upon him by a priest of 14th level or higher. This telepathic communication is one way. The nosferatu gives instructions to its victim, but the victim cannot relay anything to the vampire. The nosferatu must be within 360 feet to command his unwilling subject.

Habitat/Society: Most nosferatu live in cemeteries or other abandoned places. They hunt at night and return to their coffins during the day. Usually, a nosferatu maintains a minimum of 3 or 4 coffins, each in a different location.

Ecology: Unlike the common vampire, a nosferatu needs blood to survive. Unless it can drain at least 3 Constitution points from a victim each night, it loses 1 Hit Die. The loss is cumulative and continues every night until enough blood is consumed or the nosferatu is reduced to 4 Hit Dice. At 4 Hit Dice, the creature ceases to decline further, but it goes berserk if it is within 40 feet of a viable victim.

If attacking a humanoid victim is impractical, a nosferatu can restore nearly all of its Hit Dice by drinking the blood of animals. Animal feedings, no matter how frequent, always leave the creature 1 hit die below normal.

Nosferatu also need sleep. They lose 1 hit die for each day without proper rest. "Proper rest" requires lying in its coffin with a handful of soil from its original grave for at least 8 hours. A tired nosferatu can regain 1 hit die after a day of proper rest, provided it has drained at least 6 Constitution points during the previous night. To regain all lost Hit Dice, it may need to gorge itself several nights in a row.

Vampire, Nosferatu

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Average to Genius (8-18)
TREASURE:	F
ALIGNMENT:	Any, usually evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	7-9
THAC0:	As per equivalent class and level
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Charm, class abilities
SPECIAL DEFENSES:	Hit only by +1 or better magical weapons, regeneration, spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Champion (15-16)
XP VALUE:	8,000 (minimum)



A nosferatu is a powerful and fearsome undead creature that strongly resembles a vampire. Unlike its dark cousin, the nosferatu neither drains levels nor fears sunlight. However, most people fear nosferatu despite the fact that some nosferatu are not necessarily evil. These creatures are the victims of a dark fate, torn between pain, thirst, and disgust. Though nosferatu hunger for blood, they occasionally show compassion.

These undead creatures are not easily detectible. A nosferatu can easily mingle with mortals since its true nature is not obvious. It retains the abilities of its former class, as well as its new undead powers. It appears monstrous only when attacking. Like a vampire, however, a nosferatu has no shadow or reflection.

The Red Curse: Nosferatu do not acquire Legacies or require *cinnabryl*. However, a nosferatu could feasibly pose as an Inheritor, passing off its supernatural abilities as Legacies.

Combat: Its undead nature makes a nosferatu abnormally strong. At worst, a nosferatu has a Strength of 16. Its Strength otherwise remains what it was when the nosferatu was alive. Because nosferatu do not possess the ability to drain levels, they often rely on weapons or spells for combat.

A nosferatu can charm anyone foolish enough to stare into its eyes, as per the *charm person* spell. Victims may attempt a saving throw with a -2 penalty to avoid being charmed. Once it has entranced a victim in this manner, a nosferatu may make a *suggestion*, as per the spell. This often allows a nosferatu to get past guards without raising an alarm.

Weapons of less than +1 enchantment remain harmless to nosferatu, and if wounded, a nosferatu regenerates 1 hit point per round. If reduced to zero hit points, a nosferatu adopts a *gaseous form* and flees to its coffin. After eight hours in its coffin, the nosferatu regains its corporeal form. A nosferatu will die if it fails to return to its coffin within 12 turns of being defeated in combat.

Sleep, *charm*, and *hold* spells, along with poisons and paralysis, do not affect nosferatu. Spells based upon cold or electricity cause only half damage.

A nosferatu can assume a *gaseous form* at will, during which time it is immune to physical attacks. In addition, nosferatu can *shape change* into a large bat at night or a raven during the day. All nosferatu have the ability to *spider climb*. Nosferatu can also *summon animals*Ñ1d100 rats or bats in a subterranean environment or 3d6 wolves in the wilderness. Summoned animals arrive in 2d6 rounds.

A strong garlic smell will keep a nosferatu at bay. They are unaffected by the sight of clerical symbols, and only clerics of the opposite alignment or those specialized in hunting undead can turn nosferatu. These undead creatures suffer no ill effects from contact with clerical symbols or holy water.

Nosferatu generally avoid running water, because like their vampire kin, being immersed in running water for three consecutive rounds will destroy them. A wooden stake through its heart will accomplish the same result, although if the stake is removed, the nosferatu begins regenerating hit points. To completely destroy a staked nosferatu, it must be beheaded and have its mouth stuffed with dirt taken from ground dedicated to a good deity. Vampirism is an evil curse, and even the rare good-aligned nosferatu is vulnerable to the cleansing power of a good deity. In this case, the deity is not necessarily acting against the nosferatu, but against its evil curse.

Nosferatu cannot enter a personal residence without an invitation from a resident, but once invited, the nosferatu may come and go freely. Magical charm, disguise, or any other trickery used to obtain the invitation is still enough to allow nosferatu entrance to someone's home.

Human or humanoid victims may later become a nosferatu *only if the original undead wishes it*. If so, the victim rises from the dead three days after being drained of blood, unless its body was burned or totally destroyed. The victim remains under its killer's control. If the latter is killed, all the victims become self-willed.

Nosferatu always retain all the memories, abilities, skills, and restrictions of their former character class and level. A character of higher level than the maximum Hit Dice drops to the maximum. A character with fewer than the minimum Hit Dice increases to the minimum. For example, a 12th-level mage would return as a 9 Hit Die nosferatu with spells appropriate to a 9th-level mage; likewise, a 5th-level cleric would rise to a 7 Hit Die nosferatu with clerical spells equivalent to a 7th-level cleric. After this change has taken place, the nosferatu can continue to gain experience and levels. It is

difficult for a nosferatu to change and grow, however, so it must earn three times the normal number of experience points in order to advance a level. Clerical spells no longer come from the original Immortal patron, unless the nosferatu has the same alignment.

Most ability scores remain the same, but Strength must be at least 16. A Constitution score is no longer required. Clerical and warrior nosferatu may wear armor, although it will not improve their Armor Class. Weapons used in combat must be appropriate to the former character class.

Habitat/Society: Nosferatu can dwell anywhere. They are found especially in the Eastern City-States like Slagovich, Zvornik, etc. Most often, a nosferatu will be a person of some importance in the region (a dashing nobleman, a reclusive wizard, the lord of a domain, etc.). These undead do not feel the morbid need of their vampire kin to dwell in cemeteries and other sinister places of death. Nosferatu seek the living whose blood they crave.

Being close to the world of the living, nosferatu feel at ease with unsuspecting mortals. In relative terms, nosferatu also tend to think less and act more compared to the vampire. While a vampire might spend a century brooding and scheming, a nosferatu will spend perhaps a decade. Nosferatu often need to change identities to hide the fact that they do not age or die. Clever disguises to modify the nosferatu's apparent age or impersonating its own offspring remain common tactics. If all else fails, disappearing for a decade also remains a valid option.

Nosferatu enjoy keeping company with others of their kind. An evil or neutral nosferatu and its lesser followers enjoy toying with the living even more. The rare nosferatu of good alignment, however, only occasionally interferes with the affairs of the living in order to preserve its existence or to save loved ones.

Ecology: Each nosferatu makes itself a secret place among the living. Evil nosferatu act more like their vampire kin, while the good-aligned nosferatu exist more as unfortunate victims. Good-aligned nosferatu create other undead only if the victim consents (i.e. a loved one), in which case, the victim's original alignment is preserved.

Evil nosferatu often twist a victim's alignment to reflect its own, but not always. An evil nosferatu could decide to preserve a victim's alignment as a form of torment. Good-aligned victims often seek to destroy themselves or their evil masters. The living always fear a nosferatu, regardless of its alignment.

All nosferatu crave the blood of the living. A nosferatu can go without blood for no more than a week before pain begins to twist its body. The pain causes all of its ability scores to drop 1 point per day after the first week of fasting, down to a minimum of 9. A nosferatu must drain at least 9 hit points worth of mortal blood per week to avoid this pain. To recover lost ability score points, a nosferatu must drink another 1d4 hit points worth of fresh blood. Non-humanoid blood serves only to numb the pain for a day, but it cannot restore lessened ability scores.

Vampire, Oriental



CLIMATE/TERRAIN:	Rokushima Táiyoo
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 6 (C)
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+4/1d4+4
SPECIAL ATTACKS:	Energy drain, *hold* victim
SPECIAL DEFENSES:	Invisibility; +1 weapon to hit; immune to *hold, sleep, charm;* see below
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Elite (13–14)
XP VALUE:	9,000

The oriental vampire is very similar to its common, western cousin. There are, however, differences in culture, abilities, and appearance that distinguish the two strains of undead.

While the oriental vampire appears human at first glance, slightly feral features and faintly luminous skin make it appear slightly inhuman. What is most remarkable about the creature's appearance is its fingernails, which are always from 5 to 12 inches in length; any of them that are cut or broken regenerate as the vampire sleeps. Although most oriental vampires have dark hair and eyes, rare examples of this race have lighter hair and western features. It is the *strain* of vampirism that is eastern, not necessarily the individual vampire.

Oriental vampires speak all of the languages that they knew in life. Further, these creatures often acquire several other tongues in the centuries following their deaths.

Combat: The oriental vampire is a fearsome opponent in combat, possessing a Strength of 18/76, which affords a bonus of +2 on all attack rolls and +4 on all melee damage rolls.

It is almost unheard of for an oriental vampire to use a weapon other than its wickedly sharp fingernails. The nails function as +1 magical weapons, and they can hit even foes normally hit only by enchanted weapons. Hence, the creature attacks twice per round with its nails, inflicting 1d4+5 points of damage per attack (including Strength and "magical" nail bonuses).

Three times per day the vampire can gaze at an individual and thus attempt to *hold* him. The victim must make a successful saving throw vs. spell with a –4 penalty (due to the strength of the vampire's gaze). This ability is extremely useful when the vampire wishes to feed quietly or render a guard immobile.

The oriental vampire is a creature of both the Positive and Negative Energy Planes. The eastern vampire can drain energy levels, but only by biting its opponent. If the this happens, the monster drains *two* life energy (experience) levels from its victim and inflicts 1d4 points of damage. The bonuses for the vampire's exceptional strength do not apply when it bites an enemy.

Oriental vampires can only be struck by weapons of +1 or better enchantment. Normal weapons pass through the vampire's body, actually corroding and becoming useless in the process unless they successfully save vs. disintegration. Even when struck by a magical weapon, the oriental vampire regenerates at the rate of 3 hit points per round.

If reduced to 0 hit points, the vampire is forced to fade into *invisibility.* Once invisible, the vampire attempts to flee to its coffin to rest for eight hours, after which it regains its normal form and all hit points. If necessary, the invisible vampire can also use its innate ability to *passwall* to aid in its escape. If the vampire cannot reach its coffin within 12 turns, it breaks up and is truly destroyed. The monster does regenerate 3 hit points per round once it has been reduced to this state.

Sleep, charm, and *hold* spells do not affect oriental vampires. They are neither harmed by poisons nor susceptible to paralysis. Spells that are based on cold or electricity inflict only half damage upon them.

Oriental vampires cannot assume *gaseous form,* but they can use *passwall* at will. When the vampire uses this ability, it leaves no mark on the wall to betray its passing.

An eastern vampire is also capable of fading into *invisibility* at will, requiring one full round to disappear completely. While invisible, opponents attack the vampire with a –4 penalty. Thereafter the vampire remains invisible until it attacks another creature, at which time the *invisibility* is dispelled, just like the spell of the same name. Anyone who witnesses the oriental vampire's gradual fade into invisibility must immediately make a fear check if the true nature of the monster was not previously known.

An oriental vampire can summon an *insect swarm* at will, which appears in 1d4+1 rounds and aids the vampire in any way possible within the limits of the spell of the same name. If in the wilderness, the vampire can also summon 1d4+1 great cats for assistance. The type of cats called depends upon the area. The summoned animals will appear in 2d6 rounds.

An eastern vampire may transform into a tiger at will. When in this guise, the monster has all of the natural abilities of such

beasts, including their keen senses. In addition, the vampire retains all of its own natural defenses and its gaze attack while in this state.

Although the oriental vampire is incapable of climbing walls, as its western cousin can do, it can *levitate* at will, drifting at a steady movement rate of 6 even in the stiffest of winds.

The oriental vampire has its share of weaknesses as well. Like the western vampire, the eastern variant can be held at bay by a mirror or a lawful good holy symbol, presented with courage and conviction. This does not drive the vampire away, but merely keeps the creature from attacking. On the other hand, garlic does not bother the eastern vampire, but a garland made of rosemary and ivy will prevent it from attacking an individual or entering an area warded by the garland. (The vampire attempts to overcome such hazards indirectly, ordering a summoned cat to attack the person bearing the holy symbol, or tricking an intended victim into removing a garland, for example.)

The oriental vampire can be slain by those brave and knowledgeable enough to face the inherent dangers in such an effort. If the oriental vampire is exposed to direct sunlight, it is instantly rendered powerless, and two rounds later the creature perishes, turning to dust. If a hunter can find all the resting places of the vampire and scatter rosemary and myrrh on the earth within, the soil becomes anathema to the vampire. Since the vampire must rest on at least a cubic foot of the soil in which it was buried, such a tactic can kill it—if the vampire goes without sleeping upon such soil for nine days in a row, it is forever destroyed. Unfortunately for hunters, the oriental vampire is amazingly crafty in hiding caches of such soil, and it is almost impossible to find every one of those hiding places.

An oriental vampire can also be neutralized by driving a bamboo shaft through its heart, yet if the stake is removed the vampire will soon recover. In order to truly be rid of the creature, the hunter must place a piece of *blessed* rosemary in the vampire's mouth and then sew the creature's eyes and mouth shut with a silver needle, threaded with gold.

Unlike the western vampire, the oriental version of the monster can enter a home without invitation. However, burning incense of rosemary and myrrh keeps the creature from entering a dwelling.

As with western vampires, the oriental vampire casts no reflection in glass, casts no shadow, and moves in complete silence. As Doctor Rudolph van Richten remarked in his treatise on vampires, such observations are often the simplest way for a vigilant observer to spot a vampire.

Any human slain by the life draining attack of an oriental vampire is doomed to become such a creature himself. The victim rises the night after burial, a powerful pawn to its evil creator. If the victim is never buried, he will not become a vampire. This is the reason it is traditional to cremate the bodies of those suspected to have lost their lives to a vampire.

Vampires lose almost none of the abilities and knowledge they possessed during life. There are vampire wizards capable of wielding their powerful magic as well as the innate powers of a vampire. Such creatures are incredibly dangerous to even the most powerful of hunters.

Habitat/Society: Oriental vampires prefer to live in austere and lonely abodes. They are particularly fond of living near sweeping moors, jagged mountain peaks, desert wastes, and other powerful but bleak natural formations. Unlike their western counterparts, oriental vampires are not particularly attached to graveyards, churches, or the like, so long as they have enough of their burial soil available to sleep upon. Although their homes are austere in nature, these vampires never live too far from trading roads or an area of human habitation, as they prefer not to have to travel too far in their pursuit of sustenance. Eastern vampires are most commonly encountered in Rokushima Táiyoo and Sri Raji. However, such creatures have been found in several of the core domains as well.

Several oriental vampires have claimed to be mortal sages, thus inspiring frequent pilgrimages to their lairs. Many such wisdom seekers find only their deaths at the end of these journeys.

Although oriental vampires are solitary creatures, preferring to spend the vast majority of their time in meditation or pursuing intellectual studies, such creatures do have a rigid social hierarchy. Exactly how a vampire comes to have status among its fellow vampires is unclear to all save the vampires themselves. The monsters display their ranks by painting and affixing jewels to their long fingernails. The more austere and minimal the decoration, the higher the vampire stands in its society—apparently those of lower status feel the need to display their wealth and artistic abilities in a more blatant manner.

In general, oriental vampires care little for the world of mortals, viewing such creatures as cattle. Pleas for mercy inevitably fall on deaf ears, for why should the vampire show mercy to what it perceives to be an animal?

Ecology: Regardless of the vampire's alignment in life, within weeks of its transformation the newly created undead becomes chaotic evil. This change is simply in the nature of the essence that gives a vampire unlife.

The nails of oriental vampires may be cut and taken from an immobilized vampire. Such nails can be used to create +1 arrowheads, dagger tips, and other small weapons.

An oriental vampire's ties to the Negative Energy Plane grow stronger with the passing of the years. As such, its powers increase as well. The following table shows the changes in a vampire's abilities with the passage of time.

Age	HD	Drain	Attack	Gaze	Str
0–99	9+3	2	+1	0	18/76
100–199	10+3	2	+1	–1	18/90
200–299	11+3	2	+2	–1	18/00
300–399	12+3	2	+2	–2	19
400–499	13+3	3	+3	–3	20
500+	14+3	3	+3	–4	20

HD indicates the number of Hit Dice a vampire has at a given age.

Drain is the number of life energy levels that a bite victim loses.

Attack dictates the level of enchantment necessary for a weapon to hit the vampire.

Gaze provides the modifier to the victim's saving throw vs. the vampire's *hold* gaze.

Str indicates the vampire's Strength score at any given age.

Vampire, Velya

Climate/Terrain:	Ocean or swamp
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Blood
Intelligence:	Average to Very (10–12)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	3
Movement:	Sw 12 or as animal
Hit Dice:	7
THAC0:	13
No. of Attacks:	1 or as animal
Damage/Attack:	1d8 (touch) or as animal
Special Attacks:	Energy drain, charm, shapechange
Special Defenses:	Regeneration, immune to normal weapons and some spells
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Fanatic (18)
XP Value:	5,000

Velya are a form of underwater vampire. They were once surface dwellers who became undead through an ancient curse. In its natural form, a velya looks like a blue-skinned human with gills and clawed hands and feet. Velya in human form are comely but have a feral appearance, with wild eyes, tangled hair, and tattered, shroudlike clothing.

Combat: At will, velya can assume the form of a great white shark, a manta ray, or a current of water. Each change takes one round. The velya's Armor Class, hit points, THAC0, saving throws, and morale remain unchanged. In shark or manta ray form, the velya moves and attacks like the animal (with a swimming rate of 24 as a shark, or 18 as a manta ray). In watery form, a velya has a swimming rate of 18 but cannot attack or suffer damage; while some spells might affect the velya's watery form, none can inflict damage.



Velya in human form swim at a rate of 12 and can deliver a touch attack that inflicts 1d8 points of damage and drains one energy level. A velya is usually accompanied by 1d6 marine wights (with a land movement rate of 12 and a swimming rate of 9). A velya can summon 3d6 common sharks (with 3 to 6 HD each), which arrive in 1d4 rounds.

Velya in human form can sing. A velya's song can be heard up to a mile away and can *charm* any living creature within 200 feet who fails a saving throw vs. spell. If the saving throw succeeds, the target is immune to that particular velya's song for 24 hours. The charm can be dispelled (as if it were a spell cast at 12th level), but such a victim remains susceptible to the song and can easily be charmed again until he or she makes a successful saving throw.

Characters slain by a velya return from death after three days and become wights under the velya's control. Only a transfusion of the velya's blood or the original curse, now forgotten, can make a velya.

Velya are immune to *sleep, charm,* and *hold* spells. Cold or electricity inflicts only half damage on them, and they are immune to nonmagical weapons. If damaged, a velya regenerates 2 hit points a round. During the day, a velya must rest in a submerged, lightless crypt. Velya crypts usually are ancient burial chambers hidden within sunken cities, but any enclosed, utterly dark space will serve. If a *bless* spell is cast on the crypt and a holy symbol is left in it, a velya can never rest there again, even if the holy symbol is later removed.

If a velya is reduced to 0 hit points or fewer, it automatically assumes its watery form and returns to its crypt, where it must rest a full day. Most velya maintain several locations, usually within cave complexes or wrecked ships, that they can use as crypts if the need arises. If a velya fails to rest in its crypt, it suffers 2d8 points of damage each day. These points cannot be regenerated until the velya rests in its crypt for a full day.

A velya can be destroyed by exposing its whole body to open air, by driving a wooden stake through its heart while it lies in its crypt, or by *disintegration*.

A velya cannot approach within 10 feet of a strongly presented holy symbol, although it can attack from another direction. Velya cannot leave the water; those who do completely disintegrate after 1d4 rounds. The velya suffers no ill effects, however, so long as the least part of its body stays submerged. If the velya returns to the water before it disintegrates, it still loses half of its original hit points.

Habitat/Society: Velya are solitary creatures who prey mercilessly on the living. They are usually found in ancient cities which have sunk beneath the waves.

Ecology: Like vampires, velya sustain themselves with blood drawn from living victims.

Swamp Velya
This form of velya is found in marshes, fens, and bogs. Its nonhuman forms include an albino crocodile (movement rate 6, swimming rate 12), a giant white eel (swimming rate 9), or a water current (swimming rate 18). Swamp velya can summon 3d6 normal crocodiles, which arrive in 1d4 rounds. Swamp velya are otherwise identical to ocean velya.



Climate/Terrain:	Any urban
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Blood
Intelligence:	Exceptional (15–16)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	3d4
Armor Class:	4
Movement:	12
Hit Dice:	8+3
THAC0:	11
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6
Special Attacks:	Charm toxin
Special Defenses:	Charm toxin
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Steady (11–12)
XP Value:	2,000

The vampyre is a foul creature that, like the much-feared nosferatu, exists on the blood of its victims. Unlike the nosferatu or its vampiric cousins, however, the vampyre is not undead. Thus, while it gains none of the powers of the undead, neither does it have any of the undead weaknesses.

Vampyres look much like normal humans or half-elves. They stand just under 6 feet tall and are, as a rule, of exceptional physical beauty. Some rare examples are less handsome, and a few are actually repulsive to look upon, but these are by far in the minority. Vampyres favor the dark and somber dress of the dead or their mourning kin, although females often employ the wanton garb of a harlot to lure victims into their clutches. Vampyres are generally slender of build—though their appearance hides exceptional physical strength—and have burning, dark eyes. Their skin is very pale, almost white, and their features are slightly feline, giving them a wild and exotic look. Their fingers end in deadly, curving claws; their teeth are long and sharp, with the canines showing clearly as fangs to anyone close enough to see them plainly.

Vampyres have no native language, but communicate in the tongue of those humans they live among. As a rule, any given vampyre will know from 1d4 human or demihuman languages.

Combat: The vampyre typically attacks only helpless or surprised prey. Often, a single vampyre moves out into a crowd of humans at a tavern or similar gathering place to seek out a victim of the opposite gender. Once a suitable person is found, the vampyre lures the prey back to its lair with teasing promises of romance and companionship. No sooner does the door close behind the couple, however, than the vampyre's companions spring to the attack. The foul and evil nature of these creatures might mean the victim will linger on the edge of death for days, satisfying the hunger of these monsters as they drink only enough blood to keep their captive too weak to escape.

In combat, the vampyre can strike with its two ripping claws, inflicting 1d4 points of damage with each strike; it also bites with its jagged, tearing teeth for an additional 1d6 points of damage. The saliva of a vampyre carries a foul toxin that requires those bitten by the monster to make a successful saving throw vs. poison or become charmed. This saving throw is modified by a –1 penalty for every 2 points of damage done in the biting attack. Thus, a vampyre who strikes for 3 points of damage with its bite causes its victim to save at –2. Charmed victims will not resist the attack of the vampyre that bit them, but they will fight against other vampyres.

Habitat/Society: Vampyres live in packs, usually consisting of no more than a dozen individuals (evenly mixed between males and females) and a half dozen young. They seldom encounter other packs, but when they do the two bands will join together in a few days of murderous feasting and horrific slaughter of victims.

At these times, the vampyres mate with members from the other group and, in 6 months, new vampyres are born. The young are virtually helpless until they reach the age of 5 years, at which time they are able to fight as half-strength adults. When they reach the age of 10, they are fully grown and must undergo a ritual to prove that they are no longer children. Usually, this means making an unassisted kill.

The lair of a pack of vampyres may seem to be a completely normal human home—until the creatures spring their trap and lash out at those in their presence. On rare occasions, a pack of vampyres will actually work to pass themselves off as members of a community, holding down jobs and keeping their bloody feeding habits a dark secret.

Ecology: Vampyres are fierce hunters who fill the same ecological niche as tigers or wolves—save that their prey is human. Long ago, before man was an intelligent and social animal, they had their place. Now, they are nightmarish creatures that stalk the weak and innocent, fulfilling a task no longer needed.

Vampyre, Valadimir Ludzig



Climate/Terrain:	Falkovnia
Frequency:	Unique
Organization:	Pack
Activity Cycle:	Night
Diet:	Blood
Intelligence:	Exceptional (16)
Treasure:	F
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	4
Movement:	12
Hit Dice:	8+3 (46 hit points)
THAC0:	11
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6
Special Attacks:	Charm
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Steady (12)
XP Value:	3,000

Nature takes great care to insure that there is always a balance of predators and prey. In the oceans, there is the ever-present shark, constantly seeking to satisfy its dreadful hunger. In the jungles, the great cats are always lurking in the shadows, ready to strike down the unwary. Even humankind cannot escape this inevitable fact, for nature has seen fit to create the vampyres, a deadly race of predators who move among humankind and strike down the careless.

Vladimir Ludzig lives within the walled city of Lekar. Here, his cunning and unmatched bloodlust have made him the master of that city's vampyre population. In appearance he is very much like a normal human, although he looks as if he might have a touch of elven blood somewhere in his past. His dark hair, seemingly bottomless eyes, and perfect physique make him one of the most physically attractive people any group of adventurers is ever likely to meet.

Ludzig is fond of wearing harsh clothing fashioned from supple black leather. He often adorns his outfits with chains made of silver or platinum and a sash of crimson worn as a belt. He never carries a weapon, needing none beyond his own teeth and claws.

As a native of Falkovnia, Ludzig speaks the common language of that domain. He has picked up fragments of the dialects spoken in Mordent, Darkon, and Lamordia, although his command of these languages is adequate only for the most basic of conversations. When he speaks, Ludzig always adopts a snobbish tone.

Combat: Ludzig's bloodlust sets him apart from even the most horrible of his kin. When he enters combat, he does so with a zest and glee that is almost impossible to describe. He delights both in ripping enemies apart quickly and in leaving them to linger in painful agony for long periods of time.

In melee combat, Vladimir Ludzig strikes with his long, sharp fingernails. These terrible claws are unnaturally keen and hard, ripping through flesh as if they were razors. He is able to make two such attacks each round, inflicting 1 to 4 (1d4) points of damage with each successful hit. In addition, he is able to deliver a savage bite. His fangs, every bit as long and sharp as those of the most savage nosferatu, inflict 1 to 6 (1d6) points of damage with each successful attack.

Anyone bitten by Ludzig must deal with the foul chemicals in his saliva. These enter the bloodstream and quickly attack the brain of the victim. If a saving throw vs. poison is not successful, the person *bitten* is charmed by the vampyre. The more damage inflicted by the vampyre's bite, the more toxin is injected, and the harder it is for the body to resist. Thus, every 2 points of damage inflicted by the bite imposes a –1 penalty on the victim's saving throw. Once a victim is charmed, he or she will no longer resist Ludzig's attacks, eliminating the need for the vampyre to make additional attack rolls. If other vampyres are present, the victim will still resist their attacks until such time as he or she fails a saving throw for each attacker.

Habitat/Society: Unlike the majority of Ravenloft's vampyre population, Vladimir Ludzig is not a native of the Demiplane of Dread. He was born and raised in an all-but-unknown world where the race of vampyres long ago brought down humankind. Here, Ludzig was a great warlord who, like any vampyre of importance, kept a large stock of human slaves to feed himself and his followers.

Ludzig's treatment of his captives was far from humane, but probably not much worse than was the norm for that world. If he was slightly more evil and cruel than

his peers, the corruption of that world was such that only his unfortunate slaves noticed.

Then one night, as the crimson moon stood high above his palace, Ludzig's human slaves revolted. He mercilessly crushed the uprising and captured its leaders. To his surprise, the architects of the failed coup proved to be outlanders. They were human, but not natives of his world. He found them far more aggressive and dangerous than the cowed race of humans his kind kept as slaves.

Before he had them killed, Ludzig tortured them to learn all that he could about their past. He discovered that there were whole worlds where the existence of his race was undreamt of. Looking upon these as hidden gems, objects for future conquest, he ordered his wisest followers to begin studying the ways in which access to such lands might be had. It was clear the captured outlanders had employed some manner of magical ship to reach his world, but no sign of their vessel was ever found.

After years of research, Ludzig's scholars claimed to have isolated a means by which a magical *gate* could be opened to another world. They sent for their master and arranged for a demonstration of their new magic. Ludzig watched with glee as they drew mystical symbols on the floor, set magical candles alight, and chanted mysterious spells. When the sages completed their work, a shimmering portal appeared in the air.

Beyond the magical opening, Ludzig saw a great city that looked very much like his own, but populated by humans. As he watched its folk pass before his eyes, his mouth watered, and he thought of a whole new world of unsuspecting prey waiting for him and his kind to feast upon. Then, without warning, the spell went disastrously wrong. The portal suddenly reached out like the jaws of a great gaping mouth and swallowed Ludzig and the sages whole. Ludzig found himself falling in seemingly endless clouds of fog. A surge of energy swept through his body and he lost consciousness.

When he awoke, Ludzig found himself in the city of his vision. Two of his sages lay nearby, but they had not survived the journey. He quickly disposed of their bodies and set about learning as much as he could about the world he was now trapped in.

Within a year, he found that his initial conceptions about this world were wrong. Other vampyres did exist here, but they were far fewer than on his world and were forced to hide their activities for fear of retaliation from the humans, who vastly outnumbered them. Ludzig made contact with the vampyres in Lekar and, before long, was the head of that sinister band.

Resigned to the fact that he will never again see his homeland, Ludzig envisions a day when his kind will overwhelm the humans first in Lekar and then in all of Falkovnia. He is still coming to grips with the unusual nature of Ravenloft and doesn't fully understand that it is a demiplane and not a true world.

Ecology: Vampyres are an ancient race of predators that have fed upon humankind since before the dawn of recorded history. Ludzig takes great pride in his heritage and looks upon humanity as nothing but cattle upon which he can feed. He sees himself as the deliverer of his people, who will raise them back to their rightful position as masters of these human cattle. His followers believe as he does, making the band a pack of savage hunters with no regard for human life or the suffering they cause.

Ludzig's plans are grand indeed, but they may not be as far-fetched as they sound. In the decade or so since he came to Falkovnia, the vampyre population of Lekar has trebled. While this has resulted in an increase in the number of killings that his folk must make to support themselves, careful management of "the herd" has kept it from becoming an overwhelming concern of the city officials and the domain's master, Drakov.

One way in which Ludzig has kept the body count low is through the use of horrific feeding houses. Here, captured humans are kept alive so that the vampyres may feed upon them day after day. To be certain, this brutal existence soon drives the captives utterly mad, but that means little to the vampyres. These disgusting places are so vile and repulsive that anyone entering one for the first time must make a horror check immediately.

Adventure Ideas: Player characters might be drawn into conflict with Ludzig and his followers when one of their number or associates is captured and taken to a feeding house. Because of the large scale of vampyre operations, and the ease with which vampyres blend in with their prey, PCs will have a difficult time convincing city officials that the menace is as great as it truly is.

Any attempt to battle the vampyres will result in a great counteroffensive by the sinister creatures. This can be especially effective if the players do not realize the enormity of the plot their characters have stumbled upon. The shock and horror they experience when they discover that they face not a pack of a dozen or so vampyres but a veritable horde of over a hundred should be most rewarding.

Climate/Terrain:	Gehenna
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	C, M
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	0
Movement:	9
Hit Dice:	10
THAC0:	11
No. of Attacks:	2
Damage/Attack:	1d6+2/1d6+2
Special Attacks:	Poison gas, corrosion, fear
Special Defenses:	Hit only by cold iron weapons
Magic Resistance:	40%
Size:	L (8′ tall)
Morale:	Elite (13-14)
XP Value:	14,000

There ain't many things on the planes as I don't want to see, but a vaporighu's one of 'em. I know everything I need to know about them, and I don't want to find out anything more.

– Ferik Burisef,
Society of Sensation

Vaporighu are evil creatures of the underworld that lurk in the foul furnaces of Gehenna. They prey on unwary travelers, lesser fiends, and the occasional petitioner or larvae. Unlike many fiends of similar strength, vaporighu don't seem to have any causes or motives; they exist only to cause pain and suffering to any sod unfortunate enough to cross their path.

A vaporighu's a disgusting, horrifying thing to behold. Its body is vaguely humanoid, but bloated and grotesque. Their mottled skin varies from sickly pink to purple and glistens with a foul, corrosive slime. Pulsating arteries writhe just below the surface of the vaporighu's skin in a hideous dance of living gore. Dense, matted fur clings to their forearms, lower legs, and torso, stinking of death and decay. The creature wheezes loudly with a wet, bellowslike sound, and its stench'll linger for days in a place it's passed through.

Vaporighu like to lurk in spots where other creatures're bound to come by sooner or later, like commonly-used paths, Gehenna's few foul springs, or near places where portals appear. They savagely attack anything short of a greater yugoloth, and sometimes even those. Vaporighu don't speak any language known to humans or their kind, and probably wouldn't have much to say to a planar or prime traveler in any event.

Combat: Vaporighu radiate a powerful area of fear and horror that can overwhelm most bashers. The mere sight of a vaporighu forces creatures of 3 HD or less to survive a saving throw versus spell with a –4 penalty or be paralyzed with terror for 1d6 rounds, unable to move, attack, or take any action except cower in fright. Creatures of 7 HD or less must successfully save versus spell with a –4 penalty or flee for 1d6 rounds in fear. Creatures of more than 7 HD save with no penalty and flee for only 1d4 rounds if they fail. The vaporighu'll rarely attempt to run down a fleeing character and prefers to concentrate its attacks on anything too frightened to move.

Should a cutter resist the urge to escape from the vaporighu's presence, he'll find that he probably should've run when he had the chance. In melee, the creature strikes twice per round with its thick-fingered hands, inflicting 1d6+2 points of damage with each hit. Each time the vaporighu strikes an opponent, it leaves corrosive slime on its victim that slowly destroys clothing and armor.

If the slime isn't cleaned off within an hour, any clothing affected rots completely away, and armor begins to lose 1 AC value for every three hours it's allowed to continue disintegrating. For example, if the vaporighu's slime wasn't cleaned off of chainmail (base AC 5) in the first hour, the armor degrades to AC 6 three hours after that, AC 7 six hours later, and so on. If the armor's cleaned off after it loses an AC value, the corrosion stops but the armor remains at its reduced value. Magical clothing or armor gains a single item saving throw versus acid to resist the degradation.

The vaporighu's favorite and most dangerous attack is its foul breath. Once per turn, the creature bloats up to almost twice its normal size, and then expels a poisonous cloud of bright green gas 10 feet in diameter directly in front of it. Any creature in the area of effect must survive a saving throw versus poison or be slain. Creatures who survive the attack must leave the cloud immediately or suffer 1d10 points of damage each round they remain inside. The vaporighu's poisonous gas lingers for 2d4 rounds. It works equally well by inhalation or contact, so a basher shouldn't think that holding his breath'll help him any.

Like many creatures of the Lower Planes, vaporighu command several spell-like powers, usable at the 10th level of ability. These include *animate object, continual light, enlarge, fly, misdirection, produce flame, sleep,* and *trip*. Vaporighu can use these powers one at a time, once per round, at will. In addition, they can *gate* 1 to 4 night hags once per day with a 25% chance of success. Vaporighu hate to do this since they'll have to reward the hags somehow for their service.

One last thing a cutter ought to know before he thinks about starting a scrap with a vaporighu: Only weapons forged of cold-wrought iron can harm them. Enchanted weapons can't injure the creatures no matter how powerful the weapon is, unless it's made of cold-wrought iron (and then, only the base damage applies; the additional enchanted damage is negated). More than a few bloods've tumbled to this fact the hard way.

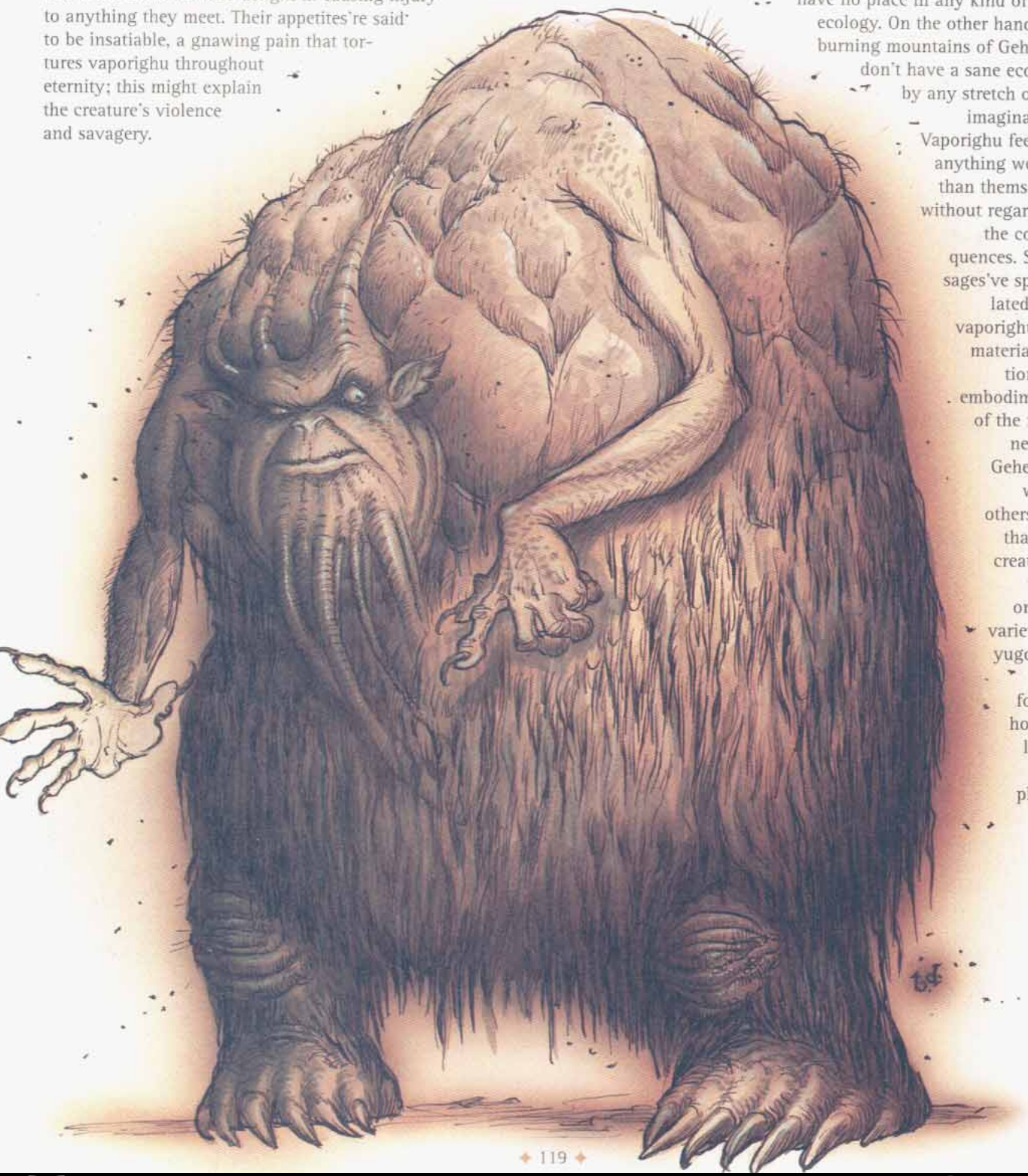
Vaporighu can't be surprised in Gehenna, but on the other hand they're incapable of surprising anything with ears or a sense of smell.

Habitat/Society: Vaporighu are loners that have little or no contact with others of their kind. In fact, there's no way to say whether they just dislike each other, respect each other's territory, or can't stand to see another of their kind – no one's ever seen two vaporighu together, so there's no basis for a hypothesis.

Very few creatures've got the means or temperament to communicate with vaporighu. By all accounts, they're petty and cruel creatures who delight in causing injury to anything they meet. Their appetites're said to be insatiable, a gnawing pain that tortures vaporighu throughout eternity; this might explain the creature's violence and savagery.

Vaporighu like to find a good hunting ground and stay there, marking several ambush sites and lairs in a fairly localized area. They're not particularly fond of treasure, but tend to accumulate the remains of countless victims in their main lair.

Ecology: Vaporighu are creatures of supernatural vileness and evil, and have no place in any kind of sane ecology. On the other hand, the burning mountains of Gehenna don't have a sane ecology by any stretch of the imagination. Vaporighu feed on anything weaker than themselves without regard for the consequences. Some sages've speculated that vaporighu are materializations or embodiments of the foulness of Gehenna, while others say that the creatures were once a variety of yugoloth that forgot how to leave the plane.



Vargouille

Climate/Terrain:	Any ruins, burial place, or subterranean
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Darkness
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1–20
Armor Class:	8
Movement:	Fl 12 (B)
Hit Dice:	1+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Poison, fear; see below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (head-sized with 3′ wingspan)
Morale:	Average (8–10)
XP Value:	650

These horrid creatures are products of the Lower Planes. Though found mainly in the haunted reaches of the Lower Planes, they are sometimes encountered in underground places on the Prime or in the Outlands, such as caverns or the sewers or catacombs of large cities.

The vargouille has a hideous, humanlike head with batlike wings, fangs, and a crown and fringe of writhing tentacles. Its eyes glow with an eerie green light, and it wears a horrible sneer. Vargouilles do not speak, but they shriek when they attack.

Combat: The sight of a vargouille, combined with its terrifying shriek, causes fear. All who view the monster and hear its shriek must save vs. spell; those who fail are paralyzed with fear until attacked by the monster. The initial attack on a paralyzed victim always hits. A victim who has been attacked or who has saved against the effect is immune to the paralysis for the rest of the encounter.

Vargouilles have 120′ infravision. They hate light and seek to extinguish light sources, such as torches and lamps. *Continual light* and daylight blind the monster, so it avoids these.

The bite of a vargouille contains a dreadful poison that prevents normal healing; if a creature's bitten fails to save vs.



poison, the bite damage is permanent, unless powerful magic is used. A *heal* spell restores 1d8 hp; *regenerate* restores 3d8 hp at 1 hp per round; and a carefully worded *wish* restores all lost hit points or the ability to heal through other means.

The vargouille can also *kiss* a paralyzed victim, who then begins a bizarre transformation. In 1d6 hours, the first signs appear, as the victim loses all hair on his or her head. In another 1d6 hours, ears grow long and pointed, teeth become fangs, tentacles sprout from head and chin, and the victim loses 1d6 points each from Intelligence and Charisma. In another 1d6 hours the transformation finishes, and the character's head resembles a vargouille, complete with batlike wings in place of ears. At this point, the head breaks away from the body (which dies), becomes a fully-functional vargouille, and flies off.

The transformation never ends during daylight hours. A *continual light* spell can halt the transformation's progress, but not cure it. *Cure disease* cast by a priest of 7th level or higher reverses the transformation.

HABITAT/SOCIETY: Vargouilles usually remain below ground or inside buildings, but they sometimes fly at night in search of prey. In ruins, they appear at dusk and disappear by dawn.

The vargouille have spread from the Lower Planes by infecting travelers and adventurers with their race-perpetuating disease, and they are now found even in thriving cities. There they usually stay underground, waiting for explorers, rather than risk discovery by flying in view of so many people.

Vargouilles have no culture beyond their pack mentality; only the strong survive, and the strongest rules. Like some other beasts, they fall upon weak or wounded members of their own pack to finish them off.

ECOLOGY: Though a vargouille collects no treasure, it also does not remove the bodies or possessions of victims, so there may be a few items of incidental treasure lying about its lair.

Vargouilles are vicious predators with few natural enemies, though good creatures would like to see them become extinct. They are also sometimes hunted by the friends of victims who transformed into the thing. Vargouilles prefer living prey, but they also eat carrion and weak pack members as well.

Vargouilles are rumored to be the creations of a powerful wizard named Rozvankee the Strategist. Her particular genius lay in the creation of terror weapons of the worst sort. During a prolonged siege against a neighboring duchy, she created the first nine of the creatures and had them released behind enemy lines. The resulting panic led to morale problems, and her shock troops overwhelmed the enemy. In the fullness of time, Rozvankee grew tired of terrestrial affairs, and upon achieving lichdom she retired to one of the watery layers of the Abyss. There she practices piracy in a three-masted ship made from the bones of her enemies.

Rozvankee took several hundred vargouilles with her, and she has been known to give small flocks to powerful tanar'ri in exchange for favors and protection. The creatures' one drive is procreation, and so they tend to overrun any area that does not put up organized resistance.

Some tales report that an upstart sorcerer (with nothing like Rozvankee's talent) found a few shields and banners bearing her family coat of arms. The story goes that he then commanded a flock of vargouilles simply by presenting them the signs to them. He established an effective power base until the lich showed up and dissuaded him from the practice. This legend may or may not be true, but over the years sales of the shields and banners have started many a con man's fortune.



CLIMATE/TERRAIN:	Subterranean (Underdark)
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	J, M (D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	5–50 (75–150)
ARMOR CLASS:	6
MOVEMENT:	12, Sw 9
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	2 (or 1 weapon)
DAMAGE/ATTACK:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4 to 5')
MORALE:	Average (8–10)
XP VALUE:	35



Varkhas are a race of short, brutal, aquatic lizard men that hunt in the caverns and waters of the Underdark. These creatures are smaller than their surface-dwelling cousins (standing only four to five feet tall) but possess many similar characteristics. Varkha scale color ranges from dark gray to deep green, and their average tail length is two to two three.

Unlike lizard men, the varkha have large, photosensitive eyes, set toward the sides of their head, much like those of a frog. In addition, they have a layer of webbing underneath their arms that connects with their torsos. When fully extended, this webbing facilitates their movement in the underground lakes and rivers that are their primary hunting grounds. They keep their sparse belongings in leather harnesses.

Varkhas have their own language, similar to that of surface lizard men, but more gurgling.

Combat: Like many subterranean creatures, varkhas fight at –1 in illumination as bright as sunlight. Though not particularly powerful, they have adapted their hunting strategies to make maximum use of their numbers. Hunting varkhas often attempt to herd prey into a watery cavern. Once there, they use their superior numbers and swimming skills to kill their victims.

In combat, varkhas use their vicious claws to inflict 1d6 points of damage. In addition, some varkhas fashion crude weapons from bones and sharpened rocks. These are usually primitive spears or other missile weapons.

For every 15 varkhas encountered, there is also one *sllith* (hunt leader) with 2 Hit Dice, as well as a 35% chance for a shaman with 2 HD and the abilities of a 2nd-level priest. If 40 varkhas are encountered, there will be two *slliths*, a 2 Hit Die shaman, and a 3 Hit Die *gsssrat* (master of the hunt). Hunting parties of 50 varkhas are always led by a 4 Hit Die *gaakth* (sub-chief) and a 3rd-level shaman.

Habitat/Society: The varkhas have a close-knit tribal society. Tribal lairs are found deep in the moist caverns of the Underdark, and usually are home to 75–150 varkhas. Responsibility for the varkha tribe falls squarely on the *tssri* (chief), a 5 Hit Die creature with high intelligence.

In tribal lairs, 25% of all varkhas are female. These females usually reside in breeding caverns adjacent to the hunters' caverns. Though often brooding over their eggs, varkha females share the responsibilities of the hunt with their male counterparts; eggless females often accompany a hunting party. Brooding varkhas defend the breeding caverns from invaders and other predators with incredible ferocity, adding +1 to their attack and damage rolls until they neutralize the danger.

Varkha lairs of 70 or more also keep 1–3 subterranean lizards as guardians. These large creatures are controlled by the chief and sub-chiefs of the lair. They often position the giant lizards outside the breeding caverns (if space permits) in times of war.

Giant Subterranean Lizard: AC 5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2d6; SA Seize (attack roll 20 inflicts 2× damage, plus 2d6/round thereafter); AL N; Int Non-; SZ L; ML Ave (8–10); XP 650. Some tribes have albino lizards, which attack at a –1 penalty in sunlight brightness. Some tribes have lizards with tongues that shoot to 20 feet; man-sized or smaller prey are drawn into the mouth and bitten next round unless a bend bars roll is made. A tribe usually has lizards of the same type.

Ecology: Varkhas have many natural enemies—they are prey as well as predator in the depths of the Underdark. Troglodytes prey on them whenever they get the chance, unless deterred by greater numbers. Varkhas have a deep (and mutual) hatred for gibberlings, attacking them to the exclusion of all else when the opportunity presents itself. Drow despise the crude varkhas but occasionally use them as slaves in their large cities.

—*From* DRAGON Annual #1

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average to high
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Vengeful grasp
SPECIAL DEFENSES:	+2 weapons or better to hit
MAGIC RESISTANCE:	15%
SIZE:	M (4-7 feet tall)
MORALE:	Fanatic (17-18)
XP VALUE:	1,000
PSIONICS:	As in life

A venger is the animated remains of some strong-willed being who suffered a great wrong in life. The wrong must have been committed by an intelligent creature who survives beyond the death of the being who will become the venger. At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger 2d6 days later.

The venger looks much as it did in life, though it continues to decay as its quest for justice goes on. Its clothing rots, its flesh grows cold and gray. and its possessions slowly fall apart as time goes by. The venger will never pick up or use weapons or magical items of any sort, but it may possess items it carried on its person at the time of its death. It never uses these items, either. Instead, the venger simply continues to carry them around until straps rot and break, pouches unravel, or sacks wear thin and the items fall through and are lost.

A venger has a single goal to its existence. It seeks to destroy the person or creature that willfully wronged it. This usually involves hunting down the one who wronged it, but sometimes it can involve finding a way to right the wrong that was committed.

Though a venger can communicate as it did in life, the rage and desperation that have animated it usually keep it from doing more than making pained sounds. To most, these sounds have no intelligence behind them. They are simply the wailings of a suffering undead monster, and not a form of communication at all. In fact, those who hear the wails of a venger must make a saving throw versus petrification or flee in terror for 1d6 rounds.

Combat: A venger ignores the presence of all save the one who did it wrong--unless others get in the way. So, a venger could approach an innocent character and pass right by as it searched for the one who wronged it. If the innocent blocks the venger's path or attempts to slow it through attacks or obstacles, the venger turns its attention on the innocent until the obstacles no longer remain. In other words, a venger will fight those who attempt to hamper its undead quest.

Rage gives a venger strength enough to cause great damage with its bare hands. It inflicts 1d10 points of damage with each successful hit, and it can strike twice in the same round of combat. When a venger finds the one who wronged it, its grasp is strong enough to inflict crushing damage. This form of attack is called the *vengeful grasp,* and it is an attack powered by supernatural hate and trapped rage. The vengeful grasp causes immediate death if a saving throw versus death magic is not made. If the saving throw is successful, the vengeful grasp causes 1d12 points of damage, and the venger continues to grip in the next round.

The saving throw must be made each round that the venger is able to maintain its grip. The vengeful grasp attack can never be used against an innocent opponent-it only works against the being or creature who wronged the venger. The vengeful grasp special attack



does not apply to any other opponents. Even those who attempt to bar a venger's way can't be attacked using the vengeful grasp.

To break free of the vengeful grasp, the venger must be reduced to 0 hit points, turned (as a wight), or magically restricted in some way. When any of these circumstances apply, the venger collapses into a stinking pile of flesh. Unfortunately, the venger will rise again in 1d4 days regardless of how much damage was done to it—even if the corpse was burned to ashes and scattered to the four winds.

The only way to completely destroy a venger involves the participation of the venger itself If the venger destroys the object of its hatred, or for if the hated one to destroy it in turn, then the venger is completely and utterly destroyed. When the venger completes its undead quest by reaching and destroying the one who wronged it (and thus created it), then it collapses as a lifeless corpse. The rage and hatred dissipate, and the trapped spirit is released to go where all spirits go upon dying.

If a venger's hit points drop below 0 due to a blow, spell, or other power delivered by the one it hunts, the ghostly rage trapped inside the thing's body explodes, hurtling bony fragments in all directions for a distance of 25 feet. Anyone in the burst radius takes 5d6 points of damage from the supernatural explosion. The one who wronged it must also make a saving throw versus death magic or be killed by the explosion.

If the one who wronged it dies before the venger can reach him, then the venger's focus shifts. Now it must find a way to right the wrong that was committed, or eternal rest will forever be denied it. This is more than most undead spirits can stand, and a venger in such a position will often haunt a particularly powerful hero (or party of heroes) until he or she agrees to aid it. As vengers are not the best communicators, it will take a bit of cleverness and imagination on the part of the hero to figure out what must be done.

Habitat/Society: Vengers never rest. They are always locked on the general direction of their tormentor. If they should be trapped in some way, the vengers simply collapse and wait to be released. Once free, they continue their treks, stopping only to defend themselves against any who dare impede their hateful progress.

Vengers are difficult to stop. When a venger does reach an obstacle it can't navigate over or go around, it collapses and wails pitifully until the barrier is removed.

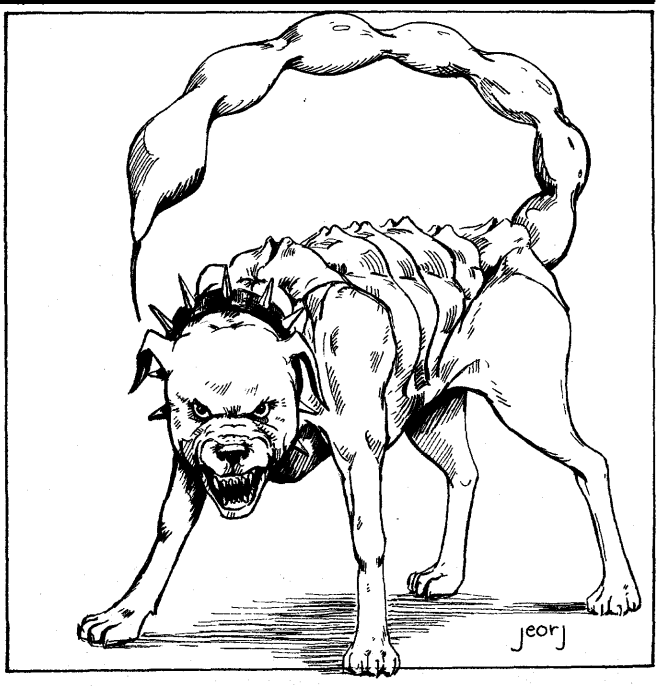
As vengers continue to deteriorate as the years go by, many appear as hideous, decaying creatures. Sometimes all that remains of a venger is a torso, head, and arms. Such a creature drags itself along by its fingers as it seeks to reach the object of its undead quest. If such a venger is reduced to 0 hit points (by anything other than its hated foe), it will rise in its complete form in 1d4 days. Then the process of decay and deterioration begins again.

Ecology: Unfortunately, vengers aren't as rare as one would hope in the world of Athas. The strong will of the inhabitants that live here and the cruel injustices often inflicted upon them create several of these undead creatures every year.

Vengers do not need food or water, and they do not need to rest or sleep. As undead creatures, vengers do not have a place in the natural world. That does not mean they do not exist, just that they do not occupy a necessary niche in Athas's ecology.

Venom Dog

	Viper	Scorpion
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	Variable	1-2
ARMOR CLASS:	4	3
MOVEMENT:	12	12
HIT DICE:	3+3	4+4
THAC0:	17	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-8	2-8/1-3
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S-M (3'-5')	M (4'-6')
MORALE:	Average (10)	Average (10)
XP VALUE:	270	420



Venom dogs are greatly valued by wizards, as they are loyal, easy to train, and highly dangerous. Two types exist: the smaller is a. merging of a pit viper and a mastiff; the larger, a mastiff and a huge scorpion. Both primarily retain the dogs physiognomy, but the smaller gains both the scales and the fangs of the pit viper, while the larger looks like a regular dog except for the large, venom-tipped scorpion tail rising from its hindquarters. Coloration ranges from a glistening black to tan for the "viper" venom dog, while the only difference between a "scorpion" venom dogs coloration and that of a normal dog is its tail, which can be either red, brown, or black.

Combat: Venom dogs bite for 2d4 hp damage. In addition, the bite of a "viper" venom dog is poisonous, causing the victim to save vs. poison at +2 or be slain the next round. Like pit vipers, these creatures have heat-sensitive organs on their snouts that gives them the equivalent of 30' infravision.

"Scorpion" venom dogs get two attacks per round: a (nonpoisonous) bite and a tail-stinger attack. These creatures can attack two different opponents each round, or concentrate both attacks on a single victim. Opponents hit by the stinger suffer 1-3 hp damage and must save vs. poison or die the next round.

Habitat/Society: Like normal domesticated dogs, venom dogs live to serve their masters. They are quite easily trained, a fact that makes them very desirable and quite valuable (venom dog puppies of either type can go for as high as 3,000 gp on the open market). Of course, special precautions must be taken while they are being trained due to their poisonous nature. However, it is this ability to poison enemies that makes these creatures so valuable as watchdogs. They live for about 15 years.

Ecology: "Viper" venom dogs are strictly carnivorous and swallow their prey whole in the fashion of snakes. Also like snakes, they require much less food than a normal dog, being content with a decent meal every few weeks. This makes caring for viper venom dogs relatively inexpensive. "Scorpion" venom dogs have normal, canine heads and teeth, and thus eat the same things any normal dog eats.

"Viper" venom dogs share many traits with the serpents from which they get half of their heritage. Because of their reptilian nature, "viper" venom dogs must shed their skin periodically as they grow in size. Unlike true serpents, these skins do not cover the creature's eyes—"viper" venom dogs have standard canine eyes and eyelids as well. However, like many serpents, they do lay leathery eggs from which the venom dog puppies hatch. While warm-blooded, "viper" venom dogs do enjoy basking in the sun like many reptiles.

While looking the least like normal dogs, the scale-covered "viper" venom dogs maintain a disposition most similar to that of the standard canine. Thus, they can be raised in litters and trained to work together. "Scorpion" venom dogs, however, tend to be loners. They viciously attack other members of their own species except during mating season. Therefore, it is uncommon to see more than one of these creatures at a time, and a wizard owning and raising several "scorpion" venom dogs must make special arrangements to keep them separated.

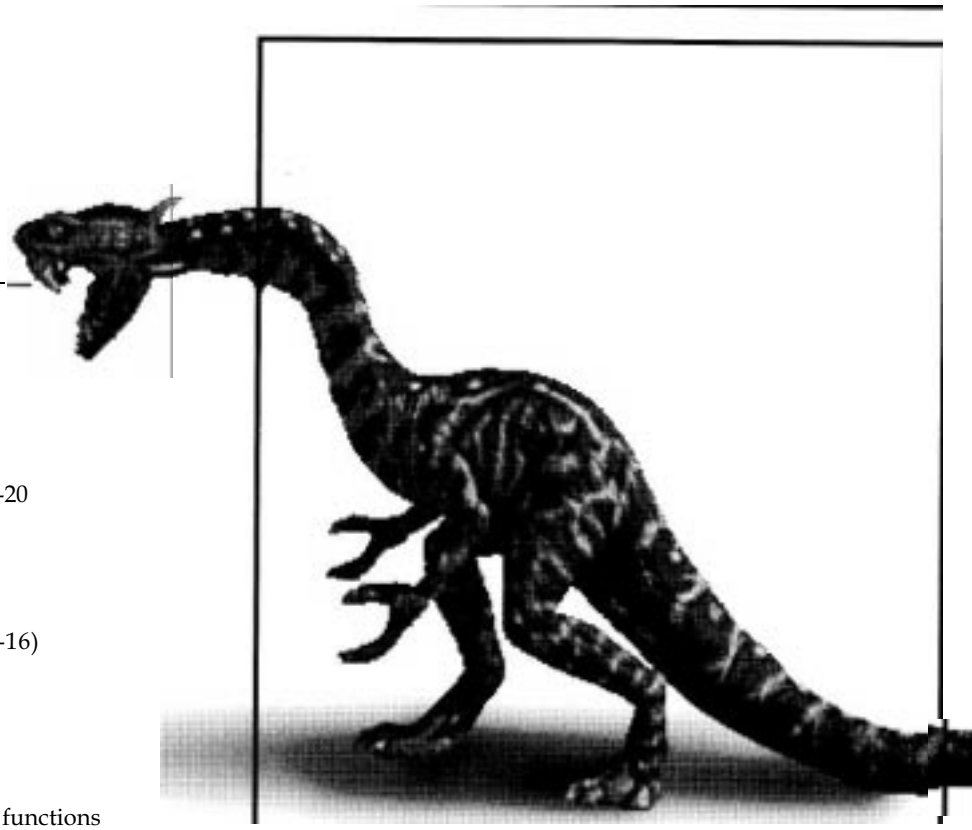
"Scorpion" venom dogs are not immune to the effects of their own poison, nor to the poison of giant scorpions or scorpion-like creatures. Of the two types of venom dog, the "scorpion" is the only one able to bark like a dog, and is therefore a better guardian when it comes to alerting its masters of trouble. "Viper" venom dogs are capable only of a reptilian hiss, although the volume of the hiss can get rather high when the dogs are excited.

Venom dogs of either type are highly desirable as animal followers to rangers, although the opportunities of coming across one of these creatures in the wild are negligible. This is because nearly all venom dogs are specifically created as watchdogs, either for the Wizards themselves or for a particular client who wishes to purchase one. Venom dogs are treated well by their masters, so the chances of one escaping to the wild are slim. For this reason, a ranger wishing a venom dog is more than likely going to have to go out and buy one from a wizard like everyone else.

Vertigo

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18
TREASURE:	H
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1
ARMOUR CLASS:	- 4
MOVEMENT:	25
HIT DICE:	18+12
THAC0:	
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-6/1-6/2-16/2-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENCES:	See below
MAGIC RESISTANCE:	70%
SIZE:	L (28′)
MORALE:	Champion (15-16)
XP VALUE:	17,000



Vertigo is a wicked cobrasaur sorceress from another dimension who was released from banishment when the Great Meteor collided with the Urth. She functions as an 18th-level mage specializing in alteration magic. She dwells in a place of insanity located in multiple dimensions and accessed through a conduit located at an ancient stone circle.

Combat

In combat, Vertigo attacks with two claws, a deadly poison-laden bite, and a powerful tail slash. If she scores a successful bite, the opponent must save vs. poison (type E). A successful save results in 20 hp damage; a failed save means instant, painful death.

In addition to her mage spell powers, she also has a number of deadly spell-like powers accessable at will. They are a scorpion sting, gaze, and acid spittle.

For the scorpion sting, she can transform her tail into an adamantine spike with which to strike opponents. The tail hits for 3-30 hp damage. A Dexterity check allows an opponent to dive out of the way, but prevents him from being able to have initiative in the following round.

Her gaze can either *hypnotize* or *petrify.* For hypnosis, the range is 50′, and she can affect up to 10 individuals, who must save vs. spells at -4. The petrification has a range of 20′ and can affect up to three individuals whose save vs. petrification is at -3.

Up to 10 times per day, Vertigo can spit a globule of poisonous green acid up to 100′ affecting an area with a radius of 20′. This acid causes 15d10 hp damage. A successful save vs. breath weapon will reduce the damage by half.

Vertigo can also *teleport* at will, with no error.

She is completely immune to acid, poison, and magical fire. Normal fire and lightning do only half damage.

Habitat/Society

Vertigo's worshippers consist of sorcerors and witches. When the Great Meteor hit the planet and the continents were re-arranged, some ancient stone circles still remained, and it is near one of these ancient magical vorteces that Vertigo founded her "Urthly" temple.

The evil cobrasaur sorceress then opened a planar conduit within the circle connecting her directly to her extra-dimensional "Temple of Insanity."

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Vestige (Undead Dream)

Climate/Terrain:	City of Moil
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral Evil
No. Appearing:	1
Armor Class:	10
Movement:	Fl 6 (A)
Hit Dice:	20, hp 100
THAC0:	3
No. Of Attacks:	1–12
Damage/Attack:	2d6 (touch)
Special Attacks:	Fear, mind drain
Special Defenses:	+4 or better weapon to hit, immunities
Magic Resistance:	90%
Size:	H (10′ high, 40′ diameter)
Morale:	Fearless (20)
XP Value:	21,000



The Vestige is a creature born from the nightmares of every citizen of the city of Moil as they died in cursed sleep. It appears as a bank of creeping mist. A flickering, dim luminescence lights the creature from within.

Combat: The Vestige constantly travels the heights and depths of its city; it can flow equally well along floors and bridges, tower walls, and the empty spaces between. It can detect sentient minds within 1,000 feet and unerringly flows toward anyone it detects.

Creatures entering the city of Moil have a 20% chance of encountering the Vestige every four hours, regardless of whether the visitor stays on the move or holes up. The Vestige can seep through even the smallest of cracks; only a truly airtight seal could keep it out.

The Vestige is immune to *charm*, *hold*, *sleep*, cold, poison, and death magic. Attacks using fire or electricity deliver only half damage to it. *Protection from evil* and similar spells keep the creature at bay (no magic resistance roll allowed, but the creature can breach any such barrier in 2d6 rounds). Weapons of +4 or more enchantment can cut through its diaphanous form, inflicting damage equal only to the weapon's magical bonus.

When possible, the Vestige stalks prey out of sight along a rooftop or along the underside of a bridge. A slow buildup of dread, which any sentient being can feel, heralds the creature's arrival. When the Vestige comes within 100 feet, whispers, moans, and murmurs as of many lamenting people become apparent (even through *silence* spells). All in range must make successful saving throws vs. spells with a –4 penalty. Those who miss the save by 1–4 suffer a –4 penalty to all actions, including attacks, ability checks, and saving throws for as long as the Vestige remains within 100 feet. Those who miss the saving throw by more than 4 lose all reason and flee in terror for a full turn.

If the Vestige comes within 20 feet of its prey, it attacks with 1d12 streamers of mist each round. Each streamer can attack a different creature; a hit causes 2d6 points of damage and dissolves a portion of the victim's flesh.

The Vestige siphons away the consciousness of any creature it can engulf in its misty body. For each round a sentient creature remains in the mist, it must attempt an Intelligence check. Those failing temporarily lose 1d4 points of Intelligence. If completely drained, the victim's mind remains a part of the Vestige forevermore. The victim's associates will be able to hear the voice of their friend amongst the eerie cacophony accompanying the creature. Only a well-worded *wish* can recover devoured consciousness from the Vestige.

The mindless husk of a body left behind will soon perish, as the body automatically loses 2d6 hit points a round until completely dissolved. Mindless creatures (such as undead) engulfed in the fog immediately begin losing hit points. The dissolution of mindless bodies occurs in addition to any attacks the creature makes with its streamers. Creatures that survive encounters with the Vestige recover 1 point of lost Intelligence every 12 hours.

The Vestige cannot be turned.

Habitat/Society: The Vestige is a singular creature and has no motives to speak of other than to wander the demiplane that was once Moil and make plain its anguish, fear, and misery. The creature is bounded by the City, and it would dissolve to nothingness if it left.

Ecology: The Vestige constantly seeks more minds and consciousness to add to its own collective. In a sense, it feeds off sentient minds, but these minds then become a part of the Vestige, sharing its pain and demented existence for eternity.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	K, R
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	Varies
MOVEMENT:	24
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (7′ tall)
MORALE:	Varies
XP VALUE:	Varies

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attacks/Defenses	Score	PSPs
3	2/2/7	II/M-,TS	15	52
4	2/2/9		15	65
5	2/3/10	PB/TW	15	78
6	3/3/11		15	91
7	3/4/12	PC/IF	15	104
8	3/4/13		15	117
9	3/5/14	–/MB	15	130
10	4/5/15		15	143
11	4/6/16		15	156
12	4/6/17		15	169

Psychokinesis – *Sciences:* telekinesis; *Devotions:* ballistic attack, inertial barrier.
Telepathy – *Sciences:* mindlink; *Devotions:* contact, id insinuation, invincible foes, mind blank, thought shield.
At 4 HD, add: **Psychokinesis** – *Devotions:* control body, control sound.
At 5 HD, add: **Telepathy** – *Sciences:* tower of iron will; *Devotions:* psychic crush.
At 6 HD, add: **Clairsentience** – *Devotions:* know location.
At 7 HD, add: **Telepathy** – *Sciences:* psionic blast; *Devotions:* intellect fortress.
At 8 HD, add: **Clairsentience** – *Devotions:* danger sense.
At 9 HD, add: **Psychokinesis** – *Sciences:* project force; **Telepathy** – *Devotions:* mental barrier.
At 10 HD, add: **Psychometabolism** – *Devotions:* cell adjustment.
At 11 HD, add: **Psychometabolism** – *Devotions:* graft weapon; **Telepathy** – *Sciences:* superior invisibility.
At 12 HD, add: **Psychometabolism** – *Sciences:* animal affinity.

Villichi are females born to normal humans. No one can predict when or where a villichi child will be born. They are shunned by normal humans, although it is considered a bad omen to turn out a villichi child. When they come of age they usually move to a convent of their kind, located somewhere in the Ringing Mountains. Villichi are very strong psionicists, and



consequently, are a powerful group. Encounters with villichi are usually with an envoy, one sent to deal with a trading company or village.

Villichi resemble normal human females, albeit longer of limb and face. While they appear thin (mostly due to their height), they actually have normal proportions for human women. Villichi are usually cloaked as they are especially susceptible to the burning sun.

Villichi all speak 1d4 languages spoken by humans or demi-humans.

Combat: Villichi are not aggressive, usually fighting only in defense of their lives or their community. They are all psionicists, of levels 3-12. Encounters outside their convent are with an envoy of at least 7th level (1d6 + 6). If more than one is encountered, the rest are guards/companions of levels 3-11. To determine the levels of the companions, roll 1d6 for each and subtract it from the level of the envoy.

When away from the convent, villichi usually wear leather armor. Villichi have a good Dexterity (15 + 1d6) giving them an Armor Class of at least 7, and possibly as high as 3. There is a 7% chance per level that an envoy will possess a magical ring or cloak; companions have a 5% chance per level of the same. This may further improve their Armor Class or allow them to dispense with the leather armor. They use hand axes, daggers, or short swords (33% chance for each), but there is only a 3% chance per level that anyone in the group possesses a magical weapon. Villichi never use metal weapons or armor, feeling that it makes them somehow unclean.

The villichi preferred method of attack is psionics, and their powers make them formidable. They are extremely well-versed in psionic combat—if someone uses a particular defense, they immediately switch to the most effective attack that they possess to counter that defense. Only if attacked by a creature unaffected by psionics will they use their weapons. (The exception to this is if they successfully use their *invincible foes* power against a susceptible opponent. They will then attempt to hit that par-

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ticular opponent at least once, forcing him to fall to the ground in horrible pain.)

Villichi are willing to use magic items, but they are not really comfortable with them. They are slightly resistant to magic, and there is no record of a villichi ever using mage or priest spells.

The Villichi long thin frame gives them good leverage, and they receive excellent training in the use of weapons. All villichi have a +1 attack roll bonus with any non-metal weapon usable by psionicists.

If the villichi are losing a battle, the companions readily sacrifice their lives to allow the envoy to escape. If the envoy is killed, the highest level companion immediately becomes the envoy and seeks to escape while any remaining companions attempt to hold off the opponents. Of course, if possible, they all try to flee or hide, rather than sacrificing themselves. Villichi never fight blindly to the death, trying to find the best option to let the envoy and her companions all survive.

Villichi are somewhat sensitive to the sun and always try to wear cloaks (or some other covering) to protect them. If a villichi is directly exposed to sunlight (for instance, if her cloak is tom off), she receives a -1 attack roll penalty and a -1 penalty to all psionic power scores.

Villichi of 12th level develop animal affinity, and 90% of these develop affinity with eagles or hawks. Envoys with this power can fly away if a battle is going badly.

Habitat/Society: Villichi have formed an extremely close knit community. They never attack one another and only rarely argue with each other. The location of the convent is a closely guarded secret; anyone who inadvertently finds it is usually mindwiped. Half-giants and half elves are looked upon with compassion, since they too are members of a group that meets with prejudice. This treatment may seem cruel, but it is a cruel world, and the villichi are only concerned with surviving.

All villichi are born to human parents, and since it is considered a bad omen to exile a villichi child, they are left alone. Villichi not only mature rapidly, but they are fairly long-lived. The average lifespan of a villichi female is 150 years, although some live even longer. The current "high mistress" is over 200 years old, and is a psionicist of great power.

The high mistress is always chosen from among villichi who have developed the special power of "locate psionic." This special power is only developed by villichi of 13th level or higher, and only 10% of them develop this power. There is no range limit to this power, which allows them to locate villichi children at an early age. By the time a villichi child comes of age, an envoy will have been dispatched to fetch the child, or at least inform her of the location of the convent. This also allows them to determine if a villichi child is slain. Such an action usually results in revenge upon the perpetrator. If the perpetrator cannot be located, the revenge is carried out on the entire town, if possible. This is certainly part of the reason why killing a villichi child is considered such a bad omen. Past reprisals have made the killing of a villichi child a very rare thing indeed. Should such a killing occur, the townspeople will most likely imprison the guilty party and turn him over to an envoy for punishment. The perpetrator is examined by the envoy, and executed if guilty. Rumors abound that the guilty party dies horribly, causing such criminals to go to desperate lengths to avoid capture and conviction. Contrary to the rumors, however, the execution is quick and painless, usually by a dagger in the back of the neck.

There are currently about 500 villichi at the convent. At any one time, 10-20% of these are travelling as envoys, and another 20% are young villichi, level 2 or below.

The villichi are adept at weaving and make some of the best cloth on Athas. They also grow most of their own food, but they are not skilled at manufacturing and must trade for weapons and other supplies they need to survive. Higher level villichi are skilled at empowering items with psionic powers, and a magic (actually psionic) item may be traded for enough supplies to last the convent for as much as six months. Such items are necessarily rare and are highly sought after. Of the items empowered, the majority (75%) are usually gems with two or three psionic powers. The convent has 3-6 (1d4 + 2) of these items on hand at all times. They are usually saved for defense of the convent, but may also be used for trading if necessary for the community's survival. The few trading houses that deal regularly with the villichi have regular meeting places and know better than to look for the convent. The villichi prefer to trade their fine quality cloth, although they cannot usually produce enough to support their convent. At least one psionically empowered item is traded each year, but never more than three, even in bad years.

Ecology: The villichi roam widely throughout the world, for anywhere that humans live, a villichi child may be born. This is quite rare; perhaps one in 30,000 girls born is a villichi child. They are not quite albinos, although they do not like the sun. Their habit of protecting themselves from the sun makes them quite fair skinned, and on Athas, this makes them stand out.

Envoys eat whatever is available to them when travelling; but in their convent, the villichi are strict vegetarians. They also use no metal, even in building or trade. If presented with gold, the villichi try to trade it, either for gems or for ceramic pieces. The villichi are fascinated with gems and sometimes pay up to double price for a particularly nice one. Traders with rare and valuable gems may seek to find the villichi convent, thinking to make a killing on a trade. Those who find it are usually sorry, if they even remember what happened.

The villichi community is quite powerful for the small number of females it represents. Even the sorcerer-kings hesitate to interfere with a villichi envoy. The villichi are intelligent enough to realize that this could change if they interfere with these powerful defilers, since any one of the sorcerer-kings possesses sufficient power and resources to wipe out the convent (if they tried hard enough to do so). But, such a mission might weaken the king's defenses enough that he would fall prey to a rival king. Thus the villichi lead a comfortable life, aided mainly by the fact that they stay out of the sorcerer-kings' business and also by the fact that their convent is in an extremely remote location.

Villichi women are all quite attractive, but they are also sterile. Should a group of raiders harm or slay an envoy, a large group of envoys is sent to find and exact revenge on the perpetrators of this unspeakable crime. A group of envoys out for revenge in this manner always numbers at least 20, and the least powerful of these is 8th level, while they are led by a elder of 11th or 12th level. Such criminals are put to death in the most painful manner possible to these intelligent, vengeful females. Fortunately, the villichi reputation makes such incidents extremely rare.

The magical viruses of Ravenloft are microscopic horrors that are invisible to the naked eye, but deadly in their effect. These magical strains are similar to their mundane counterparts in several ways: Both magical and mundane viruses lie dormant until they contact living cells, and once such contact is made, both types of virus become active and begin to spread through the host's body.

Background

An elderly, embittered mage named Phagius first introduced magical viruses to the Land. His wife bore him six children before dying in childbirth. Although Phagius paid little attention to his brood, he demanded from them absolute obedience, verging upon worship. Phagius grew more cruel, petty, and tyrannical over the years, refusing to allow his children to marry or to become apprentices to any other wizard than himself. Eventually, his offspring grew desperate and mixed a lethal poison into his meal, hoping to rid themselves of their evil sire. In this they succeeded, but not before Phagius had his revenge.

Phagius was working on a series of potions designed to spread infection throughout his homeland, Invidia. Only he would know the cures, and he planned to use his knowledge to control the domain. Realizing that his death was but moments away, Phagius cursed his children and drank the six virulent potions he had created.

As the aged wizard collapsed onto his bed, his body transformed. When Phagius's children crept upstairs to witness the result of their dread deed, one of them touched the body, which immediately collapsed into dust. Choking, the children fled the room and the keep, taking with them their evil inheritance: six magical viruses. Each child of Phagius became the carrier (see **Transmission,** below) of a different disease, spreading an evil legacy.

Description

Viruses are microscopic and thus are invisible to the naked eye, but even *eyes of minute seeing* are incapable of spotting them. They are not revealed by a *detect invisibility* spell either, for their invisibility is due to their minuscule size, not any magic. A *detect magic* spell will reveal the presence of these minute menaces when they are highly concentrated, as is the case in an infected person.

Combat

Viruses do not participate in combat *per se*. Rather, the virus waits in a state of suspended animation until it comes into direct contact with living tissue, at which time it activates and attempts to invade the tissues of the body. Once the virus is inside the body, symptoms of infection appear.

Magical viruses can affect living beings in three ways. A magical virus can imprint its own genetic patterns over those of the host tissue, forcing the original tissue to die, leaving virus-patterned tissue in its place. Other viruses cause such frenetic activity in the tissue that it grows out of control, causing excruciating pain before death. Perhaps most horribly, some magical viruses affect the victim's psyche, twisting and warping the mind instead of the body.

Transmission

Phagius's viruses exist in two states: dormant and active. They are contracted through physical contact with their dormant forms. When a dormant virus contacts living flesh, it attempts to infect the body. If the virus successfully infects the victim it becomes active. An active virus perishes immediately if exposed to any elements outside the body, so, ironically, an infected individual cannot spread the infection to others. The active virus spreads aggressively within the host, however, never ceasing its attack until the victim's death. Once a victim dies, the virus falls dormant. Thus, anyone touching the body of a deceased victim risks infection.

Viruses may also spread by means of a carrier. A carrier is not himself affected by the virus, but carries the dormant virus within his body. Such a carrier can infect others by touch, saliva, or any other direct physical contact. Whole villages have perished when just one member became a carrier for such a virus.

A character who comes into contact with a magical virus must roll a saving throw vs. spell with a –2 penalty. Failure indicates the character contracts the virus. If successful, the character does not contract the virus, but must immediately make a saving throw vs. death magic. Failure this time indicates the character is now a carrier. He continues to be a carrier until the virus is purged from his system.

A *periapt of health* and similar items prevent the bearer from either becoming infected or carrying the virus to others. *Dispel magic* or *cure disease* kills any dormant or active viruses within a 15-foot radius of the caster.

Diagnosis

Diagnosis of Phagius's magical viruses is very difficult. Initial symptoms appear within 24 hours of contamination, often including fever and irritability. Each virus has its own unique signs, but relatively few physicians or priests are yet trained to recognize these early symptoms. If the sick individual is isolated and all magic removed from him, a *detect magic* spell may reveal the infection. If the spell is successful, parts of the infected victim's (or carrier's) skin will faintly glow a sickly greenish-yellow.

The Vistani are adept at recognizing the signs of Phagius's viruses. They also have several potions said to cure victims, but rarely give such potions to giorgios. The Vistani are not immune to the viruses, but seem to be resistant to them. When a Vistana becomes infected, prompt medical attention is always provided, although many of the gypsies died before they developed their cures for these terrible viruses.

Treatment

There are two main ways to treat victims of Phagius's viruses without the help of the Vistani.

Magical Healing: The *heal* spell is the most effective magical treatment. As long as it is cast before the victim's death, it destroys the virus. The *cure disease* spell is also effective. Unfortunately, it is not always completely reliable unless cast on the victim within 24 hours of infection. After that time, the virus has made significant changes in the victim's body and psyche, and the cure becomes less certain. For every 12 hours after the first day, the chance of success decreases by 10%. Hence, a priest has a 90% chance to kill the virus within 36 hours of the infection, but a few hours later the chance of success drops to 80%. On the seventh day, the virus can no longer be cured in this manner. A priest may only try once to cure the victim (although another priest is free to attempt a cure if the first fails). *Dispel magic* and *purify food and drink* can prevent infection by killing any dormant viruses in the area, but they are of no use to an infected individual.

Psionic Healing: The psychometabolic devotion absorb disease can be used to cure Phagius's viruses. However, the technique is dangerous because the psionicist must roll his power score or become infected himself. If, however, the psionicist is immune to the virus in some way, this is a safe option. Suspend animation delays any effects of the virus for as long as it is in effect. Certain other psionic sciences and devotions might affect particular viruses as well. The psychometabolic science complete healing does not affect the viruses, due to their magical nature.

Experience Points

The experience point values indicated for the various viruses indicate the reward that a character receives for curing (or aiding in the successful treatment of) a character that has contracted one of these dread diseases.

	Combustion	Crystal
Climate/Terrain:	Ravenloft	Ravenloft
Frequency:	Very rare	Very rare
Organization:	N/A	N/A
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	N/A	N/A
Armor Class:	N/A	N/A
Movement:	0	0
Hit Dice:	special	special
THAC0:	Nil	Nil
No. of Attacks:	0	0
Damage/Attack:	Nil	Nil
Special Attacks:	Combustion	Crystallization
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (microscopic)	T (microscopic)
Morale:	N/A	N/A
XP Value:	650	420



Combustion Virus

The magical combustion virus causes the cells of its victim's body to continually increase their levels of activity, growing wildly out of control. If left unchecked, the victim will spontaneously burst into flame and quickly die an agonizing death.

The first symptoms of the combustion virus's infection are a high fever and sore skin. These symptoms appear within six hours of infection. Within 24 hours, the victim's skin becomes extremely tender; at this point the victim receives a –2 penalty to all attacks and saving throws. Over the next week, bloody lesions begin to break open on the victim's skin. The pain and fever grow worse, and by the end of the week the victim suffers a –4 penalty on all actions that call for dice rolls.

If the virus is not stopped, the victim dies a grisly death, spontaneously combusting in 1d6+10 days. Anyone within 10 feet of the victim must make a successful saving throw vs. breath weapon to resist the heat of this incineration. A failed roll indicates that the bystander suffers 3d6 points of damage. A successful roll reduces this injury by half.

The psionic science energy containment is useful against this virus. The psionicist must successfully use this science on the subject, once every eight hours for three days, in order to flush the agonizing energies from the victim's system. With the conclusion of the final treatment, the patient is cured.

When a victim of the combustion virus dies, all that remains is a gray mass of ashes. This pile of ash contains thousands of dormant virus particles, which can scatter easily in the winds and cause mass infection if they are not somehow contained. Evil priests and wizards have been known to preserve this dust, sprinkling it on their undead minions. Even a lowly skeleton so treated becomes a hideously dangerous foe.

Crystal Virus

The crystal virus spreads more slowly than other viruses, but its results are just as terrible. Victims of this bug slowly crystallize, dying in agony as their lungs become incapable of drawing oxygen from the air and their blood hardens in their veins.

The crystal virus works its way into its victim, forming increasingly complex crystalline threads that gradually bind the body's tissues together. The initial symptoms of the disease are aching joints, fever, and areas of numb or tingling skin. Within three days, patches of the victim's skin begin to crystalize. Exactly eight days following infection, the victim's eyes begin to solidify. Although disorienting at first, this actually alters the victim's eyesight, giving him the same abilities as *eyes of minute seeing*. At this time the victim's movement rate is halved and his Dexterity score is reduced by 4, due to the stiffness of his changing body. If the crystallization process is not halted, the victim dies exactly 18 days after the initial infection. Within hours of death, the victim's body crumbles into fine, blood-red sand.

Because of the relatively slow progress of the infection, a *cure disease* spell works normally within the two days following infection, instead of the usual one.

The crystalline remains of a dead victim are thick with the dormant virus. Curiously, they can be handled safely as long as care is taken to keep them dry. Even the smallest drop of water, however, dissolves the crystals and creates a highly contagious fluid. Because they are water soluble, the sandy remains of a crystal virus victim have been used by assassins on more than one occasion.



	Petrification	Phobia
Climate/Terrain:	Ravenloft	Ravenloft
Frequency:	Very rare	Rare
Organization:	N/A	N/A
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	N/A	N/A
Armor Class:	N/A	N/A
Movement:	0	0
Hit Dice:	N/A	N/A
THAC0:	Nil	Nil
No. of Attacks:	Nil	Nil
Damage/Attack:	Nil	Nil
Special Attacks:	Petrification	Cause phobia
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (microscopic)	T (microscopic)
Morale:	N/A	N/A
XP Value:	650	270

Petrification Virus

The petrification virus causes its victim's body to gradually harden and eventually turn to stone. What is truly horrifying is that victims who have survived this terrible transformation claim to have been conscious even when their bodies were completely petrified.

The petrification virus attacks its victim at the exact spot where physical contact was made, so a large percentage of infections begin on the hands. Unlike other viruses, the initial symptoms of petrification virus infection do not include fever. Instead, the victim notices a hard, marbleized patch of skin at the point of infection.

So quickly does this microscopic invader do its work that skin at the point of contact is noticeably harder within just a few minutes. Within half an hour, this area becomes completely inflexible and begins to change to a color resembling pearly-gray marble. The marbleized patch of skin continues to spread, covering an additional 10% of the victim's body with each passing day. As the transformation progresses, several changes occur in the victim's body—most noticeable is a daily 10% increase in weight. In addition, the victim loses 2 points of Dexterity per day, but gains a 1 point improvement in his base AC.

If the infection is not stopped, the victim completely petrifies when his base Armor Class becomes 0. A marbleized victim remains alive long after the transformation, although no sign of life can be detected without magical or psionic help. Several months (2d6) after the conversion to stone, the victim finally dies and the virus falls dormant.

A *stone to flesh* spell cast on the victim removes all traces of marbleization from the body, but the virus remains active in the character's system and immediately begins to spread anew. Fortunately, a *cure disease* spell can be fully effective if used quickly.

The statue created of a dead victim's body contains thousands of dormant petrification viruses. As such, it is extremely virulent, so the slightest contact can be deadly. At least one twisted individual is known to have created hideous sculpture gardens out of his enemies by contriving to infect them with the virus.

Phobia Virus

The phobia virus is the only magical virus that does not necessarily cause its victim's death. Once in the body, it attacks the host's mind, causing the character to develop a severe phobia. Although such a neurosis may weaken a character at a critical moment and lead to death, the virus itself is not fatal.

Within 12 hours of infection, the victim of a phobia virus begins to feel generally nervous. The character begins to sweat profusely and runs a fever for several days. He also begins to have vague, recurring nightmares. Although the fever fades, the victim's fearfulness increases. By the seventh night of infection, the victim is exhausted. The virus-driven nightmares become clear, and the victim's fear crystallizes into a phobia. The fear is always of something that never troubled the victim before, and may even be something with which he was quite comfortable. Nevertheless, when the infected victim is confronted with the object of his newly formed phobia, he suffers the results of a failed fear check.

Remove fear and similar magic temporarily aid the sufferer, but he succumbs to his irrational fear as soon as the magic wears off. The spell *true seeing* combined with a *cure disease* spell can permanently rid the victim of his phobia.

Psionic powers also can be helpful in the treatment of a phobia virus victim. The most notable of these is psychic surgery, which can repair the damage done by the virus. Unless this treatment is followed with a *cure disease* spell or the like, however, the still-active virus attacks the brain again and restores the phobia.

Victims of a phobia virus are extremely vulnerable to psionic attacks such as id insinuation or magical spells like *cloak of fear.* Anyone who suffers from a phobia virus and is confronted with a magical or psionic fear-inducing attack must make an immediate Madness Check. (See Chapter II of the *Realm of Terror* book in the Ravenloft *Campaign Setting* boxed set for rules on madness.)

	Psionic	Shadow
Climate/Terrain:	Any	Any dark
Frequency:	Very rare	Very rare
Organization:	N/A	N/A
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	N/A	N/A
Armor Class:	N/A	N/A
Movement:	0	0
Hit Dice:	N/A	N/A
THAC0:	Nil	Nil
No. of Attacks:	0	0
Damage/Attack:	Nil	Nil
Special Attacks:	Psionic overload	Shadow rot
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	T (microscopic)	T (microscopic)
Morale:	N/A	N/A
XP Value:	650	975



Psionic Virus

The psionic virus opens pathways in a victim's mind, granting the character tremendous psionic abilities whether or not he had them before the infection. Unfortunately, such abilities continue to grow stronger and stronger, until the character's overstimulated brain literally explodes under the unaccustomed psionic pressures.

For the first 24 hours following infection, the only noticeable symptom is a strange feeling of disorientation. This is generally perceived as a buzzing in the ears and a sense of light-headedness. On the second day of infection, the victim gains the abilities of a 1st level psionicist (or gains one level of ability if he already possesses such powers). The DM can either roll randomly for the victim's newfound abilities or simply choose what powers the character gains.

Every 24 hours thereafter, the victim gains another level of psionic ability. The victim will also begin to experience profound headaches, lasting approximately one hour per level of psionic skill gained. While suffering from these excruciating migraines, the character suffers a –4 penalty to all attack and damage rolls, saving throws, and proficiency checks.

Once the headaches have reached eight hours in duration, the victim must make a Madness Check each day. When they reach 10 hours, the victim must make a daily saving throw vs. death magic. Success means the character's brain continues to handle the psionic energies, while failure indicates his brain explodes from the massive psionic pressures. A cumulative –2 penalty is applied to both of these rolls for each day after the first.

In addition to normal treatment options, the psionic virus can be excised with a successful working of psychic surgery in combination with mindwipe. The affected character cannot actively participate in this cure.

The flesh of a deceased victim's body hosts the dormant form of the psionic virus, so any unprotected person who touches the victim's body risks infection. In addition, anyone who makes direct mental contact with an infected mind must make a successful saving throw vs. death magic or contract the virus as well.

Shadow Virus

A character contracts this infection through physical contact with the dormant virus, just as with other strains. However, it is the victim's shadow which the virus first attacks, causing it to rot away. A victim whose shadow is destroyed by the virus becomes a shadow himself.

The initial symptoms of this horrifying virus are deceptively mild: simply a slight tingling of the scalp and a low fever. At the end of the first day of infection, however, the victim's shadow shows distinct signs of fraying around the edges. As the days pass, the victim's shadow continues to unravel and, if the virus is not halted, disappears entirely on the seventh day. Once the host's shadow has been consumed by the virus, the infection begins to take its toll on the flesh of the body. Within a day, one of the victim's limbs grows insubstantial, and on each successive night another portion of the victim's body becomes shadowy. On the fourteenth night of infection, the victim fades away utterly and dies. Within minutes of his demise, the character rises as a shadow himself.

A psionicist with the shadow form science cannot use this ability while infected with the virus. If a *continual light* spell is placed upon a small *blessed* diamond and the victim swallows this stone within the first seven days of the infection, he is cured. The reaction of the virus to the gem destroys them both, so the diamond is lost.

Shadows created by this virus carry the disease with them, so anyone touched by a virulent shadow risks contamination. Unlike the other viruses, this one is not spread by living carriers.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d4
Armor Class:	0
Movement:	Fl 15 (A)
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d8/1d8 (claw/claw)
Special Attacks:	Lucidity control, domination
Special Defenses:	Hit only by +1 or better weapons, immune to holy water
Magic Resistance:	25%
Size:	M (6′ tall)
Morale:	Elite (13-14)
XP Value:	4,000

What is real? Ask any two berks, especially those from different factions, and a body's likely to get two completely different answers. Find a cutter that's faced a visage, though, and the answer might be a little strange.

See, a visage is a creature of deception. It assaults perceptions, steals identities, and crushes wills. Nightmarish fiends of insidious power, visages are – thankfully – extremely rare. Fact is, they're found only in the service of the deity now known as Tenebrous. Visages are undead tanar'ri, former servants of Tenebrous brought back by the evil god's influence over all things undead.

Visages can assume other shapes (as explained below), but in their natural form, they appear as wispy, translucent spirits with frightening white masks where their heads should be. They have no legs, but instead float or fly through the air at will. Despite their noncorporeal appearance, visages are solid. They can't pass through walls or objects, though they can fit through tiny spaces too small for a human of equal size.

Visages communicate through speech. Most know the common tongue, as it helps them move surreptitiously through society, and they pick up any languages spoken by those whose essences they steal (as explained below).

Combat: A body could say that in battle, a visage strikes with its razor-sharp claws. That's a true statement, but it's also dangerously misleading – the claws are the least of a sod's worries. Visages warp minds in ways that no other creatures really can. Sure, plenty of berks create illusions (the baatezu're experts at it), but a visage can twist a body's mind, making him think what it wants him to think and experience what it wants him to experience. The undead fiend uses a number of tricks to force a false perception of reality on its victim.

First and foremost, a visage wields a strange power that graybeards call *lucidity control*. The fiend can reach into the mind of anyone it sees and change how he perceives the world around him. The visage totally controls the victim's senses, but it usually does so in subtle ways so the sod won't realize that he's being manipulated. As long as the victim is unaware of the visage's assault, he receives no saving throw against the effect. However, if he tumbles to the fact that something's playing with his mind, he can attempt a saving throw versus spell. Success indicates that the victim perceives things as they truly are, but he must continue to make successful saving throws each round or fall back into the false reality created by the visage.

To make it less likely that a sod'll realize his perceptions are being orchestrated, the undead fiends often mix real experiences with false ones. For example, a visage might artificially exaggerate perceived distances, make real objects appear to fall or move at inopportune times, change the way a building seems to be laid out, and so on.

The thing to remember is that a visage loves to cause confusion and fear. Sure, it could shut off a berk's senses entirely, but it'd much rather do something disorienting and strange. Then, when a victim can no longer trust his own eyes and ears, the fiend rakes with its claws or simply manipulates the sod toward a horrible end (maneuvering him into a pit, stirring up another creature to attack him, and so on).

Unfortunately, a visage has other ways of assaulting minds, as well. Once per day, it can dominate a single target (as per the 5th-level wizard spell *domination*), making him do and say whatever it likes. This requires a fair bit of concentration on the fiend's part, though, so it can't use its domination and lucidity-control powers at the same time. But if two or more visages attack the same party, one often alters their perceptions while the other dominates a victim to make the false reality seem more valid.

Finally, a visage can assume a victim's very identity. See, when a visage kills someone, it can take on not only the cutter's form but also part of his essence. It almost perfectly imitates his voice, affectations, skills, and the like. Sure, the visage misses subtle mannerisms and quirks that a very close friend might notice, but the imitation can lend more weight to whatever false perceptions it tries to force on others. A visage in someone else's form can still use its lucidity-control and domination powers.

Truth is, by taking a body's form and essence, the fiend can also cheat him out of another chance at life – and even his final reward. See, with his spirit gone, the victim can't be raised or resurrected, and he can't become a petitioner. That can be undone, but only if the visage is killed within one day of stealing the essence. If the fiend's still on the same plane as the victim, even better – the sod's chance for a successful res-

urrection is doubled. But if the fiend voluntarily casts off the spirit (say, to take on another person's form), or if it holds onto the essence for longer than one day, the spirit withers away. The victim can't return to life, and he won't become a petitioner. He's just gone.

Like many types of undead, visages are immune to *sleep*, *charm*, *hold*, magical *fear*, poison, paralyzation, and cold-based attacks. They can be struck only by magical weapons of +1 or better enchantment, and holy water does them no harm. They can be turned by clerics and paladins, but only on the "special" row. Visages have no connection to the Ethereal Plane.

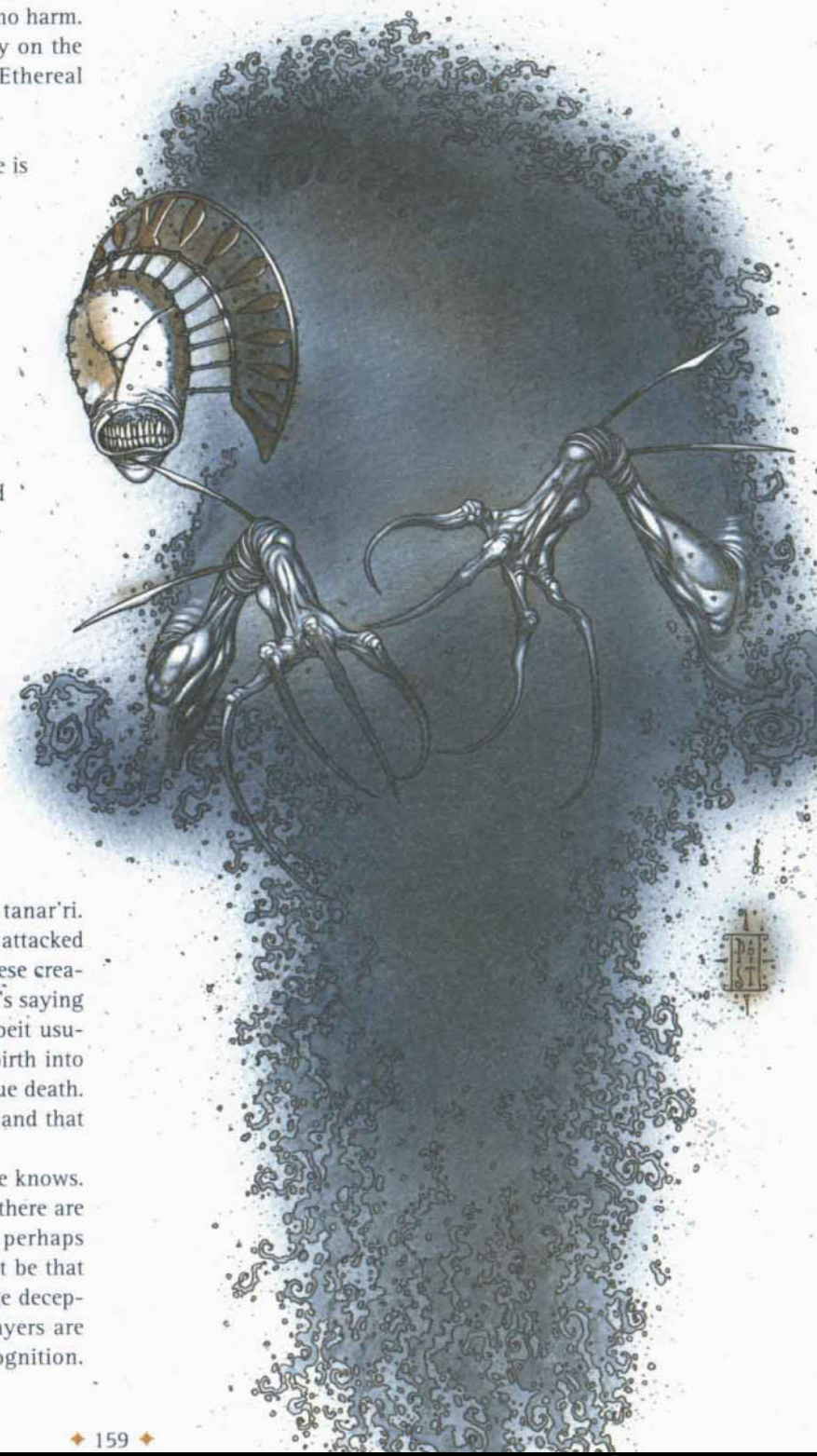
HABITAT/SOCIETY: The only society these creatures have is one dedicated to serving the will of Tenebrous. Without him, they have no existence. Visages seem far too chaotic to have ranks; they treat each other as equals, taking orders only from their deity. Fact is, a visage has never been known to attack another of its kind, or display any feelings of rivalry or contempt for its brethren. That's not to say, however, that the undead fiends show loyalty to their own kind. On the contrary: Visages care nothing for one another's welfare. If it's time to flee a battle, a visage won't hesitate to turn stag on its fellows and give the situation the laugh.

Visages can lurk anywhere in the multiverse, though the only habitat not alien to these twisted fiends is the Negative Energy Plane. However, chant says the only place they're found there is in a fortress called Tcian Sumere, now rumored to be lost and adrift somewhere in the black void. But unlike other undead, visages have no special link to the Negative Energy Plane. Fact is, they have no real link to anything in the cosmos except Tenebrous.

ECOLOGY: Despite having been created by a former Abyssal lord, the visages have no place among the tanar'ri. They're recognized immediately by other fiends and attacked on sight. Lower-planar inhabitants fear and loathe these creatures more than they do most other things – and that's saying a lot. See, most tanar'ri return to life when slain, albeit usually in a lesser form. But a visage is denied both rebirth into another shape and the eternal oblivion of a fiend's true death. The berks're slaves of the magic that spawned them, and that strikes fear in the dark hearts of the tanar'ri.

How many visages did Tenebrous create? No one knows. But if the tanar'ri are so familiar with them, perhaps there are other means of spawning the undead fiends. And perhaps they've been around longer than folks think. Could it be that certain aspects of the multiverse are nothing but huge deceptions put forth by visages? Maybe entire Abyssal layers are hidden from discovery or camouflaged beyond recognition. Perhaps the fiends' influence is even more widespread. And perhaps it's all just barmy talk.

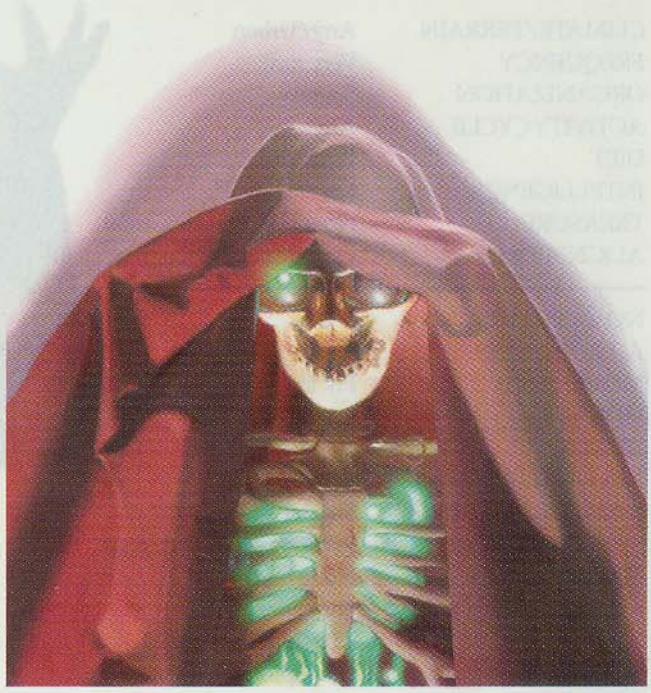
Then again, if everyone believes in a false reality, doesn't it become true? In the end, isn't a body left with the question: What is real?



Visceraith

CLIMATE/TERRAIN	Any
FREQUENCY	Very rare
ORGANIZATION	Solitary
ACTIVITY CYCLE	Any
DIET	Nil
INTELLIGENCE	Exceptional (15–16)
TREASURE	W (×2)
ALIGNMENT	Neutral (evil)

NO. APPEARING	1
ARMOR CLASS	2 or 7
MOVEMENT	12 or Fly 9 (D)
HIT DICE	7+3
THAC0	13
NO. OF ATTACKS	2
DAMAGE/ATTACK	1–6/1–6 or by weapon type (×2)
SPECIAL ATTACKS	Bone control
SPECIAL DEFENSES	+1 or better weapon to hit
MAGIC RESISTANCE	See below
SIZE	M (4½'–6½')
MORALE	Champion (15–16)
XP VALUE	3,000



The visceraith, or bone spirit, exists in a twilight of shadows and whispers. The entity appears as a brain with eyes and a tongue. Nerves and tissue connect the brain to a dangling set of organs—heart, lungs, stomach, and so on—all glowing green. Visceraiths are formed only when the powerful yearning for life is combined with a wizard's use of magic. As a result, visceraiths are impossible to summon or create.

As hermit crabs use discarded shells for protection, visceraiths are usually found within humanoid skeletons they have assembled with their *bone control* ability. As with "normal" undead skeletons, the bones are contiguous without connective tissue. The brain and glowing eyes inhabit the skull, and a whispering tongue finds residence in the jaw. The other organs arrange themselves within the torso. The visceraith can use any unbroken bone to augment itself as long as the framework can contain the creature. Insinuating itself into a skeleton requires 1 turn, but exiting takes only 1 round. Some bone spirits assemble specialized skeletons (with an animal skull that permits a bite attack, for example).

Supported in this fashion, the visceraith moves among the living, concealing its nature under robes. The bone spirit resides where it can lead a secluded existence, though it might hire servants or find companions. Living residents in the home of a visceraith are usually treated well, but the bone spirit is not above murder to protect its identity.

Combat: A visceraith is usually (95% chance) found "wearing" a skeleton (AC 2); otherwise it has an AC of 7. Any intelligent being seeing a visceraith free of its skeleton must make a successful saving throw vs. paralyzation or be stricken with fear for 1d4 rounds, suffering a –2 penalty on attack rolls and a +2 penalty to AC.

If the creature has claws, it inflicts 1d6 points of damage per hit. If it has "normal" hands, it employs weapons usable by mages, can attack with a weapon in each hand without penalty, but doesn't use armor or shields.

The visceraith's deadliest attack is its *bone control* ability, which has a range of 60 feet. The target must make a saving throw vs. death magic. If successful, there is no effect, but if the saving throw fails, the chosen bone snaps, resulting in a compound fracture and 1d6+4 points of damage. The victim is immobilized due to shock, loses 2 hit points per round until bleeding is stopped, and must make a Constitution check to avoid fainting for 1d12 rounds from the pain. The visceraith can use this attack form four times per day.

Visceraiths retain whatever spellcasting ability they had in life. They can learn the maximum number of spells allowable but cannot advance in level.

Like most undead, visceraiths are immune to *sleep*, *charm*, and *hold* spells, as well as to cold-based attacks. Fire-based attacks cause normal damage, nonmagical weapons are ineffective, and blunt weapons of +1 or greater enchantment cause normal damage. Slashing or piercing weapons of +1 or greater enchantment inflict half damage.

Visceraiths are unharmed by holy water and can't be turned.

Habitat/Society: Visceraiths seek out the company of living beings when possible and shun other undead. They do not despise the living, instead hoping to continue the life they left behind. These creatures are not always evil but will go to great lengths to avoid exposure or destruction.

Ecology: An undead being, the visceraith has no physiological functions, so it doesn't occupy a proper slot in any world's biosphere.

Vizier's Turban

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Genius (17–18)
TREASURE:	Nil
ALIGNMENT:	Any

NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	3
HIT DICE:	See below
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'–4' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000



The vizier's turban is a symbiotic creature which attaches itself to a wizard. It provides its partner with greatly enhanced spellcasting potential and magic resistance. In return, the wizard agrees to a permanent loss of hit points, which are used by the creature to sustain itself. The potential power to be gained by bonding with a vizier's turban far outweighs the sacrifice to the wizard. The vizier's turban cannot bond with a sha'ir (desert mage specializing in genies).

A vizier's turban looks like a turban (of any color) secured by two bright jewels (its eyes). Its skin resembles fine cloth. It can change color to suit its partner's attire and can reshape itself somewhat to look more like a scarf or veil for female wizards who prefer such attire to turbans. A vizier's turban enjoys watching what goes on around it from its vantage point atop its partner's head and communicates telepathically with its host.

The wizard decides how many hit points (up to a maximum of 10) to permanently give up to his or her vizier's turban. One hit point may be given to the symbiote whenever the wizard gains a new level, so it is possible to find an 11th-level wizard whose vizier's turban has 10 hit points, or a 9th-level wizard who has one with only 2 hp. The number of hit points the symbiote has is a function both of how many its wizard sacrifices to it and at what point in the wizard's career the vizier's turban met and bonded with the wizard.

Combat: Vizier's turbans make no attacks and cause no damage. For all practical purposes, the vizier's turban and its host function as a single being. The symbiote is content to let its partner control the thinking, movement, and body functions. It will give advice only if specifically asked.

The potential power which a vizier's turban can bring to its wizard is a function of how many hit points it has. It saves as a wizard of the same level as it has hit points, so a vizier's turban with 4 hit points would save as a 4th-level wizard. It also provides its host with 5% magic resistance for every 2 hit points it has, up to a maximum of 25%. Vizier's turbans cannot have more than 10 hit points; extra hit points sacrificed to it are lost as if the wizard were wounded and can be healed normally.

For every hit point it receives, the creature enhances its chosen wizard's spellcasting abilities, as detailed on the following chart:

1 hp = One extra 1st-level spell per day
2 hp = 5% magic resistance
3 hp = One extra 2nd-level spell per day
4 hp = 10% magic resistance (total)
5 hp = One extra 3rd-level spell per day
6 hp = 15% magic resistance (total)
7 hp = One extra 4th-level spell per day
8 hp = 20% magic resistance (total)
9 hp = One extra 5th-level spell per day
10 hp = 25% magic resistance (total)

The maximum benefit a wizard can derive from a vizier's turban is thus one 1st-, one 2nd-, one 3rd-, one 4th-, and one 5th-level spell per day plus a magic resistance of 25%. Vizier's turbans do not know any spells themselves, nor can they give their partners access to spells the wizard does not already know or is not usually allowed to cast. All restrictions as to elemental provinces, spell schools, and other limiting factors remain in force. The vizier's turban in no way allows its partner access to clerical spells, nor does it enhance such spells should its partner be a wizard/priest. These symbiotes provide no benefits to sha'irs at all and cannot bond with them.

Damage to its host from weapons, whether normal or magical, has no effect on a vizier's turban. Even if struck directly by a weapon, the damage passes right through the creature and affects its host instead. Secondary effects which emulate spell effects (such as an electrical attack which occurs when the sword strikes) are handled similarly to magical attacks against the symbiote or its host.

Spells and magical items which produce spell-like effects may affect a vizier's turban. Single target spells (such as *charm person*) and nondamaging area-of-effect spells (such as *chaos*) have no effect on a vizier's turban, even if the creature is the primary target of such a spell. If its partner fails the magic resistance roll provided by the vizier's turban and also fails his

or her saving throw vs. a damaging area-of-effect spell, then the symbiote must also make a saving throw vs. spell. If it fails, the creature is affected by the spell as a separate entity, which almost guarantees its demise. If it successfully saves, it is affected as if it were a natural part of its partner, with its hit points being the last to be lost.

For example, a host mage with 24 hp has given 2 hp to his vizier's turban, leaving him with 22 hp. The mage is hit by a *fireball* for 23 points damage and fails both his magic resistance check and saving throw, meaning he takes full damage. The symbiote now saves and, if successful, takes only 1 point of damage (the amount by which the spell damage exceeded the mage's hit point total). Since the vizier's turban would still be alive, it could find another host. Had the *fireball* done 24 or more points, the symbiote would be dead. If it had caused 22 or fewer points, the vizier's turban would have been unharmed. Had the mage made his saving throw or his magic resistance check, the vizier's turban would have been completely unaffected, even if its host had been killed by cumulative damage.

If the vizier's turban has more than 1 hit point left at any time that its host wizard is badly injured (i.e., reduced to half or less of his hit points total), it can return all but 1 of its hit points to its host. These regained hit points function just as if a healing spell had been used on the wizard and had restored that many hit points. Once the wizard is restored to full hit points, he or she must return these hit points to the symbiote. One hit point is always lost permanently in this exchange, reducing the wizard's total by 1, so this exchange is not made frivolously. Furthermore, returning the hit points to his or her symbiote wounds the wizard for that many points of damage—damage that can only be healed magically. The 1 hit point lost in this exchange cannot be restored by any means short of a *wish*.

Habitat/Society: There are several theories as to the origin of vizier's turbans. One theory suggests that the turbans are actually lesser genies of some sort, either condemned to serve wizards for some transgression against other genies or specifically shaped to perform the duties they do (much like tasked genies). Another theory contends that vizier's turbans were originally just that—magical headgear which somehow developed both intelligence and a sense of self while retaining their magical properties. The theory which has gained the most acceptance is that the creatures were originally some sort of familiar.

Whatever their origin, vizier's turbans do not appear to reproduce in any discernible manner, and no mated pairs have ever been found. When two vizier's turbans meet (usually while traveling with their bonded wizards), they will greet one another politely but refrain from long conversation, as though they had no interest in one another. They seem to have no differentiation of sex, adopting a male or female outlook to match that of their host. It has been theorized that the creature may reproduce by fission, forming a duplicate which is then left to fend for itself. Until it bonds with a wizard, the vizier's turban is considered to have only a single hit point.

Though it recognizes that it is a separate being from its host, a vizier's turban takes its personality and reactions to situations directly from its partner. It will never disagree with a decision made by its host unless asked to give its own opinion. It has no opinions about what spells the wizard should study or which ones he or she should cast in a given situation, since it does not itself have any spellcasting talent. It does not understand and cannot read the spells which its wizard learns but instead derives a sense of satisfaction from feeling its wizard's emotional response to both learning and casting spells.

The vizier's turban seems to have no fixed ethical sense, changing alignment to match that of its host and adopting his or her point of view. When not with a host, the creature alignment detects as being true neutral. If a vizier's turban changes hosts, it will change its alignment to fit that of its new host, if different.

A vizier's turban exists on the hit points given to it and on the companionship of its chosen wizard. It eagerly engages in philosophical discussions with its host if the wizard initiates the conversation. It has no need to eat or drink but does enjoy being bathed, and it likes to rearrange itself into different styles of turbans when given the chance.

Keenly curious, a vizier's turban is always happy to travel with its host to see new places and things. It is very observant, though it reacts to stimuli with a never-ending sense of wonder rather than logically. If it sees a lion charging its wizard, for instance, it does not warn the wizard but rather goggles at the wondrous creature rapidly approaching.

A vizier's turban is least happy when separated from its partner, and mourns if it is taken off and left behind when its wizard goes out. A vizier's turban that is ignored by its wizard becomes depressed, and if not allowed to participate more fully in its wizard's life will eventually leave and seek a new partner. If a vizier's turban leaves its wizard, it takes half the hit points it has received away with it. The wizard regains the other hit points but permanently loses those retained by the turban.

Although they can be found almost anywhere, it takes a keen eye and a desire to bond with one to locate a vizier's turban. Even then, its rarity makes it unlikely that a wizard who is not spending every waking hour searching for one will find one. They are virtual masters of disguise since they look like strips of material when unwound and like scarves, turbans, or veils when posing.

This odd creature does not detect as magical but can be found via spells or devices which detect life or alignment. Its sense of humor is such that it is amused by the antics wizards go through to locate it. Indeed, its attempts at disguise and camouflage may be a test to see if a particular wizard is clever enough to find it and therefore worthy to become its partner. When its eyes are closed, it is indistinguishable from any other item of clothing. Favorite hiding places for vizier's turbans are at cloth markets, inside wardrobes, in rag bags, and among caravan trade goods. Since it can change color at will, it can be quite difficult to spot one should it wish to remain hidden.

Ecology: Vizier's turbans have no real effect on their environment other than upon the wizards they bond with. They occupy a unique niche. No one has ever seen a vizier's turban die of natural causes, so it is impossible to estimate how long they live. They might even be immortal.

Voat

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(C)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	5d10
ARMOR CLASS:	7
MOVEMENT:	12, Sw 6
HIT DICE:	1d4 hp
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Legacy
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65



The voat is a nocturnal ratlike creature about the size of a cat that exists throughout the Savage Coast. Voats are aggressive, insatiable scavengers, found wherever food is stored. They are a bane for vessels carrying foodstuffs or warehouses storing grain and other perishables. Many a ship captain has cursed the voats upon finding that all the foodstuffs in the cargo have been devoured or spoiled. A voat can eat vast amounts of food or refuse (as much as ten times its weight every day), fouling and destroying far more.

Voats have coarse, greasy, gray fur, grizzled with black and sooty white. They have disgustingly pink scaly tails that flick about constantly. These creatures have large ears, pointed snouts, and extremely powerful teeth, which they use to gnaw through wooden planks to get at stores of food.

The Red Curse: All voats have a Legacy, and most suffer the Affliction caused by that Legacy. Many voats tend to acquire the Phase Legacy. For this reason, most of them have soft, puffy flesh with grotesquely distorted form and features. This distortion makes them even more repulsive than they would otherwise be. These voats tend to sink into solid matter if they spend more than a moment in any one place.

Voats do not usually wear *cinnabryl*, so they are either Afflicted or they pick up what little they need from the trace amounts present in scarlet pimpernel.

Combat: Voats are typically much more aggressive than their giant rat cousins. They will attack small farm animals and domestic animals, such as poultry and cats. They will even attack humanoids given the opportunity. Their tremendous appetites cause them to regard just about anything as food. To a voat, two things exist in the world: things it can eat and rocks.

Voats carry diseases just like rats, so their bites have a 5% chance of infecting victims with a serious disease (such as the plague or typhus fever) unless a successful saving throw vs. poison is made.

Voats, like giant rats, are excellent swimmers and can attack in water as well as on land.

Habitat/Society: Voats exist to eat. They even eat in their sleep. Most voats use the Phase Legacy to enter buildings or ships containing foodstuffs or remote caves containing scarlet pimpernels, where they will make a nest for a short time before moving on.

A voat nest may contain some treasure. Voats collect bright and shiny objects, and sometimes their victims have belongings.

Ecology: Voats are as prolific as rats, breeding three to five times a year, with anywhere from eight to twelve offspring per litter. Voats have a life span of two to four years.

Voats particularly love to eat scarlet pimpernels. A nearly a foolproof way to tell the difference between crimson delight and scarlet pimpernel is to release a voat near a patch of the plants and observe which plants the voat tries to eat. Any plant that the voat tries to eat is a most assuredly a scarlet pimpernel. The only difficulty is then getting the voat off the scarlet pimpernel before it consumes the whole plant.

Cardinal ticks often infest these creatures. As a result, swarms of voats will often form symbiotic relationships with one or more Sarag—n lyra birds.

Voats can be controlled by the use of traps or poison. However, most voat poisons are extremely toxic to humans and demihumans and should be used with caution.

Voat, Herathian

CLIMATE/TERRAIN:	Any forest or plains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	5
MOVEMENT:	10
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d6/1d6/2d10
SPECIAL ATTACKS:	Stun
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Fearless (20)
XP VALUE:	2,000 (+1,000 per Legacy)



Also known as Slagovich juggernaut, this meat-eating horror is the product of yet another ancient Herathian experiment. It is also one of the Savage Coast's most destructive monsters.

Herathian voats are twisted, hairless voats grown into giant proportions. It is a bipedal monster which lumbers awkwardly along on two huge feet but is capable of short bursts of speed (Movement Rate of 18 for three rounds) if it drops down on all fours. It has no tail, but it has large, black eyes and a blunt muzzle filled with sharp teeth and an impressive set of fangs. Its arms are thin compared to its legs, though still corded with muscle and ending in a set of raking claws. The juggernaut's thick skin hangs loose as if portions of it might slough away at any time.

The Red Curse: The Slagovich juggernaut gains multiple Legacies, all from Region 1. Amber Paralysis, War Cry, and Weapon Hand are the most common. The creature does not require *cinnabryl*. In an attempt to overwhelm its opponents, the juggernaut often uses up all of its Legacies quickly.

Combat: The Slagovich juggernaut wades into battle with a high-pitched screeching, forcing all opponents within 30 yards to make a successful saving throw vs. paralyzation or be stunned for 1d4 rounds, losing all attacks. It can use this stun attack only once per turn. It depends on its tough skin for protection while attacking with its claws and teeth. The creature regenerates at a rate of one point per turn. Once battle has begun, the Herathian voat does not flee until its opponents are dead.

During the initial few rounds, if faced with more than one attacker, the creature will attack the largest opponent, perceiving it as the biggest threat and the better meal. If any opponent consistently inflicts large amounts of damage or ever hits for more than 15 points of damage in a single round, the juggernaut will turn on that opponent. Using this criteria, the creature moves from one attacker to another until none are left standing.

Habitat/Society: The Slagovich juggernaut was created to solve the Herathian voat problem. The juggernaut was infused with a taste for voats and was supposed to hunt them to extinction. This worked until the creatures learned that other food was more plentiful and just as good.

Over the centuries these creatures have developed their own migratory routine. They travel to Herath for one month in the spring to mate and roost within the forest. They then spread back out onto the Yazak Steppes and migrate back toward western Hule. It is fortunate for the races along the Savage Coast that very little of the juggernaut movement actually cross the borders of the various coastal kingdoms.

Herathian voats will attack and eat anything. They feed on juhrions and neshezu when in the right area for them. Juggernauts are also a problem for goblinoid settlements on the Yazak Steppes and communities in Western Hule.

Ecology: The Slagovich juggernaut is a predator of the highest order. Prides of feliquine occasionally take one down, but not without cost to themselves.

Perhaps because of the ancient magics which twisted their fates, Herathian voats appear to have no redeeming qualities at all. Alchemists cannot even find an application that takes advantage of its limited regenerative power. (Blood from other regenerating beasts is a prime ingredient in *potions of healing*.)

Vodoni, Breeder

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Genius (17-18) or higher
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5 to −4 w/o sword
MOVEMENT:	12
HIT DICE:	Variable (F7-9/W14-17)
THAC0:	14, 13, or 12
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	By weapon (1-8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	Variable

Vodoni breeders appear much as normal human beings, except they keep their heads shaved. They wear great flowing silver robes with deep purple satin rivulets stitched throughout. The general populace knows to keep their distance from these powerful warrior-magicians.

Breeders are usually 7th-9th level warriors and 14th-16th level transmuters. They are all familiar with spelljamming technology, and are the brightest and most educated beings in the Vodoni universe.

Combat: All Vodoni breeders carry a *staff of power* with a gnarled wolf's head; wield a *longsword +2, +3,* or *+4, defender;* and wear *bracers of defense, AC 2* to *AC 4* and a *cloak of protection +1* to *+4.*

Their spells are typical for high level transmuters, but no breeder carries spells that won't work in space or in the Vodoni home sphere.

All breeders have *eagle vision* as an innate ability, usable at will, which aids them immensely in guiding their ships through the broad asteroid field (called "the Web") that surrounds the inner worlds of the Vodoni home sphere.

Habitat/Society: Along with their mistress, Mongrelle, Vulkaran's high councilor, the breeders are the twisted nobility of Vulkaran's totalitarian regime. In fact, the nobility has their own hierarchy, which Vulkaran has also carefully manipulated to his own advantage. Twelve of the most powerful Vodoni breeders are designated as "high breeders" for the subjugated spheres, and have been accorded ambassador status within the Vodoni Imperial City.

Vulkaran has made sure that all of these high breeders have estates that face away from the Imperial Palace, and that each ambassador's residence is flanked by two devoutly loyal breeders. Vulkaran is always watching for signs of treachery, weakness, or betrayal.



Ecology: Vodoni citizens powerful and intelligent enough to challenge the least of Vulkaran's policies and survive are "recruited," and their memories magically erased by Mongrelle, Vulkaran's high councilor. They then enter training as warriors until they reach at least 7th level. Mongrelle then makes the adepts immune to Vodoni lycanthropy with a powerful potion, and begins their schooling in the twisted Vodoni dark arts.

After many years, the survivors emerge to serve as the masters of the Vodoni enforcers and conquerors throughout the Vodini Empire, and are responsible for their creation as well (hence the term "breeders").

Vodoni breeders are themselves constantly tampering, either magically or genetically, with their were-warriors. In most cases, horrible mutations or unreproducible results occur, and there has been no real progress in the evolution of the strain as a whole.

However, just as the enforcers were created long ago, the experimentation has finally produced the new Vodoni conquerors (see *Vodoni enforcers* entry for details).

Vodoni, Enforcer

	Enforcer	Conqueror
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Very rare
ORGANIZATION:	Military	Military
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Average (8-10)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Neutral evil
NO. APPEARING:	2-20	1-10
ARMOR CLASS:	4, chain/shield	5, hide only
MOVEMENT:	9	12
HIT DICE:	7	10
THAC0:	14	11
NO. OF ATTACKS:	2 or 3	2 or 3
DAMAGE/ATTACK:	By weapon or 1-8/1-8/1-6	By weapon +2 or 1-10/1-10/1-8
SPECIAL ATTACKS:	Blood rage	Blood rage
SPECIAL DEFENSES:	+1 weapon to hit	+1 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (10' tall)
MORALE:	Elite (14)	Fanatic (18)
XP VALUE:	1400	3000



Magically-created creations of Vulkaran's breeders, Vodoni enforcers are the half-man, half-wolf beast-warriors who have been infected with a special Vodoni form of lycanthropy. Normally, the enforcers appear as wolf-like humanoids, but whenever they go into a *blood rage* (i.e. berserk) the enforcers take on a decidedly rabid appearance.

Combat: Enforcers are tremendous fighting machines, honed to battle for glorious honor and their very existence. In their calmer moments, they attack twice each round; and are usually armed with *longswords +1*.

However, at the beginning of any battle, there is a 75% chance that the enforcers will choose to take the more violent and horrible road to victory. By attacking with both claws and their vicious bite, enforcers quickly turn even more wolf-like in appearance and manner and go utterly berserk in combat. This dread phenomena is known throughout the empire as the Vodoni *blood rage*.

Any enforcer whose bite hits will go into a *blood rage* if he fails a Wisdom check (the success roll is usually 8 or less!). This is called "tasting blood". An enforcer that goes berserk doubles its normal number of attacks per round, gains a +2 to hit, and inflicts +4 damage. As the warrior is now completely out of control, its weapons aren't used; leaving only enhanced hand-to-hand attacks. Also, the armor class of a berserk enforcer drops by four places, due to the complete lack of even basic defensive precautions.

The *blood rage* lasts 1 turn after the last blood has been tasted. By instinct, enforcers do not attack other enforcers, but do gnaw on vanquished foes if there are no more living enemies to battle.

The Vodoni form of lycanthropy is more virulent than the common strain, in that the victims are nearly mindless and vicious unless further treated. The chances of contracting lycanthropy are the same as for the more common form. Demihumans and nonhumans must make a special save vs. poison to survive contracting it, and suffer its full effects if they do. *Cure disease* is ineffective against this strain of lycanthropy.

Habitat/Society: During every cosmic moon cycle (i.e. 30 standard days), the enforcers lose complete control at the height of the full moon. At this time, they are often let loose upon uncooperative worlds. This natural *blood rage* lasts until dawn breaks, and during this time only, enforcer will attack enforcer. The enforcers themselves refer to this period as "shore leave."

Ecology: Enforcers are made, not born, in the horrid pits of the Undercity. The victims are first infected with lycanthropy (during the full moon feasts of the Imperial City, for example) and then taken to the Undercity. At this point Vodoni lycanthropes are nearly mindless, and extremely vicious. The strongest are selected for "testing", which involves swallowing a virulent poison. A successful saving throw vs. poison creates a loyal new Vodoni enforcer; failure means death. To return an enforcer to human status, the creature must the following spells cast on it at the appropriate time: *neutralize poison, remove curse,* and *heal.*

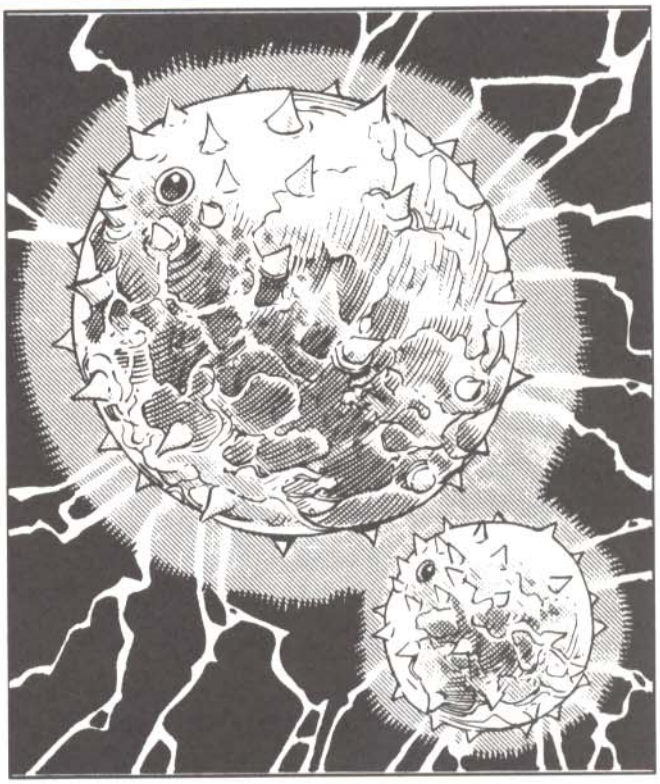
Vodoni Conquerors

Big, bad, and wolf-like, these monsters are the next stage in enforcer evolution. They are much like the enforcers except that they are even larger and more powerful. When using weapons they inflict an additional +2 points of damage. They have the ability go into *blood rage* at will. They still suffer the same armor class penalties as their smaller cousins.

These creatures are currently the secret elite bodyguards for Vulkaran himself, but a few can be found on special missions. Naturally, Vulkaran has decided to devote more of his funds and time to producing even more of these ultra-powerful warriors for his legions. Eventually, the emperor intends to replace the enforcers with the conquerors as the former warriors die over the normal course of events.

Volt

CLIMATE/TERRAIN:	Tropical or temperate land
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Electricity and blood
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-24
ARMOR CLASS:	3
MOVEMENT:	0, Fl 6 (D)
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Electrified tail stinger, blood drain
SPECIAL DEFENSES:	Immune to electrical attacks
MAGIC RESISTANCE:	Nil
SIZE:	S (about 2' diameter)
MORALE:	Steady (11)
XP VALUE:	420



Volts are curious little creatures, but bad-tempered and dangerous. These spherical animals hunt by sensing the electrical impulses of their prey. Volts are often found in or around areas of violent thunderstorm activity.

Volts appear as nearly-spherical bundles of bristly grey hair. They see with two huge bulbous eyes on the top of their slightly-flattened bodies. They also possess two small curved horns just above their mouths. These mouths resemble suckers, and are full of tiny teeth, like the mouth of an eel. A 3' long, naked tail provides for balance while in flight. At the business end of the tail is a barbed stinger and an electricity-producing organ. Volts are surrounded by a faint blue electrical aura which is only visible in low-light conditions (torchlight, moonlight, or complete darkness). Furthermore, their bodies give off a curious, low humming sound, which can only be heard under the quietest of conditions. It has also been reported that small arcs of electricity snap and sizzle their way through the hairs of some individuals (5% chance).

Combat: Volts locate prey by detecting electrical impulses, such as nerve activity. Creatures with more complex nervous systems are attacked first, while creatures with less active nerve impulses (i.e., plant forms) or none at all (i.e., golems) are ignored.

To attack, the volt first propels itself toward the intended victim and attempts to bite its neck, or other readily reachable body surface, for 1-4 points of damage. A successful bite indicates that the volt has firmly attached itself to the victim's neck and cannot be detached until the victim or the volt is dead. Suction tendrils then snake out from the volt's mouth, so that it may drain blood from the victim for an addition 1-4 points of damage per round that it is attached.

Once attached, the volt will also lash out with its electrically-charged tail stinger, which hits automatically. A hit by the stinger results in 2-12 additional points of damage. A small percentage of the volt population (5%) may feed on the victim's nervous energy instead of blood. In this case, the mouth tendrils inflict 2-16 points of damage per round. After the volt is detached, this damage is recovered at a rate of 1 point per turn.

Volts tend to be rather touchy creatures, and will often attack any or all creatures present for no apparent reason.

Habitat/Society: Volts float by employing magic similar to that of a *levitation* spell. Mobility is provided by rapidly twitching the long tail, similar to the way in which a snake swims. Volts are rather slow and clumsy, moving at a rate of 6, and with maneuverability class D. They may be found close to the ground if hunting, or high in the air if thunderstorms are near.

Volts are drawn towards lightning sources (thunderstorms, *lightning bolt* spells, etc.) and tend to be more aggressive around such electrical discharges. During these times, but no more than once per year, they may reproduce by a sudden bright discharge of electrical energy. After 2 rounds, the crackling discharge coalesces into an immature volt. These immature volts (sometimes referred to as microvolts) stay near the lightning source, for they will become mature adults only if struck by lightning. Immature volts can survive for no more than 6 hours, and if not struck by lightning during that time, they will wither and die.

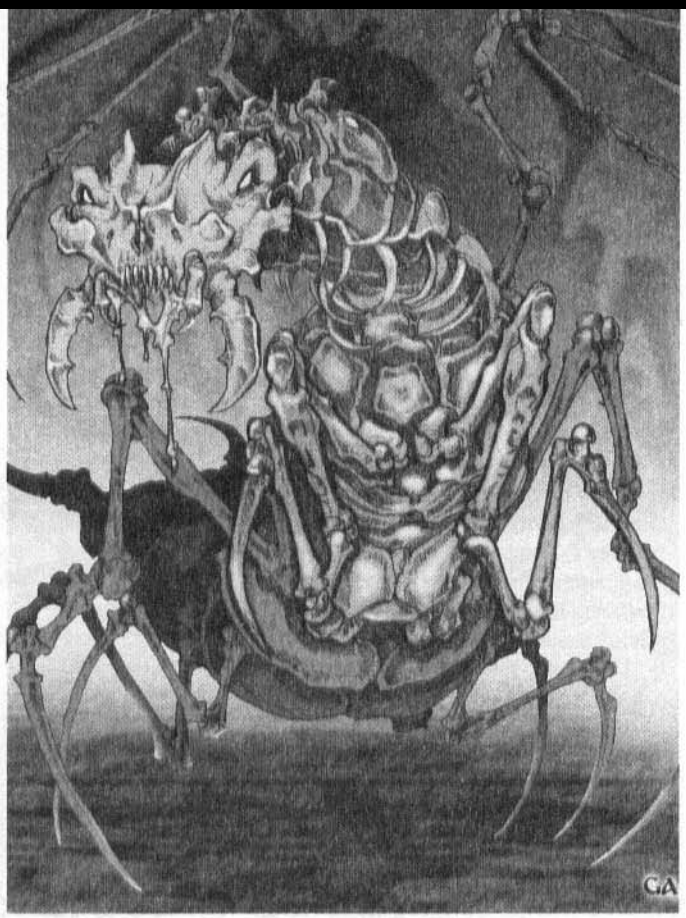
Lightning also mends 2-8 points of damage suffered by adult volts, while lesser electrical discharges such as the *shocking grasp* spell do not affect them. Volts drink blood so that they may extract substances from it (mostly salt) to charge their electrical organs.

Volt herds are led by a single creature who has been able to drain the blood (and thus the power) of other competing creatures of the same herd. The leader has 3 Hit Dice and AC 2, but is otherwise identical to other volts. The herd does not stay in or defend any particular territory, but rather follows weather fronts which have the promise of thunderstorm activity. The herds are most often found wherever and whenever thunderstorm activity is at a peak.

Ecology: Sages are unsure of the exact role of volts in the lands where they dwell. It is suspected that the electrical aura which surrounds them at all times helps to initiate thunderstorms. If the electrical organ is properly harvested from a dead volt, it can be useful in the creation of a *wand of lightning*.

Voor Larva

CLIMATE/TERRAIN:	Truespace nebulae
FREQUENCY:	Rare
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Any
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	NE
NO. APPEARING:	1d10
ARMOR CLASS:	-4
MOVEMENT:	16
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d6 ×4/2d6 + special
SPECIAL ATTACKS:	Poison, trill
SPECIAL DEFENSES:	Immune to psionic influence, regeneration
MAGIC RESISTANCE:	25%
SIZE:	S (4' long)
MORALE:	Fearless (20)
XP VALUE:	8,000



Voor larvae are 8-foot long skeletal insectoids whose "wings" are bare of any membrane, but instead serve as forward-swept, razor-tipped claws. Their bodies are composed of organic elements, often mixed with metallic, crystal, glass, stone, or other unlikely substances. More than any other creature, voor hate illithids, and break off any other activity in order to destroy any illithids sensed.

Combat: In combat, voor larvae use their naked, forward-swept "wings." Each is tipped with a terrible claw, which inflicts 1d6 hit points of damage with a successful attack. Voor larvae are also able to deliver a bite attack in the same round. In addition to the 2d6 hit points a successful bite attack delivers, voors also inject a poison that inflicts an additional 10 hp of damage to those that fail their saves.

Voor of all varieties are immune to direct mental attack by mind-affecting spells, items, or psionic abilities. This attribute makes them a particularly lethal foe against illithids. Unfortunately, voor larvae are too "programmed" to distinguish humanoid foes from illithids; in the absence of mind flayers, voor larvae attack anything else that lives.

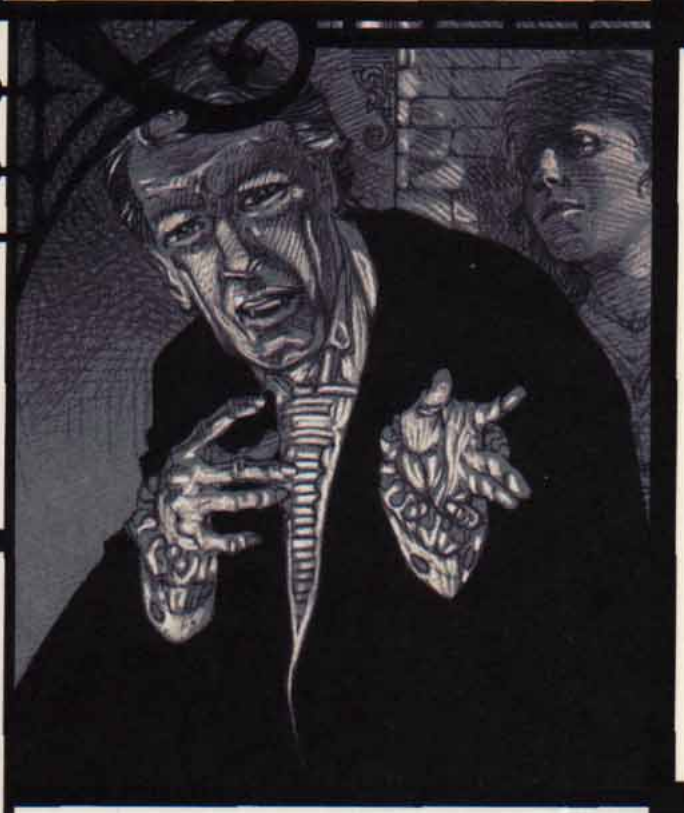
Once per turn voor larvae can rub their "wings" together so quickly as to produce an unnerving trill. When making a trill, the voor larvae can take no other actions. The trill is a grating, piercing buzz, and all that hear it must make a Con check at a –5 penalty or act with a –2 penalty to all actions while the trill continues. Usually, one voor larva produces a trill, while other larvae in a group press the attack. Note that voor larvae are immune to this affect.

Because of their strange metabolism (see Ecology), voor larvae regenerate 1 hp per round, even if brought below 0 hp. A voor larva that is brought to 0 hp or below drops, but continues to regenerate, only to spring back into action after regenerating at least 20 hp. If a voor larva is brought below -20 hp, it is permanently destroyed.

Habitat/Society: Voor larvae represent only one form of the creatures that were once collectively known as the voor by ancient illithids. In the present, that entire race is long annihilated, and only small voor larvae eggs float in lonely solitude between the stars, the last remnant of a murderous race.

Ecology: Great nebulas float in Truespace. Some of them are lightly seeded with the dust of the murdered voor race. If any object, living or inert, passes through these nebulas, there is a 10% chance that 1d10 specks of voor dust adheres. The dust are like spores, or seeds, and once contact is made with any medium, a particular speck sprouts tiny tendrils. These tendrils bore microscopic channels into the object to which it has adhered. Thus rooted, it begins to "grow," utilizing the material of the object itself as building blocks towards development. In only 1d4 hours, a chrysalis forms (if the object possess interior spaces, like a ship, the chrysalis forms in one of these hollows).

Chrysalises discovered before hatching are easy enough to destroy with physical weapons: a strong blow empties the chrysalis chamber of a sizable quantity of disgusting smelling liquid and a half-formed worm thing that dies the instant the chrysalis bursts. Chrysalises that remain unmolested eventually hatch in 1d6 hours after full chrysalis formation. That which emerges is a voor larva.



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13–14)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5–10
SPECIAL ATTACKS:	*Charm*, sap Wisdom
SPECIAL DEFENSES:	+1 weapon to hit; immune to poison, *sleep*, *charm*, and *hold* spells; regeneration.
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Steady (11)
XP VALUE:	3,000

One of a vampire's most vulnerable moments is when the evil creature is attempting to complete its *dark kiss*, its bonding with a new vampire companion, creating a vampiric "bride" or "groom." As elaborated upon by Doctor Rudolph van Richten in his great treatise on vampires, the process of creating a vampire bride or groom is quite elaborate, involving a great expenditure of both passion and blood on the part of the monster. For approximately one hour after the monster has poured all of its energy into the erstwhile companion, the vampire lies helpless beside the bride's or groom's transforming body. If the vampire is slain during this time period, its victim does not complete the transformation, but becomes a creature caught between the world of the living and that of the dead—a sorry being known as a vorlog.

Physically the vorlog appears no different from a normal human, save for the budding fangs visible when the monster speaks. A vorlog has pale skin and always wears an expression of terrible pain and longing on its ashen face. Although the vorlog casts a shadow (unlike a true vampire), the monster can be recognized by a careful observer who notes that the creature appears translucent in mirrors and makes no noise when it moves.

Vorlogs speak the languages they knew in life. Those who have existed for a long time may have acquired other tongues as well.

Combat: Vorlogs have the same raw physical strength as their vampiric creators. A vorlog enjoys a Strength score of 18/76 and thus receives a bonus of +2 on its attack rolls and +4 on its damage rolls. The blows of a vorlog's hands inflict 1d6+4 points of damage to opponents.

The vorlog also gains the ability to use *charm person*, although the vorlog's charm inevitably causes its victims to feel something more akin to pity and sympathy. Otherwise, the ability is identical to the 1st level wizard spell of the same name. The vorlog can charm at will, and often employs the power to convince its chosen victims to visit its lair.

Although it is incapable of draining energy (experience) levels, the vorlog taps into its victim's *spiritual* energies. Each time a vorlog strikes a character, the victim must make a saving throw vs. spell. Failure indicates the character loses 2 points of Wisdom. This loss is temporary, and the victim will regain Wisdom points at the rate of 1 per hour. Characters whose Wisdom scores fall below 3 become so dazed that they perceive the vorlog to be a powerful protector. Such characters desire nothing more than to rest in the supposed sanctuary of the vorlog's embrace.

The vorlog is not actually an undead creature, nor is it truly alive. Thus, neither spells that detect the undead nor spells that detect life will sense the vorlog. The vorlog cannot be turned by a cleric, either. However, as with a true vampire, the vorlog is unaffected by poison, *sleep*, *charm*, and *hold* spells. Furthermore, the vorlog is immune to normal weapons, being harmed only by those of +1 or greater enchantment.

Vorlogs are capable of regeneration. While this ability is much less potent than that of a vampire, it is still a useful defense. When resting, they regenerate at the rate of 1 hit point per hour. However, while in the company of a charmed *surrogate* (see below), vorlogs regenerate far more rapidly, at the rate of 1 point per melee round.

If a vorlog is reduced to 0 hit points, it issues a mournful wail and melts into a pool of its own tears. The vorlog then attempts to flee the area and return to its lair to recuperate. In this form, the vorlog can climb walls and seep through any crack, no matter how small. The vorlog cannot assume this form at will.

After eight hours of rest, the vorlog again assumes a human form. Unlike a vampire, the vorlog is capable of recuperating in any dark haven, yet it prefers the safety of its own lair.

A vorlog can, at will, touch the minds of any beast within 50 feet. The vorlog's mind is filled with such intense anguish and loss that mental contact drives animals into berserk rages. Affected animals either attempt to flee from the vorlog (50%) or violently attack the nearest creature (50%).

Garlic and holy water have no effect on a vorlog. A vorlog will not approach a character presenting a lawful good holy symbol with courage and conviction. Although it is a nocturnal creature, a vorlog is not destroyed by the sun's rays. Sunlight does, however,

cause intense pain, and the vorlog suffers 1d6 points of damage per round of direct exposure. If reduced to 0 hit points by such contact, the vorlog immediately collapses into a pool of tears and seeks shelter from the sun's rays. If unable to do so, the creature quickly dehydrates and dies within 1d4 hours.

Habitat/Society: Vorlogs are often left alive by vampire hunters, for the creatures initially appear human. Many valiant hunters have falsely congratulated themselves for saving a poor wretch when they have actually condemned him to a semilife of eternal torment.

The focus of the vorlog's entire existence centers on its utter anguish and bereavement at the death of its vampire lover. The creature had already given itself over to the vampire, body and mind, when the newly wrought bonds were ripped away by the creature's sudden demise. The shattering combination of psychic and physical blows is so devastating that the creature can never truly recover. Instead, it spends its eternal existence attempting to recreate its lost companion.

A vorlog spends much of its time searching for humans who resemble—even in only a remote fashion—its vampiric creator. Once a vorlog fixates on a particular individual, the monster becomes more and more convinced that the person actually is the vampire, reincarnated or otherwise restored. This fixation becomes so powerful that the vorlog will attempt anything to have the object of its obsession.

Once the vorlog has captured or charmed the individual in question, it makes the new "companion" dress and act like the yearned-for vampire lover. The vorlog also exchanges a small amount of blood with its new companion for three consecutive running, attempting to re-create the original and satisfying bond. At this point, the companion becomes the vorlog's *surrogate*. The surrogate gains no advantages from this bonding, although the vorlog can regenerate faster (see *combat*) while in the presence of a surrogate. The vorlog also feeds on its surrogate's Wisdom regularly, so that the poor thing never has more than half of his or her normal Wisdom score at any time.

A vorlog can survive no more than three months without a surrogate to feed upon, and it is loathe to go for even a month without such a companion, as the loneliness of its existence is almost unbearable.

The vorlog can sense the location of its surrogate, no matter where he or she hides. Only an *amulet of proof against detection and location*, or a similar magical charm, can keep a vorlog from discovering its surrogate's whereabouts.

Over the course of a few weeks, or at most months, the vorlog grows dissatisfied with the hollow mockery of its original bonding. This dissatisfaction is inevitable, as no being can ever recreate the powerful relationship between the vorlog and its creator. The miserable creature grows bitter and anguished as it begins to restlessly search anew for its creator. Eventually, the creature finds a new object for its obsession, at which point the vorlog returns to its current surrogate and destroys him or her.

A vorlog is capable of bonding with only one surrogate at a time. It cannot create new vampires or even other vorlogs to ease the utter desolation of its existence.

Interestingly, when two or more vorlogs confront each other, they find no comfort in mutual commiseration or empathy. Instead, the creatures tend to fly into rages and attack one another or their surrogates. Even if such a fight does not occur, the vorlogs spend the bulk of their energies comparing their dead vampire masters, with each vorlog insisting that its beloved was far superior. Such petty and pointless rivalries consume the vorlogs, causing them to remain distant from the only other beings that might truly understand the anguish of their own existence.

Ecology: Only a mortal in the final stages of the transformation into a vampiric bride or groom (see *Van Richten's Guide to Vampires*—TSR product stock #9345) can ever become a vorlog. Other potential vampires merely recover or die as a result of the injuries inflicted upon them by their vampire attacker.

The vorlog must feed on both normal food and psychic energy to survive. The creature's body needs only one-tenth the amount of food it required while alive, and it can go months without being seriously affected by starvation. More important to the creature is the psychic energy it draws from its surrogates. Without such a surrogate, the vampire dies in three months.

The vorlog is a creature that was never meant to be. Caught on the razor's edge between life and undeath, the vorlog is trapped in a world of horror which no other being can truly understand. There is no known way to cure a vorlog; only death grants the monster any measure of release. The vorlog is a creature to be both pitied and feared.

Surrogate

Once bonded to a vorlog, a surrogate automatically becomes charmed by the creature. Once so affected, the pitiful minion is unable to escape its master's essence on its own. No additional saving throws or the like are possible unless an outsider interferes with the foul relationship.

While serving a vorlog, a surrogate serves as both a companion and a source of psychic sustenance. Thus, a surrogate never has more than a half-normal Wisdom rating, due to the constant draining of mental energy.

The bond between a surrogate and a vorlog is not particularly powerful. If the vorlog dies, the bond is broken and the former surrogate becomes *confused* (as per the wizard spell). The surrogate automatically recovers from this confusion in 1d4 weeks, or sooner if the creature is *blessed* at some point. The bond can also be broken by submerging the surrogate in holy water.

While the vorlog is alive and the surrogate is bound to it, the latter will do everything in his or her power to protect the former. Although often convinced that there is something terribly wrong with his or her sudden change in lifestyle and companion, the surrogate will usually decide that he or she is simply not worthy of the newfound love and that it is necessary to strive all the harder to embody the appearance and behavior the vorlog craves. Such is the terrible mental trap in which the vorlog ensnares its surrogates.

Except for their drops in Wisdom scores, surrogates maintain all the abilities and aptitudes they normally possess—they are mortal and can be killed as such. Surrogates receive only pain, confusion, and eventually death for their services to a vorlog lover. It is a terrible existence, but one from which there is at least some hope of escape, however small. A vorlog's only escape is death's final embrace.

Climate/Terrain:	Carceri, Abyss, Outlands
Frequency:	Common
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	None
Alignment:	Chaotic evil
No. Appearing:	3–12
Armor Class:	6
Movement:	15
Hit Dice:	3+4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d3/1d3/2d4
Special Attacks:	Knockdown, thief abilities
Special Defenses:	Shadow form
Magic Resistance:	None
Size:	M (5′ long)
Morale:	Average (8–10)
XP Value:	420

Travelers in the wilder regions of the Outlands and some of the Lower Planes'd be well-advised to be careful of vorrs. Vorrs are hyenalike creatures who originally came from the howling caverns of Pandemonium, but in recent years they've spread like a plague into the neighboring planes. Although a lone vorr isn't much of a threat to a well-armed and peery basher, vorrs don't travel alone – they travel and hunt in packs, and they're not afraid to attack anything when they're hungry.

A vorr stands about 3½ feet high at the shoulder, and shares the general build of a hyena. Its forequarters're larger and more powerful than its hindquarters, and its back slopes sharply from front to rear. A vorr's face is much more intelligent than a hyena's, but it's still got a large muzzle full of teeth that can crack bones. Vorrs are covered in short, bristly gray-and-black fur, and their tails are long and ratlike. Their skin's coal black and leathery where exposed – the lips and gums, the pads of their feet, and their naked tails.

Vorrs are far more intelligent than they appear, and on an individual level they're as clever as a somewhat dim human. Their senses of hearing and smell're far keener than those of a human, and their eyes are well-adjusted to night vision. Vorrs may not be as smart as humans in most regards, but they're superb at coordinating hunts and tracking prey. In large packs, vorrs become extremely aggressive and dangerous.

Combat: Vorrs are surprised only on a roll of 1 due to their sharp hearing and sense of smell. In a fight, they attack with two forepaws for 1d3 points of damage each, and a powerful bite for 2d4 points of damage. If the vorr's bite attack hits by a margin of 4 or more, the victim has to make a Strength check or be dragged down to the ground. Prone characters're attacked with a +4 bonus to hit and suffer a –4 penalty to their own attacks, unless they spend a round getting back on their feet. Nearby vorrs often converge on a character that's been pulled down and make short work of the sod.

Vorrs are extremely stealthy and effectively have the thief abilities of move silently (60% chance) and hide in shadows (50% chance). If a vorr surprises its victim, it can make a silent spring that's equal to a backstab with a +4 attack bonus, inflicting double bite damage.

Centuries of exposure to the darkness of Pandemonium and the sinister energies of that plane have bred an unusual power into vorrs: They can take on the form of living shadows for short periods. A vorr can do this only once per night, and can maintain the form for no more than ten minutes. While in shadow-form, the vorr can't attack or be harmed by any physical means and is 90% invisible (75% invisible if moving). Vorrs use this ability to sneak up on prey or to get away from fights that aren't going well. A *light* or *continual light* spell cast on a vorr in shadow-form forces it back to its normal state and blinds it for 1 to 3 rounds with no saving throw.

Habitat/Society: A vorr pack travels quickly and covers a great deal of territory. They're most comfortable in open plains or scrubland, and it's unlikely that they'll be encountered in heavily forested or mountainous areas. By day, vorrs sleep in a secure cave or thicket, but they're active hunters all night long. Vorrs've got no reservations about attacking human homesteads or outposts wherever they find 'em, and they can be a serious danger in some parts of the Outlands.

Vorrs are pack creatures, and a great deal of their time and energy is directed toward social interactions with their packmates. The oldest and strongest female (minimum 20 hp) of a vorr pack is the leader, but vorrs are unruly and rebellious creatures who constantly try each other's strength. The mate of the pack leader (also 20 hp or more) acts as the hunt leader, coordinating the pack's hunting tactics.

Ecology: Vorrs are carnivores and scavengers. They prefer a fresh kill when possible, but they're not afraid to eat carrion. It's said that the vorr's digestive tract is tough enough to derive nourishment from stones, but this's a bit of an exaggeration. In areas where prey is scarce, vorrs survive by banding together to drive other predators such as bonespears or leomarhs away from their kills. Vorr packs living on the Lower Planes generally try to avoid the native fiends, but on occasion a least tanar'ri or similar lowly creature'll fall prey to a pack of hungry vorrs.

VORR SHAMANS

About one-third of all vorr packs're led by an older female with some basic spellcasting powers. These vorrs are known as shamans. Shamans have at least 24 hp and are accompanied by two powerful male guards of at least 20 hp each. Vorrs are intelligent enough to have a dim understanding of a power that watches over them, and they perform ceremonial kills or howlings to venerate their protector. Most observers guess that the vorrs follow the tanar'ri lord Yeenoghu. Shamans cast spells as 3rd-level priests, with access to the spheres of Divination, Protection, and Animal.





Climate/Terrain:	Sky/Plane of Air
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Non
Treasure:	Nil
Alignment:	Chaotic neutral

No. Appearing:	1
Armor Class:	0
Movement:	15
Hit Dice:	2 + 2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Variable
Morale:	Champion (16)
XP Value:	270

Those few who have seen them usually think vortexes are miniature whirlwinds, little dust devils about the size of a small jug, but what they see is not the vortex itself. Rather, it's the air wrapped like a second skin around the being within. Peel the airy element away, still the mad motion, and underneath is a small round thing, a sphere the size of child's ball, which is the color of frozen mist. That's the true vortex.

Is it alive? The answer is: who knows? It has no eyes, no mouth, no features that reveal a spirit. It shows few signs of intelligence or consciousness. The vortex only spins, bobbles, and weaves like a sublime dervish. Perhaps it dreams only of the endless gyrations of the worlds. Or perhaps it is only mindless energy.

COMBAT: The vortex poses a far greater threat than its small size would portend. It is far from malevolent – indeed, it seems blind to the presence of others – but in that blindness it is dangerous. Not surprisingly, straight lines are foreign to the creature, and when it moves, it changes directions quickly and without any discernable pattern. Spinning so randomly, there is a chance the vortex will hit any one creature within 5 feet of it. If there are multiple targets, the DM should randomly determine which one will be struck.

A vortex spins into a target by making an attack roll, ignoring the armor worn by the target. Only natural Armor Class and Dexterity bonuses are applied. If the hit is successful and the target is man-sized or smaller, the vortex engulfs the victim. Creatures larger than man sized are not enveloped, although the winds still swirl partially around them. If a character is engulfed by a vortex, he or she suffers no immediate damage, but is caught in the whirling cone of air and begins to spin with it.

The victim usually remains trapped until the vortex is killed. After the first round, the victim suffers 1d3 points of damage per round. There is also a 5% cumulative chance per round that the spinning victim will be instantly killed by a particularly violent current or by crashing into a solid object.

If the target too large and is struck but not engulfed, the vortex causes no damage. However, the whirling winds effectively prevent action for 1d4 rounds, as all effort is spent staying balanced and upright against the mini-cyclone. Creatures of huge size or greater are completely unaffected by the vortex's attack.

A victim trapped inside the whirlwind cannot break free of the winds without some form of outside anchor, like the hand of a companion or a tree limb. Securing a grip requires a successful attack roll with a –4 penalty, and once the anchor is seized, a bend bars/lift gates roll must be successfully rolled to break free of the vortex.

Alternatively, the victim can attempt to slay the vortex, thus ending the whirlwind. Only small weapons such as a dagger can be used. Using spells, scrolls, potions, and most magical items is impossible. All attempts by the trapped person to hit the vortex suffer a –2 penalty on the attack roll. Those outside the whirlwind can also attack (without the penalty), but if any blow misses, a second attack roll must be made against the trapped character.

A vortex can hold only one victim at a time. Should it strike a second target after the first has been engulfed, another attack roll is made as described above. If the attack succeeds, the vortex "spits out" its previous victim and engulfs (if possible) the new target.

Its small size and speed of movement make the vortex difficult to hit, hence the low Armor Class.

HABITAT/SOCIETY: It can be said with confidence that vortexes are drawn from the Elemental Plane of Air, but are they living creatures there? Some argue that these pests are nothing but bubbles of elemental force, carrying in them all the energy of their plane. After all, they do not eat anything that can be seen, nor do they reproduce and spread their numbers.

Not so, claim others, who believe that the vortexes are the spawn of the plane itself, cast out to create a home of their own. Those sages argue that this is the act of an ungrateful parent, like Cronus devouring his children, for the plane must certainly know the vortexes will die in the void. For others it is an act of unfulfilled faith, that the impossible shall spawn and spread anew.

A more practical matter to consider is how the vortex escapes the prison of ether that binds its plane in the Inner regions. The secret may lie in the dervish-like whirling, as the vortex spins through the gaps in the web of the planes. Theoretically, if one twirls endlessly and perfectly, then one may suddenly be not *there*, but *here*.

ECOLOGY: Unable to separate force from life, there can be no understanding of where these things belong. It is only certain that they cannot be summoned.



Sage observing dead vortex

Vulturehound

CLIMATE/TERRAIN:	Temperate, subtropical, or tropical steppes
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J(x10), K(x10), L(x5), M, N
ALIGNMENT:	Neutral
NO. APPEARING:	4d6
ARMOR CLASS:	5
MOVEMENT:	10, Fl 18(C)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	3 (talon/talon/beak)
DAMAGE/ATTACK:	1d3/1d3/1d4
SPECIAL ATTACKS:	Legacies
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (8-10)
XP VALUE:	65



A vulturehound is a bizarre combination of vulture and wild dog, perhaps engendered by some overly-curious Herathian mage. Vulturehounds have long, gray, shaggy hair on their bodies. Like vultures, they have naked heads, which are usually either black or red. They have doglike legs, ending in sharp, curved talons. Protruding from their sides are small, feathered wings, and they have sharp hooked beaks in place of muzzles.

Vulturehounds are scavengers found in Renardy and the Yazak Steppes.

The Red Curse: Although the vulturehounds that inhabit the Yazak Steppes are not directly under the influence of the Red Curse, those in Renardy do acquire Legacies. However, vulturehounds never suffer from Affliction. The most common Legacies for vulturehounds include Gas Breath, Acid Touch, Gaseous Form, and Sleep.

Combat: In battle, vulturehounds will rear up on their hind legs by flapping their wings, allowing them to attack with their two front talons and their beak. If unable to rear up, they can only employ their beaks. These creatures have a high Armor Class rating due to their speed and Dexterity.

Vulturehounds cannot fly after they lose more than 75% of their starting hit points. Vulturehounds are poor at aerial combat, but packs of them can manage it. In the air, vulturehounds rely on their front talon attacks.

Habitat/Society: Vulturehounds foray out from their dens (like hounds) in hunting packs to search for food, which they drag back to their lair to devour. The scant treasure found there will be from previous victims.

Vulturehound lairs have a 50% chance of containing 3d4 pups. Pups have 1d4 hit points, cannot fly, and bite for 1d2 points of damage. Pups, if taken young enough, can be trained for war or hunting. These animals have a keen sense of smell. A trained vulturehound tracks as a 5th-level ranger or adds a +3 bonus to any ranger companion's tracking skill.

Vulturehounds have a definite hierarchy. The smaller specimens have to wait to eat until the more powerful vulturehounds are finished.

Any given vulturehound is 50% likely to be infested with cardinal ticks.

Ecology: Vulturehounds feed on a mixture of carrion and live prey. They are known to attack sick or isolated prey, including batracines and caniquines. Vulturehounds hunt using a combination of keen eyesight, soaring and watching for vultures descending to feed, and a keen sense of smell. Unlike most vultures, vulturehounds have well-developed voices, with a baying call similar to that of a hound.

Vulturehounds are immune to vermilia, and vulturehound blood can be used as a component for medicine used to combat vermilia infection. Each vulturehound yields enough blood to manufacture 1d6 doses of antivermilia medicine. Manufacturing the medicine requires a mage of at least 9th level with an alchemical laboratory. The finished medicine is very expensive, often commanding prices in excess of 150 gold pieces per dose. However, the medicine is very effective. A single dose will completely cure a man-sized or smaller creature of vermilia infection.

waff

'Twas a sight I shall never forget—indeed, with each passing hour, it haunts me more.

After fighting my way though a thick, eerie forest and battling countless terrors, I saw with relief that a village lay ahead. I approached it eagerly, fairly running down the crooked road in my haste.

As I rounded a bend, I encountered a young man stumbling toward me. He staggered, then fell to the ground. A great axe protruded from his back, embedded there by some unknown foe.

I approached the man to see if I could render any aid or comfort his last moments. As he lifted his head to meet my gaze, a chill passed through my heart.

I was staring into my own eyes.

The man looked exactly like me—he even wore the same attire and bore an identical cut to the one I'd just received from a skeletal foe. As soon as I gasped in recognition, the figure dissipated into the twilight air.

The sighting was a portent of my own demise. Of this I am sure. But whose axe awaits me—and when?

I now live in perpetual trepidation. I cannot look forward, but always over my shoulder for the murderer's blade. I have not slept since the moment I saw my double. I can do naught but hold my breath, waiting for the axe to fall.

—Aledric, Faylene's son, 1435 HC,
(the night before he died of an axe wound)

overview

A waff is a body double whose image depicts a character at the moment of his or her death. The waff may be spotted by the character himself or by an acquaintance.

Waffs are products of the Seeming, illusions generated by the Shadow World itself to terrorize trespassers.

physical description

Because a character's death may be very near or hover far in the future, the waff may appear exactly like the character does now or as an older image. The Seeming, however, can influence a waff's appearance: Just because a 20-year-old character sights a 60-year-old waff, the vision does not ensure that the person's death is indeed 40 years away. It does not even guarantee that the person will die by the means depicted—although the shock of a sighting usually leads characters to believe they will.

The method of death might be obvious, such as a dagger in the back, a noose around the neck, or a great sucking wound in the chest. Or it may be more mysterious: The waff might simply wear a horrified expression. Whatever the cause, the image is always disturbing.

Though they appear corporeal, waffs are creatures of illusion. They cannot be harmed, healed, or held. They are made of shadow stuff and return to it once they have sufficiently shocked their viewers.

Although waffs look like ordinary individuals and can be mistaken for the real people they duplicate, waffs cannot speak. They make no attempt to communicate, even if directly addressed. They have no knowledge of future events and therefore could not warn a viewer of imminent danger even if they wanted to do so.

role in the campaign

It is said that spotting one's own waff is a portent of death. It is up to the DM to decide whether this bit of Shadow World folklore is true. But even if a DM allows a character to avoid perishing as "predicted" by a waff, the sighting of a double should produce shock, paranoia, and eerieness among the PCs—and their players. Waffs can be used as the catalyst for an adventure, or to add a spooky element to the atmosphere of a Shadow World excursion.

habitat/society

Waffs are encountered almost exclusively in the Shadow World. The sighting of one in Cerilia would serve as an omen of not

just one individual's demise—but the spilling over of shadowstuff into the waking world.

Because waffs cannot speak and do not attempt to communicate, they will seem aloof to anyone who tries to address them. For example, if Shalana encounters a double of her former adventuring companion Daken and tries to speak to it (thinking it is, in fact, Daken), the waff will ignore her and continue on its way—leaving Shalana believing that her old friend has just treated her very rudely.

ecology

Waffs coalesce out of the Seeming itself and exist long enough to fulfill their purpose—horrifying someone they encounter. They usually generate spontaneously, though a native Shadow World creature with a greater-level Seeming score can shape them from the Seeming (perhaps to provide a distraction while working toward some other end).

Once sighted, waffs dissipate back into the shadows. This may occur before the viewer's eyes, or while the character's gaze is averted. ("I glanced away for a moment, and when I turned around, Daken was gone!")

variations

Waffs who seem perfectly healthy (in other words, not depicting a character's death) have been known to appear on occasion. They look like they're just going about their business. They generally exist to confuse party members: Which of the six Dakens is the friend they have come to rescue?

combat and other encounters

Most encounters with waffs are shocking but peaceful, as the double disappears once seen.

combat

Upon spotting a waff, characters must succeed in a saving throw vs. petrification or go into shock. If the waff is one's own double (as opposed to that of an acquaintance), the character suffers a +3 penalty to this roll. Shocked characters lose the ability to act for 1d6 rounds. For the remainder of the turn, the victim has trouble thinking coherently, suffering a –2 or –10% penalty to all actions and a –4 or –20% penalty to Intelligence- or Wisdom-based activities. The DM may choose to reduce these amounts if the waff does not take on a character's own form. (For actions not involving die rolls, the DM should impose other appropriate penalties.)

Once recognized for the individual they duplicate, waffs dissipate back into the Seeming. Should a character manage to land a blow before this occurs, however, the blow passes right through the waff—and will appear to have caused the dissipation.

Climate/Terrain:	Shadow World
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	0
Treasure:	None
Alignment:	Neutral
No. Appearing:	1
Armor Class:	10
Movement:	12
Hit Dice:	Nil
THAC0:	Nil
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Shock
Special Defenses:	Invulnerable
Magic Resistance:	100%
Size:	M (6' tall)
Morale:	Fearless (19–20)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/ Extraordinary
XP Value:	0

peaceful encounters

The true terror of an encounter with a waff should occur after the double disappears. Was this truly an omen of the PC's death? What can be done to avoid this fate?

In cases where a character sees his or her own waff, DMs should encourage the character's—and player's—paranoia. DMs can also use their discretion in imposing penalties during encounters related to the death vision. For example, Aledric's dread, and distraction, might cause him to suffer a –3 penalty against any axe-wielding opponent. PCs might suffer nightmares or become obsessed with the vision.

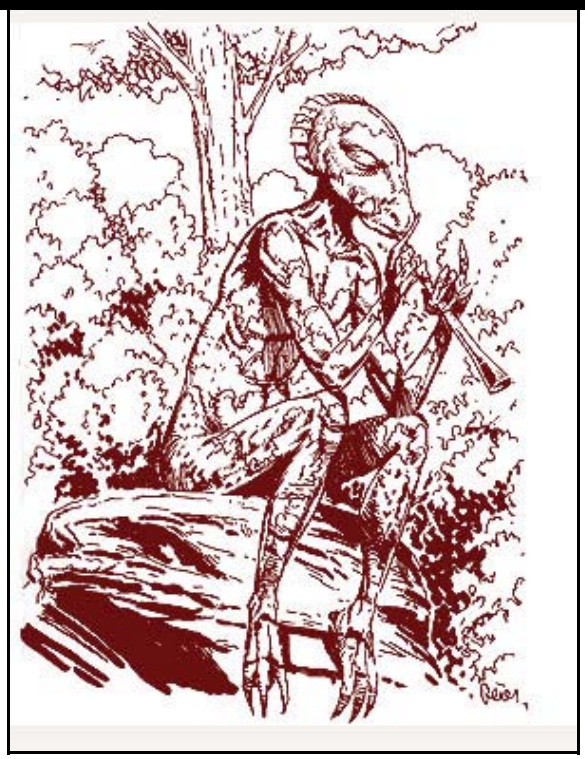
If well roleplayed, an encounter with a waff should leave PCs looking over their shoulders for the rest of an adventure, the rest of a Shadow World campaign, or the rest of their lives.

perception and/or seeming

Waffs are creatures of the Seeming, but have no ability to manipulate it themselves.

Wallara

CLIMATE/TERRAIN:	Nonarctic woods, plains, or caverns
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Exceptional (8-16)
TREASURE:	E (Q, S)
ALIGNMENT:	Neutral or good, usually lawful
NO. APPEARING:	2d4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Vanish
SPECIAL DEFENSES:	Mimic surroundings
MAGIC RESISTANCE:	Nil (10%)
SIZE:	M (7' tall)
MORALE:	Average (8-10)
XP VALUE:	175
Bodyguard	270
Leader	420



The wallaras (sometimes called chameleon men) are the oldest of the lizard kin races and are descended from dragons. Once a proud and wise race, the wallaras were reduced to their current primitive state through the action of the araneas. (See *The SAVAGE COAST Campaign Book*.) The wallaras inhabit the extensive grasslands on the northern shore of the Orc's Head Peninsula, far from human and demihuman civilizations, so the reclusive wallara do not have to work too hard to avoid contact with strangers.

Wallaras stand seven feet tall, and their spindly arms and legs make them look quite thin. Some folk think that they resemble tall, slender humans. They move with a stride that other races find gangling and awkward. Wallaras have multicolored, somewhat scaly skin with stripes of various shades of red, blue, indigo, green, yellow, violet, brown, orange, black, and white. Few wallaras have every hue; most have three or four predominant colors. The colors seem to shift and swirl when they walk. Wallaras never show any sign of discoloration from the Red Curse.

Wallaras speak their own language, Risil, and many also speak common.

The Red Curse: Because wallaras live outside the areas directly affected by the Red Curse, they generally do not have Legacies or Afflictions. There may be some wallaras with Legacies, but such individuals would be extremely rare. Unlike other races, which often shun the Afflicted, the wallaras simply accept what is. They make an effort to include the Afflicted members of any race and account for any disabilities that may occur.

Combat: Wallaras usually arm themselves with light weapons: daggers, spears with wommeras (throwing holders), or clubs called nulla-nullas. They prefer to use nonmetal weapons and equipment. They never wear armor, as it interferes with their natural abilities; whenever possible, they would rather blend into the scenery than fight openly.

Their most useful ability by far is their *vanishing* ability, which they use to avoid combat or surround opponents. Each round, a wallara can vanish and reappear up to 120 feet away. The ability is essentially the *dimension door* spell with a 120-foot range. They wield such precise control over the ability that they never reappear in midair or inside solid objects. Of course, they cannot appear in the exact spot as someone or something else, neither can they attack and use this ability in the same round.

Wallaras also have the ability to emulate a *ring of chameleon power*. Whenever a wallara desires, it is able to blend in with the surroundings, enabling 90% invisibility in most surroundings. If the wallara mingles with creatures of Intelligence 4 or greater, the wallara seems to be one of those creatures, but each turn of such an association carries a 5% cumulative chance that the creatures will detect the wallara. Creatures with a 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature with a 16 Intelligence would have a base chance of (16 + 5%) = 21% at the end of the first turn, 26% at the end of the second turn, and so forth.

Wallara leaders in smaller settlements are usually called Lords of Shade and Hue. They have 4 Hit Dice and 1d20+10 constant bodyguard/warriors with 3 Hit Dice. Many wallaras may become even stronger, with rangers of up to 15th level, and Mendoo (priests) of up to 10th level. These great leaders are found in larger settlements and in the Lost City of Risilvar, the capital of Wallara.

Habitat/Society: All wallaran settlements feature a magical site called a tookoo. The tookoo of a clan is the equivalent of a temple to many other races. The tookoo of a cave-dwelling clan might be a special grotto that glistens with arcane crystals. Forest dwellers might revere an ancient tree of strong magic. These sites always radiate magic and enable chameleon men to fight with a +2 bonus for both attack and damage rolls. When fighting for their tookoos or homes, their morale rises to Fearless (20).

Wallaran government, such as it is, also centers around the tookoo. If a clan has an important decision to make, all the members of the clan will gather in the tookoo. They will remain there until they reach a decision by consensus. They will carefully explore all the issues and ramifications of a decision, one that is best for everyone involved.

Once a year, chameleon men shed their skins, much as lizards do. They save the skin for a vital purpose: reproduction. As the race has no female gender, they reproduce by placing their old skins in their clan's tookoo. Each offering has a 5% chance of magically budding into a young wallara, which grows to maturity in just eight weeks.

The new wallara then stays with the tribe for at least a year to learn a trade.

Wallaras, like their dragon ancestors, are a long-lived race. A lucky wallara can live as long as 250 years. Wallaras who are older than 200 years develop 10% magic resistance, a holdover from their dragon ancestry.

Wallara live in quiet harmony with nature. A Herathian spell reduced them to a stone-age level of development, and they are just now beginning to rediscover their past. They enjoy games of all sorts. When they war among themselves, the battle is stylized and designed to let out frustrations and grievances without causing a great deal of harm to anyone.

At some point during their lives, most wallaras experience a sort of wanderlust and leave for a period of time to explore the world. This is known as going on walkabout. Even while on walkabout, wallaras rarely leave the grasslands. A wallara on walkabout is almost always accompanied by a wallaran spirit.

Ecology: Wallaras enjoy watching over old woods, caverns, and places of natural beauty. They attempt to maintain the harmony of nature while piecing together the puzzle of their past. Individual wallaras will often devote their entire lives to nurturing and caring for a particular location, type of animal, or species of plant. They subsist on small game, fish, and crops they grow. Less scrupulous wizards prize wallaran skin as a component for making *robes of blending*.

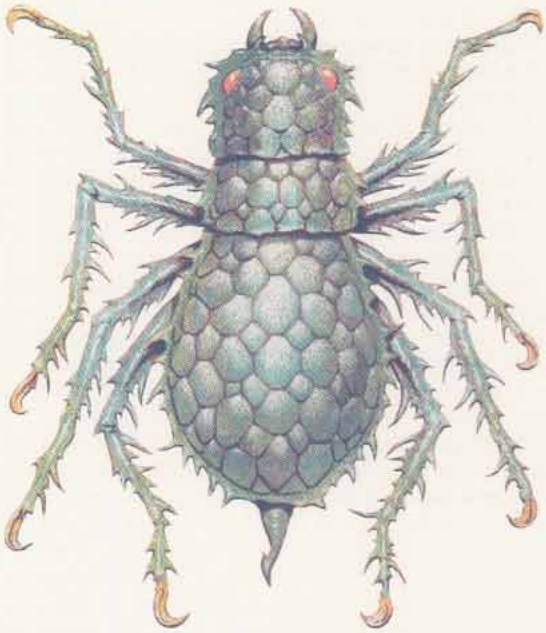
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–2 (4–16)
ARMOR CLASS:	3
MOVEMENT:	9, Cl 12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	2d12/2d12/2d8 or special
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Psionics, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ long)
MORALE:	Elite (13–14)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/6	—/MBk	11	80

Clairsentience—*Devotions:* feel light, feel sound.
Psychometabolism—*Sciences:* shadow-form;
Devotions: catfall, chameleon power.
Telepathy—*Devotions:* contact, mind blank.



Wall-walkers, subterranean predators that live in underground caverns and passages, are named for their climbing ability. They combine many of the characteristics of spiders and large reptiles. Wall-walkers have a reptile's armored scales, a spider's eight clawed legs, sharp fangs, and a stinging tail.

Wall-walkers communicate among themselves via sounds made by rubbing their legs together. No intelligent creatures have yet learned to communicate with them or figured out how to interpret the scraping sounds they make, like claws on slate.

Combat: With its psionic powers, a wall-walker can blend into the scenery. Its scales take on the texture and color of any nearby rock surfaces, ruined walls, or fungi. These predators use their psionic powers to track and stalk victims.

Wall-walkers hunt alone or in pairs. They use their climbing skills to best advantage, following prey from overhead or along a side wall. When a wall-walker has an opportunity to attack with surprise while on the wall or ceiling, the prey has a –2 penalty to its surprise roll.

When operating as a pair, the wall-walkers strike in separate rounds. This is to make best use of their surprise bonus and stinger attacks. When alone, a wall-walker usually waits until its prey is separated from any companions before attacking.

A wall-walker typically attacks by leaping forward, spinning around, and stabbing with its stinger. A successful hit causes no appreciable damage, but the victim must make a saving throw vs. poison or be paralyzed for 1d6 rounds. If the saving throw is successful or the stinger misses, the victim can strike at the rear of the wall-walker with a +2 bonus. If the saving throw is failed, and the wall-walker is not otherwise engaged, it will move very close and stare into the eyes of a paralyzed victim, moving its mandibles back and forth in a threatening manner, its gaze displaying intelligence and malevolence.

After its initial stinger attack, the wall-walker usually abandons its stinger attack in favor of its claw/claw/bite routine. Its claws each inflict 2d6 points of damage, its bite inflicts 2d4 points. If faced by a foe it cannot defeat, a wall-walker will flee to find other, more easily bested prey.

Habitat/Society: Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the Underdark, seeking prey to feast upon and bring back to their hives. Wall-walkers can be encountered not only in the larger caverns, but in the tunnels connecting the caverns to each other as well. All of the Underdark is their hunting ground, and they consider almost everything that passes near them to be prey.

A wall-walker delights in frightening and playing with its prey before moving in for the kill, and it uses all of its powers to accomplish this.

Ecology: The wall-walker constantly looks for a steady supply of food, and it takes great pains to protect its hive and its young from other predators. Its one closest competitor is the kalin. If a wall-walker and kalin come within sight of each other, a terrible battle usually breaks out. In fact, a pair of wall-walkers will go out of their way to attack a nearby kalin.

The scaly hide of the wall-walker can be used to craft armor and weapons. In many ways, the scaly hide of a wall-walker is superior to many other hides due to its toughness, suppleness, and relatively light weight.

Wang-Liang

CLIMATE/TERRAIN:	Temperate mountains and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	A
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-100
ARMOR CLASS:	4 or 3
MOVEMENT:	12
HIT DICE:	6+3 to 8+3
THAC0:	6+3 HD: 15 8+3 HD: 13 7+3 HD: 13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-10/1-10, or by weapon +6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13)
XP VALUE:	6+3 HD: 1,400 8+3 HD: 3,000 7+3HD:2,000



Cousins of the common oni and the ogre magi, the Wang-liang are a race of exceptionally intelligent and long-lived humanoids who are implacably hostile to humans.

Soft pelts of lustrous dark brown or black hair cover their thick bodies. Their feet end in two broad toes with hooked black toenails. They have retractable claws in their fingers and the sharp, pointed teeth of a carnivore. Their eyes are wide and large, almost feline, with black irises rimmed in luminous, fiery red. Both males and females have long unruly hair, usually black or brown, which grows in seemingly random directions from their scalps. Long dark beards grow beneath the chins of adult males.

Wang-liang wear a variety of light clothing. Males prefer loincloths and capes, while females wear knee-length smocks with scarves around their necks. Their clothing is made of cotton or silk, often dyed red or green. If they are anticipating battle, wang-liang wear a special splint armor. (See below.)

Wang-liang speak their own language, as well as the languages of oni and humans living in the area. The Wang-liang also have a limited telepathic ability which functions only between members of their race. Their telepathic power has a range of about 40 miles, but it is blocked by stone walls and similar obstructions. A Wang-liang requires one full round to establish telepathic communication with another of its kind; he can take no other actions during that round. Provided they maintain concentration, two wang-liang who are communicating telepathically can do so indefinitely. As soon as an attack or similar disturbance interrupts their concentration, the telepathic link is broken.

Combat: Wang-liang despise humans, and rarely pass up a chance to kill, injure, humiliate, or harass them. If other races are in the company of humans, the nonhumans receive similarly hostile treatment. Otherwise, wang-liang are indifferent to nonhumans.

Wang-liang are very strong and agile. Their tough, leathery skin gives them a natural Armor Class of 4. If they are anticipating battle, wang-liang wear a special splint armor that improves their Armor Class to 3. This armor is custom-fitted to the wang-liang's bulky body, and other races cannot wear it.

Though wang-liang can inflict 1-4 points of damage with their teeth, biting is distasteful and unnatural to them. They prefer to use their retractable claws, which inflict 1-10 hit points of damage each. Instead of using their claws to slash and cut like swords, wang-liang employ a scooping action, which enables them to tear off chunks of their victims' flesh.

Wang-liang also use a variety of weapons, which are specially manufactured to fit their large frames. Wang-liang do not use iron or steel weapons. The creatures have a special method of hardening bronze, which makes it nearly as hard as low-grade iron. An average force of Wang-liang will be armed as follows: two-handed sword (20%), katana (20%), long sword (15%), wakizashi (15%), naginata (10%), bo stick)10%), bow with armor piercer arrows (5%), and bow with frog crotch arrows (5%).

An average force is half male, half female. Males and females have equivalent fighting abilities and strength. Hit Dice vary among members of the group, however, with each force divided as follows: 6+3HD(60%), 7+3HD(30%), and 8+3HD(10%).

Wang-liang can regenerate 1 hit point per round. They can *polymorph self* at will into any human or humanoid form from 4'-12' tall, and can *detect invisibility* at will. A 6 +3 HD wang-liang can *become invisible* three times per day, as per the spell. A 7 + 3 HD wang-liang can *become invisible* at will. An 8 +3 HD wang-liang can use *improved invisibilty* at will, as per the spell.

Wang-liang also use a variety of magical devices in combat. Any encountered wang-liang has a 15% chance of possessing a magical item. Weapons resembling the *biwa of calm,* the *diamond mace,* and other magical items common to Kara-Tur may be used. In ordinary circumstances, however, a wang-liang will not use a magical item that has not been specially prepared by the Elder Circle.

Only wang-liang can use these specially prepared magical items. Nonetheless, such items occasionally are stolen or otherwise acquired by members of other races. If this occurs, the wang-liang will always try to recover the missing items, persevering until successful.

Habitat/Society: The wang-liang's birth rate, combined with the

ecological pressures of expanding human populations, has resulted in the creature's intense hatred for the human race. Wang-liang have life spans approaching 2,000 years, but the female wang-liang can give birth no more than once in her lifetime. Normally, she bears two infants at this time, one male and one female; in rare instances she bears identical twins of each gender, resulting in four baby wang-liang. Though a wang-liang matures in about 40 years, a female may not be ready to give birth until hundreds of years later.

In contrast, humans multiply at an extremely prolific rate, requiring ever-increasing amounts of land and other resources. In the eyes of wang-liang, humans gobble up these resources with utter disregard for the well-being of other creatures. The wang-liang see their extinction as inevitable, and hold the human race responsible.

For these reasons, the wang-liang shun contact with humans. Human and humanoid travelers may encounter a solitary wang-liang explorer or hunter on a lonely country road, or in an isolated outpost, but such occasions are rare.

The wang-liang culture is steeped in tradition and has remained unchanged for eons, particularly regarding the raising of infants. Shortly after a female gives birth, the mated pair and their offspring are required to live in seclusion in the wild for a period of ten years, using only their wits and natural abilities to survive. This family group is the foundation of wang-liang society. The wilderness experience helps ensure that every wang-liang has the ability to survive under the most extreme conditions; it also reinforces familial bonds. The experience is the most important part of a maturing wang-liang's development. It is also the happiest time of his or her life–a short, idyllic interlude of perfect intimacy.

The wang-liang family remains *invisible* during most of their wilderness experience. An adventuring party has little or no chance of locating them; even if the adventurers suspect a family occupies a given area, their chance of discovering it will never exceed 5% per day of searching. If a family is discovered, the wang-liang flee as quickly as possible; otherwise, the parents will sacrifice their lives to protect their children. Should any family members be harmed by a human during this most crucial phase, they will be avenged in a ratio of 100 human deaths for each wang-liang killed.

Once the wilderness phase has ended, the family rejoins the wang-liang community as full members. A wang-liang community comprises up to 100 adults, who are devoted to mutual protection and enrichment. A wang-liang settlement consists of modest huts made of wood and stone. Secure in their settlements, far from the turmoil of the rest of the world, the wang-liang engage in handicrafts, make weapons and tools, and raise domesticated deer for food.

The time a mature female spends in her native village varies from 20 to 1,300 years, averaging about 400. A female instinctively knows when she is ready to choose a mate. At that time, she chooses a suitable mate from a different village; if none is available, she chooses one from her own village. A female has a period of approximately one year to choose a mate. If a mate has not been chosen within this time, she rapidly loses her vitality, usually dying within a few weeks. The wang-liang male suffers a comparable fate; if he has not acquired a mate within ten years after reaching maturity (usually at age 300), he will also wither and die. Because there are an equal number of males and females, instances of unmated Wang-liang are rare.

When both of their offspring have found mates, the parents are free to engage in any pursuits they wish. A few females with the talent to learn magic may retire to an Elder Circle (see below). Others may pursue their interests in history, literature, weaponry, hunting, farming, or music. A wang-liang seeking personal vengeance–for instance, if one of his children was killed during the wilderness period–becomes a wanderer, venturing into the world of humans. Most encounters with wang-liang are likely to be with one of these wanderers.

Wang-liang wanderers usually carry one or more special magical items designed by the Elder Circle. These items are to be traded or otherwise made available to unsuspecting humans. The items are cleverly constructed, highly imaginative, and extremely dangerous. No two of them quite alike. For example, a wandering wang-liang, *polymorphed* into the form of an old man, might encounter a human traveler and offer to trade him a pair of magical boots in exchange for a meal. The traveler is told that the boots will make him feel as refreshed as if he had just enjoyed a full night's sleep. However, when the traveler puts them on, the boots suddenly transform into a coffin, sealing him inside, the result of the item's curse. The coffin begins to sink into the ground at the rate of 6 feet per round. Friends who rescue the victim from the coffin will discover that he lies under the effects of *temporal stasis*, which can only be ended if the coffin is destroyed.

In spite of their hatred for humans, wang-liang are not without honor. If a wang-liang finds himself obligated to a human–for instance, if a human has saved his life–the wang-liang will always repay this debt, usually by supplying the human with information about other wang-liang in the area or other dangers. If a wang-liang voluntarily makes a promise to a human, he will honor that promise even if it means betraying his own people. The word of a wang-liang means more than his own life.

Ecology: Wang-liang are primarily carnivores, enjoying deer, fish, and other wild game which they eat raw or cook in fire pits.

Elder Circle

Only a few females (1%) have the talent to learn magic. When their children have found mates, these females retire to special communities of their own, called Elder Circles. An Elder Circle consists of 4-20 (5d4) females; no more than 1-4 come from the same village. Wang-liang magic-users are of levels from 1-20. However, the level of any mage cannot exceed the total number of females in her Elder Circle. (For instance, if a particular Elder Circle has 10 members, no mage can be higher than 10th level.) The magic-user can be either a wu jen (50% chance) or a shukenja (50%).

The Elder Circle is the source of all magical items used by the wang-liang villages from which the magic-users originated. If a representative from a wang-liang village approaches the Elder Circle with a request for a magical item, the women join hands and begin to chant. The chanting places the women in a trance that lasts for nine days. When nine days have passed, the women revive from their trance–usually with full knowledge of how to create the requested item. (The women have a 30% chance of failing to receive this information. A DM may vary this chance as he or she sees fit.) Once the Elder Circle knows how to create an item, they require 1-6 months to do it, although simpler items may take considerably less time.

The DM is encouraged to be creative when designing magical items for wang-liang. If the item is a booby-trapped device to be made available to unsuspecting humans, the wang-liang should be able to carry it easily without danger or inconvenience to himself. There should be a way for the victim to activate it, preferably inadvertently. Near-lethal effects are preferable to lethal ones. The device should not be reusable.

If a wang-liang village is seriously threatened, the village can call upon the Elder Circle for help. The Elder Circle will then send one or more magic-users to deal with the threat.

Climate/Terrain:	Beastlands
Frequency:	Rare
Organization:	Solitary (but found with other animals)
Activity Cycle:	As animal type
Diet:	As animal type
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	4
Movement:	As animal type
Hit Dice:	6 or as animal type's HD + 3 (whichever is higher)
THAC0:	15 (or better)
No. of Attacks:	As animal type
Damage/Attack:	As animal type + 2
Special Attacks:	Spells
Special Defenses:	Spells, call animal lord
Magic Resistance:	25%
Size:	As animal type, but 25% larger
Morale:	Steady (11–12)
XP Value:	8,500 + animal type



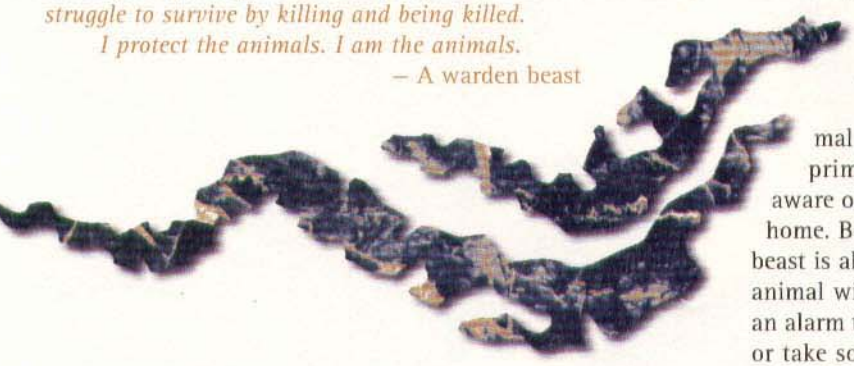
I am guardian and servant, master and guide to my charges. Theirs is a simplicity of the purest kind. I must maintain their serene lives.

I am an extension of pure life force. The living, interminable energies of the multiverse are my blood, and the unyielding, all-powerful forces of nature are my bones.

I am predator, I am prey. I am the delicate balance, the intertwining relationships between all living things. Life takes life. Life begets life. The most profound truth is the bloody struggle to survive by killing and being killed.

I protect the animals. I am the animals.

– A warden beast



Warden beasts are powerful, spiritual representations of animal groups on the Beastlands. They are the protectors, purveyors, and proliferators of their species, serving as leaders and champions. Each warden beast holds dominion over one select, general group of animals (such as bears, wolves, deer, insects, lizards, birds, and so on), but there are many warden beasts for each group.

Only animals found on the Beastlands have a warden beast. That is, no creatures with magical powers or other criteria excluding them from the Beastlands are represented. Thus, there are no basilisk, chimera, or dragon warden beasts.

In appearance, each warden beast resembles the animal that it guards and masters. The warden beast is the epitome of its animal "type," however, appearing as a slightly larger, perfect specimen. They are graceful, beautiful, and powerful in form. An observer can also see their intelligence and wisdom simply by looking into their eyes.

Warden beasts can speak with all creatures, and can always sense the true emotions of those around them.

Combat: Despite their position as stewards and guardians of their selected group of animals, the warden beasts generally attempt to avoid combat. The exception to this is the warden beasts that have dominion over a predatory species. These warden beasts, like their charges, stalk and attack prey in order to eat. When they must fight, warden beasts use the same attack forms and patterns of the animals they represent, although with greater power behind their claws, teeth, kicks, and strikes. Each attack from a warden beast inflicts +2 hit points beyond the damage caused by a normal animal on their damage rolls. Any warden beast can inflict damage upon creatures that can only be harmed by magical weapons of up to +2 enchantment.

A warden beast has a minimum of 6 HD, but if the animal (or any of the varieties if the general type encompasses more than one) that it epitomizes has 6 HD or more to begin with, the warden beast has 3 HD more than that. Therefore, a bear warden beast has 11+8 HD (three more than than a polar bear, the largest type of bear listed in the *Monstrous Manual*™ tome) and an elephant warden beast has 14 HD.

Due to their spiritual nature, warden beasts have the following spell-like abilities, usable one per round at will, at 10th level of spell use: *animal friendship, animal summoning I, detect snare and pits, entangle, protection from evil, plant growth* (3 times/day), *animal growth* (1 time/day), *commune with nature* (1 time/day), and *cure light wounds* (1 time/day on any given being).

Because they are not just focused on their own animal subjects but are tied in with all of nature on a basic primal level, warden beasts are 90% likely to become aware of any major event that occurs within 5 miles of their home. Because of this link with their ecosystem, the warden beast is also able to contact (again, on a very basic level) any animal within this radius of 5 miles. The guardian may raise an alarm to cause all animals in this area to flee, swarm, calm, or take some other very basic action. The warden beasts use this only in times of dire need, such as during a forest fire. They will not use this power to simply save their own lives – and, in fact, will never put one of their charges in danger to further their own ends.

If a warden beast cries out in time of utmost emergency, there is a 35% chance that the animal lord of the general animal group that it represents comes to its aid. A warden beast can attempt this only one time per day.



HABITAT/SOCIETY: Famed naturalist Vearth Ennois states: "If an animal lord is on one end of some vast, natural spectrum, and the animals they represent are on the other, then warden beasts fall somewhere in the middle. I believe the warden beast to be some sort of extension of the inherent power within the Beastlands itself. They are independent of any power that resides there, fully autonomous in their dominion, yet are (on most levels) simply animals. They seem to be of both the humble animal and the all-pervasive energies of the planes themselves – both nothing and everything. Divinity and beast in one."

Unless some threat to their wards is present, warden beasts act as the animals they resemble and represent. These symbols of nature incarnate usually do not interact with each other, rarely needing to coordinate their actions. One warden beast never looks upon another as potential prey, however.

ECOLOGY: Warden beasts are intimately tied into the ecology around them. They embody and personify the ecosystem. Though they inhabit the Beastlands, their alignment is neutral, for they act out of the good of the animals – taking whatever steps necessary to ensure their safety and well being. They are not concerned with the greater good, and react to outsiders as their respective animal type would (timidly, aggressively, and so on). Though not evil by any measure, they do not exemplify many of the commonly held ideals of "goodness" such as mercy or compassion.

Warden beasts keep the same diet as the animals they epitomize. They can have offspring with other warden beasts, animal lords, or normal animals, but the offspring are always warden beasts. These purveyors of animalkind are not subject to the ravages of time, living forever unless slain.

Climate/Terrain:	Any forest, marsh, or swamp
Frequency:	Common
Organization:	Flock
Activity Cycle:	Day
Diet:	Scavenger
Intelligence:	Semi- (2–4)
Treasure:	None
Alignment:	Neutral evil
No. Appearing:	10-100
Armor Class:	6
Movement:	3, Fl 15 (C)
Hit Dice:	1+1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Ability drain
Special Defenses:	None
Magic Resistance:	50%
Size:	S (3′ wingspan)
Morale:	Unreliable (2–4)
XP Value:	270

The accursed birds followed us constantly, giving voice to the most detestable croaking, clattering and squabbling all around us. By day we could not escape them, and if we traveled at night they found us again as soon as the sun rose. Our slings and arrows would set them to flight, but soon they returned, and if we did not immediately stop and force them to take wing again the wastrels grew bolder and bolder until they were soaring just out of sword's reach.

Day by day their unwholesome presence weakened our party, until we were staggering along like walking dead men. The first of us to fall was Chanima, the mage; she was never a strong soul, and the wastrels wore her down quickly. We carried her for several days before she finally perished in an exhausted delirium. That night, the wastrels croaked loathsomely without stop. We buried her beneath a cairn the next day and continued on our journey; we knew that we must reach the safety of the open plains soon, or perish as Chanima had.

Four more of us died before we broke free of that festering wood. The nightmare of that journey lingers with me even today. When I sleep, I can still hear the raucous, mocking voices of the wastrels.

– Unidentified mage
of the Prime Material Plane

Wastrels're dangerous birdlike creatures that plague the loneliest and most inhospitable reaches of the planes. They're most often found in desolate woods, dismal swamps, or fetid marshes. Wastrels possess a powerful and deadly ability to slowly drain the life of creatures whose blood they've tasted, weakening and finally killing the poor sod through exhaustion, delirium, and thirst.

A wastrel appears innocuous enough at first. It looks like a large raven or crow, but its plumage is unusually shabby and mottled with unhealthy streaks of gray, brown, and black. Its beak and legs are a rusty red, and its eyes are large and sinister. It's easy to take the wastrel as nothing more than a common bird suffering from some kind of wasting disease. They're lazy and awkward fliers, and their call is a rough sort of croaking noise. They usually travel in large flocks.

Combat: Wastrels aggressively attack even large parties during their initial encounter with potential prey, swooping in from all sides to dart and peck at their victims. The bird inflicts only 1d3 points of damage with its beak, but it's not very interested in trying to down its prey at this stage – it merely wants to establish a link between itself and its prey by drawing blood. Once a wastrel's wounded a victim, it retreats from the fight. Wastrels try to wound as many victims as possible, so a flock'll divide itself evenly among its potential prey. For example, if 60 wastrels attack a group of 6 PCs and 4 hirelings, each person present is attacked by 6 wastrels. Wastrels're hardly courageous, and if they don't score a hit within 1 or 2 rounds they're likely to fly off, only to return later and try again.

After their initial encounter, wastrels settle down into a pursuit phase. Each bird that wounded a character leeches life energy from its victim, but only if it can remain close – within 100 yards or so. The bird doesn't have to be exactly within 100 yards for the entire day, but it has to average 100 yards or less from its victim throughout the course of a 24-hour period. The wastrel flock tries to stay within range of its victims, individuals circling or flying ahead in short hops and waiting for the prey to travel past them again. Wastrels've got a special sense that unerringly locates their current victim, as long as the basher's within 1 mile. If he can get farther away from the wastrel, the bird loses him and the link is broken. The wastrel'd have to wound the character again to begin a new bond.

Victims who're being drained by a wastrel lose 1 point of Constitution each day the pursuit continues, and ½ point from all other ability scores. The victim can attempt a saving throw versus spell to reduce these losses to ½ point of Con and 0 points from other abilities. If any single ability score's reduced to 2 or less, the character can't travel without aid any longer. If any ability's drained to 0 or below, the victim dies. All penalties or restrictions based on ability scores apply, so a priest reduced from a 13 Wisdom to a 12 Wisdom by a wastrel's draining loses his bonus 1st-level spell and now suffers a 5% chance of spell failure. In addition, victims don't naturally heal any damage they may've suffered from the wastrel.

Wastrels that haven't established a link may make several mass attacks to wound victims of their own. However, once a wastrel's established its link, it doesn't join in any more attacks against its victim. It's content to glide lazily along, just out of reach. If its prey tries to attack it, the wastrel flies away, returning again as soon as the victims give up and resume their march. Missile attacks can be more effective, but the difficult terrain favored by wastrels often provides a –2 to –4 penalty to attacks made on them through the screening foliage and trees. (In open lands, the wastrels won't be able to use cover to stay out of the way of arrows or slingstones.)

Victims who've been partially drained but then break the link by killing the bird or escaping its range regain their lost ability scores at the rate of 1 point in each ability per day. A *heal* spell restores all lost points at once. If any ability score was drained to 2 or less, that ability is permanently reduced by 1, and the character'll never fully recover without the aid of a *restoration* spell.

HABITAT/SOCIETY: Wastrel flocks gradually destroy the local flora and fauna of their surroundings by their foul leeching of energy. A stand of trees where a wastrel flock nests'll be dead and lifeless within a few weeks of the birds' arrival. Small wildlife rapidly disappears from the region. An exceptionally large flock can slowly kill several square miles of forest. Because of this, wastrel flocks are forced to migrate every 3 to 6 months just to find new food sources.

Wastrels aren't truly intelligent, but they are unusually cunning and seem to have an aptitude for wreaking harm. They're hateful, malicious creatures that delight in killing, often leaving their mundane victims uneaten. Flocks are noisy and quarrelsome, but wastrels don't actually break out into open fighting with each other.

ECOLOGY: Wastrels aren't usually a problem if a cutter's not planning a prolonged overland expedition, or doesn't care if he stays somewhere a long time. On the other hand, they can be a mortal threat to a basher with a lot of miles to cover in wilderness areas, or a sod as happens to live where the flock's decided to settle. Wastrels recognize that they won't often finish a meal if they set upon the victim too near civilization, so they prefer to haunt the more desolate regions of the planes.

Wastrels almost certainly originated somewhere in the Gray Waste, where life and hope are drained by the very land itself. Some bloods say that one of the grim powers inhabiting the Gray Waste created the wastrels for its own dire purposes. Whatever the truth of that, wastrels're common in the upper layers of that plane, and they're becoming more of a problem elsewhere on the planes.

No one's ever managed to explain how the wastrel draws energy from its victims, why it needs to wound the sod first, or why its range is so limited. Wastrels consume small insects and rodents to supplement their unusual diet.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or guard-groups
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (8-18)
TREASURE:	Any possible (guardian)
ALIGNMENT:	Any lawful, see below
NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	9, Fl 9 (C)
HIT DICE:	7+2
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Chill ray
SPECIAL DEFENSES:	Insubstantial, pass through stone
MAGIC RESISTANCE:	25%
SIZE:	M (6′ tall)
MORALE:	Fearless (19-20)
X.P. VALUE:	4,000



These undead, sometimes called "unsleeping guardians," appear as graceful, beautiful humans of either sex who drift or walk about silently. Their limbs and appendages sometimes retain chalk-white flesh, but their torsos and lower bodies are always skeletal, and their eyes are always dark, empty pits.

Combat: Watchghosts are intelligent, dangerous opponents. Unlike most undead, they cannot be turned due to the nature of their undeath. They normally attack with a *chilling touch,* which causes 2d8 damage to living flesh.

A watchghost can also attack with a *chill ray* once per round, using this power a maximum of 12 times every day. It points a finger, and a ray of cold light will glance from it towards a single target being. This ray can penetrate any magical protections and spell barriers of less than 4th level, and strikes with a THAC0 of 6. It has a maximum range of 90′. A victim must save vs. death magic or suffer 2d12 points of energy-draining damage. The victim must also make a saving throw vs. petrification or be slowed for 2d12 rounds - the character's level. The *slowed* effects can be prematurely ended by *dispel magic* or *haste* spells.

Against spell attacks, a watchghost is immune to *charm,* sleep, and *hold* spells; all poison, petrification, polymorph, cold-based, and death magic attacks are also ineffective against a watchghost. Against all other spells, a watchghost applies its magic resistance. Holy water and holy symbols are also ineffective against watchghosts.

An unsleeping guardian can at will cause all magical tems within 60′ to glow with a cold, white radiance. This glow can be quelled by a *dispel magic,* but will otherwise last 2d4 turns. This radiance, while it increases visibilty for the characters, also attracts more wandering monsters.

Watchghosts can become wholly or partially insubstantial at will. In this state, they deal no damage, but suffer none from purely physical attacks. Magic weapons passing through the wraith-like form of a watchghost do it damage equal to twice their magical bonuses. Therefore, a *dagger* +2 and a *longsword* +2 both deal four points of damage to an insubstantial watchghost.

When insubstantial, watchghosts can pass through solid stone or earth. They can do this without pause or effort, and can attack or defend during the round they enter or exit the earth. Many watchghosts lurk within stone tomb or dungeon walls, only their eyes, nose, and fingertips protruding. They then reach out to grapple passing intruders, often taking them by surprise. Watchghosts also can fly when insubstantial.

Habitat/Society: Watchghosts are usually found as guardians, serving powerful undead lords such as spectres, vampires, and liches. Often, watchghosts are set to guard a tomb, treasure vault, or other enclosed areas by powerful, evil priests or wizards, Usually solitary, they can meet in small groups if so ordered. Watchghosts may take part in sharp verbal exchanges with fellow watchghosts, but they never willingly fight each other, and work together loyally and smoothly as guardians.

Retaining intelligence and judgement, they can be given detailed and specific commands to follow. They can carry on intelligent conversations with their masters or, if given leave, with strangers. Unsleeping guardians speak as they did in life, but usually with a hint of hissing or whispering in their voices.

Free or "wild" watchghosts arise only by the destruction of the being who created them. They are often self-willed and capricious. Some aid living beings, and others seek to

destroy the living or lead them astray. Many try to manipulate people (kings?) to achieve the power that eluded them in life. Many others retain enough of their humanity to guide and guard friends and relations, or perhaps befriend lone individuals such as a runaway or an isolated adventurer. Some retain only the pettiness of their past lives and take revenge upon their former enemies.

Ecology: Watchghosts consume nothing, have no offspring, and serve only to prevent incursions into the area they guard. In this role, they prey on monsters, adventurers, and other living beings. Other than to curb the numbers of these creatures and make carrion of them, watchghosts serve no function in the food chains of their surroundings. Only when freed do they exhibit a wide range of purposes and activities, as detailed above. Even then, the unsleeping guardians rarely affect or serve any function within the surrounding ecosystem.

The creation of a watchghost is similar to the process of summoning a crypt thing (see MC5; Crypt Thing). By casting an 8th-level spell (see below), priests or necromancers can create and bind a watchghost into service.

Tales of watchghosts are widespread in Faerun, especially in the North, There are persistent whispers in Scardale that Lashan Aumersair, the former Lord of Scardale, and the agents of Zhentil Keep and Sembia after him were thwarted in many local ambitions by The Silent One, a watchghost that roams the dale. Guarding its interests in undeath as it once did in life, the Silent One appears as a bearded, grim faced, thin man in archaic armor. Sages believe he is all that is left of the adventurer Orghalor Hawkgauntlet, once an important man in the dale, who fell in love with a mysterious, darkly beautiful woman—some say she was a vampire—and disappeared some forty winters ago.

In Waterdeep, the dungeons beneath Castle Waterdeep are said to be haunted by roaming watchghosts; bound into service by a long-dead Lord to guard the treasure vaults and Lords' tombs there, they now roam all of the crypts and passages. Some believe (correctly) that the Castle and Palace are connected by underground ways, and that the walls of both structures are honeycombed with secret passages where the watchghosts lurk and listen.

Once, as tavern-talk will report, these silent guardians supposedly roused a Lord and his wife from their bed to escape an assassination attempt. Watchghosts also allegedly slaughtered a band of Shadow Thieves who crept into the Palace from the sewers to poison the contents of the wine-cellars.

The wandering bard and Harper Elysree Csimaree "Silverharp," formerly of Berdusk, is widely held to have an unsleeping guardian who follows and watches over her in her travels. There is even a ballad about it— *Elysree's Phantom Lover*— but Elysree usually attacks those who sing or even hum notes from it in her presence.

Create Watchghost

8th-level Wizard spell (Necromantic)

Range: 5'	Casting Time: 1 turn
Components: V,S,M	Area of Effect: 1 corpse
Duration: Permanent	Saving Throw: None

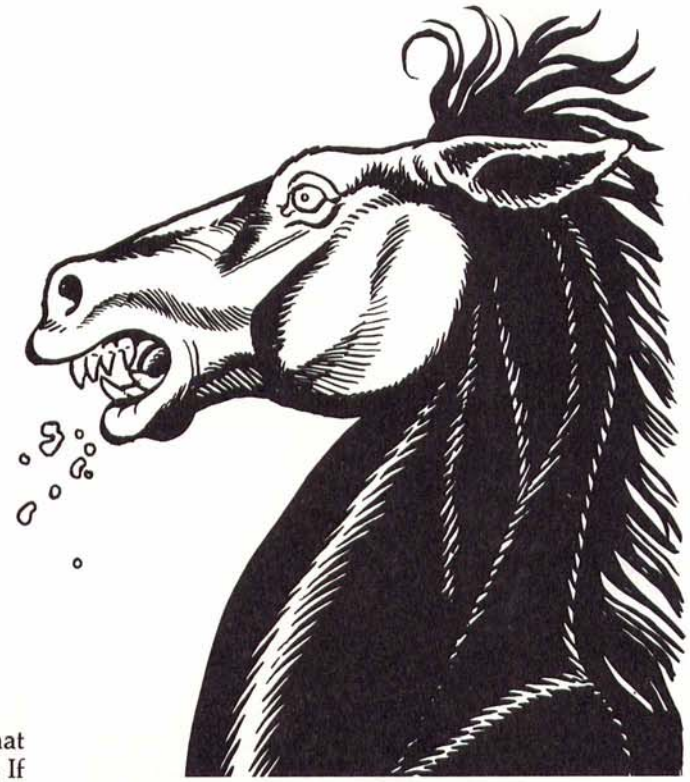
This spell allows the caster to animate a corpse with the spirit and intelligence of its former self and bind it into service until the demise of the caster. *Create Watchghost* must be cast within five years of the corpse's death. Material components are 1,500 gp worth of diamond dust, four of the caster's teeth ground to a powder, and a handful of the caster's hair. The material components tie the lifeforce of the caster into the commands and service of the watchghost. Once animated, the watchghost remains in undeath until its destruction.

During the casting, the necromancer issues its commands to the watchghost. Commands can never require more than one task. Those commands must specifically define the terms of what task the watchghost is to do, how it carries out that task, and one exemption, if any, to its commanded task. For example, "You are to guard my laboratory against all intruders except for myself. Kill anything which attempts to enter my laboratory." During its time of service to its creator, the watchghost's alignment is lawful, though evil or good alignments are unchanged from their former lives. Upon the death of the caster, the watchghost is freed from its orders and is free to roam, its original personality and mind in a powerful undead shell.



Water Horse

CLIMATE/TERRAIN:	Temperate coasts
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	W (Z)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	28, Sw 20
HIT DICE:	5 + 3
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6, 1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Average (8-10)
XP VALUE:	650



The water-horse is an amphibious monster that looks like a beautiful horse of the finest quality. If it can be caught and tamed, it does indeed make a mount which is equal to any natural steed. It is a dangerous thing to mount a water-horse, however.

The water-horse is carnivorous, and will come on land to eat cattle, sheep, and anything else it can catch. It will also allow itself to be mounted, but once a rider is on its back it will bolt straight for the sea, carrying the rider under the waves to be drowned. It can make the skin of its back highly adhesive, so that the rider must make a saving throw vs. rods in order to break free. A ring of free action or similar magical protection will negate the magical adhesion.

Combat: A water-horse attacks with a crushing front-hoof trample for 2d6 damage or bites with its sharp teeth for 1d8 damage. It can deliver a double rear-hoof kick for 2d6 damage but cannot do this in the same round as trampling with the front hooves. It suffers no combat penalties for being in water.

Habitat/Society: Water-horses are solitary and claim a stretch of coast up to 10 miles long as a territory. Nothing is known of their reproductive habits; they seem to live forever until killed. Male water-horses will occasionally mate with normal mares; the offspring is always a horse of the finest quality and can command a high price but must be fed on raw meat rather than grass and straw.

Ecology: Water-horses have no natural enemies, although they are sometimes hunted down by humans or merfolk when their depredations become intolerable. They can be trained, but if ever a tame water-horse comes within sight of salt water, it will revert to the wild and try to gallop straight in, taking its rider with it.

Kelpie: The kelpie of Scottish folklore is a type of water-horse, which has average to high Intelligence (8-14) and the ability to assume human form at will. The human form is that of a shaggy and wild-looking human, and in this form the kelpie may leap onto travelers and try to wrestle them into the water to be devoured. In horse form, the kelpie wears a fine bridle, and if it is somehow taken, the kelpie will beg to have it back and promise almost anything in return—however, it will not hesitate to break any promises if the bridle is returned to it. Most kelpies can speak the local human language and some can speak other languages as well.



Water Leaper

CLIMATE/TERRAIN:	Temperate lakes
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	4d6
ARMOR CLASS:	8
MOVEMENT:	Sw 12
HIT DICE:	1−1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Shriek, Leap
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ long)
MORALE:	Average (10)
XP VALUE:	65



Water leapers, known as *llamhigyn y dwr* (pronounced "thlamheegin er door") in their native Wales, look something like a large toad with a fishlike tail instead of back legs and a pair of flying-fish style fin-wings instead of front legs. Their broad mouths are full of very sharp teeth. They will attack almost anything and regularly destroy the nets and lines of local fishermen. They also attack swimmers and livestock drinking at the lake's edge.

Water leapers can jump out of the water and glide up to 30 feet using their winglike fins. They have been known to try to knock fishermen out of their boats by deliberately leaping at them. They can also emit a piercing shriek which can startle an unwary fisherman or animal, making their attack easier.

Combat: Water leapers attack with their teeth. Up to 12 of the creatures can attack a human-sized victim at the same time. Their leap attack is treated as a normal melee attack, but instead of causing damage, a successful hit forces the victim to roll a successful Dexterity ability check or fall down. Characters sitting in a boat have a +2 bonus to this check, and characters standing up in boats have a −2 penalty. If the boat is a small one, there is a good chance that the character will fall overboard. The water leaper's shriek causes every creature within 30 yards to roll a successful saving throw vs. Spells or be unable to take any action for the next round. A water leaper may not take any other action in a round when it shrieks.

Habitat/Society: Water leapers live in small schools in the lakes of Wales. These schools operate like a wolf pack, showing a rudimentary organization in the hunt. For instance, they will spread out so as to attack a target from all sides at once, and one member may stand a little way off and shriek just as the others are leaping to the attack.

Ecology: Water leapers can live on lake fish, but their appetites are so voracious that they quickly deplete the fish stocks in any lake they inhabit. They seem to prefer the meat of sheep, cattle, and humans who wade into the shallows at the lake's edge and will even try to knock victims into the water from bridges and boats. Water leapers have no natural enemies apart from enraged fishermen and deadlier water monsters such as lake worms and water horses.

Climate/Terrain:	Quasiplane of Steam
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Air
Intelligence:	Average (8-9)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	1 (6 out of water)
Movement:	Sw 48 (3 out of water)
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	3d6
Special Attacks:	Scalding
Special Defenses:	Struck only by +1 or better weapons, immunities
Magic Resistance:	Nil
Size:	L (12′ tall)
Morale:	Average (8)
XP Value:	4,000

Now *here's* a stretch — a body needs a wide-open mind to follow along. A few scholars and philosophers think that, long ago, the Inner Planes had a different configuration. They say that the four Elemental Planes (Air, Earth, Fire, and Water) were arranged in a different order, which produced different Paraelemental Planes than those that folks're familiar with. For example, the planes of Earth and Air mixed to create a very different Paraelemental (not Quasielemental) Plane of Dust — one full of choking, swirling sandstorms rather than disintegration and decay. Furthermore, the planes of Fire and Water shared a border, creating the Paraelemental Plane of Steam.

Well, this alternate plane of Steam was supposedly made up of a super-heated, infinitely deep ocean that boiled continuously, sending steam up off its surface into an endless sky filled with water vapor. And, bloods say, riding along the surface of this bubbling sea were the wavefires — boiling water elementals, more or less.

Now, the wavefires exist, there's no doubting that. See, graybeards who hold to the "alternate planes" theory claim that the Inner Planes rearranged themselves (or *were* rearranged — but by whom or what?) eons ago, resulting in the pattern so well known today. Most everything that lived in the previous configuration passed from existence, but the wavefires somehow made the transition into the present multiverse.

Fact is, the controversial scholars point to the wavefires as proof of their claim — and the *only* proof, at that. They say that the mere existence of the strange creatures validates their theory. But it's more of a leap than a tumble, a body's got to admit. Sure, the wavefires don't seem to fit well with what's known about the quasiplane of Steam, but does that necessarily mean that they come from an alternate Steam that no longer exists? Isn't it more likely that some berks just don't know as much about the quasiplane as they'd like to think? What kind of gullies do these so-called philosophers take folks for, anyway?

Know this: If a blood can tumble to the angle or percentage these cony-catchers might get from perpetuating such a lie, he's come to the real dark of the matter.

Combat: The wavefire is as straightforward a combatant as they come. With its great swimming speed, it rushes upon its foes and bashes them with a forceful, boiling wave of water. Those struck by the wave suffer 3d6 points of damage and must make a saving throw versus breath weapon. A sod who fails his roll sustains an additional 2d6 points of damage from the scalding temperature of the water. A successful save indicates that the victim suffers only half the extra damage (1d6 points).

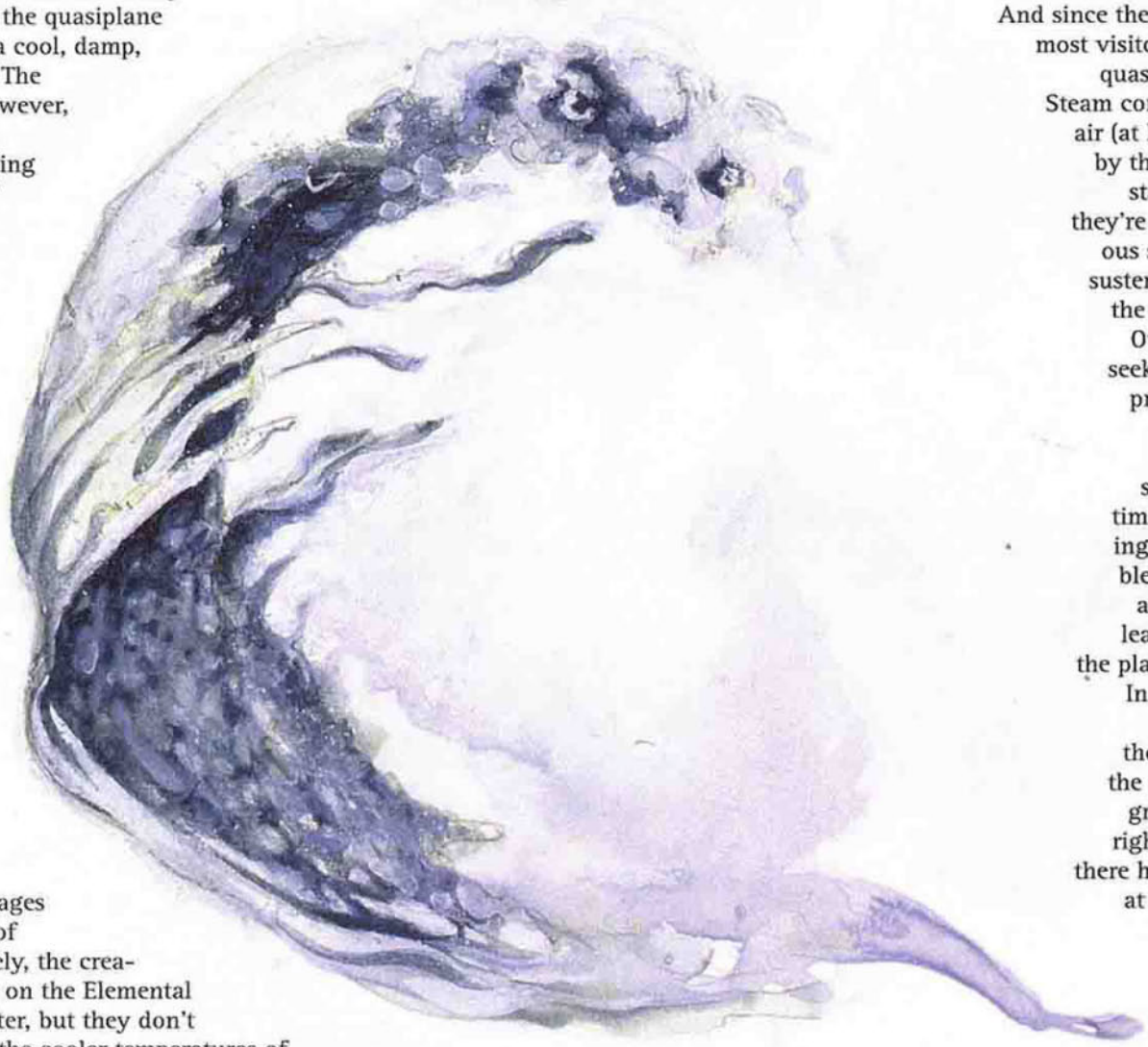
The wavefire's excellent Armor Class comes partly from its fluid form and partly from its great speed. If the creature somehow suddenly finds itself in a nonwatery environment (say, if a canny spellslinger teleports it elsewhere), it's movement rate slows to 3 and its AC falls to 6.

RACING, RACING, RACING,
NEVER LOOK BACK.
ALWAYS CRESTING, ALWAYS REACHING
FLUID MY FORM
MOVEMENT GIVES SHAPE,
MOVEMENT GIVES HEAT,
MOVEMENT IS LIFE.

— MICAN, CIPHER POET
("WAVEFIRE")

Wavefires can be struck only by weapons of +1 or greater enchantment, and they're immune to heat and fire. Spells such as *part water* or *lower water* have no effect on them. A cold-based attack, however, such as a *cone of cold*, inflicts twice its normal damage on a wavefire, as it lowers the creature's temperature and robs it of its essence. Such attacks also reduce the wavefire's movement by half for 1d3 rounds.

HABITAT/SOCIETY: As most any berk knows, the quasiplane of Steam is a cool, damp, misty place. The wavefire, however, is hot to the point of boiling and "swims" through the mists of the plane with speed and ferocity. They seem angry and alien creatures, out of place even in what appears to be their native environment (unless the previously mentioned sages are correct, of course). Rarely, the creatures appear on the Elemental Plane of Water, but they don't stay long – the cooler temperatures of the liquid there would eventually overcome and slay them.



Inner-planar travelers report having spotted small packs of wavefires flowing through the quasiplane of Steam, working in concert. Such groupings are almost always short-lived, however. Competition for food is so severe that, sooner or later, a wavefire must fend for itself. In other words, it tries to succeed instead of, rather than in addition to, its brethren.

Wavefires rarely interact with the few other creatures that live on Steam. The quasielementals and mephits usually give the boiling masses of water a wide berth, but little actual respect. The wavefires don't seem to mind this treatment – in fact, they hardly notice the other natives at all.

ECOLOGY: The wavefire craves dry air, which it absorbs into its scalding mass. And since the lungs of most visitors to the quasiplane of Steam contain dry air (at least, dry by the plane's standards), they're an obvious source of sustenance for the creature. Other than seeking such prey, however, the wavefire spends its time searching for bubbles of pure air that've leaked onto the plane.

In the final analysis, though, are the so-called graybeards right? Could there have been at one time different Inner Planes with a different configuration? Well, sure – with all the oddities that already exist in the multiverse, it seems that anything's possible. What's really hard to swallow, though, is that the only basis for the theory is the existence of the wavefire – one single creature that doesn't seem to fit into the environment of its plane. Most folks don't call that sound analysis so much as storytelling.

Weapon, Living

ACLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Low (5-7)
TREASURE:	None
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	Fl 18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon +4
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	20%
SIZE:	M (5' long)
MORALE:	Elite (13-14)
XP VALUE:	2,000



Living weapons are conjured spirits that are bound into weapons by powerful magicians. They are highly evil creatures, capable of animating their weapons and attacking with them. They are typically used as guardians by the mages who made them.

Combat: Living weapons are swift and sure in combat. They fly through the air, attacking targets with a +4 bonus to their attack and damage rolls. The weapons they inhabit are otherwise normal; once the living weapon has suffered full damage, the bound spirit is dispersed, and the normal weapon falls harmlessly to the ground.

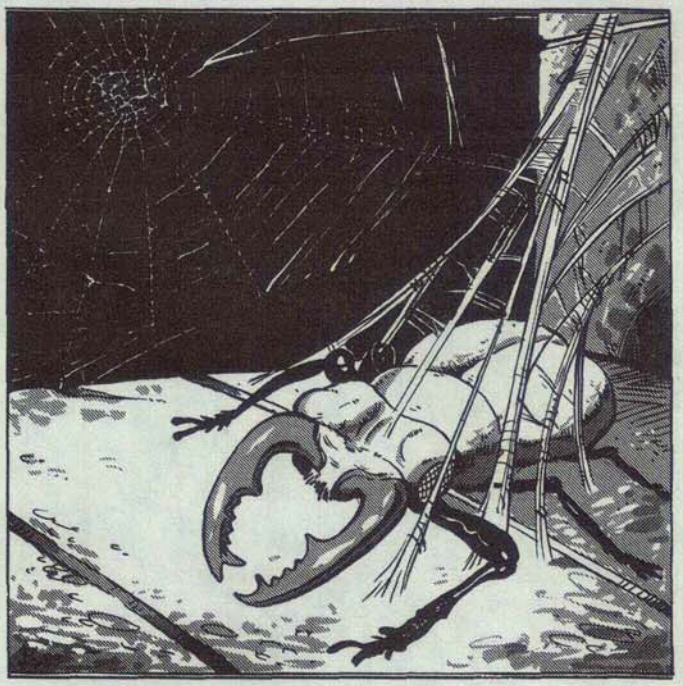
Living weapons are usually swords, but they can be any melee weapon. In any form they inflict the base damage of the weapon, with a +4 attack and damage roll bonus.

Living weapons may be turned as undead, with the same chance of success as in turning vampires.

Habitat/Society: Living weapons are guardians. They have an attack range of 120 feet from the spot where they were bound. They are of low intelligence and obey simple commands from their masters.

Ecology: Living weapons are highly evil; they prefer to feed on the blood of sentient creatures, but they attack anything that gets within their attack range.

	Living	Memory
CLIMATE/TERRAIN:	Caverns, ruins	Caverns, ruins
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (2-4)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-8	1
ARMOR CLASS:	9	2
MOVEMENT:	6	3 (leap 18)
HIT DICE:	½ to 6	6
THAC0:	½ to 2 HD: 19 3-4 HD: 17 5-6 HD: 15	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	1-6
SPECIAL ATTACKS:	Lightning	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (1'-7')	See below
MORALE:	Average (9-10)	Elite (13-14)
XP VALUE:	650 to 2,000	3000



Living webs, also known as carnivorous webs or duleep, are omnivores that roam caverns and ruins.

Living webs are small, amorphous creatures that resemble thick gray sheets, filaments, and filaments of dusty cobwebs. They lack visible sensory organs and specialized body parts. They appear to consist of colonies of microscopic, identical cells.

Combat: The touch of a living web delivers an electrical shock. This attack causes a minimum of 1d4 points of damage. Webs of 3-5 HD inflict 1d6 points of damage, while those of 6 HD cause 2d4 points of damage.

Living webs can fire a miniature lightning bolt (20 yard range, 3d4 points of damage) up to twice per turn. Living webs with less than 9 hit points can fire only one lightning bolt per turn. All web fragments have this power, thus a living web cut in two can fire four such bolts per turn.

Living webs absorb all electrical energy, whether natural or magical, and permanently gain 1 Hit Die for each 8 hit points of electricity absorbed. Such energy causes the web to visibly grow.

They are unaffected by fire, water, heat, and cold attacks. Blows from edged weapons inflict full damage to these creatures; such blows divide them into two smaller wisps. Each has half the parent's remaining hit points and will continue to advance on the prey. Blunt weapons cause only half damage as the living web stretches to absorb the damage without tearing. Note that separation occurs only as a result of an opponent's attack or an accident; living webs cannot voluntarily divide.

Living webs attack instinctively; they are unaffected by fear, repulsion, or similar spells.

Habitat/Society: These are nomadic omnivores that perpetually roam subterranean and wilderness areas. They prefer locations such as caverns and ruins, places full of normal webs that living webs can hide among. They spend their lives in endless search of plant life, carrion, and live prey. Ingested matter is converted into the electrical energy they use for movement and attacks.

Despite the lack of visible sensory organs, the living web can sense vibrations, variations in heat, and the presence of other living webs. Such senses have a maximum range of 90 feet.

They seem to flow over surfaces, moving like caterpillars on millions of tiny filaments. The filaments can fuse together into a larger, denser mass. Living webs can climb walls and ceilings of any material. They never slip, and they grasp a surface so strongly that they cannot be removed by any physical or magical attack that fails to slay them.

Though living webs move and act independently, they sense the direction and size of other living webs within 90 feet. If a living web detects another web with less than 9 hit points, it attempts to join together with the weaker web. If successful, it adds the hit points and Hit Dice to its own total, up to a maximum total of 6 HD.

Ecology: Living webs are useful for their role in killing vermin. They may be caught and used for guards in normally unused section of habitats and caverns.

Memory Web

This creature is a mass of fibers resembling those created by a *web* spell; it has similar but not identical attributes. It can hide by compressing itself into a tight ball. It attacks by leaping up to 180 feet, spreading out into a circular web 20 feet in diameter. The web does not need anchor points. Anyone caught by the memory web has the same chance of breaking free as if escaping a normal web. As the web constricts, enwrapped victims suffer 1d6 points of damage per round until they escape, die, or the web is destroyed. A memory web suffers only half damage from nonmagical weapons or fire.

Memories of slain victims are absorbed by the memory web. If the web is destroyed, it will emit all the memories gained during the previous day in the form of a telepathic shock wave. The memories lodge into the minds of all creatures up to 200 feet from the web and take the form of dream-like recollections. Some details will be clear, others beyond recall.

Webbird



CLIMATE/TERRAIN:	Temperate and subtropical forests and caves
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	12–48
ARMOR CLASS:	8
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	½
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Webs, egg insertion
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (5" long, 1' wingspan)
MORALE:	Unsteady (5–7)
XP VALUE:	65

The name "webbird" is actually a misnomer resulting from this creature's feathered appearance and ability to fly. The webbird is actually closer to an arachnid or insect in its biological make-up. A webbird has two wings, two lower legs used for perching, and two smaller hooked appendages for grasping. In addition, it has a five inch whip-like tail, and a two-inch, featherless egg-laying appendage which sprouts from its chest. The webbird's slitted mouth holds bony ridges that serve the same purpose as teeth.

A webbird's tough, hairlike feathers are black, except on the underside of the creature's wings, where they form "eyes." These feather patterns, three per wing, are sightless and bright green; they have developed as a protective measure to make the webbird appear larger to predators.

Combat: Although capable of inflicting only one point of damage with their mouths, webbirds are formidable opponents. Webbirds attack in large groups (12 to 48 individuals), and will assail even large or well-armed creatures.

Webbirds fear fire and will not attack anyone carrying an open flame such as a torch. A flock of webbirds will also refuse to approach larger blazes such as bonfires.

When attacking, a webbird emits a strand of webbing from its tail. This sticky strand, 1d6+6 feet long, is extremely strong and capable of immobilizing even human-sized creatures. When a flock of these creatures attack with their webbing, each victim must save vs. paralysis or become entangled and immobilized. For every three webbirds attacking an individual, that victim's saving throw is reduced by one. For example, if nine webbirds attack a victim, that individual must save vs. paralyzation with a –3 penalty to the roll.

Entrapment lasts 1d4+4 rounds, though a being with a Strength of 18 or more can break free in one round. A webbird's webs are immune to fire, but wine (or other alcoholic liquid) will dissolve the material in one round. A standard wineskin holds enough wine to free one human-sized creature, or two of smaller than man size. Entrapped creatures cannot attack or cast spells, and they lose all Dexterity bonuses to Armor Class.

After webbirds have immobilized a victim, members of the flock will land on their victim to feed and lay eggs. Generally speaking, 1 to 3 webbirds will land and begin nibbling on the victim, each causing 1 hit point of damage per round. In addition, 1 or 2 webbirds will land and insert their chest appendages into any exposed flesh on the victim, injecting 2d4 eggs. This causes no damage to the victim but in 1d4+2 turns the eggs hatch, becoming grubs which immediately begin feeding voraciously. Each grub causes 1 hit point of damage per round, eventually killing the host. Excruciating pain results from the feeding process, preventing the victim from taking any action, including attacking, defending, or using spells or psionics.

Within seven turns after the victim's death, fledgling webbirds (with the same statistics as adults) emerge from the carcass. A *cure disease* spell will kill the grubs, as will burning the body before the fledglings emerge.

Habitat/Society: Webbirds build nests of webbing, forming lairs in cave mouths or trees. They are always found in large groups because they prefer the safety of numbers.

Webbirds often inhabit the same cave as a community of stirges. Since webbirds are active by day, and stirges are nocturnal, one group is always alert. During dawn and dusk, both groups tend to be active, and attacks on travelers are most likely to occur at these times. Such combination attacks are always exceedingly hazardous to passersby.

Each webbird is both male and female, so is able to produce eggs. The life cycle of the webbird is short and vicious. Its lifespan is no more than one year, and it spends almost all of its energy in the search for food and hosts for their eggs.

Ecology: Webbirds are carnivores who feed primarily on carrion, including the remains of the hosts for their grubs. Their small, sharp mouth ridges are perfectly adapted for rending flesh. Often a flock of webbirds will leave only a pile of bones as evidence that an attack has occurred.

It is rumored that some drow elves keep webbirds as guards and as a means of disposing of the bodies of the dead.

Mages are known to covet the tails of webbirds for use as components for *web* spells.

Web-Spectre

CLIMATE/TERRAIN:	Temperate to tropical
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (usually night)
DIET:	Nil
INTELLIGENCE:	Very
TREASURE:	U
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1–4/1–4 or special
SPECIAL ATTACKS:	Spiders (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Elite (13–14)
XP VALUE:	1,400



"He had a very nasty bald head . . . the streaks of hair across it were much less like hair than cobwebs . . . his face . . . was perfectly dry, and the eyes were very deep-sunk; and over them, from the eyebrows to the cheek-bone, there were cobwebs—thick."
—"The Tractate Middoth"

Some evil wizards of 6th level or higher prepare themselves- or herself before death to become web-spectres. The process takes one year per level, and the would-be spectre must arrange to have himself interred after death in an underground chamber, sitting or standing in a lifelike pose. Any treasure the spectre possesses is found here.

A web-spectre appears as a humanoid mass of spider webs, dirty from collected dust and grit, complete with a colony of 30–120 (3d4 × 10) spiders living in its body. Unlike some species of undead, it can shamble about in broad daylight. A particularly daring spectre can even pass for a human, if it is fully clothed and wears gloves and head-covering gear.

Combat: The web-spectre hits with its malformed fists for 1–4 hp damage, or it can opt to grab instead. A grab counts as an attack but inflicts no damage. Instead the spectre releases 3–18 spiders onto its victim. The spiders are small (AC 10, 1 hp, THAC0 20, Dmg 1 hp), but their numbers can overwhelm a character.

The web-spectre is silent and stealthy. Opponents suffer a –3 penalty to surprise rolls (1–8 on 1d10). It can cast wizard spells at the same level it knew in life. It can *teleport without error* twice per day, appearing in the most unexpected places, such as stairways, cupboards, and attics. It is immune to *sleep, charm, hold*, and cold-based spells. It is immune to poisons and paralyzation. It can be turned as a spectre, and a splash of holy water inflicts 2–8 hp damage upon it. It can be hit by ordinary weapons, and fire causes double damage to the creature. However, it can absorb any spider webbing within a hundred-yard radius to repair its body, at a rate of 2 hp per round. (There are few places on the Prime Material Plane totally free of cobwebs; even a grassy meadow is inhabited by thousands of tiny spiders.) Any one area becomes depleted of webbing in 2d6 rounds (longer in well-webbed places like crypts and dungeons), so a spectre tries to end a conflict quickly, or at least shift the battle to a new location when hard pressed.

If reduced to 0 hit points, the web-spectre's unnatural life-force can sometimes (75%) abandon its matted silk body and create another one elsewhere. To prevent this, a *remove curse, abjure*, or similar spell must be cast on the tattered remains.

Habitat/Society: A web-spectre is essentially a minor form of lich, and this form of quasi-immortality is sometimes chosen by mages who are not powerful enough to become true liches. They are normally solitary beings, but web-spectres will make contact with wizards, liches, and other characters in attempts to attain new spells or other knowledge. They do not actively seek to destroy life as do many undead creatures, but they are easily angered and seek revenge on any character they perceive as having wronged them.

Ecology: Like all forms of undead, web-spectres have no place in nature. They have a special rapport with arachnids, and sometimes they employ monstrous spiders as guards.

Wemic

CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very Rare
ORGANIZATION:	Prides
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	2-16
ARMOR CLASS:	Males 6(5), females 7
MOVEMENT:	12
HIT DICE:	5+8
THAC0:	15
NO. OF ATTACKS:	2 or 3
DAMAGE/ATTACK:	1-4/1-4 and weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	−2 initiative modifier
MAGIC RESISTANCE:	Nil
SIZE:	L (7')
MORALE:	Steady (11-12)
XP VALUE:	Normal: 270 Chief/Chieftain: 420 Witch Doctor/King: 975



Wemics are leonine counterparts to centaurs.

A wemic's body consists of a leonine body with a humanoid torso extending from what would be a lion's neck. The typical wemic measures ten feet from head to rump. When standing erect in centaurian posture, the wemic stands 6 to 7 feet tall.

Most of the body is covered in dusky golden fur. The tail is tipped by a brush of long, black hair. Adult males also have a mane of long black hair; the mane covers the top and back of the head and extends to the neck and shoulders. Male cubs develop this mane in their third year. The underbelly is covered in short, white fur. The nose may be black or russet. The eyes are gold with vertically slit pupils. The digits on all limbs end in claws. The claws on the forelegs are retractable.

Wemics speak their own leonine language and a highly accented dialect of the common tongue.

Combat: Wemics use forepaws and weapons to attack. A claw delivers a vicious swipe that inflicts 1d4 points of damage. Normally the wemic uses his forelegs to claw and employs his hands to wield a weapon.

Wemic males carry javelins and either a stone club or short sword. They often carry a tough leather shield (AC 5) for protection. Females are AC 7 and do not use weapons; however, they gain a +2 bonus to attack rolls if their cubs are attacked. Cubs under 2 years do not attack.

Wemics possess keen senses. They are masters of ambushes and hunting strategy. If they cannot surprise an intended victim, 1-3 wemics move to outflank prey.

Wemics possess powerful leg muscles. They can leap 10 feet upward or 30 feet forward.

Habitat/Society: Wemic society is a blend of leonine and aboriginal human cultures. They live in groups called prides. A typical pride consists of 4d4 adult males, 2d12 adult females, and 1d12 cubs.

Up to 3d10 prides often band together into a tribe that is led by a chief. The chief has an Armor Class of 5, 6+4 Hit Dice, and its claws inflict 1d6 points of damage. It gains a +1 bonus to its attack rolls with any weapon.

Sometimes 2d4 tribes join together into a clan or nation. Such a grand gathering is led by a king and 2d4 chieftains. The king has an Armor Class of 3, 9 Hit Dice, and claws that inflict 1d8 points of damage. It has a +2 bonus to its attack rolls with any weapon.

Some wemics are able to use magic. There is a 70% chance that any tribe includes a witch doctor. Such wemics may attain a maximum level of 7th-level priest and 4th-level wizard.

Mating occurs at any time of year. The female bears a litter of one to three cubs in ten months. The cubs are born with a camouflage pattern of black spots; these fade within two months. Wemic cubs are playful and curious; they possess few instincts and thus must learn everything. Cubs are born with 1 HD and gain 2 HD each year. They reach maturity at age 3.

Wemics have human-level intelligence. They possess a Stone age culture, using fire and possessing modest manufacturing skills with which they can create stone weaponry, pottery, and ornaments. They can be taught more complex skills. They are excellent trackers and guides. They may hire out their services in exchange for treasure and tools, such as weapons and magical items. They may also charge travelers a toll for safe passage through their nation's territory.

Ecology: Wemic cubs are worth 500 gp. They can be trained as servants or allies.

CLIMATE/TERRAIN:	Any land, usually urban
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Special
ALIGNMENT:	Chaotic, neutral or good

NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	13 (base)
THAC0:	9
NO. OF ATTACKS:	3 (Human: 1)
DAMAGE/ATTACK:	1d6/1d6/4d6 (Human: By weapon)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	variable
MAGIC RESISTANCE:	variable
SIZE:	M (human) or H (24' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable

Weredragons, as many folk tales attest, are beautiful human women transformed into dragons—or, more accurately, a race of dragonkind that can assume female human form whenever they desire. Weredragons usually live among humankind, revealing their dragon forms only in times of personal peril or great crisis.

In human form, a weredragon appears as a healthy human female about 20 to 30 years of age, with a charisma of 16 or more. In dragon form, a weredragon is slim and splendid, usually iridescent blue and silver in hue, and resembles a copper dragon in shape. In either form, a weredragon possesses 60-foot infravision, has *true seeing* up to 15 feet away, and can use *tongues* at will, all from birth. A weredragon retains her full knowledge and awareness in either form, and most are consummate actors, so that humans are usually unaware of the weredragon's true nature.

Combat: Weredragons strike quickly and mercilessly with their razor-sharp claws and tend to sing joyously as they fight (although they can be silent if noise would endanger allies or the success of their own attack). In human form, weredragons prefer to use slashing edged weapons. In either form, a weredragon can employ her spells and special abilities, although use of her breath weapon will force an accompanying change in form.

A change from one form to another takes a short time: one round from human to dragon form, and two rounds for dragon to human form. During this transformation, a weredragon cannot move (except to fall) and can only employ spells or her breath weapon; other actions and attacks are impossible. Such a shapechange rends all known bonds, prisons, clothing, and other confinements, without harm to the weredragon. There is no known limit to the number of times a weredragon may change form in a given time, nor is there any known magical means of preventing the change in form.

Age	Body Lgt.(')	Tail Lgt(')	Armor Class
1	1–5	1–4	4
2	5–14	4–12	3
3	14–23	12–21	2
4	23–32	21–28	1
5	32–41	28–36	0
6	41–50	36–45	–1
7	50–59	45–54	–2
8	59–68	54–62	–3
9	68–77	62–70	–4
10	77–86	70–78	–6
11	86–95	78–85	–6
12	95–104	85–94	–7



Breath Weapon/Special Abilities: A weredragon only has one breath weapon: a cloud of supercharged, arcing gas 30 feet long, 20 feet wide, and 20 feet high. Creatures caught in the gas must save vs. breath weapon to escape with half damage, or suffer the cloud's full electrical effects.

A weredragon casts spells and wields her magical abilities at 9th level, plus her combat modifier.

From birth, a weredragon can cast *light* and *darkness, 15' radius* (once each every 6 turns) and is immune to electrical attacks. As they age, weredragons gain the following additional powers: Young, *feather fall* twice a day; Juvenile, *blink* twice a day; Young Adult, *protection from normal missiles* once a day; Adult, *teleport* once a day; Mature Adult, *heal* once a day; Old, *wall of force* twice a day; Very Old, *reverse gravity* once a day; Wyrm, *polymorph any object* twice per day; Great Wyrm, *plane shift* once per day. In all cases, a weredragon can affect other beings with the benefits or effects of these powers by touch. Weredragons are immune to all natural venoms and toxins.

Habitat/Society: Much of the history of weredragons as a race remains mysterious. Weredragons tend not to consort with others of their own kind and prefer dwelling in cities or courts to wilderness solitude. They delight in beguiling evil and rapacious men in human form, taking them as suitors or husbands, and then slaying them while in dragon form. In this way, many a weredragon has amassed great treasure. Unlike most other dragons, however, weredragons delight in the gaining of treasure, not in having it. Weredragons often serve or cooperate with good mages, Harpers, and groups and individuals with similar aims or opportunities to preserve, renew, and protect the land.

Ecology: Weredragons are fertile in both human and dragon form. They are always female, and their offspring are always other weredragons. Their name is a misnomer; their natural condition is not the cursed lycanthropy that afflicts other were-creatures. A weredragon cannot be "cured" of her abilities nor transmit them to other creatures by bite or any means.

Weredragons can eat all plant and animal life.

Breath Weapon	Spells Wizard/ Priest	Magic Resistance	XP Value
2d6+1	Nil	Nil	1,400
4d6+2	Nil	Nil	2,000
6d6+3	Nil	Nil	4,000
8d6+4	1/0	Nil	6,000
10d6+5	2/0	0%	9,000
12d6+6	3/0	15%	10,000
14d6+7	3 1/0	20%	11,000
16d6+8	3 2/1	25%	12,000
18d6+9	3 3/2	30%	14,000
20d6+10	3 3 1/3	35%	16,000
22d6+11	3 3 2/3 2	40%	17,000
24d6+12	3 3 2 1/3 3	45%	18,000

	Common	Giant	Leviathan	Killer	Narwhal
CLIMATE/TERRAIN:	Oceans	Oceans	Oceans	Oceans	Oceans
FREQUENCY:	Common	Very rare	Very rare	Common	Rare
ORGANIZATION:	Pod	Pair	Solitary	Pod	Pod
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Plankton	Omnivore	Omnivore	Carnivore	Fish
INTELLIGENCE:	Low (5-7)	Average (8-10)	Exceptional (15-16)	Average (8-12)	Animal (1)
TREASURE:	Nil	See below	See below	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-8	1-2	1	5-40	1-6
ARMOR CLASS:	4	3	1	4	6
MOVEMENT:	Sw 18	Sw 18	Sw 18	Sw 30	Sw 21
HIT DICE:	12 to 36	18 to 54	36 to 72	9 to 12	4+4 to 6+6
THAC0:	12 HD: 9 13-14 HD: 7 15+ HD: 5	5	5	9-10 HD: 11 11-12 HD: 9	4+4 - 5+5 HD: 15 6+6 HD: 13
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	See below	See below	See below	5-20	2-24
SPECIAL ATTACKS:	Tail	See below	See below	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	G	G	G	H-G	H-G
MORALE:	Champion (15)	Champion (15)	Champion (15)	Elite (14)	Steady (12)
XP VALUE:	2,000 + 1,000 per HD over 12	8,000 + 1,000 per HD over 18	26,000 + 1,000 per HD over 36	9 975 10 1,400 11,12 2,000	4 + 4 175 5 + 5 270 6 + 6 420

Whales are the largest sea mammals. They are highly intelligent creatures that occupy a number of ecological niches. The common whales include plankton eaters like blue or hump-backed whales and carnivores like sperm whales.

Common whales range in size from a 10-foot-long calf to 110-foot-long blue whales. The skin is normally blue-gray. Whales share a common language that is difficult for land creatures to learn since it uses tones below human hearing.

Combat: All common whales can attack with their tails. These can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice.

Plankton-feeding whales can attack with either of their flukes (fins). Whales of 12-17 HD cause 1d8 points of damage, those of 18-24 HD inflict 3d8 points, and those of 24-36 HD cause 5d8 points.

Carnivorous whales can bite. Whales of 12-17 HD inflict 5d4 points of damage, those of 18-24 HD cause 1d4x10 points, and those of 24-36 HD inflict 3d4x5 points.

Whales are vulnerable to surface ships only when the whales are on the surface.

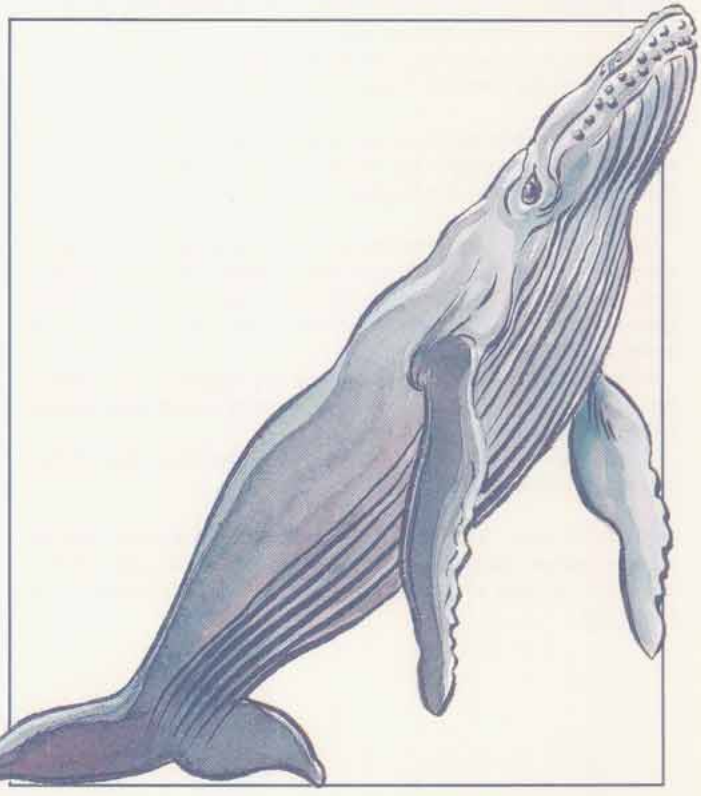
Habitat/Society: Whales live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. Whales are curious about humanoids but if attacked they can become deadly foes. Whales rarely initiate combat. Whales are curious about other intelligent beings. They welcome communication with other beings. They do not lie, but they may not reveal everything they know.

Most whales feed on a variety of plankton, shrimp, and small fish that they suck up as they swim along. Sperm whales feed on larger fish, octopi, and especially giant squids.

Whale cows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the cow for the next five to ten years, depending on the species. After five years, the cow may give birth again. The calves are protected and taught by all members of the pod.

Ecology: Although they are neutral in alignment toward humanoids, their alignment toward sea life is generally lawful good. With their great size, power, and diversity, they are the masters of the sea. They preserve order through their conflicts with evilly inclined sea monsters.

Unfortunately, their relations with seafarers are less certain. Because of the value placed on parts of the whale's body, the creatures are hunted to excess by greedy whalers. Despite the hostil-



ity of the humanoids, whales remain curious and basically friendly toward non-whaling seafarers.

The carcass of a common whale is worth 100 gp per Hit Die, both for its meat and blubber. Whales possess a stinking, yellow mass called ambergris that is valuable for making perfumes; they vomit this up when ill. The ambergris is worth 1d20 x 1,000 gp.

Giant Whale

Giant whales are immense versions of sperm whales, 100' to 400' long. In the cetacean culture, they serve functions similar to knights or barons by protecting common whales against evil sea monsters and whalers. Giant whales are attended by 2d4 common whales.

Giant whales attack by biting or crushing. Whales of 18-25 HD inflict 1d4x10 points of damage, those of 26-35 HD cause 2d4x10 points, and those of 36-54 HD inflict 3d4x10 points. The tail can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice. Giant whales can ram the sides of surface ships, delivering a crushing blow that, if successful, sinks the ship. They can also leap halfway out of the water and fall onto a target vessel (50% chance of success). If successful, the ship is immediately driven under the surface. If a giant whale is facing an opponent under 20 feet long, it can swallow the target intact on an attack roll that is 4 or more greater than it needs to hit.

Their stomachs contain large air chambers in which a victim might survive until he escapes or is digested. The stomach acid is diluted by seawater; characters or objects trapped in the stomach gain a +1 bonus to saving throws vs. this acid. A swallowed character suffers 2 points of damage per round (1 if the saving throw is successful each round) from the acid. The stomach might contain undigested possessions of previous meals. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 1,000-3,000 coins of each type, 1d20 gems, or 1d4 magical items.

The carcass of a giant whale is worth 100 gp per Hit Die. The ambergris is worth 2d20 x 1,000 gp.

Leviathan

The leviathan is an almost unimaginably immense whale, 500 to 1,000 feet long. It is the lord of all whales and the intermediary between cetaceans and the gods. Under normal conditions, only one leviathan dwells in each ocean. The leviathan is not always active. It may hibernate for years on the ocean floor. During these long sleeps, the leviathan is attended and protected by its entourage of other whales. The leviathan awakens if summoned by the needs of other whales or in answer to a divine request. Leviathans are awesome foes with a variety of attacks. Their bite damage is determined by their Hit Dice. Leviathans of 24-35 HD inflict 3d4x5 points of damage, those of 36-47 HD cause 3d4x10 points, and those of 48-72 HD inflict 3d4x15 points. The tail can deliver a crushing blow that causes damage equal to half the whale's Hit Dice. On an attack roll that is 4 or more greater than it needs to hit, a leviathan is capable of swallowing a target up to 80 feet long. When attacking a mass of surface vessels, the leviathan creates a powerful wave by swimming deep, rushing to the surface, and leaping halfway out of the water. The resulting wave causes every ship within 500 feet to roll a saving throw vs. crushing blow and every ship within 500 to 2,000 feet to roll a saving throw vs. normal blow. Ships that fail a saving throw immediately sink.

Once each century, leviathans gather in arctic waters to confer and to mate. This gathering lasts six months. Each leviathan is attended by 2d10 giant whales and 10d10 whales of other species.

The stomach of a leviathan contains air pockets that are capable of sustaining a victim until he escapes or is digested. The stomach may also contain undigested possessions of previous meals or even sea vessels. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 2,000-6,000 coins of each type, 5d20 gems, or 1d8 magical items.

The carcass of a leviathan is worth 100 gp per Hit Die. The ambergris is worth 4d20 x 1,000 gp. However, the killing of a leviathan will result in every whale within that ocean converging on the killer to avenge their lord's death.

Killer Whale (Orca)

The killer whale is one of the largest predatory sea mammals. It is a deadly killer able to hold its own against all but the most powerful sea monsters. A killer whale is likely to attack humanoids; it is capable of swallowing a man whole, should the need arise.

Killer whales measure 15 to 30 feet long. Their black bodies are marked by a brilliant white belly and markings that vary from individual to individual.

Killer whales are not inherently hostile and do not attack unless hungry or provoked. There is a 20% chance that encountered killer whales are hungry. If they are communicated with rather than attacked, killer whales may prefer to talk rather than feed.

The killer whale's diet consists of both fish and warm-blooded animals. It is a crafty hunter that can recognize the shadows and sounds made by animals atop ice floes. It will break through the ice to visually confirm the presence of prey. Smaller ice floes are rammed and shattered to force the prey into the water. When the killer whale smashes into the ice, every being on the ice must roll a saving throw vs. paralyzation. Failure means the being has slipped into the water and can be attacked the following round.

When a killer whale makes a successful hit, its prey is held in its jaws where it can automatically bite each round. Victims risk drowning in two to four rounds and the loss of 1 point of Strength and Dexterity per round, due to the numbing effect of the icy water. When either Strength or Dexterity reaches 0, the victim dies.

The killer whale's main weapon is its terrible bite. Killer whales of 9-10 HD inflict 4d6 points of damage, while those of 11-12 HD cause 6d4 points.

When hunting larger creatures, the pod acts together to bring down prey of up to 100 feet in length.

Most pods consist only of adults, but 25% of encountered pods also have 1d8 calves (2-5 HD, swim 15, bite for 2d4). Adults defend their calves to the death. They also assist each other.

Although killer whales prey on other whales, they also act as their protectors by battling other sea monsters that might decimate the entire cetacean family. Killer whales may enter into alliances with aquatic elves.

The carcass of a killer whale is worth 100 gp per Hit Die. The ambergris is worth 1d10 x 500 gp.

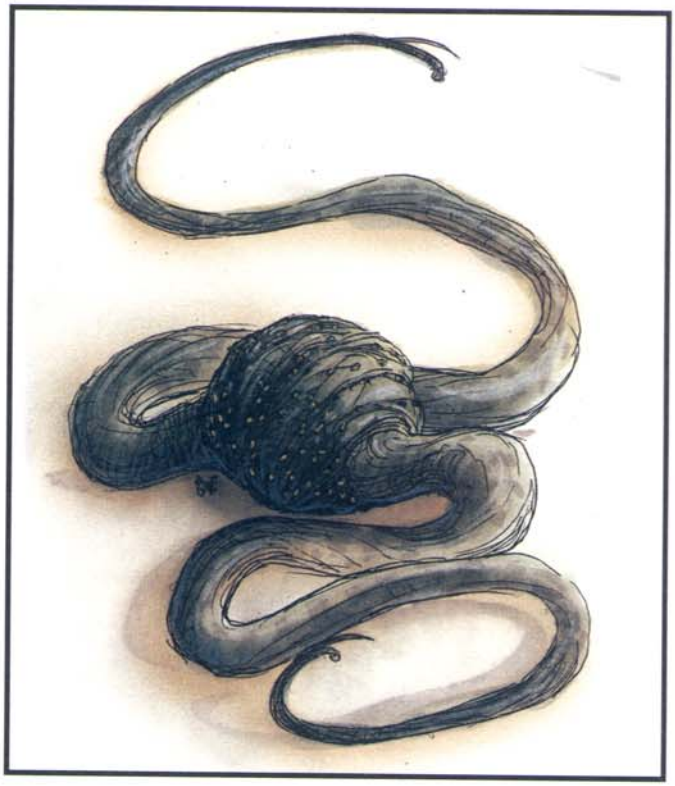
Narwhal

The narwhal is common to cold, subarctic waters. It is called the "unicorn of the sea" because of the 6- to 12-foot-long spiral horn that the narwhal uses to dig into the sea floor for shellfish. If a narwhal is provoked, the horn can also be used like a lance to attack. When a narwhal attacks with its horn, its Hit Dice determine the damage caused. A narwhal of 4+4 HD inflicts 2d12 points of damage, one of 5+5 HD causes 6d4 points, and one of 6+6 HD inflicts 7d4 points. Only a male can develop this horn. A female attacks by ramming headfirst into its target, inflicting 2d4 points of damage.

Narwhals are basically peaceful creatures. They may serve as companions or guards for dolphins. They may also be trained and used by aquatic elves.

The carcass of a narwhal is worth 100 gp per Hit Die. The ivory is worth 1d4x10 gp. The ambergris is worth 1d10 x 200 gp.

CLIMATE/TERRAIN:	Rocky, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or small pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore, scavenger
INTELLIGENCE:	Varies (1–12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	7
MOVEMENT:	9, Fl 9(D)
HIT DICE:	1+4
THAC0:	19 (15 if springing)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1–2/1 (×2)
SPECIAL ATTACKS:	Venom
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S–L (tentacles 5'–20' long)
MORALE:	Steady (11–12)
XP VALUE:	175



The whipsting is a vicious predator found on rocky ledges, in caverns, and among ruins. The strike of a whipsting makes a loud, whiplike crack audible up to 70 feet away. Whipstings have wrinkled, spherical bodies 6 to 12 inches in diameter. From opposing sides of a whipsting's ball-like form protrude two dexterous, tapering tentacles anywhere from 5 to 20 feet long. Both tentacles end in sticky tips that aid the whipsting in grasping and climbing, and each has a fixed, bony stinger protruding at an angle just beside the leathery tentacle tip. Amid the "wrinkles" (skin flaps) of the muddy-gray body are many eyes. A whipsting has both normal and infravision, effective to 120 feet.

On the underside of a whipsting is a sucking mouth dominated by three sharklike teeth, set in a triangle. The teeth can move independently of one another and are capable of gnawing through armor plate. When they close together, they meet to completely seal the whipsting's mouth.

Combat: A whipsting usually waits for prey with one tentacle curled underneath itself to form a natural spring. If facing a large foe, it avoids attacking or seeks to flee altogether by using this curled tentacle to leap about like a pogo stick. Otherwise, its initial attack consists of suddenly straightening this tentacle to propel itself in a wild spring that ends in a lashing whip of the body, driving its envenomed stinger deep into an opponent (+4 attack bonus). The whipsting then tries to constrict, smother, or strangle prey by remaining attached to it, slapping with its tentacles to drive home its two stings. A whipsting's stinger strikes for 1 point of damage and also injects venom into or onto its prey. The prey must successfully save vs. poison with a –2 penalty to avoid the venom's effects. If the save fails, the prey shudders uncontrollably on the round following the sting. Nausea and weakness ruin all attacks and spellcasting attempted by the victim in that round, and cause the automatic dropping of all wielded or carried objects; tasks requiring high dexterity are impossible. The victim also suffers a one-round Armor Class penalty of 1. On subsequent rounds, the victim can move normally, but remains weak—attack and damage rolls suffer –3 penalties in that round, then –2 penalties the following round, –1 penalties on the next round, and return to normal thereafter. Every successful sting results in another round of shuddering (barring a successful save).

Habitat/Society: Little is known about these predators. They are believed to be hermaphroditic and to vary widely in intelligence. They lay eggs (large and rubbery, like turtle eggs, often green-white or dun in color) in caves or dark crevices. These eggs are edible, but have no market value. Whipstings are more often found in groups than alone, and they peacefully coexist with each other. They are thought to live many years.

Ecology: A whipsting eats any meat it can find, living or dead, gorging itself tirelessly. Its elastic body can expand to contain meals of up to 10 times its own size.

Whipstings have been occasionally domesticated as pets or guards. Perytons and griffons are known to eat whipstings, biting off the stings with their first attacks to avoid the venom. Whipstings are themselves immune to the effects of their own venom, which is an ingredient in the making of *rings of weakness* and nausea-inducing medicines.

Stingwings

Approximately 10% of whipstings have gauzy, fragile wings that allow them to glide down from heights or jump farther than wingless whipstings—up to 60 feet horizontally. Such wings regenerate in 1d3 days if damaged. The wings cannot be targeted in combat, but a captured stingwing could have its wings cut off (AC 10, 1 hp), and they will automatically be destroyed by any sort of area-effect fire spell.

Climate/Terrain:	Arctic
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	4
Movement:	18, Br 9, Sw 12
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	2d6 (bite)/2d6 (tail lash)
Special Attacks:	Poison
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	H (15'–20' long)
Morale:	Champion (16)
XP Value:	975

These carnivorous snow serpents are distantly related to white dragons, though they have no wings or legs. Their bodies are covered with soft white fur, except for their heads, which are encased in scalelike plates of white ivory.

Combat: A white fang can control the surface temperature of its body so as to be nearly undetectable to infravision. There is only a 20% chance that infravision will reveal a white fang even if the viewer is searching for the creature or looking directly at it. Furthermore, the creature's white fur serves as excellent camouflage when the snow serpent is in its native environment. When a white fang attacks from hiding, its opponents suffer a –4 penalty to their surprise rolls.

Although they can move well over open ground, white fangs prefer to move unseen and attack from concealment. They can easily burrow through snow and can tunnel through ice at a rate of 6. They have keen infravision with a range of 120 feet and can sense heat and vibration from prey as far away as 120 feet or through as much as 30 feet of solid ice.

A white fang attacks by biting with its needle-sharp fangs and by slapping with its flattened tail. The fangs carry a deadly venom. When bitten, a creature must make a successful saving throw vs. poison or immediately become chilled to the bone and rigidly paralyzed. During the next round, the victim's blood literally begins to freeze. The victim's skin turns blue and he or she suffers 1d8 points of damage each round until death occurs or the venom is neutralized. A *neutralize poison* spell or similar magic removes the paralysis, stops further damage, and restores the victim's color but does not cure any damage already received. A *remove paralysis* spell frees the victim from the paralysis but does not halt the damage or restore the victim's color.

Even if the saving throw vs. poison is successful, the victim still feels chilly and numb, suffering a –2 penalty to Strength and Dexterity for 2d6 rounds. Characters with extraordinary Strength lose 20% of the percentile score; if the score drops below 01, the character's Strength drops to 17. Further bites extend the duration of the ability score loss but do not cause the scores to drop lower.

Habitat/Society: White fangs are equally at home in the depths of icy caverns, in the freezing waters of arctic seas, or in the windswept, snowbound wilderness. They have no social organization, not even family ties, but a few of them might live fairly close together if the hunting is good. If food is scarce, the white fangs in an area instinctively draw apart; they do not waste energy by fighting among themselves for territory.

Ecology: White fangs hunt all manner of warm-blooded prey. Ocean-dwelling specimens hunt primarily sea mammals, but they aren't adverse to attacking the occasional unwary hunter or fisherman. Land-dwelling white fangs prey on just about any large creature that comes within their range. It is not uncommon for white fangs to move between the sea, floating ice, and dry land—white fangs go where their prey waits.

Once every five years or so, large numbers of white fangs gather in large ice caverns to mate. Each gathering lasts about a month. Afterward, the pregnant females go forth on their own and seek some isolated locale in which to bear their young. Usually, the female makes a burrow in a snowdrift or glacier, but a lonely spot on the sea floor will do just as well. Six months after mating, the female gives birth to 2d12 live young, each about 4 feet long. The young white fangs have 2 Hit Dice; their bite and tail slap do no damage, but their venom is fully potent. The young mature in about 25 years.

An intact pelt from an adult white fang can fetch as much as 500 gold pieces on the open market, and its ivory head plates can bring another 100 gold pieces. The pelt of a young white fang is worth about 4 gold pieces. A young white fang's ivory has no market value.

A white fang's venom quickly loses its potency if it is extracted from the creature. If the poison sacs are carefully removed and frozen, however, the venom is useful as an ingredient for a *potion of fire resistance.*



	Hurwaet	Swamp Wiggle	Salt Wiggle
CLIMATE/TERRAIN:	Any/Space	Temperate and subtropical/ Swamp, bog, marsh	Temperate and subtropical ocean coasts
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Tribal/ship	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any/Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)
TREASURE:	M, Q	D	Z
ALIGNMENT:	Neutral	Neutral	Lawful evil
NO. APPEARING:	1-6	8-15	1-8
ARMOR CLASS:	4 (5)	4 (5)	2
MOVEMENT:	9, Sw 12	9, Sw 18	6, Sw 24
HIT DICE:	3	4+1	12
THAC0:	17	17	9
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-8 (weapon)	2-8 (weapon)/2-7 or 2-7/2-7	1-4/1-4/9-16
SPECIAL ATTACKS:	Nil	Nil	Rending
SPECIAL DEFENSES:	Fog cloud	Fog cloud	Fog cloud
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6½′ tall)	M (7′ tall)	L (9′ tall)
MORALE:	Elite (14)	Champion (15)	Champion (15)
XP Value:	120	175	2,000

The hurwaeti are an ancient humanoid race distantly related to both sahuagin and lizard men. In space, they usually function as mercenaries, common crewmen, or occasionally as pirates, traders, or salvagers operating their own ships.

Hurwaeti have thick, tough scales; these are very small, hard, and shiny, so that their dark olive-green hides look smooth and glossy (many observers mistake this gloss for dampness or slime). They have long, frog-like legs, webbed fingers and toes, and gnome-like faces with large ears, pointed noses, and long, sharp chins. Adult hurwaeti have short, sparse beards and tufts of coarse hair atop their heads. Venerable adults tend to have long beards, thicker tufts of hair, and bushy eyebrows. Adults are between six and seven feet tall and weigh from 190 to 230 pounds. A hurwaet can live for 300 years.

Hurwaeti favor simple clothing, usually long, brightly colored loin cloths, and belts and packs for carrying equipment. They detest the body paint favored by lizard men, but they like to wear lots of jewelry. Particular favorites are large earrings made from ceramics or shells, as well as arm bands and wrist and ankle bracelets.

Combat: Hurwaeti favor large shields and swords in combat. They typically arm themselves with slings or javelins for ranged combat. Although neutral, they have lawful tendencies and usually can be counted on to follow orders. Their long, powerful legs make them good jumpers; a fully-equipped hurwaet can leap eight feet straight up or 20 feet horizontally, making them good troops for boarding actions. Leaping hurwaeti working with a squad of swooping hadozee make truly irresistible boarding parties. A shield improves a hurwaet's Armor Class by 1. They can wear armor if they choose, but armor is ineffective unless it improves their Armor Class to 4 or better. Each adult hurwaet can cast *fog cloud* once per day, as a 9th-level caster. If faced with imminent defeat, a group of hurwaeti will use their *fog cloud* ability to conceal themselves and confuse enemies. They use the concealment to escape, regroup for a counter attack, or even to board an enemy ship.

Habitat/Society: The hurwaeti were once a great spacefaring race that had colonized many systems, spreading art, civilization, morality, and an philosophy favoring altruism and discipline throughout the spheres. But an ancient war broke up their empire and killed the brightest and most energetic individuals. The destruction stranded the hurwaeti colonists, leaving them to degenerate into the swamp and salt wiggles. The remaining spacefarers became impoverished wanderers, content to simply earn a living for themselves and their tribes.

Hurwaeti tribes are made up of clans, each ruled by an elder. The senior clan head—usually the oldest and wealthiest—governs the tribe. All disputes within the tribe are settled by appealing to the tribal chief. When a chief dies, a new chief is chosen by election from among the clan elders. Young hurwaeti gain wealth and status by serving on their clan ships or by venturing forth independently.

Hurwaeti speak their own archaic tongue, which features a difficult, convoluted syntax and includes hisses and clicks; most humans and demihumans find the hurwaeti tongue difficult to learn and even harder to actually speak. Lizard men, not surprisingly, usually can master it without much difficulty. Hurwaeti also speak the tongue of lizard men and whatever racial tongue is common to their tribe's home system, be it human common or a demihuman racial tongue.

Hurwaeti are generally accommodating and nonaggressive, if a bit covetous and mercenary. Nobody gets anything from a hurwaet for free. Nevertheless, hurwaeti share other races' hatred toward the neogi and are similarly hostile toward eye tyrants and illithids. This has led some scholars to conclude that the war that ended the hurwaeti empire probably was fought against all three races simultaneously. If this is the case (and the hurwaeti aren't saying), they did well to survive at all. In any event, a hurwaet will never surrender to a neogi, illithid, or eye tyrant, or to any ship that might contain members of these races; hurwaeti will do anything to avoid capture in these cases, though their usual course to doggedly fight until killed.

Hurwaeti usually are found as crew on other races' ships. Their ability to refresh a ship's atmosphere with the *fog cloud* ability makes them valuable members of any ship's crew. Their ability to follow orders and jump between ships makes them very useful in combat or other dangerous situations. All adult hurwaeti have spacefaring and ship-handling skills.

Hurwaeti who don't own ships travel in small groups that consist of individuals of the same sex and about the same age. Such groups live, eat, and work together. If one member is mistreated or becomes dissatisfied, the whole group protests to their employer. If greatly disaffected or dissatisfied, the whole group quits the ship at the first opportunity (their personal sense of honor keeps them from inciting mutiny).

These groups usually form to earn hard cash for the tribe, though they are also on the lookout for mates. When two groups of hurwaeti of opposite sex meet, there is a 35% chance that the two groups exchange two or more individuals (their employers' objections notwithstanding). Unless they decide to jump ship because of poor treatment, the two groups serve out the terms of their voyages, then quit the ships, ignoring offers of further employment, preferring instead to return to their tribes with their new mates. About 5% of hurwaet groups form specifically to hunt for mates. Such groups stick with their ships though thick and thin until they find mates, ignoring mistreatment, privation and hardship to the limits of their endurance. Once they meet a group of the opposite sex, however, they exchange individuals 60% of the time, and thereafter are not inclined to ignore poor conditions. There are several tales of taskmaster spelljammer captains who thought they had found the perfect crew, only to find themselves short-handed after their hurwaeti crew members had a night on the town.

Hurwaeti who own their own ships use series helms for motive power. Hurwaeti build the same sorts of ships as lizard men do, when they build them at all. Most hurwaet ships are purchased or salvaged, and most are decrepit-looking craft sporting many alterations and repairs. However, hurwaeti are skilled spacers and their ships' actual condition reflects this.

Although some (5%) hurwaet ship owners are pirates, these usually are restricted to neogi, illithid, and eye tyrant space. Hurwaet pirate ships operating in such space always have six series helms. Most hurwaet ships patrol wildspace looking for wrecks to salvage. They are particularly fond of haunting asteroid fields infested with murderoids. The hurwaeti gingerly pluck wreckage off the monsters' surfaces, often by trailing lines just long enough for the crew to leap to safety should a hungry mouth suddenly appear. Most hurwaet ships operating in dangerous space do not hesitate to offer assistance to any other non-hostile ships—for a price. A few hurwaet tribes operate ships that pick up varied cargoes of any commodity that can be sold at a profit. Some of these cargoes are converted to finished goods right aboard the ships, the most common of these being textiles, paints, dyes, and jewelry.

Most hurwaet ships carry the standard crew for the ship type, 1d6 heavily armed hurwaet warriors (plate mail, two-handed swords, and long bows), and one or two lizard man, human, or demihuman spellcasters (clerics or mages of 2nd to 5th level) for defense.

Ecology: Hurwaeti prefer to eat fresh or preserved seafood, but they are omnivores, capable of eating anything humans can, plus a few things humans would find unwholesome.

Like their distant cousins, the lizard men and the sahuagin, hurwaeti reproduce by laying eggs. However, the male hurwaet scoops up the eggs as soon as they are laid and places them inside a special pouch in his abdomen, where the eggs incubate for about eight months before hatching. This habit usually makes it difficult for non-hurwaeti to tell the males from the females.

Swamp Wiggles

These degenerate hurwaeti live a barbaric existence as tribal hunters or occasionally brigands. In combat they use large wooden or hide shields and large clubs. They also can deliver vicious kicks with their long legs. Swamp wiggles are dexterous enough to make such combination attacks without penalty. While underwater, where their clubs are useless, swamp wiggles attack with two kicks. Swamp wiggles also employ simple missile weapons, such as slings, javelins, and darts (1/3 chance for each).

Swamp wiggle communities usually do produce a few artifacts, such as jewelry, pottery, nets, and baskets. If approached from a position of strength, they can be persuaded to trade these items, along with natural products, such as game and fish, for tools, glass beads, and other manufactured goods.

Swamp wiggles are excellent swimmers and have no difficulty squirming through mud, weeds, quicksand, and other watery hazards. This ability tends to make swamp wiggle ambushes very deadly to creatures accustomed to dry land.

Swamp wiggles reproduce the same way hurwaeti do. About 2% of all young swamp wiggles are born as larger, more aggressive salt wiggles. These evil, voracious offspring usually devour their siblings and often kill the incubating male. Once they emerge from the male's body, they scurry away to a solitary life.

Salt Wiggles

This largest and most degenerate of the hurwaeti subraces has many traits in common with the sahuagin: aggressiveness, greed, and evil cunning being chief among these.

A salt wiggle is a huge creature with a toothy, gaping maw and powerful limbs. They often are mistaken for scrags, and they are every bit as formidable, though they do not regenerate. Salt wiggles employ no weapons, attacking with their teeth and claws. If both claws hit an opponent, a salt wiggle automatically rends for an additional 1d4 + 4 points of damage.

Salt wiggles live a primitive, savage existence. They produce no goods of their own, preferring combat to trading; they do, however, enter into alliances with sahuagin, ixitxachitl, krakens, and other evil sea creatures for pay or shared profit. They tend to keep their bargains, but they are opportunistic and ally themselves with the local faction that seems most powerful. Salt wiggles also have been known to ally themselves with pirates or coastal humans.

Salt wiggles do not incubate their eggs inside their bodies; instead they hide them in weedy shallows where the sun can warm them. Salt wiggle tribes do not abandon their eggs, however, and assign one or more tribe members (not necessarily the parents) to guard them until they hatch. Once the young emerge, the guards act as nannies and teachers to the youngsters. Salt wiggles born to swamp wiggles are immediately outcast, if not killed outright. If these creatures cannot get to salt water before reaching adulthood, they haunt rivers or lakes where there is a steady supply of victims. Many make their homes under lonely bridges, where they extort tribute from passersby. Such creatures are often known locally as bridge trolls.

Wight

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-16 (2d8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	See below
SIZE:	M (4'-7')
MORALE:	Elite (14)
XP VALUE:	1,400



In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs.

From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

Combat: Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or enchanted in some manner.

The wight attacks with its jagged claws and powerful blows, inflicting 1-4 points of damage with each successful strike. In addition to this physical harm, the wight is able to feed on the life essence of its foes. Each blow that the wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th-level wizard struck by a wight loses 1-4 hit points and becomes an 8th-level wizard; he has the spells and hit points of an 8th-level wizard and he fights as an 8th-level wizard.

Persons who are slain by the energy draining powers of a wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wight but half their experience levels, class abilities, and Hit Dice. If the wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 4+3 Hit Dice of their kind. Once a character becomes a wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks.

Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2-8 points of damage. In addition, a *raise dead* spell becomes a powerful weapon if used against the wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.

Habitat/Society: Like the other undead that infest the world, wights live in barrow mounds, catacombs, and other sepulchral places. They despise light and places which are vibrant with living things. As a rule, the wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology: Like all undead, wights exist on both the Prime Material and Negative Material planes simultaneously. It is this powerful link to the negative world that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

	Frost Wight	Shadow Wight
CLIMATE/TERRAIN:	Any arctic	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack or "cloud" (see below)	Pack or "cloud" (see below)
ACTIVITY CYCLE:	Any	Any
DIET:	Nil (see below)	Nil (see below)
INTELLIGENCE:	Average (10)	Average (10)
TREASURE:	H	Nil
ALIGNMENT:	Chaotic evil	Chaotic Evil
NO. APPEARING:	2-8	2-8
ARMOR CLASS:	4	4
MOVEMENT:	12, Fly 18 (B)	12 Fly 24 (B)
HIT DICE:	6	6
THAC0:	15	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6	Nil
SPECIAL ATTACKS:	Nullify (see below)	Nullify (see below)
SPECIAL DEFENSES:	Hit only by blessed or +1 or better weapon	Hit only by blessed or +1 or better weapon
MAGIC RESISTANCE:	10%	10%
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fanatic (18)	Fanatic (18)
XP VALUE:	4,000	4,000

Chaos wights are the remnants of fallen Knights of Takhisis and Solamnia, as well as other unfortunate wretches, raised from death by Chaos. They wander Krynn in packs, seeking to eradicate life in all forms.

Frost Wight

A frost wight appears to be a swirling white cloud, like a miniature blizzard roughly the size of a human. Those who face frost wights in battle, however, behold far more (see below). These undead appear only in the arctic regions, for which those residents of Krynn who live elsewhere are profoundly grateful.

Combat: A frost wight inflicts 1-6 hp damage with its freezing touch, even to creatures normally immune to cold. When a frost wight moves close enough to engage in melee combat, it assumes the physical appearance of its victim, at the same time speaking hypnotic words of despair. This magical verbal attack gradually persuades the victim that he or she is worthless. To resist this nullification attack, the victim must make a successful saving throw vs. death magic at a -2 penalty. If the roll fails, the touch of the frost wight sweeps the victim out of existence so that not only is the victim destroyed but his or her existence is wiped from the memories of all who once knew him. No one, not even relatives or close friends, remembers the victim; only written records—like the Chronicles of Astinus—enable anyone to know that the victim ever existed. Because of the nature of the nullification attack, victims cannot be brought back by any means, not even a wish.

Frost wights are immune to cold-based attacks. As undead, they are also immune to sleep, charm, paralyzation, hold, and death spells, as well as to poison. Ordinary weapons cause no harm to frost wights unless the weapons have been blessed. Magical weapons inflict full damage. Any metal weapon that slays a frost wight becomes so brittle from the cold that the next blow struck shatters it, though magical weapons gain a save vs. crushing blow with a +2 bonus per "plus." (Thus, a long sword *+3* has a +6 bonus to its save.) The same is true for any holy symbol that touches the frost wight when the holder makes a successful attack roll; the symbol dispels the undead creature, but then it disappears forever along with the frost wight.

Sunlight annoys frost wights but causes no real damage. Fire inflicts double damage on them, and the mere presence of fire, even as little as a candle, next to a character means the frost wight is unable to take his form and attempt a nullification attack. Holy water splashed on a frost wight causes 1-6 hp damage per vial, as does the blow of a torch. A *raise dead* spell instantly destroys the creature.

Shadow Wight

Shadow wights appear as shadows or black clouds, also roughly the size of a human. They are actually "living" holes in the fabric of reality; those who gaze upon them do not look *at* them but *through* them.

Combat: Like frost wights, shadow wights can assume the forms of their intended victims, gazing into their eyes and speaking hypnotic words of despair. Their intended targets must make a saving throw vs. death magic (with a -2 penalty) or else the next time a shadow wight touches them, they vanish from existence and memory via the *nullification* power. This power works exactly the same way as it does when used by the frost wights.

Ordinary sunlight annoys shadow wights to the point that they avoid it whenever possible, but it does not actually harm them. However, light-based magic spells such as *light, continual light, dancing lights, audible glamer,* and *faerie fire* so disrupt their powers that the shadow wights are rendered unable to take the shape of their victims and use the nullification power. Fire and electrical attacks inclict full damage on shadow wights. These creatures are immune to all non-magical weapons that have not been *blessed;* an



otherwise mundane weapon that receives the blessing of some deity, however, causes normal damage, as do magical and holy weapons. A shadow wight is instantly dispelled if a priest makes a successful attack roll with a hand holding a holy symbol of some sort. Being undead, these creatures are immune to cold-based attacks and poison, as well as *death, hold, sleep, charm,* and *paralyzation* spells. Holy water splashed on them inflicts 1-6 hp damage per vial.

Habitat/Society: Both frost wights and shadow wights haunt the cold and lonely places of the world, making them lonelier still by eliminating all living beings with their nullifying power. They tend to congregate in larger groups than other creatures of Chaos, roaming the countryside in packs or "clouds," nullifying every living thing in their path.

Ecology: More than most other undead-or even other minions of Chaos—frost wights seek to eliminate all living beings they catch. Many powerful PCs, particularly mages and priests, might find the concept of totally destroying their enemies, even the memory of their enemies, highly attractive, but no known mage or priest has succeeded in using the essence of these creatures to create a magical item or spell that duplicates this effect. It is not even known whether anyone has tried; a disaster during the process of experimentation may well have wiped out the memory of any number of fools attempting such a feat. A slightly safer job would be using their trapped essence to create cold-related magic items, such as a *wand of frost.*

Like the frost wights, shadow wights exist-if that is the right word—to wipe out all living beings, body, soul, and memory. Their essence would doubtless be useful in making darkness-based magic items, or scroll ink for spells such as *darkness, 15' radius,* but no one had ever returned from gathering such components. For that matter, no one can remember anyone even setting out for such a purpose.

Cryonisis and Frisindia, two white dragon sisters who dwell on the frigid Icewall Glacier, are constantly trying to broach a dwarven catacombs deep beneath the glacier. Therein lies a trove of ancient dwarven battle axes, all of them enchanted with powerful blessings. If the dragons successfully arm their thanoi minions with these weapons, the growing numbers of chaos wights prowling the Frigid Wastes south of Tarsis—not to mention tribes of peaceful Ice Folk—could be neatly eradicated.

wild hunt

A more fearsome spectacle I never witnessed! Bells sounding, hounds baying, hooves thundering, the Wild Hunt roared past me, its spectral riders in hot pursuit of the unfortunate elf.

Aledric, 1434 HC

overview

The Wild Hunt is a fearsome party of unseelie faeries, undead, shadow steeds, and cwn annwn that stampedes through forests in a never-ending hunt for elves. Most often encountered in the Shadow World, the hunters have been known to enter Cerilia in their quest for prey.

physical description

The Wild Hunt is truly a spectacle to behold. Hunters of all shapes and sizes, sporting gruesome visages, charge forth on shadow steeds in fierce pursuit of fleeing elves. Baying cwn annwn add their howls to the clamor of shouting riders and thundering hooves as the din echoes for miles. The Hunt cuts a merciless swath through the forest, sparing not trees, nor plants, nor stray creatures in its path.

And after this violent fury has passed through the Shadow World terrain—not a trace of the Hunt remains.

role in the campaign

An appearance of the Wild Hunt is always an event, even in its home terrain of the Shadow World.

Appearances in Cerilia occur rarely—perhaps once every five centuries—and are considered bad omens. In its aftermath, humans and dwarves probably won't know what happened (their memories don't extend far enough). But the elves will become very uneasy, particularly if the frequency of occurrences increases. Not only does the Wild Hunt present a danger to the safety of the Sidhe, but it signifies an intrusion of the Shadow World's power into Cerilia.

habitat/society

The deep-rooted fear elves harbor toward the Shadow World derives in no small part from ancestral memories of the Wild Hunt. The how and why of its origin have been lost to time. Some believe it stems from the war between the Seelie and Unseelie Courts (refer to the "Faerie, Unseelie" entry), while others think it goes back further, to the time when the seelie and Sidhe people were one (see the "Faerie, Seelie" entry). Regardless, it has been pursuing and persecuting elves as long as anyone can remember.

Comprising supernatural creatures who can go on living—or unliving—forever if not defeated in combat, the Wild Hunt is a tireless, ongoing pursuit. As members fall, others join the quest. The Hunt never stops. Sometimes it doesn't even pause to slay its quarry, but simply tramples the elf to death in its endless drive.

The entourage is led by the Master of the Hunt, an evil faerie from the Unseelie Court. The Huntmaster is a tall, gaunt figure with large black eyes and a sinister, toothy grin. His harsh voice, often shouting out in pursuit, echoes loudly enough to be heard above the thundering hooves of the Hunt's shadow steeds.

The Master of the Hunt is considered a favored noble of the Unseelie Court, though he never breaks from the Hunt to visit it. Should he ever fall in battle, the Dark Queen would appoint another of her courtiers to take his place.

ecology

Like a speeding train, the Wild Hunt charges ahead regardless of what lies in its path—including portals. Occasionally, the Wild Hunt, in hot pursuit of its prey, lunges right through an open portal and storms into Cerilia. When this occurs, the Hunt leaves behind evidence of its passing (unlike in the Shadow World).

Huge swaths of trees are felled, crops and fields are trampled. The region is left looking like a tornado has blown through it.

variations

The Wild Hunt is believed to have inspired the *ghaellie Sidhe*. Searching for a way to drive humans from their land, the elves created their own Hunt.

adventures

The Wild Hunt appears (optionally) in "Courting Danger."

combat and other encounters

This section discusses the Wild Hunt as a single entity. For information about the creatures that compose it, see their individual entries in this book and in the *Monstrous Manual* tome.

combat

The Wild Hunt creates such a cacophony as it charges through the forest that it cannot gain surprise against potential prey. Even the deaf can sense it coming through reverberations in the ground.

The hunters use bows to attack from a distance. Though about 200 individual creatures make up the Hunt, only about 20 (10%) of them can get off a clear shot in a single round. Each arrow inflicts 1d6 points of damage.

Once the hunt closes in on its prey, either the cwn annwn rush in to attack (see separate entry) of the riders use their momentum to trample their quarry beneath the shadow steeds' hooves. Trample victims suffer 4d10 points of damage and must pass a system shock roll or die.

The Wild Hunt is immune to illusions and phantasms, *slow* and other movement-affecting spells, and *walls*. Only a *globe of invulnerability*, *limited wish*, or *wish* can divert the Hunt off its path.

Climate/Terrain:	Forests, primarily in Shadow World
Frequency:	Very rare
Organization:	Unique
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (6—mob mentality)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1 (200 members)
Armor Class:	2
Movement:	24
Hit Dice:	50
THAC0:	5
No. of Attacks:	20
Damage/Attack:	1d6
Special Attacks:	Trample
Special Defenses:	Immune to illusions, *slow*, *walls*
Magic Resistance:	10%
Size:	Gargantuan (150' long)
Morale:	Fearless (19–20)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/Greater
XP Value:	46,000

Though the sum of 200 hunters' Hit Dice would exceed 50, that number has been listed as a guideline for "defeating" the Wild Hunt. Should characters manage to bring the Hunt down to 0 hit points, the Hunt disbands and regroups in 6d8 hours.

peaceful encounters

Though the Hunt ignores any creatures but elves, it does not divert its path to avoid them. Therefore, even non-elf player characters had better dive out of its way to avoid being trampled.

perception and/or seeming

The Master of the Hunt, as an unseelie faerie, has the ability to cloak the Wild Hunt in the Seeming. He generally does not bother to do so, however, for it makes a fearsome enough spectacle all by itself.

The Hunt itself has no perception score, though individual members might.

Will O'Wisp

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Z
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 or 1-3
ARMOR CLASS:	-8
MOVEMENT:	Fl 18 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'-4')
MORALE:	Fanatic (17)
XP VALUE:	3,000



The will o'wisp is a malevolent entity that makes its home in swamps, bogs, and moors. It subsists by luring unsuspecting creatures to their deaths amid the natural hazards of such places and feeding on the energies which their death struggles release.

When encountered in the wild, will o'wisps normally appear as faintly glowing balls of light. They can alter their own color, shape, and size to some extent and can be easily mistaken for lanterns, *light* spells, and similar sources of artificial illumination.

If they do not attack, will o'wisps are able to utterly blank out their glows, rendering them invisible to all those who cannot spot invisible objects, for 2-8 melee rounds.

The will o'wisp language is a most unusual one, being purely optical in nature. All communication between will o'wisps is by means of changes in color or brightness, many of which are far too subtle for the average observer to notice. Because this form of exchange is almost impossible to mimic, it is very difficult for travelers to communicate with these creatures. Exceptional examples of this race have mastered a very simple sound-based language. They produce sounds by vibrating very rapidly and thus have a shallow and ghostly-sounding voice when they "speak."

Combat: As a rule, will o'wisps seek to avoid physical combat with other creatures, preferring to lead them to their deaths in the swamps around them instead. When pressed, however, they are dangerous adversaries who must be attacked with the greatest care. In combat, they glow blue, violet, or pale green.

Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.

A will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 2-16 points of damage.

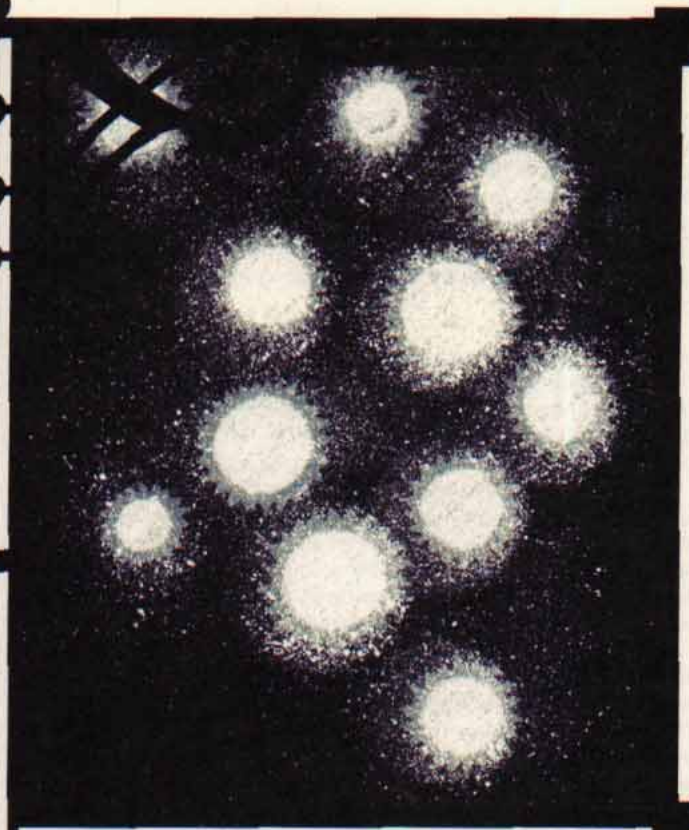
Those attacking a will o'wisp with any form of physical weapon are able to inflict damage normally. Persons making use of magical attacks, however, will find their powers almost ineffective against them. As a rule, the only spells which have any effect on the will o'wisp are *protection from evil, magic missile,* and *maze.* A will o'wisp which is reduced to 5 or fewer hit points will attempt to escape. If it is unable to flee, the creature will surrender to its attackers and attempt to buy its safety by offering up any treasure which it may have. It is important to note, however, that the chaotic alignment of the will o'wisp can make any agreement with the creature uncertain.

Habitat/Society: For the most part, will o'wisps will be found on their own. On rare occasions (10% of the time) groups of up to three may be found near a particularly fertile hunting ground. In the latter case, they will work together to trick victims into the traps which they have arranged.

Ecology: Although difficult to say with certainty, evidence indicates that the will o'wisp feeds on the fury of electrical activity given off by the brains of panic stricken individuals as they realize that death is inescapable. In order to prolong the suffering of their victims and increase the amount of "food" which they give off, will o'wisps will typically lure their victims into areas like quicksand pits which promise a slow and frightening death.

It seems certain that the unusual environment found in bogs and swamps is important to the creature's existence in some way, but the exact nature of this link is uncertain. It seems probable that the ominous and haunting nature of these places increases the fear and dread which their victims feel, and thus the energy which they give off prior to death.

Will O'Wisp, Will O'Dawn



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dawn
DIET:	See below
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 or 1–2
ARMOR CLASS:	–6
MOVEMENT:	Fl 18 (A)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	One spell
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	*Color spray, hypnotic pattern*
SPECIAL DEFENSES:	Spell immunity, invisibility
MAGIC RESISTANCE:	Nil
SIZE:	T (1'–2' diameter)
MORALE:	Champion (15–16)
XP VALUE:	1,400

The will o'dawn (or *feu follet*, as it is also called) is perhaps the most mysterious of all will o'wisp variants, and it is certainly the most helpful. The tiny energy form most frequently appears at dawn, and during this brief period it attempts to aid adventurers and others who are afraid, in pain, lost, or otherwise in trouble. In the dark and troubled land of the Mists, such a creature is truly remarkable.

A will o'dawn normally appears as a faintly glowing ball of light. Although generally smaller than its malevolent cousin, it is almost impossible to distinguish between the two. A will o'dawn can somewhat alter its shape and coloring and can easily be mistaken for a lantern, *light* spell, or other artificial illumination. The creature can become invisible at will, although it can only dampen its glow for 2d6 rounds at a time. A will o'dawn cannot cast its spells while invisible. Only beings that can sense invisible objects can spot a hidden will o'dawn.

Will o'dawns seem to communicate with each other via changes in color and brightness. Given enough time in the presence of these creatures, a person might interpret their language. In most cases, however, the best that can be achieved is a basic understanding of concepts like "red means danger" or "blue means safe."

Combat: Will o'dawns loathe combat. There are no known instances of a feu follet intentionally harming a living being. The only time will o'dawns enter battle is to protect themselves or those individuals who merit their assistance.

When in combat, a will o'dawn normally uses its *color spray* or *hypnotic pattern* to either stun or lull its opponents into quiescence. It can use either spell an unlimited number of times, but it can cast only one of either per melee round. The will o'dawn casts both spells and makes all saving throws as a 9th level wizard.

The will o'dawn is also fond of leading opponents on a merry chase, attempting to use the natural surroundings to delay or entrap its foes long enough for the will o'dawn, or those it is helping, to escape. The will o'dawn is not averse to miring its enemies in a bog or the like, but the creature will not purposely harm even its foes.

The will o'dawn is immune to all spells except *darkness* and *continual darkness*. The former stuns the creature for 1d6 rounds if cast directly at it, while the latter is instantly fatal unless a successful saving throw vs. death is made. The will o'dawn, like all will o'wisp variants, is vulnerable to normal weapons.

Habitat/Society: Will o'dawns are almost always encountered alone. On very rare occasions (5% chance per encounter), two such creatures are encountered together. The will o'dawn appears only during sunrise and remains active for no more than 20 minutes. After this time, the will o'dawn normally renders itself invisible and flees the area. On rare occasions when a will o'dawn has been captured, the creature's golden glow dims and slowly dissipates.

No one knows where the mysterious will o'dawn goes when it is not aiding others. What is known is that the will o'dawn aids anyone of good alignment that it meets, although it seldom stays with the beneficiary of its aid for more than a brief period of time. The will o'dawn can sense good creatures in pain or trouble and will attempt to aid them if at all possible. The aid a will o'dawn can offer includes leading adventurers to a treasure cache or secret door, helping lost travelers find their way out of a swamp, or distracting evil creatures in a fight. Unfortunately, many people that the will o'dawn attempts to help do not follow the creature, mistaking it for its evil cousin, the will o'wisp.

As mentioned above, will o'dawns communicate through rapid light flashes usually too subtle for humans and demihumans to understand. However, if a will o'dawn hypnotizes a subject, it can communicate directly with his mind. A will o'dawn can communicate in this manner with only one individual at a time.

Ecology: The will o'dawn seems to feed on the energies generated by excited, happy, or otherwise exhilarated minds. Thus, the will o'dawn attempts to create conditions which cause relief, excitement, or happiness. This apparent feeding on positive emotions renders the will o'dawn remarkably different from all other will o'wisp variants.

Will O'Wisp, Will O'Deep

Climate/Terrain:	Subterranean
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Night
Diet:	See below
Intelligence:	High (13–14)
Treasure:	W
Alignment:	Neutral evil
No. Appearing:	1–4
Armor Class:	0
Movement:	Fl 12 (A)
Hit Dice:	5
THAC0:	15
No. of Attacks:	4
Damage/Attack:	1d4 (×4)
Special Attacks:	Burning sparks
Special Defenses:	Spell immunity, invisibility
Magic Resistance:	Nil
Size:	T (1' diameter)
Morale:	Champion (15–16)
XP Value:	1,000



The least powerful of all will o'wisp variants, the will o'deep is found only within the most remote tunnels and caverns. Whimsically evil, the will o'deep relishes leading unwary explorers into terrible predicaments far away from even the slight comfort and protection of the cloudy skies of Ravenloft.

The will o'deep is a tiny, flickering energy being. Normally golden or reddish in hue, the will o'deep can take on a variety of colors. Although capable of altering its shape, the will o'deep most commonly takes on a rippling, teardrop shape very reminiscent of the flames of a small torch. As with most will o'wisp variants, if the will o'deep does not attack it can temporarily dampen its glow for 2–8 (2d4) rounds, rendering the creature undetectable to all who cannot sense invisible objects.

These creatures communicate with each other through changes in color and intensity. Any human being able to survive in the company of these creatures for an extended period of time might be able to pick up their language, but so far there is no known case of this. There are reports, however, of drow and similar folk who have the ability to understand the conversations of these terrible monsters.

Combat: The will o'deep does not seek out direct combat, instead attempting to either trap its victims or lead them into ambushes and other dangers. Although not as physically dangerous as many of its cousins, the will o'deep is a crafty opponent and difficult to damage. Adventurers who find themselves the object of a will o'deep's attentions are wise to be on their guard or, better yet, retreat to the surface as soon as possible.

Will o'deep strategies often involves luring adventurers into complex labrynths or the lairs of dangerous creatures. Often found in small groups or clans, will o'deeps work together to accomplish such goals.

Although the results of the will o'deep's lure is often deadly, more often than not the creature is merely attempting to wear down the adventurers so that it can trap its victims deep underground. For example, a will o'deep might search out an area where only a small nudge is needed to cause a cave-in or trigger an old trap. Once this is done, the creature's victims are available for long-term feeding.

Will o'deeps can physically attack with a series of small, white-hot sparks. Such sparks have enough force to knock small rocks over or push doors closed. When used as an attack each spark does 1–4 points of damage. Will o'deeps can form up to four such sparks per round.

Additionally, a will o'deep often knows where small pockets of cave gasses have built up. If the will o'deep feels it is in danger it will attempt to lead its pursuers to such a pocket and use one of its sparks to cause an explosion. Anyone within 10' of such an explosion takes 1–10 points of damage. Such explosions often cause cave-ins as well.

Will o'deeps are vulnerable to normal weapons; however, most magical attacks are useless against them. A *lightning bolt* or *chain lightning* spell will harm them, but all other known spells fail utterly against the will o'deep.

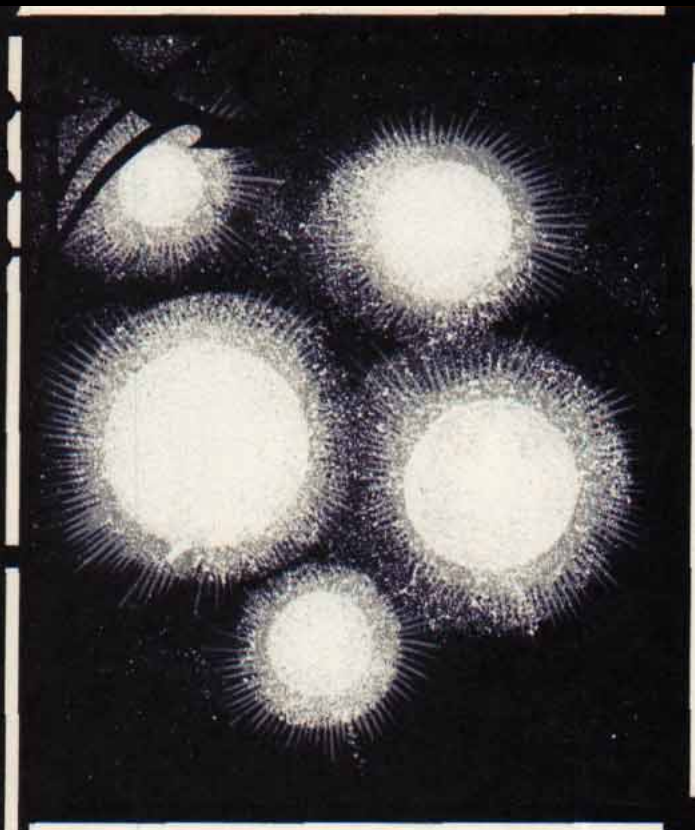
Habitat/Society: Will o'deeps prefer to travel and live in small clans of 2–4 individuals, but are also often encountered alone. Will o'deeps never appear above the surface, preferring to remain as far underground as their feeding needs allow.

The will o'deep is highly self-protective and will attempt to flee if reduced to 25% of its original hit points. If pressed, the will o'deep may lead its pursuers to some underground treasure in the hopes of distracting them while it makes good its escape.

Ecology: The will o'deep seems to feed on the energies given off by humanoid brains, particularly the impulses emitted by the brain when it is consumed by either fear or desperation. Will o'deeps can feed for weeks, even months, on humanoids they have managed to trap since the creatures sometimes go so far as to herd rats and the like to their captives' cells. They will keep their captives alive until apathy and despair set in, conditions on which the monsters seem incapable of feeding.

Will o'deeps have been known to turn such captives over to drow or other creatures of the darkness in return for gold, gems, or fresh victims.

Will O'Wisp, Will O'Mist



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	High (13–14)
TREASURE:	Z
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	Fl 18 (A)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–16 (2d8)
SPECIAL ATTACKS:	Electric burst
SPECIAL DEFENSES:	Spell immunity, invisibility
MAGIC RESISTANCE:	See below
SIZE:	S (2'–4')
MORALE:	Champion (15–16)
XP VALUE:	2,000

The will o'mist is a variant of the will o'wisp that makes its home only in the misty borders of Ravenloft. While most people have good cause to fear these creatures, the mysterious Vistani seem to have found some way of controlling them. This is an especially helpful skill when one considers the fact that a will o'mist is able to unerringly navigate the swirling vapors of Ravenloft's borders.

A will o'mist appears as a diffuse strip of radiant energy some 2 to 4 inches thick and 3 to 5 feet in length. Although normally icy blue in color, the will o'mist has been reported to range in color from golden-white to a very deep green. The will o'mist can alter its shape and size to some extent, and can easily be mistaken for a lantern, *light* spell, or similar source of illumination. If they do not attack, will o'mists are able to temporarily mask their glow, rendering them undetectable to all those who cannot sense invisible objects for 2–8 (2d4) melee rounds.

Unlike the other will o'wisp variants, the will o'mist does not seem to rely upon changes in color and intensity to communicate. However, the exact method by which they converse remains a mystery. Whatever this is, at least a few of the vistani seem to have mastered it.

Combat: Capable of travelling through the mysterious borders of Ravenloft unhindered, will o'mists are almost never placed in a situation requiring direct physical confrontation. Nevertheless, when combat does become necessary, they are fearsome opponents and not to be taken lightly.

Will o'mists are agile fliers who can hover in place without effort, move with sudden bursts of speed, or drift slowly, as if bobbing on the wind itself.

When in battle, will o'mists attack with a burst of electricity. Will o'mists can strike in this manner every third round, causing 2–16 (2d8) points of damage to anyone within 30' of the attacking creature. A successful saving throw vs. spell reduces this damage by half. Victims wearing metal armor have a +4 bonus to their saving throws due to the exceptional conductivity of metal and its natural grounding effects.

Physical weapons affect will o'mists normally; however, most magical attacks are useless against them. Of all known spells, only *vampiric touch* and *energy drain* work against these monsters.

Habitat/Society: Will o'mists are always encountered alone. Capable of manipulating the mists and gaining access even to a domain whose lord has sealed its borders, will o'mists have unparalleled freedom in the Land of the Mists.

Only the Vistani know the secret of summoning and commanding such creatures. It is unknown whether the ability to command will o'mists is inherited or whether the knowledge is passed from generation to generation. In fact, it is generally believed that this command of these creatures is what enables the Vistani to pass through the mists and travel freely through the domains of Ravenloft.

Ecology: As with other variants of the will o'wisp, it appears that will o'mists feed off of the electrical energy generated by human and demihuman brains. It is thought that the will o'mist in particular can only leech such energy from people when they are actually crossing the misty borders of Ravenloft. This may account for reports that some people claim to have been struck by a wave of disorientation and nausea upon stumbling out of the mists.

Since will o'mists are incapable of straying more than a few yards from the mists themselves, they must lure humans and demihumans into the mists in order to feed. It is probable that the specific energy on which will o'mists feed is the fear and disorientation felt by many travelers in the mists. It has even been theorized that such creatures are part of a bizarre network that funnels living energy into the Land, helping it to maintain itself and draw more unwitting souls across its dark borders.

Will O'Wisp, Will O'Sea

CLIMATE/TERRAIN:	Sea of Sorrows
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Very (11–12)
TREASURE:	E
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	–4
MOVEMENT:	Fl 18 (A)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	10–60 (10d6)
SPECIAL ATTACKS:	*Lightning bolt*
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	H (12'–20' long)
MORALE:	Fanatic (17–18)
XP VALUE:	6,000



The will o'sea is a variant of the will o'wisp that makes its home on and around the seas of Ravenloft. Even more dangerous than its better known cousins, the will o'sea lures sailors to watery graves.

As beautiful as it is deadly, the will o'sea generally appears as a long, shifting cascade of glowing energy. The will o'sea is often almost indistinguishable from St. Elmo's fire, matching even the luxuriant displays of color of that mystifying phenomenon. The largest of all the will o'wisp variants, the will o'sea can alter its size and shape somewhat. These creatures have shown themselves to be adept at mimicking the shape of a ship or lighthouse. The will o'sea, unlike the will o'wisp, is unable to turn invisible, but can dampen its glow somewhat.

The will o'sea communicates with a combination of visual elements and electrical snaps, clicks, and hums. Some aged seafarers tell stories of aquatic folk who can understand this unusual dialect, but few reliable examples of this can be cited.

Combat: More aggressive than other forms of will o'wisp, the will o'sea often attempts to lure ships of all kinds into dangerous waters where they are likely to become beached or sink. The will o'sea is an extremely agile flier, capable of maneuvers ranging from hovering in place to sudden, wildly jerking flight patterns, an ability it uses well when taunting victims.

Normally, the will o'sea will not waste its energies attacking directly if it can trick its victims into crashing their ship onto rocks or an underwater reef. Appearing at dusk or in the evening, the will o'sea uses a variety of tactics to lure its intended victims into treacherous waters. One of its most common ploys is to form itself into the shape of a burning ship and then hover on top of some sharp boulders or other hazard in the hopes its intended prey will investigate. This tactic works particularly well during storms when visibility is reduced. The will o'sea may also lie beneath the surface of seaweed infested waters, attempting to lure sailors with its shimmering appearance hinting of sunken treasures.

If it appears as if the inhabitants of a vessel are going to escape with their lives, the will o'sea will take a more direct approach, using its vast energies to attack with a powerful lightning bolt. The evil entity can release such a stroke once every three rounds. The bolt does 10–60 (10d6) points of damage and has a 50% chance of setting wooden vessels alight if a saving throw vs. lightning fails.

Physical weapons affect the will o'sea normally, however most magical attacks are useless against the creature. Of all spells, only the *ice storm* and *cone of cold* spells work against this monster.

Habitat/Society: A will o'sea is always encountered alone. These creatures make their homes along almost any rough coastline, but avoid arctic waters in favor of the brilliant blue of a tropical sea. Such a creature almost always dwells amid one or more of the shipwrecks it has caused, being just as comfortable above as below the water. The will o'sea will not, however, use its lightning attack while submerged.

Will o'seas are normally found just off common sea routes, so that they can more easily find sailors to lure to their untimely ends. Whenever hunting becomes scarce, will o'seas will simply move to a more viable hunting ground.

Ecology: As with other will o'wisp variants, the will o'sea seems to feed off the electrical energy generated by human and demihuman brains. The horrified, scrambling panic of a drowning victim seems to be particularly satisfying as the creature will often go out of its way to sink a ship while itself killing as few people as possible. The will o'sea then hovers over the struggling sailors, foiling any attempts its victims make to reach land.

Ghosts and sea zombies are particularly common in the hunting grounds of a will o'sea. There have been reports of both individual spirits and entire ghost ships wandering the waters near a will o'sea's lair. The will o'sea is unaffected by such spirits, unless they keep other sailors from entering the area.

will o'shadow

It was the blackest midnight I had ever seen. And cold, so cold I thought I would freeze to death ere reaching camp. I cursed myself a fool for arrogantly believing that I could survive the Highlands winter that had claimed so many before me.

Now I was lost. I had ventured away from camp in search of firewood and had become disoriented in the darkness. I shouted for the others to light a torch to guide me. At last, a light appeared, a faint glow that bobbed and danced.

Its movement puzzled me. Had my companions found it necessary to break camp and flee? I dropped the firewood and raced to catch up with them, following the flickering light.

After about an hour, the light suddenly vanished. I looked around, attempting to discern my surroundings in the darkness. If I thought I was lost before, I knew it now.

I wasn't in Rjurik anymore.

—Faylene, 1402 HC

overview

The will o'shadow is a mesmerizing being that lures unsuspecting folk into entering the Shadow World. It appears in places where the curtain between Cerilia and the Shadow World is thin, and feeds on Cerilian life energy.

physical description

Will o'shadows appear as glowing spheres of light that float and bounce through the night air. Their size, which ranges from 1 to 4 feet in diameter, varies depending on how soon a portal into the Shadow World is about to open: The larger the light, the sooner the event. Their size, however, can be deceiving, as they are typically viewed from a distance.

A will o'shadow can communicate with others of its kind by varying its pattern of movement. The complexity of this code renders it unfathomable to any but another will o'shadow.

role in the campaign

The appearance of a will o'shadow in Cerilia presages the opening of a portal. Portals can (and do), however, open without will o'shadows present.

The evidence a will o'shadow leaves behind can provide clues to where a portal once opened and for how long (see "Ecology").

variations

Will o'shadows, a variation of the will o'wisp, are often mistaken for their more malevolent cousins.

habitat/society

One to three will o'shadows generally appear in a single sighting. They make their home in the Shadow World in places that border Cerilia; however, they are seldom seen there. The eternal twilight of that land usually renders them invisible to the naked eye.

When a portal is about to open, the boundary between the Shadow World and Cerilia becomes so thin that will o'shadows are able to pass through it before anything else can. This "head start" might last anywhere from one minute to three hours.

Once the portal opens, a strong force pulls the will o'shadow back into the Shadow World. The creature resists, leading to its bouncing, dancing movements in the air. It attempts to stay in Cerilia as long as possible, feeding off Cerilian life energy.

Common folk believe that the compelling force which summons the will o'shadows back home is the creatures' master, a sapient being such as the Cold Rider or a member of the Lost. The most learned Cerilian sages, however, believe it merely to be the "pull" of the Shadow World itself.

ecology

Will o'shadows feed off the life energy

of Cerilia. That is why they are so reluctant to return to the Shadow World.

Once on the Cerilian side of a portal, they try to gather as much strength as possible, leaving the life around them weaker. Generally, the plant life near a recently closed portal (at which will o'shadows were present) looks wilted and brown for 1d4 days per round that the portal was open.

If animal life (including humanoids and player character races) is in the vicinity, will o'shadows might feed off of it instead of plant life. They don't do so maliciously; they merely seek the strongest source of energy. See "Combat and Other Encounters."

Folk wisdom states that will o'shadows are Cerilian stars that became trapped in the Shadow World as a result of the cataclysm at Mount Deismaar. This, so the stories say, explains why they can be seen only on the Cerilian side of the border, and why they so desperately want to stay in our world.

Climate/Terrain:	Cerilia and Shadow World
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night/Any
Diet:	Cerilian life energy
Intelligence:	High (13–14)
Treasure:	Q
Alignment:	Chaotic neutral
No. Appearing:	1d3
Armor Class:	–8
Movement:	Fl 18 (A)
Hit Dice:	9
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	Life drain
Special Defenses:	Immune to most magical attacks
Magic Resistance:	See below
Size:	Tiny to small (1–4')
Morale:	Champion (15–16)
Bloodline:	None
Blood Abilities:	None
Perception/Seeming:	None/Lesser
XP Value:	6,000

combat and other encounters

Any time Cerilian characters are within a quarter-mile of a will o'shadow (knowingly or not), there is a 50% chance that the creature attempts to feed off of human/demihuman life energy instead of other plants and animals in the environment. In such an instance, the PCs must succeed at a saving throw vs. poison or suffer 2d6 points of damage. The victims feel strangely weaker (perhaps dizzy or fatigued) and—if they spotted the will o'shadow previous to failing the saving throw—might notice that the will o'shadow has grown brighter.

If Cerilian characters are on the Shadow World side of a portal that's about to open, they are especially vulnerable to the creature's feeding (provided a will o'shadow is present). Will o'shadows are invisible on this side of the portal; the characters, however, stand out as the only source of Cerilian life energy. In such circumstances the characters must roll saving throws vs. poison at a +1 penalty, suffering 2d6 points of damage for failure.

combat

Will o'shadows generally avoid direct confrontation unless provoked. If attacked, however, they enter a feeding frenzy in an attempt to replace lost energy. Using their exceptional speed and maneuverability, will o'shadows dart and swoop at their attackers, trying to brush against them. The touch of a will o'shadow steals 2d8 hit points of life energy from its Cerilian victim. (Though these points feed the creature, they are not added to its own hit point total.) Will o'shadows are generally insatiable.

Non-Cerilian victims suffer a burn that inflicts 1d8 points of damage, but provides no sustenance to the will o'shadow.

Physical weapons inflict normal damage on will o'shadows; however, the creatures are immune to most magical attacks. Only *detect invisibility* and *shadow magic* are known to work against them. Magical light sources render will o'shadows invisible until the source is extinguished.

A will o'shadow reduced to 5 or fewer hit points attempts to flee.

peaceful encounters

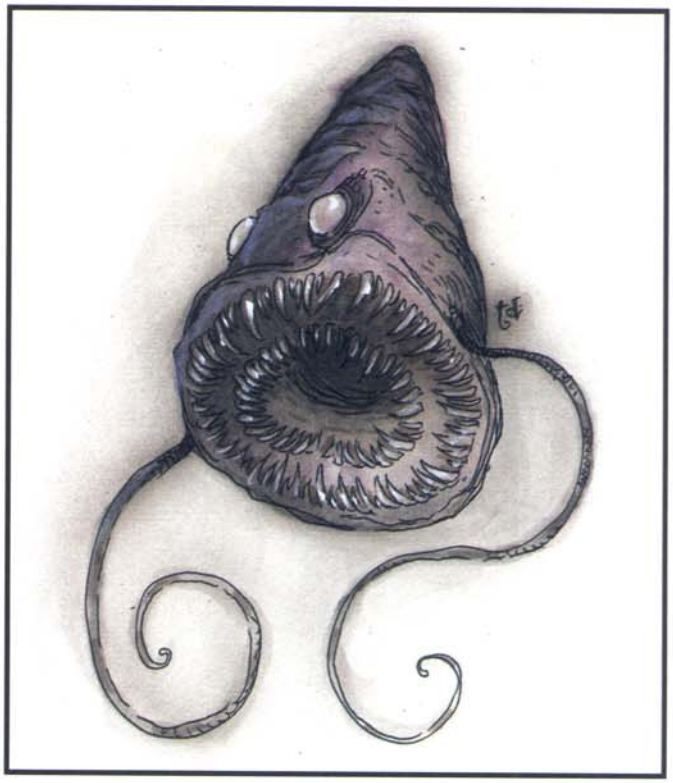
If characters succeed at their saving throws and do not attack the will o'shadow, they may well have a perfectly peaceful encounter. That is not to say, however, that an even worse creature won't greet them on the other side of the portal.

perception and/or seeming

Will o'shadows have lesser Seeming. In combat, they may camouflage themselves with *blur, color spray, dancing lights*, or a *hypnotic pattern*.

Windghost

CLIMATE/TERRAIN:	Any (airborne)
FREQUENCY:	Very rare
ORGANIZATION:	Servant group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d12
ARMOR CLASS:	–2
MOVEMENT:	Fl 18(B)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	1 plus special
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	*Windsong*, swoop, swallow whole
SPECIAL DEFENSES:	*Warp dweomer*
MAGIC RESISTANCE:	45%
SIZE:	H (conical 8′ diameter, tapering to 24′ long)
MORALE:	Fearless (19–20)
XP VALUE:	12,000



Windghosts may be native to another plane. They are flying cones, the large base (their head) foremost. A windghost has a rough, mottled, flexible, smoky-gray to purple body, white pupil-less eyes (120-foot infravision and vision into the Astral and Ethereal Planes), and a many-fanged mouth. It has two retractable 4- to 20-foot tentacle-arms on either side of its mouth; these carry items or hold prey, inflicting no damage.

Windghosts speak in hissing, rumbling, windlike voices, and know the Common tongue. They can make their eyes and bodies glow with a faerie fire radiance; this effect, seen by night, has given them their name.

Combat: Windghosts fight by swooping out of the sky to gobble up foes. Against nonflying foes, the force of their swoop increases their bite damage by 1d4 + 1 hp. Once engaged, a windghost can't swoop again until it has broken off attack and climbed aloft for one round. If a swoop attack roll on an M-sized or smaller creature is 19 or 20, the windghost swallows its prey whole. Swallowed prey is whirled about in corrosive fluids for 2d6 damage and then spat out; all possessions must save vs. acid. The prey must make Strength, Dexterity, and Intelligence checks. If the Intelligence check fails, the prey is blinded for 1d6 + 1 rounds and can't attack until spat out. If all three checks succeed and the prey has a weapon ready when ingested, it gets one maximum-damage attack while inside.

When two or more windghosts are within 90 feet of each other, they can emit harmonizing drones known as *windsong*, which makes reading, spellcasting, and even hearing normal speech impossible. *Windsong* takes effect 1–2 rounds after it is begun and lasts 1d8 rounds before it must be broken off for at least 1d4 + 3 rounds.

Windghosts are immune to mind-reading or affecting magic, and resistant to psionic probes and attacks. (Apply their magic resistance against all attempts; any saving throws still apply.)

A windghost's most dangerous ability is the *warp dweomer*, or "magic shift." It can move magic-dead areas to envelop itself or enemy spellcasters, or it can throw out a field that intercepts incoming dweomers and moves their areas of effect before they are manifested—a wizard casting a *fireball* at a windghost may find it takes effect around himself. This ability works against only one magical attack per round, but the windghost can choose which magic to intercept and what to do with it. A surprise attack won't be intercepted unless the windghost is alert. It can let beneficial magic through, but its magic resistance is involuntary, and must still be overcome.

When a windghost chooses to *warp dweomer*, roll 1d12. On a roll of 3 or less, it fails to affect the magic. On a roll of 4–6, it is unable to seize control and redirect it, so it deflects it in a random direction. To find distance, roll 4d20 and consider the total to be feet. On a roll of 7 or greater, the windghost has control and can put the magic where it desires, so long as the chosen spot is within a range of 144 feet. Relocated magic has full effects; if the source has magical protections that reflect magic, the magic jumps back to where the caster first aimed it.

Windghosts regenerate 1 hp/turn. Their nature protects them against attacks that involve whirling winds; against such spells and all air elemental attacks, they suffer only half damage. A *wind wall* spell is no barrier to a windghost.

Habitat/Society: Windghosts seem both bisexual and long-lived. They enjoy drifting along, watching life and beauty below. They neither have nor value treasure.

Ecology: Windghosts have no known natural enemies. They eat creatures they slay, but do not attack for food. They also consume carrion and whole leafy plants, "drink" by immersing themselves in water, and absorb heat by basking in the sun.

Windigo

CLIMATE/TERRAIN:	Any remote
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0 to 5
MOVEMENT:	12, Fly 24 (A)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6+2/1d6+2
SPECIAL ATTACKS:	Searing wind gust
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	See below
SIZE:	L (7' tall)
MORALE:	Steady (11–12)
XP VALUE:	5,000

A windigo is a vampiric wind spirit that haunts isolated wilderness areas. Cruel hunters by nature, windigos revel in stalking and terrorizing their prey. The hunt is often more important to these elusive spirits than the kill itself.

Windigo spirits originate from the Elemental Plane of Air. Their true form is a noncorporeal cloud of haze of faintly humanoid shape with sky blue eyes that glow faintly from some internal light. Before entering combat, windigos surround their noncorporeal bodies with debris from their environment, giving them solid forms (see below). The seldom-heard voice of a windigo sounds like a demonic chorus of fleeting whispers that originates from all directions at once. Other than their voices, windigos make no sound at all, even while walking over a forest floor covered with dry leaves.

Combat: A windigo engages in direct combat only after thoroughly terrorizing its prey. Due to its transparent body, a windigo is 95% invisible while standing still and 50% invisible while moving. At distances greater than fifty feet a windigo is completely invisible. It uses this power as well as its ghostly silence to stalk its prey.

Before entering combat, the windigo must spend a few seconds creating a physical body for itself. (The windigo suffers a +2 initiative penalty on the first round of combat.) It does so by weaving a whirlwind around its noncorporeal form, lifting leaves, dirt, sand, rocks, or any other small objects from the surrounding environment. After a few seconds, the twirling debris coalesces into the shape of a horribly twisted and willowy humanoid. While in this form, it attacks with claws of jagged rocks or splintered wood. However, their solid state does cause windigos to lose their silent movement.

Because a windigo creates its physical body out of pieces of its environment, it has a variable Armor Class, ranging from 0 to 5, depending upon its surroundings. A windigo comprised of abrasive desert sand, for example, will have AC 5. Were the same wind spirit to create its body out of jagged mountain granite, it would have AC 0. The DM should use common sense when determining a windigo's AC, taking into consideration the materials available in the environment. Otherwise a 1d6 can be rolled, subtracting one to determine the windigo's AC.

Once every 3 rounds a windigo can release a fiery gale with an area of effect equivalent to a *fireball* spell (20' diameter). This searing windblast deals 5d6 points damage (save vs. breath weapon for half damage). This blast is so powerful that, unless a saving throw vs. paralyzation is also made, man-sized or smaller victims are lifted repeatedly into the air, forfeiting all actions for the rest of the round.

Windigos can cast the following spells at will as a 10th-level wizard: *whispering wind, gust of wind, fly* (MV 24, MC: A), *summon swarm* (1/day; mosquitoes only). The windigo has the grotesque ability to seamlessly wear the skins of its victims over its noncorporeal body. While wearing a humanoid's skin, the windigo is able to assume the voice of its "host." For this reason, a windigo can only assume the form of a humanoid creature that it has personally killed. This magical ability is similar in effect to a *polymorph other* spell and is utterly convincing. Once the spell's duration has expired, the skin begins to rip and fray, destroying the illusion.

Habitat/Society: Windigos dwell in lonely wilderness areas. Although they are territorial, it is not uncommon for these elusive wind spirits to disappear from their usual haunting ground, only to reappear hundreds of miles away several years later. Windigos, solitary by nature, are in a constant state of retreat from the ever-advancing tide of civilization. Whenever a windigo is driven deeper into the wilderness, it leaves behind its own unique brand of curse: a persistent plague of mosquitoes that torments the invading settlers. According to legend, windigos fathered the mosquito species as an act of revenge against humanoid races.

Roughly once every three centuries, a few dozen windigo congregate at the site of an epic winter storm. This event, seemingly religious in nature, entails the wind spirits dancing throughout the storm while chanting in their hallow, gusty voices. Aside from this dark ritual, windigos are never found in groups.

Windigos are claustrophobic. They grow agitated if they are stuck under a roof for only a few moments, and rarely do they venture into thick forests, as trees obstruct their vision to the heavens. If they move more than 20 yards from open sky, they are rendered powerless and, on the following round, are instantly destroyed. For this reason, they are never found below ground.

Ecology: Windigos are adept hunters that stalk any intelligent being who dares to venture into their wilderness. These wind spirits are vampiric, needing fresh blood to keep their vaporous bodies from disintegrating.

Windigos are patient, often stalking their prey for days before attacking. Windigos, renowned for striking fear into their victims' hearts, especially enjoy tailing lone travelers or small groups. A common tactic of these evil wind spirits is to flit in and out of the trees behind a group of travelers, only to disappear when someone looks back. After heightening its victims' paranoia, the windigo begins to call softly to the travelers, so softly that its voice can barely be distinguished from a slight breeze. Only after the group is driven into a panic-induced frenzy of cursing or running does a windigo attack. A survivor of such an attack is typically left with intense agoraphobia, breaking out into a cold sweat when the wind is heard rustling through the treetops.

Wingless Wonder

	True	*Transformed*
CLIMATE/TERRAIN:	Any except arctic	Any
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary or mated pair	Solitary
ACTIVE TIME:	Any	Any
DIET:	Omnivore	O mnivore
INTELLIGENCE:	Low (5-7)	As previously possessed
TREASURE:	Q x 4	Any (likely Nil)
ALIGNMENT:	Chaotic Neutral	As previously possessed
NO. APPEARING:	1-2	1
ARMOR CLASS:	8	8
MOVEMENT:	6, Sw 4	6, Sw 4
HIT DICE:	2 + 2	As previously possessed
THAC0:	19	17
NO. OF ATTACKS:	10	10
DAMAGE/ATTACK:	2-8/1 x 10	2-8/1 x 10
SPECIAL ATTACKS:	Psionic blast, wild magic	See below
SPECIAL DEFENSES:	Anti-Magic Shell	Nil
MAGIC RESISTANCE:	90%	90%
SIZE:	S (4′ tall)	S (4′ tall)
MORALE:	Fearless (19)	As previously possessed
XP VALUE:	975	Varies

The alkada, or "wingless wonder," is a comical beast that resembles a walking egg (which it has also been called). It stands rather unsteadily on two weak legs that end in rubbery, sticky pads, and has two small arms, which it flaps constantly; hence its most popular name. The only sound it can make is a high-pitched chittering.

Wonders are blue-green in color, with purplish undersides. They redden slightly when angry or excited. A wonder's mouth is atop its head, surrounded by nine tentacles (old tales and records suggest that there was once a related species that had twelve tentacles—and additional powers not possessed by wonders today).

These pitifully clumsy, waddling misfits of nature are often more deadly than they appear. Many of them are in reality far more powerful, transformed creatures—such as high-level wizards.

Combat: Wingless wonders are curious, shortsighted (10′ or so effective vision and infravision), and seemingly fearless. They wander through life feeling along everything they come into contact with, employing their mouth-fringe of nine rubbery, retractile tentacles.

A wonder's tentacles are 2 to 12 feet in length, extending or shortening as it desires, and serve to handle food and to aid the wonder in moving about. Their ends are rubbery and sticky, able to grasp and hold anything they touch (a Strength of 13 or greater can break a wonder's grip, as can alcohol and *oil of slipperiness).* Curiously, wonders cannot be held by any sort of webs, or by *sovereign glue* or *viscid globs* (produced by the wand of the same name, detailed in *FOR2/The Drow of the Underdark),* although spells such as *entangle* do affect them.

A wonder can extrude a bony hook from deep within each tentacle, to grasp struggling food or to slash when fighting off a foe. This does 1 hp of damage. In any round of combat, every tentacle can strike at a foe (or multiple foes, if the wonder is surrounded), twice. The first attack does damage (1 hp per successfully-striking tentacle). The second attack is an attempt to grasp the foe: roll d20 for the target, and d10 for the wonder, adding to the wonder's total the number of tentacles it's using (tentacles engaged against another foe, or holding items, cannot participate). If the target's total is higher, the target tears free of the tentacles; if the wonder's adjusted total is higher, the target is dragged within reach of the wonder's mouth, and automatically bitten (for 2d4 damage). The wonder always releases a target after one bite.

Foes attempting to sever a wonder's tentacles will find that they have an effective Armor Class of 3 (able to suddenly retract from harm), and one can only be severed if it is dealt 7 hp of damage or more in a single round (total hp damage to tentacles does not matter, except to kill the wonder by damage accumulation).

Wingless wonders radiate a continuous, natural *anti-magic shell,* that stops all magical attacks inches from their skins. This aura is visible as a faint purple-white *faerie fire* glow around any wonder that is carrying an egg (developing young inside itself).

This is doubly curious, as wonders seem to be creatures possessing natural "wild" magic. Once per day, a wonder can unleash a random minor magical effect—akin to the powers unleashed by a *wand of wonder.* Such an effect will be at the time of a wonder's choosing, but it can't control just what will occur. The magical effect seems to draw power from the *anti-magic shell,* which flickers and pulses visibly. The round in which the wild magic effect manifests is the only time spells can penetrate the shell, to affect the wonder itself, although foes of a wonder will have to discover this for themselves.

Wonders regenerate naturally, regaining 1 lost hit point every 2 rounds. This healing power does not seem to extend to the delicate, fuzz-covered outer skin of an alkada: it does not heal quickly, and many wonders are bleeding copiously when found, leaving a bloody trail wherever they go. Wonders are immune to damage from all forms and sources of fire.

Wingless wonders also exhibit a permanent, seemingly-unbreakable *mind bar.* This functions as the telepathic devotion (detailed in *PHBR5/The Complete Psionics Handbook),* but attempts to engage a wonder in psionic combat always fail; the wonder's mind seems to 'slip' away. In similar fashion, magical

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spells that aim to contact or influence the mind fail when used on a wonder; there is a momentary impression of colorful mental chaos, and then the wonder's mind seems to 'slip' away.

The only other psionic activity that a wonder ever exhibits occurs if it is slain: a 'dying scream' directed at its killers. This is similar to the mental blast of a mind flayer: it manifests as a cone, aimed by the dying wonder, 60 feet long, 5 feet wide at the base, and 20 feet wide at its end. All creatures in the area of effect must save versus wands at -4 or be *confused* (as in the wizard spell *confusion)* for 1d10 +2 rounds. They must also save vs. breath weapon or be *feebleminded* (as the wizard spell). A creature who fails both saves is not mentally affected at all, but is "mind-
burnt" for a physical loss of 2d12 hp.

Wonders cannot be *stunned* or subdued by magical or physical means, and seem mentally unaffected by disasters or great violence occurring around them, chittering and waddling unconcernedly in the midst of a battlefield, or trotting in the heart of an attacking dragon's breath weapon!

Habitat/Society: Despite its seeming host of immunities and special powers, a wonder is easily killed by purely physical means, and wonders are therefore rare in populated areas.

Wonders are always curious, and are attracted to brilliant red or purple colors and flashy objects. They are fascinated by gems; any treasure a wonder carries are gems it has swallowed. These stomach-stones are typically a wide variety of pretty stones, some nearly valueless. Wonders seem to spend most of their time curiously examining things around them, and sampling them to see if they can be eaten.

Wonders are bisexual. Whenever solitary wonders encounter another of their species, the two entwine tentacles and chitter excitedly in chorus for 2 rounds. This appears to be mating contact. Wonders may wander together in mated pairs, but are usually solitary.

Wonders develop eggs within their bodies, excreting them when they are ready to hatch (gestation seems to take 6 or 7 months). An egg falls to the ground as its parent wonder wanders away, ignoring it, and splits open in 1d4 rounds, to reveal a small and even more clumsy (but otherwise fully-developed, having 1 + 1 HD but all the other statistics of an adult) wonder.

Ecology: Wonders eat mainly fruits and vegetables, although they will devour worms, birds, small animals that stray into the reach of their tentacles, and carrion.

The flesh of a wonder is poisonous (save vs. poison at -1, or take 3d10 points of damage, within 1d4 rounds; if the save is successful, only 1d4 points of damage are suffered, accompanied by a brief, wrenching nausea). Wonders lose their anti-magical properties immediately upon death—and if part of a wonder is cut away from its living body, that part retains no special powers or properties. A Wonder's skin rots away in 3 + 1d4 days, but while still intact, it can serve as a cloak protecting (half to no damage, if saving throw successful) against non-magical fire.

Transformed Wonders: There is a 20% chance that any wingless wonder encountered will not be a 'natural' wonder at all, but a transformed being. Most transformed beings are human mages. Those who encounter a wonder never know if it is merely a curious beast, a helpless victim able to unleash only random small magics—
or a disguised magic user, able to cast powerful memorized spells!

Many wizards from Netheril escaped into wonder form when their kingdom fell, using a spell later (and independently) duplicated by drow mages; the *wonderform* spell included elsewhere in this book. Such transformed folk can speak normally, and work magic, while in wonder-shape, and escape from wonder-form at will. As the being's mind is completely shielded from contact, and the *wonderform* spell masks its true alignment aura with a 'normal' wonder's alignment, this can be a very effective hiding-
place from a foe who is able to probe disguises readily.

Others are not so lucky—and they are the sort most known to surface-world humans, through tales and ballads. Several centuries ago, the notorious 'spellslinger' Durshult the Mage (who made a career of challenging mages, defeating them in spell-combat, and then seizing all their magic) was turned into a wingless wonder by the sorceress Haleera Shundyl, after losing a sorcerous duel to her in Baldur's Gate. After Durshult's fate became widely known, it was for a time a fad to imprison enemies in wingless wonder form.

The infamous 'Rebel Mage' Phaerl Godeep, a drow male who rebelled against the dictates of the ruling priestesses in his city, was forcibly imprisoned in wonder form—and presumably is still a helpless, ridiculed prisoner. The drow wizard known only as "the Watchspider Wizard" is known to have taken refuge in wonder form to elude a yochlol summoned and sent (by an angered priestess) to slay him. Several human mages, including Auziiyra Twelvestars of Tethyr and Brondeth of the Broken Staff, may still survive somewhere in the Underdark, in the wonder forms they assumed to escape death at the hands of drow attackers who overwhelmed the human mining community they were guarding.

In Menzoberranzan, the drow wizards Thaerlbone Faen Tlabbar and Master (of the Academy) Daethleness Tuin'Tarl are known to have escaped the justice of Lloth by taking wonder form—and Ardreyth Mizzrym, Matron of her House at the time, received a fatal surprise when she casually lashed a chittering wonder out of her path during a hunt—and it snarled and unleashed a *meteor swarm* that fried her and most of her family around her. When the drifting smoke thinned, the blackened wonder was seen, by the astonished drow survivors, standing unconcernedly amid the cooked carnage, having survived the full damage of its own spell. It sighed and shuffled slowly away. That transformed wonder is still out there in the Underdark, somewhere; the drow dared not try to stop it going on about its business.

Surface-world wizards have developed spells that specifically *polymorph* a foe into wonder-form, and drow priestesses of the Underdark also use a spell to work the same effect, which keeps the wizards alive in case their power is needed later, but as vulnerable, helpless, non-threatening things. Beings so entrapped cannot speak (though they can use sticks to write words or draw symbols)—they can only chitter, as 'natural' wonders do.

Lacking any means to work spells or effectively communicate with others, such unfortunates are trapped, although they retain their human intelligence and knowledge. Existence as a wonder may drive a human insane. Check at the end of each year; to avoid insanity, a percentile roll score must exceed a total of 50 minus the character's wisdom. A trapped being can always, by force of will, unleash a wonder's natural random magical effect (as noted earlier), but has no control over what effect occurs.

The only way to free a being trapped in wonder form is during the once-daily round in which they unleash a wild magic effect. During this round, the *anti-magic shell* becomes visible, and flickers visibly. A *dispel magic, remove curse,* or properly-worded *polymorph other* spell cast at the wonder during this round will return the being to its true form—although the being must make a System Shock Survival roll.

Winter-Wight



Climate/Terrain:	City of Moil
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic Evil
No. Appearing:	1
Armor Class:	0
Movement:	9
Hit Dice:	16
THAC0:	5
No. Of Attacks:	2
Damage/Attack:	5d4/5d4 (claw/claw)
Special Attacks:	Blackfire
Special Defenses:	Regeneration, half damage from physical attacks.
Magic Resistance:	30%
Size:	M (6′ tall)
Morale:	Fearless (20)
XP Value:	14,000

Winter-wights are undead creatures of tremendous power. They appear as humanoid skeletons sheathed in thick casings of clear ice, save for their skulls. When provoked, their skulls ignite with coronas of black flame. The ice acts as frigid "flesh" for the creatures, and huge shards of jagged ice act like claws. Despite the ice, these creatures can move normally, flexing their icy limbs as if unhindered by their frozen shells.

Combat: A winter-wight's razor-sharp ice claws allow the creature two attacks a round for 5d4 points of damage with each swipe.

While a winter-wight's physical attacks are not to be ignored, the real threat this creature possesses is that its touch causes *blackfire*. In the same way that a conventional fire burns and propagates by consuming combustible fuel, *blackfire* burns on the fuel of a living being's life force. Those touched in combat are engulfed in cold flames the color of midnight. The afflicted character must immediately make a check to determine what happens. On a roll of 11 or more on 1d20, the character suffers no damage that round, and the *blackfire* burns lower; the target's hit point adjustment from Constitution applies as a bonus or penalty to the roll (all characters can claim the warrior adjustment for purposes of the roll). If three successful checks are made in three successive rounds, the *blackfire* gutters out. If the check fails, the target temporarily loses 1d2 points of Constitution, losing any associated hit points and special abilities. Each round that the *blackfire* burns on the victim's life force, another check must be made. If the creature's Constitution score reaches 0, it dies. Those killed by *blackfire* are irretrievably consumed. Nothing but a blackened, crumbling skeleton clad in undamaged clothes remains of the victim. Not even a *wish* can restore them.

If any other living being comes within 2 feet of a victim engulfed in *blackfire*, that being must make a successful saving throw vs. death magic or face the same effects described above.

Blackfire cannot be smothered by conventional means. However, *blackfire* will not burn in an *antimagic shell* or on a being protected by a *negative plane protection* spell, and it can be blown out by the force of a *fireball, lightning bolt*, or similarly energetic spell (the victim suffers damage from these normally) of at least 8 dice. Those who survive *blackfire* recover lost Constitution at the rate of one point an hour.

Winter-wights can sublimate moisture from the air to repair damage to their icy flesh, regenerating 1d10+3 hit points a round. If these creatures are brought to –10 hit points or below, they cease to regenerate. The enchanted nature of their physical forms allows them to take only half damage from physical attacks, however fire and heat attacks cause double damage.

Winter-wights are turned as special undead. They are immune to *charm, hold, sleep*, cold, poison and death magic.

Habitat/Society: Acererak created winter-wights in his quest for knowledge and power. Because these undead could potentially burn away the life of a foe with but a touch, Acererak initially felt that he had reached the pinnacle of undead manifestation. However, the evil lord soon realized that these creatures were too corporeal for his hidden purposes. The winter-wights he had created he placed within the City That Waits and within his own lair to act as sentries.

Ecology: Acererak creates winter-wights from lower forms of undead in a special process. This process involves the immersion of the undead in a bath of amplified radiation from the Negative Energy Plane, in conjunction with powerful rites of binding and animation.

	Primary	Secondary	Tertiary	Space	Remote
CLIMATE/TERRAIN:	Any	Any	Any	Any	Wildspace
FREQUENCY:			Very rare		
ORGANIZATION:	Solitary	Horde	Swarm	Solitary	Solitary
ACTIVITY CYCLE:	Diurnal	Nocturnal	Any	Any	Any
DIET:			Omnivore		
INTELLIGENCE:	Low	Low	Semi-	Average	Non-
TREASURE:			None		
ALIGNMENT:	Chaotic evil	Chaotic evil	Neutral evil	Chaotic neutral	Neutral
NO. APPEARING:	1-3	2-20*	1d4*	1	1-5
ARMOR CLASS:	−5	0	2	−3	5
MOVEMENT:	9	48	16	SR 3	24
HIT DICE:	15	8	4	45	7
THAC0:	5	13	17	5	13
NO. OF ATTACKS:	7	6, spit	3	7, sunbeam	1
DAMAGE/ATTACK:	3d6(x6)/5d12	2d6(x6)/3d6/2d10	1d6 +3(x2)/1d10	1d6 hull pts(x6)/ 2d6 hull pts/25d10	See below
SPECIAL ATTACKS:			See below		
SPECIAL DEFENSES:			See below		
MAGIC RESISTANCE:			Nil		
SIZE:	G (200′)	H (20′)	M (5′-6′)	G (1000′)	G (25′)
MORALE:	Fearless (19-20)	Elite (13-14)	Steady (11-12)	Fearless (19-20)	Steady (11-12)
XP VALUE:	12,000	6,000	270	40,000	2,000

* indicates per number of previous monster; i.e., one primary can hatch 2d10 secondaries; two secondaries can hatch 2-8 tertiaries (1d4 each).

Orc shamans created the witchlight marauders during the escalation of the Unhuman Wars to "counter ruthless elf aggression," as one surviving orc scroll reads. In truth, the marauders were shock troops, organic first-strike weapons meant to devastate whole elven planets. Their efficiency as killing machines was matched only by their fast breeding.

Luckily for the rest of humanoid civilization, these monsters were wiped out during the Unhuman Wars. There are orcish legends, however, of *timestop* devices that preserved some of these beasts as doomsday weapons.



Combat: The slug-like land marauders were enormous (500+ feet), dwarfing even venerable red dragons. Everything in the witchlight marauder's path—plants, animals, city walls, mountains—was food for the beast's cavernous central maw. Secondary mouths sprouted to gobble up prey on either side of the beast's path. Land marauders especially liked metal, mineral deposits, and magical items. All food made its way to the blast-furnace gut, producing poison gas—and more witchlight marauders.

As the marauder gorged itself, it periodically ejected secondary marauders. These smaller (20′ tall) killers leapt forth, rending and killing with six poisonous metallic talons (2d6 each; save vs. poison or take 1d10 additional damage), steel teeth (3d6), and a sweeping spiked tail (2d10). The secondaries also spat an acid jet (1d8 per round, 30′ range), and could climb nearly any surface with their gripping feet. These monsters ranged the countryside, covering miles in a single night, homing in on the scent of elven blood, destroying all survivors of the primaries' attack.

Once the secondaries gorged themselves on living flesh, they ejected still smaller fighters. These small (4′ tall) tertiaries were berserker warriors with two metallic sword blades in place of hands. Their strength (18/50, +3 damage) and agility made them fearsome in combat.

After a week's "foraging," the primary marauder burrowed deep underground and established a lair. In the two weeks that followed, guarded by secondaries, the primary split like an amoeba into two primary marauders. The cycle continued until the marauders ran out of food, whereupon they turned on and destroyed each other.

These land marauders reached their targets via still larger creatures: the space marauders. These enormous (1000′) reptilian hor-

rors traveled through wildspace on sails spun from special organs on their bodies. These sails doubled as focusing mirrors, enabling the space beast to focus a deadly (25d10) sunbeam on targets. Once they reached a crystal sphere, they phased their way in, searching for small celestial bodies to feed on. Like their smaller kin, flying marauders ate any being, rock, or small moon they found, creating both land marauders and explosive projectiles (12d6 hull points of damage).

The spacegoing marauders were enormous (1,000'). A crocodilian head sported a nest of thousands of yard-long, razor- sharp teeth. This head was encrusted with glowing red eyes, and bit for 2-12 hull points of damage. Surrounding the central head were six long, flexible necks ending in eyeless heads with gaping, ship-smashing maws (1-6 hull pts damage per head). The scaly, veined necks were attached to a tree-trunk shaped body that terminated in a pulsating mass of writhing hawser-like tentacles. At the center of this squirming mass were the umbilicals to which were attached three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

The space marauder's crocodilian mouth held thousands of yard-long, razor-sharp teeth (2d6 hull points). Surrounding the many-eyed central head were six long, flexible necks ending in eyeless heads with gaping mouths (1d6 hull points per head). The scaly necks attached to a tree trunk-shaped body that terminated in a mass of writhing hawser-like tentacles. At the center of this squirming mass, umbilicals held three primary marauders. As individual primaries reached maturity and detached, new ones grew in their places.

In addition to the land marauders, the spacers could also birth 1d4+1 remote feeders. These were little more than gigantic (550' diameter) flying gullets that would engulf matter from planets, digest it, and return to the mother beast to provide it with additional nourishment.

Habitat/Society: These solitary war beasts were bred and unleashed by orcish mages for use in the Unhuman Wars. The orcs' overall objective was a scorched-earth strategy that would leave the elven worlds lifeless, barren rocks.

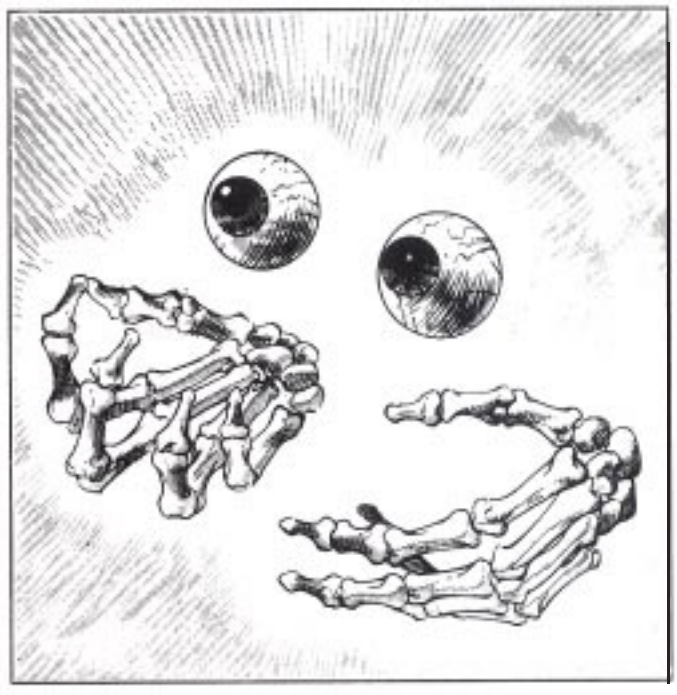
Fortunately, the elven forces found out about the plan before the witchlight marauders were unleashed. Using their own new weapons (see the "Bionoid" and "Spirit Warrior" entries), they attacked and destroyed the orcs.

Some old scrolls hint that one of the space marauders escaped the elves' onslaught, burning its way through the elven blockade into space. Elven sages refuse to comment on this, dismissing the writings as orcish propaganda.

Ecology: During the Unhuman Wars, orcish breeders developed creatures that were meant to counter the threat of elven spirit warriors. These monsters served as land and air/space attackers. It was thought that the elves eradicated all of these doomsday weapons, but apparently a few may have survived either by encapsulation in *time-stop* fields or by wandering the starlanes. If an adventuring party were to find one of these organic time-bombs, it would behoove them to leave the area immediately.

CLIMATE/TERRAIN:	Any
FREQUENCY:	
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	4 + 4
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (5′ tall)
MORALE:	Steady (12)
XP VALUE:	1,400



Wichtlin are elven undead. They are relentless killers and deadly adversaries.

Wichtlin appear as a pair of floating eyeballs and a pair of floating, skeletal hands. Both the eyeballs and the hands glow with a greenish color Those using *detect invisibility, true seeing.* or a similar spell can see the wichtlin's entire form: a blackened elven skeleton draped with shards of rotting flesh.

Wichtlin are a result of an ancient curse on the court of Queen Sylvyana, a Silvanesti elf also known as the Ghoul Queen. All known records of her reign were destroyed by the Silvanesti, and only fragments of rumors remain When an elf of evil alignment dies violently, there is a 1% chance that Chemosh, the Lord of the Undead, in conjunction with the spirit of Queen Sylvyana, claims his spirit and resurrects him as a wichtlin.

Combat: A wichtlin's sole motivation is to kill victims in order for Chemosh to attempt to claim their spirits. Wichtlin are unaffected by poison and paralyzation They are immune to *sleep, charm, hold,* and cold-based spells; fire scores normal damage. They can only be hit with +1 or better magical weapons. Holy water causes 2d4 points of damage per vial. Opponents who can see the entire wichtlin with *detect invisibility* or similar spells make their attack rolls normally; all others suffer a -2 penalty to their attack roll. Wichtlin are turned as spectres.

Wichtlin do not use weapons. Their left hands cause victims to become paralyzed for 2d4 rounds unless their victims roll successful saving throws vs. paralyzation. Their right hands inflict 2d6 points of poison damage unless their victims roll successful saving throws vs. poison (victims protected by *slow poison* or its equivalent are unaffected by the wichtlin's poison attack).

These creatures also have the following properties:

* A wichtlin that was a spellcaster in its previous life retains its spellcasting abilities at half its prior level of ability (for instance, a 7th–level evil mage would cast spells as a 4th–level mage when resurrected as a wichtlin).

* It a wichtlin successfully paralyzes an elf, the wichtlin's gaze can implant a suggestion (as the 3rd–level wizard spell) in the elf, unless the elf rolls a successful saving throw vs. spell.

* An elf killed by a wichtlin becomes a wichtlin in seven days unless the elf is resurrected or otherwise revived. The body develops a faint glow during that time and begins to fade, except for the eyes and hands.

* When a wichtlin slays any opponent, the wichtlin becomes fully visible for 1d4 rounds. However, it remains noncorporeal, with the exception of its hands and eyes.

Habitat/Society: Wichtlin can be found anywhere; they can even be seen trudging along the ocean floor. So rare are wichtlin that they are never encountered in groups. Wichtlin have no interest in treasure.

Ecology: As with other undead, wichtlin do not eat, sleep, or perform any other physiological functions. They are occasionally employed by the evil gods or powerful evil wizards as assassins or warriors.

Kagonesti Wichtlin and Wichtlin Wild Stags

If an evil Kagonesti elf meets a violent death while riding a wild stag mount, the spirit of the wild stag may also be claimed by Chemosh and resurrected along with the elf. The wichtlin wild stag appears as a pair of eyes and antlers, both glowing green; in most other respects, it is similar to a living wild stag (AC 7; MV 24; HD 3; #AT 1 or 2; Dmg 2d4 or 1d3/1d3; THAC0 17). However, the wichtlin stag can only be hit by +1 or better magical weapons. If a victim is struck by an antler attack, he must roll a successful saving throw vs. paralyzation or become paralyzed for 2d4 rounds. The wichtlin wild stag obeys all commands of its wichtlin rider; however, if the stag is separated from its wichtlin by more than 20 yards for a full round, it disappears, never to return. It also disappears if its wichtlin rider is killed.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic and phlogiston
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO.APPEARING:	1 (occasionally 1d4)
ARMOR CLASS:	0
MOVEMENT:	12, Fl 24 (MC: C)
HIT DICE:	10
THAC0:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Random wizard spellcasting
SPECIAL DEFENSES:	Immune to normal weapons; successful spells have a special effect
MAGIC RESISTANCE:	25%; special if successful
SIZE:	M (usually 5′ to 6′ tall)
MORALE:	Champion (15)
XP VALUE:	13,000

A wizshade appears as an undulating, rushing snake of force in the air that slows and widens into a swirling, many-colored vortex about 8 feet in diameter. Out of this (ignoring gravity, such as which direction is down) rises a humanlike form in flowing robes. The form is usually bald and has a long beard, if male, or has a conical hat and long hair, if female. The hat and robes swirl into the vortex and are of the same (usually bright) color—a hue shared with the form's pupilless eyes, which blaze like flames. This form can part from the vortex, walking on air; the vortex cannot move when the shade has stepped out of it. Wizshades seldom leave their vortices.

A wizshade and its vortex are composed of mists akin to the phlogiston, and the vortex is connected to the phlogiston by means of a tunnel no larger than a hair. The tunnel can be traversed by those daring to enter the vortex in order to reach the swirling phlogiston. A wizshade can sink back into its vortex and depart at will. A vortex collapses if its wizshade is destroyed; if struck by spells that deal it more than 70 points of damage, it retreats from the Prime Material plane, taking the wizshade with it.

Wizshades are whimsical and may aid or harm those they encounter. Wizshades speak common or any other frequently encountered tongue (elvish, dwarvish, etc.) when they wish, but their utterances do not often make sense.



Combat: The misty bodies of wizshades offer little resistance to weapons, which pass through them without seemingly doing harm. Wizshades cannot attack physically, and they suffer no damage from physical attacks. Magical weapons deal wizshades their usual damage; all weapon and strength bonuses apply, and wizshades are considered enchanted creatures for damage purposes. However, no special weapon effects (such as vorpal or life-draining properties) function against a wizshade.

Wizshades are creatures of magic, and both do and take harm from magic. They use only wizard spells, cannot cast spells on themselves, and wield all spells as instantaneous-effect magics requiring only the final somatic gestures for casting. For each round of combat, roll 1d10. The result is the level of the spell the wizshade can cast. (A "10" means the DM chooses the level.) Then roll d100 to determine the spell cast. If the result is higher than the number of spells listed in the *Player's Handbook* for that level, the DM chooses a spell of the appropriate level from any relevant source. Regardless of how inappropriate the spell may be for the situation, the wizshade casts it. Spells that boost a caster's hit points or energy by taking it from a subject creature do benefit a wizshade. Wizshades save as a 10th-level wizards or use their own pre-wizshade saving throws (whichever are better, provided their pre-wizshade level and class are known).

Any spell or magical attack successfully cast on a wizshade does no physical damage to the wizshade, but eliminates the equivalent spell level from its use for that combat. In other words, if a *cloudkill* is successfully cast on a wizshade, it cannot cast 5th-level spells for the rest of that combat. If this spell level is rolled for wizshade use in a later combat round, the wizshade casts no spell that round. A wizshade checks morale at each loss of a spell level; failure means it vanishes back into its vortex and departs.

If a wizshade's magic resistance succeeds against any magical attack, it captures the attack's energy, and suffers no spell level loss. Instead, roll 1d10. If the result is a spell level previously closed to the wizshade, it regains the use of that spell level in future rounds.

Habitat/Society: The strange entities known as wizshades are most common in the phlogiston between the crystal spheres that contain worlds, but they can also be encountered anywhere else. They seem attracted to artifacts, magical items of great power (or collections of such items), wild magic areas, or places where great magical energies have been released.

Wizshades do not vary in powers, but have a distinct ranking among themselves by color. Hues denote how long a particular wizshade has existed. These ascend in rainbow order from violet through indigo, blue, green, yellow, orange, and red. Wizshades are whimsical, willful, chaotic creatures who seem to delight in teasing others and in spectacular displays of magic. They have no natural allies or foes, but delight especially in annoying powerful wizards, or other spell- or psionic-using beings when they encounter them. Rumors occasionally surface of extremely rare instances of the appearance of priestly spellshades, but these sightings have never been confirmed.

Ecology: Wizshades never carry anything tangible; their garments are part of them. To heal, they absorb phlogiston. It is rumored that the most powerful wizshades can achieve life in other bodies on other planes, or even regain their original physical state without having aged during their time as wizshades.

—*From* Volo's Guide to All Things Magical, #9535

Wolf

	Wolf	Worg	Dire	Winter
CLIMATE/TERRAIN:	Non-tropical	Any forest	Any forest	Arctic
FREQUENCY:	Uncommon	Rare	Rare	Very rare
ORGANIZATION:	Family	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Semi-(2-4)	Average (8-10)
TREASURE:	Nil	Nil	Nil	I
ALIGNMENT:	Neutral	Neutral Evil	Neutral	Neutral evil
NO. APPEARING:	2-12 (1/1%)	3-12	3-12	2-8
ARMOR CLASS:	7	6	6	5
MOVEMENT:	18	18	18	18
HIT DICE:	3	3+3	4+4	6
THAC0:	18	17	15	15
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2-5	2-8	2-8	2-8
SPECIAL ATTACKS:	Nil	Nil	Nil	Frost
SPECIAL DEFENSES:	+1 versus *charm*	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (3'-4')	M (4'-7')	L(7'-12')	L (7'-12')
MORALE:	Average (10)	Steady (11)	Average (10)	Elite (13)
XP VALUE:	120	120	175	975

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do. The truth is that never in recorded history has a non-rabid or non-*charmed* wolf attacked any creature having an equal or higher intellect than itself. (The chance of encountering a rabid wolf that would attack anything is 1%, if a lone wolf is encountered.)

Northern wolves exhibit colors from pure white, to grey, to black. Southern wolves are reddish and brown in color. Although fur coloration vary with climate, all wolves have various features in common. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost *empathic* ability.

Combat: Wolves hunt in packs during winter and late fall when only large herbivores are available. Wolves prefer small prey over the larger variety, because of the amount of energy required to run them down. Even then, they catch only the weak and sickly animals. Wolves usually hunt only one large quarry per week, per pack, going without food for days at a time. During summer months, a single wolf can consume over 30 mice in a single day.

If a wolf or wolf pack is attacked by humans, they run away, looking back momentarily to make sure they are not being followed. If backed into an inescapable location, they will attack by tearing at clothing or legs and arms until they have an opening to escape.

Habitat/Society: Wolves, like humans and demi-humans, are social animals. They live, hunt and play in families. There is a very strict social structure in these family groups that is continually followed. Each pack is led by an *alpha male*; his mate is the *alpha female*. Only the alpha male and alpha female breed, but the second ranking female often helps in whelping and nursing duties.

Wolves prefer areas not inhabited by other large predators. Their domain has many terrain features in which they can play. Large rocks, fallen trees, and brooks play an important part in their recreational activities. Wolves will leave an area once humans move in.

Ecology: Wolves are valuable hunters in the wild. Fear of the wolf has resulted in their extinction in many areas. This genocide results in a marked increase in rodents and deer population that has nearly demolished the surrounding ecosystems.

Dire Wolves

The dire wolf is an ancestor of the modern species. Though larger in size, they are otherwise similar to their descendants.

Worgs

Worgs are an offshoot of dire wolf stock that have attained a degree of intelligence and a tendency toward evil. Worgs have a primitive language and often serve as mounts of goblins.

Winter Wolves

The most dangerous member of the species, the winter wolf is known for its great size and foul disposition. Living only in chill regions, they can unleash a stream of frost from their lungs once every 10 rounds, causing 6d4 points of damage to everything within 10 feet. A save vs. breath weapon is allowed for half damage. Cold-based attacks to not harm the winter wolf, but fire-based attacks cause an additional point of damage, per die of damage. Winter wolves are more intelligent than their cousins and, in addition to being able to communicate with worgs, have a fairly sophisticated language of their own. The winter wolf is beautiful, with glistening white or silver fur and eyes of pale blue or silver. If in good condition, a pelt is worth 5,000 gold pieces.



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CLIMATE/TERRAIN:	Astral Plane
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous (special)
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	3–12
ARMOR CLASS:	3 (on Astral Plane)
MOVEMENT:	18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–8
SPECIAL ATTACKS:	Astral attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (4' at shoulder)
MORALE:	Champion (16)
XP VALUE:	270

"But the sound lived on, and after a long while it began to grow louder again. Then I knew that my cunning had been in vain. I had killed (the hounds') bodies, but not their ghosts, and soon they would gain enough power to return and slay me, as they had always intended... Closer and closer they came, and sometimes I seemed to catch my father's and brother's voices, almost lost among the howling..."

—From "The Howling Tower"

Astral wolves are the spirits of canines and similar animals that died of hunger. They roam the wastelands of the Astral Plane, seeking to draw prey to them in dreams or through magic. If they were intentionally starved to death, astral wolves have an unstoppable thirst for vengeance against their tormentors. The killer can only hope to survive by diverting the wolves' hunger with hapless sacrifices.

Combat: Whenever a potential victim is in the vicinity of astral wolves, their howling can be faintly heard even during the day. While sleeping, the victim must save vs. spell or be drawn into the Astral Plane, where the wolves attack. Victims may fight with whatever weapons they carry on their persons. Any damage taken on the Astral Plane is transferred to the sleeping body. Combat on the Astral Plane lasts for 3–12 turns.



A potion exists which banishes a victim to the Astral Plane without a saving throw, where they are hunted by the astral wolves. This potion is most often used by potential victims who seek to throw the wolves off his trail.

Habitat/Society: Astral hounds roam their home plane in packs. They have no society except the pack, and all pack members' energies are directed at finding and hunting down food. Packs of astral hounds are sometimes accompanied by the ghosts of slain humans, who also seek vengeance on their killers.

Ecology: Hunger and vengeance are the only forces that drive a pack of astral hounds. Once the pack has fed, it stops hunting for 1–6 days. If a victim who has not injured the hounds while they lived leaves the area during this time, the hounds pursue only 25% of the time. A victim who slew one or more of the hounds in the hunting pack can escape the hounds in only two ways—divert them with sacrifices or enter the Astral Plane and kill all the hounds.

Wolf, Dread

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack or special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	3d4
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Regeneration, immunity and resistance to spells
MAGIC RESISTANCE:	Nil
SIZE:	S (2′–4′ long)
MORALE:	Fanatic (17–18)
XP VALUE:	650



These creatures were originally created by a renegade mage, but word of how to create these horrid creatures seems to have spread across the Prime Material Plane. These undead beasts are the eyes and ears of any mage who creates them.

Combat: A dread wolf fights like any other wolf, biting and tearing with its fangs, but if a group of dread wolves is within its 50-mile control limit (see "Ecology"), it will fight under the direction of the controlling mage. If a group is outside this limit, the wolves will fight using normal pack tactics.

Dread wolves cause a nasty rotting disease that can infect a bitten opponent who fails a save vs. poison within one hour of the fight—he loses 1 hp per hour until death. Treatment within the first hour by someone with the herbalist nonweapon proficiency adds +2 to the saving throw. A *cure disease* spell stops the disease.

During combat, a dread wolf regenerates like a troll, regaining 3 hp per round after the first combat round. Only acid, fire, or total dismemberment will inflict permanent damage. It is immune to *charm*, *hold*, and cold-based spells. Electricity-based spells cause only half damage.

Total dismemberment occurs when the creature's negative hit-point total is equal to or greater than its full positive hit-point total. However, the creature continues to fight until it reaches –10 hp. It then goes down until it regenerates to at least 0 hit points.

Habitat/Society: As undead creatures, dread wolves have no society. They reach a state of rotten decay soon after they are made. Their fur falls out and they stink so badly that they can be smelled 120 feet downwind.

A mage can have no more than one group of wolves (see "Ecology") under control at a time and cannot give over control of his dread wolves to anyone else. To try either action causes the cessation of the spells animating the wolves and leads immediately to their permanent destruction.

Dread wolves have no interest in treasure, but the controlling mage can order them to find and bring back anything one of them can carry away in its mouth.

Ecology: As magically animated undead, dread wolves have no natural place in any ecosystem. To create these servants, a mage must be evil and at least 9th level, and he must have 3d4 wolves that have been dead for no more than a day. The spellcaster begins an incantation over the dead wolves that combines modified versions of *animate dead*, *summon shadow*, and *dismissal*. By doing this, the mage summons a shadow from the Negative Energy Plane and breaks it into parts which are infused into the wolves, creating the dread wolves.

The spellcasting takes an hour. If spell is interrupted, the energies of shadow's separate parts are unleashed. When this happens, the mage suffers 3d10 points of damage (no save) from the other-worldly energy blast.

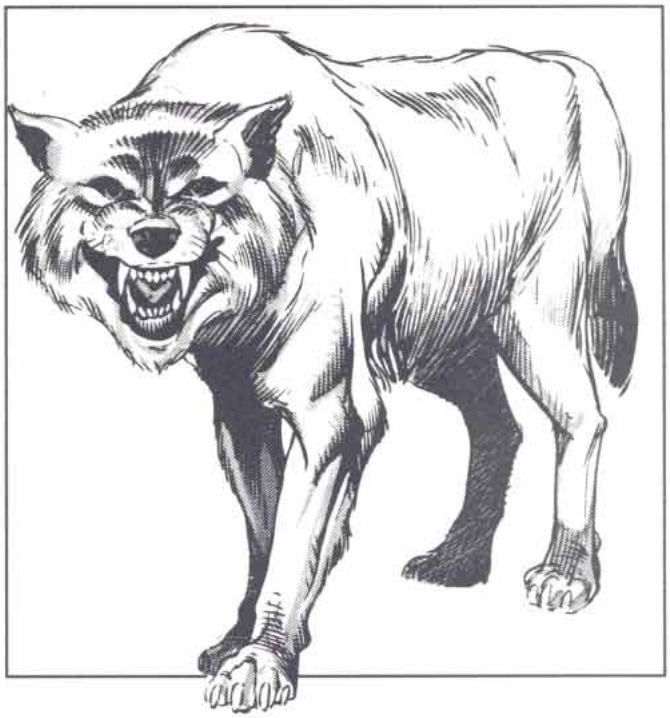
At the end of the hour, the mage will have 3d4 servants that can travel up to 50 miles away and enable him to see and hear everything they see and hear. The wolves are directly under the control of the mage's mind within this distance.

The wolves can venture outside the 50-mile limit, but they lose contact with the controlling mage. Unless previous commands prevent this, the wolves will immediately try to get back within the limit to regain contact. The dread wolves can be given a command of up to three short sentences (a total of 30 words), which they will cover any distance to fulfill. This command will always be fulfilled unless the dread wolves are destroyed first.

For some unknown reason, the spell that makes dread wolves will not work on dogs. A mage who attempts this on dogs suffers 3d10 points of damage as described earlier.

Wolf, Mist

CLIMATE/TERRAIN:	Subarctic and temperate/Non-desert
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Breath weapon
MAGIC RESISTANCE:	10%
SIZE:	M (4' at the shoulder)
MORALE:	Elite (13-14)
XP VALUE:	175



Mist wolves are cousins of normal wolves, but they are larger and have some magical abilities. Although they're lawful good in alignment, mankind's innate fear and hatred of wolves ensure that these creatures are treated with distrust.

Mist wolves are almost identical to their nonmagical cousins, except that they're taller at the shoulder and their fur is gray with white tips on the hackles. They're slim and muscular, with fearsome-looking teeth. Their eyes are black, without the red tinge often seen in wild wolves.

Combat: Mist wolves attack in packs like common wolves, often using the sheer weight of numbers to drag down opponents. They're more intelligent than their cousins, so they are less likely to continue an obviously losing battle.

Mist wolves have a magical ability that makes it easier for them to disengage from stronger opponents. Each mist wolf can exhale clouds of thick mist (similar to a *wall of fog* spell) blocking all vision, filling a volume ten feet on a side (1,000 cubic feet) and lasting five rounds unless blown away. The mist is purely defensive, since it's as opaque to the wolves as it is to their opponents. This ability can be used twice per day.

Mist wolves have an innate ability to detect evil. This power operates continuously, without conscious volition. They're implacable enemies of evil and defenders of goodness and law. They'll often go to great lengths—even giving up their lives—to protect humans and demihumans.

Habitat/Society: Because of their alignment, mist wolves attack only humans or demihumans who have been acting in a flagrantly evil manner. Normally, mist wolves protect travelers from evil creatures that may wish them harm. Unfortunately, fear and hatred of wolves are taught from the cradle and are embodied in everything from children's tales to common expressions ("a wolf in the fold," "the wolf at the door," etc.). The fact that mist wolves are frequently seen where evil is abroad doesn't help; people never realize—or refuse to believe—that the wolves only appear when evil is near in order to fight it. Therefore, mist wolves are often slain by the very people they're trying to protect.

Mist wolf society is based around the pack. Packs consist of up to 20 adult wolves, with an equal numbers of males and females. The leader of the pack is the strongest individual (usually male, but not necessarily so), who gains and defends the position by challenge and non-lethal combat.

Mist wolves have their own rich language consisting of yips, barks, and growls. They understand the common tongue, but they are unable to speak it for anatomical reasons.

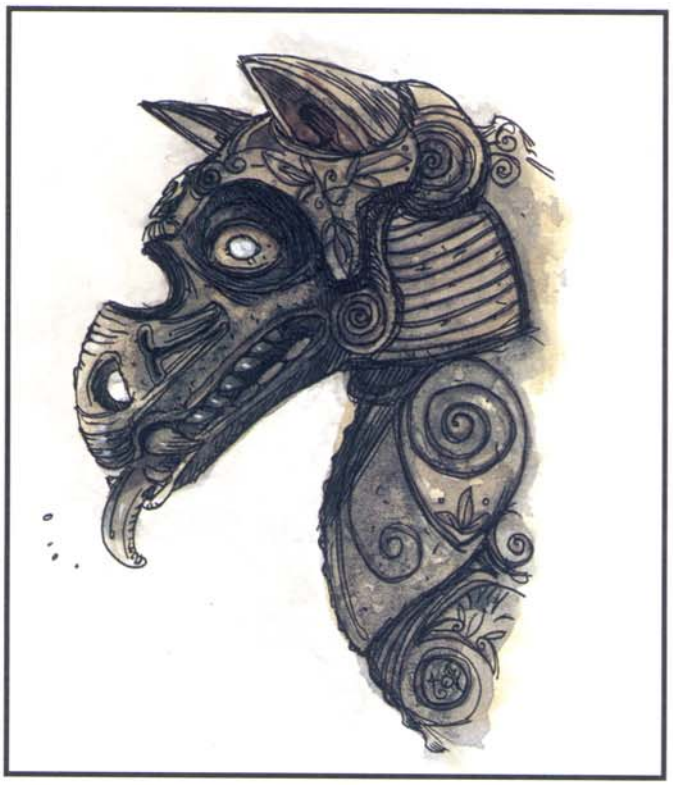
These creatures are most common in forests with evil reputations, because that's where they can do the most good. (Of course, this doesn't help the wolves' reputation at all. . . .) There are large populations of mist wolves in Dreadwood and in the Burneal Forest, although they aren't limited to these areas.

Ecology: If a pack of mist wolves is encountered in its own territory (usually wilderness forests), there are half as many cubs present as there are females in the pack. Mist wolves are monogamous and mate for life, and both parents share the responsibility of caring for cubs. Cubs grow rapidly, reaching full maturity at the age of 12 months. They gain their breath weapon ability at half that age.

Mist wolves are highly efficient predators with few natural enemies. They're intelligent enough to select their victims and control their hunting with care, making sure never to over-hunt an area.

Wolf, Stone

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	5+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Initiative bonus, pounce
SPECIAL DEFENSES:	Resistance and immunity to certain spells and weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (5'–6' long)
MORALE:	Fearless (19–20)
XP VALUE:	1,400



As these creatures are animated stone, their appearances can vary widely along a wolf theme. The only similarity between all stone wolves is the use of white-hot fire opals for eyes.

Combat: Melee with stone wolves can be tricky. The change from motionless statue to moving creature is almost unnoticeable, giving them a +4 initiative bonus in the first round of combat. On a natural 20 attack roll, the wolf has made a successful leap and pounce, pinning its opponent and inflicting an extra 1d6 points of crushing damage. A successful bend bars/lift gates roll is needed to escape (one roll per five rounds is allowed). All Dexterity and shield bonuses are canceled for the period of time the victim is trapped, and the stone wolf gets a +4 attack bonus.

Missile fire inflicts only 1 point of damage per arrow, stone, or bolt to a stone wolf; edged weapons cause only half damage; blunt, smashing weapons visit full damage; and magical weapons always get their full bonuses.

Stone wolves have one particular weakness: their eyes. If a character uses the called-shot optional rules from *The Complete Fighter's Handbook,* he can go for a stone wolf's eyes. Should the character succeed, he may roll a second 1d20. On a roll of 1 or 2, the character has succeeded in smashing both fire-opal eyes, immediately destroying the wolf. Otherwise, he has destroyed one eye, imposing a –4 attack penalty on its blind side.

Stone wolves are immune to *sleep, hold, charm,* and all cold- or paralysis-based spells. They suffer half or no damage from fire- or electricity-based spells, depending upon whether they successfully save vs. spell. A *stone to flesh* spell makes them vulnerable to all weapons and gives them AC 10 if they fail a save vs. spell. A *transmute rock to mud* or *disintegrate* spell destroys a stone wolf instantly if it fails a save vs. spell. An *earthquake* spell inflicts 6d8 points of damage (half damage if a save vs. spell is successful). A *move earth* spell turns one stone wolf into a statue permanently if the creature fails a save vs. spell (but since the creature is animated, it gets a saving throw). A *wall of stone* spell disperses the creature's mass into the newly created wall if the stone wolf fails a save vs. spell; if it successfully makes its saving throw, there is a 50% chance that the creature is on the same side of the new wall as the caster. A *magic missile* spell causes normal damage.

Habitat/Society: As animated creatures, stone wolves have no true society other than their relationship with the mage who created them. He can call the wolves to him at any time. They will find him immediately, even though they cannot track by smell. They can track by sight or hearing if necessary.

Since stone wolves are created beings, they have no treasure of their own. However, they are often set to guard objects that mages value, so it's reasonable to assume that there is something worthwhile nearby when they are encountered.

Ecology: As artificial creatures, stone wolves are not part of the natural order. These creatures are created by a mage of the 9th level or higher, using a specially modified *stone shape* spell, followed the next day by a specially modified *animate dead* spell. The recipients of these two spells are up to four large lumps of purified clay. Embedded within each clay lump must be the skull of a wolf and two 1,000-gp fire opals that will serve as the glowing eyes once the wolf shape is formed. During the one-day period between the formation of the wolf shape and the casting of the *animate dead* spell variant, the mage may cast no other spells of any kind.

After the second spell is cast, the mage will have up to four guardians that he can set to guard any item or room he chooses. Stone wolves never sleep. They stand as still as statues until a stranger gets close to the item or enters the room.

Wolf, Vampiric

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	3d6
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	6+4
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	*Cause falling*, grasping bite, high initiative
SPECIAL DEFENSES:	Regeneration, immunity to certain spells and weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (2'–3½' long)
MORALE:	Elite (13–14)
XP VALUE:	2,000



These foul undead creatures are the result of corrupting ceremonies used on normal wolf pups by evil clerics. Vampiric wolves are uniformly black, with feral, glowing orange eyes.

Combat: When vampiric wolves hunt, they follow normal pack tactics until their victim is unable to escape. In game terms, a bite attack will cause a running or standing victim to fall if the victim fails a saving throw vs. paralysis. Once the prey falls, the wolves continue to attack, shifting to the victim's arms so that he can no longer use a weapon. This involves a called-shot attack in which a vampiric wolf has a –4 penalty to hit; success means the wolf has grasped an arm in its mouth, and the victim cannot get free unless he makes a successful Strength check (one attempt per round). A victim's legs may be similarly grasped. Once a grasping bite is made, damage is continually inflicted each round as the wolf gnaws on the limb.

Once the victim is helpless, the vampiric wolves close in and drink the spilled blood, an act that takes as long as the victim lives, plus 1d4 + 1 rounds. This causes the wolves' eyes to glow a deep red for the next 12 hours.

Since they share some of the nature of vampires, these wolves are extremely agile, giving them a bonus of +2 on initiative rolls. Vampiric wolves are immune to *sleep, charm, hold,* and paralysis-based spells. Only silver weapons or magical weapons of +1 value or better can do actual damage in melee. They also regenerate, instantly gaining the same number of hit points they inflict as damage on an opponent.

Unlike a vampire, these wolves can move about in daylight, though they normally choose not to do so. When attacking in daylight, they suffer a –2 penalty.

Habitat/Society: Vampiric wolves regard the cleric who created them as their leader, accepting no other except their own, strongest member. Any other who tries to command them is attacked. As pack leader, the cleric has complete control over them. The pack can understand simple commands of up to four words and will obey them even when left on their own for long periods. But, as pack leader, the cleric also faces some danger: Wolves do not accept weakness in their leader, and should he show any sign of unfitness, the pack will turn on him. Should the wolves kill the cleric, they will run free. They will avoid contact with humans or demihumans unless the latter are hunting the vampiric wolves.

Vampiric wolves have no interest in treasure. However, the cleric often uses them as guards. It is a better than even chance that there is a concealed portal of some sort nearby if the wolves are found near what appears to be a wolf den.

Ecology: Being undead, these creatures have no place in the natural order. They destroy things and give back nothing.

In order to create these foul corruptions, a cleric must be evil and at least 9th level. He can use 3d6 pups from one or more wolf dens. The pups must be very close to being weaned, but cannot have tasted meat or they will be useless.

The cleric first performs a ceremony using what amounts to the opposite of an *atonement* spell. Then, every day he must hand-feed the pups. The food can be no more than one day old and it must be infused with one or two drops of blood from a living human, or dust from a vampire and cursed using a *reversed bless* spell. This must continue every day for three months or the pups die. At the end of the three-month period, the pups are fully grown and must then be slain by poisoning; they then arise as vampiric wolves. If they are not slain at this time, the wolves must each make a saving throw vs. death magic or become greatly weakened (1 hp per Hit Die), living on as bloodthirsty but otherwise normal wolves.

It is impossible to create vampiric dogs.

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	B, 50% of S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-12 and weapon
SPECIAL ATTACKS:	Singing brings on lethargy
SPECIAL DEFENSES:	Iron or +1 or better weapon to hit
MAGIC RESISTANCE:	10%
SIZE:	M (4'-7')
MORALE:	Elite (14)
XP VALUE:	1,400



The wolfwere is an evil and hateful creature that delights in the brutal slaying of humans and demihumans alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

The wolfwere is able to assume a wide variety of shapes at will. Transformation from one form to another takes only a single round. Its true shape, and that in which it prefers to spend the vast majority of its time, is that of a large wolf. When in this state, it is almost indistinguishable from a dire wolf.

When a wolfwere is attempting to lure humans or demihumans into an ambush, it will assume the shape of member of their race. Almost without exception, the new persona will not be of the same sex as the potential victim. Thus, a wolfwere which is stalking a male elf will transform itself into a female elf. In all cases, the newly disguised wolfwere will have exceptional physical beauty.

Combat: The wolfwere is a sly and dangerous adversary. In addition to its great fury and fighting prowess, its high intelligence must not be overlooked or underestimated.

When a wolfwere first spots unsuspecting humans or demihumans in its territory, it will change into its fully humanoid form and assume the guise of a pilgrim, minstrel, or similar wanderer. The wolfwere will normally carry some form of stringed instrument which it seems to absent-mindedly play at while it travels. The true nature of its song, however, is terrible and often fatal. Anyone who hears the wolfwere's song and then fails a saving throw vs. spell will be overcome with *lethargy*. The effects of this enchantment are the same as those of the *slow* spell. Once this effect begins, it cannot be countered and lasts for 5-8 rounds.

When a wolfwere is ready to attack, the creature again changes its shape. Now, in a form which is half-wolf and half-human (or demihuman), it strikes. The wolfwere will almost always change into this form when it engages in combat because it has the ability to bite like a wolf and also wield a weapon of some type.

In any form but its fully humanoid one, the creature can deliver a savage bite with its powerful jaws. It is this mode of attack which the monster prefers to employ above all others.

When in its humanoid or half-humanoid state, it is also able to carry and employ weapons. Although the exact type of weapon used will depend upon the specific tastes of the creature encountered, wolfweres tend toward axes, swords, and similar cutting edges.

If the creature is forced to engage in battle while in its humanoid form, it will be forced to rely wholly on its weapons for defense. In such cases, it normally seeks to escape and transform into its half-humanoid state before returning to battle.

The magical nature of the wolfwere makes it immune to damage inflicted by any weapon which is not made from cold wrought iron or enchanted to +1 or better. All other weapons are simply turned aside by the creature's hide.

It is possible to protect oneself from attacks by wolfweres, however, for they are disgusted by wolfsbane and will avoid it whenever possible.

Habitat/Society: The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found. In almost all cases, encounters with more than one wolfwere will be with a mated pair or a group which has decided to work together to increase the success of their hunting.

Ecology: There is a 75% chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will be worgs 70% of the time. If they are not worgs, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.

Despite their fondness for wolves and worgs, wolfweres loathe the company of werewolves. The enmity between these two monsters is so great that they will often attack each other on sight.

Wolfwere, Greater



Climate/Terrain:	Any/Forest
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any (especially night)
Diet:	Carnivore
Intelligence:	Exceptional (15–16)
Treasure:	20% U (B)
Alignment:	Neutral evil
No. Appearing:	1–4
Armor Class:	2
Movement:	18
Hit Dice:	8+2
THAC0:	13
No. of Attacks:	1, 2, or 3
Damage/Attack:	2d8, 1d6/1d6/2d6, or 2d6/weapon +6 (see below)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	50%
Size:	M–L (4'–9' feet)
Morale:	Champion (15)
XP Value:	8,000

Greater wolfweres are a bane to all who live. They are able to assume three shapes at will, taking only a single round to alter forms. Their natural shape is that of a giant dire wolf standing a full 5 to 6 feet tall at the shoulder. They can also assume a half-wolf/half-human form. In this state they are 8 to 9 feet tall with massive long arms equipped with talonlike nails. Finally, they may assume the form of any humanoid of either gender which is between 4 and 9 feet in height.

Greater wolfweres speak common, as well as the languages of forest animals.

Combat: Greater wolfweres often employ the same strategies used by typical wolfweres when hunting. They will change into a humanoid of opposite gender to that of their victim. Then, using their Charisma and singing ability, they will get close to their victim and sing their special song. Anyone failing a save versus spell is overcome with lethargy. The effects of this are the same as those for a *slow* spell and last for 1d6+4 rounds.

In dire wolf form, they bite with their savage jaws, inflicting 2d8 points of damage with each successful attack.

In demi-wolf form, they can strike with each of their clawed hands (causing 1d6 points of damage each) and also bite for 2d6 points. In lieu of their claw attacks, greater wolfweres in this form may employ weapons (gaining a bonus of +6 on their damage rolls).

In humanoid form, they are forced to fight with weapons only and are assumed to have a strength of 18/00 (+6 to damage).

Greater wolfweres have infravision with a 120-foot range, and in all forms except human, their eyes glow red in the dark.

Greater wolfweres have all the abilities of a first-level bard and can climb walls (55%), detect noise (25%), pick pockets (15%), and read languages (10%).

Some exceptional individuals may be of greater level. As a rule, 1 in 10 creatures will be of level 2 to 5, and 1 in 20 will be of level 6 to 11.

Iron weapons (or those of a +1 enchantment) are required to harm a greater wolfwere. However, unless the blow is instantly fatal, the wound quickly repairs itself as the wolfwere is able to regenerate all of its lost hit points at the end of any given round. It is important to note, however, that severed limbs and such are not regenerated in this fashion.

Greater wolfweres are somewhat more resistant to wolfsbane than their lesser cousins, able to stand the presence of that herb if they make a successful saving throw vs. poison. If they fail, they must avoid wolfsbane at all costs.

The howl of a greater wolfwere can summon 4d6 wolves or 2d6 dire wolves to its aid, if such creatures are in the area. These wolves fight most loyally on behalf of the greater wolfwere with a +2 morale bonus.

Habitat/Society: Greater wolfweres are nearly indistinguishable from typical wolfweres. They often team up with the latter (assuming positions of leadership), but seldom travel with others of their own breed. When more than one greater wolfwere is encountered, they will be working together on some scheme that requires their combined efforts.

Ecology: Greater wolfweres were originally the offspring of Harkon Lukas, Lord of Kartakass. So great was his evil power that the children he had by female wolfweres turned out to possess incredible abilities. Greater wolfweres never mate with each other; rather, they mate with typical wolfweres. Only 10% of the children produced by such matings result in a greater wolfwere, the others being typical.

When the victims of a greater wolfwere attack are left to rot and not eaten or buried properly, 50% of the time a meekulbern plant sprouts from the corpse. The berries from this bush are used in making meekulbrau, a special wine of Kartakass.

Greater wolfweres seem to have a near empathic link with wolves of all types but despise werewolves and will attack them on sight.

Wolvern

CLIMATE/TERRAIN	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	4
MOVEMENT:	14
HIT DICE:	8+1
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Telepathy
MAGIC RESISTANCE:	Standard
SIZE:	S (3' Tall)
MORALE:	Steady (11-12)
XP VALUE:	???



This is an intelligent canine hybrid that prefers to hunt in packs. These packs usually range in size from two to eight animals, but can exceed sixty or more under special conditions, such as in locations where the number of watering holes or springs are rare, and they happen to all get to the watering hole at the same time.

These animals all possess a semi-telepathic ability which allows them to accurately predict where prey will run to next, or where an opponent will strike next. This telepathic ability does not function on other telepathic creatures. If a creature not usually telepathic is given magical telepathy, the wolvern's predictive capacities do not function on that creature.

Combat: These animals usually do not attack creatures with an intelligence rating equal to or higher than their own, unless they feel threatened or are abused in any way. They are normally calm mannered and simply curious around human encampments. They have a great respect for all creatures of intelligence. If they are provoked to attack, or are driven by hunger, they are awarded a +2 to attack beyond their normal THAC0. Their opponents are also inhibited by a −2 to hit, due to these telepathic capacities. Both of these attack modifiers are nullified if the opponent is currently telepathic (naturally or unnaturally).

Even if driven by hunger, if an opponent is able to speak with a wolvern, either telepathically or vocally through the *speak with animals* spell, the animal befriends them immediately.

Habitat/Society: These animal live in packs. There is always one wolvern that is the leader of the 'clan': the most intelligent animal in the pack. This wolvern holds the leader position until either another is determined to be more intelligent, or it dies, whichever comes first.

Ecology: Wolverns mate for life, as do wolves. The pair sire 2d4 pups every year. They protect their young with such ferocity that few men have every seen them.

The only way to take a wolvern as a pet is to either telepathically or vocally speak to the animal via the *speak with animals* spell. The animal spoken to is so impressed with the apparent intelligence of the person that it is bonded and loyal until mistreated. At that point, it does everything in its power to escape, even at the expense of the former 'master'. Wolverns have a language that consists of many different barks, whines and growls. It is impossible to learn this language unless one has been befriended by a wolvern.

	Purple Worm	Giant Bloodworm	Bookworm	Rot Grub
CLIMATE/TERRAIN:	Subterranean	Subterranean pools	Any land (books)	Any land (refuse)
FREQUENCY:	Rare	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Blood	Books	Scavenger
INTELLIGENCE:	Non-(0)	Non-(0)	Non-(0)	Non-(0)
TREASURE:	(B, Q×5, X)	Q	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-4	1-2 (10-40)	5-20
ARMOR CLASS:	6	4	2	9
MOVEMENT:	9, Br 9	6, Br 1	12, Br 3	1, Br 0
HIT DICE:	15	6	1/4	1 hp
THAC0:	5	15	Nil	Nil
NO. OF ATTACKS:	2	1	0	0
DAMAGE/ATTACK:	2-24/2-20	1-8	0	0
SPECIAL ATTACKS:	See below	Blood drain	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (25' long)	H (20' long)	T (1" long)	T (1/2"-2" long)
MORALE:	Steady (12)	Fanatic (17-18)	Unreliable (2-4)	Uns teady (5)
XP VALUE:	13,000	420	15	15

Though they vary widely in size, all the worms in this listing have some common characteristics. They are all burrowers with long, cylindrical shapes.

Purple Worm

A constant threat to subterranean explorers, the purple worm burrows through the earth in search of prey. The worm is sensitive to minute vibrations in the earth, and can sense prey at a range of 60 feet. Adult purple worms as large as 8-9 feet in diameter and 140-150 feet long have been reliably reported.

The worm attacks by biting; an attack roll that exceeds the required score to hit by 4 or more indicates the victim has been swallowed whole. This worm can devour creatures up to 8 feet tall and 6 feet wide. A swallowed creature dies in six rounds, is digested in two hours, and cannot be raised from the dead. Anyone trapped inside a purple worm may attempt to cut their way out. The interior is AC 9, but digestive juices weaken the victim, causing a cumulative -1 penalty to the damage the victim can cause. This worm has a stinger on its tail. Anyone hit by the stinger suffers 2d4 points of damage and must make a successful saving throw vs. poison or be slain instantly.

The purple worm is solitary and seeks a companion only to mate. The moment a new worm hatches, it burrows into the ground, never to be seen by its siblings again. As the worm tunnels, it consumes vast amounts of material that are excreted when it returns to its lair. Among the discharged substances are precious metals and gems.

The **mottled worm** is an aquatic variety of the purple worm. It inhabits shallow bottom muck, but it often surfaces to search for prey. Otherwise, it is the same as a purple worm.

The **thunderherder** is desert variety of the purple worm; they travel in herds of 10-100, several feet under the sands. They feed on small creatures in the sand, their bodies ejecting sand. They are 3-5 feet in diameter and 5-10 feet long, and have 7 Hit Dice. Their mouths are unable to cause damage, but their passage beneath an area causes an earthquake-like effect.

Giant Bloodworm

These worms are mottled green in color, with a dark, slimy, brown underbelly. A giant bloodworm attacks when hungry or when stepped on, by trying to fasten its mouth to its victim. If it hits, it causes 1d8 damage, and continues to cause 1d8 damage per round from blood drain, until killed or removed (removal requires a successful open doors roll).

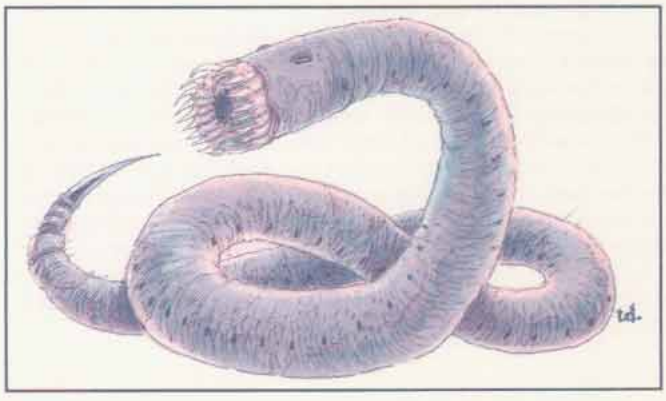
These worms are especially vulnerable to fire, taking double normal damage from such attacks, or full damage when they make a successful saving throw despite a −2 penalty to the roll.

Bookworm

This worm can change its normal gray color to match its surroundings; opponents suffer a −6 to surprise rolls. Bookworms inhabit libraries, eating through the pages and bindings found there. They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a rate of 3 inches per round. They are very fast and seek to avoid capture and combat when discovered.

Rot Grub

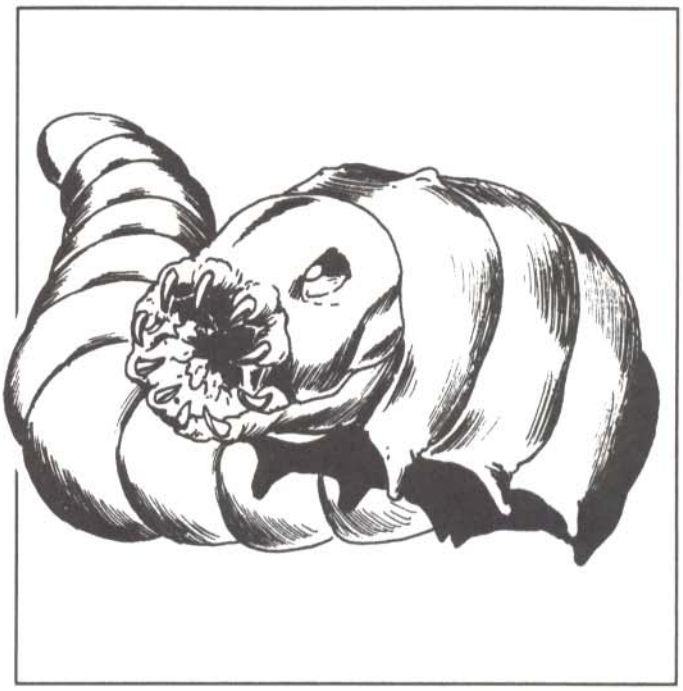
These maggot-like creatures live in refuse. If they touch exposed skin (they have a percentage chance to do this equal to the victim's AC, not counting shield), they burrow into the flesh and secrete a mild poison that deadens the burrowing area; a victim must make a successful Wisdom check to notice the burrowing; one check is allowed each round. Fire kills 2d10 grubs per application to infested flesh, but after 1d6 rounds they are too deep to be burned. A *cure disease* will kill the rot grubs. If the worms are not stopped, they reach the heart in 1d3 turns, killing the victim.



Worm, Rot Grub

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	5-20
ARMOR CLASS:	9
MOVEMENT:	1
HIT DICE:	1 hp
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1" long)
MORALE:	Unsteady (5)
XP VALUE:	15



Rot grubs are disgusting little creatures that resemble maggots. They would be considered inconsequential if not for their horrifying attack form.

Rot grubs' color ranges from maggot white to dung brown. They are differentiated from maggots by the two tiny antennae nubs on their heads. Their size ranges from 1/2 inch to two inches long, with some unusual specimens getting as long as three inches. Most of the time (75%), rot grubs are mistaken for regular worms or maggots.

Combat: These small creatures will viciously burrow into any living flesh that touches them, for they greatly enjoy such fare to dine upon. The attack is automatically successful—no attack roll is necessary provided they have been touched by bare skin. If there is any question of whether or not bare skin has been exposed to a rot grub, multiply the would-be victim's Armor Class by 10, not counting shields. This is the chance, rolled on percentile dice, that the rot grubs are touching bare skin.

The victim must immediately apply flame to the wound (1d6 points of damage per application) or have a *cure disease* spell cast upon him. Flame kills 2d10 grubs per application, while a *cure disease* kills all of them. Unless these measures are taken, the rot grubs burrow to their host's heart and kill him in 1-3 turns.

The most insidious aspect of the rot grubs is the anesthetic secretions that they use on their victims. Often this dulls the burrowed area, making the victim completely unaware that he has been invaded. Victims should roll Wisdom checks on 1d20 in order to realize that something is gravely wrong. This roll can be made every round, but time is of the essence! Within 1d6 rounds, the rot grubs are deep enough that they cannot be affected by the flames.

Habitat/Society: Rot grub swarms are occasionally found in heaps of offal or dung. They are seldom found in ceilings, floors, or walls, but it is possible. Sometimes, undead such as ghouls, ghasts, zombies, or wights carry rot grubs, though the little beasts have no effect on these undead hosts. In jungle and swamp areas, rot grubs can be found in heaps of rotting plants. Anyone who is so foolish as to walk barefoot in such areas gets what he deserves!

Once the host is dead, rot grubs use the corpse as a nesting place for their eggs. These creatures lack both treasure and the intellect to collect treasure. Still, on a rare (1%) chance, rot grubs are encountered while still inside a recently killed victim. In such rare cases, the chance of treasure is handled under treasure types I, K, L, and M.

As mentioned earlier, rot grubs are fond of living flesh, though they have been known to eat dead flesh, plants, and other things best left not mentioned. Still, if they have a choice, they will always choose living tissue.

Ecology: Rot grubs are often sought by assassins. Placing one or two of these on a sleeping victim usually ensures a quick, quiet death. Furthermore, unless a physician knows what to look for, the cause of death cannot be determined.

Giant ants, centipedes, spiders include rot grubs in their diet. What is worse, however, is that certain subterranean races such as illithids, kuo-toa, trolls, and troglodytes savor rot grubs as delicacies, eating them much the same as one would eat meal worms.

Alchemists have tried to devise a means of extracting the juices from rot grubs in hopes of coming up with a workable anesthetic. Thus far all attempts have been unsuccessful. There are rumors that rot grubs are used as material components in certain harm-causing spells, usually the reverse versions of healing and restorative spells.

	Great Annelid	Caecillia	Fyrsnaca	Leviathan, Desert	Leviathan, Marine	Red Worm	Slime Worm
Climate/Terrain:	Subterranean	Any non-arctic	Subterranean	Desert	Ocean	Subterranean	Subterranean
Frequency:	Very rare	Rare	Very rare	Very rare	Very rare	Rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary	Brood	Solitary
Activity Cycle:	Any	Any	Any	Any	Any	Any	Any
Diet:	Minerals	Carnivore	Minerals	Omnivore	Omnivore	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)	Low (5–7)	Non- (0)	Non- (0)	Animal (1)	Non- (0)
Treasure:	Nil	B	R	Nil	Nil	Q	D
Alignment:	Neutral	Neutral	Chaotic neutral	Neutral	Neutral	Chaotic neutral	Neutral
No. Appearing:	1	1	1d2	1	1	2d6	1
Armor Class:	7	6	5	2	4	7	5
Movement:	30, Br 24	6, Br 3	6, Br 3	Br 24	Sw 24	9, Br 3	6
Hit Dice:	25–50	6	10	60	70	2+2	10
THAC0:	3	15	11	1	1	19	11
No. of Attacks:	1	1	1	1	1	1	1
Damage/Attack:	3d6 (bite)	1d8 (bite)	1d8 (bite)	3d12 (bite)	4d10 (bite)	1d4 (bite)	2d6 (bite)
Special Attacks:	Swallow	Swallow	Fiery breath	Swallow	Swallow, whirlpool	Poison	Swallow
Special Defenses:	Immune to heat and pressure	Nil	Nil	See below	See below	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Size:	G (1,000'+ long)	G (30' long)	G (70' long)	G (500' long)	G (650' long)	L (10' long)	G (30' long)
Morale:	Champion (16)	Elite (13)	Elite (13)	Fearless (19)	Fanatic (18)	Champion (15)	Average (10)
XP Value:	16,000	650	2,000	20,000	25,000	650	2,000

Mystara is home to several types of crawling, invertebrate monsters that resemble great caterpillars or earthworms.

Great Annelid

These gargantuan worms are among the largest creatures in Mystara. Some can grow to be 2,000 feet long and 40 feet in diameter. These are exceptional specimens, however; most adults are 1,000 feet long and 25 feet in diameter.

A great annelid's skin looks like damp rock, usually grayish brown in color. The creature is segmented, just like an ordinary earthworm; the largest great annelids may have 600 segments or more. Its body is a long hollow tube, with both a digestive tract and a nerve cord running from head to tail. The funnel-like mouth is lined with three rows of sharp teeth.

Great annelids have an unsurpassed ability to tunnel. They can grind through solid rock almost as quickly as they can crawl. Though not carnivorous, they are quite mindless and their first reaction upon meeting anything is to try to eat it. A great annelid can easily swallow creatures of up to huge size (size H) whole if it rolls 5 or more above the unmodified attack score it needs to bite a creature of that Armor Class. In addition to normal bite damage, the victim is hurled 3d10 feet down the creature's gullet. Since the gullet is perpetually filled with grit and fragments of rock, a swallowed victim suffers 2d6+6 points of acid and abrasive damage each round until it escapes or the great annelid is killed (victims who are immune to acid damage suffer only 2d6 points of damage). Spellcasting is impossible within the gullet. A victim can attempt to cut his or her way out with a slashing (type S) weapon. The great annelid's internal Armor Class is 5; the victim must inflict 25 points of damage to the same area to cut a way out. The victim suffers a –4 penalty to attack rolls and a +4 penalty to initiative while within the gullet.

Great annelids are completely immune to all forms of heat and pressure—they simply cannot be burned or crushed.

One of the strangest and least understood of the great annelid's powers is its ability to attract and paralyze earth elementals. Great annelids are hermaphrodites. When they are ready to lay eggs, they send out a false signal that lures earth elementals, xorn, and similar creatures to them, perhaps by mimicking the presence of a large cache of gems or precious metals. When the creatures arrive, the great annelid attacks but does not swallow its prey; instead, its bite paralyzes any earth elemental or elemental-kin that fails a saving throw vs. paralyzation. Paralysis is permanent, and the great annelid then lays its eggs on the victim's body.

Great annelids constantly burrow though the depths of the earth. They can survive in any type of environment, including pools of molten lava, but avoid water. They are a special terror to earth elemental creatures. Miners such as dwarves and gnomes tend to have mixed emotions about great annelids. On one hand, their tunnels often provide useful avenues for exploring the bowels of the earth and searching out minerals. On the other hand, one great annelid in the wrong place can wipe out a promising vein of ore in minutes, and the creatures are hard to remove once they settle into an area.

Caecillia

These creatures lurk unseen in loose soil just below the surface and emerge only to attack prey. Their wormlike bodies are gray and featureless except for their huge, toothy maws.

A caecillia attacks whenever prey comes within reach. The initial attack should be treated as an ambush unless the victim has some reason to suspect an attack from below.

A caecillia can swallow victims of size large (L) or smaller if it

hits with an unadjusted attack roll of 19 or 20. Once inside, a victim suffers 1d8 points of damage each round until he or she escapes or the caecillia is killed. The victim can escape unaided only if he or she was holding a small piercing or slashing weapon when swallowed, as contractions in the caecillia's gullet prevent the victim from drawing a weapon. A caecillia has an internal Armor Class of 9; the victim must inflict 10 points of damage to cut a way out. The victim suffers the same combat penalties as do great annelid victims.

A caecillia's gullet can hold one large creature, two medium (human-sized) creatures, four small creatures, or eight tiny creatures. If a caecillia fills its gullet during a fight, it retreats into the soil to digest its meal.

Fyrsnaca

These fire-breathing worms are distantly related to purple worms; they are the adult form of red worms. Their skin is smooth and reddish purple, with lighter undersides. Their gaping maws glow cherry red, like hot metal, and are filled with wickedly sharp teeth.

Fyrsnaca are not meat eaters. Like great annelids, they consume rocks and minerals. They tend to be bad-tempered, however, and are prone to attack unless an intruder backs away quickly or bribes the creature with a gem or precious metal. Fyrsnaca have no language, but if communication can be established (through a *speak with monsters* spell or other means), a fyrsnaca might be persuaded to perform some service in return for an ample payment of gems or metal. Once every 1d3 rounds, a fyrsnaca can breathe a line of fire 5 feet wide and 50 feet long. The flames inflict 2d6 points of damage, but a successful saving throw vs. breath weapon halves the damage.

Periodically, a fyrsnaca's internal fires flare and the creature begins to heat up. This extra heat does not make its breath weapon more formidable, but it does cause the creature to eventually spawn 2d6 red worms by disgorging them through its mouth. Immediately after spawning, a fyrsnaca must immerse itself in water or burn up. Once submerged, the fyrsnaca remains dormant for 50 years while its fires subside. If disturbed, a dormant fyrsnaca rises up and attacks fearlessly (morale 20) but does not leave the water.

Leviathan

Leviathans are among the mightiest creatures living on the Prime Material Plane. Travelers who meet a leviathan seldom live to tell the tale. Desert leviathans have pale brown hides that match their sandy environments; they can grow to be 500 feet long and 40 feet wide. Marine leviathans are longer and sleeker than their desert cousins, reaching lengths of 650 feet. Desert leviathans are eyeless and blind, but marine leviathans have huge eyes adapted for the gloom of the depths.

Leviathans are sensitive to vibrations in sand or water and generally attack any sizable creature moving within a quarter mile of their location. When closing on its prey, a desert leviathan creates a ripple in the sand, like a huge ocean wave. A marine leviathan moving near the surface also creates a visible wave.

A leviathan attacks by simply engulfing a large volume of sand or water. A desert leviathan can take in a 30-foot cube of sand, a marine leviathan a 50-foot cube of water. Any creature within this area must make a successful saving throw vs. breath weapon (with a –4 penalty to the roll) or be swallowed. Immobile creatures (held, bound, sleeping, etc.) get no saving throw. Victims who fail the saving throw are sucked into the creature's maw, where they suffer bite damage (3d12 from a desert leviathan, 4d10 from a marine leviathan) and 4d12 points of damage from the creature's digestive tract; if the victim is resistant to acid, damage is reduced to 2d12.

As long as they are alive and mobile, swallowed victims can try to cut their way out with slashing (type S) weapons. A leviathan's internal Armor Class is 5, and the victims must inflict 50 points of damage to cut their way out. The victims suffer the same combat penalties as victims of great annelids. If a leviathan hasn't digested a swallowed creature within one turn, it expels the item before returning to the depths.

Leviathans are immune to poison and *disintegration* and take half damage from all attacks, including psionics and spells. They are immune to all spells, magical effects, and psionic abilities that do not inflict damage.

A marine leviathan can create a huge whirlpool by swimming in a great circle, head to tail, for three rounds. The resulting vortex is 100 feet wide at the top, 200 feet deep, and 50 feet wide at the bottom. Anything caught in it is drawn down to the waiting leviathan. The vortex lasts while the leviathan swims and for one round thereafter.

Red Worm

These grotesque worms are the larval form of the fyrsnaca; their red-hued skin is almost transparent, revealing the veins and organs within. They are voracious carnivores, always on the lookout for food.



Unlike fyrsnaca, red worms do not breathe fire. Their bite, however, is mildly venomous, and any creature bitten must make a successful saving throw vs. poison or take double damage from the bite. Red worms can detect prey by vibration and often burst out of solid rock to attack. This maneuver gives their opponents a –3 penalty to their surprise rolls.

Slime Worm

These giant worms are a pale, mottled gray. They excrete a sticky slime that coats their backs and sides. Small objects such as coins and other treasure stick to the slime, making the creature indistinguishable from a large pile of treasure.

When camouflaged, there is only a 15% chance that anyone will recognize a slime worm as anything but a pile of objects. If its victims are unaware of the slime worm, it attacks from ambush. On a successful unadjusted attack roll of 18 or better, slime worms can swallow creatures of up to large (L) size (an unmodified attack roll of 20 always indicates that the target has been swallowed). Once inside, a victim suffers 2d6 points of damage each round until he or she escapes or the slime worm is killed. The victim can escape unaided only if he or she was holding a small piercing or slashing weapon when swallowed. A slime worm has an internal Armor Class of 8 and the victim must inflict 10 points of damage to cut a way out. He or she suffers the same combat penalties as victims of great annelids.

A slime worm's gullet can hold one large creature, two human-sized creatures, four small creatures, or eight tiny creatures. If a slime worm fills its gullet during a fight, it continues to attack but cannot swallow additional victims.

Worm, Glitterworm

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore (see below)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGN MENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	12
HIT DICE:	18
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2–20
SPECIAL ATTACKS:	Acid jet, camouflage
SPECIAL DEFENSES:	Immunity to acid, earth-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Fearless (19)
XP VALUE:	16,000



The glitterworm is a massive subterranean predator closely related to the purple worm. However, it has the ability to change color to match any metallic or earth hue; its natural color seems to be slate gray, but this is by no means certain. A long worm with a leechlike mouth, it is one of the few terrestrial predators that preys on creatures from the Elemental Plane of Earth. Unlike its surface-dwelling relative, it is only 5 to 6 feet in diameter.

Combat: After attracting prey by giving itself the color of gold, silver, platinum, or another precious metal, the glitterworm first employs its breath weapon, squirting a jet of acid all over its foe and inflicting 3–30 points of damage, or half that if a saving throw vs. breath weapon is successful. (This acid jet extends to 70 feet and is a uniform 5 feet wide.) Then, as the worm lunges forward, its great leechlike, acid-beslobbered jaws fasten upon the prey, causing 2–20 points of damage each round the glitterworm remains attached. The acid flows freely even after the initial attack, requiring victims to make saving throws for worn or carried items as well. The glitterworm's leechlike grip cannot be broken unless a successful Strength roll is made (at a –1 penalty). Because of its specialized attack and the nature of its toughest prey, this creature is immune both to acids and to all earth-based attacks.

Habitat/Society: Glitterworms are solitary predators, coming together only during the mating season. A couple will meet, intertwine for an hour, then go their separate ways. The female lays a single egg: a lustrous shiny gray orb that is completely inedible to all terrestrial creatures. Creatures of elemental earth can eat it, however, which is another reason why glitterworms go out of their way to destroy such predators. Aside from this, no special care is taken with the egg, and indeed, none is necessary.

Ecology: The glitterworm is the ultimate omnivore, eating not only flesh and vegetation but minerals as well. Indeed, its ability to devour elemental earth is almost certainly an outgrowth of its tendency to eat normal stone. Xorn are favorite targets, and a glitterworm will pass up other prey if a xorn is in the area. Dwarves, gnomes, and other demihumans or humans who delve underground are also regarded as choice fare. It is to attract these two favorite foods that the glitterworm evolved the ability to change colors and odors to look and smell like any type of precious metal, including such rare ones as mithral and adamantite. The intended prey sees what looks like a narrow vein of rare ore, rushes up to start eating or mining it, and receives quite a rude surprise!

Because of various unsavory changes in its metabolism in the course of its evolution, the glitterworm has no natural enemies except on the Elemental Plane of Earth, and even creatures from that plane are more likely to be prey than predators. However, adventurers and evil wizards being what they are, there are many attempts made on these creatures, either to kill them or capture their 3'-diameter eggs to raise guardian beasts. Since a glitterworm can bite into and digest anything with its acidic jaws, it can literally eat its way out of any enclosure not protected by magic. However, fools keep on trying, as a sizeable number of reckless or power-mad wizards are willing to pay 5,000 gp for a single egg. The creature's acid is also much in demand by alchemists. A single vial of the stuff can sell for up to 100 gp.

Worm, Lavaworm

CLIMATE/TERRAIN:	The Sun, elemental plane of Fire
FREQUENCY:	Uncommon/common
ORGANIZATION:	Solitary
ACTIVE CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	5
MOVEMENT:	6 (20 running for 1d4 segments)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Immune to all fire damage
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Steady (11-12)
XP VALUE:	650



The lavaworm looks as though it is made of living semi-molten rock. It moves about like an inchworm, hunching its body up as it moves its end forward, and lowering its body as its head moves forward. The creatures has a large maw at either end which periodically expels a noxious gas smelling strongly of sulfur. The creature can grow to be five feet long and nine inches in diameter.

The lavaworm is a dull brown or reddish color. It tends to have an elastic epidermis which stretches when it moves or attacks. Its two mouths are lined with sharp needle-like teeth. It also possesses two sets of eyes, with a pair on each end of its tubular body. This gives the impression that there is no back end to the creature, but there is. The creature's rear mouth is somewhat smaller that the front, and the creature never travels backwards.

Combat: This creature attacks anything cooler than itself that moves. It has the ability to move at a rate of 20 for 1d4 segments. When it uses this movement form, it always surprises its opponent. It can use this jump in speed only once every five rounds.

When the lavaworm attacks, it bites with its incredibly hot maw, inflicting 2d4 points of damage. Half of the damage is associated with its intense body heat. It can strike with its rear-mounted mouth only when the front mouth strikes, and then it has a −3 penalty to the attack die roll. The rear mouth does the same amount of damage as the front.

Every five rounds, this creature spews a great cloud of sulfuric gas, which blinds anyone within a 20-foot radius, a successful saving throw vs. breath weapon preventing it. The resulting blindness lasts for 1d6 rounds. It is possible for an affected characters to suffer blindness for a certain number of rounds, only to fail another saving throw before those rounds are over.

Habitat/Society: These creatures never attack fire elementals or other creatures which exhibit at least the same temperature as their own, unless they are looking for a creature on which to lay their eggs. They eat only creatures with lower external temperatures.

When these creatures mate, the female lays eggs on the hottest location she can find. Usually this is on creatures like the efreeti, Helian or even other lavaworms. The extreme heat is needed for the eggs to hatch. Around 500 eggs are hatched from one incubation. These young lavaworms eat their way into the creature they are attached to and then proceed to eat everything that is within reach.

Unfortunately, this usually kills the host rather quickly. Once the host is dead and its body only a husk, the lavaworms then begin to eat each other, until they are one week old. At that point, they emerge from the creature's body as one-half Hit Die monsters, and go their separate ways.

A lavaworm continues to grow until it is one year old, gaining one-half Hit Die every month. At the end of the year, the lavaworm is full grown, and it begins looking for a mate. Once the breeding process is complete with the female, the male lavaworm searches for other females to mate with. After a seven-day period is over, the male lavaworm never again mates, turning permanently sterile thereafter. The female, on the other hand, is able to mate every year for its entire life.

When this sterile stage of the male lavaworm comes about, it attempts to find a location that is not inhabited by any other lavaworms, claiming this location to hunt and live in. Territorial instincts completely take over the creature, which fights to its very end in order to preserve its hunting space. Whenever a lone lavaworm is found, it is usually of this sterile male variety. There have been reports of these lavaworms getting as big as 20 or 30 feet in length, with tremendous maws four feet in diameter.

Worm, Lukhorn

CLIMATE/TERRAIN:	Underdark
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Incidental
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3 (5 Interior)
MOVEMENT:	9, Br 9
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Digestive acid, sonic screech
SPECIAL DEFENSES:	Camouflage, see below
MAGIC RESISTANCE:	Nil
SIZE:	H (15′ diameter, 100′ long)
MORALE:	Average (8–10)
XP VALUE:	3,000



The lukhorn is a burrowing, predatory worm that lurks in the mysterious caverns of the Underdark. Though the creature is generally gray-skinned in its natural state, the lukhorn can alter its coloration to match almost perfectly the stone around it.

Lukhorns possess a highly malleable body structure; they can mold themselves to the shape of whatever cavern or tunnel they travel through. The creature's skin is coated with a sheath of viscous liquid, which it secretes through tiny, pore-like openings. The liquid helps keep the lukhorn's skin supple and masks the creature's body heat from infravision.

The lukhorn averages about 200 feet long, though legends tell of gargantuan versions of this creature.

Combat: The lukhorn prefers to use its malleable body and excellent camouflage to mimic a cavern or tunnel opening. It moves to the mouth of a dark tunnel, shapes its body to the dimensions of the tunnel, then opens its huge mouth. The lukhorn promptly swallows any creature that walks into its mouth. Those native to the Underdark can see through the lukhorn's camouflage with a successful Wisdom check; surface dwellers cannot pierce the creature's disguise without magic unless they view it with illumination as bright as sunlight.

Extremely hungry lukhorns do not wait for their prey to fall into their trap; rather, the monstrous worms may lunge out and attempt to swallow victims as they pass by the worms' hiding places. One creature per round can be attacked. If the attack is successful the prey is swallowed; unlike creatures such as the giant slug or purple worm, the lukhorn inflicts no damage upon a creature until it has been swallowed.

After being swallowed, however, the prey suffers 4d6 points of damage per round from the lukhorn's digestive juices. These juices are powerful enough to dissolve wood and cloth in two rounds. Metal, such as that in armor and weapons, dissolves after 4 rounds of exposure to the creature's digestive acid. Magical items are allowed item saving throws vs. acid.

A swallowed victim may attempt to cut out of the lukhorn by inflicting 40 points of damage to a concentrated area inside the creature. However, the lukhorn's malleable body makes it difficult to injure. Though only AC 5, the rubbery interior of the creature suffers no damage from bludgeoning weapons; all other weapons subtract 2 points of damage from their total for each successful attack.

If the lukhorn is attacked while digesting prey, the worm emits a powerful *sonic screech*. All within a 60-foot radius of the screech must make a saving throw vs. petrification; those who fail writhe in agony on the ground for 1d6 rounds. The sound of the lukhorn's screech will carry for miles in the twisting caverns of the Underdark, perhaps attracting or warning off other monsters.

Habitat/Society: Little is known about the lukhorn life cycle, except that it is a solitary creature, ever wandering in search of food. Some scholars suggest that these giant worms mate in secret breeding caverns hidden deep within the Underdark—though this has never been proven. In any event, lukhorns do not seem to reproduce often, or in great numbers.

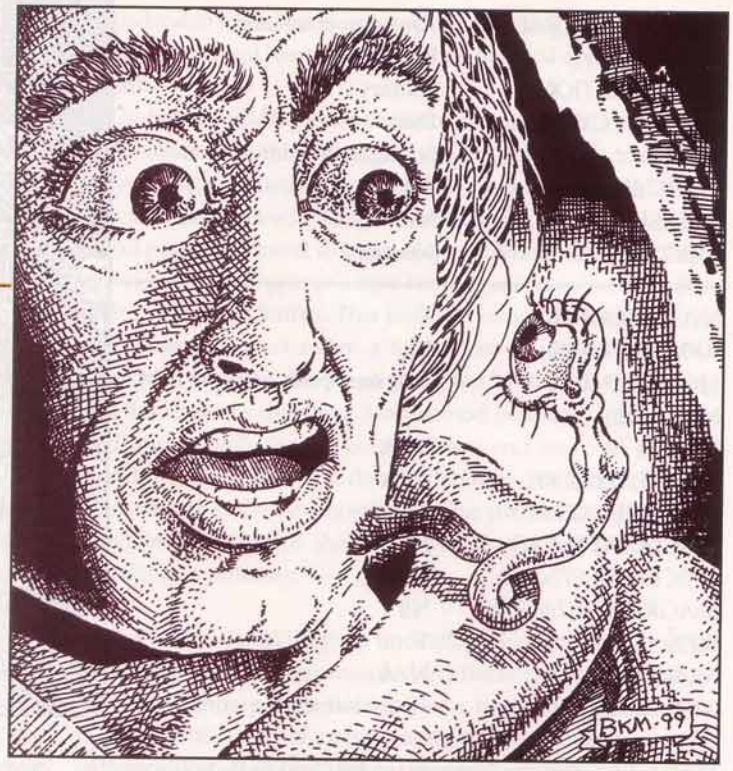
Ecology: The lukhorn is among the most powerful predators of the Underdark; it has been known to consume whole patrols of drow warriors. These creatures are highly carnivorous and driven almost wholly by hunger.

The viscous liquid secreted by the lukhorn is often in high demand by alchemists and wizards (100 gp per vial). When used in the creation of *invisibility* and *polymorph* potions, it extends their durations by 25%. The liquid, however, dries almost immediately upon the death of the lukhorn; it is extremely difficult to secure more than a vial or two from a recently killed specimen.

—*From* DRAGON Magazine Annual #1

Worry-Wart

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fly 6 (A) until merging with host, as per host thereafter
HIT DICE:	N/A
THAC0:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Constant vigilance
MAGIC RESISTANCE:	Nil
SIZE:	T
MORALE:	N/A
XP VALUE:	420



The strange creature often called a worry-wart is in fact a tiny part of a vast, amorphous, extra-dimensional creature called a *nibish-riule*. The portion of the creature's body visible in the Prime Material Plane initially appears as a quarter-inch beauty mark or mole, flying by no apparent visible means. The nibish-riule sees through this piece of itself, with infravision to a range of 60 feet. Projecting such a piece of itself into the Prime is tiring; the nibish-riule can maintain it for only an hour before it must retract to its own plane and rest for a month.

Combat: Combat with a worry-wart is usually unintentional and unnoticed, for the host is seldom aware of the creature's existence at that point. The "flying beauty mark" lands on the potential host, and a saving throw vs. poison is made. If successful, the host's anatomy is incompatible with that of the nibish-riule, and it seeks another host. If the saving throw fails, the beauty mark bonds to the host's skin. From that point, the nibish-riule's link to the Prime Material Plane is made permanent by successful merging with the host's skin.

Habitat/Society: Once the nibish-riule "plants" its beauty mark on a host, it begins setting up an internal network. The beauty mark grows roots that burrow into the host's body, connecting with blood vessels and nerve ganglia, and occasionally popping up to the surface of the skin to grow another beauty mark. When the network is complete about a month after infestation, the host has 1d4 + 2 such beauty marks.

Once the network is complete, the nibish-riule can establish contact with its host telepathically, though only the host can "hear" the disembodied voice. Nibish-riuli are inquisitive and want above all else to learn about life on the Prime Material Plane. Typical greetings are, "What's it like to be a human?" "Why do you move around on those two long things?" or "Doesn't your race find it confusing having two genders?"

Assuming the host doesn't immediately go into a screaming fit, the nibish-riule explains itself and its presence. Unfortunately for the host, by this point it's usually too late to do anything about the worry-wart's merging into the host's body, as the process is irreversible without the use of *wish*-level magic. Smart hosts learn to make the best of the situation.

Ecology: A worry-wart's two concerns are learning about life on the Prime Material Plane and keeping its host safe so it can learn more. Because the nibish-riule never sleeps, it keeps constant vigilance on the area around its host, peeking out of its multiple beauty mark eyes. Once it's established its internal network in the host's body, it can even "pop" these beauty marks out of the host's skin on flexible eyestalks to get a better look around. The worry-wart makes an excellent lookout, telepathically warning its host of approaching danger.

Of course, there's a price to be paid for such benefits. The worry-wart, as its common nomenclature suggests, can be a nag, becoming almost motherly in its concern for the host's safety. (If the host is killed, the nibish-riule loses its fascinating window into the Prime Material Plane.) In addition, its curiosity is insatiable, leading it to ask questions about everything it sees. (Reliable sources insist it's worse than a two-year-old.) Finally, if the worry-wart disagrees with the host, it has the irritating habit of stretching an eyestalk around to stare the host in the face and telepathically inquiring, "Are you crazy?"

If a host perishes while linked to a worry-wart, the nibish-riule loses its window to the Prime Material Plane but is otherwise unharmed. After a month's rest, it casts another piece of itself through the planes in search of another host.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 24 (B)
HIT DICE:	5+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Champion (15)
XP VALUE:	2,000



The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy.

These horrible creatures are usually seen as black, vaguely man-shaped clouds. They have no true substance, but tend to shape themselves with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

Combat: The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1-6 points of damage, even to creatures immune to cold. Second, such a hit drains a level of experience from its victim. This includes hit points and all abilities associated with that level, such as spell casting or combat ability. The damage from the chill can be healed normally, but the experience points are gone forever and must be earned again or magically *restored*.

Wraiths are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver weapons cause only half normal damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the wraith. A wraith slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours). Like most undead, wraiths are immune to *sleep, charm, hold, death* and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 2-8 points of damage (as acid) upon striking the body of a wraith. A *raise dead* spell will utterly destroy one if a saving throw vs. spell is failed.

Wraiths attack humans or demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of wraiths will try to get surprise when attacking, and will wait and position themselves for the most advantageous moment to attack. Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking. Any human killed by a wraith becomes a half-strength wraith under its control (e.g., a 10th-level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him).

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright (e.g., *continual*) light sources in general, but will occasionally attack if the compulsion to do so is strong.

Habitat/Society: A wraith is an undead spirit of a powerful, evil human. As such, it is usually found in tombs or places where such men and women would have died. Since such men and women are frequently buried together, in the case of the wealthy, or with their families, wraiths are most commonly encountered in packs. Those that died or were buried alone might still be encountered in packs, because a human who dies from the touch of a wraith becomes a wraith under the sway of its slayer. The treasure of the wraith is usually its possessions in life, now buried with it, or those of its victims. Wraiths exist only to perpetuate evil by absorbing the life force of as many people as possible. A character who becomes a wraith is nearly impossible to recover, requiring a special quest.

The wraith cannot communicate, except through a *speak with dead* spell. They do not even seem to communicate with each other, except as master to slave for combat strategy. Any attempt to speak to a wraith is met with scorn, unless by a very powerful party. In that case, the wraith desires only to flee. Wraiths can be dominated by powerful evil creatures, particularly other undead, priests, and wizards, and made to serve their will.

Ecology: The wraith has no proper niche, serving no useful purpose in nature and providing no byproducts that others can use. It requires no nourishment, killing only for the sheer hatred of life. All creatures close to nature will shun the presence of a wraith. It exists more in the Negative Material plane than in the Prime Material plane, and thus is not a natural part of this world.

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Average to High
Treasure:	R
Alignment:	Neutral evil
No. Appearing:	1 or 1–4
Armor Class:	2
Movement:	9
Hit Dice:	7+3
THAC0:	14
No. of Attacks:	1 or 3/2 w/weapon
Damage/Attack:	1d4 or by weapon type
Special Attacks:	Animate object, inhabit body, chill touch
Special Defenses:	+2 weapon or better to hit
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Very steady (13–14)
Level/XP Value:	2,000
Psionics Summary:	Nil
Player's Option:	MAC 7

An Athasian wraith is a noncorporeal undead capable of moving freely between the Gray and the land of the living. It can possess unliving objects of all sorts, ranging from weapons to furniture to corpses, as well as unintelligent creatures such as scorpions, insects, or slimes. Outside its host object, an Athasian wraith is barely visible, appearing only as a gray shade or a mass of churning darkness. Its form resembles its living body, but it can also assume a mist-like appearance. No matter what form a wraith takes, it can always be spotted by its glowing eyes, which range from a bright purple to blood red.

Wraiths who take human corpses as hosts fill out the dead flesh with their own misty form. When a section of the host is cut away, the same part of the wraith becomes visible. For instance, if an Athasian wraith possessed a corpse and the host's right arm were chopped off, the wraith's right arm would be visible in its place.

Athasian wraiths are capable of communicating verbally with the living and speak the same languages they spoke in life or have learned in undeath. They are free to communicate as they please outside their hosts, but are limited to the capabilities of the hosts they inhabit.

Combat: Athasian wraiths in their own forms can attack once per round with their fists, causing 1–4 (1d4) points of damage per attack. As the wraiths' fists pass through their opponents, the icy chill of death causes additional damage Like the spell *chill touch,* the touch of a wraith causes 1d4 points of damage and the loss of 1 point of Strength unless a save vs. death is made. Lost Strength returns at the rate of 1 point per hour. A victim reduced to 0 Strength points dies immediately.

A wraith can reach into a living creature and grip its heart. This requires an attack roll made with a –4 penalty. Each round that the living creature is held, it must make a saving throw to shrug off the effects of the wraith's *chill touch.* While holding a living heart, a wraith can tell if the heart's owner is lying and can even read surface thoughts. A character held in such a way can't free himself, but any attack that causes damage to the wraith makes the undead release its grip immediately.

Wraiths inhabiting inanimate objects, living creatures, or corpses attack with the natural combat forms or with weapons. Damage inflicted on the host does not harm the wraith or even slow it down. A living creature, such as a scorpion or a kank, can be sliced to ribbons while the wraith continues to press its attack through the host. Inanimate objects, such as statues, suits of armor, or swords, can be animated to behave as though they were alive.

Wraiths can only be injured by enchanted weapons of +2 or better. Spells can also be used to harm them, but normal weapons and psionics don't affect them. While inhabiting a host, damage from attacks that can harm a wraith only cause half damage until the host form is destroyed.

Using an enchanted weapon against a wraith is dangerous, however. Every time a wraith comes in contact with a magical weapon, there is a chance that the weapon will be tainted. The chance that an enchanted weapon will be tainted depends on what it is made out of: metal 75%. rock 50%, bone or wood 25%. Every time a weapon is tainted, it loses one of its magical bonuses. Thus, a long sword +2 that is tainted becomes a +l. If it is tainted again, it loses all magical properties. As long as some enchantment remains, the weapon can be restored to its original form through the use of a remove curse spell. Weapons that have lost all magical bonuses cannot be restored.

Living creatures are allowed saving throws versus death to fight off a wraith's attempt to take them over.

Athasian wraiths are immune to paralyzation and poison, along with *sleep, charm, hold, death,* and cold-based spells. A raise dead spell utterly destroys an Athasian wraith if it fails a saving throw vs. death.

Habitat/Society: The Gray, one of the two parallel planes of existence next to the Prime Material Plane of Athas (the other is the Black), is the natural home of Athasian wraiths. In the Gray, the spirits of the dead slowly dissolve and are absorbed. Some spirits, like wraiths, don't suffer this fate. They are sustained by a force even more powerful than the Gray—their everlasting faith in a cause greater than themselves. Wraiths can freely travel between the Gray and the Prime Material Plane to serve whatever cause sustains them.

All wraiths need something important from their lives to

serve as magnets for their spirits. These items can be candles of faith. like in the Crimson shrine, or brilliant gems full of life force, such as the gems used by the Dragon's wraith knights.

Ecology: Wraiths are merely undead shadows of the living, though they can have an effect on the material world when they so choose. Most wraiths seek to drive away those who still have life pulsing in their veins, seeking to defend the ancient sites they inhabit. Some, however, have a greater goal in mind and are motivated by a faith that lasts well beyond the death of their physical forms.

The Crimson Shrine, a temple of the ancients located in Under Tyr, is home to a host of extremely dedicated wraiths. Called the Crimson Knights, they inhabit full suits of steel armor and wield tall halberds. It is said that the pure of heart have nothing to fear from the Crimson Knights, but all others are actively barred from entering their temple. Thousands of candles flicker within the darkness of the temple, kept burning by the faith of the wraiths.

Another group of Athasian wraiths continue to walk the burning sands of Athas in the service of Borys the Dragon, though their true devotion seems to be to the return of Rajaat.



Nikolos

Human male F11; AC 2; MV 9; HD 7+3; hp 45; THAC0 14; #AT 1; Dmg 1d4 + *chill touch;* SZ M; ML 13; AL NE
S 18, D 11, C 15, I 8, W 9, Ch 14
Special Undead Powers: None
Special Undead Weaknesses: Unlike other forms of undead, as a wraith, Nikolos does not retain any of his skills as an 11th-level fighter. Similarly, his character attributes to not affect his combat scores.

Nikolos was one of Borys the Thirteenth Champion's select knights during the Cleansing Wars of ages past. Like the other select knights, Nikolos continued to serve Borys after his death by becoming a wraith However, Nikolos and the knights were as dedicated to Rajaat the Warbringer's cause as was Borys, so when Borys betrayed Rajaat and became the Dragon, Nikolos and the knights found their loyalties divided.

This division didn't become evident until the events surrounding Free Tyr's war with Urik, when the hero Rikus discovered the citadel that served as the wraith's tomb. Until that event, Nikolos and the other wraiths had been waiting patiently for Borys's return. Now, while they still serve Borys to all outward appearances, they also seek to help Rajaat return from the prison he was trapped in by the champions who betrayed him.

Nikolos, like all of Borys's wraiths, is bound to a gem that contains the entirety of his life energy. Borys's knights were so dedicated to the Thirteenth Champion because with the gems serving as repositories for their life forces, it is possible for the wraiths to be resurrected at some point in time.

When Nikolos appears in his wraith form, he looks like a gray shade armored in gray plate. He carries no visible weapon. As he goes about serving the Dragon, Nikolos is very careful not to betray the goals of Rajaat. He will serve the Dragon faithfully as long as that service doesn't hamper the eventual return of the Warbringer.

Nikolos is as arrogant and sure of himself in death as he was in life. He is a consummate knight, ready to defend his beliefs and code even beyond the veil of death. When he has to interact physically with the material world, Nikolos likes to inhabit living creatures with animal-level intelligence. He is particularly fond of poisonous creatures such as scorpions and snakes.

Wraith, Desert

CLIMATE/TERRAIN:	Subtropical/Desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary or Group
ACTIVITY CYCLE:	Night
DIET:	Life energy
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	9 (18 in jackal form)
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (in human form) or 1-6 (in jackal form)
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	30%
SIZE:	M
MORALE:	Elite (13-14)
XP VALUE:	2,000

Creatures killed by skriaxits are animated three days later as desert wraiths, malevolent spirits of the sands.

These creatures have two forms—that of a human and that of a jackal. Their goal is to destroy any living creature that they encounter.

Combat: The desert wraith shifts between its two forms as it sees fit; it uses its jackal form to charge at its prey, then transforms itself into human form to attack. The human form inflicts 1d4 points of damage on a touch and drains the victim of one life level (no saving throw allowed), as per a wraith, with appropriate reductions in hit points, spell abilities, etc.

A desert wraith is undead and can be turned, on the same column as a spectre. Daylight destroys them utterly, and holy water inflicts 2d4 points of damage per vial.

While they have only low intelligence, they are capable of cunning (e.g., burying themselves in the sand, then attacking their prey by surprise).

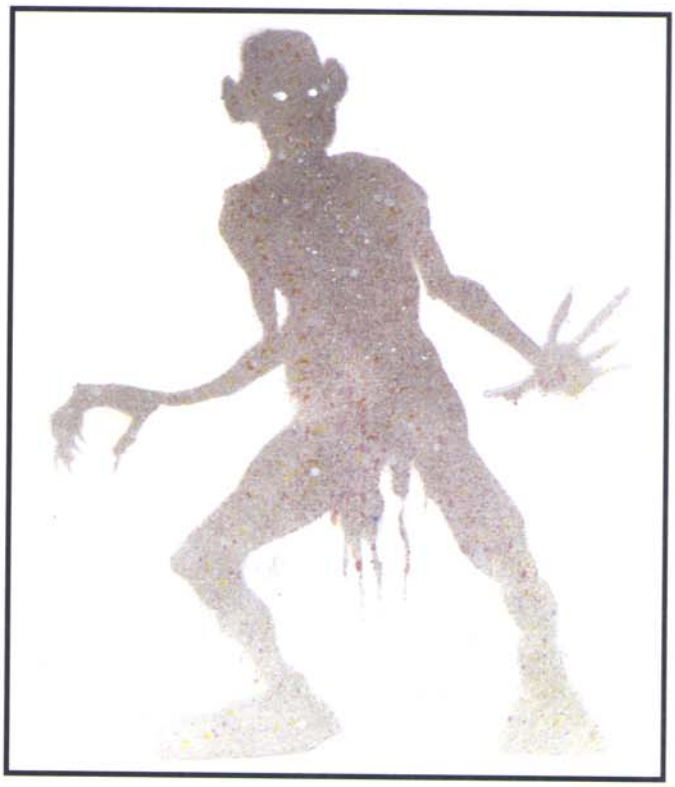
They can see in total darkness as if it were noon.

Habitat/Society: A desert wraith is totally evil. It lives only to feed off the life forces of others. Desert wraiths dig barrows for themselves in the sand; they retreat to these during the day.

Ecology: Desert wraiths feed off life force energy. No creatures exist that prey on them. Creatures brought to 0 life levels by a desert wraith are transformed into zombies within 48 hours, even if raised, unless their bodies are washed in holy water.

Wraith, Shimmering

CLIMATE/TERRAIN:	Any
FREQUENCY:	Summoned only by curse
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 the first day, 2 the second, 4 the third, 16 the fourth, 256 the fifth; on the sixth day and onward, attacks are nonstop
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	*Shadow chill*
SPECIAL DEFENSES:	Unaffected by cold, electricity, priestly turning attempts, or *dispel magic*
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–6′ tall)
MORALE:	Special
XP VALUE:	



These entities are nonliving energies created by combining the forces of the Negative Energy Plane and the Quasi-elemental Plane of Lightning. Shimmering wraiths resemble shadows filled with sparkling points of light. They often go unnoticed until they coalesce into man-sized but irregular forms, just before attacking.

Shimmering wraiths speak no languages and are not known to communicate in any meaningful way.

Combat: These wraiths attack with a single touch, but a maximum of three wraiths can assault a man-sized creature at one time, and each inflicts 1d6 points of electrical damage, regardless of armor or clothing. Oddly, every hit point of damage a shimmering wraith inflicts lowers its own hit points by the exact same number, until the wraith dissipates.

Shimmering wraiths can be successfully struck by any weapon, but using a metallic weapon to touch or strike a wraith causes 1 point damage per successful touch to the attacker, as electricity surges through the weapon every time it contacts the monster.

If there is enough light (the equivalent of full daylight or a *continual light* spell) for a wraith to cast a shadow, it gains a second weapon. Anyone who is touched by the shadow of a wraith suffers 1d4 points of cold damage, regardless of armor or clothing. The Dungeon Master will have to determine the direction from which the light source emanates, and the area in which the wraith's shadow falls.

The wraiths are unaffected by cold or electrical attacks, and they cannot be turned like other wraiths, nor will a *dispel magic* spell eliminate them. However, a *banishment* spell will send them back to the Inner Planes from whence they came. When confronted with protective spells and wards such as *shield, protection from evil, wall of force, wall of iron,* etc., or with physical barriers, the wraiths can become ethereal and penetrate most barriers (movement at half speed), then coalesce back into physical form and attack once more. They are nonintelligent, and their only tactic is to embrace their target.

Habitat/Society: Shimmering wraiths don't appear to have sentience, although they do recognize and pursue specific targets. They appear as the result of a curse uttered by an elemental being. Bound elementals cannot curse their masters, nor can they send shimmering wraiths from the Inner Planes to harass a former summoner, but if they break free of control while on the Prime Material Plane, they may curse a person for thwarting a plan or unsuccessfully attempting to bind them.

One day after the curse is laid, a single wraith appears and attacks the cursed character. The creature may be easily destroyed, but it reappears on the next day with another of its kind. Each day the number of shimmering wraiths is multiplied by itself, and the result is the number of them that will appear on the next day and so on until the cursed character is slain.

The only way to break the curse is to find the cursing elemental (if it is still on the Prime Material Plane) and either bind it or destroy it. If the elemental has returned to the Inner Planes, it must be summoned and bound, at which point it will withdraw its curse perforce. The creature must be satisfied or banished in order to keep it from cursing again.

Ecology: Some mages think that shimmering wraiths can be used to power *wands of lightning* and similar items, but since they dissipate upon defeat and always fight to the death, no one can test the theory.

	Swordwraith	Soul Beckoner
CLIMATE/TERRAIN:	Any/Old battlegrounds	Any/Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Military unit	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Nil	Life energy
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	Incidental	E
ALIGNMENT:	Lawful evil	Neutral evil
NO. APPEARING:	2-8	1
ARMOR CLASS:	3	2
MOVEMENT:	9	6
HIT DICE:	7	Variable (4+)
THAC0:	13	Variable
NO. OF ATTACKS:	3/2 (as F7)	2
DAMAGE/ATTACK:	1-10	1-6/1-6
SPECIAL ATTACKS:	Strength drain	Eerie whisper
SPECIAL DEFENSES:	+2 or better to hit	+1 or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (19-20)	Champion (15-16)
XP VALUE:	650	Variable



Swordwraith

Swordwraiths are the spirits of warriors cut down during battle and kept from the dissolution of death by their indomitable wills.

Only seen at night, or underground where the sun never shines, swordwraiths appear as warriors. Although the armor and weapons are unremarkable, the flesh within appears insubstantial. Under certain lighting conditions, all that can be seen are two glowing eyes.

Combat: Swordwraiths, when they were alive, were hardened warriors; as undead, they retain their knowledge of strategy and tactics. They speak the common tongue and might parlay with someone they consider their military equal. Swordwraiths attack as normal warriors. No matter what weapon is used, the damage is 1d10 points. Each hit also drains 1 point of Strength from the victim. If a victim's Strength reaches 0, he dies. Strength lost to a swordwraith's attack can only be regained by complete rest (1 point per day of total inactivity), or through a *wish*, *limited wish*, or equally potent magic.

Swordwraiths can be harmed only by weapons of +2 or better enchantment. They are immune to *sleep*, *charm*, and other mind-affecting magic. They are turned by priests as if they were vampires.

Habitat/Society: Swordwraiths were once professional soldiers for whom fighting was all there was in life. In many cases, they are too stubborn to even admit that they are dead.

These creatures are active only in the absence of sunlight. Their bodies were typically interred in barrows or burial mounds. During daylight hours, intruders into such barrows may meet swordwraiths preparing for their nocturnal activities.

Swordwraiths congregate in small units, planning and executing midnight raids on nearby settlements. They are also likely to attack any traveling party unwise enough to spend the night within their territory. Swordwraiths gather no loot and occupy no territory; they fight because fighting is all they know.

Swordwraiths are common in the Stark Mounds region—probably as a result of ancient territorial wars between Geoff and Sterich, or their forebears—but they can be found in any other parts of the world that boast old battlefields and war graves.

Ecology: Swordwraiths consume and produce nothing. Their victims are travelers and nearby settlers.

Soul Beckoner

Soul beckoners resemble shadows more than wraiths, being 90% undetectable unless seen in bright light. However, as soul beckoners drain energy levels, they take on the features of their victims, coming to resemble them in form.

Combat: When a victim is in range (see below), a soul beckoner lures him with whispers. Characters hearing the whispers must roll a successful saving throw vs. spell (Wisdom bonuses apply) or be drawn toward the creature. A successful saving throw negates the whisper and results in the character hearing an eerie wailing sound. The character must then roll another successful saving throw vs. spell or flee in terror for 1d4+1 rounds. Creatures drawn to a soul beckoner are attacked by the monster with a +4 bonus to its attack roll, but a successful hit breaks the enchantment of the whisper. Otherwise, victims are allowed a saving throw every round to escape the creature's enchantment with a cumulative bonus of +2 per round. A *silence* spell or a character incapable of hearing (i.e., deaf, ear plugs, etc.) prevents the effects of both the whisper and the wail.

This creature physically attacks with two claws, causing 1d6 points of damage each and also draining one energy level with each successful attack. When first encountered, a soul beckoner has 4 Hit Dice. However, for each energy level that it drains, it becomes 1 Hit Die stronger, gaining the extra hit points and THAC0 appropriate to its new Hit Dice. Therefore, in one round the monster is capable of draining up to two energy levels and gaining 2 HD and the extra hit points. A soul beckoner is turned by priests as an undead according to its current Hit Dice.

Habitat/Society: The solitary soul beckoner is normally found underground, where it waits for prey to come within 240 feet.

Ecology: The soul beckoner is simply a form of wraith that is more in tune with its previous living form, and thus has a stronger tie to the Prime Material plane than usual.

Climate/Terrain:	Any desert or wasteland
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	None
Alignment:	Neutral

No. Appearing:	1
Armor Class:	5
Movement:	9
Hit Dice:	5+3
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Level drain, poison
Special Defenses:	*Wraithform*
Magic Resistance:	30%
Size:	M (10′ long)
Morale:	Average (8–10)
XP Value:	3,000

The wraithworm's a magical snake commonly found in arid regions such as deserts, rocky wastes, or barren badlands. It's especially common in the layer of Minethys on Carceri, and the white wastes of Pelion on Arborea. Like many other mundane creatures, long exposure to the strange energies and magics of the planes've given the wraithworm powerful magical talents.

A wraithworm's a large, powerful serpent with coal-black scales and bright green, glowing eyes. A diamond pattern of dark purple bands runs down the center of the serpent's back. Its head is nearly the size of a human's, and its fangs are a good three inches in length. The wraithworm's spine features sharp, bony spikes that actually jut through the scales of its back, but the creature doesn't use these offensively — they're simply a deterrent to anything that might try to eat the reptile.

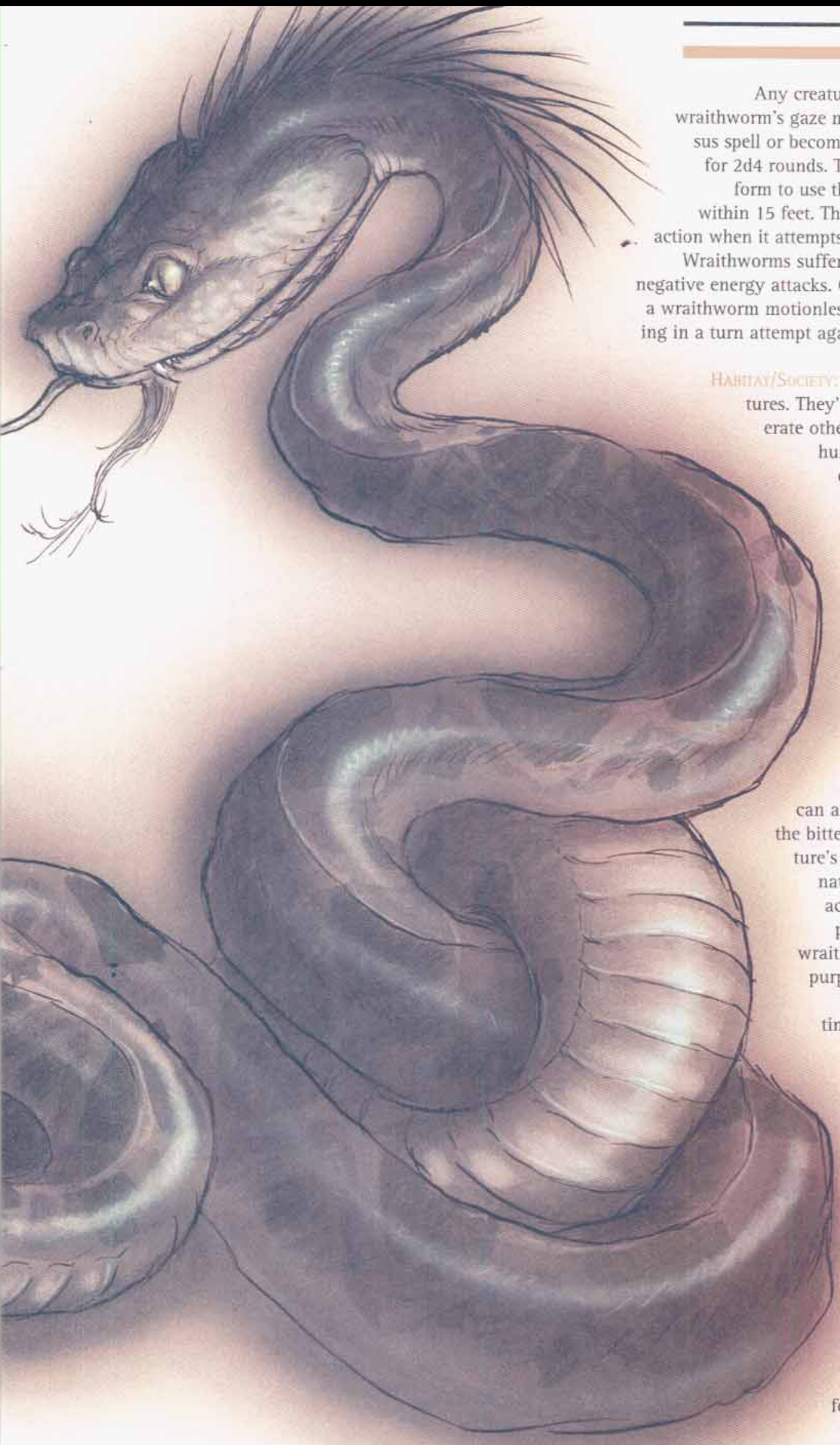
Combat: Wraithworms are slow-moving and lethargic, but they don't rely on speed to catch their prey; they rely on stealth. When they close within striking range, they can attack with blinding speed. A wraithworm's bite inflicts 1d8 points of damage, drains 1d2 levels from the victim, and poisons him with a slow-working but powerful venom that inflicts 3-12 points of damage every hour for the next 1d6 hours. During this time the intense, icy cold of the venom at work inflicts a –4 penalty to the victim's attack rolls, Armor Class, and saving throws. The victim is allowed two saving throws when bitten: the first save, versus spell, negates the level drain if successful; the second, versus poison with a –2 penalty, negates the effects of the wraithworm's poison.

The wraithworm has the power to assume *wraithform*, as the spell, for up to 1 turn per hour. In this state, the serpent can be damaged only by +1 or better weapons and can slip through the tiniest openings or narrow cracks. The wraithworm uses this power to creep up on potential meals or to escape from dangerous antagonists.

MIGHT AS WELL TRY TO CATCH A WRAITHWORM IN A NET.

— SAYING IN CARCERI





Any creature of 4 HD or fewer meeting the wraithworm's gaze must survive a saving throw versus spell or become paralyzed and unable to move for 2d4 rounds. The snake must be in its tangible form to use this power, and it's effective only within 15 feet. The wraithworm can take no other action when it attempts to use its gaze this way.

Wraithworms suffer only half damage from cold or negative energy attacks. Oddly enough, a priest can hold a wraithworm motionless for 1 to 3 rounds by succeeding in a turn attempt against a spectre.

HABITAT/SOCIETY: Wraithworms are solitary creatures. They're very territorial and don't tolerate other predators of any kind in their hunting grounds. The wraithworm doesn't have a burrow or lair; it spends its entire life roving its territory, searching for prey.

ECOLOGY: No one's ever come up with a good explanation for why wraithworms're able to do the things they do. Obviously, the creature mimics several powers commonly associated with the undead — its bite drains levels, it's partially immune to cold damage, and it can assume an intangible state. Even the bitter-cold pain caused by the creature's venom at work suggests supernatural elements. The most widely accepted answer is that some evil power or greater fiend made the wraithworm the way it is for its own purposes or amusement, or that the species simply spent too much time in the wrong places.

Although wraithworms possess several unnatural characteristics, they're natural creatures and fit into the local ecosystems without destroying them. They commonly hunt small animals and birds, and it's fairly rare for wraithworms to attack humans out of hunger. Normally, wraithworms avoid humans and strike only when some poor sod happens to blunder too close for the snake's comfort.

Wryback

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	O,P,Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-7
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3' tall)
MORALE:	Average (10)
XP VALUE:	175



Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They are named for their twisted, rubbery bodies and limbs.

Adult wrybacks are three feet tall and weigh about 50 pounds. Their skin is black or gray, sometimes with a blue or green tint. Their heads are squat and wide, with two bulging, cat-like eyes (either oily blue or sickly green), rudimentary noses with vertical nostril slits, and wide mouths filled with curved, needle-sharp teeth. Their arms are ape-like and oddly twisted. Their hands have three fingers and a thumb, and each digit is equipped with a curved, wickedly sharp, ivory claw. The legs also are short, twisted and ape-like. The feet are prehensile, having four fingers and a thumb, but with flat nails instead of claws.

Although wrybacks can manipulate objects with all four appendages, the feet usually are used for delicate tasks. Thick, rough pads on the feet and palms of the hands allow them to move almost silently (90%) and climb sheer surfaces of stone (unless completely smooth) and of wood or any other surface soft enough for the creatures to sink their claws into. Wrybacks have been seen walking on two legs, running on all fours, and even swinging from rafters or spelljammer deck beams.

Combat: Wrybacks fight with their claws, but they prefer stealth and backbiting to direct attack. Wrybacks can move very quietly and are masters of concealment; opponents suffer a −3 penalty to surprise rolls. Wrybacks are 50% undetectable even if listened or watched for. Wrybacks have only weak infravision (30-foot range), but their eyes are five times more sensitive to normal light than human eyes. This causes their eyes to glow an eerie blue in dim light. Wrybacks also have hearing even more acute than that of elves. This and their sharp eyes give them a bonus of +1 to their surprise rolls.

Wrybacks have no true bones, only thin rods of gristle surrounded by layers of smooth, tough muscle—this gives them their twisted appearance. This construction makes them resistant to falling damage (subtract 30 feet from the actual distance fallen when calculating damage) and almost immune to blunt weapons. Though they feel pain when struck by a bludgeoning weapon, their bodies tend to compress under the blow, negating damage. However, a hit with a blunt weapon can inflict 1 point of damage if the attacker rolls a successful bend bars/lift gates roll.

Habitat/Society: Wrybacks usually are found in groups, as any place capable of supporting one of the little pests usually can support at least three or four. They can be found infesting the holds of ships or spelljammers (where they stow away by hiding in the cargo or climbing aboard via mooring lines), granaries, warehouses, dungeons, ruins, sewers, and anywhere else that might attract vermin.

Ecology: The wrybacks' home system is unknown, but their habit of stowing away on spelljammers has enabled them to spread to almost every system that supports life.

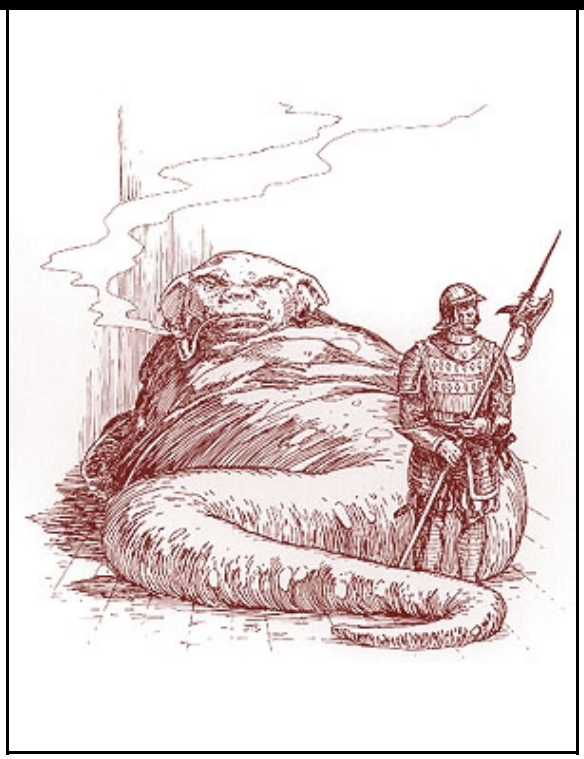
Wrybacks are effective, but not subtle, thieves. Their claws and arms are well suited to grasping and prying. A lone wryback working on a door or closure for ten minutes effectively has a Strength of 16 when determining its chance to open it, provided it is not entirely made out of stone, metal, or other material that is impervious to its claws. Each additional wryback adds 2 points of Strength, to a maximum of 19.

Wrybacks have one adaptation to space—the ability to automatically *feign death* when exposed to deadly air or poison gas. Wrybacks using this ability consume no air at all; they can maintain their trance indefinitely. When exposed to breathable air, they automatically return to consciousness in 1d4 + 1 rounds. They also have a 30% chance to voluntarily *feign death* when attacked and facing death, reawakening in 1d3 hours. An active wryback counts as half a person when calculating air consumption aboard a spelljammer.

How wrybacks mate is unknown, but they reproduce by budding. A pregnant female carries 1d4+1 warts on her back for about 10 weeks, when they erupt into tiny, fully formed wrybacks (1d3 hp each), these reach maturity in about eight weeks. Wrybacks live 25-30 years.

Wurmling

CLIMATE/TERRAIN:	Any hot climate
FREQUENCY:	Very rare
ORGANIZATION:	Patron
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A, D
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	24, Br 3
HIT DICE:	10-15
THAC0:	10 HD: 11
	11-12 HD: 9
	13-14 HD: 7
	15 HD: 5
NO. OF ATTACKS:	2 (bite/tail)
DAMAGE/ATTACK:	2d8/1d8
SPECIAL ATTACKS:	Roll over, Legacies
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	2% per HD
SIZE:	Huge (30'-45' long)
MORALE:	Fanatic (17-18)
XP VALUE:	5,000 + 1,000 per HD over 10



Wurmlings are large, intelligent worms, often found at the helm of evil brotherhoods (such as assassins' guilds) and crime syndicates. They rule through a combination of physical presence, intellect, cunning, intimidation, and blackmail. Wurmlings are utterly greedy masters of subterfuge and blackmail, skillful at acquiring wealth and manipulating pawns. Wurmlings have an unparalleled ability to pay attention to details. They have phenomenal memories and never forget anything.

Wurmlings grow up to 45 feet long, gaining in length and bulk as they age. A mature wurmling (10 Hit Dice) weighs about eight tons and gains 1 ton per Hit Dice thereafter. They are brown in color, with a tough, leathery hide. The top of the wurmling is usually a darker shade than its underside. They have small spindly arms, a long whip-tail, and a prehensile tongue. They have large, yellow eyes and can see quite well in a wide variety of ambient lighting conditions, from bright sunlight to a single flickering candle.

The Red Curse: Each wurmling gains Legacies as an Inheritor of level equal to its Hit Dice. Thus, a 10 Hit Die wurmling has five Legacies, just like a 10th-level Inheritor. A 12 Hit Die wurmling has six Legacies, and a 15 Hit Die wurmling has seven Legacies. A wurmling requires *crimson essence* to activate all Legacies after the first. However, like an Inheritor, the wurmling gains the Legacy permanently. Also, the wurmling requires *cinnabryl* to support its Legacies.

Typical wurmling Legacies include: Anti-Poison, Crimson Fire, Digging, Farsight, Red Shield, Shape Stone, and Temperature. Wurmlings often have Legacies appropriate to Eusdria.

Combat: A wurmling rarely enters melee combat, but it does have a ferocious bite and a whip-tail that it can use in an emergency. While its arms are small and spindly in comparison to its massive body, its great weight and bulk give it an effective Strength of 20 for purposes of holding on or grabbing things.

In spite of their bulk, wurmlings are extremely quick. If they have enough room, they can *roll over* on up to three man-sized or smaller opponents. If the victim makes a successful saving throw vs. paralysis, he avoids the attack. If the saving throw fails, the victim takes 1d4 points of damage per Hit Die of the Wurmling. If the wurmling stays on top, the victim continues to take this damage each round. Additionally, if the victim fails the initial saving throw, all of his items must make a successful saving throw vs. crushing blow or be demolished.

Special Abilities: Wurmlings are immune to the hallucinatory effects of scarlet pimpernel and will often use this substance to augment their Legacies.

Wurmlings have the following thief abilities as a thief of equivalent level: open locks, find/remove traps, move silently, hear noise, and read languages. Wurmlings are skilled with languages and are able to fluently communicate in one language per 2 Hit Die. They also have the equivalent of the legend lore ability and the local history nonweapon proficiency. A wurmling gains additional information-related nonweapon proficiencies as a thief of equivalent level.

Wurmlings are immune to any mood-altering abilities or proficiencies such as fast talk, intimidation, or a bard's charm ability. They also get a +3 bonus on all saving throws against mind-altering spells such as *charm person*, *emotion*, *forget*, and *suggestion*. The same bonus applies to any mind-affecting Legacies used against the wurmling.

Habitat/Society: Wurmlings, while evil, are scrupulously fair in their business dealing. They do not cheat, although sealing a bargain with them is a tricky business. Wurmlings thrive on the seamy side of business, and they drive extremely hard bargains. Wurmlings do not tolerate competition, especially from other wurmlings. Each wurmling establishes a clearly defined territory. Conflict between wurmlings is always fatal to at least one of the wurmlings involved.

Wurmlings always have bodyguards. They are never found alone. There will always be at least 1d4 trusted guardians around the huge, bloated creature. In many cases, they have as many as 4d10 guardians. Typical guardian creatures include orcs, trolls (if properly trained), gnolls, evil humans, etc. Typically, a wurmling also has 100 to 200 retainers, servants, and assorted underlings.

A wurmling pays its people very good wages, which helps to ensure loyalty. The paranoid wurmling does not rely on that, however. Wurmlings seem physiologically incapable of trust. Instead, it supplements the wage-loyalty with magical conditioning, drug addic-

tion, and blackmail. It typically knows 1d4 scandalous secrets about each of its servants.

Wurmlings sometimes obtain krolli bodyguards. The two races are compatible enough that the wurmling rarely has to blackmail or coerce its krolli bodyguards.

Wurmlings are typically involved with a host of illegal and reprehensible activities, including blackmail, black marketing, bootlegging, bribery, copyright infringement, drug-trafficking, extortion (exorbitant charges for services rendered), gambling, money-laundering, assassination, prostitution, "protection" schemes, racketeering, and smuggling. Wurmlings are unlikely to kill or maim a defaulter. Dead people do not repay loans. They are, however, relentless in pursuit of a jumper. Wurmlings typically have considerable influence in the local police force, military, trade and merchant's guilds, and political offices.

Ecology: Wurmlings are hermaphroditic; they have both male and female reproductive organs, although they are not self-fertile. Mating between wurmlings occurs only after long and arduous negotiations (carried out through intermediaries), followed by the signing and witnessing of elaborate, intensely detailed contracts and agreements. Wurmlings will mate only after they are absolutely certain that they are not currently (and will never be) competing. The mating always occurs in neutral territory.

Since wurmlings weigh several tons and their mating is very energetic (coupled with the spontaneous and unpredictable firing of their Legacies), it can be very dangerous to be anywhere near a pair of mating wurmlings. After mating, both wurmlings become pregnant and have one offspring after a gestation period of about two years. The immature wurmling stays with its parent until it reaches 10 Hit Dice (about 100 years), learning the business before it strikes out on its own. A wurmling can live to be over 1,500 years old. After its death, a wurmling's decayed remains turn into *steel seed*.

The only widely known wurmling resides in Eusdria. This may seem like a strange place for a wurmling, but it works; Eusdria gave up contact with the Heldann freeholds years ago, so the wurmling supplies a steady and illicit trickle of *red steel*. The wurmling poses as a legitimate business owner, but its legitimate businesses are only the tip of the iceberg. The wurmling's organization is also bound by a rigid code of business conduct, similar to the Honorbound code. Eusdrian officials have tried for years to pin a criminal conviction on the wurmling, but have so far been unsuccessful.

Lair Description: A typical wurmling lair is underground, in a city or other center of commerce. A wurmling lair will always be well-defended, with lots of open space, traps, guards, and detection points. Trick floors, pressure plates, false doors, and trip-wires are also common. The lair usually includes one or more special holding cells for use by the wurmling's information retrieval technicians. The lair will also include quarters and accommodations for the wurmling's servants and guards.

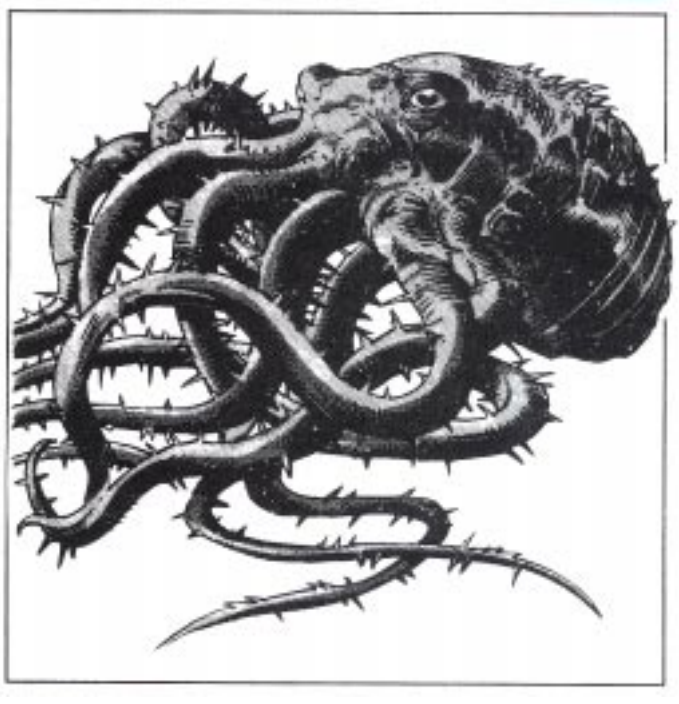
Anyone looking for written records will be sorely disappointed. Wurmlings never write anything down, relying on their flawless memory to keep books, juggle accounts, etc.

Wurmlings can burrow, albeit slowly. They take advantage of their long life span and burrowing ability to carve intricate networks of secret tunnels beneath their lairs.

Wyndlass

CLIMATE/TERRAIN:	Temperate / Forest and swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	3
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	11
DAMAGE/ATTACK:	1–10 (x10)/1–4
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20′ long)
MORALE:	Champion (15–16)
XP VALUE:	5,000



The wyndlass is a tentacled horror that lurks in desolate swamps and gloomy forests. A powerful predator, it has been known to devour several whole horses at a time in its quest to satisfy its awesome hunger. Few living men can tell the tale of a firsthand encounter with a wyndlass, as few ever survive such a meeting.

Although the wyndlass is seldom (if ever) seen by those it hunts, there have been occasions when it was sighted out of its pit by those with the sense to quickly note its appearance and then flee for their lives. From these accounts we know that the wyndlass looks something like a giant black octopus with no fewer than ten tentacles. Each of these whiplike limbs is over 25 feet long and covered with keen barbs that sink deep into the flesh of prey. The tendrils attach to the body in two clusters of five limbs each. Between the two clusters are the creature's three eyes (which glow with a faint blue light) and its powerful beak.

Combat: When a wyndlass has buried itself in its quicksand pit (see "Ecology"), it lies very still and awaits the passing of a potential victim. As soon as something steps into its pit, the horror unfurls its tendrils and grabs hold of the prey, pulling it under the surface of the quicksand. When the wyndlass attacks in this manner, it imposes a -5 penalty to its opponents' surprise rolls. Once a victim is pulled beneath the surface of the quicksand pit, it quickly suffocates (see "Holding Your Breath," 2nd Edition *Players Handbook,* page 122) and can be devoured by the wyndlass at its leisure.

Anyone caught in the grip of the wyndlass cannot take any action to defend himself from the attacks of the other tentacles or the bite of the beak. As a rule, the wyndlass devotes one of its tendril clusters to each opponent; thus, although it has ten limbs, the wyndlass can attack only two opponents at once. In addition, the creature's beak can bite only those who are held in its tendrils.

Anyone who attempts to wrench himself free of the wyndlass's tendrils is torn and cut by the barbs that cover their surface. Whenever an ensnared character attempts to break free, he must roll a successful bend bars/lift gates check. In so doing, however, he suffers 1d6 points of damage for each limb that was wrapped about him.

The wyndlass takes no delight in killing and is not an evil creature, but its great size requires that it hunt very often and this has led to its reputation as an evil and hateful thing.

Habitat/Society: The wyndlass is a solitary creature that spends most of its life at the bottom of its quicksand pit awaiting prey. Most intelligent creatures stay well clear of a wyndlass's lair (if they learn about it before being devoured).

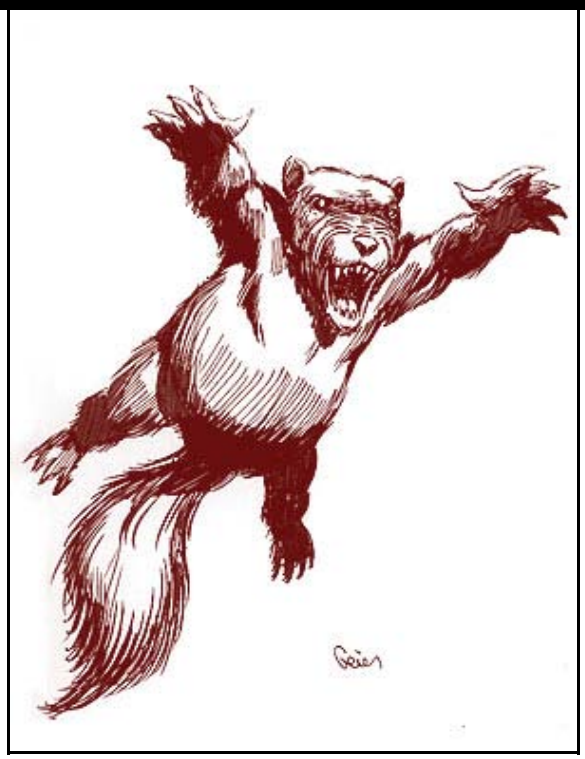
A wyndlass sets up its lair by burrowing into the earth along a well-traveled game path or road. As it digs, it exudes a tine oil that mixes with the soil to form a substance that has far less surface tension than water or normal quicksand. Those who have had the chance to examine a pool of wyndlass quicksand claim that it is so slippery that you cannot actually feel it when you run it between your fingers. Whether or not that is the case, it is impossible to swim in the substance as it offers almost no support at all. When a creature steps onto the pit, it instantly plunges beneath the surface and is attacked by the wyndlass.

When a wyndlass feels that game is becoming scarce in a given area, it pulls itself out of its pit and begins the slow migration to a new home. As a rule, the wyndlass relocates like this only once a year or so.

Ecology: A powerful hunter in its own right, the wyndlass has few (if any) natural enemies. On occasion, it may be sought out and destroyed by teams of adventurers, however, because of the oil that it secretes. As a lubricant, wyndlass oil is second to none. While this alone might be enough to bring a few hunters out after the wyndlass, it is the creature's use to alchemists and wizards that most often spawns a hunting party. Wyndlass oil is one of the most common, and important, ingredients in *oil of slipperiness,* and it is often sought for this purpose.

Wynzet

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare (common in Robrenn)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, K, L, M, N
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1 (bite)
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Bite Legacy (1d8)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' tall)
MORALE:	Steady (11-12)
XP VALUE:	120



Wynzets are large, furry creatures commonly found in Robrenn forests. They tend to have the form of either gray squirrels or rabbits, but other forms have been found. A wynzet is cute and fluffy and appears to be very docile. Many humanoids find the appearance of the wynzet quite appealing, and wynzets will approach humanoids without fear. They are very docile and will allow themselves to be petted and fed quite tamely. They have soft fur and large, wide eyes.

This cute, tame appearance is very deceptive, however. The wynzet is a magical creature, empowered by the druids of Robrenn to help defend the forests. The wynzet is an extension of the forest that it lives in, and it taps in to the very "being" of the forest. Normally, its docile, pleasant appearance is quite true. It will happily play and frolic with nature-lovers. However, if the wynzet encounters a despoiler of the forest, its special powers come into play. It will approach such a despoiler, act cute and fluffy, and generally try to befriend the despoiler to get the him to drop his guard.

The Red Curse: Wynzets all have the Bite Legacy, but they do not require *cinnabryl*.

Combat: Once it has secured the friendship of someone who has been despoiling the forest, the wynzet uses its Bite Legacy to attack the person's throat. The wynzet can perform a lightning-fast leap of up to 15 feet to make this attack. The wynzet must make a successful attack roll with a +4 bonus to implement this attack.

On the wynzet's first successful attack, the victim must make a successful saving throw vs. paralyzation (dexterity bonuses apply) or die. If the saving throw succeeds, the victim still takes double normal damage from the first Bite attack (2d8 damage). Subsequent attacks do normal damage (1d8 for the Bite or 1d3 for the normal bite).

Habitat/Society: The wynzet usually behaves like the creature it resembles. A squirrel-form wynzet behaves like a squirrel, and likewise for a wynzet that has a rabbit-form.

Ecology: Wynzets are natural creatures augmented by the druids of Robrenn. A wynzet breeds as the creature it appears to be (squirrel or rabbit), but only about 5% of its offspring will be wynzets.

The wynzet restores ecological damage caused by despoilers of the forest. If marauders damage the forest, the wynzet kills them. Their bodies then decay and replenish the forest's ecology.

In Renardy, this creature is sometimes known as *le lapin mortel*.

	Lesser	Greater
Climate/Terrain:	Forest, ruins	Forest, ruins
Frequency:	Rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	Nil	Nil
Intelligence:	Low (5–7)	Average (8–10)
Treasure:	B	B
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1d6	1d2
Armor Class:	4	0
Movement:	12	12, Fl 24 (B)
Hit Dice:	4	8
THAC0:	17	13
No. of Attacks:	2	2
Damage/Attack:	1d6 (sphere)/ 1d6 (sphere)	1d10 (sphere)/ 1d10 (sphere)
Special Attacks:	Nil	Paralysis, chill
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	420	5,000

Wyrds are undead creatures with strong connections to the Positive Energy Plane. They are created when an evil spirit inhabits the dead body of an elf.

Wyrds appear as immaterial figures clad in dark, hooded robes. A dark, skeletal face is faintly visible in the depths of the hood. A wyrd's feet appear to be booted; its hands have flesh but are thin and gnarled. A wyrd holds a small red or green sphere, about the size of a grapefruit, in the palm of each hand. The spheres glow faintly, like the last embers of a dying fire.

Combat: A lesser wyrd can create two glowing red spheres each round. It can use its spheres as hand-to-hand weapons, or it can hurl them (range 30/60/90), or it can use one sphere for hand-to-hand combat and throw the other. When a sphere strikes a target, it bursts with a small thunderclap and a flash of brilliant energy that inflicts 1d6 points of damage on the target creature (1d6+3 points of damage if the victim is an elf). When a sphere explodes, a replacement instantly appears in the wyrd's hand, but the wyrd can never create more than two spheres per round, even if affected by a *haste* spell.

Wyrds can be harmed only by silver or magical weapons. Being undead, they move silently and are immune to poison and to *sleep, charm,* and *hold* spells.

A wyrd can be turned as a wraith.

Wyrds prefer to attack from a distance, concentrating on elves and on any character capable of returning the attack. Creatures killed by a wyrd tend to be badly burned by the energy spheres but can be raised normally; they do not return from death as undead.



Habitat/Society: Wyrds can be found haunting caves, ruins, and forests. During daylight, a wyrd retreats into a dense thicket of undergrowth or into a lightless crypt or cave. Like most undead, wyrds loathe the living and relentlessly attack any creature they encounter. Forest-dwelling wyrds are a particular bane to good sylvan creatures such as unicorns and dryads, and these creatures do not hesitate to destroy a wyrd just as soon as they can muster enough force to do so. Elves, for obvious reasons, despise wyrds and try to see that they are destroyed as quickly as possible.

Ecology: Except for their propensity to kill, wyrds have no role in the ecology.

The process that creates wyrds is a mystery. It seems to be clear, however, that the spirit that animates a wyrd prefers to occupy elves who have died violently and been left unburied. Elves who have been abandoned by their fellow elves and left to die alone seem to be the most likely to become wyrds. Certain locales near places of ancient evil, such as ruined temples, battlefields where evil forces were once victorious, and scenes of great treachery also seem to be prone to produce wyrds.

Greater Wyrd

This more hideous variety of wyrd, created when an undead spirit occupies the body of an exceptionally high-level elf, is justifiably feared. Any creature viewing a greater wyrd must make a successful saving throw vs. spell or be stricken with a dreadful chill that causes a –3 penalty to all attack and damage rolls when fighting the wyrd (successful attacks always inflict at least 1 point of damage). The penalty remains in force until the greater wyrd is destroyed, until the next sunrise, or until the victim receives a *remove curse* spell from a caster of at least 9th level. The victim, however, is still vulnerable and must roll another saving throw if the greater wyrd appears again, whereas those who make successful saving throws when first confronting the wyrd are immune to the effect until the next sunset.

A greater wyrd's globes glow a sickly green. They explode for 1d10 points of damage when they hit, and the victim must make a successful saving throw vs. paralyzation or be paralyzed for 2d4 turns (elves suffer 1d10+5 points of damage from each globe but are immune to the paralyzation effect).

Greater wyrds are turned as ghosts.

Like the lesser wyrd, the greater wyrd can be hit only by magical or silver weapons and is immune to poison and to *sleep, charm,* and *hold* spells.

Wyste

CLIMATE/TERRAIN:	Far Realms gate
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	2–8
ARMOR CLASS:	2
MOVEMENT:	3, Sw 15
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4+1 (×4)
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (25' long)
MORALE:	Steady (12)
XP VALUE:	975

The wyste (pronounced, *wist*) is an alien creature much like a giant worm that inhabits fetid pools of slime. The typical specimen is 2 feet in diameter and about 25 feet long.

Its skin is translucent, showing strange twisted strands of pulsing organs underneath. The creature has no eyes or mouth; instead it has a large sucker hole fringed by large, claw-tipped cilia. The cilia not only allow the wyste to sense its environment and feed itself, but also provide a defense against predators. So far as is known, wystes operate only by instinct, and live to feed.

Combat: Wystes are aggressively territorial and will lunge up to 15 feet out of their slimy pools to attack creatures that approach. Often, wystes in an area attack as a group, and any other nearby that are attracted by the commotion will move in to feed as well. Despite their size, wystes are fast, whipping and writhing to bring their clawed cilia to bear. Those killed by a wyste will be dragged away, to be consumed at its leisure, provided the wyste can defend the body against the onslaught of its fellows.

Sometimes a wyste will attempt to seize and drown an intruder. Only prey of man-size or smaller will be attacked in this fashion. A successful attack means the wyste wraps its body around the prey and pulls it into the slime pool. The prey can make a Strength check with a –2 penalty to its Strength to escape. Even it escapes, the prey requires a successful swimming or direction sense proficiency check to reach the surface. Failure means the prey will become disoriented in the slime and eventually drown. A victim who fails to escape can try once per wound, after making any necessary check against drowning, as described in the *DMG*. Further, the pool slime is poisonous. Any creature not of the Far Realm or mutated by its effects that swallows the slime must make a successful saving throw vs. poison or die in 1d4 rounds.



Habitat/Society: Not much is known of these creatures, for they have so far been found only in or near pools of slime of alien origin. Presumably, they are much like aquatic worms or leeches, but the matter is certainly subject to further study.

Apparently, wystes do not need to breathe in their native slime, or at least they can remain submerged for long periods. Their presence in a pool of slime might be detected by the ripples they create as they swim just below the surface.

Wystes are not restricted to their slime pools; they can move slowly about on land. However, they cannot go far from a slime pool; if wystes are encountered, a pool of the opaque blue slime native to the Far Realm will be nearby.

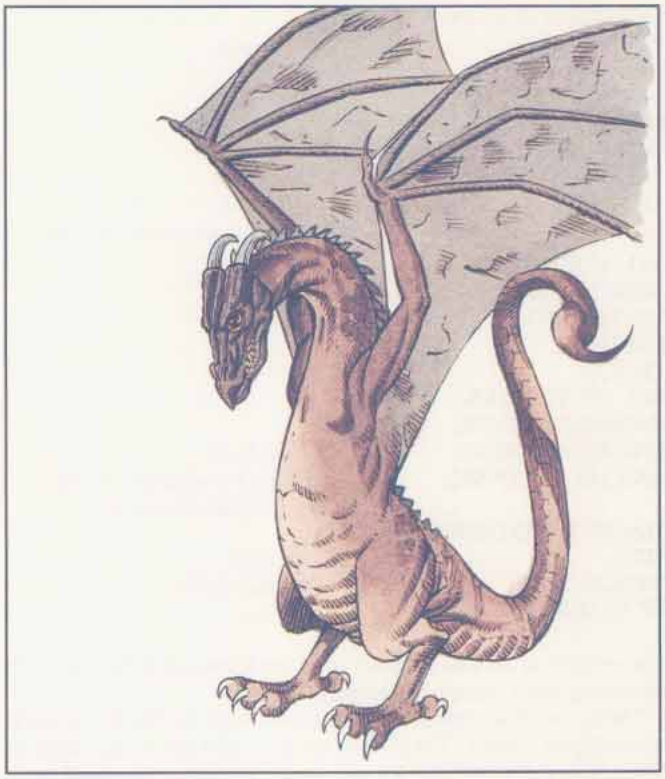
The slime pools that wystes swim in are produced by two types of subterranean alien life forms. One creature, a satiny black bulb, grows on rock walls and ceilings, clinging there by thick, fibrous roots. The second creature is a doughy, dog-sized white lump, which is able to crawl on walls and ceilings. Apparently, the white lumps feed on the black bulbs. Every so often a dark orifice opens in a white lump and discharges an opaque blue ooze. The slimy ooze runs together and collects in stagnant pools. The slime is somewhat slippery, and poisonous if ingested (save vs. poison or die in 1d4 rounds). Apparently, by themselves, the smaller creatures are harmless, but the slime pools they create attract wystes, and wystes attract dharculi and other weird predators of the Far Realm.

Ecology: Wystes are often preyed upon by dharculi, and if wystes are encountered, there is a 10% chance that at least one dharculus will be nearby. If the influence of the alien energies of the Far Realm is removed, the wystes will eventually die off (in about one month) as the creatures that renew their slime pools die.

—*From* Gates of Firestorm Peak, #9533

CLIMATE/TERRAIN:	Temperate mountain forests and jungles
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and dawn
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	E
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	6, Fl 24 (E)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/1-6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (35' long)
MORALE:	Very steady (14)
XP VALUE:	1,400



A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

The 35-foot-long dark brown to gray body of the wyvern is half tail. Its leathery batlike wings are over 50 feet from tip to tip. The head alone is 4 feet long and filled with long, sharp teeth. Unlike the dragon, it has only hind legs, using them the same way a hunting bird would. The tip of the tail is a thick knot of cartilage from which a 2- foot-long stinger protrudes, very much like that of a scorpion. The eyes are red or orange. A wyvern does not have a strong odor, although its lair might smell of a recent kill. These beasts can make two sounds: a loud hiss, which sounds like a hot sword plunged into water, and a low, deep-throated growl, much like that of a bull crocodile.

Combat: Rather stupid, but aggressive, wyverns will nearly always attack. In combat, the wyvern always prefers to be flying, and will seize any opportunity to take flight and continue combat. If trapped on the ground it will bite (2-16 points of damage) and use its stinger (1-6 points of damage), attacking the most convenient target or targets. The tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The stinger injects poison (type F) into the wound, against which the victim must make a save vs. poison or die. Even if the saving throw is successful, the victim suffers 1-6 points of physical damage from the sting.

From the air the wyvern is a far more deadly opponent. It dives upon ground targets, attempting to snatch them up in its two taloned claws (1-6 points of damage each) and fly off. Man-sized victims are snatched if at least one talon hits for damage. Large victims require both talons to hit in order to snatch them up. The wyvern cannot fly while carrying anything bigger. After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites each round, both at +4 to hit, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting. Then it will land and feast, not hunting again until the next day.

As a hunter, the wyvern is cunning. It will avoid letting its shadow fall across its prey as a warning. The final approach of the dive is done in complete silence, imposing a -2 surprise modifier on the target. It trails its prey from downwind whenever possible. A mature wyvern often waits for the right moment to strike, and is willing to let prey go that is too powerful or within easy reach of cover. Such a wyvern understands that men, particularly those armed in bright metal, are stronger than their size would indicate. Given a perfect opportunity, it will attempt to snatch up an unarmored member and fly out of range.

Habitat/Society: The wyvern is a solitary creature, nesting only with its mate and young. It tends to lair on mountainsides that overlook forests, jungles, or sometimes plains. A wyvern makes its lair in large caverns that can be found in such places, staking out a territory about 25 miles across. If game is sparse, it will hunt with a small group of its own kind. Only young wyverns attack others of their kind, usually to establish new territory. Older wyverns settle disputes in an unknown manner without actual combat.

Some wyverns have been known to work with evil dragons. Usually these dragons completely dominate the weaker and smaller wyverns.

Ecology: An adult wyvern consumes the equivalent of a man-sized to large creature once per day. This could translate to a horse, pig, or a handful of sheep. While it eats them whole, the bones are not digested, and neither are metal objects. The wyvern eats carrion only if desperate.

The wyvern has no natural enemies, although it would not be a match for certain powerful creatures. It is noted for the foul taste of its flesh. No one has found a way to cure its hide and the bones are light and brittle to aid in flying. Certain body parts are used by spell casters as spell components, for which they will pay a reasonable price.

Wyvern Drake

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CLIMATE/TERRAIN:	Temperate mountains and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and dawn
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (E)
ALIGNMENT:	Black: CE; Blue: LE; Green: LE; Red: CE; White: CE; Brown: NE; Yellow: CE
NO. APPEARING:	1d3
ARMOR CLASS:	Black: 1; Blue: 0; Green: 0; Red: -3; White: 1; Brown: 2; Yellow: 0
MOVEMENT:	6, Fl 24 (E)
HIT DICE:	8+7
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d10/1d8 (bite/stinger)
SPECIAL ATTACKS:	Breath weapon, poison; surprise, bombing
SPECIAL DEFENSES:	Immune to breath weapon of dragon parent and like attacks (spells, etc.)
MAGIC RESISTANCE:	Nil
SIZE:	G (45 feet long)
MORALE:	Elite (13-14)

XP VALUE:

Black	9,000	White	9,000
Blue	10,000	Brown	9,000
Green	10,000	Yellow	10,000
Red	10,000		



The wyvern drake is, as its name implies, a cross between a dragon and a wyvern. It is 45 feet long (half of that is tail), with a 60-foot wingspan and a yard-long stinger at the end of its tail. Its body, limbs, and wings have the same color ranges as that of wyverns, from a dark brown to gray. A wyvern drake's 5-foot head is colored similar to its dragon parent, though its eyes often have red or orange swirls or patterns in the iris, a remnant of the normal wyvern eye color.

Besides a wyvern's hissing and roaring calls, the wyvern drake can also speak the tongue of its dragon parent and the common tongue, along with one or two other languages that it learns or is taught. Those wyvern drakes raised from birth by the Cult of the Dragon normally know common, the language of their dragon parent, and perhaps a local tongue or the language of a humanoid race the Cult deals with.

Combat: Having more intelligence than a normal wyvern, the wyvern drake is a highly dangerous foe. It always fights in the open if it can, invariably attacking from the air. In addition to doing physical damage, the scorpionlike tail also injects Type F poison, killing the victim unless it saves vs. poison. The tail stinger can hit an enemy in any direction, so long as it is within reach. The clever wyvern drake can also pick up a smaller foe, carry it high into the air, then drop it (inflicting normal falling damage), or else pick up objects such a boulders and drop them onto foes (-2 on attack rolls, but inflicting 1d10 points of damage on a hit).

The wyvern drake also fights with a breath weapon inherited from its dragon parent usable three times per day Damage done by the wyvern drake's breath weapon is equal to the beast's normal hit point total. This damage does not vary as the beast is wounded or healed over time.

Dragon Parent	Breath Weapon
Black	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Blue	Bolt of lightning 5 feet wide, 100 feet long; save for half.
Green	Cloud of chlorine gas 50 feet long, 40 feet wide, and 30 feet high; half damage if save is made vs. breath weapon.
Red	Cone of fire 5 feet at mouth, 90 feet long, 30 feet wide at cone's widest; half damage if save is made.
White	Cone of frost 5 feet wide, 70 feet long, 25 feet wide at cone's widest; half damage if save is made vs. breath weapon.
Brown	Jet of acid 5 feet wide, 60 feet long; victim takes half damage if successful save vs. breath weapon is made.
Yellow	Blast of scorching air and sand 50 feet long, 40 feet wide, and 20 feet high; half damage if save is made vs. breath weapon.

The wyvern drake is immune to attack forms that resemble its breath weapon. Wyvern drakes do not suffer any additional damage or effects from weapons or items specifically designed to kill dragons.

Wyvern drakes prefer to use their breath weapon instead of relying on physical combat when fighting an aerial opponent. Still, their stings are useful in a dogfight, as they can arch over their backs to strike opponent in front of them.

When stalking prey, the wyvern drake uses cunning. Neither sound nor shadow alert victims that they are being followed, and the attacking wyvern drake achieves a -2 penalty on the victim's surprise roll due to its silent dive to the attack. Though it will not attack an enemy that is obviously too powerful for it, a group of humans will be attacked if the beast is hungry enough.

Habitat/Society: The wild wyvern drake prefers to live alone, staying with another of its kind only for the few months it takes to birth and rear its young to a fledgling state. It lairs on mountains or cliffs overlooking forests or plains, particularly those containing caravan or migration routes. Its average hunting ground is about 25 square miles in size, but it can travel 150 miles in a single day and back again in its search for food. Unlike ordinary wyverns, wyvern drakes never fight their own kind except when there is absolutely nothing else around to eat. Wyvern drakes hoard treasure just as dragons do.

Cult of the Dragon wyvern drakes are often used as aerial scouts and as airborne attack platforms. Most are trained to accept Cult members as riders.

Ecology: The wyvern drake eats the equivalent of a cow or horse per day. It swallows victims whole once combat is finished, without chewing, and only the bones and any metal or stone items on the corpse are not digested. (It cannot swallow prey whole in melee.) Carrion is regarded as a food of last resort. Wyvern drakes have few natural enemies, though other large territorial predators will attack them if they consider them to have invaded their ranges.

Climate/Terrain:	Energy Planes
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Energy
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	0
Movement:	Fl 6 (B)
Hit Dice:	5-8
THAC0:	5-6 HD: 15 7-8 HD: 13
No. of Attacks:	1
Damage/Attack:	1d6+6
Special Attacks:	Energy blast or drain
Special Defenses:	See below
Magic Resistance:	15%
Size:	M (4' diameter)
Morale:	Steady (11)
XP Value:	5 HD: 5,000 6 HD: 6,000 7 HD: 7,000 8 HD: 8,000

Ah, life — there's no spot in the multiverse where it hasn't managed to take hold. Perhaps, in a tome dedicated to the creatures of the inhospitable Inner Planes, such a concept should be a theme, or even *the* theme. There's life everywhere.

The Positive and Negative Energy Planes are no exception to this rule. Somehow, on both of these seething planes of force, consciousnesses formed and adopted bodies made of the essence around them. The Positive Energy Plane — a brilliant sea of explosive vitality — spawned the creature known as the xag-ya, whereas the Negative Energy Plane — a cold pit of devouring darkness — brought forth the xeg-yi.

SURE, THE POSITIVE ENERGY PLANE IS DANGEROUS, BUT AT LEAST THERE ARE NO INHABITANTS TO WORRY ABOUT.

— RAESPH ATHAIR, PROVING THAT NOT EVERYONE SHOULD BE A PLANAR GUIDE

On the other hand, some say that neither creature is a true native of its plane at all. These folks claim that the xag-ya and xeg-yi came into existence elsewhere (perhaps on the same plane, perhaps on different planes), forming in isolated pockets of positive and negative energy. The beasts might even have been created by some intelligent agency for an unknown purpose.

'Course, this is just idle speculation, but it comes about for a very good reason. The Positive Energy Plane is practically life incarnate. How could a creature attain enough true individuality in such a place to achieve consciousness and an ambulatory body? And the Negative Energy Plane is as antilife as a basher can conceive, which makes the idea of a living creature of negative energy seem a bit of a contradiction.

The graybeards can rattle their bone-boxes all they like about these problems, but the fact is that no one really knows how or why the xag-ya and the xeg-yi exist. The two creatures are similar and yet opposite in appearance and nature — so much so that it makes a body wonder if their geneses didn't have something in common.

In any event, both are spherical beings with multiple tendrils of energy writhing about them, almost like the tentacles of an octopus. Each creature's main body is a globe of energy that's unremarkable except for two narrow spots that suggest eyes. These eyes, in turn, suggest an unknowable and alien intelligence. At first glance, there's only one way to tell the two creatures apart: The xag-ya appears silvery and lustrous, while its negative counterpart is black and dull.

Combat: Both monsters attack foes by striking with their whiplike tendrils of energy. The touch of the xag-ya carries with it a powerful jolt that overloads living creatures and causes them 1d6+6 points of damage. Combustible, nonliving items such as paper, cloth, and wood catch on fire when exposed to this raw force.

Every other round, the xag-ya can fire a bolt of this energy at a target up to 10 feet away. Like the touch of the creature's tendrils, the bolt ignites combustibles and inflicts 1d6+6 points of damage, but it also heats metal objects. Such items glow white-hot and remain so for 1d4 rounds. During that time, they cause 1d4 points of damage per round to anyone in contact with them. Magical metallic items are allowed a saving throw versus electricity to resist being heated.

The life-draining tendrils of the xeg-yi corrode whatever they touch. They inflict 1d6+6 points of damage on living targets and cause nonliving items such as paper, cloth, and wood to age and rot.

Every other round, the xeg-yi can discharge a bolt of negative energy with a range of 10 feet. It has the same effect as the touch of a tendril, corroding materials and inflicting 1d6+6 points of damage, but it also rots sturdy materials like metal and stone. Such items must make a successful saving throw versus electricity or become corroded and worthless.

A basher's got to have a weapon of +1 or better enchantment in order to harm either creature. And rather than discuss what kind of magic the pair is immune to, it's easier to list the few spells that *do* affect them. Xag-ya are vulner-

able to cold-based spells, while xeg-yi are harmed by magical fire. Both are subject to *disintegration* and *magic missile*, and neither can penetrate a *shield* spell. If a cutter runs into either monster elsewhere in the multiverse, he can send it back to its home plane with one of the following spells: *abjure, banishment, dismissal, dispel magic* (treat the level of magic as twice the creature's Hit Dice total), *holy word, limited wish, plane shift,* or *wish*. No other spells can affect them.

A *rod of absorption* or a *wand of negation* can thwart the attack of a xag-ya, while a *rod of cancellation* or a *mace of disruption* provides protection from the assaults of a xeg-yi. What's more, these four magical items can't be harmed by either creature.

If a xag-ya or xeg-yi is slain, it explodes in the appropriate release of energy — either an overloading jolt or an enervating drain. This burst has a radius of 10 feet, and all within the area suffer 2d6+12 points of damage. Victims and objects are also affected as if struck by a bolt of energy loosed by the creature (thus, certain items must make saving throws).

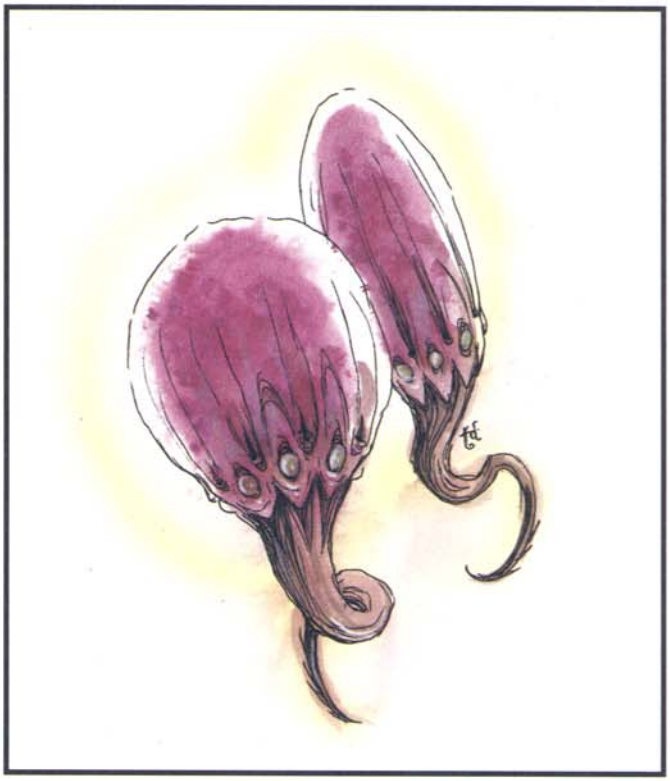
HABITAT/SOCIETY: Neither the xag-ya nor the xeg-yi seems to interact with other creatures — not even those of their own kind. Though they're thought to be highly intelligent, they have no language or real means of communication. They're completely solitary beings. Still, they're also quite curious about what lies beyond their own planes and often wander about the multiverse, observing. While they're not outright hostile, their touch endangers virtually all things, so it's inevitable that they find themselves in combat fairly often — others can't help but perceive them as a threat.

Should a xag-ya and a xeg-yi ever meet, they instantly rush toward each other. If they come into contact, they annihilate themselves in a conflagration of energy that inflicts 4d6+24 points of damage to every living thing in a 30-foot radius. The blast randomly corrodes or heats nonliving objects within this area. No one knows exactly why the creatures do this; some bloods believe it's motivated by hatred, while others think it's due to some other need or flaw.

ECOLOGY: Xag-ya and xeg-yi feed on all sorts of energy. Their means of reproduction is unknown but must be asexual — after all, individuals of these species never interact.

Xantravar (Stinging Horror)

CLIMATE/TERRAIN:	Swamps, sea coasts
FREQUENCY:	Rare
ORGANIZATION:	Solitary or hunting groups
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1d4
ARMOR CLASS:	6
MOVEMENT:	Fl 15(A), SW 12
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 (×2)
SPECIAL ATTACKS:	Poison, blood drain
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (see below)
MORALE:	Elite (13–14)
XP VALUE:	975



The stinging horror is a silent, deadly predator that inhabits swamps, salt marshes, and remote seacoasts with tidal caverns. A xantravar's body is actually two wine-red to gray mottled, teardrop-shaped, rubbery bulbs, 6 to 7 feet long, ending in strong, corded muscles that can drive home the two hollow bone stings at the base of each bulb with great force. Above the stings, eight eyes (90-foot infravision and normal vision to human range) ring each stalk. The bulbs are of the same size, linked by a curious glowing energy field that varies in length from a 2-foot norm to a maximum vertical separation of up to 12 feet and horizontal separation of up to 20 feet.

Combat: A xantravar's two stingers look identical, but only one injects a paralyzing venom as it strikes. A stinging horror can inject this once per round and four times in a turn; if the venom is exhausted, two turns are required for the monster's body to replace it. The poison stinger inflicts 1d4 damage, and the victim must successfully save vs. poison or suffer 15 additional points of damage. The saving throw is made with a penalty of –3 for man-sized or smaller victims, and with a penalty of –1 for larger targets. A being who successfully saves against the venom of a xantravar is forever immune to the venom of that particular xantravar. They themselves are immune to all known toxins.

The horror's other stinger also strikes for 1d4 damage, but with each blow it sucks 1d6 + 3 hp-worth of blood.

Above its eyes, a xantravar has indentations circling each body-bulb—these are iris valves that emit ventral steering jets of gas from the creature's interior. The gas is air taken in and mixed with vapors caused by the creature's digestion, and it is highly flammable. Contact between a steering jet and an open flame (such as a torch) causes the jet to become a gout of flame, leaping 10 feet outward from the xantravar. This jet inflicts 1d3 points of damage upon all beings in its path, while the xantravar suffers 1d2 damage before it involuntarily closes off the gas jet.

Above the jets, in the large head of each bulb, a xantravar has floatation chambers of gas. The taking in of gas is done in some mysterious manner by the glowing energy field that joins the two bulbs of an xantravar's body. The length of the field can vary, but its existence is constant. It is unaffected by *dispel magic* spells and will disrupt other fields of force that contact it; it can be destroyed only by slaying the xantravar. Spells involving heat, electrical energy, and magical energy discharges (such as *magic missile*) augment this field; treat damage from these as hit points *gained* by the xantravar. The spells that help the field still inflict their normal damage upon the bulbs of an xantravar's body.

In any serious fight, a xantravar separates its body bulbs by at least 10 feet for protection. A xantravar can be destroyed by any attack—such as a flaming arrow—that punctures a floatation chamber and introduces an open flame into it on the same round or the round immediately after (the leak is sealed off by the third round). A successful flaming attack into a ruptured gas chamber causes the xantravar to expire in a violent 20-foot-radius, 4d6-damage fireball.

Habitat/Society: Xantravars prey upon any living thing they can reach with their stingers. They prefer to hunt at night or in heavy fog, keeping to deep, flooded caverns or shallow shoreline depths by day. They co-exist peacefully with their own kind, but mate very seldom. Xantravars are bisexual.

Ecology: Xantravars don't interact with other creatures except to prey upon them (or be preyed upon when wounded or already dead). Their formidable powers normally keep all but the largest octopi, fish, and birds of prey at bay.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family bands
ACTIVITY CYCLE:	Any
DIET:	Ferrous metals
INTELLIGENCE:	Average to High (8–14)
TREASURE:	See below
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	9, Jp 3
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Metal corrosion
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	45%
SIZE:	S to M (3′–6′ tall)
MORALE:	Elite (13–14)
XP VALUE:	270

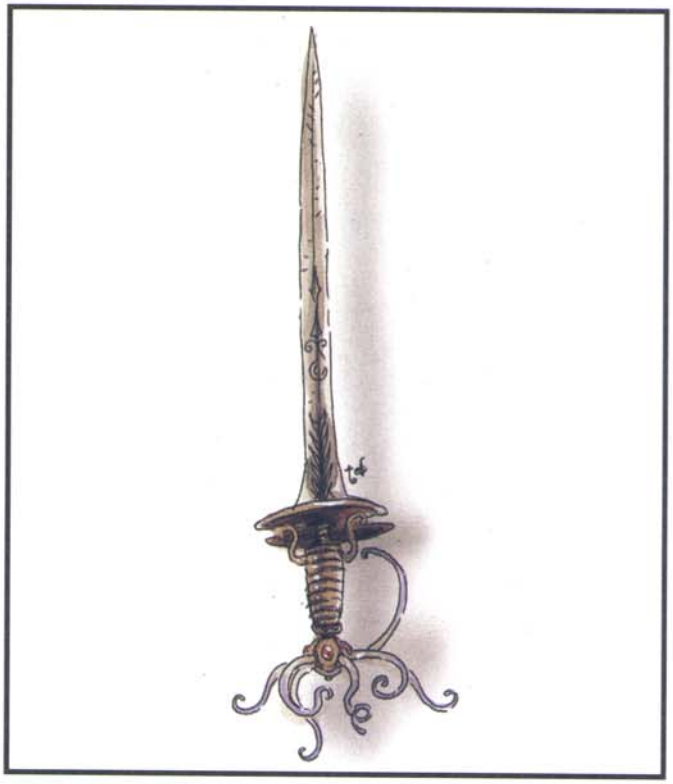
A xaver looks exactly like a sword, with a hard, silvery body and six faceted green eyes that resemble gems around the hilt of a blade. Xavers are intelligent creatures that scuttle about on tiny, retractile wormlike legs.

Like rust monsters, xavers eat ferrous metals (and alloys that include them such as steel and adamantine), but they are intelligent enough not to be bought off with a few spikes when they see an easily won suit of armor or much weaponry.

The body of a xaver is smooth and metallic, with a bulbous base at one end, tapering to a point at the other; the length between has flat sides and sharp edges. An 8-inch-long, tentaclelike leg is set between each gemlike eye (the eyes ring the base of the body), but these legs are retracted at lightning speed if danger approaches. Xavers can see as humans do, and have 90-foot-range infravision. They do not hear or smell, and they give off no body heat or sound. They absorb solar heat and needed gases through their bodies, and lie motionless when creatures approach. Their bodies do not corrode until after death, and rust monsters cannot harm them.

Combat: Xavers cut opponents with the razor-sharp edges of their bladelike bodies. Usually they do a battle dance, swinging their bodies in wild circular slashes. Metal passes through a xaver's body as if the latter did not exist. Heat and electrical attacks also inflict no damage, but the xaver's body conducts these with full effects to all beings and items in contact with it. Poisons and venoms also have no effect on xavers, but cold-based attacks cause an extra point per die of damage.

Any ferrous metal touching a xaver cracks and falls into shards 1 segment later. The xaver will then try to eat the shards. Whenever a xaver can gorge itself, it grows slightly. A meal of several suits of armor or a dozen weapons or more might make one grow an inch in length. They cannot turn off their corrosive powers, but they can choose not to touch metallic items.



Habitat/Society: Xavers can go for many years without eating and are known to live for centuries. They are solitary, but wandering young, mating pairs, and a few that exhaust their food supplys can be found in small family groups. They never fight others of their own kind.

Xavers normally inhabit rocky lairs, but are sometimes found among treasure hoards in which they have concealed themselves. If a hoard is initially determined to contain armor, shield, or weapons, there is a 4% chance that a xaver hasn't yet managed to eat all the metal.

Xavers are bisexual. After mating, both partners go their separate ways and engage in eating sprees in order to provide sufficient nourishment for offspring. After 2d20 days, each parent gives birth to a single young xaver. Baby xavers have 1 + 2 HD, are about 3 feet long, and possess the full powers of an adult. If enough food is available, they'll grow to full size within two months.

Ecology: Xavers eat ferrous metals and rust. Other types of metal don't harm a xaver if ingested, but don't give nourishment and are ejected later. Most coins consist of a base metal—sometimes ferrous—coated with a plating, so xavers often excrete masses of pure plating.

Fire lizards, xorn, remorhaz, and harpies (who must snatch xavers aloft and drop them from a height onto rocks to shatter their bodies) like xaver flesh, and a few other creatures will eat xavers if hungry enough.

Alchemists and wizards use powdered xaver bodies in spell inks, unguents, and alternative spellcasting components in spells involving resistance to heat and electrical energies, the rusting of metals, and in invulnerability to metallic weapons. Sold in the right place, a reasonably intact and fresh adult xaver body can bring as much as 1,600 gold pieces.

Climate/Terrain:	Any dry land
Frequency:	Uncommon
Organization:	Solitary, flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	6–36
Armor Class:	5
Movement:	9, F1 15 (0)
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	2–8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (1' long, 3' wingspan)
Morale:	Steady (11–12)
Level/XP Value:	270
Psionics Summary:	Dis 2/Sci 2/Dev 7; PS 10; PSPs 35 Att: MT, PsC; Def: MB, TS
Player's Option:	#AT1; MTHAC0 18; MAC 8

Psychometabolic: *Sciences* – complete healing; *Devotions* – body control, body weaponry, cell adjustment, displacement.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (aversion), mind thrust (inflict pain), psychic crush (psychic drain).

Xerichous are flying, vicious predators. Xerichous begin their life as relatively small, armored, wormlike creatures. After their metamorphosis, xerichous become flying, 6-legged predators. They are deep brown to red-brown in color and have a tough, leathery hide. They also have sparse tufts of hair sprouting from around their joints and underbelly. After this change, xerichous begin to flock with others of their kind. They emit loud shrieking caws when attacking potential prey.



Combat: Xerichous flock together to breed and to insure their survival through safety in numbers. The beasts attack by flying in and raking the razorlike edge of their wings into their intended victims, causing 2–8 (2d4) points of damage on a successful attack. Though they are small creatures individually, a flock will attack beings as large as giants.

While attacking, the creatures use their numerous psionic abilities to confuse their prey Xerichous use teleport, displacement, and timeshift to change their location and disorient their victims. When one of the creatures begins this behavior, all their comrades follow suit. During the first three rounds of this attack, the flock attacks at +l and victims can make no attacks for l–4 rounds unless a successful save vs. petrification is made at –2.

If a xerichou falls below 10% of its maximum hit points. it teleports back to its lair (if it has enough psionic strength points) or will disengage the enemy and fly back to its lair. Once back in the lair it rests, using its psionics to heal all damage sustained during the encounter.

Habitat/Society: When a larvae is half a year old, it climbs a high precipice and hook its legs into the surface. It then begin the long process of cocooning itself into a shell that looks almost rocklike. While in this stage they are 90% likely to be mistaken for a natural rock formation. After hatching, the creature instinctively returns to its ancestral nesting grounds where mating and egg laying takes place and the whole process begins once again.

Ecology: While in larval form, xerichous are considered a delicacy the thri-kreen. Also the secretions made while cocooned are highly sought for their astral properties for use in potions and research.

The larvae are beige in color, completely silent, and have no combat ability (HD 1, AC 8, MV 6). They crawl using 12 small stublike appendages with sharp hooks on the bottom. The hooks allow the larvae to climb vertical surfaces and even hang upside down. Larvae are solitary and omnivorous. eating anything that does not move.

Climate/Terrain:	Ethereal Plane (Inner Planes)
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Omnivorous
Intelligence:	Very (11-12)
Treasure:	C
Alignment:	Lawful evil
No. Appearing:	1d6
Armor Class:	0
Movement:	15
Hit Dice:	5
THAC0:	15 (13 with missiles)
No. of Attacks:	4
Damage/Attack:	1d4/1d4/1d4/1d4 or by weapon
Special Attacks:	Paralyzation, clerical spells
Special Defenses:	See below
Magic Resistance:	70%
Size:	M (4′-5′ tall)
Morale:	Elite (15)
XP Value:	3,000

No, no, the red-skinned creature "said," its telepathic message buzzing lightly in Conner's mind. *We're not all like that.*

"But both of us have heard tales of the xill," Conner replied, motioning toward his friend. He spoke aloud out of habit, really — he guessed that the xill could read his thoughts as easily as it projected its own. "Of their preying upon races of other planes to implant their eggs, and —"

Yes, I'm sure you have, the xill interrupted. *But as I said, we're not all that barbaric. Regretfully, the Lower Clans do commit such atrocities, but we of the High Clans are more civilized.*

Dillin floated forward, a bit unsteady — it was his first visit to the Ethereal Plane, and it showed. "I've never heard of civilized xill," he said, glancing at the creature's brightly colored garments and well-crafted weapons. "To tell the truth, where I come from, most folks haven't heard of your kind at all. But those who have think of you as monsters, not members of some sort of organized society."

"It seems we have much to learn about the nature of the planes, my friend," Conner said.

The xill narrowed its eyes slightly and moved its lips into what the two planewalkers assumed — hoped — was a smile.

The vaguely reptilian xill are natives of the Ethereal Plane. Four-armed, leathery-skinned humanoids brilliantly colored red by some strange twist of fate, these beings are feared on all planes that border the Ethereal (in other words, the Prime and the Inner Planes). 'Course, some xill claim that these fears are unfounded, but peery members of other races believe that even the so-called civilized xill harbor a dark secret.

All xill communicate telepathically — fact is, they have no spoken language — and they can travel back and forth from the Ethereal Plane (via the Border Ethereal) as they wish.

Combat: Less sophisticated xill attack with their four claws when in battle, inflicting 1d4 points of damage per strike. Xill of more civilized clans use well-forged weapons. They can wield them in all four hands and often use at least one missile weapon for long-range combat.

Barbaric xill prefer to attack opponents on planes that "touch" the Misty Shore. From the Border Ethereal, they slip between the folds to reach the target plane, where they usually startle their intended victims (the sods roll for surprise at -6). The invading xill attack not to kill but to subdue their foes, using two arms to grapple and two to punch.

Here's how it works: If two of the xill's claws successfully strike a foe (inflicting 1d4 points of damage each), the creature automatically puts the victim in a wrestling hold. Then, the xill's other two arms make nonlethal punch attacks (refer to the rules for punching and wrestling in the combat chapter of the PHB or DMG). Once the xill has successfully grappled the opponent, it automatically bites him in the following round. The bite inflicts no damage but forces the victim to make a saving throw versus poison or face paralyzation for 1d4 hours. (The xill produces enough venom for only two bites every six hours, and it can't bite a foe that it hasn't grappled.)

If this occurs off the Ethereal, the xill then tries to spirit its paralyzed prey back to its home plane. This process of fading from one spot and reappearing in another takes two rounds, during which time the creature is completely immobile and forgoes its magic resistance. However, as the xill fades, it becomes harder and harder to strike (it's AC -1 in the first round of planar transfer and AC -3 in the second). Once it reaches its Ethereal lair, it implants its paralyzed victim with eggs (as explained below).

Xill of the High Clans use the paralyzation venom only as a last resort. Because they've let the associated glands atrophy, they produce only enough venom for one bite each day. Certain High Clan xill can become clerics of up to 5th level; these bloods worship a variety of deities.

Habitat/Society: Xill can be classified as members of the Lower Clans or the High Clans. Lower Clan xill rarely use weapons, preferring the strength of their claws, and they never create anything of their own. They seemingly live only to reproduce, and thus raid other planes looking for intelligent hosts for their eggs. Interestingly, the xill of the Lower Clans don't refer to themselves as "Lower Clans," don't even acknowledge the High Clans, and can't look upon any other race as anything more than prey. If encountered on the Ethereal, Lower Clan xill are likely to flee after first securing the safety of their young and any prisoners serving as egg hatcheries.

High Clan xill lead more sophisticated lives, crafting tools, weapons, clothing, and other necessities for them-



selves.

The High Clans rarely leave the Ethereal, but if they're encountered by planewalkers, they don't automatically size up the situation as predator/prey. In fact, many High Clan xill trade goods and information with travelers to the Misty Shore. Cutters looking for such xill can find them in the Deep Ethereal, dwelling in refined cities built on chunks of what's known as solid ether. Some High Clan xill can even be paid to serve as guides to the mysterious plane.

Chant is, however, that the High Clan xill still need to use intelligent creatures as hosts in which to hatch their young. According to these dark rumors, somewhere hidden in the Deep Ethereal is a vast hatchery/nursery where human slaves are bred and grown like cattle to serve as hosts for xill eggs. These poor sods're supposedly the descendants of victims captured long ago and kept as living prisoners rather than implanted with eggs – for just such a long-term plan. The modern slaves, if they exist, are said to have lost all traces of intelligence or sophistication, and rarely live beyond their late teens before serving as hatcheries. Most folks hope that this rumor isn't true and try not to think about it too much.

In any event, a canny blood should always keep in mind that despite their sophistication, High Clan xill are still evil – vengeful, selfish, sometimes backbiting, and always power-hungry.

ECOLOGY: Xill live for approximately 50 years, reproducing twice during that time. To do so, they must implant their eggs in a living, intelligent host – only a live body provides the sustenance that the young creatures will need when born.

The eggs take four days to hatch (during which time a *cure disease* spell will remove the infestation), after which the larvae begin to eat their way out of the host. This horrible process takes another seven days (at this point, only a *wish* or *limited wish* can save the victim), during which time the host suffers 1d10+10 points of damage each day. Eventually, 2d8 young xill emerge from the victim, killing him instantly if he's not in the dead-book already.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/tribal
ACTIVITY CYCLE:	Diurnal
DIET:	Carnivore
INTELLIGENCE:	Average-Genius (8-18)
TREASURE:	W
ALIGNMENT:	Any
NO. APPEARING:	1-3
ARMOR CLASS:	See below
MOVEMENT:	12
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1(3)
DAMAGE/ATTACK:	by weapon type, or 2d6/2d6 or 1d4 + poison
SPECIAL ATTACKS:	poison bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'base)
MORALE:	Very steady (13-14)
XP VALUE:	Varies



Xixchil (ZIX-chil) are praying mantis-like "mantoids" who are accomplished craftsmen. Using the fine scalpel-like manipulators at the ends of their forelimbs, they create fine metalwork, clothing, and clockwork devices whose complexity and beauty rival even that of the reigar.

The xixchil's main avocation (some say religion) is surgery. The xixchil believe that the body is like a house, and that one must add to the blank shell to make it truly one's home. Because of this belief, xixchil are very easy to tell apart—their exoskeletons can be covered with inlays, gem settings and other adornments, and they may be grown into fantastic shapes. Most xixchil who deal with humans are named after their "modifications"—Spike, Crest, Hook, and Spinner, for example. The xixchil talent for surgical adornment has found many applications among non-xixchil as well.

Xixchil can synthesize a person-specific anesthetic that renders a patient unconscious for the duration of the "operation." This enzyme soup requires a taste of the subject's (or victim's) clothing, weaponry, or any object that the subject has held in close body contact. A single bite (normal attack roll) administers the dose, or the saliva can work through food or drink.

In this manner the xixchil also create poisons. Once the xixchil has touched the victim, it licks its finger blade to taste the victim's essence and synthesize poison. On the next round, the xixchil bites to administer the poison saliva. Generally, the poison reacts with the victim's body chemistry, paralyzing or killing the victim in one round. Those bitten save vs. poison at −4 due to the tailored brew. The xixchil may also spit the poison onto its finger blades. The saliva must be used within ten turns before it breaks down and becomes useless.

The xixchil communicate among themselves with a complex language of both gestures and spoken words punctuated with sharp clicks of their mandibles. The xixchil mandibles are so complex that they can be used to form the words of humanoid speech.

Combat: Most xixchil prefer to strike from surprise or a position of advantage. "Stealth equals efficiency," says one xixchil proverb.

Xixchil tactics rely on their forelimbs, which have sharp retractable blades. The xixchil slaps with its blades extended for 2d6 damage per forelimb. It can strike twice per round in this fashion, using a sort of boxing maneuver, feinting and dodging to defend itself. Unadorned xixchil have a base AC 5 due to their exoskeletons.

Battle-hardened xixchil: When a xixchil pursues a life of combat, it purchases body modifications—special limbs in the form of maces, blowguns, swords, man-catchers, or other weapons. Use the *Player's Handbook* for weapon-limb damage statistics, since these modifications are comparable to the actual items.

Large xixchil carry so many battle "adornments" that they become killing machines, hiring themselves out for contract work as mercenaries, bodyguards, gladiators, or leg-breakers. These battle-hardened xixchil may have as many as six attacks per round, due to their specialized extra limbs, increased speed, or enhanced strength. Their Armor Class can reach −4.

Battle-hardened xixchil are rare, since fighting is not the race's main concern. But in the words of one xixchil proverb: "Scalpels are knives." The xixchil's flair for sharp objects and their inborn ability to synthesize poison win them renown as assassins.

Habitat/Society: Xixchil evolved on a liveworld among many predators. Their modification ability enabled them to grow defensive weapons and camouflage. Aided by their unique metabolism, they poisoned and slashed their way to the top of the food chain.

Since danger was ever-present in xixchil life, females spun egg cases containing 10d10 eggs. When they hatched, the young immediately dueled and ate each other until one or two individuals remained. After the first week of life, the infants' homicidal tendencies faded, allowing the xixchil to achieve civilization.

This inborn winnowing process still occurs today. "Survival of the fittest" remains a major tenet of xixchil society, which stresses individual achievement and improvement over group effort. A xixchil's allegiance is first to self, then to family; society comes last.

Since they discovered spelljamming, xixchil have realized that there is an endless variety of places and beings and things, all use-

ful for attaining greater prestige. Ironically, this desire to experience the new has caused some individuals to realize that there is more to life than merely self-preservation. This motivates them to try many things—even join adventuring parties.

Xixchil and Adventurers

In this capacity, the xixchil is renowned for its surgical ability. Injured adventurers, or those who simply desire enhancements, can count on swift, sure treatment for their problems. With their sharp forearms and fingertips, the xixchil can execute the finest surgical techniques, separating nerve endings, even isolating single veins for modification. When coupled with clerical magic, a xixchil adventurer can make a party nearly unbeatable.

Their unique digestive processes also work on the cellular level, allowing them to create chemicals with many effects—body armor, increased strength, specialized appendages, etc. These "adornments" have earned these surgeons a mixed reputation among their clients, for humanoid aesthetics mean nothing to the xixchil. They believe that form follows function, which has led to some really unhappy customers—for instance, the dwarf who wanted superhuman strength, so the xixchil surgeon modified him to use it. Who needs a head, the surgeon reasoned, except for use as a muscle anchor? The poor headless dwarf, though very strong, never again won a beauty contest.

Suffice to say there are more than enough "beautiful people" who are no longer that way thanks to the gentle ministrations of the xixchil. But oh, are they functional!

As a general rule of thumb, if PCs request special modification from a xixchil—for instance, "I want wings"—the modification is non-magical, irreversible, and functional. If the PC can no longer crawl dungeons because his wings are too big, too bad. That PC probably also gets a larger lung capacity, an enhanced appetite, and hollow bones—all essential to flyers. Overall, any given modification takes from one day to two weeks . . . longer if the client requests extensive changes like super-strength or body armor.

The "adornments" don't come cheap. Accomplished surgeons charge 2d10 × 100 gp per change, varying the price with the extent and complexity of each operation. Implanted dagger sheaths and hidden dart throwers are fairly simple jobs. A full-body makeover with gender change is not. However, if one is rich and on the run, it could prove a valuable investment.

As an aside, this penchant for adornment also extends to lower animal and plant life. Blooming birds and winged kittens are common sale items. Xixchil spelljamming ships are prime examples of plant sculpture, sporting orchid-like blooms as gangways, exotic naturally-grown staterooms, and sail-like leaves. The introduction of these non-intelligent spacegoing beauties has caused consternation among the elves, since they rival the elven ships in quality but are easier to maintain.

	Xorn	Xaren
CLIMATE/TERRAIN:	Subterranean	Subt erranean
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Minerals	Minerals and magical metal
INTELLIGENCE:	Average (8-10)	Average
TREASURE:	OO, P, Q(×5), X,	YO, P, X, Y
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1
ARMOR CLASS:	-2	1
MOVEMENT:	9, Br 9	9, Br 3
HIT DICE:	7+7	5+5
THAC0:	13	15
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1-3(×3)/6-24	1-3(×3)/4-16
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Spell immunities	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (4' tall)
MORALE:	Champion (16)	Champion (15)
XP VALUE:	4,000	3,000



The xorn (zorn) are natives to the elemental plane of Earth.

The wide body of a xorn is made of a pebbly, stone-like material. It has a large, powerful mouth on top of its head with three long arms, tipped with sharp talons, symmetrically positioned every 120 degrees around it. Between the arms are large, stone-lidded eyes that see in all directions. At its base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth first.

Combat: Xorn do not attack flesh creatures except to defend themselves or their property, since they can not digest flesh. Xorn have no excessive love or hate for creatures of the Prime Material plane. The sole exception to this is anyone carrying a significant amount of precious metals or minerals, which it can smell up to 20 feet away. The normally peaceful xorn can become quite aggressive when after food, especially on the Prime Material plane, where such sustenance is harder to find than it is on its native plane. Xorn expect to be given a reasonable portion in exchange for peaceful passage, or else they attack (90% chance) to get food.

In combat, xorn have two different methods of fighting. Against a single opponent, they bend the two legs nearest the opponent deeply, angling their bodies toward the enemy. In this way all four attacks can be brought to bear. Against several opponents, they attack with arms in all directions, each striking at a different target. One of the targets suffers a second attack, as the xorn angles its body down to bite.

If necessary, a xorn can use its ability to blend into the surrounding stone to impose a −5 penalty to opponents' surprise rolls when it attacks. This incorporates a blending of coloration and its physical ability to pass into and through stone. This does not happen very often, since a xorn is more likely to ignore a party, or openly demand metals. However, once combat begins, it can use a variation on this theme. The xorn may pass through the nearest stone (usually the floor) and vanish for 1-3 rounds. It then lunges out of a stone surface to gain surprise, often at the feet of an opponent, attacking with three arms and its mouth. This guerrilla warfare can continue indefinitely. During any round that it passes through stone, a *phase door* spell kills it instantly. If fight goes against it, the xorn retreats to the nearest stone surface.

A xorn is immune to fire and cold, both magical and normal. Electrical attacks cause half damage if the xorn fails its saving throw, and no damage if the saving throw is successful. Edged weapons cause only half damage to xorn, though blunt and piercing weapons do full damage. A *move earth* spell flings a xorn back 30 feet, and the creature is stunned for one round. A *stone to flesh* or *rock to mud* spell lowers its AC to 8 for one round. During that round the xorn will attack, as it is readjusting its substance back to stone. Lastly, a *passwall* spell inflicts 1d10+10 points of damage on a xorn.

Habitat/Society: A xorn is normally found on the elemental plane of Earth. It is only on the Prime Material plane if forcibly summoned or if it was the victim of an interplanar accident.

On their native plane, xorn are as peaceful as Prime Material plane herbivores. While xorn are intelligent, their society is limited to small clans of mineral gatherers. These clans wander from place to place, leaving behind open pockets where they have eaten out a vein of mineral. On the Prime Material plane they always seek wide regions of stone underground. What humans would consider treasures, xorn consider food. They keep their store of food in a nearby air pockets.

Ecology: On the Prime Material plane, they are visitors that serve no ecological function. On their own plane, they are gatherers, eating only stone and minerals. The empty pockets in the stone are quickly inhabited by various creatures of the plane. Dao have been known to hunt them for sport. Equally as often, xorn serve dao as slaves.

Xaren

Xaren are relatives of the xorn, with identical abilities in combat. Xaren resemble xorn closely, though they are slightly smaller and their hides are shinier, almost metallic. Unlike ordinary xorn, they crave magical metal as food. For each plus of enchantment they eat, they permanently gain 1 hit point, up to their maximum of 45. Even after reaching their maximum growth, they still require magical metal to maintain their health. They can smell magical metal up to 40 feet away.

Like xorn, xaren expect handouts. They demand magical metal from creatures with enchanted weapons or armor, and attack if they are denied. They prefer iron, copper, silver, gold and electrum (in that order), though they will also snack on metallic ore.

If attacked with a magical weapon, xaren can make an attack roll against AC −2 to bite an opponent's weapon. If they hit, the weapon must save vs. crushing blow or be destroyed.

Xaren and xorn are indifferent to one another and rarely cooperate. Dao do not enslave xaren, though they do hunt them.

Xvart

CLIMATE/TERRAIN:	Temperate or Arctic/Land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	40-400
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Average (8-10)
XP VALUE:	15 Leaders 35



Xvarts are a cruel, cowardly race of humanoids which live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. The small, bald, blue-skinned creatures often act as intermediaries between these two races, usually dominating the latter.

Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

Combat: Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

In every group of 20 xvarts, there will be at least one with a net, which it will attempt to throw at a target to entangle and impede an enemy. Xvarts will attempt to overbear a foe, knocking him/her down so that all the remaining xvarts can attack.

Xvarts typically use small short swords which cause 2-5 hit points of damage. Usually there are so many xvarts in a fight that it is impossible for a fighter to use a shield effectively against all of them.

For every group of 100 xvarts, there will be a leader, which has 11 hit points and attacks as a 2HD monster. This leader will often use a spear or long sword, doing appropriate damage.

While most xvarts are fighters, 5% of them are shamans with clerical spell use of 2nd level, and another 5% will be magic-users who cast spells of up to 2nd level. These individuals will not rush forward in battle, preferring instead to expend their spells and then escape. Typically, these spell-using xvarts will be accompanied by 1-6 giant rats.

Habitat/Society: Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live a communal existence, with hunting parties going out daily to try to gather food for the tribe. Xvarts will kill livestock or small animals, or raid farms for crops. Xvarts are not fussy eaters, and will adapt to almost any diet.

Xvart females do not fight, but raise the xvart children and keep the xvart community as organized as possible. They also maintain the many traps that have been placed around the camp.

For every 100 members of a tribe, in addition to the aforementioned leader and spell-casting types, there will be 3 lieutenants, with 8 hit points each (fighting as 1+1 HD monsters). In every Xvart lair 3-30 giant rats are used as guards.

Xvarts speak their own language, as well as that of goblins and kobolds. It is for this reason that xvarts are often used as intermediaries between these often-warring races. Goblins will use xvarts as spies, while xvarts take a haughtier attitude with kobolds. It is only the large numbers of kobolds which keep xvart society from overrunning the slightly weaker kobolds.

Xvarts love to take human prisoners, sometimes for ransom, sometimes to torment them.

Ecology: Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

Yak-Man (Yikaria)

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Priesthood
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to Genius (9–18)
TREASURE:	P (D)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 or 1–4
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,400 (Leader: 2,000)



Yak-men live in the highest mountains, comfortable among the foreboding heights and deep, hidden valleys of the most inaccessible ranges. Here, they maintain their petty empires, ruling all other life forms within their borders.

Yak-men, known among themselves as *Yikaria* (the "Lucky Chosen" in their native writing) are ogre-sized humanoids with broad shoulders. Their heads are like those of disgruntled yaks, complete with curved horns and uniformly dour, sullen expressions. Male or female, their bodies are coated with thick fur and hair. Female yak-men are more slender, but otherwise they are very similar to the males in appearance; many outsiders cannot tell them apart. Both sexes wear long flowing robes and occasionally turbans. All carry staves, some of which are magical.

Combat: Yak-men have a number of powers that make them deadly opponents. They can use magical items regardless of normal magical abilities. Their leaders are spellcasters. They have the natural power to summon and command dao genies. Lastly, they boast a spell-like ability similar to the 5th-level wizard spell, *magic jar*. Each power is explained below.

- *Magical items.* All yak-men can use magical items, including items that are normally restricted to one class. If the item raises benefits and abilities that the yak-man doesn't have—for example, a magical device that doubles the number of spells learned—the yak-man gains nothing. However, if the item bestows a new power, the yak-man can gain that power.

These creatures are particularly attracted to magical staves. As a result, in any encounter, there is a 10% chance that one yak-man has a magical rod or staff of some type. Yak-men are always fully capable of using such items and rarely hesitate to do so.

- *Spellcasting leaders.* Yak-men leaders have no more Hit Dice than other yak-men, but they do have priest abilities that range from 1st to 10th level. They worship their own "Forgotten God" (see Habitat/Society). All spheres except plant and summoning are available. At 9th level, leaders become high priests of the faith and gain wizard spell abilities. Wizardry is performed as if they were of a level matching their priest abilities (they begin with 5th-level spells). Upon gaining wizard powers, high priests typically become members of the royal court and advisors to their emperor.
- *Commanding dao.* Each yak-man can summon a dao once per day, provided the yak-man does not already have a dao under his or her command. The dao becomes a slave; it must perform all actions that its master commands until the yak-man decides to release it or until the sun has risen twice, whichever comes first. Yak-men are wise enough not to demand *wishes*, however. Instead they are content to exploit the dao's other impressive abilities. (The emperor of the yak-men uses dao as thugs, as well as a messenger service and spy network, with which to maintain control throughout his empire.)

The dao, of course, hate their imprisonment, but they take out their anger and frustration on the yak-men's enemies. No dao can attack a yak-man—not even a dao summoned by a yak-man's enemy. Dao summoned by others will, however, retain their initial loyalties. Under certain conditions, a dao may manage to harm a yak-man indirectly—by giving information to his enemies for example.

• *Unique magic jar.* The yak-men's most frightening weapon is their unique *magic jar* attack (which resembles the spell). With this power, a yak-man literally crawls under another's skin, controlling the foe's body, wreaking havoc, and becoming a spy for evil yak-men masters. The yak-man's *magic jar* is a touch attack. It takes *two full turns* to take effect, during which time the victim usually must be restrained. (Restraining actions are often cloaked in ritual, but the typical chanting and incense-burning ceremonies are entirely optional.) To fend off this insidious attack, the victim must make a successful saving throw vs. spell with a –4 penalty (cumulative with any other modifiers in effect).

Yak-men use this ability solely against humans, demihumans, and humanoids—including elves, dwarves, orcs, and giants, but excluding genies, monstrous creatures, mind-flayers, and animals. When occupying another's flesh, a yak-man gains access to all of the victim's memories and knowledge. (This exceeds the power of the *magic jar* spell.) Although the yak-man retains his own powers, he does not gain any of the victim's magical, spell-like, or psionic abilities. The victim's life force is cast into the furthest reaches of the yak-man's own mind and kept unconscious there until it is returned to its normal state (or slain). Meanwhile, the yak-man's mind takes full control of the victim's body. Outwardly, the body does not change. *Detect magic* and the like cannot detect the yak-man's presence nor can a sha'ir (desert wizard) detect genie-work. A "wise woman" can sense something false about the affected mortal, but even she cannot recognize this falsehood as a yak-man's work unless she has dealt with this creature before.

The *magic jar* effects can be dispelled as the spell of the same name. Furthermore, a yak-man can choose to return to his own body at any time, at will, regardless of distance. The original life force regains consciousness. If either body is slain, then both the yak-man and the inhabited character perish immediately. A yak-man will flee an endangered mortal form to preserve his own life.

Habitat/Society: Most yak-men cities occupy the peaks of the highest mountains. An average city holds several thousand yak-men, plus five or six times that many slaves. Even the poorest yak-man keeps a servant or two, and slaves are the yak-men's common currency. Buildings and other structures are made from a gray, greasy-textured stone that dao import from the Elemental Plane of Earth. The walls of a yak-man city rival those of the strongest human settlements.

Outposts of this brutal society lie in the narrow vales below the mountain peaks, each housing 11 to 20 yak-men. The numbers may seem scant, but a single outpost can dominate an entire valley, for it has the aid of 1 to 10 dao and 10 to 40 local enslaved warriors. The yak-men demand a portion of the lowland population as tribute for their "wise and benevolent" rule. Those who disagree with this attitude are destroyed. Their lands are given to slaves who are more receptive to they yak-men's will—that is, slaves willing to sacrifice a portion of their families to help ensure the remainder's survival.

Yak-men function as a unified, malignant theocracy. All are fanatical followers of their Forgotten God (a name used by outsiders; the yak-men's own name for their god is unknown). The worship of this savage deity directs their lives. The Forgotten God takes the general form of a yak-man, but the deity's face is worn smooth into a featureless mask. Great statues of the faceless god dominate yak-men temples, which occupy the highest crags of their home mountains.

The yak-men's dark deity is appeased by sacrifice, which the followers carry out by offering slaves in the "Manner Elemental"—that is by fire (immolation), earth (live burial), water (drowning), or air (throwing the victim off a mountain). Daily sacrifices ensure the ongoing benevolence of the deity. These hideous acts also strengthen the yak-men's domination of their land, since a slave who disobeys today almost certainly will meet his or her death on the morrow.

It was the Forgotten God who enabled the yak-men to enslave the dao. In a legend told by bards, it is said that the Forgotten God once journeyed to the Elemental Plane of Earth. There, through guile and deception, the deity defeated the ruler of the earth elementals. The price of that defeat was harsh: the dao were forced to serve the Forgotten God and its minions—and forbidden to attack them—for "a thousand years and a year." (It is unclear who much of the sentence has passed, but sages are confident it will continue for centuries to come.)

Of late, the rest of the world has begun to interest the yak-men, who see it as a source of new slaves and power. A foray into civilized realms typically involves a single scout or a party of one to four. A dao may accompany each yak-man. If a yak-man leader is present (10% chance), then any accompanying dao is noble.

For a single scout, the mission is usually reconnaissance—helping yak-men gauge the strengths and weaknesses of their potential foes. Nearly all scouts are convicted criminals hoping to earn a new life among their fellow yak-men. (If they die on duty, it hardly matters.) Should the scout return to the home city with some remarkable treasure or an extraordinary parcel of slaves, his crimes will be forgiven. These scouts frequently make deals with evil humans. A single yak-man may return home with a caravan of servants, kidnapped or stolen, or with some other treasure, similarly "hot."

A party of yak-men in civilized lands usually has a mission involving the members' *magic jar* abilities. They seek to kidnap a mortal or two and then inhabit their skins. (At least one yak-man guards the bodies of his or her companions.) Such spies strive to infiltrate the local ruling class; taking the place of a well-positioned servant or slave is a popular tactic. (It's more difficult to imitate someone with power or unusual ability.) After the mission is completed, when it's time for entertainment, a yak-man may force the inhabited body to run amok, spreading chaos, only to abandon control at the correct moment, leaving the confused mortal to pay the price for the yak-man's actions.

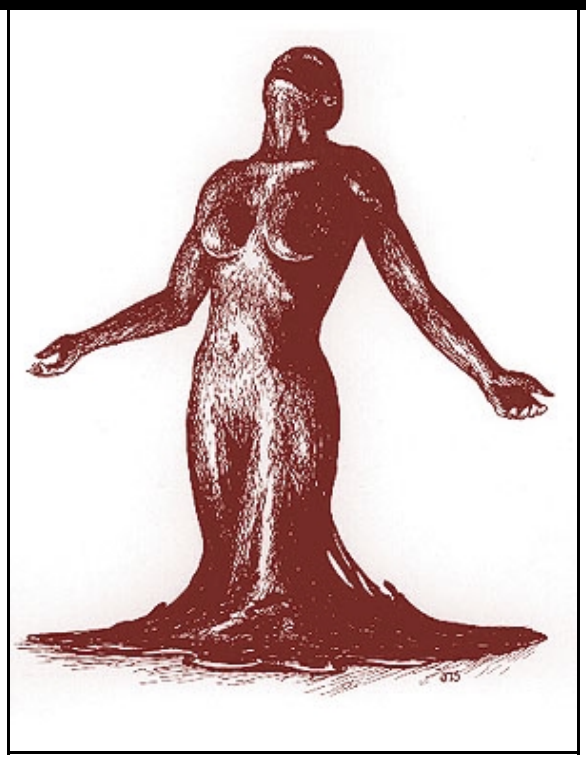
Ecology: Yak-men have an inherent drive for knowledge, particularly dark knowledge that may serve to corrupt or dominate others. Knowledge that yak-men cannot gain or use immediately is to be destroyed. Unsentimental by nature, yak-men parents pack children off to communal creches once they are weaned, never to recognize them again. Yak-men feel no loyalty to their families—only to their god and to their inherently superior race as a whole.

Outsiders know little of the yak-men. For the most part they have remained within the confines of their lands, content to enslave or kill whomever enters it. To the other intelligent races, they are mysterious figures, treated as "boogie men"—a scary race of evil, ruthless, unenlightened, powerful savage who threaten the security of neighboring lands. The reputation is warranted.

All other races are slaves at best to the yak-men—even dao. There are rumors that dao leaders are working in conjunction with the Forgotten God, helping that deity facilitate its own besting other genie lords and the temporary enslavement of their races.

Yeshom

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Sentient beings
INTELLIGENCE:	Supra-Genius (19-20)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	1
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Black pudding, envelop
SPECIAL DEFENSES:	Spell immunities, struck only by
	magical weapons
MAGIC RESISTANCE:	75%
SIZE:	M (6' diameter)
MORALE:	Fanatic (17-18)
XP VALUE:	20,000



Yeshoms are the undead remnants of aranean mages who sought power, got it, and paid too high a price. In its normal form, the yeshom resembles a large puddle of oily, black tar.

Yeshoms came into being about 1,500 years ago, when a group of Herathian mages cooperated in an effort to gain immortality, augment the natural shapechanging abilities of the aranean race, and gain additional spellcasting power.

Their research effort succeeded in all three of these goals, discovering a method by which a powerful aranea could be transformed into a new form with vastly greater power. A number of Herath's best and finest mages volunteered for the treatment and were transformed into yeshoms, before the process's horrible side effects were discovered.

At first, the Herathian volunteers were able to retain their original alignments through force of will. However, the undead form carried a subtle evil warping influence, which slowly made the yeshoms psychotic and bitter. All of them eventually became insane, humanoid-hating recluses.

The Red Curse: Yeshoms each have six Legacies (as 14th-level Inheritors) from Region 4. They do not require *cinnabryl*.

Combat: Yeshoms are quite willing to engage in combat. Killing assuages their terrible boredom and hatred.

A yeshom casts spells as a 14th- to 18th-level mage. It also has the following permanent magical abilities: *infravision*, *comprehend languages*, *detect evil*, *detect good*, *detect invisible*, *detect magic*, *protection from good*, *protection from normal missiles*, *read magic*, *tongues*, and *unseen servant*.

With a successful attack (ignoring armor bonuses), a yeshom can choose to either do damage as a black pudding or envelop its victim. If the yeshom chooses to envelop its victim, a victim that does not make a successful saving throw vs. spell is thrust into an interior pocket-dimension and put into a state of *suspended animation*. Once a victim is placed in this state, the yeshom knows everything the victim knows. The victim can then be killed at the whim of the yeshom.

This horrible undead form amplifies the natural shapeshifting abilities of the araneas. The yeshom can assume the form of any man-sized or smaller creature, but each form retains its characteristic shiny, black, liquid texture.

In addition to their magic resistance, yeshoms are immune to any form of energy discharge, including lightning, fire, cold, and *magic missile*. They are also immune to any form of *sleep*, *charm*, and *hold* spells and death magic. They are also immune to poison. Holy water from the temple of a neutral good Immortal will inflict 2d4 points of damage per vial.

Anyone killed by a yeshom is gone forever, beyond resurrection, *raise dead*, and *wish*.

Habitat/Society: Yeshoms are extremely solitary; they have no retainers or undead followers. The yeshom is also cruel, irrational, and bored. Yeshom prefer to draw out the agony of a death, prolonging the victim's terror.

Yeshom are not prone to travel. They inhabit isolated regions and regard anyone or anything that wanders into their territory as prey. They especially like to prey upon araneas, a form of revenge for the failed experiment.

Araneas try desperately to hide the existence of this creature from outsiders. Because the yeshom tends to stay in one place, the araneas simply avoid those places. Also, the secretive araneas rarely feel obligated to warn outsiders.

Ecology: Yeshom have little impact on the local ecology. They do, however, have large treasures, the belongings of their fallen victims.

Yeti

CLIMATE/TERRAIN:	Arctic hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Squeeze
SPECIAL DEFENSES:	Immune to normal cold, invisible in snow and ice
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (13)
XP VALUE:	420

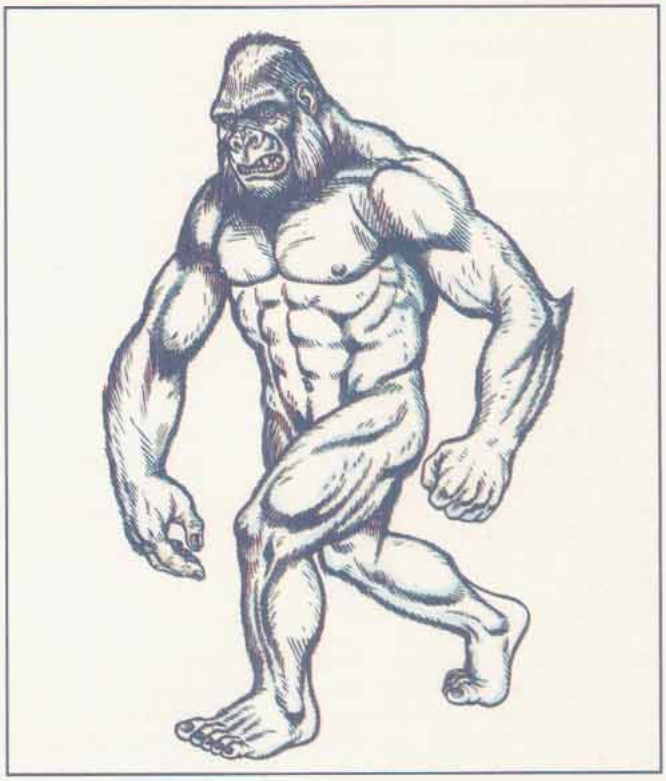
Sometimes confused with the abominable snowman, the yeti is a distant cousin to the great carnivorous apes of warmer climates.

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes, but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong, musky odor. The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white. Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures.

Combat: The yeti is a fierce hunter of the polar regions. It stalks its prey and lays an ambush, attempting to gain surprise. A favorite trick is to get ahead of its prey and lie in a depression in the snow, or dig a shallow pit and cover itself with snow. Such works can be detected only by natives of the arctic regions, and then only 25% of the time. Against the snow, the yeti is invisible due to its coloration until its prey is 10 yards away. Under a thin layer of snow it is completely invisible.

Any opponent surprised by a yeti must save vs. paralyzation or go rigid with fright for three rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed.

Although the yeti does have fangs (1-4 points of damage), it does not usually attack with them, preferring to use its formidable claws. If any hit with claws is made with a natural 20, the victim is pulled in for a chilling squeeze. The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (2-16 points of damage if squeezed). The heat-absorbing property of the yeti's fur can work against it; damage from heat is 50% greater than normal.



Habitat/Society: Although the yeti is of average intelligence, it has no civilization. They can use simple tools, including man-made weapons, but will not make any themselves. Yeti live in ice caves in hills and mountains. Sometimes these are natural, sometimes they are excavated by the yeti or enlarged to accommodate the family. Most yeti treasure consists of items recovered from the bodies of explorers.

Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the yeti's only goals. The yeti will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1-6 young if females are present. In an attacking group, the largest yeti is the male, the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

Ecology: Any living creature not of its family is considered potential food, including other yeti. This does not make them foolhardy; only a starving yeti will attack an obviously stronger party. Their typical diet consists of herd creatures, such as caribou, bears, wolves, and other creatures inhabiting the snowy mountains in which they live. The yeti may turn to scavenging in hard times. They range across a wide area in search of food, usually 15 miles in all directions from their lair.

Yeti claws and teeth have value only because of the rarity of the creature. They sell for about a gold piece a tooth or claw on the open market. Yeti fur is another story. It is prized by those living in cold climates for its extraordinary ability to keep its wearer warm. A full grown yeti pelt can fetch up to 300 gold pieces on the open market.

Yeti-kin, Saqualaminoi

CLIMATE/TERRAIN:	Cold mountains
FREQUENCY:	Very rare
ORGANIZATION:	Family groups
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	(R, W)
ALIGNMENT:	Neutrai

NO. APPEARING:	1d6
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to cold
MAGIC RESISTANCE:	Nil
SIZE:	L (10')
MORALE:	10
XP VALUE:	2,000



The saqualaminoi are a race of humanoid creatures, hulking in height. Adapted to the harsh conditions of the high frozen mountams, their bodies are covered with white or gray fur. This is especially thick on the soles of their feet and even covers their palms. Their heads seem to be squashed between their shoulders. Their facial features are small and flat to prevent frostbite They have prominent fangs, but do not attack with these They are intelligent although extremely primitive.

Combat: The saqualaminoi are not subtle or particularly clever fighters. They have never had to be, since their size and power has generally assured they are the biggest creatures in their habitat. Furthermore, although fearsome in appearance, they are actually rather peaceful. They only attack for food or in self-defense.

In combat, they fight with their powerful fists, striking smashing blows capable of felling an ordinary man A few have learned to make simple bone, wood, and stone clubs. These weapons cause 2d6 + 4 points of damage, but the creature can make only one attack per round

Being well adapted to snow and cold, saqualaminoi are immune to cold-based attacks, normal or magical (although they still suffer from falling pieces of ice, etc.). Furthermore, their broad feet and claws enable them to move across snow and ice with no movement penalties.

Habitat/Ecology: The saqualaminoi live in the highest mountain ranges either just below or on the fringes of the great glaciers that fill these peaks. Here they make their homes in the ice caves crevasses that break the frozen wall. Their lives are simple, organized around small family units. Each bull takes a female and together they raise their young. Several families living in the same area form a community. This is nothing more than a loose assemblage of families that only occasionally bands together for the common good.

The most common cooperative action is hunting. The creatures are carnivores, but are not particularly fierce. They prey mostly on the sheep. mountain goats, and marmots found at high altitudes. They do not attack other humanoids, but do fight in defense. They do not normally attack humanoids. Instead they tend to be very curious about creatures of similar appearance.

In times of bad weather or poor food, the saqualaminoi are forced to raid outside their range. Since the fierce winter storms frequently drive away game, these raids most often occur during periods of foul weather. Thus the saqualaminoi have earned the reputation as monsters that come out of the snowstorms to raid and kill.

The saqualaminoi are an intelligent people. They have a simple language of grunts and howls. They make very simple stone and wood tools They do not have a written language or many highly developed concepts of good or evil, but they tend to be good by nature

Ecology: The saqualaminoi are primitive predators. Their pelts are too coarse to be of value. The little treasure they collect comes from the minor baubles they find interesting.

Yitsan

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12, Fl 3 (D), Br 6, Sw 12
HIT DICE:	11
THAC0:	10
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d6/1d6/3d6/2d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ tall)
MORALE:	Fanatic (18)
XP VALUE:	7,000



The yitsan is also known as "treasure bane" and "intruder within." Unwary sailors bring the eggs aboard ship in newfound treasure hoards.

Yitsan measure around 10′ in height. They are humanoid, with 8′ tails. Their skin is a fine mesh of grey-green scales. Yitsan have long claws on their four-fingered hands and toes, and their mouths have three sets of sharp teeth. Perhaps their most unusual characteristic is their lack of eyes. An odor of salt hangs about them.

If the yitsan have a language, it has yet to be discovered. They frequently utter hisses, shrieks, roars, and growls.

Combat: Fighting is what the yitsan does best. Its four sets of long claws each cause 1d6 damage. The yitsan can use the claws on its two feet just as easy as the claws on its hands. The only ways it can use all four claws at once is atop a victim, or while trampling underfoot.

The yitsan begins melee using its tail, with its many razor-sharp projections (2d12 damage). The tail can strike up to three opponents in a closely-spaced line. Only one attack roll is made, regardless of the number of opponents (use the best AC among the victims). Victims of the tail sweep must make a Dexterity check or fall. The yitsan tries to trample a prone victim with all four sets of claws (4d6 damage).

The tail can also wrap around a human-sized victim. Once it hits (for no damage), starting on the following round the tail constricts for 2d4 damage per round, plus 1d6 cutting damage from the tail's razor edges (not vs. victims in metal armor). A victim must succeed in a Strength ability check (trying once per round) to escape the tail. The yitsan can attack other victims with its claws while constricting with its tail.

The yitsan has three rows of sharp teeth that cause 3d6 damage. Once its jaws get hold of someone, they continue to grind, inflicting an automatic 2d6 points of damage per round. A victim gets Strength ability checks to escape as described above.

Due to their blindness, yitsan are immune to *illusions* and any spell that requires the target to see. However, a yitsan's senses of hearing, taste, and smell are inhumanly acute. They locate opponents in a 50′ radius by their breathing or their scent (80% chance). Like snakes, the yitsan use their tongues to taste the air. Casting a *silence* spell on a yitsan gives it only a 25% chance of detecting an opponent, and a −2 penalty to its attack rolls.

Habitat/Society: Yitsan have no organization. Each beast is out for itself. Most encounters with yitsan are with young, since adults avoid large groups of humans in favor of less intelligent prey.

A yitsan reproduces by laying a group of 1d4 eggs. These eggs are 1″-wide golden disks. To the casual observer, a yitsan egg looks like a gold piece, except that it is featureless.

When the egg hatches, the newborn yitsan resembles a tiny (1″) green lizard. It crawls into a cozy crack in a ship's bulkhead and eats bugs, mice, wood, and cloth. The lizard grows to 6″ in two weeks, trusting to its chameleon-like hide to remain unnoticed. Sailors may notice small nibble marks in their clothing or wood implements; there is a 1% chance per sailor to notice this per day.

After the lizard reaches a foot in length, it undergoes rapid and painful metabolic changes, maturing in two hours. This frantic growth spurt drains much energy and leaves the adult yitsan ravenously hungry. The yitsan always seeks a private place to mature, for it is helpless during the transformation.

An adult yitsan lays eggs once it has eaten its first meal. Once again it seeks a stash of coins, perhaps even returning to its spawning hoard.

Ecology: The yitsan is a predator of unknown origin. Some elven scholars guess that the yitsan is an orcish biological weapon left over from the Unhuman Wars that somehow escaped into civilized space.

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Solitary or pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	2d4
Armor Class:	0
Movement:	15, Fl 27 (C)
Hit Dice:	3+3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d4 (bite)
Special Attacks:	Baying
Special Defenses:	Hit only by silver or magical weapons for minimal damage
Magic Resistance:	Nil
Size:	M (4' long)
Morale:	Fanatic (18)
XP Value:	1,400

Yowlers look like huge, well-muscled hounds. Their short fur is as dull and black as chimney soot. Though a yowler's overall appearance is canine, its expression can be decidedly human, and its wrinkled ears could easily be mistaken for stubby horns. A yowler's eyes glow an infernal red; its teeth are yellow and well-designed for tearing flesh from unfortunate victims.

Combat: A yowler's baying is a horrible sound, clearly audible at distances of up to a mile and carrying considerably farther under the right conditions. Creatures within 90 feet of a baying yowler must make a successful saving throw vs. spell or flee in panic until they can no longer hear the sound. If five or more yowlers bay at once, the saving throw is made with a –1 penalty, with the penalty increasing by 1 point for each additional yowler beyond the fifth (to a maximum of –10). Creatures who make a successful saving throw are immune to that particular pack's baying for the remainder of the encounter.

When a pack of yowlers attacks a group of foes, the yowlers begin their bay, hoping to cause their enemies to scatter in fear. If some opponents flee, the bulk of the pack use their flying abilities to chase down and gang up on one or two panicked targets while a few remain behind to distract nonpanicked opponents. As long as there is at least one panicked quarry, one or more yowlers will continue to bay rather than attack.

Panicked characters flee at top speed in a random direction, but they always move away from the baying. Fleeing characters do not defend themselves unless cornered. In that case, they fight normally but turn to flee again at the first opportunity. A fleeing character drops any items held 50% of the time. Magical *silence* blocks the effect, but the victim will flee in terror once again if the sound returns.

In melee, yowlers attack by biting for 2d4 points of damage. Their flying abilities enable them to dart in for swooping attacks while remaining out of their foes' reach most of the time.

Yowlers are harmed only by silver or magical weapons. These weapons inflict damage equal only to the weapon's magical bonus. For example, a *dagger +1* inflicts 1 point of damage, and a *two-handed sword +2* inflicts 2 points of damage. A silver weapon inflicts 1 point of damage. Damage bonuses due to the wielder's Strength or specialization do not apply.

Habitat/Society: Fortunately, yowlers inhabit only the most desolate wilderness. They often lair in dismal caves where they rest during the day. A yowler pack usually claims a territory of about 200 square miles. They tend to attack any warm-blooded creature that enters the territory and ferociously drive away other carnivores, including other yowlers, whenever they appear.

Tales are sometimes told of evil creatures using yowlers as hunting or guard beasts, but even yowler pups are stubborn, hostile, and nearly impossible to train. They cannot be truly domesticated and will run away or turn on their masters if given the slightest chance.

Yowler packs are loosely organized along the same lines as wolf packs, with one dominant, breeding pair and several junior members who act as expendable scouts, hunters, and fighters. The dominant members are frequently subjected to challenges from the junior members, and the loser in a dominance struggle is usually killed, though some manage to flee. Lone yowler encounters are usually with individuals that have escaped death after a dominance fight.

The dominant pair of yowlers aggressively defend their pups, and the additional pack members are responsible for bringing food to the pups and their mother. When a yowler pack grows too large to support itself in the available territory, several juniors will break off to establish a new territory and form a new pack.

Ecology: Yowlers can eat any type of meat, but demihuman flesh is their favorite. They will scavenge if necessary, but few edible creatures within their territories get the chance to die naturally.



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO.APPEARING:	4-32
ARMOR CLASS:	9
MOVEMENT:	6, Sw 12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long)
MORALE:	Unreliable (2-4)
XP VALUE:	65



Yphoz appear in a variety of shapes and sizes. Old adult yphoz may reach a length of 2'. Newborn young are typically 2-3" in diameter. They are composed of a gelatinous substance that matches the color of the water in which they live, ranging from black to varying shades of brown to varying shades of green or yellow. They may even be colorless. This feature makes them almost impossible to detect in their home pool (PCs in yphoz-infested water rolling 4 or less on 1d6 are surprised).

A yphoz is typically shaped like a short, broad cone with a low dorsal fin, but its gelatinous composition allows it to vary this as necessary. They are not amorphous, but their bodies can change shape to allow for movement over almost any kind of surface, including traveling on land, up cave walls, and across ceilings. They also possess two long, whip-like tentacles. Their bodies excrete a sticky slime that helps them adhere to walls and ceilings. This slime will dry to a gummy substance on walls, floors, and ceilings, and a cave inhabited by a large number of yphoz will aquire a build-up of this elastic, gummy substance over time.

Combat: When a yphoz is in water and another creature swims within 20', the disturbance of the water will alert the yphoz to the presence of a potential meal. It will swim toward its victim and use its tentacles as "feelers" to locate its prey. Once it contacts something solid, it will swim in that direction and begin wrapping its tentacles around the victim. Should the victim start to swim in another direction, the yphoz can follow, towing itself on its unsuspecting meal.

The yphoz have no teeth, but are able to suck blood directly through a victim's skin, draining a victim of hit points. The gummy substance excreted by the yphoz will adhere to a victim even underwater, and contains a numbing contact poison. While the poison will not kill a victim, the numbness can cause a victim to lose muscle control, and if swimming, the victim could potentially drown. One yphoz can cause one limb or torso to become numb and useless in 3 rounds. Three yphoz can cause one limb to become numb and useless in one round. A victim may make a saving throw vs. poison to avoid these effects. The victim must save once per round for each yphoz it contacts. Once all yphoz are removed from the victim, the poison will wear off and the limb will function normally after 4-6 turns. If a victim's head is touched by a yphoz, the victim will fall unconscious after six unsuccessful saves (e.g. six yphoz contact it in one round, or one yphoz contacts it for six rounds, etc.).

When a yphoz hits a victim, the DM should roll 1d6 to determine which part of the victim's body was hit: 1-head, 2-right arm, 3-left arm, 4-torso, 5-right leg, 5-left leg.

Habitat/Society: A yphoz will never venture farther than 100 yards from its water source unless fleeing an attack or seeking a new habitat. It can survive no longer than 24 hours if isolated from water under damp conditions, and will die sooner if conditions are dry. A yphoz would probably survive no more than one hour in a desert setting.

Yphozs feed by absorbing organic matter, insects, and small worms. They also feed in the manner of a leech, attaching themselves to a victim and sucking blood directly through the victim's skin. If a potential meal is too large to be absorbed, the yphoz will feed in this manner. A yphoz will feed on cold- and warm-blooded creatures alike, but cannot attach to animals with fur thicker than that of a rabbit. The yphoz also cannot feed on animals with hard scales (fish and snakes are in the yphoz's diet, but turtles are not).

Ecology: These slimy, filthy creatures make their homes in wet caves and pools of stagnant water. Their survival depends on a source of water, whether fresh or putrid.

	Aphelka	Thanic	Ushama
CLIMATE/TERRAIN:	Temperate Salt Water	Subtropical Fresh Water	Any Salt Water
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Pod
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Very to High (11-14)	High (13-14)
TREASURE:	Nil	Q	Q (U)
ALIGNMENT:	Neutral	Any Evil	Any Good
NO. APPEARING:	1-2	1	2-12
ARMOR CLASS:	8	7	5
MOVEMENT:	12, Sw 3, jet 12	12, Sw 12	Sw 18
HIT DICE:	4	3	5
THAC0:	17	18	16
NO. OF ATTACKS:	1 or 11	1	1
DAMAGE/ATTACK:	By weapon or 1 (x8), 1-4	1-6	3-12
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Humanoid form: M (5') Squid form: S (4')	Humanoid form: M (5') Carp form: S (3')	Humanoid form: M (6') Killer Whale form: L (8')
MORALE:	Steady (11)	Average (10)	Elite (14)
XP VALUE:	270	270	650



Around the time of the Cataclysm, certain irda underwent a transformation, becoming closely linked with the sea. These irda became the first of the yrasda, an irda-like race, whose members could transform themselves into one of three different sea creatures. Why these irda voluntarily underwent such changes is unknown, although some sages speculate that they were sea-faring irda who broke from their people to live permanently on and in the sea.

Like irda, yrasda are shapeshifters, though each sub-race specializes in a single animal form, and can assume no other. Aphelka may take the form of squid, thanic may become a vicious and disgusting carp-like fish, and ushama can transform into killer whales (orca).

In their humanoid forms, yrasda look much like standard irda, with a slender build, silver eyes, and drooping eyelids. Thanic tend to have skin coloration of a deep sea green, while ushama have midnight blue skin, and aphelka can have any tone in between.

They are graceful and possess beautiful voices, but are not as peaceful as their irda antecedents. Aphelka are generally harmless, though they will fight to defend themselves. Thanic are vicious and aggressive predators, while ushama kill only what they need to eat.

Combat: On land, yrasda will fight with weapons, if possible, for they have lost their spell casting abilities. Ushama prefer swords, thanic prefer a dagger (hopefully in the back of their opponent), and aphelka maces. If they enter combat in the water, they will assume their animal forms.

In squid form, aphelka attack with their sharp beaks for 1-4 hit points of damage. In addition, they can attack with as many as eight tentacles for 1 point of damage each. Each tentacle which hits grasps the aphelka's opponent, constricting for 1-2 points of damage in subsequent rounds. A victim can free himself from a tentacle with a successful open doors roll. Otherwise, he will be somewhat disabled, being unable to cast spells and at –1 to attack rolls.

A thanic attacks with its bite, inflicting 1-6 points of damage with its sharp teeth.

Ushama also attack with their bite, although they fight only for food or if attacked first.

Habitat/Society: Yrasda are found throughout the oceans between Ansalon and Taladas. They seldom have lairs, preferring a nomadic existence, though aphelka and ushama will sometimes settle near a seacoast for a short while. Thanic are hostile to other humanoid life, but aphelka will sometimes enter into trade agreements with human, minotaur, or irda communities.

Ushama tend to be quite friendly toward other intelligent beings. They travel about in their tribe-like pods, and will usually aid any troubled traveler they find. Occasionally a pod or a single ushama will form a bond with a individual or even an entire town. Once such a bond is formed, only death will break it. Though the ushama will continue to wander the seas, it will always return to the town or person with whom it is bonded.

Ecology: Like irda, yrasda try to live in harmony with nature. However, they recognize themselves as part of nature, and will kill unintelligent animals (particularly fish) for food. Thanic are less concerned with their impact on nature than are other yrasda, and will frequently cause problems for fishermen by eating or driving away fish from a certain area. Yrasda are capable of making trade items from coral, shells, and pearls. Their most valuable trade item, though, is information regarding the fish population, sea currents, and weather patterns. Such information will often be traded for news of the world outside the waves or for part of a fisher's catch.

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe or nation
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	4/0
MOVEMENT:	12, slither 9
HIT DICE:	6-9
THAC0:	15 (6 HD), 13 (7-8 HD), 11 (9 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	M or L (10' long)
MORALE:	Elite (14)
Abominations	Champion (15)
XP VALUE:	Variable



Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Power Score	PSPs
HD-2	3/level	MT, II/M-, IF, TW	= Int	15 × Mult

Clairsentience - danger sense, feel sound, poison sense*. **Psycombetabolism** - Animal affinity* (snake), metamorphosis (snake), chameleon power*, chemical simulation*, flesh armor.
Telepathy - attraction (to snakes), aversion* (to snakes), false sensory input, inflict pain, invincible foes, life detection, phobia amplification*, post-hypnotic suggestion, repugnance (to snakes), taste link*.

Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes.

There are three major varieties of yuan-ti: *purebloods*, *halfbreeds*, and *abominations*. A pureblood can pass for human 80% of the time. It has only slight differences from true humans, such as slit eyes, or a forked tongue, maybe even small fangs. Halfbreeds are part human and part snake. Roll a d6 twice on the table below; a duplicate roll produces no result, but is not rerolled. Ignore unworkable combinations. This is a general guide; the DM can invent his own combinations of snake and human.

Roll	Feature	Effect
1	Snake head	Bites for 1-10 points damage
2	Flexible torso	+1 to saves using Dexterity
3	No legs, snake tail	Constricts for 1-4 points of damage
4	Snakes instead of arms	Each bites for 1-6 points damage
5	Scales instead of skin	Armor Class 0
6	Legs and a snake tail	Constricts for 1-4 points of damage

Abominations are either all snake (50%) or have only a single human feature, either head or arms, and are of large size (10 feet long). Halfbreeds and abominations disdain wearing human clothing or armor, while purebloods do not. All yuan-ti use weapons and other items. Yuan-ti do not give off an odor that humans can detect. However, animals will detect a dry, musty smell on them. The snake features of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues. Yuan-ti speak their own language. They can also speak with any snake or snakelike creature. Those with human heads speak common besides.

Combat: Yuan-ti are geniuses, and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat. They prefer ambushes to direct confrontation. In a mixed group, the least valuable and powerful attack the opponent first. This means that the purebloods go before the half-breeds, which go before the abominations. The group leader may order particular members forward before others if it provides for a better strategy. When encountered outside their temple area, only one to four of them are in a group. In the temple area they can be found in much larger groups.

Purebloods have 6 Hit Dice, half-breeds have 7 or 8 Hit Dice, and abominations have 9 Hit Dice. All yuan-ti, if they have hands, always use weapons, preferring those with an edge. They use poison, particularly slow acting types, but in traps, not on weapons.

Any yuan-ti with a human head can cast the following spells once per day; *cause fear*, *darkness* (15 foot radius), *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*.

Habitat/Society: Yuan-ti are devout worshippers of evil. They also hold all reptiles in high esteem. The center of yuan-ti life is the temple. They tend toward old ruins far away from man, but have even been known to build underneath human cities. Their own works tend toward circles, with ramps and poles replacing stairs. In all cases they are secretive about the location of their city or temple. The abominations rule over the yuan-ti, and are the leaders of the temple, with the high priest (human-headed) ruling over all. Their rituals often involve bloody sacrifices. The purebloods take care of all outside negotiations, always pretending to be human. Yuan-ti speak their own language and common.

Ecology: Ages ago, a cult of humans worshiping a reptilian elder god recieved a "blessing" from their dark lord: their offspring all were part snake. Since then the breeding line has been polluted and mixed, producing purebloods (those least favored), half-breeds, and abominations (the truly blessed). They are strictly carnivorous, eating any warm-blooded creature they can catch. They have a special taste for birds and human flesh. They are clever enough about their ecology not to overhunt any particular region. Larger groups keep captive herds of wingless birds or other warm-blooded creatures.

Yuan-ti, Histachii

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-2/1-2/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6' tall)
MORALE:	Average (10)
XP VALUE:	120



Once human, yuan-ti histachii are near-mindless abominations who have been transformed into reptilian humanoids to serve their yuan-ti masters. Most often, they are found guarding yuan-ti brood chambers.

Histachii are hairless creatures. Their clothing, little more than filthy rags, hangs limply over their emaciated bodies. Their gray or yellow-green skin is tough and scaly, and smells faintly of rotting meat. They have beady, bloodshot eyes, and their forked tongues continually dart in and out of their mouths. Their dull yellow teeth are like tiny hooks, razor-sharp. Their fingernails are black and twisted, resembling the claws of a lizard.

Histachii speak in short, hissing phrases. They know the languages of yuan-ti and all snakes and snakelike creatures, as well as the languages they spoke in their original human lives.

Combat: Histachii attack any nonreptilian creature or humanoid on sight, unless their yuan-ti masters give them orders to the contrary. Unsophisticated fighters, most histachii charge directly at their opponents, attacking with their claws and teeth. To protect their yuan-ti masters, histachii will fight to the death.

Regardless of their abilities in their former lives, histachii do not wield weapons or use magic. Once per day, they can become *berserk*. In this state, they are so enraged that they gain a +2 bonus to their attack rolls. The *berserk* condition persists for 2-12 (2d6) rounds.

Unlike yuan-ti, histachii have no natural magic resistance. However, they are immune to all types of *hold* and *charm* spells.

Habitat/Society: Yuan-ti create most histachii servitors from human prisoners. They also may transform human worshippers who voluntarily agree to become histachii. Humans become histachii by drinking a distillation of yuan-ti venom mixed with certain herbs and roots. (The yuan-ti prepare this special concoction.) If a human is unwilling to drink, the yuan-ti pin their captive to the ground and pour the mixture down his throat.

Any human who drinks this mixture, whether by choice or by force, must make a saving throw vs. poison with a −4 penalty. If the saving throw fails, the victim becomes a histachii in 7-12 (1d6+6) days. If the save is successful, the victim immediately lapses into a coma; death will follow in one hour. A comatose victim can be revived with a *slow poison* or *neutralize poison* spell, presuming the spell is cast within 1 hour after the mixture has been swallowed. Human-headed yuan-ti have the ability to *neutralize poison*, and they may save a comatose victim themselves. It is not for the victim's benefit. A human who fails his save after drinking the mixture may suddenly find himself alive again, only to face another flask of the mixture when the yuan-ti attempt another transformation.

Only humans can become histachii. Nonhumans who drink the yuan-ti mixture must also make a save vs. poison with a −4 penalty, however. If the save is successful, the nonhuman will be violently ill, unable to take any action for 1-4 turns. If the save throw fails, the nonhuman becomes comatose and dies in 2-5 rounds.

If a human fails his saving throw after consuming the mixture, a few desperate measures may prevent his transformation into a histachii. If *neutralize poison*, *dispel magic*, *remove curse*, and *heal* are cast on the victim, in precisely this order, the transformation process will be reversed. However, the victim will permanently lose 1 point of Intelligence. A *wish* or a *limited wish* will reverse the transformation with no loss of Intelligence. Once the transformation is complete, only a *wish* can restore the victim to his former self. Histachii live 20-80 (2d8 x 10) years after their creation. They cannot breed; histachii only can be created from human beings.

Histachii are completely submissive to their yuan-ti masters, carrying out their every order without hesitation. The servants share the lairs of their yuan-ti masters. Usually, these lairs are in ancient ruins deep in tropical jungles, but sometimes yuan-ti dwell in subterranean caverns beneath human cities. A histachii's duties include hunting, caring for the yuan-ti's reptile menageries, guarding prisoners, and various custodial chores. In rare moments of leisure, the servants enjoy soaking in pools of cool water. Histachii do not collect treasure.

Ecology: Like yuan-ti, histachii are strictly carnivorous, feasting on rats, worms, and other vermin. They also eat yuan-ti leftovers.

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CLIMATE/TERRAIN:	Tropical jungles or subterranean areas beneath tropical regions
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Nocturnal
DIET:	None
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d8
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d4/1d4/1d3
SPECIAL ATTACKS:	Berserker rage
SPECIAL DEFENSES:	Immune to *hold, charm, sleep,* and cold-based spells, death magic, and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6 feet tall)
MORALE:	Fearless (19-20)
XP VALUE:	420



The necromancers of the Cult of the Dragon's cell in and under the Vilhon Reach's city of Hlondeth have created this undead perversion. Ur-histachii are made from histachii, which are yuan-ti-created abominations formed from unfortunate humans who are forced to drink a specially brewed elixir (discussed in the entry on histachii in the MONSTROUS MANUAL tome).

Like its living counterparts, an ur-histachii is hairless, and its skin is a mottled gray to gray-black in color, often with patches of green or yellow mold growing from old, open wounds. A small reptilian head-fin starts atop the undead creature's skull and grows down its back as a spinal ridge that ends at the tip of the ur-histachii's vestigial tail. An ur-histachii's undead eyes are empty sockets filled by blackness, and a scabrous reptilian tongue flicks out between its broken teeth in an instinctual effort to taste the air it no longer breathes. Ur-histachii emit a faint scent of rust and acid, along with that of musty decay.

Ur-histachii do not speak, per se, vocalizing only grunts and broken hisses, but understand the commands of their creators and other yuan-ti so long as they are spoken in common or the yuan-ti tongue.

Combat: Ur-histachii attack any nonreptile that enters their sensory range. They can see, hear, smell, taste, and touch just as well as a living histachii despite their apparent lack of visual organs. They also have 90-foot infravision. All but mindless, ur-histachii simply charge any such creatures that come within range, attacking with their filthy claws and teeth. Cult necromancers have somehow given the ur-histachii the ability to enter berserk rages up to three times in a 24-hour day. To induce an ur-histachii to become berserk requires a nonreptile to inflict some direct damage upon it. (For instance, a mage casting a *magic missile* would not trigger a berserk rage, though the ur-histachii would react to the attack. If that same mage stabbed an ur-histachii with his dagger, the ur-histachii would enter a berserk rage—provided it had not done so already three times that day.) The berserk rage of an ur-histachii grants it +2 bonuses to attack and damage rolls plus a +2 bonus to AC for 3d4 rounds.

Like most undead, ur-histachii are immune to *sleep, charm,* and *hold* spells, death magic, poisons, and cold-based spells. Holy water does 2d4 points of damage to an ur-histachii. Ur-histachii are turned as shadows.

Habitat/Society: The ur-histachii are known to exist only within the Cult of the Dragon's cell beneath the city of Hlondeth, where the Cult necromancers and their yuan-ti associates use these undead creatures to guard important caches, secret meetings, and—since they require neither food nor air—sealed crypts and subterranean mausoleums. A few ur-histachii also have been teleported on occasion to the homes or courts of Cult enemies where the enemies' guards are sure to incite a berserk rage from the ur-histachii. Thus far, these teleported ur-histachii have served as undead assassins or as diversions for other Cult activities involving that particular foe.

To make one or more ur-histachii requires at least one to three days, during which time the histachii to be transformed are slain in a hideous ritual, the necromancers performing the procedure perform other obscene rituals and incantations, and several expensive unguents and decoctions are poured over the corpses. No more than eight ur-histachii can be made at once due to the stress of the procedure on the lead necromancer performing the transformation.

The accelerated rage ability of ur-histachii appears to burn the undead bodies of ur-histachii out quickly. Few ur-histachii exist for more than one year, and to date, none have existed more than five years past their transformation into ur-histachii.

Ecology: Ur-histachii need eat nothing to exist, though residual impulses of their previous life as carnivores sometimes result in their idly chewing on carrion or catching and chewing rats, worms, other vermin, and yuan-ti leftovers, if such are left within their reach or enter their sensory range. Ur-histachii are different from many of the nonsentient undead in that they often grunt and hiss to themselves, "remembering" to be quiet, like most undead creatures, only when specifically instructed (or reminded) to do so by their creators or other yuan-ti. Yuan-ti find their presence and their lack of restraint annoying, like a persistent itch, and so rarely place them where they need often interact with them. Ur-histachii never guard yuan-ti brood chambers; apparently, their masters fear they will "forget" and eat the broodlings.

In Sigil, City of Doors, many seek the door to a better life. Among them enterprise, even opportunism, is a cardinal virtue. Their stories offer many examples of the poor hero who, by luck and pluck and a strong sword arm, found his way to riches. If that hero happened to betray a scalawag employer along the way, or perhaps fell away from the restrictive ideals of his early faith, the tales reduce such shortcomings to mere idiosyncrasies; some even promote them as wisdom, as a necessary adjustment to a hard world.

Yet all these tale-spinners, who talk easily of shrewd oathbreakers and lovable roguish backstabbers, draw short and flare their nostrils at the insult that remains, even yet, unforgivable: "not worth a yugoloth."

Yugoloths are fiends that inhabit the Lower Planes of Acheron, Gehenna, the Gray Waste, and Carceri. They act as mercenaries in the Blood War, but they display a complete lack of loyalty. These cunning creatures turn on their employers for greater payment by another. Those who use yugoloths as mercenaries must have power over them before entering battle.

Yugoloths fall into two categories. Greater yugoloths act as officers, ruling by strength alone. Lesser yugoloths, the rank-and-file, serve diligently for promises of power and wealth. They are divided as follows:

Greater: arcanaloth, nycaloth, ultroloth

Lesser: dergholoth, hydroloth, mezzoloth, piscoloth, yagnoloth

There are also various guardian yugoloths, and the lesser marraenoloths, which are not covered here.

The yugoloths quarrel among themselves. Individually ferocious, they are inefficient formation warriors. The baatezu and tanar'ri use yugoloths in the Blood War only because each fears the other might gain an advantage by using them.

Greedy and avaricious, yugoloths gladly turn on their employers for the right price. Fortunately for the yugoloths, battle reports rarely return to Baator or the Abyss. When they do, the offending yugoloths are hunted and punished with unimaginable torture. This does not deter further betrayals, for the greed of a yugoloth runs deep.

Yugoloths are affected by various attack forms as noted below:

Attack	Damage
acid	none
cold	double
electricity (lightning)	full
fire (dragon, magical)	none
gas (poisonous, etc.)	half
iron weapons	none*
magic missile	full
poison	none
silver weapon	full

* If affected by normal weapons, full damage

All yugoloths have the following spell-like powers, usable at will: *alter self, animate dead, cause disease* (reverse of *cure disease*), *charm person, improved phantasmal force, produce flame*, and *teleport without error*.

Yugoloths can also *gate* in their fellows when necessary. However, this is as much a liability as an asset. Due to their quarreling, bickering nature, *gated* yugoloths are 25% likely to turn on their summoner and aid the opponent. If the opponent wins, the traitorous yugoloth tries to cadge a reward for its help.

THE BOOK OF KEEPING

Because yugoloths are servants and mercenaries, they are naturally prone to summonings and conjurations by spellcasters. When a mage summons a lower planar being, he is 40% likely to summon a yugoloth; otherwise he summons a gehreleth.

TANAR'RI, BAATEZU,
THE ONLY DIFFERENCE
BETWEEN 'EM IS
YOU COLLECT BEFORE THE JOB
FROM THE FIRST,
AND AFTER THE JOB
FROM THE LAST.

— OVERHEARD
AT A YUGOLOTH TRAINING CAMP

However, an ancient tome details the processes of summoning yugoloths, both greater and lesser. Penned by some unknown hand, *The Book of Keeping* relates much about the magical summoning and control of yugoloths, and even gives personal names of some greater yugoloths. Of course, any spellcaster foolish enough to utter one of these names needs strong protection, or the creature so named smites the summoner and devours his life force. At least four copies of *The Book of Keeping* exist, but their locations remain unknown.

The only class that can use one of these tomes is the conjurer specialist wizard. He must be wary, however, for the greater yugoloths are powerful and vengeful. Even a skillful conjurer has trouble binding one, and the yugoloths' memories are everlasting.

THE GENERAL OF GEHENNA

Somewhere in the brimstone wastes of Gehenna, there roams an ultroloth so strong that none contests his power: the General of Gehenna, ruler of everything there. Many ultroloths search for this great general in hopes of serving with him. They believe that service with the General of Gehenna grants power and prestige among the lower planar entities.

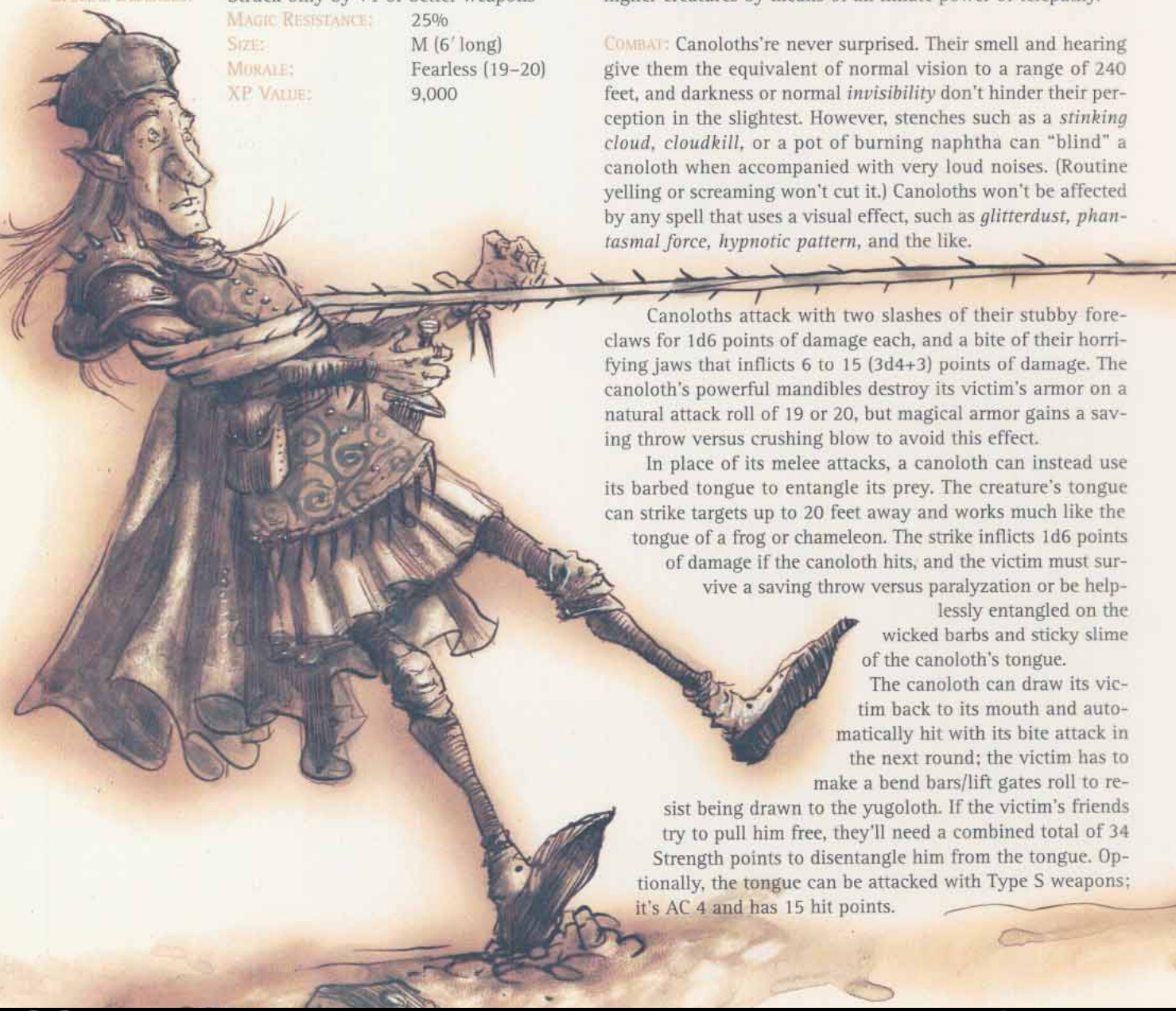
Whatever the case, no one finds the General unless he desires it. His personal name is unknown, and even *The Book of Keeping* does not mention this powerful, thoroughly evil entity. Perhaps some secrets are best unrevealed.



Yugoloth, Canoloth

Climate/Terrain:	Lower Planes
Frequency:	Uncommon
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	None
Alignment:	Neutral evil

No. Appearing:	1–3
Armor Class:	0
Movement:	18
Hit Dice:	6+12
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/3d4+3
Special Attacks:	Tongue lash
Special Defenses:	Struck only by +1 or better weapons
Magic Resistance:	25%
Size:	M (6′ long)
Morale:	Fearless (19–20)
XP Value:	9,000



Canoloths're specialized yugoloths who serve as scouts, skirmishers, and trackers for the yugoloth mercenary companies. They're not as common as the mezzoloths or dergholoths that make up the bulk of these units, but a couple of canoloths can greatly increase the effectiveness of a yugoloth company by providing the piscoloth or nycaloth commanders with excellent intelligence and reconnaissance reports.

Canoloths resemble great semi-insectile mastiffs, their hulking forms plated in chitinous armor. Their bodies've got a distinctly bulldoglike shape to them, with massive jaws and short, squat, forelegs. Their mouths are made up of both a horizontal set of teeth and a vertical set of teeth just behind, and a vile barbed tongue often lolls out of the creature's mouth. The canoloth's nostrils're gaping wounds in the front of its skull, and it has no eyes – it relies on its uncanny senses of smell and hearing to find its quarry.

Canoloths can communicate with semi-intelligent or higher creatures by means of an innate power of telepathy.

Combat: Canoloths're never surprised. Their smell and hearing give them the equivalent of normal vision to a range of 240 feet, and darkness or normal *invisibility* don't hinder their perception in the slightest. However, stenches such as a *stinking cloud*, *cloudkill*, or a pot of burning naphtha can "blind" a canoloth when accompanied with very loud noises. (Routine yelling or screaming won't cut it.) Canoloths won't be affected by any spell that uses a visual effect, such as *glitterdust*, *phantasmal force*, *hypnotic pattern*, and the like.

Canoloths attack with two slashes of their stubby foreclaws for 1d6 points of damage each, and a bite of their horrifying jaws that inflicts 6 to 15 (3d4+3) points of damage. The canoloth's powerful mandibles destroy its victim's armor on a natural attack roll of 19 or 20, but magical armor gains a saving throw versus crushing blow to avoid this effect.

In place of its melee attacks, a canoloth can instead use its barbed tongue to entangle its prey. The creature's tongue can strike targets up to 20 feet away and works much like the tongue of a frog or chameleon. The strike inflicts 1d6 points of damage if the canoloth hits, and the victim must survive a saving throw versus paralyzation or be helplessly entangled on the wicked barbs and sticky slime of the canoloth's tongue.

The canoloth can draw its victim back to its mouth and automatically hit with its bite attack in the next round; the victim has to make a bend bars/lift gates roll to resist being drawn to the yugoloth. If the victim's friends try to pull him free, they'll need a combined total of 34 Strength points to disentangle him from the tongue. Optionally, the tongue can be attacked with Type S weapons; it's AC 4 and has 15 hit points.

Canoloths suffer no damage from acid, magical or normal fire, iron weapons, or poison and only half damage from poisonous gas. They suffer double damage from cold-based attacks. Like all yugoloths, they can use the spell-like powers of *alter self, cause disease, charm person, improved phantasmal force, produce flame,* and *teleport without error.* In addition, canoloths can also use the following abilities one at a time at will: *cloudkill* (1/day), *darkness 15' radius, fear, passwall,* and *shout* (1/day). Once per day the canoloths can *gate* 1 to 4 additional canoloths or 1 to 3 mezzoloths with a 50% chance of success.

Canoloths can be struck only by weapons of +1 or better enchantment.

SORRY.
YOU WANTED ME
TO BRING ALL OF HIM BACK?
— BURRUK,
A CANOLOTH
ON HIS
FIRST MISSION

HABITAT/SOCIETY: Although canoloths're among the weakest yugoloths, they're considered valuable by the leaders of the yugoloth armies. It's not uncommon for greater yugoloths to have several canoloths at their beck and call; canoloths make excellent guards, assassins or retrievers. Their lack of intelligence makes canoloths the most loyal of the race, and they'll follow the orders of their masters to the death – a rare trait among the lesser yugoloths.

Canoloths are well aware of their favored status and use it to bully and pester mezzoloths or hydroloths. When they're not employed with a mercenary company, canoloths spend their time bounding through the foul wastes of the Lower Planes in search of lesser creatures to torment and slay.

It's not unusual to see canoloths saddled and used as great, fearsome mounts by arcanaloths or ultroloths.

ECOLOGY: It's thought that canoloths're created from particularly courageous mezzoloths, but there's little to substantiate this. The creatures're common on the Gray Waste and Gehenna. Some spells of binding and entrapment make use of a piece of the tongue of a canoloth; the organ'll bring about 1,000 gp in the right market.

Yugoloth, Greater, Arcanoloth

Climate/Terrain:	Lower Planes
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supra-genius (19–20)
Treasure:	H
Alignment:	Neutral evil
No. Appearing:	1–3
Armor Class:	–8
Movement:	12, Fl 18 (B)
Hit Dice:	12+24
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d4/1d4/2d6
Special Attacks:	Claw, sting
Special Defenses:	+3 or better weapons to hit, spell immunity
Magic Resistance:	60%
Size:	M (6′ tall)
Morale:	Champion (15–16)
XP Value:	20,000

Arcanaloths keep records and execute contracts for the yugoloths. All transactions for services rendered in the Blood War go through them. As yugoloths go, they are a civilized breed.

An arcanaloth looks like a robed human with the head of a fanged jackal or war dog. Arcanaloths usually snarl and wear expressions of hatred. However, they keep themselves well groomed and dressed.

As speakers for their race, arcanaloths can speak and write all languages.

Combat: Arcanaloth cannot be surprised on the Lower Planes. All arcanaloths have the abilities of a 12th-level mage. They commonly memorize destructive spells, but they keep a wise eye on their escape and defensive spells for good measure.

In addition to those available to all yugoloths, arcanaloths have the following spell-like powers: *advanced illusion* (once per day), *continual darkness*, *control temperature* (10′ radius), *fear* (once per day), *fly* (unlimited duration), *heat metal*, *invisibility*, *magic missile*, *shape change* to any humanoid form, *telekinesis*, and *warp wood*. Arcanaloth are extremely intelligent and use these spell-like abilities to best advantage.

In general, arcanaloths avoid hand-to-hand combat, but they can attack with two stinging, poisonous claws (1d4 damage each and a –1 penalty, cumulative per hit, on attack rolls). *Bless*, *neutralize poison*, or *slow poison* eliminates the attack penalty; otherwise, effects are permanent. Arcanaloths can also bite (2d6 damage).

Once a day an arcanaloth can attempt to *gate* in 1–6 mezzoloths, 1–2 dergholoths, or 1 arcanaloth, with a 40% chance of success.

Arcanaloths are harmed only by weapons of +3 or greater enchantment. Due to their enchanted nature, arcanaloths are immune to mind-affecting spells. They are destroyed only if they die on the plane of Gehenna, their source of power.

Habitat/Society: Arcanaloths negotiate all bargains with baatezu and tanar'ri and play the two sides against each other with practiced ease. They openly discuss one side's offers with its enemy in hopes of raising the stakes. For example, a baatezu force attempting to siege the Lakes of Molten Iron on the first layer of the Abyss tries to hire the yugoloths for 1,000 mortal life forces and the power of death for one year. The arcanaloth agent goes to the tanar'ri and tells them the offer. Usually the tanar'ri make a counter-offer for the yugoloths to help them defend against the baatezu.

Ecology: Arcanaloths, like all yugoloths, play a casual role in the Blood War. They trade and scheme for mercenary success, not out of "racial pride," but for personal wealth and power. Arcanaloths have randomly determined spellbooks.

An incantation in *The Book of Keeping* describes the creation of a potion that grants success in any venture. The potion requires a shred of flesh from the heart of an arcanaloth. Its efficacy is unknown.

Arcanaloths dwell in the plane of Gehenna, where they draw power from the furnaces there. They seldom leave the plane, and then only briefly.



Yugoloth, Greater, Baernaloth

Climate/Terrain:	The Gray Waste
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High to exceptional (13–16)
Treasure:	R, H
Alignment:	Neutral evil

No. Appearing:	1
Armor Class:	–4
Movement:	12
Hit Dice:	11+22
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d8/1d8/2d6
Special Attacks:	Spells, reopen wounds
Special Defenses:	Spells, immunities
Magic Resistance:	50%
Size:	L (8 feet tall)
Morale:	Elite (14)
XP Value:	19,000

Long, gangly limbs covered by purulent gray flesh; an oversized, horned head with an obscene mouth comprising nothing but teeth and tongue; distant, glazed yellow eyes dripping fluid far more vile than tears – all these things are a baernaloth, yet it is more. The essence of the creature is callous detachment, never seeing the suffering and pain that it ceaselessly creates; an unending, unsatiable need for misery and affliction; a monster that mechanically, methodically hurts, harms, foils, impairs, and hinders all other creatures.

In many ways, the baernaloths are the outcasts among the ranks of the yugoloths. They rarely associate with other yugoloths, and are always found on the Gray Waste, never on Gehenna, where so many of the others have migrated. Some people wonder if perhaps the baernaloths are not true yugoloths at all, but rather some older, even more primal creatures. If this is true, baernaloth and yugoloth alike are propagating some sort of intentional deception (not that such a thing is at all inconceivable).

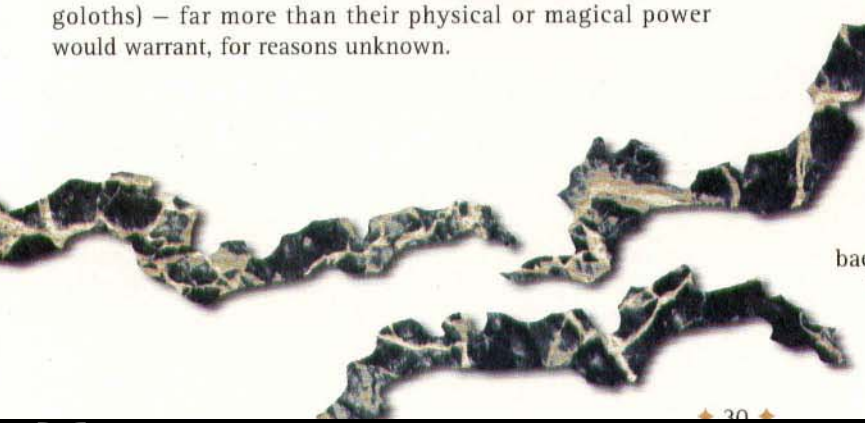
As "greater" yugoloths, baernaloths may be the weakest of their type when it comes to sheer might. Nevertheless, they are afforded a great deal of respect from their kind (when the rare occasion occurs and they actually come upon other yugoloths) – far more than their physical or magical power would warrant, for reasons unknown.

Combat: In hand-to-hand combat, the baernaloth rakes with its savage claws (1d8 points of damage per strike) and tears at its foes with its huge mouth (2d6 points of damage). Baernaloths never use weapons or equipment of any kind, even magical items. Accompanying these physical attacks, however, are two strange powers relating to the baernaloth's goal of causing pain and spreading misery. Three times per day, the creature can cause wounds created by his claws and mouth to worsen, tearing open painfully. With this attack, the baernaloth can wreak the same amount of damage that he has previously inflicted upon a foe in one round sometime during the last 24 hours. For example, if a baernaloth uses his claws and bite to inflict 13 points of damage upon a foe and then casts him into a dungeon, the baernaloth can return anytime within the next day and instantly inflict 13 additional points of damage upon that particular foe. There is no saving throw against this ability (although magic resistance still applies), but the target must be within 10 yards, and within sight. This ability can be used in addition to the baernaloth's normal attacks during a single round.

Conversely, a baernaloth can instantly heal any or all damage that it inflicts. This can be done as often as it likes, with a range of 10 yards. It uses this ability to keep captives – and even foes in battle – alive so that the fiend can continue to inflict pain. Obviously, the baernaloth is intelligent enough to keep from using this ability in a way which puts itself in jeopardy (by healing its opponents too much, for example).

In addition to the powers inherent to all yugoloths (*alter self, cause disease, charm person, improved phantasmal force, produce flame,* and *teleport without error*), baernaloths can use the following spell-like powers once per round, at will: *darkness 15-foot radius, detect lie, detect magic, emotion, fear, suggestion, cloudkill* (3 times/day), *true seeing* (3 times/day), *symbol* (1 time/day), and *demand* (1 time/day). As all yugoloths, baernaloths are immune to the effects of acid, magical and normal fire, iron weapons, and poison. They suffer only half normal damage from cold-based attacks. Magical weapons are required to harm a baernaloth.

Habitat/Society: Usually found alone, baernaloths sometimes have nightmares or even night hags as companions. Baernaloths like to lair in twisted, forbidding towers in areas desolate even by the standards of the Gray Waste. Although the arcanaloths are the scholars and record-keepers of the yugoloth ranks, baernaloths are said to be in the possession of mysterious and varied secrets. They certainly seem to know more about fiends of all types, and lower-planar creatures in general, than any other singular source. More than anything else, though, baernaloths see their place in the scheme of things as bringers of misery and pain. They specialize in torture, not as a means of interrogation, but as agony for agony's sake.



Emotionlessly, coldly, they bring anguish upon others. Oftentimes they find means other than simple physical pain to accomplish this end. Baernaloths seem to relish foiling well-laid plans, spreading vicious lies, and revealing sinister secrets in order to cause dismay. All the while, these creatures of evil stare at their victims with a chillingly disturbing detachment. Baernaloths take no apparent pleasure in their work, yet certainly show no regret.



ECOLOGY: Rellian Whi'ys was a sage and scholar whose theories on the planes are still studied by today's learned scholars. In her treatises on the Lower Planes, she contemplated the fiends that inhabited them as a whole. The tanar'ri she saw as the destroyers, tearing apart things both literally and morally. The baatezu, she said, were the subjugators, again both in a literal sense and morally as well. These she saw as the ends of the dark spectrum of evil. (The organization among the tanar'ri ranks and the destructive nature of many baatezu are, of course, convincing arguments that her theories are far too simplistic).

The yugoloths, Rellian thought, were the true force of pure evil on the Lower Planes. She saw them as a representation of suffering (at worse) and cold, unfeeling detachment (at best). The baernaloths, perhaps more than the rest of their brethren, epitomize Rellian's views of the universe. They see the actions taken by the other yugoloths, making moves to control things around them, and scoff at their plans and schemes.

Strangely, *The Book of Keeping* makes no mention whatsoever of the baernaloth.

✦ THE DEMENTED ✦

Apparently, madness is not an affliction to which baernaloths are immune. It is unusual, but not unknown, to see a baernaloth commanding a brigade of mixed fiends in a Blood War skirmish. Likewise, at least one baernaloth serves as advisor and confidant to the most prominent ultroloth masters. These baernaloths are referred to as the Demented. Their madness is not a raving, hysterical insanity, but an insidious, mind-altering malady.

The Demented, individually or in a group, decide that they are going to attempt to control the events around them, subtly subjugating the creatures of the Lower Planes while plotting the destruction of all things. Somehow, they have decided to embrace *both* of the ends of the ethical spectrum, seeking rigid order and utter devastation at the same time. Although they are the exceptions (to what are already the exceptions among yugoloths), these baernaloths are actually the ones most likely to be encountered by player characters, since most baernaloths are reclusive and generally inactive.

Yugoloth, Greater, Nycaloth

Climate/Terrain:	Lower Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional to genius (15–18)
Treasure:	Q × 10, X
Alignment:	Neutral evil
No. Appearing:	1 (rarely 2)
Armor Class:	–6
Movement:	12, Fl 36 (C)
Hit Dice:	11+22
THAC0:	9
No. of Attacks:	2 or 1 weapon at +3
Damage/Attack:	1d8+8/1d8+8 or by weapon +8 (Strength bonus)
Special Attacks:	Magical axe, bleeding
Special Defenses:	Spell immunity, +2 or better weapons to hit
Magic Resistance:	70%
Size:	L (9′ tall and broad)
Morale:	Champion (15–16)
XP Value:	25,000

Observers and reporters, nycaloths reconnoiter the Lower Planes and observe the Blood War.

Nycaloths look like fiends in their characteristic gargoyle-like appearance. They are hulking, broad humanoids with powerful limbs and wings; thick, light green skin with a leathery texture; and sharp, thick claws that make excellent weapons.

Nycaloths communicate using telepathy.

Combat: Nycaloths commonly use giant two-headed axes (2d8+8 damage). Nine out of ten of these axes are magical, though of common variety (+1, +2, etc.). Of the enchanted axes, 20% have a special enchantment (e.g. *vorpal*, etc.). Determine the qualities of special blades randomly. Often (75%) nycaloths use shields as well. Their great strength gives nycaloths take a +3 bonus to their attack rolls.

Nycaloths can attack with two claws (1d8+8 damage each). These wicked claws cause seeping wounds that continue to bleed for 1d6 damage per wound per round until healed magically (*cure light wounds*, etc.).

In addition to those available to all yugoloths, nycaloths also have the following spell-like powers: *command* (3 times per day), *comprehend languages* (always active), *detect invisibility* (always active), *detect magic* (always active), *dimension door* (3 times per day), *dispel magic*, *enlarge* (or its reverse, *reduce*), *fear* (by touch), *invisibility*, *mirror image* (3 times per day), *polymorph self*, *project image*, *read magic* (always active), *reverse gravity* (once per day), *wind walk*, *word of recall* (once per day), and *wraithform* (once per day). Once per day nycaloths can attempt to *gate* in 1–10 mezzoloths, 1–3 dergholoths, or 1 additional nycaloth. The *gate* has a 35% chance of success.

Enchantment/charm spells never affect nycaloths. They are immune to weapons of less than +2 enchantment.

Habitat/Society: Nycaloths act in a careful and calculating manner to maximize their personal power and safety. These creatures serve as scouts because they can travel the Lower Planes at will, viewing battles between the baatezu and tanar'ri. They report their findings to the arcanaloths, who use the information in negotiating contracts.

Though powerful, nycaloths endure low status because their information goes to profit others, not themselves. Nycaloths are bitter and jealous of the status of the other greater yugoloths. They scheme constantly to increase their status, often bullying lesser yugoloths to get attention. Sometimes they destroy whole companies of mezzoloths and dergholoths in a fit of rage.

Ecology: Female and male nycaloths are nearly identical, impossible for others to tell apart. Mated pairs give birth to three young at a time. These young are allowed to grow for 100 days, at which time they are pitted against each other in a battle to the death. Only the victor is allowed to grow to maturity.

Nycaloths are carnivores, but may have once been scavengers, inasmuch as they prefer rotting flesh to fresh meat.



Yugoloth, Greater, Ultroloth

Climate/Terrain:	Lower Planes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supra-genius (19–20)
Treasure:	G, R
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	–8
Movement:	15, Fl 15 (C), Sw 15
Hit Dice:	13+26
THAC0:	7
No. of Attacks:	2
Damage/Attack:	1d12/1d12 or by weapon +9 (Strength bonus)
Special Attacks:	Magical weapon, gaze of fascination
Special Defenses:	+3 or better weapons to hit, never surprised
Magic Resistance:	60%
Size:	M (6 ½′ tall)
Morale:	Champion (15–16)
XP Value:	26,000



Ultroloths are the strange, enigmatic rulers of the yugoloths. These creatures hold sway over their underlings by force of will and a reputation for cruelty.

These ruling yugoloths appear as faceless humanoids with large eyes that resemble fire-opals. They have dark gray skin and typically wear flowing capes or cloaks.

Ultroloths communicate using telepathy.

Combat: Ultroloths, though evil, are cerebral and reserved. They rarely enter combat and rarely have to. They are never surprised. They can attack with two hand strikes (1d12 energy damage each). Ultroloths have Strength 21 (+9 damage adjustment with weapons).

Ultroloths wield swords and polearms (always of +2 or greater enchantment) with expert precision. Four out of ten such weapons have a special enchantment (*vorpal*, etc.), determined randomly. A very few of these special weapons are extremely powerful; choose their specific abilities, including restrictions or curses. An ultroloth always knows its weapon's full abilities.

Any creature who meets the gaze of the ultroloth must save vs. spell or stop, fascinated (as if affected by a *hold person* spell) by the coursing colors and patterns. If the victim saves, the ultroloth can use a special form of *alter self* to appear as a person whom the victim loves or respects.

In addition to those available to all yugoloths, ultroloths have the following spell-like abilities at 15th level of spell use: *airwalk, animate object, bind, call lightning, color spray* (7 times per day), *control winds, detect invisibility, detect lie, detect magic, detect poison, detect scrying* (all *detect* spells always active), *ESP, fear, fire storm* (once per day), *geas, know alignment* (always active), *mass suggestion* (once per day), *passwall, pass without trace* (always active), *read magic* (always active), *shout, solid fog, symbol* (any type, once per day), and *wall of fire*. Ultroloths can also automatically *gate* in one yugoloth of each of the seven weaker types, once per day per type.

No nonmagical attack affects an ultroloth. They are harmed only by weapons of +3 or greater magical enchantment. Yugoloths have infravision to 240′.

Habitat/Society: No lower-planar mercenary dares disobey an ultroloth for fear of cruel punishment. Even non-yugoloths in the Lower Planes steer clear of the ultroloths, fearing their powers.

Note that the ultroloth's actual power, though certainly respectable, does not greatly exceed some others of its kind. However, ultroloths maintain an air of mystery, so that few yugoloths of lesser power know their true abilities. Ultroloths also typically have enormous presence, shrewdness, and force of will, nonmagical qualities that often overshadow the most powerful enchantments.

Ecology: Ultroloths are the ultimate level of the corruption of the yugoloths. Little occurs in the mercenary ranks that these beings do not know about.

Yugoloth, Guardian

	Least	Lesser	Greater
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Average (8-10)	Very (11-12)	High (13-14)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	1	-1
MOVEMENT:	9	9	9, Fl 9 (D)
HIT DICE:	6	8	10
THAC0:	15	13	11
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-10/1-10	1-6/1-12/1-12	1-10/1-12/1-12
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	25%
SIZE:	Variable	Variable	L (9' tall)
MORALE:	Elite (14)	Champion (16)	Fanatic (18)
XP VALUE:	2,000	4,000	11,000

These yugoloths are summoned by evil wizards or priests to guard something of importance. Yugoloth guardians always defend their charge with great ferocity.

There are three types of yugoloth guardians—least, lesser, and greater. The least and lesser yugoloth guardians vary in size and form, often being horned and frog-like (least) or ape- or boar-like (lesser). Greater yugoloth guardians always appear as gigantic, winged bears with ram horns protruding from their foreheads, and eagle talons for hands.

yugoloths guardian have the ability to speak all languages.

Combat: yugoloth guardians can breath fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of daemon breathing. Least and lesser yugoloths cause 3d6 and 5d6 points of damage, respectively, while greater yugoloths inflict 7d6 points per breath attack. A successful saving throw vs. breath weapon reduces damage by half. Yugoloth guardians never use their fire breath if the fire might damage whatever they are assigned to protect.

All yugoloth guardians are immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells. Lesser and greater yugoloths are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., sword, cold, fire, electricity).

Habitat/Society: Yugoloth guardians must remain at all times within 90 yards of the object they have been summoned to protect. Within this 90-yard radius, yugoloth guardians prefer to remain at a distance in battle, using their breath weapon to maximum advantage.

Ecology: Summoning a guardian daemon is a dangerous affair. There is a 10% chance for each level the summoner is over 7th level of having his request for a guardian daemon granted (maximum chance of 90%). Conversely, if the summoning fails, there is a 30% chance (-2% per level of the summoner over 10th) that the daemon takes offense and gates in to slay the spellcaster.

Least Yugoloth

These creatures are often summoned to protect treasures valued at less than 25,000 gold pieces. Least yugoloths have a 50% chance of being immune to one additional type of attack.

Lesser Yugoloth

Lesser yugoloths are usually found guarding treasures of 25,000 gold pieces or more. They have a 80% chance of being impervious to one additional attack form.

Greater Yugoloth

These yugoloths are dispatched only to protect objects of exceedingly great value. Greater yugoloth guardians are resistant to magic (25%) and are always immune to two additional forms of attack. They can make a *suggestion*, as the spell, once per round, even when engaged in combat.



Yugoloth, Lesser, Dergholoth

Climate/Terrain:	Lower Planes
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	1–4
Armor Class:	–3 (see below)
Movement:	12
Hit Dice:	8+16
THAC0:	13
No. of Attacks:	5
Damage/Attack:	See below
Special Attacks:	Grab, *feeblemind*
Special Defenses:	Weapon parry, +1 or better weapons to hit
Magic Resistance:	40%
Size:	L (8′ tall)
Morale:	Elite (13–14)
XP Value:	12,000

Dergholoths are native to the Gray Waste but inhabit Carceri and Gehenna as well. These lesser yugoloths serve as rank-and-file mercenaries in the Blood War.

Dergholoths have round bodies with five arms and three legs. Their insect-like heads rotate 360 degrees, so they can move and change direction with astonishing speed. They are extremely strong but also stupid.

Dergholoths communicate using telepathy.

Combat: In the Waste the dergholoth are never surprised. Their five arms end in stubby, four-clawed hands. They have Strength 20 (+8 damage adjustment). Each may have weapons, as determined below, but dergholoths never carry magical weapons.

Roll	Attacks (Damage per attack)
01–60	5 claws (1d4+8)
61–85	4 claws (1d4+8), 1 sword (1d8+8)
86–95	3 claws (1d4+8), 1 sword (1d8+8), 1 spear (1d6+8)
96–00	2 claws (1d4+8), 1 sword (1d8+8), 1 spear (1d6+8), 1 battle axe (1d8+8)

If the first two claw attacks hit, the dergholoth has grabbed its opponent and gets a +2 bonus on its attack rolls on that opponent; however, the two grabbing arms cannot attack. Grabbed opponents can fight, but cannot move or retreat until they break free (by making a Strength check against half their current Strength score).

Armed dergholoths can parry with their weapons instead of attacking. For each weapon used to parry, the dergholoth's Armor Class improves by 2. For example, if a dergholoth with three weapons decides to attack with one weapon and parry with two of them, its Armor Class becomes –7 for the melee round.

Once per day, a dergholoth can chatter senselessly by clicking its mouth pincers rapidly. This has the effect of *feeblemind* spell on any creature of less than 7 HD that hears the attack. Those beings must save vs. spells or be *feebleminded* for 1–6 melee rounds, after which they will return to normal.

In addition to those available to all yugoloths, dergholoths can use the following spell-like abilities: *darkness, 15′ radius, fear,* and *sleep* (twice per day).

Dergholoths are immune to attacks from nonmagical weapons. The material form of a dergholoth may be destroyed but it reforms within a few days.

Habitat/Society: Dergholoths are treated poorly in yugoloth society. Not nearly as powerful as many of the other types, they receive constant abuse from their betters. This makes the dergholoths mean, which in turn serves the yugoloths well.

Dergholoths make up many of the yugoloth mercenary companies, but despite their stupidity, they are stubborn and difficult to control. They fight only because more powerful yugoloths compel them. They do not understand the Blood War or know of the profits that higher yugoloths make from their fighting.

When not fighting, dergholoths wander the Waste, sometimes in huge, milling groups up to 500 strong. They spend their time either stealing larvae from the night hags or waiting for a fight.

Ecology: How dergholoths are created is still a mystery. None have ever been properly examined. Some speculate that ultroloths transform erring underlings into dergholoths for a specified time (a millennium, perhaps) as punishment.



Yugoloth, Lesser, Gacholoth

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1–3
ARMOR CLASS:	–1
MOVEMENT:	24
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	2 claws or 1 bite
DAMAGE/ATTACK:	2d6/2d6 or 1d10
SPECIAL ATTACKS:	Acid touch, shock
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	40%
SIZE:	L (8′ tall)
MORALE:	Elite (13–14)
XP VALUE:	18,000

Gacholoths are the infiltrators and terrorists of the Blood War. They use their abilities to cause havoc and spread panic behind enemy lines. They also might spend months, years, even centuries, serving in the army of a temporary master with unquestioned loyalty, while secretly waiting for the best moment to reveal their true allegiance and begin a reign of slaughter and terror.

Gacholoths have a roughly humanoid appearance. Their bodies are an ebony black, and they have four long and powerful legs, each tipped with three sharp claws to aid in climbing. Their well-muscled torsos have two arms, each ending in a hand with four fingers that are tipped with savage, retractable claws. Gacholoth skulls are bony, their ears are triangular and flare back; a thick shock of dark hair flows back from a receding hairline. Sharp fangs thrust forward prominently, while the sunken eyes are cold and inhuman. Something about their skull structure suggests sahuagin.

Gacholoths communicate using telepathy.

Combat: Gacholoths can see 90 feet in normal darkness. Their four powerful legs enable them to move with blinding speed on any surface, climbing walls and ceilings without hindrance. They can fight from any angle without disorientation, even hanging upside down.

As a consequence of their speed and maneuverability, gacholoths have a +5 bonus to their initiative in the first round of combat (initiative in subsequent rounds is determined normally). Gacholoths often strike swiftly and savagely before their opponents can react, then immediately withdraw from combat until another opening presents itself.

Their sudden attack has another effect. Anyone attacked by a gacholoth for the first time (whether hit or not) must make a successful saving throw vs. paralyzation or go into *shock*. This shock is a fear attack that induces irrational terror; the victim drops all hand-held items and is rooted to the spot for 1d6 rounds. Regardless of whether or not the victim makes his saving throw, no subsequent attack by the same gacholoth will cause this shock effect.

Gacholoths do not carry weapons, magical or otherwise, preferring to rely on the speed and ferocity of their natural weapons. The gacholoth either strikes with both claws (70% of the time) or bites (30% of the time). A bite inflicts 1d10 points of damage, while the claws inflict 2d6 points of damage. The claws also secrete a stinging, acidic venom. Any creature hit by a claw attack must make a successful saving throw vs. poison or take an additional 1d6 points of acid damage.

As with other yugoloths, the gacholoth has the following spell-like abilities: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame,* and *gate* (50% chance for one gacholoth, 1/day). In addition, gacholoths have the following powers, at 5th-level spell use, usable once per round, at will: *darkness 15′ radius, feather fall, magic missile,* and *mirror image.*

Gacholoths are unaffected by acid, poison, and *charm* spells. They take half damage from gas attacks, including poison gases, but double damage from cold-based attacks.

Habitat/Society: The gacholoths' fondness for deceit and terror make them favored troops in yugoloth conflicts, and many have risen to minor positions of power as a result.

Gacholoths have a particular interest in the workings of the Prime Material plane and will take any opportunity to enter that plane and indulge in a reign of bloodletting. They often use their shock ability to play with their victims, paralyzing them and making a leisurely job of it.

Gacholoths consider themselves to be the great betrayers and terrorists of the Outer Planes and will not allow others of similar skill to outdo them. For example, they have an intense hatred of succubi and erinyes, taking pleasure in torturing to death any of these they capture. Gacholoths often clash with cambions, and nearly always become their bitter rivals.

Ecology: The origin of the gacholoths is unknown. All of them appear to be male; no distinctly female versions have ever been sighted. The faint resemblance to sahuagin suggests some long-lost connection between these creatures and the "devil men of the deep," but hard evidence has yet to be discovered.

—*From* DUNGEON Magazine #49



Yugoloth, Lesser, Hydroloth

Climate/Terrain:	Lower Planes
Frequency:	Common
Organization:	Solitary (see below)
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	I, Y
Alignment:	Neutral evil
No. Appearing:	1–6 or 10–30
Armor Class:	–2
Movement:	6, Glide 12 (E), Sw 24
Hit Dice:	7+14
THAC0:	13
No. of Attacks:	3 or 5
Damage/Attack:	1d8/1d8/1d4/1d4/1d10
Special Attacks:	Sleep attack
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	40%
Size:	L (10' tall)
Morale:	Elite (13–14)
XP Value:	14,000



Hydroloths are elite fighting forces commonly used in yugoloth ambushes or amphibian attacks. They are squat humanoids with underarm gliding flaps, frog-like faces, and warty yellow skin.

These grotesque amphibians can swim the river Styx without losing their memories. They travel in groups of 10 or more wherever Styx enters the Lower Planes.

Hydroloths communicate using telepathy.

Combat: Hydroloths usually attack with two claws (1d8 damage each) and bite (1d10 damage). While gliding, they can also attack with two foot claws (1d4 damage each). Hydroloths gleefully attack anything they feel they can easily defeat, but are cowardly against equal or superior forces.

Hydroloths can spit a stream of foul yellow liquid from a gland under their tongues (1d10 damage and save vs. poison or fall asleep for 1–8 rounds). Before the poison wears off, the victim cannot be awakened save by magical means.

Like all yugoloths, hydroloths can *teleport without error* at will, and sometimes use a *dimension door* to gain altitude for a glide. In addition to those available to all yugoloths, hydroloths can use the following spell-like powers: *conjure elemental* (with limitations listed below), *create water, darkness, 15' radius, dimension door,* and *water walk* (as a *ring of water walking*). Twice per day, they can attempt to *gate* in another hydroloth with a 50% chance of success.

The hydroloth's *conjure elemental* ability creates a 12 HD water elemental that fights for the hydroloth without control. This power only works in the presence of a large body of water.

Hydroloths take half damage from any water-based attack form (no damage if they save successfully). Hydroloths are harmed only by +1 or better weapons.

Habitat/Society: Hydroloths prefer to dwell in water, fire, or lava, but can be found anywhere. The yugoloth community respects them for their role in amphibious and underwater warfare, especially in covert and guerrilla attacks.

Hydroloths use their prestige among their betters to gain power and influence: extra wealth, or a share of the mortal life forces paid for the job they do. Greater yugoloths have the strength to force the hydroloths' obedience, but they wisely appease these creatures' demands.

Ecology: Few yugoloths are motivated like the hydroloths. These monsters delight in fighting the Blood War and draw strength from the terror they inflict on mortals.

Several internal organs of hydroloths make excellent spell components and alchemical mixtures for potions. A live hydroloth, though extremely difficult to capture, might bring 2,500 gp on some parts of the Prime Material Plane or even (perhaps) in Sigil. A dead one, though not as valuable, still fetches upwards of 1,000 gp.

Yugoloth, Lesser, Marraenoloth



Climate/Terrain:	Lower Planes
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Any
Intelligence:	Exceptional
Treasure:	I
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	–1
Movement:	18
Hit Dice:	10 + 20 hp
THAC0:	11
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Gaze inspires *fear*
Special Defenses:	Nil
Magic Resistance:	80% to 1st-level spells
Size:	M (5′ tall)
Morale:	Champion (15)
XP Value:	7,000

The marraenoloths are a special type of yugoloth. The thin, gray, pale-eyed humanoids are easily identified by their skeletal faces, somber hooded robes, and eyes that glow red when they are angry. They are a cold species, mercenary at heart, like all yugoloths. They are telepathic and, in addition to speaking all languages, maintain mental contact with others of their race at all times.

Combat: Marraenoloths have all the standard powers of the yugoloths, but also use the following powers at will: *alter self, animate dead, cause disease, charm person, improved phantasmal force, produce flame,* and *teleport without error.* In addition, marraenoloths can *gate* in 1d6 hydroloths (75% chance), should the need arise.

These yugoloths are not great warriors, attacking only with their bony fangs. When angered, a marraenoloth's eyes glow fiery red, and anyone confronted by this horrifying gaze must successfully save vs. spell or be affected as by a *fear* spell. The marraenoloth will then summon hydroloths to fight for it.

Marraenoloths have 80% magic resistance to 1st-level spells. This resistance decreases by 5% for each higher level of spell. (Thus, a marraenoloth's resistance to 7th-level spells is only 50%.) They are immune to acid, fire, and poison, and they suffer only half damage from gases. Their greatest weakness is cold-based attacks, which inflict double damage upon them.

HABITAT/SOCIETY: Marraenoloths are unique among the yugoloths in that they have an established task: They are boatmen who pilot small skiffs on the black waters of the River Styx. Unlike many other fiends, the marraenoloths can pass from plane to plane without arousing suspicion in the minds of others. They are ferrymen and ferrymen only. Other fiends would love to subvert the marraenoloths to spy on their Blood War enemies, but these creatures are only concerned with their passengers.

Marraenoloths have an innate understanding of the twists and bends of the River Styx's channels, so they never get lost (unless it's convenient to do so). These creatures also can pilot their crafts through the Astral Plane and to the boundary of the Prime Material Plane. They can actually enter the Prime Material, too, but they must leave their skiffs behind. A marraenoloth without a vessel is lost and useless, so they are naturally reluctant to venture far from their crafts. Occasionally they are summoned or sent to the Prime, anyway, to transport some being to or from the Lower Planes (using a special *plane shift* ability that works for this task only).

Marraenoloths carry passengers but never cargo, always demanding immediate payment for their services. (Greater fiends may ignore this, forcing the marraenoloth to serve them.) They may demand a magical item, a bag of 10 platinum coins, or two gems of 50 gp value (or more). If not paid, the marraenoloth will seek to prevent the would-be passenger from entering its boat, and it will *teleport* itself and its craft away at the first opportunity.

Even if a marraenoloth is paid (as opposed to being sent by a higher evil force), there is still a 15% chance that the creature will betray the passenger, either by delivering him to the incorrect destination or plane (85% chance), or by leading the summoner into an ambush (15% chance). This chance of betrayal can be reduced by making additional contributions to the marraenoloth's hoard (–5% per additional payment listed above).

Since all marraenoloths are aware of each other, all know of any person who cheats or harms anyone of their kind. They won't come to each other's aid (that would indicate concern for their fellows), but the identity of the transgressor is noted, and future services from any of these yugoloths will require greater payments and incur a significantly higher risk of treachery. The cheater can return to the good graces of the boatmen only by making a suitable sacrifice to all their kind. The nature of this tribute is left to the DM, but a typical one would be the surrender of rare gems or several unique magical items, presented with due ceremony and contrition.

ECOLOGY: These are among the most neutral of the evil yugoloths, existing to collect their fares and nothing else. They stay clear of the politics of the Blood War. Because their skills are valuable to tanar'ri and baatezu alike, the other fiends tolerate this neutrality. As much as some infernal lord might like to subjugate them, it's understood they would no longer function properly if that happened. As a marraenoloth without its sailing duties is fairly worthless, even as a lowly foot soldier in the Blood War, no one has attempted to take control of them. However, they may unwittingly play pawns in the subtle plottings of some baatezu or tanar'ri.



Climate/Terrain:	Lower Planes
Frequency:	Common
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	2–5
Armor Class:	–1
Movement:	15
Hit Dice:	10+20
THAC0:	11
No. of Attacks:	2 or 1
Damage/Attack:	1d6+6/1d6+6 or weapon +6 (Strength bonus)
Special Attacks:	Magical items
Special Defenses:	+2 or better weapons to hit
Magic Resistance:	50%
Size:	M (7′ tall)
Morale:	Elite (13–14)
XP Value:	21,000

Mezzoloths, the most common yugoloths of the Lower Planes, are as plentiful as they are lowly and wretched. They look like humanoid insects covered in chitinous plates of a dirty ivory color. They have long, lanky arms and legs; wide, armored skulls; sharp claws that can cut through most nonmagical substances; and glaring red eyes.

Mezzoloths have a limited telepathy that lets them communicate with any creature of Low or better intelligence.

Combat: Mezzoloths can attack with two claws for 1d6+6 damage each and, because of their Strength 18/00, a +6 damage bonus with weapons.

Mezzoloths, highly magical, can use any magical item without penalty, except those with alignment or class restrictions. They often use magical weapons, and, if so, generally a shield as well. Other powerful yugoloths, recognizing mezzoloths' natural affinity for enchanted items as an asset, equip them accordingly. Solitary mezzoloths are only 5% likely to have a magical item. For every three mezzoloths present, they are 10% (cumulative) likely to have one magical item among them. For example, a group of 10 mezzoloths has a 30% chance for magic, but a group of 30 or more always has randomly determined enchanted items.

In addition to those available to all yugoloths, mezzoloths have the following spell-like powers at 10th level of spell use: *burning hands*, *cause serious wounds* (reverse of *cure serious wounds*), *cloudkill* (once per day), *darkness, 15′ radius*, *detect invisibility* (always active), *detect magic*, *dispel magic* (twice per day), *flame strike* (once per day), *hold person*, *mirror image*, *sleep*, and *trip*. Once per day mezzoloths can also attempt to *gate* in 1–4 additional mezzoloths or 1–2 hydroloths, with a 40% chance of success.

Mezzoloths have infravision to 120′. They are immune to attacks by nonmagical weapons and magical weapons of less than +2 enchantment, to paralysis, to all poisons, and to *charm* and *suggestion* spells. Cold-based attacks cause only normal damage (as opposed to double damage taken by most yugoloths).

Habitat/Society: Mezzoloths are the lowest yugoloths, the rank-and-file warriors of the mercenary armies. Higher yugoloths rule over them by might alone. Due to their lack of intelligence, the mezzoloths have accepted their lot. In fact, the abuse they receive makes them more vicious, toughening them for brutal combat.

Mezzoloths have little motivation when not fighting in a mercenary army. The wander the Lower Planes (particularly the Abyss) in search of creatures to torment, especially lemures.

Ecology: Sages have never ascertained exactly where mezzoloths are formed. They appear to be yugoloth adaptations of some other evil creature. Mezzoloths appear slightly more plentiful in Gehenna than elsewhere; perhaps ultroloths or arcanaloths originally brought them there from some other plane.



Yugoloth, Lesser, Piscoloth

Climate/Terrain:	Lower Planes
Frequency:	Uncommon
Organization:	Group
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Very (11–12)
Treasure:	E
Alignment:	Neutral evil
No. Appearing:	2–8
Armor Class:	–5
Movement:	6, Sw 18
Hit Dice:	9+18
THAC0:	11
No. of Attacks:	2
Damage/Attack:	2d8/2d8
Special Attacks:	Severing, sting
Special Defenses:	Never surprised, +1 or better weapons to hit
Magic Resistance:	40%
Size:	M (5′ tall)
Morale:	Elite (13–14)
XP Value:	19,000

Piscoloths are the sergeants and overseers of yugoloth mercenary armies. These creatures hold dictatorial sway over companies of dergholoths and mezzoloths throughout the Lower Planes.

The fish-tailed, walleyed piscoloth has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscoloth's arms, though humanoid, end in a set of crab-like pincers.

Piscoloths communicate using telepathy.

Combat: Its faceted eyes, bulging from the sides of the monster's head, let the piscoloth see around and behind so that it cannot usually be surprised.

The piscoloth's pincers inflict 2d8 damage and may sever a limb on an unmodified attack roll of 20; the victim must save vs. paralyzation or lose an arm (60% chance) or leg (40%). Metal armor gives a +2 bonus on the save, +1 for each "plus" if magical armor. For example, if a piscoloth scores an unmodified 20 against a man in *chain mail +2*, the opponent receives a +4 bonus to the saving throw.

Piscoloths can attack with its mouth tentacles against a single creature (1d10 damage and poison; save vs. paralyzation with a –2 penalty or die in six turns unless healed by *neutralize poison* or similar magical means; non-magical healing has no effect). If the save succeeds, the victim is instead *slowed* for 1–6 rounds.

In addition to those available to all yugoloths, piscoloths have the following spell-like abilities at 10th-level of spell use: *bind*, *blink*, *emotion*, *jump*, *know alignment*, *meld into stone*, *phantasmal killer* (twice per day), *protection from good*, *resist fire*, *scare*, and *stinking cloud*.

These creatures are prodigious summoners. They can *gate* in 1–8 mezzoloths three times per day with no chance of failure. They can also attempt to *gate* in 1–2 additional piscoloths once per day with a 35% chance of success.

Piscoloths are immune to nonmagical weapons. Also, due to the piscoloth's aquatic nature, all water-based attacks inflict –1 damage per die.

Habitat/Society: Piscoloths maintain order (or a semblance thereof) in the armies of the yugoloths – a task akin to passing a planet through the eye of a needle. They have short life spans, having to answer to their easily angered superiors. Nonetheless, piscoloths enjoy their work, for they are cruel, hateful, and bullying.

Piscoloths are among the few yugoloths that cooperate in groups. They are commonly found in groups of five or six, ruling over one or more companies of mezzoloths. They maintain order through destruction of those who do not obey them. Of course, few at the head of hordes of their own abused underlings, piscoloths become subject to frequent "friendly fire."

Piscoloths are the yugoloths most often presented with chances to turn against their employers.

Ecology: Nothing is known of a piscoloth's reproduction or biology. They are widely believed to be the wretched creations of evil generals, but this may be simply myth.



Climate/Terrain:	Lower Planes
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High to exceptional (13–16)
Treasure:	R, H
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	–4
Movement:	18
Hit Dice:	10+20
THAC0:	11
No. of Attacks:	2
Damage/Attack:	1d12 or by weapon +10
Special Attacks:	Magical weapon, acid breath, devour
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	40%
Size:	L (12' tall)
Morale:	Elite (13–14)
XP Value:	20,000

Yagnoloths are nobles of the yugoloth society, despised lords of fiefs and all who enter these fiefs. They are large, horrible humanoid creatures with two unequal arms, one man-sized and the other giant-sized. They have scaly red skin, bulky muscles, and horrid heads with wing-like ears. Their facial features, like their personalities, are ugly and alien.

Yagnoloths communicate using telepathy.

Combat: A yagnoloth can attack with its huge arm (1d12 damage and save vs. paralysis or be stunned for 2–12 rounds). Yagnoloths have 22 Strength (+10 damage adjustment). Attacks by the human hand do not gain Strength bonuses.

Yagnoloths can also attack with a weapon, typically a sword or mace carried in their human hand. These weapons may (30% chance) have enchantments of the common variety (*e.g.* +1, +2, etc.). They are never special.

Three times a day yagnoloths can breathe a cloud of acidic gas that painfully eats at all exposed skin (6d6 damage; save vs. breath weapon for half damage). Victims are also stunned for 1–6 rounds (1-3 rounds if a save vs. paralysis is successful).

A yagnoloth feeds on an unconscious opponent's life force by placing its head against the victim's flesh. It devours 10–100% of the victim's experience points, hit points, and ability scores (Strength, Dexterity, etc.); round fractions up. This process takes five melee rounds, and the feeding is interrupted (without loss to the victim) if the victim awakens. If the yugoloth is slain within one day, victims recover all lost abilities. Otherwise, a *restoration* spell is required.

Yagnoloths can use *shocking grasp* (1d8+10 damage) three times per day. They can also use all the spell-like abilities available to other yugoloths. These monsters are damaged only by +1 or better magical weapons and take half damage from earth-based attacks.

Habitat/Society: Yagnoloths are princes of sorts. Yugoloth territories are divided into regions, each with a governing yagnoloth. Although yagnoloths command less power than other yugoloths, ultroloths (who determined the regions in the first place) enforce their authority.

Yagnoloths frequently order the execution of higher-status yugoloths, to increase their own already lofty status. Needless to say, all yugoloths other than ultroloths despise the yagnoloths and savagely betray them when feasible. Hated so, yagnoloths cannot *gate* additional yugoloths into a battle.

These creatures pay little attention to the rest of yugoloth society. They are greedy and gluttonous, and they abuse their power greatly.

Ecology: Yagnoloths care little for mercenary issues or the Blood War. Consumers in the purest sense, these creatures live by the labors of their fellows and produce nothing of value. No one knows what inspired the ultroloths to place these creatures in command of the provinces of the Lower Planes. Their merits are well hidden.

One can only speculate on the bizarre cross-mutation involved in the creation of the yagnoloths. Perhaps these creatures have giantish blood in them. Or perhaps giants have a bit of yagnolothish blood in *them*....



Yuki-on-na

CLIMATE/TERRAIN:	Arctic mountains, hills, and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-3
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1+ gaze
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	2,000



The yuki-on-na is a beautiful but deadly humanoid creature who is native to the coldest regions of Kara-Tur.

Similar in appearance to a human maiden, the yuki-on-na is unmatched in her beauty and elegance (her Charisma is 18). She has waist-length black hair, soft blue eyes, and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that continually billow and swirl about her, even when no winds are blowing.

The yuki-on-na speaks the languages of all arctic creatures, as well as the trade language and the languages of any humans common to her area. Her voice is soft and soothing, her laughter like the gentle tinkling of ice in a glass.

Combat: The yuki-on-na has a fanatical hatred of all humans, and she despises anything or anyone associated with them. She tries to kill lone human travelers who are foolish enough to enter her territory.

Devious and shrewd, the yuki-on-na always attempts to attack during a snowstorm or similar weather, because her white robes make her virtually impossible to spot at a distance. In such situations, a yuki-on-na always is encountered within 3-30 (3d10) feet, and the surprise rolls of her opponents are modified by - 5. She is a dangerously seductive creature, and any victim who meets her gaze must make a saving throw vs. paralyzation with a -2 modifier; those who fail become hypnotically *paralyzed* by her striking appearance for 2-8 (2d4) rounds. She can affect one victim per round with this gaze attack.

The yuki-on-na attacks with her icy touch, inflicting 1-10 hit points of damage. Additionally, she can use *disguise, know history, comprehend languages,* and *ESP* at will. Once per day, she can touch a victim and cause him to *lose the path;* the affected victim will become totally lost and unable to find his way for the next 3-18 (3d6) hours (although he can still be guided by an unaffected companion).

The yuki-on-na is immune to all cold-based attacks, but suffers an extra point of damage from all fire-based attacks.

Habitat/Society: The first yuki-on-na was derived from the spirit of Lin-Tze, the concubine of Oikjo Nifi, one of the first emperors of Kozakura. Lin-Tze was so jealous of the emperor that she poisoned his wife, his children, and all members of his family so that she would not have to compete for his attention. The outraged Oikjo petitioned the Celestial Bureaucracy for justice. The Celestial Bureaucracy responded by transforming Lin-Tze into the horrible yuki-on-na and banishing her to the arctic north, an area as cold as the villainess's heart.

Today, most yuki-on-na still dwell in the northern parts of Kozakura, though some have been sighted in other arctic regions of Kara-Tur as well. A yuki-on-na's lair is usually a small mountain cave with a floor of ice, though some live in snowy valleys surrounded by evergreens or other trees indigenous to arctic areas. A yuki-on-na rarely strays more than a few miles from her lair. Most yuki-on-na live alone, but families of two or three are occasionally encountered.

All yuki-on-na are female. They have life spans of about 500 years. If a yuki-on-na survives this long, she retires to her lair and falls into a condition of *temporal stasis,* covering herself in a blanket of snow. Over the next year, her body gradually changes to solid ice. If she receives even a single point of damage during this period, she crumbles to a pile of ice crystals and dies. Otherwise, at the end of this period, her body cracks into two or three pieces. Each piece swells into a full-sized yuki-on-na, complete with the creature's full allotment of hit points and all of her natural abilities. These new yuki-on-na may either remain together as a family or go their own ways to establish individual lairs. Yuki-on-na have no interest in treasure.

Ecology: Though hostile and cruel to humans, yuki-on-na have been known to live in harmony with other intelligent creatures within their domain, ignoring the presence of hengeyokai, kala, and similar creatures as long as the yuki-on-na are undisturbed.

Yuki-on-na eat all types of meat, but they prefer human flesh. They consume all parts of their prey, bones included.

CLIMATE/TERRAIN:	Tropical/Fresh and salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	−6/0
MOVEMENT:	1, Sw 2
HIT DICE:	51-70
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	10-100
SPECIAL ATTACKS:	Swallow
SPECIAL DEFENSES:	Immune to poison, magic weapon needed to pierce shell
MAGIC RESISTANCE:	Nil
SIZE:	G (200-350′ diameter)
MORALE:	Fearless (19)
XP VALUE:	46,000 + 1,000 per HD over 51

The zaratan is an enormous, passive turtle found in the warm currents of Zakhara's seas, in the Al-Qadim campaign setting. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber.

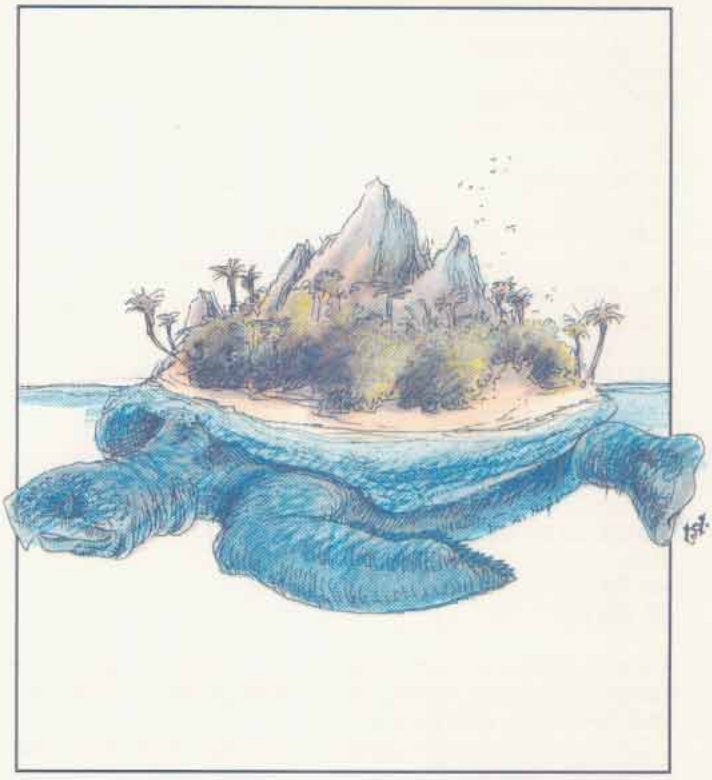
The shell of a zaratan (plural, zaratani) looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially-submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers, each over a hundred feet long, appear to be small reefs, supporting a variety of corals, barnacles, and small fish. The zaratan's rocky shell is considered AC −6, while its head and flippers are only AC 0. In its dormant state, a zaratan appears to be a small, floating island.

Combat: More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell, against which nonmagical weapons have absolutely no effect. In addition, no known poison will effect a zaratan with its incredibly slow metabolism. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging.

However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. Although it attacks last in every round, a single bite from its 40′ maw delivers 10-100 points of damage and will swallow any beings within a 10′ radius of its target (no save), should its attack roll succeed by 4 more than needed.

The stomach of a zaratan is a tough, tube-shaped cave. Usually there is enough stale, trapped air for a creature to survive indefinitely (if they survived the bite attack), but creatures trapped within also suffer 2 points of damage per day unless they can figure out a way to protect themselves from the stomach's corrosive digestive juices. The stomach lining is AC 5. Damage equal to 5% of the zaratan's total hit points (a case of painful indigestion) will result in the victims' regurgitation. A zaratan's stomach might contain just about anything, depending upon the whim of the DM, from pieces of driftwood and chunks of ships, to weapons, armor, and even a small amount of treasure (suggested type Z).

After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1-100 years.



Habitat/Society: The slow metabolism of the zaratani assure them incredibly long (if uneventful) lives, measured in millennia. The zaratani are said to have been floating in the sea long before the genies first visited the Land of Fate.

At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. Any small to man-sized creatures stupid enough to swim inside (large fish mostly) are reflexively swallowed. The zaratan spends the rest of its time either mating or conversing with others of its own kind.

Every few centuries, by sheer coincidence, a pair of zaratani will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year.

The zaratani communicate with one another in a language similar to that of the whales. Conversations between the zaratani often last decades. On rare occasions, they have been known to communicate with other beings via telepathy.

Ecology: The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies. Many sport stunted palm trees and vegetation on their shells.

The older and wiser zaratani are perfectly content to be attended by lesser symbiotic beings, provided the symbiotes are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs!

Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of caught fish and even visitors to placate their floating deity.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon in wildspace; rare in phlogiston
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	2, Fl 18 (C)
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (1½' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65



Zards are reptiles, averaging one to two feet in length. They have eight legs, with a set of tiny, grasping claws at the end of each. These claws, like a zard's teeth, are very sharp. A thin but tough webbing runs between the creature's legs, forming a wing-like glider on each side of its body. Zards use these wings to coast through space, moving from meal to meal with little effort, though their maneuverability is quite good.

Zards rarely travel alone. Instead, they float through space, latched onto other zards with one or more of their clawed legs. Together, this swarm of up to 100 creatures seeks out food. Individual zards range in color from deep forest green to light blue, though some have been captured that are mottled and even striped, though always in the blue-green color range.

For all practical purposes, zards are blind. Over the centuries, their eyes have atrophied from lack of use in the vastness of wildspace and the phlogiston. In wildspace, zards rely on a sort of sonar to locate their meals. They emit a high-pitched, far-reaching squeal. When this noise echoes back to them after bouncing off an object, the zard swarm heads for the object, whatever it may be. Obviously, this dangerous, random feeding method helps to keep the zard population down in many areas.

Combat: Zards are not consciously malicious creatures, as their low Intelligence would indicate. However, attacks by zard swarms have often been cited as the malicious acts of various gods in a number of different systems. This is more a testament to the zards' potential destructive power than the creativity of any deity.

After a zard swarm has located an object, it follows the object until it impact. At that time, the swarm breaks up and the zards cling to whatever they hit. They then begin to devour everything and anything they can sink their sharp, little teeth into. They cause 1-2 points of damage with each bite. Though their claws are sharp, they are not large enough to do any real damage. Zards are slow-moving once they've landed, making them easy targets. However, as they are air-breathers, they do put an additional burden on a ship's air pocket. Every five zards use up the same amount of air as one human.

Habitat/Society: Wildspace holds the greatest number of zards. Since zards breathe air, they tend to be found closer to planets, where they can get fresher air more often. They also pilfer air from ships or objects they attack. In wildspace, the swarm moves by creating a rippling, wave-like motion that propels it along, similar to a dolphin undulating through water.

Zards have also been found in the phlogiston, though they are much rarer in those environs. In the phlogiston, their wings carry them through the radiant rivers. Like other air-breathing creatures, however, their flesh turns stone-like once their air pocket is expended. They float, petrified in their swarm structure, until they run into a ship or other object maintaining an air supply. The zards instantly revive and begin their feeding frenzy.

Zard society is relatively peaceful at most times. When food is plentiful, the swarm simply drifts through its days, coupling and birthing new zards on the wing. Newborn zards are hungry from the moment they are born, and they are fully equipped to eat solid foot. Zards eat anything they can chew, including wood, rope, paper, flesh, and bone. Even thin sheets of metal aren't excluded from a zard's menu.

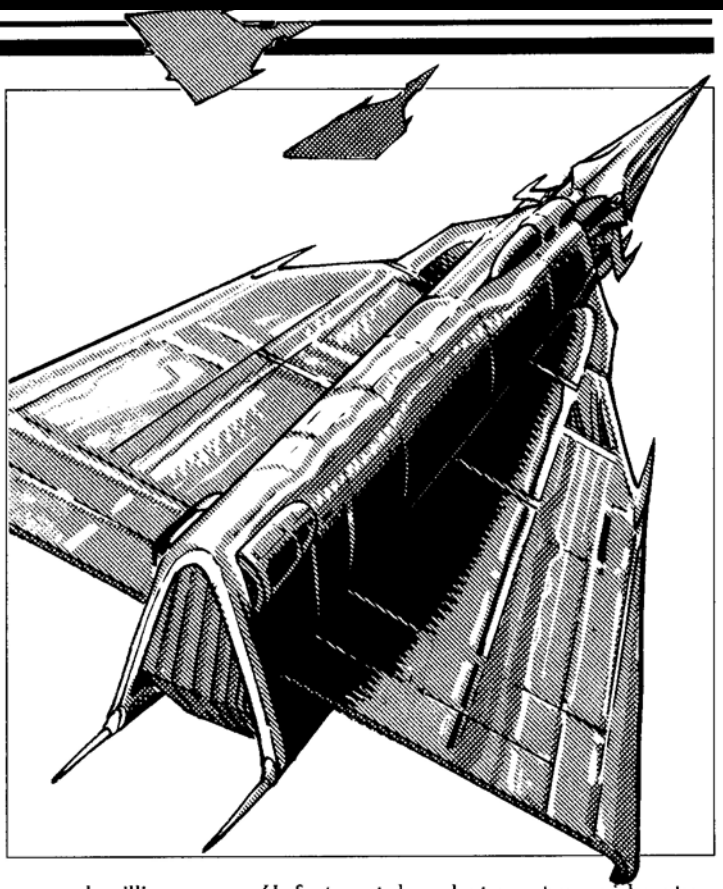
After a few weeks of short food supply, zards have been known to prey upon each other. Whole swarms have torn themselves apart this way. This is a rare occurrence, but it does help to keep the zard population down.

Ecology: Many creatures, including all types of scavvers, prize zard meat and actively hunt swarms. This is a dangerous meal to seek, however, and many creatures have found themselves devoured by a zard swarm they were hunting.

Intelligent races, such as the giff and various types of beholders, also find zard meat quite tasty. It shouldn't be surprising, then, that a thriving trade exists in zard meat in many systems with spelljamming capability. Zards are also prized for their teeth and claws, which make excellent points for writing utensils. It is rumored the neogi use the voracious, razor-toothed little reptiles in their interrogation of prisoners.

Zat

CLIMATE/TERRAIN:	Fire ring (Garrash only)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Unratable
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	Armor Rating 0
MOVEMENT:	SR 5
HIT DICE:	20 hull points
THAC0:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6 hull points
SPECIAL ATTACKS:	Ram
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	15%
SIZE:	G (100')
MORALE:	Fearless (20)
XP VALUE:	2,000



Zats are huge, metallic creatures built like delta-winged planes. Their bodies are cylindrical and about 100' long, while their knife-edge metal wings span about 150'. The "stern" of their bodies are blunt, while their "bows" are sharp enough to act as piercing rams. Zats are made entirely out of high-melting-point metal alloys, which has an almost perfect mirror finish. In another universe, they might be considered to be artifacts; in the SPELLJAMMER™ game universe, however, they are definitely alive. They soar through the fire-ring of the planet Garrash, apparently using their huge wings to "tack" against the light pressure from the fire world like huge solar sailors.

Zats are highly intelligent, although their mentality follows a totally different model from that of most life-forms. They communicate among themselves using subtly-changing magnetic fields. This type of communication is virtually instantaneous, and its range is measured in the millions of miles. It requires a clear line-of-sight, so although a zat has the range to communicate with another such creature on the other side of Garrash, the mass of the planet would block the communication.

Communication can be established with zats by using *telepathy*, but not much comes through the link. The spellcaster would receive a colossal sense of surprise, followed by a welter of incomprehensible thoughts. A spellcaster trying to penetrate this confusing flood of thoughts must save vs. spells. A failed save leaves the spellcaster confused for 1d10 turns. A successful save means he has established communication with the zat.

Zats are peaceable creatures, and very curious about things that happen in "their" area of space, although they are indifferent about virtually everything else. They seem to be immortal, and have observed the planet Garrash for several million years. Unfortunately, what a zat considers to be important isn't the kind of thing a demihuman would want to know. Zats notice changes in thermal and luminous flux from the fire world, changes in the density of the fire-ring, and such things. They have no conception that there are living creatures on the planet, and honestly couldn't care less. They speculate endlessly on complex philosophical issues that would leave even thri-kreen totally confused.

Any spelljamming vessel approaching or entering the ring will attract the attention of 1 or 2 zats, who will approach to observe the "strange creature" that has come to visit them. (Considering their size, it's only logical that the zats would think that the ship itself is a living creature. It won't be easy to convince them that the ship is inanimate, and the controlling intelligence lies with the insignificant specks scurrying about on deck.)

Combat: While zats are basically peaceable creatures, they share with virtually every other living thing a strong sense of self-preservation. If they're attacked, they'll definitely fight to protect themselves.

Combat with a zat uses the same techniques as ship-to-ship combat, as detailed in the SPELLJAMMER™ boxed set (thus the fact that their movement is described in terms of "Ship Rating"). Their only attack is a ram, which can't be used against anything smaller than 1 ton (e.g., an elven Flitter). There is some characteristic – as yet unexplained – about the zat's sharp "bow" that inflicts more hull damage than a "vessel" of its size should be able to.

Zats save as "hard metal," and are totally immune to heat- and fire-based attacks. Electrical attacks inflict only half damage. Note that a zat's "HD" figure is expressed in terms of "hull points." It takes 10 hit points of damage – inflicted on exactly the same spot – to cause 1 hull point of damage. They are totally immune to charm-based magic, and other magical and quasi-magical powers that affect the mind (illusions, psionics, etc.).

Although zats are basically fearless, they aren't stupid, and won't fight to the death except under the most exceptional of circumstances. They can use their long-range communication to summon more of their kind if things are getting dicey. Militant PCs should soon realize that, no matter how tough their ship is, it's not up to "dogfighting" with a whole squadron of zats. All in all, it's much safer to talk than fight.

Habitat/Society: Zats are basically solitary creatures. They enjoy philosophical discussions with others of their kind, but their long-range magnetic communication means they don't have to congregate to do this.

Nothing is known about zat reproduction. In fact, the zats themselves can't even comprehend the concept when they've been asked telepathically. The most widely held belief is that all existing zats were created – by what or by whom is a key question – at some time in the distant past, and they have no need or capacity to reproduce.

If a zat is killed, every other zat within communication range – about 75 million miles – knows it immediately, and receives a "mental picture" of who or what caused the zat's death. All surviving zats will feel an implacable – and eternal – hatred for whoever or whatever killed one of their fellows. (Thus, any spelljamming vessel that dispatches a zat will find Garrash's ring a very inhospitable region until the end of time...)

Ecology: Zats have no orifice through which they can absorb matter. The only conclusion to draw from this fact is that they don't have to. The fire-ring of Garrash is definitely a high-energy environment, and it seems likely that the massive creatures absorb all the energy they need to survive from that source.

CLIMATE/TERRAIN:	Tablelands, forest, mountains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	T (1′)
MORALE:	Steady (12)
XP VALUE:	120 Leader 175

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2/0/6	EW/—	12	24

Telepathy – *Devotions:* contact, mind bar, mindlink, ego whip, invisibility.

Zhackals are small pack animals that travel about feeding off of the emotions of those about to die. The pack gathers and feeds on the dying victim's emotions, using psionics to get the victim to give up his hold on life.

Zhackals are small brown or gray creatures with thick fur. They are four-legged, have small, very sharp teeth, and eyes of deep blue.

A zhackal makes no sound, although it can communicate with others of its kind by means of its mindlink power.

Combat: A zhackal pack roams about, looking for a dying victim. A weakened or dying victim is followed until he is very near death. The pack then closes in and turns its full psionic powers on the victim. The dying prey is attacked psionically until he ceases clinging to life. The victim's expiring emotions constitute a feast for the zhackal pack.

A zhackal pack has a unique ability. When closing in for the kill, the strongest zhackal establishes a mindlink with the others. This allows them not only to communicate, but to share psionic points. For game purposes, the zhackal pack acts as if it has one mind, with the total psionic strength of the whole pack. The pack attempts to hide themselves, using invisibility or mind bar if necessary, and then makes contact with the victim. The victim is then subjected to an ego whip until he is sure that he has no reason or chance to survive.

A zhackal pack has a low intelligence but a high degree of cunning. Their victims are always those helpless or near death. Victims of mountain malaise are some of their favorite prey. A pack can exist very well on vegetation, seeds, berries, and small rodents, but it needs dying emotions to really feast.

If cornered and attacked physically, the pack responds with their sharp bites. Victims killed in battle this way yield very few



of the proper emotions for a pack; the pack would rather run away than stay to fight.

Habitat/Society: Zhackal packs roam any areas except the silt basins and the Sea of Silt. A zhackal pack does not value treasure, leaving a victim's, valuables alone, though they may feast on the corpse if they are physically hungry. This is rare, for the emotions they feast on seem to satisfy them physically as well as emotionally.

A zhackal pack is always led by the largest member, having maximum hit points and an extra 10 PSPs. The pack leader is usually the most intelligent. A zhackal pack can be contacted mentally. However, since they do not speak a language, only basic emotions can be sensed. The emotion most often sensed is a lust for the death of the being who contacts them.

Ecology: Any dying creature is potential food, including other zhackals. Note that zhackals do not feast on members of their own pack, leaving a dying member behind to fend for itself. A zhackal pack may even be found in a city, but they only come out at night. They never stay long in a village or city because, if they do, they are almost sure to be found out and hunted down. This usually involves psionic searching, since they are very good at concealing themselves. Certain jaded nobles even keep single zhackals as pets, feeding them from the emotions of dying slaves and gladiators. A zhackal fed this way will be quite loyal to the noble, said noble becoming its "pack leader," so to speak. A zhackal is very expensive to keep, for slaves and gladiators that might otherwise live die off much sooner with a zhackal around.

Zhackal fur is fairly valuable, but it takes quite a few zhackal skins to make anything that could be sold. In most markets, zhackal fur is worth 100 cp a square yard, but ten unmarked zhackal are needed to produce that much fur. The fur is used in the manufacture of clothing. Such clothing resembles cotton in its ability to "breath" and also wears very well.

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Zhentarim Spirit

CLIMATE/TERRAIN:	Any/Zhentarim-controlled areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	Fl 12 (C)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Hit point drain, *magic jar*
SPECIAL DEFENSES:	+1 or better magical weapon to hit, spell immunities, invisible and noncorporeal at will
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	6,000



A Zhentarim spirit is the essence of a Zhentarim wizard who met with a horrible death at the hands of his or her enemies or treacherous comrades. The spirit of the wizard is extremely vengeful, and by sheer force of will is remaining on the Prime Material Plane until a task is complete or until it takes revenge on those who slew it. Zhentarim spirits are extremely rare, and only the death of a wizard who is greater than 14th level and possessing exceptional Wisdom can bring about the creation of one of these spiteful spirits.

Zhentarim spirits are semitransparent spirits that look somewhat like spectres, and those who confuse the two often end up dead. These spirits appear as they did at the time of their deaths, bearing their fatal wounds.

Combat: Zhentarim spirits can no longer cast spells of any kind, but can converse with Prime Material beings in the languages they knew in life. Zhentarim spirits are not undead in the normal sense of the word—that is, they are not affected by holy water, cannot be turned, and are not connected to the Negative Energy Plane. They are simply being held to the Prime Material Plane by their indomitable willpower, refusing to go to their final rest (or judgment) until their killers have been dealt with. A Zhentarim spirit can become invisible and noncorporeal at will, but must materialize to attack.

Zhentarim spirits primarily target their killers. The attack of a Zhentarim spirit drains the hit points of its victim at a rate of 1d8 per strike. The loss of these hit points is permanent for the target of the spirit's vengeance (its killer or killers), while all others regain lost points normally.

Zhentarim spirits can also take over others through the use of a *magic jar* ability that they can attempt once per round; a spirit can only control one person at a time. A Zhentarim spirit must be within 60 feet to take over the victim. The spirits often use controlled victims to get close to their targets and either kill or injure them. A spirit must relinquish possession of a controlled person before attacking a victim with its draining touch.

Depending on the power possessed by a spirit's intended victim or victims, it will use extreme caution or a straightforward attack. Once those responsible for the death of the spirit's mortal form are dead, the spirit will depart for its judgment on the planes. It is impossible to fool the spirit about the death of its victim—it will know if that person (or group of people) is truly dead or not.

Destroying Zhentarim spirits is a difficult task, as they reform by force of will after 100 days if reduced to fewer than 0 hit points. The only way to completely destroy Zhentarim spirits is to kill them using a *finger of death, power word kill,* or *wish.* They receive any saving throws normally allowed against these spells.

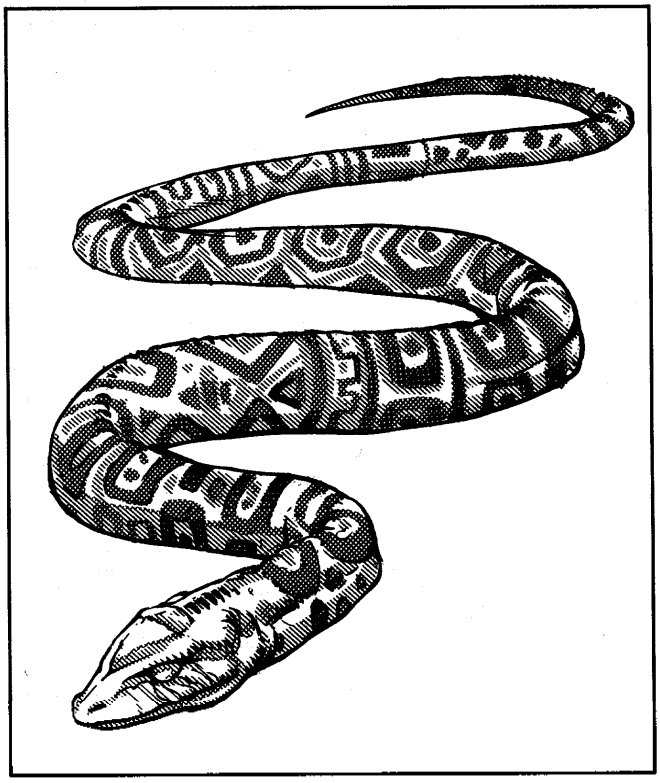
Zhentarim spirits are immune to all spells except *magic missile, protection from evil, finger of death, power word, kill,* and *wish;* all others simply pass through the creatures as if they were immaterial. They are also immune to weapons of less than +1 enchantment and take only normal damage from a *mace of disruption.*

Habitat/Society: The determination of Zhentarim spirits to annihilate their killers is exceptional, and these creatures defy final judgment for indefinite and extended periods to exact their revenge. This is done through these spirits' force of will (minimum Wisdom of 16), aided by their connection with the magical arts (minimum of 14th-level wizard).

These spirits have so far been linked only with wizards of the Zhentarim, and many think the tendency of Zhentarim wizards to form these spirits is attributable to magical means that they use to extend their lives. A vengeful Zhentarim spirit is formed one to two days after the death of an appropriate Zhentarim wizard, and it immediately sets about planning its revenge.

Ecology: Zhentarim spirits have no need for sustenance or rest, and they continuously seek the destruction of their killer or killers. These spirits exist on the Prime Material Plane until their victim dies or they are destroyed.

CLIMATE/TERRAIN:	Freshwater rivers and lakes
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to Genius (13-18)
TREASURE:	W
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	12, Sw 12
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	M (6-12′ long)
MORALE:	Average (10)
LEVEL/XP VALUE:	2,000



The zin are spirit snakes that dwell at the bottom of rivers and lakes. They are shapeshifting, bardic pranksters, delighting in spreading merriment, song, and mischief among the surface dwellers that travel near or across their domains.

In their true form, zin look like pale blue or green snakes. Along their backs, the scales depict a mottled blue and green mosaic pattern, unique to each individual zin. Their coloration makes them difficult to spot while swimming, but they can easily be spotted while resting on a river or lake bed.

Combat: Zin all have 60′ infravision. They can polymorph into human or demihuman form at will and are most often encountered in this form. The zin each possess the talents and spell abilities of a 5th-level bard, with either the sa'luk, rawun, or barber kits. They can learn four wizard spells (three 1st-level and one 2nd-level), typically choosing from the enchantment/charm and illusion schools *(ventriloquism* and *Tasha's uncontrollable hideous laughter* are long-standing zin favorites). Zin equip themselves with the accoutrement typical of a traveling bard. They delight in using magical items.

Although each individual zin possesses a bardic voice, when they play and sing together as a band, their music takes on a supernatural quality that it did not possess before. In order for this eldritch music to be effective, the zin must be within 10 feet of one another. Spells "cast" by a band are extremely difficult to resist (-1 on saves per zin present) and depend upon the number of zin in the band (per the following table).

Duo:	*hold person* or *suggestion*
Trio:	*charm monster* or *emotion*
Quartet:	*Leomund's lamentable belaborment* or *chaos*
Quintet:	*mass suggestion* or *charm plants*
Sextet:	*demand* or *Otto's irresistible dance*

The spell "repertoire" is cumulative (i.e., a quartet knows the spells of a trio and duo). A zin band can collectively cast any spell from their repertoire, once per round, at a level equal to three times the number of zin present.

In their natural form, zin can physically attack with their bite. The victim suffers 1-6 points of damage and must save vs. poison or fall into a catatonic slumber for 24 hours. Upon awakening, the unfortunate will most likely find himself completely naked and probably (if the zin have a malicious streak) dangerously close to the lair of an unpleasant monster.

Habitat/Society: Bands of zin dwell together in air-filled caverns at the bottom of rivers and lakes. They are carnivores, subsisting mainly on a diet of fish.

When bored, a group of zin will approach a camp of travelers passing nearby and ask for protection for the night. During their visit, the zin will stretch the limits of the PCs' hospitality with bawdy jokes and a few pranks. If the hosts retain their composure, the zin will perform a small concert in their honor, casting all of the spells in their repertoire to achieve the most humorous and entertaining results (from the point of view of the zin, that is).

Should the hosts adhere to the code of hospitality, they will have at last earned the respect of the zin, who will lavish on them a concert of merriment, song, and mirth lasting the remainder of the evening. In the morning, the zin will wish their hosts luck and long life and trouble them no further.

If the hosts are offended by the zin's antics and betray the sacred trust of hospitality (by attacking one of the zin), the band will attempt to flee into the darkness and plague the party for the remainder of their journey with a nightly concert. At the DM's discretion, on their final nightly visit, the zin will curse their poor hosts with the *evil eye* (no saving throw).

Ecology: Zin only care about music, dancing, and having a good time (frequently at the expense of others). They have little concern for the world around them or its ecology, although they will quickly take offense at anything defiling the body of water in which they live.

The hide of a zin is highly prized by all rogues. Zin-hide sandals will increase a rogue's chances of climbing walls and moving silently by 10%. Of course, openly wearing such sandals will earn a rogue the immediate enmity of most zin encountered thereafter (-10 on reaction rolls), who might decide they want a pair of sandals made from the rogue's skin.

Zodar

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Unknown
TREASURE:	See below
ALIGNMENT:	Chaotic neutral (G)
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	24 (see below)
HIT DICE:	16+
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-40/2-40 or weapon+14 (x2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invulnerability
MAGIC RESISTANCE:	100%
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	22,000



Zodar are an incredibly powerful race of bipeds. They are all identical, standing exactly six feet tall. Zodar resemble smooth, deep-black suits of obsidian plate armor. This is actually their exoskeleton, which is comprised of material that seems very similar to the crystal shells. They have no facial features except for two small slits, which sages believe are their sensory organs.

Zodar can cause speech to issue from the air about them thrice in a lifetime. Thus they select these times with great care. When a zodar speaks, it uses its words as sparingly as possible. The language used is one that all it wishes to communicate with can understand (if this is impossible, different listeners hear the speech in different languages). No hint of pain, fear, joy, or any other emotion has been issued from a zodar.

The entire internal areas of zodar are comprised of muscle fibers, thus accounting for their incredible 25 Strength. They weigh nearly 500 lbs. Though they rarely demonstrate this, zodar can perform great feats of strength, speed, and endurance. They have been seen leaping as far as 50 feet upward, moving at 48, and lifting things that even a titan would shudder at.

Combat: Zodar attack with their two arms. They rarely punch opponents, but rather grasp them and crush their bodies.

Occasionally a zodar is seen found wielding one or two weapons. These are almost always melee weapons. They suffer no penalty when attacking with two weapons.

Zodar are impervious to magic (even that which is cast to aid them). Furthermore, only physical blows cause them any obvious harm. Fire, temperature, acid, poison, submersion in water, etc., all have no effect upon them. Zodar do not defend themselves in combat except by attacking back. Their great Armor Class is due to their strange exoskeleton and may be assisted by their unusual relationship with magic.

Three times in a lifetime, a zodar can cause any one spell to occur as if cast by it. Once in a lifetime, a zodar can cause a powerful *wish* to occur. However, the result of this power is almost always something that is not widely known and does not draw attention to this secretive race.

Habitat/Society: Zodar can be found literally anywhere, though they avoid large crowds or other situations in which they would draw a lot of attention. They are most frequently found near the crystal shells and many space sages have postulated that they are somehow tied to the protection and maintenance of these shells. The reigar claim to have created them as a whim, but then the reigar claim a lot of things.

They never work side by side or directly against another of their kind. There is no known ranking among their members. Further, no zodar of fewer than 16 Hit Dice has ever been encountered, though tougher ones are not uncommon. The only effect that additional Hit Dice have upon a zodar is to increase its possible hit points and XP value.

Zodar deal with all lesser races in a very aloof manner. Even if they join an adventuring party, they often walk at the back of the group and do nothing else, not even fight. More than one party has died while their zodar stood by like a mysterious black statue witnessing their end. When a zodar does perform some significant action, it is almost always surprising to those around it. A zodar may suddenly enter a fray, march toward a single victim, destroy him, and then freeze in place once the task is completed. A ship may be nearly destroyed when a zodar acts, hefting the main mast and hurling it at the enemy like a great lance.

Space sages have theorized that each zodar has a specific mission that somehow relates to the crystal spheres. It relentlessly pursues this mission, concerning itself only with things related to the mission's success. Thus, joining a party may be for the sake of passage to another place. Perhaps the party's quest somehow furthers its own mission, and it is along to aid them in times of great peril. For these reasons, it is not uncommon for zodar to be found with spacefaring beings, even very insignificant ones!

The only thing a zodar ever carries for any length of time are weapons. Even then, only two at most are found upon a zodar. These weapons are 50% likely to be magical. Magical weapons are 50% likely to be from the special weapons table.

Ecology: Zodar have no natural enemies nor do they prey upon anything. The exoskeleton of a zodar would make incredible armor. However, when enough damage is inflicted to kill a zodar, all that is left of its exoskeleton is a bunch of fragments.

	Common	Monster	Ju-ju	Lord	Sea
CLIMATE/TERRAIN:	Any	Any	Any	Any	Shallow water
FREQUENCY:	Rare	Very Rare	Very Rare	Very rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Solit ary	Pack
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	Nil	Nil	Nil	Carrion	Scave nger
INTELLIGENCE:	Non-(0)	Non-(0)	Low (5-7)	Average (8-10)	Low (5-7)
TREASURE:	Nil	Nil	Nil	A	M
ALIGNMENT:	Neutral	Neutral	Neutral evil	Neutral evil	Chaotic evil
NO. APPEARING:	3-24	1-6	1-4	1	2-24
ARMOR CLASS:	8	6	6	6	7
MOVEMENT:	6	9	9	6	6, Sw 12
HIT DICE:	2	6	3+12	6	5
THAC0:	19	15	15	15	15
NO. OF ATTACKS:	1	1	1	2	1
DAMAGE/ATTACK:	1-8	4-16	3-12	2-8/2-8	1-10
SPECIAL ATTACKS:	Nil	Nil	See below	See below	Stench, disease, spell use
SPECIAL DEFENSES:	Spell immunity	Spell immunity	Spell immun ity	Spell immunity	Spell immunity
MAGIC RESISTANCE:	See below	See below	See below	Nil	N il
SIZE:	M (6')	L (8'-12')	M (6')	M (6')	M (6')
MORALE:	Special	Special	Special	Average (8-10)	Fearle ss (19-20)
XP VALUE:	65	650	975	650	420

Zombies are mindless, animated corpses controlled by their creators, usually evil wizards or priests. The condition of the corpse is not changed by the animating spell. If the body was missing a limb, the zombie created from it would be missing the same limb. Since it is difficult to get fresh bodies, most zombies are in sorry shape, usually missing hair and flesh, and sometimes even bones. This affects their movement, making it jerky and uneven. Usually zombies wear the clothing they died (or were buried) in. The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task.

Combat: Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a priest can turn them back. They move in a straight line toward their opponents, with arms out-stretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to *sleep, charm, hold, death magic, poisons,* and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.

Habitat/Society: Zombies are typically found near graveyards, dungeons, and similar charnel places. They follow the spoken commands of their creator, as given on the spot or previously, of limited length and uncomplicated meaning (a dozen simple words or so). The dead body of any humanoid creature can be made into a zombie.

Ecology: Zombies are not natural creations and have no role in ecology or nature.

Ju-Ju Zombie

These creatures are made when a wizard drains the life force from a man-sized humanoid creature with an *energy drain* spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. They understand full-sentence instructions with conditions, and use simple tactics and strategies. Since they became zombies at the moment of death, their bodies tend to be in better condition. Ju-ju zombies use normal initiative rules to determine when they strike. They are dexterous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl weapons like javelins or spears, and can fire bows and crossbows. Their Dexterity allows them to climb walls as a thief (92%) and they strike as a 6 Hit Die monster. Ju-ju zombies are turned as specters.

The animating force of a ju-ju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, ju-ju zombies are immune to mind affecting spells and psionics, illusions, and to electricity and magic missiles. Fire causes only half damage.

Zombie Lord

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a *raise dead* spell gone awry. Zombie lords look as they did in life, save that their skin has turned to the pale grey of death, and their flesh is rotting and decaying. The odor of vile corruption and rotting meat hangs about them, and carrion feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies.

The zombie lords can speak those languages they knew in life and they seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can *speak with dead* merely by touching a corpse. Zombie lords are turned as vampires.

When forced into combat, it relies on the great strength of its two crushing fists. The odor of death surrounding the zombie lord is so potent it causes horrible effects in those who breathe it. On the first round a character comes within 30 yards, he must save vs. poison or be affected in some way. The following results are possible:

1d6 Roll	Effect
1	*Weakness* (as the spell).
2	*Cause disease* (as the spell).
3	-1 point of Constitution.
4	*Contagion* (as the spell).
5	Character unable to act for 1d4 rounds due to nausea and vomiting.
6	Character dies instantly and becomes a zombie under control of the zombie lord.

All zombies within sight of the zombie lord are subject to its mental instructions. Further, the creature can use the senses of any zombie within a mile of it to learn all that is happening within a very large area. Once per day, the zombie lord can *animate dead* to transform dead creatures into zombies. This works as described in the *Player's Handbook* except that it can be used on the living. Any living creature with fewer Hit Dice than the zombie lord can be attacked in this manner. A target who fails a saving throw vs. death is slain. In 1d4 rounds, the slain creature rises as a zombie under the zombie lord's command.

Zombie lords seek out places of death as lairs. Often, they live in old graveyards or on the site of a tremendous battle—any place there may be bodies to animate and feast upon. The mind of the zombie lord tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, half eaten, of those who have tried to confront the foul beast.

The zombie lord comes into being by chance, and only under certain conditions. First, an evil human must die at the hand of an undead creatures. Second, an attempt to *raise* the character must be made. Third, the corpse must fail its resurrection survival roll. Fourth and last, a deity of evil must show "favor" to the deceased, and curse him or her with the "gift of eternal life." Within one week of the *raise* attempt, the corpse awakens as a zombie lord.

Sea Zombie

Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the god Nerull the Reaper (or another similar evil deity).

The appearance of drowned ones matches their name: they look like human corpses that have been underwater for some time; bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and the stench of decay surrounding them are so disgusting that anyone seeing a drowned one or coming within 20 feet of one must roll a saving throw vs. poison. A failed saving throw indicates that the character is nauseated, suffering a −1 penalty to his attack roll and a +1 penalty to his AC for 2d4 rounds. On land, drowned ones move slowly, with a clumsy, shambling gait. In water, however, they can swim with frightening speed.

Drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.



Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, belaying pins, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d10 points of damage. The putrid water that drips from the drowned ones contains many bacteria, so any successful hit has a 10% chance of causing a severe disease in the victim. The waterlogged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning, electrical, and cold-based attacks inflict double damage. Drowned ones are immune to *sleep*, charm spells, illusions, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned.

Many of the humans who become drowned ones were priests while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a priest of level 1d4. These creatures are granted their spells directly from Nerull (or similar deity), receiving only baneful spells.

Drowned ones congregate in loose packs. Their only motivation is their hatred for the living. They have no need to eat, although they rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are active above the surface during the night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water.

Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers.

Zombie, Cannibal



CLIMATE/TERRAIN:	Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2–20 (2d10)
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 or 1–2
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to *sleep, charm, hold,* and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Steady (11–12)
XP VALUE:	270

Cannibal zombies shuffle through their morbid existence somewhere on the brink between the world of the living and the dark realm of the dead. These foul creatures wander about, killing many innocents and creating still more of their dread kind from victims not fortunate enough to die in their initial attack.

Cannibals appear fresher and more alive than true zombies. Still, such creatures look exceptionally haggard, with staring eyes, slack features, and ichor-dripping wounds. Their expressions only change when they actually attack, at which time they slaver and moan horribly as they claw greedily at their next meal. Cannibal zombies care nothing for clothing, and are thus most commonly dressed in fetid rags. The stench that surrounds them is a nauseating combination of rotten meat and dried blood that is noticeable up to 50 feet distant.

These pitiful creatures retain a marginal ability to communicate in the languages they knew in life. Most frequently, however, they do not pause to speak but shuffle on seeking new flesh to devour. A *speak with dead* spell or similar enchantment can force them to pause for a moment and engage in conversation. As soon as the spell lapses, however, the creature reverts to its ravenous nature.

Combat: Packs of cannibal zombies shuffle about at night in a constant search for living humans and demihumans, their preferred source of food. Most often such a pack will converge on a small household or farmstead, hammering at doors and smashing in windows, heedless of any damage done to themselves.

Once they have chosen a target, the zombies will not relent unless turned (treat as ghouls for this) or held off until sunrise. At dawn, the group will turn away with despairing moans, sometimes turning on one of their own to assuage their terrible hunger for flesh. There is, however, a 50% chance the group will return to the same household on the following evening. This remains true each evening the pack is repelled, until the zombies either succeed or change targets.

Once within range of a victim, cannibal zombies attack mindlessly, never winning initiative and thus always attacking at the end of the round. Zombies may either claw at their foes, doing 1–8 points of damage, or attempt to bite their opponents for 1–2 points of damage.

Anyone bitten by a cannibal zombie must make a saving throw vs. poison. Success indicates that the creature's poisonous saliva has had no effect. Failure means that the victim will soon become a new cannibal zombie himself unless a *cure disease* spell is cast upon him quickly. Within 2–8 (2d4) rounds after failing the saving throw the victim begins to feel a gnawing hunger. Every other round thereafter the victim must make a Constitution check. When this check fails, the victim is killed by the fast-acting poison in his veins and moves to join his new brethren in attacking the fully living. Once this happens, a *cure disease* spell will have no effect on the new zombie. A *slow poison* spell will retard the poison's onset, but this only delays the inevitable.

Cannibal zombies are immune to *sleep, charm, hold,* and all poisons. Holy water does 1–6 points of damage per flask to the monsters.

Habitat/Society: Cannibal zombies have only the most tenuous form of society. They make their homes within ruins, abandoned mausoleums, or wherever they found their last meal. Although they travel in packs, it seems this is more for convenience than for companionship, since the monsters simply fall upon each other when they cannot find sufficient living fodder. In a sense, creating more such zombies is simply a way of ensuring enough available food sources, for if a cannibal zombie does not taste flesh for three nights running, its own body will turn on itself, and the zombie will crumple into an unliving husk.

Zombie lords are able to communicate with cannibal zombies. Such lords often bribe these creatures with the promise of living flesh in return for aid in overrunning a village. This system works especially well for the zombie lord who can transform any cannibal zombies killed during the fighting into true zombies that will do the nefarious creature's bidding.

Ecology: It is not known how cannibal zombies first came into existence. It is certain, however, that such monstrosities have little to do with the natural order, although they will occasionally take part in the food chain as scavengers, feeding on carrion.

Zombie, Desert

Climate/Terrain:	Har'Akir
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	3d6
Armor Class:	7
Movement:	9, Br 6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Surprise, grab
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Fearless (19–20)
XP Value:	120



Desert zombies are animated corpses controlled by their creator, the evil mummy Senmet. In recent years, rumors have arisen that other powerful spellcasters in the domain of Har'Akir have begun to create these things, but this has yet to be proven.

A desert zombie looks like a dried-out human corpse. Unlike that of common zombies, the desiccated flesh is usually intact and does not deteriorate over time. They have brown, withered skin that clings to their bones. There is very little odor associated with desert zombies. They wear the tattered remains of whatever clothing they had on when they died. Because this clothing is subject to the ravages of time, older desert zombies may not have any garments remaining intact. Like the common zombie, they still bear whatever wounds they had in life, as well as any wounds from battles since they became zombies. Any weapons or equipment is retained, but no attempt is made to maintain it. If the zombie died holding a sword, it carries it until the weapon falls apart or rusts away.

Desert zombies have no more ability to communicate than their common peers. They are able to understand the commands of their master, but these must be limited and very direct or confusion may result.

Combat: Desert zombies move with the same halting steps as the common variety. However, they are not as slow and do not suffer the initiative penalties of normal zombies. Desert zombies roll for initiative normally. They always do the same amount of damage (1d8) regardless of the weapon they hold, or even if they are unarmed. They can be directed to use magical weapons and get any of the benefits that might be associated with them.

Like most undead, desert zombies are immune to *sleep, charm, hold,* death magic, poisons, cold (including spells), and heat (but not actual fire). The sight of a desert zombie is enough to cause a character to make a horror check. Like most situations that call for horror checks in Ravenloft, constant exposure to them makes the characters less susceptible to the horror of their existence. Thus, DMs may wish to grant experienced characters a bonus or even eliminated the need for them to make these checks.

Desert zombies can "swim" through sand. If they are close to the surface, only a few feet under, they leave furrows, like the wake of a boat on water. It can be a terrifying experience to be all alone in the desert and surrounded by unknown creatures swimming under the desert sands.

A desert zombie can reach up through the sand and grab the legs of a victim. They make a normal attack roll for the grab. The target must defend as Armor Class 10, but does get to add his Dexterity bonuses. Once held, the character has –2 penalties to his THAC0 and Armor Class.

Once grabbed, a victim will gradually be pulled beneath the desert sands. It takes three rounds for the zombie to drag the character under the sand. Each round, the character can make a Strength check to break the hold. Once under the sand, the character can survive for one round, but suffocates at the end of the second round.

Senmet directs all of the activities of the desert zombies. He can see and hear through them and control them all each round without impeding his own ability to move or attack during that round. He cannot make the zombies talk, nor are they able to pick up and use weapons or other items near them.

There are two basic strategies Senmet uses with his zombies. He has them bury themselves just under the surface of the desert where they can't be detected. When the intended victims walk over them, the zombies grab their feet and legs. Those not immediately under a character spring up out of the sand and surround the victim.

Habitat/Society: These unnatural creatures have no true society and are only an extension of their master's power. They must always be within 8 miles of Senmet. When he doesn't need them, Senmet has the zombies scatter throughout the desert and bury themselves in at least a dozen feet of sand. There they remain until they are needed once again.

Ecology: The greater mummy, Senmet, created the first desert zombies. He sacrificed all of his spell casting power to be able to create and control an army of these nightmares, as well as to take limited control over the domain of Har'Akir.

Any character who dies from the disease transmitted by the touch of the greater mummy becomes a desert zombie. It takes a full day after death for the corpse to animate. If the body is destroyed during that time, it will not be animated.

Zombie, Lord

Climate/Terrain:	Any Ravenloft land
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carrion
Intelligence:	Average (8–10)
Treasure:	A
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	6
Movement:	6
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	2d4/2d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Average (8–10)
XP Value:	650



Zombie lords are living creatures that have taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a *raise dead* spell cast in the demiplane of Ravenloft.

Zombie lords look as they did in life, save that their skin has turned the pale gray of death, and their flesh has begun to rot and decay. The odor of vile corruption and rotting meat hangs about them, and carrion-feeding insects often buzz about them to dine on the bits of flesh and beads of ichor that drop from their bodies.

Zombie lords can speak those languages they knew in life and seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can *speak with dead* merely by touching a corpse. Thus, for them at least, dead men tell many tales.

Combat: When the zombie lord is forced into physical combat, he relies on the great strength of his crushing fists. Striking twice per combat round, the monster inflicts 2d4 points of damage from each blow that finds its mark.

The odor of death that surrounds the zombie lord is so potent that it can cause horrible effects in those who breath it. On the first round that a character comes within 30 yards of the monster, he must successfully save vs. poison or be affected in some way. The following results are possible:

d6 Roll	Effect
1	*Weakness* (as the spell)
2	*Cause disease* (as the spell)
3	–1 point of Constitution (permanent)
4	*Contagion* (as the spell)
5	Character unable to act for 1d4 rounds due to nausea and vomiting
6	Character dies instantly and becomes a zombie under control of the zombie lord

All zombies within sight of the zombie lord will be subject to its mental instructions. This includes monster and ju-ju zombies, but not Strahd or yellow musk creeper zombies. Further, the creature can use the senses of any zombie that is within one mile of it and, thus, know all that is happening within a very large area.

Once per day, the zombie lord can use an *animate dead* spell to transform dead creatures into zombies. This works just as described in the *Player's Handbook*, except that it can also be used on the living. Any single living creature with fewer Hit Dice than the zombie lord can be attacked in this manner in lieu of the casting of this spell in its normal fashion. A target who fails a saving throw vs. death magic is instantly slain. In 1d4 combat rounds, the slain creature rises again as a zombie under the foul zombie lord's command.

Zombie lords have the same immunities to spells (*sleep, charm, hold,* and the like) that normal zombies do. In addition, they suffer the same 2d4 points of damage from contact with holy water or holy symbols. They are turned as vampires, however.

Habitat/Society: Zombie lords seek out places of death as lairs. Often, they choose to live in old graveyards or on the sites of tremendous battles—any place that contains many bodies to animate and feast upon.

The mind of a zombie lord tends to focus on death and the creation of more undead. The regions around their lairs are littered with the decaying bodies, often half-eaten, of those who have tried to confront the foul creature. They seldom have grandiose schemes like those undertaken by vampires or liches, but will frequently plan to take over a small town and turn its entire populace into living corpses.

Ecology: The zombie lord comes into being by chance, and only under certain conditions. First, an evil human being (the soon-to-be zombie lord) must die at the hands of an undead creature. Second, an attempt to raise the slain individual must be made. Third, and last, the individual must fail his *resurrection* survival roll. It is believed that zombie lords can be created only in Ravenloft, but this is not proven absolutely for they have been encountered in other lands from time to time.

Zombie, Lightning

	Lesser	Greater
Climate/Terrain:	Mountains	Mountains
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Very (11–12)	Very (11–12)
Treasure:	Q	Q (×2)
Alignment:	Neutral	Chaotic evil
No. Appearing:	2d6	1
Armor Class:	8	6
Movement:	9	12
Hit Dice:	2	4
THAC0:	19	17
No. of Attacks:	1	2
Damage/Attack:	1d3 (fist) or by weapon	1d6 (fist)/ 1d6 (fist) or by weapon
Special Attacks:	Jolt (1d6)	Jolt (2d6)
Special Defenses:	Immune to some spells	Immune to some spells
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6' tall)
Morale:	Elite (13)	Elite (13)
XP Value:	270	420

Lightning zombies are undead creatures created when the bodies of dead humans, demihumans, or humanoids are bathed in exceptionally strong magical auras.

A lightning zombie looks just like a normal member of its race, except that its skin is a uniform light gray. Otherwise, they appear much as they did when alive; they can speak and are often hyperactive in their mannerisms. In darkness they give off a faint glow.



Lightning zombies have a flair for the dramatic. They prefer flashy clothing and jewelry, the more the better.

Combat: Since they are undead, lightning zombies are immune to *sleep, charm,* and *hold* spells, death magic, and poisons; they also are immune to electrical attacks. Lightning zombies have 60-foot infravision.

When attacking, lightning zombies roll for initiative normally. They can use a weapon or strike with one fist. In addition, all lightning zombies have a special attack. Their bodies carry a strong electrical charge, and an unarmed lightning zombie can grasp an opponent and deliver a jolt of electricity. To deliver the jolt, the lightning zombie must make a successful hand-to-hand attack and then hold on.

The grasp itself does no damage, but a lightning zombie's hold is very strong, and the victim must make a successful open doors roll to break it. Starting the round after it has taken hold, the lightning zombie can discharge its jolt each round, automatically inflicting 1d6 points of damage. A lightning zombie cannot take other combat actions while using its special attack; however, the zombie can release jolts indefinitely until it decides to let go or its hold is broken.

Lightning zombies are turned as normal zombies, but a successful attempt at turning does not cause them to flee or be destroyed. Instead, the lightning zombie is unable to come closer than 10 feet to the character doing the turning; if already closer than 10 feet, it retreats to that distance. This effect lasts one turn or until the turning character voluntarily breaks the effect by coming within 10 feet of the lightning zombie.

A vial of holy water inflicts 2d4 points of damage if it strikes a lightning zombie.

Habitat/Society: Lightning zombies retain no memories or class abilities from their former lives, as the spirits that inhabited them have already departed. Nevertheless, lightning zombies are faintly aware that they once had different identities; most of them remember "waking up" wearing strange clothes. They pick new names for themselves and set about trying to perform mighty deeds of combat and adventure so they can have something to boast about.

Ecology: Lightning zombies have no need to eat, drink, sleep, or eat. These qualities make them excellent guards. Unfortunately, they yearn for heroic adventure and soon get bored with most tasks. Unless they are destroyed they can live forever, as the magical energies that created them preserve their flesh.

Greater Lightning Zombie

These creatures are created when a powerful character or leader dies and the body is exposed to awesome magical energies. Any lesser lightning zombie created along with it is under the greater lightning zombie's control if it was subordinate to the greater lightning zombie in life. A greater lightning zombie usually has 2d6 lesser lightning zombies attending it.

Greater lightning zombies generally have a thirst for power and seek to extend their dominion over everything they see. They can attack with both fists, and their blows are more potent that a lesser lightning zombie's. Their electrical jolts inflict 2d6 points of damage.

Greater lightning zombies are turned as shadows. A vial of holy water inflicts 1d4+1 points of damage when it strikes a greater lightning zombie.

Zombie, Moilian



Climate/Terrain:	City of Moil
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5–7)
Treasure:	F
Alignment:	Chaotic Evil
No. Appearing:	1–6
Armor Class:	6
Movement:	9
Hit Dice:	9
THAC0:	11
No. Of Attacks:	1
Damage/Attack:	By weapon (1d8)
Special Attacks:	Life drain, frost
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (5′–6′ tall)
Morale:	Fearless (20)
XP Value:	4,000

Moilian zombies usually look like sprawling, frost-coated humans. They lie as dead, although they are not marked by violence, as their deaths came to them in dark slumber. Neither is there any rot apparent, due to the supernatural cold which permeates the air in the city of their origin, Moil. When moilians animate, tearing free of their icy coverings, it is hard to mistake their undead origins; their eyes reflect the vacuum of the Void, their touch chills to the bone, and their very presence drains life itself.

Combat: Moilian zombies usually lie in an inanimate state. Any living creature that comes within 20 feet of a moilian zombie must make a special saving throw to avoid damage. Success requires a roll of 12 or better on 1d20. A character's hit point adjustment from Constitution applies to the roll (characters of all classes can claim the warrior adjustment for purposes of the roll). Failure results in the loss of 1d4 hit points. The zombie transfers drained hit points to itself, up to its maximum (excess hit points are simply lost). The hit points drained by the zombie do not heal naturally; the stolen life force can only be returned through magical healing. If any being reaches 0 hit points through draining, it dies. Anyone slain in this manner stands a 13% chance of animating as a moilian zombie within 24 hours of death.

A moilian zombie remains animated for as many days as it has hit points. The zombie loses one hit point a day until it reaches 0, at which point it lapses into quiescence.

An animated moilian zombie actively moves toward its victims, attempting to keep living beings in range of its draining effect. It will bring any nearby weapon to bear, or pummel with its fists for 1d8 points of damage. Once a round, a zombie can project a wave of frost at all foes within 30 feet. Targets who fail a saving throw vs. spell suffer 2d6 points of cold damage. Those who fail this first saving throw must make an additional save vs. paralyzation or remain frozen in place by the sudden ice coating for 1d4+1 rounds.

Only consumption by flames, dissolution in acid, or similar means will permanently destroy a moilian zombie.

Moilian zombies can be turned as vampires. They are immune to *charm*, *hold*, *sleep*, cold, poison, and death magic.

Habitat/Society: There was once a city called Moil that daily saw the light of the sun. The inhabitants of Moil were a foul people, as evidenced by their worship of the powerful tanar'ri lord called Orcus. With the passage of time the Moilians' faith in their deity slipped. The tanar'ri lord sought vengeance, and placed a curse upon Moil; its inhabitants fell into an enchanted slumber which would lift only with the dawn. Orcus then removed the city from its natural site and transformed it into a nightmarish demiplane with ties to the Negative Energy Plane, assuring that the sun would never again shine upon Moil. Over time, the slumbering moilians all perished in their dark sleep. Because of their proximity to the Negative Energy Plane, the frozen forms of the inhabitants became undead moilian zombies.

Ecology: Unlike normal undead creatures, moilian zombies are not directly linked to the Negative Energy plane during phases of quiescence. A conduit to the Negative Energy springs into existence while a moilian zombie drains hit points, but the conduit fades as soon as this life force has been consumed. In the absence of a permanent Negative Energy connection (like standard undead possess), moilians remain animated only for as long as they have stolen life force to sustain them.

Zombie, Mud

CLIMATE/TERRAIN:	Swamp, wetlands
FREQUENCY:	Very rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–8
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1d6/1d6 (claw/claw)
SPECIAL ATTACKS:	Disease, suffocation
SPECIAL DEFENSES:	Immune to piercing and slashing weapons, poison *charm, hold, sleep,* death magic and mind-controlling spells; water dissolves in 1d4 rounds
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–6' tall)
MORALE:	Fearless (20)
XP VALUE:	650

Mud zombies are mindless, animated corpses that consist of a thick layer of slimy mud over a framework of bones. When the appropriate condition arises, they become animated. Typically, the trigger is the passage of intruders through the area, at which point these zombies rise out of the mud and attack the trespassers.

Mud zombies are made from whole or partial skeletons, usually human. If missing a leg, they crawl toward their victims and have only a single claw attack.

As mindless undead, mud zombies do not communicate, although they can follow the simple orders of those who can command or control them.

Combat: Because their flesh has long since rotted away, mud zombies do not have the rotten smell traditionally associated with other zombies. The only odor is that of the mud itself. This smell is only noticeable if the zombie has moved away from the muddy field from which it has arisen (which otherwise masks the zombie's smell) and then only at a distance of 20 feet or less.

Mud zombies move slowly, striking last in any combat round. They fight by clawing at their opponents, using the shattered ends of their bones to inflict ragged wounds. Unless treated with curative spells, holy water, or some other sterilizing process, these wounds fester and take twice as long as usual to heal. Unless a single successful saving throw vs. poison is made for a creature wounded by mud zombies, the infection induces a mild fever that reduces the victim's Strength by 1 point per untreated wound for 1d6 days. This effect is cumulative to a maximum of 4 lost points of Strength.



If a mud zombie strikes with both hands in a single combat round, it clings fast, pressing the opponent's face into its muddy chest. On the next round the opponent must roll a successful Strength check to break free. If the roll fails, the victim suffers 1d4 points of suffocation damage and remains held, receiving suffocation damage each round until slain. One attempt to break free can be made per combat round.

Mud zombies are fearless and fight until destroyed. When holding a foe, the mud zombie ignores any other attacks and is completely focused on suffocating its victim.

Attacks by piercing or slashing weapons (sword or knife thrusts, arrows, etc.) do not damage a mud zombie. They merely pass through the mud of its body. The only way to destroy a mud zombie using weapons is to batter it to pieces.

A mud zombie's main weakness is water, which dissolves the mud that makes up its "flesh." A hard, driving rain will wash away a mud zombie's earthen covering in 3d4 combat rounds. Total immersion in water or a direct hit with holy water (which also inflicts 2d4 damage) likewise causes the mud to slough away, but in only 1d4 rounds. When its mud covering disappears, a mud zombie reverts to skeletal form. It has the same hit points as before, but can no longer suffocate a character. The wounds inflicted by it no longer cause disease.

Cold-based attacks, such as the *cone of cold* spell, inflict no damage on a mud zombie, but freeze the mud, stopping the zombie in its tracks for one round if the cold-based damage is greater than the zombie's remaining hit points. The next round, the mud zombie breaks free of the frozen mud, emerging in skeletal form. A reversed *transmute rock to mud* spell encases the zombie in stone, permanently immobilizing it.

Mud zombies are turned as shadows.

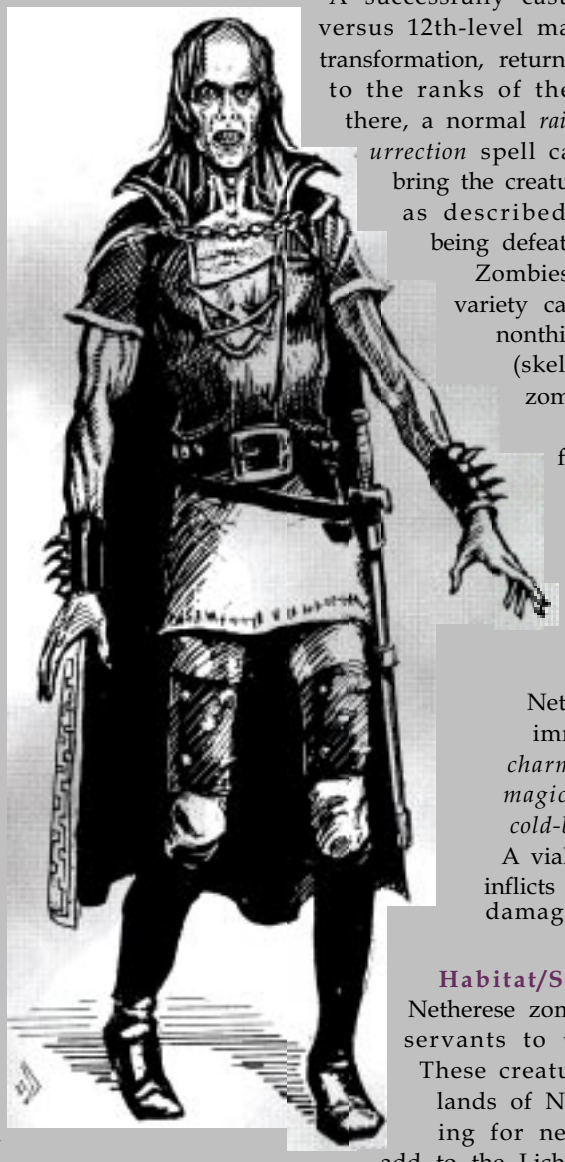
Habitat/Society: Mud zombies can be created wherever the raw materials to make them (bones and mud) are found. They are usually encountered on battlefields and in graveyards situated near a source of water (a river, bog, or lake). Climatic conditions must be just right at the time they are created or summoned forth. For example, if there has been a prolonged drought and the earth is dry and hard-packed, then a mud zombie cannot rise from its resting place.

Ecology: On the Demiplane of Dread, mud zombies are the unique creations of Azalin, the lich lord of Darkon, who typically leaves them lying dormant where they were created. Azalin can, of course, animate them freely as he chooses and send them anywhere within his domain.

From Death Ascendent, #9326

Zombie, Netherese

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Nil
Activity cycle:	Any
Diet:	Nil
Intelligence:	Avg (8-10)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing	2d8
Armor Class:	6
Movement:	9
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	2d4/2d4
Spell Attacks:	Raise dead, control undead
Special Defenses:	Spell immunities
Magic Resistance:	Nil
Size:	M (6′ tall)
Morale:	Special
XP Value:	650



Netherese zombies are undead creatures resembling normal zombies that move about the surface of Netheril on various errands for their master, the Lichlord. While a few of these creatures are independent of their creator, most are known to serve the Lichlord in one manner or another.

These undead are frequently encountered wearing the same clothing as they did in life. It's not uncommon for Neth zombies to be wearing fine robes and jewelry, death shrouds, or other clothing that they happened to be wearing before they were converted into undeath.

There's a sparkling of intelligence in a Netherese zombie—the last vestige of humanity left in its body. Each zombie speaks whatever languages it knew in life (typically common) and also communicates telepathically with the Lichlord.

Combat: Neth zombies typically attack in force, seeking to overwhelm any opposition quickly. While a few servants of the Lichlord have been known to hurl daggers or flaming oil, most Neth zombies prefer the direct approach. Once a direct attack fails, however, the Lichlord is quick to inform other bands of his zombies to attack with ranged weapons, wait until night to attack, or simply ambush opponents. Netherese zombies are turned as spectres and attack during their normal Initiative (they don't always attack last in a round).

While engaged in melee, these zombies seek to pummel or claw their opponents to the ground. The Neth zombie that defeats an opponent can then choose to *raise dead* on that creature, transforming him into a Netherese zombie in 1d4 turns. As the transformation comes to fruition, the skin slowly turns a pale white, fingernails become sharp, and the eyes sink in a bit.

A successfully cast *remove curse* versus 12th-level magic stops the transformation, returning the victim to the ranks of the dead. From there, a normal *raise dead* or *resurrection* spell can be used to bring the creature back to life as described above after being defeated in combat.

Zombies of Netherese variety can also control nonthinking undead (skeletons, normal zombies, and others) within 30 feet. Such control is equivalent to that of an evil priest who successfully controls undead.

Neth zombies are immune to *sleep, charm, hold, death magic, poison,* and *cold-based* attacks. A vial of holy water inflicts 2d4 points of damage.

Habitat/Society: Most Netherese zombies are loyal servants to the Lichlord. These creatures roam the lands of Netheril searching for new recruits to add to the Lichlord's army of undead. Each zombie possesses a burning desire to kill any human it encounters.

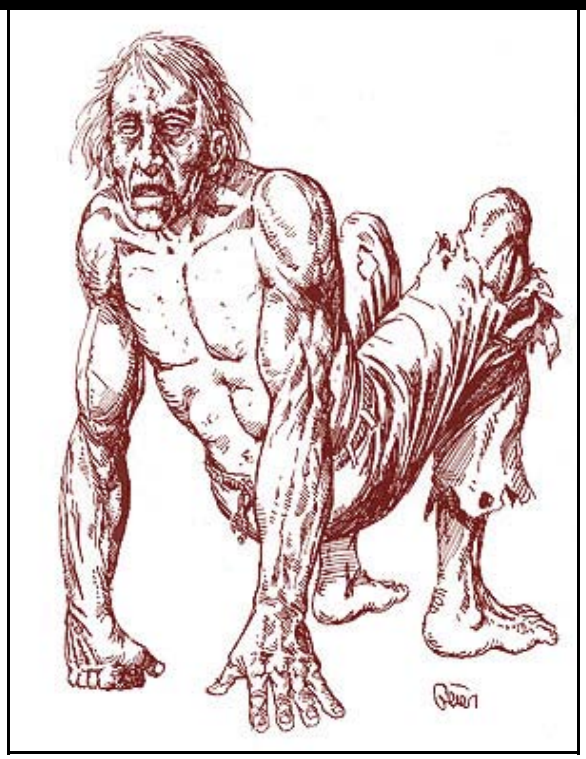
Neth zombie retain most of their Intelligence (10 maximum) and the ability to speak. They also keep the personality and memories that they had in life, typically using these to their advantage in service to the Lichlord. Overall, creatures retain two-thirds of the abilities they had in life (so a fighter with 18 Strength would be reduced to a Strength of 12).

All of these undead answer only to the telepathic will of the Lichlord, though he may from time to time appoint a wraith or spectre to command in his stead.

Ecology: As zombies swell their ranks with those they defeat, it becomes increasingly difficult to oppose this wave of undead as it ravages the countryside. In short order, entire villages are absorbed into a growing mass of destruction that sweeps up anything it encounters. Fertile fields are trampled flat by their passing, and animals flee as they approach.

Zombie, Red

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	*Cinnabryl*
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Deplete *cinnabryl*
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Special
XP VALUE:	270 420 w/1 Legacy 650 w/2 Legacies



Red zombies are usually formed when a wicked mage or priest uses the spell *animate dead* to enchant the corpse of an Afflicted person. A red zombie will sometimes spontaneously form when somebody dies from the "red blight," a form of illness that causes non-Legacy using creatures, or those beyond the limits of the Haze, who wear *cinnabryl* to lose 1 point of Constitution per day until dead. A person who dies from the red blight and is not blessed during the burial has a 10% of rising one day later as a red zombie.

Red zombies ceaselessly pursue *cinnabryl*-using creatures. Because the malady that killed them was caused by wearing *cinnabryl*, they are obsessed with destroying as much of the magical metal as they can. Regardless of the creature's alignment in life, the desire for destruction warps the red zombie into an evil creature. Their dim intelligence and ability to follow complex orders makes them slightly more useful than normal zombies to the evil mages and priests who animate these creatures. Still, their obsession with *cinnabryl* makes red zombies difficult to control. While under the control of a priest or mage, a red zombie is allowed a saving throw vs. spell once every four weeks. If the saving throw succeeds, it escapes control and turns on its master.

A red zombie looks much as it did at the moment of its death, except for its dull red skin. It also emanates a bright red glow from the eyes and mouth. Red zombies have terrible mutations as a result of their Afflictions. Even if they do not have Legacies, the curse still warps them horribly.

The Red Curse: A red zombie that was a non-Legacy-using creature in life never acquires any Legacies. However, a red zombie that did have Legacies in life retains them in undeath. A red zombie that was an Inheritor in life will have at least two Legacies, and may have more (DM's option).

Combat: Red zombies behave much like standard zombies in combat. They are slow and unsteady, so they strike last in the combat round. They claw and gouge the flesh from their victims, eating it as they go. Red zombies prefer to attack creatures carrying *cinnabryl*. Red zombies are immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells. A vial of holy water inflicts 2d4 points of damage (as acid) if it successfully strikes a red zombie.

Red zombies also deplete *cinnabryl*. They do this by eating the raw flesh of their victims. For each point of damage the red zombie inflicts, it depletes one day's worth of *cinnabryl* from its victim. A victim struck for 7 points of damage would immediately lose 7 day's worth (1 ounce) of *cinnabryl*. In addition, the red zombie gains 1 hit point for each full ounce of *cinnabryl* that it depletes from its victims. These extra hit points are temporary and vanish when the sun rises the next morning.

A red zombie will keep attacking relentlessly, stopping only when all of its potential victims are dead.

Red zombies also suffer double damage from weapons forged of *red steel*.

Habitat/Society: Red zombies congregate near sources of *cinnabryl* and pursue creatures who use *cinnabryl*. They have the ability to automatically detect this magical metal.

Each red zombie is an individual creature; they rarely act as a group unless controlled by some outside force. They can be controlled by evil mages and priests.

Ecology: Red zombies are not natural creatures, so they play little or no role in the ecological system. They do, however, present a danger to *cinnabryl*-using creatures.

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CLIMATE/TERRAIN:	The Great Ivory Plain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Water
INTELLIGENCE:	Low (5-7)
TREASURE:	As in life
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	See below
MOVEMENT:	12
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK	3-18
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6')
MORALE:	Fearlesst 19-20)
XP VALUE:	420



The salt zombie is an undead creature born of hate (and possibly a subtle magic of the Great Ivory Plain). Resembling the common zombie, these animated corpses are much more powerful (and even a little more intelligent) than their purely magical brethren. These creatures are formed when a human or demihuman dies of thirst in the Great Ivory Plain.

Unlike common zombies, salt zombies do not look like rotting corpses, but rather resemble a thin and desiccated husk, appearing almost mummified (although not wrapped in strips of linen like a mummy). The eyes of a salt zombie are sunken and shriveled, the limbs are thin and spindly, and the abdomen is desiccated and thin. Their lips are often dry and cracked, but do not bleed.

Combat: Salt zombies pursue the living for the water within them. Their thirst for this water is overwhelming, and salt zombies can sense victims for a distance of up to 5 miles.

When attacking, the salt zombie strikes until it inflicts a wound that draws blood (i.e., until it inflicts damage upon the victim). At that point it lunges for the victim, sucking at the bleeding wound. The zombie must make a roll to hit to get its mouth on the wound, but it then hits automatically for 1-6 points of damage each round. The first strike often incapacitates its foe, but in any case the salt zombie continues to drink until all blood is rained and the victim is dead.

Once the salt zombie has grabbed a victim, they may attack the zombie with weapons of size S only. Other weapons are too long and unwieldily to attack an opponent so near. Other individuals may attack the salt zombie normally, but on a roll of 1 (or on a roll that is at least 10 less than is required to hit the salt zombie), they hit their companion instead.

The salt zombie can be hit by normal weapons, but its Armor Class is the same as it had in life, with an additional -2 bonus because of its desiccated condition. Thus, a salt zombie wearing no armor is treated as Armor Class 8, while a salt zombie wearing scale mail would be treated as Armor Class 4. Salt zombies never wear shields or use weapons.

Like other undead, zombies are immune to *sleep, charm, hold, death magic,* poisons, and cold-based spells. A vial of *holy water* inflicts 2-8 points of damage, and a *create water* spell immediately sates the zombie, sending it into a torpid state for 1-6 days. Nonmagical weapons inflict half damage on salt zombies due to their desiccated condition, but they suffer double damage from fire-based attacks.

Habitat/Society: Salt zombies have little in the way of actual society. They are not intelligent in the normal sense, but are driven to attack by the thirst that possesses them. They band together in packs for survival, but once combat is enjoined it is every zombie for itself

Ecology: There appear to be several areas of the Great Ivory Plain where a person who has died of thirst will become a salt zombie. (A person who dies of thirst through hit point loss does not become a salt zombie.) The sheer force of will of an individual refusing to die seems to somehow reanimate their corpse in these peculiar regions. It is unknown what sort of residual magic may linger in these areas to cause such an effect. There is a 5% chance that any person dying of thirst in the Great Ivory Plain will reanimate.

Zombie, Sea

CLIMATE/TERRAIN:	Any/Shallow waters
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	M
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	6, Sw 12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Stench, disease, spell use
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
XP VALUE:	420



Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the god Nerull the Reaper.

The appearance of drowned ones matches their name: They look like human corpses that have been underwater for some time—bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and their stench of decay are so disgusting that anyone seeing a drowned one or coming within 20 feet must roll a saving throw vs. poison. A failed saving throw indicates that the character is nauseated, suffering a −1 penalty to his attack roll and a +1 penalty to his AC for 2d4 rounds. On land, drowned ones move slowly, with a clumsy shambling gait. In water, however, they can swim with frightening speed.

Combat: Like most undead, drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d10 points of damage. The putrid water that drips from the drowned ones contains many bacteria, so any successful hit has a 10% chance of causing a severe blood disease in the victim. The water-logged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning, electrical, and cold-based attacks inflict double damage. Drowned ones are immune to *sleep*, *charm*, *illusion*, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned like other undead.

Many of the humans who become drowned ones were priests while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a priest of level 1d4. These creatures are granted their spells directly from Nerull; they receive only baneful spells.

Habitat/Society: Drowned ones congregate in loose packs. Their only motivation is hatred for the living. Being undead, they have no need to eat, although they sometimes rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are only active above the surface during the hours of night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water. Dwellers on foggy coastlines usually fear the fog, although they might not know why; in some areas (for example, the Amedio coastline), sacrifices are often cast into the fogs when they roll inland, in the hopes that the drowned ones take the offerings and leave everyone else alone.

Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers.

Perhaps because the Azure Sea provides a steady supply of raw materials (in the form of Amedio pirates and freebooters in general), drowned ones are most common in the shallows of this body of water. The waters around Flotsam and Jetsam Islands, Fairwind Isle, and the Olman Islands are prime "breeding grounds" for these hideous creatures.

Ecology: Drowned ones consume and produce nothing. They interact among themselves only to make their killing more efficient.

Zombie, Strahd

Climate/Terrain:	Barovia
Frequency:	Very rare
Organization:	Nil
Activity Cycle:	Night
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d10
Armor Class:	8
Movement:	9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1–3
Damage/Attack:	1d8
Special Attacks:	Nil
Special Defenses:	Turn as mummies
Magic Resistance:	Special
Size:	M (6′ tall)
Morale:	Fearless (19–20)
XP Value:	270



Strahd zombies are a unique form of undead created only by Count Strahd Von Zarovich, the vampire lord of Barovia.

These horrible creatures are human bodies that have been resurrected into living death. They wear the remains of the armor and clothing they wore at the time of death. Since many of them were once guards at Castle Ravenloft, 50% of these zombies wear useless, rag-tag pieces of armor. They seldom carry weapons or tools.

Strahd zombies appear fragile. Their gray-green flesh looks soft, and even their bones seem brittle. Their eyes are dark, empty pits that somehow seem to see anyway. The zombie's lips and cheeks have shrunk, revealing large, crooked teeth. Their hands end in sharp, talonlike nails that bear little resemblance to a normal person's fingernails.

Strahd zombies smell like normal zombies. In other words, they exude a rotting stench that is noticeable up to 100 feet away if it's unobstructed.

Strahd zombies can utter only two sounds. Neither vocalization causes their mouths to move discernibly. The first is a low moan, which signifies an eagerness to act. The second is a mutilated whisper of the name "Strahd." If a character declares that he wants to figure out what these creatures are hissing, he must make an Intelligence check to decipher it.

Combat: The sight of a Strahd zombie requires a horror check. If the viewer sees the vestiges of someone he once knew among the zombies, a –4 penalty is applied. Despite their fragile appearance, the negative plane energy is very strong in Strahd zombies. The power of Strahd Von Zarovich runs through them, making them as difficult to turn as mummies.

Like the common zombie, a Strahd zombie always strikes last in the round. Initially, it can attack once per round with a taloned hand. Eventually it may not have a hand to strike with, however. Any single hit of 5 points or more against a zombie severs a limb. Since they always reach out with arms extended, that usually indicates an arm. When both arms are gone, the head is the next logical target, since the zombie leans forward in an attempt to bite its victim. If an opponent attempts to hit something other than an arm or the head, he suffers a –2 penalty to his attack roll. If he rolls a natural 1, he hits an arm or the head anyway (whichever is thrust forward).

The zombie's severed head and arms can continue to move, at a rate of 1. The arms move like an inch worm, while the head rolls around. They can attack independently from the body once severed. If other body parts are severed, they flop around but cannot attack. The first time a character sees the severed limbs moving to attack, he must make another horror check. This time he gains a +2 bonus for having already stood his ground against the foul creatures.

The life force of a Strahd zombie is shared between all fallen body parts. When any body part suffers damage, the hit points are subtracted from the total of the whole. If the zombie is reduced to 0 total hit points, all body parts cease to move and attack.

Habitat/Society: Strahd zombies lurk in dungeons and graveyards, particularly around Castle Ravenloft. Being mindless undead, they have no society.

These zombies follow whatever order their master gives them. These must be a simple, no more than a single sentence of 20 words or less. They never check for morale, always following their orders until completely destroyed.

When in their native land of Barovia, Strahd zombies can "report back" to Strahd if it is a part of their orders. It takes them a full turn of inactivity to establish contact. Even then, there is a chance that Strahd may be too busy to listen. The report takes the form of a simple. Strahd receives a simple feeling of success or failure. This ability is a part of Strahd's attachment to the land of Barovia. It is not an inherent capability of the zombies.

Ecology: Strahd zombies are not a part of nature, nor are they part of the warped quality of Ravenloft. They are created with an arcane formula known only to Strahd Von Zarovich. He can create them only from the dead bodies of humans.

Zombie, Thinking

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any, see below
Diet:	Carnivorous (human flesh)
Intelligence:	Average (8–10)
Treasure:	See below
Alignment:	Neutral evil
No. Appearing:	1
Armor Class:	As in life, or 6
Movement:	12
Hit Dice:	As in life, minimum 5+6
THAC0:	As in life, minimum 15
No. of Attacks:	1 or 2
Damage/Attack:	By weapon type or 1–6/1–6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S–L (4'–15')
Morale:	Fearless (19–20)
Level/XP Value:	420 + 65 per HD over 5
Psionics Summary:	Varies
Player's Option:	MAC 5

A thinking zombie is a creature who has died and its spirit cannot rest until it has completed the task. The body remains animate and the zombie is semi-free willed, bound only by its dedication to completing its assigned duties.

Thinking zombies are easy to identify because their bodies are usually in very good condition since they reanimated shortly after death. Their eyes burn with a spark of hate for all living things and a consuming desire to complete their task and achieve final rest. Most thinking zombies are giants or half-giants as those creatures are often subject to the *geas* and quest spells that create them. They usually wear the same clothes they had in life and carry the same weapons. Any wounds they had on their body in death would betray their undead nature, as the flesh of thinking zombies does not heal even if they regain lost hit points. Those who travel freely in the day often begin to stink like rotting corpses, so most prefer to move about at night.

Combat: Thinking zombies are clever undead. They retain the same intelligence they had in life, though it is focused on the purpose for which they still exist. They avoid the living whenever possible, but attack anyone who tries to prevent them from completing their task.

Thinking zombies have 18/76 Strength, unless their Strength in life was greater, in which case it remains the same. Those with 18/76 Strength gain a +2 bonus to their attack roll and cause +4 attack damage. Thinking zombies retain the same Dexterity they had in life. They can use normal weapons, including missile weapons, and commonly attack with the weapons they carried in life. They can also attack with their fists, causing 5–10 points of damage.

The bite of a thinking zombie has the same effect as the 3rd level priest spell cause disease, infecting the victim with a fatal disease.

Thinking zombies are immune to all *sleep, hold, charm, illusions, mind-affecting spells, death magic,* and all cold-based spells, and all forms of poison and paralysis. They suffer only half damage from magic missiles and all fire and electrical attacks. Holy water causes them 2–8 (2d4) points of damage. Raise dead requires them to make a successful save vs. spell or be destroyed.

Habitat/Society: Thinking zombies are far more active at night during the day Darkness allows them to more easily pass as living beings and the heat of the day causes them to stink like rotting corpses. Animals will bark and growl whenever thinking zombies are nearby.

Ecology: Thinking zombies hold no natural place among the living and seek an end to their own existence. They cannot actively seek any other end to their existence except through completion of their assigned task. They do not rest until it is done. They might return as racked spirits because they were unable to complete their tasks as thinking zombies.

Evirdel Ironhand

Human female templar 6; AC 4 *(studded leather +1);* MV 12; hp 23, THAC0 18, #AT 1; Dmg 1d4+1 *(dagger +1).* SZ M, ML Fearless (19); AL LE
S 9, D 15, C 12, I 18, W 17, Ch 13
Spells: 1st level— *cause fear, command, protection from good, sanctuary;* 2nd level— *hold person, obscurement, snake charm, wyvern watch;* 3rd level— *animate dead, speak with dead*
Special Undead Powers: cause despair, cause revulsion
Special Undead Weaknesses: none

Evirdel served as a loyal templar in the service of Dictator Andropinis. sorcerer-king of Balic, until she was falsely accused and condemned as a traitor. She was tortured into a false confession before her peers, as an example, and then slain and revived as a thinking zombie.

Evirdel hates her masters and the magic that sustains her allows her no peace. She must hunt down five former templars who did actually betray Dictator Andropinis, and who were also said to be her co-conspirators.

So far Evirdel has tracked down and killed one of the templars. Her victims have lost their spells, but she continues to receive her own from the sorcerer-king until she has completed her tasks.

She might accidentally wrongly identify possible adventurers as her targets. She might also enlist the aid of others if her targets are well-protected.

Claktor Bloodfist

Mul male gladiator 4; AC 5 (hide armor, armor optimization); MV 12; hp, 39; THAC0 16 (Str +1): #AT 1; Dmg 1d8+1 (long sword, Str +1). SZ M, ML Fearless (20); AL NE
S 17, D 14, C 20, I 13, W 8, Ch 11
Special Undead Powers: none
Special Undead Weaknesses: casts no shadow

Claktor was making a living as a burglar, working with a thief. The pair accidentally chose the wrong home to burglarize and were killed by the powerful defiler who lived there. The thieves were raised from the dead by the defiler almost as a joke.

The thinking zombies were sent out to find a particular preserver with whom the defiler had previous run-ins. The pair are supposed to steal one particular magical item of great power and as many other magical items as they can find and return with the items as soon as possible.

The pair found the preserver, but the thief was completely destroyed and Claktor learned the preserver had lost the magical item to another mage. Claktor escaped the preserver and now searches for that device and its owner.

A group of adventurers might unwittingly acquire the item Claktor is looking for during their travels. Claktor will get the item he seeks one way or another or die trying. He might be willing to work out some exchange of services pay a fair price if at all possible.

Beli Iton

Half-giant female R7/Ps6; AC 4 *(leather armor+2, shield +1);* MV 12; hp 42; THAC0 11 (Str +3); #AT 3/2; Dmg 1d6+8 (trident, Str +7); SZ L; ML Fearless (20); AL LE
S 23, D 13, C 17, I 16, W 16, Ch 15
Special Undead Powers: drain life
Special Undead Weaknesses: code of honor

PSIONICS SUMMARY:
Dis 3/Sci 3/Dev 11; PS 12; PSPs 45
Att: EW, MT, PsC; Def: IF, MB, TW
PLAYER'S OPTION:
#AT1; MTHAC0 16; MAC 7

Psychokinetic: *Sciences* – telekinesis: *Devotions* – inertial barrier.

Psychometabolism: *Sciences* – energy containment; *Devotions* – adrenalin control, body equilibrium, body weaponry, displacement, ectoplasmic form, heightened senses.

Telepathy: *Sciences* – mindlink; Devotions – contact (conceal thoughts), ego whip (false sensory input), mind thrust (inflict pain) psychic crush (sight link).

Beli Iton was exploring the lair of a t'liz with a group of adventurers when she was attacked and killed by rot grubs. Her party left her and intended to come back for her body, but were unable to do so, as they were forced to make a quick escape from the undead of the lair. The t'liz found the dead adventurer and transformed her into a thinking zombie. She was sent out by the t'liz to kill her friends for trespassing in the lair of the t'liz.

She has been trying to fight her orders, but has been unable to control herself. She has already killed one of her closest friends and suffers deep emotional pain because of it. She has considered death, but the magic that animates her forces her to avoid her own death. Beli Iton is now looking for a mage or priest of sufficient power to release her from the quest she is forced to fulfill before she can rest.

Levgar Giantslayer

Human male gladiator 8; AC 1 (studded leather, *shield +2);* MV 12; hp 51; THAC0 11 (Str +2); #AT 3/2; Dmg 2d4+3 (gythka polearm, Str +3); SZ M; ML Fearless (19); AL NE
S 20, D 17, C 16, I 12, W 7, Ch 10
Special Undead Powers: claws
Special Undead Weaknesses: none

Levgar Giantslayer has been a thinking zombie for more than 700 years. His quest requires him to hunt down and slay all half-giants and giants of a particular lineage.

He has had great success so far, despite his own limited personal power. He hires others to kill on his behalf and by using careful strategy to catch his opponents off guard.

Any half-giant adventurer might actually be of the lineage Levgar is set out to destroy, and he will use everything in his power to hunt down stalk, and kill the adventurer whenever he is most off guard.

Zombie, Wolf



Climate/Terrain:	Forlorn
Frequency:	Very rare
Organization:	Nil
Activity Cycle:	Any (usually night)
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral evil
No. Appearing:	2d4
Armor Class:	6
Movement:	9
Hit Dice:	2+2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (2'–4' long)
Morale:	Fearless (19–20)
XP Value:	120

Zombie wolves are not created by a wizard or a priest, but are a creation of the domain of Forlorn itself. Although originally encountered only in that grim land, there are reports that their kind have begun to spread to the other forests of Ravenloft.

Because a zombie wolf looks exactly as it did in death, these creatures often have gaping wounds and sometimes are even missing a limb. They have dirty, matted fur and a rotten stench that is noticeable up to 100 feet away.

A zombie wolf cannot howl like its living counterparts, but it does occasionally throw back its head and utter a strangled cry from rotting vocal cords (prompting a Fear Check the first time it is heard). These creatures move with a stiff-legged gait at half the speed of a living wolf.

Combat: Like all zombies, the slower speed of the zombie wolf means that it strikes last in any combat round (it automatically loses the initiative). While they can be turned and destroyed by priests, zombie wolves otherwise fight mindlessly until their intended target is dead or they are destroyed. They will break off their attack only if called off by the lord of the domain.

Zombie wolves have an Armor Class that is slightly better than that of regular wolves, due to the toughness of their dead, leathery skin. They attack by biting, just as living wolves do, inflicting 1d4+1 points of damage with a successful hit.

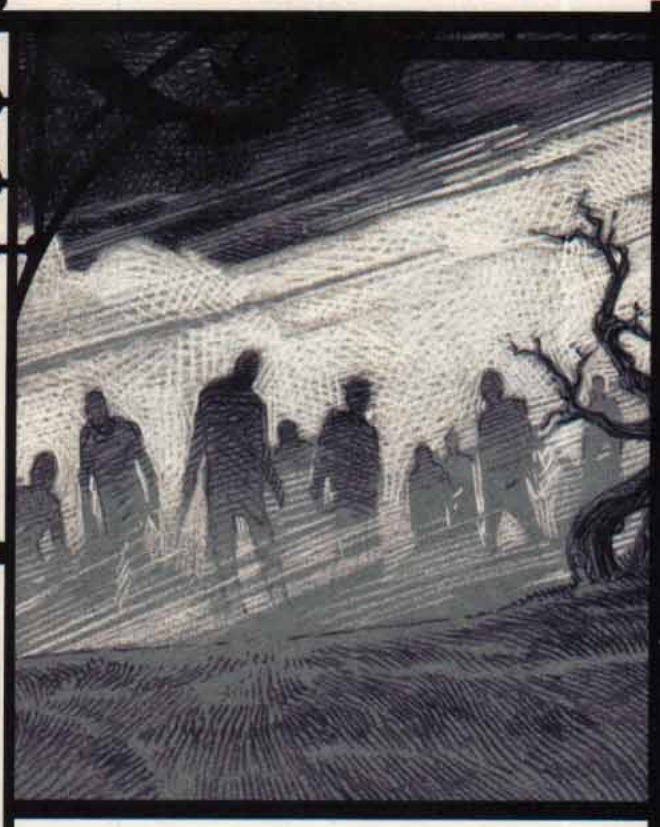
Like other undead, zombie wolves are immune to *charm*, *hold*, and *sleep* spells, as well as death magic, poison, and cold-based spells. Holy water can also damage them, inflicting 2d4 points of damage when it strikes them. They are turned as zombies, except when they are acting under the direct control or orders of the lord of Forlorn, at which time they impose a –2 penalty upon a priest or paladin's attempt to turn them.

Habitat/Society: Zombie wolves are usually found within a few miles of the spot where they were killed (and rose again to unlife). Like living wolves, they tend to form packs, but these are much smaller than normal, with no more than eight members. Under special circumstances, such as an assemblage called together by the lord of Forlorn, the pack can contain virtually every zombie wolf in the domain. It takes 1d6 hours for a pack of this size to accumulate, and anyone who sees the mass of monsters gathering is subject to both Fear and Horror Checks, even if the pack hasn't yet mobilized or chosen the viewer as its prey.

Ecology: Zombie wolves rise from the dead when the body of any regular wolf in the domain of Forlorn is not destroyed after it is killed. If this gruesome task is not carried out, the corpse of the wolf rises as a zombie 2d8 days after it has died.

It is generally thought that the creatures gain this strange form of existence from contact with the land itself, which channels energy from the Negative Material Plane. Some sages speculate that simply preventing the wolf carcass from having any contact with the ground for a full eight days will prevent it from rising as a zombie, but in the absence of any practical application of this theory, this remains unproven.

Zombie Fog



	Zombie Fog	Cadaver
CLIMATE/TERRAIN:	Ravenloft	Ravenloft
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Nil
ACTIVITY CYCLE:	Night	Night
DIET:	Special	Nil
INTELLIGENCE:	Semi- (2–4)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral Evil	Nil
NO. APPEARING:	1	4–40 (4d10)
ARMOR CLASS:	–1	8
MOVEMENT:	6	6
HIT DICE:	6–10	2+2
THAC0:	Varies	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	special	1–6
SPECIAL ATTACKS:	*Cause despair*, control cadavers	Nil
SPECIAL DEFENSES:	+1 or better to hit, spell immunity	Spell immunity, reanimation
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (60'–100' cloud)	M (5'–6')
MORALE:	Champion (15–16)	Fearless (19–20)
XP VALUE:	6 HD: 1,400 7 HD: 2,000 8 HD: 2,000 9 HD: 3,000 10 HD: 4,000	175

The zombie fog is an evil creature that feeds on the psychic energies emitted by living creatures at the moment of their deaths. This malevolent vapor has no physical attacks of its own, relying instead upon the corpses it animates and controls to strike down any living thing that threatens it.

The zombie fog appears as a fairly dense bank of mist. Horses and dogs can sense the fog's evil nature and will attempt to avoid it at all costs. As a rule, the creature will be 25 feet in diameter for every Hit Die that it possesses. Even more noticeable are the walking corpses, or cadavers, which almost always accompany the fog. These are virtually identical to zombies, having the same shuffling gate, slack expressions, and decayed appearance as the undead.

Conventional attempts to communicate with the zombie fog or its cadavers always fail. Magical or psionic attempts that place one in direct mental contact with the creature require a madness check, but otherwise fail utterly.

Combat: The zombie fog's sole goal in battle is to engineer the deaths of as many creatures as possible within its trailing expanse. Although the zombie fog has no direct physical attacks, it can control a number of cadavers equal to its current hit points.

A zombie fog may also *cause despair* up to three times per night. When it does this, any living being within its misty tendrils must make a saving throw vs. spell. Anyone failing this roll immediately feels utterly hopeless. The despairing victim will not attack or defend himself until struck by an enemy. The first attack against such a desolate victim gains a +4 bonus to hit. In addition, the victim receives no Dexterity bonuses to his Armor Class. After this first attack, if the victim still lives, he can defend himself, but all attacks against him are made at +2, while the victim makes his attacks with a –2 penalty. Even those successfully saving against the zombie fog's attack receive a –1 on their attack rolls for the duration of the spell, due to their continuing efforts to fight off the magical despair. The despair created by the zombie fog fades away only with the coming of the dawn or the casting of a *dispel magic* on the victim.

Fortunately for the monster's foes, the zombie fog can be hit by magical weapons. Unenchanted weapons, however, do no damage to the creature.

Most magical spells have no effect upon the vaporous body of this abomination. Those that involve the creation of air currents and the like, such as the *gust of wind* spell, can injure the zombie fog, however. As a rule, any spell of this type that is used to attack the creature will inflict 1d4 points of damage per level of the spell. Thus, a 4th level *wind wall* spell would cause 4d4 points of damage to the thing.

Habitat/Society: The zombie fog is a barely sentient, nocturnal creature most often found within a day's journey of some large burial ground or other plentiful source of dead bodies. Although the sun's rays do not appear to harm the zombie fog, the misty creature is almost never active before sunset as its power to control cadavers only functions during the night.

Ecology: Each week, the zombie fog must feast on the death-energies of at least as many living creatures as it has Hit Dice. If a zombie fog is unable to feed on enough such energy in a given week, the monster will shrink in size or even die. For every week without sufficient "food," the zombie fog loses one Hit Die. Conversely, if a zombie fog feeds on twice as many deaths as necessary in a week, the monster will gain a Hit Die.

The zombie fog is believed to be related to the mist horror, but sages are uncertain as to the exact nature of this kinship.

Cadavers

Cadavers are merely dead bodies under the control of a zombie fog. They are not truly undead, and as such cannot be turned. The animating force is the zombie fog, not the negative material plane. Cadavers have no will of their own and instantly obey their animator.

As with zombies, cadavers always attack last in a round. They attack with whatever is at hand, doing 1–6 points of damage per hit. Poison, mind-affecting, *death*, and *hold* spells do not affect cadavers. They can be hit by normal weapons, however cadavers will always rise again in 1–4 rounds after being struck down. Newly risen cadavers are at full hit points. Cadavers can rise again and again. Only the death of the controlling fog or the utter destruction of the body can keep this from happening.

CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil (P, Q, X)
ALIGNMENT:	Neutral

NO. APPEARING:	1–4 (10–60)
ARMOR CLASS:	7 (base, see below)
MOVEMENT:	15, Cl 9
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d2
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	Drain magical protection
MAGIC RESISTANCE:	20%
SIZE:	S (3' tall)
MORALE:	Steady (11)
XP VALUE:	420



More than one traveler has been lured to his death by mistaking this creature at a distance as a cuddly, black-and-white koala bear. Such a mistake becomes painfully obvious when the creature attacks. They are semi-intelligent; only those able to communicate with bears can communicate with them.

Combat: The zorbo frequently takes advantage of its absorption ability before attacking, for example, moving near large rocks to absorb a good Armor Class value. This absorption process requires one round, during which time the zorbo presses itself against an object. This activity is similar to that of a bear scratching its back on a tree. In fact, this action is a sign of aggression and not an indication of playfulness.

Absorption does not harm the object whose Armor Class is being absorbed. The absorbed Armor Class lasts for 1–4 hours. The ability grants the zorbo an AC rating based on the chart.

AC Rating	Item	Order of Absorption
7	Earth	Shield
6	Rock Crystal, Ice	Armor
5	Wood	Bracers
4	Soft Metal (jewelry, gold)	Cloaks
3	Hard Metal (swords, shields)	Rings
0	Stone	Passive Items*

* These include magical items like a *staff of power* or *long sword, +4 defender* that grant an Armor Class bonus in addition to their other abilities. These items are always the last to be absorbed by the zorbo.

The zorbo's most feared form of attack drains the defensive magic of creatures it strikes. Each time the zorbo hits a target protected by magical armor, a *ring of protection*, *bracers of defense*, or similar defense, the magical pluses of the item are added to the zorbo's AC for one full turn and the item is turned to dust (no saving throw). If the item does not grant a magical plus (e.g., *bracers of defense*), the AC adjustment to a base AC10 is absorbed instead. For example, a zorbo whose current Armor Class is 0 strikes a character wearing *bracers of defense AC6*. The result is that the bracers are destroyed and the zorbo's new AC is –4. Artifacts are not destroyed.

If a creature is wearing multiple defensive items, determine randomly which item the zorbo strikes or use the chart. The pluses absorbed also count toward any saving throws the zorbo is required to make for that turn.

Habitat/Society: This carnivorous beast often develops a taste for human and demihuman flesh, and it frequently lives where it can prey upon its favorite morsels. Such lairs typically include small caves, hollowed-out trees, or even large holes that it digs with its sharp claws. While zorbos prefer the taste of meat, they occasionally eat berries and fish.

Zorbos normally mate for life and produce one or two cubs every other spring. If multiple zorbos are encountered, they are most likely from a family unit. After two years, the cubs are chased away from the lair of their parents. The cubs either find a lair of their own or perish in the wild.

It has been reported that in some of the deeper forests and less-traveled lands, zorbos gather in small communities numbering from 10 to 60. These communities have probably developed as a means of self-preservation in the more dangerous lands.

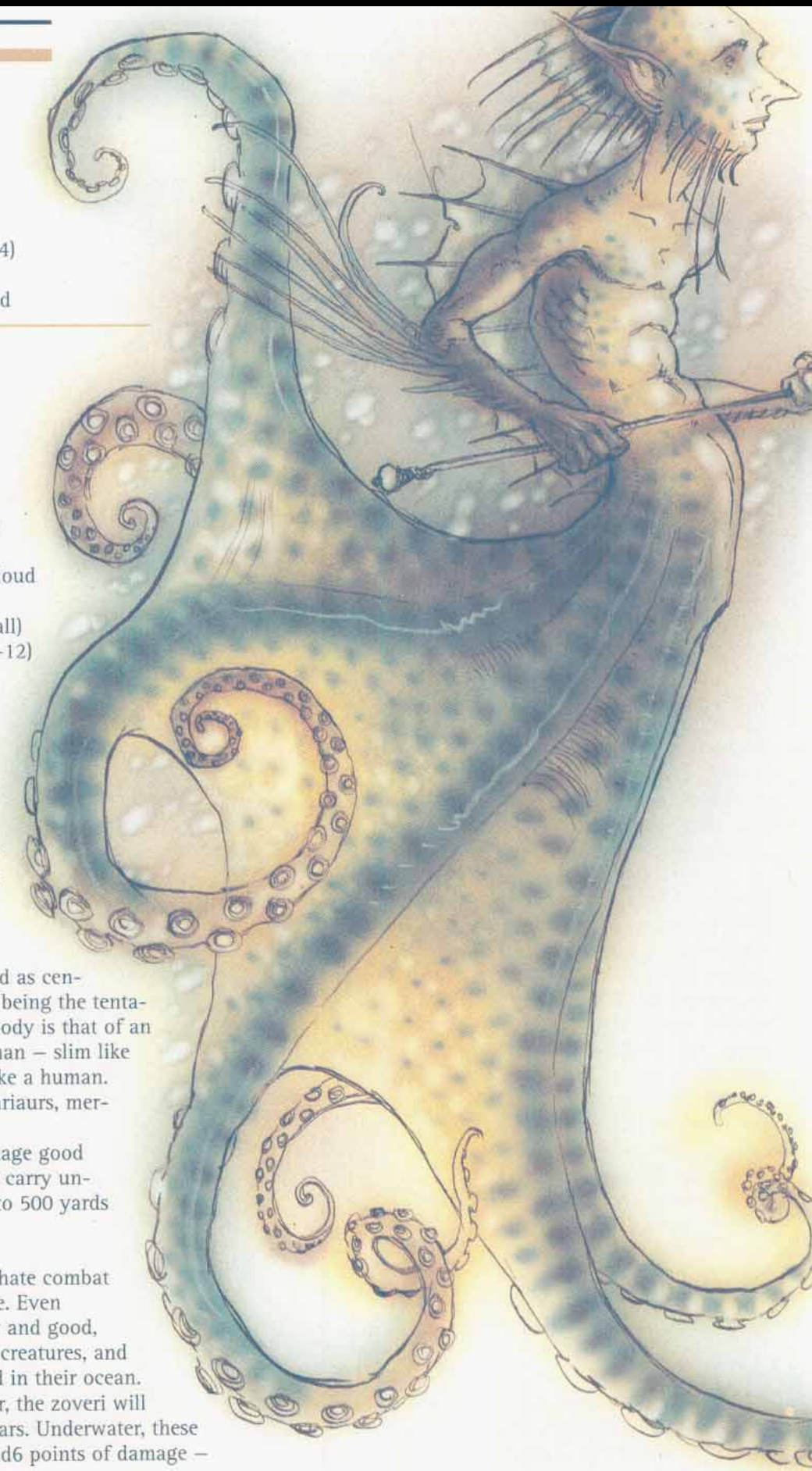
Such communities are always guarded by zorbo sentries. These vigilant zorbos are always looking for signs of predators, but have also been known to signal for an attack on unsuspecting passers-by. Walking too close to a zorbo community often incites an attack by the entire population.

Ecology: Bears seem to be a natural enemy of the zorbo, attacking them on sight. Whether this has something to do with the zorbo's appearance or the fact that their roar sounds like a bear cub crying is subject to speculation.

Zorbo hide that has been properly treated is an ideal receptacle for enchantments. Items made of this material, soaked in holy water and enchanted under a full moon, receive an additional +1 on item saving throws.

Zoveri

Climate/Terrain:	Mount Celestia
Frequency:	Common
Organization:	School
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	Nil
Alignment:	Lawful good
No. Appearing:	1d4
Armor Class:	5
Movement:	Sw 15 (see below)
Hit Dice:	7
THAC0:	14
No. of Attacks:	1
Damage/Attack:	1d6 (spear)
Special Attacks:	Nil
Special Defenses:	Dart; ink cloud
Magic Resistance:	Nil
Size:	M (6 feet tall)
Morale:	Steady (11–12)
XP Value:	2,000



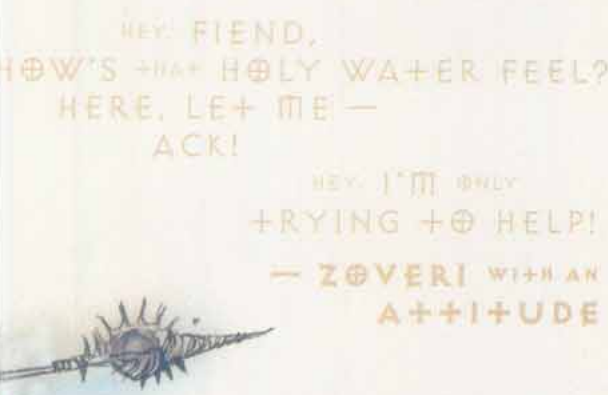
The zoveri are a race of aquatic beings who've taken up residence in Lunia, the first layer of Mount Celestia. They are unreservedly friendly to any creature that arrives in the great ocean at the base of the Mount, even if that creature is depraved and evil.

The zoveri are best described as centaurs of the sea, their lower part being the tentacles of an octopus. Their upper body is that of an incredibly beautiful man or woman – slim like an elf, but also finely muscled like a human. They're unrelated to centaurs, bariaurs, mermen, tritons, or the like.

Zoveri can speak any language good creatures speak, and their voices carry underwater across distances of up to 500 yards (twice that above water).

Combat: Zoveri love all life and hate combat for fear of damaging another life. Even though they are creatures of law and good, they bear no malice toward evil creatures, and they will aid an evil being found in their ocean.

If severely pressed, however, the zoveri will fight back, using long metal spears. Underwater, these weapons are used to thrust for 1d6 points of damage –



not enough to seriously harm most creatures, but enough to let them know the zoveri are not going to take abuse. Above the surface, the spears are used as javelins.

Since zoveri so rarely fight, they make all their attack rolls at –1 (hence their THAC0 of 14). Further, they rarely carry their spears unless they're expecting trouble. But because zoveri are so common, there's often a group of them nearby who can come to the aid of a companion who's in trouble.

Zoveri can make a darting escape from an enemy if need be. If there's a way to escape from a combat situation, the zoveri'll take this route. They drop everything they are carrying and jet off at a speed of 36 for two melee rounds. If their enemy pursues, there's a 70% chance the zoveri can find a hiding place while darting.

All zoveri have several spell-like powers, usable at will though only one at a time; the abilities are usable once per round except as noted. Zoveri can use these powers as if they were 10th-level spellcasters. The abilities are as follows:

- *Bless*
- *Create food and water*
- *Cure disease* (once per day)
- *Cure serious wounds* (once per day per person)
- *Detect evil*
- *Dispel evil* (once per day)
- *Forget*
- *Fumble*
- *Know alignment*
- *Neutralize poison* (once per day per person)
- *Resist cold*
- *Water breathing* (at 20th-level spell use, three times per day)
- *Water walk* (three times per day)



In addition, zoveri can change into elf form twice per day. Since they love to walk on land, they go ashore and mingle with the petitioners and planars there. However, they always return to the sea.

Four zoveri together can do something extraordinary: They can *conjure water elemental*, summoning a 16-HD water elemental to them. To do this, they must swim an intricate dance until the elemental arrives. There's a 10% chance, cumulative for each round of swimming, that the water elemental will arrive. However, water elementals will almost always come to a zoveri's aid because of a pact made aeons past.

Once per day, zoveri can spray a cloud of ink at their opponents. This cloud is equal to a *darkness, 15-foot radius* spell. They use this as a diversionary tactic so that they may escape under cover of the black ink.

HABITAT/SOCIETY: The zoveri are renowned for their kindness. Living so happily beneath the waves of Lunia's ocean, they cannot bear to think of death occurring in their oceans. Their code of ethics dictates that they offer aid to anyone who needs it.

Since Lunia's the only doorway into Mount Celestia, there are literally thousands who pass through a portal and drop unaware into the ocean. If a being's struggling in the waters, the zoveri will arrive in 1–3 rounds to drag that creature back to the surface. If the being is good, the zoveri take it to the shore. If it's evil, the zoveri give it whatever aid it requires, then shove it back through the doorway.

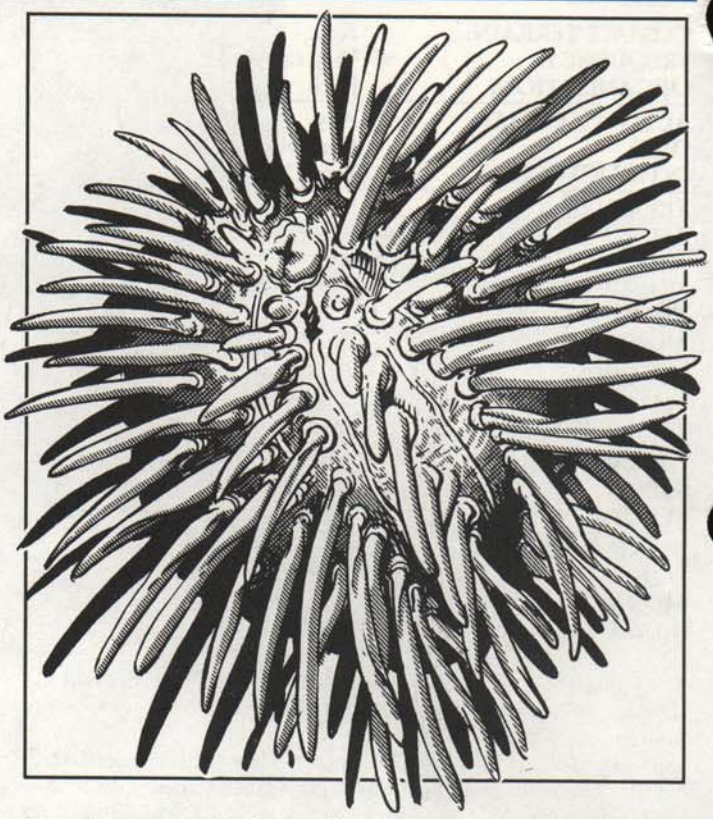
If a creature's not allowing the zoveri near it, the zoveri wait until it succumbs to the waters and then drag the unconscious form to the shore and administer aid. Even if the creature attacks them, the zoveri will aid it. Some bashers claim the zoveri are "abusing" and not "aiding" these hapless trespassers, but if these berks ever make it to Lunia, they'll be grateful of the zoveri's help.

ECOLOGY: The ocean of Lunia is a dangerous place for the unprepared. Without the courageous zoveri there to save the unfortunates who don't come ready, there would doubtless be many lives lost in Lunia's ocean.

Zoveri live in schools, much like fish, although records from several centuries ago indicate they used to lead more solitary existences. Some sages speculate this recent development was adopted by the zoveri in order to defend themselves against encroaching predators. The scholars point out that the zoveri's primary attributes – elf and octopus – are both far less gregarious species than what their sum might suggest. Zoveri constantly move, even when technically at rest. They consume mostly fish, mollusks, and certain seaweeds.

In the fall zoveri migrate to warmer waters, where the females release thousands of eggs into the crystal ocean. Males exude sperm to fertilize the tiny eggs. The adult zoveri then return to more familiar territories. The eggs are left unguarded to the ravages of the sea; some sages speculate that only one in 10,000 zoveri reaches adulthood. Survivors return to the waters of their parents, ready to be incorporated into the school.

CLIMATE/TERRAIN:	Wildspace, asteroid fields
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	8
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+2
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Spines
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' diameter)
MORALE:	Unsteady (5-7)
XP VALUE:	120



The zurchin, commonly called "star urchin" or "space porcupine," is a spherical mollusk with myriad radial spines. It moves slowly, using a muscular belly-foot for propulsion. The zurchin scavenges organic matter, dust, and wood.

Individuals appear in many bright colors, yellow and red, purple and blue. Striped varieties are not uncommon. They range in size from 6" to a foot in diameter.

Combat: The zurchin normally attacks only when disturbed. It shoots poisonous hollow spines, using gas pressure so great that the range of the spines matches an arrow's. The zurchin can fire 1d4 spines per round, pegging a man-sized target with deadly accuracy. These spines are the equivalent of +2 darts, doing 1d4+2 points of damage. A zurchin typically has hundreds of spines.

Their poison is released on impact, expelled by a small sac inside the spine. The poison paralyzes the victim's heart and breathing; the victim must save vs. poison or die in 2d6 hours. A successful save negates subsequent poison damage; after a slight fever and nausea, the target develops immunity to the zurchin's poison.

Habitat/Society: Zurchins inhabit the rocks of asteroid reefs, eating bits of cast-off food that fall into the gravity planes. They frequently lair among colonies of mortiss (see the first SPELLJAMMER™ Monstrous Compendium).

Ecology: Zurchins are peaceful scavengers. A zurchin's spines conceal a complex 40-part mouth that can extrude hard, sharp teeth. Given hours or days, these teeth can excavate holes in wood, rock, and even iron. The zurchin uses the holes as hiding places or mating areas.

Ten to 20 of a female zurchin's darts each contain thousands of microscopic eggs. If an egg is implanted in a victim (5% chance), the victim suffers no poison or ill effects (except impact damage). Over the next week, the egg-bearer loses its appetite, becomes confused, and begins to itch uncontrollably. At the end of a week the victim is paralyzed and dies of suffocation. Then each egg hatches a tiny new zurchin, which feeds on its dead host and its fellow hatchlings. A *cure disease* spell destroys the incubating eggs.

The egg-laden dart can also lodge in a wooden or organic spelljammer hull. Incubation time doubles to two weeks. A spelljammer may be far away from the original asteroid reef when the crew discovers a sudden, major zurchin infestation. Even worse, they may not discover it until too late. More than one dragonfly ship has surprised its small crew by collapsing suddenly, leaving nothing intact but the helm and a few hundred zurchins.

To wealthy and decadent neogi, the zurchin is a particularly prized delicacy. Specialist chefs prepare the zurchin meat (ordinarily a deadly poison to the neogi) in a secret way that neutralizes the poison—usually. The resulting dish attracts rich neogi diners less for its exotic taste than for its danger; occasionally a diner fails to survive the evening.

The neogi specialist chefs, called "white sashes" for their characteristic garb, belong to a caste of familial dynasties engaged in cutthroat competition to gain one another's trade secrets. All white-sash neogi pay handsomely for zurchin meat, so penurious spelljammers risk their lives to harvest the unassuming scavengers.

Besides neogi, predators such as firebirds (q.v.) consider zurchin meat tasty.

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Human tissue
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental (or host's possessions)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	1 (or host's movement)
HIT DICE:	3 (or host's HD)
THAC0:	17 (or host's THAC0)
NO. OF ATTACKS:	1 (or host's attacks)
DAMAGE/ATTACK:	Special (or host's weapon)
SPECIAL ATTACKS:	Milky glue
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	1/6-1/4' per growth (or by host's size)
MORALE:	Special
XP VALUE:	120



Zygoms are small, individual fungoid growths that consist of a short, thin stem with an ovoid cap. One or two dozen such growths are joined by a rhizome structure to form a singular communal creature, a zygom.

Combat: The zygom does not attack, per se. Whenever a colony of zygoms comes in rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap sticks fast to the creature. This milk is extremely sticky, and has the power to glue materials together for 1d4+1 days before the substance dries and crumbles. Zygom glue can be otherwise embarrassing, for it can stick weapons to targets, creatures to creatures, etc. If glued to flesh, a colony of zygom spores will infect the creature and begin growth by the time the glue powders, allowing the zygoms to infest and control the host. (For more on the consequences of infestation, see "Ecology" below.)

As zygoms have fungoid intelligence that is totally alien to humans, no magic affecting the mind—*beguiling, charming, dominating, hypnotizing,* or *hold* spells, etc., affects them.

Habitat/Society: Zygoms are found only near the Barrier Peaks region for reasons that are not readily apparent. Since these strange creatures are a strange, new form of life with an unknown form of intelligence or social structure, it has been surmised that zygoms are alien monstrosities that have somehow arrived here in Greyhawk. Since they are certainly harmful and dangerous, one might assume that they have been deliberately sent here, but few believe this to be the case. It is believed that a true invasion, or even a subtle assault, would require more than one drop zone for the invaders, to account for the possibility of landing in molten lava, deep oceans, or the freezing arctic. Undoubtedly, the creatures came here accidentally. Scholars are divided as to whether this is a generally good or bad thing.

Ecology: Although able to exist in the ground, zygoms prefer to infest living flesh and nourish themselves on the host's blood and tissue. Typical host creatures are giant ants, giant rats, large badgers, young bears, and occasionally small humanoids (dwarves, halflings, gnomes, and the like). Theoretically, it is possible for a large creature (man-sized or even greater) to become a host, but it might not be possible unless the foolish traveler chose to lay down on top of one of these rare alien fungi.

Infestation is typically on the head, neck and back (spinal areas). Importantly, this type of infestation controls the host creature by brain and nerve connections. The host creatures move, attack, and defend according to the dictates of the possessing zygoms. This infestation leads to death in 1d8 weeks, depending on the size and constitution of the host creature.

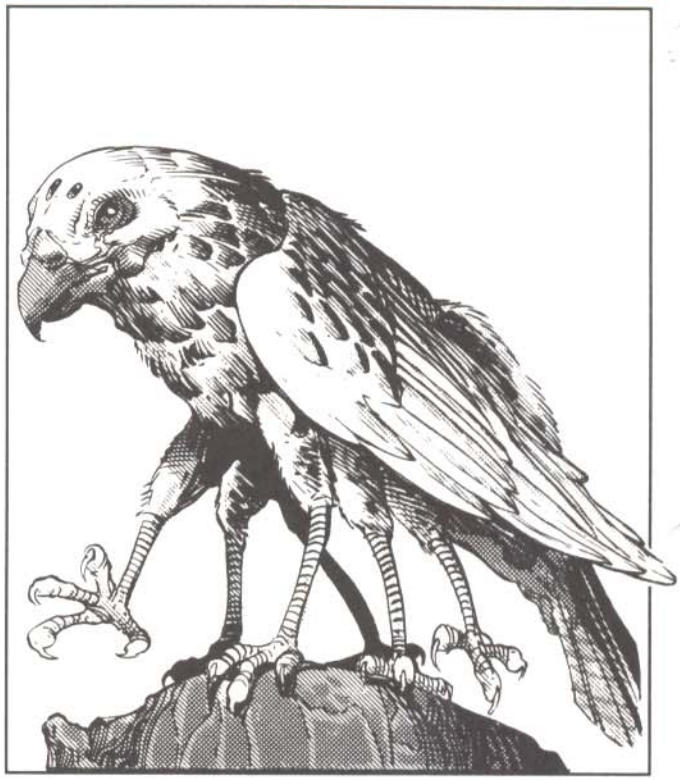
For example, a tiny creature, like a giant worker ant, might last no more than a week or two, while a stout-hearted halfling warrior might be capable of holding out maybe six, or even seven weeks. With luck, this might allow for enough time to reach help, if the zygoms allow it, of course.

Note that, even after death, the zygom remains until the whole of the dead body is consumed and only then does it move on. Most importantly, the only known cure for a zygom infestation (other than such rare and wondrous magic such as *wish* and *alter reality* spells) is a *cure disease* spell.

Since little is known about the zygom, and even less about how it arrived in Greyhawk, an expedition to the Barrier Peaks might be warranted in the near future. Who knows what other alien mysteries might be uncovered there?

Zygraat

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	24 (C), Wb 12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1D4 + Special
SPECIAL ATTACKS:	Poison or discharge web
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4')
MORALE:	Average (10)
XP VALUE:	270



More commonly known as spider hawks, zygraats are an unusual cross between a bird and a spider. Unlike true birds, this creature is able to entrap its prey through its webs and poisonous bite.

Zygraats are readily identifiable by anyone who has ever heard of them, for they resemble six-legged birds of prey with a spiderlike underbelly and abdomen. If the creature's mouth is examined closely, a series of tiny, hollow fangs will be observed running along both ridges of its jaw. The abdomen of the monster is grey in color and, if cut open, will be found to contain a milky fluid that coalesces into a mass of silky threads upon exposure to air.

Combat: The more passive attack form of the zygraat is to weave a large web some ten feet square within a tree or between two opposing vertical surfaces. It then flies up to a vantage point to wait. While the web is not sticky, it is made up of several different layers of fine silk, each laid against the other, creating a netlike barrier. This webbing has an incredible strength but is only lightly secured. Prey wandering into this web thus pulls it free from its anchoring points and becomes trapped during that round. Immediately, the zygraat will swoop down from its vantage point and attack with a bite that delivers 1-4 points of damage, forcing its victim to make a save vs. poison or suffer 3D6 points of additional damage. The entangled prey is then permitted a saving throw against paralysis each round to work itself free of the net.

The zygraat's other means of attack is to project a stream of netting from its abdomen at a man-sized or smaller target within 50'. The monster often resorts to this attack when hunting away from its lair. This attack is usable three times in any 24-hour period, and the victim is allowed a save vs. wands to dodge aside only if he/she is not surprised. Failure to make the save, or being caught by surprise, means that the victim is trapped as above. This particular attack is possible only if the zygraat is perched upon a tree or other roosting spot, and cannot be employed while it is in flight.

Habitat/Society: Adult males of this species are somewhat rare, for in the process of mating, they are killed and devoured by the female, which soon thereafter lays 6D6 egg sacks in a weblike nest that she builds atop high trees or in rocky cliffsides. Baby zygraats lack the ability to fly or form webs, but can scurry upon their legs, climbing up and down trees, rock, or web with ease. Their bite inflicts 1 point of damage, plus an additional 1-4 points of poison damage if a saving throw is failed.

Zygraats are not interested in treasure or gems. They will ignore anything shiny, but will utilize shreds of clothing or other material for their nest-building. They will occasionally secure brightly-colored bits of cloth to trees or rocks near their webs to attract curious creatures to their doom.

Nesting zygraats with young will often have a larder of fresh meat nearby to feed their ravenous youngsters.

Ecology: For the most part, zygraats do not pose a great threat as they are found only in isolated forest areas. The monsters also prefer relatively small prey, and thus they will tend to avoid most adventurers unless their nests are threatened.

The fluid within the creature's abdomen is prized, for if used in casting a *web* spell, all those caught inside the web's area of effect must save at −3 when trying to escape. Each full abdomen provides a wizard with sufficient material for three such uses.

The zygraat's webs can also be fashioned into a robe that affords excellent protection against attack, granting an armor class bonus of three points. Each full web can be made into a single man-sized garment.

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Monstrous Collection

Game Accessory

This compilation contains the monsters from all of the monster books (Monstrous Manual, Monstrous Compendiums) released for the Advanced Dungeons & Dragons 2nd Edition system.

In cases where several products define the same monster, only the newest entry (Which is assumed to be the most updated) is included in most cases. In some cases an older entry has been included as well if this entry is considerably more detailed. For example, the monstrous manual only provided a few lines on each of the mammals in the list, while the Monstrous Compendium Volumes I and II provided full pages on some of these. In most cases, the only reason redundant entries exist is because the less valuable entry is part of a page defining several monsters, which contains monsters not found on other places. Note that a monster is only replaced by a newer version if it is the same monster. If it is another monster with the same name, all versions will appear in this collection (For example the Lycanthrope, Werejaguar, which was defined in all of TSR2501 (*Monstrous Compendium – Mystara Appendix*), TSR2153 (*Monstrous Compendium – Ravenloft Appendix III*) and TSR2158 (*Monstrous Compendium Annual – Volume I*). In this case, all three versions were included because they had different statistics. In other cases, the monsters sharing the same name were completely different creatures)

This collection has been fully organized and bookmarked. The file itself is arranged by group and alphabetically, which means that all monsters of the same group appear in the same place, but otherwise alphabetical. This is identical to the way monsters are sorted in the Monstrous Manual
This compilation provides six sets of bookmarks:

- Monsters: This set follows the layout of the book. Which means that to look up a monster that is part of a group (The Red Dragon for instance), you would have to open the 'D' section to find the 'Dragon' entry, where you can find this monster. Monsters that do not belong to a group are found at their normal alphabetical locations
- Alphabetical Index: This is the most extensive of the bookmark sets, but which also means that there are much more to look through. This bookmark set contains a fully alphabetical index, where monsters appear in all possible ways, including alternate names. For example, you would find the Banshee listed as 'Banshee', 'Groaning Spirit' and 'Spirit, Groaning', and the Red Dragon can be found under 'Red Dragon', 'Dragon, Red' and 'Dragon, Chromatic, Red'.
- Products: This set of bookmarks lists the monsters ordered by the product they appeared in. This set is ordered according to the original monster order in the source product, so in a few cases, this is not purely alphabetical. This listing is useful if you need a monster from a specific product
- Campaign World: This bookmark set lists all the monsters according to their campaign world. Note that a monster's campaign world for this purpose depend only on the product it appeared in. A monster appearing in more than one product will be listed under all the appropriate campaign worlds, even if the original entry from one campaign world have been updated with a version from another.
- Encounter Tables: This bookmark set contains two subsets of bookmarks, which is designed to make it easy to find appropriate monsters to populate encounter tables:
    - Climate /Terrain: This subset lists all the monsters according to terrain, and divided into the appropriate climate for each terrain. Monsters with unique locations or very special terrains are not included in this set. Also, some standardization was done to avoid getting a lot of very small lists, so some monsters will appear under a heading which does not match their Climate/Terrain entry exactly, but under a heading for very similar terrain. It should also be noted that some monsters have additional restrictions in the Climate/Terrain

entry, like “non-arctic”, or similar. Again, in the interest of not fragmenting these lists too much, such restrictions are not taken into account. For most campaigns, these additional restrictions would never be an issue anyway. It is always a good idea to check the entry for each monster you intend to use of course, as these lists are only intended to be a quick way to find potentially appropriate monsters for your adventure.

- Hit Dice: All the monsters are sorted according to their HD. Note that the main HD value was used, and not any additional hitpoints, so a monster with 1+25 HD still appear in the 1 HD category. This was done one purpose, because calculating some kind of “effective HD” wouldn’t make any sense, since most monsters have a lot of other abilities that should affect this as well in that case, so I choose to go with the “raw” HD. Some kind of effective HD, with everything taken into account would be nice, but that is far beyond the scope of this compilation to attempt.

🕮 Information Pages: This is a list of all the special informative pages that appears along with the monster entries. For example, many of the major groups include a separate page with information on that group (like ‘Dragon, General’ or ‘Golem, General’)

Bookmark Colors:

Color	Meaning	Example
	Main Entry. This defines a class of bookmarks	**Alphabetical Index**
	Main Category. This is used for the Products and Campaign World lists	**Forgotten Realms**
	Letter. This is the grouping color for each letter in the alphabetized lists. It is also used for issue numbers for magazines, and for the headings in the encounter tables.	**F**
	Normal Entry	Bulette
	Group. This is a group heading	Dragon
	Subentry. This is used when several monsters appear under a common heading on one page	Dracolisk
	Logical Group. This is used when a formal group doesn’t exist, but several monsters exist of this type.	Ooze
	Prefix Group. Groups otherwise unrelated entries that share the first word. This is mainly used to make the index easier to use	Greater
	Redirected entry. This is used when products disagree on a common group name.	*Men -> see Human*

All of the bookmarks of type ‘Normal Entry’, ‘Group’ and ‘Subentry’ always have a destination page. This means that if a monster has the same name as the group heading, you may not find it as a subentry in the list, as its entry is the group heading itself.

For the Products bookmark set, entries in *Italics* means that this particular monster has been replaced by a version from a different product. In a lot of cases, this is due to the Monstrous Manual replacing most of the monsters from MC1 and MC2, as well as a selection of monsters from other products. As mentioned earlier, monsters are only replaced by updated versions of the same monster, so it is still the same monster from the product, just an updated version of it. The Campaign World bookmark set also uses *Italicized* entries, but in this case, they are used to indicate that the monster was replaced by one from a product from another campaign world. Just as with the Products set, it is still the same monster though, just an updated version. Again, a lot of this is caused by the Monstrous Manual, which had quite a lot of campaign-specific monsters now appearing as generic ones.

The quality of the monster entries varies greatly, as I had to work with what I had. Most are quite good, but few are properly OCR’ed. Also, some of the newer products unfortunately stopped using the good old monster format with the stat block and the image on the top, causing this compilation to not have a truly

uniform look. Fortunately, TSR/WoTC stuck to the new monster = new page way of thinking, ensuring that the monsters could be sorted properly when making a compilation such as this, something that would be much more difficult with 3e products.

Note about categories (grouping)

The monsters have been categorized by the standards introduced by the Monstrous Manual. However, in many cases, it has been difficult to decide if a monster should be part of a category or not. In some cases, the category threatened to become too generic to be of any real value if everything that looked close was included (like the 'Mammal' or 'Bird' categories), while other were to narrow to really warrant a category of their own at all, thereby spreading some monsters that might have some similarities. In any case, the alphabetical index contains all the monsters appearing in both group-dependant entries, and as ungrouped entries, enabling you to easily look up the monster even if you only know its name, and not what category it is grouped under.

Note about sorting

Due to the nature of the data, proper alphabetical sorting can be a bit difficult, and is subjective. Here is the order chosen for this document (This table is sorted by the correct order of the examples).

Warrior	Plain word, no special considerations.
Warrior, Big	Monsters with type, or categories with monster, separated by comma. Monsters appear in the list according to the text before the comma.
Warrior Monster	Monsters consisting of more than one word are placed in order according to their first word, but below plain and comma-separated versions of the same word, as shown above.
Warriorbeast	Then, monsters starting with the same text, but containing additional characters appear
Warrior'monster	Special characters inside monster names are ignored; these appear on the place in the list they would have appeared if those characters were just removed.

The reason for these choices is to avoid strange sorting that sometime appears in a pure alphabetical sorting. Granted, this isn't perfect either, but it is provides the best overall result.

Search feature

Since Adobe Acrobat doesn't let you search in bookmarks only, I wrote a very simple java script that searches the bookmarks. This script is accessible by clicking on the 'Search Bookmarks' bookmark under the 'Monstrous Collection' heading. Doing so will pop up a small dialog box where you can enter your search term. This is a simple text string; the search does not support wildcards or regular expressions. The string entered can either be a complete or partial name, and it is not case-sensitive. This box also allows you to control the maximum number of search results to return (Default is 50).

The search itself will search through the entire 'Alphabetical Index' list, since this list contains all the monsters in the collection, including alternate names. The results from the search are shown as bookmarks that appear as child bookmarks under the 'Search Bookmarks' bookmark. To clear the search result, click the 'Clear Results' bookmark that appears after doing a search.

Note that this search feature uses javascript. This means it will only work if your current pdf viewer supports javascript. I do not know which editors beyond Adobe Acrobat itself that supports this, but I suspect support is non-existent in most. Additionally, since the search works by actually creating bookmarks in the document, it will only work inside a pdf editor. A read only viewer will not be able to accomplish this. Therefore, it will not work in the Adobe Reader either. Bottom line, it probably only works in Adobe Acrobat itself. If anyone has any suggestions for how to make the search work in other clients (by changing the method the results are displayed), or other improvements, feel free to contact me (My address appear in the final paragraph on the last page of these information pages).

Remember that most pdf viewers have build-in search features though. My simple script was made because Adobe doesn't let you search in bookmarks only. You can search in bookmarks when you search the document text, but due to my rather complete bookmark set, a bookmark-only search gives much cleaner and easier to use search results. You can still use Adobe's built-in search to search through both page contents and bookmarks simultaneously if you are using the Reader and not the full package. Most other viewers should have similar capabilities for searching.

Products included in the Monstrous Collection compilation:

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Monstrous Manual (TSR2140)
Monstrous Compendiums
    MC - Volume I [MC1] (TSR2102)
    MC - Volume II [MC2] (TSR2103)
    MC - Forgotten Realms Appendix I [MC3] (TSR2104)
    MC - Dragonlance Appendix [MC4] (TSR2105)
    MC - Greyhawk Appendix [MC5] (TSR2107)
    MC - Kara-Tur Appendix [MC6] (TSR2116)
    MC - Spelljammer Appendix I [MC7] (TSR2109)
    MC - Outer Planes Appendix [MC8] (TSR2118)
    MC - Spelljammer Appendix II [MC9] (TSR2119)
    MC - Ravenloft Appendix I [MC10] (TSR2122)
    MC - Forgotten Realms Appendix II [MC11] (TSR2125)
    MC - Dark Sun Appendix I - Terrors of the Desert [MC12] (TSR2405)
    MC - Al-Qadim Appendix [MC13] (TSR2129)
    MC - Fiend Folio Appendix [MC14] (TSR2132)
    MC - Ravenloft Appendix II: Children of the Night (TSR2139)
    MC - Ravenloft Appendix III (TSR2153)
    MC - Ravenloft Appendices I & II (TSR2162)
    MC - Dark Sun Appendix II: Terrors Beyond Tyr (TSR2433)
    MC - Mystara Appendix (TSR2501)
    MC - Planescape Appendix (TSR2602)
    MC - Planescape Appendix II (TSR2613)
    MC - Planescape Appendix III (TSR2635)
    MC - Savage Coast Appendix (TSR2524)
    MCA - Volume I (TSR2145)
    MCA - Volume II (TSR2158)
    MCA - Volume III (TSR2166)
    MCA - Volume IV (TSR2173)
Forgotten Realms / Kara-Tur
    Test of the Samurai [OA7] (TSR9258)
Forgotten Realms / Maztica
    Endless Armies [FMA2] (TSR9340)
    Fires of Zetal [FMA1] (TSR9333)
    Maztica Campaign Set (TSR1066)
Forgotten Realms
    Anauroch [FR13] (TSR9320)
    Black Courser [FRA2] (TSR9290)
    Blood Charge [FRA3] (TSR9304)
    Campaign Setting (TSR1085)
    Castle Spulzeer (TSR9544)
    City of Splendors (TSR1109)
    Cult of the Dragon (TSR9547)
    Doom of Daggerdale [FRQ3] (TSR9391)
    Draconomicon [FOR1] (TSR9297)
    Dwarves Deep [FR11] (TSR9300)
    Elves of Evermeet (TSR9430)
    For Duty & Deity (TSR9574)
    Giantcraft (TSR9487)
    Halls of the High King [FA1] (TSR9301)
    Haunted Halls of Eveningstar [FRQ1] (TSR9354)
    Hordes of Dragonspear [FRQ2] (TSR9369)
    How the Mighty Are Fallen (TSR9540)
    Marco Volo - Departure (TSR9444)
    Menzoberranzan (TSR1083)
    Netheril - Empire of Magic (TSR1147)
    Nightmare Keep [FR2] (TSR9341)
    Old Empires [FR10] (TSR9274)
    Pages from the Mages (TSR9491)
    Powers & Pantheons (TSR9563)
    Ruins of Zhentil Keep (TSR1120)
    Secrets of the Magister (TSR11430)
    Shadowdale [FRE1] (TSR9247)
    Spellbound (TSR1121)
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    Storm Riders [FRA1] (TSR9281)
    Tantras [FRE2] (TSR9248)
    The City of Ravens Bluff (TSR9575)
    The Code of the Harpers [FOR4] (TSR9390)
    The Drow of the Underdark [FOR2] (TSR9326)
    The Great Glacier [FR14] (TSR9351)
    The Horde (TSR1055)
    The Jungles of Chult [FRM1] (TSR9389)
    The Return of Randal Morn (TSR9488)
    The Ruins of Myth Drannor (TSR1084)
    The Ruins of Undermountain (TSR1060)
    The Ruins of Undermountain II - The Deep Levels (TSR1104)
    The Secret of Spiderhaunt (TSR9485)
    The Shining South [FR16] (TSR9388)
    The Sword of the Dales (TSR9484)
    Villains' Lorebook (TSR9552)
    Volo's Guide to All Things Magical (TSR9535)
    Waterdeep [FRE3] (TSR9249)
    Wyrmskull Throne (TSR11405)
Al-Qadim
    Assassin Mountain [ALQ2] (TSR9431)
    Caravans (TSR9459)
    City of Delights (TSR1091)
    Corsairs of the Great Sea (TSR9449)
    Golden Voyages [ALQ1] (TSR9366)
    Land of Fate (TSR1077)
    Ruined Kingdoms (TSR9440)
    Secrets of the Lamp [ALQ4] (TSR9433)
Birthright
    Birthright Campaign Setting (3100)
    Blood Spawn: Creatures of Light and Shadow (TSR3140)
    The Book of Magecraft (TSR3117)
    The Rjurik Highlands (TSR3121)
    The Sword of Roele (TSR3118)
    Tribes of the Heartless Waste (TSR3147)
    Warlock of the Stone Crowns (TSR3110)
Dark Sun
    Asticlian Gambit [DSQ3] (TSR2412)
    Black Flames [DSM1] (TSR2417)
    Black Spine (TSR2428)
    City by the Silt Sea (TSR2432)
    Campaign Setting (TSR2400)
    Campaign Setting (Revised) (TSR2438)
    Dragon Kings (TSR2408)
    Dune Trader [DSR2] (TSR2407)
    Merchant House of Amketch (TSR2421)
    Mind Lords of the Last Sea (TSR2444)
    The Ivory Triangle (TSR2418)
    Thri-Kreen of Athas (TSR2437)
    Valley of Dust and Fire [DSR4] (TSR2413)
    Windriders of the Jagged Cliffs (TSR2439)
Dragonlance
    Chaos Spawn (TSR11372)
    Dragon Dawn (TSR9275)
    Dragon Keep [DLE3] (TSR9245)
    Dragon Magic [DLE2] (TSR9244)
    Dragon's Rest [DLA3] (TSR9294)
    Flint's Axe [DLQ2] (TSR9382)
    Otherlands [DLR1] (TSR9278)
    Taladas - The Minotaurs [DLR2] (TSR9344)
    Time of the Dragon (TSR1050)
    Wild Elves [DLS4] (TSR9334)
Greyhawk
    Against the Giants - The Liberation of Geoff (TSR11413)
    Falcon's Revenge [WGA1] (TSR9279)
    Falconmaster (TSR9289)
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Flames of the Falcon [WGA3] (TSR9302)
From the Ashes (TSR1064)
Greyhawk Ruins [WGR1] (TSR9292)
Howl From the North [WGS2] (TSR9337)
Rary the Traitor [WGR3] (TSR9386)
Return to the Tomb of Horrors (TSR1162)
The Scarlet Brotherhood (TSR11374)
Vale of the Mage [WG12] (TSR9270)
Vecna Lives [WGA4] (TSR9309)
Lankhmar
City Of Adventure (TSR2137)
Nehwon [LNA1] (TSR9305)
Prince of Lankhmar [LNA3] (TSR9318)
Tales of Lankhmar [LNR2] (TSR9329)
Wonders of Lankhmar [LNR1] (TSR9295)
Mystara
Night of the Vampire (TSR2509)
Red Steel (TSR2504)
Savage Baronies (TSR9500)
Planescape
Planescape Campaign Setting (TSR2600)
Dead Gods (TSR2631)
Doors To The Unknown (TSR2626)
Hellbound: The Blood War (TSR2621)
Planes of Chaos (TSR2603)
Planes of Conflict (TSR2615)
Planes of Law (TSR2607)
Ravenloft
A Guide to Transylvania (TSR9529)
Adams Wrath (TSR9439)
Bleak House: The Death of Rudolph van Richten (TSR1141)
Book of Crypts [RR2] (TSR9336)
Castles Forlorn (TSR1088)
Children of the Night - Vampires (TSR9513)
Dark of the Moon (TSR9419)
Darklords [RR1] (TSR9331)
Death Ascendant (TSR9526)
Feast of Goblyns [RA1] (TSR9298)
Hour of the Knife (TSR9456)
Howls in the Night (TSR9466)
Islands of Terror [RR4] (TST9348)
Masque of the Red Death (TSR1103)
Realm Of Terror (TSR1053)
Requiem - The Grim Harvest (TSR1146)
Roots of Evil [RM1] (TSR9413)
Servants of Darkness (TSR9541)
Ship of Horrors (TSR9321)
The Nightmare Lands (TSR1124)
The Shadow Rift (TSR1163)
Touch of Death [RA3] (TSR9338)
The Awakening (TSR9452)
The Created [RM2] (TSR9414)
Thoughts of Darkness [RQ2] (TSR9364)
Van Richten's Guide to the Created (TSR9417)
Van Richten's Guide to the Lich (TSR9412)
Van Richten's Guide to Werebeasts [RR7] (TSR9416)
Van Richten's Monster Hunter's Compendium - Volume One (TSR11447)
Van Richten's Monster Hunter's Compendium - Volume Two (TSR11507)
Vecna Reborn (TSR9582)
Spelljammer
AD&D Adventures In Space (TSR1049)
Crystal Spheres [SJA3] (TSR9299)
Goblin's Return [SJS1] (TSR9343)
Greyspace [SJR6] (TSR9374)
Heart of the Enemy [SJQ1] (TSR9347)
Krynnspace [SJR7] (TSR9409)

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    Lost Ships [SJR1] (TSR9280)
    Practical Planetology [SJR4] (TSR9328)
    Realmspace [SJR2] (TSR9312)
    Skull & Crossbows [SJA2] (TSR9286)
    The Astromundi Cluster (TSR1087)
    The Legend of Spelljammer
    Under the Dark Fist [SJA4] (TSR9325)
    Wildspace [SJA1] (TSR9273)
Generic
    Dragon Mountain (TSR1089)
    Night Below (TSR1125)
    The Rod of Seven Parts (TSR1145)
    The Complete Psionics Handbook (TSR2117)
    The Complete Book of Elves [PHBR8] (TSR2131)
    Wizard's Challenge [HHQ2] (TSR9359)
    Dungeons of Mystery [GR2] (TSR9365)
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    The Glory of Rome [HR5] (TSR9425)
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Note that in some cases most or all of a product's monsters may have been replaced by updated versions from later products. Any product listed here has been fully processed though, and all monsters from each product are included, either in its original form, or an updated version from a later product. This is especially true for TSR2118 (*Outer Planes Appendix*) where almost every single monster was replaced by the various Planescape compendiums, and TSR2162 which is basically no more than TSR2122 and TSR2139 bound into one book.

It should also be noted that all AD&D 2nd edition products (including the Dragon and Dungeon Magazines from the relevant period) were searched for monsters. The absence of a product in the list above means that there were no monsters in that particular product, or at least no monsters in an acceptable format. The product list above thus only holds the products that contained monsters that were eligible for inclusion in this compilation.

Product Notes:

Blood Enemies: Abominations of Cerilia (TSR3101) [Birthright]

After much consideration, the creatures from the Birthright Product, *Blood Enemies: Abominations of Cerilia* (TSR3101) was not included in this compilation. This was due to several factors, but prime among them was the number of pages devoted to each creature, with a lot of text that are useless outside the Birthright campaign setting. Including these monsters would have disrupted the flow of this product. Additional

reasons for not including these creatures also include the fact that these pages describe many unique individuals and rulers in Cerilia, and not "regular" monsters. While there is some precedence for including such creatures in the product (ref *Monstrous Compendium – Ravenloft Appendix II: Children of the Night* (TSR2139)), similar entries from other products are more useful as generic monsters than the creatures from TSR3101, and they are also presented in a more standard format.
The fact that the stat block usually didn't appear at the first page of each entry and that the stat block was slightly nonstandard also influenced the decision. Any comments regarding this decision is welcome, please see the end of this appendix for the email address to use.

Black Spine (TSR2428) [Dark Sun]
This product contained monstrous compendium pages for a lot of Non Dark Sun monsters, to save people from buying non-DS supplements just to gain access to these monsters for the purpose of just this adventure. Therefore, these monsters are not listed under the 'Campaign Worlds -> Dark Sun' Heading, since they are not really Dark Sun monsters. They are still found in the Product's listing under 'Products -> Dark Sun -> Black Spine (TSR2428)' however, and in the full bookmark sets (the 'Monsters' and 'Alphabetical Index' sets).

Adventure Game (TSR11548) and The Awakening (TSR11612) [Diablo II]
These products were made to emulate the computer game. As such, the monster descriptions are not up to spec with standard AD&D 2nd Edition monsters, with poor descriptions, and a reduced stat block. These monsters have therefore been excluded from this product.

Gargoyle (TSR9251) [Greyhawk]
While this product bears the AD&D 2nd edition logo, the monster entry in this product (The Tor Gargoyle) is presented in a 1st edition format. It has therefore been excluded from this compilation.

Bleak House: The Death of Rudolph van Richten (TSR1141) [Ravenloft]
Most of the "monsters" in this product are vampire characters, which are presented with only partial monster statistics. These have therefore been excluded from this product. The only proper monster is the Cerebral Vampire, which has been included.

Dragon & Dungeon Magazines
Due to space constraints, Dragon/Dungeon often includes monsters in a more compact format than the standard AD&D 2nd ed format (one monster per page). Only entries in a proper format are included in this compilation, since entries with multiple unrelated monsters are impossible to insert in a proper sorted order. This is the same policy that has been used for all other products used in this compilation as well. Note that many of the monsters that did appear in an unusable format in this magazine have later been updated and included in a Monstrous Compendium Annual or similar. These monsters do still not appear under the Dragon Magazine heading, as this lists only monsters that were in a proper format in the magazine. Such monsters are of course still listed under their appropriate MC Annual entry, and the main content lists for the compilation.

Polyhedron Newszine
Same notes as for Dragon & Dungeon Magazines apply here as well. Unfortunately, there is an additional problem here. I have not been able to get my hands on every Polyhedron out there. The ones I have are included in this compilation, but from the AD&D 2e era, I miss the following issues; 42-44, 46-49, 51-69, 71-74, 76-78, 80, 83-84, 90, 92-95, 97-113, 115, 117-136, 138, 139-145
If anyone could provide me with scans of these I would be thankful. Complete scans of the magazines are preferred, but just any monsters from these issues would also be helpful. In the latter case, make sure to tell

me which issue the monster was taken from, and if it was associated with an article that linked it to a certain campaign world. As with the rest of this compilation, I will only include monsters that are in the proper AD&D 2e Monstrous Compendium format.

Version History

1.0 – First release version. Contain every monster from the Monstrous Manual, the 23 Monstrous Compendiums, and the four Monstrous Compendium Annuals. This version shipped with 4 complete bookmarks set, which organized the creature by group/alphabetical, a complete alphabetical index, according to the product they appeared in, and by the campaign world they belong to.

2.0 – Second release version. In addition to the content from version 1.0, all the monsters from official AD&D 2nd edition gaming products have been included, as well as all monsters from Dragon and Dungeon Magazine.

Future Updates

2.x – The 2.x series will contain bug fixes and updates to the current version, but will not include any new monsters, except for any which might have been left out that was supposed to be in 2.0.

3.0 – Will probably never be released unless I find a source of monsters previously forgotten, or find some new useful bookmark structure to include. Was originally intended to contain the Dragon/Dungeon/++ monsters, but I ended up putting these in the 2.0 release instead.

If you find any errors or omissions in this product, such as erroneous bookmarks, problems with the sorting, misplaced pages or missing monsters/products, or just want to comment on this compilation, make suggestion or tell me what you think, please email me at **monstrous.collection@gmail.com**. I will update the file with any appropriate changes based on your suggestions if I agree with the suggestion, and it is within a reasonable time frame to do so. I plan to release new (version numbered) version of this compilation every now and then.

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I
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  Madmen (The Midnight Slasher) 1465
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M
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Medusa (Althea) 1845
Mummy, Greater (Senmet) 1939

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  Gargoyle 1253
  Glass 1253
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L
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  Werebat 1738
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M
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  Abber Nomads 1448
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Madmen 1459
Mist Horror 1888
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Q
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R
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S
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T
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V
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G
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H
Human 1451
Cursed (Jacqueline Montarri) 1451
Madman (The Midnight Slayer) 1465
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L
Lich, Bardic (Andres Duvall) 1661
Lycanthrope, Weretiger (Jahed) 1763

M
Meazel (Salizarr) 1840
Medusa (Althea) 1845
Mummy, Greater (Senmet) 1939

N
Night Hag (Styrix) 1349

S
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T
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Advanced Dungeons & Dragons® 2nd Edition

Monstrous Collection

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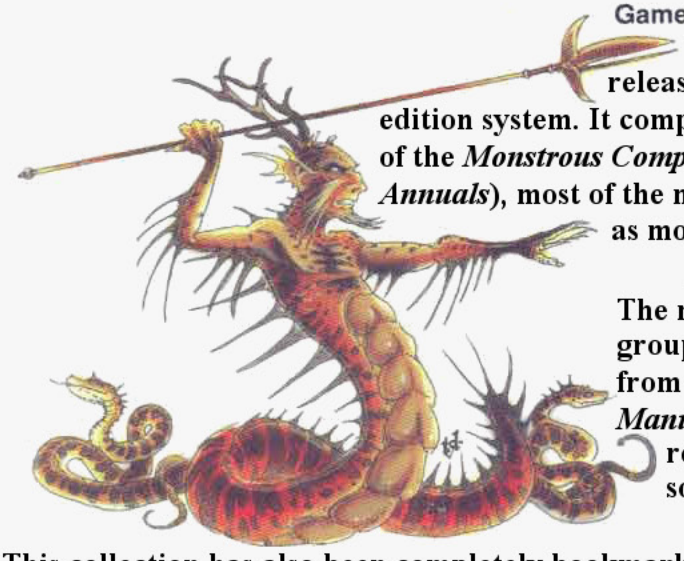

This collection contains the majority of the monsters released under the Advanced Dungeons & Dragons 2nd edition system. It compiles the monsters from the *Monstrous Manual*, all of the *Monstrous Compendium* books (Including the *Monstrous Compendium Annuals*), most of the monsters from various AD&D game products, as well as most monsters appearing in Dragon magazine.

The monsters have been grouped using the groups from the *Monstrous Manual* as a base reference, and then sorted alphabetically.



This collection has also been completely bookmarked, with six complete sets of bookmarks. One set follows the actual page layout of the collection, while another set is a complete alphabetical bookmark set containing every monster listed in all appropriate ways. For example, you can find the mighty Red Dragon listed under both "Red Dragon" and "Dragon, Red", as well as "Dragon, Chromatic, Red" and more. The index also lists the monsters by any alternate names, so whether you look for "Banshee" or "Groaning Spirit", you should find what you are looking for. Monsters are also listed according to their Campaign World, by the products they have appeared in, by Climate/Terrain, as well as by Hitdice. You'll never have trouble finding a monster ever again!

TSR, Inc.
POB 756
Lake Geneva
WI 53147
USA

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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